

Wickenburg Sportsmen's Club

Saturday Match Shooting & Scoring Guidelines

WSC is not a USPSA, IDPA, or NRA Action Pistol club

Course of fire setup / design:

1. **Rules of engagement should be kept simple**
2. Shooters manage their own ammo; shooters reload when they choose and may drop partially empty mags on the ground. No downloading of mags shall be required, except occasionally in Tactical standards only stages. Standards (skills) scenarios should be the only type of scenario to require limited rounds.
3. All matches should specify a starting point and number of rounds per target, then let the shooter solve the problem of shooting the course. Let your course design guide the shooter with barriers and fault lines. Tactical matches may include some course direction.
4. All matches will use fault lines for all scenarios, where necessary. For Steel, Action, & 3Gun, these will be charge lines (forward fault lines), as no cover is required. For Tactical, fault lines will enforce the use of cover where appropriate, but shooting may also be in the open. Tactical matches engage targets in tactical priority. Tactical priority means when in the open, shoot near to far, and when behind cover, slice the pie. No cover calls or procedural errors will be called as long as the shooter does not fault the line. All fault lines should be tactile whenever possible (sticks nailed to the ground, for example), or painted lines. (When the shooter can feel the fault line, shooting is safer as the shooter does not have to keep looking at the ground to see faults. A foot fault is much easier for the RSO to determine with a tactile fault line, therefore less ambiguity in the calls).

Scoring / procedures / penalties:

1. Vickers Count scoring; score = time + full points down + penalties
2. RSO's are those (RO, SO, or RSO) with current certification from a recognized shooting organization (for example, NRA, IDPA, USPSA). Both the shooting range officer (timer), and the score-keeper are certified RSO's. The decision of the two RSO's is final.
3. Shots are unlimited (make-ups allowed), unless otherwise specified. Tactical matches especially may include a standards stage, with limited shots defined. If the shooter shoots more than the shots allowed in a limited scenario, one procedural error will be assessed for each extra shot, and for each extra shot, the best scoring hole on the target will be taped and not count.
4. Shoot-throughs: if the targets (threats and non-threats) are overlaid on each other, on a single target stand, only the topmost, visible holes will be scored (shoot-throughs do not count). A single bullet hole can cover two targets on an overlay, and both are scored in this case. If the targets are separated, on different target stands, all holes will be scored (shoot-throughs count, including those that pass through overlaid targets).
5. Steel plates will be painted between shooters; plate must be knocked down or record a hit to be scored, and each miss is 5 points down
6. Poppers must be knocked down to score; no exceptions. Poppers will be calibrated to fall when hit with a round loaded to minor power factor. Any popper left standing is 5 points down (a miss)
7. A procedural is a 3 full seconds penalty. Procedural penalties may be assessed at each shooting position on the course of fire, and/or for each target array. Target arrays are to be clearly defined in the course of fire. Tactical matches may include instructions for the course of fire. Procedurals will be assessed for failing to follow the course of fire. Steel, Action, and 3Gun matches will generally assess procedural penalties only for shooting while outside of the fault lines.
8. A hit on any non-threat (hostage) is a 5 full seconds penalty. Every hit on a single non-threat incurs an additional 5 second penalty (for example, 3 hits on a single non-threat scores 15 seconds penalty)
9. Handicapped shooters who are unable to physically comply with course requirements may elect to take a single procedural penalty for the course of fire, and shoot to their best ability.
10. No coaching will be given during shooting, either from the RSO or from the spectators. The RSO will advise the shooter of safety issues only with the commands STOP, FINGER, and MUZZLE. However, we encourage new shooters, and the RSO may coach new shooters to ensure safety and a better learning experience.
11. A "failure to do right" (FTDR) is a serious penalty and is 20 full seconds. Examples of FTDR are disregarding course of fire to achieve better scores, "taking a procedural" to shoot from a more advantageous position, and failing to reload for a last shot simply to achieve a better score. These are examples only. The RSO may assess FTDR for other issues as well. Sportsmanship is important, and required.
12. For all safety and disqualification issues only, Wickenburg Sportsmen's Club pistol and 3 gun matches adhere to the current USPSA rule book, including any recent NROI interpretations. The pertinent DQ rules, from the current USPSA rule book, are printed on the following pages. The entire rule book and NROI rulings are available on the World Wide Web at

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 until the time limit prescribed in Rule 11.3.1 has passed.

10.3.4 If an appeal to arbitration is submitted within the time limit prescribed in Rule 11.3.1, the provisions of Rule 11.3.2 will prevail.

10.3.5 Scores for a competitor who has completed a "pre-match" or main match without a match disqualification will not be affected by a match disqualification received later while that competitor is participating in a Shoot-Off or other side match.

10.4 Match Disqualification – Accidental Discharge

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

10.4.1 A shot, which travels over a backstop, a berm or in any other direction, specified in the written stage briefing by the match organizers as being unsafe. Note that a competitor who legitimately fires a shot at a target, which then travels in an unsafe direction, will not be disqualified (the provisions of Section 2.3 may apply).

10.4.2 A shot which strikes the ground within 10 feet of the competitor, except when shooting at a paper target closer than 10 feet to the competitor.

10.4.2.1 Exception — A bullet which strikes the ground within 10 feet of the competitor due to a "squib".

10.4.2.2 In the case of a shot striking a prop where the bullet is deflected or does not continue to strike the ground, if the Range Official determines that the bullet would have struck the ground within 10 feet of the competitor had it not been deflected or stopped by the prop, the provisions of 10.4.2 shall apply.

10.4.3 A shot which occurs while loading, reloading or unloading a handgun. This includes any shot fired during the procedures outlined in Rule 8.3.1 and Rule 8.3.7.

10.4.3.1 Exception – a detonation, which occurs while unloading a handgun, is not considered a shot or discharge subject to a match disqualification, however, Rule 5.1.6 may apply.

10.4.4 A shot which occurs during remedial action in the case of a malfunction.

10.4.5 A shot which occurs while transferring a handgun between hands.

10.4.6 A shot which occurs during movement, except while actually shooting at targets.

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 when under the supervision of, and in response to a direct command issued by, a Range Officer.

10.5.2 If at any time during the course of fire, a competitor allows the muzzle of his handgun 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 handgun is loaded or not (limited exceptions: 10.5.6).

10.5.3 If at any time during the course of fire, or while loading, reloading or unloading, a competitor drops his handgun 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 handgun on the ground or other stable object will not be disqualified provided:

10.5.3.1 The competitor maintains constant physical contact with the handgun, 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 handgun at all times (except where the handgun is placed at a greater distance, under the supervision of a Range Official, in order to comply with a start position), and

10.5.3.3 The provisions of Rule 10.5.2 do not occur, and

10.5.3.4 The handgun is in the ready condition as specified in Section 8.1, or

10.5.3.5 A self-loading pistol has an empty chamber, the magazine removed and the slide locked open, or

10.5.3.6 A revolver has the cylinder open and empty.

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

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

10.5.5.1 Exception – A match disqualification is not applicable for sweeping of the lower extremities (below the belt) while drawing or re-holstering of the handgun, provided that the competitor's fingers are clearly outside of the trigger guard. This exception is only for holstered handguns. Sweeping does not apply to a handgun holstered in compliance with Rules 5.2.1 and 5.2.7

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

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

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

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

10.5.10 Failure to keep the finger outside the trigger guard during movement in accordance with Section 8.5.

10.5.11 Holstering a loaded handgun, in any of the following conditions: All these conditions apply the entire time the handgun is in the holster. See 8.1.2.4

10.5.11.1 A single action self-loading pistol with the safety not applied.

10.5.11.2 A double action or selective action pistol with the hammer cocked and the safety not applied.

10.5.11.3 A revolver with the hammer cocked.

10.5.12 Handling live or dummy ammunition (including practice or training rounds, snap caps and empty cases), loaded magazines or loaded speed loading devices in a Safety Area, or failing to comply with Rule 2.4.1. The word "handling" does not preclude competitors from entering a Safety Area with ammunition in magazines or speed loading devices on their belt, in their pockets or in their range bag, provided the competitor does not physically remove the ammunition, loaded magazines or loaded speed loading devices from their retaining or storage device while within the Safety Area.

10.5.13 Having a loaded firearm other than when specifically ordered to by the Range Officer.

10.5.14 Retrieving a dropped handgun:

A dropped gun must always be retrieved by a Range Officer who will ensure it is unloaded and properly secured in the competitor's holster or a suitable container. The Range Officer may, at his discretion, clear and secure the gun himself or return it to the competitor who will clear and secure it under supervision of the Range Officer.

Dropping an unloaded handgun or causing it to fall outside of a course of fire is not an infraction; however, a competitor who retrieves a dropped handgun will receive a match disqualification.

10.5.15 Using metal piercing, incendiary and/or tracer ammunition (see Rule 5.5.3), and/or using any ammunition which has been deemed unsafe by a Range Official (see Rule 5.5.5).

10.5.15.1 Ammunition declared unsafe by a Range Official due to multiple squibs, shall not subject the competitor to disqualification.

10.5.16 Drawing a handgun while facing uprange.

10.5.17 A shot fired at a metal target from a distance of less than 23 feet, 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.