

3M Trap and Skeet Club Practical Shotgun Rules

Adapted from Nordic Components Shotgun Championship Rules. Significant differences from the Nordic Components rules include:

- *No preloading of shotguns will be done at any time.*
- *No ammunition other than birdshot (size 7.5 or smaller) will be allowed to be present on the range.*
- *Divisions are defined to accommodate typical clay target shotguns*

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.

1.5 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 shot charge strikes the ground within 3 feet of the competitor or range officer, or outside the confines of the implied 180 degree area.

2.1.2 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, discharging a shotgun during the load and make ready process,

unloading process, or reloading or moving during the course of fire while clearly not aiming in at a target.

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

2.1.4 A Match Disqualification shall be issued for allowing the muzzle of a shotgun to break the implied 180-degree Safety Plane.

2.1.5 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 shotguns configurations to gain an advantage (see Rule 5.5)

2.1.6 A Match Disqualification shall be issued for using forbidden ammunition (see Rule 4.1).

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(s).

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 **ONLY LEAD BIRDSHOT IS 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 ammunition shall be no bigger than 2¾ inch shells.

4.4 **Largest birdshot allowed is 7.5 shot.**

4.5 Presence on the range of prohibited types of ammunition (steel shot, buckshot, or slugs) will result in a stage or match disqualification and financial liability for any damaged range material.

5. Shotguns

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

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

5.3 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.) Changing choke tubes is allowed.

5.4 "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.

5.5 Certain pointed shotgun supporting devices or other accessories posing a safety hazard may be prohibited by the Match Director.

5.6 Shotguns must be 12 gauge, 20 gauge, or 16 gauge.

6. Divisions [Open, Hunter, Break-Action]

6.1 Open Division

6.1.1 No limitations on accessories (except according to Rule 5.5)

6.2.2 Open Division shotguns may start a stage with a maximum of 9 rounds in the gun. (Magazine capacity is not limited). Nine round maximum is magazine tube loaded to eight with a loaded chamber or magazine tube loaded to 9 and an empty chamber.

6.3.1 Shotgun speed loaders are allowed in Open Division.

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

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

6.2 Hunter Division

6.2.1 Hunter Division shotguns may start a stage with a maximum of 5 rounds in the gun and magazine capacity is limited to 4. Five round maximum is magazine tube loaded to four and with a loaded chamber.

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

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

6.2.4 No compensators allowed in this Division.

6.2.5 No shotgun speed loaders are allowed in this Division.

6.3 Break-Action Division

6.3.1 Only break-action shotguns (i.e. double barrel and single-shot shotguns) are allowed in the Break-Action Division. Break-Action Division shotguns may start a stage with a maximum of 2 rounds in the gun

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

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

6.2.4 No compensators allowed in this Division.

6.4 Minimum Participants in Each Division

6.4.1 Three participants must participate in each division for that division to be eligible for prizes.

6.4.1.1 If fewer than three shooters participate in the Break-Action Division, then Break-Action shooters will be scored with the Hunter Division and be eligible for prizes in the Hunter Division

6.4.1.2 If fewer than three shooters participate in the Hunter Division, then Hunter shooters will be scored with the Open Division and be eligible for prizes in the Open Division

6.4.1.3 If fewer than three shooters participate in the Open Division, then Open shooters will be ineligible for prizes.

8. Stage Procedures

8.1 Each stage or course of fire will have a written description on the stage procedure.

8.2 Unless otherwise stated in the stage description, all start positions will be standing on the designated start point, facing down range with both hands on the shotgun loaded (round chambered) to division capacity which is to be pointed down range at the low ready.

8.2.1 “Low Ready” is defined as the stock of the shotgun against the competitor’s shoulder with the muzzle pointed down range and downward at a 45 degree angle or at a designated physical point.

8.3 Unless otherwise stated in the stage description, no ammo shall be held in the competitor’s hand at the starting position or pre-staged anywhere in the stage.

8.4 Unless otherwise stated in the stage description, all walls regardless of design are to be considered from the ground to infinity.

9. Scoring

9.1 Scoring per stage will be straight time plus penalties, unless otherwise stated in the stage description. 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.

9.1.2 Designated “No Shoot” targets that are hit will incur a 5-second penalty for each hit on the “No Shoot” targets.

9.1.3 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.

9.1.4 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.

9.1.5 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.

9.1.7 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.

9.1.8 Failure to Engage (FTE) any targets will incur a 15-second penalty (exception for spinner-type targets in Rule 9.1.7).

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

9.1.10 Procedural penalties, 5-seconds, can be issued at the discretion of the match director for failing to follow the intent of the stage procedures.

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

9.2 Stage Points

9.2.1 1st Place for each stage, in each Division, will receive 100% of the designated stage points for the stage; 2nd Place and below will figure points on a percentage basis of the stage points from 1st Place (i.e. percentage is calculated as the 1st place time divided by the competitor's time).

9.2.2 All stages will be scored by division.

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

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

9.2.5 Highest score wins.

10. Arbitration Rules & General Principles

10.1 Administration

10.1.1 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 10.2-10.3.

10.2 Access

10.2.1 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.

10.3 Appeals

10.3.1 Decisions are made initially by the Range Officer. If the complainant disagrees with a decision, the Match Director should 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.