

# ALBERTA ACTION TWO GUN

Revised 2019-10-27

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## *1. General Conduct & Dispute Resolution*

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### 1. Personal Protection & Conduct

1. Eye & Ear protection is mandatory for participants, spectators & officials at the event site or while on or near a stage
2. No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the event site. Any participant found to be impaired as a result of legitimate prescription drugs may be directed to stop shooting and leave the event site.
3. Clothing with any offensive images or wording will not be worn or displayed while at the event site
4. Participants may be subject to event disqualification for safety or conduct violations. Disqualification will result in complete disqualification from the event, and the participant will not be allowed to continue nor be eligible for prizes
5. Participants and spectators are expected to conduct themselves in a courteous and sportsman-like manner at all times. Any person who violates this rule may be ejected from the event site at the Range Master's discretion.
  1. A participant shall be disqualified for unsportsmanlike conduct, including (but not limited to) cheating, making threats, assault, disruptive or distracting behaviour, and willful disregard of Event Official instructions.
6. The challenge of practical shooting includes adapting to prevailing conditions. Participants will not be permitted to defer due to lighting or weather conditions, except when the Range Master determines that a stage attempt would:
  1. Start outside the published hours of operation of the range/facility
  2. Put participant or Event Official safety in immediate jeopardy.
7. Any aspect not expressly covered in this document will be resolved with a ruling by the Match Director in consultation with the Range Master.
  1. Any ruling by the Match Director will be final and will serve as a precedent for the duration of the event. If rules overlap, fully or partially, this document will take precedence.

### 2. Match Safety

1. Firearm Safety
  1. All events will be run on cold ranges
  2. Participants' firearms must remain unloaded at the event site except under the direction and immediate supervision of an Event Official.
  3. Firearms may only be handled and/or displayed in a designated safety area.
  4. Safety areas will be clearly marked with signs, If available.
    1. No firearm may be loaded in a safety area.
    2. No ammunition (including dummy ammunition, snap caps or ammunition feeding devices) may be handled in a safety area.
2. A participant who commits a safety violation will be stopped by an Event Official as soon as possible and shall be disqualified.
  1. An accidental discharge, defined as follows:
    1. A shot, which travels over a backstop, a berm or in any other direction specified in the stage briefing as being unsafe. Note that a participant who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified.

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2. A shot that occurs while loading, preloading, reloading or unloading a firearm.
3. A shot that occurs during remedial action in the case of a malfunction.
4. A shot that occurs while transferring a firearm between hands or shoulders.
5. A shot that occurs during movement, except while actually shooting at targets.
2. Unsafe gun handling, including (but not limited to):
  1. Handling a firearm at any time except when in a designated safety area, or when under the supervision of, and in response to a direct command issued by an Event Official.
    1. This does not apply to the carrying of rifles between and to stages.
  2. If at any time during the course of fire, a participant allows the muzzle of his firearm to point rearwards (i.e. further than 90 degrees from the median intercept of the backstop, or in the case of no backstop, allows the muzzle to point up-range), whether the firearm is loaded or not.
  3. If at any time during the course of fire, or while loading, reloading or unloading, a participant drops his firearm or causes it to fall, whether the firearm is loaded or not.
  4. Failure to keep the finger outside the trigger guard while clearing a malfunction where the participant clearly moves the firearm away from aiming at targets.
  5. Failure to keep the finger outside the trigger guard during loading, reloading, or unloading (except when de-cocking a handgun).
  6. Holstering a loaded single-action self-loading handgun with the safety not applied, or a double-action handgun with the hammer cocked and the safety not applied, or a revolver with the hammer cocked.
  7. Handling live or dummy ammunition, loaded magazines or loaded speed loading devices in a Safety Area Having a loaded firearm other than when specifically ordered to by an Event Official.
  8. Retrieving a dropped firearm. Dropped firearms must always be retrieved by an Event Official who will, after checking and/or clearing the firearm, place it directly into the participant's gun case, gun bag or holster.
3. Transportation of Firearms
  1. Handguns must be cased or holstered, de-cocked and with the magazine removed.
  2. Rifles must be cased, or secured muzzle up or down in a stable gun cart/caddy, or carried/slung with the muzzle up or down. The chamber must be empty and detachable magazine removed. The use of high-visibility open bolt indicator devices is recommended as a courtesy to other event participants.

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## 2. Penalties & Scoring

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1. Improperly Engaged Targets
  1. Any target that is not properly engaged (not swinging a hostage swinger target) will incur a 30 second time penalty.
    1. This means any target on the field that is reactive (plate rack, duelling tree, hostage swinger or falling target) must be properly activated by either knocking it down or swinging it.
2. Failure to Engage Targets
  1. Any target the shooter fails to engage will incur a 1 minute time penalty.
3. Wrong Target Engagement
  1. Scoring hits on each designated "No Shoot" target will incur a 1 minute time penalty.
    1. No shoot penalties are not aggregate per target.
4. Stage/Procedural Penalties
  1. Penalties may be applied at the Range Master's discretion if a participant fails to comply with prescribed stage procedures.
  2. The stage briefing may stipulate a shooting area sequence. During such a stage, once a participant begins shooting from a shooting area, they may not return to any previous shooting area
    1. Additional penalties may be applied as stipulated in the stage briefing.
  3. Stage Not Fired (SNF) penalty is 5 minutes per stage, not fired.
    1. A medical reason will not incur SNF penalty
  4. A participant who, by a negligent or willful act, causes damage to range equipment or targets will be required to pay for repair thereof.
  5. Some stages may have scoring requirements that deviate from the ones specified here, and that will be clearly stated during the stage description. It is up to the competitor to understand the scoring requirements per stage.
  6. All stage and procedural penalties unless outlined during a stage briefing will be 30 seconds.
5. Failure to complete stage
  1. If the shooter for whatever reason fails to complete the stage (i.e. runs out of ammo), the time will be recorded once the failure occurs.
    1. All penalties for failure to engage targets, improperly engaged will be applied to the stage time.
  2. Reshoots are allowed based on the reason for failure; Please section 4.1 for details.
6. Match Time
  1. Each participant's Stage Times will be totalled to include all penalties incurred during the match
    1. Times will also be posted broken down by stage
    2. Times will also be posted divided by division.
    3. Each divided time will show the raw time plus any incurred penalties.
  2. Total match Times for all participants will be ranked in order, lowest to highest, to determine match placement.
  3. The participant with the overall lowest Match Time wins

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## 3. Firearms

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### 1. Personal Firearms

1. All firearms used by participants must be serviceable and safe. Event Officials may inspect a participant's firearms at any time to check they are functioning safely. If any firearm is declared unserviceable or unsafe by an Event Official, it must be withdrawn from the event until it is repaired to the satisfaction of the Range Master.
2. Participants must use the same firearms (handgun and rifle) for the entire event
3. If a participant's firearm becomes unserviceable, that participant may repair their firearm with directly equivalent replacement parts. If replacement parts result in a significant change to the firearm configuration, then the repair must be approved by the Range Master.
  1. In the event of a catastrophic failure in which the gun becomes unsafe or not able to be repaired, (IE: Stock breaks off, bolt breaks, etc.), the shooter may swap out the firearm for another **that still conforms to their division requirements – once**.
    1. This can include borrowing an alternative gun from another competitor or using a spare.
4. Unless otherwise stipulated in the stage briefing, the participant's equipment will start the stage in the following conditions:
  1. Handgun loaded to division start capacity and holstered as follows:
    1. Single-action auto must have a manual safety catch fully set to the "safe" position
    2. Double-action auto must be decocked
    3. Safe action pistols must have all safety systems in place and functional
    4. Revolver must have the hammer down
  2. Rifle loaded to division start capacity and held in the low ready position (i.e. oriented with sights uppermost, buttstock in the strong-side shoulder, hands in normal firing hold with finger outside the trigger guard, muzzle at belt level), safety catch set to the "safe" position.
  3. The participant may not touch or hold any firearm loading device or ammunition after the "Standby" command and before the start signal (except for unavoidable touching with the lower arms).
5. All equipment must start the stage secured on the participant's person or firearms (i.e. equipment may not be otherwise pre-positioned on the stage).

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## 4. Mulligans

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### 1. Re-Shoots

1. This mulligan rule can be used only once in the entire match and only if a weapon (rifle or pistol) truly becomes unserviceable.
2. Participants may reshoot 1, and only 1 stage, in the event of an unresolvable malfunction or firearm failure.
  1. This “1 mulligan” rule does not apply to re-shoots based on stage or match equipment failures outside of the competitor’s control; those events are always afforded the opportunity for a re-shoot.
3. **This reshoot rule does not apply to anyone quitting intentionally.**
4. Nothing in these mulligan rules should imply that it’s acceptable to not clear malfunctions “on the clock,” even if there are multiple of them during a stage.
5. This rule does not apply to instances in which the RO stops the shooter for a safety-related issue, such as a squib.
6. This does not apply to normal malfunctions: double feeds, failure to feed, bad magazines, un-zeroed optics – this is truly only to be used in the event of an unrecoverable situation such as a broken firearm, stuck case that could not be cleared after multiple attempts to do so, case head separation, etc

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## 5. Stages

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### 1. Stage Round Count

1. All stages will be designed around completing with ~15 rounds of rifle and ~20 rounds of handgun.
  1. Any stage with a higher round count will be noted in the match notes
  2. A participant is allowed to carry more ammo than the stage minimum so long as they do not carry more than the magazine total (six rifle, four handgun)
  3. Some stages will be “freestyle” where the competitor is permitted to pick up misses. Some stages may be round limited, to include a specific number of rounds per magazine.

### 2. Starting Amount

1. Some stages may require for your first magazine to be downloaded to a specified amount.
2. Unless otherwise stated, you may start with any legal magazine you wish.
3. Conducting top-ups with a fresh mag is allowed, if conducted safely.

### 3. Reloads.

1. Some stages may force a reload by use of magazine downloads or location-specific reloads as detailed in the stage briefing
2. Tactical/admin reloads may only be conducted behind cover
3. Emergency reloads can be conducted while moving from cover to cover.

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## 4. Magazine Retention

1. If the participant conducts a tactical reload and does not retain the partially loaded magazine, once the magazine touches the ground, it is unrecoverable till the end of the stage. There is no penalty for discarding magazines, regardless of any ammo left in the magazine.

## 5. Stage Firearms

1. Stages may have a special firearm that is to be used by the participant.
  1. Functions of the stage firearm will be given during the stage briefing
  2. If the stage firearm is to become non-functional during the stage, the participant per the rules detailed in section 4.1.2.1 will be offered a stage reshoot.
  3. If the stage firearm is considered non-functional for the remainder of the match, the stage will be considered void and not counted against the match total.
    1. A void stage will still be shoot by all squads that haven't shot it and be considered a "bonus NFT (Not For Time) stage."
  4. If a participant refuses to shoot a functional stage firearm that will incur a 1 minute time penalty

## 6. Pre-Running Stages

1. Pre-running stages in AATG is illegal, other than the stage briefing all shooters will go in blind.