

## Lead Farm 3 Gun Match Rules

### **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 All 3-Gun matches 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 slung with the muzzle up.
  - 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, magazine removed except under the direction of Range Officer(s) on a stage.
  - 1.5.2 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.
- 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 Ear and eye 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 and will not be eligible for prizes nor a free entry into the next match. Final decision is the Range Master's.
  - 2.1.1 Match Disqualification for Negligent Discharge.
    - 2.1.1.1 "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 9 feet of the competitor or range officer, or outside the confines of the backstop.

- 2.1.2 A participant shall be disqualified from the Match for dropping a loaded firearm.
- 2.2 A Stage Disqualification will result in a maximum time on that stage but the shooter will be allowed to continue the match and go to the prize table. All potential stage DQ's will be determined by the MD/RM.
  - 2.2.1 A stage DQ will be issued for dropping an unloaded gun.
  - 2.2.2 A stage DQ will be issued for allowing the muzzle of his/her firearm to break the 180-degree Safety Plane (except while holstered, drawing or re-holstering.)
  - 2.2.3 Leaving a firearm in a safety box or barrel, loaded without the safety engaged will result in a stage DQ. Firearms may be loaded when grounded but must remain on safe.
  - 2.2.4 Use of restricted ammo cited in section 4 will result in a Stage DQ.
  - 2.2.5 A participant shall be disqualified for unsportsmanlike conduct.
    - 2.2.5.1 Cheating
      - 2.2.5.1.1 Intentionally altering targets prior to the target being scored to gain an advantage or avoid a penalty.
      - 2.2.5.1.2 Altering or falsifying score sheets.
      - 2.2.5.1.3 Altering the configuration of firearms or equipment to gain advantage. (See rule 5.3, 5.4, 5.5, 7.1.4)

### **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. An unsportsmanlike penalty can be a stage or match DQ at the discretion of the Match Director or Assistant Match Director.
- 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 can shoot the course other than intended (strong hand/weak hand/traverse obstacles) but may incur a 35% penalty in time/points per string or per stage. The RM will decide on a case-by-case basis.

### **4. Ammunition**

- 4.1 Pistol/revolver ammunition shall be 9mm (9x19) or larger.
- 4.2 Rifle ammunition shall be .223 Remington (5.56 NATO) or larger.
  - 4.2.1 No tracer, incendiary, armor piercing or steel jacketed ammunition is allowed.
  - 4.2.2 Known Bi-Metal jacketed ammo is acceptable.
  - 4.2.3 Questionable ammo will be tested with a magnet.
    - 4.2.3.1 If magnetic, bullet will be cut and examined.
- 4.3 Shotgun ammunition shall be 20 gauge or larger.
  - 4.3.1 Lead shot or slugs only.

4.3.1.1 Use of steel shot will result in a match DQ.

4.3.2 Buckshot and slugs may be used if allowed or required by stage description.

## **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.)

## **6. Classes and Firearms Classifications [Open, Tactical Optics, Limited, Heavy Optics, & Heavy Metal]**

### **6.1 Open**

#### 6.1.1 Handgun

6.1.1.1 No limitations on accessories (see rule 5.3)

6.1.1.2 Magazine length may not exceed 170 millimeters.

#### 6.1.2 Rifle

6.1.2.1 No limitations on accessories (see Rule 5.3)

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

#### 6.1.3 Shotgun

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

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

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

6.1.3.4 Shotgun speed loaders are allowed in Open Class.

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

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

### **6.2 Tactical Optics**

#### 6.2.1 Handgun

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

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

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

6.2.2 Rifle

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

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

6.2.2.3 Rifles may be equipped with no more than one (1) optical sight.

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

6.2.2.5 Rifle may have a compensator that is not more than 1" in diameter and 3" long.

6.2.2.6 No drum magazines or "beta/C" magazines allowed in this class.

6.2.3 Shotgun

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

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

6.2.3.3 No electronic or optical sights are allowed on shotguns in this class.

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

6.2.3.5 No compensators or porting on barrels allowed in this class.

6.2.3.6 Tactical shotguns may start a stage with a maximum of nine (9) rounds in the gun but magazine capacity will not be limited.

6.2.3.6.1 If competitor is caught starting a stage with more than nine (9) rounds in the gun, it will be considered "Unsportsmanlike conduct" and they will receive a Stage DQ.

6.2.3.7 No shotgun speed loaders or box fed shotguns are allowed in this class.

6.3 **Limited**

6.3.1 Handgun

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

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

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

6.3.2 Rifle

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

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

6.3.2.3 Rifles must either have iron sights or a 1x only optic.

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

6.3.2.5 Rifle may have a compensator that is not more than 1" in diameter and 3" long.

6.3.2.6 No drum magazines or “beta/C” mags allowed in this class.

### 6.3.3 Shotgun

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

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

6.3.3.3 No electronic or optical sights are allowed on shotguns in this class.

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

6.3.3.5 No compensators or porting on barrels allowed in this class.

6.3.3.6 Tactical shotguns may start a stage with a maximum of nine (9) rounds in the gun but magazine capacity will not be limited.

6.3.3.6.1 If competitor is caught starting a stage with more than nine (9) rounds in the gun, it will be considered “Unsportsmanlike conduct” and they will receive a Stage DQ.

6.3.3.7 No shotgun speed loaders or box fed shotguns are allowed in this class.

## 6.4 **Heavy Optics**

### 6.4.1 Handgun

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

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

6.4.1.3 .44 caliber bore or larger for all revolvers and semi-automatic pistols.

6.4.1.4 No more than 10 rounds allowed in any magazine at any time.

6.4.1.4.1 Violation of the 10-round magazine rule will be considered “Unsportsmanlike Conduct” and result in a Stage DQ.

### 6.4.2 Rifle

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

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

6.4.2.3 Rifles may be equipped with no more than one (1) optical sight.

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

6.4.2.5 Rifles will be .308 Winchester (7.62 x 51 NATO) or larger caliber.

6.4.2.6 No magazine shall exceed a 20 round capacity.

6.4.2.7 Rifle may have a compensator that is not more than 1” in diameter and 3” long.

### 6.4.3 Shotgun

6.4.3.1 Only pump shotguns are allowed. No Semi-Auto shotguns allowed

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

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

6.4.3.4 No electronic or optical sights are allowed on shotguns in this class.

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

6.4.3.6 No compensators or porting on barrels allowed in this class.

6.4.3.7 Tactical shotguns may start a stage with a maximum of nine (9) rounds in the gun but magazine capacity will not be limited.

6.4.3.8 If competitor is caught starting a stage with more than nine (9) rounds in the gun, it will be considered "Unsportsmanlike conduct" and they will receive a Stage DQ.

6.4.3.9 No shotgun speed loaders or box fed shotguns are allowed in this class.

6.4.3.10 The use of reduced recoil slugs is prohibited.

## 6.5 **Heavy Limited**

### 6.5.1 Handgun

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

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

6.5.1.3 .44 caliber bore or larger for all revolvers and semi-automatic pistols.

6.5.1.4 No more than 10 rounds allowed in any magazine at any time.

6.5.1.5 Violation of the 10-round magazine rule will be considered "Unsportsmanlike Conduct" and result in a Stage DQ.

### 6.5.2 Rifle

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

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

6.5.2.3 Rifles must either have iron sights or a 1x only optic.

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

6.5.2.5 Rifles will be .308 Winchester (7.62 x 51 NATO) or larger caliber.

6.5.2.6 No magazine shall exceed a 20 round capacity.

6.5.2.7 Rifle may have a compensator that is not more than 1" in diameter and 3" long.

### 6.5.3 Shotgun

6.5.3.1 Only pump shotguns are allowed. No Semi-Auto shotguns allowed

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

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

6.5.3.4 No electronic or optical sights are allowed on shotguns in this class.

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

6.5.3.6 No compensators or porting on barrels allowed in this class.

6.5.3.7 Tactical shotguns may start a stage with a maximum of nine (9) rounds in the gun but magazine capacity will not be limited.

6.5.3.8 If competitor is caught starting a stage with more than nine (9) rounds in the gun, it will be considered "Unsportsmanlike conduct" and they will receive a Stage DQ.

6.5.3.9 No shotgun speed loaders or box fed shotguns are allowed in this class.

6.5.3.10 The use of reduced recoil slugs is prohibited.

## **7. Holsters and Equipment**

7.1 Handgun holsters and other 3-gun equipment – All Classes

7.1.1 The 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.

7.1.2 The handgun holster must allow the competitor to safely draw and reholster the handgun without causing the muzzle to point in an unsafe direction at any time.

7.1.3 The handgun holster must completely cover and protect the handgun's trigger guard.

7.1.4 The competitor shall use the same handgun holster for the duration of the match.

7.1.5 Spare ammunition, magazines, speed loaders and other equipment must be secured in pouches, pockets and/or carriers on the competitor's person or firearm.

7.1.6 The competitor may not abandon any equipment during the course of fire except detachable magazines, speed loaders or ammunition clips.

## **8. Scoring**

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

8.2 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.

8.2.1 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.

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

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

8.5 Knock down style targets (i.e. poppers or steel) MUST FALL to score.

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

- 8.7 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.
- 8.8 Failure to engage (FTE) a frangible, knock down or swinging style target will result in a 15-second penalty.
- 8.9 Engaging a frangible, knock-down or swinging style target but not breaking it, knocking it down or causing the target to react (FTN), will result in a 10 second penalty per target.
- 8.10 Procedural penalties, 5 seconds per shot, may be assessed for failing to follow the stage directions as written in the stage description.
- 8.11 Procedural penalties, 5 seconds, may be assessed for failing to follow stage procedures.
- 8.12 Stage Not Fired (SNF/DNF) penalty, 300 seconds per stage not fired
- 8.13 Maximum penalty time for any stage (including target penalties) is 300 seconds.
- 8.14 Coaching or verbal assistance given by anyone during an active stage run by a competitor is forbidden. Competitors found coaching can receive an unsportsmanlike penalty of a stage or match DQ.
- 8.15 A Stage DQ will result in a 300 second stage time.
- 8.16 Static Steel targets require 2 hits to neutralize. Rifle will be called. Pistol will be painted after each shooter.

## **9. Arbitration Rules & General Principles**

- 9.1 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. However, effective match administration and planning will prevent most, if not all, disputes.
- 9.2 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.
- 9.3 Appeals • Decisions are made initially by the Range Officer. If the complainant disagrees with a decision, the Chief Range Officer for the stage or area in question should be summoned and asked to rule. If a disagreement still exists, the Range Master must be summoned and asked to rule and his decision is final.