

# K&M Multi-Gun Rules (Updated February 2018)

## 1. Safety Rules

- a. Safety is the primary concern of all competitive shooting.
- b. Our match is run on a cold range: Competitor's firearms will remain unloaded at the match site except under the direction of a match official.
- c. You may handle unloaded firearms in any marked safety area. No ammunition may be handled in the safety area.
- d. Competitors may only handle their guns on a stage with the permission of or under the direction of the range officer.
- e. Long guns must be cased or carried with muzzle up or down, actions open, magazines removed, and chamber flag inserted.
- f. Handguns must be cased or in the holster with the magazine removed.
- g. 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.
- h. Eye protection is mandatory for participants, spectators & range personnel at the match site.
- i. Ear protection is mandatory for participants, spectators & range personnel while on or near a stage of fire.
- j. When abandoning a gun during the course of a stage, the muzzle must be pointed in a safe direction, with the safety on/de-cocked or completely empty (Muzzle down in the barrel or bucket provided is a safe direction). Failure to place the weapon on safe/de-cocked will result in a 20 second penalty.
- k. A course of fire will not require a competitor to re-holster a loaded handgun after the start signal. However, a competitor may choose to re-holster a loaded handgun provided this is accomplished safely. The handgun must be placed on safe. Failure to place the weapon on safe will result in a 20 second penalty.
- l. All competitor's guns must be semi-automatics or manually operated. No more than one round per trigger pull.

## 2. Disqualifications

- a. Match disqualifications and/or stage disqualifications will be decided by the Match Director.

b. A negligent discharge is a DQ. It is defined as a discharge of a firearm in an unsafe direction AND/OR in which the projectile (bullet) strikes the ground within 10 feet of the competitor or range officer or outside the confines of the backstop.

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

d. A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 Degree Safety Plane (except while holstering, drawing, re-holstering a pistol, or slinging/unslinging an empty long gun). Assuming a prone position with a loaded pistol in the holster is considered breaking the 180 Degree Safety Plane.

e. A participant shall be disqualified for unsportsmanlike conduct which includes, but is not limited to cheating, such as: altering targets, scoresheets, changing firearms configurations, or pre-meditatively failing to engage targets to gain an advantage.

f. A participant shall be disqualified for unsafe gun-handling. This includes, but is not limited to: handling a gun while people are downrange, handling a gun on a stage without permission of the range officer, abandoning a gun in an unsafe direction or in an unsafe manner, pointing a gun in an unsafe direction, or discharging a gun during the load and make ready or preloading process.

g. ALL disqualifications and re-shoots will be issued by the Match Director.

## 3. Sportsmanship & Conduct

a. 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.

b. Violation of magazine/ammunition limitations will result in the shooter being placed in the most restricted class the equipment fits for the entire match or Match Disqualification, at the discretion of the Match Director.

c. RO's will assess additional "unsportsmanlike conduct" penalties to competitors that intentionally fail to make a good faith effort to ENGAGE AND HIT targets in order to gain advantage.

d. Coaching by other competitors is discouraged and spotting is NOT allowed and is considered "unsportsmanlike conduct."

e. The Match Director shall be the final arbiter of any such penalties.

## K&M Multi-Gun Rules (Updated February 2018)

f. For any controversy not precisely described in these rules, the “spirit of the rules” will be applied to settle the matter. The “spirit of the rules” is a fair and equitable opportunity for all the competitors to demonstrate their skills. We ask all competitors to apply the “spirit of the rules” to their conduct and shooting plans as well.

### 4. Equipment

a. All firearms used by competitors should be serviceable and safe. If a competitor’s firearm becomes unserviceable during competition, he may replace his/her firearm with approval of the Match director or designee.

b. A “firearm” system consists of a specific caliber, receiver, barrel, and stock and sighting system combination. The same firearm system for each gun must be used during the entire match.

c. Factory configuration is meant to include firearms able to be purchased by the general public and not experimental.

d. Tracer, armor piercing or steel jacketed (even partial) ammunition is not allowed. Your projectiles must NOT stick to a magnet.

e. Minimum requirements are: rifle .223 Remington (5.56 NATO), pistol 9mm Luger

f. Handgun holster must be capable of retaining the handgun during the vigorous movement that may be required or otherwise encountered during the course of fire. It must allow the competitor to safely draw and re-holster the handgun without causing the muzzle to point in an unsafe direction at any time. It must completely cover and protect the handgun’s trigger guard. The competitor shall use the same handgun holster for the duration of the match.

g. Spare ammunition, magazines and other equipment must be secured in pouches, pockets and/or carriers on the competitor’s person or firearm.

h. The competitor may not abandon any equipment during the course of fire except detachable magazines.

i. Any competitor in any division may use/may be required to use a sling.

### 5. Iron Division

a. Firearms must be of factory configuration.

b. Pistols with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this class.

c. Pistol magazines shall not exceed 170mm overall length for single stacks, and shall not exceed 140mm OAL for staggered magazines.

d. Rifles may be equipped with iron sights and a 1 power red dot optic.

e. Bipods and magazine couplers are allowed.

f. Beta/C” and drum mags are allowed.

g. Rifle compensators larger than 1” in diameter and 3” long (muzzle to end of comp) are NOT allowed.

### 6. Optic Division

a. Firearms must be of factory configuration.

b. Pistols with custom or factory installed electronic slide mounted red dot sights are allowed in this division.

c. Pistol compensators or barrel porting are NOT allowed in this division.

d. Pistol magazines shall not exceed 170mm overall length for single stacks, and shall not exceed 140mm OAL for staggered magazines.

e. Rifles may be equipped with a variable power optical sight.

f. Bipods and magazine couplers are allowed.

g. Beta/C” and drum mags are allowed.

h. Rifle compensators larger than 1” in diameter and 3” long (muzzle to end of comp) are NOT allowed.

### 7. Open Division

a. Equipment not fitting in Iron or Optic Division will fall into this division.

### 8. Scoring

a. Scoring per stage will be time plus penalties.

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

c. Example of scoring and penalties on paper targets:

- One “A or B” zone hit = no penalty.

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

## K&M Multi-Gun Rules (Updated February 2018)

- One "C or D" hit only = 5 second penalty(Failure to neutralize).

- No hits on the target but target was engaged = 10 second penalty(miss).

- Target Not Engaged (TNE) = 10 second penalty for no hits on the target, plus 5 seconds for the TNE procedural for a total of a 15 second penalty. This TNE penalty in not to be used for premeditated skipping of targets, but for inadvertent missed targets only. Premeditated/Intentional non- engagements fall under 3c and 2e.

d. Paper targets used in the match may be IPSC(old style), the new IPSC "Classic", SOF, IDPA targets, 1/2 size targets or anything similar.

e. Designated "No Shoot" targets that are hit will incur a 5 second penalty for each hit.

f. Steel knock-down targets must fall to score. The targets should fall or indicate with the following:

Pistol targets – 9mm with factory ammo

Rifle Targets – AR15 type rifle with 5.56NATO or .223 Remington factory ammo.

g. Swinging style flash targets must be struck solid enough to be visible to the RO. RO may call hits.

h. Engaging a 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.

i. Failure to knock down or swinging style target will result in a 15- second penalty.

j. Procedural penalties, 5 seconds, may be assessed for failing to follow stage procedures. Multiple procedurals may be assessed depending on the infraction.

k. Failures to engage that are NOT due to forgetfulness or running out of time, but are rounds sent downrange or not even fired with no real attempt to hit the target will be assessed a higher, poor sportsmanship FTE penalty. These penalties can range from 30 seconds upwards, and for severe offenses may even receive a stage or match DQ.

l. Stage Not Fired (SNF) penalty: Competitor shall receive zero (0) match points for each such stage.

m. Special scoring rules may be designated for a particular stage. They will be clearly stated within the stage briefing by the RO's.

n. K&M reserves the right to impose higher penalties for designated high value targets.

o. Hitting a non-rifle designated steel target with a rifle round will be assessed a 30 second penalty as well as a fine for damaged targets.

p. A Maximum Time shall be established for each stage. Upon failure to complete the stage within the maximum time, the shooter shall be stopped by the RO and assessed a stage time equal to last shot fired plus all applicable penalties. (Maximum time plus penalties may be assessed in certain circumstances.)

### 9. Stage Points

a. First Place (lowest total time) for each stage will receive 100 points. Second place and below will receive points on a percentage basis of the 100 points from the 1st place time. (We reserve the right to change scoring method for a specific stage, but the scoring method would be explained in the stage briefing.)

b. Iron, Optic and Open will all be scored as separate divisions.

c. Total points accumulated for all stages will determine the match placement by division.

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

e. Highest score wins.

## **K&M Multi-Gun Rules (Updated February 2018)**

### **10. Penalty Quick Reference**

Failure to Follow Stage Directions - 5 seconds

No Shoot - 5 seconds per hit

Only 1 Hit on Target - 5 seconds

No Hit on Target - 10 seconds

Target Not Engaged - 15 seconds

Holstered Pistol Not on Safe - 20 seconds

Abandoned Weapon Not on Safe - 20 seconds

Leaving Fault Line - 30 seconds

Intentionally Skipping Target - 30 seconds

Firing with No Real Attempt to Hit Target - 30 seconds

Hitting Non-Rifle Target - 30 seconds (fine for damaged targets)

Stage Not Fired/Did Not Finish - Zero Stage Points

Dropped Loaded Weapon - Match DQ

Cheating - Match DQ

Possession of Unauthorized Ammo - Match DQ (fine for damaged targets)

Prone with Loaded Pistol Holstered - Match DQ

Unsafe Weapons Handling - Match DQ

180 Muzzle Rule - Match DQ

Negligent Discharge - Match DQ