

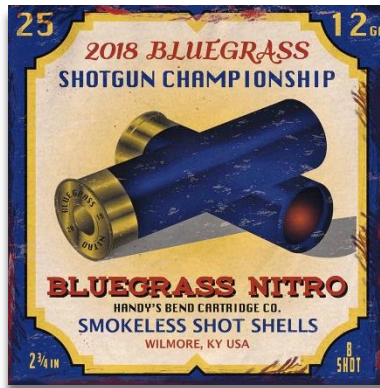


# MATCH GUIDE



## TABLE OF CONTENTS

- MATCH OVERVIEW & INFORMATION
- SPONSORS
- DIRECTIONS, CLUB MAP & PARKING
- SQUAD SCHEDULE
- STAGES
  - 1
  - 2
  - 3
  - 4
  - 5
  - 6
  - 7
  - 8
  - 9
- MATCH RULES



## **MATCH OVERVIEW / INFORMATION**

Welcome to the 2018 Bluegrass Shotgun Championship sponsored by Gamaliel Shooting Supply. This is a one-day format match on Saturday, November 10, 2018 at the Bluegrass Sportsmen's League in Wilmore, Kentucky and will feature 9 stages.

### **Saturday – November 10, 2018 (all time EST)**

- 0600 - BGSL Gates Open
- 0630 to 0730 - Shooter Check-in
- 0730 - Shooters Meeting (all shooters required to attend)
- 0800 - Match Begins
- 1800 (approx.) - Awards Ceremony / Prize Table @ BGSL Clubhouse

### **Lunch**

Lunch is provided (up to \$10) and will be available from 1100 to 1300. **DO NOT LOSE** your lunch ticket that is provided at registration/check-in.

### **MATCH CONTACTS**

Match Director	John Mountjoy	(859) 420-3372
Match Director	Allen Carmical	(859) 338-0804
Match Director/Range Master	Greg Brown	(859) 420-7810

### **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 9 stages – falling behind can happen easily if everyone is not doing their part.

We hope you enjoy the match and tell your friends as it is our plan to keep putting it on so long as you keep coming back! We're glad you are here.



## SPONSORS

# GAMALIEL

## SHOOTING SUPPLY

Gamaliel, KY

800-356-6230 [www.gamaliel.com](http://www.gamaliel.com)

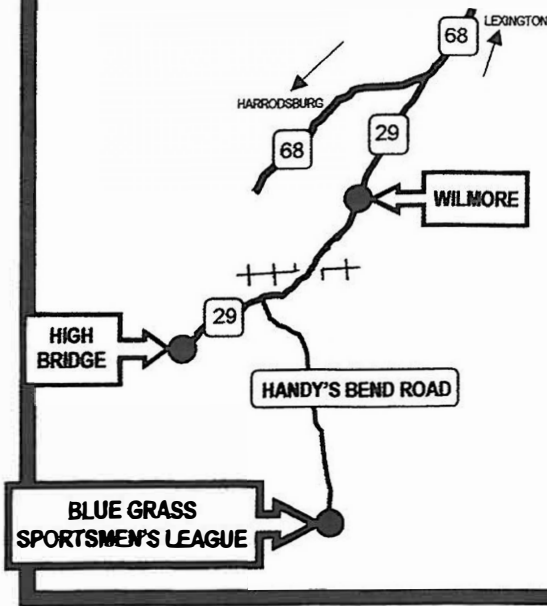


*CLASSIC*  
Arms & Archery



**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

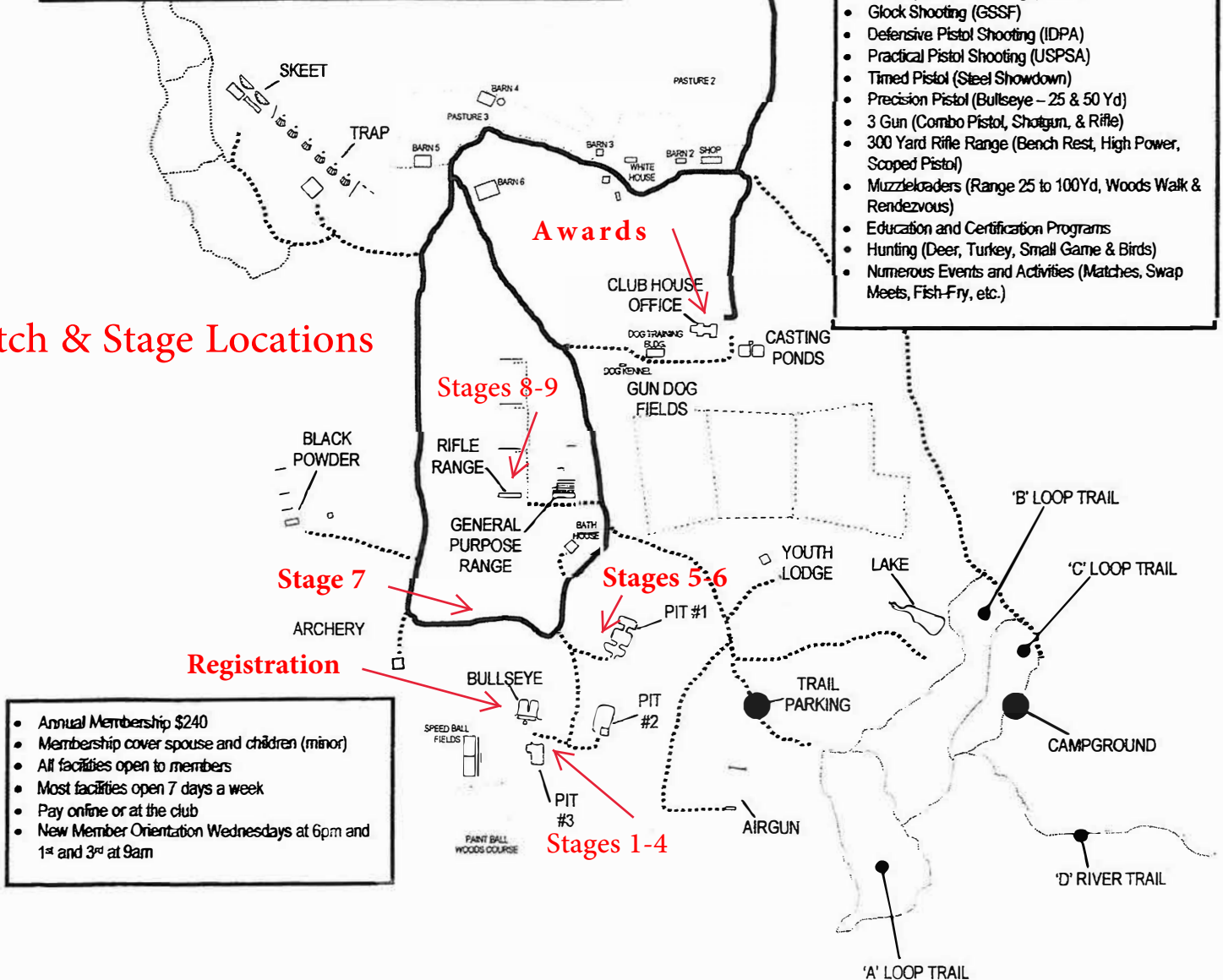
859 858-4060

[www.bgslinc.com](http://www.bgslinc.com) (Web Site)

[membership@bgslinc.com](mailto: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 & Stage Locations



- 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 1<sup>st</sup> and 3<sup>rd</sup> at 9am



## SQUAD SCHEDULE



Stage	800	900	1000	1100	1200	1300	1400	1500	1600	1700
1		1	7	6	Lunch		5	4	3	2
2	1	2		7		6		5	4	3
3	2	3	1			7	6		5	4
4	3	4	2	1			7	6		5
5	4	5	3	2		1		7	6	
6	5		4	3		2	1		7	6
7		6	5	4		3	2	1		7
8	6	7		5		4	3	2	1	
9	7		6			5	4	3	2	1



**STAGES x 9**

*(stage subject to change without notice)*

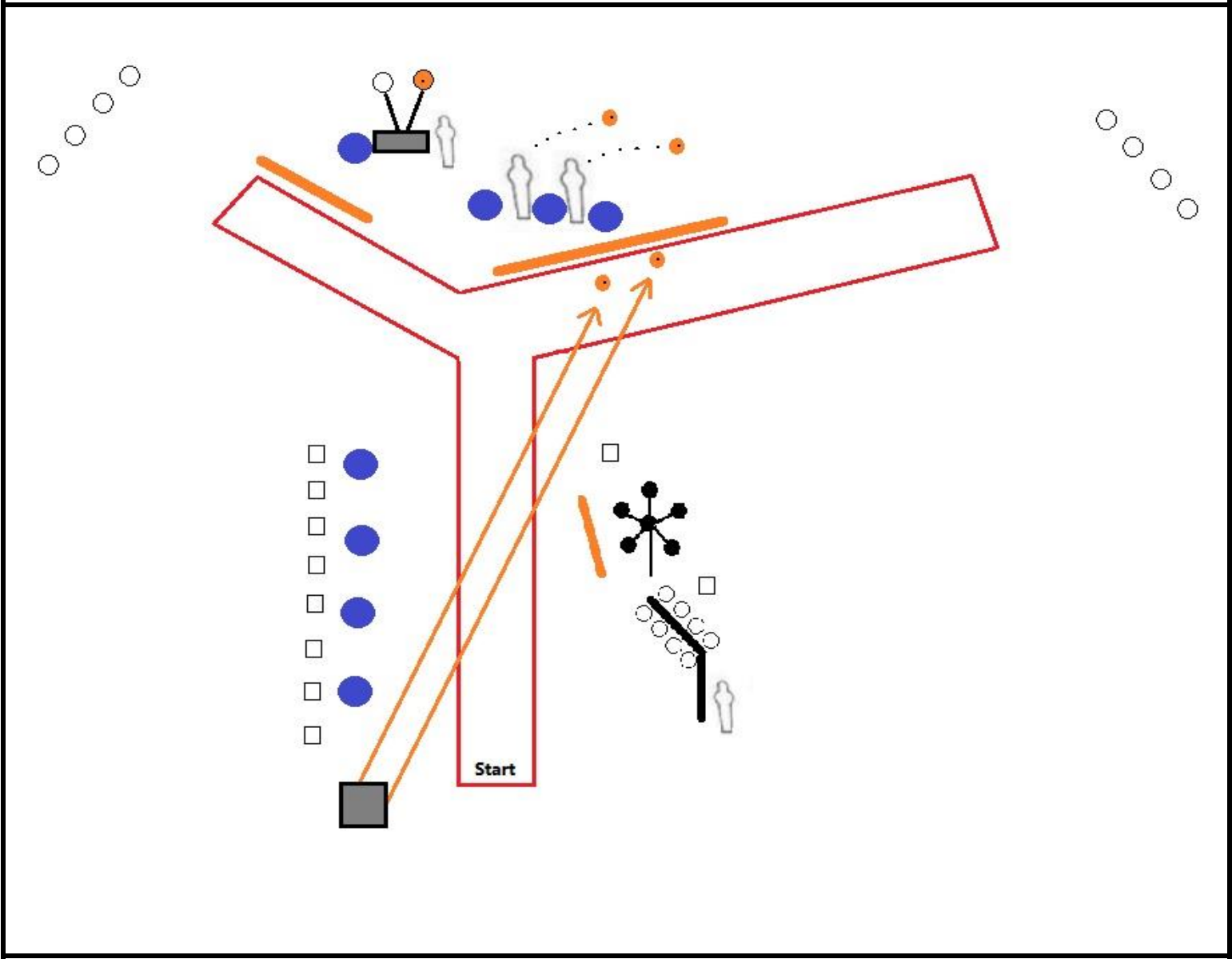
# 2018 Bluegrass Shotgun Championship

## Dude, Can I Borrow Your Chestrig?

Par Time: 200 sec

<p><b>START POSITION:</b> shooter facing downrange with both heels on start line</p>	<p><b>SCORING:</b> Time plus penalties  <b>TARGETS:</b> 4 aerial clays, 1 clay swinger, 23 falling steel, 2 activators, 2 poppers, 8 mini-spinners  <b>SCORED HITS:</b> Called hit on mini-spinners and per 2018 BGSC Rules</p>
<p><b>FIREARM(S) CONDITION / POSITION:</b> shotgun loaded to division capacity with safety engaged at port arms</p>	<p><b>Ammo:</b> Birdshot  <b>START-STOP:</b> Audible - Last shot  <b>RULES:</b> 2018 BGSC Rules, &lt;-180-&gt;</p>

**STAGE PROCEDURE:** at start signal, engage all targets with birdshot only as visible from within designated shooting area. Two aerial clays will launch in succession in front of shooter at start signal. All activators must be engaged and knocked over **PRIOR** to engaging activated moving targets, i.e. Propellor Plate Rack, Texas Star, poppers and clay swinger. Mini-spinners must make one (1) complete revolution to be neutralized and will be scored as falling steel, i.e. +5 sec penalty for engaged, not spun; and +10 penalty sec for not engaged. All walls extend from the ground to infinity.



**SET-UP:**

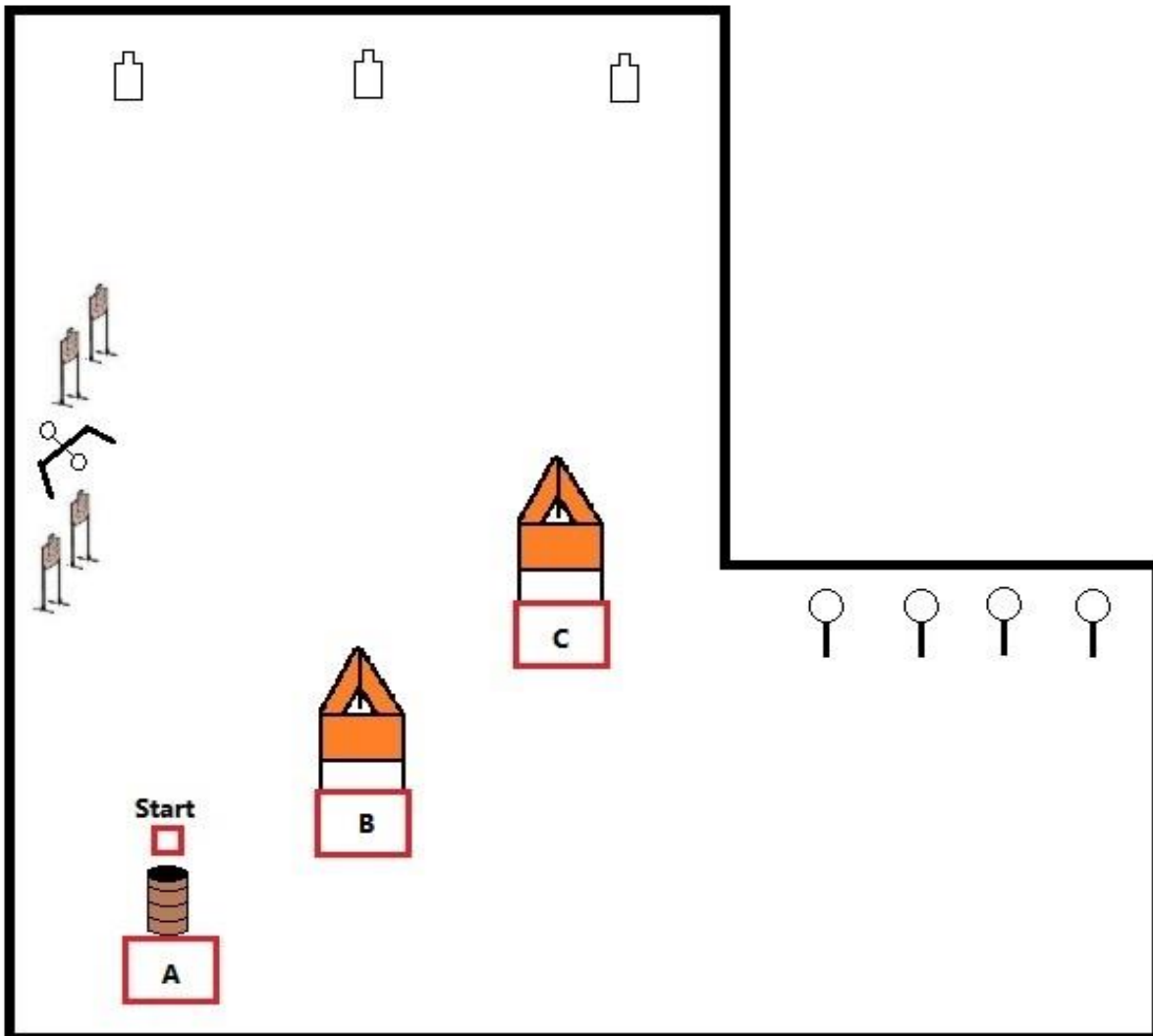
# 2018 Bluegrass Shotgun Championship

# SLUG IT UP BUTTERCUP

Par Time: 120 sec

<p><b>START POSITION:</b> shooter facing uprange standing in start box with hands on butt</p>	<p><b>SCORING:</b> Time plus penalties  <b>TARGETS:</b> 9 B/C steel, 4 10" steel, 4 paper and 1 MGM Spinner  <b>SCORED HITS:</b> Called hits on slug steel and per 2018 BGSC Rules  <b>Ammo:</b> Slug  <b>START-STOP:</b> Audible - Last shot  <b>RULES:</b> 2018 BGSC Rules, &lt;-180-&gt;</p>
<p><b>FIREARM(S) CONDITION / POSITION:</b> shotgun loaded with 7 rounds ONLY and staged muzzledown inside Bourbon Barrel. Bolt must be closed on empty chamber with nothing on lifter (if applicable)</p>	

**STAGE PROCEDURE:** at start signal, move to Box A, retrieve shotgun from Bourbon Barrel and engage 3 B/C targets and 4-10" plates. Advance to Box B and reengage 3 B/C targets. Advance to Box C and reengage 3 B/C targets, and engage 4 paper targets and 1 MGM spinner. All walls extend from the ground to infinity.



**SET-UP:**

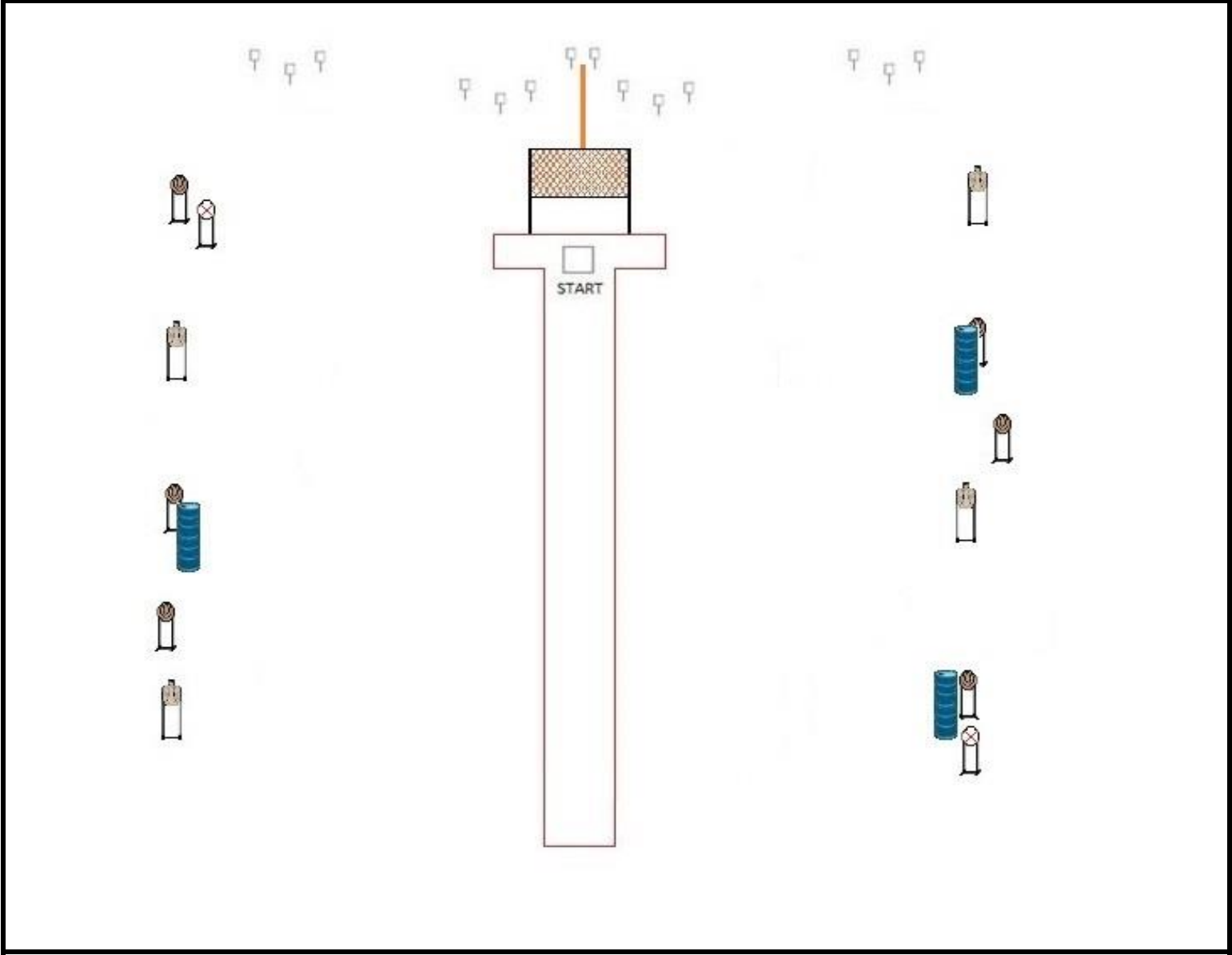
# 2018 Bluegrass Shotgun Championship

# Candy Cane

**Par Time: 90 sec**

<p><b>START POSITION:</b> shooter facing downrange at designated start position</p>	<p><b>SCORING:</b> Time plus penalties  <b>TARGETS:</b> 14 falling steel, 6 Classic paper and 4 Metric paper  <b>SCORED HITS:</b> per 2018 BGSC Rules</p>
<p><b>FIREARM(S) CONDITION / POSITION:</b> shotgun loaded to division capacity with safety engaged at low ready with muzzle touching "X"</p>	<p><b>Ammo:</b> Birdshot, Buckshot and Slug  <b>START-STOP:</b> Audible - Last shot  <b>RULES:</b> 2018 BGSC Rules, &lt;-180-&gt;</p>

**STAGE PROCEDURE:** at start signal, from within designated shooting area engage falling steel with birdshot only, engage Classic paper with buckshot only and engage Metric paper with slug only. All walls extend from the ground to infinity.



**SET-UP:**

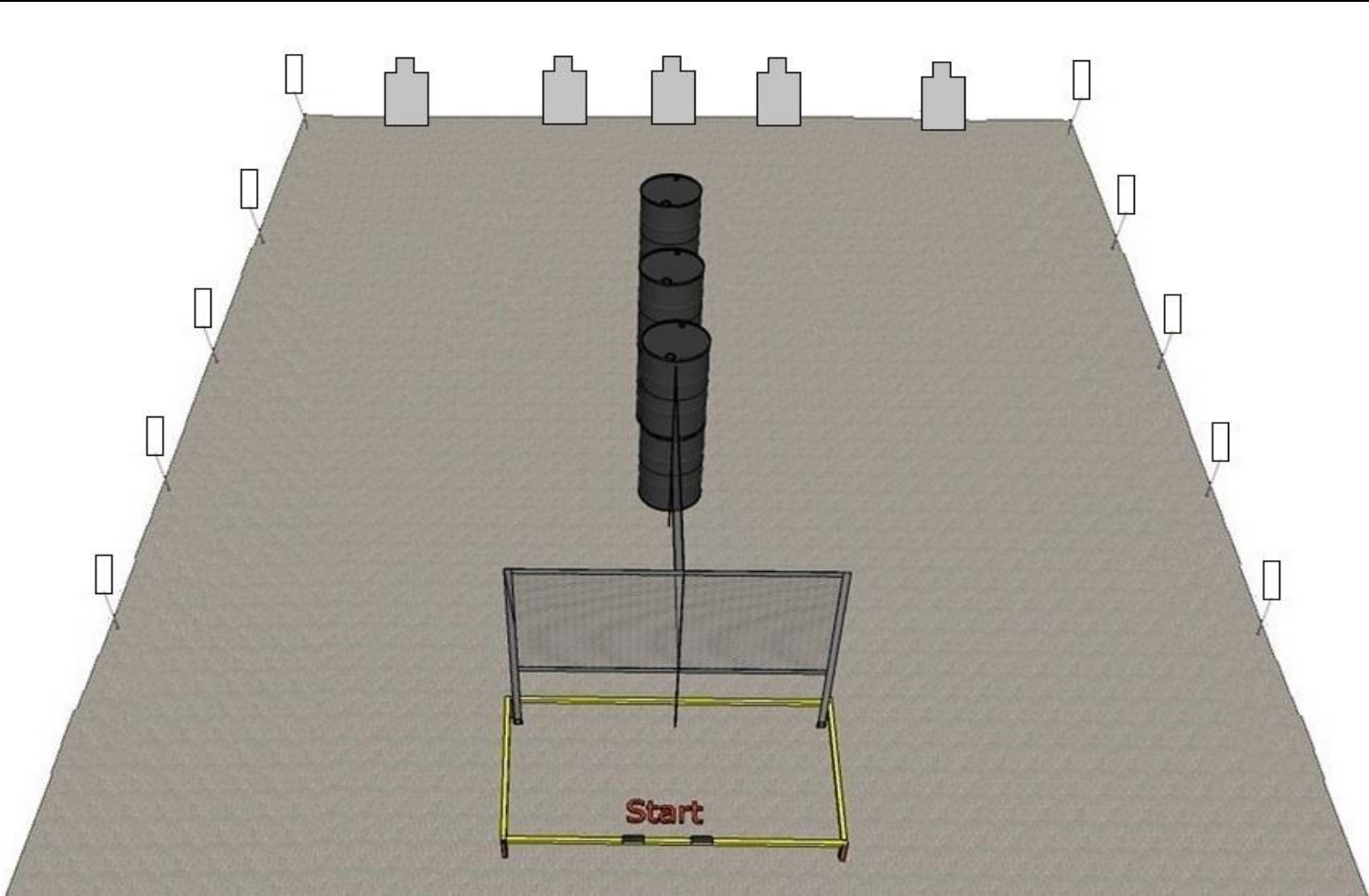
# 2018 Bluegrass Shotgun Championship

# Reach Around

**Par Time: 90 sec**

<p><b>START POSITION:</b> shooter facing downrange at designated start position, both heels on line</p>	<p><b>SCORING:</b> Time plus penalties  <b>TARGETS:</b> 15 falling steel</p>
<p><b>FIREARM(S) CONDITION / POSITION:</b> shotgun completely <b>EMPTY</b> with bolt closed, loading port facing ground and held at port arms</p>	<p><b>SCORED HITS:</b> per 2018 BGSC Rules  <b>Ammo:</b> Buckshot  <b>START-STOP:</b> Audible - Last shot  <b>RULES:</b> 2018 BGSC Rules, &lt;-180-&gt;</p>

**STAGE PROCEDURE:** at start signal, from within designated shooting area engage falling steel with buckshot only. All walls extend from the ground to infinity.



**SET-UP:**

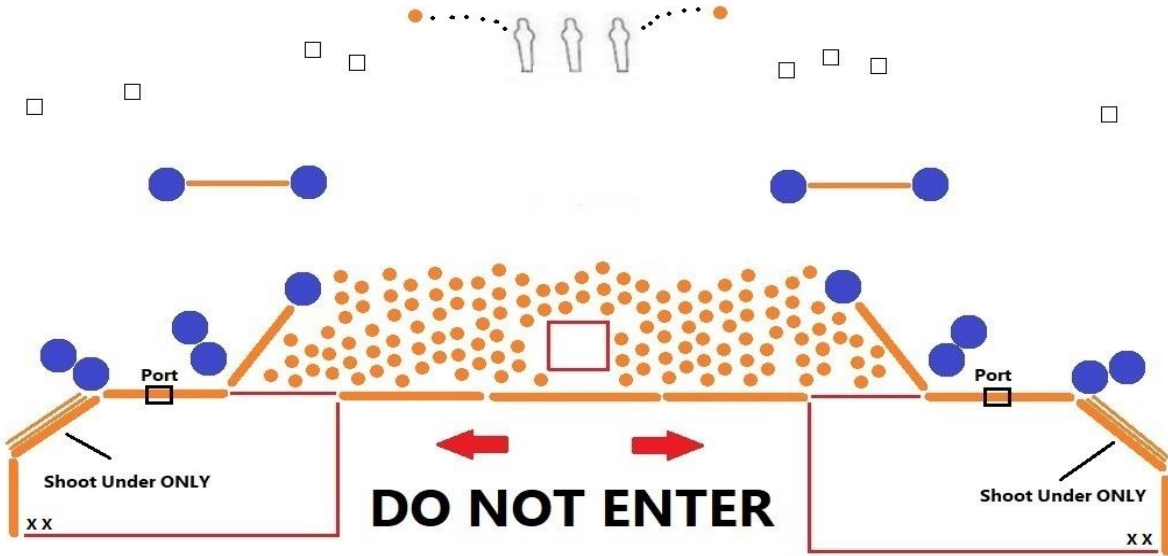
# 2018 Bluegrass Shotgun Championship

# DMZ

**Par Time: 90 sec**

<p><b>START POSITION:</b> shooter facing downrange at either start position, both toes on line</p>	<p><b>SCORING:</b> Time plus penalties  <b>TARGETS:</b> 16 falling steel, 3 steel poppers, 2 aerial clays  <b>SCORED HITS:</b> per 2018 BGSC Rules  <b>Ammo:</b> Birdshot  <b>START-STOP:</b> Audible - Last shot  <b>RULES:</b> 2018 BGSC Rules, &lt;-180-&gt;</p>
<p><b>FIREARM(S) CONDITION / POSITION:</b> shotgun loaded to division capacity with safety engaged at port arms</p>	

**STAGE PROCEDURE:** at start signal, from any shooting area engage falling steel and from forward shooting box only engage steel poppers and aerial clays. All walls extend from the ground to infinity **EXCEPT** designated ground ports. Shooter **MAY ONLY MOVE** between shooting areas through the DMZ minefield. If a "mine" is cracked or broken, +3 second penalty will be assessed PER mine. Failure to move through the DMZ minefield is a +30 second procedural penalty.



**SET-UP:**

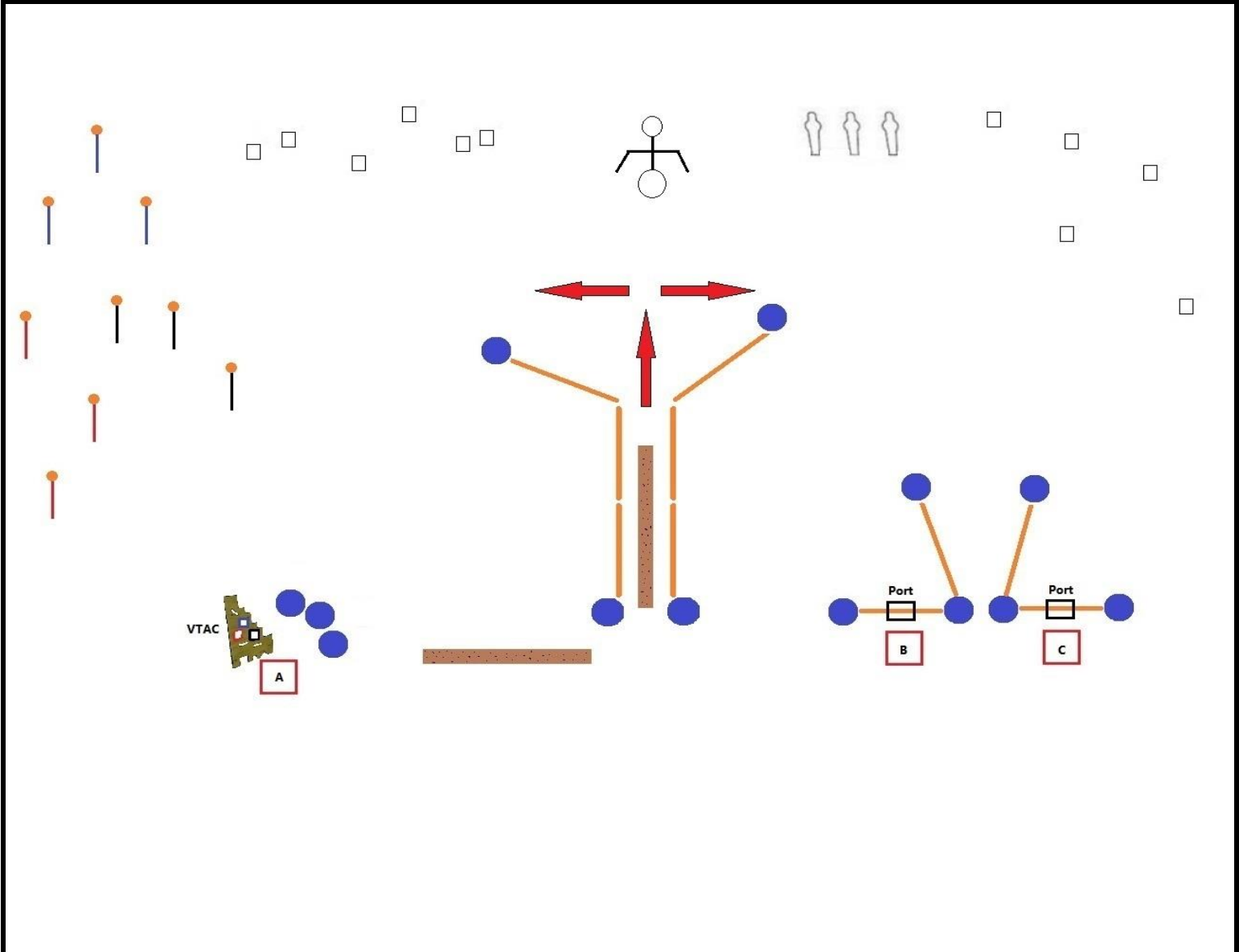
# 2018 Bluegrass Shotgun Championship

# Planks 'n Ports

**Par Time: 90 sec**

<p><b>START POSITION:</b> shooter facing downrange standing in Box A</p>	<p><b>SCORING:</b> Time plus penalties  <b>TARGETS:</b> 11 falling steel, 3 steel poppers, 9 clays, 1 Spinner  <b>SCORED HITS:</b> per 2018 BGSC Rules</p>
<p><b>FIREARM(S) CONDITION / POSITION:</b> shotgun loaded to division capacity with safety engaged at low ready with barrel inside colored VTAC port of choice</p>	<p><b>Ammo:</b> Birdshot  <b>START-STOP:</b> Audible - Last shot  <b>RULES:</b> 2018 BGSC Rules, &lt;-180-&gt;</p>

**STAGE PROCEDURE:** at start signal, engage clay targets from Box A **THROUGH** corresponding colored VTAC barricade ports, i.e. red clays through red port, blue clays through blue port and black clays through black port; and engage falling steel targets and Spinner from wood planks and/or Boxes B and C only. BOTH feet must be on wood plank(s) when engaging targets. Failure to have both feet on wood plank(s) when engaging targets is a +5 second procedural penalty per shot. Once shooter has mounted wood plank in the narrow-walled shooting alley, shooter may only exit the alley **TO THE FRONT**, i.e. downrange (watch that muzzle). All walls extend from the ground to infinity.



**SET-UP:**



# 2018 Bluegrass Shotgun Championship

# HUNTIN' SEASON

Par Time: 200 sec

<b>START POSITION:</b> shooter facing downrange standing at designated start position, both heels on line	<b>SCORING:</b> Time plus penalties <b>TARGETS:</b> 34 falling steel, 1 Spinner
<b>FIREARM(S) CONDITION / POSITION:</b> shotgun loaded to division capacity with safety engaged at port arms	<b>SCORED HITS:</b> per 2018 BGSC Rules <b>Ammo:</b> Birdshot <b>START-STOP:</b> Audible - Last shot <b>RULES:</b> 2018 BGSC Rules, <-180->

**STAGE PROCEDURE:** at start signal, from designated trail engage falling steel and spinner with birdshot only.

# JUNGLE RUN

**SET-UP:**

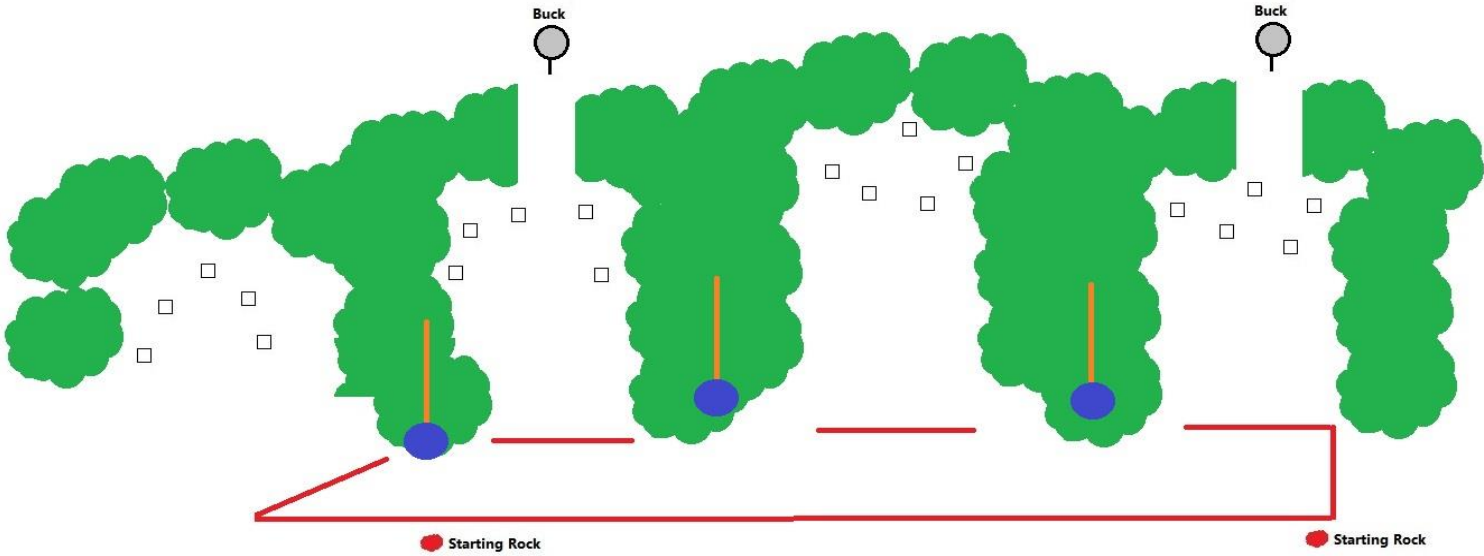
# 2018 Bluegrass Shotgun Championship

# BUSH HOG

Par Time: 90 sec

<p><b>START POSITION:</b> shooter facing downrange standing at designated start position with one foot fully on either rock</p>	<p><b>SCORING:</b> Time plus penalties  <b>TARGETS:</b> 20 falling steel, 2 static buckshot steel</p>
<p><b>FIREARM(S) CONDITION / POSITION:</b> shotgun loaded to division capacity with safety engaged at port arms</p>	<p><b>SCORED HITS:</b> Called hit on buckshot steel and per 2018 BGSC Rules  <b>Ammo:</b> Birdshot and Buckshot  <b>START-STOP:</b> Audible - Last shot  <b>RULES:</b> 2018 BGSC Rules, &lt;-180-&gt;</p>

**STAGE PROCEDURE:** at start signal, from within shooting designated area engage falling steel with birdshot only and engage static steel with buckshot only. All walls extend from the ground to infinity.



**SET-UP:**

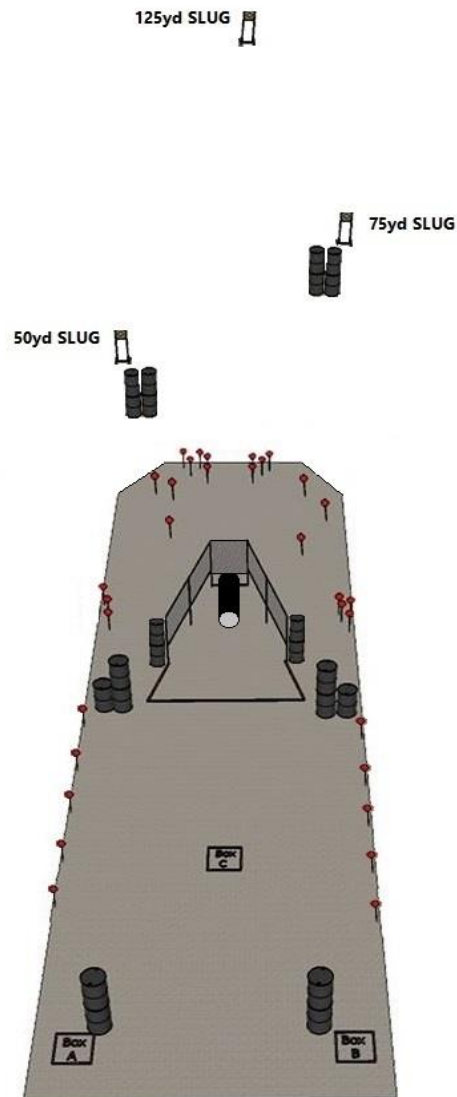
# 2018 Bluegrass Shotgun Championship

# TOTALLY TUBULAR

Par Time: 150 sec

<p><b>START POSITION:</b> shooter facing downrange standing inside either Box A or Box B</p>	<p><b>SCORING:</b> Time plus penalties  <b>TARGETS:</b> 32 falling steel, 3 static slug steel</p>
<p><b>FIREARM(S) CONDITION / POSITION:</b> shotgun loaded to division capacity with safety engaged at low ready</p>	<p><b>SCORED HITS:</b> Called hit on slug steel and per 2018 BGSC Rules  <b>Ammo:</b> Birdshot and Slug  <b>START-STOP:</b> Audible - Last shot  <b>RULES:</b> 2018 BGSC Rules, &lt;-180-&gt;</p>

**STAGE PROCEDURE:** at start signal, from within shooting designated areas engage falling steel with birdshot only and engage static steel with slug only. All walls extend from the ground to infinity.



**SET-UP:**



## MATCH RULES

# **2018 BLUEGRASS SHOTGUN CHAMPIONSHIP RULES**

*Final – November 2, 2018*

The Bluegrass Pistol Club (BGPC) reserves the right to change or modify these rules if necessary and 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.

## **Table of Contents**

1.0 SAFETY RULES

2.0 RANGE COMMANDS AND PROCEDURES

3.0 SCORING

4.0 PROCEDURAL PENALTIES

5.0 DISQUALIFICATIONS

6.0 SHOTGUN GENERAL

7.0 SHOTGUN SPECIFICATION PER DIVISION

8.0 EQUIPMENT

9.0 AMMUNITION

10.0 APPEALS

11.0 RESHOOTS

12.0 CONDUCT

## **1.0 SAFETY RULES**

These are the rules instated by BGPC and the host range, the Bluegrass Sportsmen'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/bolt 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 reshoot, 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 reshoot 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, and reset 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 competitor’s 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 within or touching the perforations on a paper target; 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
  - Steel “Spinner” (MGM or similar type) must spin AT LEAST one (1) revolution to be scored.
    - Steel “Spinner” designated slug engaged, but not spun = 30.00 second penalty
    - Steel “Spinner” designated slug not engaged (includes misses) = 60.00 second penalty
- Buckshot
  - HIT = One buckshot pellet in the A/B zone(s) or two buckshot pellets anywhere within or touching the perforations on a paper target; 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 or broken with at least one BB hole or fallen to ground
    - 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
    - Steel “Spinner” (MGM or similar type) must spin AT LEAST one (1) revolution to be scored.
      - Steel “Spinner” designated birdshot engaged, but not spun = 30.00 second penalty
      - Steel “Spinner” designated birdshot not engaged (includes misses) = 60.00 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 non-static steel target that has turned, but remains on its stand is NOT considered fallen. Hinged targets MUST be DOWN to score and Pepper Poppers MUST be DOWN to score.

- In order to be considered cracked or broken, 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 pigeon knocked off of a stand with no visible hole is scored as a Hit in favor of the shooter.

#### **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 disqualification.
- 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 away 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 **disqualification**. 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 **disqualification**.
- 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 **disqualification**.
- 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 **disqualification**. 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 **disqualification**.
- 5.11** A competitor found to be impaired and deemed unsafe as a result of drugs, legal or otherwise, or alcohol will receive a **disqualification**.
- 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 timer is activated. ROs will conduct random inspections 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 **disqualification**.
- 5.16** Engaging a flying clay with a slug or buckshot will result in a match **disqualification**.
- 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, magazine type or capacity.
- Barrel length may not be changed for the duration of the event. Shotgun speed loaders are allowed in Open Division.

**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 rounds of ammunition 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 of ammunition 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 match disqualification.

9.2 No bird shot larger than #7.5 may 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 disqualification will apply.

9.3 However, in a written 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 may 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 disqualification will apply.

## **10.0 APPEALS**

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

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

## **11.0 RESHOOTS**

11.1 Reshoots will be issued by a Range Officer, Range Master, or a Match Director. The competitor will be given the choice to reshoot 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 a 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 reshoot 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-reset target and ask for a reshoot BEFORE engaging the next target array OR (2)-engage the un-reset 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 reshoot because of un-reset targets; this rule is



for the best interest of completing the match for all competitors). 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-reset steel, they will receive a 5 sec procedural (total of 5 sec for the 1 or 2 un-reset targets) (if 3 or more targets are un-reset there will be an automatic reshoot). The Range Officer MAY, at his/her discretion, stop the shooter anytime during the course of fire if he/she thinks the shooter has gained a significant advantage because of un-reset 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 announcement of final scores, BGPC/BGSL will, with proper notification, take whatever steps necessary to rectify and correct any such problem. Including, but not limited to, reshoots.
- 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 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 disqualification. 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.