**Green River Gun Club 2-GUN Rules**

**SAFETY**

* All persons must wear eye and ear protection at all times, whether shooting or not.
* All firearms will be on SAFE or DECOCKED (whichever is appropriate) at the start of each stage.
* Shooters may NEVER holster a pistol which is not ON SAFE or DECOCKED.
* All long guns will have a chamber flag in the weapon until on the firing line and instructed to remove by the RO.
* This match functions on a "Cold Range" basis for safety. Unloaded firearms may be handled in designated areas only. Firearms may only be loaded or unloaded under direction of Range Officers (ROs). Violators face disqualification from the match.
* Shooter may unload **only**when instructed to by the RO and while under RO supervision with the following procedure:  Magazine will be removed, action will be held open, chamber will be visually identified as empty, action will be closed and firearm will be dry fired while pointing at the downrange impact berm.   Not waiting for the RO or dry firing at the ground or feet is grounds for match DQ.
* Any shooter who "sweeps" him/herself or any other person with a loaded or unloaded firearm at any time will be disqualified.
* Any discharges in a direction deemed unsafe by the RO result in disqualification from the match.
* Accidental/Negligent discharges will result in disqualification from the match.
* Any shooter who displays disruptive behavior or is abusive (verbal or otherwise) towards any other person at the match will be disqualified.
* Any shooter found to be or suspected of being under the influence of any drug or alcohol immediately before or during the match will be disqualified.
* Dropping an unloaded firearm behind the firing line necessitates that a RO pick it up, confirm it is not loaded, and in a safe manner return it to the shooters bag, holster, or vehicle. Any dropped firearm found to be loaded would cause the shooter to be disqualified. Dropping a loaded or unloaded firearm during the COF will cause the shooter to be disqualified, unless specifically called for in the stage description.
* All persons at the match must obey ROs with respect to the shooting competition and safety rules.  Any person failing to observe this rule will be removed from the shooting area.
* Unsafe gun handling by a competitor during a match may result in disqualification from that match. Unsafe gun handling may include but is not limited to accidental discharges, sweeping, shooting over confining berms, unaimed or uncontrolled fire, and any other actions deemed unsafe by match staff.
* Any shooter whose firearm breaks the 180 or is pointed in an unsafe direction shall be disqualified. This does not apply to holstered sidearms.
* Do not cover the ejection port of a pistol or rifle with your hand while clearing. Do not catch the round in the air while ejecting, allow it to fall on the deck.    Exception:  If a round fails to eject properly, the shooter may clear it with the action locked or held to the rear.
* No steel core ammunition, i.e. 7n6 or m855 green tip, incendiary, or AP ammunition (wolf and other bimetal jacket and steel case ammo is fine)

**MATCH COMMANDS**

This match bases its range commands on the assumption that shooters will come to the starting position with their pistols holstered unloaded and holstered, long arms unloaded with muzzles pointed safely downrange.

Shooter will not come to the starting area until requested to by the RO.

1. "Load." - The shooter may now load their stage appropriate firearms and assume the starting position.
2. "Is the shooter ready?"
3. "Stand By."
4. Start Signal - This will be the timer BEEP or any other start signal as specified.

Once shooter has completed the stage (or time has expired):

1. "If you are finished, unload and show clear."  -

*Shooter may unload****only****when instructed to by the RO and while under RO supervision with the following procedure:  Magazine will be removed, action will be held open, chamber will be visually identified as empty, action will be closed and firearm will be dry fired while pointing at the downrange impact berm.   Not waiting for the RO or dry firing at the ground or feet is grounds for match DQ.*

1. "Slide Down/Bolt Closed/Hammer Down."
2. "Range is safe."

*Other Commands...*

"Muzzle!" The RO will give this command as a warning to the shooter if he/she is close to breaking the 180. Failure to take corrective action may result in disqualification.

"Stop!" or "Cease Fire!" At this command, the shooter will stop firing and remain at his/her current position. This command is only to be issued if a safety violation have been committed, or there is some other hazard present. ANYONE present may yell this command at any time necessary.

**SCORING**

The standard pistol targets are is the same target used by IDPA (International Defensive Pistol Association), Rifle targets are the IDPA MINI-ME’S but we may use other targets on occasion.

1. Shots landing on hard cover are scored as misses.   Hard cover will be indicated by black areas painted on targets.
2. "Shoot throughs" count on any targets NOT in direct contact with each other.
3. *A competitor must make a concerted effort to use any available cover as dictated by the course of fire. Movement is considered cover.*
4. Prone, when target engagement is safe from that position, is considered  cover.
5. No-shoots are targets that are indicated as a non-engageable target.  They will be indicated in stage walkthrough.
6. Scoring is done on a "total time" basis + penalties.
7. Standard engagement requires two shots per target. anything inside the 3 zone is a hit on paper.
8. It is the shooter's responsibility to ensure their score card is complete and accurate.
9. No shooter or spectator may touch any target until it is scored.
10. Re-shoots are discouraged but are allowed at the discretion of the RO and the squad.
11. A competitor may shoot for score with multiple firearms (i.e., multiple scoresheets), but the shooter must use the same firearm for the initial run through each COF.
12. Scoring is done on a "total time" basis. The accumulated time of all stages, plus target points, plus penalties equals total time. That is the final score.
13. Steel targets are scored as a simple hit or miss. Knockdown targets must be knocked down to score as a hit.
14. The following penalties may be assessed:
* Miss  +10 seconds
* Hitting Non-Threat Target  +15 seconds per hit
* Procedural  +5 seconds
* Failure to use available cover (when applicable)  +5 seconds
* No Hits on Target  +35 seconds
* Failure to Neutralize  +15 seconds per target
* Overtime shot  +10 seconds per shot (par time stages only)
* Circumvention of game spirit  +30 seconds
* Poor Sportsmanship  +60 seconds
* Destruction of Props Penalty  + 60 seconds (or financial liability)
* Dropped Magazine containing ammunition  +10 seconds per magazine
* Dropping or losing control of a firearm, loaded or not, is a Match DQ.
* *Magazines containing ammunition must be retained except in the event of clearing a malfunction or if stage design requires shooter to unload artificially (for safety or other reasons) on the clock.*
* *Circumvention of Game Spirit is when a shooter intentionally skirts the rules to gain an advantage.*
* *Poor Sportsmanship is self-explanatory.*

**DIVISIONS AND EQUIPMENT**

This match uses the following divisions:

* ***Tactical Iron:***Rifles with iron sights; no bipods allowed on rifles; handguns with iron sights, limited to 30 round magazines rifles, pistols may NOT start with "happy sticks" (IE: hyper extended magazines), semi auto only.
* ***Tactical Scope:***Rifles with any single optic; no bipods allowed on rifles; handguns with iron sights, pistols may NOT start with "happy sticks" (IE: hyper extended magazines), semi auto only.
* ***Open:***Rifles with multiple sighting systems or bipods; *slide mounted*red dots allowed on handguns.
* ***Pistol Caliber Carbine:***Any long arm firing a pistol caliber, including rimfire rounds; no handgun will be used with this division (unless the shooter is using only a pistol *only*).
* ***Armored:***Any rifle and any pistol are allowed to be used, but the shooter must wear rifle plates (front and back) while shooting.

 **GEAR RETENTION:** You may not take OFF gear for a particular stage or put ON gear for a particular stage.  All guns (even when not used or loaded at stage start) must be cleared at the end of each stage.

Example: If you're wearing a pistol and a pistol belt, it stays on for all 4 stages even if the stage doesn't require it. This includes the pistol itself.

**ARMORED EXCEPTION:**

Armored shooters may alter the configuration of their rifle from stage to stage as long as they carry everything they're going to use throughout the match through all the stages.

Example: Putting a bipod on for 200 yards and taking it off for Stage 4 but retaining the bipod on their person throughout the entire match.

**ADDITIONAL**

Muzzle brakes are allowed in all divisions.

Suppressors are allowed in all divisions.

Magazines containing ammunition must be retained except in the event of clearing a malfunction or if stage design requires shooter to unload artificially (for safety or other reasons) on the clock.

It is advised that all holsters be able to retain the pistol through vigorous movement, including, but not limited to: running 100 yards; diving under obstacles; and climbing over obstacles.

It is advised that competitors bring gloves.

It is advised that shooters have a way to carry enough magazines to shoot up to 30 rounds from their pistol, or 50 rounds from their rifle.