



USPSA Shotgun Competition Rules

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TABLE OF CONTENTS

CHAPTER 1: Course Design

1.1	General Principles	4
1.2	Types of Courses	5
1.3	USPSA Sanctioning	6

CHAPTER 2: Course Construction & Modification

2.1	General Regulations	6
2.2	Course Construction Criteria	8
2.3	Modifications to Course Construction	10
2.4	Safety Areas	11
2.5	Unloading/Loading Station	12

CHAPTER 3: Course Information

3.1	General Regulations	12
3.2	Written Stage Briefings	13
3.3	Applicability of Rules:	13

CHAPTER 4: Range Equipment

4.1	Targets – General Principles	14
4.2	USPSA Approved Shotgun Targets – Paper	14
4.3	USPSA Approved Shotgun Targets – Metal	15
4.4	Frangible Targets	16
4.5	Rearrangement of Range Equipment or Surface	16
4.6	Range Equipment Failure and Other Issues	16

CHAPTER 5: Competitor Equipment

5.1	Shotguns	17
5.2	Carry and Storage and Competitor Equipment	18
5.3	Appropriate Dress	19
5.4	Eye and Hearing Protection	19
5.5	Ammunition and Related Equipment	20
5.6	Chronograph and Power Factors	21
5.7	Malfunctions – Competitor’s Equipment	21
5.8	Official Match Ammunition	22

CHAPTER 6: Match Structure

6.1	General Principles	22
6.2	Match Divisions	23
6.3	Match Categories	24
6.4	Competitor Status and Credentials	24
6.5	Competitor Scheduling and Squadding	25

CHAPTER 7: Match Management

7.1	Match Officials	.25
7.2	Discipline of Match Officials	.26
7.3	Appointment of Officials	.26

CHAPTER 8: The Course of Fire

8.1	Shotgun Ready Conditions	.27
8.2	Competitor Ready Condition	.28
8.3	Range Communication	.28
8.4	Loading, Reloading or Unloading During a Course of Fire	.30
8.5	Movement	.30
8.6	Assistance or Interference	.30
8.7	Sight Pictures and Range Inspection	.31

CHAPTER 9: Scoring

9.1	General Regulations	.31
9.2	Scoring Methods	.33
9.3	Scoring Ties	.34
9.4	Scoring and Penalty Values	.34
9.5	Scoring Policy	.36
9.6	Score Verification and Challenge	.36
9.7	Score Sheets	.37
9.8	Scoring Responsibility	.38
9.9	Scoring of Moving Targets	.39
9.10	Official Time	.39
9.11	Scoring Programs	.40

CHAPTER 10: Penalties

10.1	Procedural Penalties – General Regulations	.40
10.2	Procedural Penalties – Specific Examples	.40
10.3	Match Disqualification – General Regulations	.42
10.4	Match Disqualification – Accidental Discharge	.43
10.5	Match Disqualification – Unsafe Gun Handling	.43
10.6	Match Disqualification – Unsportsmanlike Conduct	.45
10.7	Match Disqualification – Prohibited Substances	.45

CHAPTER 11: Arbitration & Interpretation of Rules

11.1	General Principles	.46
11.2	Composition of Committee	.47
11.3	Time Limits and Sequences	.47
11.4	Fees	.48
11.5	Rules of Procedure	.48
11.6	Verdict and Subsequent Action	.48

11.7	Third Party Appeals	.49
11.8	Interpretation of Rules	.49

CHAPTER 12: Miscellaneous Matters

12.1	Appendices	.49
12.2	Language	.49
12.3	Disclaimers	.50
12.4	Gender	.50
12.5	Measurements	.50
	Appendix A1– USPSA Match Levels	.51
	Appendix A2 – USPSA Recognition	.52
	Appendix A3 – Glossary	.53
	Appendix B1 – Target Presentation	.55
	Appendix B2 – Classic Target	.56
	Appendix B3 – Metric Target	.57
	Appendix B4 – Universal Target	.58
	Appendix B5 – A 4/A Target	.59
	Appendix B6 – A 3/B Target	.60
	Appendix B7 – Metal Plates	.61
	Appendix B8 – Separating Plates	.62
	Appendix B9 – Poppers and Calibration Zones	.63
	Appendix C1– Calibration of Poppers, Plates, and Silhouettes	.64
	Appendix D1– Open Division	.67
	Appendix D2 – Limited/Tactical Division	.68
	Appendix D3 – Heavy Metal Division	.69
	Appendix D4 – Factory Production Criteria and Modifications	.70
	Appendix D5 – Ammunition/Cartridge Types	.71
	Appendix E1 – “J” Ladder for 16 Competitors	.72
	Appendix E2 – “J” Ladder for 8 Competitors	.73
	Appendix F1– Vendors Area	.74
	Index	.75

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 there-in, 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. 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 may include mandatory reloads and may dictate a shooting position, location or stance.
 - 1.1.5.3 Standard Exercises may specify that only the weak shoulder is to be used when shooting.
 - 1.1.5.4 N/A
 - 1.1.5.5 N/A
- 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 non shooting challenges, which should reasonably allow for differences in competitor's height and physical build.

- 1.1.7 Challenge – USPSA Shotgun matches recognize the difficulty of using full power shotguns in dynamic shooting and must always employ a minimum gauge 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.

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 “Short Courses” must not require more than 8 rounds to complete and no more than 2 shooting locations.
- 1.2.1.2 “Medium Courses” must not require more than 16 rounds to complete. Course design and construction must not allow the opportunity for more than 8 shootable targets or 8 scoring hits to be available from any single location.
- 1.2.1.3 “Long Courses” in level III or higher matches must not require more than 28 targets or 32 rounds to complete. Course design and construction must not allow the opportunity for more than 8 shootable targets or 8 scoring hits to be available from any single location.

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).
- 1.2.2.2 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.

- 1.2.3 Supplementary Courses of Fire:
 - 1.2.3.1 Shoot-Off” must not require more than 8 rounds to complete and may require a mandatory reload.
- 1.3 USPSA Sanctioning**
 - 1.3.1 Match organizers wishing to receive 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 & 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 for Shooting at Metal Targets – Whenever metal targets are used in a course of fire, precautions must be taken so that competitors and match officials maintain a minimum distance from

them while they are being shot. 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 further away from the targets so that the competitor may inadvertently fault the line and still be outside the minimum distance (see Rule 10.5.17).

- 2.1.3.1 Minimum Distances for Shooting Birdshot and Buckshot – The minimum distance is 16 feet. Fault Lines must be placed at least 20 feet from the targets.
- 2.1.3.2 Minimum Distances for Shooting Slugs – The minimum distance is 131 feet. Fault Lines must be placed at least 148 feet from the targets.
- 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 will not cause competitors to breach safe angles of fire.
- 2.1.5 Range Surface – Where possible, the range surface must be pre-*pre*-pared 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 may not 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 10 feet of free space between each competitor.
- 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 target replacement and 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 inter-changed 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 USPSA Poppers are used in a course of fire, care should be taken to ensure that the location or foundation area is prepared to provide 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 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 N/A
- 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.

- 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 2.2.15). 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. 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, as they are intended for use by all USPSA disciplines, particularly during Tournaments.

- 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 may be subject to match disqualification (see Rules 10.5.1 & 10.5.12).
 - 2.4.1.1 Casing and uncasing unloaded firearms.

- 2.4.1.2 Practice the mounting and “dry-firing” 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 fulfill the requirements of a course of fire but can only reasonably be expected to do so after 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 and/or their Regional Directorates 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:

The shotgun ready condition:

Start position:

Time starts: audible or visual signal:

Procedure:

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 (“walk-through”) 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 Shotgun 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 USPSA President.

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 Shotgun 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 or white.
 - 4.1.2.2 The entire front of scoring metal targets may either be painted a single color, preferably white, or may be unpainted.
- 4.1.3 No shoots must be clearly marked or be of a single color different from scoring targets.
- 4.1.4 Targets used in a course of fire may be partially or wholly hidden through the use of hard cover, as follows:
 - 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 N/A
- 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 USPSA Approved Shotgun Targets – Paper

- 4.2.1 There are five types of paper targets approved for use in USPSA Shotgun matches (see Appendix B). The Metric Target, the Classic Target and the Universal Target must not be included together in any stage. The A3/B target and the A4/A target may be included with other paper targets 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.

- 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. The minimum requirements are specified in Appendix B.

4.3 USPSA Approved Shotgun Targets – Metal

- 4.3.1 Approved metal targets for use in USPSA Shotgun matches include any metal target conforming with Appendix B7 and B9. Metal targets must fall or provide an adequate method of determining hits or misses other than by falling (self-indicating hits). Scoring metal targets by listening for hits is not permitted. Self-indicating targets when used in a Shotgun 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 Colt Speed Plates, Pepper Poppers and Classic Poppers may be included in the same course of fire.
 - 4.3.1.4 N/A
 - 4.3.1.5 Scoring metal targets must be shot and self-indicate, fall, or overturn to score. Scoring Poppers, which fail to self-indicate or fall when hit, are subject to the provisions of Appendix C1, 6 & 7. Scoring metal targets which accidentally turn edge-on or side-

ways or which a Range Officer deems have self-indicated, fallen or overturned due to a shot on the apparatus supporting them, or for any other accidental reason, or as a result of a hit solely from a wad, or combination of these reasons, 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 N/A

4.3.1.8 N/A

4.3.1.9 N/A

4.4 Frangible Targets

4.4.1 Frangible targets, such as clay pigeons or tiles, may be used in USPSA 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.

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.

4.5 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 A 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 mov-

ing 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 Rule 10.5.13) or unloaded firearm as “range equipment” is prohibited.
- 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 Shotguns

- 5.1.1 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 shotgun is considered to be the combination of a specific gauge, barrel, stock or grip, sighting system, and fixed magazine or magazine tube if applicable. Competitors must not reconfigure any firearm (i.e., change 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 gauge for shotguns used in USPSA matches is 20 gauge (20 bore).
- 5.1.3 Sights – Types of sights identified by USPSA are:
 - 5.1.3.1 “Open sights” - aiming devices which do not use electronic circuitry and/or lenses.
 - 5.1.3.2 “Optical/electronic sights” - aiming devices 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 of a shotgun, 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. However, 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 shotgun and only when the particular climate or weather conditions dictate their

use.

- 5.1.6 Shotguns must be serviceable and safe. Range Officers may demand examination of a competitor's shotgun 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 shotgun and type of sights for all courses of fire in a match. However, in the event that a competitor's original shotgun and/or sights become unserviceable or unsafe during a match, the competitor must, before using a substitute shotgun and/or sights, seek permission from the Range Master who may approve the substitution provided he is satisfied:
 - 5.1.7.1 The substitute shotgun satisfies the requirements of the relevant Division and is of the same type, action, and caliber and is fitted with the same type of sights.
 - 5.1.7.2 In using the substitute shotgun the competitor will not gain a competitive advantage.
 - 5.1.7.3 N/A
 - 5.1.7.4 N/A
- 5.1.8 A competitor who substitutes or significantly modifies a shotgun and/or sights during a match without the prior approval of the Range Master will be subject to the provisions of Section 10.6.
- 5.1.9 A competitor must never use or wear on his person more than one shotgun during a course of fire (see Rule 10.5.7).
- 5.1.10 The shotgun 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 Shotguns offering "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 firearm 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).

- 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 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 Staging Areas

- 5.2.2.1 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.
 - 5.2.2.2 When the competitor transports his firearm to the line from the staging area or back to the staging area after being cleared it must be pointed vertically with the action locked open.
 - 5.2.2.3 The firearm must be either fitted with a chamber flag or cased before leaving the staging area.
- 5.2.3 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 attached to the competitor's belt and 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.

5.2.3.1 N/A

5.2.4 Equipment that is only used when fitted to the shotgun (except chokes, ammunition, speed loaders and ammunition carriers) and is to be used at any time during the match must be fitted to the shotgun prior to the start of the match and for the duration of the match.

5.2.5 Choke tubes and other choke altering devices are permitted.

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 Hearing 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 Host organizations may require the use of such protection by all persons, as a condition of attendance and while present on the range premises. If so, Range Officials must make every reasonable effort to ensure that all persons wear adequate protection.

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 firearm 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 or ear protection during a course of fire will be disallowed the provisions of 5.4.4, and will be subject to match disqualification (see 10.6.3)

5.4.6 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.

5.5 Ammunition and Related Equipment

5.5.1 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, 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 ammunition.

- 5.5.2 Magazines and speed loading devices must comply with the provisions of the relevant Division. Detachable magazines are defined as speed loaders, any Division that speed loaders are not allowed, will apply to detachable magazines as well.
- 5.5.3 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.
- 5.5.4 Metal piercing, incendiary and/or tracer ammunition is prohibited at USPSA matches.
- 5.5.5 All ammunition used by a competitor must satisfy all the requirements of the relevant Division as defined in Appendix D.
- 5.5.6 Any ammunition deemed unsafe by a Range Officer must be immediately withdrawn from the match.
- 5.5.7 Only certain cartridge types, and shot sizes or types, are permissible and these are detailed in Appendix D5. Changes to this Appendix must not be applied to USPSA Shotgun matches without the express consent of the Regional Directorate.
- 5.5.8 Competitors must not shoot at metal targets with steel or tungsten based shot or slugs (see Rule 10.4.7).

5.6 Chronograph and Power Factors

N/A

5.7 Malfunctions – Competitor’s Equipment

- 5.7.1 A competitor who experiences a gun malfunction while responding to the “Make Ready” command, but prior to issuance of the “Start Signal”, is entitled to retire to repair his shotgun 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 shotgun malfunctions after the start signal, the competitor may safely attempt to correct the problem and continue the course of fire.

- 5.7.3 While rectifying a malfunction that requires the competitor to clearly move the shotgun 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 shotgun 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 shotgun (see Rule 10.5.13).
- 5.7.6 Where the shotgun has failed as above, the competitor must not be permitted to reshoot the course of fire or string. This includes the instance where a shotgun 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 shotgun 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 shotgun 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 shotgun 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).
 - 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

N/A

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.
- 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. shotgun, 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 (Appendix E1 and E2).

6.2 Match Divisions

- 6.2.1 USPSA Divisions recognize different firearms 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 number 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, and Match Officials should check competitor equipment 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 do not have to strictly comply with the provisions of 6.2.4.
- 6.2.5 Where a Division is unavailable or deleted, or where a competitor fails to either declare a specific Division prior to the commencement of a match, or satisfy the equipment or other requirements of a declared Division during the 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 or from inclusion as member of a Regional or other team.

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 only one Category for a match or tournament.
- 6.3.2 Failure to meet the requirements of the declared Category 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 may be 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 the stage will be zero.
- 6.5.2 Range Officials, match sponsors, USPSA Officers 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.

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") – N/A
- 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 (also see Rule 7.1.5). For Level I and 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.

CHAPTER 8: The Course of Fire

8.1 Shotgun Ready Conditions

The ready condition for 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 shotgun.

8.1.1 Shotguns:

- 8.1.1.1 Loaded (Option 1): magazine filled and fitted (if applicable), chamber(s) loaded, hammer and/or sear cocked and safety catch engaged (if the shotgun is designed to have one).

- 8.1.1.2 Loaded (Option 2): magazine filled and fitted (if applicable), chamber(s) empty and the action closed.
- 8.1.1.3 Unloaded (Option 3): fixed magazine must be empty, detachable magazines removed and chamber (s) must be empty. The action/bolt may be open or closed.
- 8.1.2 Not Applicable.
- 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.
- 8.1.4 Unless complying with a Division requirement (see Appendices), Rule 8.1.1 or a “Load One, Shoot One” stage, a competitor must not be restricted on the number of rounds to be loaded or reloaded in a shotgun. Written stage briefings may only stipulate when the firearm is to be loaded or when mandatory reloads are required, when permitted under Rule 1.1.5.2.
- 8.1.5 N/A

8.2 Competitor Ready Condition

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

- 8.2.1 The shotgun is prepared, made safe and held or placed as specified in the written stage briefing, and in compliance with the requirements of the relevant Division.
- 8.2.2 Unless specifically stated by the stage description, the competitor’s posture prior to the commencement of the stage must be standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, muzzle pointing downrange and with the fingers outside 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 shotgun 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 the shotgun mounted to the shoulder and pointing towards targets.
- 8.2.3 A course of fire must never require or allow a competitor to touch or hold a magazine, loading device or ammunition, other than a magazine fitted to the shotgun, after the “Standby” command and before the “Start Signal” (except for unavoidable touching with the lower arms).
- 8.2.4 N/A
- 8.2.5 N/A
- 8.2.6 N/A

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 shotgun in accordance with the written stage briefing. The competitor must then assume the required start position. At this point, the Range Officer will proceed.

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 (also see Rule 10.2.6).
- 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 shotgun and present it for inspection by the Range Officer with the muzzle pointed down range, fixed magazine empty or detachable magazine removed and chamber(s) empty, action open.
- 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”). 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, Open Action” – After issuance of this command, the competitor must not resume shooting (see Rule 10.6.1). Pointing the shotgun down range the competitor must close the action, pull the trigger to release the hammer and then open the action again. The safety catch(es) must then be applied (if the type of gun permits them to be applied with the action open).
- 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” – Competitors or Range Officials must not move forward of, or away from, the firing line or final shooting location until this declaration is given by the Range Officer. 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 shotgun 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 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 N/A

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 assistance or interference 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, preventing the determination of 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 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 all USPSA scoring and no shoot paper targets is deemed to be impenetrable. If a:
 - 9.1.5.1 Slug strikes wholly within the scoring area of a paper target, and continues on to strike the scoring area of another scoring or no-shoot 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 Slug strikes wholly within the scoring area of a paper target, and continues on to strike down a scoring or no-shoot metal target, 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.

- 9.1.5.3 Slug strikes partially within the scoring area of a paper or metal target, and continues on to strike the scoring area of another scoring or no-shoot 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 Slug strikes partially within the scoring area of a paper or metal target, and continues on to strike down another scoring or no-shoot metal target, the subsequent metal target will also count for score or penalty, as the case may be.
- 9.1.6 All props, walls, barriers, vision screens and other obstacles are deemed to be impenetrable "hard cover". If a:
 - 9.1.6.1 Slug strikes wholly within hard cover, and continues on to strike the scoring area of a scoring or no-shoot paper target, the hit on the paper target will not count for score or penalty, as the case may be.
 - 9.1.6.2 Slug strikes wholly within hard cover, and continues on to strike down a scoring or no-shoot metal target, 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 Slug strikes partially within hard cover, and continues on to strike the scoring area of a scoring or no-shoot paper target, the hit on the paper target will count for score or penalty, as the case may be.
 - 9.1.6.4 Slug strikes partially within hard cover, and continues on to strike down a scoring or no-shoot metal target, the fallen metal target will count for score or penalty, as the case may be.
- 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 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.

9.2.3 “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.

9.2.4 “Fixed Time” – Limited time, limited number of shots to be fired, stipulated number of overall hits to count for score.

9.2.4.1 A competitor’s score is calculated by adding the highest value stipulated number of overall 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 If paper targets are used in Fixed Time stages they should, where possible, be disappearing targets.

9.2.4.3 Fixed Time must only be used for Standard Exercises, Classifiers or Short Courses.

9.2.4.4 Fixed Time must not be used in Level III or higher matches except in respect of a Standard Exercise (see Rule 1.2.2.1).

9.2.4.5 Fixed Time courses of fire do not incur failure to shoot at or miss penalties.

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.

9.4 Scoring and Penalty Values

- 9.4.1 Scoring hits on USPSA targets will be scored in accordance with the values approved by the USPSA Board of Directors. (See Appendices B and C). Frangible targets will usually score 10 points with the option for the Match Director to assign 20 points.
 - 9.4.1.1 In order to recognize a difficult shot in a 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 bird shot on paper no-shoot targets will be considered a miss.
- 9.4.3 Metal no shoots 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. Hits by buckshot or bird shot on paper targets will be considered a miss.
- 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 disappearing targets (see rules 9.2.4.5 and 9.9.2).
- 9.4.5 In a Virginia Count or 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. This applies to slugs only.
 - 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. shooting more than the required rounds on a target, but shooting at fewer targets than specified in any string), will incur one procedural penalty per target not 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 hit to score. Scoring metal targets must be shot with a minimum of one round each and must fall or otherwise react to score. Frangible targets must break with a visible piece missing or separated from the original target to be counted for score.

9.5.2 If the diameter of a hit from a slug on a scoring paper target touches the scoring line between two scoring areas, or if it crosses multiple scoring areas, it will be scored the higher value.

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

9.5.4 Radial tears radiating outwards from the diameter of a slug hole 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 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 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 Officer 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 indi-

cate which hit(s) is (are) subject to challenge.

9.6.8 N/A

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 Regional Directorate. 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, those 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 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 targets which present at least a portion of the highest scoring area when at rest, or which continuously appear and disappear, will always incur failure to shoot at and/or miss penalties (exception see Rule 9.2.4.4).

9.9.2 Moving targets, which do not comply with the above criteria, will not incur failure to shoot at or miss penalties except where Rule 9.9.3 applies.

9.9.3 Moving 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 continue their 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.

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 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 1 procedural penalty for each occurrence. However, if a competitor has gained a significant advantage during non-compliance, the competitor may be assessed 1 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 4 metal targets are visible will receive 1 procedural penalty for each shot fired while faulting, up to a maximum of 4 procedural penalties, regardless of the number of shots actually fired.
- 10.2.4 A competitor who fails to comply with a mandatory reload will incur 1 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 1 procedural penalty for each piece of overhead material which falls. 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 firearm, a reloading device or ammunition) or physically moving to a more advantageous shooting position, posture or stance after the “Standby” command and prior to issuance of the start signal will be stopped, if possible, and restarted. If the Range Officer is unable to stop the competitor prior to the start signal, the competitor will incur 1 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 1 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 the use of the weak shoulder only, 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 & II matches may prohibit such actions, in which case 1 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 Not Applicable
- 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 2.2.1.5 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.

10.3 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.
- 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, but 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 preparing to or while actually loading, reloading or unloading a shotgun. This includes any shot fired during the procedures outlined in Rule 8.3.7.

10.4.3.1 Exception – a detonation, which occurs while unloading a shotgun, 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 shotgun 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 with 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 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 shotguns where Rule 5.2.1 will apply.

A match disqualification may be invoked in the following circumstances:

- a) Violation of the 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
- d) Failure to comply with Rule 5.2.1.6.

10.5.2 If at any time during the course of fire, a competitor allows the muzzle of his shotgun 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.

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 a 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 shotgun, until it is placed firmly and securely on the ground or another stable object, and
- 10.5.3.2 The competitor remains within 3 feet of the shotgun at all times, and
- 10.5.3.3 The provisions of Rule 10.5.2 do not occur, and
- 10.5.3.4 The shotgun is in a ready condition as specified in Rule 8.1.1.
- 10.5.4 Not Applicable.
- 10.5.5 Allowing the muzzle of a shotgun to point at any part of the competitor's body during a course of fire (i.e. sweeping).
- 10.5.6 Not Applicable.
- 10.5.7 Using more than 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 firearm away from aiming at targets.
- 10.5.9 Failure to keep the finger outside the trigger guard during loading, reloading, or unloading.
- 10.5.10 Failure to keep the finger outside the trigger guard during movement in accordance with Section 8.5.
- 10.5.11 Not Applicable.
- 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.
- 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, return it to the competitor in a safe condition. 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 N/A
- 10.5.16 N/A

- 10.5.17 A shot fired at a metal target from a distance of less than 16 feet 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 behavior likely to bring the sport into disrepute.
- 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.

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 or higher matches the composition

of an Arbitration Committee will be subject to the following rules:

- 11.2.1.1 The USPSA President, or his delegate, or a certified Range Official appointed by the Match Director, (in that order) will serve as Chairman of the committee with no vote.
 - 11.2.1.2 Three arbitrators will be appointed by the USPSA President, or his delegate, or by the Match Director, (in that order), 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 must the Chairman or any member of an Arbitration Committee be a party to the original decision or subsequent appeals, which led to the arbitration.
- 11.2.2 Arbitration Committee – For Level I and II matches the Match Director can 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 – For Level III or higher matches, the appeal fee to enable an appellant to appeal to arbitration will be US\$100.00 or the equivalent of the maximum individual match entry fee (whichever is lower), in local currency. The appeal fee for other matches may be set by the Match Organizers, but must not exceed US\$100 or equivalent in local currency. 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 will then 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 will then be asked to withdraw while the Committee hears further evidence.
- 11.5.4 Witnesses – The Committee will then 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 View Area – The Committee may view 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 USPSA headquarters.

11.8.3 All official USPSA interpretations of the rulebook published on the USPSA website (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.

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.

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, measurements are expressed in inches, feet or yards. Measurements expressed in mm or cm in the target appendixes is due to patent and license requirements.

APPENDIX A1

USPSA Match Levels

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

		Level I	Level II	Level III	Nationals
01.	Must follow latest edition USPSA rules	M	M	M	M
02.	Competitors must be members (Section 6.4)	R	M	M	M
03.	Match Director	M	M	M	M
04.	Range Master (certified or appointed)	M	M	M	M
05.	Certified Range Master	N/A	R	M	M
06.	Range Master approved by AD	N/A	R	M	N/A
07.	Range Master approved by NROI	N/A	R	M	M
08.	Certified Chief Range Officer(s)	R	R	M	M
09.	Minimum one Certified NROI official per Stage	R	M	M	M
10.	COF approved 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.	One month advance registration with NROI	N/A	M	N/A	N/A
15.	Two month advance registration with 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	
19.	Recommended minimum stages	2	5	8	
20.	Recommended minimum competitors	10	50	120	

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

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

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

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.

Nationals — Annual championship matches conducted by USPSA.

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 who are under the age of 18 on the first day of the match.
Senior	Competitors who are over the age of 55 on the first day of the match
Super Senior	Competitors who are 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.
Military	Military personnel on current active duty orders.
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

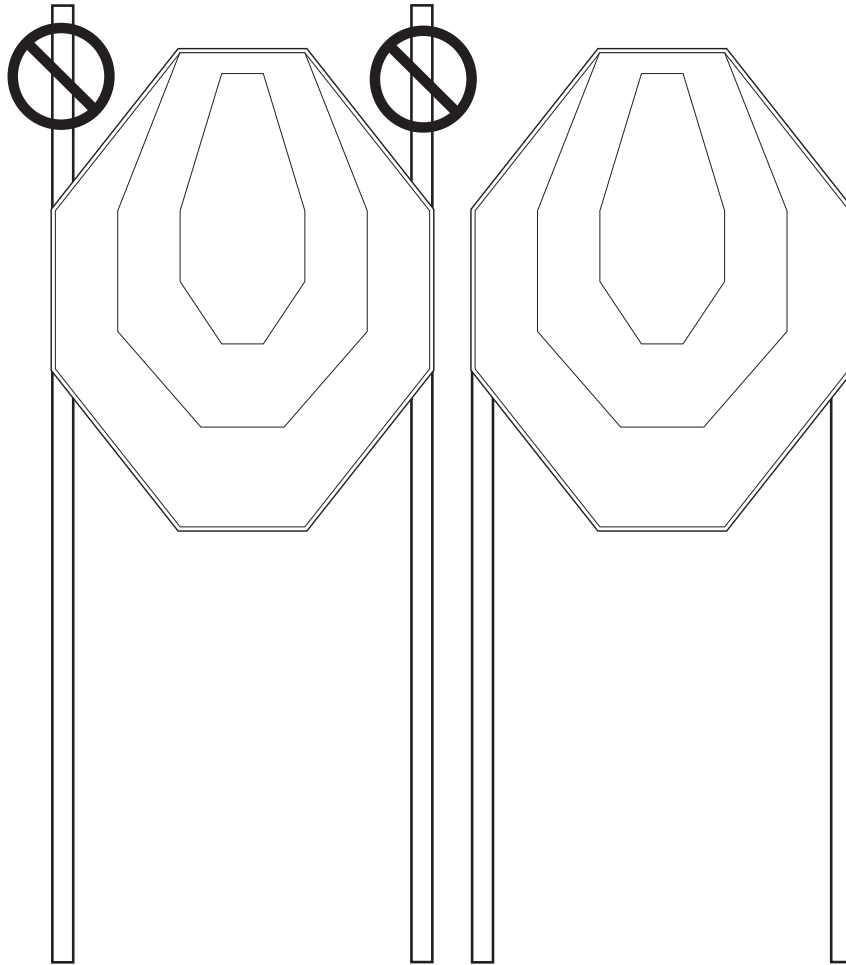
Throughout these rules, the following definitions apply:

- Aftermarket Items not manufactured by, or available directly from, the OFM.
- Birdshot or Buckshot . . . Types of ammunition cartridges used in a shotgun which contain multiple pellets (see page 66).
- Cartridge A casing containing propellant and shot or a slug; a round of ammunition.
- Course of fire (Also “course” and “COF”) An expression used interchangeably with “Stage” (see Rule 6.1.3).
- Detonation Ignition of the primer, other than by action of a firing pin, where the shot or a slug and/or the wad does not pass through the barrel of a firearm (e.g. when the action of a firearm is being manually retracted, when a round is dropped etc.).
- Discharge An act of firing a gun; to fire (a gun)
- Dry firing The activation of the trigger and/or action of a firearm which is totally devoid of ammunition.
- False start Beginning an attempt at a COF prior to the “Start signal” (see Rule 8.3.4).
- Grain A unit of measurement used to calculate a power factor (437.5 grains per ounce, 15.432 grains per gram, 1 grain = 0.0648 grams).
- Loading The insertion of ammunition into a firearm.
- Location A geographical place within a course of fire.
- Match Official A person who has an official duty or function at a match, but who is not necessarily qualified as, or acting in the capacity of, a Range Official.
- Not Applicable The rule or requirement does not apply to the particular discipline, Division or match level.
- OFM Original firearm manufacturer.
- Range Official A person who is officially serving at a match in the capacity of a Range Officer (see Chapter 7).
- Region A country or other geographical area, recognized by USPSA.
- Regional Director The person, recognized by USPSA, who represents a

	Regional Directorate.
Regional DirectorateThe organization recognized by USPSA, which directs the USPSA shooting activities in a Region.
ReloadingReplenishment or the insertion of additional ammunition into a firearm.
ReshootA competitor’s further attempt at a course of fire, authorized in advance by a Range Officer or an Arbitration Committee.
RoundA cartridge of ammunition containing shot or a slug.
Shell(Also “shotshell”) A cartridge of ammunition used in a shotgun.
Shooting PositionThe physical presentation of a person’s body (e.g. standing, sitting, kneeling, prone).
Shot (1)The pellets found or used in shotgun cartridges or shells
Shot (2)An act of firing a gun
Shot (3)To have fired, the past tense of shoot.
Sight PictureAiming at a target without actually shooting at it (see Section 8.7).
SlugA single projectile in a shotgun cartridge or shell intended to strike a target.
Snap Cap(Also “spring cap”) A type of dummy round.
Squib LoadA defective cartridge resulting in one or more projectiles and/or the wad failing to exit the barrel, or exiting the barrel at extremely low velocity.
StanceThe physical presentation of a person’s limbs (e.g. hands by the side, arms crossed etc.).
Start PositionThe location, shooting position and stance prescribed by a COF prior to issuance of the “Start signal” (see Rule 8.3.4).
SweepingPointing the muzzle of a firearm at any part of any person’s body (see Rule 10.5.5).
UnloadingRemoval of ammunition from a firearm.
WadIncorporated within a shotgun cartridge or shell to create a gas seal and which may also hold the shot together (not necessarily intended to strike a target).
WillMandatory

APPENDIX B1

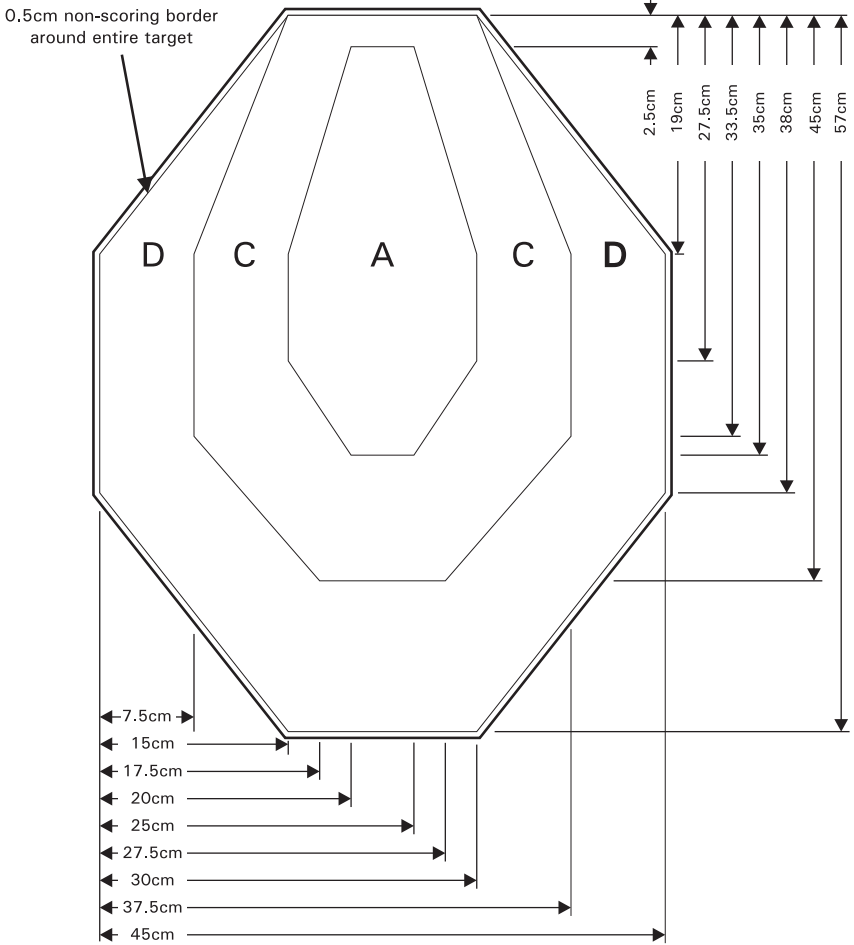
Target Presentation



Cutting the tops off the stakes provides an improved visual presentation and prevents the stakes from obscuring downrange targets

APPENDIX B2

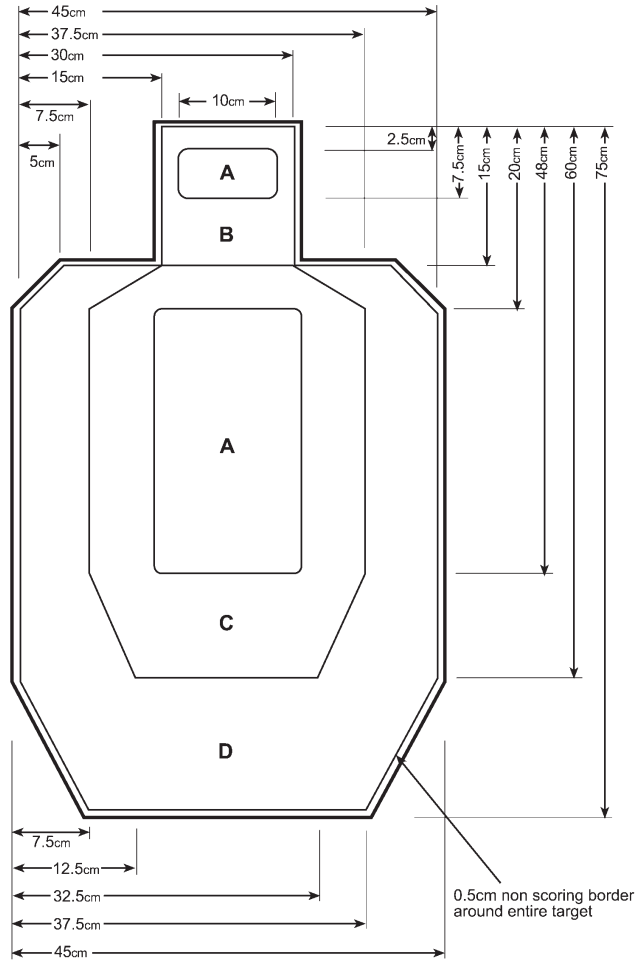
CLASSIC Target



Score	
Zone	Major
A	5
C	4
D	2

APPENDIX B3

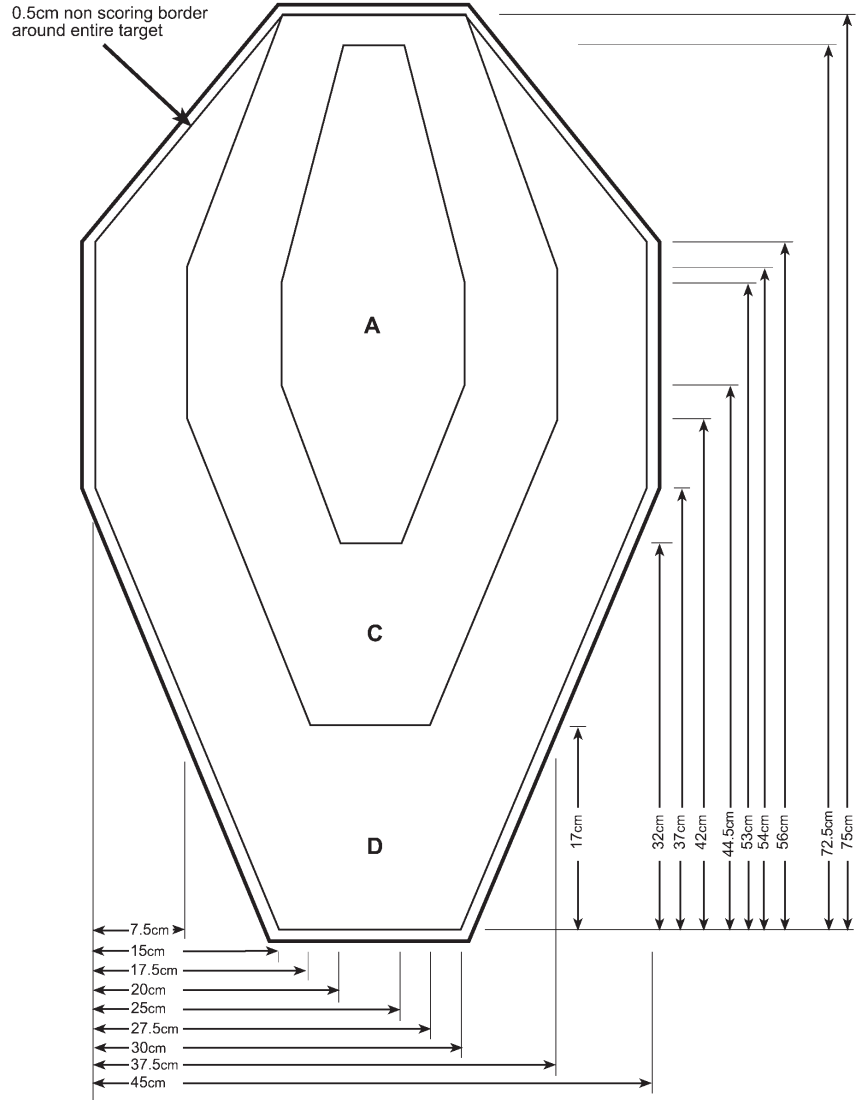
Metric Target



Scor	
Zone	Major
A	5
B	4
C	4
D	2

APPENDIX B4

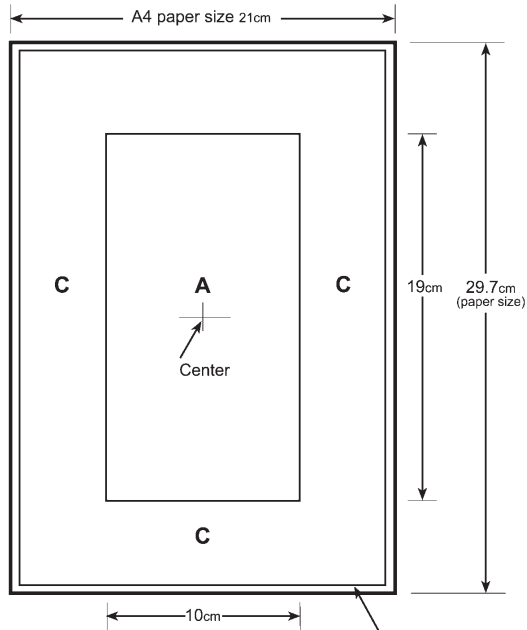
Universal Target



Score	
Zone	Major
A	5
C	4
D	2

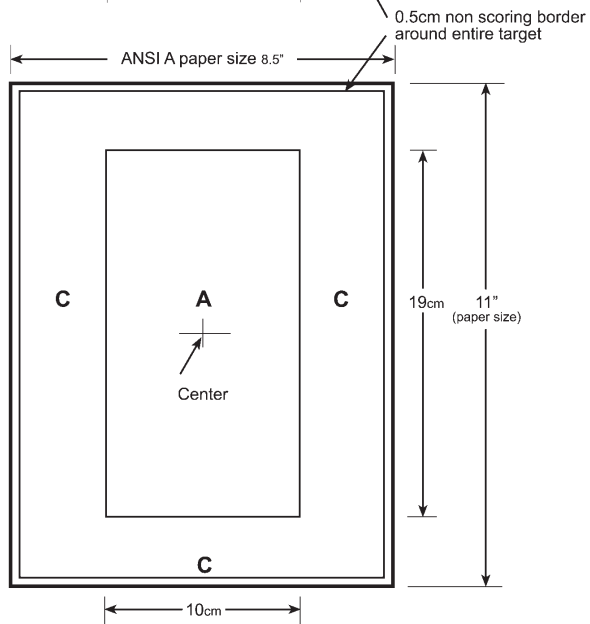
APPENDIX B5

A4/A Target



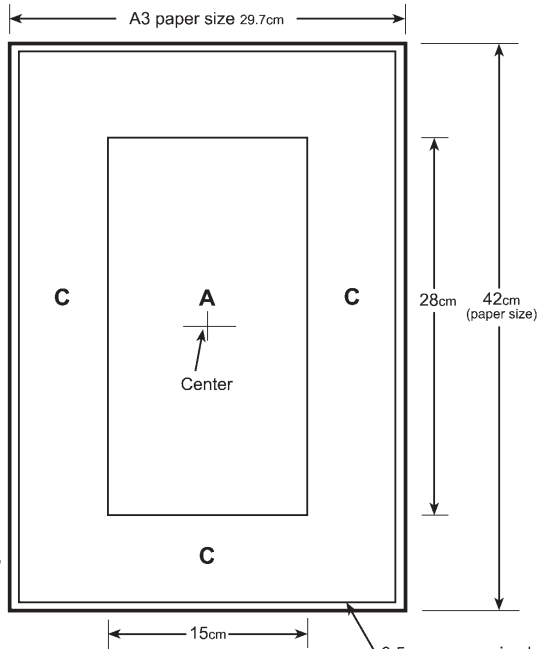
Scoring:
 A Zone: 5 points (Major/Minor)
 C Zone: 4 points (Major)
 3 points (Minor)

Note:
 The center of the A Zone is positioned exactly over the center of the paper being used



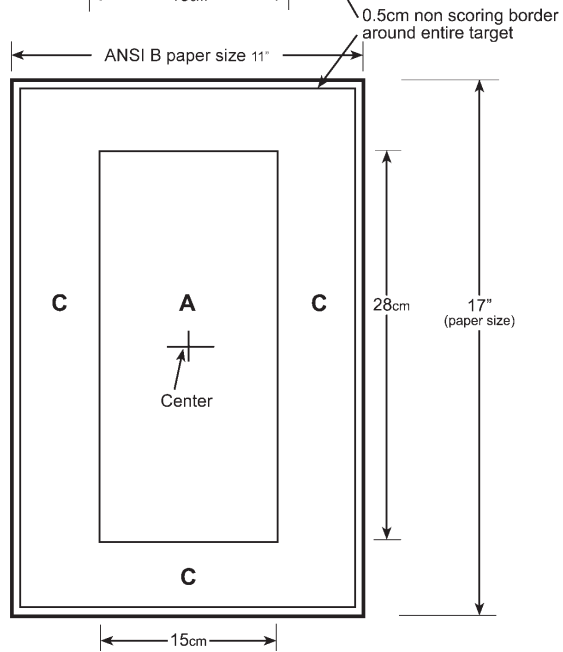
APPENDIX B6

A3/B Target



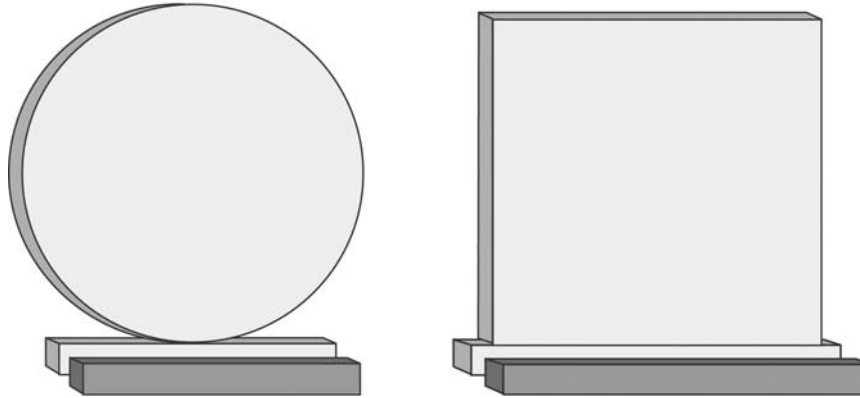
Scoring:
A Zone: 5 points (Major/Minor)
C Zone: 4 points (Major)
3 points (Minor)

Note:
The center of the A Zone is positioned exactly over the center of the paper being used



APPENDIX B7

Metal Plates



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)
5 points	Scoring value Minor and Major	5 points

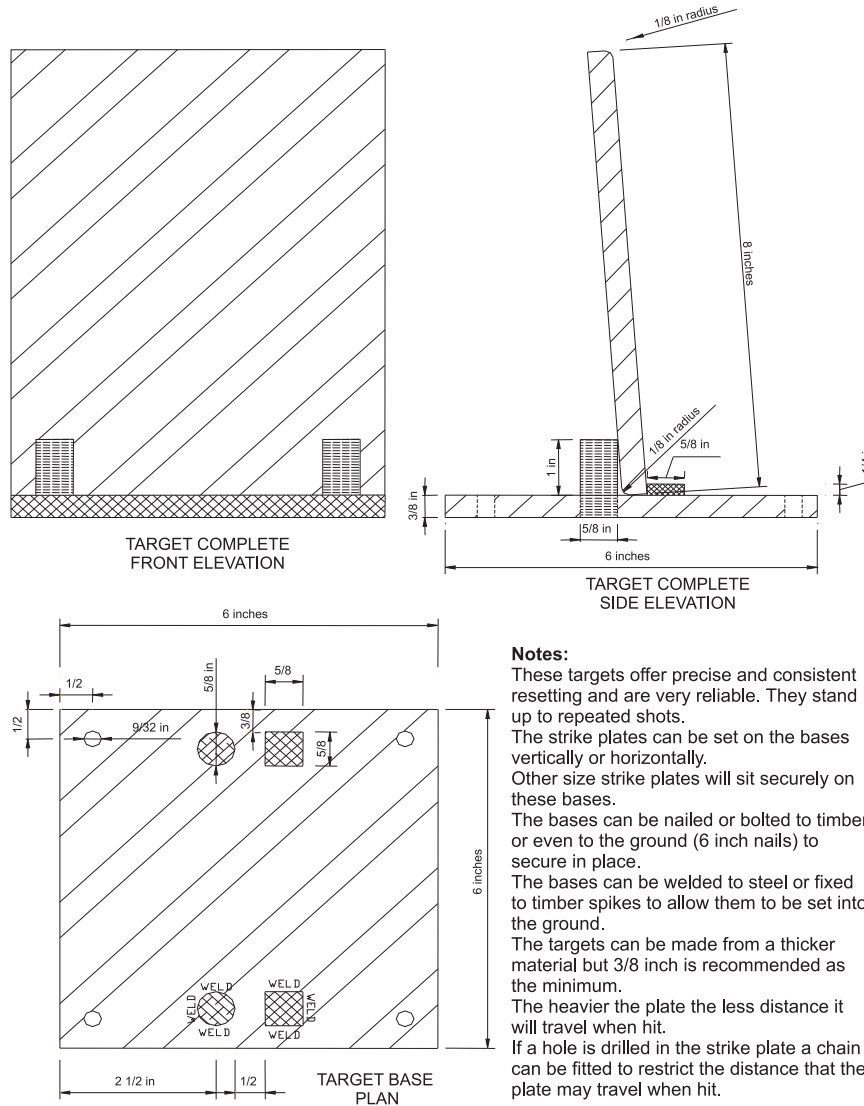
Measurement tolerance on steel plates +/- ¼ inch

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.

APPENDIX B8

Separating Metal Plates

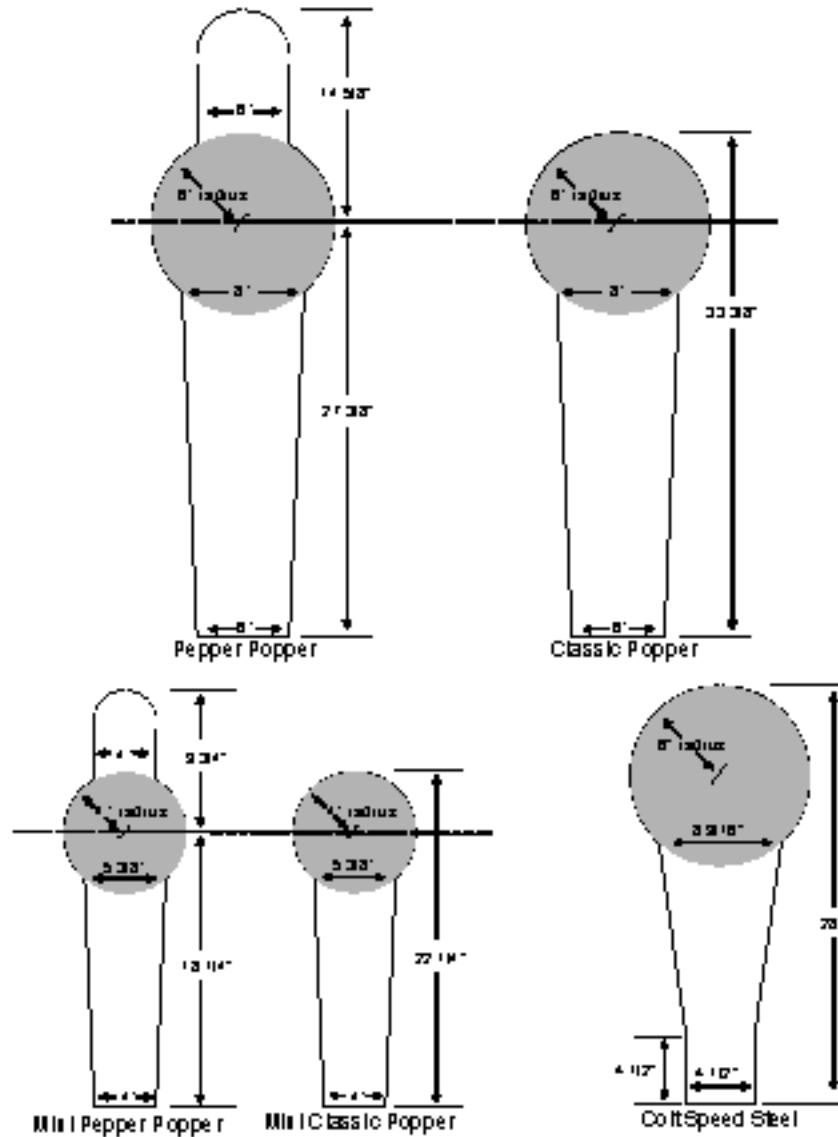


APPENDIX B9

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 C1

Target Calibration and Testing

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.”

APPENDIX D1

Open Division

1.	Power factor floor	20 gauge major
2.	Minimum shot weight	No
3.	Minimum gauge	20 gauge / 20 bore
4.	Maximum shotgun weight	No
5.	Minimum trigger pull	No
6.	Restriction on action types	No
7.	Magazine length restrictions	No
8.	Detachable magazines	Yes
9.	Ammunition capacity restrictions	Maximum of 11 rounds loaded, Max. of 10 in the case of Rule 8.1.1.2
10.	Speed loading devices	Yes
11.	Compensators	Yes
12.	Ports	Yes
13.	Optical or Electronic sights	Yes
14.	Max. distance of cartridges or reloading devices from body	No
15.	The use of bipods and similar allowed	Yes
16.	Modifications allowed	Yes
17.	Factory produced guns only	No

APPENDIX D2

Limited/Tactical Division

1.	Power factor floor	20 gauge major
2.	Minimum shot weight	No
3.	Minimum Gauge	20 gauge / 20 bore
4.	Maximum shotgun weight	No
5.	Minimum trigger pull	No
6.	Restriction on action types	No
7.	Magazine length restrictions	No
8.	Detachable magazines	No
9.	Ammunition capacity restrictions	Maximum of 9 rounds loaded, Max. of 8 in the case of Rule 8.1.1.2
10.	Speed loading devices	No
11.	Compensators	No
12.	Ports	No
13.	Optical or Electronic sights	No
14.	Max. distance of cartridges or reloading devices from body	No
15.	Modifications allowed	Yes. See Appendix D4
16.	Factory produced guns only	Yes. See Appendix D4

APPENDIX D3

Heavy Metal Division

1.	Power factor floor	12 gauge major
2.	Minimum shot weight	No
3.	Minimum Gauge	12 Gauge
4.	Maximum shotgun weight	No
5.	Minimum trigger pull	No
6.	Restriction on action types	Yes Pump only
7.	Magazine length restrictions	No
8.	Detachable magazines	No
9.	Ammunition capacity restrictions	Maximum of 9 rounds loaded, Max. of 8 in the case of Rule 8.1.1.2
10.	Speed loading devices	No
11.	Compensators	No
12.	Ports	No
13.	Optical or Electronic sights	No
14.	Max. distance of cartridges or reloading devices from body	No
15.	Modifications allowed	Yes. See Appendix D4
16.	Factory produced guns only	Yes, pumps only. See Appendix D4

APPENDIX D4

Factory Production Criteria and Modifications

1.	Any complete shotgun 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">• Weights or devices to control or reduce recoil, except for recoil pads fitted to the rear face of the stock of the shotgun
4.	External modifications that are allowed: <ul style="list-style-type: none">• Replacement barrel• Replacement of sights• Replacement of safety catches. Ambidextrous safety catches are allowed.• Enlargement of ejection ports• Enlargement of loading ports• Feed ramps as replacements of the carrier release button (Remington 1100 and 1187)• Replacement of fore-ends and stock. Pistol-grip style stocks are allowed.• Checkering of fore-ends and stocks• Cosmetic enhancements that do not provide a competitive advantage such as custom grips, plating, etc.• Additional cartridge loops or clips, specifically including side saddles, may be fitted to the stock, fore-end, receiver or sling
5.	Internal modifications that are allowed: <ul style="list-style-type: none">• Modifications to improve accuracy, reliability, and function are allowed, e.g. replacement of trigger mechanisms.

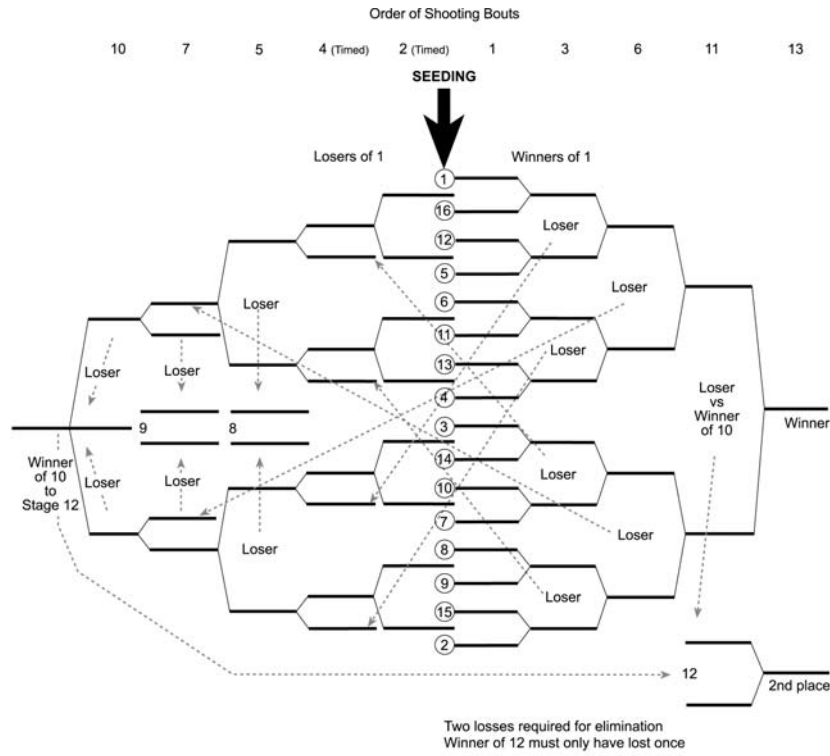
APPENDIX D5

Ammunition/Cartridge Types

1.	Power factor floor	20 gauge scored major
2.	Minimum shot weight	No
3.	Minimum Gauge	20 gauge / 20 bore
4.	Cartridge length	No restrictions
5.	Factory produced ammunition only	No, Home loads are acceptable
6.	Lead shot	Permitted subject to local environmental restrictions
7.	Bismuth shot	Permitted
8.	Tungsten Based shot	Not accepted for use with steel or paper targets
9.	Steel shot	Not accepted for use with steel or paper targets
10.	Metal piercing	Prohibited
11.	Incendiary	Prohibited
12.	Tracer	Prohibited
13.	Wad	It will be permissible for a match organizer to require the use of fiber wads only for environmental reasons but such requirement must be notified in advance of the match dates.
14.	Ammunition restrictions	The Match Director and/or the Range Master may restrict the ammunition to be used to certain minimum and/or maximum shot sizes or certain types only for reasons of safety. Any such requirement is to be advised prior to the match dates.

APPENDIX E1

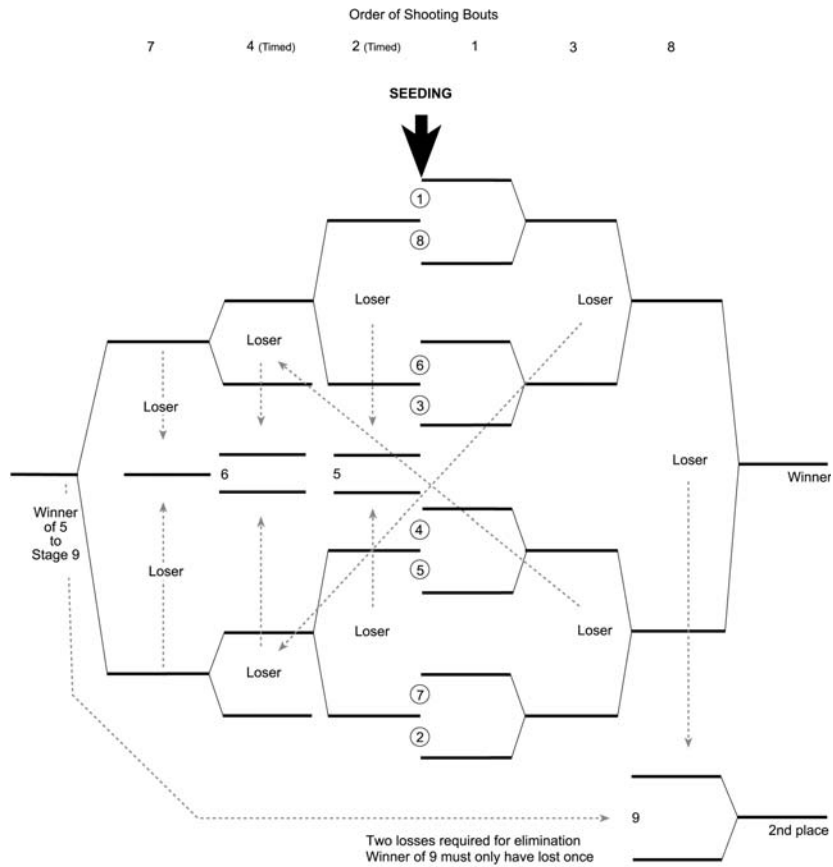
“J” Ladder for 16 Competitors



- 1st. Winner of 11
- 2nd. Winner of 12
- 3rd. Loser of 12
- 4th. Loser of 10
- 5th. Winner of 9
- 6th. Loser of 9
- 7th. Winner of 8
- 8th. Loser of 8
- 9th. - 12th. ranked by time in bout 4
- 13th. - 16th. ranked by time in bout 2

APPENDIX E2

“J” Ladder for 8 Competitors



- 1st. Winner of 8
 - 2nd. Winner of 9
 - 3rd. Loser of 9
 - 4th. Loser of 7
 - 5th. Winner of 6
 - 6th. Loser of 6
 - 7th. Winner of 5
 - 8th. Loser of 5
- 5th. - 6th. can be ranked by time in bout 4
7th. - 8th. can be ranked by time in bout 2

APPENDIX F1

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 seeking gunsmithing services for their competition shotguns 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. Competitors must not bag or unbag their competition shotguns in the vendor area (see Rule 10.5.1).

INDEX

Subject	Section or Rule
A3/B Target	4.2.1 / App. B6
A4/A Target	4.2.1 / App. B5
Accidental Discharge	10.4
Accuracy	1.1.3
Alcohol	10.7
Altered Target Position	4.6.1
Ammunition	5.5
Prohibited	5.5.4
Shot Sizes	App. D5
Spare	5.5.3
Types	App. D5
Unsafe	5.5.6
Angles of Fire	2.1.2
Appeal Procedure	11.5
Appeals	11.1
Approaching Targets	9.1.1
Arbitration Committee	
Composition	11.2
Procedures	11.5
Rulings	11.6
Time Limits	11.3
Verdict	11.6
Assistance	8.6
Balance: Speed, Accuracy & Power	1.1.3
Barriers	2.2
Belt	
Divisions and Regulations	5.2.2 / App. D
Berms, off Limits	2.1.9
Birdshot	App. D5
Buckshot	App. D5
Caliber	
Divisions	App. D
Minimum	5.1.2
Calibration	App. C1
Carry and Storage	5.2
Failure to Comply	10.5.1
Category	6.3 / App. A
Chamber Flags	5.2.1 / 8.3.7
Changes to Ranges or Equipment	2.3
Chief Range Officer	7.1.2
Chokes, Choke Tubes and Other Choke Altering Devices	5.2.5
Classic Target	App. B2
Clips, Cartridge	5.2
Clothing	5.3
Common Firing Line	2.1.7

Competition	
Categories.....	6.3 / App. A
Divisions	6.2 / App. D
General Principles.....	6.1
Levels	App. A
Competitor Status and Credentials	6.4
Competitor's Equipment Failure	5.6
Comstock scoring	9.2.2
Penalties	9.4
Contest Types.....	6.1
Cooper Tunnel	
Construction.....	2.2.3
Penalties	10.2.5
Course Construction	
General Regulations.....	2.1
Criteria	2.2
Modification.....	2.3
Course Design	
General.....	1.1
Course Information	
General Regulations.....	3.1
Local, Regional and National Rules.....	3.3
Stage Briefings.....	3.2
Courses of Fire	
Balance.....	1.2.1.4
Publication of.....	3.1
Types of.....	1.2
Cover	
Hard	4.1.4 / 4.2.4
Creeping	10.2.6
Difficulty	1.1.6
Disappearing Targets.....	9.9.2
Disqualification.....	10.3
Accidental Discharge	10.4
Finger Inside Trigger Guard.....	10.5.8-9-10
Movement	10.5.10
Prohibited Substances	10.7
Unsafe Gun Handling	10.5
Unsportsmanlike Behavior	10.6
Divisions	6.2
Deleted	6.2.5
Disqualification.....	6.2.6
Failure to Comply	6.2.5
Failure to Declare	6.2.5
More Than One.....	6.2.4
Recognition	6.2.1 / App. A
Diversity.....	1.1.4
Dress	5.3
Dropped Firearm	10.5.3 / 10.5.14
Dropped Magazines, Speed Loading Devices or Ammunition	5.5.3

Drugs.....	10.7
DVC	1.1.3
Ear Protection	5.4
Equipment	
Competitor	5.2 / App. D
Extra Hits	9.4.5.2
Extra Shots	9.4.5.1
Eye Protection.....	5.4
Failure to Shoot At.....	9.5.6
Moving Targets	9.9
Penalty.....	10.2.7
False Start	8.6.4
Fault Lines	
Barriers.....	2.2.2
Introduction or Modification of.....	2.3
Penalties	10.2.1
Use of.....	2.2.1
Faulting	
No Shots Fired	10.2.1
Shots Fired	10.2.1
Firing Line	2.1.7
Firing Positions	2.1.7
Frangible Targets	4.4 / 9.4.1
Freestyle.....	1.1.5
Handling of Firearms	
Safety Area	2.4 / 10.5.1
Unsafe	10.5.1
Hard Cover	
Concealed Targets.....	4.1.4 / 4.2.4
Hearing Protection	5.4
Impenetrable Props	9.1.6
Impenetrable Targets.....	9.1.5
Interference	8.6
Interpretation of Rules	11.8
Junior Category	App. A2
Ladies Teams	App. A2
League.....	6.1.6
Load One, Shoot One	1.2.3.2 / 8.1.4
Penalties	10.2.10
Loaded Firearm.....	10.5.13
Loading “Options”	8.1.1
Long Course.....	1.2.1.3
Loops, Cartridge	5.2
Magazines	
Dropped.....	5.5.3
Malfunctions	
Competitor’s Equipment.....	5.7
Range Equipment.....	4.6
Management Range	7.1

Match	
Definition	6.1.4
Director	7.1.6
Officials.....	7.1
Pre-match	6.6.2
Maximum Points.....	9.2
Medium Courses	1.2.1.2
Membership and Affiliation.....	6.5
Metal Targets	
Authorized.....	4.3
Types	4.3
Versions.....	4.3
Metric Target	App. B3
Minimum Distance	
Infringement of	10.4.7
Metal Targets	2.1.3
Minimum Score	9.5.5
Movement	8.5
Moving Targets	
Penalties	9.9
Scoring	9.9
Muzzle	
Direction	10.5.2
No-shoot	
Hits	4.3.1.7 / 9.4.2 / 9.4.3
Number of Rounds, Maximum per Type of Course.....	1.2
Obstacles	2.1.6
Off-Limits Lines	2.2.1/2.3/10.2.1.1
Official Times	9.10
Open Division	App. D1
Overtime Shots	9.4.6.1
Penalties	10
Maximum Penalty Hits per Target.....	9.4.2
Penalty in Lieu of Requirement.....	10.2.11
Plates	4.3 / App.B7
Poppers	
Configuration	App. B9
Dimensions and Scoring	App. B9
Operation & Calibration.....	App. C1
Scoring	App. B9
Targets.....	4.2 / 4.3
Power	1.1.3
Procedural Penalty	10.1
Assistance/Interference	8.6
Targets – Approaching/Touching.....	9.1.1 / 9.1.2
Prohibited Substance.....	10.7
Protest Fee	
Amount.....	11.4.1
Forfeited.....	11.4.2
Protest Time Limit	11.3

Published Courses	3.1.1
Quality.....	1.1.2
Quartermaster.....	7.1.4
Racks	2.4 / 5.2.1.3
Radial Tears	9.5.4
Range	
Changes	2.3
Commands	8.3
Equipment	4.6
Equipment Failure.....	4.6
Management.....	7.1
Master	7.1.5
Officer	7.1.1
Procedures	
False Start	8.6.4
Sight Pictures	8.7
Procedure Change/Revision.....	3.2.3
Surface	2.1.5
Ready	
Conditions.....	8.1 / 8.2
Positions.....	8.2
Recognition of Divisions, Categories and Teams	App. A2
Reengagement.....	10.2.9
Reloading	8.4
Mandatory	1.1.5.2
Replacement Shotgun	5.1.7
Representation.....	6.5.2
Re-shoot refusal by competitor.....	2.3.3.3
Rounds Loaded	8.1.4
Minimum Distance	
Metal Targets	2.1.3
Safety	
Course Design.....	1.1.1
Glasses	5.4
Host's Responsibilities.....	2.1.1
Impractical Behavior.....	2.1.4
Standby	8.3.3
String.....	6.1.1
Sweeping.....	10.5.3
Targets	
Angle.....	2.1.4
Approaching.....	9.1.1
Authorized.....	4.1.1
Challenge	9.6
Covers	2.3.5
Dimensions	App. B&C
Disappearing/Moving	9.9
Frangible.....	4.4 / 9.4.1
Impenetrable	9.1.5
Malfunction.....	4.6

Maximum Hits Before Scoring.....	4.2.3
Placement	2.1.8
Prematurely Patched	9.1.3
Presentation	App. B1
Scoring	9.4
Touching	9.1.2
Un-restored	9.1.4
Test Cartridge Specification.....	App. C1
Test Gun Specification	App. C1
Ties.....	9.3
Timing Devices.....	9.10
Tournament	6.1.5
Trigger	
Pull	5.1.4
Shoes.....	5.1.5
Unloading Station	2.5
Universal Target	4.2.1 / App. B4
Unsafe Gun Handling	10.5
Unsportsmanlike Conduct.....	10.6
USPSA Membership.....	6.4.1
Vendor Areas.....	2.6
Virginia Count	
Penalties	9.2.3
Scoring	9.4.5
Wads	
Detachable.....	2.1.10
Scoring Procedure.....	9.5.7
Weak Shoulder	1.1.5.3
Penalties for Failure to use	10.2.8
Winter Triggers/Guards	5.1.5