



For the Shooters, By the Shooters

UMGL

United Multi-Gun League Rules

Includes Expedition Multi-Gun

March 2022

Version 2.3

supersedes all previous versions

2022 Change Summary

The following is a brief guide to key 2022 changes; if a section is not listed then no changes that modify a rule set's definition have been made. All new and revised rules text will also appear as *red & italicized* throughout this document.

(1) Safety Rules -

1. Rule 1.5
 - a. Re-organized to separate statements about firearm abandonment from abandonment containers for clarity.
 - b. Clearly states a competitor may safely retrieve a previously abandoned firearm if they are able to safely abandon their current firearm in exchange.
 - c. Clarifies that a competitor may re-holster an "EMPTY" pistol during the COF and references penalty for "HOT" re-holstering.

(4) Holsters and Equipment -

1. Rule 4.4 updated to reference procedural penalty rule for staging gear prior to the buzzer.

(6) Divisional Firearms Requirements -

1. Rule 6.2 added to better address situations with wrong firearms or configurations in a competitor's chosen division.
2. Rule 6.5 added for guidance on allocation of multiple optics to firearms in divisions with limits and restrictions on quantity or type of optics used to ensure those allocations remain constant for the duration of a match; subsequent division-specific rules have been updated to reference this.
3. Rule 6.6 has been added for the new Recreational division.
 - a. The intent of this division is to provide an avenue for new competitors or those curious about the sport of multi-gun to try it out with the gear that they have and not worry about division constraints and gear limitations.
 - b. These competitors will comply with all safety related rules and will be allowed to receive coaching in this regard.
 - c. They will not be formally scored once given the start signal but may personally record their time and penalties.
4. Rules for 6.9, Optics division, updated to permit use of up to two total optics, which will be available for use across the 3 firearms in the division provided they remain allocated to those same firearms for the duration of the match per rule 6.5.

(8) Scoring -

1. New section 8.1 introduced to clearly state options for superseding the UML rulebook for a given match.
2. Re-arranged former rule 8.1 for scoring issues under a new title for "8.2 Approvals & Appeals" to help bring clarity and also clearly identify options for approving scores and/or appealing a call to the RM.
3. Re-arranged rule 8.5 for stage & match scoring to break out key points for ease of use and resolve a numbering issue.
4. Moved rules 8.5 & 8.6 together under one rule (8.6) for "Awards & Prizes".
5. Created a new grouping for rules 8.7-8.12 to clearly state options for target neutralization; added notes for rounds on cardboard to clarify that a hole simply needs to be touching the perforation to count.
6. Moved EMG & Traditional rules to rule 9 for penalties as this is what these sections address.

(9) Penalties -

1. Retitled this section and some subsections to better encompass what's covered.
2. Added EMG & Traditional scoring sections as 9.1 & 9.2.
3. Updated "long range" target penalty values for EMG to better represent the spirit of that rule set.
4. Re-organized sub sections of former rule 9.1 for 5 second procedurals to make the rules easier to navigate and clearly identify key points.
5. Re-organized sub sections of former rule 9.2 for 30 second procedurals to make the rules easier to navigate and clearly identify key points.
6. Language related to firearm abandonment penalty of 30 sec. vs. DQ (formerly rules 9.2.7. & 10.6.1-.2.) have been revised to clearly differentiate between the issues using references to SAFE & UNSAFE location/direction/position/firearm condition.

(10) Disqualifications -

1. As previously mentioned, j
2. Revised rule 10.8 to clarify application of rule for going prone intentionally vs. unintentionally.

Qualification System

All members of the United Shooting Sports Leagues will be awarded a Qualification Title by performance in any given division, in all 4 leagues separately, and at each of the four different levels. Members competing in a level 2, 3 or 4 events will be scored and awarded in their current qualification for that level event. If their final match score averages them into a higher qualification bracket they will be awarded the new qualification title after completion of all awards. Members can be ranked differently in all 4 levels depending on performance at each level.

Level 1, "Club level events" to be held as frequently as clubs desire. Requires 4 completed matches to qualify.

Level 2, "State level events" with no more than one state championship held per year, in any state. Requires 3 completed matches to qualify.

Level 3, "District level events" with no more than one District Championship held per year in any of the 14 districts. Requires 2 completed matches to qualify.

Level 4, "Territory, National, and World level events" with no more than one per style, per year. IE, EMG, WMG, Traditional. Requires 1 completed match to qualify.

New members will qualify initially as a Rookie. Members match scores below 50% will remain a Rookie until they reach higher levels of qualification.

Marksman	50 to 59.99%
Sharpshooter	60 to 69.99%
Expert	70 to 79.99%
Semi-Pro	80 to 89.99%
Pro	90 to 100%

Match scores will be averaged for each level and a member's highest qualification at their highest level will funnel down to the lower levels in that division only. Example, a member makes Semi-Pro in Optic at a level 4 event will automatically be semi pro in all 4 levels in Optic only. Members are required to maintain an average within 15% of their top QT to maintain their top title. Your 3 most recent scores will create your average. We will average your scores as follows.

Level 1 - best 4 of your most recent 8

Level 2 - best 3 of your most recent 6

Level 3 - best 2 of your most recent 4

Level 4 - most recent score will stand and additional scores will create your average.

Match may recognize categories but they will not be part of the qualification system. Category Examples:

Junior - Those under 18

Senior - Those over 55

Super Senior - Those over 65

Military - ID required, Active, Guard, or Reserve

Ranking System

All members of the United Shooting Sports Leagues are ranked based on time in the league and voluntary support in all league events. Members automatically rank up each year, or period of years to the next highest rank, just for competing in League events. Members can earn additional points for assisting Clubs in the duties required to run any level of match.

Members earn 365 points a year just for being in the league and competing in events. At your 1-year anniversary you will be promoted from M1 to M2. At 2 years from M2 to M3 and so on.

Members will receive additional points for helping in all aspects of league events. Club level match directors will receive 50 points for every level 1 match they hold. Their support build and teardown crew will receive 25 points per event. Each level match there is a point jump to award support in league events accordingly. It is expected that MDs, support staff and SMs will promote faster than regular competitors creating a way to reward support and establishing a chain of command for league events and giving the newer shooters members to approach for info on league events.

To find the Rank Tables and the points required to be promoted, and the points earned for support go to www.USSLeagues.com and click on info.

UML Rules

Guiding Principle ~ “Is it safe and is it fair”

1. Safety Rules

- 1.1. It is the competitor’s responsibility to read and understand the rules and stage briefings set forth by UML and agree to be subject to these rules while participating in an event.
- 1.2. All UML-produced events are run on COLD RANGES.
- 1.3. Designated Safe Areas
 - 1.3.1. The Safe Areas will be clearly marked with signs.
 - 1.3.2. Bagging and unbagging long guns should take place in Safe Areas. It shall take place in a safe direction.
 - 1.3.3. Ammunition, loaded magazines, dummy rounds and loaded firearms shall not be handled in any Safe Area.
- 1.4. Transporting rifle, shotgun and pistol (carry from vehicle or between stages).
 - 1.4.1. Rifles and shotguns shall be pointed up or down unless cased.
 - 1.4.2. Rifles and shotguns shall be transported with actions open, detachable magazines removed/tubes unloaded, unless closed on an inserted chamber safety flag.
 - 1.4.3. Pistols carried between stages shall be cased or remain holstered. Holster does not need to remain on the belt.
- 1.5. Abandoning Firearms
 - 1.5.1. During the COF, a competitor may be required to abandon a firearm in order to transition to another. A competitor shall not engage targets with more than one gun in their hands during a COF. See 10.16
 - 1.5.2. Designated containers/locations designed to safely accommodate abandoned firearms shall be unique and pointed out to the competitor during the stage briefing.
 - 1.5.2.1. *Competitors may safely retrieve a previous safely abandoned firearm after moving to another gun if they also safely abandoned their current firearm. See rules 9.3.6, 9.4.3-9.4.5 & 10.6 for handling violations of this rule.*
 - 1.5.3. *Firearms shall be abandoned in either of the below conditions.*
 - 1.5.3.1. “Safe”
 - 1.5.3.1.1. Pistols with a manual safety shall be fully engaged to satisfy the “loaded on safe” rule, regardless of passive safeties.
 - 1.5.3.1.2. Pistols without a manual safety shall have passive safeties in operational condition to meet the safety-engaged requirement. If the pistol has no manual safety and the only manual lever is a de-cocking mechanism, it must be engaged and the hammer must be de-cocked to satisfy the safety engaged condition.
 - 1.5.3.1.3. Any rifle or shotgun with a manual safety shall be FULLY engaged to satisfy the safety-engaged rule.

- 1.5.3.2. “Empty”
 - 1.5.3.2.1. Empty chamber with no live rounds in feed tube, on lifter, or magazine.
 - 1.5.3.2.2. Spent round in the chamber, slide/bolt forward with no live rounds in the feed tube or magazine or magazine removed.
 - 1.5.3.2.3. *Re-holstering an “EMPTY” pistol as described above is allowed; however, a COF will never require the competitor to re-holster a pistol after the start signal. See rule 9.4.8 for handling “HOT” re-holstering.*

2. Range Commands and Procedures

- 2.1. “Make Ready”: The COF begins with the “Make Ready” command and ends after the “Range is clear” command.
 - 2.1.1. The SM will give the “Make Ready” command signifying the start of the COF and then direct and supervise the competitor through the process of preparing and positioning all firearms. The initial “Make Ready” command defines the start of the COF regardless of how many firearms are subsequently prepared, loaded, and/or staged following that command.
- 2.2. “Are You Ready-Standby”: After the competitor has staged all firearms to be used in the COF, the SM will accompany them to the start position. The SM shall then issue the commands “Are You Ready” followed shortly by “Standby” and the activation of the timer.
 - 2.2.1. The lack of any negative response from the competitor after being issued the “Are You Ready?” command indicates that they fully understand the requirements of the COF and are ready to proceed. If the competitor is not ready, they shall state “No” or “Not Ready”. Competitors should assume the required start position to indicate their readiness to the SM.
- 2.3. “Stop”: Any SM assigned to a stage may issue this command at any time during the COF. The competitor must immediately cease firing, stop moving, and wait for further instruction from the SM.
- 2.4. “Squib”: Any SM may call squib if they suspect a competitor’s firearm or ammunition is unsafe (e.g. a “squib” load), the SM will take whatever steps he deems necessary to return both the competitor and the range to a safe condition.
 - 2.4.1. The SM may give supplemental instruction to safely ground the suspect firearm in its appropriate container. The competitor may continue the COF using the remaining firearms. This will not be considered SM interference.
 - 2.4.2. The SM will inspect the firearm or ammunition after COF, and proceed as follows:
 - 2.4.2.1. If the SM finds evidence that confirms the suspected problem, the competitor will not be entitled to a re-shoot, but will be ordered to rectify the problem. On the competitor’s score sheet, the time will be recorded up to the last shot fired, and the COF will be scored “As Shot”, including all applicable misses and penalties.
 - 2.4.2.2. If the SM discovers that the suspected safety problem does not exist, the competitor will have the option to re-shoot the stage, or the time will be recorded up to the last shot fired, and the COF will be scored “As Shot”, including all applicable misses and penalties.
- 2.5. “If You Are Finished, Unload and Show clear”: If the competitor has finished shooting, they shall lower their firearm and present it for inspection by the SM with the muzzle pointed downrange, magazine removed or tube emptied, slide/bolt locked or held open and chamber empty. The SM will instruct and accompany the competitor to safely unload all firearms used in the COF.
 - 2.5.1. Pistols: Release the slide and pull the trigger without touching the hammer or de-cocker then holster the pistol
 - 2.5.2. Long Guns: Bolt locked back OR chamber safety flag inserted.
 - 2.5.3. Long Guns shall be carried muzzle up/down when exiting the stage.
- 2.6. “Range Is Clear”: This command shall be issued only after all firearms have been cleared by the competitor and SM. This declaration signifies the end of the COF. Once this declaration is made, officials and competitors may move downrange to score, and reset targets.
- 2.7. Default Start Position. The competitor assumes the default start position unless otherwise specified in the WSB.
 - 2.7.1. Handgun start, the competitor must stand with arms hanging naturally by the sides.
 - 2.7.2. Rifle or shotgun start, low ready.
- 2.8. The WSB read by the SM supersedes the match book or any previously posted stage information.

3. Firearms

- 3.1. All firearms used by participants must be serviceable and safe. SM’s may demand examination of a participant’s firearm or related equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by an SM, it shall be withdrawn from the event until the item is repaired to the satisfaction of the Range Master.
 - 3.1.1. Devices that increase the risk of unintentional discharge such as binary triggers are prohibited for competition.
 - 3.1.2. Fully automatic fire is prohibited unless otherwise specified by the match director.

- 3.2. Competitors may change/reconfigure firearms at any time during the event provided they all fit into their registered divisional requirements.
- 3.3. If a participant's firearm becomes unserviceable, and a firearm fitting the shooter's division cannot be found, the shooter may use any available firearm with RM approval. Division change may be required.
- 3.4. Competitors shall not change caliber or gauge during the course of a match; unsportsmanlike conduct DQ rule (10.10.3).
 - 3.4.1. A competitor who substitutes caliber/gauge, or modifies/substitutes a firearm outside of divisional requirements without the prior approval of the RM will be subject to disqualification for unsportsmanlike conduct per rule 10.10.3.
- 3.5. Handguns with stocks, braces and/or fore grips of any kind are no longer considered handguns.
- 3.6. Rifles, PCRs, and shotguns shall be fitted with a stock, enabling it to be fired from the shoulder.
- 3.7. Only 1 rifle, 1 PCR, 1 pistol, and 1 shotgun can be used on any stage in any combination.
- 3.8. Silencers may be used in any division; failure to activate the timer results in shooting for no score.

4. Holsters and Equipment

- 4.1. Handgun holsters
 - 4.1.1. Holsters must be able to safely retain the handgun during vigorous movement.
 - 4.1.2. The holster material must completely cover the trigger on all semi-automatic pistols. Revolver holsters must completely cover the trigger and the cylinder.
 - 4.1.3. Due to safety concerns, shoulder holsters and cross draw holsters are not allowed.
- 4.2. Chokes, slings, bi-pods, monopods, ammo/mag holders, and flashlights may be added, removed or changed at any time during the match, providing that they are allowed in the competitor's division.
- 4.3. Lights and lasers shall not be operated on non-designated night stages unless shooting Race, PCR Race, or 2x4. They may be attached in any division.
- 4.4. Staging shooting bags, mats, tripods etc. is **prohibited** prior to the buzzer; *violation will be penalized 30 seconds per rule 9.4.5.*

5. Ammunition

- 5.1. Tracer, incendiary, armor piercing, bi-metal, and steel jacketed or steel/tungsten core ammunition are specifically prohibited.
 - 5.1.1. Magnets are used to check this. If the bullet sticks to a magnet it is prohibited.
 - 5.1.2. Violations of rule 5.1 are assessed a \$100 fee for each steel target damaged. Fines will be made payable the day of the offense; match DQ is immediate.
- 5.2. Pistol/PCR ammunition shall be 9x19mm or larger. Maximum velocity 1600 feet per second.
- 5.3. Rifle ammunition shall be 5.45x39mm or larger (9x19mm is acceptable).
- 5.4. Pistol and rifle cartridges shall fire a single projectile only.
- 5.5. Shotgun ammunition shall be 20 gauge or larger. #6 Lead Shot or smaller. Steel and other non-lead shot such as plated rounds are a safety violation and the competitor is subject to DQ rule 10.11

6. Divisional Firearm Requirements

- 6.1. Match staff reserves the right to inspect any firearm(s) for compliance to the rules stated below. Failure to submit firearms for inspection shall result in an event DQ *per rule 10.10.6.*
- 6.2. *Unintentional violation of divisional rules that follow will result in moving the shooter to the appropriate division or application of procedural rule 9.4.7 for unsportsmanlike conduct. RM decision required to ensure competitive equity.*
- 6.3. All divisions may only use lights and or lasers on designated night stages with the exception of Race, PCR, and 2x4.
- 6.4. *For all divisions listed below competitors **will NOT change** caliber or gauge of any firearm during the event; violations will be subject to unsportsmanlike conduct DQ rule 10.10.3.*
- 6.5. *Optical site allocation: in divisions that restrict type or number of optical sites used, a competitor **will NOT change** which guns have optical sites allocated to them after the start of their match; violations will be subject to unsportsmanlike conduct DQ rule 10.10.3.*
- 6.6. **Recreational**
 - 6.6.1. *No limitation on guns, gear and accessories with exception of the following:*
 - 6.6.1.1. *The subset of rules under 3.1. for requiring safe firearms and further prohibiting the use of binary triggers and fully automatic firearms will still apply.*
 - 6.6.1.2. *Ammo restrictions under rules 5.1, 5.4 and 5.5 will still apply.*
 - 6.6.1.3. *Consideration will be made with regard to prohibiting a caliber, gauge or projectile velocity that may damage targets.*

6.6.2. *All safety related rules will apply including target engagement limitations; if reasonable to lay down targets that do not apply without interrupting match flow it is advisable to do so (ex. KD's when only a high speed rifle is available).*

6.6.2.1. *The competitor must only engage targets that are legal for the firearms in use (ex. no birdshot on paper or high speed rifle on close steel).*

6.6.3. *Coaching will be allowed for safety.*

6.6.4. *The competitor will not receive an official score after the start signal but may personally record their own time and penalties.*

6.7. **Race**

6.7.1. Pistol

6.7.1.1. No limitations on accessories.

6.7.2. Rifle

6.7.2.1. No limitations on accessories. Rifle supporting devices (i.e. bipods, etc.) may be added or removed at any time.

6.7.3. Shotgun

6.7.3.1. No limitations on accessories.

6.7.3.2. Shotgun speed loaders are allowed provided they are the new type, or modified old style with primer relief cut. Use of old style shotgun speed loaders without the primer relief cut will result in disqualification.

6.8. **Limited**

6.8.1. Pistol

6.8.1.1. Custom or factory installed electronic sights, optical sights, compensators or barrel porting are prohibited.

6.8.1.2. Magazines shall not exceed 171.25 mm OAL (overall length) for single stacks, and shall not exceed 141.25 OAL for staggered magazines.

6.8.1.2.1. Pistol Magazine failing the OAL inspection, after the competitor has completed one or more stages, will result in the shooter being bumped to Race.

6.8.2. Rifle

6.8.2.1. Limited rifles may be equipped with no more than one (1) non-magnified optical sight.

6.8.2.2. Any rifle supporting devices to include but not limited to bipods and monopods or a device that deploy legs and or supports and elevates the muzzle end of the gun are prohibited. Forward grips less than 5" long are acceptable.

6.8.2.3. Compensators are allowed in this division provided the compensator is not larger than 1 inch in diameter and 3 inches long, measured from the barrel muzzle to the end of the compensator.

6.8.3. Shotgun

6.8.3.1. Only conventional tubular magazine-fed shotguns are allowed.

6.8.3.2. Electronic or optical sights are prohibited.

6.8.3.3. Supporting devices (i.e. bipods, etc) are prohibited.

6.8.3.4. Compensators or porting on barrels are prohibited.

6.8.3.5. Shotgun speed loaders are prohibited.

6.8.3.6. Shall not start a stage with more than 9 shells in the shotgun.

6.9. **Optics**

6.9.1. Pistol

6.9.1.1. *Optic may only be slide mounted and is limited only by total count; see rule 6.9.4.*

6.9.1.2. Compensators or barrel porting are prohibited.

6.9.1.3. Magazines shall not exceed 171.25 mm OAL (overall length) for single stacks, and shall not exceed 141.25 OAL for staggered magazines.

6.9.1.3.1. Pistol Magazine failing the OAL inspection, after the competitor has completed one or more stages, will result in the shooter being bumped to Race.

6.9.2. Rifle

6.9.2.1. *Optic is limited only by total count; see rule 6.9.4.*

6.9.2.2. A magnifier may be used with an optical sight in this division without violating the one optic rule, provided:

6.9.2.2.1. The magnifier does not contain an aiming reticle.

6.9.2.2.2. The magnifier cannot be used as an aiming device by itself.

- 6.9.2.3. Any rifle supporting devices to include but not limited to bipods and/or monopods or a device that deploys legs and or supports and elevates the muzzle end of the gun are prohibited. Forward grips less than 5" long are acceptable.
- 6.9.2.4. Compensators are allowed in this division provided the compensator is not larger than 1 inch in diameter and 3 inches long, measured from the barrel muzzle to the end of the compensator.
- 6.9.3. Shotgun
 - 6.9.3.1. *Optic is limited only by total count; see rule 6.9.4.*
 - 6.9.3.2. Only conventional tubular magazine-fed shotguns are allowed.
 - 6.9.3.3. Supporting devices (i.e. bipods, etc) are prohibited.
 - 6.9.3.4. Compensators or porting on barrels are prohibited.
 - 6.9.3.5. Shotgun speed loaders are prohibited.
 - 6.9.3.6. Shall not start a stage with more than 9 shells in the shotgun.
- 6.9.4. *Optics are limited to a total of 1 magnified optic & 1 non-magnified optic for use on any of the 3 guns in the division; per rule 6.5. the optical sites must remain allocated to the same firearm(s) for the duration of the match.*
- 6.10. **Heavy Options** - Only 1 of 3 may be used at any 1 match. MD discretion, and must be posted prior to match start. Optics 308, Free Heavy, or True Heavy
 - 6.10.1. Optics 308
 - 6.10.1.1. Pistol - see Optics division rules
 - 6.10.1.2. Rifle - see Optics division rules with the following exceptions
 - 6.10.1.2.1. Rifles shall be .308 Winchester (7.62x51mm NATO) minimum.
 - 6.10.1.3. Shotgun - see Optics division rules
 - 6.10.2. Free Heavy
 - 6.10.2.1. Pistol - see Optics division rules
 - 6.10.2.1.1. Minimum caliber 40 S&W
 - 6.10.2.2. Rifle - see Optics division rules with the following exceptions
 - 6.10.2.2.1. Rifles shall be .308 Winchester (7.62x51mm NATO) minimum.
 - 6.10.2.3. Shotgun - see Optics division rules
 - 6.10.3. True Heavy
 - 6.10.3.1. Pistol - see Limited rules
 - 6.10.3.1.1. Minimum caliber 45 ACP
 - 6.10.3.1.2. Magazines shall not be loaded with more than 10 rounds
 - 6.10.3.2. Rifle - see **Limited** rules with the following exceptions
 - 6.10.3.2.1. Rifles shall be .308 Winchester (7.62x51mm NATO) minimum.
 - 6.10.3.2.2. Magazines shall not be loaded with more than 20 rounds
 - 6.10.3.3. Shotgun - see Limited rules
 - 6.10.3.3.1. Pump actions only, Semi auto prohibited
 - 6.10.3.3.2. No more than 8 rounds may be loaded into the magazine at **any** point
- 6.11. **2x4**
 - 6.11.1. Rifle, PCR, Pistol, or Shotgun option on every stage. Stage briefing will state any mandatory firearms, as well as a minimum or maximum as applicable.
 - 6.11.2. No limitations on any firearm.
 - 6.11.3. All other match rules apply including staging and abandoning firearms.
- 6.12. **PCR (Pistol Caliber Rifle) Limited**
 - 6.12.1. May be equipped with no more than one (1) non-magnified optical sight.
 - 6.12.2. Any PCR supporting devices to include but not limited to bipods and monopods or a device that deploy legs and or supports and elevates the muzzle end of the gun are prohibited. Forward grips less than 5" long are acceptable.
 - 6.12.3. Birdshot only targets such as flying clays shall not be engaged.
 - 6.12.4. Braced "pistols" such as the Sig and Shockwave may be used in this division.
- 6.13. **PCR (Pistol Caliber Rifle) Race**
 - 6.13.1. No limitations on accessories. PCR supporting devices (i.e. bipods, etc.) may be added or removed at any time.
 - 6.13.2. Birdshot only targets such as flying clays shall not be engaged.
 - 6.13.3. Braced "pistols" such as the Sig and Shockwave may be used in this division.
- 6.14. **2 Gun** - Rifle and Pistol on every stage unless otherwise noted on WSB. No shotguns.
 - 6.14.1. Rifle shall follow requirements in Optics section 6.9.
 - 6.14.2. Pistol shall follow requirements in Race section 6.7.

6.15. Ladies

- 6.15.1. To compete for the Ladies title, shooters must compete in this division. Shooters may compete in any division.
- 6.15.2. Pistol
 - 6.15.2.1. No limitations on magazines
 - 6.15.2.2. Accessories limited only by total count see 6.15.6
- 6.15.3. Rifle
 - 6.15.3.1. No limitations on magazines
 - 6.15.3.2. Accessories limited only by total count see 6.15.6
- 6.15.4. PCR
 - 6.15.4.1. No limitations on magazines.
 - 6.15.4.2. Accessories limited only by total count see 6.15.6
- 6.15.5. Shotgun
 - 6.15.5.1. Removable magazines limited to 10 rounds at the start buzzer.
 - 6.15.5.2. Accessories limited only by total count see 6.15.6
 - 6.15.5.3. Shotgun speed loaders are allowed provided they are the new type, or modified old style with primer relief cut. Use of old style shotgun speed loaders without the primer relief cut will result in disqualification
- 6.15.6. Firearm accessories are limited to a total of 1 magnified optic, 2 non-magnified optics, and 1 adjustable bipod for the entire match; *per rule 6.5. the optical sites must remain allocated to the same firearm(s) for the duration of the match.*

7. Targets

- 7.1. The MD reserves the right to use any target at any time.
- 7.2. Cardboard targets may be used and are considered impenetrable.
 - 7.2.1. The white backside of cardboard targets may be used as a penalty target.
 - 7.2.2. The MD may deem a cardboard target as penetrable in the WSB.
- 7.3. The WSB will specify target type/count and firearm(s) required for proper engagement.
- 7.4. Shooters are responsible to listen to the WSB and ask questions prior to receiving the make ready command regarding what firearms may engage which targets to avoid procedural penalties or match safety penalties including DQ.

8. Scoring & Awards

- 8.1. *Superseding current rules:*
 - 8.1.1. *WSB may supersede the current rules.*
 - 8.1.2. *8.1.2. The overall match brief may be leveraged to apply a specific exception or constraint for an entire match.*
- 8.2. *Approvals & Appeals:*
 - 8.2.1. *Any scoring issue the shooter does not agree with may be appealed to the stage SSM, and if not resolved, the RM prior to approving their scores in the PractiScore app. Scoring decisions may not be arbitrated.*
 - 8.2.2. *Competitors shall finalize their score by tapping approve on the score pad prior to the next shooter starting their stage, at which point the score may not be appealed.*
 - 8.2.2.1. *Competitors that opt not to review their score forfeit the option to request an RM review.*
 - 8.2.3. *SSM may temporarily approve in case of dispute. SSM may also mark as DNF pending RM review.*
 - 8.2.4. *Missing scores shall be reshot, or if not possible, scored as max time.*
 - 8.2.5. *Video evidence may be used at RM discretion.*
- 8.3. *Target Neutralization:*
 - 8.3.1. *Targets shall be neutralized to avoid penalties.*
 - 8.3.2. *SM's should call "hit" to indicate to the shooter a neutralized target that cannot be viewed after completion of COF. **Examples:** static steel, flashing targets, flying clays, etc.*
 - 8.3.3. *Scoring paper or cardboard targets (including penalty targets):*
 - 8.3.3.1. *Hits touching the perforations will count for the best scoring zone or penalty in case of penalty targets.*
 - 8.3.3.2. *In the case of overlapping targets, rounds either entirely or partially outside of the outer scoring perforations will then score on both targets.*
 - 8.3.3.3. *Slugs are prohibited on paper **unless otherwise stated in WSB.***
 - 8.3.3.3.1. *The WSB will also dictate scoring (i.e. 1 slug anywhere vs. traditional 1 A or 2 anywhere rule).*

8.3.4. *Examples of neutralizing cardboard or paper targets include:*

8.3.4.1. *UML Hex Cardboard:*

8.3.4.1.1. *Neutralized by one (1) hit touching or within the "center" six inch (6") hex.*

8.3.4.1.2. *Neutralized by two (2) hits touching or within the outer scoring perforations.*

8.3.4.2. *USPSA metric target and Mini target*

8.3.4.2.1. *Neutralized by one (1) hit touching or within the A or B zones.*

8.3.4.2.2. *Neutralized by two (2) hits touching or within the outer scoring perforations.*

8.3.4.2.3. *New or old style (B zone) targets are permitted. Only A zone hits count for single hit neutralization with new style that does not have a B zone.*

8.3.4.3. *IPSC classic target*

8.3.4.3.1. *Neutralized by one (1) hit touching or within the A zone.*

8.3.4.3.2. *Neutralized by two (2) hits touching or within the outer scoring perforations.*

8.3.4.4. *3GN square*

8.3.4.4.1. *Neutralized by one (1) hit touching or within the "center" eight inch (8") circle.*

8.3.4.4.2. *Neutralized by two (2) hits touching or within the outer scoring perforations of the 18"x18" square.*

8.3.5. *Steel knock down (KD) plates:*

8.3.5.1. *Hinged KD plates must fall to score.*

8.3.5.2. *Non-hinged KD plates must fall or turn 45° by gunfire as determined by the SM's to score.*

8.3.5.2.1. *The SM may yell **HIT** indicating neutralization of the target if they are certain the plate turned more than 45°.*

8.3.5.2.2. *In the event that a shot KD turns less than 45 degrees, a competitor has two alternatives:*

8.3.5.2.2.1. *The KD is shot again until it falls. In this case, no further action is required and COF is scored as shot.*

8.3.5.2.2.2. *If the KD is left standing, the competitor may challenge the SM's 45 degree call. In this case, no person shall touch or interfere with the KD or the surrounding area. If the RM determines that the target did not turn more than 45 degrees, the target is scored as missed.*

8.3.6. Long range flashing targets shall be struck with a bullet to score.

8.3.7. Static plates are struck with a bullet to score; individual stages may require multiple hits.

8.4. Calibration Challenges

8.4.1. If, during a COF, a popper does not fall when hit, a competitor has three alternatives:

8.4.1.1. The popper is shot again until it falls and no further action is required. The COF is scored "as shot".

8.4.1.2. The popper is left standing but the competitor does not challenge the calibration. In this case, no further action is required and the COF is scored "as shot", with the subject popper scored as a miss.

8.4.1.3. The popper is left standing and the competitor challenges the calibration. In this case, no person shall touch or interfere with the popper or the surrounding area. If a Match Official violates this rule, the competitor must reshoot the COF. If the competitor or any other person violates this rule, the popper will be scored as a miss and the rest of the COF will be scored "as shot". If the popper falls for any non-interference reason (e.g. wind action), before it can be calibrated, it is a range equipment failure and shall result in a reshoot.

8.4.2. In the absence of any interference, or problem with a target mechanism, a calibration officer shall conduct a calibration test of the subject popper (when required under 8.4.1.3 above), from inside the shooting area for pistol/birdshot target or 30 feet away for a rifle or shotgun slug target. The following will apply:

8.4.2.1. If the first shot by the calibration officer hits on or below the calibration zone and the popper falls, the popper is properly calibrated, and it will be scored as a miss.

8.4.2.2. If the first shot fired by the calibration officer hits the popper anywhere on its frontal surface and the popper does not fall, the calibration test has failed; the competitor shall reshoot the COF once the popper has been recalibrated.

8.4.2.3. If the first shot fired by the calibration officer hits above the calibration zone and the popper falls, the calibration test has failed; the competitor shall reshoot the COF once the popper has been recalibrated.

8.4.2.4. If the first shot fired by the calibration officer misses the popper altogether, another shot must be fired until one of the above occurs.

8.4.3. Calibration challenges for all poppers will use 9mm ammo at 120±5 power factor.

8.4.4. Authorized metal plates/KDs are not subject to calibration or challenge.

8.5. Match & Stage Scoring:

8.5.1. Each **Stage** is scored as time plus penalties.

8.5.1.1. Maximum points are assigned based on the fastest time in each division rounded down to the nearest whole second. Subsequent scores are then divided into the original time to determine the percent (%) value to assess as their score.

Example: A stage completed in 59.9 seconds would be worth 59 points and therefore that competitor would receive 100% of the points (59). If the next competitor's time is 62 seconds, it is then used in the following equation to provide their stage score of 57.0016 points: $(59.9/62)*59=57.0016$

8.5.2. Each **Match** is scored as cumulative stage points within each division.

8.5.3. All divisions will be scored separately on each stage and cumulatively for the match, regardless of participation.

8.6. Awards & Prizes:

8.6.1. Trophy count is announced during match check-in. Divisions under 5 competitors may not receive a trophy.

8.6.2. Prize table, if used, will be by division and sized according to relative participation.

8.6.2.1. If there are less than 5 people in a division, they may be assigned a random walk number not to exceed the top 5 finishers.

9. Penalties

9.1. EMG "Low" scoring penalties apply as follows:

9.1.1. 2 Second Penalty - Failure to neutralize a cardboard target (FTN). Only one hit in the C/D/outer zone.

9.1.2. 4 Second Penalty

9.1.2.1. No hits on paper (MISS).

9.1.2.2. Missed steel (under 45 yards) or clay pigeon (static or reactive).

9.1.3. 3 Second Penalty

9.1.3.1. Penalty target per hit.

9.1.3.2. KDs used as a penalty target must fall by gunfire to score.

9.1.4. 10 Second Penalty - Missed steel between 45 and 100 yards

9.1.5. 15 Second Penalty - Missed steel between 100 and 300 yards

9.1.6. 25 Second Penalty - Missed steel beyond 300 yds

9.1.7. 30 Second Penalty - Failure to spin MGM spinner target

9.2. UML Traditional scoring penalties apply as follows:

9.2.1. 5 Second Penalty

9.2.1.1. Penalty target per hit

9.2.1.2. KDs used as a penalty target must fall by gunfire to score.

9.2.1.3. FTN

9.2.2. 10 Second Penalty - Any missed target under 100 yards (paper, steel, clay pigeon)

9.2.3. 20 Second Penalty - Missed steel between 100 and 300 yards

9.2.4. 30 Second Penalty - Missed steel beyond 300 yards

9.2.5. 60 Second Penalty - Failure to spin MGM Spinner target

9.3. 5 Second Procedurals:

9.3.1. **Foot Faults:** firing a shot while any part of a competitor's body is touching the ground or while stepping on an object beyond a shooting box or a fault line.

9.3.1.1. Single penalty assigned for competitors that gain no competitive advantage.

9.3.1.2. Penalty per shot fired if a competitive advantage has been gained while faulting

9.3.1.3. **Exception:** Competitors may gain support or stability through contact with an object which is not attached to a shooting box or fault line provided they do not violate the above.

9.3.2. Failure to follow stage procedures and shooting under walls.

9.3.2.1. **Exception:** Failure to start in the correct position will result in a reshoot. Match staff will correct shooters out of position before the start signal.

9.3.3. Minimum firearms to be used on a given stage is two (2) unless otherwise noted in WSB.

9.3.3.1. Minimum target engagement for two (2) of the guns used on a given stage is 3 unless otherwise noted in the WSB (ex. 3 targets engaged with rifle, 2 targets with pistol and 3 targets with shotgun is OK)

9.3.3.1.1. One (1) procedural is issued per target less than 3 engaged.

9.3.3.2. PCR Division is the exception to this rule.

9.3.4. Taking support from firearm abandonment barrel/container or pickup table/container:

9.3.4.1. As this is a significant advantage, it will be penalized per shot fired.

9.3.4.2. Use of pick-up tables, whether via your body or a bipod, counts as taking support and will be

- penalized as described in rule 9.3.4.1.*
- 9.3.4.3. *45 degree dump boxes may be exempted from this rule.*
- 9.3.4.4. *WSB will dictate exceptions.*
- 9.3.5. Shooting a clay pigeon with anything other than birdshot unless specifically designated in the stage briefing that it may be engaged with other firearms. The competitor will also pay to replace the clay stand. However, see rule 10.18 regarding engaging a flying clay with *anything other than birdshot.*
- 9.3.6. Abandoning a safe, or completely unloaded firearm in a safe direction on a start table.
- 9.3.7. *Coaching (see definition 13.2):*
 - 9.3.7.1. *A penalty **will** be issued to individuals providing coaching.*
 - 9.3.7.2. *A penalty **may** be issued to individuals acting on coaching to ensure competitive equity.*
- 9.4. *30 Second Procedurals:*
 - 9.4.1. *Hitting any KD steel target less than 45 yards with a slug.*
 - 9.4.1.1. *If the target is damaged the competitor shall pay replacement costs.*
 - 9.4.1.2. *Not covered by this rule and subject to DQ under rule 10.21 is hitting a non-falling steel target or popper inside 45 yards.*
 - 9.4.2. Entering a forbidden area to create a competitive advantage.
 - 9.4.3. *Dropping an unloaded pistol that was shown to be completely unloaded and visually cleared by the SM during the "Make Ready" phase of the stage.*
 - 9.4.3.1. *Showing a clear pistol prior to the start signal is the responsibility of the shooter, not the SM.*
 - 9.4.3.2. *The SM will stop the shooter, retrieve the pistol to ensure it is clear, and issue a reshoot; this penalty will be applied to the reshoot.*
 - 9.4.4. *Abandoning pistols outside of intended dump containers such as large dump barrels or in the 45 degree wood dump/pickup combos outside of the intended pistol box; related DQ rule 10.6 for unsafe grounding.*
 - 9.4.5. *Abandoning a **SAFE** firearm anywhere other than in a designated area/container in a **SAFE** condition and direction; related DQ rule 10.6 for unsafe grounding.*
 - 9.4.6. *Abandoning an **UNSAFE** firearm in a **SAFE** position/direction; IE loaded without safety on, but inside an appropriate container or area; related DQ rule 10.6 for unsafe grounding.*
 - 9.4.7. Staging ammo or equipment other than the firearm as prescribed in the stage briefing.
 - 9.4.8. Unsportsmanlike conduct. This can be issued multiple times depending on the infraction and may be a DQ if required.
 - 9.4.9. Re-holstering a "**HOT**" pistol during the course of fire (*see definition 13.9 on "hot firearm"*).

10. Disqualifications

- 10.1. A Disqualification (DQ) results in a complete DQ from the event. The competitor will not be allowed to continue. The competitor will not be eligible for prizes, or entry into other divisions. Stage DQ's DO NOT APPLY to UML matches.
- 10.2. Safety violations are not subject to arbitration. Disqualifications will apply for the violations contained in section 10.
- 10.3. Disqualifications are issued by the SM or RM.
- 10.4. Negligent Discharge (*see definition 13.13 for more information*):
 - 10.4.1. *A competitor who causes a negligent discharge shall be stopped by a SM as soon as possible.*
 - 10.4.2. *A shot which strikes the ground less than 10 feet from the competitor.*
 - 10.4.2.1. *The shooter will be stopped, and their position marked as well as the impact point.*
 - 10.4.2.2. *Until a ruling is made, no one will walk the stage area where the violation occurred if it cannot be reasonably preserved for a ruling.*
 - 10.4.2.3. *If the SM determines that the bullet or shot would have struck the ground within 10 feet of the competitor had it not been deflected or stopped by a prop, the provisions of rule 10.4.2 will apply.*
 - 10.4.2.4. **Exceptions:** *Competitors will **NOT** be subject to rule 10.4.2. in the following cases:*
 - 10.4.2.4.1. *When shooting at a cardboard/paper target closer than 10 feet to the competitor.*
 - 10.4.2.4.2. *A bullet or shot which strikes the ground within 10 feet of the competitor due to a "squib".*
 - 10.4.3. A shot which occurs while loading, reloading or unloading any firearm after the "Make Ready" command and before the "Range is Clear" command.
 - 10.4.4. A shot which occurs during remedial action in the case of a malfunction.
 - 10.4.5. A shot which occurs while transferring a firearm between hands.
 - 10.4.6. A shot which occurs during movement, except while actually shooting at targets.
 - 10.4.7. **Exceptions:** *Competitors will **NOT** be subject to rule 10.4. in the following cases:*
 - 10.4.7.1. *A competitor legitimately fires a shot at a target, which hits and then travels in an unsafe direction.*
 - 10.4.7.2. *A detonation which occurs while unloading a firearm is not considered a shot or discharge and is not*

subject to DQ. However, see rule 3.1 for further guidance in the case of an unsafe firearm.

- 10.5. Dropping or losing control of a firearm, whether loaded or unloaded at any time after the “Make Ready” command and before the “Range is Clear” command. This includes any firearm, loaded or unloaded, that falls after being grounded during the COF.
 - 10.5.1. Exception: Dropping an unloaded firearm before the “Make Ready” or after the “Range is Clear” commands will not result in a disqualification, provided the firearm is empty and retrieved ONLY by an Event Official.
 - 10.5.2. Exception: A completely unloaded pistol, visually checked by the SM during the “Make Ready” falls out of the holster while navigating a COF prior to any loading process. See 9.4.2 for 30-second procedural penalty.
- 10.6. Failure to ground firearms in a designated area and or container *safely*:
 - 10.6.1. *A firearm in an UNSAFE condition abandoned anywhere other than in a designated area/container.*
 - 10.6.2. *ANY firearm grounded in an UNSAFE position/direction is a DQ (see rule 10.7 for 180 degree safety plane).*
 - 10.6.3. Exception: **SAFE** firearms accidentally grounded in a **SAFE** direction but not in the correct designated container may instead result in a 30 second procedural penalty. See 9.4.4.
- 10.7. Allowing the muzzle of a firearm to break the 180 degree safety plane at any time.
- 10.8. Having a holstered pistol with a live round in the chamber, or magazine inserted while *opting to go into* the prone position.
- 10.9. Allowing the muzzle of any firearm to point at any part of the competitor’s body (i.e. sweeping) during a COF.
 - 10.9.1. Exception: A match DQ will not apply for sweeping below the belt while drawing or re-holstering the handgun as long as the shooter’s fingers are clearly outside of the trigger guard.
- 10.10. Unsportsmanlike conduct, which includes, but is not limited to cheating:
 - 10.10.1. Intentionally altering targets prior to the target being scored to gain advantage or to avoid penalties.
 - 10.10.2. Altering or falsifying score sheets
 - 10.10.3. **Altering a firearm’s caliber/gauge. i.e. once you start the match with your “rifle” shooting .223/5.56 you cannot swap a PCR in its place shooting 9mm.**
 - 10.10.4. Altering the COF, i.e. moving props, shooting mats, or targets, etc. Unless explicitly permitted by WSB.
 - 10.10.5. Pistol and rifle cartridges must fire a single projectile only.
 - 10.10.6. Failure to submit to a inspection of any and all equipment used during a match to verify rule compliance
 - 10.10.7. Failure to submit to pre-loaded shotgun tube audits. ROs may conduct random inspections of pre-loaded shotguns to insure that a competitor has not violated divisional rules.
 - 10.10.8. Shooting buckshot at a slug target intentionally.
- 10.11. Violating provisions in section 5.0 *regarding ammunition restrictions.*
- 10.12. Violating COLD RANGE procedures such as holstering a handgun outside a safety area.
- 10.13. Any competitor found with a magazine inserted in their pistol or rifle or rounds loaded in the shotgun, while not under the direct supervision of a SM, shall be escorted to a safe area to check the loaded condition. If the magazine, tube, or chamber is found to be loaded, the competitor will be subject to DQ. Shotgun pre-loading in loading area is exempt.
- 10.14. Handling loaded magazines, live, or dummy rounds or a loaded firearm in a safe area.
- 10.15. A competitor impaired by and deemed unsafe as a result of drugs, legal or otherwise, or alcohol
- 10.16. A competitor shall not engage targets with more than one gun in their hands during a COF.
- 10.17. *Shooting a dump box, barrel, pick-up table or any other device meant to safely contain or house a firearm in or around the course of fire:*
 - 10.17.1. *Since the device is utilized to safely house a firearm, it is not a stage prop.*
 - 10.17.2. *“Shoot” means that a competitor fires a projectile (bullet, pellet or slug) and that projectile strikes the above-mentioned device; it is not necessary to penetrate the material.*
- 10.18. Engaging a flying clay with anything other than birdshot.
- 10.19. Engaging any steel with a rifle (any projectile faster than 1600 FPS) inside 45 yds
- 10.20. Engaging any steel with pistol inside 7 yds
- 10.21. Engaging non KD steel with a slug inside 45 yds
- 10.22. Engaging any steel with birdshot inside 5 yds

11. Re-shoots

- 11.1. Re-shoots may be issued by a Senior Stage Manager (SSM), Range Master, or Match Director. The competitor will be given the choice to re-shoot immediately or have their position moved to the bottom of their squad’s shooting order
- 11.2. If a stage has not been completely reset prior to the start signal or if a target falls on its own after the start signal, the SM shall stop the competitor as soon as possible. The competitor will then be required to re-shoot the COF once it has been reset.
- 11.3. If a thrown or flipped clay target breaks upon leaving the launcher, before the shooter can engage it, the shooter shall be stopped and a mandatory reshoot will be issued.

11.4. Other reshoots for range equipment failure may be issued by the SM at the time it occurs.

12. Appeals

12.1. Decisions are initially made by the SL and SM.

12.2. If the competitor disagrees with the SSM's decision the RM will be called to make the final ruling in the matter. Safety violations will not be subject to arbitration.

13. Definitions

13.1. Abandoning-- The competitor does not have physical control of the firearm and has physically moved away from the firearm or acquired another firearm and fired the subsequent firearm. Also known as dump, ground, ditch. In a trash can style dump, the firearm must be muzzle down.

13.2. Coaching--Includes, but is not limited to calling skipped targets, misses, advice on how to clear malfunctions, during a COF. SMs **may** provide assistance in **exceptional** circumstances.

13.3. COLD RANGE--Competitor's firearms shall remain unloaded at the event site except under the direct supervision of an event official.

13.4. Course of fire (COF)--Time between make ready and range is clear commands.

13.5. Detonation--Ignition of the primer of a round, other than by the action of a firing pin, where the bullet or shot does not pass completely through the barrel (e.g. when a slide is being manually retracted or when a round is dropped).

13.6. Empty firearm--one that is completely devoid of all live ammunition in the chamber and magazine area.

13.7. Engaged--To be in a position where the muzzle is in line of sight to the target in question. Shooting in the general direction of target, shooting over obstructions that targets are behind, or through see-through walls and/or barriers is prohibited.

13.8. Forbidden Area--Any area the MD decides to make off limits. This can be done for any reason, but should be clearly marked on the stage briefing. It is recommended to be easily identified on the stage itself.

13.9. Hot firearm--one that is NOT completely devoid of all live ammunition

13.10. Lady--Gender seen on government identification

13.11. Low Ready--competitor must stand, with the firearm held in both hands, stock touching shoulder, muzzle at waist level (approximately 45° angle), with finger outside trigger guard and safety on.

13.12. May--optional

13.13. Negligent Discharge--A shot which travels over a backstop, a berm, or in any other direction deemed by the event organizers as being unsafe.

13.14. OAL-- Overall length

13.15. Operational--The safety operates correctly as intended. It must not be altered or disabled in a way that while not being handled, the safety features can no longer prevent the firearm from discharging.

13.16. Passive safety--Safety that engages automatically and disables the firearm from discharging while the firearm is not being handled. "Safe Action" striker safeties or passive trigger safeties fall under this ruling.

13.17. Port arms--competitor must stand, with the firearm held in both hands, stock touching the competitor's belt at waist level, muzzle at eye level with the finger out of the trigger guard and safety on.

13.18. Stage Manager (SM)--Match official responsible for stage scoring and safety. Otherwise known as Squad Leader (SL) or Senior Stage Manager (SSM). Formerly known as CRO, RO, range officer.

13.18.1. Squad Leader - match official that remains with an assigned squad to serve as the score keeper and assistant stage manager.

13.18.2. Stage Manager - match official assigned responsibility for duties ranging from running the timer to watching for scoring and safety violations. The Stage Manager term also serves as the generalized description for match officials throughout these rules.

13.18.3. Senior Stage Manager - match official assigned a specific stage to provide clear and consistent target engagement and other definitions captured in the WSB of a given stage.

13.19. Safe direction--orientation that ensures if the firearm were to discharge no person would be injured

13.20. Safe firearm--one that has its manual safety fully engaged, regardless of ammunition status

13.21. Shall--compliance is mandatory

13.22. Should--recommended action

13.23. Will--compliance is mandatory

13.24. Written Stage Briefing (WSB) -- Stage instructions, must be available to competitors prior to shooting the stage

14. UML and its Staff reserve the right to make modifications to the rules as necessary. Suggestions or issues with the rules can be made to pete@iscopellc.com, UML website, or on the UML Facebook page.