

# TWO-GUN ACTION CHALLENGE MATCH (2G-ACM)

## INTERNATIONAL RULES

Version: 1.4-DRAFT  
Date: Feb 2019

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<http://twogunaction.squarespace.com/>

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**Why was this document 'forked' from the original rule set:**

This derivative work of the original 2G-ACM rule set was created with the intention of providing a version of the rules that:

- Are located in a single document (web page or PDF)
- Have a table of contents
- Have the rules numbered so as to permit external reference to specific rules
- Have the rules contain internal references to other rules as appropriate
- Make changes to clarify the wording of certain rules and incorporate modifications that ease the transition of shooters from other well-known disciplines (eg IPSC, USPSA) to 2G-ACM matches and courses of fire.
- Have the rules written in a more generic way (removed references to range templates at original Tucson range where 2G-ACM is shot).

# CHANGE LOG

Feb 24<sup>th</sup>, 2019 (1.4-DRAFT)

Added an explanation for why this derivative work was forked from the original 1.0 version of the document. Removed redundant reasons for Match DQ in Section 13 (already mentioned in sections 7-13). Added 'Standard' Shotgun/Pistol division for double-barrel shotgun and any iron-sighted pistol combination, likely to be used in non-US regions (eg Australia).

Jan 5<sup>th</sup> 2018 (1.31-DRAFT)

Wording changes for consistency in areas noting a Match DQ. Dry firing after unloading makes specific mention of the muzzle direction, not just 'pointing'. Definition of initiation of unloading added.

Aug 13<sup>th</sup> 2017 (1.3-DRAFT)

Version # to consolidate additional changes to scoring (calibre / hits scoring). Dropped magazine penalty cleanup (consolidated two items into one). Renamed Scoring to Targets & Scoring.

Aug 8<sup>th</sup> 2017 (1.2-DRAFT)

Added Special Event Divisions. Added "Special Tasks" (Section 31; renumbered). Clarified the unloading procedure to permit initiation of unloading at any time / for any reason by the competitor, but that the unloaded state of the firearm must be verified by the RO in a standard manner. Added Starting / Shooting positions. Added explicit definition of 180 rule. Added additional text regarding firearm grounding & firearm transitions. Modified "Pump" shotgun division to be "Pump / Lever". Additional small changes.

Aug 6<sup>th</sup> 2017 (1.1-DRAFT)

Added Glossary. Additional changes for clarity.

Aug 6<sup>th</sup> 2017 (1.0-ORIG)

Initial copy from 2G-ACM website. Changes include structured formatting, minor typographic changes and small changes for clarity.

# TABLE OF CONTENTS

<b>CHANGE LOG</b> .....	<b>- 3 -</b>
<b>GLOSSARY</b> .....	<b>- 5 -</b>
<b>SAFETY</b> .....	<b>- 6 -</b>
<b>MATCH COMMANDS</b> .....	<b>- 9 -</b>
<b>START POSITIONS / SHOOTING POSITIONS</b> .....	<b>- 11 -</b>
<b>DIVISIONS &amp; EQUIPMENT (RIFLE / PISTOL)</b> .....	<b>- 13 -</b>
a. <b>Tactical Iron</b> .....	<b>- 13 -</b>
b. <b>Tactical Scope</b> .....	<b>- 13 -</b>
c. <b>Open</b> .....	<b>- 13 -</b>
d. <b>Pistol Calibre Carbine (PCC)</b> .....	<b>- 13 -</b>
e. <b>Armoured</b> .....	<b>- 14 -</b>
f. <b>Manual</b> .....	<b>- 14 -</b>
a. <b>Antique</b> .....	<b>- 17 -</b>
b. <b>Pump / Lever</b> .....	<b>- 17 -</b>
c. <b>Auto</b> .....	<b>- 17 -</b>
d. <b>Open</b> .....	<b>- 17 -</b>
<b>DIVISIONS &amp; EQUIPMENT (SPECIAL EVENTS)</b> .....	<b>- 21 -</b>
a. <b>“World War One”</b> .....	<b>- 21 -</b>
b. <b>“Cold War Battle Rifle”</b> .....	<b>- 21 -</b>
c. <b>“Antique Repeating Rifle”</b> .....	<b>- 21 -</b>
d. <b>“Vintage Repeating Rifle”</b> .....	<b>- 21 -</b>
e. <b>“Stocked Pistol / PDW”</b> .....	<b>- 22 -</b>
<b>TARGETS &amp; SCORING</b> .....	<b>- 23 -</b>
<b>SPONSORSHIP AND PRIZES</b> .....	<b>- 26 -</b>

# GLOSSARY

COF	Course(s) of Fire
DQ	Disqualification
Match DQ	Disqualification from further participation in shooting aspects of the entire match event
MD	Match Director; the designated match official that oversees the operation of the entire event and all RO's.
RO	Range Officer; the designated match official in charge of shooting stages.
SMG	Submachine Gun
Stage DQ	Disqualification (incl. nil score) from the stage.

# SAFETY

1. All persons must wear eye and ear protection at all times, whether shooting or not.
2. All persons at the match must obey Range Officers (ROs) with respect to the shooting competition and safety rules.

NOTE: Any person failing to observe this rule will be removed from the shooting area.

3. All firearms will be on SAFE or DECOCKED (whichever is appropriate) at the start of each stage.
4. Shooters may NEVER holster a pistol which is not on SAFE or DECOCKED.
5. This match functions on a "Cold Range" basis for safety. This means:
  - a. Unloaded firearms may be handled in designated areas only.
  - b. Firearms may only be loaded and/or handled under the direction of Range Officers (ROs).

NOTE: Violators of this section will result in disqualification (Match DQ).

6. Shooters may stop shooting & initiate unloading at any time during a COF for any reason, including the normal completion of the stage, however, the following unloading procedure is to be completed under the supervision of the RO:
  - a. The action will be held or otherwise locked open; and
  - b. Magazines & any ammunition will be visually confirmed as removed; and
  - c. The chamber will be visually confirmed as empty; and
  - d. Upon the RO's command, the action will be closed and firearm will be dry fired with the muzzle aimed at the downrange impact berm / area.
  - e. Upon successful completion of these steps, the RO will announce "Guns Clear, Range Clear"

## NOTES:

- I. Initiation of unloading is taken to mean a combination of:
    - a. cessation of movement through the COF, and
    - b. cessation of firing, and
    - c. removal of magazines and any ammunition from the firearm, and
    - d. opening of the action of the firearm.
  - II. Dry firing in any direction other than the downrange impact berm / area at Section 6(d) will result in disqualification (Match DQ).
  - III. The shooter must not cover the ejection port of the firearm with their hand while unloading. Any round ejected should not be caught in the air – it should be allowed to fall on the ground. Exception: If a round fails to eject properly whilst unloading, the shooter may clear it with the action held or locked open.
7. Any shooter who "sweeps" any part of their body or any other person with a loaded or unloaded firearm at any time will be disqualified (Match DQ).
  8. Any Accidental or Negligent discharge, or any discharge in a direction deemed unsafe by the RO will be disqualified (Match DQ).
  9. Any shooter who displays disruptive behaviour or is abusive (verbal or otherwise) towards any other person at the match will be disqualified (Match DQ).
  10. Any shooter found to be or suspected of being under the influence of any drug or alcohol immediately before the match or during the match will be disqualified (Match DQ).
  11. Dropping an unloaded firearm behind the firing line necessitates that a RO pick it up, confirm it is not loaded, and in a safe manner return it to the shooters bag, holster, or vehicle. If a dropped firearm found to be loaded behind the firing line, the shooter will be disqualified (Match DQ).

12. Dropping or 'leaving behind' a loaded or unloaded firearm during a COF will cause the shooter to be disqualified (Stage DQ), unless specifically called for in the stage description (Section 15).
13. Unsafe gun handling by a competitor during a match may result in disqualification (Match DQ). Unsafe gun handling may include but is not limited to any of the following:
- a. Shooting over confining range berms or walls,
  - b. Shooting in a direction not permitted by the shooting range template,
  - c. Un-aimed or uncontrolled fire,
  - d. Any other actions deemed unsafe by the RO or MD.
14. The '180' (Degree) Rule
- a. There is an imaginary line ('180') that runs parallel with the start position on a course of fire.
  - b. Any shooter whose firearm breaks the '180' (pointing the firearm's muzzle up-range) or whose firearm is otherwise pointed in an unsafe direction shall be disqualified (Match DQ) by the RO.
  - c. This rule does not apply to holstered pistols.
  - d. This does apply to slung rifles.
  - e. This does apply to shotguns (loaded and unloaded/empty).
15. Firearm grounding. If a stage design mandates that a shooter ground or otherwise 'leave behind' a firearm during a COF, the stage design & briefing must specify the location and manner in which this is to be done. For example, grounding in a grounding box, facing in a safe direction and either unloaded or with any manual safety applied.
16. Firearm transitions
- a. A shooter may transition to using their pistol at any time if their rifle or shotgun 'goes down' (ceases to function normally)

- b. Long arms that are slung during a transition to pistol should be placed on safe or cleared.

NOTE: Per Section 14.d, the '180' rule still applies to slung rifles.

17. End-of-Stage Clearing: All guns (even when not used or loaded at stage start) must be cleared at the end of each stage by the competitor under RO supervision subject to Section 6.

## MATCH COMMANDS

18. This match bases its range commands on the assumption that shooters will come to the starting position with:

- a. pistols unloaded and holstered, and
- b. long arms unloaded with muzzles pointed safely downrange.

19. A shooter will not come to the starting area until requested to by the RO.

20. Normal Match Commands:

- a) **"Eyes & Ears - Range is [going] hot"** – The RO announces this to both the shooter & others in proximity to indicate that shooting is about to begin.
- b) **"Shooter, Load" or "Shooter, Load and Make Ready"** - The shooter may now load their stage-appropriate firearms and assume the starting position.
- c) **"Shooter, are you ready?"**
- d) **"Stand By"**
- e) **[Start Signal]** - This will be the timer BEEP or any other start signal as specified in the match briefing.
- f) Once shooter has completed the stage and initiated unloading (or the available time has expired) under the supervision of the RO:

- i. **"If you are finished, unload and show clear"**
- ii. **"Slide Down / Bolt Closed / Hammer Down, Holster"**
- iii. **"Guns Clear, Range Clear / Range is safe."**

## 21. Other Commands

- a. **"Muzzle!"** The RO will give this command as a warning to the shooter if they are close to breaking the 180. Failure to take immediate corrective action may result in disqualification (Stage DQ).
- b. **"Cover!"** The RO will give this command as a warning to the shooter if they are not making a concerted effort to use available cover as dictated by the course of fire. Failure to take immediate corrective action may result in a time penalty (Section 61.d).
- c. **"Stop!"** or **"Cease Fire!"** At this command, the shooter will cease firing and remain at their current position. This command is only to be issued if a safety violation has been committed, or there is some other hazard present. ANYONE present may yell this command at any time necessary.
- d. **"Unload and Show Clear" / "If you have finished, Unload and Show Clear"** At this command, the shooter will cease firing (if necessary), remain at their current position and begin the unloading process as outlined in Section 6.

# START POSITIONS / SHOOTING POSITIONS

22. The following terms may be used to describe start and/or shooting positions:

- a. **Freestyle.** Being the shooter's choice.
- b. **Strong Hand.** In the case of a right-handed person this would mean their right hand only, unsupported by their opposite hand. All functions must be performed by this hand alone with the exception of reloading, clearing malfunctions, or unloading.
- c. **Weak Hand.** In the case of a right-handed person this would mean their left hand only, unsupported by their opposite hand. Draws must be performed using the strong hand; the firearm will then be transferred to the weak hand and firing may commence. Reloading, clearing malfunctions or re-holstering may be done with the assistance of the strong hand.
- d. **Strong Hand Injured.** In the case of right-handed person this would mean their left hand only, unsupported by his/her opposite hand. The strong hand may not be used in any way shape or form, to include reloads.
- e. **Weak Hand Injured.** In the case of right-handed person this would mean their right hand only, unsupported by his/her opposite hand. The weak hand may not be used in any way shape or form, to include reloads.
- f. **Kneeling.** Defined as having a minimum of one knee on the ground.
- g. **Prone.** Defined as body horizontal to the ground (knees, thighs, and navel must touch the ground).
- h. **Surrender (Starting Position).** Defined as facing downrange, hands empty with wrists above the shoulders.
- i. **Tactical (Starting Position).** Defined as shooter facing downrange with rifle in both hands, buttstock at hip level on strong side with muzzle pointing downrange at eye level.

- j. **Alert / Low Ready (Starting Position)**. Defined as shooter facing downrange, rifle in both hands, buttstock in strong shoulder, muzzle downrange at navel level.
- k. **Ready (Starting Position)**. Defined as shooter facing downrange, rifle in both hands, buttstock in shoulder, muzzle pointing downrange at eye level.
- l. **Strongside Sling Arms (Starting Position)**. Defined as shooter facing downrange with unloaded rifle slung over the strong shoulder muzzle up.
- m. **Weakside Sling Arms (Starting Position)**. Defined as shooter facing downrange with unloaded rifle slung over the weak shoulder muzzle down.

23. The default starting position is *Alert / Low Ready* for all COF that do not have a clearly defined starting position.

# DIVISIONS & EQUIPMENT (RIFLE / PISTOL)

24. Rifle/Pistol two-gun matches use the following divisions:

## a. **Tactical Iron**

- i. Rifles with iron sights;
- ii. No bipods allowed on rifles;
- iii. Handguns with iron sights,
- iv. Rifles are limited to 30 round magazines,
- v. Semi-automatic pistols may not start with "happy sticks" (ie: hyper extended magazines).
- vi. No fully-automatic firearms are allowed in this division.

## b. **Tactical Scope**

- i. Rifles with any single optic;
- ii. No bipods allowed on rifles;
- iii. Handguns with iron sights,
- iv. Semi-automatic pistols may not start with "happy sticks" (ie: hyper extended magazines).
- v. No fully-automatic firearms are allowed in this division.

## c. **Open**

- i. Rifles with multiple sighting systems or bipods;
- ii. Red-dot or similar sighting systems are allowed on handguns when mounted on the slide only.
- iii. Fully automatic firearms are allowed where permitted by local laws and/or range rules.

## d. **Pistol Calibre Carbine (PCC)**

- i. Any long arm utilising a pistol-calibre cartridge, including rimfire rounds;

- ii. No pistols will be used with this division (unless the shooter is using only a pistol *only*).
- iii. Fully automatic firearms are allowed where permitted by local laws and/or range rules.

**e. Armoured (Armored)**

- i. Any rifle and any pistol are allowed to be used, but the shooter must wear rifle body armour plates (front and back) while shooting.
- ii. Fully automatic firearms are allowed where permitted by local laws and/or range rules.

Note: Armoured has special exceptions for the normal gear retention rule (Section 26) noted in Section 26.

**f. Manual**

- i. Any gun originally designed as a manually operated long arm, be it a bolt action, pump action, lever action or whatever else that isn't semi- or fully-automatic.
- ii. Any single sighting system allowed, however iron sights are always allowed in addition to the sighting system if there is one.
- iii. Any ammunition feeding system is allowed.
- iv. Any iron sighted pistol is allowed.
- v. If the manual long-arm is chambered in a pistol calibre, the competitor can run *with or without* a pistol and remain in this division.

25. Gear Retention: Shooters may not take OFF gear for a particular stage or put ON gear for a particular stage.

EXAMPLE: If a shooter is wearing a pistol and a pistol belt in a 4-stage competition, it must stay on for all 4 stages even if some stages don't require it. This includes the pistol & holster itself.

26. Armoured Exception to Gear Retention: Shooters in the Armoured division may alter the configuration of their rifle from stage to stage as long as they carry everything they're going to use through all the stages of the match.

*EXAMPLE: Shooting with a bipod attached to a rifle in only one of several stages is permitted only if the bipod is retained on the shooters' person (ie carried by the shooter) during the other stages.*

27. Muzzle brakes are allowed in all divisions if they meet the following criteria:

- a. They are no more than 1" in diameter; and
- b. No more than 2.75" in length.

28. Suppressors/Silencers are allowed in all divisions where permitted by local laws and/or range rules.

29. Magazines containing ammunition must be retained except in the event of clearing a malfunction or if stage design requires shooter to unload artificially (for safety or other reasons) whilst the match timer is running.

30. All divisions OTHER THAN Open, PCC & Armoured are limited to 30 round magazines for rifles & pistols may NOT start with "happy sticks" (ie: hyper extended magazines).

31. It is advised that shooters have a way to carry enough magazines to shoot up to 30 rounds from their pistol, or 50 rounds from their rifle.

32. It is advised that all holsters be able to retain the pistol through vigorous movement, including, but not limited to:

- a. running 100 yards;
- b. 'diving' under obstacles;
- c. climbing over obstacles.

33. It is advised that competitors bring gloves and have a sling fitted to their rifle.

34. It is advised that competitors may be required to perform non-shooting 'special tasks' during a course of fire, as indicated during the stage walk-through.

35. End-of-Stage Clearing: All guns (even when not used or loaded at stage start) must be cleared at the end of each stage by the competitor under RO supervision subject to Section 6.

# DIVISIONS & EQUIPMENT (SHOTGUN / PISTOL)

36. Shotgun/Pistol two-gun matches use the following divisions:

**a. Antique**

- i. Shotgun: Any Double Barrel shotgun OR Shotgun of other design made prior to 1893, loaded to capacity.
- ii. Pistol: Single Action Revolver (2 revolvers may be carried)

**b. Standard**

- i. Shotgun: Any Double Barrel shotgun, loaded to capacity
- ii. Pistol: Iron sights only

**c. Pump Action / Lever Action**

- i. Shotgun: Any Pump-action or Lever-action shotgun loaded to the highest capacity possible.
- ii. Shotgun & Pistol: Iron sights only
- iii. Shotgun: No speed loading devices.
- iv. Pistol: Iron sights only
- v. No compensators.

**d. Auto**

- i. Shotgun: Semi-Auto shotgun always loaded to the highest capacity possible.
- ii. Shotgun & Pistol: Iron sights only
- iii. Shotgun: No speed loading devices.
- iv. Pistol: Iron sights only
- v. No compensators.

**e. Open**

- i. Shotgun: Any shotgun type, no limitations on sighting systems or accessories, with shotgun always loaded to the highest capacity possible.
- ii. Pistol: No limitations on sighting systems or accessories

### 37. Ammunition

- a. Slugs: May only be used on static (rifle) steel or paper.
- b. Hitting close range steel (OR Knock-Down (KD) steel) with a slug is a match DQ.
- c. Buckshot: May be used on any target.
- d. Birdshot: May be used on close range steel or clay pigeons
- e. Pistol: May be used on any target

### 38. Equipment

- a. Holsters: Holsters must retain the handgun during vigorous movement.
- b. Shell carriers: Any shell carrier that retains ammunition may be used.

39. Shotgun Loading. In the interest of equipment being the same for all stages, you will be required to load your shotgun to highest capacity possible with your equipment at the start of each stage regardless of the stage design and still shoot it until it is empty before transition to pistol. If you want to continuously reload the shotgun and not transition, that is acceptable as well. This is most relevant with magazine-fed shotguns, but others as well.

*EXAMPLE: You're using a Saiga 12 and intend to use a 20 round drum for stage*

*2. That means you will load with that 20 round drum at the start of stage 2, but also for all other stages. If you start stage 1 with a 5 round capacity magazine then you have chosen 5 rounds to be the highest capacity feeding device for your entire match!*

### 40. Shotgun-to-Pistol Transitions

- a. A shooter may only transition from their shotgun to their handgun whenever they have shot their shotgun empty or they have a malfunction which has rendered the shotgun inoperable.

- b. If/when the shooter chooses to transition from shotgun to pistol, they will 'leave behind' the empty shotgun, with the shotgun on safe (if possible), placed in the designated box or pointed directly at the downrange safety template cone which has been designated for this purpose. There will be a box or safety template cone provided for at each match stage.
- c. Under no circumstances shall the shooter sling the shotgun when transitioning to their pistol.

#### 41. *Target Engagement*

- a. Paper Targets
  - i. May be engaged with: slugs, buckshot or pistol.
  - ii. Minimum of 4 hits (holes in the target) required with slug, buck pellets or pistol.
- b. Static Steel (Rifle rated, *minimum* distance to target approximately 50 yards).
  - i. May be engaged with slugs, buckshot or pistol.
- c. Falling / Knock-Down (KD) steel
  - i. May be engaged with buckshot, birdshot or pistol.
  - ii. Must fall to be neutralized.

NOTE: One of the significant differences between 2G-ACM Shotgun and other match disciplines is the requirement to shoot the shotgun dry before transitioning to the pistol. The shooter has the option, once dry, to reload the shotgun or transition to their pistol (which depends on the design of the stage).

#### 42. Scoring:

- a. Slugs: Counts as 4 hits, normal scoring (-1 or better to neutralize).
- b. Buckshot: Best 4 holes will be scored, standard scoring.
- c. Pistol: Best 4 hits will be scored, standard scoring.

43. Gear Retention & Configuration: You may not take OFF gear for a particular stage or put ON gear for a particular stage.

NOTE: This means you may not change your shotgun choke (unless it is a polychoke fixed to the shotgun) at any point once the match has begun. If you start with a Open choke, you end with an Open choke, etc.

44. End-of-Stage Clearing: All guns (even when not used or loaded at stage start) must be cleared at the end of each stage by the competitor under RO supervision subject to Section 6.

## **DIVISIONS & EQUIPMENT (SPECIAL EVENTS)**

45. Event organisers may run optional (non-mandatory) stages that can be shot with one or more of the following additionally defined equipment divisions:

### **a. “World War One”**

- i. Rifle: Preferably (not mandatory) period correct.
- ii. Pistol: Preferably (not mandatory) period correct.
- iii. Pistol: Iron sights only.
- iv. Bayonet: Preferably supplied by competitor. If required by the COF & not supplied by the competitor, a dummy bayonet will be provided.
- v. Manually-operated Rifles: May be loaded to their maximum capacity.
- vi. Semi-auto Rifles (including PCCs): May only be loaded to a maximum of 5 rounds, including all magazines used during a COF.
- vii. Semi-auto Pistols: May only be loaded to a maximum of 10 rounds, including all magazines used during a COF.

### **b. “Cold War Battle Rifle”**

- i. Rifle: Issued 1945-1990 in externally original specification, in original calibre with period-correct accessories. (eg FAL, SAFN, G3, Stgw 57)
- ii. Pistol: Generally matching to the era as specified for rifle.

NOTE: The spirit of this division dictates that a competitor will not match a rifle issued in 1949, for example, with a pistol issued in 1985.

### **c. “Antique Repeating Rifle”**

- i. Rifle: Pre-1886 repeating-action rifle of any calibre.
- ii. Pistol: Generally matching to the era as specified for rifle, of any action type (revolver or semi-automatic).

### **d. “Vintage Repeating Rifle”**

- i. Rifle: Pre-1918 repeating-action rifle of any calibre.

- ii. Pistol: Generally matching to the era as specified for rifle, of any action type (revolver or semi-automatic).

**e. “Stocked Pistol / PDW”**

- i. Any pistol-calibre firearm with or without a stock.
- ii. Overall length not to exceed 60cm / 23in with any present stock fully extended.

## TARGETS & SCORING

46. The standard target is the same target used by IDPA (International Defensive Pistol Association), but USPSA or IPSC targets are permitted subject to match specification.
47. Shots landing on hard cover are scored as misses. Hard cover will be indicated by black areas painted on targets.
48. A "Shoot through" shall count (receive their normal score) on any targets NOT in direct contact with each other (eg stapled together, one partially covering the other).
49. A competitor must make a concerted effort to use any available cover as dictated by the course of fire (See Section 21.b and 61.d for range commands and penalties relating to failure to use available cover). In addition to range barricades and other natural obstacles, the following are considered to be 'cover' for these purposes:
- a. Movement;
  - b. Prone shooting (when target engagement is safe from that position).
50. "No-shoots" are targets that are indicated during the stage walk-through as targets that should not be engaged.
51. Targets must have at least one shot in the -1 score zone or better (C-zone or better on USPSA/IPSC targets) to be considered neutralized.
- EXAMPLE: Two hits in the -3 score zone (D-zone on USPSA/IPSC targets) do not count as having neutralized the target.
52. Standard target engagement requires two shots per target. Unless otherwise specified by the course of fire description, best two hits on any target are counted for score.
53. A course of fire description may specify an alternate target engagement requirement, such as a greater or lesser number of shots depending on the following:
- a. The calibre of the firearms in use; and/or
  - b. The division of equipment in use (eg semi-automatic rifle vs manual action rifle)

EXAMPLE: A course of fire description may specify that a pistol-calibre long-arm requires 5 shots to be considered to have engaged the target, an intermediate rifle-calibre firearm requires 3 shots and a full-power rifle-calibre requires 2 shots.

54. It is the shooter's responsibility to ensure their score card is complete and accurate.
55. No shooter or spectator may touch any target until after it has been scored.
56. Re-shoots are discouraged but are allowed at the discretion of the RO and the squad.
57. A competitor may shoot for score with multiple firearms (i.e., multiple score sheets), but the shooter must use the same firearm for the first run-through on each COF.
58. Scoring is done on a "total time" basis. The accumulated time of all stages, plus target points, plus penalties equals total time. That is the final score.
59. For shots on IDPA targets:
  - a. "0 zone" hits add 0 target points,
  - b. "1 zone" hits add 1 target point
  - c. "3 zone" hits add 3 target points.
  - d. If a hit breaks the perforation between zones, the shooter is given the better score.
  - e. Steel targets are scored as a simple hit or miss.
  - f. Knockdown targets must be knocked down to score as a hit.
60. For shots on USPSA / IPSC targets:
  - a. Hits in the A zone result in no penalty.
  - b. Hits in the B zone (if present) result in a .25 second penalty.
  - c. Hits in the C zone result in a 1 second penalty.
  - d. Hits in the D zone result in a 3 second penalty.
  - e. If a hit breaks the perforation between zones, the shooter is given the better score (lower time penalty).
  - f. Steel targets are scored as a simple hit or miss.
  - g. Knockdown targets must be knocked down to score as a hit.

61. The following penalties may be assessed:

- a. Miss: +10 seconds per miss
- b. Hitting Non-Threat Target: +15 seconds per hit
- c. Procedural: +5 seconds
- d. Failure to use available cover (when applicable, after RO warning): +5 seconds
- e. No Hits on Target: +35 seconds
- f. Failure to Neutralize: +15 seconds per target
- g. Overtime shot: +10 seconds per shot (par time stages only)
- h. Circumvention of game spirit: +30 seconds
- i. Poor Sportsmanship: +60 seconds
- j. Destruction of Props Penalty: + 60 seconds (or financial liability)
- k. Dropping or losing control of a firearm, loaded or not: Match DQ.
- l. Painting a steel target either before, after or during a stage: Stage DQ without exception. Targets will never get painted for easier identification.
- m. Dropped Magazine containing ammunition: +10 seconds per magazine.

Magazines containing ammunition must be retained except in the event of clearing a malfunction or if stage design requires shooter to unload artificially (for safety or other reasons) on the clock.

NOTE: Circumvention of Game Spirit is when a shooter intentionally skirts the rules to gain an advantage.

NOTE: Poor Sportsmanship is self-explanatory.

## SPONSORSHIP AND PRIZES

62. In order to retain the integrity of 2G-ACM and its goals of practical shooting combined with camaraderie, 2G-ACM matches handle sponsorship and prizes somewhat uniquely. If prizes are provided, they are to be handed out only via true random drawing (at the match or via social media/online advertising) and **NOT** based on performance or scores.