



NORDIC COMPONENTS

TACTICAL SHOTGUN MATCH RULES

(Updated 06/03/2013)

1. Safety Rules

1.1 Competitors are subject to match disqualification for violation of any rule or regulation in sections 1 or 2.

1.2 The match will be run on COLD RANGES.

1.2.1 COLD RANGE (definition): Competitors' shotguns 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 shotguns 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 Shotguns

1.4.1 Shotguns must be cased or carried with the muzzle up or down.

1.4.2 Shotguns must be carried with actions open and detachable magazines (if applicable) removed.

1.4.3 On stages, preloading shotguns with fixed tube magazines may only be done at the designated pre-loading area and under the direction of a match official. Preloaded shotguns shall be placed in a designated safety area and remain there until it is to be used immediately on the stage.

1.4.3.1 "Preload" is defined as loading the fixed-tube magazine of a shotgun with live ammunition while keeping the shotgun safety on and the bolt closed on an empty chamber.

1.4.3.2 Preloading Areas are not Safety Areas. Only the shotgun to be preloaded is allowed to be handled at the preloading area.

1.5 No competitors or spectators shall consume or be under the influence of alcohol or nonprescription drugs at the match site. Any competitor 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.

1.6 Eye protection is mandatory for competitors, spectators & range personnel at the match site.

1.7 Ear protection is mandatory for competitors, 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. Competitor will not be allowed to continue with the match. Competitor will not be eligible for prizes, a refund of entry fee, nor a free entry into next match. The final decision will rest with the Match Director.

2.1.1 A Match Disqualification shall be issued for Negligent Discharge which is defined as the discharge of a shotgun in an unsafe manner or unintentionally in which a projectile (bullet) strikes the ground within 3 feet of the competitor or range officer, or outside the confines of the backstop/implied 180 degree area.

2.1.2 A Match Disqualification shall be issued for dropping a loaded shotgun (see Rule 5.6).

2.1.3 A Match Disqualification shall be issued for allowing the muzzle of a shotgun to break the implied 180-degree Safety Plane (except while holstered and safe).

2.1.4 A Match Disqualification shall be issued for unsportsmanlike conduct which includes, but is not limited to cheating, altering targets, altering or falsifying score sheets, or changing shotgun configurations to gain an advantage (see Rule 5.5)

2.1.5 A Match Disqualification shall be issued for unsafe shotgun-handling which includes, but is not limited to handling a shotgun while people are downrange, handling a shotgun on a stage without permission of the range officer, or discharging a shotgun during the load and make ready or preloading process.

2.2 Stage Disqualification may be issued for various infractions at the discretion of the Range Master or Match Director.

2.3 All disqualification will be issued by the Range Master or Match Director.

3. Sportsmanship & Conduct

3.1 Competitors 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 Range Master or Match Director.

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 Competitors that intentionally fail to make a good faith effort to engage and hit targets in order to gain advantage, coaching by other competitors, and spotting for other competitors shall be considered unsportsmanlike conduct and will be cause for issuance of a procedural penalty to the competitor.

3.4 Any competitor who does not participate in resetting a stage shall be warned of the unsportsmanlike conduct. Continuance of such conduct will be cause for issuance of a procedural penalty to the competitor. Further continuance of such conduct will be cause for match disqualification.

3.5 The Match Director shall be the final arbiter of any such penalties.

4. Ammunition

4.1 No tracer, incendiary, armor piercing or steel jacketed or jacketed sabot slug ammunition allowed. Violation of this rule will result in a match disqualification and financial liability for any damaged range material.

4.2 NO STEEL SHOT AMMO ALLOWED.

4.3 All shotgun ammunitions shall be lead shot and no bigger than 2¾ inch shells.

4.4 Largest birdshot allowed is 7.5 shot unless otherwise stated in the course description.

4.5 12 gauge buckshot must have no more than 9 pellets and be 00 buck or 000 buck.

4.6 20 gauge buckshot must have no more than 20 pellets and be #3 buck.

4.7 Slugs shall be lead.

4.8 Use of prohibited types of ammunition will result in a stage or match disqualification.

5. Shotguns

5.1 All shotguns used by competitors shall be serviceable and safe.

5.2 If a competitor's shotgun becomes unserviceable during competition, that competitor may replace his/her shotgun with another of the same model, caliber and sighting system approved by the Range Master.

5.3 For purposes of this ruling, a "shotgun" consists of a specific caliber, receiver, barrel, and stock and sighting system combination.

5.4 The same shotgun system, for each gun, per Rule 5.3, shall be used during the entire match.

5.5 Competitors will not reconfigure any shotgun during the course of a match. (i.e. change caliber, barrel length, shotgun magazine tube length, sighting systems or stock style.)

5.6 “Loaded Shotgun” is a shotgun with ammunition in it; whether in the chamber, magazine tube, detachable magazine still in the shotgun, or on the lifter.

5.7 Certain shotgun supporting devices may be prohibited by the Match Director.

5.7.1 Prohibited devices include, but are not limited to; supporting devices that risk excess damage to props and/or pose a potential safety risk to competitors and match officials are prohibited. (i.e. the Hedgehog and like products are not allowed)

6. Divisions [Open, Tactical, Manual (Pump)] See Rule 11.4 for required number of competitors.

6.1 Open Division

6.1.1 No limitations on accessories (see Rule 5.3) see Special Note below.

6.1.2 Barrel length shall not be changed for the duration of the match.

6.1.3 Magazine tube length shall not be changed for the duration of the match.

6.1.4 Shotgun speed loaders are allowed in Open Division.

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

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

6.2 Tactical Division

6.2.1 Barrel length may not be changed for the duration of the match.

6.2.2 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.

6.2.3 No electronic or optical sights are allowed on shotguns in this Division.

6.2.4 No shotgun supporting devices (i.e. bipods, etc.) are allowed in this Division.

6.2.5 No compensators or porting on barrels allowed in this Division.

6.2.6 Tactical shotguns may start a stage with a maximum of nine (9) rounds in the gun but magazine capacity will not be limited. Nine round maximum is tube loaded to nine with empty chamber or tube loaded to eight with loaded chamber.

6.2.7 No shotgun speed loaders are allowed in this Division.

6.3 Manual (Pump) Division

6.3.1 Only pump shotguns are allowed in the Heavy Metal Division.

6.3.2 Barrel length may not be changed for the duration of the match.

6.3.3 Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.

6.3.4 No electronic or optical sights are allowed on shotguns in this Division.

6.3.5 No shotgun supporting devices (i.e. bipods, etc.) are allowed in this Division.

6.3.6 No compensators or porting on barrels allowed in this Division.

6.3.7 Manual (Pump) shotguns may start a stage with a maximum of nine (9) rounds in the gun but magazine capacity will not be limited. Nine round maximum is tube loaded to nine with empty chamber or tube loaded to eight with loaded chamber.

6.3.8 No shotgun speed loaders are allowed in this Division.

6.3.9 Manual (Pump) shotguns must be in 12ga.

7. Special Categories (Junior, Lady, Senior, Military, Law Enforcement) * see Rule 11.5 for required number of competitors.

7.1 A competitor may only be recognized in 1 (one) Special Category.

7.2 Competitor must be currently eligible for the Special Category.

7.3 Junior

7.3.1 Current age of less than 18 years old.

7.3.2 High competitor qualifying for this special category in each Division.

7.4 Lady

7.4.1 Female gender and currently 18 years old or older.

7.4.2 High competitor qualifying for this special category in each Division.

7.5 Senior

7.5.1 Currently 50 years old or older.

7.5.2 High competitor qualifying for this special category in each Division.

7.6 Military / Law Enforcement Officer

7.6.1 Currently serving or retired Military status required, or

7.6.2 Currently commissioned by local, state, or federal Law Enforcement Officer with powers of arrest.

7.6.3 High competitor qualifying for this special category in each Division.

7.7 Special Category is for recognition only. It does not entitle the recipient to an extra or early walk of the prize table.

8. Scoring

10.1 Scoring per stage will be straight time plus penalties. Maximum time allowed to shoot any stage is 180 seconds (unless otherwise noted in the stage description). Maximum penalty time for any stage (including target penalties) is 300 seconds.

10.1.1 Paper targets used in the match may be IPSC (old style), the new IPSC "Classic", ½ size IPSC, SOF, IDPA or Zombie Targets. Neutralization of paper targets will be as described in the stage briefing. Penalties for failure to neutralize (if engaged) will be described in the stage briefing.

10.1.2 Designated "No Shoot" targets that are hit will incur a 10-second penalty for each hit on the "No Shoot" targets.

10.1.3 Frangible aerial targets must visibly break while in the air to be neutralized. Failure to neutralize (if engaged) will incur a 5-second only penalty.

10.1.4 Frangible targets (non-aerial) must break to be neutralized (one BB hole is a break). Failure to neutralize (if engaged) will incur a 10-second penalty for un-hit target.

10.1.5 Knock down style targets (i.e. poppers or steel) must fall to be neutralized. Failure to neutralize (if engaged) will incur a 10-second penalty for un-hit target.

10.1.6 Static steel targets must be struck solid enough to be visible and/or audible and the Range Officer must call "Hit" on the target to be ruled neutralized. Failure to neutralize (if engaged) will incur a 10-second penalty for un-hit target.

10.1.7 Spinner-type targets must be spun completely around and the Range Officer must call "Over" on the target to be ruled neutralized. Failure to engage or failure to completely spin the target will incur a 30-second penalty.

10.1.8 Failure to Engage (FTE) any targets will incur a 15-second penalty (exception for spinner-type targets in Rule 10.1.9).

10.1.9 Procedural penalties, 5-seconds per shot, will be issued for failing to follow the stage directions as written.

10.1.10 Procedural penalties, 5-seconds, will be issued for failing to follow the intent of the stage procedures.

10.1.11 Stage Not Fired (SNF) or Did Not Finish (DNF) penalty will be given zero score per stage not fired.

10.1.12 Targets shot with the wrong type of ammunition will incur a procedural penalty (see rule 10.1.9) if the target is hit, plus a 15-second failure to engage penalty if the target becomes unavailable to be neutralized with the correct ammunition. Additionally, if the target is damaged, competitor will be held financially responsible and must meet the responsibility before continuing to the next stage.

10.2 Stage Points

10.2.1 First Place (lowest time) for each stage, in each Division, will receive 100 points; Second Place and below will figure points on a percentage basis of the 100 points from 1st Place.

10.2.2 All stages will be scored by division.

10.2.3 Total points accumulated for all stages will determine the match placement by Division.

10.2.4 Ties will be broken by an undisclosed Tie Breaker Stage designated by the Range Master or Match Director.

10.2.5 Highest score wins.

11. Arbitration Rules & General Principles

11.1 Administration

11.1.1 Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant levels of competition, emotions run high and the outcome is much more important to the individual competitor. Generally effective match administration and planning will prevent most disputes. However, in cases that disputes do arise, see 11.2-11.3.

11.2 Access

11.2.1 Protests may be submitted for arbitration except the actual scoring of targets. However, protests arising from a disqualification for a safety infraction will only be accepted to determine whether or not an infraction as described by the range official was in fact unsafe. The commission of the infraction may not be protested.

11.3 Appeals

11.3.1 Decisions are made initially by the Range Officer. If the complainant disagrees with a decision, the Range Master should be summoned and asked to rule. If a disagreement still exists, the Match Director may be summoned and asked to rule and his decision is final.

***Note:** Remaining calm and rational while arbitrating disputes will make this unpleasant job easier.

11.4 Each division must have at least 3 (three) competitors.

11.4.1 Tactical Limited, if less than 3 competitors, will have the option of shooting in Tactical Optics or Open.

11.4.2 Heavy Metal, if less than 3 competitors, will have the option of shooting in any other division.

11.4.3 Heavy Optics, if less than 3 competitors, will have the option of shooting in Tactical Optics or Open.

11.5 Each Special Category must have a minimum of 3 (three) competitors in each division for recognition.