

# Utah Defensive Pistol League 3-Gun Match Rules

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Revisions:

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## Introduction [Top](#)

The following rules are intended to act as the operational and governing principles for all UDPL 3-Gun events.

It is understood that there may be some elements of these rules that differ from those used in other areas or by other organizations, but the UDPL Committee, comprised of all current UDPL Officers, feel that they best convey the spirit of these events to the majority of UDPL shooters as well as those new shooters who may participate, while providing a high degree of continuity with other UDPL events.

The final version of these rules will be presented to the UDPL membership at the 2006 Annual UDPL Membership Meeting and, if approved, will become the standards used for future UDPL 3-Gun events.

**Note:** For the purposes of this document, the abbreviation of "**SO**" will be used to indicate a Safety Officer or Range Officer, and "**9mm**" specifically refers to the 9mm Luger caliber.

## 1 Safety Rules [Top](#)

### 1.1 Adherence to the Rules

- A. Participants are subject to possible match disqualification for the violation of any rule or regulation in sections 1 or 2.

### 1.2 Cold Range

- A. Cold Range (definition): Participants firearms will remain unloaded and have magazines removed at the match site except under the direction of a match official.
- B. Ammunition may be handled, and rifle and pistol magazines may be loaded or unloaded at anytime or place during the match except while the shooter and his firearm are in one of the Safe Areas.
- C. Except in the designated Safe Areas, firearms will only be handled to the extent that they may be safely brought to the firing line when the shooter is called to compete by the SO. (See rules 1.4 and 1.5 for specifics.)
- D. If a firearm requires maintenance of any kind that cannot be easily accomplished at the firing line under the direction of the SO, they must be taken to one of the Safe Areas.

- E. As allowed by specific rules to follow, some components of a firearm that may be easily changed or modified for a specific COF may be changed or modified at the firing line when the shooter is called by the SO making it unnecessary for the shooter to go to one of the Safe Areas. If, however, the change or modification requires extensive time or effort to accomplish, the firearm must be taken to one of the Safe Areas.

### **1.3 Safe Areas**

- A. Designated Safe Areas will be clearly identified.
- B. Only unloaded firearms may be handled in the Safe Areas.
- C. No ammunition may be handled in any Safe Area.

### **1.4 Safety Flags**

- A. A Safety Flag is a device that is inserted into the action of a participant's rifle or shotgun that will act as a visual indication that the firearm is in a safe condition while being carried to and from shooting stages and the firing line.
- B. Revolvers and Pistols will not be required to use Safety Flags if they are properly carried in their holsters.
- C. Failure to use Safety Flags may be grounds for match disqualification.
- D. The UDPL Committee will evaluate current safety flag manufacturers and designs to determine the best choice for UDPL use and make that information available to participants. These items will also be available for purchase at each UDPL 3-Gun event for a nominal fee.

### **1.5 Firearms Transportation Safety Requirements (from Vehicles or Between Stages)**

#### **1.5.1 Handguns**

- A. Handguns must be cased or remain in a holster, with magazines removed, except in designated Safety Areas or under the direction of the SO(s) at a stage.
- B. Handguns must be carried with the "Hammer/Striker Down."

#### **1.5.2 Rifles and Shotguns**

- A. Rifles and shotguns must be cased or carried/slung with the muzzle up.
- B. Rifles and shotguns must be carried to and from the firing line with safety flags inside the bolts.
- C. When the shooter is at the firing line, the SO will give the command to remove the safety flags and to load and make ready.
- D. Upon completion of the stage, the shooter will re-insert the safety flags before leaving the firing line whether instructed by the SO or not.

### **1.6 Negligent Discharge**

- A. Participant shall be disqualified from the match for any Negligent Discharge.
- B. "Negligent Discharge" is defined as the discharge of a firearm in an unsafe manner or in which a projectile or bullet strikes the ground within 6 feet of the competitor or SO or outside the confines of the backstop.

### **1.7 Disqualification**

- A. Unless there is some sort of equipment failure which causes the incident (i.e. broken holster or retention device), a participant shall be disqualified from the match for dropping a loaded firearm.
- B. Except while holstered, drawing or re-holstering, a participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 degree safety plane or a predetermined muzzle safe point.
- C. A participant may be disqualified for not properly using safety flags.
- D. A participant will be disqualified if they point a weapon at spectators or other participants whether or not there are safety flags installed in the firearms.

## 1.8 Use of Drugs and Alcohol

- A. No participants or spectators shall consume, or be under the influence of, alcohol or non-prescription drugs at the match site.
- B. Any participant found to be impaired and deemed unsafe as a result of using legitimate prescription drugs, will be directed to stop shooting and may be requested to leave the range.

## 1.9 Personal Protection Equipment

- A. Eye and ear protection is mandatory for participants, spectators and range personnel at the match site.

## 2 Rules of Conduct [Top](#)

### 2.1 Participants and Spectators

- A. Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times.
- B. Participant disputes will be handled promptly and fairly by the Match Director and/or a group consisting of 3 or more club officers.

### 2.2 Obscenities

- A. Obscene language should not be used during the course of any UDPL event.
- B. Clothing with any obscene logos, sayings, pictures or drawings will not be worn or displayed while at the match site/range.

## 3 Ammunition [Top](#)

**3.1** No tracer, incendiary, armor piercing or steel jacketed ammunition is allowed.

**Note:** Wolf 7.62x39 AK ammo uses a bi-metal jacketed bullet that will magnetize but is OK to use.

**3.2** Pistol/revolver ammunition shall be 9mm or larger.

**3.3** Rifle ammunition shall be 5.45x39 or larger.

**3.4** Shotgun ammunition shall be 20 gauge or larger, LEAD SHOT and LEAD SLUGS ONLY.

**Note:** Exceptions to 3.2 and 3.3 may be granted for new or younger participants, i.e. youth could shoot the match with a .22 handgun and a .22 rifle, and, if included, would omit shooting any airborne targets such as clay pigeons thrown by the pigeon-flipper.

## 4 Divisions of Competition [Top](#)

The highest division of any single weapon is used to determine the overall division of competition for the shooter. However, downloading a higher-capacity magazine to a lower capacity to fulfill a division requirement is allowed.

- Notes:**
1. Bipods may be mounted to rifles, but only used in the Open division.
  2. Information found in section "**5 Firearms**" may expand on the following.
  3. "Mag-cinch" units or any appliance that safely holds multiple magazines together or on the firearm may be used on the rifles of all divisions.

### 4.1 Limited (L)

- A. Iron sights on all 3 weapons.
- B. Pistol/Revolver - Must be 9mm or larger.
- C. Rifle - Must be 5.45x39 or larger; 20 round maximum magazine capacity.
- D. Shotgun - Must be 20 gauge or larger; Pump or Auto; 7 round maximum gun capacity.

#### 4.2 Limited Big Bore (LBB)

- A. Iron sights on all 3 weapons.
- B. Pistol/Revolver - Must be .44 cal or larger, 10 round maximum magazine capacity.
- C. Rifle - .308 Winchester or larger, 20 round maximum magazine capacity.
- D. Shotgun - 12 gauge only; Pump action only; 9 round maximum gun capacity.

- Notes:**
- 1. Currently, LBB only uses pump-action shotguns which creates an additional challenge to the competitor. However, shooter input may prompt changes to this division.
  - 2. Bipods may be mounted on the rifle but may not be used in this division.

#### 4.3 Tactical (T)

- A. Iron sights on all 3 weapons.
- B. Pistol - Must be 9mm or larger; 140 mm maximum magazine length.
- C. Rifle - Must be 5.45x39 or larger; 30 round maximum magazine capacity.  
Muzzle brakes and flash hidere allowed.
- E. Shotgun - 20 ga. or larger; Pump or Auto; 9 round maximum gun capacity.

#### 4.4 Tactical - Rifle Optic (TRO)

- A. Same as "Tactical", except the rifle may have one optic (Red Dot or Scope, any magnification).

#### 4.5 Open (O)

- A. Optics on two or more weapons.
- B. Pistol - 9mm or larger; magazines may be of any capacity; compensators allowed.
- C. Rifle - Anything goes.
- D. Shotgun - Nothing over 48 inches allowed; detachable box mags allowed.  
Speedloaders - Only the new primer relief cut models may be used.
- F. Bipod use is allowed.

### 5 Firearms [Top](#)

**5.1 Firearm** (definition): A firearm constitutes a specific caliber, receiver design, barrel length, and sighting system configuration. However, participants in the Open Division may have some configuration options available to them - see section 6 for specifics.

- A. All firearms used by participants shall be serviceable and safe.
- B. The same firearm of each type (rifle, pistol, and shotgun) shall be used during the entire match. (See 5.1.C for exceptions to this rule.)
- C. With the approval of the Match Director or his designee if a competitor's firearm becomes unserviceable during competition, the competitor may replace his/her firearm with another of model using the same caliber and sighting system. Open division participants may replace an unserviceable firearm with a "Limited" or "Tactical" firearm as long as it is of the same caliber and action type.
- D. Except for the Open division, participants shall not reconfigure any firearm during the course of a match. (i.e. change of caliber, barrel length, sighting systems).

#### 5.2 Handgun Specifics by Division

**Note:** On stages, the "Ready" condition of handguns must be "Hammer Down" for traditional DA or DAO autos and revolvers, and "Cocked and Locked" for SA autos or DA autos with manual override safeties.

##### 5.2.1 Limited Division (L)

- A. Firearms must be of a factory configuration.
- B. Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.

**Exception:** Changing barrels prior to the match to shoot a different caliber is acceptable, i.e.: Glock 23 with a .357 Sig barrel, or a Glock 20 with a .40 barrel.

- C. Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are **NOT** allowed in this division.
- D. Magazines shall have a ten-round or less capacity.
- E. Magazines used shall not exceed 6.70 inches/170 mm OAL for single stacks, and shall not exceed 5.52 inches/140 mm OAL for staggered magazines.

#### 5.2.2 Limited Big Bore Division (LBB)

- A. Must be a .44 caliber or larger.
- B. Limited to 10-round mags or less.

#### 5.2.3 Tactical Division (T)

- A. Firearms must be of a factory configuration.
- B. Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.  
**Exception:** Changing barrels prior to the match to shoot a different caliber is acceptable, i.e.: Glock 23 with a .357 Sig barrel, or a Glock 20 with a .40 barrel.
- C. Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are **NOT** allowed in this division.
- D. 10+ Hi-Cap magazines can be used.
- E. Magazines used shall not exceed 6.70 inches/170 mm OAL for single stacks, and shall not exceed 5.52 inches/140 mm OAL for staggered magazines.

#### 5.2.4 Tactical - Rifle Optic Division (TRO)

- A. Same rules as 5.2.3 above.

#### 5.2.5 Open Division (O)

- A. No limitations on accessories.

### 5.3 Rifle Specifics by Division

**Note:** Rifles may have bipods attached, but they may only be used in the Open division.

#### 5.3.1 Limited Division (L)

- A. Firearms must be of a factory configuration
- B. Caliber or barrel length shall not be changed for the duration of the match. This includes no changing of AR-15 uppers during the match.
- C. Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle.
- D. Rifle supporting devices (i.e. bipods, etc.), if attached, may not be used in this division.
- E. Limited to 20-round or less magazines.
- F. May have a compensator or muzzle brake.
- G. No optics of any kind are allowed in this division.

#### 5.3.2 Limited Big Bore Division (LBB)

- A. Must be a .308 caliber or larger.
- B. Restricted to 20-round magazines or less.
- C. Iron sights only - no optical sights are allowed.

#### 5.3.3 Tactical Division (T)

- A. Firearms must be of a factory configuration.
- B. Caliber or barrel length shall not be changed for the duration of the match. This includes no changing of AR-15 uppers during the match.
- C. Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle.
- D. Rifle supporting devices (i.e. bipods, etc.), if attached, may not be used in this division.
- E. 20+ round magazines.
- F. May have a compensator or muzzle brake.
- G. No optics of any kind are allowed in this division.

#### 5.3.4 Tactical - Rifle Optic Division (TRO)

- A. Same as 5.3.3, but may be equipped with no more than one optical device.
- B. Optics include Red Dot sights and scopes with any amount of magnification.
- C. Changing the magnification settings of scopes during the match is allowed.

#### 5.3.5 Open Division (O)

- A. No limitations on accessories.
- B. Barrel length and different optical devices may be changed throughout the course of the match.

**Note:** Refer to section 1.2.E for configuration change safety requirements.

- C. Bipods may be used in this division.

### 5.4 Shotgun Specifics by Division

**Note:** Shotguns must have a barrel length of 18" or longer and may have any length of magazine tube/extension.

#### 5.4.1 Limited Division (L)

- A. 20 gauge or larger.
- B. 7 round maximum capacity.
- C. Pump or Auto.

#### 5.4.2 Limited Big Bore Division (LBB)

- A. 12 gauge only.
- B. Pump action only.
- C. 9 round maximum capacity.

#### 5.4.3 Tactical Division (T)

- A. Shotguns must be of a factory configuration.
- B. Barrel length may not be changed for the duration of the match.
- C. Internal modification are allowed providing the modifications do not alter the original factory configuration of the shotgun.
- D. No electronic or optical sights are allowed in this division.
- E. No shotgun supporting devices (i.e. bipods, etc.) are allowed in this division.
- F. No compensators or porting of barrels allowed in this division.
- G. Mag tubes may not hold more than 8 rounds of ammo at any time.
- H. No shotgun speedloaders are allowed in this division.

#### 5.4.4 Tactical - Rifle Optic Division (TRO)

- A. Same rules as 5.4.3 above.

#### 5.4.5 Open Division (O)

- A. No limitations on accessories or optics.
- B. Box-fed magazines are allowed.
- C. Shotgun speedloaders are allowed, however, they must be the new primer-relief-cut type, or old style that have been modified with the primer-relief cut.
- D. Use of old style shotgun speedloaders without the primer relief cut will result in **match disqualification**.

## 6 Handgun Holsters and Equipment [Top](#)

### 6.1 Limited/Limited Big Bore/Tactical/Tactical Rifle Optic Divisions

- A. Holsters must be a practical/tactical carry style and must be able to safely retain the handgun during vigorous movement.
- B. The holster material must completely cover the trigger on all semi-automatic pistols and revolvers.
- C. Only standard belt holsters (belt-secured, IWB and paddle styles) or thigh holsters may be used, however, magazine and speedloader pouches may be worn anywhere on the body.
- D. Law Enforcement and Military personal may wear their duty equipment, but they must use all retention devices including spare ammunition carriers.

- E. Due to safety concerns, shoulder holsters, fanny packs, small of the back (SOB), or crossdraw holsters are not allowed.

## 6.2 Open Division

- A. Any holster which will safely retain the handgun during vigorous movement is allowed.
- B. Magazine/speedloader pouches may be worn anywhere on the body.
- C. Due to safety concerns, shoulder holsters, fanny packs, small of the back (SOB), or crossdraw holsters are not allowed.

## 7 Scoring [Top](#)

### 7.1 Scoring will be the same as standard IDPA with the following variations:

- A. Any modifications to the written instructions should be explained by the Match Director prior to the start of the match.
- B. Cardboard targets used in the match will be standard IDPA targets.
- C. Knock-down style targets (i.e. poppers) must fall to score. Poppers will be calibrated to "minor" with a 9mm pistol shooting factory ammunition.  
**Note:** If conditions require, this rule may be modified to be a solid hit on the target.
- D. Frangible targets must break to score. (One BB hole or chip is a break).
- E. A procedural penalty of 3 seconds per procedural infraction may be assessed for failing to follow the stage instructions as written in the stage description.
- F. Failure to hit a swinging target; knock down a knock-down target, or break a frangible target will only be assessed a 10 second penalty per missed target as long as a reasonable attempt was made at engagement (at the SO's discretion).
- G. A single "Hit on a Non-Threat" penalty of 10 seconds will be assessed for any hits on a designated non-threat target, per string, no matter how many times the target is hit.
- H. A participant that does not make an attempt to hit a target will be assessed a 10 second "Failure to Engage" penalty as well as a 10 second "Missed Target" penalty per target. However, the "Failure to Engage" penalty may be waived if a participant is unable to engage a target due to a firearm malfunction or honest lack of ammunition.
- I. The Match Director may assign certain challenging targets an individual point-down value so that a competitor will be discouraged from shooting quickly with no intention of hitting the target. During the pre-match shooter briefing, the Match Director will let all participants know about these targets and how they will be scored.

### 7.2 Penalty Point Summary

- A. Procedural = 3 seconds per infraction
- B. Hit on a Non-Threat = 10 seconds per target (see 7.1.G)
- C. Missed Target = 10 seconds per shot missed per target
- D. Failure to Engage = 10 seconds per target (see 7.1.H)

## 8 Amendments to the Rules [Top](#)

- A. After the initial acceptance and voting approval of a majority of the members attending the 2006 Annual UDPL Membership Meeting, changes to these UDPL 3-Gun Match Rules can be accomplished by a majority vote of the current UDPL Officer Committee.
- B. Any changes made will be communicated to the UDPL membership via e-mail prior to the next 3-Gun Match in which they will be implemented. In addition, information on the rule changes will be reviewed prior to the match at the general shooter's safety meeting of the first match after the changes are made.