

IWI Multi-Gun Rules

Version 02/08/2022

This publication is a duplication of the Israel Weapon Industries – US, IWI Multi-Gun Rules used in the 2022 IWI Point Series and has been reformatted to a 6 x 9 softcover book for the sole purpose as a quick reference guide for attendees, volunteers and staff at Multi-Gun and 3-Gun matches held at Ontelaunee Road & Gun Club, Inc., located in New Tripoli, Pennsylvania.

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February 8, 2022, Version of the IWI Multi-Gun Rules
Re-Formatted to a 6 x 9 book layout
and printed as a reference guide by
Ontelaunee Rod and Gun Club, Inc.
Of New Tripoli, Pennsylvania
With permission of the Title Sponsor of the
2022 IWI Multi-Gun Point Series
And their IWI Multi-Gun Rules
O3GP Fifth Edition: April 2022
Printed in the United States of America

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1. General Conduct and Dispute Resolution

- 1.1. Participants may be subject to match disqualification for safety or conduct violations. A match disqualification will result in complete disqualification from the event, and the participant will not be allowed to continue nor be eligible for prizes.
- 1.2. Eye protection is mandatory for participants, spectators and officials at the event site.
 - 1.1.1 A shooter will be stopped if possible, and given a reshoot in the event that the shooter's eye protection falls off during the course of fire.
- 1.3. Ear protection is mandatory for participants, spectators and officials while on or near a stage.
 - 1.3.1 A shooter will be stopped if possible, and given a reshoot in the event that the shooter's ear protection falls out during the course of fire.
- 1.4. 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 with no refund.
- 1.5. 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 with no refund.
- 1.6. Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the event site.
- 1.7. Excessive obscene / foul language is strongly discouraged. The first complaint will result in a warning. Second complaint will result in 20 second unsportsmanlike procedural. The third complaint will result in a match DQ.

1.8. A participant shall be disqualified from the event for unsportsmanlike conduct. Examples of unsportsmanlike conduct including:

1.8.1. Cheating, such as:

1.8.1.1. Intentionally altering a target prior to the target being scored to gain advantage or avoid a penalty.

1.8.1.2. Altering or falsifying score sheets or electronic scores.

1.8.1.3. Altering the configuration of firearms or equipment without permission of the Range Master.

1.8.1.4. Purposely removing eye or ear protection to gain a reshoot.

1.8.1.5. Coaching other participants while they are shooting.

1.8.2. Abusive behavior, such as:

1.8.2.1. Threatening or assaulting other participants or Event Officials.

1.8.2.2. Disruptive behavior that is likely to disturb or distract or coaching other participants while they are shooting.

1.8.3. Willful disregard of an event official:

1.8.3.1. Willfully disregarding the instructions of any official as it pertains to the safe conduct or peaceful atmosphere of the event.

- 1.9. Range Officers tasked with running the participant shall make the initial call on scoring, penalties or a disqualification. The Chief Range Officer for that stage shall be the first step in the appeals process. The Range Master shall be the final step in the appeals process.

- 1.10. The final decision on all disqualifications, scoring challenges and reshoots will be made by the Range Master.

- 1.11. Any rule not explicitly covered by this document will be resolved with a ruling by the Range Master(s) or their designee. Rulings by the Range Master(s), or their designee will be final, and will serve as a precedent for the duration of the event.

2. Safety

Any violation of a safety rule as found in Section 2 of these rules shall be grounds for a match disqualification.

2.1. All events will be run on cold ranges.

2.1.1. Participant's 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.

2.2.1. Safety areas will be clearly marked with signs or designated by event officials.

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.

2.2.4. No firearm may contain or have attached any ammo or simulated ammo of any kind in the safe area including match savers.

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 transported in one of the following fashions. Detachable magazines must be removed, and the use of high-visibility empty chamber flags is required.

2.3.2.1. Cased or bagged.

2.3.2.2. Secured muzzle up or muzzle down in a stable gun cart/caddy.

2.3.2.3. Carried or slung with the muzzle up or down.

- 2.3.2.4. Carried muzzle pointed toward the ground.
- 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:** 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 or when a round is dropped etc.).

- 2.4.4. A shot which occurs during remedial action in the case of a malfunction. Remedial action is defined as an action to clear a firearm malfunction or ammunition feeding device malfunction after it fails to fire.
- 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 but are not limited to:
 - 2.5.1. Dropping a loaded firearm, a firearm with a magazine inserted, or one that had been previously loaded on the same course of fire, at any time after the *“Load”* or *“Make Ready”* command and before the *“Range Is Clear”* command. A dropped firearm is defined as a firearm that hits the ground and the competitor no longer has control of the firearm with either hand. Accessories attached to the firearm at the time of the dropped firearm are considered part of the firearm.
 - 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. Competitors may only handle one firearm at a time during the course of fire.
 - 2.5.3.1 The exception is when transferring one long gun to another in the same dump barrel. No more than one long gun may be staged in a *dump barrel* at the start of the stage. Pistols will have a separate *dump bucket* designated on the stage(s) and identified on the written stage brief (WSB).
 - 2.5.3.2 Once a firearm is used and grounded in a dump barrel it cannot be re-used unless the next firearm has not been retrieved and utilized. Club exceptions may be stipulated in the match safety brief or written stage brief (WSB).
- 2.5.4. Firearms must be abandoned muzzle down in a designated *dump barrel* if anyone is to be downrange of it at any time. A firearm is considered abandoned once a competitor no longer has positive control of the firearm. If, during the course of fire, a firearm is abandoned in an unsafe condition and no one moves down range of that firearm there is no DQ but a “super- procedural” will be applied. A firearm is considered safe if it is completely unloaded (magazine removed, no ammunition in the mag well or chamber or trapped in the action) or the safety is engaged.
 - 2.5.4.1. Abandoning two firearms in one container where one or more of them is not on safe or completely unloaded.
- 2.5.5. Re-Holstering a loaded handgun.
 - 2.5.5.1. Club dependent check with Match Director beforehand.**

- 2.5.6. Unloading any firearm in an unsafe manner or discharging a firearm while not legitimately engaging a target or in the direction of a target.
- 2.5.7. Allowing the muzzle of a firearm to break the 180-degree safety plane.
 - 2.5.7.1. In the case of a participant facing downrange, the muzzle of a loaded handgun may point slightly up range while drawing or re-holstering, so long as it does not point outside an imaginary circle of three (3) feet radius from the participant's feet.
 - 2.5.7.2. In the case of an unloaded slung firearm, the 180-degree rule does not apply until ammunition or magazine touches the firearm.
- 2.5.8. Engaging a steel target in an unsafe manner, such as by:
 - 2.5.8.1. Engaging steel targets with handgun ammunition at a range of less than 30 feet (10 yards).
 - 2.5.8.2. Engaging steel targets with shotgun birdshot shot ammunition at a range of less than 30 feet (10 yards).
 - 2.5.8.3. Engaging steel targets with rifle ammunition at a range of less than 150 feet (50 yards).
 - 2.5.8.4. Engaging steel targets with shotgun slug ammunition at a range of less than 150 feet (50 yards).
- 2.5.9. Allowing the muzzle of a firearm to point at any part of the participant's body during a course of fire (i.e. sweeping).
 - 2.5.9.1. 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.
 - 2.5.9.2. Exception – sweeping is allowed during unslinging an unloaded slung firearm until you touch the firearm with ammunition or magazine.

- 2.5.10. Using a tube-type shotgun speed-loading device without a primer relief cut.
- 2.5.11. Pointing a firearm, whether loaded or unloaded, in any direction deemed by event officials to be unsafe.
- 2.5.12. Competitors shall have the responsibility to ensure their firearm is in safe working condition at all times during the event. Mechanical breakage does not relieve the competitor of the core responsibility of abandoning the firearm in a safe condition.
- 2.5.13. Failure to keep the finger outside the trigger guard during loading, reloading, clearing a malfunction, and unloading except while complying with the “Make Ready” or “Hammer Down” commands. This includes while moving except when the competitor is actually aiming or shooting at targets.
- 2.5.14. Range Commands

2.5.14.1 *Make Ready, Are You Ready, Stand By, If You Are Finished Unload And Show Clear, Range Is Safe/Clear*

Example: (Published in Ontelaunee reference guide only)

- 1. **Make Ready:** The course of fire begins with the make ready command. Competitor begins to stage equipment.
- 2. **Are You Ready:** Once competitor has staged all firearms for the course of fire and is standing ready for the next command.
- 3. **Stand By:** A lack of negative response or a positive response will be followed by the range officer triggering the timer.
- 4. **If you are finished, unload and show clear:** Once the competitor has completed the course of fire or timed out, they will lower the current firearm, clear all ammunition and magazines and show safe, and then continue the same process for each firearm used or stage, for the course of fire.
- 5. **Range is Clear:** This command is issued by the Range Officer once all firearms have been cleared by the competitor and signals the course of fire has ended.

3. Ammunition

- 3.1. Handgun ammunition shall be .355 inch in diameter (9mm parabellum) or larger, unless otherwise stipulated under equipment division rules.
- 3.2. Rifle ammunition shall be 5.45x39mm or larger, unless otherwise stipulated under equipment division rules.
 - 3.2.1. Rifle ammunition containing any type of steel core, bimetal jacketed or steel penetrator shall NOT be used during the match. Rifle ammunition may be checked at any time during the duration of the match by any match official.
- 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.
 - 3.3.2. Max velocity 1350 fps, 2 3/4" 1 1/8 dram unless specified in the written stage brief (WSB).
- 3.4. Ammunition containing tracer, incendiary, armor piercing, bi-metal jacketed or steel jacketed or steel/tungsten/penetrator core projectiles is unsafe and prohibited. Participants will be given an opportunity to replace the prohibited ammunition with ammunition that is approved by the match and be allowed to continue to participate. If that competitor is discovered a second time utilizing prohibited ammunition, then the competitor will be disqualified from the event. Competitor shall reimburse the range for the cost of any repair or replacement of any range equipment or property damaged as a result of use of prohibited ammunition regardless of first offense or not.

- 3.5. In the event the range officer suspects the competitor has fired a “squib”, the competitor will be stopped, and the range officer will inspect the firearm. If a “squib” is confirmed, the stage will be scored as shot, the competitor will be permitted to take corrective action and continue with the match. Should it be discovered that the suspected “squib” did not happen, the competitor will get the opportunity to re-shoot the stage.

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(s).
- 4.2. Firearms capable of fully automatic- or burst-fire ("machine guns") may NOT be used during the event.
- 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 Range Master(s).
- 4.4. Participants 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 changing of chokes, 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 Range Master(s).
- 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 only autos and revolvers, the hammer must be down/forward.

- 4.5.2. Rifle: Loaded to division or designated capacity and held in the low ready or port arms position. Safety catch must be in the “safe” position.
- 4.5.3. Shotgun: Loaded to division or designated capacity held in the low ready or port arms 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).
- 4.5.5. Any firearm that the competitor decides to stage may be loaded up to division capacity with the bolt forward on an empty chamber and the competitor may choose not to engage the external manual safety if staged muzzle down in a dump barrel for long guns.
- 4.5.6. In the event of a slung firearm at the start, the sling must be attached to the firearm and the sling must be touching a collar bone on the participant in such a manner that it will support the weight of the firearm without any other assistance.

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 and Heavy Metal Scope.

5.1.2. 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.

5.2. Open division

5.2.1. Handgun holsters 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.

5.2.2. Handgun

5.2.2.1. There is no limit to magazine length in Open.

5.2.2.2. Electronic sights, optical sights, extended sights, compensators, weights and barrel porting are permitted.

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.

5.2.3.2. Quantity and type of sighting devices are unrestricted.

5.2.3.3. Magazine capacity is unrestricted

5.2.4. Shotgun

- 5.2.4.1. Speed loading devices and/or detachable box magazines is permitted.
- 5.2.4.2. Tubular speed loading devices must feature a primer relief cut.
- 5.2.4.3. Quantity and type of sighting devices are unrestricted.
- 5.2.4.4. Magazine capacity is unrestricted

5.3. Tactical Scope division

5.3.1. Handgun holsters 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.

5.3.2. Handgun

5.3.2.1. Any device attached to the handgun atop the slide or below the dust cover including but not limited to electronic sights, optical sights, extended sights, flashlights or lasers are prohibited. Compensators, weights and barrel porting is prohibited. Laser sights built into the handgun grip or frame are prohibited.

5.3.2.2. 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.

5.3.3. Rifle

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

5.3.3.2. A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle and 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.

- 5.3.3.3. Supporting devices (bipods, etc.) are prohibited. All other devices attached to the forend must fit inside an 18" piece of 4" PVC pipe when fully deployed or unfolded. This includes but is not limited to barricade stops, angled foregrips, and backup iron sights. If the pipe fails to fit all the way back to the scope, scope mount or magazine well the competitor will be moved to the open division.
- 5.3.3.4. 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).
- 5.3.3.5. Drum magazines are prohibited. Coupled magazines are permitted (no more than two may be coupled together).
- 5.3.3.6. No limit on magazine capacity but may be stipulated by Match Directors.
- 5.3.4. Shotgun
 - 5.3.4.1. Only tubular magazines are permitted.
 - 5.3.4.2. Electronic or optical sights are prohibited.
 - 5.3.4.3. Supporting devices (bipods, etc.) are prohibited.
 - 5.3.4.4. Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.
 - 5.3.4.5. Speed loading devices and/or detachable box magazines are prohibited.
 - 5.3.4.6. Magazine tube extensions are permitted.
 - 5.3.4.7. Not more than nine (9) rounds total may be loaded at the beginning of any stage.

5.4. 2 Gun (Rifle / Pistol) Division

5.4.1. Handgun holsters 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.

5.4.2. Handgun

5.4.2.1. Any device attached to the handgun below the dust cover including but not limited to electronic sights, optical sights, extended sights, flashlights or lasers are prohibited. Compensators, weights and barrel porting is prohibited. Laser sights built into the handgun grip or frame are prohibited.

5.4.2.2. For the 2022 Season we will be allowing iron sights or slide mounted RDS in this division.

5.4.2.3. 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.

5.4.3. Rifle

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

5.4.3.2. A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle and 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.

- 5.4.3.3. Supporting devices (bipods, etc.) are prohibited. All other devices attached to the forend must fit inside an 18" piece of 4" PVC pipe when fully deployed or unfolded. This includes but is not limited to barricade stops, angled foregrips, and backup iron sights. If the pipe fails to fit all the way back to the scope, scope mount or magazine well the competitor will be moved to the open division.
- 5.4.3.4. 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).
- 5.4.3.5. Drum magazines are prohibited. Coupled magazines are permitted (no more than two may be coupled together).

5.5. 2x4 Open division

5.5.1. Handgun holsters 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.

5.5.2. Handgun

- 5.5.2.1. There is no limit to magazine length in Open.
- 5.5.2.2. Electronic sights, optical sights, extended sights, compensators, weights and barrel porting are permitted.

5.5.3. Rifle

- 5.5.3.1. Supporting devices (e.g. bipods) are permitted and may begin any stage folded or deployed at the participant's discretion.
- 5.5.3.2. Quantity and type of sighting devices are unrestricted.
- 5.5.3.3. Magazine capacity is unrestricted

5.5.4. Shotgun

- 5.5.4.1. Speed loading devices and/or detachable box magazines is permitted.
- 5.5.4.2. Tubular speed loading devices must feature a primer relief cut.
- 5.5.4.3. Quantity and type of sighting devices are unrestricted.
- 5.5.4.4. Magazine capacity is unrestricted

5.5.5. PCC Rifle

- 5.5.5.1. Rifle, PCR, Pistol, or SG option on every stage. Stage briefing will state any mandatory firearms, as well as a minimum or maximum as applicable.
- 5.5.5.2. Supporting devices (e.g. bipods) are permitted and may begin any stage folded or deployed at the participant's discretion.
- 5.5.5.3. Quantity and type of sighting devices are unrestricted.
- 5.5.5.4. Magazine capacity is unrestricted

6. Scoring and Awards

- 6.1. Stage scoring will be based on time plus penalties and be club dependent check with the Match Director beforehand.
 - 6.1.1.1. One (1) hit in the “A” scoring zone of the Metric or Classic paper targets.
 - 6.1.1.2. One (1) hit in the inner scoring ring of the 3GN or UML paper targets.
 - 6.1.1.3. Two (2) hits anywhere in the scoring area, in any combination of the C-zone and/or D-zone or two anywhere in the outer scoring area of the 3GN target, IPSC classic target and USPSA metric target. Target must have grease ring and not tumbled bullet caused by soft cover like a barrel. Shoot through paper targets will be scored as shot if shot is circular and not tumbled. ***Shoot through targets will be scored, shoot through “No Shoot” targets will also be scored.***
 - 6.1.1.4. If a cardboard target is designated on the written stage briefing as a shotgun slug target only one (1) hit is required anywhere in the scoring zone on a cardboard target with a shotgun slug.
 - 6.1.1.5. Steel designated slug targets will require one hit to neutralize. Long range penalties apply for slug targets 100 yards or greater.
 - 6.1.1.6. **One (1) hit in the C-zone, D-zone** or the outer scoring area only = 5 second penalty (Failure to Neutralize).
 - 6.1.1.7. Metric, IPSC cardboard “shoot” or 3 Gun Nation Targets that are not neutralized will incur time penalties or per Match Directors scoring rule set.
 - 6.1.1.7.1. No hits on target, but target was engaged = 10 second penalty (Un-hit Target).

- 6.1.1.7.2. No hits on target and target was not engaged = 15 second penalty (Un-Hit Target that was Not Engaged).
- 6.1.1.8. Knock-down/swinging/flashing targets/reactive steel that do not fall/react will incur time penalties as follows:
 - 6.1.1.8.1. Target did not fall/react but target was engaged =10 second-penalty (Un-hit Target).
 - 6.1.1.8.2. Target did not fall/react was not engaged = 15 second penalty (Un-Hit Target that was Not Engaged).
 - 6.1.1.8.3. Spinner target not engaged at the top and bottom plate will incur = 15 second penalty per plate (FTE), the spinner target must complete one revolution. Spinner that does not complete one revolution will incur a 30 second penalty. Spinner penalties may be superseded per the club's safety brief or written stage brief (WSB).
 - 6.1.1.8.4. Long range steel target (as designated in the stage walk through) that does not react = 20 second penalty (un-hit long range target).
 - 6.1.1.8.5. Long range steel target (as designated in the stage walk through) that does not react, and target was not engaged = 30 second penalty (un-hit long range target that was not engaged).
 - 6.1.1.8.6. **The match director may stipulate any target is, or is not, a long range target, but the default distance for long range is 100 yards.**

- 6.1.1.9. Frangible targets that do not break will incur time penalties as follows:
- 6.1.1.9.1. Target did not break, but target was engaged = 10 second penalty (Un-hit Target).
 - 6.1.1.9.2. Target did not break, and target was not engaged = 15 second penalty (Target Not Hit and Not Engaged).
 - 6.1.1.9.3. Aerial target did not break but was engaged = 5 second penalty (Un-hit aerial target).
 - 6.1.1.9.4. Aerial target did not break, and target was not engaged = 10 second penalty (Un-hit aerial target Not Hit and Not Engaged).
- 6.1.1.10. Scoring hits on designated “No Shoot” targets will incur a 10 second penalty per hit, up to a maximum of 2 hits per no-shoot. Steel “No Shoot” targets must fall to receive a penalty. Frangible “No Shoot” targets must break to receive a penalty.
- 6.1.1.11. Failure to follow the procedure in the stage briefing will result in a 20 second penalty. If a competitive advantage is deemed to have been gained, procedural penalties may be applied on a “per shot” basis.
- 6.1.1.11.1. Failure to ground a firearm in a manner designated by the written stage briefing shall result in a 20 second procedural penalty per occurrence. Should the written stage briefing fail to designate, the default manner shall be handgun in a handgun bunker, and long guns in long gun bunkers if available, or on a table if no bunkers are available. Failure to designate in the written stage briefing shall never be an excuse to ground in an unsafe manner.

6.1.1.11.2. If it is determined by the Range Master that a participant started a stage in a position other than that as stated in the stage description, a procedural penalty shall be applied and if the opinion of the range master a competitive advantage was gained a 60 second "Super-Procedural " penalty shall be applied. Either penalty shall be applied without consideration of the competitor being given a reshoot.

6.1.1.12. Fault Lines or Free Fire Zones

6.1.1.12.1 Raised fault lines (rope, caution tape or other elevated fault line) may not be crossed or broken by the competitor. Procedural Penalty = 30 seconds

6.1.1.12.2 Ground fault lines may be crossed by the competitor.

6.1.1.12.3 Free Fire Zones – exiting a free fire zone is not allowed on any stage and will incur a 30 second penalty when deemed to provide a competitive advantage or short cut for each occurrence between the start signal and final shot.

6.1.1.12.4 The RO may call "Foot" for a competitor who unknowing steps outside of the fault lines or free fire zones while engaging a target. The competitor who continues to engage targets after the "Foot" call will incur a procedural penalty of 30 seconds per shot fired.

6.2. Matches may be scored one of two ways, as Match Director elects “Time Plus Points” or “Straight Time Plus”.

6.2.1. “Time Plus Points”

6.2.1.1. Total stage time will be raw time, adjusted for any penalties incurred with points assigned to each stage

6.2.1.2. Point values assigned to each stage.

6.2.1.3. Each stage will be weighted based on anticipated length of time to shoot the stage. Any point value may be given to a stage before the match.

6.2.1.4. The order of finish from top to bottom will be determined by hit factor value based on the fastest time by division with the winner of each stage receiving 100% of the stage points and all other competitors receiving stage points based on the percentage of the stage winner.

6.2.1.5. Match score will be the sum total of the stage points from all stages.

6.2.2. “Straight Time Plus”

6.2.2.1. Total stage time will be raw time, adjusted for any penalties incurred.

6.2.2.2. Match score will be the sum total of all adjusted stage times.

6.3. Divisions recognized will be 3 Gun Open, 3 Gun Tac Ops, 2 Gun, 2x4 Open. Top 2 Overall in each division will be awarded as follows: Champion, 2nd Place Overall

2022 IWI Point Series Club Amendments

York:

1. No hot re-holstering

Ontelaunee:

1. Abandoned firearms may be reused.

Topton:

1. No hot re-holstering.

Outdoor Sportsmans Club (State College):

- 1.

New Holland:

- 1.

Glossary

Written Stage Brief – (WSB) Description of the course of fire for the stage.

Squib - Bullet stuck inside of the barrel due to round malfunction.

Make Ready – Competitor will make firearms in the condition specified per the written stage brief (WSB). Firearm will be loaded and “hot” with safety on or loaded with an empty chamber slide/bolt forward.

Are You Ready – Competitor acknowledges the RO they are ready.

Stand By – Pause before the timer is started generally 1-4 seconds.

If You Are Finished Unload And Show Clear - Competitor will clear all firearms for RO inspection.

Range Is Clear – Competitor has finished shooting and cleared their firearm. Stage is safe to paste and reset targets.

Dump Barrel – Container/barrel/trashcan use to place a long gun such as the rifle or shotgun. Also commonly referred to as the dump container or abandoning container.

Pistol Dump – Bucket used to safely ground or dump your pistol on the stage prior to using a different firearm.

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