

Memphis Sport Shooting Association Multi-Gun Rules

Based on: International Multi-Gun Association
Revised August 2012

1. Safety Rules

- a. Safety is the primary concern of all competitive shooting.
- b. Our match is run on a cold range: Competitor's firearms will remain unloaded at the match site except under the direction of a match official.
- c. You may handle unloaded firearms in any marked Safety area or within the confines of your vehicle. No ammunition may be handled in the safety area.
- d. Competitors may only handle their guns on a stage with the permission of or under the direction of the range officer.**
- e. Long guns must be cased or carried with muzzle up or down, actions open, removable magazines removed, and have a chamber flag in place.
- f. Handguns must be cased or in the holster during transport outside of vehicles.
- g. 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.
- h. Eye protection is mandatory for participants, spectators & range personnel at the match site.
- i. Ear protection is mandatory for participants, spectators & range personnel while on or near a stage of fire.
- j. When abandoning a gun during the course of a stage, the muzzle must be pointed in a safe direction, with the safety on or completely empty.
- k. All competitor's guns must be semi-automatics or manually operated. No more than one round per trigger pull.

2. Disqualifications

- a. Match disqualifications and/or stage disqualifications will be decided by the Match Director.
- b. A negligent discharge is a DQ. It is defined as a discharge of a firearm in an unsafe manner or unintentionally in which the projectile (bullet) strikes the ground within 3 meters of the competitor or range officer or outside the confines of the backstop.
- c. A person shall be disqualified for dropping a loaded firearm or dropping a firearm while in the loading/unloading process.
- d. A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 degree Safety Plane (except while holstering, drawing or reholstering).
- e. A participant shall be disqualified for unsportsman-like conduct which includes, but is not limited to cheating: altering targets, scoresheets, or changing firearms configurations.
- f. A participant shall be disqualified for unsafe gun-handling. This includes, but is not limited to: handling a gun while people are downrange, handling a gun on a stage without permission of the range officer, abandoning a gun in an unsafe direction or in an unsafe manner, or discharging a gun during the load and make ready or preloading process.**
- g. ALL disqualifications and re-shoots will be issued by the Match Director.

3. Sportmanship & Conduct

- a. 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 Match Director.
- b. Violation of magazine/ammunition limitations in Tactical and Heavy Metal Classes will result in the shooter being placed in the most restricted class the equipment fits for the entire match or Match Disqualification, at the discretion of the Match Director.

c. RO's may assess additional "unsportsmanlike conduct" penalties to competitors that intentionally fail to make a good faith effort to engage and hit targets in order to gain advantage. Coaching by other competitors is discouraged and spotting is NOT allowed and considered "unsportsmanlike conduct." The Match Director shall be the final arbiter of any such penalties.

d. For any controversy not precisely described in these rules, the "spirit of the rules" will be applied to settle the matter. The "spirit of the rules" is a fair and equitable opportunity for all the competitors to demonstrate their skills. In the Spirit of 3-Gun, we ask all competitors to apply the "Spirit of the Rules" to their conduct and shooting plans as well.

4. Equipment

a. All firearms used by competitors should be serviceable and safe. If a competitor's firearm becomes unserviceable during competition, he may replace his/her firearm with approval of the Match director or designee.

b. A "firearm" system consists of a specific caliber, receiver, barrel, and stock and sighting system combination. The same firearm system, for each gun, must be used during the entire match.

c. shotgun barrel and magazine tube shall not be changed for the entire match however choke tubes may be changed.

d. Factory configuration is meant to include firearms able to be purchased by the general public and not experimental.

e. Tracer, armor piercing or steel jacketed (even partially) ammunition is not allowed on steel targets.

f. Minimum ammunition requirements are: rifle .223 Remington (5.56 NATO), pistol 9mm Luger, shotgun 20 gauge. Shot size shall be no larger than #7 1/2 birdshot. Buckshot shall be 00 for 12 gauge and #3 for 20 gauge.

g. Handgun holster must be capable of retaining the handgun during the vigorous movement that may be required or otherwise encountered during the course of fire. It must allow the competitor to safely draw and re-holster the handgun without causing the muzzle to point in an unsafe direction at any time. It must completely cover and protect the handgun's trigger guard. The competitor shall use the same handgun holster for the duration of the match.

h. Spare ammunition, magazines, speed loaders and other equipment must be secured in pouches, pockets and/or carriers on the competitor's person or firearm.

i. Any competitor in any class may use/may be required to use a sling.

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, Heavy Metal Scope and Heavy Metal Limited.

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

5.2.1.1 Handgun holsters must safely retain the handgun during vigorous movement, and must completely cover the trigger. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

5.2.1.2 Magazine length may not exceed 170mm.

5.2.2 Rifle

5.2.2.1 Supporting devices (e.g. bipods and vertical foregrips) are permitted, and may begin any stage folded or deployed at the participant's discretion.

5.2.3 Shotgun

5.2.3.1 Speed loading devices and/or detachable box magazines are permitted.

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

5.3 Tactical Scope division

5.3.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.3.2 Handgun

5.3.2.1 Handgun holsters must be a practical/tactical carry style and must safely retain the handgun during vigorous movement.

Semiautomatic pistol holsters must completely cover the trigger. 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.

5.3.2.2 Electronic sights, optical sights, extended sights, compensators, muzzle brakes or barrel porting are prohibited.

5.3.2.3 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, 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. Offset iron sights are also permitted.

5.3.3.3 Supporting devices (bipods, etc.) 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).

5.3.3.5 Drum magazines are prohibited.

5.3.4 Shotgun

5.3.4.1 Only tubular magazines are permitted.

5.3.4.2 Electronic sights and optical sights are prohibited.

5.3.4.3 Supporting devices (bipods, etc.) are prohibited.

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

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

5.3.4.6 Not more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing.

5.4 Tactical Limited division

5.4.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.4.2 Handgun

5.4.2.1 Handgun holsters must be a practical/tactical carry style and must safely retain the handgun during vigorous movement.

Semiautomatic pistol holsters must completely cover the trigger. 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.

5.4.2.2 Electronic sights, optical sights, extended sights, compensators, muzzle brakes or barrel porting are prohibited.

5.4.2.3 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 (bipods, etc.) 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 prohibited.

5.4.4 Shotgun

5.4.4.1 Only tubular magazines are permitted.

5.4.4.2 Electronic sights and optical sights are prohibited.

5.4.4.3 Supporting devices (bipods, etc.) are prohibited.

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

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

5.4.4.6 Not more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing.

5.5 Heavy Metal Scope division

5.5.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.5.2 Handgun

5.5.2.1 Handgun holsters must be a practical/tactical carry style and must safely retain the handgun during vigorous movement.

Semiautomatic pistol holsters must completely cover the trigger. 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.

5.5.2.2 Electronic sights, optical sights, extended sights, compensators, muzzle brakes or barrel porting are prohibited.

5.5.2.3 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 be loaded with not more than ten (10) rounds.

5.5.2.4 Minimum caliber is .44".

5.5.2.5 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 (bipods, etc.) 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 be loaded with not more than twenty (20) rounds.

5.5.3.6 Minimum caliber is .30".

5.5.3.7 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 sights and optical sights are prohibited.

5.5.4.3 Supporting devices (bipods, etc.) 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 Not more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing.

5.5.4.7 Minimum bore size is 12 gauge.

5.6 Heavy Metal Limited division

5.6.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.6.2 Handgun

5.6.2.1 Handgun holsters must be a practical/tactical carry style and must safely retain the handgun during vigorous movement.

Semiautomatic pistol holsters must completely cover the trigger. 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.

5.6.2.2 Electronic sights, optical sights, extended sights, compensators, muzzle brakes or barrel porting are prohibited.

5.6.2.3 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 be loaded with not more than ten (10) rounds.

5.6.2.4 Minimum caliber is .44".

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

5.6.3 Rifle

5.6.3.1 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.

5.6.3.2 Supporting devices (bipods, etc.) are prohibited.

5.6.3.3 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).

5.6.3.4 Magazines may be loaded with not more than twenty (20) rounds.

5.6.3.5 Minimum caliber is .30".

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

5.6.4 Shotgun

5.6.4.1 Only tubular magazines are permitted.

5.6.4.2 Electronic sights and optical sights are prohibited.

5.6.4.3 Supporting devices (bipods, etc.) are prohibited.

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

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

5.6.4.6 Not more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing.

5.6.4.7 Minimum bore size is 12 gauge.

5.6.4.8 Manually operated shotguns (e.g. pump action) only are permitted.

6. Scoring

a. Scoring per stage will be straight time plus penalties.

b. Any cardboard target, designated as a "shoot" target must have either one(1) "A" or "B" hit OR two(2) hits anywhere inside the scoring perforations on the target (i.e. minimum 2"D" hits) to avoid a penalty.

c. Example of scoring and penalties on paper targets:

-One "A or B" zone hit = no penalty.

-Two hits in any combination "C or D" = no penalty.

-One "C or D" hit only = 5 second penalty(Failure to neutralize).

-No hits on the target but target was engaged = 10 second penalty(miss).
-Target Not Engaged (TNE) = 10 second penalty for no hits on the target, plus 5 seconds for the TNE procedural for a total of a 15 second penalty.

d. Paper targets used in the match may be IPSC(old style), the new IPSC "Classic", SOF, IDPA targets, ½ size targets or anything similar.

e. Designated "No Shoot" targets that are hit will incur a 5 second penalty for each hit.

f. Steel knock-down targets must fall to score. Such targets will be calibrated as follows:

Pistol targets – 9mm with factory ammo

Rifle Targets – AR15 type rifle with 5.56NATO or .223 Remington factory ammo.

Shotgun Targets – 12 gauge Shotgun with 3 dram/ 1 1/8 oz load of #7 1/2 shot

g. Frangible targets must break to score. (One BB hole or chip is a break.)

h. Swinging style flash targets must be struck solid enough to cause the hidden "flash card" to be visible to the RO. RO may call hits.

i. 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. (Exception: missing an aerial frangible target will result in a 5 second FTN penalty)

j. Failure to engage a frangible (including aerial), knock down or swinging style target will result in a 15-second penalty.

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

l. Stage Not Fired (SNF) penalty: Competitor shall receive zero (0) match points for each such stage.

m. Special scoring rules may be designated for a particular stage. They will be clearly stated within the stage briefing by the RO's.

n. A Maximum Time shall be established for each stage (180 seconds unless otherwise noted.) Upon failure to complete the stage within the maximum time, the shooter shall be stopped by the RO and assessed a stage time equal to the Maximum time plus all applicable penalties.

9. Stage Points

a. First Place (lowest total time) for each stage, in each class, will receive 100 points. Second place and below will receive points on a percentage basis of the 100 points from the 1st place time.

b. Open, Tactical Scope, Tactical Limited, Heavy Metal Scoped and Heavy Metal Iron will all be scored as separate classes.

c. Total Points accumulated for all stages will determine the match placement by class.

d. Ties will be broken by an undisclosed Tie Breaker Stage designated by the Match Director.

e. Highest score wins.