



UNITED STATES
CARBINE ASSOCIATION

OFFICIAL RULEBOOK

Version 3.2

Effective August 1, 2014

1. Table of Contents

2. SAFETY RULES.....	4
3. INTRODUCTION AND USCA OVERVIEW.....	5
3.1. US REGIONS.....	5
3.2. MATCH TIERS	6
4. COMPETITOR EQUIPMENT.....	8
4.1. INTRODUCTION.....	8
4.2. FIREARMS	8
4.3. FIREARM MALFUNCTIONS.....	8
4.4. EYE AND EAR PROTECTION.....	10
4.5. AMMUNITION & MAGAZINES.....	10
4.6. DIVISION CAPACITY AND +1	10
4.7. HOLSTER & POSITIONING	10
4.8. SLING	11
4.9. LIGHTS.....	11
4.10. FORWARD WEIGHT AND SUPPORT (“THE GIBSON RULE”).....	11
4.11. BACK UP IRON SIGHTS (BUIS)	11
4.12. “PIGGY-BACK” OPTICS.....	11
4.13. SUPPRESSORS	11
4.14. NON-COMPLIANT FIREARMS & EQUIPMENT	11
5. DIVISIONS.....	12
5.1. INTRODUCTION.....	12
5.2. HEAVY DIVISION	12
5.3. MILLE DIVISION	13
5.4. NO MAG DIVISION (NO MAGNIFICATION)	14
5.5. TAC OPS DIVISION	14
5.6. OPEN DIVISION	15
5.7. FREESTYLE DIVISION	15
6. MATCH AND COURSE OF FIRE DESIGN	16
6.1. GENERAL COURSE DESIGN OVERVIEW & GUIDELINE	16
6.2. FIREARM USAGE RATIO.....	16
6.3. COURSE OF FIRE ELEMENTS AND OPTIONS	16
7. SCORING	20
7.1. MATCH POINTS SCORING	20
7.2. STAGE SCORING TYPES.....	20
7.3. PAPER TARGETS & PENALTIES	22
7.4. STEEL TARGETS & PENALTIES	23
7.5. PROCEDURAL PENALTIES	25
7.6. HARD COVER	25

7.7.	SOFT COVER	25
7.8.	SCORING PROCEDURE	26
7.9.	ARBITRATION	26
8.	STAGE PROCEDURES	26
8.1.	LOADING AND UNLOADING FIREARMS.....	26
8.2.	STARTING POSITION	28
8.3.	RELOADS.....	29
8.4.	FIREARM TRANSITIONS.....	29
8.5.	RESHOOTS.....	32
8.6.	MATCH DISQUALIFICATION	33
9.	APPENDIX.....	36
9.1.	REVISION HISTORY	36

2. Safety Rules

The following safety rules apply to all USCA matches at all levels.

- 1. Always treat guns as if they are loaded.** This means that even though the firearm may be unloaded we will still treat it as such. This is a state of mind rather than a physical state.
- 2. Never point a weapon at anything you do not intend to shoot.** This includes yourself or others. For those that insist that the gun is unloaded refer to rule number 1.
- 3. Keep your finger straight and off the trigger until your sights are on target.** Meaning if you are not looking through your sights at your target your finger should be off the trigger. Especially while moving and not shooting or transitioning with a firearm
- 4. Know your target and its foreground and background.** Specifically you should know what your target is never shoot at shadows, bushes, movement, or unclear objects unless you are sure of what you are shooting. Know your targets background, What is going to stop your bullet and is there anything behind your target that could cause you to not want to shoot it. Know your targets foreground by making sure there is nothing between you and the target that you do not wish to shoot including knowing things like height over bore in relation to barricades.
- 5. Keep your weapon on safe until you intend to fire.** If your weapon has a safety it will remain on when you are not bringing the gun on target to shoot. If you are moving and not shooting the safety will remain on. If you are transitioning from shoulder to shoulder or from rifle to pistol the safety will remain on.

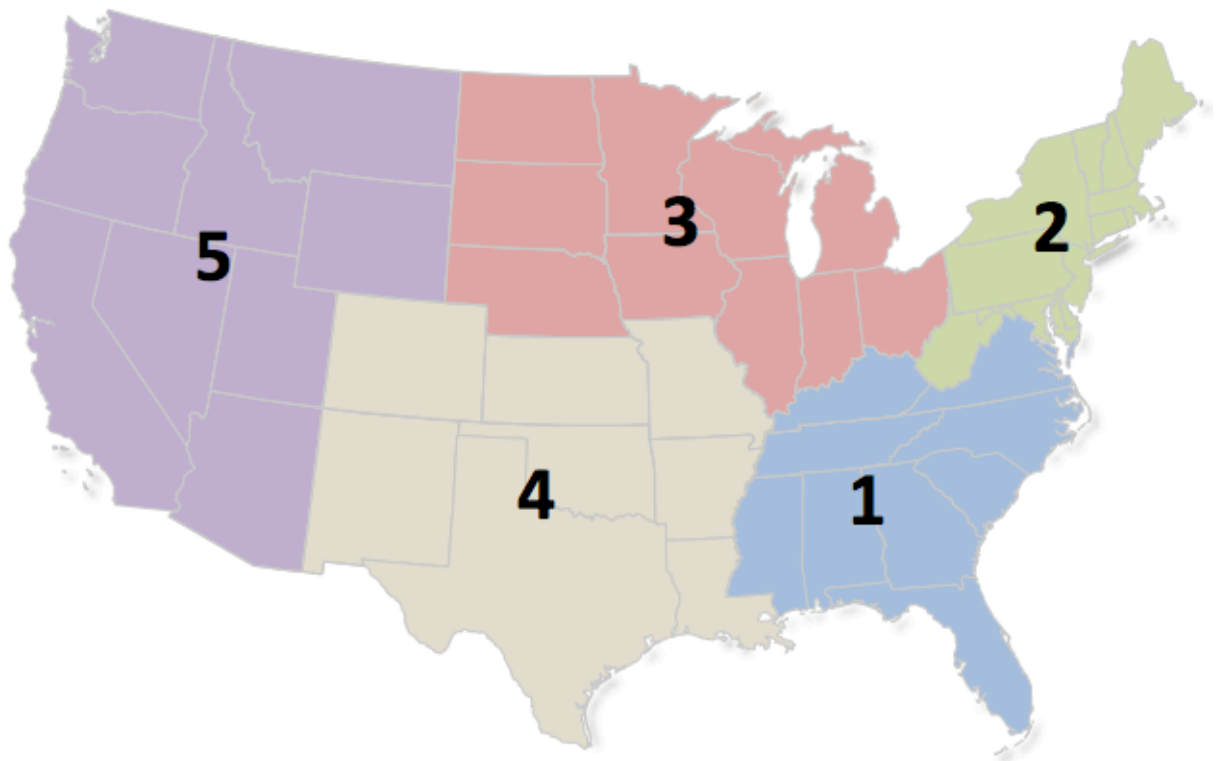
3. Introduction and USCA Overview

Welcome to the US Carbine Association. USCA was founded in 2012 as a national governing body for the sport of 2-gun. It is our goal to provide a safe, consistent, fun and challenging experience for competitors worldwide. This rulebook is a major component of our effort to achieve this goal.

3.1. US Regions

The United States is divided into 5 distinct shooting regions.

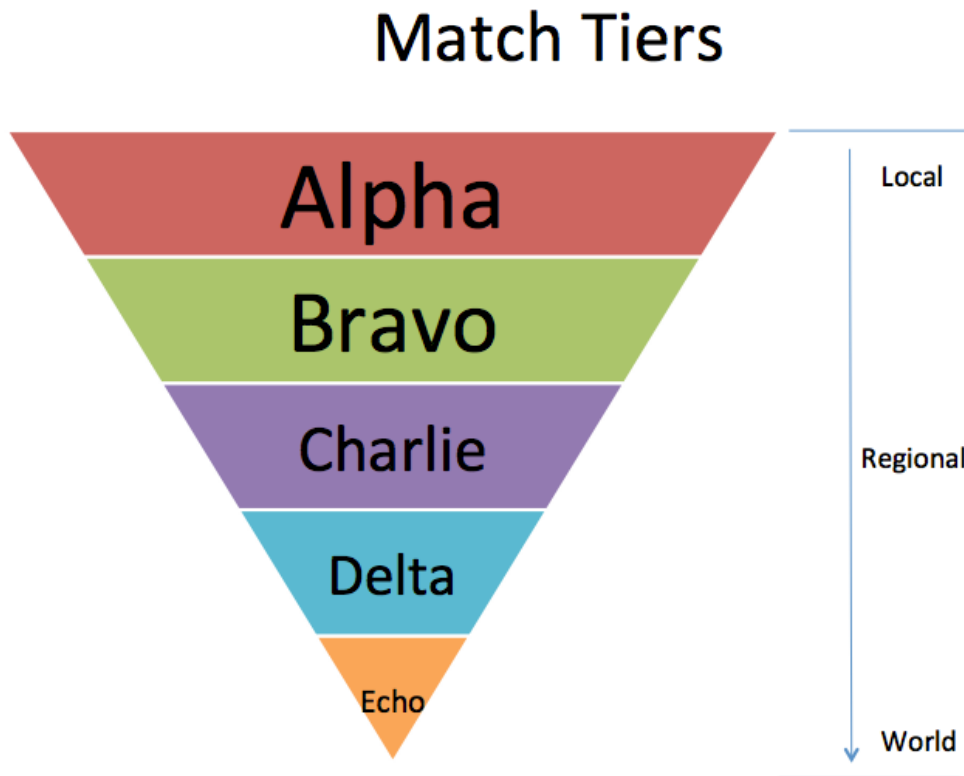
- Region 1: South
- Region 2: North
- Region 3: Midwest
- Region 4: Central
- Region 5: West



** Not Pictured: AK and HI are in region 5.*

3.2. Match Tiers

Matches must meet a certain criteria to be classified as different tiers. Larger matches like state and national championships must meet more strict criteria to be considered state and national championships versus lower requirements at the local level.



3.2.1. ALPHA

- Local Club Matches
- Typically up to 75-competitors
- Match fee suggested max of \$25
- Suggest at least 1 classifier stage
- Typically 4-6 Stages
- Narratives allowed on non-classifier stages
- Does not require competitor to be a member of USCA

3.2.2. BRAVO

- Large Local Club Matches, Inter-club Matches, Small Special Event Matches
- Typically up to 150-competitors
- Match fee suggested max of \$150
- Min. 1 classifier stage
- Typically 7-8 Stages
- Narratives allowed on 75% of non-classifier stages
- Competitor **MUST** be a member of USCA to compete in the level match

3.2.3. CHARLIE

- Regional Matches
- Typically up to 250-competitors
- Match fee suggested max of \$250
- Min. 1 classifier stage
- Typically 8-10 stages
- Can be shot over multiple days
- Narratives allowed on 50% of non-classifier stages
- Competitor MUST be a member of USCA to compete in the level match

3.2.4. DELTA

- National Championship
- Typically up to 350-competitors
- Match fee suggested max of \$300
- Min. 2 classifier stage
- Typically 9-12 stages
- Can be shot over multiple days
- Narratives allowed on 50% of non-classifier stages
- Competitor MUST be a member of USCA to compete in the level match

3.2.5. ECHO

- Continental or World Championship
- Typically up to 400-competitors
- Match fee suggested max of \$350
- Min. 3 classifier stages
- Typically 10-14 stages
- Can be shot over multiple days
- Narratives allowed on 50% of non-classifier stages
- Competitor MUST be a member of USCA to compete in the level match

4. Competitor Equipment

4.1. Introduction

The following information and requirements apply to all USCA divisions.

4.2. Firearms

4.2.1. Rifle and Pistol

Competitors must use the same rifle AND pistol for the duration of the match. See “Addition or Removal of Firearm Accessories” and “Rifle or Pistol Failure & Replacement” below for details and conditions.

4.2.2. Addition or Removal of Firearm Accessories

Bolt-on accessories on all firearms CANNOT be added or removed during the course of a match. A bolt-on is defined as any accessory that attaches directly to the firearm and includes, but is not limited to lights, grips, optics, and magnifiers (even if the item would otherwise be acceptable in the competitor’s declared division). Violation of this rule will result in a match disqualification. This rule DOES NOT apply to slings. Slings may be replaced or reconfigured from stage to stage. See section 4.8 for more information.

4.2.3. Handling

USCA matches must always be conducted on a cold range. All firearms must be unloaded (magazine out, chamber empty) at all times, except under the direct supervision and instruction of a range officer. Rifles will have chamber flags and pistols will remain holstered. Use designated safe areas at the range for any repair, cleaning, function checking, etc.

4.3. Firearm Malfunctions

4.3.1. Malfunctions “Off the Clock”

Should an equipment malfunction occur prior to the starting the course of fire (before the start beep) they may request some time to address the issue before proceeding to complete the stage. The RO will ensure that all firearms have been safely cleared before the competitor leaves the shooting area.

4.3.2. Malfunctions “On the Clock”

Should a malfunction occur during the course of fire, the competitor has the following options:

- 4.3.2.1. The competitor may safely correct the malfunction and resume the course of fire.

- 4.3.2.2. If the rifle has malfunctioned, the competitor may transition to the pistol and continue to engage targets from that position. However, the competitor **MUST** correct or safe (no magazine, empty chamber, safe selector on) the rifle before making movement. If the chamber cannot be cleared (stuck case, for example), movement may be made if the rifle is on safe and the muzzle is controlled and remains pointed in a safe direction.
- 4.3.2.3. If the competitor is unable to resolve the malfunction, if Comstock or Virginia Count, the time of the last shot will be recorded and all targets scored. If Limited Time Comstock the par time for the stage will be assessed for the stage and all targets scored. The competitor may continue the match with the same equipment if the issue is resolved, or can initiate a replacement request with the match director (see section 4.3.3).
- 4.3.2.4. A competitor will not be granted a reshoot for equipment malfunctions.

4.3.3. Rifle or Pistol Replacement

In the event of a firearm becoming unusable during the course of a match a competitor may be granted permission to switch to a back-up firearm. The match director **MUST** approve **ALL** equipment changes **BEFORE** new equipment is utilized in the competition. Attaining approval is the responsibility of the competitor. Failure to secure approval will result in a match disqualification.

Equipment replacements must meet **ALL** of the following requirements:

- 4.3.3.1. The firearm to be replaced **MUST** be in an unserviceable or unsafe condition.
- 4.3.3.2. Replacement equipment **MUST** conform to the competitor's chosen division.
- 4.3.3.3. Caliber must be identical.
- 4.3.3.4. Barrel length (including muzzle device) must be within +/- 2".
- 4.3.3.5. Optic variability and magnification must meet the following guidelines:
 - 4.3.3.5.1. Fixed: A fixed magnification optic must be replaced with an optic of the identical fixed magnification (i.e., a 4x ACOG cannot be replaced with a 1x Aimpoint).
 - 4.3.3.5.2. Variable: A variable magnification optic must be replaced with an optic of identical or less variable range (i.e., a 1-6x may be replaced by a 1-6x, 1.1-6, or 1-4x optic, but a 1-4x optic may not be replaced by a 1-6x optic).

The match director may, at their discretion, make exceptions to the above rules if it is concluded that the replacement does not provide a competitive advantage to the competitor for the remainder of the match.

If a competitor's primary equipment breaks during a match and becomes unserviceable and no replacement is available the Match Director will determine the competitor's ability to continue to compete in their declared division.

4.4. Eye and Ear Protection

Eye and ear protection is required at all times by all competitors and spectators during active USCA matches. Host range rules will supersede USCA rules in the event they are stricter.

If, during the course of fire, a competitor's eye or ear protection moves out of a position in which it is effective, the competitor has the obligation to safely remedy the situation before firing any subsequent shots. The range officer will pause the competitor if the issue is readily apparent. A reshoot is not guaranteed, but in the event eye or ear protection could not be restored during the course of fire the competitor may be granted a reshoot at the Match Director's discretion.

If it is believed that a competitor intentionally dislodged eye or ear protection in an attempt to obtain a reshoot, the competitor may be disqualified for unsportsmanlike conduct.

4.5. Ammunition & Magazines

Steel core, steel jacketed, armor piercing, incendiary and tracer ammunition, and any projectile that sticks to magnet is expressly prohibited. Use of these ammunition types will result in match disqualification.

All magazines and ammunition must be carried on the competitor's person (competitor may not start a course with ammunition/magazines in hand) unless otherwise stated in a course of fire description.

4.6. Division Capacity and +1

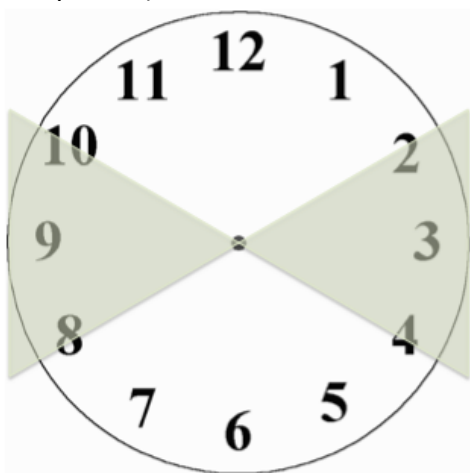
Division capacity is the maximum rounds a competitor may have loaded in any magazine used during any course of fire.

If a course of fire begins with a rifle and/or pistol in condition 1 (round in chamber), the additional round is not counted against the division capacity.

4.7. Holster & Positioning

All holsters must completely cover trigger and secure the gun at all times. USCA can be a very physical sport and the competitor must always carry the pistol (even when not required by the stage).

The holster must always be worn on the competitor's strong side (magazine well facing behind the competitor) between 2:00 and 4:00 or 8:00 and 10:00.



4.8. Sling

The rifle must ALWAYS be slung whenever a shot is fired from the rifle. Legal use of a sling means the sling is attached to both the competitor and the rifle where if the rifle were to be released by both hands, and the competitor's arms are extended straight to the ground, it would hang safely and securely from the competitor's body.

A procedural penalty (+5 seconds) will be assessed for every shot taken with the rifle without the sling properly donned.

4.9. Lights

Functioning light is allowed and encouraged. If the light is tested and will not turn on competitor will be given the chance to insert batteries to make it work. Lights will not be made heavier than factory weight (batteries included). Lights can be mounted to the firearm or be held in the hand only. Lights cannot be worn or attached to the body.

4.10. Forward Weight and Support ("The Gibson Rule")

Any method of propping up or weighing down a rifle outside of stage props (barricade, etc.) is prohibited. This includes but is not limited to sand bags, bipods, and forward grips with bipods. This rule does not apply to the Freestyle division. Open division still allows bipods, though all other implications of this rule apply. See also 4.2.2 "Addition or Removal of Firearm Accessories".

4.11. Back Up Iron Sights (BUIS)

Back up iron sights are allowed in all divisions and do not count as a second sighting system. This includes folding, fixed, and 45-degree iron sights.

4.12. "Piggy-back" Optics

This is in reference to magnifiers commonly associated with certain 1x magnification, red-dot scopes, which are a separate unit and can typically be quickly removed or flipped to the side when not in use. Per section 3.2.2, if piggy-back optics are to be utilized (if allowed by the division), they must remain attached to the firearm for the entire duration of the match.

4.13. Suppressors

At Alpha (club) level matches only, suppressors may be used on rifles (provided the competitor complies with all applicable laws). The match director may, at their discretion, prohibit suppressors if they interfere with the flow of the match (i.e., too many reshoots required because timers fail to function properly).

Suppressors may NOT be used on pistols at any time.

4.14. Non-Compliant Firearms & Equipment

At any point in the match, if it becomes known that a competitor is using equipment prohibited by their elected division, at the Match Director's discretion the competitor may be moved to the correct division or disqualified from the match.

5. Divisions

5.1. Introduction

Across all divisions listed below competitors must keep the same equipment on both firearms throughout the match. There are five competitive divisions and one non-competitive division:

5.1.1. Competitive

1. Heavy
2. MilLe
3. Open
4. No Mag
5. Tac Optics

5.1.2. Non-Competitive

1. Freestyle (available in Alpha level matches only)

5.2. Heavy Division

HEAVY DIVISION	Rifle	Pistol
Action	Semi-auto	Semi-auto
Caliber	.308 or 7.62X51	.44 or larger
Bolt Carrier/Slide Mods	Any	Any
Muzzle Device/Compensator	Any	No
Barrel Porting Allowed	No	No
Optic	One fixed or variable glass optic on rifle (iron sights are also acceptable)	Iron only
Piggy-back Optic	Yes	N/A
Max Magazine Length	N/A	N/A
Division Capacity	20 Rounds	10 Rounds
Lights Allowed	Yes	Yes
Holster	N/A	Any within general requirements
Additional Restrictions	None	<ul style="list-style-type: none">• No thumb rests• Grip stippling/ tape allowed

5.3. MilLe Division

While this division is labeled MilLe, you DO NOT need to be current or prior Military or Law Enforcement to compete in this division. Having often seen Military and Law Enforcement use competition only equipment, instead of their duty rig, to stay competitive in 2 gun matches we wanted to create a division to that allows them show up and run their work gear and compete against other competitors whose primary focus is to train in gear they wear on the job and shoot guns they use in the field or on the street.

MILLE DIVISION	Rifle	Pistol
Action	Semi-auto	Semi-auto
Caliber	5.45x39 or larger	9mm or larger
Bolt Carrier/Slide Mods	No externally modified bolt carriers, including milling of any kind intended to reduce weight.	No lightening (factory ports and additional cocking serrations are OK)
Muzzle Device/Compensator	No larger than 1.25" diameter and 3" length (barrel muzzle to end of device)	No
Barrel Porting Allowed	No	No
Optic	One - fixed magnification or irons	Iron only
Piggy-back Optic	No	N/A
Max Magazine Length	Up to standard 30 round magazine. Added capacity base pads not allowed.	126mm
Division Capacity	30	N/A
Lights Allowed	Yes	Yes
Holster	N/A	Level II retention holster required. All retention devices must be active each time the pistol is holstered. <i>*USCA Level II retention is defined as having to perform one additional action that releases the firearm from the holster prior to removing it. Example: pushing a button, flipping a hood, depressing a lever, etc.</i>
Additional Restrictions	Lasers, both visible and IR, are allowed	<ul style="list-style-type: none"> No thumb rests Grip stippling/ tape allowed

5.4. No Mag Division (No Magnification)

TAC IRONS DIVISION	Rifle	Pistol
Action	Semi-auto	Semi-auto
Caliber	5.45x39 or larger	9mm or larger
Bolt Carrier/Slide Mods	Any	Any
Muzzle Device/Compensator	No larger than 1.25" diameter and 3" length (barrel muzzle to end of device)	No
Barrel Porting Allowed	No	No
Optic	1x fixed magnification or irons	Irons only
Piggy-back Optic	No	N/A
Max Magazine Length	Up to standard 30 round magazine. Added capacity base pads not allowed.	126mm
Division Capacity	30	N/A
Lights Allowed	Yes	Yes
Holster	N/A	Any within general requirements
Additional Restrictions		<ul style="list-style-type: none"> • No thumb rests • Grip stippling/ tape allowed

5.5. Tac Ops Division

TAC OPS DIVISION	Rifle	Pistol
Action	Semi-auto	Semi-auto
Caliber	5.45x39 or larger	9mm or larger
Bolt Carrier/Slide Mods	Any	Any
Muzzle Device/Compensator	No larger than 1.25" diameter and 3" length (barrel muzzle to end of device)	No
Barrel Porting Allowed	No	No
Optic	One glass optic (fixed or variable)	Irons only
Piggy-back Optic	Yes	N/A
Max Magazine Length	N/A	141.25mm
Division Capacity	30	N/A
Lights Allowed	Yes	Yes
Holster	N/A	Any within general requirements
Additional Restrictions		<ul style="list-style-type: none"> • No thumb rests • Grip stippling/ tape allowed

5.6. Open Division

OPEN DIVISION	Rifle	Pistol
Action	Semi-auto	Semi-auto
Caliber	5.45x39 or larger	9mm or larger
Bolt Carrier/Slide Mods	Any	Any
Muzzle Device/Compensator	Any	Any
Barrel Porting Allowed	Yes	Yes
Optic	No restriction on type or quantity	No restriction on type or quantity
Piggy-back Optic	Yes	N/A
Max Magazine Length	N/A	171.25mm
Division Capacity	N/A	N/A
Lights Allowed	Yes	Yes
Holster	N/A	Any within general requirements
Additional Restrictions		

5.7. Freestyle Division

Freestyle is USCA's non-competitive division that may be available in Alpha level matches only. This division is meant for the shooter that is unsure of what division he/she wishes to shoot in. It is also for the shooter who wants to take a break from their usual division and try different firearms. This division can also be for a shooter who isn't interested in being "competitive" and only wants to come out and have fun and/or work on personal shooting goals.

All USCA equipment rules apply, though the shooter may use virtually any semi-auto rifle and pistol combination. Any classifier stages shot while competing in this division will not count towards any recorded classification.

Shooters must abide by all safety rules and stage descriptions. Allowable equipment may be adjusted by local club rules, the host range and/or the match director.

6. Match and Course of Fire Design

6.1. General Course Design Overview & Guideline

This section outlines the basics of course design. Throughout this document “stages” and courses of fire are terms used interchangeably.

Course design should be both competitive in nature and practical in design. Courses should first and foremost take safety into account and not put the competitor into a position that will cause shooting in an unsafe direction. Placement of the target in relation to the berm and the distance between the competitor and steel targets should be taken into consideration along with the type of firearm it is to be engaged with.

6.2. Firearm Usage Ratio

Courses should primarily be designed around the rifle. Often a course will consist of using your pistol to shoot on the way to your rifle, or will end with a rifle slung and finishing with your pistol. The ideal rifle/pistol round count ratio, for a match, is 60% rifle/40% pistol.

Courses should be challenging to the competitors ability and test their ability to handle the weapon. Courses may require the competitor to shoot both left handed and right handed or force them to shoot over or under barricades. Courses may also require shooting through ports. The course design may dictate whether the muzzle is allowed through the port or not.

Malfunction courses. A course of fire may require that the rifle/pistol start with a malfunction. All competitors will start with the same malfunction set up by the RO.

6.3. Course of Fire Elements and Options

The following are components of USCA courses of fire that a stage designer may leverage. All competitors should understand these components and look for them in the stage outline before completing a course of fire.

6.3.1. Stage Description & Walkthrough

Each course of fire will be accompanied by a written stage description. Course descriptions contain critical information and instructions for the completion of the stage. Before completing a stage each competitor MUST have the opportunity to:

- 6.3.1.1. Review the written stage description.

6.3.1.2. RO will read the entire written stage description aloud, verbatim and without embellishment, and then competitors will have the opportunity to ask questions. The RO is obligated to respond to questions about safety (180 rule, etc.) and stage procedure. The RO will not respond to questions that may constitute advice or otherwise give a competitor a competitive advantage.

6.3.1.3. Conduct a walkthrough of the stage. Walkthroughs must be 5 minutes in length after the reading of the stage description and before the first competitor begins (unless waived by the competitor or all competitors in a squad).

If a competitor completes a course of fire and is penalized for not following the course description, and no stage description is posted, the competitor will have the option to reshoot the stage after a stage description is completed and placed in a readily accessible area. This rule is in place to ensure stages are clearly articulated to competitors allowing them every opportunity to successfully complete a course of fire without being penalized for information not properly conveyed regarding the stage.

6.3.2. Shooting Areas

Shooting areas will be defined for each course of fire. All shots must be taken from inside of a designated shooting area. A competitor is deemed to be inside of the shooting area when no part of his or her body or equipment is in contact with any element based outside of the shooting area.

Course design may dictate when you can and cannot leave the shooting area. Example: Once you've engaged a certain array in the shooting area the course description could prohibit you from running out of the shooting area to reduce amount of ground covered on the way to the next shooting position. A competitor's foot can be on the fault line but if the foot touches outside the fault line, while firing, a procedural penalty will be incurred for each shot fired outside the fault line.

Shooting areas must be clearly defined and free from gaps (must be "closed" shapes). They may be defined by the following elements:

- **Fault Lines:** Commonly 2"x2" wood beams secured to the ground with stakes. In bravo and higher matches fault lines must be red in color.
- **Elevated Rope or Tape:** May be used on long courses of fire where the use of grounded fault lines is not practical, or where the course designer desires to restrict the movement of the competitor through the stage.
- **Walls:** May be made of virtually any safe material.
- **Props:** May be made of virtually any safe material.

6.3.3. Cover

Due to the subjective nature of enforcement, USCA **DOES NOT** recognize a penalty for cover based on perceived exposure to targets. Stage designers may utilize fault lines, props and other objective methods to force the competitor into a shooting position in which they are "covered". Using fault lines, walls and props to force a competitor to engage targets from the desired position eliminates the subjective nature of cover calls.

6.3.4. Freestyle

By default, all USCA courses of fire are shot in a freestyle format, where competitors shoot targets and complete a course of fire as they see fit, within the guidelines of the stage description. See “Narrative” for the alternate format.

6.3.5. Narrative

Narratives allow clubs to dictate the course of fire on their stages. Different clubs throughout the country like to shoot different styles. Some areas are more defensive minded and some are more freestyle centered. With the addition of narratives to USCA clubs can now ensure the style of shooting their competitors like best is shot at their matches. See “Freestyle” for the alternate format.

6.3.5.1. Limitations of Narratives

Narratives cannot, in any way, override the core safety and equipment rules of USCA. Narratives allow clubs to dictate target engagement order, which hand or shoulder is to be used on a stage or array, what shooting position is to be used, how many shots on target, shot placement on target, etc.

Narratives are limited as to the frequency of their use. At different level matches (State, Area and National level matches) the percentage of stages that can be driven by narratives. See the Match Tiers section of the rulebook for more details.

6.3.6. Required Hits

The default number of required hits is two per paper target, though the course design may dictate one or more hits on target. Course design must clearly outline this. Course design can require a competitor to hit static steel multiple times.

6.3.7. Barricades and Positions

Barricades can be used for many different purposes. Barricades may be used to shoot over, under, or around. Course design may dictate shooting left handed on the left side of a barricade and right handed on the right side.

Positional shooting can be dictated on a course. Competitor may be told to shoot certain target arrays from certain positions. Examples: Standing, Squatting, Kneeling, Sitting, and Prone.

6.3.8. Tables and Dump Buckets

6.3.8.1. Tables or dump buckets may be used to stage firearms prior to the start buzzer. Staged firearms must be pointed downrange (if using a table) and MAY NOT have a round in the chamber.

6.3.8.2. Tables may be used for abandonment, or “dumping” of a firearm during a course of fire. To be tabled, a competitor must first clear the firearm (magazine out and empty chamber) and the muzzle must point downrange. A tabled firearm that has not been cleared or placed facing downrange will result in a match disqualification. A competitor MAY NOT advance past the muzzle of a tabled firearm.

- 6.3.8.3. Dump buckets may be used for abandonment, or “dumping” of a firearm during a course of fire. To be dumped, a competitor must first clear the firearm (magazine out and empty chamber). A dumped firearm that has not been cleared will result in a match disqualification.
- 6.3.8.4. Dump buckets must be secured to the ground or other structure to ensure they do not tip.
- 6.3.8.5. Buckets may be padded to prevent damage to equipment and reduce the chances that a firearm will bounce out of the bucket. Be aware that a rifle muzzle may be very hot and choose padding materials accordingly.
- 6.3.8.6. Competitors should be advised the use of the incorrect dump bucket (rifle bucket for the pistol, or pistol bucket for the rifle) will result in a match disqualification.
- 6.3.8.7. Small dump buckets may be used for pistols only. Small buckets will typically be 3-5 gallon, plastic buckets, though any bucket of a comparable size that allows for safe retention and retrieval of a pistol is acceptable.
- 6.3.8.8. Large dump buckets may be used for rifles only. Large buckets will typically be 40+ gallon garbage containers, though any container of a comparable size that allows for safe retention and retrieval of a rifle is acceptable.

6.3.9. Rifle Maximum Target Distance & Minimum Target Size

The table below outlines the minimum target size at specific distance. Targets can be larger than the size listed. The maximum allowable distance for a rifle target is 500 yards. ALWAYS FOLLOW TARGET MANUFACTURER’S SAFETY GUIDELINES.

Yards	Minimum Target Size
0-19 yards	USCA Full Size Cardboard
20-39 yards	Half size or BCC zone
40-50 yards	4"x4" or 4" diameter
51-100 yards	6"x 6" or 6" diameter
101-200 yards	8"x 8" or 8" diameter
201-400 yards	8.5"w x 11.5"h
401-500 yards	17"w x 23"h
* Always follow recommendations from the target manufacturer on safe use.	

6.3.10. Pistol Maximum Target Distance & Minimum Target Size

The table below outlines the minimum target size at specific distance. The maximum allowable distance for a pistol-only target is 50 yards. ALWAYS FOLLOW TARGET MANUFACTURER'S SAFETY GUIDELINES.

Yards	Minimum Target Size
0-10 yards	USCA Full Size Cardboard
10-25 yards	4"x4" or 4" diameter
26-35 yards	6"x 6" or 6" diameter
36-50 yards	8"x 8" or 8" diameter

6.3.11. Loadout and Limited Capacity

Unless otherwise specified in the stage description, all competitors will start the stage with magazines loaded with rounds equal to or less than their division capacity. Stage design may require a competitor to load magazines to a reduced capacity (for example, "load first rifle magazine to 10 rounds"). Courses of fire CANNOT force a competitor to load MORE than designated division's defined capacity limit.

7. Scoring

USCA matches are scored on a match point system, where the competitor is awarded points based on their relative performance to the stage winner in their division. This section details match point scoring, stage formats, targets, penalties and procedures for scoring.

7.1. Match Points Scoring

USCA matches will be scored based on total points. Each stage will have a point value of 100 points. The competitor with the lowest time on a stage for their division will receive 100 points. Each subsequent competitor will receive points based on their time relative to the fastest time in their division. Overall ranking is determined by adding all earned stage points for a competitor in the match. The competitor with the highest number of total, or match points is the winner.

For example, if competitor #1 in Tac Ops has a total time (including raw time, target points and penalties) of 20 seconds, and competitor #2 in Tac Ops has a total time of 25 seconds, Competitor 1 is awarded 100 points and competitor 2 is awarded 80 points ($20.00/25.00 = .8 = 80\% * 100 \text{ points} = 80 \text{ points}$).

Other Requirements

7.1.1. Points will be rounded to the nearest thousandth of a point (0.000).

7.1.2. If a competitor fails to compete in a stage, they will be awarded 0.000 points for that stage.

7.2. Stage Scoring Types

The following scoring types are acceptable for use in USCA matches:

7.2.1. Comstock (Default)

Comstock is intended for use on short courses of fire. The competitor has unlimited time and unlimited shots to complete the course of fire. Time stops on the competitor's last shot. FTN penalties apply.

If a stage description does not specify the scoring type it will be scored as Comstock.

7.2.2. Limited Time Comstock (LTC)

Limited Time Comstock is primarily intended for use on courses with long-range targets or other extended courses of fire. LTC helps to keep the match flowing by limiting the amount of time a competitor can spend on a stage. It also incentivizes the competitor to fully complete the stage rather than seeking a competitive advantage by setting a very low raw time and accepting the penalties, which could otherwise produce a lower time than competitors who made all of their shots.

Limited Time Comstock stages will be assigned a par time, or maximum time allowed for a competitor to complete the stage. Within this time, the competitor has an unrestricted number of shots with which to complete the course of fire. In this format, **all paper targets must be engaged and all rifle only steel (steel engagements greater than 50 yards – steel within 50 yards not neutralized will count as a steel miss) must be neutralized** (all hits acquired or activated) before time is stopped. If the competitor completes the course of fire prior to the par time, the competitor's time is recorded as of the last shot fired. If the par time elapses before the competitor has completed the COF, the RO will immediately stop the competitor. The competitor will receive the par time plus target points including misses and applicable FTN penalties. There is no additional failure to engage penalty.

7.2.2.1. Determining a Par Time (Guideline)

The par time for a stage should allow the majority of competitors across skill levels to fully and safely complete a stage. Consider the number of targets to be engaged, target distance, props/obstacles and the distance that the competitor will travel through the course of the stage. When in doubt, time a realistic walkthrough of the stage to determine or test a par time.

7.2.3. Virginia Count

No par time, and a limited number of shots to complete the stage. Time stops on the last shot. Failure to Neutralize (FTN) penalties do not apply.

Narratives may allow a competitor a limited number of shots to engage an array within a stage though the remainder of the stage may not be shot restricted. In this case the entire course of fire must be classified as Virginia Count and FTN will not apply to any targets.

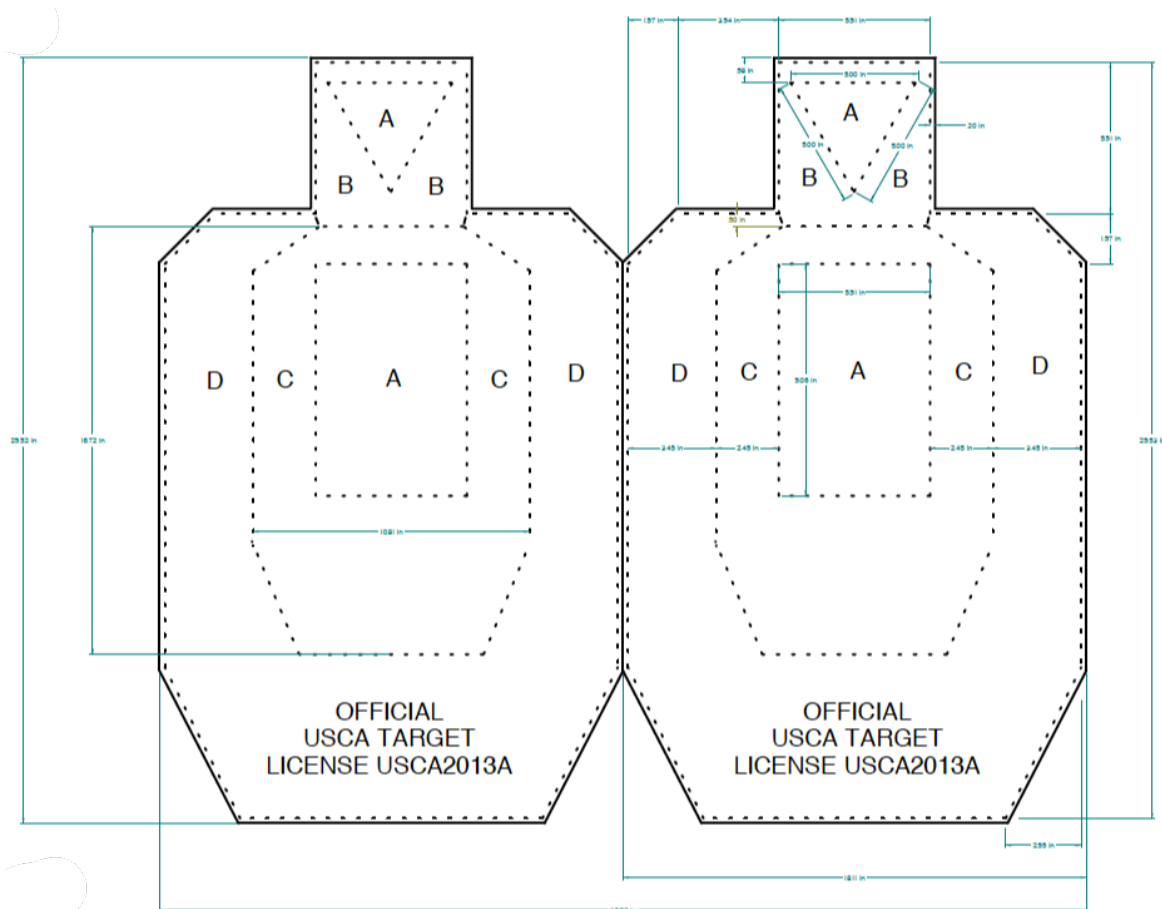
7.3. Paper Targets & Penalties

7.3.1. Paper Targets

USCA paper targets are required for Bravo and higher matches. They are strongly encouraged for Alpha matches, though USPSA targets will be acceptable in Alpha level matches through December 31, 2014.

The USCA cardboard target consists of four scoring zones with the following penalty values. The reverse side of the cardboard target is white in color and is used to designate a “no-shoot” target.

Zone	Penalty
A	+0 Seconds
B	+.25 Seconds
C	+.5 Seconds
D	+2 Seconds
Miss	+5 Seconds



7.3.2. No-Shoots

Each shot passing through a scoring area of a no-shoot target will be assessed a **15 second penalty** (shots must break or be within the outermost scoring perforation to be counted as a no-shoot). No-shoots are designated by targets with the white side of the cardboard facing the competitor. Other forms of no shoot target designation (i.e., painted hands) are not acceptable.

7.3.2.1. Application

7.3.2.1.1. A no shoot may stand independently (not attached to a scoring target).

7.3.2.1.2. A no-shoot may be attached directly to a scoring target. The no-shoot must leave exposed at least 50% of the lower A scoring zone OR the entire head.

7.3.2.2. Shoot Throughs:

7.3.2.2.1. **IF a no shoot is not attached to a target**, all scoring shots in all targets will be scored. (It is not reasonable to believe the RO can determine the angle of a shot and if it first penetrated a no-shoot before penetrating a valid target.)

7.3.2.2.2. **IF a no-shoot IS attached to a target**, the shoot through WILL NOT count on a target that the no shoot is physically attached to or otherwise in contact with (RO's will NOT "peel back" a no-shoot target to score the shoot through on an attached scoring target). "Attached" means that the no-shoot target is in physical contact with the scoring target.

7.3.3. Failure to Neutralize (FTN)

7.3.3.1. FTN applies only to paper targets on Comstock and Limited Time Comstock courses of fire. FTN's are not assessed on Virginia Count courses of fire.

7.3.3.2. A paper target requires one A, B OR C hit to be neutralized.

7.3.3.3. A penalty of 5 seconds per FTN will be assessed in addition to the earned target points. Example: Competitor scores two Deltas. The competitor will be assessed the 5 second FTN penalty in addition to 4 seconds in target points.

7.4. Steel Targets & Penalties

7.4.1. Scoring

Steel targets are scored as a hit or a miss. A miss on steel adds 5 seconds to the competitor's target time for the stage.

7.4.2. Steel Target Types

7.4.2.1. Static Steel

Static steel may require multiple hits. The RO will audibly confirm hits to the competitor. If the RO calls a hit that was in fact a miss, the hit call will stand.

7.4.2.2. Falling Steel

Falling steel typically includes plates, plate racks and pepper poppers. Falling steel must fall to score. If steel pepper poppers are hit but does not fall, the competitor may invoke the calibration process.

7.4.2.3. Active Steel

Active steel includes any steel target that visually indicates a hit by clear movement or by falling. The RO will audibly confirm hits to the competitor. If the RO calls a hit that was in fact a miss, the hit call will stand. Examples include spinner and flasher targets.

7.4.3. Repainting

At alpha level matches steel should be painted when a new squad is reviewing the stage, or every 15 competitors. At Bravo or above the steel should be repainted for each competitor. However time constraints may dictate slightly less painting and this will be acceptable as long as the competitor is comfortable that they can still effectively identify the steel target.

7.4.4. Calibration

A competitor may call for steel calibration if a falling steel target did not fall. If steel falls during calibration process the steel standing is counted as a miss and the stage is scored as shot. If the steel does not pass calibration the steel will be recalibrated and the competitor will be granted a reshoot.

7.4.4.1. Pistol steel is calibrated with 115 grain 9mm ammo shot through a gun having a barrel less than 5.25", but greater than 4". The shot will be taken from the approximate position of the challenged hit.

7.4.4.2. Rifle steel is calibrated with 55gr rounds traveling 2900fps or greater, out of a 16" barrel. The shot will be taken from the approximate position of the challenged hit.

7.4.4.3. If a competitor stops themselves mid course to call for a calibration and the target passes calibration, the competitor will be scored as shot. This situation is not grounds for a reshoot.

7.4.4.4. If an RO stops a competitor after a hit target does not fall the competitor will be given a reshoot regardless of the outcome of target calibration. This will be considered a course malfunction.

7.5. Procedural Penalties

Procedural penalties are +5 seconds per event violating course description. For example, if the stage is designated a "Tac Load" stage and the competitor drops and leaves behind a loaded magazine, they will receive a procedural penalty for each shot taken until they retrieve the dropped magazine.

Events warranting a procedural penalty include, but may not be limited to:

- 7.5.1. Stepping outside of the shooting area or fault lines will result in on procedural penalty per shot while outside the shooting area. It is NOT the duty of the Range Officer to inform the competitor that they are outside of the shooting area.
- 7.5.2. Every shot fired from a single magazine over the division capacity or a reduced capacity specified by the stage description.
- 7.5.3. Taking action violating the instructions of a narrative. One penalty per violation.
- 7.5.4. Every shot fired from an unslung rifle.
- 7.5.5. When a tactical reload is specified, failure to retrieve a magazine with one or more rounds remaining loaded prior to the competitor's next shot will incur one procedural penalty per magazine (not per shot). The only exception is a potentially faulty magazine dropped by the competitor in an effort to clear a malfunction.

7.6. Hard Cover

Hard cover is any object on a stage that is by definition, impenetrable. Unless otherwise specified by the stage description, all stage construction materials (including walls, barriers, barrels and props) are assumed to be hard cover.

- 7.6.1. **Whole or Partial Shoot Throughs Striking Paper:** Shots penetrating hard cover and going on to penetrate a scoring target will not be counted for score.
- 7.6.2. **Whole or Partial Shoot Throughs Striking Steel:** Shots penetrating hard cover and going on to strike static or active steel will count as a miss. Falling steel cannot be reengaged and will count as a miss, static or active steel may be reengaged. If a stage is Limited Time Comstock, falling steel struck through hard cover will count as a miss, but will NOT require the competitor to receive the par time for the stage.
- 7.6.3. **Paper Target Hard Cover:** Portions of paper targets may be designated as hard cover by painting, or otherwise coloring black a portion of the target. A hard cover target must use tape or other methods to ensure a sharp line between the scoring and hard cover portions of the target. Fifty percent of the lower A zone must be exposed and/or the entire head zone.

7.7. Soft Cover

Soft cover obscures the scoring zone (or zones) of a target. Shots penetrating soft cover and scoring zones or steel are scored.

- 7.7.1. At Bravo level matches and above, soft cover that provides coverage that degrades over the course of a match and cannot be easily refurbished (i.e., vegetation) is not acceptable.

- 7.7.2. Acceptable methods of soft cover include vegetation (see exception in 7.7.1), t-shirts/cloth and other materials that may be safely shot through.
- 7.7.3. The target must be identifiable by the competitor – it may not be 100% concealed.
- 7.7.4. A scoring target concealed by any amount of soft cover must have all scoring zones completely available. I.e., a scoring target concealed by soft cover cannot also have hard cover reducing the scoring area.

7.8. Scoring Procedure

After competitor is finished they may accompany the scorekeeper. If the course will be reset while the competitor is still shooting the course, they may appoint a delegate to verify scores. Once posted, competitor has no recourse to challenge the scoring.

7.9. Arbitration

Should the competitor not agree with a recorded score or penalty, the competitor may appeal to the Range Officer. Should the situation require escalation the competitor may take the issue to the Match Director. The competitor is responsible for providing all evidence to support his/her case. Photos and video may be admitted at the discretion of the match director and MUST be conclusive to impact the ruling. All issues must be reported within one hour of the incident.

8. Stage Procedures

This section details the procedure for a competitor on all courses of fire (after completion of the walkthrough).

8.1. Loading and Unloading Firearms

All firearms must be brought to the line unloaded. Rifles will have an Open Bolt Indicator (OBI) inserted and guns will be unloaded and in the competitors holster upon arriving at the course starting position. Competitors are to wear their handgun for the duration of the match. Competitors are not allowed to remove the pistol on stages that do not require a pistol. Competitors completing a course of fire without a handgun will receive a match disqualification. The RO will not remind the competitor to have required equipment.

8.1.1. Loading Sequence (LS)

A gun found to be loaded while performing Loading Sequence (LS) will result in a match disqualification. Example: Competitor is instructed to load and make ready on their handgun and a round is found in the chamber. The competitor is disqualified. Also, if the competitor is told to load and make ready on the rifle and a round is found in the chamber the competitor is disqualified.

The LS is initiated by the Range Officer. The competitor should not remove the pistol from the holster until ordered to “Make Ready” by the range officer. The “Make Ready” command starts the LS.

Handgun LS

Handguns will be loaded and holstered in the following manner (unless the course description states otherwise) [handguns MUST be loaded first to avoid having a loaded rifle slung while attempting to load a handgun]:

- Single action pistols: Hammer cocked and safety engaged.
- DA/SA and DAO pistols: If the pistol has a manual safety it must be engaged and gun will be holstered. If pistol does not contain a manual safety, firearm will be de-cocked prior to holstering.
- Striker-fired pistols: A round will be chambered and the gun will be holstered. If there is a safety it MUST be engaged prior to holstering the firearm.

Rifle LS

Unless the course description states otherwise, rifles will be loaded in the following manner: The OBI (Open Bolt Indicator) will be removed and handed to the RO, a magazine will be inserted, a round chambered and the safety will be engaged.

8.1.2. Unloading Sequence (ULS)

After completing the course of fire the Range Officer (RO) will initiate the ULS. The ULS begins with the last firearm used. When the RO reasonably believes that the competitor has completed the course of fire to his/her satisfaction, the RO will instruct the competitor, "If the competitor is finished, unload and show clear". This command initiates the ULS.

Unloading the rifle

(1) The RO will instruct the competitor to "If the competitor is finished, unload and show clear" at which point the competitor will (2) remove the magazine, (3) rack the bolt to the rear and (4) show the RO an empty chamber. Once the RO confirms an empty chamber (5) the RO will insert the Open Bolt Indicator (OBI) in to the rifle. The competitor will then (6) sling, stow, or hand the rifle to a RO.

Unloading the handgun

(1) The RO will instruct the competitor to "If the competitor is finished, unload and show clear" at which point the competitor will (2) remove the magazine and (3) rack the slide to the rear to (4) show an empty chamber. Once the RO confirms an empty chamber (5) the RO will inform the competitor to (6) move the slide forward "slide forward, point downrange, pull the trigger and holster".

Once both firearms are clear the RO will announce to the stage that the range is clear and scoring can begin. Competitors MUST NOT advance to score until the RO declares clear.

If a LOADED handgun or rifle is dropped to the ground during the ULS, or at any time during a match, the competitor will receive a match disqualification.

8.2. Starting Position

Starting positions must be declared on every stage.

8.2.1. Stage Start Positions - Hands Empty

- 8.2.1.1. **Hands Relaxed by Side (Default)** - This start position requires the competitor to have their hands hanging naturally by their sides. Their elbows shall not be bent and hands are to be relaxed.
- 8.2.1.2. **Surrender Position** - The competitor's wrists must be above their shoulders
- 8.2.1.3. **Air Rifle** - The competitor holds their hands in a manner simulating holding a rifle in a firing position. This is used to replicate the motion from transitioning from a rifle to their pistol. Hands must be extended from the body and at chest level.
- 8.2.1.4. **Facing Down-range** - facing the course of fire that, upon the start signal, the competitor is not breaking the 180-degree rule or within designated safe shooting directions.
- 8.2.1.5. **Facing Up-range** - facing opposite the course of fire. Guns must NOT be drawn until the competitor turns and faces the targets in a safe manner and not breaking the 180-degree rule or within designated safe shooting directions.

8.2.2. Stage Start Positions – Rifle in Hand

- 8.2.2.1. **Low Ready (Default)** - Rifle pointed towards the ground with one or both hands on rifle. Rifle may be shouldered and but line of sight must remain over the optics.
- 8.2.2.2. **Ready** - Both hands on rifle looking through optic.
- 8.2.2.3. **High Port** – Muzzle is pointed in the air and the butt is at or near the competitor's belt, downrange, with one or both hands on the rifle.

8.2.3. Rifle Load Conditions

Rifle conditions below are USCA's definitions of "firearm conditions". Rifles may have required starting load conditions and they are as follows:

- 8.2.3.1. **Condition 1:** Mag inserted, round in chamber, bolt forward, safety engaged. This load condition may only be used if the rifle is in the competitor's hands at the start of a stage (to ensure that a "hot" rifle is under control at all times).
- 8.2.3.2. **Condition 2:** Does not apply (has to do with hammers, generally applies to pistols)
- 8.2.3.3. **Condition 3:** Mag inserted, chamber empty, bolt forward, safety engaged.
- 8.2.3.4. **Condition 4:** Mag removed, chamber empty, bolt forward, safety engaged. This load condition is recommended for stages where the competitor starts without the rifle in hand. I.e., barrel or table starts.

8.2.4. Limited Capacity Load Starts

A course may dictate starting with a magazine loaded to a reduced capacity and may dictate a particular reload (Example: *"Start with 10-rounds in rifle mag and perform an Emergency Reload"*).

8.3. Reloads

Following are the acceptable types of reloads during a course of fire. Stage descriptions indicate which reload types are allowed on a particular course of fire.

8.3.1. Freeform

Competitor may reload whenever and however they like. If no particular reload is defined in the stage description freeform reload is the default.

8.3.2. Tactical

A Tactical Reload indicates a competitor must retain on their person any exchanged magazine with remaining rounds. Where a tactical reload is required, a procedural penalty will be assessed for every shot taken while an extracted, loaded mag is not retained. For rifle and pistol magazines with no rounds in them see "Emergency" reload below. **Magazine couplers are legal in all USCA divisions and satisfy the requirements of a Tactical Reload.*

8.3.3. Emergency

Competitor must go to bolt lock/slide lock before reloading. Failure to do so will result in procedural penalty.

8.3.4. Off The Gear

Some courses may require all or some reloads off the belt, chest rig or other device attached to the body and not the rifle. (Meaning using clamped together (coupled) magazines would not be allowed when an "Off the gear" reload was mandated.)

8.4. Firearm Transitions

Safety is of the utmost importance, so competitors must know the condition of firearms at all times. Slings a rifle with a chambered round (AKA loaded or hot) rifle is a match DQ.

8.4.1. Transition from a hot rifle to pistol:

When a competitor needs to transition from a hot rifle to pistol the competitor must perform the following actions in the order prescribed below. Failure to comply will result in a match disqualification, as the rifle must be clear before the handgun is employed. **(NOTE: If the rifle has**

been shot until the magazine is empty, and the bolt is locked back, or the bolt falls down on an empty chamber, the following does not need to be performed.)

1. Drop the magazine loaded into the rifle
2. Cycle the action emptying the chamber or drop the mag and fire a shot while aiming in at a target (firing the last round anywhere but a target will be considered a negligent discharge and subsequently disqualify the competitor).
3. Engage the safety
4. Sling the rifle (When a rifle is empty it can be slung behind the competitor as long as the muzzle remains below a 90 degree angle and points towards the ground at all times)
- OR -
5. Place the rifle, with no magazine and an empty chamber, muzzle down into a barrel or muzzle downrange onto a table. (Placing the firearm on the table restricts stage flow as a competitor CANNOT advance past the muzzle of a tabled firearm. *For this reason a barrel is preferred over tables for rifle Restricted Rifle Transitions.)

*If the competitor experiences a rifle malfunction while engaging an array of targets they may transition to their pistol to complete that array but MUST clear the malfunction BEFORE moving on to the next portion of the stage. Meaning a competitor CANNOT advance with a rifle in malfunction state.

8.4.2. Transition from an empty rifle to pistol:

If the magazine currently inserted in the rifle is empty AND the chamber is empty the rifle is considered cold/empty and may be slung without dropping the magazine. If the rifle is to be tabled or dumped the magazine must be removed and the chamber empty.

8.4.3. Transitioning from pistol to rifle

When transitioning from pistol to rifle the competitor must perform the following actions in the order prescribed below. Failure to comply will result in a match disqualification:

1. Return the pistol to the conditions prescribed in the Loading Sequence (LS)
2. Holster the pistol (not breaking the 180 rule)

- Or -

8.4.4. Pistol Restricted Transition Method (When holstering a hot pistol is not allowed)

1. Place the pistol muzzle down in a designated container according to the following restrictions:
 - a. Failure to properly safe the pistol using the appropriate method will result in match disqualification.
 - b. Loaded and safety engaged: When there is a live round in the chamber or magazine, use the appropriate method described below.
 - i. Pistols with a manual safety must be operational and engaged (regardless of passive safeties). When engaged the safety must function as the manufacturer intended or a match disqualification will result.
 - ii. Pistols with a de-cocker must be de-cocked.

- iii. Pistols without a manual safety must have operational passive safeties.
Disabled passive safeties will results in a match disqualification.
- c. Empty: When the chamber is empty one of the following conditions must be true (spent brass is within the definition of empty).
 - i. Chamber empty, magazine empty, slide forward or locked to the rear.
 - ii. Chamber empty, magazine removed, slide forward or locked to the rear.

8.5. Reshoots

8.5.1. Allowances

Reshoots are allowed under the following conditions.

- 8.5.1.1. Stage malfunction or failure. Must be called by Range Officer.
- 8.5.1.2. Timing equipment malfunction or failure.
- 8.5.1.3. Stage improperly or incompletely reset (i.e., steel down or paper targets not pasted).
- 8.5.1.4. Following a successful target calibration challenge.
- 8.5.1.5. If a target is pasted before an RO or scorekeeper can determine and record the score.
- 8.5.1.6. The competitor performed an action not specifically prohibited by the stage description but was subsequently determined to be forbidden. See “Stage Description and Walkthrough”.
- 8.5.1.7. If the time or score are not recorded or are incompletely recorded.
- 8.5.1.8. If the score sheet is missing, the competitor’s copy (either carbon copy, written record or picture of the original) will be accepted. If there are no alternate records of the stage then a reshoot will be required.
- 8.5.1.9. Contact with or physical interference by the RO will give the competitor the option to reshoot. The competitor must request a reshoot prior to being shown their time or score for the stage.
- 8.5.1.10. Extenuating circumstances that require the RO to stop the competitor (i.e., range becomes unsafe and a cease fire must be called, RO believes the competitor’s firearm has become unsafe [squib round or similar]). If the RO stops a competitor for an issue with a firearm, the competitor is entitled to a reshoot but only after the safety issue has been remedied.

8.5.2. Procedure

- 8.5.2.1. Reshoots are to be completed as soon as possible, while allowing the competitor time to refresh magazines and equipment as needed. Other competitors may complete the course of fire in the meantime.
- 8.5.2.2. If a reshoot is NOT possible, the scoring information currently known for that stage will stand. If the time is missing from a paper score sheet then the par (maximum) time for the stage will be assessed if available. If no par time or other time is available the competitor will receive no points for the stage. Other situations may occur and will be resolved at the discretion of the match director.

8.6. Match Disqualification

USCA's first priority is to conduct safe matches. Below are general and specific rules for match disqualification.

8.6.1. General Regulations

- 8.6.1.1. A disqualified competitor is prohibited from completing any further official stages and/or elements of a match.
- 8.6.1.2. Disqualified (DQ'd) competitors' scores will remain in tact until the arbitration period has passed and the match director has declared the match to be final. DQ'd competitors' scores will not be available in the official match results.
- 8.6.1.3. Safety related disqualifications are immediate and final, and may not be arbitrated.
- 8.6.1.4. The details and examples below may not be all inclusive. The match director will determine if an unlisted incident merits a match disqualification.

8.6.2. Accidental Discharge

An accidental discharge is defined as any unintentional shot fired by the competitor in an unsafe direction. This may include the following:

- 8.6.2.1. A shot that does not impact a berm or backstop.
- 8.6.2.2. A shot not fired in the general direction of a scoring target or traveling in any other direction deemed unsafe by the stage description and/or the range.
- 8.6.2.3. A shot fired off the clock.
- 8.6.2.4. A shot fired while loading or unloading a firearm.
- 8.6.2.5. A shot fired while attempting to correct a malfunction.

Upon occurrence, the Range Officer will stop the competitor immediately, clear and safe all firearms, and issue the disqualification.

8.6.3. Unsafe or Reckless Gun Handling

Any action of the competitor that violates basic and range gun safety rules, or that unnecessarily endangers the competitor or any other participant. The scenarios below will result in a match disqualification. Similar incidents not listed may result in a match disqualification at the Match Director's discretion.

- 8.6.3.1. Violation of any of the safety rules as defined in section 2 of this rulebook.

- 8.6.3.2. Handling a pistol, except for in a designated safe area or under the direct supervision of a Range Officer.
- 8.6.3.3. Possessing a loaded firearm at any time other than when directly supervised by a Range Officer.
- 8.6.3.4. Dropping a firearm at any time during the completion of a stage (loading, reloading, unloading, transitioning, holstering) whether or not the firearm is loaded. Dropping an empty firearm at other times is not a disqualification, but extreme care must be taken when retrieving it and returning it to a safe location.
- 8.6.3.5. Dumping a firearm into an incorrect dump bucket (rifle in a pistol bucket, or pistol in a rifle bucket).
- 8.6.3.6. Dumping or tabling a firearm that has a magazine inserted and/or a round in the chamber.
- 8.6.3.7. Allowing the muzzle to break the designated 180 degree line on a given stage. This includes drawing a handgun from the prone position or while facing up range.
- 8.6.3.8. Allowing the muzzle to “sweep”, or point directly at any part of the competitor’s body during any part of the stage process (loading, reloading, unloading, transitioning, holstering). This includes passing in front of the muzzle of any staged firearm. There is a potential exception for sweeping the lower extremities when drawing or holstering a handgun, assuming the competitor demonstrates proper trigger discipline.
- 8.6.3.9. Handling of live ammunition in a designated safe area. A competitor may have ammunition and magazines on their person as long as they are not handled in safe areas.
- 8.6.3.10. Abandoning a loaded firearm (> 3 feet or “arms length” between the competitor and loaded firearm).
- 8.6.3.11. Consistently failing to maintain appropriate trigger discipline during the completion of a stage. The competitor’s finger is to remain straight and outside of the trigger guard when not actively engaging a target.
- 8.6.3.12. Using unsafe ammunition, including metal piercing, steel core, incendiary and/or tracer.

8.6.4. Prohibited Substances

- 8.6.4.1. Any use of illegal or controlled substances will result in a match disqualification.
- 8.6.4.2. Alcohol is prohibited for all competitors, match officials and spectators during the course of a match. Anyone believed to be under the influence of alcohol will be disqualified and/or asked to leave the range.

8.6.5. Unsportsmanlike Conduct

Cheating, dishonesty, unwelcome verbal abuse or taunting, and not complying with the instructions of a range official are examples of unsportsmanlike conduct and may result in match disqualification at the discretion of the Match Director.

8.6.6. Non-Participation

Match directors, range officers and scorekeepers are volunteer positions, and for a match to run smoothly they are dependent on the help and participation of competitors. Unless otherwise specified, competitors are expected to assist the RO's by resetting stages for the next competitor, which includes pasting, resetting active targets, painting steel and other related activities. It may also include striking the last stage of the day to help with clean up.

Your match director can help you understand full expectations, though it is common that all competitors who are not on-deck to shoot, shooting, or having just shot are excused from stage reset activities. All other competitors are expected to participate after every competitor.

Should a competitor fail to perform these duties a match disqualification may result.

- 8.6.6.1. For non-participation a competitor will first receive a verbal warning from the match director, range officer or scorekeeper.
- 8.6.6.2. Following a verbal warning, the competitor will receive one (1) procedural penalty for the current stage, even if that competitor has already completed the stage. The RO will inform the competitor that a procedural penalty has been assessed.
- 8.6.6.3. If after the verbal warning and procedural are issued the competitor continues to not provide support, the competitor may be disqualified from the match at the discretion of the match director.

9. APPENDIX

9.1. Revision History

Version	Effective Date	Summary of Key Changes
V3.2	May 15, 2015	<ul style="list-style-type: none">• Pistol Restricted Transition Method (Dumping): Pistol may be dumped with a live round in the chamber or magazine if done so in accordance with guidelines.• Limited Time Comstock: Previously any steel target not neutralized would result in the competitor receiving the par time. This has been updated so that only rifle steel beyond 50 yards not neutralized will result in assignment of par time.• Removed maximum round count by stage.• Pistol Target Minimum Distance: Adjustment to be more flexible with target selection within 25 yards.• Muzzle Device/Compensator Length Restrictions: Clarification that measurement is from muzzle to end of device for applicable divisions.• Backup Iron Sights: Clarification that 45 degree or fixed iron sights are acceptable.• Suppressors: Clarification that rifle suppressors are acceptable at Alpha level matches only.• All references to “stage disqualification” have been removed.• Various minor clarifications and error fixes.
V3.1	September 25, 2014	<ul style="list-style-type: none">• Updates to Course of Fire Elements and Options, Firearm Transitions, and Match Disqualification to allow for tabling or dumping a firearm.• Procedural penalty clarifications.
V3.0	February 15, 2014	<ul style="list-style-type: none">• Formatting throughout, including the addition of section and subsection numbering for simplified reference and reorganization of content for better flow.• Elaboration and clarification of existing rules.• Division Reorganization<ul style="list-style-type: none">○ Removed “Irons” division.○ Added “No Mag” division.○ Removed “LimCap” division.• Divisions<ul style="list-style-type: none">○ Improved layout of division requirements and enhanced information.○ MilLe – added restriction on rifle magazine.○ Irons division has been replaced by the No Mag division.• Equipment:<ul style="list-style-type: none">○ Replacement equipment must meet specific criteria AND be approved by the match director BEFORE being used in the match. Failure to comply results in a match disqualification.○ Rifle sling is now required at all times (when shooting rifle) in all divisions.

- Scoring
 - USPSA and IDPA targets are no longer authorized at USCA matches.
 - Target value changes.
 - Incorporated “Match Points” method of ranking, replacing “Total Time”.
 - Defined “Scoring Types” as Limited Time Comstock and Virginia Count.
 - Failure to Neutralize (FTN) change of definition.
- Stage Procedures
 - Addition: Match Disqualification details.
 - Deleted ability to table a rifle when transitioning to pistol.
- Redefined USCA regions.

V2.3	January 1, 2013	2013 version.
V1.0		Initial version.