

2Q 2024 Quarterly Match – Website Info

Participation Deadline: June 30, 2024

Registration:

- Each entrant must be an active AG & AG member **on or before** the participation deadline date.
- Adult, Youth and Facilitators are eligible.
- Divisions are to be clearly indicated on the scoresheet.
 - See acceptable abbreviations in the Pistol Divisions section below.

Match Fee & Payment:

- \$15 for each registered division – shoot the match strings with more than one type of pistol!!
 - \$12 towards cash prize pots
 - \$3 towards Administration fees
- Payment link: <https://www.agirlandagun.org/quarterly-match/>

Pistol Divisions:

A division MUST be indicated for each participant on the scoresheet.

- **OCI = Orange Centerfire Irons**
- **OCO = Orange Centerfire Optics**
- **ORI = Orange Rimfire Irons**
- **ORO = Orange Rimfire Optics**
- **GCI = Green Centerfire Irons**
- **GCO = Green Centerfire Optics**
- **GRI = Green Rimfire Irons**
- **GRO = Green Rimfire Optics**
- **BCI = Blue Centerfire Irons**
- **BCO = Blue Centerfire Optics**
- **BRI = Blue Rimfire Irons**
- **BRO = Blue Rimfire Optics**
- **NFP = Not For Prizes**

NOTES:

- Facilitators will have the final decision which color track is most appropriate for the participant.
- There MUST be at least 3 participants in a division for a division winner to be declared (except for the NFP division).
- Irons divisions ONLY allow Non-optic, Notch and post type (fixed or adjustable) sights.
- Optics divisions ONLY allow Red Dot Sights. Variable Power Scopes are allowed but MUST be set at 1.0X to use in the match.
- No laser sights are allowed in any division (including the NFP division).
- The NFP division is meant for members who would like to “try out” the quarterly match or are not at the Blue color track level in their training journey. After participating in 2 quarterly matches (consecutive or non-consecutive) a division must be chosen and match fee(s) will apply.
- NFP division participants will be listed as a division in the Overall rack and stack of participants but will be removed prior to determining the Star Level winners.

Safe Gun Handling Rules and Expectations

- Treat all guns as if they are always loaded.
- Never let the muzzle cover anything that you are not willing to destroy.
- Keep your finger off the trigger until your sights are on target and you have made the decision to shoot.
- Be sure of your target and what lies beyond it.

Some additional notes for those new to competing:

- Know how to use each firearm safely.
- 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.

Match Disqualification:

- A participant will be disqualified from the match for Negligent Discharge.
 - “Negligent Discharge” is defined as the discharge of a firearm unintentionally or in an unsafe manner, including instances in which a bullet 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.
- 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
- Any shot discharged during the reloading process regardless of whether it impacts greater than 10 feet is a Match DQ.
- Any shot fired which does not impact a proper berm or backstop will be considered negligent and will result in a match DQ.
- A participant will be disqualified from the Match for dropping a loaded firearm or dropping a firearm while in the loading or unloading process.
 - 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.
- A participant will be disqualified from the Match for allowing the muzzle of his/her loaded firearm to break the safety plane (180 degrees when facing squarely downrange).
- A participant will be disqualified from the Match for unsportsmanlike conduct.
 - This is not an all-inclusive list of unsportsmanlike conduct.
 - Cheating
 - Intentionally altering targets prior to them being scored to gain an advantage or to avoid a penalty.
 - Altering or falsifying score sheets.
 - Altering the configuration of firearms or equipment to gain advantage
- 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.
- All disqualification offenses will be reviewed by the National Match Director prior to the official ruling.

- The RSO may issue a match DQ for any violation he/she deems serious enough, even if there is not a specific rule written here.

Required Items for Match:

- **Participant**
 - Copy of email receipt for proof of match fee payment(s)
 - Required pistol for each registered division
 - Eye & ear protection
 - At least 18 rounds of ammunition
 - 1-3 magazines (reloading between strings is NOT done on the clock)
- **Facilitator/A-Team Member**
 - Eye & ear protection
 - AG & AG Silhouette target
 - May charge entrants up to \$1 each target
 - **3 String Score Sheet (found in Facilitator Tools)**
 - **PLEASE DO NOT USE PAST VERSIONS OF THE SCORESHEET**
 - Standard shot timer (no smart phone apps allowed)

Scoring:

- Time Plus (Final Time = Raw Time Total + Penalty Time Total)
- Participant's times MUST be witnessed by the Facilitator and 1 A-Team, Adult chapter member or RSO employed at the host range.
- Witnesses are to sign in the appropriate signature boxes on the scoresheet.
- **Penalties**
 - Missing the intended shape = 3 seconds per miss (ex. if a shot hole touches the shape, it counts as a hit)
 - Not following the course of fire = 5 seconds per string (ex. shooting the shapes out of order)

Match Criteria:

- **Round count** = 18 rounds total (6 rounds per string)
- **Distance** = 5 yards (15 feet)
- **Firearm start condition & position:**
 - Pistol is laid on the work surface, slide locked back and chamber facing up. (After the pistol has been verified clear and under the direction of the RO, lefties can stage the pistol with the ejection port down, if needed, prior to the buzzer.)
 - Magazine(s) staged on the work surface.
 - Mechanical safety/decocking lever engaged, if the pistol has either.
- **Shooter's start position** = Arms relaxed with hands down at sides

String Descriptions (see diagram after each string description):

String 1

1 magazine loaded with 6 rounds.

Target at 5 yards (15 foot) distance from the shooter.

Firearm and shooter in designated start condition and position as described in Match Criteria above.

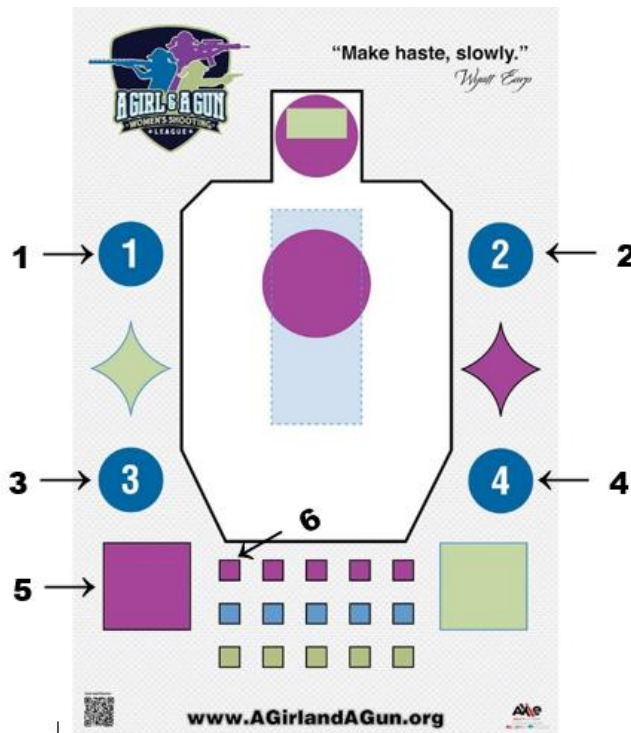
- On the buzzer, the Shooter picks up their pistol and loads the magazine.
- Present pistol on target, acquire sights, disengage mechanical safety (if needed).
- With BOTH hands shoot the string in the sequence described below:

String #1
1. 1 in the #14 blue circle
2. 1 in the #2 blue circle
3. 1 in the #3 blue circle
4. 1 in the #4 blue circle
5. 1 in the large purple square
6. 1 in the far left small purple square

NOTE: For a shot to count, it must be touching the outer edge of the shape or within the shape. Any shot outside of the shape, not touching the outer edge of the shape, counts as a miss.

- Say aloud, "Clear and make safe the gun" while doing so and return the pistol to the work surface with the magazine out and slide locked back.
- Reset and prepare for String 2.

STRING 1



String 2

1 magazine loaded with 6 rounds.

Target at 5 yards (15 foot) distance from the shooter.

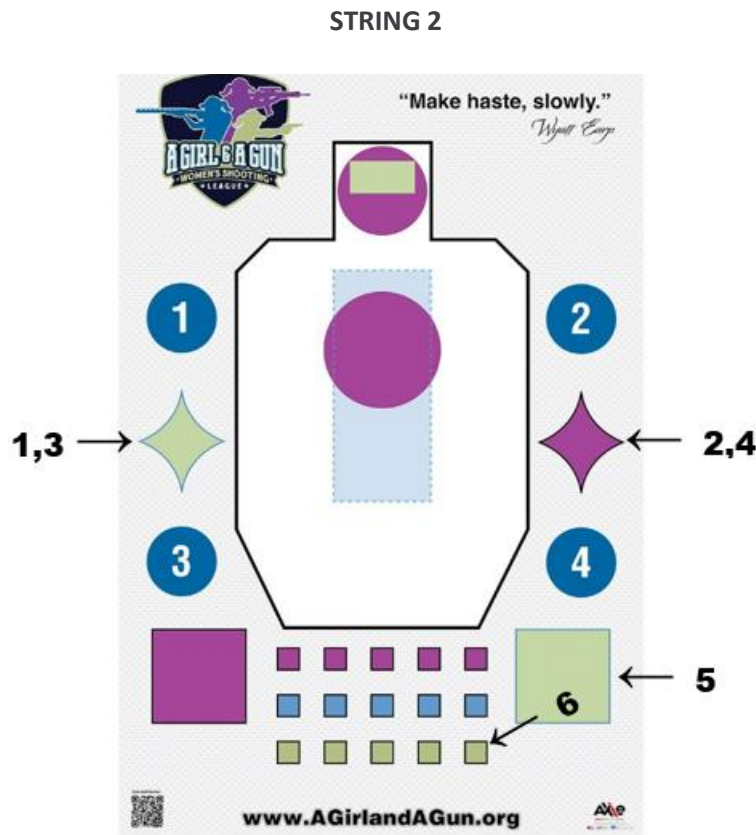
Firearm and shooter in designated start condition and position as described in Match Criteria above.

- On the buzzer, the Shooter picks up their pistol and loads a 3-round magazine
- Present pistol on target, acquire sights, disengage mechanical safety (if needed).
- With BOTH hands shoot the string in the sequence described below:

String #2
1. 2 in the green diamond
2. 2 in the purple diamond
3. 1 in the large green square
4. 1 in the far right small green square

NOTE: For a shot to count, it must be touching the outer edge of the shape or within the shape. Any shot outside of the shape, not touching the outer edge of the shape, counts as a miss.

- Say aloud, "Clear and make safe the gun" while doing so and return the pistol to the work surface with the magazine out and slide locked back.
- Reset and prepare for String 3.



String 3

1 magazine loaded with 6 rounds.

Target at 5 yards (15 foot) distance from the shooter.

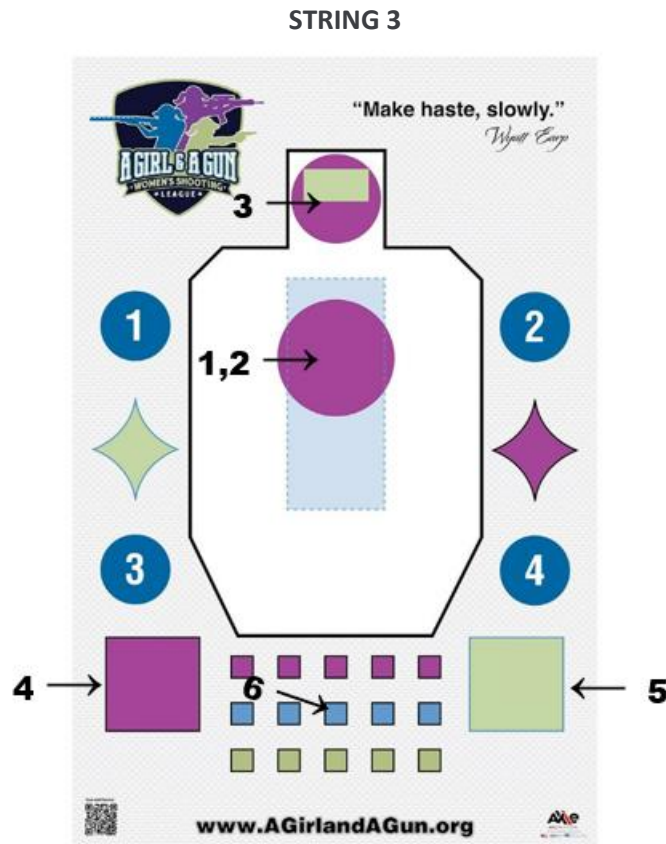
Firearm and shooter in designated start condition and position as described in Match Criteria above.

- On the buzzer, the Shooter picks up their pistol and loads the magazine.
- Present pistol on target, acquire sights, disengage mechanical safety (if needed).
- With BOTH hands shoot the string in the sequence described below:

String #3
1. 2 in the center purple circle (the body)
2. 1 in the top purple circle/green rectangle (the head)
3. 1 in the large purple square
4. 1 in the large green square
5. 1 in the center small blue square

NOTE: For a shot to count, it must be touching the outer edge of the shape or within the shape. Any shot outside of the shape, not touching the outer edge of the shape, counts as a miss.

- Say aloud, "Clear and make safe the gun" while doing so and return the pistol to the work surface with the magazine out and slide locked back.



Definitions:

- **Chapter Winner** = member with the lowest total time in the chapter.
- **Division Winner** = member with the lowest total time in a division.
- **1st Overall Winner** = member with the lowest total time of all participants.
- **All Star Level** = members who place 1st Overall for the second time within the next 4 matches they participate in.
- **All Star Period** = the next 3 matches the member participates in after becoming an All Star. An All Star member will be eligible to win 1st Overall prize again after the All Star period ends.
- **All Star Winner** = All Star who places 1st Overall during their All Star Period.
- **Performance Star Levels** = All other members (not including All Star Level members and members in the NFP division) divided into 4 even numbered groups. If there are an odd number of participants, the 1 Star Level will have one additional person. Performance Star Levels provide 3 additional members an opportunity to receive prizes for their training progress.

Examples of how the All Star Level works

- Member becomes an All Star
 - Member places 1st overall in 1Q 2023 and wins 1st Overall cash pot. She participates in the 2Q & 3Q 2023 matches and places in the top five, just missing the win. She skips the next 2 matches and doesn't participate again until 2Q 2024 where she places 1st overall again. Since 2Q 2024 is the 4th match she has participated in, she is now an All Star and wins the All Star prize and the 1st Overall cash pot will go to the next eligible participant.
 - #1 = 1Q 2023 – 1st Overall Cash Pot win
 - #2 = 2Q 2023 – 3rd place overall
 - #3 = 3Q 2023 – 2nd place overall
 - N/A = 4Q 2023 – did not participate
 - N/A = 1Q 2024 – did not participate
 - #4 = 2Q 2024 – Becomes an All Star and wins the All Star prize!!

NOTE: If a member doesn't participate in quarterly matches after winning the 1st Overall Cash Pot for any reason, those matches do not count towards determining when she becomes an All Star.

- All Star member becomes eligible to win 1st Overall Cash Pot again
 - Member became an All Star in 2Q 2023. She participates in 3 of the next 4 matches and won the All Star prize twice during her All Star period. She participates in 3Q 2024 and placed 1st Overall once again. This time she is eligible to win the 1st Overall Cash Pot!!
 - 2Q 2023 – Became an All Star
 - #1 = 3Q 2023 – 3rd place overall
 - N/A = 4Q 2023 – did not participate
 - #2 = 1Q 2024 – All Star Winner and won the All Star prize
 - #3 = 2Q 2024 – All Star Winner and won the All Star prize
 - #4 = 3Q 2024 – placed 1st Overall and won the 1st Overall Cash Pot

NOTE: If an All Star member skips a quarter for any reason, that match is not counted as part of her All Star period.

Prize Pot Definitions:

Prizes that are \$20 or less will be paid out with store credit. All others will be cash payouts unless otherwise specified.

- **Chapter Winner Prize** = \$15 store credit
- **All Star Prize** (when applicable) = \$50 cash + \$50 AG & AG store credit
- **Division Prize Pots** (75% of the remaining prize pot)
 - a. Total Division Prize Pot will be divided by the number of qualifying divisions to determine the qualified division allowance
 - b. 1st Place Division Winner = 100% of each qualified division allowance
- **Performance Star Level Prize Pots** (25% of the remaining prize pot)
 - a. 4 Star Winner (1st Place Overall) = 40%
 - b. 3 Star Winner = 30%
 - c. 2 Star Winner = 20%
 - d. 1 Star Winner = 10%

Result Reporting:

- All score sheets are to be submitted by **July 5, 2024**.
- Scoresheets are preferred in .xlsx or .pdf format, if possible.
- Two options to submit scoresheets (pick one method):
 - Email to match@agirlandagunclub.com
 - Upload at <https://www.agirlandagun.org/virtual-office/quarterly-match/>

Good luck!!