

Greenville Gun Club 2-Gun/Carbine Match Rules

1. Safety

- a. Greenville Gun Club operates a Cold Range; all firearms must be unloaded and clear prior to exiting your vehicle (concealed carry weapons, service weapons of off-duty Law Enforcement Officers, etc.)
- b. Always observe safe firearm handling practices
- c. Eye protection is required at all times (includes spectators)
- d. Ear protection is required when on or near a stage (includes spectators)
- e. No handling of ammo in the designated safe area(s)
- f. Firearms shall be unloaded at all times and until the Safety Officer (SO) directs the shooter to load and make ready
- g. Firearms with a manual safety **must** have the safety engaged (unless the hammer is down) when loaded and ready at the start of a stage
- h. Rifle chambers shall be flagged when unloaded
- i. Firearm muzzle must always remain below the top of the berm (loading, unloading, clearing malfunctions, movement through a stage)

2. Match Organization and Conduct

- a. Match consists of 5 stages
- b. Shooters are organized into 5 squads
- c. Each squad has a designated Safety Officer (SO) responsible for directing the squad, resolving questions and/or disputes, monitoring safety practices, and rendering appropriate action(s) for violation of safety and/or match rules
- d. ***Match Director shall have the final concurrence on any disputes and/or disqualifications***
- e. Course of Fire
 - i. Each stage will have a specific brief detailing the manner and order of completion
 - ii. Start boxes and fault lines shall be clearly defined and adhered to at all times
 - iii. Dump barrels/buckets shall be clearly defined in the stage brief; failure to adhere may result in a Procedural Penalty or Stage Disqualification (DQ), as deemed appropriate by the Squad SO
- f. SO is responsible for directing the stage scoring and reset procedure; do not proceed downrange until the SO has announced that the stage is clear
- g. Handling of Firearms
 - i. Pistols should be uncased/cased in the designated Safe Area(s)
 - ii. Rifles may be uncased/cased at a shooter's vehicle
 - iii. Any handling of firearms outside of normal stage shooting should be performed in the Safe Area (includes, but not is not limited to, disassembly, maintenance, troubleshooting, parts replacement, reassembly)

3. Standard Range Commands

- a. Load and make ready
- b. Are you ready

- c. Stand by
- d. If finished, unload, and show clear
- e. If clear, slide forward, hammer down, and holster (pistol)
- f. If clear, flag chamber, bolt forward, and muzzle up/down (rifle)
- g. Range is clear
- h. Go forward to score, paste, and reset
- i. STOP
 - i. If the SO issues this command, shooter shall immediately cease fire and remain still until further instruction is provided*

4. Divisions

- a. Tac Ops
 - i. One (1) optic (red dot or scope) on the rifle; magnifier may be used at shooter's discretion (magnifier may not contain an aiming reticle)
 - ii. Iron sights on the pistol (for 2-gun)
- b. Open
 - i. No restrictions on rifle optic(s), both number and type
 - ii. No restrictions on pistol optic(s) (for 2-Gun)
- c. AK Open
 - i. No restrictions on rifle optics
 - ii. No restrictions on pistol optic(s) (for 2-Gun)
- d. AK Irons
 - i. Iron sights for the rifle
 - ii. Iron sights for the pistol (for 2-Gun)
- e. PCC Only
 - i. No restrictions on optics
 - ii. Shooter must conform to the course of fire for a given stage
- f. Equipment Restrictions/Prohibitions
 - i. No steel core (aka "penetrator") or steel-jacketed rounds are allowed; if in doubt, use a magnet to check
 - ii. Automatic and/or Select Fire weapons are **prohibited**
 - iii. No binary triggers, forced reset triggers, bump stocks, or other devices that enable rapid firing of a firearm
 - iv. Maximum allowed rifle caliber is 7.62mm x 39 or .300BLK
 - v. Laser sights/aiming devices are allowed in the Open Division only (applicable to all firearms)

5. Scoring

- a. Greenville Gun Club utilizes the "Time Plus" scoring methodology
- b. Final stage time is the sum of raw time, penalties (+), and bonuses (-)
- c. Neutralizing Targets
 - i. Two (2) hits are required on **all** paper targets (or a single "A" zone hit unless otherwise specified)
 - ii. Steel "knock-down" targets must fall
 - iii. Dueling Tree steel plates must swing 180 degrees minimum
 - iv. All other steel targets require a single hit (reactive steel and gongs)

- d. Hard Cover and Non-Threats
 - i. Hard cover will be designated using black; hits on hard cover do not count for or against the shooter
 - ii. Non-Threats are designated by white targets and/or targets with visible hands; penalties for hitting a Non-Threat are described in the next section
- e. Virginia Count Stages
 - i. Stage brief shall specify the required number of hits per target
 - ii. Any target with greater than the required number of hits shall be subject to a Procedural Penalty as defined in 6.e.i below
 - iii. Any target with less than the required number of hits shall be subject to a Failure to Neutralize Penalty as defined in 6.a.ii below

6. Penalties

- a. Failure to Neutralize (FTN)
 - i. Less than two hits on paper (not applicable to “A” zone hits unless stage brief specifies otherwise)
 - ii. 2.5 seconds per target
- b. Miss on Target
 - i. No hits on an engaged target OR
 - ii. Steel knockdown target does not fall
 - iii. 5 seconds per target
- c. Failure to Engage (FTE)
 - i. Failing to engage a target during the course of fire (i.e., skipped/didn’t shoot)
 - ii. 7.5 seconds per target
- d. Hit on Non-Threat
 - i. Hitting a designated Non-Threat
 - ii. 5 seconds per hit
- e. Procedural
 - i. Failure to abide by the requirements of a stage brief: 5 seconds per occurrence/target unless otherwise noted
 - ii. Failure to engage rifle safety when utilizing a dump barrel: 30 seconds

7. Disqualifications (DQ)

- a. A shooter may be disqualified for any of the following:
 - i. Shooting pistol steel with rifle (Stage DQ and shooter will replace damaged steel targets)
 - ii. Breaking the 180 (Match DQ)
 - iii. Sweeping any person with the muzzle of a loaded firearm (Match DQ)
 - iv. Accidental Discharge (Match DQ)
 - v. Proceeding downrange of a “dumped” rifle that does not have the safety engaged (Stage DQ)
 - vi. Use of prohibited ammunition and/or prohibited equipment (Match DQ)
 - vii. Failure to maintain muzzle below the top of a berm (warning for first offense, Stage DQ for second offense)
- b. Other infractions or unsafe practices may result in a Stage or Match DQ at the discretion of the Squad SO **and** Match Director