

3 Gun Nation Multi-Gun Rules

Ontelaunee 3-Gun 2017 Club Matches With Modifications

3-GUN NATION MULTI-GUN RULES Apr 2017 V1.2 R.Romero/C.Palmer/L.Turner 3GN reserves the right to change or modify rules as necessary.

**** Ontelaunee Rod & Gun Club's 3-Gun program reserves the right to change or modify rules for the matches at any time. ****

Competitors must be current members of 3GN in good standing to compete in all sanctioned events internationally.

Although every reasonable effort is made to present current and accurate information of the 3-Gun Nation Multi-Gun Rules, Ontelaunee Rod & Gun Club's and it's 3-Gun program makes no guarantees of any kind and cannot be held liable for any outdated or incorrect information.

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1.0 SAFETY RULES 1.1 3-GUN NATION (3GN) RULES:

1.1.1 It is the competitor's responsibility to read and understand the rules set forth by 3GN and agree to be subject to these rules while participating in any 3GN event.

1.2 WRITTEN STAGE BRIEFING (WSB):

1.2.1 It is the competitor's responsibility to read and understand the WSB and obey any special conditions or requirements stipulated therein, any rule differences from the main rulebook shall be written in the WSB and will be the governing rules as stipulated for that particular **Course of Fire (COF)**.

1.3 FEDERAL AND STATE LAW:

1.3.1 It is competitor's responsibility to know, understand and adhere to all Federal, State and Local Regulations regarding the use and transportation of firearms, including all applicable National Firearms Act (NFA) regulations related to the construction, transportation and use of any firearm regulated by NFA rules. For international competitors, this rule shall be understood to reflect adherence to the rules of the country the match is hosted in.

Example 1: A Rifle must be configured to legally be shouldered, *(i.e. an AR pistol does NOT qualify as a rifle)*.

Example 2: A Pistol must be able to be holstered and secured at the waist, *(i.e. an AR pistol does NOT qualify as a pistol)*.

1.4 COLD RANGE:

1.4.1 All 3GN Produced Events will be run on a COLD RANGE.

Definition: When the condition of the firing range requires all firearms to remain unloaded at the event site except under the direct supervision of an **Range Officer (RO)**.

1.5 CHAMBER SAFETY FLAGS:

1.5.1 All 3GN Produced and sanctioned events require the use of chamber safety flags to visually indicate the safe condition of a firearm.

1.5.2 Chamber safety flags are required for all carried, slung, cased or uncased firearms unless holstered or under the direct supervision of a **Range Officer (RO)**.

Note: Staged and pre-loaded shotguns must have a chamber safety flags inserted.

1.6 FIREARM DESIGNATED CONTAINERS:

1.6.1 All designated grounding containers **MUST** be secured to the ground or another stable object, to prevent loss of control of the firearm during the abandon and grounding process.

1.6.2 All secured designated grounding containers **MUST** be angled vertically so the muzzle of the firearm is pointed straight down when abandoned or grounded.

1.7 SAFE AREAS:

1.7.1 When available, Safe Areas will be clearly marked with signs and unloaded firearms may be handled and or displayed in Safe Areas only.

Note 1: Loaded firearms and loaded magazines cannot be handled in the Safe Area

Note 2: Live ammunition and dummy/inert ammunition cannot be handled in the Safe Area.

Exception: Closed or sealed boxes of ammo can be handled.

Note 3: Violation of this rule will result in a **Match Disqualification (DQ)**.

1.8 TRANSPORTING FIREARMS: *(To and from vehicles or between stages)*

1.8.1 Pistols must be transported from vehicles or between stages cased with slide forward on a chamber safety flag or remain holstered.

1.8.2 Long Guns must be transported with the bolt closed on a chamber safety flag, detachable magazines must be removed and magazine tubes unloaded.

1.8.3 Long Guns must be cased **OR** if hand carried or slung, the muzzle must be pointed up.

1.8.3.1 Using a cart where the muzzles are pointed downward is allowed.

Note: The **ONLY** time a long gun may not have a chamber safety flag inserted is after the "Make Ready" command or in a Safe Area.

2.0 RANGE COMMANDS & SHOOTING POSITIONS

2.1 COURSE OF FIRE:

2.1.1 The Course of Fire (COF) begins with the **"MAKE READY"** command and ends after the command **"RANGE IS CLEAR"**.

Note: The most powerful command on the Range is:

2.2 "STOP!"

2.2.1 The **"STOP"** command may be issued by any RO assigned to the stage at any time during the COF.

2.2.2 The competitor must immediately cease firing, stop moving and wait for further instructions from the RO.

Note: This command means the RO has determined something occurred that requires all shooting to cease.

2.3 "MAKE READY":

2.3.1 The **"MAKE READY"** command signals the official start of the COF, and everything moving forward must be done under an RO's direct supervision.

2.3.2 When multiple firearms will be used during a COF, the RO will direct the competitor through the preparation of all firearms starting at the most downrange set up station, moving back as necessary, ending at the start position. The competitor will then assume their start position.

2.3.3 A competitor may elect not to use a certain firearm(s) on a stage, which is legal so long as the targets presented in the COF may be legally engaged with the firearm(s) the competitor has chosen to use.

2.3.3.1 If the WSB stipulates starting with a particular firearm, the WSB must be followed and that specific firearm be used at the start of the COF.

2.3.4 A competitor may elect to stage a firearm safely in a designated grounding container **INSTEAD** of on a staging table.

2.3.4.1 Once any firearm has been discharged, the firearm staged in a designated grounding container **INSTEAD** of on a staging table will become grounded and all applicable penalties will apply.

Note: If the WSB or the COF design dictates long guns to be staged in containers **ONLY** there will be no additional grounding penalties assessed.

2.4 "ARE YOU READY?":

2.4.1 The **"ARE YOU READY?"** command will be issued by the RO after the competitor has settled into their starting position.

2.4.2 There is **NO** response necessary from the competitor to proceed after this command if they are ready.

2.4.3 If the competitor is not ready, they must indicate as such. If they indicate they are not ready, the RO will pause, and then repeat the command **"ARE YOU READY?"**

2.5 "STAND BY":

2.5.1 The RO will give the **"STAND BY"** command and activate the start timer initiating the COF within one to four (1-4 sec) seconds following no response from the competitor.

2.6 "IF YOU ARE FINISHED, UNLOAD AND SHOW CLEAR":

2.6.1 When the competitor has finished shooting, the RO will give the command, **"IF YOU ARE FINISHED, UNLOAD AND SHOW CLEAR"**.

2.6.2 If they are finished, the competitor **MUST** lower their firearm and present it for inspection by the RO with the muzzle pointed down range, magazine removed or tube emptied, slide/bolt locked or held open and the chamber empty. **Note:** If the firearm has been grounded, the competitor must keep the muzzle pointed down and in the container while unloading and clearing the firearm(s).

2.7 “IF CLEAR, HAMMER DOWN”:

Once the RO has inspected the firearm, one of the following commands shall be issued.

2.7.1 Pistol: “IF CLEAR, HAMMER DOWN, HOLSTER”

2.7.2 Rifle and Shotgun: “IF CLEAR, HAMMER DOWN, FLAG”

2.7.2.1 The RO will then accompany and instruct the competitor to safely unload all other firearms that were used in the COF.

Note: After the “IF CLEAR, HAMMER DOWN, HOLSTER or FLAG” command is given, it is the responsibility of the competitor to retrieve all firearms, confirm they are clear and reholster or insert required chamber safety flag(s).

2.7.3 The RO can assign the unloading duty to designated competitor(s).

2.7.3.1 If assigned, the designee(s) must keep the muzzle pointed down and in the designated grounding container while unloading the firearm(s).

Note: The designee will only unload the firearm and will **NOT** clear the firearm or insert a chamber flag.

2.7.3.2 All firearms must remain in the designated grounding container when designee(s) are finished unloading.

2.7.4: A cartridge detonation which occurs while unloading a firearm is not considered a shot or discharge and will **NOT** result in a DQ.

Definition: Ignition of the primer of a round, other than by the action of a firing pin, where the bullet or shot does not pass completely through the barrel (*i.e. when a slide is being manually retracted or when a round is dropped*).

2.8 “RANGE IS CLEAR”

2.8.1 The “RANGE IS CLEAR” command **CAN** only be issued after the competitor and the RO have cleared all firearms.

2.8.2 Once this command is given, it indicates the official end of the COF and officials and competitors may then move down range to score, paste and restore targets.

2.9 RANGE OFFICER RECUSAL CLAUSE:

Definition: To remove oneself as a Range Official over a particular call or judgement because of one's conflict of interest.

2.9.1 An RO must recuse themselves from operating the timer and making any arbitration or disqualification calls.

2.9.2 The competitor may request a different RO run the timer on their COF than the RO tasked as such at that particular time.

2.10 ADDITIONAL VERBAL SAFETY WARNINGS:

2.10.1 “FINGER”: This verbal warning may be issued anytime in the COF before stopping a competitor for a trigger discipline violation.

2.10.1.1 The competitor’s fingers must be visibly outside the trigger guard when loading, reloading or unloading during a COF and while clearing a malfunction.

2.10.2 “MUZZLE”: This verbal warning may be repeated at different locations in the COF as needed when the competitor’s muzzle approaches the 180-Degree Safety Plane.

2.10.3 “FOOT”: This verbal warning may be repeated at different locations in the COF as needed **ONLY** when a competitor is touching an **ELEVATED** rope fault line.

Note: Foot fault penalties will be assessed **WITHOUT** verbal warnings for any shots fired while any part of a competitor’s body touches the ground beyond a shooting box or ground fault line and when a competitor gains support or stability through contact with anything not within or attached to a shooting box or ground fault line.

Exception: Foot faults on **ELEVATED** or **GROUND** fault lines will **NOT** be assessed while the competitor is in the prone position as long as the competitor’s body is inside the shooting area from the knees up.

2.11 START POSITIONS:

WSBs may require the “Start Position” to be standing, sitting, kneeling, prone or dictated otherwise.

Note 1: The WSB can also stipulate which firearm the COF will start with.

Note 2: A COF will never require or allow a competitor to touch or hold ammunition or a firearm loading device after the “Standby” command and before the “Start Signal” except for unavoidable casual contact with the lower arms.

2.11.1 PISTOL: Unless otherwise specified in the WSB, the competitor must stand erect, facing downrange, with arms hanging naturally at the sides. The “Stage Ready Condition” for all Pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the WSB.

Multi-gun or Long Range: If the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, and the chamber empty.

2.11.2 PORT ARMS LONG GUN: Standing erect and relaxed, with the long gun held diagonally in front of the body, held with both hands, safety engaged, strong hand on grip, support hand on forearm, buttstock touching the competitor’s belt at hip level, muzzle angled upward, loading port and/or magwell facing downward, finger out of the trigger guard. The “Stage Ready Condition” for all long guns shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the WSB.

2.11.3 LOW READY LONG GUN: Standing erect and relaxed, long gun mounted to the shoulder, safety engaged, loading port and / or magwell facing downward, muzzle lowered from aiming at targets or aimed specifically at a designated low ready marker. The “Stage Ready Condition” for all long guns shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the WSB.

Note: The WSB can stipulate the shooting position and/or style for any firearm including strong side, support side or a combination of either.

2.12 SHOOTING POSITIONS:

2.12.1 PRONE: Is defined as, a body position in which the competitor lies flat with their chest down and their back up in a supported shooting position.

Note 1: Having a holstered pistol with a live round in the chamber while in the prone position at any point in the COF will result in a match DQ.

Note 2: This also includes prone at the start position or after re-holstering during the COF.

2.12.1.1 Re-inserting a loaded pistol magazine with an empty chamber **IS** allowed.

Exception: Foot faults on **ELEVATED** or **GROUND** fault lines will **NOT** be assessed while the competitor is in the prone position as long as the competitor's body is inside the shooting area from the knees up.

2.11.2 SUPPORTED: Is defined as, when any part or the competitor's body and or firearm touches, rests or comes in contact with the ground or any stage prop or object while engaging targets during the COF.

Note: Shooting prone and from a barricade is considered a supported position.

2.12.3 BARRICADE: When stipulated in the WSB, official 3GN Barricades or other designated structures may be used by the competitor to shoot from the "Prone" or "Supported" positions without penalty.

2.12.3.1 Any shots fired in the prone position from the barricade that do not pass through the low port will **NOT** count for score or target engagement.

2.12.4 UNSUPPORTED (OFF HAND): Is defined as, when any part or the competitor's body and or firearm does not touch, rest or come in contact with the ground, any stage prop or object while engaging targets during the COF.

Note: The WSB can stipulate the shooting position and/or style for any firearm including strong side, support side or a combination of either.

2.13 STIPULATED SHOOTING STYLES:

2.13.1 SUPPORT SIDE: Is defined as, meeting the definition of (**Rule 2.12.4**) and restricted to the use of support side only.

Pistol: When stipulated in the WSB the pistol **MUST** be fired with the support hand only.

Exemption: Pistol malfunctions and reloads can be cleared and performed with both hands.

Long Guns: When stipulated in the WSB the long gun **MUST** be shouldered from the support side and fired from the support hand only. The strong hand is allowed to contact the firearm provided it's shouldered and fired from the support side and hand.

Example: The support side of a right handed competitor is the left shoulder and hand.

2.13.2 STRONG SIDE: Is defined as, meeting the definition of (**Rule 2.12.4**) and restricted to the use of strong side only.

Pistol: When stipulated in the WSB the pistol **MUST** be fired with the strong hand only.

Exemption: Pistol malfunctions and reloads can be cleared and performed with both hands.

Long Guns: When stipulated in the WSB the long gun **MUST** be shouldered from the strong side and fired from the strong hand only. The support hand is allowed to contact the firearm provided it's shouldered and fired from the support side and hand.

Example: The strong side of a right handed competitor is the right shoulder and hand.

2.13.3 FREESTYLE: Is defined as, meeting the definition of (**Rule 2.12.4**) and allows the use of strong side, support side or a combination of either.

3.0 ABANDONING & GROUNDING FIREARMS

3.1 ABANDONED FIREARM: Is defined as, any firearm left in any location or condition **BEFORE** another firearm is discharged.

3.1.1 Competitors can retrieve and reuse abandoned firearms to re-engage targets without penalty.

3.1.2 All 180-Degree rules apply and the competitor must be safely behind the firearm while handling or reusing abandoned firearms.

Note 1: An abandoned firearm breaking the 180-Degree safety plane **WILL** result in a match DQ.

Note 2: All long guns must be inserted into designated grounding containers muzzle down or a match DQ **WILL** be issued.

3.2 GROUNDED FIREARM: Is defined as, any firearm left in any location or condition **AFTER** another firearm is discharged.

3.2.1 Designated containers designed to ground specific firearms **MUST** be made available on each COF.

3.2.2 Pistols **MUST** be grounded in small designated pistol containers only or safely re-holstered.

Note: A re-holstered pistol is not considered grounded.

3.2.3 Long Guns **MUST** be grounded in large designated long gun containers only.

3.2.4 Competitors **CAN** abandon or ground two (2) long guns in the same container.

3.2.5 Competitors **CANNOT** start the COF with more than one (1) long gun in the same container.

Note 1: Competitors **CAN** retrieve and reuse grounded firearms to re-engage targets, but this action will result in a **+5 sec** penalty per occurrence.

Note 2: If a pistol or long gun is grounded in the incorrect container or incorrect location, penalties or a match DQ **WILL** apply.

Note 3: All long guns must be inserted into designated grounding containers muzzle down or a match DQ **WILL** be issued.

3.3 RE-HOLSTERING:

A COF will never require a competitor to re-holster a pistol after the start signal.

3.3.1 Competitors **CAN** re-holster their pistol per current safety rules.

3.3.2: Any COF with optional pistol targets **MUST** have a small designated pistol container made available for abandoning and grounding the pistol.

3.3.3: When clearing the firearm at the end of the COF, any round(s) that are found **INADVERTENTLY** left touching a firearm do not constitute a loaded chamber.

Example: A live round that has been caught in the ejection port, or “Stove Piped” or a loose live round in the mag well.

3.4 GROUNDED SAFETY CONDITIONS:

Unless stipulated in the WSB there are only two (2) acceptable methods to safely abandon and ground a firearm.

3.4.1 SAFETY CONDITION 1: LOADED WITH SAFETY ENGAGED

3.4.1.1 Any manual safety **MUST** be “Operational” and **MUST** be engaged to satisfy the “Loaded with Safety Engaged” condition, regardless of a “Passive Safety”.

Definition 1: “Operational” Is defined as, when the safety mechanism operates correctly as intended and must not be altered or disabled in a way that while not being handled, the safety features can no longer prevent the firearm from discharging.

3.4.1.2 Any firearm without a manual safety **MUST** have a “Passive Safety” in an “Operational” condition to satisfy the “Loaded with Safety Engaged” condition.

Definition 2: “Passive Safety” Is defined as, a safety that engages automatically and disables the striker or firing pin from moving or discharging while not being handled.

Example: Grip activated (*i.e. 1911 & 2011*) safeties and hinge style trigger shoe (*i.e. Glock & M&P*) safeties **DO NOT** meet the requirements of (**Rule 3.4.1.2**) or the definition of “Passive Safety”

3.4.1.3 If a firearm only contains a de-cocking lever or button, it **MUST** be engaged and the hammer, striker or firing mechanism must be fully de-cocked to satisfy the “Loaded with Safety Engaged” condition.

3.4.2 SAFETY CONDITION 2: EMPTY CHAMBER ** Ontelaunee 3-Gun Modification **

3.4.2.1-ONT3G-01: Empty Firearm has Empty Chamber and no live rounds in the feed tube or the magazine removed.

NOTE: ** Ontelaunee 3 Gun Modification **; The next (2) noted conditions are only valid safety conditions when no one has gone down range of the grounded firearm in question.

3.4.2.2-ONT3G-02: Empty chamber, slide/bolt locked open with loaded feed tube or loaded magazine inserted.

3.4.2.3-ONT3G-03: Empty chamber, slide/bolt forward with a loaded feed tube or loaded magazine inserted.

Exception 1: A malfunction or double feed where there is no cartridge fully seated in the chamber will **NOT** be considered loaded.

Exception 2: Any spent case or hull left in the chamber will **NOT** be considered loaded.

4.0 TARGETS

These are the only legal targets for specific firearms, loads or projectiles. Shooting at a target with ammunition that is prohibited for use with that target type will **NOT** count for score or target engagement, and unless re-engaged with legal ammunition, the competitor **WILL** receive all applicable MOT and FTE penalties.

4.1 PISTOL TARGETS:

4.1.1 3GN official Multi-purpose paper targets and steel targets categorized by color, size or shape stipulated in the WSB as optional or pistol only targets.

4.2 CLAY & FRANGIBLE TARGETS:

4.2.1 Clay Pigeon/Frangible targets, steel targets categorized by color, size or shape stipulated in the WSB as optional or Birdshot only targets.

Note: Shooting a paper target with birdshot will **NOT** count for score or target engagement. If a paper target is shot with birdshot and **NOT** re-engaged with legal ammunition, the competitor **WILL** receive all applicable MOT and FTE penalties.

4.3 SHOTGUN BUCKSHOT:

4.3.1 3GN official multi-purpose paper targets, Clay Pigeon/Frangible targets and steel targets categorized by color, size or shape stipulated in the WSB as optional or Buckshot only targets.

4.4 SHOTGUN SLUGS:

4.4.1 3GN official multi-purpose paper targets and steel targets categorized by color, size or shape stipulated in the WSB as optional or Slug only targets.

4.5 RIFLE TARGETS:

4.5.1 3GN official Multi-purpose paper targets and any steel targets categorized by color, size or shape and stipulated in the WSB as optional or Rifle only targets.

4.6 PISTOL CALIBER CARBINE TARGETS:

4.6.1 Competitors in all PCC Divisions may shoot any 3GN official Multi-purpose paper targets and any pistol, shotgun and rifle steel targets categorized by color, size or shape and stipulated in the WSB as PCC optional or PCC only targets with the Pistol Caliber Carbine.

Target size & distances:

- a) Target Maximum distance shall be 100yds (*300' ft.*)
- b) Target Minimum size shall be 12"x 12" in. at 100yds (*300' ft.*)
- c) There is no target minimum size between 1-99yds (*1-299' ft.*)

4.7 RIMFIRE DIVISION TARGETS:

4.7.1 Competitors in all 22 Rimfire Divisions shall be moved to the top of the squad order for each stage and be required to shoot on painted steel to indicate scored hits.

4.7.2 Competitors in all 22 Rimfire Divisions may shoot all 3GN official Multi-purpose paper targets and all pistol, shotgun

and rifle steel targets, categorized by color, size or shape, stipulated in the WSB with their 22 Rimfire Pistols and Carbines.

Note 1: All steel targets **MUST** be painted and restored for each 22 Rimfire Division competitor.

Note 2: Visible impact marks on steel will be counted for score if steel targets fail to fall.

Note 3: All steel activated targets will be set to remain at rest in the activated position, but steel must still be engaged and hit before the activated target can be engaged.

Note 4: All hits on poppers must be in the calibration zone or higher to satisfy 22 Rimfire Division scoring concessions.

TARGET SIZE & DISTANCES

- a) Target maximum distance shall be 50yds (*150' ft.*)
- b) Target minimum size shall be 12"x 12" in. at 50yds (*150 ft.*)
- c) There is no target minimum size between 1-50yds (*1-149' ft.*)

4.8 WSB OPTION:

4.8.1 The WSB **CAN** also stipulate certain targets that **CAN** or **CANNOT** be engaged with multiple firearms as an available option.

5.0 MATCH SCORING

5.1 MATCH SCORING:

5.1.1 Regional and National Championship scoring per COF will be total time with penalties.

Note 1: All 3GN Club Series matches may be scored total time with penalties or total stage points.

Note 2: All 3GN classifier uploads **MUST** be in total time with penalties to count for score.

5.1.2 The lowest total match time including all penalties will determine the winner of the match, division, class, category and the overall order of finish.

Note: If issued a **DQ** the competitor will not be allowed to continue in the event, will not be eligible for prizes and will receive no score.

5.1.3: Maximum par time for each COF shall be stipulated in the WSB. If par time has expired on a COF, it will be scored as shot including all applicable hits and penalties.

5.1.3.1: Competitors are allowed a +0.30 sec over par shot allowance.

Example 1: With a 90 sec COF par time any shot recorded at or under 90.30 **WILL** count for score.

Example 2: With a 90 sec COF par time any shot recorded at or over 90.31 will **NOT** count for score or target engagement.

5.2: MULTI-GUN SCORING ON PAPER SHOOT TARGETS:

5.2.1 Any 3GN paper target designated as a Shoot target may be engaged with Rifle, Pistol or Shotgun slug.

5.2.2 All 3GN paper targets require one (1) hit in the 8" center circle **OR** two (2) hits anywhere inside the border perforation. The hit or hits only need to touch or break the perforation to avoid penalty.

5.2.3 When a shot passes through any 3GN paper target, then continues on to hit another target(s), all hit targets will be counted for score and or penalty.

Exception 1: Only **ONE (1)** slug hit minimum on paper anywhere inside the border perforation is required for score. The hit only needs to touch or break the border perforation to avoid penalty.

Exception 2: HEAVY DIVISION HV-3G Competitors shall be required to have at least one (1) scoring hit on paper minimum with Rifle and or Pistol, anywhere inside the border perforation. The hit only needs to touch or break the border perforation to avoid penalty.

Note: For Multi-gun matches, the 4" bonus scoring zones will **NOT** count for score or bonus **UNLESS** specified in the WSB.

5.2.4 Only holes in 3GN paper Shoot targets or No-Shoot targets made by bullets, buckshot pellets or slugs will count for score.

5.2.5 Evidence of the actual bullet, buckshot pellet or slug hole must be present on the target with a crown or grease ring marks on the hole.

5.2.6 ~~If a target(s) is determined as non-scoring due to a concentrated birdshot pattern that has **REMOVED** evidence of slug, buckshot or bullet holes, the competitor will then be scored with a MOT **+5 Sec** only per target(s) in question. No FTE penalties will be assessed.~~

Note 1: If a paper target(s) is determined to be non-scoring due to a birdshot pattern that has removed clear evidence of slug, buckshot or bullet holes, the target will be scored and all applicable penalties will apply.

Note 2: Holes in paper targets made by wads, birdshot, shrapnel, bullet fragments or flying debris will not count for score or engagement.

5.3 MULTI-GUN SCORING ON PAPER NO-SHOOT TARGETS:

5.3.1 The white back side of 3GN paper targets **CAN** be used as a No-Shoot target.

5.3.2 When a shot passes through a No-Shoot target, then continues on to hit another target(s), all hit targets will be counted for score and or penalty.

Note: Holes in paper targets made by wads, birdshot, shrapnel, bullet fragments or flying debris will not count for score or engagement.

5.3.3 Knock Down (KD) style steel plates, steel poppers or static steel plates **CAN** be designated and used as No-Shoot targets.

5.3.4 Steel No-Shoot targets **MUST** be specified in the WSB.

5.3.5 Steel No-Shoots **MUST** fall to score or if static **MUST** be painted as necessary to verify hit(s).

5.4 MULTI-GUN SCORING ON STEEL:

5.4.1 Steel Poppers **MUST** fall to score.

5.4.2 All static steel **MUST** visibly indicate impact(s) or be verbally called for hits to count for score.

5.4.3 If a designated steel KD plate is determined to have been struck by a single pistol or single rifle projectile and has turned or moved from its original set location and does not fall, the target will be considered scored as hit.

5.4.4 All designated steel KD plates engaged with birdshot **MUST** fall to score.

Note 1: All steel should be painted between squads regardless of weather conditions and static steel **MUST** be painted as necessary to verify and call hit(s)

Note 2: Designated steel KD plates are **NOT** subject to calibration.

Note 3: All KD plates should have a target direction line applied to specify the target presentation angle, to verify correct reset for competitors and add a visual aid for the RO to determine if the target was struck for officiating and arbitration purposes.

5.4.5 If a projectile fired by a firearm other than a shotgun fragments or ricochets and then strikes and knocks down a steel target, the target(s) will be considered scored as hit.

5.4.6 If a steel target falls from the stand while being engaged the target will be considered scored as hit

5.5 Multi-gun SCORING ON CLAY & FRANGIBLE TARGETS:

5.5.1 Only evidence of penetration by at least one pellet and showing light through a visible hole constitutes a "Broken Clay".

5.5.2 If a projectile fired by a firearm other than a shotgun, fragments or ricochets and then strikes and breaks a clay target, the target(s) will be considered scored as hit.

5.5.3 If a clay target falls from the stand while being engaged but does not break, the target will be considered scored as hit.

6.0 PENALTIES

Penalties are actions that equate to additional time added to the score based on the severity of the action. If issued a **DQ** the competitor will not be allowed to continue in the event, will not be eligible for prizes and will receive no score.

Note 1: Safety violations will **NOT** be subject to arbitration.

Note 2: A signed score sheet does not finalize a score. If discrepancies arise prior to the time that the final event scores are posted, 3GN will, with notification, take whatever steps necessary to remedy and correct the problem.

Example: Problems include, but are not limited to re-shoots, mathematical errors, faulty timers etc.

Note 3: All DQs must be finalized either by the Range Master (RM) or the Match Director (MD) only.

Note 4: Any overturning of a DQ shall be finalized by both the RM and the MD.

6.1 SCORING PENALTIES:

6.1.1 Any **Aerial** clay target missed **+2.5 sec**

6.1.2 Single Hit on Target (SHT)-Single hit on paper outside the center ring at **ANY** distance **+2.5 sec**

6.1.3 Miss on Target (MOT)-Less than 40 yards (1-39yds) No Hits on Paper, Steel left standing, Clay unbroken **+5 sec**

6.1.4 Miss on Target (MOT)-40 yards or greater (40-99yds) Steel left standing, Clay not broken **+7.5 sec**

6.1.5 Miss on Target (MOT)-100 yards or greater (100+yds) Steel Left Standing or No Called Hit **+10 sec**

6.1.6 Failure to Engage (FTE)-any target less than 100 yards (1-99yds) **+2.5 sec**

6.1.7 Failure to Engage (FTE)-any target 100 yards or greater (100+yds) **+5 sec**

Definition: A Failure to Engage (FTE) is defined as, when a competitor does not fire upon a specific legal target on the COF.

Note 1: Shooting in the general direction of a target, shooting over or under obstructions that targets are behind or through see through walls and or barriers, does not constitute "Engaging a Target".

Note 2: All walls, barriers or constructed obstacles are deemed to extend from the ground up to infinity, and are considered to be impenetrable hardcover unless written in the WSB.

6.2 ADDITIONAL +5 SEC PROCEDURAL PENALTIES:

6.2.1 WRITTEN STAGE BRIEFING (WSB):

6.2.1.1 A **+5 Sec** penalty will be issued for failing to follow specific stage procedures per the WSB.

Example: Including but not limited to: Start positions, firearm conditions, and other key stage details.

6.2.2 FOOT FAULTS:

6.2.2.1 A **+5 sec** penalty will be assessed for any shot fired while any part of a competitor's body touches the ground beyond a Shooting Box or a Fault Line, or when a competitor gains support or stability through contact with anything not within or attached to a Shooting Box or Fault Line.

Note 1: If the RO determines **NO** advantage was gained, a single penalty will be assessed per occurrence.

Note 2: If the RO determines that advantage **WAS** gained, a penalty will be assessed per shot fired while faulting.

6.2.2.2: The RO **MUST** issue a verbal warning before assessing foot faults penalties **ONLY** when a competitor is touching an **ELEVATED** rope fault line.

6.2.2.3: A competitor can only earn a maximum of four (4) **ELEVATED** rope foot fault penalties (**+20 sec max**) per COF.

Note: Any shots fired under or supported by an **ELEVATED** fault line will **NOT** count for score or target engagement.

Exception: Foot faults on **ELEVATED** or **GROUND** fault lines will **NOT** be assessed while the competitor is in the prone position as long as the competitor's body is inside the shooting area from the knees up.

6.2.3 NO-SHOOT (NS) TARGETS:

6.2.3.1 A **+5 sec** penalty will be assessed for each hit(s) on an No-Shoot (NS) target.

6.2.4 NON-SCORING TARGET

6.2.4.1 If a paper target(s) is determined to be non-scoring due to a birdshot pattern that has removed clear evidence of slug, buckshot or bullet holes, the target will be scored as a MOT **+5 Sec** only per target(s) in question.

6.2.4.2 No additional FTE penalties will be assessed.

6.2.5 STAGE PROPS:

Designated grounding containers and staging tables are not props or supporting devices.

6.2.5.1 A **+5 Sec** per shot penalty will be assessed for any competitor that uses a dedicated pistol or long gun grounding container, staging table or structure within or attached to the shooting area to support their pistol or long gun.

Note: When stipulated in the WSB, official 3GN Barricades or other designated structures may be used by the competitor to shoot from the "Prone" or "Supported" positions without penalty.

6.2.6 GROUNDED FIREARMS REUSE:

6.2.6.1 A **+5 Sec** penalty per occurrence will be assessed to competitors that retrieve and reuse **GROUNDED** firearms to re-engage targets.

Example: If a competitor abandons their shotgun then picks up & fires a rifle, that action grounds the abandoned shotgun. If that same competitor abandons said rifle, retrieves and fires the now grounded shotgun, they would receive a penalty for that occurrence. One penalty would apply and the stage would be scored as shot.

Note: There is no new target engagement penalties tied to this rule

6.3 ADDITIONAL +7.5 SEC PROCEDURAL PENALTIES:**6.3.1 VISION BARRIERS:**

6.3.1.1 Firing a shot(s) through a vision barrier or under or over a prop to engage a target will result in one **MOT +5 sec**, and one **FTE +2.5 sec (+7.5 sec total)** for each frangible or knock down target that **CANNOT** legally be re-engaged.

Exception: Any 3GN paper targets may legally be re-engaged without assessing any penalties.

Note 1: Shooting in the general direction of a target, shooting over or under obstructions that targets are behind or through see through walls and or barriers, does not constitute "engaging a target".

Note 2: All walls, barriers or constructed obstacles are deemed to extend from the ground up to infinity, and are considered to be impenetrable hardcover unless written in the WSB. **Exception:** Unless shooting under or over a prop **IS** allowed per the WSB

6.3.2 CLAY PIGEONS:

6.3.2.1 Engaging a clay pigeon with anything other than birdshot shall result in one **MOT +5 sec**, and one **FTE +2.5 sec (+7.5 sec total)** for each frangible target that **CANNOT** legally be re-engaged.

6.3.3 ILLEGAL TARGET ENGAGEMENT:

6.3.3.1 Shooting at a specific target with ammunition that is prohibited for use with that target type will **NOT** count for score or target engagement, and unless remedied shall result in one **MOT +5 sec**, and one **FTE +2.5 sec (+7.5 sec total)** for each target that **CANNOT** legally be re-engaged.

Note 1: Shooting a paper target with birdshot will **NOT** count for score or target engagement. If a paper target is shot with birdshot and **NOT** re-engaged with legal ammunition, the competitor **WILL** receive all applicable MOT and FTE penalties.

6.3.4 Engaging Moving Targets Prior to Activation - ** ONT3G **

6.3.4.1 Engaging any target that has activation prior to the target being activated shall result in a procedural of 7.5 sec for each shot fired at the target prior to activation, up to a maximum of 5 procedurals.

Example: The Swinger on a stage has (2) clay birds and (2) steel targets, the swinger activates by shooting the 42" popper to the left. A shooter during their C.O.F. shoots the (2) clay birds with the shotgun, then grounds the shotgun and then shoots the 42" popper with their pistol which activates the swinger and then shoots the (2) steel targets on the swinger. The shooter will be assessed (2) procedurals for a total of 15 sec, for shooting the (2) clay birds prior to activating the swinger.

6.4 ADDITIONAL +10.0 SEC PROCEDURAL PENALTIES:**6.4.1 FIREARM & EQUIPMENT INSPECTIONS:**

6.4.1.1 ROs' may conduct firearm and equipment inspections any time after a competitor has completed one or more stages for the official match.

6.4.1.2 ROs' may conduct random inspections of pre-loaded shotguns to insure the competitor has no more than nine (9) shells total loaded in the shotgun.

Exception: All Unlimited divisions are exempt from this rule.

6.4.1.3 Upon request, a competitor must unload their shotgun so an audit of the number of shells pre-loaded can be counted.

6.4.1.4 This inspection must be conducted before the competitor has stepped to the line and the "Make Ready" command has been issued.

6.4.1.4 Violation will result in a penalty of **+10 sec**

Note: Refusal to submit to a firearm equipment compliance inspection or to a pre-loaded shotgun inspection will result in a match DQ.

6.4.2 SLUGS ON STEEL:

6.4.2.1 A **+10 Sec** will be assessed for shooting any steel targets **NOT** categorized by color, size or shape and stipulated in the WSB as optional or Slug only targets.

6.4.2.2 The target will be scored as shot and no additional penalties assessed.

Note: If the target is damaged or destroyed the competitor will be required to pay and/or replace the damaged target.

6.4.3 LEAVING SHOOTING AREA:

6.4.3.1 All Competitors **MUST** remain inside the **ELEVATED** rope fault lines and **GROUND** fault line area unless allowed in the WSB.

6.4.3.2 A **+10 Sec** penalty per occurrence will be assessed for leaving an **ELEVATED** rope fault line or **GROUND** fault line area and re-entering at a different location to create a shortcut.

Exception: A competitor who leaves and re-enters the shooting area in the same location without creating a shortcut will have no additional penalties assessed.

6.4.4 COACHING:

6.4.4.1 A **+10 sec** penalty **CAN** be assessed for any competitor who provides or receives coaching by another shooter or spectator during a COF.

Examples: Including, but not limited to calling out target directions, spotting information, missed targets, shooting instructions etc.

6.4.4.2 If the individual providing the coaching is not a competitor, the RO **HAS** the discretion to remove the non-competitor from the COF.

Exception: Coaching will be allowed during all 3GN designated team matches.

6.4.5 GROUNDING:

NOTE: ** Ontelaunee 3 Gun Modification **; 6.4.5.1 is only valid when no one has gone down range of the grounded firearm in question, otherwise when not valid it's a match DQ.

6.4.5.1 A **+10 Sec** penalty will be assessed for grounding a firearm in the correct designated container or correct location with a loaded chamber and the primary safety not engaged.

6.5 ADDITIONAL +20.0 SEC PROCEDURAL PENALTIES:**6.5.1 GROUNDING LOCATION:**

6.5.1.1 A +20 Sec penalty will be assessed for grounding a firearm in an incorrect container or incorrect location while not moving downrange of the firearm, regardless of the primary safety or chamber condition.

Exception: If the firearm was never handled during the COF, left in the original stipulated start location and the competitor did **NOT** move downrange of the firearm, there will be no penalty assessed.

6.6 SHOOTING DISQUALIFICATION (DQ) PENALTIES:**6.6.1 UNSAFE GROUNDING OF FIREARMS:**

6.6.1.1 Grounding any firearm in the incorrect container or incorrect location and then moving downrange of the firearm regardless of primary safety or chamber condition will result in a match DQ.

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

6.6.1.3-ONT3G Grounding any firearm with any live rounds in the firearm, chamber or magazine, not meeting 3.4.1 Safety Condition 1 and moving down range of the grounded firearm will result in a match DQ.

6.6.2 FIREARM CONTROL:

6.6.2.1 A competitor that drops or loses control of a firearm, whether loaded or unloaded, at any time after the "Make Ready" command and before the "**Range is Clear**" command is issued will receive a match DQ.

Note: This includes any firearm, loaded or unloaded, that falls to the ground after being abandoned or grounded during the COF.

Exception: Dropping an unloaded firearm before the "**Make Ready**" command or after the "**Range is Clear**" command will not result in disqualification provided the firearm is retrieved and verified safe by an Range Official only.

Example: Range Officials can include Match Director, Range Master and Range Officers.

6.6.3 BURNING:

6.6.3.1 Discharging or "Burning" the last round(s) to empty the chamber is allowed, but the firearm **MUST** be discharged at a legal target or in a safe direction impacting a berm or backstop.

6.6.3.2 Long guns **MUST** be shouldered while "Burning" any round(s) in a direction other than a legal target.

6.6.3.3 A violation of this rule is considered an unsafe action and will result in a match DQ.

6.6.4 NEGLIGENT DISCHARGE:

6.6.4.1 A negligent discharge that occurs while loading, reloading, unloading, while transitioning a long gun off or back to the shoulder, during malfunction and remedial action, clearing a firearm, transferring a firearm between hands, or during movement (*except while shooting at legitimate targets*) will result in a match DQ.

Definition: An unintentional shot (*including a slam-fire*) which travels over a backstop, a berm, or impacts anything deemed by the event organizers to be unsafe.

Note: In the case of a negligent discharge, the RO will stop the competitor as soon as safely possible.

Exception: A competitor who fires a shot at a legitimate target, which impacts and travels in an unsafe direction, through ricochet or bounce will **NOT** result in a match DQ.

6.6.5 180-DEGREE SAFETY PLANE:

6.6.5.1 A competitor that allows the muzzle of a firearm to break the 180-Degree Safety Plane will be issued a match DQ. **Exception:** Except with a pistol while holstered, drawing and reholstering.

Definition: The 180-Degree 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.

Note: Any position where the muzzle points back towards the mouth of the bay past the designated 180-Degree safety line is a violation of this rule and considered an unsafe action.

6.6.6 SWEEPING:

6.6.6.1 A competitor that allows the muzzle of a firearm to sweep over or past one's self including but not limited to their hands, fingers, legs and feet while moving, shooting or reloading a firearm will be issued a match DQ.

Definition: Sweeping is defined as, allowing the muzzle of the firearm (*loaded or unloaded*) to cross or cover any portion of a person or an object a person might reasonably be assumed to occupy, such as a car, portable toilet, or structure that is not a prop within the current stage.

6.6.7 TRIGGER DISCIPLINE:

6.6.7.1 The competitor's fingers must be visibly outside the trigger guard when moving, loading, reloading or unloading during a COF and while clearing a malfunction. Failure to comply with any Verbal Warnings will result in a Match DQ. **Exception:** When actually aiming or shooting at targets or while complying with the "Make Ready" command to lower the hammer of a pistol without a de-cocking lever.

6.6.8 STEEL TARGETS:

6.6.8.1 Engaging any steel target with a **RIFLE** not specifically designated as rifle optional or a rifle only target in the WSB is considered an unsafe action and will result in a match DQ.

6.6.9 CLAYS:

6.6.9.1 Engaging any aerial clay(s) with slug(s) will result in a match DQ.

6.6.10 COMPLIANCE INSPECTION:

6.6.10.1 Refusal to submit to an equipment compliance inspection or to a pre-loaded shotgun inspection will result in a match DQ.

6.6.11 PRONE POSITION:

6.6.11.1 Having a holstered pistol with a live round in the chamber while in the prone position at any point in the COF will result in a match DQ.

Note 1: This includes prone at the start position or after re-holstering during the COF.

Note 2: Re-inserting a loaded pistol magazine with an empty chamber is allowed.

6.6.12 NINE (9' ft.) FOOT RULE:

6.6.12.1 A confirmed shot striking the ground less than 9' feet (*3yds*) from the competitor is considered a safety violation and will result in a match DQ.

6.6.12.2 After being stopped, the competitor's position will be marked as well as the impact point noted.

6.6.12.3 No one will be allowed to walk the stage or the area where the violation occurred until a ruling is made,

6.6.12.4 In the case of a shot hitting a prop, if the Range Officer determines that the bullet or shot would have struck the ground within 9' feet of the competitor had it not been deflected or stopped by a prop it would fall under the 9' foot rule.

Exception: A bullet or shot which impacts the ground within 9' feet (*3yds*) of the competitor due to a "squib" shall not be subject to penalty or when shooting at a legal target that is closer than 9' feet (*3yds*) from the competitor.

6.6.13 DESIGNATED GROUNDING CONTAINERS:

6.6.13.1 Discharging a round into or through a designated grounding container while abandoning a firearm will result in a match DQ.

6.6.13.2 Discharging a round into or through a designated grounding container while it already contains a staged, abandoned or grounded firearm will result in a match DQ.

Definition: The term “Discharging” means that the competitor has fired a projectile (*i.e. bullet, pellet or slug*) into or through a designated grounding container.

Note 1: All designated grounding containers **MUST** be secured to the ground or another stable object, to prevent loss of control of the firearm during the abandon and grounding process.

Note 2: All secured designated grounding containers **MUST** be angled vertically so the muzzle of the firearm is pointed straight down when abandoned or grounded.

6.6.14 MULTIPLE FIREARMS:

6.6.14.1 During a COF a competitor can handle and move with two (2) firearms at the same time.

6.6.14.2 While handling two (2) firearms, neither firearm may be discharged until one is safely abandoned or re-holstered.

6.6.14.3 A violation of this rule will result in a match DQ.

Note: All current safety rules apply when handling and moving with two (2) firearms at the same time. **Exception 1:** When a long gun is grounded in a designated container, and the grounded firearm obscures the presentation of a legal target creating an unsafe situation, the competitor may push the firearm to a safer position and **THEN** continue shooting without penalty.

Exception 2: If the condition or target presentation cannot be remedied, the MD or RM must be called to address and restore the COF.

Note: If the COF is officially altered a re-shoot will be required.

6.6.15 MULTI BAY STAGES:

6.6.15.1 During a COF that connects multiple bays, a competitor is **NOT** allowed to enter and exit a bay with a drawn pistol or loaded long gun.

6.6.15.2 A violation of this rule will result in a match DQ.

Exception: Unless it is specifically allowed in the WSB.

6.6.16 MOVING VIOLATION:

6.6.16.1 Moving under or over any walls or props is strictly forbidden and is considered a safety violation.

6.6.16.2 A violation of this rule will result in a match DQ.

Exception: Unless it is specifically allowed in the WSB.

6.6.17 LOADED FIREARM HANDLING:

6.6.17.1 A competitor suspected of handling a loaded firearm while not under the direct supervision of a RO can be escorted to a safe area to check the condition the firearm.

6.6.17.2 If the suspected firearm is found to be loaded, the competitor will be issued a match DQ.

Exception: Shotgun pre-loading under RO supervision at the beginning of the COF is exempt.

6.6.18 SAFE AREAS:

6.6.18.1 When available, Safe Areas will be clearly marked with signs and unloaded firearms may be handled and or displayed in Safe Areas only.

6.6.18.2 Loaded firearms and loaded magazines cannot be handled in the Safe Area

6.6.18.3 Live ammunition and dummy/inert ammunition cannot be handled in the Safe Area.

Exception: Closed or sealed boxes of ammo can be handled.

6.6.18.4 Violation of this rule will result in a Match Disqualification (DQ).

6.7 CONDUCT DISQUALIFICATION (DQ) PENALTIES:

6.7.1 EXPECTED SHOOTER CONDUCT:

6.7.1.1 Competitors and spectators are expected to conduct themselves in a courteous, sportsmanlike manner at all times.

6.7.1.2 Clothing with offensive or obscene logos, sayings, pictures or drawings must not be worn or displayed at the event site.

6.7.1.3 Eye and ear protection is mandatory for all competitors, spectators & range personnel at all times while at the event site, and specifically while on or near a COF.

6.7.1.4 Failure to obey posted venue speed limits may result in the competitor being ejected from the match venue property.

6.7.1.5 If a competitor gets ejected from the match venue property they will be assessed a **Did Not Finish (DNF)** score for the remainder of the match.

6.7.2 LOSS OF SAFETY EQUIPMENT:

6.7.2.1 Any competitor who **INTENTIONALLY** loses or displaces eye or ear protection during a COF, shall be stopped and the action will be considered unsportsmanlike conduct.

6.7.2.2 A violation of this rule will result in a match DQ. **Exception:** A competitor, during the COF, that **INADVERTENTLY** loses their eye or ear protection, may stop themselves immediately and safely notify the RO of the situation.

Note: If required, the competitor has the option to re-shoot the COF immediately or be moved to the bottom of the shooting order.

6.7.3 UNSPORTSMANLIKE CONDUCT:

6.7.3.1 This is defined as any conduct including, but not limited to: cheating, altering targets prior to scoring, altering or falsifying score sheets or data in electronic scoring devices, altering of firearms to gain advantage.

6.7.3.2 A violation of this rule will result in a match DQ.

6.7.4 ALTERING THE COURSE OF FIRE:

6.7.4.1 This is also Unsportsmanlike Conduct but involves the repositioning or altering of targets, no-shoots, barriers, barrels, walls, tables, grounding containers, fault lines, painted markings, banners, trees, bushes or anything else deemed by Range Officials to create an unfair advantage.

6.7.4.2 Violations will result in a match DQ.

6.7.5 DISRUPTIVE BEHAVIOR:

6.7.5.1 Threatening, assaulting, or displaying disruptive and hostile behavior toward any competitor, Range Officer, Range Master, Match Director, Match Staff or Range Venue Staff is not allowed.

6.7.5.2 A violation of this rule will result in a match DQ.

6.7.5.3 A match DQ for this type of conduct will result in immediate ejection from the match venue property.

Note: This also applies to all spectators.

6.7.6 DRUG AND ALCOHOL POLICY:

6.7.6.1 Competitors must not consume or be under the influence of alcohol or non-prescription drugs at the event site.

6.7.6.2 A violation of this rule will result in a match DQ.

6.7.6.3 A match DQ for this type of conduct will result in immediate ejection from the match venue property.

Note 1: This also applies to all spectators.

Note 2: If a competitor found to be impaired and deemed unsafe as a result of legitimate prescription drugs will only be directed to stop shooting and the COF will be scored as shot but will **NOT** result in a match DQ.

Note 3: The competitor, at the MDs discretion, may be allowed to resume competition, if judged to be fit to return.

6.7.7 MEDICAL CONDITIONS:

6.7.7.1 If a competitor is deemed by match staff to be unsafe, due to a medical condition, erratic behavior, an injury that impairs their ability to continue competing safely, or is deemed to be unsafe to themselves or others around them, will be directed to stop shooting and the COF will be scored as shot but will **NOT** result in a match DQ.

6.7.7.2 The final decision will be at the sole discretion of the MD.

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7.0 CHALLENGES, APPEALS & ARBITRATION

7.1 CALIBRATION OF STEEL:

7.1.1 The RM must designate a specific supply of 9mm Luger ammunition and one or more 9mm Luger handguns to be used as the official calibration tools by ROs' authorized to serve as calibration officers.

Note: Calibration ammo will consist of 115-125 grain 9mm factory loaded ammunition between 1100-1150 fps.

7.2 INITIAL CALIBRATION:

7.2.1 The initial calibration shot must be fired from the furthest location from the steel popper being calibrated.

Note: For initial calibration, each steel popper must be set to fall when hit within the calibration zone (*the circular plate portion of the popper*) with a single shot fired from a designated handgun using the calibration ammunition.

7.3 POPPER CALIBRATION CHALLENGES:

7.3.1 If during a COF, a popper does not fall when hit, a competitor has three options:

Option 1: Shoot the popper again until it falls. In this case, no further action is required and the COF is scored "As Shot". **Option 2:** The popper is left standing but the competitor does not challenge the calibration. No further action is required and the COF is scored "As Shot" with the popper scored as a miss.

Option 3: The popper is left standing and the competitor challenges the calibration. In this case, the popper and the surrounding area on which it stands must not be touched or interfered with by any person. If a Range Official violates this rule, the target will be scored as a hit with no additional penalties assessed. If the competitor or any other person violates this rule, the target will be scored as a MOT and all appropriate penalties assessed. The COF will be scored "As Shot". **Note:** If the popper falls for any non-interference reason (*i.e. wind action*) before it can be calibrated a re-shoot will be required.

7.4 CHECKING CALIBRATION:

7.4.1 In the absence of any interference or problem with a target mechanism, the RM must conduct a calibration test of the popper from as near as possible to the competitor's position when the shot was taken.

7.4.2 When the RM conducts calibrations test on the target in question, the following actions will apply:

Action 1: The calibration shot hits on or below the calibration zone and the popper falls; the popper is deemed to be properly calibrated and will be scored as a MOT.

Action 2: The calibration shot hits the popper in the calibration zone and the popper does not fall; the calibration test is deemed to have failed and the popper will be scored as a hit. The popper must now be recalibrated.

Action 3: The calibration shot hits the popper above the calibration zone, the calibration test is deemed to have failed and the popper will be scored as a hit. The popper must now be recalibrated.

Note: If the first shot fired by the calibration officer misses the popper altogether, another shot must be fired until "Actions 1, 2 or 3" occurs and satisfies the challenge.

7.5 CHALLENGES WITH KNOCK DOWN (KD) STEEL:

7.5.1. Designated steel KD plates are **NOT** subject to calibration.

7.5.2 If a designated steel KD plate is determined to have been struck by a single pistol or single rifle projectile and has turned or moved from its original set location and does not fall, the target **WILL** be scored as hit.

7.5.3 All designated steel KD plates engaged with birdshot **MUST** fall to score.

Note: All KD plates should have a target direction line applied, to specify the target presentation angle, to verify correct reset for competitors and add a visual aid for the RO to determine if the target was struck for officiating and arbitration purposes.

7.6 RE-SHOOTS:

7.6.1 Re-Shoots will only be issued and approved by the RM or MD.

7.6.2 The RM shall be informed immediately before any stage is re-shot for any reason.

7.6.3 If required, the competitor has the option to re-shoot the COF immediately or be moved to the bottom of the shooting order.

7.6.4 If a re-shoot is issued after the competitor has left the stage in question, the re-shoot will take place at the discretion of the RM or MD.

7.7 RANGE EQUIPMENT FAILURE:

7.7.1 If a target falls or fails without being engaged, (*i.e. wind action*) after the start signal, the range officer shall stop the competitor as soon as possible.

7.7.2 The competitor will then be required to re-shoot once the COF has been restored.

7.7.3 Range Equipment Failure can include the timer.

7.7.4 If any time prior to the final event scores being posted 3GN has determined that the timer, for any reason, failed to record the actual last shot or that the time posted is deemed to be improbable and/or impossible the competitor will be required to re-shoot the COF or receive a Did Not Finish (DNF) score for the COF in question.

Note 1: If required, the competitor has the option to re-shoot the COF immediately or be moved to the bottom of the shooting order

Note 2: If a re-shoot is issued after the competitor has left the stage in question, the re-shoot will take place at the discretion of the RM or MD.

7.8 LOSS OF SAFETY EQUIPMENT:

7.8.1 A competitor, during the COF, that **INADVERTENTLY** loses their eye or ear protection, may stop themselves and immediately notify the range officer why they have stopped.

7.8.2 The competitor has the option to re-shoot the COF immediately or be moved to the bottom of the shooting order.

Note: A competitor who **INTENTIONALLY** loses or displaces eye or ear protection during a COF, shall be stopped and the action will be considered unsportsmanlike conduct and result in a match DQ.

7.9 UN-RESTORED TARGETS:

7.9.1 If following completion of a COF by a previous competitor, one or more targets have not been properly reset or restored or if previously applied pasters have fallen off the target for the competitor being scored, the Range Officer must judge whether or not an accurate score can be determined.

7.9.2 If there are extra scoring hits, or if it is not obvious which hits the competitor being scored made, the affected competitor will be required to re-shoot the COF.

7.9.3 The competitor has the option to re-shoot the COF immediately or be moved to the bottom of the shooting order.

7.10 PROTOCOLS FOR CHALLENGES, APPEALS AND ARBITRATION:

7.10.1 Penalty calls and enforcement are made by the ROs' assigned to the stage.

7.10.2 If the competitor disagrees and challenges the RO's decision, the RM or MD will be called to make the final ruling in the matter.

Note: Safety violations will **NOT** be subject to arbitration or appeal.

7.10.3 In the event a competitor calls for arbitration, the competitor will be the only person permitted to be present, other than 3GN staff, during the arbitration. If the competitor is a junior, one other person may be present as an advisor.

Note: Arbitrations will not be conducted in public or in the presence of non-involved competitors.

7.10.4 A safety rule violation is **NOT** negated because the RO did not immediately stop the competitor during the COF.

7.10.5 DQs will be finalized by the RM or the MD only.

7.10.6 Any turnover of a DQ must be finalized by both the RM and MD.

8.0 HOLSTERS & SLINGS

8.1 HOSLER REQUIREMENTS:

- 8.1.1 Holsters must be a practical strong side carry style and must be able to safely retain the pistol during vigorous movement.
- 8.1.2 The holster material must completely cover the trigger on all pistols.
- 8.1.3 The belt upon which the holster is attached must be secured at waist level.
- 8.1.4 Tactical thigh holsters are permitted and must be secured at waist level.
- 8.1.5 Due to safety concerns, shoulder holsters, inside the waistband, concealed types and cross draw holsters are specifically not allowed.

8.2 SLING REQUIREMENTS:

- 8.2.1 3GN matches allow the use of a sling and per the WSB may be required to complete a COF.
- 8.2.2 All slung firearms must be unloaded, chamber empty, bolt forward, hammer down, loading tube empty and no magazines inserted at the start signal.
- 8.2.3 Once a slung firearm is loaded, discharged and/or used during the COF it **MUST** be abandoned in a designated container and/or be re-used, but may **NOT** be re-slung.

9.0 AMMUNITION

9.1 PISTOL & RIFLE AMMUNITION REQUIREMENTS:

- 9.1.1 Pistol and rifle cartridges must fire a single projectile only.
 - 9.1.1.1 A violation of this rule will be deemed unsportsmanlike conduct and result in a match DQ.
- 9.1.2 Tracer, incendiary, armor piercing or steel/tungsten/composite core projectiles are **NOT** allowed and are prohibited from use on all steel targets.
Note: If the target is damaged or destroyed the competitor will be required to pay and/or replace the damaged target.
- 9.1.3 Pistol ammunition shall be 9mm Luger min
- 9.1.4 Rifle ammunition shall be .223 Remington min

9.2 SHOTGUN AMMUNITION REQUIREMENTS:

- 9.2.1 Shotgun ammunition can only be 20ga or 12ga.
- 9.2.2 Birdshot shall be #5 Lead Shot or smaller.
- 9.2.3 Slugs shall be 1 ½ oz. Lead Slug or smaller.
- 9.2.4 Buckshot shall be 00, 000 or #4 Shot Pellets only.
Note: Use of steel shot on steel is considered a safety violation and will result in a match DQ.

10.0 FIREARMS

10.1 FIREARM SPECIFICATIONS: For purposes of this section, a "Firearm" consists of a specific caliber, receiver, barrel, stock, attachments and sighting system combination.

10.2 LOADED FIREARMS:

10.2.1 Is defined as, any live round loaded and/or partially loaded into a feed tube or magazine that is part of or inserted into a firearm and depresses, engages or activates a loading mechanism or a portion of one prior to the start signal. **Example:** Shotgun lifter/magazine, rifle bolt/carrier magazine or pistol slide/magazine

10.3 COMPETITOR FIREARMS:

10.3.1 All firearms used by competitors must be serviceable and safe. ROs' may demand examination of a competitor's firearm or related equipment at any time to check that they are functioning safely. If a RO declares any such firearm unserviceable or unsafe, it must be withdrawn from the event until the firearm is repaired or replaced to the satisfaction of the RM or MD or their designee.

10.3.2 The same firearm system for each gun shall be used during the entire event. Illegal changes include, but are not limited to: change of caliber, barrel length, shotgun magazine tube length, sighting systems or stock style.

Note: Shotgun Choke changes are allowed.

10.3.3 If a competitor's firearm becomes unserviceable during competition, the competitor may borrow or replace their firearm with another of the same model, caliber and sighting system.

10.3.4 All replacement firearms **MUST** be approved by the RM or MD or his designee.

10.4 BINARY STYLE TRIGGERS:

10.4.1 Triggers that have an alternate function allowing them to discharge from a single pull of the trigger and then discharge once again upon the release of the trigger are not allowed in 3GN.

10.4.2 Any competitor suspected of using a Binary style trigger during a COF will be stopped and the action will be considered unsportsmanlike conduct.

10.4.3 A violation of this rule will result in a match DQ.

Exception: If the Binary mode can be de-activated or disabled for entirety of the match and safely demonstrated to Range Officials they will be allowed.

10.5 SOUND SUPPRESSORS:

10.5.1 Sound Suppressors are **LEGAL** in all **UNLIMITED** divisions.

10.5.2 Sound Suppressors are **RESTRICTED** to the Rifle and Carbine **ONLY**.

10.5.3 If the official stage timer fails to record the actual last shot fired due to the use of a sound suppressor the competitor will be required to **REMOVE** it from the firearm for the remainder of the match and **RE-SHOOT** the COF in question.

10.5.4 The competitor has the option to re-shoot the COF immediately or be moved to the bottom of the shooting order.

10.6 FIREARM MALFUNCTIONS:

10.6.1 In the event that an RO witnesses or has suspicion that a competitor has an unsafe firearm or ammunition, the RO **CAN** allow the competitor to safely abandon the firearm in question.

Exception: In the case of a suspected squib the RO must stop the competitor due to safety concerns.

10.6.2 If the competitor attempts to discharge an unsafe firearm or ammunition the RO **WILL** stop the competitor and return both the competitor and COF to a safe condition.

10.6.3 The RO will escort the competitor to a safe area and inspect the firearm or ammunition.

Example: Squib, fouling or broken components etc.

10.6.4 If the RO finds evidence that confirms the suspected problem, the competitor will **NOT** be entitled to a re-shoot, but will be ordered to rectify the problem. The time will be recorded up to the last shot fired, and the COF will be scored as shot including all applicable MOTs and FTEs.

10.6.5 If the RO discovers that the suspected safety problem does **NOT** exist, the competitor **WILL** be required to reshoot the COF. The competitor has the option to re-shoot the COF immediately or be moved to the bottom of the shooting order.

11.0 WEATHER RULES

11.1 WEATHER RULES DECLARATION:

11.1.1 In the event that inclement or severe weather is forecast anytime during the match, the RM and MD may, at their discretion declare Weather Rules to be in effect.

Example: Measures taken to facilitate the continuation and success of the match during periods of high rain, wind or stormy conditions that may impact the function of targets, stage props, scoring and footing.

11.2 WEATHER RULES DURATION:

11.2.1 Once Weather Rules have been initiated, they must remain in effect till the final event scores are posted and the conclusion of the match is reached.

11.2.2 Weather rules shall be binding even if the weather conditions do **NOT** occur, or do **NOT** exist on a different day.

11.3 WEATHER RULES CORRECTIVE MEASURES:

Include but not limited to:

11.3.1 Postponing live fire during periods of lightning strikes.

11.3.2 Bagging paper targets to protect from moisture, paster loss and replacement.

11.3.3 Adding inert material to the shooting area to improve dangerous footing conditions.

11.3.4 Using rubber bands, clips or other devices to secure knock down steel targets, and clays.

11.4 RE-SHOOT AND RANGE EQUIPMENT FAILURE:

11.4.1 For poppers, other hinged targets, falling steel, or clay targets, the following options shall apply under Weather Rules with regard to re-shoots due to range equipment malfunction.

Option 1: If any targets are blown down, fall, or are otherwise defeated by weather related causes **BEFORE** the RO has activated the start timer initiating the COF, the RO shall stop the competitor, make the COF safe, remedy the target(s), and re-start the competitor.

Option 2: If any targets are blown down, fall, or are otherwise defeated by weather related causes **AFTER** the RO has activated the start timer initiating the COF, the shooter shall continue the course of fire, but **MUST** engage the target or it's stand with at least one shot with the correct firearm for that target.

11.4.2 Failure to engage the defeated steel or clay target will result in all applicable MOT and FTE penalties.

12.0 CLASSIFICATION & CLASSIFIERS

12.1 INITIAL CLASSIFICATION:

12.1.1 Initial Classification will be determined after shooting and uploading four (4) valid 3GN Classifiers.

12.1.2 After the initial classification, only the top four (4) valid scores of the most recent six (6) on file will be averaged to obtain a new percentage.

Note 1: It is through this method that a shooter will move up in class

Note 2: Classification and Highest percentage achieved will remain as a benchmark and will not drop or move with current percentage.

Note 3: Current percentage can and will fluctuate based on the most recent averaged classifier scores.

Note 4: All 3GN classifier uploads **MUST** be scored correctly per the WSB and uploaded to the correct discipline to count for score.

12.2 CLASSIFICATIONS:

95-100% Professional: **PRO**

85-94.99% Semi-Pro: **SPro**

75-84.99% Expert: **Ex**

60-74.99% High Marksmen: **HMK**

40-59.99% Marksmen: **MM**

01-39.99% Amateur

12.3 CLASSIFIER TAGGING/LABELS:

P (PENDING) The score is **+15%** or higher than the shooters classification bracket. In this case the score will be placed under administrative review. If approved the score **WILL** be used.

L (LOW) The score is **+5%** or below the shooters classification bracket. In this case the score will **NOT** be used. **D (DUPLICATE)** The score is for duplicate COFs in the last six (6) classifications. In this case only the **HIGHEST** score will be used.

E (EXPIRED) The score is not within the span of the last six (6) classifiers entered. In this case the score will **NOT** be used.

I (INVALID) The score is one of the two (2) lowest scores entered in the most recent classifications (*excluding any LOW scores*). In this case the score will **NOT** be used.

V (VALID) The score is one of the highest four (4) scores of the most recent six (6). In this case the score **WILL** be used.

12.4 NEW CLASSIFIER STANDARDS:

12.4.1 All new classifiers and standards will be averaged from the five (5) lowest posted Valid scores to determine the new 100 percentile standard for that calendar year until annual review.

12.4.2 All new classifiers require a minimum of fifty (50) valid uploaded scores on file before the five (5) lowest can be averaged to set the 100 percentile standard.

12.5 ANNUAL STANDARD RESETTING:

12.5.1 A review and audit of classifier standards will take place annually. When necessary a revised 100 percent standard will be created from the five (5) lowest posted times that exceed the standard from the previous calendar year. **12.5.2** Once a classifier standard has been annually adjusted all competitors with a valid score based off the adjusted classifier will have their classification percentage adjusted to reflect the new 100 percentile standard.

Note: Classification and Highest percentage achieved will remain as a benchmark and will not drop or move with current percentage.

12.6 CLASSIFIER FEES:

12.6.1 All official classifiers posted and uploaded to 3GN will be charged a fee of \$1 per current 3GN member.

12.6.2 Competitors may re-shoot classifiers at the discretion of the host Club but may be charged a \$1 fee per run.

12.6.3 3GN will only collect \$1 per classifier uploaded and all additional fees collected from additional runs will go directly back the host club.

Note 1: All 3GN classifier uploads **MUST** be in total time with penalties to count for score.

Note 2: All 3GN classifier uploads **MUST** be scored correctly per the WSB and uploaded to the correct discipline to count for score.

12.7 PISTOL & RIMFIRE CALIBER CARBINES:

12.7.1 Carbines can **ONLY** be used in Multi-gun classifiers if a rifle is required per the WSB.

12.7.2 Carbines **MUST** follow all PCC stipulations per the WSB before engaging any other legal targets. Rifle stipulations are default and **MUST** be followed in the absence of a PCC requirement.

12.7.3 All mandatory reloads and strong and support hand requirements must be observed.

Note 1: See Rule (2.13) for strong and support side definitions and requirements.

Note 2: In Multi-gun classifiers the Carbine may engage all paper and steel targets.

Note 3: All Clay and frangible targets must be engaged with birdshot only.

12.8 SINGLE & MULTI-GUN CLASSIFIERS

12.8.1 Single gun classifiers **CAN** be used at Multi-Gun matches provided they are scored correctly per the WSB and uploaded to the correct discipline as an individual stage or event.

12.8.2 Due to scoring differences on paper targets, only **ALL** steel stages will be made available between disciplines that share cross compatible divisional standards.

Note: All 3GN classifier uploads **MUST** be scored correctly per the WSB and uploaded to the correct discipline to count for score.

13.0 SINGLE GUN RULES & SCORING

13.1 SINGLE GUN SAFETY RULES:

13.1.1 ALL current Multi-gun safety, procedural and penalty rules **DO** apply for all Single gun disciplines.

13.1.2 ALL current Multi-gun paper scoring, abandon and grounding rules **DO NOT** apply for Single gun disciplines.

13.2 SINGLE GUN SCORING ON PAPER SHOOT TARGETS:

13.2.1 Any 3GN paper target designated as a Shoot target may be engaged with Rifle, Pistol or Shotgun slug. All 3GN paper targets require a minimum of two (2) scoring hits on paper and will be scored as the best two (2) hits on paper. The hits only need to touch or break the perforation for score or bonus to avoid penalty.

Exception: Only one (1) slug hit minimum on paper is required anywhere inside the border perforation for score. All hit(s) on paper will be scored as single best hit on paper per the provision of (*Rule 13.2.1*). The hit only needs to touch or break the target perforation for bonus or penalty.

13.2.2 All hits inside either 4" scoring zone will be scored as a **BONUS** and a **-0.25 sec** per hit will be deducted from the raw time.

13.2.3 All hits inside the 8" center scoring zone will be scored as **0** and will **NOT** count for bonus or penalty.

13.2.4 All hits outside both 4" and 8" scoring zones but inside the target border perforations will be scored as a **PENALTY** and a **+0.50 sec** will be added to the raw time.

14.0 SINGLE GUN DIVISIONS

14.1 PISTOL ONLY DIVISIONS: 3GN officially recognized divisions for **PISTOL** only matches.

Note 1: All single gun Pistol division tags are labeled **XXX-P**

Note 2: Sound Suppressor restrictions see (*Rule 10.5*)

14.1.1 UNLIMITED PISTOL - UN-P (*See 17.1.1*)

14.1.2 PRACTICAL PISTOL - P-P (*See 17.3.1*)

14.1.3 FACTORY PISTOL - FA-P (*See 17.4.1*)

14.1.4 HEAVY PISTOL - HV-P (*See 17.5.1*)

14.1.5 UNLIMITED PISTOL CALIBER CARBINE - UPC-P (*See 17.6.2*)

14.1.6 PRACTICAL PISTOL CALIBER CARBINE - PPC-P (*See 17.7.2*)

14.1.7 UNLIMITED RIMFIRE PISTOL - UN22-P (*See 17.8.1*)

14.1.8 FACTORY RIMFIRE PISTOL - FA22-P (*See 17.10.1*)

14.1.9 PRACTICAL RIMFIRE CARBINE - PRC-P (*See 17.9.2*)

14.2 RIFLE ONLY DIVISIONS: 3GN officially recognized divisions for **RIFLE** only matches.

Note 1: All single gun Rifle division tags are labeled **XXX-R**

Note 2: Sound Suppressor restrictions see (*Rule 10.5*)

14.2.1 UNLIMITED RIFLE - UN-R (*See 17.1.2*)

14.2.2 PRACTICAL RIFLE - P-R (*See 17.3.2*)

14.2.3 FACTORY RIFLE - FA-R (*See 17.4.2*)

14.2.4 HEAVY RIFLE - HV-R (*See 17.5.2*)

14.3 SHOTGUN ONLY DIVISIONS: 3GN officially recognized divisions for **SHOTGUN** only matches.

Note 1: All single gun Shotgun division tags are labeled **XXX-S**

Note 2: Sound Suppressor restrictions see (*Rule 10.5*)

14.3.1 UNLIMITED SHOTGUN - UN-S (*See 17.1.3*)

14.3.2 PRACTICAL SHOTGUN - P-S (*See 17.3.3*)

14.3.3 FACTORY SHOTGUN - FA-S (*See 17.4.3*)

14.3.4 HEAVY SHOTGUN - HV-S (*See 17.5.3*)

15.0 LONG RANGE RULES AND SCORING

15.1 LONG RANGE SAFETY RULES:

15.1.1 All current Multi-gun safety, abandon and grounding rules **DO** apply for all 3GN Long Range matches.

15.1.2 All current Multi-gun scoring, procedural and penalty rules do **NOT** apply for all 3GN Long Range matches

Exception: Coaching will be allowed during all 3GN designated team matches.

15.2 SCORING LONG RANGE PAPER SHOOT TARGETS:

15.2.1 Any 3GN paper target designated as a Shoot target may be engaged with Rifle or Pistol as written in the WSB.

15.2.2 All 3GN paper targets require a minimum of two (2) scoring hits on paper and will be scored as the best two (2) hits on paper. The hits only need to touch or break the perforation for score or bonus to avoid penalty.

15.2.3 All hits inside either 4" scoring zone will be scored as a **BONUS** and a **-0.25 sec** per hit will be deducted from the raw time.

15.2.4 All hits inside the 8" center scoring zone will be scored as **0** and will **NOT** count for bonus or penalty.

15.2.5 All hits outside both 4" and 8" scoring zones but inside the target border perforations will be scored as a **PENALTY** and a **+0.50 sec** per hit will be added to the raw time.

15.3 SCORING LONG RANGE PAPER NO-SHOOT TARGETS:

15.3.1 A **+15 sec** penalty will be assessed for any scoring hit on an No-Shoot (NS) target in a Long Range match **ONLY**.

Note: Only one (1) penalty maximum will be assessed per No-Shoot target in a Long Range match **ONLY**.

15.4 SCORING LONG RANGE PISTOL STEEL:

15.4.1 All **Long Range Pistol Steel (LRP)** must fall, visibly indicate impact or be verbally called for hits to count for score.

15.4.2 All Long Range Pistol Steel (LRP) missed, not engaged or left standing will be scored as a **PENALTY** and a **+15.00 sec** per target will be added to the raw time.

Note: Additional Failure to Engage (FTE) penalties do not apply to **LRP** targets

15.5 SCORING LONG RANGE HIGH VALUE TARGETS:

15.5.2 All Long Range **High Value Targets (HVT)** must fall, visibly indicate impact or be verbally called for hits to count for score.

15.5.3 All High Value Targets (HVT) missed, not engaged or left standing will be scored as a **PENALTY** and a **+30.00 sec** per target will be added to the raw time.

Note: Additional Failure To Engage (FTE) penalties do not apply to **HVT** targets

15.6 SCORING LONG RANGE BONUS VALUE TARGETS

15.6.1 All Long Range **Bonus Value Targets (BVT)** must fall, visibly indicate impact or be verbally called for hits to count for bonus.

15.6.2 All Bonus Value Targets (BVT) will be scored as a **BONUS** and a value per target as defined in the WSB will be deducted from the raw time.

15.6.3 All Long Range Bonus Value Targets (BVT) are optional.

16.0 LONG RANGE DIVISIONS LONG RANGE ONLY DIVISIONS:

3GN officially recognized divisions for **LONG RANGE** matches only.

Note 1: All Long Range division tags are labeled **XXX-LR**

Note 2: Sound Suppressor restrictions see (*Rule 10.5*)

16.1. UNLIMITED LR DIVISION: UN-LR

16.1.1 UNLIMITED LR PISTOL (*See 17.1.1*)

16.1.2 UNLIMITED LR RIFLE (*See 17.1.2*)

16.2 PRACTICAL 308 LR DIVISION: P308-LR

16.2.1 PRACTICAL 308 LR PISTOL (*See 17.2.1*)

16.2.2 PRACTICAL 308 LR RIFLE (*See 17.2.2*)

16.3 PRACTICAL 223 LR DIVISION: P223-LR

16.3.1 PRACTICAL 223 LR PISTOL (*See 17.3.1*)

16.3.2 PRACTICAL 223 LR RIFLE (*See 17.3.2*)

Note: Special **PRACTICAL 223 LR RIFLE** Concessions in addition to (*Rules 17.3.2*) for Long Range matches only.

16.3.2.1 Only **223** caliber is permitted in this division for Long Range matches.

16.3.2.2 Rifle supporting devices and accessories (*i.e. bipods, shooting bags etc.*) are allowed.

16.3.2.3 There is a one (**1**) supporting bag limit per competitor.

16.3.2.4 All rifle supporting devices, accessories and shooting bags must be attached or affixed to the competitor or their rifle prior to the start of the first stage and remain in the same location for the duration of the match regardless of use or need.

16.3.2.6 Tri-pods, shooting sticks and similar style of rests or supporting devices are **NOT** allowed.

16.3.2.7 Any Equipment violations will move the competitor into the Unlimited LR Division.

16.4 EXTREME BOLT GUN DIVISION: XBG-LR

16.4.1 XBG LR PISTOL (*See 17.1.1*)

16.4.2 XBG LR RIFLE

16.4.2.1 Rifle must be a **MANUALLY** operated (*i.e. bolt, straight pull etc.*) style rifle.

16.4.2.2 Rifle supporting devices (*i.e. bipods, shooting bags etc.*) may be added, replaced or removed during the course of the event.

16.4.2.3 Tri-pods, shooting sticks and similar style of rests or supporting devices are **NOT** allowed.

16.4.2.4 The "Stage Ready Condition" for all rifles shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the Written Stage Briefing.

17.0 MULTI-GUN DIVISIONS MULTI-GUN DIVISIONS:

3GN officially recognized divisions for **MULTI-GUN** matches only.

Note 1: All Multi-gun division tags are labeled **XXX-3G** **Note 2:** Sound Suppressor restrictions see (*Rule 10.5*)

MULTI-GUN DIVISIONAL CALIBER REQUIREMENTS

- a) **Multi-Gun Pistol:** 9mm Luger min
- b) **Multi-Gun Rifle:** .223 Remington min
- c) **Multi-Gun Shotgun:** 20ga min/12ga max

17.1 UNLIMITED DIVISION: UN-3G

17.1.1 UNLIMITED PISTOL

17.1.1.1 No limitations on accessories.

17.1.1.2 Magazine length is unrestricted.

17.1.1.3 The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the Written Stage Briefing.

Multi-gun or Long Range: If the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, with the chamber empty.

17.1.2 UNLIMITED RIFLE

17.1.2.1 No limitations on accessories.

17.1.2.2 Rifle supporting devices (*i.e. bipods, shooting bags etc.*) may be added, replaced or removed during the course of the event.

17.1.2.3 Tri-pods, shooting sticks and similar style of rests or supporting devices are **NOT** allowed.

17.1.2.4 Rifle suppressors are allowed.

17.1.2.5 The "Stage Ready Condition" for all rifles shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the Written Stage Briefing.

17.1.3 UNLIMITED SHOTGUN

17.1.3.1 No limitations on accessories.

17.1.3.2 The changing of barrel length is not allowed in Unlimited Division.

17.1.3.3 Shotgun speed loaders are allowed in Unlimited

a) Shotgun speed loaders must be the type with the primer relief cut.

b) Use of shotgun speed loaders without the primer relief cut is a safety violation, resulting in a match DQ.

17.1.3.4 Shotguns in Unlimited Division have no capacity limitations.

11.1.3.5 The "Stage Ready Condition" for all shotguns shall be magazine tube and chamber loaded with the safety engaged, unless stipulated otherwise in the Written Stage Briefing.

17.2 PRACTICAL 308 DIVISION: P308-3G

17.2.1 PRACTICAL 308 PISTOL

17.2.1.1 Firearms must function and operate as in the original factory configuration.

17.2.1.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.2.1.3 Firearms with custom or factory installed electronic sights, optical sights, compensators or barrel porting are not allowed in this division.

17.2.1.4 Pistol magazines used shall not exceed 171.25 mm OAL (**overall length**) for single stack and shall not exceed 141.25mm OAL for double stack or staggered magazines.

17.2.1.5 Any Pistol Magazine failing to meet the provisions of (**Rule 17.2.1.4**) after the competitor has completed one or more stages, will result in the shooter being moved into Unlimited Division.

17.2.1.6 The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the Written Stage Briefing.

Multi-gun or Long Range: If the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, with the chamber empty.

17.2.2 PRACTICAL 308 RIFLE

17.2.2.1 Firearms must function and operate as in the original factory configuration.

17.2.2.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.2.2.3 Only **.308** caliber is permitted in this division.

17.2.2.4 Compensators are allowed in this division provided the compensator is not larger than one (1") inch in diameter and three (3") inches long, measured from the barrel muzzle to the end of the compensator.

17.2.2.5 There are no magazine capacity or magazine length restrictions in this division.

17.2.2.6 Practical 308 Division rifles may be equipped with iron sights and/or no more than one (1) optical sight. Both sight systems may be used in conjunction, co-witnessed or offset.

17.2.2.7 A magnifier may be used with an optical sight in this division without violating the one optic rule, provided;

- a) The magnifier does not contain an aiming reticle.
- b) The magnifier cannot be used as an aiming device by itself.
- c) The magnifier is mounted in the same location on the rifle for the entire event.

If the provisions above are satisfied:

d) The magnifier will not be considered a second or separate optic.

e) The competitor may start and use the magnifier in either the magnified or unmagnified condition without further restriction.

17.2.2.8 Rifle supporting devices and accessories (*i.e. bipods, shooting bags etc.*) are allowed.

17.2.2.9 There is a one (1) supporting bag limit per competitor.

17.2.2.10 All rifle supporting devices, accessories and shooting bags must be attached or affixed to the competitor or their rifle prior to the start of the first stage and remain in the same location for the duration of the match regardless of use or need.

17.2.2.11 Tri-pods, shooting sticks and similar style of rests or supporting devices are **NOT** allowed.

17.2.2.12 Any Equipment violations will move the competitor into the Unlimited Division.

17.2.2.13 The "Stage Ready Condition" for all rifles shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the Written Stage Briefing.

17.2.3 PRACTICAL 308 SHOTGUN

17.2.3.1 Firearms must function and operate as in the original factory configuration.

17.2.3.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.2.3.3 Only conventional tubular magazine fed shotguns allowed in this division.

17.2.3.4 Barrel length may not be changed for the duration of the event.

17.2.3.5 No electronic or optical sights allowed on shotguns in this division.

17.2.3.6 No shotgun supporting devices (*i.e. bipods, etc. Rule 17.3.2.7 applies*) allowed in this division.

17.2.3.7 No compensators or porting on barrels allowed in this division.

17.2.3.8 No shotgun speed loaders allowed in this division.

17.2.3.9 Shotguns in Practical Division shall not start a stage with more than nine (9) shells total in the shotgun.

17.2.3.10 The "Stage Ready Condition" for all shotguns shall be magazine tube and chamber loaded with safety engaged, unless stipulated otherwise in the Written Stage Briefing.

17.3 PRACTICAL DIVISION: P-3G

17.3.1 PRACTICAL PISTOL

17.3.1.1 Firearms must function and operate as in the original factory configuration.

17.3.1.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.3.1.3 Firearms with custom or factory installed electronic sights, optical sights, compensators or barrel porting are not allowed in this division.

17.3.1.4 Pistol magazines used shall not exceed 171.25 mm OAL (*overall length*) for single stack and shall not exceed 141.25mm OAL for double stack or staggered magazines.

17.3.1.5 Any Pistol Magazine failing to meet the provisions of (*Rule 17.3.1.4*) after the competitor has completed one or more stages, will result in the shooter being moved into Unlimited Division.

17.3.1.6 The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the Written Stage Briefing.

Multi-gun or Long Range: If the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, with the chamber empty.

17.3.2 PRACTICAL RIFLE

17.3.2.1 Firearms must function and operate as in the original factory configuration.

17.3.2.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.3.2.3 Compensators are allowed in this division provided the compensator is not larger than one (1") inch in diameter and three (3") inches long, measured from the barrel muzzle to the end of the compensator.

17.3.2.4 There are no magazine capacity or magazine length restrictions in this division.

17.3.2.5 Practical Division rifles may be equipped with iron sights and or no more than one (1) optical sight. Both sight systems may be used in conjunction, co-witnessed or offset.

17.3.2.6 A magnifier may be used with an optical sight in this division without violating the one optic rule, provided:

- a) The magnifier does not contain an aiming reticle.
- b) The magnifier cannot be used as an aiming device by itself.
- c) The magnifier is mounted in the same location on the rifle for the entire event.

If the provisions above are satisfied:

d) The magnifier will not be considered a second or separate optic.

e) The competitor may start and use the magnifier in either the magnified or unmagnified condition without further restriction.

17.3.2.7 Any rifle supporting devices to include but not limited to bipods and/or monopods or a device that deploys one or two legs and or supports and elevates the muzzle end of the firearm on its own without the use of the competitor's hands, arms or inserted mags are not permitted (*i.e. will stand upright under its own support*).

Attachments and accessories that extend (5") inches or less from the hand guard or forearm are allowed provided they are attached or affixed prior to the start of the first stage and remain in the same location for the duration of the match. Removal and/or changing location will move the competitor into the Unlimited Division.

17.3.2.8 Rifle supporting bags that can be used alone or attached to the competitor or rifle are **NOT** legal for this division.

Note: Coupled or single magazines are not considered supporting devices.

17.3.2.8 The "Stage Ready Condition" for all rifles shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the Written Stage Briefing.

17.3.3 PRACTICAL SHOTGUN

17.3.3.1 Firearms must function and operate as in the original factory configuration.

17.3.3.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.3.3.3 Only conventional tubular magazine fed shotguns allowed in this division.

17.3.3.4 Barrel length may not be changed for the duration of the event.

17.3.3.5 No electronic or optical sights allowed on shotguns in this division.

17.3.3.6 No shotgun supporting devices (*i.e. bipods, etc. Rules 17.3.2.7 & 17.3.2.8 apply*) allowed in this division.

17.3.3.7 No compensators or porting on barrels allowed in this division.

17.3.3.8 No shotgun speed loaders allowed in this division.

17.3.3.9 Practical Division shotguns shall not start a COF with more than nine (9) shells total in the shotgun. If capacity allows, loading additional shells after the start is permitted.

17.3.3.10 The "Stage Ready Condition" for all shotguns shall be magazine tube and chamber loaded with safety engaged, unless stipulated otherwise in the Written Stage Briefing.

17.4 FACTORY DIVISION: FA-3G

17.4.1 FACTORY PISTOL

17.4.1.1 Firearms must function and operate as in the original factory configuration.

17.4.1.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.4.1.3 Firearms with custom or factory installed electronic sights, optical sights, compensators or barrel porting are not allowed in this division.

17.4.1.4 Pistol magazines shall not be loaded with more than fifteen (**15**) rounds after the start signal. However, a (15+1) magazine is legal to charge the chamber at the make ready command.

17.4.1.5 Pistol magazines used shall **NOT** exceed 171.25 mm OAL (**overall length**) for single stacks and shall not exceed 141.25 mm OAL for double stack or staggered magazines. Downloading magazines to fifteen (15) rounds is allowed. **17.4.1.6** Any Pistol Magazine failing to meet the provisions of (**Rule 17.4.1.4 or Rule 17.4.1.5**) after the competitor has completed one or more stages, will result in the shooter being moved into Unlimited Division.

17.4.1.7 The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the Written Stage Briefing.

Multi-gun or Long Range: If the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, with the chamber empty.

17.4.2 FACTORY RIFLE

17.4.2.1 Firearms must function and operate as in the original factory configuration.

17.4.2.2 Internal and external modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.4.2.3 Compensators are allowed in this division, provided the compensator is not larger than one (1") inch in diameter and three (3") inches long, measured from the barrel muzzle to the end of the compensator.

17.4.2.4 Factory Division rifles can be equipped with iron sights and or no more than one (1) non-magnified (1x) optical sight. Both sight systems can be used in conjunction, co-witnessed or offset.

17.4.2.5 All rifle magazines must be of a thirty (**30**) round factory configuration and must not exceed the original factory produced length. The use of factory or aftermarket extended base pads, that increase capacity is illegal. Magazine couplers that replace the floor plates without adding capacity and traditional magazine body style couplers are allowed. Downloading magazines with greater capacity than 30rds is illegal, but the use of lower capacity magazines is allowed. **17.4.2.6** Any Rifle Magazine failing to meet the provisions of (**Rule 17.4.2.5**) after the competitor has completed one or more stages, will result in the shooter being moved to Unlimited Division.

17.4.2.7 Any rifle supporting devices to include but not limited to bipods and/or monopods or a device that deploys one or two legs and or supports and elevates the muzzle end of the firearm on its own without the use of the competitor's hands, arms or inserted mags are illegal (*i.e. will stand upright under its own support*). Attachments and accessories that extend (5") inches or less from the hand guard or forearm are allowed provided they are attached or affixed prior to the start of the first stage and remain in the same location for the duration of the match. Removal and or changing location will move competitor to Unlimited Division.

17.4.2.8 Rifle supporting bags that can be used alone or attached to the competitor or rifle are **NOT** legal for this division. **Note:** Coupled or single magazines are not considered supporting devices.

17.4.2.9 The "Stage Ready Condition" for all rifles shall be magazine and chamber loaded with the safety engaged, unless stipulated otherwise in the Written Stage Briefing.

17.4.3 FACTORY SHOTGUN

17.4.3.1 Firearms must function and operate as in the original factory configuration.

17.4.3.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.4.3.3 Only conventional tubular magazine fed shotguns allowed in this division.

17.4.3.4 Barrel length may not be changed for the duration of the event.

17.4.3.5 No electronic or optical sights allowed on shotguns in this division.

17.4.3.6 No shotgun supporting devices (*i.e. bipods, etc. Rules 17.4.2.7 & 17.4.2.8 apply*) allowed in this division.

17.4.3.7 No compensators or porting of barrels allowed in this division.

17.4.3.8 No shotgun speed loaders allowed in this division.

17.4.3.9 Shotgun magazine tubes in Factory Division shall not hold more than eight (8) shells in the magazine total or start a stage with more than nine (9) shells total in the shotgun.

17.4.3.10 The "Stage Ready Condition" for all shotguns shall be magazine tube and chamber loaded with the safety engaged, unless stipulated otherwise in the Written Stage Briefing.

HV HEAVY SCORING & DIVISIONAL CONCESSIONS:

Competitors in these divisions shall be required to have at least **ONE** scoring hit on paper with Rifle and or Pistol, anywhere inside the border perforation. The hit only needs to touch or break the perforation to avoid penalty.

HEAVY DIVISION CALIBER REQUIREMENTS:

- a) Heavy Pistol: 10 round max & .45 caliber min
- b) Heavy Rifle: .308 Winchester caliber min
- c) Heavy Shotgun: 12 gauge **PUMP** only

17.5 HEAVY DIVISION: HV-3G

17.5.1 HEAVY PISTOL

17.5.1.1 Firearms must function and operate as in the original factory configuration.

17.5.1.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.5.1.3 Firearms with custom or factory installed electronic sights, optical sights, compensators or barrel porting are not allowed in this division.

17.5.1.4 Only .45 caliber min is permitted in this division.

17.5.1.5 Pistol magazines shall not be loaded with more than ten (**10**) rounds after the start. However, a (10+1) magazine is legal to charge the chamber at the make ready command.

17.5.1.6 Pistol magazines used shall not exceed 171.25 mm OAL (**overall length**) for single stacks and shall not exceed 141.25 mm OAL for double stack or staggered magazines. Downloading magazines to ten (10) rounds is allowed. **17.5.1.7** Any Pistol Magazine failing to meet the provisions of (**Rule 17.5.1.5 or Rule 17.5.1.6**) after the competitor has completed one or more stages, will result in the shooter being moved into Unlimited Division.

17.5.1.8 The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the Written Stage Briefing.

Multi-gun or Long Range: If the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, with the chamber empty.

17.5.2 HEAVY RIFLE

17.5.2.1 Firearms must function and operate as in the original factory configuration.

17.5.2.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.5.2.3 Compensators are allowed in this division provided the compensator is not larger than one (1") inch in diameter and three (3") inches long, measured from the barrel muzzle to the end of the compensator.

17.5.2.4 Only .308 caliber min is permitted in this division.

17.5.2.5 There are no magazine capacity or magazine length restrictions in this division.

17.5.2.6 Heavy Division rifles may be equipped with iron sights and/or no more than one (1) optical sight. Both sight systems may be used in conjunction, co-witnessed or offset.

17.5.2.7 A magnifier may be used with an optical sight in this division without violating the one optic rule, provided;

a) The magnifier does not contain an aiming reticle.

b) The magnifier shall not be used as an aiming device by itself.

c) The magnifier is mounted in the same location on the rifle for the entire event.

If the provisions above are satisfied:

d) The magnifier will not be considered a second or separate optic.

e) The competitor may start and use the magnifier in either the magnified or unmagnified condition without further restriction.

17.5.2.8 Any rifle supporting devices to include but not limited to bipods and/or monopods or a device that deploys one or two legs and or supports and elevates the muzzle end of the firearm on its own without the use of the competitor's hands, arms or inserted mags are not permitted (*i.e. will stand upright under its own support*). Attachments and accessories that extend (5") inches or less from the hand guard or forearm are allowed provided they are attached or affixed prior to the start of the first stage and remain in the same location for the duration of the match. Removal and/or changing location will move the competitor into the Unlimited Division.

17.5.2.9 Rifle supporting bags that can be used alone or attached to the competitor or rifle are **NOT** legal for this division. **Note:** Coupled or single magazines are not considered supporting devices.

17.5.2.10 The "Stage Ready Condition" for all rifles shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the Written Stage Briefing.

7.5.3 HEAVY SHOTGUN

17.5.3.1 Only 12ga is permitted in this division.

17.5.3.2 Only conventional tubular magazine fed **PUMP** shotguns allowed in this division.

17.5.3.3 Firearms must function and operate as in the original factory configuration.

17.5.3.4 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.5.3.5 Barrel length may not be changed for the duration of the event.

17.5.3.6 No electronic or optical sights allowed on shotguns in this division.

17.5.3.7 No shotgun supporting devices (*i.e. bipods, etc. Rules 17.5.2.8 & 17.5.2.9 apply*) allowed in this division.

17.5.3.8 No compensators or porting on barrels allowed in this division.

17.5.3.9 No shotgun speed loaders allowed in this division.

17.5.3.10 Heavy Division shotguns shall not start a COF with more than nine (9) shells total in the shotgun. If capacity allows, loading additional shells after the start is permitted.

17.5.3.11 The "Stage Ready Condition" for all shotguns shall be magazine tube and chamber loaded with safety engaged, unless stipulated otherwise in the Written Stage Briefing.

PCC PISTOL CALIBER CARBINE SCORING & DIVISIONAL CONCESSIONS:

Competitors in all PCC Divisions shall be allowed to shoot any 3GN official Multi-purpose paper targets and any pistol, shotgun and rifle steel targets categorized by color, size or shape and stipulated in the WSB as a PCC option or PCC only targets with the Pistol Caliber Carbine.

PCC CALIBER REQUIREMENTS:

PISTOL CALIBER CARBINE: 9mm Luger minimum

PISTOL CALIBER CARBINE TARGETS:

TARGET SIZE & DISTANCES

- a) Target Maximum distance shall be 100yds (300' ft.)
- b) Target Minimum size shall be 12"x12" in. at 100yds (300' ft.)
- c) There is no target minimum size between 1-99 yds. (1-299' ft.)

Note: Sound Suppressor restrictions see (**Rule 10.5**)

17.6 UNLIMITED PISTOL CALIBER CARBINE - UPC-3G

17.6.1 UNLIMITED PCC PISTOL

17.6.1.1 There are no limitations on accessories.

17.6.1.2 Minimum caliber is 9mm Luger min

17.6.1.3 The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the Written Stage Briefing.

Multi-gun or Long Range: If the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, with the chamber empty.

17.6.2 UNLIMITED PCC CARBINE

17.6.2.1 There are no limitations on accessories.

17.6.2.2 Carbine supporting devices (*i.e. bipods, shooting bags etc.*) may be added, replaced or removed during the course of the event.

17.6.2.3 Tri-pods, shooting sticks and similar style of rests or supporting devices are **NOT** allowed.

17.6.2.4 Carbine Suppressors are allowed.

17.6.2.5 Carbine caliber is restricted to centerfire pistol calibers **ONLY**.

17.6.2.6 Minimum caliber is 9mm Luger minimum

17.6.2.7 The "Stage Ready Condition" for all carbines shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the Written Stage Briefing.

17.6.3 UNLIMITED PCC SHOTGUN

17.6.3.1 There are no limitations on accessories.

17.6.3.2 The changing of barrel length is **NOT** allowed in Unlimited PCC Division.

17.6.3.3 Shotgun speed loaders are allowed in Unlimited PCC Division.

a) Shotgun speed loaders must be the type with the primer relief cut.

b) Use of shotgun speed loaders without the primer relief cut is a safety violation, resulting in a match DQ.

17.6.3.4 Unlimited PCC Division shotguns have no capacity limitations.

17.6.3.5 The "Stage Ready Condition" for all shotguns shall be magazine tube and chamber loaded with safety engaged, unless stipulated otherwise in the Written Stage Briefing.

17.7 PRACTICAL PISTOL CALIBER CARBINE - PPC-3G

17.7.1 PRACTICAL PCC PISTOL

17.7.1.1 Firearms must function and operate as in the original factory configuration.

17.7.1.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.7.1.3 Minimum caliber is 9mm Luger min

17.7.1.4 Firearms with custom or factory installed electronic sights, optical sights, compensators or barrel porting are not allowed in this division.

17.7.1.5 Magazines used shall not exceed 171.25 mm OAL (*overall length*) for single stack, and shall not exceed 141.25mm OAL for double stack or staggered magazines.

17.7.1.6 Any Pistol Magazines failing the provisions of (*Rule 17.7.1.5*) after the competitor has completed one or more stages, will result in the competitor being moved to Unlimited PCC Division.

17.7.1.7 The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the Written Stage Briefing.

Multi-gun or Long Range: If the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, with the chamber empty.

17.7.2 PRACTICAL PCC CARBINE

17.7.2.1 Firearms must function and operate as in the original factory configuration.

17.7.2.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.7.2.3 There are no magazine capacity or magazine length restrictions in this division.

17.7.2.4 Carbine caliber is restricted to centerfire pistol calibers **ONLY**.

17.7.2.5 Minimum caliber is 9mm Luger

17.7.2.6 There are no restrictions on compensators or brakes in this division.

17.7.2.7 There are no magazine capacity or magazine length restrictions in this division.

17.7.2.8 Practical Carbines may be equipped with iron sights and or no more than one (1) optical sight. Both sight systems may be used in conjunction, co-witnessed or offset.

17.7.2.9 A magnifier may be used with an optical sight in this division without violating the one optic rule, provided: **a)** The magnifier does not contain an aiming reticle.

b) The magnifier cannot be used as an aiming device by itself.

c) The magnifier is mounted in the same location on the rifle for the entire event.

If the provisions above are satisfied:

d) The magnifier will not be considered a second/separate optic.

e) The competitor may start and use the magnifier in either the magnified or unmagnified condition without further restriction.

17.7.2.10 Any Practical PCC Carbine supporting devices to include but not limited to bipods and/or monopods or a device that deploys one or two legs and or supports and elevates the muzzle end of the firearm on its own without the use of the competitor's hands or arms are not permitted (*i.e. will stand upright under its own support*). Attachments and accessories that extend (5") inches or less from the hand guard or forearm are allowed provided they are attached or affixed prior to the start of the first stage and remain in the same location for the duration of the match. Removal and or changing location will move competitor in to Unlimited 22 Rimfire Division.

17.7.2.11 Rifle supporting bags that can be used alone or attached to the competitor or rifle are **NOT** legal for this division. **Note:** Coupled or single magazines are not considered supporting devices.

17.7.2.12 The "Stage Ready Condition" for all carbines shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the WSB.

17.7.3 PRACTICAL PCC SHOTGUN

17.7.3.1 Firearms must function and operate as in the original factory configuration.

17.7.3.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.7.3.3 Only conventional tubular magazine fed shotguns allowed in this division.

17.7.3.4 Barrel length may not be changed for the duration of the event.

17.7.3.5 No electronic or optical sights allowed on shotguns in this division.

17.7.3.6 No shotgun supporting devices (*i.e. bipods, etc. Rules 17.7.2.10 & 17.7.2.11 apply*) allowed in this division.

17.7.3.7 No compensators or porting of barrels allowed in this division.

17.7.3.8 No shotgun speed loaders allowed in this division.

17.7.3.9 Practical PCC Division shotguns shall not start a COF with more than nine (9) shells total in the shotgun. If capacity allows, loading additional shells after the start is permitted.

17.7.3.10 The "Stage Ready Condition" for all shotguns shall be magazine tube and chamber loaded with safety engaged, unless stipulated otherwise in the WSB.

RIMFIRE CALIBER SCORING & DIVISIONAL CONCESSIONS DIVISIONS:

Competitors in all 22 Rimfire Divisions shall be moved to the top of the squad order for each stage and be required to shoot on painted steel to indicate scored hits. Competitors in all 22 Rimfire Divisions shall be allowed to shoot all 3GN official Multi-purpose paper targets and all pistol, shotgun and rifle steel targets, categorized by color, size or shape, stipulated in the WSB with their 22 Rimfire Pistols and Carbines.

Note 1: All steel targets **MUST** be painted and restored for each 22 Rimfire Division competitor.

Note 2: Visible impact marks on steel will be counted for score if steel targets fail to fall.

Note 3: All steel activated targets will be set to remain at rest in the activated position, but steel must still be engaged and hit before the activated target can be engaged.

Note 4: All hits on poppers must be in the calibration zone or higher to satisfy 22 Rimfire Division concessions.

TARGET SIZES & DISTANCES

- a) Target Maximum distance shall be 50yds (*150' ft.*)
- b) Target Minimum size shall be 12"x12" in. at 50yds (*150 ft.*)
- c) There is no target minimum size between 1-50yds (*1-149' ft.*)

17.8 UNLIMITED 22 RIMFIRE DIVISION: U22-3G

17.8.1 UNLIMITED RIMFIRE PISTOL

17.8.1.1 There are no limitations on accessories.

17.8.1.2 Pistol caliber is restricted to .22 cal rimfire only.

17.8.1.3 The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the Written Stage Briefing.

Multi-gun or Long Range: If the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, with the chamber empty.

17.8.2 UNLIMITED RIMFIRE CARBINE

17.8.2.1 There are no limitations on accessories.

17.8.2.2 Carbine caliber is restricted to .22 cal rimfire only

17.8.2.3 Carbine supporting devices (*i.e. bipods, shooting bags etc*). may be added, replaced or removed during the course of the event.

17.8.2.4 Tri-pods, shooting sticks and similar style of rests or supporting devices are **NOT** allowed.

17.8.2.5 The "Stage Ready Condition" for all carbines shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the WSB.

17.8.3 UNLIMITED RIMFIRE SHOTGUN

17.8.3.1 No limitations on accessories.

17.8.3.2 The changing of barrel length is not allowed in Unlimited 22 Rimfire Division.

17.8.3.3 Shotgun speed loaders are allowed.

a) Shotgun speed loaders must be type with primer relief cut.

b) Use of shotgun speed loaders without the primer relief cut will result in a match DQ.

17.8.3.4 Shotguns in Unlimited 22 Rimfire Division have no capacity limitations.

17.8.3.5 The "Stage Ready Condition" for all shotguns shall be magazine tube and chamber loaded with the safety engaged, unless stipulated otherwise in the WSB.

17.9 PRACTICAL 22 RIMFIRE DIVISION: P22-3G

17.9.1 PRACTICAL RIMFIRE PISTOL

17.9.1.1 Firearms must function and operate as in the original factory configuration.

17.9.1.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.9.1.3 Pistol caliber is restricted to .22 cal rimfire only

17.9.1.4 Firearms with custom or factory installed electronic sights, optical sights, compensators or barrel porting are not allowed in this division.

17.9.1.5 Pistol 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.

17.9.1.6 Any Pistol Magazine failing to meet the provisions of (*Rule 17.9.1.5*) after the competitor has completed one or more stages, will result in the shooter being moved into Unlimited 22 Rimfire Division.

17.9.1.7 The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the Written Stage Briefing.

Multi-gun or Long Range: If the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, with the chamber empty.

17.9.2 PRACTICAL RIMFIRE CARBINE

17.9.2.1 Firearms must function and operate as in the original factory configuration.

17.9.2.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.9.2.3 Carbine caliber is restricted to .22 cal rimfire only

17.9.2.4 There are no restrictions on compensators or brakes in this division.

17.9.2.5 There are no magazine capacity or magazine length restrictions in this division.

17.9.2.6 Practical Rimfire Carbines may be equipped with iron sights and or no more than one (1) optical sight. Both sight systems may be used in conjunction, co-witnessed or offset.

17.9.2.7 A magnifier may be used with an optical sight in this division without violating the one optic rule, provided:

- a) The magnifier does not contain an aiming reticle.
- b) The magnifier cannot be used as an aiming device by itself.
- c) The magnifier is mounted in the same location on the rifle for the entire event.

If the provisions above are satisfied:

d) The magnifier will not be considered a second/separate optic.

e) The competitor may start and use the magnifier in either the magnified or unmagnified condition without further restriction.

17.9.2.8 Any Practical Carbine supporting devices to include but not limited to bipods and/or monopods or a device that deploys one or two legs and or supports and elevates the muzzle end of the firearm on its own without the use of the competitor's hands or arms are not permitted (*i.e. will stand upright under its own support*). Attachments and accessories that extend (5") inches or less from the hand guard or forearm are allowed provided they are attached or affixed prior to the start of the first stage and remain in the same location for the duration of the match. Removal and or changing location will move competitor in to Unlimited 22 Rimfire Division.

17.9.2.9 Rifle supporting bags that can be used alone or attached to the competitor or rifle are **NOT** legal for this division.

Note: Coupled or single magazines are not considered supporting devices.

17.9.2.10 The "Stage Ready Condition" for all carbines shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the WSB.

17.9.3 PRACTICAL RIMFIRE SHOTGUN

17.9.3.1 Firearms must function and operate as in the original factory configuration.

17.9.3.2 Only conventional tubular magazine fed shotguns allowed in this division.

17.9.3.3 Barrel length may not be changed for the duration of the event. However, changing choke tubes is allowed.

17.9.3.4 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.9.3.5 No electronic or optical sights allowed on shotguns in this division.

17.9.3.6 No shotgun supporting devices (**Rules 17.9.2.8 & 17.9.2.9 apply**) allowed in this division.

17.9.3.7 No compensators or porting on barrels allowed in this division.

17.9.3.8 No shotgun speed loaders allowed in this division.

17.9.3.9 Shotguns in Practical Division shall not start a stage with more than nine (9) shells total in the shotgun. However, loading additional shells after the start is permitted.

17.9.3.10 The "Stage Ready Condition" for all shotguns shall be magazine tube and chamber loaded with safety engaged, unless stipulated otherwise in the Written Stage Briefing.

17.10 FACTORY 22 RIMFIRE DIVISION:

17.10.1 FACTORY RIMFIRE PISTOL

17.10.1.1 Firearms must function and operate as in the original factory configuration.

17.10.1.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.10.1.3 Pistol caliber is restricted to .22 cal rimfire only

17.10.1.4 Firearms with custom or factory installed electronic sights, optical sights, compensators or barrel porting are not allowed in this division.

17.10.1.5 Pistol magazines shall not be loaded with more than ten (10) rounds after the start signal. However, a (10 +1) magazine is legal to charge the chamber at the make ready command.

17.10.1.6 Pistol 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. Downloading magazines to ten (10) rounds is allowed.

17.10.1.7 Any Pistol Magazine failing to meet the provisions of (*Rule 17.10.1.5 or Rule 17.10.1.6*) after the competitor has completed one or more stages, will result in the shooter being moved into Unlimited 22 Rimfire Division.

17.10.1.8 The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the Written Stage Briefing.

Multi-gun or Long Range: If the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, with the chamber empty.

17.10.2 FACTORY RIMFIRE CARBINE

17.10.2.1 Firearms must function and operate as in the original factory configuration.

17.10.2.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.10.2.3 Carbine caliber is restricted to .22 cal rimfire only

17.10.2.4 There are no restrictions on compensators or brakes in this division.

17.10.2.5 All carbine magazines must be of a thirty (30) round factory configuration and must not exceed the original factory produced length. The use of factory or aftermarket extended base pads, that increase capacity are illegal.

Magazine couplers that replace the floor plates without adding capacity and traditional magazine body style couplers are allowed. Downloading magazines with greater capacity than 30rds is **NOT** allowed, but the use of lower capacity magazines **IS** allowed.

17.10.2.6 Any Factory Carbine magazine failing to meet the provisions of (*Rule 17.10.2.5*) after the competitor has completed one or more stages, will result in the shooter being moved into Unlimited 22 Rimfire Division..

17.10.2.7 Factory Rimfire Carbines may be equipped with iron sights and or no more than one (1) non-magnified (1x) optical sight. Both sight systems may be used in conjunction, co-witnessed or offset.

17.10.2.8 Any Factory Carbine supporting devices to include but not limited to bipods and/or monopods or a device that deploys one or two legs and or supports and elevates the muzzle end of the firearm on its own without the use of the competitor's hands, arms or inserted mags are not permitted (*i.e. will stand upright under its own support*).

Attachments and accessories that extend (5") inches or less from the hand guard or forearm are allowed provided they are attached or affixed prior to the start of the first stage and remain in the same location for the duration of the match. Removal and/or changing location will move the competitor into the Unlimited Division.

17.10.2.9 Rifle supporting bags that can be used alone or attached to the competitor or rifle are **NOT** legal for this division.

Note: Coupled or single magazines are not considered supporting devices.

17.10.2.10 The "Stage Ready Condition" for all rifles shall be magazine and chamber loaded with the safety engaged, unless stipulated otherwise in the Written Stage Briefing.

17.10.3 FACTORY RIMFIRE SHOTGUN

17.10.3.1 Firearms must function and operate as in the original factory configuration.

17.10.3.2 Only conventional tubular magazine fed shotguns allowed in this division.

17.10.3.3 Barrel length may not be changed for the duration of the event. However, changing choke tubes is allowed.

17.10.3.4 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

17.10.3.5 No electronic or optical sights allowed on shotguns in this division.

17.10.3.6 No shotgun supporting devices (*i.e. bipods, etc. Rule 17.10.2.7 applies*) allowed in this division.

17.10.3.7 No compensators or porting on barrels allowed in this division.

17.10.3.8 No shotgun speed loaders allowed in this division.

17.10.3.9 Factory 22 Division shotguns shall **NOT** hold more than four (4) shells in the magazine total or start a stage with more than five (5) shells total in the shotgun.

17.10.3.10 The "Stage Ready Condition" for all shotguns shall be magazine tube and chamber loaded with the safety engaged, unless stipulated otherwise in the Written Stage Briefing.