



LAW ENFORCEMENT ACTIVITIES DISCIPLINE

“APS 150 Challenge”

A HYBRID PPC/APS course of fire of 150rds

No. 2

Revised 2022

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These Rules, for the conduct of National Championships, have been compiled and revised by the SSAA National Discipline Chairman's Conference and National Board, and approved and ratified by the SSAA Inc National Board

APS 150 CHALLENGE

OFFICIAL NATIONAL RULES

No. 1

2022

SECTION 1: AIMS AND OBJECTIVES

The SSAA Law Enforcements Activities Discipline (LEAD) aims to encourage organised competitive shooting of law enforcement orientated Australian and International handgun matches. These matches involve the use of centrefire revolvers and self-loading pistols shooting at various targets from various distances and positions.

The APS 150 Match is intended to be a skill building exercise for the SSAA law enforcement related competitor. It is structured to combine and expand the National Rifle Association USA, Police Pistol Combat (PPC) and Australian Police Service (APS) courses, optimising the benefits of each but continuing to use existing resources.

SECTION 2: STANDARD RULES

The SSAA Standard Rules cover common rules, including the protest and appeals process that apply to all disciplines.

The current edition of the Standard Rules is available on the SSAA website at www.ssaa.org.au/standard-rules

These Standard Rules should be used with each discipline's current rule book and they take precedence over any rule that may be in a discipline's rule book.

The Rules covered are shown as heading and subheadings in this rule book.

2.1 COMPETITOR'S ELIGIBILITY

2.2 JUNIOR COMPETITORS

2.3 PERSONS WITH DISABILITIES

2.3.1 Authorisation

2.3.2 Substitute position

2.3.3 Awards, trophies, records, etc.

2.3.4 Protests

2.4 COMPETITOR'S RESPONSIBILITY

2.4.1 Competitors and Officials to be familiar with the Rules

2.4.1.1 Competitors and Firearms Licence

2.4.2 Sportsmanship

2.4.3 Behaviour

2.4.4 Range Safety Rules

2.4.5 Safety Equipment -

2.4.6 Clothing

2.5 STUCK LIVE ROUND: MANDATORY RULE

2.6 RULE INFRINGEMENTS

2.7 DISCIPLINE CHAIRMAN'S AUTHORITY

2.8 PROTEST AND APPEALS COMMITTEE

2.9 NATIONAL CHAMPIONSHIPS

2.9.1 Disruption to Competition

2.9.2 National Championships and Other Shooting Events

2.9.3 Supplementary Events

SECTION 3: SUMMARY

The APS 150 Match could be described as timed, positional shooting, from the holster, with an increase of target to target drills, change hand drills and safe handling under competition pressure created by the conditions and timings.

This is a “law enforcement” oriented course and is therefore not tolerant of “alibi”, “second chance”, “do-overs” etc. No adjustments, repairs of any kind are allowed, the course must be finished in all aspects as directed and with just the equipment carried on the competitor’s person. The course of fire is presented as a standard which is a “challenge” against which the aspirant may test themselves and their favoured service type firearm.

For the aspirant competitor, the increase in closer, faster shooting is designed to provide a balance of skills in distance and time, over the course without losing existing structure. Further it should introduce challenges to safe handling skills, target identification and acquisition, and maintaining the firing sequence momentum under pressure of time and conditions.

Details with multiple firing positions all start from the position of least advantage and progress through to the position of greatest advantage.

The first 3m detail acts as a “standard exercise” which excludes an aspirant competitor who has not yet achieved the level of skill to comfortably complete the course. The last 3m detail has the potential to critically penalise a competitor who is unsuccessful at rapidly transitioning from slow, long range to fast, close range

For the Competition Match Director, this course of fire may also be applied generically to all classes of pistol. A single range set up may provide for all classes of pistols to be fired shoulder to shoulder and so be an efficient use of the range and valuable set up time. Revolver and auto can be shot together as ejected or fallen cases are not an impediment in a law enforcement related shoot. In any case the competitors are separated by several metres due to the position of the four targets.

Results may be collated after firing by using information entered on the score sheets at registration. The logistics of the range access and use are constant, the differences are addressed in the scoring booth.

If required for fairness of competition, gun divisions, such as Open, Distinguished and Service, may be applied by using information entered on the score sheet at registration and collated after the event. The Match notice will indicate which divisions will be available and under what conditions.

The course also allows for fair and equitable assessment of each type of pistol against a common benchmark. It may also create development of a pistol class which better matches the criteria of the course.

Squadding is not required, when the competitor is ready to take part, they just move to the forming up point for the range and fills a vacant lane.

SECTION 4: RANGE REQUIREMENTS

50m range, bank of four targets (as for APS), firing points at 3, 7, 10, 15, 20, 25 and 50 metres.

Barricade at 25m and 50m (foot faults apply as for PPC rules). Timer, patches, score sheets etc.

Targets - Australian Police Service. Scoring is as per APS Rules.

SECTION 5: EQUIPMENT

5.1 Equipment Required:

Ear plugs, earmuffs, safety glasses.

Service type centre fire pistol / revolver, magazines / loaders (NRA PPC Rules)

Service type holsters and mag / loader pouches (NRA PPC Rules)

Service type ammunition (NRA Action match power factor, 120)

Minimum 150 rounds

5.2 Equipment Allowed:

Service / duty guns, ammunition and holsters. To facilitate the requirement to carry all equipment, including a full load of ammunition, on the competitor's body, extra pouches for bulk ammunition / empty cases may be worn.

To assist to protect the competitor in the range environment, gloves and knee pads which would be acceptable in "patrol order" are allowed but not to the extent that artificial support is gained.

5.2.1 Holsters:

Service / duty equivalent, at least one level of mechanical security engaged.

Upside down test to apply. In the case of an "Open" gun only, due to the construction of the gun, a custom non-duty holster may be allowed.

5.3 Equipment Not Allowed:

Anything which is specific to artificial support in target shooting, e.g., no blinkers on glasses; no bags or boxes carried, no tools, timers, etc.

SECTION 6: AMMUNITION

Service / duty equivalent as for National Rifle Association (USA) Action Pistol Shooting Rules (3.17) i.e., 120 power factor.

SECTION 7: COURSE OF FIRE

The course of fire is designed as a challenge to law enforcement related skills and equipment.

The format is that the competitor presents as close to “patrol order” as practicable. All equipment must be on the competitor’s body. Once the course of fire begins the competitor either completes the detail as instructed or fails. There can be NO change of equipment, repairs, adjustment of sights or other equipment, brushing, cleaning, etc.

7.1 Foot Faults

Foot faults apply to all barricades and firing lines. Penalty, loss of detail points.

7.2 Barricades

Fail to correctly use barricade for cover and concealment when indicated =
Penalty, loss of detail points.

Incorrect use is indicated by referee observation of a foot fault line and a line of sight aligned from the centre of target, through side of barricade to the competitor’s body. Such line of sight should only intersect part of the head and shooting shoulder.

7.3 Type of Firing

Single hand only firing may be indicated, including change hands, but the order in which to use each hand is at the competitor’s discretion.

If single / change hands not indicated, then using two hands is OK but not compulsory.

7.4 Penalties

Failure to fire all the shots as prescribed, for a series, scoring on target, and in time, results in a penalty. Application of penalty as follows:

The first 3m detail is designed to test handling skills and as a skill screening test to indicate whether proceeding further is practicable. If the aspirant competitor cannot meet the requirement of all shots as prescribed for a series, scoring on target, and in time; for this detail they shall retire from firing the course until such time as they can.

Subsequent details have the same requirement of all shots, as prescribed for a series, scoring on target, and in time; but in this case, if not met, the competitor only loses all the points for that detail, and continues the course.

The final 3m detail is designed to test the competitor’s ability to rapidly transition from the longest range, slowest time, back to shortest, fastest. If unable to deliver all shots as prescribed, scoring on target, and in time for this detail, the competitor loses all the competition points accumulated from all details.

7.5 Conduct

The course is run on the APS layout of four targets.

Start position, loaded and holstered, facing target, **hands on head**. (fingers not interlaced)

Competitors may be coached up to the “load” order.

Competitor to Referee / Coach ratio is one to one.

Finger off trigger, unless muzzle is oriented to bullet catcher and in the act of firing

Safety engaged for any movement. Exception, static target to target drills

Reload **before** moving

7.6 Safety

All are responsible for monitoring safety aspects and bringing any potential problems to attention.

Safety is more important than speed or score.

If not sure do not proceed.

Particular Actions required include:

Muzzle awareness, at all times. The muzzle is either in the holster or oriented toward the bullet catcher. This includes reloading.

There is a slight exception for revolvers: After the revolver cylinder is opened, the muzzle may be directed vertically to eject cases and then moved below horizontal to load, but the cylinder must not be closed until the muzzle is oriented to the bullet catcher.

Finger off trigger, unless muzzle is oriented to bullet catcher and in the act of firing.

When firing the muzzle must be in front of the firing line.

Foot faults and use of barricade to be strictly observed and reported by referees.

APPENDIX A: SCORING SHEETS WITH COURSE OF FIRE

3m A series of ONE detail. *Testing: target to target, change hands and reload*

-12 rounds in 12 seconds on two targets (1&2); single hand, change hand, 1 reload.

i.e. Three rounds on one target, single hand, change hands, three rounds on the other target, single hand; reload and repeat. All shots on targets 1 and 2

Score and patch,

3m	–	–	–	–	–	–	SubT	Pen	Score
T1									
T2									
Total	–	–	–	–	–	3m	Score	=	

move to 7m

7m A series of TWO details: *Tests: target to target & reload*

-12 rounds in 12 seconds on 2 targets (1&2); two hands OK Same as APS

i.e. 3 rounds at each of 2 targets in succession, reload and repeat in 12 s

-12 rounds in 12 seconds on two targets (3&4); two hands OK NEW, tests sequencing

i.e. 2 rounds on **first** target, 2 rounds on **second** target, 2 rounds on **first** target, RELOAD, then 2 rounds on **second** target, two rounds on **first** target, two rounds on **second** target; in correct sequence

Score and patch,

7m							SubT	Pen	Score
T1									
T2									
T3									
T4									
Total						7m	Score	=	

move to 10 m

10m A series of THREE timed details. Same as APS

-6 rounds on target 4 in 5 secs, two hands OK. Tests: draw and fire and cadence

-6 rounds on target 3, 3 rounds *single* hand only, change hands, 3 rounds with other hand only, in 8 seconds. Tests: change hands

-6 rounds - 3 rounds on each of targets 1&2 in 5 secs. Tests: target to target

Score and patch,

10m	-	-	-	-	-	-	SubT	Pen	Score
T1&2									
T3									
T4									
Total	-	-	-	-	-	10m	Score	=	

move to 15m

15m A series of TWO details: Tests: target to target, reload & distance

-12 rounds in 15 seconds on two targets (1&2) two hands OK

i.e. 6 rounds on T1, reload, 6 rounds on T2

-12 rounds in 15 seconds on two targets (3&4), target to target, two hands OK

i.e. 3 rounds on T3, 3 rounds on T4, RELOAD AND REPEAT. NEW sequencing

Score and patch,

15m	-	-	-	-	-	-	SubT	Pen	Score
T1									
T2									
T3									
T4									
Total	-	-	-	-	-	15m	Score	=	

move to 20m

20m A series of TWO timed details: same as APS 25m “multiples”

- 6 rounds on T1 in 7 secs

Tests: distance and cadence

- 6 rounds - 2 rounds on each of T2, T3 and T4 in 7 secs *and target to target*

Score and patch,

20m	-	-	-	-	-	-	SubT	Pen	Score
T1									
T234									
Total	-	-	-	-	-	20m	Score	=	

move to 25m

25m A series of ONE timed detail: Includes, Standing unsupported, plus PPC Barricade for Duty Gun, reversed. *Tests: use of cover, change position, distance*

-24 rounds in 90 seconds, on four targets, in four positions, in the following order:

six rounds standing unsupported clear of the barricade on T1

then, *using barricade, and foot fault line, for support and cover in all positions;*

six rounds, **left** hand, left barricade, on T2; six rounds, **right** hand, right barricade, on T3;
six rounds, **kneeling**, behind barricade, plus foot fault, on T4

Left hand competitors may shoot in reverse order, ie stand unsup on T4, rh bar T3, lh bar T2 and kneel T1 All, stand to holster

Score and patch,

25m	-	-	-	-	-	-	SubT	Pen	Score
T1									
T2									
T3									
T4									
Total	-	-	-	-	-	25m	Score	=	

move to 50m

50m A series of ONE timed detail: APS reversed, with barricade for support and cover in kneeling position. *Tests: as for 25 plus emphasise distance esp. for short barrel*

-24 rounds in 2 mins 30 secs, on four targets, in four positions, in the following order:

six rounds, left hand, left barricade, on T1

six rounds, right hand, right barricade, on T2

six rounds, kneeling, using barricade for support and cover, on T3

six rounds, prone, clear of barricade, on T4

Left handers in reverse positions and targets as for 25m.

All, stand to holster

Score and Patch,

50m	-	-	-	-	-	-	SubT	Pen	Score
T1									
T2									
T3									
T4									
Total	-	-	-	-	-	50m	Score	=	

move FORWARD to 3 m

3m A series of ONE timed detail: *Tests: long/short, slow/fast plus as for first detail*

-12 rounds in 12 seconds on two targets (3&4) single hand, change hand, 1 reload.

i.e. Three rounds on one target, single hand, change hands, three rounds on the other target, single hand; reload and repeat. All shots on targets 3 and 4

Score and Patch,

3m	-	-	-	-	-	-	SubT	Pen	Score
T3									
T4									
Total	-	-	-	-	-	3m	Score	=	

Close Range, Collate scores

TOTAL	SCORE / 1500	
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