

## CHAS 3 Gun Rulebook (last updated 2019)



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## 1.0 SAFETY RULES

### 1.1 CHAS 3 GUN RULES

1.1.1 It is the competitor's responsibility to read and understand the rules set forth by CHAS 3 Gun and agree to be subject to these rules while participating in any CHAS 3 Gun event.

## 1.2 WRITTEN STAGE BRIEFING (WSB)

1.2.1 It is the competitor's responsibility to read and understand the WSB and obey any special conditions or requirements stipulated therein, any rule differences from the main rulebook shall be written in the WSB and will be the governing rules as stipulated for that particular Course of Fire (COF). The WSB may be delivered as a standard spoken stage brief before the start of the stage, and/or amendments to the WSB may be made on match day.

## 1.3 CANADIAN LAW

1.3.1 It is competitor's responsibility to know, understand and adhere to all Federal, Provincial and Municipal Regulations regarding the use, transportation, and magazine capacity of firearms.

## 1.4 COLD RANGE

1.4.1 All CHAS 3 Gun Produced Events will be run on a COLD RANGE.

Definition: When the condition of the firing range requires all firearms to remain unloaded at the event site except under the direct supervision of an Range Officer (RO).

## 1.5 CHAMBER SAFETY FLAGS

1.5.1 All CHAS 3 Gun produced and sanctioned events require the use of chamber safety flags to visually indicate the safe condition of a firearm.

1.5.2 Chamber safety flags are required for all carried, slung, cased or uncased firearms unless holstered or under the direct supervision of a Range Officer (RO). For competitors without chamber flags, they may carry their long guns unloaded with the action locked to the rear from the rifle racks or shotgun table muzzle up.

Chamber flags will be provided to new shooters upon their first match, and shooters who have lost flags during a match where required. Large zip ties may be used as a chamber flag.

Note: Staged and pre-loaded shotguns must have a chamber safety flag inserted, have the action locked open, or have a shell holding the action open so you can observe the chamber is empty

## 1.7 SAFE AREAS

1.7.1 When available, Safe Areas will be clearly marked with signs and unloaded firearms may be handled and or displayed in Safe Areas only. Case and uncase firearms in the safe area only, NOT the parking lot.

Note 1: Loaded firearms and loaded magazines cannot be handled in the Safe Area.

Note 2: Live ammunition and dummy/inert ammunition cannot be handled in the Safe Area.

Exception: Closed or sealed boxes of ammo can be handled.

Note 3: Violation of this rule will result in a Match Disqualification (DQ).

## 1.8 TRANSPORTING FIREARMS

(To and from vehicles or between stages)

1.8.1 Pistols must be transported from vehicles or between stages cased with slide forward on a chamber safety flag or remain holstered.

1.8.2 Long Guns must be transported with the bolt closed on a chamber safety flag, detachable magazines must be removed and magazine tubes unloaded.

1.8.3 Long Guns must be cased OR if hand carried or slung, the muzzle must be pointed up.

1.8.3.1 Using a cart where the muzzles are pointed downward is allowed.

Note: The ONLY time a long gun may not have a chamber safety flag inserted is after the "Make Ready" command or in a Safe Area.

## 2.0 RANGE COMMANDS & SHOOTING POSITIONS

### 2.1 COURSE OF FIRE:

2.1.1 The Course of Fire (COF) begins with the "MAKE READY" command and ends after the command "RANGE IS CLEAR".

Note: The most powerful command on the range is:

### 2.2 "STOP!"

2.2.1 The "STOP" command may be issued by any RO assigned to the stage at any time during the COF.

2.2.2 The competitor must immediately cease firing, stop moving and wait for further instructions from the RO.

Note: This command means the RO has determined something occurred that requires all shooting to cease.

### 2.3 "MAKE READY"

2.3.1 The “MAKE READY” command signals the official start of the COF, and everything moving forward must be done under an RO’s direct supervision.

2.3.2 When multiple firearms will be used during a COF, the RO will direct the competitor through the preparation of all firearms starting at the most downrange set up station, moving back as necessary, ending at the start position. The competitor will then assume their start position.

2.3.3 A competitor may elect not to use a certain firearm(s) on a stage, which is legal so long as the targets presented in the COF may be legally engaged with the firearm(s) the competitor has chosen to use.

2.3.3.1 If the WSB stipulates starting with a particular firearm, the WSB must be followed and that specific firearm be used at the start of the COF.

2.3.4 A competitor may elect to stage a firearm safely in a designated grounding container INSTEAD of on a staging table.

2.3.4.1 Once any firearm has been discharged, the firearm staged in a designated grounding container INSTEAD of on a staging table will become grounded and all applicable penalties will apply. (Check for 1 step rule)

Note: If the WSB or the COF design dictates long guns to be staged in containers ONLY there will be no additional grounding penalties assessed.

## 2.4 “ARE YOU READY?”

2.4.1 The “ARE YOU READY?” command will be issued by the RO after the competitor has settled into their starting position.

2.4.2 There is NO response necessary from the competitor to proceed after this command if they are ready.

2.4.3 If the competitor is not ready, they must indicate as such. If they indicate they are not ready, the RO will pause, and then repeat the command “ARE YOU READY?”

## 2.5 “STAND BY”

2.5.1 The RO will give the “STAND BY” command and activate the start timer initiating the COF within one to four (1-4 sec) seconds following no response from the competitor.

## 2.6 “IF YOU ARE FINISHED, UNLOAD AND SHOW CLEAR”

2.6.1 When the competitor has finished shooting, the RO will give the command, “IF YOU ARE FINISHED, UNLOAD AND SHOW CLEAR”.

2.6.2 If they are finished, the competitor MUST lower their firearm and present it for inspection by the RO with the muzzle pointed down range, magazine removed or tube emptied, slide/bolt locked or held open and the chamber empty.

Note: If the firearm has been grounded, the competitor must keep the muzzle pointed down and in the container while unloading and clearing the firearm(s).

## 2.7 "IF CLEAR, HAMMER DOWN"

Once the RO has inspected the firearm, one of the following commands shall be issued.

2.7.1 Pistol: "IF CLEAR, HAMMER DOWN, HOLSTER"

2.7.2 Rifle and Shotgun: "IF CLEAR, HAMMER DOWN, FLAG"

2.7.2.1 The RO will then accompany and instruct the competitor to safely unload all other firearms that were used in the COF.

Note: After the "IF CLEAR, HAMMER DOWN, HOLSTER or FLAG" command is given, it is the responsibility of the competitor to retrieve all firearms, confirm they are clear and reholster or insert required chamber safety flag(s).

2.7.3 The RO can assign the unloading duty to designated competitor(s).

2.7.3.1 If assigned, the designee(s) must keep the muzzle pointed down and in the designated grounding container while unloading the firearm(s).

Note: The designee will only unload the firearm and will NOT clear the firearm or insert a chamber flag.

2.7.3.2 All firearms must remain in the designated grounding container when designee(s) are finished unloading.

2.7.4: A cartridge detonation which occurs while unloading a firearm is not considered a shot or discharge and will NOT result in a DQ.

Definition: Ignition of the primer of a round, other than by the action of a firing pin, where the bullet or shot does not pass completely through the barrel (i.e. when a slide is being manually retracted or when a round is dropped).

## 2.8 "RANGE IS CLEAR"

2.8.1 The "RANGE IS CLEAR" command CAN only be issued after the competitor and the RO have cleared all firearms.

2.8.2 Once this command is given, it indicates the official end of the COF and officials and competitors may then move down range to score, paste and restore targets.

## 2.9 ADDITIONAL VERBAL SAFETY WARNINGS

### 2.9.1 "FINGER"

This verbal warning may be issued anytime in the COF before stopping a competitor for a trigger discipline violation.

2.9.1.1 The competitor's fingers must be visibly outside the trigger guard when loading, reloading or unloading during a COF and while clearing a malfunction.

### 2.9.2 "MUZZLE"

This verbal warning may be repeated at different locations in the COF as needed when the competitor's muzzle approaches the 180-Degree Safety Plane.

## 2.10 START POSITIONS

WSBs may require the "Start Position" to be standing, sitting, kneeling, prone or dictated otherwise.

Note 1: The WSB can also stipulate which firearm the COF will start with.

Note 2: A COF will never require or allow a competitor to touch or hold ammunition or a firearm loading device after the "Standby" command and before the "Start Signal" except for unavoidable casual contact with the lower arms.

2.10.1 PISTOL: Unless otherwise specified in the WSB, the competitor must stand erect, facing downrange, with arms hanging naturally at the sides. The "Stage Ready Condition" for all Pistols shall be magazine and chamber loaded and holstered, unless stipulated otherwise in the WSB.

Multi-gun or Long Range: If the competitor opts to go prone at the start, then the pistol can be holstered, with loaded magazine inserted, and the chamber empty.

2.10.2 PORT ARMS LONG GUN: Standing erect and relaxed, with the long gun held diagonally in front of the body, held with both hands, safety engaged, strong hand on grip, support hand on forearm, buttstock touching the competitor's belt at hip level, muzzle angled upward, loading port and/or magwell facing downward, finger out of the trigger guard. The "Stage Ready Condition" for all long guns shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the WSB.

2.10.3 LOW READY LONG GUN: Standing erect and relaxed, long gun mounted to the shoulder, safety engaged, loading port and / or magwell facing downward, muzzle lowered from aiming at targets or aimed

specifically at a designated low ready marker. The "Stage Ready Condition" for all long guns shall be magazine and chamber loaded with safety engaged, unless stipulated otherwise in the WSB.

Note: The WSB can stipulate the shooting position and/or style for any firearm including strong side, support side or a combination of either.

All firearms, unless specified in the WSB, must start the COF with the safety engaged.

## 2.11 SHOOTING POSITIONS

2.11.1 PRONE: Is defined as, a body position in which the competitor lies flat with their chest down and their back up in a supported shooting position.

Note 1: Having a holstered pistol with a live round in the chamber while in the prone position at any point in the COF will result in a match DQ.

Note 2: This also includes prone at the start position or after re-holstering during the COF.

2.11.1.1 Re-inserting a loaded pistol magazine with an empty chamber IS allowed.

2.11.2 SUPPORTED: Is defined as, when any part or the competitor's body and or firearm touches, rests or comes in contact with the ground or any stage prop or object while engaging targets during the COF.

Note: Shooting prone and from a barricade is considered a supported position.

2.11.3 BARRICADE: Unless stipulated otherwise in the WSB, official CHAS 3 Gun Barricades or other designated structures may be used by the competitor to shoot from the "Prone" or "Supported" positions without penalty.

2.11.3.1 Any shots fired in the prone position from the barricade that do not pass through the low port will NOT count for score or target engagement.

2.11.4 UNSUPPORTED (OFF HAND): Is defined as, when any part or the competitor's body and or firearm does not touch, rest or come in contact with the ground, any stage prop or object while engaging targets during the COF.

Note: The WSB can stipulate the shooting position and/or style for any firearm including strong side, support side or a combination of either.

## 2.12 STIPULATED SHOOTING STYLES

2.12.1 SUPPORT SIDE: Is defined as, meeting the definition of (Rule 2.12.4) and restricted to the use of support side only.

Pistol: When stipulated in the WSB the pistol MUST be fired with the support hand only.

Exemption: Pistol malfunctions and reloads can be cleared and performed with both hands.

Long Guns: When stipulated in the WSB the long gun MUST be shouldered from the support side and fired from the support hand only. The strong hand is allowed to contact the firearm provided it's shouldered and fired from the support side and hand.

Example: The support side of a right handed competitor is the left shoulder and hand.

2.12.2 STRONG SIDE: Is defined as, meeting the definition of (Rule 2.12.4) and restricted to the use of strong side only.

Pistol: When stipulated in the WSB the pistol MUST be fired with the strong hand only.

Exemption: Pistol malfunctions and reloads can be cleared and performed with both hands.

Long Guns: When stipulated in the WSB the long gun MUST be shouldered from the strong side and fired from the strong hand only. The support hand is allowed to contact the firearm provided it's shouldered and fired from the support side and hand.

Example: The strong side of a right handed competitor is the right shoulder and hand.

2.12.3 FREESTYLE: Is defined as, meeting the definition of (Rule 2.12.4) and allows the use of strong side, support side or a combination of either.

## 3.0 ABANDONING & GROUNDING FIREARMS

### 3.1 ABANDONED FIREARM

Is defined as, any firearm left in any location or condition BEFORE another firearm is discharged.

3.1.1 Competitors can retrieve and reuse abandoned firearms to re-engage targets without penalty.

3.1.2 All 180-Degree rules apply and the competitor must be safely behind the firearm while handling or reusing abandoned firearms.

Note 1: An abandoned firearm breaking the 180-Degree safety plane WILL result in a match DQ.

Note 2: All long guns must be inserted into designated grounding containers muzzle down or a match DQ WILL be issued.

### 3.2 GROUNDED FIREARM

Is defined as, any firearm left in any location or condition AFTER another firearm is discharged.

3.2.1 Designated containers designed to ground specific firearms MUST be made available on each COF.

3.2.2 Pistols MUST be grounded in small designated pistol containers only or safely re-holstered.

Note: A re-holstered pistol is not considered grounded.

3.2.3 Long Guns MUST be grounded in large designated long gun containers only.

3.2.4 Competitors CAN abandon or ground two (2) long guns in the same container.

3.2.5 Competitors CANNOT start the COF with more than one (1) long gun in the same container, unless that container is designed for multiple guns.

Note 1: Competitors CAN retrieve and reuse grounded firearms to re-engage targets, but this action will result in a +5 sec penalty per occurrence.

Note 2: If a pistol or long gun is grounded in the incorrect container or incorrect location, penalties or a match DQ WILL apply.

Note 3: All long guns must be inserted into designated grounding containers muzzle down or a match DQ WILL be issued.

### 3.3 RE-HOLSTERING

A COF will never require a competitor to re-holster a pistol after the start signal.

3.3.1 Competitors CAN re-holster their pistol after match start, but must remove the magazine and rack the round out of the chamber before holstering (cold gun in holster).

3.3.2: Any COF with optional pistol targets MUST have a small designated pistol container made available for abandoning and grounding the pistol.

3.3.3: When clearing the firearm at the end of the COF, any round(s) that are found INADVERTENTLY left touching a firearm do not constitute a loaded chamber.

Example: A live round that has been caught in the ejection port, or "Stove Piped" or a loose live round in the mag well.

### 3.4 GROUNDED SAFETY CONDITIONS

Unless stipulated in the WSB there are only two (2) acceptable methods to safely abandon and ground a firearm.

### 3.4.1 SAFETY CONDITION 1: LOADED WITH SAFETY ENGAGED

3.4.1.1 Any manual safety MUST be “Operational” and MUST be engaged to satisfy the “Loaded with Safety Engaged” condition, regardless of a “Passive Safety”.

Definition 1: “Operational” Is defined as, when the safety mechanism operates correctly as intended and must not be altered or disabled in a way that while not being handled, the safety features can no longer prevent the firearm from discharging.

3.4.1.2 Any firearm without a manual safety MUST have a “Passive Safety” in an “Operational” condition to satisfy the “Loaded with Safety Engaged” condition.

Definition 2: "Passive Safety" Is defined as, a safety that engages automatically and disables the striker or firing pin from moving or discharging while not being handled.

Exception: Grip activated (i.e. 1911 & 2011) safeties and hinge style trigger shoe (i.e. Glock & M&P) safeties DO NOT meet the requirements of (Rule 3.4.1.2) or the definition of “Passive Safety”.

3.4.1.3 If a firearm only contains a de-cocking lever or button, it MUST be engaged and the hammer, striker or firing mechanism must be fully de-cocked to satisfy the “Loaded with Safety Engaged” condition.

### 3.4.2 SAFETY CONDITION 2: EMPTY CHAMBER

3.4.2.1 Empty chamber, with no live rounds in the feed tube and/or the magazine removed.

Exception 1: A malfunction or double feed where there is no cartridge fully seated in the chamber will NOT be considered loaded.

Exception 2: Any spent case or hull left in the chamber will NOT be considered loaded.

## 4.0 TARGETS

Shooting at a target with ammunition that is prohibited for use with that target type will NOT count for score or target engagement, and unless re-engaged with legal ammunition, the competitor WILL receive all applicable MOT or FTE penalties.

### 4.1 CLAY & FRANGIBLE TARGETS

4.1.1 Clay Pigeon/Frangible targets, steel targets categorized by color, size or shape stipulated in the WSB as optional or Birdshot only targets.

Note: Shooting a paper target with birdshot will NOT count for score or target engagement. If a paper target is shot with birdshot and NOT re-engaged with legal ammunition, the competitor WILL receive all applicable MOT or FTE penalties.

## 4.2 SHOTGUN SLUGS

4.2.1 Paper targets and steel targets categorized by color, size or shape stipulated in the WSB as optional or Slug only targets.

## 4.3 RIFLE TARGETS

4.3.1 Multi-purpose paper targets and any steel targets categorized by color, size or shape and stipulated in the WSB as optional or Rifle only targets.

## 4.4 WSB OPTION

4.4.1 The WSB CAN also stipulate certain targets that CAN or CANNOT be engaged with multiple firearms as an available option.

# 5.0 MATCH SCORING

## 5.1 MATCH SCORING

5.1.1 Scoring per COF will be total time with penalties.

5.1.2 The lowest total match time including all penalties will determine the winner of the match, division, and the overall order of finish.

Note: If issued a DQ the competitor will not be allowed to continue in the event and will receive no score.

5.1.3: Maximum par time for each COF shall be stipulated in the WSB. If par time has expired on a COF, it will be scored as shot including all applicable hits and penalties.

## 5.2: MULTI-GUN SCORING ON PAPER SHOOT TARGETS

5.2.1 Any CHAS 3 Gun paper target designated as a Shoot target may be engaged with Rifle, Pistol or Shotgun slug.

5.2.2 Paper targets must be hit once in the A/B zone, or twice anywhere inside or breaking the outside perforation.

5.2.3 When a shot passes through any CHAS 3 Gun paper target, then continues on to hit another target(s), all hit targets will be counted for score and or penalty.

Exception 1: Only ONE (1) slug hit minimum on paper anywhere inside the border perforation is required for score. The hit only needs to touch or break the border perforation to avoid penalty.

Exception 2: HEAVY DIVISION Competitors shall be required to have at least one (1) scoring hit on paper minimum with Rifle and or Pistol, anywhere inside the border perforation. The hit only needs to touch or break the border perforation to avoid penalty.

5.2.4 Only holes in CHAS 3 Gun paper Shoot targets or No-Shoot targets made by bullets or slugs will count for score.

5.2.5 Evidence of the actual bullet or slug hole must be present on the target with a crown or grease ring marks on the hole.

Note 1: If a paper target(s) is determined to be non-scoring due to a birdshot pattern that has removed clear evidence of slug or bullet holes, the target will be scored and all applicable penalties will apply.

Note 2: Holes in paper targets made by wads, birdshot, shrapnel, bullet fragments or flying debris will not count for score or engagement.

### 5.3 MULTI-GUN SCORING ON PAPER NO-SHOOT TARGETS

5.3.1 The white back side of CHAS 3 Gun paper targets CAN be used as a No-Shoot target.

5.3.2 When a shot passes through a No-Shoot target, then continues on to hit another target(s), all hit targets will be counted for score and or penalty.

Note: Holes in paper targets made by wads, birdshot, shrapnel, bullet fragments or flying debris will not count for score or engagement.

5.3.3 Knock Down (KD) style steel plates, steel poppers or static steel plates CAN be designated and used as No-Shoot targets.

5.3.4 Steel No-Shoot targets MUST be specified in the WSB.

5.3.5 Steel No-Shoots MUST fall to score or if static MUST be painted as necessary to verify hit(s).

### 5.4 MULTI-GUN SCORING ON STEEL

5.4.1 Steel Poppers MUST fall to score.

5.4.2 All static steel MUST visibly indicate impact(s) or be verbally called for hits to count for score.

5.4.3 If a designated steel KD plate is determined to have been struck by a single pistol or single rifle projectile and has turned or moved from its original set location and does not fall, the target will be considered scored as hit.

5.4.4 All designated steel KD plates engaged with birdshot MUST fall to score.

Note 1: All steel should be painted between squads regardless of weather conditions and static steel MUST be painted as necessary to verify and call hit(s)

Note 2: Designated steel KD plates are NOT subject to calibration.

Note 3: All KD plates should have a target direction line applied to specify the target presentation angle to verify correct reset for competitors and add a visual aid for the RO to determine if the target was struck for officiating and arbitration purposes.

5.4.5 If a projectile fired by a firearm other than a shotgun fragments or ricochets and then strikes and knocks down a steel target, the target(s) will be considered scored as hit.

5.4.6 If a steel target falls from the stand while being engaged the target will be considered scored as hit.

## 5.5 MULTI-GUN SCORING ON CLAY & FRANGIBLE TARGETS

5.5.1 Only evidence of penetration by at least one pellet and showing light through a visible hole constitutes a "Broken Clay".

5.5.2 If a projectile fired by a firearm other than a shotgun, fragments or ricochets and then strikes and breaks a clay target, the target(s) will be considered scored as hit.

5.5.3 If a clay target falls from the stand while being engaged but does not break, the target will be considered scored as hit.

## 6.0 PENALTIES

Penalties are actions that equate to additional time added to the score based on the severity of the action.

If issued a DQ the competitor will not be allowed to continue in the event, and will receive no score.

Note 1: Safety violations will NOT be subject to arbitration.

Note 2: A signed score sheet does not finalize a score. If discrepancies arise prior to the time that the final event scores are posted, CHAS 3 Gun will, with notification, take whatever steps necessary to remedy and correct the problem.

Example: Problems include, but are not limited to re-shoots, mathematical errors, faulty timers etc.

Note 3: All DQs must be finalized either by the Range Master (RM) or the Match Director (MD) only.

Note 4: Any overturning of a DQ shall be finalized by both the RM and the MD.

## 6.1 SCORING PENALTIES

WSB may include special stage scoring or penalties

6.1.1 Aerial: Any Aerial clay target missed +2.5 seconds

6.1.2 Single Hit on Target (SHT) Single hit on paper outside the A/B at ANY distance. Not applicable to Heavy Pro division. +2.5 seconds

6.1.3 Miss On Target (MOT) No Hits on Paper, Steel left standing, Clay unbroken, no hits called on static steel +5 seconds

6.1.4 A +5 sec penalty will be assessed for each hit(s) on an No-Shoot (NS) target.

6.1.5 Failure to Engage (FTE) +10 seconds

6.1.6 Enhanced Miss on Target (eMOT) +10 seconds

6.1.7 Enhanced Failure to Engage (eFTE): +15 seconds

Definition: **Failure to Engage** (FTE) is defined as, when a competitor does not fire upon a specific legal target on the COF. Failure to Engage penalties include the regular +5 second MOT penalty, the total penalty for any target scored an FTE is +10 seconds only.

Note 1: Shooting in the general direction of a target, shooting over or under obstructions that targets are behind or through see through walls and or barriers, does not constitute "Engaging a Target".

Note 2: All walls, barriers or constructed obstacles are deemed to extend from the ground up to infinity, and are considered to be impenetrable hardcover unless written in the WSB.

Definition: **Enhanced Miss on Target** (eMOT) Failing to neutralize steel at over 100 meters or failing to fully spin a horizontal or vertical spinner.

Definition: **Enhanced Failure to Engage** (eFTE) Failing to engage steel at over 100 meters or failing to engage a horizontal or vertical spinner with a minimum of 4 rounds. Enhanced Failure to Engage penalties include the regular +10 second eMOT penalty, the total penalty for any target scored an eFTE is +15 seconds only.

## 6.2 ADDITIONAL +5 SEC PROCEDURAL PENALTIES:

6.2.1 WRITTEN STAGE BRIEFING (WSB):

6.2.1.1 A +5 Sec penalty will be issued for failing to follow specific stage procedures per the WSB.

Example: Including but not limited to: Start positions, firearm conditions, and other key stage details.

#### 6.2.2 FOOT FAULTS:

6.2.2.1 A +5 sec penalty will be assessed for any shot fired while any part of a competitor's body touches the ground beyond a Shooting Box or a Fault Line

#### 6.2.5 NON-SCORING TARGET

6.2.5.1 If a paper target(s) is determined to be non-scoring due to a birdshot pattern that has removed clear evidence of slug or bullet holes, the target will be scored as a MOT +5 Sec only per target(s) in question.

6.2.5.2 No additional FTE penalties will be assessed.

#### 6.2.6 STAGE PROPS

When stipulated in the WSB, certain props may not be used to shoot off or rest against. A **+5 Sec** per shot penalty will be assessed for any competitor that uses a non-permitted structure to support their pistol or long gun.

#### 6.2.7 GROUNDED FIREARMS REUSE:

6.2.7.1 A +5 Sec penalty per occurrence will be assessed to competitors that retrieve and reuse GROUNDED firearms to re-engage targets.

Example: If a competitor abandons their shotgun then picks up & fires a rifle, that action grounds the abandoned shotgun. If that same competitor abandons said rifle, retrieves and fires the now grounded shotgun, they would receive a penalty for that occurrence. One penalty would apply and the stage would be scored as shot.

Note: There is no new target engagement penalties tied to this rule

### 6.3 ADDITIONAL +10 SEC PROCEDURAL PENALTIES

#### 6.3.1 VISION BARRIERS:

6.3.1.1 Firing a shot(s) through a vision barrier to engage a target will result in one FTE for each frangible or knock down target that CANNOT legally be re-engaged.

Exception: Any CHAS 3 Gun paper targets may legally be re-engaged without assessing any penalties.

Note 1: Shooting in the general direction of a target, shooting over or under obstructions that targets are behind or through see through walls and or barriers, does not constitute "engaging a target".

Note 2: All walls, barriers or constructed obstacles are deemed to extend from the ground up to infinity, and are considered to be impenetrable hardcover unless written in the WSB.

Exception: Unless shooting under or over a prop IS allowed per the WSB

### 6.3.2 CLAY PIGEONS:

6.3.2.1 Engaging a clay pigeon with anything other than birdshot shall result in one FTE for each frangible target that CANNOT legally be re-engaged.

### 6.3.3 ILLEGAL TARGET ENGAGEMENT:

6.3.3.1 Shooting at a specific target with ammunition that is prohibited for use with that target type will NOT count for score or target engagement, and unless remedied shall result in one FTE for each target that CANNOT legally be re-engaged.

Note 1: Shooting a paper target with birdshot will NOT count for score or target engagement. If a paper target is shot with birdshot and NOT re-engaged with legal ammunition, the competitor WILL receive all applicable MOT and FTE penalties.

### 6.3.4 FIREARM & EQUIPMENT INSPECTIONS

6.3.4.1 ROs' may conduct firearm and equipment inspections any time after a competitor has completed one or more stages for the official match.

6.3.4.2 ROs' may conduct random inspections of pre-loaded shotguns to insure the competitor has no more than what is legally allowed in the shotgun

6.3.4.3 Upon request, a competitor must unload their shotgun so an audit of the number of shells pre-loaded can be counted.

6.3.4.4 This inspection must be conducted before the competitor has stepped to the line and the "Make Ready" command has been issued.

6.3.4.4 Violation will result in a penalty of +10 sec

Note: Refusal to submit to a firearm equipment compliance inspection or to a pre-loaded shotgun inspection will result in a match DQ.

### 6.3.5 SLUGS ON NON SLUG TARGETS

6.3.5.1 A +10 Sec will be assessed for shooting targets that are not designated as a slug target in the WSB.

6.3.5.2 The target will be scored as shot and no additional penalties assessed.

Note: If the target is damaged or destroyed the competitor will be required to pay and/or replace the damaged target.

## 6.4 ADDITIONAL +30 SEC PROCEDURAL PENALTIES

### 6.4.1 GROUNDING

A +30 Sec penalty will be assessed for grounding a firearm in the correct designated container or correct location with a loaded chamber and the primary safety not engaged.

### 6.4.2 STAGE PROPS

When stipulated in the WSB, certain props may not be used to shoot off or rest against. If the competitor shoots a stage prop such as a car or VTAC, the competitor will incur a +30 second penalty. No penalties for anything that holds a target up such as lav.

## 6.5 SHOOTING DISQUALIFICATION (DQ) PENALTIES

### 6.5.1 UNSAFE GROUNDING OF FIREARMS:

6.5.1.1 Grounding any firearm in the incorrect container or incorrect location and then moving downrange of the firearm regardless of primary safety or chamber condition will result in a match DQ.

6.5.1.2 Grounding or abandoning any firearm in the incorrect container or incorrect location and the muzzle of the firearm has broken the 180-degree safety plane will result in a match DQ.

### 6.5.2 FIREARM CONTROL:

6.5.2.1 A competitor that drops or loses control of a firearm, whether loaded or unloaded, at any time after the "Make Ready" command and before the "Range is Clear" command is issued will receive a match DQ.

Note: This includes any firearm, loaded or unloaded, that falls to the ground after being abandoned or grounded during the COF.

Exception: Dropping an unloaded firearm before the "Make Ready" command or after the "Range is Clear" command will not result in disqualification provided the firearm is retrieved and verified safe by an Range Official only.

Example: Range Officials can include Match Director, Range Master and Range Officers.

### 6.5.3 BURNING

6.5.3.1 Discharging or “Burning” the last round(s) to empty the chamber is allowed, but the firearm MUST be discharged at a legal target or in a safe direction impacting a berm or backstop.

6.5.3.2 Long guns MUST be shouldered while “Burning” any round(s) in a direction other than a legal target.

6.5.3.3 A violation of this rule is considered an unsafe action and will result in a match DQ.

#### 6.5.4 NEGLIGENT DISCHARGE

6.5.4.1 A negligent discharge that occurs while loading, reloading, unloading, while transitioning a long gun off or back to the shoulder, during malfunction and remedial action, clearing a firearm, transferring a firearm between hands, or during movement (except while shooting at legitimate targets) will result in a match DQ.

Definition: An unintentional shot (including a slam-fire) which travels over a backstop, a berm, or impacts anything deemed by the event organizers to be unsafe.

Note: In the case of a negligent discharge, the RO will stop the competitor as soon as safely possible.

Exception: A competitor who fires a shot at a legitimate target, which impacts and travels in an unsafe direction, through ricochet or bounce will NOT result in a match DQ.

#### 6.5.5 180-DEGREE SAFETY PLANE

6.5.5.1 A competitor that allows the muzzle of a firearm to break the 180-Degree Safety Plane will be issued a match DQ.

Exception: Except with a pistol while holstered, drawing and reholstering.

Definition: The 180-Degree safety plane is defined by an arc both horizontal and vertical that is created when the competitor is standing facing squarely downrange and parallel to, the designated backstop used on the bay to define the 180-Degree safety line on that particular stage.

Note: Any position where the muzzle points back towards the mouth of the bay past the designated 180-Degree safety line is a violation of this rule and considered an unsafe action.

#### 6.5.6 SWEEPING

6.5.6.1 A competitor that allows the muzzle of a firearm to sweep over or past one’s self including but not limited to their hands, fingers, legs and feet while moving, shooting or reloading a firearm will be issued a match DQ.

Definition: Sweeping is defined as, allowing the muzzle of the firearm (loaded or unloaded) to cross or cover any portion of a person or an object a person might reasonably be assumed to occupy, such as a car, portable toilet, or structure that is not a prop within the current stage.

#### 6.5.7 TRIGGER DISCIPLINE:

6.5.7.1 The competitor's fingers must be visibly outside the trigger guard when moving, loading, reloading or unloading during a COF and while clearing a malfunction. Failure to comply with any Verbal Warnings will result in a Match DQ.

Exception: When actually aiming or shooting at targets or while complying with the "Make Ready" command to lower the hammer of a pistol without a de-cocking lever.

#### 6.5.8 STEEL TARGETS:

6.5.8.1 Engaging any steel target with a RIFLE not specifically designated as rifle optional or a rifle only target in the WSB is considered an unsafe action and will result in a match DQ.

#### 6.5.9 CLAYS:

6.5.9.1 Engaging any aerial clay(s) with slug(s) will result in a match DQ.

#### 6.5.10 COMPLIANCE INSPECTION:

6.5.10.1 Refusal to submit to an equipment compliance inspection or to a pre-loaded shotgun inspection will result in a match DQ.

#### 6.5.11 PRONE POSITION:

6.5.11.1 Having a holstered pistol with a live round in the chamber while in the prone position at any point in the COF will result in a match DQ.

Note 1: This includes prone at the start position or after re-holstering during the COF.

Note 2: Re-inserting a loaded pistol magazine with an empty chamber is allowed.

#### 6.5.12 NINE (9' ft.) FOOT RULE:

6.5.12.1 A confirmed shot striking the ground, and not the berm, less than 9' feet (3yds) from the competitor is considered a safety violation and will result in a match DQ.

6.5.12.2 After being stopped, the competitor's position will be marked as well as the impact point noted.

6.5.12.3 No one will be allowed to walk the stage or the area where the violation occurred until a ruling is made,

6.5.12.4 In the case of a shot hitting a prop, if the Range Officer determines that the bullet or shot would have struck the ground within 9' feet of the competitor had it not been deflected or stopped by a prop it would fall under the 9' foot rule.

Exception 1 : A bullet or shot which impacts the ground within 9' feet (3yds) of the competitor due to a "squib" shall not be subject to penalty or when shooting at a legal target that is closer than 9' feet (3yds) from the competitor.

#### 6.5.13 DESIGNATED GROUNDING CONTAINERS:

6.5.13.1 Discharging a round into or through a designated grounding container while abandoning a firearm will result in a match DQ.

6.5.13.2 Discharging a round into or through a designated grounding container while it already contains a staged, abandoned or grounded firearm will result in a match DQ.

Definition: The term "Discharging" means that the competitor has fired a projectile (i.e. bullet, pellet or slug) into or through a designated grounding container.

Note 1: All secured designated grounding containers MUST be angled vertically so the muzzle of the firearm is pointed straight down when abandoned or grounded.

#### 6.5.14 MULTIPLE FIREARMS:

6.5.14.1 During a COF a competitor can handle and move with two (2) firearms at the same time.

6.5.14.2 While handling two (2) firearms, neither firearm may be discharged until one is safely abandoned or re-holstered.

6.5.14.3 A violation of this rule will result in a match DQ.

Note: All current safety rules apply when handling and moving with two (2) firearms at the same time.

Exception 1: When a long gun is grounded in a designated container, and the grounded firearm obscures the presentation of a legal target creating an unsafe situation, the competitor may push the firearm to a safer position and THEN continue shooting without penalty.

Exception 2: If the condition or target presentation cannot be remedied, the MD or RM must be called to address and restore the COF.

Note: If the COF is officially altered a re-shoot will be required.

#### 6.5.15 MULTI BAY STAGES

6.5.15.1 During a COF that connects multiple bays, a competitor is NOT allowed to enter and exit a bay with a drawn pistol or loaded long gun.

6.5.15.2 A violation of this rule will result in a match DQ.

Exception: Unless it is specifically allowed in the WSB.

#### 6.5.16 MOVING VIOLATION:

6.5.16.1 Moving under or over any walls or props is strictly forbidden and is considered a safety violation.

6.5.16.2 A violation of this rule will result in a match DQ.

Exception: Unless it is specifically allowed in the WSB.

#### 6.5.17 LOADED FIREARM HANDLING:

6.5.17.1 A competitor suspected of handling a loaded firearm while not under the direct supervision of a RO can be escorted to a safe area to check the condition the firearm.

6.5.17.2 If the suspected firearm is found to be loaded, the competitor will be issued a match DQ.

Exception: Shotgun pre-loading under RO supervision at the beginning of the COF is exempt.

#### 6.5.18 SAFE AREAS:

6.5.18.1 When available, Safe Areas will be clearly marked with signs and unloaded firearms may be handled and or displayed in Safe Areas only.

6.5.18.2 Loaded firearms and loaded magazines cannot be handled in the Safe Area

6.5.18.3 Live ammunition and dummy/inert ammunition cannot be handled in the Safe Area.

Exception: Closed or sealed boxes of ammo can be handled.

6.5.18.4 Violation of this rule will result in a Match Disqualification (DQ).

### 6.6 CONDUCT DISQUALIFICATION (DQ) PENALTIES

#### 6.6.1 EXPECTED SHOOTER CONDUCT:

6.6.1.1 Competitors and spectators are expected to conduct themselves in a courteous, sportsmanlike manner at all times.

6.6.1.3 Eye and ear protection is mandatory for all competitors, spectators & range personnel at all times while at the event site, and specifically while on or near a COF.

6.6.1.4 Failure to obey posted venue speed limits may result in the competitor being ejected from the match venue property.

#### 6.6.2 LOSS OF SAFETY EQUIPMENT:

6.6.2.1 Any competitor who INTENTIONALLY loses or displaces eye or ear protection during a COF, shall be stopped and the action will be considered unsportsmanlike conduct.

6.6.2.2 A violation of this rule will result in a match DQ.

Exception: A competitor, during the COF, that INADVERTENTLY loses their eye or ear protection, may stop themselves immediately and safely notify the RO of the situation.

Note: If required, the competitor has the option to re-shoot the COF immediately or be moved to the bottom of the shooting order.

#### 6.6.3 UNSPORTSMANLIKE CONDUCT:

6.6.3.1 This is defined as any conduct including, but not limited to: cheating, altering targets prior to scoring, altering or falsifying score sheets or data in electronic scoring devices, altering of firearms to gain advantage.

6.6.3.2 A violation of this rule will result in a match DQ.

#### 6.6.4 ALTERING THE COURSE OF FIRE:

6.6.4.1 This is also Unsportsmanlike Conduct but involves the repositioning or altering of targets, no-shoots, barriers, barrels, walls, tables, grounding containers, fault lines, painted markings, banners, trees, bushes or anything else deemed by Range Officials to create an unfair advantage.

6.6.4.2 Violations will result in a match DQ.

#### 6.6.5 DISRUPTIVE BEHAVIOR:

6.6.5.1 Threatening, assaulting, or displaying disruptive and hostile behavior toward any competitor, Range Officer, Range Master, Match Director, Match Staff or Range Venue Staff is not allowed.

6.6.5.2 A violation of this rule will result in a match DQ.

6.6.5.3 A match DQ for this type of conduct will result in immediate ejection from the match venue property.

Note: This also applies to all spectators.

#### 6.6.6 DRUG AND ALCOHOL POLICY:

6.6.6.1 Competitors must not consume or be under the influence of alcohol or non-prescription drugs at the event site.

6.6.6.2 A violation of this rule will result in a match DQ.

6.6.6.3 A match DQ for this type of conduct will result in immediate ejection from the match venue property.

Note 1: This also applies to all spectators.

Note 2: If a competitor found to be impaired and deemed unsafe as a result of legitimate prescription drugs will only be directed to stop shooting and the COF will be scored as shot but will NOT result in a match DQ.

Note 3: The competitor, at the MDs discretion, may be allowed to resume competition, if judged to be fit to return.

#### 6.6.7 MEDICAL CONDITIONS:

6.6.7.1 If a competitor is deemed by match staff to be unsafe, due to a medical condition, erratic behavior, an injury that impairs their ability to continue competing safely, or is deemed to be unsafe to themselves or others around them, will be directed to stop shooting and the COF will be scored as shot but will NOT result in a match DQ.

6.6.7.2 The final decision will be at the sole discretion of the MD.

## 7.0 CHALLENGES, APPEALS & ARBITRATION

### 7.1 CALIBRATION OF STEEL

7.1.1 The RM must designate a specific supply of 9mm Luger ammunition and one or more 9mm Luger handguns to be used as the official calibration tools by ROs' authorized to serve as calibration officers.

Note: Calibration ammo will consist of 115-125 grain 9mm factory loaded ammunition between 1100-1150 fps.

## 7.2 INITIAL CALIBRATION

7.2.1 The initial calibration shot must be fired from the furthest location from the steel popper being calibrated.

Note: For initial calibration, each steel popper must be set to fall when hit within the calibration zone (the circular plate portion of the popper) with a single shot fired from a designated handgun using the calibration ammunition.

## 7.3 POPPER CALIBRATION CHALLENGES

7.3.1 If during a COF, a popper does not fall when hit, a competitor has three options:

Option 1: Shoot the popper again until it falls. In this case, no further action is required and the COF is scored "As Shot".

Option 2: The popper is left standing but the competitor does not challenge the calibration. No further action is required and the COF is scored "As Shot" with the popper scored as a miss.

Option 3: The popper is left standing and the competitor challenges the calibration. In this case, the popper and the surrounding area on which it stands must not be touched or interfered with by any person. If a Range Official violates this rule, the target will be scored as a hit with no additional penalties assessed. If the competitor or any other person violates this rule, the target will be scored as a MOT and all appropriate penalties assessed. The COF will be scored "As Shot".

Note: If the popper falls for any non-interference reason (i.e. wind action) before it can be calibrated a re-shoot will be required.

## 7.4 CHECKING CALIBRATION

7.4.1 In the absence of any interference or problem with a target mechanism, the RM must conduct a calibration test of the popper from as near as possible to the competitor's position when the shot was taken.

7.4.2 When the RM conducts calibrations test on the target in question, the following actions will apply:

Action 1: The calibration shot hits on or below the calibration zone and the popper falls; the popper is deemed to be properly calibrated and will be scored as a MOT.

Action 2: The calibration shot hits the popper in the calibration zone and the popper does not fall; the calibration test is deemed to have failed and the popper will be scored as a hit. The popper must now be recalibrated.

Action 3: The calibration shot hits the popper above the calibration zone, the calibration test is deemed to have failed and the popper will be scored as a hit. The popper must now be recalibrated.

Note: If the first shot fired by the calibration officer misses the popper altogether, another shot must be fired until "Actions 1, 2 or 3" occurs and satisfies the challenge.

## 7.5 CHALLENGES WITH KNOCK DOWN (KD) STEEL

7.5.1. Designated steel KD plates are NOT subject to calibration.

7.5.2 If a designated steel KD plate is determined to have been struck by a single pistol or single rifle projectile and has turned or moved from its original set location and does not fall, the target WILL be scored as hit.

7.5.3 All designated steel KD plates engaged with birdshot MUST fall to score.

Note: All KD plates should have a target direction line applied, to specify the target presentation angle, to verify correct reset for competitors and add a visual aid for the RO to determine if the target was struck for officiating and arbitration purposes.

## 7.6 RE-SHOOTS

7.6.1 Re-Shoots will only be issued and approved by the RM or MD.

7.6.2 The RM shall be informed immediately before any stage is re-shot for any reason.

7.6.3 If required, the competitor has the option to re-shoot the COF immediately or be moved to the bottom of the shooting order.

7.6.4 If a re-shoot is issued after the competitor has left the stage in question, the re-shoot will take place at the discretion of the RM or MD.

## 7.7 RANGE EQUIPMENT FAILURE

7.7.1 If a target falls or fails without being engaged, (i.e. wind action) after the start signal, the range officer shall stop the competitor as soon as possible.

7.7.2 The competitor will then be required to re-shoot once the COF has been restored.

7.7.3 Range Equipment Failure can include the timer.

7.7.4 If any time prior to the final event scores being posted CHAS 3 Gun has determined that the timer, for any reason, failed to record the actual last shot or that the time posted is deemed to be improbable and/or impossible the competitor will be required to re-shoot the COF or receive a Did Not Finish (DNF) score for the COF in question.

Note 1: If required, the competitor has the option to re-shoot the COF immediately or be moved to the bottom of the shooting order

Note 2: If a re-shoot is issued after the competitor has left the stage in question, the re-shoot will take place at the discretion of the RM or MD.

## 7.8 LOSS OF SAFETY EQUIPMENT

7.8.1 A competitor, during the COF, that INADVERTENTLY loses their eye or ear protection, may stop themselves and immediately notify the range officer why they have stopped.

7.8.2 The competitor has the option to re-shoot the COF immediately or be moved to the bottom of the shooting order.

Note: A competitor who INTENTIONALLY loses or displaces eye or ear protection during a COF, shall be stopped and the action will be considered unsportsmanlike conduct and result in a match DQ.

## 7.9 UN-RESTORED TARGETS

7.9.1 If following completion of a COF by a previous competitor, one or more targets have not been properly reset or restored or if previously applied pasters have fallen off the target for the competitor being scored, the Range Officer must judge whether or not an accurate score can be determined.

7.9.2 If there are extra scoring hits, or if it is not obvious which hits the competitor being scored made, the affected competitor will be required to re-shoot the COF.

7.9.3 The competitor has the option to re-shoot the COF immediately or be moved to the bottom of the shooting order.

## 7.10 PROTOCOLS FOR CHALLENGES, APPEALS AND ARBITRATION

7.10.1 Penalty calls and enforcement are made by the ROs' assigned to the stage.

7.10.2 If the competitor disagrees and challenges the RO's decision, the RM or MD will be called to make the final ruling in the matter.

Note: Safety violations will NOT be subject to arbitration or appeal.

7.10.3 In the event a competitor calls for arbitration, the competitor will be the only person permitted to be present, other than CHAS 3 Gun staff, during the arbitration. If the competitor is a junior, one other person may be present as an advisor.

Note: Arbitrations will not be conducted in public or in the presence of non-involved competitors.

7.10.4 A safety rule violation is NOT negated because the RO did not immediately stop the competitor during the COF.

7.10.5 DQs will be finalized by the RM or the MD only.

7.10.6 Any turnover of a DQ must be finalized by both the RM and MD.

## 8.0 HOLSTERS & SLINGS

### 8.1 HOSTER REQUIREMENTS

8.1.1 Holsters must be a practical strong side carry style and must be able to safely retain the pistol during vigorous movement.

8.1.2 The holster material must completely cover the trigger on all pistols.

8.1.3 The belt upon which the holster is attached must be secured at waist level.

8.1.4 Tactical thigh holsters are permitted and must be secured at waist level.

8.1.5 Due to safety concerns, shoulder holsters, inside the waistband, concealed types and cross draw holsters are specifically not allowed.

### 8.2 SLING REQUIREMENTS

8.2.1 CHAS 3 Gun matches allow the use of a sling and per the WSB may be required to complete a COF.

8.2.2 All slung firearms must be unloaded, chamber empty, bolt forward, hammer down, loading tube empty and no magazines inserted at the start signal.

8.2.3 Once a slung firearm is loaded, discharged and/or used during the COF it MUST be abandoned in a designated container and/or be re-used, but may NOT be re-slung.

## 9.0 AMMUNITION

## 9.1 PISTOL & RIFLE AMMUNITION REQUIREMENTS

9.1.1 Pistol and rifle cartridges must fire a single projectile only.

9.1.1.1 A violation of this rule will be deemed unsportsmanlike conduct and result in a match DQ.

9.1.2 Tracer, incendiary, armor piercing or steel/tungsten/composite core projectiles are NOT allowed and are prohibited from use on all steel targets.

Note: If the target is damaged or destroyed the competitor will be required to pay and/or replace the damaged target.

9.1.3 Pistol ammunition shall be 9mm Luger min

9.1.4 Rifle ammunition shall be .223 Remington min

9.1.5 PCC ammunition shall be 9mm Luger min

## 9.2 SHOTGUN AMMUNITION REQUIREMENTS

9.2.1 Shotgun ammunition can only be 20ga or 12ga.

9.2.2 Birdshot shall be #7.5 Lead Shot or smaller. Buckshot is prohibited.

9.2.3 Slugs shall be 1 ½ oz. Lead Slug or smaller.

Note: Use of steel shot on steel is considered a safety violation and will result in a match DQ.

## 10.0 FIREARMS

### 10.1 FIREARM SPECIFICATIONS

For purposes of this section, a "Firearm" consists of a specific caliber, receiver, barrel, stock, attachments and sighting system combination.

### 10.2 LOADED FIREARMS

10.2.1 Is defined as, any live round loaded and/or partially loaded into a feed tube or magazine that is part of or inserted into a firearm and depresses, engages or activates a loading mechanism or a portion of one prior to the start signal.

Example: Shotgun lifter/magazine, rifle bolt/carrier magazine or pistol slide/magazine

### 10.3 COMPETITOR FIREARMS

10.3.1 All firearms used by competitors must be serviceable and safe. ROs' may demand examination of a competitor's firearm or related equipment at any time to check that they are functioning safely. If a RO declares any such firearm unserviceable or unsafe, it must be withdrawn from the event until the firearm is repaired or replaced to the satisfaction of the RM or MD or their designee.

10.3.2 The same firearm system for each gun shall be used during the entire event. Illegal changes include, but are not limited to: change of caliber, barrel length, shotgun magazine tube length, sighting systems, stock style, or holster.

Note: Shotgun Choke changes are allowed.

10.3.3 If a competitor's firearm becomes unserviceable during competition, the competitor may borrow or replace their firearm with another of the same model, caliber and sighting system.

10.3.4 All replacement firearms MUST be approved by the RM or MD or his designee.

## 10.4 FIREARM MALFUNCTIONS

10.4.1 In the event that an RO witnesses or has suspicion that a competitor has an unsafe firearm or ammunition, the RO CAN allow the competitor to safely abandon the firearm in question.

Exception: In the case of a suspected squib the RO must stop the competitor due to safety concerns.

10.4.2 If the competitor attempts to discharge an unsafe firearm or ammunition the RO WILL stop the competitor and return both the competitor and COF to a safe condition.

10.4.3 The RO will escort the competitor to a safe area and inspect the firearm or ammunition.

Example: Squib, fouling or broken components etc.

10.4.4 If the RO finds evidence that confirms the suspected problem, the competitor will NOT be entitled to a re-shoot, but will be ordered to rectify the problem. The time will be recorded up to the last shot fired, and the COF will be scored as shot including all applicable MOTs and FTEs.

10.4.5 If the RO discovers that the suspected safety problem does NOT exist, the competitor WILL be required to re-shoot the COF. The competitor has the option to re-shoot the COF immediately or be moved to the bottom of the shooting order.

## 11.0 WEATHER RULES

### 11.1 WEATHER RULES DECLARATION

11.1.1 In the event that inclement or severe weather is forecast anytime during the match, the RM and MD may, at their discretion declare Weather Rules to be in effect.

Example: Measures taken to facilitate the continuation and success of the match during periods of high rain, wind, snow, or stormy conditions that may impact the function of targets, stage props, scoring and footing.

## 11.2 WEATHER RULES DURATION

11.2.1 Once Weather Rules have been initiated, they must remain in effect till the final event scores are posted and the conclusion of the match is reached.

11.2.2 Weather rules shall be binding even if the weather conditions do NOT occur, or do NOT exist on a different day.

## 11.3 WEATHER RULES CORRECTIVE MEASURES

Include but not limited to:

11.3.1 Postponing live fire during periods of lightning strikes.

11.3.2 Bagging paper targets to protect from moisture, paster loss and replacement.

11.3.3 Adding inert material to the shooting area to improve dangerous footing conditions.

11.3.4 Using rubber bands, clips or other devices to secure knock down steel targets, and clays.

## 11.4 RE-SHOOT AND RANGE EQUIPMENT FAILURE

11.4.1 For poppers, other hinged targets, falling steel, or clay targets, the following options shall apply under Weather Rules with regard to re-shoots due to range equipment malfunction.

Option 1: If any targets are blown down, fall, or are otherwise defeated by weather related causes BEFORE the RO has activated the start timer initiating the COF, the RO shall stop the competitor, make the COF safe, remedy the target(s), and re-start the competitor.

Option 2: If any targets are blown down, fall, or are otherwise defeated by weather related causes AFTER the RO has activated the start timer initiating the COF, the shooter shall continue the course of fire, but MUST engage the target or it's stand with at least one shot with the correct firearm for that target. ONLY applicable for weather conditions.

11.4.2 Failure to engage the defeated steel or clay target will result in all applicable MOT and FTE penalties.

11.4.3 If a clay flipper breaks the clay upon throwing it, the competitor must fire a round where the clay would have been thrown with at least one shot.

## 12.0 MATCH AND YEAR SCORING

### 12.1 DIVISIONAL RECOGNITION

12.0.1.1 The minimum required participation for match Recognition in any division is three(3) competitors at that match.

### 12.2 MATCH RESULTS

12.0.2.1 Match results will be sent out on a match-by-match basis and will score competitors by overall rank as well as rank in their division.

12.0.2.2 Division ranking will add scoring points to that competitor's CHAS 3 Gun Season points. Season points will be tallied at the end of the year and a top 3 will be announced per division.

## 13.0 DIVISIONS

### 13.1 DESCRIPTION OF DIVISIONS

Separate divisions are used in CHAS 3 Gun to ensure competitors are on a level playing field for equipment.

#### 13.1.1 TAC OPS

Tac Ops is short for Tactical optics. This division allows a magnified optic on the rifle. Tac Ops is sometimes called Practical in other leagues.

<b>Tac Ops</b>	<b>Pistol</b>	<b>Rifle</b>	<b>Shotgun</b>
Minimum Caliber	9mm	223	12 or 20 gauge
Ports/Comp	No	1" dia X 3" long	No
Optical/Elec Sights	No	Yes, 1	No
Bipod	No	No	No
Speedloader/Mag	Yes	Yes	No

#### 13.1.2 LIMITED

Limited is identical to Tac Ops, except the rifle may only use a 1X optic or iron sights. Limited is sometimes called Factory in other leagues.

<b>Limited</b>	<b>Pistol</b>	<b>Rifle</b>	<b>Shotgun</b>
Minimum Caliber	9mm	223	12 or 20 gauge
Ports/Comp	No	1" dia X 3" long	No
Optical/Elec Sights	No	1X only on rifle	No

Bipod	No	No	No
Speedloader/Mag	Yes	Yes	No

### 13.1.3 OPEN

Anything legal is allowed in open division. Shotgun loading “sticks”, red dot and compensator-fitted race pistols, multiple optics on the rifle, grip pods or bipods. Parts may not be added or removed once the first stage is shot, so if you mount a bipod, it stays on for the whole match. Open is sometimes called Unlimited in other leagues.

Open	Pistol	Rifle	Shotgun
Minimum Caliber	9mm	223	12 or 20 gauge
Ports/Comp	Yes	Yes	Yes
Optical/Elec Sights	Yes	Yes	Yes
Bipod	Really?	Yes	Really?
Speedloader/Mag	Yes	Yes	Yes

### 13.1.4 HEAVY PRO

Heavy Pro is a division for those who want to run a 308 Winchester (or greater) rifle, pump action 12 gauge, and a higher power pistol. Qualifying pistols must produce a power factor of over 185. Due to the higher power factor, only 1 scoring hit on paper is required unless otherwise specified in the WSB.

Heavy (Pro)	Pistol	Rifle	Shotgun
Minimum Caliber	PF 185	PF 420	12 gauge pump
Ports/Comp	No	1" dia X 3" long	No
Optical/Elec Sights	No	Yes, 1	No
Bipod	No	No	No
Speedloader/Mag	Yes	Yes	No

### 13.1.5 OPTICS PCC

Optics PCC is a division for those who want to run a Pistol Calibre Carbine (PCC) as their rifle. Other than the actual rifle, Tac Ops rules apply. Restricted or Non Restricted PCC's are acceptable.

Optics PCC	Pistol	Rifle	Shotgun
Minimum Caliber	9mm	9mm	12 or 20 gauge
Ports/Comp	No	1" dia X 3" long	No
Optical/Elec Sights	No	Yes, 1	No
Bipod	No	No	No
Speedloader/Mag	Yes	Yes	No

### 13.1.6 JUNIOR

Junior is a division for those who are under 16. Safety of the junior competitor is the responsibility of their guardian who must be at the event. Unlike other divisions, there is no minimum requirement for number of competitors for this division: even 1 competitor can shoot under Junior.

<b>Junior</b>	<b>Pistol</b>	<b>Rifle</b>	<b>Shotgun</b>
Minimum Caliber	22LR	22LR	12 or 20 gauge
Ports/Comp	No	Yes	No
Optical/Elec Sights	No	Yes, 1	No
Bipod	No	No	No
Speedloader/Mag	Yes	Yes	No

## 13.2 ADDITIONAL DIVISION EQUIPMENT DETAIL

### 13.2.1 OPTICS

- Tac ops, Heavy Pro, and PCC are allowed a magnified optic on the rifle and backup or 45 degree irons. Note: magnifier + Red Dot combo's are considered magnified optics, but competitors may not add or remove them to/from the rifle during the match, they must stay affixed to the rifle for the match.
- Limited are allowed a Red Dot or other 1X sight on the rifle in addition to backup or 45 degree irons
- Open are allowed any combination of optics

### 13.2.2 COMPS/PORTS

- Comps are allowed on rifles in our divisions, but they must be reasonably compact (1" diameter X 3" long) except in open.
- No barrel porting other than in open.

### 13.2.3 BIPODS AND RESTS

- "Bipod" are defined as add-on protrusions 5" or more in length: bipods, grip-pods, etc. If they're built into the gun (Swiss arms bipod, or using the SKS bayonet as a monopod), don't use them deployed or you'll be bumped to open.
- For open shooters: bipods may be removed or attached between or during stages.
- Rifle-attachable shooting bags will be considered a bipod/rest

#### 13.2.4 HEAVY PRO

- Heavy Pro requires 1 hit on paper anywhere breaking perforation with both rifle and pistol unless otherwise stated in WSB.
- 308 or larger rifle cartridge making at least Power Factor 420
- Heavy Pro qualifying pistol caliber is stated as Power Factor 185: 45 ACP, 357 Magnum, 44 Magnum, 50AE, etc, etc.
  - More about power factor: [https://en.m.wikipedia.org/wiki/Power\\_factor\\_\(shooting\\_sports\)](https://en.m.wikipedia.org/wiki/Power_factor_(shooting_sports))