



# Carry Gun Rules

## 1 Introduction

Carry Gun is an event held monthly to promote and practice basic skills required for self-protection using a firearm suitable for everyday carry. Although participants will shoot as accurately as possible under time constraints and ranked against one another, it is a relaxed and fun shoot.

### 1.1 Equipment

The following sections detail the required equipment and restrictions thereon.

#### 1.1.1 Firearm

Any serviceable handgun in calibres between .22LR and .500 S&W may be used. Scoring is divided into classes depending on the barrel length of the firearm.

#### 1.1.2 Holster

Participants must make use of a suitable and serviceable holster. It must be affixed to the participant's body by means of a belt that has been run through belt loops to ensure that it stays secure. Cross-draw, inside-the-waistband and shoulder holsters are not allowed. The range officer in charge of the session shall have the ultimate say according to their discretion.

#### 1.1.3 Sights, Grips and Trigger Actions

In the *Subcompact*, *Compact* and *Service* classes, only open sights (fixed or adjustable) are permitted. In the *Sporting Handgun* class, MOS and similar optics are also permitted.

In the *Subcompact*, *Compact* and *Service* classes, orthopedic-type grips are not permitted.

All single, double or safe-type action triggers are allowed.

### 1.2 Classes

Scoring is calculated based on the following classes of firearms used. The firearms listed as examples of each class are only meant as a guideline. The range officer in charge of the session shall have the ultimate say according to their discretion.

#### 1.2.1 Subcompact

Pocket-type pistols and snub-nosed revolvers with barrel lengths below 3 inches.

Examples: Glock 26/43, Luger LCR, Walther PPK

#### 1.2.2 Compact

Common compact or "conceal carry pistols" and revolvers. The maximum allowable barrel length is 4 inches for semi-automatic pistols (including chamber section) and 3 inches for revolvers.

Examples: CZ P07, Glock 19, Walther PP

### 1.2.3 Service

Common types of pistols or revolvers used by police and security personnel. The maximum allowable barrel length is 5.5 inches for semi-automatic pistols (including chamber section) and 5 inches for revolvers.

Examples: Beretta M92, Colt 1911, CZ 75, Glock 17/20/22/34, Ruger GP100, Smith & Wesson M&P, Smith & Wesson Model 19/28/686

### 1.2.4 Sporting Handgun

Handguns intended for sport-shooting and hunting with a maximum barrel length of 8.75 inches. Non-stock models of pistols modified to enhance the performance of the weapon will also be scored in this class.

Examples: Browning 150 Match, Colt Woodsman, Glock MOS models, Ruger MK I/II, Ruger Redhawk/Blackhawk, Smith & Wesson Model 29

## 2 Special Rules and Exemptions

The **Club & Range Rules** and **A-Range Public Session Rules** will be enforced. However, due to the nature of the event, participants will be allowed to shoot from in front of the standard shooting bays as well as perform draw-and-shoot and reloading during the courses of fire.

Participants shall obey and react only to the commands of the range officer in charge of the session. They are required to “show weapons clear” directly after finishing a course of fire to the range officer’s satisfaction before being allowed to step away from the firing line, or any time the range officer instructs them to do so. The range officer will then give the command to all participants to holster their weapons collectively before they will be allowed to assess their targets or leave the range.

## 3 Courses of Fire

### 3.1 Setup

Participants will be asked to place their firearms on the shooting mat for inspection by the range officer to determine the serviceability of the weapon and the class in which the firearm will be competing.

Targets are placed at the furthest shooting distance and will remain there for the duration of the event. Before each round, participants will form a new firing line closer to their targets at the next shooting distance. Between courses of fire, participants will be allowed to inspect their targets for scoring.

### 3.2 First Course of Fire

<b>Drill</b>	Shoot, reload and shoot again using a double-handed grip
<b>Round Count</b>	2 × 5rnds
<b>Distance</b>	25m
<b>Time Limit</b>	1min 30sec

1. Participants stand behind the shooting bench in the ready position (locked and cocked, safety engaged) with the firearm held at approximately 45° downwards while pointing over the shooting bench. No part of the body may lean or rest against the bench.
2. Range officer gives the signal to commence firing and starts the timer.
3. Participants shoot 5 rounds at their own targets, reload their weapons, then shoot 5 more rounds. Spare magazines and speed-loaders are permitted.
4. Range officer gives the signal to cease firing and stops the timer.
5. Range officer gives the command for participants to show clear and collectively holster their weapons.
6. Range officer and participants move towards their targets to calculate scoring for the round.

### 3.3 Second Course of Fire

<b>Drill</b>	Draw, shoot, reload and shoot again using a double-handed grip
<b>Round Count</b>	2 × 5rnds
<b>Distance</b>	15m
<b>Time Limit</b>	1min

1. Participants load, make ready (locked and cocked, safety engaged), holster their firearms and stand in the surrender position (hands up). Fingers must be kept off the trigger until ready to engage the target, which will be strictly enforced.
2. Range officer gives the signal to commence firing and starts the timer.
3. Participants carefully draw their weapons, shoot 5 rounds at their own targets, reload their weapons, then shoot 5 more rounds. Spare magazines and speed-loaders are permitted.
4. Range officer gives the signal to cease firing and stops the timer.
5. Range officer gives the command for participants to show clear and collectively holster their weapons.
6. Range officer and participants move towards their targets to calculate scoring for the round.

### 3.4 Third Course of Fire

<b>Drill</b>	Shoot using a single-handed grip for both the strong and support hand
<b>Round Count</b>	2 × 5rnds
<b>Distance</b>	10m
<b>Time Limit</b>	2 × 15sec

1. Participants stand in the ready position (locked and cocked, safety engaged) with the firearm held at approximately 45° downwards in their right hand.
2. Range officer gives the signal to commence firing and starts the timer.
3. Participants shoot 5 rounds at their own targets using their right hand only.
4. Range officer gives the signal to cease firing and stops the timer.
5. Participants stand in the ready position (locked and cocked, safety engaged) with the firearm held at approximately 45° downwards in their left hand.
6. Range officer gives the signal to commence firing and starts the timer.
7. Participants shoot 5 rounds at their own targets using their left hand only.
8. Range officer gives the signal to cease firing and stops the timer.
9. Range officer gives the command for participants to show clear and collectively holster their weapons.
10. Range officer and participants move towards their targets to calculate scoring for the round.

### 3.5 Fourth Course of Fire

<b>Drill</b>	Draw and shoot using a double-handed grip
<b>Round Count</b>	5
<b>Distance</b>	5m
<b>Time Limit</b>	10sec

1. Participants load, make ready (locked and cocked, safety engaged), holster their firearms and stand in the surrender position (hands up). Fingers must be kept off the trigger until ready to engage the target, which will be strictly enforced.
2. Range officer gives the signal to commence firing and starts the timer.
3. Participants carefully draw their weapons and shoot 5 rounds at their own targets.
4. Range officer gives the signal to cease firing and stops the timer.

5. Range officer gives the command for participants to show clear and collectively holster their weapons.
6. Range officer and participants move towards their targets to calculate scoring for the round.

### **3.6 Closure**

Participants will be instructed to take down their targets and dismissed with all firearms in a safe condition. Total scores and rankings per class will be calculated and distributed in the days following the event.