



GSA Contract #GS-07F-0205N

## The following rules are what will govern the match. (Unless I decide to change them.)

Even if you are familiar with these, you might skim through them to see the few minor changes MGM has made for this match. The changes have been highlighted thusly. Please remember, this is NOT a national championship, it is a FUN match, so some things have been changed with that in mind. HOWEVER, SAFETY WILL NOT BE COMPROMISED.

**NEW>>>**Special **Cowboy Rules** are at the end of this segment.

International Multi-gun Association

Match Rules: Revision 2.1, 10-16-2001

Note change to 5.5.4.a

### 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. If you take a long gun in a case to the stage, have the courtesy to be sure it is NOT pointed at anyone when it comes out of the case. Anyone too dumb and inconsiderate to do this correctly WILL be DQ'ed. Come to the firing line ready to load. DO NOT BRING CASED GUNS TO THE SHOOTING LINE. This is going to be a fast paced match, and the RO's will not have time to accommodate bagging and unbagging.

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, except in designated Safety Areas, or under the direction of Range Officer(s) on a stage. MAGAZINES OUT UNTIL THE RO SAYS TO LOAD AND MAKE READY!

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. EXCEPT AS NOTED BY MGM.

1.6 Participant shall be disqualified from the match for any Negligent Discharge.

1.6.1 "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.

1.7 A participant shall be disqualified from the Match for dropping a loaded firearm or dropping a firearm while in the loading/unloading process.

1.8 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.)

1.9 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.

1.10 Eye protection is mandatory for participants, spectators & range personnel at the match site. 1.11 Ear protection is mandatory for participants, spectators & range personnel while on or near a stage of fire.

## 2. Sportsmanship & conduct

2.1 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 or by submission to the Arbitration Committee (aka the Match Director).

2.2 Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the match site/range.

## 3. Ammunition

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

3.2 Pistol/revolver ammunition shall be 9x19 or larger

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

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

## 4. Firearms

4.1 All firearms used by competitors shall be serviceable and safe.

4.2 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.

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

4.4 The same firearm system, for each gun, per Rule 4.3, shall be used during the entire match.

4.5 Competitors will not reconfigure any firearm during the course of a match. (i.e. change caliber, barrel length, sighting systems or stock style.)

## 5. Firearms Classifications

FOR THE MGM IRONMAN, WE'LL USE THE FOLLOWING EQUIPMENT CLASSIFICATIONS

Open Class - Anything goes

Limited Class - No optics, speed loaders, or bipods. Comps allowed on rifles.

Scoped Tactical - Allows one of the 3 guns to be an Open Class gun, with no limitations. Any scope is OK, not just the military style.

NOTE: THE LONG RANGE RIFLE SET-UP (I.E. OPTICS, COMPENSATOR, BI-POD, TURRET MOUNT, CREW SERVED, ETC) WILL HAVE NO BEARING ON YOUR CLASSIFICATION..

## 5.1 Handgun - Open Class

5.1.1 No limitations on accessories (see rule 4.3)

5.1.2 Magazine length may not exceed 170 millimeters. Poppy Cock!, per MG

## 5.2 Handgun - Tactical Class (AKA LIMITED)

5.2.1 Firearms must be of a factory configuration.

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

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

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

## 5.3 Rifle - Open Class

5.3.1 No limitations on accessories (see Rule 4.3)

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

## 5.4 Rifle - Tactical Class (AKA LIMITED)

5.4.1 Firearms must be of a factory configuration (see Rule 4.3)

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

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

No Optics will be allowed on any gun in the LIMITED Class, so ignore the following sections down to the SHOTGUN segment.

5.4.4 Optical sights of a current military type and use will be allowed but will be scored separately from iron sighted firearms. Allowed scopes:

1. Colt 3X or 4X scopes 4. US Optics SN-4 or SN-5 7. Aimpoint M & ML

2. Trijicon ACOG 5. Steyer AUG scope 8. Aimpoint M2 & ML2

3. Trijicon Reflex 6. Elcan 9. C-More Scout 5.4.5 Rifle supporting devices (i.e. bipods, etc.) are not allowed in this class.

## 5.5 Shotgun - Open Class

5.5.1 No limitations on accessories (see Rule 4.3) See Special Note below.

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

5.5.3 Magazine tube length shall not be changed for the duration of the match. (Nothing longer than 48" will be allowed!)

5.5.4 Shotgun speedloaders are allowed in Open Class.

5.5.4.a. Shotgun speedloaders must be the new type, or modified old style with the primer relief cut.

5.5.4.b. Use of old style shotgun speedloaders without the primer relief cut will result in Match disqualification.

## 5.6 Shotgun - Tactical Class (AKA LIMITED)

5.6.1 Shotguns must be of a factory configuration (see Rule 4.3)

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

5.6.3 Barrel length may not exceed 22 inches. Delete. LIMITED will load a maximum of 8+1 rounds to start.

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

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

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

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

5.6.8 Magazine tubes may not extend more than one inch (1.00 inch) past the muzzle DELETE

5.6.9 No shotgun speedloaders are allowed in this class.

## 6. Holsters and Equipment

### 6.1 Handgun holsters and equipment - Open Class

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

6.1.2 The belt upon which the holster and magazine/speedloader pouches are attached must be worn at waist level.

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

6.1.4 Due to safety concerns, shoulder holsters are disallowed.

6.1.5 Crossdraw 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 1.8) Crossdraw holsters are fine, but the 180 rule is still 100% in effect. Turn sideways to holster/unholster, etc.

### 6.2 Handgun holsters and equipment - Tactical Class

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

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

6.2.3 The belt upon which the holster and magazine/speedloader pouches are attached must be worn at waist level.

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

6.2.5 Due to safety concerns, shoulder holsters are disallowed.

6.2.6 Crossdraw 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 1.8)

6.2.7 Holsters and magazine/speedloader pouches will be worn on the belt at or behind the point of the hip.

## 7. Classes

### 7.1 Open Class

7.1.1 Any Open Class gun OR Open Class equipment puts the competitor in Open Class or Scoped Tactical for the entire match.

7.1.2 See Firearms Classification (Rule 5) for details.

### 7.2 Tactical Class-Iron Sighted Rifle

7.2.1 Competitor will shoot a Tactical handgun (Rule 5.2), Tactical shotgun (Rule 5.6) and a Tactical Class Rifle with iron sights (Rule 5.4).

### 7.3 Tactical Class-Scoped Rifle

7.3.1 Competitor will shoot the same handgun and shotgun as listed above but with a scoped rifle, (see Rule 5.4).

## 8. Scoring PAY ATTENTION TO THIS!

8.1 Scoring per stage will be straight time with bonus' for accuracy.8.1.1 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.

8.1.2 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 seconds penalty
- e. Target Not Engaged (TNE)= 10 seconds 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.

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

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

FOR THE MGM IRONMAN, HITS ON "NO SHOOT" TARGETS WILL BE A 10 SECOND PENALTY.

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

8.1.6 Frangible targets must break to score. (One BB hole or chip is a break.)

8.1.7 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.

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

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

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

8.1.11 Stage Not Fired (SNF) penalty, 200 seconds per stage not fired. TNE, misses, etc will be totaled for each stage, and THAT will be the penalty.

## 8.2 Stage Points

8.2.1 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.

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

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

8.2.4 Ties will be broken by an undisclosed Tie Breaker Stage designated by

the Match Director.

8.2.5 Highest score wins. Wrong! ***Lowest time wins!*** Good Luck!

Going Prone with a loaded pistol breaks the 180, and is a match DQ.

**COWBOY RULES and Information** In addition to the above basic stuff, the following should help. Our thanks to Chucky for drafting this up.

SASS legal firearms ONLY, No scopes, only one class. You may use more than one rifle and stage the rifles. You may carry as many SAA sixguns as you want, you may stage sixguns on only one stage - the stage with the maximum number of pistol rounds IF the R.O. permits it. You can load rifles and shotguns to full capacity. Sixguns with transfer bars can be loaded with six rounds, without transfer bars, only five rounds are allowed. Reloading is off the body. Cross draw and shoulder holsters are allowed, HOWEVER, you MUST draw and return the sixgun so the barrel is pointed downrange at all times! Lead bullets only (NOTE: light loads will NOT work on all targets!). You must address each target at least once. There are some targets where the minimum required number of shots will be 2 or 3.

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