

Bluegrass Sportsmen's League

-- .22 2-Gun Rules --

Revised August 2020

The purpose of BGSL's .22 2-Gun is to offer a multigun action shooting event geared towards those participants interested in testing their action shooting skills in a more relaxed and cost friendly environment.

Courses of fire may be like other action shooting competitions including 3Gun, Multigun or USPSA, but are designed and intended to be fired with .22 caliber rimfire firearms only. Targets may include paper, frangible and static/swinging/knock down/falling steel targets.

Two rules that are unique to BGSL's .22 2-Gun include: 1) the strict prohibition of holsters; and 2) all paper targets must receive two (2) hits to score.

Holsters: this rule exists for two reasons: a) many shooters may not own a holster for their .22 caliber rimfire handgun and an underlying theme of this event is lowered cost; and b) many shooters may not be proficient or comfortable with holstering and unholstering loaded firearms. As such, this rule seeks to eliminate this requirement with an eye toward increased safety.

Two hits on paper: this rule exists to simplify scoring, and to speed scoring and stage reset.

1. General Conduct & Dispute Resolution

1.1 Eye protection is mandatory for participants, spectators & officials at the event site.

1.2 Ear protection is mandatory for participants, spectators & officials while on or near a stage.

1.3 No participants or spectators will consume or be under the influence of alcohol or non-prescription drugs at the event site. Any participant found to be impaired because of legitimate prescription drugs will directed to stop shooting and requested to leave the range.

1.4 Participants and spectators are always expected to conduct themselves in a courteous and sportsman-like manner. Any person who violates this rule may be ejected from the event site at the Match Director's discretion.

1.5 Clothing with any offensive or obscene logos, sayings, pictures, or drawings will not be worn or displayed while at the event site.

1.6 Participants may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, and the participant will not be allowed to continue nor be eligible for prizes.

1.7 A participant will be disqualified for unsportsmanlike conduct. Examples of unsportsmanlike conduct include:

1.7.1 Cheating, such as:

1.7.1.1 Intentionally altering a target prior to the target being scored to gain advantage or avoid a penalty.

1.7.1.2 Altering or falsifying score sheets or electronic records.

1.7.1.3 Altering the configuration of firearms or equipment without permission of the Match Director.

1.7.2 Threatening or assaulting other participants or Event Officials.

1.7.3 Disruptive behavior likely to disturb or distract other participants while they are shooting.

1.7.4 Willful disregard of Event Official instructions.

1.8 The final decision on all disqualifications and reshoots will be made by the Match Director.

1.9 Any rule not explicitly covered by this document will be resolved with a ruling by the Match Director or his designee. Rulings by the Match Director or his designee will be final and will serve as a precedent for the duration of the event.

2. Safety

2.1 All Bluegrass Sportsmen's League (BGSL) events will be run on COLD ranges.

2.1.1 Participants firearms will remain unloaded at the event site except under the direction and immediate supervision of an Event Official.

2.2 Firearms may only be handled and/or displayed in a designated safety area.

2.2.1 Safety areas will be clearly marked with signs.

2.2.2 No firearm may be loaded in a safety area.

2.2.3 No ammunition (including dummy ammunition or snap caps) may be handled in a safety area.

2.3 Firearms may be transported to, from and between stages only in the following conditions:

2.3.1 Handguns must be cased, de-cocked and with the magazine removed.

2.3.2 Rifles and shotguns must be cased, secured muzzle up or muzzle down in a stable gun cart/caddy, or carried slung with the muzzle up. Actions must be open and detachable magazines removed. The use of high-visibility open bolt indicator devices is REQUIRED.

2.3.3 The use of handgun holsters during .22 2-Gun events is strictly prohibited.

2.4 A participant who causes an accidental discharge will be stopped by an Event Official as soon as possible and will be disqualified. Examples of accidental discharge include:

2.4.1 A shot, which travels over a backstop, a berm or in any other direction deemed by Event Officials to be unsafe. Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.

2.4.2 A shot which strikes the ground within 10 feet of the participant, except when shooting at a target closer than 10 feet to the participant.

2.4.2.1 Exception - a shot which strikes the ground within 10 feet of the participant due to a “squib”.

2.4.2.2 In the case of a shot striking a prop where the projectile is deflected or does not continue to strike the ground, if an Event Official determines that the projectile would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop, the provisions of 2.4.2 will apply.

2.4.3 A shot which occurs while loading, reloading, or unloading any firearm.

2.4.3.1 Exception - a detonation which occurs while unloading a firearm is not considered an accidental discharge. A “detonation” is defined as the ignition of the primer of a round, other than by action of a firing pin, where the projectile or shot does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped etc.).

2.4.4 A shot which occurs during remedial action in the case of a malfunction.

2.4.5 A shot which occurs while transferring a firearm between hands.

2.4.6 A shot which occurs during movement, except while engaging targets.

2.5 A participant who performs an act of unsafe gun handling will be stopped by an Event Official as soon as possible and will be disqualified. Examples of unsafe gun handling include:

2.5.1 Dropping a firearm, whether loaded or unloaded, at any time after the “Make Ready” command and before the “Range Is Clear” command.

2.5.1.1 Dropping an unloaded firearm before the “Make Ready” command or after the “Range Is Clear” command will not result in disqualification, provided the firearm is retrieved by an Event Official.

2.5.2 Use of any unsafe ammunition as defined in Section 3.

2.5.3 Abandoning a firearm during a stage in any location other than a safe abandonment location as stipulated in the stage briefing. Firearms may only be abandoned in one of the following conditions:

2.5.3.1 Loaded, safety catch fully engaged, muzzle pointed in the designated safe direction.

2.5.3.2 Completely unloaded (no ammunition in the firearm), detachable magazine removed, muzzle pointed in the designated safe direction.

2.5.4 Unloading any firearm in an unsafe manner or discharging a firearm while not legitimately engaging a target.

2.5.5 Allowing the muzzle of a firearm to break the 180-degree safety plane.

2.5.6 Engaging steel targets at a range of less than 21 feet.

2.5.7 Allowing the muzzle of a firearm to point at any part of the participant’s body during a course of fire (i.e. sweeping).

2.5.7.1 Exception - sweeping of the lower extremities (below the belt) while drawing or re-holstering a handgun, provided that the participant’s fingers are clearly outside of the trigger guard.

2.5.8 Pointing a firearm, whether loaded or unloaded, in any direction deemed by Event Officials to be unsafe.

3. Ammunition

3.1 Handgun ammunition must be .22 caliber rimfire only, unless otherwise stipulated under equipment division rules.

3.2 Rifle ammunition must be .22 caliber rimfire only, unless otherwise stipulated under equipment division rules.

3.3 Ammunition containing tracer, incendiary, armor piercing, steel jacketed or steel/tungsten/penetrator core projectiles is unsafe and prohibited.

4. Firearms

4.1 All firearms used by participants must be serviceable and safe. Event Officials may inspect a participant's firearms at any time to check they are functioning safely. If any firearm is declared unserviceable or unsafe by an Event Official, it must be withdrawn from the event until it is repaired to the satisfaction of the Range Master.

4.2 Firearms capable of fully automatic- or burst-fire ("machine guns") may be used only in semi-auto mode (i.e. not more than one (1) round fired with each pull of the trigger). Violation of this rule will incur a 30 second time penalty per occurrence. Bump-stocks and binary trigger devices are not permitted.

4.3 Participants must use the same firearms (handgun, rifle, and shotgun) for the entire event.

4.3.1 If a participant's firearm becomes unserviceable, that participant may replace their firearm with another of a substantially similar model, caliber, and sighting system only with the approval of the Match Director.

4.4 Participants generally may not reconfigure any firearm during the course of the event. Explicitly prohibited acts include changing caliber, barrel length, shotgun magazine tube length, sighting systems and/or stock style. Explicitly permitted acts include installing or removing support devices (e.g. bipods), slings and other minor accessories (e.g. scope covers).

4.4.1 If a participant's firearm becomes unserviceable, that participant may repair their firearm with directly equivalent replacement parts. If replacement parts result in a significant change to the firearm configuration, then the repair must be approved by the Match Director.

4.5 Unless otherwise stipulated in the stage briefing, required firearms will begin the stage in the following ready conditions:

4.5.1 Rimfire Handgun: Loaded to division start capacity and held in the low ready position. In the case of single-action autos or double action autos with manual override safeties, the safety catch must be in the "safe" position. In the case of double-action autos & revolvers, the hammer must be down/forward. Holsters of any kind are not permitted.

4.5.2 Rimfire Rifle: Loaded to division start capacity and held in the low ready position. Safety catch must be in the "safe" position.

4.5.3 Participants may not touch or hold any firearm loading device or ammunition after the "Standby" command and before the "Start Signal" (except for unavoidable touching with the lower arms).

5. Equipment Divisions

5.1 Participants will declare one equipment division at the beginning of the event.

5.1.1 Equipment divisions are: .22 Open, .22 Traditional and .22 Tactical.

5.1.2 Failure to meet all the equipment and ammunition requirements for the declared division will result in the participant being placed into Open division. If the requirements of Open division are not met, the participant's scores will be excluded from the final event results.

5.2 .22 Open division

5.2.1 Handgun

5.3.2.1 Electronic sights, optical sights, extended sights, compensators, muzzle brakes or barrel porting are specifically permitted.

5.2.2 Rifle

5.3.3.1 Electronic sights, optical sights, extended sights, compensators, muzzle brakes, barrel porting and supporting device are specifically permitted.

5.3 .22 Traditional division

5.3.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.3.2 Handgun

5.3.2.1 Electronic sights, optical sights, extended sights, compensators, muzzle brakes or barrel porting are prohibited.

5.3.2.3 Magazine capacity is limited to ten (10) rounds of ammunition.

5.3.3 Rifle

5.3.3.1 Electronic sights, optical sights, extended sights, compensators, muzzle brakes or barrel porting are prohibited.

5.3.3.2 Supporting devices (bipods, etc.) are prohibited.

5.3.3.3 Magazine capacity is limited to twenty-five (25) rounds of ammunition.

5.4 .22 Tactical division

5.4.1 Firearms must be of a factory configuration. Prototype firearms are specifically prohibited. Internal modifications are permitted providing they do not alter the external appearance of the firearm.

5.4.2 Handgun

5.4.2.1 Electronic sights, optical sights, extended sights, compensators, muzzle brakes or barrel porting are prohibited.

5.4.2.2 Magazine capacity is limited to ten (10) rounds of ammunition.

5.4.3 Rifle

5.4.3.1 Not more than one (1) non-magnified electronic or optical sight is permitted.

5.4.3.2 A supplemental magnifier may be used with the permitted optical sight provided the magnifier does not contain an aiming reticle, cannot be used as an aiming device by itself, and remains mounted in the same location on the rifle for the duration of the event. A participant may use the magnifier in either the magnified or unmagnified mode without restriction.

5.4.3.3 Supporting devices (bipods, etc.) are prohibited.

5.4.3.4 Compensators and muzzle brakes may not exceed 1 inch in diameter and 3 inches in length (as measured from the barrel muzzle to the end of the compensator).

5.4.3.5 Magazine capacity is limited to twenty-five (25) rounds of ammunition.

6. Scoring & Penalties

6.1 Stage score will be based on straight time plus penalties.

6.1.1 Unless otherwise stipulated in the stage briefing, IPSC/USPSA cardboard “shoot” targets must be neutralized by receiving two (2) hits anywhere in the scoring area.

6.1.2 IPSC cardboard “shoot” targets that are not neutralized will incur time penalties as follows:

6.1.2.1 One (1) hit in scoring area only = 5 second penalty (Failure To Neutralize).

6.1.2.2 No hits on target, but target was engaged = 10 second penalty (Un-hit Target).

6.1.2.3 No hits on target, and target was not engaged = 15 second penalty (Target Not Engaged).

6.1.3 Only holes made by bullets will count for score/penalty. Evidence that the bullet made the hole must be present on the target (i.e. crown or grease ring/mark). Holes made by shrapnel, fragments or flying debris will not count for score/penalty.

6.1.4 Knock-down targets (e.g. falling or hinged steel) must fall to score. Static steel, swinging or flashing targets must react in the manner prescribed in the stage briefing. An Event Official may call hits.

6.1.5 Knock-down, static steel, swinging or flashing targets that do not fall/react will incur time penalties as follows:

6.1.5.1 Target did not fall/react, but target was engaged = 10 second penalty (Un-hit Target).

6.1.5.2 Target did not fall/react, and target was not engaged = 15 second penalty (Target Not Engaged).

6.1.6 Knock-down targets will be calibrated before the event begins.

6.1.6.1 All targets will be calibrated with a .22 caliber rimfire handgun using factory ammunition.

6.1.6.2 The Range Master will designate specific supplies of .22 caliber rimfire ammunition, and one or more to be used as official calibration tools only by the Range Master or designated testing personnel. Designated calibration firearms and ammunition are not subject to challenge.

6.1.7 Frangible targets (e.g. clay pigeons) must break by gunfire to score. A target with a significant piece visibly detached is considered "broken".

6.1.8 Frangible targets that do not break will incur time penalties as follows:

6.1.8.1 Target did not break, but target was engaged = 10 second penalty (Un-hit Target).

6.1.8.2 Target did not break, and target was not engaged = 15 second penalty (Target Not Engaged).

6.1.9 Scoring hits on designated "No Shoot" targets will incur a 5 second penalty per hit, up to a maximum of 2 hits per no-shoot. Steel "No Shoot" targets must fall to score. Frangible "No Shoot" targets must break to score.

6.1.10 Failure to follow procedures prescribed in the stage briefing will result in a 5 second penalty.

6.1.10.1 If a competitive advantage is deemed to have been gained, procedural penalties may be applied on a "per shot" basis.

6.1.10.2 Enhanced procedural penalties may be applied at the Match Director's discretion if a participant willfully and egregiously violates stage procedures.

6.1.10.3 The rendering of any assistance or advice to a participant who is actively engaged in a stage ("coaching") by any person other than an Event

Official is prohibited. Event Officials may penalize the “coach” and/or the participant with a procedural penalty for each occurrence. Persistent coaching may be subject to the provisions of rules 1.4 and/or 1.7.

6.1.11 Additional bonuses and/or penalties may be applied as stipulated in the stage briefing.

6.1.12 Stage Not Fired (SNF) penalty is 500 seconds per stage not fired.

6.1.13 The Match Director may specify a time limit for completing any stage by stating it clearly in the stage briefing. If a participant exceeds the time limit, they will be stopped by an Event Official and the stage will be scored as shot with all applicable miss and TNE penalties.

6.2 Stage Points

6.2.1 Stage points will be calculated separately for each equipment division.

6.2.2 Stage points will be awarded to participants according to their stage time relative to the fastest time on that stage, using the equation $STAGE\ POINTS = (FASTEST\ TIME / PARTICIPANT\ TIME) \times 100$.

6.2.3 Total points accumulated for all stages will determine the event placement by division.

6.2.4 Highest score wins.