

**Official Rules:**

The purpose of this document is to lay the foundation for the rules at HHC. This document may be altered as needed prior to the competition.

**Competitor Equipment:**

Firearms Divisions:

Revolver/Auto pistol Iron Sights: Any safe revolver or auto pistol with a .358 bore or larger with traditional iron sights. Large PPC or globe style sights are not allowed. Fiber optic, gold bars, painted, and so on are permitted.

Revolver/Auto pistol optics: Any safe revolver fitted with a scope or red dot sight .358 bore or larger.

Single Shot Pistol: Any brand/make of single shot pistol with any optic or sights. Total weight of the pistol with all attachments must be under 7.5 lbs. This includes optics, bipods, suppressors, or any other attachment you wish to use in the match. The pistol must be 6mm or larger chambered in a round deemed safe in an Original Contender. If the round was ever chambered for a contender by any major company it is permitted.

Ammunition:

Since many targets will be close expanding point or lead bullets are mandatory. Small open tip type match bullets or FMJ bullets are not permitted due to the increased risk of steel damage. No plated bullets due to deflection risk. NO STEEL CORE BULLETS.

Field Supports and Rests:

The participants must also provide their shooting rests for field use. The total weight of these field rests cannot exceed 3.5 lbs. and this includes any bi pods or mono pods that may be attached to the handguns. Examples would be shooting sticks, small field bags, slings, and so on. Tri pods, hog saddles, or any other rest that is capable of holding the firearm on its own is prohibited.

Pistol braces/stocks are not allowed. Buffer tubes or other extensions from the rear of the firearm may not touch your shoulder or chest.

Youth and Disabled Competitors:

Youth (under 18) and disabled persons competing in HHC are exempt from caliber and total firearms weight restrictions. If the caliber and/or firearm does not meet the standard HHC rules the competitor must contact the match director to obtain approval.

Special shooting rests and shooting devices can be used by disabled competitors but must be approved by the match director.

For the purposes of HHC the following definitions shall apply:

Youth: a person who is under the physical age of 18 on the day of the match.

Disabled persons: person confined to a wheelchair or other mobility assisting device.

**Reloading and movement:**

Revolvers:

Since revolvers can take a great deal of time to reload the competitor will call out

“RELOADING” when a reload is necessary due to all cartridges being fired. Time will be paused for the reloading. The competitor is to remain in place and reload the gun as quickly and safely as possible then call out “UP” and time will continue. During the pause for reloading the competitor is not permitted to move their position, other gear, stage gear, or anything else other than reloading the firearm. Competitors will discard their empty brass onto the ground or into a brass bag and can pick it up after the stage.

Movement:

When movement is required the firearm will be placed in a safe position. Revolvers with transfer bars will be placed with the hammer down. Revolvers without transfer bars will have the hammer down on a fired case or empty chamber. Hammer fired single shots will have the hammer placed in the “at rest position”. Bolt actions will have the chamber unloaded and bolt open. Semi autos will have all safeties activated.

The competitor must maintain positive control of the firearm and keep their finger off of the trigger. Flagging of a person or pointing up range will result in a safety violation and the Match Director must be immediately notified.

**Scoring:**

Scoring of targets:

The competitor is required to make sure the spotter/scorer knows which target is being engaged.

First round hits will be scored as 2 points. If the first shot is missed the competitor may attempt the shot again and a hit will result in 1 point.

Target malfunction:

If a target falls over or is otherwise disabled from the first shot of the competitor the target is considered out of play and a second attempt will not be allowed.

If a target malfunctions prior to the stage start command the target will be reset.

Re-shoots or stage challenges are not allowed.

All scoring will error in favor of the competitor. If in doubt of hit vs miss it will be scored as a hit.

Engaging an unauthorized target will result in disqualification from that stage.

Each individual stage brief can supersede (over-ride) these rules.

**Targets:**

Pistol/Revolver iron sights and optics will use the same targets. Majority of targets will be 150 yards and under. A few larger ones will go to 200 yards (which is a standard distance used in silhouette for decades) and a few extremely large targets will go just beyond 200 yards to separate the shooters (example: 230 yards 2’ by 3’ plate)

Single Shot pistols will have the majority of their targets 350 yards and under with a few going to 400 yards. There will be a couple targets beyond 400 yards to separate the shooters.

The majority of targets will be 4 MOA and larger (revolver will have many well beyond 4 MOA) . Several targets can be measured in feet.

Targets will be color coded and final colors will be provided in the stage brief. Colors will be consistent throughout the match.

The core match targets that all divisions engage will be WHITE.

Revolver only targets will be a bright color such as ORANGE.

Single shot only targets will be a color from another color range such as BLUE.

Animal shape targets will be 1 one (1) shot targets.

Standard plate shapes will be a maximum of two (2) attempted shot targets with the scoring as follows. First round hit worth 2 points and if the shooter misses and can immediately follow up with a hit they will be awarded 1 point.

There will also be special targets in the match and those will be explained in the stage brief.

Hitting a target that is not designated for your division will result in disqualification from the stage.

**Stages:**

\*\*Stage briefs can override this section and all other sections of the rules\*\*

Each stage will have a “shooters box”. The shooters box will be marked with flags, paint, or any other visible means of marking the boundary. The shooters box is a boundary in which the firearm and all rests must remain inside of when engaging targets. Your body may extend outside of the shooters box. These shooters boxes will contain natural supports such as rocks, logs, the ground and unnatural supports such as fences, cars, packs, chairs, and so on. The Shooters Boxes will have multiple options for you the competitor to work with and choose between. Besides the equipment, safety, and general match rules you are free to safely engage the targets how you choose from within the shooters box.

Firing from outside of the shooters box will result in match disqualification as a safety violation.

**General Event Rules:**

Safety Violations:

Safety violations can result in ejection from the match or stage. Ejection from the match or stage is up to the discretion of the Match Director.

Accidental/Negligent can result in disqualification from the match.

“Breaking the 180” or pointing the gun up range will result in ejection from the match.

Loss of control of a firearm such as dropping it will result in ejection from the match.

A discharged round striking within the shooters box will result in disqualification from the stage.

Muzzle sweeping of the body will result in ejection from the match.

Safety violations are not limited to the examples above. Other safety violations are at the discretion of the Match Director.

Un-sportsman like conduct:

This is a family event. All un-sportsman like conduct will result in ejection from the match.