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# CMP ACTION PISTOL COMPETITION RULES

*3<sup>rd</sup> Edition—2025*

*These Rules Govern CMP Sponsored and  
Sanctioned Action Pistol Matches.*



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Effective date 1 January 2025

This 3<sup>rd</sup> Edition of the ***CMP Action Pistol Competition Rules***  
will remain in effect through the 2025 competition year.

## **About the CMP and CPRPFS**

*A 1996 Act of Congress created the Corporation for the Promotion of Rifle Practice and Firearms Safety, Inc. (CPRPFS) to conduct the civilian marksmanship program that was formerly administered by the U. S. Army's Office of the Director of Civilian Marksmanship (ODCM). The CPRPFS is a federally chartered, tax-exempt, not-for-profit 501 (c) (3) corporation that derives its mission from Title 36 USC, §40701-40733.*

*The CPRPFS, known as the Civilian Marksmanship Program or CMP, promotes marksmanship through firearms training, safety, competitions, and youth programs. The CMP delivers its programs through affiliated shooting clubs and associations, through CMP-trained and certified Master Instructors and Range Officers, and through cooperative agreements with national shooting sports and youth-serving organizations.*

*Federal legislation enacted in 1903 by the U.S. Congress and President Theodore Roosevelt created the National Board for the Promotion of Rifle Practice to foster improved marksmanship among military personnel and civilians. The original CMP purpose was to engage Soldiers, Marines and U. S. citizens in rifle marksmanship practice and competition so they would be skilled marksmen if later called to serve in combat. This government supported marksmanship program became known as the "civilian marksmanship program."*

*The National Matches, Bianchi Cup Championship, Excellence-In-Competition Matches and other competition programs have been important components of the CMP legacy since the early 1900s. The CMP promotes these competitions as vital ways to test and celebrate the marksmanship skills of U. S. citizens. These competitions are also an established means of fostering the development of shooting sports leaders who can instruct youths in target shooting and promote marksmanship activities among U. S. citizens.*

# Introduction to **CMP Competition Rules**

This 2025 3<sup>rd</sup> Edition of the **CMP Action Pistol Competition Rules** governs CMP-sanctioned competitions for the Action Pistol discipline. These rules remain in effect from the date they are issued until they are replaced by the next edition of the rules. If a rules emergency should arise, the CMP Rules Committee has the authority to issue rules updates. If rules updates are issued, the official current version of any CMP Competition Rulebook is the version that is posted on the CMP website at <http://thecmp.org/rulebooks/>.

**Authority.** The CMP governs and sanctions rifle and pistol competition events in accordance with the authority granted to it by federal law (Title 36, UCS, § 40701-40733). The authority “*to conduct competitions in the use of firearms and to award trophies, prizes, badges, and other insignia to competitors*” is one of the statutory “*functions*” of the Corporation for the Promotion of Rifle Practice and Firearm Safety (CPRPFS, the legal name for the CMP).

**CMP as National Governing Body.** The CMP is the U.S. national governing body for the shooting sport disciplines of Service Rifle, Service Pistol, .22 Rimfire Pistol, Service Revolver, As-Issued Military Rifle (Garand, Springfield, Vintage Military Rifle, M1 Carbine, Vintage Sniper Rifle Team Match), As-Issued Pistol (M9, M1911, M&P Service Pistol) and Rimfire Sporter Rifle competitions. The CMP also acts as a governing authority for Match Pistol, Long Range Rifle, Smallbore Rifle, Air Rifle, Air Pistol, and Action Pistol competitions that are conducted or sanctioned by the CMP. It fulfills this responsibility by establishing rules, sanctioning competitions, and promoting participation in these disciplines.

**CMP Competition Rulebooks.** To fulfill its responsibilities as a competition governing body (see above), the CMP approves and publishes the following rulebooks:

- **CMP Highpower Rifle Competition Rules.** Governs Service Rifle (National Trophy and CMP Cup) and Long-Range Matches.
- **CMP Bullseye Pistol Competition Rules.** Governs Service Pistol, .22 Rimfire Pistol, Match Pistol, and Service Revolver Matches.
- **CMP Games Rifle and Pistol Competition Rules.** Governs As-Issued Military Rifle, Vintage Sniper Rifle Team, As-Issued Pistol and Rimfire Sporter Rifle events.
- **CMP Smallbore Rifle Competition Rules.** Governs CMP Smallbore Rifle Matches.

- ***CMP Air Rifle and Air Pistol Competition Rules.*** Governs CMP-sponsored or sanctioned Air Rifle and Air Pistol Matches.
- ***CMP Action Pistol Competition Rules.*** Governs CMP sponsored or sanctioned Action Pistol Matches including the Bianchi Cup.
- ***National Standard Three-Position Air Rifle Rules.*** Governs Three-Position Air Rifle shooting for sporter and precision class competitions. These Rules are established by the National Three-Position Air Rifle Council and published by the CMP.

**The CMP Board of Directors, acting through its Rules Sub-Committee, has the sole authority to establish and amend these Rules.**

**Applicability.** *CMP Competition Rules* govern the Bianchi Cup Championship and all other CMP-sponsored or sanctioned Action Pistol Matches. **No Match Program, Match Director or other Match Official has the authority to contravene these rules except as explicitly authorized in these rules.**

**Rule Interpretations.** To obtain a clarification or interpretation of any CMP rule, contact CMP Competitions, 419-635-2141, ext. 714 or 729 or [competitions@thecmp.org](mailto:competitions@thecmp.org), to request a CMP ruling or interpretation. The CMP staff has the authority to interpret rules that are not clear, but they may not modify rules. The Rules Sub-Committee of the CPRPFS Board of Directors has the sole authority to modify ***CMP Competition Rules***.

**CMP Competitions Website.** The CMP website at <http://www.TheCMP.org> has information pages for all CMP competition programs as well as links to the latest rulebooks, match programs and program announcements for CMP competitions. From the CMP home page, click on “Events” and then select the item(s) you want.

**CMP Competition Tracker.** The CMP has pioneered in using the internet to administer competitions and rapidly present competition results for competitors and the public. CMP Competition Tracker is a computer software system that tracks competitors and competitions and provides for the posting of competition results online. Any competitor, match official, or interested person can view upcoming match announcements and match results on the Competition Tracker website. On the CMP home page, click on “Competition Tracker” or visit <http://ct.thecmp.org>. Then click on “Competitions” or “Match Results” and select the type of competition or other activity that interests you. This site also displays a comprehensive list of “Distinguished Shooters.” Competitors can also use Competition Tracker to enter CMP sponsored matches on-line.

**Where to Obtain Rulebooks.** *CMP Competition Rules* are posted on the CMP web site at <http://thecmp.org/rulebooks/> and may be downloaded from there without cost. Printed copies of the rules are available at a cost of \$9.95 each. Contact:

CMP Competitions Department  
P.O. Box 576  
Port Clinton, Ohio 43452  
Phone: 419-635-2141, ext. 714 or 729  
Email: [competitions@thecmp.org](mailto:competitions@thecmp.org)

**Please direct questions about CMP Action Pistol Rules or rule recommendations to the CMP Competitions Department at [jhenderson@thecmp.org](mailto:jhenderson@thecmp.org) or (419) 635-2141, ext. 729**

## **DEFINITIONS OF TERMS USED IN THIS RULEBOOK:**

**Discipline.** A target shooting discipline is a sub-group of events within a sport that have common characteristics where competitors use defined types of guns to fire one or more events in a specific type of shooting. Action Pistol is a discipline within the sport of Shooting.

**Competition.** A competition consists of one or more events conducted at a specific range complex on specific dates. In this Rulebook, the terms “competition” or “match” are used interchangeably. The term “tournament,” which may also mean a competition or match, is not used.

**Event.** A unique shooting contest with a specific course of fire and rules of conduct. In this Rulebook, the term “event” is used in lieu of “match.”

**Stage.** A phase or part of an event’s course of fire, usually consisting of one or more series. For example, in the Barricade Event, there are four stages, one for each firing distance, and with each stage consisting of two 6-shot series.

**Series.** A sequence of shots fired within a stage or course of fire. Action Pistol events have 2-shot, 3-shot, 4-shots or 6-shot series. In this Rulebook, the term “series” is used in lieu of the misnomer “string.”

In this Rulebook, Range Officer commands are shown in ***BOLD ITALICS***.

Range Officer commands used in this Rulebook are:

- ***LOAD AND MAKE READY***
- ***READY...STANDBY***
- ***CEASE FIRE, UNLOAD AND SHOW CLEAR***
- ***CHANGE TARGETS***

## ***CMP MISSION:***

***Promote excellence in marksmanship and firearms safety through nationwide youth programs, competitions, and partnerships with funding from the restoration and sale of historic American firearms in a secure and accountable process.***



## ***CMP VISION:***

***To lead the nation in marksmanship excellence providing safe, high quality and innovative programs with a focus on youth.***

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# **1.0 GENERAL REGULATIONS**

## **1.1 CMP Competition Program**

The Civilian Marksmanship Program (CMP) offers a comprehensive program of rifle and pistol competitions that are governed by **CMP Competition Rules**. CMP shooting sports disciplines are Highpower Rifle, As-Issued Military Rifle and Pistol, Bullseye Pistol, Smallbore Rifle, Air Rifle and Air Pistol. and Action Pistol. The CMP competition program offers competitions at four levels: 1) Club competitions or championships, 2) State Championships, 3) CMP Competition Games, and 4) National Championships.

## **1.2 Action Pistol Competitions**

Action Pistol competitions combine pistol handling skills (drawing from a holster, rapidly assuming firing positions, rapid reloading, etc.) with a variety of pistol marksmanship tests that require both accuracy and speed. Action Pistol is distinguished from traditional Bullseye Pistol disciplines by its requirements for competitors to perform pistol handling skills in a variety of events that involve stationary, multiple, moving or falling plate targets, at distances from seven to 50 yards. Firing stages require competitors to begin from a start position, draw their pistols from holsters and fire multiple shots in a standing, prone or other legal position, within very short time limits. Time limits for assuming position and firing six-shot series are as short as five seconds.

## **1.3 Legal and Illegal Equipment**

All devices or equipment which may facilitate shooting, and which are not mentioned in these Rules, or which are contrary to the spirit of these Rules, are prohibited. Match Officials and Juries shall have the right to examine a competitor's equipment and apparel. Competitors are responsible for submitting questionable equipment and apparel for official inspection and approval in sufficient time prior to the beginning of a competition so that its legality can be confirmed.

## **1.4 Open Participation Without Discrimination**

The CMP is a national shooting sports organization chartered by federal law (Title 36 USC, §40701-40733) and dedicated to promoting gun safety, marksmanship instruction and marksmanship competitions. CMP competitions are open to all competitors who comply with the requirements of federal law (see Rules 3.1, 3.2 and 3.3) regardless of their race, sex, age, sexual orientation, or disability.

## **1.5 CMP Sponsored Competitions**

CMP Sponsored Competitions are planned, organized, and conducted by the CMP Staff in accordance with policies and budgets approved by the CMP Board of Directors. CMP Sponsored Competitions include the annual Bianchi Cup Championship and Action Pistol competitions conducted at the CMP's Talladega Marksmanship Park.

## **1.6 CMP Sanctioned Competitions**

Sanctioned competitions are competitions governed by these Rules and conducted by CMP affiliated organizations that are officially recognized by the CMP. CMP affiliated organizations that wish to conduct CMP sanctioned Action Pistol competitions using these rules, may apply to CMP Competitions for approval. Match Sanctioning Requests may now be submitted online. Sanctioning for all matches can be done through the CMP Competition Tracker at <https://ct.thecmp.org/sanction>. Sanctioning applications may also be submitted by obtaining the **Application to Conduct a Sanctioned Match** that can be downloaded from the CMP web site at <http://thecmp.org/competitions/forms/>. Send completed applications, with sanctioning fees and a copy of the match program to:

CMP Competitions Department  
P.O. Box 576  
Port Clinton, Ohio 43452  
Phone: 419-635-2141, ext. 714 or 729  
Email: [competitions@thecmp.org](mailto:competitions@thecmp.org)

## **1.7 CMP Sanctioned Match Procedures**

CMP-sanctioned competitions conducted by CMP-affiliated organizations must comply with these procedures:

### **1.7.1 CMP Sanctioned Match Authorization**

CMP-affiliated state associations, clubs or other organizations that want to conduct CMP-sanctioned matches must apply to the CMP for approval. The CMP must approve all CMP-sanctioned matches prior to the date of the competition.

### **1.7.2 Sanctioning and Entry Fees**

A sanctioning fee of \$20.00 must accompany each application to conduct a CMP sanctioned competition. There are no individual or other fees for CMP sanctioned competitions. The local sponsor may charge individual entry fees sufficient to cover expenses necessary to conduct the match.

### **1.7.3 Sanctioned Match Requirements**

All CMP-sanctioned competitions must comply with these requirements:

- a) Use the appropriate current edition of the **CMP Competition Rules** to govern the competition.
- b) Ensure that all competitors and participants comply with applicable CMP eligibility requirements (Rule 3.0).
- c) Provide sufficient qualified Match Officials to ensure that the requirements of these rules are properly enforced.
- d) The match program must include one or more CMP recognized events (course of fire) that are conducted according to **CMP Competition Rules** (see Rule 1.8).

#### **1.7.4 Sanctioned Match Information and Promotion**

Information regarding the location, dates and contact information for all CMP-sanctioned matches is posted on the CMP web site as soon as a match sanctioning application is approved.

#### **1.7.5 Advance Notice to Competitors**

Advance notice for all upcoming CMP-sanctioned competitions must be provided to eligible and interested competitors. Such notice can be given with a sanctioned match posting on the CMP web site and by the distribution of the Match Program electronically or by mail.

#### **1.7.6 CMP-Sanctioned Match Reporting**

CMP-sanctioned match sponsors must submit a CMP Sanctioned Match Report and the individual scorecards for all competitors to the CMP within ten days following the match.

### ***1.8 CMP-Recognized Action Pistol Events***

All Action Pistol competitions conducted or sanctioned by the CMP must offer competition in CMP recognized events. CMP-recognized Action Pistol Events are listed in Table 1.

<b>TABLE 1 – CMP RECOGNIZED ACTION PISTOL EVENTS</b>		
<b>Event</b>	<b>Course of Fire</b>	<b>Rules</b>
Practical Event	48 shots, Table 2	Rule 6.2.1
Barricade Event	48 shots, Table 3	Rule 6.2.2
Falling Plates Event	48 shots, Table 4	Rule 6.2.3
Moving Target Event	48 shots, Table 5	Rule 6.2.4
Speed Event	Qualification: All competitors fire six series of 6 shots each Final: The six competitors with the fastest Qualification times compete in duels to determine their placings	Rule 6.2.5
Short Course Event	24 shots, Table 6	Rule 6.2.6
Los Alamitos Pistol Event	42 shots, Table 7	Rule 6.2.7

**TABLE 1 – CMP RECOGNIZED  
ACTION PISTOL EVENTS**

<b>Event</b>	<b>Course of Fire</b>	<b>Rules</b>
Speedload Challenge Event	48 shots, Table 8	Rule 6.2.8
International Rapid-Fire Event	30 shots, Table 9	Rule 6.2.9
Bianchi Cup Aggregate	4 X 48 shots, total of scores in the Practical, Barricade, Mover, and Falling Plate events.	Rule 6.3.1
Team Events	Two and four-person team events using any event course of fire.	Rule 6.4

*Note: The CMP may add additional events to this list of “Recognized Action Pistol Events” after appropriate recommendations are received and approved by the CMP Rules Sub-Committee.*

### **1.9 Applicable Rules**

The following rules, and rule interpretations govern all Action Pistol matches conducted, sponsored, or sanctioned by the CMP.

#### **1.9.1 CMP Competition Rules**

The current edition of the **CMP Action Pistol Competition Rules** governs Action Pistol Matches, conducted, sponsored, or sanctioned by the CMP. If rules updates are issued, the official current version of any CMP Competition Rulebook is the version that is posted on the CMP website at <http://thecmp.org/rulebooks/>.

#### **1.9.2 Rule Interpretations**

The CMP may issue rule interpretations for rules in **CMP Action Pistol Competition Rules** that are unclear or in dispute. CMP rule interpretations may not change, set aside, or alter the application of specific rules in the **CMP Action Pistol Competition Rules**.

#### **1.9.3 Decisions Regarding Doubtful Rules**

Match Officials and Juries are responsible for applying these rules in accordance with how they are written. Match Officials and Juries may decide doubtful cases or cases not provided for in these Rules, but any such decisions must be based on the intent and spirit of these Rules. **A Jury or Match**

**Officials may not make any decision or ruling that contradicts or violates these Rules.**

### **1.10 Match Program**

All CMP-sponsored or sanctioned competitions should have a written Match Program. The Match Program identifies the name of the competition, date(s), location, competition events (courses of fire), time schedule, awards and any special conditions that apply to that competition. A Match Program may not change, set aside, or alter any rules in this Rulebook, except as permitted in Rule 1.11.

### **1.11 Match Director's Bulletin**

A Match Director's Bulletin may be issued to provide additional information regarding competition conditions that were not known when the Match Program was published. Match Director's Bulletins may not change, set aside, or alter any of these Rules, except that a Match Director's Bulletin may change a date of firing, cancel an event, or change a course of fire when necessary to complete a competition that is affected by severe weather or unforeseen conditions. Details of any changes made and the reasons for such changes must immediately be reported in writing to the CMP.

### **1.12 Rules Conflicts**

If there is a Rules conflict, precedence shall be given to the most recent edition of the **CMP Action Pistol Competition Rules**, then to applicable CMP rule interpretations, then to the Match Program and then to a Match Director's Bulletin.

## **2.0 RANGE SAFETY RULES**

*Safety is the foremost priority in all shooting sports competitions. The safety of competitors, Match Officials and spectators requires constant, disciplined attention to safe gun handling. Competitors and Match Officials are responsible for following established safety rules and safe pistol-handling procedures. This section describes safety rules that are applicable for CMP sponsored and sanctioned Action Pistol competitions.*

### **2.1 Fundamental Safe Pistol Handling Rules**

These fundamental safety rules are the foundation for how all pistols must be handled during competition activities:

- a) Always keep your pistol pointed in a safe direction. On shooting ranges, a safe direction is usually up, down, or downrange.
- b) Always keep your finger off the trigger until you are ready to shoot.

- c) Always keep your pistol unloaded until you are on a firing line and have been instructed to **LOAD AND MAKE READY**.

## **2.2 Safe Pistol Condition**

Pistols must always be kept in a Safe Pistol Condition except when they are in use on a firing line and a Range Officer has instructed the competitor to **LOAD AND MAKE READY**. Pistols in the Safe Pistol Condition are unloaded, holstered, or in a bag or case, and comply with the following requirements, as appropriate:

- a) Single-action revolvers must have the hammer fully down on an empty chamber, unless equipped with a transfer bar.
- b) Double-action revolvers must have the hammer fully down; hammers may not be in the halfcocked position.
- c) Semi-automatic pistols must have magazines removed and the hammer fully down; hammers may not be in the halfcocked position. Double-action autos may not be fully cocked if their safety mechanism drops the hammer when actuated.

## **2.3 Carrying Pistols**

The carrying of pistols is defined as physically moving or transporting pistols to and from a range complex parking lot, range assembly area or firing line. Pistols must be in the Safe Pistol Condition (Rule 2.2) when they are carried on a range complex. Pistols must arrive at an event range firing line in a Safe Pistol Condition and leave the firing line in a Safe Pistol Condition.

## **2.4 Handling Pistols**

The handling of pistols is defined as anything a competitor does to remove the pistol from the holster, operate its mechanism, point, or aim the pistol, load, insert a clip or magazine or otherwise perform any action that would prepare the pistol to fire. Handling pistols is only permitted when a competitor is on a firing line and the Range Officer has commanded **LOAD AND MAKE READY** or the competitor is in a designated area where pistol handling is authorized. When handling pistols on the firing line to load, fire, unload, or resolving malfunctions, pistol muzzles must be pointed downrange towards the targets.

## **2.5 Loading**

A pistol is loaded when a cartridge or magazine or clip containing cartridges is brought into contact with the pistol. A pistol may only be loaded on a firing line after a Range Officer has given the competitor a **LOAD AND MAKE READY** command. Any competitor who loads and fires a shot before the **LOAD AND MAKE READY** command shall be disqualified and may not continue firing in that event.

## **2.6 Ready Condition**

Pistols in the Ready Condition are loaded, holstered, on safe, and ready to start a stage of fire.

## 2.7 Pistol Malfunction Procedure

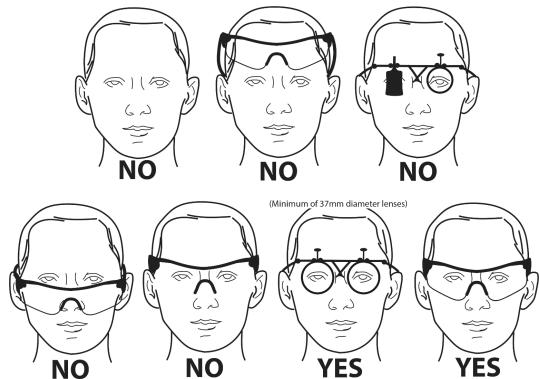
A malfunction is the failure of the pistol or ammunition to function properly. When a malfunction occurs, the competitor may attempt to clear the malfunction and continue firing, provided they can do so safely. Both hands may be used to clear a malfunction, including during firing stages that must be done with the weak hand only. Refires for malfunctions are not authorized. If the competitor cannot clear the malfunction or complete the series, they must keep their pistol pointed downrange and notify the Range Officer. The Range Officer will direct the unloading of the pistol and determine appropriate action.

## 2.8 Reloading, Moving Between Firing Positions

Some Action Pistol events require reloading the pistol during or between firing stages or series. To facilitate safe reloading, both hands may be used to reload the pistol, including during firing stages that must be done with the strong hand only or weak hand only. In events involving firing position movement, pistols must be pointed downrange with fingers outside of the trigger guard during such movements.

## 2.9 Eye and Hearing Protection

All competitors and competition officials are required to wear eye and hearing protection when on shooting range firing lines during pistol firing. Eye protection must have two complete lenses with minimum dimensions in depth and width for each lens of 1.30 in. It is strongly recommended that eyewear worn on firing lines meet or exceed the ANSI Z87.1 safety standard impact protection. Competitors' eyewear must be worn so that the two lenses remain in front of the eyes during firing (see diagram). No



Shooting glasses **MUST** be positioned completely over the eyes, without exception. The illustration above clarifies some typical faulty shooting glasses configurations, including removing lenses, along with the proper safe orientation (bottom right). Lenses suspended from frames, covering the eyes, with a minimum diameter of 37mm are permissible.

one will be allowed to participate in a CMP-sanctioned competition unless they are wearing eyewear and hearing protection that complies with this rule. Using electronic hearing protection devices to listen to music or communications is not permitted. Any competitor or match official who is not in compliance with this rule will be warned in accordance with Rule 8.3.4 a). Refusal to comply with a warning is grounds for disqualification.

## **2.10 Cease Fire Command**

A **CEASE FIRE, UNLOAD AND SHOW CLEAR** command will be given at the end of a time limit for each firing stage. A **CEASE FIRE** command may be given if there is a safety emergency. When a **CEASE FIRE** command is given, firing or any attempt to fire must cease immediately. When an emergency **CEASE FIRE** command is given, a Range Officer will give further instructions regarding actions competitors must take.

## **2.11 Special Range Safety Rules**

A range may have special range safety rules that are necessary because of the unique characteristics of that range. If a range has such rules, they must be described in the Match Program so that competitors can be prepared to comply with them.

# **3.0 COMPETITOR ELIGIBILITY**

*All CMP-sponsored or CMP-sanctioned matches are open to any individual or team that complies with these eligibility requirements. U. S. citizenship is not required to participate. Individual membership in the CMP or a sponsoring organization is not required to participate. No person who has been convicted of a Federal or State felony or any violation of Section 922 of Title 18, U. S. Code, is eligible to participate in any activity sponsored or sanctioned by the CMP.*

## **3.1 Competitor Responsibilities**

Every competitor who participates in a CMP sponsored or sanctioned Action Pistol competition must fulfill the following responsibilities. Failure to fulfill all these responsibilities may result in disqualification in accordance with Rule 8.3.4 b).

### **3.1.1 Safety**

Every competitor must be capable of safely completing the event courses of fire in a competition and of following all safety rules. If, in the opinion of the Match Officials, a competitor is not able to handle their pistol safely, that person may be removed from the competition. Any decision to remove a competitor must be made by at least two Match Officials (see Rule 8.3.4 b).

### **3.1.2 Knowledge of the Rules**

Competitors are responsible for knowing and complying with the **CMP Action Pistol Competition Rules**, the Match Program and any Match Director bulletins issued for the match.

### **3.1.3 Duty to Use Legal Equipment**

Competitors are responsible using pistols, holsters and other equipment that comply with these rules. Competitors have a duty to present doubtful equipment to Match Officials for legality rulings prior to using it in a competition event.



### **3.1.4 Entries**

It is the duty of the competitor to make their own entries on the forms and in the manner prescribed for that competition. Individual entries should be made in advance as prescribed in the Match Program. Late entries may be accepted if range space is available, and the additional entries do not unduly interfere with match operations.

### **3.1.5 Age Limits**

CMP Action Pistol Matches are open to competitors 14 years of age or older. .22 Rimfire Action Pistol Matches are open to competitors 12 years of age or older. The CMP or sanctioned match sponsors may waive the age requirement when evidence is presented that confirms how an underage applicant has demonstrated the ability to safely complete the course of fire for that event by completing an appropriate training course with actual range firing or by having safely competed in other similar shooting competitions.

### **3.1.6 Duty to Obey Match Officials**

Competitors are responsible for following the instructions and range commands given by Match Officials who are acting in the proper conduct of their duties. Failure or refusal to obey the instructions of a Match Official may result in disciplinary action or disqualification (Rule 8.3.3 c).

### **3.1.7 Firing Line Behavior**

Competitors may converse with Match Officials, and Scorers or Verifiers while they are firing. Conversations with other competitors should normally take place off the firing line. Competitors may not use loud or abusive language that disturbs other competitors. Verbal or physical abuse of a Match Official(s) or another competitor(s) by a competitor is prohibited and may result in disciplinary action or disqualification (Rule 8,3.4 e) or f).

## ***3.2 Eligibility Affidavit Required***

Before an individual is permitted to participate in any CMP-sponsored or CMP-sanctioned competition, the sponsoring club or the CMP Competitions Department shall have on file an affidavit from that individual certifying that they:

- a) Have not been convicted of any Federal or State felony or violation of Section 922 of Title 18 United States Code, and
- b) Are not a member of any organization that advocates the violent overthrow of the United States Government.

## ***3.3 Waiver and Liability Agreement Required***

Before an individual is permitted to participate as a competitor, coach, team official or Match Official in any CMP sponsored or sanctioned competition (the participant), the sponsoring club or the CMP Competitions Department must have on file a signed waiver and liability agreement stating that the participant:

- a) Is bound by the current applicable edition of the **CMP Competition Rules**;
- b) Shall waive any claim against the CPRPFS, Inc. and any other organization sponsoring or supporting the match for any personal injury, loss or damage suffered in connection with the sanctioned competition;
- c) Shall indemnify and hold harmless the CMP and any organization sponsoring or supporting the sanctioned competition from any claim of a third party arising from any negligent or wrongful conduct; and
- d) Agrees that photographs or video recordings of the participant made during a competition and the participant's name, hometown, team or club and competition results may be published or reproduced by the CMP in any of its printed or electronic communications.

### **3.4 Competitor Categories**

Competitors may register and participate in one or more of the following categories in accordance with these rules when any of these categories are listed in the Match Program.

#### **3.4.1 Sex**

Competitions may be open to either gender or competitors may have separate men's and women's categories.

#### **3.4.2 Age Groups**

A competitor's age group is determined by their age on the first day of a competition (*Note: If a competitor's 21<sup>st</sup> birthday is on the day before the first day of competition they would not be a Junior for that competition; if their 21<sup>st</sup> birthday is on the first day of a competition they would be a Junior for that entire competition.*).

- a) **Junior.** Juniors (U21) are civilians whose 21<sup>st</sup> birthday is on or after the first day of a competition. Individuals who compete in the Service category may not compete as juniors.
- b) **Senior.** Seniors (O60) are civilians whose 60<sup>th</sup> birthday occurred before the first day of a competition. Individuals who compete in the Service category may not compete as Seniors.
- c) **Grand Senior.** Grand Seniors are competitors whose 70<sup>th</sup> birthday occurred before the first day of the competition.

#### **3.4.3 Competition Categories**

Eligible competitors may register and participate in one of the following categories when they are included in a Match Program:

- a) **Civilian.** This category consists of all competitors who are not in the Service category (Active Service, Reserve or National Guard). Retired Service (Active, Reserve or National Guard) and Fleet Marine Corps

Reserve are civilians. All Law Enforcement personnel except Military Police are civilians; or

- b) **Service.** This category consists of all Service personnel, Active Duty, National Guard or Reserve.
- c) **Law Enforcement.** Regular or retired law enforcement officers of a regularly constituted law enforcement agency of a municipal, county, state or federal government may compete in the Law Enforcement Category. Officers of a regularly organized Reserve or Auxiliary of a regularly constituted law enforcement agency may compete in the Law Enforcement sub-category, provided that while on duty they are required to perform the same law enforcement functions and/or duties as the agency to which they are in reserve and are authorized to be armed by the appointing authority. Full-time police firearms instructors in law enforcement or police academies are eligible to compete in the Law Enforcement sub-category. Military Police or other Service category competitors are not eligible to compete in the Law Enforcement sub-category.

### ***3.5 Competitors with Medical Conditions or Impairments***

Competitors with medical or physical impairments, whether temporary or permanent, who can safely complete CMP-recognized courses of fire, are eligible to compete in CMP sponsored or sanctioned competitions in accordance with this Rule (3.5) if they have a written Special Authorization issued by the CMP Competitions Department.

#### **3.5.1 Applications for Special Authorizations**

Competitors with medical or physical conditions or impairments that require adaptive positions or devices to participate in CMP competitions must apply to the CMP for a Special Authorization. Competitors with Special Authorizations are permitted to use necessary aids such as wheelchairs, tables or support stands while firing in adaptive firing positions and specific deviations from the requirements of these Rules. To obtain a special authorization, the competitor must apply to CMP Competitions ([acantu@thecmp.org](mailto:acantu@thecmp.org), 419-635-2141, ext. 602) identifying the competition events, the adaptive positions or devices that will be used and whether any deviations from other provisions of these Rules are required.

#### **3.5.2 CMP Special Authorizations**

The CMP issues Special Authorizations that permit competitors with medical or physical impairments to compete in CMP sponsored or sanctioned competitions while using adaptive positions and devices. Any competitor with a medical or physical impairment may be authorized to complete a CMP-recognized event course of fire while using WSPS (World Shooting Para Sport) SH1 or SH2 or similar adaptive positions and devices. Match sponsors may

permit competitors with General Authorizations to compete for awards or provide special awards for competitors who use modified positions or adaptive devices.

### **3.6 Teams**

Match Programs may include competition events for teams in accordance with Rule 6.4. Teams shall consist of two or four competitors as specified in the Match Program. Teams may represent a club or other similar organization. Members of club, state association or other category teams must have been members of the organization and category they represent for at least 30 days before the beginning of the competition. All team members must be entered as members of that team before the first team member(s) starts record fire in the competition. Match Programs may offer team events for any of the following categories:

#### **3.6.1 At-Large (Open) Teams**

Teams consisting of two or four competitors, as specified in the Match Program, may enter, and participate in any team event that is not otherwise limited by the Match Program. Teams that qualify as State Association or Club teams or that comply with eligibility, residency or other special requirements in the Match Program may also compete as At-Large Teams.

#### **3.6.2 Junior At-Large (Open) Teams**

Junior teams consisting of two competitors may enter and participate in any team event that is open to two-person Junior teams.

#### **3.6.3 State Association Teams**

State Association teams must represent a CMP-affiliated state shooting association. Teams may include Junior and Senior competitors. State team members must be residents of the state they represent.

#### **3.6.4 Club Teams**

Club teams must represent a CMP-affiliated shooting club. Club teams may include Junior and Senior competitors. Club team members must have been members of the club they represent for at least 30 days prior to the competition.

#### **3.6.5 Junior Teams**

Junior teams may be open teams (Rule 3.6.2) or they may represent CMP-affiliated state associations or CMP-affiliated clubs, in accordance with requirements in the Match Program. State Junior team members must be residents of the state they represent. Firing members of Junior teams must be eligible to compete as Juniors under Rule 3.4.2 a).

#### **3.6.6 Service Teams**

Open Service Teams shall consist of Service personnel, Active Duty, National Guard or Reserve.

### **3.6.7 Law Enforcement**

Teams must represent organized federal, state, county, or municipal law enforcement agencies. Law Enforcement team members must be eligible in accordance with Rule 3.4.3 c).

## **4.0 PISTOLS, EQUIPMENT AND TARGETS**

*All pistols, holsters and other equipment used in Action Pistol competitions must comply with the requirements of this rule. Any device, equipment, accessory, or other item that may give a competitor an unfair advantage over other competitors and that is not specifically authorized in these Rules, or that is contrary to the spirit of these Rules is prohibited. See also Rule 1.3.*

### **4.1 General Pistol Regulations**

All pistols used in competitions must comply with these general regulations:

#### **4.1.1 Minimum Caliber**

No center-fire pistol may be chambered for a cartridge that is less than 9mm (0.354 in.). Rimfire pistols must be chambered for .22 rimfire long rifle cartridges.

#### **4.1.2 Serviceable and Safe**

Any pistol used in a competition must be serviceable and safe.

#### **4.1.3 Safety Features**

All factory standard safety features must be operable, except that M1911-type pistol grip safeties may be disabled.

#### **4.1.4 Pistol Weight**

There are no restrictions on overall pistol weight, except as specified in Rule 4.2.5 c).

#### **4.1.5 Triggers**

Pistol trigger pull weights shall be as specified in this rule. If no trigger pull weight is specified, the minimum trigger pull weight is 2.0 lbs. Triggers that function on release are prohibited. Trigger shoes or extensions of any kind may not protrude beyond the dimensions of the trigger guard.

#### **4.1.6 Sights**

Any sighting device programmed to activate the firing mechanism is prohibited.

#### **4.1.7 Prohibited Stocks**

Any stock designed to provide additional support for the pistol from any part of the body other than the hands or to facilitate firing from the shoulder is prohibited.

#### **4.1.8 One Pistol Per Competition**

Competitors must use the same pistol to fire all events in a competition (Rule 4.4.5), except when that pistol has been declared disabled in accordance with Rule 4.4.4.

#### **4.1.9 Special Attachments or Accessories**

The terms pistol or revolver shall be interpreted to include anything attached to the pistol, either permanently or temporarily.

### **4.2 Pistol Categories**

Eight pistol categories, 1) Open, 2) Metallic Sight, 3) Production, and 4) Production Optic, in either centerfire or rimfire chamberings, may be offered in accordance with the Match Program. Pistols must comply with these requirements:

#### **4.2.1 Open Pistol**

Any semi-automatic pistol or revolver that does not qualify for the Production, Production Optic or Metallic Sight categories may be fired in the Open category provided it has a trigger pull weight that is not less than 2.0 lbs. and is chambered for a cartridge that meets the Minimum Power Factor requirement (Rule 4.5.1 b). Open category pistols may have recoil reducing systems such as compensators and they may have optical or electronic sights, but they may not have a laser-type sight system that projects a beam towards the target.

#### **4.2.2 Open Rimfire Pistol**

Any semi-automatic pistol or revolver chambered for the .22 long rifle cartridge, that otherwise complies with Rule 4.2.1.

#### **4.2.3 Metallic Sight Pistol**

The pistol must have a minimum caliber of 9x19 mm. The pistol may be a semi-automatic pistol with a maximum barrel length of 6.5 inches, and a maximum sight radius of 8.5 inches or a revolver with a maximum barrel length of 6.5 inches, as measured from the forward edge of the cylinder, and a maximum sight radius of 9 inches, as measured from the back of the rear sight to the apex of the front sight. The following features are prohibited:

- a) Front sights that extend beyond the muzzle.
- b) Wings. Any projection from the pistol that can be used as a support on the barricade when shooting in the Barricade Event.
- c) Aperture, ghost, optical or electronic sights.
- d) Orthopedic grips (grips with a thumb rest or asymmetrical shaping; no part of the grip may encircle the hand).
- e) Compensators or ported barrels.

#### **4.2.4 Metallic Sight Rimfire Pistol**

A semi-automatic pistol or revolver chambered for the .22 long rifle cartridge, that otherwise complies with all requirements in Rule 4.2.3.

#### 4.2.5 Production Pistol

A production pistol may be either a semi-automatic pistol or revolver that is or has been a catalog item readily available to the public. Prototype and limited production pistols are not permitted. Production pistols must comply with these requirements:

- a) **Firing Mode.** Double Action Only, Double Action/Single Action, or Striker Fired pistols are allowed. When in the ready condition a pistol with an external hammer must have the hammer fully down, not resting on the half cock. Revolvers must fire ALL shots of every stage in double action.
- b) **Sights.** Pistols must have factory open notch rear and post front sights. Fiber optic sights are permitted. Front sights must be non-adjustable. The rear sight may be adjustable if the pistol was originally manufactured with an adjustable sight. Sights may be replaced but peep, ghost, optical, electronic, and Aristocrat-type sights are prohibited.
- c) **Overall Size and Weight.** Pistols, with an empty magazine inserted, must fit wholly within a box with internal dimensions of 8 15/16 x 6 x 1 5/8 inches. No magazine may be used during the competition that is larger than the magazine used to pass the Production Firearm size test. Revolvers may not exceed 12 inches in length and 6 ½ inches in depth. The pistol must have a maximum weight of 59 ounces.
- d) **External Configuration and Finish.** The pistol may have any external modifications not specifically prohibited by these rules. External finishes, either protective or decorative, and other non-functional embellishments such as engraving, inlays or inscriptions are permitted
- e) **Grips.** Factory grips may be modified to fit the competitor's hand, or facilitate loading, using checkering, stippling, grip tape or sleeves. Grips with thumb rests are not permitted. Any modification to the grip must ensure that the pistol does not exceed the maximum dimensions specified in Rule 4.2.5 c).
- f) **Barrel.** Barrels on semi-automatic pistols may not exceed 5.35 inches in length; barrels on revolvers may not exceed 6.5 inches, as measured from the forward edge of the cylinder. Ported barrels are not permitted. Barrels may be replaced, provided the replacement barrel has the same profile, caliber, and length as the original factory barrel.
- g) **Trigger Pull.** Semi-automatic pistol single or double action trigger pull weight shall not be less than 3.5 lbs. A revolver double action trigger pull weight shall not be less than 3.5 lbs.
- h) **Target Features, Permitted or Prohibited.** Wide target-style hammers and triggers are permitted if these features were provided on the pistol as manufactured. Compensators or other means of recoil reduction are not permitted. Internal modifications are permitted provided the pistol's standard safety features remain operable (see Rule 4.1.3). Modifying older model pistols to achieve the capabilities of current versions of the same

model pistol is permitted. Milling the slide to facilitate the mounting of optical sights is permitted (see Rules 4.2.7 & 4.2.8). The exchange of EXTERNAL components, slides, sights, firing pins, firing pin retainers, pins, extractors, magazine releases, slide stops, thumb safeties, triggers, hammers, bushings, and ejectors MAY be replaced with OFM (original factory manufacture) or aftermarket parts. The exchange of OFM parts between different models of Production approved pistols is allowed. Any projection from the pistol that can be used as a support on the barricade when shooting in the Barricade Event is prohibited.

#### **4.2.6 Production Rimfire Pistol**

A pistol chambered for the .22 long rifle cartridge that otherwise complies with all requirements in Rule 4.2.5.

#### **4.2.7 Production Optical Pistol**

A center-fire pistol that complies with all Production Pistol requirements (Rule 4.2.5), except that Rule 4.2.5 b) does not apply and optical sights may be installed. Any optical sight on a semi-automatic pistol must be attached to the slide. The pistol must fit in the overall size box (Rule 4.2.5 c) without the optical sight attached.

#### **4.2.8 Production Optical Rimfire Pistol**

A pistol chambered for the .22 long rifle cartridge that otherwise complies with all requirements in Rules 4.2.6 & 4.2.7.

### **4.3 Holsters**

All pistols used in Action Pistol competitions must be carried in holsters that comply with these rules. Competitors must begin each competition event with their pistol in the holster in the Safe Pistol Condition and complete each event by returning their pistol to the holster and a Safe Pistol Condition before they leave the firing line. Holsters must comply with the following rules:

#### **4.3.1 General Holster Requirements**

Holsters must be practical, safe, serviceable, and suitable for the pistol being used. No competition shall require the use of a particular type of holster. Competitors may be required to present the holster they will use in a competition for a pre-competition inspection in accordance with Rule 4.4.1.

#### **4.3.2 One Holster Per Competition**

Competitor must use the same holster during the firing of all events in a competition. The pistol and holster must be worn in the same location or position throughout the competition.

#### **4.3.3 Holsters for Production Pistols (Rules 4.2.5 and 4.2.6)**

Production holsters must be designed for draw from the top only. Holsters must cover the slide up to minimum of 1/2 inch below the ejection port in semi-automatic pistols and a minimum of halfway down the cylinder on



revolvers. The holster must prevent access to, or activation of the pistol trigger when it is holstered. Race type and open front holsters are prohibited.

#### **4.3.4 Magazine and Speedloader Holders**

In events requiring mandatory reloads during a series or stage of fire, each magazine or speedloader used must be held in a magazine/speedloader holder attached to the competitor's holster belt. Magazines may not be retained by magnetic means only.

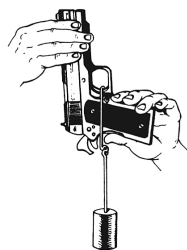
### **4.4 Special Pistol and Equipment Regulations**

#### **4.4.1 Pistol and Equipment Inspections**

Competitors are responsible for ensuring that their pistols, holsters, and other equipment are safe and meet all applicable requirements of these Rules. Match Officials are authorized to check pistols and equipment for compliance with these Rules before, during or after competitions. Match sponsors may require competitors to present their pistols and holsters for a pre-competition inspection if this inspection is announced in the Match Program. If a competitor's pistol fails a pre-competition inspection, it may be corrected and reinspected or be replaced. If a competitor's pistol fails an inspection during or immediately after a competition event for the division in which the competitor is registered, they can be moved into the division for which their equipment qualifies. If their equipment does not qualify for any division, the competitor's score for that event must be disqualified. Note that pistols may also be disqualified if they violate overall rules for safety (Rule 4.4.6) or fail to meet ammunition power factor requirement (Rule 4.4.6)

#### **4.4.2 Weighing Triggers**

Pistols must comply with minimum trigger pull weights specified in Rule 4.1.5. When checking pistol trigger weights, pistols shall be held with the barrel perpendicular to the horizontal surface on which the test weight rests. The pistol should be held with both hands and, when possible, with both elbows on a table or bench. If disqualification is being decided, both elbows must be supported on a table or bench. If a single action trigger pull is being tested, the trigger or hammer must be cocked. If a double action trigger pull is being tested, the trigger must be checked with the pistol in double action mode. If the pistol has a grip safety that has not been disabled, one hand must depress it while lifting the pistol (*see illustration*). If the pistol has a magazine safety, a magazine must be inserted while checking the trigger. The hook of the correct test weight shall rest on the lowest point of the arc in a curved trigger or at the midpoint of the trigger when weighing a straight trigger. The trigger weight must be lifted so that it hangs freely from the



cocked trigger (*slightly moving the test weight is not sufficient*). After the trigger weight is lifted, the trigger must be released to confirm that it was properly cocked. A maximum of three attempts may be made to lift the trigger weight. Scores fired with a pistol that fails a post-competition trigger weight check must be disqualified. If a pistol trigger weight is checked before a competition, and the pistol trigger does not pass, the competitor may adjust the trigger and resubmit the pistol for checking.

#### **4.4.3 Sharing Firearms**

Two or more competitors may use the same pistol in a competition if their squadding permits.

#### **4.4.4 Disabled Pistol**

A disabled pistol is one that cannot be fired, cannot be fired safely, or cannot be aimed at a target because of sight damage (*a sight that is not properly adjusted in not a damaged sight*). A disabled pistol must be replaced (see Rule 4.4.5 below) or repaired before it can be used in the competition again.

#### **4.4.5 Limitations on Changing Equipment**

The same equipment, including the pistol, with optical or electrical sights, holster, and ammunition must be used to fire all events in a competition (Rule 4.1.7). Magazines used in a competition must be the same capacity, dimension, and design during all stages of all matches in that competition. Should a pistol become disabled, it may, with the approval of the Match Director or Chief Range Officer, be exchanged for another pistol of similar make, model, length, and caliber and with similar manufacturer and model optical or electronic sights as was on the original. The same restrictions regarding exchanges apply to holsters and ammunition.

#### **4.4.6 Authority to Bar Unsafe Firearms or Ammunition**

Each competitor is responsible for using a pistol, holster, and ammunition that operates and functions safely. Match Officials are authorized to bar from use any pistol, holster, or ammunition that they, in their joint discretion, determine to be unsafe or that poses an unreasonable risk of personal injury or property damage.

### **4.5 Ammunition**

All ammunition fired in Action Pistol events must comply with these requirements.

#### **4.5.1 Center-fire Ammunition and Minimum Power Factor**

All center-fire ammunition fired by competitors in Open (Rule 4.2.1), Metallic Sight (Rule 4.2.3), Production (Rule 4.2.5) or Production Optic (Rule 4.2.7) category pistols must meet these requirements:

- a) All ammunition used by a competitor in a competition must have the same bullet design, weight, and bullet velocity. Competitors cannot use different ammunition in different events.

- b) Ammunition used in all center-fire pistols must meet or exceed a Minimum Power Factor (MPF) of 120. The MPF is determined by multiplying the bullet weight in grains, times the muzzle velocity in feet per second, and then dividing by 1,000 (delete any fraction over the whole number). Determine average velocity by firing three shots over a properly calibrated chronograph (Rule 4.7.7). *As an example of a MPF calculation, a 9mm 124 grain bullet with a muzzle velocity of 1100 fps has a MPF of 136 ( $124 \times 1,100 \div 1,000 = 136.4$  (round down to 136).*
- c) Handloaded ammunition may be used.

#### **4.5.2 Rimfire Ammunition**

Any safe .22 long rifle rimfire ammunition may be fired in Rimfire Pistol events.

### **4.6 Shooting Clothing and Equipment**

#### **4.6.1 Clothing**

Normal outdoor or sports clothing and shoes or boots may be worn. Any clothing that provides artificial support for the pistol is not permitted.

#### **4.6.2 Pistol Box, Shooting Kit or Stool**

A pistol box or shooting kit may be used to carry ammunition and equipment but may not be used to provide support for a pistol in a firing position.

#### **4.6.3 Cell Phones and Other Electronic Devices**

Competitors on the firing line may use electronic devices such as cell phones, tablets, or other hand-held communication devices but they may not use them to communicate with other persons while on a firing line. When such devices are on a firing line, they must be in silent mode and must be incapable of communicating with other electronic devices or systems (*i.e., switched to airplane mode*). Match Officials or scorers may use such devices for communication or official purposes when performing their duties.

#### **4.6.4 Gloves**

Gloves may be worn on one or both hands during firing, providing they are not constructed to provide artificial support for a pistol in a firing position.

#### **4.6.5 Ground Cloth or Shooting Mat**

A competitor may use a ground cloth or shooting mat when firing in the prone position. Any ground cloth or shooting mat may not have special padding that exceeds 2.0 in. uncompressed.

#### **4.6.6 Knee Pads**

Knee pads are permitted and may be worn during the firing of any event.

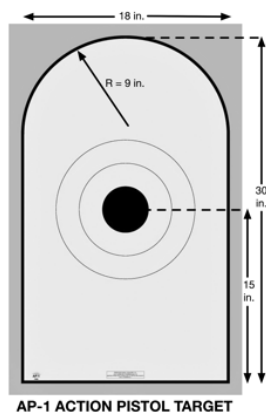
### **4.7 Targets and Range Equipment**

*Targets and range equipment used to conduct the competition shall comply with these requirements:*

#### 4.7.1 AP-1 Competition Target

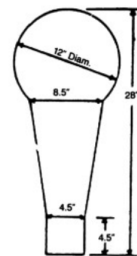
The AP-1 target shall be used for the Practical, Barricade, Moving Target, Short Course, Los Alamitos, and Speedload Challenge events. Targets may be printed on paper or cardboard. AP-1 target configurations shall be as depicted in the drawing. Overall target dimensions are 18 in. wide by 30 in. high. Scoring rings are in the center of the target. Scoring rings diameters are:

- |        |        |   |
|--------|--------|---|
| X-ring | 4 in.  | Used for tie-breaking   |
| A ring | 8 in.  | 10 points   |
| B ring | 12 in. | 8 points  |
| C zone |        | 5 points ( <i>shots that hit or touch the target that are outside of the A or B scoring rings</i> ) |



#### 4.7.2 Falling Plate Target

Each falling plate target shall be a round steel plate, eight (8) inches in diameter. Plates should be cut from .375-inch (3/8 in.) steel. Plates must be mounted in groups of six (6), with each plate one (1) foot edge to edge (20 in. center to center) from the adjacent target, four (4) feet from ground level, as measured to the bottom edge of the plates. Plates must be mounted (hinged) so that they visibly fall when hit. The target must be knocked down to score a hit. (See Rule 7.4 for scoring procedure, each target that is knocked down scores 10 points and 1X).



#### 4.7.3 Rimfire Falling Plate Target

The same requirements (Rule 4.7.2) apply for rimfire falling plate targets, except that the targets must be made from 1/4 inch steel.

#### 4.7.4 Speed Target

Each speed target shall be made from .375-inch (3/8 in) steel. The target configuration shall be as depicted in the drawing. Targets must be mounted (hinged) so that they fall down when hit. Targets must be painted white.

#### 4.7.5 International Rapid-Fire Pistol Target

The International Shooting Sport Federation (ISSF) rapid-fire pistol target with a 100 mm 10-ring and 500 mm 5-ring and aiming black may be used as the official target in conducting the International Rapid-Fire Pistol Event (Rule 6.2.9).

#### **4.7.6 Electronic Timing Device**

Range Officers may use electronic timing devices to signal the **START** and **STOP** of timed firing series. Match Officials shall check any timing device that will be used for timing accuracy prior to the competition. Electronic timing devices must give audible start and stop signals and record the exact times when shots are fired to accurately detect any late shots. Timing devices should be calibrated before competitions in accordance with manufacturer specifications.

#### **4.7.7 Chronograph**

Range complexes that host Action Pistol competitions should have a chronograph capable of accurately measuring projectile velocities available on the venue. Competitors should have access to the chronograph prior to their competition events so that they can check the velocity of the ammunition they plan to use. Match Officials need to have access to the chronograph during the competition so they can test the velocities of ammunition being used by competitors selected for ammunition velocity testing (Rule 6.1.12).

## **5.0 COMPETITION CONDITIONS**

*This Rule (5.0) provides standards, regulations and rules for Match Sponsors and Match Officials to follow in organizing competitions.*

### **5.1 Match Sponsor**

The Match Sponsor is the organization that bears overall responsibility for the safe and legal conduct of a CMP-sponsored or sanctioned competition. The Match Sponsor may be the CMP or CMP Staff, or a shooting club or other organizations affiliated with the CMP. The Match Sponsor is responsible for providing a venue or range complex with event ranges to host competition events, for appointing sufficient qualified Match Officials to conduct the competitions, and for assuming financial and administrative responsibilities associated with the conduct of competitions.

### **5.2 Match Officials**

Match Officials are responsible for safely conducting competitions and for ensuring that competitors have fair and equal conditions for completing their events according to these rules. Match Officials who are authorized to participate in decisions to penalize or disqualify competitors (Rule 8.3.4) or to remove a competitor for safety reasons (Rule 3.1.1) are the Match Director, Range Officers, Statistical Officers, and Score Challenge Officers, and Jury Members, when appointed. Match Officials should normally not be competitors, but if, exceptionally, Match Officials are competitors they must also fulfill all competitor requirements listed in Rule 3.1. CMP-sanctioned Action Pistol competitions have the following Match Officials:

### **5.2.1 Match Director**

The Match Director is the chief executive officer of the competition. The Match Sponsor appoints the Match Director. The Match Director has overall responsibility for managing and safely conducting the competition in accordance with these rules. The Match Director shall appoint other qualified Match Officials as are necessary to conduct the competition safely and effectively. The Match Director may make decisions regarding the application or interpretation of rules during the competition, however, if a protest is submitted (Rule 8.4.2 c), the Match Director must appoint a Jury to decide the protest.

### **5.2.2 Chief Range Officer and Range Officers**

The Chief Range Officer is appointed by the Match Director and is responsible for the safe conduct of firing on one or more event ranges, in accordance with applicable rules and range safety procedures. The Chief Range Officer shall appoint Range Officers who are responsible for conducting the firing on event ranges. Range Officers must be familiar with the rules and have received training regarding safe range firing procedures and their duties and functions. Range Officers may make decisions regarding the application of rules during the competition, however, if a Range Officer's ruling is doubtful or questioned, they must consult with the Chief Range Officer or Match Director.

### **5.2.3 Chief Statistical Officer and Statistical Officers**

The Chief Statistical Officer is appointed by the Match Director and is responsible for processing competitor entries, squadding competitors, scoring targets, and for processing scores to produce preliminary and final results lists. The Chief Statistical Officer may appoint additional Statistical Officers as required. When paper targets are scored in the statistical office, the Chief Statistical Officer must appoint and train the Scorers (Rule 5.2.4). There should, as a guideline, be sufficient Scorers to score the targets without delay, as fired targets arrive from the ranges. If the manual scoring of paper targets is used and a Score Challenge Officer(s) is not appointed, the Chief Statistical Officer shall be responsible for making final decisions on all score challenges.

### **5.2.4 Scoring Officers**

The Chief Statistical Officer must appoint and train sufficient Scoring Officers to score all targets quickly and accurately. These Scoring Officer(s) are responsible for making all initial decisions regarding the number or scores of shots.

### **5.2.5 Score Challenge Officers**

The Match Director or Chief Statistical Officer shall designate one or more Score Challenge Officers who are responsible for deciding scoring challenges. A Score Challenge Officer must know scoring rules and be experienced in scoring operations. Decisions by a Score Challenge Officer

regarding challenges for shot scores or the number of shots are final and cannot be appealed.

### **5.2.6 Target Officers**

Target Officers will be appointed and assigned to event ranges where AP-1 paper targets or falling plate targets are used. Their duties are to work under the direction of a Range Officer to post targets as required and to handle fired targets according to procedures being followed for scoring targets. Target Officers assigned to Falling Plate ranges shall assist the Range Officer in setting targets, counting hits, and recording scores.

### **5.2.7 Jury**

If a written protest is filed in accordance with Rule 8.4.2, the Match Director must appoint a Jury of three qualified and knowledgeable persons to decide the protest. Jury members should be experienced competitors, coaches or team officials who do not have a direct interest in the protest to be decided. The competition shall be completed based on the Jury decision. No Jury decision may contravene these rules. Jury decisions, however, may be appealed to the CMP and are subject to review (Rule 8.4.4).

### **5.2.8 Match Officials' Duties**

All Match Officials are responsible for carrying out their duties as described in this Rule (Rule 5.2) to ensure that competitors have fair, enjoyable competitions conducted according to applicable rules and the highest standards of sportsmanship. All Match Officials are duty-bound to conscientiously follow these Rules while acting with complete impartiality and treating competitors with respect. Match Officials may not contravene or overlook established Rules. If a situation arises that is not covered by these Rules, Match Officials must decide the situation in a way that respects the intent of the Rules and is fair to all competitors (See Rule 1.9.3). If a situation arises in a competition that is not covered by these Rules, this must be reported to CMP Competitions.

## **5.3 Range Design and Operation**

Action Pistol range complexes must have separate event ranges configured according to the specific requirements for each event on a Match Program. The specific range requirements for these events are described in Rule 6.2. These event requirements provide for one or more firing points and firing lanes.

### **5.3.1 Event Range Configuration**

An event range for a specific event shall have a ready area, one or more firing points and firing lanes and a target or targets as required.

Action Pistol competitions are conducted on a Range Complex. A Range Complex has one or more Event Ranges. Each Event Range has a Ready Area, Firing Point(s) and Target(s) and may have a designated spectator area.

### **5.3.2 Ready Area**

An event range ready area is the area immediately to the rear of the firing point(s). Competitors, Target Officers, and other personnel must remain in the ready area until a Range Officer calls competitors to the firing line or instructs Target Officers to go forward to change targets.

### **5.3.3 Firing Line and Firing Points**

The firing line is the location where firing takes place. Firing point(s) are located at specific distances from the target(s) and are configured according to Rule 6.2. Firing distances are measured from the firing line to the face of the target. Competitors must take their positions on or within their assigned firing points.

### **5.3.4 Targets**

Targets are placed in front of an impact area, which may be a berm or controlled area behind the targets. Targets with paper targets may be turning or fixed. Each target must have a firing point number that is placed either directly above or below the target. Target numbers must be clearly visible to competitors with normal vision at the longest firing distance used on that range. Firing point numbers should begin with number 1 for the first target on the left. All other targets on the range should be consecutively numbered from left to right. Numbers should be alternately black on white and white on black.

### **5.3.5 Impact Area**

A berm or controlled area behind the target or targets serves as the impact area. The impact area and range firing procedures should be capable of capturing all shots fired on the range.

### **5.3.6 Spectator Area**

An area behind the ready area may be designated for spectators. A barrier should be provided to keep spectators from entering the ready area.

### **5.3.7 Firing Times**

The signal to fire is given when the targets start to turn or with an oral or other audible signal. When turning targets are used, firing times are determined according to the time when targets are fully exposed. If turning targets are not used, firing times should be controlled by using an electronic timing device (See Rule 4.7.5).

### **5.3.8 Velocity Testing Station**

Each range complex should have a velocity testing station where competitors can check the velocity of the ammunition they plan to use. A chronograph suitable for testing ammunition velocity must be set up on the testing station.

## **5.4 Firing Procedure Exceptions**

Firing procedures for each event shall be conducted in accordance with Rule 6.1.7 and the specific procedures for event courses of fire (Rule 6.2). These rules



define irregular situations that may occur during the firing of an event and procedures that must be followed in these cases:

#### **5.4.1 Competition Not Completed**

If one or more events in a competition cannot be completed in accordance with the Match Program due to a weather emergency, accident or other cause, the competition or uncompleted events in the program may be cancelled or rescheduled at a later date (See Rule 1.11). A competition event will be considered completed only if all competitors entered in the event had an opportunity to fire all stages of that event. If an uncompleted event is rescheduled at a later date, the scores of all competitors who fired all stages of that event before the delay will be counted and may not be refired. Any scores fired in uncompleted events may not be included in aggregate events or be reported for National Record purposes.

#### **5.4.2 Range Alibi or Interruption of Fire**

A range alibi or interruption of fire occurs when a competitor or competitors is prevented from firing or completing a series due to a fault of the range or Match Officials or an emergency cease fire. Range alibis or an interruption of fire may be due to any of the following causes:

- a) Failure to allow the correct, full time.
- b) Failure of the targets or range equipment to operate correctly according to these rules.
- c) Failure of a paper target to remain in position on the frame.
- d) Damage to a target that makes proper aiming or scoring impossible.
- e) If due to improper target operation or an error in timing, one or more competitors are allowed more time to complete a series than is provided by the rules.
- f) The appearance of an object in the line of fire that makes safe aiming and firing impossible.
- g) A competitor must stop firing during a series due to being hit by a lead fragment or powder residue.
- h) Other similar situations where one or more competitors are prevented from safely firing and completing a series.

#### **5.4.3 Range Alibi or Interruption of Fire Procedures**

If a range alibi or interruption of fire occurs, refires will be permitted in accordance with these procedures:

- a) If a range alibi occurs that prevented one or more competitors from completing a series, competitors will not be shown their targets until those competitors entitled to refires are determined. Competitors will be asked if they wish to accept their score as fired or refire. The

targets of competitors who accept their scores will be removed for scoring. The cause of the range alibi or interruption must be corrected and the targets of competitors who elect to refire will be replaced or pasted so the refire can proceed.

- b) If competitors were allowed more time than the rules allow, those targets will be pasted or replaced, and the complete series will be refired with the correct time.

#### 5.4.4 Improper Range Commands

If the Range Officer's commands and/or actions are incorrect, or if there is a misunderstanding that causes a competitor to not be ready to fire when the start signal is given, the competitor may elect not to fire and immediately request that the series be repeated. The Range Officer may decide the request or may consult with the Chief Range Officer to decide:

- a) If the claim is considered justified, the competitor will be allowed to fire the series.
- b) If the claim is considered not justified, the competitor may not fire the series and will receive a DNF (Did not finish) designation as his score.
- c) If the competitor has fired one or more shots in the series, a request to start the series again will not be accepted.

**CMP Range Incident Form**

Date \_\_\_\_\_ Time \_\_\_\_\_

Range \_\_\_\_\_ Relay \_\_\_\_\_ Firing Pt. \_\_\_\_\_

Event \_\_\_\_\_ Stage \_\_\_\_\_

Competitor \_\_\_\_\_ CMP # \_\_\_\_\_

**INCIDENT:**

Incident concerns:  Scoring  Match Operation  
 Rule Violation  Other \_\_\_\_\_

RO/TO: \_\_\_\_\_

Please give completed RIF to the ACRO or ACTO

#### 5.4.5 Range Incident Forms

All irregular shots, interruptions, or other issues that arise during a competition should be documented on Range Incident Forms (RIF). A Range Incident Form is shown in the illustration. *Note: CMP Competitions will provide pads with these form on request.*

## 6.0 ACTION PISTOL EVENTS AND PROCEDURES

*This Rule (6.0) provides detailed courses of fire and regulations for the conduct of Action Pistol events.*

### 6.1 Firing Positions

#### 6.1.1 Firing Point

Competitors shall take their firing positions on designated firing points. No part of a competitor's body may contact the ground ahead of the firing line. All

references to the ground in this Rule refer to the surface of the firing point, floor, or a shooting platform. If a competitor intends to fire from a prone position, they may place a ground cloth or shooting mat (Rule 4.6.5) on the firing point. Any rearrangement of the surface of the ground to provide support is not permitted.

### **6.1.2 Artificial Support**

Artificial support is the use of any means of support or device except the ground that is not authorized by the rules for a specific event. The use of artificial support for the pistol or competitor's body in a firing position is prohibited, except as authorized in Rule 6.2.2 c) for the Barricade event and as authorized in Rule 3.5 for competitors with disabilities.

### **6.1.3 Ready (Start) Position**

Competitors must start every firing series from the ready position. A competitor in the ready position is standing upright with both hands held at shoulder height. In a ready position, the competitor stands on the firing point facing the target(s), the pistol, which has been loaded in accordance with Range Officer instructions, is holstered, and neither hand is touching the pistol, holster, belt, spare magazine, or spare ammunition. Once the competitor assumes the ready position, their position may not change before the start signal. Any such change, including any movement of the hand toward the pistol (i.e., creeping) is a procedural error that must be penalized according to the rules.

### **6.1.4 Firing Position**

Except where specific firing positions are required by event rules (i.e., Practical Event Stage I, Barricade Event, Falling Plate Event Stage I, etc.), competition series may be fired from any stance or position. When firing from the prone position, the competitor's arms and pistol may be supported by the ground, but no part of the competitor's body or pistol may contact the ground ahead of the firing line. Except where event rules specify the use of the strong or weak hand only, both hands may be used to hold the pistol.

### **6.1.5 Target Assignments (Squadding)**

It is the competitor's duty to secure their squadding assignments for each event (or to consult the squadding list) in ample time to report at the proper time and place to fire each event. Competitors must check their squadding tickets and scorecards to be sure the competitor's name and CMP competitor number (if available) are correct and that there are no conflicts in squadding assignments. Errors should be reported immediately to the Statistical Officer.

### **6.1.6 Firing Procedure**

The firing procedure for each event must follow this sequence:

- a) The Range Officer will call competitors to the firing line according to their range and firing order squadding (Rule 6.1.6). Competitors must report with their pistols, holsters, and sufficient ammunition to complete the event. All pistols must be in a Safe Pistol Condition when competitors

take their positions. Additional time will not be allowed for repairs, sight blacking, sight adjustments or to find missing equipment after a relay has been called to the firing line.

- b) After a competitor takes their position on the firing line, the Range Officer will command, **LOAD AND MAKE READY**. This authorizes the competitor to handle and load their pistol, return the pistol to their holster in the ready condition (Rule 2.6), and prepare any other equipment (ground cloth, etc.) needed to complete the stage of fire.
- c) When the competitor is ready to fire the next series, the Range Officer will command **READY**. The competitor must then indicate that they are ready to start by placing their hands at shoulder height in the required start position. The Range Officer will then command **STANDBY**.
- d) The competitor may commence firing when an audible, visual, or other start signal is given as specified in the event rules. The start signal is the competitor's authorization to draw and fire.
- e) When event rules require a rapid reload, competitors shall complete the necessary reload without further commands, to be prepared for a subsequent series (i.e., Moving Target event) or prior to returning their pistol to the holster to begin the next series or stage of fire.
- f) When the firing of a competition stage or event is complete, the Range Officer will command, **CEASE FIRE, UNLOAD AND SHOW CLEAR**. The competitor must then return the pistol to a Safe Pistol Condition. The Safe Pistol Condition must be confirmed by the Range Officer before the competitor leaves the firing point.
- g) The Range Officer may direct the competitor to police their brass and trash after returning their pistol to a Safe Pistol Condition.

### **6.1.7 Target Handling—Paper Targets**

Prior to the start of each relay, Target Officers will post targets for the next competitors. After targets have 12 hits (two series of six shots), they will be scored and pasted or removed for scoring and replacement. To paste or replace targets, the Range Officer must ensure that all pistols are in holsters and then direct Target Officers to go downrange to paste or replace targets with the command **CHANGE TARGETS**. After a competitor completes an event, they must be allowed to view their targets, but they may not touch or otherwise contact their targets. After targets are available for viewing, they may be scored on the range or taken to the Statical Office for scoring (See Rule 7.0).

### **6.1.8 Target Handling—Knock-Down Targets**

In the Falling Plate or Speed events, targets shall be reset as soon as results for a series are announced and recorded. Falling Plate or Speed event targets shall be repainted upon request from a competitor.

### **6.1.9 Malfunctions**

A malfunction is the failure of the pistol or ammunition to function properly. A competitor with a malfunction may clear the malfunction and continue firing but no additional time or refires will be allowed for a malfunction.

### **6.1.10 Disabled Pistol**

Any pistol that cannot be safely aimed or fired because of mechanical failure, or that has had the loss of a sight or damage to the sights that make it impossible to properly aim at a target may be declared disabled and may be replaced in accordance with Rule 4.4.5. If damage to the sights is claimed, there must be evidence of physical damage to the sights (improperly adjusted sights are not disabled). A disabled pistol may not be used again in the competition until it has been repaired and determined to be safe by the Chief Range Officer.

### **6.1.11 Ammunition Velocity Testing**

Competitors are responsible for selecting ammunition that complies with the minimum power factor requirement (Rule 4.5.1 b). To check compliance, competitors may be selected by random draws to have their pistols and ammunition tested for velocity and compliance with the minimum power factor requirement. Velocity testing shall be done according to this procedure:

- a) The competitor shall fire one round over the chronograph. If the power factor (*bullet weight in grains X velocity in fps  $\geq 120,000$* ) the test is passed, and no further testing is required.
- b) If the first round does not pass, a second round shall be fired. If the average power factor for the two rounds exceeds the minimum power factor, the test is passed, and no further testing is required.
- c) If the average of the two rounds do not pass, a third round shall be fired. If the average power factor for the three rounds exceeds the minimum power factor, the test is passed, and no further testing is required.
- d) If the average of the three rounds does not equal or exceed the power factor, the competitor must be disqualified.

### **6.1.12 Penalties**

10 points will be deducted from a competitor's score for each of the following violations:

- a) Firing a shot before the start signal.
- b) A procedural error, see Rule 6.1.3.
- c) Firing more than the correct number of shots for a series.
- d) Each overtime shot. Overtime shots on turning targets are determined according to Rule 7.3.2 b).

- e) Any specific penalties applying to a particular event as specified in Rule 6.2.

The Statistical Office must be informed regarding any penalties. Range Officers may complete a Range Incident Report (Rule 5.4.5) which accompanies the target to the Statistical Office, or the Range Officer may place a note regarding the penalty on the target.

## 6.2 CMP Action Pistol Event Courses of Fire

This rule provides detailed courses of fire and firing conditions for CMP Recognized Action Pistol events that may be included in the Match Program for CMP sponsored or sanctioned competitions. Action Pistol events must be conducted in accordance with these regulations:

### 6.2.1 The Practical Event

- a) **The Event.** 48 shots, with 4 stages, fired at 10, 15, 25, and 50 yards, with 3 series of 2, 4 and 6 shots in each stage.
- b) **Targets.** Two AP-1 targets must be set up, with the tops of the targets approximately 6 feet above ground level and the targets 3 feet apart, as measured to the edges of the targets.
- c) **Ready (Start) Position.** The competitor faces the target with the pistol holstered and both hands held at shoulder height (Rule 6.1.3).
- d) **Start Signal.** An audible signal (whistle, horn, etc.) or turning targets; a start signal is given for each firing series in each stage. Each start signal is preceded by the commands **READY** and **STANDBY**.
- e) **Firing Procedure.** After shooting the first two-shot series, the competitor shall holster the pistol, and resume the ready position. The Range Officer will then give the start signal for the next four-shot series. After that series, the competitor will reload, holster his pistol, and assume the ready position for the next six-shot series. After firing that series, the competitor will reload, holster the pistol, and move back for the next stage where this procedure will start again.
- f) **Penalties.** In addition to the penalties specified in Rule 6.1.12, 10 points must be deducted from the competitor's score for supporting the weak hand or arm during the 3rd series of the 10-yard stage.

**TABLE 2 – PRACTICAL EVENT COURSE OF FIRE**

Stage	Distance	Series (3 series in each stage)	Time/Series	Position
I	10 yards	2 shots, 1 at each target	3 sec.	Standing
		4 shots, 2 at each target	4 sec.	Standing
		6 shots, 3 at each target	8 sec.	Standing, Weak Hand Only
II	15 yards	2 shots, 1 at each target	4 sec.	

		4 shots, 2 at each target	5 sec.	Standing or Prone
		6 shots, 3 at each target	6 sec.	
III	25 yards	2 shots, 1 at each target	5 sec.	Standing or Prone
		4 shots, 2 at each target	6 sec.	
		6 shots, 3 at each target	7 sec.	
IV	50 yards	2 shots, 1 at each target	7 sec.	Standing or Prone
		4 shots, 2 at each target	10 sec.	
		6 shots, 3 at each target	15 sec.	

### 6.2.2 The Barricade Event

- a) **The Event.** 48 shots, with four (4) stages, fired at 10, 15, 25, and 50 yards, with two (2) series of 6 shots in each stage.
- b) **Targets.** Two AP1 targets, with one target placed 3 feet to the left of a center line perpendicular to the firing point, as measured to the right edge of the target, and one target placed 3 feet to the right of the center line, as measured to the left edge of the target.
- c) **Barricades.** For each stage of fire (each firing distance) there will be a barricade, 6 feet high by 2 feet wide. The four barricades must be placed in a line, one behind the other. Behind each barricade there shall be a 2-foot wide by 3-foot-long firing area that is clearly marked. No part of the competitor's body may touch outside of this firing area until the competitor finishes firing that stage. The barricade may be used for support. The barricade may be included in the grasp of the hand in the Open pistol category; the barricade may not be included in the grasp of the hand(s) in the Metallic Sight, Production or Production Optic pistol categories.
- d) **Ready (Start) Position.** The competitor stands in the firing area facing the target with pistol holstered. After the command **READY**, the competitor must place both hands on the barricade.
- e) **Start Signal.** An audible signal (whistle, horn, etc.) or turning targets; a start signal is given for each firing series in each stage. Each start signal is preceded by the commands **READY** and **STANDBY**.
- f) **Firing Procedure.** After shooting 6 shots from one side of the barricade, the competitor shall reload, holster the pistol, and resume the ready position. The Range Officer will then give the start signal for the series to be fired from the other side of the barricade. After that series, the competitor will reload, holster his pistol, and move back for the next stage where this procedure will start again.

**TABLE 3 – BARRICADE EVENT COURSE OF FIRE**

Stage	Distance	Series (3 series in each stage)	Time/Seconds	Position
<b>I</b>	10 yards	6 shots from one side of barricade	5 sec.	Standing, barricade may be used for support in accordance with 6.2.2 c)
		6 shots from the other side of barricade	5 sec.	
<b>II</b>	15 yards	6 shots from one side of barricade	6 sec.	
		6 shots from the other side of barricade	6 sec.	
<b>III</b>	25 yards	6 shots from one side of barricade	7 sec.	
		6 shots from the other side of barricade	7 sec.	
<b>IV</b>	35 yards	6 shots from one side of barricade	8 sec.	
		6 shots from the other side of barricade	8 sec.	

**6.2.3 The Falling Plate Event**

- a) **The Event.** 48 shots, with 4 stages (10, 15, 20, and 25 yards), with 2 series of 6 shots in each stage.
- b) **Targets.** Falling plate targets (Rule 4.7.2 or 4.7.3). One group of six targets must be provided for each firing point.
- c) **Ready (Start) Position.** The competitor stands facing the target with the pistol holstered and both hands held at shoulder height (Rule 6.1.3).
- d) **Start Signal.** An audible (whistle, horn, etc.) signal is used for each 6-shot series. Each start signal is preceded by the commands **READY** and **STANDBY**.
- e) **Firing Procedure.** After shooting the first series of 6 shots, the competitor shall reload, holster the pistol, and resume the ready position for the second series of 6 shots. The Range Officer will then give the start signal for that series. After that series, the competitor will reload, holster his pistol, and move back for the next stage where this procedure will start again.
- f) **Scoring.** Targets must be knocked down to score. The Range Officer and a Target Officer will determine the number of targets knocked down after each series and record those numbers on the competitor's scorecard.



**TABLE 4 – FALLING PLATE EVENT COURSE OF FIRE**

Stage	Distance	Series (2 series in each stage)	Time/ Series	Position
<b>I</b>	10 yards	6 shots, one at each target	6 sec.	Standing only
		6 shots, one at each target	6 sec.	
<b>II</b>	15 yards	6 shots, one at each target	7 sec.	Standing or Prone
		6 shots, one at each target	7 sec.	
<b>III</b>	20 yards	6 shots, one at each target	8 sec.	
		6 shots, one at each target	8 sec.	
<b>IV</b>	25 yards	6 shots, one at each target	9 sec.	
		6 shots, one at each target	9 sec.	

**6.2.4 Moving Target Event**

- a) **The Event.** 48 shots, with four (4) stages at 10, 15, 20, and 25 yards, with two (2) series of 6 shots in each stage.
- b) **Targets.** AP-1 Target. The range is constructed with two barricades on either side of a 60-foot opening. The target moves from behind one barricade, travels 60 feet in 6 seconds, and goes behind the opposite barricade. For each target run, the target will first run from right to left, and then from left to right. The Range Officer will release the target for each run after the competitor has assumed the ready position for that series.
- c) **Firing Points.** Three-foot square firing points are marked at the proper firing distance for each stage of fire. Firing points must be centered on the 60-foot opening. Competitors must remain within this firing point while firing all shots in each stage.
- d) **Ready (Start) Position.** The Range Officer will invite each competitor to enter the firing point for the first stage and give the command **LOAD AND MAKE READY**. The competitor must then load, return the pistol to the holster, and assume the starting position. The starting position is when the competitor stands facing the target with pistol holstered and both hands held at shoulder height (Rule 6.1.3).
- e) **Start Signal.** When the competitor assumes the starting position, the Range Officer shall release the target for the first right-left run (there is no audible signal). The competitor may commence fire when the target appears.
- g) **Firing Procedure.** After completing the right to left run, the competitor must reload, holster their pistol, and assume the ready position for the second left-right run. The Range Officer will release the target when the competitor assumes the starting position. After that series, the competitor

will reload, holster his pistol, and move back for the next stage where this procedure will start again.

- f) **Event Time Limit.** The competitor has 7 ½ minutes to complete all four stages of the event, starting with the **LOAD AND MAKE READY** command for the first stage. After completing each stage, the competitor must reload, holster their pistol, and move back to the next firing point.
- g) **Penalties.** In addition to the penalties specified in Rule 6.1.12, 10 points must be deducted from the competitor's score for firing a shot that hits a barricade.

**TABLE 5 – MOVING TARGET EVENT COURSE OF FIRE**

Stage	Distance	Series (3 series in each stage)	Time/ Series	Position
<b>I</b>	10 yards	6 shots, right to left target run	6 seconds for each series	Standing only
		6 shots, left to right target run		
<b>II</b>	15 yards	6 shots, right to left target run		
		6 shots, left to right target run		
<b>III</b>	20 yards	3 shots, right to left target run	6 seconds for each series	Standing only
		3 shots, left to right target run		
		3 shots, right to left target run		
		3 shots, left to rifle target run		
<b>IV</b>	25 yards	3 shots, right to left target run		
		3 shots, left to right target run		
		3 shots, right to left target run		
		3 shots, left to right target run		

### 6.2.5 Speed Event

- a) **The Event.** The event consists of two phases, a Qualification (Phase I) and a Final (Phase II). All competitors entered in the event fire six (6) timed series in Phase I. The six (6) competitors with the five (5) fastest times (best five out of six) advance to Phase II (Final). In the Final, each finalist competes in duels with each of the other finalists. The competitor who wins the most duels is the winner.
- b) **Firing Points.** There are two three-foot square firing points, six feet apart, center-to-center.
- c) **Targets.** Speed plate targets (Rule 4.6.4). For each firing point, four targets and one stop plate are placed ten (10) yards in front of the firing line (front edge of the firing points), with the first target for the left firing point located directly in front of the firing point and the other targets

arrayed to the left, each 3 feet apart, center-to-center. The first target for the right firing point is located directly in front of the firing point and the other targets arrayed to the right, each 3 feet apart, center-to-center. Target heights must be uniform, but heights may vary from range to range.

- d) **Ready (Start) Position.** The competitor(s) enter the firing point(s) when the Range Officer calls them to the line. The Range Officer will then command **LOAD AND MAKE READY**. The starting position is when the competitor stands facing the target with pistol holstered and both hands held at shoulder height.
- e) **Start Signal.** When the competitor(s) has assumed the starting position, the Range Officer will use the electronic timing device to give an audible start signal for the competitor(s) to commence fire.
- f) **Scoring.** Scoring is determined by how fast a competitor draws and hits four targets and the stop-plate. A competitor's score for each series is the time from the start signal until the stop plate is hit to stop the timer. All targets except the stop-plate must be knocked down to score. An electronic timer must be used to score each series (Rule 4.7.5.). Since this is a timed event, no numerical score is assigned.
- g) **Course of Fire** – In each firing series, a competitor may fire a maximum of six shots to hit four targets and the stop-plate.
  - **Phase I - Qualification.** Each competitor fires three series from the left firing point and three series from the right firing point. Each competitor's score is the total of their five fastest times (the lowest series score does not count). The six competitors with the lowest scores (fastest times) advance to Phase II.
  - **Phase II - Final.** Each competitor fires a duel with each of the other five finalists. In each duel both competitors fire a timed series. The competitor with the fastest time wins the series. This procedure is repeated until one competitor wins three series and is declared the winner of the duel. After all duels are completed, the event winner is the competitor who wins the most duels. If two competitors are tied with the same number of wins, the tie shall be broken with a one series shoot-off.
- h) **Penalties.** In Phase I, a penalty of twenty (20) seconds shall be added to the series time for each of the following violations. When these violations occur in Phase II, the other competitor shall be declared the winner of that duel.
  - Firing a shot before the start signal
  - A procedural error (Rule 6.1.3)
  - Firing more than six shots in a series
  - Any targets that are still standing at the end of the series (time stops or six shots fired)

### 6.2.6 The Short Course Event

The Short Course Event is designed for use by match sponsors to offer a special event to introduce new competitors or juniors to Action Pistol shooting.

- a) **The Event.** 24 shots, with three (3) stages, each at 10 yards.
- b) **Targets.** Three AP-1 targets, with one target placed 3 feet to the left of a center line perpendicular to the firing point and one target placed 3 feet to the right of the center line.
- c) **Ready (Start) Position.** The competitor(s) enter the firing point(s) when the Range Officer calls them to the line. The Range Officer will then command **LOAD AND MAKE READY**. The ready position is when the competitor stands facing the target with pistol holstered and both hands held at shoulder height (Rule 6.1.3).
- d) **Firing Procedure.** After completing the first two-shot series, the competitor must holster their pistol, and assume the ready position for the second two-shot series and then for the third two-shot series. The competitor will then reload, holster their pistol, and assume the ready position to start stage two (two shots at each target). The competitor will then reload, holster their pistol, and assume the ready position for the third stage. This stage involves firing two shots at each target, reloading, and firing an additional two shots at each target.
- e) **Start Signal.** An audible signal (whistle, horn, etc.) or turning targets; a start signal is given for each firing series in each stage. Each start signal is preceded by the commands **READY** and **STANDBY**.

**TABLE 6 – SHORT COURSE EVENT COURSE OF FIRE**

Stage	Distance	Series (3 series in each stage)	Time/Series	Position
I	10 yards	2 shots at center target	5 sec.	Standing
		2 shots at left target	5 sec.	
		2 shots at right target	5 sec.	
II	10 yards	2 shots at each of the three targets	8 sec.	Standing
III	10 yards	2 shots at each of the three targets	20 sec.	Standing
		Reload		
		2 shots at each of the three targets		

### 6.2.7 Los Alamitos Event

- a) **The Event.** 42 shots, with 5 stages, fired at 7, 10, and 25 yards.
- b) **Targets.** Three AP-1 targets for each firing lane, spaced not more than one foot apart, edge to edge.

- c) **Firing Points.** Firing points, 2 feet wide by 3 feet deep, must be designated at 7, 10 and 25 yards. A barricade, 2 feet wide by 6 feet high, must be available at the 25-yard firing point.
- d) **Ready (Start) Position.** The competitor faces the target with the pistol holstered and both hands held at shoulder height (Rule 6.1.3).
- e) **Start Signal.** An audible signal (whistle, horn, etc.) or turning targets; a start signal is given for each firing series in each stage. Each start signal is preceded by the commands **READY** and **STANDBY**.

**TABLE 7 – LOS ALAMITOS EVENT COURSE OF FIRE**

Stage	Distance	Series (3 series in each stage)	Time/Series	Position
I	7 yards	2 shots at each target	2 1/2 sec.	Standing
		2 shots at each target	2 1/2 sec.	
		2 shots at each target	2 1/2 sec.	
		<b>Firing Procedure.</b> Competitor stands facing 3 targets. Upon signal to fire, draws and fires 2 rounds at the center target. Upon a second signal to fire, draws and fires 2 rounds at the right target. On a third signal to fire, draws and fires 2 rounds at the left target.		
II	7 yards	6 shots, 2 at each target	5 sec.	Standing
		<b>Firing Procedure.</b> Competitor stands facing 3 targets. Upon signal to fire, draws and fires 2 rounds at each target.		
III	7 yards	6 shots, 2 at each target, strong hand only	6 sec.	Standing
		<b>Firing Procedure.</b> Competitor stands facing 3 targets. Upon signal to fire, draws and fires 2 rounds at each target.		
IV	10 yards	2 shots at each target, strong hand??	18 sec., 12 shots, with one reload	Standing
		2 shots at each target, weak hand only		
		<b>Firing Procedure.</b> Competitor stands facing three targets. Upon signal to fire, draws and fires 2 rounds at each target—reloads--transfers pistol to weak hand and fires 2 rounds at each target using weak hand only.		

V	25 yards	2 shots at each target, from right side of barricade	10 sec.	Standing
		2 shots at each target, from left side of barricade	10 sec.	
		<b>Firing Procedure:</b> Competitor stands behind the barricade. Upon signal to fire, draws and fires 2 rounds at each target from the right side of the barricade. Competitor then reloads. Upon second signal to fire, draws and fired 2 rounds at each target from the left side of barricade.		

### 6.2.8 Speedload Challenge Event

- The Event.** 48 shots, with 4 stages, fired at 10, 15, 25, and 50 yards.
- Targets.** Three AP-1 targets for each firing lane, spaced not more than one foot apart, edge to edge. Target tops should not be more that 6 feet above ground level.
- Firing Points.** Firing points must be designated at 10, 15, 25, and 50 yards.
- Ready (Start) Position.** The competitor faces the target with the pistol holstered and both hands held at shoulder height (Rule 6.1.3).
- Start Signal.** An audible signal (whistle, horn, etc.) or turning targets; a start signal is given for each firing series in each stage. Each start signal is preceded by the commands **READY** and **STANDBY**.

**TABLE 8 – SPEEDLOAD CHALLENGE EVENT COURSE OF FIRE**

Stage	Distance	Series (3 series in each stage)	Time/Series	Position
I	10 yards	2 shots at each target, reload, 2 shots at each target with weak hand only	18 sec.	Standing
II	15 yards	2 shots at each target, reload, 2 shots at each target with strong hand only	16 sec.	
III	25 yards	2 shots at each target, reload, 2 shots at each target, freestyle	18 sec.	

<b>IV</b>	50 yards	2 shots at each target, reload, 2 shots at each target, freestyle	23 sec.	
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### 6.2.9 International Rapid-Fire Pistol Event

The International Rapid-Fire Pistol Event is based on concepts incorporated in the International Shooting Sport Federation (ISSF) Rapid-Fire Pistol event that is featured in the Olympic Games and World Championships. Within the framework of this rule, match sponsors have flexibility to define the pistols and targets used in their event.

- a) **The Event.** 30 shots, with 3 stages, fired at 25 meters (82 feet).
- b) **Targets.** Five ISSF Rapid-Fire targets (100 mm 10-ring, 550 mm target card width) or five AP- Competition targets. The middle target is centered on the firing point. Target centers are 75 cm (29.5 in.) apart.
- c) **Firing Points.** Firing points are 1.5m x 1.5m (1.5m = 4.9 ft.) and centered on the middle target.
- f) **Ready (Start) Position.** The competitor faces the target with the pistol holstered and both hands held at shoulder height (Rule 6.1.3).
- d) **Start Signal.** An audible signal (whistle, horn, etc.) or turning targets; a start signal is given for each firing series in each stage. Each start signal is preceded by the commands **READY** and **STANDBY**. *After the start signal is given, the competitor must raise the pistol and fire one shot at each of the five targets, within the time limit for that stage.*
- e) **Firing Procedure.** When the start signal is given, the competitor must draw and fire one shot at each of the five targets within the prescribed time limit.

**TABLE 9 – INTERNATIONAL RAPID-FIRE  
EVENT COURSE OF FIRE**

Stage	Distance	Series (3 series in each stage)	Time/Series	Position
<b>I</b>	25 m	Two series of 5 shots, one shot at each target	8 sec./series	Standing, with 45 degree start position
<b>II</b>		Two series of 5 shots, one shot at each target	6 sec./series	
<b>III</b>		Two series of 5 shots, one shot at each target	4 sec./series	

### **6.3 Action Pistol Event Aggregates**

*Action Pistol Event Aggregates are combination events where scores fired by competitors in designated individual events are combined into an aggregate score that is ranked according to total aggregate scores. Action Pistol Event Aggregates may be included in the Match Programs of the Bianchi Cup Championship and or other CMP sponsored or sanctioned competitions.*

#### **6.3.1 Bianchi Cup Aggregate**

The Bianchi Cup Championship aggregate consists of a total of the scores fired by competitors in the Practical, Barricade, Falling Plate and Moving Target events.

#### **6.3.2 Other Aggregates**

Match sponsors may include other aggregate events in their Match Programs.

### **6.4 Team Matches**

*Team matches for four or two-person teams may be included in the Match Program.*

#### **6.4.1 Four-Person Pistol Teams**

The team consists of a captain and four members who fire for the team's score.

#### **6.4.2 Two-Person Pistol Teams**

The team consists of a captain and two members who fire for the team's score.

#### **6.4.3 Junior Pistol Teams**

The team consists of a captain and two Junior members who comply with Rule 3.4.2 a) who fire for the team's score.

#### **6.4.4 Team Eligibility Requirements**

Teams may be comprised of any individuals who comply with Rule 3.6 and team eligibility requirements in the Match Program.

#### **6.4.5 Team Event Course of Fire and Conditions**

Match Programs must identify specific conditions for team matches as follows:

- a) Whether the team event is a separate fired team event or a team event where scores fired in individual events are also used for team scores.
- b) The event or events to be fired by team members.
- c) The type of pistol to be fired by team members.
- d) The categories in which teams may be entered.

## **7.0 SCORING AND RESULTS**

*The scores fired by competitors and their final rankings shall be determined in accordance with this rule (7.0).*



## **7.1 Scorecards**

The CMP or the match sponsor may provide official scorecards that may be used to record the scores of all shots fired during CMP sponsored or sanctioned matches. Scorecards must be prepared by the Statistical Office that identify the competitor and their CMP competitor number (if available). For manual scoring, the Scoring Officer is responsible for correctly recording scores. If a score is recorded in error, the Scoring Officer may change the score by lining out the incorrect score (*erasures on scorecards are not permitted*), writing the correct score above it and placing their initial by the correction. When signed by the competitor and Scoring Officer, the scorecard becomes a record of the competitor's score in that event.

## **7.2 Target Scoring Procedure**

Paper targets shall normally be scored after 12 shots have been fired on that target. Targets may be scored using one of the following scoring methods:

- a) Targets may be scored before they are removed from the frame. The Scoring Officer records the hits and scores on the competitor's scorecard. The score can either be accepted by the competitor, or a challenge process can be completed. Each target must be repaired or replaced by a new target after the score is accepted or the challenge process is completed.
- b) Targets may be scored on the range after removal from target frames. A Scoring Officer shall score the targets and record the scores on competitors' scorecards. Competitors may accept or challenge the scores.
- c) Targets may be scored in the Statistical Office by Scoring Officers. Scored targets must be made available to competitors who may challenge shot values or hit counts.
- d) If any penalties are assigned by the Range Officer who supervised the firing of a stage or event, those penalties must be documented on the competitor's target or on a Range Incident Report (Rule 5.4.5).

## **7.3 Manual Scoring of Paper Targets**

All shots shall be scored according to the highest value scoring ring that is hit or touched by that shot. A shot hole where the outside edge of the shot hole touches or is tangent to the outside edge of the scoring ring must be scored the higher value. The diameter of the shot hole used in scoring must be determined according to the diameter of the bullet being fired. Scoring templates and scoring gauges shall use the following bullet dimensions:

**TABLE 10 – SCORING AID DIMENSIONS**

<b>Cartridge Caliber</b>	<b>Bullet Diameter (in.)</b>	<b>Skid Shot Maximum (in.)</b>
5.56 mm/.22 cal.	.224 +/- .001	.336 +/- .001
9mm & .38 Special	.357 +/- .002	.536 +/- .002
.40 cal.	.399 +/- .002	.599 +/- .002
.44 cal.	.428 +/- .002	.642 +/- .002
.45 cal.	.452 +/- .002	.678 +/- .002

**7.3.1 The Use of Scoring Aids**

Statistical Officers and Scoring Officers may use authorized scoring gauges or templates (Rule 7.3) to determine whether a doubtful shot touches a scoring ring or to determine whether two or more shots passed through the same shot hole (double). If a doubtful shot is decided with the use of a scoring gauge, this shot must be marked to indicate that a scoring gauge was used to determine its value.

**7.3.2 Scoring Irregular Shot Holes on Paper Targets**

- a) **Keyhole or Tipped Shots.** Keyhole or tipped shots will be scored according to the highest value scoring ring hit or touched by the elongated shot hole.
- b) **Skid Shots.** Skid shots (shot fired while the target is turning) are scored according to the highest value scoring ring hit or touched by the elongated shot hole, provided that the horizontal dimension of the elongated shot hole does not exceed one and one-half times the bullet diameter (see Table 7 above). If the shot hole exceeds that dimension, the shot must be scored as a miss. If a shot enters the back of the target, it must be scored as a miss (0).
- c) **Non-Visible Hits in Close Groups.** If a grouping of 3 or more shots is so close that a shot or shots could have passed through the enlarged hole and there is no evidence that the shot(s) went elsewhere (crossfire or off-target miss) the competitor will be given the benefit of the doubt and scored hits for the non-visible shots.
- d) **Hits on the Wrong Target.** A hit on the wrong target is scored as a miss (0).
- e) **Ricochet Hits.** A shot hole that was caused by a ricochet will be scored as a miss.
- f) **Excessive Hits.** If more than the required number of hits appear on the target, any shot which can be identified by the bullet hole diameter as having been fired by another competitor, or as having been fired in a previous series, those shots will be nullified and will not be scored. If more

than the required number of hits remains on the target, the competitor may re-fire the series or stage and the original score will be nullified, except:

- If all hits are of equal value, the score will be recorded as the required number of hits of that value.
- If the competitor wishes to accept a score equal to the required number of hits of lowest value, they may do so.
- If a competitor fires fewer than the prescribed number of shots and there should be more hits on the target than the number of shots fired, they will be scored the number of shots of highest value equal to the number they fired and will be given a miss for each unfired shot.
- If a competitor fires more than the required number of shots, they will be scored the required number of hits of lowest value.
- If the competitor re-fires, the original target with excessive hits shall be retained by the scorer, and on re-firing, the competitor may not receive a score higher than the required number of hits of highest value on the original target. If the score on the re-fired target is higher than the required number of hits of highest value on the original target, then the original target shall be scored using the appropriate hits of highest value; but if the score on the re-fired target is not higher, then such re-fired score will be recorded.

#### **7.4 Scoring Falling Plate Events**

Only targets hit and knocked down within the time limit are scored. Plates must be knocked down to count as a hit. Each hit counts 10 points and 1 X. After each firing series, the Range Officer or Target Officer shall announce the total hits; this total shall be recorded on the competitor's scorecard.

#### **7.5 Tie Breaking, Paper Target Events**

- a) Ties in individual events must be broken by the highest X-count, then by the highest score at the longest distance (highest X-count will break ties), then by the highest score in the next to the last stage, etc.
- b) If a tie remains for the first three places in an event, the tie will be broken by a shoot-off at the longest distance in that event. The tied competitors will fire two series as described in the course of fire for that event. If the tie is not broken, the shoot-off will continue at the longest distance with a reduction in time of one second per series until the tie is broken.
- c) If ties in individual events remain unbroken, the tie is unbreakable and the tied competitors shall be listed in alphabetical order according to their family names, with the same ranking.

- d) Ties in team events must be broken by totaling the scores of all team members and applying individual tie-breaking procedures in Rule 7.5 a) to those totals.
- e) A tie in the Bianchi Cup or other aggregate event shall be broken by the highest total X-count, then by the total of the scores fired in the longest distances in all events in the aggregate.

### **7.6 Tie Breaking, Falling Plates**

When the event is completed with a score of 480-48X, the competitor shall repeat the complete event, starting at the 10-yard line, at time limits reduced by one (1) second per string per stage, until one plate is missed. The time limits shall be reduced by one (1) additional second each time the complete event is repeated. The number of plates knocked down until a plate is missed shall determine the "X" count and winner of the match. Ties with "X" counts below 48 will be broken by applying the steps outlined in Rule 7.5.

### **7.7 Preliminary Results List**

During and immediately after each competition event, scores must be entered in a ranked results list. As soon as the scores of all competitors in an event are entered, a Preliminary Results List must be printed and posted on the range bulletin board and/or in an on-line results list that allows competitors in that competition to check their scores. A protest time of a minimum of 30 minutes must be allowed for competitors to contact the Statistical Office about possible errors or to submit challenges. The end of the protest time must be posted on the Preliminary Results List.

### **7.8 Score Challenges**

If a competitor feels that a shot fired by them was improperly scored, or that the number of scored shots is incorrect, the competitor may notify the Statistical Office or Score Challenge Officer that they wish to challenge that scoring decision. Decisions on the value of shot holes made by using a scoring gauge in accordance with Rule 7.3.1 are final and cannot be appealed. Challenges may only be made if the shot value was not determined by means of a gauge, or if there is a possible error in score recording. Match sponsors may charge a challenge fee of not more than \$3.00 for each score challenge. A Score Challenge Officer or the Statistical Officer must decide the challenge. Score challenge decisions by one of these officers are final and not subject to further protest or appeal. If a challenge is upheld the challenge fee must be returned.

### **7.9 Results List Corrections**

At any time prior to the closing of the posted challenge period, competitors may request that an error in score posting or calculating scores be corrected without submitting a score challenge. No fee may be charged for requesting such corrections. The Statistical Officer must decide if an error was made.

### **7.10 Final Results List**

Final Results Lists must display the scores of all competitors in rank order according to their scores, with tie-breaking rules applied. Results lists for team events shall include the names and scores of all firing team members. A match sponsor may use an electronic results list as the official results list if the electronic results list is open to public access. *Note: Match results lists posted on CMP Competition Tracker are open to the public.*

## **8.0 RULES OF CONDUCT, PROTESTS AND APPEALS**

*Competitors are subject to the following rules of conduct (Rule 8.0) and may be disciplined for safety or rule violations described in this rule (Rule 8.0). To protect the rights of competitors to fair and equal treatment, competitors have the right to protest or to appeal decisions that affect them.*

### **8.1 Coaching**

Coaching is defined as giving verbal or visual signals or advice to a competitor while they are on the firing line. Coaching on the firing line is prohibited in individual and team events.

### **8.2 Prohibited Acts**

- a) **Smoking or Vaping.** Smoking or vaping is not permitted on event ranges or firing lines.
- b) **Flash Photography.** Photography is permitted and encouraged, but the use of flash photography on event ranges or near firing lines is not permitted.
- c) **Disturbances.** Spectators and competitors who are not firing are permitted to speak in normal conversation in spectator areas, but loud or disturbing sounds or conversations are not permitted.

### **8.3 Rule Violations and Disciplinary Actions**

Match Officials, as defined in Rule 5.2, are responsible for deciding when safety or rule violations occur and for documenting those violations on Range Incident Forms (Rule 5.4.5).

#### **8.3.1 Safety Violations**

A competitor who commits two of the following safety violations in the same competition shall be disqualified from further participation in any event in that competition. Safety violations include, but are not limited to the following:

- a) Pointing an unloaded handgun up range (to the rear of the range).
- b) Dropping an unloaded pistol.

- c) Picking up a dropped pistol, except under the direction of a Match Official.
- d) Leaving the firing area with a loaded pistol.
- e) Moving on a course of fire in breach of event rules.
- f) Any accidental discharge. This does not include rounds fired overtime but does include discharges while loading or clearing a pistol.

### **8.3.2 Major Safety Violation**

The commission of any of the following safety violations that recklessly endanger the safety of others requires automatic disqualification from that competition. Major safety violations include, but are not necessarily limited to, the following:

- a) Pointing a loaded pistol up range (to the rear of the range).
- b) Dropping a loaded pistol.
- c) Any shot in the holster, or into the ground less than six feet down-range from the firing line, or into the air, or a shot which strikes a wall or ceiling.
- d) The consumption of alcohol or prohibited drugs while competing in a competition.

### **8.3.3 Abuse of a Match Official or Competitor**

A competitor or Match Official who physically, verbally or emotionally abuses or injures another competitor or Match Official may be excluded from further participation in a competition. Such acts shall include acts of sexual abuse or harassment. Any alleged act of abuse must be reported to the CRO or Match Director. Reports must identify potential witnesses or physical evidence. Any competitor or Match Official who is accused of such abuse must be given an opportunity to offer an explanation or defense. The Match Director, plus one additional Match Official, must then decide whether the athlete or team official should be excluded from that competition. Any decision to exclude a competitor or Match Official must be reported to the CMP Programs Chief, who may refer the matter to the CMP Rules Sub-Committee, which may take further action in accordance with Rule 8.5.

### **8.3.4 Rule Violations**

Competitors or team officials may be disciplined or disqualified from a match for any of the following acts of misconduct:

- a) Violating safety rules (See Rule 2.0; Rules 8.3.1 and 8.3.2) and/or range safety rules;
- b) Failure to comply with **CMP Competition Rules**;
- c) Refusing to comply with the instructions of a Match Official or failure to make a correction after a warning is given (Rule 8.3.4 a);
- d) Falsifying or being an accessory to falsifying scores;
- e) Disorderly or unsportsmanlike conduct;

- f) Interfering with or disrupting a competitor or Match Official on the firing line; or
- g) Abuse of a Match Official or competitor (see Rule 8.3.3).

### **8.3.5 Enforcement**

In the event of rule violations, Match Officials shall take the following corrective or disciplinary actions.

- a) **Warning.** Whenever possible, a warning and opportunity to correct a rule violation must be given before imposing any further penalties; or
- b) **Disqualification.** A competitor may be disqualified without further warning in case of a refusal to respond to a warning. A competitor may be disqualified without warning in case of a serious violation. Any decision to disqualify a competitor must be made by at least two Match Officials (see Rule 5.2; *must be a Range Officer, Statistical Officer, Score Challenge Officer, or Match Director*). Any competitor that is disqualified must be notified of that decision and be given an opportunity to protest the decision to disqualify them.
- c) If a competitor is disqualified according to 8.3.4 b), the competitor's name must be listed at the end of the results list with no score and the notation: "Disqualified, Rule (rule number)."

## **8.4 Protests and Protest Resolution**

### **8.4.1 Right to Protest**

Any competitor who is penalized or disqualified or who believes the conditions of a competition are not in accordance with applicable CMP Rules may protest the competition conditions or decision in question. However, decisions by an authorized Scoring Officer or Statistical Officer made in accordance with applicable scoring rules (Rules 7.3 or 7.4) regarding the number and scores of shots are final and may not be protested.

### **8.4.2 Protest Procedures**

- a) **Complaint.** A competitor may "complain" about competition conditions or a Match Official's decision to any Match Official. The Match Official who receives the complaint may respond or involve another Match Official in responding to the complaint.
- b) **Verbal Protests.** If this informal procedure does not resolve the complaint, a competitor, team coach or team captain may state their intent to "protest" to any Match Official within 30 minutes of the condition or decision being protested. At least two Match Officials (must be a Chief Range Officer or Range Officer, Statistical or Scoring Officer, or Match Director) must hear and decide the protest.
- c) **Written Protest and Request for Jury Decision.** If the competitor or team coach or captain is not satisfied with the Match Officials'

decision, the competitor or team coach or captain may submit a protest in writing and request a Jury decision. Any appeal to a Jury must be in writing, be submitted within 30 minutes after the original protest decision and be accompanied by a protest fee of \$20.00. The protest fee must be returned if the Jury reverses the Match Officials' protest decision. The Match Director must appoint a Jury in accordance with Rule 5.2.5 to decide the protest. A Match Official who was involved in the original Match Officials' decision may not serve on the Jury.

### **8.4.3 Protest Decisions**

A majority of the Jury must decide the protest. The Jury decision must be based on these Competition Rules as they are written. In cases where the Jury must make a rule interpretation, the intent and spirit of the applicable rule(s) must be respected. The Jury decision must be in writing. The Jury decision is final, unless the person filing the protest, the Jury or the Match Director requests a final ruling from a CMP Protest Committee.

### **8.4.4 Appeal of Protest Decision**

Any party involved in a protest decided by a Jury may appeal that decision to the CMP for review by a CMP Protest Committee. An appeal of any Jury decision must be submitted to the CMP within 72 hours and will be decided by a CMP Protest Committee appointed by the CMP Programs Chief. Decisions by a CMP Protest Committee are final. There is no further right of appeal.

## **8.5 Additional CMP Disciplinary Action**

In the event of a serious violation, additional disciplinary action may be taken by the CMP Board of Directors, acting through its Rules Sub-Committee to disqualify or suspend a competitor from all other CMP-sanctioned matches for such time as it determines, and to deny any current award already won. When a competitor is charged with a serious violation, the CMP Programs Chief shall investigate the charges and all available evidence and shall present a report on this investigation, together with recommendations, to the CMP Rules Sub-Committee. Any person who may be suspended must be notified as soon as possible that suspension is being considered. After the submission of the CMP Programs Chief's report, the Rules Sub-Committee shall offer the competitor an opportunity for a hearing on the charges and evidence provided by the CMP Programs Chief's investigation. The accused competitor must be given an opportunity to present evidence or contravening arguments before a final decision is made. After a hearing on these charges, the CMP Rules Sub-Committee shall make a final decision regarding the charges and the suspension or other disciplinary action for the competitor if they are determined to be guilty of the charges against them. The decision of the Rules Committee regarding suspension or other disciplinary action shall be final.



## **9.0 CLASSIFICATIONS, AWARDS AND RECORDS**

*This rule (9.0) defines the CMP Classification System and competitor recognition programs that apply to the CMP Action Pistol Program.*

### **9.1 CMP Competitor Classification System**

The CMP Competitor Classification System divides competitors in competitions into competitor classifications where competitors in that class are of similar ability. Competitor classifications are based on a competitor's average scores fired in their most recent competitions. The CMP maintains a national database of competitors and scores that are used to establish competitor classifications.

#### **9.1.1 Events Recorded**

CMP Action Pistol Classifications are provided for scores fired by competitors in the following individual events:

- a) Practical Event.
- b) Barricade Event.
- c) Falling Plate Event.
- d) Moving Target Event.
- e) Los Alamitos Event
- f) Speedload Challenge Event

Scores will be recorded for complete events (normally, 48 shots). If an event is shortened according to Rules 1.11 and 5.4.1, the scores for an incomplete event will not be recorded. If a competitor whose current classification is Expert or higher fires a sub-normal 48-shot series score, which is defined as a score that is less than 60 percent of the competitor's current 48-shot average, that 48-shot score will not be included in classification calculations.

#### **9.1.2 Classification Calculations**

CMP Action Pistol Classifications are based on the competitor's current 6-shot series score average for a minimum of 96 shots that are recorded after 1 January 2023. After a competitor has a minimum of 96 recorded shots, their 6-shot average will be computed by considering the most recent recorded 48-shot event scores or partial event scores (Rule 5.4.1 course of fire reductions and the deletion of sub-normal scores). When the most recent recorded scores total 384 or more shots, the oldest recorded scores will no longer be considered, provided scores for at least 384 recorded shots are considered. Classifications will automatically be updated as soon as additional competition scores are recorded. Any classification changes will be displayed in the CMP Competitor Classification database and become effective immediately. Classifications may go up or down until 384 shots are recorded. After at least 384 shots are recorded, classifications will not go down regardless of the competitor's current average unless a competitor requests that CMP

Competitions consider a downward classification for them based on the competitor having a consistent lower average.

**9.1.3 Current Classifications**

A competitor’s current classification is the classification displayed in the CMP Competitor Classification database. Competitor Classifications are available for online lookups by the competitor or match sponsors. CMP Action Pistol Classification scores are shown in the chart.

<b>TABLE 11 – CLASSIFICATION AVERAGES</b>					
<b>Classification</b>	<b>High Master</b>	<b>Master</b>	<b>Expert</b>	<b>Sharp-shooter</b>	<b>Marksman</b>
<b>6-Shot Score Average</b>	<b>59.40-60.00</b>	<b>57.60-59.39</b>	<b>54.00-57.59</b>	<b>48.00-53.99</b>	<b>&lt;48.0</b>

**9.1.4 Classification System Use**

Sponsors of CMP-sanctioned pistol matches may use the CMP Competitor Classification System as a basis for providing awards. When the Classification System is used, this must be announced in the Match Program. When a competitor’s entry in a match is confirmed, the Statistical Officer may do an online lookup to confirm the competitor’s current classification. When there are fewer than six (6) competitors in a classification, match sponsors may combine that class with the next higher classification.

**9.1.5 Classification Reciprocity**

Competitors who do not have a CMP classification, but who have an NRA classification, may elect to compete with their current NRA classification. After a competitor establishes a CMP classification, they may continue to elect to compete with an NRA classification if it is higher than their CMP classification, but they may not compete with an NRA classification that is lower than their CMP classification.

**9.1.6 Unclassified Competitors**

Competitors who do not have an Action Pistol classification (CMP or NRA) must compete in the Master Class for their first competition, or a Match Program may provide for a separate category for unclassified competitors.

**9.2 CMP Action Pistol Achievement Awards**

To provide incentives for Action Pistol competitors to participate and improve, the CMP provides Achievement Pins for competitors who equal or exceed established Achievement Award cut-scores. EIC Achievement Award cut-scores are determined on the basis of previous Bianchi Cup Championship Aggregate scores. Gold, silver, and bronze Achievement Awards are presented to approximately the top 40 percent of all competitors. Achievement Award scores are calculated so that approximately the top one-sixth of the top 40 percent of all competitors receive

gold awards, the next two-sixths receive silver awards, and the remaining three-sixths receive bronze awards.

<b>CMP Action Pistol Achievement Award Cut Scores</b>			
<b>Event</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
Bianchi Cup Aggregate	1916 x 1920	1904 x 1920	1875 x 1920

### **9.3 National Records**

National Records give special recognition to the most outstanding scores fired in CMP-governed shooting events. This rule establishes standards for National Record recognition. A current National Record List will be published on the CMP website (<https://thecmp.org/competitions/cmp-national-records/>) after appropriate competition score data is available.

#### **9.3.1 Eligible Competitions**

National Record scores must be fired in competitions conducted or supervised by the CMP Staff or sanctioned by the CMP in accordance with applicable **CMP Action Pistol Competition Rules**. Competitions where CMP National Records may be established are the Bianchi Cup and other CMP sanctioned competitions. To be considered for approval as a National Record, scores must be fired in eligible competitions in 2023 or subsequent years.

#### **9.3.2 Record Recognition Procedure**

CMP Staff will review of results lists from eligible competitions to prepare a list of CMP National Records. This list will be published on the CMP website. Possible new National Records will be identified after each eligible competition and the list of National Records will be updated as required. Any competitor or other person who believes that a possible National Record has been overlooked is encouraged to contact CMP Competitions at [competitions@thecmp.org](mailto:competitions@thecmp.org).

#### **9.3.3 Tied Scores**

When two or more competitors have the same numerical score that is a possible National Record, the score with the highest X-count will be recognized. If two or more competitors have the same numerical score and the same X-count, the tie will not be broken, and they will be recognized as National Record co-holders.

#### **9.3.4 National Record Events**

Action Pistol National Records will be recognized for competition events:

- Practical Event, 48 shots, Rule 6.2.1.
- Barricade Event, 48 shots, Rule 6.2.2.
- Falling Plate Event, 48 shots, Rule 6.2.3.
- Moving Target Event, 48 shots, Rule 6.2.4.

- Los Alamitos Event, 42 shots, Rule 6.2.7.
- Speedload Challenge Event, 48 shots, Rule 6.2.8.
- Bianchi Cup Aggregate, 192 shots, Rule 6.3.1.

### **9.3.5 National Record Competitor Categories**

Action Pistol National Records will be recognized for the following competitor categories in each of the recognized events, in each of the recognized pistol categories:

- Open. The overall highest scoring record by any eligible competitor.
- Women. The highest scoring female competitor.
- Junior. The highest scoring Junior competitor (Rule 3.4.2 a).
- Senior. The highest scoring Senior competitor (Rule 3.4.2 b).
- Grand Senior. The highest scoring Grand Senior competitor (Rule 3.4.2 c).
- Law Enforcement. The highest scoring Law Enforcement Officer (Rule 3.4.3 c).
- Service. The highest scoring Service member, Active Duty, National Guard or Reserve (Rule 3.4.3 b).

### **9.3.6 National Record Pistol Categories**

Action Pistol National Records will be recognized for the following pistol categories in each of the recognized events, in each of the recognized competitor categories:

- Open Pistols (Rule 4.1.1).
- Open Rimfire Pistols (Rule 4.1.6)
- Metallic Sight Pistols (Rule 4.2.4).
- Metallic Sight Rimfire Pistols (Rule 4.2.5).
- Production Pistols (Rule 4.2.6).
- Production Rimfire Pistols (Rule 4.2.7).
- Production Optics Pistols (Rule 4.2.8).
- Production Optics Rimfire Pistols (4.2.9).

## **Annex A – ACTION PISTOL SAFETY RULES AND PROCEDURES**

**These rules and procedures must be enforced in all CMP-sanctioned Action Pistol Competitions. They should be reviewed in pre-competition safety briefings.**

- All pistols must be carried in the Safe Pistol Condition (Rule 2.2), with the pistol unloaded and placed in a holster.
- Pistols must be in the Safe Pistol Condition when a competitor enters a firing point and must be returned to a Safe Pistol Condition when a competitor completes an event and leaves the firing point after the last stage of that event.
- Pistols may be removed from the holster to be loaded and placed in the Ready Condition (Rule 2.6) only after a competitor is on an assigned firing point and a Range Officer has commanded **LOAD AND MAKE READY**.
- When handling pistols for loading or firing, muzzles must remain pointed up, down or downrange.
- Prior to a start signal for a competitor to **COMMENCE FIRE**, the Range Officer shall confirm that the competitor is ready by commanding **STANDBY...READY**.
- The signal to **COMMENCE FIRE** shall be either an audible signal, the turning of targets or the appearance of a moving target, after a competitor has received a **LOAD AND MAKE READY** command.
- Competitors shall reload their pistols as required by event courses of fire without further instructions from the Range Officer.
- Upon completion of a stage of fire, the competitor shall return their pistol to the Safe Pistol Condition, with the pistol unloaded and placed in a holster or the competitor may be required to reload and holster the pistol (Ready Condition) to move to the next stage of fire.
- Competitors and other personnel who are on an active firing line are required to wear appropriate eye and hearing protection (Rule 2.8).
- If a competitor has a malfunction, they may attempt to clear the malfunction and continue firing, but no refires are allowed because of pistol or ammunition malfunctions. If the competitor cannot clear a malfunction and continue firing, they must inform the Range Officer who will take appropriate action.
- Anyone who observes an unsafe condition may call **CEASE FIRE** at any time.
- If any competitors have medical issues (i.e., bee sting allergy, special medical risks, etc.) that the CRO should be aware of, please inform Match Officials.

# **RANGE OFFICER COMMANDS**

*LOAD AND MAKE READY*

*READY...STANDBY*

*CEASE FIRE, UNLOAD AND SHOW CLEAR*

*CHANGE TARGETS*

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**Civilian Marksmanship Program**

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