

PA SERVICE PISTOL * & SERVICE UNRESTRICTED

***For Service Pistol ALL competitors MUST have a valid PA Holster Accreditation**

Before the competition:

- Your eye protection (mandatory for everyone)
- Your hearing protection
- Stopwatch
- Targets & Patches
- Score sheets (Registers)
- Range Incident Report forms
- Be familiar with operation of the timer
- (for competition) check:
 - Shooters in the correct bays,
 - Pistols and other equipment approved
 - Shooters wearing Start Numbers if provided

At 50yds (45.70m)

Check the range is clear of personnel.

10 minutes before match start time - start stopwatch and call

"PREPARATION TIME BEGINS NOW"

- Start stopwatch
- Check timer is set for 165 seconds
- Service Pistol only – the RO takes 10 rounds from each shooter.

After 10 minutes, stop stopwatch, and call...

"165 SECONDS....LOAD"

Service Pistol Only

Shooters load and holster at the firing line **before** retiring 2m.

Service Unrestricted Only

Shooters load at the firing line and place the pistol on the ground at the firing line

After the competitors have loaded and assumed the ready/start position 2m behind the firing line, call...

"ARE YOU READY..." & activate the targets

(If using STATIC targets at 45.70m, after seven seconds call **"FIRE"**)

(If there is a call of "Not Ready" announce

"NOT READY CALLED"

After 15 seconds again call

"ARE YOU READY" & start the series)

(NOTE: Pistol must be obviously clear when changing position)

At the end of the series (i.e. after 165 seconds) call...

"STOP ... UNLOAD"

- Clear all pistols
- Allow competitors to move forward to next distance
- Allow scoring personnel forward

Repeat the above commands for all remaining series –

- The time of the series must be announced with the LOAD command
- The course of fire may be called if requested

At the end of the relay and after all personnel have returned:

- Clear all pistols for casing and removal
- Complete range Report and forward to the RTS Office



The Target

PA Service Pistol
Target

Course of Fire

Preparation Time

- 10 minutes

At 50yds (45.70m)

24 shots in 165 seconds

- 6 shots target 4 – prone
- 6 shots target 3 – sitting or kneeling
- 6 shots target 2 – RH barricade
- 6 shots target 1 – LH barricade

Score & patch

At 25yds (22.85m)

6 shots in 15 seconds

- 6 shots target 4 – RH barricade

6 shots in 15 seconds

- 6 shots target 3 – LH barricade

12 shots in 35 seconds

- 6 shots target 2 – RH barricade
- 6 shots target 1 – LH barricade

Score & patch

6 shots in 6 seconds

- 3 shots target 1, 3 shots target 2
- standing clear of the barricade

6 shots in 6 seconds

- 2 shots target 2
- 2 shots target 3
- 2 shots target 4
- standing clear of the barricade

Score & patch

At 10yds (9.14m)

6 shots in 4 seconds

- 6 shots target 4

6 shots in 8 seconds

- 6 shots target 3
- 3 shots left hand only
- 3 shots right hand only

6 shots in 4 seconds

- 3 shots target 1 / 3 shots target 2

Score & patch

At 7yds (6.40m)

12 shots in 15 seconds –

unsighted

- 6 shots target 1
- 6 shots target 2



Chronograph Procedures

- During preparation time take 10 rounds from every competitor **at random**, this means
 - You must take randomly selected rounds from each box of ammunition being used
 - You may ask for a round or rounds from an already loaded speed loader or magazine
 - You must **NOT** accept ammunition handed to you by the competitor
- The collected rounds must be sealed and labelled in the presence of the competitor
- Arrange for collected rounds to be taken to the testing area as soon as possible **BUT NOTE** that if the Jury has done a random draw you may need to take 10 rounds from selected competitors at different distances – you should return the original rounds to the competitor when collecting this 2nd batch of ammunition.
- At the end of the relay remind competitors where the chronograph is set up

Holsters – used for Service Pistol ONLY

- The holster must be safe, serviceable and suited to the pistol/revolver being used
- **The holster belt must pass through belt loops on the shooter's clothing. If a double belt is used the inner belt must pass through the belt loop. Where two belts, that are not both part of the holster rig, are used they must be affixed by the use of keepers, and the inner belt must pass through belt loops on the shooter's clothing.**
- The holster MUST cover the trigger when the firearm is holstered
- When holstered the firearm must
 - Not be directed at any part of the shooter's body
 - Not be directed to the rear (i.e. must not be directed up range)
 - Be directed within one metre of the shooter when standing normally
- When unholstering the firearm must not be directed to the rear
- **When holstered a part of the firearm must be positioned no lower than the top edge of the belt.**
- The holster belt must be firm (not bendable) and must be wide enough to support the holster without the holster swivelling on the belt

Note: Service Unrestricted - competitors may holster an unloaded pistol between stages in Service Unrestricted but under NO CIRCUMSTANCES may a loaded gun be holstered. A holster accreditation is required.

Malfunction of a pistol (Rule 8)

- There is no reshoot for unfired shots due to a malfunction of the shooter's equipment.
- A series may not be repeated if it has been missed due to a malfunction
- A pistol may NOT be replaced for any reason

Spectators

- Team managers & spectators may move forward as the shooters move forward to different distances. They must remain **at least 5m behind the line of shooters.**

Penalties and infringements

Penalty value is 10points. Penalties MUST be advised after Unload command for the series in which the penalty was incurred, and before the next Load command.

7.5 – Early/Late shots – recorded as zero – may incur a penalty – also **see 7.7.9 to 7.7.12**

7.7.5 – Loading too many

7.7.6 – Firing with wrong hand – 10pts for each shot fired with the wrong hand

7.7.13 – Wrong position – 10pts applied to that series (penalty applies to the SERIES) except for

7.7.13.3 – pistol above shoulder height in the unsighted position – 10pts per shot so fired

7.7.8 – Crossfires – if cannot be identified on recipient's target score the highest value shots

7.7.14 – Shots fired out of sequence