

ARPC Multigun Rules

Revised June 2022

## Table of Contents

0 Purpose and Ethos

1 General Conduct and Administration

2 Safety

3 Ammunition

4 General Equipment & Firearm Requirements

5 Divisions

6 Scoring

## 0. Purpose and Ethos

Changes

Each match will consist of 4 stages

Stages will be generally designed to achieve different goals:

- 1: Accuracy & Recoil Management (Long Range Stage, accuracy bonus targets)
- 2: Shooting skill development (Stage Design, target identification, movement while shooting, etc)
- 3: Fun (Potential bonus competitions or matches, general atmosphere)

## 1. General Conduct & Administration

In addition to these discipline-specific rules, all participants shall adhere to the [ARPC Range Rules](#) at all times.

Participants and spectators are expected to conduct themselves in a safe, courteous, and sportsman-like manner.

Participants may be subject to event disqualification for safety or conduct violations.

In the event of a disqualification, the participant will not be allowed to continue nor be eligible for prizes.

Examples of unsportsmanlike conduct include but are not limited to:

- Intentionally altering a target prior to the target being scored to gain an advantage or avoid a penalty.
- Altering or falsifying score sheets.
- Altering the configuration of firearms or equipment without permission of the Match Director.
- Threatening or assaulting other participants or Event Officials.
- Disruptive behavior likely to disturb or distract other participants while they are shooting.
- Willful disregard of Event Official instructions.

The final decision on all disqualifications and reshoots will be made by the Range Master or the Match Director.

Any rule not explicitly covered by this document will be resolved with a ruling by the Match Director or their designee. Rulings by the Match Director or their designee will be final and will serve as a precedent for the duration of the event

**Administration** – 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. Remaining calm and rational while arbitrating disputes will make this unpleasant job easier.

**Access** – 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.

**Appeals** – Decisions are made initially by the Range Officer for the stage or area. 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 must be summoned and asked to rule. Their decision is final.

## 2. Safety

All Multi-Gun events will be run on cold ranges.

Participants' firearms will remain unloaded at the event site except under the direction and immediate supervision of an Event Official.

Firearms may only be handled and/or displayed in a designated safety area or under Range Master's command on the firing line. Exception for removing and returning long guns from vehicle to cart. Firearms may be safely moved from vehicles to carts. Firearm action must be clear and open before removing from the vehicle and participants must maintain a safe muzzle direction while transferring to a cart.

Safety areas will be clearly marked with signs.

No firearm may be loaded in a safety area.

No ammunition (including dummy ammunition or snap caps) may be handled in a safety area.

Firearms may be transported to, from, and between stages only in the following conditions:

Handguns must be cased or holstered, de-cocked, and with the magazine removed.

Rifles and shotguns must be cased, secured muzzle up or muzzle down in a stable gun cart/caddy, or carried slung with the muzzle up or down.

Actions must be open and detachable magazines removed. The use of high-visibility open bolt indicator devices (IE chamber flags) is recommended as a courtesy to other event participants.

A participant who causes a negligent discharge will be stopped by an Event Official as soon as possible, and will be disqualified. Examples of negligent discharge include:

- A shot, which travels over a backstop, a berm, or in any other direction deemed by Event Officials to be unsafe. Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.
- A shot that strikes the ground within 10 feet of the participant, except when shooting at a target closer than 10 feet to the participant. **Exception** - a shot that strikes the ground within 10 feet of the participant due to a "squib".

- In the case of a shot striking a prop where the projectile is deflected or does not continue to strike the ground, if an Event Official determines that the projectile would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop, the ruling for a negligent discharge apply.
- A shot that occurs while loading, reloading, or unloading any firearm. **Exception** - a detonation that occurs while unloading a firearm is not considered a negligent discharge. A “detonation” is defined as the ignition of the primer of a round, other than by the action of a firing pin, where the projectile or shot does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped etc.).
- A shot that occurs during remedial action in the case of a malfunction.
- A shot that occurs while transferring a firearm between hands.
- A shot which occurs during movement, except while actually engaging targets.

A participant who performs an act of unsafe gun handling will be stopped by an Event Official as soon as possible and shall be disqualified. Examples of unsafe gun handling include:

- Dropping a firearm, whether loaded or unloaded, at any time after the “Load” or “Make Ready” command and before the “Range Is Clear” command.
- Dropping an unloaded firearm before the “Load” or “Make Ready” command or after the “Range Is Clear” command will not result in disqualification, provided the firearm is retrieved by an Event Official.
- Use of any unsafe ammunition as defined in Section 3.

Unloading any firearm in an unsafe manner, or discharging a firearm while not legitimately engaging a target.

Allowing the muzzle of a firearm to break the 180 degree safety plane. In the case of a participant facing downrange, the muzzle of a loaded handgun may point slightly uprange while drawing or reholstering, so long as it does not point outside an imaginary circle of three (3) feet radius from the participant’s feet.

Allowing the muzzle of a firearm to point at any part of the participant’s body during a course of fire (i.e. sweeping). **Exception** - sweeping of the lower extremities (below the belt) while drawing or reholstering a handgun, provided that the competitor’s fingers are clearly outside of the trigger guard.

Using a tube-type shotgun speed-loading device without a primer relief cut

Abandoning a firearm during a stage in any location other than a safe abandonment location as stipulated in the stage briefing. Firearms may only be abandoned in one of the following conditions:

- Loaded, safety catch fully engaged, muzzle pointed in the designated safe direction.

- Completely unloaded (no ammunition in the firearm), detachable magazine removed, muzzle pointed in the designated safe direction.

Engaging a steel target in an unsafe manner, such as by:

- Engaging steel targets with handgun ammunition at a range of fewer than 23 feet.
- Engaging steel targets with shotgun birdshot shot ammunition at a range of fewer than 16 feet.
- Engaging steel targets with shotgun slug ammunition at a range of fewer than 131 feet.
- Engaging steel targets with rifle ammunition at a range of fewer than 164 feet.

### 3 Ammunition

Ammunition shall be as specified under equipment division rules.

Cartridges not listed in the equipment divisions but that are of similar projectile mass and velocity to those listed may be permitted at the discretion of the match director. Note approval must be acquired prior to use.

FN5.7x28mm and 7.5 FK may **not** be used in handguns due to the increased splatter potential on close range steel targets as well as the propensity for damaging targets.

Birdshot must be no larger than #6 birdshot, and be made from lead or bismuth only. Iron/steel/tungsten birdshot is unsafe and prohibited.

Slugs shall be full bore Foster or Brenneke-type slugs made of lead. Sabot slugs and slugs made of anything other than lead are prohibited.

Ammunition containing tracer, incendiary, armor piercing, steel jacketed, or steel/tungsten/penetrator core projectiles is unsafe and prohibited. This includes "Green Tip" M855, "Brown Tip" M855-A1, steel jacketed bullets, etc.

**If a magnet sticks to the bullet, it is prohibited.**

## 4 Firearms

All firearms used by participants must be serviceable and safe. Event Officials may inspect a participant's firearms at any time to check they are functioning safely. If any firearm is declared unserviceable or unsafe by an Event Official, it must be withdrawn from the event until it is repaired to the satisfaction of the Range Master.

Firearms capable of fully automatic- or burst-fire ("machine guns") may not be used unless by special circumstances determined by Match Director.

Participants must use the same firearms (handgun, rifle and shotgun) for the entire event unless the firearm becomes unserviceable. If a participant's firearm becomes unserviceable, that participant may either replace their firearm with another of a substantially similar model, caliber, and sighting system only with the approval of the Match Director or that participant may repair their firearm with directly equivalent replacement parts. If replacement parts result in a significant change to the firearm configuration, then the repair must be approved by the Match Director.

Participants generally may not reconfigure any firearm during the course of the event. Explicitly prohibited acts include changing caliber, barrel length, shotgun magazine tube length, sighting systems, and/or stock style. Explicitly permitted acts include installing or removing support devices (e.g. bipods), slings and other minor accessories (e.g. scope covers).

Unless otherwise stipulated in the stage briefing, required firearms will begin the stage in the following ready conditions:

- Handgun: Loaded to division start capacity and holstered. In the case of single-action autos or double-action autos with manual override safeties, the safety catch must be in the "safe" position. In the case of double-action autos & revolvers, the hammer must be down/forward.
- Rifle: Loaded to division start capacity and held in the low-ready position. Safety catch must be in the "safe" position.
- Shotgun: Loaded to division start capacity and held in the low ready position. Safety catch must be in the "safe" position.

Participants may not touch or hold any firearm loading device or ammunition after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms).

## 5 Equipment

Participants will declare one equipment division at the beginning of the event and shall remain in that division for the duration of the event.

Equipment divisions and their basic premise are:

- **Open** - Practicality is surrendered in the relentless pursuit of speed.
- **Tactical Optics** - Competitive 3-gun with limitations to keep shooters on a relatively even playing field. One magnified and one non-magnified optic are allowed on shooter's choice of firearms.
- **Limited** - Essentials only. This means factory condition firearms with iron sights.
- **Heavy** - High caliber only. Includes .308, 45 ACP, and 12 ga.
- **2 Gun** - Rifle and pistol only. All shotgun targets become pistol targets.
- **Trooper** - A modified 2-gun where you must wear armor and carry all your gear, ammo, food, and water for the entire day, even during a stage. Rifle sling and chamber flag required.

Failure to meet all the equipment and ammunition requirements for the declared division shall result in the participant being placed into Open division. If the requirements of Open division are not met, the participant's scores will be excluded from the final event results.

## All Divisions

Handgun holsters must be able to safely retain the handgun during vigorous movement.

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

Shoulder holsters and cross-draw holsters, by virtue of their design, would require the shooter to point a loaded firearm backward while holstering. As such, for the safety of all competitors, these holsters are prohibited.

Pistol Caliber Carabines (PCC) may be used as either pistol **or** rifle (not both), but only in the PCC division, if applicable.

A “supporting device” includes but are not limited to bipods, monopods, foregrips greater than 5” in length, and/or any device that supports and elevates the muzzle end of the gun.

Weapon lights. Commercially available lights designed to provide useful amounts of light such as Surefire, Streamlight, or Modlite are permitted in all divisions on all firearms. Lights designed as weights with barely functional lighting function (see LokGrips Lok Light) are only permitted in the Open Division. The match director shall have discretion to determine whether a weapon light is intended to function as a light or a weight.

Silencers/Suppressors may be used in any division. If a timer fails to activate as a result of a silencer, at the end of the string/stage, the RO will hit the timer to end the string/stage. The shooter accepts the inaccuracy which results. Should the timer fail to register any shots, the shooter may request a reshoot the first time this occurs.

Short Barreled Rifles (SBR's), Stocks, Braces, Pistols and the legal distinctions between them are not the concern of this match. For the purpose of match administration, rifles and pistols are distinguished by general form and cartridge.

Silencers/Suppressors are not considered a compensator or brake.

- **Note:** While they currently require additional paperwork and fees, owning a silencer and/or SBR is not illegal. Any competitor challenging another competitor regarding the legality of their equipment will be reminded by the match director of this fact. Thereafter, continued harassment will result in immediate disqualification and disbarment from future participation in ARPC Multigun.

Magazine length shall be evaluated using method described in Appendix E1 of the 2021 USPSA Rulebook.

Tubular shotgun speed loading devices must feature a primer relief cut.

A note regarding UML/USPSA/PCSL divisional comparisons: While the division restrictions below are compared with other rule sets, there may be other restrictions not included below which would disallow a loadout from use in another competition. For example: USPSA does not allow suppressors in any division; PCSL does not allow add-on magwells, muzzle brakes, or lightened bolt carrier groups in their

“Practical” divisions; UML imposes additional restrictions on optics in their “Heavy” divisions. If it works with USPSA/UML/PCSL/[High Desert 3 Gun](#), it will work here; but not necessarily vice versa.

## Open Division

---

Conforms to [UML/USPSA](#) “Open” and [PCSL](#) “Competition (3-Gun)” divisions.

Similar to [High Desert 3 Gun](#) (Hand Gun Magazine Length)

### Handgun

Ammunition shall be 9x19mm, 38 Super, 38 Super Comp, 357 Sig, 40 S&W, 10mm Auto, or 45 ACP.

Magazine length may not exceed 171.25mm.

### Rifle

Ammunition shall be 5.45x39mm, 5.56x45mm/223 Rem, 7.62x39mm, 300 Blackout, 7.62x51mm/308 Winchester

No Restrictions on magazine capacity.

### Shotgun

Ammunition shall be 20 ga or larger, #6 lead birdshot or smaller

No Restrictions on magazine capacity.

## Pistol Caliber Carbine Open Division

---

See Open Division.

A PCC may replace either a pistol the pistol or the rifle. This replacement is to be consistent throughout the match.

Open division handgun ammunition restrictions apply to PCC.

## Tactical Optics Division

---

Conforms to [UML](#) "Optics" division.

Similar to [USPSA/High Desert 3 Gun](#) "Tactical" and [PCSL](#) "Tac Optics" divisions

### Optics

Optics are limited to a total of one magnified optic & one non-magnified optic for use on any of the 3 guns in the division; sights must remain allocated to the same firearm(s) for the duration of the match.

- Note an optical sight coupled with a magnifier counts as one magnified optic, so long as the magnifier does not have a reticle.

### Handgun

Ammunition shall be 9x19mm, 38 Super, 38 Super Comp, 357 Sig, 40 S&W, 10mm Auto, or 45 ACP.

Optic may only be slide mounted and is limited only by total count.

Compensators, brakes, and/or barrel porting are prohibited.

Magazines shall not exceed 171.25 mm for single stacks and shall not exceed 141.25mm for staggered magazines.

### Rifle

Ammunition shall be 5.45x39mm, 5.56x45mm/223 Rem, 7.62x39mm, 300 Blackout, 7.62x51mm/308 Winchester

Supporting devices are prohibited.

Compensators are allowed in this division.

### Shotgun

Ammunition shall be 20 ga or larger, #6 lead birdshot or smaller

Only conventional tubular magazine-fed shotguns are allowed.

Supporting devices are prohibited.

Compensators, brakes, and/or barrel porting are prohibited.

Shotgun speed loaders are prohibited.

Shotguns shall begin the stage with no more than 9 rounds total.

## Limited

---

Conforms to [UML/USPSA/High Desert 3 Gun](#) "Limited" division.

### Optics

Note: an optical sight coupled with a magnifier counts as one magnified optic so long as the magnifier does not have a reticle.

### Handgun

Ammunition shall be 9x19mm, 38 Super, 38 Super Comp, 357 Sig, 40 S&W, 10mm Auto, or 45 ACP.

Electronic/Optical sights are prohibited.

Compensators, brakes, and/or barrel porting are prohibited.

Magazines shall not exceed 171.25 mm for single stacks and shall not exceed 141.25mm for staggered magazines.

### Rifle

Ammunition shall be 5.45x39mm, 5.56x45mm/223 Rem, 7.62x39mm, 300 Blackout, 7.62x51mm/308 Winchester

Optics are limited to a total of one non-magnified optic.

Supporting devices are prohibited.

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.

### Shotgun

Ammunition shall be 20 ga or larger, #6 lead birdshot or smaller

Only conventional tubular magazine-fed shotguns are allowed.

Electronic/Optical sights are prohibited.

Supporting devices are prohibited.

Compensators, brakes, and/or barrel porting are prohibited.

Shotgun speed loaders are prohibited.

Shotguns shall begin the stage with no more than 9 rounds total.

## Heavy

---

Designed to include loadouts that conform to [UML](#) "Free Heavy" and "True Heavy", [USPSA](#) "Heavy Metal Tactical", and [High Desert 3 Gun](#) "Heavy Tactical" divisions.

### Handgun

Ammunition shall be 40 S&W, 45 ACP, 357 Sig, or 10mm Auto

Compensators, brakes, and/or barrel porting are prohibited.

Magazines shall not exceed 171.25 mm for single stacks and shall not exceed 141.25mm for staggered magazines.

### Rifle

Ammunition shall be 7.62x39mm, 7.62x51mm NATO, or 308 Winchester.

Supporting devices are prohibited.

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.

### Shotgun

Ammunition shall be 12 ga or larger, #6 lead birdshot or smaller

Only conventional tubular magazine-fed shotguns are allowed.

Supporting devices are prohibited.

Compensators, brakes, and/or barrel porting are prohibited.

Shotgun speed loaders are prohibited.

Shotguns shall begin the stage with no more than 9 rounds total.

## Two-Gun & Trooper

---

Conforms to [UML](#) "2 Gun" and [PCSL](#) "Practical 2-Gun" and "Competition 2-Gun" divisions.

### Optics

Note: an optical sight coupled with a magnifier counts as one magnified optic so long as the magnifier does not have a reticle.

### Handgun

Ammunition shall be 9x19mm, 38 Super, 38 Super Comp, 357 Sig, 40 S&W, 10mm Auto, or 45 ACP.

Compensators, brakes, and/or barrel porting are prohibited.

Magazines shall not exceed 171.25 mm for single stacks and shall not exceed 141.25mm for staggered magazines.

### Rifle

Ammunition shall be 5.45x39mm, 5.56x45mm/223 Rem, 7.62x39mm, 300 Blackout, 7.62x51mm/308 Winchester

Supporting devices are prohibited.

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.

### Shotgun

None

## Rookie

---

Rookies may use whatever equipment they have, so long as it is safe and in good working order. A minimum of a rifle and a pistol should be brought.

Firearms that do not meet the requirements for other divisions shall need match director approval.

Rookie is the only division in which .22LR may be used. However, the shooter should be aware that there are no special considerations for 22 when it comes to scoring. Steel targets must fall to count.

To keep the Rookie division for beginners, a shooter may sign up for the Rookie division three times before they will be asked to move into another division.

## 6 Scoring

Scoring will be time with the addition of time penalties for certain targets as below.

At the end of the stage, scores will be calculated as follows:

$$\text{Score} = \text{Time} + \text{Time Penalties}$$

Failure to Engage a target will be a 30 second penalty. Steel will incur a 30 second penalty per piece with exception of spinners which shall carry a 60 second penalty for failure to engage. Failure to Engage does not stack with failure to Neutralize, any one target may be only one of the two. In order to be engaged at least one shot per target must be fired clearly in the direction of the target, except that spinners require at least 2 shots.

Failure to Neutralize a target shall incur a 10 second penalty per target or piece of steel, except that each spinner shall be 30 seconds. (A Texas star has 5 pieces and so would insure a 50 second penalty if no pieces fall)

Some targets may carry other accuracy requirements or penalties to encourage marksmanship, if so they will be clearly different from "normal" and designated in the stage description.

### Paper Targets

All paper targets are best two hits on paper. Neutralizing a paper target requires 1 A Zone or 2 C or D Zone hits.

### Frangible Targets

Target must have a clearly visible hole at minimum to be neutralized.

### No Shoot Targets

Hitting any target designated as a no-shoot results in a 60 second penalty.

### Shooting from Outside the Shooting Area and other procedurals

If incidental (e.g. a foot fault) 30 seconds per occurrence.

If the RO considers a competitor's commission of a procedural penalty to have circumvented the intent of the stage or gained a substantial advantage as a result, a 120 second penalty will be assessed.