

3-GUN NATION REGIONAL SERIES RULES

Current as of 1/8/14

3GN reserves the right to change or modify rules if necessary as deemed appropriate; it is the duty of the competitor to be familiar with each and every rule. In the event a rules change is made, a notification shall be issued. Rules shall not be changed during an event. These rules shall go into effect 1-1-2014

Table of Contents

1.0	SAFETY RULES
2.0	RANGE COMMANDS AND PROCEDURES
3.0	SCORING & CLASSIFICATIONS
4.0	PROCEDURAL PENALTIES INDEX
5.0	DISQUALIFICATIONS
6.0	FIREARMS-GENERAL
7.0	FIREARM SPECIFICATION PER DIVISION
8.0	HOLSTERS AND EQUIPMENT
9.0	AMMUNITION
10.0	APPEALS
11.0	RE-SHOOTS
12.0	CONDUCT

1.0.0 SAFETY RULES- These are the rules instated by 3GN. Individual ranges may have additional rules that MUST be followed to participate in 3GN.

1.1 It is the competitors' responsibility to read and understand the rules set forth by 3-Gun Nation and agree to be subject to these rules while participating in an event.

1.2 All 3GN Produced Events will be run on COLD RANGES.

1.2.1 COLD RANGE (definition): Competitors' firearms must remain unloaded at the event site except under the direct supervision of an event official.

1.3 Designated Safe Areas

1.3.1 The Safe Areas will be clearly marked with signs.

1.3.2 Unloaded firearms may be handled and/or displayed in Safe Areas only.

1.3.3 Ammunition and loaded firearms must not be handled in any Safe Area. This includes loaded magazines and live or dummy rounds. However, boxes of ammo may be handled as long as they remain closed.

1.4 Transporting Rifle , Shotgun and Pistol (carry from vehicle or between stages)

1.4.1 Rifles & Shotguns must be cased or if hand carried or slung, the muzzle must be pointed up or down. Carts where the muzzles are pointed downward are approved.

1.4.2 Rifles & Shotguns must be transported with actions open, detachable magazines removed/tubes unloaded, preferably with an inserted chamber safety flag. Actions can only be “closed” on an inserted chamber safety flag.

1.4.3 Pistols carried between stages must be cased or remain in holster.

1.5 Grounding Firearms

1.5.1 During the course of fire, a competitor may be required to ground or abandon a firearm in order to transition to another. A competitor may only have one firearm in their hand during a course of fire. This would be considered an unsafe action and result in a match DQ.

1.5.2 Designated containers/locations designed to safely accommodate grounded firearms shall be unique and pointed out to the competitor during the stage briefing.

1.5.3 “Loaded with Safety Engaged”

1.5.3.1 Pistols with a manual safety must have them fully engaged to satisfy the “loaded on safe” rule, regardless of passive safeties.

1.5.3.2 Pistols without a manual safety must have passive safeties in operational condition; this will satisfy the safety engaged requirement. Passive safety is a safety that engages automatically and disables the firearm from discharging while the firearm is not being handled. “Safe Action” striker safeties or passive trigger safeties fall under this ruling. “Operational” means: The safety operates correctly as intended. It must not be altered or disabled in a way that while not being handled, the safety features can no longer prevent the firearm from discharging.

1.5.3.3 If the pistol has no manual safety and the only manual lever is a de-cocking mechanism, it must be engaged and the hammer must be de-cocked to satisfy the safety engaged condition

1.5.3.4 Re-holstering a hot pistol is allowed, however a course of fire will never require the competitor to re-holster a hot pistol after the start signal. **Also see rule 5.18.**

1.5.3.5 Any Rifle or Shotgun with a manual safety must have it FULLY engaged to satisfy the loaded on safe rule.

1.5.4 “Empty Chamber and Empty Magazine or Shotgun Feeding Tube”

1.5.4.1 Empty chamber with no live rounds in feed tube, on lifter, or magazine removed

1.5.4.2 Spent round in the chamber, slide/bolt forward with no live rounds in the feed tube or magazine or magazine removed.

2.0 Range Commands and Procedures

2.1 “Make Ready” The course of fire begins with the “Make Ready” command and ends after the “Range is Clear” command.

2.1.1 Where more than one firearm will be used during a course of fire, the Range Officer will direct and supervise the competitor through the process of preparing all firearms. The RO will give the “Make Ready” command signifying the start of the Course of Fire and will then direct and supervise the competitor through the process of preparing and positioning and all “staged” firearms. The RO will then accompany the competitor to the start position and direct the competitor to prepare the firearm to be initially used on the stage,

prior to assuming the ready position. The initial “Make Ready” command defines the start of the “Course of Fire” regardless of how many firearms are subsequently prepared, loaded, and/or staged following that command.

- 2.2 **“Are You Ready-Standby”:** After the competitor has loaded and staged all firearms to be used in the course of fire, the RO will accompany him to the start position. The RO shall then issue the commands “Are You Ready” followed shortly by “Standby” and the activation of the timer.
 - 2.2.1 The lack of any negative response from the competitor after being issued the “Are You Ready?” command indicates that they fully understand the requirements of the course of fire and are ready to proceed. If the competitor is not ready, they must state “No” or “Not Ready”. It is suggested that when the competitor is ready they should assume the required start position to indicate their readiness to the RO.
- 2.3 **“Stop”:** Any Range Officer assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving, and wait for further instruction from the RO.
 - 2.3.1 In the event that a Range Officer terminates a course of fire due to a suspicion that a competitor has an unsafe firearm or unsafe ammunition (e.g. a “squib” load), the RO will take whatever steps he deems necessary to return both the competitor and the range to a safe condition. The Range Officer will then inspect the firearm or ammunition and will proceed as follows:
 - 2.3.1.1 If the Range Officer finds evidence that confirms the suspected problem, the competitor will not be entitled to a re-shoot, but will be ordered to rectify the problem. On the competitor’s score sheet, the time will be recorded up to the last shot fired, and the course of fire will be scored “As Shot”, including all applicable misses and penalties.
 - 2.3.2 If the Range Officer discovers that the suspected safety problem does not exist, the competitor will have the option to re-shoot the stage.
- 2.4 **“If You Are Finished, Unload And Show Clear”:** If the competitor has finished shooting, they must lower their firearm and present it for inspection by the RO with the muzzle pointed downrange, magazine removed or tube emptied, slide/bolt locked or held open and chamber empty. The RO will instruct and accompany the competitor to safely unload all firearms used in the course of fire.
 - 2.4.1 Pistols: Release the slide and pull the trigger without touching the hammer or de-cocker then holster the pistol
 - 2.4.2 Rifle: Bolt locked back OR chamber safety flag inserted.
 - 2.4.3 Shotgun: Bolt locked back OR chamber safety flag inserted.
 - 2.4.4 **Rifles/Shotguns must be carried Muzzle Up/Down when exiting the stage.**
- 2.5 **“Range Is Clear”:** This command shall be issued only after all firearms have been cleared by the competitor and Range Officer. This declaration signifies the end of the course of fire. Once this declaration is made, officials and competitors may move downrange to score, paste, reset, and paint targets.
- 2.6 **Default Start Position.** The competitor assumes the start position as specified in the written stage briefing. Unless otherwise specified, for a handgun start, the competitor must stand erect, facing downrange, with arms hanging naturally by the sides. For a rifle or shotgun start, unless otherwise

specified, the competitor must stand "High Port" which is defined as; standing erect and relaxed, with the firearm held in both hands, stock touching the competitor's belt, at hip level, muzzle pointing upward and with the finger out of the trigger guard. Different stages may require the "ready position" to be prone, kneeling, sitting or as otherwise stated in the written stage briefing. A course of fire may permit a competitor to start a stage with a long gun mounted into the shoulder and pointing towards targets.

- 2.7 **Prone Position Rules:** In the event a competitor takes the prone position by choice or by stage instruction and they have a holstered pistol, the chamber of that pistol shall not contain a live round. Violation of this rule will in a match DQ.
- 2.8 **Definition of "supported" pistol, rifle or shotgun:** that description or term is defined as when any part or the competitors body and or their pistol, rifle or shotgun touches, rests or comes in contact with any stage prop, object or the ground during the course of fire. Prone is considered a supported position.
- 2.9 **Definition of "unsupported" pistol, rifle or shotgun:** that a competitor's body and or their pistol, rifle or shotgun shall not touch, rest or come in contact with any stage prop or object during the course of fire. Furthermore the competitor may modify their body position (bend, kneel, sit, stand) with adherence to fault line or detailed stage description. In the unsupported position a competitors body part may come in contact with a fault line but not exceed its boundaries.

3.0 SCORING

- 3.1 Scoring per stage will be straight time plus penalties
- 3.2 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 18x18" target to avoid penalty.

Examples of scoring targets include:

- a. One (1) hit in the "Center" (8" circle)=No Penalty
 - b. Two (2) hits anywhere on the 18"x18" target=No Penalty
- 3.3 Penalties will apply as follows:
- a. One (1) hit on the target not in the "Center" (8" circle)=2.5 Second Penalty
 - b. No hits on paper but target was engaged=5 Second Penalty
 - c. Target (of any sort) was not engaged=10 Second Penalty
 - d. Missed steel or clay (static or reactive)=5 Second Penalty
 - e. Missed steel beyond 40 yards (static or reactive)=10 Second Penalty
 - f. No Shoot Penalty=5 Second Penalty per hit.

SCORING CONCESSION for Heavy Metal ONLY: A competitor in this division shall only be required to score ONE hit ANYWHERE on a paper target with the Rifle, Shotgun or Pistol to neutralize the target

For purposes of 3GN Rules, “Engaged” means: To be in a position where the muzzle is in line of sight to the 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 is not allowed.

Notes per rule 3.3 f: The backside of the 3GN Paper Target is white and can be used as a No Shoot. Any round impacting the No Shoot =5 second penalty per hit. If a shot passes through a “Shoot” target and impacts a No Shoot, both targets will be scored. The shooter will receive the credit for the hit and will also receive the penalty for the No Shoot.

3.5 Classifications will be determined after a shooter completes their first 3GN Classifier. The shooters percentile will be determined using the overall highest score for that particular classifier as a baseline. After the initial classification, only the top 4 scores will be averaged to obtain a new percentage, it is through this method that a shooter will move up a class.

Classifications are as follows:

Expert	95-100%
Pro	85-94.99%
Semi-Pro	75-84.99%
High Marksman	60-74.99%
Marksman	40-59.99%
Amateur	2-39.99%

3.6 Classifiers: A shooter must declare their division prior to shooting a classifier. The score from a Tac Ops run, may not be used for Open etc. Each score posted must be a unique run.

3.7 Classifier Tie Breaker: First tie breaker shall be based on head to head stage wins. The second tie breaker shall be based on head to head stage percentage.

4.0 PROCEDURAL PENALTIES

- 4.1 Additional 10 Seconds:** Foot faults, a competitor who fires shots while any part of their body is touching the ground or while stepping on an object beyond a Shooting Box or a Fault Line, or who gains support or stability through contact with an object which is wholly beyond and not attached to a Shooting Box or Fault Line, will receive one procedural penalty for each hit on target.
- 4.2 Additional 10 Seconds:** Shall be assessed for failing to follow stage procedures.
- 4.3 Additional 10 Seconds:** Before the Start Signal, no more than 9 rounds total loaded in the shotgun and the competitor cannot have any ammunition in their hands.
- 4.5 Additional 10 Seconds:** A competitor cannot use a pistol or rifle dump barrel to support their, pistol, rifle or shotgun at any time. Each round fired with dump barrel support will be scored as a 10 second procedural penalty.
- 4.6 Additional 10 Seconds :** Shall be assessed for failure to start in the default starting position as defined in rule 2.6.

5.0 DISQUALIFICATIONS

5.1 A Disqualification (DQ) will result in complete disqualification from the event and the competitor will not be allowed to continue. The competitor will not be eligible for prizes. Stage DQ's **DO NOT** APPLY to 3GN matches.

5.2 **Safety violations will not be subject to arbitration.**

Disqualifications will apply for the following violations:

5.3.1 Negligent Discharge: A competitor who causes a negligent discharge must be stopped by a Range Officer as soon as possible.

A Negligent Discharge is defined as follows:

5.3.1.1 A shot which travels over a backstop, a berm, or in any other direction deemed by the event organizers as being unsafe. However, a competitor who legitimately fires a shot at a target, which hits and then travels in an unsafe direction, will not be disqualified.

5.3.1.2 A shot which strikes the ground less than 10 feet from the competitor, except when shooting at a target closer than 10 feet to the competitor. The shooter will be stopped. The position the shooter was in will be marked as well as the impact point. Until a ruling is made no one shall walk the stage or the area where the violation occurred.

5.3.1.3 *Exception: A bullet or shot which strikes the ground within 10 feet of the competitor due to a "squib" shall not be subject to rule 5.3.1.2*

5.3.1.4 If the Range Officer determines that the bullet or shot would have struck the ground within 10 feet of the competitor had it not been deflected or stopped by a prop, the provisions of rule 5.3.1.2 will apply.

5.3.1.5 A shot which occurs while loading, reloading or unloading any firearm after the "Make Ready" command and before the "Range is Clear" command.

5.3.1.6 A shot which occurs during remedial action in the case of a malfunction.

5.3.1.7 A shot which occurs while transferring a firearm between hands.

5.3.1.8 A shot which occurs during movement, except while actually shooting at targets.

5.3.1.9 *Exception: A detonation which occurs while unloading a firearm is not considered a shot or discharge and is not subject to DQ. However, rule 6.1 may apply.*

Definition of a Detonation: *Ignition of the primer of a round, other than by the action of a firing pin, where the bullet or shot does not pass completely through the barrel (e.g. when a slide is being manually retracted or when a round is dropped).*

5.4 A competitor shall be disqualified for dropping or losing control of a firearm, whether loaded or unloaded at any time 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.

5.4.1 *Exception: Dropping an unloaded firearm before the "Make Ready" command or after the "Range is Clear" command will not result in a disqualification, provided the firearm is empty and retrieved ONLY by an Event Official.*

- 5.5 A competitor shall be disqualified for abandoning a firearm anywhere other than in a designated area/container. 3GN defines abandoning a firearm as: 1) the competitor does not have physical control of the firearm 2) has physically moved away from the firearm or acquired another firearm and fired the subsequent firearm.
- 5.6 A competitor shall be disqualified for allowing the muzzle of a firearm to break the 180 degree Safety Plane at any time. *Exception rule 5.19.1.*
- 5.7 Often a stage may span two or more bays, during the course of fire, a competitor *is* allowed to transition between the bays with a holstered pistol or drawn pistol, loaded shotgun or rifle, unless it is specifically forbidden in the written stage briefing. Violation will result in a DQ.
- 5.8 A competitor shall be disqualified for unsportsmanlike conduct, which includes, but is not limited to cheating
- 5.8.1 Intentionally altering targets prior to the target being scored to gain advantage or to avoid penalties.
- 5.8.2 Altering or falsifying score sheets
- 5.8.3 Altering the configuration of firearms to gain advantage.
- 5.8.4 Altering the course of fire, i.e. moving props or targets, etc.
- 5.9 Pistol and rifle cartridges must fire a single projectile only. Violations will be deemed cheating and subject to DQ.
- 5.10 Use of steel shot is a Safety Violation and will result in a DQ.
- 5.11 Any competitor found with a magazine inserted in their pistol or rifle or rounds loaded in the shotgun, while not under the direct supervision of a range official, shall be escorted to a safe area to check the loaded condition. If the magazine, tube, or chamber is found to be loaded, the competitor will be subject to DQ. *Shotgun pre-loading at the beginning of a stage is exempt.*
- 5.12 Handling loaded magazines, live, or dummy rounds or a loaded firearm in a Safe Area will result in a DQ.
- 5.13 A competitor found to be impaired and deemed unsafe as a result of drugs, legal or otherwise, or alcohol will receive a DQ.
- 5.14 A competitor may not have more than one firearm in their hand at any time while negotiating a course of fire. Example: A competitor is moving to a dump barrel to ground a long gun and they draw their handgun. This is considered an unsafe action and will result in a DQ.
- 5.15 All firearms must be grounded in a designated area and or container. Failure to do so will result in a DQ.
- 5.16 A firearm grounded in a designated container with the **Chamber, Magazine, or Feed Tube containing live rounds and the safety not fully engaged will result in a DQ.**
- 5.17 **Disqualifications will be issued by the RO, Range Master, or Match Director.**
- 5.18 Having a holstered pistol with a live round in the chamber while in the prone position will result in a match DQ.
- 5.19 Allowing the muzzle of any firearm to point at any part of the competitor's body (i.e. sweeping) during a course of fire.
- 5.19.1 *Exception to rule 5.19* A match DQ will not apply for sweeping below the belt while drawing or re-holstering the handgun as long as the shooters fingers are clearly outside of the trigger guard.

6.0 FIREARMS

- 6.1 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.
- 6.2 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 RM/MD or his designee. In the event that a firearm in the same model, caliber, and sighting system cannot be found, the shooter may use any available firearm but may also be moved to another division depending on the type of replacement firearm used. All replacement firearms must be approved by the RM/MD or his designee.
- 6.3 For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, stock, and sighting system combination
- 6.4 The same firearm system, for each gun, per rule 6.3 shall be used during the entire event.
- 6.5 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.*

- 7.0 **FIREARMS PER DIVISION** -The minimum cartridge case dimension for handguns to be used in 3 Gun Nation Regional Matches is **9x19mm, 9mm** Luger, 9mm Parabellum, or 9mm NATO or 9mm. The minimum rifle caliber used in 3 Gun Nation Regional Matches is 5.45mm x39mm and the Shotguns must be 20 gauge or larger. Some divisions may have a higher minimum.

7.1 Open Class

7.1.1 Pistol

- 7.1.1.1 No limitations on accessories.
- 7.1.1.2 Magazine length may not exceed 171.25 millimeters.

7.1.2 Rifle

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

7.1.3 Shotgun

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

7.2 Tactical Irons

7.2.1 Pistol

- 7.2.1.1 Firearms must be of a factory configuration.
- 7.2.1.2 Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.
- 7.2.1.3 Firearms with custom or factory installed electronic sights, extended sights,

compensators or barrel porting are NOT allowed in this division.

- 7.2.1.4 Magazines used shall not exceed 171.25 mm OAL (overall length) for single stacks, and shall not exceed 141.25 OAL for staggered magazines.
- 7.2.1.5 Pistol Magazine failing the OAL inspection, after the competitor has completed one or more stages, results in the shooter being bumped to Open Class.

7.2.3 Rifle

- 7.2.3.1 Firearms must be of a factory configuration.
- 7.2.3.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle.
- 7.2.3.3 Iron rifles may be equipped with no more than one (1) **non-magnified** optical sight.
- 7.2.3.4 Any rifle supporting devices to include but not limited to bipods and mono pods or a device that deploy legs and or supports and elevates the muzzle end of the gun are not permitted. Forward grips that are less than five inches long are acceptable.
- 7.2.3.5 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.

7.2.4 Shotgun

- 7.2.4.1 Shotguns must be of a factory configuration.
- 7.2.4.2 Conventional tubular magazine fed shotguns, only, allowed in this division.
- 7.2.4.3 Barrel length may not be changed for the duration of the event.
- 7.2.4.4 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.
- 7.2.4.5 No electronic or optical sights are allowed on shotguns in this division.
- 7.2.4.6 No shotgun supporting devices (i.e. bipods, etc) are allowed in this division.
- 7.2.4.7 No compensators or porting on barrels allowed in this division.
- 7.2.4.8 No shotgun speed loaders are allowed in this division.
- 7.2.4.9 No shotgun in tactical division may start a stage with more than 9 total in the shotgun.

7.3 Tactical Optics

7.3.1 Pistol

- 7.3.1.1 Firearms must be of a factory configuration
- 7.3.1.2 Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.
- 7.3.1.3 Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this division.
- 7.3.1.4 Magazines used shall not exceed 171.25 mm OAL (overall length for single stacks, and shall not exceed 141.25 mm for OAL staggered magazines.
- 7.3.1.5 Pistol Magazine failing the OAL inspection, after the competitor has completed one or more stages, results in the shooter being bumped to Open Class.

7.3.2. Rifle

- 7.3.2.1 Firearms must be of a factory configuration
- 7.3.2.2 Internal modifications are allowed providing the modifications do not alter the original configuration of the rifle.
- 7.3.2.3 Scoped rifles may be equipped with no more than one (1) optical sight.

- 7.3.2.4 A magnifier may be used with an optical sight in this division without violating the one optic rule, provided:
- a. The magnifier does not contain an aiming reticule.
 - b. The magnifier cannot be used as an aiming device by itself.
 - c. The magnifier is mounted in the same location on the rifle for the entire event.
- If the provisions above are satisfied:
- d. The magnifier will not be considered a second/separate optic.
 - e. The competitor may start and use the magnifier in either the magnified or unmagnified mode without further restriction.
- 7.3.2.5 Any rifle supporting devices to include but not limited to bipods and/or mono pods or a device that deploy legs and or supports and elevates the muzzle end of the gun are not permitted. Forward grips that are less than five inches long are acceptable.
- 7.3.2.6 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.

7.3.3 Shotgun

- 7.3.3.1 Shotguns must be of a factory configuration.
- 7.3.3.2 Conventional tubular magazine fed shotguns, only, allowed in this division.
- 7.3.3.3 Barrel length may not be changed for the duration of the event.
- 7.3.3.4 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.
- 7.3.3.5 No electronic or optical sights are allowed on shotguns in this division.
- 7.3.3.6 No shotgun supporting devices (i.e. bipods, etc) are allowed in this division.
- 7.3.3.7 No compensators or porting on barrels allowed in this division.
- 7.3.3.8 No shotgun speed loaders are allowed in this division.
- 7.3.3.9 No shotgun in tactical division may start a stage with more than 9 total in the shotgun.

7.4 Heavy Metal

7.4.1 Pistol

- 7.4.1.1 Firearms must comply with the Tactical handgun rules.
- 7.4.1.2 .45 ACP Caliber or larger
- 7.4.1.3 Magazines may be loaded with no more than 10 rounds.
- 7.4.1.4 Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this division.
- 7.4.1.5 Pistol Magazine failing the OAL inspection, after the competitor has completed one or more stages, results in the shooter being bumped to HMO.

7.4.2 Shotgun

- 7.4.2.1 12 gauge only.
- 7.4.2.2 Conventional tubular magazine fed **PUMP shotguns**, only.
- 7.4.2.3 Shotguns must be of a factory configuration.
- 7.4.2.4 Barrel length may not be changed for the duration of the event.
- 7.4.2.5 Internal modifications are allowed providing the modifications do not alter the original configuration of the shotgun.
- 7.4.2.6 No electronic or optical sights are allowed on shotguns in this division

- 7.4.2.7 No compensators or porting on barrels allowed in this division.
- 7.4.2.8 No shotgun speed loaders are allowed in this division
- 7.4.2.9 No shotgun in this division may start a stage with more than 9 rounds total in the shotgun.

7.4.3 Rifle

- 7.4.3.1 Firearms must be of a factory configuration.
- 7.4.3.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle.
- 7.4.3.3 Iron rifles may be equipped with no more than one (1) **non-magnified** optical sight.
- 7.4.3.4 Any rifle supporting devices to include but not limited to bipods and mono pods or a device that deploy legs and or supports and elevates the muzzle end of the gun are not permitted. Forward grips that are less than five inches long are acceptable.
- 7.4.3.5 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.
- 7.4.3.6 Rifles must be a .308 Winchester (7.62x51 NATO) minimum.
- 7.4.3.7 Rifle magazines must not be loaded with more than twenty (20) rounds.
- 7.4.3.8 Competitors found using magazines loaded with more than 20 rounds, after the competitor has completed one or more stages, results in the shooter being move to HMO. **CONCESSION for Heavy Metal: A competitor in this division shall only be required to score ONE hit ANYWHERE on a paper target with the Rifle, Shotgun or Pistol to neutralize the target.**

7.5 Heavy Metal Optics

7.5.1 Pistol

- 7.5.1.1 Firearms must be of a factory configuration
- 7.5.1.2 Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.
- 7.5.1.3 Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this division
- 7.5.1.4 Magazines shall not exceed 171.25 OAL (overall length) for single stacks, and shall not exceed 141.25 mm OAL for staggered magazines.
- 7.5.1.5 Minimum caliber (9mm) can be used in this division up to .45 ACP caliber.
- 7.5.1.6 Pistol Magazine failing the OAL inspection, after the competitor has completed one or more stages, results in the shooter being bumped to Open Class.

7.5.2 Shotgun

- 7.5.2.1 Shotguns must be of a factory configuration.
- 7.5.2.2 Conventional tubular magazine fed shotgun allowed in this division.
- 7.5.2.3 Barrel length may not be changed for the duration of the event.
- 7.5.2.4 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.
- 7.5.2.5 No electronic or optical sights are allowed on shotguns in this division.
- 7.2.5.6 No shotgun supporting devices (i.e. bipods, etc.) are allowed in this division.
- 7.5.5.7 No compensators or porting on barrels allowed in this division.
- 7.5.5.8 No shotgun speed loaders are allowed in this division
- 7.5.2.9 No shotgun in this division may start a stage with more than 9 rounds total in the shotgun.

7.5.3 Rifle

- 7.5.3.1 Firearms must be of a factory configuration
- 7.5.3.2 Internal modifications are allowed providing the modifications do not alter the original configuration of the rifle.
- 7.5.3.2 Scoped rifles may be equipped with no more than one (1) optical sight.
- 7.5.3.3 A magnifier may be used with an optical sight in this division without violating the one optic rule, provided:
 - a. The magnifier does not contain an aiming reticule.
 - b. The magnifier cannot be used as an aiming device by itself.
 - c. The magnifier is mounted in the same location on the rifle for the entire event.If the provisions above are satisfied:
 - d. The magnifier will not be considered a second/separate optic.
 - e. The competitor may start and use the magnifier in either the magnified or unmagnified mode without further restriction.
- 7.5.3.4 Any rifle supporting devices to include but not limited to bipods and mono pods or a device that deploy legs and or supports and elevates the muzzle end of the gun are not permitted. Forward grips that are less than five inches long are acceptable.
- 7.5.3.5 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.
- 7.5.3.6 Rifles must be .308 Winchester (7.62x51mm NATO) minimum.
- 7.5.4.0 3 Gun Nation staff reserves the right to inspect any firearm(s) for compliance to the above stated rules. Any competitor not willing to submit their firearms for inspection shall result in an event DQ.

8.0 HOLSTERS AND EQUIPMENT

- 8.1 Handgun holsters and Equipment
 - 8.1.1 Holsters must be a practical/tactical carry style and must be able to safely retain the handgun during vigorous movement.
 - 8.1.2 The holster material must completely cover the trigger on all semi-automatic pistols. Revolver holsters must completely cover the trigger and the cylinder.
 - 8.1.3 The belt upon which the holster and magazine/speed loader pouches are attached must be worn at waist level.
 - 8.1.4 Due to safety concerns, shoulder holsters and cross draw holsters are not allowed.

9.0 AMMUNITION

- 9.1 Tracer, incendiary, armor piercing, steel jacketed or steel/tungsten core ammunition is specifically prohibited.
 - 9.1.1 Any competitor found in violation of rule 9.1 shall be assessed a \$100 fee for each steel target engaged and or damaged. Fines will be made payable the day of the offense.
- 9.2 Pistol ammunition shall be 9x19mm or larger.

- 9.3 Rifle ammunition shall be .223 Remington (5.56 NATO) or larger. Pistol and rifle cartridges must fire a single projectile only. *(Subject to DQ rule 5.10)*
- 9.4 Shotgun ammunition shall be 20 gauge or larger. #6 Lead Shot or smaller. *Steel shot is specifically not allowed. Use of steel shot is a safety violation and the competitor is subject to DQ rule 5.11*

10.0 APPEALS

- 10.1 Decisions are initially made by the stages' Chief Range Officer
- 10.2 If the complaint disagrees with the CRO's decision, Range Master, or Match Director will be called to make the final ruling in the matter. Safety violations will not be subject to arbitration.

11.00 RE-SHOOTS

- 11.1 Re-shoots will be issued by a Chief Range Officer, Range Master, or Match Director. The competitor will be given the choice to re-shoot immediately or have their position moved to the bottom of the shooting order and will be the last to complete the course of fire for that squad.
- 11.2 If a stage has not been completely reset prior to the issuance of the start signal or if a target falls on its own after the start signal, the range officer shall stop the competitor as soon as possible. The competitor will then be required to re-shoot the course of fire once it has been reset.
- 11.3 All competitors must be individual members of 3 Gun Nation to compete in a 3 Gun Nation Regional Event.

3 Gun Nation and its Staff reserve the right to make modifications to the rules as necessary.