



MEMORIAL 3 GUN FOUNDATION RULE BOOK



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Any rule not explicitly covered by this document will be resolved with a ruling by the Match Director or his designee. Rulings by the Match Director or his designee will be final, and will serve as a precedent for the duration of the event.

1.0 SAFETY & CONDUCT RULES

1.1 It is the competitors' responsibility to read and understand the rules set forth by the Memorial 3 Gun Foundation (M3G) and agree to be subject to these rules while participating in any M3G event.

1.1.1 It is competitors' responsibility to know, understand and adhere to all Federal, State and Local Regulations regarding the use and transportation of firearms. Including all applicable National Firearms Act (NFA) regulations related to the construction, transportation and use of any firearm regulated by NFA rules.

1.2 All M3G 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 Eye and ear protection is mandatory for all competitors, spectators & range personnel at all times while at the event site.

1.4 Competitors and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Clothing with offensive or obscene logos, sayings, pictures or drawings must not be worn or displayed at the event site.

1.5 **Transporting Rifle, Shotgun and Pistol** (from vehicle or between stages)

1.5.1 Rifles & shotguns must be cased or if hand carried or slung, the muzzle must be pointed up or down. Using carts where the muzzles are pointed downward are approved. Pistols carried between stages must be cased or remain holstered.

1.5.2 Rifles & Shotguns must be transported with actions open, detachable magazines removed, tubes unloaded, with an inserted chamber safety flag. *Actions can only be "closed" on an inserted chamber safety flag.*

1.5.3 Pistols carried between stages must be cased or remain holstered.



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1.6 GROUNDING FIREARMS

During a course of fire, a competitor may handle more than one firearm at a time, however, neither firearm may be discharged until one is re-holstered or safely grounded. Violation of this rule will result in a match DQ. (*Rule 2.5, 2.2.5*)

All safety rules apply while handling two firearms at the same time.

a) Abandoned Firearm Definition:

Any firearm left in a designated container, in an undesignated location (on a table, on top of a barrel etc.) or at a stipulated start position in any condition, unless the muzzle is breaking the 180-degree Safety Plane (*Rule 2.5*)

b) Grounded Firearm Definition:

A firearm will not be considered grounded until another firearm is discharged. You are permitted to go back and rectify incorrectly abandoned firearms left in an incorrect condition or location until the next firearm is discharged. A re-holstered pistol is not considered grounded, but a pistol abandoned in a designated container will be considered grounded after the next firearm is discharged.

c) Any firearm that has been grounded may be retrieved and used in the course of fire.

1.6.1 During the course of fire, a competitor may be required to ground a firearm in order to transition to another. Designated containers designed to safely accommodate grounded firearms shall be specified in the Written Stage Briefing. (*Rule 2.4.1, 2.4.2, 3.1.2*)

a) If a Pistol is to be grounded, it must be placed into the small designated containers only. However, if a pistol is grounded in the incorrect designated container, the following penalties, or match DQ will apply. (*Rule 2.4.1a, 2.4.1b, 2.4.2b, 3.1.2*)

b) If Rifles or Shotguns are to be grounded, they must be placed into the large designated containers only.

c) There are two acceptable safe methods to ground a firearm.

1.6.1.1 Safety Condition One "Loaded with Safety Engaged"

1.6.1.1.1 Pistols with any type of manual safety lever must be engaged to satisfy the "loaded on safe" condition regardless of passive safeties.

1.6.1.1.2 Pistols without a manual safety must have passive safeties in operational condition; this will satisfy the safety engaged requirement. A "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.*

1.6.1.1.3 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. Exception: Spent round in the chamber constitutes an empty chamber.



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1.6.2 Reholstering a loaded pistol. A course of fire will never require a competitor to re-holster a pistol after the start signal. However, a competitor may re-holster provided this is accomplished safely as per Rules (1.6.1.1, 1.6.1.2, 1.6.1.3)

1.6.3 When clearing the firearm at the end of the COF, any round(s) that are found inadvertently left touching a firearm does not constitute a loaded chamber or loading device. (eg.. live round that has stove piped, live round in the mag well)

2.0 DISQUALIFICATIONS

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. A Range Officer may rule on a competitor's disqualification at any point during the stage after an infraction.

2.1 Safety violations in question will require a Range Masters decision.

2.2 A Range Officer must stop a competitor who causes a negligent discharge as soon as possible.

Definitions of Negligent Discharge:

2.2.1 A shot which travels over a backstop, a berm or in any other direction deemed by the event organizers to be unsafe. (Please note: a competitor who legitimately fires a shot at a target, which hits and then travels in an unsafe direction, through ricochet or bounce will not be disqualified)

2.2.2 A shot that strikes the ground less than 10 feet from the competitor, except when shooting at a target that is placed closer than 10 feet from the competitor. The shooter will be stopped. The position that 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.

2.2.2.1 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 (2.2.2)*

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

2.2.4 A shot that occurs during remedial action in the case of a malfunction.

2.2.5 A shot that occurs while transferring a firearm between hands.

2.2.6 A shot that occurs during movement, except while actually shooting at targets.

2.2.6.1 Exception: A detonation which occurs outside of the firearm while unloading is not considered a shot or discharge and is not subject to DQ. However, Rule (4.1) 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).

2.2.7 Disqualification for a Negligent Discharge includes slam-fires.



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2.3 A competitor shall be disqualified for dropping or losing control of a firearm that is loaded or magazine inserted with an empty chamber, at any time after the "Make Ready" command and before the "Range is Clear" command is issued.

2.3.1 Exception: Dropping an unloaded firearm (no magazine inserted and no round chambered) will not result in disqualification, provided the firearm is retrieved immediately prior to continuing the course of fire. If a competitor continues the course of fire without immediately retrieving the firearm, **the competitor will receive a stage DQ.**

2.3.2 Exception: Dropping any slung long gun after the course of fire has begun will result in no penalty, as long as no magazine inserted and a round in the chambered prior to dropping. The competitor may retrieve the slung long gun and continue the course of fire.

2.3.3 Exception: A shooter may place a firearm flat on the ground while getting into or out of a position or obstacle, this is for the safety of the competitors and no firearms may be discharged while another firearm is on the ground.

2.3.3.1: If the shooter places a firearm flat on the ground while getting into or out of a position or obstacle and discharges another firearm before retrieving and grounding the original firearm, this is a safety violation and will result in a match DQ.

2.4 Grounding of Firearms DQ Applications:

2.4.1 Disqualification Apply to:

a) Grounding a firearm in the incorrect designated container or stipulated allowable location and the muzzle of the firearm has broken the 180-degree safety plane will result in a match DQ.

b) Grounding a firearm in the incorrect designated container or stipulated allowable location and the competitor moves downrange / in front of the firearm, regardless of the condition, will result in a match DQ.

2.4.2 Disqualification Does Not Apply to:

a) Grounding a firearm in the correct designated container or stipulated allowable location and the safety is not engaged, is not a match DQ. (*Rule 8.7.6 +10 Sec Penalty*)

b) Grounding a firearm in an incorrect designated container or stipulated allowable location and the competitor does not move downrange / in front of the firearm, regardless of the safety condition, is not a match DQ. (*Rule 8.7.6 +10 Sec Penalty*)

2.5 180 DQ Applications: A competitor shall be disqualified for allowing the muzzle of a firearm to break the 180-Degree Safety Plane, except while holstered, drawing or re-holstering. (*Rule 2.4.1.a*)

Definition of the 180-Degree Safety Plane: The plane defined by an arc both horizontal



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and vertical that is created when the competitor is standing facing squarely downrange and parallel to the designated backstop used on the bay to define the 180-safety line on that particular stage. Any muzzle position that points backward toward the mouth of the bay away from the designated 180 safety line is a violation of Rule 2.5.

2.5.1 Exception: The 180 Degree Safety Plane rule does not apply when the shooter is Slinging or Un-slinging an unloaded long gun.

2.5.2 Prone: If a competitor takes the prone position by choice or is instructed by the Written Stage Briefing and they have a holstered pistol, the chamber of the pistol must not contain a live round. Violation of this rule will result in a match DQ. (Rule 2.5)

2.6 Safety and Conduct DQ Applications:

A competitor shall be disqualified for unsportsmanlike conduct, which includes, but is not limited to cheating.

2.6.1 Intentionally altering targets prior to the target being scored to gain advantage or to avoid penalties.

2.6.2 Altering or falsifying score sheets or data in electronic scoring devices.

2.6.3 Altering the configuration of firearms to gain an advantage (*Rule 4.3, 4.4*)

2.6.4 Altering the course of fire. (i.e., moving props and or targets) This includes, but is not limited to, the repositioning or altering of targets, no-shoots, barriers, barrels, walls, tables, grounding containers, fault lines, painted markings, banners, trees, bushes or anything else deemed by match officials to create an unfair advantage.

2.6.5 Discharging or "Burning" the last round(s) to empty the chamber or unload a firearm is admissible, but the firearm must be pointed in a safe direction. Long guns must be fired from the shoulder. Competitors' failing to keep long guns shouldered while "burning" any round(s) is considered a Negligent Discharge and will result in a match DQ. (*Rule 2.2.3, 2.2.6*)

2.6.6 Use of steel shot is considered a Safety Violation and will result in a match DQ. (*Rule 3.1*)

2.6.7 Engaging any steel target with a rifle, not designated as a rifle target in the WSB is subject to DQ. (*Rule 7.4, 7.5*)

2.6.8 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 or side berm to check the loaded condition. If the magazine, tube or chamber is found to be loaded, the competitor will be subject to a match DQ. *Shotgun pre-loading at the beginning of a stage, under R.O. supervision, is exempt. (Rule 1.2.1)*

2.6.9 A competitor who intentionally loses or displaces eye or ear protection during a course of fire will nullify the provisions of Rule 11.3 and shall be deemed to be cheating and will be subject to a match DQ. (*Rule 10.3.1*)

2.6.10 Threatening or assaulting other competitors or staff personnel, using abusive language or hostile behavior toward a competitor, Range Officer, Range Master, Match



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Director, Match Staff or Range Venue Staff, will result in a match DQ. (*Rule 1.4*)
Disqualification for this type of conduct shall result in immediate ejection from the match venue property.

2.6.11 Disruptive behavior from a competitor, in an attempt to disturb or distract other competitors that are shooting a course of fire, will result in a match DQ. (*Rule 1.4*)

2.6.11.1 Disruptive behavior from a spectator Threatening or assaulting other competitors or staff personnel, using abusive language or hostile behavior toward a competitor, Range Officer, Range Master, Match Director, Match Staff or Range Venue Staff shall result in their immediate ejection from the match venue property.

2.6.12 Competitors must not consume or be under the influence of alcohol or non-prescription drugs at the event site. Violators will be directed to stop shooting, issued a match DQ and must leave the range. However, a competitor found to be impaired and deemed unsafe as a result of legitimate prescription drugs shall only be directed to stop shooting, no DQ. The competitor, at the Match Directors discretion, may be allowed to resume competition, if judged to be fit to return.

2.6.12.1 If a competitor is deemed by match staff to be unsafe, due to a medical condition, erratic behavior, an injury that impairs their ability to continue competing safely, or is deemed to be unsafe to themselves or others around them, shall be directed to stop shooting, no DQ. The final decision shall be at the sole discretion of the Match Director.

2.6.13 Disqualifications will be finalized by the Range Master or the Match Director only.

2.6.14 Refusal to submit to a rule compliant inspection of any or all equipment that a competitor is using during the match will result in the competitor being moved to the Open Division.

2.6.15 Refusal to submit to an inspection of a pre-loaded shotgun will result in a match DQ. (*Rule 8.7.1*)

2.6.16 Engaging **aerial** clay(s) with anything, but birdshot will result in a match DQ.

2.6.17 Having a holstered pistol with a live round in the chamber while in the prone position will result in a match DQ. This includes prone at the start position or after re-holstering during the course of fire.

2.6.18 Finger inside the trigger guard: The competitor's fingers must be visibly outside the trigger guard when moving, loading, reloading, or unloading during a course of fire and while clearing a malfunction. Failure to comply with Verbal Warnings will result in a Match DQ. (*Rule 11.8.1*)

2.6.19 During a course of fire, a competitor "is allowed" to handle more than one firearm at a time, however neither firearm may be discharged until one is either re-holstered or safely grounded. Violation will result in a match DQ. (*Rule 1.6*)

2.6.20 All walls, barriers, or constructed obstacles are deemed hard cover and extend from the ground up to infinity. Moving under or over such props is strictly forbidden and is considered a safety violation. Unless specifically delineated and allowed in the Written Stage Briefing. Violation will result in a Match DQ. (*Rule 8.9*)



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3.0 AMMUNITION

3.1 Tracer, incendiary, armor piercing, steel jacketed or steel/tungsten core and steel shot ammunition are specifically not allowed and are prohibited. (*Rule 3.1.1, 3.4*)

3.1.1 A competitor found in violation of *Rule 4.1* shall be assessed a \$100 fee for each steel target damaged. Fines will be made payable the day of the offense.

3.2 Pistol ammunition shall be 9mm or larger.

3.3 Rifle ammunition shall be .223 Remington (5.56 x 45 mm NATO) or larger. Pistol and rifle cartridges must fire a single projectile only.

3.4 Shotgun ammunition shall be 20 gauge or larger. Birdshot shall be #6 Lead Shot or smaller. Use of steel shot is forbidden and is considered a Safety Violation and will result in a match DQ. (*Rule 2.1, 3.1*)

3.4.1 Birdshot shall not exceed 1350 FPS.

4.0 FIREARMS

4.1 All firearms used by competitors must be serviceable and safe. Range Officers may demand examination of a competitor's firearm or related equipment at any time to check that they are functioning safely. If a Range Officer declares any such firearm unserviceable or unsafe, it must be withdrawn from the event until the firearm is repaired or replaced to the satisfaction of the Range Master or Match Director or their designee. (*Rule 11.7*)

4.2 If a competitor's firearm becomes unserviceable during competition, the competitor may replace their firearm with another of the same model, caliber and sighting system, pending approval of the Range Master or Match Director or his designee. In the event that a firearm of 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.

4.3 For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, stock and sighting system combination.

4.4 The same firearm system for each gun, per Rule 4.3, shall be used during the entire event. Forbidden changes include, but are not limited to: change of caliber, barrel length, shotgun magazine tube length, sighting systems or stock style.

4.5 Shotgun Choke changes are allowed.

5.0 HOLSTERS

5.1 Holsters must be a practical strong side carry style and must be able to safely retain the pistol during vigorous movement.

5.2 The holster material must completely cover the trigger on all pistols.

5.3 The belt upon which the holster is attached, must be secured at waist level.

5.4 Tactical thigh holsters are permitted and must be secured at waist level.



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5.5 Due to safety concerns, shoulder holsters, inside the waistband, concealed types and cross draw holsters are specifically not allowed.

6.0 FIREARM DIVISIONAL REQUIREMENTS

6.1 OPEN DIVISION:

6.1.1 OPEN PISTOL

6.1.1.1 No limitations on accessories.

6.1.1.2 Magazine length is unrestricted.

6.1.1.3 The "Stage Ready Condition" for all pistols shall be magazine inserted and chamber loaded, manual safety engaged if equipped and holstered, unless stipulated otherwise in the Written Stage Briefing or if the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, with the chamber empty.

6.1.2 OPEN RIFLE

6.1.2.1 There are no limitations on accessories. Rifle supporting devices (i.e., Bipods, etc.) may be added or removed during the course of the event. **Support Bags, Tripods, Bipods ect. may be staged with the rifle and need not be carried throughout the course of fire and may be discarded at any time.**

7.1.2.2 The "Stage Ready Condition" for all rifles shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the Written Stage Briefing.

6.1.3 OPEN SHOTGUN

6.1.3.1 No limitations on accessories.

6.1.3.2 The changing of barrel length is not allowed in Open Division.

6.1.3.3 Shotgun speed loaders are allowed in Open

a) Shotgun speed loaders must be the type with the primer relief cut.

b) Use of shotgun speed loaders without the primer relief cut is a safety violation, resulting in a match DQ. (*Rule 2.1*)

6.1.3.4 Shotguns in Open Division have no capacity limitations.

6.1.3.5 The "Stage Ready Condition" for all shotguns shall be magazine or tube and chamber loaded with the safety engaged, unless stipulated otherwise in the Written Stage Briefing.

6.2 TAC-OPS DIVISION:

6.2.1 TAC-OPS PISTOL

6.2.1.1 Firearms must function and operate as in the original factory



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configuration.

6.2.1.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

6.2.1.3 Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are not allowed in this division.

6.2.1.4 Magazines used shall not exceed 171.25 mm OAL (overall length) for single stack and shall not exceed 141.25 mm OAL for staggered magazines.

6.2.1.5 Any Pistol Magazine failing the OAL inspection, after the competitor has completed one or more stages, will result in the shooter being moved into Open Division.

6.2.1.6 The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded, manual safety engaged if equipped and holstered, unless stipulated otherwise in the Written Stage Briefing or if the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, with the chamber empty.

6.2.2. TAC-OPS RIFLE

6.2.2.1 Firearms must function and operate as in the original factory configuration.

6.2.2.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

6.2.2.3 There are no magazine capacity or magazine length restrictions in this division.

6.2.2.4 Tac-Ops Division rifles may be equipped with iron sights and or no more than one (1) optical sight. Both sight systems may be used in conjunction, co-witnessed or offset.

6.2.2.5 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 reticle.
- b) The magnifier shall not be used as an aiming device by itself.
- c) The magnifier is mounted in the same location on the rifle for the entire event.

6.2.2.6 Any rifle supporting devices to include but not limited to bipods and or monopods or a device that deploy legs and or supports and elevates the muzzle end of the gun are not permitted. Coupled or single magazines are not considered supporting devices. Forward grips that are less than five (5") inches long are allowed.



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6.2.2.7 The "Stage Ready Condition" for all rifles shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the Written Stage Briefing.

6.2.3 TAC-OPS SHOTGUN

6.2.3.1 Firearms must function and operate as in the original factory configuration.

6.2.3.2 Only conventional tubular magazine fed shotguns allowed in this division.

6.2.3.3 Barrel length may not be changed for the duration of the event. However, changing of choke tubes is allowed.

6.2.3.4 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

6.2.3.5 No electronic or optical sights allowed on shotguns in this division.

6.2.3.6 No shotgun supporting devices (i.e., bipods, etc.) allowed in this division.

6.2.3.7 No compensators or porting on barrels allowed in this division.

6.2.3.8 No shotgun speed loaders allowed in this division.

6.2.3.9 Shotguns in Practical Division shall not start a stage with more than nine (9) shells total in the shotgun. However, loading additional shells after the start is permitted. (*Rule 8.7.1*)

6.2.3.10 The "Stage Ready Condition" for all shotguns shall be magazine tube and chamber loaded with safety engaged, unless stipulated otherwise in the Written Stage Briefing.

7.0 TARGETS:

7.1 Pistol: Cardboard paper and steel targets categorized by color, size or shape stipulated in the WSB as pistol targets.

7.2 Shotgun / Birdshot: Clay Pigeon/Frangible targets, steel targets categorized by color, size or shape stipulated in the WSB as shotgun targets.

7.3 Shotgun Slugs: Cardboard paper and steel targets categorized by color, size, or shape stipulated in the WSB as Shotgun Slug Targets.

7.4 Rifle: Cardboard paper targets and any steel targets categorized by color, size, or shape stipulated in the WSB as rifle targets.

7.5 Option: The Written Stage Briefing may designate certain targets that can be engaged with multiple firearms as an available option.

7.6 Cardboard Targets:

All Cardboard Targets Are Impenetrable (pass throughs do not count for score or penalty)



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8.0 SCORING & PENALTIES INDEX:

8.1 Scoring per stage will be time plus points.

8.1.1 Maximum time for any stage, including penalties is designated by the WSB. All targets engaged up to specified par time shall be counted for score. All targets engaged at .31 sec past par time and beyond, shall not be counted for score.

8.1.2 Any paper target designated as a "Shoot" target must have either one "Center" hit in the "A" OR have two hits anywhere inside the border perforation. The hit or hits only need to touch or break the perforation to avoid penalty.

8.1.3 SCORING CONCESSION SLUGS ON PAPER Only: A competitor shall be required to have at least ONE SCORING HIT on paper with a shotgun slug, anywhere inside the border perforation. The hit only needs to touch or break the perforation to avoid a penalty.

8.1.4 HITS PAPER: Only holes in paper made by bullets will count for score. Evidence of the actual bullet must be present on the target, i.e., crown or grease ring mark on the hole. Holes made by shrapnel, bullet fragments or flying debris will not count for score or penalty. All paper targets are impenetrable. When a shot passes through a Shoot/No-Shoot Target, then continues on to hit another Shoot/No-Shoot target or targets, only the hits on the initiating paper will be counted for score and or penalty. All passthrough hits will not count for score, and if not re-engaged from another position will receive the appropriate penalty.

a) Paper targets engaged with birdshot will not receive score/credit for the target. The paper target will be scored (2.5 sec FTE + 5 sec MOT). If the competitor re-engages the paper target with the proper firearm and the bullet holes are visible the competitor will get score/credit for the target with no additional penalties.

8.1.5 HITS SLUGS: Any Paper Target designated as a "shoot" target is available as an option to be engaged with Slugs.

8.1.6 HITS CLAYS: A "Broken Clay" constitutes evidence of penetration by at least one pellet and showing light through a visible hole. If a projectile fired by a firearm other than a shotgun, fragments or ricochets then strikes and breaks a clay target or knocks down a steel target, no penalty will be assessed. (*Competitor will receive credit for the broken clay*) Also, if a clay target falls from the stand while being engaged but does not break, the competitor will get score/credit for the target in question with no penalty assessed. (eg.. stand is struck)

8.1.7 HITS STEEL: Knock Down style plates & poppers must fall to score. Exception: (*Rule 8.8.1.d.5, 8.8.1.d.6*) If a knock down style target falls from the stand while being engaged, the competitor will receive score/credit for the target in question with no penalty assessed. (eg.. *stand is struck*). Steel Knock Down Plate falls and lands flat on top of the stand and does not hit ground will receive score/credit for the target.

a) PISTOL:

If a designated steel Knock Down style plate is determined to have been struck and turned sideways past 45 degrees or is no longer presenting the face of the



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target to the competitor at the original location of engagement and does not fall, the competitor will get score/credit for the Knock Down plate in question with no penalty assessed.

b) BIRDSHOT:

If a designated steel Knock Down style plate is determined to have been struck and turned sideways past 45 degrees or is no longer presenting the face of the target to the competitor at the original location of engagement and does not fall, the competitor will not get score/credit for the Knock Down plate in question and a penalty will be assessed. **STEEL KNOCK DOWN PLATES MUST FALL WHEN ENGAGED WITH BIRDSHOT TO RECEIVE SCORE/CREDIT**

8.2 Scoring Targets with Penalties Include:

8.2.1 Single Hit outside the "A" at any distance, **+2.5 sec**

Exclusion: Slug Hit on Paper Option (Rule 8.1.3)

8.2.2 Any **aerial** clay target missed **+2.5 sec**

8.2.3 MOT "Miss on Target" less than 40 yards, No Hits on Paper, Steel left standing, Clay not broken **+5 sec**

8.2.4 MOT "Miss on Target" greater than 40 yards, No Hits on Paper, Steel left standing, Clay not broken **+10 sec**

8.2.5 MOT "Miss on Target" greater than 100 yards, No Hits on Paper, Steel Left Standing or No Called Hit **+15 sec**

8.2.6 FTE "Failure to Engage" any target less than 100 yards **+2.5 sec**

8.2.7 FTE "Failure to Engage" any target greater than 100 yards **+5 sec**

Example: Additional +7.5 Seconds: Will be assessed for firing a shot or shots through any vision barrier to engage a target. +5 sec. for miss on target & +2.5 sec for the FTE (Rule 8.1.2, 8.1.4, 8.2, 8.3.1) There will be no penalty applied if competitor re-engages target from a legal position.

8.3 Definition of "Engage": To be in a position where the muzzle is in the line of sight to a target and the competitor aims and fires upon that target.

8.3.1 Shooting in the general direction of a target, shooting over or under obstructions that targets are behind or through see-through walls and or barriers, does not constitute "Engaging a target" and is not allowed.

8.4 QUICK PENALTIES INDEX:

8.4.1 TARGETS ENGAGED

a) Single Hit outside the center ring at any distance **+2.5 sec**

b) Missed **aerial** clay **+2.5 sec**

c) No hits on paper, steel left standing, clay unbroken but engaged less than 40 yds **+5 sec**



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d) No hits on paper, steel left standing, clay unbroken but engaged greater than 40 yds **+10 sec**

e) No hits on paper, steel left standing/no called hit but engaged greater than 100 yds **+15 sec**

8.4.2 FAILURE TO ENGAGE (FTE)

a) No hits on paper, steel left standing, clay unbroken & not engaged less than 40 yds (+5.0 & +2.5 FTE) = **+7.5 sec**

b) No hits on paper, steel left standing, clay unbroken & not engaged greater than 40 yds (+10 & +2.5 FTE) = **+12.5 sec**

c) No hits on paper, steel left standing/no called hit & not engaged greater than 100 yds (+15 & +5 FTE) = **+20 sec**

8.5 NO-SHOOT TARGETS

The white back side of a cardboard target may be used as a No-Shoot Target. No-Shoot Penalty is **+5 Sec per hit**, on white paper, that hits anywhere inside the border perforation or touches the perforation of the target.

8.5.1 All Cardboard No-Shoot Targets are considered impenetrable. (Rule 7.6)

8.5.2 Steel targets may be used as No-Shoot targets. A steel No-Shoot target must fall to score. Any incidental ricochet or debris that hits a Steel No-Shoot and knocks it down will not count for score.

8.6 Procedurals +5 Seconds

8.6.1 Additional +5 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 occurrence. However, if the competitor has gained a significant advantage on any target(s) while faulting, may instead be assessed one procedural penalty for each shot fired at the subject target(s) while faulting. A competitor can only receive a maximum of 4-foot fault penalties (20 seconds) per stage. When possible, the CRO will issue an audible "FOOT" warning and then begin assessing penalties. *(Rule 11.8.3)* **Foot faults will not be assessed from the prone position, as long as the competitor's body (upper torso) is inside the shooting area.**

8.6.2 Additional +5 Seconds: May be assessed for failing to follow stage procedures.

8.6.3 Additional +5 Seconds: Shall be assessed for failure to start in the position indicated in the Written Stage Briefing.

8.6.4 Additional +5 Seconds: A competitor shall not use a pistol, rifle, or shotgun grounding container, staging table, or structure to support their pistol, rifle, or shotgun at any time. Violation(s) are a per-shot penalty.

8.6.5 Additional +7.5 seconds: Engaging and hitting a non-aerial clay pigeon with anything other than birdshot. 7.5 seconds shall be assessed. (+5 sec for miss on target & +2.5 for the FTE)



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8.7 Procedurals +10 Seconds

8.7.1 Additional +10 Seconds: A competitor has more than nine (9) shells total loaded in the shotgun (*Open exempt*) upon start signal.

8.7.2 Additional +10 seconds: Shall be assessed for hitting any steel target with a slug that is less than 30 yards. If the competitor damages the target, the competitor will pay to have the target replaced. (*Rule 3.1.1*)

Example: Steel KD designated birdshot target is engaged with a slug, under 30 yards, the competitor is scored, FTE (2.5sec) + MOT (5 sec) + 10 Sec procedural for engaging a steel KD with a slug under 30 yards.

8.7.3 Additional +10 seconds: The competitor **MUST** remain inside the rope or wooden fault lines, unless the WSB states differently. Leaving the rope or wooden fault line area and re-entering at a different location to create a shortcut is strictly forbidden.

8.7.4 Additional +10 Seconds: Shall be assessed to any shooter who coaches another shooter during the course of fire. Examples are, but not limited to, calling out target directions, spotting information, shooting instructions etc... If the individual providing the coaching is not a competitor, the Range Officer shall have the discretion to eject the noncompetitor from the stage.

8.7.5 Additional +10 Seconds: Grounding a firearm in the correct designated container or stipulated allowable location only and the safety is not engaged, No DQ. (*Rule 2.4.2 a*)

8.7.6 Additional +10 Seconds: Grounding a firearm in an incorrect container or stipulated allowable location and Shooter does not move downrange / in front of, regardless of the condition, No DQ. (*Rule 2.4.2 b*)

8.8 Calibration of Poppers

a) The Range Master must designate a specific supply of 9x19mm ammunition (**125 Power Factor**) and one or more 9mm handguns to be used as official calibration tools by range officials authorized to serve as calibration officers.

b) The Range Master must arrange for each popper to be calibrated prior to the commencement of a match, and whenever required during a match.

c) For initial calibration, each popper must be set to fall when hit within the calibration zone with a single shot fired from a designated handgun using the calibration ammunition. The shot must be fired from the shooting location, in the course of fire, furthest from the popper being calibrated. The "Calibration Zone" is the circular plate portion of the popper.

8.8.1 Calibration Challenges Pistol A calibration call is not a stage prop failure and is not subject to a stoppage. If the competitor stop themselves, then they are scored as the stage stands. It is on the competitor to complete the course of fire and then challenge a calibration call. If a calibration call is made, the range master will come over with the calibration ammunition and test the popper. If the popper falls, when hit, the competitor receives a miss. If it does not fall, the competitor receives credit for the hit, no reshoot. During the course of fire, the competitors three options are



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a) Shoot the popper again until it falls. In this case, no further action is required and the course of fire is scored "As Shot."

b) The popper is left standing but the competitor does not challenge the calibration. No further action is required and the course of fire is scored "As Shot" with the subject popper scored as a miss.

c) The popper is left standing and the competitor challenges the calibration. In this case, the popper and the surrounding area on which it stands must not be touched or interfered with by any person. If a Match Official violates this rule, the competitor will get score/credit for the popper in question, with no penalties assessed. If the competitor or any other person violates this rule, the competitor in question will not get credit/score and the popper will be scored as a miss and the rest of the course of fire will be "scored as shot." If the popper falls for any non-interference reason (e.g., wind action) before it can be calibrated, Rule 10.2 will apply and a reshoot must be ordered.

d) In the absence of any interference or problem with a target mechanism, a calibration officer must conduct a calibration test of the subject popper, when required under Rule 8.8.1.c, from as near as possible to the point from where the competitor shot the popper. The following will apply:

1) If the first shot by the calibration officer hits on or below the calibration zone and the popper falls, the popper is deemed to be properly calibrated and it will be scored as a miss.

2) If the first shot fired by the calibration officer hits the popper anywhere on its frontal surface and the popper does not fall, the calibration test is deemed to have failed and the competitor will get score/credit for the popper in question with no penalties assessed. The target must now be recalibrated.

3) If the first shot fired by the calibration officer hits above the calibration zone, the calibration test is deemed to have failed and the competitor will get score/credit for the popper in question with no penalties assessed. The target must now be recalibrated.

4) If the first shot fired by the calibration officer misses the popper altogether, another shot must be fired until one of Rule 8.8.1.a, b or c occurs.

5) Designated steel Knock Down style plates are not subject to calibration.

6) If a designated steel Knock Down style plate is determined to have been struck and turned sideways or is no longer presenting the face of the target to the competitor at the original location of engagement and does not fall, the competitor will get score/credit for the Knock Down plate in question with no penalty assessed.

8.9 PROPS, VISION BARRIERS

All props, walls, barriers, barrels, vision screens and other obstacles are deemed to be impenetrable **"hard cover"** (no pass through).



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8.9.1 Walls shall not be shot under or over, unless specifically permitted in the WSB. Firing a shot or shots through a vision barrier to engage a target will result in an additional penalty unless the target is re-engaged from a legal position. (Rule 8.3.1)

9.0 APPEALS AND ARBITRATION

9.1 Decisions are initially made by the stages' Chief Range Officer (CRO).

9.2 If the competitor disagrees with the CRO's decision, the Range Master or Match Director will be called to make the final ruling in the matter. *Safety violations will not be subject to arbitration or appeal. (Rule 2.1)*

9.3 In the event a competitor calls for an arbitration, the competitor will be the only person permitted to be present, other than M3G staff, during the arbitration. If the competitor is a Junior, one other person may be present as an advisor. Arbitrations will not be conducted in public or in the presence of non-involved competitors.

9.4 A safety rule violation is not negated because the CRO/RO or Match Staff did not immediately stop the competitor during the course of fire (COF).

9.5 The approval of score review using the scoring tablet may not finalize your score. If discrepancies arise prior to the time that the final event scores are posted, M3G will, with your notification, take whatever steps necessary to rectify and correct any such problem, including, but not limited to re-shoots.

10.0 RE-SHOOTS

10.1 Re-shoots will only be issued by the Range Master or Match Director. The Range Master shall be informed immediately before any stage is re-shot for any reason. The competitor will be given the choice to re-shoot immediately or to have their position moved to the bottom of the shooting order and will be the last to complete the course of fire in that squad. If a reshoot is issued after the competitor has left the stage in question, the reshoot will take place at the discretion of the Range Master or Match Director.

10.2 Range Equipment Failure: If a target falls or fails without being engaged, (e.g., wind action) 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.

10.3 A competitor, during the course of fire, that inadvertently loses their eye or ear protection, may stop themselves and immediately notify the range officer why they have stopped. The competitor will then be required to re-shoot the course of fire once it has been reset.

10.3.1 A competitor who intentionally loses or displaces eye and / or ear protection during a course of fire will nullify the provisions of Rule 11.3 and will be subject to a match disqualification. (Rule 2.6.9)

10.4 Un-Restored Targets: If, following completion of a course of fire by a previous competitor, one or more targets have not been properly patched or taped or reset or if previously applied pasters have fallen off the target for the competitor being scored, the Range Officer must judge whether or not an accurate score can be determined. If there are extra scoring hits, or if it is not obvious which hits the competitor being scored made, the affected competitor must be ordered to re-shoot the course of fire.



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10.5 Range equipment failure can include the timer. If, at any time prior to the final event scores being posted, it has been determined by M3G that the timer, for any reason, failed to record the actual last shot or that the time posted is deemed to be improbable and or impossible the competitor will be required to re-shoot the stage or receive a Did Not Finish (DNF) score for the stage in question.

10.6 RO inadvertently comes in contact with competitor during the course of fire and disrupts the the competitors COF, the competitor will be offered the choice to keep their score as is or be offered a reshoot. The decision to re-shoot the stage must be made by the competitor before the RO has informed the competitor of the stage time. Once the competitor has approved the score there will be no reshoot given.

10.6.1 A re-shoot will not be offered if the competitor intentionally initiates contact with the RO during the COF.

11.0 RANGE COMMANDS AND PROCEDURES

11.1 Make Ready - The course of fire begins with the "Make Ready" command and ends after the "Range is Clear" command is issued.

11.2 When 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 Range Officer 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 Range Officer 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.

a) A competitor may elect not to bring a firearm(s) to use on a stage, permitting the targets presented in the course of fire may be legally engaged with the firearm(s) the

competitor has chosen to use. However, if the WSB stipulates starting with a particular firearm, the WSB must be followed and the starting firearm must be used.

b) A competitor may elect to stage a firearm safely in a designated grounding container for later use. (*e.g., your firearm failed & you retrieve grounded firearm to complete the stage*)

11.3 Are You Ready - Standby: After the competitor has loaded and staged all firearms to be used in the course of fire, the range officer will accompany them to the start position. The range officer shall then issue the commands "Are You Ready" followed shortly by "Standby". Within one to four seconds, the R.O. 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. 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 Range Officer.

11.4 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 instructions from the Range Officer.

11.5 If You Are Finished, Unload and Show Clear - If the competitor has finished shooting,



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they must lower their firearm and present it for inspection by the Range Officer, with the muzzle pointed down range, magazine removed or tube emptied, slide/bolt locked or held open and the chamber empty. Once the R.O. has inspected the firearm, one of the following commands shall be issued.

a) If Clear, Hammer Down, Holster. (Pistol)

b) If Clear, Hammer Down, Bolt Open. (Rifle & Shotgun)

The range officer will then accompany and instruct the competitor to safely unload all other firearms that were used in the course of fire. The R.O. may assign the un-loading duty to designated competitors. Once the firearms have been confirmed by a range officer, as safely grounded, the designate may safely unload the firearm(s).

Pistols: Release the slide and pull the trigger without touching the hammer or de-cocker then holster or bag the pistol. (*Rule 1.5.3*)

Rifle: Bolt locked open OR chamber safety flag inserted, bolt closed. (*Rule 1.5.1, 1.5.2*)

Shotgun: Bolt locked open OR chamber safety flag inserted, bolt closed. (*Rule 1.5.1, 1.5.2*)

Rifles and Shotguns must be carried Muzzle Up or Muzzle Down, or cased, or placed on a cart, when exiting the stage, not parallel to the ground. (*Rule 1.5.1*)

11.6 Range is Clear - This command shall be issued only after the competitor and the range officer have cleared all firearms. 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.

11.7 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 Range Officer will take whatever steps he deems necessary to return both the competitor & the range to a safe condition. The Range Officer will then inspect the firearm or ammunition & proceed as follows.

11.7.1 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.

11.7.2 If the Range Officer discovers that the suspected safety problem does not exist, the competitor will be required to re-shoot the stage.

11.7.3 If the Competitor is stopped by the RO for a suspected unsafe firearm the RO **MAY** give the competitor the choice to ground unsafe firearm and continue the course of fire with remaining firearms. The competitor may engage appropriate targets with the remaining firearms.

Note: If after completing the course of fire the Range Officer discovers that the suspected safety problem does not exist, the competitor will be given the option to re-shoot the stage.

11.8 Additional Verbal Safety Warnings:



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11.8.1 "FINGER" Any Range Officer assigned to the stage 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. *(Rule 2.6.18)*

11.8.2 "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. *(Rule 2.5)*

11.8.3 "FOOT" This verbal warning may be repeated at different locations in the course of fire as needed, when a competitor is stepping on the ground or an object beyond a Shooting Box or Fault Line. *(Rule 3.1.1) Exemption: Foot faults will not be assessed from the prone position. (Rule 8.6.1, 12.4)*

12.0 START & SHOOTING POSITIONS

a) Written Stage Briefings may require the "Start Position" to be standing, sitting, kneeling, prone or dictated otherwise.

b) Two long guns may not be staged in the same ground barrel at the start of the stage, however two long guns may be grounded in the same ground barrel during the course of fire.

c) A course of fire will never require or allow a competitor to touch or hold ammunition or a firearm loading device after the "Standby" command and before the "Start Signal" *(except for unavoidable contact with the arms)*

13.1 PISTOL: Unless otherwise specified in the WSB, the competitor must stand erect, facing downrange, with arms hanging naturally at the sides, pistol loaded safety engaged if equipped and holstered. Unless the competitor opts to go prone at the start, then the pistol can be holstered and the chamber unloaded.

12.2 PORT ARMS RIFLE & SHOTGUN: Standing erect and relaxed, with the long gun held diagonally in front of the body by both hands, stock touching the competitor's belt at hip level, muzzle angled upward, safety engaged loading port and / or mag well facing downward, finger out of the trigger guard.

12.3 LOW READY RIFLE & SHOTGUN: Standing erect and relaxed, long gun mounted to the shoulder held with both hands, safety engaged, loading port and/or mag well facing downward, muzzle lowered from aiming at targets or aimed specifically at a designated low ready marker.

12.4 PRONE: If a competitor takes the prone position by choice or is instructed by the Written Stage Briefing and they have a holstered pistol, the chamber of the pistol must not contain a live round. Violation of this rule will result in a match DQ. *(Rule 2.5.2)* This includes the start position or at any time during the course of fire. The competitor must fully unload the chamber of the pistol before re-holstering. Reinserting a loaded pistol magazine with an empty chamber is allowed. Prone is considered a "supported" shooting position. *Note: Foot faults will not be assessed from the prone position. (Rule 8.6)*

12.5 SUPPORTED is defined as, when any part or the competitor's body and or firearm touches, rests, or comes in contact with the ground, any stage prop or object while engaging targets during the course of fire. Prone and shooting from a barricade is considered a supported position.



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12.6 UNSUPPORTED is defined as, when no part of the competitor's body and or firearm touches, rests, or comes in contact with the ground, any stage prop or object while engaging targets during the course of fire. (Also known as "Off Hand")

12.7 BARRICADE: When stipulated in the Written Stage Briefing, Barricades or other designated structures may be used by the competitor to shoot from the "Prone" or "Supported" positions without penalty. However, where shots may be fired from can be designated by the WSB.