



Match Rules for the 2011 Ozark 3-Gun Championships



Match Note for the 2011 Ozark 3-Gun Championships (O3GC)

Competitors must be sixteen (16) years of age prior to the start of the O3GC in order to participate in the match.

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 The O3GC will be run on COLD RANGES.

1.2.1 COLD RANGE (definition): Participants' firearms will remain unloaded at the match site except under the direction of a match 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 Rifles & Shotguns, (carry from vehicle or between stages)

1.4.1 Rifles & shotguns must be cased or carried with the muzzle up or down.

1.4.2 Rifles & shotguns must be carried with actions open and detachable magazines removed.

1.5 Handguns (carry between stages)

1.5.1 Handguns must be cased or remain in holster with magazine removed, except in designated Safety Areas, or under the direction of Range Officer(s) on a stage.

1.5.2 Handguns must be carried with the "Hammer/Striker Down."

1.5.3 On stages, the Ready Condition of handguns must be "Hammer Down" for DA autos & revolvers, and "Cocked & Locked" for SA autos or DA autos with manual override safeties. Unless otherwise stated in stage description.

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 and deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

1.7 Eye protection is mandatory for participants, spectators & range personnel at the match site.

1.8 Ear protection is mandatory for participants, spectators & range personnel while on or near a stage of fire.

2. Disqualifications:

2.1 Match Disqualification will result in complete disqualification from the match. Shooter will not be allowed to continue with the match. Shooter will not be eligible for prizes, a refund of entry fee, nor a free entry into next year's match. Final decision rest with the Match Director.

2.2 Match Disqualification for Negligent Discharge.

2.2.1 "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 meters of the competitor or range officer, or outside the confines of the backstop/implied 180 degree area.

2.3 A participant shall be disqualified from the Match for dropping a loaded firearm (see Rule 5.6).

2.4 A participant shall be disqualified for allowing the muzzle of his/her firearm to break the implied 180-degree Safety Plane (except while holstered and safe).

2.5 A stage DQ will be issued for dropping an unloaded gun.

2.6 Leaving an "unsafe" firearm in a safety barrel or box will result in a Stage DQ. Unsafe firearm means any ammunition left in the firearm and the firearm not placed on safe.

2.7 A Stage DQ will result in a zero score for that stage but the shooter will be allowed to continue the match and go to the prize table.

2.8 All potential stage DQ's and reshoots will be issued by the Range Master or Match Director.

Match Rules for the 2011 Ozark 3-Gun Championships

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 promptly and fairly 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 match site/range.

3.3 Any competitor with a proven handicap (i.e. legally blind, etc.) can shoot the course other than intended (strong hand/weak hand) but may incur a 35% penalty in time/points per string or per stage. The Range Master will decide on a case by case basis.

4. Ammunition

4.1 No tracer, incendiary, armor piercing or steel jacketed or jacketed sabot slugs ammunition allowed. Violation of this rule could mean a match disqualification and financial liability for any damaged range material.

4.2 Pistol/revolver ammunition

4.2.1 Open/Tactical Optics/Tactical Irons shall be 9x19 cal. or larger.

4.2.2 Heavy Metal/Heavy Optics shall be .45 cal or larger.

4.3 Rifle ammunition

4.3.1 Open/Tactical Optics/Tactical Irons shall be .223 Remington (5.56 NATO) or larger.

4.3.2 Heavy Metal/Heavy Optics shall be .308 Winchester (7.62 x 51 NATO) or larger.

4.4 Shotgun ammunition

4.4.1 No steel shot ammo allowed. There is no limit on the shot size unless otherwise stated in the course description. The use of slugs will be determined and stated in the course description.

4.4.2 Open/Tactical Optics/Tactical Irons shall be 20 gauge or larger, LEAD SHOT or LEAD SLUG only.

4.4.3 Heavy Metal/Heavy Optics shall be 12 gauge or larger, LEAD SHOT or LEAD SLUG only.

5. Firearms

5.1 All firearms used by competitors shall be serviceable and safe.

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

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

5.4 The same firearm system, for each gun, per Rule 5.3, shall be used during the entire match.

5.5 Competitors will 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.)

5.6 "Loaded Firearm" is a firearm with ammunition in it. Whether in the chamber, magazine tube, detachable magazine still in the firearm, or on the lifter.

5.7 Certain firearm supporting devices may be prohibited by the Match Director.

5.7a Prohibited devices include, but are not limited to, supporting devices that risk excess damage to props and/or pose a potential safety risk to shooters are prohibited. (i.e. the Hedgehog and like products are not allowed)

6. Firearms Division Classifications [Open, Tactical Optics, Tactical Iron, Heavy Metal, and Heavy Optics]

* See Rule 11.4 for required number of competitors.

6.1 Handgun - Open Division

6.1.1 No limitations on accessories (see rule 5.3)

6.1.2 Magazine length may not exceed 170 millimeters.

6.2 Rifle - Open Division

6.2.1 No limitations on accessories (see Rule 5.3) 6.2.2 Barrel length shall not be changed for the duration of the match.

6.3 Shotgun - Open Division

Match Rules for the 2011 Ozark 3-Gun Championships

6.3.1 No limitations on accessories (see Rule 5.3) see Special Note below.

6.3.2 Barrel length shall not be changed for the duration of the match.

6.3.3 Magazine tube length shall not be changed for the duration of the match.

6.3.4 Shotgun speed loaders are allowed in Open Division.

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

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

6.4 Handgun - Tactical Optics Division

6.4.1 Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.

6.4.2 Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this Division.

6.4.3 Magazines used shall not exceed 170 mm OAL (overall length) for single stacks, and shall not exceed 140 mm OAL for staggered magazines.

6.5 Rifle - Tactical Optics Division

6.5.1 Barrel length shall not be changed for the duration of the match.

6.5.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle

6.5.3 Rifles may be equipped with no more than one (1) optical sight or electronic sights device. Iron sights are not considered to be an optical sight or electronic sight device.

6.5.4 Rifle supporting devices (i.e. bipods, etc.) are not allowed in this Division.

6.5.5 Comps may not exceed 1" in diameter and 3" in length.

6.5.6 Rifle will be .223 Remington (5.56 NATO) or larger cartridge size.

6.6 Shotgun - Tactical Optics Division

6.6.1 Barrel length may not be changed for the duration of the match.

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

6.6.3 No electronic or optical sights are allowed on shotguns in this Division.

6.6.4 No shotgun supporting devices (i.e. bipods, etc.) are allowed in this Division.

6.6.5 No compensators or porting on barrels allowed in this Division.

6.6.6 Tactical shotguns may start a stage with a maximum of nine (9) rounds in the gun but magazine capacity will not be limited. Nine round maximum is tube loaded to nine with empty chamber or tube loaded to eight with loaded chamber.

6.6.7 No shotgun speed loaders are allowed in this Division.

6.7 Handgun - Tactical Irons Division

6.7.1 Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.

6.7.2 Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this Division.

6.7.3 Magazines used shall not exceed 170 mm OAL (overall length) for single stacks, and shall not exceed 140 mm OAL for staggered magazines.

6.8 Rifle - Tactical Irons Division

6.8.1 Barrel length shall not be changed for the duration of the match.

6.8.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle

6.8.3 Rifles may be equipped with mechanical sights or 1x optics only. Only one sighting system may be used. Back-up Iron Sights (BUIS) may be on the gun but must remain folded. In the event the electronic sight goes down the RO must be notified before the stage starts. At this time the electronic sight must be removed for the remainder of the match and the BUIS can be used. Either a fixed front or rear sight may be on the gun, but not both at the same time.

6.8.4 Rifle supporting devices (i.e. bipods, etc.) are not allowed in this Division.

6.8.5 Comps may not exceed 1" in diameter and 3" in length.

6.8.6 Rifle will be .223 Remington (5.56 NATO) or larger cartridge size.

Match Rules for the 2011 Ozark 3-Gun Championships

6.9 Shotgun - Tactical Irons Division

- 6.9.1 Barrel length may not be changed for the duration of the match.
- 6.9.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.
- 6.9.3 No electronic or optical sights are allowed on shotguns in this Division.
- 6.9.4 No shotgun supporting devices (i.e. bipods, etc.) are allowed in this Division.
- 6.9.5 No compensators or porting on barrels allowed in this Division.
- 6.9.6 Tactical shotguns may start a stage with a maximum of nine (9) rounds in the gun but magazine capacity will not be limited. Nine round maximum is tube loaded to nine with empty chamber or tube loaded to eight with loaded chamber.
- 6.9.7 No shotgun speed loaders are allowed in this Division.

6.10 Rifle - Heavy Optics Division

- 6.10.1 Barrel length shall not be changed for the duration of the match.
- 6.10.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle.
- 6.10.3 Rifles may be equipped with no more than one (1) optical sight or electronic sights device. Iron sights are not considered to be an optical sight or electronic sight device.
- 6.10.4 Rifle supporting devices (i.e. bipods, etc.) are not allowed in this Division.
- 6.10.5 Comps may not exceed 1" in diameter and 3" in length.
- 6.10.6 Rifles will be .308 Winchester (7.62 x 51 NATO) or larger cartridge size.
- 6.10.7 No magazine shall exceed a 20 round capacity.

6.11 Shotgun - Heavy Optics Division

- 6.11.1 Shotgun may be pump or semi-auto.
- 6.11.2 Barrel length may not be changed for the duration of the match.
- 6.11.3 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.
- 6.11.4 No electronic or optical sights are allowed on shotguns in this Division.
- 6.11.5 No shotgun supporting devices (i.e. bipods, etc.) are allowed in this Division.
- 6.11.6 No compensators or porting on barrels allowed in this Division.
- 6.11.7 Heavy Optics shotguns may start a stage with a maximum of nine (9) rounds in the gun but magazine capacity will not be limited. Nine round maximum is tube loaded to nine with empty chamber or tube loaded to eight with loaded chamber.
- 6.11.8 No shotgun speed loaders are allowed in this Division.
- 6.11.9 Heavy Optics shotguns must be in 12ga.

6.12 Handgun – Heavy Optics Division

- 6.12.1 Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.
- 6.12.2 Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this Division.
- 6.12.3 Magazines used shall not exceed 170 mm OAL (overall length) for single stacks, and shall not exceed 140 mm OAL for staggered magazines.
- 6.12.4 .45 caliber bore or larger for all revolvers and semi-automatic pistols.
- 6.12.5 No more than 10 rounds allowed in any magazine after the start of the stage time.
- 6.12.5.(a) Violation of the 10-round rule will move the competitor to Open Division.

6.13 Rifle - Heavy Irons Division

- 6.13.1 Barrel length shall not be changed for the duration of the match.
- 6.13.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle.
- 6.13.3 Rifles may be equipped with mechanical sights only. Rifles with custom or factory installed electronic sights, or optical sights are NOT allowed in this Division.
- 6.13.4 Rifle supporting devices (i.e. bipods, etc.) are not allowed in this Division.
- 6.13.5 Comps may not exceed 1" in diameter and 3" in length.
- 6.13.6 Rifles will be .308 Winchester (7.62 x 51 NATO) or larger cartridge size.

Match Rules for the 2011 Ozark 3-Gun Championships

6.13.7 No magazine shall exceed a 20 round capacity.

6.14 Shotgun - Heavy Irons Division

6.14.1 Only pump shotguns are allowed in the heavy irons Division.

6.14.2 Barrel length may not be changed for the duration of the match.

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

6.14.4 No electronic or optical sights are allowed on shotguns in this Division.

6.14.5 No shotgun supporting devices (i.e. bipods, etc.) are allowed in this Division.

6.14.6 No compensators or porting on barrels allowed in this Division.

6.14.7 Heavy Irons shotguns may start a stage with a maximum of nine (9) rounds in the gun but magazine capacity will not be limited. Nine round maximum is tube loaded to nine with empty chamber or tube loaded to eight with loaded chamber.

6.14.8 No shotgun speed loaders are allowed in this Division.

6.14.9 Heavy Irons shotguns must be in 12ga.

6.15 Handgun - Heavy Irons Division

6.15.1 Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.

6.15.2 Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this Division.

6.15.3 Magazines used shall not exceed 170 mm OAL (overall length) for single stacks, and shall not exceed 140 mm OAL for staggered magazines.

6.15.4 .45 caliber bore or larger for all revolvers and semi-automatic pistols.

6.15.5 No more than 10 rounds allowed in any magazine at any time. 6.15.5.(a) Violation of the 10-round magazine rule will be considered "Unsportsmanlike Conduct" and result in a Stage DQ.

7. Holsters and Equipment

7.1 Handgun holsters and equipment - Open Division

7.1.1 Any holster, which will safely retain the handgun during vigorous movement, is allowed.

7.1.2 Due to safety concerns shoulder holsters are not allowed.

7.1.3 Cross draw holsters will be judged on an individual basis by the Match Director or his designee. The concern is not to violate the 180-degree rule. (See Rule 2.4)

7.2 Handgun holsters and equipment - Tactical Division All / Heavy Division All

7.2.1 Any holster, which will safely retain the handgun during vigorous movement, is allowed.

7.2.2 The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder.

7.2.3 Due to safety concerns shoulder holsters are disallowed.

7.2.4 Cross draw holsters will be judged on an individual basis by the Range Master. The concern is not to violate the 180-degree rule. (See Rule 2.4)

8. Division

* See Rule 11.4 for required number of competitors.

8.1 Open Division

8.1.1 Any Open Division gun OR Open Division equipment puts the competitor in Open Division for the entire match.

8.1.2 See Firearms Classification (Rule 6.1-6.3.4.b) for details.

8.2 Tactical Optics Division

8.2.1 Competitor will shoot a Tactical Handgun (Rule 6.4), Tactical Shotgun (Rule 6.6) and a Tactical Division Rifle (Rule 6.5).

8.3 Tactical Irons Division

8.3.1 Competitor will shoot a Tactical Handgun (Rule 6.7), Tactical Shotgun (Rule 6.9) and a Tactical Division Rifle with mechanical sights only (Rule 6.8).

8.4 Heavy Optics Division

Match Rules for the 2011 Ozark 3-Gun Championships

8.4. 1 Competitor will shoot a .45 cal or larger Handgun (Rule 6.12), 12 ga Shotgun (Rule 6.11) and a .308 cal or larger Rifle (Rule 6.10).

8.5 Heavy Irons Division

8.5.1 Competitor will shoot a .45 cal or larger Handgun (Rule 6.15), 12 ga Pump Shotgun (Rule 6.14) and a .308 cal or larger Rifle with mechanical sights only (Rule 6.13).

8.6 The use of firearms and or equipment not permitted in the shooters registered division will automatically move the competitor to Open Division allowing such firearm and or equipment.

9. Special Categories (Male, Female, Senior, Military, Law Enforcement)

* see Rule 11.5 for required number of competitors.

9.1 A competitor may only be recognized in 1 (one) Special Category.

9.2 Competitor must be currently eligible for the Special Category.

9.3 Male

9.3.1 High competitor qualifying for this special category in each Division.

9.4 Female

9.4.1 High competitor qualifying for this special category in each Division.

9.5 Senior

9.5.1 Age 50 or older.

9.5.2 High competitor qualifying for this special category in each Division.

9.6 Military

9.6.1 Currently serving Military status required.

9.6.2 High competitor qualifying for this special category in each Division.

9.7 Law Enforcement

9.7.1 Currently commissioned by local, state, or federal authorities with powers of arrest.

9.7.2 High competitor qualifying for this special category in each Division.

9.8 Special Category is for recognition only. It does not entitle the recipient to an extra or early walk of the prize table.

10. Scoring

10.1 Scoring per stage will be straight time plus penalties. **Maximum time allowed to shoot any stage is 180 seconds.**

10.1.1 Any IPSC cardboard target, designated as a “shoot” target must have either one (1) “A” hit OR one (1) “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.

10.1.2 Example of scoring and penalties on paper targets:

a. One “A” or “B” zone hit = no penalty

b. Two hits in any combination “C or D” = no penalty

c. Target not neutralized but target was engaged = 10 second penalty d. Target Not Engaged (TNE)= 10 second penalty for not making the minimum two hits anywhere on the target plus 5 seconds, per target, for the TNE PROCEDURAL for a total penalty of 15 seconds per target added to time.

10.1.3 Paper targets used in the match may be IPSC (old style), the new IPSC “Classic”, ½ size IPSC, SOF, IDPA or Zombie Targets

10.1.4 Designated “No Shoot” targets that are hit will incur a 5 second penalty for each hit.

10.1.5 Knock down style targets (i.e. poppers or steel) must fall to score.

10.1.6 Frangible targets must break to score. (One BB hole is a break.)

10.1.7 Swinging style rifle targets must be struck solid enough to cause the hidden “flash card” to be visible to the R.O. R.O. may call hits.

10.1.8 Failure to engage a frangible (not including aerial), knock down or swinging style target will result in a 15-second penalty. (10 sec. for not making the hit and 5 sec. TNE.)

10.1.9 Engaging a frangible, knock-down or swinging style target but not breaking it, knocking it down or causing the target to react will result in a 10 second penalty per target. (Exception: missing an aerial frangible target will result in a 5 second FTN penalty)

Match Rules for the 2011 Ozark 3-Gun Championships

10.1.10 Procedural penalties, 5 seconds per shot, may be assessed for failing to follow the stage directions as written.

10.1.11 Procedural penalties, 5 seconds, may be assessed for failing to follow the intent of the stage procedures.

10.1.12 Stage Not Fired (SNF/DNF) penalty, 300 seconds per stage not fired.

10.1.13 Maximum penalty time for any stage (including target penalties) is 300 seconds.

10.1.14 Targets shot with the wrong firearm will incur a procedural (see rule 10.1.10) if any damage is caused to the target. Additionally, competitor will be held financially responsible and must meet the responsibility before continuing to the next stage.

10.2 Stage Points

10.2.1 First Place (lowest time) for each stage, in each Division, will receive 100 points; Second Place and below will figure points on a percentage basis of the 100 pts. from 1st Place.

10.2.2 All stages will be scored by division.

10.2.3 Total points accumulated for all stages will determine the match placement by Division.

10.2.4 Ties will be broken by an undisclosed Tie Breaker Stage designated by the Range Master.

10.2.5 Highest score wins.

11. Arbitration Rules & General Principles

11.1 Administration • Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant levels of competition, emotions run high and the outcome is much more important to the individual competitor. Generally effective match administration and planning will prevent most disputes. However, in the cases that do arise, see 11.2-11.3.

11.2 Access • Protests may be submitted for arbitration except the actual scoring of targets. However, protests arising from a disqualification for a safety infraction will only be accepted to determine whether or not an infraction as described by the range official was in fact unsafe. The commission of the infraction may not be protested.

11.3 Appeals • Decisions are made initially by the Range Officer. If the complainant disagrees with a decision, the Range Master should be summoned and asked to rule. If a disagreement still exists, the Match Director may be summoned and asked to rule and his decision is final.

***note:** Remaining calm and rational while arbitrating disputes will make this unpleasant job easier.

11.4 Each division must have at least 10 (ten) competitors.

11.4.1 Tactical Irons, if less than 10 competitors, will have the option of shooting in Tactical Optics or Open.

11.4.2 Heavy Metal, if less than 10 competitors, will have the option of shooting in any other division.

11.4.3 Heavy Optics, if less than 10 competitors, will have the option of shooting in Tactical Optics or Open

11.5 Each Special Category must have a minimum of 3 (three) competitors in each division for recognition.