



2016 FN 3 GUN MATCH RULES

Version 6/27/2016

1. General Conduct & Dispute Resolution

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

1.2 Ear protection is mandatory for participants, spectators & officials while on or near a stage.

1.3 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the event site. Violators will be removed from the range with no refund. 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.

1.4 Participants and spectators are expected to conduct themselves in a courteous and sportsman-like manner at all times. Any person who violates this rule may be ejected from the event site at the Match Director's discretion with no refund.

1.5 Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the event site.

1.6 Participants may be subject to event disqualification for safety or conduct violations. A match disqualification will result in complete disqualification from the event, and the participant will not be allowed to continue nor be eligible for prizes.

1.7 A participant shall be disqualified from the event for unsportsmanlike conduct. Examples of unsportsmanlike conduct include:

1.7.1 Cheating, such as:

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

1.7.1.2 Altering or falsifying score sheets.

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

1.7.2 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 Willfully disregarding the instruction of any event official:

1.8 Range Officers tasked with running the stage shall make the initial call on scoring, penalties or a disqualification for that stage. The Chief Range Officer for that stage shall be the first step in the appeals process. The Range Master shall be the final step in the appeals process.

1.9 The final decision on all disqualifications, scoring challenges and reshoots will be made by the Range Master.

1.10 Any rule not explicitly covered by this document will be resolved with a ruling by the Range Master(s) or their designee. Rulings by the Range Master(s) or their designee will be final, and will serve as a precedent for the duration of the event.

1.11. Event Officials: The duties and terms of reference of Event Officials are defined as follows:

1.11.1 Range Officer – issues range commands, oversees competitor compliance with the written stage briefing and closely monitors safe competitor action. The Range Officer also declares the time, scores and penalties achieved by each competitor and verifies that these are correctly recorded on the competitor's score sheet (under the authority of a Chief Range Officer and Range Master).

1.11.2 Chief Range Officer – is the primary authority over all persons and activities in the designated courses of fire, and oversees the fair, correct and consistent application of these rules (under the authority of the Range Master).

1.11.3 Range Master – has overall authority over all persons and activities within the entire range, including range safety, the operation of all courses of fire and the application of these rules.

1.11.4 Match Director – handles overall match administration including squadding, scheduling, range construction, the coordination of all support staff and the provision of services. The Match Director's authority and decisions will prevail with regard to all matters except in respect of matters in these rules which are the domain of the Range Master.

2. Safety

Any violation of a safety rule as found in Section 2 of these rules shall be grounds for a match disqualification.

2.1 All events will be run on cold ranges.

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

2.2 Firearms may only be handled and/or displayed in a designated safety area.

2.2.1 Safety areas will be clearly marked with signs or designated by event officials.

2.2.2 **No firearm** may be loaded in a safety area.

2.2.3 No ammunition (including dummy ammunition or snap caps) may be handled in a safety area.

2.2.4 No firearm may contain or have attached any ammo or simulated ammo of any kind in the safety area.

2.2.5 No firearm may be "cleared" on a stage until the shooter has unloaded and showed the firearm most recently used to be clear, and then only by the Range Officer in control of the timer or under his direction. The Range Master may make exceptions to this rule as he sees fit, i.e., at major matches where staff is trained to do so.

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

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

2.3.2 Rifles and shotguns must be cased, secured muzzle up or muzzle down in a stable gun cart/caddy, carried slung with the muzzle up or down or carried muzzle pointed toward the ground. Detachable magazines removed and the use of high-visibility empty chamber indicator devices is required as a courtesy to other event participants.

2.4 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:

2.4.1 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.

2.4.2 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.

2.4.2.1 Exception - a shot which strikes the ground within 10 feet of the participant due to a "squib".

2.4.2.2 In the case of a shot striking a prop where the projectile is deflected or does not continue to strike the ground, if an Event Official determines that the projectile would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop, the provisions of 2.4.2 shall apply.

2.4.3 A shot which occurs while loading, reloading or unloading any firearm.

2.4.3.1 Exception - a detonation which occurs while unloading a firearm is not considered an accidental discharge. A "detonation" is defined as the ignition of the primer of a round, other than by action of a firing pin, where the projectile or shot does not pass through the barrel (e.g., when a slide is being manually retracted or when a round is dropped).

2.4.4 A shot which occurs during remedial action in the case of a malfunction. Remedial action is defined as an action to clear a firearm malfunction or ammunition feeding device malfunction after it fails to fire.

2.4.4.1 A remedial action is complete once the firearm is capable of discharging a round.

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

2.4.6 A shot which occurs during movement, except while actually engaging targets.

2.5 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:

2.5.1 Dropping a firearm, whether loaded or unloaded, at any time after the "Load" or "Make Ready" command and before the "Range Is Clear" command. A dropped firearm is defined as a firearm that hits the ground and the participant no longer has a hand grasping and exercising control of the firearm. Accessories attached to the firearm at the time of the dropped firearm are considered part of the firearm.

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

2.5.2 Use of any unsafe ammunition as defined in Section 3. Also see rule 6.1.15.

2.5.3 An abandoned firearm is any firearm left in a designated container, in an undesignated location (on a table, on top of a barrel) or at a designated start position in any condition, unless the muzzle is breaking the 180-degree safety plane (see rule 2.5). Firearms may only be abandoned in one of the following conditions:

2.5.3.1 Loaded, safety fully engaged, in a manner designated by the written stage briefing, with muzzle pointed in the designated safe direction (muzzle pointed down toward the bottom of the grounding container).

2.5.3.2 Completely unloaded (no ammunition in the firearm), in a manner designated by the written stage briefing, with muzzle pointed in the designated safe direction. Safety does not have to be engaged.

2.5.3.3 Once a firearm is abandoned, it may not be retrieved and utilized in the course of fire regardless of circumstances. A firearm is considered abandoned once a participant no longer has positive control of the firearm.

2.5.4 – Abandoning two firearms whether loaded or unloaded in the same location, e.g., putting a shotgun and rifle in the same abandonment container.

2.5.5 Re-holstering a loaded handgun

2.5.5.1 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.

2.5.5.1.1 A participant may re-holster a firearm during a course of fire if a safe abandonment container has not been provided on the stage. If the participant re-holsters the handgun during a course of fire, it must be completely unloaded with no ammunition in the firearm prior to re-holstering. If ammunition is found in a re-holstered handgun, it shall be a match disqualification.

2.5.6 Unloading any firearm in an unsafe manner, or discharging a firearm while not legitimately engaging a target or in the direction of a target.

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

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

2.5.7.2 In the case of an 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.

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

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

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

2.5.8.3 Engaging steel targets with rifle ammunition at a range of less than 150 feet.

2.5.8.4 Engaging steel targets with shotgun slug ammunition at a range of less than 30 feet. See also rule 6.1.15.

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

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

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

2.5.11 Pointing a firearm, whether loaded or unloaded, in any direction deemed by an event official to be unsafe.

2.5.12 Participants shall have the responsibility to ensure their firearm is in safe working condition at all times during the event. Mechanical breakage does not relieve the participant of the core responsibility for abandoning the firearm in an unsafe condition.

2.5.13 Failure to keep the finger outside the trigger guard during loading, reloading, clearing a malfunction, and unloading except while complying with the "Make Ready" or "Hammer Down" commands. This includes while moving except when the participant is actually aiming or shooting at targets.

3. Ammunition

3.1 Handgun ammunition shall be .355 in diameter (9mm parabellum) 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, bi-metal jacketed or steel jacketed or steel/tungsten/penetrator core projectiles is unsafe and prohibited. Participants will be given an opportunity to replace the prohibited ammunition with ammunition that is approved by the match and be allowed to continue to participate. If that participant is discovered a second time utilizing prohibited ammunition, then the participant will be disqualified from the event. Any damaged steel as a result of any use of prohibited ammunition will be replaced by the participant found to be using the prohibited ammunition regardless of first offense or not.

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 **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 that 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 or designated capacity and held in the low ready or port arms position. Safety catch must be in the “safe” position.

4.5.3 Shotgun: Loaded to division or designated capacity and held in the low ready or port arms position. 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).

4.5.5 Any firearm that the participant decides to be staged may be loaded up to division capacity with the chamber empty and the participant may choose not to engage the external manual safety.

4.5.6 In the event of a slung firearm at the start, the sling must be attached to the firearm and the sling must be touching a collar bone on the participant in such a manner that it will support the weight of the firearm without any other assistance.

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 Scope, Tactical Limited and Heavy Metal Scope.

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 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.

5.2.2 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 are permitted.

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

5.3 Tactical Scope division

5.3.1 Handgun holsters 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.

5.3.2 Handgun

5.3.3.1 Electronic sights, optical sights, extended sights, compensators, weight(s), 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.

5.3.3 Rifle

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

5.3.3.2 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.

5.3.3.3 Supporting devices (e.g., bipods) are prohibited.

5.3.3.4 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).

5.3.3. Drum magazines are permitted, only two magazines may be “coupled” together

5.3.3.6 There are no magazine capacity limitations

5.3.4 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 (e.g., bipods) 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 Magazine tube extensions are permitted.

5.4.5.7 Not more than nine (9) rounds total may be loaded at the beginning of any stage.

5.4 Tactical Limited division

5.4.1 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.

5.4.2 Handgun

5.4.2.1 Electronic sights, optical sights, extended sights, compensators, weight(s) or barrel porting are prohibited.

5.4.2.2 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.

5.4.3 Rifle

5.4.3.1 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.

5.4.3.2 Supporting devices (e.g., bipods) are prohibited.

5.4.3.3 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).

5.4.3.4 Drum magazines are permitted, no limits to "coupling"

5.3.3.5 There are no magazine capacity limitations.

5.4.5 Shotgun

5.4.5.1 Only tubular magazines are permitted.

5.4.5.2 Electronic or optical sights are prohibited.

5.4.5.3 Supporting devices (e.g., bipods) are prohibited.

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

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

5.4.5.6 Magazine tube extensions are permitted.

5.4.5.7 Not more than nine (9) rounds total may be loaded at the beginning of any stage.

5.5 Heavy Metal Scope Division

5.5.1 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.

5.5.2 Handgun

5.5.2.1 Electronic sights, optical sights, extended sights, compensators, weight(s) or barrel porting are prohibited.

5.5.2.2 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. Magazines may not be loaded with more than 10 rounds at any time after the start signal. Magazines utilized during a course of fire that have more than 10 rounds will result in the participant being moved to the open division.

5.5.2.3 Minimum caliber is .44".

5.5.2.4 Minimum power factor (bullet weight x velocity/1000) is 165.

5.5.3 Rifle

5.5.3.1 Not more than one (1) optical sight is permitted.

5.5.3.2 A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle, 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.

5.5.3.3 Supporting devices (e.g., bipods) are prohibited.

5.5.3.4 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).

5.5.3.5 Magazines may not be loaded with more than 20 rounds at any time after the start signal. Magazines utilized during a course of fire that have more than 20 rounds will result in the participant being moved to the open division.

5.5.3.6 Magazines may not be coupled together

5.5.3.7 Minimum caliber is .30”.

5.5.3.8 Minimum power factor (bullet weight x velocity/1000) is 320.

5.5.4 Shotgun

5.5.4.1 Only tubular magazines are permitted.

5.5.4.2 Electronic or optical sights are prohibited.

5.5.4.3 Supporting devices (e.g., bipods) are prohibited.

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

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

5.5.4.6 Magazine tube extensions are permitted.

5.5.4.7 Not more than nine (9) rounds total may be loaded at the beginning of any stage.

5.5.4.8 Minimum bore size is 12 gauge.

6. Scoring & Awards

6.1 Stage score will be based on straight time plus penalties (with points).

6.1.1 Unless otherwise stipulated in the stage briefing, the participant must have one of the following:

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 or 1 hit in the center 8” ring of the 3 Gun Nation targets.

6.1.1.3 Two (2) hits anywhere in the scoring area, in any combination of the C-zone and/or D-zone or two anywhere in the 17” scoring area of the 3GN target.

6.1.1.4 Heavy Metal division only one (1) hit is required anywhere on a cardboard target with a handgun or rifle.

6.1.1.5 If a cardboard target is designated on the written stage briefing as a shotgun slug target only one (1) hit is required anywhere on a cardboard target with a shotgun slug.

6.1.2 IPSC cardboard “shoot” or 3 Gun Nation targets that are not neutralized will incur time penalties as follows:

6.1.2.1 One (1) hit in the C-zone, D-zone or the outer scoring area only = 5 second penalty (Failure to Neutralize).

6.1.2.1.1 This penalty shall not apply to the Heavy Metal division participants.

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.

6.1.3.1 All cardboard targets are considered impenetrable and any hit as a result of a pass through shot from one target to another that does not touch the non-scoring border will count as a miss on the second target.

6.1.3.2 Any hit a cardboard target that does not touch the non-scoring boarder and that shot hits a knock off piece of steel causing the target to fall shall incur the penalty found in 6.1.5.2.

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).

6.1.5.3 Long range steel target (as designated in the stage walk through) that does not react = 20 second penalty (un-hit long range target).

6.1.5.4 Long range steel target (as designated in the stage walk through) that does not react and target was not engaged = 30 second penalty (un-hit long range target and was 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.

6.1.7 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 (Target Not Hit and Not Engaged).

6.1.8.3 Aerial target did not break, but was engaged = 5 second penalty (Un-hit aerial target).

6.1.8.4 Aerial target did not break and target was not engaged = 10 second penalty (Un-hit aerial target Not Hit and Not Engaged).

6.1.9 Scoring hits on designated “No Shoot” targets will incur a 10 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.

6.1.10 Failure to follow the procedure in the stage briefing will result in a 20 second penalty. If a competitive advantage is deemed to have been gained, procedural penalties may be applied on a “per shot” basis.

6.1.10.1 Failure to ground a firearm in a manner designated by the written stage briefing shall result in a 20 second procedural penalty per occurrence. Should the written stage briefing fail to designate, the default manner shall be handgun in a handgun bunker, and long guns in long gun bunkers if available, or on a table if no bunkers are available. Failure to designate in the written stage briefing shall never be an excuse to ground in an unsafe manner.

6.1.10.2 If it is determined by the Range Master that a participant started a stage in a position other than that as stated in the stage description, a procedural penalty shall be applied and if the opinion of the range master a competitive advantage was gained a 60 second procedural penalty shall be applied. Either penalty shall be applied without consideration of the participant being given a reshoot.

6.1.11 Stage Not Fired (SNF) is 0-points for a stage not fired.

6.1.12 Unless clearly stated as being otherwise in the official stage briefing the maximum time for completing any stage will be 180 seconds. If a participant exceeds the stage time limit, they will be stopped by an event official and the stage will be scored as shot with all applicable miss and FTE penalties.

6.1.13 The signing of a participant’s score sheet, by either the Range Officer or the participant shall not be a final act. The signing of a score sheet will not be relief from further penalties or disqualification should Match Officials deem it necessary.

6.1.13.1 In the event of electronic scoring, once the participant hits the save button, or instructs someone to do it, the scores are not subject to any other actions with the exception of 6.1.13 above.

6.1.14 If a participant shoots a steel target not specifically designated as a shotgun slug target with a slug the participant will incur one 20 second procedural and a \$25 fine per occurrence. The Range Master should be notified immediately and a higher fine may be assessed depending on the target(s) damaged up to full replacement value.

6.1.15 If a participant shoots a clay bird stand with a slug the participant will incur one 20 second procedural and a \$15 fine per occurrence.

6.2 Match and Stage times

6.2.1 Total stage time will be raw time, adjusted for any penalties incurred (with points assigned to each stage).

6.2.2 The order of finish from top to bottom will be determined by hit factor value based on the fastest time by division.

6.2.3 Each stage will be weighted based on anticipated length of time to shoot the stage. Any point value may be given to a stage before the match.

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

6.3.1 Ladies: open to female participants over the age of 18 years on the first day of the event.

6.3.2 Juniors: open to participants who were under the age of 18 years on the first day of the event.

6.3.3 Seniors: open to participants who were over the age of 55 years on the first day of the event.

6.3.4 Super Seniors: open to participants who were over the age of 65 years on the first day of the event. Super seniors may enter senior category only if Super Senior is not being recognized.

6.3.5 Military: open to active duty, reserve, National Guard or honorably retired military personnel.

6.3.6 Law Enforcement: open to current, retired full-time or reserve law enforcement officers with arrest/apprehension authority.

6.3.7 FN Contingency Members: open to participants who are registered and abide by the FN Contingency program rules found at: <https://www.fnamerica.com/about/team-fnh-usa/contingencyprogram/>.

6.4 Participants in these discretionary matches must produce government-issued identification verifying their eligibility to participate in a particular event.

6.5 Divisions must have 10 or more participants in the same division before the match begins to qualify for recognition. Top 10 Overall in Tactical Scope will be awarded. Top 3 Overall in Open, Tactical Limited and Heavy Metal Scope division will be awarded.

6.6 Prize table will be order of finish only with separate tables for each division.