

SPRINGFIELD

sports club

The Springfield Sports Club

- 2-Gun Action Challenge Match
- Club rules

Web Site

WWW.FRSA.CA

Safety First

2-Gun Action Challenge Match

For those new to the sport of 2-Gun Action Challenge, it is a competitive shooting sport designed to challenge shooters both physically and mentally with potential real life/combat-type scenarios and direct their focus to the skills necessary to do so. As a result, this sport provides skill challenges not typically found in most other shooting disciplines. An example of this would be the requirement to safely [engage](#) targets while moving from one point to another with both pistol and rifle (and/or shotgun) and/or physical challenges such as crawling in trenches, rescuing wounded hostages (dummies), foiling criminal endeavors (e.g. robberies) or other such types of scenarios

General Target/Scoring Details / Match Regulations

1. The steel targets used for 2-Gun Action Challenge will be of AR500 type, of various size, color & configuration
2. The paper targets used for 2-Gun Action Challenge will be of standard IPSC design, consisting of three (3) scoring zones; A, C and D. The target's color will not designate a scoring or non-scoring target
3. Unless otherwise specified in the [COF](#), pistol paper targets must receive at least two (2), A-zone hits ~OR~ any combination of at least three (3) A, C or D-zone hits to [neutralize](#). Steel targets must receive one (1) or more hits, per [COF](#). Targets without the minimum, required number of hits will be scored as a [failure to neutralize](#)
4. Unless otherwise specified in the [COF](#), rifle/shotgun paper targets must receive one (1), A-zone hits ~OR~ any combination of at least two (2) C or D-zone hits to [neutralize](#). Steel targets must receive one (1) or more hits, per [COF](#). Targets without the minimum, required number of hits will be scored as a [failure to neutralize](#)
5. The bullet diameter is assessed by the [grease ring](#) produced on the paper target, by the passage of the bullet through the target. [Radial tears](#) beyond the diameter of the bullet hole will not count for score, or penalty
6. A [miss](#) or a failure to knock over a falling steel target will result in a [failure to neutralize penalty](#) being imposed
7. Stages will vary in round count, as defined by their [COF](#) description
 - a. **Open Count** scoring allows the competitor to shoot as many rounds as desired, only limited by the available ammunition on their person, as dictated by the [COF](#) description
 - b. **Fixed Count** scoring is used when the number of shots fired at each target, in the [COF](#), is limited to a maximum. The number of shots is specified in the [COF](#) description. Specific penalties will apply in fixed count stages, as follows:
 - i. A [procedural penalty](#) will be awarded for each extra shot fired
8. The competitor is responsible for the accurate recording of scores on the [match](#) score sheet. The use of a delegate to check scoring is not permitted, except in cases where the competitor is unable to do so because of an infirmity. Failure to check the score sheet will constitute an automatic acceptance of the score as recorded
9. Competitors must not touch targets until they have been scored by the [RSO](#) and only with the permission of the [RSO](#). Any interference to a target will result in [procedural penalties](#) being issued, at the [RSO's](#) discretion
10. The competitor will be allowed to re-shoot the [COF](#) when targets that have been inadvertently, prematurely patched/painted, such that the [RSO](#) cannot make an accurate determination of the score. The re-shoot will only be allowed on the [COF](#) affected. A re-shoot of the complete [match](#) will not be allowed

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11. When a target is not patched/painted correctly and a competitor then shoots the [COF](#), the [RSO](#) will attempt to determine the score. If the [RSO](#) cannot make an accurate determination of the score, the competitor will be permitted to re-shoot the [COF](#)
12. If, for any reason, patches come off a target (wind, muzzle blast) during the [COF](#), the [RSO](#), failing to accurately determine the scoring shots, will favor the competitor
13. Shoot through will count for score and penalty, except where the shoot through hit was achieved by a shot travelling through designated [hard cover](#)
14. A shot that produces a hit or partial hit on a designated [hard cover](#) and travels on to hit a target will be scored as a [miss](#)
15. A hit on a paper target that touches or breaks the line separating two scoring zones or the line between the non-scoring border and the scoring zone will score as a hit on the higher scoring zone
16. Hits on a penalty ([no-shoot](#)) target will incur a [no-shoot penalty](#), per hit
 - a. [No-Shoot](#) targets will be designated by a “hand” painted on their front face (regardless of color)
17. A hit on a paper target that touches or breaks the line separating the non-scoring zone on a target and a no-shoot target will count as a [miss](#)
18. Targets are to be engaged in order of priority, which is a combination of the level of threat and the shooter’s proximity to the threat. The tactical functions are:
 - a. **[Tactical Priority](#)**: Targets are engaged by level of threat. Targets are engaged as they become visible. Visible targets are engaged, closest target first and the most distant target is last. Targets must be separated by more than two (2) meters to change their level of priority. Targets of equal distance from the shooter can have different priority by virtue of the displayed method of offence (Handgun, Knife)
 - b. **[Tactical Sequence](#)**: Targets will be engaged with one round each in order of tactical priority, then re-engaged with an additional one (1) round each (minimum) to neutralize (keeping in mind the required hits per zone). Re-engagement of targets can be done in any order
 - i. [Tactical priority](#) will be used for all [COF](#) unless a different shooting order is specified in the [COF](#) briefing
19. Targets are deemed to have been [engaged](#) when at least one (1) round is fired, hitting the target. Targets must be re-engaged to achieve the required amount of scoring hits per target in order to be considered [neutralized](#)
20. A competitor who, by his/her own doing, fails to complete the [COF](#) will have his/her score recorded as “shot;” with all applicable [misses](#) and [penalties](#) applied to his/her time
21. A competitor who, by his/her own doing, fails to adhere to the “overall spirit” of the [COF](#), will incur a stage disqualification (i.e. no “[gaming](#),” as defined below)
22. Any competitor who incurs two (2) stage disqualifications for failing to adhere to the “overall spirit” of the [COF](#) will incur a [match DQ](#)

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- a. The determination as to whether or not a competitor is in adherence to the “overall spirit” of the [COF](#) is at the sole discretion of the [RSO](#)
23. The timer used by the [RSO](#) will be the only device used to record the elapsed time taken by the competitor during the [COF](#). Should the timer be found to be defective, resulting in an incorrect time being recorded, the competitor will be required to re-shoot the [COF](#)
24. Failure of range equipment will result in the competitor being eligible to re-shoot the [COF](#), if they so choose
25. The [RSO](#)'s decision on all matters, with the exception of [match DQ](#), is final. Any competitor who refuses to accept the [RSO](#)'s decision on a [stage](#) may result in the competitor incurring a stage [DQ](#) (at the [RSO](#)'s discretion)

Scoring

1. The scoring method for 2-Gun Action Challenge will be the cumulative total of all time + [penalties](#) incurred during each [stage](#) of the [match](#) (measured in seconds) +/- a divisional percentage [equalizer](#) (dependent upon competitor's [division](#) and/or [sub-division](#))
 - a. Add up the total elapsed time for each stage (in seconds)
 - b. Add up the total [penalty](#) and [procedural penalties](#) (in seconds)
 - c. Add the total elapsed time & total [penalty](#) time to obtain the (raw) [match](#) time (in seconds)
 - d. Add or subtract the requisite percentage (%) [equalizer](#), as outlined below, per [division](#)/[sub-division](#)
 - e. Final tally is the competitor's overall [match](#) time
 - f. Lowest, overall [match](#) time wins

Reloads

1. A [COF](#) may specify a mandatory [reload](#), or a specific type of [reload](#) to be done. The shooter may choose any of the allowed [reloads](#), if the [reload](#) type is not specified in the [COF](#). The allowed types of [reloads](#) are:
 - g. **Reload with slide locked (empty cylinder):** The gun's magazine and chamber are empty, the slide is locked back or has closed on an empty chamber (where a pistol has no slide lock, or the slide lock has failed to function). The empty magazine is dropped, a charged magazine is then inserted into the gun and the slide is released, or racked, chambering a round
 - i. There is no requirement to retain an empty magazine, speed loader or moon clip during a [reload](#) with slide locked (empty cylinder)
 - h. **Reload with retention:** The gun has a round in the chamber and the slide is down. The magazine, speed loader or moon clip may or may not contain ammunition. The magazine/ammunition is removed from the gun and retained in a magazine pouch, dump pouch or pocket. A charged magazine, speed loader or moon clip is then inserted into the gun. Even if the removed magazine, speed loader or moon clip is empty it must be properly retained whenever a reload with retention is specified

- i. **AT NO TIME, MAY LIVE AMMUNITION, BE DROPPED ON THE GROUND**
 - i. Allowing a magazine, speed loader or moon clip containing ammunition or any loose rounds of ammunition to be dropped on the ground will result in the shooter incurring a [procedural penalty](#)

Firearm Conditions

1. All competitors' handguns will remain [unloaded](#), with empty magazine well or empty [cylinder](#), empty chamber and holstered, except whilst under the direct supervision of the [RSO](#) during the [COF](#)
2. All competitors' rifles/carbines/shotguns will remain [unloaded](#), with an empty magazine well or empty [cylinder](#), empty chamber and chamber-flagged, except whilst under the direct supervision of the [RSO](#) during the [COF](#)

Penalties

1. **No-shoot penalties:** Intentionally or unintentionally engaging no-shoot targets, as designated in the [COF](#) – **60 seconds** per hit
2. **Failure to [engage](#):** Failure to [engage](#) the target with a minimum of at least one (1) hit, as designated in the [COF](#) – **60 seconds** per penalty per scoring target
3. **Failure to [neutralize](#):** Failure to [engage](#) a paper or steel target with the required number of hits to “[neutralize](#)” the target, as designated in the [COF](#) – **60 seconds** per penalty per scoring target
 - a. Misses (regardless of number of rounds fired) and failure to [neutralize](#) will be scored the same
 - b. Failure to [neutralize](#) and failure to [engage](#) are non-stacking penalties (i.e. no more than 60 seconds worth of penalties may be incurred per scoring target, with the exception of [no-shoots](#))
2. **Procedural penalties:** As designated in the [COF](#) and further defined below – **60 seconds** per penalty
3. **“Gaming” penalties:** As designated by the [COF](#) (see [gaming](#), as defined below)
 - a. A competitor who, by his/her own doing, fails to adhere to the “overall spirit” of the [COF](#), will incur a [stage DQ](#)
 - b. Any competitor who incurs two (2) [stage DQ's](#) during the [match](#) for failing to adhere to the spirit of the [COF](#) will incur a [match DQ](#)
 - i. The determination as to whether or not a competitor is in adherence to the “overall spirit” of the [COF](#) is at the sole discretion of the [RSO](#)

No Disqualification Penalty Categories

1. **Procedural Penalties** – Procedural penalties are imposed for failing to follow competition rules and the instructions for the [COF](#). A procedural penalty will not (generally) result in a [match disqualification](#), however any

competitor who incurs 2 or more procedural penalties per stage will incur a [stage DQ](#).

- a. A procedural penalty of plus **60 seconds** is assessed for each type of infraction. Multiple procedurals, for the same infraction in a [COF](#) will not be imposed (with noted exceptions). A competition noncompliance procedural can be imposed (see below), where the competitor is deemed to be “[gaming](#)” and committing multiple infractions, having already been given a procedural penalty for that infraction
2. Competition rules procedural penalties include, but are not limited to:
 - a. Not retaining ammunition when [reload with retention](#) is performed
 - b. Not [reloading/unloading](#) when mandatory [reload/unload](#) is specified in the [COF](#)
 - c. Using two hands/support when [strong/weak](#) hand shooting is mandated
 - d. Prematurely touching targets prior to scoring and/or without permission from the [RSO](#)
 - e. Specified [tactical sequence](#) for engaging targets is not followed ([tactical priority](#))
 - f. Firing extra shots when [COF](#) specifies a maximum shot count
 - g. Shooting whilst stationary, when movement is specified in the [COF](#)
 - h. Commencing a [COF](#) with the firearms not [loaded/unloaded](#) as specified in the [COF](#)
 - i. Not performing the correct type of [reload](#), as specified in the [COF](#)
 - j. Willfully failing to perform certain physical challenges/actions as specified in the [COF](#)
 - i. Competitors with disabilities will not be penalized for failing to perform certain physical challenges/actions, however they must notify the [RSO](#) [prior](#) to commencing the [COF](#)

Match Disqualification

1. [Match DQ](#) will result in the competitor being prohibited from continuing with the rest of the [match](#)
2. The [RSO](#) will record the infraction on the competitor’s score sheet
3. The [RSO](#) will inform the [RM](#) of the [DQ](#). He/she, in turn, will advise the [MD](#)
4. [Match DQ](#)’s will occur for the following reasons:
 - a. **Unsafe gun handling** – Unsafe gun handling is assessed for:
 - i. Handling a firearm, except whilst under the direct supervision of an [RSO](#), or in a designated [safe area](#)
 - ii. Pointing a loaded firearm over a berm, or backstop (except [unloading](#) a revolver), during the [COF](#)

- iii. Pointing a firearm at any part of the competitor's body (sweeping) during a [COF](#)
 - 1. This will not apply during drawing and holstering
 - iv. Dropping a firearm, loaded or not, during the [COF](#)
 - 1. If dropped, the firearm is to be retrieved by the [RSO](#), made safe and holstered
 - v. Retrieving a dropped firearm, prior to the commencement of the [COF](#), by the competitor
 - 1. If dropped, the firearm is to be retrieved by the [RSO](#), made safe and holstered, after which, the competitor may be permitted to commence with the [COF](#)
 - vi. Allowing the muzzle to point in an up-range direction (i.e. breaking 90°), during the [COF](#)
 - vii. Allowing the muzzle to point in an up-range direction, more than one (1) meter from the competitor's feet whilst drawing or holstering, during the [COF](#)
 - viii. Having the finger inside the trigger guard whilst moving, except when actually engaged and shooting at targets. The [RSO](#) has some latitude in this area and may elect to provide a warning and a **60 second procedural penalty** for a first occurrence. A second warning will result in an automatic [match DQ](#)
 - ix. Handling live or dummy ammunition in a designated [safe area](#)
 - x. Having a [loaded firearm](#) at any time, except when under the direct supervision of an [RSO](#). A firearm is considered to be [loaded](#) if there is a live or dummy cartridge in the chamber; or if a magazine inserted in the gun contains ammunition
 - xi. Having the finger inside the trigger guard whilst [loading](#), [unloading](#) or [reloading](#) during a [COF](#)
 - xii. If the finger is inside the trigger guard, when the gun is moved away from aiming at targets
 - xiii. Having the finger inside the trigger guard whilst clearing a malfunction
 - xiv. Holstering a loaded gun which is not in the required "safe, ready" condition
 - xv. Shooting at steel targets within 1 [meter](#) with handgun/[PCC](#)/shotgun or within 100 [meters](#) with rifle/non-PC carbine (if required, designated shooting areas will be defined in the [COF](#))
- b. **Unsportsmanlike conduct** – Competitors will be [DQ](#)'d from the [match](#) for:
- i. Conduct which brings the sport into disrepute
 - ii. Not following the directions of the [RSO](#)
 - iii. Dishonesty and/or cheating
 - iv. Interfering in or not assisting with (patching/painting targets, etc...) the operation of the [match](#)

c. Prohibited substances

- i. **There is ZERO tolerance for this infraction.** Alcohol, marijuana and non-prescription drug use is strictly prohibited whilst engaged in shooting any [match](#). The [RSO](#) may disqualify a competitor if there is any indication of impairment. There is no requirement for the [RSO](#) to assess a degree of impairment (i.e. legally drunk). The [RM](#) and [MD](#) are to be informed of the infraction
- ii. Any competitor taking a prescription drug, which, in the opinion of the [RSO](#), appears to be causing a degree of impairment to which the [RSO](#) deems to be unsafe will result in the competitor being prevented from continuing in the match. The [RM](#) and [MD](#) are to be informed of the [RSO](#)'s decision

d. [Accidental/Negligent Discharge](#) – [AD](#)'s/[ND](#)'s are inadvertent shots, considered to be unsafe, such as:

- i. A shot that occurs whilst moving, with the exception of shooting at targets whilst moving
- ii. A shot that occurs whilst transferring a gun from one hand to the other
- iii. A shot that hits the ground within three (3) [meters](#) of the shooter, except where targets are located within this distance as part of the [COF](#). A bullet that hits the ground within three (3) [meters](#), as a result of poor ammunition (squib load) is not subject to this rule
- iv. A shot that occurs whilst carrying out malfunction remedial action, [loading](#), [unloading](#) or [reloading](#) during the [COF](#)
- v. A shot which is deemed to be in an unsafe direction (e.g. over the backstop or berm, up-range or any direction which contravenes range safety rules)
- vi. An exception to listed criteria above, if the shot is subsequently shown to be a result of a failure of part of the firearm, a [match DQ](#) will not be imposed. The competitor will not be allowed to use the firearm to continue shooting the [match](#), unless he/she can satisfy to the [MD](#) that the firearm has been repaired and is in safe working order
- vii. [Gaming](#) – Failing to adhere to the “overall spirit” of the [COF](#) by intentionally omitting/committing certain actions as outlined in the [COF](#) or intentionally incurring penalties, in an effort to attempt to gain a mathematical advantage to lower the competitor's [stage time](#)
- viii. Any competitor who incurs two (2) [stage](#) disqualifications for failing to adhere to the “overall spirit” of the [COF](#) will incur a [match DQ](#)

1. The determination as to whether or not a competitor is in adherence to the “overall spirit” of the [COF](#) is at the sole discretion of the [RSO](#)

5. The competitor may appeal the [match DQ](#) to the [MD](#)

6. There is a \$100 (cash) fee to appeal a [match DQ](#) to the [MD](#). In the event that the appeal is unsuccessful, the competitor will forfeit the \$100 appeal fee to a local charity, as chosen by the [MD](#). If the appeal is successful, the \$100 fee will be returned and the competitor will be permitted to continue shooting the [match](#)

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7. The [MD](#)'s decision on **all** matters is **FINAL**

Minimum Equipment Requirements

1. Hearing and eye protection
2. One (1) pistol or revolver, either center fire or rim fire, of any caliber
3. One (1) holster, strong hand side only, on waist (no cross draw, drop-leg, shoulder, small-of-back, etc...)
4. Sufficient pistol magazines/speed loaders to contain a minimum of 30 rounds, to be carried during the [COF](#)
5. Sufficient magazine/speed loader pouches to contain all magazines/speed loaders/moon clips as specified above (competitors may also wish to consider having a dump pouch to facilitate [reloads with retention](#))
6. One (1) rifle, either center fire or rim fire ~OR~ one (1) 12-gauge shotgun - of any caliber/any action type. Rifle caliber or 12-gauge shotgun used will determine a competitor's [division](#), as listed below
7. Sufficient rifle magazines and magazine pouches (if applicable) or ammunition carrier/belt/pouch to contain a minimum of 10 rifle rounds, to be carried during the [COF](#)
8. Sufficient ammunition to complete all [COF](#) as per the [match](#) description (variable). A good rule of thumb for ammunition requirement when considering [match](#) design is **250 pistol** rounds and **100 rifle** rounds (maximum)
9. ***NOTE*** - Certain [matches](#) may designate the use of specific firearms and/or calibers (e.g EBAR). If the [match](#) description fails to specify any such restrictions, the above-noted, minimum firearm requirements will apply

Division Descriptions

1. **Ultra-Lite** – Any rim fire rifle/carbine, any caliber, of any action type and any pistol or revolver, any caliber
 - a. **Ultra-Lite** competitors will have a 20% equalizer **added** to their raw times in order to determine their final, overall [match time](#)
2. **Lite** – Any center fire rifle/carbine, .22 caliber or lower (e.g. .223, 22-250, etc...), of any action type and any pistol or revolver, any caliber
 - a. **Lite** competitors will have a 10% equalizer **added** to their raw times in order to determine their final, overall [match time](#)
3. **PCC** – Any pistol caliber, center fire rifle/carbine, of any action type and any pistol or revolver of matching caliber ~OR~ any rim fire rifle/carbine, of any action type and any rim fire pistol or revolver of matching caliber
 - a. **PCC** competitors' raw times will determine their final, overall [match time](#)
4. **Heavy** – Any center fire rifle/carbine, .23 caliber or higher (e.g. .243, .308, etc...), of any action type and any pistol or revolver, any caliber

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- a. **Heavy** competitors will have a 10% equalizer **subtracted** from their raw times in order to determine their final, overall [match time](#)
5. **Ultra-Heavy** – Any cylinder-bore, 12-gauge shotgun, capable of (safely) firing slugs, of any action type and any pistol or revolver, any caliber
- a. **Ultra-Heavy** competitors will have a 20% equalizer **subtracted** from their raw times in order to determine their final, overall [match time](#)

Sub-Division Descriptions (i.e. “Beast Mode”)

Sub-divisions will allow competitors to give themselves an extra physical challenge during the [match](#) and anyone wishing to take on the extra challenge is encouraged to do so. Failing to complete the [match](#) within the specified sub-division will not result in the competitor incurring a [penalty](#), nor will they be officially recognized for distinct awards; **however**, any competitor choosing to boost their level of competition by completing the [match](#) in one of the approved sub-divisions will have a further 10% [equalizer subtracted](#) from their time (in addition to the [equalizers](#) added/subtracted previously) in order to determine their final, overall [match time](#) as a way to compensate them for their extra efforts

1. Trooper sub-division:

- a. Any competitor wishing to compete in trooper sub-division must carry all of their equipment and ammunition they intend to use during the [match](#), on their person at all times during the [match](#) (with the exception of their rifle/PCC or shotgun, which can/will be staged in a rack or on a safety table when not in use during a [COF](#)). They may not remove any of their equipment at any time during the [match](#). Any competitor who begins the [match](#) in trooper sub-division and removes any piece of equipment from their person at any time, will automatically be removed from trooper sub-division
 - i. Competing in trooper sub-division does not preclude competitors from completing their [match](#)-related responsibilities (e.g. patching/painting targets, helping to reset stages, etc...). Any competitor found to be repeated/willfully failing to assist the squad with these maintenance duties will be [DQ'd](#) from the [match](#) for [unsportsmanlike conduct](#), at the discretion of the [RSO](#)

2. Armored sub-division:

- a. Any competitor wishing to compete in armored sub-division must wear front and rear body armor (either hard ceramic/steel plate or Kevlar panels, in a tactical carrier) or a fully-loaded, military issued flak jacket and a helmet; of either military or modern tactical design at all times during the [match](#). They may not remove their armor and/or helmet at any time during the [match](#). Any competitor who begins the [match](#) in armored sub-division and removes their armor and/or helmet at any time, will automatically be removed from armored sub-division
 - i. Competing in armored sub-division does not preclude competitors from completing their [match](#)-related responsibilities (e.g. patching/painting targets, helping to reset stages, etc...). Any competitor found to be repeated/willfully failing to assist the squad with these maintenance duties will be [DQ'd](#) from the [match](#) for [unsportsmanlike conduct](#), at the discretion of the [RSO](#)

3. **Armored trooper sub-division (i.e. “Super Beast Mode”):**

- a. All conditions from both trooper and armored sub-divisions, as stated above, will apply

Common Terms & Abbreviations

Accidental/Negligent Discharge - An accidental discharge is an inadvertent shot, considered unsafe – AD/ND

Cold Range - A range that does not allow competitor to have a loaded firearm in the holster, except when under the supervision of a Range Officer during a course of fire (all Springfield 2-Gun Action challenge will take place on a cold range)

Course of Fire - A shooting exercise in which a competitor must shoot at targets arrayed to emulate an action of self-defense/combat with a pistol, rifle or shotgun, or to test his/her ability with same - **COF**

Chronograph - An instrument which measures the velocity of a bullet

Cylinder - Part of a revolver which holds the cartridges

DQ - Disqualification

Engagement - Shooting at a target with at least one round

Equalizer - +/- a percentage of the competitor's time (dependent upon competitor's division and/or sub-division), to be used in the determination of a competitor's final, overall match time

Gaming – Failing to adhere to the “overall spirit” of the COF by intentionally omitting/committing certain actions as outlined in the COF, or intentionally incurring penalties / failing to engage targets, etc. in an effort to gain a mathematical advantage to lower the competitor's stage time

Grease Ring - The mark left by the bullet, on the periphery of the bullet hole, when it passes through the target

Hard Cover - A Physical barrier that is deemed to be impenetrable when hit with bullets

Hot Range - A Range that allows the competitor to have a loaded firearm in the holster when not engaged in a course of fire (no hot ranges will be permitted at Springfield 2-Gun Action Challenge)

Loaded Firearm - A firearm which has ammunition in the chamber of the gun and/or in a magazine that is fitted in the gun

M - Meter (1metre = 1.0936yds)

Match - A competition comprised of multiple courses of fire

Match Director - The Range Official who is a certified Range Safety Officer (RO) and is in charge of all aspects of the match set up and operation. The Match Director's decision is final – **MD**

Match Disqualification - A penalty imposed on the competitor for committing a serious safety infraction, or for gross unsportsmanlike conduct

Mm - Millimeter (25.4mm = 1 in)

Neutralize – Achieving the required number of hits on a particular target, as outlined in the COF

PCC – Pistol caliber carbine (i.e. a “long gun” which fires “pistol caliber” ammunition) – Either rim fire or center fire – May be of either rifle or carbine length, any type of action

Radial tear - A tear in the target material, emanating out from the bullethole, beyond the grease ring

Range Commands - Instructions used by the Range Officer to control, and maintain, safe operation of a firing range (see chapter Range Commands)

Range Master – A Range Official who has responsibility over all of the Range Safety Officers at the event - **RM**

Range Safety Officer - A Range Official who is an experienced CDP competitor, who has been trained to supervise and control the shooting of a COF. Another term used for Range Safety Officer is Safety Officer (SO), or Range Officer (RO) - **RSO**

Reload - Removing a partially used or completely expended source of ammunition, from a firearm and replacing it with a fully charged source of ammunition

Revolver Neutral - A function of COF design, which takes into account the specifics of revolver operation, to prevent revolver shooters from facing a conflict of rules and COF requirements

Safe Area/Safety Table - The designated area for handling unloaded firearms. Ammunition (including dummy ammunition) must not be handled in a Safe Area

Stage - Another name used for Course of Fire

Sight Picture - Looking through the gun sights at a target.

Strong Hand - The dominant hand, commonly defined as in being “Right handed”. The right hand would be the strong hand. Shooting strong hand only would require the use of the dominant hand to shoot the COF, without touching the gun with the weak hand; or holding on to anything to provide support

Tactical Priority/Tactical Sequence - A term to describe the way targets is engaged by level of threat. Targets are engaged as they become visible and/or by their level of threat (pistol/knife). Visible targets are engaged, close targets first and the most distant target is last, as outlined in the COF

Unloaded Firearm – A firearm which does not have ammunition in the chamber of the gun and/or in magazine that is fitted to the gun

Weak Hand – The shooter’s non-dominant hand. Opposite of “strong hand” – See above