Quarterly Match Rules - Quarter 4 2026

Quarter 4 - 2026

Participation Deadline: **December 31, 2026**

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.
- Irons divisions ONLY allow Non-optic, Notch and post type (fixed or adjustable) sights.
- Optics divisions ONLY allow a Pistol-Mounted Optic Sight of any color. 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. NFP division participants are playing for fun and will not be included in any results.

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Safe Gun Handling Rules and Expectations

- Treat all guns as if they are always loaded.
- Never let the muzzle cover (gun point at) 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 is behind it.
- And always secure your gun from unauthorized persons.

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

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- 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). Facilitator MUST verify participant receipt matches submitted scoresheet. Two entries will need two lines on your scoresheet for example.
  - 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
  - **Printable 3-String Range Score Sheet** **(found in Facilitator's Virtual Office)**
    - **Match coordinators:** Printable PDF is for range use only. Completed score sheets, photos, or PDF submissions will not be accepted. Official scores must be submitted through the Digital Score Submission Form.
    - **AG & AG Quarterly Match Digital 3-String Score Submission Form** (**found in Facilitator's Virtual Office**)
  - 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)

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Match Criteria:

Target = AG & AG Silhouette Large (23” x 35”)
Round count = 18 rounds total (6 rounds per string)
Distance = 5 yards (15 feet)

Target = AG & AG Silhouette Small (17” x 25”)
Round count = 18 rounds total (6 rounds per string)
Distance = 4 yards (12 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, left-handed participants may stage the pistol with the ejection port down, if needed, prior to the buzzer.)
- Magazine(s) loaded with 6 rounds and staged on the work surface, unless course of fire states otherwise.

Shooter’s start position:
Arms relaxed with hands down at sides.

Match Director must receive scores within **SIX** days after the quarter’s end:

Q1: due by April 6
Q2: due by July 6
Q3: due by October 6
Q4: due by January 6

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String Descriptions (see diagram after each string description)**:**

String 1

1 magazine, loaded with 6 rounds

Target at appropriate distance as described in the Match Criteria.

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

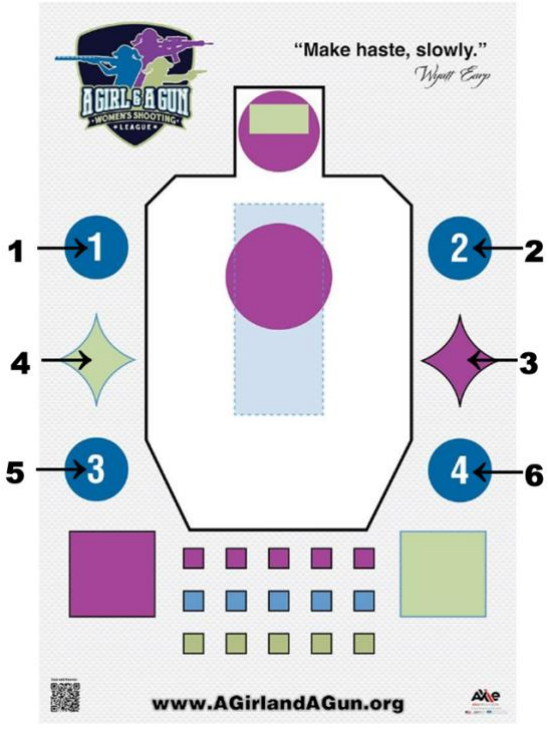
- On the buzzer, the participant picks up their pistol and loads the magazine.
- Present pistol on target, acquire sights, disengage mechanical safety (if needed).
- With BOTH HANDS shoot the string in the sequence described below:

String #1
1. 1 shot in the #1 circle
2. 1 shot in the #2 circle
3. 1 shot in the purple diamond
4. 1 shot in the green diamond
5. 1 shot in the #3 circle
6. 1 shot in the #4 circle

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.

- The RO should say aloud, “Clear and make safe the gun” and the participant should return the pistol to the work surface with the magazine out, slide locked back and ejection port open.
- Reset and prepare for String 2.

STRING 1



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String 2

1 magazine, loaded with 3 rounds
1 magazine, loaded with 3 rounds
Target at appropriate distance as described in the Match Criteria.
Firearm and shooter participant in designated start condition and position as described in Match Criteria above.

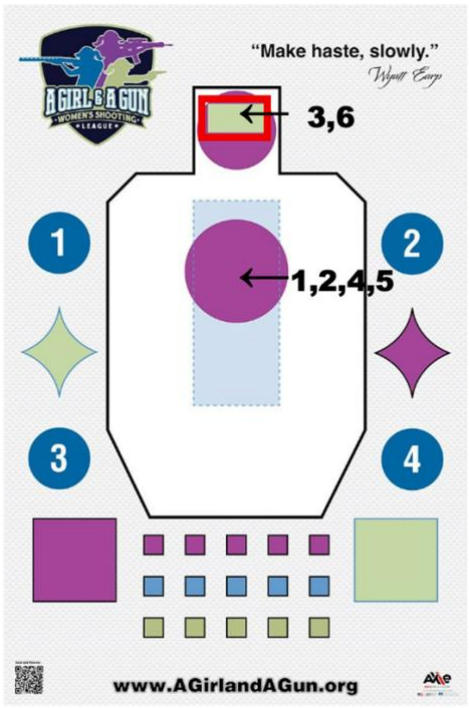
- On the buzzer, the participant picks up their pistol and loads magazine #1.
- Present pistol on target, acquire sights, disengage mechanical safety (if needed).
- With BOTH HANDS shoot the string in the sequence described below:

String #2
1. 2 shots in the chest circle
2. 1 shot in the head circle (in green box is 1 second bonus) *Eject magazine, insert magazine #2*
3. 2 shots in the chest circle
4. 1 shot in the head circle (in green box is 1 second bonus)

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.

- The RO should say aloud, “Clear and make safe the gun” and the participant should return the pistol to the work surface with the magazine out, slide locked back and ejection port open.
- Reset and prepare for String 3.

STRING 2



String 3

1 magazine, loaded with 6 rounds
Target at appropriate distance as described in the Match Criteria.
Firearm and participant in designated start condition and position as described in Match Criteria above.

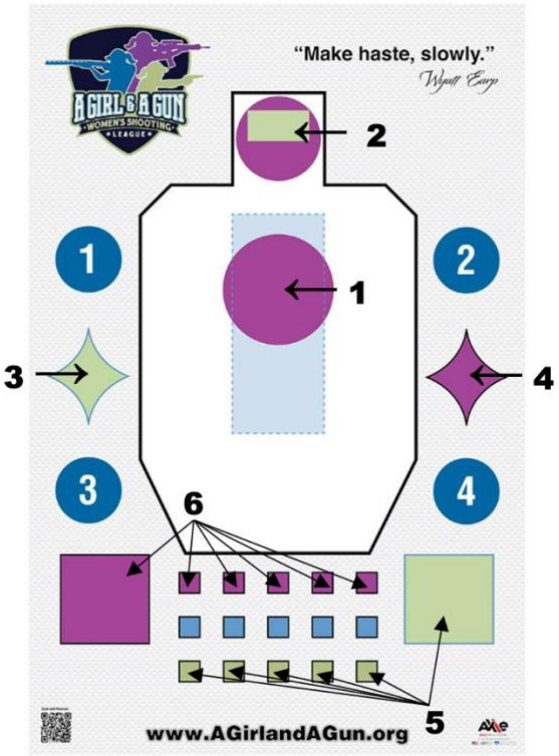
- On the buzzer, the participant picks up their pistol and loads the magazine.
- Present pistol on target, acquire sights, disengage mechanical safety (if needed).
- With BOTH HANDS shoot the string in the sequence described below:

String #3
1. 1 shot in the chest circle
2. 1 shot in the head circle
3. 1 shot in the green diamond
4. 1 shot in the purple diamond
5. 1 shot in any green square (in small green box is 1 second bonus)
6. 1 shot in any purple square (in small purple box is 1 second bonus)

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.

- The RO should say aloud, “Clear and make safe the gun” and the participant should return the pistol to the work surface with the magazine out, slide locked back and ejection port open.

STRING 3



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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. (**Participants achieving 1st Overall Winner title also achieve All-Star Level and enter their All-Star Period any may only receive 1st Overall Winner payout again after conclusion of All-Star Period)
- **All-Star Level** = Level achieved when member places 1st Overall.
- **All-Star Period** = the next 3 matches the member participates in after achieving an All-Star Level. An All-Star member will be eligible to win the 1st Overall Winner prize again after the All-Star Period ends.

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
- **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
- **Overall Winner Prize Pot** (25% of the remaining prize pot)
    a. (1st Place Overall) = 40%

Result Reporting:

- All score submissions must be submitted by **January 6, 2027**
- Score submissions must be completed using the designated Google Form.
    - **AG & AG Quarterly Match Digital 3-String Score Sheet** (link in Facilitator's Virtual Office)
    - Entries must include the color track and receipt number for each participant.

Please contact the match director, Cathy Young, at match@agirlandagun.com for any questions. Good luck!!