

Questions

- I've gotten a few questions on:
 - What division should I shoot?
 - Can you explain scoring some? What is Hit Factor?

Let me know if you have any other questions, I will try to answer them as best as I can.

Questions

- I don't really want to tell you guys what division you should be shooting, I will provide some recommendations though. It takes a few tries to figure out what division you want to shoot and why.
- Scoring is a little confusing. I'll do my best to explain it but again, it's something you have to see a few times to really understand it and for the numbers to mean anything.
 - The goal is to use the numbers to see yourself getting better each match.
 - Remember, its just a pistol game and it is just for fun.
 - Try not to compare yourself to others outside of your division. Divisions exist for a reason, there are real time/accuracy advantages with certain types of equipment.
 - If you want to compare yourself to other shooters, look around and see who is shooting similar equipment and at a similar skill level and use them to compare to.

Divisions

Divisions

- We are going to run 3 division as listed below. I provided a brief summary below
 - Open
 - Optics
 - Compensators
 - No magazine capacity limits
 - Major & minor scoring

NOTE: We are kind of using this division as a catch all, the majority of the people who will be shooting Open in our club matches would really be better categorized in “Carry Optics” but in order to simplify things and ensure that we have enough shooters in all divisions we will only be running shooters with optics in Open
 - Limited
 - Modifications (mag wells, slide cuts, extended mag releases, etc)
 - No magazine capacity limits
 - Major & Minor scoring
 - Production
 - No externally visible modifications (Sight changes/stippling excluded)
 - 10 round maximum per magazine (10+1 start)
 - Minor scoring only

Divisions- Open

- You should shoot Open if:
 - You have an optic
 - or
 - You have a compensator

Divisions- Limited

- You should shoot Limited if you meet any of the following:
 - You have a mag well, slide cuts or other external modifications
 - You shoot .40 S&W or 45 ACP
 - Your magazines have extensions on them
 - You only have 3 magazines
 - You want to limit the number of reloads you need to do

Divisions- Production

- You should shoot Production if:
 - Your magazines only hold 10 rds of 9mm
 - You have a (mostly) stock 9mm gun
 - You really want to focus on magazine changes
 - You want to REALLY think about how to shoot the stage (stage planning)
- NOTE: You really should have at least 4 magazines to shoot Production, see the next slide for why

4 magazines for Production?

- The maximum REQUIRED number of shots for any stages is 30 rounds. So QTY:3 10 round magazines should be enough right? Since I start with 10+1 in the gun and have 20 rounds on my belt, right?
 - Yes, in theory you should be ok. But what if you want to take a make-up shot, have a malfunction, or you have a miss on steel (steel has to fall to count)?
 - Its always nice to have that little extra because running out of ammo before shooting all the targets makes you want to cry and is embarrassing (been there, done that, got the shirt, wish I hadn't)
- Ok, so I only have 3 magazines? What should I do?
 - Shoot Limited!
 - Your magazines (hopefully) hold more than 10 rounds. 3 magazines at 12 or 15 rounds each is a total of 36 or 45 rounds plus the 1 in the chamber, so all set.

Other reasons to shoot Limited vice Production

- Make Stage Planning easier or limit the number of reloads required
 - Shooting Production requires a decent amount of stage planning, ie where you need to be and when you have to do reloads.
 - In Production you can pretty much assume every time you move positions that you should be doing a reload.
 - The goal is to never do slide lock reloads (true in all divisions). Slide lock reloads are generally slower than just putting a new magazine in.
- You shoot a 40 S&W or 45 ACP
 - The benefits you get from scoring major greatly exceed those you would get from shooting with others who only have 10 round magazines. See the next slides for the scoring example.

Scoring

Scoring

- Hit Factor: The number of points you are earn for every second of time that passes
 - The higher the better
 - Is calculated after all penalties have been applied

Hit factor scoring is a little more confusing than the “time plus” style that we have been using for the Plate Shoots or that IDPA uses, you get used to it though. Hit factor scoring allows us to take into account the differences in recoil between major and minor calibers, allowing better direct comparison between those shooting major and minor calibers

Scoring- Examples

- Lets look at a 5 target stage that requires 2 hits on each target (10 hits total for a total of 50 points available). There is 1 no-shoot (NS) on the stage which is partially blocking a target.
- I'll show you the score for both Major and Minor power factor using the same target hits.
 - In this example our shooter hit the no-shoot and no hit on target resulted from the bullet passing through the no-shoot, so he gets the penalty for the no-shoot and a miss. He took 10.23 seconds to shoot the stage.

Scoring- Example

Major Power Factor							
	Hits				Misses	No-Shoot	
Zone	A (+5)	B (+4)	C (+4)	D (+2)	M (+0)	NS (-10)	Penalty
QTY	5	2	2	0	1	1	0
Points Earned	25	8	8	0	0	-10	0
Time		Total Points		Hit Factor			
10.23 sec		31 pts		$\frac{31 \text{ pts}}{10.23 \text{ sec}} = 3.030$			

Minor Power Factor							
	Hits				Misses	No-Shoot	
Zone	A (+5)	B (+3)	C (+3)	D (+1)	M (+0)	NS (-10)	Penalty
QTY	5	2	2	0	1	1	0
Points Earned	25	6	6	0	0	-10	0
Time		Total Points		Hit Factor			
10.23 sec		27 pts		$\frac{27 \text{ pts}}{10.23 \text{ sec}} = 2.639$			

Things to Note

- Major scoring assigns different points for the same hits. This is why the HF for in the major example is so much higher
 - The belief is that the person shooting minor would have a lower stage time as they don't have to deal with as much recoil and as such their hit factor would be closer to that of the person shooting major
- Hitting no-shoots hurts, 1 hit on a no-shoot cancels 2 A-zone hits
- Getting a feel for what is a good or bad hit factor takes some time and that value is different for every person
- If you think you had a good or bad run, ask what the hit factor was. It'll help you figure out where your personal good vs bad line is.
- Hit factor is just the number of points that you earned for every 1 second that passed