

## 1. **SSFGA Action Pistol Shoots (USPSA Style)**

(Berwick Range)

**Date:** Saturday, June 3  
Sunday, July 11

**Registration Opens:** 09:00 – 09:40

**Safety Meeting:** 09:45

**Match Starts:** 10:00

**Cost:** \$10

**Pre-Registration:** <https://practiscore.com/ssfga-berwick-action-pistol-1/register>

We are not sanctioned or affiliated with USPSA, however we will be using the USPSA rule book and running the matches as USPSA matches. Scores will not be sent to USPSA nor is USPSA membership required. Our matches are open to the public, anyone is welcome.

We don't require that you have any experience with this type of action shooting; we do ask that you have some familiarity with firearms and are comfortable holstering/unholstering a loaded handgun.

If you are new, please let us know at registration and we can pair you up with a mentor. If you are really unsure, please feel free to come out and watch, or attend a plate shoot prior to the match.

The matches will consist of 3-6 stages.

The stages will generally be free style shooting, with some exceptions. This means you will not be told how or what order to go about shooting the various targets presented; you have to figure out what order and from where you want to shoot the targets. Targets will be both cardboard silhouette and various forms of steel plates or poppers.

The matches will typically require a total of 80 to 120 rounds. No stage in our matches will require more than 30 rounds to shoot clean, however remember that this will be the minimum required and you may want to have more rounds available to shoot due to misses, particularly when dealing with steel.

### **What you will need:**

1. A handgun, pistol or revolver
2. Holster
3. Magazines/loading devices; capable of carrying a total of at least 30 rounds
4. Method for carrying magazines or loading devices
5. Ammunition
6. Eye & Hearing protection

### **ON MATCH DAY**

You may **ONLY** handle your gun under the supervision of a Range Officer (RO) or at the Safe Table. **NO AMMO IS TO BE BROUGHT TO THE SAFE TABLE.**

What this means is that when you arrive at the range, you can put your belt, holster, and magazine pouches on whenever and where ever you want but leave your gun cased until you're at the safe table, once at the Safe Table you can uncase your gun, ensure it is clear, close the slide and drop the hammer and then holster the clear gun.

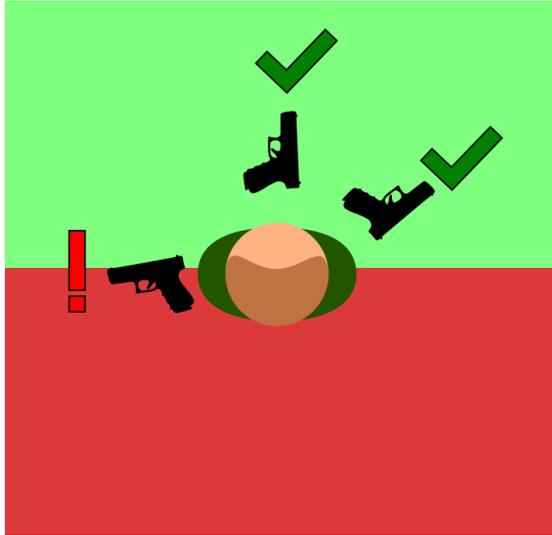
Remember **NO AMMO AT THE SAFE TABLE**, so **DO NOT** bring your loaded magazines with you to the Safe Table.

If you have any questions please contact Zack Roberge ([zackr999@aol.com](mailto:zackr999@aol.com)) or Mark Adler ([theautobahn@yahoo.com](mailto:theautobahn@yahoo.com)), we will be happy to answer any questions.

## 2. Safety

### 2.1. The 180

- 2.1.1. If at any time during the course of fire the muzzle of the handgun points up range or is allowed to point beyond parallel from the back stop, you will be disqualified for the match. See the below picture



- 2.1.2. "Muzzle": Given as a warning when you are approaching the 180

### 2.2. Finger off trigger

- 2.2.1. Your finger must be off the trigger when: You are moving, reloading, re-holstering, clearing malfunctions, etc
- 2.2.2. "Finger": Given when you have your finger on the trigger or in the trigger guard when you shouldn't

### 2.3. Safe table

- 2.3.1. Area (s) where you are allowed to handle unloaded firearms without RO supervision, this includes casing, uncasing and holstering, practice dry firing, inspection, cleaning, repairs, or other maintenance.
- 2.3.2. NO AMMO AT THE SAFE TABLE. This includes dummy ammo and loaded magazines.
- 2.3.3. If you arrive at a match with a loaded handgun, upon arrival let a match official know and you will be directed to a area to unload it

### 2.4. Dropped Guns:

- 2.4.1. If you drop an EMPTY gun OUTSIDE of a stage, ASK a RO to pick it up for you. The RO will pick it up and clear it and give it back to you, no drama. HOWEVER, if you pick it up on your own you could be DQ'd for the match
- 2.4.2. If you drop a LOADED gun DURING a stage, you will be DQ'd for the match.

**2.5. Hearing & Eye protection:** Hearing and eye protection are required to be worn by competitors and spectators.

## 3. Scoring

### 3.1. A/B/C/D Zone Points & Misses

#### 3.1.1. A/B/C/D Zone Points Earned

Zone	Scoring Points	
	Major	Minor
A	5	5
B	4	3
C	4	3
D	2	1
	Scoring Points	

3.1.1.1. Hits on the borders are counted to the higher scoring zone (*in your favor*).

3.1.1.2. Hits on steel counts as an A zone hit, 5 points

3.1.1.2.1. Steel must fall to be counted for score

### 3.1.2. Misses

3.1.2.1. Missing a shot during the stage has no additional penalty as long as you make the required number of hits on the target by the end of the stage, you just aren't earning points during the time it took you to take the shot.

3.1.2.2. When the targets are score, targets which do not have the required number of hits are assessed a 10 point penalty for each hit missing.

3.1.2.2.1. If you completely fail to shoot at a target, i.e. skip it, a Procedural penalty is incurred in addition to the above penalties for the missing hits.

**3.2. Power Factor:** Power Factor is meant to try and level the playing field between people shooting 38/9mm and those shooting 40/357/45 by applying slightly different scoring.

3.2.1. Power Factor is calculated as: 
$$\frac{\text{Bullet Weight X Avg Velocity}}{1000}$$

Where, Bullet Weight is in grains

Avg Velocity is in FPS (feet per second)

3.2.2. Major power factor is a minimum of 165

3.2.3. Minor power factor is a minimum of 125

### **3.3. Comstock, Virginia Count, Fixed Time Scoring**

3.3.1. Comstock: Unlimited time which stops on the last shot and an unlimited number of shots may be fired

3.3.1.1. Most common

3.3.2. Virginia Count: Unlimited time stops on the last shot, a limited number of shots can be fired

3.3.2.1. Paper targets only

3.3.2.2. Usually seen on Classifier or Standards stages

3.3.2.3. Each extra shot taken is assessed a Procedural penalty

3.3.2.4. Each extra hit on a target is assessed a Procedural penalty

3.3.2.4.1. The highest scoring hits are counted for score

3.3.3. Fixed Time: Limited time and limited number of shots

3.3.3.1. Paper targets only

### **3.4. Overall Score** (*This is a little confusing, don't worry too much about understanding it*)

3.4.1. USPSA uses the "grading on a curve" approach, the person with the best score (overall and within division) is given 100% and then everyone else is given an overall rank based on their score relative to the best

3.4.2. USPSA uses what is called "Hit Factor" as the score for a stage. It is calculated as 
$$\frac{\text{Points Earned} - \text{Penalties}}{\text{Time}}$$

Time

3.4.2.1. *Hit factors above 4 are generally considered good*

**3.5. Procedural Penalty:** This is used for various things related to not following the stage description.

3.5.1. Assessed as a 10 point penalty

### **3.6. No-Shoot/Hard Cover**

3.6.1. No-shoots (*targets that 'ought NOT to be shot*)

3.6.1.1. White denotes a no-shoot target (the reverse side of a target)

3.6.1.2. Each hit on a no-shoot is assessed a 10 point penalty

3.6.2. Hard Cover: *Targets that are treated as impenetrable*

- 3.6.2.1. Black, typically painted on
- 3.6.2.2. No penalty for hitting these, however like the name implies you “can’t” shoot through these. If a hit on a scoring target results from shooting through the hard cover then that target hit won’t count for score.

#### 4. **Match Procedure**

##### 4.1. **Stage description & Walk through**

- 4.1.1. **Stage Description**: This is a written description that will be read aloud and you can look at after. It will describe the various requirements of the stage, number of targets, number of hits required, etc.
- 4.1.2. **Stage planning**: This is your time to walk through the stage, figure out where you want to shoot which targets and when you want to reload. The goal is to come up with a plan and then later execute that plan perfectly. You will have the chance to see all the targets and if there are moving targets/props you will be given the opportunity to see how the work. If you are unsure of something this is a good time to be asking questions.

##### 4.2. **Range Commands**

- 4.2.1. **“Load & Make Ready”**: This is the time to load your gun and get into the required start position
  - 4.2.1.1. Take your time, there is no rush
  - 4.2.1.2. Watch when re-holstering, make sure you look into the holster to make sure there are no strings etc in the way. **KEEP YOUR FINGER OFF THE TRIGGER**
- 4.2.2. **“Shooter Ready”**: If you are NOT ready say so! If you are ready say nothing, nod your head, say “yes”, etc
- 4.2.3. **“Standby”**: Remain in the start position, in 1 to 3 seconds you will here the start buzzer
- 4.2.4. **“Buzz”**: Start signal
- 4.2.5. **“Stop”**: **STOP IMMEDIATELY! DON’T BREAK A SHOT OR MOVE**, wait for the ROs instructions. This is used when there is a problem with the stage or something unsafe is happening. Generally if the RO stops you then you will be allowed to re-shoot that stage.
- 4.2.6. **“If finished, unload and show clear”**: Unload the gun and verify the chamber and magazine well are clear. *Best practice is to hold the gun so that the RO can see into the chamber*
  - 4.2.6.1. Keep your finger off of the trigger and out of the trigger guard
  - 4.2.6.2. Be aware of your muzzle, do not break the 180.
  - 4.2.6.3. If your gun has a magazine safety, let the RO know before you insert an empty magazine.
- 4.2.7. **“If clear, hammer down and holster”**: If you and the RO agree that the gun is clear, drop the slide and pull the trigger (into the berm) to verify clear. **NOTE**: If the gun goes off at this point you will be DQ’d, it is your responsibility to ensure that the gun is clear.
  - 4.2.7.1. Be aware of your muzzle, do not break the 180 particularly during re-holstering
  - 4.2.7.2. Pulling the trigger is required, do not lower the hammer with your thumb or use a decocker
- 4.2.8. **“Range is clear”**: Signifies the end of the Course of Fire, the targets will now be scored and then patched

#### 5. **Stages & Props**

##### 5.1. **Targets**

- 5.1.1. **Paper**: See Figure 2
- 5.1.2. **Steel**: See Figures 3 & 4
  - 5.1.2.1. Poppers
  - 5.1.2.2. Knock Down Plates
  - 5.1.2.3. Plate racks
  - 5.1.2.4. Texas star

##### 5.2. **Start positions**

- 5.2.1. Start positions are defined in the stage descriptions.
- 5.2.2. Unless otherwise specified it is a loaded (division capacity + 1 chambered) & holstered hand gun, with hands off gun/at sides.

5.2.3. Stages can call out other start positions (surrender position, seated, gun on table, etc)

### 5.3. Fault lines

5.3.1. Lines on ground which define where shots can be taken. They are typically just big boxes that run through out the stage.

5.3.2. All shots must be made within the fault lines or shooting box

**5.4. Walls, Barriers, Barrels, etc:** Are considered impenetrable "hard cover" unless otherwise stated.

### 5.5. Free style

5.5.1. Basically, as long as it conforms to the above you get to choose: where you shoot from, what order you shoot the targets, when & where you reload, how many shots you take (Comstock Only), etc. This is why stage planning during the walk through is key!

## 6. Equipment

**6.1. Divisions:** *For the first few matches we will only be running a few divisions, as shown below. I lined out the divisions we won't be using, but kept the information so your knowledge. If there is enough interest to allow other division let us know and we will discuss opening them up.*

6.1.1. Open: The anything goes/race gun division. Optics, compensators, etc are allowed

6.1.1.1. Major & Minor

6.1.1.2. No magazine capacity limits; magazine overall length must be no more than 171.25mm (6.742")

6.1.2. Limited/Limited-10 (L-10): Modifications are allowed, i.e. extended slide stops & mag releases, magwells, etc. Must use iron sights and no compensators. ~~L-10 is the same but with a 10 round magazine limit~~

6.1.2.1. Major & Minor scoring

6.1.2.2. Iron sights

6.1.2.3. No compensators

6.1.2.4. No magazine capacity limits; magazine overall length must be no more than 141.25mm (5.561")

~~6.1.2.4.1. L-10 limits magazine capacity to 10 rounds~~

6.1.2.5. *Good if you only have 3 mags or want to limit the number of reloads you need to do*

~~6.1.3. Single Stack:~~

~~6.1.3.1. Major & Minor scoring~~

~~6.1.3.2. Single Stack magazines only~~

~~6.1.3.2.1. Minor has a 10 round magazine limit~~

~~6.1.3.2.2. Major has a 8 round magazine limit~~

6.1.4. Production: This is the place for your stock, everyday guns (Glock, M&P, Sig, Berretta, CZ, HK, etc)

6.1.4.1. Minor scoring only

6.1.4.2. 10 round limit, you can only load 10 rounds in any given magazine.

6.1.4.3. No external modifications

6.1.4.3.1. Stippling/grip tape is allowed on the grip area. Sight changes are ok

~~6.1.4.4. Approved gun list: <https://www.uspsa.org/uspsa-NROI-production-gunlist.php>~~

~~6.1.4.4.1. Most common 9mm/40/45 caliber guns can shoot in this division.~~

~~6.1.5. Carry Optics: Slide mounted optics~~

~~6.1.5.1. Minor Only~~

~~6.1.5.2. No magazine capacity limits; magazine overall length must be no more than 171mm~~

~~6.1.5.3. Slide mounted optic~~

~~6.1.5.4. Similar to Production division~~

~~6.1.6. Revolver~~

~~6.1.6.1. Major & Minor scoring~~

~~6.1.6.2. Capacity limits~~

~~6.1.6.2.1. Major: 6 rounds~~

6.1.6.2.2. ~~Minor: 8 rounds~~

## 7. **Holster**

### 7.1.1. Type:

- 7.1.1.1. MUST cover the trigger and be belt mounted other than that it doesn't matter. *Use what you have. Inside the waistband (IWB), outside the waistband (OWB), leather, kydex, plastic is all fine.*
- 7.1.1.2. NO CROSS DRAW OR SHOULDER HOLSTERS
- 7.1.1.3. Heel of the butt of the gun must be above the top of the belt
- 7.1.1.4. Skeleton (Ghost, etc) style holsters can only be used in Open and Limited/L-10, Revolver divisions

### 7.1.2. Location

- 7.1.2.1. Open & Limited/L-10: Your choice
- 7.1.2.2. Production, ~~Single Stack, Carry Optics, Revolver~~: Must be behind hip bone and within 2" of inside of belt. *(If you have it strong side that's all that really matters)*

## 7.2. **Mags/Mag Pouches**

### 7.2.1. Number & Type

- 7.2.1.1. Use what you have. Reloading from back pockets is common and acceptable.
- 7.2.1.2. No limit on the number

### 7.2.2. Location

- 7.2.2.1. Open & Limited: Your choice.
- 7.2.2.2. Production, ~~Single Stack, Carry Optics~~: Must be weak side and behind the hip bone

## 8. **Other**

### 8.1. **Videos**

#### 8.1.1. What to expect at your first match

- 8.1.1.1. <https://youtu.be/jswJqBvGwoM>

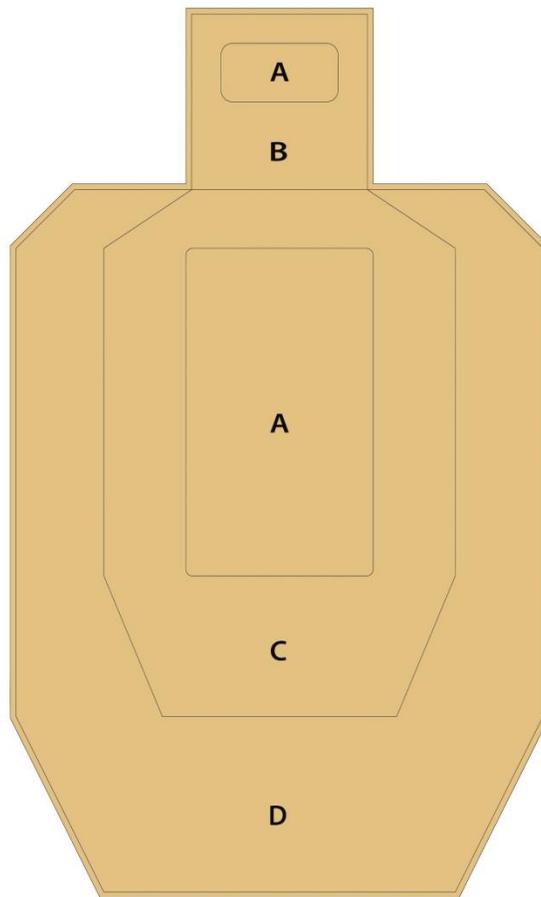
#### 8.1.2. First person view of an entire match

- 8.1.2.1. [https://www.youtube.com/playlist?list=PLLABXUhhc1rXcq0Hyn\\_3rPNfDnX4WbsoK](https://www.youtube.com/playlist?list=PLLABXUhhc1rXcq0Hyn_3rPNfDnX4WbsoK)

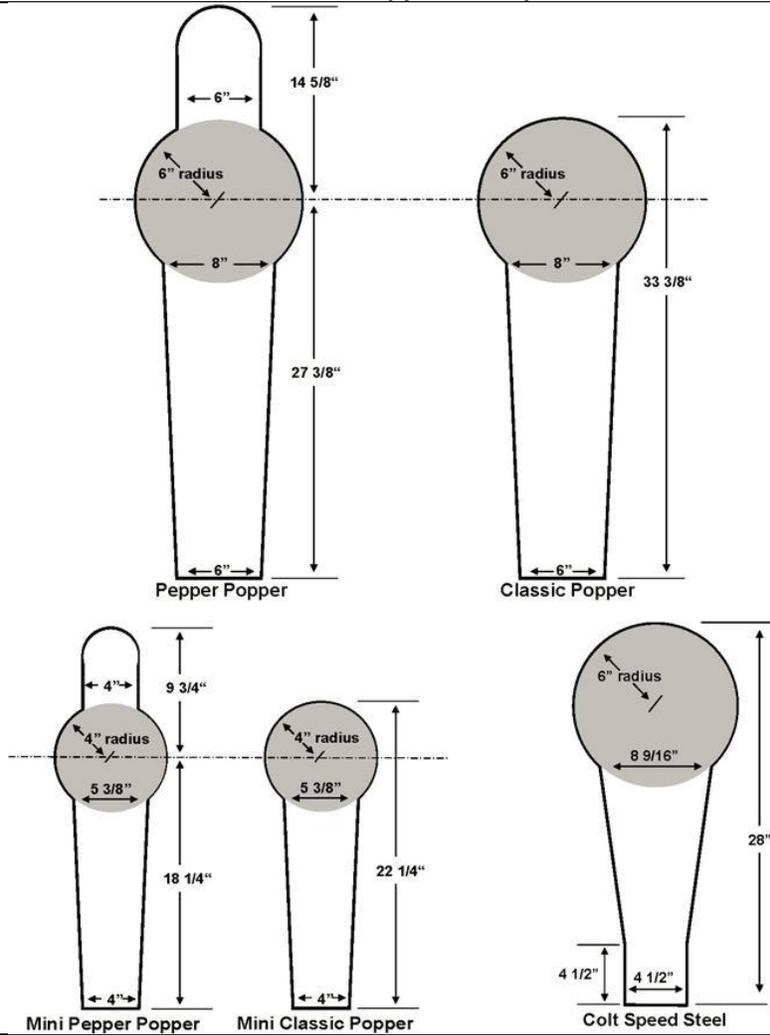
**FIGURE 1- Stage Example**



**FIGURE 2- USPSA Target**



**FIGURE 3- Popper Examples**



**FIGURE 4- Knock Down Plate Examples**

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

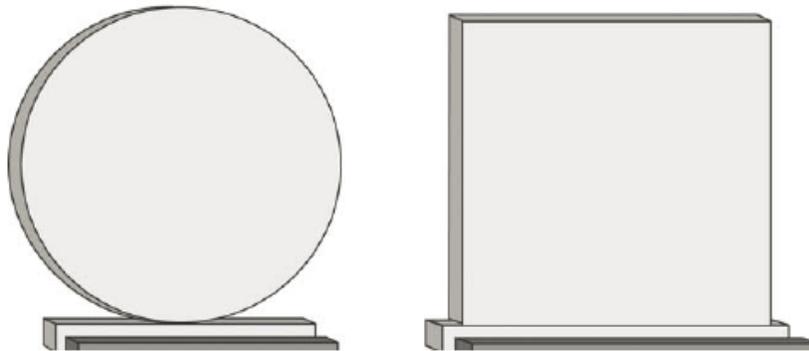


FIGURE 5- Example Stage Description



River City Shooters: August 23, 2015  
Bay 4, Stage 4: Hang Gliding 101  
Designed by: Kocsis



**START POSITION:** standing in Box A hands relaxed at sides

**GUN READY CONDITION:** gun loaded and holstered.

**SCORING:** Comstock 13\_ rounds, 65\_ points

**TARGETS:** 4\_ IPSC, 3\_ PP, 2\_ USP, \_ Plates

**SCORED HITS:** Best 2 per paper, KD steel = 1A

**START-STOP:** Audible - Last shot

**RULES:** USPSA current edition

**NOTES:** ALL walls are floor to ceiling.

**STAGE PROCEDURE:** on signal, from within Box A, engage targets as they become visible

