

D2G - Defensive 2 Gun

Provisional Rulebook v1.1

Mission Statement: Defensive 2 Gun is intended to provide the competitive shooter with an opportunity to use a duty rifle and pistol to solve practical shooting problems. The focus is on improving one's safety, technique, and familiarity with their defensive firearms and gear in a friendly, competitive environment. D2G strikes a balance between safety, realism, and simplicity.

Founding principles

- Provide a medium for duty carbines and pistols to be used in a safe, competitive environment
- Provide a simple rules structure that is fair and allows the shooter to employ modern engagement methods in solving practical shooting problems
- Honor the traditions of safe firearms ownership, sportsmanship, and an appreciation of those who use these weapons on duty at home and abroad
- Courses of fire designed to find a compromise between realism and safety in two-gun rifle and pistol engagements including weapon transitions between the two platforms
- Courses of fire do not represent an encounter from beginning to end, but reflect a “sliver of the action” so that a variety of scenarios and situations can be explored - one may not have their full load-out and full magazines at their disposal

Safety Rules

Jeff Cooper's safety rules form the foundation of safe firearm handling for D2G and apply to all firearms at all times

- Treat all firearms as if they are loaded
- Never let the muzzle cover anything you are not willing to destroy
- Keep your finger off of the trigger until your sights are on target
- Know your target and what is behind it

Safety Off the Clock

- All D2G matches require the use of Cold Range conditions: all firearms must remain in an unloaded and clear condition with magazines removed.
- Long guns must be safely slung, bagged, or placed on a cart/rack in addition to having a chamber flag in place at all times.
- Handguns must be safely holstered or bagged with hammer or striker down.
- It is never acceptable to allow the muzzle of a firearm to be pointed at anyone including the operator - the only exception acknowledges that it is possible for an empty, slung rifle to muzzle one's own feet during a COF.

- There shall be no firearm handling unless in a designated safe area or at the discretion of a safety officer or match official - the only exception is that rifles may be slung and unslung at a rack or cart as necessary if it can be done safely without violating any safety rules.

Safety On the Clock

- All competitors, spectators, and safety officials must be wearing ear and eye protection within the proximity of an active competitor.
- 180 Degree and Muzzle Safe Points will be followed as designated by courses and club guidelines.
- When not actively engaging targets, the shooter's finger must remain off the trigger. This includes, but is not limited to, moving, reloading, clearing, and remedial action.
- When moving between cover positions, the shooter's rifle safety must be engaged.

Safety and Transitions - Weapon transitions are a part of the foundation of D2G, and must be done safely in a controlled manner.

- R2P (Rifle to Pistol) - In the event a shooter's rifle runs dry during a COF, he can make a sling transition to his pistol. The shooter must safely lower his rifle in front of or behind him maintaining muzzle discipline and awareness until releasing the tethered rifle. The shooter may safely draw his pistol or retrieve his staged pistol during or after this process to engage remaining targets. It is perfectly acceptable for the shooter to maintain a hold of his rifle while engaging with a pistol one-handed as long as it is done safely.
- P2R (Pistol to Rifle) - In the event a shooter makes it to a staged rifle (or in the event of a pistol start with a slung rifle, a designated pistol dump area) during a COF he may safely transition to his rifle by dumping the pistol in a designated location in a controlled manner. The dumped pistol may be loaded, but must be pointed in a safe direction with safety on (where applicable). The shooter may safely retrieve his rifle and resume target engagement.

Rules of Engagement

Rules of Engagement determine how a competitor will engage targets and advance through all COFs.

- Start - The shooter must use the indicated starting condition as defined by the course of fire. This includes but is not limited to: shooter position, firearm locations/conditions, and magazine load-out and capacity.
- In the Open - If the shooter is in the open and no cover is available, the shooter must remain at the designated location and engage targets from any safe shooting position (standing, kneeling, or prone). If the shooter is in the open and cover is available, the shooter must advance or retreat to said cover and use it to engage targets - the shooter may optionally engage on the move to said cover if it can be done safely. If there are

targets between the shooter and this cover position, the shooter must engage said targets before or during his advance to cover.

- Cover - Some part of the shooter's body must be behind available cover whenever a target is being actively engaged - this cover is relative to the target (i.e. - the target should not be able to see the entire shooter).
- Low Cover - If low cover is the only cover available, the shooter must shoot over or around it from a low position (at least one knee down or prone). Low cover may also be used behind standard cover at the shooter's discretion.
- Advance - A shooter may not advance to another shooting position until all available targets have been engaged from his current shooting position. A shooter may not cross an opening until all targets visible from the opening have been engaged.
- Near to Far - When engaging targets from a position in the open, the shooter must engage targets near to far. Targets within 3 yards of the shooter's relative position are considered equivalent threats.
- Empty - If the shooter's weapon goes empty while at a cover position, he must complete his reload or transition (where possible) before leaving the current cover position. If the shooter goes empty in the open, he may reload or transition as dictated.
- R2P - When the shooter runs his rifle dry, he may reload his rifle or make a sling transition to his pistol.
- P2R - If the shooter advances to a position where he can retrieve his rifle (or dump his pistol), he may safely transition at his discretion.
- Reloads - Shooters may perform empty chamber reloads at any time. Loaded chamber reloads may be performed only from cover positions, and all ammunition must be retained.
- Malfunction - In the event of a malfunction, a loaded mag may be dumped and abandoned without penalty. In the event of a rifle malfunction, the shooter may clear the malfunction and continue or clear the rifle (no magazine, empty chamber) and make a sling transition to his pistol.

Equipment

- Equipment including firearms, ammunition, holsters, slings, magazines and carriers must be in serviceable and safe condition.
 - In the event that a competitor's equipment is deemed unserviceable, it may be replaced with like equipment at the discretion of a Match Official - otherwise equipment may not be altered or replaced (with the exception of mags and ammo).
- Ammunition - Ammo must meet a minimum 5.45mm diameter for rifle and 9x19mm for pistol - no tracer, incendiary, or armor piercing rounds are allowed. Steel core ammo (M855, etc.) may not be used on stages with any steel targets.
- Sling - Any safe sling configuration may be used (including single, double, and three-point), but it must allow the rifle to hang safely during transitions.

- Holsters - Pistol holsters must ride behind the hip bone or on the thigh of the shooter's strong-side. They must completely cover the trigger guard area and hold the firearm with enough retention to secure the firearm during vigorous movement. The holster must have no more than 15 degrees of cant, forward or rearward.
 - Skeletonized, Appendix, Small of Back, Shoulder, Vest, and Crossdraw holsters are expressly forbidden.
- Mag Pouches - Carriers or pouches must carry magazines with enough to retention to support vigorous movement. Carriers/pouches may be carried at any orientation anywhere on the belt, thigh, or chest.
- Rifle - Excluded modifications include compensators over 1 inch in diameter and/or 3 inches long, and brass baskets. Lights and lasers may be attached and used, but must start in the off position.
- Pistol - Excluded modifications include optics, compensators, add-on weights, barrels over 5.5". Lights and lasers may be attached and used, but must start in the off position.

Divisions (Provisional)

- Open - Any multiple/variable optic configurations
- Optic - Any single fixed optic
- Irons - No optics
- PCC - Pistol caliber carbine (if allowed by the venue) with up to a single fixed optic

Course Design Rules

Courses of fire are the backbone of D2G. Care must be taken in the design of courses to ensure safe and easy navigation throughout the course.

- Course descriptions must include the following: Type, First magazine capacities, Number of mags, Start position, Pistol start location/condition, Rifle start location/condition, Dump location(s), Pickup location(s), Target types/locations, Cover position, Round count, Hits per target.
- Type: There are four types of courses of fire: pistol, rifle, rifle to pistol (R2P), and pistol to rifle (P2R). This defines the firearms that will be used in the specific stage.
- First Magazine capacities: Initial rifle and pistol magazine capacities for the COF must be specified and may be unlimited. The legal capacity of magazines beyond the first is unlimited.
- Number of magazines: The number of rifle and pistol magazines that may be used in a COF must be specified and may be unlimited.
- Start Position: The shooter's starting position will be specified on the COF layout.
- Pistol Start: The default start position for a pistol is loaded and holstered. The COF may define an alternative pistol start position and condition.
- Rifle Start: The default start position for a rifle is loaded, at low ready, with safety on. The COF may define an alternate rifle start location and condition.

- Pistol Dump Location: In a P2R stage a pistol must be dumped to retrieve a rifle - this location must be specified on the COF.
- Pickup Location: In the event that a COF uses a staged firearm location, it must be specified on the course layout. This may be done for rifles and pistols, but must also indicate the firearm start condition.
- Target Types/Location: The stage layout must indicate the location of the targets and represent whether they are paper, steel, etc. This may be done by pictures or written description.
- Cover Position: All legal cover positions must be indicated on the stage layout.
- Round Count: Round count to complete the stage must be indicated and include both paper and steel targets.
- Hits per target: With the exception of steel targets, specified hits per target will indicate the required number of rounds for each paper target in a COF. Paper targets may be broken down into two sections, body and head, with regards to required hits.
- Targets: Official IDPA targets are the standard for D2G. Reactive or stationary steel targets are perfectly acceptable as long as they are at a minimum distance of 10 yards for pistol and 100 yards for rifle. Frangible targets may also be used. Targets at or beyond 100 yards will be designated LRT
- Distance: No target may be smaller than 6 MOA (measuring the narrowest section or diameter - the minimum width for any target is 3 inches). The maximum distance for targets is 50 yards for pistol and 300 yards for rifle.
- Non-threat Targets: Non-threat targets are Official IDPA targets painted white (other white humanoid cardboard targets may be used). No more than one non-threat target may be used for each threat target in a stage.
- Maximum round count for any stage is 36 rounds.
- Threat targets may not be placed in such a way that they are behind other threat targets.
- Black as hard cover?
- Courses may not be designed in such a way that the shooter will go forward of a staged or dumped firearm.
- Courses must be designed in such a way to minimize the possibility of an Improper Engagement - engaging a steel target with a rifle within 100 yards or with a pistol from within 10 yards, or engaging a target beyond 50 yards with a pistol
- Target placement: Targets must be placed in such a way that they can be safely engaged from low and high positions

Match Administration

Disqualification (DQ) - Shooters will be disqualified from a match for the following violations. This list is not all-inclusive.

- 180/Muzzle Safe Points - Pointing a firearm beyond the 180 degree plane or pointing a firearm beyond a designated muzzle safe point
- Finger/Safety - The second Finger and/or Safety violation called while on the clock

- Dropping a Firearm - Dropping a loaded or unloaded firearm while on the clock including sling failure drops
- Muzzle - Pointing the muzzle of any loaded or unloaded firearm at one's self or someone else
- Reloads - Dropping a bolt or slide on a charged firearm with the firearm pointed over the berm
- Transition - Slinging down a loaded carbine on the clock (Loaded carbines may only be slung during the Load and Make Ready command)
- Holster - Holstering a pistol while on the clock
- Safe Area - Handling a loaded firearm while off the clock or at a Safe Area
- Sportsmanship - Engaging in unsportsmanlike or abusive behavior towards shooters, staff, or the venue
- Preloaded - Arriving at the firing line with a loaded firearm
- Negligent Discharge - Inadvertently discharging a weapon at any time including, but not limited to: during transitions, reloads, or movement
- Improper Engagement - Engaging a steel target with a rifle within 100 yards or with a pistol from within 10 yards, or engaging a target beyond 50 yards with a pistol

Range Commands

Off the Clock - Before the Buzzer

- Make Ready (Load and Make Ready) - The shooter will load his firearm(s) and place them in the correct starting position. The pistol should be readied first when starting with a slung rifle. This is also the shooter's opportunity to test optics as needed.
- Shooter Ready - The shooter will indicate he is ready by responding in the affirmative or waiting for the Standby command.
- Standby - After approximately 1-3 seconds from the Standby command the RO will activate the range timer and the stage will begin.

On the Clock

- Stop - The shooter will cease the current actions and wait for further RO instructions.
- Muzzle - The shooter needs to regain muzzle discipline.
- Finger - The shooter needs to remove his finger from the trigger.
- Safety - The shooter needs to engage his manual safety.
- Cover - The shooter needs to return to a position of cover before further engagement.

Off the Clock - After Last Shot Fired

- Unload and Show Clear - The shooter will unload and clear his weapons, at this time the RO will verify that the weapons are clear and that slung rifles were empty (no round in magazine or chamber).
- Flag - The shooter will clear and flag his rifle while maintaining safe muzzle discipline.

- Trigger/Hammer/Striker Down - The shooter will point the pistol in a safe direction and pull the trigger to drop the striker/hammer.
- Holster/Bag/Rack - The shooter will holster/bag/rack his firearm as required.
- Range is Safe/Clear - The shooter is finished and the range is safe and clear for others.

Scoring and Penalties

Time plus points and penalties scoring

- IDPA target points represent seconds (0,1,3, and 5 for a miss)
- Steel targets (stationery vs reactive) - stationery steel target hits must be called by an RO or spotter, reactive steel must fall. 5 seconds per miss.
- Frangible targets - Any verifiable impact counts as a hit. 5 seconds per miss.
- Long Range Targets (LRT) - For targets at or beyond 100 yards, penalties are quadrupled (i.e. 1 down equals 4 or 20 for a miss)
- Penalties (5 seconds): Finger, Safety, Rules of Engagement, Failure to Engage, Hit on Non-threat
 - Finger - up to one penalty per COF - this penalty will apply if the RO calls Finger
 - Safety - up to one penalty per COF - this penalty will apply if the RO calls Safety
 - Rules of Engagement - up to one penalty per broken rule - see Rules of Engagement for details
 - Cover - up to one penalty per cover position - this penalty will apply if the RO calls cover and the shooter fails to immediately return to cover for his subsequent shots
 - Start - If the shooter incorrectly starts with the wrong number of rounds in a firearm, the shooter will receive one penalty for each round fired beyond the stated start number for that stage with the starting firearm
 - Failure to Engage - one penalty per required hit not fired at the target
 - Hit on Non-threat - one penalty per hit on non-threat

SO/SK Team

The SO/SK Team consists of a safety officer (SO) and scorekeeper (SK).

- It is the Safety Officer's primary responsibility to run the shooter through the course of fire safely. This includes calling range commands, stopping the stage or intervening as deemed necessary, and ultimately disqualifying a shooter when necessary.
- The SO's secondary responsibility is to accurately score the competitor including calling penalties, keeping time, and scoring targets.
- It is the Scorekeeper's primary responsibility to assist the SO by looking where the SO cannot and verifying the shooter is maintaining finger, safety-switch, and muzzle discipline.
- The SK's secondary responsibility is to spot and call hits on stationary steel, look for appropriate cover usage, and accurately record and verify the competitor's score by calling times, penalties, and target scores back to the SO.

