

The Burial Mound Shooting Center

Run n Gun Rules

10/18/2021

1 Safety Rules

- 1.1 It is the competitor's responsibility to read and understand the rules and stage briefings set forth and agree to be subject to these rules while participating in an event.
- 1.2 Basic firearms safety rules will be followed at all times.
 - 1.2.1 Treat all guns as if they are always loaded.
 - 1.2.2 Never let the muzzle cover anything that you are not willing to destroy.
 - 1.2.3 Keep your finger off the trigger until your sights are on target and you have made the decision to shoot.
 - 1.2.4 Be sure of your target and what is behind it.
- 1.3 All events are run on a COLD RANGE (firearms unloaded between stages).
 - 1.3.1 Rifles shall be transported with detachable magazines removed and chamber empty.
 - 1.3.2 Pistols carried between stages shall remain holstered and chamber empty (magazine may be inserted).
- 1.4 Eye and ear protection must be worn while at a stage during a COF.
- 1.5 Abandoning Firearms
 - 1.5.1 During the COF, a competitor may be required to abandon a firearm in order to transition to another. A competitor shall not engage targets with more than one gun in their hands during a COF.
 - 1.5.2 Designated locations designed to safely accommodate abandoned firearms shall be pointed out to the competitor during the stage briefing.
 - 1.5.3 Firearms shall be abandoned in either of the below conditions:
 - 1.5.4 MANUAL SAFETY-ENGAGED
 - 1.5.5 EMPTY
 - 1.5.5.1 Empty chamber with no live rounds in firearm, or magazine.

2 Range Commands and Procedures

- 2.1 **Make Ready** - The RO will give the "**Make Ready**" command then direct and supervise the competitor through the process of preparing firearms.
- 2.2 **Are You Ready, Standby** - After the competitor has made ready firearms to be used on the stage, the RO will accompany them to the start position. The RO will then issue the commands "**Are You Ready**" followed shortly by "**Standby**" and the activation of the timer.
 - 2.2.1 The lack of any negative response from the competitor after being issued the "Are You Ready?" command indicates that they fully understand the requirements of the stage and are ready to proceed. If the competitor is not ready, they shall state "No" or "Not Ready". Competitors should assume the required start position to indicate their readiness to the RO.
- 2.3 **"STOP"** - Any RO assigned to a stage may issue this command at any time during the stage. The competitor must immediately cease firing, stop moving, and wait for further instruction from the RO.
- 2.4 **"If You Are Finished, Unload and Show clear"** - If the competitor has finished shooting, they shall lower their firearm and present it for inspection by the RO with the muzzle pointed downrange, magazine removed, slide/bolt locked or held open and chamber empty. The RO will instruct and accompany the competitor to safely unload all firearms used on the stage.

- 2.5** **"Range Is Clear"** - This command shall be issued only after all firearms have been cleared by the competitor and RO. This declaration signifies the end of the stage. Once this declaration is made, officials and competitors may move downrange to score, and reset targets if necessary.
- 2.6** The stage brief read by the RO supersedes any previously posted stage information.
- 2.7** The competitor must carry everything they need to complete the course and all stages when starting the run. You will not be going by your vehicle for re-supply. This includes, water, ammo, stop watch, tools, etc.
- 2.7.1** The 15k or 20k, 2 lap division is an exception. Competitors in these divisions will be allowed to re-supply between laps while on their run time.
- 2.8** When the shooter comes to a stage they will be given the stage brief and start shooting the stage or they will be instructed to start their wait time on their own stopwatch (competitors will be responsible for keeping their wait time honestly at each stage). Wait time will be recorded by RO and deducted from run time.
- 2.9** The competitor will carry all personal equipment throughout each stage unless otherwise stated in stage brief.

3 Firearms

- 3.1** All firearms used by participants must be serviceable and safe. ROs may demand examination of a participant's firearm or related equipment, at any time, to check that they are functioning safely. If any such item is declared unserviceable or unsafe by an RO, it shall be withdrawn from the event until the item is repaired to the satisfaction of the RO, Range Master or Match Director.
- 3.2** If a participant's firearm becomes unserviceable during competition the competitor may attempt to make the firearm serviceable again under supervision of an RO without any assistance/parts/tools from any other person. Wait time will not be used for this. It must be done on run time.

4 Holsters and Equipment

- 4.1** Handgun holsters
- 4.1.1** Holsters must be able to safely retain the handgun during vigorous movement.
- 4.1.2** The holster material must completely cover the trigger on all semi-automatic pistols. Revolver holsters must completely cover the trigger and the cylinder.
- 4.1.3** Due to safety concerns, shoulder holsters, "belly bands", magazine pouches and cross draw holsters are not allowed as holsters.

5 Ammunition

- 5.1** Tracer, incendiary, armor piercing, and steel/tungsten core ammunition are specifically prohibited.
- 5.1.1** Steel cased is ok, as long as the projectile isn't steel core.
- 5.1.2** Any competitor found in violation of rule 5.1 may be assessed a penalty up to a match DQ and reimburse the range for excessive damage to targets.
- 5.2** Pistol/PCC ammunition shall be 9x19mm or larger. (FN 5.7 not allowed)
- 5.3** Rifle ammunition shall be 5.45x39mm or larger.
- 5.3.1** Match Director has discretion on whether uncommon rifle calibers can be used.
- 5.4** Pistol and rifle cartridges shall fire a single projectile only.

6 Targets

- 6.1** The stage brief will specify target type/count and firearm(s) required for proper engagement.
- 6.2** Shooters are responsible to listen to the stage brief and ask questions prior to receiving the make ready command regarding what firearms may engage which targets to avoid procedural penalties or match safety penalties including DQ.

7 Scoring

- 7.1** Any scoring issue the shooter does not agree with may be appealed to the stage RO, and if not resolved at the stage, the match director or RM will review and address the appeal after the competitor's run.
- 7.2** Shoot/Run weighting will be 50/50
- 7.3** Match is scored as cumulative stage points in each division.
- 7.4** All divisions will be scored separately regardless of participation.
- 7.5** Targets must be neutralized to avoid penalties.
- 7.6** Examples of neutralizing targets include:
 - 7.6.1** Paper/cardboard – Required number of hits anywhere on target within perforations
 - 7.6.2** Steel knock down (KD) plates must fall to score.
 - 7.6.3** Long range flashing targets must be struck with the required number of bullets per engagement to score.
 - 7.6.4** Static plates must be struck with the required number of bullets per engagement to score.
 - 7.6.5** ROs should call "Hit" to indicate to the shooter a neutralized targets like static steel, flash targets etc.

8 Penalties

- 8.1** 20 Second Penalty
 - 8.1.1** FTN (one hit when multiple hits are required)
 - 8.1.2** MISS (un-hit target)
 - 8.1.3** NO SHOOT (a hit on any target designated as a friendly or no shoot)
 - 8.1.4** Failure to follow stage procedures, shooting under walls, or not using the correct positions denoted in the stage brief.

9 Event Disqualifications

- 9.1** Safety violations are not subject to arbitration.
- 9.2** A Match Disqualification (DQ) will result in complete disqualification from the event and the competitor will not be allowed to continue. The following are Match Disqualifications:
 - 9.2.0** Cheating
 - 9.2.1** Cutting the course intentionally
 - 9.2.2** Altering course, COF, or score cards
 - 9.2.3** Unsportsmanlike conduct
 - 9.2.4** An intentional or unintentional discharge aimed over a berm or significantly off target in an unsafe direction.

9.2.5 Any competitor found with a round loaded in the chamber of any firearm, while not under the direct supervision of a range official, shall be subject to DQ.

9.2.6 A competitor impaired by and deemed unsafe as a result of drugs, legal or otherwise, or alcohol

10 Stage Disqualifications

10.1 A Stage Disqualification (SDQ) will result in no score for the stage. The following are Stage Disqualifications:

10.1.0 Negligent Discharge: A competitor who causes a negligent discharge not in the direction of a target shall be stopped by a RO as soon as possible. Rule 9.2.4 still applies

10.1.0.1 A shot which occurs while loading, reloading or unloading any firearm after the "Make Ready" command and before the "Range is Clear" command.

10.1.0.2 A shot which occurs during remedial action in the case of a malfunction, while transferring a forearm between hands, or during movement between shooting positions.

10.1.1 Dropping or losing control of a loaded firearm at any time after the "Make Ready" command and before the "Range is Clear" command.

10.1.2 Allowing the muzzle of a firearm to break the 180 degree safety plane or designated safe direction at any time.

10.1.3 Allowing the muzzle of any firearm to point at any part of the competitor's body (i.e. sweeping) during a COF.

10.1.4 Engaging any pistol targets with a rifle caliber.

11 Appeals

11.1 Decisions are initially made by the stage's RO

11.2 If the competitor disagrees with the RO's decision the Range Master or Match Director will be called to make the final ruling in the matter. Competitor's run time will continue. Safety violations will not be subject to arbitration.

11.3 The RO has final decision on all HIT/MISS calls.

12 Twilight Biathlon Addendum

12.1 Weapon mounted lights, illuminators, and lasers are allowed and highly recommended.

12.2 Competitors may have and use any lights, illuminators, and lasers desired during shooting stages.

12.3 Competitors may have and use any lights desired during run, other than weapon mounted lights. Weapon mounted lights may not be used to navigate course between stages.

12.4 The only lights allowed around the shooting stages will be from stage lighting, ROs, and the current shooter. Waiting competitors must turn off all lights other than chem-lights when they arrive at a stage so as not to help or hinder the current shooter.