2016 Rule Changes – Action Shooting

3.2.1 Production Firearm

(a) Factory grips may be modified to fit the competitor's hand, or facilitate loading, through the use of checkering, stippling, grip tape and sleeves.

7.19 Barricade Event – Modified

This event will be divided into four stages, one string per stage, 12 shots per string, with one (1) mandatory reload per string after the initial 6 shots on the corresponding target on each side of the barricade, 48 shots; all shots will be fired from behind a barricade:

- a) 10 yards 6 shots on either side of the barricade to corresponding target, mandatory reload, 6 shots from opposite side to corresponding target, in 13 seconds, 1 string.
- b) 15 yards 6 shots on either side of barricade to corresponding target, mandatory reload, 6 shots from opposite side to corresponding target, in 15 seconds, 1 string.
- c) 25 yards 6 shots on either side of barricade to corresponding target, mandatory reload, 6 shots from opposite side to corresponding target, in 17 seconds, 1 string.
- d) 35 yards 6 shots on either side of barricade to corresponding target, mandatory reload, 6 shots from opposite side to corresponding target, in 19 seconds, 1 string.

10.15 Specific Rules for Conduct of the Barricade Event – Modified

Rounds: 48

Target: NRA AP-1 target

Range: 10,15,25,35 yards

Procedure:

At each stage there will be a 6 foot high, 2 foot wide barricade. They will be placed in a line, one directly behind another. Each barricade will have a clearly marked 2-foot wide by 3-foot long firing area on the up-range side. The competitor must be within the firing area at the "COMMENCE FIRE" signal and no portion of the competitor's body or equipment may touch outside the firing area until the competitor has finished firing the designated rounds. The barricade will be considered to be within the firing area and may be used as support. There will be 2 targets downrange. One will be placed 3 feet to the left of the centerline and one 3 feet to the right (6 feet apart, edge- to- edge). The starting position will be with the handgun holstered and the palms of both hands on the face of the barricade. The starting signal will be an audible type (whistle, horn, etc.) or turning targets may be used, preceded by the verbal commands "READY" and "STANDBY."

10 Yard Stage:

At the signal to commence fire, competitor fires 6 rounds at either target from the matching side of the barricade; performs a mandatory reload and fires 6 rounds at the remaining target from the matching side of the barricade; time limit is 13 seconds.

15 Yard Stage:

At the signal to commence fire, competitor fires 6 rounds at either target from the matching side of the barricade; performs a mandatory reload and fires 6 rounds at the remaining target from the matching side of the barricade; time limit is 15 seconds.

25 Yard Stage:

At the signal to commence fire, competitor fires 6 rounds at either target from the matching side of the barricade; performs a mandatory reload and fires 6 rounds at the remaining target from the matching side of the barricade; time limit is 17 seconds.

35 Yard Stage:

At the signal to commence fire, competitor fires 6 rounds at either target from the matching side of the barricade; performs mandatory reload and fires 6 rounds at the remaining target from the matching side of the barricade; time limit is 19 seconds.

Penalties:

A penalty of 10 points will be charged for a premature start, for each procedural error, for each round fired over the designated number, and for each round fired overtime. No score will be recorded if a mandatory reload is not performed.

Note: To fire this event indoors the 25- yard stage is fired at 25 feet on the AP-2 target and the 35-yard stage is fired at 35 feet on the AP-2 target.

17.5 Courses of Fire for Which National Records are recognized.

Note: National Action Pistol Shooting Records are maintained for scores fired over the following courses for "Open", "Woman," "Junior," "Senior," and "Grand Senior" categories.

17.5 (p)

(p) Barricade Event – Modified