

All Gas No Brakes Rulebook

1. Safety Rules

1.1 Fundamental Safety Rules

- Always treat every firearm as if it is loaded.
- Keep the firearm pointed in a safe direction at all times.
- Keep your finger off the trigger until you are ready to shoot.
- Know your target and what is beyond it before engaging.

1.2 Cold Range

- The match operates as a cold range -- ALL firearms must remain unloaded unless under the direct supervision of a Range Officer (RO) or in designated function fire areas.

1.3 Firearm Handling

- Firearms may only be handled:
 - On a course of fire under RO supervision.
 - At a designated safe area (with no ammunition present).
 - Within 6 feet of a side berm, when following proper safety procedures.
 - At a Safety Area, per safety protocols (Staging Tables).
- All Handguns will be **Prohibited**. Both Unloaded and Loaded, all Holstered Pistols will not be allowed on the shooters person.

1.4 Loaded vs. Unloaded Firearms

- A firearm is considered loaded if:
 - A cartridge is in the chamber or inside the magwell/action.
 - Any brass casing is inside the magwell/action.
 - A magazine or ammunition-feeding device is inserted, even if empty.

1.5 Chamber Flags

- Chamber flags are recommended for carbines/rifles but not mandatory unless specified by the match director or range rules.

1.6 Function Fire Area

- If multiple or catastrophic malfunction occurs rendering a stage timeout the shooter may ask the RO to test fire their firearm in the stage they are currently on. Only when all other shooters in the squad are finished, and the shooter will only be allowed 5 shots for testing.
- There will only be 1 function check per shooter.
- Safety protocols & commands must be followed while using a test fire.

1.7 Range Commands

- **“Load & Make Ready”** - Shooter prepares for the stage.
- **“Are You Ready?”** - Confirmation before the start.
- **“Stand By”** - Prepare for the start signal (1-4 seconds).
- **“If You Are Finished, Unload and Show Clear”** - Present firearm for inspection.
- **“Stop”** - Immediately cease fire.

1.8 Emergency Procedures

- In the event of an emergency, the command **“Stop”** will be given.
- All competitors must cease-fire immediately and await further instructions.

1.9 New Shooters

- New Shooters (1st time match shooters) will receive an arm band at check in and will be responsible for letting the Squad RO that they are new.
- New Shooters will be exempt from the Coaching Rule.
- New Shooters will receive 1 warning for 180 Breaks unless the shooter makes an egregious Rule Break and the RO deems it a mandatory Stage DQ. Per Rule 6.1

2. Firearm and Equipment Regulations

2.1 Authorized Firearms

- Any carbine-style rifle with a stock or stabilizing device allowing shoulder firing is permitted.
- Firearms must be chambered in an acceptable caliber (divisional rules apply).
- All rate of fire altering devices such as FRTs, Binary triggers, Bump Stock, etc. are **PROHIBITED**.

2.2 Ammunition

- Competitors should bring a minimum of 300 rounds.
- **ALL** Penetrator style ammo is **PROHIBITED!** (Green-Tip, M855A1, Steel Cased, **ANY** Ammo that sticks to a magnet)

2.3 Magazines

- A minimum of three magazines is recommended.
- There are NO Magazine Restrictions for any division.

2.4 Slings

- Slings will be allowed only when the shooter is shooting a stage.
- Slings will be **Prohibited** when pasting/resetting, spectating, and traveling between stages.

2.5 Safety Equipment

- Eye protection is mandatory for all individuals on the range.
- Ear protection is required for competitors and highly recommended for all individuals.

2.6 Suppressors

- Suppressors are Allowed in All Divisions
- The Shooter is responsible for letting the RO where they will finish in order for the RO to not intervene but also pick up the final shot on the timer.
- If the suppressor is too quiet for the timer to pick up the last shot and more than 1 reshoot is given, the RO has the discretion to tap the timer in sync with the final shot in order to score a time and keep match flow.

2.7 Divisions

- Competitors must ensure their firearm meets all division requirements before competing.
- Equipment violations may result in reclassification or penalties at the discretion of match officials.
- If a firearm goes down the shooter can use a separate/backup firearm but if the firearm is of a different division the shooter will be moved to the division with the highest number of shooters.

The following divisions are recognized:

- **AR Division** - Firearms must be built on an AR-platform receiver or Similar Design (MCX/MPX/SCAR/etc.). Any caliber that would fit in a small frame AR-15 (Including all PCC's in an AR Platform), except .22LR. Barrel length is unrestricted.
- **Sub-Gun Division** - Firearms must be **pistol-caliber carbines** (PCC) must **not** be based on an AR-platform and must be in a **subcompact** configuration. Max Barrel Length of 10 inches.
- **AK Division** - Firearms must be built on an AK-pattern receiver. (Galil Carbines Included). Any caliber is permitted.
- **Heavy Division** - Firearms must be chambered in .308 or similar calibers. (including but not limited to 6.5 Creedmoor, .30-06, or similar).
- **Slug Division** - Firearms must be shotguns using slug ammunition only.
- **.22 Division** - Firearms must be chambered in .22LR.

3. Match Structure

3.1 Stages - Six total stages (30 - 46 rounds per Stage) with a Par time of 90 seconds.

3.2 Scoring – Time Plus Scoring will be used.

- Barrel ricochets will NOT be counted as a hit on target. (**Must be a full diameter hit No Tumbling Bullets or Jacket hits**)
- **Steel Hit Calls** – Steel Hits will only be called by the RO. If the RO makes a miscall on the steel hit the shooter will receive the hit granted by the RO. (No Re-Shoots will be given for miscalls on Steel)

3.3 Target Engagement Rules

- **Small Caliber Divisions** (AR/AK/Sub Gun/.22) will require 2 hits anywhere on target or 1 T Zone to neutralize the target.
- **Heavy Caliber Divisions** (Heavy/Slugs) will require 1 hit anywhere on the target to neutralize the target.

3.4 Shoot Throughs

- **Scoring Shoot-Throughs on Stacked Targets**
 - **Primary Target**
 - The first target receives full scoring value based on the bullet impact.
 - If it is a paper target, normal scoring applies (e.g., T/A/C/D hits).
 - **Secondary Target Impact (Shoot-Through)**
 - If the round clearly passes through the first target without hitting the outer perforation and strikes another scoring target, it is ignored for scoring.
 - The second target receives no scoring impact from a shoot-through.

- **Overlapping Targets**
 - If two targets are closely overlapping and a round impacts both **targets while touching** the outer perforation, it counts as a scoring hit on both.
 - The shooter benefits from the hit placement in this case.

3.5 Penalties

- **“Failure to Neutralize”** – If the shooter engaged the target but doesn’t have 2 anywhere on the target or 1 in the T Zone. **(2.5 seconds)**
- **“Failure to Engage”** – If the shooter does not engage the target at any point throughout the stage. **(5 seconds)**
- **“Miss on Steel”** – If the shooter engages the steel but fails to hit the target. For targets that require 1 hit to neutralize the shooter will receive 1 penalty. For targets that require 2 hits to neutralize the shooter will receive either 2 penalties or 1 penalty depending on the hit count before they move on. **(5 seconds)**
- **“Failure to Engage Steel”** - If the shooter does not engage the target at any point throughout the stage. **(10 seconds)**
- **“Foot Fault”** – If the shooter steps over the fault line and proceeds to take shots while outside of the shooting area. Shooter will receive a foot fault PER shot fired. **(3 seconds Per Shot)**
- **“Procedural”** – If the shooter fails to comply with the stage brief or uses a prop outside of shooting area **(5 seconds Per Shot)**
- **“Failure to Past/Reset”** – If the Shooter fails to paste/reset after the first warning from the RO the shooter will receive a 60 second Penalty.

3.6 Re-Shoots

- Re-Shoots will be given to shooters for the following:
 - **Timer Malfunction** – If the shot timer does not pick up the shooter’s final shot the shooter will receive a reshoot following the final shooter in the squad.
 - **Range Prop Malfunction** – If the stage is altered throughout the shooters ongoing run such as but not limited to: Target/Barrel/Walls Falling, Targets not being pasted/reset, props not being set, etc. The shooter will receive a reshoot following the final shooter in the squad.
 - **RO Interference** – If the RO interferes with the shooter in anyway aside from range commands such as but not limited to running into the RO, RO blocking routes, RO Causes malfunction with timer (brass deflection), etc. The shooter will receive a reshoot following the final shooter in the squad.

- **Malfunctions** – If shooters are having issues with their equipment there will be **NO RE-SHOOTS** Given on the grounds of malfunctions alone.
- **Eye Pro / Ear Pro Malfunction** – If the Shooters Eye/Ear Pro comes off during a course of fire the shooter will be given the command to “Stop” and the Shooter will be given a reshoot following the final shooter in the squad. If the RO believes the shooter removed his eye/ear pro intentionally to gain a reshoot the shooter receive a **Full Match DQ** for Unsportsmanlike Conduct.

3.7 Coaching

- Coaching will be Prohibited for all Shooters except for New Shooters and Juniors.
- Coaching can include but not limited to: Calling out targets, Calling out impacts, Calling out Foot Faults, Anything that a non-shooter can do to assist a current shooter while on the clock.

3.8 Stage Brief

- Each Stage will have the head RO of the squad read the full Stage Brief in its entirety.
- After reading the Stage Brief in its entirety the RO will set a 5 minute timer allowing the squad to walk and plan the stage.

4. Conduct and Sportsmanship

4.1 Unsportsmanlike Conduct

- **Cheating** - Any shooter the alters the stage in anyway such as but not limited to moving barrels, adding reference points on the ground, intentionally running into RO's for Re-Shoots, intentionally sabotaging another competitor's equipment. (**Full Match DQ**)
- **Failing to Paste/Reset** - If a shooter is caught not resetting when they are not either: In the Hole, On Deck, The Shooter, Scorer (Tablet), or RO, they will receive a warning if the shooter continues to not reset after the warning they will receive a 60 second penalty for that stage. If the Shooter still refuses to help reset after the penalty, they will be **Fully DQ'd** from the event.
- **Falsifying Scores** – If the shooter is caught modifying scores on a tablet that wasn't approved by the RO/Match Director they will be **Fully DQ'd** from the event.

4.3 Alcohol and Drugs - Immediate DQ for any competitor under the influence.

5. Match Logistics

5.1 Location and Date

- Empire Gun Club, Wiggins, CO.
- 3rd Saturday of every month that has 4 Saturdays
- 4th Saturday of every month that has 5 Saturdays

5.2 Schedule

- Check-in - 9:30 AM
- Safety Brief – 10:30 AM
- First Shot - 11:00 AM
- Award Ceremony – 4:30 PM

6. Disqualification Rules

ALL DQ'S MUST be brought to the attention of the Match Director both Stage and Full Disqualifications at the Time of DQ. The Match Director will come to the stage to discuss the violation with both the shooter and the RO to finalize the call. Video Evidence will be examined if available. If the Call on a 180 gets overturned the shooter will receive a Re-Shoot and no Stage DQ will be given.

6.1 Unsafe Firearm Handling

- **Negligent Discharge** – The shooter fires a round negligently while reloading, running, manipulating the rifle, etc. Any Rounds that weren't intentionally being fired at a target will result in a **Full Match DQ**.
- **180 Break** – The shooter breaks the floating line running parallel with the back of the berm. If it is the shooters first match and doesn't egregiously break the 180 they will receive a warning and coaching from the RO after the stage is finished to ensure they don't make the mistake again. For all other shooter that break the 180 they will be given the "**Stop**" command and will receive a **Stage DQ**.
- **Dropping a Firearm** – If the shooter drops a loaded firearm on the ground without being control of it the shooter will be given the command to "**Stop**" and the shooter will receive a **Full Match DQ**.
- **Muzzling** – If the shooters muzzle gets pointed at another competitor, RO, or the shooter themselves whether the rifle is **Loaded or Empty** the Shooter will receive a **Full Match DQ**.

6.2 Safety Violations - Failure to use eye/ear protection or caught using prohibited ammo.
(Green-Tip, M855A1, Steel Cased, ANY Ammo that sticks to a magnet) (**Full Match DQ**)