



## How and What You Need to Know for Hosting a Local Match

Information you'll want to know to ensure you have a successful match:

### Decisions to Make:

- Date of Match
- Facility
- Teams to invite
- Cost of match
- Will food be available?
- Register match info entered onto SPP website calendar

### Supplies:

- Registration form
- Score sheets
- Scoring program
- Timers
- Paint (flat white, red, black)
- Safety (caution) tape
- Safety Officer "cheat sheet"
- Trauma bag/first aid kit
- Stage layouts/designs (Focus, Go Fast, In and Out, and Speed Trap)
- Tables to work off of at each bay
- Water and cups

### Staffing:

- Safety Officers
- Helpers to set up stages the day of match
- Score keepers

## RULES GOVERNING SPP MATCHES

All SPP competitions will be conducted in accordance with the rules of the Scholastic Pistol Program.

### MATCH RULES AND CONDITIONS

Eye and ear protection for all shooters and spectators are required. Individuals observed without eye or ear wear will be required to leave the shooting area.

#### A. PISTOL CALIBER AND ACTION TYPE, ALLOWABLE CONDITION

##### Centerfire

1. Handgun. All SPP matches will be shot with any "stock" handgun. For SPP, a stock handgun is defined in the IDPA rules covering Stock Service Pistol and Stock Service Revolver. For a current list of approved handguns visit: <http://www.idpa.com/Content/downloads/2005%20Rule%20Book.pdf>. SPP matches are shot with iron sights only; telescopes, red-dot and laser assisted sighting systems are prohibited. Revolvers chambered in .357 Magnum or .38 Special are also legal, as long as .38 Special ammunition is used.
2. Ammunition. While 9mm Luger (9x19) is the recommended caliber for SPP, .40 S&W, 45ACP or .38 Special may be used. The minimum power factor allowed for SPP competition is 125 (bullet weight x velocity divided by 1,000). For those using .357 Magnum / .38 Special revolvers, only .38 Special ammunition may be used with a minimum power factor of 105.

##### Rimfire

1. Handgun. ALL SPP rimfire matches will be shot with handguns with iron sights only - adjustable sights and fiber optics inserts are allowed but no electronic sights. No compensators, ported barrels, muzzle brakes or barrel weights.
2. Ammunition. All Handguns are to safely use .22 Long Rifle ammunition. Any commercially available .22 LR ammunition will be considered suitable for competition.

Disconnection or disabling of any safety device on any gun is not allowed.

## B. SCORING

SPP is a timed event so your time is your score. The four "primary" targets must be hit during each string of fire and the "stop" target will be hit last to stop the time. A "primary" target is any of the four non-"stop" targets of a stage. Each athlete will shoot five strings. The best four out of five runs are combined a total score for each stage. If the stop target is hit before all primary targets have been hit, there is a 3 second penalty for each primary target not hit. The maximum time allowed for each individual run is 30 seconds. The competitor will be stopped and asked to prepare for the next string of fire if they reach the 30 second limit. Three (3) second procedural penalties will also be given for:

- Creeping, movement, or jumping before the start signal sounds.
- If competition is held with multiple stages on one bay, shooting at the wrong targets.
- Starting with finger within trigger guard - Verbal warning will be given for 1st time, 2nd time will result in a procedural.
- Reloading with finger within trigger guard - Verbal warning will be given for 1st time, 2nd time will result in a procedural.

When a Safety Officer or Score Keeper calls a miss, it is the athlete's responsibility to appeal the decision at the end of that particular string of fire. The Safety Officer and/or Score Keeper will then go down range and check the target. Once the next string of fire begins, there will be NO further opportunity to appeal the call.

NOTE: All Targets should be painted before each athlete begins his/her string of fire. Be sure all edges as well as the face are covered.

Competitors may fire as many rounds as they need to complete each string of fire. It is the responsibility of the athlete to check their scores as written on their scorecards after completing shooting. Any questions concerning the scores entered on the scorecard should be asked of the Range Officials at that time. If the question is not resolved, a Match Director will then be summoned. It is the athlete's responsibility to submit the correct scorecard for the each stage and match.

## C. TIES

If a tie occurs for final ranking, the In & Out stage score will be used as the tie-breaker. If that does not break the tie, the fastest single run of that stage will be used as the tie-breaker. If still needed, the second and third run will be used as the tie breaker.

## D. STARTING COMMANDS

Range Commands. The range commands for the SPP will be as follows:

1. "Load and Make Ready" - Before issuing this command, the Safety Officer should visually confirm that the competitor, and all others on the range, have eye and ear protection in place, that he/she is facing downrange, and that he/she is in all other respects prepared to handle the pistol.

The competitor may then pick up the pistol and magazine from the table, load the pistol and point at the low-ready flag down range. Once the "Load and Make Ready" command has been given, the competitor must not move away from the start location prior to issuance of the "Start Signal" without the prior approval, and under the direct supervision, of the Safety Officer.

2. "Are You Ready?" - The lack of any response from the competitor indicates that he fully understands the requirements of the course of fire and is ready to proceed. If the competitor is not ready at the "Are You Ready?" command, he must state "Not Ready".
3. "Standby" - This command should be followed by the audible start signal within 1 to 2 seconds.
4. "Start Signal" - The signal for the competitor to begin their attempt at the course of fire. If a competitor fails to react to a start signal, for any reason, the Safety Officer will confirm that the competitor is ready to attempt the course of fire, and will resume the range commands from "Are You Ready?"
5. "Reload if Required and Make Ready for Your Next String" - This command may be used following the 1st through 4th strings. (Experienced shooters may not need this command).

6. "Stop" - Any Safety Officer assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing and wait for further instructions from the Safety Officer.
7. "Unload And Show Clear" - This command is used following the final string. If the competitor has finished shooting, he must lower his pistol, remove the magazine, then clear the chamber, lock the slide to the rear for inspection by both himself and the Safety Officer. The competitor, under commands from the Safety Officer, or the Safety Officer, will then place the pistol in a gun case, bag or other pistol carrying device. If the handgun is being used by the next competitor the Safety Officer should cant the handgun to the right berm before the Safety Officer can call the range safe and clear to go down range to score/paint targets.

## E. SAFETY RULES

SPP ranges are cold! Pistols will not be loaded except as directed by Safety Officers/Match Officials.

Always follow the basic Safety rules:

- Always assume a gun is loaded
- Never point a gun at something you're not prepared to shoot
- Be sure of the target and what's behind it
- Keep your finger off the trigger until you are on the target

Semi-autos will have an empty chamber and magazine well. Revolvers must have all chambers and cylinders empty.

After firing, no competitor may leave the firing position until the pistol has been unloaded, inspected and cleared by the Safety Officer. The competitor, under commands from the Safety Officer, or the Safety Officer, will then place the pistol in a gun case, bag or other pistol carrying device. If the handgun is being used by the next competitor the Safety Officer should cant the handgun to the right berm. The Safety Officer may also move the pistol to table or station under his/her control.

During loading or unloading, engaging the course of fire and during clearing the pistol in the event of a malfunction, the muzzle of the pistol must ALWAYS be kept pointed down range AND FINGER OUTSIDE OF THE TRIGGER GUARD. If the limit line (180 degrees of

the shooter box) is violated with a loaded gun, the shooter will be asked to unload and will be disqualified from the entire match.

In the event a pistol cannot be unloaded due to a broken or failed mechanism, the shooter will notify the Safety Officer/Match Director. In no case, will an athlete leave the line with a loaded pistol.

During a SPP match, athletes should not handle their pistols, except when instructed by a Match Official or in designated areas.

Should a pistol be dropped during a course of fire, the athlete will not pick up the pistol, but allow the Safety Officer/Match Official to do so. The Safety Officer/Match Official will then unload and inspect the pistol.

## F. SAFETY VIOLATIONS

Any of the following two (2) violations shall result in disqualification:

- Dropping of an unloaded pistol.
- Any grossly uncontrolled shot or accidental discharge. Uncontrolled is defined as a shot that is contained downrange within the berm and more than six feet from the shooter.
- Picking up a dropped pistol without the direction of a match official.
- Starting with Finger within trigger guard - After 3rd violation (see section B on scoring procedural for first two violations).
- Reloading with finger within trigger guard - - After 3rd violation (see section B on scoring procedural for first two violations).

The following violations shall result in automatic disqualification from the tournament:

- Pointing a loaded or unloaded pistol up range.
- Dropping a loaded pistol.
- Leaving the line with a loaded pistol.
- Any shot fired into the ground within six feet of the contestant or over the backstop/berm.

- Unsafe handling of a loaded pistol.
- Contestants under the influence of alcohol or non-prescribed drugs.
- Any behavior or action in violation of sportsmanship codes, or that which directly and/or adversely affects the performance of another competitor.
- Any disrespectful words and/or gestures to or towards a Safety Officer/Match Official.

Coach must be notified of athlete violations.

## G. STAGES

The official stages of SPP are:

- Go Fast!
- In and Out
- Focus
- Speed Trap

## H. TARGETS

Action Targets is a founding partner of the Scholastic Pistol Program. In addition, targets may be also purchased from GT Targets or may be manufactured by the club as long as they meet specifications as listed in the Steel Resource Guide at:

[http://www.actiontarget.com/wp-content/uploads/2010/10/pt\\_Steel\\_Target\\_Resource\\_Guide.pdf](http://www.actiontarget.com/wp-content/uploads/2010/10/pt_Steel_Target_Resource_Guide.pdf)

### Target Specifications

All round targets are 5' high to the top of the target and all rectangles are 5'6" to the top of the target (as set by a transom from the shooter's box).

All targets are painted white and will be re-painted prior to each Athlete's first run on each course of fire.

## SAFETY - Required Procedures and Equipment

### A. SUPERVISION AT SPP EVENTS

For all SPP events (practices, matches, etc.), team members must be under the supervision of the Team's Head Coach. In the event the Head Coach cannot be present, he/she must designate an Assistant Coach/Adult Volunteer, who is registered with the National Program, to provide supervision and leadership. Violation of this rule voids the Volunteer Liability Insurance Policy coverage, disqualifies the team from entering an event, and may result in the removal of the Head Coach from the SPP.

### B. REQUIRED EYE AND EAR PROTECTION

ALL SPP registered Athletes, Coaches, and anyone on the shooting field **MUST** wear EYE AND EAR PROTECTION during ALL SPP practice and competitive events.

### C. ALLOWABLE EQUIPMENT - HANDGUNS AND AMMUNITION

#### 1. PISTOL -

Centerfire: All SPP matches will be shot with any "stock" pistol. For SPP, a stock pistol is defined in the IDPA rules covering Stock Service Pistol and Stock Service Revolver. For a current list of approved pistols visit:

<http://www.idpa.com/Content/downloads/2005%20Rule%20Book.pdf>. SPP matches are shot with iron sights only; telescopes, red-dot and laser assisted sighting systems are prohibited. Revolvers chambered in .357 Magnum or .38 Special are also legal, as long as .38 Special ammunition is used.

Rimfire: ALL SPP rimfire matches will be shot with handguns with iron sights only - adjustable sights and fiber optics inserts are allowed but no electronic sights. No compensators, ported barrels, muzzle brakes or barrel weights.

#### 2. AMMUNITION -

Centerfire: While 9mm Luger (9x19) is the recommended caliber for SPP, .40 S&W, 45ACP or .38 Special may be used. The minimum power factor allowed for SPP competition is 125 (bullet weight x velocity divided by 1,000). For those using .357 Magnum/.38 Special revolvers, only .38 Special ammunition may be used with a minimum power factor of 105. Reloads are **ALLOWED** for practices and competitions, provided they meet the power factor.



Rimfire: All Handguns are to safely use .22 Long Rifle ammunition. Any commercially available .22 LR ammunition will be considered suitable for competition.

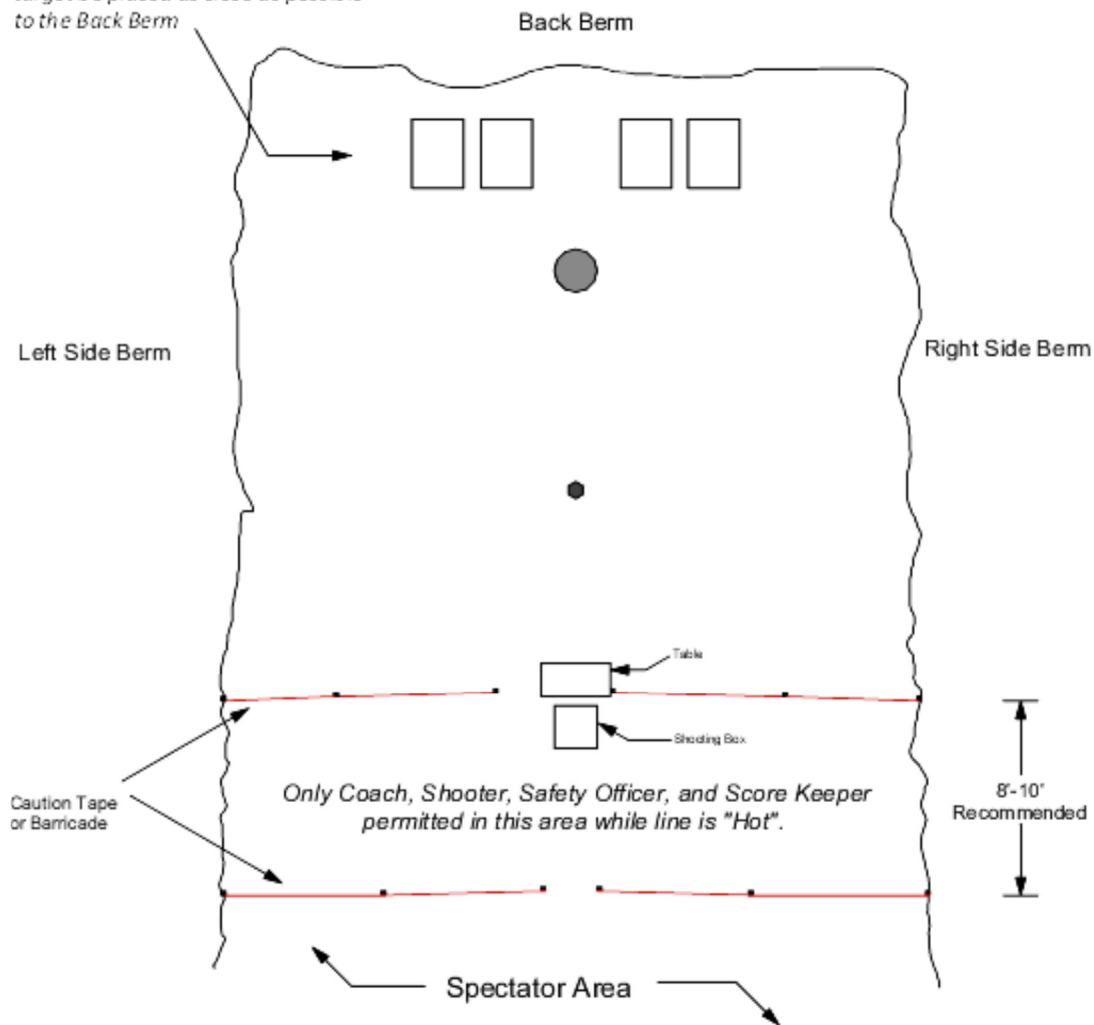
**Example of Safety/Caution tape to ensure a barrier between the athlete and the spectators.** No one except the coach, athlete, safety officer, and score keeper are permitted between the set of safety/caution tape. The distance (width) between the caution tape is between 8 and 10 feet.



**Entrance into Shooting Area**



*It is recommended that the furthest target be placed as close as possible to the Back Berm*



*NOTE: If the handgun is being used by the next competitor the Safety Officer should cant the handgun (on the Table) to the Right Berm or place the pistol in a gun case, bag or other pistol carrying device.*



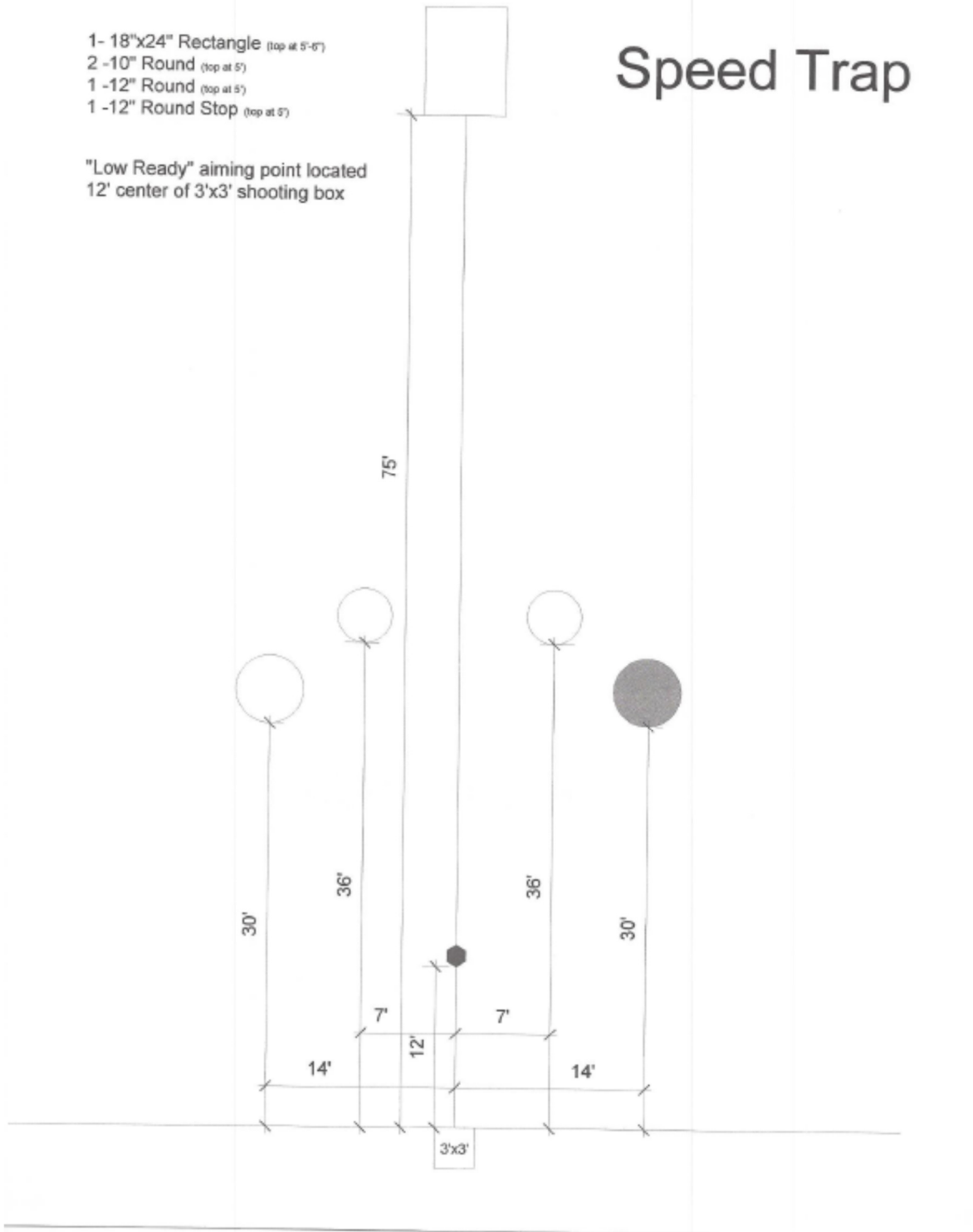
Example: SPP Range Safety set-up

# SPP Stages

## Speed Trap

- 1- 18"x24" Rectangle (top at 5'-5")
- 2 -10" Round (top at 5')
- 1 -12" Round (top at 5')
- 1 -12" Round Stop (top at 5')

"Low Ready" aiming point located  
12' center of 3'x3' shooting box

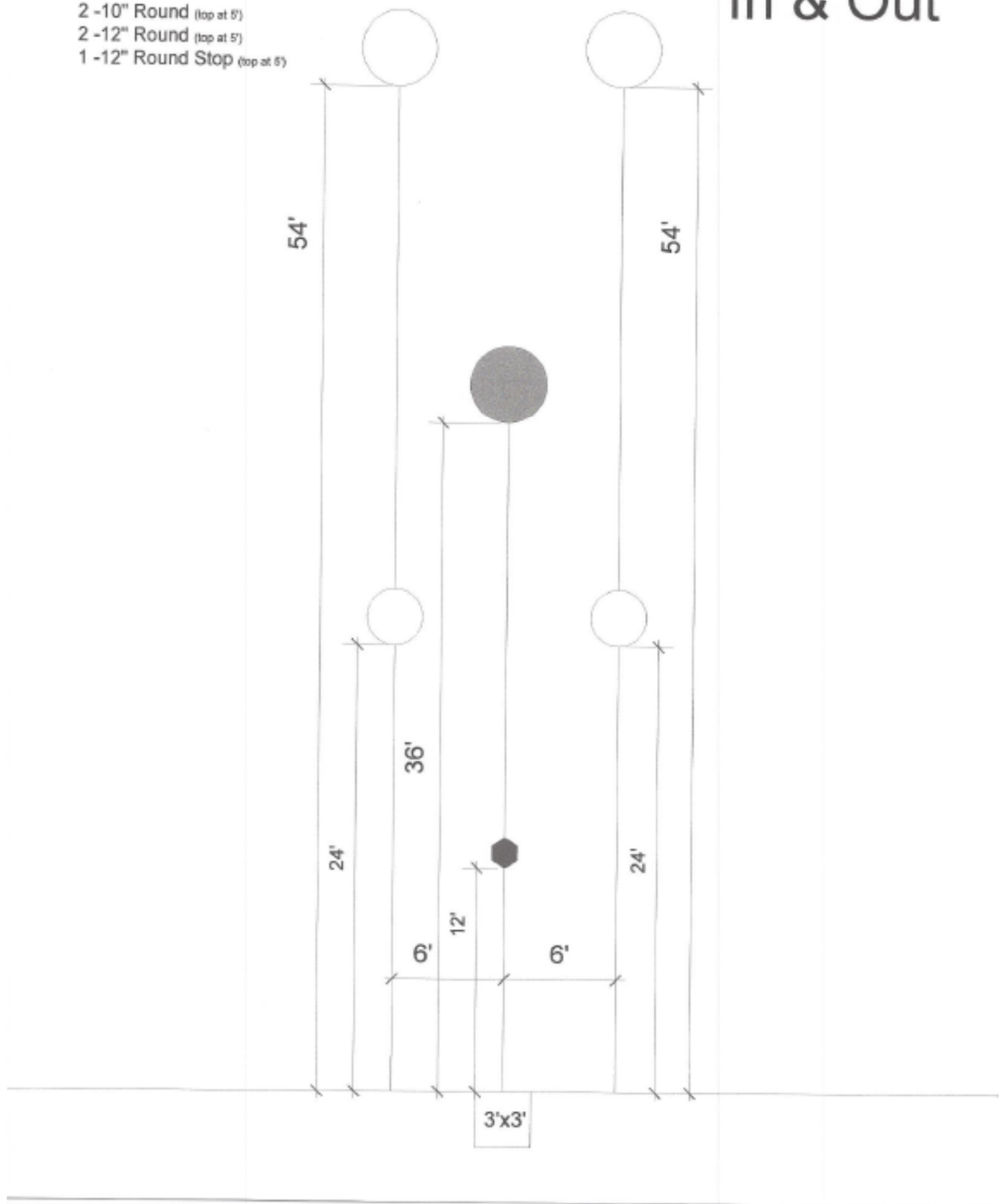




"Low Ready" aiming point located 12' center of 3'x3' shooting box

- 2 - 10" Round (top at 5')
- 2 - 12" Round (top at 5')
- 1 - 12" Round Stop (top at 6')

# In & Out



- 4 - 12" Round (top at 5')
- 1 - 12" Round Stop (top at 5')

"Low Ready" aiming point located 12' center of 3'x3' shooting box

# Focus

