



Southern Defensive Pistol League

Our Code and Principles:

Defensive pistol shooting as a sport has been around for some years now. At times the Defensive part has gone by the wayside to accommodate more shooters interests. At times the Defensive part has gone to the wayside for no other reason than someone feels it is not “sound tactics” or the shooter may not feel “comfortable” doing certain actions.

This sport is founded on the use of truly practical equipment used to solve “life threatening situations”. Stages will represent either a possible “life threatening situation” or require the shooter to preform skills that would be used in such a situation. Ammunition used will be full charge and considered suitable for such actions. This sport will be a test of the shooter’s skill, not of equipment or gamesmanship. The true purpose of this sport is to encourage likeminded individuals to gather, to learn, teach and have a safe environment to practice their sport.

Safety, The Rules we live by:

The Basic Gun Safety Rules:

1. ***All guns are always loaded.*** Treat every gun as loaded and lethal, at all times, no matter what.
2. ***Never let the muzzle cover anything you are not willing to destroy.*** This includes yourself, another person or any property.
3. ***Keep your finger off the trigger until your sights are aligned on the target.***
4. ***Be sure of your target and what is around it.*** You are ultimately responsible for that bullets final resting place.

If you follow these rules there is nothing that you do that cannot be fixed.

Eye and ear protection:

Proper eye and ear protection must be worn by all competitors, guests and observers at a match. Eye protection should meet the ANSI Z87.1-2010 (High Impact) standards, this should be stamped on the lenses or frame of the glasses. Hearing protection should block noise over 82dbB.

Safe Area:

Safe Areas shall be provided by the host club. They should consist of a table with marked muzzle direction and safe points. The safe area is for bagging/un-bagging of guns, dry fire drills, adjusting equipment, maintenance of the firearm. No reload drills are allowed in the safe area. There shall be no handling of any type of ammunition or loading devices in the safe area. The safe area can also be used for making a gun with a malfunction safe off the firing line. This can only be done with the assistance of a safety officer or match director.

Safety Violations:

The violation of any of the following rules is a Safety Violation and will result in a match disqualification.

Gun Handling: Guns can only be out of the holster in either the Safe Area or under direct supervision of a Safety Officer.

Finger Position: Unless the shooter is actively engaging targets the trigger finger shall be placed visibly outside of the trigger guard. Thus, during load and make ready, reloads, movement (unless actively engaging targets), malfunction clearance, unload and show clear and holstering the trigger finger will be out of the trigger guard. The SO will give a "Finger" warning if he cannot see the shooters finger. The shooter must immediately correct the situation and there will be a 5 second Safety Penalty given. If the shooter continues without correcting the issue they will be disqualified from the match. If during the match a shooter receives a second penalty for finger in the trigger guard they will be given a match DQ.

Muzzle Safety: The muzzle of the gun shall not be allowed to sweep anything other than targets and stage props. The muzzle of the gun will not sweep any part of the shooters body during load and make ready, drawing the gun, reloads, malfunction clearance, unload and show clear or holstering. Sweeping the SO/squad or breaking muzzle safe points is not allowed. Muzzle safe points shall be one of the following: the 180-degree plane of the bay or a clearly marked/flagged point in the bay that is forward of the 180 degree plane. The 180 degree plane is defined as a line that is parallel to the backstop of the bay that passes thru the shooter.

Accidental Discharge: A discharge of the firearm that strikes the ground behind a line that is 9 feet to the down range side of the shooter will result in a match DQ. Targets should not be set in such a way that rounds will impact closer than 9 feet.

Accidental discharge of a round over the berm will result in a match disqualification. This may happen during a course of fire, during target engagement, reloading or during the pull the trigger after a stage is completed.

Discharging a firearm at a stage prop that is closer than six feet from a shooter.

The discharge of a firearm in a safe area, at a shooter's vehicle, etc. will be a match disqualification.

Dropped Gun: A dropped gun anywhere on the range, loaded or unloaded, is a match disqualification. When a gun is dropped it is the responsibility of the SO to recover the gun, render it safe and then return it to the shooter.

Squibs: A squib is when the primer ignites but the round does not fire or only partially ignites. This can leave a bullet lodged in the barrel that will cause a catastrophic failure if a second round is fired behind it. This scenario can cause serious injury to the shooter, the SO and possibly others in the area. If a squib occurs the SO should make every effort to stop the shooter before the next round is fired. Yell **STOP** loudly to get the shooters attention. If a person in the squad hears a squib they should do the same. If the shooter feels they have had a squib they should stop and inform the SO.

The first item to be done after the Stop command is to verify that the gun is safe. Unload the gun and use a pen to check if the barrel is obstructed. If it is clear, drop

the slide/close the cylinder, pull the trigger and holster the gun. If the barrel is obstructed then verify the chamber is empty **twice**, drop the slide/close the cylinder, pull the trigger and holster. A gun with an obstructed barrel is now the shooters issue to resolve but the gun cannot be used until the match director has inspected it and verified it is safe to shoot.

The second item to be done is to determine the shooters score for the stage. If the SO/squad member stopped the shooter and there is a round stuck in the barrel then the shooter gets a DNF, Did Not Finish, for the stage. If the SO/squad member stopped the shooter and there is no round stuck in the barrel then the shooter gets a reshoot. If the shooter stopped either way they get a DNF for the stage.

Steel Targets: Steel targets shall be engaged at a distance of 30 feet or greater. Every effort should be made in stage design to ensure that the shooter has a well-defined point to engage steel targets from. If the shooter engages a steel target from closer than 30 feet they will be disqualified from the match. Steel targets should be calibrated so the lowest power factor ammo will make them fall. A shooter can protest the calibration of a steel target that has not fallen at the end of the CoF. Calibration will be verified by the match director at the time of the protest with ammo that meets the lowest power factor used in the match. If the target reacts correctly then the shooter will get the points down for the missed target. Also, ten rounds of the shooter's ammo will be collected from the ammo carrying device that the shooter is using during the stage. These will be chrono graphed to verify that the shooters ammo is making power factor. If the steel target does not react correctly then it must be calibrated and the shooter will get a reshoot. No previous shooters for that stage will get reshoots if the steel has to be calibrated.

Hot/Cold Range: The issue of a Hot/Cold range shall be left to the Match director and local club rules for local matches. A cold range means that all guns shall be unloaded with no magazine in the gun and the hammer down/striker forward. For any sanctioned type match the range shall be cold. The option of hot bays for a squad will be left to the Match director, Range Master and CSO of a bay. If a squad is loaded hot after a stage brief and a shooter does not feel comfortable as such they cannot be required to load with the group. It is the responsibility of the shooters to stay on the bay if they have been loaded as a squad. If a shooter has to

leave the bay for any reason they must have a safety officer watch as they unload and show clear, pull the trigger and holster prior to leaving the bay. Leaving the bay with a hot gun is a match disqualification.

Added Club Safety Rules: SOs and match directors shall run stages in accordance with SDPL rules. Additional club rules will be followed at all times. These rules should be posted at registration for all shooters to view.

Broken Gun:

If a shooter has an issue with a gun they can either repair it at the safe area or use a gun of the same caliber and operation as the original gun they started the match with. If a gun breaks during a CoF the shooter will get a stage DNF. They can start with a new/repaired gun at the next stage.

Reshoots:

Reshoots are allowed for the following reasons: There is a stage malfunction such as a prop is not reset or fails to activate. If an SO interferes with the shooter during the CoF such as bumps the shooter. If there is SO interference the shooter can ask for a reshoot or the SO can offer a reshoot. Either way the shooter is not allowed to see their stage time or hits before making the decision. Reshoots are not allowed for brain malfunctions, broken guns etc.

Penalties, The Rules that keep us straight:

Tactics Penalty: A tactics penalty will add 3 seconds to a shooters time. Tactics penalties include but are not limited to the following: Engaging targets out of order, not using cover properly, leaving cover with an empty gun, not moving when the CoF dictates shots on the move, not using the correct hand to fire the gun as dictated in the CoF, not retaining ammunition during a tactical reload, reloading in view of an unengaged target (**except if engaging while on the move**), not engaging a target with the required number of rounds, a reloading device falling from either a carrier or stowed location even if it is retrieved.

Safety Penalty: A safety penalty will add 5 seconds to a shooters time. Unsafe acts such as finger in the trigger guard offenses, and other unsafe gun handling issues will incur a safety penalty for the first event. A second event will result in a match disqualification.

An accidental discharge, after the unload/show clear, that strikes the back of the berm will be assessed a Safety Penalty. It is not only the SO's responsibility to verify the gun is empty but the shooters.

Shooting a Non-Threat: Shooting a non-threat will add 10 seconds to a shooters time. Only one hit on a non-threat will be assessed no matter how many times it is shot. A non-threat is a standard target that is marked with either a large black X across the -0/-1 zones of the body of the target or by two hand silhouettes painted on the target body. Non-threat identifications should be standardized per stage.

Failure to Neutralize: A Failure to Neutralize adds 5 seconds to a shooters time. A target must have at least one shot in the -1 or better scoring zone to be considered neutralized.

Un-sportsman like Conduct: Un-sportsman like conduct will add 20 seconds to a shooters time. These actions include but are not limited to: use of equipment designed to give an unfair advantage to the shooter, failure to follow the CoF design rational in such a way as to give a competitive advantage, failure to make a reload at the end of a CoF to complete a target engagement, cussing or arguing with match staff/SO/MD.

Match Disqualification: Done for the day. The following are some infractions that will be grounds for disqualification: Acting in a threatening way either by verbal or physical actions, continued unsportsmanlike conduct, dropping a gun, engaging steel closer than 10 yards, accidental discharge, shooting a stage prop that is within six feet of the shooter, discharging a bullet out of the shooting berm, altering/falsifying data on a score sheet, sweeping yourself or others with the muzzle, use of illegal equipment, etc.

Scoring, How we determine who wins:

Targets and Scoring:

Targets:

The standard target of the SDPL is an 18" x 30" cardboard silhouette with three distinct scoring zones. These are labeled as -0, -1, -3. A miss will be scored as -5. Each point down will add 0.5 seconds to the shooters time. Targets can be scored as a target or as a body and a head. If scored as a target hits anywhere on the entire target are counted. If the target is divided into body and a head the stage brief will dictate the number of times each must be shot. Other targets can include steel pepper poppers, steel plates that are 6 inches in diameter or larger, mini poppers, plate racks with round plates. All steel targets must be a falling type target to be used. No static steel that does not fall will be allowed because this can cause questions of whether it was hit or not.

Scoring:

Score is calculated by taking the raw time it takes to complete a stage then adding time for points down and penalties.

There are two types of scoring: Unlimited and Limited

Unlimited means that the stage brief will define how many times a target is shot and where. The target can be engaged with as many rounds as the shooter sees fit to make up misses or points down. Only the best required shots per target will be scored.

Limited means that the stage brief will define how many times a target is shot and where. The shooter can only engage the target as stated in the CoF. If extra shots are fired at a target then the shooter will receive a 3 second Tactics penalty per shot fired and the best hit on the target will be taken away for each extra shot fired.

If the target is divided into head and body then these are now two separate targets on one full target. Thus if the CoF dictates two to the body and one to the head the target is to be shot that way. If the head shot drops into the body it is a

miss for the head, if a body shot drifts into the head it is a miss for the body. But the shooter still gets the best hits on the target in either case.

DNF is when the shooter could not complete the stage for some reason. This could be because of a squib, a broken gun or some physical reason not caused by a disability. Scoring a DNF is completed at the stage by: recording the shooters time, scoring all the targets as if the shooter had finished including points down on all targets, failure to neutralize, procedural, etc. Then it will be noted on the score sheet that it is a DNF. The stats person will use either the score from the stage as noted on the score sheet or the number of shots required for the stage multiplied by 3. The lower score of these two methods will be used as the final score.

Example of a DNF: the stage has six targets requiring two shots each so the x3 method gives a 36 second score. The shooter had a broken gun after engaging three targets with down 0 for all three and a time of 8.25 seconds. Scoring this would give -30 points or 15 seconds for misses on targets and 15 seconds for three FTN. This gives a total time of: $15+15+8.25=38.25$. Thus the shooter would get a 36 for score on the stage.

Hard Cover/Soft Cover and Shoot Throughs:

Hard cover is used to simulate things like a bullet proof vest, a wall, tree, engine block, etc. A portion of the target will be painted black to indicate hard cover, the edge of this area should be defined using black duct tape. Any bullet hole that is fully in the black on this type of target is counted as a miss. Bullets passing thru hard cover do not count if they strike any other targets behind the hard cover. Hard cover should be used on targets that are placed behind window openings, edges of walls, simulated trees, cars and such to help simplify scoring.

Soft cover is used to simulate things like shrubbery, cloths on a line and such. Soft cover should not interfere with a bullets path and bullets passing thru soft cover count for score.

Shoot Through: Any shot that passes through one target and hits another target will be scored on all targets. Bullets passing thru one object into a target count for score. Bullet fragments or prop fragments do not count for score. A

bullet hole should be round, possibly with a grease ring but not always. Keyholes that are the shape of a bullet profile count for score. Large or small jagged holes are not scored as hits.

Shooter Classifications:

Shooter classifications allow shooters of similar ability to compete against each other. There are five classifications: Master, Expert, Sharpshooter, Marksman and Novice. Classification will be determined by shooting a classifier match.

Classifier is upcoming soon....

Equipment Rules, what you can use:

Handgun Divisions:

Standard Defensive Pistol:

- A. Must be semi-automatic.
- B. Chambered in 9x19 or larger caliber.
- C. Magazines must be of factory configuration. No add on base pads to add extra rounds.
- D. Magazines can be loaded to factory standard capacity.
- E. Gun must fit a test box measuring 8.75" x 6" x 1.75" with an empty magazine inserted.
- F. Weigh less than 45oz.

1911 Pistol:

- A. Must be semi-automatic.
- B. Chambered in 45ACP caliber.
- C. Must be a 1911 style pistol.
- D. Magazines are single/double stack loaded to a maximum of 8 rounds.
- E. Gun must fit a test box measuring 8.75" x 6" x 1.75" with an empty magazine inserted.
- F. Weigh less than 50oz.

Concealed Carry:

- A. Can be semi-automatic or revolver.
- B. Chambered in 380 Auto/38 Special or larger caliber.
- C. Magazines must be of factory configuration. No add on base pads to add extra rounds.
- D. Magazines can be loaded to 8 rounds.
- E. Revolvers can hold 6 rounds.
- F. Gun must fit a test box measuring 7.5" x 5.25" x 1.5" with an empty magazine inserted.
- G. Weigh less than 30oz.
- H. Have a barrel length of 4.01 inches or shorter.
- I. Revolver barrels cannot exceed 3 inches.

Revolver:

- A. Chambered in .38 Special or larger.
- B. Weigh less than __oz.
- C. Have a barrel length of 5 inches or less.
- D. Be loaded by the use of speed loader or moon clips.
- E. Can be loaded with 6 rounds only.

Concealed Carry Optic:

Because of the popularity of and emergence of new small optics for the handgunner CCO is becoming a more viable alternative to the defensive pistol shooter.

~~With this in mind SDPL will include as a trial a concealed carry optic division.~~

- A. Handguns Permitted: Any handgun that can be used in Standard Defensive Pistol, 1911 Pistol, **Concealed Carry** and Revolver.
- B. Types of Optics:
 - 1. Miniature Red Dot and Reflex sights suitable for concealed carry. These operate by projecting or reflecting a dot onto an optic held in the sight. These can only be mounted on the top of the slide between the rear of the ejection port and the rear of the slide. Height of the sight can not exceed 1.75 inches including mounting device.
 - 2. Red/Green Laser sights. These operate by projecting a dot directly onto the target. These can be mounted on the frame of the pistol. Such as on a dust cover rail, the grip or in a guide rod.

~~CCO division will be scored separately from the other divisions. Thus it will have its own Accuracy and sub category awards.~~

PCC, Pistol Caliber Carbine:

- A. Must be chambered in 9mm, 357Sig, 40S&W, 10mm or 45ACP.
- B. Maximum magazine capacity is 30 rounds.
- C. Sights can be standard irons, tubular magnified type and reflex/red dot.
- D. Flip-up iron sights are allowed as backup.
- E. Can be carried on a sling that ensures the barrel will be pointed towards the ground.
- F. Can be bagged/unbagged at the start position if needed.

- G. Can be carried on a cart in a way that ensures the muzzle is pointed towards the ground.
- H. Use of a chamber safety flag is required.
- I. Start position will be at a low ready or low compressed position with the muzzle pointed towards the ground, unless stipulated differently by the stage brief.
- J. Stage briefs **can not** dictate that PCC starts are in a different location than the other divisions.

Not for Competition:

- A. 22LR caliber pistols, race guns, etc.

The following modifications are not allowed for any division:

- A. The use of ported barrels or compensators.
- B. Added weights to the gun or magazines including heavy guide rods, weighted magazine pads, weighted grips/plugs.
- C. Sights that are not notch and post design, **except in CCO and PCC divisions.**
- D. Disconnecting any external manual or grip safety, disabling a series 80 safety on 1911 type pistols. Magazine disconnect safeties can be disabled.

Ammunition:

Ammunition used shall be safe and not cause damage to metal targets. No steel core, metal piercing, incendiary or tracer ammo will be allowed. Repeated squibs during a match will indicate unsafe ammunition and the shooter will be required to withdraw such ammo. Ammunition will meet the required power factor for the caliber it is labeled as. A chronograph will be used to determine if a shooter's ammunition meets the power factor.

If an SO feels the shooter's ammunition is not meeting power factor they will collect 10 rounds from the shooter's loading devices in use at the time. This ammo will be tested in the following way by the match director. The shooter's handgun

will be used to verify that the ammo is meeting power factor. The shooter will declare a bullet weight, one round will be pulled and weighed to verify the bullet weight. Five rounds will be fired across the chronograph from a distance of ten feet. If any of these rounds do not meet power factor the ammo will be declared as not meeting power factor and the shooter will be disqualified from the match. Before firing a round thru the chronograph the muzzle of the gun will be raised to allow the powder charge to settle at the back of the round to allow for better ignition.

Ammunition Power Factor:

Power factor is calculated by multiplying the bullet weight in grains by the bullet speed in feet per second.

Ex. 180gr X 806fps = 145,000pf

| | |
|---------------|---------|
| 380 Auto | 80,000 |
| 38 Special | 105,000 |
| 9mm Para | 125,000 |
| 38 Auto Super | 125,000 |
| 357 Magnum | 145,000 |
| 357 Sig | 145,000 |
| 40 S&W | 145,000 |
| 10mm | 145,000 |
| 45GAP | 145,000 |
| 45 ACP | 165,000 |

Holsters, Belts and Ammo Carriers:

Holsters and ammo carriers should be suitable for continuous all day wear and concealable. Both must be worn on the shooters belt for the entire match. No small of the back, abdominal or shoulder holsters are allowed. The reason for this is purely safety.

Belts shall be made of a standard leather or web type material not more than 1.75 inches wide by 5/16 inches thick. The belt must pass thru the normal belt loops of the shooter's pants. Belt loops must start at the top edge of the shooters pants and not extend past 2 1/2 inches down the pants.

Holsters can be belt slide, paddle type or inside the waist band design, suitable for all day concealed carry wear. The holster must be made from standard holster material but should hold its shape when the pistol is not in it. Holsters must cover the entire trigger to prevent it from being activated and the front of the holster must cover around the top of the slide or top strap. The front of the holster can be cut no more than 1/2 inch below the ejection port on a semi-auto or 1 inch below the rear of the cylinder on a revolver. If a holster has a safety device it must be engaged at the start of a stage.

The holster is mounted on the strong hand side of the shooters body and must stay on that side for the entire match. The holster must be positioned such that the gun is held in a vertical to muzzle rear ward cant. The top of the rear sight must be behind the center line of the shooters body.

Magazine carriers should be positioned on the weak hand side of the shooter with the magazines behind the center line of the shooters body.

Ammo carriers for revolvers can be worn on the strong side with two in front of the holster and one behind the holster. All ammo carriers must be within six inches of the front/back of the holster and must still be concealed by the concealment garment. Ammo carriers for revolver may be worn on the shooters weak hand side behind the center line if desired.

Both holsters and magazine/ammo carriers should hold with enough tension that it will not allow the pistol or mag/ammo carrier to fall out when the shooter would do daily activities.

The center line of a person is found by having them stand erect, hold an arm out horizontal to the ground and drawing a vertical line down the body from the center of the armpit. The point of the hip or the side seam on a pair of pants is never used to find the center line.

Concealment Garments:

A concealment garment is meant to keep your pistol and associated equipment from view of the public. That being said a concealment garment shall cover your pistol, holster, magazines, magazine carriers and ammo carriers from view when you stand erect with your arms raised to a position parallel to the ground. Garments should be made from standard cotton/canvas material with no stiffening of the material, pockets, pocket flaps, front edges or bottom edge with any materials.

Misc. Equipment:

Knee pads cannot be worn outside of the pants. If they are worn under the pants they must stay on the knee. If they drop off and show below the pants there will be a 3 second tactics penalty assessed.

Cleats are not usual everyday wear and are not allowed.

Gloves can be worn if done so for each stage of the match.

Firearm mounted lights are allowed as long as they are attached to the gun for the entire match.

Disabled Shooters:

Our sport should and will welcome disabled shooters to compete and enjoy the comradery of likeminded people.

Stage design should reflect the fact that we will have people that cannot always do what others can and should allow for this fact.

If a disabled shooter is unable to perform a task in a stage, they may ask for an alternate way of engaging targets. This may include use of two hands in a SHO/WHO stage, engaging targets while standing if low cover is specified, etc. This will be allowed if deemed safe by the match director and a single 3 second Tactics penalty will be assessed for the entire match.

If a disabled shooter cannot engage targets at all because of stage design then only points down for said targets will be given, no Failure to Neutralize will be assessed and no Tactics Penalty will be assessed.

A disabled shooter that must use a wheelchair, walker or cane for mobility shall not be made to engage targets on the move. They can move to a safe spot that targets can be engaged from, stop and engage from there. No Tactics Penalty will be assessed, this is to allow the shooter to SAFELY engage the targets.

Stage Rules: What we shoot and how to do it.

Types of Stages:

Scenario: A scenario stage is used to simulate a real life encounter. Scenario stages are always scored as Unlimited.

Standards: A standards stage is used to test a shooters skill doing various techniques that could be used in a real life encounter. Standards can be scored either as Limited or Unlimited.

Cover: This helps keep you from view of your target and thus getting shot.

Cover is a life saver; it keeps most of your body hidden from view. If cover is available it must be used during a course of fire. Cover extends from the middle of your target to the edge of the object you choose to use as cover and beyond.

There are two types of cover used in this sport. The first is vertical cover, cover while standing. The second is low cover, cover while on a knee. To use both types of cover correctly, fifty percent of your torso plus all of your legs and feet must be on the cover side of the object. Failure to use cover correctly results in a 3 second Tactics Penalty.

Reloads: Getting the gun back to the most effective condition possible.

There are two kinds of reloads used in this sport, emergency and tactical. Both put the gun in a state that gives you the maximum number of rounds you can use.

The first type of reload used is an Emergency Reload. This is done when the gun is completely out of ammo. For an autoloader the magazine is dropped and a fresh magazine is inserted into the gun. The slide is dropped and you get back to business. For a revolver the cylinder is opened, brass is dropped out, fresh ammo is placed in the cylinder and it is closed.

The second type of reload is a Tactical Reload. This is done when there is ammunition still in the gun, it tops off the gun during a lull in the fighting. For an autoloader the magazine is stowed and a fresh magazine is put into the gun. This

can be done in any way the shooter wishes. For a revolver the cylinder is opened, ammo is dumped out into your hand and then stowed. Fresh ammo is then put into the cylinder and it is closed. For either platform no ammo can be left behind.

A reload is completed when the magazine is seated and the slide is forward or the cylinder is closed.

A shooter cannot leave cover with an empty gun. Reloads can be made while moving behind cover. No reloads of any type while in the open, this includes while moving thru a room.

If a shooter is engaging discover targets while on the move and the gun runs empty the shooter can perform an emergency reload while in the open.

If your gun has a malfunction then the emergency reload can be used and ammo can be left behind. *This is the only time ammo can be left behind.*

Ammo and mags must be stowed in a location on your person before the next shot is fired. Stowing of ammo must be in a vest pocket, pants pocket or magazine/speed loader carrier below the lower rib line area of the body.

Magazines/speed loaders cannot be held, placed inside a belt line or above the lower rib line during target engagement.

Gripping a magazine/ammo holder on your belt while engaging targets is not allowed.

Staging of mags/speed loaders during a course of fire is not allowed. This could include: tossing a reloading device on the ground when going prone, withdrawing a reloading device from the carrier and holding it while engaging targets, etc.

Breaking any of these rules will earn a shooter a 3 second Tactics Penalty.

Target Engagement:

Targets will be engaged in order of priority. This can be either near too far when in the open or slicing the pie when using cover. The CoF will designate how many shots targets are engaged with.

When engaging multiple targets in the open they shall be engaged in a tactical priority, from near too far. Targets that are 3 feet or closer together shall have the same priority.

Targets in the open that are of equal priority can be engaged in any order the shooter desires. Targets can be stipulated to be engaged in tactical sequence as instructed in a stage brief. This means all targets have to be engaged with one round before any target is engaged again. i.e. 1-1-2-1-1. **Everyone gets a little lead then everyone gets some more.**

Other types of engagement order can be stipulated in CoF. i.e. Two to the body then one to the head, etc.

When engaging multiple targets from a position of cover they shall be engaged as they are found when looking around the cover, slice the pie.

A target is deemed engaged when at least one shot has been fired at it. If you are engaging a target from cover and run out of ammo you are not required to move behind cover from that target. But you cannot expose yourself to a second target that has not been engaged. If a target has an activator behind it and this presents a target of equal or greater priority the shooter may change to that target and then return to finish the engagement of the first target.

Breaking any of these rules will earn a shooter a 3 second Tactics Penalty.

Start Condition:

The start condition for any stage will be **loaded to magazine capacity**, holstered, standing naturally erect with your hands relaxed at your sides. Stage descriptions can change this position to: seated with hands on your knees, standing with hands on a barrel, standing in the surrender position, gun held at the low ready in the weak hand, gun on a table, gun loaded with only x number of rounds, etc.

Once the start position is taken and the Standby command is given the shooter cannot change their position. Any movement other than head moves will incur a Tactics Penalty of 3 seconds.

Hand Usage: a stage may dictate how the gun is held during the CoF.

Free Style is when the shooter can engage targets holding the gun with both hands or one hand. This is the shooters choice.

Strong Hand Only is when the shooter must engage targets holding the gun with their strong hand, the hand on the side with the holster. The weak hand cannot touch any part of the strong hand arm.

Weak Hand Only is when the shooter must engage targets holding the gun with their weak hand, the hand opposite the side with the holster. The strong hand may not touch any part of the weak hand arm.

No weak hand only reloads can be specified in a CoF. If a reload is required/needed during strong/weak hand only engagement then both hands can be used.

Both hands can be used for malfunction clearance during strong/weak hand only target engagement.

Engaging targets and not following the CoF description of Strong/Weak Hand Only will incur a Tactics Penalty of 3 seconds. Flagrantly not following the hand use CoF description, shooting the entire string, will incur a 20 second Un-sportsman Like Conduct penalty.

Stability of rules notice:

In an effort to keep this sport fun, safe and stable the rules will be kept as they are currently written for two years.

These rules are in effect from 3-1-2023 to 3-1-2025.

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