

**CLATSKANIE  
RIFLE & PISTOL CLUB, Inc.**



**ACTION PISTOL**

**RANGE CONDUCT  
& SAFETY MANUAL**

## TABLE OF CONTENTS

Foreword

Section One - Club History

Section Two - Constitution & Bylaws

Section Three - Organizational Chart

Section Four – Course Design & Theory

Section Five - Safety Regulations; Specific

Section Six - General Match Regulations

Section Seven - Equipment Regulations

Section Eight - Pistol Regulations

Section Nine - Ammunition Regulations

Section Ten - Scoring Regulations

Appendix 1- Range Inspection Checklist

Appendix 2- Range Safety Briefing

Appendix 3- Release Form

Appendix 4- Definitions

Appendix 5- Score Sheet Form

Appendix 6- Emergency Procedures

Appendix 7 – Par Time Tables and Calculations

Original Issue 5/00

1<sup>st</sup> Revision 6/00

2<sup>nd</sup> Revision 5/01

3<sup>rd</sup> Revision 6/02

4<sup>TH</sup> Revision 2/06

5th Revision 4/08

6<sup>th</sup> Revision 07/09

## FOREWORD

This document is the product of much thought and research; as such, it is a living document, and is always subject to change.

As our program grows and as new technologies and shooting styles develop, this rulebook will undergo changes to keep it up with the times.

The most important aspect of our sport is SAFETY . . . NEVER let this concept fade into the background. *No record, title or trophy is worth an accident.*

Next is FUN . . . while most of the scenarios we develop are meant to mimic a real life shooting situation, this is supposed to be the fun part.

Lastly is FRATERNITY . . . as laws and social attitudes change, gun owners need to work together in a friendly environment. The shooting sports are not just about shooting – they are also about being good sports and our way of thinking about life.

This manual was recently revised and reviewed by the Club's Rangemaster, President and Action Pistol Committee. We encourage all members to assist in the process of developing this sport to its' fullest potential by actively participating and suggesting changes and updates to this manual.

## **Section One: CLUB HISTORY**

The Clatskanie Rifle & Pistol Club was founded and incorporated as a nonprofit corporation in the State of Oregon in 1948. The club has been affiliated with the NRA continuously since its' founding. The purpose of the club is to provide a safe place for the public to practice and compete with firearms, without charge.

The club has taught Hunter Education classes since ~~such~~ classes became mandatory in 1960.

Although the club membership has been as few as ten members, it has expanded to more than 150 since it began development of its range complex on Conyers Creek Road in 1993.

The club has fielded a Smallbore rifle team in the Columbia-Willamette League every year since its incorporation.

There is an active Black Powder Shooting group during the summer months.

The club began Action Pistol matches in 1983 and continues to date.

Various Rifle matches are held each year.

These matches change as the interests of the membership dictate.

## **Section Two: CONSTITUTION & BYLAWS**

### **Constitution for the Clatskanie Rifle & Pistol Club, Inc.**

#### **I. Name and Object**

This club shall be named THE CLATSKANIE RIFLE AND PISTOL CLUB, Inc. The purpose of the Club shall be to promote the safe and ethical use of firearms for hunting, competition, and sport; to promote the proper use of our game and fish resources through education of its' members and the public; to provide a place for the above efforts and to foster good relations among sportspersons and the community at large.

#### **II. Membership**

The membership shall consist of such sportspersons as may care to associate themselves together for the purposes set forth in Article I. Membership in the National Rifle Association, while encouraged, shall not be a prerequisite to membership in the club.

#### **III. Officers**

The officers of this club shall consist of the President, Vice-president, Secretary, Treasurer, and Range Master. These officers shall be elected by ballot at the annual meeting, which shall be held as determined by the membership of the Club and allowed in the Bylaws. Officers shall serve for one year. The officers, acting as a group, shall be known as the Executive Committee.

#### **IV. Duties of Officers**

A. President – it shall be the duty of the President to call meetings of the membership of the club, preside at all regular business meetings, and have general control of and to supervise the affairs of the club.

B. Vice-president – in the absence of the President, the Vice-president shall assume and exercise all the duties of that official.

C. Secretary – shall keep minutes of all club meetings, handle any correspondence for the club and act as club historian.

D. Treasurer – shall collect all dues and other moneys due from the members or other sources; shall keep all funds belonging to the club

and be responsible for same and, upon approval, shall pay any debts the club shall incur and maintain an accurate accounting of all monies received and expended providing reports as required.

E. Range Master – shall have charge of the shooting facilities, care of the grounds, maintenance of buildings, and of the conduct of practice and tournament shooting.

## V. Meetings

A. Meeting shall be held:

i. As the members may elect at the annual meeting.

ii. Upon call of the president.

iii. At the call of any three members; when such call is presented in writing to the officers at least two weeks prior to the date requested for the meeting.

B. Regular meetings shall be held on the first Thursday of every month, or as the membership shall decide per Section V, paragraph i.

## **Bylaws of the Clatskanie Rifle & Pistol Club, Inc.**

I. Purpose - It shall be the purpose of this club to maintain a shooting range open to the public without fee, and to promote instruction of the public in the safe and ethical use of firearms for hunting, sports, and personal and public defense.

II. Membership Fees – the membership fee of the club may be changed at the annual meeting as the membership may determine. There shall be no initiation fee. Upon acceptance of the membership fee, a member will be considered to be in good standing for the remainder of the club year.

III. Quorum – for the purpose of conducting club business at regularly scheduled meetings, a quorum shall consist of at least 3 club officers and 5 % of the current membership of the club. Such a quorum must include either the President or Vice-President.

IV. Amendments – the constitution and bylaws of this Club may be amended, altered, or repealed in whole or in part by a majority vote of the membership at any duly organized meeting of the club where at

least fifty percent of the members are present, provided written notice of such change(s) have been given (or sent by mail) to all members at least ten days prior to the date of the meeting. Voting by mail and proxy voting shall be allowed.

V. Appointments – the Executive Committee shall appoint appropriate personnel from the membership to oversee the various shooting disciplines, or various committees or other groups as required. Such appointee(s) shall serve at the pleasure of the Executive Committee. It shall be the duty of such appointee(s) to keep all necessary records, hold such matches or tournaments as are needed or wanted, collect fees that are generated by such events, disburse monies as may be necessary to pay incurred debts for such events, and to turn over to the club Treasurer any excess monies and provide the Treasurer an accurate accounting of said funds.

VI. Committees – the Executive Committee shall appoint such committees as deemed necessary from time to time. Such committees shall be drawn from the club membership whenever possible. Committees shall be responsible for a specific purpose and shall report their progress to the Executive Committee or the Club membership on a regular basis.

VII. Disposition of Property a. Club assets, including real property, may be sold, rented, leased, exchanged or otherwise disposed of in the regular course of Club activities. Assets of \$1,000.00 or less in value shall not require the approval of the membership. Assets in excess of \$1,000.00 shall require an affirmative vote of the membership at any duly organized Club meeting.

b. Upon dissolution or liquidation of the Club, all assets, including real property, remaining after paying or providing for all of its debts and obligations shall be distributed to another non profit club, organization, fund, or foundation.

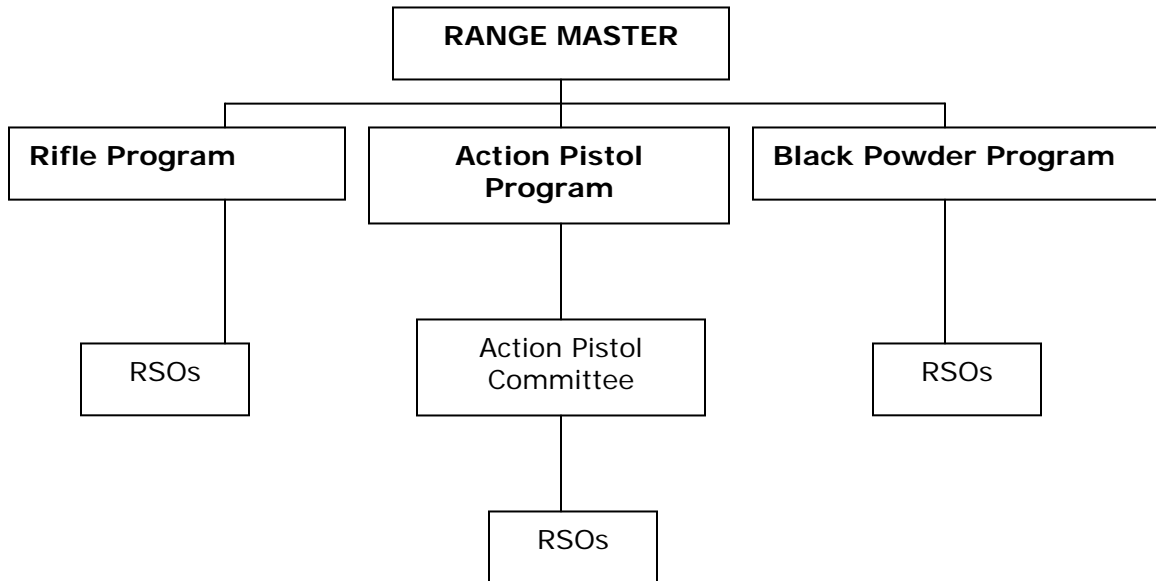
## Section Three: ORGANIZATION

### Club Officers

President  
Vice-President  
Secretary  
Treasurer  
Range Master

### Executive Committee

At least three of the officers  
including the President and/or Vice-President.



## **Section Four: COURSE DESIGN AND THEORY**

- 4.1 Our program is currently a mix of training, competition and fun stages and course design should reflect that approach. Training stages will be used to teach (or improve) basic shooting skills and/or marksmanship; "fun stages" (while not tactically sound) will be employed due to the popularity of unusual scenarios in the past and their appeal to the shooters; the competition element of the program will reside in division advancements and yearly overall shooter rankings.
- 4.2 Our sport is first and foremost a SHOOTING activity. Course designers must keep this in mind at all times. Movement is important in certain situations, and should be a logical thing for a person to do at that point in the shooting scenario. Movement must not be something thrown in to test the athletic ability of the shooter. The heavy-duty sidearm is primarily a defensive weapon and therefore our courses of fire shall be chosen accordingly - stressing realistic defensive shooting situations over other factors.
- 4.3 Realism must be kept in mind. "That could never happen" is a valid objection to a tactical (training) course of fire, but this must be balanced with the training needs of the assembled shooters, recognizing that the monthly pistol match may be their only time on a shooting range. Likewise, it is not improbable that at some time the ability to engage a target at long range (50 yards) would be necessary, but not often. Also, weak hand shooting is not a very likely requirement and should be used very sparingly in course design.
- 4.4 Remember that statistics show that the vast majority of gunfights are over before each shooter has fired THREE rounds. Simple stages with low round-count, multiple strings have proven to be more successful in training than one 25-round stage.
- 4.5 "No Shoot" or Hostage targets are useful to teach target discrimination and to avoid the "machine-gunning" syndrome, but at longer ranges (15 yards or more), are counter-productive.

- 4.6 Finally remember the old KISS principle (Keep It Simple, Stupid). You may be able to remember 14 different options and instructions under the stress of a match, but everyone else cannot. We aren't trying to beat anyone with the rules.
- 4.7 All participants at our matches are encouraged to design a course of fire or two! Who knows, in a few months you may be firing on the stage you designed!
- 4.8 Classified shooters are REQUIRED to submit designs for courses of fire as follows:
  - 1. Advanced shooters – 2 stage courses required.
  - 2. Intermediate shooters – 1 stage course required.

Courses are required prior to the July match, each year.

The Competition Committee will evaluate new courses for effectiveness prior to being used in a match and either retained for future use or discarded based on their evaluation. A copy of approved courses will be available to the Match Officials, so that they will always have a source of proven courses with which to design matches.

- 4.9 If, in the opinion of the Rangemaster and the Action Pistol Committee, the Action Pistol program encounters unforeseen technology advances, mechanical/electrical problems or a significant change in the makeup or conduct of the program they will be empowered to enact mid-year rules changes for the good of the program. These changes must be discussed with the participants at large, in advance, and any such changes provided in writing (or electronically) in the form of an addendum to this manual. These changes must be enacted by at least a 2/3rds affirmative vote of the Action Pistol Committee. If a 2/3 majority cannot be reached, the Rangemaster will be responsible for determining the program changes.

## **Section Five: SAFETY REGULATIONS SPECIFIC TO PISTOL MATCHES**

- 5.1 Pistols will not be loaded except as directed by the RSO. "Loaded" is defined as a pistol with a cartridge in the cylinder or chamber, or with a loaded magazine in place.
- 5.2 During loading, unloading and while performing remedial action the muzzle of the pistol MUST be directed downrange and the trigger finger MUST be outside the trigger guard.
- 5.3 Once a shooter has completed their firing, leaving the firing line is prohibited until the pistol is unloaded and this is verified by the RSO.
- 5.4 In the event that a pistol cannot be unloaded, the shooter will notify the RSO immediately, who will take the necessary action they think safest. In no case will the shooter leave the firing line with a loaded pistol in their possession.
- 5.5 During the match, shooters not firing will not handle their pistols except in the designated "SAFE GUN HANDLING AREA"; this is an area defined prior to the match by the Match Director and RSO(s). The required condition of pistols not actually engaged in firing is unloaded and holstered with the hammer fully down and additionally, for semi-auto pistols, with the magazine removed. No ammunition, speed loaders, snap-caps or spent casings may be handled in the Safe Gun Handling Area.
- 5.6 The shooter must begin each string of fire with their pistol in a safe condition, as specified below:
  - a. Double action revolvers must have the hammer fully down, and not in the half-cock position.
  - b. Single action semi-auto pistols must have the hammer fully cocked with the thumb safety engaged on safe.
  - c. Traditional double action semi-auto pistols must have the hammer fully down if their safety mechanism drops the hammer when actuated. However, they need not have their safety in the "safe" position if they possess a serviceable firing pin disconnecter.
  - d. Double action only semi-auto pistols must have their hammers fully down.
  - e. In the event that a double action semi-auto pistol is capable of both "cocked and locked" AND "decocked double action",

the shooter may choose the starting condition, provided the pistol possesses a functional safety system.

- f. These rules are not meant to exclude stages in which the required starting position is with an unloaded pistol or with a magazine inserted but no round in the chamber, or other imposed firearm stoppage (i.e. "stovepipe").
- 5.7 On courses of fire requiring the shooter to move between firing positions, the shooter's finger(s) must remain outside the trigger guard during movement unless actively engaged in firing.
- 5.8 When firing courses that require shooting to be done with one hand, drawing, remedial action, and reloading the pistol may be done freestyle without a penalty to score. However, care should be taken to handle the pistol safely.
- 5.9 A shooter may not pick up a dropped pistol except under the direction of an RSO.
- 5.10 An accumulation of two (2) safety violations in any single match requires automatic disqualification from that match. Safety violations will include, but are not limited to, the following:
- a. Pointing an unloaded, unholstered pistol uprange.
  - b. Dropping an unloaded pistol.
  - c. Moving on a course of fire in violation of Rule 5.7.
  - d. Any shots fired into the air.
  - e. Picking up an unloaded, dropped pistol, except at the direction of an RSO.
  - f. Any unintended discharge. This does not include rounds fired overtime in par time courses, but does include discharges while loading or clearing the pistol.
- 5.11 A shooter is automatically disqualified from the match if he commits ANY of the following:
- a. Points a loaded pistol uprange (180 degree rule).
  - b. Drops a loaded pistol.
  - c. Fires a shot in the holster or into the ground less than ten (10) feet from any person, or into any barricade--RSO's are cautioned to use discretion in this matter, especially when the shooter is firing from the prone position.
  - d. Coming to or leaving the firing line with a loaded pistol.
  - e. The consumption of alcohol or drugs before or while competing in a match.
  - f. Unsafe or incompetent gun handling.

- g. Declines to submit his pistol for a safety check (see Rule 5.18).
- h. Gross disrespect toward an RSO.

5.12 Once a shooter is disqualified under these rules, they are disqualified from that entire match in all classes and/or divisions and the shooter will receive a zero for that match. All zeros will be counted in determining the shooters final standing for the year. The shooter's match fee will not be returned.

5.13 Unsafe and incompetent gun handling during a course of fire shall result in immediate disqualification under Rule 5.11.f. RSO's may stop a shooter during a course of fire if these conditions are observed.

5.14 In the event that a shooter is disqualified from two (2) matches during any 12-month period, the Rangemaster and RSOs will suspend the shooter from competition until they submit to a Safety Review. The purpose of the Safety Review is to examine the details involved in each disqualification and help the shooter correct equipment/procedure problems. Upon successfully complying with the Rangemasters' recommendations, the shooter will be returned to active or probationary status, as determined by the Safety Review.

5.15 Standard safety rules shall be strictly enforced. In addition, any additional rules to cover unusual situations, or for a particular match, will be clearly explained to all shooters along with the penalty for violation before the match begins.

5.16 Holsters must be practical, safe, serviceable and suited to the pistol used. Holsters must be conventional right- or left-handed, and must prevent an object from entering or actuating the trigger. Any holster which requires the shooter to insert his a finger into the trigger guard to release the pistol or which requires the shooter to point the muzzle of the pistol at themselves, uprange, or towards any person during the draw is prohibited (i.e. all shoulder holsters, Galco SOB, Dillon CYA, etc.).

5.17 Holsters must be worn in such a manner as not to violate safety considerations. It shall be the responsibility of the RSO to enforce this regulation.

5.18 Pistols used shall be serviceable and safe. If any pistol is observed to be unserviceable or unsafe it shall be withdrawn at the request of the RSO. "Safety Checks" of any or all shooters pistols may be performed by the RSO at any time.

5.19 Ear and eye protection MUST be worn by everyone present at the range –whenever firing is taking place.

5.20 The minimum engagement range for steel targets is ten (10) yards.

5.21 No competitor will be allowed to participate in, or visitor allowed to observe, any sanctioned Action Pistol match without first signing a liability release and have such release witnessed and signed by a club officer, range officer or other witness duly appointed by the Match Director.

## **Section Six: GENERAL MATCH REGULATIONS**

- 6.1 There shall be no restrictions placed on the stance, position, or technique adopted by any shooter. Simulation of a shooting situation for a course of fire is not considered to be such a restriction. When firing from the prone position, the shooter's arms and pistol may be supported by the ground, or by a cover placed upon the ground, but no extensions will be allowed beyond the bottom of the pistol, and no rearrangement of the ground or ground cover for support will be allowed. This regulation is not intended to prohibit magazine pads.
- 6.2 Gloves, pads, and other protective items are considered to be articles of clothing, and may be worn at any time at the option of the shooter.
- 6.3 Shooter' box(es) will be made of material suitable for range use, including painted lines on the ground, with minimum dimensions of 2' x 2'.
- 6.4 The starting signal for a firing string is to be preceded by the verbal preparatory commands: "IF THE SHOOTER UNDERSTANDS THE COURSE OF FIRE, FACE DOWNRANGE, LOAD AND MAKE READY"; "IS THE SHOOTER READY?"; "STANDBY"; and then the start signal, in that order. If the shooter is not ready, they must so indicate to the RSO prior to "STANDBY". In order to prevent the shooter from successfully anticipating the start signal, rather than reacting to it, RSOs must randomly vary the time interval between the "STANDBY" command and the starting signal. A time interval varying randomly between one and three seconds is considered normal and reasonable.
- 6.5 The starting signal may be a voice command such as "GO", a whistle, buzzer, or other sound, or the sudden appearance of a target, but shall be uniform for all shooters firing that stage.
- 6.6 It is the responsibility of the shooter to assume the correct ready position. After the command "STANDBY", the position may not be changed before the firing signal. Any such change, including the gradual motion of the hand towards the pistol (creeping), is considered a procedural error and is to be penalized accordingly.
- 6.7 Shooters may be divided into Divisions at the option of the Competition Committee. Divisions may be made up of shooters of

similar abilities . . . i.e. Advanced Shooters – Shooters who fire 110 % or greater of Defensive Par; Intermediate Shooters – Shooters who fire from 75% to 109% of Defensive Par; Marksman Shooters - Shooters who fire less than 75% of Defensive Par, or Divisions may be made on the basis of equipment used. See Rule 10.14.

- 6.8 If shooters are divided into classes, Rule 10.14 applies. Additionally, if a shooter chooses to participate in more than one class, they will be shot in the following order: Street first, Revolver next, Action last. A shooter may fire a pistol for “no score”; but that pistol must be fired LAST. To make the match more expeditious, the Match Officials reserve the right to decline a “no score” entries due to the number of shooters involved.
- 6.9 The firing order of each stage of a match will be varied by shuffling the scorecards of advanced and intermediate division shooters between stages. However, per Club policy, Executive Board members may (at their option) “fire through” any stage or match.
- 6.10 Shooters are required to come to the line ready to shoot. Under normal circumstances, this means with all ammunition and magazines ready for that stage and the unloaded pistol to be used in that stage already in the holster. If a shooter is shooting multiple score cards in a match, he/she must go to the safe gun handling area and change pistols before coming to the line. The purpose of this rule is to expedite the match by prohibiting a shooter from bringing a pistol case, gun rug, or gun bag to the firing line and then having to take time to make his gear ready. This rule does not prohibit the shooter from having a second (or more) pistol in your possession for another class or as a spare. The second (or more) pistol CAN be in a bag, case, box or holster, but not loose. The ONLY places a pistol can be out of a holster, bag, case, or box is in the Safe Gun Handling Area, or on the firing line, in which case it starts in the holster.
- 6.11 It is recognized that shooters are required to participate in range duties during the course of the match, i.e. brass pickup, target taping, etc. In the event that a shooter who is physically able to perform these duties declines, or is not on deck in adequate time for staging (other required range duties notwithstanding), the shooter may be assessed a procedural penalty by the RSO, Match Director or Range Master.

- 6.12 Any shooter displaying behavior that, in the opinion of RSO, Match Officials, or the Range Master, typifies unsportsmanlike conduct or risks bringing the sport or event into ill repute may be disqualified from the match.
- 6.13 Any shooter that withdraws from a match for valid medical reasons will not be considered a DNF; their scores will be purged from the match and their fee refunded if 50 % or less of the match was completed.
- 6.14 Any shooter who withdraws from the match for valid equipment reasons (malfunctioning equipment except for sights) will not be considered a DNF *provided* they do not reject an opportunity to continue with loaned equipment. If the shooter rejects the loan of similar equipment, they will receive a zero for that match. All zeros will be counted in determining the shooters final standing for the year. In any event, the match fee will not be returned. The RSOs and Match Director will jointly determine the suitability of loaned equipment.
- 6.15 Stages and Matches will be designed so that shooters with disabilities, and/or limited physical motion shall not be precluded. Such shooters may not be eligible for trophies, and must be safe and competent during all phases of the match. Additionally, shooters with such limits or disabilities may use equipment, positions, or techniques that would not normally be considered legal under these rules, as long as they are safe and do not give the shooter a significant competitive advantage.
- 6.16 Whenever possible, there will be at least two (2) Range Officers on the firing line for each shooter. The primary RO will be responsible for safety, starting/stopping the course of fire, stage procedure (other than use of cover), and operation of the timer. The secondary RO will be responsible for safety, use of cover, and may enforce shooter compliance with stage procedure if necessary. If two (2) Range Officers are not available, the use of cover will not be enforced.
- 6.17 The Action Pistol Competition Committee is the body responsible for overseeing the conduct of the Action Pistol Program. The Committee is appointed by the CRPC Executive Board and reports to the Rangemaster. The Committee acts as the arbitrating body for all Action Pistol matches. The Committee shall consist of not less than three active members who represent a cross-section of

the shooting experience of the program. Committee members will serve for a term of not less than one competition year.

The committee is responsible for providing Score Sheets, Release Forms, Targets, and for deciding courses of fire from the approved group for each match.

## Section Seven: EQUIPMENT REGULATIONS

- 7.1 Optical/laser sights, muzzle brakes, compensators, or suppressors shall not be banned. However, if used they must remain on the pistol throughout the entire contest if the shooter desires to use them at all.
- 7.2 In Street Class, extension magazines for auto pistols are permitted on reload, but may not be carried in the pistol beginning any stage or string of fire in the ready position. Extension magazines are defined as those which hold more than the standard number of rounds and extend below the butt of the pistol, except that this definition is not intended to exclude magazine base pads, or to eliminate any pistol whose standard length manufacturer-supplied magazine (or equivalent) extends slightly below the pistol butt. This rule is also not meant to exclude the use of a higher-capacity magazine that is factory-supplied with the pistol (as a standard accessory delivered at time of original purchase).
- 7.3 The holster will be worn in the same position during all stages of the match. If the holster is provided with a retention device, then the retention device must be used throughout all stages of the match. Holsters must hold the pistol safely.
- 7.4 No contest shall require the use of a particular type of holster, nor shall any holster type that is permitted in any contest be barred from any other contest (with the exception of the Action Class holster rule). However, in contests requiring a draw from a concealed condition, the degree of concealment may be specified and ruled upon by Match Officials. In the event that an individual has a physical profile or challenge that precludes the use of a standard belt-worn holster, an "Action Class" holster or "drop plate" holster may be used. Such exceptions will be granted on a case-by-case basis and will not be used to provide the shooter with a competitive advantage.
- 7.5 In Street Class, all shooters must wear their holster on a belt or belt system (i.e. Velcro double-belt) that is laced through the pants belt loops and in such a manner as to place their pistol behind the point of the hip. For clarity, this is construed as the entire pistol, when inserted in the holster, will be behind the point of the shooter's hip. Optionally a "fanny pack" style holster is permitted, worn on either the shooter's side or front, provided that (in the

opinion of the RSOs) the course of fire can be safely conducted with such equipment by modifying the start position of the shooter to ensure a safe muzzle direction. This modified starting position may not give the shooter a clearly competitive advantage.

- 7.6 Any Street Class stage in which the start position requires the pistol to be holstered *will be a concealed carry stage* subject to the degree of concealment defined in Rule 7.4. This rule does not apply to a shooter who chooses to wear military or law enforcement gear, but if such equipment is worn, a complete set (belt, holster, mag pouches) will be used.
- 7.7 Match Officials are required to prohibit the unsafe use of any holster by any shooter. Therefore, in choosing a holster and the position in which it will be worn, a shooter should give due regard to the safety regulations in this section and in section 5 in order to insure that his choices are safely consistent with his personal shooting style and stance.
- 7.8 In Street Class, spare ammunition must be carried in a manner suitable for continuous concealed wear and must be positioned so that all magazine(s) are behind the point of the shooter's hip. This more accurately mimics concealed carry and prohibits magazine pouches carried up front.
- 7.9 No match will be restricted to any one type of pistol, and the same conditions of time, distance, and scoring shall apply to all pistol types. This section shall also not be construed to limit nor prohibit the ability to hold "concealed carry only" matches where Action Class gear is prohibited.
- 7.10 There shall be no weight or overall size restrictions on pistols, except in a back-up gun shoot, or in the interest of safety.
- 7.11 The same pistol, holster, and ammunition will be used to fire all stages of the match. Should a pistol become unserviceable, it may be exchanged for another with the Match Official's approval. Such exchanged pistol shall not give the shooter a competitive advantage that they did not have with the original pistol, with the exception of barrel length. The fact that the sights are misaligned does not constitute unserviceability.

## **Section Eight: PISTOL REGULATIONS**

- 8.1 Pistols used in competition shall be serviceable and safe. If any pistol is observed to be unserviceable or unsafe, it shall immediately be withdrawn at the request of Match Officials.
- 8.2 In any single match, the shooter must use the same pistol and sights in all stages of the contest; except that a shooter may use another pistol if their initial pistol becomes unserviceable during the contest (see Rule 7.10).
- 8.3 All types of pistols will compete together. No contest will be restricted to any one type of pistol, and the same conditions of time, distance, and scoring shall apply to all pistol types equally,
- 8.4 In the event a special shoot is held, requiring unusual equipment (i.e.; a hideout gun shoot), the club shall advertise the fact in advance (at the prior month's match, in the club's newsletter, etc.) to all prospective shooters, and in addition shall have available said unusual pistols, ammunition, and holsters for the use of shooters who do not own a pistol that meets the requirements.
- 8.5 There shall be no restrictions on the overall weight of trigger pull within the limits of safety. Release triggers are prohibited.
- 8.6 There shall be no restrictions on sights, sight radius, or length of barrel.
- 8.7 A shooter shall not be permitted to wear or use more than one pistol in a match, except as provided in Rule 8.4. The intent of this rule is to limit the number of pistols a shooter wears to the firing line at any one time to ONE, with the exception noted (Backup/Hideout Gun Match). This rule does not prohibit a shooter from participating in multiple classes (i.e., Street and Revolver). Each class the shooter competes in is considered separately for scoring purposes.
- 8.8 The pistol must be carried in the same position throughout the entire match.

## Section Nine: AMMUNITION REGULATIONS

- 9.1 Cartridges or ammunition which may cause damage to range equipment are prohibited. Metal piercing, incendiary, or military tracer ammunition is prohibited at all matches, although some commercially available tracer ammunition may be allowed by permission.
- 9.2 Any ammunition deemed unsafe by Match Officials will be immediately withdrawn from use.

**Table 9.1 - Power Factor**

Bullet wt. in grains	Power Factor	
	Minor	Major
95	1158	1526
100	1100	1450
115	957	1261
123	894	1179
125	880	1160
130	846	1115
135	815	1074
140	786	1036
145	759	1000
147	748	986
160	688	906
165	667	879
170	647	853
180	611	806
185	595	784
190	579	763
195	564	744
200	550	725
210	524	690
220	500	659
230	478	630
240	458	604
250	440	580

Note: Minor = 110, Major = 145

## Section Ten: SCORING REGULATIONS

- 10.1 Targets will NORMALLY be arranged so that at least 50 % of the body, 50 % of the head, and some portion of the shoulder is visible from the shooting position. The visible portion of the target shall be of one undivided section rather than two or more sections.
- 10.2 Normally, targets will not be stapled one atop another. Each target will have its own stand. Targets arranged this way allow the shooter to move laterally to gain an improved shot angle. On occasion, however, *a specific stage or string of fire may require targets to share stands, or be affixed atop one another to simulate a certain situation.*
- 10.3 On cardboard targets, only FULL bullet holes are counted for score. Any bullet hole that CUTS a scoring line is counted at the higher score.
- 10.4 When shooting at reactive targets requiring use of cover, a shooter is required to neutralize targets as they appear (or other tactical engagement order, as briefed) before moving on to additional targets. If, however, the stage description allows the shooter to neutralize "in any order" targets must be engaged as they appear but neutralized at the choice of the shooter.
- 10.5 All bullet holes, including skid or grease marks, are counted as hits on hostage targets and will be assessed as penalties. Hostage targets shall clearly marked with a large letter "H" in the center of the target, except in the case where a cover (i.e., T-shirt) is used for realism; *in this event a visual distinction of some sort will be used to differentiate hostage targets from targets to be shot for score.*
- 10.6 No hits will be scored on distracter targets, and no penalties will be assessed for hits on distracter targets, although the shooter will accumulate the time spent making those hits.
- 10.7 A Shoot-thru that results in a hit on a penalty target, barricade or other range device will always incur a penalty, if one is indicated in the match or stage briefing, regardless of the order in which it was struck.
- 10.8 No stage of a match should require more than 24 rounds of ammunition.

10.9 In scoring individual stages of a match, there are at least five (5) systems of scoring in use, each of which have merits:

- a. Par Time Scoring – A maximum time plus a 3/10-second grace period to complete a stage of fire is assigned. If the shooter completes the stage in a time less than or equal to the par time, he receives his point score on the target(s), minus any penalties received.
- b. Modified Comstock – The score the shooter makes on the target(s) minus any penalties, is divided by the time it takes the shooter to complete the stage.
- c. Virginia Count – Is the same as Comstock except the number of rounds the shooter may fire at any given target is specified in advance.
- d. Neutralization – The W-B target was designed for this type of scoring. The target is neutralized by at least two (2) hits anywhere on the target totaling at least 7 points.
- e. Palladin - The target is neutralized by one (1) hit in a 5-zone, or two (2) hits anywhere on the target totaling at least 7 points.

If all targets are neutralized, the shooter's time is their score. If there was a non-neutralized target(s) or a procedural penalty, a time penalty is added to the shooter's time to arrive at their total score. THIS IS OUR PREFERRED SCORING SYSTEM AND ALL COURSES OF FIRE THAT CAN, SHOULD BE MODIFIED TO THIS SCORING SYSTEM. IF ANOTHER SCORING SYSTEM IS USED, IT MUST BE COMPATABLE WITH OUR DEFENSIVE PAR.

10.10 If a shooter fires after the signal to cease firing plus a 3/10-second grace period on a par time course, they shall lose the maximum potential value of one hit for each shot fired overtime, to be subtracted from their total score. However, the shooter's score may not be a negative number as a result of the penalties. In other words, the shooter's score may go no lower than zero.

10.11 On a par time course, no bonus hits may be awarded without at least the required number of hits on each regular target.

10.12 When procedural penalties are assessed, shooters shall receive a penalty for each shot fired in violation of the procedure.

- 10.13 If a shooter starts before the firing signal, they shall forfeit the exchange in a man-against-man contest, or they shall lose the maximum potential value of one hit in other contests, however, their score cannot go below zero for that contest.
- 10.14 Shooters that fire a shot (or shots) while in violation of the constraints of a fault line, charge line, or shooter's box; or that fire shots from any position or stance contrary to the stage description shall be assessed a procedural penalty for each shot fired until they correct the violation, including the proper use of cover or concealment.
- 10.15 Shooters that fail to perform any task that is required by the stage description shall be assessed a procedural penalty for each shot fired until they perform the required task, including the use of cover, or concealment.
- 10.16 A shooter shall not receive any score for shots fired against the wrong target.
- 10.17 In the event of failure of match equipment, the shooter may elect to reshoot the stage, but will not be allowed to check their score before making the decision.
- 10.18 Targets should not accumulate more than twelve (12) hits before being scored and taped.
- 10.19 Shooters firing "no score" or "fun" scorecards may be exempt from some stage or match procedures, and these will be identified in the stage description.
- 10.20 It shall be the responsibility of each shooter to keep account of their score along with the scorekeeper. If there is an error in the scorekeeper's final tally, it shall be the responsibility of the shooter to protest the final results.
- 10.21 If shooters are divided into classes, they shall shoot the exact same courses of fire, be scored exactly alike, abide by all rules alike, but shall have their final standing in the match computed only against other contestants in their class, except if Defensive Par (DP) scoring is used, all shooter's will be scored against the DP score.
- 10.22 Competition Classes:

We divide competition CLASSES by the equipment the shooter uses; the three (3) classes in effect are:

1. Action Class – Semi - auto pistol with one or more of the following: barrel porting or compensator, optical sights, or an Action Class holster.
2. Revolver Class – All revolvers regardless of sights, porting, or holster.
3. Street Class – All other semi-auto pistols with equipment not specifically included in Action Class guidelines. Optionally, a shooter may elect to use a revolver in Street Class providing they comply with all existing equipment rules that apply to semi-autos, including holster type and position.

In addition, shooters are placed into DIVISIONS by the Competition Committee according to their abilities:

1. Advanced Division – Shooters who averaged 110% or more of Defensive Par the previous year.
2. Intermediate Division – Shooters who averaged from 75% to 109% of Defensive Par the previous year.
3. Marksman Division – the remaining shooters who qualified the previous year and all new shooters until they complete six (6) matches for qualification.

#### 10.23 Scoring of overall match finish:

The Club uses a system of scoring called DEFENSIVE PAR. The idea behind Defensive Par is to measure each shooter's performance against an objective standard. The Club feels this is a fair way to measure each shooter's performance.

Appendix 7 contains the standard par times for a variety of skills.

10.24 Year End Standings. Each stage stands alone for yearly standings. A minimum of 24 stages are required to qualify for an award. Each and every stage will count until 36 stages have been fired. Once a shooter has fired 36 stages, their 4 worst stages will be dropped; once a shooter completes 44 stages, their 8 worst stages will be dropped; and once a shooter completes all 48 stages their 12 worst stages will be dropped.

Once all the shooter's stages have been either counted or dropped, the scores for all stages are added together and divided by the number of stages counted in order to achieve an average stage percentage of par. BUT SEE RULE 5.12 & 6.12 (DQ/DNF).

## **Appendix 1: RANGE INSPECTION CHECKLIST**

The RSO is responsible for range safety. As part of his duties he must inspect the range and range equipment prior to a match. Any safety hazards must be corrected, the range equipment repaired as necessary to make the range functional and safe prior to the match. This does NOT mean that the RSO is solely responsible for correcting any discrepancies found. On the contrary - he will enlist the help of the shooters in preparing the range for the match, and the shooters are obliged to assist RSOs in range/match preparation.

Following are a list of things to check prior to the match:

1. Make sure you have appropriate stage descriptions, match score sheets and liability releases.
2. Police the shooting area to remove trash, old brass and water to allow the shooters to find their brass.
3. Inspect target backers at 15-50 yards if they are to be used; replace backer board(s) if necessary.
4. Define/mark off Safe Gun Handling Area.
5. Open the Range Duty box for access to extra eye/ear protection.
6. Get First Aid kit(s) out of equipment shed.
6. Set up the shoot stages that the Competition Committee has chosen:
  - a. Select the best target bases and target holders.
  - b. Sort out any that are beyond use and place them out for repair/replacement.
  - c. Finish marking/mounting any cardboard target blanks needed for the match.
  - d. Distribute targets to each stage; make sure there is target tape available.
  - e. Set up and calibrate steel (popper) targets.
7. Check the timer(s) to be used are working properly. Have spare batteries available.
8. Make sure everyone signs a liability release before the match starts.

## **Appendix 2: RANGE SAFETY BRIEFING**

Just prior to the start of the match, a SAFETY BRIEFING will be held. This briefing will consist of (as a minimum) the following:

-Purpose of the event: This is the monthly CR&PC Action Pistol Match. At this match the skill (or technique) we are trying to reinforce is \_\_\_\_\_.

-Range layout and limits: Firing area; Target and Impact area; Safe Gun Handling Area.

-Range Safety Rules: This is a COLD RANGE - that means no ammunition or magazines in the pistol; Cannot handle your pistol outside the Safe Gun Handling Area, it must stay in the holster; Safe Gun Handling Area (tell shooters where area is located/identified) is the only place you can handle your pistol, change pistols, practice your draw, work on pistol, etc., but you MAY NOT handle live ammo, magazines, speedloaders, "snap caps", fired cases, etc. in the Safe Gun Handling Area. Outside the Safe Gun Handling Area you may load magazines and speedloaders, but not the pistol. The only time they come together is at the firing line under the direct control of the Range Safety Officer.

We have TWO types of Safety Penalties: Safety Warnings and Disqualification (DQ).

A SAFETY WARNING will be given for the following:

- Pointing an unloaded, unholstered pistol uprange.
- Dropping an unloaded pistol.
- Picking up a dropped pistol, except under the supervision of a Range Officer.
- Movement during a course of fire with the finger inside the triggerguard.
- Any shot(s) fired into the air.
- Any unintentional discharge.

A DISQUALIFICATION (DQ) will be given for the following:

- Pointing a loaded pistol uprange (180 rule).
- Dropping a loaded pistol.
- Any shot in the holster, or shot into the ground within 10 feet of the contestant, Range Officer, or any observer.
- Coming to, or leaving the firing line with a loaded pistol.
- Unsafe or incompetent gunhandling.

Consumption of alcohol or drugs before or while competing in a match.

Gross disrespect of (or arguing with) the RSO.

-Firing Line Commands: We use the commands: "IF THE SHOOTER UNDERSTANDS THE COURSE OF FIRE, FACE DOWNRANGE, LOAD AND MAKE READY"; "IS THE SHOOTER READY?"; "STANDBY"; then the "GO" signal. At the end of the string of fire, the commands are: "IF THE SHOOTER HAS FINISHED, UNLOAD AND SHOW CLEAR" then "SLIDE DOWN", then "HAMMER DOWN", then "HOLSTER" and finally "THE RANGE IS SAFE". Explain that ANYONE may call a "CEASE FIRE" or "STOP" if they observe an unsafe condition.

-Emergency Procedures: The RSO is in charge and will direct all personnel in the event of an emergency. He will follow the Range Safety Manual Emergency Procedures.

Find out if anyone present has:

1. Current First Aid and CPR certification.
2. A cell phone.

## Appendix 3: RELEASE FORM

### THIS IS A RELEASE READ CAREFULLY BEFORE SIGNING

I, \_\_\_\_\_ (your name), in consideration of being allowed to shoot and/or participate (including participation as a spectator) at the property and events of the Clatskanie Rifle & Pistol Club, Inc., do hereby, for myself and my successors, heirs and assigns, agree to release, indemnify, defend and hold harmless the Clatskanie Rifle & Pistol Club, its officers and members, employees, agents and contractors, successors and assigns ("Indemnitees") from any and all claims, suits, actions, liabilities, damage, loss, cost or expense, including but not limited to attorneys fees, at trial or on appeal, that Indemnitees may sustain or incur on account of any or all of the following arising out of or in any way related to use of said Property or participation in said events or as a result of any omissions or errors or other negligent, reckless, or intentionally wrongful acts, in whole or in part, by me, my spouse (if applicable), minor children (if acting *in loco parentis*) and any invitees, INCLUDING THOSE CAUSED WHOLLY OR IN PART BY NEGLIGENCE ON THE PART OF THOSE RELEASED: (1) any damage or destruction of the real property or adjoining properties of an Indemnitee; (2) any damage or destruction of any property belonging to any other person, entity or corporation; and (3) injury or death of any person or persons.

**I am aware that shooting ranges, competitive shooting events and course participation and activities have inherent dangers and I hereby accept and assume that risk** for myself and any minor children for which I am parent, guardian, or am acting *in loco parentis* (in place of the parent).

In witness whereof, I have read this document, understood and signed.

## Appendix 4: DEFINITIONS

**Accidental Discharge:** (see Unintended Discharge)

**Action Class:** The Division in which firearms possessing optical sights, or compensators/suppressers are placed, or if the competitor is utilizing a holster that does not meet the criteria of Street Class.

**Advance:** To move forward during a string, stage, or course of fire.

**Advanced Division:** Division in which shooters are placed that average 110% or better on the Defensive par system of scoring.

**American Popper:** Smaller-sized version of the steel reactive Pepper Popper target, approximately 28" tall and 8" maximum width at the body.

**Barricade:** Fixed device used to artificially simulate cover and/or concealment.

**Behind:** Up range and within the lateral limits of a specified area.

**Bodyguard Position:** Start Position in which the shooter's hands are crossed in front of the body, near the belt buckle, strong hand underneath the weak hand.

**"Cease Fire" Command:** Range command that means stop firing IMMEDIATELY and await further commands.

**Class:** Separations based on firearm and/or equipment used.

**Charge:** (see Advance)

**Charge Line:** A physical ground reference that delineates the forward most position to which a shooter may advance.

**Compensator:** A device that limits muzzle rise or jump, usually by diverting gas.

**Competitive Advantage (significant):** The use of equipment or procedures by a shooter to gain an advantage over another competitor of (presumably) similar skill and equipment in an unfair or unsportsman-like manner; see *Gaming*. This definition should not be construed to include technical advances in firearms and equipment design or caliber/power factor.

**Concealed:** Completely hidden from the view of hostile targets, or having the holstered pistol, holster, and spare magazines hidden from view by a covering garment.

**Concealment:** That which hides the shooter from hostile observation but offers no protection from hostile fire, or the covering outer garment that hides the holstered pistol, holster, and spare magazines from hostile view.

**Concealment (proper use of):** The use of concealment is accomplished when a shooter uses any method to minimize the chances a hostile will be able to view or engage them. Examples of concealment are: kneeling instead of standing; turning sideways to a target to conceal a draw; moving behind objects that represent a vision barrier but are not considered "cover".

**Cover:** Anything that protects the shooter from hostile gunfire.

**Cover (proper use of):** Using cover is defined as reducing the shooters exposure to hostile targets/fire at 50% or below of their body while engaging threat targets, during reloading, or remedial action. This includes neutralizing targets as they appear (or other order of threat), before engaging or neutralizing additional targets. There are 2 types of cover:

**Low Cover:** Using low cover is defined as having at least one knee on the ground and placing the body behind the covering object.

**Vertical Cover:** Using vertical cover is defined as: 100% of the shooters legs and feet being behind the cover (not visible from the hostile target), and only the shooter's upper body being visible to the threat target during engagement. The shooter should not be visible to any additional threat targets.

**Creeping:** The gradual motion of the hands toward the pistol, or the body shifting into a firing position following the "Standby" command, but prior to the "Start" command.

**Defensive Par:** The CRPC scoring system that grades individual shooters against a theoretical "par" time and/or point score based on experience.

**Did Not Finish (DNF):** A designation made in match results statistics for a shooter that did not finish all the stages in a match due to a reason other than a DQ (Disqualification).

**Disappearing Target:** A moving target that is activated during a string of fire that, at the end of its movement, is no longer visible to the shooter.

**Distracter Target:** A target that is designated as a "no shoot" but that is not a "hostage" and does not incur penalties when inadvertently hit.

**Disqualification (DQ):** A stand-down imposed on a shooter for a safety, or other serious concern by match officials, as defined in the mandatory pre-match Safety Briefing; a shooter receiving a DQ will not be allowed to finish any remaining strings/stages/courses of fire in that match.

**Division:** The separation of shooters based on their individual skill level.

**Dominant Eye:** The eye with which the shooter normally uses to align the sights of the firearm.

**Double Feed:** A stoppage in the cycle of function that is characterized by the slide attempting to feed two (or more) cartridges into the chamber at the same time.

**Double Tap:** The rapid firing of a pair of shots on the same target fired without the benefit of separate sight pictures.

**Down Range:** The area in which the targets are placed; the impact area forward of the firing line.

**Draw:** The physical act of releasing the pistol from a holster.

**Dry Fire:** The pulling of the trigger in a firearm that is devoid of ammunition.

**Extension Magazines:** Magazines that are longer than normal length, or have a greater than normal ammunition capacity.

**“Face Down Range” Command:** Command given to the shooter to place their attention and feet squarely toward the impact area.

**False Start:** Beginning a course of fire prior to the “start” signal.

**Fault Line:** A physical reference that establishes what a shooter is allowed and not allowed to cross; as defined by touching the ground or other object with any part of their body beyond the reference without incurring penalties.

**“Finger” (Command):** The warning given to a shooter to alert them to remove their finger from inside the trigger guard.

**Firing Line:** Physical location (usually on the ground) that delineates the impact area from the rest of the range.

**Freestyle:** Shooter’s option to perform the function or task with either hand, or two hands, at their option without penalty.

**Freestyle Position:** Shooter’s option to assume any firing stance not contradicting the stage description or safety.

**Fun match:** A match shot by a competitor that utilizes relaxed rules for procedural penalties and scoring; Fun match scores are not eligible for entry into Trophy races or shooter classification databases.

**Gaming:** A conscious act committed by a shooter to circumvent the intent of the string/stage/course of fire design in an effort to gain a significant competitive advantage.

**“Go” Command** (see Start Command)

**“Hammer Down” Command:** Command given to the shooter to point the firearm downrange and to dry fire. Shooters are not allowed to lower the hammer by engaging a safety, or to “ride” the hammer down by hand. This command is to discharge any ammunition left in the chamber before holstering the firearm.

**Hands At Sides Position:** Start Position in which the shooter’s hands are hanging loosely and naturally at their sides, generally along the seams of their trousers. Elbows are not cocked, and shoulders are not “rolled” forward.

**Hard Cover:** Term used to artificially designate certain portions of non-reactive targets as areas in which hits are not scored. Hard-cover must always be visible from the firing position.

**High Ready:** Starting position in which the shooter is holding the pistol in a firing grip, eyes on the target and with the pistol in peripheral view. However, the shooter is NOT aiming the pistol at the target.

**Hit Factor:** Term used to describe the product of dividing a numerical score by the time required to achieve the score. Essentially, points per second.

**“Holster” Command:** Command given to the shooter to complete a course of fire by placing the pistol back into the holster.

**Holster (legal):** A holster that attaches to the shooters belt, covers the trigger/triggerguard, is designed for continuous wear, does not require the shooter to sweep themselves (or others) when drawing and re-holstering, and is safe and serviceable.

**Holstered:** Pistol securely fastened in a legal holster.

**Hostage Target:** A “no shoot” target that, when hit by gunfire, will always result in a penalty.

**Intermediate Division:** Division in which shooters are placed that average between 75% and 109% on the Defensive par system of scoring.

**Jam:** (see Stoppage)

**Kneeling Position:** A shooting position that is characterized by the shooter placing at least one knee on the ground. There are two main variants: High (one knee touching the ground) and Low (both knees touching the ground).

**Limit of Advance:** (see Charge Line)

**Limit of Retreat:** A physical ground reference that delineates the rearward most position a shooter may retreat to.

**“Load” Command:** Command given to the shooter to place a loaded magazine into a pistol and work the action to place a live round in the chamber, or place ammunition in the cylinder of a revolver.

**Loaded Firearm:** A firearm that has dummy or live ammo in the chamber, cylinder, or a loaded magazine in the magazine well.

**Low Ready:** Starting position in which the shooter is holding the pistol in a firing grip, eyes on the target and with the pistol below their peripheral view. Generally this is at 45 degrees or less to the target.

**Magazine Pouch:** A device designed to hold spare ammunition magazines securely and for extended durations.

**“Make Ready” Command:** Command given following the “Load” command that instructs the shooter to make themselves ready to complete the course of fire.

**Malfunction:** An interruption in the cycle of function of a firearm caused by a broken or unserviceable part. Not a stoppage or “jam”.

**Mandatory Reload:** The act incumbent upon the shooter during a course of fire that requires the shooter to recharge the firearm with fresh ammunition.

**Marksman Division:** Division in which shooters are placed that average less than 75% on the Defensive par system of scoring.

**Match:** The combination of stages or courses of fire that a shooter completes.

**Match Director:** The range official with primary responsibility for match conduct, including stage design, logistics, briefings, officiating and statistics.

**Movement:** The physical act of taking more than one step in any direction or of changing position or stance.

**Moving Target:** A target that is not stationary.

**“Muzzle” command:** The command given to a shooter to alert them to maintain muzzle control and point the firearm in a safe direction. RSOs are required to physically push the firearm in safe direction if the shooter does not immediately comply.

**Neutralization – Non-Reactive Target:** Two (2) scoreable hits that total greater than 6 points on a target.

**Neutralization – Reactive Target:** A target that fully reacts as designed, disappears from view, or has less than 20% of its starting profile visible due to gunfire.

**Non-Dominate Eye:** The eye not normally used to align the sights.

**Non-Neutral Target:** Targets that do not meet the criteria of a neutralized target.

**No Shoot Target:** Targets that are not designated to be fired upon. Penalties may or may not be assessed for hits on No Shoot targets. (see Hostage and Distracter Targets).

**Offhand Position:** A shooting position that is characterized by the shooter having both feet on the ground and standing upright. There are 2 main variants: Isosceles and Weaver.

**One Hundred Eighty Degree (180) Rule:** Pointing the firearm uprange. There is an assumed plane 180 degrees perpendicular to the front edges of the shooter’s shoulders that delineate uprange from downrange in any shooting situation. Failure to keep the firearm pointed forward of this plane is defined as breaking the “180 degree rule”.

**Optics:** Any device for sighting that uses lenses, prisms, or mirrors used in lieu of iron sights, excluding laser target designators.

**Order of Threat Target(s):** A method of target engagement that assigns lethality to each of the hostile targets. If all targets are visible, this is nearest target to farthest target. If targets are hidden, they are engaged as they become visible. If all targets are visible and are at the same distance, targets that have more lethal weapons are engaged first.

**Pepper Popper:** A steel reactive target that simulates the human form, approximately 42" tall and 12" maximum width at the body.

**Point of the Hip:** The physical location on the body that delineates the foremost limit for the firearm, holster, and magazine pouches in Street Class; the anterior portion of the *iliac crest*.

**Praying Position:** Start Position in which the shooter's hands are pressed together in front of their chin, palms together.

**Procedural Penalty:** A time or point addition given to the shooter for violating a stage procedure as briefed.

**Prone Position:** A shooting position that is characterized by the shooter laying face down on the ground with at least one elbow touching the ground. There are 3 main variants: Olympic, Military, and Rollover.

**Range Safety Officer (RSO):** The Range Safety Officer (RSO) supervises shooting activities as prescribed by the range Standard Operation Procedures (SOPs) and match guidelines; a match official with a primary duty of compliance with safety rules, and a secondary responsibility as an official for a competitive event.

**Reactive Target:** A target that is design to show some type of movement when successfully engaged by gunfire.

**Reload:** The physical act of recharging the firearm with fresh ammunition. There are two types of reloads – Speed Reloads and Tactical Reloads.

**Reload Under the Clock:** Counting as part of the score the time required to recharge the firearm with ammunition during a string of fire.

**Remedial Action:** The clearing of any stoppage of the cycle of function, or fixing a malfunction of a firearm.

**Retreat:** The opposite of Advance; to move away from the forward limit.

**Revolver:** A pistol which holds ammunition in multiple chambers of a revolving cylinder; may be single-action or double-action.

**Revolver Class:** The Division in which firearms meeting the criteria of a revolver are placed for competitive purposes.

**Safe:** The state of a loaded, or unloaded, pistol as defined within the stage description or procedure.

**Safety Briefing:** A briefing, given by The Match Director or a Range Safety Officer before the start of the shooting activities at a match; includes (but not limited to) range layout and limits, range safety rules, definitions of Safety Warnings and Disqualifications, firing line commands and emergency procedures.

**Safety Penalty:** A penalty assessed by a Match Director or RSO; either a Safety Warning or DQ (see definitions). Safety Penalties are not Procedural Penalties.

**Safety Warning:** A formal warning by a Range Safety Officer that a shooter has performed a specific act contrary to safe gun-handling behavior at any time during a match.

**Safe Gun Handling Area:** The area or location designated by the Range Officers in which the firearm may safely be handled, but within which ammunition, snap-caps, speed-loaders, fired cases and magazines may not be handled.

**Sanctioned Match:** A shooting event or contest held on Club property, with a course or courses of fire supervised by Club RSOs and/or Match Directors, and approved by the Rangemaster.

**Serviceable:** Safe and usable for the intended purpose as designed.

**Shoot-thru:** A bullet hole in a target, barricade or other range device (either scoreable or penalty) caused by the shooter's bullet first passing through another target, barricade or device. A Shoot-thru is typically by shooter error and is not counted as a hit on a target for score if a non-scoring (or penalty target, barricade, or range device) was struck first.

**Shooter's Box:** An area designed to contain the shooter for any stage, string, or portion thereof.

**Shooter's Box "In":** Physically contained inside the confines of the shooting box, both feet firmly planted on the ground.

**Shooter's Box "Out":** Any position or stance not meeting the definition of "Shooter's Box In".

**"Show Clear" Command:** The command given to the shooter to place their firearm in a position, with the muzzle pointed in a safe direction, which allows the Range Safety Officer to visually (or manually) confirm that the chamber is clear and the cylinder is empty and/or the magazine has been removed.

**Sitting Position:** A shooting position that is characterized by the shooter's buttocks being placed on the ground or other object as briefed. There are three main variants: Open Leg, Crossed Leg, and Creedmoor.

**Slicing the Pie:** A method of using cover that affords the shooter maximum protection while minimizing exposure to threat observation or fire. It is typically characterized by slowly moving out from behind cover and engaging threats as they appear without exposing themselves to other threats.

**Speed Reload:** Recharging the firearm with ammunition without retaining the magazine, unfired ammunition, or spent cases (in the case of a revolver).

**Stage Description:** A written plan for a course or sting of fire that defines target placement, procedures, scoring and penalties; used by RSOs/Match Directors for setup, and briefing of all competitors.

**“Standby” Command:** Command given to the shooter to freeze in the correct start position prior to the “start” signal.

**Standing Position:** (see Offhand Position)

**Stance:** The physical presentation of a person’s limbs, and/or body language.

**“Start” (Begin Firing) Command:** The command given to a shooter to begin the course of fire. The Start Command may be a timer beep, whistle, shot or other action as defined by the match or stage description.

**Static Target:** Target(s) that are fixed in place, and do not move.

**Stoppage:** Any interruption in the cycle of function of the firearm that is not caused by a malfunctioning or broken part. Also called a “jam”.

**Stop Plate:** Small reactive target.

**Street Class:** The Division in which firearms possessing optical sights, or on which compensator/suppressors are placed, or if the competitor is utilizing a holster that does not meet the criteria of Street Class.

**Stove Pipe:** A common stoppage that is characterized by a spent cartridge case being caught in the firearm’s ejection port, preventing chambering of additional ammunition or barrel lock-up.

**Strong Hand/Side:** The hand or side the shooter normally draws from.

**Strong Hand Only:** Using only the strong hand to shoot the course of fire. The weak hand may not touch the firearm except during remedial action or reloading.

**Surrender Position:** Start position in which the shooter’s hands are raised, palms facing forward and above their shoulders. In Street Class, the shooter’s *shoulders must remain square to the threat, and not “rolled” forward and appear natural.*

**Sweeping:** The act of pointing the muzzle of a firearm at oneself or others.

**Tactical Reload:** Recharging the firearm with ammunition while retaining the previous magazine, unfired ammunition, and spent cases (in the case of a revolver). The previous magazine, unfired ammunition or spent cases must be returned to a pocket, magazine pouch, or other contrivance designed for holding such items. The weak hand, mouth, or teeth do not constitute such contrivance.

**Tip-Over:** A reactive target faced with a W-B target that reacts by falling away from the shooter when hit soundly in the “5” zone.

**Technique:** The procedure, skill, or form used to complete a stage, string, or match.

**“Unload” Command:** Command given to the shooter to remove the magazine (or open the cylinder), and eject an unfired round from the chamber.

**Unloaded Firearm:** The opposite of a Loaded Firearm.

**Up Range:** The opposite of Down Range.

**Unintended Discharge:** The firing of a shot or shots that was unintended by the shooter

**Vision Barrier:** Fixed device used to hide or conceal targets for a specific purpose.

**Weak Hand/Side:** The opposite hand of the Strong Hand/Side.

**Weak Hand Only:** Using only the weak hand to shoot the course of fire. The strong hand may not touch the firearm except during the draw, remedial action or reloading.

**W-B Target:** The Wozny-Brewer cardboard target used at CRPC.

# Appendix 5: SCORE SHEET FORM

## CR&PC ACTION PISTOL SCORE SHEET

Name \_\_\_\_\_ Date \_\_\_\_\_  
Address \_\_\_\_\_ Club member? \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Class: Action Division: ADV  
Zip \_\_\_\_\_ Phone \_\_\_\_\_ Revolver INT  
Street NOV

**Stage 1**  
Time \_\_\_\_\_  
Score 5's \_\_\_\_\_  
4/3 \_\_\_\_\_  
2/1 \_\_\_\_\_  
Total score \_\_\_\_\_  
Penalties \_\_\_\_\_

**Stage 2**  
Time \_\_\_\_\_  
Score 5's \_\_\_\_\_  
4/3 \_\_\_\_\_  
2/1 \_\_\_\_\_  
Total score \_\_\_\_\_  
Penalties \_\_\_\_\_

Total score Stage 1 \_\_\_\_\_

Total score Stage 2 \_\_\_\_\_

**Stage 3**  
Time \_\_\_\_\_  
Score 5's \_\_\_\_\_  
4/3 \_\_\_\_\_  
2/1 \_\_\_\_\_  
Total score \_\_\_\_\_  
Penalties \_\_\_\_\_

**Stage 4**  
Time \_\_\_\_\_  
Score 5's \_\_\_\_\_  
4/3 \_\_\_\_\_  
2/1 \_\_\_\_\_  
Total score \_\_\_\_\_  
Penalties \_\_\_\_\_

Total score Stage 3 \_\_\_\_\_

Total score Stage 4 \_\_\_\_\_

Stage 1 DP/HF \_\_\_\_\_  
Stage 2 DP/HF \_\_\_\_\_  
Stage 3 DP/HF \_\_\_\_\_  
Stage 4 DP/HF \_\_\_\_\_

Shooter's % DP/HF \_\_\_\_\_  
Shooter's % DP/HF \_\_\_\_\_  
Shooter's % DP/HF \_\_\_\_\_  
Shooter's % DP/HF \_\_\_\_\_

**Shooter's Match Total** \_\_\_\_\_ MAJOR/MINOR

Name: \_\_\_\_\_ Class: \_\_\_\_\_ Division: \_\_\_\_\_ Pistol: \_\_\_\_\_

## **Appendix 6: EMERGENCY PROCEDURES**

There are five steps that the RSO MUST take in the event of an emergency. They are:

1. Take charge of the situation.
2. Render Aid.
3. Call for help.
4. Direct medical help to the location.
5. Take notes (reports)

Cease firing, unload, and stay in place.

Evaluate the situation; is the injury minor or major?

If minor, render aid using the Range First Aid kits. Advise the person to see appropriate medical attention. Complete report for the record (see form A5).

If Major, render aid using the First Aid kits. Direct someone to call 911 on a cell phone and summon an ambulance.

NOTE: Address is 74223 Conyers Creek Rd., Clatskanie, OR.

Task someone to go the bottom of the driveway to direct the emergency vehicle. Task all witnesses to write down what they saw, ask them to do so without talking amongst themselves so that you get each persons' eyewitness account. Continue to render aid until EMS arrives. Compile eyewitness reports and complete the report for the record (See form A5)

**Form A5: Incident/Accident Report Form**

Date \_\_\_\_\_ Time \_\_\_\_\_

Name of injured \_\_\_\_\_

Description of injury \_\_\_\_\_

---

---

---

---

Description of incident \_\_\_\_\_

---

---

---

---

Name of reporting RSO \_\_\_\_\_

Witness statements attached? \_\_\_\_\_

Release form of injured attached? \_\_\_\_\_

## Appendix 7 - Par Time Tables and Calculations

How Defensive Par is determined for each course of fire:

1. Scores for various courses of fire have been maintained for several years and we have determined how long it takes the average Intermediate Shooter to complete the course. This time is called the Defensive Par.
2. By breaking down the various parts of a course of fire, we can get the required time for Defensive Par for each part of any new course of fire:
  - a. Draw and fire one round on a target up to 5 yards – 1.75 second, each additional aimed round on the same target - .5 second. Multiple targets, .5 second for each additional target and .5 second for each additional aimed shot.
  - b. Draw and fire one round on a target from 5 yards, out to and including 10 yards – 2 seconds, each additional round on the same target – .75 second; multiple targets, .75 second for each additional target, .75 second for each additional shot.
  - c. Greater than 10 yards, up to and including 17 yards, 2.5 seconds to draw and fire one shot on a target, each additional round on the same target – 1 second; multiple targets, 1 second for each target, 1 second for each additional shot.
  - d. More than 17 yards, 2.5 seconds to draw and fire one shot on a target, 1 ½ seconds for each additional round on the same target; 1 ½ seconds for each additional target, 1 ½ seconds for each additional shot.
  - e. All reloads – 3 seconds.
  - f. Time to re-acquire target after a reload: .75 sec (0-<5yds), 1.0 sec (5-10 yds), 1.5 sec (>10-17 yds), 2.0(>17 yds).
  - g. Movement – 1 second per each yard or portion thereof.
  - h. For required use of barricade, add 1 ½ seconds to the time for the first shot.
  - i. For night shooting, double all times.

There will be situations in various courses of fire that are not covered by the above rules. The average times of the Intermediate shooters participating in that course of fire will determine the Defensive Par for that course.