

Pemi 3-Gun – 2017 Rules

Based on the Superstition Mountain Mystery 3-Gun / International Multi-Gun Association (IMA) Rules

1. General Conduct & Dispute Resolution

- 1.1. Eye protection is mandatory for participants, spectators & officials at the event site.
- 1.2. Ear protection is mandatory for participants, spectators & officials while 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 leave the event site.
- 1.4. Clothing with any offensive images or wording will not be worn or displayed while at the event site.
- 1.5. Participants may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, and the participant will not be allowed to continue nor be eligible for prizes.
- 1.6. Participants and spectators are expected to conduct themselves in a courteous and sportsman-like manner at all times. Any person who violates this rule may be ejected from the event site at the Range Master's discretion. A participant shall be disqualified for unsportsmanlike conduct, including (but not limited to) cheating, making threats, assault, disruptive or distracting behavior, and willful disregard of Event Official instructions.
- 1.7. All disqualifications and reshoots are subject to approval by the Range Master.
- 1.8. Participants must compete for score according to the published match and squadding schedule
 - 1.8.1. A participant who is not present at the scheduled time and date for a stage may not attempt that stage without the written approval of the Range Master, and the provisions of rule 6.1.15 will apply.
 - 1.8.2. The challenge of practical shooting includes adapting to prevailing conditions. Participants will not be permitted to defer due to lighting or weather conditions, except when the Range Master determines that a stage attempt would (i) start outside the published hours for sunrise- to-sunset, or (ii) put participant or Event Official safety in immediate jeopardy.
- 1.9. Any aspect not expressly covered in this document will be resolved with a ruling by the Match Director in consultation with the Range Master, making reference to the norms and precedents of 2014 USPSA Multi-Gun rules as they deem appropriate. Any ruling by the Match Director will be final, and will serve as a precedent for the duration of the event. If rules overlap, fully or partially, the IMA rules will take precedence.
 - 1.9.1. The following USPSA rule sections and their subsections specifically do not apply: 1.1.4; 4.2.5; 4.5.2; 6.3; 8.3.9.1; 9.2; 9.4.25; 9.10.1; 10.2.9; 10.2.14; 11; Appendix A; Appendix E; Appendix F; Appendix G.
- 1.10. To have a matter arbitrated, a participant may obtain an Arbitration Request Form from the Range Master. The completed Arbitration Request Form and the arbitration fee (US\$100 cash) must be submitted to the Match Director within one hour of the time noted on the score sheet.
 - 1.10.1. The Match Director will review the evidence, hear testimony, take counsel and issue a ruling before the end of the event.
 - 1.10.2. If the arbitration is approved, the arbitration fee will be refunded. If the arbitration is disapproved, the arbitration fee will be forfeited.
 - 1.10.3. Safety violations are not subject to arbitration.

2. Safety

- 2.1. All events will be run on cold ranges.
 - 2.1.1. Participants' firearms must remain unloaded at the event site except 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. No firearm may be loaded in a safety area.
 - 2.2.2. No ammunition (including dummy ammunition, snap caps or ammunition feeding devices) 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 and with the magazine removed.
 - 2.3.2. Rifles and shotguns must be cased, or secured muzzle up or down in a stable gun cart/caddy, or carried with the muzzle up or down. Actions must be open and detachable magazines removed. The use of high-visibility empty chamber indicator is recommended as a courtesy to other event participants.

- 2.4. Preloading shotguns with fixed tube magazines may only be done at the designated pre-loading area and under the direction of a match official. Preloaded shotguns shall be placed in a designated safety area and remain there until it is to be used immediately on the stage.
 - 2.4.1. "Preload" is defined as loading the fixed-tube magazine of a shotgun with live ammunition while keeping the firearm safety on and the bolt closed on an empty chamber.
 - 2.4.2. Preloading Areas are not Safety Areas. Only the shotgun to be preloaded is allowed to be handled at the preloading area
- 2.5. A participant who commits a safety violation will be stopped by an Event Official as soon as possible, and shall be disqualified. Examples of safety violations include:
 - 2.5.1. Performing any act proscribed under sections 10.4 or 10.5 of 2014 USPSA Multi-Gun rules.
 - 2.5.2. Possession of any prohibited ammunition as defined in Section 3.
 - 2.5.3. Unsafe abandonment of any firearm. Firearms may only be abandoned as stipulated in the stage briefing and in one of the following safe conditions:
 - 2.5.3.1. Rifle/shotgun loaded with safety-selector fully in the "safe" position. Handgun in the start condition prescribed in rules 4.5.1.1 - 4.5.1.4. Muzzle pointed in the designated safe direction (i.e. pointing down into the receptacle).
 - 2.5.3.2. Completely unloaded (no live ammunition anywhere inside the firearm), muzzle pointed in the designated safe direction (i.e. pointing down into the receptacle).
 - 2.5.4. Unloading any firearm in an unsafe manner.
 - 2.5.5. Firing a shot while not legitimately engaging a target.
 - 2.5.6. Using a tube-type shotgun speed-loading device without a primer relief cut.
 - 2.5.7. Pointing a firearm, whether loaded or unloaded, 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.
- 3.2. Rifle ammunition shall be .223 Remington (5.56x45mm NATO) or larger, unless otherwise stipulated under equipment division rules.
- 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 #6 birdshot, and be made from lead or bismuth only. Iron/steel/tungsten birdshot is unsafe and prohibited.
 - 3.3.2. Buckshot must be 00-buck shot size in the case of 12ga, or #3-buck shot size in the case of 20ga, and be made from lead or bismuth only.
- 3.4. Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten/penetrator core projectiles is unsafe and prohibited.
- 3.5. A chronograph may be used by Event Officials to verify compliance with Heavy Metal division power factor requirements. Participants may be selected for testing on any basis approved by the Match Director. The chronograph procedure is as follows:
 - 3.5.1. An Event Official will collect five (5) rifle rounds and five (5) handgun rounds from the participant.
 - 3.5.2. One (1) of the rifle bullets and one (1) of the handgun bullets will be pulled and weighed to determine actual bullet weight.
 - 3.5.3. Up to four (4) of the rifle rounds and up to four (4) of the handgun rounds will be fired by an Event Official over the official chronograph.
 - 3.5.4. Power factor will be calculated according to the equation: $PF = \text{Bullet Weight (grains)} \times \text{Velocity (fps)} / 1000$.
 - 3.5.5. At least one (1) of the rifle rounds and at least one (1) of the handgun rounds must make the required power factor.

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 incur a 30 second time penalty per occurrence.
- 4.3. Participants must use the same firearms (handgun, rifle and shotgun) for the entire event.
- 4.4. Participants generally may not reconfigure or modify any firearm during the course of the event, except as stipulated in the applicable equipment division rules.
 - 4.4.1. If a participant's firearm becomes unserviceable, that participant may repair their firearm with directly equivalent replacement parts. If replacement parts result in a significant change to the firearm configuration, then the repair must be approved by the Range Master.
 - 4.4.2. Installing or removing minor accessories (e.g. slings, scope covers) is generally permissible; the Range Master will be the final arbiter of whether a particular accessory is "minor".
- 4.5. Unless otherwise stipulated in the stage briefing, the participant's equipment will start the stage in the following conditions:
 - 4.5.1. Handgun loaded to division start capacity and holstered as follows:
 - 4.5.1.1. Single-action auto must have a manual safety catch set to the "safe" position.
 - 4.5.1.2. Double-action auto must be decocked.
 - 4.5.1.3. Safe-action auto must have fully functional passive safeties.
 - 4.5.1.4. Revolver must have the hammer down.
 - 4.5.2. Rifle loaded to division start capacity and held in the low ready position (i.e. oriented with sights uppermost, buttstock in strong-side shoulder, hands in normal firing hold with finger outside trigger guard, muzzle at belt level), safety catch set to the "safe" position.
 - 4.5.3. Shotgun loaded to division start capacity and held in the low ready position (i.e. oriented with sights uppermost, buttstock in strong-side shoulder, hands in normal firing hold with finger outside trigger guard, muzzle at belt level), safety catch set to the "safe" position.
 - 4.5.4. The participant 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).
 - 4.5.5. All equipment must start the stage secured on the participant's person or firearms (i.e. equipment may not be otherwise pre-positioned on the stage). Belts, holsters, ammunition carriers and other equipment worn or carried by the participant may be changed, repositioned or reconfigured between stages.

5. Equipment Divisions

- 5.1. Participants will declare one equipment division at the beginning of the event.
 - 5.1.1. Equipment divisions are: Open, Stealth, Tactical, Limited and Heavy Metal.
 - 5.1.2. Failure to meet all of the equipment and ammunition requirements for the declared division shall result in the participant being placed into Open division. If the requirements of Open division are not met, the participant's scores will be excluded from the final event results.
- 5.2. **Open Division**
 - 5.2.1. Handgun
 - 5.2.1.1. The handgun holster must safely retain the handgun during vigorous movement, and must completely cover the trigger. The belt upon which the holster is attached must be worn at waist level. Shoulder holsters and cross draw holsters are prohibited.
 - 5.2.2. Rifle
 - 5.2.2.1. Supporting devices (bipods etc.) may start any stage installed or removed, folded or deployed at the participant's discretion.
 - 5.2.3. Shotgun
 - 5.2.3.1. Tubular speed loading devices must feature a primer relief cut.
 - 5.2.3.2. Supporting devices (bipods etc.) may start any stage installed or removed, folded or deployed at the participant's discretion.

5.3. Stealth Division

5.3.1. Handgun

5.3.1.1. The handgun holster must safely retain the handgun during vigorous movement. A semiautomatic pistol holster must completely cover the trigger, and must cover the slide up to 1/2" below the ejection port. A revolver holster must completely cover the trigger and the cylinder. The belt upon which the holster is attached must be worn at waist level. Shoulder holsters, cross draw holsters and "race" holsters are prohibited.

5.3.1.2. The handgun in its ready condition, with magazine inserted and all accessories attached, must fit wholly within a box with internal dimensions of 8.938" x 6.938" x 1.938" (tolerance +0.0625", - 0"). Measurement will be made with the slide parallel to the longest axis of the box. All magazines must comply.

5.3.2. Rifle

5.3.2.1. Maximum magazine capacity is thirty-one (31) rounds, and no magazine may be loaded with more than thirty (30) rounds at the start signal. Compliant magazines may be coupled together provided such coupling does not increase the capacity of any magazine.

5.3.2.2. Supporting devices (bipods etc.), if used, must be installed in the same location for every stage of the event, but may start any stage folded or deployed at the participant's discretion.

5.3.3. Shotgun

5.3.3.1. Only a tubular magazine is permitted, and its length may not exceed 23.5" measured from the front of the receiver. Speed loading devices are prohibited.

5.3.3.2. Supporting devices (bipods, etc.) are prohibited.

5.4. Tactical Division

5.4.1. Handgun

5.4.1.1. The handgun holster must safely retain the handgun during vigorous movement. A semiautomatic pistol holster must completely cover the trigger, and must cover the slide up to 1/2" below the ejection port. A revolver holster must completely cover the trigger and the cylinder. The belt upon which the holster is attached must be worn at waist level. Shoulder holsters, cross draw holsters and "race" holsters are prohibited.

5.4.1.2. Electronic sights, optical sights, extended sights, compensators, muzzle brakes or barrel porting are prohibited.

5.4.1.3. Magazine length may not exceed 5.561" (141.25mm).

5.4.2. Rifle

5.4.2.1. Not more than one (1) electronic or optical sight is permitted. Any number of iron sights may be used

5.4.2.2. 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.

5.4.2.3. Supporting devices (bipods, etc.) are prohibited.

5.4.2.4. 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). Sound suppressors are not considered to be compensators or muzzle brakes.

5.4.3. Shotgun

5.4.3.1. Only a tubular magazine is permitted. Speed loading devices are prohibited.

5.4.3.2. Electronic sights and optical sights are prohibited.

5.4.3.3. Supporting devices (bipods, etc.) are prohibited.

5.4.3.4. Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.

5.4.3.5. Not more than nine (9) rounds total may be loaded at the start signal, unless otherwise stipulated in the stage briefing.

5.5. Limited Division

5.5.1. Handgun

- 5.5.1.1. The handgun holster must safely retain the handgun during vigorous movement. A semiautomatic pistol holster must completely cover the trigger, and must cover the slide up to 1/2" below the ejection port. A revolver holster must completely cover the trigger and the cylinder. The belt upon which the holster is attached must be worn at waist level. Shoulder holsters, cross draw holsters and "race" holsters are prohibited.
- 5.5.1.2. Electronic sights, optical sights, extended sights, compensators, muzzle brakes or barrel porting are prohibited.
- 5.5.1.3. Magazine length may not exceed 5.561" (141.25mm).

5.5.2. Rifle

- 5.5.2.1. Not more than one (1) non-magnified electronic or optical sight is permitted. Electronic or optical sights originally designed to be capable of any magnification (whether used or not) are prohibited. Any number of iron sights may be used.
- 5.5.2.2. Supporting devices (bipods, etc.) are prohibited.
- 5.5.2.3. 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). Sound suppressors are not considered to be compensators or muzzle brakes.

5.5.3. Shotgun

- 5.5.3.1. Only a tubular magazine is permitted. Speed loading devices are prohibited.
- 5.5.3.2. Electronic sights and optical sights are prohibited.
- 5.5.3.3. Supporting devices (bipods, etc.) are prohibited.
- 5.5.3.4. Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.
- 5.5.3.5. Not more than nine (9) rounds total may be loaded at the start signal, unless otherwise stipulated in the stage briefing.

5.6. Heavy Metal Division

5.6.1. Handgun

- 5.6.1.1. The handgun holster must safely retain the handgun during vigorous movement. A semiautomatic pistol holster must completely cover the trigger, and must cover the slide up to 1/2" below the ejection port. A revolver holster must completely cover the trigger and the cylinder. The belt upon which the holster is attached must be worn at waist level. Shoulder holsters, cross draw holsters and "race" holsters are prohibited.
- 5.6.1.2. Electronic sights, optical sights, extended sights, compensators, muzzle brakes or barrel porting are prohibited.
- 5.6.1.3. Magazines may be loaded with not more than ten (10) rounds at the start signal.
- 5.6.1.4. Minimum caliber is .44".
- 5.6.1.5. Minimum power factor (bullet weight x velocity/1000) is 165.

5.6.2. Rifle

- 5.6.2.1. Not more than one (1) electronic or optical sight is permitted. The choice of sighting system (non-magnified vs. magnified) will determine the number of rounds that may be loaded in all magazines at start (see rule 5.6.2.4). Any number of iron sights may be used.
- 5.6.2.2. Supporting devices (bipods, etc.) are prohibited.
- 5.6.2.3. 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). Sound suppressors are not considered to be compensators or muzzle brakes.
- 5.6.2.4. In the case of a rifle fitted with a non-magnified optical sight and/or iron sights only, magazines may be loaded with not more than thirty (30) rounds at the start signal. In the case of a rifle fitted with a magnified optical sight, magazines may be loaded with not more than twenty (20) rounds at the start signal.
- 5.6.2.5. Minimum caliber is .30".

- 5.6.2.6. Minimum power factor (bullet weight x velocity/1000) is 360.
- 5.6.3. Shotgun
 - 5.6.3.1. Action type may be semi-automatic or pump-action. The choice of action type will determine the number of rounds that may be loaded at start (see rule 5.6.3.6).
 - 5.6.3.2. Only a tubular magazine is permitted. Speed loading devices are prohibited.
 - 5.6.3.3. Electronic sights and optical sights are prohibited.
 - 5.6.3.4. Supporting devices (bipods, etc.) are prohibited.
 - 5.6.3.5. Barrel devices designed/intended to reduce recoil or muzzle movement (e.g. compensators, barrel porting) are prohibited.
 - 5.6.3.6. In the case of a semi-automatic shotgun, not more than nine (9) rounds total may be loaded at the start signal, unless otherwise stipulated in the stage briefing. In the case of a pump-action shotgun, not more than twelve (12) rounds total may be loaded at the start signal, unless otherwise stipulated in the stage briefing.
 - 5.6.3.7. Minimum bore size is 12 gauge.

6. Scoring & Penalties

- 6.1. Stage time will be based on time to complete the stage plus applicable 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 only = 5 second penalty (Failure To Neutralize).
 - 6.1.2.2. No hits on target, but target was engaged = 10 second penalty (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. IDPA cardboard "shoot" targets may be substituted for IPSC cardboard "shoot" targets at the Match Director's discretion. Examples of neutralized targets include:
 - 6.1.3.1. One (1) hit in the upper down zero (-0) or down one (-1) zone.
 - 6.1.3.2. One (1) hit in the lower down zero (-0) zone.
 - 6.1.3.3. Two (2) hits anywhere in the scoring area, including the down three (-3) zone.
 - 6.1.4. IDPA cardboard "shoot" targets that are not neutralized will incur time penalties as follows:
 - 6.1.4.1. One (1) hit in the down three (-3) or down five (-5) zone = 5 second penalty (Failure To Neutralize).
 - 6.1.4.2. No hits on target, but target was engaged = 10 second penalty (Un-hit Target).
 - 6.1.4.3. No hits on target, and target was not engaged = 15 second penalty (Target Not Engaged).
 - 6.1.5. 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.
 - 6.1.6. 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 may call hits.
 - 6.1.7. Knock-down/swinging/flashing targets that do not fall/react will incur time penalties as follows:
 - 6.1.7.1. Target did not fall/react, but target was engaged = 10 second penalty (Un-hit Target).
 - 6.1.7.2. Target did not fall/react, and target was not engaged = 15 second penalty (Target Not Engaged).
 - 6.1.8. Knock-down handgun and shotgun targets will be calibrated before the event begins.
 - 6.1.8.1. Handgun targets will be calibrated with a 9mm handgun using factory ammunition.
 - 6.1.8.2. Shotgun and optional handgun/shotgun targets will be calibrated with a 12 gauge shotgun, barrel length not to exceed 22" and choke not tighter than IC, using factory birdshot or buckshot ammunition as appropriate.
 - 6.1.8.3. The Range Master will designate specific supplies of 9mm and 12 gauge ammunition, and one or more handguns and shotguns, to be used as official calibration tools only by the Range Master or

designated testing personnel. Designated calibration firearms and ammunition are not subject to challenge.

6.1.8.4. Handgun and shotgun knock-down targets may be subject to participant challenge.

6.1.8.5. Rifle reactive targets are not subject to participant challenge, but may be adjusted or tested at the Range Master's discretion.

6.1.8.6. Calibration may be performed from anywhere within the designated shooting area at the Range Master's discretion.

6.1.9. Frangible targets (e.g. clay pigeons) must break by gunfire to score. A target with penetration by at least one pellet and showing light through a visible hole is considered "broken".

6.1.9.1. A moving frangible target that breaks on activation will count for score provided the participant makes a bona fide attempt to hit it by safely firing a dedicated shot in the direction of the target.

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

6.1.10.1. Target did not break, but target was engaged = 10 second penalty (Un-hit Target).

6.1.10.2. Target did not break, and target was not engaged = 15 second penalty (Target Not Engaged).

6.1.11. Disappearing targets may only be engaged after their appearance and before their disappearance.

6.1.12. Scoring hits on designated "No Shoot" targets will incur a 5 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.

6.1.13. Failure to follow procedures prescribed in the stage briefing will result in a 5 second penalty.

6.1.13.1. If a competitive advantage is deemed to have been gained, procedural penalties may be applied on a "per shot" basis.

6.1.13.2. Enhanced procedural penalties may be applied at the Range Master's discretion if a participant willfully and egregiously violates stage procedures.

6.1.13.3. 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 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 1.5 and/or 1.6.

6.1.14. A participant may abandon a firearm in order to use another firearm, in accordance with the stage briefing, with the following constraints:

6.1.14.1. Abandonment is performed safely in accordance with rule 2.5.3.

6.1.14.2. During abandonment of one firearm, the participant may handle another firearm providing all safety aspects are followed. Neither firearm may be fired while the participant has both in hand (violation will incur penalties per rule 6.1.11.1).

6.1.14.3. Unless otherwise stipulated in the stage briefing, once a firearm has been abandoned and the next firearm withdrawn from its staging location, the first firearm may not be retrieved/reused (violation will incur penalties per rule 6.1.11.1).

6.1.15. The stage briefing may stipulate a shooting area sequence. During such a stage, once a participant begins shooting from a shooting area, they may not return to any previous shooting area (violation will incur penalties per rule 6.1.11.1).

6.1.16. Additional penalties may be applied as stipulated in the stage briefing.

6.1.17. Stage Not Fired (SNF) penalty is 500 seconds per stage not fired.

6.1.18. A time limit for completing any stage may be imposed 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 the time to the last shot and all applicable miss and TNE penalties.

6.2. Stage Points

6.2.1. Stage points will be calculated separately for each equipment division.

6.2.2. Stage points will be awarded to participants according to their stage time relative to the fastest time on that stage, using the equation $STAGE_POINTS = (FASTEST_TIME \div PARTICIPANT_TIME) \times 100$.

6.2.3. Total points accumulated for all stages will determine the event placement by division.

6.2.4. Highest score wins.

7. Awards

- 7.1. One or more of the following individual participant categories may be recognized at the discretion of the Match Director:
 - 7.1.1. Lady: Participants who were of the female gender at birth.
 - 7.1.2. Junior: Participants who were under the age of 18 years on the first day of the event.
 - 7.1.3. Senior: Participants who were over the age of 55 years on the first day of the event.
 - 7.1.4. Super Senior: Participants who were over the age of 65 years on the first day of the event. Super Seniors may enter Senior category only if Super Senior is not being recognized.
 - 7.1.5. Military: Current or honorably retired military personnel.
 - 7.1.6. Law: Current or retired full-time law enforcement officers with arrest powers.

For any questions, please visit <https://pemi3gun.com/> or contact info@pemi3gun.com