

Toys for Tots, Maverick 3-Gun

Match Rules

Based on:

International Multi-Gun Association

Revised for 2009b

1. Safety Rules

- a. Safety is the primary concern of all competitive shooting.
- b. Our match is run on a cold range: Competitors 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 or within the confines of your vehicle. 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, actions open, removable magazines removed.
- f. Handguns must be cased or in the holster during transport outside of vehicles.
- 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 or completely empty.
- k. 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 manner or unintentionally in which the projectile (bullet) strikes the ground within 3 meters of the competitor or range officer, outside the confines of the backstop.
- c. A person 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 or reholstering).
- e. A participant shall be disqualified for unsportsman-like conduct which includes, but is not limited to cheating: altering targets, scoresheets, or changing firearms configurations.
- 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, 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. Sportmanship & 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 in Tactical and He-Man Classes 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 may 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. The Match Director shall be the final arbiter of any such penalties.

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. Shotgun barrel and magazine tube shall not be changed for the entire match.
- d. Factory configuration is meant to include firearms able to be purchased by the general public and not experimental.
- e. Tracer, armor piercing or steel jacketed (even partially) ammunition is not allowed.
- f. Minimum requirements are: rifle .223 Remington (5.56 NATO), pistol 9mm Luger, shotgun 20 gauge
- g. 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.
- h. Spare ammunition, magazines, speed loaders and other equipment must be secured in pouches, pockets and/or carriers on the competitor's person or firearm.
- i. The competitor may not abandon any equipment during the course of fire except detachable magazines, speed loaders or ammunition clips.
- j. Any competitor in any class may use/may be required to use a sling.

Classifications

- 5. Open Class – There is no limit on accessories.
 - a. Shotgun speed loaders must have the primer relief cut.
- 6. Tactical Classes
 - 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. Pistol magazines shall not exceed 170mm overall length for single stacks, and shall not exceed 140mm OAL for staggered magazines.
 - c. No rifle external supporting devices (i.e. bipods, vertical foregrips that are rested on ground or props, or mag pads/additions designed to enlarge the footprint of a single mag and rested on the ground or props) are allowed in this class.

There are NO "beta/C" or drum mags allowed in this class.

There are no compensators bigger than 1" in diameter and 3" long (muzzle to end of comp) allowed in this class.

Tactical Scope – may have one optical sight.

Tactical Iron – may not have any optical sight.

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

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

No compensators or porting on barrels are allowed on shotguns in this class.

No shotgun speed loaders, or removable mags are allowed for your shotgun in this class.

No shotgun in tactical class may start a stage with more than 9 rounds total in the shotgun.

7. He-Man Class

- a. All firearms in this class must meet the tactical rules with the following restrictions:
 - b. All handguns must be .45 ACP or .45 GAP (.44 Magnum as also acceptable). Pistol magazines may not be loaded with more than ten(10) rounds.
 - c. Rifles must be .308 or 30.06. Rifle magazines in HM Class shall not be loaded with more than twenty(20) rounds.
- He-Man Scope - may have one optical sight.
He-Man Iron – may not have any optical sight.
- d. Shotguns in this class must be 12 gauge only, pump action.

8. Scoring

- a. Scoring per stage will be straight time plus penalties.
- b. Any cardboard target, designated as a “shoot” target must have either one(1) “A” hit OR two(2) hits anywhere inside the scoring perforations on the target (i.e. minimum 2”D” hits) to avoid a penalty.
- 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.
 - 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.
- d. Paper targets used in the match may be IPSC(old style), the new IPSC “Classic”, SOF, IDPA targets, ½ 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. Such targets will be calibrated as follows:
 - Pistol targets – 9mm with factory ammo
 - Rifle Targets – AR15 type rifle with 5.56NATO or .223 Remington factory ammo.
 - Shotgun Targets – 12 gauge Shotgun with 3 dram/ 1 1/8 oz load of #6 or #7.5 shot
- g. Frangible targets must break to score. (One BB hole or chip is a break.)
- h. Swinging style flash targets must be struck solid enough to cause the hidden “flash card” to be visible to the RO. RO may call hits.
- i. Engaging a frangible, 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. (Exception: missing an aerial frangible targets will result in a 5 second FTN penalty)
- j. Failure to engage a frangible, knock down or swinging style target will result in a 15-second penalty. (10 sec. for not making the hit and a 5 second TNE.)
- k. Procedural penalties, 5 seconds, may be assessed for failing to follow stage procedures.
- 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.** MAV3gun reserves the right to impose higher penalties for designated high value targets
 - o.** A Maximum Time shall be established for each stage (180 seconds unless otherwise noted.) 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 the Maximum time plus all applicable penalties.
9. Stage Points
- a.** First Place (lowest total time) for each stage, in each class, will receive 100 points. Second place and below will receive points on a percentage basis of the 100 points from the 1st place time.
 - b.** Open, Tactical Scoped, Tactical Iron, He-Man Scoped and He-Man Iron will all be scored as separate classes.
 - c.** Total Points accumulated for all stages will determine the match placement by class.
 - d.** Ties will be broken by an undisclosed Tie Breaker Stage designated by the Match Director.
 - e.** Highest score wins.