

## **2008 FORT BENNING 3-GUN CHALLENGE 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** 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 carried by the shooter. Non-motorized carts or conveyances may be used, with unloaded long guns secured
  - 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 the 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 Range Master.
- 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 firearm, loaded or unloaded, 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** ALL disqualifications and reshoots will be issued by the Range Master.

**2.6** Stage briefings will list the specific "safe grounded condition" for firearms left while transitioning to a different weapon on a multi-gun stage. Failure to leave the weapon in the "safe grounded condition" will result in a match DQ.

### **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 Range Master.

**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** Any competitor with a proven handicap (i.e. legally blind, etc.) can shoot the course other than intended (strong hand/weak hand) but may incur a 35% penalty in time/points per string or per stage. The RM will decide on a case-by-case basis.

### **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

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

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

**4.4.1** No #00 Buckshot or any steel shot ammo allowed. Use of these types of ammo will incur a Match DQ.

### **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 Range Master.

**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, shotgun magazine tube length, sighting systems or stock style.)

### **6. Firearms Classifications [Open Class, Tactical Irons Class, Tactical Optics Class, Heavy Metal Class, & Trooper Class.]**

#### **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 Rifle - Open Class**

**6.3.1** No limitations on accessories (see Rule 5.3)

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

### **6.4 Rifle - Tactical Class**

**6.4.1** Firearms must be of a factory configuration (see Rule 5.3)

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

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

**6.4.4** Tactical Class scoped rifles may be equipped with no more than one (1) optical sight.

**6.4.5** Rifle supporting devices (i.e. bipods, etc.) are not allowed in this class.

### **6.5 Shotgun - Open Class**

**6.5.1** No limitations on accessories (see Rule 5.3) see Special Note below.

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

**6.5.3** Magazine tube length shall not be changed for the duration of the match.

**6.5.4** Shotgun speed loaders are allowed in Open Class.

**6.5.4.1.** Shotgun speed loaders must be the new type, or modified old style with the primer relief cut.

**6.5.4.2.** Use of old style shotgun speed loaders without the primer relief cut will result in Match disqualification.

### **6.6 Shotgun - Tactical Class**

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

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

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

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

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

**6.6.6** No compensators or porting on barrels allowed in this class.

**6.6.7** Tactical Shotguns may only hold 9 rounds max.

**6.6.8** No shotgun speed loaders are allowed in this class.

### **6.7 Heavy Metal Class**

**6.7.1** Rifle Rules:

**6.7.1.1** Rifles must comply with Tactical Iron Rifle Rules

**6.7.1.2** Rifles will be .308 Winchester (7.62 x 51 NATO) or larger caliber.

**6.7.1.3** No optical sights allowed in this class.

**6.7.1.4** No magazine shall exceed a 20 round capacity.

**6.7.2** Shotgun Rules:

**6.7.2.1** Only 12 ga PUMP Shotguns are allowed in the HEAVY METAL CLASS. All other requirements for shotgun must comply with Tactical Shotgun Rules.

### **6.7.3 Handgun Rules:**

**6.7.3.1** Handguns must comply with Tactical Handgun Rules with the following exceptions.

**6.7.3.2** .44 caliber bore or larger for all revolvers and semi-automatic pistols.

**6.7.3.3** No more than 8 rounds allowed in any magazine at any time. (Single Stack Rules)

**6.7.3.3.1** Violation of the 8-round magazine rule will be considered "Unsportsmanlike Conduct" and result in Match DQ.

## **6.8 Trooper Class**

### **6.8.1 Trooper Class General Rules**

**6.8.1.1** All firearms, ammunition, equipment, and cleaning supplies must be transported by the shooter for the duration of the match from the moment they sign in the first day of shooting.

**6.8.1.2** The amount of ammunition the shooter begins the match with, is all they are allowed to use for the duration of the match. The shooter may have as much ammunition in their pack, vest, or ammunition carriers as he/she wishes.

**6.8.1.3** Any back up guns the shooter may wish to use (should their primary firearm become inoperable during the course of the match) must be carried with them for the duration of the match

**6.8.1.4** All equipment must be carried via any man portable means and in a safe manner. No wagons, wheelbarrows, carts, sleds or other external conveyances allowed. The shooter must transport all their equipment to the next stage in one trip. If the shooter fails to do this, they will be made to return to the previous stage and walk back again carrying all their equipment in one trip.

**6.8.1.5** The shooter does not need to carry all this equipment during the course of fire. They may ground their rucksack and use only the equipment on their person if they wish.

**6.8.1.6** Trooper class shooters must start with at least one liter of water on their person or in their rucksack. Additional Water will be provided at all stages. The shooter must carry any beverages other than water themselves.

**6.8.1.7** Lunch will be provided for all Trooper Class shooters on the range. Any food a Trooper Class shooter wishes to eat must be carried on them other than the meal served at lunchtime. This means not accepting even a piece of gum, candy, beef jerky, or other food item from another competitor.

**6.8.1.8** Any time a Trooper class shooter leaves the range, he/she must check all gear at the stats area where it will be secured to prevent tampering and/or adding or removing of equipment.

**6.8.1.9** The only assistance allowed to a trooper class shooter during a course of fire, is verbal direction from the Range Officer only. However, another individual can give medical assistance without bumping the shooter out of Trooper Class.

**6.8.1.10** Failure to follow these rules or voluntarily choosing to drop out of Trooper Class will place the shooter in a class as determined by the firearms and accessories they are using.

**6.8.1.11** All trooper class shooters will be squaded together to ensure that participating shooters properly follow the rules.

## **6.8.2 Trooper Class Firearms and Gear**

**6.8.2.1** Trooper Class shooters may use firearms from any of the other specified classes. A Trooper class shooter may use all iron-sighted guns, or open class guns, however they must be able to transport any firearms (and spares) without assistance from stage to stage by themselves.

**6.8.2.2** There is no limit on magazine capacity, bipods, scopes, or the use of any accessories in Trooper Class.

**6.8.2.3** If a shooter decides to carry more than one firearm, spare upper receiver, optics, or additional gear, they may elect to use them on a stage as they see fit, within the match and stage rules. Rifle calibers may only be used on rifle targets, shotguns on shot targets, and pistols on pistol targets.

**6.8.2.3.1** Multiple firearms of the same category may only be used at the discretion of the range officer or as prescribed by the course of fire. For example; a shooter may not begin the stage with a bolt-action rifle and swap out to a semi auto carbine for the rifle targets unless authorized to do so by the range officer or switching guns prescribed by the course of fire.

**6.8.2.3.2** Transitioning is still allowed.

**6.8.2.3.3** If a range officer assesses that it is reasonable and safe to allow a trooper class shooter to use multiple guns on a stage, they must do so for all Trooper class shooters.

**6.8.2.4** Trooper Class shooters may use pistol caliber carbines or sub-machine guns to engage both rifle and pistol targets. If the stage description says they must use a pistol or transition between pistol and rifle, they must still do so. The shooter must inform the RO of their intentions before they shoot the stage.

**6.8.2.5** The only thing a trooper class shooter may add to their gear and not carry with them is a hard locking case to store their firearms in the locked stats area at the end of the day. All firearms maintenance must be performed at the range, with the cleaning kit and supplies the shooter has brought with them in their pack.

## **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**

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

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 Range Master. The concern is not to violate the 180-degree rule. (See Rule 2.4)

## **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 unless declared in Trooper Class

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 6.4).

### **8.3 Tactical Class-Scoped Rifle (Optics)**

8.3.1 Competitor will shoot the same handgun and shotgun as listed above but with a scoped rifle, (see Rule 6.4).

### **8.4 Heavy Metal Class - See firearms classification (Rule 6) for details**

8.4.1 Rifle shall be .30 caliber or larger

8.4.2 Pump Shotguns (12 ga only), which fulfill all other Tactical shotgun requirements

8.4.3 Pistols shall be .44 or larger (Single stack guns and revolvers are encouraged.)

### **8.5 Trooper Class – see section 6.8 for details**

8.5.1 Any firearms acceptable in any other class is acceptable

## **9. Scoring**

9.1 Scoring per stage will be straight time plus penalties. Maximum time allowed to shoot any stage is 180 seconds.

**9.1.1 Any IPSC cardboard target, designated as a “shoot” target requires two (2) hits inside the scoring perforations on the target for all classes except Heavy Metal. For Heavy Metal only one round is required provided that round is inside a designated scoring area. (Slug targets MAY be exempted from this rule for all classes and only require one (1) hit.) For any hits in the A or B zones of a paper target, no time is added. To reward accuracy, 0.5 seconds will be added to the**

**competitor's raw time on the stage for each C zone hit and 1.5 seconds will be added for each D zone hit.**

**9.1.1.1** The best two hits on paper will be scored for all classes except Heavy Metal (or best 1 for slugs if designated as one required per target). There is no penalty for additional hits on paper (see exceptions for Heavy Metal).

**9.1.1.2** Paper targets which have less than the required number of hits will receive a 5 second penalty for each hit less than that required number. **The penalty is increased to 10 seconds per hit required if the miss is on a target more than 100 yards from the shooting position.**

**9.1.1.3** Heavy Metal shooters may opt to neutralize a paper target with a single "A" or "B" zone hit. If additional rounds are on the target outside this zone, that option is forfeit and the best two rounds are scored, as for any other class.

**9.1.2** Example of scoring and penalties on paper targets:

**a. One "A" or "B" zone hit = no penalty**

**b. "C" zone hit = 0.5 second penalty**

**c. "D" zone hit = 1.5 second penalty**

**d. Misses = 5 second penalty (misses over 100 yards = 10 second penalty)**

**e. No hits on target but target was engaged = 10 second penalty (or 20 seconds of penalties for 2 misses if over 100 yards as described in 9.1.1.3.d)**

f. Target Not Engaged (TNE)= 10 seconds (or 20 seconds if over 100 yards) in penalties 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 second to 25 seconds per target added to time.

**9.1.3** Paper targets used in the match may be IPSC (old style), the new IPSC "Classic", or other similar targets approved by the match director.

**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 or steel) must fall to score.

**9.1.6** Frangible targets must break to score. (One BB hole 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 seconds for not making the hit and 5 seconds TNE.) If over 100 yards, the penalty increases to 25 seconds. (20 seconds for not making the hit and 5 seconds 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. If the target is located more than 100 yards from the shooting position, the penalty for the miss is 20 seconds.

**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, 0 stage points per stage not fired.

**9.1.13** Maximum penalty time for any stage (including target penalties) is 300 seconds.

## **9.2 Stage Points**

**9.2.1** First Place (lowest time) for each stage, in each class, will receive 100 points for single gun stages, 125 points for 2 gun stages and 150 points for 3 gun stages; Second Place and below will figure points on a percentage basis of the points awarded 1st Place.

**9.2.2** Tactical Iron sighted and Tactical Scoped rifles will be scored as two separate classes.

**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 Range Master.

**9.2.5** Highest score per class wins.

## **9.3 Fixed Time (Par Time) Stages**

**9.3.1** Stages that are designated as Fixed Time or Par Time may limit the amount of time that a shooter may engage targets, or may limit the amount of ammunition available to the shooter for the stage, or may limit both.

**9.3.2** Targets will all have a designated value in fixed time stages and the basis of the score will be the sum of points earned

a. Maximum point value for a single weapon stage will be 100 points.

b. There are no penalties for misses or failure to engage

**9.3.3** Penalties will be based on points and subtracted from the stage score

a. Overtime shots will incur a 5 point penalty.

b. Procedural penalties will incur a 10 point penalty.

**9.3.4** Total stage score will be the sum of the earned points, minus any penalty points. Fixed Time or Par Time stages will not be hit factored.

## **10. Arbitration Rules & General Principles**

### **10.1 Administration**

Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant levels of competition, emotions run high and the outcome is much more important to the individual competitor. However, effective match administration and planning will prevent most, if not all, disputes.

### **10.2 Steel Calibration and Challenges**

**10.2.1** All reactive steel targets used in the match will be calibrated before shooting begins, to ensure steel falls using the following standard ammunition:

**10.2.1.1** All pistol steel targets will be checked with 9mm Blazer ammunition

**10.2.1.2** All shotgun steel targets will be checked with a 21" cylinder bore 12 ga. Shotgun, using 11/8 2 3/4 dram 7 1/2 shot

**10.2.1.3** All steel rifle targets will be checked with a 16" barrel A2 firing 55 grain Federal ammunition.

**10.2.2** During the match, all challenged steel targets will be shot by the Range Master from within the designated shooting area, not necessarily from the position the shooter attempted.

**10.3 Access to Arbitration**

**10.3.1** Protests may be submitted for arbitration in accordance with the following sections for any matter except the actual scoring of targets.

**10.3.2** Protests arising from a disqualification for a safety infraction will only be accepted to determine whether or not an infraction as described by the range official was in fact unsafe. The commission of the infraction may not be protested.

**10.4 Appeals**

**10.4.1** Decisions are made initially by the Range Officer.

**10.4.2** If the complainant disagrees with a decision, the Chief Range Officer for the stage or area in question should be summoned and asked to rule.

**10.4.3** If a disagreement still exists, the Range Master must be summoned and asked to rule and his decision is final.