

Los Alamitos

Rounds: 42

Targets: NRA AP-1. Three targets spaced not more than one foot apart edge-to-edge.

Range: 7, 10, and 25 yards.

Course of Fire:

STAGE I:

Range: 7 yards. Time: 2 1/2 seconds for each of three strings.

Rounds: 2 each string.

Competitor stands facing 3 targets and upon signal to fire, draws and fires 2 rounds at the center target. Upon second signal to fire, draws and fires 2 rounds at the right target. On third signal to fire, draws and fires 2 rounds at the left target.

STAGE II:

Range: 7 yards. Time: 5 seconds. Rounds: 6.

Competitor stands facing 3 targets and upon signal to fire, draws and fires 2 rounds at each target.

STAGE III:

Range: 7 yards. Time: 6 seconds. Rounds: 6.

Competitor stands facing 3 targets and upon signal to fire, draws and fires 2 rounds at each target using strong hand only.

STAGE IV:

Range: 10 yards. Time: 18 seconds. Rounds: 12.

Competitor stands facing three targets and upon signal to fire, draws and fires 2 rounds at each target-reloads-transfers pistol to weak hand and fires 2 rounds at each target using weak hand only.

STAGE V:

Range: 25 yards. Time: 10 seconds for each of two strings.

Rounds: 6 each string - for a total of 12.

Competitor stands concealed behind a barricade and upon signal to fire, draws and fires 2 rounds at each of three targets from right side of barricade. Competitor then reloads and upon second signal to fire, repeats procedure, except that firing is done from left side of barricade. Barricade will be 6 feet high, 2 feet wide and have a firing area two feet wide and three feet long. The 2x3 firing area will be marked and the competitor may not support any weight outside the area, except that, this being a standard match from another source, the rules allow the competitor to use the barricade as a support.

Penalties:

A penalty of 10 points and 1X will be charged for a premature start, for each procedural error, for each round fired over the designated number. and for each round fired overtime.

Barricade Event

Rounds: 48

Targets: Bianchi (NRA AP-1) target.

Range: 10, 15, 25, and 35 Yards.

Course of Fire:

At each stage there will be a 6-foot high, 2-foot wide barricade. They will be placed in a line, one directly behind another. Each barricade will have a clearly marked 2-foot wide by 3-foot long firing area on the up range side.

The competitor must be within the firing area at the “COMMENCE FIRE” signal and no portion of the competitor’s body or equipment may touch outside the firing area until the competitor has finished firing the designated rounds. The barricade will be considered to be within the firing area and may be used for support.

There will be 2 targets downrange. One will be placed 3 feet to the left of the center line and one 3 feet to the right of the center line.

The starting position will be with the handgun holstered and the palms of both hands on the face of the barricade. The starting signal will be an audible tone or turning targets are used, preceded by the verbal commands “READY” and “STAND BY”. (Stock-gun shooters may not touch the barricade with any portion of the gun during firing.)

10-Yard Stage: At the signal to commence fire, competitor fires 6 rounds at either target from the matching side of the barricade within 5 seconds. At the second signal to commence fire, competitor fires 6 rounds at the remaining target from the matching side of the barricade within 5 seconds.

15-Yard Stage: Same as above except time limit is 6 seconds.

25-Yard Stage: Same as above except time limit is 7 seconds.

35-Yard Stage: Same as above except time limit is 8 seconds.

Penalties:

A penalty of 10 points and 1X will be charged for a premature start, for each round fired over the designated number, for each procedural error, and for each round fired overtime.

Practical Event

Rounds: 48

Targets: Bianchi (NRA AP-1) targets

Range: 10, 15, 25, and 50 yards

Course of Fire:

Competitor stands facing 2 targets downrange. Tops of targets will be approximately 6 feet above ground level and 3 feet apart, edge-to-edge.

The starting position will be with the handgun holstered and both hands held shoulder high. The starting signal will be an audible tone or turning targets may be used, preceded by the verbal commands “READY” and “STAND BY”.

10-Yard Stage:

At the signal to commence fire, competitor fires one round at each target within 3 seconds.

At the second signal to commence fire, competitor fires 2 rounds at each target within 4 seconds.

At the third signal to commence fire, the competitor fires 3 rounds at each target with weak hand only within 8 seconds. *Competitor may use the strong hand to produce and exchange the handgun for this third segment, but all 6 rounds must be fired with the weak hand without support for the hand or arm of any kind.*

15-Yard Stage:

At the signal to commence fire, competitor fires one round at each target within 4 seconds; then 2 rounds at each target within 5 seconds; finally 3 rounds at each target within 6 seconds.

25-Yard Stage:

Same as 15-Yard Stage, except times are increased to 5, 6, and 7 seconds respectively for 1, 2, and 3 rounds fired at the targets.

50-Yard Stage:

Same as 15 and 25-Yard Stages, except times are increased to 7, 10, and 15 seconds respectively for 1, 2, and 3 rounds fired at the targets.

Penalties:

A penalty of 10 points and 1X will be charged for a premature start, for each round fired over the designated number, and for each round fired while supporting the weak hand or arm during the third segment at the 10-yard stage.

Falling Plate Event

Rounds: 48

Targets: 8" Round White Metal Plates.

Range: 10, 15, 20, and 25 yards.

Course of Fire:

There will be 6 target plates placed one foot apart, edge-to-edge. They will be 4 feet above ground level to the bottom edge.

The starting position will be with handgun holstered and both hands held shoulder high. The starting signal will be an audible type (whistle, horn, etc.), preceded by the verbal commands "**READY**" and "**STAND BY**".

At the signal to commence fire, the competitor will fire one round at each target. Target must be knocked down to score. Time limit will vary for each distance. Shooter then repeats procedure for a total of 48 rounds.

	Time	Strings
10-Yard Stage	6 seconds	2
15-Yard Stage:	7 seconds	2
20-Yard Stage:	8 seconds	2
25-Yard Stage:	9 seconds	2

Penalties:

A penalty of 10 points and 1-X will be charged for a premature start, for each procedural error, for each round fired over the designated number, and for each round fired overtime.

Ties:

Any competitor firing a "perfect 48" will repeat the course of fire with 1 second removed from the available time at each distance until a target is missed. Only targets hit before the miss will count for the tie breaking "X-Count". Tie scores of less than 48 will be broken determined by the most plates hit at the longest distances. If a tie remains, it will be broken by a "shoot-off "as above.