

# WDPL Rules

Rev. 2.15.2017

## Membership:

1. All WDPL participants must be paid up to date, annual, life, or daily members of the Westshore Sportsman's club.

## Disclaimer:

1. The WDPL is in no way shape or form a defensive or tactical training course; nor are any of the members providing professional instruction. WDPL is a shooting competition based on realistic scenarios in which shooters compose their own shooting solution to solve the situation. Any advice regarding equipment, shooting form, or techniques are purely personal opinions between individuals in the spirit of sportsmanship and in the interest of development of the sport and does not reflect any reciprocal liability to the WDPL or the Westshore Sportsman's Club.
2. The WDPL is a shooting competition sharing similarities to a number of shooting sports i.e. the IDPA (International Practical Pistol Association) or the USPSA (United States Practical Shooting Association) or others. However we are an independent entity and are affiliated to no other organization or confederation other than Westshore Sportsman's Club.

## Cold Range:

1. WDPL *operates under a "Cold Range" environment.*
  - a. A **Cold Range** is a condition where all shooters firearms are unloaded and holstered or in a shooting bag unless under the direct supervision of the Range Safety Officer (RO). Exemption is when handling **unloaded** firearms in a designated **Safe Area**.

## Safe Areas:

1. *Designated Safe Areas are:*
  - a. The shooting benches on the Rifle Range.
  - b. A table located, west of the Pistol Ranges, facing south into the berm.
  - c. Your vehicle in the parking lot.

## Ear and Eye protection:

1. Ear and Eye protection must be worn by all participants and spectators.

**Classifications:**

1. *Sanctioned.*
  - a. Sanctioned shooters comply with all WDPL rules and equipment requirements and scores will tally toward placement and awards.
2. *Non-Sanctioned.*
  - a. Non-Sanctioned shooter complies with all safety rules but fails to comply with one or more sanctioned equipment requirements and may compete in the COF but score will not tally toward placement and awards.

**Designated Shooting Hand:**

1. *Free Style.*
  - a. Unless specified in the COF, all shooting is free style; gripping the firearm with your strong hand and providing stability with the weak hand.
2. *Strong Hand Only.*
  - a. The strong hand is the hand on the side the holster is worn on. Shooting will be done un-supported by the weak hand.
3. *Weak Hand Only.*
  - a. The weak hand is the hand opposite the side the holster is worn on. Shooting will be done un-supported by the strong hand.

**Reload Types:**

1. *The Emergency Reload.*
  - a. The Emergency reload is performed when the slide is locked back on an empty pistol (or the cylinder is empty on a revolver).
2. *The Tactical Reload.*
  - a. The Tactical Reload is the firearm is reloaded while still containing live ammunition. The shooter will remove the partially charged magazine and while retaining it, replace it with a new magazine.

**Cover Garments:**

1. WDPL does not require the wearing of a cover garment to simulate a concealed carry condition; however it is the intention to use equipment suitable for concealed carry.
2. Individuals may prefer to wear a cover garment to further enhance the simulation of actual concealed carry. This is allowable provided all actions are performed in a safe manner.

**Power Factor:**

1. Power Factor is the minimum energy your pistol ammunition must generate. The formula for calculation of the Power Factor (PF) if you hand load your own ammo is: (Bullet Weight in Grains X the muzzle velocity) / 1000. For example a 115 grain bullet at 1100 feet per second divided by

1000 would create a PF of 126.5. This equates to the factory standard load for the 9mm 115 grains RN.

2. The minimum PF for WDPL Sanctioned is 125.

### **Range Commands:**

1. *"Range is Hot, Eyes, & Ears."*
  - a. Alerts shooter and spectators the COF is about to begin and eye and hearing protection is required.
2. *"Load & Make Ready."*
  - a. Shooter may remove their firearm from its holster and load per the RO instructions and return the loaded firearm to its holster.
3. *"Shooter Ready?"*
  - a. The shooter will indicate yes, indicating they understand the COF and are ready to begin.
4. *"Standby."*
  - a. The Range Officer will begin the timer for the delayed start.
5. *"Unload & Show Clear."*
  - a. Shooter will remove the magazine and lock the slide back to the rear on an empty chamber (or open the cylinder and remove any casings on a revolver) and visually show the RO the firearm is clear.
6. *"Clear, Slide Forward (Close Cylinder if a revolver)."*
  - a. The RO will confirm the firearm is clear and the shooter will lower the slide.
7. *"Pull The Trigger."*
  - a. Lower the hammer or snap the striker.
8. *"Holster."*
  - a. The clear and magazine free firearm will be placed back into your holster.
9. *"Range Is Clear."*
  - a. Targets may be scored and taped.

### **Holster Requirements:**

1. *Retention.*
  - a. All holsters must have some type of retention system. This system may be manual tension or mechanical and must retain the firearm when turned upside down.
2. *SERPA Type.*
  - a. IDPA removed SERPA type holsters from their list of approved holsters due to links to unintentional discharges and injuries due to the proximity to the trigger when depressing the release button. For this reason, the SERPA type should not be used unless the release button can be deactivated and it still retains a manual retention system capable of holding a firearm when turned upside down.
3. *IWB (Inside the waistband)*

- a. IWB holsters must facilitate safe draws and re-holstering. IWB holsters may be used only at the discretion of the Match Director/Range Safety Officer.
4. *Not Approved:*
- a. All Shoulder Holsters.
  - b. All Small of the back or Mexican Carry rigs.
  - c. Cross draw rigs.
  - d. All cut away or speed holsters.
  - e. All SWAT/Tactical thigh holsters.
  - f. Any other holsters deemed un-safe or contrary to the spirit of the WDPL by the Match Director/Range Safety Officer.
  - g. Pocket carry.

#### **Holster Carry Position:**

1. The holster should be worn at belt height, strong side between the 2 and 4 o'clock positions.
2. The pistol muzzle angle must be neutral (0 degrees) or up to +/- 15 degrees. Most molded or Kydex holsters have these 3 angle settings.
3. The muzzle of the pistol must not point outside a 3 foot radius of the shooter when standing.

#### **Sanctioned Equipment-Firearms:**

1. The firearm must be of factory production and stock with the exception of minor enhancements. These firearms must be standard production calibers available to anyone.  
Allowable enhancements include:
  - a. Slight polishing of the trigger and feed ramp.
  - b. After market or factory triggers provided they do not reduce trigger pull below 3-1/2 pounds. Light or hair triggers create a safety hazard and are not allowed.
  - c. After market front post/rear notch open sights are allowed, fixed or adjustable, including fiber optic or night sights. **Not allowed, are scopes, red dot, hologram, or any other electronic or optically enhanced sight.**
  - d. Grip tape, slip on rubber grip sleeves, or changeable combat grips are approved.
  - e. Stippling or checkering grips is allowed.
  - f. Removal of magazine disconnect device is allowable.
  - g. Replaceable barrels to allow cast lead bullets or better accuracy are allowable.
  - h. Factory Ported or compensated guns are allowable.
  - i. 6 inch 1911 pistols are allowed.

#### **Non-Sanctioned Equipment-Firearms:**

1. Any firearm that does not comply with sanctioned equipment will be classified a Non-Sanctioned firearm and will be subject to the approval of the Match Director/Range Safety Officer.

### Use of available cover:

1. Any available cover will be utilized and failure to do so will result in a procedural penalty
2. Targets will be engaged minimizing your silhouette
3. Targets will be engaged from left to right or right to left using the technique called "Slicing the pie".

### Failure to follow the stage instructions:

1. Failure to follow the stage or course instructions may result in 1 or possibly multiple procedural penalties of 3 seconds each added to your time.

### Targets Missed:

2. Targets which do not have the correct number of scoring hits will add 5 *points down* for each missed shot. (*Points Down* are multiplied by .5 and added to time.)

### No-Shoot targets:

3. Friendly or no-shoot targets are indicated by being white or another color or having 2 hands palms showing or some other indicator they are not hostile.
4. Hits on a friendly or no-shoot target results in a 5 second penalty for each hit.

### Scoring Types:

1. *Unlimited Scoring:*
  - a. Unlimited scoring allows the firearm to be loaded to capacity and targets may be engaged with extra shots.
2. *Limited Scoring:*
  - a. Limited scoring allows the firearm to be loaded only to the exact number of rounds required for in the Stage. Targets may only be engaged with the number of rounds per the COF.

### The components to scoring a Match:

1. *Scoring Factors*
  - a. **Accuracy.** A clean target (all required shots in the -0 zone) adds no time to your score.
  - b. **Raw time** is the total elapsed time to complete the stage.
  - c. **Points down** on shoot targets. The total "Points Down"(if any) are added and multiplied by .5 and added to your score.
  - d. **Hits on a no-shoot** target score an additional 5 seconds to your time per hit.
  - e. **Procedural Penalties** are an additional 3 seconds to your score.
2. *Calculation*
  - a.  $(\text{Raw Time}) + (\text{Total Points Down} \times .5) + (\text{Number of penalties} \times 3) + (\text{Number of No-Shoots} \times 5) = \text{total score.}$

## Disqualifications or DQ:

1. *Safety violations will result in disqualification from the match and repeated violations may result in permanent banishment. Violations include:*
  - a. Un-intentional discharge of the firearm.
  - b. Sweeping yourself or someone else with the muzzle.
  - c. Handling a firearm in a non-designated area.
  - d. A loaded firearm on the range other than when on the firing line.
  - e. Dropping a firearm while shooting a stage.
  - f. Pointing the muzzle outside of the intended target/range parameters including over any safety berm.
  - g. Moving from cover to cover with the finger in the trigger guard, unless the COF calls for shooting on the move.

## The WDPL target:

1. *WDPL uses the same scoring system and standard target as IDPA (International Defensive Pistol Association).*

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### A. Official IDPA Target.

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