

# DEFENSIVE ACTION RULES



## A. Intro

1. Defensive Action matches are based on multiple action-shooting sports. Two primary types of courses of fire are Scenario Stages (including low-light) and Field Courses.
2. With any questions please reach out to [info@metrowesttactical.com](mailto:info@metrowesttactical.com)

## B. Safety

1. We follow the NRA three gun safety rules.
2. Shooters are required to follow typical muzzle safety rules: 180° rule, or limited to safety cones.
3. Common action shooting sports range commands will be used:
  - a. "Range is Hot: Eyes and Ears"
  - b. "Load and Make Ready" (or "Make Ready" when appropriate).
  - c. "Are you Ready?"
  - d. "Standby"
  - e. "If Finished, Unload and Show Clear"
  - f. "Slide Forward" (or "Close Cylinder" for REV, or "Flag it. Bolt Forward" for PCC).
  - g. "Pull the Trigger" (for semi-auto pistols only).
  - h. "Holster" (or "Bag It" for PCC).
  - i. "Range is Clear"
4. Shooters will be disqualified and not allowed to continue shooting the match:
  - a. if they drop the firearm;
  - b. after repeated "Muzzle!" or "Finger!" warnings, on safety officer's discretion;
  - c. for handling the firearm other than at the safe table or under the direct supervision of a safety officer;
  - d. for having ammo on the safe table;
  - e. for AD or ND;
  - f. for breaking range safety rules.
5. Squads are officiated by embedded safety officers. Every shooter is run by a team of a safety officer and an assistant safety officer. IDPA SO, USPSA RO, or NRA RSO certification is recommended for all safety officers.

## C. Scoring

1. IDPA-style targets will be used.
2. Scoring system is "time + points down $\times\frac{1}{2}$  + penalties": points down accumulated on the target are divided by two and added to the final time.
3. Every hit on a non-threat target (NT) incurs a 5 seconds penalty.
4. Shoot-throughs count for separated targets, but do not count for targets overlaid by a NT.
5. Stage description may introduce a time limit.

## D. Courses of fire

1. Stage description is the main definition of rules applied to navigating a course of fire.
2. Scenario stages require engaging targets outside-in ("slicing the pie") from behind vertical cover or near-to-far from behind horizontal cover or in the open.
3. Scenario stages targets can be engaged only from available shooting positions defined in the stage description.
4. Fault lines marking cover extend to the stage boundary unless visibly limited by another line.
5. Field courses allow engaging targets as the shooter sees them anywhere within safety limits and defined shooting areas or positions.
6. Max round count per stage is 30 rounds.
7. Stage description defines allowed reload types (retaining loading device with ammo or freestyle). By default, Scenario stage reloads require retaining any devices with ammo and Field Courses do not.

## E. Penalties

1. Three (3) second penalty per each shot is assessed for:
  - a. shooting while stepping over a fault line;
  - b. not following the shooting style requirements (strong hand only, weak hand only, etc.) per stage description;
  - c. exceeding the round count limit defined by stage description.
2. Five (5) second penalty is assessed for:
  - a. shooting targets out of order for scenario stages — per shooting position;
  - b. not following stage requirements per stage description — per shooting position;
  - c. leaving behind a loading device with ammo if prohibited by the Scenario Stage description;
  - d. not loading a firearm/magazines to the round count specified in the Scenario Stage description or the default Division capacity.



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## F. Equipment

1. Inside- and outside-of-the-waistband holsters are allowed.
2. Strong-side belt-mounted holster must cover the trigger guard. Appendix carry holsters are not allowed.
3. For the divisions that require concealment garments, all belt mounted gear (holster, firearm, loading devices and carriers, flashlight) need to be concealed while the shooter is T-posing.
4. Use of duty gear is allowed in any division without the concealment garment.
5. Any number of loading devices on the body are allowed.
6. PCCs carried with a chamber flag, in a bag or in a muzzle-down position.

## G. Divisions

1. Allowed divisions: Iron Auto (IRN), Defensive Auto (DEF), Carry Optic Auto (COA), Open Auto (OPN), Revolver (REV), Pistol-Caliber Carabines (PCC).
2. DEF: semi-auto pistols with 8+1 capacity; pistols with barrels longer than 4 $\frac{3}{8}$ " require major power factor (165 PF) and caliber above 9mm; there are no limitations on pistols with barrels 4 $\frac{3}{8}$ " or shorter.
3. Steel targets will be calibrated for 9mm / 125 PF. Firearms need to be able to cycle safely and reliably with the loads used.
4. Shooters may not download loading devices unless required by stage description.
5. REV: both moon clips and speedloaders are allowed.

## H. General division rules

	<b>IRN</b>	<b>DEF</b>	<b>COA</b>	<b>OPN</b>	<b>REV</b>	<b>PCC</b>
Division capacity	10+1	8+1	10+1	Any	Any	Any
Sights	Irons	Irons	Optics	Any	Irons	Any
Magwells allowed	Yes	Yes	Yes	Yes	N/A	Yes
Compensators allowed	No	No	No	Yes	No	Yes
Weapon-mounted light allowed	Yes (turned off)	Yes (turned off)	Yes (turned off)	Yes	Yes (turned off)	Yes
Flashlight	Handheld	Handheld	Handheld	Optional	Handheld	N/A
Concealment garment required for Scenario Stages	Yes	Yes	Yes	No	Yes	No
Laser Sight	No	No	No	Yes	No	Yes
Exempt from stage slide-lock reload requirement	No	No	No	Yes	No	Yes