



International Multigun Association (IMA) Official Rules

Section 1: General Conduct & Dispute Resolution

- 1.1 Eye protection is mandatory for competitors, spectators & officials at the event site.
- 1.2 Ear protection is mandatory for competitors, spectators & officials while at or near a course of fire.
- 1.3 Apparel deemed by the Range Master to be unsafe, inappropriate or offensive must be covered or removed.
- 1.4 Alcoholic beverages are prohibited at the event site. Any competitor or spectator found to be impaired by alcohol or drugs may be ejected from the event site.
- 1.5 Competitors may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, and the competitor will not be allowed to continue or be eligible for prizes.
- 1.6 Competitors and spectators are expected to conduct themselves in a courteous and sportsmanlike manner. Any person in violation may be ejected from the event site at the Range Master's discretion. A competitor will be disqualified for unsportsmanlike conduct, including (but not limited to) cheating, making threats, assault, disruptive or distracting behavior, and willful disregard of Event Official instructions.
- 1.7 All warnings, disqualifications and reshoots are subject to approval by the Range Master.
- 1.8 Competitors must compete for score according to the published event/squadding schedule.
 - 1.8.1 A competitor who is not present at the scheduled time and date for a course of fire may not attempt that course of fire without the approval of the Range Master, and the provisions of rule 5.13 will apply.
 - 1.8.2 Competitors will not be permitted to defer due to lighting or weather conditions, except when the Range Master determines that a course of fire attempt would (i) start outside the published hours for sunrise-to-sunset, or (ii) put safety of competitors, Event Officials or the public in immediate jeopardy.
 - 1.8.3 Competitors electing to shoot before sunrise or after sunset must obtain Range Master approval. After the start signal, the stage will be scored as shot regardless of any worsening of conditions.
- 1.9 Competitors may inspect courses of fire provided they are not occupied by a squad or being worked on by Event Officials. During inspection, competitors should not move downrange of the shooting areas without Event Official approval. Props and targets should not be activated, reset or otherwise interfered with. The posted courses of fire as built are definitive.
- 1.10 Competitors may take a brief sight picture during the Make Ready procedure. Sight pictures must be taken offhand at the applicable Make Ready location; competitors may not assume other positions or rest on props.
- 1.11 Competitors are required to help reset courses of fire.
- 1.12 Any aspect not expressly covered in this document will be resolved with a ruling by the Range Master, making reference to current USPSA Multigun rules as they deem appropriate. Any ruling by the Range Master will be final and will serve as a precedent for the duration of the event. If rules overlap, fully or partially, the IMA rules will take precedence.
- 1.13 To have a matter arbitrated, a competitor may obtain an Arbitration Request Form from the Range Master. The completed form and the arbitration fee (US\$100 cash) must be submitted to the Match Director within one hour of the incident in question.
 - 1.13.1 The facts of the incident as reported by Event Officials will be presumed accurate unless disproved by compelling evidence to the contrary.
 - 1.13.2 Unedited photographic or video evidence will be evaluated using a "clear and incontrovertible visual evidence" standard. Such imagery may not be used to influence any official's decision outside the framework of a formal arbitration, nor in the case of a third-party arbitration.
 - 1.13.3 The Match Director will review the evidence, hear testimony, take counsel and issue a ruling before the end of the event.
 - 1.13.4 If the arbitration is approved, the arbitration fee will be refunded. If the arbitration is disapproved, the arbitration fee will be forfeited.

Section 2: Safety

- 2.1 All events will be run on cold ranges.
 - 2.1.1 Competitors' firearms must remain unloaded at the event site except under the direction and immediate supervision of an Event Official.
 - 2.1.2 Range commands should be per USPSA 8.3, unencumbered by additional verbiage.
- 2.2 Firearms may be transported to, from and between courses of fire only in the following conditions:
 - 2.2.1 Handguns must be cased or worn holstered, de-cocked and with the magazine removed.
 - 2.2.2 Long guns must be cased, or secured muzzle up or down in a stable gun cart/caddy, or carried with the muzzle up or down. Actions must be open with detachable magazines removed and Open Bolt Indicator devices (e.g. chamber flag) inserted.
- 2.3 Firearms may only be handled in one of the following clearly designated areas:
 - 2.3.1 Safety Area: Unloaded firearms may be handled without Event Official supervision. Muzzles must point towards the "Safety Area" sign or other designated safe direction. Ammunition (including dummy ammunition or loaded magazines) may not be handled in a Safety Area.
 - 2.3.2 Long Gun Staging Area: Unloaded long guns may be placed here until required. Muzzles must be kept pointing towards the berm or other designated safe direction, and Open Bolt Indicator devices must be inserted. Competitors may uncase and prepare their long gun(s) in this area and carry them muzzle up or down directly to the Pre-Load Area or the start/staging location without Event Official supervision. After shooting the course of fire, competitors may likewise return their long guns(s) to this area and case them as necessary. A holster containing an unloaded handgun may be attached to or detached from the belt in this area provided the handgun remains securely in the holster with the trigger guard covered.
 - 2.3.3 Pre-Load Area: The Range Master may stipulate that firearm(s) are to be pre-loaded. When required, the "on deck" competitor will bring their firearm(s) to the Pre-Load Area and follow the directions of the responsible Event Official. Pre-loaded long guns should be carried reasonably vertical with muzzle up or down when moving to the start/staging location.
 - 2.3.4 Firearm Recovery Area: If an Event Official is assigned to clear a competitor's abandoned firearm(s), those cleared firearms and any ammunition therein will be returned to the Firearm Recovery Area. After completing the course of fire, the competitor may retrieve their firearm(s) and ammunition without Event Official supervision. Such gun handling should be done expeditiously and remains subject to all safety rules.
- 2.4 A competitor who commits a safety violation will be stopped by an Event Official and disqualified. Examples of safety violations include:
 - 2.4.1 Performing any act proscribed under sections 10.4 or 10.5 of USPSA Multigun rules.
 - 2.4.1.1 Violations of USPSA 10.5.1 and USPSA 10.5.13 will incur a warning for the first occurrence.
 - 2.4.2 Handling firearms contrary to the provisions of rule 2.3
 - 2.4.2.1 Violations will incur a warning for the first occurrence.
 - 2.4.3 Possession of any prohibited ammunition as defined in Section 3.
 - 2.4.4 Firing a shot while not legitimately aiming at and engaging a target.
 - 2.4.4.1 The act of "burning" a round is not permitted.
 - 2.4.5 Using a tube-type shotgun speed-loading device without a primer relief cut.
 - 2.4.6 Pointing a firearm, whether loaded or unloaded, in any direction deemed by Event Officials to be unsafe.

Section 3: Ammunition

- 3.1 Unless otherwise stipulated under equipment division rules, handgun/PCC ammunition must be 9x19mm or larger.
- 3.2 Unless otherwise stipulated under equipment division rules, rifle ammunition must be 5.45x39mm or larger.
- 3.3 Unless otherwise stipulated under equipment division rules, shotgun ammunition must be 20-gauge or larger.
 - 3.3.1 Birdshot must be no larger than #6 birdshot and be made from lead or bismuth only. Larger or steel/tungsten shot is unsafe and prohibited.

- 3.3.2 Buckshot must be 00-buck shot size in the case of 12ga, or #3-buck shot size in the case of 20ga, and be made from lead or bismuth only.
- 3.4 Ammunition containing tracer, incendiary, armor piercing, steel jacketed (including “bimetal”) or steel/tungsten/penetrator core projectiles is unsafe and prohibited. Composite (hybrid) cased 6.8x51mm ammunition is unsafe and prohibited. Handgun/PCC ammunition with a muzzle velocity exceeding 1600fps is unsafe and prohibited.
- 3.5 A chronograph may be used by Event Officials to verify compliance with division power factor requirements. Competitors may be selected for testing on any basis approved by the Range Master. The chronograph procedure is as follows:
 - 3.5.1 An Event Official will collect five (5) rounds of each ammunition type from the competitor.
 - 3.5.2 One (1) of each bullet type will be pulled and weighed to determine actual bullet weight.
 - 3.5.3 Up to four (4) rounds of each ammunition type will be fired by an Event Official over the chronograph.
 - 3.5.4 Power factor will be calculated according to the equation: $PF = \text{Bullet Weight (grains)} \times \text{Velocity (fps)} / 1000$.
 - 3.5.5 At least one (1) round of each ammunition type must make the required power factor.

Section 4: Firearms & Equipment

- 4.1 All firearms used by competitors must be serviceable and safe. Event Officials may inspect a competitor’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 automatic-fire, burst-fire, binary-fire and/or forced-reset fire may be used in that mode provided it is done in a controlled and considerate manner. Violations of this rule (e.g. firing grossly excessive shots at a cardboard target) will incur a 30-second time penalty per occurrence and repeat offenders may be subject to the provisions of rule 1.6.
- 4.3 Sound suppressors (silencers) are allowed in all divisions and are not considered to be “muzzle devices”.
- 4.4 Handguns may not be fired from the shoulder. Braced pistols, derived from rifle/carbine designs and capable of being fired safely from the shoulder, may be used as rifles/carbines only. Braced smoothbore firearms, derived from shotgun designs and capable of being fired safely from the shoulder, may be used as shotguns only. The Range Master will be the final arbiter of how a particular firearm is classified.
- 4.5 Competitors must use the same firearm(s) for the entire event and generally may not modify any firearm except as stipulated in the applicable equipment division rules.
 - 4.5.1 If a competitor's firearm becomes unserviceable, it may be repaired with directly equivalent replacement parts. If such a repair is not feasible, the firearm may be replaced provided prior approval is obtained from the Range Master. A competitor who significantly modifies or replaces their firearm without prior Range Master approval may be subject to the provisions of rule 1.6.
 - 4.5.2 Installing or removing minor accessories (e.g. a sling) is generally permissible without prior approval; the Range Master will be the final arbiter of whether an accessory is “minor”.
 - 4.5.3 Belts, holsters, ammunition carriers and other equipment worn or carried by the competitor may be added, removed, changed, repositioned or reconfigured during or between courses of fire.
- 4.6 Unless otherwise stipulated in the written briefing, the competitor’s equipment will start the course of fire in the following conditions:
 - 4.6.1 Handgun loaded and holstered as follows:
 - 4.6.1.1 A handgun with a manual safety catch must have the safety catch detained in the “safe” position.
 - 4.6.1.2 A handgun with a decock feature, or a revolver, must be decocked (when decocked, any manual safety may be set to “safe” or “fire”).
 - 4.6.1.3 A handgun without a manual safety or decock feature must have fully functional passive safeties.
 - 4.6.1.4 USPSA 10.5.10 applies whenever a handgun is holstered (this supersedes rule 5.7.1 or 5.7.2).
 - 4.6.2 Long gun loaded and held in the low ready position (i.e. oriented with sights uppermost, buttstock in strong-side shoulder, hands in normal firing hold with finger outside trigger guard, muzzle at belt level), safety catch detained in the “safe” position.

- 4.6.3 Unless otherwise stipulated in the written briefing, the competitor may not touch any firearm loading device, ammunition or staged firearm after the “Standby” command and before the start signal (except for unavoidable touching with the lower arms).
- 4.6.4 Unless otherwise stipulated in the written briefing, all equipment and ammunition must start the course of fire secured on the competitor’s person or firearms (use of items in violation will incur “per shot” penalties per rule 5.5.1).
- 4.7 Competitors will declare one equipment division at the beginning of the event.
 - 4.7.1 Standard equipment division requirements are listed in Appendix A. The Match Director may recognize single-gun and/or multi-gun versions of these divisions, with different written briefings applying as necessary.
 - 4.7.2 The Match Director may recognize one or more non-standard equipment divisions provided (i) the requirements of each such division are published prior to the start of the event, and (ii) at least one of the standard equipment divisions listed in Appendix A is also recognized.
 - 4.7.3 Failure to meet all equipment and ammunition requirements of the declared division will result in the competitor being placed in Open division. If the requirements of Open division are not met or Open division is not being recognized, the competitor will be placed in Run What Ya’ Brung division.

Section 5: Scoring, Penalties, Placement & Awards

- 5.1 Scoring may be “Time Plus – Points” or “Hit Factor (Points per Second)”, as published prior to the start of the event. Stage scores will be calculated separately for each equipment division. Total points accumulated for all stages will determine the event placement by division. Highest score wins.
- 5.2 Scoring: Time Plus – Points
 - 5.2.1 Stage time will be based on time to complete the course of fire plus applicable time penalties:
 - 5.2.1.1 Cardboard shoot targets that were shot at but only received one (1) scoring hit in the C-zone or D-zone will incur a +5-second penalty (Target Not Neutralized).
 - 5.2.1.2 Shoot targets that were shot at but received no scoring hits will incur a +10-second penalty (Target Not Hit).
 - 5.2.1.3 Shoot targets that were not shot at will incur a +15-second penalty (Target Not Engaged).
 - 5.2.1.4 Scoring hits on no-shoot targets will incur a 5-second penalty per hit up to a maximum of 2 hits per no-shoot target. Steel no-shoot targets must fall to score. Frangible no-shoot targets must break to score.
 - 5.2.1.5 Each procedural error (see 5.5) will incur a 5-second penalty.
 - 5.2.2 Stage score will be awarded to competitors according to their stage time relative to the fastest time on that course of fire, using the equation $STAGE_SCORE = (FASTEST_TIME / COMPETITOR_TIME) \times 100$.
- 5.3 Scoring: Hit Factor (Points per Second)
 - 5.3.1 Stage points will be based on total points scored on all targets, up to the minimum number of hits required for each target as stipulated in the written briefing, minus applicable points penalties:
 - 5.3.1.1 The best two (2) hits on cardboard shoot targets will be counted. Each hit will earn points as follows:
 - 5.3.1.1.1 Heavy Metal Division competitors: A = 5 points, C = 4 points & D = 2 points.
 - 5.3.1.1.2 All other competitors: A = 5 points, C = 3 points & D = 1 point.
 - 5.3.1.2 Hits on reactive, knock-down or frangible shoot targets will earn 5 points.
 - 5.3.1.3 Failure to achieve the required minimum number of hits on a shoot target will incur a 10-point penalty per missing hit unless the target disappears (no portion of the target remains visible at rest).
 - 5.3.1.4 Shoot targets that were not shot at will incur a 10-point procedural penalty (FTSA) in addition to miss penalties unless the target disappears (no portion of the target remains visible at rest).
 - 5.3.1.5 Scoring hits on no-shoot targets will incur a 10-point penalty per hit up to a maximum of 2 hits per target. Steel no-shoot targets must fall to score. Frangible no-shoot targets must break to score.
 - 5.3.1.6 Each procedural error (see 5.5) will incur a 10-point penalty.
 - 5.3.2 Each competitor’s stage hit factor will be calculated using the equation $HIT_FACTOR = (COMPETITOR_POINTS / COMPETITOR_TIME)$.

- 5.3.4 Stage score will be awarded to competitors according to their hit factor relative to the high hit factor on that course of fire, using the equation $STAGE\ SCORE = (COMPETITOR\ HIT\ FACTOR / HIGH\ HIT\ FACTOR) \times AVAILABLE\ STAGE\ POINTS$
- 5.4 Scoring policy
- 5.4.1 Only holes made by intact projectiles passing wholly through a cardboard target from front to back will count for score/penalty. Holes made by wads, fragments, ricochets or flying debris will not count for score/penalty.
- 5.4.2 Knock-down targets must fall, rotate over center or turn at least 45 degrees away from the shooter from the start orientation to score. Multiple targets knocked down due to a single shot will not be declared range equipment failure unless the Range Master determines that the subject targets are not functioning as designed. Targets that fall after being deliberately engaged through hard cover will be scored as Not Engaged.
- 5.4.3 Reactive targets must react as designed. Event Officials may call hits.
- 5.4.4 Frangible targets (e.g. clay pigeons) must break by gunfire to score. A target with a significant piece visibly detached is considered broken. Multiple targets breaking due to a single shot will not be declared range equipment failure unless the Range Master determines that the subject targets are not functioning as designed. A moving frangible target that breaks on activation will be scored as hit and will not be deemed range equipment failure.
- 5.4.5 Disappearing targets may only be engaged after their appearance and before their disappearance.
- 5.4.6 Reactive and knock-down targets will be adjusted for correct operation prior to and during the event at the discretion of the Range Master or Event Officials.
- 5.4.6.1 Falling steel Pepper Popper or US Popper targets are subject to competitor challenge. Any Pepper Popper or US Popper that is challenged by a competitor because it was hit but remains standing at the end of the course of fire will be tested per the USPSA "two hit" procedure from anywhere within the designated shooting area at the Range Master's discretion. Testing will be done using the firearm and ammunition type stipulated in the written briefing. Poppers intended to be engaged with either handgun or shotgun will be tested with handgun. The Range Master will designate specific supplies of factory ammunition and one or more handgun (9x19mm, barrel length not to exceed 5"), shotgun (12-gauge, barrel length not to exceed 22", choke not tighter than IC), rifle (5.56x45mm, barrel length not to exceed 17") and/or PCC (9x19mm, barrel length not to exceed 17") to be used as official Popper calibration testing tools by the Range Master or designated testing personnel.
- 5.4.6.2 Reactive targets and knock-down targets other than Pepper Poppers or US Poppers are subject to competitor challenge only on the basis that the target is not functioning as designed. Such challenged targets may be inspected, tested or adjusted at the Range Master's discretion. Competitors may receive a reshoot only if the Range Master determines that their stage run was significantly impacted by such a target not functioning as designed.
- 5.4.7 Scores may be recorded electronically and/or on paper at the Range Master's discretion. If there is an irreconcilable discrepancy, the electronic record will prevail. Once final scores are posted, competitors will have 15 minutes to protest any apparent errors, after which the scores will be deemed final.
- 5.5 Failure to follow procedures prescribed in the written briefing, or detaching a bipod during the course of fire contrary to the requirements of the competitor's equipment division, or firing a shot while any part of the competitor's body or equipment is touching an object or the ground outside the shooting area will incur one or more procedural penalties.
- 5.5.1 If a competitive advantage is deemed to have been gained or if shots are fired from completely outside the shooting area, procedural penalties will be applied on a "per shot" basis. Open fault lines are deemed to extend infinitely.
- 5.5.2 Enhanced procedural penalties may be applied at the Range Master's discretion if a competitor willfully and egregiously violates course of fire procedures or equipment requirements.
- 5.6 The rendering of any assistance or advice to a competitor who is actively engaged in a course of fire ("coaching") by any person other than an Event Official is prohibited. Event Officials may penalize the coach and/or the competitor with a procedural penalty for each occurrence. Persistent coaching may be subject to the provisions of rules 1.5 and/or 1.6.

- 5.7 A competitor may abandon a firearm to use another firearm in accordance with the written briefing subject to the following constraints:
- 5.7.1 Unless otherwise stipulated in the written briefing, a handgun must be abandoned in a handgun bin or holster (see also rule 4.6.1.4), and a long gun must be abandoned in a long gun barrel. If a firearm is abandoned other than muzzle down in an appropriate receptacle, an Event Official will stop the competitor and the provisions of rule 5.13 will apply. In some cases, the provisions of rules 2.4.1 and/or 2.4.6 may also apply.
 - 5.7.2 Firearms must be abandoned in the following conditions: Handgun as prescribed in rules 4.6.1.1 - 4.6.1.3 or devoid of ammunition inside the firearm. Long gun loaded with safety catch detained in the "safe" position or devoid of ammunition inside the firearm. Any firearm found abandoned contrary to these requirements will incur a 30-second time penalty (see also rule 4.6.1.4).
 - 5.7.3 During abandonment of one firearm, the competitor may handle another firearm providing it is done safely. No firearm may be fired while another firearm is outside a staging/abandonment location (violations will incur "per shot" penalties per rule 5.5.1).
 - 5.7.4 Unless otherwise stipulated in the written briefing, a firearm that has been abandoned may not be reused (violations will incur "per shot" penalties per rule 5.5.1). A firearm is deemed to have been abandoned when it is no longer being touched and when the next firearm has been touched or the competitor has moved more than 1 yard away from the abandoned firearm.
- 5.8 Unless otherwise stipulated in the written briefing, after the start signal the competitor must remain within the general boundaries of the course of fire. If the written briefing stipulates a shooting area sequence, a competitor who has begun shooting from a shooting area may not return to any previous shooting area (violations will incur "per shot" penalties per rule 5.5.1). Verbal warnings by Event Officials will not be grounds for a reshoot.
- 5.9 Unless otherwise stipulated in the written briefing, props and walls are deemed to be solid hard cover that extends from the ground to the height as built, excepting clearly defined shooting ports.
- 5.10 Competitors with unusual physical limitations may request and receive reasonable accommodation at the Range Master's discretion.
- 5.11 Long-range targets for some courses of fire may be visible from other courses of fire. It is the competitor's responsibility to understand which targets they are supposed to be engaging. If Event Officials believe a competitor is engaging the wrong targets, they may give verbal warnings and direct the competitor to engage only the correct targets. Such commands will not be grounds for a reshoot.
- 5.12 Event Officials may begin scoring targets while the course of fire is being shot. Competitors may arrange to have their targets checked by a delegate. A scored target that is subsequently restored before the competitor can see it personally will not be grounds for a reshoot.
- 5.13 Additional penalties may be applied as stipulated in the written briefing.
- 5.14 Stage Not Fired (SNF) will result in zero points earned for the affected course of fire.
- 5.15 If the timer fails to pick up shots, an Event Official may have to move closer and/or tap the timer to get a recordable time, and any resulting prop movement, inadvertent contact or timing error will not be grounds for a reshoot.
- 5.16 Unless otherwise stipulated in the written briefing or match book all courses of fire are timed from the audible start signal to the last shot fired and are subject to a 180-second time limit ("par time"). If a competitor "times out", they will be stopped and their score will be the time to the last recorded shot plus any penalties for un-engaged/un-hit targets.

- 5.17 One or more of the following individual competitor category winners may be recognized provided there is more than one competitor in that category. The winner will be determined first based on their percentage score within their division, then (in the case of ties) by stage percentage for their worst stage:
- 5.17.1 High Lady: Competitors who are female. By entering this category, trans women attest that their total testosterone level in serum has been kept below 10 nmol/L for the 12 months preceding the event.
 - 5.17.2 High Junior: Competitors under the age of 18 years on the first day of the event.
 - 5.17.3 High Senior: Competitors over the age of 55 years and under the age of 65 years on the first day of the event.
 - 5.17.4 High Super Senior: Competitors over the age of 65 years and under the age of 70 years on the first day of the event. Super Seniors may move into Senior category if Super Senior is not recognized.
 - 5.17.5 High Grand Senior: Competitors over the age of 70 years on the first day of the event. Grand Seniors may move into Super Senior category if Grand Senior is not recognized.
 - 5.17.6 High Military: Current, honorably discharged or retired military personnel.
 - 5.17.7 High Law: Current or retired full-time law enforcement officers with arrest powers.
 - 5.17.8 ROCW High ComBloc Heavy: Competitors in any ROCW "ComBloc" division shooting a rifle with a minimum caliber of 7.62mm/0.30" and minimum power factor (bullet weight x velocity/1000) of 250.
 - 5.17.9 ROCW High Cold Warrior: Competitors in any ROCW "Irons" division.

Appendix A: Equipment Divisions

A1: Multigun Divisions

A1.1 Open Division

A1.1.1 Handgun

A1.1.1.1 The holster must safely retain the handgun during vigorous movement and completely cover the trigger. The belt to which the holster is attached must be worn at waist level.

A1.1.2 Rifle

A1.1.2.1 Supporting devices (bipods, bags etc.) may start any course of fire installed or removed, folded or deployed at the competitor's discretion and may be abandoned after the start signal.

A1.1.3 Shotgun

A1.1.3.1 Tubular speed loading devices must feature a primer relief cut (see rule 2.4.5).

A1.1.3.2 Supporting devices (bipods, bags etc.) may start any course of fire installed or removed, folded or deployed at the competitor's discretion and may be abandoned after the start signal.

A1.2 Stealth Division

A1.2.1 Handgun

A1.2.1.1 The holster must safely retain the handgun during vigorous movement and completely cover the trigger. A pistol holster must completely cover the slide up to $\frac{1}{2}$ " below the ejection port ("race" holsters are prohibited). All retention features must be functional and fully engaged at the start signal. The belt to which the holster is attached must be worn at waist level.

A1.2.1.2 The handgun in its ready condition, with magazine inserted and all accessories attached, must fit wholly within a box with internal dimensions of 8.938" x 6.938" x 1.938" (tolerance +0.0625", -0"); see Appendix B for a reasonable facsimile. Measurement will be made with the slide parallel to the longest axis of the box. All magazines must comply.

A1.2.2 Rifle

A1.2.2.1 Maximum magazine capacity is thirty-one (31) rounds, and no magazine may be loaded with more than thirty (30) rounds after the start signal. Magazines may be coupled together provided the capacity is not increased beyond the permitted maximum.

A1.2.2.2 If a bipod is used, it may start any course of fire installed or removed, folded or deployed at the competitor's discretion. When used, it must remain attached to the rifle for the duration of that course of fire. Other supporting devices (dual bipods, tripods, bags etc.) are prohibited.

A1.2.3 Shotgun

A1.2.3.1 Only a fixed-length tubular magazine is permitted, and its length may not exceed 24" measured from the front of the receiver. Speed loading devices are prohibited.

A1.2.3.2 Supporting devices (bipods, bags etc.) are prohibited.

A1.3 Tactical Division

A1.3.1 Handgun

A1.3.1.1 The holster must safely retain the handgun during vigorous movement and completely cover the trigger. A pistol holster must completely cover the slide up to $\frac{1}{2}$ " below the ejection port ("race" holsters are prohibited). All retention features must be functional and fully engaged at the start signal. The belt to which the holster is attached must be worn at waist level.

A1.3.1.2 Electronic sights, optical sights, compensators, muzzle brakes or barrel porting are prohibited.

A1.3.1.3 Magazine length may not exceed 5.561" (141.25mm).

A1.3.2 Rifle

- A1.3.2.1 Not more than one (1) electronic or optical sight is permitted. Any number of iron sights may be used.
- A1.3.2.2 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 competitor may use the magnifier in either the magnified or unmagnified mode without restriction.
- A1.3.2.3 Supporting devices (bipods, bags etc.) are prohibited.
- A1.3.2.4 Muzzle devices may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the device). For sound suppressors, see rule 4.3.

A1.3.3 Shotgun

- A1.3.3.1 Only a tubular magazine is permitted. Speed loading devices are prohibited.
- A1.3.3.2 Electronic sights and optical sights are prohibited.
- A1.3.3.3 Supporting devices (bipods, bags etc.) are prohibited.
- A1.3.3.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.
- A1.3.3.5 Not more than nine (9) rounds total may be loaded at the start signal, unless otherwise stipulated in the written briefing.

A1.4 Limited Division

A1.4.1 Handgun

- A1.4.1.1 The holster must safely retain the handgun during vigorous movement and completely cover the trigger. A pistol holster must completely cover the slide up to ½" below the ejection port ("race" holsters are prohibited). All retention features must be functional and fully engaged at the start signal. The belt to which the holster is attached must be worn at waist level.
- A1.4.1.2 Electronic sights, optical sights, compensators, muzzle brakes or barrel porting are prohibited.
- A1.4.1.3 Magazine length may not exceed 5.561" (141.25mm).

A1.4.2 Rifle

- A1.4.2.1 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. Any number of iron sights may be used.
- A1.4.2.2 Supporting devices (bipods, bags etc.) are prohibited.
- A1.4.2.3 Muzzle devices may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the device). For sound suppressors, see rule 4.3.

A1.4.3 Shotgun

- A1.4.3.1 Only a tubular magazine is permitted. Speed loading devices are prohibited.
- A1.4.3.2 Electronic sights and optical sights are prohibited.
- A1.4.3.3 Supporting devices (bipods, bags etc.) are prohibited.
- A1.4.3.4 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.
- A1.4.3.5 Not more than nine (9) rounds total may be loaded at the start signal, unless otherwise stipulated in the written briefing.

A1.5 Heavy Metal Division

A1.5.1 Handgun

- A1.5.1.1 The holster must safely retain the handgun during vigorous movement and completely cover the trigger. A pistol holster must completely cover the slide up to ½" below the ejection port ("race" holsters are prohibited). All retention features must be functional and fully engaged at the start signal. The belt to which the holster is attached must be worn at waist level.
- A1.5.1.2 Electronic sights, optical sights, compensators, muzzle brakes or barrel porting are prohibited.

A1.5.1.3 Double-stack magazine length may not exceed 5.561" (141.25mm). Single-stack magazine length may not exceed 6.742" (171.25mm).

A1.5.1.4 Minimum caliber is 0.40". Minimum power factor (bullet weight x velocity/1000) is 165.

A1.5.2 Rifle

A1.5.2.1 Not more than one (1) electronic or optical sight is permitted. The choice of sighting system (magnified vs. non-magnified) will determine the number of rounds that may be loaded in all magazines (see rule A1.5.2.4). Any number of iron sights may be used.

A1.5.2.2 If a bipod is used, it may start any course of fire installed or removed, folded or deployed at the competitor's discretion. When used, it must remain attached to the rifle for the duration of that course of fire. Other supporting devices (dual bipods, tripods, bags etc.) are prohibited.

A1.5.2.3 Muzzle devices may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the device). For sound suppressors, see rule 4.3.

A1.5.2.4 In the case of a rifle fitted with a magnified optical sight, no magazine may be loaded with more than twenty (20) rounds after the start signal. In the case of a rifle fitted with a non-magnified optical sight and/or iron sights only, there is no limit to the number of rounds loaded after the start signal.

A1.5.2.5 Minimum caliber is 6.5mm/0.264". Minimum power factor (bullet weight x velocity/1000) is 350.

A1.5.3 Shotgun

A1.5.3.1 Action type may be autoloading or pump-action. The choice of action type will determine the number of rounds that may be loaded at start (see rule A1.5.3.6).

A1.5.3.2 Only a tubular magazine is permitted. Speed loading devices are prohibited.

A1.5.3.3 Electronic sights and optical sights are prohibited.

A1.5.3.4 Supporting devices (bipods, bags etc.) are prohibited.

A1.5.3.5 Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.

A1.5.3.6 In the case of an autoloading shotgun, not more than nine (9) rounds total may be loaded at the start signal, unless otherwise stipulated in the written briefing. In the case of a pump-action shotgun, not more than twelve (12) rounds total may be loaded at the start signal, unless otherwise stipulated in the written briefing.

A1.5.3.7 Minimum bore size is 12-gauge.

A1.6 Run What Ya' Brung Division

A1.6.1 Any handgun, rifle and (optionally) shotgun may be used in this division.

A1.6.1.1 The handgun holster must safely retain the handgun during vigorous movement and completely cover the trigger. The belt to which the holster is attached must be worn at waist level.

A1.6.1.2 A PCC may be used as the rifle, but it may not be used to engage handgun/shotgun-only targets.

A1.6.1.3 Tubular shotgun speed loading devices must feature a primer relief cut (see rule 2.4.5).

A1.6.2 All rules in Sections 3 and 4 remain in effect.

A1.6.3 Competitors may opt to shoot each stage per the posted 2-Gun or 3-Gun procedure.

A1.6.4 Scores will be reported, but competitors in this division will be ineligible for trophies.

A2: Pistol Caliber Carbine (PCC) Divisions

A2.1 Open PCC Division

A2.1.1 Any autoloading pistol caliber carbine.

A2.1.2 Supporting devices (bipods, bags etc.) may start any stage installed or removed, folded or deployed at the competitor's discretion and may be abandoned after the start signal.

A2.2 Limited PCC Division

A2.2.1 Any autoloading pistol caliber carbine.

A2.2.2 Non-magnified sights only (any number of optical sights, iron sights and/or lasers are allowed).

A2.2.3 Supporting devices (bipods, bags etc.) are prohibited.

A2.3 Iron Sight PCC Division

A2.3.1 Any autoloading pistol caliber carbine.

A2.3.2 Iron sights only (no optical sights or lasers).

A2.3.3 Supporting devices (bipods, bags etc.) are prohibited.

A2.4 Classic PCC Division

A2.4.1 Any autoloading pistol caliber carbine based on a submachine gun designed and commercialized before 01 January 1980. AR15 PCCs are expressly prohibited in this division.

A2.4.2 The general configuration of the firearm must be reasonably faithful to the original. The Range Master will be the final arbiter of compliance.

A2.4.3 No magazine may be loaded with more than thirty (30) rounds after the start signal.

A2.4.4 Iron sights only (no optical sights or lasers, even if contemporary).

A2.4.5 The use of supporting devices (bipods, bags etc.) is prohibited. If integral to the original design, the support device must be securely stowed and unusable.

A2.5 Manual PCC Division

A2.5.1 Any manually-operated pistol caliber carbine.

A2.5.2 Supporting devices (bipods, bags etc.) may start any stage installed or removed, folded or deployed at the competitor's discretion and may be abandoned after the start signal.

A2.6 Submachine Gun Division

A2.6.1 Any pistol caliber carbine capable of full-automatic or full forced-reset fire modes.

A2.6.2 Gray steel targets and paper targets must be engaged exclusively in full-automatic or full forced-reset fire mode. Blue steel targets may be engaged in semi-automatic fire mode. Use of any fire mode contrary to this rule will incur a 5-second time penalty per occurrence.

A2.6.3 Supporting devices (bipods, bags etc.) may start any stage installed or removed, folded or deployed at the competitor's discretion and may be abandoned after the start signal.

A2.7 Run What Ya' Brung Division

A2.7.1 Any pistol caliber carbine not compliant with another division.

A2.7.2 All rules in Sections 3 and 4 remain in effect.

A2.7.3 Scores will be reported, but competitors in this division will be ineligible for trophies.

A3: Red Oktober Cold War (ROCW) Divisions

A3.1 ComBloc Open Division

- A3.1.1 Any autoloading rifle derived from a weapon designed in a Warsaw Pact or Eastern Bloc nation before 03 October 1990.
- A3.1.2 Supporting devices (bipods, bags etc.) may start any stage installed or removed, folded or deployed at the competitor's discretion and may be abandoned after the start signal.

A3.2 ComBloc Irons Division

- A3.2.1 Any autoloading rifle derived from a weapon designed in a Warsaw Pact or Eastern Bloc nation before 03 October 1990.
- A3.2.2 No magazine may be loaded with more than thirty (30) rounds after the start signal. Magazines may be coupled together.
- A3.2.3 Battle-worthy iron sights only (see rule A3.7.1).
- A3.2.4 The use of supporting devices (bipods, bags etc.) is prohibited. If the rifle incorporates an integral supporting device, it must remain secured in the stowed position for the duration of the stage.

A3.3 Free World Irons Division

- A3.3.1 Any autoloading rifle derived from a weapon designed in a NATO or Western Bloc nation before 03 October 1990.
- A3.3.2 No magazine may be loaded with more than thirty (30) rounds after the start signal. Magazines may be coupled together.
- A3.3.3 Battle-worthy iron sights only (see rule A3.7.1).
- A3.3.4 The use of supporting devices (bipods, bags etc.) is prohibited. If the rifle incorporates an integral supporting device, it must remain secured in the stowed position for the duration of the stage.

A3.4 Battle Rifle Irons Division

- A3.4.1 Any autoloading rifle derived from a battle rifle designed before 03 October 1990.
- A3.4.2 No magazine may be loaded with more than twenty (20) rounds after the start signal. Magazines may be coupled together.
- A3.4.3 Battle-worthy iron sights only (see rule A3.7.1).
- A3.4.4 Caliber must be 7.62x51NATO, 7.62x54R or contemporary Cold War battle rifle cartridge. Minimum power factor (bullet weight x velocity/1000) is 350.
- A3.4.5 The use of supporting devices (bipods, bags etc.) is prohibited. If the rifle incorporates an integral supporting device, it must remain secured in the stowed position for the duration of the stage.

A3.5 Eurotrash Division

- A3.5.1 Any autoloading bullpup rifle (i.e. a rifle with the firing-hand grip located in front of the breech).
- A3.5.2 Supporting devices (bipods, bags etc.) may start any stage installed or removed, folded or deployed at the competitor's discretion and may be abandoned after the start signal.

A3.6 Run What Ya' Brung

- A3.6.1 Any rifle not compliant with another division.
- A3.6.2 All rules in Sections 3 and 4 remain in effect.
- A3.6.3 Scores will be reported, but competitors in this division will be ineligible for trophies.

A3.7 Additional ROCW-specific rules

- A3.7.1 To be deemed "battle-worthy", iron sights must consist of a protected post front sight and an aperture or notch rear sight, both located on top of the rifle. The sight radius must not exceed that of the original as-issued rifle design (common examples: AK47/74 $\leq 16"$, Galil $\leq 19"$, M16 $\leq 20"$, AR-10 $\leq 21"$, FAL $\leq 22"$, M14 $\leq 26"$) with a tolerance of $\pm 1/2"$. Target sights (e.g. Globe front sight, diopter rear sight etc.), secondary sights and/or offset sights do not comply.
- A3.7.2 Firearms of a configuration not clearly addressed by these rules will be evaluated on a case-by-case basis by the Range Master whose decision will be final.



Appendix B: Stealth Handgun Box Dimensions

APPROXIMATE SIZE OF IMA STEALTH HANDGUN BOX

MAXIMUM DIMENSIONS: 9" x 7" x 2" (CONFIRM WITH A RULER AFTER PRINTING)

PLACE HANDGUN WITH SLIDE EXACTLY PARALLEL TO THE LONG AXIS

