

Overview

It is the competitor's responsibility to read and understand the rules set forth by Sawmill Showdown and agree to be subject to these rules while participating in a Sawmill Showdown event.

It is the competitor's responsibility to know, understand and adhere to all Federal, State and Local Regulations regarding the use and transportation of firearms, including all applicable National Firearms Act (NFA) regulations related to the construction, transportation and use of any firearm regulated by NFA rules. For international competitors, this rule shall be understood to reflect adherence to the rules of the country the match is hosted in.

Replacement of a non-functioning item is generally not permitted but may be done in exceptional circumstances with PRIOR approval of the match director.

Fundamental Weapon Safety Requirements

- Know the status of your weapon(s)
- Weapons must always point in a safe direction
- Keep your finger off the trigger until you are ready to shoot
- Know your target, its surroundings and beyond
- Know the Course of Fire safety requirements
- Know how to safely operate your weapon
- Control your weapon at all times

Safety Directive Commands During a Course of Fire (COF):

- STOP – Immediately stop and wait for direction from the safety officer.
- FINGER – Remove your finger from the trigger and place it outside the trigger guard.
- MUZZLE – Ensure that your muzzle is not breaking the 180 degree safety plane.

Safety Requirements

1. A negligent discharge that occurs while loading, reloading, unloading, while transitioning a long gun off or back to the shoulder, during malfunction and remedial action, clearing a firearm, transferring a firearm between hands, or during movement (*except while shooting at legitimate targets*) will result in a match DQ. In the case of a negligent discharge, the RO will stop the competitor as soon as safely possible.
2. Allowing the muzzle of a firearm to break the 180-Degree Safety Plane may, at the discretion of the safety officer and the match director, be grounds for a stage or match DQ. The 180-Degree safety plane is defined by an arc both horizontal and vertical from the current axis of fire in the COF.
3. Allowing the muzzle of a firearm to sweep over or past oneself including but not limited to oneself's hands, fingers, legs and feet while moving, shooting or reloading a firearm may, at the discretion of the safety officer and the match director, be grounds for a stage or match DQ. Sweeping is defined as, allowing the muzzle of the firearm (*loaded or unloaded*) to cross or cover any portion of a person or an object a person might reasonably be assumed to occupy, such as a car, portable toilet, or structure that is not a prop within the current stage.
4. The competitor's fingers must be visibly outside the trigger guard when moving, loading, reloading or unloading during a COF and while clearing a malfunction. Failure to comply with any Verbal

Warnings may, at the discretion of the safety officer and the match director, be grounds for a stage or match DQ.

5. An abandoned weapon is any weapon not under direct control of the competitor. Abandoned firearms may, at the discretion of the safety officer and the match director, be grounds for a stage or match DQ. Firearms stored temporarily in designated safe areas are not abandoned.
6. Dropping or losing control of a firearm, whether loaded or unloaded, at any time may, at the discretion of the safety officer and the match director, be grounds for a stage or match DQ.
7. Reholstering a hot pistol may be permitted or required by a Course of Fire. If a hot pistol is reholstered during a course of fire, it **MUST** be cleared at the end of the COF. Holstered pistols must be in a safe status.
8. Securing a hot rifle may be permitted or required by a COF. If a hot rifle is secured during a COF, it must be in a safe status and it must be cleared at the end of the COF. All weapons safety rules apply to a secured and hot rifle. Hot rifles must be secured in front of the competitor. Sweeping and or breaking the 180 with a hot but secured rifle is grounds for disqualification.

Scoring

The Sawmill Showdown uses time plus scoring, unless specifically stated otherwise based upon type of competition. Courses of Fire may have bonuses and/or penalties. Bonuses and/or penalties will be published in the COF description. Scoring is specified in the COF descriptions.

Plate Carrier Requirements

These requirements assume 'slick', meaning no magazines, ammunition, or accessories like radios may account for meeting the weight requirement.

Men's Elite: 20# | Women's Elite: 14#

All Other Men's Divisions: 15# | All Other Women's Divisions: 12#

Holsters & Slings

Holsters must retain the pistol during vigorous movement. Loss of a pistol from a holster is an "out of control" weapon. Slings must secure the rifle during vigorous movement. Loss of a rifle from a sling is an "out of control" weapon. Dropping or losing control of a firearm, whether loaded or unloaded, at any time may, at the discretion of the safety officer and the match director, be grounds for a stage or match

Ammunition

Tracer, incendiary, armor piercing or steel/tungsten/composite core projectiles are **NOT** allowed and are prohibited from use on all targets. If a target is damaged or destroyed because of use of non-allowed ammunition then the competitor will be required to pay and/or replace the damaged target.

Pistol ammunition must be 9 mm Luger or .45 ACP. Rifle ammunition must be .223 Remington, 5.56 NATO, unless specifically stated otherwise based upon type of competition.

Triggers

Any trigger or mechanism that can discharge multiple rounds with a single pull and release of the trigger, or mimic a full auto style rate of fire is not allowed in the Sawmill Showdown. Violation of this rule is a MATCH DQ.

Weapons Requirements

1. Weapons (pistols and rifles) must function as designed and manufactured. Modifications and enhancements are permitted provided they do not substantially alter the function of the weapon as designed and manufactured.
2. Chamber flags in rifles are required and may only be removed while rifle is staged at the firing line or unless directed otherwise by RO.
3. Compensators, muzzle brakes, and similar are permitted on pistols. Muzzle brakes or devices that emit sideways gas are not permitted on rifles, unless specifically stated otherwise based upon type of competition.
4. Optical and sighting systems are competitors choice.
5. There are no magazine restrictions on pistol or rifle, outside of drum style magazines, which are not allowed.
6. Bipods, tripods, and other shooting aids are not permitted in the Sawmill Showdown, unless specifically stated otherwise based upon type of competition.
7. Shooting bags are not permitted in the Sawmill Showdown, unless specifically stated otherwise based upon type of competition.
8. Weapon configurations may be changed during the competition if the change meets the “designed and manufactured” criteria above.

Uncommon Movement Clause

Prohibits any movements that are unusual, out of the ordinary, or used to alter the intended range of motion, line of action, or standards of an event. Violating this rule can result in penalties, score invalidation, or disqualification. If you have any doubts or concern you may violate this rule, request a review with the match director prior to competing.

The Sawmill Showdown team reserves the right to amend and enhance the rules throughout the competition season. Updates to these rules will not occur during competition.