



# Rio Salado Submachine Gun/PCC Match Rules

Courtesy of IMA/SMM3G  
Effective April 22<sup>th</sup>, 2014

## 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 Range 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 pistol caliber ammunition at a range of less than 23 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 Pistol ammunition only is permitted. Factory loaded, lead core .30Carbine ammunition is deemed to be pistol ammunition for the purpose of this rule.
- 4.4 Minimum recommended caliber is 9mmParabellum. Less powerful ammunition, such as .22LR, 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.
- 4.5 Fired cartridge cases ("brass") 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 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 etc.), except to repair a broken firearm only with the approval of the Match Director.

### 6. Equipment Divisions

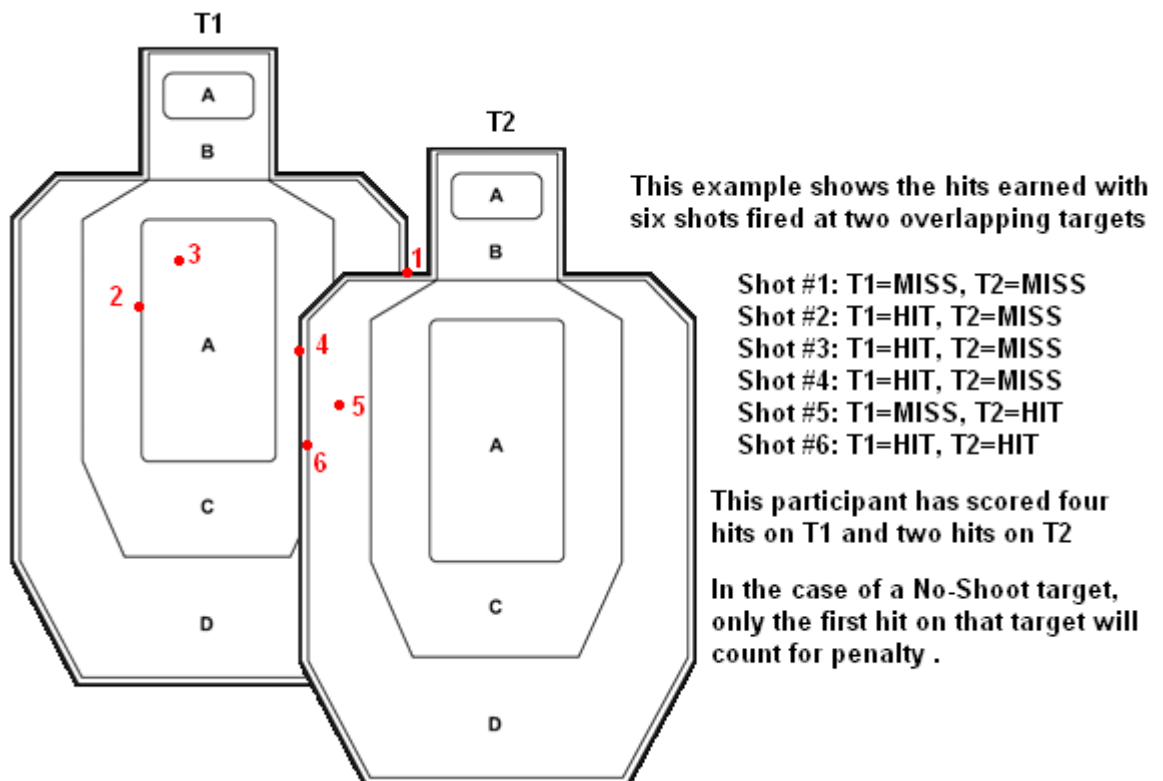
- 6.1 Participants will declare one equipment division at the beginning of the match.
  - 6.1.1 Violation of equipment rules for the declared division shall result in the participant being placed in Modern Open Submachine Gun division. If the requirements for Modern Open Submachine Gun division are not met, the participant will be placed in Fun Gun division.
  - 6.1.2 Re-entry with any gun is at the discretion of the Match Director. All re-entries will be in Fun Gun division only. The Match Director may mandate that participants shoot stages for both divisions concurrently (i.e. primary gun immediately followed by fun gun) or sequentially (i.e. complete entire match with primary gun before starting with fun gun). In all cases, the first run on each stage must be shot with the primary gun.
- 6.2 Modern Open Submachine Gun Division
  - 6.2.1 No limitations on firearm, accessories, sighting system, magazines or ammunition (except for compliance with Sections 4 & 5).
  - 6.2.2 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". Use of semi-auto mode is not permitted.
- 6.3 Modern Limited Submachine Gun Division
  - 6.3.1 Iron sights only – no optics or lasers to be installed, whether they are used or not.
  - 6.3.2 No limitations on firearm, accessories, magazines or ammunition (except for compliance with Sections 4 & 5).
  - 6.3.3 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". Use of semi-auto mode is not permitted.
- 6.4 Buzzgun Submachine Gun Division
  - 6.4.1 Firearms must have a full-auto cyclic rate of fire (ROF) of 1000rpm or more.
  - 6.4.2 No other limitations on firearm, accessories, sighting system, magazines or ammunition (except for compliance with Sections 4 & 5).
  - 6.4.3 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". Use of semi-auto mode is not permitted.
  - 6.4.4 If a match official has reason to question the ROF of a participant's firearm, the ROF may be tested using the following protocol:
    - 6.4.4.1 Load a magazine with 20-30 rounds of the participant's ammunition. Call the number of rounds placed in the magazine NUMBER\_OF\_SHOTS.
    - 6.4.4.2 Place the magazine in the firearm, and cock the firearm. Start a shot timer running.
    - 6.4.4.3 Fire off the entire magazine load as a single burst in full-auto mode.
    - 6.4.4.4 Record the time (in seconds, to two decimal places) to the last shot fired. Call this LAST\_SHOT\_TIME.
    - 6.4.4.5 Use the review function of the shot timer to record the time (in seconds, to two decimal places) of the first shot fired. Call this FIRST\_SHOT\_TIME.
    - 6.4.4.6 Calculate the ROF, in rounds-per-minute, using the following formula:  
$$\text{RATE\_OF\_FIRE} = 60 \times (\text{NUMBER\_OF\_SHOTS} - 1) / (\text{LAST\_SHOT\_TIME} - \text{FIRST\_SHOT\_TIME})$$

For example, 30 rounds are loaded in the magazine, the first shot is registered by the shot timer as 2.53 seconds, and the last shot is registered as 4.26 seconds. The ROF is:  $60 \times (30-1) / (4.26-2.53) = 1006\text{rpm}$
- 6.5 Classic Submachine Gun Division
  - 6.5.1 Firearms and magazines must have been designed prior to September 2<sup>nd</sup>, 1945.
  - 6.5.2 Iron sights only – no optics or lasers to be installed, whether they are used or not.
  - 6.5.3 No other limitations on firearm, accessories or ammunition (except for compliance with Sections 4 & 5).
  - 6.5.4 Firearms must be used in full-auto mode throughout the match. Use of semi-auto or burst-fire modes is not permitted.

- 6.6 Semi-Auto Carbine Division
  - 6.6.1 No limitations on firearm, accessories, sighting system, magazines or ammunition (except for compliance with Sections 4 & 5).
  - 6.6.2 Firearms must be used in semi-auto mode throughout the match. Use of full-auto or burst-fire modes is not permitted.
- 6.7 Fun Gun Division
  - 6.7.1 No limitations on firearm, accessories, sighting system, magazines or ammunition (except for compliance with Sections 4 & 5).
  - 6.7.2 An additional 100-seconds will be added to each stage time so as to clearly segregate Fun Gun results from the *bona fide* match results.

## 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. Maximum time to complete any stage will be 180 seconds, after which the match official shall stop the participant and score the stage as shot (including any miss penalties).
  - 7.1.2 Each paper or cardboard "shoot" target must have the number of hits specified in the written stage description. Any paper or cardboard target that lacks the required number of hits will incur a +10 seconds penalty.
  - 7.1.3 Each "no shoot" target that is hit will incur a +10 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 +10 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 +10 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 Up-range movement by participants creates a risk of clashing with match officials. If any participant moves in the up-range direction by more than one step (e.g. backs up to engage an over-run target), that participant shall be stopped immediately and shall incur a Stage Not Fired score for that stage (per rule 7.1.9). Lateral movement across the range is permitted.
- 7.1.9 Stage Not Fired (SNF) penalty will be 500 seconds per stage not fired.
- 7.1.10 Maximum time for any stage (including penalties) will be 500 seconds.
- 7.1.11 Participants that leave the match site may not subsequently challenge their match scores.
- 7.1.12 Skidders will not be counted as a hit on paper targets. A skidder is defined as a hole in the paper target that is twice the size of the caliber of the bullet. A skidder template provided by the match director will be used to determine the size of the hole. The hit on a paper target will be scored, based on the Skidder Dimension Information Table #1. If the hole is less than or equal to the skidder measurement, for the caliber shown, it is scored as a hit. If the hole is greater than the skidder measurement, for the caliber shown, it is scored as a miss.

<b>Ammo Name</b>	<b>Actual Bullet Diameter</b>	<b>Skidder Measurement</b>
22 Rimfire	0.223	0.446
7.62 X 25	0.308	0.616
7.63 X 25	0.308	0.616
30 Carbine	0.308	0.616
32 ACP	0.309	0.618
38 Special	0.357	0.714
357 Magnum	0.357	0.714
380 ACP	0.357	0.714
9mm Luger	0.357	0.714
40 S&W	0.400	0.800
45 ACP	0.452	0.904

**Skidder Dimension Information  
Table #1**

- 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.