

## PISTOL (DUTY)

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

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**DATE:** Friday June 19, 2020      **8:00 AM**

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

### **GUIDING BODIES;**

**Can-Am Police-Fire Games Federation**

**Canadian Police Combat Association (CPCA)**

National Rifle Assoc. (NRA) [www.nrahq.org/compete/index.asp](http://www.nrahq.org/compete/index.asp)

**SPORT DESCRIPTION:** This is a 150 round course of fire that is designed to enable any operational duty police officer to utilize only their sidearm (semi-automatic) and duty rig to compete on an even playing field. This course of fire is restricted to semi-automatic pistols issued by recognized law enforcement agencies and holsters must be of Level II retention. The general rules of competition will primarily follow those in the Canadian Police Combat Association Rules. This event is designed for stock duty pistols. Competitors must supply their own ammunition of at least 150 rounds. Eye and ear protection must be worn at all times.

Competitors must be "qualified" (i.e. some form of formal training for safety reasons).

If a competitor has no NRA or CPCA classification, the competitor's classification will be determined when they shoot the 900 portion of their Individual (1500 match) event. This classification will then be used for the Team Event.

**Competitors having an NRA or CPCA Classification must shoot in the classification they hold. If they have a classification in both they will shoot in the higher class.**

**4 Person Team:** Team roster to be sent with the Registration Form. If a competitor wishes to shoot the team event and is not on a team he can contact the Sport 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 Duty Pistol event. ***Competitors must submit a Team Declaration Form to the Sport Coordinator on-site prior to any team member shooting the Individual Event.***

**Ammunition:** Factory or re-load (in accordance with NRA Rule 3).

## COURSE OF FIRE

<p><b>MATCH #1:</b> STAGE #1 12 ROUNDS</p>	<p>3 yards</p>	<p>Low ready position 2 rounds in 2 seconds strong hand only.</p> <p>Low ready position 2 rounds in 2 seconds strong hand only.</p> <p>Low ready position 2 rounds reload from mag pouch transfer firearm to weak hand 2 rounds in 6 seconds.</p> <p>Low ready position 2 rounds in 2 seconds weak hand only.</p> <p>Low ready position 2 rounds in 2 seconds weak hand only.</p>
<p><b>MATCH #1:</b> STAGE #2 12 ROUNDS</p>	<p>5 yards</p>	<p>Standing, draw firearm from holster and with two handed grip fire 3 rounds in 3 seconds then holster.</p> <p>Standing, draw firearm from holster and fire 3 rounds reload from mag pouch fire 3 more rounds in 8 seconds then holster.</p> <p>Standing, draw firearm from holster and fire 3 rounds in 3 seconds then holster.</p>
<p><b>MATCH #2</b> STAGE #1 12 ROUNDS</p>	<p>7 yards</p>	<p>Standing with two handed grip fire 1 round in 2 seconds and assume low ready position.</p> <p>Standing fire 2 rounds in 2 seconds and assume low ready position.</p> <p>Standing fire 3 rounds in 3 seconds then holster.</p> <p><b>(Repeat above)</b></p>
<p><b>MATCH #2</b> STAGE #2 12 ROUNDS</p>	<p>15 yards</p>	<p>Draw firearm from holster and fire 6 rounds kneeling unsupported, unload/reload from a mag pouch and fire 6 rounds standing unsupported in 20 seconds.</p>
<p><b>MATCH #3</b></p>	<p>15 yards</p>	<p>Draw firearm from holster and fire 6 rounds left hand kneeling unsupported, 6 rounds right hand kneeling</p>

STAGE #1 18 ROUNDS		unsupported and 6 rounds standing unsupported in 60 seconds then holster.
<b>MATCH #4</b> STAGE #1 18 ROUNDS	25 Yards	Draw firearm from holster and fire 6 rounds kneeling left hand barricade, 6 rounds kneeling right hand barricade and 6 rounds standing strong hand barricade in 90 seconds.  The strong hand barricade may be fired with either hand from either side of the barricade as long as barricade lines are observed for the side of the barricade being fired from.
<b>MATCH #4</b> STAGE #2 6 ROUNDS	25 yards	Draw firearm from holster and fire 6 rounds standing unsupported in 12 seconds.
<b>MATCH #5</b> STAGE # 1 12 ROUNDS	7 yards	Draw firearm from holster and fire 6 rounds, unload/reload from mag pouch and fire 6 rounds in 20 seconds.
<b>MATCH #5</b> STAGE #2 18 ROUNDS	15 yards	Draw firearm from holster and fire 6 rounds kneeling left hand unsupported, 6 rounds kneeling right hand unsupported and 6 rounds standing strong hand unsupported in 90 seconds.
<b>MATCH #5</b> STAGE #3 24 ROUNDS	25 Yards	Draw firearm from holster and fire 6 shots sitting, 6 rounds prone, 6 rounds standing left hand barricade and 6 rounds standing right hand barricade in 2 minutes and 45 seconds.
<b>MATCH #5</b> STAGE #4 6 ROUNDS	25 yards	Draw firearm from holster and fire 6 rounds standing unsupported in 12 seconds.

Total rounds shot in Matches #1 through #4 are 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.

**EVENT ENTRY CODES**

**INDIVIDUAL SEMI-AUTO ONLY**

**UNISEX**

- Classified.....
- Marksman PD01H
- Sharpshooter PD02H
- Expert PD03H
- Master PD04H
- High Master PD05H

**4 PERSON TEAMS**

**UNISEX**

- Classified.....
- Marksman PD01J
- Sharpshooter PD02J
- Expert PD03J
- Master PD04J
- High Master PD05J