



## 2016 Match Rules 160324

### 1. Safety Rules

- 1.1. It is of utmost importance for the shooting community to portray a positive and safe image. Participants are subject to disqualification and/or removal for violation of any safety rule or regulation.
- 1.2. Treat every firearm as if it were loaded**
- 1.3. Never let the muzzle cover anything you are not willing to destroy**
- 1.4. Keep your finger off the trigger until your sights are on the target**
- 1.5. Be sure of your target and what is beyond it**
- 1.6. Obey all rules and regulations of the host range.
- 1.7. No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs while handling firearms.
- 1.8. Eye protection is mandatory for participants, spectators & range personnel.
- 1.9. Ear protection is mandatory for participants, spectators & range personnel.
- 1.10. All G3G matches will be run on COLD RANGES.
  - 1.10.1. COLD RANGE (definition): Participants firearms will remain **completely** unloaded at the match site except under the direction of a match official.
- 1.11. Designated Safety Areas
  - 1.11.1. The Safety Areas will be clearly marked with signs when available.
  - 1.11.2. Unloaded firearms may be handled and/or displayed only in the Safety Areas.
  - 1.11.3. No ammunition may be handled in any Safety Area.
- 1.12. Rifles & Shotguns, (carry from vehicle or between stages)
  - 1.12.1. Rifles & shotguns must be cased or carried slung with the muzzle vertical. Use of a cart where the muzzle is pointed downward is approved.
  - 1.12.2. Rifles & shotguns must be carried with actions open and detachable magazines removed. Actions may only be closed if an empty chamber flag is in place.
  - 1.12.3. On stages, the Ready Condition of long guns will be described in the stage description. If not specifically stated the start condition will be loaded to division capacity, round in chamber, safety engaged, and at the low ready.
- 1.13. Handguns (carry between stages)
  - 1.13.1. Handguns must be cased or remain in holster, magazine removed except in designated Safety Areas, or under the direction of Range Officer(s) on a stage.
  - 1.13.2. Handguns must be carried with the "Hammer/Striker Down."
  - 1.13.3. On stages, the Ready Condition of handguns will be described in the stage description. If not specifically stated the start condition will be loaded to division capacity, round in chamber, safety engaged, and holstered.
- 1.14. Safe Grounding of Firearms
  - 1.14.1. During the course of fire a participant may be required to ground a firearm in order to transition to another firearm. The location and position of the grounded firearm will be specified in the written stage description. A participant shall transition firearms by safely grounding the firearm in use by either of the following acceptable methods:

1.14.1.1. Safety Condition 1 = Loaded with all safeties engaged

1.14.1.2. Safety Condition 2 = Completely Unloaded

1.14.2. A course of fire must never require a competitor to re-holster a handgun after the start signal.

1.15. All rules regarding safety as defined by Gateway 3-Gun and the range hosting an individual match are applicable. In the event of a conflict the more stringent shall apply.

## 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 prizes.
- 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 in which a projectile (bullet) strikes the ground within 3 meters of the competitor or range officer, a range prop within 1 meter, or outside the confines of the backstop.
- 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 firearm containing any rounds anywhere in the firearm or magazine shall be considered to be loaded.
- 2.4. A competitor shall be disqualified for grounding a firearm in in any condition not outlined in paragraph 1.14
  - 2.4.1. When the course configuration would cause anyone to precede down range from the grounded firearm this will result in a Match Disqualification.
  - 2.4.2. When the course configuration does not cause anyone to precede down range from the grounded firearm this will result in a Stage Disqualification.
- 2.5. A participant shall be disqualified from the match for allowing the muzzle of his/her firearm to break the 180 degree Safety Plane (except while holstered, drawing or re-holstering.)
- 2.6. A competitor shall be disqualified from the match for unsportsmanlike conduct.
- 2.7. Use of Steel shot is considered a safety violation and will result in disqualification from the match
- 2.8. ALL disqualifications will be issued by the MD, Asst. MD and/or Range Master. Safety violations are not subject to arbitration.

## 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 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.

## 4. Ammunition

- 4.1. Pistol/revolver ammunition shall be 9x19 or larger
- 4.2. Rifle ammunition shall be .223 Remington (5.56 NATO) or larger.
- 4.3. Shotgun ammunition
  - 4.3.1. Shall be 2-3/4" 12 or 20 gauge only.
  - 4.3.2. Lead Shot and Slugs Only.
  - 4.3.3. Birdshot shall be #7.5 shot or smaller (smaller pellet size).
  - 4.3.4. Buckshot shall be max 9-Pellet, 00-Buck for 12 gauge and 20-Pellet #3-Buck for 20 Gauge only

### 4.4. Prohibited Ammunition

- 4.4.1. **3" or 3-1/2" shells are not allowed.**
- 4.4.2. **No steel shot, or heavy shot is allowed (see paragraph 2.7)**
- 4.4.3. **No high velocity/specialty shells (over 1300 FPS) are allowed.**
- 4.4.4. **No tracer or incendiary ammunition is allowed**

**4.4.5. No armor piercing, steel/tungsten core, or steel jacketed ammunition is allowed for use on steel or reactive targets**

**4.4.6. No Rifle or Slugs allowed on Steel Targets inside 50 yds**

**4.4.7. Buckshot is allowed on designated targets only**

**4.5. A penalty of \$100 per target engaged may be assessed and competitors will be responsible for replacement cost of any steel target damaged due to violation of paragraph 4.4**

## **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 Match Director or his designee.

5.3. Firearms must fire a single round for every combined pull/release of the trigger

5.4. For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, and stock and sighting system combination.

5.5. The same firearm system, for each gun, per Rule 5.3, shall be used during the entire match.

5.6. 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.)

## **6. Divisions and Firearms Classifications**

### **6.1. Open Division**

#### 6.1.1. General

6.1.1.1. Any Open Division gun OR Open Division equipment puts the competitor in Open Division.

#### 6.1.2. Open Division Handgun

6.1.2.1. No limitations on accessories.

6.1.2.2. Magazine length may not exceed 171 millimeters

#### 6.1.3. Open Division Rifle

6.1.3.1. No limitations on accessories.

6.1.3.2. If a bipod is to be used it must remain in place on the rifle for the entire match. Legs may be folded or extended at the beginning of each stage at the shooters discretion

#### 6.1.4. Open Division Shotgun

6.1.4.1. No limitations on accessories

### **6.2. Limited Division**

#### 6.2.1. General

6.2.1.1. External and Internal modifications are permitted providing they do not alter the intended function of the firearm.

#### 6.2.2. Limited Division Handgun

6.2.2.1. Electronic or optical sights are prohibited

6.2.2.2. Muzzle brakes, compensators or barrel porting are not allowed

6.2.2.3. Magazines shall not exceed 171 mm for single stack, or 141 mm for staggered magazines

#### 6.2.3. Limited Division Rifle

6.2.3.1. Not more than (1) electronic or optical sight is permitted

6.2.3.2. Supporting devices (bipods, monopods, etc) are prohibited

6.2.3.3. Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length

#### 6.2.4. Limited Division Shotgun

6.2.4.1. Electronic and optical sights are prohibited

6.2.4.2. Supporting devices (bipods, monopods, etc) are prohibited.

6.2.4.3. Muzzle brakes, compensators or barrel porting are prohibited.

6.2.4.4. Speed loading devices and/or detachable box magazines are prohibited

### 6.3. Production Division

#### 6.3.1. General

6.3.1.1. Firearms must be of a factory configuration. Minor internal modifications are permitted providing they do not alter the intended function of the firearm.

#### 6.3.2. Production Division Handgun

6.3.2.1. Must be double-action-only, double-action/single-action, or striker fired pistol

6.3.2.2. Electronic or optical sights are prohibited

6.3.2.3. Muzzle brakes, compensators or barrel porting are prohibited

6.3.2.4. Magazines may be loaded with **not more than (15) rounds** at any time

#### 6.3.3. Production Division Rifle

6.3.3.1. Not more than (1) **non-magnified** electronic or optical sight is permitted. Sights designed to be capable of magnification (whether used or not) are prohibited.

6.3.3.2. Magazines may be loaded with **not more than (30) rounds** at any time

6.3.3.3. Supporting devices (bipods, monopods, etc) are prohibited

#### 6.3.4. Production Division Shotgun

6.3.4.1. **Manually operated** (e.g. pump) shotguns only are permitted

6.3.4.2. Electronic and optical sights are prohibited

6.3.4.3. Muzzle brakes, compensators or barrel porting are not allowed.

6.3.4.4. Supporting devices (bipods, monopods, etc) are prohibited.

6.3.4.5. Speed loading devices and/or detachable box magazines are prohibited

## 7. Specialized Categories

### 7.1. General

7.1.1. The following Specialized Categories of Weapons are applicable to any division and subject to the restrictions of that division.

7.1.2. Weapons legally defined as "pistols" may not be used as a rifle in any division.

### 7.2. Pistol Caliber Carbine

7.2.1. Rifles Chambered in pistol calibers will be considered a RIFLE and may be used on any target designated to be engaged with a rifle. Pistol Caliber Carbines may NOT be used to engage targets that are not designated to be engaged with a rifle.

7.2.2. Pistol Caliber Carbine ammunition must be 9x19 or larger

7.2.3. Pistol Caliber Carbines must neutralize designated targets in the same manner as a rifle. Reactive steel targets must fall.

### 7.3. Rim Fire

7.3.1. Rim fire rifle to be used to engage targets designated to be engaged by rifle

7.3.2. Rim fire pistol to be used to engage targets designated to be engaged by pistol

7.3.3. Hits may be called on reactive steel targets that are not capable of being neutralized by a rim fire cartridge.

### 7.4. Heavy Metal

7.4.1. Pistol Must be chambered in .45 ACP

7.4.2. Rifle Must be chambered in .308

7.4.3. Shotgun must be 12 ga

## 8. Holsters and Equipment

8.1. Any holster, which will safely retain the handgun during vigorous movement, is allowed.

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

8.3. The belt upon which the holster and magazine/speed loader pouches are attached must be worn at waist level.

- 8.4. Female competitors may wear their belt at hip level providing the belt is in belt loops sewn on the pants.
- 8.5. Due to safety concerns shoulder holsters and cross draw holsters are NOT allowed.
- 8.6. Thigh holsters are allowed.

## 9. Scoring

- 9.1. Scoring for each stage will be time plus penalties
- 9.2. Lowest adjusted time within each division indicates the top shooter for that division.
- 9.3. Stage Time Limits
  - 9.3.1. Unless indicated otherwise in the stage briefing each stage will have a time limit of (90) seconds.
  - 9.3.2. If a shooter times-out on a stage they will receive a raw time equal to the stage time limit plus any applicable penalties including failure to engage penalties for unengaged targets.
  - 9.3.3. Maximum time for any stage including target penalties is 250 seconds,
- 9.4. The following penalties will be used:
  - 9.4.1. Failure to Neutralize = 5 seconds
  - 9.4.2. Failure to engage = 10 seconds (non-cumulative)
  - 9.4.3. Hit on Non-threat Target = 5 seconds
  - 9.4.4. Failure to rotate MGM Spinner = 60 Seconds
- 9.5. Paper Target Scoring
  - 9.5.1. Gateway 3-Gun may utilize the following paper targets: standard IDPA, Metric IPSC, Classic IPSC, and 3-Gun Nation.
  - 9.5.2. Non-Threat Paper will be indicated by an all white target or any target that has been marked with an "X". If a shooter hits a Non-Threat Paper it is a 5 second penalty per hit. A shoot through onto a threat target will be scored and likewise a shoot-through onto a non-threat target will be penalized.
  - 9.5.3. The following penalties will be assessed for each target that is not neutralized. Any target that the shooter fails to engage will be assessed a non-cumulative failure to engage penalty of 10 seconds per unengaged target.
    - 9.5.3.1. IDPA Targets
      - 9.5.3.1.1. Two hits anywhere = Neutralized Target = No penalty
      - 9.5.3.1.2. One hit anywhere with Heavy Rifle = Neutralized Target = No penalty**
      - 9.5.3.1.3. One hit anywhere with Shotgun Slug = Neutralized Target = No penalty**
      - 9.5.3.1.4. One -0 zone hit = Neutralized Target = No penalty
      - 9.5.3.1.5. One hit outside -0 zone = failure to neutralize = 5 second penalty
      - 9.5.3.1.6. No hits on target = failure to neutralize = 5 second penalty
    - 9.5.3.2. IPSC Targets
      - 9.5.3.2.1. Two hits anywhere = Neutralized Target = No penalty
      - 9.5.3.2.2. One hit anywhere with Heavy Rifle = Neutralized Target = No penalty**
      - 9.5.3.2.3. One hit anywhere with Shotgun Slug = Neutralized Target = No penalty**
      - 9.5.3.2.4. One A/B zone hit = Neutralized Target = No penalty
      - 9.5.3.2.5. One hit outside A/B zone = failure to neutralize = 5 second penalty
      - 9.5.3.2.6. Two misses = failure to neutralize = 5 second penalty
    - 9.5.3.3. 3-Gun Nation Target
      - 9.5.3.3.1. Two hits anywhere = Neutralized Target = No penalty
      - 9.5.3.3.2. One hit anywhere with Heavy Rifle = Neutralized Target = No penalty**
      - 9.5.3.3.3. One hit anywhere with Shotgun Slug = Neutralized Target = No penalty**
      - 9.5.3.3.4. One inner circle hit = Neutralized Target = No penalty
      - 9.5.3.3.5. One outer circle hit = failure to neutralize = 5 second penalty
      - 9.5.3.3.6. Two misses = failure to neutralize = 5 second penalty
  - 9.5.4. "Points Down" Paper Target Scoring criteria

- 9.5.4.1. A target array within any stage, or an entire stage may be designated as “points down”
- 9.5.4.2. The (2) best hits on each target will be scored (the stage description may require more)
- 9.5.4.3. The target must be neutralized in accordance with paragraph 8.6.3
- 9.5.4.4. The following additional penalties will be utilized for hits outside the “-0” or “A/B” zone
  - 9.5.4.4.1. Hit in “-1” or “C” zone = .5 second penalty
  - 9.5.4.4.2. Hit in “-3” or “D” zone = 1.5 second penalty
  - 9.5.4.4.3. No Hit “-5” or “M” = 2.5 second penalty
- 9.5.4.5. Heavy Rifle and Shotgun Slug
  - 9.5.4.5.1. One hit in “-0” or “A/B” zone = No Penalty
  - 9.5.4.5.2. One hit outside “-0” or “A/B” zone = (2) rounds scored per 8.6.4.4
  - 9.5.4.5.3. Two hits outside “-0” or “A/B” zone = (2) rounds scored per 8.6.4.4

## 9.6. Steel Target Scoring

### 9.6.1. Reactive Steel Targets

- 9.6.1.1. Reactive steel targets must fall or the shooter will be assessed a 5 second penalty for failure to neutralize.
- 9.6.1.2. A shoot through onto a steel threat target will be scored and likewise shoot-throughs onto a steel non-threat target will be penalized.

### 9.6.2. Static Steel and Flasher Targets

- 9.6.2.1. Static Steel and Flasher targets must be called as a “Hit” by an RO or the shooter will be assessed a 5 second penalty for failure to neutralize.

### 9.6.3. Spinner

- 9.6.3.1. The MGM spinner target must rotate a complete 360 degrees or the shooter will be assessed a 60 second penalty.

## 9.7. Clay Target Scoring

- 9.7.1. A clay target with at least (1) pellet hole is considered to be neutralized.
- 9.7.2. Any clay target that fails to activate or breaks upon presentation may be neutralized by firing a round at the location where the target should have been engaged.
- 9.7.3. Areal clay targets that fail to rise above 3’ may be neutralized by firing a round at the location where the target should have been engaged.
- 9.7.4. Failure to neutralize a clay target will incur a penalty of 5 seconds.

## 9.8. Procedural Penalties

- 9.8.1. A procedural penalty of 10 seconds per infraction may be assessed for failing to follow the stage directions as written in the stage description.
  - 9.8.1.1. Foot Fault: A per shot penalty for each shot taken over a foot fault line or out of bounds as designated in the stage description
  - 9.8.1.2. Excess Rounds: any competitor that starts the stage with more rounds than division capacity allows will be assessed a penalty for each additional round loaded.

# 10. Dispute Resolution

- 10.1. Decisions are made initially by the stage’s Chief Range Officer.
- 10.2. If the Competitor disagrees with the CRO’s decision , the Match Director will be called to make a ruling in the matter
- 10.3. Match Director’s ruling on all issues is final. Safety violations are not subject to arbitration.