

Lea County Action Shooters
2012 Concealed Carry Match Rules
3-Gun Rules Addendum
Revised 6/11/2012

Concealed Carry Handgun Rules

- Range / Safety Rules
 - Cold Range
 - Safety tables
 - 180 degree range
 - Shots over berm
 - Negligent discharge
 - Muzzle sweeps
 - Finger discipline
 - Dropped firearms

- Equipment Rules – The final arbiter of equipment rules and/or the legality/suitability of equipment is the Match director.
 - Concealment – Handgun, holster and all ammunition carriers must be concealed and remain concealed until the stage start signal is given. Concealed is defined as no part of the gun, magazine, holster or magazine carrier is visible from any angle while the shooter is standing with their arms held out to their sides in the “airplane” position. Shooter may not begin a stage until they meet the concealment requirements. Sworn law enforcement may utilize duty gear in lieu of concealment requirements.
 - Holsters – Must completely cover the trigger and allow the gun to be drawn and re-holstered while facing downrange without violating the safety rules. Holster must retain the unloaded handgun when the holster is suspended upside down.
 - Weapon mounted accessories – Weapon mounted lights, lasers or other accessories may be used as long as they are secured to the firearm prior to the start signal. Weapon mounted accessories may not be attached or dismounted once the stage start signal has been given. All concealment and equipment rules apply.
 - Law enforcement duty gear – To qualify as duty gear in lieu of concealment a minimum Level 2 retention holster and flap secured magazine carriers must be utilized. All retention devices and flaps must be secured prior to the stage start signal.
 - Level 2 retention is a friction fit holster and one additional active retention device that must be released prior to drawing the handgun. The passive friction retention and the active retention must be in good working order and adjusted per manufacturer specs.
 - **Handgun categories**
 - **Revolver – All revolvers of 5-8 round capacity.**
 - **Pocket Pistol – Pistol magazine capacity of 6 rounds or less.**
 - **Compact Pistol – Pistol magazine capacity of 10 rounds or less.**
 - **Duty Pistol – Pistol magazine capacity of 11+ rounds.**
 - Handgun category is determined by the manufacturers standard magazine capacity for that model and caliber. If the manufacturer lists multiple capacities for a particular model the highest capacity that is fully contained within the grip will be used.

- Downloading magazines to compete in a lower capacity category is not allowed.
- Handgun loading – handguns must begin all stages with magazine fully loaded to category maximum or as close to category capacity as the magazine allows, plus one round in the chamber. Downloading is only allowed per stage description.
 - Pistol magazines – Extended length/capacity magazines may not be utilized. All rounds must be contained within the physical grip length of the pistol. Bumper pads and finger rest extensions are allowed as long as they do not increase magazine capacity.
 - Handgun power classification
 - Power Factor – All ammunition must be the equivalent or greater of commonly available factory FMJ loadings for the caliber. The control ammunition is Winchester USA “white box” FMJ. A competitors load may not exceed -5 PF from the control ammunition's PF through the competitors handgun based on an average of 5 shots. (ex. 9mm 115gr. fmj WWB 5 shot average PF=130 through the competitors gun, then the competitors ammunition must be 125+ PF)
 - Power Factor – $PF = (\text{bullet weight}) * (\text{velocity fps}) / 1000$
 - **Major calibers - .357sig, .357mag, .40, 10mm, .45**, ammunition must be the equivalent or greater power factor of commonly available FMJ practice ammunition from major manufacturers. Min. PF to be scored as major = 165 through the competitors gun.
 - **Minor calibers – 9mm, .38spcl, .380acp** ammunition must be the equivalent or greater power factor of commonly available FMJ practice ammunition from major manufacturers.
 - Scoring / Targets / Cover/ Penalties
 - Scoring – Scoring is time based. Stage score is raw stage time plus penalties. Match score is all stage times combined.
 - Targets – Any target with 3 scoring zones is acceptable (IPSC, IDPA targets). Steel targets may be used.
 - Threat / Non-threat designation
 - Threat targets are designated by a visible weapon attached or painted on the target. Weapons can be knives, guns, etc.
 - Non-threat targets are designated by two visible hands or one hand and a non-weapon item (cell phone, Police badge) attached or painted on the target.
 - In special circumstances threat targets can be designated by the buff colored side facing the shooter and non-threat targets can be designated by the white colored side facing the shooter.
 - Target Scoring
 - Steel targets must be engaged until they are knocked down or per stage description.
 - Any hit on a steel target designated as a non-threat target is a +20 second penalty.
 - **Threat targets must be “neutralized” by scoring a minimum of 8 points on a threat target.**
 - **Major caliber scoring**
 - **Entire head box = 5 points**
 - **“A” -0 zone = 5 points**
 - **“C” -1 zone = 4 points**

- **“D” -3 zone = 2 points**
 - **Minor caliber scoring**
 - **Entire head box = 5 points**
 - **“A” -0 zone = 5 points**
 - **“C” -1 zone = 3 points**
 - **“D” -3 zone = 1 points**
 - Targets are considered to be “engaged” once they have been hit with a minimum of one scoring round.
 - Pass through shots – If a shot can be positively identified as passing through another target it does not count for score or penalties.
 - Target designations:
 - Identified non-threat: competitor has visibly identified the non-threat designator on the target.
 - Identified threat: competitor has visibly identified the threat designator on the target.
 - Unidentified: competitor can see a complete 5pt. Scoring zone on a target (head box or A/-0 zone) but cannot see the threat designator.
- Cover
 - Cover availability – cover is considered available if there is designated cover within a 5' radius of the shooter. Cover is considered available if there is designated cover in the line of sight between the competitor and an unengaged target.
 - Cover designation – All >5' height walls, double stacked barrels, doorways or other >5' tall by >2' wide solid objects are considered cover. Any other items (low walls, single barrels etc.) can be designated cover in the stage description. Threat, non- threat or unidentified targets are not considered cover.
 - Drop turn, swinger or other disappearing/moving targets are not counted when determining cover penalties.
 - Crowding - when cover is available, the shooter’s entire body and weapon must remain uprange of whatever object (wall, barrel, etc.) is providing cover. No part of the shooter’s body or weapon can extend past the line of cover. This rule does not apply to long guns extending downrange of cover.
- Penalties
 - **Failure to Neutralize – failure to score a minimum of 8 points on a threat target or failure to knock down a steel target (or engage steel per stage description) is +10 seconds per target.**
 - **Non-threat – Shooting a non-threat target is +20 seconds penalty. This penalty is only assessed one time per target.**
 - Procedural penalties
 - Cover must be utilized if available to engage targets. A penalty will be assessed if the shooter is exposed to an unengaged threat target or a unidentified target while engaging a second target. The penalty is +5 seconds per target engaged while not utilizing cover.

- Cover must be utilized if available for all manipulations (draws, reloads, malfunction clearances, etc.) a +5 second penalty will be assessed if the manipulation is **completed** while exposed to an unengaged threat target or an unidentified target.
 - Manipulation completion:
 - Draw is completed once the handgun muzzle leaves the holster.
 - Reload is completed when the pistol magazine is seated or the revolver cylinder closes.
 - Malfunction clearance is completed when the gun is returned to a functioning state.
 - Crowding cover - failure to remain uprange of cover is a +5 second penalty per target engaged while crowding cover.
 - Target threat order – Targets must be engaged as they become visible as the shooter moves around cover (“slice the pie”). Targets must be engaged near to far unless the targets are closer than 3 yards from the shooter or if beyond 3 yards the targets are within +/- 1 yard of each other. Targets inside 3 yards are considered equal threats. Failure to shoot targets in threat order is +5 seconds per target engaged out of order.
 - Failure to complete stage – Once the stage start signal is given, the shooter must complete the stage. If the shooter is unable to complete a stage due to handgun malfunction, out of ammunition or any other shooter induced reason all engaged targets will be scored as normal. All unengaged threat targets will be considered not neutralized and penalties assessed. If the shooter is unable to complete a stage due to conditions beyond his control (prop failure, target down, etc.) the shooter is allowed to re-shoot the stage with no penalty.
 - Failure to follow stage description is a +5 second penalty per infraction/target engaged.
 - Deliberate failure to follow a stage description or the deliberate violation of any rule in an attempt to gain a competitive advantage is a minimum +20 second penalty, but can result in a stage or match disqualification at the Match directors discretion.
- Stage design and description.
 - Stage descriptions.
 - Stage descriptions can override concealment requirements, ammunition loading requirements, cover designations, threat orders, procedural penalties or any other rules approved by the match director.

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- Range/Safety Rules
 - Long gun racks, tables – Long guns will be cased or placed in the provided rack/safe area at each stage immediately upon arriving at the stage. Long guns will only be handled under the direction of a R.O./S.O.
 - Grounding long guns – When grounding a long gun during a course of fire the muzzle must be aimed at the designated stage safe area/direction and must have the safety engaged or the firearm must be completely unloaded and the action locked open. Failure to ground a firearm safely is a match disqualification.
 - Shotgun slug/Rifle steel – May only shoot designated steel targets with rifles and shotgun slugs. Shooting a target designated as handgun/birdshot only with a rifle or shotgun slug is a stage disqualification +60 second penalty.
- Cover and target priority – Utilization of cover and target engagement priority rules can be suspended at the match directors discretion.
- Equipment Rules – The final arbiter of equipment rules and/or the legality/suitability of equipment is the Match director.
 - General equipment rules – CCW match equipment rules are in effect unless listed below.
 - No concealment requirement.
 - Holsters must securely hold the handgun and completely cover the trigger
 - Handgun magazines may extend beyond the grip but capacity may not exceed classification maximums.
- **Classifications**
 - **Open** – No restrictions on optics, accessories or capacities.
 - **Tactical** - One optic allowed on rifle only. No bi-pods. Maximum ammunition capacity of 30 rifle, 9 shotgun and 20+1 pistol.
 - **Iron Sights** – No optics allowed. No bi-pods. Maximum ammunition capacity of 30 rifle, 9 shotgun and 20+1 pistol.
 - **WW2** – WW2 period firearms (Garand, M1 carbine, period bolt action rifles, 1911, pump shotgun). No optics allowed. No bi-pods. Maximum ammunition capacity of 15 rifle, 6 shotgun and 7+1 pistol.
 - **Wild Bunch** – Pre-WW2 firearms (Lever action rifles, 1911, pump or SxS shotguns) No optics allowed. No bi-pods. Maximum ammunition capacity of 10 rifle, 5 shotgun and 5 pistol.
- Ammunition
 - Rifle
 - No steel tip/core “penetrator” ammunition allowed
 - 3200fps maximum bullet velocity
 - Power factors

- Major : .308 (min PF 320)
 - Minor : .223/5.56, 7.62x39
- Shotgun
 - No shot larger than 12 gauge #6 birdshot
 - No slugs over 12 gauge 2 3/4", 1 ounce

Quick Reference

- Handgun categories
 - Revolver – All revolvers of 5-8 round capacity.
 - Pocket Pistol – Pistol magazine capacity of 6 rounds or less
 - Compact Pistol – Pistol magazine capacity of 10 rounds or less.
 - Duty Pistol – Pistol magazine capacity of 11+ rounds.
- Scoring
 - Major (.40, .45, .357) = 5/5, 4, 2
 - Minor (9mm, .38spcl, .380) = 5/5, 3, 1
 - Failure to neutralize (<8 pts. on target) = +10 seconds
 - Non-threat = +20 seconds
 - Procedural = +5 seconds
- Cover
 - “Available” if within 5' radius of or in LOS between shooter and target.
 - Designated cover >5' tall x >2' wide, walls, double barrels, per stage description
 - No “crowding” of cover, muzzle may not extend downrange of cover.
 - Must utilize for all manipulations (draw, reload, malfunction)
- Target engagement
 - Near to far unless <3 yards or within +-1 yard of each other
 - “Slice the pie”