

DC Project 3 Gun Rules

1. Safety Rules

- 1.1 Participants are subject to disqualification for violation of any rule or regulation in sections 1 or 2.
- 1.2 All 3-Gun matches will be run on COLD RANGES.
 - 1.2.1 COLD RANGE (definition): Participants firearms will remain unloaded at the match site except under the direction of a match official.
- 1.3 Grounded Firearm Definition: A firearm will not be considered grounded until another firearm is discharged. Any firearm that has been grounded can no longer be used in the course of fire. You will be allowed to go back, retrieve an abandoned firearm and re-engage targets. You are permitted to go back and rectify incorrectly abandoned firearms left in an incorrect condition or location until the next firearm is discharged.
- 1.4 Rifles & Shotguns, (carry from vehicle or between stages)
 - 1.4.1 Rifles & shotguns may be carried muzzle down when secured to a gun cart/buggy, cased or carried slung with the muzzle up.
 - 1.4.2 Rifles & shotguns must be carried with actions open and detachable magazines removed.
 - 1.4.3 On stages, grounded rifles and shotguns must be "empty" or "on safe", pointed in a safe direction, and as instructed in stage briefs. Grounding rifles and shotguns "on safe" requires externally activated safety be on.
 - 1.4.3.1 "Empty" is defined as no live ammunition in the rifle or shotgun.
 - 1.4.3.2 "On safe" is defined as the rifle or shotgun's external safety lever or button switched to the "Safety On" position.
 - 1.4.3.3 Violations see 2.5
 - 1.4.3.4 If a gun comes off safe during grounding it is up to the competitor to correct it. Complaints about the grounding barrels are invalid.
- 1.5 Handguns (carry between stages)
 - 1.5.1 Handguns must be cased or remain in holster, magazine removed except under the direction of Range Officer(s) on a stage.
 - 1.5.2 Handguns must be carried with the "Hammer/Striker Down."
 - 1.5.3 On stages, the Ready Condition of handguns must be "Hammer Down" for DA autos & revolvers, and "Cocked & Locked" for SA autos or DA autos with manual override safeties.
 - 1.5.4 On stages, grounded pistols must be "empty" or "on safe", pointed in a safe direction, and as instructed in stage briefs. Grounding pistols "on safe" requires externally activated safety be on.
 - 1.5.4.1 "Empty" is defined as no live ammunition in the pistol.
 - 1.5.4.2 "On safe" is defined as pistol's external safety lever or button switched to the "Safety On" position. 1911/2011 type pistols with grip safety are NOT exempt from this rule if they are equipped with an external thumb safety. Pistols with trigger safety mechanism with no other external safety are exempt from this rule.
 - 1.5.4.3 Violations see 2.5
 - 1.5.4.4 If a gun comes off safe during grounding it is up to the competitor to correct it. Complaints about the grounding barrels are invalid.
- 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 Ear and eye 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. Shooter will not be allowed to continue with the match and will not be eligible for prizes nor a free entry into the next match. Final decision is the Match Director or Range Master's.
 - 2.1.1 A participant shall be disqualified from the Match for dropping a loaded firearm.
 - 2.1.2 A participant shall be disqualified from the Match for going prone with a hot holstered pistol (Loaded with a round chambered).
 - 2.1.3 A participant shall be disqualified from the Match for unsportsmanlike conduct.
 - 2.1.3.1 Modification of natural terrain (moving or removing vegetation) is considered unsportsmanlike and will be handled only by match staff.
 - 2.1.4 A participant shall be disqualified from the Match for cheating.
 - 2.1.4.1 Intentionally altering targets prior to the target being scored to gain an advantage or avoid a penalty.
 - 2.1.4.2 Altering or falsifying score sheets.
 - 2.1.4.3 Altering the configuration of firearms or equipment to gain advantage. (See rule 5.3, 5.4, 5.5, 7.1.4)
 - 2.1.5 A Match DQ will be issued for allowing the muzzle of his/her firearm to break the 180-degree Safety Plane (except for pistol while holstered, drawing or re-holstering or rifle/shotgun when slung, slinging or un-slinging.)
- 2.2 A Stage Disqualification will result in a maximum time on that stage but the shooter will be allowed to continue the match and go to the prize table. All potential stage DQ's will be determined by the MD/RM.
 - 2.2.1 A stage DQ will be issued for dropping an unloaded gun.
 - 2.2.2 Use of restricted ammo cited in section 4 will result in a Stage DQ for the first offense and a match DQ for the second.
 - 2.2.3 Loss of Eye/Ear Protection
 - 2.2.3.1 If a competitor removes or purposely dislodges their eye/ear protection during the course of fire they will receive a Stage DQ.
 - 2.2.3.2 If eye/ear protection is dislodged accidentally it must be replaced before continuing the course of fire. Shooting a course of fire without eye/ear protection on purpose will result in a Stage DQ.
 - 2.2.3.3 If a competitors eye/ear protection is broken beyond repair due to a fall or lost due to extenuating circumstances the competitor will be stopped and given a reshoot.
- 2.3 Negligent Discharge.
 - 1.1.1.1 "Negligent Discharge" is defined as the discharge of a firearm in an unsafe manner or unintentionally.
 - 1.1.1.2 A Negligent discharge in which a projectile (bullet) strikes the ground or prop within 9 feet of the competitor or range officer, or outside the confines of the backstop will result in a Match DQ.
- 2.4 All disqualifications will be issued by the RM/MD.
- 2.5 Leaving a firearm in a safety box or barrel, loaded without the safety engaged will result in a 30 second procedural. Firearms may be loaded when grounded but must remain on safe.
 - 2.5.1 This penalty also applies to guns grounded in the improper location.

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. An unsportsmanlike penalty can be a stage or match DQ at the discretion of the Match Director or Assistant Match Director.
- 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/traverse obstacles) but may incur a 35% penalty in time/points per string or per stage. The RM will decide on a case-by- case basis.
- 3.4 Any competitor who does not participate in resetting a stage shall be warned of the unsportsmanlike conduct. Continuance of such conduct will be cause for issuance of a procedural penalty to the competitor. Further continuance of such conduct will be cause for match disqualification.

4. Ammunition

- 4.1 Pistol/revolver ammunition shall be 9mm (9x19) or larger.
- 4.2 Rifle ammunition shall be .223 Remington (5.56 NATO) or larger.
 - 4.2.1 No tracer, incendiary, armor piercing or steel jacketed ammunition is allowed.
 - 4.2.1.1 Questionable ammo will be tested with a magnet.
 - 4.2.1.2 Use of magnetic ammo with result in Stage DQ.
 - 4.2.1.3 Competitor will be held financially responsible for any target shot with prohibited ammo.
- 4.3 Shotgun ammunition shall be 20 gauge or larger.
 - 4.3.1 Lead shot (#6 or smaller) or slugs only.
 - 4.3.1.1 Use of steel shot will result in a Stage DQ.
 - 4.3.2 Buckshot and slugs may be used if allowed or required by stage description.

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.
- 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 will not reconfigure any firearm during the course of a match. (i.e. change caliber, barrel length, shotgun magazine tube length, sighting systems or stock style.)
- 5.6 Any firearms malfunctions are the responsibility of the shooter. If a stoppage occurs on the clock the shooter must clear it to continue or dump the firearm in a safe condition and proceed with the remainder of the stage. If the shooter elects to stop themselves the stage will be scored as shot.
- 5.7 In the event of a squib. The shooter may stop themselves or dump safe firearm and continue the stage.
 - 5.7.1.1 If the RO stops a competitor due to a squib and a blockage is found the stage will be scored as shot.
 - 5.7.1.2 If the RO stops a competitor due to a squib and there is no blockage the shooter will be given a reshoot.

6. Divisions and Firearms Classifications [Open]

- 6.1 **Any competitor found not meeting the classifications of their division will receive a 60 second, unsportsmanlike conduct penalty for each offense.**
- 6.2 **Open**
 - 6.2.1 **Handgun**
 - 6.2.1.1 No limitations on accessories.
 - 6.2.2 **Rifle**
 - 6.2.2.1 No limitations on accessories.
 - 6.2.2.2 Barrel length shall not be changed for the duration of the match.

6.2.3 Shotgun

6.2.3.1 No limitations on accessories.

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

6.2.3.3 Shotgun speed loaders are allowed in Open Class.

6.2.3.3.1 Shotgun speed loaders must be the new type, or modified old style with the primer relief cut.

6.2.3.3.2 Use of old style shotgun speed loaders without the primer relief cut will result in Match disqualification.

7. Holsters and Equipment

7.1 Handgun holsters and other 3-gun equipment – All Divisions

7.1.1 The handgun holster must be capable of retaining the handgun during the vigorous movement that may be required or otherwise encountered during the course of fire.

7.1.2 The handgun holster must allow the competitor to safely draw and reholster the handgun without causing the muzzle to point in an unsafe direction at any time.

7.1.3 The handgun holster must completely cover and protect the handgun's trigger guard.

7.1.4 The competitor shall use the same handgun holster for the duration of the match.

7.1.5 Spare ammunition, magazines, speed loaders and other equipment must be secured in pouches, pockets and/or carriers on the competitor's person or firearm.

8. Scoring

8.1 Scoring per stage will be time plus penalties. Maximum time allowed to shoot any stage is 180 seconds.

8.2 Any IPSC cardboard target, designated as a "shoot" target must have either one (1) "A or B" hit OR two (2) hits anywhere on the target (i.e. minimum 2 "D" hits) to avoid a penalty.

8.2.1 Example of scoring and penalties on paper targets:

a. One "A or B" zone hit = no penalty

b. Two hits in any combination "C or D" = no penalty

c. One hit "C or D" = 1 Hit on Paper = 5 second penalty.

d. Engaged but no hits on paper = Failure to Neutralize (FTN) = 10 second penalty.

e. Failure to Engage (FTE) = 15 second penalty.

8.3 Paper targets used in the match will be Metric or Classic. Full and half size.

8.4 Designated "No Shoot" targets that are hit will incur a 5 second penalty for each hit.

8.5 Knock down style targets (i.e. poppers or steel) MUST FALL to score.

8.5.1 In the event a target is spun and the target is left standing, the shooter may call for calibration. The RO will then use the shooters gun and ammo, and fire one(1) round at the target from anywhere within the shooting area. If the target falls it is scored as a FTN (10 second penalty). If the target does not fall or the RO misses, it will be scored as hit and no penalty will be assessed.

8.5.2 Normal target calibration as follows:

8.5.2.1 Pistol targets – 9mm, 125pf.

8.5.2.2 Rifle Targets – AR15 type rifle with 69gr 223 Remington ammo.

8.5.2.3 Shotgun Targets – 12 gauge, 3 ¼ Dram, #7.5. IC choke.

8.6 Frangible targets must break to score. (One BB hole is a break.)

8.6.1 If frangible target is knocked off its stand it is considered hit.

8.7 Swinging style rifle targets must be struck solid enough to cause the hidden "flash card" to be visible to the R.O. R.O. will call hits.

8.8 Rifle targets that are 200+ yds will incur a 20 second penalty for failure to neutralize. 25 seconds for failure to engage.

8.9 Failure to engage (FTE) a frangible, knock down or swinging style target will result in a 15-second penalty.

8.10 Disappearing/Flying clays will be a 5 sec penalty for failure to neutralize.

8.10.1 Disappearing clays are a 15 sec penalty for failure to engage.

8.10.2 Burning a round after the clay has hit the ground does not constitute engagement.

- 8.11 Engaging a frangible, knock-down or swinging style target but not breaking it, knocking it down or causing the target to react (FTN), will result in a 10 second penalty per target.
- 8.12 Procedural penalties, 30 seconds may be assessed for failing to follow the stage directions as written in the stage description.
- 8.13 Targets shot with the wrong firearm or wrong type of ammunition will incur a procedural (see rule 8.12) if the target is hit, plus a 15-second failure to engage penalty if the target becomes unavailable to be neutralized with the correct firearm or ammunition. Additionally, if the target is damaged, competitor will be held financially responsible and must meet the responsibility before continuing to the next stage.
- 8.14 Rifle and pistol static steel targets require 1 hit to neutralize. R.O. will call hits.
- 8.15 Shotgun slug targets require 1 hit to neutralize. R.O. will call hits.
- 8.16 Stage Not Fired (SNF/DNF) penalty, 500 seconds per stage not fired.
- 8.17 A Stage DQ will result in a 500 second stage time.
- 8.18 Coaching or verbal assistance given by anyone during an active stage run by a competitor is forbidden. Competitors found coaching can receive an unsportsmanlike penalty of a stage or match DQ.
 - 8.18.1 Coaching is permissible.
- 8.19 CRO of the stage has the final call on all scoring.

9. Start Positions

- 9.1 No ammo in hands at start, regardless of start position or firearm used.
- 9.2 Long Guns
 - 9.2.1 Both hands must be on the gun at start.
 - 9.2.1.1 Low Ready - Buttstock in shoulder, muzzle below belt.
 - 9.2.1.2 Port Arms - Buttstock at or below belt. Muzzle at eye level or above.
 - 9.2.1.3 Other positions may be used and will be described by the stage brief.

10. Arbitration Rules & General Principles

- 10.1 Administration
 - 10.1.1 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. Generally effective match administration and planning will prevent most disputes.
- 10.2 Access
 - 10.2.1.1 Protests may be submitted for arbitration except the actual scoring of targets. However, protests arising from a disqualification for a safety infraction will only be accepted to determine whether or not an infraction as described by the range official was in fact unsafe. The commission of the infraction may not be protested.
- 10.3 Appeals
 - 10.3.1.1 Decisions are made initially by the Range Officer. If the complainant disagrees with a decision, the Range Master should be summoned and asked to rule. If a disagreement still exists, the Match Director may be summoned and asked to rule and his decision is final. *Note: Remaining calm and rational while arbitrating disputes will make this unpleasant job easier.