

KF&G
ACTION
PISTOL
RULES

(Revised Mar 2022)

Participation Principles

- Competitors will not attempt to circumvent or compromise any stage by the use of inappropriate devices, equipment, or techniques.
- In any single contest, a shooter must use the same firearm on all stages unless the firearm becomes unserviceable.
- Competitors will refrain from unsportsmanlike conduct, unfair actions, and the use of illegal equipment.
- Re-shoots are allowed for stage equipment failures or SO interference only. This is a “no alibi” match; once the buzzer sounds, the stage must be finished.

Safety Rules

- **Treat all guns as if they are loaded.**
- **Never let the muzzle cover anything you are not willing to destroy.**
- **Keep your finger off the trigger until your sights are on the target.**
- **Identify your target and what is behind it.**

The Safety Rules below serve as the cornerstone for every shooter, Safety Officer (SO), and Match Director (MD) to follow so that our events are safe and enjoyable to a wide range of participants.

Unsafe firearm handling will result in immediate Disqualification (DQ) from the match. Examples (Non-inclusive list):

- Endangering any person, including yourself. This includes sweeping one’s self or anyone else with a loaded or unloaded firearm. Sweeping is defined as allowing the muzzle of the firearm (loaded or unloaded) to cross or cover any portion of a person.
 - Exception: Some body types combined with some holster types makes it almost impossible to holster a firearm or remove the firearm from the holster without sweeping a portion of the shooter’s lower extremities. Thus, a match Disqualification is not applicable for sweeping of the shooter’s own body below the belt while removing the firearm from the holster or holstering of the firearm, provided that the shooter’s trigger finger is clearly outside of the trigger guard. However, once the muzzle of the firearm is clear of the holster on the draw, sweeping any part of the body is a Disqualification.
- Breaking the 180.
- A discharge:
 - In the holster.
 - Into the ground downrange closer to the shooter than two (2) yards unless engaging a low target that is within two (2) yards.
 - Over a berm.
 - During Load And Make Ready, Unload And Show Clear, Reload, or Malfunction Clearance.
 - Before the start signal.

- While transferring a firearm from one hand to the other.
- Handling a firearm except at the firing line. There are only three instances in which a firearm may be removed from the holster:
 - With verbal instruction from a SO.
 - While engaging targets in a Course of Fire (CoF) under the direct supervision and visual contact of a SO.
 - When in a designated “Safe Area”.
- Pointing the muzzle over the berm during the “Pull The Trigger” portion of Unload And Show Clear.
- Drawing a firearm while facing up range.

Dropping A Firearm.

- Dropping a loaded or unloaded firearm or causing it to fall during Load And Make Ready, the shooting of a string or stage, reloads or malfunction clearance or during Unload And Show Clear will result in disqualification from the match. If a shooter drops a firearm, the SO will immediately give the command “Stop”. The SO will pick up/recover the dropped firearm and render it safe and unloaded before returning it to the shooter. The shooter will be disqualified from the match.
- The MD will make the decision as to the penalty to be given to anyone who drops an unloaded firearm or causes it to fall when he/she is not the active shooter.

Ear protection and impact resistant eye protection are required to be used by everyone attending the shooting event. The responsibility for safe and serviceable ear and eye protection falls completely on the shooter or spectator.

Pistols used in competition will be serviceable and safe. The responsibility for safe and serviceable equipment falls completely on the shooter. The MD will require a shooter to withdraw any pistol or ammunition observed to be unsafe. In the event that a pistol cannot be loaded or unloaded due to a broken or failed mechanism, the shooter must notify the SO, who will take such action as he/she thinks safest.

Fingers must be obviously and visibly outside the trigger guard during loading, unloading, drawing, holstering, while moving (unless engaging targets) and during malfunction clearance. First offense for failure to comply will warrant a warning from the SO. Additional offenses will result in a 3 second penalty per offense. Repeated offenses after two stages will result in disqualification from the match.

The normal condition of pistols not in use during a CoF is holstered and unloaded, with hammer down or striker forward and magazine removed or cylinder empty. Loaded firearms may only be handled in the safe area when supervised by the MD or a SO. Magazines, speed loaders, and moon clips may be reloaded while off the firing line, but the shooter’s firearm can be loaded or unloaded only under the direction of the SO.

All CoFs will be started with the pistol holstered, safeties engaged as required by different divisions, and hands clear of equipment unless other positions for the pistol are stipulated in the CoF description (table top, drawer, pack, purse, in the firing hand, etc.).

Safety Area

A Safe Area is defined as a designated area where the following rules apply.

- Each Safe Area is clearly identified by visible signage, including a table with the safe direction and boundaries clearly shown.
- Unloaded firearms may be handled at any time. This area is used for bagging or un-bagging a firearm, holstering, drawing, dry firing, or equipment adjustment.
- A Safe Area may also be used for inspections, stripping, cleaning, repairs and maintenance of a firearm or related equipment or parts.
- In all cases, the muzzle of the firearm must be pointed in a safe direction.
- Handling of ammunition, loaded ammunition feeding devices, loose rounds, dummy ammunition, snap caps, training rounds, or loaded firearms is not permitted.
- A Safe Area may also be used, while accompanied by a SO, to render safe a firearm that has locked up and contains a live round or rounds.
- Reload practice within the Safe Area is not allowed. An empty magazine may be inserted into a firearm to test functionality or to drop the hammer on a firearm with a magazine disconnect, but reload practice is prohibited.
- The violation of any of the cases above will result in disqualification from the match.

Range Commands are:

- **Range Is Hot, Eyes and Ears**
This is the first command given to each shooter starting the action of shooting a stage. This command signifies the start of the CoF. The shooter will make sure that their eye and hearing protection is in place. It is also notification to anyone in the shooting bay to check that their own eye and hearing protection is properly fitted.
- **Load and Make Ready**
When the shooter has proper eye and hearing protection, the SO will issue the Load and Make Ready command. The shooter will prepare the firearm and magazines to match the start position for the stage. Typically, this is to load the firearm and holster, but may include non-typical loading or staging of equipment. The shooter will then assume the starting position necessary for the stage. If the shooter's firearm is not to be loaded for the start of a stage, the command used will be "Make Ready."
- **Are You Ready?**

After “Load and Make Ready,” the SO will ask the shooter “Are You Ready?” If ready, the shooter should respond verbally, or by obvious nodding of the head, but may also choose to stand ready. If there is no response from the shooter in approximately three (3) seconds, the shooter is assumed to be ready. If the shooter is not ready when this question is asked the shooter must respond “Not Ready.”

- **Standby**

This command is given after the shooter is ready. This command will be followed by the start signal within one (1) to three (3) seconds. The shooter may not move or change positions between the “Standby” command and the start signal, unless required to do so by the CoF.

- **Finger**

This command is given when the shooter’s finger is not obviously and visibly outside the trigger guard when it should be, as noted above.

- **Muzzle**

This command is given when the muzzle of the shooter’s firearm is pointed near a muzzle 180. The shooter must correct the errant muzzle and continue with the stage.

- **Stop**

This command is given when something unsafe has happened or is about to happen during a stage, or when something in the stage is not correct. The shooter must immediately stop all movement, place the trigger finger obviously and visibly outside the trigger guard, and await further instruction. Failure to immediately stop and remove the trigger finger from within the trigger guard will result in disqualification from the match.

- **If Finished, Unload and Show Clear**

This command will be issued when the shooter has apparently finished shooting the stage. If the shooter is finished, all ammunition will be removed from the firearm and a clear chamber/cylinder will be shown to the SO. If the shooter is not finished, the shooter should finish the stage and the command will be repeated.

- **If Clear, Slide Forward or Close Cylinder**

Once the SO has inspected the chamber/cylinder and found it to be clear, this command will be issued and the shooter will comply.

- **Pull The Trigger**

The shooter will point the firearm at a safe berm and pull the trigger to further verify that the chamber is clear. If the firearm fires, the shooter will be disqualified from the match. This requirement also applies to firearms with a de-cocker or magazine disconnect. For firearms with a magazine disconnect, an empty magazine or dummy magazine must be inserted before the trigger is pulled, and then removed again. This command is not needed for revolvers.

- **Holster**

The shooter will safely holster the firearm.

- **Range Is Clear**

This command indicates to the shooter and anyone within the stage boundaries that the range is clear. This command begins the scoring and resetting of the stage.

Reloads

All ammunition used in the CoF must be brought to the line by the shooter in magazines or speed loaders. NO loose ammunition for reloads. Reloads may be done anytime during the CoF but MUST be done whenever the CoF description requires it.

Starting Position

- Once the shooter has assumed the "ready position" and the "Standby" command has been given, the shooter's physical position may not be changed prior to the start signal, with the exception of head movements, provided such movements do not contradict the ready position requirements specified in the stage description.
- Unless specified otherwise in the stage description, the default ready position is defined as the shooter standing erect with body relaxed and hands resting naturally at sides.
- If starting from a seated position (as specified in the stage description) and the shooter needs assistance in standing, the shooter may have assistance in standing with the assistants stepping back before the firearm is touched by the shooter.

Start Position Errors:

- If an SO determines that a shooter was allowed to start in an incorrect start position (at the time the "Standby" command was given), a reshoot is required and no penalty is assessed. Note: This rule does not apply to equipment start condition (loaded with correct number of rounds, etc.).
- When a stage is started in an incorrect start position and the shooter notices but the SO does not notice, the shooter must request a reshoot immediately following the holster command and prior to the scoring of targets. If not requested during this period, no reshoot will be allowed.
- No shooter can reshoot a stage or string because of firearm or "mental" malfunctions. Reshoots are required for stage equipment malfunctions, in most instances. If an SO feels he has interfered with a shooter, he will offer a reshoot to the shooter immediately following the holster command and prior to the scoring of targets, as determined by the SO. If a shooter feels he has been interfered with by an SO, the shooter must request a reshoot immediately following the holster command and prior to the scoring of targets, in this instance the MD will determine if a reshoot request is granted.

Boundaries

- Shooter must have both feet inside of boundaries or shooting boxes. EXCEPTION; a foot may be touching or on a boundary BUT the other foot may not be outside of the boundary (one in/on and one out) unless the other foot is actually in the air during the shot. Once that other foot touches the ground outside of the boundary the shooter is considered outside of the boundary and any applicable penalties will apply.

Scoring Rules

- The scoring system in **Action Pistol** is designed to reward a balance of accuracy with speed. **Action Pistol** scoring converts everything to a time score, and the lowest time wins. The scoring system is also designed to be very simple to understand and use.
- The main thing to remember when scoring in **Action Pistol** is that everything is based on time, the raw time it takes to shoot a stage and the accuracy of the hits on the targets, where inaccuracy adds time to the score. Part of the simplicity of **Action Pistol** scoring comes from not using the total points of a target, and instead using points down on each target. Each point down adds one (1) second to the time for the stage.

Unlimited Scoring

- Unlimited Scoring allows the shooter to shoot at each target as much as deemed necessary. The best hits on a target are used for score. This gives the shooter the option to make up misses or hits that he/she is not satisfied with to improve their score. When the shooter does not fire enough rounds at a target, the unfired rounds are counted as misses.
- Each Course of Fire description will specify how many hits are required on each target. For example, if three (3) hits are required on each target, then the best three hits will be scored if there are more than three hits on the target.
- To tally an Unlimited score, take the time it took to complete the strings of fire (raw time from the shot timer) and total up the points down from each target. The total points down for the stage is multiplied by 1 second; that number is then added to the raw time and any other penalties (if applicable).

Limited Scoring

- Same as Unlimited Scoring described above except the number of shots to fire in a string (i.e., per target) is limited to exactly the number specified in the CoF description.
- Any extra shots in a string of fire will incur one Procedural Error penalty (3 seconds) per string, and for each extra shot, one (1) of the best scoring hits will be taped over before the score is calculated. When the shooter does not fire enough rounds at a target, the unfired rounds are counted as misses.

Incomplete Stage

- If a shooter has started a stage but cannot finish the stage due to a broken firearm, squib, or personal injury, the score will be determined by whichever of the following methods results in the best score.
- If the SO stopped the shooter for a perceived squib, and it turns out not to be a squib, the shooter will be given a reshoot. If the SO stopped the shooter for a perceived squib, and it is a squib, the score will be determined by whichever of the following methods results in the best score. If the shooter stopped on his/her own for a perceived squib, then squib or not, the score will be determined by whichever of the following methods results in the best score.
 - Method A: All required shots that were not fired will be scored as misses.
 - Method B: The minimum number of shots required for the stage is multiplied by three (3) seconds for a stage score.

Did Not Finish Match (DNF)

- A shooter that chooses not to shoot a stage will be given a DNF for that stage but may continue to shoot other stages for no total match score.
- A shooter that chooses not to shoot a stage must notify the SO before the Load and Make Ready command.

Always award any reasonable question on scoring to the shooter.

- If the Safety Officer has to look at a target very closely for an extended time to determine if a shot has touched a better scoring line, the better value will be used. When a Safety Officer has a reasonable doubt on a scoring call, the SO will award the better score to the shooter. This also applies to possible doubles. However, this does not automatically mean that every miss is a double.
- Video of shooters cannot be used to determine the shooter's score or appeal an SO's decision.

Bullet Holes

- Odd shaped holes made by bullets ricocheting off of the bay floor, props, steel, etc., are not scored.
- Only holes made by whole bullets, not fragments, are scored.
- Only bullet holes entering the front of the target will be scored.

Hard Cover / No Shoot Targets

- Black for hard cover simulation. White for no shoot targets. Any shot that puts a full diameter hole in a **Hard Cover Target** will be considered a miss.
- Shots that penetrate a **No Shoot Target** are -5 seconds each.

Shoot Throughs

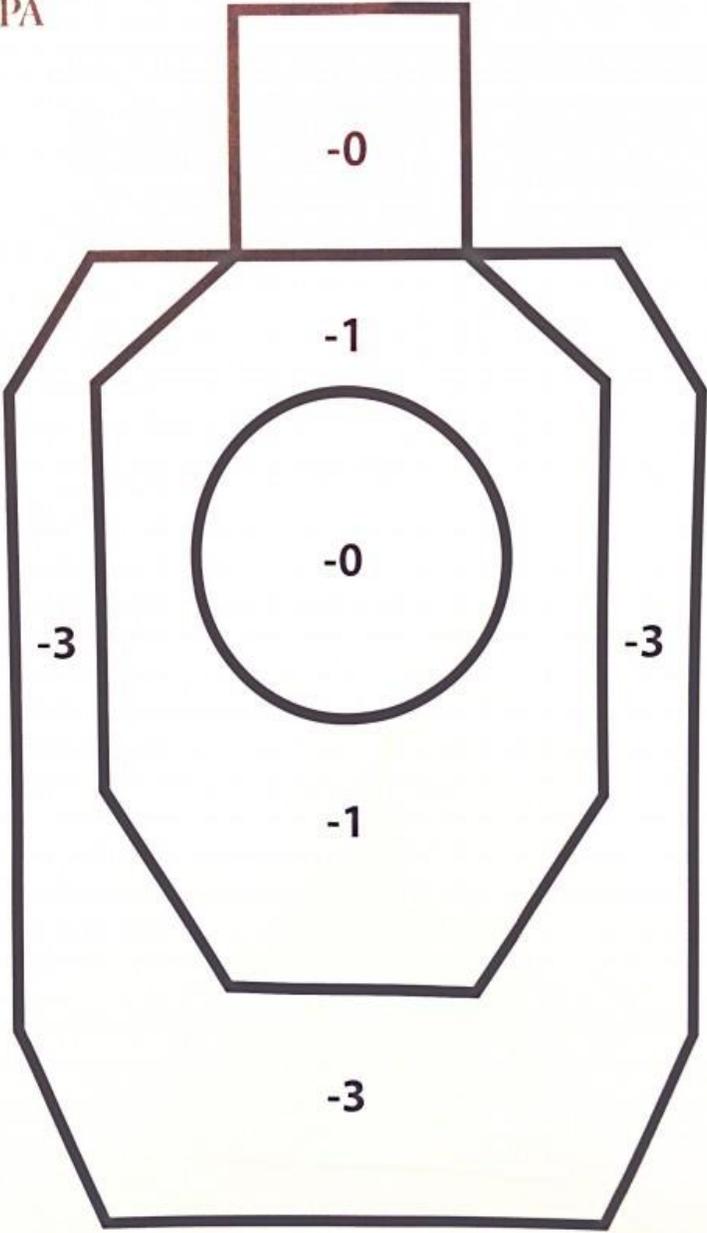
- Shots that penetrate soft cover and go on to strike a target will be scored as hits (whether the target is a threat or a non-threat.)
- Shoot Through When a bullet passes through a non-threat target and also strikes a threat target, the shooter will get the penalty for the non-threat target hit and will get credit for the scored hit on the threat target. The reverse also applies when a round on a threat target penetrates a non-threat or threat behind it.
- All target shoot through hits count.

Target Scoring Zones

- An **IDPA** target will be used for paper targets.
- All steel targets must fall to count as a hit. Steel targets that fail to fall will be scored as down five (-5). Exception: .22 and .22rev divisions required to “hit” the steel (it’s possible they may not fall).
- Official IDPA cardboard targets may be stationary or moving. These targets will be scored as marked, as down zero (-0), down one (-1), down three (-3), and a miss is down five (-5).
- Shots touching a line will be scored to the lower “down”.
- On the IDPA target there is exposed cardboard outside the three (3) ring. Shots touching the three (3) ring score as down three (-3). Shots outside and not touching the three (3) ring (but “on the cardboard”) will be scored as a miss and is down five (-5)

An **IDPA** target and their scoring.
A miss is -5.

IDPA



Penalties Rules

- **Procedural Error (PE):** Adds three (3) seconds per infraction.
- **Disqualification (DQ):**
Disqualification means the shooter may not continue in any part of the match, may not reenter in another division, and may not shoot any side matches. The shooter's score will be reported as DQ.
- **Flagrant Penalty (FP)** A Flagrant Penalty (FP) adds ten (10) seconds and is assessed, instead of a PE Penalty, in cases where an infraction results in a competitive advantage, such as failure to follow the instructions in a CoF and gaining a competitive advantage that cannot be addressed by a PE (i.e. score works out in competitors favor with a PE added).

Flagrant Penalties are assessed when:

- A. A shooter fails to follow the shooting procedures set forth in the written stage description and/or uses inappropriate equipment with the obvious intent of gaining a competitive scoring advantage.

Examples of an FP (non-inclusive list):

- A. Not fully engaging all targets as required
- B. Not following stage requirement that takes longer than 3 seconds to perform
- C. Shooting an entire array while faulting the line
- D. Staging an ammunition feeding device incorrectly
- E. Extra rounds in magazines

All FPs must be approved by the MD.

- **Multiple Finger Infractions:** Adds three (3) seconds per infraction.
- **Calculation of "Down" Count:** Total number down per stage multiplied by 1 second is added to raw time (ex. down 13 x 1 = 13 seconds added to raw time)

Equipment Rules

Firearms – General

- No lasers, or compensators can be used.
- Division Summary
Stock Service Pistol (SSP); Enhanced Service Pistol (ESP); Custom Defensive Pistol (CDP); Compact Carry Pistol (CCP), Revolver (REV). Double action, double action only and striker fired semi-automatic firearms compete in SSP and CCP. Any firearm that can be used in SSP can be used in ESP or CDP, depending upon the cartridge used. Single action semi-automatic firearms compete in ESP, CCP, or CDP depending upon physical size and cartridge used.
- Magazine Loading
The number of rounds loaded in each magazine may not exceed division capacity. In the Revolver division, the shooter may load to cylinder maximum in the revolver and all loading devices.
- Division Capacity
 - SSP – 10 rounds
 - ESP – 10 rounds
 - CDP – 8 rounds
 - CCP – 8 rounds
 - 22 – 10 rounds
 - REV – Cylinder maximumIn SSP, ESP, CCP, and CDP, 22, the shooter can also start with one round in the chamber, unless the CoF description requires otherwise.
- Unserviceable Firearm Rule
 - If the shooter determines that the firearm has become unserviceable, he will notify a Safety Officer who will notify the Match Director.
 - Once the shooter declares the firearm is unserviceable, it may not be used for the duration of the match.
 - The shooter may continue the match at the next start signal. Previous strings may not be re-shot.
 - Any same-division legal replacement firearm may be used.
 - If the replacement firearm magazines do not allow the same loading capacity as the original firearm, the shooter may adjust the magazine loading to suit the replacement firearm.
- Legal Modifications for All Divisions
Lasers that are incorporated into the firearm or sights are allowed if they comply with all other division rules and the laser is not activated during a string of fire. Tape may be used to prevent the laser from projecting.

- Non-Legal Features and Modifications for All Divisions

The following features and modifications are not allowed in any division unless otherwise specifically allowed.

- Sights of non-standard configuration (ghost rings, Bo-Mar ribs, etc.).
- Disconnecting or disabling of any safety device including (but not limited to): manual safeties, grip safeties, firing pin, striker, and hammer blocking safeties, 1911 series 80 firing pin safeties, 1911 Swartz safeties. 1911 series 80 frames may be used with series 70 slides or vice versa. Revolver actions may not be modified so that the hammer can fall when the cylinder is open.

Firearms - Divisions

Stock Service Pistol Division (SSP)

Handguns permitted for use in SSP must:

- Be stock firearms and no ported barrel.
- Be semi-automatic.
- Be double action, double action only, or striker fired.
- May use 380 caliber or larger; however, steel will be calibrated for 9 mm or larger cartridges.

Start Condition:

- Selective DA/SA firearms will start hammer down.
- Firearms with a de-cocking lever or button will be de-cocked using the lever or button.
- If the hammer must be lowered by pulling the trigger and manually lowering the hammer, the hammer will be lowered to the lowest position possible.
- In SSP, manual safeties may be engaged at the shooter's discretion.

SSP Permitted Modifications (inclusive list):

- Sights may be changed to another notch and post type. Slides may not be machined to accept different style sights.
- Grips may be changed to another style or material that is similar to factory configuration.
- A slip-on grip sock and/or grip tape, skateboard tape, etc. may be used.
- Internal action work may be used to enhance trigger pull as long as safety is maintained (no visible external modifications allowed).
- Internal reliability work.
- Aftermarket extractors and pins may be used.
- Internal accuracy work.
- A factory replacement barrel with the original cartridge.
- Plastic plugs may be used to fill the opening behind the magazine well.
- Custom finishes may be applied.
- Stock slide cover plates may be refinished.

- Slides may be engraved. Engraving is defined as etching into the slide of logos, letters, and graphics no deeper than the original factory logos.
- Stippling and texturing may be performed on readily replaceable parts of the grip frame such as replaceable back straps and replaceable grip panels.
- Aftermarket magazines may be used.
- Magazines that are longer than stock may be used provided they meet all other division requirements.

SSP Excluded Modifications (Non-Inclusive list):

- Externally visible modifications other than those listed in the Permitted Modifications section.
- Aftermarket or visibly modified magazine releases, slide stops, safety levers, de-cocking levers, and hammers.
- Robar-style grip reduction.
- Add-on magazine well opening.
- Slide inserts to accommodate a different recoil assembly design.
- A barrel that uses a different cartridge that is not offered in the original factory model.
- Customization of the slide by adding front cocking serrations, tri-top, carry melts, and high power cuts.
- Checkering or stippling on non-readily replaceable parts of the grip frame.
- Aftermarket slides.
- Removing material from the magazine well opening.
- Aftermarket grip tang extensions or beavertails.
- Disabling the slide stop.

.22 Semi-Auto Division (.22)

Handguns permitted for use in SSP must:

- Be stock firearms and no ported barrel.
- Be semi-automatic.
- Be double action, double action only, or striker fired.
- 22LR however steel will be calibrated for 9 mm or larger cartridges.

Start Condition:

- Selective DA/SA firearms will start hammer down.
- Firearms with a de-cocking lever or button will be de-cocked using the lever or button.
- If the hammer must be lowered by pulling the trigger and manually lowering the hammer, the hammer will be lowered to the lowest position possible.
- In .22, manual safeties may be engaged at the shooter's discretion.

.22 Permitted Modifications (inclusive list):

- Sights may be changed to another notch and post type. Slides may not be machined to accept different style sights.
- Grips may be changed to another style or material that is similar to factory configuration.

- A slip-on grip sock and/or grip tape, skateboard tape, etc. may be used.
 - Internal action work may be used to enhance trigger pull as long as safety is maintained (no visible external modifications allowed).
 - Internal reliability work.
 - Aftermarket extractors and pins may be used.
 - Internal accuracy work.
 - A factory replacement barrel with the original cartridge.
 - Plastic plugs may be used to fill the opening behind the magazine well.
 - Custom finishes may be applied.
 - Stock slide cover plates may be refinished.
- Slides may be engraved. Engraving is defined as etching into the slide of logos, letters, and graphics no deeper than the original factory logos.
 - Stippling and texturing may be performed on readily replaceable parts of the grip frame such as replaceable back straps and replaceable grip panels.
 - Aftermarket magazines may be used.
 - Magazines that are longer than stock may be used provided they meet all other division requirements.

22 Excluded Modifications (Non-Inclusive list):

- Externally visible modifications other than those listed in the Permitted Modifications section.
- Aftermarket or visibly modified magazine releases, slide stops, safety levers, de-cocking levers, and hammers.
- Robar-style grip reduction.
- Add-on magazine well opening.
- Slide inserts to accommodate a different recoil assembly design.
- A barrel that uses a different cartridge that is not offered in the original factory model.
- Customization of the slide by adding front cocking serrations, tri-top, carry melts, and high-power cuts.
- Checkering or stippling on non-readily replaceable parts of the grip frame.
- Aftermarket slides.
- Removing material from the magazine well opening.
- Aftermarket grip tang extensions or beavertails.
- Disabling the slide stop.

Enhanced Service Pistol Division (ESP)

Handguns permitted for use in ESP must:

- Be semi-automatic if firearm came with ported barrel that is ok.
- May use 380 caliber or larger; however, steel will be calibrated for 9 mm or larger cartridges.

Start Condition:

- Single action only firearms may start cocked and locked. (hammer cocked, safety engaged). Shooter may decide to start WITHOUT a round chambered and the hammer down.
- Selective DA/SA firearms will start cocked and locked or de-cocked. This is at the shooter's discretion, including firearms using the SSP into ESP rule.
- Double action, double action only, or striker fired firearms with a de-cocking lever or button will be de-cocked using the lever or button.
- Double action, double action only, or striker-fired firearms may have a manual safety engaged at the shooter's discretion.
- All firearms legal in SSP are legal for use in ESP.

ESP Permitted Features and Modifications (Inclusive list):

- Sights may be changed to another notch and post type. Slides may be machined to accept different style sights.
- Grips may be changed.
- A slip-on grip sock and/or grip tape, skateboard tape, etc. may be used.
- Robar-style grip reduction.
- Action work may be used to enhance trigger pull as long as safety is maintained.
- Reliability work.
- Aftermarket extractors and pins may be used.
- Internal accuracy work.
- Replacement barrel.
- Plastic plugs may be used to fill the opening behind the magazine well.
- Aftermarket triggers and trigger work.
- Externally visible trigger over travel stops.
- Hammer and other trigger action parts to enhance trigger pull.
- Checkering, serrating, and stippling.
- Reshape trigger guard.
- Extended and/or ambidextrous thumb safety.
- Extended beavertail grip safety.
- Ambidextrous or right-side magazine releases.
- Extended, trimmed, and/or ambidextrous slide releases.
- Heavy or cone style barrels.
- Recoil spring guide rods and dual spring recoil systems.
- Slide inserts to accommodate a different recoil assembly design.
- Modification of the magazine well and add-on well extensions.
- Custom finishes and engraving may be applied.
- Aftermarket slide cover plates.
- Slides with front cocking serrations, tri-top, carry melts, and high-power cuts.

- Grip tang extensions or beavertails
- Swenson style thumb shields and frame mounted thumb shields.
- Aftermarket safeties.
- Aftermarket magazine base pads.
- Magazine base pads may be modified by reshaping, texturing, or adding bumper pads.
- Magazines that are longer than stock.

ESP Excluded Features and Modifications (Non-Inclusive list):

- Removal of material from the exterior of the slide other than front cocking serrations, tri-top, engraving, carry melts, and high power cuts.
- Trigger shoes.
- Disabling the slide stop.

Custom Defensive Pistol Division (CDP)

Handguns permitted for use in CDP must:

- Be semi-automatic.
- Use .45 ACP cartridges.
- Firearms originally sold with ported barrels may be used in CDP.

Start Condition:

- Single action only firearms may start cocked and locked. (hammer cocked, safety engaged. Shooter may decide to start WITHOUT a round chambered and the hammer down.
- Selective DA/SA firearms will start cocked and locked or de-cocked. This is at the shooter's discretion, including firearms using the SSP into CDP rule.
- Double action, double action only, or striker fired firearms with a de-cocking lever or button will be de-cocked using the lever or button.
- Double action, double action only, or striker-fired firearms may have a manual safety engaged at the shooter's discretion.
- All .45 ACP firearms legal in SSP are legal for use in CDP

CDP Permitted Features and Modifications (Inclusive list):

- Sights may be changed to another notch and post type. Slides may be machined to accept different style sights.
- Grips may be changed.
- A slip-on grip sock and/or grip tape, skateboard tape, etc. tape may be used.
- Robar-style grip reduction.
- Action work may be used to enhance trigger pull as long as safety is maintained.
- Reliability work.
- Aftermarket extractors and pins may be used.
- Internal accuracy work.
- Replacement barrels of factory configuration in .45 ACP.
- Plastic plugs may be used to fill the opening behind the magazine well.
- Aftermarket triggers and trigger work that result in the trigger being forward or rearward from the stock trigger position

- Externally visible trigger over travel stops.
- Hammer and other trigger action parts to enhance trigger pull.
- Checkering, serrating, and stippling.
- Reshape trigger guard.
- Extended and/or ambidextrous thumb safety.
- Extended beavertail grip safety.
- Ambidextrous or right side magazine releases.
- Extended, trimmed, and/or ambidextrous slide releases
- Heavy or cone style barrels.
- Recoil spring guide rods and dual spring recoil systems.
- Slide inserts to accommodate a different recoil assembly design.
- Modification of the magazine well and add-on well extensions.
- Custom finishes and engraving may be applied.
- Slides with front cocking serrations, tri-top, engraving, carry melts and high power cuts.
- Grip tang extensions or beavertails
- Swenson style thumb shields and frame mounted thumb shields.
- Aftermarket safeties.
- Aftermarket magazine base pads.
- Magazine base pads may be modified by reshaping, texturing, or adding bumper pads.
- Magazines that are longer than stock may be used.

CDP Excluded Features and Modifications (Non-Inclusive list):

- Steel dust covers are not permitted.
- Removal of material from the exterior of the slide other than front cocking serrations, tri-top, engraving, carry melts, and high power cuts.
- Trigger shoes.
- Disabling the slide stop.

Compact Carry Pistol Division (CCP)

Handguns permitted for use in CCP must:

- Be semi-automatic.
- May use 380 caliber or larger; however, steel will be calibrated for 9 mm or larger cartridges.
- Barrel length of 4.10" or less.

Start Condition:

- Single action only firearms may start cocked and locked. (hammer cocked, safety engaged). Unless shooter decides to start WITHOUT a round chambered and the hammer down.
- Selective DA/SA firearms will start cocked and locked or de-cocked. This is at the shooter's discretion.
- Double action, double action only, or striker fired firearms with a de-cocking lever or button will be de-cocked using the lever or button.

- Double action, double action only, or striker-fired firearms may have a manual safety engaged at the shooter's discretion.

CCP Permitted Features and Modifications (Inclusive list):

- CCP firearms must comply with all Enhanced Service Pistol (ESP) features and modifications, and equipment restrictions

Carry Optics Division (CO)

Handguns permitted for use in CO

Handguns, associated modifications, restrictions, holsters, magazine carriers, calibers, start condition, and division capacity shall be compliant with ESP Division requirements

Types of Optics

Passive: These include Miniature Red Dot and Reflex sights suitable for concealed carry.

They project or reflect a dot onto the optic. Passive Optics (MRDS) must be attached directly to slide between rear of slide and ejection port, and may not be mounted to the frame in any way.

Active: These are Red or Green LASER sights that project a dot onto the target.

Active optics (LASER) sights are NOT allowed.

Revolver Division (REV)

Revolver handguns permitted for use:

- May use rimmed or rimless cases.
- May be loaded via speed loader or full moon clip.

Revolver requirements:

- Must use 9 mm or larger cartridges
- The use of trimmed (shortened) ammunition is not allowed.
- Ammunition used must match the cartridge listed on the firearm with the following exceptions:
 - .38 special in .357 magnum
 - .44 special in .44 magnum
 - .45 Auto Rim or .45 GAP in .45 ACP
 - .45 ACP or .45 GAP in .45 Colt
 - .40 S&W in 10mm
- May be loaded to the cylinder maximum.

Revolver Permitted Modifications (Inclusive list):

- Sights may be changed to another notch and post type. The frame and barrel may be machined to accept different style sights.

- Action work to enhance trigger pull as long as safety is maintained (smoothing the trigger face, removing the hammer spur, use of over travel stop, conversion to DA only and addition of ball detent are considered action work and are permitted).
- Grips may be changed to another style or material that is similar to factory configuration
- Grip tape, skateboard tape, etc. may be used.
- Chamfer the rear of the chambers.
- Shortening of factory barrels.
- Re-barreling to another factory offering for that model.
- Custom finishes.
- Cylinder latches may be modified or replaced, but may not protrude past the frame in any direction.
- Conversion to accept moon clips.

Revolver Excluded Modifications (Non-Inclusive list):

- Oversize or heavy barrels.
- Hogue Big Butt grips and similar are not allowed.

.22 Revolver Division (.22 REV)

Revolver handguns permitted for use:

- Must be loaded via speed loader. NO loose rounds

Revolver requirements:

- May be loaded to the cylinder maximum.

Revolver Permitted Modifications (Inclusive list):

- Sights may be changed to another notch and post type. The frame and barrel may be machined to accept different style sights.
- Action work to enhance trigger pull as long as safety is maintained (smoothing the trigger face, removing the hammer spur, use of over travel stop, conversion to DA only and addition of ball detent are considered action work and are permitted).
- Grips may be changed to another style or material that is similar to factory configuration
- Grip tape, skateboard tape, etc. may be used.
- Chamfer the rear of the chambers.
- Shortening of factory barrels.
- Re-barreling to another factory offering for that model.

- Custom finishes.
- Cylinder latches may be modified or replaced but may not protrude past the frame in any direction.
- Conversion to accept moon clips.

Revolver Excluded Modifications (Non-Inclusive list):

- Oversize or heavy barrels.
- Hogue Big Butt grips and similar are not allowed.

Ammunition

- Metal piercing, incendiary, and tracer ammunition is prohibited.
- Cartridges that may damage metal targets are prohibited.
- All ammunition must use a single projectile.

Ammunition Power

The goal is to compete with commonly available ammunition. The minimum power factors are:

SSP - 125
 ESP - 125
 CCP - 125
 CDP – 150
 REV – 105
 22 – N/A

Holsters

- Any belt holster, except skeletonized speed holsters.
- Not Permitted (Non-inclusive list):
 - Cross-draw carry
 - Shoulder holsters
 - Small of the back carry
 - Appendix carry
 - Pocket carry

Ammunition Carriers

General Ammunition Carrier Rules: Any belt pouch may be used, or shooters may carry spare loading devices in their pockets.

Categories

- Male
- Female

Subcategories

- Junior (ages 14 to 20)
- Senior (ages 60 and older)

Awards

- .22 and .22rev divisions are NOT eligible for awards for those matches that may have awards available.

Responsibilities and Code of Conduct

By shooting KF&G Action Pistol Matches, I agree to the following:

- A. I understand that it is a privilege, and not a right, to be a KF&G Shooter.
- B. I will follow all of the safety rules KF&G Action Pistol Rules
- C. The safety of the shooters, match officials, and bystanders shall always be my primary objective
- D. Prior to and during a match, I will refrain from the use of alcohol substances, or medications that may negatively impact my ability to shoot safely.
- E. I recognize that it is my responsibility to maintain a working knowledge of the current KF&G Action Pistol Rules.
- F. I will listen carefully and refrain from talking during shooters' briefings and stage briefings
- G. I will refrain from any action that distracts shooters, safety officers, and other competitors during the match.
- H. I understand it is my responsibility as a squad member to be ready to shoot when called to the line.
- I. I understand it is my procedural duty as a squad member to help reset stages between shooters unless I am the current shooter, the on-deck shooter or have just finished shooting, unless instructed otherwise by a match official.
- J. . I will not communicate with others in a threatening, harassing, or abusive manner
- K. It is my responsibility to check my match scores within the verification period to see that they are correct
- L. If I have a question or an issue, my first contact is with the CSO at the match, then the MD.
- M. I understand that violations of these responsibilities and Code of Conduct will result in my being penalized by the MD within the full range of penalties up to and including disqualification from a match.
- N. Squads do not have to follow a "rotational order" (for example, alphabetical, then each shooter drops down a certain number of spots for the next stage and so on). They may shoot following the "shoot when ready" order or such order as that squad determines.