

The Concealed Carry Discipline affords the opportunity for persons that possess a conceal carry permit or intend to obtain one the opportunity to train and compete under live fire conditions with the weapons that they would normally carry concealed.

Safety Rules

All shooters must have a safety check prior to participating in their first match, unless the shooter is a current IPSC/IDPA

shooter. The safety check must be completed prior to the match. Safety Checks will not be performed on match days.

IF YOU COME TO THE MATCH CARRYING A LOADED GUN YOU MUST IMMEDIATELY GO TO THE MATCH DIRECTOR AND FOLLOW HIS/HER INSTRUCTIONS TO UNLOAD YOUR GUN.

SAFETY AND GENERAL RULES

1. Unsafe gun handling will result in **immediate disqualification** from the entire match. You may stay with the squad and help with the match if you wish.

Examples of disqualification actions (but not limited to)

1. Endangering any person, including yourself.
2. Pointing muzzle beyond designated "Muzzle Safe Points".(180 degree rule) or as otherwise designated by stage description and RO
3. Handling a loaded firearm except while on the firing line under direction of RO.
4. Unloaded firearms may be handled only in designated "safety areas".
5. Handling magazines or ammunition is not allowed in safety areas.
6. 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.
7. Dangerous or repeated "finger in trigger guard" violations during loading, unloading, reloading, drawing, clearing malfunctions, moving unless engaging targets, and holstering.
8. A negligent discharge.

2. If any firearm is dropped at any time (before, during or after a COF) it must be picked up and rendered safe by the RO before being returned to the shooter. (An active shooter dropping a firearm during his own COF will be disqualified from the match).
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 participants 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 OR PERFORMING ANY OTHER TASK.
6. Firearms, ammunition and equipment used in competition must be serviceable and safe. The Range Officer or Match Director will require a competitor to withdraw any firearm or equipment observed to be unserviceable or unsafe.
7. 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 deems appropriate.
8. The condition of all firearms on the range that are not engaged in a COF shall be unloaded and holstered, with hammer down and magazine removed.
9. 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.
10. All shooters on the COF will be started with the firearm in the ready condition as per stage direction and/or Range Officer.
11. Shooter must follow course of fire. If a shooter passes a targets 180° you have been shot by the bad guy and may not retreat and re-address the target. You will be assessed a failure to engage penalty.
12. When the shooter has completed the course of fire the SHOOTER will declare that they HAVE completed the course. At that time the RO will instruct that the shooter unload and show clear, hammer down at the berm and holster. The RO will then declare "ALL CLEAR" and the COF is ended.
13. All shooters must wear clothing that conceals their weapon unless directed otherwise by the MD or RO. New shooters may at the direction of the MD be directed to participate without concealment
14. Shooters may not participate under the influence of drugs, alcohol, prescription drugs, or any substance that impairs mental or physical ability.

Match Rules

1. This match is meant to be a training exercise with equipment that you do or could carry on a normal every day basis.
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 that is outside the realm of “everyday carry”.
4. Reloads must be done from cover if it is available. You must be actively engaging targets to make a magazine change without cover.
5. Viewing a course of fire before shooting a course of fire **IS NOT** permitted.
6. Taking a sight picture is permitted on the make ready command with an empty gun only.
7. Competitors will maintain cover throughout the COF. A minimum of $\frac{1}{2}$ of the torso must be protected by the cover.
8. Shooters **cannot** re-shoot a stage or COF for “mental” malfunctions. Reshooting a COF due to malfunction of shooter equipment is at the discretion of the RO.
 - a. A reshoot of a stage is allowed due to possible Range Equipment failure.
 - b. If a shooter believes they have hit a popper or plate and it did not fall, the shooter may challenge the popper or plate after completing the stage COF. If the RO heard the steel was hit, the shooter will get credit for the hit(s). If the RO did not hear the steel being hit, he may, at his/her discretion, ask other squad members if they heard any hit(s). The final decision rests with the RO.
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 qualifying firearm, upon approval from the RO.
10. If any part of a shot touches any part of the hit ring it will be counted as a hit.
11. There is no requirement to start a course of fire with a round chambered.

12. Magazines and rounds allowed per COF.

- A. No limits on magazine size or capacity if you can convince the RO or MD that is what you carry on a daily basis
- B. Double stack magazines: Three total on person at the start of any COF
- C. Single stack magazines 4 magazines at the start of COF.
- D. Revolvers and subcompact guns have no limits on number of magazines or speed loaders.
- E. One magazine change is required after the first shot and before the last shot in each COF.

Equipment Rules

1. Clothing 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. At the discretion of the MD or RO hot weather may relax the requirements of item “B” above but at least a lightweight vest or shirt will be required to loosely cover the gun at start of COF.
2. Holsters
 - A. Approved holster types are: Strong side OWB OR IWB.
 - B. Holster must comply with the “Spirit of the game” (holster that one would carry daily).
 - C. Holsters must hold the firearm securely and must cover the trigger guard.
 - D. Holsters must be worn on the strong side.
 - E. Holsters must allow the shooter to present their weapon without sweeping themselves or others. Sweeping self or others with any firearm at any time will result in **match disqualification**.

- F. Holsters expressly forbidden include SERPA, cross draw, shoulder, thigh rigs, appendix carry, purse, fanny pack, small of back and ankle carry.
- G. Any holster not specifically listed in these rules must be approved by the MD prior to its use in any match.

Course of Fire

1. **Unless otherwise stated**, a total of 8 points is required to neutralize a target.
2. Shooter must engage closest visible targets first unless otherwise stipulated.
3. **A NO SHOOT (HOSTAGE)** is defined as a white target. It may be attached to the same stand as the brown target or attached to a separate stand near the brown target. In either case a total of eight points is required to neutralize the brown target. These points may be gathered from any shots that hit the brown target body or head as per normal scoring. A 10 second penalty will be assessed for each hit on the white target.

Scoring

1. We will use the scoring system as below.
 - A. 5 points
 - B. 4 points
 - C. 4 points
 - D. 2 points
 - E. Steel targets must be knocked down or off their pedestal to be neutralized
2. Shooters must accumulate a total of 8 points to neutralize the threat. if they don't reach the total of 8 points the shortfall will be added too their score for the stage.
3. Scoring Definitions
 - White target: Hostage.
 - Black on target: hard cover or body armor, hits will not score.
 - Weapons count as hard cover.
4. Penalties:
 - A. 10 seconds penalty PER SHOT for hitting white target or a target designated a "good guy"
 - B. 10 seconds penalty per target for engaging targets beyond fault lines.
 - C. 30 seconds for failing to engage a target. The reason for this severe penalty is that if you missed a target in a real life live fire situation the results could be fatal. This is a situational awareness necessity for survival.

- D. 10 seconds per incident for not shooting behind cover when available.
- E. 10 second penalty for breaking the plane of the window with any part of the gun barrel unless it is required to engage the target.
- F. 10 second penalty for standing in a window or doorway to engage a target.

Definitions

MD-Match Director

RO-Range Officer

COF-Course of fire (any time between the "make ready" and the "all clear" commands).

ND-Negligent discharge (any shot fired when the gun is not pointed at a target or when you did not deliberately intend to pull the trigger).

Moving-Taking more than 2 steps

OWB-Outside the waistband

IWB-Inside the waistband

Loaded-Any magazine or rounds in firearm

Range Commands

1. Do You Understand the Course of Fire?
2. Make Ready. "When available, unless otherwise directed by the RO, the shooter must engage the gun safety or decock the hammer before returning the gun to the holster"
3. Are You Ready?
4. Standby.
5. Finger. (During the COF your finger is on the trigger when it should not be).
6. Muzzle. During the course of fire your muzzle is close to breaking the 180*
7. **Stop.** If you hear this at any time during the COF, stop immediately and wait (without speaking) for the RO to explain.
8. Cover. (During the COF ... a warning that you are not using proper cover).
9. Unload and Show Clear. You show the RO and **YOURSELF** that the gun is clear.
10. If the gun is clear.
11. Hammer Down. (Point gun at berm and pull the trigger)
12. Holster.
- 13.) Range Is Clear.

Remember the purpose of this discipline is to improve your skill at arms with a concealed carry weapon. **This is not a race, be deliberate and improve your skills.** Think of the Timer as the "stress" element you would face in a real world defensive encounter...Not the start of a race. The match results **should not** be viewed as a winner/ loser situation, but as measure of where your skill level stands compared to others. It is far more important to see this as a training opportunity under live fire conditions. You are only as good as your training. Practice and practice perfect. You will attain a higher skill level and self-confidence.