

Last Chance Handgunners Multigun Rules

1. Safety Rules

Participants are subject to match disqualification for violation of any safety rule or regulation.

COLD RANGE (definition): Participants firearms will remain unloaded at the match site except under the direction of a match official.

Rifles & Shotguns, (carry from vehicle or between stages)

Rifles & shotguns must be cased or carried slung with the muzzle up. If you take a long gun in a case to the stage, have the courtesy to be sure it is NOT pointed at anyone when it comes out of the case. Come to the firing line ready to load. DO NOT BRING CASED GUNS TO THE SHOOTING LINE. This is going to be a fast paced match, and the RO's will not have time to accommodate bagging and unbagging. Tables will be provided to pre-load shotguns prior to shooting.

Rifles & shotguns must be carried with actions open and detachable magazines removed. Handguns must be cased or remain in holster, except in designated Safety Areas, or under the direction of Range Officer(s) on a stage. MAGAZINES OUT UNTIL THE RO SAYS TO LOAD AND MAKE READY!

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

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. Participant shall be disqualified from the match for any Negligent Discharge.

"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.

A participant shall be disqualified from the Match for dropping a loaded firearm or dropping a firearm while in the loading/unloading process.

A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 degree Safety Plane (except while holstered, drawing or re-holstering.)

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.

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

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

Sportsmanship & conduct

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 Match Director or by submission to the Match Director.

Ammunition

No tracer, incendiary, armor piercing or steel jacketed ammunition is allowed.

Pistol/revolver ammunition shall be 9x19 or larger

Rifle ammunition shall be .223 Remington (5.56 NATO) or larger.

Shotgun ammunition shall be 20 gauge or larger, LEAD SHOT & SLUGS ONLY.

Firearms

All firearms used by competitors shall be serviceable and safe.

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 Match Director or his designee.

Scoring

Scoring per stage will be straight time with bonuses for accuracy.

Any cardboard target, designated as a "shoot" target must have either one (1) "A" hit OR two (2) hits anywhere inside the scoring perforations on the target (i.e. minimum 2 "D" hits) to avoid a penalty.

Example of scoring and penalties on paper targets:

- a. One "A" zone hit = no penalty
- b. Two hits in any combination "B, C or D" = no penalty
- c. One B, C or D hit only = 5 second penalty
- d. No hits on target but target was engaged = 10 seconds penalty
- e. 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.

Misses on steel=10 second penalty.

Paper targets used in the match may be IPSC (old style), the new IPSC "Classic", SOF, or IDPA Targets.

Designated "No Shoot" targets that are hit will incur a 10 second penalty for each hit.

Knock down style targets (i.e. poppers) must fall to score. Poppers will be calibrated to "minor" with a 9mm pistol shooting factory ammunition.

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

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.

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

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

Stage Not Fired (SNF) penalty, 200 seconds per stage not fired. TNE, misses, etc will be totaled for each stage, and THAT will be the penalty.

Ties will be broken by an undisclosed Tie Breaker Stage designated by the Match Director.

Going Prone with a loaded pistol breaks the 180, and is a match DQ.

Firearms abandoned per stage instructions will be left unloaded and shown clear.