

### **Article 1. Discipline.**

The contest exists of shooting the European Police Course (50 rounds within 5 minutes and 30 seconds).

1.1 Combat-shooting, distance 7 metres, 2 x 5 rounds within 15 seconds on the silhouet of the target.

(twohanded, 2 magazines or one speed- /jetloader allowed). Revolvershooters may load their speedloader 4/6.

Pistolshooters must load their magazines 5/5. The change of magazines is only allowed by an empty gun.

The magazine shoud be holstered in a belt-case, they may not be carried in the hand, mouth or breast-pocket.

The chrono will not be reset to zero.

1.2 Rest of the cours in the remaining time:

Lying position 30 metres,	5 rounds
Sitting position 25 metres,	5 rounds
Barricade position R-hand 20 metres,	5 rounds
Barricade position L-hand 20 metres,	5 rounds
Kneeling position 15 metres,	5 rounds
Combatt pos. Within 10 seconds 10 metres,	5 rounds
Standing position one hand 10 metres,	5 rounds
Standing position two hands 10 metres,	5 rounds

1.3 The target for shooting is the E.P.C.-target.

### **Article 2. Weapons, Ammunition & Holsters.**

Only service pistols in calibre 9 mm x 19, with a trigger-pull of at least 1360 gramms, will be allowed on the contest:

The allowed weapons must be:

- not tuned
  - equiped with standard aiming-sites
  - not equiped with laser/red dot etc.
  - equiped with standard magazines
  - trigger-pull single action at least 1360 gramms.
- Ammunition.

The organizer will provide ammunition.

Holsters.

Allowed are hipholsters who be fittet on a belt. Others than hipholsters, as shoulder-holsters, cross-drawholsters a.o. are not allowed. The holster shoud be fitted on the shooting-hand-side of the participant.

### **Article 3. Contest-Target.**

The shooting contest will be on a E.P.C.-combat target with the valuation, according to the E.P.C.regulations:

- rose (ring) in the chest of target = 5 points
- the so-called "bottle" in target = 4 points
- the rest of the chest in target = 3 points
- the left arm/hand of target = 2 points
- both rings next to the combat target are devided in 4 and 5 points
- the silhouet on the paper target is black, the background white or grey
- the total score is 250 points maximum
- every participant will himself hang his target on the right hight.

### **Artice 4. Performance of the course.**

4.1 The participant will start the stage with 50 identical cartridges loose in one pocket, an empty weapon in the holster and two (2) empty magazines.

n.b. It is allowed to carry maximum 5 cartridges extra in connection with ammunition-failure.

The participant has to give these cartridges to his

4.2 Combat shooting at 7 metres.

Combat shooting at 7 metres: the participant is free to choose his own posture, as long as he shoots in a standing postition.

The "Weaver-posture" is allowed. After the signal (whistle) he fires 5 rounds at the target, takes out the empty magazine, reloads his pistol with the second magazine and again he fires 5 rounds on the target.

Maximum time: 15 seconds; ending signal (whistle) will start at 13 seconds (up to 15 seconds).

Every shot AFTER the whistle is out of time. (see art. 7 penatly-points").

The change of magazine has to take place when the pistol is empty!

It is revolver-shooters allowed to shoot 4 rounds in the first series and reload the gun with speedloader filled with 6 rounds for the second series, not reverse.

#### 4.3 Lying position.

The position is at 30 metres. As long as the participant is in a lying position on his belly, he is free in choosing his own posture. It is allowed to reload in kneeling position, not standing up. After reloading and holstering the time stops.

#### 4.4. Sitting position.

The sitting position is at 25 metres. Only the bottom, legs and/or feet of the participant are allowed to have contact with the floor. It is allowed to reload in kneeling position, not standing up.

After reloading and holstering the time stops.

#### 4.5 Barricade position.

The barricade is at 20 metres. When firing in right-hand position the shooter can place his right feet just outside the barricade, his body has to remain behind the barricade.

When firing in left-hand position the shooter can place his left feet just outside the barricade.

After reloading and holstering the time stops.

#### 4.6 Kneeling position.

The kneeling position is at 15 metres. It is allowed to kneel down on both knees, however the bottom must be free from the floor.

After reloading in kneeling position, the participant will holster his gun.

Time stops at that moment and the shooter will stand up.

#### 4.7 Combat-position 15 metres.

After a signal (whistle) the shooter will fire 5 rounds within 10 seconds in a standing combat-position.

The "Weaver-posture" is allowed.

The second whistle will start at 8 seconds and end at 10 seconds.

Every shot AFTER the whistle is out of time. (see art. 7 penalty-points").

After reloading and holstering the time stops.

#### 4.8 Standing precision.

At 10 metres the participant starts with shooting 5 rounds on the right or left ring on the target in a standing single-handed position (precision).

After shooting single-handed he will end with 5 rounds on the other ring in a standing position, using both hands.

After the last shot the time will stop.

4.9 During the change of positions in the course the pistol/revolver must be in the holster (the gun in DA-position).

4.10 The cartridges for reloading must be carried by the participant in one pocket and taken out only when the gun is empty (for pistols also in the holster). Except on the 7-metres shooting when using the second magazine or jet/speedloader.

4.11 The second magazine (for combat-shooting 7 metres) has to be carried Magazine case/holster (not in the hand or mouth etc.).

4.12 After the first whistle-signal at 7 metres, it is the participant not allowed to pick up cartridges which fell on the floor during the reloading the magazine. Exception: cartridges that fall out of the pocket during the sitting position or fall down when the shooter is repairing a weapon-failure.

Cartridges that fall between the end signal of the combat-shooting at 7 metres and the start signal of lying shooting at 30 metres may pick up and used for the contest. Other fallen cartridges shoot be less in the last discipline on 10 metres.

Cartridges who fall down during a failure that the shooter by himself set to rights, he loses!!

4.13 After the combat-shooting at 7 metres the time will stop. The time starts running again at the beginning of the lying position at 30 metres. Also the time will be stopped when the participant has put his gun into the holster after reloading at 15 metres in kneeling position and he is ready to proceed with the combat-position at 15 metres.

4.14 For both pistol and revolver counts that all first shots in every discipline must be done in Double Action.

Exception: The precision discipline at 10 metres.

Also excepted are typical Single Action pistols.

4.15 Only during the combat-discipline on 7 metres it is allowed to use two (2) magazines or a jet/speedloader.

4.16 Every shot, fired after the first signal, will be considered as a contest-shot.

### Article 5. Weapon/Ammunition-failures.

5.1 The participant puts up his free arm and reports loud and clear: "FAILURE". The observer stops the running time, takes over the weapon and checks the failure.

- when the participant is not to blame for the failure, the observer will repair the weapon and give it back to the participant. On the sound of the next shot time will start running again.
- when the participant himself is to blame for the failure, the observer will take over the weapon, repair it and give it back to the participant.

After the observer has started his stopwatch again, the participant may proceed with the course.

Besides that the participant will be penalised with 5 points and 10 seconds.

The participant is to blame for the next failures:

- not stretching the weapon
- wrong placing of the magazine
- touching the magazine-button, so it gets loose
- reloading a incorrect number of rounds
- put on a safety-catch
- unforeseen firing of a shot
- not releasing the trigger enough
- loose vibration of the aiming-sites
- bad maintenance of the gun / dirty weapon
- cilinder-blocking in connection with badly reloading of a round
- the primer of a cartridge is not hit by the firing pin
- incorrect /insufficient reloaded cartridge.

All other failures are considered not to blame to the participant, so the time will be stopped to repair the pistol/revolver.

If it takes too much time to repair the weapon or it is not possible, the participant is allowed to proceed the course with an identical weapon.

The participant is allowed to report two (2) failures. When he reports a third failure he will be excluded from further participation. The results up to the third failure are counting for the individual as well as the team-classification.

5.2 The participant repairs his own weapon, without reporting the failure and without stopping the time.

#### **Article 6. Judgement.**

6.1 When a shot hits the silhouet of the target, or the deviding-line 5 – 4, 4 – 3, etc. the counting will be in advantage of the participant.

6.2 When two participants have equal results, the following counting will be handled:

- the participant with the most fives (5) will be higher classified
- the participant with a higher combat-score at 7 metres will be higher classified
- the participant with the faster time on 7 metres will be higher classified
- the participant with the fastest total time will be higher classified.

When, after the exercise at 7 metres, the observer has trouble with judging the score/number of hits, the rest of the course will be run on a new target. Both targets are going to the counting-committee after the course is done.

6.3 No participants in the jury or in the results administration.

#### **Article 7. Penalty-points.**

Substraction of the total score by:

- firing Single Action where Double Action is obliged (5 points per shot)
- shots, fired out of time (5 points for every shot)
- firing more rounds in a discipline than prescribed (5 points for every shot)
- participant reports failure, witch he himself is to blame for (5 points + every shot)
- pick up fallen cartridges and use them (5 points for every shot)

shoot more rounds than the 50 prescribed ones means disqualification.

Breaking of the safety-rules (p.e. shooting before the start-signal) can lead to disqualification (the Jury will judge about this).

Counting of the points will be done according to the UIT-regulations.

#### **Article 8. Alcohol.**

Alcoholic drinks are not allowed before and during the competition.

#### **Article 9. Weapon-check.**

The weapon is not allowed to the shooting-game if:

- the triggerpull is less than 1360 gramms in Single Action
- the weapon is not provided with a safety, witch prevents it from going off when it falls down
- serious failures are discovered, witch can be dangerous for other participants

#### **Article 11. Arbitration.**

11.1 The organisation will compose a Jury. This Jury will consist of three experts. They can not be a participant..

11.2 The counting-committee consist of three (3) persons. They will judge about the results.

Appeal against this result is possible to the Jury.

The verdict of the Jury is binding.

11.3 It is not allowed for the participant to touch his target after the starting-signal.

11.4 Every participant will be guided by an observer. Before the beginning of the course the observer will check if the target is virginal and the name or number of the participant is written down on the target.

After ending the course the observer will take of the target and give it immediately to the range-officer.

11.5 It is nobody, exept the observer and the coach, allowed to follow the participant during the course.

11.6 Spectators must be behind the safety line and are not allowed to give any comment.

The range-officer can remove them from the range.

#### **Article 12. Course-observing.**

Observation on the participant will be carried out by the (time)observer. He will take care that:

12.1 Participants with a double-action pistol or revolver at all disciplines (exept 10 metres precision) do their first shot double-action.

N.B. The weapon must be on DA-position in the holster, when the participant goes from 15 metres to 10 metres.

12.2 Participants with a single-action pistol carry their pistol "half"-loaded in the holster (only a filled magazine inside the pistol, no round in the chamber) and load their weapon only after they have taken the position briefly (including lefthanded behind the barricade).

When the participant is ready with the discipline on 7 metres, the observer will go to the target, count the results, write them down on the target and tape off the shots (white on black, black on white).

In every discipline the observer has to convince himself that the participant really shoots the 5 rounds into the target. Possible deviations are to be written down on the target, immediately after running the course.

#### **Article 13. Unforeseen cases.**

In cases, where these regulations don't foresee, the organisation will decide, in dialogue with the Jury.

#### **Article 15. Participation.**

15.1 Participation stands open for teams and individuals from all police-corpses, home and abroad, the military police, Royal Marines, Custom officers, security-services and guests.

15.2 Every corps or department can enter with more teams.

15.3 Every corps or department can enter with more individuals.

15.4 A team consists of four (3) marksman.

15.5 The names of the team-members must be known to the organisation on forehand.

15.8 Organizers who participate in their own game, have to do this under supervision of one or more members of the Jury. Their targets must be counted under supervision of one or more members of the Jury.

#### **Article 16. Entry.**

At the shooting range all participants fill in a participation-form. By signing this form, they agree with the regulations of the shooting-game.

The organisation of the contest is not responsible for accidents, happening during the shooting game.

You can find printable version of rules from [here](#) (word) explanation course and explanation rules of EPP course from [here](#) (pdf).

Details

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