

# South Mississippi Practical Shooting Association

## 3 Gun Match Rules

Version 2.0

September 30, 2015

### 1. Safety Rules

1.1. Participants are subject to match disqualification for violation of any rule or regulation in Sections 1 or 2.

1.2. 3 Gun matches will be run on COLD RANGES.

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

### 1.3. Designated Safety Areas

1.3.1. The Safety Areas will be clearly marked with signs, or if no designated Safety Area exists, the rear of the competitor's vehicle shall be deemed to be the safe area.

1.3.2. Unloaded guns may be handled and/or displayed only in the Safety Areas.

1.3.3. No ammunition may be handled in any designated Safety Area. Ammunition may be handled in the rear of the competitor's vehicle, provided that no magazine, loaded or unloaded, is handled when any gun is being handled. Under no circumstances shall any magazine, loaded or unloaded, be inserted in any gun anywhere OTHER than on the firing line of a stage, AND while under the direct supervision of the Range Officer, AND only after the appropriate command is issued to Make Ready.

### 1.4. Rifles & Shotguns (carry from vehicle or between stages)

1.4.1. Rifles & shotguns must be cased or carried slung with the muzzle up or down if carried uncased. Carts or conveyances may be used, with unloaded long guns secured.

1.4.2. Rifles & shotguns must be carried with actions open, with a commercially manufactured chamber flag inserted, and detachable magazines removed. Tubular or internal magazines must be empty. An empty shotgun shell shall not be allowed to serve as a chamber flag for any gun.

### 1.5. Handguns (carry between stages)

1.5.1. Handguns must be cased or remain in holster, magazine removed.

1.5.2. Handguns must be carried with the "Hammer/Striker Down."

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

1.7. Eye protection is mandatory for participants, spectators & range personnel at the match site. Eye protection must be worn at all times.

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

## 2. Disqualifications

2.1. Match Disqualification will result in complete disqualification from the match and the shooter will not be allowed to continue with the match. Shooter will not be eligible for trophies or prizes (if applicable). Final decision will be with the Range Master and/or Match Director.

2.2. Match Disqualification for Negligent Discharge.

2.2.1. "Negligent Discharge" is defined as the discharge of a firearm in an unsafe manner or unintentionally, including, but not limited to during the "make ready" command, unloading, reloading, bullet striking within 3 feet of anyone or a bullet going outside of the confines of the backstop, berm, or shooting area.

2.3. A participant shall be disqualified from the Match for dropping a loaded firearm or dropping a firearm while in the loading/unloading process. A competitor will not be disqualified for placing a firearm in a safe location while complying with stage requirements. Any firearm that is intentionally placed on the ground or other support structure must be in a condition complying with Section 2.6.

2.3.1. A participant shall be disqualified from the match if his/her pistol falls out of the holster (whether loaded or unloaded) while negotiating a course of fire.

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

2.5. All disqualifications and reshoots shall be issued by the Range Master and/or Match Director.

2.6. "Safe grounded condition" for firearms is either:

2.6.1. Loaded with the safety on, or

2.6.2. Empty, including magazine. Magazine does not have to be removed if empty.

In both cases, the muzzle of the grounded firearm must be pointed in a safe direction. Failure to safely ground a firearm in either of the prescribed manners will result in a match disqualification, or stage disqualification plus a 50 second penalty, depending on stage design.

2.7. A competitor shall be disqualified from the match for engaging a steel target closer than the specified safe distance. For steel targets engaged with a pistol or shotgun using birdshot, the minimum safe distance shall be 23 feet. For steel targets engaged with a rifle, the minimum safe distance shall be 100 yards.

### 3. Sportsmanship & Conduct

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

3.2. Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the match site/range.

3.3. Any competitor with a proven handicap can shoot the course other than intended (strong hand/weak hand) but may incur a 35% penalty in time/points per string or per stage. The Range Master or Match Director will decide on a case-by-case basis.

### 4. Ammunition

4.1. No tracer, incendiary, armor piercing or steel-jacketed or steel-core ammunition is allowed. Magnets may be used, and any subject ammo will not be allowed.

4.2. Pistol/revolver ammunition shall be 9x19 mm or larger, center-fire cartridge.

4.3. Rifle ammunition shall be .223 Remington (5.56 NATO) or larger (no pistol caliber carbines are allowed).

- 4.4. Shotgun ammo shall be standard birdshot #4 or smaller pellets and slugs only as specified by course description. No high brass shot, magnum loads, or steel shot ammo is allowed. Such ammo may not be used to neutralize shotgun targets. Buckshot MAY be required for some stages, but may only be used on those stages so designated.
- 4.5. All ammo, magazines, and gear used on a stage will be carried throughout the course of fire, with the exception of firearms and magazines abandoned as part of the stage. All ammo and gear will be carried on or in a belt, bag, or gear intended to carry it. Ammunition and magazines may be carried in the pockets of clothing. No ammunition or magazines shall be held in any part of the body before the start signal.

## 5. Firearms

- 5.1. All firearms used by competitors shall be serviceable and safe.
- 5.2. If a competitor's firearm becomes unserviceable during competition, that competitor may replace his/her firearm with another of the same model, caliber and sighting system approved by the Range Master or Match Director.
- 5.3. For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, and stock and sighting system combination.
- 5.4. The same firearm system, for each gun, per Rule 5.3, shall be used during the entire match.
- 5.5. Competitors shall not reconfigure any firearm during the course of a match. (i.e.: change caliber, barrel length, shotgun magazine tube length, sighting systems, stock style, or bipods). Shotgun chokes may be changed between stages.

## 6. Firearms Classifications [Open Class, Tactical Irons Class, Tactical Optics Class, Heavy Metal Class]

### 6.1. Handgun - Open Class

- 6.1.1. Open class (dot/comp/race) guns are allowed, but will place shooter in Open class overall.

### 6.2. Handgun - Tactical Class (Optics & Irons)

- 6.2.1. Firearms must be of a basic factory configuration. Modifications to the factory configuration must meet USPSA Limited Division requirements.

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

6.2.3. Magazines used shall not exceed 140 mm overall length. There is no limit to the number of rounds that may be loaded into a magazine, as long as the length of the magazine complies with 6.2.3.

### 6.3. Handgun – Heavy Metal Class

6.3.1. Firearms must be chambered in .45 ACP or larger.

6.3.2. Magazines may not be loaded with more than 10 rounds. Magazine capacity may exceed 10 rounds, but they may not be loaded with more than 10 rounds for any stage.

### 6.4. Rifle - Open Class

6.4.1. Open class rifles are allowed (Bipods, more than one optic sight etc.) but will place shooter in the Open class overall.

### 6.5. Rifle - Tactical Class (Optics & Irons)

6.5.1. Firearms must be of a basic factory configuration. Modifications to the factory configuration must meet USPSA multigun rules for rifles.

6.5.2. Barrel length shall not be changed for the duration of the match.

6.5.3. Tactical Class scoped rifles may be equipped with no more than one (1) optical sight. Optical sights include but are not limited to magnified or unmagnified telescopic sights, 'dot' sights, or other devices incorporating electronics and/or lenses. Back up iron sights are permitted and do not count as optical sights. A red dot sight with a flip up magnifier is considered a single optical sight as long as the magnifier is usable only when in-line with the dot sight.

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

6.5.5. Muzzle breaks and compensators (no larger than 1" x 3") are allowed for all rifles in Tactical Class.

6.5.6. There is no restriction on magazine size, maximum capacity, or number of rounds loaded unless specified by course description.

6.5.7. Tactical Iron Sight division - rifles may be equipped with iron sights only.

## 6.6. Rifle – Heavy Metal Class

6.6.1. Firearms must be chambered in .308 Winchester or larger. Calibers such as 7.62x39 mm, 6.5 Grendel, 6.8 mm SPC, .30 Carbine are not Heavy Metal Calibers.

6.6.2. Other calibers may be approved by the RM or MD. Calibers other than those specified in 6.6.1 must be approved prior to the start of the match.

6.6.3. Magazines capacity may not exceed 20 rounds.

6.6.4. Firearms may not have optical sights (scopes, dots, etc.). Only iron sights are allowed.

6.6.5. Muzzle breaks and compensators are allowed for all rifles in Heavy Metal class.

## 6.7. Shotgun - Open Class

6.7.1. Open class shotguns are allowed (box magazines, comps), but will place shooter in Open class overall.

## 6.8. Shotgun - Tactical Class (Optics & Irons)

6.8.1. Shotguns must be of a factory configuration. Modifications to the factory configuration must meet USPSA multigun rules for shotguns.

6.8.2. Barrel length may not be changed for the duration of the match. Chokes may be changed between stages.

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

6.8.4. No compensators or porting on barrels is allowed in this class.

6.8.5. Shotguns may hold a total of 9 rounds at the start signal. Once the start signal has sounded, shotguns may be reloaded with more than 9 rounds.

6.8.6. No shotgun speed loaders of any type are allowed. All rounds must be loaded or reloaded by hand. Rounds may be carried in any device that is capable of safely retaining the rounds while running.

6.8.7. Shotguns shall be either 20 gauge or 12 gauge.

## 6.9. Shotgun Heavy Metal Class

6.9.1. Only 12 gauge pump shotguns are allowed. All other requirements for shotgun must comply with Tactical Class shotgun rules.

## 7. Holsters and Equipment

### 7.1. Handgun holsters and equipment - Open Class

7.1.1. Open class handguns are allowed.

### 7.2. Handgun holsters and equipment - Tactical & Heavy Metal Classes

7.2.1. Any holster that is primarily attached to the belt, which will safely retain the handgun during vigorous movement, is allowed, as long as the muzzle is pointing in a predominately downward direction when the wearer is standing erect.

7.2.2. The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder.

7.2.3. The belt upon which the holster and magazine/speed loader pouches are attached must be worn at waist level and must either pass through a minimum of three (3) belt loops or be attached securely to an under-belt that passes through a minimum of three (3) belt loops.

7.2.4. Female competitors may wear their belt at hip level providing the belt is in belt loops sewn on the pants.

7.2.5. Shoulder holsters and cross draw holsters are not allowed.

## 8. Classes

### 8.1. Open Class

8.1.1. Shooters competing with any Open gun, will be in Open class for the match.

### 8.2. Tactical Class-Iron Sighted Rifle

8.2.1. Competitor will shoot a Tactical Handgun, Tactical Shotgun and a Tactical Class Rifle with iron sights. See Rule 6 for details.

### 8.3. Tactical Class-Scoped Rifle (Optics)

8.3.1. Competitor will shoot the same handgun and shotgun as listed in Section 8.2.1 but with a rifle equipped with only one optical sight (magnified or not). See Rule 6 for details.

8.4. Heavy Metal Class - See firearms classification (Rule 6) for details.

8.4.1. Rifle shall be .308 Winchester caliber or larger.

8.4.2. Pump Shotguns (12 gauge only), which fulfill all other Tactical shotgun requirements.

8.4.3. Pistols shall be .45 ACP or larger.

## 9. Scoring

9.1. Scoring per stage will be recorded time plus penalty time minus bonus time. The maximum time to complete any stage shall be 180 seconds, unless otherwise noted in the stage briefing. Bonus time shall not be used to extend the maximum allowable time.

9.2. If the competitor has not completed the course of fire, the Range Officer shall stop the shooter *AFTER* the first shot is fired *AFTER* the maximum time has been reached. (Note: The RO must not stop the shooter until after the timer records a time over the specified limit). The time recorded at the last shot, even if fired after the maximum time, shall be the official time for the stage. The shooter shall not be penalized for shots fired before the Range Officer issues the stop command. One procedure penalty of 5.0 seconds will be issued for each shot fired after the stop command is issued.

9.3. The Range Officer may notify the shooter when 30 seconds remain in the maximum allowed time for the stage.

9.4. Bonus targets may be included in a stage. Time awarded for neutralizing a bonus target will be stipulated in the course description and shall be subtracted for the total time for the stage.

9.5. Hitting a target designated as a "no-shoot" or "non-threat" will result in a 10.0 second penalty added to the competitor's raw time for each hit on the target.

9.6. All hits on all targets will be scored (i.e.: applicable mainly to scenarios involving swinging no-shoots resulting in a shoot through).

9.7. No target shall be required to be engaged with two different guns during any single course of fire for any reason. A competitor shall not be penalized for hits on any paper

target that come from a gun other than that specified in the stage briefing. (NOTE: Section 10.3.3 will still apply).

- 9.8. Swinging style rifle targets may be required to be engaged multiple times and/or from multiple locations within the same stage of fire and count as different targets. Penalties shall apply for each engagement position.
- 9.9. The total stage time for a competitor will be the raw time plus penalties incurred minus bonus time. The competitor with the lowest total time for each stage will be awarded 100 points for that stage. Each other competitor will be awarded points on the stage based on the following formula:

$$\frac{\text{Lowest time}}{\text{Competitor time}} \times 100 = \text{Competitor points for stage}$$

- 9.10. The total match score for each competitor shall be the sum of the points that competitor earned for each state. The match winner shall be the competitor with the highest total points.
- 9.11. If a competitor does not shoot a stage for any reason, for purposes of scoring, the total time for that stage will be recorded as 999.0 seconds.

## 10. Individual Scoring of targets

### 10.1. Pistol scoring – cardboard IPSC targets

- 10.1.1. A target will be neutralized with one A or B hit (one A, B or C hit for Heavy Metal only) or two hits anywhere in the target.
- 10.1.2. A target with only one C or D hit (only one D hit for Heavy Metal only) is not neutralized and will incur a 5.0 second penalty. Time penalties for non-A zone hits on targets not neutralized are not issued.
- 10.1.3. A target with no hits shall be scored as a miss and will incur a 10.0 second penalty. A target not engaged will incur a 15.0 second total penalty.

### 10.2. Rifle scoring – cardboard IPSC targets

- 10.2.1. A target will be neutralized with one A or B hit (one A, B or C hit for Heavy Metal only) or two hits anywhere in the target.

10.2.2. A target with only one C or D hit (only one D hit for Heavy Metal only) is not neutralized and will incur a 5.0 second penalty. Time penalties for non-A zone hits on targets not neutralized are not issued.

10.2.3. A target with no hits shall be scored as a miss and will incur a 10.0 second penalty. A target not engaged will incur a 15.0 second total penalty.

### 10.3. Shotgun scoring – cardboard IPSC targets

10.3.1. One slug hit anywhere in the scoring area of the target neutralizes the target (12 gauge or 20 gauge). This is applicable to slug designated targets only.

10.3.2. A target with no hits is a miss and will incur a 10.0 second penalty. A target not engaged will incur a 15.0 second total penalty.

10.3.3. Cardboard slug targets that are shot with birdshot or buckshot shall incur a 5.0 procedure second penalty, regardless of how many holes from any type of shot are in the target. If the designated slug target does not have a slug hit, it will also be scored as a miss and incur an additional 10.0 second penalty.

10.4. Knock down style targets (i.e. poppers or steel plates) must fall to score. A turned plate is not neutralized. Knockdown targets will be calibrated with 9mm Blazer ammunition. Missed knock down steel targets will incur a 10.0 second penalty. Steel targets not engaged will incur a 15.0 second penalty. (NOTE: Wherever possible, targets should be designed to eliminate the possibility of being turned but still remain standing).

10.5. Stationary frangible targets must break to score. One BB hole or a chip caused by the shot is a break. A frangible target that is knocked off its stand and not chipped or broken will be considered a missed target. Missed frangible targets will incur a 10.0 second penalty. Stationary frangible targets not engaged will incur a 15.0 second penalty. (NOTE: stationary frangible targets should be placed on stands that ensure they can be broken while in place or, if knocked off the stand, fall into a location accessible to the shooter, who may engage the target in its new position).

10.6. Flying frangible targets must be broken in flight to score. If the target breaks when it hits the ground and not as a result of being shot, it is counted as a miss and shall incur a 10.0 second penalty. Flying frangible targets not engaged will incur a 15.0 second penalty, unless otherwise specified in the stage briefing. (Note: If a flying target is declared a bonus target, then no penalty will be incurred for a miss or failure to engage).

10.7. Swinging style rifle targets must be struck solidly enough to cause the hidden "flash card" to be visible to the Range Officer. The RO or spotter designated by the RO will call "Hit" when the target is neutralized. The shooter shall not be allowed to call hits on targets. No verbal call will be made by the RO or spotter if the target is missed. The RO may not call shots or "walk" the shooter (coach) into the target. Missed swinging rifle steel targets will incur a 10.0 second penalty. A target not engaged will incur a 15.0 second penalty. In the event the RO or designated spotter calls a hit, the shooter will be credited with the hit, regardless of whether the target was actually hit.

10.8. Penalties will not change based on the distance to the target.

10.9. Targets other than those referenced above may be incorporated into some stages. Criteria for neutralizing other targets will be clearly noted in the stage's course description along with penalties for non-neutralized targets. The course description may also stipulate different criteria for neutralizing targets noted in sections 10.1 through 10.7. The competitor shall be responsible for understanding the course of fire and all requirements for all targets.

10.10. Procedural penalties will be assessed as follows.

10.10.1. A 5.0 second procedural penalty will be assessed for not following the course description such as: Engaging a target from outside the prescribed area (i.e.: shooting box or shooting area), each shot taken after failing to reload when specified, or acting in direct contradiction to the stated or written stage briefing.

10.10.2. A 5.0 second procedure penalty shall be assessed for shooting a paper slug designated target with birdshot or buckshot. This is in addition to the 10.0 second penalty for missing the target if there is no slug hit on the target.

10.10.3. Shooting a steel target (popper or plate) designed to be shot with birdshot or pistol with a slug will result in a match disqualification, and a monetary fine for repair/replacement of said target.

## 11. Arbitration Rules & Scoring Disputes

### 11.1. Administration

11.1.1. Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant levels of competition, emotions run high and the outcome is much more important to the individual competitor. Effective course design and clear course descriptions will prevent most, if not all, disputes.

## 11.2. Steel Calibration and Challenges

11.2.1. All reactive steel targets used in the match will be calibrated before shooting begins, to ensure steel falls using 9mm Blazer ammunition.

11.2.2. During the match, all challenged steel targets will be shot by the Range Master from within the designated shooting area, not necessarily from the position the shooter attempted.

## 11.3. Appeals

11.3.1. Decisions are made initially by the stage's Range Officer.

11.3.2. If the complainant disagrees with a Range Officer's decision, the Range Master and/or Match Director will hear and decide the matter. The decision of the Range Master and/or Match director will be final.

## Scoring Summary

Target status	Penalty (seconds)
Neutralized	0.0
Not neutralized but at least one hit anywhere (additional penalties for C/D hits will be incurred)	5.0
C hit if not neutralized	0.0
D hit if not neutralized	0.0
Each hit on No-Shoot target (no limit to penalties)	10.0
Failure to engage	15.0

Scoring penalties are cumulative. A target that is not neutralized will incur additional penalties based on the hits recorded.

A	B	C	D	M	Target Status	Total Penalty (seconds)
1					Neutralized	0.0
	1				Neutralized	0.0
		1			Neutralized (Heavy Metal only)	0.0
		2			Neutralized	1.0
		1	1		Neutralized	0.0
			2		Neutralized	0.0
		1			Failure to neutralize (Other than HM)	5.0
			1		Failure to neutralize	5.0
				X	Target engaged, but missed	10.0
				X	Target not engaged	15.0

Any target that is neutralized will not incur any penalties for additional hits. As an example, a target with one (1) A zone hit and one (1) D zone hit will not incur a penalty for the D zone hit because the target is neutralized by the A zone hit.