

Dallas Action Pistol Shooters - Steel Match Rules 2017-03-14

These rules are for consistency across squads and stages, not for excessive lawyering or gaming or griping. Have fun!

Divisions	Optics, Double Stack, Single Stack, Shotgun, PCC. Ask MD for exceptions
Caliber	9mm/.38 and up. Caliber <u>must not</u> damage steel
Holster Restrictions	Strong side OWB/IWB holsters only
Magazine Restrictions	Magazines may be stowed anywhere on person. No magazine size / quantity limits
Scoring	
Method	Time Plus (Penalties with Max Time Cap)
Par Time	45 seconds
Time Cap Per Stage	45 seconds (including penalties)
Start - Stop	Timer Beep - Last shot fired
Round Count	Max 32 rounds per stage. Max 8 rounds per array. No Limited/Virginia count allowed
Miss	5 seconds each
Procedural	5 seconds each major item. Can be undone with correct actions.
Other	No FTE/FTSA penalties. Counting hits steel should be last resort. RO <u>and</u> Scorekeeper track as shots occur
Targets	
Rectangular/Square Plates	2 Hits unless specified otherwise
Circular Plates	1 Hit unless specified otherwise
Start Plate (Green Stem)	Start, no shots count until Start plate is hit
Stop Plate (Red Stem)	Ends stage regardless of shots fired Extra shots taken after Stop plate will count as final stop time. Hits after do not count
Bonus Plates (Blue)	Bonus plates have special conditions specified in WSB. Practiscore will subtract bonus time from score NOTE: Bonus plates will NOT count if the shooter reaches the Par Time. Final score is the Par Time
Falling Steel	Must be hit, does NOT have to fall Target base does not count as hit. Continue if possible. If target turns more than 50% then REF
Officiating	
Commands	USPSA/IDPA range commands. (Make Ready, If Finished..., Range is Clear, etc.)
Safety	USPSA/IDPA safety rules apply (180, sweeping, dropped gun, negligent discharge, etc) No unsafe shots may be taken. Gross violation will be a Match Disqualification
Unsafe Shots	Shots not backed by the backstop, that would exit stage boundaries or closer than 8yds to target
Scoring	<u>Both RO and Scorekeeper</u> track misses. They have final say on scoring. Benefit of doubt to shooter. If score cannot be determined (ie. lots of procedurals or misses) but enough misses accumulate to be over the Par Time, the Par Time used for score. MD is final appeal on RO conduct issues.
Hits	Edge hits count. Stem hits do NOT count. Benefit of doubt goes to shooter
Foot Faults	Shots taken while faulting do not count. Shooter may adjust and erase penalties/misses
Coaching	RO should call out MISS/HIT on Start/Stop plate only New shooters may receive special coaching
Disqualification	Shooter is done for the match. Please report reasons for DQs to the MD
Stage Execution	
ROs are to allow flexible shooting plans (gaming) within the wording of the WSB with safety as the overriding concern.	
Written Stage Briefing (WSB)	The WSB will describe the start position, stage procedure, round count and other details
Default Starting Position	Standing upright. Facing downrange. Hands naturally at sides. Handgun loaded and holstered. Magazines stowed on person. You may <u>not</u> start with hands touching magazines or handgun unless explicitly allowed
Order	Arrays may be shot in any order unless explicitly stipulated in stage description
Engagement	Violating non-shooting stage procedure is 1 procedural per major occurrence Shooters can correct themselves and erase relevant penalties
Shooting Boxes	You may <u>not</u> stand in more than one shooting box unless explicitly allowed
Shooting Positions	Physically marked boxes
Stage Construction	Walls/barricades extend from ground to the sky. Caution Tape is a wall unless specified otherwise All props and barriers are hardcover. Minimum distance 8yds
Prop Malfunction	Use adjustable wrench to fix. If not fixable immediately seek MD. Use best judgement on reshoots If prop/target moves then reposition as best as possible. If a safety concern arises immediately seek MD
Terms / Condition	
Unloaded / Empty	Slide forward, hammer down, magwell empty, safety is shooters choice.
Engage	Shoot at with required number of rounds