

The NC Justice Academy Charity Challenge is a fun, yet challenging tactical pistol match. The following rules are designed to reasonably simulate real life scenarios and to provide a level playing field between LEO competitors using duty gear and competition shooters. There will be no squad or individual stage walk through. At the beginning of the stage the Safety Officer (SO) will read the scenario and indicate how many threat targets must be engaged. It will be up to the competitor after the buzzer to solve the problem.

Safety

All competitors are expected to observe range rules and practice safe pistol handling at all times. Any safety violation will result in immediate disqualification from the match and all side matches.

The range will be operated as a cold range. There will be no handling of pistols except under the direct supervision of the SO. All pistols must be unloaded and enclosed in a bag or case when competitors report to their first stage. The SO will supervise the removal of the unloaded pistol from the bag/ case and the return of the unloaded pistol at the conclusion of the match.

Competitors shooting multiple pistols **WILL NOT** switch pistols behind the line. The switch must be made under the direction of the SO at the starting position for the stage. The unused pistol must be placed back into its bag/case when not in use.

Ranges 1, 2 and 3 will utilize a 180 degree rule. All other ranges will utilize a safe muzzle point which will be described by the SO during the stage brief.

All pistols must be in safe and operable condition. All safeties built into the pistol must be operational. Safeties may not be "pinned" or defeated in any way.

The following actions will result in immediate disqualification: an accidental discharge that strikes the ground within 10 feet of the competitor, dropping a loaded pistol, or intentionally shooting a stage prop.

The competitor's finger must remain outside of the trigger guard during loading, unloading, reloading, drawing, holstering, moving, and remedial action. Repeated violations will result in disqualification.



Equipment Divisions

Single Stack – 1911 or other semi-auto pistol with single stack magazines. Single stack competitors may carry 3 spare magazines.

Double Stack – Glocks, Smith & Wesson M&Ps, Berettas, or other semi-auto pistols with double stack magazines. Double stack competitors may carry 2 spare magazines.

Revolver – Revolvers are limited to 4" barrels and a maximum 6 round capacity. Revolver competitors may carry 4 spare speed loaders or moonclips.

Minimum caliber is 9mm for semi-auto and .38 Special for revolvers. All falling steel targets will be calibrated at 140,000 power factor.

All semi-auto pistols must fit in the gun test box with a magazine inserted. The gun test box will measure 8-3/4" X 6" X 1-5/8". Revolvers are not required to fit in the box.

Sights must be notch and post type. Optics, lasers, and pistol mounted lights are prohibited.

Lightened slides and compensators of any type, to include ported barrels, are prohibited.

Equipment Requirements

Magazine holders and holsters must be suitable for concealed carry or duty purposes.

The holster must be mounted on the strong side of the competitor and cover the trigger guard. The holster must carry the pistol in a vertical or rear cant and with enough tension to hold the pistol securely during normal activity. There must be no visible gap between the holster and the belt. No drop-offset, cross-draw, drop-leg, or shoulder holsters will be permitted.

All reloads to be used on a stage must be carried on the belt and must not become dislodged during the course of the stage. With the exception of law enforcement officers utilizing full law enforcement duty gear, the magazine holder must not be tilted more than 15 degrees and must not have a gap between the magazine holder and the belt.

Concealment garments are required. Holsters and magazine holders must be completely covered by the concealment garment when starting the stage. Law enforcement officers wearing their department issued duty belt (including handcuffs, pepper spray, etc) will not be required to wear concealment garments.

Competitors not shooting with full law enforcement duty gear must utilize a single belt. The belt must be no more than 1.5" wide and pass through all belt loops on the pants.

Cleats, visible knee or elbow pads, and other competition only clothing are not allowed. Normal street shoes and clothing are required.



Once the match begins, the competitor must use the same pistol, holster, and other equipment for all stages. If the equipment becomes unserviceable during the match, the competitor may complete the remaining stages with a pistol in the same division.

Scoring

All exposed cardboard threat targets will receive 2 shots. Targets covered with a shirt or coat will simulate body armor and will receive 2 shots to the body and 1 shot to the head.

A raw time plus points scoring system will be used. A power factor multiplier will be used. Competitors using 9mm and .38 will be considered minor power factor and be penalized .75 seconds per point assessed. Competitors using .40 and above will be considered major power factor and be penalized .50 seconds per point assessed.

Each cardboard target must have at least one hit in the -0 or -1 down scoring zones. Steel targets that are capable of falling must fall. Failure to register a -0 or -1 hit on a cardboard target or drop/hit a steel target will result in a 5 second failure to neutralize penalty.

Each hit on a non-threat will result in a separate penalty. For example if a competitor hits a non-threat once it is a 5 second penalty. If the non-threat is shot twice it is a 10 second penalty.

Failure to comply with stage procedures will result in a 3 second procedural penalty. If a competitor commits the same procedural error multiple times during a stage each error will be assessed a separate 3 second penalty.

Law enforcement officers wearing full duty gear and using a retention holster will have one second deducted from each stage where the pistol is drawn from the holster.

Any competitor attempting to violate the spirit of the competition will be assessed a Failure to do Right penalty (FTDR) which carries a 20 second penalty. Examples include individual rehearsals, air-gunning and practice sight pictures.

The competitor may not re-shoot any stage for equipment or mental malfunctions.

Classification

Competitors will be grouped based on the skill level demonstrated on selected stages within the match. The classifier stages will not be revealed to competitors during the match.

Stage Procedures

Competitors must make use of all available cover during target engagement, reloads, and remediation. Failure to make proper use of cover will result in a 3 second procedural penalty.



Proper use of cover is defined as 100% of the lower body and 50% of the upper body remains behind cover relative to the target being engaged. Fault lines will be used. The competitor's foot may not contact the top of the fault line.

All reloads must be started and completed behind cover. A reload is complete when the new magazine is fully seated and locked into the pistol. For revolvers, the rounds must be fully seated and the cylinder closed. Competitors may not leave a position of cover with an empty pistol.

Competitors may shoot on the move as long as they are utilizing cover while moving. The competitor must not be exposed to a target which has not been neutralized.

Tactical priority is to be used when engaging all targets. Where targets are being engaged from cover, they must be shot from the outside to inside. Targets in the open will be engaged near-to-far.