

SVR&GC MULTI-GUN RULES

Table of Contents

1.0 SAFETY RULES

2.0 RANGE COMMANDS AND PROCEDURES

3.0 SCORING

4.0 PROCEDURAL PENALTIES

5.0 DISQUALIFICATIONS

6.0 FIREARMS-GENERAL

7.0 HOLSTERS AND EQUIPMENT

8.0 AMMUNITION

9.0 PARTICIPATION

- ✓ **TREAT ALL FIREARMS AS IF THEY ARE LOADED**
- ✓ **KEEP FINGER OFF TRIGGER UNTIL YOU'RE SIGHTED IN AND READY TO FIRE**
- ✓ **DON'T POINT FIREARMS AT ANYTHING YOU DO NOT INTEND TO DESTROY**
- ✓ **BEWARE OF YOUR TARGET AND SURROUNDINGS**

1.0 SAFETY RULES

1.1 It is the competitors' responsibility to read and understand the rules and agree to be subject to these rules while participating in this event.

1.2 This event will be run on a COLD RANGE.

1.2.1 COLD RANGE (definition): Participants' firearms must remain unloaded at the event site except under the direct supervision of RM.

1.3 Designated Safe Areas

1.3.1 The Safe Areas will be clearly marked with signs.

1.3.2 Unloaded firearms may be handled and/or displayed in Safe Areas only.

1.3.3 Ammunition and loaded firearms must not be kept or handled in any Safe Area. This includes loaded magazines and live or dummy rounds.

1.4 Transporting Rifle, Shotgun and Pistol (carry from vehicle or between stages)

1.4.1 Rifles & Shotguns must be cased or if hand carried, the muzzle must be pointed up.

1.4.2 Rifles & Shotguns must be transported with actions open, detachable magazines removed/tubes unloaded, with an inserted chamber safety flag. Actions can only be "closed" on an inserted chamber safety flag.

1.4.3 Pistols carried between stages must be cased or remain unloaded in holster.

1.4.4 A Course of Fire will never require the competitor to re-holster a hot pistol after the start signal.

1.4.5 A Course of Fire will never require the competitor to holster a loaded or unloaded pistol while shooting in the Prone or any other position which causes the muzzle to be directed in an unsafe manner.

1.5 Grounding Firearms

1.5.1 During the course of fire, a competitor will be required to ground or abandon a firearm in order to transition to another stage. A competitor may only handle single firearm in their hand at any time during a course of fire.

1.5.2 The firearm will be grounded or abandoned at containers/locations designed to safely accommodate grounded or abandoned firearms. They shall be specified in the stage briefing.

1.5.3 Between firing stages, the firearm will be grounded or abandoned either "Loaded with Safety Engaged" or "Empty Chamber AND Empty Magazine or Shotgun Feeding Tube" as defined below.

1.5.3.1 "Loaded with Safety Engaged"

1.5.3.1.1 Pistols with a manual safety must have them fully engaged to satisfy the loaded on safe regardless of passive safeties.

1.5.3.1.2 Pistols without a manual safety must have passive safeties in operational condition; this will satisfy the safety engaged requirement. Passive safety is a safety that engages automatically and disables the firearm from discharging while the firearm is not being handled. "Safe Action" striker safeties or passive trigger safeties fall under this ruling. "Operational" means: The safety operates correctly as intended. It 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.

1.5.3.1.3 If the pistol has no manual safety and the only manual lever is a de-cocking mechanism, it must be engaged and the hammer must be de-cocked to satisfy the safety engaged condition

1.5.3.1.4 Any Rifle or Shotgun with a manual safety must have it FULLY engaged to satisfy the loaded on safe rule.

1.5.3.2 "Empty Chamber and Empty Magazine or Shotgun Feeding Tube"

1.5.4.1 Empty chamber with no live rounds in feed tube, on lifter, or magazine removed

1.5.4.2 Spent round in the chamber, slide/bold forward with no live rounds in the feed tube or magazine or magazine removed.

1.6 New Shooter considerations

1.6.1 New Shooters will refrain from running while carrying any firearms loaded or unloaded.

1.6.2 For any pistol firing stages, the New Shooter will keep the pistol at the firing position.

1.6.3 Shooters new to this sport will need to demonstrate safe proficient firearm handling before shooting.

2.0 Range Commands and Procedures

2.1 “Make Ready” The course of fire begins with the “Make Ready” command and ends after the “**Range is Clear**” command.

2.2 “Shooter Prepare to Make Ready”: Where more than one firearm will be used during a course of fire, the Range Master will direct and supervise the competitor through the process of preparing all “staged” firearms starting with the last firing stage furthest downrange. The firearm can have magazines inserted but no rounds will chambered and the safety will be engaged. The RM will then accompany the competitor to the start position.

2.3 “Are You Ready-Standby”: After the competitor has loaded and staged all firearms to be used in the course of fire, RM shall then issue the commands “Are You Ready” followed shortly by “Standby” and the activation of the timer.

2.3.1 The lack of any negative response from the competitor after being issued the “Are You Ready?” command indicates that they fully understand the requirements of the course of fire and are ready to proceed. If the competitor is not ready, they must state “No” or “Not Ready”. It is suggested that when the competitor is ready they should assume the required start position to indicate their readiness to the RM.

2.4 “Stop”: Any Range Officer assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving, and wait for further instruction from the RM.

2.4.1 In the event that a RM terminates a course of fire due to a suspicion that a competitor has an unsafe firearm or unsafe ammunition (e.g. a “squib” load), the RM will take whatever steps he deems necessary to return both the competitor and the range to a safe condition. The RM will then inspect the firearm or ammunition and will proceed as follows:

2.4.1.1 If the RM finds evidence that confirms the suspected problem, the competitor will be entitled to a re-shoot, but will be ordered to rectify the problem.

2.4.2 If the RM discovers that the suspected safety problem does not exist, the competitor will have the option to re-shoot the stage.

2.4.3 The RM will stop shooter from further shooting in the event of unsafe handling of firearm such as breaking the 180 degree rule, a negligent discharge of firearm, unsafe range conditions etc.

2.4.4 The RM will stop the shooter from further shooting if shooter has exceeded time limit.

2.6 “If You Are Finished, Unload And Show Clear, Hammer Down and Holster (for handguns), pull trigger and insert chamber flag”: If the competitor has finished shooting, they must lower their firearm and present it for inspection by the RM with the muzzle pointed downrange, magazine removed or tube emptied, slide/bold locked or held open and chamber empty. The RM will then instruct and accompany the competitor to check and ensure that all firearms were properly grounded or abandoned starting with the **gun** furthest from the starting point.

2.6.1 Pistols: Release the slide and **drop the hammer by pulling the trigger** without touching the hammer or de-cocker then holster the pistol

2.6.2 Rifle: Bolt locked back OR chamber safety flag inserted. *Per rule 1.4.2*

2.6.3 Shotgun: Bolt locked back OR chamber safety flag inserted. *Per rule 1.4.2*

2.6.4 Rifles/Shotguns must be carried Muzzle Up when exiting the stage.

2.7 “Range Is Clear”: This command shall be issued only after all firearms have been cleared by the competitor and Range Officer. This declaration signifies the end of the course of fire. Once this declaration is made, officials and competitors may move downrange to score, paste, reset, and paint targets.

3.0 SCORING

3.1 Scoring per stage will be straight time plus penalties

3.2 Penalties will apply as follows:

- a. One (1) hit on the target not in the “Center” =5 Second Penalty (FTN-Failure to Neutralize)
- b. No hits on paper but target was engaged=5 Second Penalty
- c. Target (of any sort) was not engaged=10 Second Penalty (FTE-Failure to Engage) see *notes*.
- d. Missed on ANY Non Paper Target (steel or clay static or reactive)=**10** Second Penalty
- e. Missed on Any No Paper Target set beyond 40 yards (static or reactive)=10 Second Penalty
- f. No Shoot Penalty=5 Second Penalty per hit. See notes

Notes per rule 3.2 c: “Engaged” means: *To be in a position where the muzzle is in line of sight to the target in question. Shooting in the general direction of target, shooting over obstructions that targets are behind, or through see-through walls and/or barriers is not allowed.*

Notes per rule 3.2 c: Failure to Engage Penalty (FTE) *includes 5 seconds for a miss and an additional 5 seconds for failing to engage the target for a total of 10 seconds in penalties. If an FTE is scored, it is the ONLY penalty that will apply.*

Notes per rule 3.2 f: *The backside of the Paper Target is white and can be used as a No Shoot. Any round impacting the No Shoot =5 second penalty per hit. If a shot passes through a “Shoot” target and impacts a No Shoot, both targets will be scored. The shooter will receive the credit for the hit and will also receive the penalty for the No Shoot. Should the same situation occur in the reverse, where the No Shoot has been placed behind the shoot target, the scoring remains the same. However, this situation is usually the result of poor course design and should be avoided.*

4.0 PROCEDURAL PENALTIES

4.1 Additional 10 Seconds: Foot faults, a competitor who fires shots while any part of their body is touching the ground or while stepping on an object beyond a Shooting Box or a Fault Line, or who gains support or stability through contact with an object which is wholly beyond and not attached to a Shooting Box or Fault Line, will receive one procedural penalty for each **shot fired** on target.

4.2 Additional 10 Seconds: May be assessed for failing to follow stage procedures.

4.3 Additional 20 Seconds: Before the Start Signal, no more than 9 rounds total loaded in the shotgun and the competitor cannot have any ammunition in their hands.

4.4 Additional 10 Seconds: A competitor cannot use a pistol or rifle dump barrel to support their, pistol, rifle or shotgun at any time. Each round fired with dump barrel support will be scored as a 10 second procedural penalty.

5.0 DISQUALIFICATIONS

5.1 Safety violations will not be subject to arbitration.

5.2 A Disqualification (DQ) will result in complete disqualification from the event and the competitor will not be allowed to continue.

5.3 Disqualifications will apply for the following violations:

5.3.1 Negligent Discharge: A competitor who causes a negligent discharge must be stopped by a RM as soon as possible.

A Negligent Discharge is defined as follows:

5.3.1.1 A shot which travels over a backstop, a berm, or in any other direction deemed as being unsafe. However, a competitor who legitimately fires a shot at a target, which hits and then travels in an unsafe direction, will not be disqualified.

5.3.1.2 A shot which strikes the ground less than 10 feet from the competitor, except when shooting at a target closer than 10 feet to the competitor.

5.3.1.3 *Exception: A bullet or shot which strikes the ground within 10 feet of the competitor due to a "squib" shall not be subject to rule 5.3.1.2*

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

5.3.1.5 A shot which occurs during remedial action in the case of a malfunction.

5.3.1.6 A shot which occurs while transferring a firearm between hands.

5.3.1.7 A shot which occurs during movement, except while actually shooting at targets.

5.3.1.8 *Exception: A detonation which occurs while unloading a firearm is not considered a shot or discharge and is not subject to DQ. However, rule 6.1 may apply.*

Definition of a Detonation: 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 (e.g. when a slide is being manually retracted or when a round is dropped).

5.3.2 A competitor shall be disqualified for **dropping or losing control of a firearm**, whether loaded or unloaded at any time after the "Make Ready" command and before the "Range is Clear" command. This includes any firearm, loaded or unloaded, that falls after being grounded during the course of fire.

5.3.3 *Exception: Dropping an unloaded firearm before the "Make Ready" command or after the "Range is Clear" command will not result in a disqualification, provided the firearm is empty and retrieved ONLY by an Event Official.*

5.3.4 A competitor shall be disqualified for **grounding a firearm anywhere other than in a designated area/container**.

5.3.5 A competitor shall be disqualified for allowing the **muzzle of a firearm to break the 180 degree Safety Plane at any time**, including during holstering or un-holstering.

5.3.6 Pistol and rifle cartridges must fire a single projectile only. Violations will be deemed cheating and subject to DQ.

5.3.7 Use of **steel shot is a Safety Violation** and will result in a DQ.

5.3.8 Any competitor found with a **magazine inserted in their pistol or rifle or rounds loaded in the shotgun, while not under the direct supervision of a range official**, shall be escorted to a safe area to check the loaded condition. If the magazine, tube, or chamber is found to be loaded, the competitor **will be subject to DQ**.

5.3.9 Handling **loaded magazines, live, or dummy rounds or a loaded firearm in a Safe Area** will result in a DQ.

5.3.10 A competitor found to be impaired and deemed **unsafe as a result of drugs, legal or otherwise, or alcohol will receive a DQ**.

5.3.11 A competitor may **not have more than one firearm in their hand at any time** while negotiating a course of fire. Example: A competitor is moving to a dump barrel to ground a long gun and they draw their handgun. This is considered an unsafe action and will result in a DQ.

5.3.12 **All firearms must be grounded in a designated area**. Failure to do so will result in a DQ. 5.3.13 A firearm grounded in a designated container with the **Chamber, Magazine, or Feed Tube containing live rounds and the safety not fully engaged will result in a DQ**.

6.0 FIREARMS

6.1 All firearms used by participants must be serviceable and safe. RM may demand examination of a participant's firearm or related equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe, it must be withdrawn from the event until the item is repaired.

6.2 If a participant's firearm becomes unserviceable during competition, that participant may replace his/her firearm.

7.0 HOLSTERS AND EQUIPMENT

7.1 Handgun holsters and Equipment

7.1.1 Holsters must be a practical/tactical carry style and must be able to safely retain the handgun during vigorous movement.

7.1.2 The holster material must completely cover the trigger on all semi-automatic pistols. Revolver holsters must completely cover the trigger and the cylinder.

7.1.3 Due to safety concerns, shoulder holsters and cross draw holsters are not allowed.

8.0 AMMUNITION

8.1 Tracer, incendiary, armor piercing, steel jacketed or steel/tungsten core ammunition is specifically prohibited.

8.1.1 Pistol and rifle cartridges must fire a single projectile only. *(Subject to DQ rule 5.10)*

8.1.2 Shotgun ammunition shall be 20 gauge or larger. #7.5 Lead Shot or smaller. *Steel shot is specifically not allowed.*

9.0 PARTICIPATION

9.1 The number of shooters is limited

9.1.1 The number of participants will be limited to enable the event to run safely and with maximum participation.

9.1.2 The event is open to all current SVR&GC members in good standing.

9.1.3 A member may bring in a Guest as allowed by Club By-Laws if space allows.

9.1.4 Guest will be allowed to shoot as a New Shooter unless otherwise qualified as experienced.

9.1.5 Club Members will have priority over guest when space is limited.

9.1.6 New shooters and/or Guest new to 3-Gun will be required to demonstrate firearm proficiency before shooting the stages.