



**Provisional Addendum to the
USPSA Rules, 2012 Edition
Multi-Gun Matches
Revised – 1/9/2012**



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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events under the terms of this addendum, but with the understanding that this addendum may be amended, modified or withdrawn at any time.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 Dec. 31st, 2012, 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).

(i i i) Competition Divisions:

Divisions recognized in a multi-gun match will be those divisions defined in **Appendix A1-A5**. 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 sub clauses) 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 Tactical" division within the context of a USPSA multigun match at this time will follow the guidelines of the newly formed Heavy Metal division in the USPSA Tournament and **Appendix A5** of the Multigun rules.

(iii) c If any firearm fails to meet the minimum power factor floor for the relevant Division, the competitor may continue shooting the match, but not for score or match recognition. Heavy Metal competitors failing to make major pf with any firearm (but does make minor) will be moved to an appropriate division instead of shooting for no score

(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. Time Plus scoring is listed in the supplement as an alternative scoring system for trial purposes.

Match Scoring Guidelines:

Multi-gun matches must be scored using EzWinScore version 4.03 or later. 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.

Stage Balance Guidelines:

While round counts 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. (Rule 4.3.1.10 is waived from 1.1.5 when the same self-indicating targets are engaged from multiple positions, courses of fire using these, may stipulate from which positions the targets may be re-engaged from).

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 (2008/2009) 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 sub clauses) 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 sub clauses) apply.

MG 4.2.1:

Any paper target approved for use in USPSA matches may be used in Multigun.

Targets may be mixed on a stage to clearly define which targets are to be engaged with which firearm.

MG 4.3 USPSA Approved Multi-Gun Targets - Metal

MG 4.3.1

Approved metal targets for use in USPSA Multigun matches include any metal target that provides an adequate method of determining hits or misses other than by falling (self-indicating hits). Scoring metal targets by listening for hits is not permitted. Self-indicating targets when used in a Rifle COF may be engaged from multiple shooting locations as new targets. All types of metal targets may be used as scoring targets or no-shoots. They must be scored in accordance with the relevant Appendices.

MG 4.3.1.5

Scoring of metal targets will be per the Optional Enhanced Target Values Supplement

MG 4.3.1.5.1

Metal scoring plates will be scored as a hit, if the plate falls from a hit on the plate, base or supporting stand when the plate is shot at.

MG 4.3.1.7

Metal scoring targets need not be painted after each competitor.

MG 4.3.1.10

Self-indicating targets when used in a Multi-Gun COF, may be engaged from multiple shooting locations as new targets. All types of metal targets may be used as scoring targets or no-shoots.

MG Shotgun 4.4.1.1

Frangible targets must break with a visible piece missing or separated from the original target to be counted for score. A fixed frangible target that falls from a hit on its holder will be considered a hit.

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.

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 sub clauses) 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 engage targets with 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, repositioned 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 (must be 12 gauge in Heavy Metal divisions). 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 sub clauses) 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 sub clauses) 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.

“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, provided the stage design allows for this to be done in a way that allows the gun to be cleared in a safe direction. 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 [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 firing line. The Range Officer is responsible for the safe handling of the firearm during this process, including (but not limited to) muzzle direction. In such cases, the competitor’s delegate must be entitled to accompany the official responsible for clearing abandoned firearms. Delegates will verify the initial safe condition of the abandoned firearm(s). Competitors must be advised of this procedure during the stage briefing in order to select a delegate.

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

MG 9.1.4:

In Time Fire page 22, replace current language with this: **Knock down style targets (i.e. poppers) must fall to score. Poppers will be calibrated using the designated handgun and the calibration ammunition. The shot must be fired from a minimum of 10 yards as specified in Appendix C1.**

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), and 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

MG 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.

10.5.3.3 Handling a second firearm during abandonment

A competitor may, during abandonment of one firearm, handle his second firearm to be used without penalty, providing all safety aspects are followed. (ex. Abandoning a shotgun, and a handgun is to be used for the next array of targets, the competitor may draw the handgun while in the act of abandoning the shotgun). Neither firearm may be fired while competitor has both in hand.

Multigun Appendix A1 is a brief overview of the rules, not a substitute for the complete rules in the handgun, shotgun and rifle rule books. It also explains the additional restrictions and allowances compared to the HG, R and SG rules.

APPENDIX A1 DIVISIONS MULTIGUN

USPSA MultiGun Open Division

	Division Rule brief	Multigun allowances	Multigun restrictions
Rifle	Open Rifle	No	No
Minimum caliber	N0		
Power Factor	320 major/150 minor		
Compensator	Yes, any size		
Optics	Yes, multiple allowed		
Bipods	Yes		
Max. number of rounds in magazine	No		

	Division Rule brief	Multigun allowances	Multigun restrictions
Shotgun	Open shotgun	No	No
Minimum gauge	20 ga		
Action type	Any		
Compensator/Porting	Yes		
Optics	Yes		
Max. number of rounds in magazine	No		

	Division Rule brief	Multigun allowances	Multigun restrictions
Handgun	Open handgun	Yes	No
Caliber	.355 Minimum		
Power Factor	165 major/125 minor		
Compensator/Porting	Yes		
Optics	Any		
Magazine Length	171.25 mm maximum		
Max. number of rounds in magazine	No		
Holster		Lower/Tie down OK	

APPENDIX A2 DIVISIONS MULTIGUN

USPSA MultiGun Limited Division

	Division Rule brief	Multigun allowances	Multigun restrictions
Rifle	Limited Rifle	Yes	Yes
Minimum Caliber	No		
Power Factor	320 major/150 minor		
Compensator	1.00"X 3.00" Max.		
Optics		One non magnified	No variable powered
Bipods	No		
Max. number of rounds in magazine	No		

	Division Rule brief	Multigun allowances	Multigun restrictions
Shotgun	Limited Shotgun	No	No
Minimum Gauge	20 ga.		
Action Type	Any		
Compensator/Porting	No		
Optics	No		
Max. number of rounds in magazine	8 Rounds +1 for loaded start		

	Division Rule brief	Multigun allowances	Multigun restrictions
Handgun	Limited Handgun	Yes	No
Minimum Caliber	.355 minor-.400 major		
Power Factor	165 major/125 minor		
Compensator/Porting	No		
Optics	No		
Magazine Length	141.25 mm Max. length, 171.25 mm in Single Stack guns.		
Max. number of rounds in magazine	No		
Holster		Lower/Tie down OK	

APPENDIX A4 DIVISIONS MULTIGUN

APPENDIX A3 DIVISIONS MULTIGUN

USPSA MultiGun Tactical Division

	Division Rule brief	Multigun allowances	Multigun restrictions
Rifle	Tactical Rifle	No	No
Minimum Caliber	No		
Power Factor	320 major/150 minor		
Compensator	1.00"X 3.00" Max.		
Optics	Maximum one		
Bipods	No		
Max. number of rounds in magazine	No		

	Division Rule brief	Multigun allowances	Multigun restrictions
Shotgun	Limited/Tactical	No	No
Minimum Gauge	20 ga.		
Action Type	Any		
Compensator/Porting	No		
Optics	No		
Max. number of rounds in magazine	8 Rounds +1 for loaded start		

	Division Rule brief	Multigun allowances	Multigun restrictions
Handgun	Limited Handgun	Yes	No
Minimum Caliber	.355 minor-.400 major		
Power Factor	165 major/125 minor		
Compensator/Porting	No		
Optics	No		
Magazine Length	141.25 mm Max. 171.25 for Single Stack Guns		
Max. number of rounds in magazine	No		
Holster		Lower/Tie down OK	

USPSA Multigun Heavy Metal Limited Division

	Division Rule brief	Multigun allowances	Multigun restrictions
Rifle	Limited Rifle	No	Yes
Minimum Cartridge	No		.308 Win/7.62x51
Power Factor			320 pf minimum
Compensator	1.00"X 3.00" Max.		
Optics	No		
Bipods	No		
Max. number Magazine			20 Rounds

	Division Rule brief	Multigun allowances	Multigun restrictions
Shotgun	Heavy Metal	No	No
Minimum Gauge	12ga.		
Action Type	Pump Only		
Compensator/Porting	No		
Optics	No		
Max. number of rounds in Magazine	8 Rounds		

	Division Rule brief	Multigun allowances	Multigun restrictions
Handgun	Limited 10 Handgun	Yes	Yes
Caliber			Must be .45 acp
Power Factor			Minimum 165 pf
Compensator/Porting	No		
Optics	No		
Max. number of rounds in magazine	10 +1 for loaded start		
Holster		Lower/Tie down OK	

APPENDIX A5 DIVISIONS MULTIGUN

USPSA Multigun Heavy Metal Tactical Division

	Division Rule brief	Multigun allowances	Multigun restrictions
Rifle	Tactical Rifle	No	Yes
Minimum Cartridge			.308 Win/7.62x51
Power Factor			320 Minimum pf
Compensator	1.00"X 3.00" Max.		
Optics	Maximum one		
Bipods	No		
Max. number of rounds in magazine			20 Rounds +1 for loaded start

	Division Rule brief	Multigun allowances	Multigun restrictions
Shotgun	Limited/Tactical	No	Yes
Minimum Gauge			Must be 12 ga
Action Type	Any		
Compensator/Porting	No		
Optics	No		
Max. number of rounds in magazine	8 Rounds +1 for loaded start		

	Division Rule brief	Multigun allowances	Multigun restrictions
Handgun	Limited 10 Handgun	Yes	Yes
Caliber			.400 minimum
Power Factor			Minimum 165 pf
Compensator/Porting	No		
Optics	No		
Max. number of rounds in Magazine	10 Rounds +1 for loaded start		
Holster		Lower/Tie down OK	

APPENDIX C1

Calibration of Poppers

Initial Calibration

- 1 The Range Master must designate a specific supply of ammunition and one or more handguns to be used as official calibration tools by officials authorized by him to serve as calibration officers.
- 2 Prior to commencement of a match, the calibration ammunition must be chronographed using the procedure specified in Appendix C2. The calibration ammunition, when tested through each designated handgun, must achieve a power factor between 119-124 sub-minor to qualify.
- 3 Once the supply of ammunition and the designated handguns have been tested and approved by the Range Master, they are not subject to challenge by competitors.
- 4 The Range Master must arrange for each popper to be calibrated prior to the commencement of a match, and whenever required during a match.
- 5 For initial calibration, each metal scoring target must be set to fall when hit within the calibration zone with a single shot fired from a designated handgun using the calibration ammunition. The shot must be fired from a minimum of 10 yards.
- 6 Calibration Challenges

If, during a course of fire, a popper does not fall when hit, a competitor has three alternatives:

 - a. The popper is shot again until it falls. In this case, no further action is required and the course of fire is scored "as shot".
 - b. The popper is left standing but the competitor does not challenge the calibration. In this case, no further action is required and the course of fire is scored "as shot", with the subject popper scored as a miss.
 - c. The popper is left standing and the competitor challenges the calibration. In this case, the popper and the surrounding area on which it stands must not be touched or interfered with by any person. If a Match Official violates this rule, the competitor must reshoot the course of fire. If the competitor or any other person violates this rule, the popper will be scored as a miss and the rest of the course of fire will be scored "as shot". If the popper falls for any non-interference reason (e.g. wind action), before it can be calibrated. Section 4.6 will apply, and a reshoot must be ordered.
7. In the absence of any interference, or problem with a target mechanism,

a calibration officer must conduct a calibration test of the subject popper (when required under 6(c) above), from a minimum of 10 yards of the target with the match calibration ammo. The following will apply:

1. If the first shot by the calibration officer hits on or below the calibration zone and the popper falls, the popper is deemed to be properly calibrated, and it will be scored as a miss.
2. If the first shot fired by the calibration officer hits the popper anywhere on its frontal surface and the popper does not fall, the calibration test is deemed to have failed and the competitor must be ordered to reshoot the course of fire, once the popper has been recalibrated.
3. If the first shot fired by the calibration officer hits above the calibration zone, the calibration test is deemed to have failed and the competitor must be ordered to reshoot the course of fire once the Popper has been recalibrated.
4. If the first shot fired by the calibration officer misses the popper altogether, another shot must be fired until one of 7(a), 7(b) or 7(c) occurs.

8 Note that authorized metal plates are not subject to calibration or challenge (See Rule 4.3.1.6).

MG Appendix C2 (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.

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”

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 or one hit in the upper A/B zone = 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 designated handgun and the calibration ammunition. The shot must be fired from a minimum of 10 yards as specified in Appendix C1.

9.1.5

Failure to engage a 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.

9.1.11

Disappearing targets and flying birds. The course description must stipulate that these will be scored as a bonus target when hit and a non-penalty miss when not. Bonus' are scored as time off the shooters stage time and the amount should reflect the difficulty of the target itself.

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.

Score-Card Design:

Three Typical approaches are:

200x USPSA Multi-Gun National Championship

Stage 12: "Enhanced Steel"

Pistol:	A	B	C	D	M	
T-1	<input type="text"/>	2				
T-2	<input type="text"/>	2				
T-3	<input type="text"/>	2				
T-4	<input type="text"/>	2				
T-5	<input type="text"/>	2				
T-6	<input type="text"/>	2				
T-7	<input type="text"/>	2				
T-8	<input type="text"/>	2				
5-pt Steel	<input type="text"/>				<input type="text"/>	4

Rifle:	A	B	C	D	M	
T-9	<input type="text"/>	2				
T-10	<input type="text"/>	2				
5-pt Steel	<input type="text"/>				<input type="text"/>	2
10-pt Steel	<input type="text"/>				<input type="text"/>	2 (x2)
25-pt Steel	<input type="text"/>				<input type="text"/>	2 (x5)

Total	<input type="text"/>	30				
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Stats Use Only	<input type="text"/>	(40)				
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Number of Non-"A" hits with Minor PF (Enter in "Additional Penalties" Box)	<input type="text"/>
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Rifle/Pistol

COMSTOCK

Use NUMBERS, not hash-marks

No-Shoots -10 Each

Procedurals -10 Each

Remarks

Total Time

Shooter _____

RO _____

Time of Day _____

**UNITED STATES
PRACTICAL SHOOTING
ASSOCIATION**



Name _____ Shtr # _____

USPSA # _____

Pistol: MAJOR
Rifle: MINOR

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
--------------	--	--	--	--	--	-----------

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 _____

**UNITED STATES
PRACTICAL SHOOTING
ASSOCIATION**



Name _____ Shtr # _____

USPSA# _____

Pistol: MAJOR
Rifle: MINOR

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)



Name _____ Shtr# _____

USPSA# _____

Pistol: **MAJOR**
Rifle: **MINOR**

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.

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 C2 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 previous pages:

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 4.03, 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 previous pages, 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)
- 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.