

# **COWFORD REGULATOR'S CONCEALED PISTOL AND HOME DEFENSE SHOTGUN MATCH**

## **GENERAL OVERVIEW**

The match is an elapsed time event that takes into account accuracy, speed and the ability to shoot the sequence correctly. Final score is total raw time plus penalty assessments. Shooters will use their daily carry handguns and a home defense type shotgun to shoot at steel static or knockdown targets. Each match will include six scenarios on three ranges that are designed to enhance the shooters safe gun handling and accuracy abilities.

## **EQUIPMENT**

### **GUN CARTS:**

- Gun carts are encouraged but not required
- Ammo bags are required to secure shooters ammo and other personal equipment

### **FIREARMS:**

- One or two double action revolvers or single semi-auto pistol  
*Note: If double revolvers are used they must be shot individually. Only one revolver may be staged on the table unless dictated by stage instructions. Both revolvers may be holstered if desired*
- Home defense style pump or break shotgun of any gauge
- Laser sights are acceptable
- Approval of modified weapons use will be at the discretion of the Match Director

### **HOLSTERS:**

- Handguns grips must be fully exposed (except when scenario requires jacket or light shirt to be worn to conceal the weapon).
- Strong side hip either internal or external to the waistband or thigh holsters are encouraged
- Shoulder, shirt, cross draw, fanny packs, ankle or pocket holsters and holsters that conceal the pistol below waistband are expressly prohibited
- Other types of holsters may be used at the sole discretion of the Match Director
- Speed loaders for revolvers or extra magazines may be staged or carried on the body
- Extra shotgun ammo may staged or carried on the body

## AMMUNITION:

- Handgun, Center fire cartridge loaded with lead bullets. Bullets that are jacketed in any way and gas checks are prohibited
- Shotgun, Low velocity (1145 fps or less) shot shells with #4 lead shot or smaller. Shells that have been bottle necked, cut, resized or ringed are prohibited

## TARGETS:

- Steel plates or knock-down targets

## **SHOOTING CATEGORIES**

The categories listed below have Male / Female and Junior (under 16) / Adult sub categories.

- Single revolver with pump shotgun
- Double revolver or Semi-auto with pump shotgun
- Single revolver with break shotgun
- Double revolver or Semi-auto with break shotgun
- Pistol only Semi-auto, Single or Double Revolver

## **SHOOTER ACCOMODATION**

Every effort will be made to accommodate shooters with special needs. However safety of all participants is paramount. The Match Director's decision on who can and cannot participate safely will be the final determination.

## **RANGE SAFETY OFFICERS**

- Match Director - Is in charge of all aspects of the event and has the final word regarding safety, penalties and participation
- Range Officer (RO) - Responsible to control the flow of shooters, operate the clock and maintain a safe shooting environment on the firing line. RO may not assess misses but may assess procedural errors that are not seen by the Spotters. RO's will be qualified by the Match Director
- Spotters – Responsible to observe the shooter, count misses and procedural errors
- Loading Table Officer – Responsible to observe each shooter to ensure that all firearms are loaded properly and are safe to be moved to the firing line

## OVERALL SAFETY RULES

- All guns are to be considered as loaded at all times
- New shooters who are unknown to the Match Director will be provided a short safety orientation. Additionally they must demonstrate proper safety procedures for loading, unloading, drawing, firing and clearing their firearm in the presence of the Match Director or his delegate.
- The Match Director will start each match with a general safety briefing outlining general match rules.
- When moving to and from the firing line unless the firearm is holstered all muzzles will be held so that they are vertical to the ground
- Protection for eyes & ears is mandatory at all times for shooters and spectators
- Any person exhibiting erratic behavior or suspected of being under the influence will be asked to leave the club property immediately
- No firearms other than match firearms and spares are allowed on the range
- All match firearms will remain unloaded at all times except when on the loading table waiting to be called to the line
- 170 rule will apply at all times
- All GRPC Range Rules apply
- Handguns must be staged if not secured in a holster, shotguns will be staged
- Range is “COLD” at all times, firearms will not be handled until it is time for the shooter to move to the loading table.
- If the shooter does not have a gun cart, handguns must be holstered, kept in their shooting bag or left on the storage table located by the loading table. Shotguns must be left on the storage table.
- Shooters younger than 16 must be accompanied and shadowed by a parent until they are granted independence by the Match Director
- Extra revolver may be staged before and/or after a shooting string. Semi autos may not be staged until empty.
- Handguns May not be drawn while shooter is moving
- Shotgun must be open before a step is taken if movement is required during a scenario
- All shooting commands will be plain language commands.
- Malfunctioning guns are handled by the shooter only
- Semi-auto magazines and speed loaders may be loaded at any time
- A ”Safe Area” will be designated for any gun malfunction and/or repairs
- Regardless of a round under the hammer or not, fingers must be outside the trigger guard when drawing, reloading, holstering or moving to prevent trigger guard violation

## **LOADING**

- Loading table use is required and will be monitored by a Loading Officer. It is the only location where firearms will be loaded. Shooter will show all guns as clear to the Loading Officer prior to loading. Semi-auto pistols hammers will be lowered after being cleared.
- All loaded firearms must remain on loading table until shooter is called to the firing line (this includes handguns)
- Revolvers and Semi-auto magazines will be loaded with 5 rounds
- Semi-auto pistol magazines are inserted at the firing line and 1<sup>st</sup> round is chambered at the direction of the RO
- Pump Shotguns will be cleared, closed and loaded with # of rounds for the stage. No round will be chambered until after the beep. Shooter may pull trigger once on the firing line with approval of the RO to release slide.
- Double and Single Barrel Shotguns will be loaded on the firing line after the beep
- If the scenario calls for more rounds than can be loaded rounds may be staged or held on the shooters person to be loaded after the beep
- Revolver speed loaders may be loaded with 6 rounds so that the revolver does not need to be indexed prior to resuming sequence. *Note: If the 6<sup>th</sup> round is fired a 10 second procedural will be assessed.*

## **STAGE PROCEDURES**

- When directed by the RO the shooter will move from the loading table to the firing line
- Shooter will take the position as directed by the stage instructions
- When the shooter is ready state “Shooter Ready”
- RO will tell the shooter “Stand-by” and start the clock which will provide a “Beep” signally the shooter to begin
- Shooter will complete the sequence per the stage instructions
- RO will poll the Spotters for miss and procedural count and provide them to the Score Keeper
- Shooter will clear all weapons under the supervision of the RO and return them directly to their holster, cart, bag or the storage table.

## **PENALTY OVERVIEW**

### **5 - SECOND MISS PENALTIES:**

Penalties are assessed for each occurrence of

- Each missed target
- each unfired round in a gun

### **10 – SECOND PROCEDURAL PENALTIES:**

One penalty per stage may be assessed.

*Note: No procedural penalties will be assessed for those who are unable to comply with specific stage procedures due to physical limitations.*

- Engaging the stage (firearms, targets, or maneuvers) in any order or from any positions other than required by the stage description.
- Firing 6<sup>th</sup> round from revolver after reload with a speed loader.

### **10 – SECOND MINOR SAFETY PENALTIES:**

Minor Safety penalties are accumulative.

- Grounding a shotgun with an empty case in gun
- Leaving a live round on the carrier or in the tube.
- Open and empty firearm that falls off the table and hits the ground but does not break the 170
- Hit on “no shoot” target

## **STAGE DISQUALIFICATION**

- Grounding (hand left weapon) a closed and cocked weapon
- Shooting or drawing on the move (e.g., shooting multiple shots during continuous movement).
- Dropping an unloaded firearm on the firing line or at the loading table
- Firearms that slip and fall and break the 170
- Violation of the 170 safety rule/ Failure to manage appropriate muzzle control.
- A loaded firearm in unsafe condition leaving the shooter’s hand (as soon as it leaves the shooter’s hand).
- Unsafe firearm handling.
- Sweeping anyone with an unloaded firearm.
- Failure to adhere to loading and unloading procedures.

- Dry firing at the loading table
- De-cocking a handgun or hammered shotgun without positive indication/ acknowledgement from the RO.
- Arriving at the designated loading area with un-cleared firearms after completing a stage within the same day (assessed on the previously completed stage).

### **MATCH DISQUALIFICATION**

- Two accumulated Stage Disqualification Penalties a Spirit of the Game assessment by the Match Director
- Belligerent attitude, un-sportsman-like conduct or aggressive behavior
- Willful failure to comply with a "cease fire" or "Stop" command given by, and while under the positive control of, the RO
- Shooting under the influence of alcohol, prescription, or other medication that may impair the shooter's physical or mental abilities.
- Shooting any ammunition type other than specified under "Ammunition"
- Dropping a loaded firearm on the firing line
- Rounds that hit or go over the wooden eyebrow are considered "over the berm"
- Any discharge that hits the ground or stage prop less than five feet from the shooter, any discharge at the loading or unloading areas, or discharge that is deemed unsafe. Note: Exception for declared expendable props.
- Sweeping anyone with a loaded firearm.

### **SCHEDULE**

- 3<sup>rd</sup> Sunday monthly
- Setup at 7:30am (Participants are encouraged to assist.)
- Registration at 8:00 am
- Stage walk through at 8:30 am
- Mandatory safety briefing at 8:45 am
- Rounds down range at 9:00 am

### **INCIDENT REPORTS FILED**

- Upon major injury
- When someone is asked to leave the range or club property
- On accidental discharges away from the firing line or shot over the berm
- Due to Match DQ (At the discretion of the Match Director)

## **FEES AND SIGN IN**

- Each shooter will sign-in with information required by GRPC
- Fees
  - \$10.00 for GRPC members and participants that reside outside Duval county
  - \$15.00 for non GRPC members who live in Duval county

## **EMERGENCY PROCEDURES**

### **1. Administer first aid**

### **2. Call 911**

**While calling “911” have another shooter notify the range**

**IF YOU ARE ASKING “SHOULD I CALL 911?” CALL IT**

**BETTER TO HAVE TO SAY “SORRY” THAN LOOSE CRITICAL TIME**

**ADDRESS: 9301 Zambito Ave North Jacksonville, FL 32210**

### **3. Send someone for the Match Director**

### **4. Notify Range**

**Gateway Office (always answered) (904)771-2902**

**Donald Doan (904)534-7290**