Trigger Guard Run & Gun Pistol Match

**Concept:** The Trigger Guard Run & Gun pistol match is designed for the shooter at any level. It has simple stages that can be shot with stock over the counter equipment. The intent is to create a match that is fun to shoot for everyone. Safety procedures will always be foremost even though the match rules and stage procedures are kept as simple as possible. Range Master will have final ruling on all disputes and questions.

**Safety:** Trigger Guard is a “cold” range and weapons will not be loaded except on the designed firing line as and directed by the range officer. Shooters are not to break the “180” plane with their weapons and the stages will be designed to minimize that possibility. Magazines may be loaded anywhere on the range except the safe area which is designated for handling weapons only (no ammunition allowed in safe areas). Trigger Guard range safety rules will apply.

**Equipment:** Pistol holsters and magazine pouches/shell holders are encouraged but not required. Any Center Fire handgun can be used. No special equipment is necessary to participate.

**Divisions:** There are three (3) divisions in the TG Run & Gun Pistol Match, **Stock, Custom and PCC**. The match must be completed in same division throughout all the stages.

**Stock Guns:** Firearms that have not been obviously modified with parts that provide an artificial and mechanical competitive advantage. Any post and notch sight including fiber optic sights are permitted. Grip tape and polymer or aluminum magazine wells are allowed. If any of the weapons have been modified beyond this, the shooter will be in the Custom division.

The goal is to test individual skill where everyone is using comparable equipment.

**Custom Guns:** Any modification is allowed. Any handgun that has been customized by the factory and sold as a “Custom or Competition” handgun will fall into this division.

**PCC:** Pistol Caliber Carbine, with Iron sights or Red Dot Optics

**Sub-Divisions:**

**Junior:** Any shooter under the age of 18

**Senior:** Any shooter over the age of 60

**Lady:** Any female (at birth) shooter

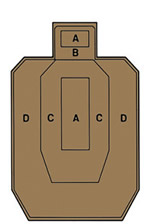
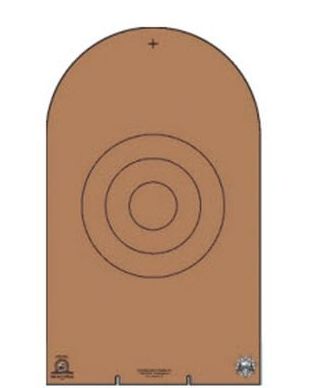
**Ammunition:** Any standard TMJ, FMJ, lead or hollow point are allowed. Steel core, armor piercing or magnum rounds are **NOT** allowed

**Stage design**: There will typically be four stages with a range officer at each stage and squads will be open so each shooter can, on their own, go to the stage of their choice. Stages will not be high round count. Typical stage round count will be approx. 25-30 rounds. Stages will have a limit on number of rounds that can be loaded, typically 10 rounds, and reloading is required.

**Procedure:** Shooters will startpistols holsteredor on the barrel in front of you loaded and chambered with 10 rounds. All magazines loaded with 10 rounds only. On the buzzer, engage targets in any order with as many rounds as necessary to hit the targets. Once targets are hit move to the next shooting position and engage those targets. There is a mandatory reload between each shooting positions. Magazines can be carried your person and/or staged on the barrels. Knock over steel targets must fall to score, static steel can be engaged as many times as necessary but must be hit once to score, all paper targets are engaged with 2 rounds. You can fire as many shots as you like, the 2 best shots will count for score.

**Targets:** A combination of NRA D-1, USPSA paper and steel targets will be used.

**Scoring:** Scoring is time plus penalty. Paper targets will have 3 scoring areas A-B hits add 0 penalties, C hits add 1 seconds, D hits add 3 seconds and misses on any target add 5 second penalty to your time. Steel targets are hit or miss



A B C D