

CLUB LEVEL ACTION SHOOTING – HANDGUN



CLUB LEVEL ACTION SHOOTING – HANDGUN

Rulebook 2020 Edition

This document is a source guide for the rules, techniques, scoring, and practices of an action shooting game designed originally around the concept of having the ability to carry firearm on one's person and being in a hypothetical scenario. As other action shooting disciplines have existed for much longer than CLAS - Handgun, many of the terms and wordings used in this rulebook have been borrowed for familiarity and ease of use.

The basic premise of all shooting sports is that safety is paramount and that all participants enjoy the experience.

The Canadian Shooting Sports Association is proud to provide this document as a guide for one of the most exciting and rapidly growing areas of shooting sports across Canada.

Action Shooting!



CLUB LEVEL ACTION SHOOTING – HANDGUN

Tables & Indexes

Introduction	7
Purpose of Club Level Action Shooting	8
1.0 Safety	8
1.1 ACTS & PROVE	8
1.2 The Four Safety Rules	8
1.2.1 Host Club Restrictions	9
1.3 Eyes & Ears	9
1.4 Handling of Firearms and Ammunition	9
1.4.1 Safe Area	9
1.4.2 The Active Competitor	9
1.4.3 Under the RO's Supervision	9
1.4.4 Charging of Ammunition	9
1.5 Muzzle Direction	10
1.6 Safety Violations	10
2.0 CLAS Participant Information	11
3.0 Equipment	12
3.1 Firearms - General	12
3.2 Ammunition - General	12
3.3 Holster – Standard	12
3.4 Ammunition Carriers	13
3.4.1 Magazine Carriers	13
3.4.2 Speed-loader Carriers	13
3.4.3 Moon-clip Carriers	13
3.5 Magazines, Speed-Loaders, Moon-Clips, Stripper Clips, etc...	13
3.6 Specialized Accessories	13
3.6.1 Flashlights	13
3.6.2 Laser Aiming Devices	14
3.7 Apparel & Miscellaneous	14
3.7.1 Belt	14
3.7.2 Clothing – General	14
3.7.3 Covering garment	14
3.7.4 Eyewear	14
3.7.5 Footwear	14
3.7.6 Gloves	14
3.7.7 Headwear	15
3.7.8 Knee Pads	15
3.7.9 Physical Limitations or Inability	15
3.8 Categories – Handgun	15
3.8.1 Classic Defensive Pistol - CDP	16
3.8.2 Standard Service Pistol – SSP	16
3.8.3 Enhanced Service Pistol – ESP	16
3.8.4 Standard Service Revolver – SSR	16



CLUB LEVEL ACTION SHOOTING – HANDGUN

3.8.5 Enhanced Service Revolver – ESR	17
3.8.6 Optics Mounted – OPT	17
3.8.7 Shooting For No Score – SFNS (Special)	17
4.0 Competitor Information – The Game	18
4.1 The Common Phrases by ROs:.....	18
4.1.1 Eyes & Ears! Range is going hot!	18
4.1.2 Facing downrange; please load and make ready!	18
4.1.3 Understand the Course of Fire?	18
4.1.4 Is the shooter ready?	18
4.1.5 Standby!	18
4.1.6 If finished, please unload and show clear!	18
4.1.7 Slide forward, hammer down!	19
4.1.8 Holster!	19
4.1.9 Firearm is clear, range is clear!	19
4.1.10 Cover!	19
4.1.11 STOP!	19
4.1.12 If finished, please reload and holster!	19
4.2 Holster usage	19
4.2.1 Drawing from a Holster	19
4.2.2 Holstering a Handgun	19
4.2.3 The 5 Steps:	20
4.3 Starting Positions	20
4.3.1 Standard Starting Position	20
4.3.2 Not Facing Downrange	20
4.3.3 Not Standing	20
4.3.4 Low Ready Position	20
4.3.5 Combination Positions	21
4.3.6 Alternate Physical Action	21
4.4 Reloading.....	21
4.4.1 Emergency/Slide Lock Reload	21
4.4.2 Reload With Retention	21
4.4.3 Tactical Reload	21
4.5 Shooting Styles.....	21
4.5.1 Freestyle	22
4.5.2 Strong Hand Supported	22
4.5.3 Strong Hand Only	22
4.5.4 Weak Hand Supported	22
4.5.5 Weak Hand Only	22
4.5.6 NOTE! Transitioning between styles	22
4.5.7 NOTE! Outside of target engagement	22
4.6 Use of Cover	22
4.6.1 Physical Cover Present – Engaging Targets	22
4.6.2 Physical Cover Present – Reloading & Malfunction Clearing	22
4.6.3 No Physical Cover Present	22
4.6.4 Levels of Cover:	23
4.7 Shooting Positions	23
4.8 Movement	23
4.8.1 Movement – General	23
4.8.2 Movement w/o target engagement	23



CLUB LEVEL ACTION SHOOTING – HANDGUN

4.8.3 Movement while engaging targets	24
4.9 Target Engagement	24
4.9.1 Visible Targets	24
4.9.2 Tactical Priority	24
4.9.3 Tactical Sequence	24
4.9.4 Hostile Targets	25
4.9.5 Non-Hostile Targets	25
4.9.6 Falling Plate/Reactive Targets	25
4.9.7 Hard Cover	25
4.9.8 Shoot-Throughs	25
5.0 Course of Fire	26
5.1 Scoring System	26
5.1.1 Unlimited Vickers	26
5.1.2 Limited Vickers	26
5.1.3 Falling Plate/Reactive Targets	26
5.2 Stage Limitations	26
5.2.1 Round Count	26
5.2.2 Target Ratios	26
5.2.3 Target Placement	27
5.2.4 Target Proximity	27
5.2.5 Forced Reloads	27
5.2.6 Revolver Friendly	27
5.2.7 Props and Target Movers	27
5.2.8 Other Physical Actions	27
5.2.9 Stage Time Limits	27
5.3 General Layout	27
5.3.1 Squads and Squad Sizes	28
5.3.2 Range Hot/Cold	28
5.3.3 Repeated Shooting Strings	28
5.3.4 Staging Firearms	28
5.3.5 Terrain & Weather	29
5.3.6 Active competitors	29
5.4 Themes and Scenarios	29
5.5 Manpower	29
5.5.1 Range Official (RO)	29
5.5.2 Match Director (MD)	30
5.5.3 Range Master (RM)	30
5.5.4 Greeter/Treasurer/etc...	30
5.6 Notifications and Stage Briefings (Optional)	30
5.6.1 General Information	30
5.6.2 Stage Information	30
5.6.3 Match Notice	31
6.0 Scoring	32
6.1 Raw Time	32
6.1.1 Multiple shooting strings per stage	32
6.1.2 Stages with a PAR time limit	32
6.2 Accuracy	32
6.2.1 Points Down (PD)	33



CLUB LEVEL ACTION SHOOTING – HANDGUN

6.2.2 Limited vs. Unlimited Vickers	33
6.2.3 Identifying Hit Zones	34
6.2.4 Scoring Hard Cover	34
6.2.5 Failure to Neutralize (FTN)	34
6.2.6 Alternate Targets/Engagement	35
6.3 Penalties	35
6.3.1 Procedural Error (PE)	35
6.3.2 Failure to Neutralize (FTN)	35
6.3.3 Hits on No-Shoot (HNS)	36
6.3.4 Failure to Do Right (FTDR)	36
6.3.5 Did Not Finish (DNF)	36
6.4 Disqualification (DQ)	36
6.5 Active Competitor Notification	36
6.6 Appealing Penalties	37
7.0 The CSSA's Role	38
7.1 Club Set-Up and Training	38
7.1.1 Club Set-Up	38
7.1.2 Individual Training	38
7.1.3 Start-Up Packages	38
7.2 Hosting & Posting	38
8.0 Frequently Asked Questions (FAQ)	39
8.1 Safety Questions:	39
<i>I have a jammed live round, gun out of battery. Where do I clear it?</i>	39
<i>Our club allows 180° muzzle direction allowances. Can we use this in CLAS?</i>	39
<i>Am I allowed to have stored charged magazines on my person while in the SAFE areas?</i>	39
8.2 Participant Questions:	39
<i>How much experience do you need to take the CLAS(H) course?</i>	39
<i>CLAS doesn't teach shooters about stances and shooting grips?</i>	39
8.3 Equipment Questions:	39
<i>Can I use my .454 Casull/.50 AE/etc...?</i>	39
<i>Can I use my .40 S&W mags in my 9mm for higher ammo capacity?</i>	39
<i>Can I use steel guide rods, fibre optics, etc...?</i>	39
8.4 Competitor Questions:	40
<i>When can I put my hand on a firearm while drawing from a Holster?</i>	40
<i>Can I move while reloading?</i>	40
<i>When is a reload considered completed?</i>	40
<i>Multiple threat designation images on paper targets?</i>	40
<i>Can I shoot on the move if the opportunity is presented?</i>	40
<i>Why does CLAS <u>NOT</u> recommend shooting on the move whilst moving backwards?</i>	40
<i>Can an RO help me up from a kneeling or prone shooting position?</i>	40
<i>Can I put the firearm down while standing up from the above positions?</i>	40
<i>Can I move to a shooting position before drawing my firearm?</i>	40
8.5 Course of Fire Questions:	41
<i>If I stage a firearm, do I need to ACTS and PROVE it?</i>	41
8.6 Scoring Questions:	41
<i>Do I really need to learn about scoring?</i>	41



CLUB LEVEL ACTION SHOOTING – HANDGUN

<i>What is Comstock scoring? Can it be used for CLAS?</i>	41
<i>The stage calls for target hits to be different from standard. How to score it?</i>	41
8.7 CSSA Questions:	41
<i>How can we get CLAS courses at our ranges?</i>	41
<i>More Questions...</i>	41
9.0 Abbreviations	42
<i>A-D Index</i>	42
<i>E-H Index</i>	42
<i>I-L Index</i>	42
<i>M-P Index</i>	42
<i>Q-T Index</i>	42
<i>U-Z Index</i>	42
<i>0-9 Index</i>	42
10.0 Revision History	43
<i>2020 revisions</i>	43
<i>2019 revisions</i>	43



CLUB LEVEL ACTION SHOOTING – HANDGUN

Introduction

Action shooting games have been in existence in North America since the 1970's with the advent of the International Practical Shooting Confederation (IPSC), and the mid-1990's with the creation of the International Defensive Pistol Association (IDPA). However, it has been only in the last decade or so that Canada has seen great growth in the action shooting sports.

Back in 2008, with the knowledge that such disciplines were growing and gaining popularity, the Canadian Shooting Sports Association (CSSA) helped to promote a new attempt at a wholly Canadian version of IDPA. However, in the rush to have a wholly self-contained, competitive venue, what was forgotten were the basic principles of the action shooting sports and usage of commonly used terminology. Who will be left to play these games when they no longer become a fun event to participate in and are completely alien to existing shooters?

With the support of the Canadian Shooting Sports Association (CSSA), several disciplines were skimmed, collated, overhauled, revised and revamped to be less cumbersome. In addition, they were re-written into a set of rules and guidelines for a shooting club to partake in and have their members enjoy action shooting in Canada. 2018 signaled the birth of a common guideline, aka the Club Level Action Shooting (CLAS) rulebook. There are two primary foci for the brand-new discipline of CLAS that are simple and as follows.

- Safety
- Fun

As the title states, the primary focus of CLAS - Handgun is towards a game in which pistols are used in a variety of scenarios. Unlike some of the other action shooting disciplines, CLAS also includes alternate types of scenarios which further enhance the game aspect.

Now so far, CLAS sounds basically like all the other action shooting disciplines out there, a game for people who like to fill backstops with many bullets and who want to enjoy themselves while doing it. However, there are a couple of key differences. There are no organizational fees to join CLAS. There are no fees to shoot CLAS other than club-imposed fees. The huge defining difference between CLAS and the other disciplines is one simple change: there are no rankings in CLAS. Those individuals who shoot on a recurring basis already know who the best shooters among themselves are. The idea is that for each individual who shoots CLAS, they are trying to improve themselves. If competitors decide to be "gamey", the only person they are cheating is themselves. CLAS has been designed to be a club level shooting discipline that can be adapted to every shooting club and facility that is able to host action shooting. CLAS can also be considered a stepping stone for clubs wishing to slowly migrate into competitive disciplines such as IPSC and IDPA.

The Canadian Shooting Sports Association is proud to provide this guide for the action shooter to enjoy the game without the pressure of competition. As the new Coordinator for the CLAS, I personally hope that all participants remember that if they are not having fun shooting, they need to ask themselves why they still go out shooting.

To all, I say:
Stay safe, have fun!
Mike Duynhoven



CLUB LEVEL ACTION SHOOTING – HANDGUN

Purpose of Club Level Action Shooting

Most action shooting sports are designed wholly for competition. Some of these organizations require awards, depending on the number of participants, and some require mandatory minimum participation in order to retain ranking and maintain active memberships. Club Level Action Shooting (CLAS) is primarily a set of rules for action shooting which focuses more on the enjoyment factor while always having safety as the paramount factor in mind.

The one constant that universally holds true is that action shooting sports are games. While some of these games are designed to bring out the best competitors, others are designed to be a simulation of real life. The primary purpose of CLAS is to have an action shooting game designed to be fun without diminishing safety of those participating and the hosting venue. As a secondary benefit, regular competitors of CLAS matches can learn how to become more efficient and proficient with their gear and firearms.

With that being said, CLAS is not a place to teach people on the basics of firearm usage. All participants should have a good practical understanding of their firearm's mechanics, the ability to manipulate any controls on the firearm itself, and how their firearm performs.

1.0 Safety

The number one focus of any shooting discipline must be safety. There is no excuse, outside of a mechanical failure, for any firearms related safety incident to occur. Upon first handling of any firearm please ensure that ACTS & PROVE are followed.

1.1 ACTS & PROVE

- **Assume every firearm is loaded.**
- **Control the muzzle direction at all times.**
- **Trigger finger must be kept off the trigger and out of the trigger guard.**
- **See that the firearm is unloaded - PROVE it safe.**

- **Point the firearm in the safest available direction.**
- **Remove all cartridges from the firearm.**
- **Observe the chamber is empty.**
- **Verify the feeding path is clear.**
- **Examine the bore and confirm there are no obstructions.**

When manipulating any firearm, there are four basic rules of safety in regards to firearms.

1.2 The Four Safety Rules

1. **Handle ALL firearms as if they were loaded.**
2. **Always keep the firearm pointed in a safe direction.**
3. **Identify your target and what is behind it.**
4. **Keep your finger off the trigger until you are on target.**

All these rules have been derived from the direct results of individuals being involved in firearm accidents. By following these four basic rules, the chance of an incident involving firearms becomes negligible. The rules basically enact the following:

If an individual always treats firearms as capable of being discharged at any time, that individual is more likely to take precautions to prevent an unintentional discharge and to avoid damage or injury if one does occur. By controlling the direction of the firearm, an individual can minimize the damage caused by an unintended discharge by mechanical failure. For a functionally-sound firearm, the only method of discharging ammunition is by depressing the trigger, so the solution is to ensure that an individual's fingers are removed from the trigger area until actively engaging the desired target(s). Knowing the target and the backdrop around the target will prevent individuals from inadvertent damage during the intentional discharge of the firearm.



CLUB LEVEL ACTION SHOOTING – HANDGUN

1.2.1 Host Club Restrictions

Regardless of what is contained in the CLAS rulebook, restrictions imposed by the host club **must** be followed. Even though a host club will have ranges that are certified for action shooting disciplines, they may also have restrictions regarding what are acceptable shooting practices. (e.g.: acceptable muzzle directions, minimum distances for target engagements, etc....) These club requirements over-ride any listed rule in this rulebook.

1.3 Eyes & Ears

People only get one set of eyes and ears to use, and unfortunately, at this time, neither of them are replaceable. Both eye and hearing protection are mandatory for all action shooting disciplines and CLAS is no exception. For eye protection, CLAS recommends the use of proper safety glasses for this purpose, but this is to be evaluated on a case by case basis. Small lenses, half-height lenses, or other lens styles which fail to sufficiently cover an individual's eyes, are not recommended for action shooting disciplines. As hearing loss is progressive and cannot be recovered, hearing is another sense that needs to be protected. It is recommended that, as a participant in action shooting, you should use only the best available hearing protection.

1.4 Handling of Firearms and Ammunition

Because of the nature of the game and equipment being used, other precautions must be taken to ensure the safety and presence of mind of attendees at CLAS events. Firearms are only to be handled and manipulated under the following conditions:

- At a designated Safe Area
- As the active competitor on a Course of Fire (CoF)
- Under the direct supervision of a Range Official (RO)

1.4.1 Safe Area

The designated Safe Areas are zones/locations at which no live ammunition may be present. Any firearm in these locations **must** be unloaded. A Safe Area facilitates an area where a competitor may retrieve a firearm from transport cases and place the unloaded firearm into their holster or place an unloaded firearm into a transport case. Unloaded firearms that have a "squib" may be cleared in a Safe Area. Snap caps and "dummy rounds" which are obviously not live ammunition are allowed (e.g., coloured aluminum snap caps, or red and clear plastic snap caps are acceptable, but "spent/dummy" brass inert rounds are not). If you as a competitor decide to use snap caps, please remember that they are in your firearms as ejecting snap caps un-expectedly may startle yourself and others around you.

1.4.2 The Active Competitor

The only individual allowed to handle a loaded firearm is the active competitor. This is the **ONLY** time that a shooter is to handle and manipulate a loaded firearm. The only individual who loads and unloads a firearm is the active competitor unless there are mitigating circumstances.

1.4.3 Under the RO's Supervision

Outside of a Safe Area, the only time a competitor may handle or manipulate a firearm is under the auspices of an RO. It also includes the staging of unloaded firearms for the following the instructions of a CoF.

1.4.4 Charging of Ammunition

The charging of detachable magazines, speed loaders, and other external ammunition feeding devices by individuals is allowed without supervision of an RO. However, the individual's firearm must be either holstered or in the Safe Area and must not be handled or manipulated in any form or fashion during the charging of ammunition.

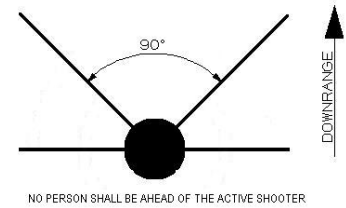


CLUB LEVEL ACTION SHOOTING – HANDGUN

1.5 Muzzle Direction

Acceptable points for muzzle direction are under the auspices of each range. This includes backstop heights, and limitations imposed by range parameters. Each range may have its own rules, which take precedence over those listed by this rulebook. CLAS recommends the following minimum safe zone guidelines.

- No firearm muzzle will rise above the safety berm or backstop of any range.
- No directly handled firearm may exceed a total of 90° side-to-side muzzle direction or as defined by designated target areas/zones (See corresponding image). The muzzle direction of a directly handled firearm shall always be within host range accepted target zones.
- In outdoor venues, where ground conditions permit, firearm muzzles may be pointed towards the ground while not engaging targets. Again, range rules override these safety minimums. Otherwise, all directly handled firearms must have muzzles pointed within the designated target areas/zones.



1.6 Safety Violations

Individuals who participate in CLAS events are expected to possess the mental and physical requirements to safely complete the match. Safety violations are occurrences or effects that pose a risk to the safety of the individual or others during a CLAS event. If any individual commits **any** safety violation as a participant of a CLAS event, they shall be disqualified instantly by the RO and will be asked to pack up their equipment in an appropriate manner. The RO may also request that individual leave the CLAS event venue immediately. Any individual who commits a safety violation shall be issued a Disqualification, or “DQ” for the entire match.

- Safety Violations – Mental and Physical:
 - Under the influence of any drug or other chemical that affects mental and physical ability (e.g., Alcohol, illegal drugs, etc...)
- Safety Violations – Safe Area:
 - Handling of LIVE ammunition (or inert brass rounds)
 - Unsafe firearm handling (e.g., Sweeping others with a firearm)
- Safety Violations – Active Course of Fire/Active competitor:
 - Negligent or accidental discharge (e.g., while reloading, outside of safe muzzle directions, etc...)
 - Unsafe firearm handling (e.g., Sweeping others or oneself with a firearm, outside of safe muzzle directions, etc...)
 - Failure to maintain control of a firearm, loaded or unloaded, during any portion of a CoF (e.g., dropping a firearm)
 - Failure to have firearm holstered in a mechanically safe method
 - Finger on trigger when not engaging targets
 - Purposely not utilizing or removing of mandatory safety equipment (Eyes & Ears)
- Safety Violations – Others:
 - Disruption of the event, malicious actions towards competitors (discretion of MD, RM, or RO)
 - Any illegal activities or equipment per host range rules and federal regulations

While some of these violations may seem to be harsh depending on the actions, recall that in any CLAS event, safety is the number one priority. During a match there are no warnings to be given for safety violations. There are no exceptions to this.



CLUB LEVEL ACTION SHOOTING – HANDGUN

2.0 CLAS Participant Information

All individuals who wish to participate in CLAS events must have a form of recognized instruction/credentials or be recognized by the designated Match Director (MD) as having experience in the safe use of holsters, firearms and the associated requirements for action shooting sports.

Accepted credentials include the following:

- Canadian Shooting Sports Association (CSSA) CLAS(H) Certification
- International Practical Shooting Confederation (IPSC) Black Badge

Certain credentials will require at least a CLAS refresher course to become fully aware of the rules, requirements, and differences in the fundamentals of CLAS. These are to be evaluated on a case by case basis. These include, but are not limited to, the following:

- Canadian Shooting Sports Association (CSSA) CDP Certification
- International Defensive Pistol Association (IDPA) Orientation Certificate
- Alternative action shooting certification (ODPL, TDSA, etc...)

All participants must be aware that credentials may be required for inspection during the sign-in phase of the event. The MD has final say on what credentials are acceptable and who will be allowed to participate. All participants are responsible for their own safety and level of competence in regards to action shooting sports. Having a certification does not mean that safety can be forgotten or is any less important.

The CLAS(H) is a handgun only venue. CLAS(H) uses scenarios, commonly based upon the game concept of being authorized to carry a firearm whilst using covering garments. As a result, many scenarios are set up to emulate the defensive use of firearms. However, scenario designs are not limited to the aforementioned example. Scenarios based on competitions, movie scenes, and pure imagination are also embraced as valid ideas and concepts for matches.



CLUB LEVEL ACTION SHOOTING – HANDGUN

3.0 Equipment

This portion of the rules is devoted to the criteria for a participant's allowable firearms, ammunition, and gear to be used in a CLAS event. While CLAS is meant to be a fun game for all participants, some limits are to be imposed to make the scenarios not only more enjoyable, but a means of increasing the shooting skill levels of the individual. By using underpowered ammunition and various other accessories and modifications, participating in the game becomes less a matter of ability and more a desire to compete. Individuals who cannot meet the standard equipment requirements may still participate in a CLAS match; however they will not be subjected to firearm categories and their score will not be recorded.

3.1 Firearms - General

All firearms must be known to be in good mechanical condition and fully functional. Should a MD or a Range Official (RO) evaluate a firearm as unsafe or less than mechanically sound, said firearm shall not be allowed to be used in the CLAS event.

While mechanical failure, albeit rarely, does occur, participating in a CLAS shooting discipline does expose a firearm to considerable usage and external elements. Please ensure that all applicable firearms are properly and safely maintained in working, reliable condition. Should a participant's firearm malfunction to a point where it is not reliable or not usable, another firearm which is of the same model, characteristics and caliber, can be used in its place (e.g., If a participant's Glock 17 fails to function, they are allowed to borrow/use another Glock 17, but not a Glock 34).

In the case of handguns, the desire is to utilize a firearm which, for the most part, would be used in a self-defense scenario. Excessive modifications/features are strongly discouraged and some, such as compensators, are not allowed.

3.2 Ammunition - General

As the purpose of CLAS competition is to provide a fun venue for action shooting, variables such as measuring power factor (PF) are not enforced. CLAS recommends shooting full power loads or as close to factory specifications as possible. So a minimum suggested PF are noted in the firearm classes listed elsewhere in this rulebook. The reasons are multiple, but the main reason is to simulate defensive scenarios and minimum levels of stopping power. Secondly, in some CLAS events, the use of metal falling targets is mandated and these targets require a minimum level of impact. The most important reason: individuals who want to use the bare minimums or less to gain a competitive edge in these games are only cheating themselves. Ammunition must be center-fire and must be legal to utilize. Range rules apply for additional restrictions on ammunition types.

3.3 Holster – Standard

For the most part, the majority of CLAS matches are geared towards the use of a handgun only in a defensive manner. These holsters have to possess the following features to be used in a standard CLAS match (handgun only):

- Strong side only (e.g., If participant shoots right handed, the strong side is the right side)
- Must fully cover the trigger (e.g., it cannot be physically manipulated)
- Retention of firearm (with firearm holstered and holster held upside down, the firearm remains secure in holster)
- Unmodified (the holster must utilize all original features and cannot be altered/or repaired, ex. no duct-tape)
- Minimal fixed cant/angle (vertical position up to the "FBI" muzzle cant of 15° behind and is unable to adjust cant angle during a match)
- Belt or paddle style mounts only, and must promote a stable platform which reduces the possibility of the holster shifting location on the belt or altering the holster's cant/angle
- Holsters may not incorporate offset spacers or drop style mounting designed specifically for competition and/or use with body armour
- Recommended that holsters have a stiff mouth, which allows for ease of holstering

Cross-draw holsters, shoulder rigs, small of back, ankle holsters and any other style of holster, which promotes sweeping of individuals and have holstered muzzle directions outside of the previous guidelines, are



CLUB LEVEL ACTION SHOOTING – HANDGUN

strictly forbidden. Inside waist band (IWB), Bruce Nelson / Atkins, pancake, and modern pouch style holsters are accepted as long as they are for strong side only.

The standard holster, when mounted properly, should have the front edge of the holster behind the center of the participant, usually along the seam line of pants/shorts.

3.4 Ammunition Carriers

For standard handgun only matches, a participant may have ammunition carriers mounted on their belt and no other location. All ammunition carriers must be able to retain fully charged magazines, speed-loaders, and moon-clips under similar retention conditions as holsters and handguns. All carriers are to be mounted on the participant's belt via loops or paddle style mounting, in locations described in the following paragraphs. Carriers, once mounted, must be difficult to shift along the belt without conscious effort. Carriers cannot be modified or altered in any way from factory original. The following are requirements for the three types of ammunition carriers allowed in standard matches.

3.4.1 Magazine Carriers

These carriers should be designed for concealed use and everyday continuous wear. The magazine carrier may hold either one or two magazines. Up to 15° forward or rear cant from vertical is allowed for magazines retained by carriers. A carrier must be able to retain inserted magazines when placed in an inverted position. CLAS recommends that the carrier should cover a minimum of 40mm of a loaded magazine for retaining loaded magazines. Styles of carriers which utilize magnetic pads or fail to cover the magazine's feed lips are not allowed. A maximum of two (2) magazines may be stored on belt mounted carriers.

3.4.2 Speed-loader Carriers

These carriers should be designed for concealed use and everyday continuous wear. The speed-loader carrier may hold one, two or three speed-loaders. Any carrier must encompass the entire length of retained cartridges unless the speed-loader is retained by a snap or Velcro enclosure. A maximum of three (3) speed-loaders may be stored on belt mounted carriers.

3.4.3 Moon-clip Carriers

These carriers should be designed for concealed use and everyday continuous wear. The moon-clip carrier may hold one, two or three moon-clips. Any moon-clip carrier must utilize a central post and enclose a minimum of 33% of the body of the moon clips unless the moon-clip is retained by a snap or by Velcro enclosure. A maximum of three (3) moon-clips may be stored on belt mounted carriers.

There are two locations for ammunition carriers. The first is just behind the centerline of the participant, opposite to the holster. The second is only available to speed-loader and moon-clip carriers and is located immediately in front of the holster.

3.5 Magazines, Speed-Loaders, Moon-Clips, Stripper Clips, etc...

All ammunition feeding/loading devices carried by the participant must have the same capacity limits. A participant is allowed to carry unlimited amounts of ammunition upon his or her person. The recommendation of CLAS is to have a minimum of three (3) magazines or four (4) speed-loaders/moon-clips for a standard handgun-only event. This means that on any given stage, the competitor will be able to begin the stage with a fully-loaded firearm with the maximum available number of belt-mounted reloads.

3.6 Specialized Accessories

3.6.1 Flashlights

Some advanced CLAS scenarios will call on "Low-Light" environments as an added level of complexity. Prior to the actual CLAS scenario event, the participants will be informed of the requirement for flashlight usage. CLAS recognizes that firearm mounted light systems exist and are becoming more common, but unless the scenario calls for a "Low-Light" segment, mounted lights are not to be activated. Such lights must be affixed prior to the start of the match and may not be removed



CLUB LEVEL ACTION SHOOTING – HANDGUN

(e.g., Pistols with attached lights must be holstered and re-holstered with the light attached.) Mounted lights may only be activated by a method which does not give rise to safety violations (e.g., remote pressure activation, toggle switch away from trigger and muzzle). As always, MD's & RO's have final authority on what is allowed.

3.6.2 Laser Aiming Devices

Laser aiming devices may be installed or mounted on firearms with one exception. Handguns may not utilize under-barrel laser devices unless they are combined with a flashlight system (e.g., Crimson Trace grip laser sight is allowed, but a trigger guard-mount, or rail-mounted one is not unless it also has a flashlight). In this respect, however, rules for mounted flashlight usage apply. MD or RO's may determine that use of a laser is disallowed due to scenario/environmental conditions (e.g., reflective surfaces).

3.7 Apparel & Miscellaneous

3.7.1 Belt

It is recommended that participants use a sturdy belt for mounting all equipment upon. Belts must be able to hold both carriers and holsters securely with minimal allowable "shifting". A leather belt should not exceed 40mm (1½") in width, and 9.5mm (¾") in thickness. Double layer "Speed" belts, with an inner Velcro belt that is through the belt loops and an outer Velcro belt securing the holster and ammunition carriers are accepted equipment.

3.7.2 Clothing – General

There are no restrictions to the types of clothing to be worn by participants, however; CLAS recommends that clothing be inoffensive in nature (no expletives or racial content, etc...). Both upper and lower body must be clothed appropriately. In general, CLAS recommends upper body wear that has long sleeves and closed collars to prevent any contact abrasion and to deter the trapping of "hot brass". For lower body wear, full length clothing is recommended as well for the same reasons.

3.7.3 Covering garment

As the standard CLAS handgun event is based upon the ability to carry a concealed firearm, the requirement for covering garment is mandatory in most standard matches. In some cases, specific types of clothing may be requested to enhance the "atmosphere" and theme of the scenario (e.g., formal jacket for a James Bond theme). Criteria for acceptable covering garment are as follows.

- o With holster, handgun, carriers and all ammunition located properly upon the participant's person, the participant is to extend their arms out to their sides and parallel to the ground. None of the aforementioned equipment is to be visible from the front, sides, or rear. Should any component be visible at the garment's bottom edges or through the garment itself, covering requirements have not been met. Pull overs, vests, jackets, oversize shirts, etc... are all acceptable types of clothing for usage as covering garment.

3.7.4 Eyewear

Eyewear may not have any focusing enhancements beyond prescription magnifications and lens colouration (e.g., No ocular aids may be attached).

3.7.5 Footwear

Any type of closed footwear is acceptable except for those with cleats. Sandals and other open-toe designs are not recommended. Please ensure that footwear is appropriate for conditions of the CLAS venue (e.g., do not wear court sneakers to an outdoor match).

3.7.6 Gloves

Gloves are allowed to be used if the following criteria are met:

- o The environmental conditions of the CLAS venue warrant the use of gloves
- o The wearing of gloves in no way compromises the ability to safely control the firearm used



CLUB LEVEL ACTION SHOOTING – HANDGUN

- o The wearing of gloves does not interfere in the operation of any firearm functions
- o The wearing of gloves does not hinder in the manipulation of ammunition

3.7.7 Headwear

During standard CLAS events, the only unacceptable types of headwear are those which cover the majority of the participant's face. Headwear with focusing enhancements is also not acceptable. (e.g., no ski-masks, or balaclavas).

3.7.8 Knee Pads

CLAS recognizes that many participants are responsible and concerned with the health and well-being of their joints. For this reason, the use of knee pads is allowed. It is recommended that if at all possible, the knee pads are worn beneath clothing.

3.7.9 Physical Limitations or Inability

As with the allowance of knee pads to protect a competitor's joints from impact on the ground or other obstacle, CLAS acknowledges that some competitors may have some physical limitation which render the participant physically incapable of doing certain physical actions without distress. Some of these actions may include the following:

- o Difficulty to climb up or down from obstacles
- o Difficulty going into the kneeling/prone position
- o Difficulty to stand from kneeling/prone position

A competitor who has these difficulties should consult with the RO after learning what the CoF entails. Should a competitor be unable to do the physical activity, they may attempt to comply to the best of their ability and procedural error penalties will be issued in lieu of the physical activity (see 6.3.1, and one for each shooting position). The RO cannot physically assist the competitor at all during the execution of a CoF. Remember! It is the competitor who is ultimately responsible for safe usage of a firearm during the CoF and the match.

3.8 Categories – Handgun

There are six primarily definable categories for handguns in CLAS. As with all handguns, there are wide varieties of modifications and accessories which can be installed. Here is a partial list of both acceptable and unacceptable alterations/modifications. Should a handgun fall outside of these categories and acceptable modifications, the MD or an RO may, in the worst case, refuse to allow an individual to participate in the CLAS Match.

- o Acceptable
 - Modifications which improve trigger pull (polishing/springs)
 - Grip improvements (panels, grip safeties, grip-tape)
 - Ambidextrous safeties/slide releases
 - Front and rear sights
 - Accuracy modifications (tightened slides, accurized barrels, steel guide rods)
 - Permanent/non-removable magazine wells
 - Slightly enlarged safeties & magazine releases
 - Cosmetic alterations
- o Unacceptable (May fall under Shoot For No Score 3.8.6)
 - Trigger pull under 2.0 lbs
 - Greatly oversized safeties & magazine releases
 - Compensators/ported barrels
 - Aftermarket machining (for purposes of reducing mass)
 - Removable magazine wells
 - Removable components purely for mass enhancement
 - Disabling of ANY safety device (Safeties, Firing Pin Block, etc...)
 - Trigger shoes/extenders



CLUB LEVEL ACTION SHOOTING – HANDGUN

3.8.1 Classic Defensive Pistol - CDP

This class is based on the iconic and classic 1911 originally designed by John Browning over a century ago. Other than the inclusion of more modern double stack frames, this category is the only one designed around a specific firearm.

Calibre: .45ACP ONLY
Action: Semi-automatic, Single action only
Capacity: Maximum 8 rounds + 1 chambered (Single & Double Stack)
Power Factor: Recommended minimum 165,000
Size Limits: With magazine inserted, firearm must fit completely inside a box whose internal dimensions are 222.5mm x 152.5mm x 41.4mm (8¾” x 6” x 1½”)
Additional Notes:
Examples of CDP handguns are: STI Lawman, Colt Gold Cup, Para-Ord P14-45, Kimber Super Carry

3.8.2 Standard Service Pistol – SSP

Stock service pistol encompasses any semi-automatic handgun whose initial shot must be double action in nature. For those firearms which are not double action only (DAO) or safe action in design, an SSP firearm’s hammer must be in a “Hammer down position” at the start of any stage. As manual manipulation of the hammer is not acceptable, the use of a de-cocking lever is mandatory in this category.

Calibre: Minimum 0.355” (9mm x 19)
Action: Semi-automatic; Double Action or DAO or Safe Action
Capacity: Maximum legal capacity + 1 chambered
Power Factor: Recommended minimum 125,000
Size Limits: With magazine inserted, firearm must fit completely inside a box whose internal dimensions are 222.5mm x 152.5mm x 41.4mm (8¾” x 6” x 1½”)
Additional Notes:
Examples of SSP handguns are: Glocks, S&W M&P, Sig Sauer P226, Para-Ord Tac-Four LDA

3.8.3 Enhanced Service Pistol – ESP

Enhanced service pistol is general category for all semi-automatic handguns. Firearms which fall into the CDP & SSP categories can also compete in this category.

Calibre: Minimum 0.355” (9mm x 19)
Action: Semi-automatic
Capacity: Maximum legal capacity + 1 chambered
Power Factor: Recommended minimum 125,000
Size Limits: With magazine inserted, firearm must fit completely inside a box whose internal dimensions are 222.5mm x 152.5mm x 41.4mm (8¾” x 6” x 1½”)
Additional Notes:
Examples of ESP handguns are: CZ-75, Beretta 92, FN Browning HP P35

3.8.4 Standard Service Revolver – SSR

This Category is meant to represent the levels of revolvers that were historically used by law enforcement and military forces prior to the widespread adoption of semi-automatic handguns. Many modern revolvers still follow the classic guidelines with newer materials and manufacturing methods.

Calibre: Minimum .357”, using rimmed cartridge (.38 Special)
Action: Double action, cylinder fed
Capacity: Maximum six (6) rounds
Power Factor: Recommended minimum 125,000
Size Limits: Maximum barrel length allowable is 152.4mm (6”)
Additional Notes: Cylinder capacity may not exceed 6 rounds, nor utilize moon-clips.
Examples of SSR handguns are: S&W Model 10, Ruger GP-100, Colt Python



CLUB LEVEL ACTION SHOOTING – HANDGUN

3.8.5 Enhanced Service Revolver – ESR

With the advent of moon-clips and greater than 6 shot capacities, modern revolvers are able to hold up very well to many semi-automatic handguns. The ESR category allows for the newest generations of “wheel guns” to be used in matches. SSR revolvers can be used in ESR category.

Calibre: Minimum 0.355” (9mm x 19)
Action: Double action, cylinder fed
Capacity: Maximum legal capacity
Power Factor: Recommended minimum 125,000
Size Limits: Maximum barrel length allowable is 152.4mm (6”)
Additional Notes:
Examples of ESR handguns are: S&W Model 625, Taurus Model 66

3.8.6 Optics Mounted – OPT

More popular with the advent of compact optics mounted on ones’ pistol. This division encompasses all of the previous classes, but includes a mounted reflex or holographic optic aiming device. The OPT category allows for the recent trend in permanently mounted optics to be used in matches. Optics must be mounted prior to participating in CLAS(H) CoFs.

Calibre: Minimum 0.355” (9mm x 19)
Action: Semi-automatic, or cylinder fed
Capacity: Maximum legal capacity +1 chambered (if semi-automatic)
Power Factor: Recommended minimum 125,000
Size Limits: Maximum barrel length allowable is 152.4mm (6”)
Additional Notes:
Examples of ESR handguns are: S&W M&P C.O.R.E., Glock 17 MOS, Canik TP9SFx

3.8.7 Shooting For No Score – SFNS (Special)

This category is an unofficial one in which the firearm or other equipment does not fall into predefined categories or with regulation equipment or set-ups. Note that all equipment must meet minimum safety requirements. At CLAS, if a person wishes to compete with a firearm that is otherwise not one of the six (6) recognized classifications, they will be allowed to do so, but with a classification of Shooting For No Score (SFNS). Officially for a SFNS, neither time, nor accuracy is to be recorded, but it is still recommended to do so for practice and courtesy towards the competitor. The competitor is still required to follow all safety directives and may be disqualified (Section 1.6).

Calibre: Minimum 0.355” (9mm x 19) recommended
Action: Any
Capacity: Maximum legal capacity
Power Factor: Recommended minimum 125,000
Size Limits: Maximum barrel length allowable is 152.4mm (6”) recommended
Additional Notes:
Examples of SFNS handguns are: Any with a functional compensator, Any Calibre below the recommended.
Examples of SFNS equipment are: Drop leg holster, speed rig holsters



CLUB LEVEL ACTION SHOOTING – HANDGUN

4.0 Competitor Information – The Game

The main game component of CLAS matches is for a competitor to “protect” himself through two methods. The first is through use of all available cover; the second is by neutralizing the targets which represent hostiles. Participants will be scored based on raw time for completion, accuracy of engaging the targets, and proper use of cover and the other technical regulations determined by the Course of Fire (CoF).

All participants should know thoroughly how to manipulate all the controls on their firearms. A CLAS match or training course is not a place to teach the basics of firearms handling skills. There are a few skills which need to be known and practiced in order to become proficient with them. Two of these are the reloading and malfunction clearing of your firearm.

During a CLAS match, there will be a primary RO who is directly observing the current competitor’s firearms manipulation and calling out instruction, warnings or penalties as required. Ideally, there will be other RO’s present who are ensuring the active competitor’s sight lines, order of target engagement and use of cover during the stage.

4.1 The Common Phrases by ROs:

Here is a listing of many phrases and words which may be heard from ROs, who are directly controlling the match and the scenario.

4.1.1 Eyes & Ears! Range is going hot!

This is the initial phrase used by the primary RO to inform all nearby individuals that the venue is about to experience live fire. The primary RO shall not continue until all who are present have donned the proper safety equipment.

4.1.2 Facing downrange; please load and make ready!

Upon this command from the RO, the active competitor is to load his firearm and charge it while maintaining muzzle control. In the case of multi-gun stages where handguns and other “firearms” are to be utilized, handguns are to be charged and holstered initially before other firearms are manipulated. Any additional handguns that are to be used in the CoF are to be staged and are to be unloaded with actions open and clear. The CoF is considered active upon this command.

4.1.3 Understand the Course of Fire?

For each squad, an RO will define the parameters of that stage of the match during a short stage briefing. This command ensures that the active competitor is responsible for his engagement of the targets and any additional instructions given during the stage briefing.

4.1.4 Is the shooter ready?

The active competitors must each acknowledge that they are prepared to complete the current stage. If not ready the shooter has approximately five (5) seconds before being asked again. Should the shooter not be ready, the RO will add a scoring penalty for each additional five (5) second delay. (See Penalties)

4.1.5 Standby!

Once the active competitor signals ready to proceed, this command is uttered by the RO prior to the audible timer. The audible timer should be a randomized delay of one to ten (1-10) seconds from “Standby” to signaling the shooter to begin their completion of the stage.

4.1.6 If finished, please unload and show clear!

At the end of a stage, as perceived by the RO, this command is given. For his or her firearm, the shooter is to control muzzle direction, remove all ammunition from the firearm, and secure the action open. The shooter is then to display to the RO the open action and feed path and then show the magazine well, if so equipped. The RO may use a non-metallic pointing instrument to physically check veracity of an unloaded firearm. This command can be modified for CLAS matches which are run hot (see definition Hot Range) as allowed by the venue.



CLUB LEVEL ACTION SHOOTING – HANDGUN

4.1.7 Slide forward, hammer down!

If firearm has shown clear and unloaded to the RO's satisfaction, this command is issued to denote that the active competitor has been cleared and is to secure his firearm's action prior to being issued the subsequent "Holster!" command. For participants using revolvers, this command becomes "Close cylinder, hammer down".

4.1.8 Holster!

This is the final command on a cold range that is given to the active competitor after he has shown a firearm to be clear and has closed the action. After holstering the participant shall not handle his or her firearm unless as specified in the Handling of Firearms and Ammunition.

4.1.9 Firearm is clear, range is clear!

Once the active competitor has completed the current stage of the CoF, and holstered and secured his or her firearm can this statement be uttered. This statement is made by the RO to inform all nearby individuals that the venue is safe for advancing for scoring, target patching, and target resetting. The CoF is considered completed upon issue of this command.

4.1.10 Cover!

This is the mainstay of technical warnings uttered by ROs towards an active competitor. Shooters will get a single warning per stage concerning the appropriate use of cover.

4.1.11 STOP!

This command can be stated by any individual on the venue but must be of sufficient volume for the active competitor to hear. Upon this command, the active competitor will cease all movement, suspend shooting and will not perform anything without the direct instruction from the RO. This command is uttered under two circumstances, the active competitor has committed a safety violation resulting in immediate disqualification, or circumstances have forced a stoppage in the stage (e.g., target malfunction, wildlife downrange, etc...). In circumstances other than disqualification, the active competitor will be allowed to re-shoot the stage in a timely fashion if possible.

4.1.12 If finished, please reload and holster!

Used only on a hot range. At the end of a stage, as perceived by the RO, this command is given. For their firearm, the shooter is to control muzzle direction, recharge their firearm with a fresh magazine/speedloader/etc..., engage all applicable safeties and re-holster.

4.2 Holster usage

Proper usage of a holster is a key point in CLAS. The holster is usually only used at the beginning and end of a stage (there are exceptions), but it is the main focus for personal safety as handguns are the most difficult type of firearm to control muzzle direction due to their respective size compared to long guns. Holster usage is defined by the following directives.

4.2.1 Drawing from a Holster

Number ONE rule is that a participant may only draw a handgun from or return it to a holster while facing down range. Period! There are no exceptions to this.

Drawing from a belt mounted holster may only be performed from the following positions; standing, kneeling, and seated. From a seated or kneeling position, the participant is to position their legs in such a way that drawing the handgun does not promote "sweeping". A competitor may refuse to draw from a kneeling or seated position if they choose, and instead stand, draw and return to the indicated position.

4.2.2 Holstering a Handgun

Handguns may ONLY be holstered while the participant is in a standing position. There is no other acceptable position in which to do so.



CLUB LEVEL ACTION SHOOTING – HANDGUN

4.2.3 The 5 Steps:

There are five basic individual steps for drawing and holstering a handgun and this is only to be done with the strong hand. After time and practice, the steps seem to flow into a continuous single motion.

- o Starting with a holstered handgun. Grip the handgun firmly with strong hand in preparation for withdrawing from the holster. Place opposing hand on chest, or directly opposite of strong hand, along belt or ammunition carriers.
- o Deactivate any retention devices (e.g., snaps, trigger guard lock) and draw the firearm from the holster along the same direction of the firearm's barrel.
- o Once clear of the holster, rotate the firearm so that the muzzle points down range.
- o Transition firearm towards the center of chest while maintaining muzzle control. Depending on required shooting style, the weak hand may now move from the previous location to either support the grip or be transitioned to, while ensuring that sweeping of either hand does not occur.
- o Handgun is to be presented into the participant's desired shooting stance (e.g., weaver, isosceles, etc...) and firearm safety devices may be disabled.

The reverse occurs when holstering a firearm.

- o Handgun safety devices are to be enabled, and handgun is to be retracted from shooting stance to the chest of the participant.
- o Transition to strong hand if required, weak hand returns to position on chest or to the participant's side in advance of the strong hand (prevent sweeping). It may be used to ensure covering garments are not covering the mouth of the holster. Handgun is then brought to the side above the holster while muzzle is pointing downrange.
- o Handgun is rotated downwards to facilitate entry into the holster.
- o Handgun is slid into holster and all retention devices are re-activated.
- o Remove strong hand from grip of firearm.

4.3 Starting Positions

CLAS scenarios can have a variety of starting positions and requirements prior to the active competitor discharging their first shot. The active competitor may not make any motions deemed to be advantageous prior to the audible start signal (e.g., sweeping covering garments out of the way, moving hands towards holstered handgun, etc...).

4.3.1 Standard Starting Position

The most basic starting position for an active competitor is facing downrange in a standing position. Unless otherwise instructed, this is the standard starting position for CLAS.

4.3.2 Not Facing Downrange

Many scenarios are designed so that the active competitor must start the CoF while facing in a direction other than downrange. This can be at any angle from directly downrange, which includes facing directly up range. In all cases the participant **MUST** be facing downrange prior to drawing their handgun from their holster. This means that the competitor must be facing downrange prior to establishing their grip on the firearm.

4.3.3 Not Standing

Having the active competitor start from a position other than standing is another option for use in CoFs. Sitting, kneeling or even prone are all possible. As previously stated, all participants must follow proper holster drawing procedures.

4.3.4 Low Ready Position

Some CoFs will require the active competitor to start the stage with their firearm to be at low ready position. Low ready position has the firearm, under direct control and with all safety devices engaged. The firearm is to be at approximately waist level and with muzzle facing directly downrange.



CLUB LEVEL ACTION SHOOTING – HANDGUN

As with movement without target engagement, depending on the venue for the CLAS match, muzzle control can be 45° from horizontal (pointing downwards) or directly downrange.

4.3.5 Combination Positions

Starting CoFs can have a mixture of the above starting positions. However, the use of Low Ready position dictates that the participant faces downrange for a starting position.

4.3.6 Alternate Physical Action

Some sort of physical action can be designed into a CoF prior to the first target engaged with firearms. The physical action should be designed so that all competitors can perform the action without undue physical stress, hardship and so that it can be completed in a reasonable time. Some examples of starting actions prior to target engagement include:

- o Pushing, pulling, or picking up an object
- o Moving a short distance
- o Opening a box to retrieve a staged firearm
- o Cutting a rope or fence

4.4 Reloading

There are three primary styles of reloading all non-tube fed firearms. When performing all reloading activities, a participant must ensure that their fingers are not positioned for inadvertent trigger manipulation, and that they control the muzzle at all times. Participants must ensure that for unusual release mechanisms, the RO is informed to avoid any penalties (e.g., H&K USP release lever on trigger guard). Empty magazines, speed-loaders, moon-clips do not have to be retained by the participant. A reload is considered complete once fresh ammunition is inserted into the firearm (magazine inserted/cylinder closed).

4.4.1 Emergency/Slide Lock Reload

The emergency, or slide lock, reload occurs when the participant's firearm has expended all live ammunition. In the case of most semi-automatic firearms, this means the action locks open. In revolvers, the cylinder is empty of live ammunition. The participant is to remove the feed device or eject the spent cartridges. Then insert fresh ammunition via a charged magazine, speed-loader, or moon-clip. Empty magazines/moon-clips and spent brass can be discarded. Slide lock reloads can be performed either via a reload from retention or via a tactical reload.

4.4.2 Reload With Retention

The reload with retention occurs when the participant desires to reload with a cylinder or magazine which may still be partially loaded with live ammunition. The participant is to remove the current magazine or eject the cartridges in the cylinder and store said cartridges upon their person. In simple terms, the participant must "Retain the ammunition from the firearm first". The participant will then insert fresh ammunition via a charged magazine, speed-loader, or moon-clip into their firearm.

4.4.3 Tactical Reload

A tactical reload cannot be done with revolvers using speed-loaders as the order is reversed from a reload with retention. However, a tactical reload can be performed with revolvers using moon clips. The participant first secures a fully charged magazine/moon-clip and then removes the currently loaded magazine. The fresh magazine is then installed and the partially loaded magazine is stored upon their person.

4.5 Shooting Styles

This is not about the type of stance or firearms grip that the participant uses but is more about the method of holding the firearm while engaging targets. The primary hand is indicated by the side your holster is mounted, which is also known as Strong Side. The opposite hand, or secondary hand is located on the side known as the Weak Side. The following styles can be a requirement to increase the difficulty level in any CoF design.



CLUB LEVEL ACTION SHOOTING – HANDGUN

4.5.1 Freestyle

Unless otherwise specified in the CoF, this is the default style of shooting. Active competitors may engage targets with their handgun using any of the following methods of gripping the firearm and manipulating the trigger.

4.5.2 Strong Hand Supported

Two handed grip, with the primary hand gripping the handgun and manipulating the trigger, while the participant's secondary hand supports the grip or "strong" arm. This is the most popular style for freestyle as it normally gives the best accuracy.

4.5.3 Strong Hand Only

Single handed grip, with only the primary hand gripping the handgun and manipulating the trigger.

4.5.4 Weak Hand Supported

Two handed grip, with the secondary "weak" hand gripping the handgun and manipulating the trigger, while the participant's primary hand supports the grip or "weak" arm.

4.5.5 Weak Hand Only

Single handed grip, with the secondary "weak" hand gripping the handgun and manipulating the trigger.

4.5.6 NOTE! Transitioning between styles

Special attention must be observed when transitioning between handgun shooting styles to ensure that no safety violations occur (e.g., muzzle control, dropping the firearm, negligent discharges, etc...).

4.5.7 NOTE! Outside of target engagement

For any manipulation of the firearm outside of target engagement, the use of both hands are allowed and recommended. Disabling and enabling of safety devices, reloading, malfunction clearing, and unloading for purposes of showing clear are examples of such manipulations.

4.6 Use of Cover

The most used technique in CLAS is the use of cover. CLAS recognizes that the main goal of cover is to minimize the shooter's exposure to any imagined hostiles. No matter what the scenario or what the venue, the active competitor must utilize cover if possible. All targets are to be engaged, if possible, from behind cover. All physical cover must be of a construction that which will minimize the possibilities of errant shots ricocheting.

4.6.1 Physical Cover Present – Engaging Targets

This requires a minimum of 50% of the upper body and 100% of the lower body to be behind cover. If shooting around the side of cover, 50% can be determined by an imaginary line running from a participant's shoulder to their opposite side at the waist/belt.

4.6.2 Physical Cover Present – Reloading & Malfunction Clearing

Participants are to reload from behind 100% cover if possible. CLAS recognizes that the goal is also to prevent revealing to imagined hostiles that the participant's firearm is currently unusable due to the act of reloading. Therefore, participants are to reload from behind 100% cover if possible.

4.6.3 No Physical Cover Present

If there is no cover present, shooters must minimize their profile by kneeling. From that position, engage the target(s), perform reloads, and clear malfunctions. Or, if the CoF determines, they may move towards physical cover in lieu of engaging visible threat targets.



CLUB LEVEL ACTION SHOOTING – HANDGUN

4.6.4 Levels of Cover:

High cover is defined as any form of physical barrier which exceeds 1.2m (48”) in height. Targets may not be engaged from “above high cover”. Low cover is defined as any form of physical barrier between 0.7m (28”) - 1.2m (48”) in height. Forms of physical barrier under 0.7m (28”) in height are not deemed as cover unless engaging targets from prone position (See Shooting Positions).

Openings in barriers (e.g., windows) or other physical props can be utilized for various forms of cover and CoF scenarios (e.g., barrels, vehicles, tables). Some barriers/props are considered to be a form of cover despite actual construction. A non-inclusive list of examples is as follows:

- o Use of an upright table for cover. Assume that the active competitor’s body below the table ledge is behind cover.
- o Use of a pole or beam to denote an edge/corner of a wall. Assume that the active competitor’s body that is not exposed past the pole/beam is behind cover.
- o Engaging targets from a suspended window frame with no supporting walls. Assume that the active competitor’s body is not exposed outside the window frame.
- o If the CoF determines that the engagement of targets must occur through openings/slots (e.g., from prone under a vehicle), assume that the active competitor’s body is behind cover.
- o Note that some competitors cannot physically be under 100% cover. As long as they are maximizing the usage of cover, it is accepted without penalty.

4.7 Shooting Positions

A shooting position is defined as the location from which a competitor engages targets, or string of targets. All points of contact between the competitor’s body and firearm, and the ground/supporting structures define the shooting position at that time. Some examples of shooting positions are as follows:

- o A traditional standing/offhand position whilst behind high cover
- o Kneeling with one or more knees touching the ground, firearm braced on low cover
- o Crouched down with firearm supported by a barricade
- o Traditional prone with one elbow touching ground

If any of the points of contact change during target engagement, the competitor is deemed to have changed their shooting position. (e.g. shifting a foot or other body part contacting the ground, placing or removing their firearm from a braced position against a barrier, etc.).

In order to alter the stage-challenge level, a CoF may designate a specific shooting position for target engagement (e.g. urban prone, kneeling with both knees on ground, etc.). If not specified, the active competitor is expected to determine the most appropriate shooting position for their circumstances. Remember that competitors are responsible for the direct control of their firearm during transitions between shooting positions.

4.8 Movement

Movement is another major part of CLAS. In order to traverse a CoF, the participants will be required to move between certain shooting positions. In CLAS, only one type of movement is acceptable which we will cover. Participants are fully responsible for ensuring that no safety violations occur while moving.

4.8.1 Movement – General

Movement during a CoF can be in any direction. Forwards, backwards, left, right or diagonals are all possible during a CoF. Individuals may turn their body in the direction of desired travel but must maintain muzzle control and safe handling practices.

4.8.2 Movement w/o target engagement

There is basically one rule to movement without engaging targets. First and foremost is to ensure that muzzle direction is controlled, and that the participant maintains trigger finger control (aka finger out of trigger guard). Participants may engage the safety devices of their controlled firearm should they desire, but it is not a requirement by CLAS. Depending on the venue for the CLAS match, muzzle control can be 45° from horizontal (pointing downwards) or directly downrange.



CLUB LEVEL ACTION SHOOTING – HANDGUN

4.8.3 Movement while engaging targets

Commonly known as “Shooting on the move”, active competitors are to engage targets while in continuous motion. This motion should only be in a forward or lateral direction. While shooting on the move, the participant is not required to utilize cover. Brief pauses for stability and firearm discharge during the movement is not considered shooting on the move. At no time is shooting on the move in a backwards direction recommended.

This technique, unless specified as a requirement of the stage’s CoF, or if specified at the match start as an acceptable alternative to moving between cover is not to be utilized.

4.9 Target Engagement

CLAS is based upon scenarios in which the participant is to engage various targets. Also, guidelines indicate which targets are to be given greatest priority, and the order of engaging groups of targets. Unless otherwise indicated in a CoF, all standard paper targets require two hits, whereas most other targets require single hits.

4.9.1 Visible Targets

Unless otherwise indicated by the CoF, the targets that the active competitor can see are the targets which need to be engaged first. If cover is present and the participant must look around the side in order to identify targets, they are able to “slice the pie”. That is, the active competitor is using cover so that with some minor movement, they are able to expose individual targets one at a time. If the participant’s shooting position is engaging targets from above cover or while bereft of cover, target priority becomes a requirement.

4.9.2 Tactical Priority

Tactical priority only comes into effect when multiple targets are visible to the active competitor. Tactical priority is determined through two determinants: 1) threat level 2) proximity to the active competitor. Some targets may have visual representations of armament to determine threat levels. The following list of visual threat level indicators is in order of indicated level of threat, highest to lowest, but is not inclusive.

- o Explosive Device
- o Rifle
- o Handgun
- o Knife
- o Club
- o Unarmed

Threat level is a feature for adding complexity, and if utilized, takes priority over proximity. If threat level is not used, it should be made clear during the CoF outline briefing.

The second consideration for target engagement priority is the proximity to the active competitor. Once the threat level has been determined, targets are to be engaged in ordered priority by engaging the highest threat levels from closest to furthest, and then engaging the next level of threat by the same means until all targets have been engaged.

NOTE: Should an active competitor properly utilize high cover (see 4.6.4) and “cut the pie” while seeking targets to engage, only a single unengaged target should be visible at any instance, thereby automatically using tactical priority.

4.9.3 Tactical Sequence

Tactical sequence still follows the same guidelines as tactical priority, but is a slightly more complex form. The active competitor must shoot all visible targets with a single round each per tactical priority and then re-engage all visible targets with a second round, once again using tactical priority. Any additional rounds must continue to be shot using tactical sequence. CoFs should only have this used when no physical cover is present, or the shooter is to shoot over low cover. This is commonly referred to as “giving everyone a piece of pie and then giving them seconds”. CLAS does not recommend more than five (5) targets to be engaged in this fashion from any one shooting position.



CLUB LEVEL ACTION SHOOTING – HANDGUN

Even if not specified, tactical sequence may be used without incurring penalties, but must be maintained throughout the entire CoF.

4.9.4 Hostile Targets

Targets that are to be engaged are denoted as hostiles or “shoot targets”. These can be paper or metal targets, or can be other items (e.g., Clays, cans, etc...). Unless otherwise noted by CoF, all paper targets which are unadorned, and the majority that depict a weapon of some sort, are to be considered hostile targets. Some examples of imagery which can be used to denote hostile targets are as follows. This list is non-inclusive.

- o A firearm or alternate weapon image on the target (default if not listed in CoF)
- o A visible marking (e.g., red bandannas)

4.9.5 Non-Hostile Targets

Also known as “No-Shoots”, these are paper targets typically used to enhance the difficulty of a stage and are NOT to be engaged. Some examples of imagery which can be used to denote non-hostile targets from hostile targets are as follows. This list is non-inclusive.

- o Two open hands (default if not listed in CoF)
- o A visible badge or “POLICE” markings (default if not listed in CoF)
- o Only a single open hand (e.g., no other markings)
- o Stripe or “X”
- o Colour different from hostiles (e.g., tan targets vs. white targets)
- o Non-hostiles have specific markings (e.g., peace symbols, etc...)

4.9.6 Falling Plate/Reactive Targets

All falling plate and reactive targets are considered to be “hostile targets”. All falling plate and metallic targets must be either shrouded, or positioned to prevent ricochets or deflections, as per host range guidelines. As mentioned earlier, reactive targets can be constructed of any material which minimizes the possibility of ricochets (e.g., Clays, cans, etc...).

4.9.7 Hard Cover

Hard cover represents the target having some form of cover that is deemed to be impenetrable by a participant’s bullets. Hard covers are usually denoted by a dark colour obscuring some portion or areas of the target; however, the use of actual physical cover is also acceptable. Threat level indicators are not normally classified as hard cover unless stated as such in the CoF. Impact holes that are not fully in hard cover designations are considered valid hits.

4.9.8 Shoot-Throughs

A shoot-through occurs when a round passes through multiple targets. The hole made in every target counts unless the impact point in a target was denoted as hard cover. In that case, the “shoot thru” in the following targets are considered “misses”.



CLUB LEVEL ACTION SHOOTING – HANDGUN

5.0 Course of Fire

The Course of Fire (CoF), or “stage”, is the key to successful CLAS matches. A match must consist of at least a single CoF but may encompass several stages and do not need to be “linked”. Each CoF’s layout should be prepared ahead of the match and planned in order to use the following limitations. All stage and match designs **must** follow the rules of the hosting club as the club may have limitations on what are acceptable shooting practices. (e.g.: Shrouding of steel targets, shooting angles, etc...).

5.1 Scoring System

The scoring system for CLAS is based upon a scoring system developed by Larry Vickers, known as the Vickers Count. Two variations are allowed for CLAS matches and may vary from stage to stage.

5.1.1 Unlimited Vickers

Unlimited Vickers means just that. The active competitor is allowed to engage the stage’s targets as many times as they desire or are able to. This is the default scoring system to be used if not indicated in a CoF design. Participants are required to shoot at paper targets a minimum of two times, and metallic and alternate material targets at least once.

5.1.2 Limited Vickers

In a Limited Vickers stage, the participant is **ONLY** allowed to shoot at each paper target twice. No more and no less. This is normally used for training purposes to develop economic shooting techniques and abilities but can be used in a stage in order to enhance difficulty.

5.1.3 Falling Plate/Reactive Targets

These targets normally require a single impact to activate or indicate that the target has been engaged. However, the CoF or stage design may deem these targets to be either a mandatory target, or a “Hit or Miss”. In a case of a “Hit or Miss” style target, the participant must attempt to engage the target with a minimum of one shot before proceeding in the stage. If the target is deemed to be a mandatory target to engage, the active competitor, once seeing this target, must hit/activate the target before proceeding to the next target. By default, unless otherwise indicated in the CoF, these types of targets are assumed to be “Hit or Miss”. In the case of a Limited Vickers count, only one shot per, is allowed to engage these types of target

5.2 Stage Limitations

There are limits which CLAS places on the design of stages. Outside of these guidelines, CoF designers are free to make stages as simple or complex as they desire. However, if a stage is too long or complex, participants may forget the CoF instructions and make errors or compromise the design unintentionally.

5.2.1 Round Count

In the design of any single stage the maximum number of rounds is limited by two factors. These are the types of targets and the firearms being used. The simplest method is to design a stage as if Limited Vickers scoring was being used.

All hostile paper targets require two shots and all reactive targets require one shot. The imposed CLAS(H) limit for a standard stage is eighteen (18) rounds (e.g., nine hostile paper targets). This will allow revolver users to have at least six (6) additional rounds for stage completion should the competitor have only the minimum recommended number of speed-loaders or moon-clips.

5.2.2 Target Ratios

For any single stage, there must be a minimum of one hostile target, regardless of whether it is a reactive target or a paper target. There are no restrictions on the numbers of non-hostile targets that may be incorporated into a stage.



CLUB LEVEL ACTION SHOOTING – HANDGUN

5.2.3 Target Placement

While CLAS trusts that all participants are active and safe shooters, it is realized that during the execution of a stage, the active competitor may forget the designated course of fire. Because of this, CLAS recommends that when designing a stage, confirm that from any shooting position, shooting angles will ensure that all rounds discharged towards all targets will strike within defined safe zones. If possible, design a stage so that from any single shooting position, the participant's line of sight (LOS) is blocked in some fashion to discourage shooting at targets which may cause rounds to impact outside of the safe strike zones.

Non-hostile targets may be placed anywhere on the CoF. However; these “no-shoots” cannot be placed behind a hostile target in a fashion that completely obscures it. Some identifiable feature must be visible from the designed shooting position. A hostile target can be completely obscured by “no-shoot” targets as long as there is an alternate shooting position that allows for a portion of the hostile target to be engaged.

5.2.4 Target Proximity

Targets should also be arranged to minimize the chances of being able to shoot multiple “hostile” targets via a shoot-through. Use of proper angles and placement of “hard cover” is recommended to avoid this issue. “No-Shoots” should be positioned to allow for recognition from various shooting positions. Targets separated by under 30cm (12”) are considered equidistant for purposes of tactical priority.

5.2.5 Forced Reloads

A recognized method of adding difficulty to any stage design is to include a point at which the participant must make a forced reload. The style of reload shall not be indicated.

5.2.6 Revolver Friendly

If possible, stages should be designed to allow for SSR division limitations of six (6) discharged rounds between reloading. This is not a requirement for any CoF but is highly recommended.

5.2.7 Props and Target Movers

CLAS lends itself to the use of all sorts of props and target movers. The use of props is limited by the imagination and resources of the host club. All metallic props are not to be shot at by participants and are to be positioned to avoid being in the LOS between the active competitor and the engaged targets. Target movers are usually mechanisms that require a physical input move one or more targets in various directions. The following is a non-inclusive list of props and target movers.

- o Props: Walls, barrels, fences, vehicles, stairs, doors, etc...
- o Target Movers: Drop turners, pepper poppers w/pop-up target, swingers, clay launchers, etc...

NOTE: All metallic targets must be engaged from a minimum distance of 7m (23’) and should have a physical marker/barrier to indicate/limit the closest engagement distance.

5.2.8 Other Physical Actions

A stage may include some physical actions (e.g., Stairs, move from point A-B), but ensure that the stage does not become a predominantly physical exercise. Recall that participants can range in age from as early as those reaching the age of majority, to as late as those in their senior years. CLAS is designed to be a safe and fun game for all those who participate. Please design accordingly.

5.2.9 Stage Time Limits

Some stages may impose a maximum time limit for completing the stage. This is to prevent wholly excessive time usage. Failure to complete the CoF in the allotted time will not result in a Did Not Finish penalty (See section 6.3.5).

5.3 General Layout

The general layout of any single stage should allow for a fairly smooth flow from start to finish. Repeated doubling back to engage targets and excessive distance running should be avoided. Ideally, with



CLUB LEVEL ACTION SHOOTING – HANDGUN

enough props and the proper venue, a participant should be able to clear the stage and engage all targets with a minimum of stage briefing.

5.3.1 Squads and Squad Sizes

Bear in mind the time it will take to run people through each stage of the CoF. Ensure that your scheduled time follows the rules of the club and local bylaws in regards to shooting times. CLAS is designed to be a club level action shooting sport and as such, CoFs who span multiple days are not recommended, but are allowed. A squad is defined as a group of participants who are to be briefed at each stage and then singly complete that stage. Squads should be made manageable for the level of volunteers who are assisting in the match (see section 5.5). For each successive stage in a match, the initial active competitor should vary so that a different participant is the first to complete that specific stage. CLAS recommends that a designed match time limit of 90 minutes be imposed. This means that a squad should be able to complete an entire match in 90 minutes or less.

Multi-gun matches usually have stages that can take far longer and can be far more complex to complete. CLAS recommends that CoF designers take this into account when determining squad sizes. It is better to design and then remove or skip excessively long stages in order to accommodate the aforementioned time constraints.

The limit is to allow for ROs to rest and relax between scheduled squads if desired as well as to determine a total number of participants who can take part in a match within a given time frame. This is a guideline only since participants have varying levels of skills, social aptitude, and physical prowess, which influence the overall time required by a squad to complete the match.

5.3.2 Range Hot/Cold

The overall match can operate with two basic range conditions depending on the accepted criteria of the host range. The status of having a “Hot” or “Cold” range is based upon the condition of the holstered handgun between stages. Most ranges only allow “Cold Range” status.

On a “Cold Range”, the only handgun to be loaded is that of the active competitor, and that handgun is to be unloaded and cleared prior to and at the end of every stage. This is facilitated by a Range Official’s commands of “Load and make ready” at the beginning of a stage, and “Unload and show clear” when the active competitor has completed the stage to their satisfaction. The default method is for matches to be run under a “Cold Range”.

For all matches that are comprised of multiple stages, a “Hot Range” condition can be utilized. On a “Hot Range”, once a participant in the current squad has been given instruction to “Load and make ready”, they will at the end of a stage be instructed to “Reload and holster”. This will repeat for every member of the squad until the final stage has been completed and the active competitor will then be given the command to “Unload and show clear”. Use of a “Hot Range” means that after the first stage all members of the squad will have holstered, loaded handguns on their persons. The benefit of a “Hot Range” is that there is less time delays between active competitors at the beginning of each successive stage. This entails that no member of the active squad leaves the range without “Unloading and showing clear” under the supervision of an RO.

5.3.3 Repeated Shooting Strings

In some cases, a stage may require the active competitor to re-engage targets previously engaged. It is not recommended that any target be shot with more than six (6) rounds before requiring patching. These strings lend themselves to the use of a Limited Vickers scoring system.

5.3.4 Staging Firearms

In the design of a CoF, handguns can be staged (placed away from the starting position of the competitor). All staged handguns must have actions open, no ammunition chambered. As this is the competitor’s firearm, the competitor should be the only individual who physically stages the firearm while under the auspices of an RO. The RO is not to physically touch the competitor’s firearm.



CLUB LEVEL ACTION SHOOTING – HANDGUN

5.3.5 Terrain & Weather

Ensure that the stage design takes into account the type of terrain of the venue. For those venues that are situated outdoors, the environment becomes a factor. Determine what the limit is for adverse weather conditions in order to have a safe and fun match. Winter matches can be made into a memorable event with construction of cover/props/trenches/ from fallen snow.

5.3.6 Active competitors

On any stage, there may only be a single active competitor. If the host range has the ability to run multiple stages simultaneously due to physical construction (e.g., separating berms between stages), then this can be done should manpower allow (see section 5.5). At no point should there be anyone ahead of the active competitor, and the only individual near them should be an RO.

5.4 Themes and Scenarios

While CLAS's roots are in defensive handgun scenarios based upon situations which have actually occurred to individuals, it is recognized that, as a game, CLAS stages and CoFs can be designed to emulate almost anything imaginable. The popularity of action movies and television programs cannot be denied and as such are acceptable for themes and scenarios. As long as the stage is designed with safety being the primary focus, scenarios or themes can be anything. Some examples include, but are not limited to: Undercover narcotics officer, Zombie survivor, John McClane (Die Hard movies).

5.5 Manpower

The largest drawback to hosting CLAS matches is the amount of available manpower to effectively control and run a match. Each of these requires willing individuals to volunteer to help: setting up the CoF, supervising the event & participants, recording the scores, patching and resetting targets, and finally the tear-down of the CoF. At minimum, CLAS requires one individual who is willing to do all of these tasks. Obviously, the more individuals who volunteer, the easier each task becomes.

5.5.1 Range Official (RO)

The designation of RO in the case of CLAS is to oversee the participants and to ensure rule enforcement. The role of an RO is to verbalize commands, indicate the start of the match, to assess penalties and to observe the active competitor for any possible safety infractions, to record scores and to repair and reset targets. In addition, ensure that all individuals present at the venue are aware of the safety rules and host range rules. Ideally, CLAS recommends that there are three ROs for each stage; however, a minimum of one is required to fulfill the responsibilities of the primary RO.

- o Primary RO: Role is to issue verbal safety commands and to record raw time as well as to continuously evaluate the active competitor's physical manipulation of his/her firearm. The Primary RO goes with the active competitor and should remain roughly 1.0m (3.3') away behind and off to the strong side of the active participant. This is to be able to witness the shooter's firearm control and to be able to intervene quickly if possible.
- o Secondary RO: Role is to issue verbal warnings for use of cover, technical penalties and target engagement order assessment. The Secondary RO records all penalties and accuracy results as well as indicated raw time for completion of the stage. The Secondary RO normally would stand 3.0m (9.9') behind the active competitor and ensure that the shooter was utilizing cover properly. From this position, the Secondary RO can also determine the order that the active competitor engages targets and observe any possible "shoot-thru"s that may occur. The Secondary RO can also track the scoring of the active competitor.
- o Tertiary RO: Role is to ensure all individuals other than the active competitor are in compliance with rules and watches "behind the scene" of the stages (e.g., events occurring to the sides or away from the active stage).

Ideally there should be multiple ROs to allow for rest periods and to avoid extended periods of overseeing a match. The true goal is to have a consistent level of overseeing across the entire CoF and match. RO's are allowed to participate in CLAS matches but may not act in such a capacity during the time they are completing a CoF.



CLUB LEVEL ACTION SHOOTING – HANDGUN

5.5.2 Match Director (MD)

The Match Director is the final arbitrator for any disputes about scoring, penalties and other CLAS related enquiries during the match. The MD is responsible for the conduct of all ROs who are supervising the match. Should a MD actively participate in a CLAS match, they are required to accept any ruling by the primary RO. A Match Director can be an RO should manpower issues arise, but ideally the MD does not perform the primary RO's responsibilities.

5.5.3 Range Master (RM)

The Range Master (RM) is an individual who is fully aware of all rules and guidelines as set out by both the host club and the CLAS guidelines. This individual thereby ensures that the CoF design follows all appropriate rules to ensure that the CoF, if followed properly, does not violate the rules of CLAS and the host club. The RM position has the authority to stop and/or to cancel a match if range safety is compromised.

Normally the RM is a member of the host club. A RM is allowed to participate in CLAS matches and may be an RO should manpower issues arise.

5.5.4 Greeter/Treasurer/etc...

Ideally, there will be enough extra personnel on hand during a match to greet new participants, organize the squad lists, and receive any match fees. However, these positions can be done by any of those who are involved in running of the match including ROs, the RM, and the MD.

5.6 Notifications and Stage Briefings (Optional)

For all matches, there should be some form of notification for upcoming matches. Also, during the match, the participants require an outline or guideline of the stage CoF in order to complete the stage satisfactorily and within designed safety parameters.

5.6.1 General Information

A basic outline of the rules and guidelines of the host venue and the general CLAS match should be posted or verbally communicated to all participants. The following information should be communicated:

- o Host range/venue emergency locations (e.g., First aid station, phone)
- o Host range/venue rules which supersede CLAS guidelines
- o Host range/venue public facilities
- o A basic scenario overview, aka "story line", of the entire match (if applicable)
- o Match fees

The following details are assumed unless otherwise noted.

- o Match is to be run as a Cold Range
- o All spent brass is to be considered lost or "range brass"

5.6.2 Stage Information

The stage briefing is what is given to the current squad of participants. This briefing is a small basic description of the CoF with all specific guidelines required by the design. When an RO is giving the stage briefing, they must be sure to include the following required information.

- o Any storyline of scenario outline that the stage represents
- o Method of scoring (Limited or Unlimited Vickers)
- o The active competitor's starting position
- o Any CoF design requirements (turn and draw, shoot on the move, specific target order/designation, etc...)

Unless otherwise defined, all stages/CoF are assumed to have the following conditions:

- o Start with a holstered handgun
- o Required use of covering garments
- o See Section 4.1.3 for confirmation by participants



CLUB LEVEL ACTION SHOOTING – HANDGUN

5.6.3 Match Notice

In every match notice, whether posted online, or via a physical medium (poster, written notice, etc...), certain items should be indicated. This ensures a minimum of last minute questions by those interested in participating in the CLAS matches. The following information should be stated in any match notice:

- o What type of match (e.g., Handgun Only, Handgun & Shotgun, etc...)
- o Date of event
- o Minimum Round Count for each type of firearm used and ammunition type in the case of shotguns.
- o Any specialized equipment required (e.g., flashlights, Hawaiian shirts, etc...)
- o Any equipment restrictions (e.g., imposed limitations, ammunition types, etc...)
- o Match fees
- o Registration requirements (First come, first serve; advanced reservations)
- o Squad size limitations (e.g., total numbers, start/finish times, etc...)
- o Any host venue restrictions

Match notices may also contain images and scenario outlines in order to create a more attractive and informative notice. All match notices should be posted at least two weeks in advance of the match. However, certain individuals or groups may decide to hold an impromptu/on-the-fly match, which would forgo the suggested requirement of a match notification.



CLUB LEVEL ACTION SHOOTING – HANDGUN

6.0 Scoring

As with all other action shooting sports, CLAS is a game. Scoring gauges the performance of the participants. In the case of CLAS, all scores are to be measured in seconds and minutes. There are three measurable items that when combined become the final score of the participant for each stage and then summed together for the overall score of the match. These three items are definable by the following three categories:

- Raw Time
- Accuracy
- Penalties

6.1 Raw Time

The raw time is the simplest measurement for any stage and CoF. It is the amount of time taken by an active competitor to complete the stage, beginning from an audible start signal; to the last round they discharge. Obviously, this means that a competitor must discharge at least a single round to complete any CoF.

Raw time is measured via the use of a timer equipped with an audible start signal. There are several manufacturers of these timers and they are required for any match where scores are to be posted.

6.1.1 Multiple shooting strings per stage

In some cases, stages may have the active competitor engage targets, have their raw time recorded, and then repeat engaging of targets. In this case, between shooting strings, ensure that the raw time is recorded for each string.

6.1.2 Stages with a PAR time limit

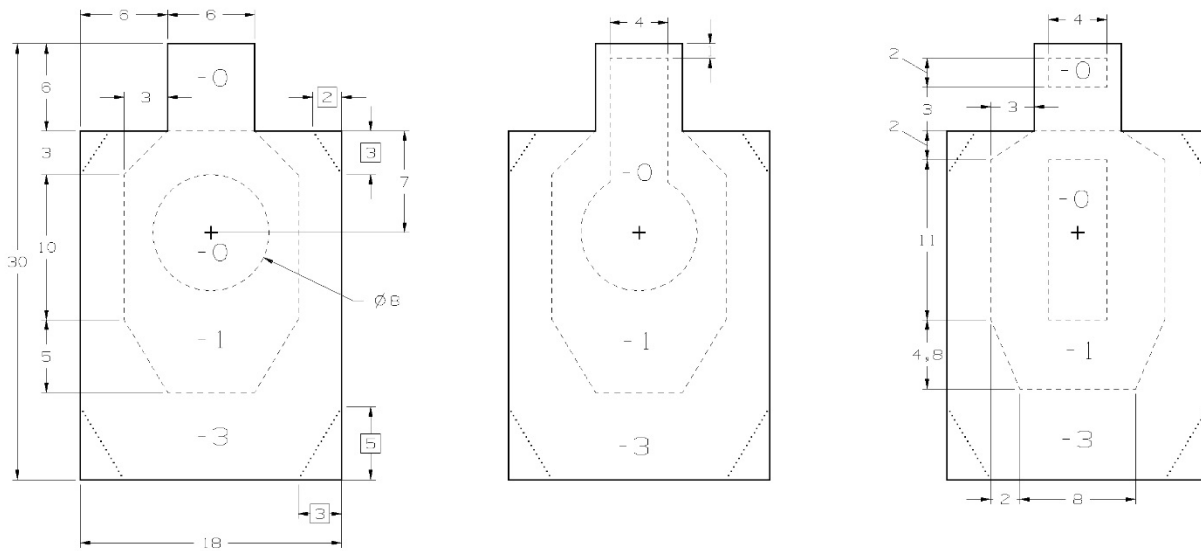
For certain stage designs and for participant skill levels, it can be possible for competitors to spend an extraordinary amount of time in attempting complete the stage. Unfortunately, this can result in excessive delays in overall stage resolution. In such cases, the inclusion of a PAR time limit is recommended. The PAR time option defines a maximum allotted amount of time for a competitor to complete the stage CoF. All accuracy and penalty scoring are recorded as normal, including all targets not yet engaged.

6.2 Accuracy

The second component measured in CLAS is the accuracy of the participant. The more accurate a participant is, the less time accumulates from accuracy penalties that would then be added to their score. There are three paper target styles utilized in CLAS matches which have scoring zones used to calculate accuracy scores.



CLUB LEVEL ACTION SHOOTING – HANDGUN



Scoring zones from left to right: IDPA Official, CDP/CLAS Classic, IPSC Metric. Rough dimensions, measured in inches, are included for those clubs that do not wish to use official IDPA, CLAS and IPSC targets. Included are dimensions, which are inside a square, for trimming corners to more closely mimic the official targets of the respective disciplines. Target styles should not be intermixed during a match and the style should be indicated during the briefing portion of the squad.

6.2.1 Points Down (PD)

On all paper targets, there are four possible accuracy levels as denoted by the outlined scoring zones depicted previously. These are 0, -1, -3 and a miss (-5). Hits in the areas which have a lower number represent better accuracy. Accuracy score is equal to one half (½) second multiplied by the hit zone penetrated by the participant’s shots. Unless otherwise noted in a CoF or by count method, the best two (2) hits are used to determine the total. The combined value of the hit in scoring zone is denoted as the number of “points down” to be multiplied. Some examples:

- o A target which has two hits in the 0 zone is deemed to be 0 points down. (0 second accuracy score)
- o A target which has a hit in the 0 zone and one in the -3 zone is deemed to be 3 points down. (1.5 seconds accuracy score)
- o A target which has a hit in the -3 zone and a miss is deemed to be 8 points down. (4 seconds accuracy score)

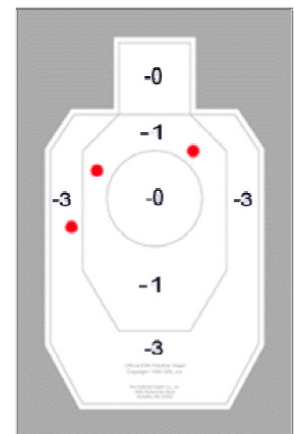
For all reactive targets there are only two accuracy levels: a hit (0 PD) or a miss (-5 PD).

6.2.2 Limited vs. Unlimited Vickers

In a stage/CoF which uses Unlimited Vickers scoring, there are no limits to the number of shots fired by the active competitor, so there can be numerous holes in hostile paper targets. For accuracy scoring on paper targets, the best two (2) hits are to be used to determine target accuracy, unless otherwise directed in the stage/CoF design. Recall that in some CoFs the target may be engaged multiple times.

For those which utilize a Limited Vickers scoring, for each additional shot taken on a paper target above two (2), the best accuracy scoring shot is discarded. All additional shots above two on the paper target receive a penalty (section 6.3 Penalties).

Using the example illustrated at the right; for a target shot with Unlimited Vickers, the participant would have an accuracy score of two (2) points down. For Limited Vickers, the score would be four (4) points down plus any penalties (see Section 6.3). The same target with four (4) shots



CLUB LEVEL ACTION SHOOTING – HANDGUN

would have a final score of eight (3) points down for Limited Vickers, plus any penalties (see Section 6.3).

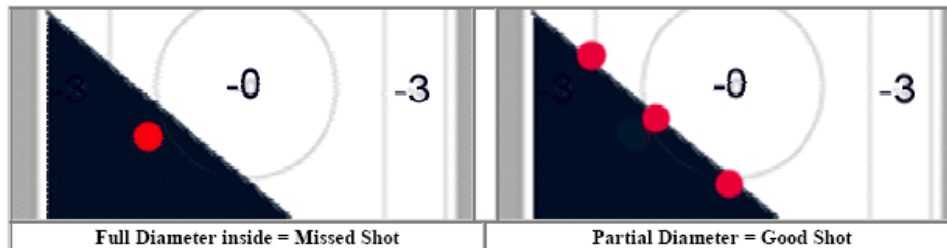
6.2.3 Identifying Hit Zones

While CLAS would be simple if every participant was able to shoot clean and easily recognizable 0 points down with every shot, such is not the case. All participants have their own personal abilities that are influenced by experience, venue, weather, and luck. Therefore, it is required that determination of hit zones is explained. There are five possible outcomes on targets as listed in the following table.

- o Clear Zone Hit – Hit is easily within the zone (obvious value for points down)
- o Good Edge/Border Zone Hit – The shot has broken the zone line with the actual bullet, NOT the radial tears of the paper. This is scored to the better zone area. (if on -1/-3 line, assessed at 1 PD)
- o Poor Edge/Border Zone Hit – The shot has broken the zone line with the radial tears of the hit but NOT the actual bullet. This is scored to the worse zone area. (if on -1/-3 line, assessed at 3 PD)
- o Miss – The shooter has missed the target completely. (assessed at 5 PD)
- o SPECIAL - On official regulation targets, there can be a border on the target's edges which denote a miss (5 PD).

6.2.4 Scoring Hard Cover

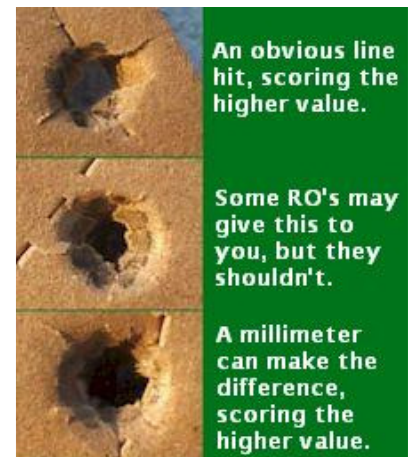
Hard Cover is an area on a target designated as being “bulletproof”. Since actual physical barriers are used to block line of sight and provide “hard cover” to the shooter, any shots that strike a physical LoS Barrier should be considered to be hard cover for the targets as well. Hard cover is usually denoted by dark colour filled regions/areas on a target. Unless otherwise instructed through the stage/CoF briefing, all threat level imagery is to be treated as soft cover. For scoring purposes, hard cover hits are to be considered a miss for scoring purposes, and partial hits on hard cover are scored to the adjacent scoring zone. The biggest challenge with the use of hard cover is keeping track of the shoot-throughs, which can occur from time to time.



Paper targets may be physically altered in lieu of indicating hard cover (e.g., a paper target which has the -3 PD zone removed instead of coloured in and representing hard cover).

6.2.5 Failure to Neutralize (FTN)

As previously stated, the goal of the game is to neutralize all the hostile targets. A participant's accuracy, or lack thereof, will determine whether the hostile target has been deemed neutralized or not. For paper targets which require two shots, an accuracy score of 8 or more points down results in accuracy penalization. This is known as a “Failure to Neutralize” or “FTN”. In the case of repeated strings, where that paper target may be hit more than two times, for every additional two shots required on the target, the threshold for FTN penalties increases by one. Example: targets are in three strings of fire and result in six (6) shots for accuracy; FTN threshold



CLUB LEVEL ACTION SHOOTING – HANDGUN

is 10 (8 + 1 + 1) or more points down. Unless otherwise noted in the CoF, reactive targets which do not receive an accuracy score of 0 points down also receive an FTN penalty (see 6.3.2).

6.2.6 Alternate Targets/Engagement

One of the key features of CLAS is the ability to tailor and customize the CoF to use a variety of props and targets. The previous examples use standard available targets as the basis for accuracy scoring. However, CLAS allows for using alternate targets and engagement rules. Anything that is non-standard needs to have the accuracy rules and engagement requirements listed in the course of fire descriptions. Some possible examples are as follows:

- o Use of paper plates as accepted targets, which require two (2) hits minimum, or receive “misses” and an FTN.
- o “Mozambique” of standard target, requires three (3) hits minimum, two (2) in the lower portion of the target and one (1) in the head. Failure to do so results in a PE per target not so engaged.
- o Targets are “Zombies”, which require one head hit to neutralize, all other hits on target are “missies”.

6.3 Penalties

Penalties are a measurable addition to a participant’s score when they fail to follow the correct procedures and abide by the rules as set out in this rulebook. There are several classes of penalty which can be assigned thereby affecting the resultant score. These are discussed in the following groups. Those penalties, which assign a numerical value to a participant’s score, can be increased for CoFs that are indicated by the stage designer.

6.3.1 Procedural Error (PE)

A Procedural Error (PE) is assessed to the participant for each instance in which the rules are incorrectly followed. For each PE, a three (3) second time penalty is added to the participant’s stage score. For some of these, the RO will issue a verbal warning to the participant. In most cases, the warning is to inform the participant to perform a corrective action to keep within the rules and guidelines of CLAS, the host venue, and the CoF. Warnings are only to be given once. If the participant continues to commit the same errors, PE’s will be assessed for each shooting position. PE’s are the largest group of penalties that can be incurred. The following list is a non-comprehensive list of occurrences that will incur a penalty.

- o Failure to properly use cover as available while engaging targets per shooting position
- o Failure to properly use cover as available while reloading (must be behind cover or minimize profile)
- o Failure to follow a specific CoF requirement (e.g., shoot on move, shoot a specific target in order to continue the CoF, mandatory reload, weak hand only, etc...)
- o Failure to engage target in proper order (tactical priority, tactical sequence)
- o Failure to retain and recover ammunition prior to changing position (except in the case of malfunction clearing, or a CoF forced revolver reload)
- o Failure to wait for the audible start signal before commencing the stage (e.g., moving hand towards holster, physically moving, “jumping the gun”, etc...)
- o For each additional shot taken per target during a Limited Vickers Scoring. (Two shots per paper target, additional shots each earn a PE and remove the best scored shot).
- o Participant is obviously pre-planning their actions for a stage (aka. “ghosting”/“air-gunning”/etc...)
- o Failure to follow CoF limits on movement (e.g., moving beyond indicated stage boundaries to engage targets)
- o Participant moves without a drawn and chambered firearm, unless specified as part of the CoF

6.3.2 Failure to Neutralize (FTN)

While incurring a FTN is dependent on the accuracy score, and the associated accuracy penalties, each FTN adds an additional five (5) second penalty to the participant’s score. The premise



CLUB LEVEL ACTION SHOOTING – HANDGUN

is that due to poor accuracy, a competitor has, failed to ensure that the hostile target has been neutralized--hence the penalty naming. In most cases, a failure to successfully engage a reactive target also incurs an FTN penalty, but this may be otherwise indicated in a CoF.

6.3.3 Hits on No-Shoot (HNS)

Shots which impact non-threat targets (aka “no-shoots”) are penalized for each shot which penetrates in a standard scoring zone. The assessed penalty is five (5) seconds PER hit. Shoot thru’s which are deemed to have hit “Hard Cover”, either on the non-threat, or on any previous target, are not assessed an HNS penalty.

6.3.4 Failure to Do Right (FTDR)

This is the greatest penalty that can be given to a competitor short of disqualification. With a total penalty time of twenty (20) seconds, this penalty is only issued to participants who engage in active rule circumvention to achieve a better score. However, a FTDR can also be issued to those competitors who are disruptive towards other participants, CLAS officials, or who otherwise impede the progress of a match with unreasonable demands and/or requests. This penalty can be issued at each stage of a CoF and multiple times for multiple infractions. Some examples of instances which would incur a FTDR penalty are included in this non-comprehensive list.

- o Failing to utilize covering garment (default requirement for most CoF’s)
- o Purposely shooting through non-hostile targets to engage hostile targets
- o Purposely not following a CoF to achieve a better raw time (e.g., not moving to a required spot or bypassing physical obstacles because it would add several seconds to the participant’s raw time)
- o Loading a firearm to non-division capacity (ex 4 rounds in a 10 round magazine)
- o Repeatedly arguing accuracy and PE calls beyond reason

6.3.5 Did Not Finish (DNF)

While not necessarily a penalty per se, a Did Not Finish, or “DNF”, ruins a participant’s overall score. This is ONLY given when a participant suffers an equipment failure, normally of their firearm, and is unable to repair it or secure a suitable replacement to reshoot the stage. The overall stage score and any successive stages in which the competitor is unable to shoot are scored as nine-hundred and ninety-nine (999) seconds. This overrides any other measured scores; raw time, accuracy, and other penalties.

6.4 Disqualification (DQ)

While it is never a fun thing to do as an RO, issuing a disqualification to a participant is normally required when the participant has either committed a gross safety violation (e.g., negligent discharge), or has repeated other violations more than a single time and not heeded the RO’s warning (e.g., disruptive conduct). When the active competitor performs an action, which results in a DQ being issued, the RO shall immediately STOP the active competitor and ask them to unload, show clear. Then, the RO will inform the competitor of the DQ call and the reason. The CoF is suspended until the participant has withdrawn from the active squad and the active stage. Depending on the severity of the action which resulted in the DQ being issued, either a RO or the MD may ask the participant to leave the host venue.

A DQ shall also be issued to any participant who engages in physical violence to inanimate objects not specified in the CoF, or towards another individual. A listing of safety infractions is under Section 1.6

Upon the issuing of a DQ, the final score of the participant shall be designated as DQ, and ALL stage scores shall be assigned as per a DNF.

6.5 Active Competitor Notification

Prior to the start of a stage of a match, a RO will inform participants who the active competitor is, and the following two subsequent shooters for the stage. (e.g., The RO states, “Bob is Up, Charles is On Deck, and Steve is In the Hole.”)

After the completion of a CoF by the active competitor, the resultant CoF penalties shall be made known to the active competitor. Should the active competitor not remain present during scoring, they are



CLUB LEVEL ACTION SHOOTING – HANDGUN

assumed to accept all penalties applied. (e.g., The RO tells the active competitor, “You received three PE’s for cover, two FTN’s and one HNS.”) Actual scores are to be tallied at the end of the match and as such are not readily available, unless using a method allows for such (e.g., Practiscore, ShootNScoreIt, etc...).

6.6 Appealing Penalties

If a penalized participant feels that they have not earned a non-DQ penalty, they are able to appeal to the RO to have the penalty removed or issue a reshoot of the stage. Should the result of this level of appeal be unsatisfactory, or if the penalty is one of disqualification, the participant may plead their case to the MD. The MD’s ruling on the penalty is final and may not be appealed any further.

Should the participant continue to participate in successive stages without appealing any penalties, they will be deemed to have accepted all penalties as issued. Should an appeal be successful and during this time the squad has progressed beyond the stage in which the penalty was assessed, the appealing participant may join the next squad in completing any missed stages, but at no time will the match be delayed to allow a single participant to complete missed stages while other participants are waiting.



CLUB LEVEL ACTION SHOOTING – HANDGUN

7.0 The CSSA's Role

The Canadian Shooting Sports Association (CSSA) is a non-profit organization whose primary purpose is to protect and enhance the ability of individuals to own and use firearms for legal pursuits. This includes hunting, collecting, plinking and competitive shooting. The CSSA excels at political action at numerous governmental levels and has advocated for the benefit of Canadian firearms owners since the turn of the century. The council for CLAS thanks the CSSA for its hard work and for endorsing CLAS' efforts to get more people involved and into various shooting disciplines. Due to the efforts of the CSSA, several options are available for clubs and individuals regarding CLAS events.

7.1 Club Set-Up and Training

The CSSA has numerous methods of helping individuals and clubs who wish to get set-up and running CLAS(H) at their home clubs. To run CLAS events or to have individuals trained for competing in said events, the hosting club itself must be certified for action shooting events. The CSSA offers training options for those who wish to become "certified" as a CLAS(H) Competitor, a CLAS(H) Range Official, and as a CLAS(H) Instructor.

7.1.1 Club Set-Up

The CSSA, through CLAS trainers, can assist your club in starting to host CLAS events. This is accomplished through the identification of required assets to start a training activity as well as to hold actual matches, and additional support which may include training courses etc...

7.1.2 Individual Training

There are various training courses offered by the CSSA which can greatly assist in the running of CLAS events, competition in CLAS events, and even becoming a CLAS and RO instructor at your club.

7.1.3 Start-Up Packages

The CSSA will be able to either direct clubs towards various suppliers for all the club's material needs to host either training sessions or full CLAS matches or will be able to sell various levels of start-up packages to respective clubs/individuals. This does not include any firearms or ammunition.

7.2 Hosting & Posting

For club-level-only matches or training sessions (e.g., only members of the host club participate), there is normally no need to do post notifications of these events or their results, as they are primarily internal to the club. For matches that are larger and draw non-host club participants, the CSSA is willing to publicly list CLAS matches for event notifications and have scores/stages posted. This would be for those clubs/competitors who want to see how they compare against other competitors from outside of their club.



8.0 Frequently Asked Questions (FAQ)

8.1 Safety Questions:

I have a jammed live round, gun out of battery. Where do I clear it?

As the active competitor you must immediately inform the RO of the malfunction. Under the RO supervision, clear the firearm of all possible ammunition and then follow the RO's commands. Likely you will be directed under RO supervision to an appropriate range area (safe for discharging) to clear it. A designated SAFE Area must not be used.

Our club allows 180° muzzle direction allowances. Can we use this in CLAS?

Yes. The 90° indicated in Section 1.5 is a recommendation only. If your club has the facilities to utilize a greater range, then it may do so. The listing of 90° is to create the minimum standard for all clubs to hold these matches. However, once, again some clubs may have greater restrictions due to construction and other varying reasons.

Am I allowed to have stored charged magazines on my person while in the SAFE areas?

It is not recommended, but the answer is yes. However, you may NOT manipulate your ammunition in any form until you are away from the SAFE area. Ammunition must remain in pockets or secured in ammunition holders. Do not place ammunition, or charged magazines (partial or full), onto any SAFE area surfaces. Again, some clubs may have greater restrictions and do not allow this.

8.2 Participant Questions:

How much experience do you need to take the CLAS(H) course?

CLAS courses are not places to learn how to shoot, but to learn how to play the game. It is recommended that participants in CLAS(H) courses have at least a year of experience shooting handguns, and/or several hundred rounds of usage through their center-fire handgun. A participant should be familiar with basic loading, unloading skills as well as accuracy.

CLAS doesn't teach shooters about stances and shooting grips?

As above, CLAS courses are not places to learn how to shoot, but to learn how to play the game. As shooting stances in a CoF are likely with bodies contorted around barriers and cover, teaching of stances is not considered to be a part of the course material. As for shooting grip, there are several trains of thought on what is the 'best' or most correct method. Instructors can suggest methods for both of these, but it is not a part of the CLAS course.

8.3 Equipment Questions:

Can I use my .454 Casull/.50 AE/etc...?

Yes. CLAS will allow it, but there are disadvantages. The cost of ammunition, the mass of the firearms that will be worn for possibly hours, and the physical and audible strain put on yourself and fellow competitors (recall that ammunition should not be "powder puff loads"). Your firearm may fall into the SFNS (Shooting For No Score) category. Also, check with your Range Master: the club may have reservations/restrictions of such calibers.

Can I use my .40 S&W mags in my 9mm for higher ammo capacity?

Yes. If you want to be a "Gamer" then you are free to do so. Just remember that ALL your magazines must be the same capacity and initially filled to capacity. Also, be aware that equipment malfunctions due to incorrect component usage are not grounds for reshooting.

Can I use steel guide rods, fibre optics, etc...?

Yes. The partial list of accepted modifications is located in section 3.8. Any additional changes/alterations are at the discretion of the MD or ROs. Please have all firearm components installed by a knowledgeable and skilled assembler/gunsmith.



CLUB LEVEL ACTION SHOOTING – HANDGUN

8.4 Competitor Questions:

When can I put my hand on a firearm while drawing from a Holster?

The actual drawing of the firearm from the holster must occur with the muzzle of the firearm pointing in a safe direction. So, if a competitor's CoF starting position faces any direction other than down range, you can grip the firearm during a turn, but DO NOT draw until facing an appropriately safe direction. We recommend to grip the firearm once your body is oriented towards a safe direction for discharging a firearm for two reasons. It is a simple thing to remember and practice, and secondly, it makes an RO's role less stressful.

Can I move while reloading?

As long as you are 100% behind cover, you can move while reloading. If cover is not available, you must minimize your profile by crouching/kneeling.

When is a reload considered completed?

It is the action of "seating" the magazine or closing the cylinder that signals the end of a reload. This means that once the new mag is seated, or cylinder is closed, you can re-engage targets immediately prior to stowing and leftover/additional ammunition upon your person. Moving with a seated magazine and the slide locked back is still a Procedural Error as no round is chambered.

Multiple threat designation images on paper targets?

There are a couple scenarios that are possible through use of threat level designation. A target which depicts a single hand is classed as a non-hostile. Add a weapon image to the target and it becomes a hostile target. Now place a "police" or badge image on the same target and it is a non-hostile. Be aware of what is designated by the Course of Fire as a hostile as it can vary.

Can I shoot on the move if the opportunity is presented?

Not unless it is specified in the match description or as part of the stage's CoF. If it is included as part of the match description, then specific CoF's may impose "No Shooting on the Move"

Why does CLAS NOT recommend shooting on the move whilst moving backwards?

When you are moving in a direction, at any time when you need to look in the direction of travel, your eyes are not focused on the controlling the direction of your firearm's muzzle. Shooting on the move requires a near continuous motion while engaging targets; therefore, moving backwards forces the competitor to split concentration and focus. This impedes safe traversing backwards on outdoor ranges. In forward motion, you have peripheral vision to assist you in avoiding/overcoming obstacles while simultaneously maintaining muzzle discipline during engagement.

Can an RO help me up from a kneeling or prone shooting position?

No. It comes down to safety and liability. The competitor must be in control of their firearm at all times. If an RO were to physically assist a competitor in any way, that competitor is then not fully and solely in control of their firearm. The only time an RO may physically touch an RO during a CoF is the following situations. 1) To tap a competitor's shoulder to signal the start of a stage for the hearing impaired. 2) To restrain a competitor from manipulating his firearm in an unsafe manner. Assistance due to medical emergencies is obviously allowed.

Can I put the firearm down while standing up from the above positions?

No. A firearm that has not been cleared by an RO must remain in the competitor's direct control for the duration of the CoF. If a firearm has not been cleared by the RO it is assumed to be loaded regardless of visual condition.

Can I move to a shooting position before drawing my firearm?

Unless specified by the CoF, the only movement allowed after the start signal and before drawing from the holster is to turn and face downrange. Otherwise you will be issued a Procedural Error.



CLUB LEVEL ACTION SHOOTING – HANDGUN

8.5 Course of Fire Questions:

If I stage a firearm, do I need to ACTS and PROVE it?

Only the active competitor will have interaction with their firearm to be staged. As ACTS and PROVE was done prior to staging the firearm, no further ACTS and PROVE is necessary unless the firearm is handled, or believed to be handled, by another individual. If additional firearms are staged on a CoF, it is expected that the competitor will perform ACTS and PROVE on these additional firearms to ensure that they are clear prior to the start of the CoF. Remember that pointing a firearm at any part of yourself or others during a CoF is a DQ offence.

8.6 Scoring Questions:

Do I really need to learn about scoring?

If you are planning to become an RO for CLAS, then yes. If all you wish to do is attend matches and practices, then no. However, scoring is a means of measuring your progress. Keeping track of technical errors or accuracy penalties can show where an individual's strengths and weaknesses lie for this shooting discipline.

What is Comstock scoring? Can it be used for CLAS?

Comstock scoring is a scoring method used by IPSC and USPSA disciplines. The total points value of all targets minus penalty points is divided by the elapsed time. Virginia Count is a limited round count version of Comstock, similar to Limited Vickers. Comstock and Virginia Count scoring can be used for CLAS but must be identified during the course description.

The stage calls for target hits to be different from standard. How to score it?

If one or more targets are required to be engaged in a manner that is not described in this rulebook, such as using "Mozambique", the specifics for scoring must be explained in the CoF. Failure to engage the targets in a prescribed fashion results in a PE assigned to the competitor per target so designated. The "Mozambique" example is that the target must have two hits in the body, and one in the head. Standard accuracy rules would state that the FTN accuracy threshold is -8 points, and failure to have at least the required hits in the required areas results in a PE.

8.7 CSSA Questions:

How can we get CLAS courses at our ranges?

You can contact the CSSA head office at 1-888-873-4339 to find out when an instructor(s) are available to come to your club. To participate in a course, participants must be CSSA members (or sign up at the course) and pay the required course fee.

More Questions...

More and more answers that will hopefully fill up some pages of FAQ or be added to the rulebook.



CLUB LEVEL ACTION SHOOTING – HANDGUN

9.0 Abbreviations

A-D Index

- CPCA – Canadian Police Combat Association
- CDP – Classic Defensive Pistol
- CDP – Canadian Defensive Pistol
- CLAS – Club Level Action Shooting
- CoF – Course of Fire
- CSSA – Canadian Shooting Sports Association
- DA – Double Action
- DAO – Double Action Only
- DA/SA – Double Action/Single Action
- DNF – Did Not Finish
- DQ – Disqualification

E-H Index

- ESP – Enhanced Service Pistol
- ESR – Enhanced Service Revolver
- FTDR – Failure to Do Right
- FTN – Failure To Neutralize
- HNS – Hit a No-Shoot

I-L Index

- IDPA – International Defensive Pistol Association
- IPSC – International Practical Shooting Confederation
- IWB – Inside Waist Band

M-P Index

- MD – Match Director
- MDPL – Manitoba Defensive Pistol League
- ODPL – Ontario Defensive Pistol League
- OPT – Optics Division
- OWB – Outside Waist Band
- PD – Points Down
- PE – Procedural Error
- PF – Power Factor
- PPC – Police Pistol Combat

Q-T Index

- RM – Range Master
- RO – Range Official
- RSO – Range Safety Officer
- SAO – Single Action Only
- SFNS – Shoot For No Score
- SSP – Standard Service Pistol
- SSR – Standard Service Revolver

U-Z Index

- USPSA – United States Practical Shooting Association

0-9 Index

- 0 PD – Zero Points Down
- 1 PD – One Point Down
- 3 PD – Three Points Down
- 5 PD – Five Points Down



CLUB LEVEL ACTION SHOOTING – HANDGUN

10.0 Revision History

2020 revisions

- 3.8 Categories – Handgun: Updated to include sixth official category, Optics. Updated Optics which are unacceptable (Bracket mounted/race styles)
- 3.8.6 Optics Mounted – OPT: New addition of integral or direct mounted optics division.
- 3.8.7 Shoot For No Score – SFNS: was 3.8.6, updated note regarding number of recognized divisions, removed optics example, added small calibres
- 9.0 Abbreviations: Added OPT

2019 revisions

- 2.0 CLAS Participant Information: Practical Police Combat removed from previous shooting discipline requiring a refresher course
- 3.2 Ammunition: Removal of incorrect example of illegal ammunition.
- 3.6.1 Flashlights: Mounted vs. Activation clarification.
- 4.7 Shooting Positions: redefinition of terminology to indicated points of a competitor’s body and firearms that are in contact with supporting surfaces.
- 4.7.1 Standing/Offhand: Removed as befitting a training manual than a rulebook.
- 4.7.2 Kneeling: Removed as befitting a training manual than a rulebook.
- 4.7.3 Prone: Removed as befitting a training manual than a rulebook.
- 4.8.3 Movement while engaging targets: Removed allowance of brief pauses during “shooting on the move”.
- 5.6.3 Match Notice: added notation of equipment restrictions
- General Discussion: Branching out an Optics Division from SFNS due to the trend in modern production firearms having integrated optic mounting systems. To be reviewed and considered for next revision.

