

HCGC Sport Handgun Rules

1. Safety

- a. Safety is the primary goal of this event.
- b. Stages emphasize safe gun handling and tactics, not speed.
- c. Eye and ear pro required for shooters and spectators.
- d. Cold range.
- e. 180° rule.
- f. Holsters must cover the trigger and hold the gun when inverted (not applicable to IWB holsters).
- g. No shoulder, crossdraw, or small-of-the-back holsters. Fanny pack and purse holsters will be allowed upon demonstration of safe use.
- h. Disqualification (DQ)
 - i. Round over the berm
 - ii. Round into ground within 6' of shooter or RO
 - iii. Round fired in the safe area.
 - iv. Dropping a loaded gun
 - v. Unholstering a gun when not on the line to shoot or in a safe area
 - vi. Breaking 180°
 - vii. Disruptive behavior, verbal abuse of fellow shooters or staff, intentionally damaging club property, under the influence of drugs or alcohol (all will result in the shooter being escorted off club property. Some may result in the shooter being referred to local authorities.)

2. Range Commands

- a. Load and Make Ready (or simply Make Ready in stages that start with an unloaded firearm)
- b. Are You Ready?
- c. Stand By (start signal within 3 seconds)
- d. Unload and show clear
- e. Slide forward
- f. Trigger
- g. Holster
- h. Muzzle
- i. Finger
- j. Stop

3. Scoring

- a. Use IDPA/USPSA targets. Entire head is -0 (no eyebox scoring). Steel targets left standing are considered a miss (-5).
- b. No divisions or differentiation based on caliber or style of handgun.
- c. Total score = Raw time + points + penalties
- d. 1 second per point
- e. Miss = 5 seconds
- f. Hit on Non-threat (HNT) = 5 seconds
- g. Shoot-throughs from one target to another count. Shots passing thru props do not count if they hit a target behind the prop.

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4. Equipment

- a. Gear as used in daily carry (RMR, weapon lights, etc. are acceptable).
- b. Spare ammunition is not limited.
- c. Duty gear is allowed for sworn LE competitors, but all gear you wear on duty must be worn.
- d. Mag capacity for which the handgun was designed and fit flush with the grip (i.e. +2's are acceptable, stick mags are not)
- e. Steel cored ammunition is not allowed.

5. Miscellaneous

- a. Shooters are encouraged, but not required, to join HCGC and NRA.
- b. Range Officers are as directed by the Event Director and based on knowledge of prior experience.
- c. Stages will be designed to require between 4 and 20 rounds.
- d. All stages will be Vickers Count (unlimited).
- e. Reshoots are allowed at the ROs discretion and view of the particular situation.
- f. Cover must be used if available. The only time you should shoot from outside cover is while you are moving to cover.
- g. Target distances are limited only by the range facilities.
- h. Shoot a stage as if your life depended on your performance (i.e. would you stand in the open to engage a threat?)
- i. These events are intended as a venue to allow you to prove your skills and gear, not necessarily as a competition. As such, scores will be listed in alphabetical order. The intent of scoring is to allow a shooter to track progress from event to event, but not to identify a 'winner' of any particular event. Camaraderie, fellowship, and working toward excelling in the perishable skill are the common goal.