

## Divisions:

Production	Rifle - Iron sights Iron Sight Pistol (10 round or less magazines) Pump shotgun loaded with 5 rounds max
Enhanced	Rifle – One Optic sight Iron Sight Pistol (Up to 17 rds per mag) Semi-Auto Shotgun loaded with 5 rounds max
Competition	Rifle – more than one optic or short barrel rifle Iron Sight Pistol (Full magazine capacity) Tactical-Style Shotgun loaded with more than 5 rounds
Open	Any rifle with any optic, Full magazine Capacity Optic Pistol (can use Iron Sight Pistol also) (Full magazine capacity) Any shotgun
Pistol Caliber Carbine	Pistol Caliber Rifle, any optic Iron Sight Pistol (Full magazine capacity)
Rimfire	Semi-Auto, magazine fed Rimfire Rifle Rimfire Pistol (Full magazine capacity)

All rifle magazines (except for Open Division) are limited to loading 20 rounds each, but you may carry as many as you would like.

You may carry as much ammunition or as many mags as you wish and may reload whenever and wherever you choose while shooting a stage.

Unless the WSB specifies otherwise, the default start position is: loaded pistol in holster with loaded rifle or shotgun, safety on, held at modified low-ready.

Maximum magazine capacity is determined by the category in which you are competing. For pistols ONLY, you may start with one in the chamber plus a complete magazine (mag +1) to begin the stage, but it is not required that you do so. The shooter may start with up to the maximum numbers of rounds for his category, with no set minimum number of rounds loaded.

## Targets:

The paper targets are scored for the best 2 hits on target unless the WSB states otherwise.

Each required hit that is not in the A zone or B zone of the target will receive Accuracy Penalty points according to placement on the target (C is 1, D is 3, miss is 5). Each AP point adds one second to your time.

Reactive steel targets (Falling Plates or knock-off steels) on a Tactical Stage must fall to be considered neutralized for every category but Rimfire. Reactive steel targets only have to show a hit for shooters that are competing in the Rimfire Category. Reactive steel targets on a Drill Stage will only be scored as a miss, without a Failure-to-Neutralize penalty.

## Penalties

Each paper target without a hit in an A, B, or C zone will be considered a **Failure-to-Neutralize** and will receive a 5-second penalty in addition to the AP points.

Each paper target without a hit in any zone will be considered a **Failure-to-Engage** and will receive a 10-second penalty in addition to the AP points.

Unless otherwise stated in the WSB, steel must be engaged until it is down or knocked over. Any steel target on a Tactical stage that is not knocked over or down will be scored as a miss and as a Failure-to-Neutralize, only.

Each hit on a No-Shoot is a 10-second penalty.

A Procedural Error is a 3-second penalty that is awarded for failing to follow directions; a rule as stated in the rules of the sport, or a directive as stated in the WSB.

For a shot that goes through one target and continues on to hit another target or No-Shoot, you get the credit or the penalty for both targets. In other words, a shoot-through counts.

All targets that are to be engaged by shotgun slugs can ONLY be engaged by a slug round and require ONE hit only. Accuracy Penalty, Failure-to-Neutralize, and Failure-to-Engage all apply to these targets. Any pistol shots on these targets have no impact on the penalties.

## Stage Types

There are 2 types of stages: Drill and Tactical.

A Drill Stage will have a shooting box from which targets are to be engaged, without requiring movement between targets and without requiring cover. Targets must still be engaged using Tactical Priority. Failure-To-Neutralize penalties do not apply in a Drill Stage, but Failure-To-Engage penalties DO apply.

A Tactical Stage will require all targets to be engaged in Tactical Priority using cover and/or movement.

## Target Engagement:

Targets are to be engaged in a Tactical manner. For the purposes of this match, this means from cover if cover is available or while moving if cover is not available.

Targets are to be engaged as they become available to you (slicing the pie from cover or near-to-far otherwise).

# DGC TACTICAL 2GUN Rules

09/23/16

While moving from a cover position and engaging targets, you must not expose yourself to more than ONE target at the same time. If not using cover to engage targets, then you MUST be in motion while engaging targets.

While moving when cover is not available, engage targets from Near-to-Far.

If you are moving to engage targets, all shots and reloads are to be done while you are in motion. A flat-footed shot or a flat-footed reload while you are supposed to be moving will earn you a Procedural penalty.