

OSA – Practical Police Combat

General Concept

The general concept of OSA - PPC is to develop operational marksmanship, pistol handling drills and techniques and minor tactics with a revolver.

There are 4 individual matches, each with its own number of rounds, position requirements and overall time limit IAW the match conditions described below.

There are two stages to the overall match. Stage 1 is for revolver only and Stage 2 is with semi-auto pistol only. Anyone can shoot the same pistol in both stages but cannot win the overall aggregate and will be eligible to win prizes in the stage for which their pistol was intended.

Competitors will be put into relays and assigned a target lane. They will all react to the commands of the RO and the required timings.

Any shots fired that are not in accordance with the match conditions must be disallowed and are accounted for by patching out the equal number of shots so fired of the highest value before scoring a target.

Each match will begin from the holster. The Range Officer will give the command to “Load and holster” for the start of each match. The draw position is with the pistol properly in its holster with all security mechanisms applied. The competitor will have his arms and hands hanging loosely at his side or in the interview position. The pistol cannot be touched by any part of the hand from the wrist down.

An official “Unload” and the clearing of each pistol will take place at the end of each match.

In all matches the typical tactical two-handed grip will be used unless the match conditions specifically call for something different.

Equipment

Only double action revolvers and semi-auto pistols are acceptable. They can be in any caliber .380 or bigger.

It must be capable of being holstered safely with at least a level one retention and can securely hold the pistol in place during strenuous activity. Cross-draw holsters, chest holsters, shoulder holsters and skeleton type holsters are not allowed.

Any sight may be used that is an iron sight or a compact reflex sight. The sight may be adjusted in any manner throughout the conduct of any match. There will be NO allowance of time extensions for the adjustment of the sights.

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The pistol may be compensated providing the compensator/brake will fit properly into a standard holster and the outside profile of the pistol is not changed.

Although the pistol may be tuned, adjusted or accurized, all its functioning must be safe. For example, if a trigger has been adjusted to be so light as to result in an accidental discharge, it would not be allowed.

The same pistol must be used throughout any specific match. If a pistol malfunctions it can be brought back into action using normal immediate action and stoppage drills only and during the time of the match. If a pistol becomes unusable, then the complete pistol may be exchanged, but only between matches.

The speed loaders/magazine pouches should be capable of securing the speed loader or magazines in place during strenuous physical activity, such as running or moving to various shooting positions.

Extra ammo may be brought to the firing line but used only to replace a misfire or a lost rd. Such a round can be replaced and fired only during the time limit for the match.

Those wishing to use “race” or “IPSC Open” equipment may do so for honors only. If there are sufficient numbers to warrant a separate class, then this will be arranged.

Ammunition

Ammunition must be for the pistol being used, safe and of a caliber 380 or larger. It can be of reduced loads and the bullet can be either lead or jacketed.

A summary of the required ammunition count is as follows:

- Match 1 – 5-meters - 24 rds
- Match 2 – 15-meters - 24 rds
- Match 3 – 25-meters - 24 rds
- Match 4 – 50-meters - 24 rds

Safety

At any time the pistol is loaded, the trigger finger must be off the trigger and located along the trigger guard, except when firing the pistol.

When drawing the pistol, it must be done deliberately and under complete control. The finger must be off the trigger until the “punch out” portion of the draw. Premature firing of the pistol during the draw will constitute a safety infraction and could result in disqualification or a restriction in shooting activities until the required skills are shown.

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Unloading Procedure – The command “unload” will be given at the end of each match as required. All active shooters will apply the following procedure:

“Unload” – Keeping the pistol pointed in a safe direction, remove the magazine from the pistol, lock the slide to the rear, or open the cylinder and remove any empty casings or live ammunition from the pistol and inspect the chamber(s) and the magazine well, verifying the pistol is unloaded.

“Show Clear” – You must now present the unloaded pistol to the competitor to your left or right (IAW direction from the RO) who will then inspect the pistol verifying it is unloaded and announce “clear”. During this procedure, the pistol must be inspected by two individuals who are qualified to verify that the pistol is, in fact, unloaded – they must be in possession of a valid firearms license or be under the direct supervision of someone who does.

“If you are clear, hammer down and holster” – During this procedure, the pistol is pointed down range and dry fired and holstered. For a revolver, the cylinder is closed and holstered.

“If you are holstered and safe, hands up” – Once the pistol is properly holstered, the competitor will raise his arm such that it is easily seen by the RO. The RO will then look at each competitor, ensuring his arm is raised and announce the range safe.

Scoring

All MilCun targets will be scored V, 5, 4 and 3 IAW match scoring cards. The V scores 5 points and the total number of hits within the V are recorded with the final score – e.g., 99.11V.

Excess hits on any target or scoring surface, which are caused by the shooter for that target, are dealt with by removing (patching out) a hit of the highest value for each excess hit until there are the correct number of hits for that target IAW the match conditions. The target is then scored in a normal manner.

If it can be determined that the excess hits are caused by another competitor cross firing or that patches may have fallen off, a hit of the lowest value is removed (patching out) for each excess hit until there are the correct number of hits for that target IAW the match conditions. The target is then scored in a normal manner.

A competitor cannot score their own target or be scored by a member of their team/club/agency unless approved to do so by the Chief Range Officer.

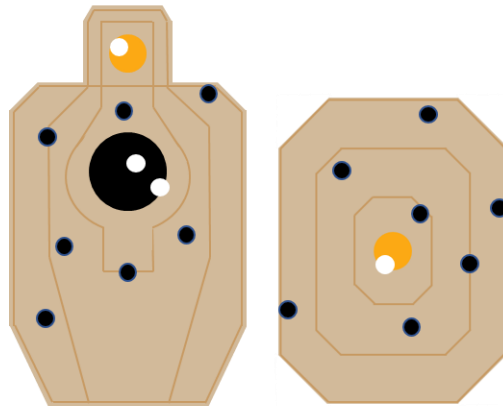
Scoring Procedure:

- Ensure the correct scorecard is being used for the match being scored.
- Ensure the competitor number and name are entered on the card.
- Count the hits:

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- Count the total number of shots on each target and write the numbers in the appropriate “Total” box for the columns Target One, etc. and Total Hits.
- For each target, record the number of hits in Area V, Area 5, Area 4 and Area 3.
- Add the number of hits for all targets across each row, and then write this number in the Total Hits column. Cross-check the Total Hits column and row.
- Calculate the score:
 - Multiply the total number of hits in each row by the appropriate value and record the score in the final column.
 - Add the Score column to get the final score. Be sure to record the number of Vs, even if it is 0.
- Finish the paperwork:
 - Enter the scorer’s competitor number. (If the scorer is not a competitor, write in “RO” or “ARO”.) Scorer signs the card in the “Scorer Signature” box and hands the card to the competitor.
 - Competitor checks the scorecard, the total score, and the rest of the entries. If the competitor disagrees with the score, refer the matter to the RO. When the RO resolves the issue, the competitor signs the scorecard and hands it in to the appropriate range staff. If the issue cannot be resolved it must be referred to the match committee. This must be completed before the target is patched. The match committee’s decision is final.

Scoring Example

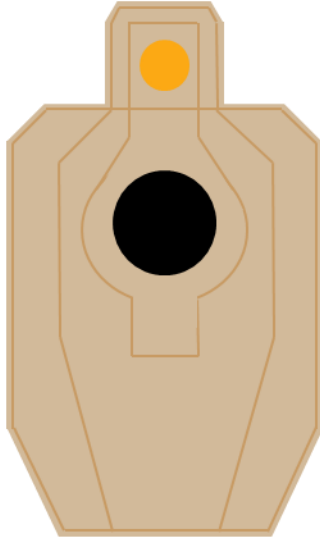


Operational Pistol		OP 1		10-meter Attack		
Competitor No	Competitor Name	Target One	Target Two	Total Hits	Values	Score
101	Keith C	3	1	4	V × 5	20 - 4 V
Scorer Comp No	Scorer Signature	Area 5	Area 5	Area 4	Area 4	Area 3
105	<i>Sylvia L</i>	2	1	3	× 5	15
Competitor Signature		Total	Total	Total	Total	Total
<i>K A Cunningham</i>		10	8	18	HPS 100	74 - 4 V

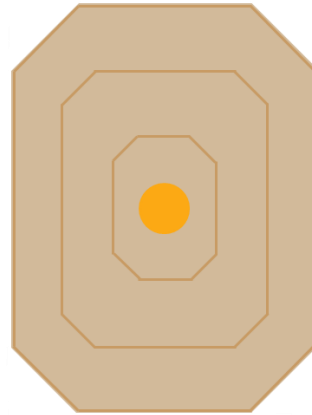
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Targets:

Below are the targets that are to be used in accordance with the match conditions.



MilCun Body Target



MilCun Center-Mass Target

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Match 1 – 5-meters

Specifications

- Distance 5-meters
- Position Standing
- Number of Shots 24
- Targets 1 x MilCun Body Target
 1 x MilCun Center-Mass Target
- Type of Fire Double action only
- Rate of Fire 2 x 12-shot strings
- Time Limit 2 x 20-second exposures
- Scoring V, 5, 4, 3
- HPS 120-24V

Procedure

- The competitor will be given the command “load and holster”.
- On the command “Watch and Shoot” adopt the “draw” position.
- On a short audible, the competitor will have 20 seconds to draw and engage one of the targets with 6 shots – reload and engage the other target with 6 shots.
- The exposure will end with a 1-second audible starting 1 second before the end of the exposure.
- Reload and holster and prepare for the second exposure, which is the same as the first.
- Shots may be fired during either audible.
- Only 12 shots on each target will count for score.

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Match 2 – 15-meters

Specifications

- Distance 15 meters
- Position Standing
- Number of Shots 24
- Targets 1 x MilCun Body Target
1 x MilCun Center-Mass Target
- Type of Fire Double action only
- Rate of Fire 2 x 12-shot strings
- Time Limit 2 x 20-second exposures
- Scoring V, 5, 4, 3
- HPS 120-24V

Procedure:

- The competitor will be given the command “load and holster”.
- On the command “Watch and Shoot” adopt the “draw” position.
- On a short audible, the competitor will have 20 seconds to draw and engage one of the targets with 6 shots – reload and engage the other target with 6 shots.
- The exposure will end with a 1 second audible starting 1 second before the end of the exposure.
- Reload and holster and prepare for the second exposure, which is the same as the first.
- Shots may be fired during either audible.
- Only 12 shots on each target will count for score.

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Match 3 – 25-meters

Specifications

- Distance 25 meters
- Positions Kneeling
Standing left-handed barricade
Standing right-handed barricade
- Number of Shots 24
- Targets 1 x MilCun Body Target
1 x MilCun Center-Mass Target
- Type of Fire Double action only
- Rate of Fire As required
- Time Limit 120 seconds (2 minutes)
- Scoring V, 5, 4, 3
- HPS 120-24V

Procedure

- The competitor will be given the command “load and holster”.
- On the command “Watch and Shoot” adopt the “draw” position.
- On a short audible, the competitor will have 120 seconds to draw, adopt the kneeling position and engage a target with 12 shots – reload - engage a target with 6 shots left-handed on the barricade – reload – engage a target right-handed on the barricade.
- The exposure will end with a 1-second audible starting 1 second before the end of the exposure.
- Shots may be fired during either audible.
- Only 12 shots on each target will count for score.

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Match 4 – 50-meters

Specifications

- Distance 50 meters
- Positions Sitting
Prone
Standing left-handed barricade
Standing right-handed barricade
- Number of Shots 24
- Targets 1 x MilCun Body Target
1 x MilCun Center-Mass Target
- Type of Fire Single or Double action
- Rate of Fire As required
- Time Limit 165 seconds (2 minutes and 45 seconds)
- Scoring V, 5, 4, 3
- HPS 120-24V

Procedure

- The competitor will be given the command “load and holster”.
- On the command “Watch and Shoot” adopt the “draw” position.
- On a short audible, the competitor will have 165 seconds to draw, adopt the sitting position and engage a target with 6 shots – reload - engage a target with 6 shots from the prone position – reload – engage a target with 6 shots left-handed on the barricade – reload – engage a target with 6 shots right-handed on the barricade.
- The exposure will end with a 1 second audible starting 1 second before the end of the exposure.
- Shots may be fired during either audible.
- Only 12 shots on each target will count for score.