



UNITED KINGDOM PRACTICAL SHOOTING ASSOCIATION
United Kingdom Region of the International Practical Shooting Confederation



UKPSA/IPSC PRACTICAL SHOTGUN COMPETITIONS

INTERNATIONAL PRACTICAL SHOOTING CONFEDERATION

The IPSC, founded in 1976, is the world governing body for IPSC Practical Shooting and consists of around 60 regions (countries).

UKPSA

The UKPSA is the governing body for IPSC Practical Shooting in the UK and was founded in 1977. The Association operates within the International rules laid down although, however, any laws appertaining to the United Kingdom are expressly considered and may cause some variation by necessity.

Throughout this document we are discussing UKPSA/IPSC Practical Shotgun and are not in a position to comment on practical shotgun activities being conducted by others.

ORIGINS OF SPORT

IPSC Practical Shooting had its origins in California, USA in the early '50s and quickly spread over the years to many other continents including Europe, Australia, Central and South America and Africa.

Although the roots were inspired by martial or practical beginnings, with many law enforcement officers and military personnel being at the forefront of the development, a highly stylised sport was to emerge in a similar way as archery, fencing, karate and judo developed from their origins.

Nowadays IPSC Practical Shooting is an international sport emphasising safety and safe gun handling, accuracy and speed with competitions around the globe. Participants have been referred to as "shooting athletes" and the IPSC has started discussions with the appropriate Olympic committee to establish IPSC Practical Shooting as an Olympic recognised sport.

THE COMPETITION CHALLENGE

A competition is made up of a number of different stages with each stage being separately timed and scored. At club level a competition may consist of perhaps just two or three stages, graded (or league) competitions will usually consist of between five to twelve stages and championship events will typically involve twelve to eighteen stages. The aggregated stage scores decide the final competitor placings in a match.

It is important that the stages in a competition are diverse and should be designed so as to test a variety of shooting skills. The design of the various stages, often referred to as “the Course of Fire”, should always attempt to be fair to all competitors irrespective of height and build and should not particularly disadvantage left handed or right handed shooters.

The competitive challenge should always be different at every match and this tests the skill of the competitors whilst also adding interest. This can be likened to show jumping and slalom skiing where the challenge is different at each competition. The similarity continues in that the competition problem is posed in general but it is for the competitor to evaluate how much time to take in their attempt to build competition points. Competitors are given a chance to view stages prior to shooting them but are not allowed to practice the stages.

The number of shots to be fired in a stage can be a minimum of one and up to around twenty eight. Competitions should have a good mix of number of rounds per stage. Some stages only allow a set maximum time to complete them (Fixed Time stages), other stages may stipulate that only a set number of rounds are to be fired with no ability to fire again to correct a miss (Virginia Count stages) and finally “Comstock” stages allow the competitor to fire as many rounds as they require to complete the stage and there is no set time. However, for the latter the time taken is still of paramount importance as the fastest “clear round” will generally win the stage.

The actual method of awarding points to stages is to divide the total of the target scores by the time taken and this gives a “factor”. The competitor with the highest “factor” wins the stage and therefore wins the number of points allotted to the stage. All other competitors are given a percentage of the stage points based on their stage “factor”. This method of scoring is known as “Comstock Scoring”.

In Practical Shotgun targets generally score 5 points when hit and penalties will cost competitors minus 10 points. In “Fixed Time” stages only the targets hit in the allotted time count for score. In “Virginia Count” stages any extra shots over the stipulated number will be penalised at minus 10 points per additional shot fired.

In some stages additional problems or obstacles are introduced to further test the skill of the competitors. These can include screens which have windows/apertures cut into them and will necessitate competitors adopting prone, seated, kneeling or crouched positions so as to be able to shoot the targets. They may also be required to shoot to the left or right of the screens and the introduction of “foot fault lines” will often force the use of both the left and right shoulder during a match. The infringing of one of these “foot fault” lines will incur a penalty of minus 10 points for each shot fired whilst faulting.

Examples of stage briefings are included in this document as an appendix.

ADMINISTRATION

All Graded League and Championship matches have to be confirmed in advance with the UKPSA’s Competition Secretary and must be advertised to all members equally who have a right to participation subject to space allocation being available (first come first served).

Competition organisers have to be able to meet certain criteria relating to the running of a match. This criteria includes suitability of venue, availability of UKPSA Range Officials including a Range Master, minimum numbers, allocation of percentage of entry fees to a trophy table and Association approval of the various parts (stages or Courses of Fire) of the match.

A written submission of the intended Courses of Fire has to be sent to a Course Reviewer approximately 6 weeks in advance of the match for checking and approval. This includes any special notes, information or local safety rules that may be relevant. The Course Reviewer carefully checks the content and intended design of the match as far as may reasonably be done on paper. Any queries relating to design, rules and most importantly safety are raised with the match organisers and changes made if considered necessary. Finally, after various deliberations, approval for the Courses of Fire will normally be given. However, it should be noted that this approval would be withheld and matches withdrawn if an organiser refused to comply with reasonable requested changes.

A match organiser has to arrange for sufficient Range Officials to be present and certainly sufficient to ensure that each competitor is supervised on a one to one basis on each stage of the match. This official, known as a Range Officer has a primary responsibility of safety and further responsibilities for scoring and timekeeping. It is also a requirement to arrange for a Range Master to be present who takes charge of all range officials and is responsible, as far as reasonably possible, for range safety and safe Course of Fire design. He/she actually checks the physical design and layout and may insist on changes if considered necessary including the deletion of any elements or parts of the match that can’t be altered.

The use of safety glasses by competitors, range officials and spectators is mandatory when metallic targets are being used. It is suggested that eye and hearing protection be worn at **ALL** times while on range and clubs/organisations hosting matches may require these protections as a condition of entry to a competition.

The consumption of alcohol by competitors during a match is specifically banned and if they are considered to be under the influence of any intoxicating substance they will be prevented from shooting the match and disqualified. They may also be required to leave the range areas. Since the foundation of the Association we are unaware of any such disqualification.

All competitors must have successfully completed an intensive Association basic safety training course or will not be allowed to compete.

CODE OF DRESS

With the exception of serving military or police personnel who may wear their normal service clothing, any clothing, or combination of clothing, which has a paramilitary style is considered inappropriate at UKPSA competitions. Camouflage clothing of any irregular pattern is specifically banned.

APPENDIX

RANGE OFFICER STAGE BRIEFINGS

Welcome to Stage #, for those of you who don't know me my name is I am your Range Officer for this stage.

This stage is a Comstock stage consisting of 12 steel targets. 12 rounds minimum, birdshot ammunition only. The maximum points for this stage is 60.

The start position for this stage is standing at the position indicated with hands hanging naturally by your sides. Your unloaded gun is to be placed on the table and all ammunition to be used on the stage is to be placed alongside. The table may be positioned to either side of your start position. Does everyone understand the start position?

On the start signal you will engage all targets freestyle with a minimum of one round on each. Timing will stop on the last shot fired.

Please be aware of muzzle angle especially if or when moving from right to left on this range. The permitted safety angle on this range is 90 degrees either side of the median intercept of the backstop (RO to demonstrate). The muzzle of the gun must not be allowed to point upwards so as to point above the top of the cliff wall at the back of the range.

Are there any questions?

You now have a few minutes to look at the stage.

Welcome to Stages A & B, for those of you who don't know me my name is I am your Range Officer for this stage.

Stages A & B are Comstock stages consisting of 7 IPSC paper or cardboard targets, 7 rounds minimum per stage, slug ammunition only, to be fired. The maximum points for these stages is 35 per stage.

The start position for these stages is standing behind the vision barrier. Your empty gun is to be held naturally in either hand, the other hand is to hang naturally by your side. Does everyone understand the start position and the gun condition?

On the start signal load and **first** engage target T1 from the low aperture, then engage targets T2 - T7 in any order from behind the left hand screen for stage 3 and from the right hand screen for stage 4. T1 **must** be engaged first. Timing will stop on the last shot fired.

The permitted safety angle on this range is 90 degrees either side of the median intercept of the backstop (RO to demonstrate). The muzzle of the gun must not be allowed to point upwards so as to point above the top of the cliff wall at the back of the range.

Are there any questions?

You now have a few minutes to look at the stages.

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“Welcome to Stage #, for those of you who don't know me my name is I am your Range Officer for this stage.

Stage # is a Virginia Count stage consisting of 6 steel targets. 6 rounds maximum, birdshot ammunition only, but there is no restriction on the number of rounds that may be loaded. The maximum points for this stage is 30.

The start position for this stage is seated as indicated with both hands holding loaded gun across your knees. Does everyone understand the start position and the gun condition?

On the start signal engage targets T1 - T6 in any order with a maximum of one round on each either remaining seated or moving to the left and/or right along the footfault line but not crossing the ends of this line. Timing will stop on the last shot fired.

If a competitor fires more shots than allowed this will constitute a procedural error for each excess shot fired. Only the specified number of shots will count therefore if any extra shots result in targets being hit the targets will be regarded as missed and the usual miss penalties will count.

The permitted safety angle on this range is 90 degrees either side of the median intercept of the shooting line (RO to demonstrate)

Are there any questions?

You now have a few minutes to look at the stage.