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DEFENSIVE CARBINE & ACTION PISTOL SOCIETY ([www.usdcaps.org](http://www.usdcaps.org))  
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## Chapter 1 – INTRODUCTION TO DEFENSIVE CARBINE & ACTION PISTOL SOCIETY

### *Section 1 – Principle Concept of the Sport*

#### 1.1 (A) – Introduction and History

Defensive Carbine & Action Pistol Society (DCAPS) was developed in early 2016 and tested since June 2016 based on concerns with other “Defensive” oriented shooting sports. DCAPS HQ is the governing body for all affiliated/sanctioning competition events. We are primarily a handgun (5 Divisions) and Pistol Caliber Carbine (PCC) shooting sport based on simulated self-defense scenarios. While we understand no one really carries around a concealed PCC, we do not want to leave out any possible individuals from enjoying the sport.

The DCAPS’s format is designed to be a safe and enjoyable to all shooters of any skill level. Participation in DCAPS events requires the use of handguns/holsters (excluding PCC division) and other equipment suitable for concealed carry self-defense.

The primary goal is to test the skill and ability of the competitor within the simulated self-defense scenarios provided at each venue. Promote safe, proficient use of firearms and equipment suitable for simulated self-defense scenario shooting events.

To provide separate divisions for equipment divisions and classifications for competitors based on similar firearms characteristics and with similar skills against each other in a timed environment.

#### 1.1 (B) – Purpose of another shooting sport

DCAPS shall be membership driven, non-profit organization maintained and managed by its members valued opinion on improvement. Every position within the governing body will be elected. No one will be appointed except the initial first two (2) years. Your voice and vote matter to us. Recreational events for a simulated self-defense scenario should not be choreographed by the stage designer. Each competitor should not be required to shoot simulated self-defensive stages the exact same way as everyone else, thus allowing the competitor to think for themselves. DCAPS should not force bad habits onto an individual.

Match Director should be allowed the freedom to design stages with minimal interference or limitations. Competitors will ultimately vote with their feet and wallet on whether to attend events. DCAPS events should be safe, fun and enjoyable by all in attendance.

DCAPS utilizes electronic scoring software (Practiscore) for all our events. We thank the hard work provided by these folks. Scores may be seen at [www.practiscore.com/results](http://www.practiscore.com/results).

#### *1.2 – Why and How to Join*

Why join.....As a member of an organization, do you want your voice heard on perceived issues to the shooting sport, an individual’s actions on the range, an affiliated club or your leaders? We encourage your feedback and will work with you to ensure the best experience we can. We are a sport built by shooters, for shooters with shooters interest and valued opinion in mind.

How to join as an individual or become an affiliated club? Visit our website at [www.usdcaps.org](http://www.usdcaps.org).

## CHAPTER 2 – RULES OF DEFENSIVE CARBINE & ACTION PISTOL SOCIETY (DCAPS)

### Section 2.1 – Division and Classifications

#### 2.1(A) Divisions:

**Stock** – Any serviceable firearm with no external modifications regardless of action (DA/SA, SAO or Striker fired) excluding sight replacement. Magazine capacity is 10 rounds maximum (charging magazine may be loaded to 11 upon Make Ready command). Two additional magazines may be used within the CoF. Required minimum 125 Power Factor.

**Limited** - Any serviceable firearm that may have external modifications (magazine well, stippling, cuts or serrations, etc) regardless of action (DA/SA, SAO or Striker fired). Compensators are not allowed. Option 1: Magazine capacity is 10 rounds maximum (charging magazine may be loaded to 11 upon Make Ready command). Two additional magazines may be used within the CoF. Option 2: Competitor may use two (2) 15 round magazines. Required minimum 125 Power Factor.

**Limited Major** - Any serviceable firearm that may have external modifications (magazine well, cuts or serrations, etc) regardless of action (DA/SA, SAO or Striker fired). Any firearm at Major PF of 165 may be used (.357 Sig, 40 S&W, 10mm, 45ACP). Compensators are not allowed. Magazine capacity is 8 rounds maximum (charging magazine may be loaded to 9 upon Make Ready command). Three additional magazines may be used within the CoF.

**Optic** – Any serviceable firearm that has no external modifications regardless of action (DA/SA, SAO or Striker fired). Optic must be slide mounted. Magazine capacity is 10 rounds maximum (charging magazine may be loaded to 11 upon Make Ready command). Two additional magazines may be used within the CoF. Required minimum 125 Power Factor.

**Pistol Caliber Carbine** - Any serviceable firearm that may have external modifications (magazine well, cuts or serrations, etc) regardless of action. Compensators and Optics are allowed. Competitors may use two 15 round magazines. Required minimum 125 Power Factor.

**Compact** – Any serviceable firearm with no external modifications regardless of action (DA/SA, SAO or Striker fired) excluding sight replacement. Barrel length shall not exceed 4.1 inches. Magazine capacity is 8 rounds maximum (charging magazine may be loaded to 9 upon Make Ready command). Three additional magazines may be used within the CoF. Required minimum 125 Power Factor.

**Revolver** - Any serviceable firearm with no external modifications. Cylinder capacity is not to exceed 8 rounds maximum. Three additional speed loaders may be used within the CoF. Required minimum 125 Power Factor.

#### 2.1(B) – Classifications:

There are six (6) levels of classification within the sport ordered from highest to lowest. A competitor must be classified in the division he/she is wanting to shoot for any approved sanctioned events. A single firearm may meet multiple divisions and should be scored accordingly when uploading classifications by the club contact. A classifier is not required for local events. A classifier is required only once in each division. Each division is represented separately and a competitor is not bound/required by one (1) classification behind their highest classification.

Elite	Master	Expert
Sharpshooter	Marksman	Novice

Please review the Classification section for more information.

## Section 2.1 (C) – Equipment

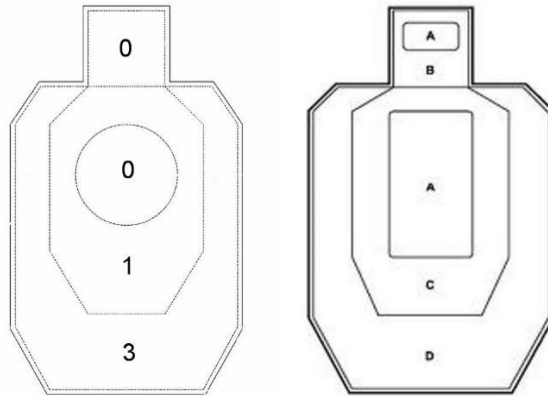
Concealment garments are required for all Course of Fires unless the written stage briefing prohibits it. The placement of equipment (holster and mag holders) is dependent on the shooter's desire. If it is not visible, it is acceptable.

Double belts are acceptable to use. While we realize that most if not all competitors do not wear this type of equipment on a daily, we allowed them for simplicity.

## Section 2.2 – Course of Fire Designs

### 2.2 (A) – Approved Targets

Stage designs can use a combination of targets to achieve realistic defensive scenarios. These targets can be made of cardboard and/or steel targets. Listed below in Section 2.2 will be examples of different "head-box" style cardboard targets that are readily available to the public and based on club's supply availability.



The following scoring zones displayed in the examples above shall be treated the same depending on the readily available targets that the event is using.

-0=A/B	equals no addition time added
-1=C	equals 0.5 seconds of time added per point down for each scored target
-3=D	equals 1.5 seconds of time added per point down for each scored target
Missed scoring hit	equals 2.5 seconds of time added per point down for each scored target

### 2.2 (B) – Course of Fire Rules

A Written Stage Design shall be provided to the competitors. They are the key to reducing miscommunication between staff and the competitors. The following elements shall be included in the written stage design.

- Minimum round count of the stage. Restricted or Unrestricted scoring will be used. Stage Designs are limited to a maximum 24 rounds per stage.
- Start condition of the competitor and firearm.
- Muzzle safe points if implemented.

\*Note: Basically you are told a starting position and it is the competitor's responsibility to figure how to shoot it the best (and safest) way possible.

The Match Director is not limited in distance threat targets (even within Restricted scoring stages where "Strong Handed" or "Weak Handed" is required) can be set at nor the amount of "No Shoot" targets used within a Course of Fire. The Match Director is not limited to any steel target ratio vs cardboard targets used within a Course of

Fire. The Match Director shall not be limited in movement required during the Course of Fire. The Course of Fire shall not stipulate any required reloads by the competitor.

Match Director has the final authority at an event and shall not be "over-ruled" by a member of the governing body.

### *2.3 – Range Commands and Definitions*

#### Start of the stage:

##### **2.3.1 – "Make Ready"**

The Range Officer will issue the "Make Ready" command. The shooter will then prepare their firearm/magazines to match the start position for the stage. The shooter can make any adjustments to their eye and hearing protection at this time. The shooter will then assume the starting position in accordance to the written stage briefing.

##### **2.3.2 – "Are You Ready"?**

The Range Officer will ask the shooter "Are You Ready?" The shooter is responsible to respond verbally by answering "Ready or Not Ready". If there is no response from the shooter in approximately 3-4 seconds, the shooter is assumed to be ready. If the shooter is not ready after 60 seconds after the "Make Ready" command, he/she will receive a Penalty (see Section 3.2) and will be moved down in the shooting order.

##### **2.3.2 – "Standby"**

This command will be followed by the start signal within 1-4 seconds. The shooter may not change positions between the "Standby" command and the start signal, unless required to do so by the CoF.

#### End of the stage:

##### **2.3.3 – "If Finished, Unload and Show Clear"**

This command will be issued when the shooter has apparently finished shooting the stage. If the shooter is finished, all ammunition shall be removed from the firearm and a clear chamber/cylinder will be shown to the Range Officer. If the shooter is not finished, the shooter may finish the stage and the Range Officer will repeat the command.

##### **2.3.4 – "If Clear, Hammer Down and Holster"**

Once the Range Officer has inspected the chamber/cylinder and deemed it to be clear, this command will be issued and the shooter shall comply. The shooter will safely holster their firearm.

##### **2.3.4 – "Range is safe or clear"**

Signifies that the range is ready for scoring.

#### Other Range Commands:

##### **2.3.5 – "STOP"**

This command is given when something unsafe has happened or when something in the stage is not correct. The shooter must immediately stop all movement, place the trigger finger obviously and visibly outside the trigger guard, and wait for further instruction.

### *2.4 - Reloads*

A competitor may reload as they choose as long he/she is not exposed to unengaged threat targets unless they are considered in the open with no cover available (then he/she may reload while exposed). They may choose not to retain the magazine. No penalty will be assessed.

There are other types of reloads are listed below. Here is three (3) common types"

An "Emergency Reload" is defined as when the magazine or cylinder of a revolver and the chamber are both empty in the firearm.

A "Tactical Reload or Reload with Retention" is defined as when the magazine or cylinder of a revolver and/or chamber contains ammunition. The competitor may initiate a reload while retaining the magazine for later use.

A “Speed Reload” is defined when the magazine or cylinder of a revolver and/or chamber contains ammunition and a competitor decides to “top off” to engage more targets without retaining the magazine or loose ammunition.

### *2.5 – Cover*

Cover refers to an object that exists between the shooter and the targets to be engaged within a Course of Fire. Some typical examples of objects used as cover positions are walls, barrels, barricades, etc. Cover is considered 100% of the competitors’ lower body completely invisible to targets while only 50% of the upper body (waist upward) is visible. When cover is available, it must be used while engaging targets using “Tactical Priority”. Shooters cannot cross or enter any openings such as doorways, open spaces, etc. while there are unengaged targets that are visible from that location.

“Tactical Priority” is defined as the following: 1). While in the open, engage threat targets near to far or 2). Behind cover positions, engage threat targets as they appear while not exposing to multiple threat targets simultaneously.

### *2.6 – Concealment*

If your cover garment is acceptable, if it completely hides your equipment regardless of placement.

### *2.7 – Holsters*

All holsters that are concealable are allowed excluding the following: Shoulder rigs, Cross-Draw, Ankle or Small of the Back Holsters are not permitted for safety concerns.

## **Section 3 – Scoring and Penalties of Defensive Carbine & Action Pistol Society (DCAPS)**

Scoring is divided into two categories. Restricted scoring is generally reserved for standard test of skills CoFs and Unrestricted scoring is generally reserved for scenario based CoFs scoring. Each scoring template is defined below.

### *3.1 - Unrestricted Scoring*

Unrestricted Scoring allows the shooter to shoot at each target as much as deemed necessary, as long as this does not violate any muzzle safe points. Only the best hits on the target will be used for scoring. This allows the shooter the option to make up misses or undesired hits that he/she is not satisfied with. When the shooter does not fire the prescribed rounds at a target, the unfired rounds are counted as misses and a “Penalty” may be warranted for breaking cover within an array of targets. Each Course of Fire description will specify how many fired shots are required for each target. Within Unrestricted scoring, the competitor will have the time it took to complete the string of fire (raw time from the shot timer) and total up the points down from each target (Total points down x 0.5 seconds). The raw time is added to the total points down total for the stage including any penalties if applicable.

### *3.2 – Restricted Scoring*

Restricted Scoring operates just as the Unrestricted Scoring method described above except the number of shots to fire in a string/stage is limited to exactly the number specified in the written stage description. Firing any extra shots in a string of fire will incur one Penalty per each extra shot and one (1) of the best scoring hits will be excluded before the score is calculated. When the shooter does not fire enough rounds at a target, the unfired rounds are counted as misses. Within Restricted scoring, the competitor will have the time it took to complete the string of fire (raw time from the shot timer) and total up the points down from each target (Total points down x 0.5 seconds). The raw time is added to the total points down total for the stage including any penalties if applicable.

### *3.3 – Other Penalties*

#### **3.3 (A) – DISQUALIFICATIONS (DQ)**

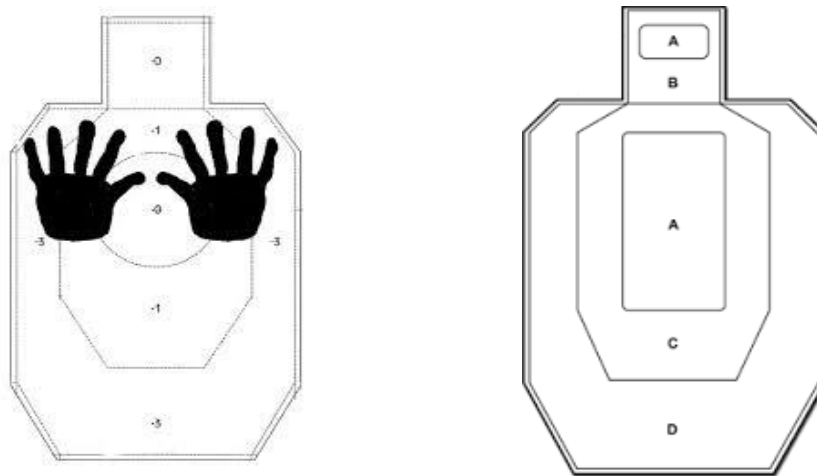
Disqualification means the shooter may not continue with the match due to various reasons. Examples of types of Disqualifications, but not limited to:

- Breaking 180 degree with the firearm.
- Endangering yourself or others with sweeping of a firearm.
- Negligent discharge of the firearm during the “Make Ready”, during a reload, during the “If Finished, Unload and Show Clear” or “If Clear, Hammer Down and Holster” commands.
- Handling of a firearm outside of the designated safe areas.
- Handling ammo within the designated safe areas.
- Engaging steel targets within 10 yards of the shooting position.
- Dropping a firearm within shooting bays.
- Additional published reasons from host range.

All Disqualifications shall be approved by the Match Director.

### 3.3 (B) – No Shoot

“No Shoot” target is defined targets representing innocent by-standers within a CoF. A hit within the outside perforated lines will represent a hit. Penalty for a hit(s) on a “No Shoot” adds 10 seconds to the shooter’s score regardless of number of shots present. Each “No Shoot” target is scored separately. Examples of “No Shoot” are shown below:



### 3.3 (C) – Did not Neutralize

Designated threat targets that do not contain at least one (1) scorable hit in the -0, -1, A or B zone depending on target availability. Penalty for a “Did not Neutralize” adds 10 seconds to the shooter’s score

### 3.3 (D) – Penalty

Penalties may be assessed for different events throughout the Course of Fire. A “Penalty” adds five (5) seconds per infraction and is assessed when: A competitor fails to follow the procedures set forth in the stage description. Only one (1) “Penalty” is assessed for each type of infraction in a string of fire. If the shooter commits more than one type of infraction, such as using the wrong specified hand or firing an incorrect number of shots, a separate “Penalty” is assessed for each type of infraction. A competitor may be assessed one (1) penalty for having too many rounds in their loading devices.

The most common “Penalty” infraction is cover violations. A competitor may incur more than one cover “Penalty” per string of fire. For example, if a competitor engages targets out of tactical priority order, (i.e., shoots the inside target, then the outside target) only one (1) Penalty is assessed. A penalty would be assessed for not firing enough prescribed rounds at a target before proceeding to the next threat target.



## Chapter 4 – Awards, Chronograph and Classifier

### SECTION 4.1 – AWARDS

#### Award Rules - Sanctioned Matches

##### Awards

Trophies/Plaques will be awarded solely based on contestants per class and division (including DQs and DNFs) and go to the top third (1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place) of those competitors. If there are less than 5 competitors in a classification and division, then only a first (1<sup>st</sup>) place trophy/plaque shall be awarded. Sanctioned matches must give trophies (or plaque, medals, etc.) for the Division Champions (high overall of each Division) as well as other placements (1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>). Each division should stand alone, however each match may have a “High Overall” trophy awarded at their discretion. Awards will be presented in the following manner: Division Champion (overall highest score in division regardless of classification), 1<sup>st</sup> place, 2<sup>nd</sup> place and 3<sup>rd</sup> place, in each classification and division.

### SECTION 4.2 – EQUIPMENT CHECK AND CHRONOGRAPH AT SANCTIONED EVENTS

#### Equipment Check

The following items below shall be checked

- Does your concealment garment cover your equipment regardless of equipment position?
- Are you entered in the correct division per weapon specifications?

The following items will not be checked:

- Does my weapon fit into a box?
- Does my weapon weigh too heavy?
- Are my base pads legal?

#### Chronograph Process

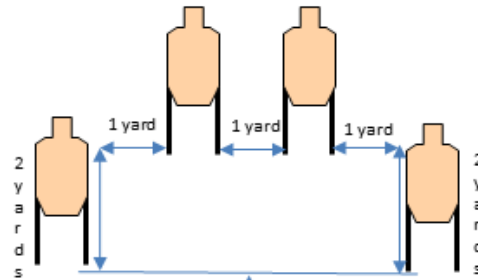
Chronograph three (3) of the competitor’s seven (7) collected at ten (10) feet distance using a firearm of maximum barrel length for the division. If two of the three rounds meet or exceed the required power factor, the ammunition is compliant. Prior to each shot, the muzzle of the firearm will be elevated to move the powder charge to the rear of the case, thus giving the competitor every chance to achieve maximum velocity.

If the competitor’s ammunition fails to make power factor, the competitor will have the option to chronograph three additional rounds through his/her own firearm. Prior to each shot, the muzzle of the firearm will be elevated to move the powder charge to the rear of the case. It is the responsibility of the competitor to insure his/her ammo make power factor.

A bullet will be pulled and weighed using a powder scale.

A competitor whose ammunition fails to make power factor will be allowed to shoot the match, but their score will not be valid in the final scores.

## Defensive Carbine & Action Pistol Society Classifier



**Setup Notes:**

4 targets, same height (top of targets 5ft), 1 yard between each, center two targets set 2 yards further back than the outer two targets. Concealment is required.

**Stages [62 rounds total]:**

**Stage 1 – Restricted Scoring**

8 yards from close targets / 10 yards from center targets [24 rounds total]

- Loaded with 4 rounds, 4 rounds first spare loading device and mag cap after. Engage Strong hand only center two targets with 2 rounds each. Reload and engage with support hand only outer two targets with 2 rounds each. Reload and engage each target with 2 head shots each. [16 rounds]
- Facing up range, draw and engage targets with 2 rounds each, in any order. [8 rounds]

**Stage 2 – Restricted Scoring**

13 yards from close targets / 15 yards from center targets [22 rounds total]

- Start facing side berm so that gun/strong side is down range, engage 4 rounds each to all targets starting with outer targets, shot in any order. [16 rounds]
- While advancing to 10 yard line, engage targets with 2 rounds each in the body and then 1 head shot each to the outer targets. [10 rounds]

**Stage 3 – Restricted Scoring**

20 yards from close targets / 22 yards from center targets [16 rounds total]

- Hands in the surrender position (wrists above shoulders), engage each target with 4 rounds each. [16 rounds]

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### Classifier Times

	Stock	Limited	Limited Major	Compact	Optic	PCC	Revolver
Elite	Below 50.00	Below 50.00	Below 55.00	Below 55.00	Below 45.00	Below 45.00	Below 45.00
Master	50.00-64.99	50.00-64.99	55.00-69.99	55.00-69.99	45.00-59.99	45.00-59.99	45.00-59.99
Expert	65.00-74.99	65.00-74.99	70.00-79.99	70.00-79.99	60.00-69.99	60.00-69.99	60.00-69.99
Sharpshooter	75.00-89.99	75.00-89.99	80.00-94.99	80.00-94.99	70.00-84.99	70.00-84.99	70.00-84.99
Marksman	90.00-110.00	90.00-110.00	95.00-115.00	95.00-115.00	85.00-105.00	85.00-105.00	85.00-105.00
Novice	Above 110.00	Above 110.00	Above 115.00	Above 115.00	Above 105.00	Above 105.00	Above 105.00
Don't Care, You Pick							