

# **HANDGUN COURSE OF FIRE FOR THE 4-MAN TACTICAL EVENT**

The aggregate of 2 NDPOA 48 round course of fire utilizing the Governor's 20 rules for this event.

Total points this event: 960-96X

Tactical Team Event Rules:

1. 4-person teams will be utilized, a member will fire in only 1 event
2. Team members need not be from the same department
3. Entry fees will be \$45.00 per team
4. Prizes will be a cash or merchandise award.
5. Total possible score for 4-man event: 2150-236X

# SHOTGUN COURSE OF FIRE

## Stage 1:

Using portable clay pigeon thrower to throw clay pigeon targets, shooter will call for each bird to be thrown. Fifteen (15) birds will be thrown for each shooter. Each bird which is hit is worth ten (10) points. Missed birds are scored as zero (0).

Total points this stage: 150

## Stage 2:

Ten (10) rounds, rifled slugs, fired from 50-yard line

- Five (5) rounds standing without support
- Five (5) rounds kneeling without support

Time limit: 45 seconds

B27 targets will be utilized

Shot values are doubled for this stage

Total points for this stage: 200

## Stage 3:

Five (5) rounds, slugs fired from 25-yard line utilizing kneeling unsupported position.

Time limit: 45 seconds

B27 targets will be utilized

Shot values are doubled for this stage

Total points this stage: 100

Total points possible on Shotgun Course: 450-45x

**Weapons to be utilized:**

1. Twelve (12) gauge, pump action or semi auto shotguns. Must be duty use.

B. Weapon may not contain more than seven (7) rounds at the start of any stage of fire.

**Ammunition to be utilized:**

Stage 1: 12-gauge trap load utilizing either 7 ½, 8, or 9 shot

Stage 2: 12-gauge, slugs

Stage 3: 12-gauge, slugs

# SEMI-AUTO RIFLE COURSE OF FIRE

**Stage 1:** Ten (10) rounds fired from 25-yard line in Ten (10) seconds

- A. Position of fire utilized will be standing without support
- B. Target utilized will be Official NRA B-8 (P)

Total points Stage 1: 100-10X

**Stage 2:** Ten (10) rounds fired from 25-yard line in 20 seconds

- A. Position of fire utilized will be sitting
- B. Target utilized will be Official NRA B-8 (P)

Total points Stage 2: 100-10X

**Stage 3:** Ten (10) rounds fired from 50-yard line in 30 seconds

- A. Position of fire utilized will be prone or bench depending on conditions
- B. Target utilized will be Official NRA B-8 (P)

Total points Stage 3: 100-10X

**Stage 4:** Ten (10) rounds fired from 75-yard line in 30 seconds

- A. Position utilized will be Prone or bench depending on conditions
- B. Target utilized will be Official NRA B-8 (P)

Total points Stage 4: 100-10X

**Stage 5:** Ten (10) rounds fired from 100-yard line in 60 seconds

- A. Position utilized will be prone or bench depending on conditions
- B. Target utilized will be Official NRA B-8 (P)

Total points Stage 5: 100-10X

## SEMI-AUTO RULES

1. Weapon utilized will be center fire rifle or carbine of any rifle or pistol caliber
2. Weapon must be duty type and may be equipped with optics.
3. No full-auto fire will be allowed. Select fire weapons may be used in the semi-auto mode only.

***Failure to obey Rule 3 will result in immediate disqualification!***

## Sniper Course of Fire

**PURPOSE:** To encourage friendly competition amongst current members in Law Enforcement who are interested in this type of shooting. Participants are not required to be assigned as a Sniper to participate.

**REGISTRATION FEES:** All competitors are required to register for the NDPOA Annual Conference and appropriate match fees prior to posting scores.

**RIFLE TYPES ALLOWED:** Sniper Type / Scoped rifles are allowed. Competitors are encouraged to use weapon systems which they utilize in their current positions; however, it is not required to use department issued weapon systems or optics. Competitors may use fixed or variable power optics for this competition.

**SIGHTS:** Telescopic sights ONLY are allowed. There are no restrictions on the power settings for optics used in this competition. No ranging or thermal optics are allowed.

**AMMUNITION:** Competitors must supply their own ammunition. Any safe center-fire ammunition, up to and including .308 inches or in excess of 3,200 feet per second muzzle velocity. Tracer, incendiary, and steel core ammunition is prohibited.

**MATCH SCHEDULE / PLANNED COURSES OF FIRE:** The courses of fire will include the following:

1. All firing will be done at known distances unless prescribed in the course of fire.
2. Distances and various stages of fire will be conducted at 50 to 1000 yards.
3. NDPOA Sniper Course configuration will be dependent upon the accommodations and limitations for the range chosen to host the NDPOA Sniper Course.
4. The NDPOA Sniper Course will consist of a minimum of 40 rounds and a maximum of 80 rounds which, with the exception of the "cold bore" shot will be scored on a ten-point scoring system which should include an "x" count to limit the possibility of a tie.
5. The NDPOA Sniper Course will be designed by the NDPOA Firearms Host Committee or the NDPOA Firearms Committee, upon request.
6. The final course of fire will be posted for review at least 30 days prior to the NDPOA Conference.
7. Firing will be on either static targets or moving targets.
8. Targets will be comprised of decimal targets; silhouette targets, steel targets and/or scenario targets.
9. Shooting will be done using timed events.
10. Scoring will be done on the firing line by the competitors.

11. The majority of rounds will be fired in the prone supported position.
12. Shooting bags, rests, bipods, tripods, packs, etc. can be utilized to support shooting positions unless specifically prohibited in the prescribed course of fire.
13. Stage one will include one "cold bore" shot worth a minimum of 33% of the stage one total score.
14. A minimum of four positions firing for record will be performed at 100 yards. These positions can include sitting, standing, kneeling, or prone, the utilization of props that require varying positions, or a combination thereof.
15. A minimum of two positions for record firing will be performed at 200 yards. These positions can include sitting, standing, kneeling, or prone, the utilization of props that require varying positions, or a combination thereof.
16. A minimum of five stages will make up the NDPOA Sniper Course.

**SIGHTING SHOTS:** Sighting shots are not allowed.

**CHALLENGES:** A fee of \$2.00 is required and payable upon requesting the challenge. If the challenge is denied, the fee will be forfeit.

**CHALLENGE PERIOD:** The challenge period will end ½ hour after the posting of the last match results.

**SCORE CARDS:** All Competitors will be required to complete score cards in their entirety. Competitors and Score Keepers will be required to sign the completed score card, after each stage, to signify the correct score was written. Once a score card is signed by the Competitor, they accept the value of each box on the score card in its entirety. Addition errors which the competitor did not correct prior to the score card being turned in will not be changed. It is the responsibility of the competitor to ensure the values in each score box equals the amount shown in the total score box.

**SCORE KEEPING DUTIES:** When not in the actual act of firing on the firing line, All Competitors will be required to keep score for their fellow competitors, while on the firing line. While score keeping score on reactive targets, all shots will be called out to the competitor when the shot/score presents itself.

**SPOTTERS:** The use of a spotter is allowed.

# Governor's 20 Rules

1. Competitors will be current members of N.D.P.O.A.
2. Competitors will fire the handgun they normally carry while on duty, utilizing duty holsters and ammo holders.
3. Only official B27 targets will be used.
4. Semi-auto pistols will not have a barrel length longer than five and one-half inches (5.5").
5. Revolvers will not have a barrel length longer than four (4) inches.
6. Optical/electronic sights must be attached directly to the slide between the rear of the slide and the ejection port. Optics may not be mounted to the frame in any way or have magnification.
7. Semi-auto pistols with single/double action capability will start each stage of fire with the hammer in the down position and the first shot will be fired double action.
8. All revolvers will be fired double action thru all stages of fire.
9. The following course of fire will be utilized

An aggregate of the following stages:

**Stage 1:** Three (3) yard line, double action, six (6) rounds one hand, standing without support in eight (8) seconds

**Stage 2:** Seven (7) yard line, double action, twelve (12) rounds one or two hands, standing without support in twenty (20) seconds. Includes reload for second six (6) round string.

**Stage 3:** Fifteen (15) yard line, double action, twelve (12) rounds one or two hands, standing without support in twenty (20) seconds. Includes reload for second six (6) round string.

**Stage 4:** Twenty-five (25) yard line, double action, eighteen (18) rounds one or two hands, in ninety (90) seconds. Includes six (6) rounds kneeling utilizing the barricade for cover and support, six (6) rounds standing left-handed from behind the barricade, and six (6) rounds standing right-handed from behind the barricade. The allotted time includes reloading for subsequent six (6) round strings.

*Stage 1 and 2 will be fired on one target. Fresh targets will be put up for Stage 3 and 4.*

10. Any person or agency may host a Governor's 20 match as long as they announce or publicize one week ahead of time that they will be hosting a match. They will also need to abide by all Governor's 20 rules.

11. All scoring will be done by competitors. No competitor will score his own targets. No competitor will use a score plug to score a target. Only range officials will be allowed to use a score plug.

12. The match host will forward \$6.00 per score to the Governor's 20 Coordinator who will use these fees for twenty (20) prizes for the Governor's 20 shooters. As funds allow, firearms will be purchased and drawn for as follows:

Every competitor who fires enough matches to qualify for the Governor's 20, regardless of placing, will have one chance for each score shot. No competitor will be allowed to win more than one gun per year.

13. Competitors may shoot up to three (3) scores at any one match and not more than three (3) scores on the same range per day.

14. The aggregate of the three highest scores will be used for the competitors final score, however no more than two (2) scores may be used from one range. Three (3) scores may be used if they are fired on the same range that is used for the NDPOA Convention Shoot.

15. Competitors will obey all range commands at all times and will conduct themselves as professional law enforcement officers. Failure to do so will mean disqualification from the match they are firing.

16. In the case of a tied score, the aggregate X count will break the tie. Should the score remain tied, the shooter who has the highest single match score shall prevail. Should the score remain tied, the competitor with the highest X count for that highest single score shall prevail. Should the score still remain tied, the scores shall stand and the competitors rank will indicate a tie.

Tie Breaker

Shooter #1:  $412 - 25X + 415 - 252X + 410 - 27X = 1237 - 77X$

Shooter #2:  $413 - 25X + 413 - 26X + 411 - 26X = 1237 - 77X$

Tie Breaker

Shooter #1:  $412 - 25X + 415 - 27X + 410 - 25X = 1237 - 77X$

Shooter #2:  $412 - 25X + 415 - 26X + 410 - 26X = 1237 - 77X$

Shooter #1:  $412 - 25X + 415 - 27X + 410 - 25X = 1237 - 77X$

Tied

Shooter #2:  $411 - 25X + 415 - 27X + 411 - 25X = 1237 - 77X$

17. Any other disputes will be settled by the current NDPOA Shooting Committee and Governor  
20 Coordinator.

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Jeramie Quam Date

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Travis Holding Eagle Date

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Don Meyer Date

## NDPOA SHOOTING EVENTS

NDPOA COURSE (960 agg) \$30.00

Off-Duty Handgun \$10.00

Individual Tactical Match \$15.00

Tactical Team Match \$45.00

Gov. 20 (no prior Gov. 20 shoots) \$25.00 for 3 shoots at convention

Gov. 20 (prior Gov. 20 scores \$6.00 per match Gov. 20 money should go to Travis Holding Eagle directly)

2-Person Pistol Team \$10.00

4-Person Pistol Team \$10.00

Ranges will be open on Tuesday and Wednesday during the NDPOA conference. The last course of fire will be held at 1445 on Wednesday to provide ample time to tabulate scores. Score sheets must be turned in by 1500 on Wednesday.

All competitors are to be members of the NDPOA. All current rules and regulations will be followed.

## **NDPOA Handgun Rules and Regulations**

**1.0** All competitors will be members of the NDPOA

### **2.0 CLASSIFICATIONS WILL BE AS FOLLOWS:**

High Master 98.4% and above = 945 – 960

Master 96% - 98.39 % = 922 – 944

Expert 92% - 95.99% = 884 – 921

Sharpshooter 86% - 91.99% = 826 – 883

Marksman 85.99 and below = 825 and below

**2.1 ESTABLISHING A CLASSIFICATION:** Once a competitor fires an individual and team match at the NDPOA Annual Convention, the aggregate of those 2 scores will be used for classification.

**2.2 RECLASSIFICATION:** Every competitor's classification will be reviewed yearly. The average of the last 3 scores fired will be used for reclassification.

**3.0 TEAMS:** There will be 2 types of teams in the regular handgun competition, 4-man team and 2-man team.

**3.1** If 4 competitors from the same department are competing in regular competitions, they must fire as a 4-man team. Competitors may compete in both 2 and 4-man teams.

Exception: competitors from the NDPOA Executive Board

**3.2** Make up teams will be allowed to compete. However, no make-up team will have a total classification score totaling higher than 10 for a 4-man team.

**3.3** Individual competitors are assigned the following values for purposes of team classification scoring:

High Master = 5

Master = 4

Expert = 3

Sharpshooter = 2

Marksman = 1

Unclassified = 5

**3.4** All team scores will be fired after a competitor fires his individual score.

#### **4.0 COURSE OF FIRE:**

**Stage 1:** 3-yard line, double action, 6 rounds, one hand, from standing without support position, in 8 seconds.

**Stage 2:** 7-yard line, double action, 12 rounds, one or two hands, from standing without support position, 20 seconds, includes reloading for second 6 round string.

**Stage 3:** 15-yard line, double action, 12 rounds, one or two hands, from standing without support position, 20 seconds, includes reloading for second 6 round string.

**Stage 4:** 25-yard line, double action, 18 rounds, one or two hands, 6 rounds kneeling using the barricade for cover and support, 6 rounds standing, left hand from behind the barricade and 6 shots standing right hand from behind the barricade, 90 seconds, includes reloading for subsequent 6 round strings.

Stage 1 and 2 will be fired on one target. Fresh targets will then be put up for Stage 3 and 4.

#### **4.1 OFF DUTY SIDEARM COURSE OF FIRE:**

**Stage 1:** 3-yard line, double action, 5 rounds, one hand from standing without support position, 8 seconds.

**Stage 2:** 7-yard line, double action, 10 rounds, one or two hands from standing without support position, 20 seconds, includes reloading for second 5 round string.

**Stage 3:** 15-yard line, double action, 10 rounds, one or two hands, from standing without support position, 20 seconds, includes reloading for second 5 round string.

**Stage 4:** 25-yard line, double action, 15 rounds, one or two hands, 5 rounds kneeling, using barricade for cover and support, 5 rounds standing, left hand from behind the barricade and 5 rounds standing, right hand from behind the barricade, 90 seconds, includes reloading for subsequent 5 round strings.

**4.2** Each competitor's score will be the aggregate of their individual match and team match scores.

**5.0 WEAPON AND EQUIPMENT USED:** For regular competition and team, same as Governor's 20 rules.

**5.1 OFF DUTY SIDEARM DEFINITION:** An off duty sidearm will be a revolver or semi-auto pistol with a barrel length of less than 3  $\frac{3}{4}$ ", .32 caliber or greater, and capable of firing 5 rounds or more without reloading.

**5.2** No shoulder holsters or cross-draw holsters will be allowed.

**5.3** No sight-black of any kind will be allowed.

**6.0 SCORER'S DUTIES:** When targets are scored on the target from or at a designated location where scoring takes place, a competitor scoring the target will:

- A. Determine and record all the shot values in the "legend" of the target located in the upper right-hand corner.
- B. Record the proper number of shots of each value in the space provided on the score card.
- C. Sign the score card after completing to record the scores of the target on the score card.
- D. Return the score card to the competitor for review.

**6.1 COMPETITOR'S DUTIES IN SCORING:** After the score card has been completed and signed by the competitor that scored the target, the competitor will:

- A. Check the shots on the target and compare the recorded shots entered on the score card.
- B. Check the score card for complete entries and evaluation of the shots recorded, making sure they are of the correct value and that the required number of shots for the Stage or Match is accounted for.
- C. Sign the score card if satisfied the shots are properly recorded and all shots area accounted for.
- D. If there is a disagreement on the score or value of a shot or shots on the target, the competitor may file a challenge. (See Rule 7.0).

**6.2 DECISION OF TIES:** Note – All tie (same numerical score) Ranking Rules will be applied in the order as follows:

**6.3 MATCH:** The term “match” as used in this section refers to all individual, team and aggregate matches.

**6.4 VALUE OF “X”:** In all Matches where the “X” is scored, an “X” is a shot of highest value.

**6.5 TEAM MATCHES:** Ties in Team Matches will be ranked in the order shown below:

- A. By considering team score as though it were a single score fired by an individual. The same precedent applies as that indicated in 6.6.
- B. By the highest individual score.
- C. By second highest individual aggregate score, etc.

**6.6 BREAKING TIES:** When two or more competitors or teams have the same numerical score, tie scores will be ranked in the following order:

- A. By the greatest number of “X’s” in that Match
- B. By the greatest number of “X’s” in Stages 3 and 4 combined in that Match (if applicable) or if any aggregate by the total score in the individual Match and if still a tie exists, by the greatest number of “X’s” in Stages 3 and 4 combined.
- C. By the fewest misses in the Match.
- D. By the fewest number of shots or lowest value in that Match.
- E. By the fewest number of shots of the next lower value in that Match.
- F. Continue this procedure until the tie is broken.
- G. The individual aggregate score will be used to break the unbreakable individual competitor ties which cannot be broken in the last fired individual Match included within the individual aggregate. Tie scores in an additional or supplemental Match (Off Duty Handgun Match, etc.) that cannot be broken by (A) through (F) will be broken by the highest individual aggregate score.
- H. If the tie cannot be broken, all competitors concerned will fire the 25 yard or meter Stage #4 of the National Police Course until the tie is broken.
- I. Course of Fire for National Police Course of Fire:
  - 25 yds, 12 rounds, point shoulder in 35 seconds, to include reload for second string of fire.
- j. All scores tied numerically and tied with “X’s” for places below the last award shall be listed with equal rank in alphabetical order using the competitor’s family name.

**6.7 WHEN TO SCORE:** Targets are scored at completion of each Stage or Match as indicated by Tournament Officials.

**6.8 WHERE TO SCORE:** Targets may be scored on the target frame or designated area assigned for scoring targets.

**6.9 HOW TO SCORE:** A shot hole, the leaded edge of which comes in contact with the outside of a scoring ring will be awarded the higher value. An overlay may be used to determine the value of close shots.

A. The Official Referee in a Tournament is the only one authorized to use a scoring plug.

B. Gauge Diameter Limits

.32 caliber .310" - .314" 10mm/.40 caliber .397" - .401" 9mm .355 - .359"  
.44 caliber .426" - .430" .38 caliber .355" - .359" .45 caliber .450 - .454"

C. In cases of a key-holed or tipped shot, the higher value is awarded if the leaded edge of the bullet hole touches the scoring ring of higher value even though the hole is elongated to the bullet's length rather than being a circle of the bullet's diameter.

D. In the case of skid shots, the higher value is awarded if the leading edge of the bullet hole touches the scoring ring of the higher value, except the value of a skid shot may not be more than one ring higher than the original point of the bullet contact with the target. The target shall be defined as the entire card or paper on which the scoring rings are printed but shall not include the backing. When the original point of bullet contact is outside the target, it will be scored as a miss. When the original point of bullet contact is on the target but outside the scoring rings, and the leaded edge of the bullet touches a scoring ring, it will be awarded the value of lowest scoring ring.

E. When a bullet enters the target from the back, it will be scored as a miss.

**6.10 AUTHORIZED USE OF PLUG TYPE SCORING GAUGE:** The Official Referee in a Tournament is the only person authorized to use a plug. Competitors may only use overlays.

**6.11 MISSES:** Shots outside the scoring rings are scored as misses. Any shot which does not pass through the target and the backer will be scored as a miss.

**6.12: Early or Late Shots:** If any shots are fired at the target before the signal or command to commence firing is given, or if the signal or command to cease firing is given, the shots of highest value will be deducted for every shot fired in error and will be scored as misses.

**6.13 SHOTS COUNT:** All shots fired at the target by the competitors after they have taken their position at the firing point, will be counted in their score, even for shots accidentally discharged.

**6.14 HITS ON WRONG TARGET:** Shots on the wrong target will be scored as a miss.

**6.15 RICOCHETS:** A hole made by a ricochet bullet will not count as a hit and will be scored as a miss. It must be noted that a bullet which key-holes is not necessarily a ricochet.

**6.16 VISIBLE SHOTS AND CLOSE GROUPS:** As a general rule, only those shots which are visible will be scored. An exception will be made in the case where a group of three or more shots are so close that it is possible for a shot or shots to have gone through the enlarged hole without leaving a mark and there is no evidence that the shot or shots have gone elsewhere than through the assigned target. In such a case, the competitor will be given the benefit of the doubt and scored for the non-visible shots on, on the assumption the shots passed through the enlarged hole. If such assumption should place a non-visible shot in either of two scoring rings, it shall be scored in the higher value ring.

**6.17 EXCESSIVE SHOTS ON TARGET:** If more than the required number of shots appear on the target, any shot which can be identified by the bullet hole as having been fired in a previous string, that shot will be disregarded and will not be

scored. If more than the required number of shots then remains on the target, a complete new score maybe fired in accordance with Rule 9.7

A. If all shots are of equal value, the score will be recorded as the required number of shots of that value.

B. If the competitor wishes to accept a score equal to the required number of shots of lowest value, the competitor will be allowed to do so.

C. If the competitor fires less than the required number of shots through their own fault, and should there be more shots on the target than the shots fired, they will be scored the number of shots of highest value equal to the number of shots fired, and recorded a miss for each unfired cartridge.

**6.18 TARGET SCORING:** Targets may be scored and changed as determined by the Range Official. After firing the required number of strings or shots, upon command of the Range Officer, competitors may go forward and examine their targets but may not handle or touch them.

A. When targets are scored before removal from the frame, the competitor scoring records the shots and has the score accepted by the competitor. If the competitor disagrees with the score, the competitor may file a Challenge Rule 6.0. Each target is then repaired or replaced with a new target.

B. Where targets are scored after removal from the target frames by a target detail or a competitor (if a target detail is not provided), on the command of the Chief Range Officer, "Change Targets", then the targets are taken by the competitor scoring the target to the designated location where scoring takes place.

C. Targets intentionally altered or marked to benefit a competitor over another competitor will not be scored.

**6.19 SCORER'S DUTIES:** When targets are scored on the target frame or at a designated location where scoring takes place, a competitor scoring the target will:

- A. Determine and record at the shot values in the "legend of the target located in the upper right-hand corner.
- B. Records the proper number of shots of each value in the space provided on the score card.
- C. Signs the score card after completing to record the scores of the target on the score card.
- D. Returns the score card to the competitor for review.

**6.20 COMPETITOR'S DUTIES IN SCORING:** After the score card has been completed and signed by the competitor that scored the target, the competitor will:

- A. Check the shots on the target and compare the recorded shots entered on the score card.
- B. Check the score card for complete entries and evaluation of the shots recorded, making sure they are of the correct value and that the required number of shots for the Stage or Match are accounted for.
- C. Sign the score card if satisfied the shots are properly recorded and all shots are accounted for.
- D. If there is a disagreement on the score or value of a shot or shots on the target, the competitor may file a challenge. (See Rule 7.0)
- E. After the Challenge is completed, the score card is signed by the C.P.C.A. Official Referee and with the competitor's signature; the score card is turned into the Statistical Office.

**6.21 SCORE CARDS:** Score cards for the Tournament will be prepared by the Match Host and issued to the competitor. At the conclusion of each Stage or Match, the score cards will be turned into the Statistical Office.

**6.22 Erasures on Score Cards:** Erasures on score cards are not permitted. If an error is made, the competitor scoring the target will draw a line across the incorrect score and place the correct score with their initials beside it.

**7.0 PROCEDURES FOR CHALLENGES:** When a competitor feels that a shot fired by them or by another competitor has been improperly evaluated or recorded, they may challenge the scoring. Such challenge must be made immediately upon announcement of the score. No challenge will be accepted after the target has been pasted or removed from the scoring area.

A. A challenge fee not to exceed three dollars maybe charged to competitors making a challenge. The challenge fee will be collected before the target is scored by the Official Referee. If the competitors challenge is sustained, the challenge fee will be returned to them. If the challenge is lost, the challenge fee will be included in the General Revenue of the Tournament in an NDPOA Tournament at which an Official Referee, or Jury Officiate, the decision of the Official Referee will be final.

B. When targets are scored on target line frames, or at a designated location assigned to score targets and a score of a target is challenge, the Official Referee, after collecting the challenge fee will score the target, if necessary, to avoid delaying the Match, the challenged target will be replaced by a new target and the Match will continue. The Official Referee will score the target as soon as possible and notify the competitor when completed.

C. Bulletin Board Challenges (on score discrepancy) can be made by the competitor.

**7.1 PROTESTS:** A competitor may formally protest when:

A. Any injustices which they feel has been done to them except evaluation of a target, which they may challenge as outlined in Rule 7.0.

B. The condition or conditions under which another competitor has been permitted to fire.

C. The equipment which another competitor has been permitted to use.

**7.2 FIRING UNDER PROTEST:** Under some circumstances, a competitor who has been disqualified from a Tournament or match, and has protested such disqualification, may complete their scoring pending a decision on their protest. The procedure may be followed in case of disqualification for equipment if the pertinent Rules appear ambiguous. Firing under protest will not be permitted if disqualification is for conduct or safety violations unless there is disagreement between the Tournament Director and Official referee, Jury or Protest Committee.

**7.3 HOW TO PROTEST:** A protest must be initiated immediately upon the occurrence of a protested incident. Failure to comply with the following procedure will automatically void the protest.

State the complaint orally to the Official Referee. If not satisfied with their decision:

1. File a formal protest in writing to the Jury or Protest Committee stating all the facts in the case. Such written protest must be submitted within 12 hours of the occurrence of the protest incident.
2. The Jury of Protest Committee will then forward the protest with a complete statement of the facts within 48 hours of receiving the protest to the NDPOA Pistol Committee (Except as indicated in Rule 11.8).

**7.4 PROTESTS IN TEAM MATCHES:** Protests must be made by the Team Captain. Team members who believe they have reason to protest will state the facts to their Team Captain who will make the protest if they feel such action is justified.

A. The NDPOA Pistol Committee members, or their designee, will serve as Official Referees.

B. After the Challenge is completed, the score card is signed by the Range Officer in charge of the match or the Official Referee and with the competitor's signature the score card is turned into the Statistical Office.

**8.0** In any other instances where questions arise, the current C.P.C.A. Rules will apply.

**9.0 COMPETITOR'S POSITION:** Competitors will take their position at the numbered firing point assigned, in such a manner so as not to interfere with competitors on either side. No portion of the shooter's body may rest upon the ground forward of the firing line.

**9.2 MATCHES NOT COMPLETE:** When a Match is not completed by all competitors in accordance with the Tournament schedule, the Match may be rescheduled or canceled. Any stage which has not been completed by competitors will not be re-fired. Only scores of a Match which have been completed will be included in an aggregate event and a Match is not complete unless all competitors have fired.

**9.3 TARGET AND SCORE CARDS:** Targets constitute the scorecard until the score has been recorded on the scorecard and has been accepted by the competitor. (For competitor's duties in scoring see Rule 6.0 through 6.22) Targets remain the property of the Tournament Sponsor.

**9.4 RANGE ASSIGNMENT:** When used, range assignment cards or sheets are prepared by the Statistical Office and delivered to the Range Officer giving firing line commands prior to each Match. Line Officers will check competitors on the firing line to ascertain that each competitor is on the proper firing point as indicated by the range assignment card. Should any re-assignment of competitors be necessary, the Line Officer will note such re-assignment on the assignment card or list. These cards or lists will be turned in to the Statistical Office immediately upon the conclusion of the relay.

**9.5 INTERFERENCE:** With the exception of competitors actually firing and range personnel necessary in the Match, the firing points and line will be kept clear at all times. Competitors will not be permitted to interfere with the handling of targets by range personnel.

**9.6 RE-FIRING:** No re-fires will be allowed for defective guns, ammunition or malfunctions of competitor's equipment. A competitor may clear jams or malfunctions and replace the necessary cartridge or cartridges that have misfired or have been dropped. The competitor may pick up any dropped cartridge or cartridges provided all safety precautions are taken. Completing a string of fire in this manner will not constitute a re-fire. No additional time will be allowed. A loaded magazine can be substituted for a dropped cartridge or cartridges, also in case of a misfire or malfunction.

A. When firing of a string has been interrupted by some occurrence which renders it impossible for one or more competitors to complete the string under some conditions of the Match, the Official Referee will proceed as follows: without being permitted to examine their targets, competitors in the relay who have been prevented from completing their strings and who have elected to re-fire the stage, targets will be pasted or new targets substituted and a complete string will be fired and scored. Reasons authorizing this procedure are:

1. Failure to allow full time
2. Failure of targets to operate properly or uniformly for the entire string
3. Failure of paper target to remain in position on frame
4. Damage to target rendering impossible proper aiming or scoring
5. Appearance of some object in line of firing constituting a hazard
6. Some accident involving Range Personnel or competitor on the firing line

B. In the case of cross fires of excessive hits, the competitor whose target has the crossfire of excessive hits, has the option of accepting the low scoring shots on the target, or has the option of re-firing the target. If the competitor chooses to re-fire the target, the target with excessive hits will be retained by the Official Referee. The re-fired target may not receive a score higher than the hits of highest value of the original target. If the score on the re-fired target is higher than the hits of highest value on the original target, then the highest score of the original target will be recorded. If the

score of the re-fired target is lower than the original target, then the lowest score will be recorded.

C. In the case of some accident involving a competitor on the firing line, such as being hit by lead or powder residue, that competitor must stop firing immediately. All shots will be counted. The entire state in which the accident occurred will be re-fired on the same target. The lowest value shots of that string will determine the competitor's score.

## **10.0 Range Standards**

**10.1 Firing Line:** The firing line is immediately in front of the firing points. All ranges are measured from the firing line to the face of the targets when targets are hung in their proper position in front of the backstop.

**10.2 FIRING POINT:** That part of the range provided for the competitor immediately to the rear of the firing line from which firing takes place. Each firing point is numbered to correspond with the target frames. It is recommended that each firing point has a minimum width of eight feet.

**10.3 TARGET NUMBERS:** Target frames will be numbered on alternating backgrounds of contrasting color. The numbers will be large enough to be identified under ordinary light conditions. Numbers must correspond with firing point numbers. Target numbers will be fixed in position to remain visible when targets are exposed or concealed.

## **11.0 RANGE CONTROL AND COMMANDS**

**11.1 DISCIPLINE:** The safety of competitors, Range Officials, and spectators requires continuous attention y all to the careful handling of firearms and caution in moving about the range. Self-discipline is required on the part of all Range Officers to enforce discipline and the duty of competitors to assist in such enforcement.

**11.2** Competitors will follow all range commands. Failure to do so may result in disqualification from the match.

**11.3 LOUD LANGUAGE:** Loud or abusive language will not be permitted. Competitors and Range Officers will limit their conversations to official business directly behind the firing line.

**11.4 DELAYING A MATCH:** No competitor will delay the start of a Match through tardiness in reporting or undue delay in preparing to fire.

**11.5 POLICING THE RANGE:** It is the duty of competitors to police the firing points after the completion of each Match before leaving the firing line. The Range Officer will supervise such policing and see that firing points are kept clean.

**11.6 COMPETITORS WILL SCORE:** Competitors will score targets when requested to do so by the Range Officer giving firing line commands or as stated in the Tournament Program. **(NO COMPETITOR WILL SCORE THEIR OWN TARGET)**

**11.7 FIRING LINE COMMANDS:** When ready to start firing a Match, the Range Officer giving the firing line commands, calls the Relay to the firing line then announces the Match, Relay, Stage, position, number of rounds, and time allowance.

A. Having made sure the range is safe, the command is given, "Load and holster." Then ask, "Is the line ready?" Any competitor who is not ready, or whose target is not in order, will immediately raise their arm and call, "Not ready on target \_\_\_\_." The person giving the firing line commands will call out, "The line is not ready." When the problem has been corrected, the command is given, "The line is ready."

B. The targets, if turning, will be exposed or the signal is given to commence firing in approximately 3 seconds. The timing of the String or Stage is started when the target starts to turn or the command, "COMMENCE FIRING" is given verbally or by a sharp blast of a whistle.

C. "CEASE FIRING": When this command is given at the end of the time limit for each String, Stage, or any other occurrence, all firing will cease immediately, even if a competitor is about to let off a carefully aimed shot, they must hold their fire. Failure to immediately obey this command is one of the worst infractions of range discipline. "CEASE FIRING" may be signaled

verbally, by a sharp blast of a whistle, or by moving targets out of view. When all Line Officers have given the signal that the range is safe, the necessary command to remove and score the targets is given.

## **11.8 TRIGGER CONTROL**

A. **Double action firing** is accomplished by pulling the trigger through with one motion to raise the hammer and let it fall without cocking the hammer. When double action is specified, it must be used.

B. **Single action firing** is accomplished by cocking the hammer before each shot is fired. When single action or double action is specified.

C. For semi-automatic pistols, the words “all firing double action” does not apply to semi-automatic pistols.

**11.9 LOADING:** After Initial loading, all loading will be with cartridges taken from the competitor’s pocket, cartridge belt, mechanical loaders, or pouch, which must be on the competitor’s person, except as provided in Rule 9.7. Cartridge belts and pouches for Police Duty may be used. No more than six rounds may be loaded into semi-automatic pistol or magazine (unless otherwise specified for specific type of match). It is the competitor’s responsibility to have sufficient ammunition in their possession to complete the stage or match. If any equipment to be used is questionable, it should be submitted to the Official Referee for a decision prior to firing the first match of the tournament.

**11.10 HOLSTERED GUNS:** At the beginning of each Stage or Match, the gun must be in the holster. No part of the competitor’s hands may touch the gun or holster until the command to commence firing is given or when the targets start to turn.

**11.11 HOLSTERED SEMI-AUTOMATIC PISTOLS:** Loaded single action semi-automatic pistols, with a round in the changer, will be holstered with the safety on “SAFE”. Loaded double action semi-automatic pistols, with a round in the chamber, will be holstered with the hammer lowered to the uncocked position. This does not apply to internal safety pistols such as a Glock or similar type pistol.

**11.12 READY POSITION:** Loaded gun in a conventional right- or left-handed holster. The competitor must stand erect with arms hanging at the sides.

Competitor's hands may not touch the gun or holster before the targets start to turn or the signal to commence firing has been given.