

2024 New Competitor Orientation Class Supplement

By

East Huntingdon Practical Shooters Association

Introduction

This is a supplement to the New Competitor Orientation Class. The intent is to provide information that is difficult to present verbally.

Bear in mind that our goal for the class is to establish a foundation for you to get safely started in the sport. You will need to continue the learning process by reading the [rulebook](#), asking questions, participating in matches, and developing your skills. There are many rules, clarifications, and exceptions in the rulebook that we aren't going to cover.

Note that underlined text identifies hyperlinks to additional information on the internet. Obviously they're useless when printed on paper. You will find an electronic version of this supplement at this website ehpsa.com under [2024 New Competitor Orientation Class](#) . There are several other pages at the website that you may find useful.

The USPSA Game in a Nutshell

- A match is a collection of stages designed to challenge the shooter.
- Each shooter engages all targets on each stage to earn stage points.
- The basic principle is to equally evaluate power, accuracy, and speed.
 - Higher power ammunition increases points available on a paper target.
 - Higher accuracy earns higher points on a paper target.
 - Higher speed earns points faster.
 - Hit factor (points per second) determines overall stage points relative to the best score on that stage within a division.
 - Cumulative stage points determines match winner within a division.
- Most stages are freestyle – shoot it however you want within safety rules and stage procedure limitations.
- Standard exercise stages are used to measure specific skills.
- Classifier stages allow comparison and recognition across the USPSA membership.
- SAFETY is the primary concern – unsafe acts will result in match disqualification.

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Clubs in the [Western Pennsylvania Section](#)

[Gem City Practical Shooters](#), 9:00 AM, 1st Sunday of month, advance registration required. Located near Erie.

[Pitcairn-Monroeville Sportsmen's Club](#), 9:00 AM, 1st Sunday of month, advance registration required. Located near Pitcairn.

[Lawrence County Sportsmen's Association](#), 9:00 AM, 2nd Saturday of month, advance registration required. Located near New Castle.

[Greater Pittsburgh Gun Club](#), 9:00 AM, 2nd Sunday of month, advance registration permitted. Located near Pittsburgh International Airport

[Clairton Sportsmen's Club](#), 9:00 AM, 3rd Sunday of month, no advance registration. Located near Clairton.

[Castlewood Rod & Gun Club](#), 9:00 AM, 4th Saturday of month, advance registration permitted. Located near New Castle.

[East Huntingdon Practical Shooters](#), 9:00 AM, 4th Sunday of month, advance registration permitted. Located near Scottdale.

[Pardoe Sportsmen's Association](#), 9:00 AM, 4th Sunday of month, advance registration permitted. Located near Grove City.

[Bedford County Pistol League](#), Wednesday evening matches. Located near Bedford.

Somerset (coming soon)

Match Registration and Match Results

The [Practiscore Match Management website](#) is the software used for advance registration and squadding (when used by the club). There's a more detailed description of the match registration process in the [Getting Started](#) page of the EHPSA website

If the club does not permit advance registration it will be done at the club on the day of the match.

Payment is typically made at the club on the day of the match. Some clubs may enable online payment as part of the advance registration process.

Final match scores can be viewed on the Practiscore Match Management website and on the [USPSA website](#).

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Match Scoring

The Practiscore scoring app (available for IOS and Android) is used to record the scores during the match. The scoring tablets are provided by the clubs.

Typical Match Fees

The match fees at East Huntingdon are shown below. Fees at other clubs in the Western PA Section are similar.

- \$20.00 / \$10.00 / \$5.00 for First / Second / Third match
- \$5.00 Classifier only
- Juniors (under 18 on match day) \$10.00 / \$5.00 / \$5.00
- Match Discounts (subtracted from fee)
 - \$20.00 New competitor (first USPSA match)
 - \$20.00 Match setup crew

Typical Ammunition Requirements

East Huntingdon typically designs stages to require between 110 and 130 rounds per match (other clubs may be higher or lower). This does not include extra rounds for makeup shots or stage re-shoots. 200 rounds is normally a safe quantity of ammunition to get through a match in the Western PA Section.

Firearm Divisions:

Division	Gun Action	Scoring	Magazine Limit
Production	DA or Striker	Minor	15 rounds
Carry Optics	DA or Striker	Minor	Max length (141.25 mm)
Single Stack	SA	Minor / Major	10 / 8 rounds
Limited	Any	Minor / Major	Max length (141.25 mm) Max length (171.25 mm) for single stack gun
Limited 10	Any	Minor / Major	10 / 10 rounds Max length (141.25 mm) Max length (171.25 mm) for single stack gun
Open	Any	Minor / Major	Max length (171.25 mm)
Revolver	Revolver	Minor / Major	8 / 6 Rounds
PCC	Any	Minor	No limit

DA = Double Action, SA = Single Action, PCC = Pistol Caliber Carbine

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Ammunition Power Factor (PF)

- $PF = \frac{(bullet\ weight\ in\ grains) \times (average\ bullet\ velocity\ in\ feet\ per\ second)}{1000}$
- Minor power factor if PF is between 125 and 164.9999.
- Major power factor if PF is 165 or greater.

Target Scoring Zone Points

Scoring Zone	Paper Target Points Available per Hit	
	Major Power Factor	Minor Power Factor
A	5	5
C	4	3
D	2	1

- Knocking down one steel target earns one A zone hit (5 points).

Match Etiquette

- If there is another squad on a stage, stay off the stage.
- Do not go to an empty stage unless directed by the Match Director.
- Pay attention when the stage briefing is read.
- Know when it's your turn to shoot and be at the start position with all of your gear.
- On-deck shooter should not be resetting the stage, get ready to shoot.
- Don't bother the on-deck shooter, they need to get focused on the stage plan.
- Only the on-deck shooter can walk through stage as it is being scored and reset, nobody else.
- Shooter that just finished should reload magazines for next stage.
- You should be resetting the stage if you are not shooting, on-deck, or reloading your magazines.
- Make sure target has been scored before patching (can result in re-shoot).
- Before your squad leaves the stage, check that all steel is painted, targets are patched, and moving targets have been reset.

The Need for Volunteers

- USPSA is a volunteer sport. Everyone needs to contribute during the match by volunteering to take the timer and run shooters, take the tablet and record scores, and patch, paint, and reset targets. Don't rely on a few people in your squad to do all the work.
- Volunteers are needed for match preparations, stage setup, stage tear down, and building/maintaining props. Please help when you can, it's good for the sport and it's good for you.
- Consider becoming a Range Officer certified by the USPSA National Range Officer Institute.