Southern Maryland Two Gun Rules & Divisions

**General Safety**

* Eye and ear protection is mandatory and shall be worn by competitors, spectators, and staff.
  + The SO will stop a shooter that has started a Course of Fire (CoF) and is not wearing proper eye or ear protection, and a reshoot will be given to the shooter. If the shooter’s eye or hearing protection becomes dislodged during a CoF, the same action applies. If the shooter discovers missing or dislodged eye or hearing protection before the SO and stops, the shooter will also be given a reshoot.
* Unsafe Firearm handling will result in immediate Disqualification from the match. Unsafe firearm handling includes but is not limited to:
  + Endangering any person, including oneself, via sweeping. Sweeping is defined as allowing the muzzle of a loaded firearm to cross or cover any portion of a person.
  + Pointing the muzzle beyond designated “Muzzle Safe Points” if used, or beyond the 180-degree Muzzle Safe Plane if used. Refer to IDPA Rulebook section 2.9 for further information.
* Fingers must be obviously and visibly outside the trigger guard during loading, unloading, slinging, while moving (unless engaging targets), and during malfunction clearance.
  + First offense is a warning.
  + Second Offense is a DQ from the match.
* The Match Director is the final arbiter of all rules and safety concerns. The Range Officer, as responsible person on scene, may make rulings as needed to maintain safety for all parties. Any disputes regarding rulings by a Range Officer must be brought to the Match Director.
* Violations of any safety rules may be grounds for penalty up to and including disqualification.
* The shooter must be aware of hand/body position so they will not be hurt by muzzle blast or burned by suppressors. The use of gloves by competitors with rifle caliber pistols and suppressors is encouraged.
* Use of suppressors is encouraged but not required.

**Range Commands**

* Range Is Hot - Eyes & Ears
  + This is the first command given to each shooter starting the action of shooting a stage. This command signifies the start of the course of fire. The shooter will make sure that their eye and hearing protection is in place. It is also notification to anyone in the shooting bay to check that their own eye and hearing protection is properly fitted.
* Load and Make Ready
  + The shooter will prepare the firearm and magazines to match the start position for the stage. The shooter will then assume the starting position necessary for the stage. If the shooter’s firearm is not to be loaded for the start of a stage the command used will be “Make Ready.”
* Are You Ready?
  + After “Load and Make Ready,” the SO will ask the shooter “Are You Ready?” If ready, the shooter should respond verbally, or by obvious nodding of the head, but may also choose to stand ready. If there is no response from the shooter in approximately 3 seconds, the shooter is assumed to be ready. If the shooter is not ready when this question is asked the shooter must respond in the negative.
* Standby
  + This command is given after the shooter is ready. This command will be followed by the start signal within 1-4 seconds. The shooter may not move or change positions between the “Standby” command and the start signal, unless required to do so by the CoF.
* Finger
  + This command is given when the shooter’s finger is not obviously and visibly outside the trigger guard when it should be, as noted above.
* Muzzle
  + This command is given when the muzzle of the shooter’s firearm is pointed near a muzzle safe point. The shooter must correct the errant muzzle and continue with the stage. See muzzle safe points in the IDPA Rulebook.
* Stop
  + This command is given when something unsafe has happened or is about to happen during a stage, or when something in the stage is not correct. The shooter must immediately stop all movement, place the trigger finger obviously and visibly outside the trigger guard, and await further instruction. Failure to immediately stop and remove the trigger finger from within the trigger guard will result in Disqualification from the match.
* Clear
  + This command is used when the shooter has dropped the magazine, and shown a clear chamber to the SO. The shooter cannot move on until this command is received. The shooter will engage the safety if possible. After this command the rifle is considered a ‘stick’. The shooter is still responsible for the condition of the rifle and it will be checked at the end of the stage.
* If Finished, Unload and Show Clear
  + This command will be issued when the shooter has apparently finished shooting the stage. If the shooter is finished, all ammunition will be removed from the firearms and clear chambers will be shown to the SO who will insert a chamber flag in rifles and issue further commands for pistols. If the shooter is not finished, the shooter should finish the stage and the command will be repeated.
* If Clear, Slide Forward
  + Upon verifying the pistol is clear the competitor will then close the slide and await further instruction.
* Pull the Trigger
  + The competitor will point the firearm at a safe berm and pull the trigger to further verify that the chamber is clear. If the firearm fires, the shooter will be disqualified from the match. This requirement also applies to firearms with a de-cocker or magazine disconnect. For firearms with a magazine disconnect, an empty magazine, or dummy magazine must be inserted before the trigger is pulled, and then removed again.
* Holster
  + The competitor will safely re-holster their pistol.
* Range is Clear
  + This command is given upon clearing, flagging, and holstering all firearms and indicates to everyone within the stage boundaries that the range is clear. This command ends the CoF and begins the scoring and resetting of the stage.

**Shooting Rules**

* Unless otherwise specified in the stage description, targets in the open must be engaged near-to-far.
  + Targets are considered equidistant when the difference in the target distances to the shooter is less than 2 yards.
* If targets are hidden by cover, the targets are engaged as they become visible around the edge of cover (slicing the pie).
* A target is considered “Engaged” when the required number of shots for that target has been fired at the target.
  + A reactive target is deemed to have been engaged when a minimum of 1 round is fired at the target, regardless of whether the target reacts. All penalties apply if the shooter does not re-engage the target until the target reacts or if the shooter unsuccessfully challenges the reactive target calibration.
* Body and head shots may be required on an individual visible cardboard target and must be shot in the order and quantity stipulated in the CoF.
  + Failure to shoot at one or more targets in the required location/order earns the shooter a single PE per target (plus associated miss).
* When an activator reveals a target closer to the shooter, the shooter may interrupt the engagement order to address the new target.
* Pistol steel targets may only be engaged from 10 yards or further. If a shooter engages a pistol steel target within 10 yards or with a rifle, they will receive a match DQ.
* Rifle steel targets may only be engaged from 50 yards or further. If a shooter engages a rifle steel target within 50 yards or with “armor piercing” ammunition they will receive a match DQ.
* Target engagement penalties shall not apply when:
  + The required number of rounds has not been fired at a disappearing target.
  + When engaging an array of equal distance the shooter may not be penalized for the order in which they are engaged, unless stipulated in the CoF.
  + Targets may be re-engaged from other shooting positions provided the shooter does not break the defined Muzzle Safe Points
* Reloads may be executed at any time during the stage, there is no penalty for not retaining a partially loaded magazine unless stipulated in the CoF.
* Walkthroughs
  + Prior to shooting a stage, a group walkthrough will be given by the SO. During the group walkthrough, the SO will verbally indicate to all shooters the vision barriers, points of cover, and fault lines. During the group walkthrough, the SO will also indicate to shooters all special conditions for the stage. Each shooter will be allowed to view each target from every shooting position. This includes taking a knee or going prone.
  + Air gunning is not permitted. Air gunning is the act of going through the motions of firing all or portions of the stage with a hand or pointed finger while within the stage boundaries.
  + A single sight picture is permitted before the competitor loads their firearms so that they may ensure their optic is at the proper setting. The competitor may not point their firearm at any targets downrange.
* Fault lines will be used per IDPA Rulebook section 3.6.
* Rifle will be loaded to capacity as stipulated in the course of fire and started from the low ready (head up, rifle shouldered, pointed downward at 45 degrees or at the base of a target) unless otherwise stated in the stage description.
* Pistol will start loaded to capacity as stipulated in the course of fire and holstered in a safe manner (decocked or safety on as applicable).
* When transitioning from rifle to pistol or any “pickup” gun as required during the stage, the competitor shall completely clear and safe the rifle (magazine removed, round ejected from chamber, safety on) and retain it on the competitor’s person unless otherwise specified in the stage description.
* When the rifle is clear the 180 no longer applies and the competitor may sling the rifle as they see fit.
* Failure to properly clear the rifle before slinging is a match DQ.
* When transitioning from pistol to rifle or any “pickup” gun the pistol will be placed in a provided dump bucket in a safe manner (decocked or safety on as applicable) unless otherwise specified in the stage description.
* “Weak side” is defined as the opposite shoulder of the competitor’s normal shooting shoulder.
* The shooter will never be asked to holster a loaded pistol while on the clock.

**Disqualifiable Offenses**

* Unsportsmanlike conduct including but not limited to: hostility towards range staff and fellow competitors, threats, damage to range equipment, tantrums, speeding on the main road, etc.
* Breaking the 180 or muzzle safe points
* Sweeping oneself or a competitor with the muzzle of a loaded firearm
* Failing to properly clear a rifle before slinging
* Failing to properly safe a firearm before abandoning
* Shooting pistol steel within 10 yards or rifle steel within 50 yards
* Shooting pistol steel with rifle
* Dropping a loaded firearm
* Pistol falling out of holster, no matter what condition it is in.
* Receiving a second finger call
* Shooting rifle steel with armor piercing ammunition, M855, or 7N6

**Firearms and Equipment**

* Rifle will be unbagged in the safe area and a chamber flag inserted prior to the match.
* Pistol will be unbagged in the safe area and holstered with hammer down or striker forward on an empty chamber and magazine removed or cylinder empty.
* Sanner’s Lake is a cold range, all firearms must be unloaded unless under command of a SO.
* Riding the bolt home on the chamber flag is required to prevent inadvertent flag loss.
* A chamber flag shall only be removed in the safe area or under RO command.
* No competitor may load a firearm except under direction of a Range Officer.
* Holsters and belts must be worn on each stage regardless of the start position.
* Holsters must prevent activation of the trigger while holstered.
* Holsters must securely hold the firearm such that vigorous physical activity will not cause the pistol to fall out. Active retention holsters are recommended.
* The front edge of the holster may not be more than 1 ¾ inch below the breech face (autos) or 1 inch below the rear of the cylinder (revolvers).
* Some non-Permitted Holsters (Non-Inclusive list):
  + Cross-draw
  + Chest, vest, or plate carrier mounted
  + Shoulder holsters
  + Small of the back carry
  + Pocket carry
  + Serpa holsters or any holster with a trigger finger actuated retention system
* Belts must be sturdy and securely hold the firearm and equipment attached to them.
  + Suspenders, leg/thigh straps, and two piece belts are allowed.
* Knee and elbow pads are allowed and recommended on some stages. If used they must be used/worn for the whole match.
* Firearms used in competition will be serviceable and safe. The responsibility for safe and serviceable equipment falls completely on the shooter. The Match Director will require a shooter to withdraw any firearm, ammunition, or equipment observed to be unsafe. In the event that a firearm cannot be loaded or unloaded due to a broken or failed mechanism, the shooter must notify the SO, who will take such action as he/she thinks safest.
  + Competitors must use the same firearms throughout the event (this does not apply to any stage-required “pickup” gun). A competitor may switch to a backup gun if and only if their primary gun becomes unserviceable at match director discretion.
* Service, repair, or handling of a firearm other than that required to execute the match shall be conducted at a designated Safe Area
* No competitor shall possess ammunition in a safe area unless that ammunition is stowed on the competitor’s person. No competitor may load or appear to load a firearm (such as with snap caps or dummy rounds) at a Safe Area. Failure to adhere to this will result in a match DQ.
* Any firearm dropped while loaded, regardless of whether or not a live round is chambered, will result in immediate disqualification and the firearm may not be retrieved by anyone other than a Range Officer or Match Director.
  + Rifles that have been cleared during the course of fire are not considered loaded and if dropped do not warrant a DQ. A reshoot shall not be granted.
  + Pistols dropped from holsters while loaded or not will result in a match DQ.
* Negligent or accidental discharges are grounds for immediate disqualification. Some examples include:
  + Rounds fired at the ground within 2 yards of the competitor (unless within the course of fire)
  + Any round fired during loading, reloading, unloading, or while executing remedial action (e.g. to correct a malfunction).
  + Any round fired inadvertently while the competitor is moving, or while changing positions or switching shooting side.
* Any firearm abandoned in accordance with a specified stage description will be abandoned with the safety on and pointed in the indicated safe direction, as applicable.
* All SLSC rules and restrictions apply.

**Ammunition**

* Ammunition must be an intermediate cartridge or below.
  + For the purposes of this match, “intermediate cartridge” is defined as any centerfire cartridge having muzzle energy up to and including 1,875 ft⋅lbf.
* No tracer, armor piercing, or incendiary ammunition may be used.
* Bimetallic ammunition is allowed.

**Divisions**

* Every competitor will declare a division prior to the beginning of the match.
* No competitor may change divisions during the match without Match Director approval.
* If a competitor’s equipment does not meet the requirements of their selected division, they will be placed into a division in which they fit or compete for no score at the match director’s discretion.
* Bipods are only allowed in Open division
* Open division: No restrictions on equipment other than those specified above.
* Ironman Class: Only iron sights allowed on both rifle and pistol. Sights can be of any configuration or design provided they are metallic or equivalent and provide no visible illumination, magnification, or other optical enhancements. No more than one set of sights.
* Tac-Light Class: One illuminated sight is permitted on rifles. Illuminated sights originally designed to be capable of magnification (whether used or not) are prohibited. Pistols must use iron sights as defined above.
* Tac-Scope Class: Only one optical or electronic sight capable of magnification is permitted on rifles. Pistols must use iron sights as defined above.
* Tac-Optics Class: One optical sight capable of magnification and one electronic sight not capable of magnification are permitted on the same rifle. Pistols must use iron sights as defined above.
* Covert Optics: Only one optical or electronic sight capable of magnification is permitted per gun. Pistol red dots must be affixed to the slide. No compensators of any kind.
* Prepper: No gear requirements or restrictions except that everything used must be carried on the competitor's person throughout every stage and during the whole day (beginning of the safety brief to the last round fired). Anything dropped or not carried is "out of play", this includes water, food, rifles, spare parts, etc., however magazines dropped during a stage may be reused. Backpacks and gear may be removed briefly between stages to retrieve necessary equipment (food, ammo, etc) provided everything stays within arm’s reach of the competitor. Asking other competitors to retrieve equipment for you from your gear is allowed.

**Penalties and Scoring**

* All Scoring will follow IDPA Rulebook section 4, excluding section 4.13.
* All penalties will follow IDPA Rulebook section 5.
* Except for partially loaded magazines dropped when transitioning or deliberately during reloading and items as described in the stage description, equipment must be retained upon the competitor’s person. Any equipment that falls from a competitor must be retrieved before the next round is fired or a procedural penalty will be assessed for each piece not retrieved.

**Disabled Shooter Rules**

* A disabled shooter who chooses not to or are unable to perform an action required by the CoF (kneeling, prone, etc.) will receive 1 PE penalty per action not performed. If the targets cannot be acquired from their position of ability, points down will be assessed but no PEs for engagement will be assessed.
* A shooter who only has the use of one-arm/one-hand will not be penalized on a stage that requires shooting either weak side or strong side.
* The shooter may perform one-handed reloads in a manner that is deemed safe by the MD prior to the start of the match.
* Shooters who are confined to a wheelchair may use whatever means they choose to navigate the CoF in their wheelchair, including a pushing assistant. However, the requirement(s) chosen must be used for every CoF in the match.
* Wheelchair mounted ammunition carriers are permitted.
* One-handed firearm control throughout a CoF is permitted provided the shooter uses a stabilizing brace.
* Disabled status is based on the Honor System, those who misrepresent their status will be DQ’d.