

Safety Rules for BERPC Matches

Adherence to the general rules of gun safety and range rules is required of all shooters and observers. Compliance with the commands of BERPC RSOs and Ultimate Defense employees is mandatory.

BERPC-STL Range and Match Rules:

- Follow commands from Ultimate Defense staff and BERPC Range Safety Officers (RSOs).
- Once the range is declared active (see pre-match instructions), eye and ear protection is required at all times.
- Uncased/unholstered firearms are NOT allowed outside of booths. Firearms must be pointed downrange, including when casing and uncasing the firearm.
- Anyone, at any time, may call a cease fire if a dangerous situation is observed.
- Upon arrival, the range is inactive. No firearms may be handled, inside or outside of a booth until an RSO declares the range active.
- Once an RSO declares the range active, eye and ear protection are required at all times.
- The BERPC-STL range is a cold range. Firearms may only be loaded at the firing line and by command from an RSO.
- Firearms may not be handled outside of a booth at any time. Cases containing firearms must be closed (i.e., zipped or latched). Firearms stored inside a box containing other equipment such as magazines, loading devices, or ammo that may need to be accessed outside the booth should be stored in a separate, internal case or holster that covers the trigger.
- Shooters may have a cleared firearm in a holster outside of the booth, but the firearm may not leave the holster. A “cleared” firearm is a firearm that has been observed clear by an RSO. Refer to the Gear-Up instructions of the Pre-Match section for instructions on clearing a firearm.
- Pistol Caliber Carbines (PCCs) must remain in a closed case except when in a booth.
- Shooters sharing a lane who choose to leave their firearm in the booth should case the cleared firearm, and place it on the booth’s lower shelf, out of the way of other shooters.
- Silhouette matches require people downrange to reset targets during the match. No shooters are allowed in the booth, including to reload or record scores, while people are downrange.

Violations of safety and/or range rules will result in a match disqualification (DQ).

- A DQ does not mean you are a bad person or a bad shooter. It means you had a mental lapse that created a potentially dangerous situation.
- DQs are not meant to be punishment. They are meant to remind you that you need to remain focused.
- DQs do not carry a lasting penalty. A DQ in one match does not mean you can’t come back for the next match.

Holster Requirements for BERPC-STL Matches

Beginning in the 4th quarter of 2025 (i.e. the October 2025 match), the PPC and IDPA 5x5 Classifier matches will require shooters to draw from a holster. This requirement addresses two concerns: safety and competitive fairness.

Holsters are subject to the following equipment rules:

- Holsters must be “waistband” type holsters. They may be inside or outside the waistband (IWB, OWB).
 - Chest rigs, pocket holsters, ankle holsters, and shoulder holsters are not permitted. This is not an exclusive list. The RSO has final say regarding the use of any given holster and may disqualify any holster that results in the muzzle of the firearm sweeping the shooter, RSO, or any other participant.
- Holsters may be worn “appendix carry” style in the front of the body, but holsters may not be worn in the small of the back, or so far behind the hip that the muzzle is pointing up range when drawn.
- Holsters must cover the entire trigger guard.
- Holsters must retain their shape when the firearm is drawn, enabling one-handed drawing and re-holstering. Holsters should be hard, formed plastic or leather; nylon holsters are not permitted.
- Holsters with a trigger-finger activated retention release are not permitted. These holsters can cause inadvertent discharges when the gun is drawn and the trigger finger slips from the release mechanism onto the firearm’s trigger. The [Blackhawk SERPA](#) is an example of this type of holster.
- Holsters with a thumb-activated retention release are permitted. The [G-Code XSR Level 2 Duty](#) is an example of this type of holster.

For questions concerning the suitability of a particular holster, contact the [pistol match director](#).

Upon Arrival for a BERPC-STL Match

Upon arrival, the range is inactive. No firearms may be handled, inside or outside of a booth.

Pre-Match

Rimfire Silhouette Matches – Prior to the range going active, shooters should assist in getting barrels, target boards and silhouettes setup. Access to the downrange area will be open until the target equipment is set.

Sign-In, Targets, and Scoresheets – At some point prior to shooting, each shooter should sign the roster, pay match fees, obtain the appropriate target(s) for the match type (n/a for rimfire silhouette matches), and obtain a scoresheet. Shooters should enter their name on the scoresheet, along with the squad or lane once assigned. The set number should also be marked on the scoresheet to assist in recording scores.

Range Active – A Range Safety Officer (RSO) will announce the range is active. Eye and ear protection is required until the match is over and the range is declared inactive.

Concealed Carry Arrival – Concealed carry firearms may not be carried during a BERPC-STL match. If a shooter needs to remove a concealed carry firearm, inform an RSO. The RSO will instruct the shooter to enter an empty booth, and will observe the shooter as the firearm is removed and made safe (magazine removed, empty chamber or empty cylinder) and stowed in a case.

Gear-Up – An RSO will announce the range is available to gear up. Shooters can enter an empty booth, clear their firearm, and holster their firearm. To clear a firearm, ask an RSO to observe while following the instructions below.

- Semi-automatics: remove magazine, verify chamber is empty, release the slide into battery, point the firearm downrange, and pull the trigger. Decocking may **NOT** be substituted for pulling the trigger as it does not release the firing pin/striker to impact a round in the chamber.
- Revolvers: open the cylinder and verify all chambers are empty. A trigger pull is not necessary.

After gearing up, shooters should vacate the booth to allow others to gear up. Once a shooter leaves the booth, the firearm may not be handled until instructed to do so by an RSO.

Rimfire Silhouette Matches – All shooting in rimfire silhouette is done from the low-ready position, so no gear up/down is necessary. Shooters should keep rimfire firearms in the case until they are in the booth and instructed to uncase.

During the Match

Refer to the Match Directions specific to each type of match for commands and procedures pertinent to that match.

Post-Match

Gear-Down – At the end of the match, an RSO will announce the range is available to gear down. Shooters can enter an empty booth, and remove their firearm from the holster, clearing it as noted previously, and casing it.

Concealed Carry Departure – Shooters who wish to carry concealed when leaving the match should inform an RSO. The RSO will instruct the shooter to enter an empty booth, and observe as the shooter makes their carry firearm ready and holsters it.

Range Inactive – After all shooters have secured firearms and/or re-holstered concealed carry firearms, an RSO will announce the range is inactive. Eye and ear protection may be removed, and shooters may proceed downrange to clean up after a rimfire silhouette match.

Once the range is inactive, firearms may not be handled inside or outside of the booths.

Post-Match Cleanup – General cleanup consists of removing and disposing of all targets, policing brass from booths and standby area (i.e., behind the firing line), and ensuring no personal belongings are left behind. For rimfire silhouette, the silhouettes and target boards should be gathered by the table in the standby area, and the barrels should be moved outdoors via the door in the 7-yard bay.

Definitions and Abbreviations

Active/Inactive Range – An *inactive* range is one where firearms may not be handled for any reason, and eye and ear protection is not required. An *active* range is one where shooters may handle firearms on the firing line under the direction of an RSO, and eye and ear protection is required.

AR – Assault Rifle, no I mean Automatic Rifle, no I mean Armalite Rifle. Yeah, that's it.

Cleared Firearm – A cleared firearm is a firearm that has been observed clear by an RSO.

Cold Range – A cold range is one where firearms are only allowed to be loaded while on the firing line, and under the direction of an RSO.

DQ – Disqualification. Shooters who receive a DQ must gear down and may not shoot for the remainder of the match.

IDPA – International Defensive Pistol Association – An organization which defines the rules for defensive handgun competitions and sponsors match throughout the world.

IWB / OWB – inside-the-waistband / outside-the-waistband – Holster types which are worn inside the waistband of a pair of pants (IWB) or outside the pants on a belt (OWB).

Match – A match consists of one or more sets.

PCC – Pistol Caliber Carbine – A PCC is a rifle chambered for a pistol caliber, typically 9mm, 10mm, 40 S&W, or 45 ACP. Large format pistols (e.g., an AR-style firearm with no buttstock) in rifle calibers are NOT PCCs, and may not be used.

PPC – Police Pistol Combat – A type of pistol competition defined by rules created by the NRA.

Retention Release – Some pistol holsters, particularly those oriented toward the law enforcement or military community, have a mechanism intended to lock the firearm into the holster. Firearms may only be drawn after the mechanism has been released, typically by the trigger finger or the thumb.

Rotation – For rimfire silhouette matches, a rotation is 10 rounds fired at one set of 5 silhouettes. Four rotations make up a rimfire silhouette set.

RSO – Range Safety Officer – An RSO is the official in charge on running the match and ensuring rules are followed. Matches may have more than one RSO.

Set – A set consists of an entire set of strings. Five strings for PPC, 4 strings for IDPA 5x5 Classifier, and 4 rotations for rimfire silhouette.

Squad – A squad is a group of shooters who will be on the firing line together.

String – Single, timed course of fire. For example, the “Strong-Hand @ 7 Yards” course of fire in a PPC match is a single string that begins when a timer starts and ends after the par time has elapsed.

PPC Match Directions

String	Round Count	Par Time (seconds)	Start Position
Weak-Hand @ 3 Yards	6	12	Weak-hand low ready
Strong-Hand @ 7 Yards	6	12	Holstered (strong-hand low ready)
Two-Hand @ 7 Yards	12	25	Holstered (two-hand low ready)
Two-Hand @ 15 Yards	12	35	Holstered (two-hand low ready)
Two-Hand @ 25 Yards	6	35	Holstered (two-hand low ready)

At the start of the set, all shooters will be clear and holstered cold.

Call to Firing Line:

- Read the string name, round count, par time, and start position from the table above.
- “Are there any questions?” *[Verify no questions.]*

Make Ready:

- “Load with 6 rounds and make ready.”

Commence Fire:

- “Is the line ready?” *[Verify line is ready]*
- “The line is ready.”
- “Standby.”
- “Commence fire.” *[Start timer.]*

Cease Fire:

- *[Timer Expires]* “Cease fire. Cease fire.”
- *[Command to the line]* “Unload and prepare to show clear.” *[Shooters remove magazines and lock slide back or open cylinder.]*

Clear the Line:

- Individually for each shooter:
 - *[RO verifies empty chamber or cylinder.]*
 - Semi-Automatics: “Slide forward, pull the trigger, holster or case.”
 - Revolvers: “Close Cylinder, holster or case.”
(Once holsters are required, the command will be “Slide forward, pull the trigger, holster.” or “Close cylinder, holster.”)
- For the entire firing line: “Retrieve and score your target.”

IDPA 5x5 Classifier Match Directions

String	Round Count	Notes
Freestyle	5	All rounds to body.
Strong-Hand Only	5	All rounds to body.
5 - Reload - 5	10	Start with exactly 5 rounds in gun. Fire 5 – reload @ slide lock – fire 5. All rounds to body.
4 and 1	5	4 rounds to body; 1 round to head.

At the start of the string, all shooters will be clear and holstered cold.

Pistol targets are all 10 yards; PCC targets are all 25 yards.

Squad Make Ready:

- “Squad X shooters may enter the booth. Remain in the booth until the squad is complete.”

[Repeat the following sequence for each shooter individually for each string.]

Individual Make Ready (String 1 Only):

- “Shooter, load and make ready.” *[Wait for shooter to load and holster firearm.]*

Announce String:

- Read the string name, round count, and notes from the table above.

Commence Fire:

- “Is the shooter ready?” *[Wait for response or ~3 seconds.]* “Standby.” *[Start timer.]*

Cease Fire:

- *[Shooter completes string.]*
- Strings 1 & 3: “The next string requires at least 5 rounds. Reload if necessary and holster. Remain in the booth.”
- String 2: “String 3 starts with exactly 5 rounds, and requires a reload of at least 5 rounds. Reload if necessary and holster. Remain in the booth.”
- String 4: “Unload and show clear.” *[RSO verifies empty chamber or cylinder.]*
 - Semi-Automatics: “Slide forward, pull the trigger, holster or case.”
 - Revolvers: “Close Cylinder, holster or case.”
 - PCC: “Insert chamber flag, case.”

Squad Complete:

- *[All shooters have completed all 4 strings.]* “The squad is complete. Retrieve your target, and vacate the booth.”

Rimfire Silhouette Match Directions

String	Round Count (max)	Distance (yards)	Notes
Chickens	10	10	
Pigs	10	15	
Turkeys	10	20	
Rams	10	25	

A silhouette match consists of multiple squads (groups of up to 4 shooters) shooting 4 rotations (a rotation is a single string of 10 shots) with targets reset between rotations. The two 6-booth bays act independently. Squads swap after each rotation. For example: squad 1 shoots a rotation, targets are reset, squad 2 shoots a rotation, targets are reset, squad 1 shooters move 1 position to the right and shoot a rotation. The sequence continues until all squads have shot 4 rotations.

Squad Make Ready (all shooters in squad):

- **“Squad X shooters may enter the booth, and remove firearms from cases.”**

[Repeat the following make ready, commence fire, and cease fire sequence for each shooter individually for each rotation.]

Individual Make Ready:

- **“Shooter, load and make ready.”** *[Wait for shooter to load and assume the low-ready position.]*

Commence Fire:

- **“Is the shooter ready?”** *[Wait for response or ~3 seconds.]* **“Standby.”** *[Start timer.]*

Cease Fire:

- *[Shooter completes string.]*
- **“Unload and show clear.”** *[RSO verifies empty chamber or cylinder.]*
- **“Case the firearm, and close the case.”** *[RSO verifies the firearm is cased and the case is closed (zipped or latched).]*
- **“Your time is xx.yy seconds.”** *[Shooter records time on scoresheet.]*

Squad Complete (all shooters in squad):

- *[All shooters have completed a 10-shot string.]* **“The squad is complete. Vacate the booth.”**
- *[All booths are empty.]* **“The range is safe. Proceed down range to reset targets.”** *[Open the booth to allow access downrange.]*
- *[All silhouettes are reset and all shooters have exited the downrange area. Close the booth to prevent access downrange.]*