

**CROSSE CREEK
RIFLE
and
PISTOL CLUB
DEFENSIVE PISTOL
MATCH RULES**

Revised August 11, 2020



DEFENSIVE PISTOL MATCH

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DEFENSIVE PISTOL MATCH

CHAPTER 1 – COURSE DESIGN: The defensive pistol course is intended to challenge both the marksmanship and decision-making abilities of the competitor. The following areas are also considered:

1-1 Safety: Our matches are designed with SAFETY as the primary consideration.

1-2 Quality: The courses of fire are designed primarily to test a competitor's shooting skills, not their physical abilities: However, there is movement and the ability to assume different shooting positions is required.

1-3 Balance: The courses of fire are designed to test accuracy, speed and to a lesser extent, power. Competitors may use smaller caliber handguns; however, they will be at a disadvantage when attempting to knock down steel targets.

1-4 Sanctioning: This course is NOT sanctioned by any agency, however; many of the IPSC's and the NRA's rules are used.

1-5 Pasting Targets and Range Clean-up: This match is run by volunteers: Competitors are expected to assist with pasting targets during the match and range clean-up at the end of the match.

CHAPTER 2 – RANGE & COURSE CONSTRUCTION: The defensive pistol match is held on range 3 which is divided into 3-separate bays. Each bay is independent of the other bays (any individual bay may be cold even when the adjoining bay is hot).

2-1 Loaded Firearms - Competitors: Competitors arriving at the range with a loaded firearm will report to a match official (one of the range officers; the match director, or the range safety officer) to clear and holster their firearm before the match begins.

2-2 Loaded Firearms – Spectators: Spectators who are legally armed are not required to check-in with a match official but they **MUST NOT** handle any firearms except:

2-2.1 Under the supervision of a match official, or

2-2.2 When confronted with a situation where the use of lethal force is allowed under North Carolina laws.



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2-3 Safe Angles of Fire: All rounds will be fired down-range towards the impact berm and competitors must be careful to observe the 180 rule, i.e. the muzzle of their gun must never be pointed any farther than a line parallel to the impact berm.

2-4 Minimum Distances: Whenever metal targets are used competitors, match officials, and spectators must maintain a minimum distance of 7-yards from the metal targets while they are being shot.

2-5 Facilities: Restrooms are available on site. There are no food or beverage services available so individuals are encouraged to bring their own snacks and non-alcoholic beverages.

2-6 Target Locations: Targets will be located at various distances, from point-blank to 25-yards, in such a manner that all rounds will be fired down-range (towards the impact berm).

2-7 Target Placement: Paper targets will be carefully placed to prevent shoot through.

2-7.1 When paper and metal targets are placed in close proximity, care will be taken to minimize the risk of splatter from the metal targets.

2-8 Berms: The impact berm and the area between the berm and the bay walls are **off limits** to all persons, at all times, unless access is specifically authorized by either the match director or range officer: All 3 bays must be cold before access to this area can be authorized.

2-9 Cover & Concealment: All props used will simulate hard cover unless they are specifically identified as concealment only.

2-10 Safety Area: Crosse Creek Rifle and Pistol Club does NOT use a safety area. During Defensive Pistol Matches firearms will only be handled while under the supervision of a match official.

CHAPTER 3 – MATCH INFORMATION: Crosse Creek Rifle and Pistol Club (CCRPC) matches are open to the general public with a few restrictions.



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3-1 Competitors: Competitors must be legally able to possess and use a handgun under North Carolina laws.

3-1-1 Minors: Minors are permitted to compete only when accompanied by a parent or legal guardian.

3-2 Firing Range Access: The public is welcome on range 3 during the defensive pistol match (for both competitors and spectators). Use of any other range is limited to Crosse Creek Rifle and Pistol Club members and their accompanied guests.

3-3 Location and Timing: The match is held on range 3 on the second (2nd) Saturday of the month. Registration normally starts at 8:30 AM; followed by the safety briefing and stage briefs at 8:45, with the match (actual firing) starting at 9:00 AM.

3-3-1 In cold weather start of the match may be delayed to allow it to warm up. The match director will notify participants via the club's website/email system when this occurs.

3-3-2 Attendance at the safety briefing is MANDATORY. If you arrive after the briefing you won't be allowed to shoot in the match.

3-4 Stage Briefings: Before the match starts the match director or a range officer will perform a walk-thru of each stage with the competitors.

CHAPTER 4 – RANGE EQUIPMENT: The selection and placement of range equipment is made with safety in mind. Neither the competitor nor the match officials are permitted to change the location or type of target or obstacles in a stage after any competitors have fired that stage. EXCEPTION: When any target or obstacle creates a safety hazard, match officials will correct the safety hazard. Once corrected, any competitors who have already fired that stage may be required to refire the stage (at the match official's discretion).

4-1 Permitted Targets: Crosse Creek Rifle and Pistol club uses the following types of targets in our defensive pistol matches:

4-1-1 Cardboard or Paper: Cardboard or paper targets may silhouette; picture; scoring ring; or blank (such as paper plates).



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4-1-2 Metal: Metal targets may be steel plates, steel poppers, steel gongs, or swinging targets (such as a dueling tree).

4-1-3 No-Shoot: No-shoot targets may be silhouette or picture: Picture targets which show a police officer or an unarmed person are no-shoot targets. On picture targets which show both a hostage and a hostage taker, only the hostage is a no-shoot target. Silhouette targets with the plain white side (without scoring rings) facing the shooter are no-shoot targets.

4-1-4 Targets Behind Cover: The portion of targets that are partially covered with paint are considered to be behind hard cover and no hits in this part of the target will be used for scoring. Barrels or other obstructions that are placed in front of a target are also considered as hard cover so no round that passes thru such obstructions will be used for scoring.

4-2 Prohibited Targets: The following types of targets are prohibited in Crosse Creek Rifle and Pistol Club defensive pistol matches:

4-2-1 Bouncing: Bouncing targets are placed upon the ground and shot several times to *bounce* them down the range.

4-2-2 Exploding: Any targets designed to explode when struck (such as Sureshot and Tannerite targets).

4-2-3 Frangible Targets: Frangible targets are any targets that are intended to break apart upon impact (such as clay targets).

4-3 Chronograph and Power Factors: Crosse Creek Rifle and Pistol Club does not use a chronograph, test competitor's ammunition or require specific power levels. Competitors who use smaller caliber or lower power ammunition do so with the understanding that it may place them at a disadvantage for shooting some targets.

CHAPTER 5 – COMPETITOR EQUIPMENT: Crosse Creek Rifle and Pistol Club (CCRPC) generally allows the competitor to use any safe equipment that would be used in everyday carry.



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5-1 Handguns: Competitors may use any safe handgun that they would use for self-defense. A minimum trigger pull of 3.5 pounds is required. There is no minimum caliber requirement. All standard safety devices on the firearm must operate properly.

5-1-1 Firearms must be serviceable and safe. Range officers and/or match directors may demand examination of a competitor's firearm or allied equipment at any time, to check that they are functioning safely. If any such item is declared unserviceable or unsafe by a range officer and/or match director, it must be withdrawn from the match or replaced. Any firearm declared unsafe will not be used until the item is repaired to the satisfaction of the range officer and/or match director.

5-1-2 Any competitor refusing to submit their firearm or allied equipment for inspection by the range officer and/or match director will be disqualified.

5-1-3 Competitors are prohibited from using or wearing/carrying more than one firearm during a course of fire.

5-1-4 Handguns with shoulder stocks and/or fore grips of any kind are prohibited.

5-1/5 Handguns with more than one barrel are prohibited.

5-1-6 Handguns may have iron sights or optical/electronic sights.

5-1-7 Iron sights are aiming devices fitted to a firearm which do not use electronic circuitry and/or lenses. Fiber-optic inserts are not considered lenses.

5-1-8 Optical/electronic sights are aiming devices, including flashlights, fitted to a firearm which uses electronic circuitry and/or lenses.

5-1-9 Handguns offering burst and/or fully automatic operation are prohibited.

5-2 Holsters and Other Competitor Equipment: No particular brand of holster is required; however, holsters must be designed for draw from the top. In addition, the following restrictions apply:

5-2-1 Competitors are not permitted to wear more than one holster.



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5-2-2 Competition, race type, and open holsters are prohibited.

5-2-3 Shoulder holsters that hold the gun barrel parallel to the ground are prohibited.

5-2-4 The holster must completely prevent access to, or activation of, the handgun trigger while it is holstered.

5-2-5 Holstered handguns must have an empty magazine well or cylinder, and the hammer or striker must be decocked. Violators will receive a warning for the first offense and will be disqualified for a second offense.

5-2-6 The belt carrying the holster and all allied equipment must be worn at waist level. The belt must either be permanently sewn at the waist, or secured with a minimum of 3 belt loops attached to the pants (or shorts).

5-2-7 Female competitors may wear the belt carrying the holster and all allied equipment at hip level.

5-2-8 Spare ammunition, magazines, and speed loaders should be carried in retention devices specifically designed for that purpose. However, magazines or speed loaders may be carried in the competitor's pocket.

5-3 Appropriate Dress: Competitors are required to wear some form of cover garment (a shirt, vest, jacket, pocket, etc.) over their handgun when holstered for most competitions. The match director will announce when this requirement does not apply. The use of camouflage or other types of military or police garments, other than by competitors who are law enforcement or military personnel, is discouraged.

5-4 Eye and Ear Protection: Competitors must use proper eye and ear protection when shooting: Spectators are encouraged to use proper eye and ear protection.

5-5 Ammunition and Related Equipment: Competitors are required to provide their own safe ammunition, magazines, speed-loaders, etc.

5-5-1 Competitors are permitted to pick-up dropped magazines, speed loaders, or ammunition. However, their retrieval is always subject to safety rules.



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5-5-2 Competitors are permitted to load magazines and speed loaders in any area of Range 3.

5-5-3 Competitors are prohibited from using armor piercing, incendiary or tracer ammunition.

5-5-4 Competitors are prohibited from using shot-shells, snake-shot, or any ammunition that fires more than one projectile per shot.

5-6 Malfunction of Competitor's Equipment: When a competitor's equipment malfunction occurs, the following rules will apply:

5-6-1 Before the Start Signal (Unloaded Firearm): If a competitor's equipment malfunctions before loading, the competitor will be allowed 2 minutes to repair the firearm under supervision of a match official. During repair the competitor **MUST** keep their finger outside the trigger guard and the muzzle of the firearm pointed down range (towards the berm) at all times. Once repairs have been made the competitor will be allowed to shoot the stage.

5-6-2 After the Start Signal (Loaded Firearm): If a competitor's equipment malfunctions after the start signal, the competitor may safely attempt to correct the problem and continue the course of fire. During such corrective action, the competitor **MUST** keep their finger outside the trigger guard and the muzzle of the firearm pointed down range (towards the berm) at all times. The use of rods or tools is prohibited. The timer will not be reset and the time used to correct the malfunction will be included in the competitor's time.

5-7 Unsafe Firearm or Ammunition: If a match official terminates a course of fire because they suspect that the competitor has an unsafe firearm or ammunition (squib load), the match official will take whatever steps necessary to return the range to a safe condition. Once the match official has ensured that the unsafe condition has been corrected, one of the following actions will occur:

5-7-1 If the match official discovers that there was no problem with the competitor's firearm or ammunition the competitor will be allowed to reshoot the stage.



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5-7-2 If the match official confirms the suspected problem, the competitor will be required to correct the unsafe condition under supervision of the match official. The competitor's time will be recorded as of the last shot; and the stage will be scored "as shot" including all applicable misses and penalties. The competitor will not be allowed to reshoot the stage.

5-8 Competitor Self-Stops: When a competitor decides on their own to terminate firing a stage (due to a lack of ammunition, a suspected malfunction, or another reason), the stage will be scored "as shot" including all applicable misses and penalties. The competitor will not be allowed to reshoot the stage.

5-9 Leaving the Course of Fire: Whenever a competitor leaves the course of fire due to completion of the stage, a malfunction (or any other reason), the firearm **MUST** be unloaded under supervision of a match official: Once unloaded, both the competitor and the Match Official will verify that the firearm is clear. Once the firearm has been cleared it must be holstered.

CHAPTER 6 – MATCH MANAGEMENT: Crosse Creek Rifle and Pistol Club (CCRPC) uses the following individuals as match officials:

6-1 Match Director: The match director must be a CCR&PC member, must be a NRA certified RSO or CRSO, and must have been appointed as a match director or assistant match director at a business meeting of CCR&PC. The match director is responsible for the overall conduct of the match: As such, the match director's decision will be final in any disagreements while the match is being conducted. When the match director participates in the competition, another individual qualified as a match director will temporarily assume the duties of match director.

6-2 Range Officer: The range officer must be a CCR&PC member and will be appointed by the match director. The range officer is responsible for running one range or one stage of a match. When the range officer participates in the competition, another individual qualified as a range officer will temporarily assume the duties of range officer.

6-3 Range Safety Officer (RSO): The range safety officer is someone with the NRA credential of range safety officer (RSO) or chief range safety officer (CRSO). While most matches do not require a dedicated RSO, the match director may appoint a dedicated RSO at any match where there are a large number of competitors, especially



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if they are inexperienced competitors. The RSO is responsible for ensuring all competitors and spectators behave in a safe manner but does not supervise conduct of the match.

6-4 Stats Officer: The stats officer collects, sorts, and tabulates all score sheets and publishes the official results. The stats officer is an optional position which may be used during large matches: In smaller matches, the match director will perform this duty.

CHAPTER 7 – THE COURSE OF FIRE: Crosse Creek Rifle and Pistol Club (CCRPC) uses the following rules and commands when conducting the defensive pistol match:

7-1 Range Communications: The approved range commands and their sequence are as follows:

7-1-1 Do you Understand the Course of Fire?: This command insures that the competitor understands how the course is to be fired. If the competitor does not understand, the match official will explain the course of fire again.

7-1-2 Load and Make Ready: This command signifies the start of the stage and that the range is hot. The competitor must use proper eye and hearing protection, then under direct supervision of the match official the competitor will load and holster their firearm (unless the stage briefing specifies differently). Once holstered the competitor will assume the proper ready position.

7-1-3 Are You Ready?: *The competitor must respond if they are NOT ready: If the competitor does not respond, the match official will continue.*

7-1-4 Shooter Standby: This command should be followed shortly by the Start Signal.

7-1-5 Start Signal: The timer will give an audible beep to signify the start of the stage. The competitor will draw and fire the stage without further instructions.

7-1-6 Cease Fire: This command may be given by anyone whenever an unsafe condition is observed. The competitor must immediately cease firing, remove their finger from the trigger, stop moving, and keep the firearm pointed in a safe direction until given further instructions by the match official.



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7-1-7 If You Are Finished, Unload and Show Clear: When the competitor is finished they must lower their handgun and present it for inspection by the match official while keeping the muzzle pointed in a safe direction. Firearms will be presented for inspection as follows:

7-1-8 Semi-Autos: Magazine removed, slide locked or held open, and chamber empty.

7-1-9 Revolvers: The cylinder must be swung out and empty.

7-1-10 If Clear, Hammer Down and Holster: Keeping the firearm pointed in a safe direction, the competitor must:

7-1-9-1 Semi-Autos: Release the slide and pull the trigger (or use the de-cocker lever) then return the firearm to the holster and apply any strap or retention device.

7-1-9-2 If the firearm has a magazine disconnect, the competitor must notify the match official who will supervise the use and removal of an empty magazine to facilitate this process.

7-1-9-3 Revolvers: Close the empty cylinder and pull the trigger then return the firearm to the holster and apply any strap or retention device.

7-1-10 Range is Clear: This signifies that the range is cold and individuals may move forward to score, patch and reset targets.

7-2 Loading, reloading or unloading during a course of fire: When loading, reloading or unloading, the competitor's finger must be visibly outside the trigger guard and the muzzle must be pointed in a safe direction.

7-3 Movement: Except when the competitor is required to actually aim and fire at a target while moving, the competitor's finger must be visibly outside the trigger guard while moving: The muzzle must always be pointed in a safe direction. It is considered movement whenever a competitor:



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7-3-1 Takes one or more steps in any direction; or

7-3-2 Changes shooting positions (such as standing to kneeling, sitting to standing, etc.).

7-4 Assistance or Interference: No assistance of any kind can be given to a competitor during a stage: No one is permitted to interfere with a competitor during a stage. A match official issuing a safety warning is NOT interference.

7-4-1 Competitors confined to a wheelchair, walker or similar device may be given mobility assistance during a stage, if it can be done safely and is approved in advance by a match official.

7-4-2 Competitors who either assist or interfere with another competitor during firing may either be warned (normally first offense only) or assessed a procedural penalty.

7-4-3 Spectators who either assist or interfere with a competitor during firing may be either warned (normally first offense only) or required to leave the range.

7-5 Sight Pictures and Dry Firing: Competitors are prohibited from taking a sight picture or dry-firing prior to the start signal.

7-6 Course inspection: Normally all competitors are permitted to walk thru the various stages together, prior to the start of the match. Occasionally a stage may be closed (competitors are not allowed to see which targets are there until they actually fire the stage). Regardless, all competitors will be treated the same for any particular stage.

CHAPTER 8 – SCORING: Once the competitor has finished shooting a stage, the following rules and procedures apply to the scoring process:

8-1 Approaching Targets: While scoring is in progress competitors may only approach targets when authorized by the match official.

8-2 Touching Targets: While scoring is in progress NO COMPETITOR is permitted to touch, gauge, or otherwise interfere with any target until the match official has scored the target and the competitor has agreed with the score. When a match official finds



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that a competitor has interfered with their own target before it has been scored, the match official may:

8-2-1 Score the target at the lower value if the target has multiple values; or

8-2-2 Score the target as a miss; or

8-2-3 Impose a procedural penalty.

8-3 Prematurely Patched Targets: If a target is prematurely patched or taped by someone other than the competitor who shot:

8-3-1 It will be scored if both the competitor and the match official agree on the score achieved; or

8-3-2 The competitor must re-shoot that entire stage if they cannot agree upon the score received.

8-4 Unrestored Targets: If, following completion of a stage by a previous competitor, one or more targets have not been properly patched or taped before the current competitor fired:

8-4-1 If it can accurately be determined who fired which shots (such as with obviously different calibers), the target will be scored as shot; or

8-4-2 If it cannot be determined who fired which shots, the competitor must re-shoot the entire stage.

8-4-3 A competitor who self-stops during an attempt to fire a stage because they believe one or more targets have not been properly restored is not entitled to re-shoot the stage.

8-4-4 If patches or tape accidentally blow or fall off, the matter will be resolved following the procedures in either paragraph 4.1 or 4.2 above.

8-5 Scoring Targets: Targets are scored on a time plus basis: That is the actual time the competitor took to complete the stage, plus any penalties for dropped points;



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missed targets; hitting a no-shoot target; or procedural errors. The score received will depend upon the type of target, as shown below:

8-5-1 Picture Targets: Picture targets are scored as either a hit or a miss, with 2 hits on each target normally required. All hits on the person in the picture count as a hit (regardless what part of the person is hit): Any hits to clothing only (such as to the hood of a sweatshirt) will be counted as a miss.

8-5-2 Silhouette Targets: Silhouette targets are scored by zone: Hits in the A or B zone are clean (with no penalty). Hits in the C zone will result in a 3-second penalty; and hits in the D zone will result in a 6-second penalty. Unless the stage briefing indicates differently, when more than 2 hits are present on a scoring target, the highest 2 hits will be counted.

8-5-3 Scoring Ring Targets: Scoring ring targets are scored with a 1-second penalty being added for each point dropped (hits in the 9 ring incur a 1 second penalty; hits in the 8 ring incur a 2 second penalty, hits in the 7 ring incur a 3-second penalty, etc.). Unless the stage briefing indicates differently, when more than 2 hits are present on a scoring target, the highest 2 hits will be counted.

8-5-4 Blank Targets: Blank targets (such as paper plates) are scored as either a hit or a miss, with 2 hits on each target normally required.

8-5-5 No-Shoot Targets: Each hit on a no shoot target will result in a 10-second penalty being added to the competitor's time.

8-5-6 Steel Plates: Steel plates must be knocked down (or hit 3 times) to count as a hit.

8-5-7 Steel Poppers: Steel poppers must be knocked down (or hit 3 times) to count as a hit.

8-5-8 Steel Gongs: Gongs simply require the correct number of audible or visible hits for score.

8-5-9 Swinging Targets: Swinging targets require the competitor to hit targets so they move to the other side of the post.



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CHAPTER 9 – PENALTIES & DISQUALIFICATIONS: Procedural penalties are time added to a competitor's score for minor procedural errors and usually do not result in disqualification. Disqualifications are for safety violations (or repeated procedural penalties) and the competitor (or spectator) will be required to leave club property.

9-1 Procedural Penalty – Hits Outside 10-Ring: A competitor who scores a hit outside the 10-ring will receive a 1-second penalty for each point below 10 (i.e. a hit in the 7 ring results in a 3-second penalty).

9-2 Procedural Penalty – Misses: A competitor who fires upon a target but fails to achieve the required number of hits will be assessed a 10-second penalty for each miss.

9-3 Procedural Penalty – Hits on a No Shoot Target: A competitor who shoots a no shoot target will be assessed a 10-second penalty for each hit on a no shoot target.

9-4 Procedural Penalty – Failure to Engage: A competitor, who fails to fire at least 1 round on a scoring target, will be assessed a 10-second penalty, plus the number of misses, for each target not fired upon.

9-5 Procedural Penalty – Mandatory Reload: A competitor who fails to comply with a mandatory reload will be assessed a 10 second penalty for each shot fired after the point where the reload was required until a reload is performed.

9-6 Procedural Penalty – Unsportsmanlike Conduct: A competitor who assists or interferes with another competitor while shooting will be assessed a 10-second penalty. Repeated interference may result in disqualification.

9-7 Procedural Penalty – Failure to Follow Instructions: The stage briefing may require shooting targets in a particular order or with a specific number (i.e. single-tap or double-tap) or type (i.e. head or torso) of shots: Failure to follow the instructions in the stage briefing will result in a 10-second penalty for each shot not in compliance.

9-8 Disqualification – Negligent/Accidental Discharge: A competitor who causes an accidental discharge must be stopped by the range officer and/or match director as soon as possible. The competitor will not be allowed to continue the competition. An accidental discharge is defined as follows:



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9-8-1 A shot which strikes the ground within 3 meters of the competitor, except when firing at a paper target closer than 3 meters to the competitor. A bullet which strikes the ground within 3 meters of the competitor due to a squib load is exempt from this rule.

9-8-2 A shot that occurs while loading, reloading, unloading, or holstering a firearm.

9-8-3 A shot which occurs during movement, except when actually shooting at targets during movement.

9-8-4 A shot that occurs while transferring a handgun between hands.

9-9 Disqualification – Unsafe Gun Handling: Examples of unsafe gun handling include:

9-9-1 Handling a firearm at any time, except when under the supervision of, and in response to a direct command from the range officer and/or match director.

9-9-2 Allowing the muzzle of a firearm to point up range during a course of fire.

9-9-3 Allowing the muzzle of a firearm to sweep, or point at any match official, competitor, or spectator.

9-9-4 Dropping a firearm or causing it to fall, loaded or unloaded. Note: any competitor who, for any reason, safely and intentionally places a handgun on the ground, a table, or any other stable surface will not be disqualified.

9-9-5 Wearing or using more than one firearm during a course of fire.

9-9-6 Having a loaded firearm other than when specifically authorized by a match official.

9-10 Disqualification – Prohibited Substances: Competitors and match officials must not be affected by drugs, including alcohol, of any sort during matches. Any individual, who in the opinion of a match official is visibly under the influence of a prohibited substance will be disqualified from the match and may be required to leave



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the range. Note: This prohibition includes any prescription drugs which carry a warning on the label that the individual should not drive or operate machinery when taking them.

9-11 Procedural Penalty – Failure to assist: Competitors who fail to assist with pasting targets and clean-up at the end of the match will result in a 60 second penalty being added to their score.

CHAPTER 10 – ARBITRATION and INTERPRETATION of RULES:

Occasional disputes are inevitable in any competitive event. Normally the individual and the Match Official will work-out any disputes between themselves.

10-1 Conduct of the Match: Whenever there is a disagreement over how the match is being conducted, or a safety issue, the match director's decision will be final.

10-2 General Principles: When a competitor and a match official cannot reach an agreement on a scoring or procedural issue, two (2) additional match officials will be called upon to make a decision. Agreement by any two (2) match officials will be final.

10-3 Time Limits: Any competitor who wishes to appeal their score on any stage must do so before the target has been patched or reset. Any competitor wishing to appeal a match official's decision on policy or procedures should do so immediately if possible: If the appeal cannot be made immediately, it must be made before the match is over.

10-4 Challenge Fees: If the competitor and match official reach agreement on a dispute without calling on additional match officials, there is no challenge fee. However, if the issue requires the match to be delayed because match officials from other stages must be called the challenge fee is \$10.00.

10-5 Third Party Appeals: Third party appeals are not permitted at Crosse Creek Rifle and Pistol Club's Defensive Pistol Matches. Individuals who disagree with a score or rule interpretation of the match officials must appeal themselves. No competitor is permitted to appeal another competitor's score determination made by a match official.



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10-6 Interpretation of Rules: Whenever a competitor disagrees with the match official's interpretation of these rules two (2) additional match officials (one of whom should be the match director) will be called upon for a determination: Agreement by any two (2) of the match officials will be the final judgement.

Original rules approved by vote of the club membership on: May 8, 2018.

Revision approved by vote of the club membership on August 11, 2020.



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ATTACHMENT 1 – SAFETY BRIEFING & DEMONSTRATION

- The Range Officers for today's match are:
- Everyone is expected to help with pasting targets during the match, and with clean-up after the match.
 - Failure to help with pasting targets and/or clean-up will result in a 60-second penalty being added to your score.
- **Spectators** may have loaded a firearm provided it remains holstered and they do not handle it.
- **Competitors** will not have loaded firearms on the range except when told by the Range Officer to load and make ready.
 - If you have a loaded firearm now, let us know so one of us can clear you.
- When you are not the person firing, your firearm must remain holstered, with the chamber empty; the magazine removed; the slide forward; and the hammer down.
- When you are shooting or handling your gun, keep it pointed down-range (at the berm).
- All rounds must impact the berm (except when shooting steel). Shooting across the bay (resulting in rounds hitting the side walls) is PROHIBITED.
- When moving with a loaded gun, keep your finger off the trigger while moving and don't violate the 180 rule.
 - *Exception: When shooting a stage that requires shooting while moving.*
- Safety violations will result in immediate disqualification.
 - Dropping your firearm loaded or not.



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- A negligent discharge.
- Sweeping someone with your gun
- Violating the 180 rule (the range officer will issue a warning for the first offense **IF** you don't sweep anyone with your gun)

Demonstration – Load and Make Ready

- The range officer will ask if you understand the stage: Once you do they will instruct you to:
 - Load and make ready
 - Insert a magazine and chamber a round (or load the cylinder), engage the safety (or de-cock the hammer), holster your gun, and cover it with your garment
 - Shooter Stand-by
 - The range officer will start the timer. When you hear the beep you may draw your gun and fire until you complete the stage.

Demonstration – Unload and Show Clear

- When you appear to be finished the range officer will ask if you are finished: Once you say you are finished they will instruct you to:
- Unload and show clear (your firearm **MUST** remain pointed down range until you holster it).
 - You will remove the magazine and open the slide (or open the cylinder) so both you and the range officer can verify that the chamber is empty.



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- Close the slide (or cylinder).
- Drop the hammer (by pulling the trigger or using the de-cocking lever).
- Holster your gun and leave it holstered until you are told to load for the next stage.

Scoring

- Scoring will be on a time plus method with your raw score being the time it takes to finish the stage. Additional time will be added for any points dropped; for misses; for shooting a no-shoot target; and for procedural errors.
 - 1 second for each point dropped
 - 10 seconds for each miss; each hit on a no-shoot; and each procedural error.



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ATTACHMENT 2 – AUTHORIZED MATCH DIRECTORS

Primary

Richard A. King (CRSO) (910) 977-3118 raslking@earthlink.net

Alternates

Israel P. Anta (RSO) (910) 587-0334 Israel.P.Anta@gmail.com

Zack Bailey (RSO) (386) 848-4297 Bailey1642@gmail.com

John Hudson (910) 303-2360 JHudson@edwardsmusic.com

Joe Latino (RSO) (910) 624-5482 JVLatino@aol.com

Ken Steen (RSO) (910) 818-0906 KSteen@nc.rr.com



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ATTACHMENT 3 – DEFINITIONS:

Ammunition: A cartridge consisting of a case; primer; powder and projectile that is used in a modern rifle or handgun (see also “round”).

As You Were: A command given to indicate the competitor must ignore the previous command. Usually followed by instructions on what is wrong or what to do next.

Berm: A raised structure of sand, soil or other materials used to contain bullets and / or to separate one shooting bay from another.

Bullet: The projectile fired from the round that is intended to hit the target.

Caliber: The diameter of a bullet measured in thousandths of an inch (or in millimeters).

Cleared Firearm: A firearm which has been visually inspected by both the competitor and a Range Official to ensure it is free of any ammunition; then was dry-fired (or de-cocked); and returned to the holster.

Cold Range: A condition declared by the Match Official where the competitor’s firearm, on that bay or range, has been unloaded, cleared and holstered: Competitors and Match Officials may only go forward to inspect or score targets when the range is cold (see also Range is Clear).

Downrange: The area of a bay or range where the muzzle of a firearm may be safely pointed during a course of fire: The area where bullets are intended to impact.

Dry Firing: The activation of the trigger and/or action of a firearm with absolutely no ammunition present.

Engage/Failure to Engage: Firing a shot at a target. Firing a shot at a target but missing is NOT failure to engage. The malfunction of a firearm or ammunition which prevents firing a shot, or running out of ammunition is a failure to engage.

False Start: Beginning an attempt at a stage or course of fire before the start signal is given.

Handling a Firearm: Touching any part of a firearm for any reason, including (but not limited to) withdrawing it from a holster, repairs, adjusting sights, dry-firing, etc.

Holster (Noun): Any device worn on the competitor’s belt that is designed to hold the firearm. Note: any strap or safety device designed to secure the firearm in the holster must be used when the firearm is in the holster.



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Holster (Verb): The command (or act of) returning the handgun to the holster.

Hot Range: A range is hot when a competitor has loaded their firearm and is ready to fire or is actively firing; the range must remain hot until the competitor's firearm has been cleared. No one is permitted to go forward to score or paste targets when the range is hot.

Load and Make Ready: A command given when the competitor is ready to begin a stage or course of fire. Upon receiving this command the competitor will insert a loaded magazine and chamber a round (or the fill cylinder); then apply the safety or de-cock the firearm and finally holster the firearm.

Magazine Disconnect: A device that prevents the trigger of a semi-auto pistol from being pulled unless a magazine is inserted.

May: Entirely optional

Must: Mandatory

No-Shoot: Targets that incur a penalty when hit: Some examples include police officers, unarmed individuals, and hostages (or any target designated as a no-shoot).

Range is Clear: The range is cold.

Round: A cartridge of ammunition used in a rifle or handgun (see also "ammunition").

Should: Optional, but strongly recommended.

Squib Load: Any part of a round that fails to fully exit the barrel of a firearm, and/or a bullet which exits the barrel at extremely low velocity.

Stage Briefing: The verbal or written instructions provided to competitors concerning how each stage will be conducted.

Start Signal: The timer will give an audible beep to let the competitor know that the clock has started and they may begin firing.

Starting Position: The position specified in the stage briefing that a competitor must assume (hands on head, hands at side, trigger finger on nose, etc.) before the start signal is given.

Sweeping: Pointing the muzzle of a firearm at any person, or part of a person when the handgun is being touched or held (while not securely holstered).



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Unload and Show Clear: A command given when the competitor has finished a particular stage or course of fire. The competitor must keep the firearm pointed down range, remove any magazine or ammunition from the firearm, then both the competitor and the range official will visually examine the chamber or cylinder to be sure it is empty.

Uprange: The area behind the competitor and match official when they are facing toward the berm.

Will: Mandatory



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ATTACHMENT 4 – SOURCES OF MATERIALS FOR DEFENSIVE PISTOL

Steel Targets

Action Target

8802 West 35W Service Drive NE
Blaine, MN 55449-6740
<https://shop.actiontarget.com>

Phone: (800) 779-0182

Spectre Targets/Phase 5

5450 Murcheson Road
Fayetteville, NC 28311
Store Hours: Friday, 0900 to 1900
<https://www.facebook.com/SpectreTargets.com>

Phone: (910) 484-4867

Ask for Daniel

Tactical AR500 Targets

183 South Market Street
Ephrata, PA 17522
<https://tacticalar500targets.com>

Phone: (717) 733-0088

Wooden Cable Spools (Free)

PWC Warehouse

955 Old Wilmington Road
Fayetteville, NC 28301
Hours: Monday thru Friday, 0900 to 1200 and 1300 to 1530
NOTE: You must load on your own – they provide **NO** support

Phone: (910) 223-4351

Chris McKinney, Warehouse Manager

Photo Style Situational & Silhouette Targets

American Target Company

1328 S. Jason St
Denver, CO 80223
<http://www.americantargetcompany.com>

Phone: (877) 733-0433



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National Target Company

3958-D Dartmouth Ct

Fredrick, MD 21703

<http://www.nationaltarget.com>

Phone: (800) 827-7060

Omaha Targets

4700 F Street

Omaha, NE 68117

<http://www.omahatargets.com>

Phone: (844) 369-7400

Pistoleer.com

12 Schiber Ct

Maryville, IL 62062

http://www.pistoleer.com/shooting-targets/photo_style

Phone: (618) 288-4588



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**This will be the land of the free
only so long as it remains the home of the brave**

