



MATCH GUIDE

Revised 7/29/16 @ 0800



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MATCH OVERVIEW / INFORMATION

Welcome to the 2016 Bluegrass Shotgun Championship sponsored by Gamaliel Shooting Supply. This is a one-day format match on Saturday, July 30, 2016 at the Bluegrass Sportsman's League in Wilmore, Kentucky and will feature 10 stages divided into three zones. Each squad will rotate through each zone only once and not be required to return to a zone once stages are complete (see squad schedule).

Saturday – July 30, 2016

| | | |
|----------------|---|--|
| 0630 | - | BGSL Gates Open |
| 0700 to 0800 | - | Shooter Check-in |
| 0800 | - | Shooters Meeting (all shooters required to attend) |
| 0830 | - | Match Begins |
| 1900 (approx.) | - | Awards Ceremony / Prize Table |

Lunch

Lunch is available for purchase from [Gastro Gnomes](#) food truck.

MATCH CONTACTS

| | | |
|----------------------|----------------|----------------|
| Match Director | Allen Carmical | (859) 338-0804 |
| Range Master | Greg Brown | (859) 420-7810 |
| Asst. Match Director | Scott Katz | (330) 550-8102 |
| Asst. Match Director | Joseph Guthrie | (859) 576-6240 |
| Asst. Match Director | John Mountjoy | (859) 420-3372 |

A WORD ON RESET

All participants are expected to reset on each stage. Specific reset notes are provided for each stage. In most instances, smart planning on the part of your squad can rapidly decrease stage reset times. It's a big day with 10 stages – falling behind can happen easily if everyone is not doing their part.



SPONSORS

GAMALIEL

SHOOTING SUPPLY

Gamaliel, KY

800-356-6230 www.gamaliel.com

CerakoteTM
FIREARM COATINGS



RAS

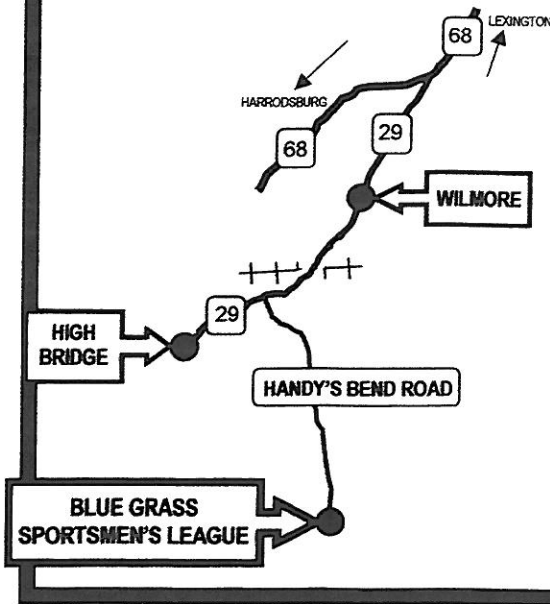
Samson
PRO





**DIRECTIONS,
CLUB MAP & PARKING**

BGSL is located 4.1 miles South of Wilmore. Turn South-East on Handy's Bend Road located on Highway 29 between Wilmore and High Bridge Kentucky. Note: From Wilmore (heading towards High Bridge on High Bridge Road), Handy's Bend Road is the first road on the left (.3 Miles) after crossing over a railroad overpass.



Welcome to the Blue Grass Sportsmen's League

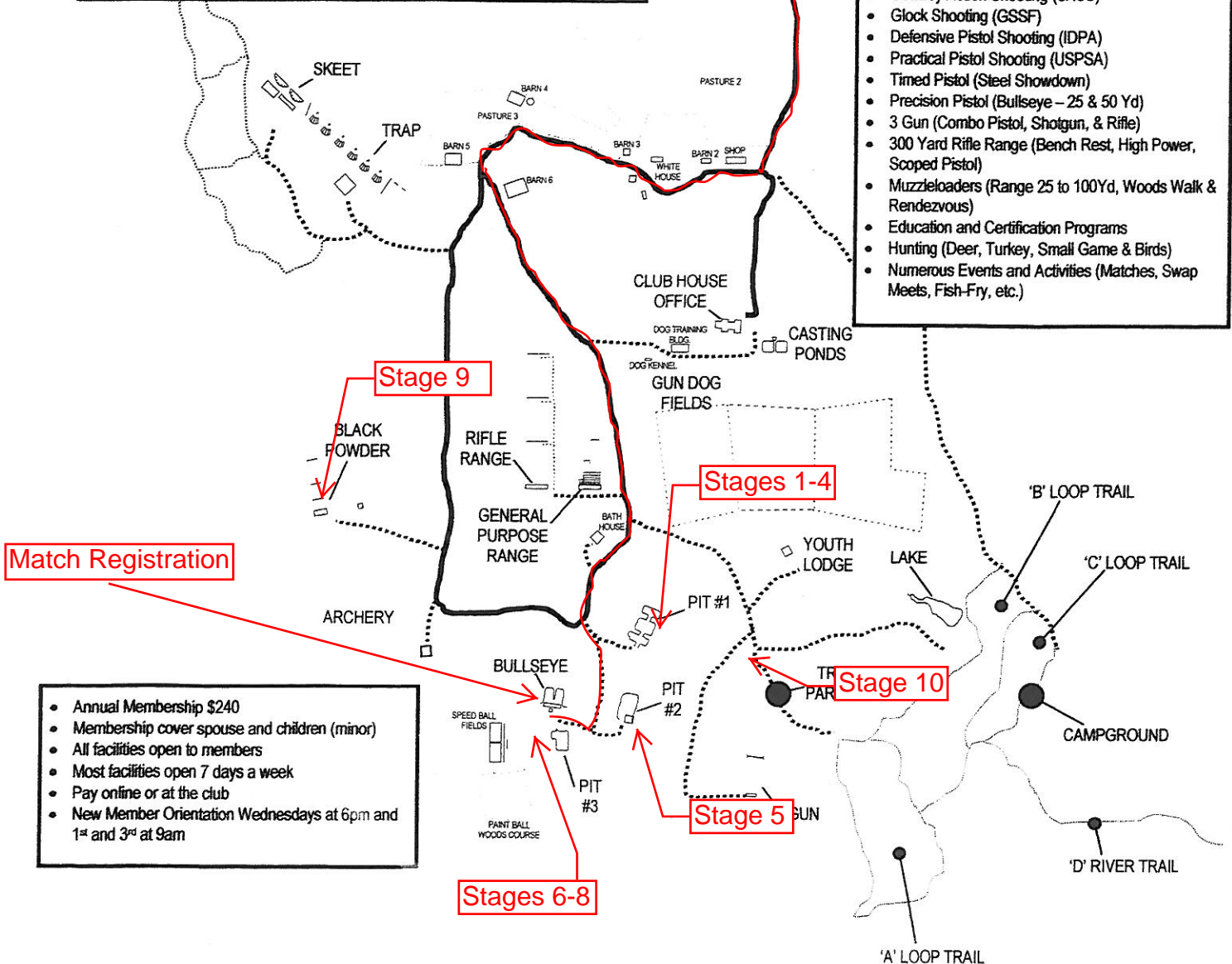
2500 HANDY'S BEND ROAD, WILMORE, KY 40390-8029

859 858-4060

www.bgslinc.com (Web Site)

membership@bgslinc.com (Questions & Info)

- Airgun (Range & Field Target Courses)
- Archery (Target Bales, Elevated Stand & 3-D)
- Casting (Accuracy Fly & Bait Ponds)
- Dog Training Fields (Kennels, 40 Acres)
- Fishing Lake & Ky. River
- Hiking Trails (Trails, Overlooks, 5.2 Miles Ky. River Bottom)
- Campground (Primitive)
- NRA Classes & Programs
- Youth Activities & Events
- General Purpose Range (Pistol & Rifle)
- Trap (ATA Events, Lighted)
- Skeet (8 Stations/2 Fields Lighted)
- Sporting Clays or 5-Stand (15/5 Stations)
- Paintball (fields & woods course)
- Cowboy Action Shooting (SASS)
- Glock Shooting (GSSF)
- Defensive Pistol Shooting (IDPA)
- Practical Pistol Shooting (USPSA)
- Timed Pistol (Steel Showdown)
- Precision Pistol (Bullseye - 25 & 50 Yd)
- 3 Gun (Combo Pistol, Shotgun, & Rifle)
- 300 Yard Rifle Range (Bench Rest, High Power, Scoped Pistol)
- Muzzleloaders (Range 25 to 100Yd, Woods Walk & Rendezvous)
- Education and Certification Programs
- Hunting (Deer, Turkey, Small Game & Birds)
- Numerous Events and Activities (Matches, Swap Meets, Fish-Fry, etc.)



Match Registration

- Annual Membership \$240
- Membership cover spouse and children (minor)
- All facilities open to members
- Most facilities open 7 days a week
- Pay online or at the club
- New Member Orientation Wednesdays at 6pm and 1st and 3rd at 9am





SQUAD SCHEDULE

| Zone | Stage | 830 | 925 | 1020 | 1115 | 1210 | 1305 | 1400 | 1455 | 1550 | 1645 | 1740 | 1835 |
|-------------|--------------|------------|------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| 1 | 1 | 3 | 4 | | 1 | | 7 | 8 | | 5 | 2 | | 6 |
| | 2 | 4 | 3 | | 8 | 1 | 2 | 7 | | 6 | 5 | | |
| | 3 | | | 3 | 4 | 8 | 1 | 2 | 7 | | 6 | 5 | |
| | 4 | | | 4 | 3 | | 8 | 1 | 2 | 7 | | 6 | 5 |
| 2 | 5 | 5 | 2 | 7 | 6 | | | | | 1 | 4 | 3 | 8 |
| | 6 | 6 | 5 | 2 | 7 | | | | | 8 | 1 | 4 | 3 |
| | 7 | 7 | 6 | | 2 | 5 | | | 3 | | 8 | 1 | 4 |
| | 8 | 2 | 7 | 6 | 5 | | | | | 4 | 3 | 8 | 1 |
| 3 | 9 | 1 | 8 | | | 3 | 4 | 5 | 6 | | | 2 | 7 |
| | 10 | 8 | 1 | | | 4 | 3 | 6 | 5 | | | 7 | 2 |



STAGES x 10

(Stages subject to change without notice)



STAGE: #1 @ Pit 1, Bay 1

Chutes & Ladders

TARGETS: 6 steel poppers, 16 falling steel, 2 minute men

SCORING: Time plus penalties

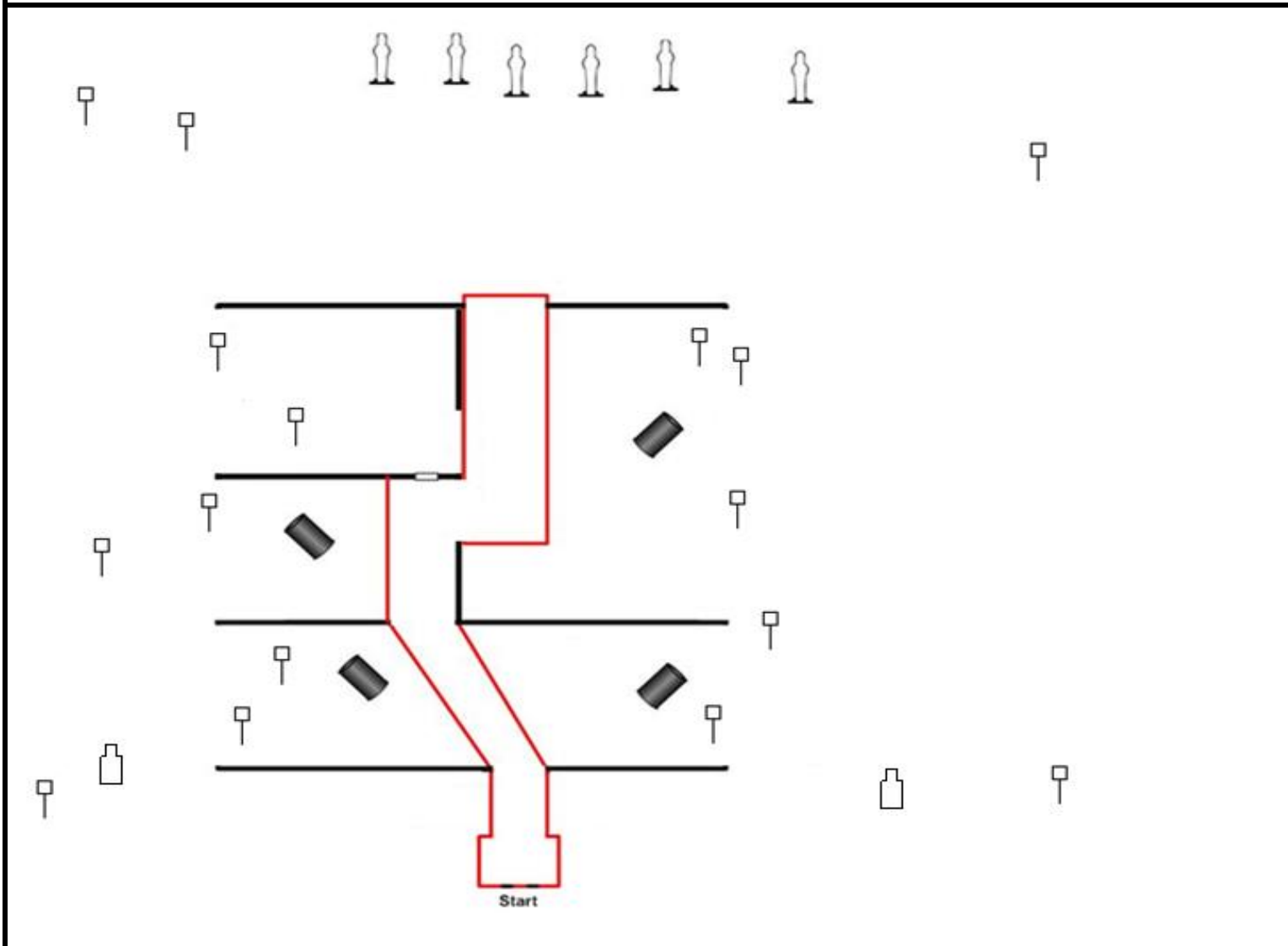
SCORED HITS: Steel must fall

RULES: BGSJ Shotgun Championship

START POSITION: shooter facing downrange standing at start position with toes on line, shotgun at port arms.

FIREARM(S) CONDITION / POSITION: shotgun loaded to division capacity with safety engaged at port arms.

STAGE PROCEDURE: at start signal, from within shooting area only, engage steel targets with birdshot only. All walls extend from the ground to infinity.





STAGE: #2 @ Pit 1, Bay 2

Allen Wrench

TARGETS: 18 falling steel, 2 poppers

SCORING: Time plus penalties

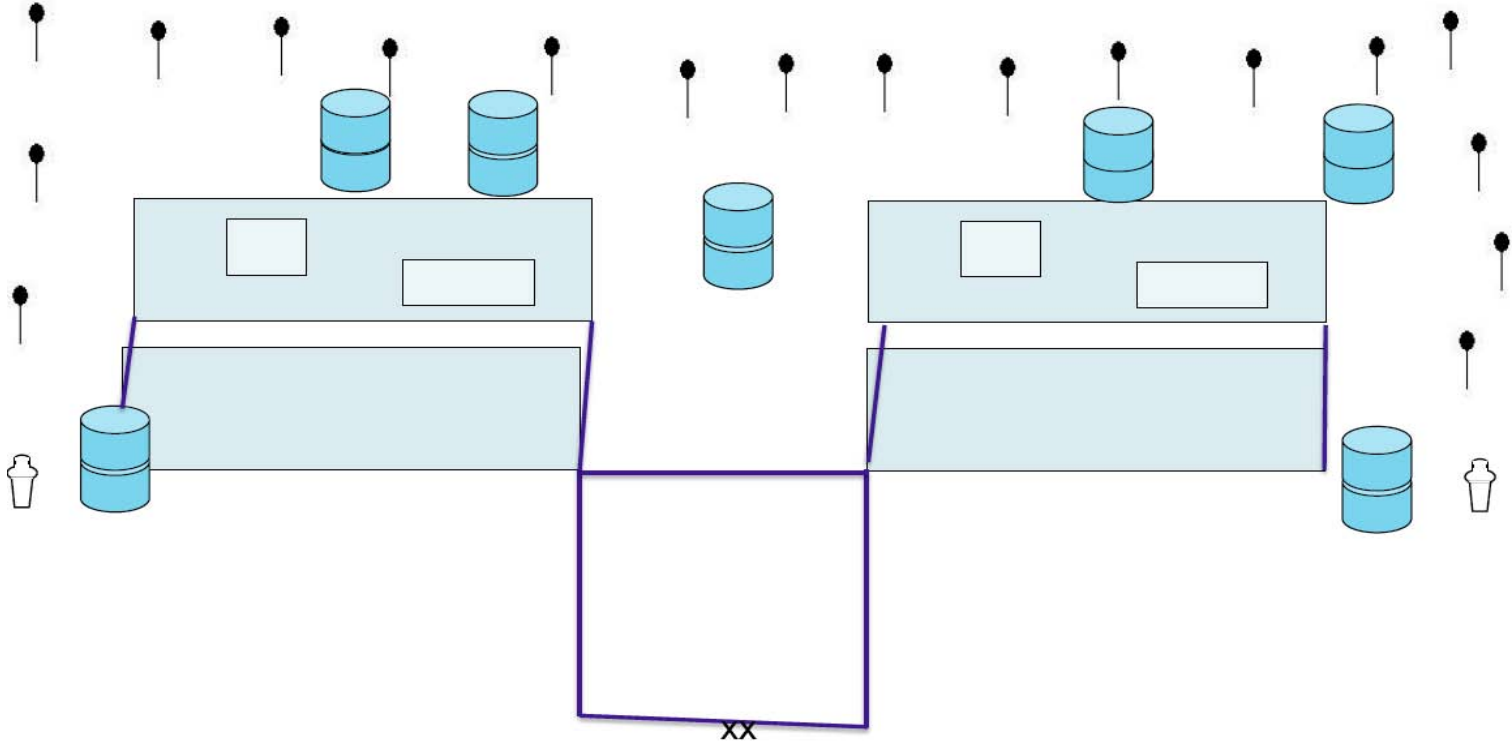
SCORED HITS: Steel must fall

RULES: BGSJ Shotgun Championship

START POSITION: shooter facing downrange standing at start position with toes on line, shotgun at port arms.

FIREARM(S) CONDITION / POSITION: shotgun unloaded and EMPTY with bolt closed and loading port facing ground at port arms.

STAGE PROCEDURE: at start signal, from within shooting area only, engage steel targets with birdshot only. All walls extend from the ground to infinity.





STAGE: #3 - Pit 1, Bays 3 & 4

Drunk on a Plane

TARGETS: 4 buck paper, 3 clays, 24 falling steel

SCORING: Time plus penalties

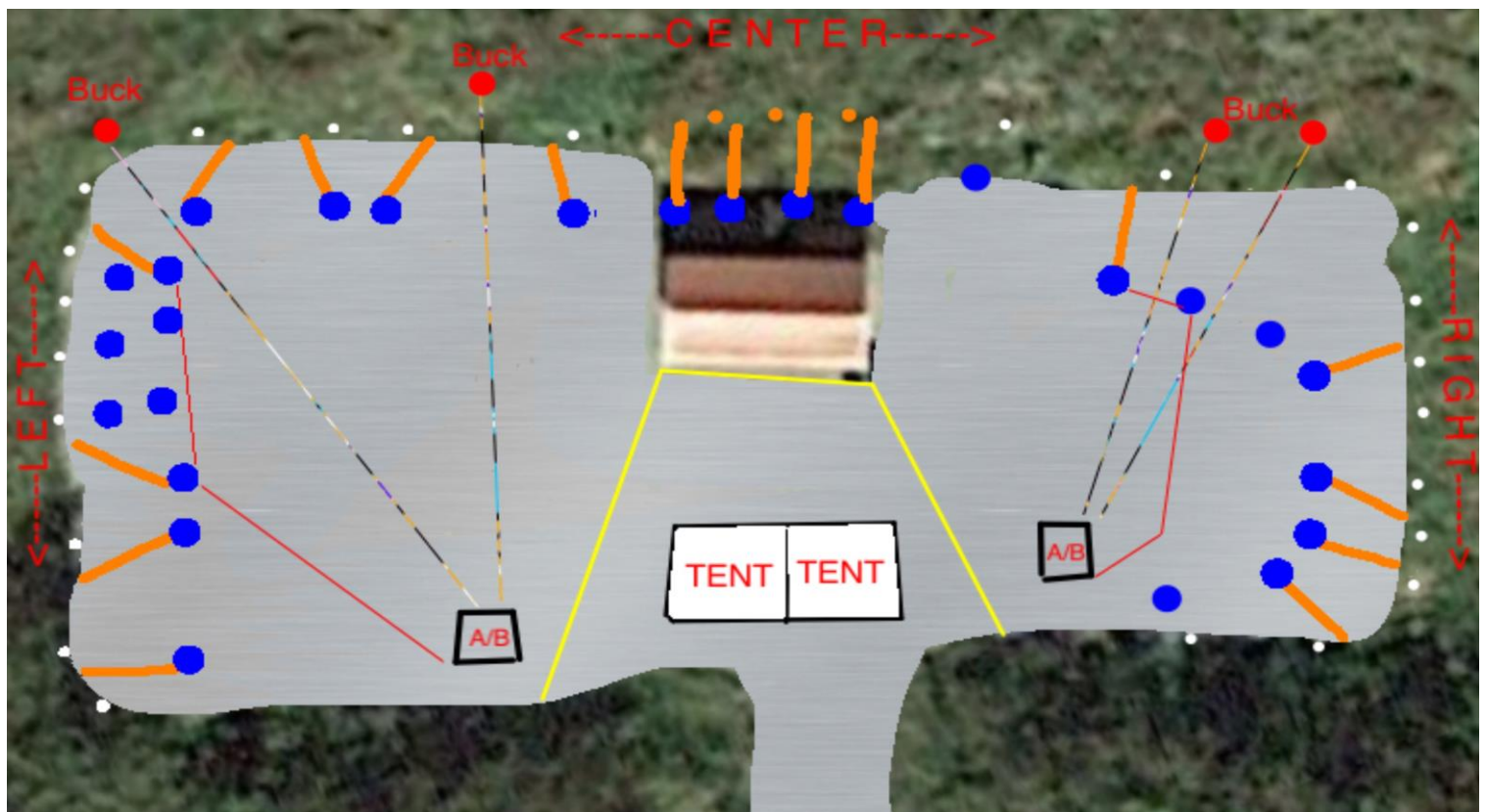
SCORED HITS: Steel must fall, clays must break, 2 hit paper

RULES: BGSL Shotgun Championship

START POSITION: Shooter standing in either shooting box facing down range to respective side (if left side, facing left; if right side, facing right), shotgun at low ready.

FIREARM(S) CONDITION / POSITION: shotgun loaded to division capacity at low ready.

STAGE PROCEDURE: at start signal, from within shooting area engage all steel and clay targets with birdshot only and paper targets with buckshot only. Buckshot targets may only be engaged from the designated shooting boxes: left side buck targets from left box only and right side buck targets from right box only. All walls extend from the ground to infinity.





STAGE: #4 - Pit 1, Bay 5

Log Jammin'

TARGETS: 23 falling steel

SCORED HITS: Steel must fall

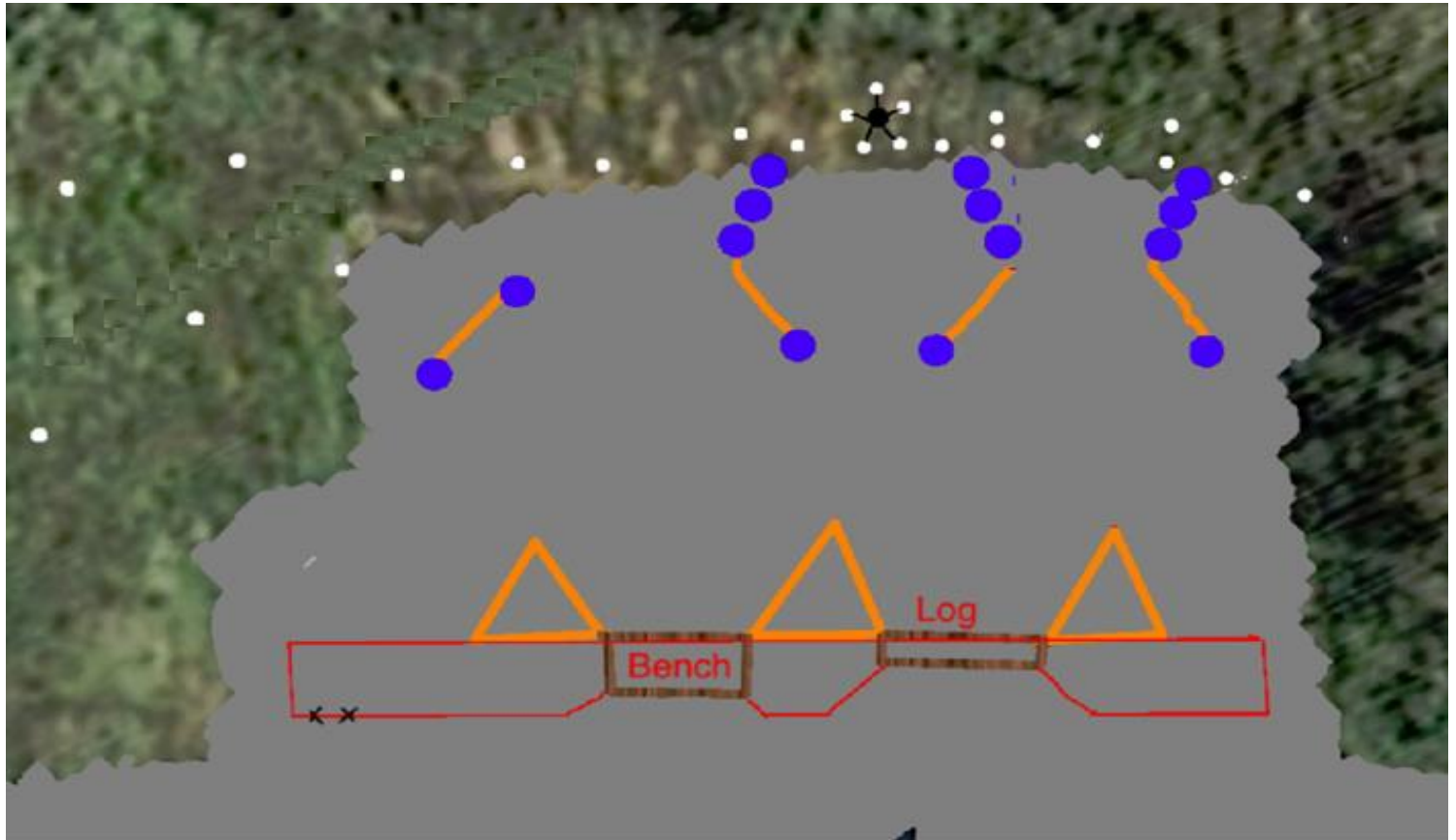
SCORING: Time plus penalties

RULES: BGSL Shotgun Championship

START POSITION: shooter facing downrange with heels on X, shotgun at port arms.

FIREARM(S) CONDITION / POSITION: shotgun loaded to division capacity with safety engaged at port arms.

STAGE PROCEDURE: at start signal, engage all steel targets. Shooter's engaging targets through the "bench port" and "log port" must be on top of the bench/log and not have any part of their feet touching the ground. All walls extend from the ground to infinity.





STAGE: #5 - Pit 2

Circus

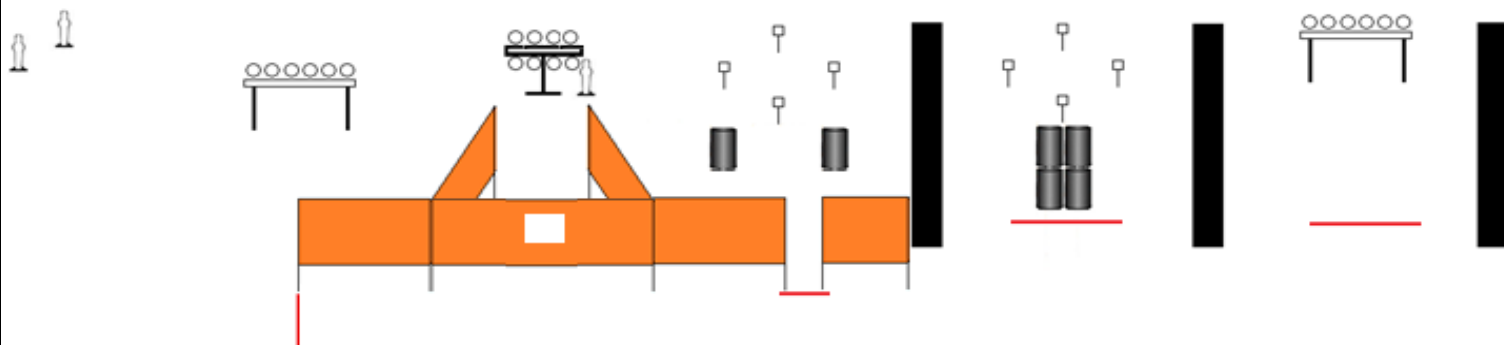
TARGETS: 3 poppers, 8 falling steel, 20 asst'd rack
SCORING: Time plus penalties

SCORED HITS: Steel must fall
RULES: BGSL Shotgun Championship

START POSITION: shooter facing downrange standing anywhere inside shooting area, shotgun at port arms.

FIREARM(S) CONDITION / POSITION: shotgun loaded to division capacity with safety engaged at port arms.

STAGE PROCEDURE: at start signal, from within shooting area engage two pepper poppers on far left with buckshot only and engage plate racks, falling steel plates and remaining pepper popper with birdshot only. Pepper popper at Spinning Plate Rack must be engaged first to activate spinning rack. All walls extend from the ground to infinity.





STAGE: #6 - Pit 3

Swimming Hole

TARGETS: 18 falling steel, 5 poppers, 2 aerals, 3 slug paper

SCORING: Time plus penalties

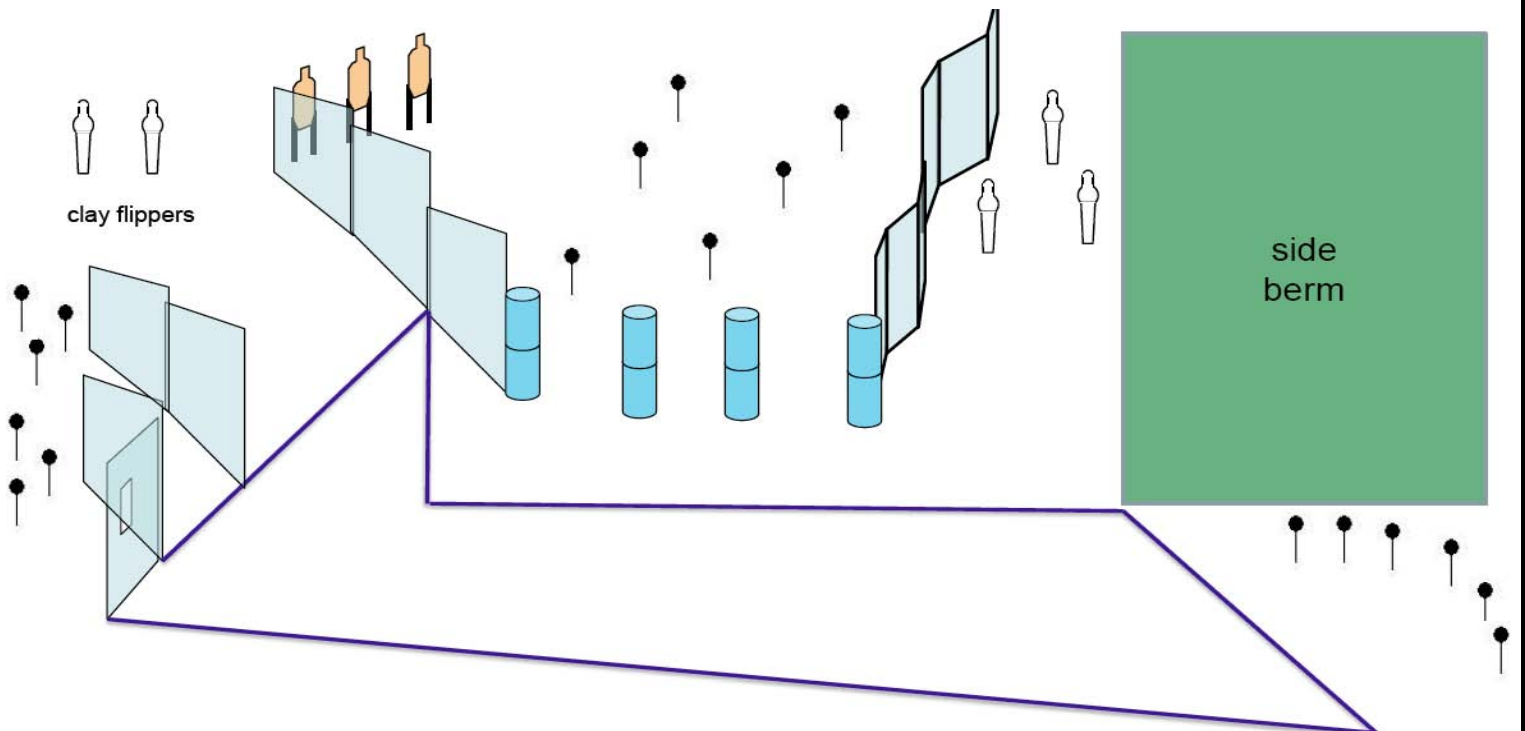
SCORED HITS: Steel must fall, clays must break, 1 hit paper

RULES: BGSL Shotgun Championship

START POSITION: shooter facing downrange standing at start position with toes on line, shotgun at low ready.

FIREARM(S) CONDITION / POSITION: shotgun loaded to division capacity at low ready.

STAGE PROCEDURE: at start signal, from within shooting area only, engage steel targets and aerals with birdshot only and engage paper with slugs only. All walls extend from the ground to infinity.





STAGE: #7 - Pit 4

Slugaroo and Buckshot Too

TARGETS: 22 falling steel, 4 reactive steel, 2 B/C slug steel

SCORED HITS: Steel must fall, called hits on slug / buck

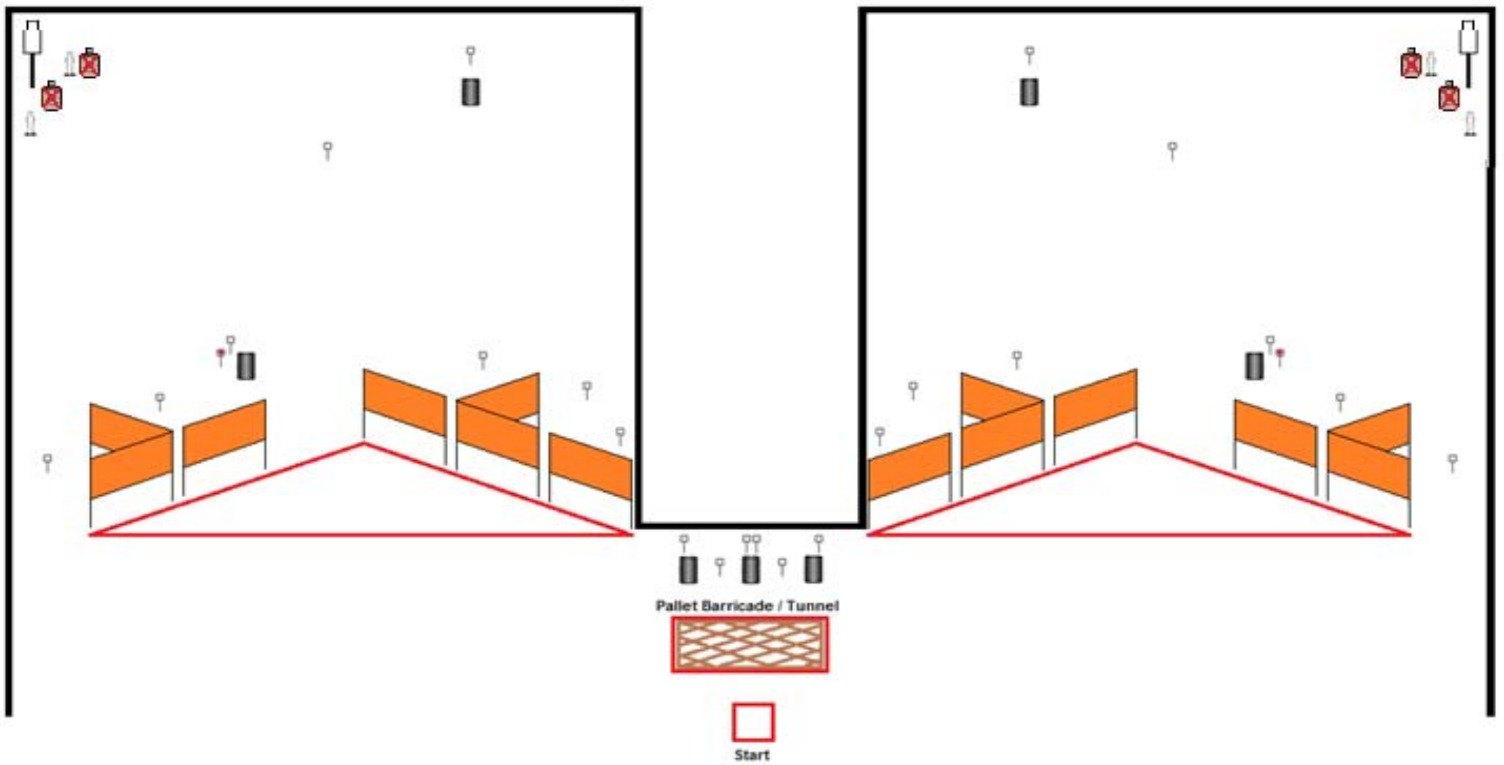
SCORING: Time plus penalties

RULES: BGSL Shotgun Championship

START POSITION: shooter facing downrange standing inside start/shooting box, shotgun at port arms.

FIREARM(S) CONDITION / POSITION: shotgun unloaded and EMPTY with bolt closed and loading port facing ground at port arms.

STAGE PROCEDURE: at start signal, from within designated shooting areas only, engage B/C steel with slug only, steel swinger targets with buckshot only and falling steel plates with birdshot only. Slug targets may only be engaged from the start box and the six (6) falling plate array in the center berm may only be engaged from within the confines of the barricade/box. Note: the shooters ENTIRE body must be within the barricade/box, i.e. entire body within fault lines and head/body beneath the "roof." All walls extend from the ground to infinity.





STAGE: #8 @ Paintball

Wascally Wabbit Wun

TARGETS: 2 poppers, 1 rabbit clay, 18 falling steel, 1 spinner

SCORING: Time plus penalties

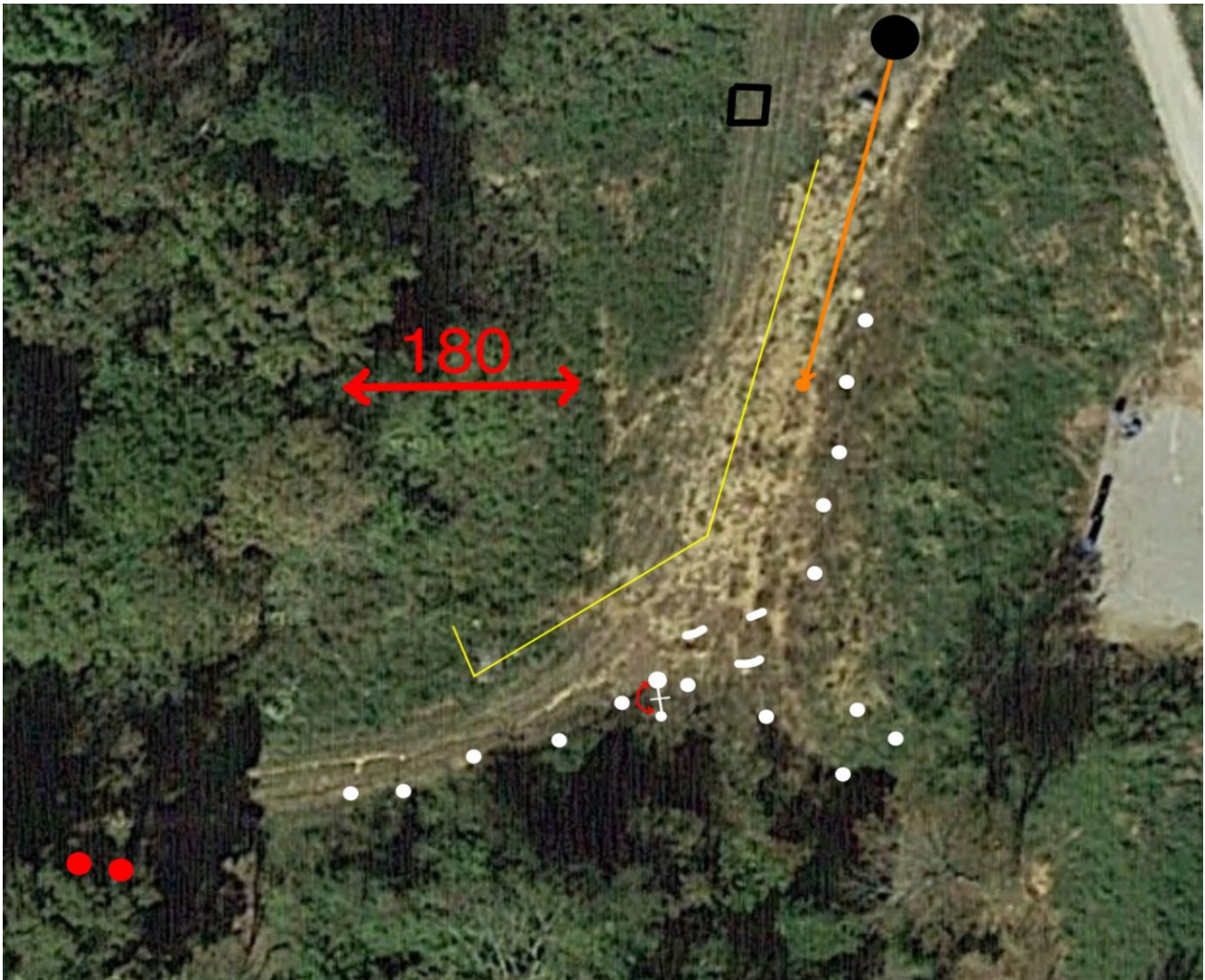
SCORED HITS: Steel must fall, clay break, called hit buck

RULES: BGSL Shotgun Championship

START POSITION: Shooter standing in shooting box facing downrange, shotgun at low ready.

FIREARM(S) CONDITION / POSITION: shotgun loaded to division capacity at low ready.

STAGE PROCEDURE: at start signal, from within shooting area (shooting box or dirt road) engage all falling steel, spinner and clay targets with birdshot only and steel poppers with buckshot only. Spinner must make one complete revolution. 1 clay rabbit will be released at the start signal.





STAGE: #9 - Blackpowder

Smoke Pole

TARGETS: 28 shot, 2 buck, 2 steel gong

SCORING: Time plus penalties

SCORED HITS: Steel must fall, 2 on paper buck, called hits

RULES: BGSJ Shotgun Championship

START POSITION: shooter facing downrange standing in start box with shotgun at port arms.

FIREARM(S) CONDITION / POSITION: shotgun loaded to division capacity with safety engaged at port arms.

STAGE PROCEDURE: At start signal, from within shooting area only, engage all steel knock downs with shot, paper with buckshot and steel gongs with 1 slug each. 18"x24" square gong must be engaged and hit ONLY through the shoot through barrel. 12" round gong must be engaged and hit ONLY from Box B. ALL walls and fences extend to infinity. Once you move downrange beyond a BLACK fence, you may not go back (any shots will not count as hits).





STAGE: #10 - Airgun

Air Gunning

TARGETS: 15 falling steel, 3 aerials, 3 slug steel

SCORING: Time plus penalties

SCORED HITS: Steel must fall

RULES: BGSL Shotgun Championship

START POSITION: standing anywhere inside shooting area.

FIREARM(S) CONDITION / POSITION: shotgun loaded to division capacity with safety engaged on table.

STAGE PROCEDURE: at start signal engage aerials and falling steel with bird shot only and engage 3 slug steel with slug only. Three clay targets will be thrown in 3 second intervals at the start signal.





MATCH RULES

2016 BLUEGRASS SHOTGUN CHAMPIONSHIP RULES

FINAL – June 23, 2016

The Bluegrass Pistol Club (BGPC) reserves the right to change or modify rules if necessary as deemed appropriate; it is the duty of the competitor to be familiar with each and every rule. In the event a rules change is made, a notification shall be issued. Rules shall not be changed during the event.

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1.0 SAFETY RULES

These are the rules instated by BGPC and the host range, the Bluegrass Sportsman's League (BGS�).

1.1 It is the competitors' responsibility to read and understand the rules set forth by BGPC/BGS� and agree to be subject to these rules while participating in the event.

1.2 All BGS� matches shall be run on COLD RANGES.

1.2.1 COLD RANGE (definition): Competitors' firearms must remain unloaded at the event site except under the direct supervision of an event official.

1.3 Designated Safe Areas

1.3.1 The Safe Areas shall be clearly marked with signs.

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

1.3.3 Ammunition and loaded firearms must not be handled in any Safe Area. This includes loaded magazines and live or dummy rounds.

1.4 Shotgun (carry from vehicle or between stages)

1.4.1 Shotguns must be cased or if hand carried or slung, the muzzle must be pointed up. Carts where the muzzles are pointed downward are approved.

1.4.2 Shotguns must be transported with actions open, detachable magazines removed/tubes unloaded, with an Empty Chamber Indicator (ECI). Actions may only be "closed" on an Empty Chamber Indicator (ECI).

1.5 Pre-Loading (after written stage brief)

1.5.1 Shotguns may be loaded in designated "Pre-Loading Areas" only after the written stage brief has been read and 5 minute walkthrough completed. The pre-loading of shotguns will only be conducted under the direct supervision of an RO or his/her designee.

1.5 Shotgun Safety Conditions

1.5.1 "Loaded with Safety Engaged"

1.5.1.1 Any shotgun with a manual safety must have it FULLY engaged to satisfy the loaded on safe rule.

1.5.2 "Empty Chamber and Empty Magazine or Shotgun Feeding Tube"

1.5.2.1 Empty chamber with no live rounds in feed tube, on lifter, or magazine removed.

1.5.2.2 Spent round in the chamber, slide/bold forward with no live rounds in the feed tube or magazine or magazine removed.

2.0 RANGE COMMANDS AND PROCEDURES

2.1 “Make Ready”: The course of fire begins with the “Make Ready” command and ends after the “Range is Clear” command.

2.1.1 The Range Officer will direct and supervise the competitor through the process of preparing the firearm. The RO will give the “Make Ready” command signifying the start of the Course of Fire and will then direct and supervise the competitor through the process of preparing and/or positioning the firearm. The initial “Make Ready” command defines the start of the “Course of Fire.”

2.2 “Are You Ready-Standby”: After the competitor has loaded and, if required, staged the firearm to be used in the course of fire, the RO will accompany him to the start position. The RO shall then issue the commands “Are You Ready” followed shortly by “Standby” and the activation of the timer.

2.2.1 The lack of any negative response from the competitor after being issued the “Are You Ready?” command indicates that they fully understand the requirements of the course of fire and are ready to proceed. If the competitor is not ready, they must state “No” or “Not Ready”.

2.3 “Stop”: Any Range Officer assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving, and wait for further instruction from the RO.

2.3.1 In the event that a Range Officer terminates a course of fire due to a suspicion that a competitor has an unsafe firearm or unsafe ammunition (e.g. a “squib” load), the RO will take whatever steps he deems necessary to return both the competitor and the range to a safe condition. The Range Officer will then inspect the firearm or ammunition and will proceed as follows:

2.3.1.1 If the Range Officer 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. On the competitor’s score sheet, the time will be recorded up to the last shot fired, and the course of fire will be scored “As Shot”, including all applicable misses and penalties.

2.3.2 If the Range Officer discovers that the suspected safety problem does not exist, the competitor will have the option to re-shoot the stage.

- 2.4 “If You Are Finished, Unload And Show Clear”: If the competitor has finished shooting, they must lower their firearm and present it for inspection by the RO with the muzzle pointed downrange, magazine removed or tube emptied, slide/bolt locked or held open and chamber empty. The RO will instruct and accompany the competitor to safely unload all firearms used in the course of fire.
- 2.4.1 Shotgun: Bolt locked back OR chamber safety flag inserted.
- 2.4.2 Shotguns must be carried Muzzle Up when exiting the stage.
- 2.5 “Range Is Clear”: This command shall be issued only after all firearms have been cleared by the competitor and Range Officer. This declaration signifies the end of the course of fire. Once this declaration is made, officials and competitors may move downrange to score, paste, reset, and paint targets.
- 2.6 Default Start Position. The competitor assumes the start position as specified in the written stage briefing. Unless otherwise specified for a shotgun start, the competitor must stand at "High Port" which is defined as; standing erect and relaxed, with the firearm held in both hands, stock touching the competitor's belt, at hip level, muzzle pointing upward at or above eye level and with the finger out of the trigger guard. Different stages may require the “ready position” to be prone, kneeling, sitting or as otherwise stated in the **written stage briefing**. A course of fire may permit a competitor to start a stage with a shotgun mounted into the shoulder and pointing towards targets. The competitor shall not touch or hold ammunition or a loading device after the Standby command and before the Start Signal.
- 2.7 Definition of "supported" shotgun: that description or term is defined as when any part or the competitor’s body and or their shotgun touches, rests or comes in contact with any stage prop, object or the ground during the course of fire. Prone is considered a supported position.
- 2.8 Definition of “unsupported” shotgun: that a competitor's body and or their shotgun shall not touch, rest or come in contact with any stage prop or object during the course of fire. Furthermore the competitor may modify their body position (bend, kneel, sit, stand) with adherence to fault line or detailed stage description. In the unsupported position a competitors body part may come in contact with a fault line, but not exceed its boundaries. (See Rule 4.1)

3.0 SCORING

- 3.1 Scoring per stage will be time plus penalties with match points.
- Slug
 - HIT = One slug anywhere on paper; or required number of called hits on steel
 - Paper target designated slug engaged, but no hit on paper = 7.50 second penalty

- Paper target designated slug not engaged (includes miss) = 15.00 second penalty
 - Steel target designated slug engaged, but no hit = 7.50 second penalty
 - Steel target designated slug not engaged (includes miss) = 15.00 second penalty
- Buckshot
 - HIT = One buckshot pellet in the A/B zone(s) or two buckshot pellets anywhere on paper; or required number of called hits on steel
 - Paper target designated buckshot engaged, but no hit on paper = 7.50 second penalty
 - Paper target designated buckshot not engaged (includes miss) = 15.00 second penalty
 - Steel target designated buckshot engaged, but no hit = 7.50 second penalty
 - Steel target designated buckshot not engaged (includes miss) = 15.00 second penalty
- Birdshot
 - HIT = Steel target fallen; or clay target cracked, broken or with at least one BB hole
 - Steel target designated birdshot engaged, but no hit = 5.00 second penalty
 - Steel target designated birdshot not engaged (includes miss) = 10.00 second penalty
 - Clay target designated birdshot engaged, but no hit = 5.00 second penalty
 - Clay target designated birdshot not engaged (includes miss) = 10.00 second penalty
- Hit on a No Shoot +5.00 seconds added to your raw time (maximum of two hits per target)
- Procedural +5.00 seconds added to your raw time
- All non-static steel MUST fall to be scored.
- A clay pigeon must have evidence of penetration by at least one pellet and showing light through a visible hole in order to be recognized as a hit. A clay knocked off of a stand with no visible hole is scored as a miss.

4.0 PROCEDURAL PENALTIES

- 4.1** Additional 5 Seconds: Foot faults, a competitor who fires shots while any part of their body is touching the ground or while stepping on an object beyond a Shooting Box or a Fault Line, or who gains support or stability through contact with an object which is wholly beyond and not attached to a hooting Box or Fault Line, and for have any part of the body in contact with a rope fault line will receive one procedural penalty for the first shot fired. Any subsequent shots fired after the first will also incur an additional 5 seconds with a maximum of 30 seconds. Painted fault lines will be enforced by the RO by verbal warning of "FOOT." Shots fired outside fault lines after this verbal warning will receive procedural penalties or shooter will be stopped if violating safe distance minimums and receive a stage DQ.

- 4.2 Additional 5.00 Seconds: Shall be assessed for failing to follow stage procedures.
- 4.3 Additional 40.00 Seconds: Before the Start Signal, no more than 9 rounds total loaded in the shotgun and the competitor cannot have any ammunition in their hands unless specified in the written stage briefing. The 9 round total does not apply to OPEN class shotgun.
- 4.4 Additional 10.00 Seconds: Shall be assessed for failure to start in the default starting position as defined in the written stage briefing or the rules.
- 4.5 Additional 10.00 Seconds: Will be assessed to any shooter who coaches another shooter during the course of fire. Examples are, but not limited to, calling out target directions, spotting information, shooting instructions etc. If the individual providing the coaching is not a competitor, the Range Officer will have the discretion to eject the non-competitor from the stage.
- 4.6 Additional 20.00 seconds: will be assessed for hitting any steel target less than 30 yards, with a slug. The penalty will be scored by pushing the 10 second procedural button twice. If the target is damaged the competitor will be made to pay the cost to replace the target.
- 4.7 Additional 20.00 seconds: will be assessed for shooting a clay pigeon with anything other than bird shot. The penalty will be scored by pushing the 10 second procedural button twice. The competitor will also be made to pay the cost to replace the clay stand. However see rule 5.16 regarding engaging a flying clay with a slug or buckshot.

5.0 DISQUALIFICATIONS

- 5.1 A Disqualification (DQ) will result in complete disqualification from the event and the competitor will not be allowed to continue. The competitor will not be eligible for prizes. Furthermore: in the event a competitor commits a safety violation and the RO or Staff does not immediately stop the competitor, the delay is NOT grounds to arbitrate any action taken by the RO or staff. For example but not limited to this example, a competitor breaks the 180 and continues to proceed through the stage and finishes the stage. The RO or staff can and will impose the appropriate sanction(s). The fact that the competitor was not immediately stopped does not negate their prior action or conduct. Any RO or Staff member that witnesses a violation can issue a sanction. It does not have to be seen by the RO holding the timer.
- 5.2 Safety violations will not be subject to arbitration. Disqualifications will apply for the following violations:
- 5.3 Negligent Discharge: A competitor who causes a negligent discharge must be stopped by a Range Officer as soon as possible.

A Negligent Discharge is defined as follows:

- 5.3.1.1** A shot which travels over a backstop, a berm, or in any other direction deemed by the event organizers as being unsafe. However, a competitor who legitimately fires a shot at a target, which hits and then travels in an unsafe direction, will not be disqualified.
- 5.3.1.2** A shot which strikes the ground less than 10 feet from the competitor, except when shooting at a target closer than 10 feet to the competitor. The shooter will be stopped. The position the shooter was in will be marked as well as the impact point. Until a ruling is made no one will walk the stage or the area where the violation occurred.
- 5.3.1.3** Exception: A projectile or shot which strikes the ground within 10 feet of the competitor due to a “squib” will not be subject to rule 5.3.1.2
- 5.3.1.4** If the Range Officer determines that the projectile or shot would have struck the ground within 10 feet of the competitor had it not been deflected or stopped by a prop, the provisions of rule 5.3.1.2 will apply.
- 5.3.1.5** A shot which occurs while loading, reloading or unloading any firearm after the “Make Ready” command and before the “Range is Clear” command.
- 5.3.1.6** A shot which occurs during remedial action in the case of a malfunction.
- 5.3.1.7** A shot which occurs while transferring a firearm between hands.
- 5.3.1.8** A shot which occurs during movement, except while actually shooting at targets.
- 5.3.1.9** Exception: A detonation which occurs while unloading a firearm is not considered a shot or discharge and is not subject to DQ. However, rule 6.1 may apply. Definition of a Detonation: Ignition of the primer of a round, other than by the action of a firing pin, where the projectile or shot does not pass completely through the barrel (e.g. when a bolt is being manually retracted or when a round is dropped).
- 5.4** A competitor will be disqualified for dropping or losing control of a firearm, whether loaded or unloaded at any time after the “Make Ready” command and before the “Range is Clear” command. This includes any firearm, loaded or unloaded, that falls after being grounded during the course of fire.
- 5.4.1** Exception: Dropping an unloaded firearm before the “Make Ready” command or after the “Range is Clear” command will not result in a disqualification, provided the firearm is empty and retrieved ONLY by an Event Official.

- 5.5** A competitor will be disqualified for allowing the muzzle of a firearm to break the 180 degree Safety Plane at any time.
- 5.6** Often a stage may span two or more bays, during the course of fire, a competitor is allowed to transition between the bays with a loaded shotgun, unless it is specifically forbidden in the written stage briefing. Violation will result in a DQ.
- 5.7** A competitor will be disqualified for unsportsmanlike conduct, which includes, but is not limited to cheating.
- 5.7.1** Intentionally altering targets prior to the target being scored to gain advantage or to avoid penalties.
- 5.7.2** Altering or falsifying score sheets or digital scoring devices.
- 5.7.3** Altering the configuration of firearms to gain advantage.
- 5.7.4** Altering the course of fire. (i.e., moving props and or targets). This includes, but is not limited to, the repositioning or altering of targets, no-shoots, barriers, barrels, walls, tables, fault lines, painted markings, banners, trees, bushes or anything else deemed by match officials to create an unfair advantage.
- 5.7.5** Using abusive language and/or hostile behavior toward a competitor, RO, Range Master, Match Director, Match Staff or range venue staff. Disqualification for this type of conduct will result in immediate ejection from the match venue property.
- 5.8** Use of steel shot is a Safety Violation and will result in a DQ.
- 5.9** Any competitor found with a magazine inserted in their shotgun or rounds loaded in the shotgun, while not under the direct supervision of a range official, will be escorted to a safe area to check the loaded condition. If the magazine, tube, or chamber is found to be loaded, the competitor will be subject to DQ. Shotgun pre-loading of tubular magazines (empty chamber) at the beginning of a stage under the direction of a RO is exempt.
- 5.10** Handling loaded magazines, live, or dummy rounds or a loaded firearm in a Safe Area will result in a DQ.
- 5.11** A competitor found to be impaired and deemed unsafe as a result of drugs, legal or otherwise, or alcohol will receive a DQ.
- 5.12** Disqualifications will be issued by the RO, Range Master, or Match Director.
- 5.13** Allowing the muzzle of any firearm to point at any part of the competitor's body (i.e. sweeping) during a course of fire.

- 5.14** Failure to submit to a inspection of any and all equipment used during a match to see if the equipment is in compliance with the established rules.
- 5.15** Failure to submit to an audit of a pre-loaded shotgun tube. Our rules state that a competitor will not have more than nine rounds in the shotgun (8 in the mag tube and one in the chamber) at the “are you ready command” or just before the buzzer is activated. ROs will conduct random inspection of a preloaded shotgun to insure that a competitor has no more than 9 rounds in the shotgun. Upon request a competitor will unload his shotgun so an audit of the number of shotgun shells can be conducted. Failure to submit to the audit will result in a match DQ.
- 5.16** Engaging a flying clay with a slug or buckshot will result in a match DQ.
- 5.17** Loading or unloading a shotgun at a stage “Pre-Load Area” without being under the direct supervision of an RO or his/her designee. Competitors may change chokes without supervision, but must have an ECI in the shotgun at all times.

6.0 SHOTGUN - GENERAL

- 6.1** The firearm used by participants must be serviceable and safe. Range Officers may demand examination of a participant’s firearm or related equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by a Range Officer, it must be withdrawn from the event until the item is repaired to the satisfaction of the Range Master.
- 6.2** If a participant’s firearm becomes unserviceable during competition, that participant may replace his/her firearm with another of the same model, gauge, and sighting system approved by the RM/MD or his designee. In the event that a firearm in the same model, gauge, and sighting system cannot be found, the shooter may use any available firearm but may also be moved to another division depending on the type of replacement firearm used. All replacement firearms must be approved by the RM/MD or his designee.
- 6.3** For purposes of this ruling, a “firearm” consists of a specific gauge, receiver, barrel, stock, and sighting system combination
- 6.4** The same firearm system will be used during the entire event.
- 6.5** Participants will not reconfigure any firearm during the course of the entire event (i.e. change gauge, barrel length, shotgun magazine tube length, sighting systems or stock style.) This will be considered Unsportsmanlike Conduct. Note: Shotgun Choke changes are allowed.

7.0 SHOTGUN SPECIFICATION PER DIVISION - Shotguns must be 20 gauge or larger.

7.1 Open Class Shotgun

- No limitations on accessories.
- Barrel length may not be changed for the duration of the event. Shotgun speed loaders are allowed in Open

7.1.1 Shotgun speed loaders must be the new type, or modified old style with primer relief cut.

7.1.2 Use of old style shotgun speed loaders without the primer relief cut will result in disqualification.

7.2 Semi Auto Class Shotgun

- Shotguns must be of a factory configuration.
- Conventional tubular magazine fed shotguns, only, allowed in this division. Barrel length may not be changed for the duration of the event.
- Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.
- No electronic or optical sights are allowed on shotguns in this division.
- No shotgun supporting devices (i.e. bipods, etc.) are allowed in this division. No compensators or porting on barrels allowed in this division.
- No shotgun speed loaders are allowed in this division.
- No shotgun in this division may start a stage with more than 9 total in the shotgun.

7.3 Pump Class Shotgun

- Conventional tubular magazine fed PUMP shotguns, only. Shotguns must be of a factory configuration.
- Barrel length may not be changed for the duration of the event.
- Internal modifications are allowed providing the modifications do not alter the original configuration of the shotgun.
- No electronic or optical sights are allowed on shotguns in this division
- No compensators or porting on barrels allowed in this division. No shotgun speed loaders are allowed in this division
- No shotgun in this division may start a stage with more than 9 rounds total in the shotgun.

8.0 Shotgun loading systems can be removed and abandoned during the course of fire.

9.0 AMMUNITION

9.1 Shotgun ammunition will be 20 gauge or larger. Steel shot is specifically not allowed. Use of steel shot is a safety violation and the competitor is subject to DQ

9.2 No bird shot larger than #7.5 will be used on bird shot designated targets. Shot shell velocity **MUST BE LESS THAN 1351 feet per second.** If a competitor violates either rule a match DQ will apply.

9.3 However, in a stage brief certain targets may be designated as permissible to shoot with buckshot. **Only Number 00 Buckshot (8 or 9 pellet)** or 20 gauge equivalent will be used on buckshot specified targets.

9.4 Slug ammunition projectiles must be 1oz or less. Slug ammunition velocity **MUST BE LESS THAN 1501 feet per second.** If a competitor violates either rule a match DQ will apply.

10.0 APPEALS

10.1 Decisions on Rules and Scoring are initially made by the stages' Chief Range Officer

10.2 If the competitor indicates they want to appeal the CRO's decision, the Range Master, or Match Director will be called to make the final ruling in the matter. Safety violations will not be subject to arbitration.

11.0 RE-SHOOTS

11.1 Re-shoots will be issued by a Chief Range Officer, Range Master, or Match Director. The competitor will be given the choice to re-shoot immediately or have their position moved to the bottom of the shooting order and will be the last to complete the course of fire for that squad. However if a reshoot is issued after the competitor has left the stage in question, the reshoot will take place under the direction of the Range Master or Match Director at a time specified by the RM or MD.

11.2 If a stage has not been completely reset prior to the issuance of the start signal or if a target falls on its own after the start signal, the range officer at their discretion **MAY** stop the competitor as soon as possible. The competitor will then be required to re-shoot the course of fire once it has been reset.

11.2.1 If two or less targets are not reset, the competitor will have the option to (1)-Stop after seeing the un-set target and ask for a re-shoot **BEFORE** engaging the next target array **OR** (2)-engage the un-set target(s) and **continue the stage on the clock.** Once the competitor has engaged the next target array, their time/score will stand. (ie... a competitor may not finish the stage and then ask for a re-shoot because of un-set targets) (this rule is

for the best interest of completing the BGSC match). It will be the responsibility of the competitor to know where all of the targets are located. If the competitor does not stop and does not engage the un-set steel, they will receive a 5 sec procedural (total of 5 sec for the 1 or 2 un-set targets) (if 3 or more targets are un-set there will be an automatic re-shoot). The range officer MAY at his discretion stop the shooter anytime during the course of fire if he thinks the shooter has gained a significant advantage because of un-set targets.

- 11.3** Range equipment failure can include the timer. If at any time prior to the final scores being posted, it has been determined by BGPC/BGSL, that the timer, for any reason, failed to record the last shot, the competitor must re-shoot the stage.

12.0 CONDUCT

- 12.1** A signed score sheet may not finalize your score. If discrepancies arise prior to the time final scores are announced, BGPC/BGSL will, with your notification, take whatever steps necessary to rectify and correct any such problem. Including, but not limited to re-shoots.
- 12.2** BGPC/BGSL retains the right to use BGPC/BGSL video footage if and when available, as an admissible tool to help correct or rectify any issues relevant to scoring a competitor.
- 12.3** In the event a competitor calls for an arbitration he/she will be the ONLY person permitted to be present (other than BGPC/BGSL staff) during the arbitration. If the competitor is a Junior, one other person may be present as an advisor. No arbitration will be conducted in public or in the presence of non-involved competitors.
- 12.4** Failure to follow ALL venue rules, to include conduct, language, and posted speed limits will result in a match DQ. The “I did not get stopped by the RO” defense will not be considered.
- 12.5** A rule violation is not negated because an RO or Match Staff did not immediately stop the competitor.
- 12.6** Any RO, Match Staff, the Range Master and or Match Director can issue a violation they observe. BGPC/BGSL and its Staff reserve the right to make modifications to the rules as necessary. It is the responsibility of the competitor to check the rules for updates.