



Police Pistol Combat (PPC)

****** Match Orientation & Training for New Shooters ******

Introduction

The purpose of this document is to familiarize new shooters with the PPC shooting discipline at Harrisburg Hunters' & Anglers' Association, describe how our PPC matches work, and provide them with a detailed orientation on what they need to know before they arrive at the range. It covers what PPC is and how we run it, the minimum equipment required, registration, costs, course of fire, range commands, range safety rules and procedures, scoring, awards, etc.

We recommend that all new shooters read this document in its entirety, and hope that it will answer most questions you might have before you shoot your first match.

We have other related information about our PPC matches posted on our web site for your reference as well. We'll point you to those documents periodically from within this document.

PPC

What is PPC? PPC is an acronym for "Police Pistol Combat".

Since 1960, the NRA has offered a complete police shooting program to police departments and law enforcement agencies. The objective of their program is the training of police officers in the safe, efficient, and timely use of their firearms.

To further assist law enforcement, the NRA created Police Pistol Combat competitions. Their NRA-sanctioned Law Enforcement Shooting Competition Program consists of Approved Tournaments, Registered Tournaments, State Championships, Regional Tournaments, and National Police Shooting Championships.

Our PPC matches are not NRA-sanctioned, but we follow their rules and guidelines for running our matches whenever we can, so they have the same look and feel as the PPC matches run at other clubs. Final decisions on technical questions will be decided by the Match Director.

Our goal is to provide a recreational, combat handgun target shooting venue for all shooters - civilian and law enforcement alike - which will allow them to improve their marksmanship skills and competence with their handguns under the stress of competition, and to be safe and have fun while they are doing it.

Who Runs PPC

John Kline is the Match Director and Chief Range Safety Officer for the PPC matches. Kevin Melly serves as his assistant, takes care of the range and target stands, maintains the web page, and does the data entry, statistics, and reporting associated with the matches. Other key players include Dennis Church, Ed Dudek, Jim Lambert, Lane Parmley, Eric Poole, Dick Rundall, Rick Walters, and Rich Willier who help set up, run the matches, and tear down afterward. The matches are volunteer-run, and most of our regular shooters very generously chip-in to provide help as well.

Note: If you are interested in volunteering to help on a regular basis, please see the Match Director. We are always looking for help in one capacity or another (range setup/teardown, calling the line, painting firing lines, checking scorecards for completeness, etc.).

Eligible Shooters

Our matches are open to the public. All shooters are welcome - both club members and non-members, both first-time and experienced shooters, and both civilians and law enforcement/military. (*Stipulation: you must be capable of handling and using your firearm safely, and you must comply with the club/match rules, regulations, and range commands while participating in our matches.*)

Match Schedule

Our match flyer shows the current PPC match schedule. ([See separate document linked on the PPC web page – PPC Match Flyer.](#))

We hold 7 monthly matches at PPC Range #2 on the 1st Saturdays from April through October, weather permitting. (*Note: If the match date happens to fall on July 4th, we will not hold a match in July.*)

We unlock the range access gate by 8:00 a.m., and start range set-up and registration. A mandatory range safety briefing is held at 8:50 a.m. Relay 1 starts at 9:00 a.m., with continuous relays fired until around noon, if there are enough shooters present and the weather cooperates.

This usually amounts to about 5 relays, depending on how many shooters we have on present on a given match day, and the weather conditions. Just show up when you can, and shoot as many relays as you like.

Costs

\$5.00 per relay. Pay as you go.

Note: The fees are waived for Juniors, who may shoot free for fun, but are not eligible for any awards, other than Certificates of Achievement.

Range Safety

Safety at our range is paramount. Do not bring loaded guns to the range! We run a cold range. Guns must remain unloaded and holstered or cased, except when under the direction of the range officer on the firing line, or when in a safe gun handling area.

We have developed a detailed orientation of the safety rules and range operating procedures that all shooters must follow in order to maintain safety and discipline when shooting in our organized PPC matches. ([See separate document linked on the PPC web page – PPC Range Safety Orientation for New Shooters.](#))

You should read the document in its entirety. If you have any questions or concerns, please let us know.

Our matches are supervised and run by Range Safety Officers (RSOs). Shooters must follow all range commands given by the RSOs, to ensure the safety of individuals on and about the range, as well as safety for our surrounding neighbors.

We don't want anyone to get hurt. Safe and proper use of a firearm is your personal responsibility. Remember - you are the key to firearms safety. Make it your top priority!

Equipment Required

- Ear & eye protection (mandatory for both shooters and spectators on or in the vicinity of the range).
- Any safe handgun (*double-action revolver or semi-auto pistol*) capable of loading and firing six shots (*five shots for Off Duty guns*). No special competition guns are required, and shooters are encouraged to use their self defense/home protection/duty guns.
- No trigger shoes are allowed.
- Barrel length is limited to 6" for Stock Service Revolver, and 5.5" for Stock Service Semi Auto Pistol. Off Duty Revolvers or Semi Auto Pistols are limited to 3.75" barrels, and Rimfire guns are limited to 7.5" barrels.

- Any safe, strong-side, forward-draw, hip holster (*no cross-draw, crotch, back, or shoulder rigs are allowed*). The holster must cover the trigger. (*Note: New shooters will have to demonstrate that they can safely draw from a holster prior to shooting any matches.*)
- Minimum of 3 speed loaders or magazines (*5 is better; 10 is best*) to keep the match moving along.
- Any safe factory or hand-loaded pistol ammunition. Standard velocity is recommended, since we're just punching paper.
- 60 rounds of ammunition per relay for Combat 600 Match; 50 rounds for Off Duty Match.
- Pencil or pen for scoring.

Gun Classes

We have 5 Gun Classes in our matches:

1. Stock Service Semi Auto Pistol (*centerfire, iron sights*).
2. Stock Service Revolver (*centerfire, iron sights*).
3. Stock .22 Rimfire Semi Auto Pistol or Revolver (*rimfire, iron sights*).
4. Stock Off Duty Semi Auto Pistol or Revolver (*centerfire, iron sights*).
5. Open Gun (Optics allowed. Includes Centerfire and .22 Rimfire Semi Autos and Revolvers, all modifications allowed, also includes iron sight guns built for NRA PPC Open Class). For any other external modifications or other questions, final Gun Class determination will be made by the Match Director.

The distinction between “Stock” and “Open” class usually boils down to whether the gun has iron sights versus some type of optical sights (e.g., red dot, reflex, holographic). However, custom guns built for NRA PPC Open Class (heavy barrels, sight ribs, etc.) fall into our Open Class as well, even though they have iron sights. In the case of other external modifications or other questions, the final Gun Class determination will be made by the Match Director.

Lasers and flashlights do not need to be taken off gun, but NEITHER can be used during any match regardless of gun category.

Combat 600 Match

Our standard course of fire is the Combat 600 Match.

The Combat 600 Match is a 60-round, timed event which consists of five stages engaging NRA B-27E silhouette targets from the 3, 7, 15, and 25 yard lines. We start shooting at the 3 yard line and move back as we progress through the stages.

Six rounds are fired in a string, and reloads are required. Speed loaders and magazines holding 6 rounds each for reloads must be carried on your person (e.g., in a belt carrier, pouch, or your pocket). Revolvers must be fired double-action only.

If you don't have 10 magazines or speed loaders loaded and ready to go, you'll need to reload what you have between stages as you empty them. Please do it promptly, so as not to hold up the match.

You will be drawing from a strong-side, forward-draw, hip holster and using strong-hand, weak-hand, and two-hand grips, while firing from various shooting positions (*standing, kneeling, and using the 25 yard barricade for cover and support*).

At each stage of the match, the RSO will give you the course of fire, the time allowed, and the range commands to follow.

When given the command to "Load", you will load 6 rounds, put the mechanical safety "on" if the gun has one, holster your gun, make additional rounds available on your person, and stand ready with your arms by your side not touching the gun.

Revolvers start loaded with hammer down; semi-auto pistols start magazine in gun, round in chamber, hammer cocked, and mechanical safety on. All double-action semi-auto pistols, and any semi-auto pistol not capable of cocked and locked condition, must start hammer down (decocked - for example: Beretta 92, Sig P-226).

After the line has been declared Ready, commands will be given to Commence Fire and Cease Fire. When the Commence Fire command is given, you will draw, fire, reload, and continue firing until the stage is completed.

Since no alibis are allowed, if you have a malfunction (e.g., misfeed, misfire, jam) during the match, try to safely clear it and continue firing if possible. If you have a total stoppage, or can't clear the gun, take your finger off the trigger, keep the gun pointed safely down range, and raise your non-shooting hand to signal for help from the RSOs.

When you hear the Cease Fire command, you will cease fire immediately. The next commands will be Clear and Holster All Guns, Make the Line Safe. You will then clear your gun and make it safe, holster it, stand easy, and await further instruction.

- If you have any "saved" rounds, you are obligated to advise your scorer of how many rounds you didn't get off. They will be scored as misses.

- For any rounds fired after the Cease Fire command has been given, you are obligated to advise your scorer of how many late rounds were fired. For each late round fired, the appropriate number of highest valued hits on your target will be deducted from your score.

When the line has been declared “Safe”, you will be told to pick up your equipment and move back to the next firing line.

Scoring will be done downrange by the shooters after every 30 shots fired. You will score the target to your right using the scorecard provided at registration. The shooter on the far right of the range will score the shooter on the far left side of the range.

Any challenges to scoring should be raised during the scoring process. If a shooter does not agree on the score and the scorer believes that they acted appropriately, the shooter can challenge the score, but must bring it to the match director's attention before any more firing goes on. Whatever scoring decision the match director reaches is final.

After scoring is done, you will repair your target, using either a full size B-27E target or a repair center, as needed. Targets and repair centers will be staged in buckets on each side of the range near the 3 yard line for your convenience.

Course of Fire & Range Commands

The Combat 600 Match Course of Fire document describes in detail the course of fire for a Combat 600 Match. ([See separate document linked on the PPC web page – PPC Combat 600 Match Course of Fire.](#))

During the match, each stage of the Combat 600 Match will be described in detail by the RSO. You will be given the course of fire (number of rounds required, shooting position to use, time allowed) and the range commands to follow. Listen carefully and follow all instructions carefully.

Off Duty Match

As we mentioned before, we shoot the Combat 600 Matches as our standard course of fire. However, the Off Duty Match was added a few years ago at the request of some of our shooters. ([See separate document linked on the PPC web page – PPC Off Duty Match Course of Fire.](#))

Course of fire and range commands for the Off Duty Match are basically the same as for a Combat 600 Match, except the strings of fire are 5 rounds instead of 6, all stages start from a low-ready position with gun in-hand (you do not draw from a holster), and the shooter must use the barricade for cover and support in the kneeling position at 25 yards.

When making Off Duty guns safe, they must be unloaded and either be holstered or bagged, the same as all other guns.

Scoring will be done the same as for a Combat 600 Match, except there will only be a total of 50 shots fired with a maximum score of 500-50x. Think of it as a Combat 500 Match.

Off Duty Match shooters and Combat 600 Match shooters will shoot intermingled on the same relay. There will be no separate relay for Off Duty Matches. This combination of shooters has proved to work very well.

Disabled Gun

All guns and ammo used in our matches must be capable of safe operation. If your gun should become disabled during the match, or your ammo is unsafe, stop and raise your non-firing hand for help. This type of situation rarely happens, but it could. If it does, your gun will be declared as “Disabled”, your scorecard will be marked as “DNF” (Did Not Finish) and your relay fee will not be returned. Please make sure your gun and ammo are in proper and safe working order prior to shooting a match with us.

Scorecard

When you register to shoot each relay, you will be given a scorecard to use. ([See separate document linked on the PPC web page – Sample PPC Scorecard.](#))

The scorecard is used for both the Combat 600 Matches and the Off Duty matches. The only difference is the total number of shots scored (60 for Combat 600, 50 for Off Duty).

Be sure to fill in the date, the relay number, position number, your name, and your gun class on your scorecard. Please write legibly to ensure accuracy in reporting.

It's a good idea to use a small clipboard to hold your scorecard. It makes it easier to write on and it helps to keep the wind from blowing it away. We have some club clipboards available for use, but if you already have your own, please bring it along and use it.

Place your clipboard/scorecard at the base of your target stand prior to the start of the match, so it will be available for your scorer.

Scoring

As already mentioned, scoring will be done downrange by the shooters after every 30 shots (*25 shots for Off Duty*).

Score the target to your right. The shooter on the far right of the range will score the shooter on the far left of the range.

When you start scoring, start on the outside perimeter of the target and work your way in to the center.

Hits on paper, but outside of the 7 ring, are scored as zeroes.

Misses (shots off paper, and rounds not fired) are also scored as zeroes.

For any shots fired after the cease-fire command is given, the appropriate number of highest valued hits on your target will be deducted from your score.

Cross-fires on another shooter's target are scored as misses.

If the holes made by cross-fired bullets are readily discernable on the cross-fired target (*e.g., 45 acp vs 38 special, wadcutter vs round nose*), those shots will be eliminated from scoring on the cross-fired target. Otherwise, the shooter who has been cross-fired on has the option to either take the value of the lowest 30 shots (*lowest 25 shots for Off Duty*), or re-fire their target.

If a shooter has a tight group in the center, give him/her the benefit of doubt and assume that all shots you can't separately distinguish probably went in the big ragged hole in the X and 10 ring area.

Holes or grease rings touching the next higher scoring ring are scored with the higher shot value. If the hole is so close to the line that it's hard to tell, call it in and score it with the higher value.

Scoring overlays may be used to help determine shot value, especially when trying to score a very close shot, or determine if there are any doubles. The RSOs usually have an overlay that you can borrow, if you don't have one.

Be mindful that holes made by round nose bullets are actually larger in diameter than they might appear on the target. The holes tend to close up. And, jacketed bullets don't leave a grease ring like lead bullets do. Scoring overlays can help determine whether a close shot is in or out. Center the appropriate caliber overlay over the hole and it will assist you in making your decision.

When filling out the scorecard, enter the number of hits for the first 30 shots (*25 shots for Off Duty*) in the left column (for Stages A, B, and C) according to their shot values. Make sure the total number of hits adds up to 30 (*25 shots for Off Duty*).

The number of hits for the second 30 shots (*25 shots for Off Duty*) go in the right column (for Stages D and E). Make sure the total number of hits adds up to 30 (*25 shots for Off Duty*).

Add the two columns together to get the combined total number of hits for each shot value. Multiply the total number of hits times the shot value to get the total score for each shot value. Then add total shot value scores down to get the total score for the match.

If you have any questions, or aren't sure about something while scoring, ask one of the RSOs for assistance.

After you finish scoring the target to your right, be sure to sign the scorecard as the "Scorer".

After your own target is scored, double check your score for correctness and, if you accept it, sign your scorecard as the "Competitor". As mentioned earlier, any challenges to scoring should be raised during the scoring process. If a shooter does not agree on the score and the scorer believes that they acted appropriately, the shooter can challenge the score, but must bring it to the match director's attention before any more firing goes on. Whatever scoring decision the match director reaches is final.

Be sure that all required information is completed (date, relay number, position, name, gun class, total score), and that both you and the scorer have signed your scorecard, before turning it in.

It's a good idea to write down your scores for each relay fired for future reference, in case a scorecard gets lost, or a question comes up later in reporting.

Note: If you forget to turn your scorecard in, you have 24 hours to get it reconciled; otherwise, we will not be able to include your score for reporting or awards purposes.

Target Repair

Shooters are responsible for repairing their own target. Make sure that you have checked and accepted your score before repairing your target.

If there are no holes outside of the 8 ring, please use the less-costly repair centers to make the repair. Otherwise, use a full-size B-27E target.

Full-size targets and repair centers will be stored in buckets on both sides of the range near the end of the 3 yard line.

Club staplers will be located at the base of every other target stand for sharing. If you run out of staples, please let one of the RSOs know and they will refill the stapler for you. Meanwhile, just borrow your neighbor's stapler to hang your target.

Policing Spent Cases and Trash

HH&A club policy is that all shooters must pick up their spent cases and any trash they have left on the range. Only pick up your cases and trash after the range has been declared “Safe”. In order to keep the pace of the match moving along, we ask that you wait until after your scoring has been completed before you pick them up.

If you save your brass for reloading, it’s a good idea to mark your case heads with a magic marker. Use a color (or marking pattern) to personalize and help distinguish them from other shooters’ cases.

If you don’t want to save your brass, please put it in one of our recycling buckets. The money made from recycling is used to support our club’s youth programs.

The recycling buckets are for brass, and for steel and aluminum cases as well. We now recycle all three types of cases. All money made from recycling goes toward our Youth Programs.

Any other range litter resulting from shooting and target repair must be picked up as well. You can put it in the trash barrel. Please help keep the range clean.

Reporting

After each match, the scores will be entered into our computer system.

Preliminary match results will be emailed to shooters, usually the same day, but no later than a day or so.

We strive to enter all data correctly, but we are not perfect. Please review and report any errors to us promptly, so we can make any necessary corrections.

After a 24 review period, and any reported errors have been corrected, we will go final with the match results so awards can be made.

Awards

Awards include Cash and Certificates of Achievement.

A minimum of 50% of entry fees will be paid back to shooters as cash awards.

The Lewis Classification System will be used to determine the cash award winners by Gun Class. We follow an established procedure ([see separate document linked on the PPC web page – How Awards Are Determined.](#)) to establish the Lewis Classes and Award Places, and we use a pre-programmed PPC Lewis Class Payout Calculator to determine the Cash Awards.

Certificates of Achievement will be given to anyone who sets or ties a PPC Standing Record, and to anyone who scores a perfect score (Honorary 600 Club for Combat 600 matches, or Honorary 500 Club for Off Duty matches).

Standing Records

Since 2011, Standing Records have been kept for High Individual Match Score and High Average for each Gun Class at the end of the league season.

We no longer shoot in a league format or keep season averages, but we still keep Standing Records for High Individual Match Scores in each Gun Class.

Shooters who establish a new record, or tie an existing standing record, will have their name and score entered, and will receive a Certificate of Achievement.

Standing Records are maintained on our PPC web page. ([See separate document linked on the PPC web page – PPC Standing Records.](#))

Photo Gallery

Periodically, we will take photos at the matches and put them in the Photo Gallery on our PPC web page. If you prefer not to have your picture taken, please let us know.

Registration

All shooters participating in the PPC matches must register each season.

There are two types of registration involved:

- **Shooter Registration**

First, we'd like to get everyone who plans on shooting in our matches to register their name and email address (or phone number, if you don't have email) on our Shooter Registration Form. This is a one-time registration, unless your email address happens to change. We send out match announcements and reminders, and match scores via email, and sometimes need to communicate with you if there is a scoring problem. *(This contact information is for our use only and will not be given to anyone else.)*

- **Relay Registration**

The next step will be relay registration. This is required every time you shoot a relay. You'll need to enter your name, date, relay number, and gun class on the Relay Sign-in Sheet. The line number that you sign in on will be your shooting position number on the range.

Cost per relay is \$5. You pay as you go, first-come, first-served. Shoot as many relays as you like. The relay fee is waived for Juniors, and they may shoot free for fun.

When you sign up for each relay, be sure to get a scorecard to use. Fill your name, date, relay number, position number, and gun class on the scorecard. Please write legibly.

Safety Briefing

Once registration has been completed, shooters will be asked to gather around for the mandatory Safety Briefing. This is especially important for any new shooters present. Any questions that you might have can be addressed at this time. ([See separate document linked on the PPC web page – PPC Safety Briefing.](#))

Matches Commence

Following the Safety Briefing, shooters on Relay 1 will be asked to report to the 3 yard line and take their equipment with them. Our goal is to start on time at 9:00 a.m.

At this point, the Combat 600/Off Duty Matches will commence and relays will be run continuously until around noon, or until we run out of shooters and mutually agree to end for the day.

Range Tear Down

After all relays have been fired, we have to tear down the range and clean up any trash. All target stands, repair target buckets, staplers, carpet squares for kneeling at 25 yards, and target position number plates must be returned to the classroom trailer for storage. Your help would be greatly appreciated.

Post-Match

It's been a tradition for many years for the PPC staff to go to Brother Joe's Pizza (located in the Paxton Square Shopping Center at the intersection of Rt. 22 and Mountain Road, 6051 Allentown Blvd, Harrisburg, PA 17112) after the match for some lunch and socializing.

All shooters are welcome to join us. The food is good and the price is right!

****** End of Match Orientation & Training ******

Last update: October 17, 2023