

Handgun Self Defense Match Rules

General GUN SAFETY RULES

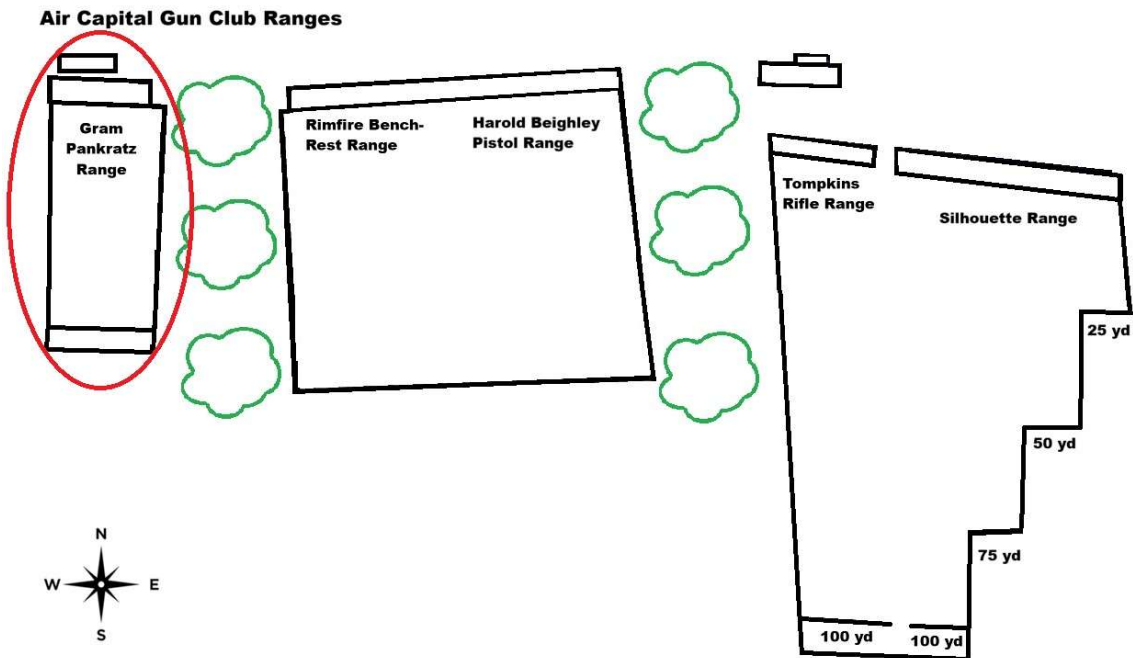
SAFETY IS YOUR BUSINESS, ITS MY BUSINESS Too! READ THE RULES...

1. Be sure your handgun is safe to operate.
2. Know how to safely use your handgun, this is your responsibility before participating.
3. Always keep your handgun pointed in a safe direction.
4. Always keep your finger off the trigger until ready to shoot in the designated area.
5. Both Eye and Ear protection are required during the entirety of this match.

Handgun Self Defense Match Safety Rules

- This match is NOT open to the public, only ACGC members and guests are allowed.
- The Range Officer (RO) will oversee all activities for this match.
- If it is determined that someone is acting in an unsafe manner and does not heed the RO's instructions, the RO has the right to ask anyone to leave the range, and they will be excluded from competing in this match.
- Weapons will always be maintained in a safe manner on the range.
- The match will operate a 'Cold Range', so the only loaded weapon is participant that is currently running the Course of Fire during their turn.
- Once on the range, weapons will remain in a case or be rendered safe by the installation of a range flag except under the following conditions.
 1. Your handgun is properly holstered.
 2. You are in the designated safe Loading Zone following the Course Rules on loading your handgun.

Handgun Self-Defense Match Location: Gram Pankratz Range



Handgun Self Defense Match Rules

Weapon:

This match is intended to assist in honing the shooters handgun self-defense tactical skills at relatively close ranges (1 to 25 yds).

- The match is designed for use of any standard personal carry Self-Defense handgun, but it is “intended for handguns focused on Concealed Carry” so keep this in mind on selecting your weapon.
- The match has no specific weapon size restrictions.
- The match has no specific caliber size restrictions.
- No race guns or ‘competition’ guns are allowed.
- No add-on muzzle brakes, suppressors, compensators are allowed.
- RO has the right to reject the use of any weapon deemed not suitable for the match.

Sights:

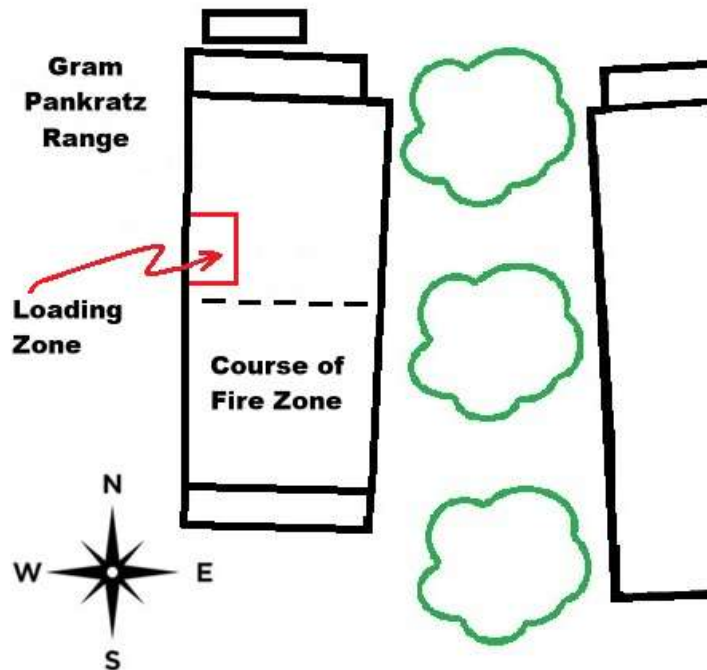
This match is intended to assist in honing the shooters handgun self-defense tactical skills at relatively close ranges (1 to 25 yds).

- Iron sights are allowed
- 1x – Reflex (“Red Dot type”) optics are allowed
- No magnified optics are allowed

Handgun Loading:

Unloaded handguns can only be handled in the approved safe Loading Zone, which is on the West side of the range behind the 25-yard line in the designated area. This safe Loading Zone is provided to transfer unloaded firearms to and from their case/container or holster. Also, this area is for loading magazines, moon clips, or speed loaders as placing loaded magazines in carriers.

Handgun Self Defense Match



Handgun Self Defense Match Rules

Targets and Scoring:

Standard USPSA style targets will be utilized for this match.

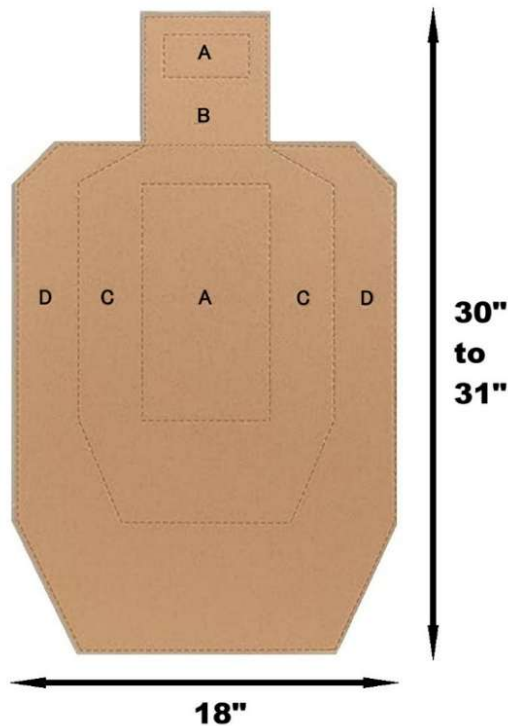
Target size is roughly 30"-31" in length and 18" in width.

Targets will be placed on target stands at roughly a 6' level.

Scoring:

- Each match will consist of between 3 to 5 relays of Course of Fire
 - o depending on course complexity and number of competitors
- Each Course of Fire will consist of between 1 and 10 targets
- Each target will be worth 10 points
- Rounds scoring in the A and B zones will be -0 points.
- Rounds scoring in the C zone will be -1 point.
- Rounds scoring in the D zone will be -3 points
- A miss will be -5 points.
- Maximum deduction per target is -10.

IDPA Style Target

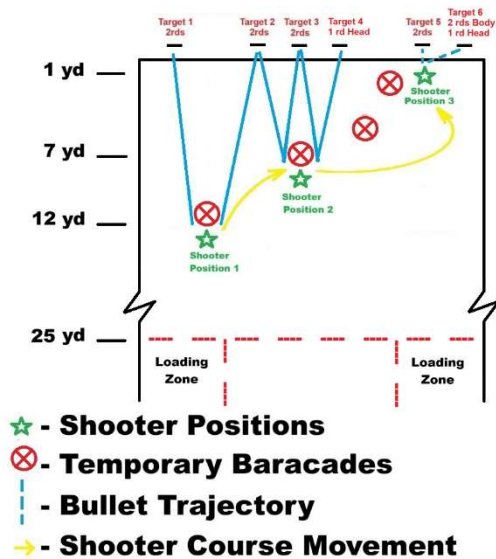


Handgun Self Defense Match Rules

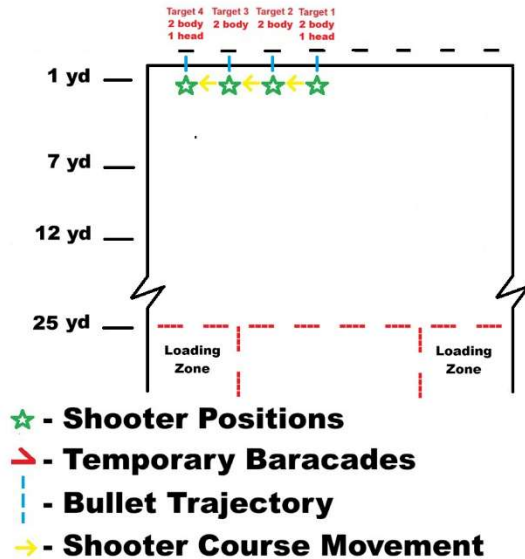
Match Format:

- Each match will consist of a minimum of 3 - Course of Fire relays per match.
- Each Course of Fire will consist of between 5 to 15 shots.
- The Course of Fire will consist of between 1 & 10 different targets that will be fired upon between 1 & 5 times per target. It is suggested you bring a min. of 75 rounds of ammunition to the match to ensure you have enough ammunition for the total shots to be fired for the match.
- The Course of Fire will change monthly as well several different relays could be run within one match, meaning there could be several different Course of Fire relays to engage per Match.
- 3 Examples of the Course of Fire are shown below (match not limited to these).

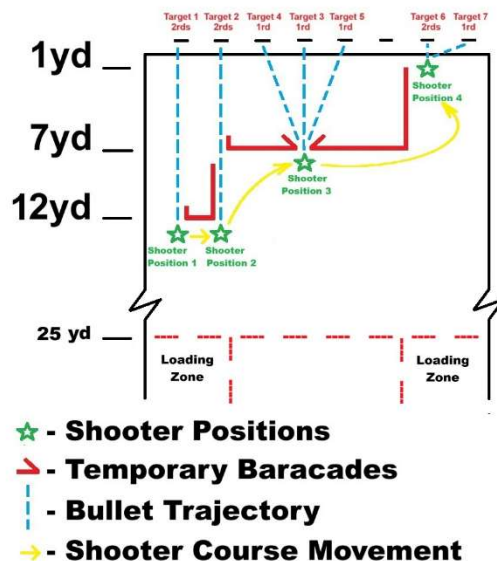
Course of Fire - Example - 1 to 3 rounds per target



Course of Fire - Example - 1 to 3 rounds per target



Course of Fire - Example - 1 to 3 rounds per target



Handgun Self Defense Match Rules

Match Course Basics:

- Each match will start with a 'Walk Through' of the Course of Fire that will be conducted for that Rely by the RO.
- Match participants will remain behind the line of fire (25 yd line) until it is their turn to run the current Course of Fire.
- Only 1 participant and the RO are allowed on the Course of Fire while the participant is shooting.
- Once the current shooter has finished the Course of Fire and the RO has given "**Range Clear**" command, the On-Deck & In-the-Hole participants will assist in taping holes on the targets after scoring is complete. Then the participants will return the Loading Zone.

Course of Fire:

- When it is a participant's turn to shoot, they will enter the Course of Fire at the first position of the Rely with their EMPTY / SAFE holstered weapon (as described in the loading section).
- The RO will confirm, "**Does the Shooter Understands the Course of Fire**".
- The RO will confirm the Shooter is ready.
- The RO will give the command "**Load and Make Ready**" notifying all the participants that the Course of Fire will be starting.
- The current participant will make their weapon Ready and reply "**Ready**" or "**Not Ready**".
- The RO will give the command "**UP**" which is the indication to the participant they can start the Course of Fire.
- The participant will then draw their handgun from their holster and begin the Course of Fire.
- The competitor will fire at the targets down range in the pre-described pattern that was reviewed by the RO.
 - o Movement must be made in a manner that maintains a safe shooter position with the muzzle of the firearm always pointed down range (south).
- Once the competitor stops shooting, the RO will ask the competitor if they have finished the Course of Fire with the command "**Shooter Finished**".
- The competitor will reply with either "**Finished**" or "**Not Finished**".
- The RO will give the command "**Mag Out, Slide Back, & Show Me Clear**"; which is the indication for the competitor to remove all used & unused ammunition and visually show the RO the weapon is clear, then RO will give the command "**Slide close & holster**" for a semi-automate. (for a revolver: "**Cylinder out, Cases Out, & Show Me Clear**", then "**Close, & holster**").
- The RO will then give the command "**Range Clear**" indicating that the Course of Fire is stopped.
- The RO and the competitor will then immediately score their Course of Fire and tape target bullet holes with the assistance of the On-Deck and In-the-Hole participants.
- The Course of Fire is then ready for the next competitor.