



Rules & Procedures
for the HR&G
Action Pistol League

Rules & Procedures for the HR&G Action Pistol League

1. The action pistol league (APL) is open to all members of the club. However because of the nature of the scenarios used by the APL it is necessary to apply additional safety measures other than those specified in the General Range Rules. These rules and procedures allow all participants to have a safe and enjoyable experience.
2. All persons who are new to the APL are given a verbal safety briefing and undergo a firearms handling review before they are allowed to participate in an actual match. As this may require advanced preparation, prospective shooters are asked to either contact the Board of Director's Pistol League Chairman or attend an APL match on Tuesdays. The matches are held at approximately 6:00pm. It is recommended that prospective shooters come earlier to discuss joining before the match starts.
3. Unfortunately on some occasions, the prospective shooter does not demonstrate the degree of gun handling skill necessary to participate in APL matches. Should this occur, the areas where the shooter needs improvement is outlined. Suggested measures to reach the necessary level of skill are provided and the shooter is provided with names of the NRA instructors currently active with the club. The shooter is also encouraged to come and watch matches as he/she works to attain the level of skill needed. This will help the shooter understand the nature of the matches and to pick up pointers from other shooters.
4. APL matches are generally shot in stages, many of which are scenario driven. Movement from one firing position to another is generally required. In addition, shooting while moving, weak hand / strong hand only shooting, and the use of standing, kneeling and prone positions may be included in a match.
5. The APL is a self help league. This means that shooters set up the range for the match, act as Range Officers and scorers. Shooters are needed to patch and reset targets, break down the range after a match and clean up after themselves. The time spent in such action counts toward required club work hours.

6. The APL is run on a 10 week cycle all year round. The 11th week is reserved for the league banquet / awards ceremony. The banquet is used to determine the cycle for the next 10 weeks. (ie – 2 gun week, rifle / shotgun week and concealed or flashlight week.)

7. It is the intent of the HR&G APL to create a balance between a defensive pistol match and the expensive equipment matches such as IPSC, therefore the following rules have been implemented with this concept in mind.

A) The primary handguns used **MUST** fit into its original box. This rule is designed as a simple method to address issues such as compensators, optical sights and extended magazines. It should also be noted that extended magazines may be used upon reload. (As voted on, the league has determined that 10 rnd magazines may be used as the initial magazine in 1911 style handguns.)

B) Primary firearms must be of a caliber suitable for defense. Minimum caliber recommended by the APL is 9mm / .38spl. APL does **NOT** require a power factor to compete.

C) All firearms used must be in good working condition and of a quality suitable for the type of matches encountered. Firearms with very light “target triggers” for example are not suitable for this type of competition. Any questions regarding the suitability of a particular firearm should be directed to the Pistol League Chairman.

D) The APL suggests some form of concealment / duty holster but any **QUALITY** holster is permissible. Safety is the paramount issue regarding holster selection. Holsters that do not allow a one hand only reholster are not permitted. Cross draw and certain shoulder holsters that position the muzzle of the firearm past the “180 Rule” are not permitted. Competition holsters are permissible as long as they safely secure the firearm. The range officer makes the final determination as to whether a particular holster is safe for use.

E) During concealed carry weeks, the covering garment must actually conceal the firearm and holster. Any questions regarding the concealability of a particular garment shall be determined by the RO.

8. The standard scoring procedure used by the APL is as follows. IDPA type scoring rings are used on most paper type targets. In order to “neutralize” a particular target, the shooter must obtain a minimum score of 5pts on the target. This can be achieved by placing a single shot in the 5point ring / head of the target or by any number of shots whose point total is 5 points or greater.

9. Any round that breaks the line of a score ring counts at the higher score. If there is any question as to whether a particular shot has broken the line, then the decision goes to the shooter and the higher score is given.

10. When steal targets are used, the target must be either knocked down or “rung” (as dictated by the particular course of fire) in order to achieve the 5 point score.

11. A shooter’s match score is calculated by dividing his/her total score by the amount of time needed to complete the course of fire. (score / time)
A perfect total score is always 100.

12. Failure to obtain the required 5 points on a target is calculated as a miss. (Failure to neutralize) Each miss deducts 10 points from the total score **and** adds 5 seconds to the total time.

13. In some courses of fire, “hostage” targets are used. ANY hits on a hostage target counts as a minus 10 points **and** plus 10 seconds to the shooters match score. A hostage target can only count against the shooter 1 time.

14. At **NO TIME** in a match will a shooter be required to shoot an unfamiliar gun.

15. At **NO TIME** in a match will a shooter be required to holster under time constraints.

SAFETY RULES / RANGE COMMANDS

1. The FOUR Universal Rules of Gun Safety are **ALWAYS** followed.
 - A) The gun is always loaded
 - B) Never point a gun at something you are not prepared to destroy
 - C) Be sure of your target and what is beyond
 - D) Keep your finger off the trigger and outside the trigger guard until your sights are on the target.

2. APL matches are run using a **cold range** system. This means that all shooters will remain unloaded until they are on the firing line and directed to load by the Range Officer. At the completion of a shooters round, he will be directed to unload his weapon, show clear and holster the weapon. Only then can he leave the firing line. It is however, the shooter's responsibility to reload and clear any malfunctions during the course of fire.

3. If a shooter arrives at the club with a loaded handgun that he/she plans on using in the match it must first be cleared and made safe at a designated fumble area prior to "gearing up" for a match.

4. The Range Officer (RO) has complete control of the running of the match. Other than the **cease fire** command, the RO is the **ONLY** person responsible for issuing commands. Range commands fall into two general categories, routine and emergency commands. Routine commands are the means by which the RO runs a match. Emergency commands are only issued to prevent or minimize a dangerous situation. All shooters must obey the commands given by the RO. A RO has the discretion to disqualify a shooter for failure to obey range commands.

5. There shall be **ABSOLUTELY NO** handling of competitors firearms except on the firing line or in the designated fumble areas.

6. Any person in proximity of the course of fire shall wear both ear and eye protection.

7. No person shall proceed ahead of the line of fire until the range has been deemed safe by the RO

CEASE FIRE - this is the only command that can be given by **anyone** on the range. If any competitor observes a situation that he /she feels warrants the immediate cessation of firing then the command of **cease fire** shall be given. Upon hearing the cease fire command shooting shall stop immediately and the shooter shall await further commands by the RO.

LINE OF FIRE – real or imaginary line running perpendicular to the targets and intersecting at the shooters position

180 RULE – at no time shall the muzzle of a firearm break the imaginary plane of 180* to the line of fire. To visualize the 180 Rule a shooter should stand facing the targets and hold his/her arms out directly to the left and right. Anything past the direction the arms are pointing is beyond 180 degrees.

MUZZLE – alert given to the shooter to maintain muzzle control when the muzzle of the firearm breaks the 180 rule.

TRIGGER or FINGER – alert given to the shooter to remove his/her finger from within the trigger guard. This alert may be given when a RO observes the shooter's finger inside the trigger guard while loading, unloading, reloading, drawing, holstering, malfunction clearance or moving and not shooting.

IS THE LINE CLEAR – given by the RO prior to instructing a shooter to load his/her weapon

LOAD & MAKE READY – issued to shooter to load firearm on the line prior to a course of fire.

HOLSTER – Holster command may be given for both a loaded or cleared firearm

DO YOU UNDERSTAND THE COURSE OF FIRE – shooter is given the opportunity to ask questions prior to the buzzer

LINE IS HOT – notice to competitors that shooter's firearm is now loaded

SHOOTER READY / STANDBY – indicates that a course of fire is about to begin and firing is imminent

UNLOAD & SHOW CLEAR – shooter clears the gun(s) of all ammunition and either locks the slide to the rear or leaves the cylinder in an open position until the RO has inspected the weapon to verify it is empty

SLIDE FORWARD OR CYLINDER CLOSED – shooter lowers the slide or closes the cylinder on an empty gun

HAMMER DOWN - shooter points the firearm downrange into the berm and pulls the trigger to ensure that the firing pin strikes an empty chamber

HOLSTER A SAFE AND EMPTY WEAPON – only performed **AFTER** the RO has inspected the firearm and the trigger has been pulled on an empty chamber

RANGE IS SAFE – given only after the RO had determined that there are **NO** loaded firearms on the line. This command allows other competitors to move forward of the line to tape and reset targets.

DNF – (Did Not Finish) shooter unable to complete the course of fire, no score given

DQ – (disqualification) issued at the discretion of the RO for failure to follow the basic safety commands and rules such as the 180 Rule, handling a loaded firearm while **NOT** on the firing line, repeated “finger” violations or premature shots such as shots while still in the holster, shots striking behind the line of fire, at the shooter’s feet or over the berm. If a shooter is DQ’d then no score is given. A shooter that is DQ’d two times or more in a 10 week shooting cycle will be asked to receive remedial training prior to shooting in another league cycle

TACTICAL RELOAD – scenario driven in which a shooter is required to perform a reload even though there may be ammo in the firearm. The magazine removed from the firearm must be stored somewhere on the body and cannot be dropped to the ground. Revolvers are not required to perform a tactical reload

SAFE AREA / FUMBLE AREA – areas designated to handle a firearm while NOT on the line of fire. These areas shall be utilized to unload firearms brought to the facility in a loaded condition. These areas shall also be utilized to inspect, adjust, repair unloaded firearms. While outside the fumble area is the 150 yard rifle bench with the berm facing to the north. While inside the fumble area is the indoor range.

FAILURE TO NEUTRALIZE – shooter failed to make enough “center of mass” hits to obtain the required 5 points ie – miss see a RO for explanation of target scoring rings and procedure

GUN HANDLING REVIEW

Prior to competing, the following items should be discussed with new shooters:

- 1) Loading and unloading the gun(s)
- 2) Drawing from a holster and reholstering
- 3) Weak hand and strong hand only gripping of the firearm
- 4) Reloading methods
- 5) Safely moving with a drawn handgun
- 6) Shooting from cover / barricades
- 7) Malfunction clearance
- 8) Scoring procedures
- 9) Range commands and rules