



Rio Salado Belt Fed Machine Gun Match Rules

Courtesy of IMA/SMM3G
Effective July 12th, 2011

1. Safety Rules

- 1.1** Participants are subject to match disqualification for violation of any rule in Sections 1 or 2. Disqualification will result in complete disqualification from the match, and the participant will not be allowed to continue, nor be eligible for prizes. The final decision on all matters will be made by the Match Director, but safety violations will not be subject to appeal.
- 1.2** All Rio Salado Full-Auto Division matches will be run on cold ranges.
 - 1.2.1 Cold range (definition): Participants firearms will remain unloaded at the match site except under the direction of a match official. Unloaded means no ammunition or ammunition feed device (magazine) in the firearm.
 - 1.2.2 Range commands will be as follows:
 - 1.2.2.1 Closed Bolt firearms: "Make Ready" – "Are You Ready?" – "Standby" – "If You Are Finished, Unload and Show Clear" – "If Clear, Hammer Down, Muzzle Up" – "Case Firearm" – "Range Is Clear". Bolt may be locked open before casing.
 - 1.2.2.2 Open Bolt firearms: "Make Ready" – "Are You Ready?" – "Standby" – "If You Are Finished, Unload and Show Clear" – "If Clear, Bolt Forward, Muzzle Up" – "Case Firearm" – "Range Is Clear". Bolt must remain closed.
- 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 (including dummy ammunition or snap caps) may be handled in the Safety Area.
- 1.4** Firearms Handling & Transportation (carry from vehicle or between stages)
 - 1.4.1 All firearms must be cased at all times except under the direction of a match official or in a Safety Area.
 - 1.4.2 Holstered handguns may not be carried.
- 1.5** No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the match 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 match site.
- 1.6** Eye protection is mandatory for participants, spectators & range personnel at the match site.
- 1.7** Ear protection is mandatory for participants, spectators & range personnel while on or near a course of fire.
- 1.8** Participants who have not previously completed a Rio Salado Full-Auto Division match may only shoot under the direct supervision of the Match Director or his designee.

2. Disqualifications

- 2.1** A participant who causes an accidental discharge must be stopped by a match official as soon as possible, and shall be disqualified. An accidental discharge is defined as follows:
 - 2.1.1 A shot which travels over a backstop, berm or in any other direction deemed by the Match Director to be unsafe. Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.
 - 2.1.2 A shot which strikes the ground within 10 feet of the participant, except when shooting at a target closer than 10 feet to the participant.
 - 2.1.2.1 Exception - a bullet which strikes the ground within 10 feet of the participant due to a "squib".
 - 2.1.2.2 In the case of a shot striking a prop where the bullet is deflected or does not continue to strike the ground, if the match official determines that the bullet would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop, the provisions of 2.1.2 shall apply.
 - 2.1.3 A shot which occurs while loading, reloading or unloading any firearm after the "Make Ready" command and before the "Range Is Clear" command.
 - 2.1.3.1 Exception - a detonation, which occurs while unloading a firearm, is not considered a shot or discharge subject to a match disqualification. Detonation (definition): Ignition of the primer of a round, other than by action of a firing pin, where the bullet does not pass through the barrel (e.g. when a bolt is being manually retracted, when a round is dropped etc.).
 - 2.1.4 A shot which occurs during remedial action in the case of a malfunction.
 - 2.1.5 A shot which occurs while transferring a firearm between hands.
 - 2.1.6 A shot which occurs during movement, except while actually shooting at targets.
- 2.2** A participant who drops a firearm, whether loaded or unloaded, at any time after the "Make Ready" command and before the "Range Is Clear" command shall be disqualified.
 - 2.2.1 A firearm that is dropped before the "Make Ready" command or after the "Range Is Clear" command will not result in disqualification, provided the firearm is retrieved and cased by a match official. Any participant retrieving a dropped firearm will be disqualified for unsafe gun handling.
- 2.3** A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 degree Safety Plane.
- 2.4** A participant shall be disqualified for unsportsmanlike conduct, including but not limited to:
 - 2.4.1 Cheating:
 - 2.4.1.1 Intentionally altering targets prior to the target being scored to gain advantage or avoid a penalty.
 - 2.4.1.2 Altering or falsifying score sheets.
 - 2.4.1.3 Altering the configuration of firearms or equipment without permission of the Match Director.
 - 2.4.1.4 Altering the stage layout or construction.
 - 2.4.2 Threatening or assaulting other participants or range personnel.
 - 2.4.3 Disruptive behavior in an attempt to disturb other participants while they are shooting.
- 2.5** A participant shall be disqualified for engaging a steel target in an unsafe manner, such as by:
 - 2.5.1 Using ammunition that violates Section 4
 - 2.5.2 Engaging steel targets with rifle caliber ammunition at a range of less than 164 feet.
- 2.6** All disqualifications and re-shoots must be approved by the Match Director.

3. Conduct & Dispute Resolution

- 3.1 Participants and spectators are expected to conduct themselves in a courteous and sportsmanlike manner at all times. Any person, participant or spectator, who violates this rule, will be asked to leave the match site.
- 3.2 Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the match site.
- 3.3 Any rule not explicitly covered by this document will be resolved by the Match Director, who may make reference to the applicable section of the current USPSA rule book in reaching his decision. Decisions by the Match Director on any dispute will be final.

4. Ammunition

- 4.1 Ammunition must be safe. Any ammunition that, in the opinion of the Match Director, is unsafe must be withdrawn from the match.
- 4.2 Multiple-projectile, tracer, incendiary, armor piercing, steel jacketed or steel/tungsten core ammunition are unsafe and prohibited.
- 4.3 Minimum recommended caliber for belt-fed matches is 5.56mmNATO. Less powerful ammunition may be used but may not have enough power to activate some targets. Targets that fail to activate due to underpowered ammunition will not be subject to challenge.
- 4.4 Fired cartridge cases ("brass") and disintegrating belt links must be recovered by participants immediately after shooting each stage. If the Match Director designates a match a "lost brass event", participants may not recover fired cartridge cases or disintegrating belt links at any time.

5. Firearms

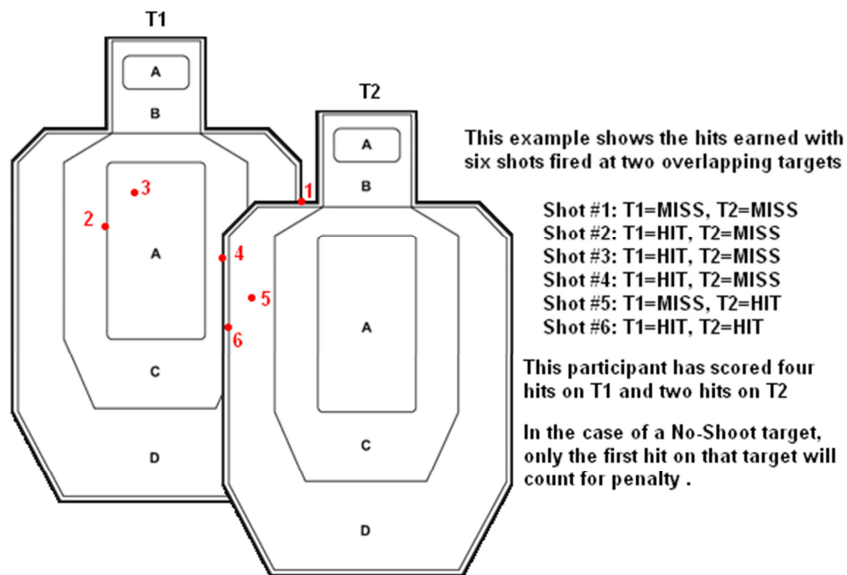
- 5.1 All full-auto firearms must be legally possessed under the terms of the 1934 National Firearms Act. Participants should have copies of their registration documents (e.g. BATFE Form 4) in their possession while at the match site.
- 5.2 All firearms used by participants must be serviceable and safe. Match officials 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 match official, it must be withdrawn from the match until the item is repaired to the satisfaction of the Match Director.
- 5.3 If a participant's firearm becomes unserviceable during the match, that participant may replace his/her firearm with another of a substantially similar model, caliber and sighting system only with the approval of the Match Director.
- 5.4 Participants may not reconfigure any firearm during the course of the entire match (e.g. change caliber, barrel length, bolt weight, sighting system, stock style, supporting device etc.), except to repair a broken firearm only with the approval of the Match Director.

6. Equipment

- 6.1 No limitations on firearm, accessories, sighting system, magazines or ammunition (except for compliance with Sections 4 & 5).
- 6.2 Firearms must be used in full-auto mode throughout the match. For the purposes of this rule, burst-fire mode will be considered to be "full-auto".
- 6.3 Minimum burst length is 2 rounds. The first incident of a single-shot being fired will incur a verbal warning. Subsequent infractions will incur a +20 second penalty per incident.

7. Scoring

- 7.1 The participant's time for each stage (the "Stage Time") will be raw time plus penalties.
 - 7.1.1 Raw time will be determined using a shot timer approved by the Match Director.
 - 7.1.2 Each paper or cardboard "shoot" target that lacks the required number of hits will incur a +20 seconds penalty.
 - 7.1.3 Each "no shoot" target that is hit will incur a +20 seconds penalty, regardless of the number of hits.
 - 7.1.4 Knock down style targets (e.g. poppers, plates) must fall to score. Any knock down target that fails to fall will incur a +20 seconds penalty.
 - 7.1.5 Any non-standard target may be approved by the Match Director. What constitutes a "hit" must be clearly stated in the written stage description.
 - 7.1.6 All targets are deemed to be impenetrable. USPSA guidelines on the scoring of bullet holes will apply. An example of correct scoring calls is shown below:



- 7.1.7 Procedural errors (e.g. violating foot faults, failing to follow prescribed stage procedure etc.) will incur a +20 seconds penalty per incident. Procedural penalties may be incurred on a "per shot fired while faulting" basis if a significant competitive advantage is deemed to have been gained.
- 7.1.8 Stage Not Fired (SNF) penalty will be 500 seconds per stage not fired.
- 7.1.9 Maximum time for any stage (including penalties) will be 500 seconds.
- 7.1.10 Participants that leave the match site may not subsequently challenge their match scores.

7.2

Match Time

- 7.2.1 Each participant's Stage Times will be totaled to produce a Match Time.
- 7.2.2 Match Times for all participants will be ranked in order, lowest to highest, to determine match placement.
- 7.2.3 The participant with the lowest Match Time wins.