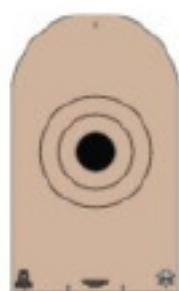


HOW TO RUN AN NRA ACTION PISTOL COMPETITION

Match Directors Manual

A formal guide to conducting an
NRA Action Pistol Regional Championship,
Registered or Approved Tournament

(Indoor & Outdoor)



(Written by Damien Orsinger, NRA Competitive Shooting Division)

Range:

In order to run an NRA Action Pistol Regional Championship you must first have a suitable shooting facility that can accommodate the NRA Action Pistol courses of fire (COF). You will need a range that is at least 25 yards long (50 yard ranges are ideal) and at least 60 feet wide (width is important for running the Moving Target Event) this size range is NOT mandatory but will allow you to run all of the approved COF for NRA Action Pistol as well as a Regional Championship. You must run at least two (2) of the four (4) COF (Practical, Barricade, Moving Target and Falling Plate Events) run in the National Championship (The Bianchi Cup) in order to conduct a NRA Action Pistol Regional Championship. Approved and Registered tournaments do NOT have this requirement. All COF are listed in the NRA Action Pistol Rule Book found at this website <http://www.nrahq.org/compete/nra-rule-books.asp> , free in PDF format. Using this link you can also download rule books for any and all of the shooting sports programs the NRA Competitive Shooting Division offers.

RANGE LAYOUT

The following illustrations should give you an idea of how to layout and set up your range for the approved NRA Action Pistol course's of fire listed below.

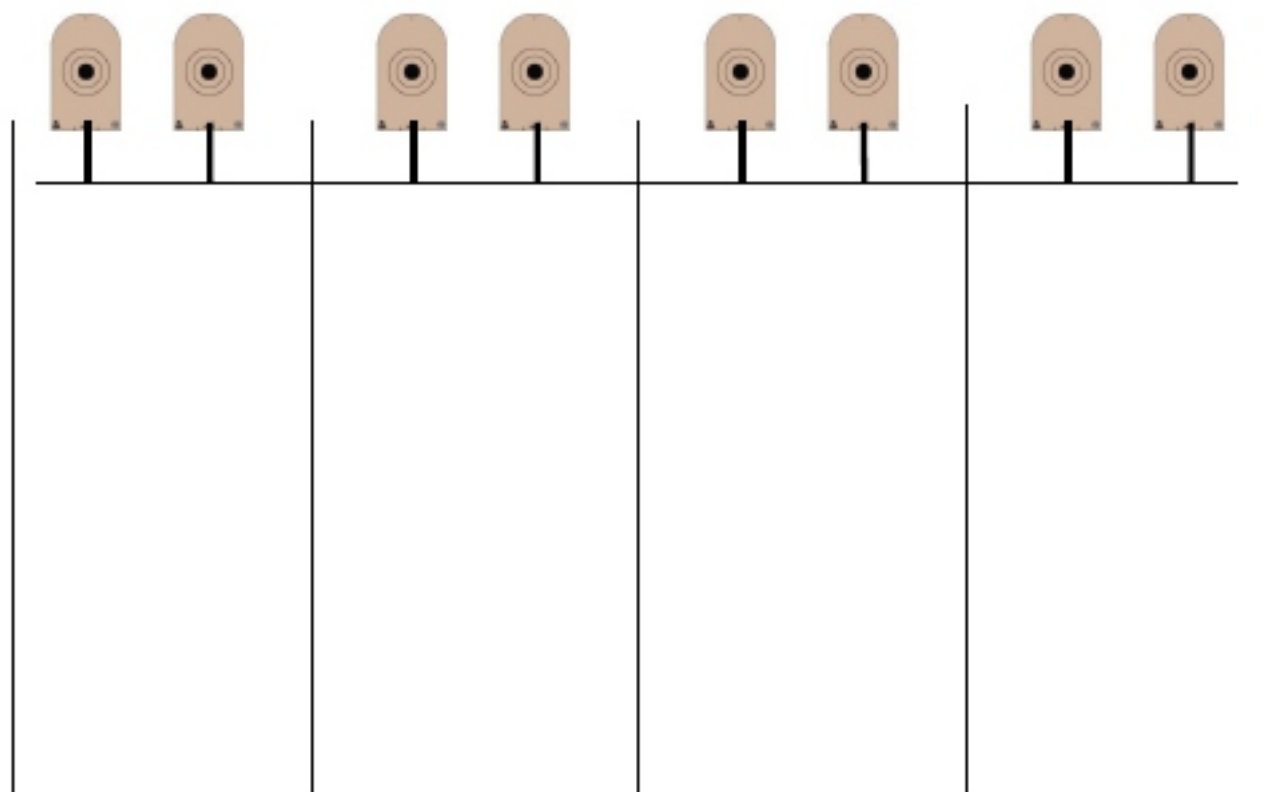
Pay strict attention to the height placement of targets and width in between targets to insure proper set-up of each event.

The proper conduct of the match is just as important as the accurate "range set-up" mentioned above. Learning the course of fire and how to "call" it on the range, is very important. Knowing and feeling confident calling the cadence "Shooter ready, stand by!" is also important.

What's MOST IMPORTANT of all? **SAFETY!!!**

EVENT – I The Practical Event

(10, 15, 25 & 50yrd.....48rnds)



Lane ONE

Lane TWO

Lane THREE

Lane FOUR



Procedure:

Competitor stands facing 2 targets downrange. Tops of targets will be approximately 6 feet above ground level and 3 feet apart, edge-to-edge. The starting position will be with the handgun holstered and both hands held shoulder high. The starting signal will be an audible type (whistle, horn, etc.) or turning targets may be used, preceded by the verbal commands "READY" and "STANDBY."

10 Yard Stage:

At the signal to commence fire, competitor fires one round at each target within 3 seconds. At the second signal to commence fire, competitor fires 2 rounds at each target within 4 seconds. At the third signal to commence fire, competitor fires 3 rounds at each target with weak hand only within 8 seconds; competitor may use the strong hand to produce and exchange the handgun for this third segment, but all 6 rounds must be fired with the weak hand without support for the hand or arm of any kind.

15 Yard Stage:

At the signal to commence fire, competitor fires one round at each target within 4 seconds. At the second signal to commence fire, competitor fires 2 rounds at each target within 5 seconds. At the third signal to commence fire, competitor fires 3 rounds at each target within 6 seconds.

25 Yard Stage:

At the signal to commence fire, competitor fires one round at each target within 5 seconds. At the second signal to commence fire, competitor fires 2 rounds at each target within 6 seconds. At the third signal to commence fire, competitor fires 3 rounds at each target within 7 seconds.

50 Yard Stage:

At the signal to commence fire, competitor fires one round at each target within 7 seconds. At the second signal to commence fire, competitor fires 2 rounds at each target within 10 seconds. At the third signal to commence fire, competitor fires 3 rounds at each target within 15 seconds.

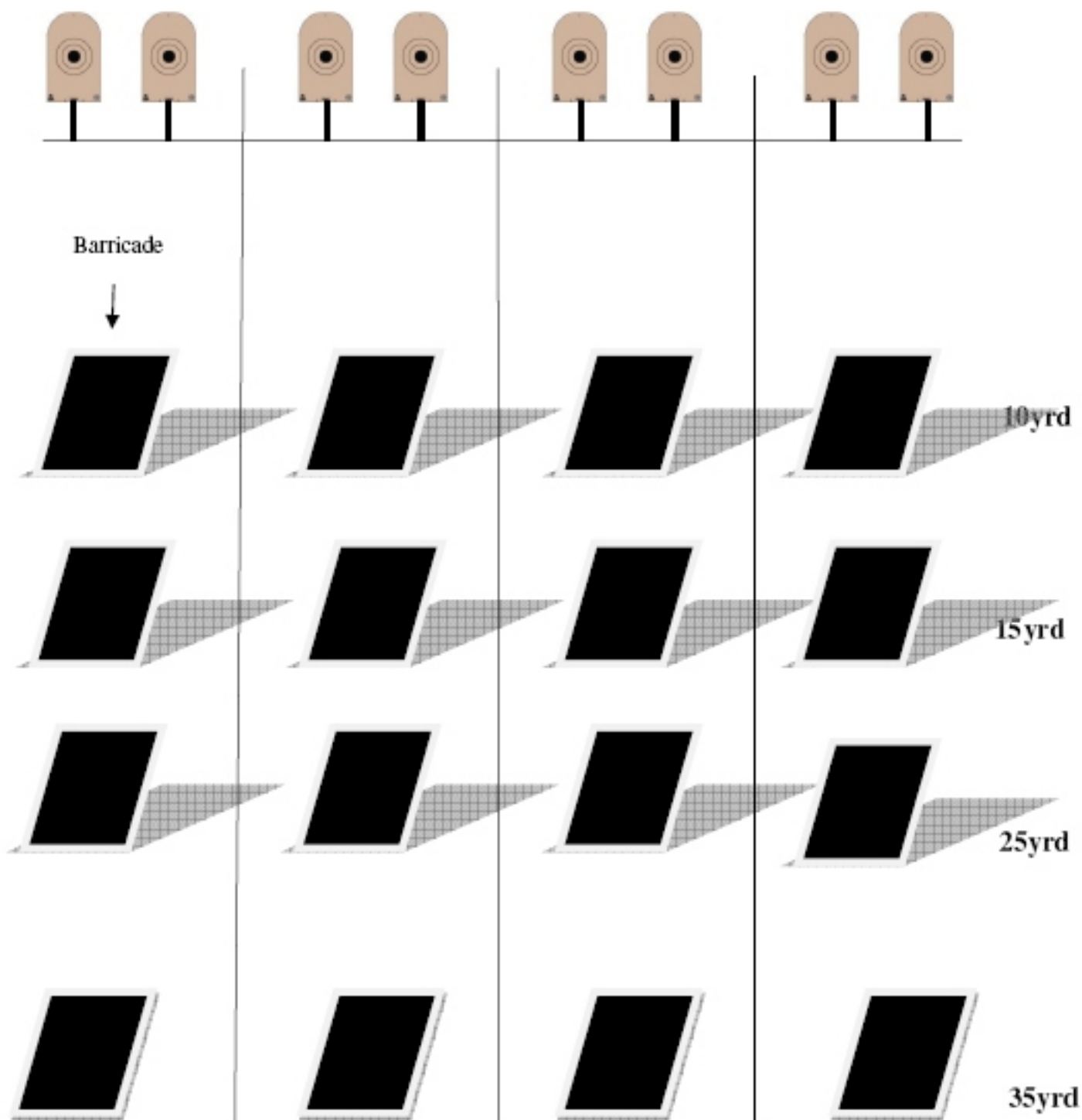
Penalties:

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, for each round fired overtime, and for each round fired while supporting the weak hand or arm during the third segment at the 10 yard stage.

NOTE: To fire this match indoors the 25 yard stage is fired on the AP-2 target at 25 feet and the 50 yard stage is fired at 50 feet using the AP-2 target.

EVENT – II The Barricade Event (10, 15, 25 & 35yrd)

(48 rnds)





Procedure:

At each stage there will be a 6 foot high, 2 foot wide barricade. They will be placed in a line, one directly behind another. Each barricade will have a clearly marked 2-foot wide by 3-foot long firing area on the up-range side. The competitor must be within the firing area at the "**COMMENCE FIRE**" signal and no portion of the competitor's body or equipment may touch outside the firing area until the competitor has finished firing the designated rounds. The barricade will be considered to be within the firing area and may be used as support.

There will be 2 targets downrange. One will be placed 3 feet to the left of the center line and one 3 feet to the right. (6 feet apart, edge-to-edge). The starting position will be with the handgun holstered and the palms of both hands on the face of the barricade. The starting signal will be an audible type (whistle, horn, etc.) or turning targets may be used. Proceeded by the verbal commands "**READY**" and "**STAND BY.**"

10 Yard Stage:

At the signal to commence fire, competitor fires 6 rounds at either target from the matching side of the barricade; time limit is 5 seconds. At the second signal to commence fire. Competitor fires 6 rounds at the remaining target from the matching side of the barricade; time limit is also 5 seconds.

15 Yard Stage:

At the signal to commence fire, competitor fires 6 rounds at either target from the matching side of the barricade; time limit is 6 seconds. At the second signal to commence fire. Competitor fires 6 rounds at the remaining target from the matching side of the barricade; time limit is also 6 seconds.

25 Yard Stage:

At the signal to commence fire, competitor fires 6 rounds at either target from the matching side of the barricade; time limit is 7 seconds. At the second signal to commence fire, competitor fires 6 rounds at the remaining target from the matching side of the barricade; time limit is also 7 seconds.

35 Yard Stage:

At the signal to commence fire, competitor fires 6 rounds at either target from the matching side of the barricade; time limit is 8 seconds. At the second signal to commence fire, competitor fires 6 rounds at the remaining target from the matching side of the barricade; time limit is also 8 seconds.

Penalties:

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, and for each round fired overtime.

Note: To fire this match indoors the 25 yard stage is fired at 25 feet on the AP-2 target and the 35 yard stage is fired at 35 feet on the AP-2 target

The Moving Target Event (Modified)

(10, 15, 20 & 25 yrd.....48 rnds)

AP-1 Target moves from right to left and left to right at 10' per second across a 60' wide running span. The Moving Target runs 60 feet in 6 seconds. This is the speed it has to run in order to be used.

Action Target Company – Portable Moving Target System



(A) 10 yards - 6 shots in 6 seconds, 2 strings. Target moves right to left, then left to right.

(B) 15 yards - 6 shots in 6 seconds, 2 strings. Target moves right to left, then left to right.

(C) 20 yards - 3 shots in 6 seconds, 4 strings. Target moves right to left, then left to right.

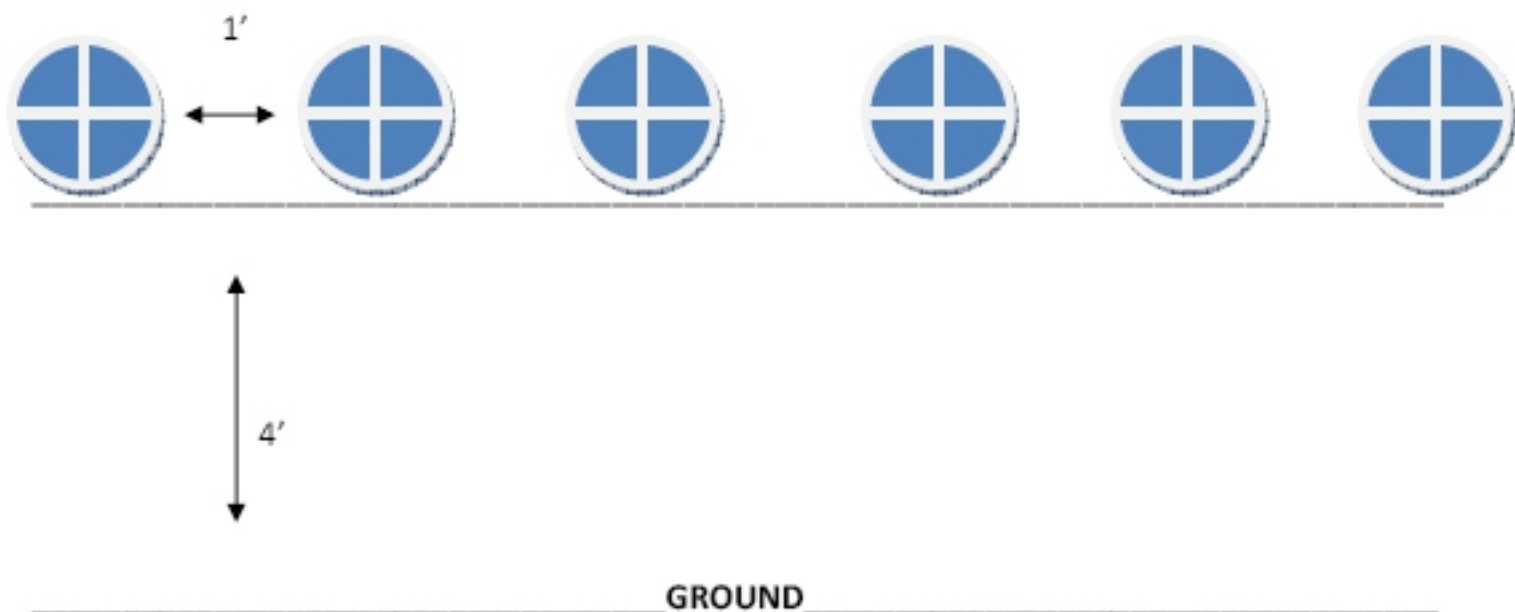
(D) 25 yards - 3 shots in 6 seconds, 4 strings. Target moves right to left, then left to right.



The Olin “Oli” C. Barjenbruch Falling Plate Event

(10, 15, 20 & 25yrd.....48 rnds)

Bianchi plates are set so that each plate is 1' apart edge to edge and 4' from the ground to the bottom edge of the plate.



Procedure:

There will be 6 target plates placed one foot apart, edge-to-edge. They will be 4 feet above ground level to the bottom edge. The starting position will be with handgun holstered and both hands held shoulder high. The starting signal will be an audible type (whistle, horn, etc.) preceded by the verbal commands "**READY**" and "**STAND BY.**"

10 Yard Stage:

At the signal to commence fire, the competitor will fire one round at each target. Target must be knocked down to score. Time limit will be 6 seconds. Competitor then repeats procedure.

15 Yard Stage:

At the signal to commence fire, the competitor will fire one round at each target. Target must be knocked down to score. Time limit will be 7 seconds. Competitor then repeats procedure.

20 Yard Stage:

At the signal to commence fire, the competitor will fire one round at each target. Target must be knocked down to score. Time limit will be 8 seconds. Competitor then repeats procedure.

25 Yard Stage:

At the signal to commence fire, the competitor will fire one round at each target. Target must be knocked down to score. Time limit will be 9 seconds. Competitor then repeats procedure.

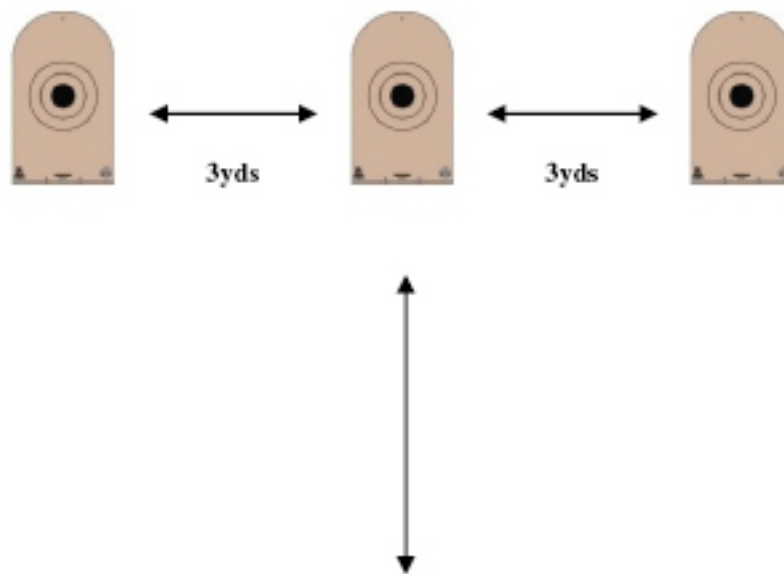
Penalties:

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, and for each round fired overtime. (See Rule 14.3(h))

All distances, times and other information are approximate. The foregoing should be considered as guidelines only and are subject to change by the Tournament Sponsor if necessary in the interests of safety, sportsmanship or other consideration.

NOTE: In the National Championship, the time limit may be reduced by not more than 2 seconds per string per stage at the option of the Match Director.

Tyro Course (10yrd)



All firing done at 10 yards, on NRA AP-1 targets:

Three targets spaced 3 yards apart edge-to-edge.

STAGE I: 6 Rounds.

Competitor draws and fires 2 rounds at center target in 5 seconds. On second signal, draws and fires 2 rounds at left target. On third signal, draws and fires 2 rounds at right target.

STAGE II: 6 Rounds.

Competitor draws and fires 2 rounds at each target in 8 seconds.

STAGE III: 12 Rounds.

Competitor draws and fires 2 rounds at each target, reloads, and fires 2 more at each target in 20 seconds.

Competitor must have 70% of possible score (168 out of 240), and pass safety observation by Officials, to progress to next level of competition. Equipment must be inspected by Officials for safety requirement.