

International Multi-Gun Association (IMA) Rules

As modified for Country Pond Fish & Game Club Matches

(Irrelevant Sections have been removed, CPF&G Club differences are shown in **RED**)

1 General Conduct & Dispute Resolution

- 1.1 Eye protection is mandatory for participants, spectators, and officials at the event site.
- 1.2 Ear protection is mandatory for participants, spectators, and officials **while the firing line is "hot"** on or near a stage.
- 1.3 No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the event site. Any participant found to be impaired as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
- 1.4 Participants and spectators are expected to conduct themselves in a courteous and sportsmanlike manner at all times. Any person who violates this rule may be ejected from the event site at the Match Director's discretion.
- 1.5 Clothing with any ~~offensive or~~ obscene logos, sayings, pictures, or drawings will not be worn or displayed while at the event site.
- 1.6 Participants may be subject to **stage or** event disqualification for safety or conduct violations. **Event** Disqualification will result in complete disqualification from the event, and the participant will not be allowed to continue ~~nor be eligible for prizes.~~
- 1.7 A participant shall be disqualified for unsportsmanlike conduct. Examples of unsportsmanlike conduct include:
 - 1.7.1 Cheating, such as:
 - 1.7.1.1 Intentionally altering a target prior to the target being scored to gain advantage or avoid a penalty.
 - 1.7.1.2 Altering or falsifying score sheets.
 - ~~1.7.1.3 Altering the configuration of firearms or equipment without permission of the Match Director.~~
 - 1.7.2 Threatening or assaulting other participants or Event Officials.
 - 1.7.3 Disruptive behavior likely to disturb or distract other participants while they are shooting.
 - 1.7.4 Willful disregard of Event Official instructions.
 - 1.7.5 Failure to do one's fair share in resetting, taping, or painting targets.**
- 1.8 The final decision on all disqualifications and reshoots will be made by the Range Master or the Match Director.
- 1.9 Any rule not explicitly covered by this document will be resolved with a ruling by the Match Director or his designee. Rulings by the Match Director or his designee will be final, and will serve as a precedent for the duration of the event.

1.10 Arbitration? If scores are THAT important to you, you're in the wrong place.

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2 Safety

- 2.1 All International Multi-Gun Association (IMA) events will be run on cold ranges.
 - 2.1.1 Participants firearms will remain unloaded at the event site **except between the loading station and the unloading station**, under the direction and immediate supervision of an Event Official.
- 2.2 Firearms may only be handled and/or displayed in a designated safety area.
 - 2.2.1 Safety areas will be clearly marked with signs.
 - 2.2.2 No firearm may be loaded in a safety area.
 - 2.2.3 No ammunition (including dummy ammunition or snap caps) may be handled in a safety area.
- 2.3 Firearms may be transported to, from and between stages only in the following conditions:
 - 2.3.1 Handguns must be cased or holstered, de-cocked, with the magazine removed.
 - 2.3.2 Rifles and shotguns must be either (1) cased, (2) secured muzzle up or muzzle down in a stable gun cart/caddy, or (3) carried ~~slung~~ with the muzzle up. Actions must be open and detachable magazines removed. The use of high-visibility open bolt indicator devices is **required** ~~recommended~~ as a courtesy to other event participants.
- 2.4 A participant who causes an accidental discharge will be stopped by an Event Official as soon as possible, and shall be disqualified. Examples of accidental discharge include:
 - 2.4.1 A shot, **other than birdshot**, which travels over a backstop, a berm, or in any other direction deemed by Event Officials to be unsafe.

Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.
 - 2.4.2 A shot which strikes the ground within 10 feet of **any person** ~~the participant~~, except when shooting at a target closer than 10 feet to the participant.
 - 2.4.2.1 Exception - a shot which strikes the ground within 10 feet **any person** ~~the participant~~ due to a "squib".
 - 2.4.2.2 In the case of a shot striking a prop where the projectile is deflected or does not continue to strike the ground, if an Event Official determines that the projectile would have struck the ground within 10 feet of **any person** ~~the participant~~ had it not been deflected or stopped by the prop, the provisions of 2.4.2 shall apply.

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- 2.4.3 A shot which occurs while loading, reloading, or unloading any firearm.
 - 2.4.3.1 Exception - a “detonation” which occurs while unloading a firearm is not considered an accidental discharge. A detonation is defined as the ignition of the primer of a round, other than by action of a firing pin, where the projectile or shot does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped etc.).
- 2.4.4 A shot which occurs during remedial action in the case of a malfunction.
- 2.4.5 A shot which occurs while transferring a firearm between hands.
- 2.4.6 A shot which occurs during movement, except while actually engaging targets.
- 2.5 A participant who performs an act of unsafe gun handling will be stopped by an Event Official as soon as possible, and shall be disqualified, **either from that stage or from the event, as noted below**. Examples of unsafe gun handling include:
 - 2.5.1 Dropping a firearm, whether loaded or unloaded, at any time after the “Make Ready” command and before the “Range Is Clear” command. **Dropping an unloaded firearm shall result in a Stage Disqualification. Dropping a loaded firearm shall result in a Match Disqualification.**
 - 2.5.1.1 Dropping an unloaded firearm before the “Make Ready” command or after the “Range Is Clear” command will not result in disqualification, ~~provided the firearm is retrieved by an Event Official.~~
 - 2.5.2 Use of any unsafe ammunition as defined in Section 3.
 - 2.5.3 Abandoning a firearm during a stage in any location other than a safe abandonment location as stipulated in the stage briefing. Firearms may only be abandoned in one of the following conditions:
 - 2.5.3.1 Loaded, safety catch fully engaged, muzzle pointed in the designated safe direction.
 - 2.5.3.2 Completely unloaded (no ammunition in the firearm), detachable magazine removed, muzzle pointed in the designated safe direction.
 - 2.5.3.3 **Any firearm abandoned with muzzle pointed in a designated safe direction, but with the manual safety not engaged, shall result in a Stage Disqualification.**
 - 2.5.4 Unloading any firearm in an unsafe manner, or discharging a firearm while not legitimately engaging a target.
 - 2.5.5 Allowing the muzzle of a firearm to break the 180 degree safety plane **shall result in a Stage Disqualification.**

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- 2.5.5.1 In the case of a participant facing downrange, the muzzle of a loaded handgun may point slightly uprange while drawing or reholstering, so long as it does not point outside an imaginary circle of three (3) feet radius from the participant's feet.
- 2.5.6 Engaging a steel target in an unsafe manner, such as by:
 - 2.5.6.1 Engaging steel targets with handgun ammunition at a range of less than ~~23~~ **24** feet (8 yds).
 - 2.5.6.2 Engaging steel targets with shotgun birdshot ammunition at a range of less than ~~16~~ **24** feet (8 yds).
 - 2.5.6.3 Engaging steel targets with shotgun buckshot ammunition at a range of less than ~~23~~ **45** feet (15 yds).
 - 2.5.6.4 Engaging steel targets with shotgun slug ammunition at a range of less than ~~131~~ **105** feet (35 yds).
 - 2.5.6.5 Engaging steel targets with rifle ammunition at a range of less than ~~164~~ **120** feet (40 yds).
- 2.5.7 Allowing the muzzle of a firearm to point at any part of the participant's body during a course of fire (i.e. sweeping).
 - 2.5.7.1 Exception - sweeping ~~of the lower extremities (below the belt)~~ while drawing or re-holstering a handgun, provided that the participant's fingers are clearly outside of the trigger guard.
- 2.5.8 Using a tube-type shotgun speed-loading device without a primer relief cut.
- 2.5.9 Pointing a firearm, whether loaded or unloaded, **at any person, or** in any direction deemed by Event Officials to be unsafe.

3 Ammunition

- 3.1 Handgun ammunition shall be 9mm Parabellum (9x19mm NATO) or larger, unless otherwise stipulated under equipment division rules. **Handgun ammunition shall not exceed standard factory .44 Magnum levels.**
- 3.2 Rifle ammunition shall be .223 Remington (5.56x45mm NATO) or larger, unless otherwise stipulated under equipment division rules. **Rifle ammunition shall not exceed standard factory 7.62x39mm, 300 Blackout, or .30-30 Winchester levels. (.308 Winchester does exceed allowable levels and is prohibited).**
- 3.3 Shotgun ammunition shall be 20 gauge or larger, unless otherwise stipulated under equipment division rules.
 - 3.3.1 Birdshot must be no larger than **#7-1/2** ~~#6~~ birdshot, and be made from lead ~~or bismuth~~ only. Iron/steel/tungsten birdshot is unsafe and prohibited.

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3.4 Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten/penetrator core projectiles is unsafe and prohibited.

3.5 There are no separate Divisions at CPF&G Club matches, so Power Factor is not an issue.

4 Firearms

4.1 All firearms used by participants must be serviceable and safe. Event Officials may inspect a participant'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 fully automatic or burst-fire ("machine guns") may be used only in semi-auto mode (i.e. not more than one (1) round fired with each pull of the trigger). Violation of this rule will result in **disqualification** ~~incur a 30 second time penalty per occurrence.~~

4.3 Participants **may change firearms between stages at their own discretion.** ~~must use the same firearms (handgun, rifle, and shotgun) for the entire event.~~ *(Try new things if that's what tickles your fancy. We're here to learn, as well as have fun.)*

4.4 Participants **may** reconfigure any firearm during the course of the event.

4.5 Unless otherwise stipulated in the stage briefing, required firearms will begin the stage in the following ready conditions:

4.5.1 Handgun: Loaded to ~~division start~~ capacity and holstered. In the case of single-action autos or double-action autos with manual override safeties, the safety catch must be in the "safe" position. In the case of double-action autos and revolvers, the hammer must be down/forward. **If using a single-action revolver, the hammer must be down on an empty chamber.**

4.5.2 Rifle: Loaded to ~~division start~~ capacity and held in the low ready position. Safety catch must be in the "safe" position.

4.5.3 Shotgun: Loaded to ~~division start~~ capacity and held in the low ready position. Safety catch must be in the "safe" position.

4.5.4 Participants may not touch or hold any firearm loading device or ammunition after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms).

Staged guns may be loaded to capacity, including a round in the chamber. Safety catch must be in the "safe" position.

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5 Equipment Divisions

5.1 There are no separate Divisions at CPF&G Club matches.

5.2 CPF&G Club “Anything Goes” Division

5.2.1 Handgun

5.2.1.1 Handgun holsters must safely retain the handgun during vigorous movement. **Except for single-action revolvers in cowboy style holsters, the holster 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.

Any sights are allowed.

Muzzle brakes, compensators, barrel porting, flash hidens, or suppressors are allowed.

5.2.2 Rifle

5.2.2.1 Supporting devices (e.g. bipods) are permitted, and may begin any stage folded or deployed at the participant’s discretion.

Any sights are allowed.

Muzzle brakes, compensators, barrel porting, flash hidens, or suppressors are allowed.

5.2.3 Shotgun

5.2.3.1 Speed loading devices and/or detachable box magazines are permitted.

5.2.3.2 Tubular speed loading devices must feature a primer relief cut.

Any sights are allowed.

Muzzle brakes, compensators, barrel porting, flash hidens, or suppressors are allowed.

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6 Scoring & Penalties

6.1 Stage score will be based on straight time plus penalties.

6.1.1 Unless otherwise stipulated in the stage briefing, IPSC cardboard “shoot” targets must be neutralized by receiving either one (1) A-zone hit, ~~one (1) B-zone hit~~ or two (2) hits anywhere in the scoring area. Examples of neutralized targets include:

6.1.1.1 One (1) hit in the upper ~~A-zone~~ ~~or B-zone~~.

6.1.1.2 One (1) hit in the lower A-zone.

6.1.1.3 Two (2) hits anywhere in the scoring area., ~~in any combination of the C-zone and/or D-zone.~~

6.1.2 IPSC cardboard “shoot” targets that are not neutralized will incur time penalties as follows:

6.1.2.1 One (1) hit, ~~in the C-zone or D-zone~~ **outside the “A” zone only** = 5 second penalty (Failure To Neutralize).

6.1.2.2 No hits on target, but target was engaged = 10 second penalty (**Missed Un-hit Target**).

6.1.2.3 No hits on target, and target was not engaged = 15 second penalty (Target Not Engaged).

6.1.3 Only holes made by bullets/slugs/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.

6.1.4 Knock-down targets (e.g. Pepper Poppers) must fall to score. Swinging/flashing targets must react in the manner prescribed in the stage briefing. An Event Official, **participant, or spectator** may call hits.

6.1.5 Knock-down/swinging/flashing targets that do not fall/react will incur time penalties as follows:

6.1.5.1 Target did not fall/react, but target was engaged = 10 second penalty (**Missed Un-hit Target**).

6.1.5.2 Target did not fall/react, and target was not engaged = 15 second penalty (Target Not Engaged).

6.1.6 Knock-down targets will be calibrated before the event begins. *(Yeah, right.)*

6.1.7 Frangible targets (e.g. clay pigeons) must break by gunfire to score. A target with a ~~significant piece visibly detached~~ **single pellet hole** is considered “broken”.

6.1.8 Frangible targets that do not break will incur time penalties as follows:

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- 6.1.8.1 Target did not break, but target was engaged = 10 second penalty (**Missed** ~~Un-hit~~ Target).
- 6.1.8.2 Target did not break, and target was not engaged = 15 second penalty (Target Not Engaged).
- 6.1.9 Scoring hits on designated “No Shoot” targets will incur a ~~5~~ **10** second penalty per hit, ~~up to a maximum of 2 hits per no-shoot~~. Steel “No Shoot” targets must fall to score. Frangible “No Shoot” targets must break to score.
- 6.1.10 Failure to follow procedures prescribed in the stage briefing will result in a 5 second penalty.
 - 6.1.10.1 If a competitive advantage is deemed to have been gained, procedural penalties may be applied on a “per shot” basis.
 - 6.1.10.2 Enhanced procedural penalties may be applied at the Match Director’s discretion if a participant willfully and egregiously violates stage procedures.
 - 6.1.10.3 The rendering of any assistance or advice to a participant who is actively engaged in a stage (“coaching”) by any person other than an Event Official is **allowed**. ~~prohibited. Event Officials may penalize the “coach” and/or the participant with a procedural penalty for each occurrence. Persistent coaching may be subject to the provisions of rules 1.4 and/or 1.7.~~
- 6.1.11 Additional penalties may be applied as stipulated in the stage briefing.
- 6.1.12 Stage Not Fired (SNF) penalty is **15 seconds times the number of targets on the stage**. ~~500 seconds per stage not fired.~~
- 6.1.13 The Match Director may specify a time limit for completing any stage by stating it clearly in the stage briefing. If a participant exceeds the time limit, they will be stopped by an Event Official and the stage will be scored as shot with all applicable miss and TNE penalties.
- 6.1.14 A “Spinner Fault” (failure to make a spinner target complete at least one full revolution) penalty shall be 60 seconds.**