



## K.C.R OPEN & CLOSED BOLT SUBGUN COMPETITION

The open bolt and closed bolt Subgun Competition will be held on Friday and Saturday, at the Subgun Range directly south of the main range. A range briefing will be held at 8:00 a.m. each day, with the competition starting promptly at 8:30 a.m. There will be one or more competitive stages set up for the competition. Calibers allowed are .380 and larger. NO 22's! You will need at least 100 rds of ammo and several magazine changes are required.

**HEARING AND EYE PROTECTION ARE MANDATORY!**

**NOTICE:** The Subgun Range will be run as a "cold" range. Please see "rules summary" 5.0 for a description. We are squading all shooters as they sign up. Please choose Friday or Saturday AND list times that are convenient for you. Only ONE run per class (open/closed/iron/optics) per person will be allowed. If you have any questions, please call us at the range (502) 922-4457. All entries are non-refundable & non-transferable. A shooter may sign up for a Fun Run where his/her score is not posted. If a shooter has a Competitive Run as well as a Fun Run, he/she must take all their Competitive Runs first.

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Please mail completed entry form and match fees to:

**\* \* \* Knob Creek Gun Range \* 690 Ritchey Lane \* West Point \* KY \* 40177\* \***  
\* Yes, I would like to participate in the Subgun Competition at Knob Creek. **The fee is \$40.00**

DATE OF SHOOT: \_\_\_\_\_

NAME: \_\_\_\_\_ PHONE \_\_\_\_\_

ADDRESS \_\_\_\_\_

PLEASE CHOOSE YOUR PREFERRED DAY:

Friday       Saturday

PLEASE CHECK WHAT CLASS YOU ARE SHOOTING IN:  
(only one run per person will be allowed)

Open Iron       Closed Iron       Open Optics       Closed Optics

YOU MUST CHOOSE THREE DIFFERENT SQUADS: (see squad times below)

First Choice: \_\_\_\_\_ Second Choice: \_\_\_\_\_ Third Choice: \_\_\_\_\_

Squad 1: 8:30am-9:30am | Squad 2: 9:30am-10:30am | Squad 3: 10:30am-11:30am | Squad 4: 11:30am-12:30pm  
Squad5: 12:30pm - 1:30pm | Squad 6: 1:30pm-2:30pm | Squad 7: 2:30pm-3:30pm | Squad 8: 3:30pm-4:30pm | Squad 9: 4:30pm-5:30pm

# KNOB CREEK RANGE

## SUBGUN MATCH RULES

### Match Classes

#### General Division

**Open Bolt Optic Sights;** These are guns that fire from an open or non-locking type of bolt that are equipped with a sighting device that enhances the view of the target by using one or more lenses or some type of electronic sight or device. A laser sight is considered a form of optical enhancement.

**Open Bolt Iron Sights;** These are guns that fire from an open or non-locking type of bolt that are equipped with mechanical sights. No type of optical or electronic aid is permitted.

**Closed Bolt Optic Sights;** These are guns that fire from a closed or locking type of bolt that are equipped with a sighting device that enhances the view of the target by using one or more lenses or some type of electronic sight or device. A laser sight is considered a form of optical enhancement.

**Closed Bolt Iron Sights;** These are guns that fire from a closed or locking type of bolt that are equipped with mechanical sights. No type of optical or electronic aid is permitted.

#### Ladies Division

Women in the Ladies Division may enter and run in each Match class with their single best run ranked for score in this division. Women may choose to either compete in the General Division or the ladies Division with all of their runs being in the Division of choice.

#### Fun Run

A shooter may sign up for a fun run where his/her score is not posted. If a shooter has a competitive run as well as a fun run, he/she must take all their competitive runs first. A shooter may sign up for a total of 4 runs. Only the first run in any gun class will count for score. Any second run in the same gun class will automatically become a Fun Run.

## General Match Rules

The match is designed around standard submachine gun calibers. Only pistol calibers of .380 and above are permitted. Armor piercing, incendiary, tracers, exploding, multiple projectile, steel core or steel jacketed bullets are NOT permitted.

Hearing and eye protection is mandatory for all shooters. The requirement for hearing protection may be waived at the shooters request for shooters running a suppressed gun only.

The course will be shot on full auto only. Any targets engaged with the gun set on semi or burst fire will be scored as faulted assessing a ten second per target engaged penalty. The Range Officer and Scorekeeper will not advise the shooter the gun is not set on full auto.

Guns may be altered, providing such alterations in no way interfere with the functioning of the manufactures safety devices and any external devices must be adequately secured to the subgun.

All firearms must be properly registered with the BATF in Washington, D.C. A copy of the appropriate paper work must be available for inspection if requested.

No competitor will ever wear, carry or use two or more firearms simultaneously in any competition.

Multiple magazines are allowed unless specifically disallowed during the walk through.

No competitor will be allowed to hold ammunition or magazines in his/her hand during competition except during the process of loading, unloading or reloading.

The range will be operated as a "cold" range. This means that all firearms are to be unloaded, chambers clear and have no magazine inserted at anytime except at a firing point and when the competitor is under the direct control of a Range Officer.

All firearms must be rendered safe, have safety ties, and be muzzle down or cased when moving on or off the range or between areas on the range.

The shooter must be very aware of their muzzle direction as the equipment is retrieved. The muzzle must remain downrange at all times.

Guns equipped with optical sights may be run in the iron sight class only after the optical sights have been either removed or demonstrated to the Range Officer that the sight is not operational. This will be inspected by the Range Officer prior to the shooter starting their run. If the optical sight becomes visible during the run the shooter will be stopped and receive a DNF, "Did Not Finish" for a gun malfunction.

Only ball and truncated cone bullets will be permitted to be used on this course. Both jacketed and unjacketed bullets will be permitted. ALL frangible, armor piercing, steel core, tracer, incendiary and multiple projectile rounds are specifically prohibited. This includes serrated jacket bullets.

The use of ANY type of prohibited ammunition WILL result in the shooter receiving a Match Disqualification for creating an unsafe condition.

When moving between the strings the muzzle must be kept down range at all times. The shooters finger will remain out of the trigger guard and off the trigger.

If the muzzle begins to approach the 180 line, the shooter will be verbally warned by the Range Officer with the verbal command, "Muzzle," to move the muzzle back downrange. IF the shooter breaks the 180 line with the muzzle, the run will be stopped and the shooter will receive a Match Disqualification for a safety violation.

If the shooter is observed moving between strings with their finger in the trigger guard the shooter will be warned by the verbal command, "Finger", to remove their finger from within the guard.

Accidental Discharge or AD is when the gun fires when it is not intentionally directed at a target. It will not matter whether the shooter is at a shooting position or moving between strings. This is a very serious safety violation. It will not matter if the discharge is caused by a lapse of concentration by the shooter or a malfunctioning gun. The result will be a Match Disqualification.

There may be mandatory magazine changes, otherwise magazine changes are at the discretion of the shooter.

Clearing a jam or correcting any other minor malfunction will be done under the course time. If the shooter can not correct the malfunction in a reasonable amount of time they will be obliged to take a " DNF, Did Not Finish," As the score for that run.

The shooter will have three minutes to correct a malfunction. After three minutes the Scorekeeper will call. "Time." This will end the run. The shooter will then unload and show the Range Officer a clear chamber. The Scorekeeper will then score the run as, " DNF, Gun Malfunction".

If the gun cannot be made safe on the line the shooter and the Range Officer will remove the gun to the designated safe area. The range will remain "Hot" until the gun has been rendered safe.

Each string must be shot ONLY from it's designated shooting position and by the stance indicated for that position if stated. For example standing, kneeling, prone etc. Targets engaged from outside the designated area or from an improper position will be scored as faulted and add ten seconds per target engaged to the shooters score.

If the shooter has a physical or medical condition that does not permit the shooter to acquire the designated shooting stance please inform the Range Officer before starting the run so we may accommodate the shooter.

Once a shooter has left a designated shooting position they may not return to that position to either engage a missed target or retrieve dropped equipment. Moving backwards on the course creates an unsafe condition.

A malfunction of a prop, slider not tripping etc, will result in the shooter getting a reshoot of the course.

All spectators and shooters will refrain from coaching or harassing the shooter on the course. Either action can result in the offending individual receiving a Match Disqualification for Unsportsmanlike conduct for a registered shooter or, in the case of a non participating spectator, being removed from the range.

If there is a question of scoring of any of the targets it must be resolved at that time. Penalties are assessed by the Range Officer and scorekeeper both agreeing on the call. If the shooter wishes to question the call or scoring he/she must act immediately. Arbitration progresses from the Range Officer to the Chief Range Officer to finally the Match Director. The Match Director's call is final. A safety call is not arbitratable. Once the score sheet has been signed that will be the official time for that run.

## Paper target Scoring

Paper targets will be scored from the outer scoring border in. Hits outside the outer scoring border will not be counted. Any hits on a paper target touching or inside the outer scoring border will be a scored. Any hit on a shoot target touching a scoring border will be scored as the higher value. Paper shoot targets take a minimum of eight points to neutralize. The scoring value for the paper targets is listed on the score sheets and posted in the administration area. Paper targets may also require a minimum number of rounds to be considered defeated. This will be stipulated during the course walk through.

## No-Shoot targets

The red painted steel targets, paper targets with a red X are considered no-shoot targets and are scored a ten second penalty for each no-shoot target struck. It will not matter whether a target is struck once or multiple times the penalty is assessed per target hit. As with paper shoot targets, hits outside the outer scoring border of paper no-shoot targets will not be scored as a hit. No-shoot steel targets that are hit will be scored as a penalty even if they do not fall.

## Steel Targets

Both hinged and standing steel targets both must fall to be considered defeated with one exception. Steel plates that are struck and turned so that they are at an extreme angle to the shooter will be considered defeated at the Range Officers discretion. If this occurs, the shooter will be verbally notified by the Range Officer that the target is defeated. Once the shooter is notified the turned steel plate is defeated the shooter is not to reengage steel targets in this condition. If the shooter does not heed the Range Officers command to go on and continues to engage a displaced target the shooters run may be stopped by the Range Officer and the shooter disqualified for creating an unsafe condition.

**Thanks for shooting with us. Have fun and please be safe.**