

PISTOL (PPC)

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

Email: j.brashear@camdenso-mo.us

DATE: Saturday June 30, 2018 8:00 AM

LOCATION: Camden County Sheriffs 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: The team event will be a 60 round event that will be included in the competitor's individual 1500 match. Competitors must be "qualified" (i.e. some type of formal training for safety purposes) with their firearm.
Individual (modified weapon NRA rule 3.2) will follow NRA PPC/National Course, 150 rounds, 1500 possible points.

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. The team event will be a 60 round event that will be included in the 1500 match. **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) will shoot their individual events to determine the Games' classification. If a competitor has no NRA or CPCA classification they will shoot their individual events to determine the 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.**

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.

<p>MATCH #1</p> <p>STAGE 1</p>	<p>7 Yards</p> <p>12 Rounds</p>	<p>Standing without support, double action. 12 shots within 20 seconds.</p>
<p>MATCH #1</p> <p>STAGE 2</p>	<p>15 yards</p> <p>12 Rounds</p>	<p>Standing without support, double action. 12 shots within 20 seconds.</p>

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 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 12Rounds	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.
MATCH #5 STAGE 4	25 Yards 6 Rounds	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.

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