



BSC 2 Gun League

Rules & Regulations

- League matches will be held weekly for 8 weeks starting September 3rd to October 23rd
- The week's match will begin on Tuesday 11am-7pm and Wednesday 11am-7pm. All shooting must happen on these days. If a shooter has been checked in by 7pm, the shooter will have the option to shoot that day, even after 7pm.
- Some weeks the course will be shorter or longer depending on the varied course of fire.
- All Rank & Score of the week's participants will be posted on the Practiscore Page.
- A video walk-through will be posted on the 2-Gun page & social media by 12pm the day of competition.
- All shooters must check in with the range desk before they would like to shoot their league
- During peak hours, 2-Gun shooters will stage in the classroom where they will await their turn
- Must be 12 y/o or older to participate, minors must be accompanied.
- All regular range rules apply.

Equipment Requirements & Restrictions

- Semi-Auto Pistols capable of loading a magazine of 10 rounds or more
- Semi-Auto Rifles capable of loading 20 rounds or more
- Rifles must be shoulder-able and have 3 points of contact.
- 2 or more magazines for both rifle and pistol are required to facilitate reload exercises
- Eye and Ear protection must be worn at all times inside the Live Fire Range
- Pistol holsters are encouraged but not required – there will be many Draw exercises, shooters without holsters may pick up from a table or bench.
- Magazine Pouches/holders are encouraged but not required – shooters may reload from a pocket or table.
- Slings and silencers are not permitted.
- Shooters are allowed to use rental equipment available at BSC during matches.
- No aim assisting laser are permitted.

Pricing

- Standard League Pricing is \$20 per week, \$10 for members
- Shooters can purchase a 2-Gun League Pass for \$120 for access to all league matches, \$80 for members
- League Pass will be purchasable during first 2 weeks only, with prorated pricing.
- Rental equipment will be available to league participants at no additional cost on a first come basis. *Shooters must purchase store ammo to use rental firearms*

Classes

- There will be 3 separate classes of competition: Iron Sights, Tac Ops, and Open
 - **Iron Sights:** Both Rifle and Pistol are not permitted to have any kind of optic, only iron sights permitted.
 - **Tac Ops:** One optic is permitted on either firearm. The other firearm must have iron sights. Compensated pistols and pistol charging handles are permitted.
 - **Unlimited:** Both firearms may have optics. There are no restrictions on aftermarket accessories except for slings, silencers, and lasers.

Violations

- During a competition, a shooter may need to bench a firearm. Only one firearm can be in the shooter's hands at a time. This would be considered a minor violation.
- Re-holstering a loaded pistol will not be allowed. The courses of fire will be designed to prevent this from happening. This would be considered a minor violation.
- Moving around in the range will require the safety (if equipped) to be engaged anytime the shooter is not actively firing at targets. This will count as a minor violation.
- When moving or reloading the shooter's finger must be outside the trigger guard. This will count as a minor violation.
- Losing control of a firearm (dropping, bobbling, etc.) will end a course of fire. This will result in a MAJOR violation. This would immediately stop the course of fire and the shooter would receive an incomplete for that run.
- When the shooter is moving from one position to another, the firearm MUST stay pointed downrange. Failing to do this will result in a MAJOR violation. This would immediately stop the course of fire and the shooter would receive an incomplete for that run.
- Firing the firearm in an unsafe manner or direction will be cause for immediately stopping the course of fire. This will result in a MAJOR violation and the shooter will receive an incomplete for that run. This may result in expulsion from the range.

Scoring & Ranking

- The scoring will be 2 hits per target. This does allow for additional shots to be fired, although shooters may have to reload additionally.
- A hit in an A zone will be 5 points
- A hit in the C zone will be 4 points
- A hit in the D zone will be 2 points
- A missed shot that is scored will be -10 points
- Hostages: -10 points
- Each shooter will be timed for the entirety of their course of fire.
- Results will be ranked by average hit factor for competitors in each division.
- Hit factor is the total points divided by the time it took to complete (Points/Second)
- Major violations will be an incomplete for that event (0 Hit Factor).
- If a week is missed, the Hit Factor for that week will be 0.
- All targets must be scored by BSC Staff.
- Scores will be processed through Practiscore and will also be posted in the building at the end of each week (stage).