

**DESOTO RIFLE & PISTOL CLUB
DEFENSIVE PISTOL COMPETITION**

SAFETY IS PARAMOUNT

- All firearms are to remain unloaded and holstered or in a case until that person is called to run the course and is give the “Load and Make Ready” command from the MD (Match Director).
- Finger must remain off the trigger until you are prepared to fire on a target.
- Everyone must wear eye and ear protection when the range is “Hot”.
- The muzzle of the firearm should never break 180-degrees from the rear berm.
- The muzzle of the firearm should never be pointed at an angle higher than the top of surrounding berms.

Violation of any Safety Rules could result in the shooter being disqualified.

RULES

Firearm Division

- **Stock Pistol(SP) - 9mm or larger**

Allowed Modifications

- Sights may be changed for other factory style sights
- Grip improvement (i.e. stippling, grip tape)
- Internal action enhancement so long as the firearm remains safe and the modification can not be seen on the outside

- **Modified Pistol(MP) – 9mm or larger**

Allowed Modifications

- Slide may be machined to accept another style notch and post style sight
- Grip Improvement (i.e. stippling, grip tape)
- Action enhancement including aftermarket trigger and hammer
- Barrel replacement of factory type in other than factory caliber(i.e. .40SW to 9mm)
- Reshaped trigger guard
- Aftermarket guide rods that are no heavier than stainless steel
- Extended and/or ambidextrous controls
- Machining to the slide for serrating/checkering
- Magazine well modification and add extension

- **Custom Pistol(CuP) – .45 ACP**

Allowed Modification

- Slide may be machined to accept another style notch and post style sight
- Grip Improvement (i.e. stippling, grip tape)
- Action enhancement including aftermarket trigger and hammer
- Reshaped trigger guard
- Aftermarket guide rods that are no heavier than stainless steel

- Extended and/or ambidextrous controls
 - Machining to the slide for serrating/checkering
 - Magazine well modification and add extension
- **Compact Pistol(CP) – 9mm or larger, barrel length of 4-3/8” or less**

Allowed Modifications

- Slide may be machined to accept another style notch and post style sight
 - Grip Improvement (i.e. stippling, grip tape)
 - Action enhancement including aftermarket trigger and hammer
 - Barrel replacement of factory type in other than factory caliber(i.e. .40SW to 9mm)
 - Reshaped trigger guard
 - Aftermarket guide rods that are no heavier than stainless steel
 - Extended and/or ambidextrous controls
 - Machining to the slide for serrating/checkering
 - Magazine well modification and add extension
- **Back-up Gun(BuG) - .380 ACP or larger, barrel length of 3-1/2”**

Allowed Modifications

- Slide may be machined to accept another style notch and post style sight
- Grip Improvement (i.e. stippling, grip tape)
- Action enhancement including aftermarket trigger and hammer
- Barrel replacement of factory type in other than factory caliber(i.e. .40SW to 9mm)
- Reshaped trigger guard
- Aftermarket guide rods that are no heavier than stainless steel
- Extended and/or ambidextrous controls
- Machining to the slide for serrating/checkering
- Magazine well modification and add extension

- **Revolver(REV) - .38 Special or larger, barrel length of 4-1/4” or less**

Allowed Modifications

- **Barrel and frame may be machined to accept another style sight**
- **Grip Improvement (i.e. grip tape) or aftermarket grips**
- **Shortening of factory barrel**
- **Action work to improve trigger pull**
- **Chamber may be chamfered**

- **Optic Pistol(O-P)**

Allowed Modifications

- **Same as Modified Pistol**
- **Slide cut for Optic**

- **Optic Revolver(O-R)**

Allowed Modifications

- **Same as Revolver**
- **Frame modified for optic**

Starting Condition

- **Striker fired, DA, and DAO with de-cocking lever or button will be de-cocked and manual safety engaged at the shooter’s discretion.**
- **SAO firearms will have the hammer cocked and safety engaged**
- **DA/SA may be cocked with safety engaged OR de-cocked at the shooters discretion**

Round Capacity by Firearm Division

SP, MP, O-P

- **3 magazines**
- **10 rounds or less per magazine plus 1 to be loaded in the chamber(max 31 rounds total)**

CuP and CP

- **3 magazines**
- **8 rounds or less per magazine plus 1 to be loaded in the chamber(max 25 rounds total)**

BuG, Rev, O-R

- **3 magazines/speed loaders/moon clips**
- **6 rounds or less per magazines/speed loader/moon clip(max 18 rounds)**

Range Commands

- **SAFETY COMMANDS**
 - **FINGER**-this command is given when the shooter finger is not obviously outside the trigger guard when it should be.
 - **MUZZLE**-this command is given if the shooters muzzle direction is approaching an unsafe direction.
 - **STOP**-this command is given when something unsafe has happened or clearly is about to happen, the shooter should immediately stop and place their finger clearly outside the trigger guard; failure to comply will result in disqualification.
 - **Note: all Safety Commands are subject to penalties or disqualification.**
- **Range is hot, Eyes and ears**
 - **This is the first command given before the start of each stage. This command is to ensure that the shooter and everyone else on the range has their eye and ear protection in place.**

- **Load and Make Ready**
 - On this command the shooter will remove the firearm from the holster and load the firearm. The firearm and shooter should be placed in the starting position.
 - Please note that in some instances the firearm may be staged, in or out of the holster, loaded or unloaded; specific instructions will be given during the stage briefing, if the firearm will not be loaded at the start of the stage the command will be “Make Ready”.
- **Are You Ready**
 - At this point the shooter will be asked “Are You Ready”, at which the shooter should reply audibly with “Yes/Ready” or “No” or a definitive head nod or shake.
 - The shooter will be given 20 second to reply, if the shooter can not be ready in the 20 second time frame they will be assessed a 5 second penalty and moved down the shooting order.
- **Standby**
 - After Load and Make Ready/Make Ready the Standby command will be given. At this point the shooter may not change positions, unless other wise stated in the stage briefing.
 - The start signal will sound with in 5 seconds of this command.
- **If Finished, Unload and Show Clear**
 - When it appears the shooter is finished, this command will be given, if the shooter is not finished they will be allowed to finish the stage and the command will be given again.
 - When the shooter is finished they should remove all ammunition from the firearm, clear the chamber/cylinder and show it to the MD/SO.
 - If Clear, Slide Forward/Close Cylinder
 - After the MD/SO has seen the empty chamber/cylinder and determined it is clear, this command will be given.

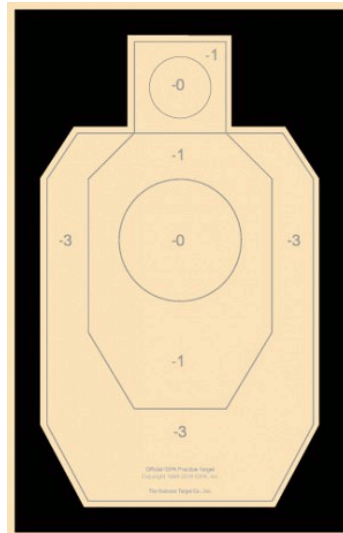
- **Pull the Trigger**
 - After the firearm is clear, the shooter will point the firearm in a safe direction(rear berm).
 - If the firearm has a magazine disconnect the shooter is allowed to insert an empty/dummy magazine so the trigger can be pulled.
 - If the firearm discharges the shooter will be disqualified.
 - This command is not needed for revolvers.
- **Holster**
 - The shooter may now safely holster the firearm.
- **Range is Clear**
 - This signifies to everyone the firearm is clear and the shooter has finished that stage.
 - Scoring and resetting of the stage may begin.

Equipment

- **Belts**
 - Belts must be rigid enough to safely and adequately support the weight of the firearm and ammunition carriers.
 - Belts must pass through a minimum of all but 2 belt loops.
- **Holsters**
 - Holsters must safely cover the trigger at all times.
 - Must be worn on the shooters strong side hip.
 - It must hold enough tension on the firearm so that it will not fall out while running/sitting/bending/ect.
- **Concealment Garment**
 - Concealment Garments are required
 - This can be any garment of the shooters choosing so long that it is long enough to cover the muzzle with the shooters arms relaxed at their side, and does not interfere with safe handling of the firearm.
- **Other Equipment**
 - Shooters may use elbow/knee pads at their discretion

Scoring

- Scoring is time based.
- That best shots (typically 2-3, specific instructions will be given at course briefing) on targets per course of fire will be scored.
- Hits in "0" will not add any time to the overall time, while hits in -1 or -3 will add 1 or 3 seconds to overall time per hit. (Example target below)
- Steel targets must be shot until they fall.
- A miss adds 5 seconds to overall time.
- Hits on non-threat targets add 15 seconds to overall time



Penalties

- **Procedural Penalties**
 - These penalties are incurred when a shooter fails to follow the instructions set in the stage description.
 - Examples of Procedural Penalties: Failure to engage targets in correct order, not using weak hand, crossing a fault line.
 - Procedural Penalties will add 3 seconds to overall time.
- **Flagrant Penalties**

- These penalties are incurred when a shooter fails to follow the instructions set in the stage description to gain a competitive advantage.
- Examples of Flagrant Penalties: Using inappropriate equipment for the stage, not shooting from the correct position(I.E. prone), not engaging all targets, using more than the correct number of rounds, staging ammo incorrectly.
- Flagrant Penalties will add 10 seconds to overall time.
- **Conduct Penalty**
 - This is a 30 second penalty for blatant unsportsmanlike conduct.
 - This penalty will only be given once per event, in the event that it would be given to a shooter a second time the shooter will be disqualified from that event.