# Scarborough Fish & Game
# Action Pistol
# Rulebook Version 2026-08-11

## Mission Statement

**Provide a safe yet challenging shooting venue for novice and experienced shooters alike without all the extensive rules and regulations of other action pistol shooting sports (e.g., IDPA, USPSA).**

**The following rulebook is a guideline for our events. Shooter equipment and techniques should comply with the basic rules of SFGA Action Pistol. A reasonable application of common sense will be utilized in determining whether a piece of equipment or technique is permitted under the SFGA Action Pistol rules.**

# Core Principles

1. Participation
    a. The rulebook is intended to be simple and straight forward. Questions may arise which are not covered in the rulebook. In those instances the event director will make any determinations as necessary.
    b. SFGA Action Pistol (ACP) is volunteer based. Shooters are expected to assist with pasting or taping of targets and picking up brass.
    c. Good sportsmanship and have fun.
    d. Improve shooting skills.
    e. Reasonable accommodations will be made for physically impaired shooters.
2. Target engagement
    a. Fully engaged means from the first shot at the target until the required number of rounds have been fired at it.
    b. Shots will be made in the style and manner as describe in the stage brief.
    c. Fault lines will be used to designate positions of cover (POC).
        i. Tactical priority engagement of targets is required from POC
    d. The absence of fault lines means targets are “in the open” and may be engaged at will. Targets in the open have no tactical priority and do not need to be fully engaged before shooting at another target in the open.
    e. Air Gunning & Sight Pictures
        i. Air gunning may be done by anyone during the stage walk through.
        ii. Sight pictures are not allowed. However, a shooter may check their red dot optics during the make ready process.

# Safety

1. ACP safety rules are based on Col Cooper’s firearm safety rules.
    **a. All firearms are always loaded**
    **b. Never let your muzzle cover anything you are not willing to destroy**
    **c. Finger off of the trigger until ready to shoot**
    **d. Identify target and what is beyond**
2. Cold Range
    a. ACP operates under cold range rules.
    b. A “Cold range” is defined as a range where all shooters’ firearms must be unloaded unless under the direct supervision of an SO or Instructor.
    c. A safe area will be provided where unloaded firearms may be handled.
    d. No handling of live ammunition will be permitted in the safe area.

3. General Range Safety
    a. Anyone noticing or seeing a potential safety violation or situation should immediately shout **Stop** and notify an ACP Safety Officer (SO). The SO will take charge and determine the necessary action required.
4. Muzzle Safety
    a. The 180-degree rule applies
        i. An imaginary line extending from one side of the shooting bay to the other.
        ii. Passes through the shooter's body and is perpendicular to the center line of the shooting bay.
        iii. The 180 moves with the shooter throughout the stage.

## Shooting Rules

1. Shooting Styles
    a. Freestyle (Gripping the pistol with both hands).
    b. Strong Hand Only (Gripping the pistol with your dominant hand).
    c. Support Hand Only (Gripping the pistol with your non-dominant hand).
2. Target Distances
    a. Steel must not be shot any closer than 10 yards.
    b. 10 yard maximum for strong hand only, support hand only and head shots.
    c. All shots will be fired from a distance no greater than 30 yards.
3. Targets may be reengaged at any time and place, as long as it is safe to do so.
4. Stage reshoots will be granted for target failure, prop failure, phase 2 firearm malfunctions, or at the discretion of the SO.
    a. A Phase 2 malfunction (often called a "double feed") occurs when a spent casing fails to eject, and a fresh live round tries to feed behind it. This causes the firearm to jam severely by wedging the two rounds inside.
5. Semi-automatic shooters using magazines with a capacity of 10 rounds or more must perform a mandatory reload during the stage CoF.
6. Reloads may be performed at the shooter's discretion any time during the CoF.
7. Concealment garments may be worn at the shooter's discretion, but are not required to shoot the event.
    a. A concealment garment is any piece of clothing worn over a holstered firearm and associated gear. The primary purpose of which is to obscure the firearm and gear from public view while still allowing quick access in a self-defense situation.
8. Walk Throughs

a. Conducted by the SO prior to anyone shooting the stage.
b. Explain all shooting positions and any other relevant information.
c. Shooters are allowed to occupy each position, included seated, prone, low cover, etc.
d. SO's will answer any questions posed by the shooters relevant to the stage description and CoF.

9. Starting Position
    a. The default starting has the shooter with their hands relaxed hanging at their sides.
    b. A CoF or stage description may stipulate a different start position for the shooter, firearm, or both.
    c. Ear and eye protection must be in place.
10. Range Commands
    a. Stop
    b. Finger
    c. Muzzle
    d. Range is Hot
    e. Load and Make Ready
    f. Are you Ready
    g. Standby
    h. If finished, Unload and Show Clear
    i. Slide Forward (or Close Cylinder)
    j. Press Trigger
    k. Holster
11. Cover
    a. Hard Cover
        i. Walls, barrels, vehicles, etc.
        ii. May **not** be shot through.

# Scoring

1. Unlimited Stages
    a. The course of fire will specify how many shots per target are required.
    b. Targets may be engaged with additional shots.
2. Limited Stages
    a. The course of fire will specify how many shots per target are required
    b. Targets will be engaged with exactly the required number of rounds.

3. Target Scoring
    a. Points down system
        i. 1 second will be added to the shooter's raw time for each point down.
        ii. Points down areas as per a standard IDPA target
        iii. A complete miss on a target or a hit on a non-threat target will result in a 5-point penalty.
    b. Steel must fall or it counts as a miss.
    c. If a target painted with hard cover is hit and the entire bullet hole is in the black it counts as a miss.
    d. A shoot through the black painted area will not be scored.

## Penalties

1. A Procedural Error (PE) is assessed when a shooter violates stage rules, fails to follow the Couse of Fire (CoF) description, or uses improper techniques. This is generally applied when a shooter tries to get around stage restrictions or performs movements improperly.
2. PEs will result in a 3 second penalty per error. A shooter may incur multiple PEs per stage.
3. Failure to perform a mandatory reload will result in a 10 second penalty.

## Disqualification

1. Safety violations will result with the shooter being disqualified from the event. All disqualifications must be approved by the event director. Examples of safety violations:
    a. Accidental discharge
    b. Dropping a firearm
    c. Muzzling yourself or anyone else
    d. Firing a shot over the safety berm
    e. Breaking the 180 rule
    f. Removing a firearm from your holster unless shooting a CoF or at the safety area.
    g. Engaging a steel target from less than 10 yards.
    h. Unsportsmanlike conduct as determined by a SO and the event director.

# Equipment

1. Firearms
    a. Commonly available firearms, not specifically designed for competition (i.e., race guns).
    b. Optics are allowed and must be slide or frame mounted.
    c. Weapon mounted lights are allowed.
    d. Lasers are not allowed.
2. Holsters
    a. Strong/dominant side only.
    b. Must be suitable for all day carry and conform to the holster guidelines associated with IDPA and/or GPA shooting sports.
    c. Are to be worn between 2 and 4 o'clock or 8 and 10 o'clock on the shooter's body.
    d. **Blackhawk Serpa holsters are not allowed.**
    e. **Appendix carry holders are not allowed.**
3. Loading Devices
    a. Will be carried on the belt on the shooter's support side between 2 and 4 o'clock or 8 and 10 o'clock position.
    b. A maximum number of four (4) loading devices may be worn.
    c. All loading devices will be loaded to capacity at the start of the CoF.

# Divisions

1. Semi-automatic pistol with a magazine capacity of 10 rounds or greater.
2. Semi-automatic pistol with a magazine capacity of less than 10 rounds.
3. Revolvers with 5 – 8 round capacity.

# Calibers

1. Semi-automatic pistols must be either 9mm, 40 or 45 ACP.
2. Revolvers must be either 38 spl/357 mag or 45 ACP.