

TYLER GUN & ROD CLUB DEFENSIVE PISTOL LEAGUE

(THIS IS A COLD RANGE)

COMPETITION RULES:

1. Following is considered illegal equipment: cross draw holster, appendix holster, serpa holster and shoulder holster.
2. Unsafe gun handling will result in disqualification from the entire match. Some examples of unsafe gun handling: handling a loaded firearm except while on the firing line, endangering another person, dropping a loaded firearm.
3. Any attempt to circumvent or compromise the spirit or rationale of any stage either by the use of inappropriate devices or equipment or technique, will incur a twenty (20) second penalty; this is the "FAILURE TO DO RIGHT RULE."
4. Unsportsman like conduct, unfair actions, or the use of illegal equipment which in the opinion of the match director, tends to make a travesty of the defensive shooting sport shall result in disqualification from the stage or the entire match at the discretion of the match director.
5. A premature shot in the holster or behind the firing line or into the ground downrange closer to the firing line than two (2) yards or over the berm, shall disqualify the entrant for the entire match.
6. The muzzle must never be pointed behind the 180-degree firing line except while holstered. Any violation of this rule which endangers another person will result in disqualification from the entire match.
7. Pistols will not be loaded except when directed by Range Officials.
8. Shock resistant eye protection and ear protection are required of anyone within 50 yards of the firing range.
9. After completing course of fire shooter must unload, show clear to Range Officer and re-holster before turning up-range or leaving the firing line.
10. Pistols and ammo used in competition shall be serviceable and safe. If any pistol or ammo is observed to be unserviceable or unsafe, it shall be withdrawn at the request of the match director. In the event that a pistol cannot be loaded or unloaded due to a broken or failed mechanism, the shooter must notify the Range Officer, who will take such action as he/she thinks safest.
11. During loading, unloading, drawing, re-holstering, while moving or during remedial action, fingers must be outside the trigger guard and the muzzle must be directed downrange. Failure to do so will result in a three (3) second procedural error penalty.
12. During a contest, shooters not firing will not be handling their pistols except at designated safe areas. No live ammo is to be handled at the safe area. The normal condition of pistols not actually engaged is holstered and unloaded, with hammer or striker down and magazine removed.
13. In any single contest, a contestant must use the same pistol in all stages of the contest; except that a contestant may use another pistol of the same type, action, and caliber as that with which he/she commenced the contest if his/her starting pistol becomes unserviceable during the contest.
14. No competitor shall wear or use two pistols unless dictated by the specific course of fire at hand.
15. Pistols must start from mechanical condition or readiness appropriate to their design. In general, single-action autos will start cocked and locked, double-action autos will start hammer-down and locked or unlocked. However, unusual designs may be started in other ways. Selective double-action autos may start cocked and locked or hammer down and other exceptions may be made as new design demand.
16. In general, all stages will start with pistol holstered and safe with hands relaxed at sides. Other positions for pistol and ammo may be stipulated in the course description such as tabletop, drawer, pack, purse and etc.

17. In cases where metal targets are used which may be damaged by excessive penetration, the club conducting the contest may prohibit cartridges that may damage the equipment. Metal piercing and incendiary or tracer ammunition is prohibited.
18. TACTICAL LOAD: Courses of fire may require that while firing a stage, no loaded ammunition carriers (magazines or speed loaders) may be left behind if the competitor moves to another firing position. No speed loads.
19. On stages requiring the competitor to reload, but not designated as a TACTICAL LOAD stage, the competitor may be required to shoot the gun dry before reloading. Failure to do so will result in a three (3) second procedural penalty per infraction.
20. Once the ready position is assumed, it may not be changed before the firing signal. Moving the hand towards the pistol in the ready position will result in a three (3) second procedural penalty.
21. A competitor who fires shots while any part of their body touches the ground outside the fault line, will receive a three (3) second procedural penalty for each shot fired.

SAFETY ISSUE COMMANDS:

1. Yell "Finger" for finger in trigger guard violation.
2. Yell "Muzzle" if muzzle is getting near a muzzle safe point.
3. Yell "Stop" if the shooter does something grossly unsafe or is disqualified.

SCORING:

1. Hit on non-threats five (5) second penalty per shots.
2. Procedural errors three (3) second penalty for following:
 - a. First "finger in trigger guard" violation, as long as it wasn't dangerous.
 - b. Not reloading as required.
 - c. Not shooting while moving as required.
 - d. Not following other COF rules are required.
 - e. Shooting outside the foot fault lines is one penalty per shot
3. Scoring is one (1) second per point.
4. Bullets will be scored as touching the scoring line will get the higher value.
5. Pass throughs will be scored as hits.
6. Shots in hardcover will be scored as a miss.

CLASSES:

SSP (Stock Service Pistol Division) is double action or striker fired on the first shot. Maximum load is 10 plus 1.

CDP (Custom Defensive Pistol Division) is either single or double action 45 caliber. Maximum load is 8 plus 1.

ESP (Enhanced Service Pistol Division) is single action 9mm or 40 calibers. Maximum loads are 10 plus 1.

CO (Carry Optics) is any pistol with a slide mounted optic. Maximum load is 10 plus 1.

REV (Revolver Division) maximum load is 8.