

# BRACKEN GUNS / BRACKEN RANGE

## ZOMBIE APOCALYPSE 3-GUN FUN-MATCH RULES

### 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 Bracken Range will be a COLD RANGE.
  - 1.2.1 COLD RANGE (definition): Participants firearms will remain unloaded at the match site except under the direction of a Range Safety Official during the course of fire for that given shooter.
- 1.3 Designated Safety Area
  - 1.3.1 The Safety Area will be on the pistol range. Each competitor will be assigned a table, where they may stage their equipment.
  - 1.3.2 Unloaded firearms may be handled and/or displayed only in the Safety Area.
  - 1.3.3 No ammunition may be handled in any Safety Area.
- 1.4 Rifles & Shotguns (carry between vehicle and check-in station)
  - 1.4.1 Rifles & shotguns must be cased or carried slung with the muzzle up.
  - 1.4.2 Rifles & shotguns must be carried with actions open and detachable magazines removed.
- 1.5 Handguns (carry between stages)
  - 1.5.1 Handguns must be cased or remain in holster, magazine removed except in designated Safety Area, or under the direction of Range Officer(s) on a stage.
  - 1.5.2 Handguns must be carried with the "Hammer/Striker Down."
  - 1.5.3 On stages, the Ready Condition of handguns must be "Hammer Down" for DA autos & revolvers, and "Cocked & Locked" for SA autos or DA autos with manual override safeties.
- 1.6 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.
- 1.7 Eye protection is mandatory for participants, spectators & range personnel at the match site.
- 1.8 Ear protection is mandatory for participants, spectators & range personnel while on or near a stage of fire.
- 1.9 Grounding Firearms (***This is the Most Common Disqualification***)
  - 1.9.1 During the course requirements of a multi-gun match, a competitor will be required to ground a firearm in order to transition to another firearm. The following provisions outline the only accepted and safe ways to ground a firearm during a course of fire:
    - a. Loaded, manual safety MUST be engaged.
    - b. Unloaded completely.
  - 1.9.2 Unloading firearm in unsafe manner will result in disqualification.

### 2. Disqualifications:

- 2.1 Disqualification will result in complete disqualification from the match and the shooter will not be allowed to continue with the match. Shooter will not be eligible for prizes. Final decision will be with the Range Master. Safety violations will not be subject to arbitration.
- 2.2 Disqualification for Negligent Discharge.
  - 2.2.1 "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 safety officer, or outside the confines of the backstop.
- 2.3 Grounding a firearm in any condition not outlined in rule 1.9 will result in disqualification.
- 2.4 A participant shall be disqualified for dropping a loaded firearm or dropping a firearm while in the loading/unloading process.
- 2.5 A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 degree Safety Plane. *This means letting the muzzle drift in the direction of the spectator area.*
- 2.6 A participant shall be disqualified for unsportsmanlike-like conduct.
  - 2.6.1 Cheating:
    - 2.6.1.1 Intentionally altering targets prior to the target being scored to gain advantage or avoid a penalty.
    - 2.6.1.2 Altering or falsifying score sheets.
    - 2.6.1.3 Altering the configuration of firearms or equipment to gain advantage (see rule 5.3 & 5.4)
  - 2.6.2 Threatening or assaulting other competitors or staff personnel.
  - 2.6.3 Disruptive behavior in an attempt to disturb other competitors while they are shooting.
  - 2.6.4 Violation of magazine/ammunition limitations will result in disqualification (See Section 10).
- 2.7 ALL disqualifications and re-shoots will be issued by the Range Master.

### 3. Sportsmanship & Conduct

- 3.1 Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Disputes will be handled by submission to the Arbitration Committee.

# **BRACKEN GUNS / BRACKEN RANGE**

## **ZOMBIE APOCALYPSE 3-GUN FUN-MATCH RULES**

**3.2** Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the match site/range.

### **4. Ammunition**

- 4.1** No tracer, incendiary, armor piercing, steel jacketed or steel/Tungsten core ammunition is allowed at ANY time.
- 4.2** Pistol/revolver ammunition shall be .380 ACP or larger.
- 4.3** Rifle ammunition shall be .223 Remington (5.56 NATO) or larger.
- 4.4** Shotgun ammunition shall be 20 gauge or larger - #6 LEAD shot or smaller (e.g. 7 1/2s, 8's, 9's, etc). Also known as bird shot. Absolutely NO SLUGS or STEEL ammunition allowed on the range.

### **5. Firearms**

- 5.1** All firearms used by competitors shall be serviceable and safe.
- 5.2** If a competitor's firearm becomes unserviceable during competition, that competitor may replace his/her firearm with another of the same model, caliber and sighting system approved by the Match Director or his/her designee.
- 5.3** For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, stock and sighting system combination.
- 5.4** The same firearm system, for each gun, per Rule 5.3, shall be used during the entire match.

**6. Firearm Divisions [LIMITED or OPEN]** This is a beginner 3-gun match; therefore, we have decided to keep things really simple with only two divisions. All competitors will be considered LIMITED, unless one or more of their firearms places them in the OPEN division.

#### **6.1 Handgun - Limited**

- 6.1.1** Firearms and Magazines must be of a factory configuration. No limit on magazine "capacity"; however, maximum load for any magazine will not exceed 15 rounds for the handgun stage.
- 6.1.2** Minor Internal modifications are allowed providing they do not alter the original factory configuration of the handgun.
- 6.1.3** Trigger pull minimum of 4.5 pounds.
- 6.1.4** Firearms with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this division.

#### **6.2 Handgun - Open**

- 6.2.1** No limitations on accessories and optics. (See rule 5.3)
- 6.2.2** No limit on magazine capacity; however, maximum load for any magazine will not exceed 15 rounds for the handgun stage.

#### **6.3 Rifle - Limited**

- 6.3.1** Iron-sighted rifles and/or rifles with a ZERO MAGNIFICATION optic.
- 6.3.2** Firearms must be of a factory configuration (see Rules 5.3 & 5.4)
- 6.3.3** Minor Internal modifications are allowed providing the modifications do not alter the original factory configuration of the rifle.
- 6.3.4** Trigger pull minimum of 4.5 pounds.
- 6.3.5** Scoped rifles may be equipped with no more than one (1) optical sight and have NO magnification.
- 6.3.6** Rifle supporting devices (i.e. bipods, etc.) are not allowed in this division.
- 6.3.7** No limit on magazine capacity; however, maximum load for any magazine will not exceed 20 rounds for the rifle stage.

#### **6.4 Rifle - Open**

- 6.4.1** No limitations on accessories (see Rules 5.3 & 5.4)
- 6.4.2** No limit on magazine capacity; however, maximum load for any magazine will not exceed 20 rounds for the rifle stage.

#### **6.5 Shotgun - Limited**

- 6.5.1** Shotguns must be of a factory configuration (see Rule 5.3)
- 6.5.2** Barrel length may not be changed for the duration of the match.
- 6.5.3** Minor Internal modifications are allowed providing the modifications do not alter the original factory configuration of the shotgun.
- 6.5.4** No electronic or optical sights are allowed on shotguns in this division.
- 6.5.5** No shotgun supporting devices (i.e. bipods, etc.) are allowed in this division.
- 6.5.6** No compensators or porting on barrels allowed in this division.
- 6.5.7** No shotgun speed loaders are allowed in this division.
- 6.5.8** Magazine capacity must be limited to NO MORE than 5 rounds.

#### **6.6 Shotgun - Open**

- 6.6.1** No limitations on accessories (see Rules 5.3 & 5.4)
- 6.6.2** Barrel length may not be changed for the duration of the match.

# BRACKEN GUNS / BRACKEN RANGE

## ZOMBIE APOCALYPSE 3-GUN FUN-MATCH RULES

- 6.6.3 Magazine capacity must be limited to NO MORE than 5 rounds.
- 6.6.4 Shotgun speed loaders are allowed.

### 7. Holsters and Equipment

- 7.1 Shooter will “stage” weapons to include their handgun; therefore, a handgun holster WILL NOT be required for the event
- 7.2 All ammunition required for the course must be carried by the shooter. If used, the belt upon which the holster and magazine/speed loader pouches are attached is recommended to be worn at waist level.
- 7.3 Once again, a holster IS NOT required.

### 8. Targets: Remember...this is a Zombie Apocalypse match!!!!

#### 8.1 No-Shoot Targets

- 8.1.1 Any paper target that IS NOT a zombie.
- 8.1.2 These targets will additionally be marked with an X across the target.
- 8.1.3 Shooters must be careful with angles so as not to accidentally engage friendly no-shoot targets.

#### 8.2 Clay Targets

- 8.2.1 Targets are designed to disintegrate/break apart when hit.
- 8.2.2 Should clay target NOT break after an effective engagement, the Range Safety Officer will shout HIT, signaling to the competitor that they may proceed to the next target.
- 8.2.3 Should a clay target fall from its stand, it is considered a HIT.

#### 8.3 Knock Down Targets

- 8.3.1 Targets are designed to fall when hit.
- 8.3.2 Knock down style targets (i.e. poppers) must fall to score. Poppers will be calibrated to with a 20 gauge shotgun shooting factory birdshot ammunition.

#### 8.4 Zombie Targets.

- 8.4.1 Zombie targets must be engaged with a HEAD SHOT. **Only Head shots will count for score.**
- 8.4.2 Unlike clay targets, the shooter WILL NOT receive feedback from the target when hit.
- 8.4.3 Shooters will engage each zombie target at least TWICE in the head. Therefore, there are TWO (2) possible hits for each Zombie target.
- 8.4.4 Once again, engage each Zombie target a minimum of TWO times for maximum score.

### 9. Scoring

#### 9.1 Raw Time PLUS Total Penalty time.

- 9.1.1 Once a shooter navigates all three stages, they will receive a raw time.
- 9.1.2 Knock down style targets (i.e. poppers) must fall to score. Poppers will be calibrated to “fall” with a 20 gauge shotgun shooting factory bird shot ammunition.
- 9.1.3 Clay targets are designed to break apart when hit. Should clay target NOT break after effective engagement, the Range Official will shout HIT, signaling to the competitor that they may proceed to the next target.
- 9.1.4 Each Zombie targets must be engaged with a HEAD SHOT twice. Only Head shots will count for score and the shooter WILL NOT receive feedback from the target when hit.
- 9.1.5 First Place (lowest total time) in each division for both men and women.

#### 9.2 Penalty Points

- 9.2.1 Procedural penalties: **5 seconds per stage, per type of penalty**, may be assessed for failing to follow the stage directions as written in the stage description. (e.g. *Foot outside of shoot box when firing*)
- 9.2.2 Missed Target Penalty: **05 seconds per miss**, will be assessed for any target engaged, but missed.
- 9.2.3 Designated “No Shoot” targets that are hit will incur a **10 second penalty** for each “friendly” hit.
- 9.2.4 Dropped Rounds/Magazine Penalty: Dropped rounds/magazines do not in itself incur a penalty. However, picking up dropped rounds and engaging targets will incur a **05 second penalty** for each dropped round or **20 second penalty** for each stage.
- 9.2.5 Target Not Engaged: **10 seconds** will be assessed for any target not engaged. Additionally, **05 seconds** for miss on that target. (Could be a 20 second penalty on a Zombie target)
- 9.2.6 Stage Not Fired (SNF) penalty, **300 seconds per stage** not fired.

### 10. Maximum Ammo Load

#### 10.1 Shotgun (Expect 10-15 Target Engagements)

- 10.1.1 A maximum of 25 rounds may be used on the shotgun stage with no more than 5 rounds loaded into the shotgun at any time. This includes reloading.

# **BRACKEN GUNS / BRACKEN RANGE**

## **ZOMBIE APOCALYPSE 3-GUN FUN-MATCH RULES**

10.1.2 All shotgun rounds must be carried somewhere on the shooters body, in a shell holder attached to the shotgun, or a combination of both. They may not be in the shooters hands at the beginning of the stage...hands must be empty.

### **10.2 Rifle** (*Expect 25-35 Target Engagements*)

10.2.1 A maximum of 60 rounds may be used on the rifle stage with no more than 20 rounds loaded into the rifle at any time. This includes reloading.

10.2.2 All clips/magazines must be carried somewhere on the shooters body, They may not be in the shooters hands at the beginning of the stage...hands must be empty.

### **10.3 Handgun** (*Expect 15-25 Target Engagements*)

10.3.1 A maximum of 45 rounds may be used on the handgun stage with no more than 15 rounds loaded into the handgun at any time. This includes reloading.

10.3.2 All clips/magazines must be carried somewhere on the shooters body, They may not be in the shooters hands at the beginning of the stage...hands must be empty.

## **11. GUN RENTAL (*No Night Vision*)**

### **11.1 Pump Shotgun:** \$30.00

11.1.1 Basic Tactical Pump Shotgun (*Limited*)

11.1.2 No Optic

### **11.2 Semi Auto Pistol:** \$30.00

11.2.1 Glock/Beretta/S&W

11.2.2 No Optic (*Limited*)

### **11.3 AR-15:** \$30.00

11.3.1 Basic AR with 3 Magazines

11.3.2 Zero Power Red Dot sighted in at 50 Yards (*Limited*)

### **11.4 3-Gun Package:** All three guns for \$75.00...this is a deal!

## **12. On-Site Ammunition Purchase (*Only If Needed*)**

**12.1** 12 Gauge Birdshot (25 Rounds Lead): \$10.00

**12.2** 9MM (50 Rounds) \$25.00

**12.3** AR-15: \$15.00 per 20 round Box

## **13. Staff**

**13.1 MATCH DIRECTORS:** Chuck and Elizabeth Reese (651-9009)

**13.2 RANGE MASTER:** Chuck Bradley (314-4284)

**13.3 CHIEF RANGE SAFETY OFFICER:** Christopher Patten (314-4284)

**13.4 ARBITRATION COMMITTEE:** Chuck Reese, Elizabeth Reese, Chuck Bradley, & Christopher Patten (651-9009)

**13.5 RANGE OFFICIALS:** Approximately 3-5...TBD

## **14. Tentative Example Course Layout (*See Next Page*)**

# *Bracken Guns / Bracken Range / TSI Zombie Apocalypse 3-Gun Match*

## Tentative Example Course Layout

