

MATCH RULES:

1. All stages are 6 falling steel targets. All stages will be shot from a stationary position with all six targets in plain view.
2. All targets will be calibrated to fall at 125 minimum power factor (PF). A 130 PF load (bullet weight X velocity / 1000) is recommended. To prevent target damage a maximum velocity of 1350fps will be imposed. Questionable loads will be chronographed....we want to be able to use our steel next year!!
3. No limitations on number of rounds loaded in gun but remember: all four runs count towards your score – there will be no throw away runs.
4. All bouts will start in the classic “Surrender” position with wrists above shoulders. All guns will be drawn from a safe holster as defined in USPSA rules. Trigger guard must be covered.
5. We will require that the shooter come with at least 4 magazines or speed loaders for the specific gun they are shooting to keep the match running timely.
6. **USPSA safety rules and definitions will be enforced.** Shooters will be under the direction of a Range Officer (RO) who will be responsible for having the shooter load and make ready, safely engage the target arrays, unload and show clear, and holster an empty gun. **The I.O.P. Range is a COLD RANGE.** Gun handling will only be allowed while under a RO’s direction or in a designated safety area. **Any unsafe gun handling (shot in the holster, breaking the 180, dropping a loaded gun etc.) will result in an immediate disqualification from any further shooting that day.**
7. Your score for each stage will be the total time of your four runs plus penalties. You may shoot at the targets as much as you need to clear the run; however there will be a maximum time limit imposed of 30 seconds per run.
8. Once the gun is drawn there will be no alibis. If a competitor cannot complete a run for any reason (gun or shooting equipment failure etc.) the run will be considered a DNF and his/her time will be recorded as 30 seconds and the next bout will begin.
Re-shoots will be given for range failures only, as determined by an RO.
9. False starts will be penalized five seconds per incident.