

## Surefire WMG Rules FAQ/TLDR

I know many people are not going to read the rules so I want to highlight some important differences between this match and most others. If there are questions about the rules please let me know and I will try to clarify them.

1. You can change your firearms out any time you are not on the course of fire throughout the match without range master approval provided they fit your division and are the same caliber. If your gun breaks while you are shooting a stage you are not allowed to get a second one while on the clock as a person can in the MGM Ironman.
2. Squibs will not ruin your entire run if they happen on the first, or second firearm used. If the RO hears one, they may yell "SQUIB". If this happens to you, safely abandon the firearm you just tried to shoot and move onto the next one. If there is no squib you get a reshoot, if there is one, then tough break, it is scored as shot.
3. Holsters do not need to remain attached to belt. If you want to remove your gun between stages you can pull the entire holster off of your belt with the handgun outside of a safe area, provided the pistol stays in the holster.
4. Bagging and unbagging long guns, needs to be done into a side berm. We don't want guns pointed willy nilly.
5. Shot must be made entirely of lead. No copper plated allowed. We do not anticipate a shotgun spinner so there should be no reason to bring Prairie Storm.
6. Open is open, lights, lasers, disco balls, you name it, all may be used at any time on any stage. Lights and lasers are not allowed in other divisions except for the night stages.
7. SILO, and other sandbag supports are reserved for Open division only.
8. Don't go prone with ammo anywhere in the holstered pistol.
9. Knock downs that don't fall, but spin more than 45 degrees will count as down.
10. You must stay inside the shooting area/fault lines during the entire course of fire.
11. Using dump/pickup containers as support is prohibited.
12. Heavy Metal is tac-ops with a 308 Winchester rifle