



# Tiger Valley 3-Gun Rules

revised 12/17/04

## International Multi-Gun Association

revised 08-29-04

### 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 All International Multi-Gun Association matches will be run on COLD RANGES.
  - 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 The 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 must be cased or carried slung with the muzzle up or with tactical-sling with the muzzle down.*
  - 1.4.2 Rifles & shotguns must be carried with actions open and detachable magazines removed.
- 1.5 Handguns (carry between stages)
  - 1.5.1 *Handguns must be cased or remain in holster, magazine removed except under the direction of Range Officer(s) on a stage.*
  - 1.5.2 Handguns must be carried with the "Hammer/Striker Down."
  - 1.5.3 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.
- 1.6 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the match site. Any participant found to be impaired 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 and the shooter will not be allowed to continue with the match. Shooter will not be eligible for prizes. Final decision will be with the Match Director, Assistant Match Director and/or the Range Master.
- 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 meters 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/unloading process.
- 2.4.1 *A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180-degree Safety Plane (except while holstered.)*
- 2.4.2 *A participant shall be disqualified if his/her muzzle/barrel that points or covers any participant's body or portion of body at any time during the match.*
- 2.5 A participant shall be disqualified for Unsportsmanlike-like conduct.
  - 2.5.1 Cheating
    - 2.5.1(a) **Intentionally** altering targets prior to the target being scored to gain advantage or avoid a penalty.
    - 2.5.1(b) Altering or falsifying score sheets.
    - 2.5.1(c) Altering the configuration of firearms or equipment to gain advantage (See rule 5.3 & 5.4)
  - 2.5.2 Threatening or assaulting other competitors or staff personnel.

- 2.5.3 Disruptive behavior in an attempt to disturb or coach other competitors while they are shooting.
- 2.6 ALL disqualifications and re-shoots will be issued by the MD, Asst. MD and/or Range Master.

### 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 Match Director or by submission to the Arbitration Committee.
- 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 Violation of magazine/ammunition limitations in Tactical and Heavy Metal Classes will result in the shooter being placed in Open Class for the entire match. (See rules 6.3.3, 6.6.3 & 6.8.10).

### 4. Ammunition

- 4.1 *No tracer, incendiary, armor piercing, steel jacketed or steel core ammunition is allowed.*
- 4.2 *Pistol/revolver ammunition shall be 5.7mm or larger. (HM class: .44 caliber minimum.)*
- 4.3 *Rifle ammunition shall be 5.45mm or larger. (HM class: 7.62x51 NATO minimum)*
- 4.4 *Shotgun ammunition shall be 20 gauge or larger .410 gauge or larger for Junior Class), LEAD SHOT & SLUGS ONLY. (HM class: 12 gauge minimum)*

### 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 model, caliber and sighting system approved by the Match Director or his designee.
- 5.3 For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, stock and sighting system combination.
- 5.4.1 The same firearm system, for each gun, per Rule 5.3, shall be used during the entire match.
- 5.4.2
- 5.5 *Competitors will not reconfigure any firearm during the course of a match. (i.e. change caliber, barrel length, shotgun magazine tube length, sighting systems or stock style.) This will be considered Unsportsmanlike-like conduct. Exception: Trooper Class participants*

### 6. Firearms Classifications [Open Class, Tactical Class (Iron or Optics), Heavy Metal]

- 6.1 **Handgun - Open Class**
  - 6.1.1 No limitations on accessories (see rule 5.3)
  - 6.1.2 Magazine length may not exceed 170 millimeters.
- 6.2 **Handgun - Tactical Class/Trooper Class**
  - 6.2.1 Firearms must be of a factory configuration.
  - 6.2.2 Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.
  - 6.2.3 Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this class.
  - 6.2.4 Magazines used shall not exceed 170 mm OAL (overall length) for single stacks, and shall not exceed 140 mm OAL for staggered magazines.
- 6.3 **Handgun – Heavy Metal Class**
  - 6.3.1 Firearms must comply with the Tactical Class handgun rules (6.2.1; 6.2.2 & 6.2.3).
  - 6.3.2 All handguns must be .44 caliber or larger.
  - 6.3.3 Pistol magazines in HM Class shall not be loaded with more than ten (10) rounds.
- 6.4 **Rifle - Open Class**
  - 6.4.1 No limitations on accessories (see Rules 5.3, 5.4 & 5.5)
- 6.5 **Rifle - Tactical Class (Iron-sighted rifles and rifles with optics will be scored separately on rifle stages.)**
  - 6.5.1 Firearms must be of a factory configuration (see Rules 5.3, 5.4 & 5.5)
  - 6.5.2 Internal modifications are allowed providing the modifications do not alter the

- original factory configuration of the rifle.
- sight.
- 6.5.3 Tactical Class scoped rifles may be equipped with no more than one (1) optical
- 6.5.4 Rifle supporting devices (i.e. bipods, etc.) are not allowed in this class.
- 6.6 Rifle – Heavy Metal Class**
- 6.6.1 Rifles must comply with Tactical Iron Rules (6.5.1; 6.5.2; 6.5.3 & 6.5.4)
- 6.6.2 Rifles in HM Class will be .308 Winchester (7.62x51 NATO) or larger.
- 6.6.3 Rifle magazines in HM Class shall not be loaded with more than twenty (20) rounds.
- 6.6.4 No optical sights allowed in this class.
- 6.7 Shotgun - Open Class**
- 6.7.1 No limitations on accessories (see Rules 5.3, 5.4 & 5.5)
- 6.7.2 Barrel length may not be changed for the duration of the match.
- 6.7.3 Magazine tube length shall not be changed for the duration of the match.
- 6.7.4 Shotgun speed loaders are allowed in Open Class.
- 6.7.4(a) Shotgun speed loaders must be the new type, or modified old style with the primer relief cut.
- 6.7.4(b) Use of old style shotgun speed loaders without the primer relief cut will result in Match DQ.
- 6.8 Shotgun - Tactical Class**
- 6.8.1 Shotguns must be of a factory configuration (see Rule 5.3)
- 6.8.2 Barrel length may not be changed for the duration of the match.
- 6.8.3 Barrel length may not exceed 22 inches.
- 6.8.4 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.
- 6.8.5 No electronic or optical sights are allowed on shotguns in this class.
- 6.8.6 No shotgun supporting devices (i.e. bipods, etc.) are allowed in this class.
- 6.8.7 No compensators or porting on barrels allowed in this class.
- 6.8.8 Magazine tubes may not exceed 23 inches in length.
- 6.8.9 No shotgun speed loaders are allowed in this class.
- 6.8.10 No shotgun in tactical class may start a stage with more than 9 rounds total in the shotgun.
- 6.9 Shotgun – Heavy Metal Class**
- 6.9.1 Shotguns must comply with Tactical Shotgun Rules (6.8)
- 6.9.2 *12 gauge pump action only.*

## 7. Holsters and Equipment

- 7.1 Handgun holsters and equipment - Open Class**
- 7.1.1 Any holster which will safely retain the handgun during vigorous movement is allowed.
- 7.1.2 The belt upon which the holster and magazine/speed loader pouches are attached must be worn at waist level.
- 7.1.3 Female competitors may wear their belt at hip level providing the belt is in belt loops sewn on the pants.
- 7.1.4 Due to safety concerns shoulder holsters are disallowed.
- 7.1.5 *Belt-mounted cross-draw holsters are not allowed. LBE/Vest-mounted holsters will be judged on an individual basis by the match director. The concern is not to violate the 180-degree rule. (See Rules 2.4.1 & 2.4.2)*
- 7.2 Handgun holsters and equipment - Tactical Class & Heavy Metal Class**
- 7.2.1 Holsters must be a practical/tactical carry style and must be able to safely retain the handgun during vigorous movement.
- 7.2.2 The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder.
- 7.2.3 The belt upon which the holster and magazine/speed loader pouches are attached must be worn at waist level.
- 7.2.4 Female competitors may wear their belt at hip level providing the belt is in belt loops sewn on the pants.
- 7.2.5 Due to safety concerns shoulder holsters are disallowed.
- 7.2. *6 Belt-mounted cross-draw holsters are not allowed. LBE/Vest-mounted holsters*

*will be judged on an individual basis by the match director. The concern is not to violate the 180-degree rule. (See Rules 2.4.1 & 2.4.2)*

- 7.2.7 Holsters and magazine/speed loader pouches worn on the belt shall be at or behind the point of the hip.

## 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 See Firearms Classification (Rule 6) for details.

### 8.2 Tactical Class-Iron Sighted Rifle

8.2.1 Competitor will shoot a Tactical handgun (Rule 6.2), Tactical shotgun (Rule 6.8) and a Tactical Class Rifle with iron sights (Rule 6.5).

### 8.3 Tactical Class-Optic Rifle

8.3.1 Competitor will shoot the same handgun and shotgun as listed above but with a scoped rifle, (see Rule 6.5.3).

### 8.4 Heavy Metal Class

8.4.1 Competitor will shoot a Tactical handgun, which must comply with the rules of HM Class,  
see rules 6.2 & 6.3; Tactical Shotgun, see rules 6.8 & 6.9; and a HM Rifle,  
see rules 6.5 & 6.6.

### 8.5 Trooper Class

*8.5.1 Participants must carry all necessary weapons, ammunition, tools, allied equipment from stage to stage for the duration of the match. Troopers are not allowed to receive assistance from any other participants at any time during the match.*

*Troopers may use up to 6 (six) Tactical Class weapons during the course of the match, providing Rules 6.2, 6.5, 6.8 and the Safety rules in Section 1 are observed.*

*Handgun(s) must comply with rule 6.2, Shotgun(s) must comply with rule 6.8, Rifle(s) must comply with rule 6.9.*

## 9. Scoring

9.1 Scoring per stage will be straight time with bonus' for accuracy.

9.1.1 Any IPSC cardboard target, designated as a "shoot" target must have either one (1) "A" hit OR two (2) hits anywhere inside the scoring perforations on the target (i.e. minimum 2 "D" hits) to avoid a penalty.

9.1.2 Example of scoring and penalties on paper targets:

a. One "A" zone hit = no penalty

b. Two hits in any combination "B, C or D" = no penalty

c. One B, C or D hit only = 5 second penalty (Failure to neutralize)

d. No hits on target but target was engaged = 10 second penalty

e. Target Not Engaged (TNE)= 10 second penalty for not making the minimum two hits anywhere on the target plus 5 seconds, per target, for the TNE PROCEDURAL for a total penalty of 15 seconds per target added to time.

9.1.3 Paper targets used in the match may be IPSC (old style), the new IPSC "Classic", SOF, or IDPA Targets

9.1.3.1 *IPSC (old style) targets; upper A-B zone (head) shall be counted as one (1) scoring zone.*

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

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

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

9.1.7 Swinging style rifle targets must be struck solid enough to cause the hidden "flash card" to be visible to the R.O. R.O. may call hits.

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

9.1.9 Engaging a frangible, knock-down or swinging style target but not breaking it, knocking it down or causing the target to react will result in a 10 second penalty per target.

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

9.1.11 Procedural penalties, 5 seconds, may be assessed for failing to follow stage

procedures.

9.1.12 Stage Not Fired (SNF) penalty, 500 seconds per stage not fired.

9.1.13 Maximum penalty time for any stage (including target penalties) is 500 seconds.

**9.2 Stage Points**

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

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

9.2.3 Lowest overall time wins.

Special thanks to [Dan Furbee](#): International Multi-Gun Association