

These Rules are established to govern all DIY Gun Maker Competition events run under the sanction of Guns For Everyone National, Inc. (GFEN), run under the name "Gun Maker's Match™" (GMM). These rules are subject to revision and change at any time, at the discretion of GFEN's Competition Committee or Executive Team. Event Organizers, Staff and RSOs are obligated to apply these rules during all GMM Events.

- 1) Guns For Everyone National Gun Maker's Match Events
  - a) There are Four Divisions in the GMM: Printed Firearms, Kit Builds, Fully Printed and Industry.
    - i) Events may conduct a separate Competition for Staff as well.
  - b) There are three Competition Categories in GMM: Pistol, PCC/Braced-Pistol, and Rifle.
  - c) Any GMM Event must include at least one Competition Category of competition in both Primary Divisions: Printed Firearms and Kit Builds.
  - d) There shall be at least 3 Stages in any Competition Category for the Primary Divisions during any Event.
  - e) Special Side Matches for Fully Printed Firearms or other categories may be designed by Event Organizers, subject to appropriate Safety and other constraints. Side Matches MUST be approved by Guns For Everyone National before being integrated into any GMM Event.
  - f) Competition Categories will provide awards for 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> place overall and Top Female. In the event that the Top Female is one of the top three competitors in a category, she will win both awards.
  - g) Minors 13 and older may participate in GMM Events with their parents or legal guardian present on the same squad, providing that the minors have built their competition firearm on their own and in accordance with any applicable laws.
  - h) All Competitors *must* register with their real name and email address, and agree to be video'd and/or photographed during the event.
  - i) Competition Prizes must be limited to plaques, trophies or other symbolic items with little to no monetary value.
  
- 2) General Firearm & Equipment Requirements
  - a) All firearms must pass a standard function test and BE DROP SAFE, per industry standards, for the firearm type.
  - b) Trigger Weight for Single Action guns must be at least 2.5lbs and trigger movement from reset to discharge must be at least ¼ inch.
  - c) Trigger Weight for all Striker Fired guns must be at least 3.5lbs and trigger movement must be at least ¾ inch.
  - d) Ammunition must be factory loaded, new or remanufactured, and within SAAMI specifications for the caliber/firearm chamber.
    - i) Pistol Stages and PCC Stages may be shot with 9x19 NATO, .40 S&W, 10mm Auto, .45ACP or .38 Special.
    - ii) Rifle Stages may be shot with 5.56 NATO/.223 Remington, .300 BLK, 7.62x39mm, 7.62x51/.308 Winchester.

- e) Single Action Guns must have functioning Safeties.
- f) Safeties Must Be Used appropriately on any firearm equipped with them, engaged before holstering or slinging and whenever possible when shooter is moving or in a ready position.
- g) Double Action Guns must be de-cocked prior to holstering or when possible in the ready position and/or shooter is while moving with the gun in hand.
- h) All Firearms must comply with all applicable Local, State and Federal Laws. Shooters may be asked to produce evidence of compliance (NFA Item paperwork, etc..).
- i) Firearms must have a method of being aimed other than hope.
- j) Suppressors MUST be traditionally manufactured.
- k) No Full Auto Fire, Bump-Firing or Binary Triggers allowed during The Event.
- l) Sling connections must pass a “drop test”, during which unloaded firearm is released from the maximum height possible above sling being held by shooter.
- m) Holsters must completely cover both sides of the trigger & trigger guard area and retain pistols when in the condition it would be when properly worn and held upside down.
  - i) All retention devices on any holster Must Be Used as designed.

### 3) Printed Division

- a) Pistol Frames or PCC/Rifle Lower Receivers MUST be Printed in an acceptable plastic material by the shooter.
  - i) Approved Frame/Receiver Materials PLA, PLA+, PETG, Nylon, Carbon Fiber, ABS, ASA, Poly Carbonate
    - (1) No “Silk”
      - (a) Silk may be used for purely cosmetic design features.
    - (2) No Metal Prints
- b) All other components may be printed, fabricated or traditionally manufactured.
- c) All firearms in the Printed Firearm and Fully Printed Divisions must pass a Technical Safety Inspection and be deemed safe enough by Event Technical Judges.
- d) All Competitors must wear long sleeves and gloves while shooting Firearms that do not utilize traditionally manufactured barrels, chambers, upper receivers, slides or any design designated as requiring them by the Event Organizers.

### 4) Kit Build Division

- a) Pistol Frame or PCC/Rifle Lower Receiver must have been purchased as a kit from an approved manufacturer and finished by the shooter OR made by the shooter in a Ghost Gunner CNC.
  - i) Approved Kit Frames:
    - (1) Polymer80, Stealth Arms, 80% Lower, 80 Percent Arms, Strike Industries, Anderson, SS80, McKay Enterprises
- b) All other components may be printed, fabricated or traditionally manufactured.

### 5) General Competition Rules & Safety Procedures

- a) All Competitors must use firearms that they built *by themselves*, without any significant (hands on) aid in the production of DIY parts, assembly of the firearm or live fire functioning/testing for reliability.
  - i) Making, Possession and Use of Firearms for GMM Events must comply with all applicable laws & regulations.
- b) All traditional pistols must be cased or holstered when not in use during a stage, at a designated "Work Station" or when removal is requested by any RSO, Event Organizer or Range Staff Member.
  - i) When cased, pistols must be locked open (slide stop or "chamber flag").
- c) GMM Events will be considered "hot ranges", with all firearms being treated as loaded until they have been confirmed unloaded by at least two people (when necessary).
- d) All PCCs, Rifles, Braced Pistols or SBRs must be cased or slung (MUZZLE DOWN) when not in use during a stage, at a designated "Work Station" or when removal is requested by any RSO, Event Organizer or Range Staff Member.
  - i) When cased, pistols must be locked open (slide stop or "chamber flag").
  - ii) No Live Fire at Work Stations!
- e) A designated live fire testing range *may* be established by the event organizer. Such a range *must* be supervised by an Event RSO.
- f) All Competitors, Staff and Observers must wear eye protection, ear protection and fully enclosed footwear while shooting or in the vicinity of any stage.
- g) While any Competitor is running a stage, there can be no handling of firearms or ammunition in the vicinity of that stage by any other person.
- h) Only one Competitor will be allowed on a stage at one time, unless assistance is specifically requested by the RSO. Entering a Stage Area without the permission of that Stage's RSO is grounds for disqualification from the match and removal from the property.
- i) Squads will be required to arrive at their scheduled stages together and receive Stage Briefing before any squad member will shoot. If the Squad is 10 Minutes late, the RSO may skip the squad at their discretion. The Event will make reasonable efforts to reschedule skipped squads, but No Guarantees.
- j) All Shooters will abide by the following Gun Handling Rules during all stages, Violations are grounds for disqualification from the match:
  - i) Trigger Finger somewhere other than the trigger whenever in the ready position, during reloads/malfunction clearing, during holstering and when coming away from the holster, as well as any other time when the shooter is not intending to fire the gun.
  - ii) Weapon must be kept pointed in a Generally Safe Direction Whenever Possible. The Generally Safe Directions will be the ground, the designated backstop for every stage and any areas designated by the Stage RSO.
    - (1) Areas of the ground or back stop areas may be specifically excluded from being considered "safe directions" by the Stage RSO.
    - (2) Pointing the muzzle of any firearm ABOVE the top of a backstop when not necessary is not considered safe and will be grounds for disqualification. This includes during reloads and most malfunction clearing.

- (a) One example of when it is necessary to point a muzzle above the back stop: “Mortaring” to clear a failure to extract.
- k) ALL PARTICIPANTS are required to speak up if they perceived any situation that is unnecessarily risky to themselves or any other person. Participants are REQUIRED to alert an RSO or any Event Organizer immediately about any unnecessarily risky situation so that it may be reviewed and addressed. Failure to report a perceived unnecessarily risky situation that results in injury to any person is grounds for disqualification.
  - i) Any attempt to obfuscate, or in any way prevent discovery, of an unnecessarily risky situation will be grounds for barring from future events.
    - (1) This would include, but not be limited to, a failure to report a developing failure of a firearm to RSOs.
- l) Any Participant or Observer may call out “STOP!” at any time to stop any activity when they believe an unnecessarily risky situation exists.
  - i) When an RSO determines that a “STOP!” call that interrupts a shooter’s stage was reasonably made, and the issue does not result in disqualification of the shooter or the discovery of a situation that precludes continuing, the shooter may re-start the stage.
  - ii) When an RSO Determines that a “STOP!” call was not made reasonably, but made solely to disrupt the Event, it shall be grounds for disqualification of a competitor or removal from the property for an observer. In this event, if the RSO does not believe that the “STOP!” call was specifically intended to create an advantage for the shooter by re-starting, the shooter may re-start the stage.
- m) Egregiously Unsafe Acts or Unauthorized Discharges are grounds from removal from property and being barred from future events.
- n) Bad Behaviors, including (but not limited to) intentionally offensive language, racism, sexism, cheating, being an assclown, reckless tomfoolery or being annoying will be grounds for disqualification.
  - i) This includes dress, behavior or firearm design/decoration/accessory that are deemed to bring discredit or shame to the community of DIY Gun Builders, Responsible Gun Owners, The Event, Event Organizers, any Sponsor or the host venue.
    - (1) This means don’t bring a gun that is shaped like a penis or that has a magazine well that is shaped like a vagina... and don’t dress like a low rent terrorist from a straight-to-VHS Movie.
      - (a) You may dress like Hans Gruber, he was a classy terrorist.
- o) All Rules must be enforced at all times, unless an unforeseen increased risk is created by their enforcement. In that case, Event Staff or RSOs should immediately stop all shooting activities related to the situation discovered and consult with the Event Organizer.
  - i) The Event Organizer may temporarily adjust the rules to make a safer situation possible, so long as the following conditions are met:
    - (1) All RSO’s involved agree on the adjustment.
    - (2) A video Recording is made that include the Event Organizer and Involved RSO’s explaining the adjust and reason for it.

- (3) All Shooting Activity under the adjusted rules MUST be video recorded.
- (4) Event Organizer MUST notify GFEN in writing within 24hrs to explain the situation, with documentation including pictures and video accompanying the statement.
- p) Medical Equipment and Support should be present at all GMM Events. Staff and RSO's should all know the location of Emergency Medical Equipment. Optimally, there will be Event Staff Members carrying medical equipment who are trained in treatment of gun shot wounds.
  - i) Whenever possible, an emergency medical kit should be present on every live fire range.

## 6) SCORING

- i) The Unlimited Vickers Scoring System will be used for traditional Paper/Cardboard Competition Targets.
  - (1) There is no limit to the number of rounds fired at or into a target, only the best hits of the number required by that target will be counted.
  - (2) Hits on lines or edges will be scored to the benefit of the shooter.
  - (3) RSO will be solely responsible to determining if "two shots went through the same hole".
  - (4) Shooter's Score for a stage will be the time it takes them to complete all required tasks, per Stage Description, plus penalties for less than optimal hits, or misses.
  - (5) For IDPA Targets:
    - (a) Hits in the Chest circle/box or Head Zone are the standard requirement for Scoring.
    - (b) Hits in the Center Torso Section around the Chest Circle/box will add 1.5 Seconds to Shooter's Score.
    - (c) Hits in the periphery of the Torso will add 3 Second to Shooter's Score.
    - (d) If a target does not have the minimum number of required hits after the shooter has finished shooting, "misses" will be add 10 seconds to shooter's score.
  - (6) For all other Targets, Scoring will be done per the Stage Briefing.
  - (7) Event Organizers should prepare appropriate paper score sheets for each stage to accommodate all registered competitors OR utilize an automated electronic scoring procedure (eg- "Practiscore").
  - (8) For Events not using an automated electronic scoring procedure:
    - (a) RSOs will be required to record the following information on their stage's score sheets:
      - (i) Stage Number/Name
      - (ii) Competitor's First & Last Name.
      - (iii) Competitor's Division and Category.
      - (iv) Competitor's Raw Time.
      - (v) Competitors Total Penalties.
      - (vi) Competitor's Total Score.
    - (b) Competitor must initial the score sheet by each of their scores.

- ii) Additional Penalties
  - (1) A violation of each required task order will add 5 Seconds. Examples:
    - (a) Engaging targets in the wrong order.
    - (b) Failure to reload gun at a designated point in stage.
  - (2) The first Gun Handling Violation on any stage will result in a 10 second penalty. A Second Violation on any Stage will result in the termination of that stage run and a score of "Did Not Finish".
    - (a) Examples:
      - (i) Failure to engage safety when moving and not shooting.
      - (ii) Failure to de-cock double action gun or engage a safety prior to re-holstering.
      - (iii) Pointing a firearm outside of the designated safe directions when not necessary.
      - (iv) Pointing gun over berm when it is unloaded.
      - (v) Moving with finger on trigger when not shooting.
  - (3) Any Unintended Discharge of a Firearm at any time during the event will result in either a 60 Second Penalty to the competitor's score or Disqualification from the remainder of the event, at the discretion of the Event Organizer.
  - (4) Any Safety Violation that is deemed egregious or willful by an RSO will result in Disqualification from the remainder of the Event.
- iii) All Activity during a Stage will be stopped at 2 Minutes after Start Signal and targets will be scored as engaged.
- b) Competition Stages
  - i) Event Organizers will prepare Stage Descriptions outlining:
    - (1) Number of targets, number of hits required per target, special targets and scoring rules, starting condition & location of firearm(s), starting position of shooter, any restrictions in regard to movement or shooting positions, any non-shooting tasks that must be completed during stage, special safety rules or risks associated with the stage.
  - ii) Traditional Cardboard Competition Targets will be the standard targets used, with the number of body and/or head shots required stated in the Stage Description and Stage Briefing.
  - iii) Additionally, Event Organizers may use steel or other targets provided that no unnecessarily dangerous situations are created and the scoring / shooting requirements are stated in the Stage Description and Stage Briefing.
  - iv) No Stage shall involve less than 3 targets or more than 10 targets to be engaged.
  - v) No Stage Shall require less than 6 shots or more than 20 shots to be scored.
  - vi) No Stage shall *require* Shooting While Moving.
  - vii) Pistol Stages will start with pistol loaded in approved holster, held in a compressed ready position (forearms against the body) or unloaded when in any other place as required by Stage Description.
  - viii) PCC/Braced Pistol and Rifle Stages will start with firearm loaded and hanging on sling, held in a low ready position (45 degree angle or lower) or unloaded when in any other place as required by Stage Description.

- ix) Stages utilizing multiple firearms will abide the same starting condition restrictions.
- x) Shooters may, or may not, be required to move from starting position to or past a designated location before shooting may begin, per the Stage Description.
- xi) No cardboard Target shall be placed so that it must be engaged at a distance closer than 6' from the shooter's feet.
- xii) No Steel Target shall be placed so that it may be engaged at a distance closer than 20' for pistol calibers or 30' for rifle calibers from the shooter's feet without a procedural or safety violation.
- xiii) No Pistol Stage Target shall be placed so that it is further than 30 yards from shooter's feet at anticipated shooting positions.
- xiv) No PCC/Braced-Pistol Target shall be placed so that it is further than 100 yards from shooter's feet at anticipated shooting positions.
- xv) No Rifle Stage Target shall be placed so that it is further than 150 yards from Shooter's feet at anticipated shooting positions.
- xvi) No Stage shall be designed to take more than 90 Seconds for any expected competitor.
- xvii) Competitors may not begin a stage with more than 60 rounds of ammunition on their person.
- xviii) Event Organizers must publicly post winners of each Competition Category and communicate them to GFEN and all Competitors directly (via email) within one week of any Event.
  - (1) Additional results, including all competitor scores, may be posted publicly as well.

## 7) Competition Stage Procedures

- i) All Competitors are required to read Stage Descriptions prior to shooting the stage.
- ii) RSO's are required to give the Stage Briefing prior to allowing anyone to shoot a stage.
- iii) Shooters on a Squad will compete in any order, so long as every Squad Member goes first and last on at least one stage during the event, whenever the number of stages allows.
  - (1) If the number of stages does not allow each shooter on a squad to shoot first and land at least once, no shooter may shoot first or last more than once.
- iv) RSO will invite Shooter to the Starting Position and oversee their preparation of Equipment, per Stage Description.
- v) RSO will ask Shooter if they understand the Stage Requirement and wait for positive response.
- vi) After Positive Response, RSO will instruct the shooter to "Stand By" and then initiate a random-delayed-start (1-5 second delay) timer within 3 seconds.
- vii) Shooter will begin completing the stage upon hearing the timer's start signal.
- viii) When the shooter has finished the stage, or been stopped by the RSO, they must unload their firearm and have the cleared firearm confirmed by the RSO.
- ix) Firearms being cased must be left locked open at the last shooting position before being returned to the equipment area.

x) All firearms must be secured prior to scoring of targets.

Questions about, Suggestions for, or Challenges to these rules should be made in writing to [Competitions@gunsforeveryone.com](mailto:Competitions@gunsforeveryone.com).