



# 3D FIREARMS ASSOCIATION

## Introduction

3DFA is a shooting organization that promotes the advancement of technology surrounding 3-D printed firearms through safe and fun competition. Our main goal is to provide a place for builders and shooters to meet and test their skills. April 2021 will mark our flagship competition, in conjunction with Bear Arms N Bitcoin, we are hosting the first ever world championship for 3-D Printed Firearms.

## Rules

### Safety:

1. Always treat firearms as always loaded
2. Always keep firearms pointed in a SAFE direction
3. Always keep your finger OFF the trigger until on target and ready to shoot
4. Always know your target, what is in front of, and what is behind it

Everyone is a Safety Officer and can call a “cease fire” at anytime they witness unsafe handling of a firearm. However, there will be a designated Range Safety Officer (RSO) who will be responsible for ensuring safety on each bay.

All 3DFA competitions will be cold ranges, meaning all firearms are to remain UNLOADED until told by an RSO to load and make ready. After a shooter completes a stage or finishes shooting, the shooter will be instructed to unload and show clear to the RSO. \*All firearms must be cased and uncased on the shooting line\*

3DFA will limit competitors to pistol caliber only for the 2021 World Championship, however this may change next year. Calibers are limited to .380 ACP, 9mm, .38S&P, .357Mag, .45ACP, and .50AE. If a shooter wishes to enter with a caliber that was not listed, they must make a request known by emailing [3dfirearmsassociation@gmail.com](mailto:3dfirearmsassociation@gmail.com) by March 26<sup>th</sup>, 2021 11:59pm.

Competitors may use Appendix A as a guide to see which category they fit into and ensure they meet standards.

### Categories

1. 100% build (barrel and bolt carrier group permitted)
2. 80% build (barrel, bolt carrier group, Fire Control Group, Slide/upper)
3. Peoples choice (any submission will qualify entry; however, a vote will decide after the competition which gun was most liked)

A shooter may enter a maximum of 3 times, which could be 3 times in category 1, or 2 times in category 2 and 1 in category 3 etc... Shooters will use their best time as the qualifying score, and each entry will be \$25.00.

No firearm may be shouldered during the competition, the firearm may have a stock or brace, but it can not be implemented. Shouldering a firearm once the timer has gone off will result in a Disqualification. An accidental discharge will result in a Disqualification. Finally, if a shooter breaks the 180 degree plain, they will be Disqualified.



Bay 1- Open bay, shooters may shoot Rifles, Pistols, or shotguns from shooting line.

Bay 2- Rifle Bay only

Bay 3- 3-D printed handguns only (showcasing builds)

Bay 4- World Championship Stage, after competition we will shift into open Bay for pistol shooters.



# 3DFA Catagories \*Appendix A\*

Parts	Printed	Printed	
	Category 1 (Mostly) Complete Build	Category 2 Partial Build	Category 3 Peoples' Choice
<b>Lower (grip/frame)</b>			
Grip	x	x	x
Frame	x	x	x
<b>Upper (slide/action)</b>			
Slide	x		
Upper	x		
<b>Lower Completion</b>			
Fire control group			
Trigger			
<b>Upper Completion</b>			
Barrel			
Bolt	x		
Bolt face			
Firing pin			
<b>Misc</b>			
Springs			
Magazine body & parts	x	x	
<b>Examples</b>			
	FGC9, Liberator, Protector	G17 P80 Rail (not Polymer 80), TEC 9, M&P Shield Frame	

**Stage Rules****Round Count : 13**

Shooter starts in box with firearm staged on table, pointed down range. Magazine loaded with 10 rounds max, barrel empty. At beep, shooter will engage IDPA style targets as they present, 2 shots to neutralize targets. Hostage shot is 1 shot to neutralize and white is a NO-SHOOT (5 second penalty per hit). Shooter ends at back table and will show clear to RSO when finished.

\*shooters should consider having a magazine pouch\*

A shooter may use as many make up shots as he or she wants. Scoring is total time, minus misses, each miss will add 5 seconds. Any hit on cardboard counts as a hit, we are not requiring "A" zone hits. Any shots taken over the red line add 10 seconds per shot, if two feet are over the red line, the shooter will be Disqualified. Dropping a firearm on the ground, breaking the 180, or having an accidental discharge will result in a Disqualification.

\*shooters may not shoulder their handgun\*

