

# 2021 Georgia Police and Fire Games

## Combat Pistol Competition

**Date/time:** Thursday, June 24 @ 1300                      **Location:** HCSO Training Center  
2684 Allen Creek Rd.  
Gainesville, GA 30507

**Contact:** SSgt Stephen Wilbanks, Hall County Sheriff's Office  
(770)503-3123

**Rules:** All participants must wear appropriate law enforcement training attire (trousers with appropriate belt loops to secure a duty holster; no shorts). Tactical wear is acceptable.

**Equipment:**

- Duty handgun
- (2) extra magazines minimum
- Participants must wear a holster capable of retaining the handgun while negotiating obstacles, running, etc.
- Ballistic protection must be worn. Soft body armor or a plate carrier is acceptable.

**Mandatory safety gear:**

- Eye protection
- Hearing protection (ear plugs or muffs)
- Brimmed baseball type cap

**Scoring:** Overall scoring will be based on total time to complete the course. A shot timer will be utilized to ensure accuracy. All steel targets must be cleared as specified before the participant proceeds to the next station. Time penalties apply for misses on paper targets as specified.

If a weapon is dropped at any time during the course, the participant is immediately disqualified.

Cover must be utilized during the firing stages. Judges will verbalize "cover" and impose a one second penalty for each infraction. Fault markers (2x2 sticks) will indicate cover; if the shooter breaks the fault line, they incur the penalty.

### **Station #1 – 50 yard line @ range center**

- Participant will begin the course lying flat on their stomach, arms outstretched. Weapon will be fully loaded and holstered.
- On command, the participant will rise, draw and engage a steel silhouette with as many rounds as needed until achieving (2) hits.

- Participant will holster and sprint through the designated fence gate and proceed to the parked patrol vehicle.

#### **Station #2 – Patrol vehicle to Hogan’s Alley**

- Participant will sit down in the driver’s seat of the patrol vehicle, close the door, place both hands on the steering wheel, then immediately exit the car and proceed into Hogan’s Alley.
- Using the angular search technique entering the alley, participant will engage two pepper-popper steel targets. Both must fall before proceeding.
- Participant will continue into the alley, utilizing the angular search technique to clear the first window on the left. Participant will engage a pepper-popper target through that window until it falls.
- The pepper-popper falling will activate the 21-foot attack target, which charges at the officer on rails and falls forward toward the officer when it reaches the end. This target will be equipped with a standard IDPA/USPSA cardboard silhouette. Participant may fire at this target as many times as they wish as it rushes forward, but at least two shots must be in the “A” zone of the target. If there are not two shots in this zone, the participant will be penalized five seconds when scoring is complete.
- Participant will then holster and proceed back out of Hogan’s Alley toward the flat range.

#### **Station #3 – Flat range, moving right to left**

- 25 yard line: from standing cover, engage (2) steel silhouettes with as many shots as necessary until two hits are achieved on each
- 15 yard line: from low kneeling cover, engage (3) paper SQT-1 targets with three rounds each. Hits in the 8 zone incur a one-second penalty; misses incur a five-second penalty.
- 10 yard line: from standing cover, utilizing one hand only, engage (2) paper SQT-1 targets with three rounds each from both sides of cover (same scoring as above). When shooting from the left side, use the left hand; when shooting from the right side, use the right hand. Shooter will alternate sides one shot at a time, maintaining the muzzle downrange during the transition. Shooter will holster and move to the next station.

#### **Station #4 – “The restaurant”**

- Participant will seat themselves in the restaurant booth with their weapon side downrange, according to shooting right or left-handed. As soon as both hands are placed on the table, the judge will blow a whistle, prompting the shooter to draw while seated and engage a pepper-popper target until it falls. The pepper-popper will activate a swinger target, equipped with a standard IDPA/USPSA target that bobs from behind cover to exposed. The participant will engage this target with as many rounds as they think they need to achieve two hits in the A zone (one-second penalties apply for other zones). The last shot at this station ends the course.