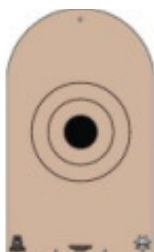


# HOW TO RUN AN NRA ACTION PISTOL COMPETITION

## Match Directors Manual

### A formal guide to conducting an NRA Action Pistol Regional Championship, Registered or Approved Tournament

(Indoor & Outdoor)



(Written by Damien Orsinger, NRA Competitive Shooting Division)

#### Range:

In order to run an NRA Action Pistol Regional Championship you must first have a suitable shooting facility that can accommodate the NRA Action Pistol courses of fire (COF). You will need a range that is at least 25 yards long (50 yard ranges are ideal) and at least 60 feet wide (width is important for running the Moving Target Event) this size range is NOT mandatory but will allow you to run all of the approved COF for NRA Action Pistol as well as a Regional Championship. You must run at least two (2) of the four (4) COF (Practical, Barricade, Moving Target and Falling Plate Events) run in the National Championship (The Bianchi Cup) in order to conduct a NRA Action Pistol Regional Championship. Approved and Registered tournaments do NOT have this requirement. All COF are listed in the NRA Action Pistol Rule Book found at this website <http://www.nrahq.org/compete/nra-rule-books.asp> , free in PDF format. Using this link you can also download rule books for any and all of the shooting sports programs the NRA Competitive Shooting Division offers.

# **Indoor Tournaments**

The following courses of fire are approved for sanctioned indoor tournaments:

1. Los Alamitos Pistol Match
2. The Flying “M”
3. The Moving Target
4. International Rapid Fire Modified
5. Advanced Military Pistol Match
6. Practical Event
7. Barricade Event
8. Moving Target Event (Modified)
9. Falling Plate Event, The Speed Event
10. Crawford Barricade Event
11. Combat Event
12. The Ambidextrous Match
13. The Unsupported Standard Match
14. The Speedload Challenge

If you have limited range distance at your indoor facility, for example you only have a 50’ firing distance, you will use the NRA AP-2 Indoor Action Pistol reduced Target. If you have the necessary firing distances to run the outdoor courses of fire, you may then use the NRA AP-1 Target.

### Range Staff:

In order to conduct an NRA Action Pistol Regional Championship you will need an NRA Official Referee and Range Safety Officers (RSO) to work the range(s) for the entire competition (*RSO's may swap ranges, or be replaced for breaks etc, NRA Official Referee must be the same throughout entire championship*). NRA Official Referee's will be provided by the NRA if you, the Tournament Sponsor, cannot provide one with the proper NRA credentials. All info on NRA Tournament Officials can be found in the NRA Action Pistol Rule Book, *Rule 11. Listed under "Tournament Officials"*.

### Sanctioned Competition:

A series of matches covered by an Official Program. Such matches may be all individual matches, all team matches, or a combination of both, which must be conducted by an NRA Affiliated Club or Organization. They may be all fired matches or a combination of fired and aggregate matches.

A tournament may be conducted on one day, or successive days, or may provide for intervening days between portions of the tournament, such as tournaments programmed to be conducted over more than one weekend.

### Registered Tournament:

Registered Tournaments - May be authorized by the NRA. Application forms are available from NRA on request. National Records may only be established in Registered Tournaments. (*See Rule 17.1*).

### Approved Tournament:

Approved Tournaments - May be authorized by the NRA after application has been filed by the local organization which will act as the sponsor. Application forms are available from NRA on request. National Records may NOT be set in Approved Tournaments.

*For more information on the differences in tournaments i.e. National Records, classification approval etc. please refer to the NRA Action Pistol Rule Book (1.6) "Types of Tournaments"*

## Differences in “Approved” and “Registered” Tournaments

	<u>Approved</u>	<u>Registered</u>	<u>Rule</u>
Scores used for classification	Yes	Yes	19.4
Scores used for National Records	No	Yes	17.5
NRA registration fee per competitor (remitted after the tournament is fired). This is explained in sponsor's packet	Yes	Yes	Gen'l Reg. A7, B7
Competitors must be NRA members	No	No	1.6(f)
Minimum number of shots required	No	Yes	Gen'l Reg. A5, B5
NRA classification or category system must be used	Optional	Yes	Gen'l Reg. A4, B4
NRA ID number is required for classification purposes in all NRA Sanctioned Tournaments. Should a competitor not have an NRA ID number, they will be assigned a special number that allows their scores to be entered into the computer for classification.			
Fixed award schedule	No	Yes	Gen'l Reg. A6, B6
Tournament officials competing	Only Supervisor cannot compete	See Sec 11 in appropriate rule book.	11 & Gen'l Reg A8, B8
Official Referee assigned by NRA	No, Sponsor selects Supervisor	Yes, with the exception that a 3-member jury will be assigned by the Tournament Sponsor for tournaments below the State Championship level.	11.2.1
Sponsor required to furnish each competitor with Official Bulletin	No	Yes	Gen'l Reg. B12
Program prepared and distributed by Sponsor	Yes	Yes	21 & Gen'l Reg. A2, B2

### Tournament Fee:

NRA fees are \$8 per competitor for regional tournaments and \$4.50 for registered and approved tournaments. The Club or Association may charge what they deem necessary in order to cover their cost of facilitating the championship. Keep in mind, high entry fees can scare new potential competitors away, or any new competitors for that matter. This can be especially true if there is an insignificant prize table being offered with high entry fees.

### Awards Provided by NRA for Regional Championships:

The NRA provides the following awards to the tournament sponsor for dispersal according to the Awards Description below.

Winner, second, and third place awards in the Regional Championship are provided by the NRA and consist of gold, silver and bronze Regional Medallions and the current years Regional Championship Lapel Pin. 1st place will receive a \$100 certificate toward entry into the Bianchi Cup, 2nd place will receive \$75 and 3rd place will receive \$50 in the Open, Metallic and Production Divisions; good towards entry into the 2013 MidwayUSA & NRA Bianchi Cup, to be awarded in the registration room on location at the current years Bianchi Cup. \$50 entry credit certificate will also be awarded to the High Woman, High Junior, High Senior and High Grand Senior (at least two entries required for these awards). All other awards, including Special Awards, are the responsibility of the sponsor. Certificates are redeemed during registration of the current years Bianchi Cup National Championship by the authorized winning competitor. It is the responsibility of the sponsor and competitor to ensure scores are correct and submitted in accordance with the awards description listed above.

Any and all other awards given beyond what the NRA provides are the sole responsibility of the tournament sponsor.

### Processing National Records:

There is a printed copy of the current National Records sent with every Regional/Registered tournament packet provided to the sponsoring club. If for some reason there is not, or you would like to double check, you can always go to this link [http://www.nrahq.org/compete/natl\\_records.asp](http://www.nrahq.org/compete/natl_records.asp) to review current records. If you need National Record submission forms you may use this link <http://www.nrahq.org/compete/dept-tourn-ops.asp> to find it in PDF format, and download it for free. **Please be sure to fill out the form entirely or the record will not be recorded and the recipient will not receive their certificate and letter of confirmation.**



### Distinguished Points:

There is a current printed list of Distinguished Badge recipients with every Regional Packet provided to the sponsoring club. To find the current list, scroll to the bottom of the page using this link <http://www.nrahq.org/compete/dept-action.asp> .

Below is an example of how to properly award distinguished points.

#### EXAMPLE:

You have 50 competitors shooting in a sanctioned NRA Action Pistol Competition (*for this example we will say all competitors are shooting in the Production Division*). Of those 50, 5 are already distinguished. You now have 45 undistinguished competitors. Out of the 45 remaining undistinguished competitors only 20 fire a qualifying score equal to or greater than: Open= 1824, Metallic & Production= 1632).

**10 Points** will be awarded to the highest scoring undistinguished competitor with a qualifying score in each Division i.e. Open, Metallic and Production.

**7 Points** will be awarded to the remaining 10% of undistinguished competitors with a qualifying score.

**5 Points** will be awarded to the remaining 15% of undistinguished competitors with a qualifying score.

You now have 20 undistinguished competitors with a qualifying score (1632) in the Production Division. You will now award the highest scoring competitor with 10 Distinguished Points.

You now have 19 undistinguished competitors with a qualifying score remaining. You now award 7 points to 10% of the remaining qualifying competitors.  $19 \text{ competitors} \times .10\% = 1.9$ , you will now award two (2) competitors 7 Distinguished Points apiece. Anything below .5 is not considered i.e. 1.49 would be rounded down to 1.

You now have 16 qualified competitors remaining. You will now award 5 Distinguished Points to 15% of the remaining qualified competitors.  $16 \text{ competitors} \times 15\% = 2.4$ , therefore you will round down to 2 and award 5 Distinguished Points to the 2 qualified competitors. This finalizes our example of Distinguished Points distribution.

### Certificate Distribution:

The proper distribution of NRA provided certificates towards reduced entry fees to the National Championship (Bianchi Cup) is very important. Any misrepresentation, misuse, bartering and trading of these certificates are strictly prohibited and if found guilty of such conduct could eliminate said club from further sanctioned NRA competition of any kind.

### Range Materials/ Set-up needed to conduct an NRA Action Pistol Regional Championship:

It is mandatory that you run at least 2 of the 4 events run at the National Championship (Bianchi Cup) at any and all NRA Action Pistol Regional Championships. Most Clubs that run Regional's will run the 4 Bianchi Events, i.e. Practical, Barricade, Moving Target and Falling Plate Events. They will also often run a couple of side events using other NRA Action Pistol approved courses of fire (find all 16 approved courses of fire in the NRA/ AP Rule Book under "Courses of Fire").

For clubs who do not have funding for new range equipment, running the Practical Event and the Barricade Event; along with any other 2 approved COF that only require the use of target stands and targets, would be a great way to start.

You will need the following materials for range set up:

Yellow Rope (sod pins work great for fastening rope to the ground) for marking firing points and firing lanes on each range.

Target Stands for AP-1 Targets (Google "Target Stands" for competition shooting to find companies that make them)

Steel Plate Rack for Falling Plate Event (Action Target Company makes very nice and cost effective plate racks <http://www.actiontarget.com/> )

Moving Target (not mandatory) systems are not as complicated as they may seem. Action Target Company also makes a great portable Mover at a very fair price. Use this link to order one now <http://www.actiontarget.com/store/movingturningtargets/at-runner.html>

NOTE: The Moving Target Event and Falling Plate Events are the only events out of the 16 approved COF in NRA Action Pistol that require more than target stands and targets to be conducted. Therefore, if your club/association does not have the capabilities to run the Falling Plate or Moving Target Events, you may run the Practical Event and Barricade Event (barricades are cheap and easy to make at home) as your two required COF from the National Championship. You can then run any 2, of the other 14 remaining COF that only require target stands and targets. Please take note that you will need a 50 yard range in order to run the Practical Event.

## Getting Started:

To register for approval to conduct an NRA Action Pistol Regional Championship, registered tournament or approved tournament, use our ONLINE REGISTRATION by going to this website <http://www.nrahq.org/compete/tournaments/> follow the steps provided. If you have any questions at all please email [actionpistol@nrahq.org](mailto:actionpistol@nrahq.org) or call 703.267.1478 to speak with the NRA Pistol Program Coordinator. You will need to know your Club/ Associations ID# in order to finalize your application to conduct your Regional Championship/ NRA Sanctioned Tournament. (If you are an international club, please email [actionpistol@nrahq.org](mailto:actionpistol@nrahq.org) for instructions on how to use the online registration for international tournaments)

## Submitting Payment/ Scores/ Paperwork:

All of the following forms are provided in your Regional Packet, and must be filled out and returned to NRA – Attn: Tournament Operations – Competitions Division, 11250 Waples Mill Rd. Fairfax, VA 22030.

Competitor Scorecard filled out entirely with all required information.

Fee Reporting Form

Accident Reporting Form

National Records Form

Distinguished Points Form

Shooting Sports USA media form

Regional Championship lapel pins

List of every competitor that was awarded a BIANCHI CERTIFICATE and the score they fired. **This is mandatory or all certificates are voided for entire match.** All certificates not awarded are to be returned to the NRA along with the documents above.

YOUR SCORE REPORTING & SCORECARDS (most people use Excel, to create a score sheet to be distributed to competitors and sent to NRA for proof of National Records and Distinguished Points, and to match against scorecards) Please be sure to fill out the score cards with all the necessary information. All documents will be returned to you/ sender if there is missing criteria or portions of the scorecard with incorrect information. Please double check all paperwork for accuracy before sending to NRA. If you have questions on how to properly fill out paperwork call 703.267.1478 to speak with the Pistol Coordinator.

You may download a free PDF of the SR-45 scorecard using this link

<http://www.nrahq.org/compete/dept-tourn-rpt.asp>



## SPONSOR SCORE REPORTING CARD

(Complete and return to NRA at the completion of the tournament or league)

NRA ID: \_\_\_\_\_

COMPETITOR: \_\_\_\_\_  
LAST NAME, FIRST NAME, MI

STREET: \_\_\_\_\_

CITY: \_\_\_\_\_ ST: \_\_\_\_\_ ZIP: \_\_\_\_\_

EMAIL: \_\_\_\_\_

TOURNAMENT DATE AND LOCATION



### NRA ACTION PISTOL TOURNAMENTS ONLY

Indoor

(circle one)

Outdoor

<u>Discipline</u>	# SHOTS	TOTAL SCORE	# SHOTS	TOTAL SCORE	
Action Pistol Metallic Sight					
Action Pistol Open sight					
Action Pistol Open RimFire					
Action Pistol Production					
Action Pistol Production RimFire					
Action Pistol RimFire Met Sight					

# **RANGE LAYOUT**

The following illustrations should give you an idea of how to layout and set up your range for the approved NRA Action Pistol course's of fire listed below.

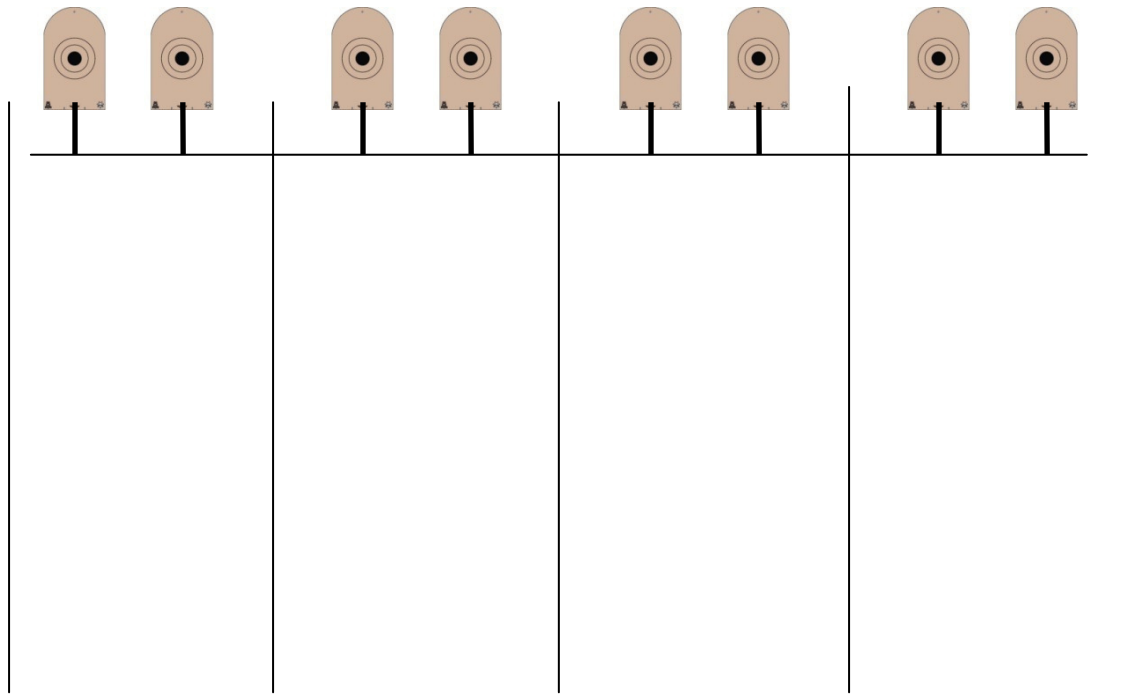
Pay strict attention to the height placement of targets and width in between targets to insure proper set-up of each event.

The proper conduct of the match is just as important as the accurate "range set-up" mentioned above. Learning the course of fire and how to "call" it on the range, is very important. Knowing and feeling confident calling the cadence "Shooter ready, stand by!" is also important.

What's MOST IMPORTANT of all? **SAFETY!!!**

# EVENT – I The Practical Event

( 10, 15, 25 & 50yrd.....48rnds )



Lane ONE

Lane TWO

Lane THREE

Lane FOUR



*Procedure:*

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

*10 Yard Stage:*

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

*15 Yard Stage:*

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

*25 Yard Stage:*

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

*50 Yard Stage:*

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

*Penalties:*

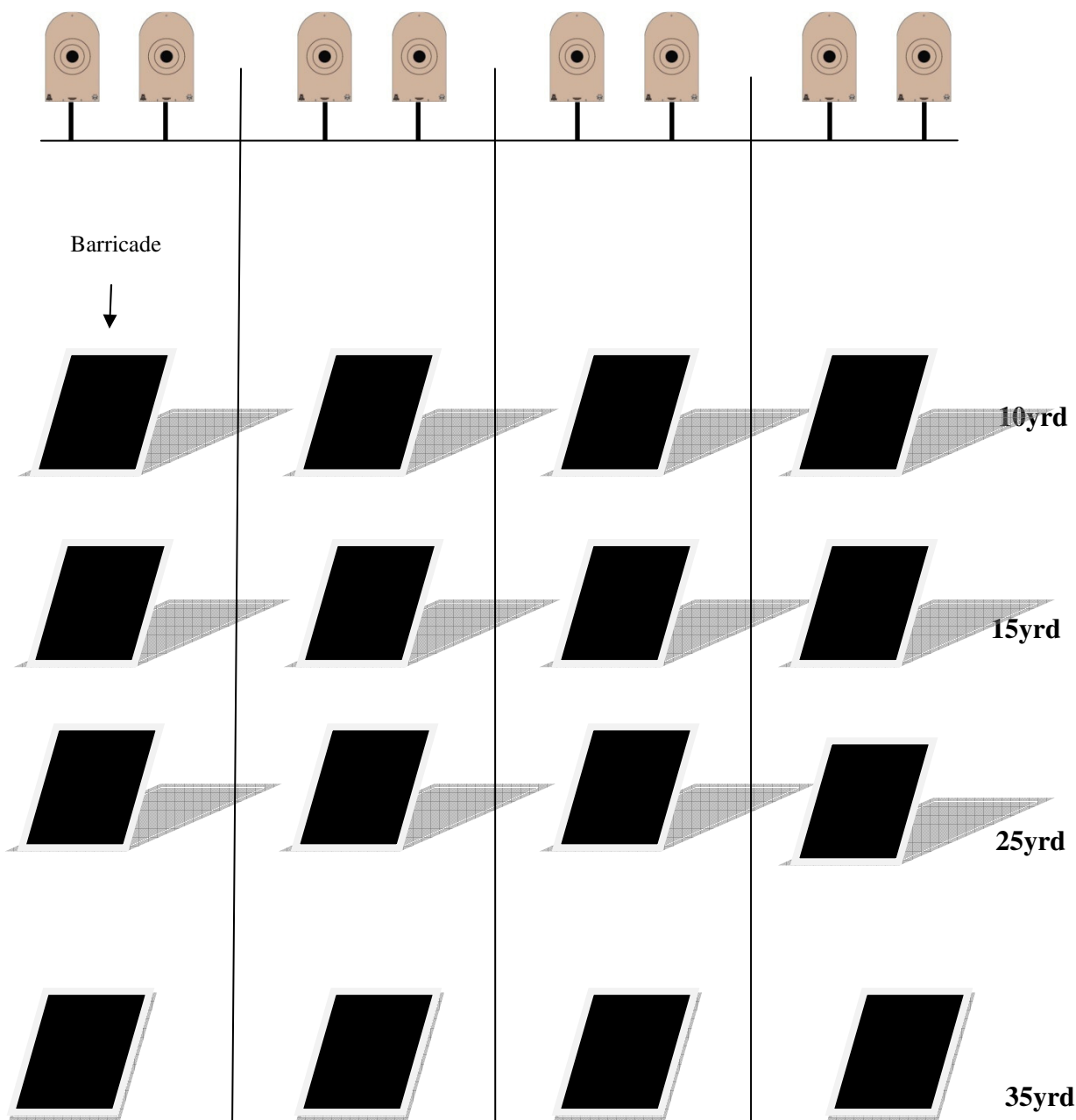
A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, for each round fired overtime, and for each round fired while supporting the weak hand or arm during the third segment at the 10 yard stage.

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



# EVENT – II The Barricade Event (10, 15, 25 & 35yrd)

(48 rnds)







*Procedure:*

At each stage there will be a 6 foot high, 2 foot wide barricade. They will be placed in a line, one directly behind another. Each barricade will have a clearly marked 2-foot wide by 3-foot long firing area on the up-range side. The competitor must be within the firing area at the "**COMMENCE FIRE**" signal and no portion of the competitor's body or equipment may touch outside the firing area until the competitor has finished firing the designated rounds. The barricade will be considered to be within the firing area and may be used as support.

There will be 2 targets downrange. One will be placed 3 feet to the left of the center line and one 3 feet to the right. (6 feet apart, edge-to-edge). The starting position will be with the handgun holstered and the palms of both hands on the face of the barricade. The starting signal will be an audible type (whistle, horn, etc.) or turning targets may be used. Proceeded by the verbal commands "**READY**" and "**STAND BY.**"

*10 Yard Stage:*

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

*15 Yard Stage:*

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

*25 Yard Stage:*

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

*35 Yard Stage:*

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

*Penalties:*

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

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



# The Moving Target Event (Modified)

(10, 15, 20 & 25 yrd.....48 rnds)

AP-1 Target moves from right to left and left to right at 10' per second across a 60' wide running span. The Moving Target runs 60 feet in 6 seconds. This is the speed it has to run in order to be used.

**Action Target Company – Portable Moving Target System**



(A) 10 yards - 6 shots in 6 seconds, 2 strings. Target moves right to left, then left to right.

(B) 15 yards - 6 shots in 6 seconds, 2 strings. Target moves right to left, then left to right.

(C) 20 yards - 3 shots in 6 seconds, 4 strings. Target moves right to left, then left to right.

(D) 25 yards - 3 shots in 6 seconds, 4 strings. Target moves right to left, then left to right.

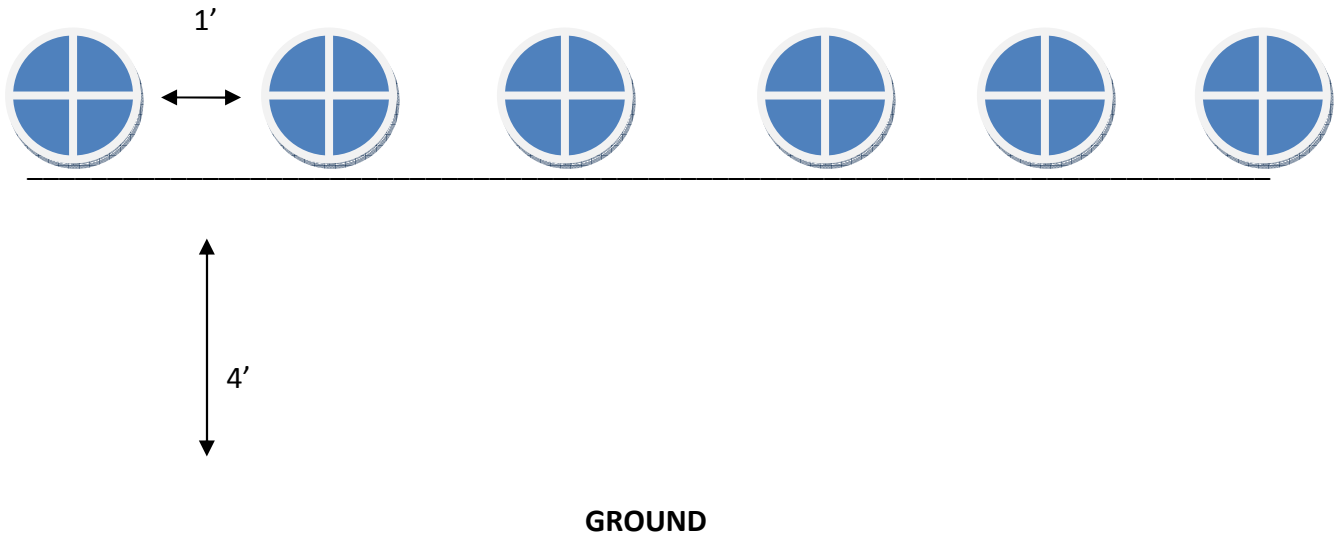




# The Olin “Oli” C. Barjenbruch Falling Plate Event

(10, 15, 20 & 25 yrd.....48 rnds)

Bianchi plates are set so that each plate is 1' apart edge to edge and 4' from the ground to the bottom edge of the plate.





*Procedure:*

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

*10 Yard Stage:*

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

*15 Yard Stage:*

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

*20 Yard Stage:*

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

*25 Yard Stage:*

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

*Penalties:*

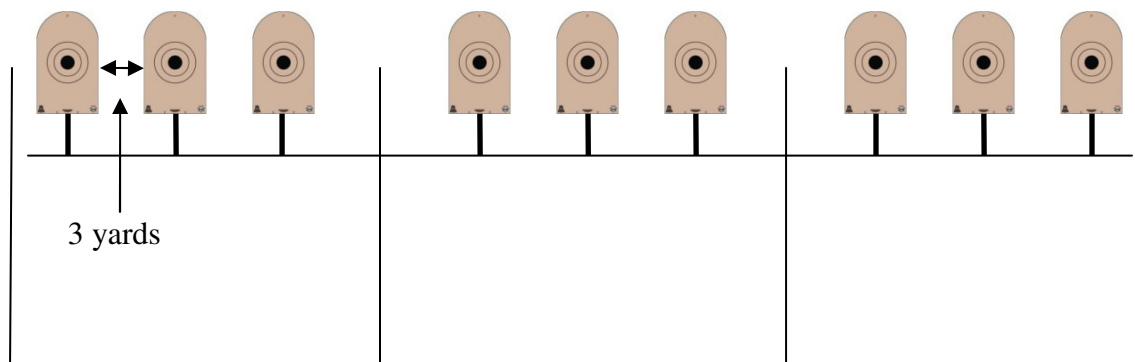
A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, and for each round fired overtime. (See Rule 14.3(h))

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

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

# Los Alamitos Pistol Match (7, 10, 25yrd)

**Three (3) AP-1 targets per competitor**



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

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

**STAGE I: (6 Rounds)**

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

**STAGE II: (6 Rounds)**

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

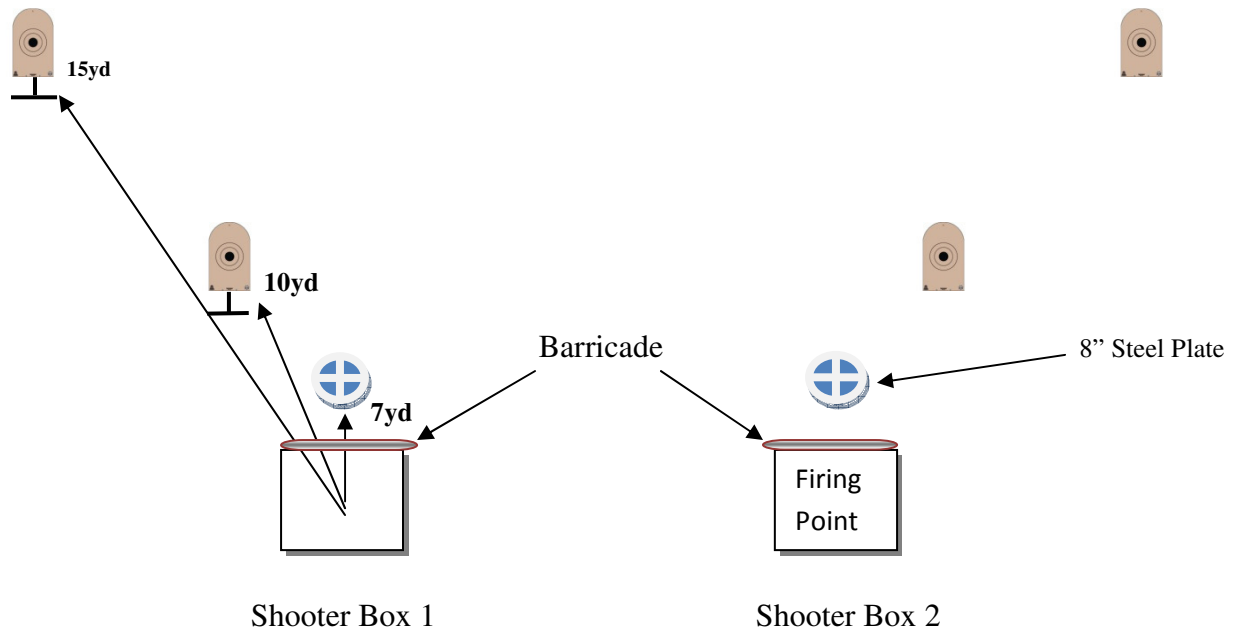
**STAGE III: (12 Rounds)**

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

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

Equipment must be inspected by Officials for safety requirement.

# The Flying “M” (this is a person against person speed and accuracy event)

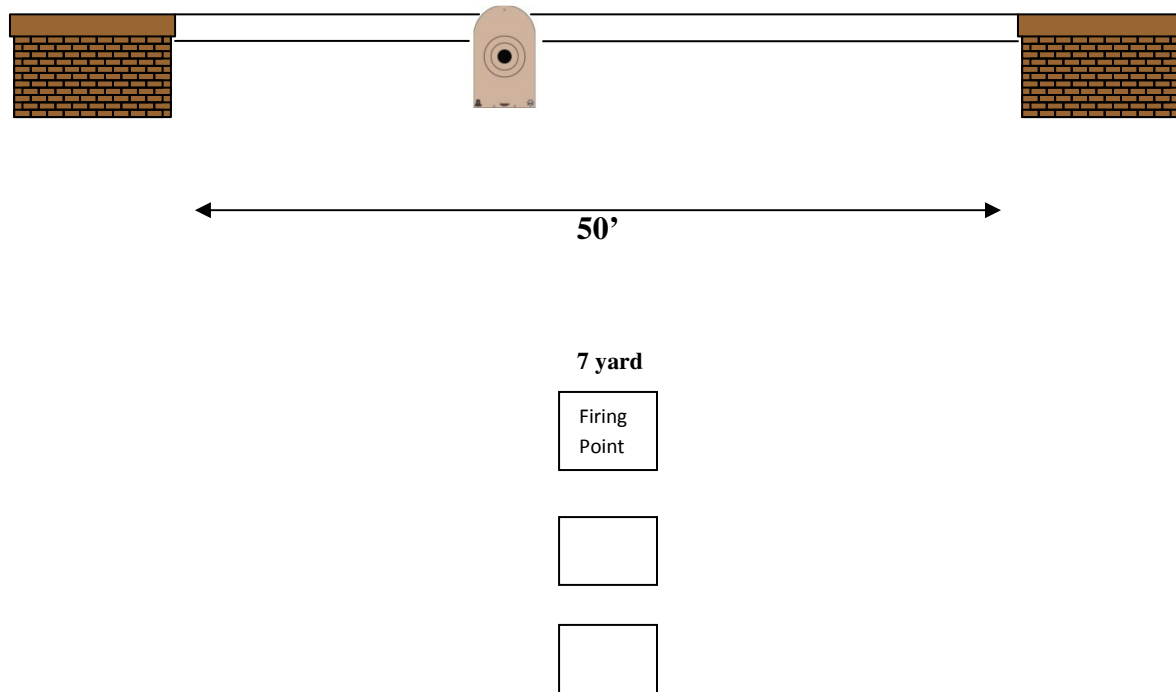


## NOTES

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

Competitor starts with at least one foot touching the center marker of the six foot barricade. At the signal to commence, the competitor moves toward the end of the barricade. The competitor must remove a can from a rest three feet above the ground with the drawing hand before touching the pistol. After removing the can the competitor turns down range and places at least one hit on 3 targets, two silhouettes and 1 round impact (8" steel plate). The silhouettes are placed at 10 and 15 yards and the round impact at 7 yards.

# The Moving Target Event (7, 15, 25yrd)



## Stage I

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

## Stage II

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

## Stage III

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

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

# International Rapid Fire Modified (25 Meters)



25 Meters

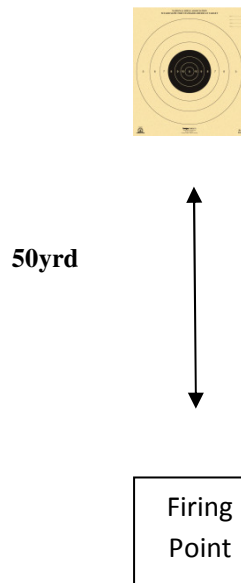
Firing  
Point

This course will be 30 shots at 25 meters. The course is subdivided into 6 strings of 5 shots each, two in 8 seconds, two in 6 seconds, and two in 4 seconds.



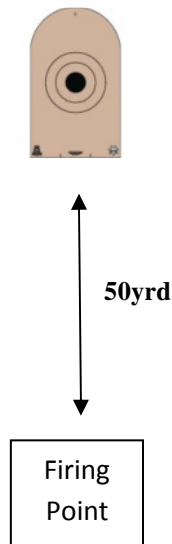
# Advanced Military Pistol Match (10, 25, 50yrd)

## (Stage I)



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

## (Stage II)



Competitor fires 5 rounds at an NRA AP-1 target from 25 yards. Fifteen seconds time limit. Possible 50 points.

### (Stage III)

(Same range set-up as Stage II)

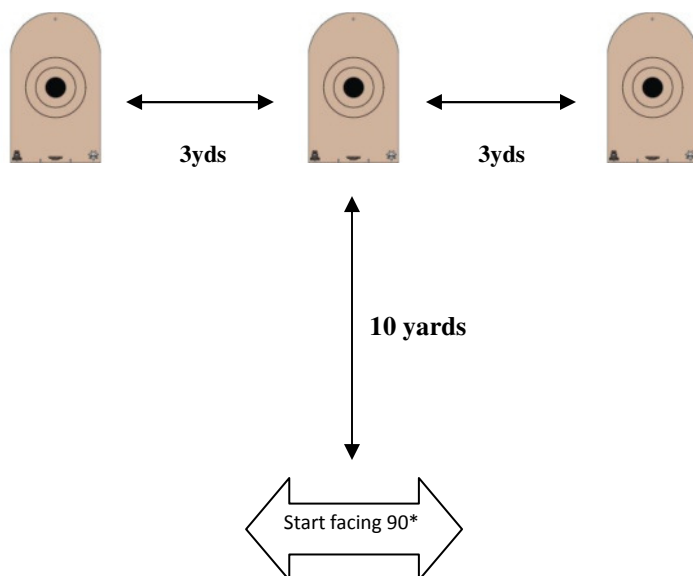
Competitor fires one round at an NRA AP-1 target from 10 yards, reloads, and fires 5 more rounds at the same target. Fourteen second time limit. Possible 100 points.

### (Stage IV)

(Same range set-up as Stage II & III)

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

### (Stage V)



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

## **(Stage VI)**

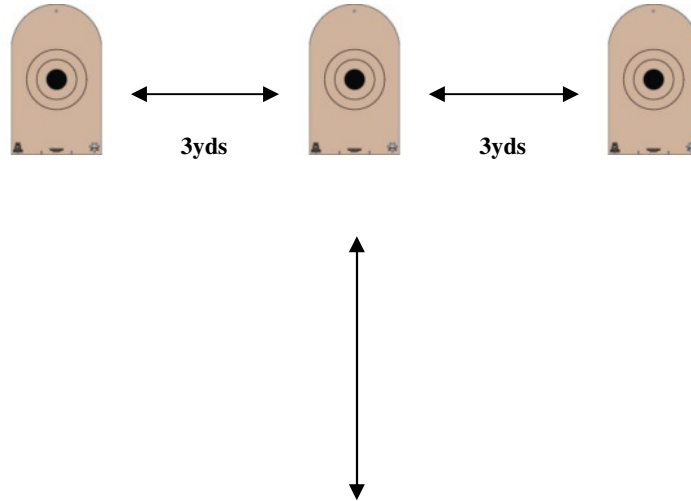
(Same range set-up as Stage II, III & IV)

Competitor fires one round at an NRA AP-1 target from 10 yards, Competitor then repeats for a total of 8 rounds. Time limit is 1.5 seconds for each round. Possible 80 points.

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

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

# Tyro Course (10yrd)



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

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

## **STAGE I:** 6 Rounds.

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

## **STAGE II:** 6 Rounds.

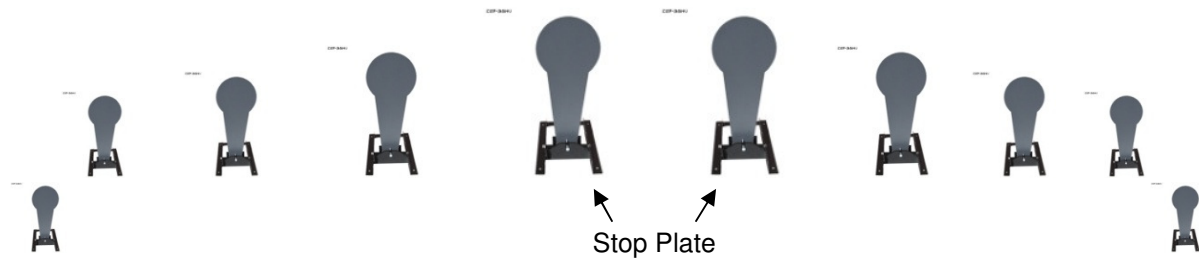
Competitor draws and fires 2 rounds at each target in 8 seconds.

## **STAGE III:** 12 Rounds.

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

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

# Speed Event (10yrd, Person to Person using “speed plate” (steel) targets)



Shooter  
Box

Shooter  
Box





## Speed Event description:

(a) The competitors shall occupy separate, 3-foot square firing areas, which shall be six-feet apart edge-to-edge. A stationary-timer stop-plate shall be positioned ten (10) yards down range of each competitor. Four knock-down plates shall be spaced three (3) feet apart edge-to-edge. All five targets shall be positioned in a fan to the left of the left-side competitor, and to the right of the right-side competitor. The targets may be placed at varying heights at the discretion of the Tournament. The starting position shall be with each competitor standing upright, the pistol holstered, and both hands held shoulder high. The starting signal shall be an audible electronic signal preceded by the verbal commands **"READY"** and **"STAND BY."** A maximum of twenty (20) seconds will be utilized per firing sequence.

### (b) Phase One - Qualification:

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

### (c) Phase Two - The Speed Event Finals

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

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

### (d) Penalties:

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

#### 1) Phase One:

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

#### 2) Phase Two:

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

# **Crawford Barricade Event** (10, 15, 25, 35yrd) Regular Barricade set-up

## **Procedure:**

At each stage there will be a 6 foot high, 2 foot wide barricade. They will be placed in a line, one directly behind the other. Each barricade will have a 2 foot wide 3 foot long shooting box on the face side of the barricade.

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

## **10 Yard Stage:**

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

## **15 Yard Stage:**

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

## **25 Yard Stage:**

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

## **35 Yard Stage:**

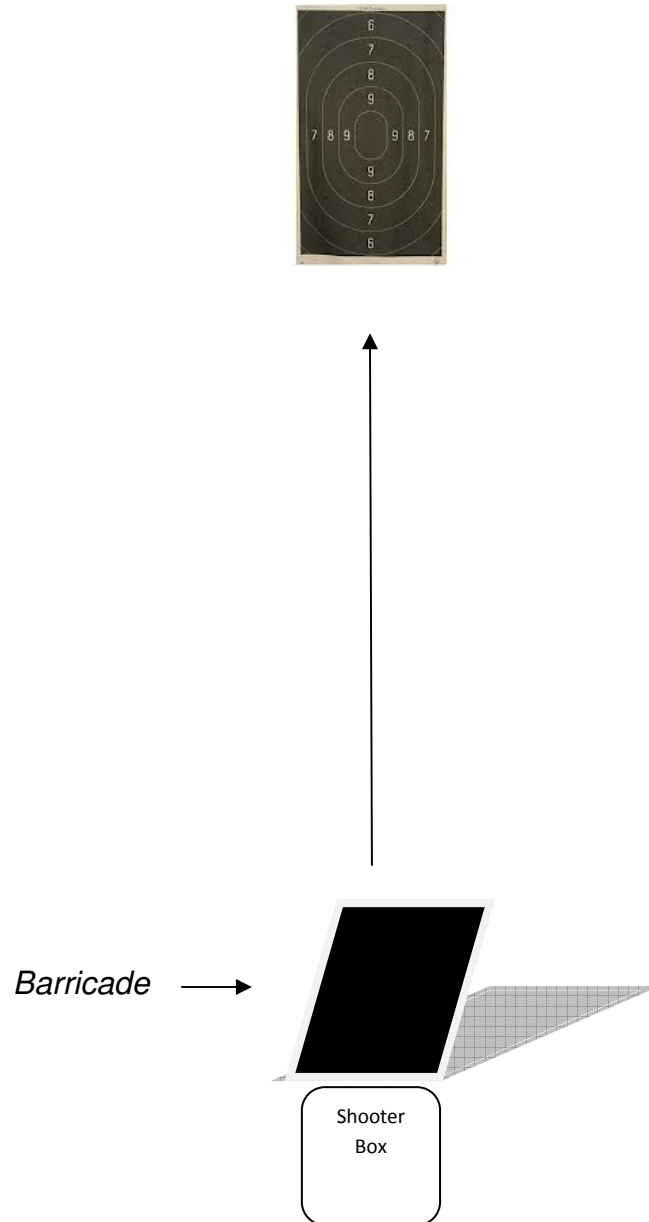
At the signal to commence fire, competitor fires 3 rounds at the right target, then fires 3 rounds at the left target from the matching sides of the barricade; time limit is 11 seconds. At the second signal to commence fire, competitor fires 3 rounds at the left target, then fires 3 rounds at the right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

## **Penalties:**

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

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

# Combat Event (7, 25, 50yrd)



# Combat Event description:

*Rounds: 60*

*Target: NRA B-18*

For each firing position there will be a barricade at 25 yards and at 50 yards. When firing left side from behind the barricade the firearm must be held in and operated with the left hand and competitor's feet must be to the right of the left edge of the barricade and when shooting right side from behind the barricade the firearm must be held in and operated with the right hand and competitor's feet must be to the left of the right edge of the barricade.

## Stage 1 - 7 Yards:

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

## Stage 2 - 25 Yards:

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

## Stage 3 - 50 Yards:

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

## Stage 4 - 25 Yards:

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

## Penalties:

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

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

# Ambidextrous Match (10, 15, 20yrd.....48rnds)

*(Targets: 8" Round Steel or Plastic Plates, same set-up as Falling Plate Event)*

## Procedure:

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

## 10 Yard Stage:

At the 1st signal to commence fire, the competitor will fire one round at each target, freestyle. At the 2nd signal to commence fire, the competitor will fire one round at each target with the strong hand only, unsupported. At the 3rd signal to commence fire, the competitor will fire one round at each target with the weak hand only, unsupported.

Competitor may use the strong hand to produce and exchange the handgun for this string, but all 6 shots must be fired with the weak hand without support for the hand and arm of any kind. The time limit will be 6 seconds per string. Target must be knocked down to score.

## 15 Yard Stage:

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

## 20 Yard Stage:

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

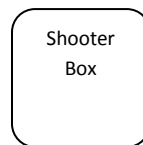
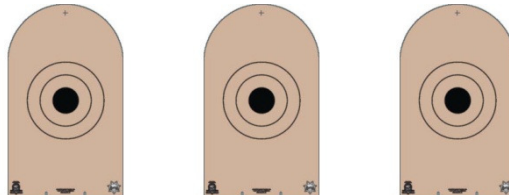
## Penalties:

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

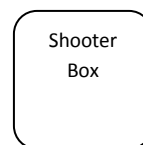
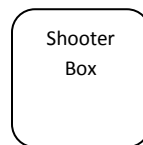
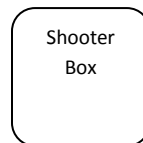


# Unsupported Standard Match (10, 15, 20, 25yrd....48rnds)

Target: NRA AP-1



10 Yards



**Procedure:**

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

**10 Yard Stage:**

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

**15 Yard Stage:**

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

**20 Yard Stage:**

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

**25 Yard Stage:**

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

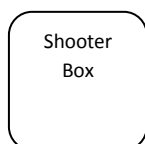
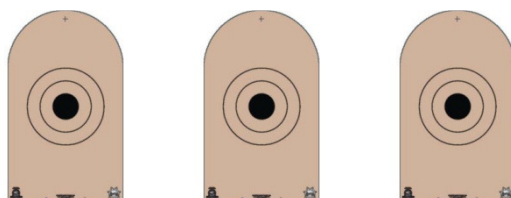
**Penalties:**

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

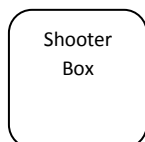
NOTE: To fire this match indoors the 20 yard stage is fired at 20 feet and the 25 yard stage is fired at 25 feet on the AP-2 target.

# Speedload Challenge (10, 15, 25, 50yrd.....48rnds)

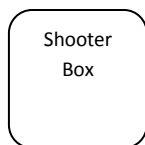
**NRA AP-1 Target**



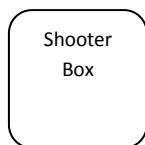
10 Yards



15 Yards



25 yards



50 Yards

#### Procedure:

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

#### 10 Yard Stage:

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

#### 15 Yard Stage:

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

#### 25 Yard Stage:

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

#### 50 Yard Stage:

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

#### Penalties:

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

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

# **Texas Mover** (10 and 15 yards....48rnds)

## **NRA AP-1 Target**

**Range set-up is the same as the Modified Moving Target Event, with the exception of the 20 and 35 yard distances. This event is from 10 and 15 yard firing distances.**

### **Course of Fire:**

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

There will be no audible signals. When the competitor is ready to fire both hands must be raised to the starting position. The appearance of the target from behind the barricade will be the signal to commence fire. There will be a mandatory reload after each 6 rounds fired. A competitor has 5 minutes to complete firing this course, starting from entry into the first shooting box until the start of the last string of fire.

**10 Yard Stage:** At the signal to commence fire, the competitor fires 6 rounds at the target, which moves from right to left. The target will pause for 3 seconds and then move from left to right while the competitor fires 6 rounds at the target.

The target will pause 3 seconds and then move from right to left while the competitor fires 6 rounds at the target. The target will pause for 3 seconds and then move from left to right while the competitor fires 6 rounds at the target. **(Total of 24 shots)**

### **15 Yard Stage:**

Same as the 10 Yard Stage. **(Total of 24 shots)**

### **Penalties:**

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