

COMBAT CHALLENGE RULES AND PARTICULARS

THE COMBAT CHALLENGE WILL BE AVAILABLE HERE AT OPSC THROUGHOUT THE SUMMER. DATES ARE POSTED ON THE BULLETIN BOARD AND ON THE PPC WEBSITE. TO QUALIFY FOR AWARDS YOU WILL NEED TO SHOOT AT LEAST 5 COURSES OF FIRE TO GET AN AVERAGE SCORE.

Match Rules:

- Shooters may use their revolver or semi-automatic pistol. No limits on barrel lengths.
- All revolvers and semi-automatic pistols will have open sights only. *No special optics or red dot sights will be allowed.*
- All revolvers and semi-automatic pistols used for this match must have a minimum caliber of .38 Special or 9mm to compete.
- All holsters should be acceptable for competition. (Range Master's decision is final)
- All shooters and range staff are required to wear eye protection, ear protection and a baseball type hat at all times while on the range.

Combat Challenge Match – Course of Fire:

The Combat Challenge course is a fast paced course that incorporates movement off the line of force and tests the shooters combat gun-handling skills and the ability to balance speed and accuracy. The course is designed to simulate realistic gunfight elements, challenge the shooter with multi-task objectives, and evaluate combat marksmanship skills.

- The Combat Challenge match will be run on a COLD RANGE. All loading and unloading will be done on command, on the firing line ONLY!
- All weapons will be presented from the holster.

- All magazines and speed loaders will be loaded with 6 or 12 rounds.
- On the command of **LOAD – MAKE READY** and **HOLSTER**, the shooter will load, holster and stand by for the first stage of fire.
- All shooters will start with their weapons holstered and with the hands in front of the body at the interview position.

WHEN ALL SHOOTERS HAVE BEEN CLEARED THE LINE WILL BE CALLED SAFE. AFTER THE LINE HAS BEEN CALLED SAFE, THEN PICK UP MAGAZINES AND SPEEDLOADERS.

Specifics:

- When using the barricade for cover, the shooter must keep at least 70% of the body behind cover.
- The shooter will maintain at least one arms length distance away from cover while engaging the threat.
- The shooter is not allowed to extend the muzzle of the weapon beyond the barricade and cannot use the barricade as a brace.
- The shooter has the option to shoot with the strong hand or support hand from either side of the barricade.

Penalties:

The following penalties will result in a 10-point deduction from the shooter's overall score for each infraction:

- Moving hands from the interview position prior to the start signal.
- Failing to move off the line of force.
- Engaging threats prior to moving to cover.
- Exposing more than 30% of the body while engaging threats from behind cover.
- Extending the muzzle of the weapon beyond the barricade.
- Using the barricade as a brace.

- **Firing more than six shots for a stage will result in a 10-point deduction from the shooter's overall score for each shot fired over six.**
- **Any shots fired after the stop signal will result in a 10-point deduction from the shooter's overall score for each shot fired.**
(Range Master's decision is final!)

Disqualification:

- **Covering any part of the body with the muzzle of the weapon will result in immediate disqualification for that relay. A second violation will result in disqualification from the match.**
- **Covering any part of another persons body (other shooters, range staff, spectators) will result in immediate disqualification from the match.**
- **Turning around with an unholstered weapon will result in immediate disqualification from the match.**
- **Unholstering or handling a weapon in any area other than the designated SAFE AREA or on command on the firing line will result in immediate disqualification from the match and / or ejection from the range premises.**
- **Committing any act deemed unsafe by the range staff will result in immediate disqualification from the match and / or ejection from the range premises.**
(Range Master's decision is final!)

Scoring:

- **The Combat Challenge course is an eight stage, 48 round combat course.**
- **Each round has possible maximum 10-point value with a possible top score of 480-48x.**

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