

Crosse Creek Rifle and Pistol Club



Rules and Procedures

Revised October 9, 2020

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CCRPC 3 GUN MATCH

1. SAFETY RULES

- There will be NO loaded firearms on the range except when given instruction by the Range Officer (RO) to load and make ready. ALL firearms WILL be unloaded and safe PRIOR to removing from vehicle.
- Eye and ear protection is mandatory for all competitors, spectators & range personnel, specifically while on or near a Course of Fire (COF).
- Handguns must be cased or holstered with magazine removed. Long guns must be cased, carted or carried muzzle up or down when moving from vehicle or between stages, with chamber flags inserted and all ammunition and/or magazines removed. If you do not have cases or cart, you must stage your firearms on a specified table, muzzle toward berm, until ready to shoot. NO HANDLING OF FIREARMS OUTSIDE OF THE FIRING AREAS. See a RO for details or questions.
- Ammunition and Magazines can be handled and loaded outside the firing areas, pending they stay removed from all firearms.
- All rounds fired during the event MUST impact the rear berms, shooting across bays and hitting side walls, or causing rounds to impact the berms outside the designated limits is PROHIBITED.
- At the conclusion of the match, participants will assist in breaking down stages. After the range is cleared and policed, the scores will be finalized, announced and posted online.
- This event is NOT sanctioned by any agency or organization, so procedures may differ from other events and will be governed by the rules set forth by the facility and match.

2. WRITTEN STAGE BRIEF (WSB)

It is the competitor's responsibility to read and understand the match parameters, specifically the WSB for each stage, and follow any special conditions or requirements stipulated therein. Any differences from the main rules or scoring shall be written in the WSB and will be the governing rules as stipulated for that particular Course of Fire (COF). Match Directors may make changes to the WSB at a match due to weather, limits of fire, target issues, etc., but any changes will be clearly stated during the stage walkthroughs. Any questions to the WSB should be directed to the Match Director prior to the start of the match.

3. SCORING

Score is based off time during the COF, with penalties added to the overall time.

- Failure to engage, or total miss is 10 seconds per occurrence.
- Procedural errors (engaging with wrong firearm, wrong sequence, crossing fault lines, etc) is 10 seconds per occurrence/shot fired.
- No Shoot engagement is 10 seconds per occurrence/shot fired.
- Cardboard/Zoned targets 0 seconds down for shots in A zone, 3 seconds down for C zone and 6 seconds down for D zone.
- Steel targets must fall or be hit 3 times to be considered successfully engaged. The RO will indicate that the target has been successfully engaged.
- Clays must be visibly shot, with at least one pellet showing penetration.
- Any additional types/changes of target scoring will be outlined in the WSB for each individual stage and will take precedent over any other established standards.

4. COURSE OF FIRE COMMANDS

- Once all other participants are behind the firing line, the range will be considered HOT, and the RO will give the command for the shooter to load and position all firearms according to stage plan. At this time all other participants must be behind the line unless directly assisting the shooter (example Parent/Child, swapping gear, etc).
- Shooter will move to the stage start position and the RO will ask “Do you understand the COF?” If not, now is the time to ask questions. If shooter indicates yes (or says nothing), RO will state “Shooter ready, Standby...” and the RO will engage the timer signaling the start of the stage. “CEASE FIRE!” may be given by an RO, or any participant during an event. The competitor must immediately cease firing, safety firearm/remove finger from trigger, stop moving and wait for further instructions from the RO.
- Once shooter has completed the stage the RO will ask “If you are finished, unload and show clear”. If complete, unload and show a clear chamber of the current firearm. The RO will then move with you to repeat the process for each firearm used during the COF. Wait for the RO to instruct before proceeding to unload and clear each firearm.
- Once all firearms are cleared and either carted, cased or stored in accordance with rules, the range is returned to COLD. Moving downrange, pasting and resetting of targets is now permitted. **DO NOT PASTE OR RESET TARGETS UNTIL THE RO HAS VERIFIED ALL HITS.** All participants are expected to assist with resetting the stage. Competitors that consistently avoid assisting with resetting may have their score penalized.

5. SAFETY VIOLATIONS

Safety violations will result in an immediate MATCH DQ. Any competitor issued a MATCH DQ will immediately clear all firearms and case and/or return them to vehicle. Examples are:

- Dropping a firearm/Loss of Control: This includes any firearm, loaded or unloaded, that falls to the ground, including after being grounded to a container during the COF.
- Negligent discharge: Any unintentional shot (*including slam-fire*). Any shot that travels over a backstop, berm or impacts anything deemed by RO's as unsafe.
- Sweeping: A competitor that allows the muzzle of a firearm to sweep over or past another person or one's self including but not limited to their hands, fingers, legs and feet while moving, shooting or reloading a firearm.
- Violating the 180 rule: A competitor that allows the muzzle of a firearm to break the 180-Degree Safety Plane. Exception: Pistols while properly drawing or holstering within reason.
- Trigger Discipline: A competitor's fingers must be visibly outside the trigger guard while moving, loading, reloading or unloading during a COF (unless actively engaging targets) and while clearing a malfunction. A verbal warning will be given upon the first observance by the RO. Failure to comply with verbal warnings will result in a Match DQ.
- Engaging with a rifle any steel target not designated as a rifle target. Competitor will also be responsible for any damaged or destroyed targets.
- All competitors and match officials must not be affected by any drugs, including alcohol during matches. Any person, who in the opinion of a match official is visibly under the influence of any substance will be disqualified from the match and removed from the facility. Note: This prohibition includes any prescription drugs which carry a warning on the label that the individual should not drive or operate machinery when taking.

6. GROUNDING FIREARMS

Firearms must only be abandoned and grounded to the designated containers. Any firearm found to be grounded improperly will be considered a safety violation and result in a Match DQ. There are only two accepted conditions in which a firearm can be grounded.

- Condition 1: Loaded with safety engaged. Any firearm with a primary/manual safety must be operational and engaged. Firearms without a primary/manual safety must have a passive safety that is operational. Passive safeties are defined as one that engages automatically, such as hinge style trigger shoe safeties found on most striker fired handguns (i.e. M&P, Glock, XD). Firearms with a de-cocking mechanism must be fully engaged, and the hammer or striker fully de-cocked or relieved to satisfy this condition.
- Condition 2: Empty Chamber. Defined as one of the following: Empty chamber and no live round in feed tube or magazine removed. Empty chamber with slide/bolt locked in the open position. Malfunctions where a cartridge is not fully chambered, or an empty case or hull left in the chamber will not be judged as loaded.

Competitors may retrieve and reuse a grounded firearm to re-engage targets, provided all other safety rules and COF commands are followed. The firearm must be returned to its previously grounded position once complete.

7. AMMUNITION

No tracer, incendiary, armor piercing, or similar ammunition is allowed. All steel targets are to be shot with Lead, Copper, Brass, Synthetic jacketed or equivalent standard bullets (if in question, ask the MD). Shotgun ammunition must be Lead Birdshot size #5 or smaller (i.e. #7.5,8,9). Use of steel shot is a safety violation and will cause a Match DQ. Steel *cased* ammunition is acceptable. Depending on the match and COF(s), there may be additional caliber/type limits applied.

8. FIREARMS

This is a multi-gun event and will use Rifle, Shotgun and Handgun, with any combination thereof. All handguns must be non-braced and of a designated pistol caliber only. Each match may have specific requirements or restrictions on minimum caliber and/or types of firearms allowed, and if so will be clearly indicated on the match documentation prior to registration. Semi-automatic Rifles, Shotguns and Handguns are permissible. *Full-auto, engaged binary triggers, bump stocks, simulated Full-auto, etc. is NOT ALLOWED.*

9. HOLSTERS AND EQUIPMENT

The handgun holster must be able to retain the handgun during rigorous movements. The holster material must completely cover the trigger of the handgun and allow the competitor to safely draw and re-holster without causing the muzzle to point in an unsafe direction. Spare ammunition, speed loaders, magazines, etc. must be carried/secured in pouches, pockets, carriers, or on the firearm(s), unless the WSB calls for a specific situation to the contrary.

10. SOUND SUPPRESSORS

Sound suppressors are restricted to the *RIFLE ONLY*, and may put the competitor in a different firearm class pending the individual match parameters. If the official stage timer fails to record the actual last shot fired due to the use of a suppressor, the competitor will be required to REMOVE it for the remainder of the match and RE-SHOOT the COF in question. Competitor can re-shoot the COF immediately or move to the bottom of the shooting order.

10. MALFUNCTIONS

All firearms used by the competitors must be serviceable and safe. Any match official may demand to examine equipment and firearms at any time to verify they are properly functioning and safe. If any firearm is deemed unserviceable or unsafe, the competitor must discontinue its use until it can be repaired or replaced to the satisfaction of the RO and/or MD. Any malfunctions or faulty equipment before the start signal can be addressed under the supervision of an RO. Time will be given within reason to correct the issue. The competitor may be required to disassemble the firearm (remove slide, remove bolt, etc) to render it safe and inoperable during maintenance. If the malfunction occurs during the COF in a stage, the competitor can make attempts to safely clear and correct the issue and continue. The competitor must keep their finger off the trigger and keep the muzzle oriented toward the berm at all times. The use of tools or rods is prohibited. If the failure is catastrophic, the competitor must ground or holster before continuing and be cleared to proceed by the RO. Time used to correct any issues will be assessed as part of the total stage time, the timer will not be reset.

11. CONDUCT/SPORTSMANSHIP

All participants and spectators should conduct themselves in a courteous manner at all times. Violators are subject to a Match DQ and/or removal from the facility. This is considered to be a family event, so please refrain from profane, abusive or vulgar language and actions. If a competitor has a proven handicap, they may request (or be required) to shoot a modified COF by the Match Director, but may incur penalties. The MD will decide on this case-by-case. Any altering of targets, firearms, etc in attempt to gain advantage will be viewed as cheating and will be grounds for immediate removal from the facility.

12. CHALLENGE OF CALLS

If a competitor challenges a call by a stage RO, the Match Director will be asked to rule, and that decision is FINAL. Safety violations are NOT subject to challenge and will result in an immediate MATCH DQ.

