

Concealed Carry

Promoting the safe and effective use of concealed defensive weapons in a shooter friendly easy to administer and participate in manner.

Definitions

MD-Match Director

RO-Range Officer

COF-Course of fire

ND-Negligent discharge

Moving-Taking more than 2 steps

OWB-Outside the waist band

IWB-Inside the waist band

Loaded-Any magazine or rounds in firearm

Safety Rules

- 1.) Unsafe gun handling will result in immediate disqualification from the entire match.

Examples (but not limited to):

- A. Endangering any person, including yourself.
 - B. Pointing muzzle beyond designated "Muzzle Safe Points".(180 degree rule)
 - C. Handling a loaded firearm except while on the firing line under direction of RO.
Unloaded firearms may be handled only in designated "safety areas", handling of magazines or ammunition is not allowed in safety areas.
 - D. If a contestant drops a firearm after the "make ready" command, the RO will stop the contestant and it will then be the task of the RO to recover the dropped firearm and render it safe and unloaded before returning it to the contestant. The contestant will be disqualified from the entire event as well as any side events occurring with the match.
 - E. Dangerous or repeated "finger in trigger guard" violations during loading, unloading, reloading, drawing, clearing malfunctions, moving unless engaging targets, and holstering.
 - F. A negligent discharge.
- 2.) If any firearm is dropped at any time it must be picked up and rendered safe by the RO before returning to the shooter.
 - 3.) Firearms will be loaded only when directed by the RO.
 - 4.) Shock resistant eye protection and ear protection are required to be used by all shooters and spectators.
 - 5.) After completing a COF, the shooter must, at the direction of the RO unload, show clear, hammer down and re-holster before turning up-range or leaving the firing line.
 - 6.) Firearms used in competition will be serviceable and safe. The MD will require a competitor to withdraw any firearm observed to be unserviceable or unsafe. In the event that a firearm cannot be loaded or unloaded due to a

broken or failed mechanism, the shooter must notify the RO, who will take such action he/she thinks safe.

- 7.) Shooters must be 21 years of age or older to participate.
- 8.) Unless directed by the RO to make ready the normal condition of firearms not actually engaged in a COF is unloaded and holstered, with hammer down and magazine removed. Magazines and speed loaders may be reloaded while off the firing line, but the contestant's firearm may be loaded or unloaded only under the direction of the RO.
- 9.) All COF will be started with the firearm loaded, round chambered if shooter desires, holstered and safety on if equipped. Hands shall be clear of equipment unless otherwise stipulated (table tops, drawer, pack, purse, or in the firing hand).
- 10.) Shooter must follow course of fire. If a shooter misses a target and wishes to backtrack and pickup said target, shooter must make RO aware of their intention and RO must agree. Example-Shooter:"Backtrack?" RO:"Backtrack OK" or "No backtrack".
- 11.) New shooters may be required to shoot 1-2 matches without concealment at the discretion of match director. Shooters need to have a safety check prior to participating, unless the shooter is a current IPSC/IDPA shooter. ***This cannot be done the day of the match.***
- 12.) Shooters may not participate under the influence of drugs, alcohol, prescription pain killers, or any substance that impairs mental or physical ability.

Match Rules

- 1.) This match is meant to be a training exercise with firearms and equipment that you do or could carry daily.
- 2.) Competitors will not attempt to circumvent or compromise the spirit or rationale of any stage either by the use of inappropriate devices, equipment or techniques.
- 3.) Competitors will refrain from unsportsmanlike conduct, unfair actions, or the use of equipment which is outside the realm of "everyday carry".
- 4.) Reloads must be done from cover if it is available.
- 5.) Individual rehearsals of a COF are not permitted.
- 6.) Airgunning and/or sight pictures are not permitted.
- 7.) Competitors will use all available cover.
- 8.) No shooter can re-shoot a stage or COF for gun or "mental" malfunctions.
- 9.) In any single match, a shooter must use the same firearm in all stages of the match. If the firearm he started with becomes unserviceable during the contest, he may use another firearm, upon approval from the MD, of the same type, action, and caliber.
- 10.) No shooter shall wear or use two pistols unless dictated by that specific COF.
- 11.) Pistols shall be loaded to a maximum of 10 rounds in the magazine and 1 round in the chamber.

- 12.) If any part of a shot touches any part of the hit ring it will be counted as a hit.
- 13.) If a tactical reload is made and rounds remain in the ejected magazine it must be retained. Empty magazines may be dropped without penalty.
- 14.) There is no requirement to start a course of fire with a round chambered.
- 15.) Side matches will be held at match director's discretion for the following.
 - A.Rifle
 - B.Shotgun
 - C.Other defensive weapons. IE: bedside gun, guns with lights affixed, back up guns, etc.

Range Commands

- 1.)Do You Understand the Course of Fire?
- 2.)Make Ready.
- 3.)Are You Ready?
- 4.) Standby.
- 5.)Finger.
- 6.)Muzzle.
- 7.)Stop.
- 8.)Cover.
- 9.)Unload and Show Clear.
- 10.)Gun is Clear.
- 11.)Hammer Down.(Pull the trigger)
- 12.)Holster.
- 13.)Range Is Clear.

Equipment Rules

- 1.)Equipment must meet the following criteria:
 - A. Practical for self-defense use.
 - B. Concealable – All equipment will be so placed that, when wearing an open concealment garment with your arms extended to your sides and parallel to the ground, it can not be seen from the front, rear or sides.
 - C. Must be suitable for and worn in a manner that is appropriate for all day continuous wear.
- 2.)Approved holster types are: Strongside OWB/IWB, Ankle, Fanny Pack, Purse
 - A..Any holster not specifically approved must be approved by the MD prior to its use in any match.
 - B.Holster must comply with the “Spirit of the game” (holster that one would carry daily). Holsters must hold the firearm securely and must cover the trigger guard. Exception: Fanny pack or purse with designated handgun compartments. If either of these is used nothing else may be in the designated handgun compartment with exception of extra magazines if the device was manufactured with magazine storage. Holsters must allow the shooter to present their weapon with out sweeping themselves or others.

Sweeping self or others with any firearm at any time will result in match disqualification.

3.)Holsters expressly forbidden include cross draw, shoulder, thigh rigs, and small of the back.

Course of Fire

- 1.)Shooter must engage closest targets first unless otherwise stipulated.
- 2.)If a threat targets thoracic cavity is partially covered by hard cover then the shooter may at his discretion shoot the target twice in the thoracic or once in the cranial box. All hostage shots are 1 hit to cranial box.
- 3.)If a threat targets thoracic cavity is not visible due to hard cover (black covering) the cranial box must be hit once.
- 4.)Any cover not colored black will be considered soft cover and may be fired through.
- 5.)If during a COF “Head” is called out shooter must fire 2 rounds to thoracic cavity followed by 1 round to cranial box.

Scoring

Standard shots on a threat target are: 2 hits in thoracic cavity. (chest)

Failure to stop: 1 hit in cranial box. (head)

Hostage shot: 1 hit in cranial box. (head)

White over target: Hostage.

Black over target: hard cover or body armor.

Misses are only counted if the shooter fails to make required hits.

Example: 5 holes in the target with 2 in thoracic cavity = no misses.

Misses are penalized:

- 1.) 5 seconds per thoracic miss
- 2.) 10 seconds per cranial box miss

Penalties:

- 1.) 10 seconds for dropping magazines with rounds in it.
- 2.) 10 seconds for hitting hostages.
- 3.) 10 seconds for shooting “no shoot” targets.
- 4.) 10 seconds per target engaged for stepping past designated cover boundary lines to engage targets.
- 5.) 100 seconds for failing to engage a target.