

3-GUN NATION CLUB SERIES RULES

SECTION 1 – RULES:

3GN reserves the right to change or modify rules if necessary.

SAFETY

1.1 Participants are subject to event disqualification for violation of any rule or regulation in sections 1 or 2.

1.2 All 3GN Club Series events will be run on COLD RANGES.

1.2.1 COLD RANGE (definition): Participants' firearms will remain completely unloaded at the event site except under the direction of an event official.

Note: For purposes of 3GN Rules, "unloaded" means: A. Empty chamber and empty source (tube or magazine); or B. Empty chamber and magazine completely removed. Failure to fully empty firearm will result in a match DQ.

1.2.2 All rules regarding safety will be subject to those of the range hosting the match

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 and Pistols (carry from vehicle or between stages)

1.4.1 Rifles & shotguns must be cased or if hand carried slung with the muzzle up. Carts whereby muzzle is pointed downward are approved.

1.4.2 Rifles & shotguns must be carried with actions open and detachable magazines removed. Actions can be closed only if an empty chamber flag is in place.

1.4.3 Shotgun ammunition shall be 20 gauge or larger - #7.5 LEAD SHOT or smaller where required by the stage description. Steel shot specifically not allowed. Use of steel shot is a safety violation and will result in a participant's (DQ) Disqualification.

1.4.4 On stages, the Ready Condition for Rifles and Shotguns must be as described in the stage briefing.

1.5 Handguns (carry between stages)

1.5.1 Handguns must be cased or remain in holster, magazine removed except under the direction of Range Officers 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 as described in the stage briefing. If not stated in course description, pistol will start "Hot" and holstered.

1.6 No competitors shall consume or be under the influence of alcohol or non-prescription drugs at the event 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 event site.

1.8 Ear protection is mandatory for participants, spectators & range personnel while on or near a course of fire.

1.9 Grounding Firearms

1.9.1 During the course requirements of a 3GN stage, a participant may be required to ground a firearm in order to transition to another. The location and position of the grounded firearm will be specified in the Written Stage Briefing. If the course description does not clearly indicate the state in which a firearm must be grounded, rules of the hosting range will apply. A participant shall transition firearms by safely grounding a firearm using either of the following acceptable and safe methods: Safety Condition 1 or 2:

1. Loaded, safety engaged. Note: For purposes of 3GN Rules, "Loaded" means: A live round is in the chamber. If the firearm has a manual safety, it must be fully engaged when grounding a loaded pistol or long gun. Failure to fully engage the safety when grounding a firearm will result in a match DQ.

2. Unloaded. Note: For purposes of 3GN Rules, "unloaded" means: A. Empty chamber and empty source (tube or magazine); or B. Empty chamber and magazine completely removed. Failure to fully empty firearm will result in a match DQ.

1.9.2 Re-holstering a hot or loaded pistol. A course of fire must never require a competitor to re-holster a handgun after the start signal. However, a competitor may re-holster provided this is accomplished safely, and the handgun is completely unloaded or the safety is engaged.

2. EVENT DISQUALIFICATIONS

2.1 A Disqualification (DQ) will result in complete disqualification from the event and the participant will not be allowed to continue. Competitor will not be eligible for prizes. All disqualifications will be issued by the Range Master/Match Director and all reshoots will be issued by the CRO or MD. Safety violations will not be subject to arbitration. Reshoots: In the case of a stage that has not been completely reset prior to the start signal or a target that falls on its own after the start signal, the CRO will stop the competitor as soon as possible and issue a reshoot to the competitor. Note: The Stage in question will be reset and competitor will be given a choice to reshoot immediately or have their position moved to the bottom of the order and will be the last competitor to complete the Course of Fire (COF) for that squad.

2.2 Disqualification for Negligent/Accidental Discharge (AD)

A participant who causes a negligent/accidental discharge must be stopped by a Range Officer as soon as possible. A negligent discharge is defined as follows:

2.2.1 A shot, which travels over a backstop, a berm or in any other direction deemed by the event organizers as being unsafe. Note that a participant who legitimately fires a shot at a target, which hits and then travels in an unsafe direction, will not be disqualified.

2.2.2 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.

a. Exception - a bullet, slug, or shot which strikes the ground within 10 feet of the participant due to a "squib".

b. In the case of a shot striking a prop where the bullet, slug, or shot is deflected or does not continue to strike the ground, if the Range Official determines that the bullet, slug, or shot would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop, the provisions of 2.2.2 shall apply.

2.2.3 A shot which occurs while loading, reloading or unloading any firearm after the "Make Ready" command and/or be-

fore the "Range is Clear" command.

a. Exception - a detonation, which occurs while unloading a firearm, is not considered a shot or Discharge subject to an event disqualification, however. Rule 5.1 may apply

Detonation (definition): Ignition of the primer of a round, other than by action of a firing pin, where the bullet, slug or shot does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped).

2.2.4 A shot which occurs during remedial action in the case of a malfunction.

2.2.5 A shot which occurs while transferring a firearm between hands.

2.2.6 A shot which occurs during movement, except while actually shooting at targets.

2.3 Grounding a firearm in any condition not outlined in rule 1.9 will result in disqualification.

2.4 A participant shall be disqualified for:

2.4.1 Dropping a firearm, or

2.4.2 Dropping a firearm while loading/unloading, or

2.4.3 Dropping a firearm, whether loaded or unloaded, at any time after the "Make Ready" command and before the "Range is Clear" command. This includes any firearm, loaded or unloaded, that falls after being grounded during the course of fire.

2.4.3.1 Dropping an unloaded firearm before the "Make Ready" command or after the "Range is Clear" command will not result in disqualification, provided the firearm is retrieved by an Event Official.

2.4.4 Steel shot specifically not allowed. Use of steel shot is a Safety Violation and will result in a participant's (DQ) Disqualification.

2.5 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.)

2.6 A participant shall be disqualified for unsportsmanlike conduct.

2.6.1 Cheating:

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

b. Altering or falsifying score sheets.

c. Altering the configuration of firearms or equipment to gain advantage (see rule 5.3 & 5.4)

2.6.2 A Disqualification (DQ) will be issued for Pistol Magazine OAL violation Rule (6.2.4). Rule (6.1.5) will apply.

d. A course of fire must never require or allow a participant to touch or hold a firearm loading device or ammunition after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms)

2.6.3 Threatening or assaulting other participants or staff personnel.

2.6.4 Disruptive behavior in an attempt to disturb other participants while they are shooting.

2.7 ALL disqualifications and re-shoots will be issued by the RM/MD.

3. SPORTSMANSHIP AND CONDUCT

- 3.1 Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times.
- 3.2 Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the event site/range.

4. AMMUNITION

- 4.1 No tracer, incendiary, armor piercing, steel jacketed or steel/Tungsten core ammunition is allowed.
- A \$100 fee shall be assessed for any competitor found in violation of rule (4.1) per each steel target engaged and or damaged. Fines will be made payable the day of the offense.
- 4.2 Pistol/revolver ammunition shall be 9x19 or larger; .45 ACP in Heavy Metal and Heavy Metal Optics.
- 4.3 Rifle ammunition shall be .223 Remington (5.56 NATO) or larger; .308 (7.62x51) in Heavy Metal Heavy Metal Optics.
- 4.4 Shotgun ammunition shall be 20 gauge or larger - #7.5 LEAD SHOT or smaller.
- Steel shot specifically not allowed. Use of steel shot is a Safety Violation and will result in a participant's (DQ) Disqualification.

5. FIREARMS

- 5.1 All firearms used by participants must be serviceable and safe. Range Officers may demand examination of a participant's firearm or related equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by a Range Officer, it must be withdrawn from the event until the item is repaired to the satisfaction of the Range Master.
- 5.2 If a participant's firearm becomes unserviceable during competition, that participant may replace his/her firearm with another of the same model, caliber and sighting system approved by the RM/MD or his designee. In the event that a firearm in the same model, caliber, and sighting system cannot be found, the shooter may use any available firearm but may also be moved to another division depending on type of replacement firearm used. All replacement firearms must be approved by the RM/MD or his designee.
- 5.3 For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, stock and sighting system combination.
- 5.4 The same firearm system, for each gun, per Rule 5.3, shall be used during the entire event.
- 5.5 Participants will not reconfigure any firearm during the course of the entire event, (i.e. change caliber, barrel length, shotgun magazine tube length, sighting systems or stock style.) This will be considered Unsportsmanlike Conduct. Note: Shotgun Choke changes are allowed.

6. Firearm Divisions [Open, Tactical – Optics or Irons, Heavy Metal – Optics or Irons]

- 6.1 Handgun – Open
- 6.1.1 No limitations on accessories (see rule 5.3)
- 6.1.2 Magazine length may not exceed 171.25 millimeters.

6.2 Rifle –Open

6.2.1 No limitations on accessories (see Rules 5.3, 5.4 & 5.5). Rifle supporting devices (i.e. bipods, etc.) may be added or removed during the course of the event.

6.3 Shotgun – Open

6.3.1 No limitations on accessories (see Rules 5.3, 5.4 & 5.5)

6.3.2 Barrel length may not be changed for the duration of the event.

6.3.3 Magazine tube length shall not be changed for the duration of the event.

6.3.4 Shotgun speed loaders are allowed in Open.

- a. Shotgun speed loaders must be the new type, or modified old style with the primer relief cut.
- b. Use of old style shotgun speed loaders without the primer relief cut will result in disqualification.

6.4 Handgun – Tactical (Optics & Irons)

6.4.1 Firearms must be of a factory configuration.

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

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

6.4.4 Magazines used shall not exceed 171.25 mm OAL (overall length) for single stacks, and shall not exceed 141.25 mm OAL for staggered magazines.

6.5 Rifle - Tactical Optics

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 Scoped rifles may be equipped with no more than one (1) optical sight.

6.5.3.1 A magnifier may be used with an optical sight in this division without violating the “one optic” rule, provided:

- a. The magnifier does not contain an aiming reticule.
- b. The magnifier cannot be used as an aiming device by itself.
- c. The magnifier is mounted in the same location on the rifle for the entire event.

If these provisions are satisfied:

- d. The magnifier will not be considered a second/separate optic.
- e. The competitor may start and use the magnifier in either the magnified or unmagnified mode without further restriction.

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

6.5.5 Compensators are allowed in this division provided the compensator is not larger than 1 inch in diameter and 3 inches long, measured from the barrel muzzle to the end of the compensator.

6.5 Rifle - Tactical Irons

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 Irons rifles may be equipped with no more than one non-magnified (1) optical sight.

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

6.5.5 Compensators are allowed in this division provided the compensator is not larger than 1 inch in diameter and 3 inches long, measured from the barrel muzzle to the end of the compensator.

6.8 Shotgun – Tactical (Optics & Irons)

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

6.8.1.1 Conventional tubular magazine fed shotguns, only, allowed in this division.

6.8.2 Barrel length may not be changed for the duration of the event.

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

6.8.4 No electronic or optical sights are allowed on shotguns in this division.

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

6.8.6 No compensators or porting on barrels allowed in this division.

6.8.7 No shotgun speed loaders are allowed in this division.

6.8.8 No shotgun in tactical division may start a stage with more than 9 rounds total in the shotgun.

6.3 Handgun - Heavy Metal (Optics & Irons)

6.3.1 Firearms must comply with the Tactical handgun rules (6.2.1; 6.2.2 & 6.2.3).

6.3.2 .44 Caliber or larger.

6.3.3 Magazines may be loaded with no more than 10 rounds.

6.6 Rifle - Heavy Metal Optics

6.6.1 Scoped rifles may be equipped with no more than one (1) optical sight.

6.5.1 A. A magnifier may be used with an optical sight in this division without violating the "one optic" rule, provided:

- a. The magnifier does not contain an aiming reticule.
- b. The magnifier cannot be used as an aiming device by itself.
- c. The magnifier is mounted in the same location on the rifle for the entire event.

If these provisions are satisfied:

- d. The magnifier will not be considered a second/separate optic.
- e. The competitor may start and use the magnifier in either the magnified or unmagnified mode without further restriction.

6.6.1 Rifles in HM must comply with Tactical Rifle Rules (6.5.1; 6.5.2; 6.5.3; 6.5.3.1; 6.5.4, 6.5.5, & 6.5.6)

6.6.2 Rifles in HM will be .308 Winchester (7.62x51mm NATO) minimum.

6.6.3 Rifle magazines in HM shall not be loaded with more than twenty (20) rounds. (See 6.5.6)

6.6 Rifle - Heavy Metal Irons

6.5.3 Irons rifles may be equipped with no more than one NON-MAGNIFIED (1) optical sight.

6.6.1 Rifles in HM must comply with Tactical Rifle Rules (6.5.1; 6.5.2; 6.5.3; 6.5.3.1; 6.5.4, 6.5.5, & 6.5.6)

6.6.2 Rifles in HM will be .308 Winchester (7.62x51 NATO) minimum.

6.6.3 Rifle magazines in HM shall not be loaded with more than twenty (20) rounds. (See 6.5.6)

6.8 Shotgun – Heavy Metal (Optics & Irons)

6.9.2 12 gauge only.

6.8.3 Conventional tubular magazine fed PUMP shotguns, only, allowed in these divisions

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

6.8.1.1 Conventional tubular magazine fed shotguns, only, allowed in this division.

6.8.2 Barrel length may not be changed for the duration of the event.

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

6.8.4 No electronic or optical sights are allowed on shotguns in this division.

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

6.8.6 No compensators or porting on barrels allowed in this division.

6.8.7 No shotgun speed loaders are allowed in this division.

6.8.8 No shotgun in tactical division may start a stage with more than 9 rounds total in the shotgun.

7. HOLSTERS AND EQUIPMENT

7.1 Handgun holsters and equipment - Tactical

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

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

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

7.1.4 Due to safety concerns shoulder holsters and cross draw holsters are disallowed.

8. DIVISION

8.1 Tactical

8.1.1 Participant will compete with a Tactical Handgun, Tactical Optics Rifle, and a Tactical Shotgun

8.2 Open

8.2.1 Participant will compete with an Open Pistol, Open Optics Rifle, and an Open Shotgun.

8.3 Tactical Iron

8.3.1 Participant will compete with a Tactical Iron Pistol, Tactical Iron Rifle, and Tactical Iron Shotgun

8.4 Heavy Metal

8.4.1 Participant will compete with a Heavy Metal Pistol, Heavy Metal Rifle, and Heavy Metal Shotgun

8.5 Heavy Metal Optics

8.5.1 Participant will compete with a Heavy Metal Pistol, Heavy Metal Rifle, and Heavy Metal Shotgun

9. SCORING

9.1 Scoring per stage will be straight time plus penalties

9.1.1 Any 3GN Club Series target designated as a "shoot" target must have either one (1) "Center" hit in the 8" perforated circle OR have (2) hits anywhere inside the 18"x18" target to avoid penalty.

Examples of scoring targets include:

- a. One (1) hit in the "Center" (8" circle)
- b. Two (2) hits anywhere on the 18"x18" target to avoid penalty

9.1.2 Example of scoring and penalties on 3GN reactive paper targets:

- a. One (1) "Center" hit in the 8" circle = no penalty
- b. Two (2) hits in any combination on the 18" x 18" target = no penalty

c. One (1) hit on the target not in 8" circle = 5 second penalty (Failure to Neutralize-FTE)

e. Failure to Engage (FTE)= 5 second penalty for not making the minimum two hits anywhere on the target plus 5 seconds, per target, for the FTN PROCEDURAL for a total penalty of 10 seconds per target added to time.

Note: For purposes of 3GN Rules, "Engaged" means: To be in a position where the muzzle is in line of sight to target in question. Shooting in the general direction of target, shooting over obstructions that targets are behind or through see-through walls and/or barriers are not allowed. A 5-second (FTN) penalty will be assessed for targets in violation.

f. Only holes made by bullets will count for score/penalty. Evidence of the actual bullet must be present on the target, i.e. crown or grease ring (mark) on the hole. Holes made by shrapnel, fragments or flying debris will not count for score/penalty.

9.1.3 Knock down (KD) style plates must fall to score.

9.1.4.1 Failure to knock down a KD plate will result in a 5 second penalty.

9.1.4.2 Failure to engage a knock down (KD) plate will result in a Failure to Engage (FTE)= 5 second penalty for not knocking down the KD plate plus 5 seconds, per target, for the FTN PROCEDURAL for a total penalty of 10 seconds per target.

9.1.5.1 Frangible targets (Clay bird) must break (one BB hole is a break) to score.

9.1.5.2 Failure to engage a frangible (Clay bird) plate will result in a (FTE)= 5 second penalty for not breaking frangible target plus 5 seconds, per target, for the FTN PROCEDURAL for a total penalty of 10 seconds per target.

9.1.8 Maximum time for any stage (including target penalties) is 250 seconds.

9.1.9 The course of fire starts with the "Make Ready" command and ends after the "Range is Clear" command.

9.2 Recommended Rifle Targets: 10" & 4" round KD plates and 3GN paper targets.

9.2.1 Recommended Pistol Targets: 10" & 4" round KD plates, 3GN paper targets and 4"x10" square KD plates.

9.2.2 Recommended Shotgun Targets: 4"x10" square KD plates and frangible/clay targets.

9.2.3 Total time accumulated for all stages will determine the event placement.

9.2.4 Lowest time wins.

9.3 PROCEDURALS

9.3 Procedural penalties, 10 seconds per shot, may be assessed for failing to follow the stage directions as written in the stage description.

9.3.1 Foot Fault: A per shot penalty for each shot taken over a fault line or out of bounds as designated in the stage design and briefing.

9.3.2 Shotgun start violation: Any competitor, that before the start has more than (9) rounds total loaded and begins the course of fire is in violation and will be assessed a penalty per additional round loaded.

9.3.3 Rifle violations may include bracing on props when course description dictates "unsupported".

9.3.3 Procedural penalties will be outlined in the course description. If procedurals are not clearly defined by course description, the MD or RM will determine what constitutes a procedural.

10. APPEALS

10.1 Decisions are made initially by the stage's Chief Range Officer.

10.2 If the complainant disagrees with the CRO's decision, the Match Director will be called to make a ruling in the matter. The decision of the Match Director will be final. Safety violations will not be subject to arbitration

11. Targetry – Stage Design Recommendations

11.1 3GN Club Series Stage Criteria: 3GN recommends a stage criteria that is streamlined to accommodate the use of overlapping targets and multiple stage strategies. Each stage will be "shooters choice" in regards to strategy and execution.

11.1.2 RIFLE: Competitor's rifle can engage round steel and 3GN Club Series paper targets.

OFFICIAL RIFLE TARGETS :

Any Round knock down plates (50yds-150' min to 100yds-300' max) target range.

The official 3GN Club Series Target (17.25" "Anywhere" scoring circle and an 8" center "Alpha" circle) (3yds-9' min to 100yds-300' max). To order: <http://mgmtargets.com/cardboard-targets/3gn-cardboard-targets>

11.1.3 PISTOL: Competitor's pistol can engage all round steel, square steel as well as paper targets.

OFFICIAL PISTOL TARGETS:

Any Round knock down plates (7yds-21' min to 15yds-45' max)

The official 3GN Club Series Target (17.25" "Anywhere" scoring circle and an 8" "Alpha" center circle) (3yds-9' min to 50yds-150' max). To order: <http://mgmtargets.com/cardboard-targets/3gn-cardboard-targets>

Any Square knock down plate (7yds-21' min to 10yds-30' max)

11.1.4 SHOTGUN: Competitor's shotgun can engage square steel and clay pigeons only.

OFFICIAL SHOTGUN TARGETS:

Any Square knock down plate (7yds-21' min to 10yds-30' max)

Standard Clay Pigeons (3yds-21' min to 10yds-30' max)

11.1.5 Other Targets: Plate racks, for rifle must be engaged from a minimum of 50 yards; pistol shots may be presented ranging from 3-yard minimum to 50-yard maximum. Falling, hinged poppers, of all varieties, are recommended for pistol and shotgun targets. Gravity-aided targets, such as Texas Stars, etc., are recommended for use as pistol and shotgun targets. Gravity or steel-target-activated "movers," holding the 3GN Paper Target, are recommended for pistol use only. The backside of the 3GN Paper Target is white and can be used for a target blocker and penalties assessed in the 5-second box on the score sheet.