

the

GALACTIC PISTOL

ALLIANCE

Rulebook v3.1

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The

Galactic Pistol Alliance

Rules Highlights



24 rounds maximum
Carry as many mags as desired
Mags may be loaded to full capacity
One mandatory reload per stage – you decide when and where
Targets may be required to be shot while moving
No tactical priority while shooting in the open
Drop a loaded mag with no penalty
Unlimited steel targets

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Galactic Pistol Alliance

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Rules version 3.1

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1.0 GPA Introduction

The Galactic Pistol Alliance (GPA) is a sport, based very roughly on shooting defensively. It is intended to be safe, easily understood and to provide a level playing field for fair competition. It is a game, it is a sport, it is a competition.

1.1 Fundamentals

A. Provide a simple shooting sport, with a focus on safety.
B. Allow competitors to develop and maintain pistol-oriented skills.
C. Provide different divisions for grouping firearms of similar nature.
D. Provide stages based on GPA concepts.

1.2 Core Principles

A. Equipment. This is a "concealed carry" sport. The equipment will reflect that.
  1. Concealable. The firearm, and all related equipment, shall be hidden from view. (See 25 C)
  2. Practical. Equipment shall be securely restrained and suitable for all day wear.
B. Participation. GPA is a volunteer based sport. All competitors are expected to assist.
  1. Good sportsmanship.
    a. A major focus of GPA is to maintain and improve shooting skills in a manner safe and enjoyable. Unsportsmanlike conduct has no place in the GPA and may result in anything from a discussion to a DQ. (See 21.11)
C. Target engagement.
  1. Fault Lines attached to a cover object designate cover positions.
    a. Tactical Priority engagement is required from cover positions.
  2. The absence of fault lines means targets are "in the open" and may be engaged at will.
  3. The course of fire may specify target designation, if appropriate.
  4. Make up shots can be made from anywhere, as long as it is safe to do so.
    a. Following initial engagement, make up shots may be shot in any style (Freestyle, SHO, WHO, etc.)
D. Sight pictures. Taking sight pictures, including air gunning, is permitted.
  1. Once the shooter comes to the starting position, air gunning must cease.
E. Physically challenged. The Match Director may alter the CoF to allow those with physical challenges or disabilities to participate in a safe manner.
F. Rule Book. It is intended to be simple and straight forward. Not every question can be anticipated. Where gaps exist, the Match Director will make the call, having sought a logical and common-sense answer.

1.3 Cold Range

A. No one is allowed to carry a loaded firearm other than a law enforcement officer acting in an official capacity.
B. Handling of firearms in the parking lot is prohibited.
C. Safe areas will be provided where ***unloaded*** firearms may be handled.
  1. Handling live ammunition at the safe table is not permitted.
  2. Practice drawing and dry firing is allowed, reload practice is not.

1.4 Safety

A. All shooting sports have some element of risk. GPA relies on the implementation of safety rules and the awareness of participants to minimize that exposure.

B. GPA's safety rules are based, in part, on Colonel Jeff Cooper's firearms safety rules:

1. All guns are always considered loaded.

2. Never let your muzzle cover anything you are not willing to destroy.

3. Keep your finger off the trigger till your sights are on target.

4. Identify your target and what is behind it.

C. Specific violations of safety principles that result in a DQ are found in section 21.0

D. The SO running a stage may issue a DQ for any action they deem to be unsafe, subject to review by the Match Director.

E. Those new to GPA must be cleared by the Match Director, or his designee, to participate in the match.

1. This may be done via a safety briefing, discussion or knowledge of prior experience.

1.5 Muzzle safety

A. The 180 degree line (Also referred to as "the 180")

1. An imaginary line extending from one side of the bay to the other.
2. Passes through the shooter's body and is perpendicular to the centerline of the bay.
3. The 180 moves with the shooter through the stage.

B. Allowing the muzzle of the gun to point across the 180 in an up range direction, other than when drawing or holstering, is an immediate DQ.

C. "Muzzle" is an *optional* warning that may be given if the SO sees the shooter is close to breaking the 180.

1. There is no penalty associated with this call.

D. Muzzle safe points

1. Markers that over-ride the 180 degree line.
2. The muzzle must not be pointed up range of a line from the shooter to the marker.
3. Pointing the muzzle of the gun over this line is the same as breaking the 180 and results in an immediate DQ.

1.6 Awareness

A. Any participant seeing a potentially unsafe situation should immediately shout STOP. The Safety Officer will then take charge and determine the action required.

B. Actions outside of the GPA domain should be managed privately. The Match Director should be informed, if appropriate.

3.0 Shooting Rules

3.1 The Course of Fire may override the shooting rules for safety purposes.

3.2 Shooting Styles

- A. Freestyle
- B. Strong Hand Only (SHO)
- C. Weak Hand Only (WHO)
- D. Not Strong Hand Supported (NSHS)
  1. Any style *except* strong hand, supported.
- E. Retention
  1. Must be shot with the strong hand controlling the firearm
  2. Some point on the strong side arm, between the elbow and wrist, must be in contact with the torso.
  3. Targets required to be shot from retention must be one yard from the shooting position.
     A. The +0 zone may be cut out
  4. Requires that the shooter be stationary or backing away during initial engagement.

3.3 The **order** of shots on individual targets may not be specified. (i.e., "*2 to the body **and** 1 to the head"* is a legal Requirement; "*2 to the body **and THEN** 1 to the head"* is not.) This also applies to targets in an array.

3.4 Target Distances

- A. 40 yard maximum for normal targets to be shot Freestyle
- B. 15 yard maximum for required Freestyle head shots.
- C. 10 yard maximum for SHO
- D. 7 yard maximum for WHO

3.5 Any target may be reengaged at any time or place, as long as it is safe to do so.

3.6 Reshoots

- A. Reshoots are mandatory under the following circumstances:
  1. Prop failure
  2. If the SO stops for a perceived squib and it is determined that there was no squib.
  3. The shooter was allowed to start in the wrong position.
     a. This was determined prior to the next shooter arriving at the starting line.
  4. If the target is not taped between shooters and the SO cannot definitively call the score
- B. Reshoots are optional under the following circumstances:
  1. If the SO thinks he may have interfered with the shooter, he may offer a reshoot. (SO interference)
     a. The shooter may accept or decline, at his discretion.
     b. If the shooter believes that SO interference took place, he may request a reshoot. If the SO rejects the request, the shooter may ask for the Match Director to make the final decision.
  2. Any offer, request or acceptance of a reshoot must be made prior to the targets being scored.
- C. Reshoots are not given under the following circumstances:
  1. Mental errors
  2. Firearm malfunctions (See 17.12)
  3. Failure to understand the Course of Fire
  4. Failure to wear a required concealment garment
- D. Local Match Exception (See 17.12 B)

3.7 Concealment Garments

- A. Required unless stated otherwise in the Course of Fire
  1. At local matches, this requirement may be overridden by the Match Director due to excessive heat

3.8 Coaching by the SO while running the Course of Fire

- A. Is encouraged at local matches
- B. Is not permitted at sanctioned events

5.0 Walk-Throughs

5.1. Conducted by the SO prior to anyone shooting the stage
5.2. Explain all shooting positions and any other relevant information
5.3. Shooters are allowed to occupy each position, including seated, prone, low-cover, etc.
5.4. SO's will answer specific questions with specific answers.

7.0 Starting Position

7.1 The default starting position will have the shooter standing straight, arms relaxed at sides.
7.2 The Course of Fire (CoF) may stipulate an alternate start condition for the gun, the shooter, or both.
7.3 Ear and eye protection must be in place for all participants and observers when the range is hot.
7.4 Incorrect starting position
    A. See 3.6 A3

9.0 Range Commands

9.1 Universal Commands
    A. May be issued at any time
    B. *STOP*
        1. May be called by anyone who perceives a potential safety issue
        2. May be called for a prop failure
    C. *Finger* (See 19.3)
    D. *Muzzle*
        1. This is a safety warning
        2. No PE is issued
9.2 During the Course of Fire
    A. *Range Is Hot*
        1. Indicates that the Course of Fire has begun
    B. *Make Ready*
        1. This may be modified for safety reasons. If the starting position (for example) is turned toward the side berm, the command may be changed to "Face downrange and make ready."
    C. *Are You ready?*
        1. If the shooter does not respond within 5 seconds they are assumed to be ready.
    D. *Stand By*
    E. *Commence Fire (This may be an audible beep or other signal)*
        1. The timer will be set to beep on a 1 – 4 second random delay.
        2. The button to start the timer will be pressed on the "B" in "*Standby"*
9.3 At the end of the Course of Fire
    A. *If finished, unload and show clear.*
    B. (With the gun pointing downrange) *If Clear, Slide Forward, Pull the Trigger, Holster.*
    C. Revolver – *If Clear, Close the Cylinder, and Holster.*
        1. Having checked that the cylinder is empty it is not necessary to pull the trigger.
    D. *Range is Clear*

11.0 Cover and Concealment

11.1 Hard Cover (Solid wall, vehicle, etc.)
- A. May ***not*** be shot through
- B. If a ***cover position*** is available, it must be used **unless** the target is designated by the Course of Fire to be engaged "in the open" or through soft cover.

11.2 Soft Cover – (Bushes, laundry on a clothesline, etc.)
- A. May be shot through

11.3 Visual Barriers (Barrels, any wall specifically designated as a "visual barrier," etc.)
- A. Provide *concealment,* not cover
- B. May *not* be intentionally shot through (See 29.7)

13.0 Fault Lines

13.1 Fault lines *define* cover, they do not *provide* cover.
- A. Must have a straight edge

13.2 Start at the cover object and extend to the stage boundary

13.3. May be limited in length by placing an indicator at the desired length.
- A. This should be noted in the written course description and during the walk-through.

13.4 Fault Lines at a ***window***
- A. No Fault Lines
  1. Targets behind the window are *in the open.*
- B. 1 or 2 Fault Lines –
  1. Placed at edge(s) of window
  2. Targets are shot from cover (slicing the pie).

13.5 Fault Lines *not* at a cover position
- A. Represent a "do not pass" line
  1. Will be pointed out during the walk-through
- B. Shooter will earn one PE for *each* target engaged beyond a "do not pass" line (See 19.1 D2)

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15.0 Tactical Priority

15.1 Targets to be engaged from Hard Cover
- A. Shooting positions at hard cover are defined by the use of a fault line.
- B. Targets must be engaged from behind the fault line as they become visible ("Slicing the pie").
- C. While engaging targets, a new target of equal or greater priority may be revealed.
  1. Shooter may immediately engage the surprise target and then continue as before.
  2. Shooter may finish with the current target prior to engaging the new one with no PE issued.
  3. If a target of lesser priority is engaged prior to the surprise one, a PE is earned.

15.2 Targets *other* than those engaged from behind a fault line are in the open and may be shot in any order.

17.0 Scoring

17.1 LIMITED STAGES
- A. The Course of Fire will specify how many shots per target are required
- B. Targets will be engaged with exactly the required number of rounds

17.2 UNLIMITED STAGES
- A. The Course of Fire will specify how many shots per target are required
- B. Targets may be engaged with additional shots.

17.3 FIXED TIME STAGES (par time stages)
- A. All targets must be engaged in a specific amount of time
- B. The timer will start on a 1 – 4 second random delay
- C. A second beep at the designated time will end the course of fire
  1. A "margin of error" allowance of .5 seconds will be given to anyone who pulls the trigger as the second beep occurs
- D. The time taken to fire shots after the fixed time will be counted for score

17.4 Shots on targets will be scored as 0, +1 or +3.
- A. A shot anywhere within the head zone will be scored as a zero
- B. Misses will be scored as +5
- C. Non-Threats will be scored as +5 for each hit
- D. Shoot throughs count

17.5 Steel must fall in order to be scored
- A. A steel target that does not fall will be scored +5
- B. "Audible hits" are not permitted

17.6 The bullet hole (with or without a grease ring) determines the score
- A. Radial tears do not affect the score

17.7 The bullet hole needs only to be tangent to the perforation to receive the better score

17.8 Overlays may be used

17.9 One target per stage may require a different number of shots than the rest of the targets on that stage.

17.10 If a call cannot be made in a reasonable amount of time, the shooter receives the benefit of the doubt and the better score.

17.11 A ricochet will be scored as a hit if the resulting hole is one bullet diameter or larger.

17.12 Firearm malfunctions
- A. Sanctioned Matches
  1. If a malfunction occurs after the start signal
     a. The stage is scored as per the Course of Fire.
  2. If a malfunction is noticed during the *Load and Make Ready*
     a. Must be fixed within 30 minutes for the competitor to shoot the stage
     b. After 30 minutes the stage is scored as is (i.e., no shots fired).
- B. Local Match Exception
  1. During ***local*** matches, the SO may offer one reshoot for an <u>equipment malfunction.</u>
     a. The SO will issue a "STOP" command, secure the gun and offer the reshoot.
     b. Any subsequent similar malfunctions are *not* eligible for a reshoot. The stage will be scored as per the Course of Fire.

17.13 DNF (Did Not Finish)
- A. Other than a DQ, anyone who does not complete all stages will be given a DNF.

17.14 Targets with painted hardcover
- A. If the entire bullet hole is in the black, it is considered a miss.
  1. A shoot-through from the painted area to a subsequent target will not be scored.
     a. While setting up a stage, every effort should be made to avoid this situation.

17.15 Disappearing target
- A. No PE will be issued for failing to shoot the required number of rounds at a disappearing target.

19.0 Penalties (PE's)

19.1 Each penalty adds 3 seconds to the score for the stage.

A. Single PE examples (a non-exclusive list)

1. Common mistakes earn a single PE.
2. Only one PE per type of infraction within a string may be called. (See 29.9)
   a. Exceptions
      1. 19.1 B (Double PE's)
      2. 19.1 C (Triple PE's)
      3. 19.1 D (Multiple single PE's)
3. Leaving a cover position with an unengaged target visible, unless that target is specified to be shot "in the open."
   a. If the shooter *returns* to cover prior to firing a shot no PE will be issued.
4. Leaving an open position with an unengaged target visible to engage a target from cover
5. Engaging a target while touching beyond a fault line
   a. Also includes "Do Not Pass" lines
6. The shooter performs an illegal act which gains less than a 3 second competitive advantage.
7. Not engaging a target with the required number of rounds
   a. No PE is earned if the target disappears
8. Intentionally shooting through a visual barrier (See 29.7)
9. Failure to wear a required concealment garment.
   a. No reshoot will be given (See 3.6 C4)

B. Double PE examples (a non-exclusive list)

1. Failure to perform a mandatory reload
2. An illegal action that results in a 3 second competitive advantage
   a. Shooting an entire array in the wrong style
   b. Not going prone when required to do so

C. Triple PE examples (a non-exclusive list)

1. Unsportsmanlike Conduct
2. May include deliberate or severe rules violations
3. May also result in a DQ if the time penalty is deemed to be insufficient

D. Multiple single PE's

1. One for *each* extra shot on a limited target
2. One for *each target* engaged beyond a "Do Not Pass" line
3. One for *each* "engage on the move" target shot with insufficient motion
   a. Movement (or the lack thereof) will be defined by the SO team and is not subject to review.
      1. If both SO's are in agreement, a PE will be issued.
      2. If both SO's cannot agree, the shooter does not receive a PE.

19.2 If the SO's have any doubt about a call, no PE shall be issued

A. The SO team may discuss a call to confirm the decision.

19.3 Finger in the trigger guard at any time other than while engaging targets or transitioning between targets in an array

A. Two finger calls in the same match is a DQ

19.4 Stages using a fixed time (par time)

A. Penalties may be assessed for two types of infractions:

1. Time
   a. Shooters exceeding the fixed time by more than .5 seconds, will earn one PE.
   b. The time at the last shot is the time recorded for score
2. Extra shots on a Fixed Time, ***limited*** stage
   a. See 19.1 D1

21.0 Disqualifications (a non-exclusive list)

21.1 An *Accidental Discharge* deemed unsafe by the SO
- A. A shot that hits the ground within 2 feet of the shooter
- B. A shot while holstering or drawing
- C. A shot during the *Unload and Show Clear* process

21.2 Sweeping yourself or anyone else
- A. If the muzzle sweeps the lower body while drawing or holstering, but the finger is clearly outside of the trigger guard, no DQ will be issued.
- B. Sweeping a leg **after** a draw while seated is a DQ.

21.3 A *shooter* dropping a gun while in a shooting bay
- A. The gun must be retrieved by an SO.

21.4 Dropping a gun outside of the shooting bay
- A. The gun must be retrieved by an SO.
  1. If clear, they may reholster and continue in the match.
  2. If the gun is found loaded, they are disqualified.

21.5 Firing a round over the berm

21.6 Breaking the 180 or muzzle safe points

21.7 Removing a gun from a holster unless:
- A. Shooting a Course of Fire
- B. At a safe table
- C. In a shooting bay, under the direct supervision of a Safety Officer

21.8 Pointing a gun up range at any time

21.9 Two finger calls in the same match

21.10 Engaging a steel target from less than 10 yards

21.11 Unsportsmanlike conduct
- A. May result in a Single, Double, Triple PE or a DQ
- B 1. DQ if discussion, or other alternatives, prove to be insufficient
  a. Must be approved by the Match Director

21.12 Deliberate and/or severe rules violations

23.0 Ammunition

- A. **Ammunition management is the responsibility of the shooter.**
- B. Carry as much ammunition as desired
- C. Loading devices are not required to be loaded to the same capacity.
- D. Loading devices may be loaded in *any* configuration (full capacity, half capacity, 3 rounds only, etc.).
- E. Competitors using magazines with a capacity of ten or less may *elect* to load to +1.
- F. Competitors using magazines with a capacity greater than ten will *not* load to +1.
- G. A loading device may be abandoned without penalty.
  1. The abandoned loading device does not have to be empty.
- H. Prohibited Ammunition
  1. Tracer
  2. Metal Piercing
  3. Incendiary
- I. Power Factor
  1. There is no minimum required power factor
    a. Steel poppers will be calibrated to fall when struck by ammunition with a 105 power factor.
    b. Targets at 40 yards are permitted
- J. Permitted calibers
  1. 9mm, 38/357, 40/10mm, 45

23.1 Reloads

A. At least 1 reload must be performed *after the first shot* and prior to the last shot. (See 19.1 B1)
   a. Applies to each "string" within a stage
   b. May be waived by the Course of Fire.
   c. Failure earns a double PE (See 19.1 B1)
B. After the first shot, reloads may take place at any time and any place.
C. A loaded magazine may be dropped at any time with no PE

25.0 Equipment

A. Guns are legal if they make weight and dimensions for their division
B. Optics must be slide mounted
C. Normal ***carry*** condition for the pistol is unloaded, hammer down or striker forward, no magazine inserted, and holstered.
D. Normal ***start*** condition is pistol loaded and holstered.
   1. Guns in single action mode must have manual safety engaged.
   2. Guns with DA/SAO capability may be operated in either mode.
E. Must be completely concealed when standing straight with arms relaxed at sides.
F. Holsters
   1. Suitable for everyday use, “Race gun” type holsters are prohibited.
   2. Only outside the waistband (OWB) devices may be used.
   3. Are to be worn on the strong side between 2 and 4 o’clock or 8 and 10 o’clock.
   4. Shall completely cover the trigger and have no retention device that could cause the trigger to be pulled accidentally
   5. Serpa holsters and those of similar design are not permitted.
G. Loading devices
   1. May be located anywhere as long as they are not visible with the shooter standing straight, arms relaxed at side.
   2. Magazines
      a. Maximum length of 141mm.
   3. Loading device holders are not required.
   4. Magnets may not be used in any manner relative to loading devices.
H. Firearm Barrels
   1. Length is measured from crown of barrel to the chamber face, to the tenth of an inch.
      a. A measured length of 4.09 inches is considered 4.0.
   2. Compensated barrels
      a. Are permitted as long as the gasses do not project to the side.
      b. The compensator is included when measuring the barrel length.
I. Gun configuration must remain the same for the entire match.
J. Any firearm, ammunition, or equipment that is deemed unsafe will be brought to the attention of the Match Director who shall make the appropriate decision.

27.0 Divisions

27.1 FSO – Full Size Optic
- A. Barrel length greater than 4 inches and less than 5.3 inches.
- B. With optic
- C. 48 ounces or less with heaviest magazine.

27.2 FSI – Full Size Iron Sights
- A. Barrel length greater than 4 inches and less than 5.3 inches.
- B. With iron sights
- C. 48 ounces or less with heaviest magazine.

27.3 CPO – Compact Pistol Optic
- A. Barrel length 4 inches or less.
- B. With optic
- C. 40 ounces or less with heaviest magazine.

27.4 CPI – Compact Pistol Iron Sights
- A. Barrel length 4 inches or less.
- B. With iron sights
- C. 40 ounces or less with heaviest magazine.

27.5 LCP – Low Capacity Pistol
- A. Barrel length less than 5.3 inches.
- B. Any pistol using all loading devices with ten or fewer rounds.
- C. 43 ounces or less with heaviest magazine.

27.6 Revolver
- A. Barrel length of 4.3 inches or less
- B. With iron sights
- C. Capacity of 6 or fewer rounds.
- D. 50 ounces or less.

27.7 Alternate Divisions
- A. Shooters must stay in their selected division for the entire match.
- B. CPO Equipment may be used in FSO.
- C. CPI Equipment may be used in FSI.
- D. LCP equipment may be used in FSI or CPI, if barrel limitations are met.

27.8 Barrel measurements (See 25.0 H)

29.0 Stage Design

29.0 Written stage design – Course of Fire (CoF).
- A. Explains the stage concept and provides a consistent briefing for all shooters.
  - 1. Start position / condition, if needed
  - 2. Scoring conditions
    - a. Limited or Unlimited
    - b. Required number of shots per target
  - 3. Round count
  - 4. Procedure
    - a. Must provide a recommended path through the course
      - 1. "Shoot all targets in tactical priority" is unacceptable
    - b. If the shooter is to follow a specific route, it is incumbent upon the designer or builder to eliminate alternatives.
    - c. The shooter may follow an alternate path as long as it is legal to do so.
- B. Clarifies any target designations that are not intuitive, based on the stage design.
- C. Addresses any special shooting conditions required such as SHO, while seated, etc.
  - 1. Special conditions apply to initial target engagement only.
- D. Will address any other issues not obvious to the shooter.
- E. Make up shots (See 1.2 C4)

29.1. There is a maximum round count of 24 for each stage.

29.2. Maximum traveling distance for a stage is 30 yards.
- A. Between shooting points, the maximum distance that a shooter must move on their own power is 10 yards.

29.3 The Course of Fire may require a specific starting configuration, i.e., *gun loaded to 6, toes on line, etc..*

29.4 The number of Steel targets is unlimited.

29.5 The mandatory reload may be waived by the Course of Fire.

29.6 Specific targets may be required to be shot while moving. (See 19.1 D3a)

29.7 Non-threats should be placed with Vision Barriers to discourage shoot-throughs. (If a swinging target is partially blocked from view by a set of barrels, a non-threat should be placed on the blocking barrels.)

29.8 If low cover or a prone position is required, it may only be at the last shooting position.

29.9 A Course of Fire may consist of one, or multiple, "strings".
- A. A "string" is a timed shooting event from timer start until the last shot is fired.

29.10 Steel targets must be engaged at 10 yards or farther. (See 21.10)

31.0 Targets

31.1. All targets will be IDPA cardboard targets.

31.2 The number of Non-Threat targets is unlimited.
- A. Non-threats will be indicated by a large X or hands of contrasting color in the visible portion of the target.

31.3 If a target is placed backwards on a stand, it will be shot and scored as normal.

31.4 Steel poppers
- A. Will be calibrated to fall when struck by ammunition with a 105 power factor.
- B. The calibration zone is the circular portion of the target.
- C. Hits below the calibration zone are not subject to challenge.
- D. Should be painted after each shooter.
  - 1. Failure to paint is not cause for a reshoot.

31.5 Steel targets will not be presented at an angle greater than 45 degrees.
- A. Freestanding steel targets that rotate beyond 45 degrees but do not fall are considered prop failures.

31.6 Portions of targets may be painted black to represent hard cover. (See 17.14)

33.0 Blind Stages

33.1 One Blind Stage per match is permitted.

A. There is no walk-through.

B. Shooters will paste targets only after they have shot the stage.

C. No disappearing targets are allowed.

D. A minimum number of people will set up the blind stage. Prior to them shooting, the stage will be reconfigured to present an unseen stage to them.

35.0 Classifications

A. Are not available at this time.

37.0 Rules Questions and Suggestions

A. Send to GalacticPistol@outlook.com

B. For suggestions please state:

1. Rule number
2. Problem or concern
3. Proposed solution

1

180 degree line · *2*

A

abandoned loading device · *8*
Accidental Discharge · *8*
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