

Rule Number	Existing Rule	Edited Rule (highlight changes)	Comments
The USPSA Classification System	The USPSA Classification System section before the TOC	Remove this section and point folks to https://uspsa.org/pages/about/classification	It has been pointed out that the classification info in the rulebook is out of date and doesn't match the current info that is being maintained on the USPSA website. The Classification System is really not a rules thing, it is one of the member benefits USPSA provides and maintaining one copy of the info on the USPSA website would streamline things.
1.1.5.3	Standard Exercises and Classifiers may specify shooting with the strong hand or weak hand unsupported for handgun divisions and strong or weak side for PCC. The specified hand must be used exclusively from the point stipulated for the remainder of the string or stage. Stage procedures may never require the PCC to be fired using only one hand.	Delete the rule	This really only applied to Standards. Moved the relevant info into 1.2.2.1. Part about PCC is mentioned in chapter 8.
1.1.5.4	Medium or Long courses of fire may stipulate the use of either strong or weak hand/side, provided that only one hand/side, either strong or weak, is specified for no more than the last 6 shots required. Stage procedures may never require the PCC to be fired using only one hand.	Short and Medium courses of fire may stipulate the use of either strong or weak hand/side, provided that only one hand/side, either strong or weak, is specified for no more than the last 6 shots required is used for the entire stage . Stage procedures may never require the PCC to be fired using only one hand.	The last 6 shots thing is often gamed due to poorly written WSBS. And why not not allow stages that are all SHO/WHO? For long courses, only 1.1.5.5 applies (use of props).
1.2.1.1	Short Courses – Must not require more than 12 rounds to complete and no more than 2 shooting locations. Course design and construction must not require more than 8 scoring hits from any single location or view, nor allow a competitor to shoot all targets in the course of fire from any single location or view.	Short Courses – Require 1 to 12 rounds to complete and no more than 2 shooting locations . Course design and construction must not require more than 8 scoring hits from any single location or view, nor allow a competitor to shoot all targets in the course of fire from any single location or view if the course requires more than 8 scoring hits .	Defines the minimum round count, eliminates location requirements
1.2.1.2	Medium Courses – Must not require more than 20 rounds to complete and no more than 3 shooting locations. Course design and construction must not require more than 8 scoring hits from any single location or view, nor allow a competitor to shoot all targets in the course of fire from any single location or view.	Medium Courses – Require 13 to 20 rounds to complete and no more than 3 shooting locations . Course design and construction must not require more than 8 scoring hits from any single location or view, nor allow a competitor to shoot all targets in the course of fire from any single location or view.	Defines the minimum round count, eliminates location requirements
1.2.1.3	Long Courses – In Level III or higher matches must not require more than 32 rounds to complete. At any level match, course design and construction must not require more than 8 scoring hits from any single location or view, nor allow a competitor to shoot all targets in the course of fire from any single location or view.	Long Courses – Must not require less than 21 rounds to complete for all match levels . In Level III or higher matches must not require more than 32 rounds to complete. At any level match, course design and construction must not require more than 8 scoring hits from any single location or view, nor allow a competitor to shoot all targets in the course of fire from any single location or view.	Defines the minimum round count

1.2.2.1	Standard Exercises – Courses of fire consisting of two or more separately timed component strings. Scores, with any penalties deducted, are accumulated on completion of the course of fire to produce the final stage results. Standard Exercises must only be scored using Virginia Count or Fixed Time. The course of fire for each component string may require a specific shooting position, procedure and/or one or more mandatory reloads. Standard Exercises must not require more than 24 rounds to complete. Component strings must not require more than 6 rounds (12 rounds if a mandatory reload is specified).	Standard Exercises – Courses of fire consisting of two or more separately timed component strings. Scores, with any penalties deducted, are accumulated on completion of the course of fire to produce the final stage results. Standard Exercises must only be scored using Virginia Count or Fixed Time. The course of fire for each component string may require a specific shooting position, procedure and/or one or more mandatory reloads. Standard Exercises must not require more than 24 rounds to complete. Component strings must not require more than 6 rounds (12 rounds if a mandatory reload is specified). Strings must be shot in numerical order unless otherwise stated in the Written Stage Briefing. Standard Exercises may specify shooting with the strong hand or weak hand unsupported for handgun divisions and strong or weak side for PCC. The specified hand must be used exclusively from the point stipulated for the remainder of the string or stage.	This spells out string order, but allows for stage designers to specify otherwise in WSB. Also adds the SHO/WHO info here.
1.2.2.3	Speed Shoot – Courses of fire consisting of one continuous string of fire not exceeding 16 rounds shot on one or more arrays of multiple targets from a single location. The written stage briefing may specify engaging arrays of targets without violating rule (1.1.5), as long as the competitor is allowed to engage said arrays in any order, and individual target engagement is not specified. No more than eight rounds may be required without a mandatory reload and no more than one mandatory reload may be required in the course of fire. Weak/Strong hand may be stipulated after the reload is complete. Stage may be scored either Comstock or Virginia Count. See Rule 9.2.3.2.	Speed Shoot – Courses of fire consisting of one continuous string of fire not exceeding 16 rounds shot on one or more arrays of multiple targets from a single location. The written stage briefing may specify engaging arrays of targets without violating rule (1.1.5), as long as the competitor is allowed to engage said arrays in any order, and individual target engagement is not specified. No more than eight rounds may be required without a mandatory reload and no more than one mandatory reload may be required in the course of fire. Weak/Strong hand may be stipulated after the reload is complete. Stage may be scored either Comstock, Fixed Time or Virginia Count. See Rule 9.2.3.2.	Adds Fixed Time as a scoring option
1.2.2.3.1	Level II and higher matches are allowed no more than one of these courses of fire per every five stages. The total points available in these courses of fire shall not exceed 20% of the total points available in any match.	Delete the rule	There doesn't seem to be an issue with matches having too many speed shoots anymore
2.1.8.5.1	Level I matches are encouraged but not required to comply with this requirement. The Written Stage Briefing must specify any targets that must be activated before being engaged (see Rule 9.9.4).	Delete the rule	Eliminates level I exception about requiring targets to be activated before shooting at them.
2.3.5	During inclement weather, the Range Master may order that cardboard targets be fitted with transparent protective covers and/or overhead shelters, and this order is not subject to appeal by competitors (see Rule 6.5.1). Such items must be applied and remain fitted to all affected targets for the same period of time, until the order is rescinded by the Range Master.	During inclement weather, the Range Master may order that cardboard targets be fitted with transparent protective covers, treated/waterproof targets , and/or overhead shelters, and this order is not subject to appeal by competitors (see Rule 6.5.1). Such items must be applied and remain fitted to all affected targets for the same period of time, until the order is rescinded by the Range Master.	To conform with common practices and allow the legal use of treated/ authorized waterproof targets to be used in lieu of bagging.
2.6	none	Uncasing/Casing Areas	
2.6.1	none	For PCCs only, if there is not a sufficient length of side berm to safely serve as a uncasing/casing area, then the match director must identify and designate a suitable area.	To help clubs with limited side berm space and allow them to designate a PCC area
4.1.2.1	The scoring area of scoring cardboard targets must be of a typical cardboard color.	The scoring area of scoring cardboard targets must be of a brown or tan cardboard color.	Eliminate the question if white or black is a "typical" cardboard color

4.2.1.1	Half-sized targets of either type are approved for use at Level I matches only and may be used together with full-size targets of same type on a course of fire. No portion of half-sized targets may be covered with hard cover or no-shoots; they must be presented as full targets. The opposite side may be used as a no-shoot target, as with full-sized targets, but they may only be used as free-standing no-shoots, and any half-sized target visually blocked in such a manner must be fully visible at some other point in the course of fire. Half-sized targets may not be mounted onto full-sized no-shoot targets or used as no-shoots on full-sized scoring targets. Restrictions on angle of placement still apply for IPSC targets.	Half-sized targets of either type are approved for use at Level I and Level II at all match levels and may be used together with full-size targets of same type on a course of fire. Half-sized USPSA targets can be covered with hard cover or no-shoots as long as 50% or more of the lower A-zone is visible. Half-sized IPSC targets can be covered with hard cover or no-shoots as long as 50% or more of the A-zone is visible. Half-sized targets may not be mounted onto full-sized no-shoot targets or used as no-shoots on full-sized scoring targets. Restrictions on angle of placement still apply for IPSC targets.	Not being able to cover the half sized targets directly sucks. We have different percentages of the calibration zone for large and small poppers, so why not for cardboard too? And if we do this, then we need to add a 50% A zone diagram to App. B1
4.3.1.4	Various sizes of metal plates may be used (see Appendix B3), however, metal plates must not be used exclusively in a course of fire. At least one cardboard target or popper must be included in each course of fire.	Various sizes of metal plates may be used in Level I and II matches only, however, metal plates must not be used exclusively in a course of fire. At least one cardboard target or popper must be included in each course of fire.	As we have long discussed plates at higher level matches cause numerous reshoots and are rarely consistently scored through out the country. Add the Texas Stars, various types of plate racks and other devices and you see various horror stories at all level matches.
4.3.1.6.1	A plate that has been hit more than once and falls or overturns before a Range Officer can stop the competitor, will be scored as hit and there will be no reshoot issued.	A plate that has been hit a second time and falls or overturns before a Range Officer can stop the competitor, will be scored as hit and there will be no reshoot issued.	"More than one" is an infinite number.
5.2.4	During the course of fire, after the start signal, unless stipulated otherwise in the stage procedure, spare ammunition, magazines and/or speed loading devices shall be carried in retention devices attached to the competitor's belt and specifically designed for that purpose. Unless specifically prohibited in the Written Stage Briefing, a competitor may also carry additional magazines or speed loading devices in apparel pocket(s) and retrieve and use them, providing that the location of the apparel pocket does not violate the requirements of Appendix D, Item 12 (subject to the provisions of Rule 6.2.5.1).	During the course of fire, after the start signal, unless stipulated otherwise in the Written Stage Briefing, spare ammunition, magazines and/or speed loading devices shall be carried in retention devices attached to the competitor's belt and specifically designed for that purpose. Unless specifically prohibited in the Written Stage Briefing, A competitor may also carry additional magazines or speed loading devices in apparel pocket(s) and retrieve and use them. providing that the location of the apparel pocket does not violate the requirements of Appendix D, Item 12 (subject to the provisions of Rule 6.2.5.1).	No more position requirements, and I am fine with prohibiting the use of pockets/pouches in the WSB, just cleaned up the language a bit.
5.2.4.1	Should the division restrict the location of the magazines or speed loading devices, carrying them in apparel pocket(s) forward of the restriction point will be allowed providing they are not removed from the apparel pocket(s) between the "standby" command and the command "if clear, hammer down and holster". (e.g. – a magazine may be retrieved from a front pocket to facilitate loading before the start signal or while unloading at the end of a COF without penalty).	Delete the rule	Doesn't apply anymore

5.2.4.2	When stipulations in the Written Stage Briefing require placement of magazines or speed loaders on a table or similar location and not in the retention devices prior to the start signal, retrieving them and using them from the hand is allowed. Further, spare ammunition, magazines and/or speed loading devices carried in the hand after the start signal are not subject to the equipment position restrictions of Appendix D, Item 12, as long as they remain in the hand. Magazines may never be held or carried in the mouth for Divisions with equipment position restrictions specified in Appendix D, Item 12.	When stipulations in the Written Stage Briefing require placement of magazines or speed loaders on a table or similar location and not in the retention devices prior to the start signal, and prohibit the use of pockets and retention devices during the course of fire , retrieving and carrying them and using them from the hand is allowed. Further, spare ammunition, magazines and/or speed loading devices carried in the hand after the start signal are not subject to the equipment position restrictions of Appendix D, Item 12, as long as they remain in the hand. Magazines may never be held or carried in the mouth. Doing so will result in a zero for the stage. for Divisions with equipment position restrictions specified in Appendix D, Item 12.	Updated rule to conform with elimination of behind the hip bone. This will need renumbered to 5.2.4.1
5.2.5.3	Unless specified in the written stage briefing, or unless required by a Range Officer, the position of holsters and allied equipment on the belt must not be moved or changed by a competitor during a match. If a retaining strap is permanently attached to a holster or magazine pouch, it must be applied or closed prior to issuance of the "Standby" command.	Unless specified in the written stage briefing, or unless required by a Range Officer, the position of holsters and allied equipment on the belt must not be moved or changed by a competitor during a match. If a retaining strap is permanently attached to a holster or magazine pouch, it must be applied or closed prior to issuance of the "Standby" command. Removing holsters and allied equipment on the belt during the match will result in a zero score for the course(s) of fire in which the violation occurred.	With the modular belt systems, people are asking about removing mag pouches for prone stages. There is not a penalty outlined, so it has caused some confusion.
5.2.10	none	Any competitor who shoots a course of fire while out of compliance with the requirements noted in 5.2.5 or 5.2.7 will receive a zero score for that course of fire.	Adds the zero stage penalty for both distance from belt and holster issues.
10.5.8	Failure to keep the finger outside the trigger guard while clearing a malfunction where the competitor clearly moves the firearm away from aiming at targets.	Failure to keep the finger outside the trigger guard while clearing a malfunction where the competitor clearly moves the firearm away from aiming at targets.	RMI's discussed after a QOTM and are proposing the change to help eliminate the subjectiveness of 'aiming' and 'clearly moves away from target'
8.2.2	The competitor assumes the start position as specified in the written stage briefing. A competitor who attempts or completes a course of fire where an incorrect start position was used must be required by a Range Official to reshoot the course of fire. "Arms hanging naturally by sides" is illustrated in Appendix E3.	The competitor assumes the start position as specified in the written stage briefing. A competitor who attempts or completes a course of fire where an incorrect start position was used must be required by a Range Official to reshoot the course of fire. "Arms hanging naturally by sides" is illustrated in Appendix E3.	Eliminating reference to App. E3 since it is being removed.
8.3.1.2	new	Sight pictures may be taken during the Make Ready process and while preparing for the next string. Should the competitor experience an accidental discharge while taking a sight picture a disqualification under rule 10.4.3 shall be issued.	Make the AD during the make ready the same as Steel Challenge.
8.5.1	Except when the competitor is actually aiming or shooting at targets, all movement (see Appendix A3) must be accomplished with the fingers visibly outside the trigger guard and the safety should be engaged. The firearm must be pointed in a safe direction.	Except when the competitor is actually aiming or shooting at targets, all movement (see Appendix A3) must be accomplished with the fingers visibly outside the trigger guard and the safety should be engaged. The firearm must be pointed in a safe direction.	No one puts their safety on anyway, so it just eliminates questions about a "should" situation.
9.1.7	Target sticks and barrier supports (see 2.2.3.5) are neither Hard Cover nor Soft Cover. Shots which have passed wholly or partially through target sticks and or barrier supports, and which hit a cardboard or metal target will count for score or penalty, as the case may be.	Target sticks and barrier supports (see 2.2.3.5 and definition of Barrier Supports in App. A3) are neither Hard Cover nor Soft Cover. Shots which have passed wholly or partially through target sticks and or barrier supports, and which hit a cardboard or metal target will count for score or penalty, as the case may be.	For clarification.

9.2.3.2	Virginia Count must use cardboard targets exclusively, and must only be used for Standard Exercises, Classifiers, Speed Shoots, or Short Courses.	Virginia Count must use cardboard targets exclusively, and must only be used for Standard Exercises, Classifiers, Speed Shoots, Medium Courses , or Short Courses.	It will give folks something to spice up medium courses
9.2.4.3	Fixed Time must only be used for Standard Exercises, Classifiers or Short Courses.	Fixed Time must only be used for Standard Exercises, Classifiers, Speed Shoots, Medium Courses , or Short Courses.	Increases options for stage designers
9.4.5.3	Stacked shots will incur one procedural penalty per target incorrectly engaged in the string or stage. This penalty will not be applied if the written stage briefing specifically authorizes stacked shots. (See Appendix A3 for the definition of stacked shots.)	Shooting more than the specified shots at a target(s) while shooting other target(s) with fewer shots than specified in the Written Stage Briefing in a manner that eliminates transitions between targets shall incur one procedural penalty for each saved transition. This penalty will not be applied if the Written Stage Briefing specifically authorizes stacked shots.	Simplified, comdines definition of stacked shots right into rule. Will eliminate the definition in A3
9.9.4	Level I matches only – If the written stage briefing prohibits the engagement of certain targets prior to activation, the competitor will incur one procedural penalty per shot fired at such targets prior to initiating the activating mechanism, up to the maximum number of available hits (see Rule 2.1.8.5.1).	Delete the rule	If 2.1.8.5.1 is removed, this would also need deleted.
10.2.8.1	10.2.8.1 Touching the handgun with the other hand while firing shots;	10.2.8.1 Touching the handgun with the other hand, or using the wrong hand , while firing shots;	There seems to be some confusion on whether this rule is used when the wrong hand is used.
10.2.9	A competitor who leaves a shooting location may return and shoot again from the same location provided they do so safely. However, written stage briefings for Classifiers, Standard Exercises and Level I matches may prohibit such actions, in which case one procedural penalty per shot fired will apply.	A competitor who leaves a shooting area may return and shoot again. from the same location provided they do so safely. However, written stage briefings for Classifiers and Standard Exercises and Level I matches may prohibit such actions, in which case one procedural penalty per shot fired will apply.	Removes the Level I exception and states the USPSA rule on this
10.4.4.1	new	Exception – a detonation, which occurs while clearing a malfunction, is not considered a shot or discharge subject to a match disqualification, however, Rule 5.1.6 may apply.	We spell out this exception for loading, unloading, and reloading (10.4.3), but not for remedial action, where most detonations occur. In the past, we have said this exception applies because the detonation doesn't meet the definition of a shot.
10.5.19	Failing to point the muzzle of a PCC at a side berm or back stop during casing/uncasing or removing/replacing on a conveyance or sweeping any person with the muzzle of a PCC, whether loaded or not, even if a chamber flag is inserted. Side berms/backstops may be used for casing and uncasing or removing from/placing on conveyances only. All other gun handling with the PCC, e.g., sight pictures, turning dots on/off, etc., must be accomplished in a safety area or under the direct supervision of a Range Officer. The berm/backstop is not required while removing/returning a properly flagged PCC from/to a vehicle providing all other safety rules are followed.	Failing to point the muzzle of a PCC at a side berm or back stop during casing/uncasing or removing/replacing on a conveyance or sweeping any person with the muzzle of a PCC, whether loaded or not, even if a chamber flag is inserted. Side berms/backstops may be used for casing and uncasing or removing from/placing on conveyances only. All other gun handling with the PCC, e.g., sight pictures, turning dots on/off, cleaning, dry-fire, repairs , etc., must be accomplished in a safety area or under the direct supervision of a Range Officer. Checking if dot is on/off, removing dot cover, and turning dot on/off may be done at casing/uncasing area provided the PCC is flagged and the muzzle remains in a safe direction. The berm/backstop is not required while removing/returning a properly flagged PCC from/to a vehicle providing all other safety rules are followed.	RMIs have discussed this and in the new RO seminar we say that you can check if your dot is on by glancing as you uncase/have it pointed up because it is analogous to folks with holstered pistol checking to see if their dot is on. We now want to expand this to other things folks can do with a dot on a holstered pistol. If they want to fiddle with their PCC for anything else, then they go to the safe area.

11.4.1	Amount – As set by the Match Organizers, the appeal fee to enable an appellant to appeal to arbitration will be US\$100.00 or the equivalent of the maximum individual match entry fee (whichever is lower). An appeal brought by the Range Master in respect of a match issue will not incur a fee.	Amount – As set by the Match Organizers, the appeal fee to enable an appellant to appeal to arbitration will be US \$100.00 (cash only) or the equivalent of the maximum individual match entry fee (whichever is lower). An appeal brought by the Range Master in respect of a match issue will not incur a fee.	Clarify cash only is accepted as payment
11.4.2	Disbursement and Disposition – If the Committee's decision is to uphold the appeal, the fee paid will be returned to the appellant. If the Committee's decision is to deny the appeal, the appeal fee must be forwarded to NROI. In all cases, the arbitration and decision will be forwarded to NROI. All arbitrations will be posted on the USPSA website.	Disbursement and Disposition – If the Committee's decision is to uphold the appeal, the fee paid will be returned to the appellant. If the Committee's decision is to deny the appeal, the appeal fee will be retained by the match . In all cases, the arbitration and decision will be forwarded to NROI. All arbitrations will be posted on the USPSA website.	To make this rule align with what has been done for years
11.6.1	Committee Decision–All committee decisions must cite the rule(s) on which their decision is based. Committee decisions will be reviewed by the Match Director and Range Master and may be returned to the committee, if necessary, with an explanation of why the decision does not comply with the rules. If the Match Director returns a decision to the Committee, the Committee's next decision must be based on the rules and must be accepted by the Match Director. When a final decision is reached by the Committee, the Match Director will summon the appellant, the official(s) and the Range Master to present its judgment.	Committee Decision–All committee decisions must cite the rule(s) on which their decision is based. Committee decisions will be reviewed by the Match Director and Range Master and may be returned to the committee, if necessary, with an explanation of why the decision does not comply with the rules. If the Match Director Range Master returns a decision to the Committee, the Committee's next decision must be based on the rules and must be accepted by the Match Director . When a final decision is reached by the Committee, the Match Director will summon the appellant and the official(s) and the Range Master to present its judgment.	I suggest the RM may be better suited to return a faulty decision and explain the reasons. The RM has better things to do after it's final.
App. A3	new	Holstered - The point at which a handgun is inserted or engaged into the holster so as to not allow access to any portion of the interior of the trigger guard. Holstering begins when the handgun muzzle enters the holster or trigger guard enters block.	Basically this is the opposite of 'Draw'. We don't have a definition of holstered and we teach it as this
App. A3	Compensator - A device fitted to the muzzle end of a barrel to counter muzzle rise (usually by externally diverting escaping gasses).	Compensator - A device fitted to the muzzle end of a barrel or machining integrated into the slide and/or barrel to counter muzzle rise (usually by externally diverting escaping gasses).	To cover the integrated comps on some new handguns
App. A3	Definiton of stacked shots	Delete	Incorporated into 9.4.5.3
App. D4 SC1	Only Double Action, Double Action/Single Action, and Safe Action/Striker Fired handguns are allowed, and must be on the approved list. When in the ready conditions as specified under 8.1, a gun with an external hammer must be hammer down. A hammer is considered to be in the "hammer down" position when the hammer is placed there by pulling the trigger while manually lowering the hammer (manually decocking) or by activating the decocking lever if present. Manually decocking to the half-cocked position is not allowed and will result in the competitor being moved to Open division.	Only Double Action, Double Action/Single Action, and Safe Action/Striker Fired handguns are allowed, and must be on the approved list. When in the ready conditions as specified under 8.1, a gun with an external hammer must be hammer down. A hammer is considered to be in the "hammer down" position when the hammer is placed there by pulling the trigger while manually lowering the hammer (manually decocking) or by activating the decocking lever if present. Manually decocking to the half-cocked position is not allowed and will result in the competitor being moved to Open division. Handguns with external hammers must be fully decocked at the start signal. If a decocking lever is installed and used, the term fully decocked is the position where the hammer rests once the decocking lever has been used. Altering a factory installed decocker to bring the hammer to rest at less than a half-cocked position is not allowed.	The additional statement is present in App. D7 SC2, but is not reflected in App. D4 Special Conditions
App. E3	Whole appendix E3	Remove whole appendix	This is causing confusion among competitors. None of the divisions need this anymore

App. C1, 7c	If the first shot fired by the Range Master misses the popper altogether, another shot must be fired until either 7a or 7b occurs.	If the first shot fired by the Range Master misses the popper altogether, another shot must be fired until either 7a, 7b, or 7d occurs.	The way the rule currently reads, if the RM misses they have to keep shooting until 7a or 7b is fulfilled and ignores 7d
App. C2, #3	In all cases, the skyscreens must be positioned and spaced per the manufacturer's requirements for the chronograph in use. The closest skyscreen must be placed no less than 10 feet from the shooting location (measured from muzzle of firearm to skyscreen).	In all cases, the skyscreens must be positioned and spaced per the manufacturer's requirements for the chronograph in use. The closest skyscreen must be placed no less than 10 feet from the shooting location (measured from muzzle of firearm to skyscreen). When radar sensing units are used, the reading at V0 must be used.	To clarify which distance reading to use with LabRadar, whether it be 10 ft or V0 reading
App. C2 #47	Unless otherwise authorized by the Chrono Officer, once the firearm is surrendered for testing, it may not be removed from the Chrono Station until the testing is complete.	Unless otherwise authorized by the Chrono Officer, once the firearm and magazine are surrendered for testing neither may be removed from the Chrono Station until the testing is complete.	