

# OPSC Multi-Gun Rules 2013 Edition

Based on,  
(International Multi-Gun Association Rules)  
9-25-2003

## 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 Matches will be run on a COLD RANGE.

1.2.1 COLD RANGE (definition): Participants firearms will remain unloaded and will not be handled at the match site except at Designated Safe Areas or under the direction of a match official.

1.2.2 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 & deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting & requested to leave the range.

1.2.3 Eye and Ear protection is mandatory for all participants, spectators, & range personnel.

## 1.3 Designated Safety Areas

1.3.1 Safety Areas will be clearly marked with signs.

1.3.2 Firearms may be handled only in the Safety Areas.

1.3.3 No loaded magazines or ammunition rounds may be handled in any Safety Area.

## 1.4 Rifles & Shotguns (transporting from vehicle & in-between stages)

1.4.1 No handling of uncased Rifles & Shotguns in the parking lot. Rifles & Shotguns may **only** be uncased and placed in to a gun-cart in the Designated Safety Areas.

1.4.2 Rifles & shotguns must be cased, carried/slung with the muzzle up, or secured in a gun-cart.

1.4.3 Rifles & shotguns must have a chamber safety flag in place & detachable magazines removed.

1.4.4 Once at a stage rifles & shotguns must remain cased, in a gun-cart, or in a gun rack until it is your turn to shoot.

## 1.5 Handguns (transporting from vehicle & carry between stages)

1.5.1 No handling of uncased Handguns in the parking lot. Handguns may **only** be uncased and holstered in the Designated Safety Areas.

1.5.2 Handguns must be cased or remain in holster with the magazine removed except in Designated Safety Areas, or under the direction of a Range Officer.

1.5.3 Handguns must be carried with the “Hammer/Striker Down.”

## 1.8 Grounding Firearms

1.8.1 During the course requirements of a Multi-Gun stage, a competitor may be required to ground a firearm in order to transition to another. During the stage briefing, the location(s) where a competitor is authorized to ground a firearm will be clearly specified.

1.8.2 The following provisions outline the **only** acceptable ways to ground a firearm during a course of fire in the location(s) specified in the stage briefing:

- a. Loaded, safety engaged.
- b. Completely unloaded/empty (NO rounds in the gun).

## 2. Disqualification

2.1 “Match DQ = complete disqualification from the match and the participant will not be allowed to continue. (See rule 8.1.13)

2.1.1 “Stage DQ” = the participant will receive the lowest points for the stage. (See rule 8.1.12).

2.2 “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 3 yards of the competitor or range officer, or outside the confines of the backstop. A Negligent Discharge will result in a Match DQ.

2.3 Grounding a firearm in a condition not outlined under Rule 1.8.2 a./b. will result in Stage DQ. A second offence will be a Match DQ.

2.4 A participant shall receive a Match DQ for dropping a loaded firearm during a course of fire or while in the loading/unloading process.

2.4.1 A participant shall receive a stage DQ for dropping an unloaded firearm.

2.5 A participant shall receive a Match DQ for allowing the muzzle of his/her firearm to break the 180 degree.

2.6 Due to safety concerns, if a competitor shoots a steel target with a firearm or ammunition type which is not authorized for such a target (per the stage briefing), that shooter will be stopped immediately, will receive a Match DQ and will also be liable for any damages incurred.

2.7 Unloading a firearm in unsafe manner will result in Match DQ. Including but not limited to emptying a firearm by discharging the remaining round(s) while not engaging a target.

## **2.8 Un-sportsman-like Conduct and/or Cheating will result in a Match DQ.**

2.8.1 Intentionally altering targets prior to the target being scored to gain advantage or avoid a penalty.

2.8.2 Altering or falsifying score sheets.

2.8.3 Altering the configuration of firearms or equipment to gain advantage (see Rule 5)

2.8.4 Threatening or assaulting other competitors or staff personnel.

2.8.5 Disruptive behavior in an attempt to disturb other competitors while they are shooting.

## **2.9 Final decisions for all DQ's & re-shoots will be issued by the Match Director.**

## **3. Sportsmanship & Conduct**

3.1 Participants & spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Disputes will be handled by the Match Director.

3.2 Clothing with any offensive or obscene political slogans, logos, sayings, pictures/drawings will not be worn or displayed while at the match site/range.

## **4. Ammunition**

4.1 No tracer, incendiary, or armor piercing ammunition is allowed.

4.2 Handgun ammunition shall be 9x19mm or larger.

4.3 Rifle ammunition must be centerfire and have a minimum bullet diameter of 5.56mm.

4.4 Shotgun ammunition must be 20 Gauge or larger, #7 1/2 lead birdshot or smaller.

## **5. Firearms**

5.1 All firearms used by competitors shall be serviceable & safe.

5.2 If a firearm becomes unserviceable during competition, that competitor may replace the firearm with another of the same type, caliber & sighting system approved by a Match Official.

5.3 For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, stock & sighting system combination.

5.4 The same firearm system, for each gun, per Rule 5.3, shall be used for the entire match.

5.5 Competitors may 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.) This will be considered Unsportsmanlike Conduct, with the exception of Rule 5.2.

5.6 No full-auto or burst-fire allowed.

## **6. Divisions**

### **6.1 Open Division**

6.1.1 No limitations on ammunition capacity, modifications, or accessories.

6.1.2 Handgun magazine length may not exceed 170mm.

6.1.3 Shotgun speed-loaders must have primer relief cuts.

## **6.2 Tactical Divisions (Tactical-Iron & Tactical-Optic)**

6.2.1 No electronic/optical sights, compensators or barrel porting allowed on handguns or shotguns.

6.2.2 Handgun magazines may not exceed 170mm for single-stacks, 140mm for double-stacks.

6.2.3 No shotgun speed-loaders or shotguns with detachable magazines allowed.

6.2.4 Shotgun magazines capacity is unlimited, however only 9 rounds permitted in the shotgun at the start.

**6.2.5 Tactical-Iron rifles may be equipped with “iron sights” and/or one (1) non-magnifying (1X) electronic/optical sight only.**

**6.2.6 Tactical-Optic rifles may be equipped with no more than one (1) electronic/optical sight.**

6.2.7 Rifle compensators may not be more than 1” diameter or more than 3” long (measured from muzzle to the end of the compensator).

6.2.8 Supporting devices (i.e. bipods, etc.) are not allowed.

## **6.3 Heavy Metal Divisions (Heavy Metal-Iron & Heavy Metal-Optic).**

6.3.1 Heavy Metal Divisions must comply with Tactical Division rules with the following exceptions.

6.3.2 Handgun must be .40 S&W or larger (165 PF minimum) and must comply with Tactical rules.

6.3.3 Handgun magazines may not be loaded with more than 10 rounds.

6.3.4 Shotguns must be 12 Gauge.

6.3.5 Heavy Metal rifles must be 5.56x 45mm or 7.62x39mm.

6.3.6 **OPSC does not allow .308 Winchester (7.62x51 NATO) in Multi-Gun Matches.**

## **7. Holsters & Equipment**

7.1 Holsters must be capable of retaining the handgun during the vigorous movement that may be required or otherwise encountered during the courses of fire.

7.2 Holsters must allow the competitor to safely draw and re-holster the handgun without causing the muzzle to point in an unsafe direction.

7.3 Holsters must completely cover the trigger on all pistols & double-action revolvers.

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

7.5 Spare ammunition, magazines, speed-loaders, and other equipment must be secured in pouches, pockets and/or carriers on the competitor’s person or firearm during a course of fire, unless directed otherwise in the stage briefing.

7.6 A competitor may not abandon any equipment during a course of fire except detachable magazines, speed-loaders, or ammunition clips, unless so directed by the Range Officer or stage description.

7.7 Any Open Division firearm or Open Division equipment puts the competitor in Open Division for the entire match. See Firearm Division rules for details.

## **8 Scoring**

**8.1 Scoring per stage will be straight time plus penalties. Maximum time allowed to shoot any stage is 100 seconds (Timed Out, see rule 8.1.12).**

8.1.1 Any IPSC 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 two (2) “D” hits) to avoid a penalty.

### 8.1.2 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. One "C" or "D" hit only = 5 second penalty (Failure to neutralize)
- d. No hits on target but target was engaged = 10 second penalty (UnHit Target)
- e. Failure To Engage (FTE) = 10 second penalty for not making the minimum two hits anywhere on the target, plus 5 seconds per target for the FTE procedural penalty, for a total penalty of 15 seconds per target added to time.

8.1.3 All paper targets and all props are considered hard cover.

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

8.1.5 Knock down style targets (i.e. poppers) must fall to score. Poppers will be calibrated to "minor" with 9mm pistol shooting factory ammunition.

8.1.6 Failure to engage a frangible, knock down or swinging style target will result in a 15-second penalty. (10 seconds for not making the hit and 5 seconds FTE.)

8.1.7 Engaging a frangible, knock-down or swinging style target but not breaking it (one BB hole is a break), knocking it down or causing the target to react will result in a 10 second penalty per target. R.O. may call hits.

8.1.8 Procedural penalties, 5 seconds per shot, may be assessed for failing to follow the stage directions as written in the stage description.

8.1.9 Procedural penalties, 5 seconds, may be assessed for failing to follow stage procedures.

8.1.10 Stage Not Fired (SNF) penalty, 300 seconds per stage not fired.

8.1.11 Maximum penalty time for any stage (including target penalties) is 300 seconds.

8.1.12 Timed Out (TO) a competitor has a par time of 100 seconds to complete a stage, if a competitor has not finished a stage in 100 seconds they will be stopped and the targets will be scored with all penalties. The raw time on the timer will be recorded (with maximum of 100 seconds raw time recorded) plus all applicable penalties applied. (See rule 8.1.11)

8.1.13 Stage DQ will be entered in the scoring program as 999 seconds.

8.1.14 Match DQ will be entered in the scoring program as 999 seconds per stage.

## 8.2 Stage Points

8.2.1 First Place (lowest time) for each stage, in each division, will receive 100 points; Second Place and below will figure points on a percentage basis of the 100 from 1st Place.

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

8.2.3 Ties will be broken by an undisclosed Tie Breaker Stage designated by the Range Master.

8.2.4 Highest score wins.

## 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 in accordance with the following sections for any matter 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 Range Master must be summoned and asked to rule and his decision is final.