

Belton Compact Pistol Match

Note: This match is based on the **Pima Pistol Club (AZ) Backup Gun Match**. The goal of this match is to practice on the clock with a small handgun typical of a self-defense application.



Safety:

This is a cold range rules match. All guns must remain unloaded in holsters or cased in range bags unless on the firing line under the supervision of a safety officer.

Caliber Requirements:

There are *no minimum caliber requirements* to shoot the match. This match is simplified to provide a low-stress training opportunity focusing on the practical aspects and less on gaming and penalties. Guns must fit into the box dimensions below with a magazine inserted.

Exceptions: Handguns are restricted to .44 Magnum with no bottleneck rifle rounds, this is for safety if club steel is used.

There are four divisions:

1. **Compact Pistol: Compact Semi-automatic Pistols (Must fit in a 5.25" x 7.5" Box)**
(Examples - Glock 19, CZ P10C, Sig Sauer P365/XL or smaller)
2. **Compact Revolver Division: Compact Revolvers (Must fit in a 5.25" x 7.5" Box)**
(Examples - Smith J-Frame, 2.5" K-Frame, Ruger SP-101, or other smaller Snub Nose revolvers)
3. **Hideout Gun Division: Subcompact Guns (these must fit in a 4" x 5.25" box)**
(Examples - Ruger LCP, Taurus TCP, Beretta 21A, NAA revolvers or other "Tiny" guns)
4. **Any Other - Cap / Ball revolver or Derringer**
(Example - Bond Arms Derringers, Remington Army or Colt Navy Cap and Ball, etc)

Note: All divisions are limited to 6 rounds loaded at start of Stage. 1 reload is allowed (not required) and must NOT be more than 6 rounds.

Exception - IF YOU ONLY HAVE 1 MAGAZINE, you will be allowed 8 rounds.

To easily determine the measurements of your gun [CLICK HERE](#)

MATCH SETUP:

There will be **5-6 stages** requiring < 10 rounds per stage. Please arrive 15 minutes early to sign-in. New shooters are welcome!

Match Scoring:

Each target is worth up to 7 Points.

A sample target is shown here, two shots in the body will score full points. A (centered) HEADSHOT is worth the full 7 points.

Scoring target zones are shown here.

Steel target hits are worth 7 points.

Time (seconds) is subtracted from scores.

Scoring Examples

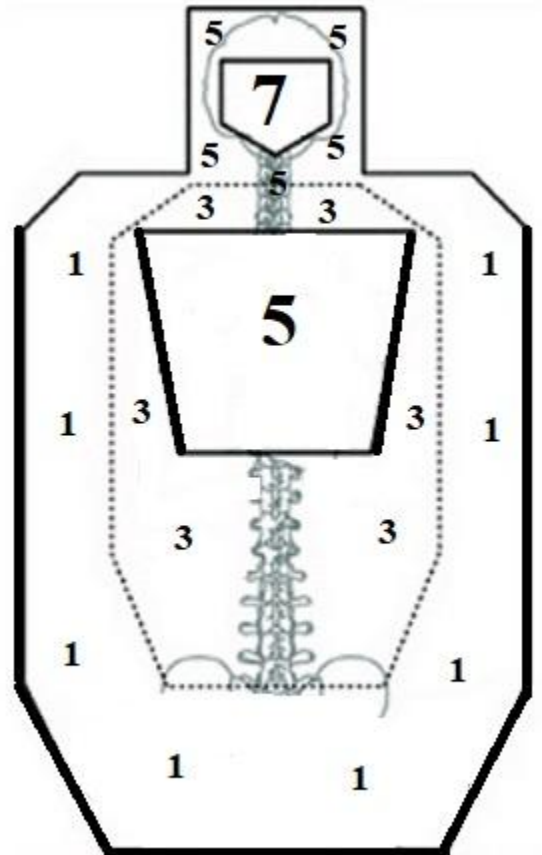
Shooter scores 20 points and takes 10 seconds to complete the stage.

20 points - 10 seconds = 10 stage points

Note: It IS possible to score negative points on a Stage.

Shooter scores 20 points, but takes 23 seconds to complete the stage.

20 points - 23 seconds = -3 stage points



Failure to do Right Penalty

Intentionally and blatantly violating the Course of Fire (COF) to gain a gaming advantage is a 30 second penalty subject to match director approval.

Examples would include:

- Firing an entire string freestyle with two hands when the COF directs strong hand then weak hand.
- Using a magazine loaded with a high round count to gain a gaming advantage.
- Violating the spirit of the stage subject to match director approval.

Procedural Penalty

A procedural penalty is a 3 second penalty.

Examples would include:

- Faulting a fault line is worth 3 seconds.
- Loading a magazine with > 6 rounds.

Failure to Engage Targets

In order to simplify scoring, there is not a penalty for not engaging a target.

HOLSTERS / Training Guns:

Holsters are *not required* * or expected to be used in the match.

Please dress such that a TRAINING PROP pistol could be carried in a pocket or tucked into your waistband if desired. You may need one extra magazine or speed loading device, however, you are free to reload with loose rounds from a pocket.

* For safety, stages start with the handgun safely staged or held at low ready. If necessary, drawing the gun will be simulated using a "dummy" gun to exchange for the pre-staged firearm.

Necessary Equipment:

- Ear and eye protection
- Water, a hat and sunscreen (suggested)
- The smallest gun you carry. .22 Long Rifle pistols are welcome.
- Approximately 60 rounds of ammunition, extra is recommended.
- One extra reload – spare magazine, speed-strip or loader, etc
- Holsters are optional, dress practically to be able to tuck a blue gun into a pocket or waistband.

Cost of this match is \$15 per Shooter. Shooters may shoot 1 additional gun for \$10, contingent on number of competitors.