



Kentucky Council on Crime and Delinquency  
[www.KCCDonline.com](http://www.KCCDonline.com)

### **Pistol Match Information**

Hello and welcome. Based on last years overwhelming success, I am sending you this information in regards to the 23<sup>rd</sup> annual Kentucky Council on Crime and Delinquency pistol match. The 2011 KCCD Pistol Match will be held on Tuesday, September 6 at the Roy Tomlinson Firing Range. The match will begin at 8:00 a.m. however it is recommended that all shooters and coaches be present by 7:30 a.m. in order to allow for last minute changes and instructions.

Like last year, this year's match will be a Defensive Pistol style match. Subsequently, each shooter will fire in five separate stages that have been designed based on possible (not probable) real world situations.

As in the past, there will be trophies and prizes for the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place individual shooter as well as the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place team. The traveling trophy will also be given to the 1<sup>st</sup> place team. The match will be held, rain or shine with the exception of lightning.

Due to the expected number of shooters participating in this match, it will be necessary to strictly enforce a "cold range" policy while on the range. Subsequently, all shooters will be required to maintain an unloaded weapon unless actually on the firing line.

The attached information should provide a thorough overview of the match.

Sincerely,

Mr. Nick Daily  
Event Coordinator  
Luther Lockett Correctional Complex  
1612 Dawkins Rd.  
LaGrange, Ky. 40031  
(502) 758-2323

## WEAPONS

Authorized weapons for this pistol match include any duty type revolver, .38 caliber or larger, with no more than a 5 1/2" barrel, or any duty type pistol, 9mm caliber or larger, with no more than a 5 1/2" barrel. Optical sights and laser sights are not permitted. Also not permitted are weapons with ported barrels or compensators whether permanently attached or removable. Weapons that have Manufacturer installed safety mechanisms/devices that have been removed shall not be utilized in this match.

Fifty (50) rounds of duty type ammunition is the minimum amount required however, it is recommended that each shooter have enough extra ammunition for any unforeseen circumstances such as re-shoots or "shoot offs".

## REQUIRED EQUIPMENT

Belt holsters, whether duty type or concealable, shall be used. Shoulder holsters cross draw holsters and tactical type thigh holsters will not be allowed.

Revolver shooters will need two speed loaders and pistol shooters will need a total of three magazines. Pistol magazines, regardless of capacity, will be loaded with no more than six (6) rounds at any time.

Carriers for extra magazines or speed loaders will also be required.

Appropriate eye and ear protection is required while firing or when near the firing line.

Although not required, it is recommended that shooters bring items such as knee pads, a towel, weapon cleaning equipment and rain gear.

## TARGETS

Targets used for this match will be standard IDPA type targets.

## SCORING

The shooter's score will be calculated and recorded as the shooter completes each stage. All scoring will be conducted by independent officials, whose decisions are final. At no time will any shooter or coach score their own or their teams targets.

Targets will be scored in the following manner:

1. Each missed round will be recorded and multiplied by (10).
2. Each point dropped per round, from a possible (10), will be recorded and added to the total misses. This will determine the total "points down".
3. The points down will then be multiplied by 0.5 (seconds) thereby converting the points score to a time score.
4. The converted time score will then be added to the raw time that the shooter took to complete the stage.
5. Penalties will be added resulting in the total time for that stage.
6. The total time for each of the five stages will be added together, giving each shooter a total time score for the match.

\*Team scores will be determined by adding all team members' total time score together and dividing by (5).

Remember, the fastest time wins!!!

Penalties shall be assessed as follows:

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|----|--|------------------|
| 1. | Failing to utilize cover while firing<br>Or reloading  | 5 seconds        |
| 2. | Shooting a non threat target   | 10 seconds       |
| 3. | Drawing, re-holstering or moving<br>With finger inside of trigger guard<br>(Other than firing on the move) | 20 seconds       |
| 4. | Pointing a weapon, whether loaded<br>or unloaded, in an unsafe direction                                   | 30 seconds       |
| 5. | Firing a weapon in an unsafe direction   | Disqualification |

Like last year, revolver shooters will have time removed from their score for each reload conducted on each stage. However, instead of five seconds being removed, shooters will have two seconds removed from their total time score on each stage.

In the event of a tie between two or more shooters, a twelve round “shoot off” shall be conducted to determine the winner. The shoot off will be conducted utilizing standard police silhouette targets (Galls B-27) and will be fired from twenty-five (25) yards.

In the event of a tie between two or more teams, a twelve round “shoot off” shall be conducted, by one team member from each team, to determine the winner. The shoot off will be conducted in the same manner described above.

## RULES

1. All stages will be shot under the direct supervision of a designated Safety Officer.
2. Upon observing any safety issue, other than a violation that is conducted on the part of the shooter, the Safety Officer shall stop the stage until the safety issue is rectified. The shooter will then be allowed to re-shoot the stage.
3. At no time will any shooter or coach score their own or their teams target.
4. The official scorers’ decisions are final.
5. No shooters or coaches will be allowed in the range house until all scores are calculated and posted.
6. Shooters that have a weapons malfunction, other than a shooter’s error, will be allowed to re-shoot the stage that the malfunction occurred on.
7. Unless specified otherwise, all targets shall be engaged with two (2) chest shots.
8. Shooters can fire and reload while on the move.
9. Any dropped ammo, magazines or speedloaders can be retrieved without penalty.
10. Any dropped firearm will be cause for the Safety Officer to stop the stage and retrieve the weapon for a safety inspection. Upon determining that the weapon is functioning in a safe manner, the Safety Officer will return the weapon, unloaded, to the shooter who will be allowed to re-shoot the stage.
11. Each stage can be fired single or double action in any supported or non-supported stance chosen by the shooter, providing that the shooter utilizes the appropriate cover.

12. Individual shooters can opt to shoot on a team that is missing a member. However, no shooter can compete on two separate teams.
13. Individual shooters found cheating shall be disqualified.
14. If coaches or team members are found to be cheating, the entire team will be disqualified.

### CONCESSIONS

The KCCD-Louisville Chapter will be sponsoring a concession stand that will be selling refreshments such as hamburgers, hotdogs, drinks, etc.

**Good Luck and Good Shooting!!**