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1. SAFETY RULES

1.1 Participants are subject to match disqualification for violation of any rule or regulation in sections 1 or 2. It is the competitors responsibility to read and understand the rules set forth by Tarheel 3 Gun LLC. Agreement to shoot the match is a demonstration of the understanding of these rules.

1.2 All Tarheel 3 Gun matches will be run on a COLD RANGE.

1.2.1 COLD RANGE (definition): Participants firearms will remain unloaded at the match site except under the direction of a match official.

1.2.2 It is the responsibility of the competitor to ensure firearms are unloaded at all times except after the make ready command and before the show clear command.

1.3 Designated Safety Areas

1.3.1 Safety Areas will be clearly marked with signs.

1.3.2 Unloaded firearms may be handled and/or displayed only in the Safety Areas or at the competitors vehicle.

1.3.3 No ammunition may be handled in any Safety Area.

1.4 Transporting Firearms (carry from vehicle or between stages)



1.4 Rifles and Shotguns

1.4.1 Rifles & shotguns should be cased or carried/slung with the muzzle up or down.

1.4.2 Rifles & shotguns should be carried with actions open and detachable magazines removed and chamber flag inserted.

1.4.3 Abandoned rifles and shotguns must be empty or on safe and pointed in a safe direction, and in the proper designated dump/abandonment location.

1.5 Handguns

1.5.1 Handguns must be cased or remain in holster except in designated Safety Areas, or under the direction of Range Officer(s) on a stage. No magazine may be inserted.

1.5.2 On stages, the Ready Condition of handguns must be "Hammer Down" for DA autos & revolvers, and "Cocked & Locked" for SA autos or DA autos with manual override safeties.

1.5.3 Abandoned pistols must be empty or on safe and pointed in a safe direction, and as instructed in stage briefs. Loaded 1911 style pistols with a working grip safety abandoned with the thumb safety off will be considered safe. However, all 1911s abandoned in such condition will be left laying until the stage is cleared. Then the CRO will unload the pistol and attempt to drop the hammer with the grip safety not engaged (not depressed). If the hammer falls, the shooter receives a stage DQ.

1.6 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the match site before or during shooting. Any participant found to be impaired and deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

1.7 Eye protection is mandatory for participants, spectators & range personnel at the match site.

1.8 Ear protection is mandatory for participants, spectators & range personnel while on or near a stage of fire.

1.9 Grounding of Firearms

A. Definition of an Abandoned Firearm: Any firearm left in a designated container, in an undesignated location (on top of a table, on top of a barrel, etc..) or at a stipulated start position in any condition, unless the muzzle is breaking the 180-degree safety plan (see rule 2.4).

B. Definition of a Grounded Firearm: A firearm will not be considered grounded until another firearm has been discharged. A competitor may go back and rectify an improperly abandoned



firearm before discharging another firearm. The re-holstering of a pistol is not considered abandoning a firearm but placing pistol in any location for the purpose of dumping the firearm is considered abandoning the firearm. Once the next firearm has been discharged, all abandoned firearms will be considered grounded and subject to penalties

1.9.1 During a course of fire a competitor may handle more than one firearm at a time, however neither firearm may be discharged until one is re-holstered or safely grounded. Violation of this rule will result in a match DQ.

1.9.2 All Safety rules apply while handling two firearms at the same time

1.9.3 Any firearm that has been grounded may be retrieved and used in the course of fire.

1.9.4 Firearms must be grounded in the designated location. Unless otherwise identified in the written stage brief, this will be a large dump buck (grey trash can) for rifles and shotguns and a small 1 gallon bucket for pistol. Grounding in an improper location is subject to penalties, stage dq, or match dq (see section 9).

1.10 Safety Condition of Grounded Firearms

1.10.1 All firearms must be grounded in one of the two following conditions to be considered Safely grounded:

1.10.1.1 If a round is in the chamber or ammunition is still in the magazine or magazine tube then the firearm must have the safety engaged.

1.10.1.1.1 Firearms without a manual safety must have a passive safety and it must be operational. A Passive safety is a safety that engages automatically and disables the firearm from discharging while the firearm is not being handled. "Safe Action" striker safeties or "Passive Trigger Safeties" fall under this ruling. Operational means the safety operates correctly as intended and has not be altered or disabled.

1.10.1.1.2 If the pistol has no manual safety and the only manual lever is a de-cocking mechanism, it must be engaged and the hammer must be de-cocked to satisfy the safety engaged condition. Exception: Spent round in the chamber constitutes an empty chamber

1.10.1.2 Firearm is considered safe if chamber is empty on a closed bolt or the bolt/slide is locked to the rear.

1.11 Re-Holstering of a Loaded Handgun



1.11.1 Re-holstering a loaded handgun is authorized unless otherwise stipulated in the written stage brief. A competitor will never be required to re-holster a loaded handgun.

2. Disqualifications

2.1 Match disqualification will result in complete disqualification from the match. Shooter will not be allowed to continue with the match and will not be eligible for prizes nor a free entry into next year's match. Final decision is with the Match Director.

2.2 Match disqualification for negligent discharge.

2.2.1 "Negligent Discharge" is defined as the discharge of a firearm in an unsafe manner or unintentionally in which a projectile (bullet) strikes the ground within 9 feet of the competitor or range officer, or outside the confines of the backstop.

2.3 A participant shall be disqualified from the Match for dropping a loaded or unloaded firearm once the "Make Ready" command has been given or before the "Range is Clear" command is given. If an unloaded firearm is dropped outside of these commands, a Range Officer must be present to secure the firearm. Failure to do so will result in a match DQ. This includes a firearm that falls after being grounded.

2.3.1 Exception: Dropping any slung long gun after the course of fire has begun will result in no penalty or disqualification as long as there is no magazine inserted and a round was never chambered.

2.3.2 Exception: Any firearm that is grounded into a designated dump bucket or barrel, and that firearm "bounces" or has fallen out of designated dump bucket or barrel will not result in a match dq if the firearm does not have a round in the chamber with a closed bolt or slide or has a magazine inserted with no rounds in the magazine or chamber with an open bolt or slide. See Rule 8.3.5 for penalty to be assessed.

2.4 A participant shall be disqualified for allowing the muzzle of his/her loaded firearm to break the 180-degree safety plane.

2.4.1 Bay Stages: The safety plane is defined by an arc both horizontal and vertical that is created when the competitor is standing facing squarely downrange and parallel to the designated backstop used on the bay to define the 180-degree safety line on that particular stage. Any muzzle position that points backward toward the mouth of the bay away from the designated 180-degree safety plane is a violation and will result in a match DQ.

2.4.2 Natural Terrain: The safety plane is defined by the direction of travel throughout the course of fire. Range Officers will identify if there are any targets that cannot be engaged once a



pre-determined spot on the course of fire has been passed that may violate the 180-degree rule. It is the competitors responsibility to ask Range Officers if they have any questions as to the 180-degree safety plane on any given stage.

2.5 A participant shall be disqualified for any offense deemed to be unsportsmanlike conduct. This may be due to a single offense or to multiple offenses and will be at the discretion of the match director.

2.5.1 Unsportsmanlike Conduct

2.5.1.1 Intentionally altering targets prior to them being scored to gain an advantage or to avoid a penalty.

2.5.1.2 Altering or falsifying score sheets, whether a competitors own or for someone else.

2.5.1.3 Altering the configuration of firearms or equipment to gain advantage (See rule 5.3, 5.4, 5.5, 7.1.4).

2.5.1.4 Any shooter who knowingly engages a target in a manner other than intended for the purpose of gaining a competitive advantage will be assessed a 30 second penalty and stage DQ on any second offense. This type of target includes, but is not limited to, shooting a Texas Star in the middle of the target with the intended purpose of knocking most of, or all of, the plates off of the target without otherwise engaging each plate. Penalty will not be assessed if other plates fall while only engaging one other plate.

2.5.2 If any competitor is found to be consuming or be under the influence of alcohol or non-prescription drugs at the match site while shooting is taking place they shall be disqualified from the match. Any use or possession of Alcohol in any shooting area to include, but not limited to, any stage, side stage, or demo bay will be an automatic match disqualification and you will be asked to leave the property.

2.5.3 Shooting prohibited ammo (see section 4).

2.5.4 Failing to help reset and/or tape targets. (One warning will be issued by the RO on the stage.)

2.5.5 Any competitor, spectator, or staff threatening, assaulting, or verbally abusing other competitors, staff, or spectators will receive a match DQ and ejection from the match venue and property.



2.5.6 This is not an all-inclusive list of unsportsmanlike conduct.

2.6 A participant shall be disqualified for unsafe gun handling. This includes, but is not limited to: handling a gun while people are down range, handling a gun on a stage without permission of the range officer, abandoning or grounding a gun in an unsafe manner or direction.

2.7 Stage Disqualifications may be issued for various infractions at the discretion of the Range Master or Match Director.

2.8 Refusal to submit to a rule compliance inspection of any or all equipment that a competitor is using during the match will result in the competitor being moved to the Open Division.

2.9 Refusal to submit to an inspection of a pre-loaded shotgun for Tac Ops, Carry Optics, Heavy Optics, or Limited will result in a match DQ.

2.10 Engaging an aerial clay(s) with a slug(s) will result in a match DQ.

2.11 Having a round in the chamber of pistol, while holstered, and in the prone position will result in a match DQ. This is applicable whether the prone position at the start position or if competitor has re-holstered their pistol.

2.12 If a competitor has their finger inside of the trigger guard when moving, loading, reloading, or unloading during a course of fire or while clearing a malfunction and does not comply with verbal warnings to move finger, it will result in a match DQ.

2.13 A competitor may handle more than one firearm at a time, however neither firearm may be discharged until one is either re-holstered or safely grounded. Violation will result in a match DQ (see rule 1.9.1)

2.14 All walls, barriers, or constructed obstacles are deemed hard cover and extend from the ground up to infinity. Moving under or over such props is strictly forbidden and is considered a safety violation. Unless specifically allowed in the written stage brief, violation will result in a match DQ.

2.14.1 Shooting any steel obstacle, barrier, barricade, or vehicle within 10 feet with rifle, shotgun, or pistol will result in a match dq.

2.15 All disqualifications will be issued by the Range Master or Match Director.

2.16 Grounding of Firearms



2.16.1 Grounding of a firearm in the incorrect designated container or stipulated location and the muzzle has broken the 180-degree safety plane will result in a match DQ.

2.16.2 Grounding a firearm in the incorrect designated container or stipulated location and the competitor moves downrange of or in front of the firearm, regardless of the condition, will result in a match DQ.

2.16.3 DQ does not apply if the firearm is in the correct designated container or stipulated location and the safety is not engaged. (see rule for penalty)

2.16.4 Grounding a firearm in the incorrect designated container or stipulated location and the muzzle has not broken the 180-degree safety plane nor has the competitor moved downrange or in front of the firearm will not result in a match DQ. (see rule for penalty)

3. Sportsmanship & Conduct

3.1 Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Disputes will be handled promptly and fairly by the Range Master.

3.2 Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the match site/range. Any competitor, spectator, or range staff in violation will be asked to change clothing or leave the premises.

3.3 Any competitor with a proven handicap may request, or be required, to shoot the courses of fire other than intended but may incur a penalty in time/points per string or per stage. The Match Director will rule on any such request on a case-by-case basis.

3.4 Range Officers may assess additional “unsportsmanlike conduct” penalties to competitors that intentionally fail to make a good faith effort to engage and hit targets in order to gain advantage. The Range Master and Match Director shall be the final arbiters of any such penalties.

3.5 If a squad, or any part of a squad are shooting a stage, every member of that squad will be present on the stage. Anyone found to have left their squad or the range while other members of their squad are still shooting will be assessed a 30 second penalty for the first offense and DQ from the match for a second offense. This does not include use of the restroom or any absence excused by the Range Master.

3.6 Reshoots may only be authorized by the Range Master or Match Director.

4. Ammunition



4.1 No tracer, incendiary, armor piercing, steel jacketed, steel/tungsten core or steel shot ammunition is allowed. If found in violation of ammunition rules competitor will pay cost of replacement for any target that is damaged the day of the offense.

4.2 Pistol/revolver ammunition shall be 9x19 or larger.

4.3 Rifle ammunition shall be .223 Remington (5.56 NATO) for Tac Ops, Open, Carry Optics, and Limited or .308 (7.62x51 NATO) not to exceed .30 cal and no winmag for Heavy Optics

4.4 Shotgun ammunition shall be 12 gauge, #7.5 or smaller, no more than 1350 fps, LEAD SHOT ONLY

4.4.1 No steel shot ammunition allowed. Use of steel shot is a safety violation and will result in a match DQ (see rule 2.5.3).

4.5 Use of prohibited types of ammunition may result in a stage or match disqualification.

5. Firearms

5.1 All firearms used by competitors shall be serviceable and safe.

5.2 If a competitor's firearm becomes unserviceable during competition, that competitor may replace his/her firearm with another of the same, or similar, model, caliber and sighting system approved by the Match Director or the Range Master.

5.3 For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, stock, and sighting system combination.

5.4 The same firearm system, for each gun, per Rule 5.3, shall be used during the entire match.

5.5 Competitors may not reconfigure any firearm during the course of a match. (i.e. change caliber, barrel length, shotgun magazine tube length, sighting systems or stock style; changing shotgun choke tubes is not considered a reconfiguration).

5.6 Certain firearm supporting devices may be prohibited by the Match Director.

5.6.1 Supporting devices that risk excess damage to props or pose a risk to shooters are prohibited. (i.e. the Hedgehog and like products are not allowed)

6. Division Classifications (Tac Ops, Open, Carry Optics, Heavy Optics, Limited)

6.1 TAC OPS

6.1.1 Handgun



6.1.1.1 Handguns must be of a factory configuration in 9mm or larger.

6.1.1.2 Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.

6.1.1.3 Handguns with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this class.

6.1.1.4 Magazines used shall not exceed 171.25 mm OAL (overall length) for single stack and shall not exceed 141.25 mm OAL for staggered magazines.

6.1.2 Rifle

6.1.2.1 Rifles must be of a factory configuration (see Rule 5.3, 5.4, 5.5).

6.1.2.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle.

6.1.2.3 Tac-Ops Class rifles may be equipped with no more than one (1) optical sight.

6.1.2.4 Rifle supporting devices (i.e. bipods, etc.) are not allowed in this class.

6.1.2.5 Rifle may have a compensator that is no more than 1" in diameter and 3" in length.

6.1.3 Shotgun

6.1.2.1 Shotguns must be of a factory configuration (see Rule 5.3, 5.4, 5.5).

6.1.2.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.

6.1.2.3 No electronic or optical sights are allowed on shotguns in this class.

6.1.2.4 No shotgun supporting devices (i.e. bipods, etc.) are allowed in this class.

6.1.2.5 No compensators or porting on barrels allowed in this class.

6.1.2.6 No shotgun in Tac-Ops may be loaded with more than 9 rounds at start of any stage.

6.1.2.7 No shotgun speed loaders or shotguns with detachable magazines are allowed in this class.

6.1.2.8 Magazine tube length may not be changed for the duration of the match.

6.2 OPEN



6.2.1 Handgun

6.2.1.1 No limitations on accessories (see rule 5.3, 5.4, 5.5)

6.2.1.2 Magazine length may not exceed 171.25 mm.

6.2.2 Rifle

6.2.2.1 No limitations on accessories (see Rule 5.3, 5.4, 5.5).

6.2.3 Shotgun

6.2.3.1 No limitations on accessories (see Rule 5.3, 5.4, 5.5).

6.2.3.2 Shotgun detachable magazines and speed loaders are allowed in Open Class.

6.2.3.3 Shotgun speed loaders must have a primer relief cut.

6.2.3.4 Magazine tube length may not be changed for the duration of the match.

6.3 CARY OPTICS

6.3.1 Handgun

6.3.1.1 Handgun may be equipped with one red dot optic and factory iron sights. Optic must be Mounted on the slide between rear of slide and the ejection port. Optic may not be mounted to the frame in any way.

6.3.1.2 Handguns must be of a factory configuration in 9mm or larger.

6.3.1.3 Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.

6.3.1.4 Handguns with custom or factory installed extended sights, compensators or barrel porting are NOT allowed in this class.

6.3.1.4 Magazines used shall not exceed 171.25 mm OAL (overall length) for single stack and shall not exceed 141.25 mm OAL for staggered magazines.

6.3.2 Rifle

6.3.2.1 Rifles must be of a factory configuration (see Rule 5.3, 5.4, 5.5).

6.3.2.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle.



6.3.2.3 Carry Optics Class rifles may be equipped with no more than one (1) optical sight.

6.3.2.4 Rifle supporting devices (i.e. bipod, tripods, bags, etc.) A single bipod is allowed in this class but must start the match attached to the rifle and cannot be removed at any point during the match. If the bipod is removed, a competitor will be promoted to the Open Class. All other rifle supporting devices are not allowed in this class.

6.3.2.5 Rifle may have a compensator that is no more than 1" in diameter and 3" in length.

6.3.3 Shotgun

6.3.3.1 Shotguns must be of a factory configuration (see Rule 5.3, 5.4, 5.5).

6.3.3.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.

6.3.3.3 No electronic or optical sights are allowed on shotguns in this class.

6.3.3.4 No shotgun supporting devices (i.e. bipods, etc.) are allowed in this class.

6.3.3.5 No compensators or porting on barrels allowed in this class.

6.3.3.6 No shotgun in Carry Optics may be loaded with more than 9 rounds at start of any stage.

6.3.3.7 No shotgun speed loaders or shotguns with detachable magazines are allowed in this class.

6.3.3.8 Magazine tube length may not be changed for the duration of the match.

6.4 HEAVY OPTICS

6.4.1 Handgun

6.4.1.1 Only .45 ACP or larger is permitted in this division

6.4.1.2 Firearms must be of a factory configuration

6.4.1.3 Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.

6.4.1.4 Handguns with custom or factory installed electronic sights, optical sights, extended



sights, compensators, or barrel porting are NOT allowed in this class.

6.4.1.5 Magazines used shall not exceed 171.25 mm OAL (overall length) for single stacks, and shall not exceed 141.25 mm OAL for staggered magazines.

6.4.2 Rifle

6.4.2.1 Firearms must be of a factory configuration (see Rule 5.3, 5.4, 5.5).

6.4.2.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle.

6.4.2.3 Rifles must be .308 WIN (7.62x51 NATO) or larger not to exceed .30 cal or Winmag

6.4.2.3 Heavy Optics Class rifles may be equipped with no more than one (1) optical sight.

6.4.2.4 Rifle supporting devices (i.e. bipods, bags, etc.) are not allowed in this class.

6.4.2.5 Rifle may have a compensator that is no more than 1" in diameter and 3" in length.

6.4.3 Shotgun

6.4.3.1 Shotguns must be of a factory configuration (see Rule 5.3, 5.4, 5.5).

6.4.3.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.

6.4.3.3 No electronic or optical sights are allowed on shotguns in this class.

6.4.3.4 No shotgun supporting devices (i.e. bipods, etc.) are allowed in this class.

6.4.3.5 No compensators or porting on barrels allowed in this class.

6.4.3.6 No shotgun in Heavy Optics may be loaded with more than 9 rounds at start of any stage.

6.4.3.7 No shotgun speed loaders or shotguns with detachable magazines are allowed in this class.

6.4.3.8 Magazine tube length may not be changed for the duration of the match.

6.5 LIMITED

6.5.1 Handgun

6.5.1.1 Handguns must be of a factory configuration in 9mm or larger.



6.5.1.2 Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.

6.5.1.3 Handguns with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this class.

6.5.1.4 Magazines used shall not exceed 171.25 mm OAL (overall length) for single stack and shall not exceed 141.25 mm OAL for staggered magazines.

6.5.2 Rifle

6.5.2.1 Rifles must be of a factory configuration (see Rule 5.3, 5.4, 5.5).

6.5.2.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle.

6.5.2.3 Limited Class rifles may be equipped with no more than one (1) non-magnified optical sight. This sight must be in the same plane as standard iron sights.

6.5.2.4 Magazines for limited class are limited to a 30 round capacity. No 40 round or 30 round magazines with basepads are allowed for competition use, regardless of loaded capacity.

6.5.2.5 Rifle supporting devices (i.e. bipods, bags, etc.) are not allowed in this class.

6.5.2.6 Rifle may have a compensator that is no more than 1" in diameter and 3" in length.

6.5.3 Shotgun

6.5.3.1 Shotguns must be of a factory configuration (see Rule 5.3, 5.4, 5.5).

6.5.3.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.

6.5.3.3 No electronic or optical sights are allowed on shotguns in this class.

6.5.3.4 No shotgun supporting devices (i.e. bipods, etc.) are allowed in this class.

6.5.3.5 No compensators or porting on barrels allowed in this class.

6.5.3.6 No shotgun in Limited Class may be loaded with more than 9 rounds at start of any stage (8 in the tube and one in the chamber)

6.5.3.7 No shotgun speed loaders or shotguns with detachable magazines are allowed in this class.



6.5.3.8 Magazine tube length may not have the ability to exceed an 8-round capacity at any time during the match.

7. Holsters and other Equipment – All classes

7.1 The handgun holster must be capable of retaining the handgun during the vigorous movement that may be required or otherwise encountered during the courses of fire.

7.2 The handgun holster must allow the competitor to safely draw and reholster the handgun without causing the muzzle to point in an unsafe direction.

7.3 The holster material must completely cover and protect the handgun's trigger.

7.4 Spare ammunition, magazines, speed loaders, and other equipment must be secured in pouches, pockets and/or carriers on the competitor's person or firearm.

7.5 The competitor may not stage any equipment within the stage. All equipment must start being held or attached to the competitor. Abandoning any equipment during a course of fire to include gun belt, holster, mag pouches, or shotshell caddies that are mounted to the gun belt is prohibited and will be assessed a penalty per abandoning occurrence. See rule 8.2.6 for penalty to be assessed. Competitors may discard detachable magazines, speed loaders, shotgun chest rigs, bipods (except Carry Optics Class), tripods, bags, or ammunition clips during the course of fire.

8. PENALTIES

8.1 Foot Faults

8.1.1 Additional +5 seconds: Foot faults, a competitor who fires shots while any part of their body is touching the ground or while stepping on an object beyond a Shooting Box or a Fault Line, or who gains support or stability through contact with an object which is wholly beyond and not attached to a Shooting Box or Fault Line, will receive one procedural penalty for each occurrence. However, if the competitor has gained a significant advantage on any target(s) while faulting, may instead be assessed one procedural penalty for each shot fired at the subject target(s) while faulting. A competitor can only receive a maximum of 4 foot fault penalties (20 seconds) per stage. When possible, the CRO will issue an audible "FOOT" warning and then begin assessing penalties. *(Rule 12.8.3)* **Foot faults will not be assessed from the prone position, as long as the competitor's body (upper torso) is inside the shooting area.**

8.1.2 Additional +5 Seconds: May be assessed for failing to follow stage procedures.



8.1.3 Additional +5 Seconds: A competitor shall not use a pistol, rifle or shotgun grounding container, staging table or structure to support their pistol, rifle or shotgun at any time. Violation(s) are a per-shot penalty.

8.1.4 Additional +7.5 seconds: Engaging a clay pigeon with anything other than birdshot. additional 7.5 seconds shall be assessed. (+5 sec for miss on target & +2.5 for the FTE)

8.2 Procedurals +10 Seconds

8.2.1 Additional +10 seconds: Shall be assessed for hitting any steel target with a slug that is less than 30 yards. If the competitor damages the target, the competitor will pay to have the target replaced. *(Rule 4.1.1)*

Example: Steel KD designated birdshot target is engaged with a slug, under 30 yards, the competitors is scored, FTE (2.5sec) + MOT (5 sec) + 10 Sec procedural for engaging a steel KD with a slug under 30 yards.

8.2.2 Additional +10 seconds: The competitor MUST remain inside the rope or wooden fault lines, unless the WSB states differently. Leaving the rope or wooden fault line area and re-entering at a different location to create a shortcut is strictly forbidden.

8.2.3 Additional +10 Seconds: Shall be assessed to any shooter who coaches another shooter during the course of fire. Examples are, but not limited to, calling out target directions, spotting information, shooting instructions etc... If the individual providing the coaching is not a competitor, the Range Officer shall have the discretion to eject the noncompetitor from the stage.

8.2.4 Additional +10 Seconds: Grounding a firearm in the correct designated container or stipulated allowable location only and the safety is not engaged, No DQ. *(Rule 2.4.2 a)*

8.2.5 Additional +10 Seconds: Grounding a firearm in an incorrect container or stipulated allowable location and Shooter does not move downrange / in front of, regardless of the condition, No DQ. *(Rule 2.4.2 b)*

8.2.6 Additional +20 Seconds: If a competitor abandons any gun belt, holster, mag pouches, or shotgun caddies that are mounted to the gun belt within the stage after the start signal, a competitor will be assessed a 20 second penalty per occurrence.

8.3 Additional Penalties



8.3.1 Additional +10 Seconds: If a stage possesses a shooting barricade, platform, or designated shooting position, the competitor must engage all targets with the firearm in contact with designated shooting barricade, platform, or designated shooting position. If a competitor moves from within the confines of the shooting barricade, platform, or designated shooting position and is not in contact with the shooting barricade, platform, or designated shooting position then the competitor will be assessed a 10 second procedural per target engaged.

8.3.2 Additional +20 Seconds: A competitor has more than nine (9) shells total loaded in the shotgun (*Open exempt*) upon start signal.

8.3.3 Additional +20 Seconds: Unsportsmanlike Conduct for failing to help reset or paste after multiple verbal warnings.

8.3.4 Additional +30 Seconds: Unsportsmanlike Conduct for failing to help reset or paste after multiple verbal warnings and a +20 Second Penalty already assessed.

8.3.5 Additional +30 Seconds: If a competitor has grounded a firearm that has “bounced” or otherwise fallen out of the designated container and that firearm does not have a round in the chamber on a closed bolt or slide or is completely unloaded with no magazine or rounds in the magazine, the competitor will be assessed a 30 Second Penalty. If the firearm has rounds in the magazine and has an open bolt or slide, rule 2.3.2 will apply as a match DQ.

9. Scoring

9.1 Scoring per stage will be by percentage. A maximum time allowed to shoot any stage may be set prior to the start of the match.

9.1.1 Any paper target designated as a “shoot” target requires two (2) hits inside the scoring perforations or one in “A” zone on the target with rifle or pistol or 1 slug.

9.1.1.1 The best two hits on paper will be scored.

9.1.1.2 Paper targets which have less than the required number of hits will receive a 2.5 second penalty for each hit less than that required number.

9.1.1.3 Example of scoring and penalties on paper targets:

- a. A paper target engaged and hit once, not in the “A” zone will receive a 2.5 second penalty for the second round miss. If the paper target engaged and hit once with the hit scored in the “A” zone will not receive any penalty for a miss on the second round.



b. A paper target engaged by firing at least one round at it, but with no hits, is a Failure To Neutralize. Such a target will receive a minimum of a 5 second penalty for the miss/misses.

c. A paper target which is not engaged by firing at least one round at it will receive a minimum of a 5 second penalty for not making the required hit(s) on the target plus 5 seconds, per target, for a Target Not Engaged (TNE) procedural for a total minimum penalty of 10 seconds per target added to time.

9.1.1.4 Paper targets used in the match may be IPSC (old style), the new IPSC “Classic”, TSA, IDPA targets, or any other similar target approved by the Match Director.

9.1.2 Designated “No Shoot” targets will incur a 5 second penalty for each hit. No shoot through credit for a hit on the target behind the no shoot will be given.

9.1.3 Non-Paper Targets

9.1.3.1 Knock down style targets (i.e. poppers or other steel) must fall to score.

9.1.3.2 Frangible targets must break to score. (One BB hole is a break.)

9.1.3.3 Swinging style rifle targets must be struck solid enough to cause the hidden “flash card” to be visible to the Range Officer. The Range Officer may call hits.

9.1.3.4 Engaging a frangible, knock-down or swinging style target by firing at least one round at it but not breaking it, knocking it down or causing the target to react will result in a 5 second miss penalty per target for targets <40 yards, 10 second penalty for targets >40 yards but <100, and if the target is located > 100 yards from the shooting position, the penalty for the miss is 15 seconds.

9.1.3.5 A frangible, knock down or swinging style target which is not engaged by firing at least one round at it will receive an additional 5 second penalty for a Target Not Engaged (TNE) procedural per target added to time.

9.1.3.6 If a target falls down or a thrown frangible target breaks after the start signal, the shooter will engage target with one round. There will be no re-shoot authorized if a target falls after the start of the buzzer or a frangible target breaks..

9.1.3.7 Any shooter who knowingly engages a target in a manner other than intended, for the purpose of gaining a competitive advantage, will be assessed a 30 second penalty and stage DQ on any second offense. This type of target includes, but is not limited to, shooting a Texas Star in the middle of the target with the intended purpose of knocking most of, or all of, the plates off



of the target without otherwise engaging each plate. Penalty will not be assessed if other plates fall while only engaging one other plate.

9.1.4 Procedural penalties, 5 seconds per target, may be assessed for failing to follow the stage directions as stated in the stage briefing.

9.1.5 Procedural penalties, 5 seconds, may be assessed for failing to follow stage procedures.

9.1.6 Stage Not Fired (SNF/DNF) penalty: A competitor shall receive zero (0) match points for each such stage.

9.1.7 A Maximum Time shall be established for each stage (180 seconds unless otherwise noted). Upon failure to complete the stage within the maximum time, a shooter will be stopped by the Range Officer and time from last fired shot will be assigned along with any appropriate penalties for targets not engaged (target missed plus target not engaged penalty)

9.1.8 Higher penalties may be imposed for designated high value targets.

9.2 Stage Points

9.2.1 Stages will be assigned a 100 point value per stage.

9.2.2 First Place (lowest time) for each stage, in each class, will receive 100% of the points available for that stage. Second place and below will receive points on a percentage basis from the first place time multiplied by the number of stage points.

9.2.3 All classes will be scored separately.

9.2.4 Total points accumulated for all stages will determine match placement by class.

9.2.5 Ties will be broken by an undisclosed Tie Breaker Stage designated by the Match Director.

9.2.6 Highest score in each class wins.

10. Pro-Am Specific Rules

10.1 A competitor must register as a Pro if he/she has EVER registered and shot a Pro-Am on the Pro-side of the match, has finished top 40% at any major match in their division, or finished in top 10% in the Am Division of any 3 Gun Pro-Am match.

10.1.1 Integrity is a key factor in registering as a Pro or an Am shooter. If you do not explicitly fall into one of the categories above you may register as an Amateur. However, INTEGRITY is everything. If you know that you should be shooting on the Pro side due to experience level and that you have gotten



significantly better since your last major a year ago that you finished at 38% of the match winner in your division, then you should register as a Pro.

10.1.2 If you have registered as an Amateur and have since finished a major match within the top 35% in your division, you should change your registration to Pro.

10.1.3 If you register as an Amateur shooter, shoot the match, and are found to have violated the rules for registering as a Pro/Am then you will be allowed to shoot the match for score only and will not be allowed to walk the prize table. Please understand we are not looking to penalize anyone but want to ensure the spirit of the match is followed and that competitive equity is ensured for all.

10.2 Coaching a Pro- Competitors registered as a Pro Shooter may not have any help from any other competitor for any missed targets, wind calls and impact calls, reminders for loading or reloading any firearm, or any other support, coaching, or mentoring once the “Make Ready” command has been given.

10.3 Coaching an Am- Competitors registered as an Amateur Shooter can be coached by any other competitor and made aware of missed targets, have wind and impact calls, be given reminders for loading and reloading any firearm, and can receive coaching, mentoring, and support during the course of fire (COF).

10.2.1 An amateur can be handed additional loaded magazines or shotgun shells during the COF by another competitor.

10.2.2 AT NO POINT IN TIME can any other competitor help physically support or brace any shooter during the COF, load or reload a firearm for another competitor, or shoot any portion of a stage for another competitor.

10.2.3 PRO Shooters are EXPECTED to help their Amateur in every way allowed. This is the Spirit of the Match. The entire purpose of this Pro-Am is for a Pro shooter to help an Am shooter. We want the Pro to have a great match and enjoy themselves. We also want the Pro to be able to focus on their match, but not at the expense of the Amateur you are teamed with. Failure to help your Am will result in warnings to do so. Repeated warnings will result in the assessment of penalties. You will have two verbal warnings, then a 10 sec penalty assessed on the third warning. Every subsequent warning will incur an additional penalty of 20 seconds.

10.3 Pro-Am Specific Penalties

10.3.1 PRO Shooters are EXPECTED to help their Amateur in every way allowed. This is the Spirit of the Match. The entire purpose of this Pro-Am is for a Pro shooter to help an Am shooter. We want the Pro to have a great match and enjoy themselves. We also want the Pro to be able to focus on their match, but not at the expense of the Amateur you are teamed with. Failure to help your Am will result in warnings to do so. Repeated warnings will result in the assessment of penalties. You will have two verbal



warnings, then a 10 sec penalty assessed on the third warning. Every subsequent warning will incur an additional penalty of 20 seconds.

11. Arbitration Rules & General Principles

11.1 Administration – Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant levels of competition, emotions run high and the outcome is much more important to the individual competitor. Remaining calm and rational while arbitrating disputes will make this unpleasant job easier.

11.2 Access – Protests may be submitted for arbitration except the actual scoring of targets. However, protests arising from a disqualification for a safety infraction will only be accepted to determine whether or not an infraction as described by the range official was in fact unsafe. The commission of the infraction may not be protested.

11.3 Appeals – Decisions are made initially by the Range Officer for the stage or area. If the complainant disagrees with a decision, the Range Master should be summoned and asked to rule. If a Disagreement still exists, the Match Director must be summoned and asked to rule. His decision is final.