

Indoor Combat League 2011

Rules and Regulations

This year's course of fire is designed to test the skills and push the limits of even the club's best shooters. An emphasis will be placed not only on speed, but on accuracy as well. Shooters will be challenged by engaging targets on the move, from behind cover, and by active targets. Any and all club members are welcome and encouraged to participate.

Time & Place

League will be held on Mondays at 6:00 PM in the Indoor Range beginning 3/28/11 and running until 5/23/11

Fee

One time participation fee goes towards shooting materials, awards, and food cost for the end-of-league banquet. \$10 for the first gun, \$5 for each additional gun.

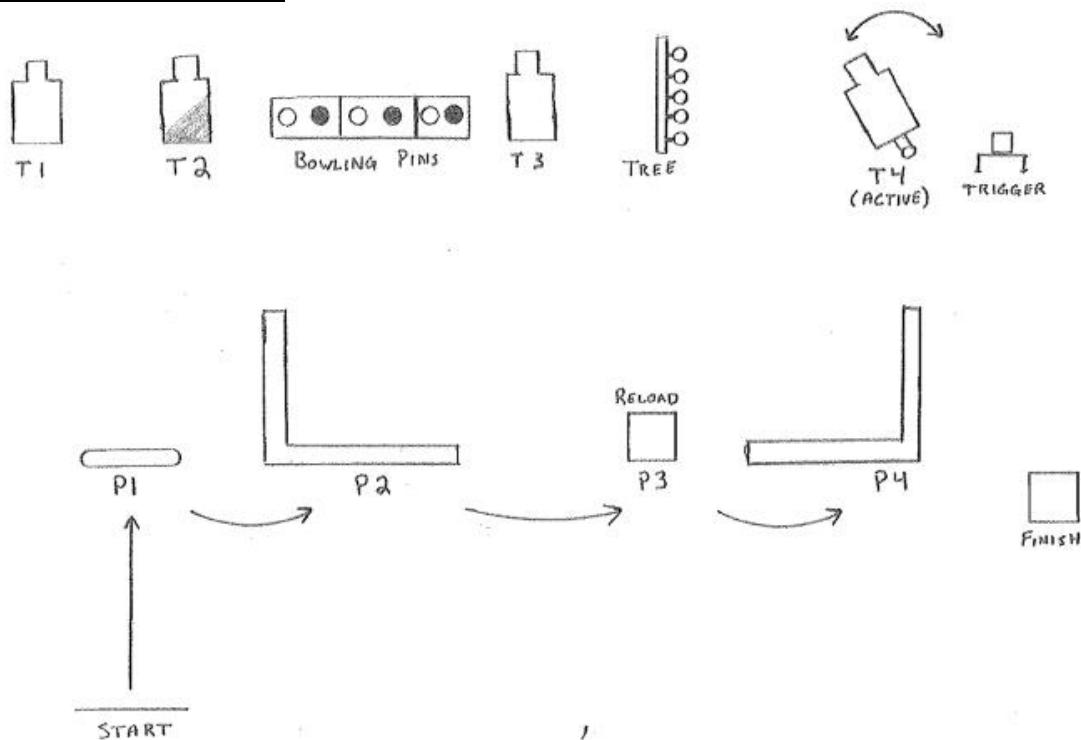
Equipment

- .22LR Pistols (Semi-Auto, 6 shot & 10 shot revolver)
- Optics: Open Sights and Red Dot Sights Only
- Lasers not allowed

Safety

- Eye and Ear protection must be worn at all times by anyone in the range.
- The only loaded firearm will be the current shooter under the Range Safety Officer's (RSO) supervision.
- The only personnel allowed past the established "fire line" while the range is hot are the RSO, scorekeeper, and current shooter. Helpers may cross the fire line only after the RSO has given the "safe" call to paste targets and reset the COF.

Course of Fire (COF)



The shooter will begin with a magazine loaded to 10 rounds and the weapon in the “low ready” (45 deg) position with his/her finger OFF the trigger. A second magazine of 10 rounds will be placed on the reload table. Once at the starting line and upon command from the RSO, the shooter may load and make ready.

At the buzzer, advance from the starting line to P1 and engage T1 with 2 rounds while on the move. Using cover at P1, engage T2 with 2 rounds. Transition to P2.

At P2, through either opening, engage the three white bowling pins until they fall from the platform. Engage T3 with 2 rounds from the same position or from the right side of the barricade while using cover. Transition to P3 (reload table).

At P3, reload and engage each of 5 plates on the tree until they all have swung at least 50% to the other side. Transition to P4.

At P4, using cover from the right side of the barricade activate the swinging target (T4) by shooting the “Trigger”. Once activated, engage T4 with 2 rounds.

When complete, follow the RSO’s commands to unload, show clear, and make your weapon safe.

Scoring

Shooters score will be the overall time taken to complete the COF plus any points down or penalties assessed during the run. Each silhouette target (T1-T4) will have zones labeled -0, -1, or -3. Hits in the -1 and -3 zones will add 1 and 3 seconds respectively to the shooters time. Misses will be scored as -5 or 5 seconds added to the time. Steel targets and bowling pins will be treated as “Hit or Miss”. A miss on these targets will add 5 seconds to the shooters score. Misses would include white bowling pins left on the platform or steel targets that have not been turned. If a black bowling pin is knocked down it will also be counted as a 5 second penalty. Hits on a non-threat target will add 5 seconds each.

Each shooter will run the COF 2 times per night. Both scores will count. At the end of the league the shooters worst scoring week will be dropped and the final accumulative score will be tallied.

NO MAKEUPS ALLOWED. Shooters will be allowed to “shoot ahead” in anticipation of missing a league night due to other obligations. However, makeup runs for no-shows will not be allowed. It is not fair to the shooters who make the effort and commitment to come every week.

Penalties

- Failure to use cover when specified = 3 seconds
- Failure to shoot while moving when specified = 3 seconds
- Failure to do right/Gaming = 20 seconds
- Failure to follow safety guidelines or failure to follow RSO’s instruction in regards to safe operation of a firearm will result in immediate disqualification. It will be at the RSO’s discretion whether they will be allowed to continue participation in the league. As a result of disqualification, all fees will be forfeited.

Using Cover

When shooting around barricades and when specified the shooter must keep 50% of his/her torso and 100% of the lower body behind cover. Limiting the shooters exposure to the potential threat they are engaging. Since this concept is new to this league, no penalties will be assessed for the first two weeks. RSO's will issue verbal warnings instead so that shooters can adjust. Beginning week three, penalties will be enforced.

Shooting on the move

When specified, shooters must engage targets while moving. Penalties will be given at the RSO's discretion. Since this concept is new to this league, no penalties will be assessed for the first two weeks. RSO's will issue verbal warnings instead so that shooters can adjust. Beginning week three, penalties will be enforced.

Failure to do right/Gaming

Any actions taken by the shooter that give them an unfair or intended advantage will be considered a failure to do right and will earn the shooter a 20 second penalty. Examples of such actions include but are not limited to: Shooting targets from a position other than specified in the COF to get a better score; Shooting the swinging target before it is activated; Loading magazines with additional rounds; Not finishing the COF because they think the time to complete it would be longer than the penalties...etc.

Revolvers

10 shot revolver users will shoot the COF in 2 stages, reloading off the clock. 6 shot revolver users will also shoot 2 stages and reload off the clock, but the COF will be shortened to reflect round count.

Equipment Malfunctions

Shooters that experience equipment malfunction or failure during their run may be allowed to scratch that round and reshoot it at the RSO's discretion. In the event of a malfunction, shooters must attempt to resolve the problem and re-engage the targets on the clock. Only after serious attempts to re-engage fail or the problem requires disassembly or tools will the RSO call a cease fire due to equipment failure. Misfires are NOT malfunctions.