



G3G Rules

Last Updated September 21st, 2013

1. General Conduct and Dispute Resolution

1.1 Eye and ear protection is mandatory for participants, spectators and officials at the event site.

1.2 No one shall consume or be under the influence of alcohol or non-prescription drugs at the event site. Any participant found to be impaired as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

1.3 Participants and spectators are expected to conduct themselves in a courteous and sportsman-like manner at all times. Any person who violates this rule may be ejected from the event site at the Match Director's discretion.

1.4 Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the event site.

1.5 Participants may be subject to event disqualification for safety or conduct violations. Disqualified participants will not be allowed to continue with the event nor be eligible for prizes.

1.6 The final decision on all disqualifications, scoring challenges and re shoots will be made by the Match Director.

2. Safety

Note: Shooters must be trained in the safe use of a holstered handgun.

The acceptable credentials are:

- CSSA or CPCA Police Pistol Combat (PPC) certification
- CSSA Canadian Defensive Pistol (CDP) certification
- International Practical Shooting Confederation (IPSC) Black Badge.
- IDPA(Ontario) certification
- ODPL/CDP certification
- TDSA holster training (as of July 2013)
- Armed law enforcement personnel (Police)

2.1 All events will be run on cold ranges. Participant's firearms will remain unloaded at the event site except under the direction and immediate supervision of an Event Official.

2.2 Firearms may only be handled and/or displayed in designated safety areas.

2.2.1 Safety areas will be clearly marked with signs.

2.2.2 No firearm may be loaded in a safety area.

2.2.3 No ammunition, including dummy ammunition or snap caps may be handled in a safety area.

2.3 Specific to The Sportsmens Club Galt, Inc., firearms may be transported to, from and between ranges only in the following conditions:

2.3.1 Firearms classified as “restricted” must be cased and locked for transport between ranges.

2.3.2 Non restricted class rifles & shotguns must be either cased, secured muzzle up or muzzle down in a stable gun cart/caddy or carried slung with muzzle up. Actions must be open and detachable magazines removed. The use of high visibility open bolt indicator devices is recommended as a courtesy to other event participants.

2.4 A participant who causes an accidental discharge will be stopped by an Event Official as soon as possible and shall be disqualified. Examples of accidental discharge include:

2.4.1 A shot which travels over a backstop, a berm or any other direction deemed by Event Officials to be unsafe.

2.4.2 A shot which strikes the ground within 3 meters of the participant, except when shooting at a target closer than 3 meters to the participant.

2.4.2.1 Exception- a shot which strikes the ground within 3 meters of the participant due to a “squib”.

2.4.2.2 In the case of a shot striking a prop where the projectile is deflected or does not continue to strike the ground, if an Event Official determines that the projectile would have struck the ground within 3 meters of the participant had it not been deflected or stopped by the prop, the provisions of 2.4.2 shall apply.

2.4.3 A shot which occurs while loading, reloading or unloading any firearm.

2.4.3.1 Exception- a detonation which occurs while unloading a firearm is not considered an accidental discharge. A detonation is defined as the ignition of the primer of a round other than by action of a firing pin, where the projectile or shot does not pass through the barrel.

2.4.4 A shot which occurs during remedial action in the case of a malfunction.

2.4.5 A shot which occurs while transferring a firearm between hands.

2.4.5 A shot which occurs during movement, except while actually engaging targets.

2.5 A participant who performs an act of unsafe gun handling will be stopped by an Event Official as soon as possible, and shall be disqualified. Examples of unsafe gun handling include:

2.5.1 Dropping a firearm whether loaded or unloaded at any time after the ‘Load’ or ‘Make Ready’ command and before the “Range is Clear” command.

2.5.1.1 Dropping an unloaded firearm before the “Load” or “Make Ready” Command or after the “Range is Clear” command will not result in disqualification, provided the firearm is retrieved by an Event Official.

2.5.2 Abandoning a firearm during a stage in any location other than a safe abandonment location as stipulated in the stage briefing. Firearms may only be abandoned in the following condition.

2.5.2.1 Completely unloaded (no ammunition in the firearm), detachable magazines removed, action open muzzle pointed in the designated safe direction.

2.5.3 Unloading any firearm in an unsafe manner, or discharging a firearm while not legitimately engaging a target.

2.5.4 Allowing the muzzle of a firearm to break the 180 degree safety plane.

2.5.5 Allowing the muzzle of a firearm to point at any part of the participant's body during a course of fire (i.e. sweeping).

2.5.5.1 Exception- sweeping of the lower extremities (below the belt) while drawing or re holstering a handgun, provided that the competitors fingers are clearly outside the trigger guard.

2.5.6 Pointing any firearm whether loaded or unloaded in any direction deemed by Event Officials as unsafe.

3. Ammunition

3.1 Handgun ammunition shall be 9mm Parabellum (9x19mm NATO) or larger unless otherwise stipulated under equipment division rules.

3.2 Rifle ammunition shall be .223 Remington (5.56x45mm NATO) or larger unless otherwise stipulated under equipment division rules.

3.3 Shotgun ammunition shall be 20 gauge or larger or larger unless otherwise stipulated under equipment division rules.

3.3.1 Birdshot must be no larger than #6 birdshot and be made of lead or bismuth only. Steel/tungsten birdshot is prohibited.

3.4 Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten penetrator core projectiles is prohibited

4. Firearms

4.1 All firearms used by participants must be serviceable and safe. Event Officials may inspect a participant's firearms at any time to check they are functioning safely. If any firearm is declared unserviceable or unsafe by an Event Official it must be withdrawn from the event until it is repaired to the satisfaction of the Match Director.

4.2 Participants must use the same firearms (handgun, rifle and shotgun) for the entire event.

4.2.1 If a participant's firearm becomes unserviceable that participant may replace their firearm with another of a substantially similar model, caliber and sighting system only with the approval of the Match Director.

4.3 Participants may not reconfigure any firearm during the course of the event. Explicitly prohibited acts include changing caliber, barrel length, sighting systems and/or stock style. Explicitly permitted acts include installing or removing support devices (e.g. bipods) slings and other minor accessories (e.g. scope covers)

5. Handgun Holsters (For all Equipment Divisions)

Holsters must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder. Due to safety concerns shoulder holsters and cross draw holsters are prohibited.

6. Equipment Divisions

Participants will declare one equipment division at the beginning of the event.

Equipment divisions are: Open, Tactical Optics, Tactical Irons Tactical 30 Optics and Tactical 30 Irons.

Failure to meet all of the equipment and ammunition requirements for the declared division shall result in the participant being placed into Open division. If the requirements of Open division are not met, the participant's scores will be excluded from the final results.

6.1 Open division

Handgun: No restrictions

Rifle: No restrictions. Supporting devices (e.g. bipods) are permitted and may begin any stage folded or deployed at the participant's discretion.

Shotgun: No restrictions. Speed loading devices and/or detachable box magazines are permitted.

6.2 Tactical Optics division

Firearms must be of a factory configuration. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

Handgun: Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.

Rifle: Not more than one (1) electronic or optical sight is permitted. A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle and cannot be used as an aiming device by itself and remains mounted in the same location on the rifle for the duration of the event. A participant may use the magnifier in either the magnified or unmagnified mode without restriction. Supporting devices (bipods, etc.) are prohibited.

Shotgun: Only tubular magazines are permitted. Electronic or optical sights are prohibited. Supporting devices (bipods, etc.) are prohibited. Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited. Speed loading devices and detachable box magazines are prohibited.

6.3 Tactical Irons division

Firearms must be of a factory configuration. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

Handgun: Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.

Rifle: Iron sights only are permitted. Supporting devices (bipods, etc.) are prohibited

Shotgun: Only tubular magazines are permitted. Electronic or optical sights are prohibited. Supporting devices (bipods, etc.) are prohibited. Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited. Speed loading devices and detachable box magazines are prohibited.

6.4 Tactical 30 Optics division

Firearms must be of a factory configuration. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

Handgun: Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.

Rifle: Minimum Caliber is .30". Minimum power factor (bullet weight x velocity/1000) is 320. Pistol caliber rifles/ carbines although technically >.30cal are not meant for this division. Not more than one (1) electronic or optical sight is permitted. A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle and cannot be used as an aiming device by itself and remains mounted in the same location on the rifle for the duration of the event. A participant may use the magnifier in either the magnified or unmagnified mode without restriction. Supporting devices (bipods, etc.) are prohibited.

Shotgun: Only tubular magazines are permitted. Electronic or optical sights are prohibited. Supporting devices (bipods, etc.) are prohibited. Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited. Speed loading devices and detachable box magazines are prohibited. Minimum bore size is 12 gauge.

6.5 Tactical 30 Irons division

Firearms must be of a factory configuration. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

Handgun: Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.

Rifle: Minimum Caliber is .30". Minimum power factor (bullet weight x velocity/1000) is 320. Pistol caliber rifles/ carbines although technically >.30cal are not meant for this division. Iron sights only are permitted. Supporting devices (bipods, etc.) are prohibited

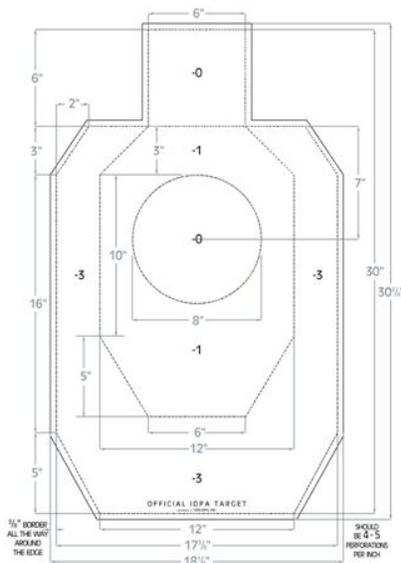
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7. Targets.

7.1 Cardboard

The cardboard target used by G3G will be similar in style to IDPA.

The IDPA target is an 18"x 30" buff color cardboard silhouette with an 8" round "A-Zone". The values of the scoring zones are five, four, and two points respectively. However, since the Vickers Count (see Rule 8.1) structure operates with a "points down" system, the target is set up to directly reflect this scoring method. Hence, the target is scored -0, -1 and -3.



7.2 Steel Targets

7.2.1 G3G will employ steel targets, such as 8" round discs and Pepper Poppers. Steel targets will not be shot at distances closer than ten meters. The entire steel target is considered a five (5) point zone (-0 if hit). If a steel target is not hit or in the case of a knock down target, not knocked down, the target will be scored as a miss and will also incur a failure to neutralize penalty of 5 seconds as per standard Vickers Count.

7.3 Other Targets

In addition to the official IDPA cardboard target and aforementioned steel targets G3G may employ frangible targets (i.e. clay birds) as well as polymer or Elastomer™ targets. Both these types of targets are scored in the same manner as steel targets. Frangible targets must receive at minimum one BB hole or at best be broken. Elastomer™ targets must fall in order to score without penalty.

7.4 Shoot/No-Shoot Designation.

7.4.1 Cardboard targets will be designated as "shoot" or "no-shoot". Shoot targets will be designated by being unmarked buff. No-shoot targets will be designated by one or more hands painted on the front side of the target. On a shoot through of a no-shoot target that also strikes a "shoot" target, the competitor will get the penalty for the "no-shoot" target hit AND will get credit for the scored hit on the "shoot" target. The reverse will apply when a round on a "shoot" target penetrates a "no-shoot" behind it. Hence the rule of thumb: all shoot throughs count (except on hard cover).

7.4.2 Steel or other targets will also be designated as "shoot" or "no-shoot" (penalty) targets. This is accomplished by the painting of said steel, frangible or Elastomer targets a specific colour outlined in the stage description as either a "shoot" or "no-shoot" colour.

7.5 Hard/Soft Cover.

Any shot that puts a full diameter hole in "hard" cover and continues on to penetrate the target will be considered to have missed the target (whether the target is a "shoot" or a "no-shoot"). There is no penalty for hitting "hard" cover other than the miss. G3G uses BLACK for "hard" cover simulation. Stage props are also used to represent "hard" cover or impenetrable objects. Shots that penetrate "soft" cover will be scored as hits. G3G uses WHITE or props such as windows, curtains, or shrubs for "Soft" cover simulation. Cardboard targets are not considered hard cover unless designated as such in the stage description. Therefore if a bullet passes through a cardboard "shoot" or a no-shoot" target and strikes another target the secondary hit counts for score/penalty.

8. Scoring

8.1 Vickers System scoring is based on assessing the shooter a "time" penalty for every point the shooter drops from the total "Possible" point score (points down). To score Vickers Count, simply take the time it took to complete the string of fire (raw time) and add one-half (.50) of a second for each point down. Add any applicable penalties (see Rule 7.3) and total to get the Final Score. In Vickers Count scoring, as many shots as desired may be fired, but only the best hits as specified by the course description will be scored.

8.2 Limited Vickers System is the same as Vickers Count described above except the number of shots you can fire on any string is limited to the number specified in the course description. Any extra shots will incur a procedural penalty of three (3) seconds per string and one of your highest scoring hits will be deducted from your point score for each extra shot fired. Limited Vickers scoring is used to allow multiple strings to be fired

without having to score the targets after each string of fire, thus making the stage run quicker. Limited Vickers will only be used to score Standard Exercises courses

8.3 Only holes made by bullets/slugs/pellets will count for score/penalty. Evidence that the bullet made the hole must be present on the target (i.e. crown or grease ring/mark). Holes made by shrapnel, fragments, wads or flying debris will not count for score/penalty.

8.4 Knock down targets (e.g. Pepper Poppers) must fall to score. Swinging/flashing targets must react in the manner prescribed in the stage briefing. An Event Official may call hits.

8.5 The Match Director may specify a time limit for completing any stage by stating it clearly in the stage briefing. If a participant exceeds the time limit, they will be stopped by an Event Official and the stage will be scored as shot with all applicable penalties.

9. Penalties

9.1 Procedural Error (PE) Adds three (3) seconds per infraction and is assessed when the competitor does not follow the procedures set forth in the stage description or when a competitor breaks a competition rule. Only one PE will be assessed for each type of infraction in a string of fire. If the shooter commits more than one type of infraction, such as using the wrong specified hand AND fires an incorrect number of shots, a separate PE is assessed for each type of infraction.

9.2 Hits on a No-Shoot Target (HNS) Adds a single five (5) second penalty assessed per no-shoot target hit. If the competitor has more than one hit on a particular no-shoot target, ONLY a single five second penalty will be assessed for that target. However, multiple no-shoot targets hit will incur one penalty for each target.

9.3 Failure-to-Neutralize (FTN) Adds a five (5) seconds per infraction. This penalty applies to any target that does not have at least one (minus 1) or higher value hit. Failure to neutralize penalties will only apply when standard Vickers Count scoring is used and the target(s) do not completely disappear. FTN will not apply to Limited Vickers scoring or to permanently disappearing targets.

9.4 Did Not Finish (DNF). If a competitor cannot finish a stage due to a broken firearm his/her score will be determined by whichever of the following methods will result in the best score.

9.4.1 All required shots that were not fired will be scored for points down and failure to neutralize; this time penalty will be added to their total time up to the point where the firearm broke.

9.4.2 The minimum number of shots required for the stage will be multiplied by three (3) seconds for a stage score.

9.4.3 A competitor that chooses not to shoot a stage will be given no score and a DNF for the entire match.

10. Other Scoring Systems (IMA)

On occasion G3G may elect to modify/change the scoring system used in a particular event. If a scoring system other than those described in sections 8.1 and 8.2 is to be employed, all participants will be advised accordingly.

10.1 International Multi Gun Assoc. Scoring Method: Stage score is based on straight time plus penalties.

10.1.1 Unless otherwise stipulated in the stage briefing, IDPA cardboard “shoot” targets must be neutralized by receiving either one (1) 0-zone hit or two (2) hits anywhere in the scoring area. Examples of a neutralized target include:

10.1.1.1 One (1) hit in the upper 0 zone.

10.1.1.2 One (1) hit in the lower 0 zone

10.1.1.3 Two (2) hits anywhere in the scoring area in any combination of the -1 and/or -3 zone.

10.1.2 IDPA cardboard “shoot” targets that are not neutralized will incur time penalties as follows:

10.1.2.1 One (1) hit in the -1 zone or -3 zone only = 5 second penalty (Failure to Neutralize)

10.1.2.2 No hits on target, but target was engaged = 10 second penalty (Un-hit target)

10.1.2.3 No hits on target and target was not engaged = 15 second penalty (Target not engaged)

10.1.3 Only holes made by bullets/slugs/pellets will count for score/penalty. Evidence that the bullet made the hole must be present on the target (i.e. crown or grease ring/mark). Holes made by shrapnel, fragments, wads or flying debris will not count for score/penalty.

10.1.4 Knock down targets (e.g. Pepper Poppers) must fall to score. Swinging/flashing targets must react in the manner prescribed in the stage briefing. An Event Official may call hits.

10.1.5 Knock down/swinging/flashing targets that do not fall/react will incur penalties as follows:

10.1.5.1 Target did not fall/react, but target was engaged = 10 second penalty (Un-hit Target).

10.1.5.2 Target did not fall/react, and target was not engaged = 15 second penalty (Target Not Engaged)

10.1.6 Frangible targets that do not break will incur time penalties as follows:

10.1.6.1 Target did not break, but target was engaged = 10 second penalty (Un-hit Target).

10.1.6.2 Target did not break and target was not engaged = 15 second penalty (Target Not Engaged).

10.1.7 Scoring hits on designated “No Shoot” targets will incur a 10 second penalty per hit, up to a maximum of 2 hits per no-shoot. Steel “No Shoot” targets must fall to score. Frangible “No Shoot” targets must break to score.

10.1.8 Failure to follow the procedure in the stage briefing will result in a 20 second penalty. If a competitive advantage is deemed to have been gained, procedural penalties may be applied on a “per shot” basis.

10.1.9 Stage Not Fired (SNF) penalty is 500 seconds per stage not fired.

10.1.10 The Match Director may specify a time limit for completing any stage by stating it clearly in the stage briefing. If a participant exceeds the time limit, they will be stopped by an Event Official and the stage will be scored as shot with all applicable penalties.