

## **2019 NRA Action Pistol Rule Changes**

**ADDED** - Rule 4.3.2 - Alternate Falling Plate Target Rimfire – The target will be an 8” diameter round target, made from ¼” thick steel. The target must be knocked down to score as a hit. See Section 14 for scoring procedure.

**AMENDED** - Rule 9.9 - Weighing Triggers ... The rod or hook of test weight shall rest on lowest point of the curve in curved triggers, and approximately midpoint on straight triggers.

**AMENDED** - Rule 15.2 – Ties (f) Ties in Match X (aggregate) of the Bianchi Cup will be broken by using (a) through (e) of Rule 15.2 except in case of shoot-off the longest distance from each of the four main events will be used.

### **ADDED - New Short Course Events to be included in the Action Pistol Rulebook**

**7.20 Short Course** – The following events may be fired in Approved but not Registered Tournaments: (a) Practical Short Course Event (b) Barricade Short Course Event (c) Moving Target Short Course Event (d) Falling Plate Short Course Event. The Short Course is not eligible for national Records or classification purposes.

### **10.33 – Specific Rules for the Conduct of the Practical Short Course Event**

Targets: (2) NRA AP-1

Rounds: 24

Range: 10 and 15 Yards

Procedure: Competitor stands facing 2 targets downrange. Tops of targets will be approximately 6 feet above ground level and 3 feet apart, edge-to-edge. The starting position will be with the firearm holstered and both hands held shoulder high. The starting signal will be the audible buzzer preceded by the verbal commands “READY” and “STAND BY.”

Stage I: 10 yards

At the signal to commence fire, the competitor draws and fires 1 round at each target in 3 seconds. At the second signal to commence fire, the competitor draws and fires 2 rounds at each

targets in 4 seconds. At the third signal to commence fire, the competitor draws and fires 3 rounds at each target, strong hand only, in 8 seconds.

Stage II: 15 yards

At the signal to commence fire, the competitor draws and fires 1 round at each target in 4 seconds. At the second signal to commence fire, the competitor draws and fires 2 rounds at each target in 5 seconds. At the third signal to commence fire, the competitor draws and fires 3 rounds at each target in 6 seconds.

Penalties: A penalty of ten (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 strong hand or arm during the third segment at the 10-yard stage.

### **10.34 – Specific Rules for the Conduct of the Barricade Short Course Event**

Targets: 2 NRA AP-1

Rounds: 24

Range: 10 and 15 Yards

Procedure: At each stage there will be a 6 foot high, 2 foot wide barricade. They will be placed in a line, one directly behind another. Each barricade will have a clearly marked 2-foot wide by 3-foot long firing area on the up-range side. The competitor must be within the firing area at the “COMMENCE FIRE” signal and no portion of the competitors’ 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 centerline and one 3 feet to the right (6 feet apart, edge-to-edge). The starting position will be with the firearm holstered and the palms of both hands on the face of the barricade. The starting signal will be will the audible buzzer preceded by the verbal commands “READY” and “STAND BY.”

Stage I: 10 Yards

At the signal to commence fire, the competitor draws and fires 6 rounds at either target from the matching side of the barricade in 5 seconds. At the next signal to commence fire, the competitor draws and fires 6 rounds at the remaining target from the matching side of the barricade in 5 seconds.

Stage II: 15 Yards

At the signal to commence fire, the competitor draws and fires 6 rounds at either target from the matching side of the barricade in 6 seconds. At the next signal to commence fire, the competitor draws and fires 6 rounds at the remaining target from the matching side of the barricade in 6 seconds.

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

Note: All competitors may use the Barricade for support. No portion of the firearm may rest against the Barricade for Open Modified, Metallic or Production Firearm Divisions. Competitors will not be permitted to “Lock on to the Barricade.”

### **10.35 – Specific Rules for Conduct of the Moving Target Short Course Event**

Targets: 1 NRA AP-1

Rounds: 24

Range: 10 and 15 Yards

Procedure: 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 signal to commence firing will be when the target appears from behind the barricade.

Stage I: 10 Yards

At the signal to commence fire, the competitor draws and fires 6 rounds as the target passes from right to left. At the next signal to commence fire, the competitor draws and fires 6 rounds as the target passes from left to right.

Stage II: 15 Yards

At the signal to commence fire, the competitor draws and fires 6 rounds as the target passes from right to left. At the next signal to commence fire, the competitor draws and fires 6 rounds as the target passes from left to right.

Penalties: There will be a ten (10)-point penalty for any premature start, for each procedural error, and for any round fired over the designated amount.

### **10.36 – Specific Rules for Conduct of the Non-Moving Target Short Course**

Targets: 6 NRA AP-1 Targets

Rounds: 24

Range: 10 and 15 Yards

Procedure: 6 stationary targets will be placed at the target line 5 feet apart. 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. The starting signal will be will the audible buzzer preceded by the verbal commands “READY” and “STAND BY.”

Stage I: 10 Yards

At the signal to commence fire, the competitor will draw and fire one round at each target from right to left in 6 seconds. At the next signal to commence fire, the competitor will draw and fire one round at each target from left to right in 6 seconds.

Stage II: 15 Yards

Repeat Stage I from above.

### **10.37 – Specific Rules for Conduct of the Falling Plate Short Course Event**

Targets: 8” Round Steel or Plastic Plates

Rounds: 24

Range: 10 and 15 Yards

Procedure: There will be 6 target plates place 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 will the audible buzzer preceded by the verbal commands “READY” and “STAND BY.”

Stage I: 10 Yards

At the signal to commence fire, the competitor will draw and fire 1 round at each target in 6 seconds. Target must be knocked down to score. Competitor then repeats procedure.

Stage II: 15 Yards

At the signal to commence fire, the competitor will draw and fire 1 round at each target in 7 seconds. Target must be knocked down to score. Competitor then repeats procedure.

Penalties: A penalty of ten (10) points and 1-X will be charged for a premature start, for each procedural error, and for each round fired over the designated number and for each round fired overtime.