



## A Guide to Getting Started in USPSA Practical Shooting - Safely!



### Welcome to the most exciting shooting sport in the world – USPSA competition!

USPSA stands for the “United States Practical Shooting Association,” the United States body of the International Practical Shooting Association, or IPSC (pronounced “IP-sick”).

“DVC” (diligentia, vis, celiratis) is the USPSA motto; it stands for “Accuracy, Power, and Speed,” and symbolizes the challenge of the sport. How fast can you shoot? How accurately? Can you find the right mix of speed and accuracy when using a full-power firearm?

USPSA Practical Shooting lets you hone your defensive shooting skills in a sporting atmosphere. It is open to all reputable persons. You can use any firearm meeting the minimum power factor (9mm/.38 spl.), as all types of firearms compete together within their own Divisions without handicap.

USPSA Matches are realistic and diverse. Course designers mix props such as walls, barricades, doors, and tables with full or partial targets, no-shoot targets, steel reactive targets, moving targets, and others. As Practical Shooting is freestyle, you provide the solution to the shooting problem, and both score and speed are factored.

**Practical Shooting is “Safety in Action:” SAFETY is THE watchword of the entire USPSA program! Safety is constantly stressed in the Rules and on the range. Whenever you're shooting, two Range Officers will be right with you, alert for “brain fade.” Practical Shooters instinctively practice safe gun handling under pressure, and they demand the same of others: USPSA-affiliated clubs always check new shooters to insure that they have the skills needed for safe participation. Consequently, before you are allowed to compete in any USPSA practical shooting match or organized practice, a Practical Shooting Safety Check is always required - always. **SAFETY COMES FIRST AND FOREMOST - ALWAYS!****

Upon successful completion of your Safety Check, you will be issued a USPSA “Safety Check Card,” and will be allowed to shoot as a “Coach-Through” for your first three matches. Upon successful completion (i.e., no unsafe gun handling) of your first three matches as a Coach-Through, a Range Officer (RO) or the Match Director (MD) will sign your card (make sure you ask!), allowing you to compete (as “unclassified”) in Section/USPSA matches. You must join the USPSA to obtain a national classification. You must join the Northwest Section to be eligible for Section awards. You must join a Northwest Section club to be eligible for Nationals slots.

## NW Section Practical Shooting Safety Check

At your Safety Check, you will be expected to have...

- A serviceable and safe handgun, minimum caliber 38 spl./9mm. All of the critical safeties (slide safety, safety catches, half cock notch, disconnecter, hammer block, etc.) on your handgun must be functional. If your gun is fitted with a trigger shoe or extension, it may not protrude beyond the outer dimensions of the trigger guard.
- A safe holster on a belt; the muzzle of the handgun must point downwards to the ground within three feet of you when standing naturally relaxed, the trigger must be covered, and the belt upon which the holster and allied equipment are carried must be secured at waist level (please leave your shoulder holsters, S.O.B. holsters, fanny packs, manly "Tac Ops" thigh holsters, etc., at home!).
- Magazines or speed loaders (2 or 3 is plenty to start with), and carriers for same. Bring at least 50 rounds of ammunition - 100 is better. We suggest factory ammo for your safety check (unless you already know what's considered "safe" handloads under USPSA rules).
- Ear and eye protection. Shooting glasses must be industrial safety glasses or genuine shooting glasses; most sunglasses lack the strength needed to afford adequate protection. Foam ear plugs provide excellent ear protection, and they're cheap.
- Your completed Safety Quiz, for review and discussion.

At your Safety Check, you will be expected to demonstrate these safe gun handling skills:

- Check your gun
- Load and make ready
- Draw and fire from various starting positions
- Safely reload your gun (both standing and moving)
- Safe downrange & cross-range movement (180° rule)
- Safe strong- and weak-hand only shooting
- Safely clear a (semi-auto) jam
- Unload and show clear

All clubs in the Northwest Section are considered "cold" ranges: This means that all guns must be unloaded, and holstered (or cased/bagged) at all times. Guns are not to be removed from holsters or cases, unless and until so directed by a Range Officer, or in a designated safety area. Guns must be empty (inclusive of magazines, snap caps, and/or empty cases), with actions closed and hammers down on an empty chamber, when holstered or cased. Gear up only in a Safety Area. **Your car is NOT a Safety Area!! Do NOT handle ammunition in a Safety Area!**

Always arrive at the range with your empty gun secured in a suitable bag or case - including anything you might normally be carrying concealed (if you need to clear your personal carry gun, track down a Range Official to assist you with the process).

## NW Section Practical Shooting Safety Check

Firearm safety is ultimately a matter of personal responsibility and self-control, two key qualities stressed in Practical Shooting. The competitor is always responsible for their actions and safe gun handling.

The basic principles of safe gun handling are expressed in the Practical Shooting Code of Ethics -

- I will treat every firearm as a loaded one!
- I will never point a firearm at anything I am not willing to destroy!
- I will be sure of my target and what is behind it before firing!
- I will keep my finger off the trigger until my muzzle is pointed downrange!

Violations of this Code of Ethics, as defined in the USPSA Practical Shooting Rule Book, are considered gross safety violations, and will lead to disqualification from matches. The careless and/or immature will find other shooters intolerant of sloppy gun handling - they expect to compete under safe conditions. Like rock climbing, white water rafting, or sky diving, Practical Shooting contains an element of danger. Unlike virtually any other sport, though, the "disaster factors" are all under your direct control. That is why we demand that you accept full responsibility for your actions; it's your gun, you're shooting it, you have total control of all "disaster factors."

If you can't or won't accept this responsibility, then this isn't the sport for you...

## The Fundamental Safety Rules You Need to Know...

(From USPSA Handgun Competition Rules, Feb 2014 edition)

- 2.4) SAFETY AREAS – Other than on the line under RO direction, you may handle your gun only in a designated Safety Area. Any gun handling anywhere else on the range premises is considered unsafe gun handling, and will incur a match disqualification (10.5.1 & .12).

Handle ammunition anywhere but a Safety Area. It's OK (but not terribly smart) to have loaded magazines/speed loaders on your person while in a Safety Area, but don't touch them; don't even handle snap caps or empty cases (2.4.2, 10.5.12)! The best place to stoke mags or speed loaders is on the stage(s) while you're waiting to shoot. The best way to insure against "brain-fade" in a Safety Area is to put all of your magazines and speedloaders in your shooting bag before you go there! This is a good habit to cultivate as it will keep you from inadvertently grabbing one off your belt.

It's OK to handle empty magazines in a Safety Area (e.g. working on your gun).

- 5.1.6) SERVICEABLE & SAFE - Handguns must be serviceable and safe. All critical safeties (slide safety, safety catches, half cock notch, disconnect, hammer block, etc.) on your handgun must be functional (exceptions are allowed for grip safeties and magazine disconnects). Trigger shoes that extend beyond the width of the trigger guard are expressly prohibited (5.1.5). At major matches, expect the Chronograph Officer to check the critical safeties on your gun...
- 5.2.1) CARRY AND STORAGE – Except with the boundaries of a Safety Area or under the direct supervision and command of a Range Officer, your handgun must be carried in a holster securely attached to a belt on your person, a gun case, or a gun bag. Specifically, if you remove your holster or equipment belt with the handgun still in the holster and not in a Safety Area or under RO direction, you will be disqualified.
- 5.2.7) HOLSTERS - The muzzle of the holstered handgun must point downwards to within three feet of the shooter when standing relaxed. When holstered, the trigger must be covered. The heel of the butt of the handgun may not be below the top of the belt.
- 5.4) EYE & HEARING PROTECTION – Eye and ear protection is mandatory. Loss of either during a course of fire will result in a reshoot. Deliberately displacing either during a course of fire, though, in a clear attempt to gain a reshoot is considered unsportsmanlike conduct, and will result in a match disqualification (10.6.3).
- 5.5.3) DISALLOWED AMMUNITION - Metal-piercing, tracer, and incendiary ammunition is strictly prohibited.

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- 5.5.5) UNSAFE AMMUNITION – Any ammunition which is, in the opinion of a Range Officer, unsafe (pierced primers, multiple squibs, et al) must be withdrawn from the competition.
- 5.7) MALFUNCTIONS – During corrective actions, your muzzle must be pointed safely downrange and your trigger finger must be outside of the trigger guard. Violations will incur a match disqualification (10.5.8).
- 8.2.5) RE-HOLSTERING - Re-holstering during a course of fire is discouraged, but permitted. If reholstering, the safety on single-action automatic pistols must be applied. Likewise, when re-holstering a revolver or double-action-only automatic pistol, the hammer must be down (Section 8.1). Violations will result in match disqualification (8.5.2, 10.5.11). “Hot re-holstering” is strongly discouraged.
- 8.4) RELOADING – During loading, reloading, and unloading, your muzzle must be pointed safely downrange and your trigger finger must be outside of the trigger guard. Violations will incur a match disqualification (10.5.9).
- 8.5.1) MOVEMENT – During movement, your muzzle must be pointed safely downrange and your trigger finger must be outside of the trigger guard. Violations will incur a match disqualification (10.5.10)
- 8.6.1) VERBAL SAFETY WARNINGS – A Range Officer may – but is not obligated to – provide safety warnings to a competitor at any time.
- 10.4) MATCH DISQUALIFICATIONS ACCIDENTAL DISCHARGE – A Match Disqualification (MDQ) will be incurred for any of the following safety infractions:
- An accidental discharge (fired outside of the confines of the backstop or berms, striking the ground within 10 feet of the competitor, or fired in any other direction deemed unsafe by the host club, any discharge prior to commencement of the stage or while loading, reloading, unloading, or correcting a malfunction)
  - Any discharge during movement unless actually engaging targets
  - Any discharge following the “gun clear” range command
  - A shot which occurs while transferring a handgun between hands.
- 10.5) MATCH DISQUALIFICATIONS UNSAFE GUN HANDLING – A Match Disqualification (MDQ) will be incurred for any of the following safety infractions:
- Handling a handgun at any time except when in a designated safety area or on the line under RO supervision
  - Breaking the 180°, whether the firearm is loaded or not
  - Dropping a handgun or causing it to fall, unloaded or not, during a course of fire, or during loading or unloading
  - Holstering or drawing within the confines of a tunnel

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- Sweeping any part of your body – or anyone else’s – with the muzzle of a loaded gun
  - Allowing the muzzle of a handgun to point rearwards beyond a radius of 3 feet when drawing or re-holstering
  - Wearing or using more than one handgun at any point in time during a course of fire.
  - A finger in the trigger guard during malfunction/jam clearing, loading, unloading, or reloading, or during movement
  - Holstering a loaded handgun with the hammer cocked and safety off
  - Handling live or dummy ammunition in a Safety Area
  - Having a loaded handgun other than when specifically ordered to do so by a Range Officer
  - Retrieving a dropped handgun outside of a course of fire. If you drop your handgun outside a course of fire, it is not a DQ’able offense unless you touch it/pick it up. Locate a Range Officer, who will assist you with retrieving your handgun.
  - Using metal piercing, incendiary and/or tracer ammunition and/or using any ammunition which has been deemed unsafe by a Range Official
  - A shot fired at a metal target from a distance of less than 23 feet.
- 10.6) UNSPORTSMANLIKE CONDUCT – A MDQ will be incurred in the event of unsportsmanlike conduct. The Range Officials have complete authority over all persons on the range. Safety on the range is their prime concern, and their orders will be obeyed. Failure to obey instructions and directions, behavior and/or attire liable to bring the sport into disrepute (temper tantrums, apparel of dubious taste, etc.), deliberately shooting props and equipment, etc., will lead to disqualification and banishment from the range.
- 10.7) PROHIBITED SUBSTANCES – A MDQ will be incurred for misuse/being under the influence of alcohol or other drugs.

You can download the most current handgun competition rule book at:

[http://www.uspsa.org/document\\_library/rules/2014/Feb%202014%20Handgun%20Rules.pdf](http://www.uspsa.org/document_library/rules/2014/Feb%202014%20Handgun%20Rules.pdf)

### The Range Commands (8.3)

On each stage, a shooting order will be established. If you're not "on deck," you'll be helping to tape targets or retrieve brass. When you're "on deck," you will follow the next shooter (don't tape or pick when you're on deck - you won't have time to prepare yourself to shoot). When the shooter ahead of you is finished, the range is clear, and everyone is downrange picking brass and taping targets, this is your opportunity to walk through the course, play on the props, and finalize your game plan in your mind (do not, of course, touch your gun!). Be sure you finish your "practice" and come to the line ready to shoot when it's your turn!

When you are called, step into the shooting box (or initial shooting position), stand, and await the Range Officer's commands: DO NOT touch your gun until you're told to!

The Range Officer will then issue these "Range Commands:"

- Do you understand the course of fire? (Optional - most R.O.'s ask this, or something like it, but some don't). Now's your chance to ask any last-minute questions. If you don't respond, or reply in the affirmative, the next command you hear will be;
- **Make ready!** This signifies the start of the Course of Fire, and is your "OK" to handle your gun. You may take a sight picture before you load (do not take more than one step from the designated start position, though), and load and holster your gun (remember to put that safety on - hammers down, DA's & revolvers!). When you have assumed the mandated starting position, the next command you hear will be;
- **Are you ready?!** If you are NOT ready, shout "NOT READY!" If you react in any other way (nodding, etc.), or don't react at all, the R.O. will proceed with "the countdown," and the next command you hear will be -
- **Stand by!** This means the audible **start signal** is imminent. DO NOT "creep" towards your gun or change your starting position after you hear this command (or you will be assessed a procedural penalty)! Within two to five seconds, you'll hear a "beep," signaling you to commence shooting. Once you have completed the course of fire, stop in place, and await further commands. You will hear -
- **If you are finished, unload and show clear.** With your finger out of the trigger guard and the muzzle pointed safely downrange, drop the magazine, empty the chamber, and lock or hold your slide back (revolvers, open and empty the cylinder); allow the R.O. to examine the now-empty gun (chamber and mag well). The next command you hear will be -
- **If clear, hammer down;** With the muzzle pointed safely downrange, close the slide, and DROP the hammer - this means pull the trigger as though you were firing a round (revolvers, just close your empty cylinder). This does NOT mean decock the gun (for you double-action auto aficionados!); carry an empty magazine along if necessary to drop the hammer using the trigger – the RO wants to see the firing pin struck!
- **And holster.** Holster your empty gun.

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- **The range is clear!** This signifies the end of the course of fire. The tapers and pickers - and you - may go forward. Stay with the Range Officer and check your targets. Stay at least three feet from your targets, and don't touch them! Verify your score (scored correctly, hits totaled) and sign the score sheet. Don't worry about picking up after yourself: Someone will collect your spent brass and dropped magazines.

If, at any time during the COF, the R.O. shouts "Stop!," blows a whistle, or the like, cease firing, point the muzzle safely downrange, remove your finger from the trigger guard, apply the safety, and await further instructions.



### Your Gun, Gear, and Accessories; Getting Started

First, shoot a few matches. You can actually get started with fairly minimal equipment/outlay: A safe gun (9mm/38 Special min. caliber) and holster, ammo carriers, a belt, and several hundred rounds of ammunition. Eye and hearing protection are mandatory. Most all magazine/speedloader carriers work - some are more elegant than others. You can start with two magazines (or speed loaders), but most shooters carry four or more (courses of fire requiring 30 or more rounds are not uncommon). A bag for spent brass is handy.

Don't rush out and spend - you'll be sorry later. Study what experienced shooters are using and ask them about their guns and gear; they're always happy to help newbies. Get a number of opinions (no shortage of opinions exist in this sport!) and ask where the best buys are before you do any major spending. Frequently, you can arrange to borrow equipment to try.

Wear adequate clothing. Practical Shooting is an outdoor sport practiced in all weather. Pouring rain, a foot of snow, whatever - the match goes on. Dress to stand around while you're waiting your turn to shoot. Pants should allow you to freely bend and stretch. Shirts should fit closely so loose fabric doesn't snag your draw. Stop holster wiggle with a good gun belt (if you ever shoot a match with a holster on a thin "street" belt, you'll quickly find out what "holster wiggle" is and how it badly it slows down your draw!) - In fact, the selection of a good gun belt is every bit as critical as the selection of a good holster and firearm! Good running shoes (trail running shoes are popular) are a plus. Sunscreen and umbrellas are nice to have, as are gloves and hand warmers for standing about in the cold. A small first aid kit is nice to have.

Your gun must be serviceable and safe - not fancy, trick, or custom. Start with the gun you selected for personal protection – your first few matches with it will teach you a lot! Remember – it needs to make minor (.38/9mm) to compete for place and/or prizes. Have a Glock? A 1911? Great! Need a \$4,000+ race gun to be competitive? Not! In fact, "Production Division" (stock guns) has outstripped "Open Division (race guns), very much favoring newer shooters with "entry-level" armament.

A progressive reloader is virtually a necessity for this game. Most Practical Shooters reload, not only to cut costs, but to tune their load to their gun. An automatic powder measure that flares the case mouth and drops a metered charge into each case is a good safety feature; it helps prevent squib loads. A squib load consists of a primed case and a bullet, but no powder charge; they go "pop" instead of "bang" when fired, and usually leave a bullet stuck in the barrel. Don't fire the next round - if the gun goes POP, you STOP! Inspect each case for powder before seating the bullet, and inspect each finished round. Primer present (and anvil side up)? Case in good shape? Fits the chamber (semi-auto shooters often remove the barrel and use it as a go no-go gauge - the round should drop easily into and out of the chamber)? Check all your ammo before the match and catch the mistakes before they catch you in the middle of that big stage!

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Gun store commandos and Rambo wanna-be's have absolutely no place in our sport, so leave your camouflage clothing and your shirts with those clever and/or obscene sayings at home. USPSA is a sport – not SWAT training, not combat training, not militia apprenticeship!!! Un-sportsmanlike appearance and/or behavior will get you barred from the range (rule 10.6).

### Your First Match

Nervous about your first “public performance?” Most people are! Hey - Relax and enjoy it! This sport is FUN! You'll find that both experienced shooters and Range Officers are friendly and helpful with new shooters. We all enjoy Practical Shooting, and want to get you started right! Matches are as much social gatherings as shooting contests.

Forget speed! Walk through the match - it's the smart move. Don't try to imitate the "hosers" that zip through a course in flying cleats and a shower of brass. To be good at this (or any other) sport, you have to pay your dues, learn the fundamentals, and be able to apply them on demand. Forget speed - think safe and smooth! Forget the time, and concentrate on getting all "A" hits. Forget winning - think about your front sight. Practical Shooting is very much a mental game. Shooters who are obsessed with winning rarely do - they distract themselves.

Above all, concentrate on controlling your gun! Nobody wants to see you get DQ'd on your first time out because of a safety violation, but it will happen if you try to run before you can walk, or try to miss fast before you can hit anything slow. Concentrate on learning safe gun handling practices - speed will come with practice and experience. Always, always, always pay attention to your muzzle direction and to where your trigger finger is!

The hallmark of the Master is not blinding speed - it's smoothness. All wasted motion, all fumbles, all flourishes, have been stripped away until only the bare essentials remain. You can develop smoothness with lots of dry fire practice in front of a mirror (leave your ammo in another room, please!). Do it in slow motion, and think about what you're doing. This way you can correct mistakes, build good safety habits, and program the "muscle memory" that will allow you to shoot smoothly - and safely - under pressure. Watch other shooters and notice how they execute the course of fire (engagement order, where they make reloads, etc.) - you can learn a great deal by watching, listening, and questioning. Try to squad with “M” and “GM” shooters while you're learning.

## NW Section Practical Shooting Safety Check

### Safety First!

Take the Safety Quiz below and confirm that you understand the fundamental USPSA Safety Rules...

<u>Question</u>	<u>True or False?</u>	<u>Why (or why not)?</u>
1 Any holster that covers the trigger is legal for USPSA.		
2 I can clean my gun, cycle, and dry fire it in the Clubhouse or at my car.		
3 I may take a sight picture upon stepping into the starting box.		
4 If I realize I forgot a target, it's OK to turn around and run uprange to re-engage it.		
5 When I'm on deck and my squad is taping and picking, I can run through the course and take sight pictures.		
6 If my empty gun falls out of the holster when I'm not on a stage, I should find a Range Officer.		
7 The best thing to do if I fall is to drop or throw my gun to get rid of it.		
8 When the R.O. says "make ready," I can take a practice draw/sight picture.		
9 It's OK to point the muzzle into the air while clearing obstacles or jams.		
10 If I drop my gun during a course of fire, I should pick it up and continue shooting.		
11 If the course of fire requires that I go prone, it's OK to go prone then draw.		
12 The best place to load magazines is a Safety Area.		
13 It's OK to have my finger on the trigger when moving from position to position.		
14 When preparing to shoot, it's OK to top off my magazine and insert it into my holstered handgun.		
15 If my gun goes off while I'm clearing a jam, it's OK, as long as the round impacts the berm.		
16 I can lube my gun on a stage while waiting to shoot.		
17 If it makes me feel safer, I can re-holster my gun during a course of fire before I move downrange.		

## NW Section Practical Shooting Safety Check

	<u>Question</u>	<u>True or False?</u>	<u>Why (or why not)?</u>
18	If I re-holster my loaded gun, the safety must be applied (single action autos), or the hammer must be down (double action autos and revolvers).		
19	Eye and hearing protection is mandatory.		
20	While reloading, my trigger finger must be outside of the trigger guard.		
21	When I'm told to unload and show clear, I should clear the gun and drop the hammer.		
22	I don't need to watch the muzzle when I draw - it can point anywhere.		
23	When told to drop the hammer, I can just decock my double-action auto.		
24	If I think I can hit the target, it's OK to shoot through props to make the shot.		
25	If my gun goes off while I'm moving between positions, it's OK as long as the round doesn't leave the range.		
26	If I need to check, clean, or repair my gun, I need to go to a Safety Area.		
27	It's OK to use snap caps while dry firing in a Safety Area.		
28	If I show up for a stage with a loaded chamber - even a snap cap - I will be disqualified.		
29	If my gun goes off anytime other than when I'm actually engaging targets, I will be disqualified.		

So...how'd you do? You should have answered "True" to 6, 8, 17, 18, 19, 20, 26 ,28, & 29, and "False" to everything else...read on to see why...

## NW Section Practical Shooting Safety Check

	<u>Answer</u>	<u>Why (or why not)</u>
1	<b>FALSE</b>	The muzzle must also point downwards to within 3 ft of the shooter when holstered. Remember, too, that, on the draw, the muzzle can point backwards no further than 3' behind the shooter - this is impossible with some holsters.
2	<b>FALSE</b>	This will get you DQ'd - do this in a Safety Area only.
3	<b>FALSE</b>	Handling your gun before you're told to by the RO will get you DQ'd! You may take a sight picture only after the "make ready" command.
4	<b>FALSE</b>	Remember the 180 rule - you may usually back up (please warn the R.O.!), if not specifically prohibited in the course description, but, turn around and break the 180, and you're done for the day!!
5	<b>FALSE</b>	Do not handle your gun until you're ready to start and the RO tells you to!! Nothing upsets pickers, tapers, and RO's more than to turn around and see a muzzle pointed at them - whether or not the gun is empty!
6	<b>TRUE</b>	If you pick it up and reholster it, you've committed unsafe gun handling (you're not in a Safety Area, nor are you on a stage under RO supervision), a "DQ'able" offense. Find an RO, who will retrieve your gun for you, accompany you to a Safety Area, and assist you with re-holstering.
7	<b>FALSE</b>	If you drop the gun, you're done (it doesn't matter whether it hits the ground; if you lose control of your gun, even if you manage to "trap" it against your body, you're done). If you hang onto it, not only is it safer (you can, hopefully, control the muzzle), but you can get up and continue shooting!!
8	<b>TRUE</b>	"Make ready" is your clearance to handle your gun. Keep it to one sight picture, though - the shooting box is not the place to practice multiple draws!!
9	<b>FALSE</b>	Pointing the muzzle in an unsafe direction (say, into the air/over a berm) can get you DQ'd. Remember - pretend it's going to go "bang" when you don't want it to - where would that round end up?!
10	<b>FALSE</b>	If you drop your gun during a course of fire, sorry - you're done for the day. Stop in place and await the RO's instructions.
11	<b>FALSE</b>	Draw before you go prone - if you go prone first, your muzzle is pointed at the expectant crowds, who will first scatter, then groan in sympathy when you are DQ'd upon drawing and breaking the 6' safety zone behind you!!
12	<b>FALSE</b>	WRONG-WRONG-WRONG!! Handle ammo anywhere but a Safety Area. Do not handle snap caps or empty cases in a Safety Area, either. Get into the habit of removing all of your magazines/speedloaders from your person and putting them in your shooting bag before you enter a Safety Area!

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	<u>Answer</u>	<u>Why (or why not)</u>
13	<b>FALSE</b>	A finger in the trigger guard during movement = Match DQ. Remember: Finger on the trigger only when you're addressing a target!!
14	<b>FALSE</b>	No, it's OK to drop the mag, holster the loaded gun (is that safety on?!), top the mag off, take the gun out of the holster, then insert the loaded mag, and re-holster. Never, never, never insert a magazine into a holstered handgun!
15	<b>FALSE</b>	No, it is not. You've just "AD'd" - your finger was probably where it shouldn't have been (i.e. - in the trigger guard). Stop and await further instructions.
16	<b>FALSE</b>	No, you may not - you're handling your gun outside of a Safety Area, and you're not under RO supervision. Sorry - you've just DQ'd.
17	<b>TRUE</b>	Hot-re-holstering is strongly discouraged, but it is not prohibited - see #18 following. Also, remember that if the gun subsequently falls out of your holster, you're finished - it is usually best to keep the gun in your hand under control!
18	<b>TRUE</b>	Violate this safety rule and get DQ'd. Remember - it is almost always best to not re-holster, and keep the gun in your hand under your direct control!
19	<b>TRUE</b>	For you, and (at all NWS clubs) for spectators.
20	<b>TRUE</b>	Remember - finger on the trigger only when addressing a target(s).
21	<b>FALSE</b>	No, you should clear the gun, lock or hold it open, point the muzzle into the berm, and allow the RO to inspect it for empty.
22	<b>FALSE</b>	It cannot point over the berm, it cannot sweep you, the RO's, or others, and it must point backwards no further than 3' behind you.
23	<b>FALSE</b>	You must drop the hammer with the trigger. The intent is to dry fire the gun, and thus guarantee that the chamber is indeed empty. Bring along a spare, empty magazine if need be.
24	<b>FALSE</b>	Deliberately shooting props will get you DQ'd under 10.5 (unsafe gun handling - would you really shoot blindly through a wall in a defensive situation?!) and/or 10.6 (gross un-sportsmanlike conduct; you're destroying a club's property, as well as blatantly circumventing the intent of the course design). You may deliberately fire rounds through designated soft cover - only.
25	<b>FALSE</b>	No, sorry - this is an accidental discharge (where was your trigger finger?!). You're done for the day.
26	<b>TRUE</b>	Don't do this at your car, or in the Clubhouse, or.....

## NW Section Practical Shooting Safety Check

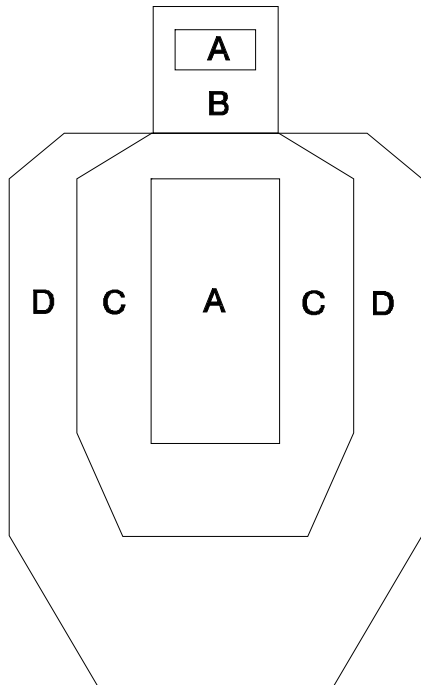
	<u>Answer</u>	<u>Why (or why not)</u>
27	<b>FALSE</b>	Nor is it OK to use empty cases. Both are considered ammo, and will get you DQ'd.
28	<b>TRUE</b>	Your hammer must be down on an empty chamber at all times unless you are on a stage and have been told to load and make ready.
29	<b>TRUE</b>	You will be DQ'd for any AD - even if a breakage causes it.

# NW Section Practical Shooting Safety Check

## Scoring

USPSA is likely different than any shooting sport you may have encountered. Accuracy (points on targets), speed (time), and power (power factor) are all factored into your score. Heavier (“major”) calibers score higher than smaller (“minor”) calibers; basically, you are measured by “points per second” – better known as your “hit factor.”

### USPSA Target Scoring Zones



### Scoring Paper Targets

<u>Pts.</u>	<u>Major PF</u>	<u>Minor PF</u>
A	5	5
B	4	3
C	4	3
D	2	1

### Power Factor

$$\frac{(\text{bullet wt, gr}) \times (\text{muzzle velocity, fps})}{1,000}$$

“Major” PF ≥ 165

“Minor” PF ≥ 125 and <165

Sub-Minor <125 – scores zero

### Hit Factor

$$\text{Total pts./Total Time} = \text{“hit factor”}$$

The highest hit factor in each Division wins the stage, and receives the maximum possible points for that stage. Other shooters receive a portion of the possible points for that stage, based on the ratio of their hit factor to the stage winner’s.

### Steel/Reactive Targets

Knocked down = 1 “A” hit

There are three types of scoring used in USPSA shooting...

#### COMSTOCK

Most commonly encountered. Rounds and time are unlimited. Normally, your best two hits on a target are scored; you may shoot until you are satisfied with your hits.

#### VIRGINIA COUNT

Unlimited time, but limited rounds. Extra shots, extra hits, and misses are penalized. Used for Standards Exercises and Classifiers.

#### FIXED TIME

Both time and number of rounds are fixed. Extra shots, extra hits, and overtime shots are penalized, but misses are not. Used for Standards Exercises and Classifiers.