



**Provisional Addendum to the
USPSA Rules, 2008 Edition
Multi-Gun Matches
v9e: Revised - 16 July 2008**



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A) Introduction:

In the interest of responding to the interests of USPSA members, while seeking to preserve the unique attributes of USPSA competition, this provisional addendum has been prepared to provide a USPSA-authorized framework for matches involving more than one firearm type (“multi-gun matches”).

The intent of this addendum is to enable USPSA clubs to run multi-gun matches within the context of the USPSA rules. Since this type of match represents a new type of USPSA competition, this addendum is provided on an experimental or provisional basis. The terms of this amendment have the weight and authority of the USPSA rules, and multi-gun matches may be run as USPSA events under the terms of this addendum, but with the understanding that this addendum may be amended, modified or withdrawn at any time.

This addendum and the authority of any guidelines relating to USPSA multi-gun matches will expire on December 31st, 2008, unless formally extended or adopted for inclusion in the official USPSA rules by action of the USPSA Board of Directors.

Please note that throughout the provisional period, clubs are encouraged to provide feedback about this addendum and these provisional rules for multi-gun matches. Your input will help USPSA improve the clarity, quality and effectiveness of the rules relating to multi-gun competition.

B) Authority:

This addendum draws its authority from the current edition of USPSA rule books (e.g., Handgun rules, Rifle rules, Shotgun rules and Tournament rules), and should be considered a provisional amendment to those rule books.

The purpose of this addendum is to identify and address specific areas where the rules for multi-gun matches will conflict with or deviate from the rules for a single firearm-specific match or a tournament composed of two or more firearm-specific matches. Except as and unless noted otherwise in this amendment and within the context of a multi-gun match, the current editions of the USPSA rule book are to be considered the definitive sources of rules authority for USPSA competition.

C) Terms:

Except as and unless noted otherwise in this amendment, the terms “handgun”, “shotgun” or “rifle” within the separate rule books are to be construed to mean “firearm” within the context of a multi-gun match, and are to be interpreted to apply to all firearm types.

D) General Regulations:

(i) Definition:

A “multi-gun match” is defined as a match (see 6.1.4) in which at least one stage involves the use of two or more different firearm types. A multi-gun match may involve any combination of handgun, rifle and shotgun usage, including stages which involve one, two or all three firearm types. Other than the use of multiple firearm types, all other provisions of 6.1.4 apply.

(ii) Notice:

Multi-gun matches must be clearly denoted as such in match notices, materials and publications, including match announcements, match entry forms, match calendar listings, and match confirmation letters. This is to ensure that competitors are fully informed as to multi-gun equipment requirements and the rules that will be in effect during the competition, and to distinguish multi-gun competitions from traditional match formats (single firearm-specific matches and tournaments composed of multiple firearm-specific matches).

(iii) Competition Divisions:

Divisions recognized in a multi-gun match will be those divisions defined in the current version of the USPSA tournament rules. Each competitor must declare one division for the match (see 6.2.3), and all firearms used during the match must conform to the equipment requirements for the declared division. In the event that the division is not recognized, a competitor fails to declare a division or, at any time during the match, the competitor’s equipment fails to comply with division equipment requirements, the provisions of 6.2.5 (including subclauses) will apply.

(iii)a For scoring purposes, there will be no recognition of Revolver, Production or Limited-10 as separate handgun divisions within the context of a USPSA multi-gun match. All handguns will be scored as Limited, Tactical or Open, in accordance with currently-defined tournament aggregate divisions.

(iii)b “Heavy Metal” division within the context of a USPSA multi-gun match at this time Will follow the guidelines of the newly formed Heavy Metal division in the USPSA Tournament and Appendix B1 & B2 of the Multigun rules.

Handgun: Major Power Factor, Maximum of 9 rounds loaded, Max. of 8 in magazine in the case of Rule 8.1.1.2. Any Single Stack in 45 ACP that meets the SS rules allowed

Rifle: Major Power Factor, at least .308 Caliber. No more than 20 rounds loaded in a magazine.

Shotgun: 12-gauge; No more than 9 rounds loaded, Pump only.

(iv) Competition Awards:

The award and/or prize protocol for a multi-gun match must be clearly published in relevant match materials, including entry forms and match books, if any. However, because of the complexities involved in combining the use of dissimilar firearm types within a single competition, the distribution of awards and/or prizes by firearm type (i.e., handgun-specific awards, rifle-specific awards, etc) is prohibited. Instead, awards and/or prizes will only be distributed according to placement in the combined multi-gun division standings.

(v) Stage Scoring Guidelines:

Multi-gun stages must be scored according to the methods listed in Section 9.2 of the USPSA rule book, including appropriate use of Power Factor for each firearm used. Please refer to the separate supplement, “The San Angelo Method”, for information about how to score multi-gun stages with disparate Power Factors using EZWinScore. Time Plus scoring is listed in the supplement as a alternative scoring system for trial purposes for the 2008 shooting season in Level I and Level II matches only.

(vi) Match Scoring Guidelines:

Multi-gun matches must be scored using EZWinScore. Please refer to the separate supplement, “The San Angelo Method”, for information about how to score multi-gun matches with disparate Power Factors using EZWinScore. Competitors will be registered in the multi-gun match in a manner which reflects their declared Power Factor for each firearm type, and the single division which will apply for the entire match. Time Plus scoring is listed in the supplement as a alternative scoring system for trial purposes for the 2008 shooting season in Level I and Level II matches only.

(vii) Stage Balance Guidelines:

While roundcounts may vary, a multi-gun match should provide a balanced test of firearms skills. Consistent with Tournament rule 2.3, total points available in any firearm discipline should not vary by more than 25% of the total points available in any other firearm discipline. A match which is heavily biased towards a specific firearm type does not represent a true test of skills across the disciplines and should be avoided.

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

Specific Rule Variances:

MG 1.1.5:

Competitors must be permitted to solve the challenge presented in a freestyle

manner, and to shoot targets on an “as and when visible” basis; however, in a multi-gun course of fire the course description must define which targets are to be shot with which type of firearm.

All other provisions of 1.1.5 (including subclauses) apply.

MG 1.1.5.1:

Course designers may present challenges which provide the shooter options with regard to firearm use within the context of a multi-gun stage. Any such options must comply with sections MG-2.1.3, and MG-3.2, and must be consistent with all other sections in this document.

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

This would be considered a valid course of fire if minimum distances to any steel targets are valid no matter which option the shooter chooses, consistent with MG-2.1.3; and the course description appropriately designates targets by firearm type for each option, consistent with MG-3.2

MG 1.2:

Round-count limits for single-firearm stages are per the respective firearm-specific rule books. A stage involving more than one firearm should require no more than 40 rounds. Note that, per 1.1.5.1, Level-I matches are not required to comply strictly with round count requirements.

MG 2.1.3:

Minimum distances for any metal target in a multi-gun match are the minimum distances defined for the firearm used to engage that target, as documented in the discipline-specific rule book for that firearm type.

In the present (2008) version of the rules, minimum distances for metal targets are defined as:

- Handgun: 23 Feet
- Shotgun (birdshot): 16 Feet
- Shotgun (slugs): 131 Feet
- Rifle: 164 Feet

All other provisions of 2.1.3 (including subclauses) apply.

MG 3.2:

Written stage briefings for multi-gun stages must also include:

- Identification of specific targets to be shot with specific firearms (i.e., T1-T4 are to be engaged with Handgun, T5-T8 with Rifle).
- Location and ready condition for all firearms used on the stage.
- Designation of locations and conditions where firearms may be abandoned (Type-1, Type-2 or Type-3 as specified in MG 10.5.3)

All other provisions of 3.2 (including subclauses) apply.

MG 5.1.2:

Minimum cartridge for each firearm type in a multi-gun match is the minimum cartridge defined for the firearm, as documented in the discipline-specific rule book for that firearm type.

In the present (2008) version of the rules, minimum cartridges are defined as:

- Handgun: 9 x 19 (9mm diameter)
- Shotgun: 20 gauge
- Rifle: no minimum caliber

MG 5.1.7:

Competitors must use the same firearms throughout the match. For purposes of this rule, a firearm is considered to be the combination of a specific caliber, barrel, stock or grip, sighting system, and fixed magazine or magazine tube if applicable. Competitors must not reconfigure any firearm (i.e., change caliber, barrel, stock or grip style, sighting system, and fixed magazine or magazine tube) during the course of a match.

All other provisions of 5.1.7 (including subclauses) apply. Additionally, the provisions of Shotgun 5.2.5 apply.

MG 5.1.8:

Competitors may be required to use a prop gun supplied by the Match Director on a stage to start the course of fire; it may not be required to engage more than three (3) targets before abandoning it. The prop gun and all related ammunition and equipment will be provided by the host match officials and be the same for all competitor's. Should the equipment provided malfunction or fail; the competitor will be stopped immediately and given a reshoot once the malfunction has been repaired.

MG 5.1.9:

Competitors may be required to carry more than one firearm at a time, but must never be required or allowed to use more than one firearm at a time.

MG 5.2.1:

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 firearms according to the discipline-specific rules. Refer to 5.2.1 (and subsections) in the current Handgun, Rifle or Shotgun rules for details regarding specific carry conditions and requirements.

All other provisions of 5.2.1 (including subsections) apply.

MG 5.2.5.3:

Due to the varied equipment requirements in a multi-gun match, belts, holsters, belt-mounted magazine holders and speed-loading devices and any other equipment worn or carried by the shooter may be changed, reposi-

tioned or reconfigured between stages, provided that such reconfiguration is compliant with MG-5.1.7, and all equipment is in a rules-compliant configuration prior to the start of the shooter's attempt on the Course of Fire.

MG 5.2.7:

Tie down holsters and holsters with the heel of the butt below the top of the belt are allowed. All other provisions of 5.2.7 (including sub clauses) apply.

MG 5.6:

Any Rifle and/or Handgun and associated ammunition may be tested at any time. In the event that the ammunition fails to make declared power factor, the actual (measured) power factor will be used for scoring. Shotguns and ammunition must be 20 gauge or larger. Shotguns will be scored major.

All other provisions of 5.6 (including subsections) apply.

MG 5.7.7:

In the event that a Range Officer terminates a course of fire due to a suspicion that a competitor has an unsafe firearm or unsafe ammunition (e.g. a "squib" load), the Range Officer will take whatever steps he deems necessary to return both the competitor and the range to a safe condition. The Range Officer will then inspect the firearm or ammunition and proceed as follows:

5.7.7.1

If the Range Officer finds evidence that confirms the suspected problem, the competitor will not be entitled to a reshoot, but will be ordered to rectify the problem. On the competitor's score sheet, the time will be recorded up to the last shot fired, and the course of fire will be scored "as shot", including all applicable misses and penalties (see Rule 9.5.6).

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.

MG 6.1.4:

The provisions of 6.1.4 are waived to allow the use of more than one type of firearm within the context of a multi-gun match.

All other provisions of 6.1.4 apply.

MG 6.2.6:

Disqualification during a multi-gun match is disqualification for the entire competition. Tournament rule 2.8 is not applicable in a multi-gun match.

Disqualified competitors will not be allowed to continue in the match, and are not eligible for match prizes or awards.

MG 8.1:

Ready conditions for each firearm type are the ready conditions as documented in the discipline-specific rule book for that firearm type.

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

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

All other applicable provisions of 8.1 (including subclauses) apply.

MG 8.3.1:

Where more than one firearm will be used during a course of fire, the Range Officer will direct and supervise the competitor through the process of preparing all firearms. The Range Officer will give the “Make Ready” command, signifying the start of the Course of Fire, and will then direct and supervise the competitor through the process of preparing and positioning any “staged” firearms. The Range Officer will then accompany the competitor to the start position and direct the competitor to prepare the firearm to be initially used on the stage, prior to assuming the ready position. The initial “Make Ready” command defines the start of the “Course of Fire” regardless of how many firearms are subsequently prepared, loaded and/or staged following that command.

All other applicable provisions of 8.3.1 (including subclauses) apply.

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, and only when in position as the “on-deck” shooter.

“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.

MG 8.3.6:

Where more than one firearm is used during a course of fire, the Range Officer will give the command “If You Are Finished, Unload And Show Clear” and will supervise the shooter through the appropriate procedure for clearing the most recently used firearm (see 8.3.6, 8.3.7). When that procedure is complete, the Range Officer will accompany the shooter to any

firearms abandoned during the course of fire (see MG-10.5.3), and repeat the procedure to supervise the clearing of each firearm in turn. Only when ALL firearms have been cleared will the Range Officer declare “Range Is Clear” (8.3.8).

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

All other applicable provisions of 8.3.6, 8.3.7 and 8.3.8 (including subclauses) apply.

MG 9.3:

A competitor’s score is calculated by identifying the highest value stipulated number of hits on each target which are of the appropriate caliber, as determined by the firearm specified for use on that target in the course instructions.

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

Any hits on a paper or metal penalty target will be scored in accordance with the appropriate provisions of 9.4.2 and 9.4.3.

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

MG 10.3.1:

A competitor who commits a safety infraction or any other prohibited activity during a USPSA multi-gun match will be disqualified from the entire 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.

MG 10.5.3:

Within the context of a multi-gun stage, a competitor may be required to “abandon” a firearm in order to use another firearm. In this context, an “abandoned firearm” is a firearm which the competitor has used, placed on the ground or other stable object in accordance with course requirements,

and subsequently moved more than one (1) yard away from. In a multi-gun stage, the provisions of 10.5.3.2 are waived to allow specific ways in which a firearm may be “abandoned” during a course of fire.

There are three ways in which a firearm may be legally “abandoned” during a course of fire:

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

Stage designers and setup crews when using grounding boxes, should be built with consideration of the various firearms with optics and detachable magazines (shotgun, handgun and rifle). Padding should also be provided to avoid damage to a firearm.

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

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

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

If a firearm is placed in such a location, the firearm may be abandoned in any “ready condition” defined in Section 8.1. When a firearm is abandoned in a non-retention location, the shooter may NOT move downrange of the abandoned firearm (subject to course instructions and constraints) UNLESS the firearm is UNLOADED (see Option 3, below).

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

subsequently moving downrange of it will result in a Match DQ.

Type 3) Whether or not the stage provides a specific device or location for an abandoned firearm, a firearm may be abandoned if it is in an UNLOADED ready condition (as defined in 10.5.13 for each firearm type).

If an UNLOADED firearm is abandoned, the shooter may move downrange of the abandoned firearm (subject to course instructions and constraints).

- Abandoning a loaded firearm in a non-retention location and subsequently moving downrange of it will result in a Match DQ.

Note: UNLOADING a firearm in an unsafe manner, including but not limited to 10.4.1 (shot in unsafe direction), 10.4.2 (shot hits ground within 3 yards), 10.4.6 (shot while moving and not engaging targets) will result in a Match DQ.

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

The options, simplified:

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

All abandoned firearms, whether loaded or unloaded, must always be oriented with the muzzle pointing in a safe direction as defined in 10.5.2, and safe muzzle direction for any abandoned firearms must be specified in the course description. Abandoning a firearm in an unsafe location, position or orientation (eg, pointing in an unsafe direction) will result in a Match DQ. Props, markings or other devices may be used to indicate the safe muzzle direction of an abandoned firearm.

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

When a firearm is abandoned, all other relevant provisions of 10.5.3 apply.

MG APPENDIX B1

Heavy Metal Tactical Division

1	Minimum power factor	320
2	Minimum power factor for Minor	N/A
3	Minimum bullet weight	No
4	Minimum cartridge case / bullet diameter	No
5	Minimum caliber for Division	308 caliber or higher
6	Minimum trigger pull	No
7	Maximum firearm length	No
8	Maximum magazine length	No
9	Maximum ammunition capacity	Yes, maximum of 20 rounds loaded in any magazine after the start signal.
10	Max. distance of mags/speed loaders from torso	No
11	Restriction on action type	No
12	Optical/electronic sights permitted	Yes, no more than one optical/electronic sight.
13	Compensators permitted	Yes
14	Ports permitted	No
15	The use of bipods and similar allowed	No
16	Modifications allowed	Yes, as long as the division criteria is met.
17	Factory produced guns only	No

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

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

If these provisions are satisfied:

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

MG APPENDIX B2

Heavy Metal Limited Division

1	Minimum power factor	320
2	Minimum power factor for Minor	N/A
3	Minimum bullet weight	No
4	Minimum cartridge case / bullet diameter	No
5	Minimum caliber for division	308 caliber or higher
6	Minimum trigger pull	No
7	Maximum firearm length	No
8	Maximum magazine length	No
9	Maximum ammunition capacity	Yes, maximum of 20 rounds loaded in any magazine after the start signal.
10	Max. distance of mags/speed loaders from torso	No
11	Restriction on action type	No
12	Optical/electronic sights permitted	No Iron Sights Only
13	Compensators permitted	Yes
14	Ports permitted	No
15	The use of bipods and similar allowed	No
16	Modifications allowed	Yes, as long as the division criteria is met.
17	Factory produced guns only	No

MG Appendix C (Popper Calibration):

Popper calibration procedures must be conducted according to the discipline specific rules applicable to the firearm type used to shoot the popper. For example, a popper designated as a rifle target must be calibrated according to the procedure defined in Appendix C of the Rifle rule book.

MG Appendix C (Target Values):

In general, target values for Multi-Gun matches are as defined in Appendix B of the relevant rule book(s). It may be desirable, however, to use enhanced target values to ensure practical and competitive target engagement. Please refer to the separate supplement, “Enhanced Target Values”, for information and guidelines. Frangible flying birds will be scored at 10 point value with an option of 20 point value should the MD choose, and to have been considered disappeared once they land.

MG Appendix D:

Firearms must comply with and will be categorized according to the Division Equipment rules in Appendix D of the discipline-specific rule books. However, only those competition divisions defined in the current version of the Tournament rule book may be recognized in a multi-gun match. Appendix A2 in the Tournament rule book will be used to determine which firearm combinations are valid in each competition division.

Disclaimer:

These rules and guidelines are expressly provided on a provisional basis for a period of time, during which they are subject to change. It is recommended that competitors NOT make equipment purchase decisions based on provisional materials, as future changes and refinements may affect the applicability of that equipment for competition purposes.

Call To Action:

These provisional rules are provided so that clubs may try them out, see what works, and provide feedback to USPSA.

The USPSA Board wants to ensure that USPSA competitions are relevant and interesting to USPSA members. During this provisional period, we will be paying a great deal of attention to feedback that we receive from members and clubs, about the experiences gained at Multi-Gun Matches. You can help USPSA by reporting back to us what works, and what doesn't, so that we can make the final rules as clear and complete as possible.

Please help us, by trying these rules out, letting us know how they work, and how they can be improved.

SUPPLEMENT

Additional scoring methods to Comstock.

Time Plus scoring is available for testing purposes in both Level I and Level II matches, time plus will be scored as follows:

MG 9.1: Scoring per stage will be straight time with bonus' for accuracy.

9.1.1

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

Examples of neutralized targets include:

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

9.1.2

Example of scoring and penalties on paper targets:

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

9.1.3

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

9.1.4

Knock down style targets (i.e. poppers) must fall to score. Poppers will be calibrated using the proper calibration gun and ammo for the discipline being used on such targets

9.1.5

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

9.1.6

Engaging a frangible, knock-down or swinging style target but not breaking

it (one BB hole is a break), knocking it down or causing the target to react will result in a 10 second penalty per target. R.O. may call hits.

9.1.7

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

9.1.8

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

9.1.9

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

9.1.10

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

MG 9.2: Stage Points

9.2.1

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

9.2.2

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

9.2.3

Highest score wins.

“The San Angelo Method”

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

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

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

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

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

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

Score-Card Design:

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

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

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

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

200x USPSA Multi-Gun National Championship

Stage 12 "Additional Column"

Rifle/Pistol

	A	B	C	D	M	
T-1						2
T-2						2
T-3						2
T-4						2
T-5						2
T-6						2
T-7						2
T-8						2
T-9						2
T-10						2
T-11						2
T-12						2

Total						24
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Stats Use Only						24
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Number of Non -"A" hits with Minor PF (Enter in "Additional Penalties" Box)

COMSTOCK

Use NUMBERS, not hash-marks

No-Shoots -10 Each

Procedurals -10 Each

Remarks:

Total Time

Shooter _____

RO _____

Time of Day _____



Name _____ Shtr # _____

USPSA# _____

Pistol: MAJOR
Rifle: MINOR

200x USPSA Multi-Gun National Championship

Stage 12: "Separate Sections"

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

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

Rifle/Pistol

COMSTOCK

Use NUMBERS, not hash-marks

No-Shoots -10 Each

Procedurals -10 Each

Remarks:

Total Time

Shooter _____

RO _____

Time of Day _____

Total						26
Stats Use Only						(26)
Number of Non -"A" hits with Minor PF (Enter in "Additional Penalties" Box)						<input type="text"/>



Name _____ Shtr# _____

USPSA# _____

Pistol: MAJOR
Rifle: MINOR

Match Setup and Registration:

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

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

Range Scoring:

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

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

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

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

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

In the case of the “separate section” type of scorecard, this is even easier: simply ensure that the hits are recorded on the correct section of the scorecard. For example:

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

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

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

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

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

Stats Procedures:

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

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

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

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

- If both the shooter's firearms are Major, no "additional penalty points" are needed – the score stands as entered.
- If the shooter is Major-Pistol and Minor-Rifle, the example has two B-C-D hits with a Minor firearm (1-C and 1-D with Rifle). Record "2" on the scorecard in the appropriate place and enter "2" into the "Add'nl Pen" box on the screen.
- If the shooter is Minor-Pistol and Minor-Rifle, the example has three B-C-D hits with a minor firearm (1-B with Pistol, 1-C and 1-D with Rifle). Record "3" on the scorecard in the appropriate place and enter "3" into the "Add'nl Pen" box on the screen.
- If the shooter is Minor-Pistol and Major-Rifle, the example has one B-C-D hit with a minor firearm (1-B with Pistol). Record "1" on the scorecard in the appropriate place and enter "1" into the "Add'nl Pen" box on the screen.
- *Note that shotgun hits are, by definition, always "Major" (there is no provision for "Minor Shotgun" in the rules), so there is no need to count up the number of B-C-D hits on shotgun [slug] targets.*

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

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

SUPPLEMENT – Optional Enhanced Target Values:

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

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

- Steel handgun target values may be doubled (10 points) at distances beyond 50 yards. Use of steel handgun targets beyond 100 yards is discouraged.
- Steel shotgun *shot* target values may be increased 10 points (to 15 points or 20 points) at distances beyond 20 yards. Use of steel shotgun targets beyond 35 yards is discouraged.
- Steel shotgun *slug* target values may be increased 10 points (to 15 points or 20 points) at distances beyond 50 yards. Use of steel shotgun targets beyond 100 yards is discouraged.
- Thrown frangible shotgun targets (i.e., a clay launched by a falling popper) will score 10 or 20 points per Multigun Appendix C and shotgun 4.4.1.2.
- Steel rifle target values may be increased 10 points for each 100 yards of distance. I.e.,

0-99 yards	value is 5 or 10 points
100-199 yards	value <u>may</u> be increased up to 15 or 20 points
200-299 yards	value <u>may</u> be increased up to 25 or 30 points
300-399 yards	value <u>may</u> be increased up to 35 or 40 points

Etc.

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

- Enhanced target values are defined at the discretion of the course designer or match director, before the match begins. There is no requirement that steel target values be enhanced; this supplement only provides an option that the course designer may use to make targets “worth shooting”.
- Enhanced target values should be used only to ensure competitive equity and to remove any competitive “benefit” which might arise by choosing to ignore a distant target. Enhanced target values should not be used abusively or punitively (eg, assigning high target values to difficult shots, resulting in a large number of “zero-scores” on a stage)

- Enhanced target values should be used sparingly, in order to preserve “balance” in the stage designs. It is recommended that no more than 50% of the points in any stage be derived from “enhanced target values”.
- Enhanced target values apply to steel or thrown/launched frangible targets only. Providing enhanced scoring values for paper targets is not supported.
- Stage descriptions must clearly identify enhanced-value targets.
- Per 9.4.4, Comstock Misses will be worth twice the value of a scoring hit (eg, a miss on a 30-point target will be penalized 60 points).
- Per 9.2.3.2, steel targets are not applicable in Virginia Count stages.
- Per 9.2.4.5, Miss penalties do not accrue in Fixed Time stages.
- Per 10.1.2, Procedural Penalties will always incur twice the maximum scoring value of a hit on a paper target (10 points).
- It is NOT required that all steel on a stage have the same value. Steel target values may be mixed on a single stage.
- Where feasible, colors should be used to indicate target values (eg, yellow ribbons near 10-point rifle targets, orange ribbons near 20-point rifle targets, red ribbons near 30-point rifle targets, etc.).

Stats Procedures:

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

Scorecard design:

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

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

Match Setup:

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

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

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

Stage 12: "Enhanced Steel"

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

Rifle:	A	B	C	D	M	
T-9						2
T-10						2
5-pt Steel						2
10-pt Steel						2 (x2)
25-pt Steel						2 (x5)

Total						30
Stats Use Only						(40)

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

Rifle/Pistol

COMSTOCK

Use NUMBERS, not hash-marks

No-Shoots -10 Each

Procedurals -10 Each

Remarks

Total Time

Shooter _____

RO _____

Time of Day _____



Name _____ Shtr# _____

USPSA# _____

Pistol:	MAJOR
Rifle:	MINOR

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

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

Stats Entry:

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

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

2 Alpha, 2 Mike

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

5 Alpha, 5 Mike

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