

IRVINGTON SPORTSMANS CLUB - PRACTICAL PISTOL MATCH (ISC-PPM)

Updates for the 2020 Season

All shooters should refresh themselves with the rules and pay particular attention to the major rule changes for scoring, no longer using major/minor for cardboard target scoring and the new PCC division.

1) IPSC-PPM MISSION

The ISC-PPM is organized along the lines of sanctioned practical shooting clubs. Competition rules are simplified. The Club is organized to offer a safe practical shooting environment that allows competitors to concentrate on the development of their shooting skills and fellowship with other like-minded shooters. Fairness and transparency are paramount in growing the ISC-PPM and the sport of shooting.

2) ISC-PPM MATCH OVERVIEW

ISC-PPM is a practical match at its core. Its main purpose is to reinforce training and hone the fundamentals of marksmanship in a simulated stress environment. Since it is a competition it allows shooters to track their progress over time. Its secondary purpose is to allow shooters an introduction to the shooting sports while allowing competitive shooters another venue to compete. Monthly matches will have at least two Practical Stages and two Fun (non-practical) Stages.

3) ISC-PPM MATCH TIMES/DATES

ISC-PPM is held at Irvington Sportsman Club on the third Saturday of every month. The start time is 10:30am Eastern Standard Time (EST). "First time" shooters will need to make the new shooters brief starting at 10:00am (EST). Season ranking point can be acquired on all regular season matches from March through September. The Annual Trophy match is a time and date to be determined in October. November will be a fun match with time and date to be determined and the December Night shoot is our annual toy drive with a date and time to be determined. October, November and December matches will be sent out mid-season over email and posted on Irvington Sportsmen's Club web page and Facebook page.

4) ISC-PPM DIVISION AND RULES

ISC-PPM has four divisions a shooter may enter: **Practical Division, Practical Compact Division, Competition Division and the Pistol Caliber Carbine Division**. With all firearms the following starting conditions will apply:

- Single action only firearms will start cocked and locked. (hammer cocked, safety engaged).
- Selective DA/SA firearms may start cocked and locked or de-cocked, at the shooter's discretion.
- DA, DAO, or striker fired firearms with a de-cocking lever or button will be de-cocked using the lever or button.

- DA, DAO, or striker-fired firearms may have a manual safety engaged at the shooter's discretion.
- A. **Competition Division:** Competition division is for the shooter that wants to compete in the more traditional manner (USPSA like).
- **GEAR:**
 - Any belt/holster combination that is safe and properly/safely retains the firearm.
 - It must COMPLETELY cover the trigger and its guard.
 - No small of the back or shoulder holsters are allowed.
 - **FIREARM:**
 - Be 380acp or above.
 - Have notch and post sights, RMR/Red dot style optics are allowed if the holster can accommodate the firearm safely.
 - Ports/compensators allowed.
- B. **Practical Division:** Practical Division is for the shooter looking to practice every day carry (EDC) skills with EDC gear. Competitors are encouraged to treat it like a “realistic fight” while shooting in this division. Firearms are base production full (service) size style handguns that a shooter would use for everyday concealed carry.
- **GEAR:**
 - Shooter must shoot from concealment utilizing a concealment garment.
 - A concealment garment is defined as a clothing garment worn in/with the specific purpose of concealing your firearms. A jacket, vest, button up, larger T-shirt/polo are some examples. Determining if your garment is legal is tested by having the shooter stand with their hands naturally at their sides and then in the scarecrow position. If the firearm and its loading devices remain unseen and have no “printing”, it is legal.
 - A shooter may use an outside the waistband, inside the waistband, or appendix carry holster and loading device carriers at their discretion, provided it meets the concealment requirement.
 - The holster must fully cover the trigger guard and provide either passive or active retention to the firearm and allow the shooter to stow a loaded firearm in the holster without having to “muzzle” themselves or others to open the holster.
 - No shoulder or small of the back holsters allowed as well as drop or offset holsters allowed in the Practical Division.
 - **FIREARMS:** For your firearm to be considered legal in practical division it must meet **one of the three** following criteria.
 - Be labeled/considered a full size (service) length handgun from manufacture.

- Have a barrel 5 inches or less in length.
- Be specifically approved by the Match Directors because there is an unreasonable practicality to the firearm. (**this rule will cover less than 1% of firearms in production*)
 - Additionally, your firearm must fire 380acp and above, have notch and post sights or an optic device and have no ports or compensations of any kind.
 - You may have modest PRACTICAL modifications to the firearm within reason (*match directors will have the discretion to Disqualify any weapon deemed heavily modified.*) (*This includes but is NOT LIMITED TO: Slide lightening cuts, safety disabling trigger or action jobs, optics*)
 - The use of firearm-mounted lights is approved AS LONG AS the holster is SPECIFICALLY made for the FIREARM AND THE LIGHT.
 - RMR/Red dot type optics are approved AS LONG AS the holster retains the firearm.

C. Practical Compact Division: Practical Compact Division is for the shooter looking to practice every day carry (EDC) skills with EDC gear. Competitors are encouraged to treat it like a “realistic fight” while shooting in this division. Firearms are base production compact size style handguns that a shooter would use for everyday concealed carry.

- **GEAR:**

- Shooter must shoot from concealment utilizing a concealment garment.
 - A concealment garment is defined as a clothing garment worn in/with the specific purpose of concealing your firearms. A jacket, vest, button up, larger T-shirt/polo are some examples. Determining if your garment is legal is test by having the shooter stand with their hands naturally at their sides and then in the scarecrow position. If the firearm and its loading devices remain unseen and have no “printing” it is legal.
- A shooter may use an outside the waistband, inside the waistband, or appendix carry holster and loading device carriers at their discretion, provided it meets the concealment requirement.
- The holster must fully cover the trigger guard and provide either passive or active retention to the firearm and allow the shooting to stow a loaded firearm in the holster without having to “muzzle” themselves or others to open the holster.

- A shooter may have no more than three loading devices on ANY STAGE (unless stipulated otherwise on the stage description) one loaded into the firearm and two stowed while concealed on the shooters body.
- No shoulder or small of the back holsters allowed as well as drop or offset holsters allowed in Practical Compact Division.
- **FIREARM:** For your firearm to be considered legal in Practical Compact division it must meet **one of the three** following criteria.
 - Be labeled/considered a compact or sub compact by the manufacturer.
 - Have barrel length 4.10 inches or less.
 - Be specifically approved by the Match directors because there is an unreasonable practicality to the firearm. (*this rule will cover less than 1% of firearms in production)
 - Additionally, your firearm must fire 380acp and above, have notch and post sights or an optic device and have no ports or compensations of any kind.
 - You may have modest PRACTICAL modification to the firearms within reason (match director has discretion to Disqualify any weapon deemed heavily modified.) (This includes but is NOT LIMITED TO: Slide lightening cuts, safety disabling trigger or action jobs, optics)
 - The use of firearm-mounted lights/lasers are approved AS LONG AS the holster is SPECIFICALLY made for the FIREARM AND THE LIGHT/LASER.
 - RMR/Red dot type optics are approved AS LONG AS the holster retains the firearm.

ISC Pistol Caliber Carbine Division

Minimum Barrel Length (See special conditions.)

Approved/Permitted Calibers 9mm, .357 Sig, .40 S&W, 10mm, .45 ACP

Maximum Velocity 1600 FPS

Magazine Capacity Limit, no limit on the number or capacity of magazines

(Magazines must be carried on the belt or in apparel pockets. Pouches placed behind hipbone on the belt. No thigh rigs or tie down magazine holders.)

Must have stock attached and be capable of being fired from shoulder position,

- Note: Sig Brace and any variant thereof is strictly not allowed
- Handgun to carbine conversions are allowed, provided they meet the criteria above.

Sling use authorized	NO
Optical sight/electronic sights permitted	YES
Compensators/Muzzle Brakes permitted	YES
Suppressors permitted.	NO
Lasers/Flashlights	YES
Magazine restrictions: No side-by-side magazine couplers and or drums allowed.	
Division Capacity:	NONE

Shooters can load magazines with less than 30 rounds at their choosing. Shooters may use standard size pistol magazines on stages in lieu of 30 round magazines.

Full Auto/“Burst” Capabilities and/or Binary Triggers not allowed. **NOT ALLOWED IN**
(firearm fires once on trigger pull and once on release) **ISC PCC**
(The firearm may only work with one trigger pull to fire one round. Variants that allow other firing options not allowed.)

Special Conditions:

1. Short Barreled Rifles (SBR’s) are permitted provided that the competitor is in full compliance with all state and federal laws and regulations concerning ownership and transport of the SBR.
2. Minimum barrel length for PCC is 16 inches. Muzzle devices that are pinned/welded to meet the 16-inch rule are allowed. (NO AR/AK PISTOLS WITH BARRELS LESS THAN 16 INCHES ARE ALLOWED)

All references to “strong hand” and “weak hand” in the current edition of the rule book apply to PCC as follows: Strong Hand will require the PCC to be shouldered on the strong hand side, trigger pulled with the strong hand. Both hands may be on the gun. Weak Hand will require the PCC to be shouldered on the weak side, trigger pulled with the weak hand. Both hands may be on the gun. This applies to all CoFs.

Start Condition: Firearms will start hammer or striker cocked and safety engaged; held at the low ready position unless otherwise specified in the written stage description.

(A best practice for MD’s and stage designers is to place a mark, cone or similar point on a stage that the muzzle must be pointed at when the shooter assumes a start position. This eliminates the variations in determining what low ready means.)

Start Positions: No starts facing up range.

Default position is facing downrange at Low Ready (this is off hand with the muzzle oriented downward at the base of a target or 45 degrees). Finger clearly visible outside of the trigger guard and weapon on safe.

Stage description may also include other variants:

May be loaded or unloaded. Table starts (same as pistol when possible). If a prop uses something that PCC will not fit, then lay the rifle on top or nearby the prop as safety permits. Facing walls or barricades, a mark at 3' above the ground perpendicular to the prop is used.

Safety: Except at the safe area, or when under the supervision and direct command of an RSO, shooters must carry their pistol caliber carbine with detachable magazines removed and chamber flag visible, weapon on safe.

Competitors **must use a chamber safety flag that is externally visible** when transporting from the range or stage to stage.

Un-cased pistol caliber carbines must be held in the hands with the firearm vertical. Match Directors may require this to be "vertically upwards" or "vertically downwards" providing this is made clear to all competitors prior to the match.

Commands for the shooter remain the same as with pistol divisions. One exception is after the commands to "unload and show clear", "slide", "trigger", the commands "bolt forward" and pull the trigger" will be given. Only then, will the shooter insert chamber flag (RO/SO may assist) and be considered cleared.

PCC Permitted Features and Modifications (Inclusive list):

- a. Action work may be used to enhance trigger pull as long as the safety is maintained.
- b. Reliability work.
- c. Internal accuracy work.
- d. Externally visible trigger over travel stops.
- e. Checkering, serrated, and stippling.
- f. Extended and/or ambidextrous safety.
- g. Ambidextrous magazine releases.
- h. Extended, trimmed, and/or ambidextrous bolt releases.
- i. Custom finishes and engraving may be applied.
- j. Aftermarket safeties.
- k. Aftermarket magazine base pads may be used.
- l. Grip enhancements on both the foregrip and pistol grips.

PCC Excluded Features and Modifications (Non-Inclusive list):

- A. Removing butt stock
- B. Firearms not designed for use with a buttstock (for example: AR pistols with Sig Brace or equivalent)
- C. Monopods, Bipods and Tripods
- D. Drum or coupled magazines

PCC Gear: Shooters may optionally choose to place additional magazines in pouches to carry with them while shooting stages. If they choose to use magazine pouches, they may not place more than 2 on their belt which must be worn behind the hip bone as in pistol divisions. Optionally, shooters may carry magazines in pockets that are below the belt or stowed inside the waistband.

Rules referring to “handgun” are deemed to apply to PCC as well, except where the terms “holstering”, “drawing”, or “re-holstering” are referenced, and where otherwise noted. PCC specific rules are/will be identified further within this rule’s publication.

- **LOADING DEVICES (Magazines):** Only applies to the Practical divisions and not Competition.
 - Shooters starting with 12 or more rounds in all loading devices can start with the loaded firearm plus two additional loading devices.
 - Shooters starting with 7 to 10 rounds in all loading devices can start with the loaded firearm plus three additional loading devices.
 - Shooters starting with 6 or fewer rounds in all loading devices can start with the loaded firearm plus four additional loading devices.

The ISC (Irvington Sportsman Club) competition format was designed to be enjoyable for all shooters of all skill levels, with a premise put on the social interaction and camaraderie of the club members and new shooters. Participation in ISC matches requires the use of handguns, Carbines, holsters and other equipment suitable for everyday concealed carry and self-defense. With that in mind, and keeping the shooters' best interests in mind, ISC’s members along with experienced RSO’s (Ranges Safety Officer) MD’s (Match Directors) have established equipment requirements that are based on commonly available firearms and gear, allowing individuals the opportunity to compete with minimal investment to participate in the **Practical Divisions**. Allowed equipment must meet the basic following criteria and can be questioned and ruled on by the Match Directors and Range Safety Officers:

- **Concealable:** All equipment will be placed so that it is not visible while wearing a concealment garment, with your arms extended to your sides, parallel to the ground.
- **Practical:** All equipment must be practical for all day concealed carry self-defense and worn in a manner that is appropriate for all day continuous wear.

5) BASIC SAFETY RULES

- Every weapon is always considered to be loaded.
- Never point a weapon at something you're not prepared to destroy.
- Always be sure of your target and what's behind it.
- Keep your finger off the trigger until your sights are on the target.

Note: EVERYONE SHOULD BRING SAFETY VIOLATIONS/CONCERNS TO THE IMMEDIATE ATTENTION OF THE SAFETY OFFICER OR A CLUB OFFICER. — OR CALL FOR A CEASE FIRE.

6) GENERAL RANGE RULES

- During pistol matches Irvington is a cold range. All weapons must remain unloaded until the beginning of a course of fire (CoF) when the Safety Officer gives a command to load and make ready.
- All weapons must remain holstered during a match once unpacking and performing functions check in the Safe Area has been completed.
- Pistol Caliber Carbines must have a visible chamber flag.
- No one shall carry any additional firearm on their person except the one to be used in the match. PCC division shooters may have their holstered pistol on when shooting the PCC as long as they are also registered to shoot in a pistol division.
- Everyone on the range must wear protective eyewear and hearing protection during a match.
- No individual under 12 years old can participate but may be a spectator and must attend the new shooter safety briefing before the match.
- The club uses practical equipment and scenarios to simulate real scenarios.
- Weapons must be production self-defense firearms.

7) STAGE DESIGN

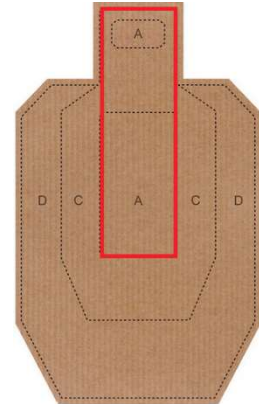
- Safety of the RO, spectators and the shooter must be the highest priority when setting up a course of fire.
- Props that limit downrange visibility are allowed, but the stage description must include instructions to the RO's to visually confirm that the range is clear before starting the next shooter.
- Monthly Matches will always have at least two Practical Stages and two Competition Stages.
- If the stage design requires the shooter to move, it will be designed so that the movement of the shooter is forward into the bay or parallel. Moving backward in the bay will only be permitted if the stage is designed to keep the muzzle pointed downrange.
- Starting position must be inside the respective bays so that the any shots taken to the right or left of the first shooting position will be contained in the berm.
- Steel targets, and/or any hard surfaces that could create a similar hazard, must be a minimum of 7 yards distance. If steel targets are used in a stage with movement, the stage design shall limit the movements to maintain proper distance.
- For regular IPL Matches, with the goal of providing a safe but interesting practical problem for participants to solve, the following standards apply to stage design.
 - ***Cardboard targets***
 - Two "A" zone hits to neutralize paper targets
 - No shoot targets will show open hands, shoot /hostile targets may display a weapon
 - ***Steel Poppers***
 - Steel will be set light so that a good 9mm hit will cause them to fall.
 - Steel must be knocked down to be neutralized.
 - Reshoot can be offered if there is a true target malfunction.
 - Steel must be staked down to prevent movement if placement is critical in course design. It should remain consistent for all shooters throughout the month.

- ***Use of Cover/Movement***
 - Stages should generally be designed to provide either cover for the shooting position and or require movement while engaging targets.
 - Utilizing cover means that the shooter will keep 100% of their lower body and approximately 50% of their upper body behind cover while engaging threat targets from cover.
 - In a practical stage, no portion of a magazine change will occur “in the open” unless the magazine/cylinder has been expended or the shooter is clearing a malfunction. All magazine changes should normally occur behind cover.
- ***Moving Targets***
 - Consistency is the key when including these targets. Set them up to present the same problem to each shooter throughout the month.
- ***Procedural Penalties***
 - Ideally, the course of fire should present the shooter with a problem to solve that is very easily explained and understood.
 - Any procedural penalty should be for an obvious infraction, and not be subject to interpretation. RSO's will have the discretion to call infractions as they deem appropriate before applying penalties. For example: RSO calls 'FINGER' two times if shooter's finger is in trigger guard during reloads before a penalty will be assessed to shooter.
 - Stages must be set up to allow revolvers to be competitive. (Magazine changes for pistols).
 - Reshoots may be allowed at the discretion of the RSO and or the Match Directors if needed on a case by case situation.
 - Painted cover/fault lines, shooter boxes will/can be used on certain stages depending on design. The cover fault lines will be 90 degrees off corners in relative to targets to be engaged and are there to assist RSO's and the shooter in the cover rules of 50% and 100% of shooter's body behind cover. Shooter boxes may be used in certain static type stages for shooters to engage targets from. Shooter boxes may be painted, and or a hard box, i.e.; flat wood or thin pvc material.
 - Everyone will help paste and reset targets after each shooter completes the CoF.
- ***Disqualifications*** —The following violations are grounds for disqualification:
 - Endangering self or others.
 - Dropping a loaded weapon.
 - Accidental discharge.
 - Repeated warnings for trigger finger being in the trigger guard while reloading or moving.
 - Pointing a weapon outside the berms (commonly called the 180-degree rule).
 - Handling a weapon outside the Safe Area during a match when not under the control of the RSO.
 - Poor Sportsmanship. (Arguments that go beyond asking for explanation of a penalty; cheating, arguing with an RO)

8) MATCH SCORING *New for 2020 Season**

- ISC-PPM uses a hybrid scoring system that is consistent with the ISC 2-gun match. This system requires that the shooter neutralize the target with 2 “A” zone hits regardless of the caliber of the pistol. The “A” zone has been expanded to include the whole head and neck area as shown below. (outlined in red) There is no “Major” or “Minor” difference in scoring. All cardboard targets are scored as follows.

- 1) 2 “A” zone hits = target neutralized
- 2) 1 “A” zone hit = 5 second penalty
- 3) 0 “A” zone hits, but at least one hit on target = 10 second penalty
- 4) 0 hits on target = 15 Second penalty



Steel Target Scoring

- Knock Over Steel Targets. Knock the Steel down = neutralized target.
- Hanging Steel Target. Solid ringing hit on target = neutralized target.

9) PENALTIES

- Penalties add 5 seconds to your final clock time. Examples are:
 - One or more hits on a no shoot target.
 - Procedural penalty for failure to follow the CoF instructions (failure to make a magazine change, shoot while moving, firing freestyle when the CoF calls for support or strong hand only, etc.)
 - Failing to properly utilize cover on a practical stage.
 - Out of required shooting box. (when applicable)
 - Failure to neutralize a steel target
 - 5-15 second penalty per cardboard target that was not neutralized during the COF.

10) RANGE COMMANDS

IPSC utilizes the same basic command you may hear at many other ranges and shooting disciplines. Many of the range commands given to a shooter by the RSO are for safety, while the rest are for stage administration. Special attention to the RSO's commands before, during and at the completion of string of fire, are to be strictly followed for everyone's safety. Failure to do so can be grounds for disqualification from the stage and or match. The following range commands are used and every attempt to not vary will be applied:

- Do you understand COF:** The RSO will normally ask the shooter this to ensure that they understand what is required during this course of fire. This is the last chance to ask and or clarify that the shooter understands the course/stage before starting.
- Load and Make Ready:** When the shooter has proper eye and hearing protection, the RSO will issue the Load and Make Ready command. The shooter will prepare the firearm and magazines to match the start position for the stage. Typically, this is to load the firearm and holster, but may include non-typical loading or staging of equipment. The shooter will then assume the starting position necessary for the stage. If the shooter's

firearm is not to be loaded for the start of a stage, the command used will be “Make Ready.”

- **Shooter Ready:** After “Load and Make Ready,” the RSO will ask the shooter “Are You Ready?” If ready, the shooter should respond verbally, or by obvious nodding of the head, but may also choose to stand ready. If there is no response from the shooter in approximately 3 seconds, the shooter is assumed to be ready. If the shooter is not ready when this question is asked the shooter must respond “Not Ready”. If the shooter continues to not be ready, the shooter must take a step out of the starting position.
- **Standby:** This command is given after the shooter is ready. This command will be followed by the start signal within 1-4 seconds. The shooter may not move or change positions between the “Standby” command and the start signal, unless required to do so by the CoF.
- **Finger:** This command is given when the shooter’s finger is not obviously and visibly outside the trigger guard when it should be,
- **Muzzle:** This command is given when the muzzle of the shooter’s firearm is pointed near a muzzle safe point. The shooter must correct the errant muzzle and continue with the stage.
- **Stop:** This command is given when something unsafe has happened or is about to happen during a stage, or when something in the stage is not correct. The shooter must immediately stop all movement, place the trigger finger obviously and visibly outside the trigger guard, and await further instruction. Failure to immediately stop and remove the trigger finger from within the trigger guard will result in Disqualification from the match.
- **If Finished, Unload and Show Clear:** This command will be issued when the shooter has apparently finished shooting the stage. If the shooter is finished, all ammunition will be removed from the firearm and a clear chamber/cylinder will be shown to the RSO. If the shooter is not finished, the shooter should finish the stage and the command will be repeated.
- **If Clear, Slide Forward or Close Cylinder:** Once the RSO has inspected the chamber/cylinder and found it to be clear, this command will be issued, and the shooter will comply.
- **Pull the Trigger:** The shooter will point the firearm at a safe berm and pull the trigger to further verify that the chamber is clear. If the firearm fires, the shooter will be disqualified from the match. This requirement also applies to firearms with a de-cocker or magazine disconnect. For firearms with a magazine disconnect, an empty magazine, or dummy magazine must be inserted before the trigger is pulled, and then removed again. This command is not needed for revolvers.
- **Holster:** The shooter will safely holster the firearm.
- **Range is Clear:** This command indicates to everyone within the stage boundaries that the range is clear. This command ends the CoF and begins the scoring and resetting of the stage.