

# Official 2-GUN Rule Book

Held at Shoot GTR on the 2<sup>nd</sup> Sunday of each month.

Rules subject to change at any time.

August 2016

*Participation in 2-Gun is at your own risk. GTR and 2-Gun affiliates accept no liability for any issue arising from the participation of this sport.*

**MISSION STATEMENT:** 2-Gun is a competitive sport designed with all levels of training in mind. Experienced and inexperienced competitors alike can come together to train and practice in a safe and challenging setting. Competitors will be pushed to think and react to targets while maintaining safety and situational awareness, as well as pushed to develop important skill sets like maintaining trigger control under duress, performing quick and efficient reloads, and utilizing problem solving skills while determining the best way to shoot a stage. All of these skills built throughout shooting 2-gun matches will enable quick-thinking and fine motor skills that can be useful in not only other competitions, but extended to life-saving skills in real world and imagined scenarios. Above all, we are here to have fun and be safe.

1. **SAFETY:** While handling any firearm or participating in any 2 gun event, safety is of utmost importance. It is the competitor's responsibility to read and adhere to all safety rules and regulations. Competitors must agree to adhere to all rules written herein while participating in any 2 gun event. Common sense and courtesy should prevail in conjunction with all safety rules and regulations.
2. **FEDERAL FIREARMS REGULATION:** 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. NFA items may be used in 2 gun matches. Competitor must know and follow all NFA regulations related to the construction, possession, transportation and use of any firearm regulated by the NFA.
3. **COLD RANGE:** All 2 gun events will be run on a cold range. A cold range means all of the competitor's firearms must remain unloaded at the event site until told to "load and make ready" while under the direct supervision of a Range Officer.
4. **EYE AND EAR PROTECTION:** Eye and ear protection are required at all times while on the range.
5. **SAFE AREAS:** Safe Areas will be clearly marked with signs. A Safe Area is where a shooter may handle or display their firearms in an unloaded condition only. Handling of ammunition is NOT allowed in any form at the safety table. This prohibition includes, but is not limited to: loaded magazines, live or 'dummy' rounds and boxes of ammo.
6. **TRANSPORTATION OF FIREARMS:** When transporting firearms from vehicles or between stages,
  - 6.1. **Rifles** must be cased, or if not cased they must be hand carried with the muzzle pointed up or down at the ground, or slung with the muzzle pointed down.
    - 6.1.1. Rifles must be transported with actions open or chamber flag inserted with detachable magazines removed. Actions can only be closed on an inserted chamber flag.
    - 6.1.2. When using a cart, the muzzle must be pointed down at the ground, unless cart is specifically designed for the muzzle to be pointing straight up.

# Rules for 2 GUN Competitions – 2016

- 6.1.3. While at a stage and not shooting the course of fire, if rifle racks or tables are provided by the range, competitors should stage rifles in the rack/table in lieu of a cart or being carried or slung.
- 6.1.4. While at a stage and preparing to shoot the COF or returning from shooting a COF, competitors must be ever cognizant of their muzzles and avoid pointing or sweeping others. Rotating rifles from muzzle up or down positions must be done under supervision of an RO, at a Safe Table or at the base of a berm AND with no person inside the 180 degree safety plane at the time of rotation.
- 6.2. **Pistols** must remain cased until the competitor utilizes a range designated Safety Table to holster or de-holster their firearm.  
Pistols carried between stages must be cased or remain holstered with magazine removed.  
**NO HOLSTERING OR DEHOLSTERING IS ALLOWED IN/FROM ANY VEHICLES.**
7. **SAFE HANDLING OF FIREARMS AND AMMUNITION:**
  - 7.1. A course of fire will never require or allow a competitor to touch or hold ammunition or a firearm loading device after the “standby” and before the “start signal” (except for unavoidable contact with arms).
  - 7.2. During the course of fire the competitor may handle more than one firearm at a time, however neither firearm may be discharged until one is re-holstered (pistol), safely grounded or safely slung (rifle). Violation of this rule will result in a match DQ. All safety rules apply while handling two firearms at the same time.
  - 7.3. Unless specifically prohibited in the Written Stage Briefing, spare ammunition, magazines and or speed loading devices may be carried anywhere on the shooters person or firearm. The shooter must not be allowed to have ammunition or magazines/speed loading devices in their hands at the start.
  - 7.4. Magazines and speed loading devices must comply with the provisions of the relevant Division. Detachable magazines are defined as speed loaders, any Division that speed loaders are not allowed, will apply to detachable magazines as well.
  - 7.5. Spare magazines, speed loading devices or ammunition dropped or discarded by a competitor after the start signal may be retrieved, however, their retrieval is, at all times, subject to all safety rules
8. **GROUNDING RIFLES:** Competitors will be allowed to ground their rifle in designated barrels throughout the course of fire, if they choose to do so. However, competitors may not abandon any firearm at any time throughout the course of fire.
  - 8.1. Definition of Grounding Rifle: A rifle will be considered grounded when the competitor has placed it in an approved dump container with the muzzle pointed downward, not breaking the 180 degree rule.
    - 8.1.1. If the competitor grounds a rifle, they may go back and retrieve the rifle as long as they have not already discharged their pistol. If the competitor chooses to retrieve their rifle they will be allowed to, as long as they follow all 180 degree safety rules.
  - 8.2. Definition of abandoned firearm: Any firearm left in an undesignated container, or undesignated location. Competitor will be DQ'd if he or she leaves an abandoned firearm.
  - 8.3. During the course of fire the competitor may choose to ground their rifle in a dump barrel, in order to transition to the pistol. Dump barrels will be clearly marked and reference in the stage briefing.
  - 8.4. Pistols will not be allowed to be grounded at any time during the course of fire, they must be holstered. If a pistol is grounded it will result in a match DQ.
  - 8.5. If you choose to ground a rifle, it must be in the designated dump barrel only. Rifles may NOT be grounded on top of a barrel or on top of a table or on the ground. Grounding in/on an unapproved container or in an unapproved manner will be considered abandonment (8.2) and will result in a match DQ.

# Rules for 2 GUN Competitions – 2016

## 8.6. SAFETY CONDITIONS WHEN GROUNDING RIFLES:

8.6.1. A rifle may be grounded while still loaded, ONLY WITH SAFETY ENGAGED. If safety is not engaged, it will result in a match DQ.

8.6.2. A rifle may be grounded completely empty, with safety engaged or not engaged. Examples: bolt locked back with no magazine inserted, or bolt locked back with empty magazine still inserted.

## 9. SLINGING RIFLES:

9.1. Some stage description may call for a competitor to sling their rifle in order to complete a course of fire. If the competitor chooses to sling their rifle, the rifle **MUST** be unloaded, magazine removed with an empty chamber before it can safely be slung. Rifle must be slung in front of competitor with muzzle pointed down.

9.1.1. If the starting position written in the stage description requires competitors to start with their rifle slung, it must be unloaded, bolt forward with no magazine inserted, and safety on. Slings a HOT rifle will result in a match DQ.

9.1.2. You may sling a rifle during the course of fire once it has been discharged as long as it is unloaded, has an empty chamber and the safety is engaged. If a competitor chooses to “burn” a round in order to satisfy 8.6.2, it must be done in accordance with 10.11 in order to avoid a DQ for a negligent discharge.

9.1.3. Competitors who lack the capacity to safely sling their rifle, for whatever reason, may choose to safely ground their rifle in a designated bump barrel. See 8.1 – 8.3. If competitor chooses to ground their rifle in lieu of slinging the rifle, the competitor should notify the RO of their intent prior to the ‘Make Ready’ command.

## 10. DISQUALIFICATIONS: A disqualification (DQ) will result in complete disqualification from the event and the competitor will not be allowed to continue. The competitor will not be eligible for prizes and no scores for that competitor will be posted.

10.1. Safety violations will not be subject to arbitration.

10.2. A range officer must immediately stop a competitor who causes a negligent discharge, by issuing the range command ‘STOP’. Disqualification for a negligent discharge also includes ‘slam-fires’.

10.3. DEFINITION OF A NEGLIGENT DISCHARGE: A shot which travels over a backstop, a berm or any other direction deemed by the event organizers to be unsafe.

(Note a competitor who legitimately fires a shot at a target, which then travels in an unsafe direction through ricochet or bounce will not be disqualified.)

10.3.1. A shot that strikes the ground less than 10 feet from the competitor, except when shooting at a target that is placed closer than 10 feet from the competitor. The shooter will be stopped. The position of that shooter will be marked as well as the impact point. Until a ruling is made, no one shall walk the stage or the area where the violation occurred. Exception: A bullet or shot which strikes the ground within 10 feet of the shooter due to a squib shall not be subject to this rule.

10.3.2. A shot which occurs while loading, reloading or unloading a firearm after the “make ready” command and before the “range clear” command will result in a match DQ

10.3.3. A shot that occurs while loading, reloading, transitioning off or back on to the shoulder during remedial action in the case of a malfunction or clearing a firearm.

10.3.4. A shot that occurs while transferring a firearm between hands.

10.3.5. A shot that occurs during movement, except while actually shooting at targets intentionally

10.3.6. A shot that occurs while a competitor transitions from one firearm to another.

10.4. A competitor shall be disqualified for dropping or losing control of a firearm, whether loaded or unloaded, at any time after the “Make Ready” command and before the “Range is Clear” Command is issued. This includes any firearm, loaded or unloaded, that falls after being grounded

## Rules for 2 GUN Competitions – 2016

- during the course of fire. (Exception) Dropping an unloaded firearm before the “Make Ready” command or after the “Range is Clear” command will not result in disqualification, provided the firearm is retrieved by a Range Officer only.
- 10.5. Grounding a loaded rifle in any designated container with the **safety not engaged**, or abandonment of a firearm (8.2) will result in a match DQ.
  - 10.6. A competitor shall be disqualified for allowing the muzzle of a firearm to break the 180-degree safety plane.
    - 10.6.1. Definition of the 180-degree safety plane: The plane defined by an arc both horizontal and vertical that is created when the competitor is standing facing squarely down range and parallel to, the designated backstop used on the bay to define the 180 safety line on that particular stage. Any muzzle position that points backward toward the mouth of the bay away from the designated 180 safety line is a violation of rule 10.6.
  - 10.7. A competitor shall be disqualified for unsportsmanlike conduct, which includes but is not limited to the following:
    - 10.7.1. Intentionally altering targets prior to the target being scored to gain the advantage or to avoid penalties.
    - 10.7.2. Altering or falsifying score sheets or data in electronic scoring devices.
    - 10.7.3. Altering the course of fire (i.e. moving targets or props) to create an unfair advantage. Stages CANNOT be altered in any way once shooting has started, this will result in a match DQ. If the stage has not been shot by any competitor in the match and there is an issue with a stage the RANGE MASTER may alter the course of fire if it is deemed a safety issue, and when no squad has shot the stage.
    - 10.7.4. Threatening or assaulting other competitors, range officials, match staff, match director or any spectators will result in a match DQ and a ban from the range permanently.
    - 10.7.5. Disruptive behavior from a competitor in order to distract or gain an advantage over another competitor will result in a match DQ. Disruptive behavior from a spectator will result in an ejection from the range property.
    - 10.7.6. Competitors and spectators are expected to conduct themselves in a courteous sportsman like manor at all times. Clothing with offensive or obscene logos, sayings, pictures or drawings must NOT be worn or displayed at the event site. Eye and ear protection is mandatory for all competitors, spectators and range personnel while on the event site. Failure to adhere to these rules of conduct will result in a match DQ. Spectators who fail to adhere to these rules of conduct will be required to leave the property and may be banned from the range.
  - 10.8. Competitors may not under any circumstances be under the influence of drugs, alcohol or prescription drugs while at the match or competing in the match. This will result in a match DQ and an ejection from the range property.
  - 10.9. If a competitor is deemed to be unsafe to other competitors or match staff, due to erratic behavior and is unsafe to themselves and others will result in a match DQ and ejection from the property.
  - 10.10. If a competitor is deemed unsafe by match staff due to medical conditions or an injury that prevents them from competing safely will result in a match DNF (did not finish) they will receive credit for any stages they may have shot and classification if a classifier had already been shot.
  - 10.11. If a competitor chooses to “burn” a round in order to completely empty a firearm this is permissible. The round MUST be fired at a target on the course of fire, Rifles must still be shouldered. If the competitor shoots off the shoulder or does not shoot at a target while “Burning” a round it will be considered a negligent discharge and will result in a match DQ.

# Rules for 2 GUN Competitions – 2016

- 10.12. Engaging any steel targets with rifle that are not designated as rifle targets or if the competitor shoots a steel target with steel core penetrating rounds this will result in a match DQ.
- 10.13. If a competitor is found with a magazine inserted in their pistol or rifle while not running the course of fire or if a competitor chooses to discharge a firearm without being under the direct supervision of a range official, the result will be a match DQ.
- 10.14. A competitor that intentionally loses or displaces eye or ear protection while engaged in the course of fire will be considered unsafe and or cheating and will result in a match DQ.
- 10.15. Having a holstered pistol with a live round in the chamber while in the prone position during the course of fire will result in a match DQ. If the competitor is shooting in the prone position with an unloaded pistol and no live round in the chamber will not result in a match DQ.
- 10.16. During the course of fire the competitor must keep their finger off the trigger and on the frame of the firearm NOT inside the trigger guard while moving, transitioning between targets, performing a reload or loading a firearm. The RO may give a verbal warning, if the competitor does not comply with the warning it will result in a match DQ.
- 10.17. All walls, barriers or constructed obstacles are deemed to extend from the ground up to infinity. Shooting under or over or moving under or over such props is strictly forbidden and is considered a safety violation and will result in a match DQ (unless specifically written in the stage description and is allowed in the course of fire).
- 10.18. Disqualifications will be finalized by the match director and range master only. Any Match DQ finalized by the range officials are not subject to arbitration. If a competitor argues with the range master or match director after a decision has been made will result in ejection from the match property and may result in a ban from the property.

## 11. SCORING

- 11.1. 2-Gun scoring is based on a time-plus system. Your final/total time will be your raw time, plus any additional seconds added on due to penalties as discussed in 11.4.
  - 11.1.1. Scoring is time plus penalties. Total time accumulated for all stages will determine event finish order. Lowest time including penalties will determine the winner of the match. This will count for overall scores with all divisions included. It will also determine each division winner based off the division you have chosen to shoot. All shooters must wait until a target has been scored before they paste it or reset it, if they are unsure they must ask the RO before pasting or resetting any steel.
- 11.2. Targets consist of paper targets, steel poppers and stationary steel. Hits on paper will be scored with the best 2 hits and steel must fall or receive the amounts of hits designated by the stage description. Steel poppers must fall to be scored as a hit.
- 11.3. CALIBRATION OF STEEL: If a steel popper does not fall after being hit directly in the hit zone the shooter may call for calibration. If it is a pistol shot the RO must shoot it with a 9mm round in the hit zone, if it is Rifle the RO must shoot the target with a .223 Remington (5.56 NATO) round in the hit zone. If the steel does not fall the shooter will be allowed a re-shoot. If it does fall the shooter will take all assessed penalties and receive the final time assessed.
- 11.4. Penalties will be assessed as either target penalties or additional penalties. Target penalties are hits that add penalty time to your raw time based off your accuracy. Additional penalties are assessed from a procedural or shooting a no shoot and add penalty time to your raw time.

### 11.4.1. TARGET PENALTIES

B-zone	0.5 second penalty
C-zone	1.0 second penalty
D-zone	2.0 second penalty
Miss	5.0 second penalty ( <i>not hitting the target at all or</i>

# Rules for 2 GUN Competitions – 2016

*without the correct amount of hits)*

## 11.4.2. ADDITIONAL PENALTY

Procedural	5.0 second penalty
No Shoot	10.0 second penalty

11.5. PROCEDURAL: One procedural shall be assessed per each instance of the following:

11.5.1. Failure to follow the stage description

11.5.2. Shooting outside or before entering the designated shooting area, a procedural will be assessed for every shot taken outside or before entering the designated shooting area.

~~11.5.3. Failure to start in the position indicated in the written stage description. (Determined that it is the RO's responsibility to enforce start position.)~~

11.5.4. Using a grounding barrel as support while firing pistol or rifle, a procedural will be assessed for every shot taken while using a grounding barrel as support.

11.5.5. Failure to follow a specific load out in magazines written in the stage brief.

11.5.6. Failure to perform reloads "from the belt" when written in the stage brief will result in a procedural for every shot taken after the reload has been performed. "From the belt" means from the body, e.g. cargo pockets, belt mag pouches, chest mag pouches. The shooter may correct this action as long as they have not taken any shots from the magazine that was not loaded from the belt. Coupled magazines are not considered a reload from the belt.

11.5.7. Failure to Engage (FTE) a target incurs one procedural. If a target is engaged but missed (even twice) an FTE will not be assessed.

11.6. DNF: Definition: **Did Not Finish** the course of fire. This scoring section is to be applied to shooters who do not complete a course of fire, whether willingly or unwillingly.

11.6.1. A catastrophic malfunction of a firearm that prevents a competitor from completing a stage will not require a DNF, rather, the stage will be scored as is (all misses, failure to engage, etc. counted accordingly).

11.6.2. A malfunction occurrence that a competitor simply does not want to clear and continue to fire (an RO determines that he/she could have cleared & continued) WILL count as a DNF.

11.6.3. A DNF in any stage necessitates a DNF for the match.

11.6.4. DNFs rank after finished shooters and above Disqualified shooters (DQs).

11.6.5. DNFs get ranked in the stages they complete, but DQs do not get ranked in any stages, even if stages were completed before being DQ'd.

## 12. AMMUNITION

12.1. Armor piercing, tracer or incendiary rounds are specifically not allowed and are prohibited.

12.2. A competitor found in violation of 12.1 will be assessed a fee of \$200 for each steel target damaged. Fines will be made payable the day of offense.

12.3. Pistol ammunition must be 9mm or larger.

12.4. Rifle ammunition must be .223 Remington (5.56x45 NATO) or larger.

12.5. Competitors may use .22lr but they will not be scored.

## 13. FIREARMS

13.1. All firearms used by competitors must be serviceable and safe. If a range officer or official requests to inspect a firearm to determine its functionality and safety the competitor must comply with the request. If a firearm is deemed unsafe to be used in the competition it must be removed until it is repaired or replaced. The range officer or match director must be satisfied with the repair or replacement in order for the competitor to continue. If the competitor does not have the capacity to continue safely with their firearm they will be given a DNF (11.6).

13.2. If a competitor's firearm is deemed unsafe and the competitor chooses to replace the firearm it must be of the same model, caliber, optic and it is up to the range officer or match director to

# Rules for 2 GUN Competitions – 2016

approve the new firearm to be used. If the competitor cannot locate such firearm and chooses to use a firearm of different caliber, model or optic they will be subject to a change in division they are shooting in.

- 13.3. A competitor may NOT change out uppers on their rifle during the match to give themselves a competitive advantage over other shooters. If a competitor does this it will result in a match DQ. *Example: switching uppers from one with a red dot to one with magnification in between stages, to gain advantage for a target at a farther distance.*

## 14. HOLSTERS

- 14.1. Pistol holsters must be worn on the strong side of the shooter and it must be a retention holster that can withstand all types of movement while retaining the pistol. If the holster fails to retain the pistol and the pistol falls out of the holster during the course of fire it will result in a match DQ.
- 14.2. The holster must completely cover the trigger on all pistols.
- 14.3. The belt upon which the holster is being worn must be worn at waist level and securely attached.
- 14.4. Tactical thigh or drop leg holsters are allowed, but must be securely attached to the belt at the waist.
- 14.5. Shoulder holsters, inside the waistband holsters and cross draw holsters are **NOT** allowed for safety reasons.

## 15. RANGE COMMANDS AND PROCEDURES:

- 15.1. **“Make Ready”** This command is given at the beginning of the COF to the shooter. When this command is given the shooter may load their firearms and prepare for the COF. This is the only time during the match in which a shooter is allowed to load their firearms. If the shooter loads and makes ready before this command is given, it will result in a match DQ.
- 15.2. **“Are You Ready”** After the competitor has made their firearms ready to use on the COF the RO will accompany them to the starting position. Once there the RO will ask the shooter “are you ready.” A confirmation or any lack of response will mean the shooter is ready.
- 15.3. **“Standby”** The RO will then say “Standby.” Shortly after that command is given (within 1-4 seconds) the RO will sound the timer and the competitor will attempt to run the course of fire.
- 15.4. **“STOP”** At any point during the COF, if the RO yells “STOP” the shooter must immediately cease fire stop and await instructions from the RO.
- 15.5. **“If you are finished, unload and show clear”** After the competitor has finished the COF, the RO say to the shooter “If you are finished, unload and show clear”. If competitor is finished, they must remove all magazines from each firearm, then show the RO an empty chamber.
  - 15.5.1. Rifle: For rifle the shooter will remove the magazine pull the slide back and show the RO an empty chamber. The RO will verify an empty chamber and then insert the chamber flag to show the rifle is in a safe condition.
  - 15.5.2. Pistol: For pistol the shooter will remove the magazine pull the slide back and show the RO an empty chamber. The RO will then say “hammer down and holster” this means the shooter will point the pistol down range pull the trigger and re-holster the pistol.
- 15.6. **“Range is clear”** The RO will give this command after all firearms have been cleared, and it is now safe to go down range and paste and reset targets.
- 15.7. **ADDITIONAL RANGE COMMANDS ISSUED WHILE SHOOTING**
  - 15.7.1. **“Finger”** if the shooter hears this command given by the RO this means that their finger is inside the trigger guard while transitioning between targets or during a reload. This warning will only be given once by the RO. If the shooter does not comply, the RO may stop the shooter and assess penalties or DQ.
  - 15.7.2. **“Muzzle”** This verbal warning may be given multiple times by the RO to the shooter throughout the COF if the shooter is coming close to breaking the 180 degree safety plane.

# Rules for 2 GUN Competitions – 2016

If the shooter breaks the 180 degree safety plane, rule 10.6 applies (RO will stop the shooter and DQ the competitor).

15.7.3. “FOOT” This verbal warning may be repeated at different locations in the COF as needed, when a competitor is touching a rope fault line or while stepping on the ground or object outside the shooting box or fault line. Rule 11.5.2 applies, foot faults will also be assessed when shooting from the prone position.

**16. START AND SHOOTING POSITIONS:** Written stage briefs may require the start position to be standing, sitting, kneeling, prone or dedicated otherwise.

16.1. Pistol: unless otherwise specified the shooter will start every COF with their pistol loaded and holstered. If the pistol is equipped with a manual safety, hammer must be forward or safety engaged.

16.2. Rifle: Each stage will have written stage briefs as to how to start with the rifle, if there is no written requirements it will default to 'low ready' start position.

16.2.1. Low Ready start position: standing erect and relaxed, rifle mounted to the shoulder and mag well facing downwards with the muzzle facing down range, lowered from aiming at targets or aimed at a specifically designated low ready marker.

16.2.2. Port Arms (Rifle): Standing erect and relaxed, with the rifle held diagonally in front of the body by both hands. The rifle stock will be touching the competitors belt at hip level, muzzle angled upwards, mag well facing downwards, finger outside the trigger guard, safety engaged.

16.3. Prone: If the start position is prone the pistol will be holstered empty with a clear chamber. If at any point during the course of fire the shooter chooses to go to the prone position they must have a clear and empty pistol. Failure to do so will result in a match DQ.

16.4. Supported: This is defined as any part of the shooter or the shooters firearm resting on or coming in contact with a stage prop, barricade or the ground while engaging targets during the course of fire. This is generally permissible, unless specifically prohibited in the stage description.

16.5. Unsupported: This is defined as any part of the shooter not coming in contact with a stage prop, barricade or the ground while engaging targets in the course of fire. (also known as 'off hand')

**17. WEATHER OPTION RULES:** In the event inclement weather is forecasted during the duration of the match, the match may be canceled in advance. If inclement weather happens during the match, the match director may choose to bag the targets in order to keep them from getting wet. In the event of lightning strikes nearby, the match may be canceled or postponed until it is safe to resume shooting. If the match director chooses, the match will continue with competitors 'shooting in the rain'. While competitors are not required to shoot in the rain, they will receive a DNF for any stage not shot. Inclement weather will NOT result in any refunds unless otherwise noted by the match director. It is 'at-the competitor's risk' for competitors to compete on days with potential inclement weather.

**18. FIREARM DIVISIONAL REQUIREMENTS**

18.1. CARTRIDGE, CALIBER & GAUGE REQUIREMENTS

18.1.1. Pistol: the minimum cartridge case dimensions are: 9x19mm, 9mm Luger, 9mm Parabellum, 9mm NATO or 9mm.

18.1.2. Rifle: .223 (5.56 x 45mm NATO) minimum rifle caliber.

18.2. UNLIMITED DIVISION:

18.2.1. UNLIMITED PISTOL: No limitations on accessories and magazine length is unrestricted.

18.2.2. UNLIMITED RIFLE: There are no limitations on accessories. Rifle supporting devices (i.e. bipods, etc.) may be added or removed during the course of the event.

18.3. STANDARD DIVISION:

18.3.1. STANDARD PISTOL: Firearms with compensator or barrel porting are not allowed in this division. Slide mounted optics are allowed.

## Rules for 2 GUN Competitions – 2016

- 18.3.2. STANDARD RIFLE: Optics Division rifles may be equipped with iron sights and or no more than one (1) optical sight. Both sight systems may be used in conjunction, co-witnessed or offset. Rifle supporting devices such as bipods or monopods are not allowed.
- 18.4. PISTOL CALIBER CARBINE DIVISION (PCC):
  - 18.4.1. PCC PISTOL: Firearms with compensator or barrel porting are not allowed in this division. Slide mounted optics are allowed.
  - 18.4.2. PCC RIFLE: Minimum caliber is 5.7 x 28mm and maximum caliber is .45 ACP. Rifle supporting devices such as bipods or monopods are not allowed.

19.