

Anchor Point  
Monthly Match  
Standard Operating Procedures

**Goals:**

- 1. Maintain safety and safety awareness to the greatest extent possible;**
2. Provide a welcoming social experience where everyone can learn and have fun
3. Provide shooters with courses of fire that derive from practical themes and encourage accuracy over speed, while developing dynamic gun handling skills;
4. Emphasize gun handling, not athleticism;

**Principles: Shooters at Anchor Point Firearm Matches shall...**

1. Explore the skills of "gun handling" not tactics;
2. Treat caliber, magazine capacity and equipment as irrelevant;
- 3. Seek and use cover;**
4. Accept that as a practical matter, certain limits must be placed on conduct, equipment, and scoring, for the purpose of safety and competitive equity.

**Anchor Point Monthly Match Rules:**

**1. Safety**

- 1.1.** Competitors must wear eye and ear protection while participating in events.
- 1.2.** For Safety, Anchor Point FIREARM matches are based on a "COLD RANGE" principle. Loaded firearms must only be handled at the direction of the RANGE OFFICER (RSO). Unloaded firearms shall only be handled under the direction of the RSO. New shooters shall be given instructions by the MATCH DIRECTOR (MD) or other designated individual, to ensure they understand match requirements, including basic firearms handling for the match, 180 AND SAFE MUZZLE DIRECTION, COLD RANGE and use of SAFE AREAs.
- 1.3.** When not holstered, unloaded firearms shall be brought to the start location "cased" in a range or pistol bag.
- 1.4.** Spectators are not allowed on the range.

**1.3. Disqualification**

Disqualified persons shall not shoot for the duration of the match and shall not receive a score for the match. Grounds for disqualification from a match shall include, but are not limited to:

**1.3.1. UNSAFE GUN HANDLING including but not limited to:**

**1.3.1.1** Breaking 180 MUZZLE DIRECTION

**1.3.1.2.** Any discharge impacting the range floor, ceiling, or side walls.

**1.3.1.3.** Any discharge which occurs while performing a firearm manipulation, when not on-target, otherwise unintentional, or in a direction deemed unsafe by the RSO.

**1.3.1.4.** Three warnings (finger and/or muzzle), at the discretion of the RSO

**1.3.1.5.** Some holsters may be difficult to use without some incidental sweeping of the legs, fingers, torso or other body parts. Shooters will be warned of this once. Following violations will result in disqualification.

**1.3.2.** Failure to follow the RSO's instructions, or not waiting for the RSO to give the "Load and make ready" command.

**1.3.3.** Any shooter who displays disruptive behavior, is abusive (verbal or otherwise) towards any other person, or appears to be under the influence of drugs or alcohol.

**1.3.4.** If at any time during the COURSE OF FIRE (CoF) between the "Load and make ready" and "Range is clear" commands, the shooter drops their loaded or unloaded firearm, the shooter must be disqualified.

**1.3.4.1.** Persons shall not attempt to "grab" or "catch" a dropped firearm.

**1.3.4.2.** Any competitor that drops a firearm to the ground shall not pick it up. The RSO shall retrieve the firearm, confirm the firearm is not loaded, and in a safe manner return it to the shooter. See rule 1.2 and 6.15 for a loaded firearm.

## **2. Equipment Rules**

### **2.1. Allowed:**

**2.1.1** Most handguns that use common pistol or revolver calibers (including 0.22LR), and intended for holster or pocket carry are acceptable provided:

**2.1.1.1.** They are serviceable and suitable for use at Anchor Point.

**2.1.1.2.** Auto-pistol optics (red dots) are mounted on the slide; revolver optics may have frame-mounted optics. Other devices, such as lasers and flashlights may be mounted on the frame or slide.

**2.1.1.3.** Barrel porting is allowed.

**2.1.1.4.** Suppressors may be used.

**2.1.1.5.** Recoil compensators that extend beyond the muzzle end of the slide shall not be used.

**2.1.2.** Holsters use and types are at the discretion of the RSO and must be in suitable condition and allowable for use at Anchor Point.

**2.1.2.1.** A holster must cover the firearm's trigger guard and securely hold the firearm in place.

**2.1.2.2.** Holsters shall allow the shooter to draw and reholster the firearm WITHOUT pointing the barrel at any part of themselves or other people.

**2.1.3.** Magazines and speed loaders may be carried in magazine holders, pouches, or stowed in pockets at the shooter's discretion, unless otherwise specified by the CoF.

**2.1.4.** There is no ammunition capacity requirement. Shooters may load as much ammunition into their firearm as they desire, unless otherwise specified by the CoF.

**2.1.5.** Pistol caliber carbine is only to be used for PCC specific matches, as designated by the MD.

### **2.2. Not Allowed:**

**2.2.1.** Prohibited ammunition: Any cartridge that is not allowed by Anchor Point or is otherwise deemed unsafe by the RSO, shall not be used.

**2.2.2.** Shoulder holsters, small-of-the-back holsters, and cross draw rigs are prohibited.

**2.2.3.** Fanny packs, and purse holsters may not be worn, but may be used to store a cased firearm.

## **3. Scoring, Penalties and Targets**

**3.1.** Match scoring is done by “time plus penalties.” The elapsed time from the start signal to the last shot is the shooter’s raw score. Adding applicable accuracy and procedural penalties shall be the shooters total score.

**3.2.** Typically, each scoring target must be shot twice, unless otherwise specified by the Course of Fire (CoF). If the shooter fires more shots at the target than needed, the best scoring hit(s) shall be counted.

**3.3. Scoring areas include the perforation around each scoring area.**

**3.4.** For falling targets, the RSO may announce “Hit” or “Miss” if the round is unable to make the steel fall.

**3.5a. Penalties resulting in +10 points:**

**3.5a.1.** Each scored hit on a Penalty target (no-shoot)

**3.5b. Penalties resulting in +15 points:**

**3.5b.1.** Any safety violations which do not result in a disqualification.

**3.5c. Penalties resulting in +5 points:**

**3.5c.1.** Procedural: added per occurrence for failure to perform an action required by the CoF.

Examples of procedurals:

Failure to:

RELOAD

Use STRONG HAND/WEAK HAND

Take a KNEELING position

Use a prop correctly

Firing a shot while touching the ground outside of the FAULT LINE

Firing too many shots during a “Shots Limited” CoF

**3.5c.2.** Each scored miss or scored hit in hard cover (see 5.13.)

**3.6.** Disqualification (See rule 1.3)

**3.7.** Scoring targets must allow scoring to be performed consistently and uniformly for all competitors throughout the match.

**3.7.1.** “-0” = no penalty, “-1” = +1 points, “-3” = +3 points.

**3.7.2.** Examples of announcing target scores: When scoring, the RSO will typically call out scores for each target as follows: “Down zero” (meaning no added points), “Down one” (meaning one point added), or “Down three” and so on.

#### **4. Range Commands & General procedures**

**4.1.** When called by an RSO, the shooter presents themselves to the RSO with their unloaded, cased or holstered firearm, prepared to shoot the CoF. The RSO invites the shooter to the start location and gives the following commands:

**4.2.** “Do you understand the course of fire?”: This command provides an opportunity for the shooter to verify that they understand the COF. If the shooter would like clarification, this is their opportunity to ask questions.

**4.3.** “Load and make ready” or “Make ready”: This command signifies the start of the CoF. The shooter prepares their firearm and assumes the starting position as specified in the CoF. “Make ready” is used for starts with an unloaded firearm.

**4.3.1.** Start positions with the firearm “in-hand” at the LOW READY, may have the safety off, with the finger outside the trigger guard.

**4.3.2.** Start positions with the firearm placed on a table (out-of-hand) or holstered must have the safety engaged and/or decocked as provided for by the firearm's design, typically standing naturally with hands at sides.

**4.4.** *"Are you ready?"*: The shooter may indicate readiness by nodding or other positive indication, if no indication is given the RSO assumes the shooter is ready. It is the shooter's responsibility to inform the RSO if they are not ready.

**4.5.** *"Stand By"*: This is the verbal command the start signal is imminent.

**4.6.** Start Signal: One to three seconds after "Stand By" the timer will beep to signal the shooter to start. Start signals are typically audible, but may be visual or a tap on the shoulder if the shooter has difficulty hearing the start signal.

**4.7.** *"If finished, unload and show clear"*: If the shooter has finished the CoF, the shooter removes all ammunition, and holds the firearm in a position with the slide back or cylinder open that allows the RSO to confirm the firearm is unloaded. It is the shooter's responsibility to ensure the firearm is clear of ammunition. After "showing clear", the competitor is prohibited from firing.

**4.8.** *"If clear, slide forward, pull the trigger, and holster or case"*: While pointing the firearm safely downrange, the competitor shall perform a final safety check of the firearm as follows:

1. Close the action,
2. Point the firearm safely downrange and pull the trigger (unless it's a .22), do not "decock".
3. Return the firearm to its holster or case.

**4.9.** *"Range is clear"* - Indicates the range is "cold" and signifies the end of the CoF. No person shall move downrange until the "Range is clear" command is given.

**4.10. Other range commands may include:**

**4.10.1.** "Finger": If the shooter's finger appears to be in the trigger guard when the shooter is not "on-target", the RSO shall warn the shooter by saying "Finger". The shooter's trigger finger must be clearly outside the trigger guard when not engaging targets, including while making ready, clearing a malfunction, or while performing a RELOAD. Failure to correct or repeated finger warnings may be considered UNSAFE GUN HANDLING.

**4.10.2.** "Muzzle": When the shooter's muzzle approaches or exceeds the 180 AND SAFE MUZZLE DIRECTION. The RSO shall warn the shooter by saying "Muzzle". Failure to correct or repeated muzzle warnings may be considered UNSAFE GUN HANDLING.

**4.10.3.** "Stop": The RSO may issue this command at any time during the CoF. The competitor must immediately cease firing, stop moving, and wait for further instructions from the RSO, usually "Unload and show clear".

## **5. Match Administration**

**5.1.** The CoF will be explained to all competitors by a walk through from the RSO. It is the competitor's responsibility to understand the start locations, shooting positions, required movement, RELOADs, engagement sequence, number of shots and firing styles.

**5.2.** Shooters who have difficulty shooting from a certain position (e.g. kneeling or prone) will not be required to shoot in that position. A shooter must bring this to an RSO's attention and an alternative position will be presented.

**5.3.** Stages will be set up in a safe manner, without presenting a hazard to any competitor. Setting up stages shall take into consideration impact areas such as the berm, ceiling, floor, physical abilities or any other consideration that may constitute a problem.

**5.4.** Use of a prop will be defined, such as knocking over a popper or throwing a bucket past a FAULT LINE and shall require minimal strength or dexterity. Props must not create a hazard or be adversely difficult for any competitor.

**5.5.** A minimum distance of 10 yards must be maintained by competitors, RSO and spectators from steel targets or steel hard cover while shooting is occurring.

**5.6.** Typically, a CoF allows the shooter to take as many shots and as much time as they wish, this is referred to as "Shots Unlimited". If the CoF designates a limited number of shots or time for the stage, this is called "Shots Limited."

**5.7.** Unless otherwise specified by the CoF, all shooting is FREE STYLE.

**5.8.** Penalty (no-shoot) targets will be clearly indicated by a "X" across the target which is clearly visible from the shooting location.

**5.9.** "Pass-through" rule: Except for hard cover and designated props, shots striking a target or prop shall "pass-through" the target and score on any targets located behind them. For scoring purposes, pass-through shot(s) should not create hits on multiple scoring targets.

**5.10.** "Hard cover" rule: Scoring targets with a painted black hard cover area or props with specifically designated hard cover must not allow a shot to pass through the hard cover to hit other targets. Pass-throughs on other targets shall be prevented by target arrangement or by the use of an actual impenetrable material (steel). A hit in hard cover is deemed to have missed (see rule 3.5).

**5.11.** Reshoots (a "do-over"): If a shooter does not finish a stage, they may be offered the opportunity to reshoot the stage at the RSO's discretion. If the RSO determines a reshoot is not warranted, the stage shall be scored "as shot." Reshoots are allowed under the following circumstances:

**5.11.1.** Range equipment failure or malfunction;

**5.11.2.** When a complete and accurate score cannot be determined, such as with a timer malfunction or a target cannot be scored;

**5.11.3.** The RSO stops the shooter, such as when the shooter forgets to put on their hearing protection, a SQUIB round, a spectator wanders onto the range;

**5.11.4.** The RSO decides a special circumstance exists for granting a reshoot, such as with an unrecoverable firearm malfunction, RSO interference, unintentional falls, or not understanding how to use a prop.

**5.12.** Each shooter is responsible for reviewing their scores for accuracy. The shooter is allowed to accompany the RSO and view targets when scoring.

## **6. Glossary**

**6.1.** 180 AND SAFE MUZZLE DIRECTION: The "180" is an imaginary line separating up range from downrange. This line is perpendicular to the side berms or walls and passes through the shooter. The 180 line moves with the shooter throughout the CoF. At some ranges exceeding a safe muzzle direction may also include any direction over a downrange berm (elevated muzzle), walls of indoor ranges or by other indicator such as cone or FAULT LINE.

**6.2.** COLD RANGE: A range where all firearms must be kept unloaded, with the magazine removed. Unloaded firearms shall only be handled at the specific direction of the RSO or in a designated SAFE AREA. Loaded firearms shall only be handled at the specific direction of the RSO.

**6.3.** COURSE OF FIRE (CoF): Describes the shooter's actions for the stage, including, but not limited to, start position, shooting locations, number of shots, and specified actions such as performing a RELOAD or prop manipulation.

- 6.4. FAULT LINE:** When specified by the CoF, a demarcation designating a shooting location or area that will incur a procedural if violated (such as with a shooting box, at a barricade, when limiting downrange movement or as a pass/fail line for a prop).
- 6.5. FREE STYLE:** The firearm is held in a manner of the shooter's choice, usually standing supporting the firearm with both hands.
- 6.6. KNEELING:** At least one knee must be on the ground when required the CoF, typically at the last shooting location.
- 6.7. LOW READY:** A start position with the firearm "in-hand" pointing downward at about a 45° angle or at a starting mark, with the finger outside the trigger guard.
- 6.8. MATCH DIRECTOR (MD):** The official responsible for the match as a whole, including selecting RSO's, SCOREKEEPERS, and overseeing all administrative functions, such as stage setup, squads, providing safety orientation for new shooters and payment of match fees. The MD may be the club or range representative authorized to hold a match.
- 6.9. RANGE OFFICER (RSO):** The primary official responsible for safely managing a shooter through the CoF. The RSO operates the timer, gives range commands, and scores targets.
- 6.10. RELOAD:** Any firearm manipulation that replaces the magazine or adds ammunition to a revolver. When required by the CoF, a reload is typically specified as "between the first and last shot". The shooter shall not be required to retain a magazine or unfired ammunition.
- 6.11. SAFE AREA:** An area designated by the club, range or RSO for handling unloaded firearms. Ammunition, dummy rounds or magazines must not be handled in this area. Typically handling of ammunition and reloading of magazines may be performed anywhere else on the range.
- 6.12. SCOREKEEPER:** A secondary safety official, primarily involved with keeping score, managing shooters, and assisting the RSO in maintaining safety.
- 6.13. STRONG HAND:** In the case of a right-handed person this would mean their right hand only, unsupported by their opposite hand or arm. Performing a RELOAD, or clearing malfunctions may be done with the assistance of the WEAK HAND.
- 6.14. SQUIB:** Defective ammunition that may leave a bullet lodged in the barrel, usually the result of too little gunpowder in reloaded ammunition. The RSO has wide discretion in prohibiting the use of ammunition that causes a squib.
- 6.15. UNSAFE GUN HANDLING:** An action that compromises safety for any competitor including the shooter. An action that must not be allowed shall include, but is not limited to, accidental/unintended discharges, pointing the firearm at any part of one's body (sweeping), correcting a malfunction or performing a RELOAD with one's finger in the trigger guard, shooting over berms or backstops, dropping a loaded firearm, breaking the 180 AND SAFE MUZZLE DIRECTION, or any other actions deemed unsafe by the match staff.
- 6.16. WEAK HAND:** In the case of a right-handed person this would mean their left hand only, unsupported by their opposite hand or arm. Firearm manipulations such as drawing, performing a RELOAD, clearing malfunctions, holstering or bagging may be done using the STRONG HAND.