



# **USPSA Competition Rules**

## **Combined Edition**

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Changes: Clarification to App. G3 (in bold), corrected footer.



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**Sedro Woolley WA 98284**



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## PRINCIPLES of USPSA Competitions

1. Practical competition is open to all reputable persons without regard to occupation. It may specifically not be limited to public servants.
2. Accuracy, power and speed are the equivalent elements of practical shooting and practical competition must be conducted in such a way as to evaluate these elements equally.
3. Firearm types are not separated within their respective divisions, all compete together without handicap. This does not apply to the power of the firearms as power is an element to be recognized and rewarded.
4. Practical shooting competition is a test of expertise in the use of practical firearms and equipment.
5. Practical competition is conducted using practical targets, which reflect the general size and shape of such objects as the firearm used may reasonably be called upon to hit in their primary intended use.
6. The challenge presented in practical competition must be done with the utmost safety in mind. Courses of Fire should follow a practical rationale and simulate hypothetical situations in which firearms might reasonably be used.
7. Practical competition is diverse, never permitting unrealistic specialization of either technique or equipment. Problems are constantly changed. The exception is Classifier Stages which are used to measure practical shooting skill.
8. Practical competition is freestyle. In essence, the competitive problem is posed in general and the participant is permitted the freedom to solve it in the manner he considers best within the limitations of the competitive situation as provided.

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### The USPSA Classification System

Grand Master	95 to 100%
Master	85 to 94.9%
A Class	75 to 84.9%
B Class	60 to 74.9%
C Class	40 to 59.9%
D Class	Below 40%

Your percentage is based on your scores as they relate to the high score on file for a particular course of fire. To receive an initial classification, a member needs to have at least four unduplicated scores in the USPSA classification database prior to the monthly reclassification procedure. If there are more than four scores on file, the best four scores of the most recent six scores will be used. Scores are sorted according to the match date to determine which scores are the most recent. For matches that are Level I Specials, the scores are further sorted by the score percent in descending order. In doing so, the lowest scores from a special will be the first scores to drop out of the most recent scores on file.

After a member has earned a classification, the classification system will look at the best six unduplicated scores of the most recent eight to evaluate the member's current classification percentage.

No scores that calculate to less than 2 percent are used. Also, to prevent unusually low scores from affecting your classification percentage, scores that are more than 5 percent below your classification bracket (e.g. a score of 34.99% for a C-class competitor) are not used for classification purposes. To guard against the possibility of incorrect stage setup or typographical error, scores that are more than 15 percent above your current classification bracket are evaluated at the time of entry to see if such a score would adversely affect your classification. In general, those scores are entered, but occasionally a score is so out of the ordinary it is not used and flagged with an A.

So members can keep track of their scores, all scores received are entered into the database, but may be given a "flag" to indicate its status. The possible flags are:

A — A score that is more than 15% above the member's current classification bracket.

B — A score that is more than 5% below the member's current classification bracket.

C — A score that is more than one class below the highest class in any division attained by the member. e.g. A member has a Master class in Open division and a B class score in Limited is submitted. This score will be flagged with C and not used.

D — Duplicate course - a higher score for this course already exists in the most recent six or eight scores.

E — A score that is not in the most recent six or eight scores.

F — A score that is one of the two lowest scores in the most recent six or eight scores.

Y — A score that has been used as part of the classification percentage calculation.

Please note that for unclassified members, the first scores submitted, except for those that are 2 percent or less, will be used to calculate an initial classification. After a classification has been earned in a division, new scores will be evaluated according to the flagging system shown above. This can and does result in new scores not being used for reclassification purposes even though they are higher than some of the initial scores that were submitted, but still lower than your classification bracket. Any such low score should move out of the most recent group as newer scores that conform to your current classification are entered into the system.

The classification system is run between the 10th and the 15th of each month, depending on whether the 10th is on a weekend. ALL scores received in the Sedro Woolley office on or before the 10th of each month are entered into the classification database. Over the next day or two, those scores are checked to ensure that they were entered correctly from the printed summary sheets submitted by clubs. After any corrections have been made, the computer classification program is started to evaluate each member's current scores and to calculate a new current classification percentage. At the conclusion of this procedure, the new data is compiled and sent to the USPSA web site. Please note that the classification data on the web site is updated only one time each month.

If you feel your classification is too low, you may request the next higher class, up to but not including Grand Master. Requests are made in writing and submitted with a letter from your club president or Section Coordinator (SC) endorsing your request. If your request is approved, you will be moved up at the next regular calculation period.

Your performance in larger matches and tournaments may also be used to help establish classification. Placement in a major event with a score above your assigned class percentage may result in your being promoted to a higher class, even if your current average is lower. Winning first or second in class at an Area Championship or Major Tournament AND shooting into the next higher class may result in promotion (except to Grand Master); winning High Overall in an Area Championship may promote you to Grand Master class. In addition, if you score 95% or higher at a USPSA national championship, you will be immediately moved to Grand Master class for that division.

To go down in class you must: 1) request in writing to be moved down, citing your reasons and justification; 2) have a club president or SC concur with your request in writing; and 3) have no current scores on record that indicate you should remain in your assigned class.

You may also participate in the classification system if you are a USPSA member living outside the United States by forming, or shooting with one of our foreign affiliate clubs. Foreign affiliate clubs need to request a special registration form from USPSA headquarters and pay a yearly registration fee for this service. Members shooting outside the United States do not pay individual classification fees and do not earn activity credit to attend the Nationals.

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## Introduction:

### Intro.1 Match Types:

USPSA Matches come in three types: Single firearm-specific matches (ex: handgun match, shotgun match), “Tournaments,” which combine two or more firearm-specific matches (ex: two handgun matches, a handgun match and a shotgun match), and “Multigun” matches where competitors use two or more different firearm types together (ex: handgun-and-shotgun, rifle-and-shotgun). A Multigun match may involve any combination of handgun, rifle and shotgun usage, including stages which involve one, two or all four firearm types. Other than the use of multiple firearm types, all other provisions of 6.1.4 apply.

Intro.1.1 Publication: The details of all component matches, the associated fees, their venues and dates (including those related to any “pre-matches”), must be clearly denoted in all match announcements, so that the competitor will be fully informed as to equipment requirements and rules. In a Tournament, component matches may be conducted at multiple venues and/or on one or more dates, as the case may be. The available Divisions and Categories, and all other conditions and requirements must be clearly publicized, in advance, in all tournament literature, promotional material, websites etc.

Intro.1.2 Balance: At the commencement of a tournament or multigun contest, the total points available in any component match or through the use of any one firearm type should not vary by more than 25% of the total points available in any other component match. A match which is heavily biased towards a specific firearm type does not represent a true test of skills across the disciplines and should be avoided.

*For example, a Multigun match in which the ratio of available points between handgun, rifle and shotgun is 30% / 30% / 40% would be considered balanced. A Multigun match in which the ratio of available points is 20% / 30% / 50% is not considered balanced, because there is more than a 25% variance in available points between two disciplines.*

Intro.1.3 Categories: Tournament Organizers are entitled, at their discretion, to recognize tournament categories, based on existing USPSA criteria.

Intro.1.4 Teams: Tournament Organizers are entitled, at their discretion, to recognize tournament teams by tournament division, based on existing USPSA criteria, for which an additional fee may be required. Such fee must not exceed 50% of the highest fee payable for a team in a single component match.

### Intro.2 Tournament Registration and Scoring:

#### Intro.2.1 Registration

Each competitor must declare one division for the match (see 6.2.3), and all firearms used during the match must conform to the equipment requirements for the declared division. In the event that the division is not recognized, a competitor fails to declare a division or, at any time during the match, the competitor’s equipment fails to comply with division equipment requirements, the provisions of 6.2.5 (including subclauses) will apply.

In the case of Multigun events, a competitor must also declare one aggregate division for the match, i.e. “Open,” “Tactical” etc., and all his equipment must comply with that aggregate standard, otherwise the provisions of 6.2.5 (including subclauses) will apply.

#### Intro 2.2 Awards

The award and/or prize protocol must be clearly published in relevant match materials, including entry forms and match books, if any.

Intro.2.2.1 In the case of a multigun match, because of the complexities involved in combining the use of dissimilar firearm types within a single competition, the distribution of awards and/or prizes by firearm type (i.e., handgun awards, rifle awards, etc) is prohibited in multigun. Instead, awards and/or prizes will only be distributed according to placement in the combined Multigun division standings.

#### Intro.2.3 Scoring:

In a tournament, each component match must be scored separately and independently of any other component match. Multigun matches are scored as one large event.

Intro.2.3.1 Tournament results will be calculated, by tournament division, by treating the actual unadjusted match percentile attained by each competitor in each component match as tournament points, calculated to four decimal places, as illustrated in the example:

Component Match/Division	Percentile Attained	Tournament Points
Handgun – Open	79.4562%	79.4562
Shotgun – Open	82.8473%	82.8473
Rifle – Open Semi-Automatic	45.1097%	45.1097
<b>Total Tournament Points:</b>		<b>207.4132</b>

Intro.2.3.1.2: The “percentile attained” in the example means: “the percentile attained by each competitor against all other competitors in the component match and division, including competitors who are not registered for the tournament”.

Intro.2.3.3 Provisional tournament results must be posted at the tournament stats area as soon as possible but not later than 24 hours after the results of all component matches have been declared final by the relevant Match Directors.

Intro.2.3.4 Competitors who fail to challenge provisional tournament results with the Tournament Director within 1 hour of their posting and prior to when the tournament results have been declared final by the Tournament Director, will not have any further recourse.

Intro.2.3.5 Multigun Scoring Guidelines

Multigun stages must be scored according to the methods listed in either Section 9.2, or 9.12. Please refer to the appendix titled “The San Angelo Method,” for information about how to score Multigun stages with disparate Power Factors using EZWinScore. Time Plus scoring (9.12) is an alternative scoring system for trial purposes in Level I and Level II matches only.



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## CHAPTER 1: Course Design

The following general principles of course design list the criteria, responsibilities and restrictions governing course designers as the architects of the sport of USPSA shooting.

### 1.1 General Principles

- 1.1.1 Safety – USPSA matches must be designed, constructed and conducted with due consideration to safety.
- 1.1.2 Quality – The value of an USPSA match is determined by the quality of the challenge presented in the course design. Courses of fire must be designed primarily to test a competitor’s USPSA shooting skills, not their physical abilities.
- 1.1.3 Balance – Accuracy, Power and Speed are equivalent elements of USPSA shooting, and are expressed in the Latin words “Diligentia, Vis, Celeritas” (“DVC”). A properly balanced course of fire will depend largely upon the nature of the challenges presented therein, however, courses must be designed, and USPSA matches must be conducted in such a way, as to evaluate these elements equally.
- 1.1.4 Diversity – USPSA shooting challenges are diverse. While it is not necessary to construct new courses for each match, no single course of fire must be repeated to allow its use to be considered a definitive measure of USPSA shooting skills.
- 1.1.5 Freestyle – USPSA matches are freestyle. Competitors must be permitted to solve the challenge presented in a freestyle manner, and to shoot targets on an “as and when visible” basis (in a Multigun course of fire the course description must define which targets are to be shot with which type of firearm). Courses of fire must not require mandatory reloads nor dictate a shooting position, location or stance, except as specified below. However, conditions may be created, and barriers or other physical limitations may be constructed, to compel a competitor into shooting positions, locations or stances.
  - 1.1.5.1 Level I matches may use shooting boxes and specify where or when specific target arrays may be engaged, and may specify mandatory reloads in short and medium courses only (not in a long course).
  - 1.1.5.2 Standard Exercises and Classifiers may include mandatory reloads and may dictate a shooting position, location or stance.
  - 1.1.5.3 Standard Exercises and Classifiers may specify shooting (the handgun) using the strong hand or weak hand unsupported. The specified hand must be used exclusively from the point stipulated for the remainder of the string or stage. Shotgun Standard Exercises and Classifiers may specify the use of the weak shoulder, Rifle and

Precision Rifle courses may not.

- 1.1.5.4 Medium or Long courses of fire may stipulate (using the handgun with) either the strong or weak hand, provided that only one hand, either strong or weak, is specified for no more than the last six (6) shots required.
- 1.1.5.5 A course of fire which, through the use of props, requires a competitor to shoot (the handgun) both strong-hand-only and weak-hand-only must not require that the shooter transition directly from one to the other. The course of fire must provide movement and unencumbered freestyle target engagement between the two.
- 1.1.5.6 Multigun course designers may present challenges which provide the shooter options with regard to firearm use within the context of a Multigun stage. Any such options must comply with sections 2.1.3, and 3.2.

*For example, a course designer may design a handgun-designated course with three target arrays: target array “A” must be engaged with handgun, the shooter may then engage either array “B” or array “C” with handgun, and finish by engaging the remaining array with shotgun.*

*This would be considered a valid course of fire if minimum distances to any steel targets are valid no matter which option the shooter chooses, consistent with 2.1.3; and the course description appropriately designates targets by firearm type for each option, consistent with 3.2*
- 1.1.6 Difficulty – USPSA matches present varied degrees of difficulty. No shooting challenge or time limit may be appealed as being prohibitive. This does not apply to nonshooting challenges, which should reasonably allow for differences in competitor’s height and physical build.
- 1.1.7 Challenge – USPSA matches recognize the difficulty of using full power firearms in dynamic shooting, and must always employ a minimum caliber and power level to be attained by all competitors to reflect this challenge.
- 1.1.8 Scenarios and Stage Props — The use of scenarios and reasonable stage props is encouraged. Care must be exercised, however, to avoid unrealistic non-shooting requirements which detract from the shooting challenge and/or may expose competitors to potentially unsafe conditions.

## A USPSA Course May Require No More Than:

	Short Course	Medium Course	Long Course (in Level III or higher matches)
Handgun	8 rounds, 2 shooting locations	16 rounds, 3 shooting locations. No more than 8 scoring hits from any single location or view.	32 rounds. No more than 8 scoring hits from any single location or view.
Shotgun	As above.	As above.	28 targets or 32 rounds, as above.
Rifle	5 rounds, 2 shooting locations (unless 2 shots per target are required, then 10 shots/2 locations)	10 rounds, 3 locations (unless 2 hits are required per target, then 20 rounds/3 locations) No more than 5 targets from any one position or view.	20 rounds, unless 2 hits are required per target, then 40 shots/3 locations. No more than 5 targets from any one position or view.
Precision Rifle	6 rounds, 2 shooting locations	12 rounds, 3 locations (unless 2 hits per target are required, then 20 shots/3 locations). No more than 5 targets from any one position or view.	20 rounds. No more than 5 targets from any single position or view.
Multigun	N/A	N/A	N/A

### 1.2 Types of Courses

USPSA matches may contain the following types of courses of fire:

#### 1.2.1 General Courses of Fire:

- 1.2.1.1-2 See table.
- 1.2.1.3 Level I and II matches may exceed the “long course” round limits.
- 1.2.1.4 The recommended balance for a USPSA Rifle match with regard to target distance is: 30% of all targets to be less than 198 feet, 50% to be between 198 feet and 492 feet, and 20% to be between 492 feet and 984 feet.
- 1.2.1.5 A stage involving more than one firearm should require no more than 40 rounds. Note that, per 1.1.5.1, Level-I matches are not required to comply strictly with round count requirements.

#### 1.2.2 Special Courses of Fire:

- 1.2.2.1 “Standard Exercises” - Courses of fire consisting of two or more separately timed component strings. Scores, with any penalties deducted, are accumulated on completion of the course of fire to produce the final stage results. Standard Exercises must only be scored using Virginia Count or Fixed Time. The course of fire for each component string may require a specific shooting position, procedure and/or one or more mandatory reloads. Standard Exercises must not require more than 24 rounds to complete. Component strings must not require more than 6 rounds (12 rounds if a mandatory reload is specified). A standards course using only resetting steel targets will be scored using Limited Time Comstock.

On shotgun Standard Exercises, “load one, shoot one” may be incorporated into “Standard Exercises” in Level I and II

matches only as a further test of skill with a shotgun. The shotgun must start unloaded (see Rule 8.1.1.3). Only one round at a time may be loaded, and then fired. There must not be more than one round loaded in the

shotgun at any time. See Rule 10.2.12 for penalties.

On rifle and precision rifle courses, if 1 hit per paper target is required “Standard Exercises” must not require more than 12 rounds to complete. Component strings must not require more than 3 rounds (6 rounds if a mandatory reload is specified). Mandatory reloads, shooting positions and stances may be specified. The use of the weak shoulder may not be specified.

- 1.2.2.2 “Classifiers” – Courses of fire published by USPSA, which are available to competitors seeking a National classification. Classifiers must be set-up in accordance with these rules and be conducted strictly in accordance with the notes and diagrams accompanying them. Results must be submitted to the publishing entity in the format required (with the applicable fees, if any), in order to be recognized.

#### 1.2.3 Supplementary Courses of Fire:

##### 1.2.3.1 “Shoot-Off”

	Max Rounds	Reload
— Handgun:	9	Required
— Shotgun:	8	Optional
— Rifle:	12	Optional
— Prec. Rifle (manual):	6	Optional
— Prec. Rifle (auto):	12	Optional

### 1.3 USPSA Sanctioning

- 1.3.1 Match organizers wishing to receive Level II or Level III USPSA sanctioning must comply with the general principles of course design and course construction as well as all other current USPSA Rules

and regulations relevant to the discipline. Courses of fire that do not comply with these requirements will not be sanctioned, and must not be publicized or announced as USPSA sanctioned matches.

- 1.3.2 The Director of NROI, his delegate, or an officer of the Organization (in that order) may withdraw USPSA sanctioning from a match. Such action may be taken at any time where, in his or their opinion, a match contravenes the purpose or spirit of the principles of course design or is in breach of any of the current USPSA Rules or is likely to bring the sport of USPSA shooting into disrepute.
- 1.3.3 USPSA match level requirements and recommendations are specified in Appendix A1.

## CHAPTER 2: Course Construction and Modification

The following general regulations of course construction list the criteria, responsibilities and restrictions applicable to courses of fire in USPSA matches. Course designers, host organizations and officials are governed by these regulations.

### 2.1 General Regulations

- 2.1.1 Physical Construction – Safety considerations in the design, physical construction, and stated requirements for any course of fire are the responsibility of the host organization subject to the approval of the Range Master. Reasonable effort must be made to prevent injury to competitors, officials and spectators during the match. Course design should prevent inadvertent unsafe actions wherever possible. Consideration must be given to the operation of any course of fire to provide suitable access for officials supervising the competitors.
- 2.1.2 Safe Angles of Fire – Courses of fire must always be constructed taking into account safe angles of fire. Consideration must be given to safe target and frame construction and the angle of any possible ricochets. Where appropriate the physical dimensions and suitability of backstops and side berms must be determined as part of the construction process.
- 2.1.3 Minimum Distances – Minimum distances for any metal target are specific for that firearm type:

	Min Distance	Fault Line
— Handgun:	23	26 Feet
— Shotgun (birdshot):	16	20
— Shotgun (slugs):	131	148
— Rifle and Prec. Rifle:	164	180

Where possible, this should be done with physical barriers. If Fault Lines are used to limit the approach to metal targets, they must be placed in such a way that the competitor may inadvertently fault the line and still be outside the minimum dis-

tance (see Rule 10.5.17). Care should also be taken in respect of metal props in the line of fire.

- 2.1.4 Target Locations – When a course is constructed to include target locations other than immediately downrange, organizers and officials must protect or restrict surrounding areas to which competitors, officials or spectators have access. Each competitor must be allowed to solve the competitive problem in his own way and must not be hindered by being forced to act in any manner which might cause unsafe action. Targets must be arranged so that shooting at them on an “as and when visible” basis will not cause competitors to breach safe angles of fire.
- 2.1.5 Range Surface – Where possible, the range surface must be prepared prior to the match, and be kept moderately clear of debris during the match, to provide reasonable safety for competitors and officials. Consideration should be given to the possibility of inclement weather and competitor actions. Range Officials may add gravel, sand or other materials to a deteriorated range surface at any time, and such range maintenance actions cannot be appealed by competitors.
- 2.1.6 Obstacles – Natural or created obstacles in a course of fire should reasonably allow for variations in competitors’ height and physical build and should be constructed to provide reasonable safety for all competitors, Match Officials and spectators.
- 2.1.7 Common Firing Lines – Courses of fire where multiple competitors are required to fire simultaneously from a common firing line (e.g. Standard Exercises, Shoot-Off), must provide a minimum of 5 feet of free space between each competitor (10 feet when using rifles or shotguns).
- 2.1.8 Target Placement – Care must be taken with the physical placement of a paper target to prevent a “shoot through”.
  - 2.1.8.1 Target placement should be clearly marked on the target stands for consistent target replacement. Target stands should be securely fixed or their locations should be clearly marked on the range surface to ensure consistency throughout the entire match. Furthermore, target types should be specified and identified on the target frames or stands prior to the start of the match to ensure that a scoring target is not interchanged with a no shoot target after the match has commenced.
  - 2.1.8.2 When paper and metal targets are used in close proximity in a course of fire, care must be taken to minimize the risk of splatter from metal targets.
  - 2.1.8.3 When Poppers are used in a course of fire, care should be taken to ensure that the location or foundation area is prepared to pro-

- vide consistent operation throughout the match.
- 2.1.8.4 Static “Classic” paper targets must not be presented at an angle greater than approximately 45 degrees from the vertical.
- 2.1.8.5 Appearing scoring targets must be designed and constructed to be obscured to the competitor (during the course of fire) prior to activation.
- 2.1.8.5.1 Level I matches are encouraged but not required to strictly comply with this requirement. The written stage briefing may prohibit competitors from engaging certain target(s) which may be visible prior to activation until the operation of the activating mechanism has been initiated (see Rule 9.9.4).
- 2.1.9 All berms are “off limits” to all persons at all times, except when access to them is specifically permitted by a Range Officer (see Rule 10.6.1).
- 2.1.10 As some types of slug ammunition have detachable wads, paper shotgun targets should either be ‘backed’ (e.g. with plywood or another product of a suitable thickness), or placed at a greater distance, to prevent such wads penetrating paper targets.
- 2.1.11 A competitor must never be required to shoot at paper targets using birdshot or buckshot ammunition.
- 2.2 Course Construction Criteria**
- During the construction of a course of fire, a variety of physical barriers may be used to restrict competitor movement and to provide additional competitive challenges as follows:
- 2.2.1 Competitor movement may be restricted or controlled through the use of physical barriers, Fault Lines, Shooting Boxes, or Off-Limits Lines.
- 2.2.1.1 Shooting Boxes and Fault Lines should be constructed of wooden boards or other suitable material, must be fixed firmly in place, and provide both physical and visual references to competitors. For hard ground surfaces clear of debris, 0.75 inch material is the minimum allowable size. On other range surfaces, such as covered with turf, sand, gravel, wood chips or similar, thicker material which rises at least 1.5 inches above the surface is recommended.
- 2.2.1.2 Shooting Boxes and Fault Lines are used to define the limits of the shooting area(s). (See Rule 10.2.1)
- 2.2.1.3 Fault Lines extending rearward (uprange) should be a minimum of 3 feet in length, and unless otherwise stated in the written stage briefing, are deemed to extend rearward to infinity.
- 2.2.1.4 The use of Shooting Boxes and Fault Lines at prone shooting positions should be avoided or used with caution.
- 2.2.1.5 Off-Limits Lines may be used to define an area of the range floor which has been declared off-limits. The written stage briefing must identify the presence and location of Off-Limits Lines (if any). The off-limits area must be clearly delineated with rope, caution tape or other materials and must be at least 2 feet high and at least 2 feet from any Fault Line or Shooting Box. (See Rule 10.2.11)
- 2.2.2 Obstacles – Courses of fire may include the use of barriers or major obstacles to be surmounted by competitors. Obstacles used in this way must not exceed a height of 6.5 feet. Obstacles over 3 feet in height must be supplied with scaling aids to assist competitors and must be constructed to provide for the competitor’s safety in the following ways:
- 2.2.2.1 Obstacles must be firmly anchored and braced to provide adequate support when in use. Wherever possible, unduly sharp or rough surfaces must be removed to reduce the possibility of injury to competitors and/or Match Officials.
- 2.2.2.2 The descending side of any obstacle must be clear of obstructions or natural hazards.
- 2.2.2.3 Competitors must be allowed to test such obstacles before the course of fire and should be given a short period to do so.
- 2.2.2.4 Competitors must not be required to holster their handgun before ascending these obstacles.
- 2.2.3 Barriers – Must be constructed in the following manner:
- 2.2.3.1 They must be high enough and strong enough to serve the intended purpose.
- 2.2.3.2 They should include Fault Lines projecting rearward at ground level from the side edges.
- 2.2.3.3 Unless otherwise specified in the written stage briefing, all such barriers, walls, vision barriers and snow fence barriers will be considered to go from the ground to the height as constructed.
- 2.2.4 Tunnels – A tunnel that a competitor is required to enter or pass through must be constructed of suitable material and to any length. However, sufficient ports must be provided to allow Match Officials to safely monitor competitor action. Tunnel mouth edges must be prepared to minimize the possibility of injury to competitors and Match Officials. Course designers must clearly designate the entrance and exit portions of the tunnel as well as the parameters for shooting at any targets from



- within the tunnel (e.g. Fault Lines).
- 2.2.5 “Cooper” Tunnels – Are tunnels comprised of braced uprights supporting loose overhead materials (e.g. wooden slats), which may be inadvertently dislodged by competitors (see Rule 10.2.5). These tunnels may be constructed to any height, but overhead materials must not be heavy enough to cause injury if they fall.
- 2.2.6 Stage Props – Where these items are intended to support a competitor in motion or while shooting targets, they must be constructed with the safety of the competitor and Match Officials as a priority. Provisions must be made to allow Match Officials to safely monitor and control competitor action at all times. Props must be strong enough to withstand use by all competitors.
- 2.3 Modifications to Course Construction**
- 2.3.1 Match Officials may, for any reason, modify the physical construction or stage procedure for a course of fire, provided that such changes are approved in advance by the Range Master. Any such physical changes or additions to a published course of fire should be completed before the stage begins.
- 2.3.1.1 In lieu of modifying course design or physical construction, a Range Master may explicitly forbid certain competitor actions in order to maintain competitive equity.
- a. Declaration of a Forbidden Action may be made to prohibit competitor movement which is likely to result in an unsafe condition or to prohibit exploit of an unintended course loophole in order to circumvent a course requirement and/or gain unfair competitive advantage.
- b. The declaration of a Forbidden Action cannot be used as a means of compelling or limiting competitor movement within a course of fire (e.g., to prevent a shooter from “cutting the corner” on an L-shaped shooting area). Except as provided in Rule 1.1.5.1, a course designer wishing to compel or limit competitor movement must do so using target placement, vision barriers and/or physical barriers.
- c. Subject to 2.3.1.1(a) and (b), an area of the range floor may be declared off limits. The area must be clearly delineated with Off-Limits Lines (Rule 2.2.1.3). Crossing an Off Limits Line is considered a Forbidden Action.
- d. Any Forbidden Action or Off Limits Area must be specified in the Written Stage Briefing (See Rules 2.3.3 and 3.2.3).
- 2.3.2 All competitors must be notified of any such changes as soon as possible. As a minimum, they must be notified by the official in charge of the course of fire during the squad briefing.
- 2.3.3 If the Range Master approves any such action after the match begins he must either:
- 2.3.3.1 Allow the course of fire to continue with the modification affecting only those competitors who have not already completed the stage. If a competitor’s actions caused the change, that competitor must be required to reshoot the altered course of fire; or
- 2.3.3.2 If possible, require all competitors to complete the course of fire as revised with all previous attempts removed from the match scores.
- 2.3.3.3 A competitor who refuses to reshoot a course of fire, under this or any other section, when so ordered by a Range Official, will receive a zero score for that stage, irrespective of any previous attempt.
- 2.3.4 If the Range Master (in consultation with the Match Director) determines that the physical or procedural change results in a loss of competitive equity and it is impossible for all competitors to attempt the revised stage, or if the stage has been rendered unsuitable or unworkable for any reason, that stage and all associated competitor scores must be deleted from the match.
- 2.3.5 During inclement weather, the Range Master may order that paper targets be fitted with transparent protective covers and/or overhead shelters, and this order is not subject to appeal by competitors (see Rule 6.5.1). Such items must be applied and remain fitted to all affected targets for the same period of time, until the order is rescinded by the Range Master.
- 2.3.6 If the Range Master (in consultation with the Match Director) deems that climatic or other conditions have, or are likely to, seriously affect the safety and/or conduct of a match, he may order that all shooting activities be suspended, until he issues a “resume shooting” directive.
- 2.4 Safety Areas**
- The host organization is responsible for the construction and placement of a sufficient number of Safety Areas for the match. They should be conveniently placed and easily identified with signs. Safety Areas should include a table with the safe direction and boundaries clearly shown. Safety Areas should include a suitable gun rack or racks (for rifles or shotguns), as they are intended for use by all USPSA disciplines, particularly during Tournaments and Multigun events.
- 2.4.1 Competitors are permitted to use the Safety Areas for the activities stated below provided they remain within the boundaries of the Safety Area and the firearm is pointed in a safe direction. Violations are subject to match disqualification (see Rules 10.5.1 & 10.5.12).
- 2.4.1.1 Casing, uncasing, and holstering unloaded

- firearms.
- 2.4.1.2 Practice the mounting, drawing, “dry-firing” and re-holstering of unloaded firearms.
- 2.4.1.3 Practice the insertion and removal of empty magazines and/or to cycle the action of a firearm.
- 2.4.1.4 Conduct inspections, stripping, cleaning, repairs and maintenance of firearms, component parts and other accessories.
- 2.4.2 Dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines, loaded speed loading devices and live rounds must not be handled in a Safety Area under any circumstances (see Rule 10.5.12).
- 2.5 Unloading/Loading Station**
- 2.5.1 If it is possible that some competitors arriving at a range where a USPSA match is being held may be in possession of a loaded firearm on their person (e.g. law enforcement officers, persons duly authorized to carry a loaded firearm, etc.), match organizers should provide an Unloading/Loading Station to enable such competitors to safely unload their firearms prior to entering the range, and to safely load their firearms again on departure from the range. The Unloading/Loading Station should be conveniently located outside the entrance to the range (or outside the portion of the range allocated to the USPSA match), it should be clearly sign-marked and it must include a suitable impact zone.
- 2.5.2 Where no Unloading/Loading station is provided, a competitor who arrives at a match in possession of a loaded firearm and proceeds immediately to a match official for the express purpose of safely unloading the firearm shall not be subject to disqualification per the provisions of Rule 10.5.13.

## CHAPTER 3: Course Information

### 3.1 General Regulations

The competitor is always responsible to safely fulfil the requirements of a course of fire but can only reasonably be expected to do so after verbally or physically receiving the written stage briefing, which must adequately explain the requirements to the competitors. Course information can be broadly divided into the following types:

- 3.1.1 Published Courses of Fire – Registered competitors must be provided with the same course of fire information, within the same notice period, in advance of the match. The information may be provided by physical or electronic means, or by reference to a website (also see Section 2.3).
- 3.1.2 Non-Published Course of Fire – Same as Rule 3.1.1 except that the details for the course of fire are not published beforehand. The stage instructions are provided in the written stage briefing.

### 3.2 Written Stage Briefings:

- 3.2.1 A written stage briefing approved by the Range Master must be posted at each course of fire prior to commencement of the match. This briefing will take precedence over any course of fire information published or otherwise communicated to competitors in advance of the match, and it must provide the following minimum information:
  - Scoring Method:
  - Targets (type & number):
  - Minimum number of rounds:
  - Ammunition type or types that are acceptable (shotgun).
  - The firearm ready condition:
  - Start position:
  - Time starts: audible or visual signal:
  - Procedure:

*Written stage briefings for Multigun stages must also include:*

  - Identification of specific targets to be shot with specific firearms (i.e., T1-T4 are to be engaged with Handgun, T5-T8 with Rifle).
  - Location and ready condition for all firearms used on the stage.
  - Designation of locations and conditions where firearms may be abandoned (Type-1, Type-2 or Type-3 as specified in MG 10.5.3)
- 3.2.2 The Range Official in charge of a course of fire must read out the written stage briefing verbatim to each squad.
- 3.2.3 The Range Master may modify a written stage briefing at any time for reasons of clarity, consistency or safety (see Section 2.3).
- 3.2.4 After the written stage briefing has been read to competitors, and questions arising there from have been answered, competitors should be permitted to conduct an orderly inspection (“walkthrough”) of the course of fire. The duration of time for the inspection must be stipulated by the Range Officer, and it should be the same for all competitors. If the course of fire includes moving targets or similar items, these should be demonstrated to all competitors for the same duration and frequency.
- 3.2.5 A written stage briefing must comply with the current USPSA rules.
- 3.2.6 In the event that a competitor action contravenes the course requirements, but is not specifically prohibited in the Written Stage Briefing, the Range Master must be immediately summoned for a ruling. The Range Master may rule that the action is allowed and the competitor’s score will stand. Alternatively, the Range Master may require modifications to the course of fire, and/or may declare that the action is “forbidden”. (See Rule 2.3, including subsections)

- 3.2.6.1 Following the declaration of a Forbidden Action, the shooter(s) whose action(s) resulted in such a declaration shall be required to reshoot the course of fire. Subsequent violations by any competitor will be subject to the provisions of Rule 10.2.11.

### 3.3 Applicability of Rules:

USPSA matches are governed by the rules applicable to the discipline. Host organizations may not enforce local rules except to comply with legislation or legal precedent in the applicable jurisdiction. Any voluntarily adopted rules that are not in compliance with these rules must not be applied to USPSA matches without the express consent of the President of USPSA.

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## CHAPTER 4: Range Equipment

### 4.1 Targets – General Principles

- 4.1.1 Only targets listed in Appendix B are to be used for USPSA Handgun matches. Rifle and shotgun matches may use paper targets approved by the USPSA BOD in Appendix B, metal targets specified under 4.3, and frangible targets specified under rule 4.4.1, and 9.4.
- 4.1.2 Scoring targets used in all USPSA matches must be of a single color, as follows:
- 4.1.2.1 The scoring area of scoring paper targets must be of a typical cardboard color. White may be used in rifle and shotgun matches.
- 4.1.2.2 The entire front of scoring metal targets (or other non-paper targets for rifle, shotgun), must be painted a single color, preferably white. Shotgun match targets may be unpainted.
- 4.1.3 No-shoots must be clearly marked or be of a single color different from scoring targets. On handgun courses, metal no-shoots in the general size and shape of authorized paper targets may be used. Metal no-shoots do not have a non scoring border.
- 4.1.4 Targets used in a course of fire may be partially or wholly hidden through the use of hard or soft cover:
- 4.1.4.1 Cover provided to hide all or a portion of a target will be considered hard cover. When possible hard cover should not be simulated but constructed using impenetrable materials (see Rule 2.1.3). Whole paper targets must not be used solely as hard cover.
- 4.1.4.2 Cover provided merely to obscure targets is considered soft cover. Shots which have passed through soft cover and which strike a scoring target will score. Shots that have passed through soft cover before hitting a no-shoot will be penalized. All scoring zones on targets hidden by soft cover must

be left wholly intact. Targets obscured by soft cover must either be visible through the soft cover or a portion of the affected target(s) must be visible from around or over the soft cover. Do not use soft cover to obscure Shotgun targets.

- 4.1.5 Declaring a single, intact target to represent two or more targets by use of tape, paint or any other means is prohibited.

### 4.2 Approved Targets – Paper

- 4.2.1 There are two types of paper targets approved for use in USPSA matches (see Appendix B). These types must not be included together in any stage.
- 4.2.2 Paper targets must have scoring lines and non-scoring borders clearly marked on the face of the target, however, scoring lines and non-scoring borders should not be visible beyond a distance of 33 feet. The scoring zones reward power in USPSA matches.
- 4.2.2.1 The face of paper no-shoots must include a sufficiently distinguishable non-scoring border. In the absence of perforations or other suitable markings, the Range Master must order that all affected targets have a replacement non-scoring border drawn or fitted thereon.
- 4.2.3 Paper targets must never be required to receive more than 12 hits before being scored and patched.
- 4.2.4 When the scoring area of a paper target is to be partially hidden, course designers must simulate hard cover in one of the following ways:
- 4.2.4.1 By actually hiding a portion of the target (see Rule 4.1.4.1).
- 4.2.4.2 By physically cutting targets to remove the portion deemed to be hidden by hard cover. Such targets must be fitted with a replacement non-scoring border, which must extend the full width of the cut scoring area (see Rule 4.2.2).
- 4.2.4.3 By painting or taping the portion of the target deemed to be hidden by hard cover a single and visibly contrasting color.
- 4.2.5 Hard Cover (and overlapping no-shoots) must not completely hide the highest scoring zone on a partially hidden paper target.
- ### 4.3 Approved Targets – Metal
- 4.3.1 Approved metal targets for use in Rifle, Precision Rifle, and Shotgun matches include any metal target that conforms to Appendix B and provides an adequate method of determining hits or misses, whether by falling, or by means other than by falling (self-indicating hits). Scoring metal targets by listening for hits is not permitted. Self-indicating targets when used in a COF, may be engaged from multiple shooting locations as new targets.

All approved types of metal targets may be used as scoring targets or no-shoots. They must be scored in accordance with the relevant Appendices.

- 4.3.1.1 Poppers are approved targets designed to recognize power and must be calibrated as specified in Appendix C.
- 4.3.1.2 Mini Poppers are approved targets designed to recognize power, are intended to simulate regular sized Poppers placed at greater distances, and must be calibrated as specified in Appendix C.
- 4.3.1.3 Pepper Poppers and Classic Poppers may be included in the same course of fire. (Rifle and Shotgun courses may also include “Colt Speed Plates.”)
- 4.3.1.4 For handgun courses, metal plates must be of specific sizes (see Appendix B5), however, metal plates must not be used exclusively in a course of fire. On a handgun course, at least one authorized paper target or Popper must be included in each course of fire.
- 4.3.1.5 Scoring metal targets *for handgun* must be shot and fall or overturn to score. Rifle, Precision Rifle, and Shotgun targets may self-indicate. Scoring Poppers which fail to fall or self-indicate when hit, are subject to the provisions of Appendix C1, 6 & 7. Scoring metal targets which a Range Officer deems have fallen, overturned, or self-indicated due to a shot on the supporting apparatus, a hit by a wad, or prematurely fallen or moved for any reason will be treated as range equipment failure. (See Rule 4.6.1).
- 4.3.1.6 Unlike Poppers, metal plates are not subject to calibration or calibration challenges. If a scoring metal plate has been hit but fails to fall, self-indicate, or overturn as designed, the Range Officer shall declare range equipment failure and order the competitor to reshoot the course of fire, after the faulty plate has been rectified. The Range Officer shall be the final arbiter as to whether the plate is functioning as designed.
- 4.3.1.7 Metal scoring targets must, if hit, be painted after each competitor. An inadvertent failure to paint one or more targets prior to a competitor’s attempt at the course of fire shall not be grounds for a reshoot. (This rule does not apply to Rifle, Precision Rifle, and Shotgun targets.)
  - 4.3.1.7.1 Level I matches are encouraged to paint whenever possible, but are not required to do so.
- 4.3.1.8 Metal no-shoot targets which are designed to fall when hit, but which fail to fall or overturn when struck by a full or partial

diameter hit, shall incur the penalty or penalties in accordance with Rule 9.4.3, and is not grounds for a reshoot per range equipment failure. (This rule does not apply to Shotgun targets.)

- 4.3.1.9 Metal no-shoot targets must, if hit, be repainted after each competitor ends their attempt at the course of fire, failing which subsequent competitors must not be penalized for hits visible on their surface. (This rule does not apply to Shotgun targets.)

#### **4.4 Frangible and Synthetic Targets**

- 4.4.1 Frangible targets, such as clay pigeons or tiles, are not authorized targets for USPSA handgun matches, but may be used for rifle and shotgun matches.
  - 4.4.1.1 Frangible targets must break with a visible piece missing or separated from the original target to be counted for score. (See also 9.4.1.)
  - 4.4.1.2 Frangible flying targets will be scored at 10 point value with an option of 20 point value should the MD choose, and are to be considered disappeared once they land.
- 4.4.2 Synthetic targets (e.g. “self-sealing” targets etc.), sometimes used by indoor ranges, may be used at Level I handgun matches provided they comply with the sizes specified in Appendix B5.

#### **4.5 Rearrangement of Range Equipment or Surface**

- 4.5.1 The competitor must not interfere with the range surface, natural foliage, constructions, props or other range equipment (including targets, target stands and target activators) at anytime. Violations may incur one procedural penalty per occurrence at the discretion of the Range Officer.
  - 4.5.1.1 Exception - a competitor is allowed to move stone, sand or other loose material at the starting position for the purposes of achieving level and stable footing.
- 4.5.2 The competitor may request that Match Officials take corrective actions to ensure consistency in respect of the range surface, the presentation of targets and/or any other matter. The Range Master will have final authority concerning all such requests.

#### **4.6 Range Equipment Failure and Other Issues**

- 4.6.1 Range equipment must present the challenge fairly and equitably to all competitors. Range equipment failure includes, but is not limited to, the displacement of paper targets, the premature activation of metal or moving targets, the failure to reset moving targets or steel targets, the malfunction of mechanically or electrically operated equipment, and the failure of props such as openings, ports, and barriers.
  - 4.6.1.1 The declaration and/or use of any loaded



(see Appendix A3) or unloaded firearm as “range equipment” is prohibited. HOWEVER, in a multigun match, Competitors may be required to use a prop gun supplied by the Match Director on a stage to start the course of fire; it may not be required to engage more than three (3) targets before abandoning it. The prop gun and all related ammunition and equipment will be provided by the host match officials and be the same for all competitors. Should the equipment provided malfunction or fail; the competitor will be stopped immediately and given a reshoot once the malfunction has been repaired.

- 4.6.2 A competitor who is unable to complete a course of fire due to range equipment failure, or if a metal or moving target was not reset prior to his attempt at a course of fire, must be required to reshoot the course of fire after corrective actions have been taken.
- 4.6.3 Chronic malfunction of equipment in a course of fire may result in the removal of that stage from the match results (see Rule 2.3.4).

## CHAPTER 5: Competitor Equipment

### 5.1 Handguns, Rifles, and Shotguns

- 5.1.1 Handguns, Rifles, Precision Rifles, and Shotguns are separated and defined by Divisions (see Appendix D), however, courses of fire must remain consistent for all Divisions.
  - 5.1.1.1 A firearm is considered to be the combination of a specific caliber/gauge, barrel, stock or grip, sighting system, and fixed magazine or magazine tube if applicable. Competitors must not reconfigure any firearm (i.e., change caliber/gauge, barrel, muzzle brakes/compensator/flash hiders, butt stock, forend, sighting system (including scopes, magnifiers, etc), fixed magazine or magazine tube) during the course of a match.
- 5.1.2 The minimum cartridge case dimension for handguns to be used in USPSA matches is 9x19 mm. The minimum bullet diameter is 9 mm (.354 inches). There is no minimum caliber for Rifle or Precision Rifle. Shotguns must be 20 gauge or larger.
- 5.1.3 Sights – Types of sights identified by USPSA are:
  - 5.1.3.1 “Open sights” - aiming devices fitted to a handgun which do not use electronic circuitry and/or lenses.
  - 5.1.3.2 “Optical/electronic sights” - aiming devices fitted to a handgun which use electronic circuitry and/or lenses.
  - 5.1.3.3 The Range Master is the final authority in respect of the classification of any sights used in an USPSA match and/or their compliance with these rules, including the

Divisions in Appendix D.

- 5.1.4 Unless required by a Division (see Appendix D), there is no restriction on the trigger pull weight, however, the trigger mechanism must, at all times, function safely.
- 5.1.5 Triggers and/or trigger shoes that extend beyond the width of the trigger guard are expressly prohibited on a handgun. However, rifles and shotguns fitted with “winter triggers/guards” may be used in this mode, provided that this fitting was designed, manufactured and provided as part of the firearm and only when the particular climate or weather conditions dictate their use.
- 5.1.6 All firearms must be serviceable and safe. Range Officers may demand examination of a competitor’s firearm or related equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by a Range Officer, it must be withdrawn from the match until the item is repaired to the satisfaction of the Range Master.
- 5.1.7 Competitors must use the same firearm and sighting system for all courses of fire in a match (the same handgun, rifle, shotgun, etc.). However, in the event that a competitor’s original firearm and/or sighting system become unserviceable or unsafe during a match, the competitor must, before using a substitute firearm and/or sighting system, seek permission from the Range Master who may approve the substitution provided he is satisfied:
  - 5.1.7.1 The substitute satisfies the requirements of the relevant Division, and, in the case of a rifle, is of the same type, action, and caliber, fitted with the same type of sights.
  - 5.1.7.2 In using the substitute the competitor will not gain a competitive advantage.
  - 5.1.7.3 The competitor’s replacement firearm and its appropriate ammunition must be chronographed per Rule 5.6, regardless of whether or not the original was previously tested. (Does not apply to shotguns.)
  - 5.1.7.4 If the original firearm/ammunition was not previously tested, and if the original firearm has already been used on a stage, and can be safely fired (i.e. the malfunction is not related to an inability to safely fire the handgun), then the original firearm and its ammunition supply remain subject to testing. (Does not apply to shotguns.)
- 5.1.8 A competitor who substitutes or significantly modifies a firearm during a match without the prior approval of the Range Master will be subject to the provisions of Section 10.6.
- 5.1.9 Competitors may be required to carry more than one firearm at a time. However, competitors may never use nor carry more than one handgun, one rifle, and one shotgun during a course of fire (total of three) (see Rule 10.5.7).

5.1.10 Handguns with shoulder stocks and/or fore grips of any kind are prohibited. Rifles, Precision Rifles, and Shotguns must be fitted with a stock, enabling it to be fired from the shoulder.

5.1.10.1 Chokes, slings, bi-pods, monopods, ammo/mag holders, and flashlights may be added or removed at any time during the match, providing that they are allowed in the competitor's division.

5.1.11 Handguns offering "burst" and/or fully automatic operation are prohibited. Rifles offering *only* "burst" and/or fully automatic operation (i.e. whereby more than one round can be discharged on a single pull or activation of the trigger) are prohibited.

## 5.2 Carry And Storage, Competitor Equipment

5.2.1 Carry and Storage – Except when within the boundaries of a safety area, or when under the supervision and direct command of a Range Officer, competitors must carry their handguns unloaded in a gun case, gun bag or in a holster securely attached to a belt on their person (see Rule 10.5.1). The competitor's long guns must be unloaded and carried or stored in one of the following conditions (see Rule 10.5.1).

NOTE: Each stage must provide a place for competitors to place their long guns. It may take the form of a rack or table or both. Tables must be oriented near a berm so that no one can walk in front of it. All firearms in the staging area must have their actions locked open or have chamber flags on a closed bolt or be cased.

5.2.1.1 Competitors must use a chamber safety flag, or device, that is clearly visible externally to the gun or carry in a case at all times when the firearm is not in use (except whilst carrying out the activities permitted under Rule 2.4.1 and 5.2.2).

5.2.1.2 Carried/shouldered or slung from the shoulder with the firearm reasonably vertical. Match Directors may require this to be "vertically upwards" or "vertically downwards" providing this is made clear to all competitors in a reasonable manner

5.2.1.3 Carried in a slip or case (it is preferred that the firearm is carried reasonably vertical). Alternately, the rifle or shotgun may be transported or stored without a slip or case, whether or not reasonably vertical, in a mobile rack or carrier, provided the firearm complies with Rule 5.2.1 and is only placed or removed under the supervision of a Range Officer, or while in a Safety Area, or when being transferred directly to/from a staging area as described in Rule 5.2.2.

5.2.1.4 Under no circumstances, except when under the supervision of, and in response to a direct instruction issued by a Range Officer, will the firearm be loaded (see Rule 10.5.13) or have empty detachable magazines fitted except that a competitor may practice the insertion and removal of empty detachable magazines while in a Safety Area.

5.2.2 Competitors carrying their handgun in a holster must have an empty magazine well, and the hammer or striker must be de-cocked. Anyone found in violation of this rule will be immediately escorted by a Range Officer to a suitable range or safety area where appropriate corrective action shall be made.

5.2.3 Unless otherwise specified in the written stage briefing, the belt carrying the holster, magazines, speed loading devices, and all allied equipment *for the handgun* must be worn at waist level. The belt or the inner belt or both must be either securely fixed at the waist, or secured with a minimum of three belt loops.

5.2.3.1 Female competitors may be permitted (if so authorized in Appendix D) to wear a belt, holster and allied equipment at hip level, however, the top of the belt must not be positioned below the furthest lateral point of the top of the femur (tuberosity major).

5.2.4 During the course of fire, after the start signal, unless stipulated otherwise in the stage procedure, spare ammunition, magazines and speed loading devices shall be carried in retention devices specifically designed for that purpose. A competitor may also carry additional ammunition, magazines or speed loading devices in his pockets and retrieve and use them without penalty once having dropped or exhausted his primary spare ammunition, magazines or speed loading devices.

Loops or clips fitted to the shotgun stock, fore-end or receiver, or to a sling fitted to the shotgun, to hold individual cartridges are specifically allowed.

5.2.4.1 Choke tubes and other choke-altering devices are permitted.

5.2.5 Where a Division specifies a maximum distance that a competitor's handgun and equipment may extend away from a competitor's belt, the measurement shall be taken in the following manner:

— perpendicular to the belt at the point of attachment to the belt

— from the inner most surface of the belt equipment (against the pants/body) to the nearest body-side surface of the handgun and/or any reloading device.

5.2.5.1 These measurements may be taken with the equipment as worn or removed (see App. E2).

- 5.2.5.2 Any competitor who fails the foregoing test will be required to immediately adjust his holster or equipment to comply with the requirements of the relevant Division. The Range Master may make allowances for variations in these requirements due to anatomical considerations. Some competitors may not be able to fully comply.
- 5.2.5.3 Unless specified in the written stage briefing, or unless required by a Range Officer, the position of holsters and allied equipment must not be moved or changed by a competitor during a match. If a retaining strap is attached to a holster or magazine pouch, it must be applied or closed prior to issuance of the “Standby” command.
- Exception: In a Multigun event, due to the varied equipment requirements, belts, holsters, belt-mounted magazine holders and speed-loading devices and any other equipment worn or carried by the shooter may be changed, repositioned or reconfigured between stages, provided that such reconfiguration is compliant with 5.1.7, and all equipment is in a rules-compliant configuration prior to the start of the shooter’s attempt on the Course of Fire.*
- 5.2.6 USPSA Handgun matches will not require the use of a particular type or brand of holster. However, the Range Master may deem that a competitor’s holster is unsafe and order that it be improved to his satisfaction, failing which it must be withdrawn from the match. Divisions may restrict a specific type of holster.
- 5.2.7 Competitors must not be permitted to commence a course of fire wearing:
- 5.2.7.1 A shoulder holster or “tie-down” rig (visible or otherwise), except as specified in Rule 5.2.8,
- 5.2.7.2 A holster with the heel of the butt of the handgun below the top of the belt, except as specified in Appendix D, or otherwise indicated in Rule 5.2.8.
- Exception: Tie down holsters and holsters with the heel of the butt below the top of the belt are allowed in Multigun events.*
- 5.2.7.3 A holster with the muzzle of the handgun pointing further than 3 feet from the competitor’s feet while standing relaxed,
- 5.2.7.4 A holster which does not completely prevent access to, or activation of, the trigger of the handgun while holstered.
- 5.2.8 Competitors deemed by the Match Director to be full-time law enforcement officers with arrest powers or military personnel on current active duty orders, may be entitled to use their duty holsters or similar holster and related equipment when such equipment does not strictly satisfy the equipment or other requirements of the declared Division. The Range Master will remain the final authority in respect of the safety and suitability of using such equipment at USPSA matches. The use of such equipment, except as otherwise permitted in the rules, is restricted to Level I matches only.
- 5.2.9 Competitors deemed by the Range Master to be significantly disabled may be given special dispensation in relation to the type and/or placement of their holster and related equipment, and the Range Master will remain the final authority in respect of the safety and suitability of using such equipment at USPSA matches.
- 5.3 Appropriate Dress**
- 5.3.1 The use of offensive or objectionable garments is not allowed. The Match Director will have final authority in respect of what garments competitors are allowed to wear.
- 5.4 Eye and Ear Protection**
- 5.4.1 All persons near an area potentially exposed to ricochet debris or bullet fragments are required to wear eye protection. All persons near an area where the sound of firearms being fired may potentially cause hearing damage are required to wear adequate hearing protection.
- 5.4.2 If a Range Officer deems that a competitor about to make an attempt at a course of fire is wearing inadequate eye or ear protection, the Range Officer may order the competitor to rectify the situation before allowing the competitor to continue. The Range Master is the final authority on this matter.
- 5.4.3 If a Range Official notices that a competitor has lost or displaced their eye or ear protection during a course of fire, or has commenced a course of fire without them, the Range Official must immediately stop the competitor who will be required to reshoot the course of fire after the protective devices have been restored.
- 5.4.4 A competitor who inadvertently loses eye or ear protection during a course of fire, or commences a course of fire without them, is entitled to stop, point their handgun in a safe direction and indicate the problem to the Range Official, in which case the provisions of the previous rule will apply.
- 5.4.5 A competitor who intentionally loses or displaces eye and/or ear protection during a course of fire will be disallowed the provisions of Rule 5.4.4, and will be subject to match disqualification (see Rule 10.6.3)
- 5.5 Ammunition and Related Equipment**
- 5.5.1 Magazines and speed loading devices must comply with the provisions of the relevant Division. Detachable magazines are defined as speed load-

ers, any Division that speed loaders are not allowed, will apply to detachable magazines as well.

- 5.5.2 Spare magazines, speed loading devices or ammunition dropped or discarded by a competitor after the start signal may be retrieved, however, their retrieval is, at all times, subject to all safety rules.
- 5.5.3 Metal piercing, incendiary and/or tracer ammunition is prohibited at USPSA matches (see Rule 10.5.15). Steel and/or tungsten shot or slugs may not be used on steel targets. At shotgun matches, the Match Director and/or Range Master may restrict ammunition to certain minimum and/or maximum shot sizes or types for reasons of safety. The match organizer may require fiber wads for environmental reasons if such requirement is announced ahead of the match.
- 5.5.4 All ammunition used by a competitor must satisfy the requirements of the relevant Division. (Appendix D)
- 5.5.5 Any ammunition deemed unsafe by a Range Officer must be immediately withdrawn from the match.
- 5.5.6 Ammunition (other than shotshells loaded with birdshot) must not discharge more than one bullet or other scoring projectile from a single round.
- 5.5.7 Competitors at an USPSA match are solely and personally responsible for the safety of all and any ammunition which they bring to the match. Neither USPSA nor any USPSA Officers, nor any organization affiliated to USPSA, or the officers of any organization affiliated to USPSA accepts any responsibility whatsoever in this regard, nor in respect of any loss, damage, accident, injury or death suffered by any person or entity as a result of the lawful or unlawful use of any such ammunition.

## 5.6 Chronograph and Power Factors

- 5.6.1 One or more official match chronographs are used to assist in the determination of the power factor of every competitor's ammunition. In the absence of official match chronograph(s), the power factor declared by a competitor cannot be challenged. (This section does not apply to Shotgun matches.)
  - 5.6.1.1 The power factor rating to enable a competitor's scores to be included in match results is called "Minor". Some Divisions offer a higher power factor rating called "Major," which enables competitors to earn more points for peripheral shots on scoring paper targets.
  - 5.6.1.2 The power factor floor for Minor rating and the power factor floor for Major rating, if available, and other specific requirements applicable to each Division are stipulated in Appendix D.

- 5.6.1.3 The associated values awarded for Minor and Major scoring hits are illustrated in Appendix B.
- 5.6.1.4 The method used to determine power factor and the procedures used at the Chronograph Station are stipulated in Appendix C2.
- 5.6.1.5 Any Rifle and/or Handgun and associated ammunition may be tested at any time. In the event that the ammunition fails to make declared power factor, the actual (measured) power factor will be used for scoring.

## 5.7 Malfunctions – Competitor's Equipment

- 5.7.1 A competitor who experiences a malfunction while responding to the "Make Ready" command, but prior to issuance of the "Start Signal", is entitled to retire to repair his firearm without penalty, under the authority and supervision of the officiating Range Officer and subject to the provisions of Rule 5.7.5, Rule 8.3.1.1, and all other safety rules. Once the repairs have been completed (and the provisions of Rule 5.1.7 have been satisfied, if applicable), the competitor may return to attempt the course of fire, subject to scheduling as determined by the officiating Range Officer or Range Master.
- 5.7.2 In the event that a competitor's firearm malfunctions after the Start signal, the competitor may safely attempt to correct the problem and continue the course of fire. During such corrective action, the competitor must keep his firearm's muzzle pointing safely downrange at all times.
- 5.7.3 While rectifying a malfunction that requires the competitor to clearly move the firearm away from aiming at a target, the competitor's fingers must be clearly visible outside the trigger guard (see Rule 10.5.8).
- 5.7.4 In the event that a malfunction cannot be corrected by the competitor within 2 minutes, he must point the firearm safely downrange and advise the Range Officer, who will terminate the course of fire (excluding any unattempted component strings in a Standard Exercise) in the normal manner. The course of fire (excluding any unattempted component strings in a Standard Exercise) will be scored as shot including all applicable misses and penalties.
- 5.7.5 Under no circumstances is a competitor permitted to leave a course of fire in the possession of a loaded firearm (see Rule 10.5.13).
- 5.7.6 Where the firearm has failed after the Start signal, the competitor must not be permitted to reshoot the course of fire or string. This includes the instance where a handgun is declared unserviceable or unsafe during a course of fire or string. However, any unattempted component strings in a Standard Exercise may still be attempted by the affected competitor after the firearm has been repaired, and prior to when match results are declared final by



- the Match Director.
- 5.7.7 In the event that a Range Officer terminates a course of fire due to a suspicion that a competitor has an unsafe firearm or unsafe ammunition (e.g. a “squib” load), the Range Officer will take whatever steps he deems necessary to return both the competitor and the range to a safe condition. The Range Officer will then inspect the firearm or ammunition and proceed as follows:
- 5.7.7.1 If the Range Officer finds evidence that confirms the suspected problem, the competitor will not be entitled to a reshoot, but will be ordered to rectify the problem. On the competitor’s score sheet, the time will be recorded up to the last shot fired, and the course of fire will be scored “as shot”, including all applicable misses and penalties. (See Rule 9.5.6 and 9.7.6.)
- 5.7.7.2 If the Range Officer discovers that the suspected safety problem does not exist, the competitor will be required to reshoot the stage.

## 5.8 Official Match Ammunition

- 5.8.1 See Appendix C3 (Does not apply to Shotgun.)
- 5.8.1.1 The competitor must obtain, and retain for the duration of the match, an official receipt from the match organizers (or their nominated vendor) at the match evidencing details of the quantity and description of the subject ammunition purchased at the match, and said receipt must be produced on demand by any Match Official, failing which the provisions of Rule 5.8.1 will not apply. Ammunition not purchased from the match organizers (or their nominated vendor) at the match will not enjoy the provisions of Rule 5.8.1, regardless of whether or not such ammunition appears, for all intents and purposes, to be identical to official match ammunition.
- 5.8.1.2 Official match ammunition purchased by competitors is deemed to be competitor equipment (see Section 5.7). Malfunctions will not be grounds for a reshoot and/or an appeal to Arbitration.
- 5.8.1.3 Official match ammunition must be available to every competitor on an equal basis and its accessibility and use may not be restricted only to certain individuals or group.
- 5.8.1.4 Official match ammunition must be approved by the USPSA President.
- 5.8.1.5 Match Officials reserve the right to conduct chronograph or other tests on all and any ammunition, at any time, and a reason need not be given.

- 5.8.2 Where possible, match organizers (or their nominated vendor at the match) should make available a test firing bay, supervised by a Range Officer, where competitors can function test a small quantity of official match ammunition of the same batch through their firearms.

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## CHAPTER 6: Match Structure

### 6.1 General Principles

The following definitions are used for clarity:

- 6.1.1 String - A separately timed component of a Standard Exercise. Scores and penalties are recorded following completion of the course of fire, unless the course of fire specifies that they shall be recorded and the targets taped between strings. The time component of all strings will be totaled and the results achieved are then tallied to produce a final stage result. (See also Rule 9.5.6)
- 6.1.2 Stage - A separately timed and scored component of a match.
- 6.1.3 Match - Consists of a minimum of 2 stages. The total sum of individual stage results will be accumulated to declare a match winner. A match must include only one type of firearm (e.g. handgun, shotgun or rifle).
- 6.1.4 Tournament - Consists of two or more firearm specific matches (e.g. a handgun match and a shotgun match, or a handgun match, a rifle match and a shotgun match), or two or more handgun-type matches (e.g. a 1911 handgun match and a “Brand A” handgun match). The individual match results achieved by a competitor in each component match will be used to declare an overall tournament winner, in accordance with the USPSA Tournament Rules.
- 6.1.5 League - Consists of two or more USPSA matches of a single firearm type held at different locations and on different dates. The total sum of match results attained by each competitor at component matches specified by the league organizers will be accumulated to determine a league winner.
- 6.1.6 Shoot-Off - An event conducted separately from a match. Eligible competitors compete directly against each other by simultaneously shooting at separate but equal target arrays in a process of elimination (See J-ladders in Appendices).
- ### 6.2 Match Divisions
- 6.2.1 USPSA Divisions recognize different handguns and equipment (see Appendix D). Each match must recognize at least one Division. When multiple Divisions are available in a match, each Division must be scored separately and independently, and match results must recognize a winner in each Division.
- 6.2.2 In USPSA sanctioned matches, the minimum num-

ber of competitors stipulated in Appendix A2 must compete in each Division for it to be recognized. If there are insufficient competitors in a Division, the Match Director may allow that Division to stand without official USPSA recognition.

6.2.3 Prior to the commencement of a match, each competitor must declare one Division for score. Match Officials should check holsters and other competitor equipment for compliance with the declared Division prior to the competitor making an attempt at any of the courses of fire.

6.2.4 Subject to the prior approval of the Match Director, a competitor may enter a match in more than one Division. However, the competitor may compete for match score in only one Division, and that must be the first attempt in all cases. Any subsequent attempts in another Division will not count for match recognition.

6.2.4.1 Level I matches may allow competitors to enter multiple Divisions for match recognition.

6.2.5 Where a Division is unavailable or deleted, or where a competitor fails to declare a specific Division prior to the commencement of a match, the competitor will be placed in the Division which, in the opinion of the Range Master, most closely identifies with the competitor's equipment. If, in the opinion of the Range Master, no suitable Division is available, the competitor will shoot the match for no score.

6.2.5.1 However, if a competitor fails to satisfy the equipment or other requirements of a declared Division during a course of fire, the competitor will be placed in Open Division, if available, otherwise the competitor will shoot the match for no score.

6.2.5.2 A competitor who is classified or reclassified as above must be notified as soon as possible. The Range Master's decision on these matters is final.

6.2.6 A match disqualification incurred by a competitor, at any time during a match, will prevent the competitor from further participation in the match including any subsequent attempts in another Division. However, this is not retroactive. Any previous and complete match scores from another Division will be included for recognition and awards in that Division.

6.2.7 Recognition of a competitor in a specific Division will not preclude further recognition in a Category.

### **6.3 Match Categories**

6.3.1 USPSA matches may include different Categories within each Division to recognize different groups of competitors. A competitor may declare multiple Categories for a match or tournament.

6.3.2 Failure to meet the requirements of the declared

Categories or failure to declare a Category prior to the start of the match will result in exclusion from that Category. Details of currently approved Categories and related requirements are listed in Appendix A2.

### **6.4 Competitor Status and Credentials**

6.4.1 All competitors must be individual members of USPSA, or a current member of their IPSC region, for Level II and above competitions. A competitor who submits a paid USPSA membership application to the Match Director prior to entering the competition is considered a member for the purpose of this rule.

6.4.2 Only current USPSA classifications may be used in determining Class awards.

6.4.3 No person may be barred from participating in a USPSA match based on gender, race, religion or occupation.

6.4.4 An individual may be barred from participating in a USPSA match, at the match director's discretion, if the person:

a. has demonstrated an inability to safely complete courses of fire, or

b. has demonstrated behavior which would or may disrupt the match, or which would bring disrepute to the sport.

6.4.5 A Match Director enforcing Rule 6.4.4 must submit a detailed report to USPSA within seven days of the occurrence.

### **6.5 Competitor Scheduling and Squadding**

6.5.1 Competitors must compete for score according to the published match and squadding schedule. A competitor who is not present at the scheduled time and date for any stage may not attempt that stage without the prior approval of the Match Director or Range Master, failing which the competitor's score for that stage will be zero.

6.5.2 Range Officials, match sponsors and other persons may compete for score in a "pre-match", subject to the prior approval of the Match Director. Competitors in the main match must not be restricted from viewing the pre-match. Scores attained in the "pre-match" may, at the discretion of the Match Director, be included in the overall match results provided the dates of the "pre-match" are published in the official match schedule. (also see Section 2.3).

6.5.3 A match, tournament or league will be deemed to have started on the first day that competitors (including those specified above) shoot for score and will be deemed to have ended when the results have been declared final by the Match Director.

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## **CHAPTER 7: Match Management**

### **7.1 Match Officials**

The duties and terms of reference of Match Officials are defined as follows:

- 7.1.1 Range Officer (“RO”) – issues range commands, oversees competitor compliance with the written stage briefing and closely monitors safe competitor action. He also declares the time, scores and penalties achieved by each competitor and verifies that these are correctly recorded on the competitor’s score sheet (under the authority of a Chief Range Officer and Range Master).
- 7.1.2 Chief Range Officer (“CRO”) – is the primary authority over all persons and activities in the courses of fire under his control, and oversees the fair, correct and consistent application of these rules (under the authority of the Range Master).
- 7.1.3 Chrono Officer (“CO”) – is the primary authority over all persons and activities at the Chronograph Station, and oversees the fair, correct and consistent application of the pertinent rules and the procedures outlined in Appendix C2 (under direct authority of the Range Master).
- 7.1.4 Stats Officer (“SO”) – collects, sorts, verifies, tabulates and retains all score sheets and ultimately produces provisional and final results (under direct authority of the Range Master). Any incomplete or inaccurate score sheets must be promptly referred to the Range Master.
- 7.1.5 Quartermaster (“QM”) – distributes, repairs and maintains all range equipment and supplies (e.g. targets, patches, paint, props, timers, batteries, staplers, clipboards etc.), (under direct authority of the Range Master).
- 7.1.6 Range Master (“RM”) – has overall authority over all persons and activities within the entire range, including range safety, the operation of all courses of fire and the application of these rules. All match disqualifications and appeals to arbitration must be brought to his attention. The Range Master is usually appointed by and works with the Match Director, however, in respect of USPSA sanctioned Level III and Nationals matches, the appointment of the Range Master is subject to the prior written approval of the Director of NROI.
- 7.1.7 Match Director (“MD”) – handles overall match administration including squadding, scheduling, range construction, the coordination of all support staff and the provision of services. His authority and decisions will prevail with regard to all matters except in respect of matters in these rules which are the domain of the Range Master. The Match Director is appointed by the host organization and works with the Range Master.
- 7.1.8 Tournament Director (“TD”) – has the same responsibilities of the Match Director, but on completion of the TD course, will receive an official certification and brassard indicating that the individual has met the criteria to put on Level III or

higher level matches.

## 7.2 Discipline of Match Officials

- 7.2.1 The Range Master has authority over all Match Officials other than the Match Director (except when the Match Director is actually participating as a competitor at the match), and is responsible for decisions in matters concerning conduct and discipline.
- 7.2.2 In the event that a Match Official is disciplined, the Range Master must send a report of the incident and details of the disciplinary action to the Director of NROI.
- 7.2.3 A Match Official who is disqualified from a match for a safety infraction while competing will continue to be eligible to serve as a Match Official for the match. The Range Master will make any decision related to an official’s participation.
- 7.2.4 All match officials are subject to the current published Range Officer Discipline Policy, which is posted on the NROI.org web site.

## 7.3 Appointment of Officials

- 7.3.1 Match organizers must, prior to commencement of a match, appoint a Match Director and a Range Master to carry out the duties detailed in these rules. The nominated Range Master should preferably be the most competent and experienced certified Range Official present (see Rule 7.1.6). For Level I and Level II matches a single person may be appointed to be both the Match Director and the Range Master.
- 7.3.2 References in these rules to Range Officials (e.g. “Range Officer”, “Range Master” etc.), mean personnel who have been officially appointed by match organizers to actually serve in an official capacity at the match. Persons who are certified Range Officials, but who are actually participating in the match as regular competitors, have no standing or authority as Range Officials for that match. Such persons should therefore not participate in the match wearing garments bearing Range Official insignia.
- 7.3.3 Matches of all Levels shall publicly publish or announce to competitors, the identity of the Match Director, Range Master, Stats Officer or other match officials as appropriate to the level of match.

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# CHAPTER 8: The Course of Fire

## 8.1 Ready Conditions

The ready condition for handguns, rifles, and shotguns will normally be as stated below. However, in the event that a competitor fails to load the chamber when permitted by the written stage briefing, whether inadvertently or intentionally, the Range Officer must not take any action, as the competitor is always responsible for the handling of the firearm(s).

Note that a course of fire may require that a firearm be “staged” (prepared and placed prior to the start signal in a specific position and condition for use later during the course of fire). In such cases the written course description must define the position, condition and location of the staged firearm(s).

Stage designs must be configured in so that firearms, when staged, are compliant with the requirements in 10.5.2, and positioned in such a way that no person is ever allowed or required to pass in front of the muzzle of a staged firearm.

#### 8.1.1 Revolvers:

8.1.1.1 Single Action: hammer fully down on an empty chamber or, if a safety notch is fitted, hammer down over a loaded chamber (transfer bar designs excepted).

8.1.1.2 Double Action: hammer fully down and all chambers may be loaded.

8.1.1.3 Non-traditional revolvers (e.g. those which operate in a “self-loading” mode) are not allowed.

#### 8.1.2 Autoloaders (treat all Rifles, Shotguns, and Precision Rifles as “Single Action.”):

8.1.2.1 “Single action” – chamber loaded, hammer cocked, and the safety engaged (if the firearm is designed to have one).

8.1.2.2 “Double action” – chamber loaded, hammer fully down or de-cocked.

8.1.2.3 “Selective action” – chamber loaded with hammer fully down, or chamber loaded and hammer cocked with external safety engaged (see Divisions in Appendix D).

8.1.2.4 With respect to Rules 8.1.2.1 and 8.1.2.3, the term “safety” means the primary visible safety lever on the handgun (e.g. the thumb safety on a “1911” genre handgun). In the event of doubt, the Range Master is the final authority on this matter.

8.1.3 Courses of fire may require ready conditions which are different to those stated above. In such cases, the required ready condition must be clearly stated in the written stage briefing. When a Ready Condition requires a firearm be prepared with an empty chamber (or cylinder), the action must be fully forward and closed (or the cylinder must be fully closed) and the hammer or striker must be fully down or fully forward, as the case may be, unless otherwise specified in the stage briefing.

8.1.4 Unless complying with a Division requirement (see Appendices), or conducting a “load one shoot one” exercise with the shotgun, a competitor must

not be restricted on the number of rounds to be loaded or reloaded. Written stage briefings may only stipulate when the firearm is to be loaded or when mandatory reloads are required (when permitted under Rules 1.1.5.1 and 1.1.5.2).

8.1.5 In respect of handguns used at USPSA matches, the following definitions apply:

8.1.5.1 “Single Action” means activation of the trigger causes a single action to occur (i.e. the hammer or striker falls).

8.1.5.2 “Double Action” means activation of the trigger causes more than a single action to occur (i.e. the hammer or striker rises or retracts, then falls).

8.1.5.3 “Selective Action” means that the handgun can be operated in either “Single Action” or “Double Action” modes.

## 8.2 Competitor Ready Condition

This designates when, under the direct command of a Range Officer:

8.2.1 The firearm is prepared as specified in the written stage briefing, and is in compliance with the requirements of the relevant Division.

8.2.2 The competitor assumes the start position as specified in the written stage briefing. Unless otherwise specified, for a handgun start, the competitor must stand erect, facing downrange, with arms hanging naturally by the sides. For a rifle or shotgun start, unless otherwise specified, the competitor must stand erect and relaxed, with the rifle held in both hands, stock touching the competitor at hip level, muzzle pointing downrange and with the finger out of the trigger guard. Different stages may require the “ready position” to be prone, kneeling, sitting or as otherwise stated in the written stage briefing. However, the “ready condition” of the rifle stipulated here and the general outline of the “ready position” will prevail. A course of fire may permit a competitor to start a stage with a long gun mounted into the shoulder and pointing towards targets.

A competitor who attempts or completes a course of fire where an incorrect start position was used must be required by a Range Official to reshoot the course of fire.

“Arms hanging naturally by sides” is illustrated in Appendix E3.

8.2.3 A course of fire must never require or allow a competitor to touch or hold a handgun, or any loading device or ammunition after the “Standby” command and before the “Start Signal” (except for unavoidable touching with the lower arms).

8.2.4 A course of fire must never require the competitor to draw a handgun from the holster with the weak hand.

8.2.5 A course of fire must never require the competitor



to re-holster a handgun after the start signal. However, a competitor may re-holster provided this is accomplished safely, and the handgun is either unloaded or in a ready condition stated in Section 8.1.

- 8.2.6 Bi-pods must be folded; slings must be in the carry condition (not looped around elbows, etc.) at the start of every string or stage unless otherwise specified in the stage description.

### 8.3 Range Communication

The approved range commands and their sequence are as follows:

- 8.3.1 “Make Ready” – This command signifies the start of “the Course of Fire.” Under the direct supervision of the Range Officer the competitor must face down range, or in a safe direction as specified by the Range Officer, fit eye and ear protection, and prepare the firearm(s) in accordance with the written stage briefing. The competitor must then assume the required start position. At this point, the Range Officer will proceed.

The initial “Make Ready” command defines the start of the “Course of Fire” regardless of how many firearms are subsequently prepared, loaded and/or staged following that command.

Where more than one firearm will be used during a course of fire, the Range Officer will direct and supervise the competitor through the process of preparing all firearms.

*At multigun and shotgun events, a “pre-loading” area may be used on any stage, subject to the Range Master’s discretion. The “pre-loading” area must be in a safe position and orientation, outside the active stage boundaries but still well within the confines of the berm, and must be clearly and obviously marked to distinguish it from a Safety Area or other use. Competitors may “pre-load” in this area only under the active direction and supervision of a Range Officer.*

*“Pre-loading” activity begins with a “Make Ready” command, and is to be considered part of the Course of Fire. As such, “pre-loading” activity, including transporting loaded guns to staging or start position(s), is subject to the provisions of relevant safety regulations, including (but not limited to) 10.4.3 (shot while loading), 10.5.1 (handling firearm without RO supervision), 10.5.2 (unsafe muzzle direction), 10.5.3 (dropped gun), 10.5.9 (finger inside trigger guard during loading), etc.*

- 8.3.1.1 Once the “Make Ready” command has been given, the competitor must not move away from the start location prior to issuance of the “Start Signal” without the prior approval, and under the direct supervision, of the Range Officer.

- 8.3.2 “Are You Ready?” – The lack of any negative

response from the competitor indicates that he fully understands the requirements of the course of fire and is ready to proceed. If the competitor is not ready at the “Are You Ready?” command, he must state “Not Ready”. It is suggested that when the competitor is ready he should assume the required start position to indicate his readiness to the Range Officer.

- 8.3.3 “Standby” – This command should be followed by the start signal within 1 to 4 seconds.

- 8.3.4 “Start Signal” – The signal for the competitor to begin their attempt at the course of fire. If a competitor fails to react to a start signal, for any reason, the Range Officer will confirm that the competitor is ready to attempt the course of fire, and will resume the range commands from “Are You Ready?”

- 8.3.4.1 In the event that a competitor begins his attempt at the course of fire prematurely (“false start” prior to the issuance of the start signal) the Range Officer will, as soon as possible, stop and restart the competitor once the course of fire has been restored.

- 8.3.5 “Stop” – Any Range Officer assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving and wait for further instructions from the Range Officer.

- 8.3.6 “If You Are Finished, Unload And Show Clear” – If the competitor has finished shooting, he must lower his firearm and present it for inspection by the Range Officer with the muzzle pointed down range, fixed magazine empty, detachable magazine removed, action locked or held open, and chamber empty. Revolvers must be presented with the cylinder swung out and empty.

*Multigun: Where more than one firearm is used during a course of fire, the Range Officer will supervise the shooter through the procedure for clearing each firearm in turn (see 8.3.6, 8.3.7). Only when ALL firearms have been cleared will the Range Officer declare “Range Is Clear” (8.3.8).*

*In order to reduce stage clearance time, a Range Officer may be assigned to clear “abandoned” firearms at the Range Master’s discretion. After ensuring that the range is clear and no person is downrange of the abandoned firearm, the RO shall verify that the abandoned firearm is in a legal abandoned state (eg, properly positioned, and safety-on or empty as appropriate per 10.5.3). Upon verifying the condition, the RO may clear the firearm and transport the cleared firearm to a rack or other location behind the firing line. The Range Officer is responsible for the safe handling of the firearm during this process, including (but not limited to) muzzle direction.*

- 8.3.6.1 When conducting Standard Exercises, Range Officials may issue other interim commands on completion of the first string, in order to prepare the competitor for the second and subsequent strings. (e.g. “Reload if required and holster”). This option may also be applied when two or more courses of fire share a common shooting bay or area.
- 8.3.7 “If Clear, Hammer Down, Holster ” or “If Clear, Hammer Down, Open Action” – After issuance of this command, the competitor is prohibited from firing (see Rule 10.4.3, 10.6.1). While continuing to point the firearm safely downrange, the competitor must perform a final safety check as follows:
- 8.3.7.1 Self-loaders, also including manual action rifles and shotguns – point the firearm downrange, release the slide or close the bolt and pull the trigger (without touching the hammer or decocker, if any). For rifles and shotguns, pull the trigger, then re-open the action, lock it open, apply safety catches (if possible). The action may remain locked open, or be closed on a chamber flag.
- 8.3.7.2 Revolvers – close the empty cylinder (without touching the hammer, if any).
- 8.3.7.3 If the gun proves to be clear, the competitor must holster his handgun, or remove his rifle or shotgun from the line (either by slinging it, putting it in a case, or carrying it to a nearby rack).
- 8.3.7.4 If the gun does not prove to be clear, the Range Officer will resume the commands from Rule 8.3.6 (also see Rule 10.4.3).
- 8.3.8 “Range Is Clear” – This declaration signifies the end of the Course of fire. Once the declaration is made, officials and competitors may move forward to score, patch, reset targets etc.
- 8.4 Loading, Reloading or Unloading During a Course of Fire**
- 8.4.1 When loading, reloading or unloading during a course of fire, the competitor’s fingers must be visibly outside the trigger guard and the firearm must be pointed safely down range or in another safe direction authorized by a Range Officer (see Section 10.5).
- 8.5 Movement**
- 8.5.1 Except when the competitor is actually aiming or shooting at targets, all movement (see Appendix A3) must be accomplished with the fingers visibly outside the trigger guard and the safety should be engaged. The firearm must be pointed in a safe direction. Movement is defined as any of the actions below:
- 8.5.1.1 Taking more than one step in any direction.
- 8.5.1.2 Changing shooting stance (e.g. from standing to kneeling, from seated to standing etc.).
- 8.5.2 If a competitor holsters a loaded handgun at any time during a course of fire, it must be placed in the applicable handgun ready conditions (see Section 8.1). Violations will be subject to match disqualification (see Rule 10.5.11). The re-slinging of a rifle during a course of fire is prohibited.
- 8.5.2.1 For a single action self-loader the safety must be applied.
- 8.5.2.2 For double action self-loaders and revolvers the hammer must be down.
- 8.6 Assistance or Interference**
- 8.6.1 No assistance of any kind can be given to a competitor during a course of fire, except that any Range Officer assigned to a stage may issue safety warnings to a competitor at any time. Such warnings will not be grounds for the competitor to be awarded a reshoot.
- 8.6.2 Any person providing interference or unauthorized assistance to a competitor during a course of fire (and the competitor receiving such assistance) may, at the discretion of a Range Officer, incur a procedural penalty for that stage and/or be subject to Section 10.6.
- 8.6.2.1 When approved by the Range Officer, competitors at Level I matches may, without penalty, receive whatever coaching or assistance they request.
- 8.6.3 Competitors confined to wheelchairs or similar devices may be given special dispensation by the Range Master in respect of mobility assistance, however, the provisions of Rule 10.2.10 may still apply, at the Range Master’s discretion.
- 8.6.4 In the event that inadvertent contact from the Range Officer or another external influence has interfered with the competitor during a course of fire, the Range Officer may offer the competitor a reshoot of the course of fire. The competitor must accept or decline the offer prior to seeing either the time or the score from the initial attempt. However, in the event that the competitor commits a safety infraction during any such interference, the provisions of Section 10.3 may still apply.
- 8.7 Sight Pictures and Range Inspection**
- 8.7.1 A competitor is permitted to take a sight picture prior to the start signal. Such sight picture is only permitted from the “Make Ready” location.
- 8.7.2 Competitors are prohibited from using any guns or gun replicas as sighting aids while conducting their inspection (“walkthrough”) of a course of fire. Violations will incur one procedural penalty per occurrence (also see Rule 10.5.1).

- 8.7.3 No person is permitted to enter or move through a course of fire without the prior approval of a Range Officer assigned to that course of fire or the Range Master.
- 8.7.4 Altering stage props, targets or any other part of a COF without the approval of a Range Officer, or setting, resetting or activating moving targets on a COF identified as “Closed” or “Off Limits” will be subject to the provisions of Section 10.6.

## CHAPTER 9: Scoring

### 9.1 General Regulations

- 9.1.1 Approaching Targets – While scoring is in progress, competitors or their delegate must not approach any target closer than (3 feet) without the authorization of the Range Officer. Violation may, at the discretion of the Range Officer, incur a procedural penalty.
- 9.1.2 Touching Targets – While scoring is in progress competitors or their delegate must not touch, gauge or otherwise interfere with any target without the authorization of the Range Officer. Should a Range Officer deem that a competitor or their delegate has influenced or affected the scoring process due to such interference, the Range Officer may:
  - 9.1.2.1 Score the affected target as a missed target; or
  - 9.1.2.2 Impose penalties for any affected no-shoots.
- 9.1.3 Prematurely Patched Targets - If a target is prematurely patched or taped, prior to a Range Official determining the actual score, the Range Officer must order the competitor to reshoot the course of fire. However, if following the scoring of a target by any assigned Range Officer, the target is patched or taped by anyone other than a Range Officer, the score will stand as called regardless of the competitor’s opportunity to see the target in question and the competitor will not be permitted to appeal the score as called.
- 9.1.4 Unrestored Targets – If, following completion of a course of fire by a previous competitor, one or more targets have not been properly patched or taped or if previously applied pasters have fallen off the target for the competitor being scored, the Range Officer must judge whether or not an accurate score can be determined. If there are extra scoring hits or questionable penalty hits thereon, and it is not obvious which hits were made by the competitor being scored, the affected competitor must be ordered to reshoot the course of fire. For the purpose of this rule, B-zone and C-zone hits shall be considered one and the same.
- 9.1.5 Impenetrable – The scoring area of USPSA scoring targets and no-shoots is deemed to be impenetrable:
  - 9.1.5.1 If a bullet or slug strikes wholly within the

scoring area of a paper target, and continues on to strike the scoring area of another paper target, the hit on the subsequent paper target will not count for score or penalty, as the case may be.

- 9.1.5.2 If a bullet or slug strikes wholly within the scoring area of a paper target, and continues on to hit a plate or strike down a popper; this will be treated as range equipment failure. The competitor will be required to reshoot the course of fire, after it has been restored
- 9.1.5.3 If a bullet or slug strikes partially within the scoring area of a paper or metal target, and continues on to strike the scoring area of another paper target, the hit on the subsequent paper target will also count for score or penalty, as the case may be.
- 9.1.5.4 If a bullet or slug strikes partially within the scoring area of a paper or metal target, and continues on to strike down or hit the scoring area of another metal target, the subsequent metal target will also count for score or penalty, as the case may be.
- 9.1.6 Unless specifically described as “soft cover” (see Rule 4.1.4.2, does not apply to Shotgun targets) in the written stage briefing, all props, walls, barriers, vision screens and other obstacles are deemed to be impenetrable “hard cover”:
  - 9.1.6.1 If a bullet or slug strikes wholly within hard cover, and continues on to strike any scoring paper target or no-shoot, that shot will not count for score or penalty, as the case may be.
  - 9.1.6.2 If a bullet or slug strikes wholly within hard cover, and continues on to hit a plate or strike down a popper; this will be treated as range equipment failure (see Section.4.6). The competitor will be required to reshoot the course of fire, after it has been restored.
  - 9.1.6.3 If a bullet or slug strikes partially within hard cover, and continues on to strike the scoring area of a paper target, the hit on that paper target will count for score or penalty, as the case may be.
  - 9.1.6.4 If a bullet or slug strikes partially within hard cover, and continues on to strike down a scoring metal target, the fallen target will count for score. If a bullet strikes partially within hard cover, and continues on to strike down or hit a metal no-shoot, the fallen no-shoot or hit thereon will count for penalty.
- 9.1.7 Target sticks are neither Hard Cover nor Soft Cover. Shots which have passed wholly or partially through target sticks and which hit a paper or metal target will count for score or penalty, as the case may be.

- 9.1.8 Hits from birdshot or buckshot on a scoring or no-shoot paper target will not count for score.

## 9.2 Scoring Methods

- 9.2.1 The written stage briefing for each course of fire must specify one of the following scoring methods:

- 9.2.2 “Comstock” – Unlimited time stops on the last shot, unlimited number of shots to be fired, stipulated number of hits per target to count for score.

- 9.2.2.1 A competitor’s score is calculated by adding the highest value stipulated number of hits per target, minus penalties, divided by the total time (recorded to two decimal places) taken by the competitor to complete the course of fire, to arrive at a hit factor. The overall stage results are factored by awarding the competitor with the highest hit factor the maximum points available for the course of fire, with all other competitors ranked relatively below the stage winner.

- 9.2.2.2 “Limited Time Comstock”

Purpose: In order for match flow it may be necessary to limit times per shooter on long range rifle stages. When the shooter “times out,” the stage is scored as shot including any misses and FTE penalties. The max time is the time recorded.

When it can be used: Rifle or Multigun stages that have rifle targets set at least 100 yards away.

Minimum length of “max time:”

180 seconds on a long course

30 seconds per string on a standards course, maximum of 3 strings

“Limited Time Comstock” must be included in the course description along with the time limit.

- 9.2.3 “Virginia Count” – Unlimited time stops on the last shot, limited number of shots to be fired, stipulated number of hits per target to count for score.

- 9.2.3.1 A competitor’s score is calculated by adding the highest value stipulated number of hits per target, minus penalties, divided by the total time (recorded to two decimal places) taken by the competitor to complete the course of fire, to arrive at a hit factor. The overall stage results are factored by awarding the competitor with the highest hit factor the maximum points available for the course of fire, with all other competitors ranked relatively below the stage winner.

- 9.2.3.2 Virginia Count must only be used for Standard Exercises, Classifiers or Short Courses. VC handgun courses must use paper targets exclusively.

- 9.2.4 “Fixed Time” – Limited time, limited number of shots to be fired, stipulated number of hits per tar-

get to count for score.

- 9.2.4.1 A competitor’s score is calculated by adding the highest value stipulated number of required hits, minus penalties. The overall stage results are not factored, and competitors are ranked by the actual net points achieved by them.

- 9.2.4.2 Fixed Time must use paper targets exclusively and they should, where possible, be disappearing targets. Shotgun and precision rifle targets may be non-paper.

- 9.2.4.3 Fixed Time must only be used for Standard Exercises, Classifiers, or Short Courses. Fixed Time may be used on “medium” rifle and precision rifle courses.

- 9.2.4.4 Fixed Time courses of fire do not incur failure to shoot at or miss penalties. Fixed Time must not be used in Level III or higher *rifle, precision rifle, and shotgun* matches, except in respect of a Standard Exercise (see Rule 1.2.2.1).

- 9.2.5 Stage results must rank competitors within the relevant Division in descending order of individual stage points achieved, calculated to 4 decimal places.

- 9.2.6 Match results must rank competitors within the relevant Division in descending order of the combined total of individual stage points achieved, calculated to 4 decimal places.

## 9.3 Scoring Ties

- 9.3.1 If, in the opinion of the Match Director, a tie in match results must be broken, the affected competitors must shoot one or more courses of fire, nominated or created by the Match Director, until the tie is broken. The result of a tiebreaker will only be used to determine the final placing of the affected competitors, and their original match points will remain unchanged. Ties must never be broken by chance.

- 9.3.2 A competitor’s score is calculated by identifying the highest value stipulated number of hits on each target, as determined by the firearm specified for use on that target.

In a Multigun event, any hit(s) upon the scoring surface of a scoring paper target which can be determined to have been fired from the incorrect firearm for that target shall not be scored and, unless there are scoring hit(s) from the correct firearm, any resulting Miss penalties shall apply. In the case of steel or frangible targets, any hits by the non-specified firearm which result in that target being unavailable for further engagement shall be scored with Failure To Shoot At and Miss penalties.

Any hits on a paper or metal penalty target will be scored in accordance with the appropriate provi-



sions of 9.4.2 and 9.4.3.

All other provisions of 9.2 and 9.4 apply. Also note that violation of firearm-specific minimum distances (see 2.1.3 and 10.5.15, 10.5.17, 10.5.12) may result when a metal target is engaged with the incorrect firearm.

## 9.4 Scoring and Penalty Values

9.4.1 Scoring hits on authorized targets will be scored in accordance with the values assigned such targets. (See Appendix B). On rifle or precision rifle courses, frangible targets will usually score 10 points but the Match Director may choose 20 points.

9.4.1.1 In order to recognize a difficult shot in a shotgun, rifle, or precision rifle course of fire, a small number of metal and/or frangible targets may score double value for a hit. The use of such targets is restricted to not more than 10% of the total number of targets in the match. Their use must have been approved during the course review process and they must be clearly identified in the written stage briefing.

9.4.2 Each hit visible on the scoring area of a paper no-shoot will be penalized the equivalent of twice the point value of a maximum scoring hit. Hits by buckshot or birdshot on paper targets will be considered a miss.

9.4.3 For rifle, precision rifle, and handgun targets, each full or partial diameter hit visible on the frontal surface of a metal no-shoot will be penalized the equivalent of twice the point value of a maximum scoring hit, regardless of whether or not it is designed to fall (see Rules 4.3.1.7 and 4.3.1.8). Shotgun no-shoot metal targets must be shot and fall or overturn to score and then will be penalized the equivalent of twice the point value of a maximum scoring hit.

9.4.4 Each miss will be penalized twice the value of the maximum scoring hit available on that target, except in the case of Fixed Time or disappearing targets (see Rules 9.2.4.4 and 9.9.2).

9.4.5 In a Virginia Count Course of Fire or a Fixed Time Course of Fire:

9.4.5.1 Extra shots (i.e. shots fired in excess of the number specified in a component string or stage), will each incur one procedural penalty. Additionally, during scoring, no more than the specified number and highest scoring hits will be awarded.

9.4.5.2 Extra hits (i.e. hits on the scoring area of scoring paper targets in excess of the total number specified in the stage), will each incur one procedural penalty. Note that hits on hard cover and/or no-shoots are not treated as Extra Hits.

9.4.5.2.1 On a course of fire using a common firing line (see Rule 2.1.7), a competitor may not be credited or penalized for any scoring or penalty hit(s) which can reasonably be determined by the Range Officer (by caliber, grease mark, or angle of hit) to have been fired by an adjacent competitor.

9.4.5.3 Stacked shots (i.e. obviously shooting more than the required rounds on a target(s) while shooting other target(s) with fewer shots than specified in any string), will incur one procedural penalty per target insufficiently engaged in any string. This penalty will not be applied if the written stage briefing specifically authorizes stacked shots.

9.4.6 In a Fixed Time Course of Fire:

9.4.6.1 Overtime shots are shots fired at the targets after the signal to cease fire has been given. No direct penalties apply to overtime shots fired at disappearing targets.

9.4.6.2 Where static scoring paper targets are used, a shot (or shots) fired more than 0.30 seconds over the set time, will be considered overtime. For example, if the time is 5.00 seconds, a shot (or shots) at 5.31 seconds or more would be considered overtime. Overtime shots will be penalized the maximum possible scoring value of each shot so fired. If the overtime shot results in extra hits on the target, only the specified number of shots may be scored.

9.4.6.3 Where static paper no-shoots are used, it is assumed that all hits occurred within the specified time, and will count in the scoring process.

## 9.5 Scoring Policy

9.5.1 Unless otherwise specified in the written stage briefing, scoring paper targets must be shot with a minimum of one round each, with the best two hits to score. Scoring metal targets must be shot with a minimum of one round each and must fall (or otherwise react in the case of a rifle or shotgun target) to score. Frangible targets (rifle and shotgun only) must break with a visible piece missing or separated from the original target to be counted for score.

9.5.2 If the bullet diameter of a hit on a scoring target touches the scoring line between two scoring areas, or the line between the non-scoring border and a scoring area, or if it crosses multiple scoring areas, it will be scored the higher value.

9.5.3 If a bullet diameter touches the scoring area of both a scoring target and a no-shoot, it will earn the score and incur the penalty.

9.5.4 Radial tears will not count for score or penalty.

- 9.5.5 Enlarged holes in paper targets which exceed the competitor's bullet diameter will not count for score or penalty unless there is visible evidence within the remnants of the hole (e.g. a grease mark or a "crown" etc.), to eliminate a presumption that the hole was caused by a ricochet or splatter.
- 9.5.6 The minimum score for a course of fire or string will be zero.
- 9.5.7 A competitor who fails to shoot at the face of each scoring target in a course of fire with at least one round will incur one procedural penalty per target for failure to shoot at the target, as well as appropriate penalties for misses (see Rule 10.2.7).
- 9.5.8 Hits visible on a scoring paper target or no-shoot, which are the result of shots fired through the rear of the target or no-shoot, will not count for score or penalty, as the case may be.
- 9.5.9 Hits upon scoring or no-shoot paper targets, must completely pass through the target to be considered a valid hit and count for score or penalty.
- 9.5.10 If a shotgun wad has caused an extra hole in a paper target and it cannot be determined which hole has been caused by the actual slug, the competitor must reshoot the stage.
- 9.6 Score Verification and Challenge**
- 9.6.1 After the Range Officer has declared "Range is Clear", the competitor or their delegate will be allowed to accompany the official responsible for scoring to verify the scoring. However, this may not apply to courses of fire consisting only of reactive targets or self-setting targets and/or electronically registering targets.
- 9.6.2 The Range Official responsible for a course of fire may stipulate that the scoring process will begin while a competitor is actually completing a course of fire. In such cases, the competitor's delegate must be entitled to accompany the official responsible for scoring in order to verify the scoring. Competitors must be advised of this procedure during the squad briefing.
- 9.6.3 A competitor (or his delegate) who fails to verify a target during the scoring process loses all right of appeal in respect of scoring that target.
- 9.6.4 Any challenge to a score or penalty must be appealed to the Range Officer by the competitor (or his delegate) prior to the subject target being painted, patched, or reset, failing which such challenges will not be accepted.
- 9.6.5 In the event that the Range Officer upholds the original score or penalty and the competitor is dissatisfied, he may appeal to the Chief Range Officer and then to the Range Master for a ruling.
- 9.6.6 The Range Master's ruling will be final. No further appeals are allowed with respect to the scoring decision.
- 9.6.7 During a scoring challenge, the subject target(s) must not be patched, taped or otherwise interfered with until the matter has been settled. The Range Officer may remove a disputed paper target from the course of fire for further examination to prevent any delay in the match. Both the competitor and the Range Officer must sign the target and clearly indicate which hit(s) is (are) subject to challenge.
- 9.6.8 Scoring overlays approved by the Range Master must be used exclusively, as and when required, to verify and/or determine the applicable scoring zone of hits on paper targets. (Does not apply to Shotgun targets.)
- 9.7 Score Sheets**
- 9.7.1 The Range Officer must enter all information on each competitor's score sheet prior to signing it. After the Range Officer has signed the score sheet, the competitor must add his own signature in the appropriate place. Electronic score sheet signatures will be acceptable if approved by the USPSA President. Whole numbers should be used to record all scores or penalties. The elapsed time taken by the competitor to complete the course of fire must be recorded to 2 decimal places in the appropriate place.
- 9.7.2 If corrections to the score sheet are required, these will be clearly entered onto the original and other copies of the competitor's score sheets. The competitor and the Range Officer should initial any corrections.
- 9.7.3 Should a competitor refuse to sign or initial a score sheet, for any reason, the matter must be referred to the Range Master. If the Range Master is satisfied that the course of fire has been conducted and scored correctly the unsigned score sheet will be submitted as normal for inclusion in the match scores.
- 9.7.4 A score sheet signed by both a competitor and a Range Officer is conclusive evidence that the course of fire has been completed, and that the time, scores and penalties recorded on the score sheet, are accurate and uncontested. The signed score sheet is deemed to be a definitive document and, with the exception of the mutual consent of the competitor and the signatory Range Officer, or due to an arbitration decision, the score sheet will only be changed to correct arithmetical errors or to add procedural penalties under Rule 8.6.2.
- 9.7.5 If a score sheet is found to have insufficient or excess entries, or if the time has not been recorded on the score sheet, the competitor will be required to reshoot the course of fire.
- 9.7.6 In the event that a reshoot is not possible or permissible for any reason, the following actions will prevail:
- 9.7.6.1 If the time is missing, the competitor will receive a zero score for the course of fire.

- 9.7.6.2 If insufficient hits or misses have been recorded on the score sheet, the hits and misses which have been recorded will be deemed complete and conclusive.
- 9.7.6.3 If excessive hits or misses have been recorded on the score sheet, the highest value scoring hits recorded will be used.
- 9.7.6.4 Procedural penalties recorded on the score sheet will be deemed complete and conclusive, except where Rule 8.6.2 applies.
- 9.7.6.5 If the identity of the competitor is missing from a score sheet, it must be referred to the Range Master, who must take whatever action he deems necessary to rectify the situation.
- 9.7.7 In the event that an original score sheet is lost or otherwise unavailable, the competitor's duplicate copy, or any other written or electronic record acceptable to the Range Master, will be used. If the competitor's copy, or any other written or electronic record, is unavailable, or is deemed by the Range Master to be insufficiently legible the competitor will be required to reshoot the course of fire. If the Range Master deems that a reshoot is not possible for any reason, the competitor will incur a zero time and score for the affected course of fire.
- 9.8 Scoring Responsibility**
- 9.8.1 Each competitor is responsible to maintain an accurate record of their scores to verify the lists posted by the Stats Officer.
- 9.8.2 After all competitors have completed a match; the provisional stage results should be published and posted in a conspicuous place at the shooting range by the Stats Officer for the purpose of verification by competitors.
- 9.8.3 If a competitor detects an error in the provisional results at the end of the match, they must file an appeal with the Stats Officer not later than 1 hour after the results are posted. If the appeal is not filed within the time limit, the posted scores will stand and the appeal will be dismissed.
- 9.8.4 Competitors who are scheduled (or otherwise authorized by a Match Director) to complete all courses of fire in a match in a period of time less than the full duration of the match (e.g. 1 day format in a 3-day match etc.), are required to check their provisional match results in accordance with the special procedures and time limits specified by the Match Director (e.g. via a website), failing which scoring appeals will not be accepted. The relevant procedure must be published in advance in match literature and/or by way of a notice posted in a conspicuous place at the shooting range prior to commencement of the match (also see Section 6.5).
- 9.9 Scoring of Moving Targets**
- 9.9.1 Moving scoring targets which present at least a portion of the highest scoring area when at rest following the completion of their designed movement, or which continuously appear and disappear, will always incur failure to shoot at and/or miss penalties (exception see Rule 9.2.4.4, 9.2.4.5).
- 9.9.2 Moving scoring targets, which do not comply with the above criteria are considered disappearing targets and will not incur failure to shoot at or miss penalties except where Rule 9.9.3 applies.
- 9.9.3 Moving scoring targets will always incur failure to shoot at and miss penalties if a competitor fails to activate the mechanism which initiates the target movement.
- 9.9.4 Level I matches only - If the written stage briefing prohibits the engagement of certain targets prior to activation, the competitor will incur one procedural penalty per shot fired at such targets prior to operating the activating mechanism, up to the maximum number of available hits (see Rule 2.1.8.5.1).
- 9.10 Official Time**
- 9.10.1 Only the timing device operated by a Range Officer must be used to record the official elapsed time of a competitor's attempt at a course of fire. If a timing device is faulty, a competitor whose attempt cannot be credited with an accurate time will be required to reshoot the stage.
- 9.10.2 If, in the opinion of an Arbitration Committee, the time credited to a competitor for a course of fire is deemed to be unrealistic, the competitor will be required to reshoot the course of fire (see Rule 9.7.4).
- 9.10.3 A competitor who reacts to a start signal but, for any reason, does not fire a shot or continue the attempt at the course of fire and fails to have an official time recorded on the timing device operated by the Range Officer will be given a zero time and zero score for that course of fire.
- 9.11 Scoring Programs**
- 9.11.1 The scoring program approved by USPSA is the EzWinScore. No other scoring program must be used for any USPSA sanctioned match without the prior written approval of the President of USPSA. The most recent version of the scoring program is available from the USPSA website. PDA's or handheld computers may be used for the collection of scoring data for transfer to EzWinScore, provided the program and procedure has been approved by the USPSA President.
- 9.11.2 When electronic scoring is used, once stage scoring is completed, every competitor shall be provided the opportunity to review the PDA or handheld computer display to review their stage time and score entries. At Level II or higher matches, range officers shall also create a hard copy record that includes the hit and penalty totals, time, time of day, competitor initials and range officer initials for

each stage.

## 9.12 Time Plus Scoring

In Multigun and Precision Rifle events, Time Plus scoring may be used. Time Plus scoring per stage will be straight time with bonus' for accuracy.

9.12.1 Any cardboard target, designated as a "shoot" target must have either one (1) "A" hit OR two (2) hits anywhere inside the scoring perforations on the target (i.e. minimum 2 "D" hits) to avoid a penalty.

Examples of neutralized targets include:

- a. One hit in upper A/B zone
- b. One "A" hit on lower A zone
- c. Two hits anywhere in scoring area (i.e. – minimum of two "D" hits) to avoid penalty.

9.12.2 Example of scoring and penalties on paper targets:

- a. One "A" zone hit = no penalty
- b. Two hits in any combination "C or D" = no penalty
- c. One C or D hit only = 5 second penalty (Failure to neutralize)
- d. No hits on target but target was engaged = 10 second penalty
- e. Target Not Engaged (TNE)= 10 second penalty for not making the minimum two hits anywhere on the target plus 5 seconds, per target, for the TNE PROCEDURAL for a total penalty of 15 seconds per target added to time.

9.12.3 Designated "No Shoot" targets that are hit will incur a 5 second penalty for each hit.

9.12.4 Knock down style targets (i.e. poppers) must fall to score. Poppers will be calibrated to "minor" with 9mm handgun shooting factory ammunition.

9.12.5 Failure to engage a frangible, knock down or swinging style target will result in a 15-second penalty. (10 seconds for not making the hit and 5 seconds TNE.)

9.12.6 Engaging a frangible, knock-down or swinging style target but not breaking it (one BB hole is a break), knocking it down or causing the target to react will result in a 10 second penalty per target. R.O. may call hits.

9.12.7 Procedural penalties, 5 seconds per shot, may be assessed for failing to follow the stage directions as written in the stage description.

9.12.8 Procedural penalties, 5 seconds, may be assessed for failing to follow stage procedures.

9.12.9 Stage Not Fired (SNF) penalty, 500 seconds per stage not fired.

9.12.10 Maximum penalty time for any stage (including target penalties) is 500 seconds.

## 9.13 Stage Points

9.13.1 First Place (lowest time) for each stage, in each division, will receive 100 points; Second Place and below will figure points on a percentage basis of the 100 from 1st Place.

9.13.2 Total points accumulated for all stages will determine the match placement by division.

9.13.3 Highest score wins.

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## CHAPTER 10: Penalties

### 10.1 Procedural Penalties – General Regulations

10.1.1 Procedural penalties are imposed when a competitor fails to comply with procedures specified in a written stage briefing. The Range Officer imposing the procedural penalties must clearly record the number of penalties, and the reason why they were imposed, on the competitor's score sheet.

10.1.2 Except as specified in Rule 10.2.11, procedural penalties are assessed at twice the value of a single maximum available scoring hit on an USPSA paper target as stated in Appendix B. If the maximum available scoring hit on an USPSA paper target is 5 points, each procedural penalty will be minus 10 points.

10.1.3 A competitor disputing the application or number of procedural penalties may appeal to the Chief Range Officer and/or Range Master. A competitor who continues to be aggrieved may then lodge an appeal for arbitration.

10.1.4 Procedural penalties cannot be nullified by further competitor action. For example, a competitor who fires a shot at a target while faulting a line will still incur the applicable penalties even though he subsequently shoots at the same target while not faulting the line.

### 10.2 Procedural Penalties – Specific Examples

10.2.1 A competitor who fires shots while any part of their body is touching the ground or while stepping on an object beyond a Shooting Box or a Fault Line, or who gains support or stability through contact with an object which is wholly beyond and not attached to a Shooting Box or Fault Line, will receive one procedural penalty for each occurrence. However, if the competitor has gained a significant advantage on any target(s) while faulting, the competitor may instead be assessed one procedural penalty for each shot fired at the subject target(s) while faulting. No penalty is assessed if a competitor does not fire any shots while faulting.

10.2.2 A competitor who fails to comply with a procedure specified in the written stage briefing will incur one procedural penalty for each occurrence. However, if a competitor has gained a significant advantage during non-compliance, the competitor



- may be assessed one procedural penalty for each shot fired, instead of a single penalty (e.g. firing multiple shots contrary to the required position or stance).
- 10.2.3 Where multiple penalties are assessed in the above cases, they must not exceed the maximum number of scoring hits that can be attained by the competitor. For example, a competitor who gains an advantage while faulting a Fault Line where only four metal targets are visible will receive one procedural penalty for each shot fired while faulting, up to a maximum of four procedural penalties, regardless of number of shots fired.
- 10.2.4 A competitor who fails to comply with a mandatory reload will incur one procedural penalty for each shot fired after the point where the reload was required until a reload is performed.
- 10.2.5 In a Cooper Tunnel, a competitor who disturbs one or more pieces of the overhead material will receive one procedural penalty for each piece of overhead material which falls during the course of fire. Overhead material which falls as a result of the competitor bumping or striking the uprights, or as a result of muzzle gases or recoil, will not be penalized.
- 10.2.6 A competitor who is creeping (e.g. moving hands towards the handgun, a reloading device or ammunition) or physically moving to a more advantageous shooting position or posture at the start signal, will incur one procedural penalty.
- 10.2.6.1 Exception: any movement required or specified in the stage briefing (i.e., self start) will not be penalized.
- 10.2.7 A competitor who fails to shoot at any scoring target with at least one round will incur one procedural penalty per target, plus the applicable number of misses, except where the provisions of Rules 9.2.4.4 or 9.9.2 apply.
- 10.2.8 If a course of fire stipulates shooting strong or weak hand only, a competitor will not be penalized for using the other hand (i.e. the other arm from the shoulder to the hand) to disengage an external safety, to reload or to correct a malfunction. However, the competitor will be issued one procedural penalty per shot fired while:
- 10.2.8.1 Touching the handgun with the other hand while firing shots;
- 10.2.8.2 Using the other hand to support the handgun, wrist or shooting arm while firing shots;
- 10.2.8.3 Using the other hand on a barricade or another prop to increase stability while firing shots.
- 10.2.8.4 If a course of fire stipulates the use of the weak shoulder only (shotgun), the competitor will be issued procedural penalties for using the strong shoulder. This will be assessed as 1 procedural penalty per shot fired.
- 10.2.9 A competitor who leaves a shooting location may return and shoot again from the same location provided they do so safely. However, written stage briefings for Classifiers, Standard Exercises and Level I matches may prohibit such actions, in which case one procedural penalty per shot fired will apply.
- 10.2.10 Special penalty: A competitor unable to fully execute any part of a course of fire due to incapacity or injury may, prior to making his attempt at the course of fire, request that the Range Master apply a penalty in lieu of the stated course requirement.
- 10.2.10.1 Exception – In a weak hand/strong hand stage, a competitor who has physical use of only one hand may use the same hand for both weak and strong without penalty.
- 10.2.10.2 If the request is approved by the Range Master, a minimum of one procedural penalty, up to a maximum penalty of 20% of the competitor's points "as shot" (rounded up to the nearest whole number), will be deducted from the competitor's score. For example, if 100 points are available in the course of fire and the competitor actually scores 90 points, the special penalty is a deduction of 18 points. The Range Master may waive any or all procedural penalties in respect of a competitor who has a significant physical disability prior to the competitor making his attempt at the course of fire.
- 10.2.11 A competitor who commits a Forbidden Action (See Rules 2.3.1.1 and 3.2.6) will be stopped immediately and receive a zero score for the stage. Flagrant or intentional violation may be subject to disqualification (See Rule 10.6).
- 10.2.12 If a competitor fails to comply with the requirements of a "Load One, Shoot One" course of fire they will incur 1 procedural penalty for each shot fired in excess of 1 until the shotgun is empty and the proper "Load One, Shoot One" sequence is resumed. There will be no penalty for loading extra rounds in error providing they are unloaded without being fired and before continuing the course of fire.
- 10.2.13 Should a competitor shoot at a target or targets with burst or fully automatic fire (where more than one shot is discharged with one manipulation of the trigger), he will be scored zero for that stage and a warning issued. In the event of another infraction he will be disqualified from the match.
- 10.3 Match Disqualification – General Regulations**
- 10.3.1 A competitor who commits a safety infraction or any other prohibited activity during an USPSA match will be disqualified from that match, and

will be prohibited from attempting any remaining courses of fire in that match regardless of the schedule or physical layout of the match. (A Multigun match is considered a single match.)

- 10.3.2 When a match disqualification is issued, the Range Officer must record the reasons for the disqualification, and the time and date of the incident, on the competitor's score sheet, and the Range Master must be notified as soon as possible.
- 10.3.3 Scores for a competitor who has received a match disqualification must not be deleted from match results, and match results must not be declared final by the Match Director, until the time limit prescribed in Rule 11.3.1 has passed, provided no appeal to arbitration on any matter has been submitted to the Range Master (or his delegate).
- 10.3.4 If an appeal to arbitration is submitted within the time limit prescribed in Rule 11.3.1, the provisions of Rule 11.3.2 will prevail.
- 10.3.5 Scores for a competitor who has completed a "pre-match" or main match without a match disqualification will not be affected by a match disqualification received later while that competitor is participating in a Shoot-Off or other side match.

#### 10.4 Match Disqualification – Accidental Discharge

A competitor who causes an accidental discharge must be stopped by a Range Officer as soon as possible. An accidental discharge is defined as follows:

- 10.4.1 A shot, which travels over a backstop, a berm or in any other direction, specified in the written stage briefing by the match organizers as being unsafe. Note that a competitor who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified (the provisions of Section 2.3 may apply).
- 10.4.2 A shot which strikes the ground within 10 feet of the competitor, except when shooting at a paper target closer than 10 feet to the competitor.
  - 10.4.2.1 Exception — A bullet which strikes the ground within 10 feet of the competitor due to a "squib".
  - 10.4.2.2 In the case of a shot striking a prop where the bullet is deflected or does not continue to strike the ground, if the Range Official determines that the bullet would have struck the ground within 10 feet of the competitor had it not been deflected or stopped by the prop, the provisions of 10.4.2 shall apply.
- 10.4.3 A shot which occurs while loading, reloading or unloading a handgun. This includes any shot fired during the procedures outlined in Rule 8.3.1 and Rule 8.3.7.
  - 10.4.3.1 Exception – a detonation, which occurs while unloading a handgun, is not considered a shot or discharge subject to a match disqualification, however, Rule 5.1.6 may

apply.

- 10.4.4 A shot which occurs during remedial action in the case of a malfunction.
- 10.4.5 A shot which occurs while transferring a firearm between hands or shoulders.
- 10.4.6 A shot which occurs during movement, except while actually shooting at targets.
- 10.4.7 A shot fired at a metal target with a cartridge containing steel or tungsten based shot or slug.

#### 10.5 Match Disqualification – Unsafe Gun Handling

Examples of unsafe gun handling include, but are not limited to:

- 10.5.1 Handling a firearm at any time except when in a designated safety area, (or in the case of rifles, elsewhere deemed safe by a Range Officer), or when under the supervision of, and in response to a direct command issued by, a Range Officer. This does not apply to the carrying of rifles or shotguns where Rule 5.2.1 will apply.

A match disqualification may also be invoked in the following circumstances:

- a) Violation of a long gun being carried reasonably vertical in accordance with Rules 5.2.1.1 and 5.2.1.2, or
  - b) Violation of the muzzle direction requirements of Rule 5.2.1.3, or
  - c) Failure to comply with Rule 5.2.1.5 or 5.2.1.6
- 10.5.2 If at any time during the course of fire, a competitor allows the muzzle of his firearm to point rearwards, that is further than 90 degrees from the median intercept of the backstop, or in the case of no backstop, allows the muzzle to point up range, whether the firearm is loaded or not (limited exceptions: 10.5.6).
  - 10.5.3 If at any time during the course of fire, or while loading, reloading or unloading, a competitor drops his firearm, or causes it to fall, loaded or not. Note that aha competitor who, for any reason during a course of fire, safely and intentionally places the firearm on the ground or other stable object will not be disqualified provided:
    - 10.5.3.1 The competitor maintains constant physical contact with the firearm, until it is placed firmly and securely on the ground or another stable object, and
    - 10.5.3.2 The competitor remains within 1 yard of the firearm at all times (except where the firearm is placed at a greater distance, under the supervision of a Range Official, in order to comply with a start position), and
    - 10.5.3.3 The provisions of Rule 10.5.2 do not occur, and
    - 10.5.3.4 The firearm is in the ready condition as

specified in Section 8.1, or

10.5.3.5 The firearm has as an empty chamber, the magazine removed or fixed magazine emptied, and the slide locked open, or

10.5.3.6 A revolver has the cylinder open and empty.

*Exception: Within the context of a Multigun stage, a competitor may be required to “abandon” a firearm in order to use another firearm. In this context, an “abandoned firearm” is a firearm which the competitor has used, placed on the ground or other stable object in accordance with course requirements, and subsequently moved more than one (1) yard away from. In a Multigun stage, the provisions of 10.5.3.2 are waived to allow specific ways in which a firearm may be “abandoned” during a course of fire.*

Type 1) A stage may provide a device which retains the firearm in a safe and stable position and orientation. Examples of suitable devices include boxes (with or without lids) which have sides high enough to prevent the firearm from being dislodged; tubes or barrels arranged to hold the firearm in place, etc. Any such devices must be securely fixed in a safe position and orientation, so that a firearm placed within is pointed towards a berm or other safe direction, cannot easily or inadvertently be dislodged, and so that no person may pass in front of the muzzle of a firearm placed in the device.

*If a firearm is placed in such a device, the firearm may be abandoned in any “ready condition” defined in Section 8.1 When a loaded firearm is safely placed within such a device, the shooter may move downrange of the abandoned firearm (subject to course instructions and constraints).*

- Abandoning a loaded firearm in the device in an improper condition (eg, loaded and safety off) will result in a Match DQ.
- Abandoning a loaded firearm outside of such a device and subsequently moving downrange of it will result in a Match DQ.

Type 2) A stage may provide a location for the firearm which does not provide positive retention. Examples of this type of placement would include a marked location on a table, a flat surface, a referenced location on the ground, etc., where there are no raised sides or other devices designed to keep the firearm from being inadvertently moved after placement.

*If a firearm is placed in such a location, the firearm may be abandoned in any “ready*

*condition” defined in Section 8.1 When a firearm is abandoned in a non-retention location, the shooter may NOT move downrange of the abandoned firearm.*

- Abandoning a loaded firearm in the location in an improper condition (eg, loaded and safety off) will result in a Match DQ.
- Abandoning a loaded firearm in a non-retention location and subsequently moving downrange of it will result in a Match DQ.

**Note:** If the shooter remains within 1 yard of the firearm as specified in 10.5.3.2, the firearm is not considered abandoned.

The options, simplified:

- 1: **loaded and (on safe or empty) and in a retention device = free to move downrange.**
- 2: **loaded and (on safe or empty) but NOT positively retained = lateral movement only.**

Stage designs must be configured in such a way that no person is ever allowed or required to pass in front of the muzzle of an abandoned firearm. An abandoned firearm found to be pointed in an unsafe direction or which results in any person passing in front of the muzzle will be considered a violation of 10.5.2 or 10.5.5, as appropriate.

10.5.4 Drawing or holstering a handgun within the confines of a tunnel.

10.5.5 Allowing the muzzle to point at any part of the competitor’s body during a course of fire (i.e. sweeping).

10.5.5.1 Exception – A match disqualification is not applicable for sweeping of the lower extremities (below the belt) while drawing or re-holstering of the handgun, provided that the competitor’s fingers are clearly outside of the trigger guard. This exception is only for holstered handguns.

10.5.6 While facing downrange, allowing the muzzle of a loaded handgun to point uprange beyond a radius of 3 feet from a competitor’s feet while drawing or re-holstering.

10.5.7 Wearing or using more than one handgun, one rifle, and one shotgun at any point in time during a course of fire.

10.5.8 Failure to keep the finger outside the trigger guard while clearing a malfunction where the competitor clearly moves the handgun away from aiming at targets.

10.5.9 Failure to keep the finger outside the trigger guard during loading, reloading, or unloading. Exception: while complying with the “Make Ready” command to lower the hammer of a gun without a decocking lever, or while initially loading a revolver with a spurless hammer.

- 10.5.10 Failure to keep the finger outside the trigger guard during movement in accordance with Section 8.5.
- 10.5.11 Holstering a loaded handgun, in any of the following conditions:
  - 10.5.11.1 A single action self-loading handgun with the safety not applied.
  - 10.5.11.2 A double action or selective action handgun with the hammer cocked and the safety not applied.
  - 10.5.11.3 A revolver with the hammer cocked.
- 10.5.12 Handling live or dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines or loaded speed loading devices in a Safety Area, or failing to comply with Rule 2.4.1. The word “handling” does not preclude competitors from entering a Safety Area with ammunition in magazines or speed loading devices on their belt, in their pockets or in their range bag, provided the competitor does not physically remove the loaded magazines or loaded speed loading devices from their retaining or storage device while within the Safety Area.
- 10.5.13 Having a loaded firearm other than when specifically ordered to by the Range Officer. A loaded firearm is defined as a firearm having a live round in the chamber or having a live round in a magazine inserted in the firearm or having a live round in a fixed (non detachable) magazine.
- 10.5.14 Retrieving a dropped firearm. Dropped firearms must always be retrieved by a Range Officer who will, after checking and/or clearing the firearm, place it directly into the competitor’s gun case, gun bag or holster. Dropping an unloaded firearm or causing it to fall outside of a course of fire is not an infraction, however, a competitor who retrieves a dropped firearm will receive a match disqualification.
- 10.5.15 Using metal piercing, incendiary and/or tracer ammunition (see Rule 5.5.3), and/or using any ammunition which has been deemed unsafe by a Range Official (see Rule 5.5.5, 5.5.6).
  - 10.5.15.1 Ammunition declared unsafe by a Range Official due to multiple squibs, shall not subject the competitor to disqualification.
- 10.5.16 Drawing a handgun while facing uprange.
- 10.5.17 Firing a shot at a metal target from a distance of less than 23 feet (164 feet with a rifle, 16 feet with a shotgun when using birdshot or buckshot ammunition, or 131 feet when using slug ammunition). The distance is measured from the face of the target to the nearest part of the competitor’s body in contact with the ground (see Rule 2.1.3).

**10.6 Match Disqualification – Unsportsmanlike Conduct**

- 10.6.1 Competitors will be disqualified from a match for

conduct which a Range Officer deems to be unsportsmanlike. Examples of unsportsmanlike conduct include, but are not limited to, cheating, dishonesty, failing to comply with the reasonable directions of a Match Official, or any behavior likely to bring the sport into disrepute. The Range Master must be notified as soon as possible.

- 10.6.2 Other persons may be expelled from the range for conduct which a Range Officer deems to be unacceptable. Examples of unacceptable conduct include, but are not limited to, failing to comply with the reasonable directions of a Match Official, interference with the operation of a course of fire and/or a competitor’s attempt thereof, and any other behaviour likely to bring the sport into dispute.

- 10.6.3 A competitor who is deemed by a Range Officer to have intentionally removed or caused the loss of eye or ear protection in order to gain a competitive advantage will be disqualified.

**10.7 Match Disqualification – Prohibited Substances**

- 10.7.1 All persons are required to be in complete control both mentally and physically during USPSA matches.

- 10.7.2 USPSA considers the abuse of alcoholic products, non-prescription and non-essential drugs and the use of illegal or performance enhancing drugs, irrespective of how they are taken or administered, to be an extremely serious offense.

- 10.7.3 Except when used for medicinal purposes, competitors and officials at matches must not be affected by drugs (including alcohol) of any sort during matches. Any person, who in the opinion of the Range Master is visibly under the influence of any of the items described herein, will be disqualified from the match and may be required to leave the range.

- 10.7.4 USPSA reserves the right to prohibit any general or specific substances and to introduce tests for the presence of these substances at any time.

**10.8 Match Disqualification – Tournament Regulations**

A disqualification incurred by a competitor in one component match of a tournament will not affect that competitor’s past or future participation in other component matches, subject to the following:

- 10.8.1 The competitor’s final result for the component match where the disqualification was incurred will be recorded as zero towards tournament results.

- 10.8.2 The competitor’s scores for other component matches (or parts thereof), will not be affected and will continue to stand for score towards tournament results.

- 10.8.3 A competitor who incurs a match disqualification in one component match is prohibited from further



- shooting activities of any kind pertaining to the tournament, held on the same day and at the same shooting range where the match disqualification was incurred, irrespective of the layout of that range or the type of firearm to be used.
- 10.8.4 Subject to the approval of the Match Director of other component matches where the competitor has not been disqualified, the affected competitor should be permitted to resume participation in those component matches on another day, and such rescheduling should not be unreasonably denied (see Rule 6.6.1).

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## CHAPTER 11: Arbitration & Interpretation of Rules

### 11.1 General Principles

- 11.1.1 Administration – Occasional disputes are inevitable in any competitive activity governed by rules. It is recognized that at the more significant match levels the outcome is much more important to the individual competitor. However, effective match administration and planning will prevent most if not all disputes.
- 11.1.2 Access – Appeals may be submitted to arbitration in accordance with the following rules for any matter except where specifically denied by another rule. Appeals arising from a disqualification for a safety infraction will only be accepted to determine whether exceptional circumstances warrant reconsideration of the match disqualification. However, the commission of the infraction as described by the Range Official is not subject to challenge or appeal.
- 11.1.3 Appeals – the Range Officer makes decisions initially. If the appellant disagrees with a decision, the Chief Range Officer for the stage or area in question should be asked to rule. If a disagreement still exists, the Range Master must be asked to rule.
- 11.1.4 Appeal to Committee – Should the appellant continue to disagree with the decision he may appeal to the Arbitration Committee by submitting a first party appeal.
- 11.1.5 Retain Evidence – An appellant is required to inform the Range Master of his wish to present his appeal to the Arbitration Committee and may request that the officials retain any and all relevant documentary or other evidence pending the hearing. Photos, audio and/or video recordings will not be accepted as evidence.
- 11.1.6 Preparing the Appeal – The appellant is responsible for the preparation and delivery of the written submission, together with the appropriate fee. Both must be submitted to the Range Master within the specified period of time.
- 11.1.7 Match Official's Duty – Any Match Official in receipt of a request for arbitration must, without

- delay, inform the Range Master and must note the identities of all witnesses and officials involved and pass this information on to the Range Master.
- 11.1.8 Match Director's Duty – Upon receiving the appeal from the Range Master, the Match Director must convene the Arbitration Committee in a place of privacy as soon as possible.
- 11.1.9 Arbitration Committee's Duty – The Arbitration Committee is bound to observe and apply the current USPSA Rules and to deliver a decision consistent with those rules. Where rules require interpretation or where an incident is not specifically covered by the rules, the Arbitration Committee will use their best judgment in the spirit of the rules.

### 11.2 Composition of Committee

- 11.2.1 Arbitration Committee – At Level III/Nationals matches the composition of the Arbitration Committee will be subject to the following rules:
- 11.2.1.1 The Match Director shall appoint a certified Range Official to serve as Chairman of the committee with one vote.
- 11.2.1.2 The Match Director shall appoint two arbitrators, with one vote each.
- 11.2.1.3 When possible arbitrators should be competitors in the match and should be certified Range Officials.
- 11.2.1.4 Under no circumstances may the Chairman or any member of an Arbitration Committee be a party to, or have a conflict of interest in, the original decision or subsequent appeals which led to the arbitration.
- 11.2.2 Arbitration Committee – For Level I and Level II matches the Match Director shall appoint an Arbitration Committee of three experienced shooters who are not parties to the appeal and who do not have a direct conflict of interest in the outcome of the case. The arbitrators should be certified Range Officials if possible. All committee members will vote. The senior Range Official, or the senior shooter if there are no Range Officials, will be the chairman.

### 11.3 Time Limits and Sequences

- 11.3.1 Time Limit for Arbitration Request – Written requests for arbitration must be submitted to the Range Master within one hour of the disputed incident or occurrence. Failure to present the required documentation within the time specified will render the request invalid and no further action will be taken.
- 11.3.2 Decision Time Limit – The Committee must reach a decision within 24 hours of the request for arbitration or before the results have been declared final by the Match Director, whichever comes first. If the Committee fails to render a decision within the prescribed period, both a first and third

party appellant (see Section 11.7) will automatically succeed in their appeal, and the fee will be returned.

#### **11.4 Fees**

11.4.1 Amount – As set by the Match Organizers, the appeal fee to enable an appellant to appeal to arbitration will be US\$100 or the equivalent of the maximum individual match entry fee (whichever is lower). An appeal brought by the Range Master in respect of a match issue will not incur a fee.

11.4.2 Disbursement – If the Committee’s decision is to uphold the appeal, the fee paid will be returned. If the Committee’s decision is to deny the appeal, the appeal fee and the decision must be forwarded to the National Range Officers Institute (NROI).

#### **11.5 Rules of Procedure**

11.5.1 Committee’s Duty and Procedure – The Committee will study the written submission and retain on behalf of the organizers the monies paid by the appellant until a decision has been reached.

11.5.2 Submissions – The Committee may require the appellant to personally give further details of the submission and may question him on any point relevant to the appeal.

11.5.3 Hearing – The appellant may be asked to withdraw while the Committee hears further evidence.

11.5.4 Witnesses – The Committee may hear Match Officials as well as any other witnesses involved in the appeal. The Committee will examine all evidence submitted.

11.5.5 Questions – The Committee may question witnesses and officials on any point relevant to the appeal.

11.5.6 Opinions – Committee members will refrain from expressing any opinion or verdict while an appeal is in progress.

11.5.7 Inspect Area – The Committee may inspect any range or area related to the appeal and require any person or official they regard as useful to the process to accompany them.

11.5.8 Undue Influence – Any person attempting to influence the members of the Committee in any way other than evidence may be subject to disciplinary action at the discretion of the Arbitration Committee.

11.5.9 Deliberation – When the Committee is satisfied that they are in possession of all information and evidence relevant to the appeal, they will deliberate privately and will reach their decision by majority vote.

#### **11.6 Verdict and Subsequent Action**

11.6.1 Committee Decision – When a decision is reached by the Committee, they will summon the appellant, the official and the Range Master to present their judgment.

11.6.2 Implement Decision – It will be the responsibility of the Range Master to implement the Committee’s decision. The Range Master will advise the appropriate match personnel who will post the decision in a place available to all competitors. The decision is not retroactive and will not affect any incidents prior to the decision.

11.6.3 Decision is Final – The decision of the Committee is final and may not be appealed unless, in the opinion of the Range Master, new evidence received after the decision warrants reconsideration.

11.6.4 Minutes – Decisions of the Arbitration Committee will be recorded and will provide precedent for any similar and subsequent incident during that match.

#### **11.7 Third Party Appeals**

11.7.1 Appeals may also be submitted by other persons on a “third party appeal” basis. In such cases, all provisions of this Chapter will otherwise remain in force.

#### **11.8 Interpretation of Rules**

11.8.1 Interpretation of these rules and regulations is the responsibility of the USPSA Director of NROI.

11.8.2 Persons seeking clarification of any rule are required to submit their questions in writing, either by fax, letter or email to NROI headquarters.

11.8.3 All official USPSA interpretations of the rulebook published on the USPSA website ([www.uspsa.org](http://www.uspsa.org)) will be deemed to be precedents and will be applied to all USPSA matches commencing on or after 7 days from the date of publication. All such interpretations are subject to ratification or modification at a regular or special meeting of the USPSA Board of Directors.

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## **CHAPTER 12: Miscellaneous Matters**

### **12.1 Appendices**

All Appendices included herein are an integral part of these rules.

### **12.2 Language**

English is the official language of the USPSA Rules. Should there be discrepancies between the English language version of these rules and versions presented in other languages, the English language version will prevail.

### **12.3 Disclaimers**

Competitors and all other persons in attendance at an USPSA match are wholly, solely and personally responsible to ensure that all and any equipment which they bring to the match is fully in compliance with all laws applicable to the geographical or political area where the match is being held. Neither USPSA nor any USPSA Officers, nor any organization affiliated to USPSA nor any officers of any organization affiliated to USPSA accepts any responsibility whatsoever in this regard, nor in respect of any loss, damage, accident, injury or death suffered by any person or entity as a result of the lawful or unlawful use of any such equipment.

Competitors at a USPSA match are solely and personally responsible for the safety of any and all equipment and ammunition they bring to the match. Neither USPSA, nor any USPSA Officers, nor any organization affiliated to USPSA, nor the officers of any organization affiliated to USPSA accepts any responsibility whatsoever in this regard, nor in respect of any loss, damage, accident, injury or death suffered by any person or entity as a result of the lawful or unlawful use of any such equipment and ammunition.

#### **12.4 Gender**

References made herein to the male gender (i.e. “he”, his”, “him”) are deemed to include the female gender (i.e. “she”, “her”).

#### **12.5 Measurements**

Throughout these rules, with minor exceptions, measurements are expressed in inches, feet or yards. Measurements expressed in mm or cm in brackets are only provided as a guide.

## APPENDIX A1 — USPSA

### Match Levels

**Level I** — Club matches conducted on a scheduled basis throughout the year.

**Level II** — Sectional or State matches conducted on an annual basis.

**Level III** — Annual championship matches conducted by USPSA Areas (1 - 8).

**Nationals** — Annual USPSA championship matches.

*Note: Major matches conducted on an irregular or annual basis and which do not represent a specific Section, State, or Area championship shall request either Level II or Level III sanctioning.*

Key: N/A = Not Applicable, R = Recommended, M = Mandatory

(1) See National Classification Course Book for current fees

(2) “Special Classifier” matches allowed up to six classifier stages

	Match Level:	I	II	III	Nationals
1.	Must follow current USPSA rules	M	M	M	M
2.	Competitors must be USPSA members (Section 6.4)	R	M	M	M
3.	Match Director	M	M	M	M
4.	Range Master (certified or appointed)	M	M	M	M
5.	Certified Range Master	N/A	R	M	M
6.	Range Master approved by Area Director	N/A	R	M	N/A
7.	Range Master approved by NROI	N/A	R	M	M
8.	Certified Chief Range Officer(s)	R	R	M	M
9.	Minimum one Certified NROI official per stage	R	M	M	M
10.	COF approval by NROI	R	M	M	M
11.	COF submitted to Area Director	N/A	M	M	N/A
12.	NROI Sanctioning	N/A	M	M	M
13.	Chronograph	R	R	M	M
14.	1-month advance registration w/NROI	N/A	M	N/A	N/A
15.	2-month advance registration w/NROI	N/A	N/A	M	N/A
16.	Inclusion in USPSA Match Calendar	N/A	M	M	M
17.	Post match reports to USPSA	N/A	M	M	N/A
18.	Recommended minimum rounds	28	75	150	150
19.	Recommended minimum stages	2	5	8	8
20.	Recommended minimum competitors	10	50	120	120
21.	Classifier stages allowed <sup>(1)</sup>	1 <sup>(2)</sup>	1	2	N/A

## APPENDIX A2 — USPSA

### Recognition

Prior to the commencement of a match, the organizers must specify which Division(s) will be recognized.

Unless otherwise specified, USPSA sanctioned matches will recognize Divisions and Categories based on the number of registered competitors who actually compete in the match, based on the following criteria:

#### 1. Divisions

Level I and Level II	A minimum of 5 competitors per Division (recommended)
Level III / Nationals	A minimum of 10 competitors per Division (mandatory)

#### 2. Categories

Division status must be achieved before Categories are recognized.

All level matches	A minimum of 5 competitors per Division Category (see approved list below)
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#### 3. Individual Categories:

Categories approved for individual recognition are as follows:

- Lady
- Junior Competitors under the age of

c. Senior

18 on the first day of the match.

Competitors over the age of 55 on the first day of the match

d. Super Senior

Competitors over the age of 65 on the first day of the match.. A competitor over the age of 65 on the first day of the match may enter Senior Category only if Super Senior is unavailable.

e. Military

Military personnel on current active duty orders.

f. Law

Full-time law enforcement officers with arrest powers.

#### 4. Individual Classes:

Division status must be achieved before Classes are recognized.

Level I and Level II	A minimum of 5 competitors per Class (recommended)
Level III and Nationals	A minimum of 10 competitors per Class (mandatory)



## APPENDIX A3 — Glossary

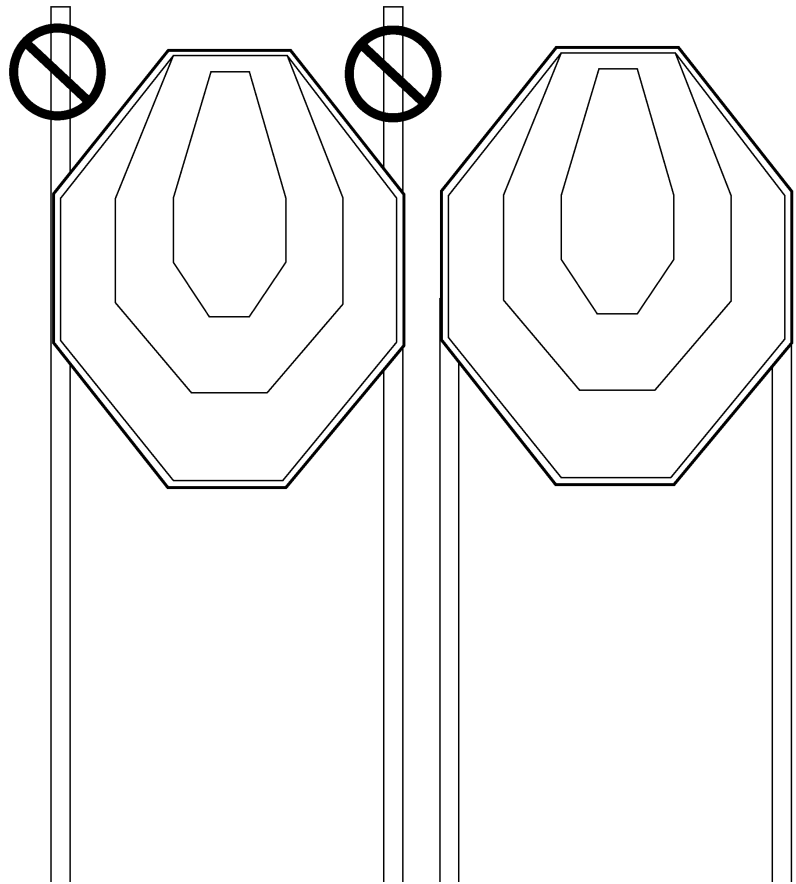
Throughout these rules, the following definitions apply:

Aftermarket . . . . .	.Items not manufactured by, or available directly from, the OFM.	Disappearing target . . . . .	.A target which when activated and after completing its movement is no longer available for engagement.
Allied equipment . . . . .	.Holsters, magazines, speed loading devices and/or their respective pouches.	Discharge . . . . .	.See Shot.
Appearing target . . . . .	.A target which is not visible until activated or revealed.	Draw . . . . .	.The point that the firearm is removed or disengaged from the holster so as to allow access to any portion of the interior of the trigger guard.
Behind . . . . .	.Uprange of and within the lateral confines of the specified object.	Dropped Gun . . . . .	(during the Course of Fire) A condition in which a competitor loses control of their firearm. Loss of control does not require the firearm to land on the ground or other range surface or prop. It occurs anytime the it is no longer in control of either hand, even if it is trapped against part of the body or caught in mid-air.
Berm . . . . .	.A raised structure of sand, soil or other materials used to contain bullets and/or to separate one shooting bay and/or COF from another.	Dry firing . . . . .	.The activation of the trigger and/or action of a firearm which is totally devoid of ammunition.
Bi-Pods or Similar . . . . .	.Similar refers to monopods, tripods or other items used as such, however, they must be a part of the rifle.	Facing Uprange . . . . .	.Face and feet pointing straight uprange with shoulders perpendicular to the median intercept of the backstop.
Birdshot or Buckshot . . . . .	.Types of ammunition cartridges used in a shotgun which contain multiple pellets.	False start . . . . .	.Beginning an attempt at a COF prior to the “Start signal”.
Boundary Line . . . . .	.A physical ground reference line in a course of fire outside of which competitor movement is prohibited.	Fault Line . . . . .	.A physical ground reference line in a course of fire which defines the limit(s) of the shooting area.
Bullet . . . . .	.The projectile in a round intended to strike a target.	Forbidden Action . . . . .	.A competitor action which has been expressly prohibited by the Range Master and so reflected in the Written Stage Briefing.
Caliber . . . . .	.The diameter of a bullet measured in millimeters (or thousandths of an inch).	Grain . . . . .	.A common unit of measurement used in respect of the weight of a bullet (1 grain = 0.0648 grams).
Burst Operation . . . . .	.More than one round can be discharged on a single pull or activation of the trigger.	Handling (a firearm) . . . . .	.The act of manipulating, holding, or gripping a firearm while the trigger is functionally accessible.
Cartridge case . . . . .	.The main body of a round, which contains all component parts.	Kneeling . . . . .	.A body position wherein at least one knee is in contact with the ground or stage surface.
Compensator . . . . .	.A device fitted to the muzzle end of a barrel to counter muzzle rise (usually by externally diverting escaping gasses).	Loaded Firearm . . . . .	.A firearm having a live or dummy round in the chamber or cylinder, or having a live or dummy round in a magazine inserted in the firearm.
Course of Fire . . . . .	.(Also “course” and “COF”) An expression used interchangeably with “Stage”.	Loading . . . . .	.The insertion of ammunition into a firearm.
Cross Draw . . . . .	.When a competitor draws with their strong hand while wearing their holster on the opposite side of the body.	Location . . . . .	.A geographical place within a course of fire.
Detonation . . . . .	.Ignition of the primer of a round, other than by action of a firing pin, where the bullet does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped).		



## APPENDIX B1 — Target Presentation

Cutting the tops off the stakes provides an improved visual presentation and prevents the stakes from obscuring down-range targets.

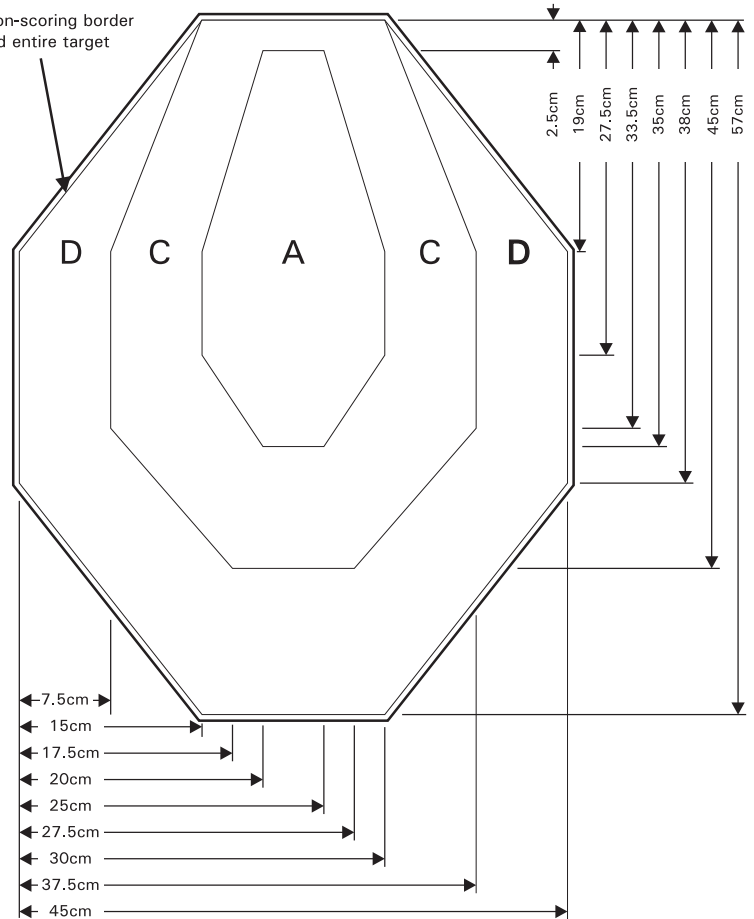


## APPENDIX B2 — Classic Target

At least 25% of the A-zone must remain visible around hardcover or overlapping no-shoots.

Major	Zone	Minor
5	A	5
4	B	3
4	C	3
2	D	1

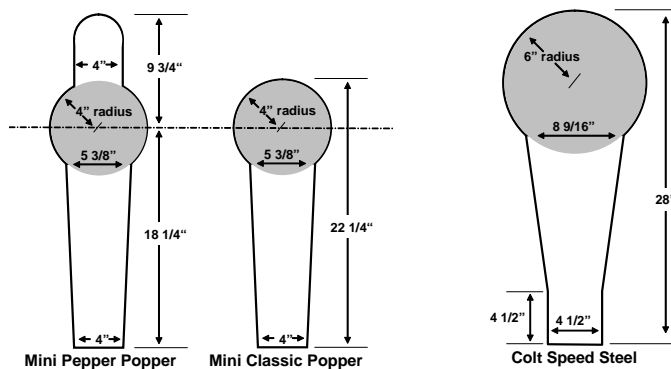
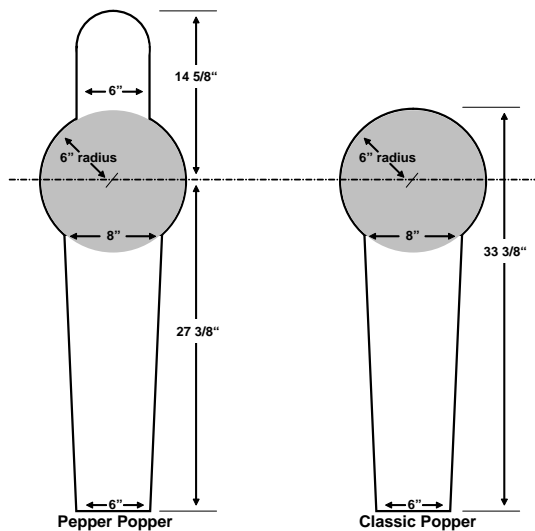
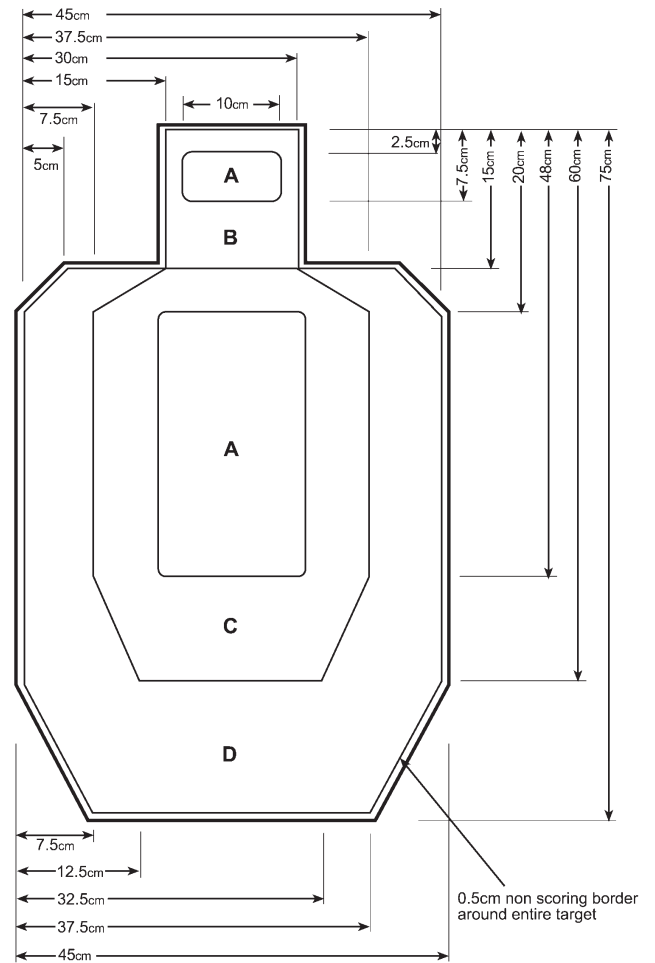
0.5cm non-scoring border around entire target



## APPENDIX B3 — Metric Target

At least 25% of the lower A-zone, or the entire upper A-zone, must remain visible around hardcover or overlapping no-shoots.

Major	Zone	Minor
5	A	5
4	C	3
2	D	1



## APPENDIX B4 — Popper Calibration Zones

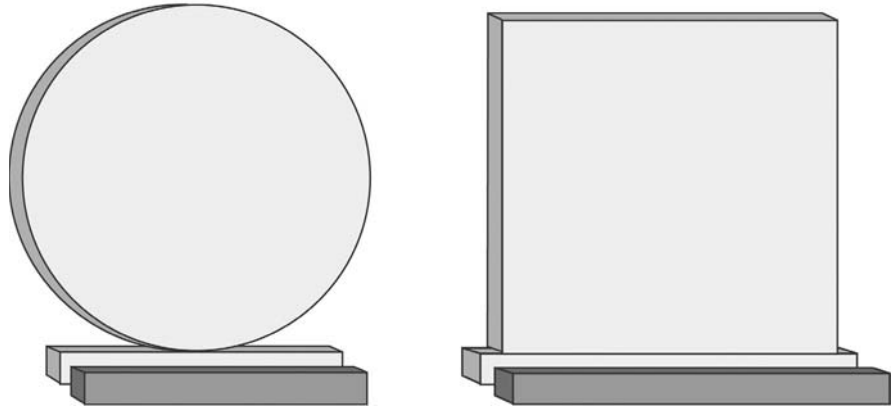
The calibration zone for each target is indicated by the shaded area.

Measurement tolerance on Poppers +/- 1/4 inch

**All Poppers – Scoring value:  
5 points (Minor and Major)**

## APPENDIX B5 — Metal Plates

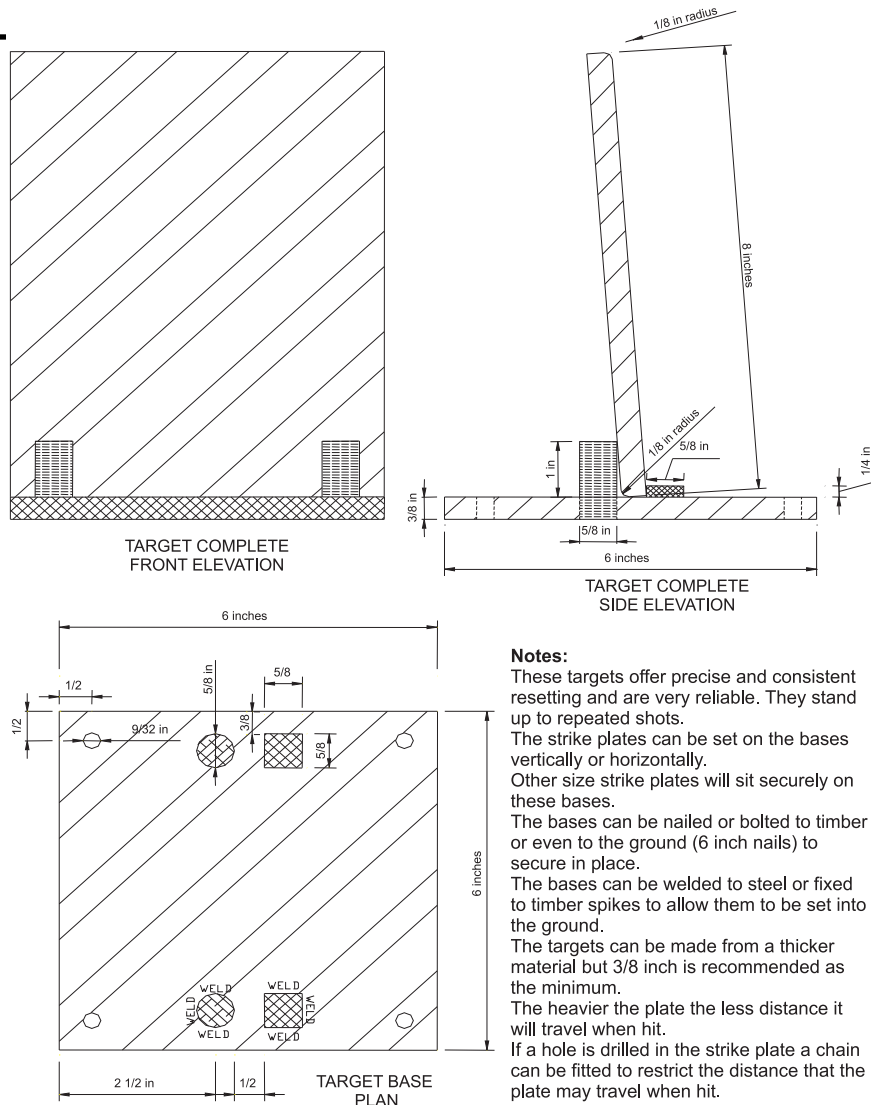
Measurement tolerance on  
steel plates +/- 1/4 inch



**All Plates – Scoring value:  
5 points (Minor and Major)**

Construction Note		
A small block of wood (indicated by dark shading above), approximately 2cm x 2cm, and about the same width as the plate, should be affixed in front of the base of the plate, to help prevent the plate from turning sideways when shot.		
Round		Square or Rectangular
8" diameter (203.20mm)	Minimum dimension	6" each side (152.40mm)
12" diameter (304.80mm)	Maximum dimension	12" each side (304.80mm)

## APPENDIX B6 — Separating Metal Plates





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## APPENDIX C1 — Calibration of Poppers, Rifle and Handgun

### Initial Calibration

1. The Range Master must designate a specific supply of ammunition and one or more of each type of firearm to be used as official calibration tools by officials authorized by him to serve as calibration officers.
2. Prior to commencement of a match, the calibration ammunition must be chronographed using the procedure specified in Appendix C2. The calibration ammunition, when tested through each designated handgun, should achieve a power factor between 115.0 and 125.0 to qualify. 9x19mm is the recommended caliber. For rifles, The calibration ammunition, when tested through each designated rifle, must achieve a 150 power factor (variance +/- 5%) to qualify.
3. Once the supply of ammunition and the designated firearms have been tested and approved by the Range Master, they are not subject to challenge by competitors.
4. The Range Master must arrange for each popper to be calibrated prior to commencement of a match, and whenever required during a match.
5. For initial calibration, each popper must be set to fall when hit within the calibration zone with a single shot fired from an appropriate designated firearm using the calibration ammunition. The shot must be fired from the shooting location in the course of fire furthest from the popper being calibrated. Calibration zones are indicated in the diagrams in Appendix B4.

### Calibration Challenges

6. If, during a course of fire, a popper does not fall when hit, a competitor has three alternatives:
  - a. The popper is shot again until it falls. In this case, no further action is required and the course of fire is scored "as shot".
  - b. The popper is left standing but the competitor does not challenge the calibration. In this case, no further action is required and the course of fire is scored "as shot", with the subject popper scored as a miss.
  - c. The popper is left standing and the competitor challenges the calibration. In this case, the popper and the surrounding area on which it stands must not be touched or interfered with by any person. If a Match Official violates this rule, the competitor must reshoot the course of fire. If the competitor or any other person violates this rule, the popper will be scored as a miss and the rest of the course of fire will be scored "as shot". If the popper falls for any non-interference reason (e.g. wind action), before it can be calibrated, Section 4.6 will apply and a reshoot must be ordered.
7. In the absence of any interference, or problem with a target mechanism, a calibration officer must conduct a

calibration test of the subject popper (when required under 6c above), from as near as possible to the point from where the competitor shot the popper. The following will apply:

- a. If the first shot by the calibration officer hits on or below the calibration zone and the popper falls, the popper is deemed to be properly calibrated, and it will be scored as a miss.
  - b. If the first shot fired by the calibration officer hits the popper anywhere on its frontal surface and the popper does not fall, the calibration test is deemed to have failed and the competitor must be ordered to reshoot the course of fire, once the popper has been recalibrated.
  - c. If the first shot fired by the calibration officer hits above the calibration zone, the calibration test is deemed to have failed and the competitor must be ordered to reshoot the course of fire once the Popper has been recalibrated.
  - d. If the first shot fired by the calibration officer misses the popper altogether, another shot must be fired until one of 7a, 7b or 7c occurs.
8. Note that authorized metal plates are not subject to calibration or challenge (see Rule 4.3.1.6).

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## APPENDIX C1A — Target Calibration and Testing, Shotgun

1. The Range Master must designate a specific supply of ammunition and one or more shotguns to be used as official calibration tools by officials authorized by him to serve as testing officers. Calibration gun will be a 12 gauge.
2. Once the supply of ammunition and the designated shotgun have been approved by the Range Master, they are not subject to challenge by competitors.
3. The Range Master must make arrangements prior to the commencement of a match so as to be satisfied that all poppers and plates will fall when properly hit and self indicating targets are functioning properly, and he will determine which of these targets he considers necessary to be tested. Testing is only likely to be necessary on longer distance targets or for targets that are in the close proximity to no shoots. In the former case to ascertain that they will fall when properly hit and in the latter to confirm that it is indeed possible to successfully shoot the scoring target without incurring a penalty because of the pattern spread of the shot (birdshot and buckshot ammunition).
4. The Range Master must make arrangements prior to the commencement of a match so as to be satisfied that any paper targets or frangible targets in close proximity to any no shoot target can be successfully shot without incurring a penalty because of the pattern spread of the shot (buckshot ammunition). He will determine which of these targets he considers necessary to be tested.

5. Unobstructed metal targets must be set to fall when adequately hit within the calibration zone from a designated shotgun using the calibration ammunition. Calibration zones for poppers are indicated in the diagrams in the following pages. The calibration or test zone for unobstructed plates or self indicating targets is the center of the target. The testing officers, in consultation with the Range Master if considered necessary, will determine whether each test shot results in an adequate hit. It may be that not all of the shot pattern hits the target but the centre of the pattern should approximately strike the centre of the zones described above. If the target does not fall when properly hit by the official, it must be re-calibrated/retested, if necessary the target must be moved until a successful test is accomplished. All testing is to be conducted from the closest possible point (directly up range) from where a competitor could shoot at the target.
6. For any target that is in close proximity to no shoots a test shot should be fired to determine that the target can be successfully shot for score without incurring penalty. If, in the opinion of the testing official, a failed attempt was as a result of poor marksmanship or insufficient allowance for the spread of shot then 2 additional shots shall be fired, both of which must be successful else the target, or the no shoot target must be moved until a successful test is accomplished.
7. If, during a course of fire, a metal target does not fall when shot, a competitor has three alternatives:
  - a. The target is shot again until it falls. In this case, no further action is required and the course of fire is scored "as shot".
  - b. The target is left standing but the competitor does not request the target to be tested. In this case, no further action is required and the course of fire is scored "as shot", with the subject target scored as a miss.
  - c. The target is left standing and the competitor requests the target to be tested. In this case, the target and the surrounding area on which it stands must not be touched or interfered with by any person. If a match official violates this rule, the competitor must re-shoot the course of fire. If the competitor or any other person violates this rule, the target will be scored as a miss and the rest of the course of fire will be scored "as shot."
8. When testing is requested under 8(c) above, the testing officer will visually inspect the target for obstructions that may have prevented proper operation. Then, if no obstruction is found the following will apply:
  - a. If the first shot fired by the testing officer hits the calibration zone of a metal target, or below, and the target falls, the target is deemed to be properly calibrated, and it will be scored as a miss.
  - b. If first the shot fired by the testing officer adequately hits the target( see also (c) below) and the target does not fall, the target is deemed to have failed, and the competitor must be ordered to reshoot the course of fire, once the target has been recalibrated.
  - c. For targets in close proximity to no shoots and where it is not possible to center the pattern of the shot without incurring a penalty, the testing officer will determine whether the test shot resulted in an adequate hit. The testing officer's decision can not be protested.
  - d. If the first shot fired by the testing officer misses the target altogether, another shot must be fired until either 9(a), 9(b) or 9(c) occurs.
9. For targets in close proximity to no shoots and where a metal no shoot target is struck down or the scoring area of a paper no shoot target is hit then the procedure will be as laid down in Section 9.6 of the rules. The Chief Range officer or Range Master may, in their absolute discretion, decide to test the achievability to shoot the scoring target without penalty. They may decide to exclude a hit or hits on a no shoot target from the stage score but no re-shoot will be given. The ruling will be final. No further appeal or protests will be allowed with respect to the scoring decision.

**Test Gun Specification:**

- Maximum barrel length – (26 inches).
- True cylinder or open choked barrel.
- Any action type.

**Test Cartridge Specification:**

**For Birdshot Stages**

Birdshot – "A maximum of 2 ¾ dram velocity and 1 1/8oz, shot size for test ammo should be no larger than 7 1/2"

**For Buckshot Stages**

Buckshot – "Reduced recoil" power rating and a "maximum of nine 00 pellets"

**For Slug Stages**

"Reduced recoil" power rating and a "maximum of 1oz".

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## APPENDIX C2 — Match Chronograph and Equipment Set-up

**Chronograph(s):**

1. The chronograph(s) must be shielded from the effects of changing sunlight. Setting the chronograph(s) in the shade of a tree, or under a cover which allows a differing amount of sunlight to touch any part of the skyscreens or skyscreen brackets is prohibited. The recommended method for outdoor locations is to use an enclosed "chrono box". In all locations, the use of either infrared sensors or incandescent lighting provides the most consistent, repeatable results.
2. Two chronographs should be used when possible and

- set up in tandem so both units measure each shot fired.
3. In all cases, the skyscreens must be positioned and spaced per the manufacturer's requirements for the chronograph in use. The closest skyscreen must be placed no less than 10 feet from the shooting location.
  4. When possible, the chronograph(s) should be run on AC power. If using generator power, the chronograph readings must be monitored for consistency. If using battery power, the battery must be changed or recharged as necessary to insure consistent results.
  5. Failing these conditions, or in the absence of a chronograph, the match must use each competitor's declared Power Factor for match scoring.

**Scale(s):**

6. Scales must be shielded from the wind to prevent errors in measurement while weighing competitor bullets.
7. Two scales are recommended when available, weighing each bullet tested on both scales.
8. Whenever possible, the scale(s) should be run on AC power. If using generator power, the scale readings must be monitored for consistency. If using battery power, the batteries must be changed or recharged as necessary to insure consistent results
9. A set of appropriate check weights must be used in calibrating the scale(s).
10. Failing these conditions, or if a scale is not available, each competitor's declared bullet weight must be used.

**Bullet Puller(s):**

11. Bullet pullers must be of a design which will not damage the bullet or change its weight.
12. If a bullet puller is not available or breaks and a replacement is not available, the declared bullet weight must be used for all subsequent competitors.

**Calibration Ammunition:**

13. A sufficient supply of match calibration ammunition must be available and used to calibrate steel targets and (when necessary) verify the match chronograph.
14. To assure consistency, the match calibration ammunition should be comprised of ammunition from the same lot.
15. The ammunition, as fired through each designated firearm, should achieve a power factor between 115.0 and 125.0 (handgun), or 150 power factor (variance +/- 5%) to qualify.

**Match Chronograph Daily Verification**

**Chronograph(s):**

16. Prior to performing any competitor ammunition testing, the Chrono Officer will fire three rounds from the supply of the official match calibration ammunition through the calibration firearm over the chronograph(s) and record the average velocity of the three rounds for each chronograph in use
17. Dual chronograph configurations are not subject to sub-

- sequent daily verification provided that the differential of the velocities between the two chronographs remains reasonably consistent with the differential of the average velocities recorded above.
18. For single chronograph configurations, or whenever one of the dual chronographs fails and cannot be replaced, the single functioning chronograph is subject to subsequent daily verification check. Specifically:
    - a. On each of the following days, the process specified in Item 16 will be repeated using the same firearm and ammunition supply.
    - b. The chronograph is deemed to be within tolerance if the daily average is within +/- 4% of the first day's average.

19. Should a daily variance exceed the allowable tolerance above, the Range Master will take whatever steps necessary to rectify the situation. If more than one chronograph is in use, and only one is out of tolerance, that chronograph can be removed from service and the remaining chronograph can be used alone for the rest of the match.
20. If the Range Master determines that variances or malfunctions make further testing unreliable or impossible, the power factors of competitors who have been successfully tested will stand. The power factors declared by all competitors who have not been tested will be accepted without challenge, subject to any applicable Division requirements.

**Scale(s):**

21. Prior to weighing any competitor bullets, the Chrono Officer will calibrate each scale using the scale's supplied calibration weights per the manufacturer's instructions, following which the scale will be zeroed and a designated check weight(s) will be weighed on each scale and the results recorded.
22. For the duration of the match, a scale is considered to be in tolerance if
  - a. the scale is able to maintain a weight display stability of +/- 0.1 grain over a 15 second period, and
  - b. the scale is able to repeat the results of the recorded weights in Item 21 within +/- 0.1 grain.
23. A scale suspected or found to be out of tolerance will be reset (calibrated and zeroed) and demonstrate satisfactory tolerance prior to being returned to service.
24. A scale failing Item 22a must be checked for effective wind protection and stable positioning prior to reset.
25. If it is determined that a scale is unable to remain within tolerance or has failed, it must be removed from use. A replacement scale may be utilized if it can be calibrated, zeroed, and be demonstrated to be in tolerance.
26. If more than one scale is in use, and one has failed, the remaining scale can be used alone for the rest of the match.
27. If the Range Master determines that variances or malfunctions make further weight testing unreliable or impossible, the bullet weights declared by all competitors whose bullets have not been weighed will be

accepted without challenge, subject to any applicable Division requirements.

### **Competitor Ammunition Collection and Storage**

28. An initial sample of eight rounds of ammunition of each loading used will be collected from each competitor at a time and place determined by Match Officials. Match Officials may require that a competitor's ammunition be retested at any time during the match and may collect further samples as necessary.
29. It is recommended that ammunition be collected from competitors as randomly as is possible to insure that the collected ammunition accurately matches the ammunition the competitor is actually using in competition.
30. Collected ammunition must be clearly labeled with the competitor's identity.
31. Collected ammunition must be stored in a shaded location, out of the direct effects of the sun. When stored overnight, collected ammunition must be stored indoors at normal room temperature.

### **Competitor Ammunition Testing Procedure**

32. Ammunition must be tested using the competitor's firearm. Prior to and/or during testing, the competitor's firearm and the component parts thereof must not be altered or modified in any way from the condition it is being used (or will be used) at the match. Violations will be subject to Section 10.6.
33. Conventions to be used for all measurements:
  - a. if more than one chronograph is in use, the highest velocity recorded by any of the chronographs shall be used for each respective shot.
  - b. if more than one scale is in use concurrently, the highest weight measured by the scales shall be used for each respective bullet weighed
34. From the eight sample rounds drawn by Match Officials, one bullet is weighed to determine the actual bullet weight and three bullets are fired over the chronograph. Digits displayed on the official match bullet scales and chronograph will be used at face value, irrespective of the number of decimal places indicated on the measuring device used at the match.
35. Power factor is calculated using the bullet weight and the average velocity of the three rounds fired, according to the following formula:

$$\text{Power Factor} = \frac{\text{bullet weight (grains)} \times \text{average velocity (feet per second)}}{1000}$$

The final result will ignore all decimal places (e.g. for USPSA purposes, a result of 124.9999 is not 125).

36. If the resultant power factor fails to meet the declared power factor floor, another three rounds will be fired over the chronograph. The power factor will be recalculated using the bullet weight and the average velocity of the three highest velocity rounds from the six rounds fired.
37. If the power factor is still insufficient, the competitor may elect to have:
  - a. the final bullet pulled and weighed and, if heavier than the first bullet, the power factor calculation in Paragraph 35 will be recalculated using the heavier bullet weight, or
  - b. the final round fired over the chronograph and the power factor recalculated using the first bullet weight, and the average velocity of the three highest velocity rounds from the seven rounds fired.
38. If the resultant power factor fails to meet the Major power factor floor of the relevant Division, the competitor's entire match scores will be recalculated as Minor, if achieved.
39. If the resultant power factor fails to meet the minimum power factor floor for the relevant Division, the competitor may continue shooting the match, but not for score or match recognition.
40. Due to the different methods used by certain chronograph brands to calculate Power Factor, any power factor results produced by the Chrono Station chronograph are considered interim results and subject to confirmation.
  - a. The only official power factor results are produced and/or confirmed by using the formula specified in Item 35 or via the EzWinScore scoring program.
  - b. Specifically, power factors generated by a chronograph which indicate exactly 125.0 or 165.0 (for example) shall be subject to confirmation since these values could be the result of the "rounding up" of digits after the first decimal place.
41. If a competitor's match ammunition is retested, or if any authorized replacement ammunition is used, and different power factors are recorded when tested according to these rules, the lower power factor must be applied to all courses of fire, including those already completed by the competitor.
42. The scores of a competitor who, for any reason, fails to present his firearm for testing at the designated time and location and/or who fails to provide sample rounds for testing whenever requested by a Match Official will be removed from the match results.

### **Chronograph Station Rules and Policies**

43. The Chronograph Station is considered an official stage in the match and subject to all sections of this rule book.
44. The Chrono Officer is the CRO for the chronograph stage and issues range commands appropriate to the requirements of the Chrono Station.
45. Shooters are prohibited from handling their handgun



- except as specifically required to do so by the Chrono Officer.
46. Unless otherwise authorized by the Chrono Officer, once the handgun is surrendered for testing, it may not be removed from the Chrono Station until the testing is complete.
  47. The Chrono Officer will inspect the competitor's handgun and report any failure of the following to the Range Master:
    - a. Proper function of the handgun's primary safety mechanism(s)
    - b. Safe condition and operation
    - c. Compliance with the requirements of the declared Division
  48. At the command of the Chrono Officer, the competitor may be required to fire up to six rounds into a designated target or spot on the berm/backstop prior to the competitor's ammunition sample being tested through the chronograph.
  49. The Chrono Officer will perform the competitor ammunition testing procedure as specified above and enter the results on a scoresheet suitable for such use.
  50. Following testing, should the interim chronograph results be close to the minimum applicable Power Factor floor, it is recommended that any remaining rounds of the competitor's sample ammunition be secured and retained at the Chrono Station for potential later reference or additional testing.

## **APPENDIX C3 — Official Match Ammunition**

Competitors using Official Match Ammunition are exempt from the requirements of Appendix C2, Items 38 and 39 as appropriate for the declared power factor.

Source of ammo	Ammo must be delivered to the competitor only at the match where it will be used and designated official by the US Regional Director.
Power Factor	Specific ammo products may be certified as meeting Minor or Major power factor for specific divisions by the US Regional Director
Competitor Declaration	A competitor who wishes to use official match ammo at the certified power factor must file a declaration with the Match Director stating the official ammo product will be in use for the entire match. This declaration must be filed before starting the match.
Withdrawal of Declaration	A competitor who has declared he is using only official match ammo may withdraw the declaration by informing the Range Master prior to use of any non-official ammo.
Ammo Samples	At any match where competitor ammunition will be chronographed, a competitor using official match ammo will be required to provide eight rounds of this ammo at the time they pick up the ammo (delivery sample) and will also be subject to the provisions of Appendix C2, "Competition Ammunition Collection", Item 28.
Ammo Verification	At any match where competitor ammunition will be chronographed, a competitor using official match ammo will have ammo samples collected during the match and chronographed according to the provisions of App. C2 #28. Should the ammo so tested fail to meet the declared power factor, it shall be compared against the average of three rounds collected from the official delivery sample. If the samples collected during the match measure more than 10 power factor points below the delivery samples, the measured power factor of the ammo collected during the match shall be used for score and the provisions of Appendix C2, Item 38 or Item 39 shall apply.
Unsportsmanlike Conduct	The use of ammo other than official match ammunition, while declaring use of official ammunition, shall be considered unsportsmanlike conduct.



## APPENDIX D1 — Open Division

### Open Handgun and Open Aggregate

		Handgun	Rifle	Shotgun
1	Minimum power factor for Major	165	320	20 gauge
2	Minimum power factor for Minor	125	150	N/A
3	Minimum bullet weight	112 grains for major power factor	none	none
4	Minimum bullet caliber / cartridge case length	.38 cal. / 9x19 mm (0.354" x 0.748")	none	20 gauge
5	Minimum bullet caliber for Major	0.355	none	20 gauge
6	Minimum trigger pull	none	none	none
7	Maximum handgun size	none	N/A	N/A
8	Maximum magazine length	6.742" (171.25mm)	none	none
9	Maximum ammunition capacity	none	none	Maximum of 11 rounds loaded, Max. of 10 in the case of Rule 8.1.1.2
10	Max. distance of handgun, mags/speed loaders, spare cartridges, from inner side of belt	Handgun and Mags - 2"	none	none
11	Rule 5.2.3.1 applies	Yes		
12	Restriction on position of holster and other equipment	none	none	
13	Optical/electronic sights permitted	Yes	Yes	Yes
14	Installed flashlights permitted	Yes	Yes	Yes
15	Compensators permitted	Yes	Yes	Yes
16	Barrel ports permitted	Yes	Yes	Yes
17	Slide ports permitted	Yes	N/A	N/A
18	Maximum weight	none	none	none
19	Handgun specifically approved for Division	No	N/A	N/A
20	Holster restrictions	No	No	No
21	Authorized modifications only	No	No	No
22	Prohibited modifications	N/A	No	No
23	Use of bipods and similar allowed	N/A	Yes	Yes
24	Restriction on action type	N/A	none	none
25	Factory produced guns only	N/A	No	No
26	Legally-possessed suppressors allowed	No	Yes	No
27	Detachable magazines/Speed loading devices	Yes	Yes	Yes

## APPENDIX D2 — Limited Division

### Limited Handgun and Limited Aggregate

		Handgun	Rifle	Shotgun
1	Minimum power factor for Major	165	320	20 gauge
2	Minimum power factor for Minor	125	150	N/A
3	Minimum bullet weight	none	none	none
4	Minimum bullet caliber / cartridge case length	.38 cal. / 9x19 mm (0.354" x 0.748")	none	20 gauge
5	Minimum bullet caliber for Major	0.40"	none	20 gauge
6	Minimum trigger pull	none	none	none
7	Maximum handgun size	none	N/A	N/A
8	Maximum magazine length	5.561" (141.25mm) or 6.742" (171.25mm) in single stack guns	none	none
9	Maximum ammunition capacity	none	none	Maximum of 9 rounds loaded, Max. of 8 in the case of Rule 8.1.1.2
10	Max. distance of handgun, mags/speed loaders, spare cartridges, from inner side of belt	Handgun and Mags - 2"	none	none
11	Rule 5.2.3.1 applies	Yes		
12	Restriction on position of holster and other equipment	none	none	none
13	Optical/electronic sights permitted	No	No	No
14	Installed flashlights permitted	No	No	No
15	Compensators permitted	No	Yes (Max. 1" wide by 3" long) See App. E1	No
16	Barrel ports permitted	No	No	No
17	Slide ports permitted	Yes	N/A	N/A
18	Maximum weight	none	none	none
19	Handgun specifically approved for Division	Yes, See Below	N/A	N/A
20	Holster restrictions	No	No	No
21	Authorized modifications only	Yes, See Below	Yes, See D4	No
22	Prohibited modifications	Yes, See Below	No	No
23	Use of bipods and similar allowed	N/A	No	No
24	Restriction on action type	N/A	none	none
25	Factory produced guns only	N/A	Yes, See D4	Yes
26	Legally-possessed suppressors allowed	No	Yes	No
27	Detachable magazines/Speed loading devices	Yes	Yes	No

#### Authorized Modifications:

- Internal modifications to improve accuracy, reliability and function (such as spherical bushings, Acc-U-Rails).
- Replacement barrels – provided they are the same length as original factory standard.
- Exchange of minor components (springs, safeties, slide stops, guide rods).

#### Prohibited Modifications:

- External modifications or features such as weights or devices to control or reduce recoil (such as but not limited to thumb rests or components which could be used as such).

**Special conditions:**

- Any complete handgun or components with a minimum production of 500 units by a factory and available to the general public.
- A complete handgun may be approved for USPSA Limited Division after the NROI Manufacturer’s Declaration form stating that a minimum of 500 have been manufactured and available to the general public has been submitted and NROI has inspected the handgun for compliance.
- Handguns on the Approved Production Handgun List are authorized

**Special Conditions, Rifle:**

- Legally-possessed sound-suppressors are allowed, are not considered compensators and therefore are not subject to the size restrictions on compensators in Limited and Tactical Rifle Divisions. Any suppressor which has functional characteristics which serve to reduce muzzle-flip and/or felt recoil (e.g., externally-visible baffles or ports) will be considered a compensator.

**APPENDIX D2A — Heavy Metal Aggregate**

**Special Conditions:**

**Heavy Metal Aggregate (Multigun Only)**

- A magnifier may be used with an optical sight in Heavy Metal Division without violating the “one optic” rule, provided:

a) The magnifier does not contain an aiming reticule

b) The magnifier cannot be used as an aiming device by itself

c) The magnifier is mounted in the same location on the rifle for the entire match

- If these provisions are satisfied:

a) *The magnifier will not be considered a second/separate optic,*

b) *and the competitor may start and use their optic in either magnified or unmagnified mode without further restriction.*

		Handgun	Rifle (Tactical)	Rifle (Limited)	Shotgun
1	Minimum power factor for Major	165	320	320	12 gauge
2	Minimum power factor for Minor	125	150	150	N/A
3	Minimum bullet weight	none	none	none	none
4	Minimum bullet caliber / cartridge case length	.45 ACP	.308 Win.	.308 Win.	12 gauge
5	Minimum bullet caliber for Major	0.45	0.308	0.308	12 gauge
6	Minimum trigger pull	none	none	none	none
7	Maximum handgun size	Yes, See Single Stack rules	N/A	N/A	N/A
8	Maximum magazine length	Yes, See Single Stack rules	none	none	none
9	Maximum ammunition capacity	Yes, maximum of 9 rounds loaded, 8 rounds in any magazine after the start signal	Yes, maximum of 20 rounds in any magazine after the start signal	Yes, maximum of 20 rounds in any magazine after the start signal	Maximum of 9 rounds loaded, Max. of 8 in the case of Rule 8.1.1.2
10	Max. distance of handgun, mags/speed loaders, spare cartridges, from inner side of belt	Yes, See Single Stack rules	No	No	none
11	Rule 5.2.3.1 applies	Yes			
12	Restriction on position of holster and other equipment	Yes, See Single Stack rules	No	No	none
13	Optical/electronic sights permitted	No	One device	No	No
14	Installed flashlights permitted	No	No	No	No
15	Compensators permitted	No	Yes (Max. 1" by 3") See App. E1	Yes (Max. 1" by 3") See App. E1	No
16	Barrel ports permitted	No	No	No	No
17	Slide ports permitted	No	N/A	N/A	N/A
18	Maximum weight	Yes, See Single Stack rules	none	none	none
19	Handgun specifically approved for Division	Yes, See Single Stack rules	N/A	N/A	N/A
20	Holster restrictions	Yes, See Single Stack rules	No	No	No
21	Authorized modifications only	Yes, See Single Stack rules	No	No	No
22	Prohibited modifications	Yes, See Single Stack rules	No	No	No
23	Use of bipods and similar allowed	N/A	No	No	No
24	Restriction on action type	Yes, See Single Stack rules	none	none	Yes, pump only
25	Factory produced guns only	Yes, See Single Stack rules	No	No	Yes
26	Legally-possessed suppressors allowed	No	Yes	Yes	No
27	Detachable magazines/Speed loading devices	Yes	Yes	Yes	No

## Appendix D3 — Tactical Aggregate

### Tactical Aggregate (Multigun Only)

		Handgun	Rifle	Shotgun
1	Minimum power factor for Major	165	320	20 gauge
2	Minimum power factor for Minor	125	150	N/A
3	Minimum bullet weight	none	none	none
4	Minimum bullet caliber / cartridge case length	.38 cal. / 9x19 mm (0.354" x 0.748")	none	20 gauge
5	Minimum bullet caliber for Major	0.40"	none	20 gauge
6	Minimum trigger pull	none	none	none
7	Maximum handgun size	none	N/A	N/A
8	Maximum magazine length	(141.25mm) or 6.742" (171.25mm) in	none	none
9	Maximum ammunition capacity	none	none	Maximum of 9 rounds loaded, Max. of 8 in the case of Rule 8.1.1.2
10	Max. distance of handgun, mags/speed loaders, spare cartridges, from inner side of belt	Handgun and Mags - 2"	none	none
11	Rule 5.2.3.1 applies	Yes		
12	Restriction on position of holster and other equipment	none	none	none
13	Optical/electronic sights permitted	No	One device	No
14	Installed flashlights permitted	No	No	No
15	Compensators permitted	No	Yes (Max. 1" wide by 3" long) See App. E1	No
16	Barrel ports permitted	No	No	No
17	Slide ports permitted	Yes	N/A	N/A
18	Maximum weight	none	none	none
19	Handgun specifically approved for	Yes, See Below	N/A	N/A
20	Holster restrictions	No	No	No
21	Authorized modifications only	Yes, See Below	Yes, See D4	No
22	Prohibited modifications	Yes, See Below	No	No
23	Use of bipods and similar allowed	N/A	No	No
24	Restriction on action type	N/A	none	none
25	Factory produced guns only	N/A	Yes	Yes
26	Legally-possessed suppressors allowed	No	Yes	No
27	Detachable magazines/Speed loading devices	Yes	Yes	No

18. A magnifier may be used with an optical sight in Tactical Division without violating the "one optic" rule, provided:

- The magnifier does not contain an aiming reticule
- The magnifier can not be used as an aiming device by itself
- The magnifier is mounted in the same location on the rifle for the entire match

If these provisions are satisfied:

- The magnifier will not be considered a second/separate optic,
- and the competitor may start and use their optic in either magnified or unmagnified mode without further restriction.

19. Legally-possessed sound-suppressors are allowed, are not considered compensators and therefore are not subject to the size restrictions on compensators in Standard and Tactical Rifle Divisions. Any suppressor which has functional characteristics which serve to reduce muzzle-flip and/or felt recoil (e.g., externally-visible baffles or ports) will be considered a compensator.

## APPENDIX D4 — Limited-10 Division

### Special conditions:

- Same as Limited Division

### Limited 10 (handgun only)

		Handgun
1	Minimum power factor for Major	165
2	Minimum power factor for Minor	125
3	Minimum bullet weight	none
4	Minimum bullet caliber / cartridge case length	.38 cal. / 9x19 mm (0.354" x 0.748")
5	Minimum bullet caliber for Major	0.40"
6	Minimum trigger pull	none
7	Maximum handgun size	none
8	Maximum magazine length	5.561" (141.25mm) or 6.742" (171.25mm) in single stack guns
9	Maximum ammunition capacity	Yes, maximum 10 rounds loaded in any magazine after the start signal
10	Max. distance of handgun, mags/speed loaders, spare cartridges, from inner side of belt	Handgun and Mags - 2"
11	Rule 5.2.3.1 applies	Yes
12	Restriction on position of holster and other equipment	none
13	Optical/electronic sights permitted	No
14	Installed flashlights permitted	No
15	Compensators permitted	No
16	Barrel ports permitted	No
17	Slide ports permitted	Yes
18	Maximum weight	none
19	Handgun specifically approved for Division	Yes, See Below
20	Holster restrictions	No
21	Authorized modifications only	Yes, See Below
22	Prohibited modifications	Yes, See Below
23	Use of bipods and similar allowed	N/A
24	Restriction on action type	N/A
25	Factory produced guns only	N/A
26	Legally-possessed suppressors allowed	No
27	Detachable magazines/Speed loading devices	Yes



## APPENDIX D5 — Production Division

### Holster Restrictions:

- Suitable for everyday use. “Race gun” type holster prohibited.
- May not be manufactured or cut lower than, and must cover the slide up to, ½” below the ejection port (belt slide “Yaqui” type holster exempt).
- Revolver holsters open no lower than halfway down the cylinder.

### Authorized Modifications:

- Internal throating and polishing to improve accuracy, reliability and function
- Sights – trimmed, adjusted, replaced, colored, or fiber-optic.
- Slide – refinishing. Milling of slide – only as required to insert sights.
- After-market slides and barrels – provided they are the same length, contour, and caliber as original factory standard.
- Grips – Internal beveling. Checkering, stippling, and addition of grip tape or grip sleeves. (see Appendix E4)
- Exchange of minor components (springs, safeties, slide stops, guide rods).

## Production (handgun only)

		Handgun
1	Minimum power factor for Major	N/A
2	Minimum power factor for Minor	125
3	Minimum bullet weight	none
4	Minimum bullet caliber / cartridge case length	.38 cal. / 9x19 mm (0.354" x 0.748")
5	Minimum bullet caliber for Major	N/A
6	Minimum trigger pull	none
7	Maximum handgun size	Yes, handgun with empty magazine inserted must fit wholly within a box with internal dimensions of 8 15/16" x 6" x 1 5/8" (tolerance +1/16", -0") (8.938"x6"x1.625") (227.01mmx152.40mmx41.28mm)
8	Maximum magazine length	See No. 7
9	Maximum ammunition capacity	Yes, maximum 10 rounds loaded in any magazine after the start signal
10	Max. distance of handgun, mags/speed loaders, spare cartridges, from inner side of belt	Handgun and Mags - 2"
11	Rule 5.2.3.1 applies	No.
12	Restriction on position of holster and other equipment	Yes, see appendix E3
13	Optical/electronic sights permitted	No, notch and post only
14	Installed flashlights permitted	No
15	Compensators permitted	No
16	Barrel ports permitted	No
17	Slide ports permitted	Yes, on factory-original approved models
18	Maximum weight	Yes, 2 ounces over weight listed on approved pistol list
19	Handgun specifically approved for Division	Yes, See Below
20	Holster restrictions	Yes, See Below
21	Authorized modifications only	Yes, See Below
22	Prohibited modifications	Yes, See Below
23	Use of bipods and similar allowed	N/A
24	Restriction on action type	N/A
25	Factory produced guns only	Yes

### Prohibited Modifications:

- Prototype and Single-Action-Only handguns.
- Disabling of any external safety or externally operated safety.
- External modifications or features such as weights or devices to control or reduce recoil (such as, but not limited to, thumb rests or components which could be used as such).
- Grips - Any addition or removal of material which changes the factory profile or adds function such as beavertail or thumb rest.
- External plugs (such as Seattle Slug).
- No magwell attachments or external flaring of the magwell. The lateral width of the well may not be more than 1/4" wider than the lateral width of the magazine.

### Special conditions:

- Handguns with external hammers must be fully decocked at the start signal.
- Unless specifically authorized above, modifications are prohibited. Except for Item 7, revolvers are subject to all restrictions above.
- A handgun may be approved and added to the USPSA Approved Production Handgun List after the NROI Manufacturer’s Declaration form stating that a minimum of 2000 complete handguns have been manufactured and available to the general public has been submitted and NROI has inspected the handgun for compliance.

**APPENDIX D6 —  
Single-Stack  
Division**

**Single Stack (handgun only)**

**Holster Restrictions:**

- Suitable for everyday use. “Race gun” type holster prohibited.
- Must carry handgun so that the entire front strap (to the trigger guard) is at or above the top of the belt. Female shooters must carry the handgun no lower than the heel of the butt at the top of the belt.
- May not be manufactured or cut lower than, and must cover the slide up to, 1/2” below the ejection port (belt slide “Yaqui” type holster exempt).

**Prohibited Modifications:**

- External modifications or features such as weights or devices to control or reduce recoil (such as, but not limited to, thumb rests or components which could be used as such).
- Coned barrels, bull barrels, or barrels with flanges, except in 1911 compact handguns with a barrel length of 4.20 inches or less. (Note: All other barrels must have barrel bushings and conform to factory profile).
- Slide lightening, cuts, ports, or any milling deemed to provide a competitive advantage.

**Permitted Features:**

- External extractors, firing pin blocks, and other factory safety features.
- Slide – milling permitted only to duplicate a mass-produced factory slide available to the general public or as required to insert sights.
- Factory installed light rail attachments if the dust cover is no longer than 3.25 inches measured from the rear of the slide stop pin to the front of the dust cover.

**Special conditions:**

- Only 1911 production type handguns. Must be available to the general public and have their basis in the original 1911 service handgun as designed by John M. Browning. Handguns made from components that duplicate the factory originals are acceptable. Frames must be metal.

		Handgun
1	Minimum power factor for Major	165
2	Minimum power factor for Minor	125
3	Minimum bullet weight	none
4	Minimum bullet caliber / cartridge case length	.38 cal. / 9x19 mm (0.354” x 0.748”)
5	Minimum bullet caliber for Major	No
6	Minimum trigger pull	No
7	Maximum handgun size	Yes, handgun with empty magazine inserted must fit wholly within a box with internal dimensions of 8 15/16” x 6” x 1 5/8” (tolerance +1/16”, -0”) (8.938” x 6” x 1.625”) (227.01mm x 152.40mm x 41.28mm)
8	Maximum magazine length	See No. 7
9	Maximum ammunition capacity	Yes, maximum rounds loaded in any magazine after the start signal -Major Power Factor - 8 rounds -Minor Power Factor - 10 rounds
10	Max. distance of handgun, mags/speed loaders, spare cartridges, from inner side of belt	Handgun and Mags - 2”
11	Rule 5.2.3.1 applies	No
12	Restriction on position of holster and other equipment	Yes, see App. E3
13	Optical/electronic sights permitted	No, notch and post only
14	Installed flashlights permitted	No
15	Compensators permitted	No
16	Barrel ports permitted	No
17	Slide ports permitted	No
18	Maximum weight	Yes, 43 ounces with empty magazine
19	Handgun specifically approved for Division	Yes, See Below
20	Holster restrictions	Yes, See Below
21	Authorized modifications only	Yes, See Below
22	Prohibited modifications	Yes, See Below
23	Use of bipods and similar allowed	N/A
24	Restriction on action type	Yes, 1911 service pistol only
25	Factory produced guns only	N/A

**APPENDIX D7 —  
Revolver Division**

**Special conditions:**

- “Self-loading” revolvers with retractable slides are prohibited in this Division.

**Revolver (handgun only)**

		Handgun
1	Minimum power factor for Major	165
2	Minimum power factor for Minor	125
3	Minimum bullet weight	none
4	Minimum bullet caliber / cartridge case length	.38 cal. / 9x19 mm (0.354" x 0.748")
5	Minimum bullet caliber for Major	No
6	Minimum trigger pull	none
7	Maximum handgun size	none
8	Maximum magazine length	N/A
9	Maximum ammunition capacity	No, maximum of 6 rounds fired before reload
10	Max. distance of handgun, mags/speed loaders, spare cartridges, from inner side of belt	Handgun and Mags - 2"
11	Rule 5.2.3.1 applies	Yes
12	Restriction on position of holster and other equipment	No
13	Optical/electronic sights permitted	No
14	Installed flashlights permitted	No
15	Compensators permitted	No
16	Barrel ports permitted	No
17	Slide ports permitted	N/A
18	Maximum weight	none
19	Handgun specifically approved for Division	No, See Below
20	Holster restrictions	No
21	Authorized modifications only	No
22	Prohibited modifications	No
23	Use of bipods and similar allowed	N/A
24	Restriction on action type	N/A
25	Factory produced guns only	N/A
26	Detachable magazines/Speed loading devices	Yes

**APPENDIX D8 —  
Precision Rifle  
Semi-Auto  
Division**

**Precision Rifle Semi-Auto**

		Prec. Rifle
1	Minimum power factor for Major	320
2	Minimum power factor for Minor	150
3	Minimum bullet weight	No
4	Minimum bullet caliber / cartridge case length	No
5	Minimum bullet caliber for Major	No
6	Minimum trigger pull	No
7	Maximum handgun size	N/A
8	Maximum magazine length	No
9	Maximum ammunition capacity	Yes, maximum 5 rounds loaded in any magazine after the start signal
10	Max. distance of handgun, mags/speed loaders, spare cartridges, from inner side of belt	No
11	Rule 5.2.3.1 applies	N/A
12	Restriction on position of holster and other equipment	N/A
13	Optical/electronic sights permitted	Yes
14	Installed flashlights permitted	
15	Compensators permitted	Yes
16	Barrel ports permitted	Yes
17	Slide ports permitted	N/A
18	Maximum weight	none
19	Handgun specifically approved for Division	N/A
20	Holster restrictions	No
21	Authorized modifications only	No
22	Prohibited modifications	No
23	Use of bipods and similar allowed	Yes
24	Restriction on action type	Yes, Semi-Auto
25	Factory produced guns only	No
26	Legally-possessed suppressors allowed	Yes

**Precision Rifle Manual Operated**

		Prec. Rifle
1	Minimum power factor for Major	320
2	Minimum power factor for Minor	150
3	Minimum bullet weight	No
4	Minimum bullet caliber / cartridge case length	No
5	Minimum bullet caliber for Major	No
6	Minimum trigger pull	No
7	Maximum handgun size	N/A
8	Maximum magazine length	No
9	Maximum ammunition capacity	Yes, maximum 5 rounds loaded in any magazine after the start signal
10	Max. distance of handgun, mags/speed loaders, spare cartridges, from inner side of belt	No
11	Rule 5.2.3.1 applies	N/A
12	Restriction on position of holster and other equipment	No
13	Optical/electronic sights permitted	Yes
14	Installed flashlights permitted	
15	Compensators permitted	Yes
16	Barrel ports permitted	Yes
17	Slide ports permitted	N/A
18	Maximum weight	No
19	Handgun specifically approved for Division	N/A
20	Holster restrictions	No
21	Authorized modifications only	No
22	Prohibited modifications	No
23	Use of bipods and similar allowed	Yes
24	Restriction on action type	Yes, Manual Actions Only
25	Factory produced guns only	No
26	Legally-possessed suppressors allowed	Yes

**APPENDIX D9 —  
Precision Rifle  
Manual Operated  
Division**

## APPENDIX E1 — Magazine Measurement Procedure

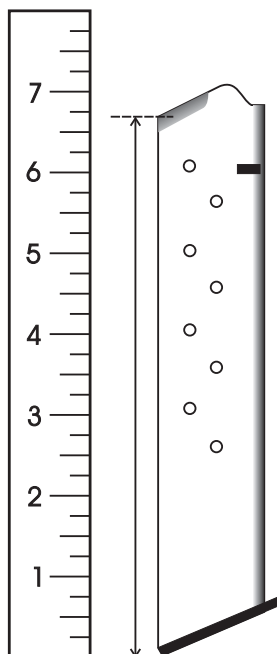
Measurements on magazines are as follows:

Limited: 5.561" (141.25 mm)  
Open: 6.742" (171.25 mm)

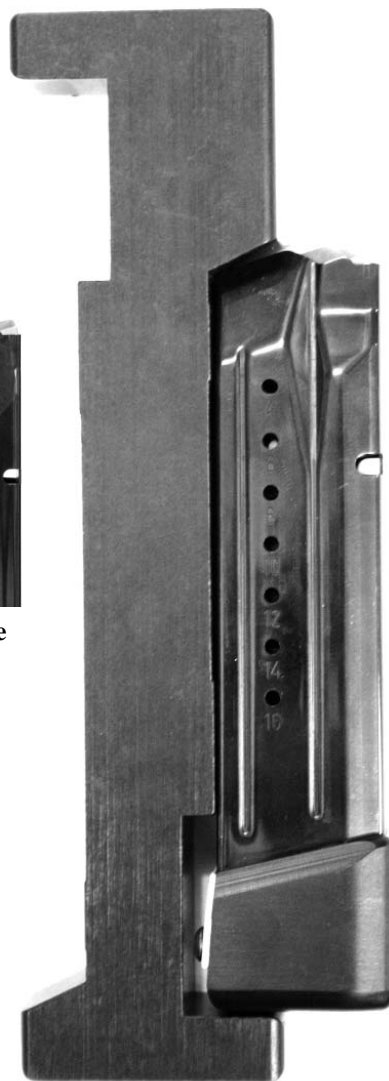
The official gauge shall be considered definitive.

*When using the gauge, the back of an empty magazine shall rest against the gauge as shown at right.*

*If no gauge is available, measurements may be taken in accordance with the illustration below.*



Legal Magazine



## APPENDIX E2 — Example of Holster and Mag Position Measurement

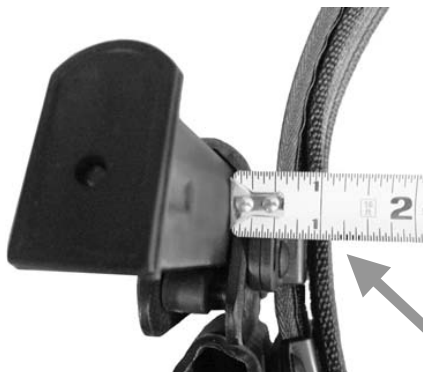
(All Divisions)

In accordance with Rule 5.2.5, the maximum lateral distance of the handgun and mag/speedloaders from the inner side of the belt is specified in Appendix D, Item 10.

The measurements displayed below are for illustrative purposes only and do not reflect the maximum allowed.



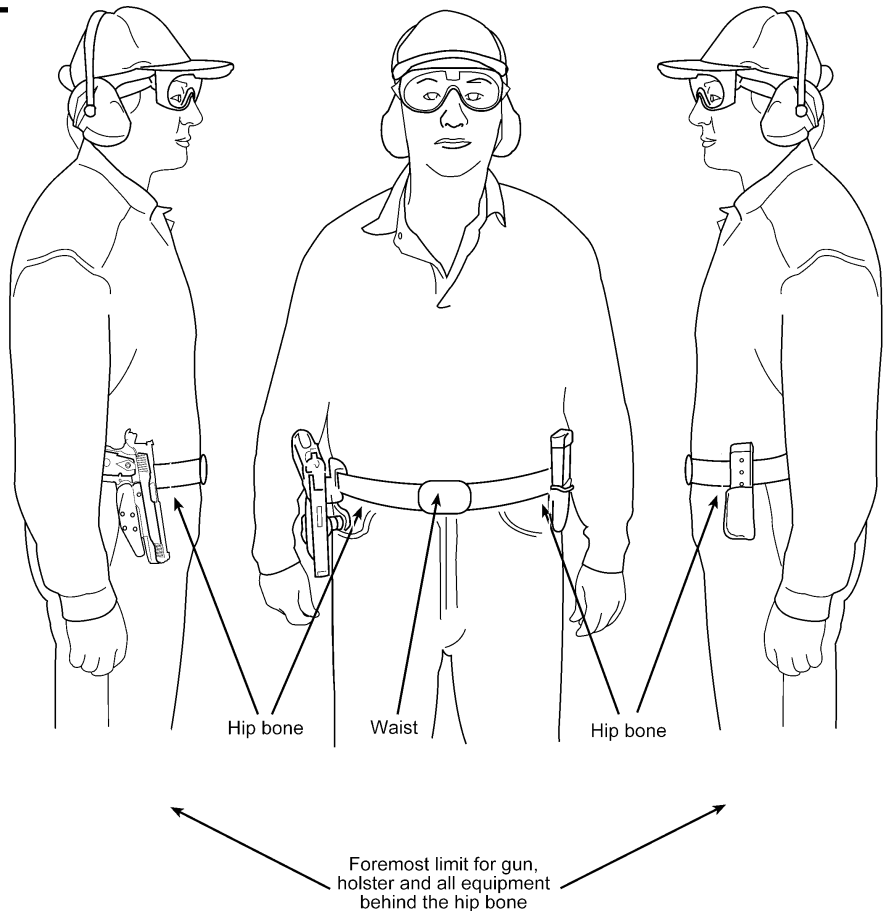
**Figure A** - This sample measurement shows approximately 1 5/8 inches



**Figure B** - This sample measurement shows approximately 1 1/8 inches

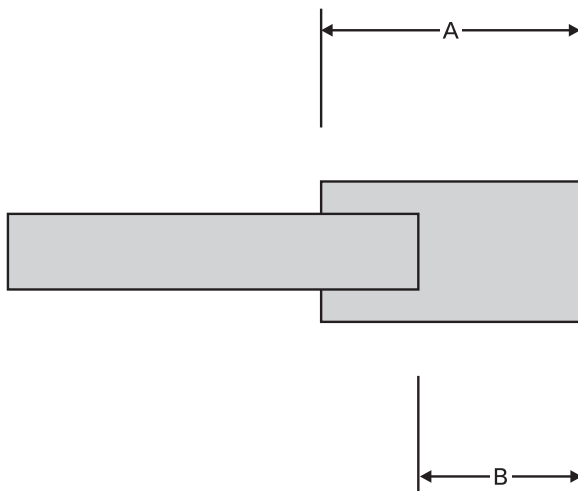


**APPENDIX E3 —Diagram of Equipment Position**



**APPENDIX E4 — Checkering, Stippling and/or Application of Grip Tape (Production Division)**

Checkering, stippling, and/or tape may only be applied to the areas illustrated by the dashed line boundaries which include the frontstrap and backstrap. Grip Tape cannot be applied to any part of the slide, trigger, trigger guard, or any lever or button. Grip Tape or Grip Sleeves cannot disengage a grip safety.



**APPENDIX E5 — Compensator Measurement Procedure**

The proper way to measure the compensator is:

The 3.00" measured on a compensator, is measured from the end of the muzzle to the end of the comp with the comp attached, as shown in figure B above. This can be accomplished without removing the compensator by placing a pen or pencil into the end of the compensator until it stops at the barrel.



## APPENDIX F3 — Vendors Area

1. Vendors (i.e. individuals, corporations and other entities displaying or selling merchandise at an USPSA match) are solely responsible for the safe handling and security of their products, and ensuring they are displayed in a condition that must not endanger any person. It is recommended that assembled firearms be deactivated prior to being displayed.
2. The Range Master (in consultation with the Match Director) must clearly delineate the vendor area, and he may issue “Acceptable Practice Guidelines” to all vendors, who are responsible for their implementation in respect of their own merchandise.
3. Competitors may handle unloaded vendor’s firearms while remaining wholly within the vendor areas, provided reasonable care is taken to ensure that the muzzle is not pointed at any person while being handled.
4. Competitors must not draw or re-holster their competition handguns in the vendor area (see Rule 10.5.1). Competitors seeking gunsmithing services for their competition handguns must first place them in a gun bag or gun case, in a designated safety area, before passing them to a vendor in the vendor area.

## APPENDIX G1 — Factory Production Criteria, Rifles and Shotguns

1.	Any complete firearm that has been produced by a factory in units of at least 500 in any 12-month period.
2.	Prototypes are specifically not allowed.
3.	External modifications that are specifically not allowed: <ul style="list-style-type: none"> <li>• <i>On a shotgun only</i>, weights or devices to control or reduce recoil, except for recoil pads fitted to the rear face of the stock of the shotgun</li> </ul>
4.	External modifications that are allowed: <ul style="list-style-type: none"> <li>• Replacement barrel</li> <li>• Replacement of sights</li> <li>• Replacement of safety catches. Ambidextrous safety catches are allowed.</li> <li>• Enlargement of ejection ports</li> <li>• Enlargement of loading ports</li> <li>• Feed ramps as replacements of the carrier release button (Remington 1100 and 1187)</li> <li>• Replacement of fore-ends and stock. Handgun-grip style stocks are allowed.</li> <li>• Checkering of fore-ends and stocks</li> <li>• Cosmetic enhancements that do not provide a competitive advantage such as custom grips, plating, etc.</li> <li>• Additional cartridge loops or clips, specifically including side saddles, may be fitted to the stock, fore-end, receiver or sling</li> <li>• Vertical fore grips allowed, must be installed on the rifle for the entire</li> </ul>
5.	Internal modifications that are allowed: <ul style="list-style-type: none"> <li>• Modifications to improve accuracy, reliability, and function are allowed, e.g. replacement of trigger mechanisms.</li> </ul>

## APPENDIX G2 —“The San Angelo Method”

Until USPSA’s MultiGun scoring software is available, San Angelo scoring should be used with EZ WinScore.

The “San Angelo method” is, simply put, a method for entering Multigun stage scores into the existing version of EZWS, with recognition of the fact that firearms with disparate Power Factors may have been used on a single stage. It is an approach which allows Multigun stages to be scored in full compliance with the “D-V-C” principles of USPSA, without requiring significant changes to range procedures, common stats procedures, or scoring software. Our thanks go to Kelly McCoy of the San Angelo Gun Club for his work in defining and communicating this approach.

The key to the San Angelo Method is to note that for anything other than an A-zone hit, a “Minor” PF hit scores one less point than a “Major” PF hit.

This means that a Multigun stage can be scored correctly, including full recognition of disparate power factors, by simply “taking off” one point for each B-C-D hit produced with a Minor power-factor firearm.

Using the San Angelo Method requires minor changes to match procedures in four areas: score-card design, match set-up and registration, range scoring, and stats.

	Major	Minor	
A	5	5	(same for major/minor)
B	4	3	(minor = down 1)
C	4	3	(minor = down 1)
D	2	1	(minor = down 1)

### Score-Card Design:

The first requirement of the San Angelo Method is that the scorecard must record which firearm produced which hit(s). This can be accomplished in a number of ways. Two typical approaches are to:

- add a new column to the scorecard for recording the firearm used (eg, P for Handgun, R for Rifle, S for Shotgun), or
- separate sections of the scorecard for each firearm type

*200x USPSA Multi-Gun National Championship*

Stage 12 “Additional Column”

	A	B	C	D	M	
T-1						2
T-2						2
T-3						2
T-4						2
T-5						2
T-6						2
T-7						2
T-8						2
T-9						2
T-10						2
T-11						2
T-12						2
<b>Total</b>						<b>24</b>
<b>Stats Use Only</b>						<b>24</b>

Rifle/Pistol

COMSTOCK

Use NUMBERS, not hash-marks

No-Shoots  -10 Each

Procedurals  -10 Each

Remarks: \_\_\_\_\_


Total Time

---

Shooter \_\_\_\_\_

RO \_\_\_\_\_

Time of Day \_\_\_\_\_



Number of Non -“A” hits with Minor PF (Enter in “Additional Penalties” Box )

Name \_\_\_\_\_ Sthr # \_\_\_\_\_

USPSA# \_\_\_\_\_

Pistol: MAJOR  
 Rifle: MINOR

Scorecard examples are shown on the following pages. The specific design is not critical, but it \*is\* critical that the scorecard provide a way for the Range Officer to record which hits were produced which each firearm type.

Additionally, where feasible either the scorecard or the shooter’s scorecard label should reflect the declared Power Factor for each firearm used on the stage. While this is not essential, it will simplify procedures in Stats.

### Match Setup and Registration:

When setting up the match in EZWS, define the match as a “handgun” match. There is no need, in this method, to define rifle or shotgun stages. The “tournament” capabilities of EZWS are not used.

When registering shooters in the match, enter all shooters with “Major” power factor.

### Range Scoring:

After a shooter’s attempt at the Course of Fire, the Range Officer will score targets as normal, with one additional step: the firearm type must be recorded on the scorecard for each hit.

In the case of the “additional column” type of scorecard, this is simply a matter of calling out the firearm type as each hit is scored. For example:

“Alpha Bravo, Handgun” (scorer would enter 1-A and 1-B, and a “P” in the firearm column)

“Alpha Charlie, Rifle” (scorer would enter 1-A and 1-C, and an “R” in the firearm column)

“Delta Mike, Rifle” (scorer would enter 1-D and 1-M, and an “R” in the firearm column)

In the case of the “separate section” type of scorecard, this is even easier: simply ensure that the hits are record-

ed on the correct section of the scorecard. For example:

“Alpha Bravo, Handgun” (scorer would enter 1-A and 1-B in the Handgun section of the scorecard)

“Alpha Charlie, Rifle” (scorer would enter 1-A and 1-C in the Rifle section of the scorecard)

“Delta Mike, Rifle” (scorer would enter 1-D and 1-M in the Rifle section of the scorecard)

Note that there is no change in either approach to the procedure for recording No-Penalty Misses, No-Shoot hits or Procedurals, as the scoring values for those hits do not change for different Power Factors.

Note that it is essential that firearm type be recorded for each hit. A scorecard which fails to adequately identify firearm type(s) where more than one firearm was used will be considered an incomplete scorecard, and the shooter will be required to reshoot the stage (see 9.7.5).

## Stats Procedures:

The core of the San Angelo Method is that there is one point difference between a Major B-C-D hit and a Minor B-C-D hit. As a result, recognizing disparate Power Factors within a stage is simply a matter of deducting one point for each B-C-D hit produced with a Minor PF firearm.

Since the firearm type for each hit has been recorded on the scorecard, this is a relatively simple matter:

- Determine the shooter’s Power Factor for each firearm used on the stage.
- Count up the number of B-C-D hits produced with a Minor firearm.
- Record that number in the designated spot on the scorecard, and
- Enter that number into the “Add’nl Pen” box on the score entry screen for that stage.

In the examples shown above, (Alpha Bravo, Handgun / Alpha Charlie, Rifle / Delta Mike, Rifle)

- If both the shooter’s firearms are Major, no “additional penalty points” are needed – the score stands as entered.
- If the shooter is Major-Handgun and Minor-Rifle, the example has two B-C-D hits with a Minor firearm (1-C and 1-D with Rifle). Record “2” on the scorecard in the appropriate place and enter “2” into the “Add’nl Pen” box on the screen.
- If the shooter is Minor-Handgun and Minor-Rifle, the example has three B-C-D hits with a minor firearm (1-B with Handgun, 1-C and 1-D with Rifle). Record “3” on the scorecard in the appropriate place and enter “3” into the “Add’nl Pen” box on the screen.
- If the shooter is Minor-Handgun and Major-Rifle,

200x USPSA Multi-Gun National Championship

### Stage 12: “Separate Sections”

Pistol:		A	B	C	D	M	
T-1							2
T-2							2
T-3							2
T-4							2
T-5							2
T-6							2
T-7							2
T-8							2
5-pt Steel							4

Rifle:		A	B	C	D	M	
T-9							2
T-10							2
5-pt Steel							2

<b>Total</b>							26
Stats Use Only							(26)
Number of Non -“A” hits with Minor PF (Enter in “Additional Penalties” Box )							

**Rifle/Pistol**

**COMSTOCK**

Use NUMBERS, not hash-marks

No-Shoots  -10 Each

Procedurals  -10 Each


Remarks:

Total Time

Shooter \_\_\_\_\_

RO \_\_\_\_\_

Time of Day \_\_\_\_\_



Name \_\_\_\_\_ Shtr# \_\_\_\_\_

USPSA# \_\_\_\_\_

Pistol: MAJOR  
Rifle: MINOR

the example has one B-C-D hit with a minor firearm (1-B with Handgun). Record “1” on the scorecard in the appropriate place and enter “1” into the “Add’nl Pen” box on the screen.

- Note that shotgun hits are, by definition, always “Major” (there is no provision for “Minor Shotgun” in the rules), so there is no need to count up the number of B-C-D hits on shotgun [slug] targets.

That’s it! By recording the firearm-type for each hit on the scorecard, and deducting one point for each B-C-D hit with a minor firearm, a Multigun stage can easily be scored in EZWinScore with full recognition of power factor, with full use of all existing USPSA scoring methods (Comstock, Virginia Count and Fixed Time), with no changes to the scoring software, and with only minor changes to match procedures.

*Note: As the San Angelo Method gains widespread use in USPSA Multigun matches, we anticipate that matches will develop refinements that make it even easier to use. It is our hope that those refinements will be communicated to USPSA, so that Multigun matches across the country may benefit.*



## APPENDIX G3 — Optional Enhanced Target Values:

In a **Multigun stage** (only), certain targets may prove to be “not worth shooting” when the standard target values are used (5 points for handgun steel, 5 points for clays, 5 or 10 points for rifle and shotgun steel). Using an extreme example, a plate at 500 yards may be “not worth shooting,” given that the 5 or 10 points gained for a hit would likely cost the average shooter an inordinate amount of time.

This supplement provides a provisional solution to the problem, by allowing matches to enhance the scoring values for targets within certain guidelines and constraints:

- Steel handgun target values may be doubled (10 points) at distances beyond 50 yards. Use of steel handgun targets beyond 100 yards is discouraged.
- Steel shotgun \*shot\* target values may be increased 10 points (to 15 points or 20 points) at distances beyond 20 yards. Use of steel shotgun targets beyond 35 yards is discouraged.
- Steel shotgun \*slug\* target values may be increased 10 points (to 15 points or 20 points) at distances

beyond 50 yards. Use of steel shotgun targets beyond 100 yards is discouraged.

- Thrown frangible shotgun targets (i.e., a clay launched by a falling popper) will score 10 or 20 points per Multigun Appendix C and shotgun 4.4.1.2.
- Steel rifle target values may be increased 10 points for each 100 yards of distance. I.e.,
 

0-99 yards	value is 5 or 10 points
100-199 yards	value <u>may</u> be up to 20 points
200-299 yards	value <u>may</u> be up to 30 points
300-399 yards	value <u>may</u> be up to 40 points
Etc.	

Enhanced target values for steel should comply with the following constraints:

- Enhanced target values are defined at the discretion of the course designer or match director, before the match begins. There is no requirement that steel target values be enhanced; this supplement only provides an option that the course designer may use to make targets “worth shooting”.
- Enhanced target values should be used only to ensure competitive equity and to remove any competitive “benefit” which might arise by choosing to ignore a distant target. Enhanced target values should not be used abusively or punitively (eg, assigning high target values to difficult shots, resulting in a large number of “zero-scores” on a stage)
- Enhanced target values should be used sparingly, in order to preserve “balance” in the stage designs. It is recommended that no more than 50% of the points in any stage be derived from “enhanced target values”.
- Enhanced target values apply to steel or thrown/launched frangible targets only. Providing enhanced scoring values for paper targets is not supported.
- Stage descriptions must clearly identify enhanced-value targets.
- Per 9.4.4, Comstock Misses will be worth twice the value of a scoring hit (eg, a miss on a 30-point target will be penalized 60 points).
- Per 9.2.3.2, steel targets are not applicable in Virginia Count handgun stages.
- Per 9.2.4.5, Miss penalties do not accrue in Fixed Time stages.
- Per 10.1.2, Procedural Penalties will always incur twice the maximum scoring value of a hit on a paper target (10 points).
- It is NOT required that all steel on a stage have the same value. Steel target values may be mixed on a single stage.

200x USPSA Multi-Gun National Championship						
Stage 12: “Enhanced Steel”						
<b>Pistol:</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>M</b>	
T-1						2
T-2						2
T-3						2
T-4						2
T-5						2
T-6						2
T-7						2
T-8						2
5-pt Steel						4
<b>Rifle:</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>M</b>	
T-9						2
T-10						2
5-pt Steel						2
10-pt Steel						2 (x2)
25-pt Steel						2 (x5)
<b>Total</b>						<b>30</b>
Stats Use Only						(40)
Number of Non-“A” hits with Minor PF (Enter in “Additional Penalties” Box)						
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <b>COMSTOCK</b>  <small>Use NUMBERS, not hash-marks</small>            No-Shoots <input type="text"/> -10 Each            Procedurals <input type="text"/> -10 Each            Remarks            Total Time <input type="text"/> </div>						
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <b>UNITED STATES PRACTICAL SHOOTING ASSOCIATION</b>  </div>						
Shooter _____ RO _____ Time of Day _____						
Name _____ Shtr# _____ USPSA# _____ <div style="float: right; border: 1px solid black; padding: 2px; margin-top: 5px;">             Pistol: MAJOR              Rifle: MINOR           </div>						

- Where feasible, colors should be used to indicate target values (eg, yellow ribbons near 10-point rifle targets, orange ribbons near 20-point rifle targets, red ribbons near 30-point rifle targets, etc.).

## **Stats Procedures:**

Enhanced target values will require some pre-planning on the part of stats, in three areas: score-card design, match setup, and stats entry.

### **Scorecard design:**

It is important to distinguish steel targets by value in the design of the scorecard. It is recommended that there be different scorecard “lines” for each target value. A sample scorecard is shown on the next page:

Note that there are separate “lines” for 5-point, 10-point and 25-point rifle steel. There are many ways to accomplish this, but it is important to have the scorecard provide places to record how many hits there were at each level of value.

### **Match Setup:**

In EZWinScore, the recommended approach is to set up all stages with 5-point steel targets. During EZWS setup for each stage, however, the number of targets should be manipulated to represent the appropriate number of points possible on steel targets.

In the sample scorecard shown on the next page, there are

- 4 5-point handgun steel targets
- 2 5-point rifle steel targets
- 2 10-point rifle steel targets (count as 2 hits each)
- 2 25-point rifle steel targets (count as 5 hits each)

Adding them together, those targets comprise a total of 100 possible points on steel, so the stage should be set up with 20 5-point steel targets, even though there are only 10 actual targets available to the shooter.

### **Stats Entry:**

When a scorecard is processed, the number of actual hits on each type of steel target should be multiplied by the appropriate factor to reflect the target value. For example:

- 1 hit and one miss on two 10-point steel targets should be entered as:

2 Alpha, 2 Mike

- 1 hit and 1 miss on the two 25-point steel targets should be entered as:

5 Alpha, 5 Mike

NOTE: Per the “San Angelo Method” of scoring disparate power factors, it is NOT necessary to keep track of the power factor of the firearm used to hit the targets, as only steel targets may be enhanced in value, and all hits on steel count as “A” hits (same for Major and Minor).

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