



Tactical Shotgun & Pistol Caliber Carbine Match Rules

- 1 General Conduct & Dispute Resolution
 - 1.1 Eye and ear protection is mandatory for participants, spectators & officials at the event site.
 - 1.2 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 as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
 - 1.3 Participants and spectators are expected to conduct themselves in a courteous and sportsman-like manner at all times. Any person who violates this rule may be ejected from the event site at the Match Director's discretion.
 - 1.4 Clothing with any offensive images or wording will not be worn or displayed while at the event site.
 - 1.5 Participants may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, and the participant will not be allowed to continue or have their scores included in the event results.
 - 1.6 A participant shall be disqualified for unsportsmanlike conduct. Examples of unsportsmanlike conduct include:
 - 1.6.1 Cheating such as (but not limited to) altering a target prior to the target being scored to gain advantage, altering or falsifying score sheets, or altering the configuration of firearms or equipment without permission of the Match Director.
 - 1.6.2 Threatening or assaulting other participants or Event Officials.
 - 1.6.3 Disruptive behavior likely to disturb or distract other participants while they are shooting.
 - 1.6.4 Willful disregard of Event Official instructions.
 - 1.7 All disqualifications and reshoots are subject to approval by the Match Director.
 - 1.8 Any rule not explicitly covered by this document will be resolved with a ruling by the Match Director. The ruling will be final, and will serve as a precedent for the duration of the event.
- 2 Safety
 - 2.1 All Rio Salado Practical Division events will be run on cold ranges.
 - 2.1.1 Participants firearms will remain unloaded at the event site except under the direction and immediate supervision of an Event Official.
 - 2.2 Firearms may only be handled and/or displayed in a designated safety area.
 - 2.2.1 Safety areas will be clearly marked with signs.
 - 2.2.2 No firearm may be loaded in a safety area.
 - 2.2.3 No ammunition (including dummy ammunition or snap caps) may be handled in a safety area.
 - 2.3 Firearms may be transported to, from and between stages only while cased, secured muzzle up or muzzle down in a stable gun cart/caddy, or carried slung with the muzzle up. Actions must be open and detachable magazines removed. The use of high-visibility open bolt indicator devices is mandatory as a courtesy to other event participants.
 - 2.4 A participant who causes an accidental discharge will be stopped by an Event Official as soon as possible, and shall be disqualified. Examples of an accidental discharge include:
 - 2.4.1 A shot, which travels over a backstop, a berm or in any other direction deemed by Event Officials to be unsafe. Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.
 - 2.4.2 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.
 - 2.4.2.1 Exception - a shot which strikes the ground within 10 feet of the participant due to a "squib".
 - 2.4.2.2 In the case of a shot striking a prop where the projectile is deflected or does not continue to strike the ground, if an Event Official determines that the projectile would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop, the provisions of 2.4.2 shall apply.
 - 2.4.3 A shot which occurs while loading, reloading or unloading any firearm.
 - 2.4.3.1 Exception - a detonation which occurs while unloading a firearm is not considered an accidental discharge. A "detonation" is defined as the ignition of the primer of a round, other than by action of a firing pin, where the projectile or shot does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped etc.).
 - 2.4.4 A shot which occurs during remedial action in the case of a malfunction.
 - 2.4.5 A shot which occurs while transferring a firearm between hands.
 - 2.4.6 A shot which occurs during movement, except while actually engaging targets.
 - 2.5 A participant who performs an act of unsafe gun handling will be stopped by an Event Official as soon as possible, and shall be disqualified. Examples of unsafe gun handling include:
 - 2.5.1 Dropping a firearm, whether loaded or unloaded, at any time after the "Make Ready" command and before the "Range Is Clear" command.
 - 2.5.1.1 Dropping an unloaded firearm before the "Make Ready" command or after the "Range Is Clear" command will not result in disqualification, provided the firearm is retrieved by an Event Official.
 - 2.5.2 Use of any ammunition in contravention of the rules in Section 3.
 - 2.5.3 Unloading any firearm in an unsafe manner, or discharging a firearm while not legitimately engaging a target.

- 2.5.4 Allowing the muzzle of a firearm to break the 180-degree safety plane.
- 2.5.5 Engaging a steel target in an unsafe manner, such as by:
 - 2.5.5.1 Engaging steel targets with carbine ammunition at a range of less than 23 feet.
 - 2.5.5.2 Engaging steel targets with shotgun birdshot ammunition at a range of less than 16 feet.
 - 2.5.5.3 Engaging a steel target with buckshot less than 131 feet other than a designated buckshot steel target.
 - 2.5.5.4 Engaging steel targets with shotgun slug ammunition at a range of less than 131 feet.
- 2.5.6 Allowing the muzzle of a firearm to point at any part of the participant's body during a course of fire (i.e. sweeping).
- 2.5.7 Using a tube-type shotgun speed-loading device without a primer relief cut.
- 2.5.8 Pointing a firearm, whether loaded or unloaded, in any direction deemed by Event Officials to be unsafe.

3 Ammunition

- 3.1 Carbine ammunition shall be 9mm Parabellum (9mm Luger, 9x19mm NATO), .40S&W or .45ACP calibers only.
- 3.2 Shotgun ammunition shall be 12 gauge or 20 gauge.
 - 3.3.1 Birdshot must be no larger than #6 birdshot, and be made from lead or bismuth only. Iron/steel/tungsten birdshot is unsafe and prohibited.
 - 3.3.2 Buckshot may be used only when specifically stipulated in the course of fire. Buckshot pellets must be 00 buckshot or larger for 12 gauge loads, or #3 buckshot or larger for 20 gauge loads.
- 3.4 Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten/penetrator core projectiles is unsafe and prohibited.

4 Firearms

- 4.1 All firearms used by participants must be serviceable and safe. Event Officials may inspect a participant's firearms at any time to check they are functioning safely. If any firearm is declared unserviceable or unsafe by an Event Official, it must be withdrawn from the event until it is repaired to the satisfaction of the Match Director.
- 4.2 Firearms capable of fully automatic- or burst-fire ("machine guns") may be used only in semi-auto mode (i.e. not more than one (1) round fired with each pull of the trigger). Violation of this rule will incur a 30 second time penalty per occurrence.
- 4.3 Participants must use the same firearm for the entire event.
 - 4.3.1 If a participant's firearm becomes unserviceable, that participant may replace their firearm with another of a substantially similar model, caliber and sighting system only with the approval of the Match Director.
- 4.4 Participants generally may not reconfigure their firearm during the course of the event. Explicitly prohibited acts include changing caliber, barrel length, shotgun magazine tube length, sighting systems and/or stock style. Explicitly permitted acts include installing or removing support devices (e.g. bipods), slings and other minor accessories (e.g. scope covers).
 - 4.4.1 If a participant's firearm becomes unserviceable, that participant may repair their firearm with directly equivalent replacement parts. If replacement parts result in a significant change to the firearm configuration, then the repair must be approved by the Match Director.
- 4.5 Unless otherwise stipulated in the stage briefing, required firearms will begin the stage in the following ready conditions:
 - 4.5.1 Carbine: Loaded and held in the port arms position. The safety catch must remain in the "safe" position until after the "Start Signal".
 - 4.5.2 Shotgun: Loaded to division start capacity and held in the port arms position. The safety catch must remain in the "safe" position until after the "Start Signal".
 - 4.5.3 Participants may not touch or hold any firearm loading device or ammunition after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms).
 - 4.5.4 All equipment must start the stage secured on the participant's person or firearms (i.e. equipment may not be otherwise pre-positioned on the stage). Belts, ammunition carriers and other equipment worn or carried by the participant may be changed, repositioned or reconfigured between stages.

5 Equipment Divisions

- 5.1 Participants will declare one equipment division at the beginning of the event.
 - 5.1.1 Equipment divisions are: Open Shotgun, Stealth Shotgun, Limited Shotgun, Pump Shotgun, Pistol Caliber Carbine or Fun Gun.
 - 5.1.2 Failure to meet all of the equipment requirements for the declared division shall result in the participant being placed into Fun Gun division.
- 5.2 Open Shotgun division
 - 5.2.1 Any smoothbore shotgun.
 - 5.2.2 Speed loading devices and/or detachable box magazines are permitted.
 - 5.2.2.1 Tubular speed loading devices must feature a primer relief cut.
- 5.3 Limited Shotgun division
 - 5.3.1 Any smoothbore shotgun with a tubular magazine.
 - 5.3.2 Electronic or optical sights are prohibited.
 - 5.3.3 Supporting devices (bipods, etc.) are prohibited.
 - 5.3.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.
 - 5.3.5 Speed loading devices and/or detachable box magazines are prohibited.
 - 5.3.6 Not more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing.

- 5.4 Pump Shotgun division
 - 5.4.1 Any pump action smoothbore shotgun with a tubular magazine.
 - 5.4.2 Electronic or optical sights are prohibited.
 - 5.4.3 Supporting devices (bipods, etc.) are prohibited.
 - 5.4.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.
 - 5.4.5 Speed loading devices and/or detachable box magazines are prohibited.
 - 5.4.6 Not more than twelve (12) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing.
- 5.5 Stealth Shotgun division
 - 5.5.1 Any smoothbore shotgun with a tubular magazine with a length not to exceed 23.5" measured from the front of the receiver.
 - 5.5.2 Speed loading devices and/or detachable box magazines are prohibited.
 - 5.5.3 Supporting devices (bipods, etc.) are prohibited.
- 5.6 Pistol Caliber Carbine division
 - 5.6.1 Any semi-auto 9mm Parabellum, .40S&W or .45ACP caliber carbine.
- 5.7 Fun Gun division
 - 5.10.1 Re-entry with any gun (carbine or shotgun) is at the discretion of the Match Director. All re-entries in the same equipment division will be in Fun Gun division only. Participants must shoot all stages with primary gun before starting with fun gun. In all cases, the first run on each stage must be shot with the primary gun.
 - 5.10.2 An additional 200-seconds will be added to each stage time so as to clearly segregate Fun Gun results from the bona fide match results.

6 Scoring

- 6.1 Stage Time will be based on time taken to complete the stage, with time added for any penalties incurred.
 - 6.1.1 Unless otherwise stipulated in the stage briefing, IPSC cardboard "shoot" targets must be neutralized by receiving either one (1) A-zone hit, one (1) B-zone hit or two (2) hits anywhere or one (1) shotgun slug hit anywhere in the scoring area. Examples of neutralized targets include:
 - 6.1.1.1 One (1) hit in the upper A-zone or B-zone.
 - 6.1.1.2 One (1) hit in the lower A-zone.
 - 6.1.1.3 Two (2) hits anywhere in the scoring area, in any combination of the C-zone and/or D-zone.
 - 6.1.1.4 One (1) shotgun slug hit anywhere
 - 6.1.2 IPSC cardboard "shoot" targets that are not neutralized will incur time penalties as follows:
 - 6.1.2.1 One (1) non-shotgun slug hit in the C-zone or D-zone only = 5 second penalty (Failure To Neutralize).
 - 6.1.2.2 No hits on target, but target was engaged = 10 second penalty (Un-hit Target).
 - 6.1.2.3 No hits on target, and target was not engaged = 15 second penalty (Target Not Engaged).
 - 6.1.3 Only holes made by bullets/slugs/pellets will count for score/penalty. Evidence that the bullet made the hole must be present on the target (i.e. crown or grease ring/mark). Holes made by shrapnel, fragments, wads or flying debris will not count for score/penalty.
 - 6.1.4 Knock-down targets (e.g. Pepper Poppers) must fall to score. Swinging/flashing targets must react in the manner prescribed in the stage briefing. An Event Official may call hits.
 - 6.1.5 Knock-down/swinging/flashing targets that do not fall/react will incur time penalties as follows:
 - 6.1.5.1 Target did not fall/react, but target was engaged = 10 second penalty (Un-hit Target).
 - 6.1.5.2 Target did not fall/react, and target was not engaged = 15 second penalty (Target Not Engaged).
 - 6.1.6 Frangible targets (e.g. clay pigeons) must break by gunfire to score. A target with a significant piece visibly detached is considered "broken".
 - 6.1.7 Frangible targets that do not break will incur time penalties as follows:
 - 6.1.7.1 Target did not break, but target was engaged = 10 second penalty (Un-hit Target).
 - 6.1.7.2 Target did not break, and target was not engaged = 15 second penalty (Target Not Engaged).
 - 6.1.8 Scoring hits on designated "No Shoot" targets will incur a 5 second penalty per hit, up to a maximum of 2 hits per no-shoot. Steel "No Shoot" targets must fall to score. Frangible "No Shoot" targets must break to score.
 - 6.1.9 Disappearing targets may only be engaged after their appearance and before their disappearance.
 - 6.1.10 Failure to follow the procedure in the stage briefing will result in a 5 second penalty. If a competitive advantage is deemed to have been gained, procedural penalties may be applied on a "per shot" basis.
 - 6.1.12 Stage Not Fired (SNF) penalty is 500 seconds per stage not fired.
 - 6.1.12 There is a 180 second time limit for each stage. If a participant exceeds the time limit, they will be stopped by an Event Official and the stage will be scored as shot with the time to the last shot and all applicable miss and TNE penalties.
 - 6.1.13 Penalties listed incorrectly will be scored as a Target Not Engaged penalty. You are responsible to ensure your score has been listed correctly before you leave the stage.
- 6.2 Match Time
 - 6.2.1 Each participant's Stage Times will be totaled to produce a Match Time.
 - 6.2.2 Match Times for all participants will be ranked in order, lowest to highest, to determine match placement.
 - 6.2.3 The participant with the lowest Match Time wins.