

CATAWBA VALLEY OUTLAW 3-GUN RULES REVISED JANUARY 1, 2018

1 General Conduct & Dispute Resolution

- 1.1 Eye protection is mandatory for participants, spectators & officials at the event site.
- 1.2 Ear protection is mandatory for participants, spectators & officials.
- 1.3 No participants or spectators 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 leave the event site.
- 1.4 Clothing with any offensive images or wording 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. Disqualification will result in complete disqualification from the event, and the participant will not be allowed to continue nor be eligible for prizes.
- 1.6 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 Range Master's discretion. A participant shall be disqualified for unsportsmanlike conduct, including (but not limited to) cheating, making threats, assault, disruptive or distracting behavior, and willful disregard of Event Official instructions.
- 1.7 All disqualifications and reshoots are subject to approval by the Range Master or Match Director.
- 1.8 Participants must compete for score according to the published match and squadding schedule.
 - 1.8.1 A participant who is not present at the scheduled time and date for a stage may not attempt that stage without the written approval of the Range Master or Match Director, or the provisions of rule 6.1.15 will apply.
 - 1.8.2 The challenge of practical shooting includes adapting to prevailing conditions. Participants will not be permitted to defer due to lighting or weather conditions, except when the Range Master determines that a stage attempt would (i) start outside the published hours for sunrise-to-sunset, or (ii) put participant or event official safety in immediate jeopardy.
- 1.9 Any aspect not expressly covered in this document will be resolved with a ruling by the Match Director in consultation with the Range Master any ruling by the Match Director will be final, and will serve as a precedent for the duration of the event. If rules overlap, fully or partially, the IMA rules will take precedence.
 - 1.9.1 The following USPSA rule sections and their subsections specifically do not apply: 1.1.4; 4.2.5; 4.5.2; 6.3; 9.2; 9.4.25; 10.2.9;10.2.14; 11; Appendix A; Appendix E; Appendix F; Appendix G.
- 1.10 To have a matter arbitrated, a participant may obtain an Arbitration Request Form from the Range Master. The completed Arbitration Request Form and the arbitration fee (US\$100 cash) must be submitted to the Match Director within one hour of the time noted on the score sheet.
 - 1.10.1 The Match Director will review the evidence, hear testimony, take counsel and issue a ruling before the end of the event.
 - 1.10.2 If the arbitration is approved, the arbitration fee will be refunded. If the arbitration is disapproved, the arbitration fee will be forfeited.
 - 1.10.3 Safety violations are not subject to arbitration.

2 Safety Be safe!

- 2.1 All events will be run on cold ranges.
 - 2.1.1 Participants' firearms must remain unloaded at the event site except under the direction and immediate supervision of an Range Officer. This includes conceal carry weapons.
- 2.2 Firearms may only be handled and/or displayed in a designated safety area.
 - 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, snap caps or ammunition feeding devices) maybe handled in a safety area.

2.3 Firearms may be transported to, from and between stages only in the following conditions:

2.3.1 Handguns must be cased or holstered, de-cocked and with the magazine removed.

2.3.2 Rifles and shotguns must be cased, or secured muzzle up or down in a stable gun cart/caddy, or carried with the muzzle up or down. Actions must be open and detachable magazines removed. The use of high-visibility open bolt indicator devices is required.

2.3.3 Firearms may only be abandoned as stipulated in the stage briefing and in one of the following safe conditions:

2.3.3.1 Loaded, all safeties fully engaged, muzzle pointed in the designated safe direction (i.e. pointing down into the receptacle).

2.3.3.2 Completely unloaded (no live ammunition anywhere inside the firearm), muzzle pointed in the designated safe direction (i.e. pointing down into the receptacle).

2.4 Match Disqualification

2.4 A participant who commits a safety violation will be stopped by an Event Official as soon as possible, and shall be **Disqualified from the Match** for the following:

2.4.1 The 180 range rule will be in effect for all stages of fire. Breaking the 180 line results in a match disqualification.

2.4.2 Use of any unsafe ammunition as defined in Section 3 will result in match disqualification.

2.4.3 Pistols may not be re-holstered once drawn in a course of fire. Violations of this rule will result in match disqualification.

2.4.4 If a firearm is abandoned in a receptacle with any safety disengaged and participant moves in front of the gun this will result in a match disqualification.

2.4.5 Using a tube-type shotgun speed-loading device without a primer relief cut will result in a match disqualification.

2.4.6 Pointing a firearm, whether loaded or unloaded, in any direction deemed by Event Officials to be unsafe. Will result in a match disqualification.

2.4.7 Firing a shot while not legitimately engaging a target that strikes the ground within 10 feet will result in match disqualification.

2.4.8 Finger inside trigger guard while not engaging a target will result in a match disqualification.

2.4.9 Engaging a steel target within 23 feet will result in a match disqualification.

2.4.10 Violating rule 2.2.3

2.5 Stage Disqualification

2.5 The following safety violations will result in a **Stage Disqualification** and penalty of **500 seconds**:

2.5.1 Firing a shot while not legitimately engaging a target will result in stage disqualification.

2.5.1.1 Long guns must be shouldered when fired.

2.5.1.2 Pistols must be pointed in the direction of a target when fired.

2.5.2 If a fire arm is abandon in a receptacle with any safety disengaged and the participant does not move in front of the firearm this will result in a stage disqualification.

3 Ammunition

3.1 Handgun ammunition shall be 9mm Parabellum (9x19mmNATO) or larger, unless otherwise stipulated under equipment division rules.

3.2 Rifle ammunition shall be .22 LR or pistole caliber for most matches. Larger calibers may be incorporated upon match director's discretion.

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

3.3.1 Birdshot must be no larger than #7 1/2 birdshot, and be made from lead or bismuth only. Iron/steel/tungsten birdshot is unsafe and prohibited.

3.3.2 Slugs may be used when allowed in a course of fire but Range Officer should be notified when competitor is loading slugs. NO steel may be engaged with slugs unless permitted by written stage brief and will be limited to only designated targets.

3.4 Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten/penetrator core projectiles is unsafe and prohibited. If a magnet is attracted to the projectile it may not be used.

- 3.4.1 Competitors in violation of this rule will be responsible for the cost of any targets damaged.
- 3.4.2 No steel targets may be engaged with a bottle neck cartridge unless specified in written stage brief.
- 3.5.4 Power factor will not be used.

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 Range Master.
- 4.2 Firearms capable of fully automatic-or burst-fire will not be permitted. In addition, no bump fire, release (example: Binary) triggers may be used. Violation of this rule will result in match disqualification.
- 4.3 Participants must use the same firearms (handgun, rifle and shotgun) for the entire event.
 - 4.3.1 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 Range Master.
- 4.4 Participants generally may not reconfigure or modify any firearm during the course of the event, except as stipulated in the applicable equipment division rules.
 - 4.4.1 If a participant's firearm becomes unserviceable, that participant may repair their firearm with directly equivalent replacement parts. If replacement parts result in a significant change to the firearm configuration, then the repair must be approved by the Range Master.
 - 4.4.2 Installing or removing minor accessories (e.g. slings, scope covers) is generally permissible; the Range Master will be the final arbiter of whether a particular accessory is "minor".
- 4.5 Unless otherwise stipulated in the stage briefing, the participant's equipment will start the stage in the following conditions:
 - 4.5.1 Handgun loaded to division start capacity and holstered as follows:
 - 4.5.1.1 Single-action auto must have a manual safety catch set to the "safe" position.
 - 4.5.1.2 Double-action auto must be decocked.
 - 4.5.1.3 Safe-action auto must have fully functional passive safeties.
 - 4.5.1.4 Revolver must have the hammer down.
 - 4.5.2 Rifle loaded to division start capacity and held in the low ready position (i.e. oriented with sights uppermost, buttstock in strong-side shoulder, hands in normal firing hold with finger outside trigger guard, muzzle at belt level), safety catch set to the "safe" position.
 - 4.5.3 Shotgun loaded to division start capacity and held in the low ready position (i.e. oriented with sights uppermost, buttstock in strong-side shoulder, hands in normal firing hold with finger outside trigger guard, muzzle at belt level), safety catch set to the "safe" position.
 - 4.5.4 The participant may not touch or hold any firearm loading device or ammunition after the "Standby" command and before the start signal (except for unavoidable touching with the lower arms).
 - 4.5.5 All equipment must start the stage secured on the participant's person or firearms (i.e. equipment may not be otherwise pre-positioned on the stage) unless otherwise written in stage brief. Belts, holsters, ammunition carriers and other equipment worn or carried by the participant may be changed, repositioned or reconfigured between stages.

Equipment Divisions

- 5.1 Participants will declare one equipment division at the beginning of the event.
 - 5.1.1 Equipment divisions are: Open, Tactical, Stealth, and Big Bore.
 - 5.1.2 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 event results.

5.2 Open Division

- 5.2.1 Handgun
 - 5.2.1.1 The handgun holster must safely retain the handgun during vigorous movement, and must completely cover the trigger. The belt upon which the holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.
 - 5.2.1.2 Magazine length may not exceed 170mm.
- 5.2.2 Rifle

5.2.2.1 Supporting devices (bipods etc.) may start any stage installed or removed, folded or deployed at the participant's discretion.

5.2.3 Shotgun

5.2.3.1 Tubular speed loading devices must feature a primer relief cut.

5.2.3.2 Supporting devices (bipods etc.) may start any stage installed or removed, folded or deployed at the participant's discretion.

5.3 Stealth Division

5.3.1 Handgun

5.3.1.1 The handgun holster must safely retain the handgun during vigorous movement. A semiautomatic pistol holster must completely cover the trigger, and must cover the slide up to ½" below the ejection port. A revolver holster must completely cover the trigger and the cylinder. The belt upon which the holster is attached must be worn at waist level. Shoulder holsters, cross draw holsters and "race" holsters are prohibited.

5.3.1.2 Magazine length may not exceed 170mm in the case of single column magazines, and may not exceed 5.561" (141.25mm) for double stacked magazines.

5.3.2 Rifle

5.3.2.1 Supporting devices (bipods etc.), if used, must be installed in the same location for every stage of the event, but may start any stage folded or deployed at the participant's discretion.

5.3.2.2 Not more than one (1) electronic or optical sight is permitted. Any number of iron sights may be used.

5.3.2.3 A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle, 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

5.3.3 Shotgun

5.3.3.1 Only a tubular magazine is permitted and no more than 10 rounds will be loaded before start signal.

5.3.3.2 Only a tubular magazine is permitted. Speed loading devices are prohibited.

5.3.3.3 Electronic sights and optical sights are prohibited.

5.3.3.4 Supporting devices (bipods, etc.) are prohibited.

5.3.3.5 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting, ported chokes) are prohibited.

5.4 Tactical Scope Division

5.4.1 Handgun

5.4.1.1 The handgun holster must safely retain the handgun during vigorous movement. A semiautomatic pistol holster must completely cover the trigger, and must cover the slide up to ½" below the ejection port. A revolver holster must completely cover the trigger and the cylinder. The belt upon which the holster is attached must be worn at waist level. Shoulder holsters, cross draw holsters and "race" holsters are prohibited.

5.4.1.2 Electronic sights, optical sights, extended sights, compensators, muzzle brakes or barrel porting are prohibited.

5.4.1.3 Magazine length may not exceed 170mm in the case of single column magazines, and may not exceed 5.561" (141.25mm) in the case of a double stack magazine.

5.4.3 Rifle

5.4.3.1 Not more than one (1) electronic or optical sight is permitted. Any number of iron sights may be used.

5.4.3.2 A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle, 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.

5.4.3.3 Supporting devices (bipods, etc.) are prohibited.

5.4.3.4 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator). Sound suppressors are not considered to be compensators or muzzle brakes.

5.4.4 Shotgun

- 5.4.4.1 Only a tubular magazine is permitted. Speed loading devices are prohibited.
- 5.4.4.2 Electronic sights and optical sights are prohibited.
- 5.4.4.3 Supporting devices (bipods, etc.) are prohibited.
- 5.4.4.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting, ported chokes) are prohibited.
- 5.4.4.5 Not more than nine (9) rounds total may be loaded before the start signal, unless otherwise stipulated in the stage briefing.

5.5 Tactical Limited Division

5.5.2 Handgun

5.5.2.1 The handgun holster must safely retain the handgun during vigorous movement. A semiautomatic pistol holster must completely cover the trigger, and must cover the slide up to ½" below the ejection port. A revolver holster must completely cover the trigger and the cylinder. The belt upon which the holster is attached must be worn at waist level. Shoulder holsters, cross draw holsters and "race" holsters are prohibited.

5.5.2.2 Electronic sights, optical sights, extended sights, compensators, muzzle brakes or barrel porting are prohibited.

5.5.2.3 Magazine length may not exceed 170mm in the case of single column magazines, and may not exceed 5.561" (141.25mm) in the case of a double stack magazine.

5.5.3 Rifle

5.5.3.1 Not more than one (1) non-magnified electronic or optical sight is permitted. Electronic or optical sights originally designed to be capable of any magnification (whether used or not) are prohibited. Any number of iron sights may be used.

5.5.3.2 Supporting devices (bipods, etc.) are prohibited.

5.5.3.3 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator). Sound suppressors are not considered to be compensators or muzzle brakes.

5.5.4 Shotgun

5.5.4.1 Only a tubular magazine is permitted. Speed loading devices are prohibited.

5.5.4.2 Electronic sights and optical sights are prohibited.

5.5.4.3 Supporting devices (bipods, etc.) are prohibited.

5.5.4.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting, ported chokes) are prohibited.

5.5.4.5 Not more than nine (9) rounds total may be loaded at the start signal, unless otherwise stipulated in the stage briefing.

5.6 Big Bore

5.6.1 Handgun

5.6.1.1 The handgun holster must safely retain the handgun during vigorous movement. A semiautomatic pistol holster must completely cover the trigger, and must cover the slide up to ½" below the ejection port. A revolver holster must completely cover the trigger and the cylinder. The belt upon which the holster is attached must be worn at waist level. Shoulder holsters, cross draw holsters and "race" holsters are prohibited.

5.6.1.2 Electronic sights, optical sights, extended sights, compensators, muzzle brakes or barrel porting are prohibited.

5.6.1.3 Magazines may be loaded with not more than ten (10) rounds at the start signal.

5.6.1.4 Minimum caliber is .40".

5.6.2 Rifle

5.6.2.1 Must be of pistol caliber .355 or larger and not more than one (1) non-magnified electronic or optical sight is permitted. Any number of iron sights may be used.

5.6.2.2 Supporting devices (bipods, etc.) are prohibited.

5.6.2.3 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator). Sound suppressors are not considered to be compensators or muzzle brakes.

5.6.2.4 Magazines may be loaded with not more than twenty (20) rounds at the start signal.

5.6.3 Shotgun

5.6.3.1 Action type must be pump-action.

- 5.6.3.2 Only a tubular magazine is permitted. Speed loading devices are prohibited.
- 5.6.3.3 Electronic sights and optical sights are prohibited.
- 5.6.3.4 Supporting devices (bipods, etc.) are prohibited.
- 5.6.3.5 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting, ported chokes) are prohibited.
- 5.6.3.6 Not more than twelve (12) rounds total may be loaded at the start signal, unless otherwise stipulated in the stage briefing.
- 5.6.3.7 Minimum bore size is 12 gauge.

Scoring & Penalties

- 6.1 Stage time will be based on time to complete the stage plus applicable penalties.
- 6.1.1 Unless otherwise stipulated in the stage briefing, cardboard “shoot” targets must be neutralized by receiving 1 hit in the “-0” or “A zone” from rifle or pistol or 2 hits anywhere. One shotgun hit slug anywhere on cardboard targets will be considered neutralized.
- 6.1.2 IPSC cardboard “shoot” targets that are not neutralized will incur time penalties as follows:
 - 6.1.2.1 One (1) hit only from rifle or pistol = 5 second penalty (Failure To Neutralize).
 - 6.1.2.2 No hits on target, but target was engaged = 10 second penalty (No hits on Clay, Steel or Paper).
 - 6.1.2.3 No hits on target, and target was not engaged = 15 second penalty (Target Not Engaged).
- 6.1.3 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.
- 6.1.4 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.
- 6.1.5 Knock-down/swinging/flashing targets that do not fall/react will incur time penalties as follows:
 - 6.1.5.1 Target did not fall/react, but target was engaged = 10 second penalty (Un-hit Target).
 - 6.1.5.2 Target did not fall/react, and target was not engaged = 15 second penalty (Target Not Engaged).
- 6.1.6 Knock-down handgun and shotgun targets will be calibrated before the event begins.
 - 6.1.6.1 Handgun targets will be calibrated with a 9mm handgun using factory ammunition.
 - 6.1.6.2 Shotgun and optional handgun/shotgun targets will be calibrated with a 12 gauge shotgun, barrel length not to exceed 24” and, using factory 7 1/2 birdshot ammunition as appropriate.
 - 6.1.6.3 The Range Master will designate specific supplies of 9mm and 12 gauge ammunition, and one or more handguns and shotguns, to be used as official calibration tools only by the Range Master or designated testing personnel. Designated calibration firearms and ammunition are not subject to challenge.
 - 6.1.6.4 Handgun and shotgun knock-down targets may be subject to participant challenge.
 - 6.1.6.5 Rifle reactive targets are not subject to participant challenge, but may be adjusted or tested at the Range Master’s discretion.
 - 6.1.6.6 Calibration may be performed from anywhere within the designated shooting area at the discretion of the match staff.
 - 6.1.6.6.1 Falling steel may be calibrated to require a hit in a specific area to fall if specified in written stage brief. For example: Pepper Popper may require a head shot to fall.
- 6.1.7 Frangible targets (e.g. clay pigeons) must break or fall off holder to score. A target with a significant piece visibly detached is considered “broken”.
 - 6.1.7.1 A moving frangible target that breaks on activation will count for score provided the participant makes a bona fide attempt to hit it by safely firing a dedicated shot in the direction of the target.
- 6.1.8 Frangible targets that do not break will incur time penalties as follows:
 - 6.1.8.1 Target did not break, but target was engaged = 10 second penalty (Un-hit Target).
 - 6.1.8.2 Target did not break, and target was not engaged = 15 second penalty (Target Not Engaged).
- 6.1.9 Disappearing targets may only be engaged after their appearance and before their disappearance.
- 6.1.10 Scoring hits on designated “No Shoot” targets will incur a 5 second penalty per hit, up to a maximum of 2 hits per no-shoot unless otherwise specified in written stage brief. Steel “No Shoot” targets must fall to score. Frangible “No Shoot” targets must break as stated in 6.1.7 to score as penalty.
- 6.1.11 Failure to follow procedures prescribed in the stage briefing will result in a 5 second penalty.
 - 6.1.11.1 If a competitive advantage is deemed to have been gained, procedural penalties may be applied on a “per shot” basis.
 - 6.1.11.2 Enhanced procedural penalties may be applied at the Range Master’s discretion if a participant willfully and egregiously violates stage procedures.

6.1.11.3 The rendering of any assistance or advice to a participant who is actively engaged in a stage (“coaching”) by any person other than an Event Official is prohibited. Event Officials may penalize the “coach” and/or the participant with a procedural penalty for each occurrence. Persistent coaching may be subject to the provisions of rules 1.5 and/or 1.6.

6.1.12 A participant may abandon a firearm in order to use another firearm, in accordance with the stage briefing, with the following constraints:

6.1.12.1 Abandonment is performed safely in accordance with rule 2.4.3.

6.1.12.2 During abandonment of one firearm, the participant may handle another firearm providing all safety aspects are followed. Neither firearm may be fired while the participant has both in hand (violation will incur penalties per rule 6.1.11.1).

6.1.12.3 Unless otherwise stipulated in the stage briefing, once a firearm has been abandoned and the next firearm withdrawn from its staging location, the first firearm may not be retrieved/reused (violation will incur penalties per rule 6.1.11.1).

6.1.13 The stage briefing may stipulate a shooting area sequence. During such a stage, once a participant begins shooting from a shooting area, they may not return to any previous shooting area (violation will incur penalties per rule 6.1.11.1).

6.1.14 Additional penalties may be applied as stipulated in the stage briefing.

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

6.1.16 A time limit for completing any stage may be imposed 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 the time to the last shot and all applicable miss and TNE penalties.

Awards

7.1 Awards will be at the match directors discretion.