

A) Range Safety:

1. Defensive Pistol League operates on what's called a cold range. A cold range defines how and when you may handle your firearm and ammunition. This is done to maximize safety.
 - a. YOUR FIREARM:
 - i. Your firearm must be unloaded (no ammo or magazine in the firearm) and cased/bagged before arriving at the range.
 - ii. The range has clearly marked "Safe Table" locations. You are encouraged to only use these areas for transferring your unloaded firearm to your holster before the start of the match, and for casing/bagging your unloaded firearm before leaving the range.
 - iii. Once your firearm has been placed in your holster, it should not be removed unless you are in the marked "Safe Table" locations or have been given the range command to load before shooting a stage in the match.
 - iv. Your firearm must be unloaded (no ammo or magazine in the firearm) at all times unless you have been given the "Make Ready" command by a range officer just prior to shooting a stage in the match.
 - b. YOUR AMMUNITION:
 - i. Ammunition can be handled anywhere on the range except at a Safe Table.
 - ii. Ammunition must not be placed in the firearm until you receive the "Make Ready" command from your Range Officer.
2. Unsportsmanlike or threatening behavior can result in a match disqualification and revocation of your ability to participate in future league events. The match director is the final authority making this decision.
3. No alcohol or mood-altering chemicals before or during the match. If you appear under the influence, you will be disqualified from participating in the match. The match director is the final authority making this decision.

B) During the Match:

1. The match director will make any needed announcements prior to the match beginning. The competitors will be divided into squads, and the squads will be directed to their first stage.
2. At each stage, squads will receive a stage description with information needed to correctly complete that course of fire. Ask any questions you have at that time.
3. A shooting order will be established and announced. The scorekeeper will regularly announce the name of the current competitor, and two names after that (the "On-Deck" competitor and the "In-The-Hole" competitor).
4. This is a volunteer sport. All competitors have a responsibility to help paste, score and reset the stage along with other needed tasks. Unless you are "On-Deck, the current competitor, or most recent completed competitor, you should be helping with stage maintenance and scoring.

C) What you need to know as the competitor:

1. Safety First. Shoot within your safe capacity. If you have concern that you cannot safely perform the needed tasks of a stage, bring this concern to the Range Officer for accommodation.
2. "The 180": While facing straight down range, an imaginary line running to your left and right is called the 180. While shooting a course of fire, the muzzle of your firearm must always be pointed downrange in front of this line.
3. The Range Officer controls activity on the stage as you compete with commands that include:
 - a. **"Make Ready"**: You may now draw your firearm and make yourself ready per the stage description. After loading your firearm, the primary safety must be engaged before placing your firearm in the make ready position (holstered, on table, or other as the stage description will explain).
 - b. **"Are You Ready"**: When you have assumed the start position, you will be given the command, "Are You Ready". If you are not ready to start, say "No", if you are ready you may say "Yes". No response is considered a "Yes"
 - c. **"Stand By"**: After being given the "Stand By" command, you will hear a start signal within 1-3 seconds. The start signal is when you begin engaging the stage and shooting targets.
 - d. **"If You Are Finished, Unload and Show Clear"**: You will hear this command when the Range officer has reason to believe you have completed the stage. If you have completed the stage, you should remove any ammunition and magazine from your firearm and present the firearm for inspection. The Range Officer must be able to see the chamber(s) of your barrel or cylinder. Remember to always keep your firearm pointed in a safe direction in front of the "180".
 - e. **"If Clear, Hammer Down, Holster"**: At this point, shooting is complete, and you must point your firearm in a safe direction, drop the hammer/striker, and holster your firearm. A discharge when dropping the hammer/striker is a match disqualification.
 - f. **"Range Is Clear"**: The stage is now complete. You may follow the range officer to inspect your targets as they are scored, retrieve any dropped magazines, approve your score on the score pad, and go prepare your equipment for the next stage.
4. If for any reason you hear the range officer call "STOP", you must immediately stop shooting, remain calm and facing down range, awaiting further instruction from the Range Officer.

D) Unsafe Gun Handling is a match disqualification and includes:

1. A discharge while performing remedial action such as loading, reloading, clearing a malfunction, or unloading your firearm.
2. Any discharge that impacts the ground within three feet of the shooter or leaves the shooting bay.
3. Placing your finger in the trigger guard when not engaging targets. If you hear the range officer call "finger", it is a warning/reminder that you are close to violating this safety rule.
4. Pointing the muzzle of your firearm at any part of your body while competing (called "sweeping")
5. Breaking the 180 at any time while making ready, competing, or unloading after a stage
6. Placing your loaded firearm in its holster, or other defined start position with the primary safety off

E) Chronic function failures of a firearm can result in required change in firearm or match disqualification.

These rules exist for your safety and the safety of those around you. Nearly all competitors have experienced a disqualification from a match. Do not take a disqualification personally. If disqualified from a match, you are encouraged to remain with your group for the rest of the match, helping with the many needed tasks on the range.

F: Equipment Requirements

1. Holster
 - a. Holster must reliably retain the firearm and completely cover the trigger guard preventing access to the trigger when the firearm is holstered.
2. Adequate vision and hearing protection required of all participants and observers during the match
3. Outdoor appropriate dress and footwear required. Match directors' discretion is final authority.
4. Serviceable firearm of appropriate configuration for the declared division of competition
5. Magazine(s), speed loader(s), or other means of effectively carrying spare ammunition on your person while competing. Magazines or speed loaders may be retained in pouches on the belt, or in the competitors' pocket.

G: Divisions of competition:

1. Not allowed in any Division
 - a. No magnified optics
 - b. No Select fire or automatic firearms
 - c. No metal piercing, steel core, incendiary, and/or tracer ammunition
2. Defensive Pistol Division
 - a. Revolvers allowed
 - b. Hammer fired and striker fired semi-auto handguns allowed
 - c. Magazines restricted to 140 mm. maximum length
 - d. Iron sites allowed
 - e. Optic sites directly mounted to the slide allowed
 - f. Flared magazine well allowed
 - g. Holster must fully enshroud the slide forward of the ejection port
 - h. Barrel porting and/or compensators not allowed
3. Race Pistol Division
 - a. Revolvers allowed
 - b. Hammer fired, and striker fired semi-auto handguns allowed
 - c. Magazines restricted to 170 mm. maximum length
 - d. Iron sites allowed
 - e. Optic sites allowed
 - f. Flared magazine-well allowed
 - g. Holster with trigger guard only retention allowed.