

HISTORIC

3

GUN

(H3G)

SHOOTER'S HANDBOOK

Revised February 7, 2024

(Test period February through April 2024)

Rules for HISTORIC 3-GUN

The genesis of **Historic 3-Gun** was loosely based around the movie *The Wild Bunch* set in the early 1900s. Participants are encouraged to dress in western clothing or military uniforms of the late 1800's and early 1900's. The sport is focused around the 1911 pistol but includes a rifle and shotgun of that general era.

SAFETY is the number one concern and **SAFETY** is the responsibility of every shooter.

Recognition will be given to winners of all advertised categories. There will be no overall winners.

SAFETY RULES

Safety is of the utmost importance at any H3G event. Individual ranges may have additional rules that must be followed to participate in the event. Competitors agree to follow the H3G rules while at the match. These safety rules are reiterated within this document.

1. All H3G events are cold range until firearms are placed on the loading table at the stage.
2. Firearms' safeties will be in working order and checked prior to the match.
3. Detachable magazines may be loaded at any time anywhere but must not be placed in a firearm until at the loading table.
4. Long guns shall be carried in a cart, with muzzles up or placed in gun rack if available. They must be carried to loading table muzzle up.
5. The action of long guns must remain open and empty until they are on the loading table.
6. The pistol shall be carried in a holster, empty, slide forward, hammer down with no magazine.
7. Eye protection and ear protection must be worn from when the range is declared hot until the last shot is fired, by everyone including spectators.
8. In the event of a firearm malfunction, only the shooter may clear it during the stage. At the end of the stage the RO will designate someone to assist the shooter as necessary.
9. Everyone is a safety officer. Say something if you see something unsafe.

DIVISIONS

Not all Divisions are offered at all clubs. Contact your local club for further information.

Traditional – In this Division, the pistol must be a full size traditional 1911 with fixed sights in the style of the original 1911 or 1911 A1 issued to the U.S. military. The pistol must be shot one-handed, unsupported. A lever or pump action rifle in a pistol caliber of .40 or larger is required. A pump action shotgun originally manufactured by the end of WWI, including the 1897 and the model 12 are allowed. The 1887 lever action shotgun is allowed. All shotguns must be 12 gauge.

Modern – The pistol shall be any approved model. It may be shot one handed or two handed. A lever or pump action rifle, in a pistol caliber of .40 or larger is required. A pump action shotgun originally manufactured by the end of WWI, including the 1897 and the model 12 are allowed. The 1887 lever action shotgun is allowed. All shotguns must be 12 gauge.

Doughboy – Any approved 1911 and shotgun are allowed. The pistol may be shot one or two handed. A mil spec bolt action rifle issued by any country by the end of WWII is required. Rifles, or replicas, maintaining the original specifications that have been re-chambered to a different caliber (i.e. 7.62x51) are allowed. A pump action shotgun originally manufactured by the end of WWI, including the 1897 and the model 12 are allowed. The 1887 lever action shotgun is allowed. All shotguns must be 12 gauge.

Ranger - Any approved 1911 and shotgun are allowed. The pistol may be shot one handed or two handed. A lever action rifle in a rifle calibre originally manufactured by the end of WWI is required. Also allowed is a newer rifle that follows the design of an earlier rifle of the required era. (Marlins and Henrys are allowed.) The model 14/141 pump rifles are allowed. Rifle receiver or tang sights are allowed. A pump action shotgun, originally manufactured by the end of WWI, including the 1897 and the model 12, are allowed. The 1887 lever action shotgun is allowed. All shotguns must be 12 gauge.

Audie Murphy - A U.S. M-1 carbine and approved 1911. A pump action shotgun originally manufactured by the end of WWI, including the 1897 and the model 12 are allowed. The 1887 lever action shotgun is allowed. All shotguns must be 12 gauge.

Bootlegger – This division allows a wide assortment of firearms. Using any or all of these puts a competitor into this division. Options include:

1. Pistol: All centerfire service pistols which were originally manufactured by the end of World War 2, including the 1911 45, P-38, Hi-Power, Luger, Broom Handle Mauser, Colt 1902 hammer pocket model. 1911 38 Super/9mm, 1917 Colt, Smith or Webley with shaved cylinder using 45 ACP with full or half-moon clips.
2. Shotgun: All pump and lever action shotguns with wood furniture are allowed. Any legal barrel length in 12,16 and 20-gauge are allowed. Magazine tube may be extended to the end of barrel. Period-correct external chokes are allowed.
3. Carbines: all pump action, lever action and semi-automatic in true pistol centerfire caliber originally manufactured by the end of WW2 are allowed. Wood furniture is required. Winchester 1905 S.L. 1907, if downloaded to 1550 fps or less and the Thompson carbine (SBR) allowed. Allowed includes registered full auto Thompson used in semi mode, the Suomi carbine, the M1 carbine in 9mm, and the Henry Homesteader 9mm, resembling a 1905/07 Winchester are allowed.

Age and Defined Categories:

Match Directors are encouraged to allow the following age-based categories in each division:

Deputy – 16 years and younger

Trooper – Any age

Marshal – 65 and older

Match Directors are urged to allow a defined category for female shooters in each division and age category if there are enough female shooters.

PISTOL: The pistol will be a 1911, either full size or commander in 45 ACP. No extended magazine wells. No target style grips. Magazines may have a base pad projecting up to ¼” below the base of the magazine and made of any material.

The maximum weight for a 1911 with an empty magazine inserted is:

Traditional Division full size 1911– 41 ounces

Modern Division 1911– 43 ounces

Magazines must not weigh more than 3 ounces.

Traditional Division: The handgun must be a full size, steel frame 1911 that closely follows the traditional military 1911 or 1911 A1 with the following clarifications:

- An ambidextrous safety is allowed.
- No bull barrels.
- Magazine wells may be beveled.
- Front sights may be dovetailed, pinned, or staked.
- Sights may be the color of the slide, or black, blue, natural stainless or natural steel.
- Stainless steel pistols are permitted.
- Only rear slide checkering or serrations allowed.
- A base pad is permitted in accordance with the rules.
- No beavertail style grip safety.
- No flat or lightweight triggers allowed.
- Checkered front strap or trigger guard is not allowed.
- No weighted guide rods or other recoil reducing devices are allowed.
- Harrison type 10-8 sights are allowed.

Modern Division allows the following 1911 modifications:

- Alloy frames
- Commander models
- Bobtail
- Rail
- External extractor
- Common sights except fibre optic and optics.
- No weighted guide rods or other recoil reducing devices are allowed.
- No bull barrels are allowed.
- Front strap and trigger guard checkering is allowed.

POWER FACTOR

The pistol and pistol caliber rifle must meet a minimum power factor of 150.

Pistol velocity is limited to a maximum of 1000 fps. Exception is bootlegger category which has a 1200 fps maximum velocity with a minimum power factor of 110.

Pistol caliber rifle velocity is limited to a maximum of 1400 fps.

Rifle caliber rifle velocity is limited to a maximum of 1600 fps.

High velocity, magnum and steel shotgun shells are not allowed.

Shooters will be held responsible for damage caused to targets or injury due to inappropriate ammunition.

GENERAL

Rifles and shotguns must have wood furniture. External plastic, except butt plates, is not allowed.

All firearms must be in safe firing condition with fully functioning safeties.

Ammunition must be one piece all lead. It may be coated but not plated or jacketed. Rifle caliber rounds may be gas checked. Rifle caliber ammunition is defined as having a minimum of 1.8" cartridge case length.

Pistol magazines will be loaded with up to 7 rounds.

A shooter will need a minimum of 6 pistol magazines. Many stages will require 35-42 pistol rounds.

Ammunition and magazines may be safely staged anywhere on the firing line.

Shotgun magazines will be loaded as per stage instructions, to a maximum of 6 rounds.

Shotgun shot size must be #7 or smaller. Low velocity rounds are recommended.

Rifle magazines will be loaded as per stage instructions but in any case:

Modern and Traditional to a maximum of 10 rounds, per stage instructions.

Doughboy and Ranger to a maximum of 5 rounds.

Audie Murphy and Bootlegger, as specified in the match instructions.

Long guns may use a period correct leather or canvas sling.

Long guns staged on a flat surface shall have the barrel pointed down range and be staged flat with the forward part of the gun up to and including the trigger guard fully on the flat surface.

The pistol, if staged on a flat surface, shall have the complete pistol lying flat on the surface.

HOLSTERS, BELTS AND MAGAZINE POUCHES

- Leather or canvas holster, belt, and magazine pouches only.
- The holster must be attached to a waist level belt and be capable of retaining the firearm safely through a normal range of motion.
- The holster must cover the entire length of the barrel and slide from the muzzle to the ejection port.
- The holster must cover the trigger guard so as not to allow access to the trigger while the pistol is fully holstered.
- Only a strong side holster is allowed. The holster must not allow the muzzle of the handgun to point farther than 3 feet from the competitor's feet while standing relaxed.
- Magazine pouches must be worn vertically and conform to the shooter's body.
- At least two inches of the magazine must be covered by the magazine pouch.

STANDARDS

Standards are a set of rules that apply to all matches unless specifically stated otherwise in the match or stage instructions.

1. **Steel targets** must not be pockmarked and must be free of obstructions. They should hang at a 30° downward angle. They must be placed at safe distances. Recommended minimum distance:
Pistol targets – 7 yards.
Pistol caliber rifle – 18 yards.
Rifle caliber rifle – 25 yards.
Shotgun – 10 yards.
AR 500 steel is recommended for rifle caliber targets set at under 100 yards.
2. All firearms' safeties must be fully functional. All safeties must be checked before the match starts. Shooters may be directed to check their own safeties and confirm to the RO or Squad Leader.
3. 1911 magazines and detachable magazines for long guns may be loaded at any time.
4. Rifles and shotguns will be loaded with the correct number of rounds at the loading table only. Rounds will be loaded in the magazine with hammer down and action closed on an empty chamber, except that bolt action rifles must be left with the bolt fully open, chamber empty. Upon arrival at the firing line, if the action is cocked the shooter will be directed to point the gun safely downrange and pull the trigger. Cocked is **no call**. Round in chamber is an **MDQ**. If not caught, there is still no penalty as long as there is no live round in the chamber.
5. The 1911 will have the chamber empty, the action closed, hammer down and a loaded magazine inserted at the loading table.
6. On the firing line, on the RO's order "Load and make ready," if starting in condition 1, the shooter will face down range, draw the 1911 and rack the slide to put a live round in the chamber. They must immediately engage the thumb safety and re-holster. If starting in condition 3, the shooter will indicate ready and leave the pistol holstered. The finger must clearly and obviously remain outside the trigger guard.

Standards (continued)

7. On the firing line, the shooter must be facing down range before they draw their pistol.
8. If starting in condition 1, when drawing the pistol, the safety must not be disengaged until the pistol is at least 45° to the target.
9. A shooter shall never start a stage with hands touching a gun, ammunition or magazine unless specified in the stage description.
10. The finger must remain clearly and obviously outside the trigger guard until the gun is pointed toward the target.
11. If a malfunction is declared, that firearm shall be safely placed down and cannot be used again on that stage. There will be no penalty for the condition of the declared malfunctioning firearm except if the muzzle breaks 170°.
12. Ear and eye protection must be worn by everyone including spectators from the range going hot until the last round is fired.
13. If a Range Official notices that a competitor has lost or accidentally dislodged their eye or hearing protection during a stage or has commenced a stage without either one, the RO must immediately stop the competitor who will be given a re-shoot after the protective devices have been restored.
14. A competitor who starts without or inadvertently loses eye or hearing protection during the stage, is entitled to stop, point their firearm in a safe direction and indicate the problem to the RO. They will have their firearms cleared and allowed a **re-shoot**.
15. A competitor who intentionally loses or displaces eye and/or hearing protection during a course of fire will be given an immediate **MDQ**.
16. When loading, reloading, unloading, clearing a malfunction, or moving during a stage, the **competitor's fingers must be visibly and obviously outside the trigger guard and the firearm must be pointed safely downrange**. If the RO has any doubt about finger placement, there is no doubt, and a penalty is assessed. For the first offence a 10 second Procedural is given. The second time this happens in the match, the shooter will be given an immediate **MDQ**.
17. The 170° rule is in effect. Once a firearm's muzzle comes near 90° from directly down range, it is an immediate **MDQ**.
18. Re-holstering of the pistol drawn at the wrong time or place.
 - a) If a shooter, starting in Condition 3, draws but does not rack the slide, they may re-holster without penalty and continue the course of fire.
 - b) If a shooter, starting in Condition 1, draws the pistol at the wrong time or place, they have a choice; i) show or indicate to the RO that the safety is on and re-holster, or ii) safety engaged or empty the gun of all ammunition and safely stage it for further use.
19. All guns will be cleared on the line by a designated person. After the stage is finished, no gun will be touched until the RO has ensured no one is down range and the range is declared safe. **MDQ**
20. Shooters will be held responsible for damage or injury caused by illegal or inappropriate ammunition. **MDQ**
21. Knockdown targets must go down to count. Reactive shotgun targets may be re-engaged. All other reactive targets may only be reengaged if the match allows.

Standards (continued)

22. Dropped guns must be picked up and assessed by a match official. **MDQ**
23. H3G is a dynamic shooting sport. The firing line is set by the shooter. Spotters and brass pickers must not only stay behind the shooter and out of their peripheral vision but well clear of any shooter movement. The RO is behind the shooter and the 180° shooting line. Spotters must be behind and out of the peripheral of the RO. Brass pickers must not start picking up brass on the line until the shooter is finished or moves downrange of the pickers.

SHOOTER PREPARATION

A match is not the place for a shooter to learn how to shoot their firearm. All shooters must be familiar and practiced with the firearms they are using. Firearms must be in safe working order.

Shooters must be familiar with all H3G rules.

The handgun must be carried in an appropriate safe holster, in a cart or in a case; empty, with no magazine and with the hammer down. Long guns must be carried with muzzles up, in a safe manner, including in a cart or a case. They must not contain live ammunition. The action must be open unless the firearm is completely enclosed in a case.

While moving to the loading table and from the unloading table, the shooter must have their handgun secured in their holster and must carry their long guns muzzle up in a safe, controlled manner.

At the loading table:

The shooter shall place their long guns on the loading table and will load the number of rounds required by the stage into the magazine of each gun up to the maximum allowed. The chamber shall be empty. Except for the bolt action rifle, the action will be closed, and the hammer will be down on an empty chamber. Bolt action rifles will have the bolt open.

The pistol will have the hammer down, the slide forward on an empty chamber and a loaded magazine inserted. No penalty will be assessed for failing to insert the magazine.

The shooter shall not leave the loading table with firearms containing live rounds until called to the firing line by the RO or facilitator. **MDQ**

On the firing line:

Long guns must be carried from the loading table to the firing line and from the firing line to the unloading table with muzzles up in a safe and controlled manner.

Upon arriving at the firing line, the shooter will place their long guns safely on a designated prop with the muzzle pointed down range or staged vertically as required. The shooter will then stand at the selected start position.

Shooter preparation (continued)

On the RO's command "Load and make ready," if starting in condition 1, the shooter will face down range, draw the 1911, rack the slide to put a live round in the chamber, immediately engage the thumb safety and re-holster.

If starting in condition 3, the shooter will indicate ready and leave the pistol holstered.

Once the shooter indicates "ready", the RO will give the direction to "Stand by" followed in 1 to 2 seconds with the beep of the timer.

Once the shooter has completed the course of fire, the RO or a designated person will clear the pistol with the commands "Unload and show clear" followed by "Slide forward" and "Hammer down", then "Holster". While the shooter may choose to lower the slide, they must pull the trigger to let the hammer fall unimpeded.

The long guns must also be cleared on the line and then taken directly to a cart, case, or rack.

MDQ

Starting in condition 1: (If allowed at club, check with Match Director)

Shooters will only be allowed to start in condition 1 if they have passed the safety qualification or are qualified through USPSA, IPSC, IDPA, IMA, police, military, or other recognized action shooting sport.

If there is any question about the capability of the shooter, the RO shall require them to start in condition 3. ROs and Match Directors must err on the side of safety and their decision is final.

Firearms safe to leave the shooter's hands:

The shooter may move a firearm from one hand to the other without penalty, to facilitate clearing the firearm or fixing a malfunction provided the muzzle does not break the 170° and the finger clearly and obviously is outside the trigger guard.

The pistol is safe to leave the shooter's hand, with the muzzle pointed in a safe direction, with no live round in the chamber, action, or magazine, or placed in a provided retention device with the safety applied. **MDQ.**

Long guns are safe to leave the shooter's hand pointed in a safe direction, with no live round in the chamber, or placed in a provided retention device. If there is a live round in the chamber, the gun must be in the retention device and the safety must be applied or it is an **MDQ.**

Firearms safe for movement:

All firearms are safe for movement in any condition, provided the muzzle does not break the 170°. Except when the shooter is aiming or shooting, all movement must be accomplished with finger visibly and obviously outside the trigger guard.

COSTUMING AND OUTLAWED ITEMS

Costuming

Costuming is important, otherwise we are just running around shooting historic guns!

Costuming is fun and it can be cheap and easy. You must wear clothes anyway, so you might as well look good! Dress the part from the late 1800s through the early 1900s. It's as easy as blue jeans, a long sleeve shirt, work boots and an old felt hat.

For men, long sleeves are mandatory. For ladies, long sleeves are optional. A hat must be worn.

Other suggestions include:

- Khaki military (Dickies work clothes) with campaign hat.
- Military uniform from the late 1800s through WWI.
- Late 1800s through early 1900s cowboy, rancher, law enforcement or townsfolk.
- Old wool blend sack suit.
- Overalls to look like farmer or bootlegger.
- Mexican bandit. Think of a big sombrero, a crossed bandolier, etc.
- Mexican peasant.
- Mexican soldier/soldadera.
- Automobile driver with a long canvas duster, goggles, newsboy hat.
- Straw/Palm hats of traditional design are acceptable (e.g., Stetson, Baily, Sombreros, etc.)

Outlawed items

-Modern shooting gloves

-Short sleeve shirts (male competitors only)

-Long sleeve tee shirts and tank tops. (Long sleeve Henley's are allowed.)

-Modern feathered cowboy hats (Shady Brady).

-Designer jeans are not allowed. Designer jeans include modern jeans that have slogans or logos embroidered, silk screened, and such, saying things like "PINK" or "BABY."

-Ball caps

-All types of athletic shoes and boots with deep, aggressive tread.

-Nylon, plastic or Velcro, except plastic butt plates on long guns.

-The displaying of any manufacturer, sponsor, or team logo on apparel. Usual manufacturer labels are acceptable.

MATCH DIRECTOR DISCRETION

1. While all the rules herein have been proven safe in other action shooting sports, and the idea of consistent rules and procedures are important for shooters travelling from club to club, each Match Director has total discretion. Match Directors are encouraged to publish any local changes on their website.
2. Local club rules supersede the rules in this handbook.
3. The use of rifle caliber rifles is fully at the MD's discretion.
4. To allow shooters to start with the 1911 in condition 1, the club must have a training program and qualification. See Appendix I.

Common sense approach:

As we move forward, match directors are asked to use a common-sense approach to any issues that arise. If situations are not covered in this manual, the Match Director's decision is final and not contestable.

PENALTIES

Procedure – 10 second penalty for each procedural assessed.

- Not shooting the stage as directed by the stage description (only one penalty per stage)
- First time for failure to have the trigger finger outside the trigger guard while loading, reloading, moving, or clearing a malfunction.
- First time with the presence of an outlawed item during a stage.
- Dropping an empty firearm, from the loading table to the unloading table.
- Empty firearm that slips and falls but does not break the 170°.
- Firing an overloaded round.
- First time in a match shooting out of category. (wrong firearm for the category or using two hands in the traditional category)

Match Disqualification (MDQ) – When an MDQ is assessed the shooter will be stopped immediately except if the penalty is for scoring purposes only (FSP), in which case the shooter will continue to shoot for no score. (Shooting FSP is only for non safety penalties)

- A handgun leaving the hand with a live round anywhere in the gun unless the thumb safety is applied.
- A long gun leaving the shooters hands with live ammunition in the chamber, unless placed in a provided retention device with the safety engaged.
- A firearm brought to the firing line with a live round in the chamber.
- Loading firearms at any place except the loading table or firing line.
- Leaving the loading table with a loaded firearm except when called to the line.
- Loading the handgun on the firing line before the RO directs.
- Using ammunition that does not meet power factor. (FSP if below power factor.)
- Sweeping anyone with a firearm.
- Dropping a loaded firearm.
- Shooting illegal ammunition or ammunition over power factor or over max velocity.
- Holstering the handgun or putting long guns back in your cart or other device before they have been cleared on the line by a designated person at the end of the stage. (Exceptions apply to re-holstering the pistol during the stage. (See Standard #20.)
- Interpersonal conflicts including being rude, belligerent, or unsportsmanlike.
- Shooting while impaired including alcohol or drugs including prescription drugs.
- Wilful failure to cease firing when a “cease fire” or “stop” command is given.
- Second time in a match for having the trigger finger inside the trigger guard while loading, unloading, reloading, moving, or clearing a malfunction. (If it appears to the RO that the shooter’s finger is inside the trigger guard, the offense is committed.)
- Failure of any safety to function properly after the match starts.
- A dropped gun or a gun that slips and falls on the firing line and breaks the 170°
- Shooter picking up their dropped firearm.
- Discharge impacting within 5 feet of the shooter except on a target or expendable prop.
- Leaving the firing line after the first round goes down range.

Match Disqualification for Scoring Purposed only (MDQ FSP)

- Second time in the match shooting out of category.

- Second time with presence of an outlawed item.

Penalties (continued)

Spirit of the game - A spirit of the game penalty is a 30 second penalty assessed for deliberately ignoring rules, stage instructions, etc. to gain a competitive advantage. It can also be assessed for minor unsportsmanlike conduct or willfully ignoring a match official's directions. An **MDQ** will be awarded for all serious such actions and in any case for a second spirit of the game penalty.

MATCH OFFICIALS

Match Director (MD)– The MD is in charge of the overall match. The Match Director is the final authority on penalties.

Range Master – Except in large matches, the Match Director fills this role. They oversee the range itself. They see that stages are designed and constructed to operate in a safe manner.

Match RO – they are the arbiter of rule interpretation and penalties. (Optional)

Squad Leader – is in charge of a squad. They are responsible for the safe and efficient operation of the squad and are the first arbiter of rule interpretation and penalties. Can be the MD.

Range Officer (RO) - The RO runs the timer and is in charge of the shooter and the stage at that time. The RO is to safely assist the shooter through the course of fire. The RO makes decisions on penalties earned except that the spotters assess misses. (Optional)

Spotters - There will be three spotters. They are responsible for accounting for misses and watching for procedural and safety violations. For misses, the benefit of the doubt goes to the shooter. Two of three spotters must agree. Spotters have the final say on misses. All other penalties are assessed by the RO after consultation with the spotters.

Scorekeeper – records the time and penalties for each shooter on the squad.

Loading Table Officer – is responsible for visually checking to ensure all firearms are loaded correctly with the correct number of rounds and are in the correct condition. (Optional)

Unloading Table Officer (used only if firearms are not cleared on the line – not normally recommended) – is responsible for visually checking and ensuring all firearms are empty at the completion of the stage. Note: All firearms must be cleared by someone else before they are put in a rack or cart.

DEFINITIONS

170° Safety Rule - means the muzzle of the firearm must be pointed down range 85° in any direction. The penalty is given immediately the muzzle comes close to 180° vertically or horizontally.

Action Cycled – Opening the action far enough to cock the hammer.

Charging – the act of placing a live round in the chamber of the pistol.

Cleared – no live rounds or empty cases in the chamber, action or magazine.

Committed to a Firearm – the point at which a firearm would have to be made safe to leave the shooter's hand.

Committed to a Stage – when the first round is fired down range.

Commonly Available – obtainable by anyone given ordinary circumstances with ordinary means.

Course of fire – from the beep of the timer to the last shot fired.

Empty – no live round in the chamber.

Engaged – attempting to fire a round at the target.

Equipment – any non-apparel item that you take to the firing line.

Facilitator – Someone appointed by the MD or RO to expedite the shooter. If designated, the facilitator will call the shooter to a predesignated position close to the firing line. They will check to see if the shooter has the right equipment and is ready to shoot. Once the previous shooter has left the firing line, they may bring the shooter to the firing line and turn them over to the RO.

Firing Line – The line set up on the stage for the shooter to start shooting from. This line extends both ways to the berms of the range being used. If there is forward movement, the line moves forward with the shooter but is always parallel to the originally established line.

FSP – for scoring purposes

Illegally Acquired Ammunition – ammunition NOT carried to the line or staged by the shooter.

Loaded Firearm – Any firearm with unfired rounds in the chamber.

MDQ – Match disqualification.

Miss – a failure to hit the appropriate target type using the appropriate firearm.

Overloaded Rounds – Rounds loaded beyond the limits specified in the general section.

Power Factor (PF) – Bullet weight (in grains) times the velocity (in feet per second) divided by 1000.

Procedural (P) – There are two types of procedural penalties. The first is an unintentional action of not following the stage instructions. Only one penalty for not following stage instructions shall be assessed per stage. The other type of procedural is for unintentionally not following other general rules that carry a procedural penalty. One is assessed for each rule not followed.

Definitions (continued)

Re-shoot – The score is recorded, and the competitor starts over clean, carrying forward only accrued safety penalties. Both scores are turned in. They are granted for match equipment and prop failures and RO interference.

Re-start – The shooter is given a clean re-start. This can only be done before the first round has gone down range.

Retention device – A device such as a barrel or flat surface designed to keep the muzzle of the firearm pointed in a safe direction and keep it secure from sliding or spinning in an unsafe direction. (Appendix II – *information to be added*)

Shooting String – shots from one type of firearm prior to use of the next type of firearm.

Stage – the same as the 'course of fire'.

Start of stage – At the timer beep by the RO.

Starting conditions for the 1911 –

Condition 1 – Known as “cocked and locked.” There is a round in the chamber, the hammer is cocked, and the manual thumb safety is applied.

Condition 3 – The chamber is empty, the hammer is down, and a charged magazine is inserted. (No restart/reshoot is given for the failure to insert a magazine.)

Traditional Shooting Style – a pistol fired one handed, unsupported. The pistol hand or shooting arm shall not be touched by the offhand except when reloading or resolving a malfunction.

Up range - 180° from the shooter away from the targets.

APPENDIX 1

Condition 1 Evaluation Course

1. Have the student practice drawing the pistol, then gripping it with the offhand (except traditional shooters) pushing it out at the target and pressing the trigger. The gun will remain empty and not cocked during this initial drill. This is designed to practice a safe, smooth draw and target engagement.
2. Load a number of magazines with two snap caps each and go through the drill of “load and make ready” including engaging the safety and holstering. Then use the commands “are you ready” then “standby” followed in one to two seconds with the beep of the timer”, following which the shooter will draw, disengage the safety at 45° or more, finger in the trigger only after the gun is pointed at the target.
3. Repeat this exercise with snap caps only.
4. Once the shooter has repeatedly demonstrated they are comfortable and smooth with the “load and make ready” process and the draw, disengaging the safety at 45° or better and not putting their finger inside the trigger guard until the pistol is pointed at the target, have them load two live rounds in each magazine.
5. Go through the full drill of “load and make ready” followed by starting the stage using the beeper. This time there should be two targets in front. The shooter should, one time, put one shot on each of the two targets. The next time, double tap one target. This is so they do not get fixated on doing things only one way.
6. The first goal is to have the shooter comfortable drawing a loaded gun. The second goal is that the shooter must clearly demonstrate to the examiner that they are smooth, comfortable and safe drawing and shooting the pistol in Condition 1.

NOTE: With experienced shooters, who just need to demonstrate their competency drawing in Condition 1, you may start them at step 4, where they load, draw and shoot a few times to clearly demonstrate they are smooth, comfortable and safe drawing and shooting the pistol in Condition 1.

APPENDIX II

Examples of retention devices

Coming soon.

