

2009 MCSA SUMMER MULTI-GUN CHAMPIONSHIP RULES

1) Safety Rules

- a. Participants are subject to match disqualification for violation of any rule in sections 1 or 2.
- b. All matches will be run on COLD RANGES.
 - i. Participant's firearms will remain unloaded at the match site except under the direction of a match official.
- c. Designated Safety Areas
 - i. The Safety Areas will be clearly marked with signs.
 - ii. Unloaded firearms may be handled and/or displayed only in the Safety Areas.
 - iii. No ammunition may be handled in any Safety Area.
- d. Rifles & Shotguns, (transportation from vehicle or between stages)
 - i. Rifles & shotguns must be transported with actions open and detachable magazines removed.
- e. Handguns (transportation from vehicle or between stages)
 - i. Handguns must be cased or remain in holster, magazine removed except in designated Safety Areas, or under the direction of Range Officer(s) on a stage.
 - ii. Handguns must be carried with the "Hammer/Striker Down."
 - iii. On stages, the Ready Condition of handguns must be "Hammer Down" for DA autos & revolvers, and "Cocked & Locked" for SA autos or DA autos with manual override safeties.
- f. No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the match site.
- g. Eye & Ear protection is mandatory for participants, spectators & range personnel while on or near a stage of fire.

2) Disqualifications

- a. Match Disqualification 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. Final decision will be with the Match Director.
- b. Match Disqualification for Negligent Discharge.
 - i. "Negligent Discharge" is defined as the discharge of a firearm in an unsafe manner or unintentionally in which a projectile strikes the ground within 3 yards of the competitor or range officer, or outside the confines of the backstop.
- c. A participant shall be disqualified from the Match for dropping a firearm, loaded or unloaded, 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
- e. ALL disqualifications and reshoots will be issued by the Match Director.
- f. Stage briefings will list the specific "safe grounded condition" for firearms left while transitioning to a different weapon on a stage. Failure to leave the weapon in the "safe grounded condition" will result in a match DQ.

3) Sportsmanship & 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. Any competitor with a proven handicap (i.e. legally blind, etc.) can shoot the course other than intended (strong hand/weak hand) but may incur a 35% penalty in time/points per string or per stage. The MD will decide on a case-by-case basis.

4) Ammunition

- a. No tracer, incendiary, armor piercing or steel jacketed ammunition is allowed.
- b. Pistol/revolver ammunition shall be 9x19 or larger
- c. Rifle ammunition shall be .223 Remington (5.56 NATO) or larger.
- d. Shotgun ammunition shall be 20 gauge or larger, #7 ½ or smaller LEAD SHOT ONLY.

5) Firearms

- a. All firearms used by competitors shall be serviceable and safe.
- b. If a competitor's firearm becomes unserviceable during competition, that competitor may replace his/her firearm with another of the same model, caliber and sighting system approved by the Match Director.
- c. For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, and stock and sighting system combination.
- d. The same firearm system, for each gun, shall be used during the entire match.
- e. Competitors will not reconfigure any firearm during the course of a match. (i.e. change caliber, barrel length, etc...)

6) Firearms Classifications (Open & Tactical)

- a. Handgun - Open
 - i. No limitations on accessories
 - ii. Magazine length may not exceed 170 millimeters.
- b. Handgun – Tactical
 - i. Firearms must be of a factory configuration.
 - ii. Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.
 - iii. Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this class.
 - iv. Magazines used shall not exceed 170 mm OAL (overall length) for single stacks, and shall not exceed 140 mm OAL for staggered magazines.
- c. Rifle - Open
 - i. No limitations on accessories
 - ii. Barrel length shall not be changed for the duration of the match
- d. Rifle - Tactical

- i. Firearms must be of a factory configuration)
 - ii. Barrel length shall not be changed for the duration of the match
 - iii. Internal modifications are allowed providing the modifications do not alter the original factory configuration
 - iv. Rifles may be equipped with no more than one (1) optical sight.
 - v. Rifle supporting devices (i.e. bipods, etc.) are not allowed in this class.
- e. Shotgun - Open
 - i. No limitations on accessories
 - ii. Barrel length shall not be changed for the duration of the match.
 - iii. Magazine tube length shall not be changed for the duration of the match.
 - iv. Shotgun speed loaders are allowed in Open Class.
 - 1. Shotgun speed loaders must be the new type, or modified with the primer relief cut.
 - 2. Use of old style shotgun speed loaders without the primer relief cut will result in Match disqualification.
- f. Shotgun - Tactical
 - i. Shotguns must be of a factory configuration
 - ii. Barrel length may not be changed for the duration of the match.
 - iii. Internal modifications are allowed providing the modifications do not alter the original factory configuration
 - iv. No electronic or optical sights are allowed on shotguns in this class.
 - v. No shotgun supporting devices (i.e. bipods, etc.) are allowed in this class.
 - vi. No compensators or porting on barrels allowed in this class.
 - vii. Tactical Shotguns may only hold 9 rounds max.
 - viii. No shotgun speed loaders are allowed in this class.

7) Holsters and Equipment

- a. Open Class
 - i. Any holster, which will safely retain the handgun during vigorous movement, is allowed.
 - ii. The belt upon which the holster and magazine/speed loader pouches are attached must be worn at waist level.
 - iii. Female competitors may wear their belt at hip level providing the belt is in belt loops sewn on the pants.
 - iv. Due to safety concerns shoulder & cross draw holsters are disallowed.
- b. Tactical Class
 - i. Any holster, which will safely retain the handgun during vigorous movement, is allowed.
 - ii. The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder.
 - iii. The belt upon which the holster and magazine/speed loader pouches are attached must be worn at waist level.
 - iv. Female competitors may wear their belt at hip level providing the belt is in belt loops sewn on the pants.
 - v. Due to safety concerns shoulder & cross draw holsters are disallowed.

8) Classes

- a. Open Class
 - i. Any Open Class gun OR Open Class equipment puts the competitor in Open Class for the entire match
- b. Tactical Class-Iron Sighted Rifle
 - i. Competitor will shoot a Tactical Handgun, Tactical Shotgun and a Tactical Rifle

9) Scoring

- a. Scoring per stage will be straight time with bonus' for accuracy
- b. Any IPSC cardboard target, designated as a "shoot" target must have either one (1) "A" 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:
 - i. One "A" zone hit = no penalty
 - ii. Two hits in any combination "B, C or D" = no penalty
 - iii. One B, C or D hit only = 5 second penalty
 - iv. No hits on target but target was engaged = 10 second penalty
 - v. Target Not Engaged (TNE)= 10 second penalty for not making the minimum two hits anywhere on the target plus 5 seconds, per target, for the TNE PROCEDURAL for a total penalty of 15 seconds per target added to time.
- d. Paper targets used in the match may be IPSC (old style), the new IPSC "Classic", SOF, IDPA, IDSA, or MCSA targets
- e. Designated "No Shoot" targets that are hit will incur a 5 second penalty for each hit.
- f. Knock down style targets must fall to score & will be calibrated to "minor" with a 9mm pistol shooting factory ammunition.
- g. Frangible targets must break to score. (One BB hole is a break.)
- h. R.O. may call hits on rifle targets
- i. Failure to engage a frangible, knock down or swinging style target will result in a 15-second penalty
- j. 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.
- k. Procedural penalties, 5 seconds per shot, may be assessed for failing to follow the stage directions as written
- l. Procedural penalties, 5 seconds, may be assessed for failing to follow stage procedures.
- m. (Stage Not Fired (SNF) penalty, 500 seconds per stage not fired.
- n. Maximum penalty time for any stage (including target penalties) is 500 seconds.
- o. Stage Points
 - i. First Place (lowest time) for each stage, in each class, will receive full stage points; Second Place and below will figure points on a percentage basis from 1st Place.

- ii. Stage points will be assigned at 5 points per shot, but swinging style rifle targets will be assigned 10 points
- iii. Total points accumulated for all stages will determine the match placement by class.
- iv. Ties will be broken by an undisclosed Tie Breaker Stage designated by the Match Director.
- v. Highest score wins.

10) Rule Arbitration

- a. Authority
 - i. **The Match Director's decision is final!**
- b. Steel Calibration and Challenges
 - i. All reactive steel targets used in the match will be calibrated before shooting begins:
 - 1. Pistol steel targets will be checked with 9mm Blazer ammunition
 - 2. Shotgun steel targets will be checked with a 12 ga. Shotgun, using 1-1/8, 2-3/4 dram 7 1/2 shot
 - 3. Steel rifle targets will be checked with a 16" barrel AR-15 firing 55 grain Federal ammunition.
 - 4. During the match, all challenged steel targets will be shot by the Match Director from within the designated shooting area, not necessarily from the position the shooter attempted.

Within the **TACTICAL CLASS**, the following subcategories will be recognized:

Limited – No Optics

Lady – Females only. Match Director reserves the right to confirm ☺

Military – Active Duty Military

Law Enforcement – Active Duty Law Enforcement. Duty Gear not required.

Elder – 50 or older

Older Than Dirt – 60 or older

Heavy Metal – See Chart

Heavy Metal	Handgun	Rifle	Shotgun
Maximum Capacity	8+1	20+1	8+1
Caliber	.40 or larger	.30 or larger RIFLE caliber	12 Gauge
Other	_____	No Optics	PUMP ONLY