

GADPA RULE BOOK

v 1.0



Mission Statement

A defensive-based shooting sport for volunteers to create safe and entertaining matches that are inclusive of multiple shooting styles, disciplines and skill levels, while promoting camaraderie and skill development.

GADPA was formed in 2005 as a defensive pistol shooting club. Competitions are structured toward building defensive pistol skills for all competitor levels, with designs influenced by defensive situations.

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1. Safety Rules

Colonel Jeff Cooper's four basic rules of firearm safety:

1. All guns are always loaded.
2. Never point your muzzle at anything you are not willing to destroy.
3. Keep your finger off the trigger until your sights are on the target.
4. Identify your target, and what is behind it.

- 1.1** It is the competitor's responsibility to read and understand the rules set forth by GADPA and agree to be subject to these rules while participating in any GADPA event.
- 1.2** It is the competitor's responsibility to know, understand and adhere to all Federal, State, and Local regulations regarding the use and transportation of firearms. This includes all National Firearms Act (NFA) regulations related to the construction, transportation, and use of firearms regulated by NFA rules.

1.3 All GADPA matches will be run as a "Cold Range," but may utilize a "Hot Bay."

- 1.3.1** Cold Range: Each competitor's firearm must remain unloaded at the event site except under the direct supervision of an Advanced Safety Officer or Match Official and only when instructed to load. A competitor may not handle their firearm at any time unless in a designated safe area or under the direct supervision of an Advanced Safety Officer or Match Official and instructed to handle their firearm.
- 1.3.2** Hot Bay: An Advanced Safety Officer may choose to run a "Hot Bay" if they deem necessary. This will include safely loading each competitor's firearm under the direct supervision of an Advanced Safety Officer. The firearm must remain holstered and in a safe condition. Handling of the firearm is not permitted until the competitor is participating in the Course of Fire under the direct supervision of the Advanced Safety Officer. Competitors may not leave the bay with their loaded firearms. Leaving the bay area (or designated area) may result in a disqualification if a Match Official deems the act was unsafe.

1.4 Designated Safe Areas

- 1.4.1** Safe Areas will be designated at each range venue by Match Officials. It is recommended to have the Safe Area clearly marked with signs.
- 1.4.2** Unloaded firearms may be handled in the designated Safe Areas without Advanced Safety Officer or Match Official supervision.
- 1.4.3** Ammunition including but not limited to magazines, loose cartridges, and dummy rounds may not be handled in any Safe Area.
- 1.4.4** Competitors must use the Safe Areas or a designated area specified by Match Officials to add or remove their firearm for a competition.



1.5 Safety Equipment

- 1.5.1 Eye and ear protection must be worn at all times during the match by both competitors and spectators.
- 1.5.2 If a competitor's eye or ear protection becomes dislodged or is missing during the Course of Fire, the Advanced Safety Officer must stop the competitor, allow them to restore their protective gear, and allow a re-shoot.
- 1.5.3 Intentionally dislodging eye and/or ear protection by the competitor may result in penalties and/or a disqualification. The Match Director will determine the correct course of action in this instance.

1.6 Competitor's Safety Responsibilities

- 1.6.1 The competitor must keep their finger outside of the trigger guard at all times unless they are actively engaging a target. The Advanced Safety Officer will give a verbal warning if the competitor is violating this rule. The Advanced Safety Officer will also give a verbal warning anytime the competitor's finger is too close to the trigger when they are not actively engaging targets.
- 1.6.2 Repeated violations and/or verbal warnings may result in penalties assessed or disqualification (DQ). The Match Director will determine the necessary course of action after conferring with the Advanced Safety Officer.

1.7 180-Degree Safety Plane and Muzzle Safe Points

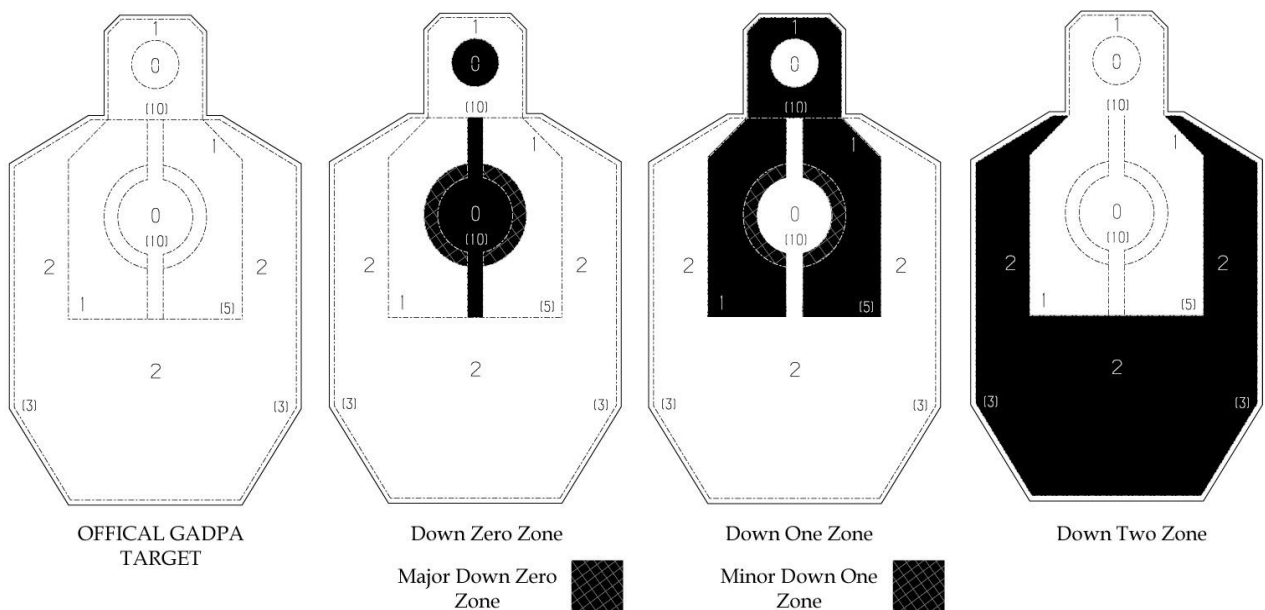
- 1.7.1 Stages will be designated as either "180-Degree Rule" or have designated Muzzle Safe Points. If no Muzzle Safe Points are used, the default will be "180-Degree Rule."
 - 1.7.1.1 *Definition of 180-Degree Safety Plane: The plane defined by an arc both horizontal and vertical that is created when a competitor is facing squarely downrange and parallel to the designated backstop or berm used on the bay. Any muzzle that passes beyond 180 degrees of the parallel backstop or berm is deemed to be a violation and will result in a disqualification.*
 - 1.7.1.2 *Muzzle Safe Points are used to substitute a 180-Degree Rule for bays and/or ranges that can safely accommodate them. Designated Muzzle Safe Points must be visible and easily identifiable. Any muzzle that points beyond the muzzle safe points will result in a disqualification.*

1.8 All competitors under the age of 21 must be accompanied by a parent or guardian that can legally complete a GADPA waiver in order to participate in GADPA matches.



2. Scoring

- 2.1** GADPA matches use a time-plus system for scoring. This means that a match performance is based on total cumulative time. Scoring is calculated from the raw time that the shooter takes to complete the Course of Fire, and adds time based on inaccuracy (i.e. points down) and penalties.
- 2.2** GADPA scoring converts each competitor's score into time and the competitors will be ranked from lowest to highest overall time.
- 2.3** The GADPA target is divided into the following three scoring zones: "Down Zero" zone, "Down One" zone, and "Down Two" zone. The zones are shown in further detail below:



- 2.3.1** For scoring purposes, the target is further divided into two separate areas being the "Head Area" and "Body Area."
- 2.3.2** The "Head Area" is defined as the part of the cardboard silhouette target above the perforated neck line.
- 2.3.3** The "Body Area" is the rest of the cardboard target below the perforated neckline.
- 2.3.4** Each point equals 0.5 seconds.
- 2.3.5** Misses count as 5 points, which equals 2.5 seconds.
- 2.3.6** The reasonable benefit of the doubt will always go to the shooter. Any dispute will be decided by Match Officials.



2.4 GADPA Scoring

- 2.4.1 GADPA scoring is the default scoring method for GADPA matches.
- 2.4.2 There is no set required number of shots on target.
- 2.4.3 The target will be scored based on One, Two or Three shots, which is determined by the “best zone hit,” regardless of the number of shots fired or hits on or off target.
 - 2.4.3.1 *The best **ONE** (1) shot will be counted and scored when the competitor hits the target anywhere in EITHER the “Head Area” or the “Down Zero Zone.”*
 - 2.4.3.2 *The best **TWO** (2) shots will be counted and scored when the competitor’s BEST shot is in the “Body Area Down One Zone.”*
 - 2.4.3.3 *The best **THREE** (3) shots will be counted and scored when the competitor’s BEST shot is NOT in the “Head Area”, “Down Zero Zone” or “Down One Zone.”*

2.5 Drill Scoring

- 2.5.1 Drill scoring is used when GADPA scoring is not used for a stage. These stages are designed to be completed by each competitor in a standardized manner.
- 2.5.2 There will be a set number of required shots on the target, regardless of the “area” or “zone” hit.
- 2.5.2 The stage description will specify the required number of shots that will be scored on each target.
- 2.5.3 The stage description WILL state whether there are a set number of shots per target or if unlimited shots per target are allowed.
- 2.5.4 If a set number of shots per target is specified, any shots under or over that number will incur one (1) Procedural Error (PE) per shot under or over. The best required shots will be scored.

2.6 Incomplete Stage

- 2.6.1 An incomplete stage is defined as the inability to finish a Course of Fire (COF) because of a personal injury, non-functioning firearm, or “squib” round. If any of these issues occur, the scoring will be accomplished by using whatever scoring method is stated in the Course of Fire as if the shooter properly completed the stage.

2.7 Did-Not-Finish (DNF)

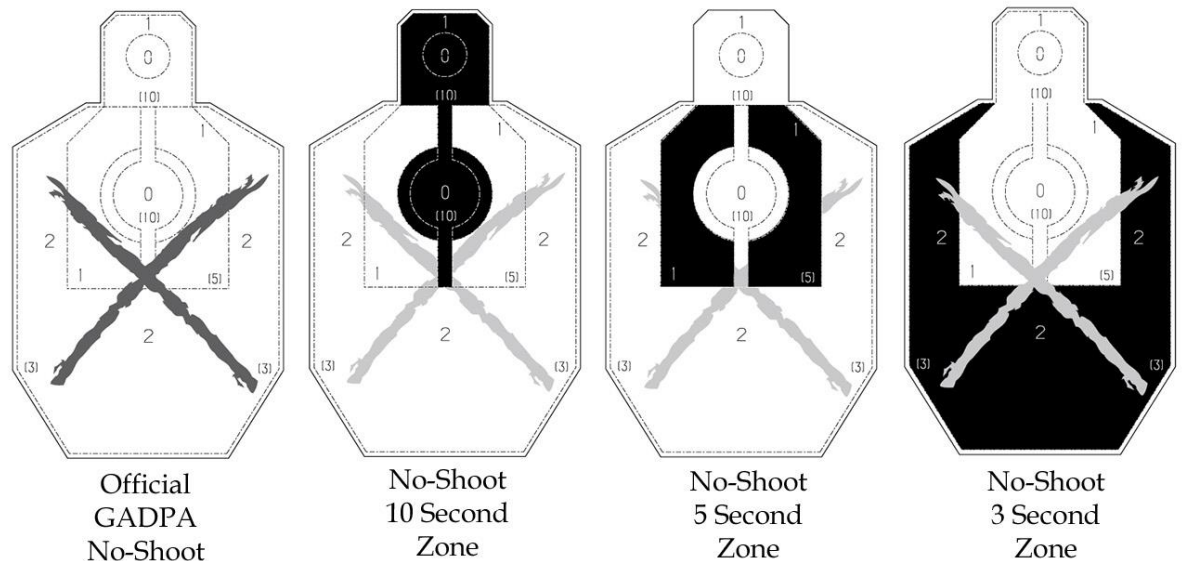
- 2.7.1 A shooter that does not complete any portion of the match, either intentionally or unintentionally will receive a Did-Not-Finish (DNF).
- 2.7.2 This may include missing scores, missing times, end of match, lack of time, weather etc.
- 2.7.3 It is the competitor’s responsibility to make sure that their scores are complete and accurate.
- 2.7.4 Each competitor must report to Match Officials if they intend to leave a match without finishing.

2.8 Bullet Holes

- 2.8.1 Only holes in paper by bullets count for score.
- 2.8.2 Any shot touching a perforation on a scoring zone shall be awarded to the better zone.
- 2.8.3 Any reasonable benefit of the doubt shall go to the shooter.
- 2.8.4 Any dispute will be brought to the Match Director for the final decision.

2.9 Shoot and No-Shoot Target Designations

- 2.9.1 Shoot and No-Shoot targets will be official GADPA targets.
- 2.9.2 No-Shoot targets will be designated with a red X across the target
- 2.9.3 No-Shoot targets must be readily identifiable.
- 2.9.4 No-Shoot targets will be scored based upon the single (1) most damaging hit.
 - 2.9.4.1 A "Down Zero" zone (including major zone) or "Head Area" hit is a ten (10) second penalty.
 - 2.9.4.2 A "Down One" zone body area hit equals a five (5) second penalty.
 - 2.9.4.3 A "Down Two" zone hit equals a three (3) second penalty.



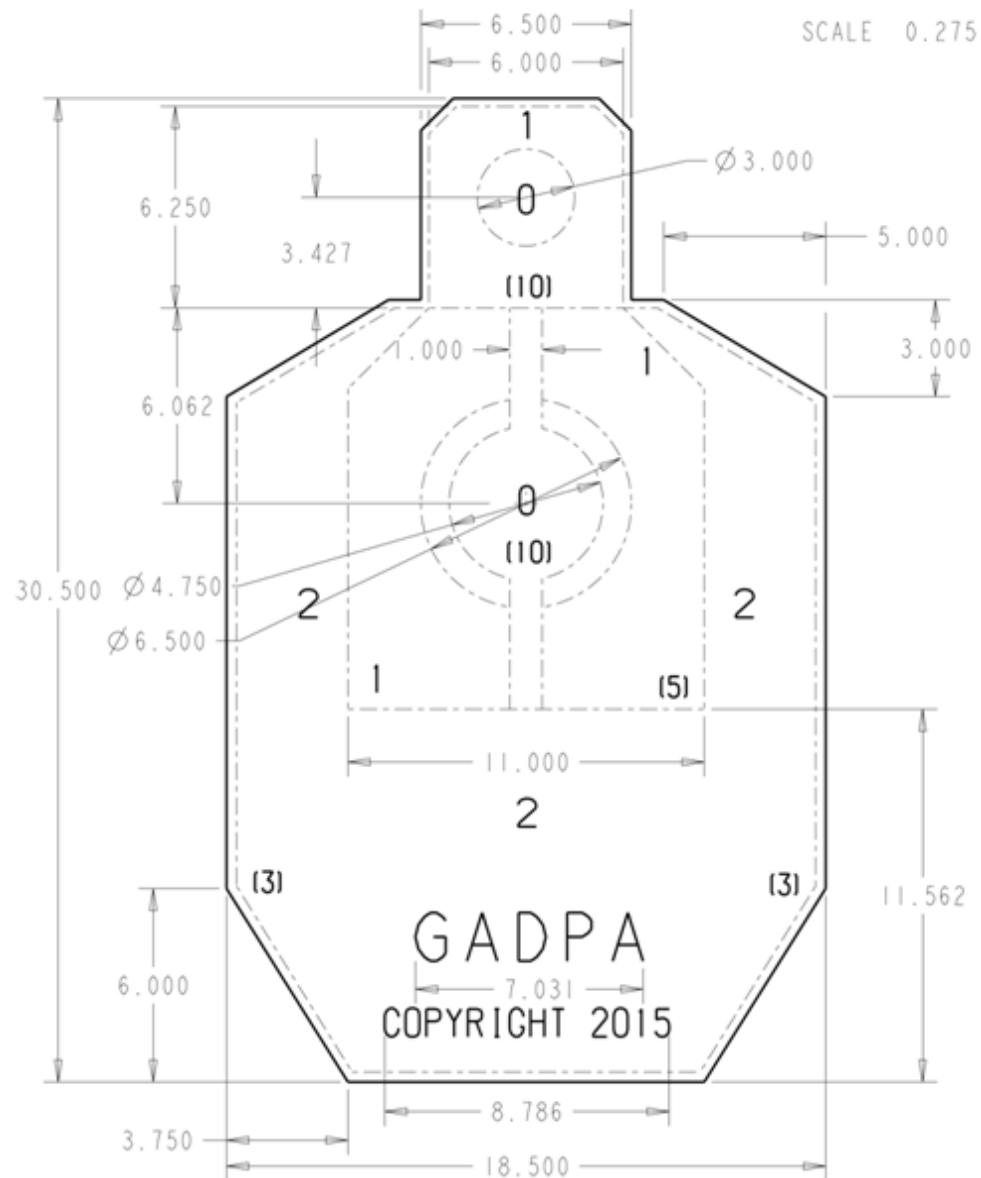
2.10 Shoot-Through

- 2.10.1 Any shot that passes through one target and hits another target will be scored on all targets.
- 2.10.2 Any shot that passes through an object prior to the target and is deemed a bullet hit will count. However, any object or portion of a target can be specified as "Hard Cover" and should be designated as such in the Course of Fire (COF) or during the walkthrough. Any bullet that passes

through “Hard Cover” before penetrating a target will not count.

2.11 Cardboard Targets

2.11.1 All cardboard targets used in GADPA matches must be the official GADPA target as shown below.



2.12 Steel Targets

2.12.1 Steel targets may be used, and the Match Director may designate how they are scored.

2.12.2 Example: Steel must fall/drop to be eliminated. Or steel must be hit (struck) to be eliminated.



2.13 Other Targets

- 2.13.1** Any other targets may be used at the discretion of the Match Director if they are appropriate to the stage design.
- 2.13.2** The Match Director must designate the manner in which “other” targets are scored in the Course of Fire.

2.14 Improperly Reset Stages

- 2.14.1** If following completion of a Course of Fire by a previous competitor, one or more targets have not been properly pasted and/or reset, the Advanced Safety Officer must judge whether or not an accurate score can be determined. If extra scoring hits do not allow the competitor’s shots to be clearly determined, the Match Director will determine if a re-shoot will be given.
- 2.14.2** Competitors should continue the Course of Fire when the stage is not properly reset, unless instructed to stop by the Advanced Safety Officer.

2.15 Scoring, Pasting, and Resetting Targets

- 2.15.1** No targets should be touched nor interfered with until they all have been scored by the Scorekeeper.
- 2.15.2** If the target is pasted before the Scorekeeper has had a chance to score the target, the Advanced Safety Officer will try to give the correct score when possible. If the correct score cannot be determined, the Match Director or Match Official will decide the best course of action to rectify the situation.
- 2.15.3** The Advanced Safety Officer and Scorekeeper should not touch bullet holes when scoring targets. The benefit of any reasonable doubt should go to the shooter. However, if the target has been touched by the Advanced Safety Officer or Scorekeeper, the shooter is NOT automatically given the best score.

2.16 Major and Minor Power Factor

- 2.16.1** The GADPA target has a larger scoring zone in the body area for Major Power Factor ammunition (see 2.3 illustration). Major Power Factor is defined as any bullet that has a Power Factor of 165,000 or higher. Power Factor is calculated by multiplying the velocity of the bullet by the weight of the bullet. Velocity is measured in feet per second and weight is measured by grains. (Power Factor = Bullet Weight x Velocity)
- 2.16.2** Power Factor can only be determined by a chronograph to measure a bullet’s velocity. The Match Director may use discretion to determine whether or not a competitor’s ammunition meets the Major requirement in the absence of a chronograph (i.e. .45 or .40 caliber ammunition). Match Directors are not required to offer a chronograph for club matches, but



must use one at sanctioned matches to validate all Major and Minor ammunition.

- 2.16.3** It is the competitor's responsibility to make sure the Scorekeeper and Advanced Safety Officer use the Major scoring system when they are competing with Major Power Factor ammunition.
- 2.16.4** Minor Power Factor is defined as any ammunition that is below 165,000 and above 125,000. Revolver division Minor Power Factor can be no lower than 105,000.
- 2.16.5** Ammunition below 105,000 power factor may only be used in the Not-for-Competition division.

2.17 Calibration of Reactive Targets

- 2.17.1** The Match Director must designate a specific supply of 105,000 Power Factor ammunition for calibration purposes.
- 2.17.2** The Match Director must arrange for each reactive target to be calibrated prior to the commencement of a match, and whenever required during a match.
- 2.17.3** For initial calibration, each reactive target must be set to fall when hit within the calibration zone with a single shot fired with 105,000 Power Factor calibration ammunition. The shot must be fired from the shooting location, in the Course of Fire, furthest from the reactive target being calibrated. The "Calibration Zone" is designated by the Match Director for each particular reactive target.
- 2.17.4** Calibration Challenges have three options available if a reactive target does not fall when hit during a Course of Fire (COF).
 - 2.17.4.1 Option 1: Shoot the reactive target again until it falls. In this case, no further action is required and the Course of Fire is scored "As Shot."*
 - 2.17.4.2 Option 2: The reactive target is left standing, but the competitor does not challenge the calibration. No further action is required and the Course of Fire is scored "As Shot" with the reactive target scored as a miss. The scoring rules stated in the Course of Fire will apply to this target.*
 - 2.17.4.3 Option 3: The reactive target is left standing, and the competitor challenges the calibration. In this case, no person should touch nor interfere with the reactive target and the surrounding area on which it stands. (If interference occurs, the Match Director will determine the best course of action to remedy the issue.) A Calibration Officer will test the calibration with 105,000 power factor ammunition by hitting the designated calibration zone.*
 - 2.17.4.4 If the first shot by the Calibration Officer hits the calibration zone and the reactive target activates properly, then the target will be scored as a miss with the appropriate scoring rules applied.*
 - 2.17.4.5 If the first shot by the Calibration Officer hits the calibration zone and the reactive target fails to activate properly, a stage malfunction will be deemed and a re-shoot is required.*
- 2.17.5** Targets designated by the Course of Fire as "Hit Only" or "No Knock-Down Required" do not require calibration.



2.18 Procedural Errors (PE)

- 2.18.1** A Procedural Error (PE) will assess a five (5) second penalty to the shooter's overall stage time and can be incurred when:
- 2.18.1.1 Competitors fail to follow the procedures set forth in the Course of Fire.*
 - 2.18.1.2 The rules of the game are violated.*
 - 2.18.1.3 Intentionally or unintentionally leaving a target or targets unengaged will incur one (1) Procedural Error.*
 - 2.18.1.4 Only one (1) Procedural Error (PE) will be given per violation per shooting position. A shooting position is any area where the competitor is engaging a target or targets either statically or on the move.*
 - 2.18.1.5 Competitors that intentionally incur a Procedural Error to gain a competitive advantage may be assessed multiple Procedural Errors. This may include a Procedural Error per shot, per shooting position or per instance. Any dispute will be settled by the Match Director.*

2.19 Physical Disabilities

- 2.19.1** If a competitor is unable to perform actions required by the Course of Fire due to physical disabilities or limitations, then a Procedural Error will be assessed for each action they cannot perform. The Course of Fire does NOT have to provide alternative shooting positions for shooters that cannot perform any actions, but alternative positions are allowed. The Match Director will determine if the competitor can safely continue the Course of Fire in an alternative manner with penalties assessed or if the stage will be scored as an incomplete stage per rule 2.6 and scored accordingly.

2.20 Disqualification (DQ)

- 2.20.1** A competitor will be disqualified for the following reasons:
- 2.20.1.1 Unsafe firearm handling.*
 - 2.20.1.2 Handling a firearm outside of a "Safe Area" or without the direction of an Advanced Safety Officer or Match Official.*
 - 2.20.1.3 Unsafe conduct of any kind, at the discretion of an Advanced Safety Officer and the Match Director.*
 - 2.20.1.4 Unsportsmanlike behavior.*
 - 2.20.1.5 Breaking the 180-Degree Safety Plane (when applied) or breaking the Muzzle Safe Points (when applied).*
 - 2.20.1.6 Any infraction of section 1.4 in a designated Safe Area.*
 - 2.20.1.7 Discharging a bullet over a berm.*
 - 2.20.1.8 Shooting a prop vehicle that is not allowed to be shot within the Course of Fire.*
 - 2.20.1.9 Shooting a prop within six (6) feet of the shooter.*
 - 2.20.1.10 Intentionally circumventing the rules or the Course of Fire.*
 - 2.20.1.11 Altering or falsifying data or score sheets.*
 - 2.20.1.12 Attempting to gain an advantage by subverting the rules or via technicalities within the rules.*
 - 2.20.1.13 Altering firearms beyond allowable modifications.*



- 2.20.1.14 *Dropping a loaded or unloaded firearm.*
- 2.20.1.15 *Any unintentional discharge of the firearm that is deemed unsafe by the Advanced Safety Officer.*
- 2.20.1.16 *Pointing the muzzle of the firearm at themselves or others. Sweeping yourself while drawing and holstering the firearm may result in a disqualification (DQ) if the Advanced Safety Officer deems the action unsafe.*
- 2.20.1.17 *Refusing to comply with Match Officials.*

2.20.2 All disqualifications must be approved by the Match Director.

3. Competitor's Code of Conduct

- 3.1** Competitors will conduct themselves in an appropriate and safe manner at all times.
- 3.2** *All GADPA events are a privilege and not a right.* Threatening or assaulting anyone, using abusive language or hostile behavior, will result in immediate disqualification and ejection from the range venue. Future eligibility and participation will be determined by the GADPA Board of Directors.
- 3.3** Competitors must not be under the influence of alcohol or non-prescription drugs at the competition. If a competitor is found to be impaired and/or in an unsafe condition, they will be asked to leave the competition and venue.
- 3.4** If a competitor is found to be in an unsafe condition due to medical reasons, erratic behavior, injury, disability, or any issue that is deemed to be unsafe by the Match Director or Match Officials, then the competitor will be directed to stop the competition. The competitor will receive a Non-Disqualification DNF. The Match Director will have the final decision on the competitor's status.
- 3.5** A competitor may have their privileges, membership and/or participation in GADPA revoked or suspended at any time for violation of the Code of Conduct.
- 3.6** GADPA is a volunteer sport and as such, competitors are expected to help with resetting, pasting, and breaking down of stages.

4. Equipment

- 4.1** All equipment must be safe and serviceable. It is the shooter's responsibility to ensure they use conforming equipment. All equipment is subject to inspection to ensure safety and compliance with the rules.



4.2 Divisions: Competitors will be divided into five separate divisions and a “Not-for-Competition” category based on equipment.

- 4.2.1** Concealed Carry (CC)
- 4.2.2** Competition (CO)
- 4.2.3** Open (OP)
- 4.2.4** Single Stack (SS)
- 4.2.5** Revolver (RV)
- 4.2.6** Not-for-Competition (NFC)

4.3 Concealed Carry Division (CC)

- 4.3.1** The Concealed Carry Division is intended for those competing with equipment that would be used for everyday use, including duty gear. With the exception of duty gear, concealment is required to be worn on all designated stages. The concealment garment must hide all equipment worn from sight. Competitors must use the same handgun type and caliber for any single match.
- 4.3.2** Loading Devices
 - 4.3.2.1** *Loading devices may be loaded in any manner the competitor decides, unless otherwise specified in the Course of Fire.*
 - 4.3.2.2** *The competitor may carry as many or as few loading devices as they see fit.*
 - 4.3.2.3** *The initial loading device or magazine may not be loaded with more than eighteen (18) total rounds. (17 or less plus 1 in the chamber)*
 - 4.3.2.4** *The overall rounds carried by the competitor may not exceed thirty five (35).*
- 4.3.3** Handgun Requirements
 - 4.3.3.1** *Must be a semi-automatic and 9mm or larger caliber.*
 - 4.3.3.2** *Must function and operate as in the original factory configuration.*
 - 4.3.3.3** *May not weigh more than 43 ounces unloaded with the magazine inserted.*
 - 4.3.3.4** *May not be larger than 8 ¾" x 6" x 1 5/8" (222.25mm x 152.4mm x 41.275mm) with the loading device inserted.*
 - 4.3.3.5** *Must use ammunition with a minimum Power Factor of 125,000 for Minor and 165,000 for Major. (Power Factor = Bullet Weight x Velocity)*
- 4.3.4** Allowable Modifications
 - 4.3.4.1** *Sights may be changed to another notch and post type, ghost ring, or slide-mounted optic.*
 - 4.3.4.2** *Disabling or removing storage locks.*
 - 4.3.4.3** *Disabling or removing magazine disconnect safeties.*
 - 4.3.4.4** *Factory and aftermarket laser sights.*
 - 4.3.4.5** *Weapon-mounted flashlights, provided they fit in a concealable holster and are in the original factory functioning condition.*
 - 4.3.4.6** *Grip enhancements, including paint-on textures, grip tape, stippling and reduction.*



- 4.3.4.7 *Aftermarket extractors, pins and internal parts.*
- 4.3.4.8 *Internal trigger work that maintains all existing safeties.*
- 4.3.4.9 *Extended magazine and slide releases that do not extend more than 0.2 inches out from the frame.*
- 4.3.4.10 *Custom finishes.*
- 4.3.4.11 *Replacement barrel with factory available size and original caliber.*
- 4.3.4.12 *Aftermarket magazines and base pads that conform to overall handgun dimension requirements.*
- 4.3.4.13 *Slide customization, including front cocking serrations, graphics and slide cuts.*
- 4.3.4.14 *Rear-optic sight that mounts onto the slide. Sight dimensions may not exceed 1.8" L x 1.1" W x 1.0"H (45.72mm L x 27.94mm W x 25.4mm H).*

4.3.5 Modifications Not Allowed

- 4.3.5.1 *Add-on magazine well opening.*
- 4.3.5.2 *A barrel of different caliber than original.*
- 4.3.5.3 *Any type of compensator.*
- 4.3.5.4 *Heavy and/or cone style barrels.*
- 4.3.5.5 *Add-on weights.*
- 4.3.5.6 *Disconnecting or disabling any safety device other than a magazine disconnect safety.*
- 4.3.5.7 *Slide inserts to accommodate a different recoil assembly.*
- 4.3.5.8 *Disabling the slide stop.*
- 4.3.5.9 *Frame-mounted opposable grips (i.e. gas pedal).*
- 4.3.5.10 *Optic frame mounts.*

4.3.6 Duty Gear Requirements

- 4.3.6.1 *Include belts and gear worn by Law Enforcement, Security Officials, Active Military, etc.*
- 4.3.6.2 *Must be worn in the configuration required while on duty.*
- 4.3.6.3 *All holsters, pouches and belt accessories must be worn, although not all gear (radios, batons, etc.) need to be worn.*
- 4.3.6.4 *All safety and retention devices must be used and unaltered.*
- 4.3.6.5 *Concealment is not required.*
- 4.3.6.6 *Duty gear is subject to approval by the Match Director and credentials may be required.*

4.4 Competition Division (CO)

4.4.1 The Competition Division is intended for those competing with equipment that would not be used for day to day use or duty gear. Concealment is not required to be worn on any stages. Competitors must use the same handgun type and caliber for any single match.

4.4.2 Loading Devices

- 4.4.2.1 *Loading devices may be loaded in any manner the competitor decides, unless otherwise specified in the Course of Fire.*
- 4.4.2.2 *The competitor may carry as many or as few loading devices as they see fit.*
- 4.4.2.3 *The initial loading device or magazine may not be loaded with more than twenty three (23) total rounds.*
- 4.4.2.4 *Magazines may not exceed 141.25mm (5.56") in length.*

4.4.3 Handgun requirements

- 4.4.3.1 *Must be a semi-automatic and 9mm or larger caliber.*



- 4.4.3.2 *Handgun must function and operate as in the original factory configuration.*
- 4.4.3.3 *Must use ammunition with a minimum power factor of 125,000 for Minor and 165,000 for Major. (Power Factor = Bullet Weight x Velocity)*

4.4.4 Allowable Modifications

- 4.4.4.1 *Sights may be changed to notch and blade.*
- 4.4.4.2 *Disabling or removing storage locks.*
- 4.4.4.3 *Disabling or removing magazine disconnect safeties.*
- 4.4.4.4 *Grip enhancements, including paint-on textures, grip tape, stippling and reduction.*
- 4.4.4.5 *Aftermarket extractors, pins, and internal parts.*
- 4.4.4.6 *Extended magazine and slide releases.*
- 4.4.4.7 *Internal and external trigger work that maintains all existing safeties.*
- 4.4.4.8 *Custom finishes.*
- 4.4.4.9 *Replacement barrel.*
- 4.4.4.10 *Aftermarket magazines and base pads.*
- 4.4.4.11 *Slide customization, including front cocking serrations, graphics and slide cuts.*
- 4.4.4.12 *Magazine well modification and/or add on extension.*
- 4.4.4.13 *Barrel of different caliber than original.*

4.4.5 Modifications Not Allowed

- 4.4.5.1 *Any type of compensator.*
- 4.4.5.2 *Optic sights.*
- 4.4.5.3 *Laser sights.*
- 4.4.5.4 *Weapon-mounted flashlights.*
- 4.4.5.5 *Disconnecting or disabling any safety device other than a magazine disconnect safety.*
- 4.4.5.6 *Disabling the slide stop.*
- 4.4.5.7 *Frame mounted opposable grips (i.e. gas pedal).*

4.5 Open Division (OP)

4.5.1 The Open Division is intended for those competing with highly modified equipment with no limit on safe modifications. Concealment garments are not required to be worn on any stages. Competitors must use the same handgun type and caliber for any single match.

4.5.2 Loading Devices

- 4.5.2.1 *Loading devices may be loaded in any manner the competitor decides, unless otherwise specified in the Course of Fire.*
- 4.5.2.2 *The competitor may carry as many or as few loading devices as they see fit.*
- 4.5.2.3 *The initial loading device or magazine may be loaded with as many rounds as the competitor sees fit, unless otherwise specified in the Course of Fire.*
- 4.5.2.4 *Magazine length may not exceed 171.25mm (6.74") in length.*

4.5.3 Handgun requirements

- 4.5.3.1 *Must be a semi-automatic and 9mm or larger caliber.*
- 4.5.3.2 *Must function and operate in a safe configuration.*
- 4.5.3.3 *Must use ammunition with a minimum power factor of 125,000 for Minor and 165,000 for Major. (Power Factor = Bullet Weight x Velocity)*

4.5.4 Allowable Modifications



4.5.4.1 *All safe modifications and accessories are allowed.*

4.5.5 Modifications Not Allowed

4.5.5.1 *Disconnecting or disabling any safety device other than a magazine disconnect safety and grip safety.*

4.6 Single Stack Division (SS)

4.6.1 The Single Stack division is intended for those competing with 1911 style single stack equipment that would be used for everyday use including duty gear. With the exception of duty gear, a concealment garment is required to be worn on all stages if specified in the Course of Fire. The concealment garment must hide from sight all equipment worn. Competitors must use the same handgun type and caliber for any single match.

4.6.2 Loading Devices

4.6.2.1 *Loading devices may be loaded in any manner the competitor decides, unless otherwise specified in the Course of Fire.*

4.6.2.2 *The competitor may carry as many or as few loading devices as they see fit.*

4.6.2.3 *The initial loading device will include no more than 11 total rounds in the firearm for Minor Power Factor.*

4.6.2.4 *All spare loading devices for Minor Power Factor may be loaded with no more than 10 rounds.*

4.6.2.5 *The initial loading device will include no more than nine (9) total rounds in the firearm for Major Power Factor.*

4.6.2.6 *All spare loading devices for Major Power Factor may be loaded with no more than eight (8) rounds.*

4.6.2.7 *The overall rounds carried by the competitor may not exceed thirty five (35).*

4.6.3 Handgun Requirements

4.6.3.1 *Must be a semi-automatic, 1911 pattern and 9mm or larger caliber.*

4.6.3.2 *Must function and operate as in the original factory configuration.*

4.6.3.3 *May not weigh more than 43 ounces unloaded with the magazine inserted.*

4.6.3.4 *Maximum dimensions 8 ¾" x 6" x 1 5/8" (222.25mm x 152.4mm x 41.275mm) with loading device inserted.*

4.6.3.5 *Ammunition must meet a minimum Power Factor of 125,000 for Minor and 165,000 for Major. (Power Factor = Bullet Weight x Velocity)*

4.6.4 Allowable Modifications

4.6.4.1 *Sights may be changed to another notch and post type.*

4.6.4.2 *Disabling or removing storage locks.*

4.6.4.3 *Disabling magazine disconnect safeties.*

4.6.4.4 *Factory and aftermarket laser sights.*

4.6.4.5 *Weapon-mounted flashlights provided they fit in a concealable holster and are in an original factory functioning condition.*

4.6.4.6 *Grip enhancements, including paint-on textures, grip tape, stippling and reduction.*

4.6.4.7 *Aftermarket extractors, pins and internal parts.*

4.6.4.8 *Internal and external trigger work that maintains all existing safeties.*

4.6.4.9 *Extended magazine and slide releases that do not extend more than 0.2 inches out from the frame.*



- 4.6.4.10 *Custom finishes.*
- 4.6.4.11 *Replacement barrel with factory available size and original caliber.*
- 4.6.4.12 *Aftermarket magazines and base pads that conform to overall dimensions of handgun requirements.*
- 4.6.4.13 *Slide customization, including front cocking serrations, graphics and slide cuts.*
- 4.6.4.14 *Add-on magazine well opening.*
- 4.6.4.15 *Opening or widening the magazine well larger than the factory configuration.*

4.6.5 Modifications Not Allowed.

- 4.6.5.1 *A barrel of different caliber than original.*
- 4.6.5.2 *Any type of compensator.*
- 4.6.5.3 *Add-on weights.*
- 4.6.5.4 *Optics mounted on the slide or frame.*
- 4.6.5.5 *Disconnecting or disabling any safety device (other than magazine disconnect safety).*
- 4.6.5.6 *Disabling the slide stop.*
- 4.6.5.7 *Frame-mounted opposable grips (i.e. gas pedal).*
- 4.6.5.8 *Polymer frames that are not steel or alloy.*
- 4.6.5.9 *Bull and weighted barrels over 4.25" (107.95mm) in length.*

4.6.6 Duty Gear Requirements

- 4.6.6.1 *Includes belts and gear worn by Law Enforcement, Security Officials, Active Military etc.*
- 4.6.6.2 *Must be worn in the configuration required while on duty.*
- 4.6.6.3 *All holsters, pouches and belt accessories must be worn, although not all gear (radios, batons, etc.) needs to be worn.*
- 4.6.6.4 *All safety and retention devices must be used and unaltered.*
- 4.6.6.5 *Concealment is not required.*
- 4.6.6.6 *Duty Gear is subject to approval by the Match Director and credentials may be required.*

4.7 Revolver Division (RV)

4.7.1 The Revolver Division is intended for those competing with a revolver that would be used for everyday use, including duty gear. With the exception of duty gear, a concealment garment is required to be worn on all stages if specified by the Course of Fire. The concealment garment must hide from sight all equipment worn. Competitors must use the same handgun type and caliber for any single match.

4.7.2 Loading Devices

- 4.7.2.1 *The initial load out will include no more than eight (8) total rounds in the firearm.*
- 4.7.2.2 *All loading devices must be either a "speed loader" type or moon clips.*
- 4.7.2.3 *The competitor may carry as many or as few loading devices as they see fit.*
- 4.7.2.4 *All spare loading devices may not contain more than eight (8) rounds each.*
- 4.7.2.5 *The overall rounds carried by the competitor may not exceed thirty six (36).*

4.7.3 Handgun Requirements

- 4.7.3.1 *Any 5-8 shot revolvers of .38 caliber or larger and utilizes "speed loaders." Ammunition must meet 105,000 Power Factor. (Power Factor = Bullet Weight x Velocity)*
- 4.7.3.2 *Any 5-8 shot revolvers that utilize rimless cases and uses "moon clips." These revolvers must use ammunition that meets 165,000 Power Factor. (Power Factor = Bullet Weight x Velocity)*



- 4.7.3.3 *Barrel length may be no more than 6.0 inches (152.4mm).*
- 4.7.3.4 *The unloaded firearm may weigh no more than 50.00 ounces.*

4.7.4 Allowable Modifications

- 4.7.4.1 *Sights may be changed to another notch and post type.*
- 4.7.4.2 *Trigger work that improves the action, but does not compromise safety.*
- 4.7.4.3 *Changing grips.*
- 4.7.4.4 *Factory and aftermarket laser sights.*
- 4.7.4.5 *Weapon-mounted flashlights provided they fit in a concealable holster and are in an original factory functioning condition.*
- 4.7.4.6 *Grip enhancements, including paint-on textures, grip tape, stippling and reduction.*
- 4.7.4.7 *Aftermarket parts.*
- 4.7.4.8 *Cylinder latches may be changed, modified or replaced, provided they do not exceed 3/8" or 9.5mm thick when measured from the side plate.*
- 4.7.4.9 *Custom finishes.*
- 4.7.4.10 *Replacement barrel with factory available size and original caliber.*
- 4.7.4.11 *Chamfered cylinders.*
- 4.7.4.12 *Shortening factory barrels.*
- 4.7.4.13 *Conversion to accept moon clips for Major Power Factor.*
- 4.7.4.14 *Disabling or removing a storage lock.*

4.7.5 Modifications Not Allowed

- 4.7.5.1 *Oversized or heavy barrels.*
- 4.7.5.2 *Any type of compensator.*
- 4.7.5.3 *Add-on weights.*
- 4.7.5.4 *Disconnecting or disabling any safety device.*
- 4.7.5.5 *Hogue Big Butt grips and/or similar style.*
- 4.7.5.6 *Grips that exceed 5.00" x 2 3/8" x 1 5/8" (127mm x 60.3mm x 41.3mm).*

4.8 Not-for-Competition (NFC)

- 4.8.1 Any equipment that is not allowed and/or does not conform to Concealed Carry Division, Competition Division, Open Division, Single Stack Division or Revolver Division will be moved into Not-for-Competition division.
- 4.8.2 The Match Director will decide what equipment can be safely used in the Not-for-Competition division.

5. Range Commands

5.1 Range Is "Hot"

- 5.1.1 This command indicates the beginning of the Course of Fire and serves to inform all competitors and spectators to insure they are wearing eye and ear protection.



5.2 Load and Make Ready

- 5.2.1 This command authorizes the shooter to remove their firearm from their holster and charge it with the loading device.
- 5.2.2 After the firearm is charged, the shooter will activate any safeties, de-cock the hammer when applicable, re-holster the firearm, and activate any retention devices.

5.3 Shooter Ready?

- 5.3.1 This command asks the shooter if they are ready to proceed with the Course of Fire. A competitor must indicate verbally or physically that they are ready to proceed.
- 5.3.2 If no indication of readiness is received, the Advanced Safety Officer may initiate the Standby command when they feel enough time has passed for the competitor to indicate readiness.

5.4 Standby

- 5.4.1 The Standby command is the indicator to the competitor that the start signal is being activated and will be audibly heard within the next few moments. The competitor will proceed to shoot the Course of Fire after the audible buzzer is heard.

5.5 If Finished, Unload and Show Clear

- 5.5.1 This command is given when it appears to the Advanced Safety Officer that the shooter has completed their Course of Fire and is ready to make their firearm safe.
- 5.5.2 When the competitor is instructed, they will remove the loading device from their firearm, remove any loaded rounds from the chamber and hold open an empty chamber or cylinder for visual inspection by the Advanced Safety Officer.

5.6 If Clear, Close the Slide or Close the Cylinder

- 5.6.1 The Advanced Safety Officer will then ask for the slide to be released forward. Revolver shooters will be asked to close the cylinder.

5.7 Press the Trigger

- 5.7.1 Once the Advanced Safety Officer believes the firearm is clear, they will then instruct the competitor to press the trigger with the muzzle pointed safely into the berm. This is to ensure that no ammunition is still in the chamber and the firearm is de-cocked.
- 5.7.2 Revolver shooters do not need to press the trigger after closing the cylinder.



5.8 Re-Holster

5.8.1 Once the Advanced Safety Officer verifies the firearm is unloaded and de-cocked, the competitor will be instructed to re-holster the unloaded firearm.

5.9 Range Is Clear

5.9.1 When the firearm is safely unloaded and holstered, the Advanced Safety Officer will announce the range is clear. This announces it is now safe to go down range for staff to score the targets, and volunteers to help reset the stage and paste targets.

5.10 Stop

5.10.1 When the command “Stop” is given, the competitor **MUST** immediately stop all activity, move their finger completely away from the trigger guard, and maintain their muzzle in a safe direction while awaiting further instruction from the Advanced Safety Officer. Failure to obey the Stop command may result in disqualification.

5.11 Finger

5.11.1 The “Finger” command is given anytime a competitor’s finger is not clearly outside the trigger guard during a time that the shooter is not engaging a target. Anytime the finger command is given, the competitor must move their trigger finger clearly away from the trigger guard. Repeated violations that are deemed unsafe by the Advanced Safety Officer may incur a Procedural Error (PE).

5.12 Muzzle

5.12.1 The “Muzzle” command is used to warn a competitor that their muzzle is nearing an unsafe direction as defined by the Muzzle Safe Points, the 180-Degree Rule or local range safety restrictions. If the muzzle moves beyond the designated Muzzle Safe Points or the 180-Degree Plane (whichever applies), the competitor will be instructed to stop and a disqualification will be issued.

5.13 Cover

5.13.1 “Cover” is a verbal warning given by the Advanced Safety Officer to let the competitor know that they are not currently in cover behind the designated barrier. A cover warning is a courtesy that may be given by the Advanced Safety Officer, but is not required.

5.14 Move

5.14.1 An Advanced Safety Officer may give a verbal “Move” command to remind the competitor when they are not moving during a portion of the Course of Fire that requires shots to be taken while moving. The Move command is a courtesy and is not required.



6. Holsters and Concealment Garments

- 6.1** All holsters used in Concealed Carry (CC), Single Stack (SS), and Revolver (RV) must be suitable for everyday use and may be subject to approval by the Match Director.
- 6.2** All holsters used in Competition Division (CO) and Open Division (OP) must be safe and may be subject to inspection by the Match Director for approval.
- 6.3** Any equipment deemed unsafe will not be allowed.
- 6.4** Holsters must cover the entire trigger guard and must be able to retain the pistol during movement.
- 6.5** The belt upon which the holster is attached must be secured at waist level. Tactical or thigh holsters are allowed in Open Division (OP), Competition Division (CO), and as duty gear, but must be secured at the waist level.
- 6.6** All concealed holsters and loading device carriers must be positioned so that no part of the equipment is visible from the concealment garment while the competitor is holding their arms parallel to the ground straight out to their side and in front of them.
- 6.7** While standing with hands relaxed by their side, no noticeable bulges may be visible in the concealment garment from the carried equipment.
- 6.7.1** Any equipment that cannot be properly concealed according to Match Officials will not be allowed in the Concealed Carry, Single Stack or Revolver divisions. The Match Director will make the final determination on any questionable equipment. A competitor may be placed by the Match Director into another division or Not-for-Competition based on their equipment.
- 6.8** Holsters must carry the firearm in a position that points the muzzle no more than three (3) feet from the competitor's feet while standing relaxed.
- 6.9** The following types of holsters are not permitted in any GADPA event:



- 6.9.1 Shoulder holsters
- 6.9.2 Small of the back holsters
- 6.9.3 Pocket holsters
- 6.9.4 Appendix holsters

6.10 Competitors participating in Competition Division (CO), Open Division (OP) and using duty gear are not required to use a concealment garment.

6.11 All equipment may be subject to inspection and approval by Match Officials.

7. Reloads

7.1 Competitors may reload and/or manage their ammunition as they see fit to complete the Course of Fire safely. *(See division rules for the amount of total ammunition allowed to be carried. Sections 4.3-4.7)*

8. Positions of Cover and Fault Lines

8.1 If the competitor is required or allowed to engage a target while static and behind a fixed piece of cover, a foot fault line will visually indicate when cover is properly maintained at that shooting position.

8.2 Foot fault lines must be visible and should be pointed out during a walkthrough.

8.2.1 Fault lines should be kept clear of rocks, dirt etc. However, partial concealment of a fault line does not absolve any Procedural Error nor allow re-shoots.

8.3 Foot fault lines should be placed using the following guidelines:

8.3.1 The fault line should be placed to conceal 100% of the lower body and 50% of the upper body from the center of the final target to be engaged from that fixed position.

8.3.1.1 Exceptions: When appropriate for a particular Course of Fire, the stage designer and/or Match Director may place the foot fault line based on a different position than the final



target to be engaged from that fixed position.

8.3.2 Any fault line may extend to infinity.

8.3.2.1 Match Directors are encouraged to provide a fault line at frequently used positions with extended cover for consistent calls by the Advanced Safety Officers.

8.3.2.2 Extended fault lines do not have to be visually marked.

8.4 Foot fault lines will be one of two types:

8.4.1 Yellow Fault Line: Used when the competitor has the option to either 1.) Engage the targets from the fixed position of cover or 2.) Engage the targets while moving.

8.4.1.1 If a competitor chooses to engage while moving, all shots at designated targets after leaving the fixed position of cover must be done while safely moving to the next position.

8.4.1.2 A competitor may use a combination of shooting from cover and also on the move.

8.4.2 Red Fault Line: Used when the competitor must engage all available targets from that designated fixed position of cover.

8.5 Touching, moving or crossing over the fault line while engaging (firing a shot) a target from cover will result in one (1) Procedural Error penalty. If any part of the competitor's lower body is visibly past the intended fault line while they fire a shot, the competitor will be in violation of the fault line.

8.6 A competitor will engage targets from left to right while engaging from the left side of a fixed position of cover. A competitor will engage targets from right to left while engaging from the right side of a position of cover. Proximity to a target is not a factor when engaging from cover.

8.7 Targets engaged in the open while moving may be done so in any order, unless otherwise specified in the Course of Fire.

8.8 Any target engaged in the open while static must be done so in Tactical Priority. Tactical Priority is defined as requiring all visible targets to be engaged from nearest to furthest. Targets that have three yards or less distance in between them and the shooting position are considered equidistant.

8.9 Fault lines may be used to designate areas that are out of bounds or restricted in a Course of Fire. Example 1: No shots may be taken past the forward fault line. Example 2: All shots must be taken between fault lines.



9. Stage Design Rules

9.1 GADPA was formed in 2005 as a defensive pistol shooting club. However, GADPA recognizes the benefits of an inclusive sport that allows for various disciplines. All GADPA events are intended strictly for entertainment and sport purposes. GADPA matches are not training for any scenario, real-world or otherwise. Stage design creativity is allowed and encouraged.

9.2 Courses of fire for a GADPA event will be divided into the following categories:

9.2.1 Scenario Based Stages

9.2.2 Drill Based Stages

9.3 Scenario Based Stages are stages that are designed around defensive situations.

9.3.1 The maximum shoot targets will not exceed 18.

9.3.2 The maximum required distance for any shot is 35 yards.

9.3.3 Specific starting loads and/or start conditions are allowed.

9.3.4 Mandatory reloads are not allowed.

9.3.5 Advanced Safety Officers will provide a maximum of two and a half minutes (150 seconds) after the initial stage briefing for individuals to walk through the Course of Fire.

9.3.6 Competitors may assume all shooting positions, walk the intended line, and see each target during the walkthrough AS TIME PERMITS. Advanced Safety Officers may end a walkthrough early due to time constraints. A walkthrough is not mandatory for all competitors and the Advanced Safety Officer is not required to accommodate every exception.

9.3.7 Individual walk-throughs are not allowed after the stage briefing unless you are the third competitor in the queue and it does not impede the flow of the match. The "On-Deck" competitor or next shooter in the queue must remain in the designated "On-Deck" area until called up to the start position by the Advanced Safety Officer.

9.3.7.1 Individual walk-throughs are defined as assuming any shooting position in the Course of Fire, walking the intended shooting line, air-gunning and/or getting a sight picture. Anyone conducting an individual walkthrough (with the exception of the 3rd shooter in queue) may be assessed one (1) Procedural Error.

9.4 Drill Based Stages are stages that are designed to test a specific skill set and are standardized to be shot in the same manner by every competitor.

9.4.1 Restricted and/or specific starting loads are allowed. Example: Start with three (3) rounds in the



gun.

- 9.4.2** Restricted and/or forced reloads are allowed.
- 9.4.3** The maximum round count can be no more than 18 rounds per string of fire.
- 9.4.4** The required scored hits are allowed to be specified in the Course of Fire. (See rule 2.5)
- 9.4.5** The maximum distance for any shot is 35 yards.
- 9.4.6** Advanced Safety Officers will provide a maximum of one (1) minute (60 seconds) after the initial stage briefing for individuals to walk through the Course of Fire.
- 9.4.7** Competitors may assume all shooting positions, walk the intended line, and see each target during the walkthrough AS TIME PERMITS. Advanced Safety Officers may end a walkthrough early due to time constraints. A walkthrough is not mandatory for all competitors and an Advanced Safety Officer is not required to accommodate every exception.
- 9.4.8** Individual walk-throughs are not allowed after the stage briefing unless you are the third competitor in the queue and it does not impede the flow of the match. The "On-Deck" competitor or next shooter in the queue must remain in the designated "On-Deck" area until called up to the start position by the Advanced Safety Officer.
 - 9.4.8.1 Individual walk-throughs are defined as assuming any shooting position in the Course of Fire, walking the intended shooting line, air gunning, and/or getting a sight picture. Anyone conducting an individual walkthrough (with the exception of the 3rd shooter in queue) may be assessed one (1) Procedural Error.*

10. Classifications

10.1 The GADPA divisions are divided into six (6) tier classifications:

- 10.1.1** Tier 1 Master
- 10.1.2** Tier 1
- 10.1.3** Tier 2
- 10.1.4** Tier 3
- 10.1.5** Tier 4
- 10.1.6** Tier 5

10.2 Tier Placements are determined from match performance.



10.3 Tier Placement: In any match shot, the total number of shooters in each division will be divided into five (5) Tiers. Tier 1 is the highest achievable level and Tier 5 is the lowest.

10.3.1 In a GADPA National Match the Division Champion will earn the ranking of Tier 1 Master.

10.4 Each division is divided into Tier 1 through Tier 5 by the following:

10.4.1 Tier 1 = Top 10% of a division

10.4.2 Tier 2 = 10.01% through 25%

10.4.3 Tier 3 = 25.01% through 50%

10.4.4 Tier 4 = 50.01% through 75%

10.4.5 Tier 5 = 75.01% through 100%

10.4.6 All remainders from Tier calculations will be rounded down to the nearest whole number.

10.4.7 Any division with less than ten (10) total competitors in a match will begin at Tier 2.

10.5 Classifications can be earned through sanctioned matches, state matches and the GADPA National match.

10.5.1 Annual Classification: The top three (3) Tier Rankings achieved in a calendar season by a competitor per Area Sanctioned Match will be used to calculate an average Tier Ranking.

10.5.1.1 Only annual GADPA members are eligible to earn an Annual Classification.

10.5.1.2 A minimum of three (3) Area Sanctioned Matches per division are required to calculate an Annual Classification. Competitors may compete in as many matches and divisions as they choose.

10.5.1.3 At the end of a season (January 1 – December 15), a competitor's Tier Points accumulated from their best three (3) Area Sanctioned Matches will be used to calculate their Annual Tier Classification per division.

10.5.1.4 Tier placement will earn the following points:

Tier 1 = 5 Points

Tier 2 = 4 Points

Tier 3 = 3 Points

Tier 4 = 2 Points

Tier 5 = 1 Point

10.5.1.5 Tier calculation will be determined by the top three (3) season average:

4.5-5 Points = Tier 1

3.5-4.4 Points = Tier 2

2.5-3.4 Points = Tier 3

1.5-2.4 Points = Tier 4

1.0-1.4 Points = Tier 5



<p>Annual Classification Example 1: <u>Competitor # 1</u></p> <ul style="list-style-type: none"> • Top 3 Match Points Earned: o 1 Tier 1 finish = 5 points o 1 Tier 2 finish = 4 points o 1 Tier 3 finish = 3 points Total = 12 Points • Tier Calculation: o $12 \div 3 = 4.0$ o $4.0 = \text{Tier 2 Shooter Classification}$ 	<p>Annual Classification Example 2: <u>Competitor # 2</u></p> <ul style="list-style-type: none"> • Top 3 Match Points Earned: o 2 Tier 1 finishes = 10 points o 1 Tier 2 finish = 4 points Total = 14 Points • Tier Calculation: o $14 \div 3 = 4.67$ o $4.67 = \text{Tier 1 Shooter Classification}$
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- 10.6 State Match and GADPA Nationals Classification: Competitors will earn a classification at a State and National Level Match based on their Tier Placement from that match.**

11. Match Administration

11.1 GADPA matches are divided into four categories:

- 11.1.1 Club Level Match (Non-Sanctioned)
- 11.1.2 Area Sanctioned Match
- 11.1.3 State Sanctioned Match
- 11.1.4 National Match

11.2 Club Level Match: Clubs authorized to run GADPA matches for new and experienced shooters, where the results do not count toward any Annual Tier classification.

- 11.2.1 All GADPA rules must be adhered to and enforced.
- 11.2.2 Match Officials will be designated and assigned by the Match Director (i.e. Rangemaster).
- 11.2.3 No chronograph or equipment checks are required.
- 11.2.4 All divisions shall be recognized and allowed to compete.
 - 11.2.4.1 *Equipment and division exceptions may be made to comply with range rules.*
- 11.2.5 Prizes and/or rewards are not required.

11.3 Area Sanctioned Match: Matches that are approved to be conducted by GADPA and will count toward an annual classification.

- 11.3.1 All GADPA rules must be adhered to and enforced.



- 11.3.2** Match Officials will be designated and assigned by the Match Director (i.e. Rangemaster).
- 11.3.3** Chronograph and equipment checks are recommended, but not required.
- 11.3.4** All stages must be submitted with Course of Fire descriptions and approved by GADPA.
- 11.3.5** The host club must submit a request for sanctioning and receive approval prior to any announcement of an Area Sanctioned Match.
- 11.3.6** The match must consist of a minimum of seven (7) stages.
- 11.3.7** All Match Officials and Safety Officers must be certified GADPA Advanced Safety Officers.
- 11.3.8** Tier classification points are earned by each competitor based on their overall placement within their division.
- 11.3.9** All divisions shall be recognized and allowed to compete.
- 11.3.10** Prizes and/or rewards are not required.

11.4 State Sanctioned Match: A state level match that is conducted under the approval of GADPA and will count as a tier classification.

- 11.4.1** All stages must be submitted with Course of Fire descriptions and approved by GADPA.
- 11.4.2** Match Officials will be designated and assigned by the Match Director (i.e. Rangemaster).
- 11.4.3** The host club must submit a request for sanctioning and receive approval prior to any announcement of a State Sanctioned Match.
- 11.4.4** The match must consist of a minimum of eight (8) stages.
- 11.4.5** Chronograph and equipment checks are required.
- 11.4.6** All Match Officials and Safety Officers must be certified GADPA Advanced Safety Officers.
- 11.4.7** Tier classifications are earned by each competitor based on their overall placement within their division.
- 11.4.8** All divisions shall be recognized and each competitor will receive a reward patch with their Tier classification earned.
- 11.4.9** Clubs are encouraged to recognize additional categories as they see fit. For example: High Lady, High Junior, High Senior, High Law Enforcement etc.
- 11.4.10** Trophies and/or prizes may be awarded to recognize the division champion and first through third place at the host club's discretion.
 - 11.4.10.1 When trophies or prizes are rewarded, they will recognize the following competitors per division:*



<i>11.4.10.1</i>	<i>Division Champion</i>
<i>11.4.10.2</i>	<i>First Place</i>
<i>11.4.10.3</i>	<i>Second Place if there are at least 10 competitors</i>
<i>11.4.10.4</i>	<i>Third Place if there are at least 15 competitors</i>
<i>11.4.10.5</i>	<i>Certificate of recognition or reward for Fourth Place and beyond for every five (5) competitors. (Fourth Place per 20 competitors, Fifth Place per 25 competitors, etc.)</i>

11.5 National Match

- 11.5.1** A National Match will be hosted and approved by GADPA.
- 11.5.2** A Match Director and Assistant Match Director will be appointed by GADPA.
- 11.5.2** Match Officials will be designated and assigned by the Match Director (i.e. Rangemaster).
- 11.5.3** Tier classification will be earned by each competitor based on their overall placement within their division.
- 11.5.4** Tier 1 Master will be recognized and earned by each Division Champion.
- 11.5.5** Chronograph and equipment checks are required.
- 11.5.6** All Match Officials and Safety Officers must be certified GADPA Advanced Safety Officers.
- 11.5.7** All divisions shall be recognized and each competitor will receive a reward patch with their Tier designation earned.
- 11.5.8** Sub-Categories will be recognized: High Lady, High Junior, High Senior, High Law Enforcement, and High Industry.
11.4.8.1 Additional Sub-Categories can be recognized at the club's discretion where appropriate.
- 11.5.9** Trophies and/or prizes will be awarded to recognize placement by the following competitors per division:

<i>11.5.9.1</i>	<i>Division Champion</i>
<i>11.5.9.2</i>	<i>First Place</i>
<i>11.5.9.3</i>	<i>Second Place if there are at least 10 competitors</i>
<i>11.5.9.4</i>	<i>Third Place if there are at least 15 competitors</i>
<i>11.5.9.5</i>	<i>Certificate of recognition or reward for Fourth Place and beyond for every five (5) competitors. (Fourth Place per 20 competitors, Fifth Place per 25 competitors, etc.)</i>

11.6 Advanced Safety Officer Certifications

- 11.6.1** GADPA shall recognize the training others have received through other nationally recognized shooting sports (e.g. IDPA, USPSA).



- 11.6.2** Competitors who have been certified by other shooting sports must pass the GADPA Advanced Safety Officer test to become officials in Area Sanctioned Matches, State Sanctioned Matches and the GADPA National Match.
- 11.6.3** Be over the age of 21.
- 11.6.4** Complete the GADPA Advanced Safety Officer test with a passing grade.
- 11.6.5** Successfully complete the GADPA Advanced Safety Officer training class from a GADPA certified Advanced Safety Officer Trainer.

11.7 Chronograph Procedures

- 11.7.1** All ammunition must pass the minimum power factor specifications designated per the division rules.
- 11.7.2** Ammunition must pass power factor specifications through the competitor's firearm they are competing with on the day of the match.
- 11.7.3** Four rounds are to be collected from each competitor at the beginning of a sanctioned match to be used for chronograph testing. Three rounds will be used for velocity testing and the fourth round will be used for weighing the bullet.
- 11.7.4** Two of three rounds tested must pass the minimum power factor specified per division rules.
- 11.7.5** Any ammunition that does not meet Power Factor per division requirements will result in the competitor being moved into the Not-for-Competition (NFC) division.