



SHOOTER'S HANDBOOK

Version 26-1

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[www.historic3gun.com](http://www.historic3gun.com)

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## **PHILOSOPHY of HISTORIC 3-GUN**

In Historic 3-Gun competitions, we enjoy transporting ourselves and our shooting community back in time to the early 1900's of the American southwest. A pivotal time in America where automobiles were replacing horses, borders were alive with unrest and bandits raided towns and ranches. Just a brief time later bootleggers were establishing trade between a wet Mexico and a dry United States.

We base our period around 1915 and dress accordingly with many competitors using military inspired dress of that era. The 1911 handgun is prominent in all Divisions but with various other handguns allowed in the Bootlegger Division (see page 4). H3G is a true 3-gun sport, with high round counts and movement on every stage.

Open round counts **should be the norm**. This allows shooters to reengage targets they may have missed, if they so wish.

Winners of all advertised divisions will be recognized. There will be no overall winners.

### **SAFETY RULES:**

**SAFETY is the number one concern and SAFETY is the responsibility of every shooter.**

**SAFETY** is of the utmost importance at all H3G events. Individual ranges may have additional rules that must be followed to participate in their event. Competitors agree to follow the H3G and range rules while at the match.

1. All H3G events are cold ranges until firearms are placed on the loading table at the stage.
2. Firearms' safeties will be in working order. They must be checked prior to the match starting.
3. Detachable magazines may be loaded at any time, anywhere, but must not be placed in a firearm until at the loading table.
4. Long guns shall be carried in a cart, with muzzles up, or placed in gun rack if available. They must be carried to loading table and from the firing line, muzzle up, in a controlled manner.
5. The action of long guns must remain open and empty, with empty magazine except from the loading table to the firing line. Semi automatic rifles that cannot lock open must have a chamber flag inserted at any time the rules require the action to be open.
6. Except from the loading table to the firing line, the pistol shall be empty, slide forward, hammer down with no magazine and carried in an appropriate holster.
7. Eye protection and ear protection must be worn from when the range is declared hot until the last shot is fired for the day, by everyone including spectators.
8. In the event of a firearm malfunction, only the shooter may clear it during the stage. At the end of the stage the RO will designate someone to assist the shooter as necessary.
9. Everyone is a safety officer. Say something to an official if you see something unsafe.

## DIVISIONS

Not all Divisions are offered at all clubs. Contact your local club for further information.

**Traditional (T)** – The pistol shall be in the style of the original 1911 or 1911 A1 issued to the U.S. military (see page 5). The pistol must be shot one-handed, unsupported. A lever or pump action rifle in a pistol caliber of .40 or larger is required. A shotgun as specified (see page 6).

**Modern (M)** – The pistol shall be a 1911 as specified (see page 5-6). It may be traditional or modern and may be shot one handed or two handed. A lever or pump action rifle, in a pistol caliber of .40 or larger is required. A shotgun as specified (see page 6).

**Doughboy (DB)** – The pistol shall be a 1911 as specified (see page 5-6). It may be traditional or modern and may be shot one handed or two handed. A mil spec bolt action rifle issued by any country by the end of WWII is required. Rifles, or replicas, maintaining the original specifications that have been re-chambered to a different rifle caliber (i.e. 7.62x51) are allowed. The shotgun shall be as specified (see page 6).

**Ranger (R)** – The pistol shall be a 1911 as specified (see page 5-6). It may be traditional or modern and may be shot one handed or two handed. A lever action rifle in a rifle caliber (See page 6), originally manufactured by the end of WWI is required. Modern firearms patterned after those of the era are allowed. (Examples include Marlins, Henrys and 14/141 pump rifles are allowed). Rifle receiver or tang sights are allowed. A shotgun as specified (see page 6).

**Audie Murphy (AM)** – The pistol shall be a 1911 as specified (see page 5-6). It may be traditional or modern and may be shot one handed or two handed. The rifle will be a U.S. M-1 carbine. A shotgun as specified (see page 6).

**Bootlegger (BL)** – This division allows a wide assortment of firearms. Using any or all of these puts a competitor into this division. Options include:

1. Handgun: All centerfire service pistols which were originally manufactured by the end of World War 2, including the 1911 45, P-38, Browning Hi-Power, Luger, Broom Handle Mauser, Colt 1902 hammer pocket model. 1911 38 Super/9mm, 1917 Colt, Smith or Webley with shaved cylinder using 45 ACP with full or half-moon clips. (This is a partial list only)  
**Handgun minimum power factor is 110 except 1911 45 ACP must be at least 150 PF.**
2. Shotgun: All pump and lever action shotguns with wood furniture are allowed. Any legal barrel length in 12, 16 and 20-gauge are allowed. Magazine tube may be extended to the end of barrel. Period-correct external chokes are allowed.
3. Carbines: All pump action, lever action and semi-automatic in true pistol centerfire caliber originally manufactured by the end of WW2 are allowed. Wood furniture **or a faux finish that gives the convincing appearance of wood** is required. Winchester 1905 S.L. 1907, if downloaded to 1550 fps or less and the Thompson carbine (SBR) are allowed. A registered full auto Thompson used in semi auto mode, the Suomi carbine, the M1 carbine in 9mm, and the Henry Homesteader 9mm, (resembling a 1905/07 Winchester) are allowed. (This is a partial list only.)

#### **4. Age and Defined Categories:**

Match Directors are encouraged to allow the following age-based categories in each division:

**Junior Trooper** – 16 years and younger

**Trooper** – Any age

**Senior Trooper** – 65 and older

Match Directors are urged to allow protected (age and female) in each division if there are enough shooters.

#### **Pistol Requirements**

The pistol will be a 1911, either full size or commander in 45 ACP except in the Bootlegger Division. No extended magazine wells are allowed. No target style grips, or finger grooves, are allowed on the front strap. Magazines must fit flush to the bottom of the grip except that they may have a base pad projecting up to ¼" below the base of the magazine. It can be made of any material.

The maximum weight for a 1911 with an empty magazine inserted is:

Traditional Division full size 1911– 41 ounces                      Modern Division 1911– 43 ounces

Magazines must not weigh more than 3 ounces.

Pistols and magazines should be weighed whenever possible at large matches.

#### **Traditional and Modern Divisions**

The following modifications of the 1911 are allowed in both Traditional and Modern Divisions.

- An ambidextrous safety is allowed.
- No bull barrels are allowed.
- Magazine wells may be beveled.
- Front sights may be dovetailed, pinned, or staked.
- Stainless steel pistols are permitted.
- A base pad is permitted in accordance with the rules.
- No weighted guide rods or other recoil reducing devices are allowed.
- Harrison type 10-8 sights are allowed.
- A flat, arched or wedge mainspring housing is allowed.

**Traditional Division:** The handgun must be a full size, steel frame 1911 that closely follows the traditional military 1911 or 1911 A1 with the following clarifications:

- Sights may be the color of the slide, or black, blue, natural stainless or natural steel.
- Only rear slide checkering or serrations allowed.
- No beavertail style grip safety.
- No flat or lightweight triggers allowed.
- Checkered front strap or trigger guard is not allowed.
- Colored dots on sights are not allowed.

## Pistol Requirements (continued)

**Modern Division** additionally allows the following 1911 modifications:

- Alloy frames
- Commander models
- Bobtail
- Rail
- External extractor
- Common sights except fibre optic and optics.
- Front strap and trigger guard checkering.
- Extended beavertail grip safety.

## Shotgun Requirements

Except Bootlegger Division, the shotgun must be a pump or lever action style as originally manufactured by the end of WWI, including the 1887, 1897 and model 12. Shotguns must be 12 gauge.

## POWER FACTOR (PF) & VELOCITY

DIVISION	FIREARM	MINIMUM POWER FACTOR	MAXIMUM VELOCITY
<b>Traditional &amp; Modern</b>	pistol	150	1000 fps
	rifle	150	1400 fps
<b>Ranger &amp; Doughboy</b>	pistol	150	1000 fps
	rifle	—	1600 fps
<b>Audie Murphy</b>	pistol	150	1000 fps
	rifle	—	1600 fps
<b>Bootlegger</b>	Pistol	110 except 1911 min 150	1200 fps
	Rifle	110	1400 fps

**Power factor** = velocity x bullet weight ÷ 1000

High velocity, magnum and steel shotgun shells are not allowed.

Shooters will be responsible for damage to targets or injury due to inappropriate ammunition.

Random chronograph testing is recommended, especially at larger matches.

## GENERAL

In line with the historic nature of H3G, rifles and shotguns must have wood “furniture”. External plastic, except butt plates and pistol grips, is not allowed. In the Bootlegger Division, wood furniture or a faux finish that gives the convincing appearance of wood is required.

Long guns with a tubular magazine, may have the magazine extended as long as it maintains the general appearance of the original and does not protrude beyond the end of the barrel.

All firearms must be in safe firing condition with fully functioning safeties.

H3G supports the use of FMJ handgun ammunition. However, some range rules and target material may require the use of lead or plated ammunition only. Lead rifle caliber rounds may be gas checked.

Rifle caliber ammunition is defined as having a minimum cartridge case length of 1.8”.

Pistol magazines will be loaded with up to 7 rounds.

A shooter will need a minimum of 6 pistol magazines, as some stages may require 35-42 pistol rounds.

Ammunition and magazines may be safely staged anywhere on the firing line after they have been safely brought to the line by the shooter.

Shotgun magazines will be loaded as per stage instructions, to a maximum of 6 rounds. Shotgun shot size must be #7 or smaller. Low velocity rounds are recommended.

Rifles and rifle magazines will be loaded as per stage instructions.

Long guns may use a period correct leather or canvas sling.

Long guns staged on a flat surface shall have the barrel pointed down range and be staged flat with the forward part of the gun up to and including the trigger guard fully on the flat surface. The pistol, if staged on a flat surface, shall have the complete pistol lying flat on the surface.

### HOLSTERS, BELTS AND MAGAZINE POUCHES

- Leather or canvas holster, belt, and magazine pouches only.
- The holster must be attached to a belt at waist or hip level. It must be capable of retaining the firearm safely through a normal range of motion.
- The holster must cover the entire length of the barrel and slide from the muzzle to the ejection port.
- The holster must cover the trigger guard so as not to allow access to the trigger while the pistol is fully holstered. **Not required if starting in Condition 3.**

### Holsters, belts and magazine pouches (continued)

- Only a strong side holster is allowed. The holster must not allow the muzzle of the handgun to point farther than 3 feet from the competitor's feet or at the shooter's body while the shooter is standing relaxed.
- Magazine pouches must be worn vertically and conform to the shooter's body.
- At least two inches of the magazine must be covered by the magazine pouch.

## RANGE and MATCH STANDARDS

1. **Steel targets** must not be pockmarked or warped and must be free of obstructions. They should hang at a 30° downward, backward angle. They must be placed at safe distances. **Recommended minimum distance:**
  - Pistol targets – 7 yards.
  - Pistol caliber rifle – 18 yards.
  - Rifle caliber rifle – 25 yards.
  - Shotgun – 10 yards.AR 500 targets are always recommended. At a minimum, AR 500 steel is insisted for rifle caliber targets at under 100 yards.
2. **All firearms' safeties must be fully functional.** All safeties must be checked before the match starts. Shooters may be directed to check their own safeties and confirm to the RO or Squad Leader.
3. Detachable magazines may be loaded at any time.
4. Rifles and shotguns will be loaded as per stage instructions at the loading table only. Rounds will be loaded in the magazine, or the detachable magazine inserted in a firearm, with **hammer down and action closed on an empty chamber**, except that bolt action rifles must be left with the **bolt fully open, chamber empty**. Upon arrival at the firing line, if the action is cocked the shooter will be directed to point the gun safely downrange and pull the trigger. A cocked gun is a **no call**. A round in the chamber is an **MDQ**. If not caught before the shooter starts, there is still no penalty as long as the shooter did not bring the firearm to the line with a live round in the chamber.
5. The 1911 will have the **chamber empty, the action closed, hammer down** and a loaded magazine inserted at the loading table.
6. Ammunition and magazines must be brought to the line in a safe manner and may be staged on the line anywhere safely (as per instructions).
7. On the firing line, **on the RO's order "Load and make ready,"** if starting in **Condition 1**, the shooter will face down range, draw the pistol and rack the slide to put a live round in the chamber. **They must immediately engage the thumb safety and re-holster.** If starting in **Condition 3**, the shooter will indicate ready and leave the pistol holstered. A shooter using a semi-automatic rifle may choose to start it in Condition 1. If so, under the direction of the RO, the shooter will point the rifle safely down range, charge it, apply the safety and stage the firearm in accordance with the stage instructions.
8. On the firing line, the shooter **must be facing down range** before they draw their pistol.

### Range and Match Standards (continued):

9. If starting in condition 1, when drawing the pistol, the safety must not be disengaged until the muzzle is at least 45° to the target.
10. A shooter shall never start a stage with hands touching a gun, ammunition or magazine unless specified in the stage description.
11. If a malfunction is declared, that firearm shall be safely restaged and cannot be used again on that stage. There will be no penalty for the condition of the declared malfunctioning firearm except if the muzzle breaks 170°.
12. Ear and eye protection must be worn by everyone including spectators from the range going hot until the last shot is fired that day.
13. If a Range Official notices that a competitor has lost or accidentally dislodged their eye or hearing protection during a stage or has commenced a stage without either one, the RO must immediately stop the competitor, who will be given a re-shoot after the protective devices have been restored.
14. A competitor who starts without or inadvertently loses eye or hearing protection during the stage, is entitled to stop, point their firearm in a safe direction and indicate the problem to the RO. They will have their firearms cleared and allowed a **re-shoot**.
15. A competitor who intentionally loses or displaces eye and/or hearing protection during a course of fire will be given an immediate **MDQ**.
16. When loading, reloading, unloading, clearing a malfunction, or moving during a stage, the **competitor's fingers must be visibly and obviously outside the trigger guard and the firearm must be pointed safely downrange**. If the RO has any doubt about finger placement, there is no doubt, and a penalty is assessed. For the first offence a 10 second Procedural is given. The second time this happens in the match, the shooter will be given an immediate **MDQ**.
17. The 170° rule is in effect. Once a firearm's muzzle comes near 90° from directly down range, it is an immediate **MDQ**. This includes vertically and horizontally.
18. Re-holstering of the pistol drawn at the wrong time or place.
  - a) If a shooter, starting in Condition 3, draws but does not rack the slide, they may re-holster without penalty. If they have loaded the pistol, they may empty the gun of all ammunition, show clear to the RO, holster and continue without penalty.
  - b) If a shooter, starting in Condition 1, draws the pistol at the wrong time or place, they have a choice; i) show (confirm with) the RO that the safety is on and re-holster, or ii) empty the gun of all ammunition and safely stage it for further use.

**In both a) and b) above, the shooter may alternatively, place the pistol down, safely, pointing downrange, either with the safety engaged or with the chamber empty.**
19. All firearms should be cleared on the line, at the conclusion of the stage, by the RO or a designated person. If not, they must be cleared at a designated unloading table. In most cases the RO should designate one or more other people to clear firearms.  
A chamber flag must be inserted in a long gun where the action will not lock open.

20. Shooters will be held **responsible for damage and or injury** caused by illegal or inappropriate ammunition. **MDQ**
21. Knockdown targets must go down to count. Reactive shotgun targets may be re-engaged. All other targets may only be reengaged if the match/stage allows. Match Directors are encouraged to allow reengaging all targets.

#### **Standards (continued)**

22. Any firearm that is dropped (see definition Pg 17) anywhere from the loading table until all firearms are cleared after the stage is completed, warrants a Match DQ.  
A dropped gun anywhere else on the range, **unless considered unsafe or dangerous firearms handling, is a no call.**
23. H3G is a dynamic shooting sport. The firing line is set by the shooter. Spotters and brass pickers must not only stay behind the shooter and out of their peripheral vision but well clear of any shooter movement. The RO is behind the shooter and the 180° shooting line. Spotters must be behind and out of the peripheral of the RO. Brass pickers must not start picking up brass on the line until the shooter is finished or moves downrange of the pickers.
24. H3G matches are scored on total time plus applicable penalties.
25. If a shooter does not finish a stage, it will be scored as time taken plus 5 seconds for all targets not engaged plus any penalties assessed.
26. On open round count stages, the shooter may reengage a target as they wish. There will be no penalty for too many rounds on the target. This style **should be the norm.**

### **SHOOTER PREPARATION**

1. A competition or match is not the place for a shooter to learn how to shoot their firearm. All shooters must be familiar and practiced with the firearms they are using. Firearms must be in safe working order.
2. Shooters must be familiar with all H3G rules prior to shooting an H3G match.
3. While moving to the loading table and from the firing line to a shooting cart or gun rack (after they have completed the stage), the shooter must have their handgun secured in their holster and must carry their long guns, action open and muzzle up in a safe, controlled manner. For semi automatic rifles that cannot lock open, a chamber flag will be inserted in the chamber in lieu of an open chamber. (See chamber flag definition page 17)

#### **At the loading table:**

The shooter shall place their long guns on the loading table and will load the number of rounds per the stage instructions, into the magazine of each gun. There is no penalty for overloading a firearm, unless the overloaded rounds are used on the stage. The chamber of all firearms shall be empty. Except for the bolt action rifle, the action will be closed, and the hammer will be down on an empty chamber. Where the shooter is using a chamber flag in their long gun, they

may close the action on an empty chamber or continue to use a chamber flag. Bolt action rifles will have the bolt open.

### **At the Loading Table (continued)**

The pistol will have the hammer down, the slide forward on an empty chamber and a loaded magazine inserted. No penalty will be assessed for failing to insert the magazine.

The shooter shall not leave the loading table with firearms containing live rounds until called to the firing line by the RO or facilitator. **MDQ**

There must be no live round in the chamber of a firearm. **MDQ**

### **On the firing line:**

Upon arriving at the firing line, the shooter will safely place their long guns on a designated prop with the muzzle pointed down range or staged vertically as required. The shooter will then stand at the designated start position.

On the RO's command "Load and make ready," if starting in condition 1, the shooter will face down range, draw the 1911, rack the slide to put a live round in the chamber, immediately engage the thumb safety and re-holster. If the shooter wishes to start the semi automatic rifle in Condition 1, they will point it safely downrange, charge it, apply the safety and place it as per the stage instructions. If using a chamber flag, remove it from the chamber.

If starting in condition 3, the shooter will indicate so, and leave the pistol holstered.

Once the shooter indicates "ready", the RO will give the command "Stand by" followed in 1 to 2 seconds with the beep of the timer.

Once the shooter has completed the course of fire, the **RO or a designated person will clear the pistol with the commands: "Unload and show clear" followed by "Slide forward", "Hammer down", then "Holster".** While the shooter may choose to lower the slide, they must pull the trigger to let the hammer fall unimpeded.

Long guns brought to the firing line will be cleared on the firing line by a designated person. Putting firearms in a **holster**, cart or rack without them being cleared is an **MDQ**.

### **Starting in condition 1: (If the shooter is qualified)**

1. Shooters will only be allowed to start in condition 1 if they have passed the H3G qualification. The course for Condition 1 (C1), is outlined in Appendix I. At the Match Director's discretion, experienced shooters may be tested by starting at step 3 in Appendix 1. If the experienced shooter clearly demonstrates to the examiner that they

are smooth, comfortable and safe, drawing and shooting the pistol in Condition 1, they may be certified by the Match Director as Condition 1 qualified.

If there is any question about the capability of the shooter, the RO shall require them to start in condition 3. ROs and MDs must err on the side of safety. The Match Director's decision is final.

### **Firearms safe to leave the shooter's hands:**

The shooter may move a firearm from one hand to the other without penalty to facilitate clearing the firearm or fixing a malfunction provided the muzzle does not break the 170° and the finger is clearly and obviously outside the trigger guard.

The pistol is safe to leave the shooter's hand, with the muzzle pointed in a safe direction, with no live round in the chamber, action, or magazine, or placed in/on a provided retention device with the safety applied. (NON-COMPLIANCE is an MDQ).

Long guns are safe to leave the shooter's hand pointed in a safe direction, with no live round in the chamber, or placed in/on a provided retention device. If there is a live round left in the chamber of a firearm, the gun must be in/on a designated retention device with the safety applied or action open. Otherwise, it is an **MDQ**.

**Note:** If the shooter places the firearm in/on the designated retention device with the action open and the action closes due to hitting the retention device, there is no penalty.

### **Firearms safe for movement:**

All firearms are safe for movement in any condition, provided the muzzle does not break the 170° and the finger is clearly and obviously outside the trigger guard. Except when the shooter is aiming or shooting, all movement must be accomplished with finger visibly and obviously outside the trigger guard.

## COSTUMING AND OUTLAWED ITEMS

### Costuming:

**Costuming is important.** It allows us to be in character with our historic firearms!

Costuming is fun and it can be cheap and easy. You must wear clothes anyway, so you might as well look good! Dress the part from the late 1800s through the early 1900s. It's as easy as blue jeans, a long sleeve shirt, work boots and an old felt hat.

For men, long sleeves are mandatory. For ladies, long sleeves are optional. A hat must be worn.

Other suggestions include:

- Khaki military (Dickies work clothes) with campaign hat.
- Military uniform from the late 1800s through WWI.
- Late 1800s through early 1900s cowboy, rancher, law enforcement or townsfolk.
- Old wool blend sack suit.
- Overalls to look like farmer or bootlegger.
- Mexican bandit. Think of a big sombrero, a crossed bandolier, etc.
- Mexican peasant.
- Mexican soldier/soldadera.
- Automobile driver with a long canvas duster, goggles, newsboy hat.
- Straw/Palm hats of traditional design are acceptable (e.g., Stetson, Baily, Sombreros, etc.)

### Outlawed items

- Modern shooting gloves
- Short sleeve shirts (male competitors only)
- Long sleeve tee shirts and tank tops. (Long sleeve Henleys are allowed.)
- Modern feathered cowboy hats (Shady Brady).
- Cargo pants and tactical pants
- Designer jeans are not allowed. Designer jeans include modern jeans that have slogans or - logos embroidered, silk screened, and such, saying things like "PINK" or "BABY."
- Ball caps
- All types of athletic shoes and boots with deep, aggressive tread.
- Nylon, plastic or Velcro, except plastic pistol grips and butt plates on long guns.
- The displaying of any manufacturer, sponsor, or team logo on apparel. Usual manufacturer labels are acceptable.
- Commercial advertising on clothing or equipment is not allowed. Organization and/or club affiliation logos or names as well as military designations are allowed. Logos must not be more than 4" in diameter.

## **MATCH DIRECTOR DISCRETION**

1. While all the rules herein have been proven safe in other action shooting sports, and the idea of consistent rules and procedures are important for shooters travelling from club to club, each Match Director has total discretion. Match Directors are encouraged to publish any local rule changes on their own and the H3G websites and any match invitation or application.
2. **Local club rules supersede the rules in this handbook.**
3. The use of rifle caliber rifles is fully at the MD's discretion.
4. To allow shooters to start with the 1911 in condition 1, the club must have a training program and qualification. See Appendix I.

### **Common sense approach:**

Match directors are asked to use a common-sense approach to any issues that arise. If situations are not covered in this manual, the Match Director's decision is final and not contestable.

## PENALTIES

### Procedure – 10 second penalty for each procedural assessed.

- Not shooting the stage as directed by the stage description (only one penalty per stage)
- First time for failure to have the trigger finger outside the trigger guard while loading, reloading, moving, or clearing a malfunction.
- First time with the presence of an outlawed item during a stage.
- Firing an overloaded round.
- First time in a match shooting out of category. (wrong firearm for the category or using two hands in the traditional category)

**Match Disqualification (MDQ)** – *When an MDQ is assessed the shooter will be stopped immediately except if the penalty is for scoring purposes only (FSP), in which case the shooter can continue to shoot for no score. (FSP is only for non safety penalties)*

- A handgun leaving the hand with a live round anywhere in the gun unless it goes in/on a retention device and the thumb safety is applied.
- A long gun leaving the shooters hands with a live round in the chamber, unless placed in/on a designated retention device with the safety engaged or the action open. (pg11)
- A firearm brought to the firing line with a live round in the chamber.
- Putting ammunition in a firearm at any place except the loading table or firing line.
- Leaving the loading table with a loaded firearm except when called to the line.
- Loading the handgun or allowed long gun on the firing line before the RO directs.
- Using ammunition that does not meet power factor. (**FSP** only if below power factor.)
- Sweeping anyone with a firearm.
- Shooting illegal ammunition or ammunition over maximum velocity.
- Holstering the handgun or putting long guns back in your cart or other device before they have been cleared by a designated person at the end of the stage. (Exceptions apply to re-holstering the pistol during the stage in accordance with Standard #18.)
- Interpersonal conflicts including but not limited to being rude, belligerent, or unsportsmanlike actions or comments.
- Shooting while impaired including alcohol or drugs including prescription drugs.
- Wilful failure to cease firing when a “cease fire” or “stop” command is given.
- Second time in a match for having a finger inside the trigger guard while loading, unloading, reloading, moving, or clearing a malfunction. (**NOTE:** If it appears to the RO that the shooter’s finger is inside the trigger guard, the offense is committed.)
- Failure of any safety to function properly after the match starts.
- A dropped gun anywhere from the loading table until it has been cleared by an official.
- A loaded firearm anywhere on the range except on the firing line.
- Discharge impacting within 5 feet of the shooter except on a target or expendable prop.
- Leaving the firing line after the shooter’s first round goes down range and prior to firearms being cleared.
- Unsafe gun handling.
- **Breaking the 170° on the firing line.**

### **Match Disqualification for Scoring Purposes only (MDQ FSP)**

- Second time in the match shooting out of category.
- Second time with presence of an outlawed item.
- Ammunition under power factor.

**Spirit of the game** - A spirit of the game penalty is a 30 second penalty assessed for deliberately ignoring rules, stage instructions, etc. to gain a competitive advantage. It can also be assessed for minor unsportsmanlike conduct or willfully ignoring a match official's directions. An **MDQ** will be awarded for all serious such actions and in any case for a second spirit of the game penalty.

## **MATCH OFFICIALS**

**Match Director (MD)**: The MD is in charge of the overall match. The Match Director is the final authority on penalties and rule interpretations.

**Range Master**: Except in large matches, the Match Director fills this role. They oversee the range itself. They see that stages are designed and constructed to operate in a safe manner.

**Match RO**: RO's are the arbiter of rule interpretation and penalties. In smaller matches, the MD fills this role.

**Squad Leader**: is in charge of a squad (shooting group or team). They are responsible for the safe and efficient operation of the squad and are the first arbiter of rule interpretation and penalties. This can be the MD at small matches.

**Range Officer (RO)**: The RO runs the timer and is in charge of the shooter and the stage at that time. The RO is to safely assist the shooter through the course of fire. The RO makes decisions on penalties earned except that the spotters assess misses.

**Spotters**: There will be three spotters. They are responsible for counting misses and watching for procedural and safety violations. For misses, the benefit of the doubt goes to the shooter. Two of three spotters must agree. Spotters have the final say on misses. All other penalties are assessed by the RO after consultation with the spotters.

**Scorekeeper**: records the time and penalties for each shooter on the squad.

**Loading Table Officer** is responsible for visually checking to ensure all firearms are loaded correctly with the correct number of rounds and are in the correct condition. (Optional)

**Unloading Table** – Not recommended. All firearms must be cleared by someone other than the shooter, on the line, before they are put in a rack or cart.

**Facilitator**: (Used when stage layout dictates.) A person assigned to facilitate the efficient movement of the on-deck shooter from the loading table to the firing line. The facilitator will make sure that the shooter is prepared and may move the shooter closer to the firing line.

## DEFINITIONS

**170° Safety Rule** - means the muzzle of the firearm must be pointed down range 85° in any direction. The penalty is given immediately if the muzzle comes close to 180° vertically or horizontally.

**Action Cycled** – Opening the action far enough to cock the hammer.

**Chamber Flag** – a device that can be placed in the chamber of a semi-automatic rifle that unable to lock the action to the rear. It must visibly show that it is in the empty chamber of the firearm, indicating no round in the chamber and keeping the action from fully closing.

**Charging** – the act of placing a live round in the chamber of a semi-automatic rifle or pistol.

**Cleared** – no live rounds or empty cases in the chamber, action or magazine.

**Committed to a Firearm** – the point at which a firearm would have to be made safe to leave the shooter's hand.

**Committed to a Stage** – when the first round leaves the barrel.

**Commonly Available** – obtainable by anyone given ordinary circumstances with ordinary means.

**Course of fire** – from the beep of the timer to the last shot fired.

**Dropped gun** – Includes a gun that slips and falls.

**Empty** – no live round in the chamber.

**Engage** – attempting to fire a round at the target.

**Equipment** – any non-apparel item that you take to the firing line.

**Facilitator** – Someone appointed by the MD or RO to expedite the shooter. If designated, the facilitator will call the shooter to a pre-designated position close to the firing line. They will check to see if the shooter has the right equipment and is ready to shoot. Once the previous shooter has left the firing line, they may bring the shooter to the firing line and turn them over to the RO.

**Firing Line** – The line set up on the stage for the shooter to start shooting from. This line extends both ways to the berms of the range being used. During a stage with movement, the firing line is fluid. If there is forward movement, the line moves forward with the shooter but is always parallel to the originally established line. If you are shooting at targets placed at a side berm, the firing line will be parallel to the line of targets. The MD must clearly delineate the firing line and ensure that the extension of the firing line does not allow people walking past to be in front of the firing line.

**FSP** – for scoring purposes

**Illegally Acquired Ammunition** – ammunition NOT carried to the line or staged by the shooter.

**Loaded Firearm** – Any firearm with LIVE or unfired rounds in the chamber.

## DEFINITIONS (continued)

**Loading Table** – A table, usually positioned to the left side of the range, capable of allowing 3+ shooters at a time to safely position and load their long guns either pointing down range or into a safe side berm.

**MDQ** – Match disqualification.

**Miss** – a failure to hit the appropriate target type using the appropriate firearm.

**Overloaded Rounds** – Rounds loaded beyond the limits specified in the general or stage instructions.

**Power Factor (PF)** – Bullet weight (in grains) times the velocity (in feet per second) divided by 1000.

**Procedural (P)** – There are two types of procedural penalties. The first is an unintentional action of not following the stage instructions. Only one penalty for not following stage instructions shall be assessed per stage. The other type of procedural is for unintentionally not following other general rules that carry a procedural penalty. One is assessed each time a rule is not followed.

**Re-shoot** – The score is recorded, and the competitor starts over clean except carrying forward any accrued procedural penalties. Both scores are turned in. Re-shoots are granted for match equipment and prop failures and RO interference.

**Re-start** – The shooter is given a clean re-start. This can only be done before the first round has left the barrel.

**Retention device** – A device such as a barrel or flat surface designed to keep the muzzle of the firearm pointed in a safe direction and keep it secure from sliding or spinning in an unsafe direction. (*Appendix II – information to be added*)

**Shooting String** – shots from one type of firearm prior to use of another type of firearm.

**Specialty Match** – A short match separate from the main match. It does not have to follow firearm or procedural rules set out herein for the main match. Ideas for Specialty Matches may be found on our website.

**Stage** – the same as the ‘course of fire’.

**Start of stage** – At the timer beep by the RO.

**Starting conditions for the 1911** –

**Condition 1** – Known as “cocked and locked.” There is a round in the chamber, the hammer is cocked, and the manual thumb safety is applied.

**Condition 3** – The chamber is empty, the hammer is down, and a charged magazine is inserted. (No reshoot is given for the failure to insert a magazine.)

**Traditional Shooting Style** – a pistol fired one handed, unsupported. The pistol hand or shooting arm shall not be touched by the offhand except when reloading or resolving a malfunction.

**Up range** - 180° from the shooter away from the targets.

## APPENDIX 1

### Condition 1 Course

#### TEACHING STEPS

1. Have the student practice drawing the empty pistol, then gripping it with the offhand (except traditional shooters), pushing it out, pointing at the target and pressing the trigger.
2. With an empty pistol, go through the drill of “load and make **ready**” including engaging the safety and holstering. The student should not use a magazine at this time, just acknowledge they would load the magazine. Then use the commands “are you ready”, then “standby” followed in one to two seconds with the beep of the timer. At the beep, the shooter will draw, disengage the safety at 45° or more, placing finger in the trigger only after the gun is pointed at the target.
3. Once the shooter has repeatedly demonstrated they are comfortable, smooth and safe with the “load and make ready” procedure and the draw, disengaging the safety at 45° or better and not putting their finger inside the trigger guard until the pistol is pointed at the target, have them load two (2) live rounds in each magazine they will use.
4. Although it can get repetitious, always go through the full drill of “load and make **ready**”, followed by starting the stage using the timer. During this step, there should be two targets in front. The shooter should, on time, put one shot on each of the two targets and the next time, double tap one target so they don’t get fixated on doing things only one way.
5. The first goal is to have the shooter comfortably and safely drawing the loaded gun. The second goal is that the shooter must clearly demonstrate to the examiner that they are smooth, comfortable and safe drawing and shooting the pistol in Condition 1.

#### **FOR SHOOTERS EXPERIENCED IN CONDITION 1 FROM OTHER SHOOTING DISCIPLINES:**

At Match Directors discretion, experienced shooters may demonstrate their competency drawing in Condition 1, starting at step 3, where they load, draw and shoot enough times to clearly demonstrate they are smooth, comfortable and safe drawing and shooting the pistol in Condition 1.

Remember, for Condition 1, you are signing off that the shooter demonstrated to you that they could safely and confidently put their 1911 into Condition 1, draw it and shoot the stage with it. You must be comfortable that they have done so. You have no way of predicting future behavior.