



Guan Ho Ha

Action Pistol Rules

Participation Principles:

- The intent of these Action Shoots is to provide a safe environment for shooters to engage in simulated “real world” situations.
- In any single contest, a shooter must use the same firearm on all stages unless the firearm becomes unserviceable, or in the case the event requires multiple firearms.
- Competitors will refrain from unsportsmanlike conduct, unfair actions, and the use of illegal equipment.
- Re-shoots are allowed for stage equipment failures or SO interference only.
- Action Shoots are intended to be a “no alibi” match; meaning once the buzzer sounds, the individual is committed to finish the stage.

Safety Rules:

- **Treat all guns as if they are loaded.**
- **Never let the muzzle cover anything you are not willing to destroy.**
- **Keep your finger off the trigger until your sights are on the target.**
- **Identify your target and what is behind it.**
- **Ear protection and impact resistant eye protection are required to be used by everyone attending the shooting event. The responsibility for safe and serviceable ear and eye protection falls completely on the shooter or spectator.**
- **Pistols holstered and unloaded at all times, unless otherwise listed below.**

The Safety Rules below serve as the cornerstone for every shooter, Safety Officer (SO), and Match Director (MD) to follow so that our events are safe and enjoyable to a wide range of participants.

Unsafe firearm handling will result in immediate Disqualification (DQ) from the match. Examples (Non-inclusive list):

- Endangering any person, including yourself. This includes flagging oneself or anyone else with a loaded or unloaded firearm. Flagging is defined as allowing the muzzle of the firearm (loaded or unloaded) to cross or cover any portion of a person.
 - Exception: Some body types combined with some holster types makes it almost impossible to holster a firearm or remove the firearm from the holster without flagging a portion of the shooter’s lower extremities. Thus, a match Disqualification is not applicable for flagging of the shooter’s own body below the belt while removing the firearm from the holster or holstering of the firearm, provided that the shooter’s trigger finger is clearly outside of the trigger guard. However, once the muzzle of the firearm is clear of the holster on the draw, flagging any part of the body is a Disqualification.
- Breaking the 180.
- A discharge:
 - In the holster.
 - Into the ground downrange closer to the shooter than two (2) yards unless engaging a low target that is within two (2) yards.
 - Over a berm.
 - During Load And Make Ready, Unload and Show Clear, Reload, or Malfunction Clearance.
 - Before the start signal.
 - While transferring a firearm from one hand to the other.
- Handling or gripping a firearm except at the firing line. There are only three instances in which a firearm may be gripped or removed from the holster:
 - With verbal instruction from a SO.
 - While engaging targets in a Course of Fire (CoF) under the direct supervision and visual contact of a SO.

- When in a designated “Safe Area”.
- Pointing the muzzle over the berm during the “Pull the Trigger” portion of Unload And Show Clear.
- Drawing a firearm while facing up range.
- Carrying a loaded firearm at any time other than when instructed to “Load and Make Ready”

Dropping A Firearm:

- Dropping a loaded or unloaded firearm or causing it to fall during Load And Make Ready, the shooting of a string or stage, reloads or malfunction clearance or during Unload And Show Clear will result in disqualification from the match. If a shooter drops a firearm, the SO will immediately give the command “Stop”. The SO will pick up/recover the dropped firearm and render it safe and unloaded before returning it to the shooter. The shooter will be disqualified from the match.
- The MD will make the decision as to the penalty to be given to anyone who drops an unloaded firearm or causes it to fall when he/she is not the active shooter.

Pistols used in competition will be serviceable and safe. The responsibility for safe and serviceable equipment falls completely on the shooter. The MD will require a shooter to withdraw any pistol or ammunition observed to be unsafe. In the event that a pistol cannot be loaded or unloaded due to a broken or failed mechanism, the shooter must notify the SO, who will take such action as he/she thinks safest.

Fingers must be obviously and visibly outside the trigger guard during loading, unloading, drawing, holstering, while moving (unless engaging targets) and during malfunction clearance.

- First offense for failure to comply will warrant a warning from the SO.
- Additional offenses will result in a 3 second penalty per offense.
- Repeated offenses after two stages will result in disqualification from the match.

The normal condition of pistols not in use during a CoF is holstered and unloaded, with hammer down or striker forward and magazine removed or cylinder empty. Loaded firearms may only be handled in the safe area when supervised by the MD or a SO. Magazines, speed loaders, and moon clips may be reloaded while off the firing line, but the shooter’s firearm can be loaded or unloaded only under the direction of the SO.

All CoFs will be started with the pistol holstered, safeties engaged as required by different divisions, and hands clear of equipment unless other positions for the pistol are stipulated in the CoF description (tabletop, drawer, pack, purse, in the firing hand, etc.).

Safe Area and Cold Table:

A Safe Area(s) shall be designated under the canopies at the range(s) in use for the event. The following rules will apply for the safe areas:

- Each Safe Area is clearly identified by visible signage, including a Cold Table clearly signed.
- Unloaded firearms may be handled at any time within the Safe Area. This area is used for bagging or unbagging a firearm or equipment adjustment.
- A Cold Table will be provided in or near the Safe Area may which is to be used for inspections, stripping, cleaning, repairs and maintenance of a firearm or related equipment or parts. Handling of ammunition, loaded ammunition feeding devices, loose rounds, dummy ammunition, snap caps, training rounds, or loaded firearms area not permitted at the Cold Table.
- In all cases, the muzzle of the firearm must be pointed in a safe direction.
- The Cold Table may be used, while accompanied by a SO, to render safe a firearm that has locked up and contains a live round or rounds.

Range Commands are:

- **“Range Is Hot, Eyes and Ears”**

This is the first command given to each shooter starting the action of shooting a stage. This command signifies the start of the CoF. The shooter will make sure that their eye and hearing protection is in place. It is also notification to anyone in the shooting bay to check that their own eye and hearing protection is

properly fitted.

- **“Load and Make Ready”**

When the shooter has proper eye and hearing protection, the SO 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”

- **“Are You Ready?”**

After “Load and Make Ready,” the SO 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 three (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.”

- **“Standby”**

This command is given after the shooter is ready. This command will be followed by the start signal within one (1) to three (3) 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, as noted above.

- **“Muzzle”**

This command is given when the muzzle of the shooter’s firearm is pointed near a muzzle 180. The shooter must correct the errant muzzle and continue with the stage.

- **“Cease Fire”**

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 SO. 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 SO 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 the shooter and anyone within the stage boundaries that the range is clear. This command begins the scoring and resetting of the stage.

Reloads:

- All ammunition used in the *CoF* must be brought to the line by the shooter in magazines or speed loaders. NO loose ammunition for reloads. Reloads may be done anytime during the *CoF* but MUST be done whenever the *CoF* description requires it.

Starting Position

- Once the shooter has assumed the "ready position" and the "Standby" command has been given, the shooter's physical position may not be changed prior to the start signal, with the exception of head movements, provided such movements do not contradict the ready position requirements specified in the stage description.
- Unless specified otherwise in the stage description, the default ready position is defined as the shooter standing erect with body relaxed and hands resting naturally at sides.
- If starting from a seated position (as specified in the stage description) and the shooter needs assistance in standing, the shooter may have assistance in standing with the assistants stepping back before the firearm is touched by the shooter.

Start Position Errors:

- If an *SO* determines that a shooter was allowed to start in an incorrect start position (at the time the "Standby" command was given), a reshoot is required and no penalty is assessed.
Note: This rule does not apply to equipment start condition (loaded with correct number of rounds, etc.).
- When a stage is started in an incorrect start position and the shooter notices, but the *SO* does not notice, the shooter must request a reshoot immediately following the holster command and prior to the scoring of targets. If not requested during this period, no reshoot will be allowed.
- No shooter can reshoot a stage or string because of firearm or "mental" malfunctions.
Reshoots are required for stage equipment malfunctions, in most instances. If an *SO* feels he has interfered with a shooter, he will offer a reshoot to the shooter immediately following the holster command and prior to the scoring of targets, as determined by the *SO*. If a shooter feels he has been interfered with by an *SO*, the shooter must request a reshoot immediately following the holster command and prior to the scoring of targets, in this instance the *MD* will determine if a reshoot request is granted.

Boundaries:

- Shooter must have both feet inside of boundaries or shooting boxes. EXCEPTION: a foot may be touching or on a boundary BUT the other foot may not be outside of the boundary (one in/on and one out) unless the other foot is in the air during the shot. Once that other foot touches the ground outside of the boundary the shooter is considered outside of the boundary and any applicable penalties will apply.

Scoring Rules:

- The scoring system in **Action Pistol** is designed to reward a balance of accuracy with speed. **Action Pistol** scoring converts everything to a time score, and the lowest time wins. The scoring system is also designed to be very simple to understand and use.
- The main thing to remember when scoring in **Action Pistol** is that everything is based on time, the raw time it takes to shoot a stage and the accuracy of the hits on the targets, where inaccuracy adds time to the score. Part of the simplicity of **Action Pistol** scoring comes from not using the total points of a target, and instead using points down on each target. Each point down adds one (1) second to the time for the stage.

Unlimited Scoring

- Unlimited Scoring allows the shooter to shoot at each target as much as deemed necessary. The best hits

on a target are used for score. This gives the shooter the option to make up misses or hits that he/she is not satisfied with to improve their score. When the shooter does not fire enough rounds at a target, the unfired rounds are counted as misses.

- Each Course of Fire description will specify how many hits are required on each target. For example, if three (3) hits are required on each target, then the best three hits will be scored if there are more than three hits on the target.
- To tally an Unlimited score, take the time it took to complete the strings of fire (raw time from the shot timer) and total up the points down from each target. The total points down for the stage is multiplied by 1 second; that number is then added to the raw time and any other penalties (if applicable).

Limited Scoring

- Same as Unlimited Scoring described above except the number of shots to fire in a string (i.e., per target) is limited to exactly the number specified in the *CoF* description.
- Any extra shots in a string of fire will incur one Procedural Error penalty (3 seconds) per string, and for each extra shot, one (1) of the best scoring hits will be taped over before the score is calculated. When the shooter does not fire enough rounds at a target, the unfired rounds are counted as misses.

Incomplete Stage

- If a shooter has started a stage but cannot finish the stage due to a broken firearm, squib, or personal injury, the score will be determined by whichever of the following methods results in the best score.
- If the *SO* stopped the shooter for a perceived squib, and it turns out not to be a squib, the shooter will be given a reshoot. If the *SO* stopped the shooter for a perceived squib, and it is a squib, the score will be determined by whichever of the following methods results in the best score. If the shooter stopped on his/her own for a perceived squib, then squib or not, the score will be determined by whichever of the following methods results in the best score.
 - Method A: All required shots that were not fired will be scored as misses.
 - Method B: The minimum number of shots required for the stage is multiplied by three (3) seconds for a stage score.

Did Not Finish Match (DNF)

- A shooter that chooses not to shoot a stage will be given a DNF for that stage but may continue to shoot other stages for no total match score.
- A shooter that chooses not to shoot a stage must notify the *SO* before the “*Load and Make Ready*” command.

Always award any reasonable question on scoring to the shooter

- If the Safety Officer has to look at a target very closely for an extended time to determine if a shot has touched a better scoring line, the better value will be used. When a Safety Officer has a reasonable doubt on a scoring call, the *SO* will award the better score to the shooter. This also applies to possible doubles. However, this does not automatically mean that every miss is a double.
- Video of shooters cannot be used to determine the shooter’s score or appeal an *SO*’s decision.

Bullet Holes

- Odd shaped holes made by bullets ricocheting off of the bay floor, props, steel, etc., are not scored.
- Only holes made by whole bullets, not fragments, are scored.
- Only bullet holes entering the front of the target will be scored.

Hard Cover / No Shoot Targets

- Black for hard cover simulation. White for no shoot targets. Any shot that puts a full diameter hole in a Hard Cover Target will be considered a miss.
- Shots that penetrate a No Shoot Target are -5 seconds each.

Shoot Throughs

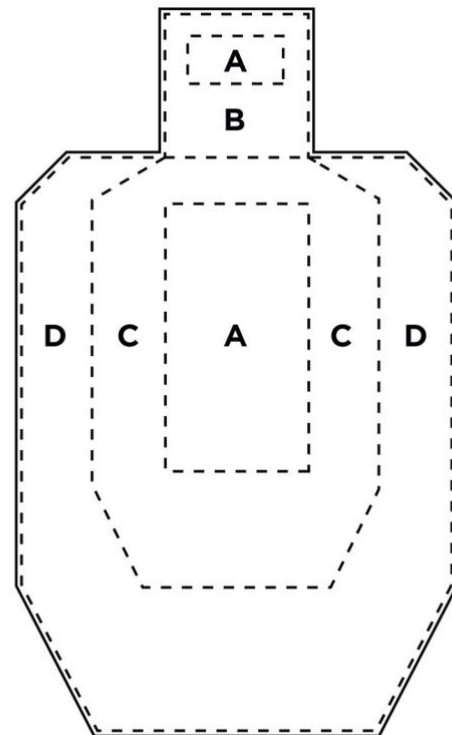
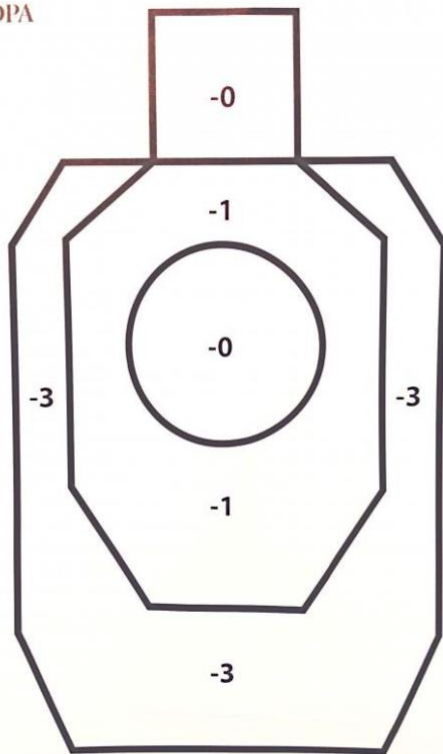
- Shots that penetrate soft cover and go on to strike a target will be scored as hits (whether the target is a

threat or a non-threat.)

- Shoot Through When a bullet passes through a non-threat target and also strikes a threat target, the shooter will get the penalty for the non-threat target hit and will get credit for the scored hit on the threat target. The reverse also applies when a round on a threat target penetrates a non-threat or threat behind it.
- All target shoot through hits count.

Typical silhouette targets and scoring.
A miss is -5.

IDPA



Target Scoring Zones

- IDPA or IPSC/USPSA targets will be used for paper targets.
- All steel targets must fall to count as a hit. Steel targets that fail to fall will be scored as down five (-5). Exception: .22 and .22rev divisions required to "hit" the steel (it's possible they may not fall).
- Official cardboard targets may be stationary or moving. IDPA targets will be scored as marked, as down zero (-0), down one (-1), down three (-3), and a miss is down five (-5).
- Official cardboard targets may be stationary or moving. IPSC/USPSA targets will be scored as follows, down zero (A or B), down one (C), down three (D), and a miss is down five (-5).
- Shots touching a line will be scored to the lower "down".

Calculation of "Down" Count: Total number down per stage multiplied by 1 second is added to raw time (ex. down 13 x 1 = 13 seconds added to raw time)

Penalties Rules:

- Procedural Error (PE): Adds three (3) seconds per infraction.
- Disqualification (DQ):
 - Disqualification means the shooter may not continue in any part of the match, may not reenter in another division, and may not shoot any side matches. The shooter's score will be reported as DQ.
- Flagrant Penalty (FP) A Flagrant Penalty (FP) adds ten (10) seconds and is assessed, instead of a PE Penalty, in cases where an infraction results in a competitive advantage, such as failure to follow the instructions in a *CoF* and gaining a competitive advantage that cannot be addressed by a PE (i.e. score works out in competitors favor with a PE added).

Flagrant Penalties will be assessed when:

- A shooter fails to follow the shooting procedures set forth in the written stage description and/or uses inappropriate equipment with the obvious intent of gaining a competitive scoring advantage.

Examples of an FP (non-inclusive list):

- Not fully engaging all targets as required
- Not following stage requirement that takes longer than 3 seconds to perform
- Shooting an entire array while faulting the line
- Staging an ammunition feeding device incorrectly
- Extra rounds in magazines
- All FPs must be approved by the *MD*.

Multiple Finger Infractions: Adds three (3) seconds per infraction.

Equipment Rules:

Firearms – General

- No lasers, or compensators can be used.

Holsters

- Must be duty style and worn on each stage regardless of the start position.
- Must be a strong hip holster worn outside the waist band between 2 and 4 o'clock for right-handed shooters or 8 and 10 o'clock for left-handed shooters.
- Must completely cover the trigger guard and prevent activation of the trigger while holstered.
- Holsters must carry the firearm in a neutral (vertical) position (no cant).
- Must hold firearm with enough tension to allow the wearer to complete normal daily tasks without risk of losing the firearm.
- Must be constructed of normal thickness holster making materials (kydex, plastic etc.) and remain open after the gun is drawn to allow one handed holstering without opening the holster to seat the guy. No collapsible holsters.

Examples of acceptable holsters:



Non-Permitted Holsters (Non-inclusive list):

- Cross-draw carry
- Shoulder holsters
- Small of the back carry
- Appendix carry
- Pocket carry
- Holsters with an auto-lock release on the front side of the holster will not be permitted (ex. Blackhawk SERPA).

Examples of Non-permitted holsters:



Ammunition Carriers

General Ammunition Carrier Rules:

- Any belt pouch may be used, or shooters may carry spare loading devices in their pockets.
- Magazine Loading
The number of rounds loaded in each magazine may not exceed division capacity. In the Revolver division, the shooter may load to cylinder maximum in the revolver and all loading devices.

Unserviceable Firearm Rule

- If the shooter determines that the firearm has become unserviceable, he will notify a Safety Officer who will notify the Match Director.
- Once the shooter declares the firearm is unserviceable, it may not be used for the duration of the match.
- The shooter may continue the match at the next start signal. Previous strings may not be re-shot.
- Any same-division legal replacement firearm may be used.
- If the replacement firearm magazines do not allow the same loading capacity as the original firearm, the shooter may adjust the magazine loading to suit the replacement firearm.

Legal Modifications for All Divisions

- Lasers that are incorporated into the firearm or sights are allowed if they comply with all other division rules and the laser is not activated during a string of fire. Tape may be used to prevent the laser from projecting.

Non-Legal Features and Modifications

- The following features and modifications are not allowed in any division unless otherwise specifically allowed:
Sights of non-standard configuration (ghost rings, Bo-Mar ribs, etc.).
- Disconnecting or disabling of any safety device including (but not limited to): manual safeties, grip safeties, firing pin, striker, and hammer blocking safeties, 1911 series 80 firing pin safeties, 1911 Swartz safeties. 1911 series 80 frames may be used with series 70 slides or vice versa. Revolver actions may not be modified so that the hammer can fall when the cylinder is open.

Responsibilities and Code of Conduct

By shooting GHH Action Pistol Events, I agree to the following:

1. I understand that it is a privilege, and not a right, to be a GHH Shooter.
2. I will follow all the GHH Action Pistol and Club Rules.
3. The safety of the shooters, match officials, and bystanders shall always be my primary objective.
4. Prior to and during a match, I will refrain from the use of alcohol substances, or medications that may negatively impact my ability to shoot safely.
5. I recognize that it is my responsibility to maintain a working knowledge of the current GHH Action Pistol and Club Rules.
6. I will listen carefully and refrain from talking during shooters' briefings and stage briefings.
7. I will refrain from any action that distracts shooters, safety officers, and other competitors during the match.
8. I understand it is my responsibility as a squad member to be ready to shoot when called to the line.
9. I understand it is my procedural duty as a squad member to help reset stages between shooters unless I am the current shooter, the on-deck shooter or have just finished shooting, unless instructed otherwise by a match official.
10. I will not communicate with others in a threatening, harassing, or abusive manner.
11. It is my responsibility to check my match scores within the verification period to see that they are correct.
12. If I have a question or an issue, my first contact is with the CSO at the match, then the *MD*.
13. I understand that violations of these responsibilities and Code of Conduct will result in my being penalized by the *MD* within the full range of penalties up to and including disqualification from a match.
14. I understand that GHH Club rules must be respected and will comply with directives given by any RSO on the course, failure to do so may result in my removal from Club grounds.