

10. RANGE COMMANDS, CONTROL AND OPERATIONS

10.1 Discipline - The safety of competitors, range personnel and spectators requires continuous attention by all to the careful handling of firearms and caution in moving about the range. Self-discipline is necessary on the part of all. Where such self-discipline is lacking it is the duty of the range personnel to enforce discipline and the duty of competitors to assist in such enforcement. ***Under no circumstances shall firing commence or continue on a range where an unsafe condition exists,***

10.1.3 Loaded Pistols - Pistols will not be loaded except as directed by Tournament Officials. "Loaded" indicates a firearm with a cartridge in the cylinder or chamber or with a magazine in place,

10.1.4 Cease Firing - Is the command given at the end of the time limit for each string, or stage, or at any other time all firing is to cease. **Firing must cease immediately.** Even if a competitor is about to let off a carefully aimed shot the competitor must not fire and open the action of the gun. Failure to immediately obey this command is one of the worst infractions of range discipline. "Cease firing" may be signaled verbally, by a short sharp blast on a whistle, or by moving the targets out of view. When the command to cease firing is given at the end of a string or stage the command is "**CEASE FIRING-UNLOAD AND SHOW CLEAR.**" On this command all Range Officers check their competitors to make sure each one obeys the command before signaling the person giving the commands that their portion of the firing line is clear. When all Range Officers have given the signal that the range is safe, the necessary commands to move from the line or to score and properly handle targets are given.

10.1.8 Pistol Muzzle Direction - During loading and unloading, and during remedial action in the event of a malfunction, the muzzle of the pistol must be directed downrange.

10.1.9 Pistol Malfunction Procedure - In the event a pistol cannot be unloaded due to a broken or failed mechanism, the competitor will notify a Tournament Official who will take such action as he thinks best and safest. In no case will a competitor leave the firing area with a loaded pistol in his possession.

10.1.10 Handling Handguns - During a match, competitors not firing will refrain from handling their pistols except in designated areas, The normal condition of pistols not actually engaged is holstered and unloaded, with hammer fully down and, for auto pistols, with magazine removed.

10.1.11 Safe Handgun Condition - A competitor must begin each string of fire with his handgun in a safe condition, specified as:

- (a) Single-action revolvers must have the hammer fully down on an empty chamber, unless equipped with a transfer bar.
- (b) Double-action revolvers must have the hammer fully down, and not in the half-cock position.
- (c) Auto pistols must have the hammer fully down or fully cocked with the thumb safety on safe, never on half-cock. Double-action autos may not be fully cocked if their safety mechanism drops the hammer when actuated.

10.1.12 Position of Handguns When Moving Between Firing Positions - On courses requiring the competitor to move between firing positions, handguns must be in a safe condition during movement. Fingers must be outside the trigger guard. The handgun shall be pointed downrange at all times.

10.1.13 Clearing of Jams and Reloading - For the purpose of safety, when firing stages which require that firing be done with the strong hand only or weak hand only, clearing of jams and reloading of the handgun may be done freestyle without penalty to score. However, care should be taken to handle the handgun safely when clearing or reloading.

10.1.14 Dropped Handgun - A competitor may not pick up a dropped handgun except under the direction of a Tournament Official.

10.2 Loud Language - Loud or abusive language will not be permitted.

10.3 Delaying a Match - No competitor may delay the start of a match through tardiness in reporting or undue

delay in preparing to fire. (See Rule 18.7.)

10.4 Policing Range - It is the duty of competitors to police the firing points when directed by the Range Officer.

10.5 Competitors Will Score - Competitors will act as scorers when requested to do so by the Match Director or Chief Range Officer, except that no competitor will score his/her own target.

10.6 Repeating Commands - A Range Officer will repeat the Chief Range Officer's commands only when those commands cannot be clearly heard by competitors under their supervision.

10.7 Firing Line Procedures and Commands - When the competitor takes position at the firing line, the Range Officer gives the command "**Load and Make Ready**", upon which the competitor loads his/her firearm and prepares his/her equipment for the match. When ready to start the firing of the match, the Range Officer commands, "**Ready**". On affirmative indication by the shooter, usually signalled by placing the hands in the position required, the Range Officer says, "**Stand By**"; then the official renders the "**Fire**" command via audio, visual, or other means as called for in the stage outline. Upon completion of firing, the Range Officer commands, "**Cease Firing - Unload and Show Clear**", and follows the procedures outlined in rule 10.1.4.

10.7.1 Match Equipment Failure Procedure - At any time, should the match equipment fail, thus not giving the competitor a fair opportunity to obtain his/her due score, then the competitor shall be given the opportunity to re-fire that string in which the equipment failed. If a back-up time is available, the competitor, before being notified of his/her score or back-up time shall be given the option of either accepting his/her current score with the back-up time, or re-running the string.

10.7.2 Failure of Match Equipment or Administration - In the case of failure of match equipment or administration, the competitor may choose to re-fire the stage, but he/she must not be allowed to check his/her score before making his/her decision. The match officials are responsible for carrying out this procedure.

10.7.3 Improper Range Commands - If the Range Officer's commands and/or actions have been made incorrectly, or if there has been a misunderstanding so that the competitor is not ready to fire when the command or signal to fire is given or when the targets appear, he/she may elect not to fire and immediately after the series report the matter to the Range Officer or Jury member.

- (a) If the claim is considered justified, the competitor will be allowed to fire the series.
- (b) If the claim is considered not justified, the competitor may not fire the series and will receive a "Did not finish" designation as his/her score.
- (c) If the competitor has fired the first shot in the series, a protest of this nature will not be accepted as justified.

10.8 - 10.16 (Blank)

10.17 Specific Rules for the Conduct of the Los Alamitos Pistol Match -

Type: Scored: Possible 420 points and 42 X' s.

Targets: NRA AP-1. Three targets spaced not more than one foot apart edge-to-edge.

Rounds: 42

Range: 7, 10, and 25 yards.

Procedure .

STAGE I:

Range: 7 yards. Time: 2 1/2 seconds for each of three strings.

Rounds: 2 each string.

Competitor stands facing 3 targets and upon signal to fire, draws and fires 2 rounds at the center target. Upon second signal to fire, draws and fires 2 rounds at the right target. On third signal to fire, draws and fires 2 rounds at the left target.

STAGE II:

Range: 7 yards. Time: 5 seconds. Rounds: 6.

Competitor stands facing 3 targets and upon signal to fire, draws and fires 2 rounds at each target.

STAGE III:

Range: 7 yards. Time: 6 seconds. Rounds: 6.

Competitor stands facing 3 targets and upon signal to fire, draws and fires 2 rounds at each target using strong hand only.

STAGE IV:

Range: 10 yards. Time: 18 seconds. Rounds: 12.

Competitor stands facing three targets and upon signal to fire, draws and fires 2 rounds at each target-reloads-transfers pistol to weak hand and fires 2 rounds at each target using weak hand only.

STAGE V:

Range: 25 yards. Time: 10 seconds for each of two strings.

Rounds: 6 each string - for a total of 12.

Competitor stands concealed behind a barricade and upon signal to fire, draws and fires 2 rounds at each of three targets from right side of barricade. Competitor then reloads and upon second signal to fire, repeats procedure, except that firing is done from left side of barricade. Barricade will be 6 feet high, 2 feet wide and have a firing area two feet wide and three feet long. The 2x3 firing area will be marked and the competitor may not support any weight outside the area, except that, this being a standard match from another source, the rules allow the competitor to use the barricade as a support.

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number. and for each round fired overtime.

NOTE: To .fire this match indoors STAGE V is ,fired at 25 feet using AP-2 target.

10.18 Specific Rules for Conduct of the Flying M" Match

Type: Timed-Man-against-Man.

Targets: NRA AP-1 Targets and 8" round impacts.

NOTES:

1. Barricade should be six feet high.
2. Can rests shall be three feet high.
3. All dimensions to center of targets.
4. Left side of range is symmetrical.

Procedure:

Qualifications:

Competitor starts with at least one foot touching the center marker of the sixteen-foot barricade. At the signal to commence, the competitor moves toward the end of the barricade. The competitor must remove a can from a rest three feet above the ground with the drawing hand before touching the pistol. After removing the can the competitor turns down range and places at least one hit on 3 targets. Two silhouettes and 1 round impact. The silhouettes are placed at 10 and 15 yards and the round impact at 7 yards. The silhouettes may be hit in any sequence but the round impact target must be the last one hit. Competitor must hit the impact target to stop the timer. If competitor fails to hit the impact target on any string, the string must be repeated and a 5-second penalty added to the time. A 5 second penalty will also be charged for each of the silhouettes not hit on each string, for a premature start, and for touching the handgun before removing the can from the rest. Each competitor will run the course 4 times. Twice to the right and twice to the left. Total time for the 4 runs, plus any penalties, will be the competitor's qualifying time.

10.19 Specific Rules for Conduct of the Moving Target Match

Type: Scored: Possible is 240 points and 24 X's.

Targets: NRA AP-1 targets (moves 50 ft. right to left).

Range: 7, 15, and 25 yards.

Time: 5 seconds for each run of the target.

Procedure:

STAGE I:

Fired from 7 yards. Competitor stands in a 3-foot square box at the center of the range, The signal to commence fire will be the appearance of the target from behind the right barricade. The competitor fires 6 rounds at the target as it moves the 50 feet between the barricades. The competitor then repeats for a total of 12 rounds.

STAGE II:

Fired from 15 yards. Same procedure as stage one except that 3 rounds are fired on each of 2 runs of the target.

STAGE III:

Fired from 25 yards. Same procedure as stage one except that 2 rounds are fired on each of 3 runs of the target.

A penalty of 10 points and X will be charged for a premature start, and for each round fired over the designated number on any run of the target. A penalty of 20 points and 2 X's will be charged for hitting a barricade.

10.20 Specific Rules for Conduct of the International Rapid Fire Match

Type: Scored: Possible 300 points.

Targets: 5 International Rapid Fire or NRA AP-1 targets.

Rounds: 30 (10 per stage).

Range: 25 meters (82 feet).

Procedure:

STAGE I:

The competitor stands at a firing line. Twenty-five meters downrange, there will be 5 targets. The targets will be placed directly in front of the competitor, 6 feet high, and one width apart (edge-to-edge),

The signal to commence fire will be an audible type (whistle, horn, etc.) unless turning targets are used. Upon the signal to commence fire, the competitor fires one round at each of the 5 targets. Time allowed will be 8 seconds. The competitor then repeats the procedure for a total of 10 rounds.

STAGE II:

The procedure will be the same as Stage I except that the time allowed will be 6 seconds.

STAGE III:

The procedure will be the same as Stage I except that the time allowed will be 4 seconds.

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, and for each round fired overtime.

NOTE: To fire this match indoors all stages are .fired at 25 feet using the AP-2 target.

10.21 Specific Rules for Conduct of the Advanced Military Pistol Course

Type: Scored: Possible 500 points; 45 X's (no X's to be scored on Stage I).

Targets: NRA AP-1 target and NRA 50 yd. pistol.

Range: 10, 25, and 50 yards.

Rounds: 50.

Procedure:

STAGE I:

Competitor fires 5 rounds at an NRA 50-yard slow fire pistol target from 50 yards. Hits inside the 8 ring (in the black) count 10. Hits outside the 8 ring but inside the 5 ring count 5. Hits outside the 5 ring are zero. Time limit: 30 seconds. No spotting. Possible 50 points (no X-count used).

STAGE II:

Competitor fires 5 rounds at an NRA AP-1 target from 50 yards. Fifteen seconds time limit. Possible 50 points.

STAGE III:

Competitor fires one round at an NRA AP-1 target from 25 yards. Competitor then repeats for a total of 10 rounds. The limit is 2 1/2 seconds for each round. Possible 100 points.

STAGE IV:

Competitor fires 5 rounds at an NRA AP-1 target from 10 yards, reloads, and fires 5 more rounds at the same target. Fourteen seconds time limit. Possible 100 points.

STAGE V:

Competitor fires 2 rounds at each of 3 NRA 0-1 targets placed 3 yards apart (edge-to-edge) from 10 yards. Competitor stands in front of the center target facing 90 degrees to the right or left and may not look at the targets until the commence fire signal is given. Upon signal to commence fire, the competitor must turn to face the targets, then draw and fire. Competitor then repeats for a total of 12 rounds. Four second time limit for each string. Possible 120 points.

STAGE VI:

Competitor fires one round at an NRA AP-1 target from 10 yards. Competitor then repeats for a total of 8 rounds. Time limit 1 1/2 seconds for each round. Possible 80 points.

A penalty of 10 points will be charged for each premature start, for each procedural error, for each round fired over the designated number, and for each round fired overtime.

NOTE: To fire this match indoors Stage I is fired at an NRA 50-ft slow fire pistol target (B-2) from 50 feet, Stage II is fired at 50 feet using the AP-2 target, and Stage III is fired at 25 feet using the AP-2 target.

10.22 Specific Rules for Conduct of the Practical Event

Rounds: 48

Targets: NRA AP-1 targets.

Range: 10, 15, 25 and 50 Yards.

Procedure:

Competitor stands facing 2 targets downrange. Tops of targets will be approximately 6 feet above ground level and 3 feet apart, edge-to-edge. The starting position will be with the handgun holstered and both hands held shoulder high. The starting signal will be an audible type (whistle, horn, etc.) or turning targets may be used, preceded by the verbal commands "READY" and "STANDBY."

10 Yard Stage:

At the signal to commence fire, competitor fires one round at each target within 3 seconds. At the second signal to commence fire, competitor fires 2 rounds at each target within 4 seconds. At the third signal to commence fire, competitor fires 3 rounds at each target with weak hand only within 8 seconds; competitor may use the strong hand to produce and exchange the handgun for this third segment, but all 6 rounds must be fired with the weak hand without support for the hand or arm of any kind.

15 Yard Stage:

At the signal to commence fire, competitor fires one round at each target within 4 seconds. At the second signal to commence fire, competitor fires 2 rounds at each target within 5 seconds. At the third signal to commence fire, competitor fires 3 rounds at each target within 6 seconds.

25 Yard Stage:

At the signal to commence fire, competitor fires one round at each target within 5 seconds. At the second signal to commence fire, competitor fires 2 rounds at each target within 6 seconds. At the third signal to commence fire, competitor fires 3 rounds at each target within 7 seconds.

50 Yard Stage:

At the signal to commence fire, competitor fires one round at each target within 7 seconds. At the second signal to commence fire, competitor fires 2 rounds at each target within 10 seconds. At the third signal to commence fire, competitor fires 3 rounds at each target within 15 seconds.

Penalties:

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, for each round fired overtime, and for each round fired while supporting the weak hand or arm during the third segment at the 10 yard stage.

NOTE: To fire this match indoors the 25 yard stage is fired on the AP-2 target at 25 feet and the 50 yard stage is fired at 50 feet using the AP-2 target.

10.23 Specific Rules for Conduct of the Barricade Event

Rounds: 48

Targets: NRA AP-1 target.

Range: 10, 15,25, and 35 Yards.

Procedure:

At each stage there will be a 6 foot high, 2 foot wide barricade. They will be placed in a line, one directly behind another. Each barricade will have a clearly marked 2-foot wide by 3-foot long firing area on the up-range side, The competitor must be within the firing area at the "**COMMENCE FIRE**" signal and no portion of the competitor's body or equipment may touch outside the firing area until the competitor has finished firing the designated rounds. The barricade will be considered to be within the firing area and may be used as support. There will be 2 targets downrange. One will be placed 3 feet to the left of the center line and one 3 feet to the right.(6 feet apart, edge-to-edge). The starting position will be with the handgun holstered and the palms of both hands on the face of the barricade. The starting signal will be an audible type (whistle, horn, etc.) or turning targets may be used. preceded by the verbal commands "**READY**" and "**STAND BY.**"

10 Yard Stage:

At the signal to commence fire, competitor fires 6 rounds at either target from the matching side of the barricade; time limit is 5 seconds. At the second signal to commence fire. competitor fires 6 rounds at the remaining target from the matching side of the barricade; time limit is also 5 seconds.

15 Yard Stage:

At the signal to commence fire, competitor fires 6 rounds at either target from the matching side of the barricade; time limit is 6 seconds. At the second signal to commence fire. competitor fires 6 rounds at the remaining target from the matching side of the barricade; time limit is also 6 seconds.

25 Yard Stage:

At the signal to commence fire, competitor fires 6 rounds at either target from the matching side of the barricade; time limit is 7 seconds. At the second signal to commence fire, competitor fires 6 rounds at the remaining target from the matching side of the barricade; time limit is also 7 seconds.

35 Yard Stage:

At the signal to commence fire, competitor fires 6 rounds at either target from the matching side of the barricade; time limit is 8 seconds At the second signal to commence fire, competitor fires 6 rounds at the remaining target from the matching side of the barricade; time limit is also 8 seconds.

Penalties:

A penalty of 10 points will be charged for a premature start. for each procedural error, for each round fired over the designated number, and for each round fired overtime.

Note: To .fire this match indoors the 25 yard stage is fired at 25 feet on the AP-2 target and the 35 yard stage is fired at 35 feet on the AP-2 target.

10.24 Specific Rules For Conduct of the Moving Target Event (Modified)

Rounds: 48

Targets: NRA AP-1 target.

Range: 10, 15,20, and 25 Yards.

Procedure:

The target will move from behind a barricade, travel 60 feet in 6 seconds, then disappear behind another barricade. There will be a clearly marked. 3 foot square tiring area at each stage. The tiring square will be at the center of the 60-foot run of the target. The competitor must remain within the firing square for the complete firing sequence. The starting position will be with the handgun holstered and both hands held shoulder high.

There will be no audible signals. When the competitor is ready to fire both hands must be raised to the starting position. The appearance of the target from behind the barricade will be the signal to commence fire.

A competitor has 7 1/2 minutes to complete tiring this course. starting from entry into the first shooting box until the start of the last string of tire. Time for changing targets shall not be counted against the competitor.

10 Yard Stage:

At the signal to commence fire. the competitor fires 6 rounds at the target, which moves from right to left. At the second signal to commence fire, the competitor fires 6 rounds at the target, which moves from left to right.

15 Yard Stage:

At the signal to commence fire, the competitor tires 6 rounds at the target. which moves from right to left. At the second signal to commence fire, the competitor fires 6 rounds at the target, which moves from left to right.

20 Yard Stage:

At the signal to commence fire, the competitor fires 3 rounds at the target, which moves from right to left. At the second signal to commence fire, the competitor fires 3 rounds at the target, which moves from left to right. The procedure is then repeated one time.

25 Yard Stage:

At the signal to commence fire, the competitor fires 3 rounds at the target, which moves from right to left. At the second signal to commence fire, the competitor fires 3 rounds at the target, which moves from left to right. The procedure is then repeated one additional time.

Penalties:

There will be a 10-point penalty for any premature start, for each procedural error, any round that strikes either barricade, and for any round fired over the designated amount.

Lead:

Calculations based on an average bullet velocity of 800 f.p.s. indicate the following leads:

10 yds.= 4 1/2 inches

15 yds.= 6 3/4 inches

20 yds.= 9 inches

25 yds.= 11 1/4 inches

10.25 Specific Rules for Conduct of the Falling Plate Event

Rounds: 48

Targets: 8" Round Steel or Plastic Plates.

Range: 10, 15, 20. and 25 Yards.

Procedure:

There will be 6 target plates placed one foot apart, edge-to-edge. They will be 4 feet above ground level to the bottom edge. The starting position will be with handgun holstered and both hands held shoulder high. The starting signal will be an audible type (whistle, horn, etc.) preceded by the verbal commands "**READY**" and "**STAND BY.**"

10 Yard Stage:

At the signal to commence fire, the competitor will fire one round at each target. Target must be knocked down to score. Time limit will be 6 seconds. Competitor then repeats procedure.

15 Yard Stage:

At the signal to commence fire, the competitor will fire one round at each target. Target must be knocked down to score. Time limit will be 7 seconds. Competitor then repeats procedure.

20 Yard Stage:

At the signal to commence fire, the competitor will fire one round at each target. Target must be knocked down to score. Time limit will be 8 seconds. Competitor then repeats procedure.

25 Yard Stage:

At the signal to commence fire, the competitor will fire one round at each target. Target must be knocked down to score. Time limit will be 9 seconds. Competitor then repeats procedure.

Penalties:

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, and for each round fired overtime. (See Rule 14.3(h))

All distances, times and other information are approximate. The foregoing should be considered as guidelines only and are subject to change by the Tournament Sponsor if necessary in the interests of safety, sportsmanship or other consideration.

NOTE: In the National Championship, the time limit may be reduced by not more than 2 seconds per string per stage at the option of the Match Director.

10.26 Specific Rules for Conduct of the Tyro Course Match

All firing done at 10 yards, on NRA AP-1 targets:

Three targets spaced 3 yards apart edge-to-edge.

STAGE I:

6 Rounds.

Competitor draws and fires 2 rounds at center target in 5 seconds. On second signal, draws and fires 2 rounds at left target. On third signal, draws and fires 2 rounds at right target.

STAGE II:

6 Rounds.

Competitor draws and fires 2 rounds at each target in 8 seconds.

STAGE III:

12 Rounds.

Competitor draws and fires 2 rounds at each target, reloads, and fires 2 more at each target in 20 seconds.

Competitor must have 70% of possible score (168 out of 240), and pass safety observation by Officials, to progress to next level of competition.

Equipment must be inspected by Officials for safety requirement.

10.27 The Speed Event -

Targets: Speed Plates

Distance: 10 yards

- (a) The competitors shall occupy separate, 3-foot square firing areas, which shall be six-feet apart edge-to-edge. A stationary-timer stop-plate shall be positioned ten (10) yards down range of each competitor. Four knock-down plates shall be spaced three (3) feet apart edge-to-edge. All five targets shall be positioned in a fan to the left of the left-side competitor, and to the right of the right-side competitor. The targets may be placed at varying heights at the discretion of the Tournament.

The starting position shall be with each competitor standing upright, the pistol holstered, and both hands held shoulder high. The starting signal shall be an audible electronic signal preceded by the verbal commands "**READY**" and "**STAND BY.**" A maximum of twenty (20) seconds will be utilized per firing sequence.

- (b) Phase One - Qualification:

Each competitor may fire a maximum of six (6) shots at the targets, three times in the left-side position and three times in the right-side position. All targets except the stop-plate shall be knocked down to score. The total of the fastest five times out of six shall represent the competitor's score. The six fastest competitors from Phase One shall continue to Phase Two.

- (c) Phase Two - The Speed Event Finals

Each competitor may fire a maximum of six (6) shots at the targets. All targets except the stop-plate shall be knocked down to score. The fastest time shall win the sequence. The procedure shall be repeated until one competitor wins three (3) times, alternating between right and left sides each time. This shall constitute one (1) bout.

Each competitor shall complete one (1) bout with every other competitor in a round robin. The competitor winning the most bouts shall be the winner. In the event of a tie, it shall be broken by a shoot-off.

- (d) Penalties:

For any premature start, any shot fired over the designated amount, and for any plates still standing after the time is stopped:

- 1) Phase One:

A time of twenty (20) seconds shall be assigned for that sequence.

- 2) Phase Two:

The other competitor shall be declared the winner of that sequence.

10.28 The Crawford Barricade Event

Rounds: 48

Targets: NRA AP-1

Range: 10, 15, 25, and 35 yards

Procedure:

At each stage there will be a 6 foot high, 2 foot wide barricade. They will be placed in a line, one directly behind the other. Each barricade will have a 2 foot wide 3 foot long shooting box on the face side of the barricade. At the commence fire signal competitor must be standing in the shooting box with the palms of both hands centered on the face of the barricade directly in front of competitor's face, with handgun holstered. The barricade may be used as support but competitor's feet may not touch outside the shooting box until the designated number of rounds has been fired. There will be 2 targets downrange. One will be 3 feet to the left of the center line and one 3 feet to the right. (6 feet apart, edge-to-edge). The starting signal may be of an audible type or turning targets may be used, preceded by the verbal commands "**READY**" and "**STAND BY.**"

10 Yard Stage:

At the signal to commence fire, competitor fires 3 rounds at the right target, then fires 3 rounds at the left target from the matching sides of the barricade; time limit is 8 seconds. At the second signal to commence fire, competitor fires 3 rounds at the left target, then fires 3 rounds at the right target from the matching sides of the barricade; time limit is 8 seconds.

15 Yard Stage:

At the signal to commence fire, competitor fires 3 rounds at the right target, then fires 3 rounds at the left target from the matching sides of the barricade; time limit is 9 seconds. At the second signal to commence fire the competitor fires 3 rounds at the left target, then fires 3 rounds at the right target from the matching sides of the barricade; time limit is 9 seconds.

25 Yard Stage:

At the signal to commence fire, competitor fires 3 rounds at the right target, then fires 3 rounds at the left target from the matching sides of the barricade; time limit is 10 seconds. At the second signal to commence fire, competitor fires 3 rounds at the left target then fires 3 rounds at the right target from the matching sides of the barricade; time limit is 10 seconds.

35 Yard Stage:

At the signal to commence fire, competitor fires 3 rounds at the right target, then fires 3 rounds at the left target from the matching sides of the barricade; time limit is 11 seconds. At the second signal to commence fire, competitor fires 3 rounds at the left target, then fires 3 rounds at the right target from the matching sides of the barricade; time limit is 11 seconds.

Penalties:

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, and for each round fired overtime.

NOTE: To fire this match indoors the 25 yard stage is fired at 25 feet on the AP-2 target and the 35 yard stage is fired at 35 feet on the AP-2 target.

10.29 Specific Rules for Conduct of the Combat Event

Rounds: 60

Target: NRA B-18

Range: 7, 25, and 50 yards.

For each firing position there will be a barricade at 25 yards and at 50 yards. When firing left side from behind

the barricade the firearm must be held in and operated with the left hand and competitor's feet must be to the right of the left edge of the barricade and when shooting right side from behind the barricade the firearm must be held in and operated with the right hand and competitor's feet must be to the left of the right edge of the barricade.

Stage 1 - 7 Yards:

At the signal to commence fire the competitor draws and fires 12 shots from the standing position without support in eighteen seconds. The time starts with a loaded gun in the holster and includes time required for reloading.

Stage 2 - 25 Yards:

At the signal to commence fire the competitor draws and fires 6 shots from the kneeling position, 6 shots standing left side from behind the barricade, and 6 shots standing right side from behind the barricade in sixty seconds. The time starts with a loaded gun in the holster and includes all time required for reloading.

Stage 3 - 50 Yards:

At the signal to commence fire the competitor draws and fires 6 shots from the sitting position, 6 shots from the prone position, 6 shots standing left side from behind the barricade, and 6 shots standing right side from behind the barricade in two minutes. The time starts with a loaded gun in the holster and includes all time required for reloading.

Stage 4 - 25 Yards:

At the signal to commence fire the competitor draws and fires 6 shots standing in ten seconds. The time starts with a loaded gun in the holster. No barricade or other support is used, however, 2-hand hold is authorized.

Penalties:

There will be a la-point penalty for any premature start, for any round fired overtime, for each round fired over the designated amount, and for each round fired in an improper position.

NOTE: To fire this match indoors the 25 yard stages are fired at 25 feet and the 50 yard stage is fired at 50 feet on the NRA 8-24 target.

10.30 The Ambidextrous Match

Rounds: 48

Targets: 8" Round Steel or Plastic Plates.

Range: 10, 15, and 20 yards

Possible Score: 480-48X (Each plate knocked down will count as 10 points and 1 X)

Procedure:

There will be 6 target plates placed one foot apart, edge-to-edge. They will be 4 feet above ground level to the bottom edge. The starting position will be with the handgun holstered and both hands held shoulder high. The starting signal will be an audible type (whistle, horn, etc.) preceded by the verbal commands "**READY**" and "**STAND BY.**"

10 Yard Stage:

At the 1st signal to commence fire, the competitor will fire one round at each target, freestyle. At the 2nd signal to commence fire, the competitor will fire one round at each target with the strong hand only, unsupported. At the 3rd signal to commence fire, the competitor will fire one round at each target with the weak hand only, unsupported. Competitor may use the strong hand to produce and exchange the handgun for this string, but all 6 shots must be fired with the weak hand without support for the hand and arm of any kind. The time limit will be 6

seconds per string. Target must be knocked down to score.

15 Yard Stage:

Same as 10 yard, but time limit will be 7 seconds per string.

20 Yard Stage:

At the 1st signal to commence fire, the competitor will fire one round at each target, freestyle. Time limit will be 8 seconds. Competitor then repeats procedure.

Penalties:

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, and for each round fired overtime.

10.31 The Unsupported Standard Match -

Rounds: 48

Targets: NRA AP-1

Range: 10, 15,20 and 25 Yards.

Procedure:

Competitor stands facing 3 targets downrange. Tops of targets will be approximately 6 feet above ground level and 3 feet apart, edge-to-edge. The starting position will be with the handgun holstered and both hands held shoulder high. The starting signal will be an audible type (whistle, horn, etc.) or turning targets may be used, preceded by the verbal commands, "**READY**" and "**STAND BY**".

10 Yard Stage:

At the signal to commence fire, competitor fires two rounds at each target with the strong hand only, unsupported, within 6 seconds. At the second signal to commence fire, competitor fires two rounds at each target with the weak hand only, unsupported, within 6 seconds: competitor may use the strong hand to produce and exchange the handgun, but all 6 rounds must be fired with the weak hand without support for the hand or arm of any kind.

15 Yard Stage:

Same as 10 yard, but time limit will be 7 seconds per string.

20 Yard Stage:

Same as 10 yard, but time limit will be 8 seconds per string.

25 Yard Stage:

Same as 10 yard, but time limit will be 9 seconds per string.

Penalties:

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, and for each round fired overtime.

NOTE: To fire this match indoors the 20 yard stage is fired at 20 feet and the 25 yard stage is fired at 25 feet on the AP-2 target.

10.32 The Speedload Challenge Event

Rounds: 48

Targets: NRA AP-1

Range: 10, 15,25, and 50 yards.

Procedure:

Competitor stands facing 3 targets downrange. Tops of targets will be approximately 6 feet above ground level and not more than one foot apart edge-to-edge. The starting position will be with the handgun holstered and both hands held shoulder high. The starting signal will be an audible type (whistle, horn, etc.) or turning targets may be used, preceded by the verbal commands, "**READY**" and "**STAND BY**",

10 Yard Stage:

At the signal to commence fire, the competitor draws and fires 2 rounds at each target freestyle- reloads - transfers pistol to weak hand and fires 2 rounds at each target using the weak hand only. Total time is 14 seconds.

15 Yard Stage:

At the signal to commence fire, the competitor draws and fires 2 rounds at each target freestyle- reloads - and fires 2 rounds at each target using the strong hand only. Total time is 16 seconds.

25 Yard Stage:

At the signal to commence fire, the competitor draws and fires 2 rounds at each target freestyle- reloads - and fires 2 rounds at each target freestyle. Total time is 18 seconds.

50 Yard Stage:

At the signal to commence fire, the competitor draws and fires 2 rounds at each target freestyle - reloads - and fires 2 rounds at each target freestyle. Total time is 23 seconds.

Penalties:

A penalty of 10 points and 1 X will be charged for a premature start, for each procedural error, for each round fired overtime, Spare ammunition which is used for the reload must be on the competitor's person, in a magazine pouch or speedloader carrier, at the beginning of the string of fire, Spare magazines or speedloaders may be placed on the ground AFTER the start signal for a string of fire without penalty. Any rounds which are on the ground PRIOR to the start signal will be considered prohibited for the reload, A 10 point and 1 X penalty will be charged for each shot fired with the prohibited rounds.

NOTE: To fire this match indoors, the 25 yard stage is fired at 25 feet on the AP-2 target and the 50 yard stage is fired at 50 feet on the AP-2 target.