

KANSAS PEACE OFFICERS ASSOCIATION

FIREARMS RULES

Revised Date: 7/30/09

The following rules and regulations are established to provide an efficient and orderly operation of the KPOA Pistol and Shotgun events. The Firearms Committee meets annually at the Fall Conference to review the rules and regulations and to resolve any problems that may have developed. The Firearms Committee Chairman or his designated representative shall make recommendations to the Board of Governors, who shall make the final decision.

NRA Action Pistol Rules and Amateur Trapshooting Associations rules apply to all firearms shooting events except where deviations have been established to fit the Associations needs. Those deviations are listed in the following rules and regulations.

I. Chairman of Firearms Committee/Event Rangemaster

- a. The Rangemaster has the authority to cancel any part of all shooting events that he considers a safety hazard.
- b. The Rangemasters assigned to each range will make the final decisions on scoring challenges.
- c. The Rangemasters for the Pistol Match will rule on questions regarding duty firearms and holsters.
- d. The Rangemaster for the Shotgun Shoot will rule on questions regarding shotguns and equipment.

- e. The Rangemaster of any event may disqualify any person violating standard firearms safety rules.

II. Eligibility to Compete

- a. In order to compete, a prospective competitor must be a current member of the KPOA.

III. Entry Cards

- a. Each individual and team competitor will complete and turn in an entry card during registration for the pistol shooting events. Individuals will register separately at the shotgun range for shotgun events.

IV. Score Cards

- a. Competitors, firing in the individual and/or team matches, must turn their scorecards in after they have completed firing each pistol event.

V. Scoring

- a. Scoring will be done by Range Officers.

VI. Protest and Challenges

- a. Once posted, all protests will be submitted in writing to the KPOA Firearms Committee. The KPOA Firearms Committee Chairman, and three active Firearms Committee members will resolve all protests.

- b. All challenges will be handled by the Rangemaster on the range at the time the challenge is made.

- c. There will be a fee of \$2.00 for each equipment and/or scoring challenge, payable to the Rangemaster of the particular shooting event.
- d. The KPOA Scorekeeper will post the scores of the individual and team award winners on the official KPOA web site. Any protest must be submitted within 5 business days after posting the scores on the KPOA web site.

VII. Alcohol Beverages

- a. No alcohol beverages will be allowed at the range of any KPOA sponsored firearms event. Violations may result in disqualification of the competitor. Sponsored firearms events include firearms in-service training seminars.

VIII. Safety

- a. It is the responsibility of all competitors to observe standard safety rules in handling a firearm during the competition. Firearms will only be handled on the firing line. Firearms will be unloaded, holstered, carried in a shooting case, or carried with the action open at all times. Those carrying single action semi-automatic pistols will be required, while on the firing line, to carry the weapon with the safety in the on position. Firearms will only be loaded on the command of the Rangemaster.

XI. Team Competition

- a. Departments may enter one or more teams in the team competition in the pistol matches. The teams must be comprised of full-time law enforcement officers. Each Team must have a distinctive name assigned to their respective team. Division 1 and Division 2 team members must belong to the same organization with the

exception of "Pick-up Teams." Departments in Division 3 will be allowed to combine full-time commissioned officers to field a pistol team so long as the total compliment of full-time commissioned officers of the two departments does not exceed a total of thirty members. All team members must be declared at the time of registration.

X. Pick-up Teams

- a. Allowing pick-up teams is not intended to eliminate emphases on departmental teams or to allow several of the top shooters from different agencies getting together to form an elite team. The intention is to allow full-time commissioned officers that are not on a departmental team to form a team with members from other departments. Pick-up teams (other than those listed for Division 3) will compete in Division 1. If there are 4 competitors from the same department desiring to compete in the team competition, they must represent their department in the team competition in the appropriate Division. If there are less than 4, or more than 4 but less than 8, etc. competitors from the same department they may elect to enter a pick-up team using members from the different departments.
- b. Law Enforcement agencies are grouped in divisions depending on the number of full-time commissioned officers employed to provide equal competition.
 1. **Division 1** Departments with 101 or more full-time officers.
 2. **Division 2** Departments with 31 to 100 full-time officers.

3. **Division 3** Departments with 1 to 30 full-time officers.

Federal Agencies, Military Police and other Military Security Departments will compete in Division 1.

Teams will consist of four firing members for Division 1 and 2 Teams.

Teams will consist of two firing members for Division 3 Teams.

XI. Individual Competition

- a. All full-time, part-time, reserve, and *retired officers*, other than team members, will compete as individual competitors in the Pistol Matches.

XII. Special Awards

- a. Special awards shall be awarded to full-time paid Kansas Law Enforcement Officers, they are, Federal Agents, Kansas Railroad Agents, full time instructors at the Kansas Law Enforcement Training Center and Federal Fish & Game officers are considered full-time Law Enforcement provided that they are assigned in Kansas. Retired law enforcement officers are eligible for these awards as well.

1. **Fastest Line of Fire (\$100)**

This award is given to the competitor (team or full-time individual) with the lowest score in the Line of Fire Event, who has not won this award before.

This award can only be won once.

2. **Fastest Speed Pyramid (\$100)**
This award is given to the competitor (team or full-time individual) with the lowest score in the Speed Pyramid Event, who has not won this award before. This award can only be won once.
3. **Novice Award (Trophy)**
This award is given to the competitor with the lowest Aggregate Score, who has never competed in KPOA sponsored pistol competition. Novice competitors have only one chance to win this award.
4. **Jim Schultz Award (Trophy)**
This award is given to the competitor at the Fall Shoot with the second lowest Aggregate Novice score who has not won this award before. This award can only be won once.
5. **Grand Aggregate Award (\$100)**
This award is given to the competitor with the lowest aggregate score in the Speed Pyramid, Line of Fire, and Speed Steel Events. The winner of this award is not eligible for individual awards.
6. **Old Masters Award (\$50)**
This award is given to the competitor with the lowest Aggregate score from the Line of Fire and Speed Steel events. Full-time and retired officers are eligible for this award. There is no limit on the number of times this award may be won by the competitor.

7. **High Gun Award (Sheriff Matt Samuels Memorial)**
This award is given to the competitor with the highest combined score (50 rounds) in the Shotgun competition. They are not eligible for place awards in the Shotgun competition.
 - a. **Spring Shoot**
 1. The winner of this award will receive \$250 cash.
 - b. **Fall Shoot**
 1. The winner of this award will receive a \$100 savings bond.

XIII. Individual Awards

- a. **Shotgun Awards**
First, Second and Third place will be awarded in each stage of the Shotgun match. \$25, \$15, \$10
- b. **Individual Line of Fire**
First, Second and Third place awards will be awarded to the lowest scores in the Individual Line of Fire Event. Shooters who compete as a member of a team are not eligible for these awards. \$25, \$15, \$10
- c. **Individual Speed Pyramid**
First, Second and Third place awards will be awarded to the lowest scores in the individual Speed Pyramid Event. Shooters who compete as a member of a team are not eligible for these awards. \$25, \$15, \$10

- d. **Speed Plates**
First, Second, and Third place awards will be awarded to the lowest scores in the Speed Steel Event. \$25, \$15, \$10

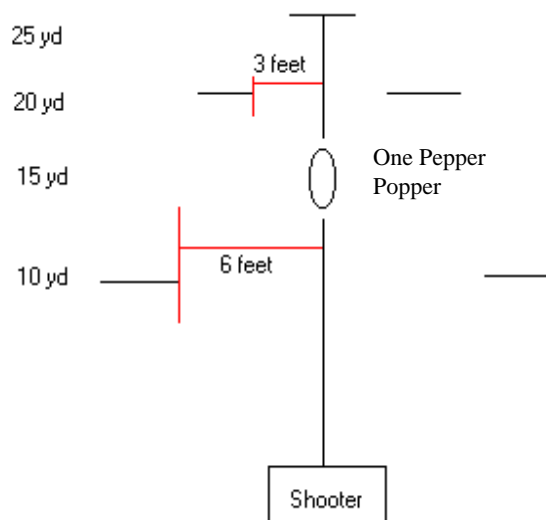
- e. **Team Awards**
 - 1. A plaque and four medals or cash, at the team captain's discretion, will be awarded to the First, Second and Third place teams (determined by lowest combined Aggregate Score of *line of fire and speed pyramid events* for each member of the team) in Division 1 and Division 2.
 - 2. A plaque and two medals or cash, at the team captain's discretion will be awarded to the First, Second, and Third place teams in Division 3.

XIII. PISTOL MATCHES

- a. The KPOA pistol competition consists of three different events, Speed Pyramid, Line of Fire, and Speed Steel. These matches offer the Police Officer an opportunity to shoot competitively in events, which not only stress speed and accuracy, but also give the officer experience in engaging multiple targets at varied distances.

- b. Competitors participating in the KPOA matches will fire the course with a duty weapon which is authorized by their department for use while on duty. The only modification allowed is the use of different grips that better fit the competitor's hand. The barrel length will not be longer than 6 inches. Only sights that are fixed or adjustable are allowed. All standard safety features of the firearm must operate properly.

- c. The pistol match may be fired with any ammunition with a caliber of 9mm or larger. **No Magnum ammunition allowed.**
- d. The holster used for this match must be duty type. Duty type holsters are as follows: Border Patrol, Level I, II, or III retention, or security holsters. No competition type or non-securable holsters are allowed. The weapon must be secured safely in the holster as it was designed with one of the following, thumb break strap, border patrol strap, and any retention device that locks the weapon into the holster by the trigger guard, where a button or release device must be manipulated to release the weapon from the holster. No cross draw or shoulder holsters are allowed for safety reasons.
- e. After the Rangemaster has given the last call for a particular shooting event, competitors will not be allowed to fire on that event if they show up after the last call.



Speed Pyramid

XIV. Rules and Procedures for the Speed Pyramid Event

a. Number of Rounds Loaded/Scored

Maximum of 12 rounds (six in weapon, and 6 in a magazine / loader) for each of 3 strings of fire. The competitor will actually shoot between 33 and 36 rounds depending on how many times you unsuccessfully engage individual targets. A magazine change and/or a reload will be necessary to complete this course.

b. Targets

This event consists of five static steel targets, and one static steel pepper popper. Wherever possible, targets are situated so that the inside edge of each target is six feet either side of a centerline that extends 10 yards from the firing position. One

static pepper popper is situated on the center line, 15 yards from the firing position. Two of the remaining three targets are situated so that the inside edge of each target is three feet either side of a centerline that extends 20 yards from the firing position. The final target is placed on the centerline, which extends 25 yards from the firing position. The distances of the targets from the competitor firing position, and/or the distances between the targets, and/or the heights of the targets above the ground, may vary at the option of the Rangemaster depending upon safety factors and/or the range layout. If multiple Speed Pyramid setups are used at a match each such setup will be dimensionally identical to the other setups.

c. **Scoring**

The targets are set at the “Ring and Paint” mode then all targets must be struck before the score counts. (Note: The Rangemaster and Range Safety Officers will make the determination if a target has been struck, their word is final.) Procedural errors are penalized plus ten (+10) seconds added to your score. An electronic buzzer starts the time on each string. Time stops on the last shot fired on each string. Lowest aggregate time spent shooting all strings, plus "seconds" added from misses, and procedural penalties, wins.

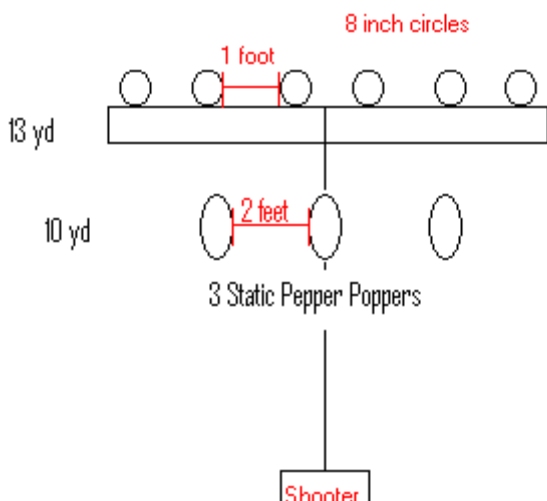
d. **Procedure**

Each competitor will start with their weapon secured in their holster before each string of fire, hands in a position not touching firearm. Competitors firing semi-automatic pistols, capable of double/single action fire, must fire the first round of each stage double action. Competitors firing single action semi-automatic pistols are allowed to fire the first round of each stage single action. Each competitor shoots three (3) individual strings of fire. The start signal will be an electronic buzzer that

will be sounded when the competitor is ready. On each string of fire the competitor will draw and engage each of the steel static targets with two rounds, and the pepper popper with one round. At the end of each string of fire the competitor will unload and show a clear firearm (magazine out, slide locked back, chamber empty, or cylinder open chambers empty) to the Range Officer and secure in holster. Time on each individual string of fire stops on the last shot fired. During each string of fire a reload will be necessary in order to be successfully completed. There are a total of **11** scored rounds per string of fire. Once the time has been recorded, the competitor will be given time to reload for the next string of fire. The above procedure will be repeated twice for a total of three strings; **33** scored rounds.

At the end of the third and final string of fire, the competitor will unload and show a clear firearm (magazine out, slide locked back, chamber empty, or cylinder open, chambers empty) to the Range Officer, and will then secure the firearm into one of the approved transportation modes (holster or bag / box) before leaving the firing position and before anyone goes forward to score targets.

All firearms will be SECURED into one of the acceptable transportation modes, before the competitor leaves the table and/or anyone goes down range.



Speed Plates

XV. Rules and Procedures for the Speed Plates Event

- a. **Number of Rounds Loaded/Scored**
Maximum of 12 rounds (six in weapon, and 6 in a magazine / loader) for each of 3 strings of fire. The competitor will actually shoot between 27 and 36 rounds depending on how many times you unsuccessfully engage individual targets. A magazine change and/or a reload will be necessary to complete this course.
- b. **Targets**
Six (6) eight inch (8") diameter falling steel plates, (usually) set one foot (1') apart, edge to edge. The plates are set 13 yards in front of, and centered to the firing position. Three static pepper poppers will be placed three (3) yards in front of the steel plate rack. The falling plate targets are reset between each string of fire.

c. **Scoring**

Zero added seconds for each falling plate. Falling plates must be knocked down to score. The three static targets must be clearly struck once each string of fire to count for score. Plus ten (+10) seconds added to your score for each plate left standing and for each missed static plate. At times it may be necessary to set steel plates in a "Ring and Paint" mode and it may be difficult for the shooter to determine whether or not they have fired a successful round. The Rangemaster or Line Officer will determine hits on the steel plates. Procedural errors are assessed a penalty of plus ten (+10) seconds per occurrence. An electronic buzzer starts the time on each string. Time stops on the last shot fired on each string, which will occur when the last target in each string is successfully hit or the last round loaded in the firearm is fired, whichever event happens first. Lowest aggregate time spent shooting all strings, plus "seconds," added from missed targets or targets left standing, and procedural penalties, wins.

d. **Procedure**

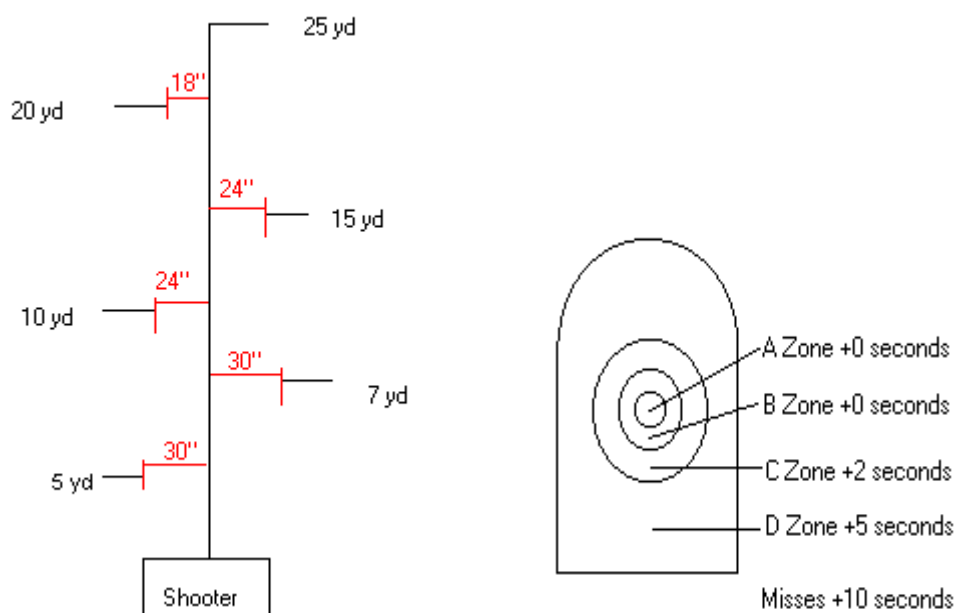
Competitor will start each string of fire with the weapon secured in the holster, and hands in a position not touching the firearm. Competitors firing semi-automatic pistols, capable of double/single action fire, must fire the first round double action. Each competitor/shooter will shoot three (3) individual strings of fire at the six (6) steel falling plates and three (3) static pepper poppers. The start signal will be an electronic buzzer that will be sounded when the competitor is ready. The competitor will engage the nine (9) targets until all targets are successfully engaged or the competitor runs out of ammunition, whichever first occurs. A reload is mandatory during the firing of this course. Targets may be engaged in any order. At the end of each string of fire the competitor will unload and show a clear

firearm (magazine out, slide locked back, chamber empty, or cylinder open chambers empty) to the Range Officer and secure in holster. Falling plates are reset between strings of fire. There will be a pause between each string of fire to allow the Range Officers to record the elapsed time, record the hits and misses, reset the plates and to allow the competitor to reload for the next string of fire.

The above procedure will be repeated two additional times for a total of three (3) strings of fire.

At the end of the third (and final) string of fire, the competitor will unload and show a clear firearm (magazine out, slide locked back, chamber empty, or cylinder open, and chambers empty) to the Range Officer, and will then secure the firearm into one of the approved transportation modes (holster, or bag / box) before leaving the firing position and before anyone goes forward to reset and/or paint the plates (if painting is indicated).

All firearms will be SECURED into one of the acceptable transportation modes before the competitor leaves the table and/or anyone goes down range.



Line of Fire

XVI. Rules and Procedures for the Line of Fire Event

a. **Number of Rounds Loaded/Scored**

Maximum of 36 rounds Required; 6 rounds loaded into the firearm, and a second magazine / loader of 6 rounds on each of 3 strings. 36 scored rounds total; six (6) hits and/or misses on each of six paper D-1 targets equal 36 scored rounds. *A magazine change and/or a reload will be necessary to complete this course.*

b. **Targets**

Six NRA "D-1" Cardboard targets will be used in this course of fire. One target each, placed at the distances of five, seven, ten, fifteen, twenty, and twenty-five yards from the shooting position. The inside edge of the five yard target will be thirty inches (30") left of the center line. The inside edge of the

seven yard target will be thirty inches (30") right of the centerline. The inside edge of the ten yard target will be twenty-four inches (24") left of the center line. The inside edge of the 15 yard target will be twenty-four inches (24") right of the centerline. The inside edge of the 20 yard target will be eighteen inches (18") left of the center line. The left edge of the 25 yard target will be on the centerline. The distance of the targets above the ground, which would nominally be five feet six inches (5'6") to the top of the target, may vary at the option of the Rangemaster depending upon safety factors and/or the range layout. If multiple Line of Fire setups are used at an individual match, each such setup will be dimensionally identical to the other setups.

c. **Scoring**

On the NRA "D-1" Cardboard targets, zero (0) seconds for each "A Ring" and/or "B Ring" hit; plus two (+2) seconds for each "C Ring" hit; plus five (+5) seconds for any other bullet mark on the target on or within the "D Zone." "A Ring" hits are used to break ties. Hits that touch the scoring line between scoring zones score the lesser number of seconds. Misses or unfired shots are penalized plus ten (+10) seconds per missed shot.

Procedural errors are penalized plus ten (+10) seconds per occurrence. If there are extra hits on a paper target the best six hits will be scored. However, if the extra hit resulted from an extra shot that the Range Officer noted was fired on the target (and not because the Range Officers neglected to properly repair a hit from a previous competitor) each such extra hit will be assessed one procedural error penalty. An electronic buzzer starts the time on each string. Time stops on the last shot fired on each string. Lowest aggregate time spent shooting all strings, plus "seconds," added from scoring the targets, misses, and procedural penalties, wins.

d. **Procedure**

Each competitor shoots three (3) individual strings of fire. Each competitor will start with their weapon secured in their holster before each string of fire, hands in a position not touching firearm. Competitors firing semi-automatic pistols, capable of double/single action fire, must fire the first round of each stage double action. Competitors firing single action semi-automatic pistols are allowed to fire the first round of each stage single action. The start signal will be an electronic buzzer that will be sounded when the competitor is ready. On each string of fire the competitor will engage each of the six NRA "D-1" targets with only two (2) repeat only two (2) rounds per target (12 rounds total on the paper targets). A reload will be necessary to complete the course. The six NRA "D-1" targets may be engaged in any order. Time on each individual string of fire stops on the last shot fired. Once the time has been recorded, the competitor will be given time to reload for the next string of fire. The above procedure will be repeated twice for a total of three strings; 36 scored rounds. At the end of the third and final string of fire, the competitor will unload and show a clear firearm (magazine out, slide locked back, chamber empty, or cylinder open, and chambers empty) to the Range Officer, and will then secure the firearm into one of the approved transportation modes (secured in holster, or bag / box) before leaving the firing position, and before anyone goes forward to score targets.

All firearms will be SECURED into one of the acceptable transportation modes before the competitor leaves the table and/or anyone goes down range.

Shotgun Competition

The Shotgun matches are open to all KPOA members who are retired, full or part-time officers. The Association will use the Amateur Trapshooting Association rules except for special rules approved by the Firearms Committee. The intent of this match is to test the officer's ability to engage moving targets with a police type shotgun.

Competitors must be registered to compete in the shotgun matches.

The shotguns used in the shotgun matches are restricted to 12 gauge only, pump action or semi-automatic, barrel not longer than 22 inches, screw in chokes (not to exceed modified bore) will be accepted and can be checked before, during and after competition at the range masters discretion. No adjustable butt plates will be allowed.

Any challenge concerning the shotgun standards listed in the preceding paragraph shall be made prior to the competitor firing the questionable shotgun and leaves the firing line:

Shotgun ammunition can be either factory or hand loaded. The shot size is restricted to 7 1/2 or smaller, subject to local range rules.

The course of fire will have two stages. 25 rounds will be fired standard trap (16 yards), and 25 rounds will be fired handicap trap (22 yards). All 50 rounds can be fired with the shotgun against the shoulder prior to calling for the bird.

Shotgun competitors may compete for prizes in one or both stages. To be eligible to win the "High Gun Award" the competitor must fire in both stages.

All ties will be broken by referring to the longest consecutive string of breakage, starting with rock 1.

In-Service Training Credit

Commissioned officers desiring in-service training credit for firing in KPOA competition will receive a form listing one hour credit for firing all three pistol events and an addition one hour for firing the shotgun matches. It will be the competitor's responsibility to submit the in-service training credits to **KSCPOST**.