

Rocky Mountain/Aurora 3-Gun Local Match Rules

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 The match is run on a COLD RANGE.
 - 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.
 - 1.3.5 Competitors may only handle their guns on a stage with the permission of or under the direction of the range officer.
- 1.4 Rifles & Shotguns (carry from vehicle or between stages)
 - 1.4.1 Rifles & Shotguns must be cased or carried with muzzle up.
 - 1.4.2 Rifles & Shotguns must be carried with actions open and detachable magazines removed.
 - 1.4.3 On stages, the ready condition of long guns will be loaded, on safe at low ready unless otherwise specified in the stage description.
- 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 the 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 and Locked" for SA autos or DA autos with override safeties, unless otherwise specified in the stage description.
- 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 Disqualifications will result in complete disqualification from match and the shooter will not be allowed to continue with the match.
- 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 the 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, during the course of fire and/or allowing the muzzle of a loaded handgun to point uprange more than 3 feet during drawing or re-holstering.
- 2.5 A participant shall be disqualified for allowing the muzzle to point at any part of the competitor's body during the course of fire. (i.e. sweeping)

2.6 A participant shall be disqualified for unsportsman-like conduct.

2.6.1 Cheating

2.6.1.1 Intentionally altering targets prior to the target being scored to gain an advantage or avoid a penalty.

2.6.1.2 Altering or falsifying scoresheets.

2.6.1.3 Altering the configuration of firearms or equipment to gain advantage. (See rule 5.3, 5.4, 5.5, 7.1.4)

2.7 A participant shall be disqualified for unsafe gun-handling. This includes, but is not limited to: handling a gun while people are downrange, handling a gun on a stage without permission of the range officer, abandoning a gun in an unsafe direction or in an unsafe manner.

3. Sportsmanship & Conduct

3.1 Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times.

4. Ammunition

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

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 Staff.

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 system or stock style.)

6. Firearms Classification

6.1 Open Class

6.1.1 No limitations on accessories (see Rule 5.3)

6.1.2 Pistol magazine length may not exceed 170 mm.

6.1.3 Shotgun speedloaders must have the primer relief cut.

6.2 Modified Class

6.2.1 Firearms must be of factory configuration.

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

6.2.3 Compensators or barrel porting are NOT allowed in this class with the exception of a 1"x3" compensator on the rifle.

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

6.2.5 The rifle may be equipped with no more than one(1) optical sight.

6.2.6 No drum or beta mags are allowed in this class.

6.2.7 No bipods are allowed in this class.

6.3 Limited Class

6.3.1 Firearms must meet modified class requirements.

6.3.1 ALL firearms must have iron sights.

7. Holsters and Equipment

7.1 Handgun holsters and other 3-gun equipment – All Classes

7.1.1 The handgun holster must be capable of retaining the handgun during the vigorous movement that may be required or otherwise encountered during the course of fire.

7.1.2 The handgun holster must allow the competitor to safely draw and re-holster the handgun without causing the muzzle to point in an unsafe direction at any time.

7.1.3 The handgun holster must completely cover and protect the handgun's trigger guard.

7.1.4 The competitor shall use the same handgun holster for the duration of the match.

7.1.5 Spare ammunition, magazines, speed loaders and other equipment must be secured in pouches, pockets and/or carriers on the competitor's person or firearm.

8. Scoring

8.1 Scoring will be points/time scoring with a hit factor from points divided by time.

8.2 Hits on paper will be scored A – 5 points, B or C – 4 points major, 3 points minor, D – 2 points major, 1 point minor

8.3 Hits on steel or clays will be scored as A hits.

8.4 A specific stage may have altered scoring if it is listed in the stage description. This may include, but is not limited to: 10 point targets, all hits count as A's etc.

8.5 Each stage will be worth the number of points available in the stage.

8.6 A shooter's stage score will be computed by points divided by time to create a hit factor. The shooter with the highest hit factor for the stage will be assigned the total stage points. The other shooters will be awarded points based on their hit factor's percentage of the top hit factor.

8.7 The stage points will be combined to give total points to determine a winner in each class.

8.8 In order to be major:

All shotguns are major.

Rifles must be .308 or larger to be scored major.

Pistols must be .40 caliber or larger to be scored as major. [In Open 9mm may be major with an assumed power factor(speed in ft/sec times bullet weight divided by 1000) of 165.]

8.9 Minimum Calibers:

Shotguns – 20 gauge

Rifle - .223 Remington (5.56 NATO)

Pistol – 9mm luger