East Coast Gas Gun Challenge Series 2026

The Finale - 24 October 2026



PATRIOT VALLEY ARMS

VORTEX OPTICS

Kestrel Ballistics

RUGER

IWI
ISRAEL WEAPON INDUSTRIES

HUBERWERKS RIFLE SLINGS

HUNTERS HD GOLD

BEAR CUSTOMS

TRUE NORTH CONCEPTS

MagnetoSpeed

ETS

AMERICAN MADE WM TACTICAL SOFT GOODS

SUN AND SHADOW

SCOPE BUMPER

APEX

MATCH / RANGE SAFETY BRIEFING *Revised 3/2025*

IT IS THE RESPONSIBILITY OF EVERY COMPETITOR TO OBSERVE MUZZLE DISCIPLINE AT ALL TIMES.

DO NOT HANDLE FIREARMS AT YOUR VEHICLE. HANDLE ONLY AT THE DIRECTION OF RSOs OR MATCH DIRECTOR. KEEP ALL FIREARMS BAGGED OR SECURE UNTIL READY TO SHOOT.

ALL FIREARMS WILL BE KEPT UNLOADED AND SAFE UNTIL TOLD TO LOAD BY THE **STAGE RSO**.

THIS IS A MUZZLE DOWN EVENT. YOU MUST ENSURE THAT ALL PROJECTILES **IMPACT THE BERMS.**

SAFE CONDITIONS FOR SEMI RIFLES WILL BE MAGAZINES OUT, BOLT LOCKED TO THE REAR, RANGE FLAG IN CHAMBER.

SAFE CONDITIONS FOR BOLT ACTION RIFLES WILL BE DETACHABLE MAGAZINES OUT, BOLT TO THE REAR, RANGE FLAG IN CHAMBER.

SAFE CONDITIONS FOR PISTOLS WILL BE DETACHABLE MAGAZINES OUT, SLIDE TO THE REAR.
ALL SIDE ARMS READY ON THE LINE MUST BE HOLSTERED, MAGAZINE OUT AND EMPTY CHAMBER.

WHILE MOVING WITH SEMI RIFLES: FINGER OFF TRIGGER, RIFLE ON SAFE.

WHILE MOVING WITH BOLT ACTION RIFLES: BOLT TO REAR. BOLTS WILL BE CLOSED ONLY WHEN IN FIRING POSITIONS.

WHEN FINISHED WITH A PISTOL, YOU MUST LEAVE IT IN A DUMP BUCKET. THEREFORE, IF YOU HAVE A MANUAL SAFETY, IT MUST BE ENGAGED WHEN PLACED IN BUCKET. **PISTOLS WILL BE UNLOADED AND CLEARED AFTER THE STAGE**, AT THE DIRECTION OF THE RSO.

WHEN A STAGE IS COMPLETE, THE SHOOTER WILL UNLOAD AND MAKE THE WEAPON SAFE.
THE RSO WILL VERIFY WEAPON IS SAFE PRIOR TO SHOOTER MOVING FROM ANY FIRING POSITION.

ALL SHOOTERS WILL OBEY THE 180 DEGREE RULE. **VIOLATION OF THIS RULE IS A "MATCH DQ".**

ALL PERSONNEL ON THE RANGE MAY CALL A CEASE FIRE IF THEY OBSERVE ANY UNSAFE SITUATION.

EMERGENCY PROCEDURES:

IF ANYONE IS INJURED PLEASE ALERT AN RSO. RSO WILL CALL A CEASE FIRE.

RSO WILL DETERMINE THE SEVERITY OF THE INJURY AND IF NEEDED WILL CALL 911. RSO WILL SEND RANGE PERSONNEL GATE TO GUIDE EMS INTO FACILITY. THERE IS A TRAUMA BAG IN THE CLUB HOUSE.

BRASS RECOVERY:

SHOOTERS WILL BE ALLOWED TO RECOVER THEIR BRASS AT THE END OF THE STAGE OR MATCH.
ANY BRASS NOT CLAIMED BY SHOOTERS WILL BE DIVIDED BY THE RSOs AND RANGE PERSONNEL.

East Coast Gas Gun Challenge

2026 Series Rules & Divisions

Sniper (Wildcat) Division – Any Semi-Automatic or Bolt Rifle Platform:
Sniper Division projectiles will not exceed a weight and velocity of **178 grains /3,100 fps**.
No .223/5.56 or 7.62x51 gas guns in this class. No other restrictions in this class.

Designated Marksman Rifle – Gas Guns Only:
Intended to allow competitors the opportunity to compete using any semi-automatic rifle along with the following requirements:

- **Rifles chambered in 7.62 NATO/.308 Winchester or 5.56 NATO/.223 Remington only.**
  - Bullet weight cannot exceed **178 grains for 30 cal.**
  - Muzzle velocity cannot exceed **2,800 fps for 30 cal.**
  - Bullet weight cannot exceed **77 grains for 22 cal.**
  - Muzzle velocity cannot exceed **3,100 fps for 22 cal.**
- No other restrictions in this class.

RECCE (Light Reconnaissance Rifle) – Gas Guns Only:
Intended to allow competitors the opportunity to compete using any semi-automatic rifle along with the following requirements:

- **Rifles chambered in 7.62 NATO/.308 Winchester or 5.56 NATO/.223 Remington only.**
  - Bullet weight cannot exceed **178 grains for 30 cal.**
  - Muzzle velocity cannot exceed **2,800 fps for 30 cal.**
  - Bullet weight cannot exceed **77 grains for 22 cal.**
  - Muzzle velocity cannot exceed **3,100 fps for 22 cal.**
- One unattached bag is allowed.
- Bipods and tripods are not allowed.
- Barrel cannot exceed 18”.
- **10x max optic**.

NOTE: If your department or division deploys calibers other than those listed, please see the Match Director for evaluation and possible authorization.

NOTE: Match Officials may request, at any point during a match that a competitor fire their rifle through a chronograph. If the bullet exceeds the division’s allowable speed limit the shooter will receive an automatic match DQ and be disqualified for any prizes for the rest of the season. Should the competitor get caught a second time, they will be disqualified from competing in any future Gas Gun Challenge matches.

NOTE: Bolt guns may shoot all matches - in Sniper Division only.

NOTE: No modified or wildcat rounds permitted to shoot in the DMR or RECCE divisions.

NOTE: **There will be no stage DQs…match DQs only.**

East Coast Gas Gun Challenge - 24 October 2026 - New Holland Rifle & Pistol Club

NOTE: NO ARMOR PIERCING, INCENDIARY, STEEL CORE OR ANY OTHER NON-LEAD OR NON-COPPER PROJECTILES MAY BE USED

Stage 1	Stage 2	Stage 3	Stage 4
25, 50, 100 Yard Range	*Left Side 600 Yard Range*	*Right Side 600 Yard Range*	*Right Side 600 Yard Range*
Tool(s)	***Tool(s)***	**Tool(s)**	***Tool(s)***
Pistol and Rifle	Rifle	Rifle	Rifle
Prop(s)	***Prop(s)***	***Prop(s)***	***Prop(s)***
Convoy Hit!	Hostage! Help him out!	Tank Trap - So Weak!	KYL - Use My Tripod!
Targets	***Targets***	***Targets***	***Targets***
TBD - 2 Rifle / 2 Pistol	33% and 66% IPSCs	Large Circle	KYL Rack (Four Plates)
Start Position	**Start Position**	**Start Position**	**Start Position**
Shooter starts seated in vehicle, pistol staged on the seat, empty, slide locked open. Rifle staged on trunk, on safe, empty, bolt open.	Shooter starts standing behind prop, all gear in hand, magazine inserted, bolt locked open, rifle on safe.	Shooter starts standing on grass behind prop, all gear in hand, magazine inserted, bolt locked open, rifle on safe.	Shooter starts standing on concrete, all gear in hand, magazine inserted, bolt locked open, rifle on safe.
Distance *(Yardage approximate)*	***Distance*** *(Yardage approximate)*	***Distance*** *(Yardage approximate)*	***Distance*** *(Yardage approximate)*
20 x2, 100 x2	200 (2)	400	400
Targets 1, 2, 3, 4	*Target 5*	*Target 6*	*Target 7*
Description	***Rounds Allowed***	***Description***	***Description***
At start, shooter accesses pistol, engages two pistol targets with 5 impacts each SEATED. Abandon pistol safely in bucket. Access rifle to make 5 impacts on each of 2 rifle targets from trunk. Any order. Shooter is allowed one sling OR bag. No other support allowed.	At start, shooter engages the Bad Guy for 15 impacts. Any impact on Hostage "zeros" the score, but shooter may continue to engage and score until 15 Bad Guy hits or time runs out. **ROs: Please call NUMBER of hits.**	At start, shooter impacts the target three times WEAK HAND, SHOULDER, EYE from every post top. No strong side impacts will count for score. No repeating positions. No prone.	At start, shooter engages each plate for 3 impacts, large to small. You must hit 3 times to advance to the next plate. You must use the supplied tripod and bag - only shooting from the top. You may not move or adjust the tripod. Impacts cannot be lost. No other support allowed.
Rounds Allowed	***Rounds Allowed***	***Rounds Allowed***	***Rounds Allowed***
30 Rifle (15 rounds) Pistol - (15 rounds)	30	14	17
Time Allowed	***Time Allowed***	***Time Allowed***	***Time Allowed***
90 Seconds	90 Seconds	90 Seconds	90 Seconds
Possible Points	***Possible Points***	***Possible Points***	***Possible Points***
20	15	9	12
RO Difficulty Rank	***RO Difficulty Rank***	***RO Difficulty Rank***	***RO Difficulty Rank***
Easy	Easy	Easy	Easy
ROs Needed	***ROs Needed***	***ROs Needed***	***ROs Needed***
1	1	1	1

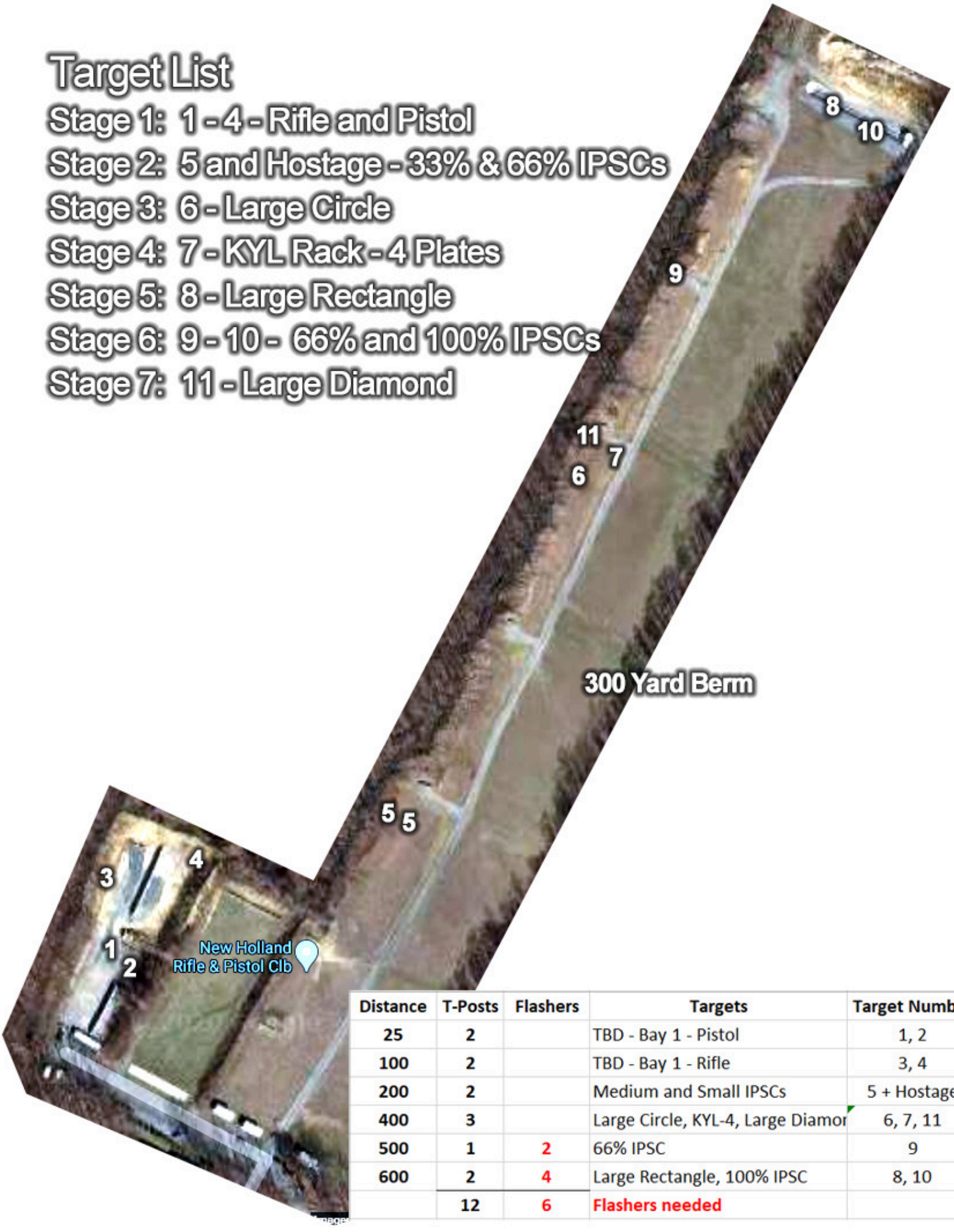
East Coast Gas Gun Challenge - 24 October 2026 - New Holland Rifle & Pistol Club

NOTE: NO ARMOR PIERCING, INCENDIARY, STEEL CORE OR ANY OTHER NON-LEAD OR NON-COPPER PROJECTILES MAY BE USED

Stage 5	Stage 6	Stage 7	
Right Side 600 Yard Range	*Right Side 600 Yard Range*	*Right Side 600 Yard Range*	
Tool(s)	***Tool(s)***	***Tool(s)***	
Rifle	Rifle	Rifle	
Prop(s)	***Prop(s)***	***Prop(s)***	
Spool	Cruiser Window	Barricade (Skills)	
Targets	***Targets***	***Targets***	
Large Rectangle	66%, 100% IPSCs	Large Diamond	
Start Position	**Start Position**	**Start Position**	
Shooter starts standing on concrete, all gear in hand, magazine inserted, bolt locked open, rifle on safe.	Shooter starts standing on concrete, all gear in hand, magazine inserted, bolt locked open, rifle on safe.	Shooter starts standing on concrete, all gear in hand, magazine inserted, bolt locked open, rifle on safe.	
Distance *(Yardage approximate)*	***Distance*** *(Yardage approximate)*	***Distance*** *(Yardage approximate)*	
600	500, 600	400	
Target 8	*Targets 9, 10*	*Target 11*	
Description	***Description***	***Description***	
At start, engage target with 4 impacts from 3 marked positions on the prop. No repeating positions. No prone.	At start, shooter engages the targets near to far. First, 5 impacts at 500 through the window. For second target, change position to get 5 impacts at 600 from on top of the window. Repeat engagement for 5 more impacts from window and 5 more from top.	At start, engage target with 3 impacts from 4 marked positions on the prop. No repeating positions.	
Rounds Allowed	***Rounds Allowed***	***Rounds Allowed***	
17	25	17	150
Time Allowed	***Time Allowed***	***Time Allowed***	
90 Seconds	90 Seconds	90 Seconds	
Possible Points	***Possible Points***	***Possible Points***	
12	20	12	100
RO Difficulty Rank	***RO Difficulty Rank***	***RO Difficulty Rank***	
Medium	Easy	Easy	
ROs Needed	***ROs Needed***	***ROs Needed***	
1	1	1	

Target List

Stage 1: 1 - 4 - Rifle and Pistol
Stage 2: 5 and Hostage - 33% & 66% IPSCs
Stage 3: 6 - Large Circle
Stage 4: 7 - KYL Rack - 4 Plates
Stage 5: 8 - Large Rectangle
Stage 6: 9 - 10 - 66% and 100% IPSCs
Stage 7: 11 - Large Diamond



Distance	T-Posts	Flashers	Targets	Target Number
25	2		TBD - Bay 1 - Pistol	1, 2
100	2		TBD - Bay 1 - Rifle	3, 4
200	2		Medium and Small IPSCs	5 + Hostage
400	3		Large Circle, KYL-4, Large Diamor	6, 7, 11
500	1	2	66% IPSC	9
600	2	4	Large Rectangle, 100% IPSC	8, 10
	12	6	Flashers needed	