

# BRM3G Rules

## 1. Safety Rules

1.1 Participants are subject to match disqualification for violation of any rule or regulation in sections 1 or 2.

1.2 The BRM3G Championship match will be run on a COLD RANGE.

1.2.1 COLD RANGE (definition): Participants firearms will remain unloaded at the match site except under the direction of a match official.

1.3 Designated Safety Areas

1.3.1 Safety Areas will be clearly marked with signs.

1.3.2 Unloaded firearms may be handled and/or displayed only in the Safety Areas.

1.3.3 No ammunition may be handled in any Safety Area.

1.4 Rifles & Shotguns (carry from vehicle or between stages)

1.4.1 Rifles & shotguns should be cased or carried/slung with the muzzle up or down.

1.4.2 Rifles & shotguns should be carried with actions open and detachable magazines removed.

1.4.3 Abandoned rifles and shotguns must be empty or on safe and pointed in a safe direction, and as instructed in stage briefs.

1.5 Handguns

1.5.1 Handguns must be cased or remain in holster, magazine removed except in designated Safety Areas, or under the direction of Range Officer(s) on a stage.

1.5.2 On stages, the Ready Condition of handguns must be "Hammer Down" for DA autos & revolvers, and "Cocked & Locked" for SA autos or DA autos with manual override safeties.

1.5.3 Abandoned pistols must be empty or on safe and pointed in a safe direction, and as instructed in stage briefs. Loaded 1911 style pistols with a working grip safety abandoned with the thumb safety off will be considered safe. However, all 1911s abandoned in such condition will be left laying until the stage is cleared. Then the CRO will unload the pistol and attempt to drop the hammer with the grip safety not engaged (not depressed). If the hammer falls, the shooter receives a stage DQ; if not, the shooter will

receive a procedural penalty for not engaging the thumb safety.

1.6 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the match site before or during shooting. Any participant found to be impaired and deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

1.7 Eye protection is mandatory for participants, spectators & range personnel at the match site.

1.8 Ear protection is mandatory for participants, spectators & range personnel while on or near a stage of fire.

## **2. Disqualifications:**

2.1 Match disqualification will result in complete disqualification from the match. Shooter will not be allowed to continue with the match and will not be eligible for prizes nor a free entry into next year's match. Final decision is with the Match Director.

2.2 Match disqualification for negligent discharge.

2.2.1 "Negligent Discharge" is defined as the discharge of a firearm in an unsafe manner or unintentionally in which a projectile (bullet) strikes the ground within 3 feet of the competitor or range officer, or outside the confines of the backstop.

2.3 A participant shall be disqualified from the Match for dropping a loaded firearm, or dropping a firearm while in the loading or unloading process.

2.4 A participant shall be disqualified for allowing the muzzle of his/her loaded firearm to break the safety plane (except while holstered, or reholstering.)

2.5 A participant shall be disqualified for unsportsmanlike conduct.

2.5.1 Cheating

2.5.1.1 Intentionally altering targets prior to them being scored to gain an advantage or to avoid a penalty

2.5.1.2 Altering or falsifying score sheets.

2.5.1.3 Altering the configuration of firearms or equipment to gain advantage (See rule 5.3, 5.4, 5.5,

7.1.4).

2.5.2 Consuming or be under the influence of alcohol or non-prescription drugs at the match site while shooting is taking place.

2.5.3 Shooting prohibited ammo (see 4).

2.5.4 Failing to help reset and/or tape targets. (One warning will be issued by the RO on the stage.)

2.5.5 This is not an all inclusive list of unsportsmanlike conduct.

2.6 A participant shall be disqualified for unsafe gun handling. This includes, but is not limited to: handling a gun while people are down range, handling a gun on a stage without permission of the range officer, abandoning a gun in an unsafe manner or direction.

2.7 Stage Disqualifications may be issued for various infractions at the discretion of the Range Master or Match Director.

2.8 All disqualifications will be issued by the Range Master or Match Director.

### **3. Sportsmanship & Conduct**

3.1 Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Disputes will be handled promptly and fairly by the Range Master.

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

3.3 Any competitor with a proven handicap may request, or be required, to shoot the courses of fire other than intended, but may incur a penalty in time/points per string or per stage. The Match Director will rule on any such request on a case-by-case basis.

3.4 Range Officers may assess additional “unsportsmanlike conduct” penalties to competitors that intentionally fail to make a good faith effort to engage and hit targets on order to gain advantage. The Range Master and Match Director shall be the final arbiters of any such penalties.

3.5 Reshoots may only be authorized by the Range Master or Match Director.

## **4. Ammunition**

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

4.2 Pistol/revolver ammunition shall be 9x19 or larger.

4.3 Rifle ammunition shall be .223 Remington (5.56 NATO) or larger.

4.4 Shotgun ammunition shall be 20 gauge or larger, LEAD SHOT & SLUGS ONLY.

4.4.1 No steel shot ammunition allowed.

4.4.2 Slugs may be prohibited on some targets.

4.5 Use of prohibited types of ammunition may result in a stage or match disqualification.

## **5. Firearms**

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

5.2 If a competitor's firearm becomes unserviceable during competition, that competitor may replace his/her firearm with another of the same, or similar, model, caliber and sighting system approved by the Match Director or the Range Master.

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

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

5.5 Competitors 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; changing shotgun choke tubes is not considered a reconfiguration).

5.6 Certain firearm supporting devices may be prohibited by the Match Director.

5.6.1 Supporting devices that risk excess damage to props or pose a risk to shooters are prohibited. (i.e. the Hedgehog and like products are not allowed)

## **6. Firearms Classifications (Open Class, Tactical Class Iron or Scoped, Heavy Metal)**

6.1 Handgun

### 6.1.1 Open Class

6.1.1.1 No limitations on accessories (see rule 5.3, 5.4, 5.5)

6.1.1.2 Magazine length may not exceed 170 millimeters.

### 6.1.2 Tactical Class

6.1.2.1 Handguns must be of a factory configuration.

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

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

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

### 6.1.3 Heavy Metal Class

6.1.3.1 Handguns must comply with Tactical Handgun rules with the following exceptions.

6.1.3.2 Handguns must be .45 caliber.

6.1.3.3 Magazines may not be loaded with more than 10 rounds at any time.

## 6.2 Rifle

### 6.2.1 Open Class

6.2.1.1 No limitations on accessories (see Rule 5.3, 5.4, 5.5).

### 6.2.2 Tactical Class

6.2.2.1 Rifles must be of a factory configuration (see Rule 5.3, 5.4, 5.5).

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

6.2.2.3 Tactical Optics Class rifles may be equipped with no more than one (1) optical sight.

6.2.2.4 Tactical Iron Class rifles may be equipped with one non-magnifying optic **which is in the same plane as standard iron sights and the bore-line (if in addition, the sights must co-witness)** in addition to or in place of Iron sights.

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

6.2.2.6 Rifle may have a compensator that is no more than 1" in diameter and 3" in length.

### 6.2.3 Heavy Metal Class

6. 2.3.1.1 Rifles must comply with Tactical Class rifle rules.

6. 2.3.1.2 Rifles will be .308 Winchester (7.62 x 51 NATO) or larger caliber.

6. 2.3.1.3 Heavy Metal Class rifles may be equipped with one non-magnifying power optic **which is in the same plane as standard iron sights and the bore-line (if in addition, the sights must co-witness)** in addition to or in place of Iron sights.

6. 2.3.1.4 No magazine shall have more than 20 rounds loaded at any time.

## 6.3 Shotgun

### 6.3.1 Open Class

6.5.1 No limitations on accessories (see Rule 5.3, 5.4, 5.5).

6.5.2 Shotgun detachable magazines and speed loaders are allowed in Open Class.

6.5.2.1 Shotgun speed loaders must have a primer relief cut.

6.5.3 Magazine tube length may not be changed for the duration of the match.

### 6.3.2 Tactical Class

6. 3.2.1 Shotguns must be of a factory configuration (see Rule 5.3, 5.4, 5.5).

6. 3.2.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.

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

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

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

6.3.2.6 No shotgun in Tactical class may be loaded with more than 9 rounds at any time, or hold over 8

rounds in the magazine tube.

6.3.2.7 No shotgun speed loaders or shotguns with detachable magazines are allowed in this class.

6.3.2.8 Magazine tube length may not be changed for the duration of the match.

### 6.3.3 Heavy Metal Class

6.3.3.1 Shotguns must comply with Tactical Shotgun rules.

6.3.3.2 Only 12 gauge shotguns are allowed in this class.

6.3.3.3 Only pump actions are allowed in this class.

## **7. Holsters and other Equipment – All classes**

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

7.3 The holster material must completely cover and protect the handgun's trigger.

7.4 The competitor shall use the same handgun 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.

7.6 The 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 and/or stage description.

## **8. Classes**

### 8.1 Open Class

8.1.1 Any Open Class gun OR Open Class equipment puts the competitor in Open Class for the entire match.

8.1.2 Competitor will shoot firearms which comply with the Firearms Classification rules for Open Class.

## 8.2 Tactical Class-Iron Sighted Rifle

8.2.1 Competitor will shoot firearms which comply with the Firearms Classification rules for Tactical Class, but must use a rifle with iron sights.

## 8.3 Tactical Class-Scoped Rifle

8.3.1 Competitor will shoot firearms which comply with the Firearms Classification rules for Tactical Class, but must use a rifle with an (one) optical sight.

## 8.4 Heavy Metal Class

8.4.1 Competitor will shoot firearms which comply with the Firearms Classification rules for Heavy Metal Class.

# 9. Scoring

9.1 Scoring per stage will be straight time plus penalties. A maximum time allowed to shoot any stage may be set prior to the start of the match.

9.1.1 Any paper target designated as a “shoot” target requires two (2) hits inside the scoring perforations on the target. (Slug targets MAY be exempted from this rule and only require one (1) hit inside a designated scoring ring.) A Vickers scoring system will be used with 0.5 seconds added to the competitor’s raw time on the stage for each point down (or each point not earned) on the paper targets on a stage.

9.1.1.1 The best two hits on paper will be scored.

9.1.1.2 Paper targets which have less than the required number of hits will receive a 5 second penalty for each hit less than that required number. (The penalty is 10 seconds per hit required if the target is > 100 yards from the shooting position.)

9.1.1.3 Example of scoring and penalties on paper targets:

- a. “A,” “B,” or “0” zone hits = no penalty
- b. “C” or “-1” hit = 0.5 second penalty
- c. “D” or “-3” hit = 1.5 second penalty
- d. A paper target engaged by firing at least one round at it, but with no hits, is a Failure To Neutralize. Such a target will receive a minimum of a 10 second penalty for the miss/misses.

e. A paper target which is not engaged by firing at least one round at it will receive a minimum of a 10 second penalty for not making the required hit(s) on the target plus 5 seconds, per target, for a Target Not Engaged (TNE) procedural for a total minimum penalty of 15 seconds per target added to time.

9.1.1.4 Paper targets used in the match may be IPSC (old style), the new IPSC "Classic", TSA, IDPA targets, or any other similar target approved by the Match Director.

9.1.2 Designated "No Shoot" targets will incur a 5 second penalty for each hit.

9.1.3 Non-Paper Targets

9.1.3.1 Knock down style targets (i.e. poppers or other steel) must fall to score.

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

9.1.3.3 Swinging style rifle targets must be struck solid enough to cause the hidden "flash card" to be visible to the Range Officer. The Range Officer may call hits.

9.1.3.4 Engaging a frangible, knock-down or swinging style target by firing at least one round at it but not breaking it, knocking it down or causing the target to react will result in a 10 second miss penalty per target. If the target is located > 100 yards from the shooting position, the penalty for the miss is 15 seconds.

9.1.3.5 A frangible, knock down or swinging style target which is not engaged by firing at least one round at it will receive an additional 5 second penalty for a Target Not Engaged (TNE) procedural per target added to time.

9.1.4 Procedural penalties, 5 seconds per target, may be assessed for failing to follow the stage directions as stated in the stage briefing.

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

9.1.6 Stage Not Fired (SNF/DNF) penalty: A competitor shall receive zero (0) match points for each such stage.

9.1.7 A Maximum Time shall be established for each stage

(180 seconds unless otherwise noted). Upon failure to complete the stage within the maximum time, a shooter will be stopped by the Range Officer and assessed a stage time equal to the Maximum Time plus all applicable penalties.

9.1.8 Higher penalties may be imposed for designated high value targets.

## 9.2 Stage Points

9.2.1 Stages will be assigned a point value based on the number of guns required to be used in the stage.

9.2.1.1 100 stage points to stages using one (1) gun.

9.2.1.2 125 stage points to stages using two (2) guns.

9.2.1.3 150 stage points to stages using three (3) or more guns.

9.2.2 First Place (lowest time) for each stage, in each class, will receive 100% of the points available for that stage.

Second place and below will receive points on a percentage basis from the first place time multiplied by the number of stage points.

9.2.3 All classes will be scored separately.

9.2.4 Total points accumulated for all stages will determine match placement by class.

9.2.5 Ties will be broken by an undisclosed Tie Breaker Stage designated by the Match Director.

9.2.6 Highest score in each class wins.

## 10. Arbitration Rules & General Principles

10.1 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. Remaining calm and rational while arbitrating disputes will make this unpleasant job easier.

10.2 Access – Protests may be submitted for arbitration except the actual scoring of targets. However, protests arising from a disqualification for a safety infraction will only be accepted to determine whether or not an infraction as described by the range official was in fact unsafe. The commission of the infraction may not be protested.

10.3 Appeals – Decisions are made initially by the Range Officer for the stage or area. If the complainant disagrees with a decision, the Range Master should be summoned and asked to rule. If a disagreement still exists, the Match Director must be summoned and asked to rule. His decision is final.