

# WISCONSIN 3-GUN RULES

*We will be using*

*International Multi-Gun Association Rules [revised 12-Dec-2005]*

WISCONSIN 3-GUN changes to these rules are noted in **(RED)** [revised 19-Jan-2006]

## 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.
  - 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.
- 1.9 **Grounding Firearms**
  - 1.9.1 During the course requirements of a multi-gun stage, a competitor may be required to ground a firearm in order to transition to another. The following provisions outline the only accepted and safe ways to ground a firearm during a course of fire:
    - a. Loaded, safety engaged.
    - b. Unloaded.
  - 1.9.2 Unloading firearm in unsafe manner will result in disqualification.
    - 1.9.2.1 Emptying a firearm while not engaging a target (see rule 1.9.1)

## 2. Disqualifications

- 2.1 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. Safety violations will not be subject to arbitration.
- 2.2 **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 Grounding a firearm in any condition not outlined in rule 1.9 will result in disqualification.
- 2.4 A participant shall be disqualified for dropping a loaded firearm or dropping a firearm while in the loading/unloading process.

- 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-like conduct.**
  - 2.6.1 **Cheating:**
    - 2.6.1.1 Intentionally altering targets prior to the target being scored to gain advantage or avoid a penalty.
    - 2.6.1.2 Altering or falsifying score sheets.
    - 2.6.1.3 Altering the configuration of firearms or equipment to gain advantage (see rule 5.3 & 5.4)
    - ~~2.6.1.4 A course of fire must never require or allow a competitor 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)~~
  - 2.6.2 Threatening or assaulting other competitors or staff personnel.
  - 2.6.3 Disruptive behavior in an attempt to disturb other competitors while they are shooting.
- 2.7 ALL disqualifications and re-shoots will be issued by the Range Master.

### 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 by submission to the Arbitration Committee.
- 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 Heavy Metal Divisions will result in the shooter being placed in Open Division for the entire match. (See rules 6.3.3, 6.6.3 & 6.8.8).

### 4. Ammunition

- 4.1 No tracer, incendiary, armor piercing, steel jacketed or steel/Tungsten core ammunition is allowed.
- 4.2 Pistol/revolver ammunition shall be 9x19 or larger. **(HM: .44 caliber minimum.)**
- 4.3 Rifle ammunition shall be .223 Remington (5.56 NATO) or larger. **(HM: 7.62x51 NATO minimum)**
- 4.4 Shotgun ammunition shall be 20 gauge or larger - #4 lead shot or smaller & SLUGS ONLY. **(HM: 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, 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.) This will be considered Unsportsmanlike Conduct.

### 6. Firearm Divisions [Open, Tactical - Iron or Scoped, Heavy Metal - ~~Auto~~ or Pump] **WISCONSIN 3-GUN will recognize 4 separately scored divisions - Open, Tactical Scoped, Tactical Iron, and Heavy Metal Pump**

- 6.1 **Handgun - Open**
  - 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

- 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 division.
- 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 – Heavy Metal

- 6.3.1 Firearms must comply with the Tactical handgun rules (6.2.1; 6.2.2 & 6.2.3).
- 6.3.2 All handguns must be .44 caliber or larger.
- 6.3.3 Pistol magazines in HM shall not be loaded with more than ten (10) rounds.

## 6.4 Rifle - Open

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

## 6.5 Rifle - Tactical (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 scoped rifles may be equipped with no more than one (1) optical sight.
- 6.5.4 Rifle supporting devices (i.e. bipods, etc.) are not allowed in this division.

## 6.6 Rifle – Heavy Metal

- 6.6.1 Rifles must comply with Tactical Iron Rules (6.5.1; 6.5.2 & 6.5.4)
- 6.6.2 Rifles in HM will be .308 Winchester (7.62x51 NATO) or larger.
- 6.6.3 Rifle magazines in HM shall not be loaded with more than twenty (20) rounds.
- 6.6.4 No optical sights allowed in this division.

## 6.7 Shotgun - Open

- 6.7.1 No limitations on accessories (see Rules 5.3, 5.4 & 5.5)
- 6.7.2 Barrel length may 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.
  - 6.7.4.1 Shotgun speed loaders must be the new type, or modified old style with the primer relief cut.
  - 6.7.4.2 Use of old style shotgun speed loaders without the primer relief cut will result in disqualification.

## 6.8 Shotgun - Tactical

- 6.8.1 Shotguns must be of a factory configuration (see Rule 5.3)
- 6.8.2 Barrel length may not be changed for the duration of the match.
- 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.

## 6.9 Shotgun – Heavy Metal ~~(Semi-automatic and pump shotguns will be scored separately.)~~

- 6.9.1 Shotguns must comply with Tactical Shotgun Rules (6.8)
- 6.9.2 12 gauge only. **PUMP ONLY**

# 7. Holsters and Equipment

## 7.1 Handgun holsters and equipment - Open

- 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 Due to safety concerns shoulder holsters and cross draw holsters are not allowed.

## 7.2 Handgun holsters and equipment – Tactical & Heavy Metal

- 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 Due to safety concerns shoulder holsters and cross draw holsters are disallowed.
- 7.2.5 Holsters and magazine/speed loader pouches worn on the belt shall be at or behind the point of the hip.

## 8. Divisions

**WISCONSIN 3-GUN will recognize 4 separately scored divisions - Open, Tactical Scoped, Tactical Iron, and Heavy Metal Pump**

### 8.1 Open

- 8.1.1 Any Open gun OR Open equipment puts the competitor in Open for the entire match.
- 8.1.2 See Firearm Division (Rule 6) for details.

### 8.2 Tactical-Iron Sighted Rifle

- 8.2.1 Competitor will shoot a Tactical handgun (Rule 6.2), Tactical shotgun (Rule 6.8) and a Tactical Rifle with iron sights (Rule 6.5).

### 8.3 Tactical -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 Heavy Metal Pump

- 8.4.1 Competitor will shoot a Tactical handgun which must comply with the rules of HM, see Rules 6.2 & 6.3; Tactical Shotgun (**pump only**), see rules 6.8 & 6.9; and a HM Rifle, see rules 6.5 & 6.6.

## 9. Scoring

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

- 9.1.1 Any IPSC 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.

Examples of neutralized targets include:

- a. One hit in upper A/B zone
- b. One "A" hit on lower A zone
- c. Two hits anywhere in scoring area (i.e. – minimum of two "D" hits) to avoid penalty

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

- a. One "A" zone hit = no penalty
- b. Two hits in any combination "C or D" = no penalty
- c. One C or D hit only = 5 second penalty (Failure to neutralize)
- d. No hits on target but target was engaged = 10 second penalty
- e. Target Not Engaged (TNE)= 10 second 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 Designated "No Shoot" targets that are hit will incur a 5 second penalty for each hit.

- 9.1.4 Knock down style targets (i.e. poppers) must fall to score. Poppers will be calibrated to "minor" with 9mm pistol shooting factory ammunition.

- 9.1.5 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.)

- 9.1.6 Engaging a frangible, knock-down or swinging style target but not breaking it (one BB hole is a break), knocking it down or causing the target to react will result in a 10 second penalty per target. R.O. may call hits.

- 9.1.7 Procedural penalties, 5 seconds per shot, may be assessed for failing to follow the stage directions as written in the stage description.

- 9.1.8 Procedural penalties, 5 seconds, may be assessed for failing to follow stage procedures.

- 9.1.9 Stage Not Fired (SNF) penalty, 500 seconds per stage not fired.
- 9.1.10 Maximum penalty time for any stage (including target penalties) is 500 seconds.

**9.2 Stage Points**

- 9.2.1 First Place (lowest time) for each stage, in each division, will receive 100 points; Second Place and below will figure points on a percentage basis of the 100 from 1st Place.
- 9.2.2 Total points accumulated for all stages will determine the match placement by division.
- 9.2.3 Highest score wins.