

Airfield shooters club defensive shooting program

Participation Fee & Prizes

The match entrance fee is \$5.00 for ASC members and \$10.00 for the general public. Your fee covers one relay. Each additional relay is \$2.

There are no prizes for winning the match other than the adoration of your shooting buddies.

Match Schedule & Location

Every fifth Saturday of the month on the 50m range (if there is no fifth Saturday then no match will be held).

Setup begins at 9:00 am, safety briefing begins at 10:00 am follow by walkthrough of the stages. Please arrive on time for safety briefing

Categories

- Semi – Auto Handgun
 - Major: 10mm or larger center-fire handguns.
 - Minor: 40 S&W or smaller center-fire handguns
- Revolver
 - Any cylinder operated center-fire handguns may be used.
- Rifles
 - Any center-fire firearm that can be properly shouldered may be used.
- Rim-Fire
 - Only rim-fire pistols or rifle may be used.
- Shotgun
 - Any 12 or 20 gauge shotgun that is able to be shouldered maybe used ammunition requirement buckshot number 4 or larger

Rules

1. All firearms are to remain holstered or cased unless in the safe handling area or on the firing line and under direction of range safety officer {long guns with the use of a empty chamber flag maybe staged on the rifle rack in the safe handling zone}
2. Unless on Target with intent to fire fingers are to remain off the trigger and placed along the frame / receiver of the firearm
3. All firearms are to remain unloaded until directed to load by a range safety officer

4. The muzzle of a firearm is to be pointed in a safe direction at all times meaning either the ground or the berm
5. A loaded firearm may not leave the hand unless holstered while on the firing line
6. A firearm while holstered or slung must maintain the muzzle in a safe direction meaning the berm or ground
7. Within the designated safe handling zone for firearms there is to be absolutely no live ammunition
8. Long guns require the use of a empty chamber flag or spring
9. On stages that require use of cover, most of the lower body is to remain behind cover and not provide an unfair advantage. Intentional failure to do so will result in a time penalty
10. Failure to follow stage protocols to include shooting on the move, required use of cover, required shooting positions, shooting targets out of order, and designated reloads will result in time penalties.

Equipment regulations

Required safety equipment to compete hear protection, eye protection, and close-toed shoes

Concealment wear such as large shirts, coats, jackets, etc. are not required but are recommended with suitable weather.

Magazine restrictions: rifles and handguns shall not hold more than 10 rounds to ensure fairness across all firearm makes and models. Shotguns shall hold no more than 5 rounds including any round that is in the chamber. Unless otherwise instructed to by a match director or Safety Officer, having 10 rounds in the mag and one in the chamber exceeds the 10-round limit. You will be given a chance to reload magazines between stages. The 10-round restriction applies to all categories excluding shotgun which limits number of rounds to 5

Holsters must have the firearm muzzle pointed towards the ground at all times when holstered. Any holster that angles the firearm behind the shooter will not be permitted. Holster positions permitted side carry only

Competition specific equipment are prohibited for use in the competition. They can participate but their score will not officially count for the competition and will be marked as "Not For Scoring". Competition specific holsters will be defined as any holster that does not cover a minimum of 50% of the slide or barrel and or offset the holster from the body without retention {duty holsters that offset the firearm but have locking retention are allowed}

Long guns when not on the firing line in active use are required to use empty chamber indicators. Rifles and shotguns will start in the low ready position, slings are recommended but not required. While not on the firing line rifles and shotguns are to remain cased

Shotgun ammunition restriction: 12 and 20 gauge buckshot only, number 4, 3, 2, and 1 are limited to 2 3/4 shells only. Number 0, 00, 000 buckshot shell length of 2 3/4, 3, and 3 1/2 are allowed

Optics restrictions: All firearms pistol, revolver, rifle, and shotgun are required to have a minimum of iron sights or in the case of shotguns a front bead. The use of red dot sights, holographic sights, prismatic sight, and scopes are permitted

Safety

Per Airfield Shooting Club's by-laws, eye and ear protection is mandatory at all times on the range.

Muzzle Control: muzzle must be pointed at the beam at all times per bylaws except when holstering. Anyone violating safety rules (180° rule) will be asked to leave, they will be disqualified from the match, and their money will not be refunded.

Accidental/negligent discharge: Violation will result a disqualified from the match and ask to leave with no refund

Finger off the trigger: shooter must keep finger away from the trigger and outside the trigger guard (preferably on the frame and or receiver of the firearm) when not actively shooting or while shooter is not on the stage shooting position. Two warnings will be given. Second warning will result disqualified from the match and ask to leave with no refund

No loaded Firearm off the firing line. When on the firing line, no loading Firearm till instructed to by match director or Safety Officer. All firearms shall be unloaded and shown clear prior to leaving the firing line.

No removing Firearm from holster without being instructed to by match director. While holstered, pistols must have the chamber clear, mag out, and de-cocked.

While holstered revolvers are required to have the cylinders empty and the hammer down

While not in use rifles are required to have empty chamber indicators and the magazine removed if possible

Shotguns while not in use are required to have empty chamber indicators magazines removed or empty magazine tube

Shooter will be commanded by match director to pull trigger one time to ensure pistols and revolvers (except for Rim-fires) are clear and de-cocked before holstering.

Reloading Magazines: in accordance with a written dispensation from the board of directors handling ammunition and magazines on a cold range is permitted within the confines of this match, shooters are encouraged to reload magazines and speed loaders while the range is cold to speed the progression of the match.

A Firearm is not to leave the hand till instructed to by match director. A loaded Firearm (round in chamber) may be holstered for the start of a stage with match director instructed. With the exception of being holstered a loaded firearm cannot leave the hand, at no point during the match can a loaded firearm be set down on a table or the ground.

If cease fire is called, shooter must stop shooting at once and wait for further instruction. Do Not clear the firearm or set firearm down unless the RSO (match director) gives instruction to do so.

Safe handling zone

At the farthest most table on the short range berm there will be a designated safe handling zone where unloaded firearms may be handled for initial holstering changing of holsters or changing of firearms. The safe zone will be defined by tape on the ground or some other clearly marked boundaries. Within this zone there is to be absolutely no ammunition, **All loaded magazines and boxed or loose ammunition is to remain outside of this zone at all times.**

Range safety officer

A minimum of two RSOs (Range safety officers) are required to run the match

Requirements for RSO are to be a member of the airfield shooters club and approved by the defensive pistol director

RSO duties

- Calling the match
- Maintain safety standards on and off the fire in line
- Shooters brief and stage walkthrough
- Tally scores and times

RSO commands

- Shooter make ready and holster (The firearm may be taken out of the holster loaded and reholstered to start the stage)
- Shooter make ready (The rifle or shotgun may be loaded and held in the low ready position for the start of the stage)
- Shooter ready (The RSO is asking if you are ready to begin the stage if yes the buzzer will sound)
- Muzzle (the muzzle of your firearm is being pointed in a direction that is not safe and needs to be corrected)
- Trigger finger (your finger is on the trigger when it should not be)
- Unload and show clear (you have finished the stage unload the firearm show the RSO that the chamber is empty)

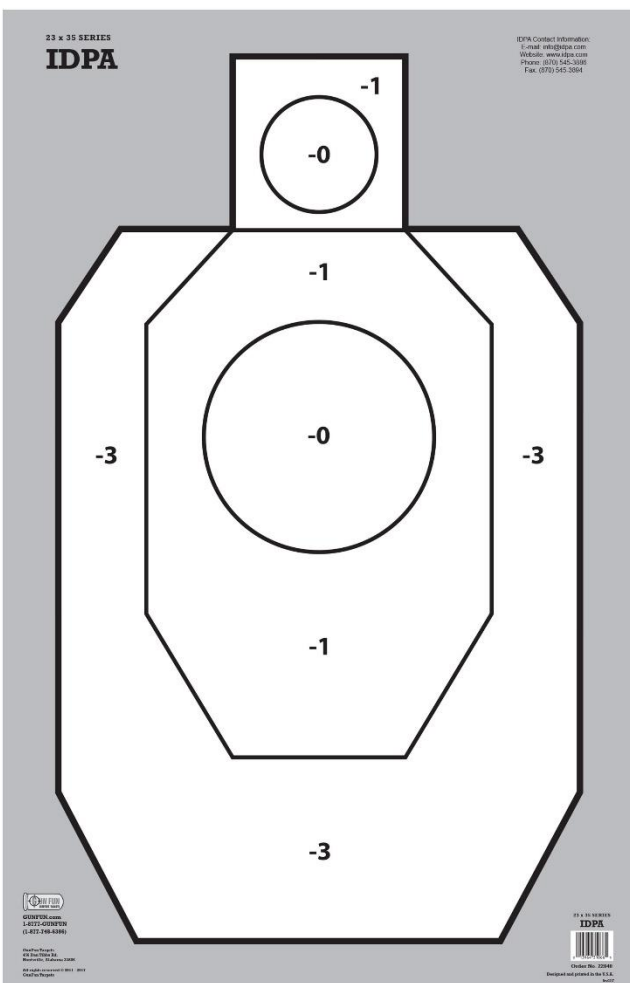
- Drop the slide pull trigger and reholster (you may lower the slide on your pistol while the firearm is pointed in a safe direction pull the trigger once to verify that the chamber is empty and then you may reholster the firearm)
- Close the cylinder pull the trigger and reholster (close the cylinder on your revolver while the firearm is in a safe direction pulled the trigger once to verify that the chamber is empty and then reholster the revolver)
- Insert chamber flag and close bolt (rifle and shotgun insert a empty chamber flag or barrel string then let the bolt go forward)
- Range is hot (The firing line is now active and when instructed to firearms may be loaded and used)
- Range is cold you may proceed downrange (All firearms have been cleared It is now safe to go in front of the firing line)
- Ceasefire (immediately stop what you are doing, finger off trigger, maintain the firearm in a safe direction, and wait further instruction)

Scoring

If a shooter does multiple relays of the same category, only the first relay will count for scoring. The rest of the relays will be marked as “Not For Scoring”

All categories will score your time plus penalties.

The first component of your score is your time on a stage. An electronic shot timer is used to records your shots. When you fire your last shot, the timer shows how long it took from the audible start signal until your final shot. For example, on an 18 round stage, if it took 20 seconds from the beep for you to engage all the targets: 20 seconds is your time.



Points

- 0 adds no extra time
- 1 adds one second to your time
- 3 add three seconds to your time
- 5 add five seconds to your time (missing the target completely)

Shotguns are based on a hit or no hit, hitting the target 0 seconds added missing the target 5 seconds added

Penalties

- +3 seconds each for incorrect firing position or failure to follow stage procedure.
- +5 seconds each for hit on non-threat targets (don't shoot grandma)
- +5 seconds each for failure to neutralize a target (no hit at least once in -1 zone or better)
- +10 seconds each for flagrant penalty

which result in an action granting in an advantage greater than 3 seconds

+20 seconds FTDR (failure to do right) given when a shooter shows no intention to follow the stage's procedure and action