

UDPL 3-Gun/Rifle Rules

(Based on 3 Gun (3GN) Nation Club Series Rules)

(May 4, 2012)

SECTION 1 – RULES:

UDPL reserves the right to change or modify rules if necessary. The following rules apply to 2012 UPDL 3-gun and rifle matches).

1 SAFETY RULES

- 1.1 Participants are subject to event disqualification for violation of any rule or regulation in sections 1 or 2. *Exception: Section 2: Stage Disqualifications (rule 2.8.1 & 2.8.2) Safety violations will not be subject to arbitration.*
- 1.2 All UDPL events will be run on COLD RANGES.
 - 1.2.1. COLD RANGE (definition): Participants' firearms will remain unloaded at the event site except under the direction of an event official.
- 1.3 **Designated Safety Areas**
 - 1.3.1 The Safety Areas will be pointed out.
 - 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 and Pistols (carry from vehicle or between stages)**
 - 1.4.1 Rifles & shotguns must be cased or hand carried with the muzzle up. Carts whereby muzzle is pointed downward are approved.
 - 1.4.2 Rifles & shotguns must be carried with an empty chamber flag is in place.
 - 1.4.3 Shotgun ammunition shall be 20 gauge or larger - #7.5 LEAD SHOT or smaller where required by the stage description. Steel shot specifically not allowed. Use of steel shot is a safety violation and will result in a participant's (EDQ) Event Disqualification.
 - 1.4.4 On stages, the Ready Condition for Rifles and Shotguns must be as described in the stage briefing.
- 1.5 **Handguns (carry between stages)**
 - 1.5.1 Handguns must be cased or remain in holster, magazine removed except under the direction of Range Officers 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 as described in the stage briefing.
- 1.6 No competitors shall consume or be under the influence of alcohol or non-prescription drugs at the event 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 event site.
- 1.8 Ear protection is mandatory for participants, spectators & range personnel while on or near a course of fire.
- 1.9 **Grounding Firearms**
 - 1.9.1 During the course requirements of a stage, a participant may be required to ground a firearm in order to transition to another position. The location and position of the grounded firearm will be specified in the Written Stage Briefing. A participant shall transition firearms by safely grounding a firearm using the following acceptable and safe method:
Safety Condition: Unloaded.
Note: For purposes of UDPL/3GN Rules, "unloaded" means: A. Empty chamber and empty source (tube or magazine); or B. Empty chamber and magazine completely removed.
 - 1.9.2 Re-holstering a hot or loaded pistol must never be required of a competitor after the start signal.

2 EVENT DISQUALIFICATIONS

- 2.1** An Event Disqualification (**EDQ**) will result in complete disqualification from the event and the participant will not be allowed to continue. Competitor will not be eligible for prizes. All disqualifications will be issued by the DOC and all reshoots will be issued by the CRO or DOC. Safety violations will not be subject to arbitration. **Reshoots:** In the case of a stage that has not been completely reset prior to the start signal or a target that falls on its own after the start signal, the CRO will stop the competitor as soon as possible and issue a reshoot to the competitor. **Note:** *The Stage in question will be reset and competitor will be given a choice to reshoot immediately or have their position moved to the bottom of the order and will be the last competitor to complete the Course of Fire (COF) for that squad.*
- 2.2 Disqualification for Negligent Discharge**
A participant who causes a negligent discharge must be stopped by a Range Officer as soon as possible. A negligent discharge is defined as follows:
- 2.2.1** A shot, which travels over a backstop, a berm or in any other direction deemed by the event organizers as being unsafe. Note that a participant who legitimately fires a shot at a target, which hits and then travels in an unsafe direction, will not be disqualified.
 - 2.2.2** 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.
 - a.** Exception - a bullet, slug, or shot which strikes the ground within 10 feet of the participant due to a "squib".
 - b.** In the case of a shot striking a prop where the bullet, slug, or shot is deflected or does not continue to strike the ground, if the Range Official determines that the bullet, slug, or shot would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop, the provisions of 2.2.2 shall apply.
 - 2.2.3** A shot which occurs while loading, reloading or unloading any firearm after the "Make Ready" command and/or before the "Range is Clear" command.
 - a.** Exception - a detonation, which occurs while unloading a firearm, is not considered a shot or Discharge subject to an event disqualification, however. Rule 5.1 may apply
Detonation (definition): Ignition of the primer of a round, other than by action of a firing pin, where the bullet, slug or shot does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped).
 - 2.2.4** A shot which occurs during remedial action in the case of a malfunction.
 - 2.2.5** A shot which occurs while transferring a firearm between hands.
 - 2.2.6** A shot which occurs during movement, except while actually shooting at targets.
- 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:**
- 2.4.1** Dropping a firearm, or
 - 2.4.2** Dropping a firearm while loading/unloading, or
 - 2.4.3** Dropping a firearm, whether loaded or unloaded, at anytime after the "Make Ready" command and before the "Range is Clear" command. This includes any firearm, loaded or unloaded, that falls after being grounded during the course of fire.
 - 2.4.3.1** Dropping an unloaded firearm before the "Make Ready" command or after the "Range is Clear" command will not result in disqualification, provided the firearm is retrieved by an Event Official.
 - 2.4.4** Steel shot specifically not allowed. Use of steel shot is a Safety Violation and will result in a participant's (EDQ) Event Disqualification.
- 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 conduct.
- 2.6.1** Cheating:
 - a.** Intentionally altering targets prior to the target being scored to gain advantage or avoid a penalty.
 - b.** Altering or falsifying score sheets.
 - c.** Altering the configuration of firearms or equipment to gain advantage (see rule 5.3 & 5.4)

- 2.6.2 An Event Disqualification (EDQ) will be issued for Pistol Magazine OAL violation Rule (6.2.4). Rule (6.1.5) will apply.
 - a. A course of fire must never require or allow a participant 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)
- 2.6.3 Threatening or assaulting other participants or staff personnel.
- 2.6.4 Disruptive behavior in an attempt to disturb other participants while they are shooting.
- 2.7 ALL disqualifications and re-shoots will be issued by the DOC.
- 2.8 **Stage Disqualifications:**
 - 2.8.1 Stage Disqualification (SDQ) will result in the lowest ranking stage time posted overall multiplied by three (3) for the competitor on the stage in violation, but competitor will be allowed to continue and finish the match. Competitor will still be eligible for prizes. Final decision will be with the DOC. Safety violations will not be subject to arbitration.
 - 2.8.2 A Stage Disqualification (SDQ) will be issued for a grounded firearm in an "Unsafe" condition. A competitor whose firearm is observed to be in violation of Rule 1.9.1 will not be touched, handled or moved before competitor is brought back to firearm in question for the firearm clearing portion of the stage. The competitor will show the RO that the firearm is "Unloaded" or the "Safety" is in fact engaged. After the inspection the RO will determine the next course of action.
 - a. The competitor in violation will be issued a (SDQ) for a violation of Rule (1.9.1). Final decision will be with the DOC.
 - b. The competitor continues in the match to the next Course of Fire (COF)

3 SPORTSMANSHIP AND CONDUCT

- 3.1 Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times.
- 3.2 Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the event site/range.

4 AMMUNITION

- 4.1 **No tracer, incendiary, armor piercing, steel jacketed or steel/Tungsten core ammunition is allowed.** A \$100 fee shall be assessed for any competitor found in violation of rule (4.1) per each steel target engaged and or damaged. Fines will be made payable the day of the offense.
- 4.2 Pistol/revolver ammunition shall be 9x19 or larger; .45 ACP in Heavy Metal and Heavy Metal Optics.
- 4.3 Rifle ammunition shall be .223 Remington (5.56 NATO) or larger; .308 (7.62x51) in Heavy Metal Heavy Metal Optics.
- 4.4 Shotgun ammunition shall be 20 gauge or larger - #7.5 LEAD SHOT or smaller. **Steel shot is specifically not allowed.** Use of steel shot is a **Safety Violation** and will result in a participant's **(EDQ) Event Disqualification.**

5 FIREARMS

- 5.1 All firearms used by participants must be serviceable and safe. Range Officers may demand examination of a participant's firearm or related equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by a Range Officer, it must be withdrawn from the event until the item is repaired to the satisfaction of the Range Master.
- 5.2 If a participant's firearm becomes unserviceable during competition, that participant may replace his/her firearm with another of the same model, caliber and sighting system approved by the DOC 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 event.
- 5.5 Participants will not reconfigure any firearm during the course of the entire event, (i.e. change caliber, barrel length, shotgun magazine tube length, sighting systems or stock style.) This will be considered Unsportsmanlike Conduct. *Note: Shotgun Choke changes are allowed.*

6 FIREARM DIVISIONS

Tactical Iron (TI)

Handgun -

- Firearms must be of a factory configuration.
- Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.
- Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this division.
- Magazines used shall not exceed 170mm OAL (overall length) for single stacks, and shall not exceed 140mm OAL for staggered magazines.

Rifle -

- Firearms must be of a factory configuration.
- Internal modifications are allowed providing they do not alter the original factory configuration of the rifle.
- Irons rifles may be equipped with no more than one non-magnified (1) optical sight.
- Rifle supporting devices (i.e. bipods, etc.) are not allowed in this division.
- Compensators are allowed in this division provided the compensator is not larger than 1 inch in diameter and 3 inches long, measured from the barrel muzzle to the end of the compensator.

Shotgun -

- Shotguns must be of a factory configuration.
- Conventional tubular magazine fed shotguns, only, allowed in this division.
- Barrel length may not be changed for the duration of the event.
- Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.
- The following **ARE NOT ALLOWED** on/with shotguns in this division:
 - Electronic or optical sights
 - Supporting devices (i.e. bipods, etc.)
 - Compensators or porting on barrels
 - Shotgun speed loaders
 - Starting a stage with more than 9 rounds total in the shotgun

Tactical Scoped (TS)

Handgun -

- Firearms must be of a factory configuration.
- Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.
- Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this division.
- Magazines used shall not exceed 170mm OAL (overall length) for single stacks, and shall not exceed 140mm OAL for staggered magazines.

Rifle -

- Firearms must be of a factory configuration.
- Internal modifications are allowed providing they do not alter the original factory configuration of the rifle.
- Scoped rifles may be equipped with no more than one (1) optical sight.
- A magnifier may be used with an optical sight in this division without violating the "one optic" rule, provided:
 - The magnifier does not contain an aiming reticule
 - The magnifier cannot be used as an aiming device by itself
 - The magnifier is mounted in the same location on the rifle for the entire event

If these provisions are satisfied:

- The magnifier will not be considered a second/separate optic
- The competitor may start and use the magnifier in either the magnified or unmagnified mode without further restriction

- Rifle supporting devices (i.e. bipods, etc.) are not allowed in this division.
- Compensators are allowed in this division provided the compensator is not larger than 1 inch in diameter and 3 inches long, measured from the barrel muzzle to the end of the compensator.

Shotgun -

- Shotguns must be of a factory configuration
- Conventional tubular magazine fed shotguns, only, allowed in this division
- Barrel length may not be changed for the duration of the event
- Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun
- The following **ARE NOT ALLOWED** on/with shotguns in this division:
 - Electronic or optical sights
 - Supporting devices (i.e. bipods, etc.)
 - Compensators or porting on barrels
 - Shotgun speed loaders
 - Starting a stage with more than 9 rounds total in the shotgun

Heavy Metal Iron (HMI)

Handgun -

- Firearms must comply with the Tactical handgun rules
- .44 Caliber or larger
- Magazines may be loaded with no more than 10 rounds.

Rifle -

- Firearms must comply with Tactical rifle rules
- Rifles will be .308 Winchester (7.62x51 NATO) minimum
- Magazines shall not be loaded with more than twenty (20) rounds
- Irons rifles may be equipped with no more than one NON-MAGNIFIED (1) optical sight

Shotgun -

- Firearms must comply with the Tactical shotgun rules
- 12 gauge only
- Conventional tubular magazine fed PUMP shotguns, only, allowed in this divisions

Heavy Metal Scope (HMS)

Handgun -

- Firearms must comply with the Tactical handgun rules
- .44 Caliber or larger
- Magazines may be loaded with no more than 10 rounds.

Rifle -

- Firearms must comply with Tactical rifle rules
- Rifles will be .308 Winchester (7.62x51 NATO) minimum
- Magazines shall not be loaded with more than twenty (20) rounds
- Scoped rifles may be equipped with no more than one (1) optical sight
- A magnifier may be used with an optical sight in this division without violating the "one optic" rule, provided:
 - The magnifier does not contain an aiming reticule
 - The magnifier cannot be used as an aiming device by itself
 - The magnifier is mounted in the same location on the rifle for the entire event
- If these provisions are satisfied:
 - The magnifier will not be considered a second/separate optic
 - The competitor may start and use the magnifier in either the magnified or unmagnified mode without further restriction

Shotgun -

- Firearms must comply with the Tactical shotgun rules
- 12 gauge only
- Conventional tubular magazine fed PUMP shotguns, only, allowed in this divisions

OPEN (O)

Handgun -

- No limitations on accessories
- Magazine length may not exceed 170 millimeters

Rifle -

- No limitations on accessories
- Rifle supporting devices (i.e. bipods, etc.) may be added or removed during the course of the event

Shotgun -

- No limitations on accessories
- Barrel length may not be changed for the duration of the event
- Magazine tube length shall not be changed for the duration of the event
- Shotgun speed loaders are allowed in Open.
 - Shotgun speed loaders must be the new type, or modified old style with the primer relief cut
 - Use of old style shotgun speed loaders without the primer relief cut **will result in disqualification**

Notes -

1. The highest division of any weapon used determines the shooters overall division for competition.
2. Using and downloading high capacity magazines is allowed.
3. Handguns will be 9mm minimum.
4. Rifles will be .223 Remington (5.56x45 NATO) minimum.
5. Shotguns will be 20 gauge minimum.

7 HOLSTERS AND EQUIPMENT

7.1 Handgun holsters and equipment

- 7.1.1** Holsters must be a practical/tactical carry style and must be able to safely retain the handgun during vigorous movement
- 7.1.2** The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder.
- 7.1.3** The belt upon which the holster and magazine/speed loader pouches are attached must be worn at waist level.
- 7.1.4** Due to safety concerns shoulder holsters and cross draw holsters are disallowed.

8 DIVISIONS

8.1 A participant will compete in the division of the single highest firearm. Maximum equipment permissions, in descending order are:

- 8.1.1 Open** — Participant will compete with an Open Pistol, Open Scoped Rifle, and an Open Shotgun.
- 8.1.2 Tactical Scope** — Participant will compete with a Tactical Handgun, Tactical Scoped Rifle, and a Tactical Shotgun
- 8.1.3 Tactical Iron** — Participant will compete with a Tactical Iron Pistol, Tactical Iron Rifle, and Tactical Iron Shotgun
- 8.1.4 Heavy Metal Scope** — Participant will compete with a Heavy Metal Pistol, Heavy Metal Rifle, and Heavy Metal Shotgun
- 8.1.5 Heavy Metal Iron** — Participant will compete with a Heavy Metal Iron Pistol, Heavy Metal Iron Rifle, and Heavy Metal Iron Shotgun

9 SCORING

9.1 Scoring per stage will be straight time plus penalties

9.1.1 Any 3GN Club Series target designated as a "shoot" target must have either one (1) "Center" hit in the 8" perforated circle OR have (2) hits anywhere inside the 17.25" perforated scoring circle to avoid penalty.

Example of scoring and penalties on 3GN reactive paper targets:

- a. One (1) "Center" hit in the 8" circle = no penalty
- b. Two (2) hits in any combination inside the 17.25" scoring circle or the 8" center circle = no penalty
- c. One (1) hit in the 17.25" scoring circle and NO scoring hit in the 8" center circle = 2.5 second penalty (Miss on Target MOT)
- d. No hits on target = 2.5 second penalty MOT
- e. Target Not Engaged (TNE)= 2.5 second penalty for not making the minimum two hits anywhere on the target plus 2.5 seconds, per target, for the TNE PROCEDURAL for a total penalty of 5 seconds per target added to time.

Note: For purposes of 3GN Rules, "Engaged" means: To be in a position where the muzzle is in line of sight to target in question. Shooting in the general direction of target, shooting over obstructions that targets are behind or through see-through walls and/or barriers are not allowed. A 5-second (TNE) penalty will be assessed for targets in violation.

- f. Only holes made by bullets will count for score/penalty. Evidence of the actual bullet must be present on the target, i.e. crown or grease ring (mark) on the hole. Holes made by shrapnel, fragments or flying debris will not count for score/penalty.

9.1.2 Knock down (KD) style plates must fall to score.

Note: *If KD style plate is struck by a Rifle OR Pistol bullet and edges, turns or spins the target but does not fall the competitor will get score/credit for KD plate in question.*

Note: *Any KD plate engaged with SHOT must FALL to score!*

- a. **Failure to knock down** a KD plate will result in a 2.5 second penalty.
- b. **Failure to engage** a knock down (KD) plate will result in a Target Not Engaged (TNE)= 2.5 second penalty for not knocking down the KD plate plus 2.5 seconds, per target, for the TNE PROCEDURAL for a total penalty of 5 seconds per target.

9.1.3 Frangible targets (Clay bird) must break (one BB hole is a break) to score.

- a. **Failure to engage a frangible** (Clay bird) plate will result in a Target Not Engaged (TNE)= 2.5 second penalty for not breaking frangible target plus 2.5 seconds, per target, for the TNE PROCEDURAL for a total penalty of 5 seconds per target.

9.1.4 Any steel target designated as a shoot target must be hit the specified number of times to avoid penalty. Each hit required will be treated as a separate target instance.

Example of scoring and penalties on steel targets:

- a. Each required shot on steel missed will result in a 2.5 second penalty MOT
- b. Each required shot on steel not taken will result in a 2.5 second penalty MOT plus a 2.5 second penalty TNE for a 5 second total penalty.

9.1.5 **Procedural penalties, 5 seconds per shot**, may be assessed for failing to follow the stage directions as written in the stage description or shooting outside the defined shooting area.

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

9.1.7 **Non-threat or no-shoot targets** will have a 5 second penalty per hit.

9.1.8 Maximum time for any stage (including target penalties) is 250 seconds.

9.1.9 The course of fire starts with the "Make Ready" command and ends after the "Range is Clear" command.

9.2 PROCEDURALS

9.2.1 Procedural (A), 5-second penalty

9.2.1 a) Foot Fault: A per shot penalty for each shot taken over a fault line or out of bounds as designated in the stage design and briefing.

9.2.2 Procedural (B), 10-second penalty

9.2.2 a) Shotgun start violation: Any competitor, that before the start has more than (9) rounds total loaded and begins the course of fire is in violation and will be assessed a penalty.

9.3 STANDINGS

9.3.1 Total time accumulated for all stages will determine the event placement.

9.3.2 Lowest time wins.

10 APPEALS

10.1 Decisions are made initially by the stage's Chief Range Officer.

10.2 If the complainant disagrees with the CRO's decision, the Match Director will be called to make a ruling in the matter. The decision of the Match Director will be final. Safety violations will not be subject to arbitration

11 STAGE DESIGN AND TARGET RECOMMENDATIONS

11.1 3Gun Club Series Stage Criteria: 3GN recommends a stage criteria that is streamlined to accommodate the use of overlapping targets and multiple stage strategies. Each stage will be "shooters choice" in regards to strategy and execution.

11.1.1 RIFLE: Competitor's rifle can engage designated steel, clays and 3GN Club Series paper targets.

11.1.2 PISTOL: Competitor's pistol can engage designated steel, clays and 3GN Club Series paper targets.

11.1.3 SHOTGUN: Competitor's shotgun can engage designated steel, clays and designated 3GN Club Series paper targets.

11.1.4 Other Targets: Plate racks, for rifle must be engaged from a minimum of 100 yards; pistol shots may be presented ranging from 3-yard minimum to 50-yard maximum. Falling, hinged poppers, of all varieties, are recommended for pistol and shotgun targets. Gravity-aided targets, such as Texas Stars, etc., are recommended for use as pistol and shotgun targets. Gravity or steel-target-activated "movers," holding the 3GN Paper Target, are recommended for pistol use only. The backside of the 3GN Paper Target is white and can be used for a target blocker and penalties assessed in the 5-second box on the score sheet.

11.2 Target Information

11.2.1 RIFLE TARGETS

- a. Any designated steel targets
- b. The official 3GN Club Series Paper Target (17.25" "Anywhere" scoring circle and an 8" center "Alpha" circle)
- c. Standard Clay Pigeons

11.2.2 PISTOL TARGETS

- a. Any designated steel targets
- b. The official 3GN Club Series Paper Target (17.25" "Anywhere" scoring circle and an 8" center "Alpha" circle)
- c. Standard Clay Pigeons

11.2.3 SHOTGUN TARGETS

- a. Any designated steel targets
- b. The official 3GN Club Series Paper Target (17.25" "Anywhere" scoring circle and an 8" center "Alpha" circle)
- c. Standard Clay Pigeons