**Range Rules**

**2018 Border Showdown**

1. Participants must be sworn Law Enforcement Officers, ASIS members, or Federal Trained Security Officers (Active or Retired) approved by KCMCC President, Rick Armstrong. If necessary, participants will provide identification at the time of registration.
2. This competition will be for **duty weapons and duty holsters only** (restrictions apply-see rule #21 for more information).
3. On the day of the competition the range will be considered a “Cold Range.” No weapons handling will be allowed on the property with the exception of the designated safe area, or upon direction of a range officer.
4. The top four individual shooters from each state will be awarded individual medals and they will qualify to participate in the Showdown. Medals for the top four ASIS shooters will also be awarded.
5. The Showdown Champion will be recognized as the Overall Match Champion and receive an additional individual award.
6. Competitors participating as a team will have their individual scores from Match 1 and 2 added together for their accumulated team score.
7. Teams must be comprised of 4 members. There is no limit on teams per Law Enforcement Agency.
8. No person may be on more than one team.
9. The Law Enforcement Championship Team will receive a Traveling Trophy, which will be engraved with the team members’ names. The Traveling Trophy will be returned each year to the Match Director and be awarded to the current champions for that year.
10. No ammo will be taken into an area designated as a safe gun handling area. This will be considered a prohibited or unsafe act. See rule #19.
11. Weapons will be checked upon entry to the range by a range instructor to ensure they are unloaded.
12. All weapons once checked can be placed in the holster worn by the competitor provided the holster is currently being worn by the officer. Otherwise all weapons will remain in a case.
13. Magazines and speed loaders can be loaded at any time as long as they are separate from the firearm.
14. Firearms will only be loaded while on the firing line and only after being directed to do so by a range officer.
15. Any item dropped on the ground during the course will remain there until the line has been determined to be safe and all firearms have been either holstered or rendered safe.
16. If a firearm is dropped it will remain on the ground until retrieved by a range officer.
17. If a magazine, speed loading device or ammunition is dropped on the ground during a course of fire it will remain there until the range officer has called the line safe, whereupon the items can be retrieved. There will be no “alibi” turn to make up those rounds.
18. Eye and hearing protection will be supplied by each shooter, and will be mandatory for each competitor. No one will be allowed on the range without both eye and hearing protection. Prescription glasses will be allowed provided they are shatter resistant.
19. Any unsafe act or prohibited handling of a weapon will result in disqualification for the competition. If a competitor is disqualified, their entry fee is forfeited. Any points accumulated by the competitor will be counted toward individual and team scores, but no points will be totaled for the course the competitor was disqualified for.
20. Participants will wear appropriate clothing. The Match Director will have final authority on what is appropriate or inappropriate and will allow participants an opportunity to change into suitable attire.
21. This competition will be for **duty weapons and duty holsters only**. Weapons and holsters will comply with the following restrictions:
* Maximum 5 1/2” barrel.
* No compensators to include factory compensation (i.e. Glock C-models).
* Minimum trigger pulls 5 pounds; double/single action guns will be checked using the double action pull.
* Iron sights only-No optical sights.
* The same gun must be shot for all the courses of fire, except upon approval by the Match Director and only for credible reasons (i.e. weapon breakage). Replacement guns will be of the same type, as identical as possible.
* No lasers.
* Holster will cover the trigger and trigger guard completely.
* Magazines/Speed loading devices will be carried on the duty belt in a duty style magazine/speed loader pouch.
* Holster rigs may attach with keepers to an under belt or be looped through pants.
* Holster must be of a belt holster design, no drop down or tactical rigs allowed.
* Semi-automatics may be single action, double-single action, safe-action, or de-cocker. Revolvers must be capable of double action fire, and single action cocking of the revolver will not be allowed.
* Minimum caliber will be 9mm.
* No lead bulleted, tracer, armor piercing or steel core ammunition will be allowed. All ammunition must be copper jacketed. Each round will have a single projectile.
* The same (identical) ammunition must be shot throughout the competition during all the main courses of fire. Competitors may shoot different ammunition for any side matches not counting toward the overall Championship or Showdown matches.
1. Competitors should bring 105 rounds minimum for the two preliminary matches and 100 rounds for the Bracketed Showdown to determine the overall Champion. Side matches may be shot numerous times so ammunition needs will be determined by the shooter. (bring more than you think you’ll need)
2. Empty brass is unrecoverable and becomes the property of the match.
3. Weapons will only be pointed down range at the berms. Violations of the 180-degree rule will result in a disqualification from the match.
4. Competitors will review their scores at the end of each match with the range instructor scoring their target **while still on the line or at the scoring table**, and attempt to clarify any scoring discrepancies **prior** to leaving the area. If the score is still in question, the Match Director will score the target and determine the final score.
5. If a competitor removes their target and leaves the area without being scored, it will be scored as a zero and the shooter will receive zero points for that Match.
6. If a competitor removes their target and leaves the area after it has been scored, the score is final.
7. Arbitrations or challenges will be presented to the Match Director, who will consider the information and render a decision. The Match Director’s decision is final.

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