



2019 SoCo 3 Gun and CO3G Championships Rule Set

Based on the International Multigun Association (IMGA) rules
Last Edited: 03/01/2019

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 Matches will be run on a COLD RANGE.
 - 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 Only unloaded firearms may be handled in 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 secured in a "cart" designed to carry long guns with the muzzle pointed downwards.
 - 1.4.2 Rifles & shotguns must be transported with actions open and detachable magazines removed. Chamber flags are preferred.
- 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 ROS on a stage.
 - 1.5.2 Shooter may uncase safe and unloaded firearm in Safety Area to holster.
 - 1.5.3 Handguns must be carried with the "Hammer/Striker Down."
 - 1.5.4 On stages, the Ready Condition of handguns must be "Hammer Down" for DA autos without manual safeties and "Cocked & Locked" for SA autos or DA autos with manual override safeties.
- 1.6 Firearms will not be cleared during or after a stage except under the direction of the stage's assigned RO or SK at RO's direction.
- 1.7 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.
- 1.8 Eye protection is mandatory for participants, spectators & range personnel at the match site.
- 1.9 Ear protection is mandatory for participants, spectators & range personnel while on or near a stage of fire while the range is hot.
- 2.0 Hot Holstering: Re-holstering a safe pistol after the start signal will incur a 10 second penalty.
 - 2.0.1 A "Safe" pistol is defined as a pistol which is either empty and unloaded, or loaded with the manual or passive safety engaged. A pistol which features a decocker rather than a manual safety must be de-cocked leaving the hammer or striker in a de-cocked position.

2. Disqualifications:

2.1 Match Disqualification (DQ) 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.

2.1.1 Range Officer will contact Range Master for possible DQ. Range Master has the responsibility to confirm DQ.

2.1.2 If the shooter or Range Officer disagrees with Range Master's decision and specifically requests arbitration, the Match Director will be called. Match Director has final say for DQs.

2.1.3 If the Range Officer is unable to get in contact with Range Master, the Match Director will be called.

2.2 Match Disqualification for Negligent Discharge.

2.2.1 "Negligent Discharge" is defined as the discharge of a firearm unintentionally, or in an unsafe manner. This includes a projectile fired in unsafe direction, fired outside the confines of the backstop, or in unsafe proximity to another party.

2.3 A participant shall be DQ'd from the Match for dropping a loaded firearm.

2.4 A participant shall be DQ'd for allowing the muzzle of his/her firearm to break the 180 degree safety plane (except while holstered)

2.4.1 180 degree safety plane will be defined as parallel to the back berm, or as defined by flagging and/or in stage briefing in the case of natural terrain stages.

2.5 If not actively engaging a target, all of a participant's fingers must be visibly outside of the trigger guard. This includes starting condition, while the participant is unmounted and moving, downing a firearm, clearing a malfunction, loading, reloading, unloading, or any other situation where a firearm is not mounted.

2.5.1 Mounted is defined as:

Long gun: buttstock in shoulder, cheek against comb, muzzle pointed in the direction of a target the shooter is actively engaging.

Pistol: pistol directly in line between shooter's head and the target the shooter is actively engaging, and muzzle pointed at that same target.

2.5.2 Participant shall be DQ'd for a finger inside the trigger guard. A RO may call "Finger" as a warning at their discretion as a courtesy to a shooter, but if not immediately heeded, or repeat offenses occur, a DQ is mandatory.

2.6 Downing of firearms:

- 2.6.1 If a firearm is downed, it must be on safe, or empty.
- 2.6.2 If a firearm has a manual safety, it must be engaged in addition to the “passive safeties.
- 2.6.3 If a firearm is downed not empty or on safe and the muzzle is pointed directly into the ground or towards a berm, the shooter will receive a 30 second penalty.
- 2.6.4 If a firearm is downed in an unsafe condition and the muzzle is pointed in an unsafe direction, the shooter will receive a DQ.
- 2.6.5 If a shooter moves downrange of a firearm that is not in a container intended for downing, the shooter will receive a DQ, regardless of where the muzzle is pointing.
- 2.6.6 A pistol safely reholstered by the shooter during a stage will not incur a DQ, however a 60 second penalty will be assessed.

2.7 If any shooter, bystander, or staff member feels that they are in danger at any time they have the right and responsibility to yell “STOP”. At that time the shooter on the stage will unload and show clear to the RO. The RO, Shooter, and party who yelled “STOP” will meet to discuss the situation. The RO will determine if the situation is non-threatening and correctable, requires the RM, or is a safety violation that rates a DQ.

- 2.7.1 This includes actions that occur off the firing line.

2.8 Video recording in regards to DQ’s:

- 2.8.1 If a shooter is being video recorded, and the RO calls a DQ, the shooter may request to use their video recording as supporting evidence.
- 2.8.2 If a shooter is being video recorded, the RO may not request to use the shooter’s video recording, however if the shooter requests their video recording is used, the RO and RM may review and use the video recording to rule on DQ. (This is to not give an advantage to shooters that do not video record.)

2.9 This ruleset cannot cover every single unsafe condition. If a shooter commits an unsafe act per the RO’s judgement, that shooter will be stopped and not allowed to shoot further until the RM is consulted.

- 2.9.1 Any egregious safety concern that specifically puts others in danger or perceived danger will be treated by the RM as a DQ-able offense.
 - 2.9.1.1 Reference the NRA’s 4 weapons safety rules.
- 2.9.2 Any concern that is deemed by the RM as not egregious, but places others at an unnecessary potential for risk will be corrected with a warning. Any additional unsafe acts have the potential to result in a DQ per the RM’s discretion.

2.10 Reshoots and DQ's:

- 2.10.1 ALL DQ's issued by the RO will be confirmed by the RM or MD if the RM is unavailable.
- 2.10.2 ROs have the liberty to issue stage reshoots based upon staff mistakes, range failures, etc.

3. Sportsmanship & Conduct

- 3.1 Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. The Range Master and/or Match Director will handle disputes promptly and fairly.
- 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 The Match Director will administer penalties based upon the severity of the unsportsmanlike conduct. Penalties will range from time penalties to DQ's and being asked to leave the range.

4. Ammunition

- 4.1 No steel, steel jacketed, bimetal jacketed, incendiary, armor piercing, or tracer ammunition is allowed.
- 4.2 Pistol ammunition shall be 9x19mm, 38sc, 40s&w, or 45ACP.
- 4.3 Rifle ammunition shall be .223 Remington (5.56 NATO) 7.62x39mm, 30-06, or .308 Winchester (7.62 NATO).
- 4.4 Shotgun ammunition shall be 20 gauge or 12ga. 2 3/4" shells with LEAD SHOT #7.5 or smaller, payload of 1 1/8oz maximum, and 1350fps published velocity or less.
LEAD SLUGS only.
- 4.5 Any ammunition that does not fit the above requirements may be allowed with match director's prior approval.

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 that matches the same division after approval by the Match Director or Range Master. Firearms that give an unfair advantage by switching may be disallowed even if in the same division. (ie moving from long range gun to bay gun)
- 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 3 firearm systems, 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 Divisions

6.1 2x4 Open Division

6.1.0 Only use 2 out of the 4 firearms on every stage, unless otherwise stated in WSB.

6.1.1 Pistol

- *No limitations on pistol accessories.
- *Magazine length may not exceed 171.25mm's.
- *No mechanical safeties may be disabled.

6.1.2 Rifle

- *1 Magnifying optic, and 1 non-magnifying second optic allowed.
- * Any magazine style allowed.
- * No limitations on rifle accessories.

6.1.3 Shotgun

- * 1 Non-magnifying optic is allowed.
- * No limitations on shotgun accessories.
- * No limitations on loading methods (including box mags, speed loaders, high capacity rotating mag tubes)

6.1.4 PCC (Pistol Caliber Carbine)

- * No limitations on optics, magazine size, or accessories.
- * "Pistols" and braces are allowed.
- * Birdshot only targets (such as static and flying clays) shall not be engaged.

6.2 Tactical Optics (TacOps)

6.2.1 Pistol

- * No electronic sights, optical sights, extended sights, compensators, or barrel porting allowed.
- * Magazine length may not exceed 141.25mm for a double stack, or 171.25mm for a single stack.
- *No mechanical safeties may be disabled.

6.2.2 Rifle

- * 1 magnifying optic, and 1 physical (non-optical) secondary sighting system allowed.
- * No quad-stack magazines, or drum magazines allowed.
- * Muzzle brakes cannot be larger than 3"x1"
- * Bipods / Grip Pods / or other supporting devices are not allowed.
- * Any barricade support devices (SILO/K9/etc) must remain on the firearm from before the first stage until the final stage is complete.

6.2.3 Shotgun

- * No additional limitations on accessories.
- * No optical sights allowed.
- * Only tube style magazines allowed.
- * No speed loaders allowed.
- * No more than 9 rounds in shotgun at start.
- * No compensators or barrel porting allowed.

6.3 Limited Irons (Limited) Division

6.3.1 Pistol

- * No electronic sights, optical sights, extended sights, compensators, or barrel porting allowed.
- * Magazine length may not exceed 141.25mm for a double stack, or 171.25mm for a single stack.
- * No mechanical safeties may be disabled.

6.3.2 Rifle

- * 1 non-magifying optical or physical sighting system allowed. Back up iron sights, or offset iron sights are allowed.
- * No quad-stack magazines, or drum magazines allowed.
- * Muzzle brakes cannot be larger than 3"x1"
- * Bipods / Grip Pods / or other supporting devices are not allowed.
- * Any barricade support devices (SILO / K9 / etc) must remain on the firearm from before the first stage until after the final stage is complete.
- * No additional limitations on accessories.

6.3.3 Shotgun

- * No optical sights allowed.
- * Only tube style magazines allowed.
- * No speed loaders allowed.
- * No more than 9 rounds in shotgun at start.
- * No compensators or barrel porting allowed.

6.4 Heavy Metal (HeMan) Division

6.4.1 Heavy Metal Division will follow all of the Limited Division rules with the following exceptions:

- * Pistol is required to be .45ACP
- * Pistol magazines are limited to 10 rounds. At start shooter is allowed 10+1.
- * Rifle is required to be 30-06 or .308 caliber only.
- * Rifle magazines are limited to 20 rounds. At start shooter is allowed 20+1.
- * Shotguns are required to be 12gauge pump only.

6.5 Additional equipment notes:

6.5.1 Long guns must be designed to be fired off of shoulder. No "pistol grip" only stocks are allowed.

6.5.2 Sound suppressors affect the performance of the shot timer, and are not allowed.

6.5.3 Any Open Class gun OR Open Class equipment puts the competitor in Open Class for the entire match regardless of the original class of the shooter, and regardless of the other equipment the shooter is using.

7. Holsters and Equipment

7.1 Handgun holsters and equipment – Open 2x4

- 7.1.1 Any holster which covers the trigger guard and 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, cross draw holsters, and inside the waistband holsters are disallowed.

7.2 Handgun holsters and equipment – TacOps/Limited

- 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.
- 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, cross draw holsters, and inside the waistband holsters are disallowed.

8. Scoring

8.1 Scoring per stage will be “Time Plus Penalties.”

- 8.1.1 Any cardboard target, designated as a “shoot” target must have either one (1) “A/B” hit OR two (2) hits anywhere inside the scoring perforations on the target (i.e. minimum 2 “D” hits) to avoid a penalty.
- 8.1.2 Example of scoring and penalties on paper targets:
 - a. 1 “A/B” zone hit = no penalty
 - b. 2 hits in any combination “C or D” = no penalty.
 - c. 1 C or D hit only = 5 second Failure to Neutralize (FTN) penalty.
 - d. No hits on target but target was engaged = 10 second unhit target penalty.
 - e. If a target is not engaged shooter receives a 15 second Failure to Engage (FTE) penalty.
- 8.1.3 Paper targets used in the match may be IPSC (old style), the new IPSC “Classic”, or 3 Gun Nation “Pizza Box” targets.
- 8.1.4 Designated “No Shoot” targets that are hit will incur a 5 second penalty for each hit.
- 8.1.5 Knock down style targets (i.e. poppers, KD plates) must fall or turn 45 degrees to score.
- 8.1.6 Knock down targets that are designed to fall off of a stand are considered neutralized if the RO calls HIT, or if the target gets caught on the stand as they fall. If the KD rotates 45 degrees or more from original orientation, the RO may call the target hit.
- 8.1.7 Frangible targets (clays) must break to score. One BB hole = Break

- 8.1.8 Swinging style rifle targets must be struck solid enough to cause the hidden “flasher” to be visible to the RO or scorekeeper.
- 8.1.9 Scorekeeper and/or RO will call hits on all steel targets that do not become disabled after being shot.
- 8.1.10 Failure to engage a frangible, knock down or swinging style target will result in a 15-second FTE penalty.
- 8.1.11 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 UNHIT penalty per target.
- 8.1.12 Disappearing targets, such as aeriels or disappearing paper, will incur a 5 second penalty for failing to neutralize or if they are unhit, but are engaged before the target disappears.
- 8.1.13 Disappearing targets that are not engaged while the target is visible will incur a 15second FTE penalty.
- 8.1.12 Procedural penalties, 5 seconds per shot, may be assessed for failing to follow the stage directions as written in the stage description.
- 8.1.13 Procedural penalties, 5 seconds, may be assessed for failing to follow stage procedures.
- 8.1.14 Procedural penalties, 5 seconds per shot, may be assessed for firing outside of designated shooting areas.
- 8.1.15 Par times will be set at 150 seconds. Any targets neutralized after par time will not count. All targets not neutralized after Par will be counted as FTE.
- 8.1.16 Stage Not Fired (SNF) penalty, 500 seconds per stage not fired.
- 8.1.17 Maximum penalty time for any stage (including target penalties) is 500 seconds.
- 8.1.18 Specialty targets and bonus targets will be listed in the stage brief. Stated on the stage brief will be associated penalties, requirement for neutralization, and any bonus points awarded.

8.2 Stage Points

- 8.2.1 First Place (lowest time including penalties) for each stage, in each class, will receive 100 points; Second Place and below will receive points on a percentage basis from 1st Place (100pts) on each stage.
- 8.2.2 Total points accumulated for all stages will determine the match placement by division.

9. Stage Procedures

- 9.1 When called, shooter will approach the line with firearms in a safe condition with no round in any chamber, and no magazine in any firearms.
- 9.2 Shooter is allowed to have preloaded shotgun magazine tube in designated location, but chamber must be empty. If chamber is discovered loaded by RO, refer to DQ procedures in section 2.

- 9.3 Shooter will be given “Load, Make Ready” command for each firearm in the order that the RO deems fit. At that point, the shooter will make the firearm ready to the condition written in the stage description.
- 9.4 When the shooter is in the appropriate start position, the RO will give the command “Shooter Ready.” If there is no movement and no response, the RO will assume shooter is ready. If the shooter is not ready, advise the RO.
- 9.5 RO will state “Standby” and activate the timer. Upon start signal, the shooter will engage the course of fire.
- 9.6 During the course of fire, if a shooter downs a firearm in a safe location, the shooter may either retrieve the firearm and reengage targets, or place a firearm on safe as long as the following have not occurred:
- 9.6.1 The shooter is not further than 3 feet from the downed firearm.
 - 9.6.2 The shooter has not fired a different firearm.
- 9.7 A firearm that is downed in an unapproved container will receive a 5 second procedural for not following the stage description (8.1.12), and a 5 second procedural penalty for not following correct grounding procedures (8.1.13) for a total of 10 seconds in penalties.
- 9.8 If a target is not reset, the shooter shall engage in the general direction of the target with the appropriate number of shots. This applies to aerial clays, static clays, KD plates, poppers, and similar targets. Any broken props that affect the stage, or unreset moving targets will require a stage reshoot.
- 9.9 If a target cannot be reasonably neutralized with direct hits on target, a shooter may request calibration. The RO will first verify that the target is properly reset. If properly reset, the RM or MD will verify with the match calibration pistol, shotgun, or rifle shooting 9mm ammo at approximately 125pf, shotgun with an IC choke and 2 ¾ dram ammunition, or factory .223.
- 9.10 When the shooter appears finished, the RO will state “If you are finished, unload show clear.” If the shooter has remaining targets they may be engaged still. If finished with the stage the magazine will be removed, the slide pulled back and the chamber shown empty to the RO.
- 9.11 Once the RO is satisfied that a firearm is empty the shooter will be advised:
- 9.11.1 Pistol: “Hammer down and holster.” The shooter will dry fire the pistol if able, as to prove pistol safe, and then reholster.
 - 9.11.2 Long Gun: Once the RO is satisfied that a long gun is empty, the shooter will be advised, “Weapon on safe, bolt to the rear, muzzle in air.”

10. Rule Set Changes

- 10.1 These rules are fluid and may be edited by the Match Director.
- 10.2 The rules will not be edited during a match except for safety issues.
- 10.3 All rules will be approved by both the MD and RM and shared with staff.
- 10.4 The most current edition rules will be available to review in hard copy for all shooters at all matches.
- 10.5 Any proposed rule changes from shooters are required to be sent to SocoShootingSports@gmail.com

Addendum:

2018 PATROL DIVISION: (final)

Pistol:

- *No double stack single action only (SAO) pistols.
- *Must start hammer forward if DA/SA.
- *Frame weights are not allowed.
- *Pistol lights must be operational.
- *15 round magazine limit. Can be downloaded.
- *Otherwise limited division rules apply.

Rifle:

- *AR-15 pattern rifle
- *Fixed magnification optics or iron sights allowed.
- *If magnifier is used on a red dot, it HAS to be affixed in magnified position for duration of the match.
- *30 round magazine maximum. Basepads allowed if they do not add any capacity.
- *Offset irons are not allowed. Backup irons or cowitnessed are.
- *Otherwise limited division rules apply.

Shotgun:

- *Pump action 12 gauges only
- *8 round tube max (plugs okay in extended tubes)
- *No detachable mags. (local match will allow them for the 2018 season only so as to evaluate how the advantages and disadvantages play out vs 8rd tube guns. Maxed at 8rds still)
- *Otherwise limited division rules apply.

Intent:

The goal of this is to not be stupid restrictive but to still have a completely different division than limited, still be encouraging to new shooters, and be a place for military and police to exercise their duty gear as well as new shooters who have defensive gear at home. I've been asked why no double stack SAOs. The only common double stack SAOs are race guns. They have been eliminated to allow for a more competitive division for defensive / duty gear.

Side Note: I understand that some double action pistols do not allow safeties to be on in double action. If not empty, guns can be downed in either SA or DA, and all safeties must be on that can be placed on in that condition without modification of the intended safety function of the manufacturer. If a gun doesn't have a safety because it is intended by the manufacturer to be decocked as its safety, then the gun must be decocked. No loaded pistol in single action is allowed to be without safeties engaged when downed. No exceptions.