



Standard Competition Procedure for Scholastic Pistol Program (SPP)

The Standard Competition Procedure (SCP) is a summary of how to run a Scholastic Pistol Program (SPP) match and is not intended to replace the SPP handbook.

1. SPP Team

A. Team. A SPP Team is defined as one or more individual Athletes registered by and guided by a Head Coach. There is no upper limit to the number of Athletes on a team. The basic competitive unit is called a squad which consists of four (4) persons. A Team may have as many squads as they wish. These combined squads form a team. These squads compete against all other squads including those on their own team.

B. Team Members

Junior Division – (12-16)

Junior - JV Rimfire Division - Athletes may only participate in this division for a maximum of two (2) years.

In certain cases those athletes younger than 12 years of age may be approved for participation in the JV Rimfire Division. In order to be considered for a waiver, the coach of the athlete must provide detailed documentation that the athlete has the physical and mental maturity to safely participate in SPP. This should include prior experience in handling handguns in a competitive arena or participation in a handgun program run by an organization such as 4-H, State Agency program, etc. The final decision will be made by SPP HQ staff. This waiver, if granted, will only be for the JV Rimfire Division only – no centerfire!

Junior - Centerfire Division

Members may shoot this division throughout their division eligibility

Senior Division – (17-20)

Senior – JV Rimfire Division – Athletes may only participate in this division for a maximum of two (2) years. Members participating in this division may not have ever participated in Junior JV Rimfire Division.

Senior - Centerfire Division

Members may shoot this division throughout their division eligibility

Collegiate Division

Collegiate - JV Rimfire Division - Athletes may only participate in this division for a maximum of two (2) years. Members participating in this division may not have ever participated in Junior or Senior Rimfire Division.

Collegiate - Centerfire Division

Members may shoot this division throughout their college eligibility

An athlete can only compete in one division or the other. Once an athlete competes in a Regional or National event in the Centerfire Division they can no longer compete in the JV Rimfire Division.

Centerfire (Varsity)

Squads are organized based on age: Junior Division (ages 12 – 16), Senior (17 – 20) and Collegiate (no age limit). In the event a squad has both Junior and Senior Division members, in order to complete a squad the entire squad will be required to compete in the Senior Division.

Collegiate Division is open to all students enrolled in a post-secondary school such as a junior college, college, university, etc. and must be a full time student and in good academic standing. There is no age limit to Collegiate Division as long as they meet the current requirements.

Rimfire (Junior Varsity)

Rimfire (Junior Varsity) squads are organized based on the same age groups as Centerfire (Varsity): Junior Division (ages 12 – 16), Senior (17 – 20) and Collegiate (no age limit). In the event a squad has both Junior and Senior Division members, in order to complete a squad the entire squad will be required to compete in the Senior Division.

Athletes may only participate in Rimfire for a maximum of two (2) years. For complete description of the Rimfire Division please refer to the Rimfire Division Document.

- C. Substitute Team Members. Substitute team members must meet the requirements for their Division.

2. Adults

- A. Head Coach. Every Team MUST have a Head Coach who is 21 years of age or older. The first and foremost responsibility of the Head Coach is to ENSURE THE SAFETY of all participants. Head Coaches MUST emphasize the safe

handling and use of firearms in every facet of the Scholastic Pistol Program. The Head Coach will also represent the team on all matters between the team, competition officials, and SPP Headquarters.

IMPORTANT! PLEASE NOTE: 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 Organization and covered by SSSF Insurance. 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. Assistant Coaches/Adult Volunteers. The Assistant Coach/Adult Volunteer are required to complete this registration process before working with Athletes.

3. Equipment

Centerfire - Firearms Allowed

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.

- A. 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/Documents/IDPARuleBook2005.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.
- B. 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 108.
- C. Start Condition:

DA/SA firearms will start hammer down.

Firearms with a decocking lever or button will be decocked using the lever or button.

If the hammer must be lowered by pulling the trigger and manually lowering the hammer, the hammer will be lowered to the lowest position possible.

Manual safeties may be engaged or not at the shooter's discretion.

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

Rimfire -Firearms Allowed

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.

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

- A. 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.
- B. Due to the misfire/jamming issues generally associated with rimfire, a competitor will be allowed one (1) "mulligan" per stage if the issue is related to ammo/gun failure. When using the "mulligan" the shooter will be allowed to reshoot the string in which the incident occurred. It will be the responsibility of the competitor or coach to request the "mulligan".

This rule only applies to gun/ammo related failures and does not cover operator mistakes such as not properly seating magazine, etc. This should be determined by the Safety Officer running the stage. If there is a question the competitor should be given the benefit of the doubt.

This rule does not apply to the Centerfire Division.

When clearing a jam/misfire on the clock the competitor may not use any tools to clear the problem. Tools may only be used off the clock.

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

- D. Start Condition:

DA/SA firearms will start hammer down.

Firearms with a decocking lever or button will be decocked using the lever or button.

If the hammer must be lowered by pulling the trigger and manually lowering the hammer, the hammer will be lowered to the lowest position possible.

Manual safeties may be engaged or not at the shooter's discretion.

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

4. Stages and Targets

Stages - The following stages shall be used for SPP competitions.

- SPP - In & Out
- SPP - Focus
- SPP – Go Fast
- SPP – Speed Trap

Each stage will have a table or similar device at the shooters box on which the handguns and magazines are placed by the Range Officer.

Targets - Targets for SPP are designed with specific sizes and metal types to reduce ricochets. They may be bought from a several approved vendors or may be locally manufactured so long as they adhere to the requirements of the SPP stages. For information concerning material, construction and placement visit the Steel Resource Guide at http://www.actiontarget.com/wp-content/uploads/2010/10/pt_Steel_Target_Resource_Guide.pdf.

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 contestant's first string of fire on each stage.

5. SPP Competition Format

In SPP competition, your time is your score. Total score for all stages will determine each competitor's match score. A squad's score is the combined match score from all four competitors.

6. Scoring

Your time is your score. Each of the four targets must be hit during each string of fire and a designated stop plate hit last. The time stops when the stop plate is hit. The best four of five strings will be counted as the total score for each stage. Any primary targets missed will incur a three (3) second penalty each. The maximum time allowed for each individual run is 30 seconds. The competitor will be stopped if they reach the 30 second limit. The competitor may attempt any remaining strings.

7. Range Commands

The range commands for the SPP will be as follows:

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

The competitor may then pick up the handgun and magazine from the table, load the handgun 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 Range Officer.

- B. “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”.
- C. “Standby” – This command should be followed by the audible start signal within 1 to 2 seconds.
- D. “Start Signal” – This is 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 Range Officer will confirm that the competitor is ready to attempt the course of fire and will resume the range commands from “Are You Ready?”
- E. “Reload if Required and Make Ready for Your Next String” – This command is used following the 1st through 4th strings.
- F. “Stop” – Any Range 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 Range Officer.
- G. “Unload And Show Clear” – This command is used following the final string. If the competitor has finished shooting, he must lower his handgun, remove the magazine, then clear the chamber, lock the slide to the rear for inspection by both himself and the Range Officer. The competitor then must place the handgun on the table before the Range Officer can call the range safe and clear to go down range to score/paint targets.

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

For more information, visit the SPP Website

www.sssfonline.com/