

Participation Principles and Responsibilities

1. Safety Is the Primary goal, concern and responsibility of all participants in the match.
2. All KF&G Action Pistol rules must be followed.
3. All KF&G Club and Range rules must be followed.
4. Participation is a privilege, not a right. The privilege will not be granted based on any particular occupation.
5. Minors 12 years or older may participate with the presence of their parent or guardian.
6. Prior to and during the match, all participants will refrain from alcohol or other substances that may impair their judgment or ability to participate safely.
7. A shooters primary responsibility will be to maintain control of the muzzle of the gun to ensure it remains pointed in a safe direction
8. The on-deck shooter's secondary responsibility it to be ready to shoot when called to the line.
9. All participants other than the shooter and on deck shooter are to help restore the stage and police casings
10. Participants shall not communicate with others in a threatening, harassing or abusive manner.
11. It is each shooter's responsibility to verify that their scores have been correctly recorded.
12. Participants will not attempt to circumvent or compromise any stage by the use of inappropriate devices, equipment, or techniques.
13. In any single match, the participant must use the same firearm for the entire match unless it becomes unsafe or unserviceable.
14. Participants will refrain from unsportsmanlike conduct.

Violation of these responsibilities may be penalized by procedural penalties or by disqualification from the match. Flagrant safety violations may be penalized by expulsion from the club and/or expulsion from the range.

Safety Rules

Treat all guns as if they are loaded

Never let the muzzle cover anything you are unwilling to destroy

Keep your finger off the trigger until you are ready to shoot

Identify your target and what is behind it.

Unsafe gun handling will result in immediate disqualification (DQ) from the match.

A non-inclusive list of unsafe actions:

1. Allowing the muzzle of the firearm to point at any part person, with the only exception being the lower part of the shooter's body during holstering.
2. Breaking the 180 (allowing the muzzle to move more than 90 degrees from directly downrange). This includes drawing while the front of the holster is more than 90 degrees from directly downrange.
3. A discharge while the gun is in the holster.
4. A discharge over the berm.
5. A discharge into the ground within six feet of the shooter unless shooting at a low target that is closer than six feet.
6. A discharge prior to the start signal, or during a malfunction clearance, or after "if clear..."
7. A discharge while transferring the firearm from one hand to the other.
8. Allowing the muzzle of a gun to point over the berm while there is ammunition in the gun.
9. Handling an unholstered handgun except at a safe area or under the supervision of an RO during the competitor's turn at the course of fire.
10. Handling an unflagged carbine except at a safe area or under the supervision of an RO during the competitor's turn at the course of fire.
11. Dropping a firearm during a course of fire (Between "make ready" and "range is clear").
12. Allowing the muzzle of a firearm to point over a berm while there is ammunition in the firearm.

Dropping a firearm outside of a course of fire is not a safety violation. However, picking up a dropped firearm is. A competitor must call for an RO to retrieve the firearm, which will then be taken to a safe area for reholstering.

Ear protection and eye protection are required of anyone attending the match.

Firearms must be serviceable and safe. Responsibility for this is entirely that of the competitor. The MD will require the shooter to withdraw any firearm or ammunition observed to be unsafe. In the event that a firearm cannot be unloaded due to a malfunction, the shooter must notify the RO who will take such action as is necessary to render the firearm safe.

Handguns not in use during a course of fire or at a safe table must be unloaded, holstered, with the hammer down or striker forward, without a magazine inserted or the cylinder empty. Carbines not in use during a course of fire or at a safe table must have a chamber flag/empty chamber indicator (ECI) inserted. Carbines must be transported muzzle down.

Safe areas:

Safe areas will be defined and identified by signage. Unloaded firearms may be handled within a safe area. Ammunition may NOT be handled in a safe area. Firearm muzzles must be pointed in a safe direction. A safe area may be used for firearm repair or adjustment, holstering, drawing, and dry-firing. A safe area may NOT be used for reloading practice. An empty magazine may be used to drop a hammer if a firearm has a magazine disconnect. A safe area may with RO supervision to unload or render safe a firearm that will not unload in a normal manner. Violating safe area rules will result in disqualification.

The Course of Fire

The following commands control the course of fire:

“Range is Hot, eyes and ears.” - This is a warning to spectators that shooting is about to begin.

“Make ready.” - This command begins the course of fire. At this point, the competitor may draw or unflag his firearm and prepare it for the COF. When the firearm is prepared, the competitor should assume the starting position (the RO may remind the competitor what that is). When the competitor is in the starting position, the RO may proceed to

“Are you ready?” - If the competitor is NOT ready, they should indicate that. If the competitor verbally or non-verbally assents, or if they remain motionless in the starting position, the RO can proceed to

“Standby.” The RO will wait one to three seconds, then start the timer.

During the COF the following commands or warnings may be issued:

“Muzzle!” – indicates that the muzzle is moving close to a 180 break, an over-the-berm direction, or another dangerous position.

“Finger!” - warns that the competitor’s finger is not outside the trigger guard when it should be. After the initial warning, a second Finger call will result in a 3 second procedural penalty. A third Finger call in the same match will result in disqualification

“Stop!” The shooter will immediately cease firing and stand still. If their finger is inside the trigger guard they must remove it. They will wait for further instructions.

When the RO believe the shooter has finished the course of fire, they will close it with the following commands:

“If finished, unload and show clear.” – At this point, if the shooter has completed the course of fire, they remove all ammunition from the gun, and present the empty chamber/cylinder to the RO for inspection. After the RO has verified that the chamber/cylinder is empty, they issue the command.

“If clear, slide forward.” or **“If clear, close cylinder.”** – The competitor lets the chamber/cylinder close. The RO then gives the command

“Pull the trigger.” - The competitor points the firearm at the downrange berm and pulls the trigger. An empty magazine may be used if the firearm has a magazine disconnect. If the gun fires, the shooter is disqualified. If the gun does NOT fire, then the command is:

“Holster” or **“Flag”** – The competitor holsters their handgun or inserts an ECI into their carbine. When this is finished, the RO gives the command:

“Range is Clear.” This command ends the course of fire

Start position:

- The start position may be specified in the stage description. If not specified, the default start position is standing, with arms relaxed at sides, firearm loaded and holstered. For PCC loaded safety on, stock on belt muzzle pointed downrange.
- If an unloaded start is specified, the firearm must be unloaded, without a magazine inserted, and with the slide or bolt forward or the cylinder closed.
- If a seated start position is specified, and the shooter needs assistance in standing, the shooter may have assistance provided with the assistants stepping back *before the firearm is touched by the shooter.*

Reshoots:

- A reshoot is mandatory if the shooter begins from an incorrect start position.
- A reshoot is mandatory in the case of range equipment malfunction. If an activator cannot be knocked down because the competitor’s firearm lacks the energy by virtue of being chambered in .22LR, this is NOT range equipment malfunction and does not receive a reshoot.
- A reshoot may be granted if the shooter is interfered with by the RO. The shooter must accept or decline the reshoot *before* their targets are scored.
- A reshoot may not be given in the case of equipment or mental malfunctions.
- If the RO stops the shooter for a perceived squib, and it turns out there was no squib, then a reshoot will be granted. If the squib is confirmed, the stage is scored as an incomplete stage.

Scoring:

- The scoring of a stage shall be the time between the start signal and the last shot fired, with one second of penalty time for each point down and any additional penalties as described below.
- For scoring purposes, the boundary outside the perforation of the target does not exist.
- A bullet hole that lands in multiple scoring zones is counted as in the best scoring zone.

- A bullet hole completely in hard cover (black) is counted as a miss. A bullet hole that touches both hard cover and a scoring zone counts for score.
- A bullet hole that touches a no-shoot target is counted as a hit on the no shoot for a five points down penalty. If it also touches a scoring zone, it also counts for score.
- Only whole bullets, not fragments count for score.
- Only bullets entering the target from the front count for score
- A shot taken with a foot touching the ground outside the boundaries is a procedural penalty. If there is no rear fault line, then the side fault lines are considered to extend backwards to infinity.
- If there is a question as to a particular hit interpretation, give the benefit to the shooter.
- If a shooter decides not to shoot a stage, they will be given a DNF (Did Not Fire) for the stage but may shoot the remaining stages of the match. Their scores will not be used in any final ranking however.
- Incomplete stage: If a shooter starts but cannot finish a stage because of a malfunction or a confirmed squib, the stage will be scored as shot.
- If multiple targets are stapled together in an array, they are considered to only have their visible areas existing. A hit on the visible part of a target array (scoring or penalty) does not incur a score or penalty for a covered target. A shoot-through on at target or array which goes on to strike the front of a different target will count as scoring or penalty on that target.

Unlimited Scoring – The shooter may take as many shots as desired during the CoF. The best hits on the scoring portion (as specified in the stage description) are scored. If there are fewer scoring hits than the minimum specified in the stage description, five points down will be given for each missing shot.

Limited Scoring – The shooter may only fire as many shots as specified in the stage description. Shots taken in excess of the specified number will incur one procedural per extra shot. In addition, for each extra shot fired the best scoring hit will be disregarded when it is time to score the target. If there are fewer remaining hits than are specified in the stage description, they will be assigned as misses (-5).

Equipment Divisions

Racing:

Any set of handgun and equipment that does not meet the requirements of another division compete here. The following features automatically place a competitor in racing division:

- Frame-mounted optics
- Lasers
- Skeletonized/racing holsters
- Aftermarket compensators or porting.
- Shoulder holsters are forbidden.

Irons:

- Iron sights only.
- Drop-offset holsters permitted. Holsters must enclose the firearm to within an inch of the ejection port. Shoulder holsters are forbidden.
- No restrictions on magazine carriers.

Optics:

- Slide-mounted optical sights only
- Drop-offset holsters permitted. Holsters must enclose the firearm to within an inch of the ejection port. Shoulder holsters are forbidden.
- No restrictions on magazine carriers.

Carry:

- Only holsters suitable for everyday concealed carry permitted
- Only belts and magazine carriers suitable for everyday concealed carry permitted. Additional ammunition carriers may be placed in pockets of clothing.
- Only handguns with a barrel length of 4" or less are permitted.

Revolver:

- Revolvers only
- Iron sights only
- Drop/offset holsters permitted. Holsters must enclose the muzzle of the gun. Shoulder holsters are forbidden.

- No restrictions on ammunition carriers

Carbine:

- Pistol caliber carbines/rifles only
- Carbines must be usable by the average citizen of New York state (No NFA or LE only carbines)
- Carbines must not require placing a hand in front of the muzzle to reload.
- No restrictions on belts or magazine carriers.
- Lights, lasers and compensators permitted (within the bounds of the NYSAFE act).