

ARPC Action Pistol League

Thank you for your interest in the Amarillo Rifle Pistol Club (ARPC) Action Pistol League. While the ARPC has hosted Action Pistol Competitions in the past, these are going to be a little different. First off, as the Poster stated, these competitions are not affiliated with any National Action Pistol Organization. As a result, the way we do them will be a bit different from the way they are done at other competitions. We are using a composite of the rules from the others, simply because most are common sense and are spelled out well. They cover the way competitions are done and how they are scored. If you want to see a full rule book, go to <https://uspsa.org/viewer/2024-USPSA-Competition-Rules.pdf>.

What we do that is different.

To be clear, this is a Pistol only competition. Our ranges are relatively small and are designed for pistols. No Pistol Caliber Carbines or rifles will be allowed.

We are only going to have three Pistol Classes.

- Production: Any pistol that comes from the manufacturer with standard options. Some examples are:
 - The S&W M&P series
 - Glock firearms
 - Springfield XD Series
 - 1911 (or 2011) style pistols.
 - Limited modifications that are allowed.
 - Fiber Optic sights – not to be confused with any electronic sights.
 - Match Barrel – Must be the same length as the original factory barrel.
 - Grips that improve the “grip” of the pistol, but does not significantly change the geometry of the grip. No flares, Wings, Thumb Supports, etc.
 - Addition of a Weapon Mounted Light (WML). Light must be functional and the competitor may be required to turn it on to prove it is functional. Light does not need to be turned on during competition.
- Custom: Any Pistol that has been Customized for competitions. These include Manufacturer Custom Pistols and many after-market customizations. They can include, but are not strictly limited to:
 - Trigger Jobs that alter the trigger shape and/or trigger pull weight.
 - Cut or lightened slides.
 - Barrel compensator or muzzle brake.
 - Magazine well flares.
 - Custom Grips.
- Optics Class. Any Pistol with an electronic Optic.
 - Red Dot or green dot sights
 - Reflex Sights
 - Holographic sights

Authorized Calibers include .22 LR up to .45 caliber, Semi Automatics and revolvers.

Scoring and ranking: All shooters, regardless of age, gender, or experience level will compete on the same level. We will email the results to everyone after the scores are tallied. When we send the results out to everyone, we will differentiate between the different pistol classes. As a note, we don't have Steel Targets. Our club restrictions make their use troublesome and they are quite expensive to purchase. We will be using white Paper Plates to simulate Steel targets.

- USPSA full size Targets – <https://www.midwayusa.com/product/939510982?pid=841131>
- USPSA half size Targets – <https://www.midwayusa.com/product/939467980?pid=777756>
- Large “Steel” target – 9” paper plate
- Small “Steel” target – 6” paper plate
- 8” Steel Gongs

What to bring.

We can't give you an exact round count, because many targets (**but not all**) are scored as “Best 2” shots. That means if you think you missed or scored badly, you can shoot additional rounds.

- Four boxes of ammunition (200 rounds). It is unlikely won't shoot that many, but you will need more than 2 boxes (100 rounds) and going through 3 boxes (150 rounds) is not unheard of.
- Holster designed for your hand gun. The holster must securely hold the pistol and be designed so that the pistol must be drawn up and out. Break Open or forward draw holsters are not permitted. Holster must be belt mounted with the grip at or above the top of the belt. Concealed carry holsters may be used, but must be approved by a Range Safety (RS) or the Match Director.
- Ammo Pouches are recommended. When beginning a stage, all magazines must be stored. This suggests ammo pouches, but extra magazines can be carried in your pocket. No magazines are to be carried by hand or tucked behind the belt.
- Eye and hearing protection. We realize that most National Organizations make this optional, however our club rules require them. Prescription glasses are sufficient, as are colored safety glasses. Ear Muffs or ear plugs suffice for hearing protection.
- \$5.00 cash. Please bring exact amount as we won't have a cash register. Also, we don't take checks or Credit/Debit cards.

What to expect.

We will have a total of four stages for each competition. Since we only have 2 Pistol pits, we will have one stage set up in each pit and we will be running them at the same time. Once all shooters have completed either stage, it will be taken down and the next stage will be set up. Each stage will be different and hopefully each month, we will have new stages.

Each stage will require, at a minimum, between 24-28 rounds of ammo. Magazine changes will sometimes be mandated by the Stage Brief. (So 3-4 magazines are recommended. If you only have 2 magazines and need to refill one during the stage, the clock will continue to run.) At the beginning of

the stage, a briefing for the stage will be conducted. It will include (1) where to start, (2) where the firing points are, (3) the order that the shooter is to follow, and (4) what targets are to be engaged from each point and with how many rounds. After the brief, a few minutes will be allowed for any shooter that wishes to walk the course. This is a mass preview, don't expect a solo walk.

Stage Commands:

- Shooter Make Ready! – After the command is given, Assume the start position with your firearm prepped as specified in the Stage Brief. Now is the time to ask any questions.
- Shooter Ready? – If you are **not** ready, let the RSO know! If you responded to the previous command, we will assume you can hear us. Responses are not limited verbal acknowledgment. Loading your weapon shows that you are “getting ready”. So if you don't answer “No”, we will assume you are focused on the stage and that is why you didn't say anything.
- Standby! – At this point, the timer's random delay has started. A 3-7 seconds delay and then the start signal will sound.

Stage Complete:

- Since only you know when you are done, let the RS know. At that point the RS will issue the following commands.
- Unload and Show Clear! – Keeping the firearm pointed down range at all times, Remove the magazine, unload the chamber and lock the slide to the rear. Revolver users leave the cylinder open. Display the firearm to the RS so that the RS can confirm the weapon is clear.
- Dry Fire and Holster the weapon! – Close the action. Ensuring that it is pointed in a safe direction, dry fire the weapon. Holster the firearm.
- At this point, the RS will begin scoring the Targets. You are allowed and even encouraged to accompany the RS. Any disagreement with the score should be mentioned at this time. If you still disagree with the RS's scoring, let the RS know, remember the target, but continue with the scoring. Once all targets are scored, if you are not satisfied with a score, notify the Match Director. The Match Director will review the target and make a final judgment. Once scoring is complete, initial off on your score sheet. Remember, these competitions are just for fun & practice and no prizes or National Rankings are hanging on the score.
- Once you have initialed off on the score sheet, you can go and recover you magazines if you haven't already. Targets can be taped at this time. When you are assisting in taping targets, **DO NOT** start taping until the RS gives the go ahead.
- Recovery of brass will take place after the match is complete.