

Pine River Sports Assn., Ltd.
Action Pistol Match Outdoor – August 29th, 2020 Rules

Addendum:

Due to the COVID-19 pandemic the following will be in effect...

We would expect, if you are feeling ill, that you not attend this shoot. If you are visibly ill you will not be allowed to participate and will be asked to leave the range. This is an outdoor venue but Social Distancing should still be practiced. Gathering in large groups will be discouraged. Face masks will not be required but you may choose to wear them.

General:

Shoot will be conducted regardless; heavy rain or lightning may cause delay, at the RSO & Match Directors discretion

The range does not provide for food, snacks, drinks or seating – bring your own. There is an outdoor toilet facility.

Spectators and shooters waiting to fire and those remaining after firing are to conduct themselves in a manner so as not to impede the RSO or other range personnel or cause a disturbance to the shooter on the firing line. Abusive, loud or robust activities will not be tolerated. This is a Family function.

Shooters waiting in line to fire are to remain in the ready area and move to the firing line when called.

At the completion of their firing, shooters may remain in the range ready area or leave the area.

Classes, Categories, Divisions and Classification of Shooters:

1. Details of the Firearm, Equipment and Ammunition requirements for Centerfire will be as outlined by this document. The Match Director will be the final authority for anything related to this competition.
2. Competitors will be assigned in the following Classifications only:
 - A. This shoot will have only one (1) Classification – Center Fire.
 - B. There will be two (2) Divisions, Pistol & Revolver.
 - a. Centerfire – A handgun using ammunition of the centerfire type. Because of potential damage to the steel targets, handgun must not exceed the energy level of a 45 ACP (1200fps, 450fp) when using a standard, full metal jacketed ammunition. All handguns using a rifle caliber cartridge, hyper-velocity calibers, and heavy magnums are prohibited.
All centerfire handguns to be used must be pre-approved by the match director.
 - b. Rimfire – There will be no “rimfire” classification for this shoot..
3. Competitors will be assigned in the following Categories only:
 - a. This shoot will not have categories for sights. Any and all sights are allowed.

Equipment:

1. Firearms: Any handgun, any type, any caliber, subject to Division. Must be safe, serviceable and in good operating condition, with all factory safeties operating.
2. Ammunition: No Tracers, Incendiary or Explosive type, are allowed.
3. Holsters: Holsters are not required, but may be used. Holsters, if used must be of a draw from the top type. Shoulder holsters are not allowed. Handguns w/arm braces & slings are prohibited.
4. Other Equipment: Magazine loaders recommended. All other, at the discretion of the Match Director.
Hearing and eye protection is required.

General Operations:

- a. This is a "Speed", quickest time match. Targets will not be "scored", only verified for the correct number of hits, and penalties assessed accordingly for excessive, insufficient hits or infractions.
- b. Each competitor will make three (3) runs of the course in Stages 1 & 2. Two (2) runs of the course in Stage 3 and one (1) run of the course in Stage 4. For Stage 1 & 2 the best 2 runs of 3 will be totaled for score. For Stage 3 the best run of 2 will be added for score. The score of Stage 4 will be added to previous stages for a competitor's final score.
- c. The final score will be an aggregate of Stages 1 through 4.
- d. Competitors are not required to remain at the range for awards.
- e. Awards will be determined and presented to the winners remaining at the range. Awards to those who have left will be notified. They may pick up their award at the PRSA indoor range at their convenience or have it mailed to them. Arrangements for picking up awards are to be made with the Match Director.

1. Assembly Area: In the assembly area, guns may not be loaded or handled until the shooter is called to the line. Only handling of ammunition and loading of magazines will be allowed in the assembly area.
2. Only one shooter will be on the Firing Line at a time. All others must remain behind the Ready Line and exhibit proper match decorum.
3. The next shooter in sequence may move to the Ready Line, with his equipment, provided his gun is unloaded and with the action locked open. Use of highly visible, "open action" indicators are recommended.
4. All stages - at the shooters choice, may be fired from the "Ready" position, with the gun pointed at the ground 6 feet in front of the shooter, and mechanical safety (if so equipped) engaged, or drawn from a holster.

When drawing from a holster both hands are to be held in the surrender position until the signal to fire is given. Holster are to be of the "draw from the top" type only.

5. All stages are to be fired from the offhand, standing or standing crouch position only.
6. Handgun must be held in 1 or 2 hands only, arms outstretched, not resting against the chest.
7. Handgun may not touch or be supported by a part of the shooters body, other than the hands.
8. Any device or items affording the shooter and/or handgun artificial support are prohibited.
9. Mechanical safeties, if the gun is so equipped, must be engaged prior to the signal to fire.
10. 1911 or similar style guns may be in the "cocked and locked" configuration until the signal to fire is given.

11. Revolvers are fired from the “hammer at rest” configuration. Do not use the cocked or half cock position..
12. All firing will be started by an audible ‘shot timer’ signal which will also record the firing time and number of shots.
13. The range officer will call Cease Fire and Unload and Show Clear at the end of the maximum allotted time for each run.
14. For Stages 1 & 2 Handguns/magazines are to be loaded with a maximum of seven (7) rounds per magazine.
15. Shooter is limited to a total of 7 rounds per Target Set for Stages 1 & 2. Shooter will make three (3) runs for Stage 1 & 2, 3 magazines of 7 rounds are required. For Stage 3 & 4 shooter is limited to 10 rounds per run and may utilize magazines as he sees fit. Shooter will make two (2) runs of Stage 3, 2 magazines of 10 rounds or a combination of magazines as needed. For Stage 4 shooter will make 1 run, 1 magazine of 10 rounds or a combination of magazines as needed.
16. Firing prior to the start signal, will incur a 10 second penalty per shot.
17. Firing after any “cease fire” command will incur a 10 second penalty per shot fired.
18. Timing will be done by an assigned Official Timer. Shooters will not time or score.
19. Range commands will be given by a Range Safety Officer.
20. Range Safety Officer will call each shooter to the line, describe the stage, inform the shooter to prepare for the stage. He will then command “load”. He will then ask “shooter ready”. After receiving the proper indication from the shooter, he will command “standby”. At the audible timer signal the shooter will began firing the stage. The shooter will fire at each target set, reload as needed and fire, until he has completed all target sets of the stage & run. Separate commands will be given for each stage & run.
21. After the shooter completes the run, or time has expired for the run, the RSO will signal by whistle and command “Cease Fire, Unload and Show Clear”. Shooter must remove the magazine, lock the action open or open the cylinder of a revolver, and show the cylinder or action port to the RSO. He may then move to the next run when so informed, or exit the range when he has completed all runs.
22. Each run of a stage will be fired separately, with commands given for each run.
23. Each shooter is expected to come to the firing line with the necessary number of rounds and magazines for the stage and number of runs. He will not be allowed to load magazines during a stage or run. A shooter must have the necessary number of magazines to fire all runs of the stage.
23. Disagreements related to timing or scores between the shooter and the Official Timer will be resolved by the Range Officer(s). Use of scoring aids or plugs is limited to the Range Officer.

Targets:

1. Target Set #1 will be 5 – 8” diameter steel plates. The plates will be positioned at varying distances from the firing line – from 30’ to 50’. The plates will be positioned at varying heights from 2’ to 5’. There will be no stop plate.
2. Target Set #2 will be fired at 5 – 8: x 10: rectangular steel plates. The plates will be positioned at varying distances from the firing line – from 30’ to 50’. The plates will be positioned at varying heights from 2’ to 5’. There will be no stop plate.
3. Target Set #3 will be a 5-Arm, equipped with 8” steel plates, TEXAS STAR. The apparatus will be set at 35’ from the firing line.
4. Target set #4 will be 5 Standard Bowling Pins, set along the centerline of a 3’ x 8’ steel table at a spacing of 16”. The line of bowling pins will be at a distance of 30’ from the firing line.

Scoring:

This will be a Timed Match. The shooter will make two (3) separate runs of Stage 1 & 2, two (2) separate runs of Stage 3 and a single run of Stage 4. The best 2 of 3 runs (Stages 1 & 2) and the best 1 of 2 runs (Stage 3) and the single run of Stage 4, less penalties, will be totaled to arrive at a final score. The shooter completing the stage in the least amount of time, plus penalties, will be considered the winner. Timing will be by the Range Official(s) "PACT" shot timers. A total of 72 rounds will be required to complete this match.

Penalties:

The following penalties will apply throughout this competition:

1. Immediate Disqualification from the match,
 - Pointing a loaded handgun up range or at another person
 - Dropping a loaded handgun and picking it up without the RSO's approval
 - Any errant shot, into a holster, the ground less than 6 feet down range, into the air or outside of the range boundary.
 - The consumption of alcohol or non-prescribed drugs while competing in the match.
 - Failure to follow the instruction of the RSO after receiving 2 warnings.
2. Disqualification during or from a Run or Stage,
 - Failure to follow the instructions of the RSO after one warning.
3. Time penalties during a Run or Stage,
 - Firing prior to the Start Signal, 10 seconds per shot, any run or stage
 - Firing after any "Cease Fire" command, 10 seconds per shot, any run or stage
 - Insufficient hits on a target (misses) or failing to cause the bowling pin to leave the table, 10 second per each shot or remaining pin, any run or stage
 - Firing from outside a marked shooting box, all runs and stages, 10 seconds per violation.
 - Failure to follow the instructions of the Range Safety Officer, 10 seconds for the first violation only. Subsequent violations will disqualify the Run, Stage, or Match.
4. It is assumed each shooter will fire the required number of shots for each target set and run! Additional Penalties will be assessed each shooter who elects to take the penalty instead of firing the required number of shots. The minimum number of shots for each target set is 5 all stages. The additional assessment for electing to take the penalty will be 60 seconds, in addition to the 10 second penalty per shot for insufficient hits or unfired shots.

Match Stages & Runs:

Are described in the Official Match Program.

Match Commands:

Shooter ## to the Line (Calls shooter to the line with his equipment)
Shooter prepare for Stage X (RSO will indicate the stage and describe what action the shooter is to take)
Shooter Load and Make Ready (Loads handgun and assumes ready position or holsters gun)
Shooter Ready? (Shooter acknowledges verbally or by nodding head or raising his hands)

Standby (Shooter prepares for audible signal from shot timer)

Fire (Audible shot timer signal given)

Upon completion of the stage by the shooter, or time has expired...

RSO will command "CEASE FIRE" "SHOW CLEAR" (Shooter removes magazine, pulls back and locks the slide in the open position, and shows the action port to the RSO.

If a holster is used the shooter may then holster the gun, with the slide locked back, upon the RSO's acknowledgement.

RSO will command The Line is Clear, Scorer may go forward, verify hits, assess penalties and paste or paint the target.

Shooter prepare for the next Stage or leaves the firing line if finished.

8/2/2020