

WEGC 3-Gun follows USPSA Multi-Gun rules dated Jan 1, 2014 with some additional WEGC specific rules. Where WEGC rules conflict with USPSA rules, WEGC rules take precedence.

Abandoned Weapons

Abandoned weapons are placed muzzle down in dump barrels or dump bucket either completely empty or on safe. Failure to do so will result in a match DQ.

Definition of completely empty: No round in the chamber or magazine.

Only the RO or the Shooter under the direction of the RO clears abandoned weapons. Failure to follow this rule is a match DQ for whoever handles the abandoned weapon.

Do not clear abandoned weapons with shooters still down range.

Round dumping.

Round dumping is not permitted.

Round dumping is defined as firing the gun when not engaging legitimate targets. As an example, a falling target (such as a steel flipper or dropper) is no longer a legitimate target after being successfully shot (flipping or dropping). Paper or static steel targets remain legitimate after being successfully shot.

Round dumping is a Stage DQ.

Negligent/Accidental Discharge

Negligent discharge is defined as firing the gun during handling while not engaging legitimate targets, such as when reloading or moving through a course of fire.

Negligent discharge is a Match DQ.

Walls

Walls are considered hard cover.

Any targets that are hit as a result of the round going through the wall are not counted as hits. (All targets and props are deemed "impenetrable").

You may not lean or push walls/props out of the way to gain an advantage, this will result in a procedural per shot.

Re shoots

Re-Shoots are only given for Stage malfunctions - not the shooters gear or memory malfunction.

If the shooter stops himself because he does not have hearing or eye protection a reshoot will be given. If it is found the shooter is knocking off hearing or eye protection deliberately this will be considered cheating and will result in a match DQ.

Re-shoots are ultimately up to the match director or the assistant match director ONLY.

Squib round

Squib rounds are equipment malfunctions.

In the event of a squib round, the shooter will not be given a Re-Shoot.

When a squib round occurs, the stage is scored for all targets up to the last target shot, with a failure to engage penalty for all remaining targets on the stage. The shooter shall clear the weapon in a safe area before returning to shoot the next course of fire.

If the R.O. stops a shooter for what is believed to be a squib round and no squib round is found, the shooter will be given a Re-Shoot.

If the shooter stops himself because they think they have a squib round and a squib round is not found, the shooter may continue to shoot the stage (time is still ticking) or if they have chosen not to continue then they are given their scored time plus all penalties given for non-engaged targets.

The shooter falls.

If the shooter falls during the course of fire and has maintained control of the weapon they may get back up and continue. If the shooter is not able to continue, the time is recorded and targets are scored. This does not result in a Re-Shoot as it is not a stage malfunction.

If the shooter does lose control of the weapon the RO will pick it up, clear it and give back to the shooter. This will result in a match DQ for unsafe gun handling.

Competitors must be present at the match safety briefing to shoot the match.

If you are not here for the match safety briefing you do not shoot the match.