

PISTOL (PPC)

EVENT COORDINATOR: Chief Deputy Jimmy Brashear, Camden County Sheriff's Office

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DATE: Thursday June 18, 2020 8:00 AM

LOCATION: Camden County Sheriff's Firing Range
7645 State Route A Montreal, MO 65591

GUIDING BODY: National Rifle Assoc. (NRA) www.nrahq.org/compete/index.asp
Canadian Police Combat Association (CPCA)

SPORT DESCRIPTION: Individual (modified weapon NRA rule 3.2) will follow NRA PPC/National Course, 150 rounds, 1500 possible points.

The team event will be Match 5 (60 rounds) of the competitor's individual 1500 match. Competitors must be "qualified" (i.e. some type of formal training for safety purposes) with their firearm.

4-Person Team- Team roster should be submitted with Registration Form. If a competitor wishes to register for the team event and is not on a team he can contact the Coordinator to be placed in a team pool. The competitors will be placed on a team where possible on a first come first served basis at the discretion of the coordinator. ***Competitors must submit a Team Declaration Form to the Sport Coordinator on-site prior to any team member shooting the Individual Event.***

Distinguished Match - Individual only; (non-modified firearm) National Police Course, Match 5; 60 rounds, 600 possible points. **This match will be shot at an outdoor range where distances are measured in yards.**

Trigger - May have both single and double action, and must be capable of lifting 2.5 lbs. (1.135 kg) when gun is cocked (trigger shall be weighed). 3.5 lbs. Semi-automatic pistol.

Ammunition - Factory or reload (in accordance with NRA Rule 3).

Note - Entrants can shoot in revolver and semi-automatic classes in the Distinguished Match.

****Classification****

Competitors without classification cards (NRA or national/state affiliate, or from previous Can-Am Games), or no NRA or CPCA classification will have their classification determined when they shoot the 900 portion of their Individual (1500 match) event. This will determine their Game's classification. If a competitor holds more than one classification, the higher of the classifications must be declared.

*** Due to the differences in classifications in United States and Canada the Director of the Can-Am Police-Fire Games responsible for making a final decision regarding the classifications. C.P.C.A.

Competitors holding an NRA or CPCA classification must shoot in the classification they hold.

2017-11-14 GG

2019-03-15 LB

C.P.C.A. Members with the following classifications will be placed in the appropriate N.R.A. Classifications listed below for the purposes of the Can-Am Police-Fire Games PPC Competition:

N.R.A. HIGH MASTER - C.P.C.A. GRAND MASTER

N.R.A. MASTER – C.P.C.A. DISTINGUISHED MASTER

N.R.A. EXPERT – C.P.C.A. MASTER

N.R.A. SHARPSHOOTER – C.P.C.A. EXPERT

N.R.A. MARKSMAN – C.P.C.A. SHARPSHOOTER

N.R.A. CLASSIFIED – C.P.C.A. MARKSMAN

COURSE OF FIRE

NRA Police Pistol Combat Match and National Police Course. See NRA rule #7.

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|--------------------------------|----------------------------------|--|
| MATCH #1 STAGE 1 | 7 Yards 12 Rounds | Standing without support, double action. 12 shots within 20 seconds. |
| MATCH #1 STAGE 2 | 15 yards 12 Rounds | Standing without support, double action. 12 shots within 20 seconds. |
| MATCH #2 | 25 Yards 18 Rounds | 6 Shots Kneeling – 6 Shots, standing left hand behind barricade - 6 shots, right hand behind barricade, all double action within 90 seconds. |
| MATCH #3 | 50 Yards | |

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|--------------------------------|----------------------------------|--|
| | 24 Rounds | 6 Shots sitting - 6 shots prone - 6 shots left hand standing behind barricade - 6 shots right hand standing behind barricade - all either single or double action and within 2 minutes and 45 seconds. |
| MATCH #4 STAGE 1 | 25 Yards 12 Rounds | Standing without support, double action, 12 shots within 35 seconds. |
| MATCH #4 STAGE 2 | 25 Yards 12 Rounds | <i>Repeat again</i> , standing without support, double action, 12 shots within 35 seconds. |
| MATCH #5 STAGE 1 | 7 Yards 12 Rounds | Standing without support, double action, 12 shots within 20 seconds. |
| MATCH #5 STAGE 2 | 25 Yards 18 Rounds | 6 Shots kneeling - 6 shots left hand behind barricade - 6 shots right hand behind barricade, 6 shots all double action within 90 seconds. |
| MATCH #5 STAGE 3 | 50 Yards 24 Rounds | 6 Shots sitting - 6 shots, prone - 6 shots left hand standing behind barricade , 6 shots right hand behind barricade, either single or double action and all within 2 minutes and 45 seconds. |

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| MATCH #5 | 25 Yards | Standing without support, double actions, 6 shots within 12 seconds. Time starts with loaded gun in holster. No barricade or other support may be used. |
| STAGE 4 | 6 Rounds | |

Total rounds shot in Matches #1 through #4 is 90 shots.

Total rounds shot in Match #5 is 60 shots.

Total Course of Fire for Matches 1 through 5 is 150 rounds, for a total possible score of 1,500 points.

TEAM EVENT COURSE OF FIRE

EVENT ENTRY CODES

UNISEX INDIVIDUAL - REVOLVER OR SEMI-AUTOMATIC

- Classified.....
- Marksman PS01H
- Sharpshooter PS02H
- Expert PS03H
- Master PS04H
- High Master PS05H

UNISEX DISTINGUISHED MATCH - REVOLVER

- Classified/Marksman PS08H
- Sharpshooter/Expert PS10H
- Master/High Master PS12H

UNISEX DISTINGUISHED MATCH - SEMI-AUTO

- Classified/Marksman PS15H
- Sharpshooter/Expert PS17H
- Master/High Master PS19H

UNISEX 4 PERSON TEAM - REVOLVER OR SEMI-AUTOMATIC

- Classified.....**
- Marksman** **PS01J**
- Sharpshooter** **PS02J**
- Expert** **PS03J**
- Master** **PS04J**
- High Master** **PS05J**