

Consolidated Colorado 3 Gun (CCO3G) Ruleset

The below ruleset is to be used at Big Ben 3 Gun at Ben Lomond Gun Club, SOCO3 Gun at Pikes Peak Gun Club, and Weld County 3 Gun at Weld County Fish and Wildlife

Major changes from UML highlighted in yellow

BLAST AND DASH ADENDUM AT THE END OF RULESET

1. Safety Rules

1.1. It is the competitor's responsibility to read and understand the rules and stage briefings set forth by CCO3G and agree to be subject to these rules while participating in an event.

1.2. All CCO3G produced events are run on COLD RANGES.

1.3. Designated Safe Areas

1.3.1. The Safe Areas will be clearly marked with signs.

1.3.2. Bagging and un-bagging long guns should take place in Safe Areas. It shall take place in a safe direction.

1.3.3. Ammunition, loaded magazines, dummy rounds and loaded firearms shall not be permitted in any Safe Area.

1.4. Transporting rifle, shotgun and pistol (carry from vehicle or between stages).

1.4.1. Rifles and shotguns shall be pointed up or down unless cased.

1.4.2. Rifles and shotguns shall be transported with actions open, detachable magazines removed/tubes unloaded, unless closed on an inserted chamber safety flag.

1.4.3. Pistols carried between stages shall be cased or remain holstered. Holster does not need to remain on belt.

1.5. Abandoning Firearms

1.5.1. During the COF, a competitor may be required to abandon a firearm in order to transition to another. A competitor shall not engage targets with more than one gun in their hands during a COF. See 10.16

1.5.2. Designated containers/locations designed to safely accommodate abandoned firearms shall be unique and pointed out to the competitor during the stage briefing. Firearms shall be abandoned in either of the below conditions.

1.5.3. "Safe"

1.5.3.1. Pistols with a manual safety shall be fully engaged to satisfy the "loaded on safe" rule, regardless of passive safeties.

1.5.3.2. Pistols without a manual safety shall have passive safeties in operational condition to meet the safety-engaged requirement. If the pistol has no manual safety and the only manual lever is a de-cocking mechanism, it must be engaged and the hammer must be de-cocked to satisfy the safety engaged condition.

1.5.3.3. Re-holstering a safe pistol is NOT allowed. See rule 9.1.9.

1.5.3.4. Any rifle or shotgun with a manual safety shall be FULLY engaged to satisfy the safety-engaged rule.

1.5.4. "Empty"

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

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

2. Range Commands and Procedures

2.1. "Make Ready": The COF begins with the "Make Ready" command and ends after the "Range is clear" command.

2.1.1. The RO will give the "Make Ready" command signifying the start of the COF and then direct and supervise the competitor through the process of preparing and positioning all firearms. The initial "Make Ready" command defines the start of the COF regardless of how many firearms are subsequently prepared, loaded, and/or staged following that command.

2.2. "Are You Ready-Standby": After the competitor has staged all firearms to be used in the COF, the RO will accompany them 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 COF and are ready to proceed. If the competitor is not ready, they shall state “No” or “Not Ready”. Competitors should assume the required start position to indicate their readiness to the RO.

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

2.4. “Squib”: Any RO may call squib if they suspect a competitor’s firearm or ammunition is unsafe (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.

2.4.1. The RO may give supplemental instruction to safely ground the suspect firearm in its appropriate container. The competitor may continue the COF using the remaining firearms. This will not be considered RO interference.

2.4.2. The RO will inspect the firearm or ammunition after COF, and proceed as follows:

2.4.2.1. If the RO 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 COF will be scored “As Shot”, including all applicable misses and penalties.

2.4.2.2. If the RO discovers that the suspected safety problem does not exist, the competitor will have the option to re-shoot the stage, or the time will be recorded up to the last shot fired, and the COF will be scored “As Shot”, including all applicable misses and penalties.

2.5. “If You Are Finished, Unload and Show clear”: If the competitor has finished shooting, they shall 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 COF.

2.5.1. Pistols: Release the slide and pull the trigger without touching the hammer or de-cocker then holster the pistol

2.5.2. Rifle: Bolt locked back OR chamber safety flag inserted.

2.5.3. Shotgun: Bolt locked back OR chamber safety flag inserted.

2.5.4. Rifles/Shotguns shall be carried muzzle up/down when exiting the stage.

2.6. "Range Is Clear": This command shall be issued only after all firearms have been cleared by the competitor and RO. This declaration signifies the end of the COF. Once this declaration is made, officials and competitors may move downrange to score, and reset targets.

2.7. Default Start Position. The competitor assumes the default start position unless otherwise specified in the WSB.

2.7.1. Handgun start, the competitor must stand erect, facing downrange, with arms hanging naturally by the sides.

2.7.2. Rifle or shotgun start, low ready.

2.8. The WSB read by the RO supersedes the match book or any previously posted stage information.

3. Firearms

3.1. All firearms used by participants must be serviceable and safe. ROs 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 an RO, it shall be withdrawn from the event until the item is repaired to the satisfaction of the Range Master.

3.1.1. Devices that increase the risk of unintentional discharge such as binary triggers are prohibited for competition.

3.1.2. Fully automatic fire is prohibited unless otherwise specified by the match director.

3.2. Competitors may change/reconfigure firearms at any time during the event provided they all fit into their registered divisional requirements.

3.3. If a participant's firearm becomes unserviceable during competition, and a firearm fitting the shooters division cannot be found, the shooter may use any available firearm with RM approval, but may also be moved to another division depending on the replacement firearm used.

3.4. Competitors shall not change caliber or gauge during the course of a match.

3.4.1. A competitor who substitutes caliber/gauge, or modifies/substitutes a firearm outside of divisional requirements without the prior approval of the RM will be subject to disqualification for unsportsmanlike conduct.

3.5. Handguns with stocks and/or fore grips of any kind are no longer considered

handguns.

3.6. Rifles, PCCs, and shotguns shall be fitted with a stock, enabling it to be fired from the shoulder.

3.7. Only 1 rifle, 1 PCC, 1 pistol, and 1 shotgun can be used on any stage in any combination.

3.8. Silencers may be used in any division, failure to activate the timer results in shooting for no score.

4. Holsters and Equipment

4.1. Handgun holsters

4.1.1. Holsters must be able to safely retain the handgun during vigorous movement.

4.1.2. The holster material must completely cover the trigger on all semi-automatic pistols. Revolver holsters must completely cover the trigger and the cylinder.

4.1.3. Due to safety concerns, shoulder holsters and cross draw holsters are not allowed.

4.2. Chokes, slings, bi-pods, monopods, ammo/mag holders, and flashlights may be added, removed or changed at any time during the match, providing that they are allowed in the competitor's division.

4.3. Lights and lasers shall not be operated on non-designated night stages unless shooting Open, PCC, or 2x4 Open. They may be attached in any division. Failure to comply will result in movement to open.

4.4. Staging shooting bags, mats, tripods ect is prohibited prior to the buzzer.

5. Ammunition

5.1. Tracer, incendiary, armor piercing, bi-metal, and steel jacketed or steel/tungsten core ammunition are specifically prohibited.

5.1.1. Magnets are used to check this. If the bullet sticks to a magnet it is prohibited.

5.1.2. Violation of rule 5.1 are assessed a \$100 fee for each steel target damaged. Fines will be made payable the day of the offense, match DQ is immediate.

5.2. Pistol/PCC ammunition shall be 9x19mm or larger. Maximum velocity 1600 feet per second.

5.3. Rifle ammunition shall be 5.45x39mm or larger (9x19mm is acceptable).

5.4. Pistol and rifle cartridges shall fire a single projectile only.

5.5. Shotgun ammunition shall be 20 gauge or larger. #6 Lead Shot or smaller. Steel, copper plated, and other non lead shot are prohibited. Use of steel shot is a safety violation and the competitor is subject to DQ rule 10.11

6. Divisional Firearm Requirements

6.1. CCO3G staff reserves the right to inspect any firearm(s) for compliance to the rules stated below. Failure to submit firearms for inspection shall result in an event DQ.

6.2. All divisions may only use lights and or lasers on designated night stages with the exception of Open, PCC, and 2x4 Open.

6.3. Open

6.3.1. Pistol

6.3.1.1. No limitations on accessories.

6.3.1.2. Pistol caliber shall not be changed during the event

6.3.2. Rifle

6.3.2.1. No limitations on accessories. Rifle supporting devices (i.e. bipods, etc.) may be added or removed at any time.

6.3.2.2. Rifle caliber shall not be changed during the event

6.3.3. Shotgun

6.3.3.1. No limitations on accessories.

6.3.3.2. Gauge shall not be changed during the event.

6.3.3.3. Shotgun speed loaders are allowed provided they are the new type, or modified old style with primer relief cut. Use of old style shotgun speed loaders without the primer relief cut will result in disqualification.

6.4. Limited

6.4.1. Pistol

6.4.1.1. Custom or factory installed electronic sights, optical sights, compensators or barrel porting are prohibited.

6.4.1.2. Magazines shall not exceed 171.25 mm OAL (overall length) for single stacks, and shall not exceed 141.25 OAL for staggered magazines.

6.4.1.2.1. Pistol Magazine failing the OAL inspection, after the competitor has completed one or more stages, will result in the shooter being bumped to Open or 2x4 Open.

6.4.1.3. Pistol caliber shall not be changed during the event

6.4.2. Rifle

6.4.2.1. Limited rifles may be equipped with no more than one (1) non-magnified optical sight.

6.4.2.2. Any rifle supporting devices to include but not limited to bipods and monopods or a device that deploy legs and or supports and elevates the muzzle end of the gun are prohibited. Forward grips less than five inches long are acceptable.

6.4.2.3. Compensators are allowed in this division provided the compensator is not larger than 1 inch in diameter and 3 inches long, measured from the barrel muzzle to the end of the compensator.

6.4.2.4. Rifle caliber shall not be changed during the event

6.4.3. Shotgun

6.4.3.1. Only conventional tubular magazine fed shotguns are allowed.

6.4.3.2. Gauge shall not be changed for the duration of the event.

6.4.3.3. Electronic or optical sights are prohibited.

6.4.3.4. Supporting devices (i.e. bipods, etc) are prohibited.

6.4.3.5. Compensators or porting on barrels are prohibited.

6.4.3.6. Shotgun speed loaders are prohibited.

6.4.3.7. Shall not start a stage with more than 9 shells in the shotgun.

6.5. Tactical Optics

6.5.1. Pistol

6.5.1.1. Custom or factory installed electronic sights, optical sights, compensators or barrel porting are prohibited.

6.5.1.2. Magazines shall not exceed 171.25 mm OAL (overall length) for single stacks, and shall not exceed 141.25 OAL for staggered magazines.

6.5.1.2.1. Pistol Magazine failing the OAL inspection, after the competitor has completed one or more stages, will result in the shooter being bumped to Open or 2x4 Open.

6.5.1.3. Pistol caliber shall not be changed during the event

6.5.2. Rifle

6.5.2.1. Rifles shall be equipped with no more than one (1) optical sight.

6.5.2.2. A magnifier may be used with an optical sight in this division without violating the one optic rule, provided:

6.5.2.2.1. The magnifier does not contain an aiming reticule.

6.5.2.2.2. The magnifier cannot be used as an aiming device by itself.

6.5.2.2.3. The magnifier is mounted in the same location on the rifle for the entire event. If the provisions above are satisfied:

6.5.2.2.3.1. The magnifier will not be considered a second/separate optic.

6.5.2.2.3.2. The competitor may start and use the magnifier in either the magnified or unmagnified mode without further restriction.

6.5.2.3. Any rifle supporting devices to include but not limited to

bipods and/or monopods or a device that deploy legs and or supports and elevates the muzzle end of the gun are prohibited. Forward grips less than five inches long are acceptable.

6.5.2.4. Compensators are allowed in this division provided the compensator is not larger than 1 inch in diameter and 3 inches long, measured from the barrel muzzle to the end of the compensator.

6.5.2.5. Rifle caliber shall not be changed during the event

6.5.3. Shotgun

6.5.3.1. Only conventional tubular magazine fed shotguns are allowed.

6.5.3.2. Gauge shall not be changed for the duration of the event.

6.5.3.3. Electronic or optical sights are prohibited.

6.5.3.4. Supporting devices (i.e. bipods, etc) are prohibited.

6.5.3.5. Compensators or porting on barrels are prohibited.

6.5.3.6. Shotgun speed loaders are prohibited.

6.5.3.7. Shall not start a stage with more than 9 shells in the shotgun.

6.6. Modified Tac

6.6.1. Pistol

6.6.1.1. Custom or factory installed electronic sights, optical sights must be slide mounted only.

6.6.1.2 Compensators or barrel porting are prohibited.

6.6.1.3. Magazines shall not exceed 171.25 mm OAL (overall length) for single stacks, and shall not exceed 141.25 OAL for staggered magazines.

6.6.1.2.1. Pistol Magazine failing the OAL inspection, after the competitor has completed one or more stages, will result in the shooter being bumped to Open or 2x4 Open.

6.6.1.3. Pistol caliber shall not be changed during the event

6.6.2. Rifle

6.6.2.1. Rifles shall be equipped with no more than one (1) optical sight.

6.6.2.2. A magnifier may be used with an optical sight in this division without violating the one optic rule, provided:

6.6.2.2.1. The magnifier does not contain an aiming reticule.

6.6.2.2.2. The magnifier cannot be used as an aiming device by itself.

6.6.2.2.3. The magnifier is mounted in the same location on the rifle for the entire event. If the provisions above are satisfied:

6.6.2.2.3.1. The magnifier will not be considered a second/separate optic.

6.6.2.2.3.2. The competitor may start and use the magnifier in either the magnified or unmagnified mode without further restriction.

6.6.2.3. Bipods are allowed but bags or other supporting devices are prohibited. Forward grips are also acceptable.

6.6.2.4. Compensators are allowed in this division provided the compensator is not larger than 1 inch in diameter and 3 inches long, measured from the barrel muzzle to the end of the compensator.

6.6.2.5. Rifle caliber shall not be changed during the event

6.6.3. Shotgun

6.6.3.1. Only conventional tubular magazine fed shotguns are allowed.

6.6.3.2. Gauge shall not be changed for the duration of the event.

6.6.3.3. One non-magnified optic is allowed.

6.6.3.4. Supporting devices (i.e. bipods, etc) are prohibited.

6.6.3.5. Compensators or porting on barrels are prohibited.

6.6.3.6. Shotgun speed loaders are prohibited.

6.6.3.7. Max capacity of the shotgun tube is 12.

6.6.3.8. Shall not start a stage with more than 13 shells in the shotgun.

6.7. Heavy -

6.7.1. Pistol - see **Limited** rules with the following exceptions

6.7.1.2 Minimum caliber 45 ACP

6.7.1.3. Magazines shall not be loaded with more than 10 rounds

6.7.2. Rifle - see **Tactical Optics** rules with the following exceptions

6.7.2.1. Rifles shall be .308 Winchester (7.62x51mm NATO) minimum.

6.7.2.2. Magazines shall not be loaded with more than 20 rounds

6.7.3. Shotgun - see Limited rules with the following exceptions

6.7.3.1. Pump actions only, Semi auto prohibited

6.8. 2x4 Open

6.8.1. Rifle, PCC, Pistol, or SG option on every stage. **Must use a minimum** 2 out of the 4, unless otherwise stated in stage briefing.

6.8.2. No limitations on any firearm.

6.8.3. All other match rules apply including staging and abandoning firearms.

6.9. 2 Gun

6.9.1 Same divisional restrictions for the pistol and rifle as Modified Tac (6.6) with the following exceptions

6.9.1.1 N/A

6.9.2 During the course of fire, any shotgun specific targets, such as static or flying clays, will not be engaged. (2 Gun competitors **may** have a lower round count.)

7. Targets

- 7.1. The MD reserves the right to use any target at any time.
- 7.2. The backside of all cardboard targets is white and is used as a penalty target. Paper targets are “impenetrable”.
- 7.3. The WSB will specify target type/count and firearm(s) required for proper engagement.
- 7.4. Shooters are responsible to listen to the WSB and ask questions prior to receiving the make ready command regarding what firearms may engage which targets to avoid procedural penalties or match safety penalties including DQ.

8. Scoring

- 8.1. Any scoring issue the shooter does not agree with may be appealed to the stage CRO, and if not resolved, the match director or RM. Scoring decisions may not be arbitrated.
- 8.2. Each stage is time plus penalties. Maximum points are assigned based on the fastest time in each division rounded down to the nearest whole second. For example, a stage completed in 59.9 seconds would be worth 59 points. The top time in each division would receive 100% of those points. The next competitor’s time is divided in to determine their percentage of points. If second place was 62.0 seconds then they would be $(59.9/62)*59=57.0016$ points.
 - 8.2.1. Stage points may be fixed at 100; however, it must be announced prior to match start, and on stage briefings.
- 8.3. Match is scored as cumulative stage points in each division.
- 8.4. All divisions will be scored separately regardless of participation.
- 8.5. Targets shall be neutralized to avoid penalties.
- 8.6. Examples of neutralizing paper targets include:
 - 8.6.1. UML Hex
 - 8.6.1.1. One hit in the “center” (6” hex)
 - 8.6.1.2. Two hits anywhere inside the outer scoring border
 - 8.6.2. USPSA metric target, and Mini target
 - 8.6.2.1. One hit inside the A or B zones
 - 8.6.2.2. Two hits anywhere inside the scoring perforated border

8.6.2.3. New or old style (B zone) are permitted. Only A zones count for single hit neutralization with new style.

8.6.3. IPSC classic target

8.6.3.1. One hit in the A zone

8.6.3.2. Two hits anywhere inside the scoring perforated border

8.6.4. 3GN square

8.6.4.1. One hit in the "Center" (8" circle)

8.6.4.2. Two hits anywhere inside the 18"x18" non-scoring perforated border

8.6.6. Slugs are prohibited on paper **unless otherwise stated in WSB** .

8.6.6.1. Match directors may allow either 1 slug anywhere or 1A/2 anywhere as with any other projectile. This **must** be written into the stage brief, or slugs **will not** neutralize paper targets.

8.7. Steel knock down (KD) plates must fall or turn 45 degrees by gunfire to score

8.7.1. Non-hinged KDs are "down" if struck by a projectile from rifle, PCC, pistol, or shotgun **and** turned 45 degrees or more as determined by the RO.

8.7.2. The RO **may** yell HIT indicating neutralization of target if they are certain the plate turned more than 45 degrees.

8.7.3. In the event that a shot KD turns less than 45 degrees, a competitor has two alternatives:

8.7.3.1. The KD is shot again until it falls. In this case, no further action is required and COF is scored as shot.

8.7.3.2. If the KD is left standing, the competitor may challenge the RO's 45 degree call. In this case, no person shall touch or interfere with the KD or the surrounding area. If the Range Master determines that the target did not turn more than 45 degrees, the target is scored as missed.

8.8. Long range flashing targets shall be struck with a bullet to score.

8.9. Static plates are struck with a bullet to score; individual stages may require multiple hits.

8.10. ROs should call “hit” to indicate to the shooter a neutralized target that cannot be viewed after completion of COF.

Examples include static steel, flash targets, flying clays etc.

8.11. Calibration Challenges

8.11.1. If, during a COF, a popper does not fall when hit, a competitor has three alternatives:

8.11.1.1. The popper is shot again until it falls. In this case, no further action is required and the COF is scored “as shot”.

8.11.1.2. The popper is left standing but the competitor does not challenge the calibration. In this case, no further action is required and the COF is scored “as shot”, with the subject popper scored as a miss.

8.11.1.3. The popper is left standing and the competitor challenges the calibration. In this case, no person shall touch or interfere with the popper or the surrounding area. If a Match Official violates this rule, the competitor must reshoot the COF. If the competitor or any other person violates this rule, the popper will be scored as a miss and the rest of the COF will be scored “as shot”. If the popper falls for any non-interference reason (e.g. wind action), before it can be calibrated, it is range equipment failure and shall result in a reshoot.

8.11.2. In the absence of any interference, or problem with a target mechanism, a calibration officer shall conduct a calibration test of the subject popper (when required under 8.7.1.3 above), from inside the shooting area for pistol/birdshot target or 30 feet away for a rifle or shotgun slug target. The following will apply:

8.11.2.1. If the first shot by the calibration officer hits on or below the calibration zone and the popper falls, the popper is properly calibrated, and it will be scored as a miss.

8.11.2.2. If the first shot fired by the calibration officer hits the popper anywhere on its frontal surface and the popper does not fall, the calibration test has failed and the competitor shall reshoot the COF once the popper has been recalibrated.

8.11.2.3. If the first shot fired by the calibration officer hits above the calibration zone, and the popper falls the calibration test has failed and the competitor shall reshoot the COF once the Popper

has been recalibrated.

8.11.2.4. If the first shot fired by the calibration officer misses the popper altogether, another shot must be fired until one of the above occurs.

8.11.3. Calibration challenges for all poppers will be done using 9mm ammo at 120 ± 5 power factor.

8.11.4. Authorized metal plates/KDs are not subject to calibration or challenge.

8.12. CCO3G Traditional scoring penalties apply as follows:

8.12.1. 5 Second Penalty

8.12.1.1. Penalty target per hit

8.12.1.2. KDs used as penalty target must fall by gunfire to score.

8.12.1.3. FTN

8.12.1.4. Missed disappearing target such as a reactive clay pigeon

8.12.2. 10 Second Penalty

8.12.2.1. MISS

8.12.2.2. Missed steel or static clay pigeon, ~~under 100 yards~~

8.12.3. 15 Second Penalty - FTE inside 100 yards

8.12.4. 20 Second Penalty - Missed steel between 100 and 300 yards

8.12.5. 30 Second Penalty - Missed steel beyond 300 yards

8.12.6. 30 Second Penalty - Failure to spin Rock Mountain Targets Spinner. WSB for Rifle spinners may increase this penalty.

9. Procedural Penalties

9.1. Additional 5 Seconds shall be assessed for:

9.1.1. 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 will receive one procedural penalty. However, if the shooter has gained a significant advantage on any target(s) while

faulting, they may be assessed one procedural penalty for each shot fired while faulting. Competitors may NOT gain support or stability through contact with an object which is not attached to a shooting box or fault line. This would constitute a significant advantage.

9.1.2. Failure to follow stage procedures, shooting under walls, or not using the correct positions denoted in the WSB.

9.1.2.1. Min target engagement per gun listed in WSB is 3 unless otherwise noted. 1 procedural is issued per target less than 3 engaged.

9.1.2.1.1. Stage designers may eliminate the 3 target engagement requirement, increase it, require neutralization, or mandate specific targets to only be engaged with specific firearms. Each of these changes needs to be stated in the WSB or the default 3 target requirement will remain.

9.1.3. Using a firearm abandonment barrel/container or pickup table/container to support themselves at any time. This is a significant advantage and is a penalty per shot. Leaning on tables or placing elbows or bipods on tables counts as support. WSB may make exceptions as required.

9.1.4. Failure to start in the prescribed starting position

9.1.5. Shooting a static clay pigeon with anything other than birdshot unless specifically designated in the stage briefing that it may be engaged with other firearms. The competitor will also pay to replace the clay stand. However, see rule 10.18 regarding engaging a flying clay.

9.1.6. Abandoning a safe, or completely unloaded firearm in a safe direction on a start table.

9.1.7. Abandoning two safe, or completely unloaded long guns in the same abandonment barrel.

9.1.7.1. You may abandon and draw out of the same barrel but you may not leave two long guns in the same barrel and proceed with a third gun.

9.1.8. Failure to shoot at a target that is not reset will incur a 5 second procedural to maintain proper round counts for each shooter. (Note: this is generally for local matches. For a Major match, the shooter should be advised to stop and reshoot the stage)

9.2. Additional 30 seconds shall be assessed for:

9.2.1. Hitting any KD steel target less than 45 yards, with a slug. If the target is damaged the competitor shall pay replacement costs. Hitting non falling steel or poppers with a slug inside 45 yards may be subject to rule 10.21.

9.2.2. Entering a forbidden area to create a competitive advantage.

9.2.3. Dropping a pistol, rifle or shotgun (usually slung) that was completely unloaded and visually cleared by the RO before drawing and loading it. The RO will stop the shooter, retrieve the firearm, ensure it is clear, and offer the shooter a reshoot. The penalty is applied to the reshoot. Showing a clear firearm prior to the start signal is the responsibility of the shooter, not the RO.

9.2.4. Abandoning pistols in large dump barrels

9.2.5. Abandoning safe firearms in a safe direction anywhere other than a dump barrel or designated container

9.2.6. Staging ammo or equipment other than the firearm as prescribed in the stage briefing.

9.2.7. Firearm not abandoned safely. IE loaded without safety on, but inside appropriate container.

9.2.8. Re-holstering or attempting to re-holster

9.2.8.1. Re-holstering is not allowed in CCO3G.

9.2.8.2. ROs are discouraged from coaching as to not distract a competitor while re-holstering.

9.2.8.3. Re-holstering is defined as holstering a firearm after the start of the COF and a competitor moving their pistol towards their holster with the muzzle near the downward vertical to include completely holstering and letting go of the pistol.

9.2.8.3.1. Re-holstering or attempting to re-holster will not result in a DQ per 10.9 unless the competitor's muzzle discipline is so poor their muzzle excessively sweeps their body (ie: muzzle sweeps their non-dominate hand, or is pointed inward towards their abdomen.)

9.2.9. Unsportsmanlike conduct. This can be issued multiple times depending on the infraction and may be a DQ if required.

10. Disqualifications

10.1. A Disqualification (DQ) results in complete DQ from the event. The competitor will not be allowed to continue. The competitor will not be eligible for prizes, **or entry into other divisions**. Stage DQ's DO NOT APPLY to CCO3G matches.

10.2. Safety violations are not subject to arbitration. Disqualifications will apply for the violations contained in section 10.

10.3. Disqualifications are issued by the RO, Range Master, or Match Director.

10.4. Negligent Discharge: A competitor who causes a negligent discharge shall be stopped by a RO as soon as possible.

10.4.1. 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, and their position 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.

10.4.1.1.Exception: A bullet or shot which strikes the ground within 10 feet of the competitor due to a "squib" shall not be subject to rule 10.4.1

10.4.1.2.If the RO determines that the bullet 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 10.4.1 will apply.

10.4.2. A shot which occurs while loading, reloading or unloading any firearm after the "Make Ready" command and before the "Range is Clear" command.

10.4.3. A shot which occurs during remedial action in the case of a malfunction.

10.4.4. A shot which occurs while transferring a firearm between hands.

10.4.5. A shot which occurs during movement, except while actually shooting at targets.

10.4.5.1.Exception: A detonation which occurs while unloading a firearm is not considered a shot or discharge and is not subject to

DQ. However, rule 3.1 may apply.

10.5. 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 COF.

10.5.1. 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.

10.5.2. Exception: A completely unloaded **firearm** visually checked by the RO during the “Make Ready” falls while navigating a COF prior to any loading process. See 9.2.3

10.6. Failure to ground firearms in a designated area and or container.

10.6.1. Abandoning a firearm anywhere other than in a designated area/container in an unsafe condition is a DQ.

10.6.2. Exception: safe firearms accidentally grounded in a safe direction but not in the correct designated container may instead result in a 30 second procedural penalty. See 9.2.5

10.7. Allowing the muzzle of a firearm to break the 180 degree safety plane at any time.

10.8. Having a holstered pistol with a live round in the chamber, or magazine inserted while in the prone position

10.9. Allowing the muzzle of any firearm to point at any part of the competitor’s body (i.e. sweeping) during a COF.

10.9.1. Exception: A match DQ will not apply for sweeping below the belt while drawing or re-holstering the handgun as long as the shooter’s fingers are clearly outside of the trigger guard.

10.10. Unsportsmanlike conduct, which includes, but is not limited to cheating:

10.10.1. Intentionally altering targets prior to the target being scored to gain advantage or to avoid penalties.

10.10.2. Altering or falsifying score sheets

10.10.3. Altering a firearm’s caliber/gauge. i.e. once you start the match with your “rifle” shooting .223/5.56 you cannot swap a PCC in its place

shooting 9mm.

10.10.4. Altering the COF, i.e. moving props, shooting mats, or targets, etc. Unless explicitly permitted by WSB.

10.10.5. Pistol and rifle cartridges must fire a single projectile only.

10.10.6. Failure to submit to an inspection of any and all equipment used during a match to verify rule compliance

10.10.7. Failure to submit to pre - loaded shotgun tube audits. ROs may conduct random inspections of pre-loaded shotguns to insure that a competitor has not violated divisional rules.

10.10.8. Shooting buckshot at a slug target intentionally.

10.11. Violating provisions in section 5.1 and 5.5

10.12. Violating COLD RANGE procedures such as holstering a handgun outside a safety area.

10.13. Any competitor found with a magazine inserted in their pistol or rifle or rounds loaded in the shotgun, while not under the direct supervision of a range official, shall 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 in loading area is exempt.

10.14. Handling loaded magazines, live, or dummy rounds or a loaded firearm in a safe area.

10.15. A competitor impaired by and deemed unsafe as a result of drugs, legal or otherwise, or alcohol

10.16. A competitor shall not engage targets with more than one gun in their hands during a COF.

10.17. An abandonment barrel, pistol, rifle, or shotgun type, is utilized to safely abandon a firearm. It is not a stage prop; therefore if a competitor shoots an abandonment barrel during ANY action it shall result in a DQ. For the purpose of this rule the term "shoot" means that a competitor fires a projectile (bullet, pellet, slug or wading) and that projectile strikes an abandonment barrel. It is not necessary to penetrate the barrel; the projectile just needs to strike the abandonment barrel.

10.18. Engaging a flying clay with anything other than birdshot.

10.19. Engaging any steel with a rifle (any projectile faster than 1600 FPS) inside 45 yds

10.20. Engaging any steel with pistol inside 7 yds

10.21. Engaging non KD steel with a slug inside 45 yds

10.22. Engaging any steel with birdshot inside 5 yds

11. Re-shoots

11.1. Re-shoots may be issued by a Chief RO, 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 their squad's shooting order

11.2. For local matches: If a stage has not been completely reset prior to the start signal or if a target falls on its own after the start signal, the shooter may shoot at the target location and continue the course of fire or stop and request a reshoot. RO may stop the competitor as soon as possible depending on the range failure. The competitor will then be required to re-shoot the COF once it has been reset.

11.3. For local matches: If a thrown or flipped clay target breaks upon leaving the launcher, before the shooter can engage it, the shooter may shoot in the area of the missing clay or stop and request a reshoot.

12. Appeals

12.1. Decisions are initially made by the stage's Chief RO

12.2. If the competitor disagrees with the CRO's decision the Range Master will be called to make the final ruling in the matter. Safety violations will not be subject to arbitration.

13. Definitions

13.1. Abandoning-- The competitor does not have physical control of the firearm and has physically moved away from the firearm or acquired another firearm and fired the subsequent firearm. Also known as dump, ground, ditch.

13.2. Coaching--Includes, but is not limited to calling skipped targets, misses, advice on how to clear malfunctions, during a COF. ROs **may** provide assistance in **exceptional** circumstances. (Coaching is allowed at CCO3G local matches)

13.3. COLD RANGE--Competitor's firearms shall remain unloaded at the event site except under the direct supervision of an event official.

13.4. Course of fire (COF)--Time between make ready and range is clear commands.

13.5. Detonation--Ignition of the primer of a round, other than by the action of a firing

pin, where the bullet or shot does not pass completely through the barrel (e.g. when a slide is being manually retracted or when a round is dropped).

13.6. Empty firearm--one that is completely devoid of all live ammunition

13.7. Engaged--To be in a position where the muzzle is in line of sight to the target in question. Shooting in the general direction of target, shooting over obstructions that targets are behind, or through see-through walls and/or barriers is prohibited.

13.8. Forbidden Area--Any area the MD decides to make off limits. This can be done for any reason, but should be clearly marked on the stage briefing. It is recommended to be easily identified on the stage itself.

13.9. Low Ready--competitor must stand, with the firearm held in both hands, stock touching shoulder, muzzle at waist level (approximately 45° angle), with finger outside trigger guard and safety on.

13.10. May--optional

13.11. Negligent Discharge--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.

13.12. OAL-- Overall length

13.13. Operational--The safety operates correctly as intended. It must not be altered or disabled in a way that while not being handled, the safety features can no longer prevent the firearm from discharging.

13.14. Passive safety--Safety that engages automatically and disables the firearm from discharging while the firearm is not being handled. "Safe Action" striker safeties or passive trigger safeties fall under this ruling.

13.15. Port arms--competitor must stand, with the firearm held in both hands, stock touching the competitor's belt at waist level, muzzle at eye level with the finger out of the trigger guard and safety on.

13.16. Range Officer (RO)--Match official responsible for stage scoring and safety

13.17. Safe direction--orientation that ensures if the firearm were to discharge no person would be injured

13.18. Safe firearm--one that has its manual safety fully engaged, regardless of ammunition status

13.19. Shall--compliance is mandatory

13.20. Should--recommended action

13.21. Will--compliance is mandatory

13.22. Written Stage Briefing (WSB) -- Stage instructions, must be available to competitors prior to shooting the stage

14. CCO3G and its Staff reserve the right to make modifications to the rules as necessary. Suggestions or issues with the rules can be made to a Match Director of one of the 3 sanctioned matches. Last update 01/26/2023

Big Ben Blast and Dash Addendum

1. Safety Rules

- 1.1. All Big Ben 3 Gun (CCO3G) Safety Rules apply to include during the running portion of the Blast and Dash
- 1.2. While running, long guns must be carried in the vertical, pointed either up or down. CCO3G recommends carrying the long gun via a sling. If hand carried, do not carry the firearm in the horizontal position, as the muzzle will be sweeping other competitors, staff and spectators.
 - 1.2.1. When entering a berm or stage location, you may unsling the long gun and ground it on an available table or rifle rack being aware of muzzle discipline.
 - 1.2.2. Carrying a long gun in the horizontal positional will result in a procedural being applied at your next stage location. Multiple infractions can result in a DQ.

2. Divisions

- 2.1. Firearm division will be Open for pistol and rifles. Please see CCO3G section 3 and 6.3.
- 2.2. PCC only division will follow the PCC guidance under 2x4 Open. Please see CCO3G section 3 and 6.8.2.
 - 2.2.1. PCC Division may not be offered at all Blast and Dash matches
- 2.3. Age divisions are set by the Match Director at sign up
- 2.4. Armored division must have a plate carrier that weights 15 lbs or more with no additional magazines included (plates and carrier only)
- 2.5. All divisions may carry extra water on their persons but the water weight cannot be applied to the weight rules in 2.4, Armored Division