

## Action Pistol Rules

1. Holsters
  - a. Closed face holsters, no IPSC style "cradles".
  - b. All retention devices on the holster are to be used if equipped.
2. Magazine pouches
  - a. No magnets, no open face pouches(draw must require a vertical motion), any other pouch is fine.
  - b. All magazine pouch retention devices are to be used if equipped.
3. Magazines
  - a. No stage will require or permit the shooter to carry more than 4 MAGAZINES OR SPEED LOADERS total including the one in the gun. Magazine capacity is restricted to maximum LEGAL capacity of 10 rounds.
  - b. Top ups are always ok unless the stage specifically dictates how the shooter is to start the stage.
  - c. Some stages may require the shooter to download their magazines and/or start with a specific number of rounds in the gun.
  - d. Some stages are ROUND LIMITED, meaning no pickups or spare shots permitted.
  - e. Some stages are MAGAZINE LIMITED, meaning a reduced loadout(less than 4 magazines) may be required.
4. Holstering
  - a. Shooters not holster trained will start with a magazine in the gun, but NO ROUND IN THE CHAMBER.
5. Rimfire
  - a. No rimfire firearms are permitted.
6. Divisions
  - a. Limited/production
    - i. Semi auto 9x19mm or larger calibre, any sights, lights/laser ok, triggers ok. NO comps, No magwells, No optics
  - b. Open
    - i. Semi auto 9x19mm or larger calibre, comps ok, optics ok, magwells ok.
  - c. Revolver
    - i. Double action revolver 9x19mm or larger calibre
    - ii. Optics ok, comps ok, custom grips ok, full moon clips ok, speed loader ok.
7. Scoring
  - a. Misses are a 30 second penalty per required hit.
  - b. Failure to engage are 1 min per target regardless of the number of required hits for said target. This only applies to targets that were NOT ATTEMPTED by the shooter.

Attempting to shoot a target and missing will be penalized as a miss NOT a failure to engage.

- c. Failing to complete a stage due to lack of ammo will result in a "miss" penalty for every remaining target. This is in addition to any other penalties and is added to total time.
- d. Failure to engage targets in a specified order or from a specified position will result in a 30 second procedural per occurrence.