

## **Richmond Shotgun Match Sept 30, 2012**

### **Match Director – Vince Sargentini**

#### 1. Safety Rules

- 1.1 Participants are subject to event disqualification for violation of any rule or regulation in sections 1 or 2. Safety violations will not be subject to arbitration.
- 1.2 The Event at the Richmond Hotshots Action range on 9/30/12 will be run on a COLD RANGE.
  - 1.2.1 **COLD RANGE (definition):** Participants firearm will remain unloaded at the event site except under the direction of an event official.
- 1.3 Designated Safety Areas
  - 1.3.1 The Safety Areas will be clearly marked with signs.
  - 1.3.2 Unloaded firearms may be handled and/or displayed only in the Safety Areas.
  - 1.3.3 No ammunition may be handled in any Safety Area.
- 1.4 Shotguns (Carry between stages)
  - 1.4.1 Shotguns must be cased or carried slung with the muzzle up with a chamber flag inserted.
  - 1.4.2 Shotguns must be carried with actions open and detachable magazines (if applies) removed.
  - 1.4.3 Shotguns must have visible chamber flags inserted into closed actions when participant is not pre-loading for the stage or actually executing the course of fire. Chamber flags will be available in the stats shack on match day.
- 1.5 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the event site. Any participant found to be impaired and deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
- 1.6 A competitor may handle ammunition with the firearm:
  - 1.6.1 Under the supervision of a range officer the course of fire.

- 1.6.2 Actively pre-loading the firearm at the designated pre-load table/area on each stage.
- 1.7 Eye protection is mandatory for participants, spectators, and range personnel at the event site.
- 1.8 Ear protection is mandatory for participants, spectators, and range personnel while on or near a course of fire.

## 2. Disqualifications:

- 2.1 Disqualification will result in complete disqualification from the event and the participant will not be allowed to continue. Final decision will be with the Range Master. Safety violations will not be subject to arbitration.

Disqualification for Accidental Discharge. A participant who causes an accidental discharge must be stopped by a Range Officer as soon as possible. An accidental discharge is defined as follows:

- 2.2.1 A shot, which travels over a backstop, a berm or in any other direction deemed by the event organizers as being unsafe.

**Note** that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.

- 2.2.2 A shot which strikes the ground within 10 feet of the participant, except when shooting at a target closer than 10 feet to the participant.
  - 2.2.2.1 Exception - slugs or shot which strikes the ground within 10 feet of the participant due to a "squib".
  - 2.2.2.2 In the case of a shot striking a prop where the bullet, slug, or shot is deflected or does not continue to strike the ground, if the Range Official determines that the bullet, slug, or shot would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop, the provisions of 2.2.2 shall apply.
- 2.2.3 A shot which occurs while loading, reloading or unloading any firearm after the "Make Ready" command and/or before the "Range is Clear" command.
  - 2.2.3.1 Exception - a detonation, which occurs while unloading a firearm, is not considered a shot or discharge subject to an event

disqualification, however, Rule 5.1 may apply.

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

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

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

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

2.3 A participant shall be disqualified for dropping a firearm while loading, unloading, or within the course of fire, this includes at the pre-load table/area.

**Course of fire (Definition):** The course of fire starts with the "Make Ready" command and ends after the "Range is Clear" command.

2.4 Steel/Tungsten-Iron/Tungsten-Polymer/Bismuth/Heavy-shot specifically not allowed. Use of any pellet other than lead is a safety violation and will result in a participant's event disqualification.

2.5 A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 degree Safety Plane

2.6 A participant shall be disqualified for unsportsman-like conduct.

2.6.1 Cheating:

2.6.1.1 Intentionally altering targets prior to the target being scored to gain advantage or avoid a penalty.

2.6.1.2 Altering or falsifying score sheets.

2.6.1.3 Altering the configuration of firearms or equipment to gain advantage (see rule 5.3 & 5.4)

2.6.1.4 A course of fire must never require or allow a participant to touch or hold a firearm loading device or ammunition after the "Standby" command and before the "Start

Signal" (except for unavoidable touching with the lower arms)

2.6.2 Threatening or assaulting other participants or staff personnel.

2.6.3 Disruptive behavior in an attempt to disturb other participants while they are shooting.

2.7 ALL disqualifications and re-shoots will be issued by the Range Master.

### 3. Sportsmanship & Conduct

3.1 Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Disputes will be handled by the Range Master.

3.2 Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the event site/range.

3.3 Coaching is not allowed and will result in an automatic re-shoot by the person who is being coached. A procedural will be issued to the person(s) doing the coaching.

### 4. Ammunition

4.1 Shotgun ammunition shall be 20 gauge or larger - #00 Buck LEAD SHOT or smaller & SLUGS ONLY. Steel/Tungsten Iron/Tungsten Polymer/Heavishot/Bismuth shot specifically not allowed. Use of all other shot is a safety violation and will result in a participant's event disqualification. Refer to section 2.4.

### 5. Firearms

5.1 Shotgun used by participant must be serviceable and safe. Range Officials 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 Official, it must be withdrawn from the event until the item is repaired to the satisfaction of the Range Master.

5.2 If a participant's firearm becomes unserviceable during competition, that participant may replace his/her firearm with another of the same model, gauge and sighting system approved by the Range Master or his designee.

5.3 For purposes of this ruling, a "firearm" consists of a

specific gauge, receiver, barrel, stock and sighting system combination.

5.4 The same firearm system, per Rule 5.3, shall be used during the entire event.

5.5 Participants will not reconfigure any firearm during the course of the entire event. (i.e. change gauge, barrel length, shotgun magazine tube length, sighting systems or stock style.) This will be considered Unsportsmanlike Conduct. Screw in chokes MAY be changed between stages if desired.

## 6. Firearm Divisions [Open, Limited, Field, or Cowboy]

### 6.1 Open

6.1.1 No limitations on accessories (see Rules 5.3 and 5.4). Rule 5.5 does not apply to Open Division.

6.1.2 Shotgun speed loaders are allowed in Open.

6.1.2.1 Shotgun speed loaders must be the new type, or modified old style with the primer relief cut.

6.1.4.2 Use of old style shotgun speed loaders without the primer relief cut will result in disqualification.

6.1.5 Maximum capacity is 10 rounds in magazine and 1 round in the chamber at the start of the course of fire.

Competitors may load to full capacity after the timer signal signifying the beginning of the shooting portion of the course of fire.

### 6.2 Limited

6.2.1 Shotguns must be of a factory configuration (see Rule 5.3)

6.2.1.1 Conventional tubular magazine fed shotguns, only, allowed in this division.

6.2.2 Barrel length may not be changed for the duration of the event.

6.2.3 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.

- 6.2.4 No electronic or optical sights are allowed on shotguns in this division. Ghost ring sights and rifle sights are specifically allowed.
- 6.2.5 No shotgun supporting devices (i.e. bipods, etc.) are allowed in this division.
- 6.2.6 No compensators or porting on barrels allowed in this division.
- 6.2.7 No shotgun speed loaders are allowed in this division.
- 6.2.8 No shotgun in Limited division may start a stage with more than 9 rounds total in the shotgun(8 in tube, 1 in chamber). After the timer signal starts the stage, the shotgun may be loaded to full capacity.

### 6.3 Field

- 6.3.1 Shotguns must comply with Limited Shotgun Rules (6.2)
- 6.3.2 This division is meant for standard field guns with the plug removed but no extended magazine tube installed. Maximum loaded rounds is 5 in magazine tube and 1 in the chamber at any time. The basis for this division is a standard Mossberg 500, with the magazine block removed.

#### 6.3.3 Ammunition storage and retrieval

- 6.3.3.1 Ammunition may be retrieved and loaded into the shotgun via the following Methods.
  - a. Dump pouch (as seen on clay target ranges)
  - b. Hunting Vest (as you would likely see in the field)
  - c. Jacket or Pants pockets
  - d. Retrieval from props
  - e. Single belt with multiple loops worn around waist at waist level. No shotshell belts may be worn across the chest. Final decision by Range Master.
  - f. Racks mounted on side of gun, limited to 6 rounds attached to firearm.
- 6.3.3.2 Ammunition may NOT be retrieved from speedracks mounted on the belt.

All Standard field guns are allowed so long as they do not come with an extended magazine tube (Benelli with 7 round magazine shoots in Limited, Winchester SX2 practical shoots in Limited, etc). Final decision made by the Range Master. If the firearm in question is limited to 5+1 capacity by use of a plug, the shotgun may be allowed as long as the rest of the rules are followed.

### 6.4 Cowboy division

- 6.4.1 This division is solely for competitors shooting side by side shotguns with no ejectors, slide action, or lever action shotguns of the Pre-1898 era or their modern duplicates.
- 6.4.2 Maximum capacity is 2 shells regardless of style shotgun.
- 6.4.3 Ammunition storage and retrieval
  - 6.4.3.1 Ammunition may be retrieved via the following methods.
    - a. Double loop cowboy pouches on the belt/vest
    - b. Vest pockets
    - c. Dump pouch
    - d. Retrieval from props
    - e. Single belt with multiple loops worn around waist at waist level. No shotshell belts may be worn across the chest. Final decision by Range Master.
  - 6.4.3.2 Ammunition may NOT be retrieved from speedracks mounted on the belt nor from loops or carriers mounted on the shotgun.
- 6.4.5 All other rules are per 6.2.

## 7. Scoring

- 7.1 Scoring per stage will be straight time.
  - 7.1.1 Example of scoring and penalties on paper targets with Slugs:
    - a. One hit on paper = no penalty
    - b. No hits on target but target was engaged = 10 second penalty and scored as a miss.
    - c. Target Not Engaged (TNE)= 15 second penalty.
  - 7.1.2 Designated "No Shoot" targets that are hit will incur a 5 second penalty for each hit. No shoot steel that is hit will incur a 5 second penalty. A single pellet is considered a hit.
  - 7.1.3 Knock down style targets (i.e. poppers) must fall to score. Targets must fall as a result of a shot being fired, other methods such as throwing rocks, shells, other targets, etc will be disallowed and will incur a miss.. even if the target drops. Frangible static targets MUST be engaged in the same manner.

- 7.1.4 Failure to engage a frangible, knock down or swinging style target will result in a TNE (15 seconds).
- 7.1.5 Engaging a frangible, knock-down or swinging style target but not breaking it (one BB hole is a break), knocking it down or causing the target to react will result in a 10 second penalty per target. R.O. may call hits.
- 7.1.6 Frangible targets that are activated by steel targets (Flippers) that are engaged but are not hit will result in a miss but will only be assessed a 5 second penalty. Frangible targets activated by steel that are not engaged, will incur a TNE (15 seconds).
- 7.1.7 Frangible machine thrown targets will be treated as a bonus and will be counted as -5 seconds per target hit. There will be no penalty for a miss but will incur a TNE for each target not engaged.
- 7.1.8 Procedural penalties, 5 seconds per shot, may be assessed for failing to follow the stage directions as written in the stage description.
- 7.1.9 Stage Not Fired (SNF) penalty, 500 seconds per stage not fired.
- 7.1.10 Maximum time for any stage (including target penalties) is 500 seconds.