RULES

# FOR

DEFENSIVE PRACTICAL RIFLE MATCHES

AT

OIL CAPITAL ROD & GUN CLUB

Ver. 10 Sep 2021

The Defensive Practical Rifle Match will be a shooting sport that uses practical weapons and equipment suitable for real world use, including full charge service ammunition, to solve simulated real world self-defense scenarios.

No competition-only equipment is permitted in the match since a primary goal is to test the skill and ability of the individual, not equipment or gamesmanship.

Oil Capital Defensive Practical Rifle Matches are in no way to be construed, perceived, or portrayed as training in the use of any firearm or tactic. They are intended to be an opportunity for practice of basic skills that the individual already possesses.

**Principles:**

I. Promote safe and proficient use of rifles and other

equipment suitable for self-defense.

II. Provide a level playing field for all competitors to

test the skill and ability of each individual, not

equipment or gamesmanship.

III. Provide separate divisions for equipment and

classifications for shooters, such that rifles with

similar characteristics are grouped together and

people with similar skill levels compete against each other.

IV. Provide shooters with practical and realistic

courses of fire that simulate potentially life threatening

encounters or that tests skills required to

survive life-threatening encounters.

V. Offer a practical shooting sport responsive to the

shooters and stability of equipment rules.

VI. Offer a practical shooting sport that allows competitors to concentrate

on developing skills they already possess and fellowship with like-minded shooters

in a safe, controlled, and constantly evolving and growing environment.

*The Four Universal Laws of Gun Safety are:*

*1. The gun is always loaded.*

*2. Never point a gun at something you are not prepared to destroy.*

*3. Always be sure of your target and what is behind it.*

*4. Keep your finger off the trigger until your sights are on the target.*

## Safety Rules

S1. Unsafe gun handling will result in immediate disqualification (DQ) from the entire match.

Examples (but not limited to):

A. Endangering any person, including yourself.

B. Pointing muzzle beyond designated “Muzzle Safe Points”.

S2. All loaded rifles must always be pointed downrange within an area defined as within the left and right edges of the target area and below the backstop or berm top and sides. This includes during loading, unloading, reloading, remedial motion or while the competitor is in motion or static during the Course of Fire (CoF).

1. On stages lacking muzzle safe point markers a moving 180 degree lateral safety arc will be observed, based on the center of the shooter’s torso.

S3. Handling a loaded firearm, except while on the firing line, is prohibited.

**Note: There are only two instances in which the gun may be loaded**

*1. While engaging targets in a CoF under the direct supervision of a Safety Officer (SO).*

*2. With verbal instruction from a SO.*

S4. Unloaded firearms may be handled only in marked designated “safe areas” and are restricted by the signage posted in those areas.

S5. If a contestant drops a loaded firearm during a stage or string of fire, the SO will immediately yell “STOP”. It will then be the task of the SO to pick up/recover the dropped firearm and render it safe and unloaded before returning it to the contestant. The contestant will be Match DQ’d from the entire event. The Match Director is to be immediately notified to verify the DQ.

S6. During a match, the first “finger in trigger guard” violation during loading, unloading, reloading, while in motion not engaging targets or during remedial action is a Procedural (PE). The second violation will result in disqualification from the entire event. The SO will issue the warning “FINGER” if time allows before a PE penalty action occurs, however the SO is not required to issue a warning.

S7. An unsafe firearm discharge is Match DQ. It includes a shot striking behind (up range of) the firing line, into the ground downrange closer to the firing line than two yards, or fired over a berm.

S8. Dropping an unloaded firearm inside a stage boundary is Match DQ. The SO will recover the firearm and return it to the competitor.

S9. Impact resistant eye protection and suitable ear protection are required to be used by **ANYONE** in the proximity of the shooting bays at the range facility.

S10. After completing any CoF, the shooter must unload, show clear and dry fire their weapon at the berm, open the action and insert an appropriate empty chamber flag (or otherwise proceed as directed by the SO), and sling their weapon before turning up-range or leaving the firing line. .22LR firearms will not be dry fired. Empty chamber flags will be available at the match at a modest cost to those lacking one.

S11. Firearms, ammo, and equipment used in competition will be serviceable and safe.

### The MD will require a competitor to withdraw any of the above

**observed to be unserviceable or unsafe. In the event that a**

**firearm cannot be loaded or unloaded due to a broken or failed**

**mechanism, the shooter must notify the SO, who will take such**

**action he thinks safest.**

S12. Fingers must be outside the trigger guard during loading, unloading, while moving (unless engaging targets), or during remedial action.

A. Failure to comply will result in a three (3) second Procedural Error (PE) penalty.

B. The second violation in a single match results in Match DQ.

S13. The normal condition of rifles not actually engaged is action open, empty chamber flag in place and magazine removed. Handguns, when used in that day’s match, will be action closed with chamber and magazine well empty. Those handguns must then be holstered in a proper holster for that handgun or carried in a gun case/bag.

Competitors are cautioned to maintain muzzle control of their firearms at all times. NEVER point your firearm at yourself or another competitor. SO may direct that rifles not in immediate use be racked or cased. Magazines may be reloaded while off the firing line, but the contestant’s firearm may be loaded or unloaded only under the specific order and direction of the SO.

S14. All CoF will be started with the firearm on “safe”, unless other positions for the firearm are stipulated. No shots may be fired prior to the stage “START” signal.

S15. Any firing position assumed or planed for use by the competitor that, in the opinion of the MD/SO is unsafe, will not be permitted.

S16. Magazines are limited to a maximum capacity of 45 rounds

## Competition Rules

C1. Competitors will not attempt to circumvent or compromise the spirit or rationale of any stage either by the use of inappropriate devices, equipment or techniques. This is the Failure To Do Right rule (FTDR).

C2. Competitors will refrain from unsportsmanlike conduct, unfair actions, or the use of illegal equipment, which, in the opinion of the match director, tends to make a travesty of the spirit of the match. Repeated offenses reported to the MD can result in having privileges of participating in further and/or future matches revoked.

C3. There are only three (3) approved reloads:

A. Tactical Reload.

B. Reload with Retention.

C. Slide Lock/Weapon Empty Reload (Emergency Reload).

C4. All reloads begin with the shooter’s first action to initiate the reload (ejection of the magazine, drawing a spare magazine etc.) and end when the weapon is fully charged and ready to fire (magazine fully locked into the weapon and the slide/bolt fully forward on a chambered round).

C5. Competitors will use all available cover. Cover requirement is in relationship to unengaged targets. Competitor’s body to be in cover 100% below waist and 50% above waist to those unengaged targets. Reloads are permitted outside of cover if all available targets engageable from that point of cover are fully engaged with the minimum required rounds. If unengaged targets are present at a POC, it is a PE to leave a position of cover (POC) with a rifle not fully reloaded or loaded. Returning to cover does not erase the PE.

C6. Competitors may re-engage previously engaged targets on the move or static between POC’s unless specifically not permitted by the COF.

C7. Individual rehearsals of a CoF are not permitted. During the formal stage walk through all competitors may view targets from all positions of engagement, including kneeling, prone or other shooting positions.

C8. Airgunning and/or sight pictures are not permitted at any time forward of the back bay boundary. Competitors may visually verify that their optic device is in a condition of readiness (covers removed, dot “on”, etc ) during “Load & Make Ready.”

C9. EACH hit on a Non-threat (HNT) target is scored as a SEPARATE individual penalty. Example: 2 hits on a single NT target is 2 HNT penalties.

C10. The competitor’s physical position may not be changed before the firing signal once the shooter’s ready position is assumed and the “Stand-By” command has been given, unless specified by the CoF. The SO shall not start a competitor in the COF in an incorrect start condition.

C11. Targets will be considered neutralized if they have at least ONE hit in the down 0 or down 1 zone. A Failure to Neutralize (FTN) penalty occurs if this is not the case. FTN penalty applies on Unlimited Scoring stages only.

C 12. It shall be the responsibility of each shooter to keep account of his score along with the scorekeeper. IF there is an error in the scorekeeper’s final tally, it shall be the responsibility of the shooter to protest the final results within one hour of the posting of the final scores. Failure to file a protest with the MD

prior to the above time nullifies any claims made thereafter.

All scoring/officiating protests must be made to the MD. The decision of the MD will be final.

C13. No shooter can re-shoot a stage or string for gun or “mental” malfunctions, except when shooting the “Classifier” match for classification purposes. If the classifier is part of a scored match, no re-shoots are permitted. Re-shoots are allowed and required for stage equipment malfunctions, incomplete score sheet, and SO error or interference with the shooter.

C 14. In any single contest, a shooter must use the same firearm(s) in all stages of the contest. If the firearm he started with becomes unserviceable during the contest, he may use another that meets qualifications for the division entered. The replacement firearm must be approved by the match director. Such a shooter may resume the contest at the next scheduled “start signal”, but previous stage(s) may not be re-shot.

C15. Targets used will be official IDPA cardboard targets for all matches. In certain limited situations other targets may be utilized. These would include reactive metal for handgun to be engaged at 10 yards or more only.

C16. Firearms must start from the mechanical condition of readiness appropriate to their design and be loaded to capacity determined by the CoF.

C17. On cardboard targets, if the outside diameter of the shot’s grease ring touches any part of a scoring line perforation, it will count for the value of the highest scoring zone (radial tears around the bullet hole do not count for scoring purposes). Elongated bullet holes in the paper exceeding two bullet diameters will not count. This normally applies to moving targets fired upon at extreme angles. It can also apply to targets in which a metal target stand has been hit. Non-bullet diameter fragments do not count as a hit. A complete bullet that tumbles does count as a hit. Bullets that pass through more than 1 target are scored on all.

C 18. If a shooter fires more shots than is specified by the CoF in a given Limited Scoring string, the maximum value for each excess shot shall be subtracted from his score, based on the maximum values of the shots on the target. He will also incur a single PE regardless of the number of extra

shots fired in that string.

C19. If during a course of fire a competitor’s magazine becomes dislodged from its carry pouch and falls to the ground the competitor may recover the magazine. PE for failure to pick the magazine up and properly retain before the last round is fired in a stage. Failure to retain dropped loose ammo is not a penalty. Ammo/magazines left behind due to malfunction clearing are not penalized.

C20. Range Commands to be used in the match shall be:

1. **Range is hot, eyes and ears.**
2. **Load and Make Ready.**
3. **Are You Ready?**
4. **Standby.**
5. **If Finished, Unload and Show Clear.**
6. **If Clear, Hammer Down.**
7. **Flag (open bolt to allow flag to enter chamber)**
8. **Sling Rifle or Muzzle Up.**
9. **Range is Clear**

Other range commands include:

**1. Finger.**

**2. Muzzle.**

**3. Stop.**

**4. Cover.**

C21. Upon Sling Rifle or Muzzle Up command the competitor will have the option to sling the rifle, carrying it vertically, muzzle up or down OR may carry the rifle without a sling, muzzle up only. Competitors are cautioned to avoid sweeping themselves or others as they turn, bend and twist with the slung or muzzle up manually-carried rifle.

C22. Handgun will be cleared with commands similar to rifle commands EXCEPT it must be holstered or cased instead.

C23. The use of a chamber flag device is required. Its removal and reinstallation will be under the direct commands of the stage Safety Officer.

## Rifle Equipment Rules

**Allowed equipment will meet the following criteria:**

A. Practical for self-defense use.

B. **NO FULLY AUTOMATIC, BINARY, OR SELECT FIRE ALLOWED**

C. All magazine pouches must be capable of completely securing magazines from loss during normal daily activities. Competition only pouches are not permitted.

D. Bipods are allowed

E. Any other modifications to a competitor’s weapon are allowed, as long as they do not, in the opinion of the SO/MD, present a safety hazard.

F. Legally registered silencers and Short Barreled Rifles are permitted. Competitor must present governmental paperwork to match official on request or withdraw.

**Handgun Equipment Rules**

A. Handguns are to be of 9x19 or greater caliber except .22LR is permitted for Rimfire Division. Unless otherwise stipulated in the CoF, handguns may be loaded to the mechanical capacity of their factory flush fit or slightly extended (+1 or 2 rounds) carry magazine.

B. Extended magazines permitted on reload only.

C. Holsters must be designed for the specific handgun and must fully and safely retain the handgun during normal daily activities. Holsters must be strong side belt holsters, IWB, OWB, duty or drop leg, and covering the firearm’s trigger. Shoulder, cross draw or appendix holsters are not permitted.

D. If a holster has retention device(s) all must be active and utilized fully at each draw.

E. No stage will ever require a shooter to re-holster a loaded pistol during a CoF.

F. Rules A, B, C, E and F for Rifle Equipment also apply to handguns.

### Stability of Firearm Criteria Rule

This rule applies to firearms only; specifically any rule change that would disallow a firearm previously approved for rifle competition. Firearm criteria changes will only be reviewed as required. Any firearm criteria changes will go into effect at a time to be determined by the MD but not to exceed one (1) month after approval.

## Course of Fire Rules

COF1. All CoF must either simulate a possible real life scenario or test skills that might reasonably be used in a real life self-defense confrontation. If you cannot honestly say “that could happen,” it probably won’t make a good rifle stage.

COF 2. Fifty percent of all shots required in a match must be twenty-five (25) yards or less. Occasional targets out to Fifty (50) yards are to be encouraged.

COF3. Shooter movement of more than ten (10) yards between firing points and twenty-five (25) yards total movement in a string of fire is not permitted.

COF4. Only one (1) non-threat target may be used per every two (2) threat targets in any string of fire.

COF5. Avoid designing courses of fire that will substantially disadvantage senior and mobility-challenged shooters.

COF 6. At least 5% of all shots required in a match are to be fired on the move. A combination of shooting on the move and the use of moving targets is even more realistic. Statistics show that most shootings involve movement on the part of both good and bad guys.

COF7. Any CoF that requires the shooter to re-engage a target in two (2) or more strings of fire MUST be scored Limited or scored and taped between strings.

COF8. No threat target shall be located so that it can be hit by shooting through another threat target.

COF 9. When cover is available, it MUST be used when shooting from a POC with partly engaged targets present.

COF10. Targets must be engaged in tactical priority unless tactical sequence is specified. Targets within two (2) yards of each other relative to the distance from the shooter are considered to be equal in threat.

COF11. On stages that have a minimum round count one (1) round higher than the capacity of a competitors firearm, emptying the firearm and failing to reload so as not to engage the last shot in order to gain a competitive advantage will result in a FTDR.

COF12. Determine and clearly mark muzzle safe points.

COF13. No head-box shots are to be required more than twenty-five (25) yards distant.

COF14. No string of fire may exceed a maximum requirement of thirty (30) rounds.

COF15. No foot-fault lines may be used on any scenario stage.

COF16. After the match has started, all course design changes are final. CoF cannot be changed unless all competitors that have previously completed the stage get to re-shoot it.

#### Divisions

Stock

D1. Any rifle of any centerfire rifle caliber having “iron” sights and no modifications.

##### Limited

D2. Any rifle of any centerfire rifle caliber having one (1) “Red Dot” or other optical device.

##### Open

D3. Any rifle of any centerfire rifle caliber having two (2) optical devices, such as a   
Red Dot” plus a magnifier or two “Red Dots”.

##### Patrol Carbine

D4. Any rifle chambered in a caliber generally associated with pistols.

##### Curio and Relic

D5. Any rifle of any centerfire rifle caliber on the ATF Curio and Relic List.

Rimfire

D6. Any rifle of .22 long rifle caliber.

D7. AR style pistols in centerfire rifle calibers will compete in Stock, Limited or Open Division, under those divisions sight count rules.

#### Classes

CL1. Novice- Any shooter who scores over 117.01 on the Classifier Course

CL2. Marksman- Any shooter who scores less than 117 and more than 99.01 on the Classifier Course

CL3. Sharpshooter- Any shooter who scores less than 99 and more than 87.51 on the Classifier Course

CL4. Expert- Any shooter who scores less than 87.50 and more than 78.01 on the Classifier Course

CL5. Master- Any shooter who scores less than 78 on the Classifier Course

###### Scoring

All scoring will be the same as normal IDPA scoring of IDPA targets including that of head boxes.

**Score calculation will be 0.5 second per point down**.