

# The Rocky Mountain 3-Gun Match Rules

Revised 12/23/04

Based on:

International Multi-gun Association

Match Rules: Revised 08/29/04

*(Significant RM3G rule changes noted in italics)*

## 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): *Competitors* firearms will remain unloaded at the match site except under the direction of a match official.
- 1.3. Designated Safety Areas
  - 1.3.1. *Designated Safety Areas (if any)* will be clearly marked with signs.
  - 1.3.2. *Only unloaded* firearms may be handled and/or displayed in the Safety Areas.
  - 1.3.3. No ammunition may be handled in any Safety Area.
  - 1.3.4. *In addition, any available NRA Whittington Center IPSC berms may be used for the handling and/or display firearms. These areas and other open NRAWC ranges may also be used for test firing and practice, subject to the NRAWC rules and daily fee requirements.*
- 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:

- 2.1. Match Disqualification will result in complete disqualification from 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 Match Director.
- 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).
- 2.5. A participant shall be disqualified for unsportsman-like conduct.
  - 2.5.1. Cheating
    - 2.5.1.1. Intentionally altering targets prior to the target being scored to gain an advantage or avoid a penalty.
    - 2.5.1.2. Altering or falsifying scoresheets.
    - 2.5.1.3. Altering the configuration of firearms or equipment to gain advantage. (See rule 5.3 & 5.4)
- 2.6. ALL disqualifications and re-shoots will be issued by the *Match Director*.

### **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.
- 3.2. Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the match site/range.
- 3.3. Violation of magazine/ammunition limitations in Tactical and *He-Man* Classes will result in the shooter being placed in Open Class for the entire match. (See rules (6.3.3, 6.6.3 & 6.8.10)
- 3.4. *R.O.s may access additional "unsportsmanlike conduct" penalties to competitors that intentionally fail to make a good faith effort to engage and hit targets in order to gain advantage. The Match Director shall be the final arbiter of any such penalties.*

### **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. (*HM Class: ..45 ACP & .45 GAP only*)
- 4.3. Rifle ammunition shall be .223 Remington (5.56 NATO) or larger. (*HM Class: .308 Winchester/7.62x51 NATO or 30-06/7.62x63 NATO only*)
- 4.4. Shotgun ammunition shall be 20 gauge or larger, LEAD SHOT & SLUGS ONLY. (HM Class: 12 gauge minimum)

### **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. 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, sighting systems or stock style.)

### **6. Firearms Classifications (Open Class, Tactical Class Iron or Scoped, He-Man)**

- 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. Handgun – *He-Man* Class
  - 6.3.1. Handguns must comply with the Tactical Class handgun rules (6.2.1, 6.2.2 & 6.2.3).
  - 6.3.2. All handguns must be *.45 ACP or .45 GAP only*.

- 6.3.3. Pistol magazines in the HM Class shall not be loaded with more than ten (10) rounds.
- 6.4. Rifle - Open Class
  - 6.4.1. No limitations on accessories. (see Rules 5.3, 5.4, & 5.5)
- 6.5. Rifle - Tactical Class (Iron sighted rifles and rifles with optics will be scored separately on rifle stages.)
  - 6.5.1. Firearms must be of a factory configuration (see Rules 5.3, 5.4, & 5.5)
  - 6.5.2. Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle
  - 6.5.3. Tactical Class scoped rifles may be equipped with no more than one (1) optical sight.
  - 6.5.4. Rifle external supporting devices (i.e. bipods, etc.) are not allowed in this class.
  - 6.5.5. *Rifle may have a compensator that is not more than 1" in diameter and 3" long.*
- 6.6. Rifle – *He-Man* Class
  - 6.6.1. Rifles must comply with Tactical-Iron Class rules (6.5.1, 6.5.2 & 6.5.4).
  - 6.6.2. Rifles in HM Class will be *.308 Winchester/7.62x51 NATO or 30-06/7.62x63 NATO only.*
  - 6.6.3. Rifle magazines in HM Class shall not be loaded with more than twenty (20) rounds.
- 6.7. Shotgun - Open Class
  - 6.7.1. No limitations on accessories (see Rules 5.3, 5.4 & 5.5).
  - 6.7.2. Barrel length shall not be changed for the duration of the match.
  - 6.7.3. Magazine tube length shall not be changed for the duration of the match.
  - 6.7.4. Shotgun speed loaders are allowed in Open Class.
    - 6.7.4.4. Shotgun speed loaders must be the new type, or modified old style with the primer relief cut.
    - 6.7.4.5. Use of old style shotgun speed loaders without the primer relief cut will result in Match Disqualification.
- 6.8. Shotgun - Tactical Class
  - 6.8.1. Shotguns must be of a factory configuration (see Rules 5.3, 5.4 & 5.5).
  - 6.8.2. Barrel length may not be changed for the duration of the match.
  - 6.8.3. Barrel length may not exceed 22 inches *and magazine tube may not extend more than 1 inch beyond the end of the barrel.*
  - 6.8.4. Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.
  - 6.8.5. No electronic or optical sights are allowed on shotguns in this class.
  - 6.8.6. No shotgun supporting devices (i.e. bipods, etc.) are allowed in this class.
  - 6.8.7. No compensators or porting on barrels allowed in this class.
  - 6.8.8. No shotgun speed loaders are allowed in this class.
  - 6.8.9. No shotgun in tactical class may start a stage with more than 9 rounds total in the shotgun.
- 6.9. Shotgun – *He-Man* Class
  - 6.9.1. Shotguns must comply with Tactical Shotgun Rules (6.8).
  - 6.9.2. 12 gauge only.
  - 6.9.3. *Pump action shotguns only.*

## **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 & *He-Man* Class

- 7.2.1. Holsters must be a practical/tactical carry style and must be able to safely retain the handgun during vigorous movement.
- 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 Match Director or his designee. 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 6.5).

### 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 6.5.3).

### 8.4. *He-Man* Class

- 8.4.1. Competitor must shoot a *He-Man* handgun (see Rule 6.3), *He-Man* shotgun (see Rule 6.9) and a *He-Man* rifle (see Rules 6.6).

## 9. Scoring

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

- 9.1.1. Any 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:
  - 9.1.2.6. One "A" zone hit = no penalty
  - 9.1.2.7. Two hits in any combination "B, C or D" = no penalty
  - 9.1.2.8. One B, C or D hit only = 5 second penalty
  - 9.1.2.9. No hits on target but target was engaged = 10 seconds penalty
  - 9.1.2.10. 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.
- 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 or chip 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.
- 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).
- 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.
- 9.1.12. Stage Not Fired (SNF) penalty: *Competitor shall receive zero (0) match points for each such stage..*
- 9.1.13. *A Maximum Time shall be established for each stage (180 seconds unless otherwise noted). Upon failure to complete the stage within the maximum time, the shooter shall be stopped by the R.O. and assessed a stage time equal to the Maximum Time, plus all applicable penalties.*

## 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 receive points on a percentage basis of the 100 points from 1st Place.
- 9.2.2. Tactical Class rifle stages will score iron sighted rifles and 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 Match Director.
- 9.2.5. Highest score wins.