

## Shotgun/PCC Match Rules

The following rules will govern the match.

### PRGC Arrival Procedures:

PRGC is a cold range. All actions will have an Open Bolt Indicator device (e.g. chamber flag) inserted with the muzzles pointed up or down throughout the day except when posted instructions or an RO provides guidance otherwise.

Please arrive at PRGC with your long guns in a case with a chamber flag inserted in the action. Do not handle an uncased firearm at your vehicle or anywhere in the parking lots. There are no exceptions to this rule.

Shooters Using Carts. Safe Area tables are provided where you can uncase your long guns and place them in your cart muzzle up or down.

Shooters Carrying in Cases & Range Bags. Your long gun should be cased with a chamber flag inserted and empty since you arrived in this configuration. Please verify that your firearm has a chamber flag inserted and empty at a Safe Area table for each of your long guns before proceeding to your first stage.

### PRGC Departure Procedures:

Departure procedures are the reverse of the arrival procedures. Do not handle any uncased firearm at your vehicle or anywhere in the parking lots.

Shooters Using Carts. Place your long gun(s) with a chamber flag inserted and empty in its case at a Safe Area table. You may now proceed to your vehicle.

Shooters Carrying in Cases & Range Bags. Verify your long gun(s) in its case has a chamber flag inserted and empty at a Safe Area table. You may now proceed to your vehicle.

## 1. SAFETY RULES

- 1.1 Participants are subject to match disqualification for violation of any rule or regulation in sections 1 or 2.
- 1.2 This match will be conducted as a COLD RANGE.
  - 1.2.1 Participants firearms will remain unloaded at the match site except under the direction of a match official.
- 1.3 Firearms may be transported to, from and between stages only in the following conditions.
  - 1.3.1 Long Guns must have detachable magazines removed, be cased with a chamber flag inserted in the action. They can be carried muzzle up or down or secured in a stable gun cart/caddy. Actions must have an Open Bolt Indicator device (e.g. chamber flag) inserted.
- 1.4 Firearms may only be handled in one of the following clearly designated areas:
  - 1.4.1 Safe Area: Unloaded firearms may be handled without match official supervision. Muzzles must point towards the berm or other designated safe direction. Competitors should use this area for removing long guns from cases and placing onto carts muzzle up or down as the cart design allows. Ammunition including dummy ammunition or loaded magazines may not be handled in a Safe Area.

- 1.4.2 On Deck Staging Area: Cased long guns may be placed here until required. Muzzles must be kept pointing towards the berm or other designated safe direction. When it is a participant's turn to shoot, they may uncase/retrieve their long gun(s) from this area without match official supervision and carry them muzzle up or down directly to the Shotgun Tube Pre-Load Area or the start/staging location as the case may be. After shooting the stage, the participant may likewise return their long gun(s) to this area and case them as necessary. No other gun handling is permitted in the On Deck Staging Area.
- 1.4.3 Shotgun Tube Pre-Load Area: Stages may require firearms to be pre-loaded. When required, the "on deck" participant will bring their firearm(s) to the Shotgun Tube Pre-Load Area and follow the directions posted. Unless otherwise stipulated in the stage briefing, the chamber of any pre-loaded firearm must remain empty in the Shotgun Tube Pre-Load Area and when moving to the start location.
- 1.5 Designated Safe Areas.
  - 1.5.1 The Safe Areas will be clearly marked with signs.
  - 1.5.2 Unloaded firearms may be handled and/or displayed only in the Safe Areas.
  - 1.5.3 No ammunition may be handled in any Safe Area.
- 1.6 LONG GUNS (shotgun/PCC).
  - 1.6.1 Empty chamber devices (chamber flags) are required to be used on all LONG GUNS.
  - 1.6.2 LONG GUNS must be carried in a case with an empty chamber device installed. Any detachable magazines must be removed at all times when not under direct RSO supervision.
  - 1.6.3 LONG GUNS may be carried in a cart provided the muzzle points up or down as the cart design allows and the weapon is secured from falling out of the cart.
  - 1.6.4 For gun carts, the long gun will be cased and uncased in a SAFE AREA only. Casing and uncasing of a LONG GUN in the parking lot and common areas is forbidden.
- 1.7 "Negligent Discharge" is defined as the discharge of a firearm in an unsafe manner or unintentionally in which a projectile (bullet) strikes the ground within 3 meters of the competitor or range officer, or outside the confines of the backstop.
- 1.8 A participant shall be disqualified from the Match for dropping a loaded firearm or dropping a firearm while in the loading/unloading process.
- 1.9 A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 degree Safety Plane.
- 1.10 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the match site. Any participant found to be impaired and deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
- 1.11 Eye protection is mandatory for participants, spectators & range personnel while on a near a stage of fire.
- 1.12 Ear protection is mandatory for participants, spectators & range personnel while on a stage of fire.
- 1.13 This is a shotgun/PCC only match. Please leave sidearm's in your vehicle during the match.

## **2. SPORTSMANSHIP & CONDUCT**

- 2.1 Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Disputes will be handled promptly and fairly by the Match Director or by submission to the Arbitration Committee (aka the Match Director).
- 2.2 Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the match site/range.
- 2.3 Participants unable to control their temper, may have penalties added and or be disqualified from the match.

- 2.4 Competitors will pay the replacement cost of any props or range equipment damaged through their own negligence.

### 3. **AMMUNITION**

- 3.1 No tracer, incendiary, armor piercing, or steel shot ammunition is allowed.  
3.2 No buckshot or slugs allowed. LEAD BIRDSHOT ONLY. Shotgun ammunition shall be 20 gauge or larger, and LEAD shot size is limited to MAX #6 1.1/8oz at 1350FPS.  
3.3 PCC ammo will be 9x19mm, 357sig, 38sp/357mag, 40s&w, 10mm auto, 30carbine, 45ACP. Other pistol calibers will be allowed. Please contact match director for approval before the match.  
3.4 If a competitor's ammunition damages a steel target, they will pay for the replacement cost of that target.

### 4. **FIREARMS**

- 4.1 All shotguns and PCC's used by competitors shall be serviceable and safe.  
4.2 If a competitor's weapon becomes unserviceable during competition, that competitor may replace his/her weapon with another of the same model, gauge/caliber and sighting system approved by the Match Director or MD designee.  
4.3 For purposes of this ruling, a "shotgun" consists of a specific gauge, receiver, barrel, stock and sighting system combination.  
4.3.1 For the purposes of this ruling, a "PCC" consists of a specific caliber, received, barrel length, stock, and sighting system combination.  
4.4 The same shotgun system, per Rule 4.3, shall be used during the entire match.  
4.4.1 The same PCC system, pre Rule 4.3.1, shall be used during the entire match.  
4.5 Competitors will not reconfigure any weapon during the course of a match. (i.e. change gauge/caliber, barrel length, sighting systems, and stock style.)

### 5. **FIREARM CLASSIFICATIONS**

#### **SHOTGUN DIVISIONS:**

**SG PUMP:** Any pump action shotgun with a single magazine tube. Max barrel length of 26" and max mag tube length of NO LONGER then 28" (measured from end of receiver to end of tube). Iron sights only. This includes bead sights, fiber optic bead sights, rifle sights, and ghost ring sights (no optical devices of any type allowed). No capacity limits.

**SG AUTO:** Any semi auto shotgun with a single magazine tube. Max barrel length of 26" and max mag tube length of NO LONGER then 28" (measured from end of receiver to end of tube). Iron sights only. This includes bead sights, fiber optic bead sights, rifle sights, and ghost ring sights (no optical devices of any type allowed). No capacity limits.

**SG OPEN:** No limitations on accessories.

**SG HOME DEFENSE (SG-HD):** Spec gun division (examples are Mossberg 500 persuader, and 590) Any pump action shotgun with a maximum barrel length of 20". A single magazine tube not more than 1" longer than the barrel. CYLINDER BORE only. Absolutely no muzzle devices of any kind allowed (if it thread in or screws on it is not allowed in this division). Barrel porting is allowed. No limits on optics, lasers, and lighting devices. No capacity limits. No other limits.

#### **PCC DIVISIONS:**

**PCC LIMITED:** Iron sites only. Maximum capacity of 33rds only. Glock 31rd stick mag with factory +2 extension is legal. Any other magazine extension will put the shooter in the OPEN division. All mags must meet the 33rds maximum capacity limitation for LIMITED division.

**PCC OPEN:** No limitations on accessories.

Any questions on equipment/classifications ask via email or at shooter's meeting.

**6. SCORING - PAY ATTENTION TO THIS!**

**6.1** Scoring per stage will be straight time with penalties added in the form of time.

**6.1.2** All steel must fall to score. All flying clays must break to score. Failure to do this will be scored as a MISS penalty of 10 seconds per instance.

**6.1.3** Any other infraction will be scored as a Circumvention Of Game Spirit penalty of 60 seconds per instance.

**6.1.4** Stage Not Fired will be score as 200 Seconds.