



3-GUN AIRSOFT (Finland) "3GA" RULES Jan 2016 –version.

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Based on 3-GUN NATION REGIONAL SERIES RULES Jan 2016 rev.7

Table of Contents

- 1.0 SAFETY RULES**
- 2.0 DISQUALIFICATIONS**
- 3.0 PENALTIES INDEX**
- 4.0 AMMUNITION/PROJECTILES/GAS**
- 5.0 WEAPONS**
- 6.0 HOLSTERS & SLINGS**
- 7.0 WEAPON DIVISIONAL REQUIREMENTS**
- 8.0 TARGETS**
- 9.0 SCORING**
- 10.0 APPEALS**
- 11.0 RE-SHOOTS**
- 12.0 RANGE COMMANDS & PROCEDURES**
- 13.0 START & SHOOTING POSITIONS**
- 14.0 CONDUCT**
- 15.0 CLASSIFICATIONS**
- 16.0 FEATURED CLUBS**
- 17.0 WEATHER OPTION RULES**
- 18.0 RULE CHANGES & ADDENDUMS**

1.0 SAFETY RULES

1.1 It is the competitor's responsibility to read and understand the rules set forth by Airsoft 3-Gun (3GA) and agree to be subject to these rules while participating in any 3GA event.

1.1.1 It is competitors' responsibility to know, understand and adhere to all Federal, State and Local Regulations regarding the use and transportation of Airsoft guns.

1.2 All 3GA Produced Events will be run on COLD RANGES.

1.2.1 COLD RANGE definition: Competitors' guns must remain unloaded at the event site except under the direct supervision of an event official.

1.3 Designated Safe Areas

1.3.1 The Safe Areas will be clearly marked with signs.

1.3.2 Unloaded weapons may be handled and or displayed in Safe Areas only.

1.3.3 Ammunition/Projectiles/Gas and loaded guns/weapons must not be handled in any Safe Area. This includes loaded magazines and "live rounds" in other words projectiles and gas including magazines with gas. However, boxes of ammo may be handled as long as they remain closed. *(Rule 2.13)*

1.4 Transporting Rifle, Shotgun and Pistol (from vehicle or between stages)

1.4.1 Rifles & shotguns must be cased or if hand carried or slung, the muzzle must be pointed up. Using carts where the muzzles are pointed downward are approved. Pistols carried between stages must be cased or remain holstered.

1.4.2 Rifles & Shotguns must be transported with actions open, detachable magazines removed, tubes unloaded, with an inserted chamber safety flag. *Actions can only be "closed" on an inserted chamber safety flag.*

1.4.3 A course of fire will never require or allow a competitor to touch or hold ammunition or a weapon loading device after the "Standby" command and before the "Start Signal" *(except for unavoidable contact with the arms)*

1.4.4 During a course of fire a competitor may handle more than one weapon at a time, however neither gun may be discharged until one is re-holstered or safely grounded. Violation of this rule will result in a match DQ. *(Rule 2.5, 2.25)* All safety rules apply while handling two weapons at the same time.

1.5 GROUNDING WEAPONS/GUNS

1.5 a) Abandoned gun/weapon Definition:

Any gun left in a designated container, in an undesignated location (on a table, on top of a barrel etc.) or at a stipulated

start position in any condition, unless the muzzle is breaking the 180-degree Safety Plane *(Rule 2.5)*

1.5 b) Grounded Weapon/Gun Definition:

A gun will not be considered grounded until another weapon is discharged. You are permitted to go back and rectify incorrectly abandoned weapons left in an incorrect condition or location until the next weapon is discharged. All 180 degree rules apply and competitor must be safely behind the weapon before touching and while handling the abandoned weapon. You will be allowed to go back, retrieve an abandoned weapon and re-engage targets without penalty. A re-holstered pistol is not considered grounded, but a pistol abandoned in a designated container will be considered grounded after the next weapon is discharged. Any weapon that has been grounded may be retrieved and used in the course of fire, but will incur penalty. *(Rule 3.4.1)*

1.5.1 During the course of fire, a competitor may be required to ground a weapon in order to transition to another. Designated containers designed to safely accommodate grounded weapons shall be specified in the Written Stage Briefing. *(Rule 2.4.1, 2.4.2, 3.12)*

1.5.1a If a Pistol is to be grounded, it must be placed into the small designated containers only. However, if a pistol is grounded in the incorrect designated container, the following penalties or match DQ will apply. *(Rule 2.4.1a, 2.4.1b, 2.4.2b, 3.12)*

1.5.1b If Rifles or Shotguns are to be grounded, they must be placed into the large designated containers only.

There are two acceptable safe methods to ground a weapon.

1.5.1.1 Safety Condition One "Loaded with Safety Engaged"

1.5.1.1.1 Pistols with any type of manual safety lever must be engaged to satisfy the "loaded on safe" condition regardless of passive safeties.

1.5.1.1.2 Pistols without a manual safety must have passive safeties in operational condition; this will satisfy the safety engaged requirement. A "Passive Safety" is a safety that engages automatically and disables the weapon from discharging while the weapon is not being handled. "Safe Action" striker safeties or "Passive Trigger Safeties" fall under this ruling. "Operational" means: *The safety operates correctly as intended. It must not be altered or disabled in a way that while not being handled, the safety features can no longer prevent the weapon from discharging.*

1.5.1.1.3 If the pistol has no manual safety and the only manual lever is a de-cocking mechanism, it must be engaged and the hammer must be de-cocked to satisfy the safety engaged condition.

1.5.1.2 Safety Condition Two "Empty Chamber"

1.5.1.2.1 Empty chamber, with no live rounds in the feed tube or the magazine removed.

1.5.1.2.2 Empty chamber, slide/bolt locked open with loaded feed tube or loaded magazine inserted.

1.5.1.2.3 Empty chamber, slide/bolt forward with a loaded feed tube or loaded magazine inserted.

Exception: not applicable.

1.5.2 Re-holstering a loaded pistol. A course of fire will never require a competitor to re-holster a pistol after the start signal.

However, a competitor may re-holster provided this is accomplished safely as per Rules 1.5.1.1, 1.5.1.2, 1.5.1.3

1.5.3 When clearing the weapon at the end of the COF, any round(s) that are found inadvertently left touching a weapon do not constitute a loaded chamber or loading device.

2.0 DISQUALIFICATIONS

A Disqualification (DQ) will result in complete disqualification from the event and the competitor will not be allowed to continue.

The competitor will not be eligible for prizes.

2.1 Safety violations will not be subject to arbitration.

2.2 A Range Officer must stop a competitor who causes a negligent discharge as soon as possible.

Disqualification for a Negligent Discharge, this includes slam-fires.

Definitions of Negligent Discharge:

2.2.1 A shot which travels over a backstop, a berm or in any other direction deemed by the event organizers to be unsafe. (Please note: a competitor who legitimately fires a shot at a target, which hits and then travels in an unsafe direction, through ricochet or bounce will not be disqualified)

2.2.2 Not applicable.

2.2.2.1 Not applicable.

2.2.2.2 Not applicable.

2.2.3 A shot which occurs while loading, reloading or unloading a weapon after the "Make Ready" command and before the "Range is Clear" command.

2.2.4 A shot that occurs while loading, reloading, transitioning off or back to the shoulder or during remedial action in the case of a malfunction or clearing a weapon.

2.2.5 A shot that occurs while transferring a weapon between hands.

2.2.6 A shot that occurs during movement, except while actually shooting at targets.

2.2.6.1 Not applicable

2.3 A competitor shall be disqualified for dropping or losing control of a weapon, whether loaded or unloaded, at any time after the "Make Ready" command and before the "Range is Clear" command is issued. This includes any weapon, loaded or unloaded, that falls after being grounded during the course of fire.

2.3.1 Exception: Dropping an unloaded weapon before the "Make Ready" command or after the "Range is Clear" command will not result in disqualification, provided the weapon is retrieved by an Event Official only.

2.4 Grounding of Weapons DQ Applications:

2.4.1 Disqualification Apply to:

- a)** Grounding a weapon in the incorrect designated container or stipulated allowable location and the muzzle of the weapon has broken the 180-degree safety plane will result in a match DQ.
- b)** Grounding a weapon in the incorrect designated container or stipulated allowable location and the competitor does move downrange / in front of the weapon, regardless of the condition, will result in a match DQ.

2.4.2 Disqualification Does Not Apply to:

- a)** Grounding a weapon in the correct designated container or stipulated allowable location and the safety is not engaged, is not a match DQ. (*Rule 3.12 +10 Sec Penalty*)
- b)** Grounding a weapon in an incorrect designated container or stipulated allowable location and the competitor does not move downrange / in front of the weapon, regardless of the safety condition, is not a match DQ. (*Rule 3.12 +20 Sec Penalty*) *Exemption: Weapon was never touched or handled in the COF; it was left in the original stipulated start location and the competitor did not move downrange / in front of the weapon. There will be no penalty assessed.*

2.5 A competitor shall be disqualified for allowing the muzzle of a weapon to break the 180-Degree Safety Plane, except while holstered, drawing or re-holstering. (*Rule 2.4.2b*)(also see *Rule 2.23*)

Definition of the 180-Degree Safety Plane: The plane defined by an arc both horizontal and vertical that is created when the competitor is standing facing squarely downrange and parallel to, the designated backstop used on the bay to define the 180 safety line on that particular stage. Any muzzle position that points backward toward the mouth of the bay away from the designated 180 safety line is a violation of Rule 2.5.

2.6 A stage may span two bays during a course of fire, a competitor is allowed to transition between the two bays with a holstered or drawn pistol, loaded shotgun or rifle, unless it is specifically forbidden in the WSB due to safety concerns. A violation of this action will result in a match DQ.

2.7 A competitor shall be disqualified for unsportsmanlike conduct, which includes, but is not limited to cheating.

2.7.1 Intentionally altering targets prior to the target being scored to gain advantage or to avoid penalties.

2.7.2 Altering or falsifying score sheets or data in electronic scoring devices.

2.7.3 Altering the configuration of weapons to gain an advantage (*Rule 5.3, 5.4*)

2.7.4 Altering the course of fire. (i.e., moving props and or targets) This includes, but is not limited to, the repositioning or altering of targets, no-shoots, barriers, barrels, walls, tables, grounding containers, fault lines, painted markings, banners, trees, bushes or anything else deemed by match officials to create an unfair advantage.

2.8 Discharging or "Burning" the last round(s) to empty the chamber, unload a weapon or to load a different projectile is admissible, but it must be pointed and done so at a legal target or in a safe direction. Long guns must be fired from the shoulder while "burning" a round if done in a direction other than a legal target for intended weapon being handled. Competitors' failing to keep long guns shouldered while "burning" any round(s) in a direction other than a legal target is considered a Negligent Discharge and will result in a match DQ. (*Rule 2.2.3, 2.2.6*)

2.9 Pistols and rifles must fire a single projectile only. Violators will be deemed as cheating and shall be subject to a match DQ. (*Rule 4.3*) Airsoft Shotguns MUST fire at least 2 projectiles. Violators will be deemed as cheating and shall be subject to a match DQ.

2.10 Not applicable.

2.11 Not applicable.

2.12 Any competitor found with a magazine inserted in their pistol or rifle or rounds loaded in the shotgun, while not under the direct supervision of a range official, shall be escorted to a safe area to check the loaded condition. If the magazine, tube or chamber is found to be loaded, the competitor will be subject to a match DQ. *Shotgun pre-loading at the beginning of a stage, under R.O. supervision, is exempt. (Rule 1.2.1)*

2.13 Handling loaded magazines, projectiles, gas or a loaded weapon in a Safe Area will result in a match DQ. *Exemption: Closed boxes of ammo may be handled (Rule 1.3.3)*

2.14 A competitor who intentionally loses or displaces eye or ear protection during a course of fire will nullify the provisions of Rule 11.3 and shall be deemed to be cheating and will be subject to a match DQ. (*Rule 11.3.1*)

2.15 Threatening or assaulting other competitors or staff personnel, using abusive language or hostile behavior toward a competitor, Range Officer, Range Master, Match Director, Match Staff or Range Venue Staff, will result in a match DQ. (*Rule 2.7*) Disqualification for this type of conduct shall result in immediate ejection from the match venue property.

2.16 Disruptive behavior from a competitor, in an attempt to disturb or distract other competitors that are shooting a course of fire, will result in a match DQ. (*Rule 2.7*) Disruptive behavior from a spectator in an attempt to disturb or distract competitors that are shooting a course of fire, shall result in their immediate ejection from the match venue property.

2.17 Competitors must not consume or be under the influence of alcohol or non-prescription drugs at the event site. Violators will be directed to stop shooting, issued a match DQ and must leave the range. However, a competitor found to be impaired and deemed unsafe as a result of legitimate prescription drugs shall only be directed to stop shooting, no DQ. The competitor, at the Match Directors discretion, may be allowed to resume competition, if judged to be fit to return.

2.17.1 If a competitor is deemed by match staff to be unsafe, due to a medical condition, erratic behavior, an injury that impairs their ability to continue competing safely, or is deemed to be unsafe to themselves or others around them, shall be directed to stop shooting, no DQ. The final decision shall be at the sole discretion of the Match Director.

2.18 Disqualifications will be finalized by the Range Master or the Match Director only.

2.19 Refusal to submit to a rule compliant inspection of any or all equipment that a competitor is using during the match will result in a match DQ. (*Rule 2.7*)

2.20 Refusal to submit to an inspection of a pre-loaded shotgun will result in a match DQ. (*Rule 3.8*)

2.21 Designated containers are utilized to safely ground weapons. They are not considered a stage prop. If a competitor shoots a designated grounding container in the process of abandoning or grounding a weapon or if it already contains a weapon, this action will result in a match DQ. (*For the purpose of this rule, the term "shoot" means that a competitor fires any projectile, bullet, pellet or slug, that strikes the container*)

2.21.1 Designated grounding containers, staging tables or any other prop at the starting position or inside the fault lines are not to be used as support for steadying the weapon for a shot. (*Rule 3.4, 13.5*)

2.22 Not applicable.

2.23 Having a holstered pistol with a live round in the chamber while in the prone position will result in a match DQ. This includes prone at the start position or after re-holstering during the course of fire.

2.24 Finger inside the trigger guard: The competitor's fingers must be visibly outside the trigger guard when moving, loading, reloading or unloading during a course of fire and while clearing a malfunction. Failure to comply with Verbal Warnings will result in a Match DQ. (*Rule 12.8.1*)

Finger Exceptions: When actually aiming or shooting at targets or while complying with the "Make Ready" command to lower the hammer of a pistol without a de-cocking lever.

2.25 During a course of fire, a competitor "is allowed" to handle more than one weapon at a time, however neither weapon may be discharged until one is either re-holstered or safely grounded. Violation will result in a match DQ. (*Rule 1.4.4, 2.5*)

2.26 All walls, barriers or constructed obstacles are deemed to extend from the ground up to infinity. Shooting under or over or moving under or over such props is strictly forbidden and is considered a safety violation. Unless specifically delineated and allowed in the Written Stage Briefing. Violation will result in a Match DQ. (*Rule 9.2*)

3.0 PENALTIES INDEX

3.1 Additional +5 Seconds: Foot faults, a competitor who fires shots while any part of their body is touching the ground or while stepping on an object beyond a Shooting Box or a Fault Line, or who gains support or stability through contact with an object which is wholly beyond and not attached to a Shooting Box or Fault Line, will receive one procedural penalty for each occurrence. However, if the competitor has gained a significant advantage on any target(s) while faulting, may instead be assessed one procedural penalty for each shot fired at the subject target(s) while faulting. A competitor commits a foot fault if any part of their body comes in contact with a rope fault line while firing a shot. A competitor can only receive a maximum of 4 foot fault penalties (20 seconds) per stage. When possible, the CRO will issue a verbal warning and then begin assessing penalties. (*Rule 12.8.3*) Foot faults will not be assessed from the prone position, as long as the competitors body is inside the shooting area. 3GA will at every opportunity make the foot path wide enough and target presentation open enough to not require the shooter to touch or stretch a raised rope fault line. Ground fault line will be used wherever possible to discourage these penalties wherever terrain allows.

3.2 Additional +5 Seconds: May be assessed for failing to follow stage procedures.

3.3 Additional +5 Seconds: Shall be assessed for failure to start in the position indicated in the Written Stage Briefing.

3.4 Additional +5 Seconds: A competitor shall not use a pistol, rifle or shotgun grounding container, staging table or structure to support their pistol, rifle or shotgun at any time. Violation(s) are a per-shot penalty.

3.4.1 Additional +5 Seconds Procedural: If a competitor retrieves and fires a previously grounded weapon, one +5 sec penalty shall be assessed per occurrence. (*Rule 1.5*) e.g. The competitor grounds the shotgun, picks up & fires the rifle, sees unengaged shotgun target(s), abandons the rifle, retrieves the grounded shotgun then fires the shotgun, (which now grounds the rifle) abandons the shotgun, then retrieves & fires the grounded rifle, two occurrences have now taken place. Two +5 sec penalties will apply. The stage will be scored as shot. (there are no new target engagement penalties tied to this rule)

3.5 Additional +7.5 Seconds: Will be assessed for firing a shot or shots through a vision barrier to engage a target. +5 sec. for miss on target & +2.5 sec for the FTE (*Rule 9.2, 9.2.1, 9.5*)

3.5.1 Additional +5 Seconds: Will be assessed per hit on any No-Shoot Paper Target. (*Rule 9.3*)

3.6 Not applicable.

3.7 Not applicable.

3.8 Not applicable.

3.9 Additional +10 seconds: The competitor MUST remain inside the rope or wooden fault lines, unless the WSB states differently. Leaving the rope or wooden fault line area and re-entering at a different location to create a short cut is strictly forbidden.

3.10 Additional +10 Seconds: Shall be assessed to any shooter who coaches another shooter during the course of fire.

Examples are, but not limited to, calling out target directions, spotting information, shooting instructions etc. If the individual providing the coaching is not a competitor, the Range Officer shall have the discretion to eject the non-competitor from the stage.

3.11 Additional +10 Seconds: Grounding a weapon in the correct designated container or stipulated allowable location and the safety is not engaged, No DQ. (*Rule 2.4.2 a*)

3.12 Additional +20 Seconds: Grounding a weapon in an incorrect container or stipulated allowable location and you do not move downrange / in front of, regardless of the condition, No DQ. (*Rule 2.4.2 b*)

Exemption: The weapon was never touched or handled in the COF. It was left in the original stipulated start location and the competitor did not move downrange / in front of the weapon. There will be no penalty assessed.

4.0 AMMUNITION/PROJECTILES/GAS

4.1 Only 6mm plastic projectiles are allowed. There is no weight limit.

4.1.1 A competitor found in violation of *Rule 4.1* shall be assessed a 50 eur fee for damage done to the plate targets.

4.2 All ammunition used 6mm plastic projectiles. No weight limit.

4.3 Pistols and rifles must fire a single projectile only. (*Rule 2.9*)

4.4 Shotguns must fire at least 2 projectiles per trigger pull.

5.0 WEAPONS

5.1 All weapons used by competitors must be serviceable and safe. Range Officers may demand examination of a competitor's weapon or related equipment at any time to check that they are functioning safely. If a Range Officer declares any such weapon unserviceable or unsafe, it must be withdrawn from the event until the weapon is repaired or replaced to the satisfaction of the Range Master or Match Director or their designee. (*Rule 12.7*)

5.2 If a competitor's weapon becomes unserviceable during competition, the competitor may replace their weapon with another of the same model, caliber and sighting system, pending approval of the Range Master or Match Director or his designee. In the event that a weapon of the same model, and sighting system cannot be found, the shooter may use any available weapon, but may also be moved to another division depending on the type of replacement weapon used. All replacement weapons must be approved by the RM/MD or his designee.

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

5.4 The same weapon system for each gun, per Rule 5.3, shall be used during the entire event. Forbidden changes include, but are not limited to: change of caliber, barrel length, shotgun magazine tube length, sighting systems or stock style.

5.5 Not applicable.

5.6 **Loaded Weapon Definition:** Any cartridge/projectile loaded and/or partially loaded into a feed tube or magazine that is part of or inserted into a weapon and depresses, engages or activates a loading mechanism or a portion of one prior to the start signal. (Example: Shotgun lifter/magazine, Rifle bolt/carrier magazine or pistol slide/magazine)

6.0 HOLSTERS & SLINGS

6.1 Holsters must be a practical strong side carry style and must be able to safely retain the pistol during vigorous movement.

6.2 The holster material must completely cover the trigger on all pistols.

6.3 The belt upon which the holster is attached must be secured at waist level.

6.4 Tactical thigh holsters are permitted and must be secured at waist level.

6.5 Due to safety concerns, shoulder holsters, inside the waistband, concealed types and cross draw holsters are specifically not allowed.

6.6 For all 3GA matches the use of a sling is allowed and may be required to complete a stage or a Course of Fire (COF).

6.7 All slung weapons must be unloaded, chamber empty, bolt forward, hammer down, loading tube empty and no magazines inserted at the start signal.

6.8 Once a slung weapon is loaded, discharged and/or used during the COF it must be abandoned in a designated container and/or be re-used per rule 1.5b but may not be re-slung.

7.0 WEAPON DIVISIONAL REQUIREMENTS

7.0.1 UNLIMITED, PRACTICAL & FACTORY DIVISIONS

Cartridge, Caliber & Gauge Requirements

NOTE! All guns must use 6 mm projectiles/ammunition/BB

7.0.2 Not applicable.

7.1 UNLIMITED DIVISION: formally "Open"

7.1.1 UNLIMITED PISTOL

7.1.1.1 No limitations on accessories.

7.1.1.2 Magazine length is un-restricted.

7.1.1.3 The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the Written Stage Briefing or if the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, with the chamber empty.

7.1.2 UNLIMITED RIFLE

7.1.2.1 There are no limitations on accessories. Rifle supporting devices (i.e. bipods, etc.) may be added or removed during the course of the event.

7.1.2.2 The "Stage Ready Condition" for all rifles shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the Written Stage Briefing.

7.1.3 UNLIMITED SHOTGUN

7.1.3.1 No limitations on accessories. Also electric airsoft shotguns can be used. In this case gun will be emptied with an "empty shot" in a safe direction after a course of fire (COF).

7.1.3.2 The changing of barrel length during a match in between courses of fire is not allowed.

7.1.3.3 Shotgun speed loaders are allowed in Unlimited

a) Not applicable

b) Not applicable

7.1.3.4 Shotguns in Unlimited Division have no capacity limitations.

7.1.3.5 The "Stage Ready Condition" for all shotguns shall be magazine tube and chamber loaded with the safety engaged, unless stipulated otherwise in the Written Stage Briefing or magazine inserted on magazine fed shotguns.

7.2 PRACTICAL DIVISION: formally "Tactical", "Tactical Optics", "Tac-Ops", "TO"

7.2.1 PRACTICAL PISTOL

7.2.1.1 Weapons must function and operate as in the original factory configuration.

7.2.1.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the weapon.

7.2.1.3 Weapons with custom or factory installed electronic sights, optical sights, compensators or barrel porting are not allowed in this division.

7.2.1.4 Magazines used shall not exceed 171.25 mm OAL (overall length).

7.2.1.5 Any Pistol Magazine failing the OAL inspection, after the competitor has completed one or more stages, will result in the shooter being moved into Unlimited Division.

7.2.1.6 The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the Written Stage Briefing or if the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, with the chamber empty.

7.2.2. PRACTICAL RIFLE

7.2.2.1 Weapons must function and operate as in the original factory configuration.

7.2.2.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the weapon.

7.2.2.3 There are no magazine capacity or magazine length restrictions in this division.

7.2.2.3 Practical Division rifles may be equipped with iron sights and or no more than one (1) optical sight. Both sight systems may be used in conjunction, co-witnessed or offset.

7.2.2.4 A magnifier may be used with an optical sight in this division without violating the one optic rule, provided:

- a) The magnifier does not contain an aiming reticle.
- b) The magnifier shall not be used as an aiming device by itself.
- c) The magnifier is mounted in the same location on the rifle for the entire event.

If the provisions above are satisfied:

- d) The magnifier will not be considered a second/separate optic.
- e) The competitor may start and use the magnifier in either the magnified or unmagnified condition without further restriction.

7.2.2.5 Any rifle supporting devices to include but not limited to bipods and/or monopods or a device that deploys one or two legs and or supports and elevates the muzzle end of the weapon on its own without the use of the competitor's hands or arms are not permitted (i.e. will stand upright under its own support). Coupled or single magazines are not considered supporting devices. Attachments and accessories that extend (5") inches or less from the hand guard or forearm are allowed provided they are attached or affixed prior to the start of the first stage and remain in the same location for the duration of the match. Removal and/or changing location will move competitor in to Unlimited Division.

7.2.2.6 Compensators are allowed in this division provided the compensator is not larger than one (1") inch in diameter and three (3") inches long, measured from the barrel muzzle to the end of the compensator.

7.2.2.7 The "Stage Ready Condition" for all rifles shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the Written Stage Briefing.

7.2.3 PRACTICAL SHOTGUN

7.2.3.1 Weapons must function and operate as in the original factory configuration.

7.2.3.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the weapon.

7.2.3.3 Only conventional tubular magazine fed shotgun "lookalikes" are allowed in this division.

7.2.3.4 Barrel length may not be changed in between courses of fire.

7.2.3.5 No electronic or optical sights allowed on shotguns in this division.

7.2.3.6 No shotgun supporting devices (i.e. bipods, etc. Rule 7.2.2.5 applies) allowed in this division.

7.2.3.7 No compensators or porting on barrels allowed in this division.

7.2.3.8 No shotgun speed loaders allowed in this division.

7.2.3.9 Shotguns in Practical Division shall not start a stage with more than nine (9) shells total in the shotgun. However, loading additional shells after the start is permitted. (*Rule 3.7*)

7.2.3.10 The "Stage Ready Condition" for all shotguns shall be totally empty gun or magazine tube and chamber loaded with safety engaged, unless stipulated otherwise in the Written Stage Briefing. When totally empty gun used, safety is not required to be engaged.

7.3 FACTORY DIVISION: formally "Limited", "Limited Irons", "Limited Tactical", "L.I."

7.3.1 FACTORY PISTOL

7.3.1.1 Weapons must function and operate as in the original factory configuration.

7.3.1.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the weapon.

7.3.1.3 Weapons with custom or factory installed electronic sights, compensator or barrel porting are not allowed in this division.

7.3.1.4 Magazines shall not be loaded with more than fifteen (15) rounds after the start signal. However a (15+1) magazine is legal to charge the chamber at the make ready command.

7.3.1.5 Magazines used shall not exceed 171.25 mm OAL (overall length) for single stacks and shall not exceed 141.25 mm OAL for staggered magazines. Downloading magazines to fifteen (15) rounds is allowed.

7.3.1.6 Any Pistol Magazine failing to meet the provisions of *Rule 7.3.1.4* or *Rule 7.3.1.5* after the competitor has completed one or more stages, will result in the shooter being moved into Unlimited Division.

7.3.1.7 The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the Written Stage Briefing or if the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, with the chamber empty.

7.3.2 FACTORY RIFLE

7.3.2.1 Weapons must function and operate as in the original factory configuration.

7.3.2.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the weapon.

7.3.2.3 All Rifle magazines must be of a thirty (30) round factory configuration and must not exceed the original factory produced length. There is no maximum capacity, as long as it is a factory 30 round magazine. Use of lower capacity magazines is allowed. The use of factory or aftermarket extended base pads, whether they increase capacity or not, are forbidden. The downloading of drum magazines with a capacity greater than (30) rounds is not allowed. However, the use of magazine couplers that replace the floor plates but do not add length and traditional magazine body style couplers are allowed.

7.3.2.4 Any Rifle Magazine failing to meet the provisions of *Rule 7.3.2.3* after the competitor has completed one or more stages, will result in the shooter being moved into Unlimited Division.

7.3.2.5 Factory Division rifles may be equipped with iron sights and or no more than one (1) non-magnified (1x) optical sight. Both sight systems may be used in conjunction, co-witnessed or offset.

7.3.2.6 Any rifle supporting devices to include but not limited to bipods and/or monopods or a device that deploys one or two legs and or supports and elevates the muzzle end of the weapon on its own without the use of the competitor's hands or arms are not permitted (i.e. will stand upright under its own support). Coupled or single magazines are not considered supporting devices. Attachments and accessories that extend (5") inches or less from the hand guard or forearm are allowed provided they are attached or affixed prior to the start of the first stage and remain in the same location for the duration of the match. Removal and or changing location will move competitor in to Unlimited Division.

7.3.2.7 Compensators are allowed in this division, provided the compensator is not larger than one (1") inch in diameter and three (3") inches long, measured from the barrel muzzle to the end of the compensator.

7.3.2.8 The "Stage Ready Condition" for all rifles shall be magazine and chamber loaded with the safety engaged, unless stipulated otherwise in the Written Stage Briefing.

7.3.3 FACTORY SHOTGUN

7.3.3.1 Weapons must function and operate as in the original factory configuration.

7.3.3.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the weapon.

7.3.3.3 Only conventional tubular magazine fed shotgun "lookalikes" allowed in this division.

7.3.3.4 Barrel length may not be changed for the duration of the event.

7.3.3.5 No electronic or optical sights allowed on shotguns in this division.

7.3.3.6 No shotgun supporting devices (i.e. bipods, etc. Rule 7.3.2.6 applies) allowed in this division.

7.3.3.7 No compensators or porting of barrels allowed in this division.

7.3.3.8 No shotgun speed loaders allowed in this division.

7.3.3.9 Shotguns in Factory Division shall not hold more than eight (8) shells in the magazine total or start a stage with more than nine (9) shells total in the shotgun. (*Rule 3.7*)

7.3.3.10 The "Stage Ready Condition" for all shotguns shall be magazine tube and chamber loaded with the safety engaged, unless stipulated otherwise in the Written Stage Briefing.

7.4 Not applicable.

7.5 Not applicable.

7.6 Not applicable.

7.7 Not applicable.

7.8 Not applicable

8.0 TARGETS:

8.1 Pistol: 3GA official paper and steel targets categorized by color, size or shape stipulated in the WSB as pistol targets.

8.2 Shotgun / Birdshot: Frangible targets, steel targets categorized by color, size or shape stipulated in the WSB as shotgun targets.

8.3 Not applicable

8.4 Not applicable

8.5 Rifle: 3GA paper targets and any steel targets categorized by color, size or shape stipulated in the WSB as rifle targets.

8.6. Not applicable

8.7 Option: The Written Stage Briefing may designate certain targets that may or may not be engaged with multiple weapons as an available option.

9.0 SCORING:

9.1 Scoring per stage will be total time plus penalties.

9.1.1 Maximum time for any stage, including penalties, is 250 seconds. All targets engaged up to 250.30 sec. shall be counted for score. All targets engaged at 250.31 sec. and beyond, shall not be counted for score.

9.1.2 Total time accumulated for all stages will determine event finish order.

9.1.3 Lowest total time including penalties determines the winner of the match.

9.1.4 Any 3GA Official paper target designated as a "Shoot" target must have either one "Center" hit in the 8" circle OR have two hits anywhere inside the border perforation. The hit or hits only need to touch or break the perforation to avoid penalty.

9.1.5 Not applicable

9.1.6 HITS PAPER: Only holes in paper made by BB projectiles will count for score. Holes made by shrapnel, BB fragments or flying debris will not count for score or penalty, however if a target(s) is deemed unable to be scored due to a concentrated "birdshot"/Shotgun pattern that removes evidence of pistol or rifle bullet holes the competitor will be scored with a MOT miss on target +5sec only for target(s) in question. (*rule 9.4.3*)

9.1.7 Not applicable.

9.1.8 Not applicable

9.1.9 HITS STEEL: Knock Down style plates & poppers must fall to score. Exception: (*Rule 9.1.9.2i, 9.1.9.2j*) If a knock down style target falls from the stand while being engaged, the competitor will receive score/credit for the target in question with no penalty assessed. (*eg.. stand is struck*)

9.1.9.1 Calibration of Poppers

- a)** The Range Master must designate a specific supply of 0,20g ammunition and one or more pistols/handguns to be used as official calibration tools by range officials authorized to serve as calibration officers.
- b)** The Range Master must arrange for each popper to be calibrated prior to the commencement of a match, and whenever required during a match.
- c)** For initial calibration, each popper must be set to fall when hit within the calibration zone with a single shot fired from a designated handgun using the calibration ammunition. The shot must be fired from the shooting location, in the course of fire, furthest from the popper being calibrated. The "Calibration Zone" is the circular plate portion of the popper.

9.1.9.2 Calibration Challenges Pistol If, during a course of fire, a popper does not fall when hit, a competitor has three options:

- a)** Shoot the popper again until it falls. In this case, no further action is required and the course of fire is scored "As Shot".
- b)** The popper is left standing but the competitor does not challenge the calibration. No further action is required and the course of fire is scored "As Shot" with the subject popper scored as a miss.
- c)** The popper is left standing and the competitor challenges the calibration. In this case, the popper and the surrounding area on which it stands must not be touched or interfered with by any person. If a Match Official violates this rule, the competitor will get score/credit for the popper in question, with no penalties assessed. If the competitor or any other person violates this rule, the competitor in question, will not get credit/score and the popper will be scored as a miss and the rest of the course of fire will be "scored as shot". If the popper falls for any non-interference reason (e.g. wind action) before it can be calibrated, Rule 11.2 will apply and a reshoot must be ordered.
- d)** In the absence of any interference or problem with a target mechanism, a calibration officer must conduct a calibration test of the subject popper, when required under Rule 9.1.9.1c, from as near as possible to the point from where the competitor shot the popper. The following will apply:
 - e)** If the first shot by the calibration officer hits on or below the calibration zone and the popper falls, the popper is deemed to be properly calibrated and it will be scored as a miss.
 - f)** If the first shot fired by the calibration officer hits the popper in the calibration zone and the popper does not fall, the calibration test is deemed to have failed and the competitor will get score/credit for the popper in question with no penalties assessed. The target must now be recalibrated.
 - g)** If the first shot fired by the calibration officer hits above the calibration zone, the calibration test is deemed to have failed and the competitor will get score/credit for the popper in question with no penalties assessed. The target must now be recalibrated.
 - h)** If the first shot fired by the calibration officer misses the popper altogether, another shot must be fired until one of Rule 9.1.9.1a, b or c occurs.
 - i)** Designated steel Knock Down style plates are not subject to calibration.

j) If a designated steel Knock Down style plate is determined to have been struck and turned sideways or is no longer presenting the face of the target to the competitor at the original location of engagement and does not fall, the competitor will get score/credit for the Knock Down plate in question with no penalty assessed.

9.1.9.3 All steel scoring targets shall be painted and checked for calibration before each squad regardless of weather conditions.

9.1.9.4 All Knock Down (KD) scoring targets shall have a target direction line applied to specify the target presentation angle, verify correct reset for competitors and add a visual aid for the RO to determine if the target was struck for officiating and arbitration purposes.

9.2 All props, walls, barriers, vision screens and other obstacles are deemed to be impenetrable "hard cover". (*Rule 3.5*)

9.2.1 Walls shall not be shot under or over, unless specifically permitted in the WSB. Firing a shot or shots through a vision barrier to engage a target will result in an additional penalty. (*Rule 3.5, 9.2, 2.26*)

9.3 NO-SHOOT TARGETS

The white back side of an official 3GA target may be used as a No-Shoot Target. No-Shoot Penalty is **+5 Sec per hit**, on white paper, that hits anywhere inside the border perforation or touches the perforation of the target. (*Rule 3.5.1*)

9.3.1 When a shot passes through a No-Shoot Target, then continues on to hit another target or targets, all hit targets will be counted for score and or penalty.

9.3.2 When a shot passes through a Shoot Target, then continues on to hit a No-Shoot target or targets, all hit targets will be counted for score and or penalty.

9.4 Scoring Targets with Penalties Include:

9.4.1 Single Hit outside the center ring at any distance, **+2.5 sec**

9.4.2 Not applicable

9.4.3 MOT "Miss on Target" less than 10 meters, No Hits on Paper, Steel left standing **+5 sec**

9.4.4 MOT "Miss on Target" greater than 10 meters, Steel left standing **+7.5 sec**

9.4.5 MOT "Miss on Target" greater than 20 meters, Steel Left Standing or No Called Hit **+10 sec**

9.4.6 FTE "Failure to Engage" any target 25 meters and less **+2.5 sec**

9.4.7 FTE "Failure to Engage" any target greater than 25 meters **+5 sec**

9.5 Definition of "Engage": To be in a position where the muzzle is in the line of sight to a target and the competitor aims and fires upon that target.

9.5.1 Shooting in the general direction of a target, shooting over or under obstructions that targets are behind or through see-through walls and or barriers, does not constitute "engaging a target" and is not allowed. (*Rule 3.5, 9.2*)

9.6 Not applicable

9.7 A signed score sheet may not finalize your score. If discrepancies arise prior to the time that the final event scores are posted, 3GA will, with your notification, take whatever steps necessary to rectify and correct any such problem, including, but not limited to re-shoots.

10.0 APPEALS AND ARBITRATION

10.1 Decisions are initially made by the stages' Chief Range Officer.

10.2 If the complainant disagrees with the CRO's decision, the Range Master or Match Director will be called to make the final ruling in the matter. *Safety violations will not be subject to arbitration or appeal. (Rule 2.1)*

10.3 In the event a competitor calls for an arbitration, the competitor will be the only person permitted to be present, other than 3GA staff, during the arbitration. If the competitor is a Junior, one other person may be present as an advisor. Arbitrations will

not be conducted in public or in the presence of non-involved competitors.

10.4 A safety rule violation is not negated because the CRO/RO or Match Staff did not immediately stop the competitor during the course of fire (COF).

11.0 RE-SHOOTS

11.1 Re-shoots will only be issued by the Range Master or Match Director. The Range Master shall be informed immediately before any stage is re-shot for any reason. The competitor will be given the choice to re-shoot immediately or to have their position moved to the bottom of the shooting order and will be the last to complete the course of fire in that squad. If a reshoot is issued after the competitor has left the stage in question, the reshoot will take place at the discretion of the Range Master or Match Director.

11.2 Range Equipment Failure: If a target falls or fails without being engaged, (e.g. wind action) after the start signal, the range officer shall stop the competitor as soon as possible. The competitor will then be required to re-shoot the course of fire once it has been reset.

11.3 A competitor, during the course of fire, that inadvertently loses their eye or ear protection, may stop themselves and immediately notify the range officer why they have stopped. The competitor will then be required to re-shoot the course of fire once it has been reset.

11.3.1 A competitor who intentionally loses or displaces eye and / or ear protection during a course of fire will nullify the provisions of Rule 11.3 and will be subject to a match disqualification. *(Rule 2.14)*

11.4 Un-Restored Targets: If, following completion of a course of fire by a previous competitor, one or more targets have not been properly patched or taped or reset or if previously applied pasters have fallen off the target for the competitor being scored, the Range Officer must judge whether or not an accurate score can be determined. If there are extra scoring hits, or if it is not obvious which hits the competitor being scored made, the affected competitor must be ordered to re-shoot the course of fire.

11.5 Range equipment failure can include the timer. If, at any time prior to the final event scores being posted, it has been determined by 3GA that the timer, for any reason, failed to record the actual last shot or that the time posted is deemed to be improbable and or impossible the competitor will be required to re-shoot the stage or receive a Did Not Finish (DNF) score for the stage in question.

12.0 RANGE COMMANDS AND PROCEDURES

12.1 Make Ready - The course of fire begins with the "Make Ready" command and ends after the "Range is Clear" command is issued.

12.2 When more than one weapon will be used during a course of fire, the Range Officer will direct and supervise the competitor through the process of preparing all weapons. The Range Officer will give the

"Make Ready" command, signifying the "Start of the Course of Fire" and will then direct and supervise the competitor through the process of preparing and positioning any "staged" weapons. The Range Officer will then accompany the competitor to the start position and direct the competitor to prepare the weapon to be initially used on the stage, prior to assuming the ready position. The initial "Make Ready" command defines the start of the "Course of Fire" regardless of how many weapons are subsequently prepared, loaded and or staged following that command.

12.2 a) A competitor may elect not to bring a weapon(s) to use on a stage, permitting the targets presented in the course of fire may be legally engaged with the weapon(s) the competitor has chosen to use. However, if the WSB stipulates starting with a particular weapon, the WSB must be followed and the starting weapon must be used.

12.2 b) A competitor may elect to stage a weapon safely in a designated grounding container for later use. However, once a weapon has been discharged, the staged weapon becomes "Grounded" (*Rule 1.5b*) and the appropriate penalties shall apply. (*Rule 3.4.1*) (eg.. *your weapon failed & you retrieve grounded weapon to complete the stage*)

12.3 Are You Ready - Standby: After the competitor has loaded and staged all weapons to be used in the course of fire, the range officer will accompany them to the start position. The range officer shall then issue the commands "Are You Ready" followed shortly by "Standby". Within one to four seconds, the R.O. will activate the timer, which signifies the beginning of the competitors' attempt of the course of fire. The lack of any negative response from the competitor after being issued the "Are You Ready" command indicates that they fully understand the requirements of the course of fire and are ready to proceed. If the competitor is not ready, they must state "No" or "Not Ready". It is suggested that when the competitor is ready they should assume the required start position to indicate their readiness to the Range Officer.

12.4 Stop - Any Range Officer assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving and wait for further instructions from the Range Officer.

12.5 If You Are Finished, Unload And Show Clear - If the competitor has finished shooting, they must lower their weapon and present it for inspection by the Range Officer, with the muzzle pointed down range, magazine removed or tube emptied, slide/bolt locked or held open and the chamber empty. Once the R.O. has inspected the weapon, one of the following commands shall be issued. Exception with electric shotgun.

12.5 a) If Clear, Hammer Down, Holster. (Pistol)

12.5 b) If Clear, Hammer Down, Bolt Open. (Rifle & Shotgun). Exception with electric shotgun which will be conducted by the RO to take a "clear shot" in a safe direction.

The range officer will then accompany and instruct the competitor to safely unload all other weapons that were used in the course of fire. The R.O. may assign the un-loading duty to designated competitors. Once the weapons have been confirmed by a range officer, as safely grounded, the designate may safely unload the weapon(s).

Pistols: Release the slide and pull the trigger without touching the hammer or de-cocker then holster or bag the pistol.

(*Rule 1.4.1, 1.5.1.2.1*)

Rifle: Bolt locked open OR chamber safety flag inserted, bolt closed. (*Rule 1.4.2*)

Shotgun: Bolt locked open OR chamber safety flag inserted, bolt closed. (*Rule 1.4.2*). Exception with electric shotgun which will be conducted by the RO to remove magazine and turn on safety.

Rifles and Shotguns must be carried Muzzle Up, or cased, or placed on a cart, when exiting the stage. (*Rule 1.4.1*)

12.6 Range is Clear - This command shall be issued only after the competitor and the range officer have cleared all weapons. This declaration signifies the "End of the Course of Fire". Once this declaration is made, officials and competitors may then move down range to score, paste, reset and paint targets.

12.7 In the event that a Range Officer terminates a course of fire due to a suspicion that a competitor has an unsafe weapon or unsafe ammunition, the Range Officer will take whatever steps he deems necessary to return both the competitor & the range to a safe condition. The Range Officer will then inspect the weapon or ammunition & proceed as follows.

12.7.1 If the Range Officer finds evidence that confirms the suspected problem, the competitor will not be entitled to a re-shoot, but will be ordered to rectify the problem. On the competitors score sheet, the time will be recorded up to the last shot fired, and the course of fire will be "scored as shot", including all applicable misses and penalties.

12.7.2 If the Range Officer discovers that the suspected safety problem does not exist, the competitor will be required to re-shoot the stage.

12.8 Additional Verbal Safety Warnings:

12.8.1 "FINGER" Any Range Officer assigned to the stage may issue this verbal warning once before assessing penalties or stopping a competitor. The competitor's fingers must be visibly outside the trigger guard when loading, reloading or unloading during a course of fire and while clearing a malfunction. (*Rule 2.24*)

12.8.2 "MUZZLE" This verbal warning may be repeated at different locations in the course of fire as needed, when the competitor's muzzle approaches the 180-Degree Safety Plane. (*Rule 2.5*)

12.8.3 "FOOT" This verbal warning may be repeated at different locations in the course of fire as needed, when a competitor is touching a rope fault line or while stepping on the ground or an object beyond a Shooting Box or Fault Line. (*Rule 3.10*) *Exemption: Foot faults will not be assessed from the prone position. (Rule 3.1)*

13.0 START & SHOOTING POSITIONS

Written Stage Briefings may require the "Start Position" to be standing, sitting, kneeling, prone or dictated otherwise.

13.1 PISTOL: Unless otherwise specified, the competitor must stand erect, facing downrange, with arms hanging naturally at the sides, pistol loaded and holstered. Unless the competitor opts to go prone at the start, then the pistol can be holstered and the chamber unloaded.

13.2 PORT ARMS RIFLE & SHOTGUN: Standing erect and relaxed, with the long gun held diagonally in front of the body by both hands, stock touching the competitor's belt at hip level, muzzle angled upward, loading port and / or mag well facing downward, finger out of the trigger guard.

13.3 LOW READY RIFLE & SHOTGUN: Standing erect and relaxed, long gun mounted to the shoulder, loading port and / or mag well facing downward, muzzle lowered from aiming at targets or aimed specifically at a designated low ready marker.

13.4 PRONE: If a competitor takes the prone position by choice or is instructed by the Written Stage Briefing and they have a holstered pistol, the chamber of the pistol must not contain a live round. Violation of this rule will result in a match DQ. (*Rule 2.23*) This includes the start position or at any time during the course of fire. The competitor must fully unload the chamber of

the pistol before re-holstering. Reinserting a loaded pistol magazine with an empty chamber is allowed. Prone is considered a "supported" shooting position. *Note: Foot faults will not be assessed from the prone position. (Rule 3.1)*

13.5 SUPPORTED is defined as, when any part of the competitor's body and/or weapon touches, rests or comes in contact with the ground, any stage prop or object while engaging targets during the course of fire. Prone and shooting from a barricade is considered a supported position.

13.6 UNSUPPORTED is defined as, when any part of the competitor's body and/or weapon does not touch, rest or come in contact with the ground, any stage prop or object while engaging targets during the course of fire. (Also known as "Off Hand")

13.7 BARRICADE: When stipulated in the Written Stage Briefing, Official 3GA Barricades or other designated structures may be used by the competitor to shoot from the "Prone" or "Supported" positions without penalty. However, all shots fired from the prone position must pass through the low port only.

14.0 CONDUCT

14.1 Competitors and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times.

14.2 Clothing with offensive or obscene logos, sayings, pictures or drawings must not be worn or displayed at the event site.

14.3 Eye protection is mandatory for all competitors, spectators & range personnel at all times while at the event site.

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

14.5 Failure to obey posted venue speed limits may result in the competitor being ejected from the property. In this case, the

competitor will be assessed a Did Not Finish (DNF) score for the remainder of the match.

15.0 Not applicable.

16.0 Not applicable.

17.0 WEATHER OPTION RULES

In the event that inclement or severe weather is forecast during the duration of the match, the Range Master may institute "Weather Option Rules".

Once Weather Option Rules have been initiated, they must remain in place for the duration of the match to ensure competitive equity.

17.1 Weather rules are defined as: Measures taken to facilitate the continuation of the match during periods of high rain, wind or stormy conditions that may impact the function of stage props or scoring thereof.

17.2 Weather Rules shall be initiated at the Match Director and/or Range Master's discretion. Once initiated, weather rules shall be binding for the duration of the match regardless if the weather conditions do not occur, or do not exist on a different day.

17.3 Such measures may include but are not limited to:

17.3.1 Postponing live fire during periods of lightning strikes.

17.3.2 Bagging paper targets to protect them from moisture.

17.3.3 Adding inert material to the shooting area to improve footing conditions.

17.3.4 Using rubber bands or other devices to secure steel targets, and clays.

17.4 Poppers, Hinged Targets, and Falling Steel

In the case of poppers and other hinged targets or falling steel, the following conditions shall apply under Weather Option Rules.

17.4.1 If any targets are defeated by weather related circumstances, BEFORE the RO has activated the timer initiating the course of fire, the RO shall stop the shooter, make the stage safe and remedy the targets.

17.4.2 If any of the targets are defeated by weather related circumstances, AFTER the RO has activated the timer initiating the course of fire, the shooter shall continue the course of fire, but MUST engage the target or its stand with one shot with the correct weapon for that target. Failure to engage the defeated target will result in penalties for failure to engage the target, and miss on target.

18.0 Not applicable.