

ARPC Multigun Discipline Rules

1 General Conduct & Dispute Resolution

- 1.1 Eye protection is mandatory for participants, spectators & officials at the event site.
- 1.2 Ear protection is mandatory for participants, spectators & officials while on or near a stage.
- 1.3 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the event site. Any participant found to be impaired as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
- 1.4 Participants and spectators are expected to conduct themselves in a courteous and sportsman-like manner at all times. Any person who violates this rule may be ejected from the event site at the Match Director's discretion.
- 1.5 Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the event site.
- 1.6 Participants may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, and the participant will not be allowed to continue nor be eligible for prizes.
- 1.7 A participant shall be disqualified for unsportsmanlike conduct. Examples of unsportsmanlike conduct include:
 - 1.7.1 Cheating, such as:
 - 1.7.1.1 Intentionally altering a target prior to the target being scored to gain advantage or avoid a penalty.
 - 1.7.1.2 Altering or falsifying score sheets.
 - 1.7.1.3 Altering the configuration of firearms or equipment without permission of the Match Director.
 - 1.7.2 Threatening or assaulting other participants or Event Officials.
 - 1.7.3 Disruptive behavior likely to disturb, distract or coach other participants while they are shooting.
 - 1.7.4 Willful disregard of Event Official instructions.
- 1.8 The final decision on all disqualifications and reshoots will be made by the Range Master or the Match Director.
- 1.9 Any rule not explicitly covered by this document will be resolved with a ruling by the Match Director or his designee. Rulings by the Match Director or his designee will be final, and will serve as a precedent for the duration of the event

2 Safety

- 2.1 All Multi-Gun events will be run on cold ranges.
 - 2.1.1 Participants firearms will remain unloaded at the event site except under the direction and immediate supervision of an Event Official.
- 2.2 Firearms may only be handled and/or displayed in a designated safety area. Exception for removing and returning long guns from vehicle to cart. Firearms may be safely moved from vehicles to carts. Clear firearm action before removing from vehicle and maintain safe muzzle direction while transferring to cart.
 - 2.2.1 Safety areas will be clearly marked with signs.
 - 2.2.2 No firearm may be loaded in a safety area.
 - 2.2.3 No ammunition (including dummy ammunition or snap caps) may be handled in a safety area.
- 2.3 Firearms may be transported to, from and between stages only in the following conditions:
 - 2.3.1 Handguns must be cased or holstered, de-cocked and with the magazine removed.

2.3.2 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.

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

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

2.4.1 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.

2.4.2 A shot which strikes the ground within 10 feet of the participant, except when shooting at a target closer than 10 feet to the participant.

2.4.2.1 Exception - a shot which strikes the ground within 10 feet of the participant due to a “squib”.

2.4.2.2 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 provisions of 2.4.2 shall apply.

2.4.3 A shot which occurs while loading, reloading or unloading any firearm.

2.4.3.1 Exception - a detonation which occurs while unloading a firearm is not considered an accidental discharge. A “detonation” is defined as the ignition of the primer of a round, other than by 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.).

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

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

2.4.6 A shot which occurs during movement, except while actually engaging targets.

2.5 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:

2.5.1 Dropping a firearm, whether loaded or unloaded, at any time after the ”Load” or “Make Ready” command and before the “Range Is Clear” command.

2.5.1.1 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.

2.5.2 Use of any unsafe ammunition as defined in Section 3.

2.5.3 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:

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

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

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

2.5.5 Allowing the muzzle of a firearm to break the 180 degree safety plane.

2.5.5.1 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.

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

2.5.6.1 Engaging steel targets with handgun ammunition at a range of less than 23 feet.

2.5.6.2 Engaging steel targets with shotgun birdshot shot ammunition at a range of less than 16 feet.

2.5.6.3 Engaging steel targets with shotgun slug ammunition at a range of less than 131 feet.

2.5.6.4 Engaging steel targets with rifle ammunition at a range of less than 164 feet.

2.5.7 Allowing the muzzle of a firearm to point at any part of the participant's body during a course of fire (i.e. sweeping).

2.5.7.1 Exception - sweeping of the lower extremities (below the belt) while drawing or re-holstering a handgun, provided that the competitor's fingers are clearly outside of the trigger guard.

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

3 Ammunition

3.1 Handgun ammunition shall be 9mm Parabellum (9x19mmNATO) or larger, unless otherwise stipulated under equipment division rules.

3.2 Rifle ammunition shall be .223 Remington (5.56x45mmNATO) or larger, unless otherwise stipulated under equipment division rules.

3.3 Shotgun ammunition shall be 20 gauge or larger, unless otherwise stipulated under equipment division rules.

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

3.4 Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten/penetrator core projectiles is unsafe and prohibited. If a magnet sticks to the bullet it is prohibited.

4 Firearms

4.1 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.

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

4.3 Participants must use the same firearms (handgun, rifle and shotgun) for the entire event.

4.3.1 If a participant's firearm becomes unserviceable, that participant may replace their firearm with another of a substantially similar model, caliber and sighting system only with the approval of the Match Director.

4.4 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).

4.4.1 If a participant's firearm becomes unserviceable, 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.

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

4.5.1 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.

4.5.2 Rifle: Loaded to division start capacity and held in the low ready position. Safety catch must be in the "safe" position.

4.5.3 Shotgun: Loaded to division start capacity and held in the low ready position. Safety catch must be in the "safe" position.

4.5.4 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 Divisions

5.1 Participants will declare one equipment division at the beginning of the event.

5.1.1 Equipment divisions are: Open, Tactical Scope, Tactical Limited, Heavy Metal Scope and Heavy Metal Limited.

5.1.2 Failure to meet all of 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.

5.2 Open division

5.2.1 Handgun holsters must safely retain the handgun during vigorous movement. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

5.2.2 Handgun

5.2.2.1 Magazine length may not exceed 170mm.

5.2.3 Rifle

5.2.3.1 Supporting devices (e.g. bipods) are permitted, and may begin any stage folded or deployed at the participant's discretion.

5.2.4 Shotgun

5.2.4.1 Speed loading devices and/or detachable box magazines are permitted.

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

5.3 Tactical Scope division

5.3.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.3.2 Handgun holsters must be a practical/tactical carry style and must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

5.3.3 Handgun

5.3.3.1 Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.

5.3.3.2 Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines.

5.3.4 Rifle

5.3.4.1 Not more than one (1) electronic or optical sight is permitted.

5.3.4.2 A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle, cannot be used as an aiming device by itself, and remains mounted in the same location on the rifle for the duration of the event. A participant may use the magnifier in either the magnified or unmagnified mode without restriction.

5.3.4.3 Supporting devices (bipods, etc.) are prohibited.

5.3.4.4 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).

5.3.4.5 Drum magazines are prohibited.

5.3.5 Shotgun

5.3.5.1 Only tubular magazines are permitted.

5.3.5.2 Electronic or optical sights are prohibited.

5.3.5.3 Supporting devices (bipods, etc.) are prohibited.

5.3.5.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.

5.3.5.5 Speed loading devices and/or detachable box magazines are prohibited.

5.3.5.6 Not more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing.

5.4 Tactical Limited division

5.4.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.4.2 Handgun holsters must be a practical/tactical carry style and must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

5.4.3 Handgun

5.4.3.1 Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.

5.4.3.2 Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines.

5.4.4 Rifle

5.4.4.1 Not more than one (1) non-magnified electronic or optical sight is permitted. Electronic or optical sights originally designed to be capable of any magnification (whether used or not) are prohibited.

5.4.4.2 Supporting devices (bipods, etc.) are prohibited.

5.4.4.3 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).

5.4.4.4 Drum magazines are prohibited.

5.4.5 Shotgun

5.4.5.1 Only tubular magazines are permitted.

5.4.5.2 Electronic or optical sights are prohibited.

5.4.5.3 Supporting devices (bipods, etc.) are prohibited.

5.4.5.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.

5.4.5.5 Speed loading devices and/or detachable box magazines are prohibited.

5.4.5.6 Not more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing.

5.5 Heavy Metal Scope division

5.5.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.5.2 Handgun holsters must be a practical/tactical carry style and must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

5.5.3 Handgun

5.5.3.1 Electronic sights, optical sights, extended sights, compensators or barrel porting are prohibited.

5.5.3.2 Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines.

5.5.4 Rifle

5.5.4.1 Not more than one (1) optical sight is permitted.

5.5.4.2 A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle, cannot be used as an aiming device by itself, and remains mounted in the same location on the rifle for the duration of the event. A participant may use the magnifier in either the magnified or unmagnified mode without restriction.

5.5.4.3 Supporting devices (bipods, etc.) are prohibited.

5.5.4.4 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).

5.5.4.5 Magazines may be loaded with not more than twenty (20) rounds.

5.5.4.6 Minimum caliber is .30".

5.5.5 Shotgun

5.5.5.1 Only tubular magazines are permitted.

5.5.5.2 Electronic or optical sights are prohibited.

5.5.5.3 Supporting devices (bipods, etc.) are prohibited.

5.5.5.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.

5.5.5.5 Speed loading devices and/or detachable box magazines are prohibited.

5.5.5.6 Not more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing.

5.5.5.7 Minimum bore size is 12 gauge.

5.6 Heavy Metal Limited division

5.6.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.6.2 Handgun holsters must be a practical/tactical carry style and must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger on all semiautomatic pistols. Revolver holsters must completely cover the trigger and the cylinder. The belt upon which the handgun holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.

5.6.3 Handgun

5.6.3.1 Electronic sights, optical sights, extended sights, compensators or barrel porting are not permitted.

5.6.3.2 Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines. Magazines may be loaded with not more than ten (10) rounds.

5.6.3.3 Minimum caliber is .44".

5.6.4 Rifle

5.6.4.1 Not more than one (1) non-magnified electronic or optical sight is permitted. Electronic or optical sights originally designed to be capable of any magnification (whether used or not) are prohibited.

5.6.4.2 Supporting devices (bipods, etc.) are prohibited.

5.6.4.3 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).

5.6.4.4 Magazines may be loaded with not more than twenty (20) rounds.

5.6.4.5 Minimum caliber is .30”.

5.6.5 Shotgun

5.6.5.1 Only pump fed, 12 gauge shotguns with tubular magazines are permitted.

5.6.5.2 Electronic or optical sights are prohibited.

5.6.5.3 Supporting devices (bipods, etc.) are prohibited.

5.6.5.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.

5.6.5.5 Speed loading devices and/or detachable box magazines are prohibited.

5.6.5.6 Not more than nine (9) rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing.

6. Scoring

6.1 Scoring per stage will be straight time plus penalties.

6.2 Max time allowed for any stage will be 200 seconds. Upon Failure to complete the stage within the maximum time, a shooter will be stopped by the Range officer and assessed a stage time of 200 seconds plus applicable penalties.

6.3 Any paper target designated as a “shoot” target requires two (2) hits inside the scoring perforations or one (1) "A" or "A/B" hit on the target (Slug targets MAY be exempted from this rule and only require one (1) hit inside a designated scoring ring.)

6.3.1 Paper targets which have less than the required number of hits will receive a 5 second penalty for each hit less than that required number.

6.4 Scoring and penalties on targets:

a. Two hits on paper within outside perforations= no penalty

b. One “A,” or “B,” zone hit = no penalty

c. Not neutralized, only 1 hit on paper not in the "A" or "B" zone = 5 second penalty

d. Not engaged = 15 second penalty

e. Not hit (paper, steel and clays) = 10 second penalty

f. No shoots per hit = 5 second penalty

g. Procedural = 5 second penalty

h. Rifle steel not engaged = 30 second penalty

i. Rifle Steel not hit = 15 second penalty

j. Rifle Steel bonus = 20 second deduction

6.5 Scoring example for targets

6.5.1 Paper Target engaged but not hit = 10 second penalty (for two (2) misses)

6.5.2 Paper Target not engaged = 15 seconds (10 seconds for two (2) misses plus 5 seconds for FTE)

6.5.3 Frangible targets must break to score (one bb hole on a stationary clay is a break). A flying clay must visibly break to score and will be called by the range officer.

6.5.4 Knock down style targets (poppers, plates and steel) **MUST FALL TO SCORE!**

- 6.5.5 Pistol, Shotgun & rifle plates that are hit but do not fall will NOT be scored.
- 6.5.6 Shotgun plates that are hit and turned on edge will NOT be scored and are NOT a range failure.
- 6.5.7 Swinging style rifle targets must be struck solid enough to cause the hidden “flash card” to be visible to the Range Officer. The Range Officer may call hits.
- 6.5.8 FTE/Failure to engage any target will result in a 15 second penalty except long range rifle steel is a 30 second penalty.
- 6.5.9 Engaging a frangible target but not breaking it will result in a 10 second penalty per target.
 - 6.5.9.1 A flying clay must be engaged while in the air. Engaging a flying clay before it has been launched or after it hits the ground will not be scored as an engagement and will incur a 15 second FTE penalty.
 - 6.5.9.2 A flying clay that breaks when launched will be scored as a hit as long as it is engaged while a part of it is still in the air.
- 6.5.10 Engaging a pistol or shotgun steel target but not knocking it down will result in a 10 second penalty
- 6.5.11 Engaging a rifle steel target but not activating it will result in a 20 second penalty.
- 6.5.12 Procedural penalties, 5 seconds per target, may be assessed for failing to follow the stage directions as written in the stage description and/or as stated in the stage briefing.
- 6.5.13 Modified Stage Procedural penalties, 15 seconds per position, will be assessed for a preapproved shooting position modification. A contestant that has physical limitations that preclude the following of stage procedures may ask for modification of shooting positions. The range master or match director must pre-approve the modified shooting position and will convey this modification to the shooter and CRO. The shooter will be assessed a 15 second procedural per modified position.
- 6.5.14 Stage Not Fired (SNF/DNF) penalty: A competitor shall receive zero (0) match points for stage.
- 6.5.15 First Place (lowest time) for each stage, in each class, will receive 100% of the points available for that stage. Second place and below will receive points on a percentage basis from the first place time.
- 6.5.14 All classes will be scored separately.
- 6.5.15 Total points accumulated for all stages will determine the match placement by class.
- 6.5.16 Ties will be broken by an undisclosed Tie Breaker Stage designated by the Match Director.
- 6.5.17 Highest score in each class wins.

7. Arbitration Rules & General Principles

7.1 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.

7.2 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.

7.3 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. His
decision is final