

LEAP All Steel Match June 22, 2019

General Rules

1. Shooters must be Holster qualified to PCDHFC Standards
 - e.g: IPSC Black Badge or PCDHFC Holster Course or Law Enforcement/Military/CBSA/Armoured Car Holster Trained. Or any combination of the preceding.
2. Ammunition Carried: All stages will require three magazines with a maximum of 10 rounds in each magazine for pistols.
Exception: shooters with pistols that hold less than 10 rounds, (1911's, 3953's), may carry 4 full magazines.
Revolver Shooters - can carry as many speed loaders, moon clips as you want.
3. No topping up mags:
Start of Stage: You can only have a maximum of 10 rounds in the pistol (this includes the round in the chamber).
You start with three mags and 30 rounds. That's all you have.
4. Holsters and Magazine Pouches: If you are using holsters that are not at least Level II Security, or open top/magnetic mag pouches, your must tick off the boxes for non-Level 2 and Non-covered mag pouches.
Penalty times:
Holster not meeting at least Level 2 - .75 sec.
Open or magnetic mag pouches - .75 sec. On stages where reloads are required.
The maximum time penalty would be 1.5 seconds on any single run.

Firearms:
Handguns: Semiautomatic or revolver in calibre 9mm or higher. No rim fire handguns of any type. **You must have a holster that properly fits your handgun.**
Rifles: **.22 rimfire, .223(5.56) or pistol calibre carbine only** - must be semi auto magazine fed. You will not be allowed to load tubular magazines etc..
Shotgun: 12 or 20 gauge - Pump action or semi-auto. Max barrel length 22 inches.
5. If points of cover are provided your feet must not protrude past the point of cover or 5 second penalty. See the LEAP Barricade document.

Firearms Shotgun/Rifle- You may use your own long guns for shotgun and rifle but you **MUST** be familiar with their operation. **There will be NO learning how to use a rifle or shotgun at the beginning of the stage.** Rifle is **.22 rimfire, .223(5.56) or pistol calibre carbine only** . The rifle portion is 20 rounds so you must have enough mags to complete the course. Shotgun - **MUST** be pump action or semi-auto. Shotgun maximum barrel length 22 inches.

NO LOANER GUNS supplied by PCDHFC however you may borrow a friends gun **BUT YOU MUST KNOW HOW TO USE IT!!!!**

RCMP members - your policy allows you to use a detachment shotgun or carbine for practice purposes.

Note: If you are shooting with buddies seriously consider sharing the long gun as it will speed up the stage.

Special Note on Range 2 (Pistol/Shotgun) and Range 3 (Pistol/Rifle)

Stages on Ranges 2 and 3 may also be fired with only a pistol. This allows everyone to shoot every stage (6 stages). Score cards for shooting “pistol only” are separate and must be picked up at time of registration. Due to time constraints shooters will not be able to shoot both a shotgun/pistol and pistol only (Range 2) or a Rifle/pistol and pistol only (Range 3). They must choose at time of registration.

Procedures

1. Arrive at Range and park in main parking lot. Arrive EARLY (0800 or earlier)
2. No Registrations will be accepted after 0845
3. Firearms **MUST** remain cased in parking lot.
4. Go to the Trap House to register and pay Match Fees. \$20 for PCDHFC members and \$30 for non-members. Note: **If you are not a club member you must also fill out a Day Card (insurance) AND a WAIVER.**
5. You will be given six score sheets (one for each stage). Mark your name on each stage along with ticking off box indicating Level 2 holster and closed mag pouches (this will be checked by the RO's at each stage). You will carry your individual score sheet with you to the various stages, give them to the RO running the stage and turn them in to the score keepers as you

complete stages. If your name looks like chicken scratch then it will not be recorded.

6. Go to the Score keeper table and give them your name to be entered onto the computer. You must give your name in person. You can't give the name of a friend who has not yet arrived.
7. Go to the basement of the Trap House and uncase your pistol and holster it. It must remain in the holster after that. You may load your magazines but you CANNOT load your pistol.
8. You will be divided into six groups and assigned start ranges. Once all groups are full you will be given a Range Briefing (Safety Rules) and be told what range your group is starting at. You MUST remain with your group at it moves from range to range. This will keep all ranges active and we won't have 50 people on one range and 3 on another.
9. Stay with your Group. If you finish a stage and wander off to another stage and shoot, your score sheet will not be counted. You will NOT be scored.
10. Once a Group is finished at a stage they will move to the next stage in numerical order. 1 moves to 2, 2 moves to 3, 3 moves to 4, 4 moves to 5, 5 moves to 6 and 6 moves to 1, until all Groups have shot all six stages.

When you have shot two stages give your score sheets for those stages to the score keepers so there won't be delays in recording the scores.

12. IMPORTANT - Some stages will probably take longer than others. If the match organizers see that a stage is empty, and there are several Groups waiting at another stage, the Match organizer will move a group to the empty Stage. The Group cannot move on it's own accord.

If your Group has finished quickly and the Group coming to your range is obviously delayed you may wish to pick up brass before you move on. It will have to be picked up anyway....now or later.

13. Once all the Groups have completed all six stages we will have the door prize draw.....**only after everyone has helped put the equipment away and brass is picked up.**
14. **Time and/or ammunition Limits for Stages will be set.** If you are not finished in the allotted time the RO will call a cease fire and you will be assessed penalty points for targets not hit.

Unless you ~~have~~ exceeded the time limit you must shoot at all targets. **You cannot pass over a target**. There is a 5 second penalty for each target not hit. In some cases, if you are not hitting the target you may wish to move to the next target and take the penalty as you have a maximum of 30 rounds to fire.

EVERYONE is EXPECTED to help out. Targets have to be re-set, Targets have to be scored etc etc. Standing around and doing nothing drags out the time for a group to finish a stage.