

Action Pistol Group (APG) Outlaw Rules

Safety Items

1. Matches are run on a cold range. Guns will only be loaded under the direction of a Safety Officer.
2. Firearms should be unloaded before entering our gate. You may only handle your firearm at the safety table and no ammunition may be handled at the safety table. This is where you will unbag your gun when you arrive and return it to your bag when the match is over.
3. Unsafe firearm handling will result in an immediate disqualification (DQ).
Examples: Sweeping self or others, dropping the firearm, finger on trigger when not shooting.
4. All shooters and spectators must wear eye and ear protection.
5. Muzzle safety: The 180 rule will apply in all stages and muzzle cones may be used.

We use IDPA targets, scoring, and the IDPA rule book with a few exceptions:

1. Either IDPA or USPSA range commands may be used.
2. Cover garments are not required.
3. Three Gun Divisions: Pistol Caliber Carbine (PCC), Semi-automatic pistols (SSP), Revolvers (REV)
4. Air gunning and sight pictures are acceptable.
5. Targets may be engaged in any order UNLESS, a specific order is directed in the stage design.
6. Forced reloads are used to temper the advantage of shooters with high capacity magazines and rifle accuracy. If reloads are directed in the stage description, the shooter must engage at least one target after the last reload.

These rules are the same as IDPA:

1. Reshoots are allowed for stage equipment failures or SO interference only.
2. Fault lines are used to mark a shooting position for a Course of Fire (CoF). You may step on, but not over a fault line when engaging a target. This is a procedural violation (PE).
3. Penalty Rules:
 - a. Procedurals (PE) – Failure to follow the stage description, faulting a line.
 - b. Flagrant Penalty (FP) - The infraction gave the shooter a competitive advantage.
 - c. Failure to do right (FTDR) – Unsportsmanlike conduct.
 - d. Disqualification (DQ) – Unsafe behavior.

Scoring: The Outlaw match is designed to be fun competition where shooters can compete with most any pistol caliber firearm they have. We recommend shooters use a 9 mm or a 38-caliber cartridge or larger to dispatch the steel targets. When the scores are posted the winner will have the fastest time. Compare yourself against others in your division with similar equipment.