



OFFICIAL RULEBOOK

It is the competitor's responsibility to read and understand these rules prior to beginning participation in any match sponsored by A Girl and A Gun Women's Shooting League (AG & AG). Any questions will be addressed prior to commencement of the competition.

Abbreviations:

- A Girl & A Gun Women's Shooting League: AG & AG
- Range Officer: RO
- Chief Range Officer: CRO
- Written Stage Brief: WSB
- Course of Fire: COF
- Disqualification: DQ

MULTIGUN CHALLENGE

1. Safety Rules

- 1.1. Participants are subject to match disqualification for violation of any rule or regulation in sections 1 or 11.
- 1.2. Safe Gun Handling Rules and Expectations
 - 1.2.1. Treat all guns as if they are always loaded.
 - 1.2.1. Never let the muzzle cover anything that you are not willing to destroy.
 - 1.2.2. Keep your finger off the trigger until your sights are on target and you have made the decision to shoot.
 - 1.2.3. Be sure of your target and what lies beyond it.
 - 1.2.4. Know how to use each firearm safely.
 - 1.2.5. Know Yourself. If you feel confused, unsure, overwhelmed, or uncomfortable, not taking the shot is the best and safest thing to do until you are ready to resume shooting in a safe manner. If you are unsure that your actions could become unsafe give yourself permission to PAUSE! You and only you are in 100% control of the firearm in your possession. Know yourself and trust yourself enough to stay in control of your thoughts, emotions, and actions.
- 1.3. AG & AG matches will be run on a COLD RANGE.
 - 1.3.1. COLD RANGE (definition): Participants' firearms will remain unloaded at the match site except by the direction of a match official.
- 1.4. Designated Safety Areas
 - 1.4.1. Safe Tables will be marked with signage or other obvious markings.
 - 1.4.2. Other safety areas can be designated under the direction or supervision of a Range Officer.
 - 1.4.3. Ammunition, loaded magazines, dummy rounds, and loaded firearms may not be handled in any designated safe area or table.
 - 1.4.4. Bagging and unbagging of all guns will take place in safe areas and/or tables. It will take place in a safe direction.
- 1.5. Transporting firearms between stages
 - 1.5.1. Rifles and shotguns will be transported with detachable magazines removed, tubes unloaded AND action closed on an inserted chamber safety flag.
 - 1.5.2. Handguns carried between stages will be cased or remain holstered. Holster does not need to remain on belt.
- 1.6. Intoxication and/or Impairment
 - 1.6.1. No participant will consume or be under the influence of alcohol or prescription drugs that may alter one's ability to safely handle firearm's, or non-prescription drugs that may alter one's ability to safely handle firearms at the match site before or during shooting.
 - 1.6.2. Any participant found to be impaired and deemed unsafe as a result of legitimate prescription or nonprescription drugs will be directed to stop shooting and

requested to leave the range with no penalty. Those deemed unsafe due to intoxication or illegal use of drugs/alcohol will result in a match DQ.

- 1.6.3. Spectators found to be impaired and deemed unsafe as a result of legitimate prescription drugs or otherwise will be directed to leave the range.
- 1.7. Eye and Ear protection is mandatory for participants, spectators and range personnel while on or near live fire areas.
 - 1.7.1. If a competitor loses/displaces her eye and/or ear protection during the COF, there are 3 possible outcomes:
 - 1.7.2. If the competitor intentionally displaces her ear/eye protection, this will be considered unsportsmanlike conduct and will result in a match DQ under Rule 13.7.
 - 1.7.3. If the competitor unintentionally displaces (or fails to wear) ear/eye protection and she has a firearm in her hand, she may stop herself or the RO may stop her and she will be issued a re-shoot. Note: It is the Range Officers responsibility to ensure the competitor starts the stage with all safety equipment in place.
 - 1.7.4. If eye/ear protection is displaced during the COF, but the competitor does not have a firearm in her hand, she will be required to replace the protection prior to resuming the COF.

2. Range Commands and Procedures

- 2.1. The WSB will specify target type/count and firearm(s) required for proper engagement. The WSB read by the RO supersedes the match book or any previously posted stage information.
- 2.2. Shooters are responsible to listen to the WSB and ask questions prior to receiving the make ready command regarding what firearms may engage which targets to avoid procedural penalties or match safety penalties including DQ.
- 2.3. Using a firearm abandonment barrel/container or pickup table/container to support themselves at any time is not allowed. This is a significant advantage and is a 5 second procedural penalty per shot. Leaning on tables or placing elbows or bipods on tables counts as support. WSB may make exceptions as required.
- 2.4. "Make Ready": The COF begins with the "Make Ready" command and ends after the "Range is clear" command.
- 2.5. The RO will give the "Make Ready" command signifying the start of the COF and then direct and supervise the competitor through the process of preparing and positioning all firearms. The initial "Make Ready" command defines the start of the COF regardless of how many firearms are subsequently prepared, loaded, and/or staged following that command.
- 2.6. "Are You Ready-Standby": After the competitor has staged all firearms to be used in the COF, the RO will accompany them to the start position. The RO will then issue the commands "Are You Ready" followed shortly by "Standby" and the activation of the timer.
 - 2.6.1. Any movement such as a head nod or audible response, or the lack of any movement or audible response from the competitor after being issued the "Are You Ready?" command indicates that she fully understands the requirements of the COF

and is ready to proceed. If the competitor is not ready, she will clearly state "No" or "Not Ready". A competitor will assume the required start position to indicate her readiness to the RO.

2.6.2. Default Start Position. The competitor assumes the default start position unless otherwise specified in the WSB.

2.6.2.1. Handgun start, the competitor must stand erect, facing downrange, with arms hanging naturally by the sides.

2.6.2.2. Rifle or shotgun start, low ready with gun mounted in shoulder at 45-degree angle down toward the ground.

2.6.2.3. PCC stock touching belt

2.7. "Muzzle": A courtesy verbal warning by the RO will be given if you are in danger of breaking the 180 by pointing your firearm in an unsafe direction. If you break the 180 and point your firearm in an unsafe direction before the RO has enough time to issue the courtesy warning, it is an immediate Match DQ.

2.8. "Stop": Any RO assigned to a stage may issue this command at any time during the COF. The competitor must immediately cease firing, stop moving, and wait for further instruction from the RO.

2.9. "If You Are Finished, Unload and Show Clear": If the competitor has finished shooting, she will lower her firearm and present it for inspection by the RO with the muzzle pointed downrange, magazine removed or tube emptied, slide/bolt locked or held open and chamber empty. The RO will instruct and accompany the competitor to safely unload all firearms used in the COF.

2.9.1. Handguns: Release the slide and pull the trigger without touching the hammer or de-cocker then holster the handgun

2.9.2. Rifle/Shotgun: Bolt/Action locked back for show clear, then bolt/action closed on inserted chamber safety flag inserted.

2.9.3. Rifles/Shotguns will be carried muzzle up or down when enter/exiting the stage.

2.10. "Range Is Clear": This command will be issued only after all firearms have been cleared by the RO. This declaration signifies the end of the COF. Once this declaration is made, officials and competitors may move downrange to score, and reset targets.

2.10.1. When appropriate, an abandoned firearm may be cleared by the RO and competitor's proxy before the end of the COF and Range is Clear declaration.

2.10.2. When appropriate, the RO in charge of recording scored targets may allow the rest set of targets before the end of the COF and Range is Clear declaration.

3. Category

3.1. Junior – 17 years and under

3.2. Senior – 55 years and over

3.3. Super Senior – 65 years and over

3.4. Military – ID required; Active, Guard, Reserve, or Retired

3.5. LEO – ID required; Active, Reserve, or Retired

4. Firearms

- 4.1. All firearms used by competitors will be serviceable and safe.
- 4.2. ROs may demand examination of a participant's firearm or related equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by an RO, it will be withdrawn from the event until the item is repaired to the satisfaction of the Range Master.
- 4.3. If a competitor's firearm becomes unserviceable during competition, that competitor may replace her firearm with another of the same or similar model, caliber and sighting system only after it is approved by the Range Master.
- 4.4. For purposes of this ruling, a "firearm" consists of a specific caliber, receiver, barrel, stock, and sighting system combination.
- 4.5. The same firearm system, for each gun will be used during the entire match.
- 4.6. Competitors may not reconfigure any firearm during the COF of a match (i.e., change caliber, barrel length, shotgun magazine tube length, sighting systems or stock). Changing shotgun choke tubes is not considered a reconfiguration and is allowed prior to pre-loading the magazine tube.
- 4.7. Supporting devices that can cause damage to props or pose a risk to shooters are prohibited.
- 4.8. Devices that increase the risk of unintentional discharge such as binary triggers are prohibited for competition.
- 4.9. 2. Fully automatic fire is prohibited unless otherwise specified by the Match Director.
- 4.10. Handguns
 - 4.10.1. Handguns will be unloaded and cased or remain in the participant's holster with the magazine removed except in designated Safety Areas, or under the direction of Range Officer(s) on a stage.
 - 4.10.2. Handgun ready condition for any style handgun may be hammer safely lowered. Single action handguns with a functioning manual safety lever may begin with the hammer cocked and the manual safety engaged.
 - 4.10.3. Handguns with stocks and/or fore grips of any kind are no longer considered handguns.
- 4.11. Rifles, PCCs, and Shotguns will be fitted with a stock, enabling it to be fired from the shoulder.
- 4.12. Silencers/Suppressors may not be used in any division.
- 4.13. Safe and Empty Firearms
 - 4.13.1. "Safe"
 - 4.13.1.1. Handguns with a manual safety will be FULLY engaged to satisfy the "loaded on safe" rule, regardless of passive safeties. Safeties not fully engaged receive a 5-second procedural penalty.
 - 4.13.1.2. Handguns without a manual safety will have passive safeties in operational condition to meet the safety-engaged requirement. If the handgun has no manual safety and the only manual lever is a decocking mechanism, it

must be engaged and the hammer must be de-cocked to satisfy the safety engaged condition.

4.13.1.3. Handguns with no functioning safety must be completely empty when grounded.

4.13.1.4. Any rifle or shotgun with a manual safety will be FULLY engaged to satisfy the safety-engaged rule. Safeties not fully engaged receive a 5 second procedural penalty.

4.13.2. "Empty"

4.13.2.1. Empty firearm is with no live rounds in chamber, feed tube, on lifter, or magazine.

5. Divisions (Open, Tac Optics, Modified Tac Ops, Limited, PCC)

5.1. Open Division

5.1.1. Pistol

5.1.1.1. No limitations on accessories.

5.1.1.2. Magazine length may not exceed 170 millimeters.

5.1.1.3. For the purpose of the Team Pistol Challenge, the "Open" classification will follow rules for Open.

5.1.2. Rifle

5.1.2.1. No limitations on accessories.

5.1.2.2. No limitations on configuration and magazine capacity.

5.1.3. Shotgun

5.1.3.1. No limitations on accessories.

5.1.3.2. Shotgun detachable magazines and speed loaders are allowed in Open division.

5.1.3.3. Shotgun speed loaders must have a primer relief cut.

5.1.3.4. Magazine tube length (if applicable) may not be changed for the duration of the match.

5.2. Modified Tac Optics Division

5.2.1. Pistol

5.2.1.1. Handguns must be of a factory configuration. Modifications are allowed.

5.2.1.1. Handguns with one (1) slide mounted optic are allowed. No frame mounted optics are allowed in this division.

5.2.1.2. Handguns with compensators or barrel ports are not allowed.

5.2.1.3. Magazines used may not exceed 170mm OAL (Overall Length) for single stacks, and may not exceed 140mm OAL for staggered magazines.

5.2.1.4. For the purpose of the Team Pistol Challenge, any handguns that fall into the "Modified Tac Optics" Division will be classified in Open Division.

5.2.2. Rifle

5.2.2.1. Modified Tac Optics rifles follow Tac Optics criteria.

5.2.3. Shotgun

5.2.3.1. Shotguns must be of a factory configuration. Modifications are allowed.

5.2.3.2. Shotguns may be equipped with one (1) non magnified optic.

5.2.3.3. No shotgun supporting devices (i.e. bipods, etc) are allowed in this division.

5.2.3.4. No compensators, barrel porting, or ported chokes are allowed in this division.

5.2.3.5. No shotgun may be loaded with more than 9 rounds at start signal.

5.2.3.6. No shotgun speed loaders or detachable magazines are allowed in this division.

5.2.3.7. Magazine tube length must remain the same for the duration of the match.

5.3. Tac Optics Division

5.3.2.

5.3.2.1. Pistol Handgun must be of a factory configuration. Modifications are allowed.

5.3.1.1. Handguns with custom or factory installed electronic sights, optical sights, extended sights, compensators, or barrel porting are NOT allowed in this division.

5.3.1.2. Magazines used may not exceed 170mm OAL (Overall Length) for single stacks, and may not exceed 140mm OAL for staggered magazines.

5.3.1.3. For the purpose of the Team Pistol Challenge, the "Iron" classification will follow the rules for Tac Optics Division.

5.3.1. Rifle

5.3.1.1. Rifles must be of a factory configuration. Modifications are allowed.

5.3.1.2. Tac Optics Division rifles may be equipped with no more than one (1) optical sight. A magnifier may be used in addition to a non-magnified optic, providing it stays on the gun for the entire match. Iron sights may be used in addition to the optic.

5.3.1.3. Rifle supporting devices (i.e. bipods, sandbags, silo's etc.) are not allowed in Tac Optics Division.

5.3.1.4. Rifle may have a compensator that is no more than 1" in diameter and 3" in length.

5.3.1.5. Magazine capacity may not exceed 60 rounds.

5.3.1. Shotgun

5.3.1.1. Shotguns must be of a factory configuration. Modifications are allowed.

5.3.1.2. No electronic or optical sights are allowed on shotguns in this division.

5.3.1.3. No shotgun supporting devices (i.e. bipods, etc.) are allowed in this division.

5.3.1.4. No compensators or porting on barrels allowed in this division.

5.3.1.5. No shotgun may be loaded with more than 9 rounds at start signal.

5.3.1.6. No shotgun speed loaders or shotguns with detachable magazines are allowed in this division.

5.3.1.7. Magazine tube length may not be changed for the duration of the match.

5.4. Limited Division

5.4.1. Pistol

5.4.1.1. Pistol follows Tac Optics criteria.

5.4.2. Rifle

5.4.2.1. Rifles must be of a factory configuration. Modifications are allowed.

5.4.2.2. Rifles may be equipped with one non- magnifying optic which is in the same plane as standard iron sights and the bore-line. They may be in addition to or in place of iron sights; however if in addition, the sights must co-witness.

5.4.2.3. Rifle supporting devices (i.e. bipods, sandbags, silo's etc.) are not allowed in Limited Division.

5.4.2.4. Rifle may have a compensator that is no more than 1" in diameter and 3" in length.

5.4.2.5. Magazine capacity may not exceed 60 rounds.

5.4.3. Shotgun

5.4.3.1. Shotgun follows Tac Optics criteria.

5.5. PCC Only

5.5.1. No limitations on accessories. PCC supporting devices (i.e. bipods, etc.) may be added or removed at any time, but must remain on gun or person during the stage.

5.5.2. PCC caliber shall not be changed during the event.

5.5.3. Acceptable calibers for PCC are 9x19, .357 Sig, 40SW, 10mm Auto, 45 ACP. Maximum speed for any PCC caliber is 1600 FPS. Any other calibers must be approved by the Match Director.

5.5.4. Braced "pistols" such as the Sig and Shockwave may be used in this division.

6. **Division Participants**

6.3. A minimum of 10 registrants are required for a division to be recognized, but subject to Match Director's discretion.

7. **Holsters & Other Equipment – All Divisions**

7.3. The handgun holster must be capable of retaining the handgun during the vigorous movement that may be required or otherwise encountered during COF.

7.4. The handgun holster must allow the competitor to safely draw and holster the handgun without causing the muzzle to point in an unsafe direction.

7.5. SERPA holsters are not allowed.

7.6. The holster material must completely cover and protect the handgun's trigger.

7.7. The competitor will use the same handgun holster for the duration of the match.

- 7.8. Spare ammunition, magazines, speed loaders, and other equipment must be secured in pouches, pockets and/or carriers on the competitor's person or firearm.
- 7.9. No ammunition may be in the competitor's hands after the "Make ready" command and before the start signal.
- 7.10. If a competitor is found using equipment not allowed in her division, she will be moved to Open Division for the entire match.
- 7.11. Staging shooting bags, mats, tripods etc. is prohibited prior to the buzzer.

8. Ammunition

- 8.3. No tracer, incendiary, armor piercing, steel jacketed, or steel core ammunition is allowed. Any bullet that is attracted to a magnet is not allowed. Magnets are used to check this. If the bullet sticks to a magnet it is prohibited. Competitors found in possession of such ammunition will be issued a Match DQ and will be required to pay the replacement cost of any target damaged.
- 8.4. Handgun ammunition will be 9x19 or larger.
- 8.5. Rifle ammunition will be .223 Remington (5.56 NATO) or larger.
- 8.6. Shotgun ammunition will be 20 gauge or larger, LEAD SHOT & SLUGS ONLY.
 - 8.4.1. No steel shot ammunition allowed.
 - 8.4.2. Standard loads only (example but not limited to- no turkey loads on the spinner)
 - 8.4.3. Slugs are only permitted on targets designated in WSB.
- 8.7. Use of prohibited types of ammunition on specific targets may result in a Match DQ, as described in the WSB or elsewhere in these rules.

9. Abandoning Firearms

- 9.3. During the COF, a competitor may be required to abandon a firearm in order to transition to another. A competitor may not handle more than one firearm at a time or engage targets with more than one gun in her hands during a COF.
- 9.4. Designated containers/locations designed to safely accommodate abandoned firearms will be unique and pointed out to the competitor during the stage briefing.
- 9.5. During a COF abandoned handguns, rifles or shotguns must be empty or on safe and pointed in a safe direction, as instructed in WSB. Failure to apply the safety of an otherwise properly abandoned firearm will result in a 30 second penalty, and not a match DQ.
- 9.6. Firearms will be abandoned in either of these two conditions: Safe or Empty.
- 9.7. Retrieving a grounded handgun, rifle, or shotgun from a container or designated location is NOT permitted.
- 9.8. Once the COF has started and pistol has been utilized, reholstering a pistol is not permitted.
- 9.9. Once the COF has started and rifle or shotgun has been utilized, reslinging a Rifle or Shotgun is not permitted.

10. Multigun Scoring and Penalties

- 10.3. Scoring per stage will be time plus points.

- 10.4. A maximum time will be established for each stage. Upon failure to complete the stage within the maximum time, a shooter will be stopped by the RO and assessed a stage time at last shot fired or par time if last shot fired exceeds par time, plus all applicable penalties.
- 10.5. Paper Targets
- 10.3.1. Paper targets used in the match may be IPSC (old style), the new IPSC "Classic", or any other similar target approved by the Match Director.
- 10.3.2. Any paper target designated as a "shoot" target requires two (2) hits inside the scoring perforations on the target or one (1) hit in A or B scoring area.
- 10.3.2.1. Paper targets which have less than 2 hits or no A or B hit will receive a 5-second penalty for each hit not in the scoring perforations.
- 10.3.3. Slug targets are exempt from this rule and only require one (1) hit anywhere inside the scoring perforations on the target, unless otherwise specified in the WSB.
- 10.3.4. Designated "No Shoot" targets will incur a 5-second penalty for each hit.
- 10.3.5. Shoot-through holes count for scoring and no-shoot targets.
- 10.6. Non-Paper Targets
- 10.4.1. Knock down style targets (i.e., poppers or other steel) must fall to score.
- 10.4.2. Frangible targets must break to score. (One shot hole is a break, but a chip off the edge is not a break.)
- 10.4.3. Reactive targets must be struck solid enough to cause audible sound or "flash" to be visible to the RO. The RO will call hits on all reactive targets. No other competitor or spectator may call hits and may be issued a 5 second procedural for making noise which distracts or confuses the competitor or Range Officer. Competitor will not be given a re-shoot for reasonable competitor or spectator noise.
- 10.4.4. Engaging a frangible, knock-down or swinging style target by firing at least one round at it but not breaking it, knocking it down or causing the target to react will result in a 5 second miss penalty per target.
- 10.4.5. If the target is located greater than 100 yards from the shooting position, the penalty for the miss is 15 seconds.
- 10.7. Engagement consists of aiming at and firing upon a target. Shooting in the general direction of a target does not constitute "engaging a target", is not allowed, and will result in a 30 second procedural penalty being applied, or a match DQ if the shot is deemed to be in an unsafe direction or not impacting a proper berm or backstop.
- 10.8. Failure to Engage Penalty. A competitor that fails to engage any target will be issued a 15 second FTE penalty per target. No additional penalties for the "miss" will be assessed.
- 10.9. A procedural penalty of 5 seconds will be issued for failing to follow the WSB.
- 10.7.1. It is a match DQ to impact non-slug steel target with a slug. Additional fines for target/equipment may apply.
- 10.10. Procedural penalties of 5 seconds per target may be assessed for failing to follow the WSB while gaining a significant advantage.

- 10.11. Fault Lines: A competitor who fires a shot while any part of her body or firearm is touching the ground or any other object not within the shooting area or otherwise identified by an RO as off limits will incur a 5-second penalty. Gaining a significant advantage while faulting will result in a 5 second procedural penalty for each shot fired. Stretching rope boundaries is included in this rule, but incidental contact with rope boundaries will not result in a procedural.
- 10.12. Pre-loading any firearm with more than the number of rounds allowed by the division will be a move to Open Division.
- 10.13. Higher penalties may be imposed for designated high value targets, which will be identified in the WSB.
- 10.14. All divisions will be scored separately.
- 10.15. Ties will be broken by an undisclosed Tie Breaker Stage designated by the Match Director.

11. Sportsmanship & Conduct

- 11.3. Participants and spectators will conduct themselves in a courteous, sportsman- like manner always.
- 11.4. Disputes will be handled promptly and fairly by the RO, escalated to the CRO and finalized by the Range Master as necessary.
- 11.3. Clothing with any offensive or obscene logos, sayings, pictures or drawings will not be worn or displayed while at the match site/range. Competitors will be required to remove or obscure the offensive material upon request of a match official.
- 11.4. Any competitor with a proven handicap may request, or be required, to shoot the courses of fire other than intended, but may incur a penalty. The Range Master will rule on any such request on a case-by-case basis.
- 11.5. Range Officers may assess additional 30 second penalties to competitors that intentionally fail to make a good faith effort to engage and hit targets in order to gain advantage. Targets must be engaged with an aimed shot. The Range Master will be the final arbiter of any such penalties.
- 11.6. Reshoots may only be authorized by the Range Master.
- 11.7. Competitors must stay with their squad and help reset. A 30 second penalty may be assessed per stage by the CRO or Range Master.

12. Disqualifications

- 12.3. Match disqualification will result in complete disqualification from the match. Shooter will not be allowed to continue with the match and will not be eligible for prizes. Final decision is with the Range Master.
- 12.4. Match DQ for Negligent Discharge.
 - 12.2.1. "Negligent Discharge" is defined as the discharge of a firearm unintentionally or in an unsafe manner, including instances in which a projectile (bullet/pellet) strikes the ground within 10 feet of the competitor or any other person on the same stage, or outside the confines of the backstop or in an unsafe direction.
 - 12.2.1.1. Any shot discharged during the make ready or unload and show clear command regardless of whether it impacts greater than 10 feet is a Match DQ
 - 12.2.1.2. Any shot discharged during the reloading process regardless of whether it impacts greater than 10 feet is a Match DQ.

- 12.2.1.3. Any shot fired which does not impact a proper berm or backstop will be considered negligent and will result in a match DQ. Bird shot at flying clay targets is exempt.
- 12.5. A participant will be disqualified from the Match for dropping a loaded firearm, or dropping a firearm while in the loading or unloading process.
- 12.6. Dropping an unloaded firearm will not result in a match DQ. The competitor will be allowed to safely retrieve the firearm and continue with the stage. (Rule 11.1 still applies.) This includes, but is not limited to broken slings and dropped pistols.
- 12.7. A participant will be disqualified from the Match for allowing the muzzle of his/her loaded firearm to break the safety plane (except while holstered before the COF). The safety plane is generally 180 degrees when facing squarely downrange, but may be defined as any plane on each COF. If the safety plane is not specified in the Written Stage Brief (WSB) or pointed out by the RO, the 180 degree safety plane will be assumed.
- 12.8. A participant will be disqualified from the Match for loading a firearm used in the COF unless told to do so by a Range Officer.
- 12.9. A participant will be disqualified from the Match for unsportsmanlike conduct. This is not an all-inclusive list of unsportsmanlike conduct.
 - 12.7.1. Cheating
 - 12.7.1.1. Intentionally altering targets prior to them being scored to gain an advantage or to avoid a penalty.
 - 12.7.1.2. Altering or falsifying score sheets.
 - 12.7.1.3. Altering the configuration of firearms or equipment to gain advantage
 - 12.7.1.4. Altering the course of fire. (i.e., moving props and or targets) This includes, but is not limited to, the repositioning or altering of targets, no-shoots, barriers, barrels, walls, tables, grounding containers, fault lines, painted markings, banners, trees, bushes or anything else deemed by match officials to create an unfair advantage.
 - 12.7.1.5. A spectator that alters the course of fire by adjusting any target or prop without the consent of the Chief RO of the stage will be removed from the range. Any competitor will be first issued a 30 second procedural penalty. On the second occurrence, the competitor will be issued a Match DQ for Unsportsmanlike Conduct.
 - 12.7.1.6. Barriers, walls, and other range props and obstacles are deemed to go from the ground up to infinity, unless specifically identified otherwise in the WSB. Competitors are not permitted to shoot over, under, or through these objects. Shooting under, over or through barriers, walls, or other range props may result in shooting in an unsafe direction.
 - 12.7.1.6.1. Match DQ will be issued if the shots fired are deemed to be in an unsafe direction.
 - 12.7.1.6.2. Miss penalties will be assessed if the shots fired were otherwise in a safe direction.

- 12.10. Shooting prohibited ammo (see Rule 10).
- 12.11. Failing to follow instructions given by an RO including, but not limited to, helping to reset and/or tape targets. One warning will be issued by a match official. The second warning will include a 30 second procedural. The third time an RO has to speak with a competitor will result in a match DQ.
- 12.12. A participant will be disqualified for unsafe gun handling. This includes, but is not limited to: handling a gun while people are down range, handling a gun on a stage without permission of the range officer, abandoning a gun in an unsafe manner or direction.
- 12.13. All disqualification offenses will be reviewed by the Range Master prior to the official ruling.
- 12.14. Range Master may issue a match DQ for any violation he/she deems serious enough, even if there is not a specific rule written here.

13. Arbitration Rules & General Principles

- 13.3. Administration: Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant levels of competition, emotions run high and the outcome is much more important to the individual competitor. Remaining calm and rational while arbitrating disputes will make this unpleasant job easier.
- 13.4. Access: Protests may be submitted for arbitration except the actual scoring of targets. The CRO for the stage will make the final call on target scoring. Protests arising from a safety infraction will only be accepted to determine whether or not an infraction as described by the RO was in fact unsafe.
- 13.5. Appeals: Decisions are made initially by the RO for the stage. If the complainant disagrees with a decision, the CRO for the stage or area will be consulted. If a question or disagreement still exists, the Range Master will be summoned and asked to rule. If the Range Master is unable to resolve the question, only he/she may summon the Match Director. The Match Director's decision is final.
- 13.6. Shotgun/Pistol steel Calibration:** Match Official will shoot the target from as close to the same position as the competitor as reasonable with factory 115gr 9mm in a firearm with a barrel not longer than 5 inches. If the target falls/reacts, the stage will be scored as-is. **If the target fails to fall/react, the target will be scored as hit. Re-shoots will not be given for calibrations.**
- 13.7. Rifle steel Calibration:** Every attempt will be made to use reactive targets for long range rifle engagements. Failure to cause a reactive target to activate will not be given a calibration. In the event a falling target is used, and calibration is requested, a Match Official will shoot the target from as close to the same position as the competitor as reasonable with 55gr XM193 in a firearm with a barrel not longer than 20 inches. If the target falls/reacts, the stage will be scored as-is. **If the target fails to fall/react, the target will be scored as hit. Re-shoots will not be given for calibrations.**
- 13.8. Squib: If the competitor or any Match Official suspects a squib, the shooter will be stopped as quickly as possible. If a squib is found, the stage will be scored as-is,

including all penalties and the shooter will be required to rehab or replace the firearm. (see Section 5) If no squib is found, the competitor will be given a re-shoot.

13.6.1.1. Note: If a competitor is on a multigun stage she may safely abandon the firearm with the suspected squib and engage targets not previously engaged with other appropriate firearms per the WSB and provided that it is completed in a safe manner. Rifles may engage Long Range Steel and Paper Targets, Shotguns may engage steel KD plates and Clays. Pistols may engage Paper Targets and Steel KD plates.

13.6.1.2. This is acceptable so a competitor does not lose an entire stage due to the malfunction of one particular firearm.

14. Coaching

14.3. It is the competitor's responsibility to develop and execute a stage plan (plan steps, target engagements, reloads, etc.). A coach of the competitor's choice can help her to not miss a target, assist her with long range spotting, remind her to breathe, tell her to fix your stance, and monitor time left on the clock. This kind of coaching will allow the competitor to work her stage plan, learn from mistakes, as well as recognize improvements all while experiencing the highs and lows that come with competition.

14.4. The Coach (RO or designated by shooter) should not be giving the competitor a play by play of target engagement or otherwise controlling the stage run.

14.5. A Coach that is not official Match Staff is not permitted to call hits.

14.6. Coaching by official Match Staff/RO is specifically permitted to call hits, caution of muzzle and potential in breaking the 180, and time left on the clock. The RO's responsibility is to safely run every competitor through the stage and record time and penalties for scoring.

14.7. Designated Coach by the Competitor

14.5.1. A competitor may choose one person to coach her throughout the entire match that is not a registered participant OR she may choose various persons from her squad to coach stages throughout the match.

14.5.2. The Coach must provide her/his own spotting scope or binoculars for long-range rifle targets. The RO will call hits; the coach may advise on impact locations only.

14.5.3. The Coach will not be allowed at any time to compromise the safety of the shooter, the ROs, or other competitors by getting in the way of the RO's management of the shooter during the COF.

15. Specialty Targets

15.3. Allowed ammunition used on shotgun spinner will be as followed:

15.1.1. Lead shot only, Shell size shall not exceed 2 3/4, Shot size of #6 or smaller, Shot weight of 1 1/4 or lighter, velocity shall not exceed 1300 FPS.

16. AG & AG reserves the right to make modifications to the rules as necessary. Suggestions or issues with the rules can be made to board@agirlrandagunclub.com.

17. Last updated 9/1/2021, which supersedes all previous versions.

TEAM PISTOL CHALLENGE

All Rules listed above apply to the Team Pistol Challenge except where specified below.

18. Multisport Scoring and Penalties

18.3. Scoring will follow Multigun "Style" scoring or otherwise will be listed in the WSB.

19. Firearms Classifications

19.3. Please refer to handgun divisions for Multigun Division 5.1