

**AUSTRALIAN POLICE PISTOL ASSOCIATION**

**AUSTRALIAN POLICE AND SERVICES PISTOL  
CHAMPIONSHIP MATCH RULES**



## **AMENDMENTS**

<b>DATE</b>	<b>HOST STATE</b>	<b>RULE NO:</b>	<b>AMENDMENT &amp; REASON</b>
<b>January 2020</b>	<b>APPA</b>	<b>Final Version</b>	<b>Rules Collated into chronological order.</b>
<b>21 Jun 2020</b>	<b>APPA</b>	<b>24.14.2 stage 2,series 3</b>	Remove: provided that where the shooter is left handed the series will be shot in reverse order. Insert: Left handed shooters will shoot in reverse order.
<b>“</b>	<b>“</b>	<b>24.14.4 Stage 4 Series 2</b>	Remove: i.e.one hand only to be used when the shots are being fired.

## TABLE OF CONTENTS

1. Name of the Competition.....	5
2. Competition Authority .....	5
3. Competition Administration.....	5
4. Rules Committee .....	5
5. The Jury .....	6
6. The function of The APPA Jury is: .....	6
7. Penalties and Protests.....	7
7.1. Penalties.....	7
7.2. Protests .....	8
8. Keeping of Records and Scoring.....	8
8.1. Keeping of Records.....	8
8.2. Value of Shots and Scoring .....	9
8.3. Ties.....	9
8.4. Trophies .....	10
9. Divisions .....	10
10. Teams .....	10
11. Eligibility for Divisions .....	10
11.1. Division 1.....	10
11.2. Division 1A.....	11
11.3. Division 2.....	11
11.4. Division 2A.....	11
11.5. Teams.....	11
11.6. Optical Sights .....	12
11.7. Division 3.....	12
11.8. Division 3A.....	13
11.9. Optical Sights .....	13
11.10. Division 4 .....	13
11.11. Division 5 .....	13
11.12. Division 6 .....	13
11.13. Invitational Teams.....	13
12. The Range.....	14
13. Safe Area .....	15
14. Targets .....	15
15. Firearms .....	15
16. Firearm Eligibility .....	16
17. Ammunition .....	16
18. Holsters .....	17
19. Range Officials .....	17
19.1. Range Officer. ....	17
19.2. Referees. ....	18

<b>20. The Match .....</b>	<b>18</b>
<b>21. Order of Fire .....</b>	<b>18</b>
<b>22. Course of Fire.....</b>	<b>19</b>
22.14.1. Stage 1 - 50 metres. ....	20
22.14.2. Stage 2 - 25 metres.....	21
22.14.3. Stage 3 - 25 metres.....	21
22.14.4. Stage 4 - 10 metres.....	22
22.14.5. Stage 5 - 7 metres .....	22
<b>23. Firing Positions .....</b>	<b>22</b>
<b>24. Conduct of the Competition .....</b>	<b>24</b>
<b>25. Misfires and Malfunctions.....</b>	<b>25</b>

## **1. Name of the Competition**

The competition shall be known as the Australian Police and Services Pistol Championship (hereon referred to as the APSPC).

## **2. Competition Authority**

- 2.1. The APSPC is conducted under the authority of the Australian Police Pistol Association (APPA).
- 2.2. The copyright of these rules is held by the APPA.

## **3. Competition Administration**

- 3.1. The APSPC shall be held annually.
- 3.2. The APSPC shall be held over two consecutive days.
- 3.3. A 90-shot match shall be shot on each day unless otherwise determined by The APPA Jury.
- 3.4. Aggregate individual scores for both days are to determine team and individual winners overall and in each Division.

## **4. Rules Committee**

- 4.1. The Rules Committee shall consist of two delegates for each member of the APPA.
- 4.2. Only one vote will be held by any one APPA member.
- 4.3. The Chairman does not have a casting vote.
- 4.4. The Rules Committee shall convene on the final day of the APSPC.
- 4.5. Any proposed amendment to these Rules before it can be considered by the Rules Committee must be:
  - 4.6. Distributed in writing to the APPA at least six (6) months prior to the next APSPC, or
  - 4.7. Raised at a previous meeting of the Rules Committee.
- 4.8. If at the Rules Committee meeting an immediate change to the rules is required for safety, legal, sporting reasons or other reason deemed acceptable by the Rules Committee: and
- 4.9. The Rules Committee is unanimous in accepting the proposed recommended amendment.
- 4.10. Upon any amendments being made to the rules, ensure that APPA is advised, the original of the rules is updated and a record of the amendments recorded in these rules.

## **5. The Jury**

- 5.1. APPA will form the Jury with the Chief Range Officer.
- 5.2. The Chief Range Officer shall be the Chair.
- 5.3. Each member of The APPA Jury will have one deliberate vote.
- 5.4. Should the Chief Range Officer be an APPA Delegate they will have only one vote.
- 5.5. In the event of a drawn vote, the motion or decision is lost.
- 5.6. Team Captains of Division 2 may form an Advisory Committee to determine eligibility for Division 2 and make recommendations to The APPA Jury.

## **6. The function of The APPA Jury is:**

- 6.1. To ensure before the beginning of the APSPC that the ranges conform to the rules and the general layout is both convenient and practical.
- 6.2. To approve the fire and cease fire signals.
- 6.3. To determine the rights of the shooter with regard to their use of material and installations put at their disposal.
- 6.4. To ensure that the rules are applied, and approve the allocations for team positions, as conducted by the Host Club, prior to the commencement of the shoot.
- 6.5. To supervise the scoring of all targets and to decide with the Range Officer on any difficulties that may arise.
- 6.6. To ensure the smooth and fair running of the shoot and deal with any claims, complaints or protests that may arise.
- 6.7. Appeals against the decisions of the Range Officer shall be decided by The APPA Jury, whose decision shall be final.
- 6.8. To authorise any variations to the conduct of the match, stages or series.
- 6.9. If the match is to be interrupted for any foreseen reason (e.g. lunch, afternoon tea, press relations etc.,) such interruption must be authorised by The APPA Jury.
- 6.10. Any such above interruptions will occur only when all shooters have completed the current stage.
- 6.11. In the event of any situation arising not covered by these rules, it shall be at the discretion of the Range Officer and The APPA Jury to rule on the matter and decide any penalty.

## **7. Penalties and Protests**

### **7.1. Penalties**

- 7.1.1. The default maximum muzzle angle is 90 degrees in all directions facing downrange from the firing line.
- 7.1.2. A breach of Section 7.1.1. is immediate disqualification from the match subject to the following:
- 7.1.3. Should the Range Officer, Referee or other shooter observe breaches of Section 7.1.1., which do not place any other person in danger the shooter shall receive one caution from the referee.
- 7.1.4. The referee must report this breach and caution to the Range Officer immediately before the shooter fires any further shots.
- 7.1.5. After one caution for breaching section 7.1.1., any further breach will result in immediate disqualification from the match.
- 7.1.6. An increased vertical muzzle angle beyond 90 degrees is only permitted when shooters are emptying the cylinder of a revolver so long as the shooters finger is outside the trigger guard and the cylinder is open.
- 7.1.7. Allowing the muzzle of a loaded handgun to point rear wards inside a radius of 1 metre from a competitor's feet in a standing position during drawing or re-holstering is an exception to Section 7.1.1.
- 7.1.8. All shooters and referees must know the contents of these rules insofar as they apply to themselves. In taking part in the APSPC, they undertake to submit to any penalty imposed upon them as a result of their contravening these rules.
- 7.1.9. A penalty of 10 points will be imposed for each target shot out of sequence.
- 7.1.10. A penalty of 10 points will be imposed for each shot fired after the audible cease fire signal.
- 7.1.11. When under the command of the Range Officer on the firing line, a contravention of these rules occurs and no shot has been fired, a penalty of ten points will be imposed on the shooter for each offence.
- 7.1.12. Any Referee, who wilfully neglects their duty to report any contravention of rules coming under

their notice, will incur a penalty of ten points from their total score for each such neglect.

- 7.1.13. A Referee's team shall be penalised ten points if that Referee, after being called to the line, fails to be in position after a reasonable time (i.e. a "reasonable time" is after the order "LOAD" is given and the course of fire has been read).
- 7.1.14. The Range Officer shall direct another shooter from an opposing team to referee if necessary.
- 7.1.15. Any shooter on the line whose loaded firearm falls to the ground shall be disqualified from the match.

## **7.2. Protests**

- 7.2.1. A protest can only be lodged by a Team Captain verbally to the Range Officer prior to the next stage.
- 7.2.2. All protests must be given to the Range Officer in writing or electronically as soon as practicable.
- 7.2.3. Such protest will be decided by The APPA Jury before finalisation of the scores.
- 7.2.4. Should the protest be on the first days match the decision by The APPA Jury must be made and all concerned advised of any decision prior to the commencement of the second days match.

## **8. Keeping of Records and Scoring**

### **8.1. Keeping of Records**

- 8.1.1. One or more Scorers shall keep the records and scores of the APSPC.
- 8.1.2. A Master Record will be kept with Divisions for each shooter and their scores for each series of shooting and a grand total for each team of their highest individual aggregate scores.
- 8.1.3. A scoring sheet shall be kept with provision for scoring each shot on each target, and the total score for such target.
- 8.1.4. At the completion of the APSPC each Team Captain will check their team's score sheet for accuracy.
- 8.1.5. Before the results are final, each Team Captain and the Range Officer may examine the Master Register and if satisfied with it, and when all protests or disputes are finalised, acknowledge the accuracy of the results.



## **8.2. Value of Shots and Scoring**

- 8.2.1. There shall be no more than six shots fired on any one target before scoring.
- 8.2.2. The shooter will only be able to claim bullet holes on their target of the calibre diameter of the firearm being used.
- 8.2.3. If more than the prescribed number of shots appears on any target, the Referee will attempt to determine the cause. If it is obvious, and acceptable to the shooter, that a patch has fallen off, such hole shall be covered. Otherwise, the shooter shall have the advantage of the highest scoring shots.
- 8.2.4. A shot, which touches or cuts a scoring line, will be scored at the highest value of the scores separated by that line.
- 8.2.5. Magnified gauges will be used to decide the disputed shots.
- 8.2.6. Points of multiple projectile entries (Doubles) do not have to be nominated by the shooter.
- 8.2.7. APPA will provide the appropriate gauges.
- 8.2.8. The Range Officer will decide disputes on any 'double' hole without recourse to The APPA Jury. If the Referee and the Range Officer disagree, the shooter has the benefit of the doubt.
- 8.2.9. If a shooter or a Team Captain considers that the score is incorrect, they should inform the Range Officer or Referee before the stage is recorded.
- 8.2.10. If the score cannot be immediately determined, The APPA Jury will adjudicate the result.

## **8.3. Ties**

- 8.3.1. When in a team competition, the number of points scored is equal, placing is established by the smallest difference existing between the first and fourth member of the teams. If still a tie, the placing is determined by the smallest difference between the first and third, members scores.
- 8.3.2. When in individual competition the number of points scored is equal, placing is established by the total number of 10's shot by each shooter. If still a tie, then the number of 9's, then the number of 8's, etc.

## **8.4. Trophies**

- 8.4.1. There shall be perpetual trophies as listed in “Annexure A”, which shall be awarded in the order listed.
- 8.4.2. The Host Club may present other trophies.
- 8.4.3. The Host Club shall award a cloth shoulder patch for each shooter. Such patch shall contain the words, “Australian Police and Services Pistol Championship”, the year and the State/Territory name.

## **9. Divisions**

- 9.1. The APSPC shall be divided into Divisions and the Host Club may invite shooters to compete in any of the Divisions.
- 9.2. The Host Club must invite Divisions 1, 1A, 2, 2A, 3, 3A and 6.
- 9.3. All Division shooters must be able to produce proof of eligibility to compete in their particular Divisions to the satisfaction of The APPA Jury.
- 9.4. Only one nominated team is eligible to represent each State/Territory in each Division 1, 2 and 3.

## **10. Teams**

- 10.1. Each team shall consist of up to five shooters with a maximum of their highest four individual aggregate scores for each team to be added to give team results.
- 10.2. After a team has been nominated to shoot, unless the efficient running of the event requires otherwise, no member may vacate their position on that team to shoot in another team.
- 10.3. Nor shall a shooter be nominated in more than one team or one Division.
- 10.4. Should any dispute arise, or clarification be required, regarding eligibility, composition or numbers of teams, or clarification concerning any individual’s eligibility, the matter will be referred to The APPA Jury for adjudication.

## **11. Eligibility for Divisions**

### **11.1. Division 1**

- 11.1.1. Serving sworn members of a State, Territory or Federal Police Service in the Commonwealth of Australia.

## **11.2. Division 1A**

- 11.2.1. Serving sworn members of a State, Territory or Federal Police Service in the Commonwealth of Australia.
- 11.2.2. Includes retired or superannuated members and previously sworn members who have resigned after completing their probationary/in-service training period.
- 11.2.3. Shall not include ex-members who have been dismissed by any Service.

## **11.3. Division 2**

- 11.3.1. Full Time and Active Part Time members of the Australian Defence Force are eligible to compete in a Division 2 team.

## **11.4. Division 2A**

- 11.4.1. Full Time and Active Part Time members of the Australian Defence Force are eligible to compete in a Division 2A team.
- 11.4.2. Includes retired or superannuated members and previously sworn members who have resigned after completing their probationary/in-service training period.
- 11.4.3. Members who have been dismissed (Discipline) from the ADF are ineligible to compete in Division 2 or 2A.

## **11.5. Teams**

- 11.5.1. Division 2. One team only from each Service per State, District or Territory may be entered in Division 2 and will be the team to represent that Service.
- 11.5.2. Division 2A. One or more teams from each Service per State, District or Territory may be entered in Division 2A.
- 11.5.3. A composite team (Tri-Service) from a single State or Territory may compete providing no Single Service team may be formed for that State or Territory.
- 11.5.4. If a single service is unable to form a representative team to represent a State or Territory as stipulated in the rules, then a Combined Representative Team may be formed to compete in either Division 2 or 2A (depending on the team composition and compliance with the rules). That team represents the single service drawn from any number of States or Territories and will represent the State or Territories from which

the majority of team members are currently posted.

- 11.5.5. Teams must be nominated before the competition begins.

## **11.6. Optical Sights**

- 11.6.1. Competitors in Division 2A may use a non-magnified optical sight on the understanding that they are **only** eligible for Division 2A Individual or Team trophies and medals, and **not** able to win any other perpetual trophy or award. Any team or individual score shot with an optical sight will only be valid in Division 2A.

## **11.7. Division 3**

- 11.7.1. Any Commonwealth, State or Territory Law Enforcement Agency with a law enforcement role.
- 11.7.2. Law Enforcement personnel includes those employees performing a law enforcement or investigative function in an Australian Commonwealth, State or Territory agency or department performing one of the following functions: Customs; Border Protection Service; Air Marshall; Aviation Security; Protective Services; Correction Services; Crime Commissions; Sheriffs; Fisheries; Quarantine and Inspection; Environment and Resources; Primary Industries; Parks Services; Agriculture; and Forestry
- 11.7.3. Fire Service (both full time and volunteer),
- 11.7.4. Ambulance Service or other volunteer Emergency Service.
- 11.7.5. A Division 3 team may include one member from Division 3A where there is a vacancy in a Division 3 team and there is no other eligible Division 3 team member from that team available.
- 11.7.6. If a Division 3A member shoots in a Division 3 team that team shall have a maximum of four (4) members.

## **11.8. Division 3A**

- 11.8.1. Personnel eligible to compete in Division 3. This division may also include retired, superannuated or separated personnel from Division 3 agencies or departments, but shall not include personnel who have been dismissed from such agencies or departments.

## **11.9. Optical Sights**

- 11.9.1. Competitors in Division 3A may use a non-magnified optical sight on the understanding that they are not eligible for Division 3A Individual or Team trophies and medals, and not able to win any other perpetual trophy or award. Any team score shot with an optical sight will not be valid in Division 3A.

## **11.10. Division 4**

- 11.10.1. Employees of any commercial enterprise who in the normal course of their duty are required to carry a pistol or revolver.

## **11.11. Division 5**

- 11.11.1. Associate members of Division 1, 2, or 3 Pistol Clubs.

## **11.12. Division 6**

- 11.12.1. Any shooter who is eligible to compete in the APSPC may compete in this division. This may be as an individual or in a team of 4 or 5.
- 11.12.2. The course of fire will be the 25, 10 and 7 metre Stages shot to the current Match Rules.

## **11.13. Invitational Teams**

- 11.13.1. The Host Club may invite teams from the Pistol Club at which the Championship is to be held, from within the State/Territory, and any International teams.
- 11.13.2. Invitational Teams will not be eligible for any APSPC trophy or prizes.

## **12. The Range**

- 12.1. The range is to be constructed, available for use, and inspection by The APPA Jury and Team Captains, prior to the first days match.
- 12.2. The range for shooting shall have a line of targets all the same height and fixed to supports and parallel to all firing lines.
- 12.3. The targets shall be placed in groups of four, with each group corresponding to the firing positions of each range. The distance between the centres of targets in each group will be one metre and the distance between the centres of the last and first target of the next group of targets will be at least two metres.
- 12.4. Each target backing will be made of 5 mm Masonite type hardboard or other suitable material.
- 12.5. Targets are to be erected in such a way that the supports do not obstruct the face of the targets.
- 12.6. Each target in a group will be numbered and clearly marked from left to right 1, 2, 3 and 4.
- 12.7. Each group of targets will be marked for identification.
- 12.8. The numbers and letters will be at least 150 mm in height.
- 12.9. The firing line shall be set out as follows:
  - 12.9.1. A line 50 metres from and parallel to the line of targets, extending the full width of the range.
  - 12.9.2. A line 25 metres from and parallel to the line of targets, extending the full width of the range.
  - 12.9.3. A line 10 metres from and parallel to the line of targets, extending the full width of the range.
  - 12.9.4. A line 7 metres from and parallel to the line of targets, extending the full width of the range.
  - 12.9.5. Each firing line will be clearly defined by means of a drawn line, rope or wire, or line of barricades.
- 12.10. There shall be a barricade located centrally for each group of targets at the 50 metre and 25 metre firing lines.
- 12.11. Each barricade must be of wooden or metal construction at least 1.8 metres high and stable when erected. During the 50-metre series, the 25 metre barricades shall be positioned in such a manner that they do not obstruct the shooters' view of the targets.
- 12.12. Any local rules or restrictions that may impact on the running of the competition must be approved by The APPA Jury prior to the commencement of the shoot.

### 13. Safe Area

- 13.1. Prior to the commencement of the APSPC, the Chief Range Officer shall declare an area to be set aside for the cleaning of firearms and like handling. This will be known as the SAFE AREA and firearms will not be removed from holsters in any other area, except when under command of the Range Officer on the firing line.
- 13.2. Ammunition **MUST NOT** be handled in the safe area.
- 13.3. This includes any boxed ammunition or ammunition in any other container or bag.
- 13.4. Dry aiming, trigger action exercises, holster draws or similar drills may be practiced in the SAFE AREA or in another area specifically allocated for this purpose.

### 14. Targets

- 14.1. The targets to be used will be the Australian Service Match target, as at October 1993, affixed to target backing in accordance with Rule 5.
- 14.2. Targets or centres may be replaced at the discretion of the Range Officer.

### 15. Firearms

- 15.1. All firearms, whether loaded or not, must be handled with the greatest of care. Other than on the firing line under the orders of the Range Officer, any firearm that is not in a holster, or securely boxed, must be carried with the breech open or the cylinder swung out.
- 15.2. Each shooter will use a personally owned pistol or revolver, or one, which has been issued or supplied.
- 15.3. In all Divisions, any revolver or semi-automatic pistol which has;
  - 15.3.1. a maximum barrel length of 165 mm, and
  - 15.3.2. a barrel calibre between .352" to .455" inclusive, and
  - 15.3.3. open sights with a maximum sight radius of 210 mm, or as per factory specifications, and
  - 15.3.4. grips suitable to the shape and size of the shooter's hands.
- 15.4. The following modifications, accessories or aftermarket or factory accessories or modifications are **not** permitted:
  - 15.4.1. magna-ported or compensated barrels, and/or,
  - 15.4.2. telescopic, laser, peep, magnifying, or electronic sights, unless approved by The

APPA Jury. Any shooter using these, or similar devices shall not be eligible to have their score included in the competition results and will be ineligible for any prize or trophy.

- 15.4.3. orthopaedic grips, grips, magazine wells or magazine extensions designed to enable the base of the grip, magazine well or magazine extension to be rested on the ground when shooting prone,
- 15.4.4. Semi-automatic pistols specifically designed to feed and chamber full wad-cutter ammunition.

## **16. Firearm Eligibility**

- 16.1. Shooters desirous of ascertaining the eligibility of a firearm prior to attending the next APSPC may submit an application, including a complete description and photographs of the firearm in question to APPA for consideration.
- 16.2. APPA shall consider any such application at its next scheduled meeting.
- 16.3. Should the eligibility of any firearm come into question at the APSPC, The APPA Jury will consider its eligibility and make a ruling.

## **17. Ammunition**

- 17.1. The ammunition used must be sufficiently powerful to penetrate a sheet of 5 mm Masonite at 50 metres.
- 17.2. All shooters must use identical loads throughout the match.
- 17.3. Prior to the match the Team Captain is required to certify that each team member will use the same load throughout the match.
- 17.4. Any infringing shooter will be disqualified from the APSPC.
- 17.5. It will be the responsibility of the shooter to have sufficient ammunition in their possession to complete the event.
- 17.6. In all series, all loading will be with cartridges taken from the shooter's pockets, cartridge belt or special pouch. Cartridges may be contained in magazines or speed loaders.
- 17.7. In all stages, a shooter must have on their person on the firing line only the required number of cartridges for the stage being fired, unless directed otherwise by the Range Officer.



## **18. Holsters**

- 18.1. A strong side holster with a covered trigger guard must be used. Spring loaded, fall away, break open holsters, shoulder, cross draw holsters, or holsters which release by the insertion of a finger within the trigger guard are not to be used
- 18.2. Holsters which allow the muzzle of the holstered handgun to point rearwards beyond a radius of 1 metre from a competitor's feet will not be permitted.
- 18.3. Each holster must be fitted with a safety strap fastened over the firearm when the firearm is in the holster and away from the firing line only or fitted with an effective factory retention system.
- 18.4. When drawing from the holster, the trigger finger must remain outside the trigger guard until the firearm is pointing down the range.
- 18.5. At the beginning of all series in all Divisions the firearm must be in the holster.

## **19. Range Officials**

### **19.1. Range Officer.**

- 19.1.1. There will be one Chief Range Officer for the APSPC approved by APPA.
- 19.1.2. A Range Officer is responsible for:
  - Calling forward or supervises the calling forward of shooters to the line.
  - Gives the necessary orders of the match or series.
  - Calls the Course of Fire before each series.
  - Is responsible for maintaining good order on the range.
  - Receives any protests or claims, which may arise and decides upon these, or passes them on to The APPA Jury.
- 19.1.3. Assistant Range Officers may be appointed and they will have the same authority and responsibilities as the Chief Range Officer.

## **19.2. Referees.**

- 19.2.1. The Range Officer shall be assisted by a Referee who is a shooter from another team within that Division, where practicable, and from a different Club to ensure that the shooter is correctly positioned on the firing line in accordance with these rules and that the shooter understands the course of fire.
- 19.2.2. Should the Referee detect a violation of these rules the shooter shall be advised of the violation at the completion of the series and any penalty imposed.
- 19.2.3. The Referee may advise the Range Officer of the violation and penalty if warranted.
- 19.2.4. The Referee shall score and keep the score of each series and the match, in conjunction with the shooter and their Team Captain.
- 19.2.5. The shooter and/or their Team Captain, or delegate, shall patch out their own targets under the supervision of the Referee.

## **20. The Match**

- 20.1. The 90-shot match shall consist of the following five stages:
  - 20.1.1. Stage 1 - At 50 metres there shall be one firing series of 24 shots;
  - 20.1.2. Stage 2 - At 25 metres there shall be three firing series with a total of 24 shots;
  - 20.1.3. Stage 3 - At 25 metres there shall be two firing series with a total of 12 shots;
  - 20.1.4. Stage 4 - At 10 metres there shall be three firing series with a total of 18 shots;
  - 20.1.5. Stage 5 - At 7 metres there shall be one firing series with a total of 12 Shots.

## **21. Order of Fire**

- 21.1. At some time prior to the start of each days match, range positions will be allocated by the Host Club.
- 21.2. These range positions will include which teams are responsible for refereeing.
- 21.3. Each Team Captain shall submit the order of shooters for their team to the Range Officer or their assistants prior to the commencement of the shoot.

- 21.4. Each shooter will shoot in their turn unless a change is agreed to by the Referee and if necessary, in consultation with the Range Officer.
- 21.5. Any disputes regarding the order of shooters will be ruled by the Range Officer without appeal to The APPA Jury.
- 21.6. Only six live cartridges may be loaded in a revolver or semi-automatic pistol magazine at any time.
- 21.7. If a shooter is using a semi-automatic pistol, they may have only six cartridges in each magazine in their possession.
- 21.8. When moving between shooting positions during a Stage and the pistol is loaded, it may be cocked but the safety catch must be applied, or the hammer de-cocked or placed in the half-cocked position.

## **22. Course of Fire**

- 22.1. Every shooter must present themselves at the appointed time, ready to shoot and have 90 identical rounds of ammunition.
- 22.2. Where local conditions demand, the match may not necessarily be fired in the below order upon approval by The APPA Jury.
- 22.3. When one shooter from each team has come to the line, the Range Officer shall give the command "LOAD" and call the course of fire in accordance with Section 22.14. If required by the shooter, it shall be read again.
- 22.4. A shooter is not permitted to load their firearm until directed by the Range Officer.
- 22.5. After being loaded, the firearm shall be placed in the holster. If the firearm is a revolver, it is to be uncocked. If the firearm is a semi-automatic pistol, it may be cocked but the safety catch must be applied, or the hammer decocked or placed in the half-cocked position.
- 22.6. The Range Officer shall then call "READY" and then in a reasonable time call "FIRE" or sound an audible fire signal. At the completion of the time allowed, the Range Officer will sound an audible cease fire signal.
- 22.7. The fire or cease fire signal can be a verbal command, whistle blast, mechanical device, electronic device or other means of audio signal of sufficient volume for all shooters on the line to be able to hear.
- 22.8. The APPA Jury shall be advised by the Host Club the method of the fire and cease fire signals prior to the first days match commencing.

- 22.9. If a shooter fires after the cease fire signal, the Referee shall immediately notify the Range Officer of the occurrence and impose the penalty.
- 22.10. After the cease fire signal in any series, so as the targets may be scored, or upon completion of the series, the Range Officer will call "UNLOAD" followed by "SHOW CLEAR" whereupon the Referees will indicate to the Range Officer when the shooters firearm is unloaded, holstered and secured in the holster with the safety strap fastened over the firearm or fitted effective factory retention system engaged.
- 22.11. The Range Officer may then declare the Range is clear and for scoring and any patching of targets to be undertaken.
- 22.12. Indications to the Range Officer that a shooter is 'not ready' or that they are 'not clear' shall be by the raising of a flag, or clipboard, or hand (which may be accompanied by a loud verbal indication of 'Not Ready' or 'Not Clear') when the shooter is 'ready' or 'clear' the flag, or clipboard, or hand shall be dropped so as the Range Officer may easily see along the line.
- 22.13. Any shot discharged before the fire signal or after the command, "UNLOAD", shall result in the shooter being disqualified from the match. The "match" refers to that day of competition, not the whole 2-day event.
- 22.14. The 5 stages shall be shot in the following manner:

**22.14.1. Stage 1 - 50 metres.**

**Series 1.**

- 24 Shots to be fired in 2 minutes and 45 seconds in the following manner:
- Six shots prone at target four, reload in the prone position;
- Six shots in the sitting or kneeling position in the open at target three, reload in the sitting or kneeling position;
- Six shots on the right-hand side of the barricade, standing with support, with right hand, at target two, reload behind the barricade;
- Six shots left hand side of the barricade, standing with support, with left hand, at target one.

Targets are scored.

#### 22.14.2. **Stage 2 - 25 metres**

##### **Series 1.**

- Six shots standing with support on right hand side of barricade, with the right hand, at target four in 15 seconds. Left handed shooters will shoot in reverse on target three;

##### **Series 2**

- Six shots standing with support, on the left side of the barricade, with left hand, at target three in 15 seconds. Left handed shooters will shoot in reverse on target four;

##### **Series 3**

- Twelve shots to be fired in 35 seconds in the following manner:
- Standing with support, six shots from the left side of the barricade, with left hand, at target one, reload from behind the barricade, six shots, right side of barricade, with right hand, at target two. Left handed shooters will shoot in reverse order.

Targets are scored.

#### 22.14.3. **Stage 3 - 25 metres**

##### **Series 1.**

- Six shots unsupported clear of the barricade on target one in 7 seconds.

**Series 2**

- Two shots on targets two, three and four in 7 seconds unsupported clear of the barricade.

Targets are scored.

**22.14.4. Stage 4 - 10 metres**

**Series 1.**

- Six shots target four 5 seconds.

**Series 2**

- Three shots with each hand on target three in 8 seconds. Single hand only for each of the series of three shots.

**Series 3**

- Three shots on target one and target two in 5 seconds.

Targets are scored.

**22.14.5. Stage 5 - 7 metres**

**Series 1**

- Twelve shots in 12 seconds with three shots on each of the two nominated targets. Reload and repeat in any order.

Targets are scored.

**23. Firing Positions**

**23.1. Prone:**

Body extended on the ground, head toward target. The gun may be supported by both hands, which are extended towards the target. The firearm must be drawn while standing or while moving into the prone position. The barrel is to be pointed down range when assuming the prone position. The shooters hands must be behind the firing line.

**23.2. Sitting:**

The weight of the body is supported on the buttocks, facing the target. Feet are on the ground and one or both knees may be raised. Arm or arms may be supported on the knees, the gun may be held in one or both hands, but arms and hand or back must not contact the ground. In this position, a foot fault penalty will not be incurred if the firearm is behind the firing line. The feet must not be used as an anchor at the end of the shooting table, concrete shooting pad or barricade.

**23.3. Kneeling:**

Kneeling on one or both knees, one arm may be supported on a knee, the gun may be held in one or both hands.

**23.4. Standing with support:**

Standing on both feet behind a barricade, the hand holding the gun may extend beyond the barricade or be supported with the other hand which may be against the barricade. The majority of the body will be shielded by the barricade at all times.

**23.5. Standing without support:**

Standing, gun held in one or both hands. All portions of the shooter's clothing, body or firearm to be clear of artificial support.

The firearm may be held in either hand (unless directed otherwise) and may be supported by the other hand (unless directed otherwise) but the hand nominated must hold and fire the firearm.

23.6. All series shall commence from the holster with the hands at least chest height.

23.7. Variations to the firing positions to accommodate any individual shooters' needs (e.g. physical requirement) may be approved by the APPA Jury prior to the match. These shooters will compete in Division 6.

- 23.8. Unless otherwise stated, the shooter may use two hands but must use the nominated hand to hold and fire the firearm. They may use the other hand for support or to cock or clear the firearm unless it is indicated that one hand only may be used.
- 23.9. The use of artificial braces, support, gloves, eye patches or other items intended to gain a competitive advantage are not permitted. Use of these items for a medical condition must be approved by The APPA Jury prior to the commencement of the competition.

## **24. Conduct of the Competition**

- 24.1. Prior to the commencement of the first days match the Host Club will hold a briefing for all shooters. The briefing will include, but is not limited to:
  - 24.1.1. Identification of the Chief and any Assistant Range Officers.
  - 24.1.2. Any Safety issues.
  - 24.1.3. Identification of local conditions, including safe area(s).
  - 24.1.4. Reiteration of Rules and compliance.
  - 24.1.5. Administrative matters such as score sheet management, shooting order, notices etc.
- 24.2. No practice or sighting shots may be fired on the range on the day of the match, unless authorised The APPA Jury.
- 24.3. The Host Club may provide a 'practice day' on the range being used for the APSPC on the day(s) prior to the first days match.
- 24.4. Should the Host Club facilitate a practice day as above, all, or as near as all, conditions and range set up shall be as for the APSPC.
- 24.5. No shooter shall use any timing device whilst shooting.
- 24.6. Except in the case of extreme danger, a shooter will not be disturbed or interrupted between the order "FIRE" and the cease fire signal.
- 24.7. After shooting each Stage, every shooter will ensure that their firearm is empty of all cases (this is to be checked by the Referee), and return the firearm to the holster, unless ordered to reload by the Range Officer.
- 24.8. Shooters may reload and holster as required during each series.
- 24.9. No person shall approach within 7 metres of any firing line or target except the shooter, their Captain or delegate, the Range Officer and the Referee.



- 24.10. If in the opinion of the Range Officer, a situation develops whereby the continuance of shooting by any shooter could cause danger, the Range Officer shall call "STOP" and sound the cease fire signal. All shooters will immediately cease fire and follow any additional instructions from the Range Officer.
- 24.11. Where a shooter sees immediate danger in the continuance of firing, they will stop firing, and when the series of fire is finished, they will notify the Range Officer who will decide if the situation warranted the shooter stopping, and will decide whether to allow a reshoot of the series, or part of a series.

**25. Misfires and Malfunctions**

- 25.1. No reshoot will be allowed for defective firearms, ammunition or for other malfunctions of the shooter's equipment.
- 25.2. If the target falls over or becomes detached, the shooter affected may stop shooting.
- 25.3. If any of the situations in 25.2. arises, any shooter who may have completed the series or part of the series may elect to have their score sheet stand, provided they have not approached their target beyond the firing line.
- 25.4. Should a firearm break or cease to function and such firearm is not immediately repairable, the shooter will be permitted to use a substitute firearm but only after the end of the stage.
- 25.5. If a substitute firearm is to be used, it shall only be a firearm already in use by a member of the shooter's team.

## Annexure A

### Australian Police & Services Pistol Championships Trophy List.

Overall winning team:	RAAF DARWIN Shield
Overall individual highest score:	RAAF DARWIN Trophy
Overall individual runner-up:	S.A. POLICE Shield
Overall female highest score: CLUB Trophy	TASMANIAN POLICE PISTOL
Highest team score Division 1:	The DUNLOP Shield
Highest individual score Division 1:	SMITH & WESSON Trophy
Highest team score Division 1A:	The OMARK Shield
Highest individual score Division 1A:	COMMONWEALTH BANK Cup
Highest team score Division 2: Trophy	HELLWEG GUNLEATHER
Highest individual score Division 2:	The SILVER GUN
Highest team score Division 2A: Trophy	The BARNARD MEMORIAL
Highest individual score Division 2A:	The 3MD PISTOL CLUB Trophy
Highest team score Division 3:	The BRONZE GUN
Highest individual score Division 3:	The BLACK GUN
Highest team score Division 3A: Trophy	The QUEENSLAND PRISONS
Highest individual score Division 3A: SPORTING FIREARMS Trophy	The SECURITY AND
Highest team score Division 4. Team Trophy	TOTE SYSTEMS BIG BULLET
Highest individual score Division 4. Individual Trophy	TOTE SYSTEMS BIG BULLET
Highest team score Division 5. Team Trophy	Big Bullet Team Trophy
Highest individual score Division 5. Individual Trophy	Big Bullet Top Gun Trophy
Highest individual score over 50 years. (no other trophy). (This award can only be won once.)	NSW POLICE PISTOL CLUB OLD TIMERS Trophy
Highest individual score over 60 years. Donated by APS. (This award can only be won once.) (if no-one is age eligible, age as deemed by Team Captains)	DINOSAUR Trophy
The greatest score improvement PERPETUAL between the first and second day of competition.	The MICHAEL JOHNS ENCOURAGEMENT Shield
Under 30-year-old highest score (This award can only be won once.)	South Australia Police Shield Young-gun Trophy