

AGNB Official Rulebook

Updated - 11/29/2025

SECTION 1 — SAFETY RULES & COMMANDS

1.1 Fundamental Safety Rules

- Treat every firearm as if it is loaded.
- Maintain constant muzzle awareness.
- Keep your finger off the trigger until it is ready to fire.
- Always confirm your target and what is behind it.

1.2 Cold Range

AGNB is a cold range. Firearms may only be loaded when instructed by a Range Officer.

1.3 Approved Firearm Handling Areas

- Under direct RO supervision
- At designated safe tables (NO ammunition allowed)
- At staging racks or rifle carts while unloaded

1.4 On-Deck Rifle Rules

- Competitors may be on the line when on-deck with their rifle.
- Rifle must be held or staged with the muzzle strictly vertical (straight up).
- **No manipulation allowed:** no bolt movement, no loading, no optic adjustment, no electronics activation.
- Any manipulation before “**Load and Make Ready**” is a DQ-able offense at RO/MD discretion.

1.5 Handgun Rules

- Handguns are only permitted for competitors in Pistol Division.
- No concealed carry firearms are allowed during the match.
- Pistols Must Remain in Holster with Hammer Down, If applicable, unless at staging table or if the RO gives the proper commands.
- DO NOT load a magazine in your pistol until given proper commands by RO

1.6 Definition of a Loaded Firearm

A firearm is considered loaded if:

- A round or casing is in the chamber
- A magazine (loaded or empty) is inserted

1.7 Chamber Flags

Recommended for rifles and PCCs outside shooting. Not Mandatory

1.8 Function Checks

Function checks may only occur after a catastrophic malfunction and only after all shooters have completed the stage.

1.9 Range Commands

- **Load and Make Ready:** Shooter may load and assume start position.
- **Are You Ready?:** Shooter must signal readiness.
- **Stand By:** Start signal imminent.
- **Start Signal (Beep):** Audible beep to begin.
- **Stop:** Shooter must immediately cease movement and firing.
- **If You Are Finished, Unload and Show Clear:** Shooter unloads fully.
- **If Clear, Hammer Down and Holster or Muzzle Up:** Shooter must point muzzle safely downrange, press trigger, then holster OR point their muzzle straight upward.

Detailed Unload Procedure:

- Remove magazine
- Lock bolt/slide open
- Physically & visually inspect chamber
- Present firearm to RO
- Point muzzle downrange and press trigger
- Holster firearm or Point Muzzle Up

1.10 Emergency Procedures

"STOP" overrides all actions and must be obeyed instantly.

1.11 New Shooter Policy

New competitors may be coached during their first match.

1.12 Start Position Standards

All Standard Rifle Conditions, Unless Specified, will start with Safety Engaged, Finger Outside of Trigger Guard, Both Hands on Rifle.

- **Low Ready:** Stock shouldered, muzzle base of target stand
- **Stock on Belt:** Stock touching beltline, muzzle parallel to ground
- **Hands Relaxed at Sides:** Pistol Holstered with hands relaxed below belt
- **Hands on Marks:** Hands must make full contact
- **Feet in Area:** Entire foot must be inside the boundary
- **Staged Gun:** Trigger Guard fully on surface, safety engaged

1.13 Start Position Compliance

- Competitors must assume the exact start position defined in WSB.
- Violations include incorrect hands, feet, muzzle, or premature movement.
- Failure results in +5 second procedural.

1.14 Shooting Area & Wall Usage

- Competitors may only brace firearms on props or walls located inside the shooting area
- Competitor may exit shooting area and enter in any new location.

SECTION 2 — FIREARMS & EQUIPMENT

2.1 Approved Firearms

Carbines, PCCs, rifles, and handguns meeting division rules.

2.2 Ammunition

- Steel/magnetic/penetrator ammo prohibited if ANY STEEL is at the match
- All ammo allowed on paper-only stages

2.3 Magazines

- Practical Division may use magazines that do NOT exceed more than 30 rounds. Coupled Mags are permitted.
- Open and Heavy Divisions may load to full capacity
- Competitors should bring at least three magazines

2.4 Slings

Only allowed during active course of fire.

2.5 Eye & Ear Protection

Mandatory for all individuals on the range.

2.6 Suppressors

Allowed. Shooter must ensure reliable timer pickup by letting know final position on stages.

2.7 Division Definitions

Open Division:

- No equipment restrictions
- Multiple optics allowed
- Any muzzle device
- Any magazine capacity

Practical Division:

- One optic only (irons do not count as a second optic)
- Flash hider or suppressor only
- Magazine capacity may not exceed 30 rounds
- Intended to reflect a realistic practical rifle setup

Pistol Division:

- Any handgun platform permitted
- Must use a safe holster
- Serpa-style holsters prohibited

Heavy Division:

- Large-frame AR platforms or equivalent (.308, 6.5 Creedmoor, etc.)
- Single or multiple optics permitted
- Magazine and muzzle device rules follow Open unless stage states otherwise

2.8 Prohibited Equipment

- Binary triggers
- FRTs
- Thermal/NV optics
- Tripod support

2.9 Backup Firearms

Allowed but may cause division reassignment if backup does not meet division requirements.

SECTION 3 — MATCH STRUCTURE & SCORING

3.1 Stage Layout

Six stages per match. 75-second par time.

3.2 Scoring

Time Plus scoring is used.

3.3 Steel Requirements

Steel must fall, flash, or visibly move. Knockdown Steel MUST FALL to score.

3.4 Target Engagement

USPSA Targets:

- **All Divisions:** 2 Hits Anywhere

PCSL Targets:

- **Open/Practical/Pistol Division:** 2 Anywhere or 1 T-Box
- **Heavy Division:** 1 Anywhere

3.5 Shoot-Through Scoring

Only primary hits count unless perforation is visibly broken.

3.6 Penalties

- FTN: +2.5s
- FTE: +5s
- Steel Miss: +5s
- Fail to Engage Steel: +10s
- Foot Fault: +3s per shot
- Procedural: +5s per shot
- Failure to Reset: +60s

3.7 Foot Fault Clarification

- Foot fault occurs when any part of the foot touches outside the shooting area/fault line during a shot.
- Air gaps do not count; physical contact required.
- Standard foot fault penalty applies.

3.8 Reshoots

Only for:

- Timer malfunction
- Prop failure
- RO interference

3.9 Timer Pickup for Suppressed Firearms

- RO may reposition timer
- RO may tap timer for final shot
- RO may assign best-estimated time if flow disrupted

3.10 Coaching

Allowed only for new shooters and juniors.

3.11 Walk-Through

Five minutes will be given after the RO reads the full Stage Brief/ Description.

SECTION 4 — CONDUCT & SPORTSMANSHIP

4.1 Unsportsmanlike Conduct

Includes cheating, altering scores, skipping reset duty, or manipulating stage layout will result in immediate disqualification.

4.2 Aggressive Behavior

Any hostile or aggressive behavior towards match staff or competitor will result in immediate disqualification.

4.3 Reset Requirements

All competitors must assist with reset.

4.4 Match Flow Interference

Delaying the squad may result in penalties or disqualification.

4.5 Alcohol & Drugs

Immediate disqualification for substance impairment.

4.6 Match Director Authority

- MD has final authority on scoring, DQs, and rule interpretation.
- MD may modify stages anytime for safety or flow.
- All appeals must be raised before leaving the stage.

SECTION 5 — MATCH LOGISTICS

5.1 Location

Empire Gun Club, 2nd to last Saturday every month.

5.2 Schedule

- Check-in: 7:30am
- Safety Briefing: 8:30am (Mandatory)
- First Shots: 9:00am

5.3 Late Arrivals

Late shooters must shoot last and may lose walkthrough.

5.4 Magazine Staging

Magazines may only be staged where the stage brief permits.

SECTION 6 — DISQUALIFICATION RULES

6.1 DQ's Must Be Finalized by Match Director

All Disqualifications must be finalized by the Match Director. Once a DQ has been issued call the Match Director to come to the stage. Have the Shooter Stand-By for a Finalization and the RO will continue running the stage until the Match Director Arrives.

DQ's can be issued by either RO (Tablet or Timer) on the stage.

6.2 Unsafe Firearm Handling

Immediate Full DQ for:

- Negligent discharge
- Sweeping any person on or off stage
- Dropping a loaded firearm
- Egregious 180° violation (Past 225° Up Range)
- Hitting props within 7 feet
- Unsportsmanlike Conduct / Hostility

Immediate Stage DQ for:

- Standard 180° violation (RO Discretion)

6.3 Additional Safety Violations

Immediate DQ for:

- Using prohibited ammo on steel
- Losing eye/ear protection during a stage
- Unsafe firearm manipulation
- Ignoring RO "STOP" command