2019 Lone Star Armory Run and Gun Opener

\*Some of the information is subject to change. Round counts and number of stages are tentative and subject to change upon stage design. Final round count and stage information will be emailed out as soon as possible. The event is held at a working range and setup is not possible until the week prior to the event. Please make sure to be ready for whatever comes your way. Detailed stage descriptions will not be released prior to arriving at the event.

**Tentative Minimum Round Count**

40 pistol

90 rifle

**Equipment Rules**

 There are very few rules on equipment. Most rules are aimed at minimizing damage to steel targets. Please make sure to email questions to jennifer@texasrunandgun.com if you are unsure about your equipment.

* Any pistol is fine.
* Rifles .308 or smaller are acceptable. The main thing is that your projectile is traveling at less than 3,000 fps. If you have a rifle that does not fit this criteria, please email or call 817-944-6268 prior to arriving at the event to get approval.
* You must have a pistol holster with some type of retention. If your pistol falls out during your run, you will be disqualified.
* No steel core ammunition. No penetrators, armor piercing, tracers, or any other ammunition that will hurt the steel. Use of any of the above mentioned ammunition could result in you being disqualified from the event.

Other Rules

* You must arrive at the range 30 minutes to your heat time for the safety briefing.
* Anyone not attending the safety briefing will not be allowed to compete in the event.
* Treat the Range Officers with respect at all times. We understand that things happen that require further discussion. That is fine. However, being a jerk is not.
* You must use the firearms and equipment you started the course with the entire course. You may not go back and switch firearms or pick up other gear during your run, even on the clock. Leave prepared for anything.
* You may use tools on your person to fix any malfunction that may happen on the clock. Malfunctions happen. Be prepared.

\*Rules may change or be added to as necessary. The most important rule in Run and Gun is “Do not be the guy (or gal) that makes us have more rules.” Just don’t