

Match Rules (Approved 2019 – Revised 6/30/19)

Here are the match rules and scoring for all “Action” style matches at DPC. Applies to Action Pistol/PPM/RWG/2Gun matches.

Equipment

- Divisions: Double-Stack, Single-Stack, Revolver, Carry Optics (Not Open Guns - Race Guns, etc.), Open (optics/ported, etc). Factory Ported guns from Glock and S&W etc are allowed in any division.
- Two times a year we have "BUG" (Back Up Gun) matches (JAN/JUL). The divisions for these matches are: Compact, Sub-Compact, Pocket-Semi and Pocket-Revolver. You are encouraged to shoot a BUG gun, but you can shoot the regular divisions also. Stages are designed around 5 round COF with reloads (10 Rounds total typically).
- We also have a "Single-Stack" friendly match in August. Stages designed around 8 round COF, with reloads to have 16 round COF.
- Holsters in **Action Pistol Match**: No restrictions for holsters or mag carriers (other than DPC Holster restrictions documented in the Range Rules).
- Holsters in **Personal Protection Match**: Any DPC legal "Carry" style holster is allowed in this match. NO USPSA LIMITED Gear Allowed (Inner/Outer Belt, offset/adjustable mag holders, Ghost style holsters). **USPSA PRODUCTION LEGAL GEAR IS ALLOWED.** The idea is that this is a "Concealed Carry" match, what you carry regularly. Not competition gear. If you have this gear, you will be put in the NFC classification (Not For Competition) BUT it is strongly discouraged. Please follow holster rule.
- Holsters in **Real World Gun Match**: Any DPC legal "Carry" style holster is allowed in this match. NO USPSA LIMITED Gear Allowed (Inner/Outer Belt, offset/adjustable mag holders, Ghost style holsters). **USPSA PRODUCTION LEGAL GEAR IS ALLOWED.** The idea is that this is a "Open Carry" match, what you carry regularly. Not competition gear. If you have this gear, you will be put in the NFC classification (Not For Competition) BUT it is strongly discouraged. Please follow holster rule.
- Holsters in **2 Gun Match** when scheduled: No restrictions for holsters or mag carriers (other than DPC Holster restrictions documented in the Range Rules).
- Magazines in **Action Pistol Match**: No restrictions
- Magazines in **Personal Protection Match and Real World Gun Match**: First Magazine must be flush to gun frame. Carried magazines may have magazine extensions. Magazines may be loaded fully for this match. Magazine carriers are to be positioned behind the hip-bone. **EXCEPTIONS:** Only factory configured guns that come with extended magazines which must be used due to the magwell configuration OR **Factory Configured magazine extensions** like Glock +2, CZ 75, Sig X5, etc). 2011 Guns with magwells must use flush mag for first mag. **For guns like the Canik TP9 Series, Glock 19X series, CZ 75 series, you may use the FACTORY extension that comes with the gun. No aftermarket magazine extensions can be used for the FIRST magazine.**
- Magazines in **2 Gun Match** when scheduled: No restrictions

- Magazine Capacity Notes for **Personal Protection** and **Real World Gun** you MAY start with magazine capacity plus one in the chamber (mag + 1) *unless otherwise specified in the course of fire.*
- For **Personal Protection Match**, Concealment garments are required at all matches.

Scoring and shooting rules

- All matches are **Time Plus** scoring. This means your score is the time it takes to shoot the course of fire, plus any penalties.
- Using standard or mini [USPSA Metric or Classic Targets](#)
- Scoring for unlimited stages: best 2 hits on target scored, 8 points needed to neutralize. A=5, B/C = 4, D=3.
- Scoring for limited stages: Time plus points down. No FTNs awarded. No MISS penalties awarded. Strictly points down. A=0, B/C=1, D=2. Points are seconds added to time.
- Standard perforation rules apply. If it breaks the perf it counts.
- If a "Failure" drill is required, and it is limited, any head box hit counts, and points down are scored. i.e. if you have a "4", you have a 1 point penalty.
- If a "Failure" drill is required and NOT limited, any head box hit counts (A/B).
- If there is steel in the stage, the number of hits is required by the COF.
- A single hit on a target, or not enough points with two hits required is a FTN which is a 5 Sec Penalty.
- A complete miss of a target (you engaged it but have no hits) is a MISS which is a 10 Sec Penalty.
- If you fail to engage a target, that is a procedural which is a 5 Sec Penalty. This will be stacked with the MISS penalty (total penalty 15 sec).
- Hits on Non-Threats are a 10 Sec Penalty for each hit.
- Pass-throughs do NOT count for Shoot targets.
- Pass-throughs DO count for NO-SHOOT targets.
- Procedurals are for example (not all inclusive): Failing to engage while moving if required, not having at least half your body behind cover when engaging, engaging targets out of order at a barricade or tactical priority, firing too many rounds on a limited stage.
- Reloads can occur anywhere in the course of fire. For the PPM Match, you must reload behind cover unless otherwise specified for the stage. You may drop magazines with rounds in them. The COF *may* require that magazines be retained and stowed on your body in a pocket, waist or pouch. You may not retain magazines on a table if you are shooting at a table, you must stow the magazine.
- If the course of fire requires a reload, you must reload from your belt or pocket (not the table).
- All starts (unless a table start is specified) are from the relaxed ready position. This is defined as either hands relaxed at sides, or at the compressed high ready **without** hands cupping concealment garment.
- Start condition of firearm is dependent on action. For SA/DA guns, you must decock the gun to DA for the start, OR if your gun can be "cocked and locked" you may start with hammer back, and safety engaged. For SA guns, they must be "cocked and

locked". Safeties do not have to be engaged for striker fired pistols even if they have a safety.

The Dallas Pistol Club, Inc. Discipline Steps Match Disqualifications

Stage Disqualification is more specific to stage rules or multi gun matches—results in max score of 90 seconds for the stage

- Dropping an Unloaded Firearm
- Multiple muzzle violations on a stage
- Abandoning a unsafe firearm in a safety barrel or box in a multi-gun environment
- Arguing with Range (Safety) Officer or Match Director

Match Disqualification due to a Major Safety Infraction during a match

- Breaking the DPC Modified 180 rule
- Negligent Discharge which is defined as the discharge of a firearm in an unsafe manner or unintentionally in which a projectile (bullet) strikes the ground within 3 feet of the competitor or Range (Safety) Officer, or outside the confines of the backstop/IMPLIED 180 degree area.
- Handling a firearm behind the firing line which can include loading before authorized by the Range (Safety) Officer
- Discharging a firearm during loading or unloading
- Dropping a Loaded Firearm
- Repeated muzzle violations after warning(s)
- Repeated trigger finger violations
- Cheating, altering targets or modifying a Firearm to gain an advantage

Complete Document available here on the Dallas Pistol Club website:

<http://www.dallaspistolclub.com/images/members/files/DPC-Discipline-Steps---approved-3-May-2016.pdf>