

# Central Kansas Gun Club Multigun Rules

## 1. SAFETY RULES

- 1.1 Participants can be disqualified for violation of any rule. Safety violations are non-negotiable and will result in a MATCH DQ
- 1.2 This event is held on a cold range. No weapon will be loaded except under the direct supervision or instruction of range staff.
- 1.3 Safety areas will be available on the range. Unloaded weapons can be handled at these locations. No ammunition may be handled in these safe areas. (Loaded magazines may remain on the belt/shot shells in caddies however they cannot be handled in safe areas.)
- 1.4 Long guns may be carried from stage to stage with magazine removed, actions locked open and muzzle either up or down. Long guns may be bagged or secured in a stable gun cart or caddie or carried in a safe manner.
- 1.5 Handguns must be cased or remain in a holster with the magazine removed and the hammer/striker down when not actively competing on a stage. Handguns can be removed from the holster and bagged in a designated safe area or under supervision of a range officer. (A Safariland ELS type holster that can be safely removed from the belt or a handgun that is secured in a holster, attached to a belt, secured to a cart can constitute "bagged." Or "safe")
- 1.6 No participant, guest, or spectator may be intoxicated in any manner on the property. Any person who is intoxicated will be immediately disqualified and criminal penalties may apply.
- 1.7 Eye and ear protection is mandatory for all participant, guests, or spectators.
- 1.8 During the course of a multi gun stage it may be necessary for a weapon to be "grounded." How a weapon may be grounded will be detailed in the course description. There are two accepted ways of grounding a weapon.
  - 1.8.1 A) To be considered "SAFE" A weapon must be completely unloaded. Unloaded means an empty chamber and an empty magazine/tube or an empty chamber with magazine removed. **OR** the weapon is loaded and the safety is engaged.
    - 1.8.2 Unloading or dumping a firearm in an unsafe manner or intentionally firing or "burning" rounds into the ground or berm more than 3 feet from the closest target in order to unload a weapon will result in a Match D.Q.

## 2 DISQUALIFICATIONS

**2.1 Match Disqualification Actions** will result in a complete removal from the event. The participant will not be allowed to continue. The Match Director or his designee will make the final decision on all disqualifications.

2.2 A participant who causes a negligent discharge will be immediately stopped and disqualified. A negligent discharge is:

2.2.1 A shot that leaves the bay or is fired in any direction that the range officer deems unsafe. If the round impacts a target and leaves the bay or travels in an unsafe direction the competitor will not be deemed responsible.

2.2.2 A shot that strikes the ground within 10ft of a competitor unless it is fired from a designated area at the targets to be shot from that area as stated in the stage description.

2.2.3 A shot that occurs while a competitor is loading/unloading or correcting a malfunction.

2.2.4 Firing a shot while grounding a firearm.

2.3 A competitor who grounds any weapon in a designated barrel or bucket in an unsafe manner will incur a 20 second procedural on that stage. If the Competitor grounds an unsafe weapon on a table or any designated dump area other than a bucket or barrel and proceeds down range in front of the muzzle will receive a match D.Q.

2.4 If any loaded weapon is dropped it will result in a disqualification. If a handgun is not in use during the course of fire and it is not loaded when dropped then a stage disqualification will result but the competitor will be allowed to continue the match.

2.5 A shooter will be disqualified if the muzzle of his weapon breaks the 180 degree safety plane.

2.6 A shooter will be disqualified if he allows the muzzle of any loaded firearm to point at any part of his body.

2.7 A shooter may be disqualified for unsportsmanlike conduct.

2.7.1 Cheating

A) Altering targets prior to any competitors run or during scoring to gain advantage or avoid penalties for himself or anyone else.

B) Altering or forging score sheets.

C) Altering weapons or equipment after the start of the match to obtain an advantage.

D) Providing assistance or coaching to another competitor may result in a 20 second procedural or match disqualification at the match director or his designee's discretion.

2.7.2 Threatening or assaulting other competitors or staff will result in immediate disqualification and other criminal penalties may apply.

2.7.3 Disruptive behavior in an attempt to distract another shooter will result in a disqualification.

2.7.4 Intentional or negligent disregard for range staff's instruction will result in a disqualification.

### **3 SPORTSMANSHIP & CONDUCT**

3.1 Shooters, guests and spectators are will conduct themselves in a courteous and sportsman like manner at all times. Disputes will be brought to the match director or his designee.

3.2 Violation of magazine restrictions listed in each division will result in a stage disqualification. (know your round count in your tube.)

**3.3 All shooters are expected to assist in resetting the stage until all shooters from his stage have completed the stage and that stage has been reset again.** The only person who is exempt from assisting is current shooter, the on deck shooter or the shooter who has just completed a course of fire. If you need to leave your squad for any reason please clear it with the C.R.O. first.

3.4 Any disputes with Range Officers must be brought to the range master or his designee. Intentionally rude or disrespectful behavior toward range staff will not be tolerated.

### **4 AMMUNITION**

4.1 All tracer, incendiary, armor piercing, steel/tungsten core ammunition is prohibited. Steel shot is prohibited. A magnet may be used to test ammunition. A sample of the ammunition may be destructively tested.

4.2 Pistol/revolver ammunition must be 9mm or larger.

4.3 Rifle ammunition must be .223 (5.56mm) or larger.

4.4 Shotgun ammunition must be 20 gauge or larger & #6 lead shot or smaller.

## **5 FIREARMS**

5.1 All firearms must be serviceable and safe.

5.2 If a shooter's weapon is broken during the course of the match it may be replaced by a similar type of weapon with a similar optic at the match director or his designee's discretion. (There will be an on site Armorer at the event to assist with weapon malfunctions and repairs)

5.3 A firearm cannot be reconfigured (change caliber, shorten barrel, change stock, change optic or sighting system) during the course of the event. This will be considered unsportsman like conduct.

## **6 FIREARM DIVISIONS**

Participants will declare their equipment division prior to the beginning of the event.

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.

### **6.1 Scoped Tactical Division and Limited Division**

#### **6.1.1 Tactical Handgun**

A) Electronic or optical sights, extended sights, compensators, and barrel porting **are all prohibited.**

B) Single stack magazines cannot be longer than 170mm. Double stack magazines cannot be longer than 140mm

Holsters must be practical/tactical and must retain the handgun during vigorous movement. The holster must cover the trigger guard. The belt to which the holster is attached must be worn at waist level. No shoulder, or cross draw holsters are permitted.

#### **6.1.2 Tactical Rifle**

A) No more than one electronic or optical sight is allowed.

B) A magnifier may be allowed with an optical sight. The magnifier cannot be removed during the course of the match (can be rotated on swivel mount).

C) Bipods are prohibited.

D) Compensators and muzzle brakes cannot exceed 1 inch in diameter nor 3 inches in length.

E) magazines with capacities of more than 60 rounds are prohibited.

#### 6.1.3 Tactical Shotgun

A) Only tube magazines are allowed.

B) Electronic or optical sights are not permitted.

C) Compensators and barrel porting are prohibited

D) Speed loading devices or detachable box magazines are not allowed.

E) No more than 9 rounds may be loaded in the gun at the beginning of any stage.

**\* Limited rifle \*may have iron sights and/or Non-Magnified optic. All else is the same as Scoped Tactical Division.**

#### 6.14 Open division

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.

#### 6.15 Open Handgun

Magazine length may not exceed 170mm.

#### 6.18 Open Rifle

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

#### 6.17 Shotgun

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

Tubular speed loading devices must feature a primer relief cut.

### 7 SCORING

#### 7.1 Cardboard Targets

(A) Any 3GN type cardboard target must have either one "A" or "B" hit or any two hits inside the scoring perforations to avoid a penalty.

(B) Any hits on IDPA or IPSC cardboard targets (hits on a perforation are scored at the higher value benefitting the shooter!)

1 hit on paper outside of "A" or "B" will be a Failure to Neutralize penalty = 5 Seconds. No Hits on Paper Target or Steel Target does not fall would equal 10 seconds.

7.2 Only holes made by bullets will count for score or penalty. Evidence of an actual bullet like a grease ring must be present on the target. Holes made by shrapnel, fragments or debris do not count.

7.3 A hit on a designated "no shoot" or white cardboard target will cause a 20 second penalty.

7.4 Knock down targets must fall to score. If the target spins to edge facing then the R/O will call HIT. If the R/O does not call HIT then the shooter must continue to engage the target until it falls by moving to another angle inside of the shooter area.

A) Knock down pistol targets will be calibrated with factory 9mm ammunition

B) Knock down shotgun targets will be calibrated with a 20 gauge shotgun using low brass 7 1/2 shot.

C) If a steel target fails to fall during calibration the shooter will be allowed to reshoot.

7.5 Failure to engage any target inside 100 yards will result in a 15 second TOTAL penalty (5 seconds for the miss & 10 seconds for not engaging the target.)

7.6 Failure to engage any target at greater than 100 yards will result in a 20 second TOTAL penalty (5 seconds for not making the hit 15 seconds for not engaging the target.)

7.6 Engaging a steel target at greater than 100 yards and not hitting it will result in a 20 second total penalty.

7.7 Procedural penalties of 10 seconds **per shot** may be assessed for failing to follow the instructions as described in the stage brief. (shots fired outside of the designated shooter area) As a courtesy, **the R/O IS** allowed to give one "FOOT" or "Line" warning. If the shooter does not hear the warning it IS NOT grounds for a reshoot.

7.8 Stage Not Fired or stage D.Q. will result in a time of 500 seconds. 500 seconds is the maximum penalty allowed for any stage.

7.9 A competitor's raw time starts with the audible start signal and ends with the last shot fired unless otherwise stated in the stage briefing (Such as a moving vehicle stage) Where par times are reached the shooter's time will be entered as the last shot taken prior to when the par time expired.

