

**Safety First** – We will follow Colonel Jeff Cooper’s Four Basic Rules of Firearm Safety that have appeared in the beginning pages of books, videos, and training courses for more than 30 years. They are time honored and they serve as the foundation of our safety rules. **EYE AND EAR PROTECTION REQUIRED AT ALL TIMES on the Range**

- a. All guns are always loaded.
- b. Never let the muzzle cover anything you are not willing to destroy
- c. Keep your finger off the trigger till your sights are on the target.
- d. Identify your target, and what is behind it.

#### **Unsafe Gun Handling**

Unsafe firearm handling will result in immediate Disqualification (DQ) from the match. The following is a nonexclusive list of unsafe behaviors.

- A. Endangering any person, including yourself. This includes sweeping one’s self or anyone else with a loaded or unloaded firearm. Sweeping is defined as allowing the muzzle of the firearm (loaded or unloaded) to cross or cover any portion of a person.
- B. Pointing the muzzle beyond the 180-degree Muzzle Safe Plane.
- C. Intentionally engaging (discharging the firearm) at anything other than a target or an activator.
- D. A Negligent discharge:
  - a. in the holster.
  - b. striking up range of the shooter.
  - c. into the floor, wall or ceiling
  - d. during Load And Make Ready, Unload and Show Clear, Reload, or Malfunction Clearance.

**E. You MAY NOT Remove a firearm from a holster, case or bag without verbal instruction from a Range Officer while under their direct supervision THIS EVENT IS RAN AS A COLD RANGE – ABSOLUTLY NO LOADED WEAPONS UNLESS YOU ARE UNDER THE DIRECT SUPERVISION OF THE RANGE OFFICER AND HAVE BEEN INSTRUCTED TO LOAD AND MAKE READY.**

#### **Match Rules**

##### **Scoring**

The scoring system is designed to reward a balance of accuracy with speed. Our scoring converts everything to a time score and the lowest time wins. The scoring system is very simple to understand and use. The main thing to remember when scoring is that everything is based on time, the raw time it takes to shoot a stage and the accuracy of the hits on the targets, where inaccuracy adds time to the score. Each point down adds 1 second to the time for the stage

Score = Raw time + Points Down (1 second per point) + PE’s = Total Time

Only IDPA official targets will be used for scoring. Best hit is scored, break the perforation, get the better hit.

Benefit of the doubt always goes to the shooter

##### **Penalties**

Improper Target engagement order = 3 seconds PER occurrence up to the number of shooting positions

Foot Fault = 3 seconds PER occurrence up to the number of shooting positions

Improperly loaded Magazine = 3 seconds

Hitting a Non-Threat Target = 5 seconds

Any act deemed un-sportsman’s like (I.E. Intentionally cheating) by the Match Director = 20 seconds

##### **Target Engagement**

All targets must be engaged in tactical priority, including all targets engaged “in the open.” Tactical Priority is method of target engagement in which targets are engaged by their order of threat. Threat is based on the distance of the visible threats from the shooter. When targets are visible at the same time, targets are engaged from near-to-far. If targets are hidden by cover, the targets are engaged as they become visible around the edge of cover (slicing the pie). Fault Lines will be employed to mark the limit of a Position of Cover or shooting positions for a CoF. Touching the floor on the non-shooting side of the fault line will result in a PE.

##### **Equipment**

Weapon must be a pistol that is safe and suitable for self-defense .380 ACP or larger required - NO RIMFIRE.

Holsters must be safe and securely hold the weapon when used.

**The match director may alter these rules at any time to address safety or “fair play” issues.**