

FLORIDA SHERIFF'S EXPLORER ASSOCIATION SEMI-AUTO FIREARMS COMPETITION RULES

PURPOSE: To regulate match formats and provide uniform standards for the Florida Sheriff's Explorer Association firearms competitions.

FIREARMS: .22 caliber (rimfire), 9 mm, or agency issued (centerfire) semi-automatic handgun no larger than .9mm/.40cal, double action only

- a. Agency approved weapons only
- b. Must be factory manufactured with no internal or external modifications which would make it less safe than the manufacturer's standards.
- c. Grips may be changed or modified because of the shooter's hand size or to facilitate loading or unloading
- d. Sights must be "iron sights". No red dot (RMR) sight will be permitted.

AMMUNITION: round nose or hollow point
Ammunition supply is the responsibility of the competitor's advisor.

TARGET: Champion B6 SILH full size targets

SAFETY EQUIPMENT: All competitors will wear eye and ear protection along with a ball cap with front bill. The FSEA range master will be the judge whether the safety equipment is up to standards. Closed toe shoes are also required to be on the range.

HOSTING POST: The hosting post will be responsible to:
(1) collect firearm fees at time of registration (if required)
(2) provide range facilities, sufficient target frames, target backings, staple guns

ADVISOR'S RESPONSIBILITIES:

(1) will bring an affidavit/score sheet for each explorer that competes in an FSEA match
Advisors are reminded the matches are for experienced shooters.

(2) keep a printed list of eligible shooters by name, county and post number and to furnish that list to the FSEA range master

(3) for the transportation of handguns and ammunition to and from the range

NO EXPLORER WILL HAND CARRY ANY FIREARM AT ANY TIME UNTIL AT THE RANGE.

(4) for the storage and safety of all firearms at the meeting facility

FSEA RANGE MASTER:

(1) will maintain all records of competitors

(2) is responsible for all range safety during matches under their direct control. If necessary for the safety of others, have the right to remove any competitor from the match.

(3) in any disputed scoring the FSEA range master will be arbiter of scoring of shots on targets

(4) will request and/or appoint those advisors whom they need to assist with the range and scoring.

- (5) any duty or function not covered under previous sections shall be the province of the FSEA range master
- (6) shall provide all targets
- (7) on request from senior advisor, will provide score cards after they have been tabulated and recorded, only for the purpose of the post's records

GENERAL RULES:

- (1) Once a shooter has moved up to center fire he/she may not return to rimfire. For Example; a shooter may move from .22cal up to 9mm, but may not regress to .22cal. Any concerns where a post did not have access to rimfire previously and would like to start at .22 will be taken and considered on a case by case basis by the Range Master.
- (2) Shooter's advisor/range instructor must be present during competition.
- (3) In case of malfunction Shooter will keep weapon pointed down range and raise Non-shooting hand and wait for assistance.
- (4) No holsters allowed at any time
- (5) Transportation of all firearms to and from the firing line will be done with the slide locked back/action open, magazine out and in a carry case.
- (6) Firearms will be benched or grounded between courses of fire
- (7) First round of firing will be double action. Remaining four rounds single action (per magazine) Exception: Glock, similar type pistols.
- (8) Two-handed shooting only. Artificial support, i.e. leaning on posts or benches, is not allowed.
- (9) Range commands will always be in sequence:
 - 1. TAKE YOUR TWO MAGAZINES AND LOAD TEN ROUNDS IN EACH
 - 2. LOAD MAGAZINE INTO WEAPON
 - 3. FINGER OFF TRIGGER
 - 4. CHARGE WEAPON
 - 5 DECOCK
 - 6. STAND IN READY POSITION
 - 7. LINE IS READY
 - 8. READY ON THE RIGHT
 - 9. READY ON THE LEFT
 - 10. READY ON THE FIRING LINE
 - 11. COMMENCE FIRING (usually on whistle or turn of target)
 - 12. CEASE FIRING (on whistle or turn of target)
(Anyone firing after CEASE FIRE may be disqualified from the competition.)
 - 13. FINGER OFF TRIGGER
 - 14. DROP MAGAZINE
 - 15. LOCK SLIDE TO REAR
 - 16. BENCH WEAPON
 - 17. TAKE TWO STEPS BACK

AFTER EACH COURSE OF FIRE, SHOOTERS WILL BENCH WEAPON AND STAND BY AT PARADE REST FOR SAFETY INSPECTION.

ALL LOADING:

- A. Will be done only on command.
- B. No more than ten (10) rounds.
- C. Done only in the standing position.
- D. Muzzles will always be kept downrange.

ALIBIS:

Range master will only allow when there is a **mechanical malfunction or an ammo malfunction, not a shooter's malfunction.**

Alibis for, improper loading, failure to conduct proper remedial actions, or failing to fire all rounds in time allotted are not permitted.

SLOW FIRE:

Twenty (20) rounds fired in two (2) ten (10) shot strings
two (2) **minutes** per ten (10) shot string at 15 yards

TIMED FIRE:

Twenty (20) rounds fired in two (2) ten (10) shot strings
twenty (30) **seconds** per ten (10) shot string at 15 yards

RAPID FIRE:

Ten(10) rounds fired in one (1) ten (10) shot string
Fifteen (15) **seconds** at 15 yards

TARGET SCORING:

- (1) Score is to be recorded on shooter's score card after each phase of fire.
- (2) Each shot has potential value of (10) ten points.
- (3) Any shot touching/breaking a score ring line will be recorded for the higher value ring.
- (4) Shots in X-Ring will be recorded as such with a value of (10) ten points, as they are used to break ties.
- (5) Any competitor may call for the FSEA range master to make a scoring decision on any disputed shots, only at time of scoring on line. Range master's decision is final.
- (6) Competitor and scorer will sign card when scoring is completed, not totaled, and before leaving the range. This certifies that score values of each shot has been recorded properly. Neither the scorer or competitor or any advisor will add, tally or keep track of any competitors scores. No protests will be allowed regarding scores after departure from range.

AWARDS: The FSEA range master will award trophies/certificates in the following manner.

- (A) **Match Winner** – Individual- The person who records highest score in each the rimfire and centerfire categories regardless of their classification.
- (B) First, second, third place in each classification (tyro, marksman, sharpshooter, and expert) have the opportunity of being awarded. **FIRST TIME COMPETITORS:** First, second, and third place will be awarded to the top three shooters for this category.
- (C) No competitor may win more than one (1) trophy in that match
- (D) High Team- must be a team of four in each division (rimfire and centerfire). It will be the average for the four highest scores of the shooters competing.

CLASSIFICATION:

The FSEA range master shall keep a file system on all competitors' scores. Classifications will "restart" at each competition and shooters will be classified based off their scores at each competition.

FIRST TIME COMPETITOR: A shooter who has not previously competed in an FSEA match will automatically be in this classification (NRA unclassified).

TYRO: Obtain a score up to 300 out of a total possible score of 500.

MARKSMAN : Must obtain score between 301 to 400 out of a total possible score of 500.

SHARPSHOOTER: Must obtain a score between 401 to 450 out of a total possible score of 500.

EXPERT :Must obtain a score between 451 to 500 out of a total possible score of 500.

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