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TSF reserves the right to change or modify rules as necessary for safety and fairness.

1.0 SAFETY RULES

1.1 It is the competitor's responsibility to read and understand the rules set forth by Tennessee Sports Foundation (TSF) and agree to be subject to these rules while participating in any TSF event.

1.1.1 It is competitors' 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.

1.2 All TSF events will be run on COLD RANGES.

1.2.1 COLD RANGE definition: Competitors' firearms must remain unloaded at the event site except under the direct supervision of an event official.

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 handled in any Safe Area. This includes loaded magazines and live or dummy rounds. However, boxes of ammo may be handled as long as they remain closed. (*Rule 2.13*)

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

1.4.1 Rifles & shotguns must be cased or if hand carried or slung, the muzzle must be pointed up. Using carts where the muzzles are pointed downward are approved. Pistols carried between stages must be *cased* or remain holstered.

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.*

1.5 GROUNDING FIREARMS

1.5 a) **Abandoned Firearm Definition:** Any firearm left in a designated container, in an undesignated location (on a table, on top of a barrel etc.) or at a stipulated start position in any condition, unless the muzzle is breaking the 180-degree Safety Plane (*Rule 2.5*)

1.5 b) **Grounded Firearm Definition:** A firearm will not be considered grounded until another firearm is discharged. You are permitted to go back and rectify incorrectly abandoned firearms left in an incorrect condition or location until the next firearm is discharged. All 180 degree rules apply and competitor must be safely behind the firearm before touching and while handling the abandoned firearm. You will be allowed to go back, retrieve an abandoned firearm and re-engage targets without penalty. A pistol abandoned in a designated container will be considered grounded after the next firearm is discharged. Any

firearm that has been grounded may be retrieved and used in the course of fire, but will incur penalty. (*Rule 3.9.1*)

1.5.1 During the course of fire, a competitor may be required to ground a firearm in order to transition to another. Designated container designed to safely accommodate grounded firearms shall be specified in the Stage briefing.

1.5.1.1 If a Pistol is to be grounded, it must be placed into the small designated containers only. However, if a pistol is grounded in the incorrect designated container, the following penalties or match DQ will apply. (*Rule 2.4.1a, 2.4.1b, 3.12*)

1.5.1.2 If Rifles or Shotguns are to be grounded, they must be placed into the large designated containers only. Only one (1) long gun is permitted in any one container at any given time.

1.5.2 Acceptable safe methods to ground a firearm.

1.5.2.1 "Loaded with Safety Engaged"

- a. Pistols with any type of manual safety lever must be engaged to satisfy the "loaded on safe" condition regardless of passive safeties.
- b. Pistols without a manual safety must have passive safeties in operational condition; this will satisfy the safety engaged requirement. A "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.*
- c. 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.

1.5.2.2 "Empty Chamber"

"Empty Chamber" means no live round in the chamber with the weapon in "battery" condition.

1.5.2.3 Re-holstering a loaded pistol during the COF is a Match DQ.

2.0 DISQUALIFICATIONS

Endangering any person, including yourself, through unsafe gun handling is not allowed. This includes sweeping one's self or anyone else with a loaded or unloaded firearm. 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. The penalty for endangering is match disqualification.

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

The competitor will not be eligible for prize(s).

2.1 Safety violations will not be subject to arbitration.

2.2 A Range Officer must stop a competitor who causes a negligent discharge as soon as possible.

Definitions of Negligent Discharge:

2.2.1 A shot which travels over a backstop, a berm or in any other direction deemed by the event organizers to be unsafe. (Please note: a competitor who legitimately fires a shot at a target, which hits and then travels in an unsafe direction, through ricochet or bounce will not be disqualified)

2.2.2 A shot that strikes the ground less than 10 feet from the competitor, except when shooting at a target that is placed closer than 10 feet from the competitor. The shooter will be stopped. The position that the shooter was in will be marked as well as the impact point. Until a ruling is made, no one shall walk the stage or the area where the violation occurred.

2.2.2.1 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 2.2*.

2.2.2.2 If the Range Officer determines that the bullet or shot would have struck the ground within 10 feet of the competitor had it not been deflected or stopped by a prop, the provisions of *Rule 2.2.2* shall apply.

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

2.2.4 A shot that occurs while loading, reloading, transitioning off or back to the shoulder or during remedial action in the case of a malfunction or clearing a firearm.

2.2.5 A shot that occurs while transferring a firearm between hands.

2.2.6 A shot that occurs during movement, except while actually shooting at targets.

2.3 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 is issued. This includes any firearm, loaded or unloaded, that falls after being grounded during the course of fire.

2.3.1 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 by an Event Official only.

2.4 Grounding of Firearms DQ Applications:

2.4.1 Disqualification Apply to:

- a) Grounding a firearm in the incorrect designated container or stipulated allowable location and the muzzle of the firearm has broken the 180-degree safety plane will result in a match DQ.
- b) Grounding a firearm in the correct designated container or stipulated allowable location and the safety is not engaged, is a stage DQ.

2.5 A competitor shall be disqualified for allowing the muzzle of a firearm to break the 180-Degree Safety Plane during a Course of Fire.

Definition of the 180-Degree Safety Plane: The plane 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 safety line on that particular stage. Any muzzle position that points backward toward the mouth of the bay away from the designated 180 safety line is a violation of Rule 2.5.

2.6 A stage may span two bays during a course of fire, a competitor is allowed to transition between the two bays with a holstered or drawn pistol, loaded shotgun or rifle, unless it is specifically forbidden in the WSB due to safety concerns. A violation of this action will result in a match DQ.

2.7 A competitor shall be disqualified for unsportsmanlike conduct, which includes, but is not limited to cheating.

2.7.1 Intentionally altering targets prior to the target being scored to gain advantage or to avoid penalties.

2.7.2 Altering or falsifying score sheets or data in electronic scoring devices.

2.7.3 Altering the configuration of firearms to gain an advantage (*Rule 5.3, 5.4*)

2.7.4 Altering the course of fire. (i.e., moving props and or targets) This includes, but is not limited to, 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 match officials to create an unfair advantage.

- 2.8** Discharging or “Burning” the last round(s) to empty the chamber, unload a firearm or to load a different projectile is admissible, but it must be pointed and done so at a legal target or in a safe direction. Long guns must be fired from the shoulder while “burning” a round if done in a direction other than a legal target for intended firearm being handled. Competitors’ failing to keep long guns shouldered while “burning” any round(s) in a direction other than a legal target is considered a Negligent Discharge and will result in a match DQ. (*Rule 2.2.3, 2.2.6*)
- 2.9** Pistol and rifle cartridges must fire a single projectile only. Violators will be deemed as cheating and shall be subject to a match DQ. (*Rule 4.3*)
- 2.10** Use of steel shot is considered a Safety Violation and will result in a match DQ. (*Rule 4.1*)
- 2.11** Engaging any steel target with rifle, not designated as a rifle target in the WSB is subject to DQ. Engaging any target with a slug that is not designated as a “slug target” is subject to DQ.
- 2.12** 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 a match DQ. *Shotgun pre-loading at the beginning of a stage, under R.O. supervision, is exempt. (Rule 1.2.1)*
- 2.13** Handling loaded magazines, live or dummy rounds or a loaded firearm in a Safe Area will result in a match DQ. *Exemption: Closed boxes of ammo may be handled (Rule 1.3.3)*
- 2.14** A competitor who intentionally loses or displaces eye or ear protection during a course of fire will nullify the provisions of Rule 11.3 and shall be deemed to be cheating and will be subject to a match DQ. (*Rule 11.3.1*)
- 2.15** Threatening or assaulting other competitors or staff personnel, using abusive language or hostile behavior toward a competitor, Range Officer, Range Master, Match Director, Match Staff or Range Venue Staff, will result in a match DQ. (*Rule 2.7*) Disqualification for this type of conduct shall result in immediate ejection from the match venue property.
- 2.16** Disruptive behavior from a competitor, in an attempt to disturb or distract other competitors that are shooting a course of fire, will result in a match DQ. (*Rule 2.7*) Disruptive behavior from a spectator in an attempt to disturb or distract competitors that are shooting a course of fire, shall result in their immediate ejection from the match venue property.
- 2.17** Competitors must not consume or be under the influence of alcohol or non-prescription drugs at the event site. Violators will be directed to stop shooting, issued a match DQ and must leave the range. However, a competitor found to be impaired and deemed unsafe as a result of legitimate prescription drugs shall only be directed to stop shooting, no DQ. The competitor, at the Match Directors discretion, may be allowed to resume competition, if judged to be fit to return.
- 2.17.1** 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, shall be directed to

stop shooting, no DQ. The final decision shall be at the sole discretion of the Match Director.

- 2.18** Disqualifications will be finalized by the Range Master or the Match Director only.
- 2.19** Refusal to submit to a rule compliant inspection of any or all equipment that a competitor is using during the match will result in a match DQ. *(Rule 2.7)*
- 2.20** Refusal to submit to an inspection of a pre-loaded shotgun will result in a match DQ.
- 2.21** Designated containers are utilized to safely ground firearms. They are not considered a stage prop. If a competitor shoots a designated grounding container in the process of abandoning or grounding a firearm or if it already contains a firearm, this action will result in a match DQ. *(For the purpose of this rule, the term "shoot" means that a competitor fires any projectile, bullet, pellet or slug, that strikes the container)*
- 2.21.1** Designated grounding containers, staging tables or any other prop at the starting position or inside the fault lines are not to be used as support for steadying the firearm for a shot. *(Rule 13.5)*
- 2.22** Engaging aerial clay(s) with a slug(s) will result in a match DQ.
- 2.23** Having a holstered pistol with a live round in the chamber while in the prone position will result in a match DQ. This includes prone at the start position or after re-holstering during the course of fire.
- 2.24** Finger inside the trigger guard: The competitor's fingers must be visibly outside the trigger guard when moving, loading, reloading or unloading during a course of fire and while clearing a malfunction. Failure to comply with Verbal Warnings will result in a Match DQ. *(Rule 12.8.1)*
- Finger Exceptions: 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.
- 2.25** During a course of fire, a competitor "is allowed" to handle more than one firearm at a time, however neither firearm may be discharged until one is safely grounded. Violation will result in a match DQ. *(Rule 2.5)*
- 2.26** All walls, barriers or constructed obstacles are deemed to extend from the ground up to infinity. Shooting under or over or moving under or over such props is strictly forbidden and is considered a safety violation. Unless specifically delineated and allowed in the Written Stage Briefing. Violation will result in a Match DQ.

3.0 PENALTIES

- 3.1 Additional +2.5 Seconds:** Failure to “Neutralize” a paper target. TSF utilizes both full size and 50% size cardboard “Classic” style IPSC type targets. These targets must be “Neutralized” by one hit within the A or B zone or two hits anywhere on the target so long as the hits are within or at least touching the outer most perforated line on the target. Square 3GN type targets must have one hit in the center ring or two hits within the outer most perforated line on the target. These targets designated as “Slug Targets” are exempted from this rule. *(Rule 3.5)*
- 3.2 Additional +5 Seconds:** A complete miss on any paper, clay, or steel target that is 50 yards or less so long as the target was engaged. *For the purpose of this rule: A single pellet hole on a clay target is considered “neutralized”. Any reactive steel target designed to fall when hit must completely fall to be considered “neutralized”. (Rule 8.4)*
- 3.3 Additional +10 Seconds:** A target that was never engaged during the course of fire. Failure to Engage (FTE) **Definition of “Engage”:** To be in a position where the muzzle is in the line of sight to a target and the competitor aims and fires upon that target. 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” and is not allowed. *(Rule 3.10)*
- 3.4 Additional +30 Seconds:** A spinner target that fails to rotate. An additional 30 seconds may be incurred when engaging the spinner with the rifle.
- 3.5 Additional +10 Seconds:** Any target designated as a Slug or Buck Shot target that is not neutralized. *For the purpose of this rule: A slug target is neutralized with one hit anywhere on the target within or at least touching the outer most perforated line, A buck shot target is neutralized with one pellet anywhere in an A or B zone of two pellets within or at least touching the outer most perforated line on the target.*
- 3.6 Additional +5 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.
- 3.7 Additional +5 Seconds:** May be assessed for failing to follow stage procedures.
- 3.8 Additional +5 Seconds:** Shall be assessed for failure to start in the position indicated in the Written Stage Briefing.
- 3.9 Additional +5 Seconds:** A competitor shall not use a pistol, rifle or shotgun grounding container, staging table or structure to support their pistol, rifle or shotgun at any time. Violation(s) are a per-shot penalty.
- 3.9.1 Additional +5 Seconds Procedural:** If a competitor retrieves and fires a previously grounded firearm, one +5 sec penalty shall be accessed per occurrence. *(Rule 1.5b)* e.g. The competitor grounds the shotgun, picks up & fires the rifle, sees unengaged shotgun target(s), abandons the rifle, retrieves the grounded shotgun then fires the shotgun, (which now

grounds the rifle) abandons the shotgun, then retrieves & fires the grounded rifle, two occurrences have now taken place. Two +5 sec penalties will apply. The stage will be scored as shot. (there are no new target engagement penalties tied to this rule)

3.10 Additional +5 Seconds: Will be assessed for each shot fired through a vision barrier to engage a target.

3.11 Additional +10 Seconds: Will be assessed per hit on any No-Shoot Paper Target.

3.9 Additional +5 seconds: The competitor **MUST** remain inside the marked fault lines, unless the WSB states differently. Leaving the rope or wooden fault line area and re-entering at a different location to create a short cut is strictly forbidden.

3.12 Additional +5 Seconds: Grounding a firearm in an incorrect container or stipulated allowable location.

4.0 AMMUNITION

4.1 Tracer, incendiary, armor piercing, and steel jacketed or steel/tungsten core and steel shot ammunition are specifically not allowed and are prohibited.

4.1.1 A competitor found in violation of *Rule 4.1* shall be assessed a \$100 fee for each steel target damaged. Fines will be made payable the day of the offense.

4.2 Pistol ammunition shall be 9mm or larger.

See section "7.0 FIREARM DIVISIONAL REQUIREMENTS" for specifics.

4.3 Rifle ammunition shall be .223 Remington (5.56 x 45 mm NATO) or larger. Pistol and rifle cartridges must fire a single projectile only. (*Rule 2.9*)

4.4 Shotgun ammunition shall be 20 gauge or larger. Birdshot shall be #7.5 Lead Shot or smaller. Rifled Slugs or 00 Buckshot (8 or 9 pellet only) may also be required. Use of steel shot is forbidden and is considered a Safety Violation and will result in a match DQ. (*Rule 2.10, 4.1*)

5.0 FIREARMS

- 5.1** All firearms used by competitors must be serviceable and safe. Range Officers may demand examination of a competitor's firearm or related equipment at any time to check that they are functioning safely. If a Range Officer 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 Range Master or Match Director or their designee. (*Rule 12.7*)
- 5.2** If a competitor's firearm becomes unserviceable during competition, the competitor may replace their firearm with another of the same model, caliber and sighting system, pending approval of the Range Master or Match Director or his designee. In the event that a firearm of the same model, caliber, and sighting system cannot be found, the shooter may use any available firearm, but may also be moved to another division depending on the type of replacement firearm used. All replacement firearms must be approved by the RM/MD or his designee.
- 5.3** For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, stock and sighting system combination.
- 5.4** The same firearm system for each gun, per Rule 5.3, shall be used during the entire event. Forbidden changes include, but are not limited to: change of caliber, barrel length, shotgun magazine tube length, sighting systems or stock style.
- 5.5** Shotgun Choke changes are allowed.

6.0 HOLSTERS & SLINGS

- 6.1 Holsters must be a practical strong side carry style and must be able to safely retain the pistol during vigorous movement.
- 6.2 The holster material must completely cover the trigger on all pistols.
- 6.3 The belt upon which the holster is attached must be secured at waist level.
- 6.4 Tactical thigh holsters are permitted and must be secured at waist level.
- 6.5 Due to safety concerns, shoulder holsters, inside the waistband, concealed types and cross draw holsters are specifically not allowed.
- 6.6 For all TSF matches the use of a sling is allowed and may be required to complete a stage or a Course of Fire (COF).
- 6.7 All slung firearms must be carried with an empty chamber and the bolt must be closed. A loaded magazine may be inserted.
- 6.8 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 per rule 1.5b but may not be re-slung.

7.0 FIREARM DIVISIONAL REQUIREMENTS

7.0.1 OPEN, TACTICAL OPTICS (TAC/OPS) & LIMITED DIVISIONS

Cartridge, Caliber & Gauge Requirements

- a) **Pistol:** the minimum cartridge case dimensions are: 9x19mm, 9mm Luger, 9mm Parabellum, 9mm NATO or 9mm.
- b) **Rifle:** .223 (5.56 x 45mm NATO) minimum rifle caliber.
- c) **Shotgun:** Must be 20 gauge or larger.

7.1 OPEN Division: "Unlimited" (Current 3GN Division)

7.1.1 OPEN PISTOL

7.1.1.1 No limitations on accessories.

7.1.1.2 Magazine length is un-restricted.

7.1.1.3 The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the Written Stage Briefing or if the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, with the chamber empty.

7.1.2 OPEN RIFLE

7.1.2.1 There are no limitations on accessories. Rifle supporting devices (i.e. bipods, etc.) may be added or removed during the course of the event.

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

7.1.3 OPEN SHOTGUN

7.1.3.1 No limitations on accessories.

7.1.3.2 The changing of barrel length is not allowed in Open Division.

7.1.3.3 Shotgun speed loaders are allowed in Open

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.

7.1.3.4 Shotguns in Open Division have no capacity limitations.

7.1.3.5 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.

7.2 TACTICAL DIVISION: "Tactical", "Tactical Optics", "Tac-Ops", "TO", or "Practical" (Current 3GN Division)

7.2.1 TACTICAL PISTOL

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

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

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

7.2.1.4 Magazines used shall not exceed 171.25 mm OAL (overall length) for single stack and shall not exceed 141.25mm OAL for staggered magazines.

7.2.1.5 Any Pistol Magazine failing the OAL inspection, after the competitor has completed one or more stages, will result in the shooter being moved into Open Division.

7.2.1.6 The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the Written Stage Briefing or if the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, with the chamber empty.

7.2.2. TACTICAL RIFLE

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

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

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

7.2.2.3 Tactical 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.

7.2.2.4 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/separate optic.

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

7.2.2.5 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 or arms are not permitted (i.e. will stand upright under its own support). Coupled or single magazines are not considered supporting devices. 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 Division.

7.2.2.6 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.

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

7.2.3 TACTICAL SHOTGUN

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

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

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

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

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

7.2.3.6 No shotgun supporting devices (i.e. bipods, etc. Rule 7.2.2.5 applies) allowed in this division.

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

7.2.3.8 No shotgun speed loaders allowed in this division.

7.2.3.9 Shotguns in Tactical 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. (*Rule 3.7*)

7.2.3.10 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.

7.3 LIMITED DIVISION: "Limited Irons", "Limited Tactical", "L.I.", "Factory" (Current 3GN Division)

7.3.1 LIMITED PISTOL

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

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

7.3.1.3 Firearms with custom or factory installed electronic sights, compensator or barrel porting are not allowed in this division.

7.3.1.4 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.

7.3.1.5 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 fifteen (15) rounds is allowed.

7.3.1.6 Any Pistol Magazine failing to meet the provisions of *Rule 7.3.1.4* or *Rule 7.3.1.5* after the competitor has completed one or more stages, will result in the shooter being moved into OPEN Division.

7.3.1.7 The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the Written Stage Briefing or if the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, with the chamber empty.

7.3.2 LIMITED RIFLE

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

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

7.3.2.3 All Rifle magazines must be of a thirty (30) round factory configuration and must not exceed the original factory produced length. There is no maximum capacity, as long as it is a factory 30 round magazine. Use of lower capacity magazines is allowed. The use of factory or aftermarket extended base pads, whether they increase capacity or not, are forbidden. The downloading of magazines with a

capacity greater than (30) rounds and/or 50/60 round drum type magazines is not allowed. However, the use of magazine couplers that replace the floor plates but do not add length and traditional magazine body style couplers are allowed.

7.3.2.4 Any Rifle Magazine failing to meet the provisions of *Rule 7.3.2.3* after the competitor has completed one or more stages, will result in the shooter being moved into OPEN Division.

7.3.2.5 Limited Division rifles 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.

7.3.2.6 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 or arms are not permitted (i.e. will stand upright under its own support). Coupled or single magazines are not considered supporting devices. 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 OPEN Division.

7.3.2.7 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.

7.3.2.8 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.

7.3.3 LIMITED SHOTGUN

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

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

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

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

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

7.3.3.6 No shotgun supporting devices (i.e. bipods, etc. Rule 7.3.2.6 applies) allowed in this division.

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

7.3.3.8 No shotgun speed loaders allowed in this division.

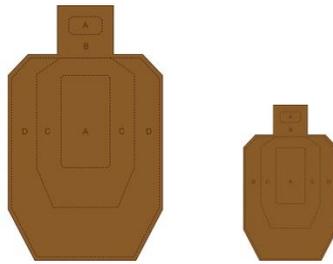
7.3.3.9 Shotguns in LIMITED Division shall not hold more than eight (8) shells in the magazine total or start a stage with more than nine (9) shells total in the shotgun.
(Rule 3.7)

7.3.3.10 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.

8.0 Targets

8.1 Paper (Cardboard) Targets

8.1.1 IPSC (Full Size and ½ size) If designated as a pistol, rifle, or buckshot target, it must have one(1) hit to the A or B zone or two(2) hits anywhere within or touching the outer most perforation on the target. If designated as a slug target, it must have one(1) hit anywhere within or touching the outer most perforation on the target. If the BROWN side of the target is presented, it is designated as a “SHOOT” target.



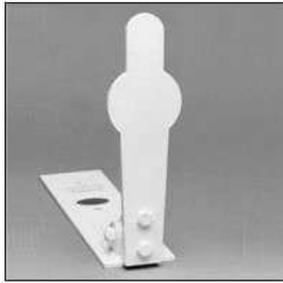
8.1.2 No Shoot: Any paper target with the WHITE side presented is designated as a “NO SHOOT” target. (Rule 8.5)

8.2 Steel (Reactive) Targets that have an obvious reaction when hit.

8.2.1 Knock Down: Knock down style plates must fall to score. If a knock down style target falls from the stand while being engaged, the competitor will receive score/credit for the target in question with no penalty assessed. If a designated steel Knock Down style plate is determined to have been struck and turned sideways or is no longer presenting the face of the target to the competitor at the original location of engagement and does not fall the competitor will be assessed the penalty. All designated steel Knock Down style plates must fall to be neutralized. Designated steel Knock Down style plates are not subject to calibration.



8.2.3 Popper: Popper targets must fall to score. For initial calibration, each popper must be set to fall when hit within the calibration zone with a single shot fired from a designated handgun using the calibration ammunition. The shot must be fired from the shooting location, in the course of fire, furthest from the popper being calibrated. The “Calibration Zone” is the circular plate portion of the popper.



8.2.3.1 Calibration Challenges: If, during a course of fire, a popper does not fall when hit, a competitor has three options:

a) Shoot the popper again until it falls. In this case, no further action is required and the course of fire is scored “As Shot”.

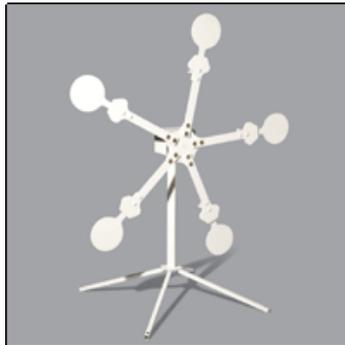
b) The popper is left standing but the competitor does not challenge the calibration. No further action is required and the course of fire is scored “As Shot” with the subject popper scored as a miss.

c) 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 the shot by the calibration officer hits the calibration zone and the popper falls, the popper is deemed to be properly calibrated and it will be scored as a miss. If the shot fired by the calibration officer hits the popper in the calibration zone and the popper does not fall, the calibration test is deemed to have failed and the competitor will get score/credit for the popper in question with no penalties assessed. The target must now be recalibrated.

8.2.3 Spinner: The spinner target must rotate completely to be scored.



8.2.4 Star: All plates on the Star must fall to be scored. Each plate is considered an individual target.



8.2.5 Plate Rack: All plates must be knocked over to be scored. Each plate is considered an individual target.



8.2.6 Dueling Tree: Each target must be flipped to the opposite side to be scored. Each plate is considered an individual target.



8.3 Steel (Static) Targets that do not have obvious movement when hit. The RO will call hits on these type of targets. The target is not neutralized until "IMPACT" is called by the RO or a visual target impacting system is activated (ie: strobe).



8.4 Clay (Frangible) Targets may be static (on the ground) or aerial. A "Broken Clay" constitutes evidence of penetration by at least one pellet and showing light through a visible hole. If a projectile fired by a firearm other than a shotgun, fragments or ricochets then strikes and breaks a clay target or knocks down a steel target, no penalty will be assessed. *(Competitor will receive credit for the broken clay)* Also, if a clay target falls from the stand while being engaged but does not break, the competitor will get score/credit for the target in question with no penalty assessed. *(i.e. Stand is struck)*



8.5 NO-SHOOT TARGETS:

8.5.1 The white side of an IPSC or 3GN type target may be used as a No-Shoot Target. A penalty is assessed anytime a hit is anywhere inside the border perforation or touches the perforation of the target.

8.5.2 Any *Steel target painted red* is designated as a NO-SHOOT target.

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

8.5.4 When a shot passes through a Shoot Target, then continues on to hit a No-Shoot target or targets, all hit targets will be counted for score and or penalty.

8.5.5 No-Shoot Penalty is **+10 Sec per hit** (*Rule 3.11*)

9.0 SCORING

9.1 Scoring per stage will be total time plus penalties.

9.2 Maximum time for any stage, including penalties, is 180 seconds (unless specifically noted in WSB).

9.2.1 All targets engaged up to 180 sec. shall be counted for score. All targets engaged at 180.1 sec. and beyond, shall not be counted for score.

9.3 Total time accumulated for all stages will determine event finish order.

9.4 Lowest total time including penalties determines the winner of the match.

10.0 APPEALS AND ARBITRATION

- 10.1** Decisions are initially made by the stages' Chief Range Officer.
- 10.2** If the complainant disagrees with the CRO's decision, the Range Master or Match Director will be called to make the final ruling in the matter. *Safety violations will not be subject to arbitration or appeal. (Rule 2.1)*
- 10.3** In the event a competitor calls for an 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. Arbitrations will not be conducted in public or in the presence of non-involved competitors.
- 10.4** A safety rule violation is not negated because the CRO/RO or Match Staff did not immediately stop the competitor during the course of fire (COF).

11.0 RE-SHOOTS

- 11.1** Re-shoots will only be issued by the Range Master or Match Director. The Range Master shall be informed immediately before any stage is re-shot for any reason. The competitor will be given the choice to re-shoot immediately or to have their position moved to the bottom of the shooting order and will be the last to complete the course of fire in that squad. If a reshoot is issued after the competitor has left the stage in question, the reshoot will take place at the discretion of the Range Master or Match Director.
- 11.2** Range Equipment Failure: If a target fails without being engaged, (e.g. wind action) after the start signal, the range officer shall stop the competitor as soon as possible. The competitor will then be required to re-shoot the course of fire once it has been reset.
- 11.3** A competitor, during the course of fire, that inadvertently loses their eye or ear protection, may stop themselves and immediately notify the range officer why they have stopped. The competitor will then be required to re-shoot the course of fire once it has been reset.
- 11.3.1** A competitor who intentionally loses or displaces eye and / or ear protection during a course of fire will nullify the provisions of Rule 11.3 and will be subject to a match disqualification. (*Rule 2.14*)
- 11.4** Un-Restored Targets: If, following completion of a course of fire by a previous competitor, one or more targets have not been properly patched or taped or reset 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. If there are extra scoring hits, or if it is not obvious which hits the competitor being scored made, the affected competitor must be ordered to re-shoot the course of fire.
- 11.5** Range equipment failure can include the timer. If, at any time prior to the final event scores being posted, it has been determined by 3GN 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 stage or receive a Did Not Finish (DNF) score for the stage in question.

12.0 RANGE COMMANDS AND PROCEDURES

12.1 Make Ready - The course of fire begins with the "Make Ready" command and ends after the "Range is Clear" command is issued.

12.2 When more than one firearm will be used during a course of fire, the Range Officer will direct and supervise the competitor through the process of preparing all firearms. The Range Officer will give the "Make Ready" command, signifying the "Start of the Course of Fire" and will then direct and supervise the competitor through the process of preparing and positioning any "staged" firearms. The Range Officer will then accompany the competitor to the start position and direct the competitor to prepare the firearm to be initially used on the stage, prior to assuming the ready position. The initial "Make Ready" command defines the start of the "Course of Fire" regardless of how many firearms are subsequently prepared, loaded and or staged following that command.

12.2 a) A competitor may elect not to bring a firearm(s) to use on a stage, permitting the targets presented in the course of fire may be legally engaged with the firearm(s) the competitor has chosen to use. However, if the WSB stipulates starting with a particular firearm, the WSB must be followed and the starting firearm must be used.

12.2 b) A competitor may elect to stage a firearm safely in a designated grounding container for later use. However, once a firearm has been discharged, the staged firearm becomes "Grounded" (*Rule 1.5b*) and the appropriate penalties shall apply. (*eg.. your firearm failed & you retrieve grounded firearm to complete the stage*)

12.3 Are You Ready - Standby: After the competitor has loaded and staged all firearms to be used in the course of fire, the range officer will accompany them to the start position. The range officer shall then issue the commands "Are You Ready" followed shortly by "Standby". Within one to four seconds, the R.O. will activate the timer, which signifies the beginning of the competitors' attempt of the course of fire. 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 Range Officer.

12.4 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 instructions from the Range Officer.

12.5 If You Are Finished, Unload And Show Clear - If the competitor has finished shooting, they must lower their firearm and present it for inspection by the Range Officer, with the muzzle pointed down range, magazine removed or tube emptied, slide/bolt locked or held open and the chamber empty. Once the R.O. has inspected the firearm, one of the following commands shall be issued.

12.5 a) If Clear, Slide Forward, Hammer Down, Holster. (Pistol)

12.5 b) If Clear, Bolt Open. (Rifle & Shotgun)

The range officer will then accompany and instruct the competitor to safely unload all other firearms that were used in the course of fire. The R.O. may assign the un-loading duty to designated competitors. Once the firearms have been confirmed by a range officer, as safely grounded, the designate may safely unload the firearm(s).

Pistols: Release the slide and pull the trigger without touching the hammer or de-cocker then holster or bag the pistol.

(Rule 1.4.1, 1.5.1.2.1)

Rifle: Bolt locked open OR chamber safety flag inserted, bolt closed. *(Rule 1.4.2)*

Shotgun: Bolt locked open OR chamber safety flag inserted, bolt closed. *(Rule 1.4.2)*

Rifles and Shotguns must be carried Muzzle Up, or cased, or placed on a cart, when exiting the stage. *(Rule 1.4.1)*

12.6 Range is Clear - This command shall be issued only after the competitor and the range officer have cleared all firearms. This declaration signifies the "End of the Course of Fire". Once this declaration is made, officials and competitors may then move down range to score, paste, reset and paint targets.

12.7 In the event that a Range Officer 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 Range Officer will take whatever steps he deems necessary to return both the competitor & the range to a safe condition. The Range Officer will then inspect the firearm or ammunition & proceed as follows.

12.7.1 If the Range Officer 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. On the competitors score sheet, the time will be recorded up to the last shot fired, and the course of fire will be "scored as shot", including all applicable misses and penalties.

12.7.2 If the Range Officer discovers that the suspected safety problem does not exist, the competitor will be required to re-shoot the stage.

12.8 Additional Verbal Safety Warnings:

12.8.1 "FINGER" Any Range Officer assigned to the stage may issue this verbal warning once before assessing penalties or stopping a competitor. The competitor's fingers must be visibly outside the trigger guard when loading, reloading or unloading during a course of fire and while clearing a malfunction. *(Rule 2.24)*

12.8.2 “MUZZLE” This verbal warning may be repeated at different locations in the course of fire as needed, when the competitor's muzzle approaches the 180-Degree Safety Plane. *(Rule 2.5)*

12.8.3 “FOOT” This verbal warning may be repeated at different locations in the course of fire as needed, when a competitor is touching a rope fault line or while stepping on the ground or an object beyond a Shooting Box or Fault Line. *(Rule 3.10)*
Exemption: Foot faults will not be assessed from the prone position. (Rule 3.1)

13.0 START & SHOOTING POSITIONS

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

- 13.1 PISTOL:** Unless otherwise specified, the competitor must stand erect, facing downrange, with arms hanging naturally at the sides, pistol loaded and holstered. Unless the competitor opts to go prone at the start, then the pistol can be holstered and the chamber unloaded.
- 13.2 PORT ARMS RIFLE & SHOTGUN:** Standing erect and relaxed, with the long gun held diagonally in front of the body by both hands, stock touching the competitor's belt at hip level, muzzle angled upward, loading port and / or mag well facing downward, finger out of the trigger guard.
- 13.3 LOW READY RIFLE & SHOTGUN:** Standing erect and relaxed, long gun mounted to the shoulder, loading port and / or mag well facing downward, muzzle lowered from aiming at targets or aimed specifically at a designated low ready marker.
- 13.4 PRONE:** If a competitor takes the prone position by choice or is instructed by the Written Stage Briefing and they have a holstered pistol, the chamber of the pistol must not contain a live round. Violation of this rule will result in a match DQ. (*Rule 2.23*) This includes the start position or at any time during the course of fire. The competitor must fully unload the chamber of the pistol before re-holstering. Reinserting a loaded pistol magazine with an empty chamber is allowed. Prone is considered a “supported” shooting position. *Note: Foot faults will not be assessed from the prone position.*
- 13.5 SUPPORTED** is defined as, when any part or the competitors body and or firearm touches, rests or comes in contact with the ground, any stage prop or object while engaging targets during the course of fire. Prone and shooting from a barricade is considered a supported position.
- 13.6 UNSUPPORTED** is defined as, when any part or the competitors 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 course of fire. (Also known as “Off Hand”)
- 13.7 BARRICADE:** When stipulated in the Written Stage Briefing, Official 3GN Barricades or other designated structures may be used by the competitor to shoot from the "Prone" or "Supported" positions without penalty. However, all shots fired from the prone position must pass through the low port only.

14.0 CONDUCT

- 14.1 Competitors and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times.
- 14.2 Clothing with offensive or obscene logos, sayings, pictures or drawings must not be worn or displayed at the event site.
- 14.3 Eye protection is mandatory for all competitors, spectators & range personnel at all times while at the event site.
- 14.4 Ear protection is mandatory for all participants, spectators & range personnel while on or near a course of fire.
- 14.5 Failure to obey posted venue speed limits may result in the competitor being ejected from the property. In this case, the competitor will be assessed a Did Not Finish (DNF) score for the remainder of the match.

15.0 PENALTIES INDEX

FTN Failure to Neutralize (paper)	+2.5sec
Miss on Paper/Steel/Clay (50 yds or less)	+5sec
Miss on Steel/Paper (Over 50yds)	+10sec
FTE Failure to Engage	+10sec
Slug/Buck Miss	+10sec
Hit on "No-Shoot"	+10sec
Failure to Rotate Spinner	+30sec
Procedural	+5sec