

Generation III Gun Championship Rules

1. General Conduct & Dispute Resolution

1.1 Eye and ear protection is mandatory for participants, spectators & officials at the event site.

1.2 No participants shall consume or be under the influence of alcohol or non-prescription drugs during the event. Any participant found to be impaired as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range with no refund.

1.3 A participant shall be disqualified for unsportsmanlike conduct. Examples of unsportsmanlike conduct include:

1.3.1 Cheating, such as:

1.3.1.1 Intentionally altering a target prior to the target being scored to gain advantage or avoid a penalty.

1.3.1.2 Altering or falsifying score sheets.

1.3.1.3 Altering the configuration of firearms or equipment without permission of a Range Master.

1.3.2 Abusive behavior, such as:

1.7.2 Threatening or assaulting other participants or Event Officials.

1.7.2.1 Disruptive behavior likely to disturb, distract or coach other participants while they are shooting.

1.7.3 Willful disregard of an event official:

1.7.3 Willfully disregarding the instructions of any official as it pertains to the safe conduct or peaceful atmosphere of the event.

1.8 The final decision on all disqualifications, scoring challenges, reshoots and anything not covered in the rules will be made by the Head Range Master.

2. Safety

2.1 All events will be run on cold ranges.

2.1.1 Participant's firearms will remain unloaded at the event site except under the direction and immediate supervision of an event official.

2.2 Firearms may be transported to, from and between stages only in the following conditions:

2.2.1 Handguns must be cased or holstered, de-cocked and with the magazine removed.

2.2.2 Rifles and shotguns must be cased, secured muzzle up or muzzle down in a stable gun cart/caddy, or carried slung with the muzzle up or down. Actions must be open and detachable magazines removed. The use of high-visibility empty chamber indicator devices is recommended as a courtesy to other event participants.

2.3 A participant who causes an accidental discharge will be stopped by an Event Official as soon as possible, and shall be disqualified. Examples of accidental discharge include:

2.3.1 A shot, which travels over a backstop, a berm or in any other direction deemed by Event Officials to be unsafe. Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.

2.3.2 A shot which strikes the ground within 10 feet of the participant, except when shooting at a target closer than 10 feet to the participant.

2.4 A participant who performs an act of unsafe gun handling will be stopped by an Event Official as soon as possible, and shall be disqualified. Examples of unsafe gun handling include:

2.4.1 Dropping a loaded firearm at any time after the "Load" or "Make Ready" command and before the "Range Is Clear" command. A competitor may set a loaded firearm down pointing in a safe direction as long as the competitor remains within 3 feet of the firearm.

2.4.2 Use of any unsafe ammunition as defined in Section 3.

2.4.3 A participant who abandons a firearm during a stage in any unsafe location other than a safe abandonment location as stipulated in the stage briefing, shall be disqualified.

2.4.4 If a participant abandons an unsafe firearm during a stage in the designated abandonment location, participant shall receive a 30 second procedural penalty. Firearms will be considered safely abandoned and not incur a penalty or disqualification in any one of the following conditions:

2.4.4.1 Loaded, safety catch fully engaged, muzzle pointed in the designated safe direction.

2.4.4.2 Completely unloaded (no ammunition in the firearm), detachable magazine removed, muzzle pointed in the designated safe direction.

2.4.5 Re-Holstering of a loaded firearm is prohibited even if the firearm is placed on safe. Re-Holstering of a loaded firearm shall be a Match Disqualification.

2.5.4 Allowing the muzzle of a firearm to break the 180 degree safety plane.

2.5.4.1 In the case of a participant facing downrange, the muzzle of a loaded handgun may point slightly up range while drawing or reholstering, so long as it does not point outside an imaginary circle of three (3) feet radius from the participant's feet.

2.5.4.2 In the case of a unloaded slung firearm, the participant is not required to maintain the 180 degree rule until ammunition is placed into the firearm, i.e.: magazine being inserted or rounds being loaded into the tube.

2.5.4.3 In the case of a dropped unloaded firearm the competitor will be issued a 30 second procedural penalty if the dropped firearm does not break the 180 degree safety plane. The competitor will be allowed to continue the course of fire.

2.5.4.4 In the case of a dropped unloaded firearm where the firearm breaks the 180 degree safety plane the RO will stop the competitor and a Match Disqualification will result.

2.5.5 Engaging a steel target in an unsafe manner, such as by:

2.5.5.1 Engaging steel targets with handgun ammunition at a range of less than 30 feet.

2.5.5.2 Engaging steel targets with shotgun birdshot shot ammunition at a range of less than 30 feet.

2.5.5.3 Engaging steel targets with shotgun slug ammunition at a range of less than 90 feet.

2.5.5.4 Engaging steel targets with rifle ammunition at a range of less than 100 feet.

2.5.6 Allowing the muzzle of a firearm to point at any part of the participant's body during a course of fire (i.e. sweeping).

2.5.6.1 Exception - sweeping of the lower extremities (below the belt) while drawing or re-holstering a handgun, provided that the competitor's fingers are clearly outside of the trigger guard.

2.5.7 Using a tube-type shotgun speed-loading device without a primer relief cut.

2.5.8 Pointing a firearm, whether loaded or unloaded, in any direction deemed by event officials to be unsafe.

3. Ammunition

3.1 Handgun ammunition shall be 9mm Parabellum (9x19mmNATO) or larger, unless otherwise stipulated under equipment division rules.

3.2 Rifle ammunition shall be .223 Remington (5.56x45mmNATO) or larger, unless otherwise stipulated under equipment division rules.

3.2.1 Rifle ammunition containing any type of steel core or steel penetrator shall **NOT** be used during the match. Rifle ammunition may be checked at any time during the duration of the match by any match official.

3.3 Shotgun ammunition shall be 20 gauge or larger, unless otherwise stipulated under equipment division rules.

3.3.1 Birdshot must be no larger than #6 birdshot, and be made from lead or bismuth only. Iron/steel/tungsten birdshot is unsafe and prohibited.

3.4 Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten/penetrator core projectiles is unsafe and prohibited.

4. Firearms

4.1 All firearms used by participants must be serviceable and safe. Event officials may inspect a participant's firearms at any time to check they are functioning safely. If any firearm is declared unserviceable or unsafe by an event official, it must be withdrawn from the event until it is repaired to the satisfaction of the Range Master(s).

4.2 Firearms capable of fully automatic- or burst-fire ("machine guns") may **NOT** be used during the event.

4.3 Participants must use the same firearms (handgun, rifle and shotgun) for the entire event.

4.3.1 If a participant's firearm becomes unserviceable, that participant may replace their firearm with another of a substantially similar model, caliber and sighting system only with the approval of the Range Master(s).

4.4 Participants generally may not reconfigure any firearm during the course of the event. Explicitly prohibited acts include changing caliber, barrel length, shotgun magazine tube length, sighting systems and/or stock style. Explicitly permitted acts include changing of chokes, installing or removing support devices (e.g. bipods), slings and other minor accessories (e.g. scope covers).

4.4.1 If a participant's firearm becomes unserviceable, that participant may repair their firearm with directly equivalent replacement parts. If replacement parts result in a significant change to the firearm configuration, then the repair must be approved by the Range Master(s).

4.5 Unless otherwise stipulated in the stage briefing, required firearms will begin the stage in the following ready conditions:

4.5.1 Handgun: Loaded to division start capacity and holstered. In the case of single-action autos or double-action autos with manual override safeties, the safety catch must be in the "safe" position. In the case of double-action only autos & revolvers, the hammer must be down/forward.

4.5.2 Rifle: Loaded to division start capacity and held with both hands. Safety catch must be in the "safe" position.

4.5.3 Shotgun: Loaded to division start capacity and held with both hands. Safety catch must be in the "safe" position.

4.5.4 Participants may not touch or hold any firearm loading device or ammunition after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms).

5. Equipment Divisions

5.1 Participants will declare one equipment division at the beginning of the event.

5.1.1 Equipment divisions are: Open, Tactical Optics, and Tactical Irons

5.1.2 Failure to meet all of the equipment and ammunition requirements for the declared division shall result in the participant being placed into Open division. If the requirements of Open division are not met, the participant's scores will be excluded from the final event results.

5.2 Open division

5.2.1 Handgun holsters must safely retain the handgun during vigorous movement. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

5.2.2 Handgun

5.2.2.1 Magazine length may not exceed 170mm.

5.2.3 Rifle

5.2.3.1 Supporting devices (e.g. bipods) are permitted, and may begin any stage folded or deployed at the participant's discretion.

5.2.4 Shotgun

5.2.4.1 Speed loading devices and/or detachable box magazines is permitted.

5.2.4.2 Tubular speed loading devices must feature a primer relief cut.

5.3 Tactical Optics division

5.3.1 Firearms must be of a factory configuration. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.3.2 Handgun holsters must be a practical/tactical carry style and must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

5.3.3 Handgun

5.3.3.1 Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.

5.3.3.2 Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines.

5.3.4 Rifle

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

5.3.4.2 A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle and cannot be used as an aiming device by itself, and remains mounted in the same location on the rifle for the duration of the event. A participant may use the magnifier in either the magnified or unmagnified mode without restriction.

5.3.4.3 Supporting devices longer than 5" (bipods, etc.) are prohibited.

5.3.4.4 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).

5.3.5 Shotgun

5.3.5.1 Only tubular magazines are permitted.

5.3.5.2 Electronic or optical sights are prohibited.

5.3.5.3 Supporting devices longer than 5" (bipods, etc.) are prohibited.

5.3.5.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.

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

5.3.5.6 Not more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing.

5.4 Tactical Irons division

5.4.1 Firearms must be of a factory configuration. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.4.2 Handgun holsters must be a practical/tactical carry style and must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

5.4.3 Handgun

5.4.3.1 Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.

5.4.3.2 Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines.

5.4.4 Rifle

5.4.4.1 Not more than one (1) non-magnified electronic or optical sight is permitted. Electronic or optical sights originally designed to be capable of any magnification (whether used or not) are prohibited.

5.4.4.2 Supporting devices longer than 5" (bipods, etc.) are prohibited.

5.4.5 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).

5.4.6 Shotgun

5.4.6.1 Only tubular magazines are permitted.

5.4.6.2 Electronic or optical sights are prohibited.

5.4.6.3 Supporting devices longer than 5" (bipods, etc.) are prohibited.

5.4.6.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.

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

5.4.6.6 Not more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing.

6. Scoring & Awards

6.1 Stage score will be based on straight time plus penalties.

6.1.1 Open, Tactical Optics, and Tactical Irons Divisions, Unless otherwise stipulated in the stage briefing, IPSC cardboard "shoot" targets must be neutralized by receiving either one (1) A-zone hit, one (1) B-zone hit or two (2) hits anywhere in the scoring area. Examples of neutralized targets include:

6.1.1.1 One (1) hit in the upper A-zone or B-zone.

6.1.1.2 One (1) hit in the lower A-zone.

6.1.1.3 Two (2) hits anywhere in the scoring area, in any combination of the C-zone and/or D-zone.

6.1.2 IPSC cardboard "shoot" targets that are not neutralized will incur time penalties as follows:

6.1.2.1 One (1) hit in the C-zone, D-zone only = 5 second penalty (Failure To Neutralize).

6.1.2.2 No hits on target, but target was engaged = 10 second penalty (Un-hit Target).

6.1.2.3 No hits on target and target was not engaged = 15 second penalty (Target Not Hit and Not Engaged).

6.1.3 Only holes made by bullets/slugs/pellets will count for score/penalty. Evidence that the bullet made the hole must be present on the target (i.e.

crown or grease ring/mark). Holes made by shrapnel, fragments, wads or flying debris will not count for score/penalty.

6.1.4 Knock-down targets (e.g. Pepper Poppers and Plates) must fall to score. Swinging/flashing targets must react in the manner prescribed in the stage briefing. An event official may call hits.

6.1.5 Knock-down/swinging/flashing targets that do not fall/react will incur time penalties as follows:

6.1.5.1 Target did not fall/react, but target was engaged = 10 second penalty (Un-hit Target).

6.1.5.2 Target did not fall/react and target was not engaged = 15 second penalty (Target Not Hit and Not Engaged).

6.1.6 Knock-down targets will be calibrated before the event begins.

6.1.6.1 Handgun targets will be calibrated with a 9mm handgun using factory ammunition.

6.1.6.2 Shotgun targets will be calibrated with a 20 gauge shotgun, barrel length not to exceed 26", using a factory 2 dram, 7/8 ounce load of #7 or #8 birdshot.

6.1.6.3 The Range Master(s) will designate specific supplies of 9mm and 20 gauge ammunition and one or more handguns and shotguns to be used as official calibration tools only by the Range Master(s) or designated testing personnel. Designated calibration firearms and ammunition are not subject to challenge.

6.1.6.4 In the event that a steel target spins the competitor may call for calibration following the completion of the course of fire. The steel target will be calibrated by the stage RO using the competitor's firearm and ammunition. Calibration will be shot from the spot nearest to the target from within the fault lines. If the target does not fall after calibration the competitor will receive no penalty. If the target falls the competitor will receive a penalty according to rule 6.1.5.1.

6.1.7 Frangible targets (e.g. clay pigeons) must break by gunfire to score. A target with a significant piece visibly detached is considered "broken".

6.1.8 Frangible targets that do not break will incur time penalties as follows:

6.1.8.1 Target did not break, but target was engaged = 10 second penalty (Un-hit Target).

6.1.8.2 Target did not break and target was not engaged = 15 second penalty (Un-hit Target and Not Engaged).

6.1.8.3 Flying frangible target did not break, but target was engaged = 5 second penalty (Failure To Neutralize)

6.1.8.4 Flying frangible target did not break and target was not engaged = 10 second penalty (Failure To Neutralize and Not Engaged)

6.1.9 Disappearing targets may only be engaged after their appearance and before their disappearance.

6.1.10 Scoring hits on designated "No Shoot" targets will incur a 5 second penalty per hit, up to a maximum of 2 hits per no-shoot. Steel "No Shoot" targets must fall to receive a penalty. Frangible "No Shoot" targets must break to receive a penalty.

6.1.11 Failure to follow the procedure in the stage briefing will result in a 5 second penalty. If a competitive advantage is deemed to have been gained, procedural penalties may be applied on a "per shot" basis.

6.1.12 Stage Not Fired (SNF) penalty is 300 seconds per stage not fired.

6.1.13 The Match Director may specify a time limit for completing any stage by stating it clearly in the stage briefing. If a participant exceeds the time limit, they will be stopped by an event official and the stage will be scored as shot with the time to the last shot and all applicable miss and TNE penalties.

6.1.14 The par time limit established for this match per stage is 150 seconds.

6.1.15 : The signing of a competitors score sheet by either the Range Officer or the competitor shall not be a final act. The signing of a score sheet will not be relief from further penalties or disqualification should Match Official's deem it necessary.

6.2 Match and Stage times

6.2.1 Total stage time will be by time plus with the time adjusted for any penalties incurred.

6.2.2 Total time accumulated for all stages will be factored against the fastest time to determine stages points. Each stage is worth a maximum of 100 stage points. Stage points will then be placed highest to lowest for each stage to determine the event placement by division.

6.2.4 The order of finish from top to bottom will be determined by the highest accumulated points to lowest accumulated points by division.

6.3 One or more of the following individual participant categories may be recognized at the discretion of the Match Director:

6.3.1 Lady: Participants who were of the female gender at birth.

6.3.2 Junior: Participants who were under the age of 18 years on the first day of the event.

6.3.3 Senior: Participants who were over the age of 55 years on the first day of the event.

6.3.4 Military: Current or honorably retired military personnel.

6.3.5 Law Enforcement: Current or retired full-time law enforcement officers with arrest/apprehension authority.