

Florida Association of Police Explorers (F.A.P.E.)

Bullseye Pistol Rules

1) Match Registration

- A) ALL competitors and teams must be pre-registered for the match.
- B) Unless otherwise notified, registration will be conducted the day prior to the pistol match.
- C) Registration is limited to members of a Post in good standing with the FAPE and who adhere to the F.A.P.E. shooters policy.
- D) Specifically, the policy of shooters who have met FAPE training rules and the original qualification checklist on file with the F.A.P.E.
- E) Fees will consist of an individual shooter's fee and a team fee, set by the Executive Director and the Board of the F.A.P.E.
- F) Individual fee per shooter is set at \$10.00.
- G) Team fee is set at \$15.00

2) Number of individual and Team shooters

- A) There will be no limit on the number of individual shooters from one Post.
- B) It is strongly *suggested* that each shooter have all equipment needed to compete at any given time.
- C) There will only be one (1) four-person team per post. This will apply during the team competition event.

3) Trophies/Metals

- A) Trophies/metals will be awarded on the basis of three (3) awards in the Expert, Sharpshooter, Marksmen and Tyro class.
- B) Trophies/metals will be awarded on the basis of three (3) awards for 1st, 2nd, and 3rd place teams.
- C) A trophy/metal will be awarded to the Over All Match Winner. The Over All winner is not eligible for an award in another class.
- D) There will be only one Over All Match Winner.

4) Classification System

- A) The classification system will be based on the score from the previous match. . The first-time shooter will be classed as a Tyro and the score fired in the first match will determine the shooter's classification for the next match. The classification of Tyro can only be for the shooter's first match. After the shooter's first match all classifications will be Marksman and above.
- B) Classification is upward only. However, if a shooter requests to be moved to a lower classification, the shooter must submit the request and the reason for the demotion in writing to the FAPE Range Master, who will accept or deny the request. A shooter is allowed only one such request.

5)

Classification Ranking

Expert	231 to 300
Sharpshooter	201 to 230
Marksman	171 to 200
Tyro	0 to 170

6) **Removal from A Match**

- A) The FAPE Range Master has the authority to remove any shooter from the match if:
1. At anytime the shooter displays unsafe handling of a weapon, to include but not limited to, pointing a weapon toward other shooters; accidental discharge [not to include early fire]; horseplay or failure to obey commands.
 2. Any shooter cheats or alters the rules of competition or alters scores, score sheets or targets.
 3. All shooters must score a 60 or above on slow fire to proceed to the next course of fire. Exceptions to this rule can only be made by the FAPE range master or designee at the time of the competition.

7) **Knowledge of the Rules** - Competitors will be required to be knowledgeable of the rules that govern FAPE matches and are solely responsible for failure to be aware of the rules governing these pistol matches.

- A) A required range log for each

8) **Competition Scoring**

- A) Competitors *may* be required to score targets of other competitors on the same relay.
- B) At no time will a target or the bullet hole on a target; be touched by the scorer or the competitor.
- C) ONLY the Range Master or a designee will be allowed to plug or over-lay a target.
- D) It is the responsibility of the competitor to make certain that their name, classification, and accurate score are printed in a legible manner on all score cards assigned to them.
- E) Any score card turned in without the proper, necessary, or accurate information will be disqualified.
- F) It is the duty of the competitors to check their scores as written on their scorecards and to sign the score cards at the conclusion of the match.
- G) The signature of the competitor ensures that the competitor agrees with the score and will in all cases forfeit the right of protest.
- H) An exception is made when an incorrect high score is recorded that affects the outcome of the match and the determination of winners as all winning score cards will be checked for accuracy. If an incorrect score is discovered, the Range Master or his designee will make the appropriate changes to reflect the correct score.

9) **Match**

- A) A Match is defined by F.A.P.E. rules, as a complete event consisting of a total of thirty (30) rounds in three (3) stages for individual and thirty rounds in three (3) stages for Team.

- B) The Range Master has the authority to combine the two (2) matches. In that event, an individual match will be fired with the four (4) team competitors named prior to the start of competition and the scores of the four team members added together for a team score.

10) Stage of Fire

- A) A **Stage**, as defined by FAPE rules, is a portion of the match consisting of a continuous firing of a set number of rounds in a set time limit. A **String** consists of five (5) shots fired during a time limit. The “stages” are as follows.

SLOW FIRE: (SEMI-AUTO) One (1) string of ten (10) shots, one (1) magazine, in five (5) minutes. Shooter may use the semi-auto in double or single action.

TIMED FIRE: (SEMI-AUTO) Two (2) strings of five (5) shots in twenty (20) seconds per five (5) shot string. Reloading is by command only. Semi-Auto shooters are required to have two (2) magazines with 5 rounds in each.

RAPID FIRE: (SEMI-AUTO) Two (2) Strings of five (5) shots fired in ten (10) seconds per five (5) shot string. Reloading is by command only. Semi-Auto shooters are required to have two (2) magazines with 5 rounds in each.

11) Weapon(s)

- A. Semi-Auto Pistols
- 1) Semi-auto weapons will be of a 9mm caliber only, capable of firing either/or single and double action.
 - 2) Barrel length not to exceed 6 inches
 - 3) Trigger pull will not be less than 2½ pounds single action
 - 4) Sights may be adjustable, but may not exceed ten (10) inches apart. No laser sights or scopes.
 - 5) All standard safety features of the gun must operate properly.
 - 6) Grips must be considered stock type which may include aftermarket grips such as rubberized. However, grips cannot be custom made and no part of the grip may extend beyond the outer edge of the hand at any point.
 - 7) Other than grips, no external modifications may be made to the weapon as manufactured.
 - 8) Gloves may be use as long as they do not form an artificial support.
 - 9) Accepted pistols (Semi-Auto 9mm) Glock, Beretta, Smith & Wesson, Sig Saur, Colt, H&K, Rugar or Taurus. Exceptions must be approved by the FAPE Range Master.
- B. Spotting scopes - Spotting scopes or binoculars are permitted by shooters and advisors.
- C. Shooting kits - Shooting kits are permitted but must be kept behind the firing line and cannot interfere with shooters.
- D. Release Trigger - Triggers which function on release are prohibited.

E. Ammunition - Ammunition must be 9mm of any description that may be fired without danger to competitors, range personal, or equipment. [It is recommended that the ammo be of “target shooting” type and not high-powered combat style.]

F. Extra Equipment

- A) Eye protection and ear protection will be worn whenever anyone is on the range during live fire. The term used is a “Hot Line...Eyes & Ears” will command that everyone on the range comply. Eye protection will be of a high impact material and ear protection for shooters will be *earmuff* style.
- B) Targets will be NRA B-8, with only the 9, 10 and X rings in black.
- C) Any equipment which might aid in shooting and which is not specifically mentioned in these rule is prohibited.
- D) The FAPE Range Master or his/her designee will make the final determination in all cases of dispute, and shall have the right to examine a shooter’s equipment and apparel.
- E) Apparel should be professional, comfortable for the climate.
- F) Hat’s of either a baseball cap style, or a “boonie” hat style is required for shooters.
- G) Closed shoes must be worn, such as tennis shoes or boots.
- H) Long pants are required for shooters.
- I) No artificial support is allowed. Support for a physically challenged individual may be an exception as authorized by the FAPE Range Master.
- J) The color “red” will not be worn by shooters. No red hats or shirts are acceptable to wear for any shooter.

G. Shooting Terminology

- A) **Firing Point:** That part of the range provided for the competitor immediately to the rear of the firing line from which the firing takes place. There should be a space of 4 feet between firing points. Each firing point should be numbered to match the target down range.
- B) **Firing Line:** The firing line is immediately in front of the firing points. All ranges are measured from this firing line to the face of the targets when the targets are hung in their proper firing position.
- C) **Ready Pistol Position:** The gun held in “low ready” in a safe forward position down range with the trigger finger on the outside the trigger guard.
- D) **Make your weapon safe:** The Semi-Auto shooter will lock the slide back in the open position. If the weapon has a safety switch, it will be engaged.
- E) **Cease fire:** Immediately, ALL shooting will stop. This may be followed by a “make your weapon safe” command.
- F) **Load your weapon:** You may load bullets into your magazine. Weapons will not be loaded unless the load command is given by the Range Master.

- G) **Unload your weapon:** Keeping your weapon pointed down range, remove all ammunition from the gun. Do not pull the trigger unless your gun has been double checked to be clear of ammo. A magazine removed, may still have a bullet in the chamber. Double check your weapon!
- H) **Preparation Period:** That time, five (5) minutes, when you may open your gun case, remove the weapon, gun cloths, and make any needed adjustments. Inspect BUT NOT LOAD ammunition. (also see 22 B)
- I) **Sighting rounds:** Five (5) shots will be allowed with a 2½ minute time allowance before the beginning of the individual match only
- J) **Is the line ready:** At this command, it is the shooters duty to notify the Range Officer if the shooter is not ready. Failure to do so forfeits his/her right to fire. If the shooter is not ready, the shooter will raise their hand in the air, while keeping the weapon pointed down range, until they have been recognized by the Range Officer. This procedure will also be used at anytime the shooter has a malfunction with their weapon or ammunition.
- E) **Malfunction:** Failure of the weapon to function properly due to mechanical defects or to defective ammunition. Functional failures due to improper manual operation are not considered malfunctions. A weapon is considered malfunctioned if:
1. One cannot be safely aimed or fired.
 2. One which mechanically will not function as manufactured.
 3. One with damaged or missing sights [improperly adjusted sights are not considered malfunction.
 4. Once a weapon is declared disabled, it shall not again be used for competitive shooting until the defect has been corrected and inspected by a Range Master.
- F) **Coaching:** Coaching is prohibited during matches unless, during sighting rounds and for TYRO shooters
- G) **Dry Fire:** This will be a command to allow the shooter to practice sight alignment, function the weapon and practice trigger pull all WITHOUT AMMUNITION.

18) Alibi Exceptions

- A) **Cartridge Defect:** A cartridge which has such evident structural defect as to cause a misfire or to cause the pistol to fail to function. One from which the bullet has not left the barrel (no claim for a defective cartridge shall be allowed if the bullet has left the barrel). The shooter in the event of a round not firing, will not remove the cartridge from the weapon, but rather allow it to be inspected by the Range Officer. A primer that has a “dimple” in the primer will be considered defective and the shot to be fired again.
- B) **Weapon Malfunction:** A double feed or stove pipe malfunction. During the slow fire phase, the explorer will raise their non-shooting hand to make the advisor or range officer aware a malfunction has occurred. The advisor or range officer will clear the weapon malfunction and the explorer will continue. During the timed or rapid-fire phase, only the range officer or

range master can evaluate for this type of weapon malfunction. The explorer will raise their non-shooting hand to make the range officer/range master aware a weapon malfunction has occurred. The malfunction will be confirmed, and the malfunction will be cleared by the range officer/range master. The explorer will be allowed to fire the remaining rounds.

19) **Interruption of Fire**

A) In timed and rapid fire when the firing of a string is interrupted by some occurrence which renders it impossible for one or more competitors to complete the string under the conditions of the match, the FAPE Range Master will proceed as follows:

1. Without being permitted to examine their targets, competitors in the relay who have been prevented from completing their string will be asked if they wish to re-fire or to accept their score as fired.
2. Targets will be scored as usual for competitors not involved in a re-shoot.
3. Those re-shooting will use a fresh target and scored as normal.

B) The following reasons are examples of interruptions of fire

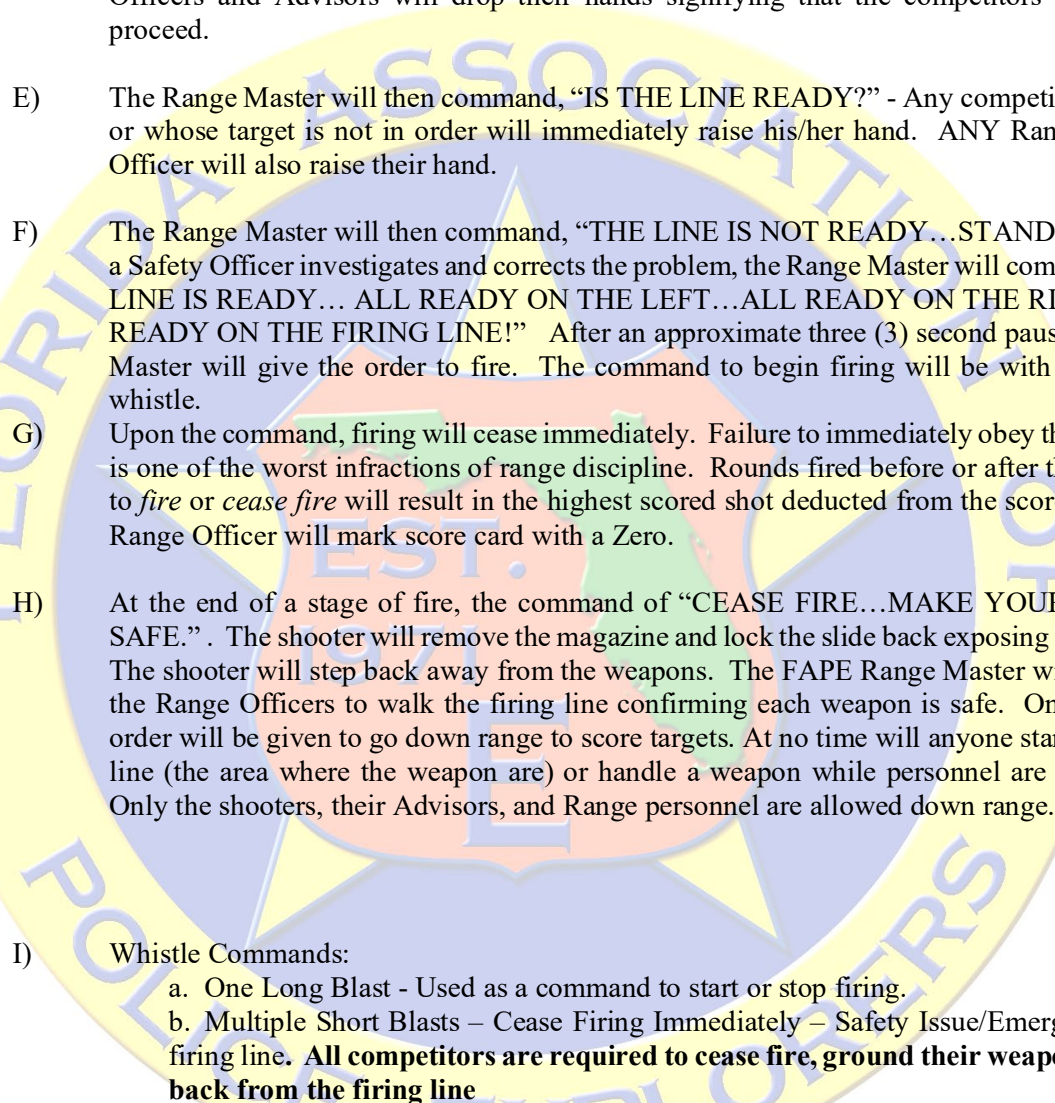
1. Failure to allow full time
2. Failure of automatic targets to operate properly
3. Failure for a paper target to remain affixed to the target back or holder
4. The appearance of an object in line of fire causing a hazard
5. Any accident involving a Range Officer or competitor on the line.
6. Unintended movement of the target during firing.
7. Any other incident the Range Master determines where a re-shoot is required.

20) **Cross Fire and Excessive Hits:** No competitor will deliberately fire on the wrong target nor fire more than the required numbered of shots, including hits on another competitor's target. If a shooter has been deemed to have violated this section, The FAPE Range Mater will be immediately notified and will follow the procedure explained in number 30 of this document. If the FAPE Range Master has determined that the violation was intentional, the shooter will be disqualified from competition. . If an intentional violation is discovered and the FAPE Range Mater removes a shooter for such a violation, the FAPE Executive Director will be notified and further disciplinary may be taken. 21) **Policing the Range:** It will be the duty of all Explorers, competitors and non-competitors to assist in the policing of the range at the end of the match. Posts that bring non-shooters are asked to aid in this process..

22) **Firing Line Commands**

A) When starting the shooting portion of the match, the FAPE Range Master will command, "SHOOTERS TO THE FIRING LINE". The shooters will step up to their pre-assigned shooting point but will not handle weapons or ammunition until commanded to do so.

B) The Range Master will command, "ADVISORS MAY HAND OUT AMMUNITION." Once ammo is distributed, he/she will command, "THE PREPARATION PERIOD STARTS NOW". Five (5) minutes will be timed and at the end of the timed period, the command will be, "THE PREPARATION PERIOD HAS ENDED."

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- C) The Range Master, when the line looks clear, will command to “LOAD YOUR WEAPON WITH FIVE (5) ROUNDS.”
 - D) At this time, ALL Range Officers, which include Range Officers and Safety Officers [Advisors], will raise one hand in the air signifying that competitors are in the process of loading their weapon. When the group within the safety officer’s scope is ready, the Range Officers and Advisors will drop their hands signifying that the competitors are ready to proceed.
 - E) The Range Master will then command, “IS THE LINE READY?” - Any competitor not ready or whose target is not in order will immediately raise his/her hand. ANY Range or Safety Officer will also raise their hand.
 - F) The Range Master will then command, “THE LINE IS NOT READY...STAND-BY.” Once a Safety Officer investigates and corrects the problem, the Range Master will command, “THE LINE IS READY... ALL READY ON THE LEFT...ALL READY ON THE RIGHT...ALL READY ON THE FIRING LINE!” After an approximate three (3) second pause, the Range Master will give the order to fire. The command to begin firing will be with the use of a whistle.
 - G) Upon the command, firing will cease immediately. Failure to immediately obey this command is one of the worst infractions of range discipline. Rounds fired before or after the command to *fire* or *cease fire* will result in the highest scored shot deducted from the score sheet. The Range Officer will mark score card with a Zero.
 - H) At the end of a stage of fire, the command of “CEASE FIRE...MAKE YOUR WEAPON SAFE.”. The shooter will remove the magazine and lock the slide back exposing the chamber. The shooter will step back away from the weapons. The FAPE Range Master will then order the Range Officers to walk the firing line confirming each weapon is safe. Once clear, the order will be given to go down range to score targets. At no time will anyone stand at the gun line (the area where the weapon are) or handle a weapon while personnel are down range. Only the shooters, their Advisors, and Range personnel are allowed down range.
 - I) Whistle Commands:
 - a. One Long Blast - Used as a command to start or stop firing.
 - b. Multiple Short Blasts – Cease Firing Immediately – Safety Issue/Emergency on the firing line. **All competitors are required to cease fire, ground their weapons and step back from the firing line**

23) Range Master

- A. The FAPE Range Master is appointed by and answers to the FAPE Executive Director.
- B. The Range Master will possess the following qualifications before an appointment can be made by the FAPE Executive Director:
 - 1. Proper documentation will be maintained by the association.

2. Valid State of Florida Firearms Instructor Certification and/or Approved NRA Firearms Instructor Certificate. The Range Master is required to continue to keep their certification current and up to date.

3. Must be a Certified or Retired Law Enforcement Officer

C. The FAPE Range Master will be responsible for:

1. Range safety and enforcing the rules of the match.

2. Attend the delegates meeting and/or registration (for state competition) the day prior to the match for the purpose of, but not limited to, registration, education and match preparation. The FAPE Range Master is responsible for the FAPE Pistol Program, the Range Officers, Safety Officers and score retention. .

D. The FAPE Range master's decision will be final in scoring of challenged targets.

E. The FAPE Range Master will ensure the range is ready to begin the competition by 0800 hours, unless an unforeseen circumstance occurs. (i.e.: inclement weather, local ordinances, range home rules, etc.)

F. The FAPE Range Master will not provide any guidance or coaching to any explorer during competition to ensure impartiality. The FAPE Range Master primary responsibility is to address safety concerns and be concerned with the overall pistol competition.

24) **Range Officers** (appointed by the Range Master)

A) Range Officers are appointed by the FAPE Range Master.

B) Range Officers are responsible for the safety and discipline of competitors and spectators in the area they have been assigned.

C) Range Officers shall supervise the scoring procedure

D) Range Officers are responsible for seeing that the competitor's equipment and position on the line is as assigned.

E) Range Officers must be constantly alert impartial to all competitors, and courteous.

F) At least one Range Officer will be assigned to firing line to ensure none of the firearms are handled while competitors are down range.

G) Range Officers should be certified firearms instructors or NRA Equivalent.

H) Range Officers will wear a "red" instructor shirt; however, this rule must comply with the rules of the range.

I) Advisors that are considered Range Officers must possess a copy of their FDLE Certificates and shall be able to produce to the FAPE Range Master upon request.

25) **Safety Officers**

A) Safety Officers are different from Range Officers. Safety officers are not required to be certified firearms instructors. Safety Officers will be Advisors and Associate Advisors of the Posts participating in the pistol match.

- B) During the individual matches, Safety Officers will position themselves approximately every four (4) shooters regardless of the Post. .
- C) The Safety Officers prime duty is to ensure that all safety measures are adhered to.
- D) Safety Officers will watch over the shooters as they handle, load, and fire weapons.
- E) The Safety Officers will raise their hand in the air as the shooters are loading weapons.
- F) Once all shooters in the Safety Officer's scope are prepared to fire, the Safety Officer will lower their hand indicating to the Range Master that it is safe to proceed. The same signal will be used if the Safety Officer needs to stop the match for any reason.
- G) During Team matches, the Safety Officers may position themselves with their team.

26) **Coaching in Team Matches**

- A) An Advisor from the same Post is considered a coach
- B) Coaching is permitted during the shooting periods when their Explorer is shooting Tyro and, in all team, matches.
- C) The coach may call shots, checking time or ordering sight changes.
- D) The coach will not assist in physically loading a weapon or adjusting sights.
- E) The coach will control his/her actions as to not disturb other competitors.
- F) The coach will not instruct other Explorers outside their Post unless approved by that Advisor.

27) **Record Retention appointees**

- A) Record Retention appointees will be appointed by the FAPE Range Master
- B) Record Retention appointees will assist the FAPE Range Master in scoring and the collection of historical data.
- C) Record Retention appointees will report to the FAPE Range Master any irregularities in scoring cards.

28) **Scoring**

- A) The hole made in the paper bullseye target is called the *Shot Hole*. The shot hole will be scored in the ring in which it landed. In the event the shot hole touches the ring of the next higher numbered ring, the shot will be score to that higher value. It will be the *Shot Hole* and not "spider web" tears in the paper that will determine the score.
- B) A scoring gauge, called a Plug, will be used to determine the value of close shots. The higher value will be allowed in those cases where the flange on the gauge touches the scoring ring of higher value. Used only by the Range Master/ Officers.
- C) In order to determine the value of a shot hole, as in the case of a "double" shot, that is, two shots in the same hole, a device known as an "*overlay*" will be used. Only used by the Range Master/Officers.

- D) In the case of a keyhole or tipped shot, the higher value is awarded if the lead edge of the bullet hole breaks the scoring ring of higher value, even though the hole is elongated to the bullet's length rather than the bullet's diameter.
- E) In the case of skid shots, the higher value is awarded if the lead edge of the bullet hole breaks the scoring ring of higher value.
1. The value of the slid shot may not be more than one ring higher than the original point of bullet with the target.
 2. The target shall be defined as the entire card or paper on which the scoring rings are printed but shall not include the backing.
 3. When the original contact of the bullet is outside last outside scoring ring, it is counted as a miss and marked as a zero (0) on the score card.
- F) It will not be necessary for score keepers to add the scored shots, but rather to merely copy the value in each block of the score card for the string of fire. Bullseye, or "X" ring shots will be marked on the score card with an "X". All other scores will be by their numerical value. A miss is recorded as a Zero (0) or slash (/)
- G) The shooter will watch as the scorer records the values of the shots on the score card. If the shooter disagrees with the scorers mark, they may say so. If the scorer and the shooter continue to disagree, the FAPE Range Master will make the decision.
- H) Scores on cards will be recorded from higher value to lower value for each stage.
- I) It is the duty of the competitors to check their scores as written on their score cards and to sign the score cards at the conclusion of the match.
- J) The signature of the competitor ensures that the competitor agrees with the score and will in all cases forfeit the right of protest.
- K) An exception is made when an incorrect high score is recorded that affects the outcome of the match and the determination of winners as all winning score cards will be checked for accuracy and changed as needed by the statistical office based upon the recorded shots as opposed to the recorded score.
- L) After the completion of the Rapid-Fire string the following will occur:
- a. Satisfy any alibi shooters.
 - b. Conduct Safety Check of all firearms
 - c. Leave guns and all ammo on firing line for the purpose of any challenges.
 - d. Allow all competitors down range for final scoring.
 - e. **NO ONE** should be touching the weapons or ammo while anyone is down range.
 - f. Resurface targets for next string of shooters (if needed)
 - g. When completed, the FAPE Range Master will instruct the Advisors and Explorers to pick up their weapons and secure them.

29) **All Shots Count:**

- A) All shots fired on the line by a competitor counts for their score, whether a misfire or an early or late shot.

- B) In the event of a shot fired before the command to fire, upon the command to “cease fire”, the shooter(s) will be identified.
- C) Upon resuming the match, the offending shooter(s) will have the top score shot marked as a zero, for each of the infraction shots fired. The same rule for shots fired after the cease fire command at the end of the time limit.

30) **Shots/Hits on a Wrong Target**

- A) Hits on a target other than the target assigned to the shooter are marked as a miss.
- B) If more than the required number of hits appears on the target, any shot which can be identified, by appearance of the shot hole, as having been fired by some competitor, other than the competitor assigned to that target, or as having been fired in a previous string, shall not be scored.
- C) If after 30B more than the required number of hits then remains on the target a completely new stage will be fired and the original score will be disregarded.

Exceptions:

- 1) If all the hits are of equal value, the score will be recorded as the required number of hits of that value.
- 2) If the competitor wishes to accept a score equal to the required number of hits of lowest value, he/she shall be allowed to do so.
- 3) If a competitor through his/her mistake fires more than the required number of shots, he/she will be scored the required number of hits of lowest value.
- 4) If the competitor re-fires, the original target with excessive hits, shall be retained by the scorer, and on re-firing, the competitor may not receive a score higher than the required number of hits of highest value on the original target. If the score of the re-fired target is higher than the required number of hits of highest value on the original target, then the original target shall be scored using the appropriate hits of highest value, but if the score on the re-fired target is not higher, then such re-fired score will be recorded.

31) **Ricochets**

- A) A hole made by a ricochet bullet does not count as a hit and will be scored as a miss.

32) **Deletions on Score Cards**

- A) No deletions on score cards are permitted.
- B) If corrections are to be made, it will be done so by the Range Master or a Range Officer who will draw a single line through the mistake and write the correct score above it and place their initials next to it. {Preferably in red ink}

33) **Stage Ties**

- A) Ties for individual stages will be decided in the following manner and sequence:
 - 1) By the greatest number of X's.
 - 2) By the fewest misses.

- 3) By the fewest hits of lowest value.
- 4) By the fewest hits of next lowest value, etc.
- 5) By the highest-ranking score on the last string, by the highest ranking score in the next to the last string, etc.

34) **Match Ties** - Ties for the match will be decided in the following manner and sequence:

- 1) By the greatest number of X's.
- 2) By the highest-ranking score in rapid fire.
- 3) If still a tie, then by rule 33 applied to timed fire.
- 4) By the highest-ranking score in timed fire.
- 5) If still a tie, then by rule 33 applied to slow fire.
- 6) By the highest-ranking score in slow fire.
- 7) If still a tie, then by rule 33 applied to slow fire by re-firing on 5 shot strings, scored after each string until the tie is broken.

35) **Challenges**

- A) When a competitor feels that a shot fired by himself or by another competitor has been improperly evaluated or scored, he/she may challenge the scoring.
- B) Such challenge must be made immediately upon announcement of the score by the scorer.
- C) No challenge will be accepted after the target has been pasted or removed.
- D) The challenge will first be reviewed by a Range Officer; if not sustained, it will be reviewed by the Range Master, whose decision is final.
- E) Challenges which cannot be satisfied by visual inspection will be inspected as outlined in rule 28.

36) **Protests**

- A) A competitor may formally protest any injustice which he/she feels has **been** done except the evaluation of a target which may be challenged as outlined in rule 35.
- B) A competitor may protest the conditions under which another competitor has been permitted to fire.
- C) A competitor may protest the equipment another competitor has been permitted to use.
- D) How to protest:
 - 1) State the protest orally to the Range Officer.
 - 2) If not satisfied, then protest orally to the FAPE Range Master.
 - 3) If not satisfied, then protest formally in writing to the Executive Director of the FAPE for decision. The Executive Director decision will be final.

Florida Association of Police Explorers (F.A.P.E.) Shooters Qualification Checklist for 9mm

Explorer's Full Name: _____ DOB: _____

Post Name: _____ Post#: _____

Every shooter participating in the F.A.P.E. shooting competitions/events must have completed all the below listed tasks in order to qualify to participate. Each task must be signed off by the person(s) who instructed the task. This is for both safety purposes and to ensure that all FAPE shooters have received training and shown proficiency handling and shooting a 9mm Semi-automatic handgun.

NOTE: The original form will be kept on file with the Florida Association of Police Explorers prior to the first shooting competition. It is suggested that Advisors make a copy of this form prior to turning this into the F.A.P.E.

SECTION 1: General familiarization of the handgun to include learning the parts of the weapon, by name and the operation of those parts. This includes, but not limited to; For 9mm, the safety, de-cock, sights, grip, trigger, slide, ejection port, magazine, magazine release, sights, etc. Each Explorer will be fully instructed on how to check for a loaded/unloaded weapon before handling or cleaning. The Explorer should be tested, by written examination to be kept in their Post files for documentation.

This shooter demonstrated proficiency.

Firearm Instructor: _____ Date: _____
(Please Print) (Signature)

SECTION 2: The Explorer will be instructed on the proper (DRY fire) loading of the weapon. This will include, but not limited to; keeping the weapon pointed down range, proper hand position while loading weapon The Explorer will DRY fire the weapon and complete the unloading and loading process until proficient. The 9 mm shooter will be instructed to include, but not limited to; operation of an unloaded weapon to include the use of the safety, de-cock, magazine release, slide (charging) and loading (dummy) rounds in the magazine, the proper magazine insertion and the action of the slide. In addition for 9 mm users, each 9 mm user will be instructed on the danger of injury caused by poor hand position and being cut by the slide action. They will also know the dangers of, and the corrective technique of a jam, to include a double feed and stove pipe jam. The Explorer, with the use of dummy rounds, simulated by the instructor, will be proficient in "clearing" a jammed semi-auto. [Note: There is a procedure in place for jammed weapons during a match that will not allow the shooter to clear the weapon-pending]. The Explorer should be tested preferably by a practical test.

This shooter demonstrated proficiency.

Firearm Instructor: _____ Date: _____
(Please Print) (Signature)

SECTION 3: The Explorer will be instructed on the safety rules and the terminology used while on a shooting range, to include, but not limited to; when to and NOT to handle weapons; eyes & ears; rules on No horseplay, profanity or taunting; proper clothing (hats & long pants, closed toed shoes); not to wear red shirts or hats unless certified instructors with FDLE. The Explorer shall be instructed on gun handling in case of injury; if the shooter encounters difficulties they will know to raise their NON-gun hand and keep the weapon pointed down range; and know where to stand while

on the shooting line during the different phases of a match. Terms such as down range; make your weapon safe; cease fire; alibi; load with 5 (ammo), will be discussed with the Explorer. The commands of a FAPE pistol match will be understood by each shooter. I.E. "Is the line ready...the line is ready...all ready on the left...all ready on the right...all ready on the firing line....FIRE" (or an audible signal). The FAPE Pistol Competition Guidelines will be reviewed. Each shooter must have the knowledge on how to score a B8, bullseye target, as used by the FAPE.

This shooter demonstrated proficiency.

Firearm Instructor: _____ Date: _____
(Please Print) (Signature)

SECTION 4: The Explorer will at this time be familiar with the loading and unloading process and the various other sections of this checklist. The shooter may now be instructed on proper shooting techniques in a live fire session as deemed by the Advisor/Pistol Coach. The Explorer should be tested, preferably by written & practical examination to be kept in their Post files for documentation.

This shooter demonstrated proficiency.

Firearm Instructor: _____ Date: _____
(Please Print) (Signature)

SECTION 5: The Explorer has attended practices and has shown proficiency handling and shooting a 9mm Semi-automatic handgun.

Firearm Instructor: _____ Date: _____
(Please Print) (Signature)

Your signature states that you completed all of the above tasks prior to competing in the Pistol Competition with the Florida Association of Police Explorers and have read the F.A.P.E Bullseye Pistol Rules.

Signature of Police Explorer: _____ Date: _____

Your signature states that the member of your post (listed above) completed all of the above tasks prior to competing in the Pistol Competition/Activity with the Florida Association of Police Explorers.

Post Advisor: _____ Date: _____
(Please Print) (Signature)