

Legacy Outfitters Production Class Pistol Match

Rules & Scoring

You will shoot a variety of stages against the other shooters in your division. The shooter with the highest score within each division wins. The match is open to men and women over the age of 16.

Match rules:

1. Obey the four cardinal rules of gun handling at all times. If you are unsure of these, ask a Judge/RSO
2. Obey the instructions of the Judge/RSO at all times
3. Unless otherwise specified, you should begin each course of fire with your weapon on the table in the condition it is meant to be carried (e.g.: safety on for single action pistols (such as a 1911), hammer down for DA/SA pistols (such as a Sig P226))
4. Failure to adhere to the match instructions, division guidelines, striking range property, firing faster than the shooter can safely manage, and/or the above rules will result in immediate disqualification.

This match will be limited to production handguns. A production gun is defined as a stock handgun that is unmodified from the factory conditions. Factory custom-shop guns (such as CZ-75 SP-01 Shadow do qualify for production class). Aftermarket sights and low-profile magwells are acceptable modifications. Optics and lasers are not allowed.

Equipment Needed:

1. Pistol or Revolver that meets your chosen divisions requirements
2. Ear & Eye Protection
3. 2 magazines
 - a. For revolvers, speed strips or speed loaders are not required, but are recommended
4. 50 rounds of factory ammunition (additional ammo may be required in the case of a tie)

Divisions (Men & Women will have separate divisions. Based upon participation, we may combine the divisions):

Minor Centerfire

Any centerfire revolver or pistol chambered in:

.380ACP

9mm

.38 Special

Examples:

Sig Sauer P226

Glock 17

H&K USP (9mm, DA/SA)

Bersa Thunder

S&W 67

Major Centerfire

Any centerfire revolver or pistol chambered in:

.357 Magnum

.40 S&W

10MM

.45ACP

Examples:

Sig Sauer P220

Glock 21

S&W 1006

S&W 686

Classifications (based upon percentage of possible points):

Grand Master: 95 to 100%

Master: 85 to 94.9%

A Class: 75 to 84.9%

B Class: 60 to 74.9%

C Class: 40 to 59.9%

D Class: Below 40%

Targets will be turned in for scoring. Shots on the silhouette, but outside the target zone are worth 5 points. Shots on the paper, but outside the silhouette are worth 1 point. Once the scores are tallied you will be classified according to the USPSA Guidelines (classifications will be posted on the Legacy Outfitters website). The winner of each division will be the shooter with the highest score. A tie will be broken by an additional course of fire as determined by the judge.

2018 Match Defensive Skill Challenge – 5 Stages

Course of Fire

The course of fire for this match was conceived as a basic (entry-level) skill challenge for the defensive use of a handgun. If you keep a handgun for home defense or are a LEO or LTC holder, we encourage you to use your primary defensive pistol for this match. The match has been structured to accommodate common carry guns, from a j-frame revolver on up to a full size semi-auto.

Luke 22:36 “He said to them, “But now let the one who has a moneybag take it, and likewise a knapsack. And let the one who has no sword sell his cloak and buy one.”

The match will begin with a safety brief and overview of the course of fire. There are 500 points possible. Each stage will use the Chandler's silhouette target. Targets will be turned in for scoring. New targets will be used at each stage.

Each stage will begin with your hands at your side, weapon on the bench.

Commands:

“Range is Cold” – No handling of firearms or ammunition. All shooters behind the poles.

“Range is Hot” – Eyes and ears in place. Shooters to the bench.

“Load and make ready” – Load magazines and put gun into starting position.

“Shooters Ready?” – Match is about to begin. If not ready, call out.

“Standby” – Start signal will come within one to four seconds. Don't move

“Begin!” – Match timer has started. Pickup your weapon and start shooting!

“Cease Fire!” – Immediately stop shooting and place your weapon on the bench facing downrange

Stage 1

Distance: 3 yards

Time: 1 minute

Starting Condition: 2 magazines, 5 rounds loaded in each. Gun loaded and ready to fire.

Course of Fire: 5 shots center mass, reload, 5 shots center mass

Stage 2

Distance: 3 yards

Time: 1 minute

Starting Condition: 2 magazines, 5 rounds loaded in each. Gun unloaded, action open on the bench.

Course of Fire: 5 shots center mass, reload, 5 shots to the head

Stage 3

Distance: 3 yards

Time: 1 minute

Starting Condition: 2 magazines, 5 rounds loaded in each. Gun loaded and ready to fire.

Course of Fire: Load, 5 shots center mass, reload, 3 shots center mass, 2 shots to the head.

Stage 4

Distance: 7 yards

Time: 1 minute

Starting Condition: 2 magazines, 5 rounds loaded in each. Gun loaded and ready to fire.

Course of Fire: 5 shots center mass, reload, 4 shots center mass, 1 shot to the head

Stage 5

Distance: 15 yards

Time: 1 minute

Starting Condition: 2 magazines, 5 rounds loaded in each. Gun loaded and ready to fire.

Course of Fire: 5 shots center mass, reload, 5 shots to the head.

Shots on the silhouette, but outside the target zone are worth 5 points. Shots on the paper, but outside the silhouette are worth 1 point. Misses or rounds unfired are worth 0 points.

Tie-breaker stages will be shot at 25 yards

Psalm 144:1 “Praise be to the Lord my Rock, who trains my hands for war, my fingers for battle. He is my loving God and my fortress, my stronghold and my deliverer, my shield, in whom I take refuge, who subdues peoples under me.”