

# Walking Dead Multi Gun 2012

Brought to you by: **Black Rain Ordnance**

Co Sponsored by T.N.V.C. & Advanced Armament Corp.

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## 1. Safety Rules

1.1 Participants are subject to event disqualification for violation of any rule or regulation in sections 1 or 2. Safety violations will not be subject to arbitration.

1.2 Walking Dead Multi Gun will be conducted on a COLD RANGE.

COLD RANGE (definition): Participants firearms will remain unloaded at the event site except under the supervision and direct command of the Match Director, Range Master, or a Range Officer.

1.3 Designated Safety Areas

1.3.1 The Safety Areas will be clearly marked with signs.

1.3.2 Unloaded firearms may be handled and/or displayed only in the Safety Areas.

1.3.3 No ammunition may be handled in any Safety Area.

1.4 Rifles (carry from vehicle or between stages)

1.4.1 Rifles must be cased, secured muzzle up or muzzle down in a stable gun cart/caddy, or carried Vertically slung with the muzzle up.

1.4.2 Rifles must be carried with actions open and detachable magazines removed.

1.5 Handguns (carry from vehicle or between stages)

1.5.1 Handguns must arrive at the range in a case and remain in the case during transport to a designated Safety Area for initial holstering. A handgun may also be holstered initially under direction and supervision of a Range Officer.

1.5.2 Handguns must be cased or remain in holster, magazine removed except in designated Safety Areas, or under the direction of Range Officer(s) on a stage.

1.5.3 Handguns must be carried with the "Hammer/Striker Down."

1.6 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 and deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

1.7 Eye protection is mandatory for participants, spectators & range personnel at the event site.

1.8 Ear protection is mandatory for participants, spectators & range personnel while on or near a course of fire.

1.9 Grounding Firearms

1.9.1 During the course requirements of a multi-gun stage, a participant may be required to ground a firearm in order to transition to another. The location and position of the grounded firearm will be specified in the written stage description. A participant shall transition firearms by safely grounding a firearm using either of the following acceptable and safe methods:

(a) Loaded, safety engaged.

(b) Unloaded. Note: For purposes of Walking Dead Multi Gun, "unloaded" means:

(i) Empty chamber and empty source (tube or magazine); or

(ii) Empty chamber and magazine completely removed.

**1.9.2 Unloading any firearm in an unsafe manner or willfully discharging any firearm while not engaging a target, or for the sole purpose of unloading any firearm, prior to grounding, will result in an event disqualification.**

**Example: Firing any rounds in any firearm, after all targets have been engaged for that particular firearm, before grounding.**

1.10 Each course of fire starts with the "Shooter Ready" command and ends after the "Range is Clear" command.

## 2. Disqualifications:

2.1 Disqualification will result in complete disqualification from the event and the participant will not be allowed to Continue with any portion of the event. Participant will not be eligible for prizes. Final decision will be with the Range Master. **Safety violations will not be subject to arbitration.**

2.2 Disqualification for Accidental Discharge: A participant who causes an accidental discharge must be stopped by a Range Officer as soon as possible. **An accidental discharge is defined as follows:**

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

2.2.2 Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will

not be disqualified.

**2.2.3** A shot which strikes the ground within 10 feet of the participant.

**(a)** Exceptions:

**(i)** a bullet, slug, or shot which strikes the ground within 10 feet of the participant due to a "squib"; or

**(ii)** an otherwise legal shot at a target closer than 10 feet to the participant.

**(b)** In the case of a shot striking a prop where the bullet, slug, or shot is deflected or does not continue to strike the ground, if the Range Officer determines that the bullet, slug, or shot would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop, then the shot shall be deemed and treated as a shot which strikes the ground within 10 feet of the participant.

**2.2.4** A shot which occurs while loading, reloading or unloading any firearm after the "Make Ready" command and/or before the "Range is Clear" command.

**(a)** Exception: a detonation, which occurs while unloading a firearm, is not considered a shot or discharge subject to an event disqualification, however, Rule 5.1 may apply.

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

**2.2.5** A shot which occurs during remedial action in the case of a malfunction.

**2.2.6** A shot which occurs while transferring a firearm between hands.

**2.2.7** A shot which occurs during movement, except while actually shooting at targets.

**2.3** Grounding a firearm in any condition not outlined in rule 1.9, including discharging a firearm while not engaging a target, will result in disqualification.

**2.4** A participant shall be disqualified for:

**2.4.1** Retrieving a firearm dropped outside a course fire, except in compliance with USPSA rules.

**2.4.2** Dropping a firearm while loading/unloading.

**2.4.3** Dropping a firearm before, during, or after transition, grounding, or anytime during the course of fire. This includes any firearm, loaded or unloaded, that falls after being grounded during the course of fire. If a competitor drops a handgun during the course of fire and the handgun is NOT part of the course of fire, the competitor will be stopped and the RO and the competitor will verify the weapon is unloaded, then re-holstered. If the handgun is unloaded, the stage will be scored as fired. If the handgun is loaded, the participant will be disqualified.

**2.4.4** Use of any ammunition prohibited or otherwise not allowed by Section 4.

**2.4.5** Engaging a steel target in an unsafe manner, such as by:

**(a)** Engaging steel targets with handgun ammunition at a range of less than 23 feet.

**(b)** Engaging steel targets with shotgun birdshot ammunition at a range of less than 16 feet.

**(c)** Engaging steel targets with shotgun slug ammunition at a range of less than 131 feet.

**(d)** Engaging steel targets with rifle ammunition at a range of less than 164 feet.

**2.5** A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 degree Safety Plane.

**2.5.1** 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.

**2.5.2** NOTE: There is no exception for going prone with a holstered loaded handgun.

**2.6** Allowing the muzzle of a firearm to point at any part of the participant's body during a course of fire (i.e. sweeping).

**2.6.1** Exception -sweeping of the lower extremities (below the belt) while drawing or re-holstering of the handgun, provided that the Competitor's fingers are clearly outside of the trigger guard.

**2.7** A participant shall be disqualified for unsportsmanlike conduct.

**2.7.1** Cheating:

**(a)** Intentionally altering targets prior to the target being scored to gain advantage or avoid a penalty.

**(b)** Altering or falsifying score sheets.

**(c)** Altering the configuration of firearms or equipment to gain advantage (see rule 5.3 & 5.4).

**(d)** A course of fire must never require or allow a participant to touch or hold a firearm loading device or ammunition after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms).

**(e)** Providing unauthorized assistance to a competitor during a course of fire will incur a procedural

**3**

penalty for that stage or disqualification, at the Match Director's discretion based on facts and circumstances of the incident. The Participant receiving unauthorized assistance will be required to re-shoot the stage.

**2.7.2** Threatening or assaulting other participants or staff personnel.

**2.7.3** Disruptive behavior in an attempt to disturb other participants while they are shooting.

**2.7.4** Willful or grossly negligent disregard of event official's instructions.

**2.8** ALL disqualifications and re-shoots will be confirmed by the Range Master or the Match Director.

### **3. Sportsmanship & Conduct**

**3.1** Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times.

Disputes will be handled by submission to the Range Master.

**3.2** Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the event site/range.

**3.3** Violation of magazine/ammunition limitations will result in the participant being placed in Open Division for the entire event. (See rules 6.2, 6.3, and 6.4).

**3.4** Every participant is expected to assist taping paper targets and resetting steel poppers and plates on a stage when her/his squad is shooting that stage. A shooter who just completed shooting or is on-deck is excused from the duty.

**3.5** If advertent contact from the Range Officer or another external influence has interfered with the competitor during a course of fire, the Range Officer may offer the participant a re-shoot of the course of fire. The participant must accept or decline the offer prior to seeing either the time or penalties from the initial attempt. However, all safety provisions may still apply.

### **4. Ammunition**

**4.1** All types of tracer, incendiary, armor piercing, or steel/Tungsten core ammunition is prohibited. Steel shot and slugs are prohibited. A magnet may be used to inspect ammunition. Steel or other bi-metal-jacketed ammo is allowed. However, at the discretion of the Match Director, any ammo which attracts a magnet may have a sample destructively tested to ensure it does not have a hardened core or penetrator.

**4.2** Pistol/revolver ammunition shall be 9x19 or larger.

**4.3** Rifle ammunition shall be .223 Remington (5.56 NATO) or larger.

**4.4** Shotgun ammunition shall be 20 gauge or larger, #4 LEAD SHOT or smaller & SLUGS ONLY.

**4.4.1** Buckshot is prohibited unless the Course of Fire specifically allows it, and a 5 second procedural is charged. Rule 2.4.5 still applies.

**4.4.2** Where allowed buckshot will be 00 buck for 12 gauge and 3 buck for 20 gauge.

**4.5 (N.A.)** Failure to meet minimum Power Factor for rifle in Tactical-Heavy Division will result in the participant being placed in Tactical Division for the entire event.

**4.6 (N.A.)** Chronograph procedures for Tactical-Heavy Division:

**4.6.1 (N.A.)** Five rifle rounds will be pulled from Tactical-Heavy Division competitors at random or if a competitor's ammunition is suspected of being underpowered.

**4.6.2 (N.A.)** One bullet will be pulled and weighed to determine actual bullet weight.

**4.6.3 (N.A.)** One or more of the bullets will be fired over the Match chronograph.

**4.6.4 (N.A.)** At least one bullet must make the required Power Factor. (See rules 6.4.2)

**4.6.5** Bullet weight multiplied by velocity divided by 1000 equals Power Factor.

### **5. Firearms**

**5.1** All firearms used by participants must be serviceable and safe. Range Officers 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 a Range Officer, it must be withdrawn from the event until the item is repaired to the satisfaction of the Match Director or Range Master.

**5.2** If a participant's firearm becomes unserviceable during competition, that participant may replace his/her firearm with another of the same model, caliber and sighting system approved by the Event Director or his designee.

**5.3** For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, stock and sighting system combination.

**5.4** The same firearm system, for each gun, per Rule 5.3, shall be used during the entire event.

**5.5** Participants will not reconfigure any firearm during the course of the entire event. (i.e. change caliber, barrel length, shotgun magazine tube length, sighting systems or stock style.) This will be considered Unsportsmanlike Conduct.

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

**5.6.1** 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 & revolvers, the hammer must be down/forward.

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

**5.6.3 (N.A.)** Shotgun: Loaded to division start capacity and held in the low ready position. Safety catch must be in the "safe" position.

**5.6.4** 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)

## **6. Firearm Divisions—Tactical / Optic, Tactical / Irons**

### **6.1 Open (If an Open Division is created)**

#### **6.1.1 Open Handgun**

- (a) No limitations on accessories (see Rules 5.3, 5.4 & 5.5)
- (b) Magazine length may not exceed 170 millimeters.

#### **6.1.2 Open Rifle**

- (a) No limitations on accessories (see Rules 5.3, 5.4 & 5.5)
- (b) Rifle supporting devices (i.e. bipods, etc.) may be added or removed during the course of the event.

#### **6.1.3 Open Shotgun**

- (a) No limitations on accessories (see Rules 5.3, 5.4 & 5.5)
- (b) Barrel length may not be changed for the duration of the event.
- (c) Magazine tube length shall not be changed for the duration of the event.
- (d) Shotgun speed loaders are allowed in Open and must feature a primer relief cut.

### **6.3 Tactical**

#### **6.3.1 Tactical Handgun**

- (a) Electronic sights, optical sights, extended sights, compensators and suppressors are prohibited.
- (b) Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines

5

#### **6.3.2 Tactical Rifle**

- (a) Not more than one (1) electronic or optical sight is permitted
- (b) 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 participant may use the magnifier in either the magnified or unmagnified mode without restriction
- (c) Supporting devices (bipods, etc.) are prohibited.
- (d) Suppressors are prohibited. Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).
- (e) Drum magazines are prohibited

#### **6.3.3 Tactical Shotgun**

- (a) Only tubular magazines are permitted.
- (b) Electronic or optical sights are prohibited
- (c) Supporting devices (bipods, etc.) are prohibited.
- (d) Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.
- (e) Speed loading devices and/or detachable box magazines are prohibited.
- (f) Not more than nine rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing

### **6.4 Tactical / Iron**

#### **6.4.1 Tactical / Iron Handgun**

- (a) Electronic sights, optical sights, extended sights, compensators or suppressors are prohibited.
- (b) Magazines length may not exceed 170mm in the case of single column magazines, and may not exceed 140mm in the case of staggered column magazines

#### **6.4.2 Tactical / Iron Rifle**

- (a) Not more than one (1) optical sight is permitted.
- (b) 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 participant may use the magnifier in either the magnified or unmagnified mode without restriction.
- (c) Supporting devices (bipods, etc.) are prohibited.
- (d) suppressors are prohibited. Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).
- (e) Magazines may be loaded with not more than thirty (30) rounds.
- (f) Minimum caliber is .223 (5.56)
- (g) (N.A.) Minimum power factor (bullet weight x velocity/1000) is 360.

#### **6.4.3 (N.A.) Tactical / Iron Shotgun**

- (a) Only tubular magazines are permitted.
- (b) Electronic or optical sights are prohibited

- (c) Supporting devices (bipods, etc.) are prohibited.
- (d) Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.
- (e) Speed loading devices are prohibited.
- (f) Not more than nine rounds total may be loaded at the beginning of any stage, unless otherwise stipulated in the stage briefing

## **7. Scoring**

### **7.1 Time and Penalties for Time-Plus Stages.**

#### **7.1.1 Zombie Targets in both Divisions:**

(a) Any Zombie target, designated as a "shoot" target must have one (1) face / head (skull and neck area as defined by line or marking) to be neutralized and to avoid a penalty. Examples of targets not incurring a penalty include: One face / head hit

(i) One face / head hit = no penalty

(iv) No hits on face / head of target but target was engaged = 10 second penalty

(c) Target Not Engaged (TNE) = 10 second penalty for not making the minimum one hit on face / head on the target plus 5 seconds, per target, for the TNE PROCEDURAL for a total penalty of 15 seconds per target added to time.

#### **7.1.5 Designated "No Shoot" targets that are hit will incur a (15) second penalty for each hit.**

7.1.6 Knock down style targets (i.e. poppers) must fall to score

7.1.7 Hanging or fixed Steel Targets, must have one hit on steel to avoid a penalty.

Steel targets with no hits = 10 second penalty per target.

Steel targets Not Engaged (TNE) = 10 second penalty for not making the minimum one hit on the target plus 5 seconds, per target, for the TNE PROCEDURAL for a total penalty of 15 seconds per target added to time.

(a) Knock down pistol targets will be calibrated with a 9mm pistol using factory ammunition.

(d) The Range Master must designate specific supplies of 9mm and 20 gauge ammunition and one or more handguns and shotguns to be used as official calibration tools to be used only by the Range Master or designated testing personnel.

(e) Designated pistol(s), shotgun(s) and the test/calibration ammunition are not subject to challenge by competitors.

(f) If a knock-down target fails to fall when hit by a calibration shot, a re-shoot is required.

7.1.7 Failure to engage a frangible, knock down, fixed or swinging style steel target will result in a 15-second penalty. (10 seconds for not making the hit and 5 seconds TNE.)

7.1.8 Engaging a frangible, knock-down, swinging style, or other reactive target but not breaking it (one BB hole is a break), knocking it down, or causing the target to react will result in a 10 second penalty per target for targets inside of 100 yards.

Additional penalties for a miss on fixed, knock down or swinging style steel targets at distances over 100 yards.

a miss on fixed, knock down or swinging style steel targets at distances over 100 yards will result in a 10 second penalty.

Steel targets Not Engaged (TNE) at 100 yards or greater = 10 second penalty for not making the minimum one hit on the target plus 10 seconds, per target, for the TNE PROCEDURAL for a total penalty of 20 seconds per target at 100 yards or greater added to time.

A Range Officer may call hits as required or allowed by the written stage description, provided that such calls are provided to all competitors.

7.1.9 Procedural penalties, 5 seconds per shot, may be assessed for failing to follow the stage directions as written in the stage description.

7.1.10 Procedural penalties, 5 seconds, may be assessed for failing to follow stage procedures.

7.1.11 Stage Not Fired (SNF) penalty, 500 seconds per stage not fired.

7.1.12 Maximum time for any stage (including target penalties) is 500 seconds.

7.1.13 The time limit for completing any stage in the Walking Dead Multi Gun is 180 seconds unless otherwise stated in the stage briefing. A participant exceeding the time limit will be stopped by an Event Official and the stage will be scored as shot with all applicable miss and TNE penalties. No hits will be scored on shots fired past the time limit. Time will be recorded on the last shot fired with no time recorded greater than the time limit.

7.1.14 Unless otherwise specified in the written stage description, a competitor's raw time begins with the audible start signal and ends with the last shot fired.

### **7.2 Fixed Time Stages.**

7.2.1 A written stage description may specify fixed time scoring instead of time-plus scoring. The written stage description of a fixed time course of fire will specify:

(a) the points that a competitor will earn for designated hits on each of the targets in the course of fire;

(b) the fixed time allowed for the competitor to engage the targets in the course of fire;

(c) the penalty points that will be imposed for each overtime shot, which penalty will equal or exceed the maximum point value that may be earned for engaging a target in the course of fire; and

(d) all other penalties applicable to the course of fire.

**7.2.2** A shot (or shots) fired more than 0.30 seconds over the fixed time will be considered overtime. For example, if the fixed time is 25.00 seconds, a shot (or shots) at 25.31 seconds or more would be considered overtime. If an overtime shot results in extra hit on a target, only the specified number of hits may be scored. If the overtime shot causes a reactive target to react or a frangible target to break, the hit will not earn the points specified for the target.

The lowest match score wins for each applicable division or category, and the remaining competitors within the division or category shall be ranked according to increasing match scores

(a) A designated rifle target must have one (1) hit in the Face / Head to avoid penalty. Target engaged with no hits is a 10 second penalty

(b) A designated pistol target must have either one (1) hit in the Face / Head to avoid penalty.

(a) Target engaged with no hits is a 10 second penalty.

**7.5.4** Target Not Engaged (TNE) penalty is the same as for IPSC targets.

**Bonus stage:** If a bonus stage or bonus portion of a stage is completed without penalty as described in the stage briefing the value of the bonus shall be deducted from that shooters overall match time.

## **8. Arbitration**

**8.3** Safety violations will not be subject to arbitration.

**8.4** No video or audio recordings will be considered by the arbitration panel.

## **9. Awards for Status-Based Categories**

**9.1** Based on participation in each category, the Match Director has the discretion to present awards for the following categories:

**9.1.1** Overall Match Winner (which award may be in addition to or in lieu of an award to the competitor within the applicable division)

**9.1.2** Lady

**9.1.6** Military personnel on current active duty orders.

**9.1.7** Full-time law enforcement officers with arrest powers.

**9.2** Awards for the individual categories allowed by Section 9.1 will be at the discretion of the Match Director.