

STANDARD OPERATING PROCEDURE

EDC/HOME DEFENSE

Overview/Description of Discipline

- Shooting Every Day Carry and Home Defense type firearms at steel and paper targets. The goal is to provide a more realistic and safe environment for EDC/ Home Defense firearms. Categories for both double action revolvers and semi-auto pistols. Each match will be shot in several scenarios. The number of scenarios will be determined by the Match Director. Shooter may shoot more than one category if time allows. This Discipline will not constitute as training or certification for EDC OR Home Defense.

Equipment Required

Weapon

- One or more safe double action revolvers or semi-auto pistols
- One shotgun any type or gauge (except auto loader).
- All original safeties must be functional.

Equipment

- Strong side hip holsters may be used, other types of holsters may be approved if they can be used safely. Deep cover holsters will not be allowed. (i.e. gun carried inside and completely below waistband, pocket holsters)
- Laser sights may be used.
- Firearms may also be staged.
- Speed loaders or extra mags may be used and can be staged or carried on the body.

Ammunition

- Any safe center-fire cartridge loaded with a lead bullet with a maximum velocity of 1000 fps. Shot shells with #4 shot or smaller. No magnum loads or steel shot allowed. No plated bullets or gas checks allowed.

Targets

- Reactive steel plates and knock-down targets that are standard on the cowboy range. Paper targets may be used for close range (NO SILHOUETTES)

Eye & Ear Protection

- Eye & Ear protection is mandatory when range is “HOT” for shooters and spectators.

Clothing/Costuming

- No special costuming required.

Rules observed in addition to FWGC

- NRA

SPECIAL SAFETY RULES

- All FWGC Range Rules
- FWGC special rules for cowboy range
- EDC Safety Procedures

Overall Safety Rules

Firearms Handling

- This is a “COLD RANGE” except for loading/unloading tables and firing line. This means NO handling of firearms until it is time for competitor to go to the firing line.
- Handguns may be staged after a shooting string
- Handguns May not be drawn while shooter is moving.
- We may be drawing from light concealment. (light cover shirt, vest, or off body like a fanny pack)

Firearm storage

- All firearms must be safely stored between stages. Gun carts, holsters, or safe area may be used.

Loading/Unloading

- Loading/unloading tables will be designated and monitored by loading officer. “Safe Area” will be designated for any gun malfunction and/or repairs. Empty “Bays” will be used as safe areas
- All firearms will be loaded only at the loading table
- Semi-auto pistols may have magazines inserted at loading table, but round may not be chambered

- Semi-auto magazines and speed loaders may be loaded at anytime
- All loaded firearms must remain on loading table until shooter is called to the firing line.
- All Revolvers will be loaded with 5 rounds
- Semi-auto magazine will be loaded with 5 rounds
- Shotguns will be loaded with chamber closed, trigger pulled, and Mag tube loaded with # of rounds for the stage.
- Double and Single barrel Shotguns will be loaded on the Firing line at RO's direction.
- Some scenarios may dictate different load round counts.

Match Information

Prerequisite Training required

- All shooters will have basic safety rules explained to them before the match begins by the Match Director.
- Any new shooters to the range will be provided with a copy of FWGC rules, special rules for the Cowboy range, and EDC SAFETY PROCEDURES.
- All new shooters will go through a safety orientation and must demonstrate proper safety procedures for Loading, Unloading, Drawing & Firing their firearm in the presence of the Match Director or RO.

PENALTY OVERVIEW

TRIGGER GUARD VIOLATION

Finger must be outside the trigger guard when Drawing, Reloading, Holstering or Moving

- 1st infraction Minor Safety
- 2nd infraction Stage DQ
- 3rd infraction Match DQ

5-SECOND PENALTIES

Misses

Handgun and shotgun targets must be engaged with the appropriate type of firearm. A miss is defined as the failure to hit the appropriate target type using the appropriate gun

- Each missed target.
- Each unfired round.

- Inadvertently leaving unfired rounds in a gun are misses unless there is an unfired round under the hammer, then it is a stage disqualification
- Each target hit with an incorrect firearm, either intentionally or by mistake.

10- SECOND PENALTIES

Procedural Penalties

Any unintentional procedural errors caused by "brain fade", confusion, ignorance, or mistakes (not to exceed one for any given stage).

- Failure to attempt to fire a firearm.
- Failure to attempt a prop or stage maneuver.
- Engaging the stage (firearms, targets, or maneuvers) in an order other than as required by the stage description.
- Firing any firearm from a position or location other than as required by the stage description.

Each of these penalties are stand alone and not to be added one on top of the other. Accommodations are always allowed for those unable to comply with specific stage procedures due to physical limitations with no procedural penalties assessed.

Minor Safety Penalties

- Leaving empty or live rounds in magazine or carrier of the long gun in which it was loaded.
- Open, empty long guns that slip and fall but do not break 170 safety rule or sweep anyone.
- 1st trigger guard violation.

STAGE DISQUALIFICATION

- Shooting or drawing on the move (e.g., shooting multiple shots during continuous movement).
- Any dropped unloaded firearm on the firing line (from the loading table to the unloading table).
- Long guns that slip and fall and break the 170 safety rule.
- Violation of the 170 safety rule/ Failure to manage appropriate muzzle control.
- A loaded firearm in unsafe condition leaving the shooter's hand (as soon as it leaves the shooter's hand).
- A live round left in the closed chamber of a shotgun (as soon as it leaves the shooter's hands).

- Changing location with a firearm with a live round under the hammer and finger inside trigger guard.
- Unsafe firearm handling.
- Loading at other than the designated loading position or firing line.
- Sweeping anyone with an unloaded firearm.
- Failure to adhere to loading and unloading procedures.
- Dry firing at the loading table.
- De-cocking a revolver or hammered shotgun without positive indication/ acknowledgement from the Timer Operator.
- Arriving at the designated loading area with uncleared firearms after completing a stage within the same day (assessed on the previously completed stage).
- 2nd trigger guard violation.

MATCH DISQUALIFICATION

- Two accumulated Stage Disqualification Penalties or Two Spirit of the Game assessments.
- Belligerent attitude / Unsportsman-like conduct.
- Willful failure to comply with a "cease fire" or "Stop" command given by, and while under the positive control of, the CRO/TO.
- Shooting under the influence of alcohol, prescription, or other medication that may impair the shooter's physical or mental abilities.
- Shooting illegal ammunition. This includes ammunition that exceeds the maximum velocity and shotgun shells that have been bottle-neck resized or ringed.
- Dropping a loaded firearm.
- Any discharge that hits the ground or stage prop less than five feet from the shooter, any discharge at the loading or unloading areas, or discharge that is deemed unsafe. Note: Exception for declared expendable props.
- Sweeping anyone with a loaded firearm.
- 3rd trigger guard violation.

A Match Disqualification means the shooter puts his/her firearms away and is done shooting for the duration of the match.

Match Director

- The match director is in charge and has the final word regarding issues of safety and competition.

Schedule

- The 4th Saturday of the month, match will start at 9:00AM . gates will open by 7:30AM

Shooting categories

- Shooting categories will be established for each gun type (Revolver, Semi-auto Pistol) and by sight type. Lasers may be used. Age and gender categories may be added as needed.
- Every effort will be made to accommodate all shooters.

Shooting commands

- All shooting commands will be plain language commands.

Starting positions

- Starting position will be set by stage scenario

Firing positions

- The firing position will be set by stage scenario

Scoring procedure

- This is an elapsed time scoring event. Final score will be elapsed time plus penalties.

Bonuses

Graded scoring may be used on some stages (i.e. hitting smaller highlighted section of target will be a bonus)

- **Penalties:**
- 5 seconds for a missed target
- 10 seconds for a procedural
- 10 seconds for a minor safety
- 15 second for hitting No Shoot target.

Awards

- **TBD**

Safety Violations

- Any person exhibiting erratic behavior or suspected of being under the influence of alcohol or other substance will be asked to leave the club property immediately.
- **Major** Match or Stage Disqualification.
- **Minor** 10 second time penalty.
- See EDC SAFETY PROCEDURES for more details

Incident reports

- Will be filed on any major injury
- When someone is asked to leave the range or club property
- On Accidental Discharges that impact within 3ft of any person.
- Match Director or RO has full discretion to file a report for any Match DQ.

Fees and Sign-in

- Each shooter will sign-in and sign a waiver of responsibility. Fees are \$ 10.00 for members and \$ 12.00 for non-members.

Emergency procedures

The entry/exit road shall remain clear and both the main and range gate will remain open on match day to allow access to Emergency vehicles. At least one lane of vehicular access to the shooting area will remain open on match day. There is a telephone in the RED box on the sign-in building to be used to activate 911 emergency response. There is a First Aid kit in the sign-in building to be used for minor injuries. In the event of an Emergency a match official will designate someone to stand at the main gate to direct emergency vehicles down to the range. An Incident Report will be completed and filed for all injuries.

EDC Practice

Shooter must be certified to practice on the cowboy range and must be an active EDC shooter. Drawing from Deep Cover is not allowed. Most drawing practice should be done at home with an unloaded gun.

