

DPMS TRI-GUN RULES

Using International Multi-gun Association Match Rules: Revised 09/25/03, as a basis with permission and many thanks to the staff of the Superstition Mountain Mystery 3-Gun Match!!!

1. Safety Rules

- 1.1** Participants are subject to match disqualification for violation of any rule or regulation in sections 1 or 2.
- 1.2** All International Multi-Gun Association 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** Designated Safety Areas
- 1.3.1** The Safety Areas will be clearly marked with signs.
- 1.3.2** Unloaded firearms may be handled and/or displayed only in the Safety Areas.
- 1.3.3** No ammunition may be handled in any Safety Area.
- 1.4** Rifles & Shotguns, (carry from vehicle or between stages)
- 1.4.1** Rifles & shotguns must be cased or carried slung with the muzzle up.
- 1.4.2** Rifles & shotguns must be carried with actions open and detachable magazines removed.
- 1.5** Handguns (carry between stages)
- 1.5.1** 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.
- 1.5.2** 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.
- 1.6** No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the match site. Any participant found to be impaired and deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
- 1.7** Eye protection is mandatory for participants, spectators & range personnel at the match site.
- 1.8** Ear protection is mandatory for participants, spectators & range personnel while on or near a stage of fire.

2. Disqualifications:

***(NEW)* 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. Final decision will be with the Range Master.**

***(NEW)* 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, 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.

2.4 A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 degree Safety Plane (except while holstered, drawing or re-holstering.)

***(NEW)* 2.5 ALL disqualifications and reshoots will be issued by the Range Master.**

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 or by submission to the Arbitration Committee.

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 No tracer, incendiary, armor piercing or steel jacketed ammunition is allowed.

4.2 Pistol/revolver ammunition shall be 9x19 or larger

4.3 Rifle ammunition shall be .223 Remington (5.56 NATO) or larger.

4.4 Shotgun ammunition shall be 20 gauge or larger, LEAD SHOT & SLUGS ONLY.

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.)

6. Firearms Classifications [Open Class, Tactical Class Iron or Scoped, *Heavy Metal (NEW)*]

6.1 Handgun - Open Class

6.1.1 No limitations on accessories (see rule 5.3)

6.1.2 Magazine length may not exceed 170 millimeters.

6.2 Handgun - Tactical Class

6.2.1 Firearms must be of a factory configuration.

6.2.2 Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.

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

6.2.4 Magazines used shall not exceed 170 mm OAL (overall length) for single stacks, and shall not exceed 140 mm OAL for staggered magazines.

6.3 Rifle - Open Class

6.3.1 No limitations on accessories (see Rule 5.3)

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

6.4 Rifle - Tactical Class

6.4.1 Firearms must be of a factory configuration (see Rule 5.3)

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

6.4.3 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle

6.4.4 Deleted for the DPMS TRI-GUN CHALLENGE

(NEW) 6.4.5 Tactical Class scoped rifles may be equipped with no more than one (1) optical sight.

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

6.5 Shotgun - Open Class

6.5.1 No limitations on accessories (see Rule 5.3) see Special Note below.

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

6.5.3 Magazine tube length shall not be changed for the duration of the match.

6.5.4 Shotgun speed loaders are allowed in Open Class.

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

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

6.5.5 *For the 2004 DPMS TRI-GUN CHALLENGE ONLY, open* Shotguns may only hold 11 rounds max

6.6 Shotgun - Tactical Class

6.6.1 Shotguns must be of a factory configuration (see Rule 5.3)

6.6.2 Barrel length may not be changed for the duration of the match.

6.6.3 Deleted for the DPMS TRI-GUN CHALLENGE.

6.6.4 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.

6.6.5 No electronic or optical sights are allowed on shotguns in this class.

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

6.6.7 No compensators or porting on barrels allowed in this class.

6.6.8 For the 2004 DPMS TRI-GUN CHALLENGE ONLY, Tactical Shotguns may only hold 9 rounds max.

6.6.9 No shotgun speed loaders are allowed in this class.

6.7(NEW) HE-MAN CLASS

6.7.1 Rifle Rules:

6.7.1.1 Rifles must comply with Tactical Iron Rifle Rules

6.7.1.2 Rifles will be .308 Winchester (7.62 x 51 NATO) or larger caliber.

6.7.1.3 No optical sights allowed in this class.

6.7.1.4 No magazine shall exceed a 20 round capacity.

6.7.2 Shotgun Rules (CHANGED FOR THE 2004 DPMS TRI-GUN CHALLENGE):

6.7.2.1 Only PUMP Shotguns are allowed in the HE-MAN CLASS all other requirements for shotgun must comply with Tactical Shotgun Rules

6.7.3 Handgun Rules (CHANGED FOR THE 2004 DPMS TRI-GUN CHALLENGE):

6.7.3.1 Handguns must comply with Tactical Handgun Rules with the following exceptions.

6.7.3.2 .44 caliber bore or larger for all revolvers and semi-automatic pistols.

6.7.3.3 No more than 10 rounds allowed in any magazine at any time.

6.7.3.3.1 Violation of the 10-round magazine rule will be considered "Unsportsmanlike Conduct" and result in Match DQ.

7. Holsters and Equipment

7.1 Handgun holsters and equipment - Open Class

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

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

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

7.1.4 Due to safety concerns shoulder holsters are disallowed.

7.1.5 Cross draw holsters will be judged on an individual basis by the Match Director or his designee. The concern is not to violate the 180-degree rule. (See Rule 2.4)

7.2 Handgun holsters and equipment - Tactical Class

7.2.1 Any holster which will safely retain the handgun during vigorous movement is allowed.. --- CHANGED FOR THE 2004 DPMS TRI-GUN CHALLENGE

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

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

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

7.2.5 Due to safety concerns shoulder holsters are disallowed.

7.2.6 Cross draw holsters will be judged on an individual basis by the Range Master. The concern is not to violate the 180-degree rule. (See Rule 2.4)

7.2.7 Holsters and magazine/speed loader pouches will be worn on the belt at or behind the point of the hip.

8. Classes

8.1 Open Class

8.1.1 Any Open Class gun OR Open Class equipment puts the competitor in Open Class for the entire match.

8.1.2 See Firearms Classification (Rule 6) for details.

8.2 Tactical Class-Iron Sighted Rifle

8.2.1 Competitor will shoot a Tactical Handgun (Rule 6.2), Tactical Shotgun (Rule 6.6) and a Tactical Class Rifle with iron sights (Rule 6.4).

8.3 Tactical Class-Scoped Rifle

8.3.1 Competitor will shoot the same handgun and shotgun as listed above but with a scoped rifle, (see Rule 6.4).

9. Scoring

9.1 Scoring per stage will be straight time with bonus' for accuracy.

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

9.1.2 Example of scoring and penalties on paper targets:

a. One "A" zone hit = no penalty

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

c. One B, C or D hit only = 5 second penalty

d. No hits on target but target was engaged = 10 second penalty

e. Target Not Engaged (TNE)= 10 second penalty for not making the minimum two hits anywhere on the target plus 5 seconds, per target, for the TNE PROCEDURAL for a total penalty of 15 seconds per target added to time.

9.1.3 Paper targets used in the match may be IPSC (old style), the new IPSC "Classic", SOF, or IDPA Targets

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

9.1.5 Knock down style targets (i.e. poppers) must fall to score. Poppers will be calibrated to "minor" with a 9mm pistol shooting factory ammunition.

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

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

(NEW) 9.1.8 Failure to engage a frangible, knock down or swinging style target will result in a 15-second penalty. (10 sec. for not making the hit and 5 sec. TNE.)

(NEW) 9.1.9 Engaging a frangible, knock-down or swinging style target but not breaking it, knocking it down or causing the target to react will result in a 10 second penalty per target.

9.1.10 Procedural penalties, 5 seconds per shot, may be assessed for failing to follow the stage directions as written in the stage description.

9.1.11 Procedural penalties, 5 seconds, may be assessed for failing to follow stage procedures.

(NEW) 9.1.12 Stage Not Fired (SNF) penalty, 500 seconds per stage not fired.

(NEW) 9.1.13 Maximum penalty time for any stage (including target penalties) is 500 seconds.

9.2 Stage Points

9.2.1 First Place (lowest time) for each stage, in each class, will receive 100 points; Second Place and below will figure points on a percentage basis of the 100 from 1st Place.

9.2.2 Rifle stages will score Tactical Iron sighted and Tactical Scoped rifles separately. Non-rifle stages will have all Tactical Class shooters competing together.

9.2.3 Total points accumulated for all stages will determine the match placement by class.

9.2.4 Ties will be broken by an undisclosed Tie Breaker Stage designated by the Range Master.

9.2.5 Highest score wins.