

# 2018 Indiana MultiGun Rules

(Changes from 2013 Rules in Red)

## 1. Safety Rules

- 1.1 Participants are subject to Match Disqualification for violation of any rule or regulation in Sections 1 or 2.
- 1.2 Matches will be run on a COLD RANGE.
  - 1.2.1 COLD RANGE (definition): Participants firearms will remain unloaded and will not be handled at the match site except at Designated Safe Areas or under the direction of a match official.
- 1.3 **Designated Safety Areas**
  - 1.3.1 Safety Areas will be clearly marked with signs.
  - 1.3.2 Firearms may be handled only in the Safety Areas.
  - 1.3.3 No loaded magazines or ammunition rounds may be handled in any Safety Area.
- 1.4 **Rifles & Shotguns** (transporting from vehicle & in-between stages)
  - 1.4.1 Rifles & shotguns must be cased, carried/slung with the muzzle up, or secured in a gun-cart.
  - 1.4.2 Rifles & shotguns must have a chamber safety flag in place & detachable magazines removed.
  - 1.4.3 Once at a stage rifles & shotguns must remain cased, in a gun-cart, or in a gun rack until it is your turn to shoot.
  - 1.4.4 Under direction of the Range Officer (RO), shooters may pre-load their shotgun magazine tube (no round in the chamber) at the beginning of the stage and return it to the designated area.
- 1.5 **Handguns** (carry between stages)
  - 1.5.1 Handguns must be cased or remain in holster with the magazine removed except in designated Safety Areas, or under the direction of a RO.
  - 1.5.2 Handguns must be carried with the "Hammer/Striker Down."
- 1.6 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the match site. Any participant found to be impaired & deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting & requested to leave the range.
- 1.7 Eye and Ear protection is mandatory for all participants, spectators, & range personnel.

## 1.8 Grounding Firearms

- 1.8.1 During the course requirements of a Multi-Gun stage, a competitor may be required to ground a firearm in order to transition to another. During the stage briefing, the location(s) where a competitor is authorized to ground a firearm will be clearly specified.
- 1.8.2 The following provisions outline the **only** acceptable ways to ground a firearm during a course of fire in the location(s) specified in the stage briefing:
  - a. Loaded, safety engaged. **If the gun has a manual safety, it must be engaged.**
  - b. Completely unloaded/empty (NO rounds in the gun).
- 1.8.3 **Once a competitor grounds a firearm, it is considered abandoned, and he may not retrieve it and/or use it again during the course of fire.**

## 2. Disqualification

- 2.1 "Match DQ" = complete disqualification from the match and the participant will not be allowed to continue.
  - 2.1.1 "Stage DQ" = the participant will receive zero points for the stage.
- 2.2 "Negligent Discharge" is defined as the discharge of a firearm in an unsafe manner or unintentionally in which a projectile (bullet) strikes the ground within 3 yards of the competitor or RO, or when a projectile leaves the confines of the range without impacting the backstop or side berm, or a shot which occurs while loading, pre-loading, reloading, or unloading a firearm. A Negligent Discharge will result in a Match DQ.
- 2.3 Grounding a firearm in a condition not outlined under Rule 1.8.2 a./b. will result in Stage DQ.
- 2.4 A participant shall receive a Match DQ for dropping a firearm during a course of fire or while in the loading/unloading process.
- 2.5 A participant shall receive a Match DQ for allowing the muzzle of his/her firearm to break the 180

- degree Safety Plane (exception: handgun while holstered).
- 2.6 If a competitor shoots a steel target with a firearm/ammo type which is not authorized for such a target (per INMG rules/stage briefing), the shooter will receive a Stage DQ and a \$100 fine.
  - 2.7 Unloading a firearm in unsafe manner will result in Match DQ. Including but not limited to emptying a firearm by discharging the remaining round(s) while not engaging a target.
  - 2.8 Loading a firearm prior to the make ready command will result in a Stage DQ. See 9.2.

## **2.8 Un-sportsman-like Conduct and/or Cheating will result in a Match DQ.**

- 2.8.1 Intentionally altering targets prior to the target being scored to gain advantage or avoid a penalty.
  - 2.8.2 Altering or falsifying score sheets.
  - 2.8.3 Altering the configuration of firearms or equipment to gain advantage (see Rule 5)
  - 2.8.4 Threatening or assaulting other competitors or staff personnel.
  - 2.8.5 Disruptive behavior in an attempt to disturb other competitors while they are shooting.
- 2.9 Final decisions for all DQ's & re-shoots will be issued by the Match Director.**

## **3. Sportsmanship & Conduct**

- 3.1 Participants & spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Disputes will be handled by the Match Director.
- 3.2 Clothing with any offensive or obscene political slogans, logos, sayings, pictures/drawings will not be worn or displayed while at the match site/range.
- 3.3 Violation of magazine/ammunition limitations in Tactical & Heavy Metal Divisions will result in the participant being placed in Open Division for the entire match (see Section 6).

## **4. Ammunition**

- 4.1 No tracer, incendiary, or armor piercing ammunition is allowed.
  - 4.1.1 If a course of fire includes steel targets, no ammunition may be used on which contains bullet(s) to which a magnet will stick. It is the shooter's responsibility to check. See Rule 2.6.
- 4.2 Handgun ammunition shall be 9x19mm or larger.
- 4.3 Rifle ammunition must be of a centerfire caliber traditionally recognized as a "rifle caliber", and have a minimum bullet diameter of 5.45mm. Pistol caliber carbines, 9x19mm or larger are also allowed, but will not be permitted on ranges over 100 yards due to safety concerns. Please also see Rule 5.4.
- 4.4 Shotgun ammunition must be 20 Gauge or larger, #6 lead birdshot or smaller & lead slugs only.
  - 4.4.1 Lead buckshot may be used only when specified per the stage briefing.
    - 4.4.1 When shooting paper targets for score with buckshot, 12 Gauge must be 00 Buck with a maximum of 9 pellets. For 20 Gauge, 1 Buck, 2 Buck or 3 Buck with between 12-20 pellets.

## **5. Firearms**

- 5.1 All firearms used by competitors shall be serviceable & safe.
- 5.2 If a firearm becomes unserviceable during competition, that competitor may replace the firearm with another of the same type, caliber & sighting system approved by a Match Official.
- 5.3 For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, stock & sighting system combination.
- 5.4 The same firearm system, for each gun, per Rule 5.3, shall be used for the entire match.
- 5.5 Competitors may not reconfigure any firearm during the course of a match. (i.e. change caliber, barrel length, shotgun magazine tube length, sighting systems or stock style.) This will be considered Unsportsmanlike Conduct, with the exception of Rule 5.2.
- 5.6 **No full-auto or burst-fire allowed.** A competitor may use a select-fire firearm, provided it is used only in semi-auto mode. Use of full-auto or burst-fire will result in a Match DQ.

## **6. Divisions**

### **6.1 Open Division**

- 6.1.1 No limitations on ammunition capacity, modifications, or accessories.
- 6.1.2 Handgun magazine length may not exceed 170mm.
- 6.1.3 Shotgun speed-loaders must have primer relief cuts.

### **6.2 Tactical Divisions (Tactical-Limited & Tactical-Optic)**

- 6.2.1 No electronic/optical sights, compensators, barrel porting, ported choke tubes, or suppressors (“silencers”) allowed on shotguns. No electronic/optical sights, compensators, barrel porting, or suppressors (“silencers”) allowed on handguns.
- 6.2.2 Handgun magazines may not exceed 170mm for single-stacks, 140mm for double-stacks.
- 6.2.3 No shotgun speed-loaders or shotguns with detachable magazines allowed.
- 6.2.4 Shotguns may not be loaded with more than 9 rounds prior to the start signal, but capacity will not be limited after the start signal.
- 6.2.5 Tactical-Limited rifles may be equipped with “iron sights” and/or no more than one (1) non-magnifying (1X) electronic/optical sight only.
- 6.2.6 Tactical-Optic rifles may be equipped with “iron sights” and/or no more than one (1) electronic/optical sight.
- 6.2.7 Rifle compensators may not be more than 1” diameter or more than 3” long (measured from muzzle to the end of the compensator). Suppressors (“silencers”) may also be equipped on Tactical rifles.
- 6.2.8 Supporting devices (i.e. bipods, etc.) are not allowed.

### **6.3 Heavy Metal-Limited Division**

- 6.3.1 Handgun must be .45 ACP or larger and must comply with Tactical rules.
- 6.3.2 Handgun magazines may not be loaded with more than 10 rounds.
- 6.3.3 Shotguns must be 12 Gauge or larger, must have manually-operated actions, and must comply with Tactical rules.
- 6.3.4 Heavy Metal rifles must be .308 Winchester (7.62x51 NATO) or larger & must comply with Tactical-Limited rules.
- 6.3.5 Rifle magazines may not be loaded with more than 20 rounds.

### **6.4 Heavy Tactical Division**

- 6.4.1 Handgun must be .40 S&W or larger and must comply with Tactical rules.
- 6.4.2 Shotguns must be 12 Gauge or larger and must comply with Tactical rules.
- 6.4.3 Heavy Tactical rifles must be .308 Winchester (7.62x51 NATO) or larger & must comply with Tactical-Optic rules.

## **7. Holsters & Equipment**

- 7.1 Holsters must be capable of retaining the handgun during the vigorous movement that may be required or otherwise encountered during the courses of fire.
- 7.2 Holsters must allow the competitor to safely draw and re-holster the handgun without causing the muzzle to point in an unsafe direction.
- 7.3 Holsters must completely cover the trigger on all pistols & double-action revolvers. Single-action revolver holsters may expose the trigger.
- 7.4 The competitor shall use the same holster for the duration of the match.
- 7.5 Spare ammunition, magazines, speed-loaders, and other equipment must be secured in pouches, pockets and/or ammunition carriers on the competitor’s person or on ammunition carriers mounted to a firearm during a course of fire, unless directed otherwise in the stage briefing. Spare ammunition, magazines, speed-loaders, and other equipment may NOT be “staged”, or in the competitors hands prior to the start signal, unless directed otherwise in the stage briefing.
- 7.6 Any Open Division firearm or Open Division equipment puts the competitor in Open Division for the entire match. See Firearm Division rules for details.

## **8. Scoring**

- 8.1 Scoring per stage will be straight time plus penalties.
  - 8.1.1 Any cardboard target, designated as a “shoot” target must be “neutralized” by either one (1) “A” or “B” zone hit or two (2) hits anywhere inside the scoring perforations on the target (i.e. minimum 2 “D” hits) to avoid a penalty. Slug targets may be exempted from this rule & only require one (1) hit inside a designated scoring ring to neutralize.
  - 8.1.2 Example of scoring & penalties on paper targets:
    - a. One “A” zone hit = no penalty
    - b. One “B” zone hit = no penalty
    - c. Two hits in any combination “C” or “D” = no penalty

- f. One "C" or "D" hit only = 5 second penalty (Failure To Neutralize)
  - d. No hits on target but target was engaged = 10 second penalty (Not Hit)
  - e. Target Not Engaged (TNE) = 15 second penalty (10 seconds for not making the minimum number of hits on the target plus 5 seconds for the TNE)
- 8.1.3 Designated "No Shoot" targets will incur a 5 second penalty for each hit.
  - 8.1.4 Knock-down targets (i.e. poppers, plates) must fall to score.
    - 8.1.4.1 Knock-down targets, including no-shoot plates will count for score/penalty when they fall for any reason(s) set in motion from the competitor's shot(s) fired after the start signal, and prior to "unload and show clear".
    - 8.1.4.2 Flash Targets must flash/self-indicate to score.
  - 8.1.5 Frangible targets (i.e. clays) must break to score (one BB hole is a break).
    - 8.1.5.1 Light must pass through the hole to be considered broken.
  - 8.1.6 Failing to engage a knock-down or frangible target will result in a 15-second penalty. (10 seconds for not making the hit & 5 seconds TNE.)
  - 8.1.7 Engaging a knock-down or frangible target but failing to neutralize it will result in a 10 second penalty per target. RO may call hits.
  - 8.1.8 Procedural penalties, 5 seconds per shot, may be assessed for not following stage directions.
  - 8.1.9 Stage Not Fired (SNF) penalty, 500 seconds per stage not fired.
  - 8.1.10 Maximum penalty time for any stage (including target penalties) is 500 seconds.
  - 8.1.11 Higher penalties and/or other bonuses may be imposed/rewarded on any target designated a High Value Target (HVT) in the course description.
  - 8.1.12 Unless otherwise stated in a stage briefing, all paper targets are considered soft cover, and all props are considered hard cover.
  - 8.1.13 Unless otherwise stated in a stage briefing, all courses of fire will have a 90 second par time (time limit). When a competitor does not finish a stage within the par time, his last shot fired will be recorded as his raw time and the targets will be scored as per Rule 8.1. Maximum raw time for any stage is 90 seconds unless otherwise stated in the stage briefing.

## 9. Stage Points

- 9.1 1<sup>st</sup> Place (lowest time) for each stage, will receive 100 points; 2nd Place & below will figure points on a percentage basis of the 100 from 1st Place.
- 9.2 Total points accumulated for all stages will determine a competitor's match placement overall, and/or by division.
- 9.3 Highest score wins.

## 10. Range Commands and Procedures

- 10.1 Make Ready - The course of fire begins with the "Make Ready" command and ends after the "Range is Clear" command is issued by the RO.
  - 10.2 When more than one firearm will be used during a course of fire, the RO 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 any "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.
- 10.3 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/her to the start position. The RO shall then issue the commands "Are You Ready" followed shortly by "Standby". Within one to four seconds, the RO will activate the timer, which signifies the beginning of the competitors' attempt of the course of fire. 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.
- 10.4 Stop – An RO may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving and wait for further instructions from the RO.
- 10.5 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 down range, magazine removed or tube emptied, slide/bolt locked or held open and the chamber empty. The RO will then accompany and instruct the competitor to safely unload all other firearms that were used in the course of fire. The RO may assign the un-loading duty to designated competitors. Once the firearms have been confirmed as safely grounded, the designate may safely unload the firearm(s).

- 10.5.1 Pistols: Release the slide and pull the trigger without touching the hammer or de-cocker then holster or bag the pistol.
- 10.5.2 Rifle: Chamber safety flag inserted, bolt closed.
- 10.5.3 Shotgun: Chamber safety flag inserted, bolt closed.
- 10.5.4 Rifles and Shotguns must be carried Muzzle Up when exiting the stage. (See Rule 1.4)
- 10.6 Range is Clear - This command shall be issued only after all firearms have been cleared. This declaration signifies the end of the course of fire. Once this declaration is made, officials and competitors may then move down range to score, paste, reset and paint targets.
- 10.7 In the event that a RO 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 RO will then inspect the firearm or ammunition and proceed as follows:
  - 10.7.1 If the RO 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 competitors 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.
  - 10.7.2 If the RO discovers that the suspected safety problem does not exist, the competitor will be required to re-shoot the stage.
- 10.8 Additional Verbal Safety Warnings
  - 10.8.1 FINGER – An RO may issue this verbal warning once before assessing penalties or stopping a competitor. The competitor's fingers must be visibly outside the trigger guard when loading, reloading or unloading during a course of fire and while clearing a malfunction.
  - 10.8.2 MUZZLE - This verbal warning may be repeated at different locations in the course of fire as needed, when the competitor's muzzle approaches the 180-Degree Safety Plane. (See Rule 2.5)
  - 10.8.3 FOOT - This verbal warning may be repeated at different locations in the course of fire as needed, when a competitor is touching/stepping on the ground or an object beyond a shooting box or fault line.

## **11. Start Conditions of Firearms and Start Positions**

- 11.1 Start Conditions of Firearms - Unless otherwise specified in the stage briefing, the start condition of the Initial Firearm used in course of fire will be: Loaded magazine inserted, loaded chamber, safety ON. All subsequent firearms used on the stage will be: Loaded magazine inserted, with bolt/slide closed on an EMPTY CHAMBER, safety ON.
- 11.2 Start Positions – Written stage briefings may require the Start Position to be standing, sitting, kneeling, prone or dictated otherwise. If it is not specified, then following default start positions will be used:
  - 11.2.1 Pistol: Unless otherwise specified, the default start position for the competitor when starting with pistol will be, standing erect, facing downrange, with arms hanging naturally at the sides, pistol loaded and holstered. See Rule 10.1.
  - 11.2.2 Rifle and Shotgun: Unless otherwise specified, the default start position for the competitor when starting with rifle or shotgun will be "Low Ready": standing erect, facing downrange, long gun mounted to the shoulder, muzzle lowered from aiming at targets.