

Mid-Atlantic Multi-Gun Rules Amendments
For AGCAS Falling Steel Matches (02.01.21)

Section 2 of this amendment is an addendum to section 2 of the Mid-Atlantic Multi-Gun Rules

2.3.3 Firearms on shooting carts must be pointed either straight up, straight down, or at a distinct downward angle.

2.3.4 Pre-loaded shotguns shall not be transported between stages.

2.6 Un-holstered firearms will be placed on the staging table and will only to be handled under the following 3 circumstances:

2.6.1 The participant may retrieve their firearm from the staging table when instructed to approach the firing line by the Range Officer.

2.6.2 The participant may preload their shotgun magazine **tube** at any time that it is on the staging table *for that stage*. The chamber may NOT be preloaded and an ECI must be inserted.

2.6.3 The participant may move their firearm between the staging table and a cart at any time, provided that proper muzzle discipline is adhered to (excluding preloaded shotguns).

2.7 When instructed to do so, and ONLY when instructed to do so, the participant may bring a firearm from the staging table and/or shooting cart to the line in the following fashions:

2.7.1 Un-holstered handguns will be transported in a bag until instructed to "Make Ready".

2.7.2 Unbagged PCCs, rimfire rifles, and shotguns may be brought with an ECI inserted in the chamber and clearly visible. They will be left in that condition until instructed to "Make Ready".

2.8 A violation of sections 2.3, 2.6, or 2.7 will be corrected by an Event Official as soon as possible and may result in a match disqualification.

Section 3 of this amendment replaces section 3 of the Mid-Atlantic Multi-Gun Rules

3. Ammunition

3.1 Handgun ammunition must be:

3.1.1 Centerfire: 9mm (.355) or larger, including .38 Special, up to 45ACP.

- 3.1.2 Rimfire: .22 Long Rifle only.
- 3.1.3 No pistol round shall exceed 1500 fps.
- 3.1.4 5.7x28 is specifically prohibited.**

3.2 Rifle ammunition must be:

- 3.2.1 Centerfire: 9mm (.355) or larger, including .38 Special, up to 45ACP.
- 3.2.2 Rimfire: .22 Long Rifle only.
- 3.2.3 No rifle round shall exceed 1500 fps.
- 3.2.4 5.7x28 is specifically prohibited.**

3.3 Shotgun ammunition must be:

- 3.3.1 Shotshells: Birdshot of #7.5 to #9, with a maximum velocity of 1300 fps. **All shot must be lead; no buckshot, slugs, or steel shot are allowed.**
- 3.3.2 Shotgun ammunition is **only** allowed in shotgun divisions (Box Mag Open Shotgun, Open Auto Shotgun, Auto Shotgun and Tube Pump Shotgun).

3.4 Bimetal jacket and steel-jacketed ammunition can be used, provided it is not specifically armor-piercing. Ammunition containing tracer, incendiary, armor piercing, or steel/tungsten/penetrator core projectiles is 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. **Any damaged steel as a result of any use of prohibited ammunition will be replaced by the competitor found to be using the prohibited ammunition regardless of first offense or not.**

Section 5 of this amendment replaces section 5 of the Mid-Atlantic Multi-Gun Rules

5. Equipment Divisions

- 5.1 Participants will declare one equipment division at the beginning of the event.
- 5.1.1 Available equipment divisions are specified in the match signup. Not all divisions may be available every match.
- 5.1.2 Equipment divisions are: Open Auto, Auto, Revolver, Rimfire Pistol, PCC, Rimfire Rifle, Box Mag Open Shotgun, Open Auto Shotgun, Auto Shotgun and Tube Pump Shotgun.
- 5.1.3 Failure to meet all of the equipment and ammunition requirements for the declared division

shall result in the participant being placed into the appropriate division. If the requirements of no divisions are met, the participant's scores will be excluded from the final event results.

5.2 Open Auto

5.2.1 Handgun holsters must safely retain the handgun during vigorous movement. The holster

material must completely cover the trigger. 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 Handguns in this division must be centerfire semi-automatic pistols that may be equipped with a frame or slide-mounted electronic sight or optical sight. Multiple electronic sights may be used (eg, a micro red-dot and a laser).

5.2.3 Braced pistols are **not** allowed in this division.

5.2.4 All modifications are acceptable, including extended sights, compensators, weight(s), and barrel porting, except braces and stabilizers.

5.2.5 There is no limit to the magazine length or initial loaded capacity unless specified in the stage briefing.

5.3 Auto

5.3.1 Handgun holsters must safely retain the handgun during vigorous movement. The holster

material must completely cover the trigger. 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 Handguns in this division must be centerfire semi-automatic pistols equipped with only iron sights as a sighting mechanism. Lasers, frame or slide-mounted electronic sights, and optical sights may **not** be used.

5.3.3 Braced pistols are **not** allowed in this division.

5.3.4 All modifications are acceptable, including extended sights, compensators, weight(s), and barrel porting, except braces and stabilizers.

5.3.5 There is no limit to the magazine length or initial loaded capacity unless specified in the stage briefing.

5.4 Revolver

5.4.1 Handgun holsters must safely retain the handgun during vigorous movement. The holster

material must completely cover the trigger and 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 Handguns in this division must be centerfire or rimfire revolvers.

5.4.3 All modifications are acceptable, including frame or slide-mounted electronic sights, optical sights, extended sights, compensators, weight(s), and barrel porting, except braces and stabilizers. Multiple electronic sights may be used (eg, a micro red-dot and a laser).

5.4.4 There is no limit to the cylinder capacity or initial loaded capacity unless specified in the stage briefing.

5.4.5 Rimfire revolvers may start from the low ready position instead of being drawn from the holster, even if carried to the line in a holster.

5.5 Rimfire Pistol

5.5.1 Handgun holsters must safely retain the handgun during vigorous movement. The holster material must completely cover the trigger. 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 Handguns in this division must be rimfire semi-automatic pistols. They may be equipped with iron sights or a frame or slide-mounted electronic sight or optical sight. Multiple electronic sights may be used (eg, a micro red-dot and a laser).

5.5.3 Braced pistols are not allowed in this division.

5.5.4 All modifications are acceptable, including extended sights, compensators, weight(s), and barrel porting, except braces and stabilizers.

5.5.5 There is no limit to the magazine length or initial loaded capacity unless specified in the stage briefing.

5.6 PCC

5.6.1 Firearms in this division must be centerfire semi-automatic rifles or semi-automatic centerfire pistols longer than 12”.

5.6.2 Firearms in this division may be equipped with iron sights, an electronic sight, or an optical sight. Multiple electronic sights may be used (eg, a reflex sight and a laser).

5.6.3 All modifications are acceptable, including extended sights, compensators, and suppressors, except slings.

5.6.4 There is no limit to the magazine length or initial loaded capacity unless specified in the stage briefing.

5.7 Rimfire Rifle

5.7.1 Firearms in this division must be rimfire semi-automatic rifles or semi-automatic rimfire pistols longer than 12”.

5.7.2 Firearms in this division may be equipped with iron sights, an electronic sight, an optical sight. Multiple electronic sights may be used (eg, a reflex sight and a laser).

5.7.3 All modifications are acceptable, including extended sights, compensators, and suppressors, except slings.

5.7.4 There is no limit to the magazine length or initial loaded capacity unless specified in the stage briefing.

5.8 Box Mag Open Shotgun

5.8.1 Firearms in this division must be shotguns equipped with a stock. They may be fed from a detachable magazine or loaded from tubular speed loading devices that must feature a primer relief cut.

5.8.2 Any combination of iron, electronic, and/or optical sights may be used.

5.8.3 All modifications are acceptable, including extended sights, compensators, and suppressors, except slings.

5.8.4 There is no limit to the magazine length or initial loaded capacity unless specified in the stage briefing.

5.9 Open Auto Shotgun

5.9.1 Firearms in this division must be semi-automatic shotguns fed through a tubular magazine and equipped with a stock.

5.9.2 Any combination of iron, electronic, and/or optical sights may be used.

5.9.3 All modifications are acceptable, including extended sights, compensators, and suppressors, except slings.

5.9.4 Firearms in this division may not be loaded from tubular speed loading devices.

5.9.5 There is no limit to the magazine length or initial loaded capacity unless specified in the stage briefing.

5.9 Auto Shotgun

5.10.1 Firearms in this division must be semi-automatic shotguns fed through a tubular magazine and equipped with a stock.

5.10.2 Firearms in this division may only use iron sights, such as a bead, rifle sights, or ghost ring sights. No electronic and/or optical sights may be used.

5.10.3 All modifications are acceptable, including extended sights, compensators, and suppressors, except slings.

5.10.4 Firearms in this division may not be loaded from tubular speed loading devices.

5.10.5 There is no limit to the magazine length.

5.10.6 Initial loaded capacity is nine rounds (including the round in the chamber) unless specified otherwise in the stage briefing.

5.10 Tube Pump Shotgun

5.11.1 Firearms in this division must be pump-action, lever-action, or bolt-action shotguns fed through a tubular magazine and equipped with a stock.

- 5.11.2 Any combination of iron, electronic, and/or optical sights may be used.
- 5.11.3 All modifications are acceptable, including extended sights, compensators, and suppressors, except slings.
- 5.11.4 Firearms in this division may not be loaded from tubular speed loading devices.
- 5.11.5 There is no limit to the magazine length.
- 5.11.6 Initial loaded capacity is nine rounds (including the round in the chamber) unless specified otherwise in the stage briefing.

Section 6 of this amendment replaces section 6 of the Mid-Atlantic Multi-Gun Rules

6. Scoring & Awards

- 6.1 Stage score will be based on time plus penalties. Penalties are defined in section 6.2.
- 6.1.1 Unless otherwise stipulated in the stage briefing, static steel targets are neutralized with one hit.
 - 6.1.1.1 Knock-down/swinging/flashing targets are only considered neutralized if they fall/swing/flash unless the competitor is in the Rimfire Pistol or Rimfire Rifle division, in which case a hit will neutralize them regardless of reaction unless superseded by the stage rule. An event official may call hits. Swinging/flashing targets must react in the manner prescribed in the stage briefing (if prescribed).
- 6.1.2 Paper targets are considered neutralized if they have:
 - 6.1.2.1 One (1) hit in the upper "A/ B" zone.
 - 6.1.2.2 One (1) hit in the lower A-zone or 1 hit in the inner scoring ring of the 3GN targets.
 - 6.1.2.3 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 target.
- 6.1.3 Failure to neutralize a target will result in a time penalty of 5 seconds each.
- 6.1.4 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.
- 6.1.5 Failure to follow the procedure in the stage briefing will result in a 20 second "Procedural" penalty. If a competitive advantage is deemed to have been gained, 60 second Super Procedural penalties may be applied on a "per shot" basis.

6.1.5.1 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.

6.1.5.2 "Procedural" and "Super-Procedural" penalties shall be applied without consideration of the competitor being given a reshoot and shall be at the discretion of the Range Master.

6.1.6 Participants in pistol divisions may elect to start from the low ready position.

6.1.6.1 Participants firing centerfire pistols in the Open Auto and Auto divisions who elect to start from the low ready position instead of the holster incur a 2 second "Low Ready" penalty per stage.

6.1.6.2 Participants firing rimfire pistols in the Rimfire Pistol division who elect to start from the low ready position instead of the holster incur no penalty.

6.1.6.3 Participants who choose to start from the low ready position must carry their pistols to the line in a holster or bag.

6.1.7 Only holes made by bullets/pellets will count for score/penalty. Evidence that the bullet made the hole must be present on the target (i.e. crown or grease ring/mark). Holes made by shrapnel, fragments, wads or flying debris will not count for score/penalty.

6.1.7.1 All cardboard targets, including no-shoots, are considered impenetrable and any hit as a result of a passthrough shot from one target to another that does not touch the non-scoring border will count as a miss on the second target.

6.1.8 Did Not Finish (DNF) is a penalty which results from a competitor being unable to shoot a stage (zero shots fired) for whatever reason.

6.1.8.1 A DNF will be recorded as a stage score of zero.

6.1.8.2 A DNF penalty will result in the competitor either not being included in final overall and division scores, or being placed at the bottom of the scores, at the Match Director's discretion.

6.1.9 Unless clearly stated as being otherwise in the official stage briefing, the maximum time for completing any stage will be 60 seconds. If a participant exceeds the stage time limit, they will be stopped by an event official and the stage will be scored as shot with all applicable miss and FTE penalties.

6.1.9.1 Participants who use a rimfire rifle, rimfire pistol, or suppressor and are unable to be picked up on a shot timer will automatically be given a 60 second stage time regardless of actual finishing time.

6.1.10. Once the score has been saved, the score for that stage is not subject to any other actions, with the exception that the signing of a competitor's score sheet, by either the Range Officer or the competitor, shall not be relief from further penalties or disqualification should Match Officials deem it necessary.

6.2 Matches will be scored as "straight time plus".

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

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