

3 Gun/Combat Rules

1. May only fire the number of rounds specified in the course of fire unless shooting at steel where it is specified it must fall.
2. Whenever cover is provided it must be used. At least 50% of the upper torso must be behind cover while engaging threat targets or dealing with malfunctions.
3. All reloads must be done behind cover if available and completed before leaving cover when using pistol. This does not pertain to rifles or shotguns.
4. No loaded ammunition carriers may be left behind unless firearm is left behind. Rounds ejected due to malfunction may be left behind.
5. You are not allowed to shoot extra rounds down range to expedite reloads or empty magazines.
6. No armor piercing ammo, tracer, incendiary, or steel core. No hollow points may be used in the pistol. If you are not sure on your rifle ammo, put a magnet on the bullet, if it sticks it is not usable.
7. All misses and hits on no shoots will be 10 second penalty unless otherwise stated.
8. Knock down targets must fall to score.
9. Fragile targets must break to score
10. Spare ammunition, magazines, speed loaders, and other equipment must be secured in pouches, pockets, and/or carriers on the shooters person or firearm.
11. Failing to help reset and/or tape targets will result in stage DQ.
12. After squad walk through and any questions at that time, shooters must be prepared to shoot the course of fire when their name is called.
13. After the first round is fired there will be no reshoots of stages due to shooters equipment malfunction.
14. Individual rehearsals of stages, air gunning, and/or sight pictures are not allowed.

Shooter Classifications

Stock: Handgun: Factory configuration, un-ported, double or single stack, standard magazine

Rifle: Anything goes

Shotgun: Max 9 rounds in the magazine

Open: Handgun: Ported, scoped, any external modifications, max length of 170mm

Rifle: Anything goes

Shotgun: Over 9 rounds, detachable magazines, x-rails, saiga etc.

Divisions:

1. Ladies
2. 50-60 stock
3. 50-60 open
4. 60 plus
5. 1-49 stock
6. 1-49 open

Safety Meeting Notes

- Dropped gun=DQ/ Unsafe gun handling=DQ/ Unsportsmanlike conduct = DQ
- Muzzle of any firearm must never be pointed in an unsafe direction
- Remember the 180 rule. "Muzzle"
- Firearms shall only be loaded upon command of safety officer
- During loading, unloading, drawing, re-holstering, while moving, or during remedial action fingers must be outside of the trigger guard and the muzzle must be pointed down range
- If your pistol has a safety or any form of safety such as a de-cocker it must be used
- No soft sided holsters are allowed and all holsters must be capable of firmly retaining the pistol
- You are not allowed to shoot extra rounds downrange to expedite reloads
- After completing any course of fire shooter must unload, show clear, and re-holster before turning up range or leaving the firing line
- Always holster before turning, Always
- No playing or showing off your equipment
- If you have physical limitations the Range Officer will accommodate you so you can still shoot the stage
- No site pictures or air gunning of the stage
- No using the dump racks or cones for support
- No use of bipods in bays 5-11
- Any problem with gun safety take to empty bay to resolve
- Move at your own safe speed
- We do hot holstering, explain
- Chamber flags must be used on long guns
- Eye and ear protection must be worn while on any active range
- Be ready to shoot when your name is called and know the course of fire
- You may only pickup brass once the stage is completed, and only the amount that you have shot IF there is time before moving to the next stage. You may pick up brass at the end of day once all stages are completed and cleaned up
- Everyone helps reset each stage and everyone helps take down the last stage
- You may game a stage, but you may not compromise the spirit or design of the stage

3 Gun Safety Rules

1. Dropped gun = Disqualification-No Exceptions (loaded or unloaded)
2. Unsafe gun handling = Disqualification
3. Unsportsmanlike conduct = Disqualification
4. Muzzle of all firearms must never be pointed in an unsafe direction
5. Firearms may only be loaded on command of Range Officer
6. During the loading, unloading, drawing, re-holstering, while moving, or during any remedial action, fingers must be outside of the trigger guard and the muzzle pointed downrange
7. After completing any course of fire or firing problem, shooter must unload, show clear, re-holster, before turning up range or leaving the firing line
8. In any stage where transition may be required, pistols must be fully re-holstered before moving on
9. Premature shot in the holster or striking behind firing line or into the ground downrange within 2 yards of firing line is a Disqualification
 - a. Any uncontrolled shot that poses a safety issue such as rounds leaving the designated shoot area will also result in Disqualification
 - b. Any rapid fire not part of the planned match and not approved by the Range Officer prior to shooting may result in Disqualification
10. During contest, shooters not firing will refrain from handling firearms except at designated safe area
11. Magazines and speed loader may be loaded while off firing line, but no live ammo is to be handled in the safe area
12. Rifles and shotguns must be carried in their case or actions must be open while moving between stages, chamber flags must be used