

Daily Carry Gun Shoot

This is a match designed to be shot with your daily carry handgun. It is designed to give you practice for dealing with a critical incident. This is not a long range shoot. All paper targets will be “up close and personal”.

Steel targets will be large and properly placed to avoid splash back.

Equipment needed:

- One handgun, caliber .380 or larger
- A holster that is concealed and covers the trigger guard
- A spare magazine and at least 50 rounds of ammunition.

NOTE: Off body carry is allowed (i.e. purses, fanny packs, etc.) however, Great Care **MUST** be taken to ensure that the 180 degree rule is not violated when drawing or re-holstering the firearm.

All firearms and magazines must be concealed by a cover garment.

Ambi-carry is permitted. Red dot sights are allowed.

Scoring:

- U.S.P.S.A., I.S.P.C., and steel targets will be used.
- Your score will be time plus any penalties.
- A-Zone and C-Zone hits count as Down Zero.
- D-Zone hits add 5 seconds to your score.
- Misses add 10 seconds to your score.
- Procedurals will add 10 seconds to your score
- Hits within the outer perforations on a no-shoot target or shots that pass through a target and impacts hostage target will add 20 seconds to your score.
- All targets are required to be shot from the shooting box.
- Make up shots are allowed.
- When cover is available it must be used.
- Steel targets must fall.

What is not allowed:

- Race Guns (all handguns must be readily concealable)
- Belts must go through the belt loops on pants.
- No stage walkthroughs are allowed.
- No practice aiming or turning on red dots.
- When you are told to “Make Ready” the game is on.