

Pistol League Rules 2019



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Please note: All rules listed in this document are subject to the interpretation of the Management of HW Range & Training. In the event of any discrepancies or questions regarding the violation of these rules should occur the final call will be made by said management. This includes, but is not limited to, discrepancies involving: disqualification, weather related issues, mechanical problem, and scoring.

1. General competition outline
 - a. League will last 4 weeks
 - b. Weekly competition will be hosted on Tuesday night from 6:00pm-8:30pm
 - c. Each league will consist of 3 stages, and the same 3 stages will be used for the duration of the four week league. Some stages will consist of multiple strings while others will be scored by a single string of fire.
 - d. Each week of competition shooters will complete on each of three stages.
 - e. A standard week of competition may call for 100-150 rounds of ammunition
 - f. Targets will either be steel, paper, or clays
 - g. Each stage will be out lined by a detailed Written Stage Brief, also known as a WSB
 - h. Required skills include, but are not limited to:
 - i. Drawling from a holster
 - ii. Speed and accuracy at varying distances
 - iii. Speed reloading your firearm
 - iv. Clearing malfunction when necessary
 - i. All times will be recorded by a shot timer
 - j. Starting position
 - i. Standing within designated “firing box”. Pistol loaded (round in chamber, magazine seated, safety engaged) and holstered.
 - ii. Hands relaxed at your side with arms hanging relaxed.
 - k. Stages may incorporate a “stop plate” similar to that used in Steel Challenge Competitions
 - i. Stop plate
 1. Designated target to be engaged last in a string of fire. Any shots fired after stop plate has been hit will not be scored.
 - l. All stages will be monitored and refereed by Range Safety Officers also known as RSO’s
2. Range Rules:
 - a. This is a COLD range
 - i. All firearms are to be kept unloaded except when in firing box under the direct supervision of a Range Safety Officer

1. Unloaded= chamber empty, magazine out, hammer down, holstered
 2. Any firearms to be used during competition should arrive at the range in the “Unloaded” condition
 3. Shooting area: to be clearly outlined by WSB at each stage.
 - a. Only one person is allowed inside the shooting area at a time
 - b. A firearm may not be loaded until appropriate command has been provided by Range Safety Officer. (see Range Command section)
 4. Removal of a firearm from holster, or handling a firearm outside of firing box will result in immediate disqualification for the evenings competition (see Disqualification section)
- b. Safety Equipment
- i. Eye protection
 1. Required at all times
 2. Must meet ANSI Z87 specifications
 - ii. Earing protection
 1. Required at all times
 2. Ear Muffs are recommended, ear plugs will be allowed as a minimum
- c. Dress Code:
- i. Closed toed shoes required
 - ii. Anyone with apparel deemed to be offensive or inappropriate will be disqualified
 - iii. A baseball style cap is highly recommended
3. Range commands:
- a. “Next shooter up”
 - i. Command given once stage is set and down range clear
 - ii. At this time competitor may step into the shooting area.
 - b. “Make Ready”
 - i. Competitor checks eye and ear protection.
 - ii. Competitor may remove firearm from holster and take an unloaded sight picture.
 - iii. Competitor loads firearm, engages any manual safeties, holsters firearm, and moves hands to “start position” (unless otherwise noted in WSB)
 - c. “Are you ready”
 - i. A nod or **lack of response** indicates that a shooter understands the stage procedure, has his/her equipment ready, and is prepared for the start signal

- ii. If the competitor has any questions or concerns they must be stated immediately at this time.
- d. “Stand by”
 - i. Once this command is given the start signal will sound within 1 to 4 seconds
- e. Start signal
 - i. “BEEEEEEP” A beep from shot timer. If a competitor fails to start at signal it will be left to the discretion of the RSO to whether or not the competitor will receive a second start signal or be awarded the par time for the string.
- f. Par signal
 - i. “BEEEEEP” A second beep from the shot timer indicating the maximum amount of time for the stage has elapsed.
 - 1. Competitors are not permitted to engage targets after the “par signal.” Any shots determined to be in blatant disobedience of the “par signal” will be grounds for disqualification.
- g. “Prepare for your next string”
 - i. Command will only be given on stages that call for multiple, individually times, strings
 - ii. At this time competitor may reload firearm or manipulate gear to prepare for next string of fire
- h. “If you are finished, unload and show clear”
 - i. Command issued after completion of final string or at sound or “par signal” after final string.
 - ii. Competitor should lower firearm to low ready, remove magazine, extract round from chamber, and lock slide to rear. **DO NOT ATTEMPT TO CATCH ROUND EJECTING FROM CHAMBER.** Firearm should remain pointed down range and held so that RSO may visually inspect chamber.
- i. “If clear, hammer down and holster.”
 - i. Visually inspect chamber, close slide, and pull trigger while keeping the firearm pointed down range (competitors may not touch/manipulate hammers or de-cocker if present).
 - ii. If firearm goes off at this time competitor will be disqualified.**
 - iii. After trigger is pulled, remove finger from trigger and holster firearm.
- j. “Stop”
 - i. This command may be given at any time by the RSO and requires immediate cease fire. Competitor should take finger off trigger, move gun to a low ready and await further instruction from RSO.

- k. “range is clear”
 - i. Signifies that the stage is complete and it is safe to proceed down range to score, paint, and reset targets as required.
 - ii. This command may only be given by the RSO running the stage in question.
 - iii. **ALL COMPETITORS ARE EXPECTED TO HELP IN RESETTING OF EACH STAGE.**
 - 1. This is imperative to keep the competition moving at an acceptable pace.
 - 2. Upon a second warning for not taking part in stage resetting a competitor may be subject to disqualification.
4. Equipment
- a. Firearms
 - i. Must be centerfire pistol
 - ii. Must be appropriate for holster use
 - iii. Permitted calibers:
 - 1. 9mm
 - 2. 40 Smith and Wesson
 - 3. .45 Auto
 - iv. Sights
 - 1. Sights are restricted to iron sights or optics
 - b. Holsters
 - i. Must be mounted on waist
 - ii. Must be mounted outside of waistband
 - iii. Must be mounted on strong side
 - 1. “Cross draw” holster will not be permitted
 - iv. Must cover trigger guard
 - v. Must safety hold/retain firearm securely
 - vi. Must be designed specifically to fit the firearm in use.
 - vii. No SERPA holsters will be permitted
 - c. Magazine Pouch/Carriers
 - i. Competitor will be required to step into the firing box with the necessary amount of ammunition to compete the stage.
 - ii. A minimum of 2 spare magazines is required
 - d. Magazines
 - i. A minimum of 3 magazines will required to compete.
 - e. Ammunition
 - i. Centerfire, ball ammunition, only

- ii. Any ammunition deemed to be unsafe or likely to damage targets will be removed from competition and replacement ammunition must be provided at competitor's expense.
 - iii. If a competitor uses ammunition that damages the targets they will be fined the cost of the damaged equipment.
 - f. Suppressors
 - i. Not allowed in competition
 - g. Modifications
 - i. Performance enhancements and aesthetic modifications are permitted. However, RSO's and range management reserve the right to disqualify any firearms they deem to be unsafe for competition.
- 5. Scoring
 - a. Your time plus penalties is your score.
 - b. Penalties
 - i. Failure to hit
 - 1. Any target either not hit, or hit after the stop plate will be calculated as a miss
 - 2. Any clear mark on the face or edge of a target will be scored as a hit. No mark or reasonable appeal will be scores as a miss
 - 3. Misses add 3 seconds to any stage time
 - ii. Failure to engage
 - 1. 5 seconds per target not engaged
 - iii. False Start
 - 1. Any movement towards the firearm or shots fired prior to the start signal will result in a score of the par time for the string
 - iv. Out of bounds
 - 1. Firing a shot from outside of the Firing Box will result in a minimum penalty of a par time score, and a maximum penalty of disqualification.
 - v. Procedural
 - 1. All stages will have a written stage briefing. Any competitors performance that does not adhere to the procedures described in the stage briefing will receive a 3 second penalty for each occurrence.
 - vi. Other
 - 1. Any additional, stage specific, penalties will be outlined clearly in WSB
 - vii. Appeals

1. If a competitor disagrees with the determination of a RSO it is the shooter responsibility to make any appeals immediately after the string of fire.
 2. Range Safety Officer will have final say in determining the outcome of the appeal.
- c. Equipment Malfunctions.
1. In the event of a firearm malfunction
 - a. If the firearm can be SAFELY manipulated to clear the malfunction it can, and must be cleared while the timer is running.
 - b. In the event of a squib round or other malfunction that may not be cleared quickly, safely, or without tools the RSO will escort the competitor to a safe area where the malfunction may be cleared or firearm repaired.
 - i. RSO's may grant a "re-run" if the malfunction is deemed to be a mechanical failure and not caused by mis-operation of the competitor. Competitors are limited to one "re-run" per week and these will be awarded strictly at the RSO's discretion.
 2. Any other equipment failure will be at the discretion of the RSO or Match Director as to whether or not it will warrant a "re-run" or if the participant will be awarded the par time for a particular string.
 3. All decisions made by RSO's are final.
- d. Final Score
- i. At the conclusion of the four week series all competitors will receive a total of their top **3 weeks** of competition.
 1. Example:
 - a. Week One 232sec, Week Two 285sec, Week Three 245sec, Week Four 222sec,
 - b. Final score = (sum of Week's 1-4) – slowest week's score
 - c. Final score = (984sec)-285sec
 - d. Final Score = 699sec
- e. Awards
- i. Awards will be provided for the 1st place shooter of each class
 - ii. Classes will be determined by Louis Class Scoring System
 1. Louis Class Scoring System
 - a. At the conclusion of the four weeks all competitors will have their slowest week dropped and totals calculated
 - b. Total times will be listed in ascending order order and divided into 3 equal classes

- i. An odd number of shooters or scores that are very close may cause one class to be larger or smaller than the others.

f. Ties

- i. Any ties will be broken via a duel on the dueling tree.

6. Disqualification

- a. All disqualifications will be reviewed by the Range Master. Any shooter deemed to be safe will be able to reenter competition the following week. Any score shot prior to disqualification will count and any stages/strings not completed will receive the par time for the stage.

- b. Violations eligible for disqualification

- i. Intoxication
- ii. Consumption of alcohol or illegal narcotics prior or during competition
- iii. Unsafe gun handling
 - 1. Breaking 180 degree plan with firearm
 - 2. Handling firearm outside of firing box
 - 3. Leaving firing box with loaded firearm
 - 4. Dropping a firearm
 - a. All dropped firearms must be retrieved by the RSO
 - 5. Pointing a firearm at any part of your own body or any other person on the range
 - 6. Accidental or negligent discharge
 - a. Any shot fired while holstering, unholstering, loading, reloading, or deemed unintentional by the RSO
 - b. Any shot fired before start signal or after par signal
 - 7. Finger on trigger while holstering, unholstering, loading, or reloading
 - 8. Unsportsmanlike like conduct
 - a. To include but not limited to: cheating, foul language, disrespectful behavior to range staff or other competitors
 - 9. Any reason the Range Staff deems competitor to be unsafe or unfit to compete.

7. Age limit:

- a. All participants must be 21 years of age and United States Citizen

Appendix A

Louis Class Scoring System Example:

<i>Class</i>	<i>Competitor</i>	<i>Total time</i>	<i>Place</i>
A	Brendan	199.63	1st
A	Stephanie	215.63	2nd
A	Devin	218.25	3rd
A	Anthony	222.52	4th
A	Kathy	222.53	5th
A	Sergio	247.63	6th
A	Tyler	254.33	7th
A	Steven	254.65	8th
A	Josh	255.63	9th
A	Jacob	255.81	10th
B	Terry	256.35	1st
B	Christian	258.65	2nd
B	Josh	259.63	3rd
B	Austin	264.54	4th
B	Tammy	265.32	5th
B	John B	271.96	6th
B	Vinny	276.66	7th
B	Grayson	284.63	8th
B	John	287.63	9th
B	Elizabeth	289.63	10th
C	Chase	299.65	1st
C	Mary	321.36	2nd
C	Sam	333.12	3rd
C	Bryant	335.63	4th
C	Scott	349.62	5th
C	Donovan	356.21	6th
C	Seth	357.21	7th
C	Joseph	358.62	8th
C	Simon	378.65	9th
C	Jim	380.14	10th