

ISC 2-Gun Competition 2022 Season

The intent of the ISC 2-Gun competition is to provide scenario based stages where a shooter will utilize either a rifle or a combination of a rifle and pistol to complete a course of fire. Each course of fire will require that the shooter utilize safe firearm operating procedures, various shooting positions, movement techniques and decision making in tactical priority/cover to properly complete the stage. Each shooter will select which division they wish to enter based upon and gear, weapons, and weapon accessories that they have available. The match directors will have final say on allowing a shooter to utilize any gear that does not meet the specifications described in each of the divisions.

Items **highlighted in yellow** are rules changes made for the 2022 league year. Please direct any questions or requests for clarifications to the Match Director.

1. Divisions

- a. Iron Division - This division allows for the use of iron sights or an optic on both the shooter's rifle and pistol to include red dot, reflex, or ballistic reticle as long as the optic does not provide any magnification. (1X)
 - i. Gear: Shooter must have an outside the waistband (OWB) holster that is capable of providing active or passive retention to retain the firearm during multiple shooting positions and explosive movements during the course of fire (COF). Holster must completely cover the trigger and its guard, and must lock if it is a race style holster. The holster must be stiff enough (Kydex or similar) to retain its shape to allow the shooter to reholster the pistol safely and without muzzling themselves. The shooter must start the COF with at least their pistol and rifle (staged per COF description) and with two rifle and pistol magazines on their person. Exemptions can be made for skilled shooters to use concealed carry methods should the shooter choose to handicap themselves. This exemption may only be granted/approved by the Match Director.
- b. Optics Division - This division allows for the use of iron sights or an optic on both the shooters rifle and pistol to include red dot, reflex, ACOG or ballistic reticle, variable power rifle scopes or any other optic that the shooter chooses. The amount of magnification is not restricted.

- i. Gear: Shooter must have an outside the waistband (OWB) holster that is capable of providing active or passive retention to retain the firearm during multiple shooting positions and explosive movements during the COF. Holster must completely cover the trigger and its guard, and must lock if it is a race style holster. The holster must be stiff enough (Kydex or similar) to retain its shape to allow the shooter to re-holster the pistol safely and without muzzling themselves. The shooter must start the COF with at least their pistol and rifle (staged per COF description) and with two rifle and pistol magazines on their person. Exemptions can be made for skilled shooters to use concealed carry methods should the shooter choose to handicap themselves. This exemption may only be granted/approved by the Match Director.

c. **Rimfire** - This division may allow for any optic, but both rifle and pistol must be rimfire. All other division and safety rules apply.

d. **IWB Pistol Carry** - For advanced shooters who choose to handicap themselves by employing their pistol in the match via an IWB holster, *Match Director approval is required*. This is on a case-by-case basis. You must have a ridged and secure IWB holster that fully covers the trigger guard. You must demonstrate your ability to draw from concealment in a safe and controlled manner, as well as hot reholstering at the beginning of a COF. Please see the Match Director to acquire approval. Failure to gain prior approval will result in a match DQ and dismissal from the range.

2. Firearms

- a. Iron and Optics Divisions will require the use of:

- i. An auto-loading centerfire rifle, chambered in a minimum caliber of .223 and no greater than .308. OR, An auto-loading centerfire pistol caliber carbine, chambered in a minimum caliber of 380 ACP.
- ii. An autoloading pistol with caliber of 380 ACP or above.
- iii. Firearms may have modifications internally and externally to include comps, ports, etc.
- iv. Steel core or penetrator ammo is not allowed unless specifically approved by the match director. (7.62 x39 may be allowed due to low velocity)
- v. Steel cased ammunition is allowed, however, it must pass the “magnet test.” Please see the Match Director if you have any questions or concerns.
- vi. Some stages may require the use of a 12 gauge shotgun. When a shotgun is required, the shooter may utilize their own or one will be available for loan. Loads must be #7 ½ or #8 shot only. NO 00 Buck.

3. Firearm Rules of Safety

- a. Every weapon should be treated as if it is loaded.

- b. Never point a weapon at something you're not prepared to destroy.
- c. Always be sure of your target and what is behind it.
- d. Finger should stay off the trigger and out of the trigger guard until you are ready to fire the weapon.

4. General Range Rules

- a. All first time participants must attend a mandatory safety brief that will cover all applicable 2-gun match and range rules.
- b. Show and Tell of firearms in the parking area is not permitted, however, this is allowed in the safe area. Move all show and tell to the safe area. *This will now be strictly enforced.*
- c. All unpacking and functions checking MUST BE CONDUCTED IN THE DESIGNATED SAFE AREA to be designated by match directors. Rifles with chamber flags may be grounded in the Safe Area in between stages.
- d. Chamber flag must remain in the chamber of all rifles between stages and while not in use.
- e. Slings of rifles is not permitted outside of the COF, rifles must be placed in either provided racks, leaning against the conex, or in a bag.
- f. Pistols must remain holstered (empty chamber and no magazine) between stages and while not in use
- g. Weapons should be placed on safe when not in use, while moving between shooting positions during the COF, during magazine changes within the COF, and when grounding the firearm.
- h. Weapon should always remain pointed down range during the COF (180 Rule)
- i. During ALL matches Irvington Sportsman Club is a cold range. All weapons must remain unloaded until the beginning of a course of fire (COF) when the Safety Officer gives a command to load and make ready. This includes ANY AND ALL SPECTATORS IN THE MATCH AREA.
- j. Everyone on the range must wear protective eyewear and hearing protection during a match.
- k. No one under 16 years old is allowed to participate, but may be a spectator and must attend the new shooter safety briefing before the match.
- l. This club uses practical equipment and simulates feasible real-world scenarios during stages.
- m. Per stage design, rifles may need to be shown safe to RSO before advancement of stage. (bolt locked back on empty or empty AK platforms)

5. Stage Design

- a. Safety of the RSO, spectators and the shooter must be the highest priority when setting up a course of fire.

- b. Props that limit downrange visibility are allowed, but the stage description must include instructions to the RO's to visually confirm that the range is clear before starting the next shooter.
- c. If the stage design requires the shooter to move, it will be designed so that the movement of the shooter is forward into the bay or parallel. Moving backward in the bay will only be permitted if the stage is designed to keep the muzzle pointed downrange at all times.
- d. Steel targets, and/or any hard surfaces that could create a similar hazard, must be a minimum of 7 yards distance for pistols. If steel targets are used in a stage with movement, the stage design shall limit the movements to maintain proper distance.

6. Match Scoring

- a. ISC-2Gun requires that the shooter neutralize cardboard targets with two A zone hits and a hit on steel or knock over steel as applicable.
- b. Cardboard targets (IPSC/USPSA type). ISC rules state that the A-zone on cardboard is extended up though the neck and head.
 - i. Two A zone hits = target neutralized
 - ii. One A zone hit and one or more C or D zone hit = 5 second penalty
 - iii. Single A zone hit = 10 second penalty
 - iv. No A zone hit, but at least one C or D zone hit = 10 second penalty
 - v. No hits on cardboard is a FTE = 15 second penalty
 - vi. Per NRA, IPSC, and USPSA rules, any hits on the line or perforation of a target zone will be scored as the higher zone. "Grease rings" count, even if they exceed the width of the hole made. This includes perforation on the outer edge of the target.
- c. Steel Targets
 - i. Knockdown steel targets (poppers, circles, triangles, plate rack, Texas star) must be neutralized, failure to do so is 10 seconds
 - ii. Standing steel targets require hits per stage rules and penalties will be covered in stage brief.
- d. Clay Targets
 - i. Any missed clay targets will be a 10 second penalty, unless otherwise specified in the stage brief.
- e. Everyone should help paste and reset targets after each shooter completes the COF.
- f. If a stage has a par time specified in the course of fire, any targets that are not neutralized are subject to a fail to neutralize penalty.

7. Penalties

a. Procedural Penalties

- i. Ideally, the course of fire should present the shooter with a problem to solve that is very easily explained and understood.
- ii. Any procedural penalty should be for an obvious infraction, and not be subject to interpretation.
- iii. Reshoots may be allowed at the discretion of the RO.
- iv. Everyone should help paste and reset targets after each shooter completes the COF.
- v. Out of order targets engaged will be a 5 second penalty per, including all subsequent out of order engagements per the stage design.
- vi. Cover violations will be 5 seconds per infraction at RSO's discretion
- vii. Engaging targets outside of maked zones of engagement will be 5 seconds per infraction per RSO's discretion

b. Disqualifications - The following violations are grounds for disqualification at the RSO's discretion:

- i. Endangering self or others.
- ii. Dropping a loaded weapon is defined as a round in the chamber, or slide/bolt locked back with a magazine in the firearm.
 1. Dropping a hot loaded weapon will be a match DQ
 2. Dropping an unloaded weapon will be a stage DQ, however this is at RSO's discretion depending how flagrant the infraction is.
- iii. Negligent discharge.
- iv. Accidental discharges (equipment malfunctions) will be assessed by RSO and Match Director.
- v. Shooting a steel target after exceeding a designated limit of advance. This needs to be defined in the stage design.
- vi. Repeated warnings for trigger finger being in the trigger guard while reloading or moving.
- vii. Breaking the 180 rule. (muzzle direction)
- viii. Grounding a hot firearm with safety off.
- ix. Handling a weapon outside the Safe Area during a match when not under the control of the RSO.
- x. Shooting a pistol only designated steel target with rifle.
- xi. Handling a rifle outside the safe area without chamber flag.
- xii. Bad sportsmanship.
- xiii. Use of steel core or penetrator ammo.

8. Match Times

- a. ALL TIMES FOR ISC 2-GUN ACTIVITIES ARE CONDUCTED IN EASTERN TIME.

- b. Sign up opens when invite emails go out, please refer to the links included in the email. If any open slots are left, they may be filled by walk-ups during Registration.
- c. Registration and/or Check-In is at 9:00 AM Eastern time and will close at 9:20 Eastern Time.
- d. Match start time is 9:30 AM Eastern time unless a night match is scheduled.
- e. The Match Director may direct an early start time (running start) for shooters to start the match as soon as they sign up. This will be dependent upon stage design and weather. If a running start is directed on the day of the match, sign up will remain open until 9:20 AM Eastern Time.

f. Shooters must register for matches using Practiscore

9. Recommended Equipment

- a. AR/AK style rifle or pistol caliber carbine
- b. Rifle sling
- c. Auto loading pistol
- d. Holster that meets requirements
- e. Knee pads
- f. Personal hydration/snacks
- g. Brimmed hat
- h. Sunscreen
- i. Backup magazines
- j. Firearm repair kit/cleaning kit
- k. Trail/hiking shoes or lace up boots
- l. Back up hearing/eye protection
- m. Shooting gloves
- n. Extra ammunition
- o. Extra chamber flags
- p. White light on rifle and pistol (required for any night matches)

The ISC 2 Gun 2022 season rules may be adjusted by the match directors at any time to reduce or eliminate a safety concern, to ensure fair and equal competition, to mitigate weather concerns or any other situation that affects the competition or competitors.