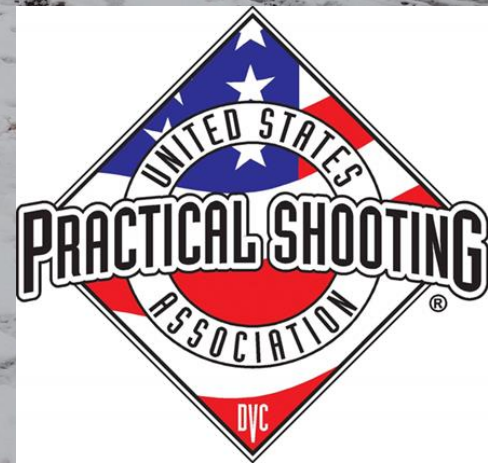


Big Sky Practical Shooting Club



Welcome to the New Competitor Clinic!



Administrative Stuff

- Signed in? Have a Packet? Go Ahead and Check it Out!
 - If not, please see a member at the table in the back
- No Guns, No Ammo – Leave Them Outside
- Introductions – Meet your Instructors
- Phones – Turn ‘em Down Thanks
- Exits – There’s 2
- Restrooms – Through the Back Door
- Snacks, Drinks, Breaks and Lunch
 - Enjoy and help yourself anytime
 - About every hour, but get up if you need to
 - We’ll take about an hour for lunch, starting around 11-12
- Questions, Notes, and Stories
 - Ask when you think of it, and please save stories for lunch

Agenda – April 15, 2023

- Morning Classroom Discussions
 - Safety Guidelines, Rules and Procedures
 - Types of Matches Our Club Hosts
 - Divisions and Classifications
 - Targets and Scoring Procedures
 - Guns, Gear and Accessories
 - Range Commands
 - Basic Techniques and Fundamentals
 - Your First Match
- Afternoon Outdoor Session
 - Dry Fire Exercises – Safety Procedures and The Fundamentals
 - Live Fire Exercises – Safety Procedures and The Fundamentals
 - Live Fire Exercise – Modified EI Presidente Stage
 - Live Fire Exercise – Steel Challenge Stage
 - Live Fire Exercise – USPSA Field Stage (weather dependent)

DVC

- Accuracy, Power and Speed are the elements of USPSA shooting, and are expressed in the Latin words “Diligentia, Vis, Celeritas” (“DVC”).
 - Latin for “**Accuracy, Power, and Speed**” which symbolizes the challenge of the sport.
 - How accurately can you shoot?
 - How fast?
 - Can you find the right balance of speed and accuracy when using a powerful firearm?

Safety

- SAFETY is **THE** watchword of the entire USPSA program!
- Practical Shooting is “Safety in Action”
- Practical Shooters must intentionally and instinctively practice safe gun handling under pressure, and they demand the same of others.
 - USPSA-affiliated clubs always check new shooters to ensure that they have the skills needed for safe participation.
- **SAFETY COMES FIRST AND FOREMOST - ALWAYS!**
- Whenever you are shooting, two Range Officers will be with you, helping to keep you and others safe.

Safety

- **The Four Rules of Gun Safety -**
 1. Treat every firearm as if it is loaded!
 2. Never point a firearm at anything you are not willing to destroy!
 3. Be sure of your target *and what is behind and around it* before firing!
 4. Keep your finger off the trigger until your muzzle is pointed at your target!

Safety

- Always arrive at the range with your empty gun secured in a suitable bag or case.
- **Firearm safety is ultimately a matter of personal responsibility and self control**, two key qualities stressed in Practical Shooting.
- The shooter is always responsible for his or her actions and safe gun handling.
- **If you shoot yourself or someone else it's YOUR FAULT!**

Safety

- **COLD RANGE** - All USPSA clubs employ a "cold" range:
 - This means that **all guns must be unloaded, and holstered (or cased/bagged) at all times.**
- Guns are not to be removed from holsters or cases, unless directed by a Range Officer, or in a designated safety area.
- Guns must be empty (including empty magazines, snap caps, and/or empty cases), with actions closed and hammers down, when holstered or cased.
- **Handle firearms *ONLY* in the specially marked Safety Areas. Do *NOT* handle ammunition in a Safety Area!**

Safety Area



Safety

- **SAFETY AREAS** – Other than on the firing line under Range Officer (RO) direction, you may handle your gun **ONLY** in a Safety Area.
- Any gun handling *anywhere* else on the range premises is considered unsafe gun handling and will incur a match disqualification.
- Do **NOT** handle ammunition in a Safety Area.
- Load your magazines/speed loaders while you're waiting to shoot – at the tables is okay.
- You can put your belt and holster on anywhere, but only holster your firearm in the Safety Area.

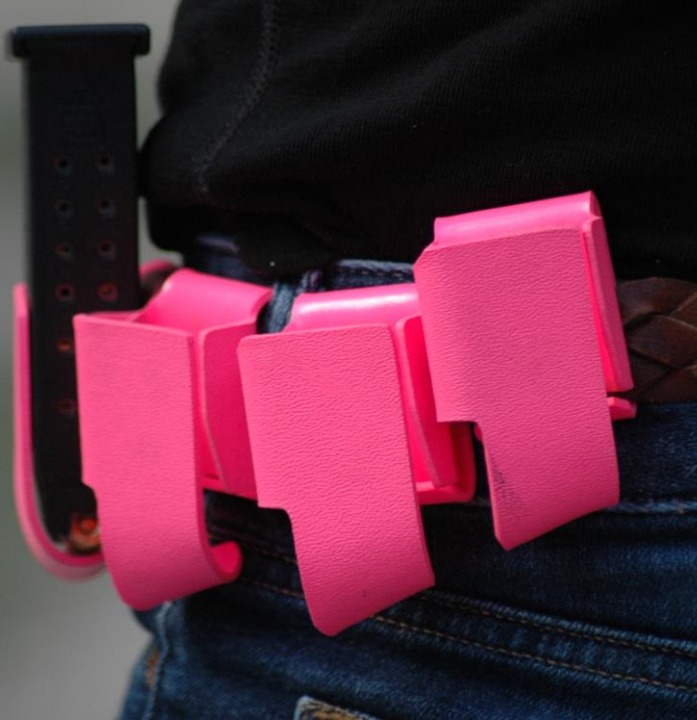
Safety

- **HOLSTERING and RE-HOLSTERING** – Re-holstering a loaded, or “hot,” handgun during a course of fire is strongly discouraged, but it is permitted.
- When holstering a loaded handgun, all external safeties must be applied.
- When holstering any cleared (unloaded) and most loaded handguns, the hammer must be down.
- When holstering a **loaded** single-action pistol, the hammer will be cocked and the safety must be applied.



Safety

- **HOLSTER RETENTION** - The holster must retain the firearm during active movement.
- Failure to demonstrate adequate retention requires that the holster be withdrawn until it meets the requirement.
- There's not really a test, it is YOUR responsibility to ensure your holster is adequate.
- Retention failure during a course of fire which leads to a dropped gun - whether or not the gun is loaded - results in a match disqualification. ***Never pick up your gun.***
- Magazine and other ammunition holders must also retain equipment and ammunition during active movement. Failure to do so does not result in a match disqualification, but you might need that ammo!



Safety

- **EYE & HEARING PROTECTION** – Eye and ear protection is mandatory. There's lots of varieties.
- If you wear prescription glasses, be sure they are safety rated lenses and secure when you move.
- Lots of types of hearing protection work. Electronic versions work better.



Safety

- **ANIMALS** – Wild animals may cross the bay!
- **WEATHER** – Montana winters and summers!
- **AMMUNITION** – Metal-piercing, tracer, and incendiary ammunition is strictly prohibited.
- **UNSAFE AMMUNITION** – Any ammunition which is, in the opinion of a Range Officer, unsafe (pierced primers, multiple squibs, etc.) will be withdrawn from the competition.
- **PROHIBITED SUBSTANCES** – Persons under the influence of alcohol or other drugs will earn a match disqualification, and may be removed from the range.

Safety

- Many Practical Shooters reload their ammunition not only to cut costs, but to tune their load to their gun.
- **SQUIB** - When using reloads (or shooting with people who are), watch for a **squib** load.
 - A squib load consists of a primed case and a bullet, but no powder charge. they go “pop” instead of “bang,” don’t recoil normally, and usually leave a bullet stuck in the barrel.
 - **Don't fire the next round – if the gun goes POP, you STOP!**
 - The range officers will help you clear the stuck bullet with a special rod.

Safety

- **THINGS TO REMEMBER**– Keep these simple things in mind, and you will be safe:
 - Always follow the four rules of firearm safety – what are they?
 - Keep your finger off the trigger until you are on target and ready to fire.
 - Keep your firearm pointed down range, whether the firearm is loaded or not
 - Be in control of your firearm’s muzzle at all times.
 - Don’t handle your firearm, loaded or not, unless in a Safety Area, under the direct supervision of an RO, or on the firing line and directed to do so.

Types of Matches BSPSC Hosts

- USPSA Field Stage
- SCSA Steel Challenge
- USPSA Multigun
- GSSF Glock Match



Competitor Divisions

- **Divisions: *Competing against similar firearm platforms***
- OPEN – “Race guns” with optical sights, high capacity magazines, compensators. Almost anything goes. 1911 style predominant.
- LIMITED – No optical sights, no compensators. Other modifications allowed. High capacity magazines. 1911 style predominant.
- LIMITED 10 – Same as limited, but only ten rounds per magazine. 1911 style predominant.
- SINGLE STACK - 1911 style guns only. 8 round magazines maximum for major, 10 rounds for minor.
- PRODUCTION – Double action or striker fired. No single action 1911 style allowed. 10 rounds maximum in magazine.
- REVOLVER – Revolvers only, 6 or 8 round maximum fired before reload. Moon clips and speed loaders allowed.
- CARRY OPTICS – optic attached directly to slide between rear of slide and ejection port. No compensators.
- PISTOL CALIBER CARBINE – carbine rifle in pistol calibers.





Competitor Classification

- **Classification: *Competing against similar skill levels***
- USPSA maintains a National Classification System for its members; you must maintain a membership in USPSA to become - and remain - classified.
- Your Classification is based on your scores on standardized Classifier Stages. The highest score (nationally) on any given classifier constitutes a 100% score; your percentage is based on the ratio of your score to that fired by the “100% shooter” that quarter.
- Your initial classification as a newer shooter is based on your first four scores on different Classifier Stages.
- Afterwards, your scores on Classifiers are determined from your best 6 of the 8 most recent scores and, if you’ve shot well enough, you’ll be re-classified upwards.



CM 99-11

El Presidente

RULES: USPSA Handgun Competition Rules, current edition COURSE DESIGNER: Jeff Cooper

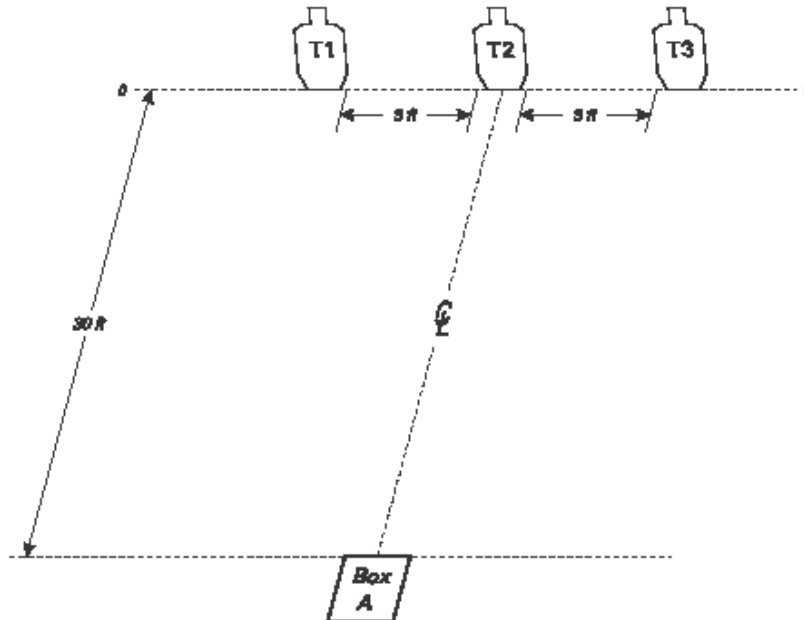
START POSITION: Standing in Box A, back to targets, toes of both feet against rear of fault line of Box A, both wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, turn then draw and from Box A engage T1-T3 with only two rounds per target, then perform a mandatory reload and from Box A engage T1-T3 with only two rounds per target.

SCORING

SCORING: Virginia Count, 12 rounds, 60 points
TARGETS: 3 Metric
SCORED HITS: Best 4/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Handgun Competition Rules
Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set targets to 5 feet high at shoulders. Shooting box is 3 feet by 3 feet.



Classification

Percentage

Grand Master

95 - 100%

Master

85 - 94.9%

A

75 - 84.9%

B

60 - 74.9%

C

40 - 59.9%

D

< 40%



Is Division or Classification Important?

• Nope

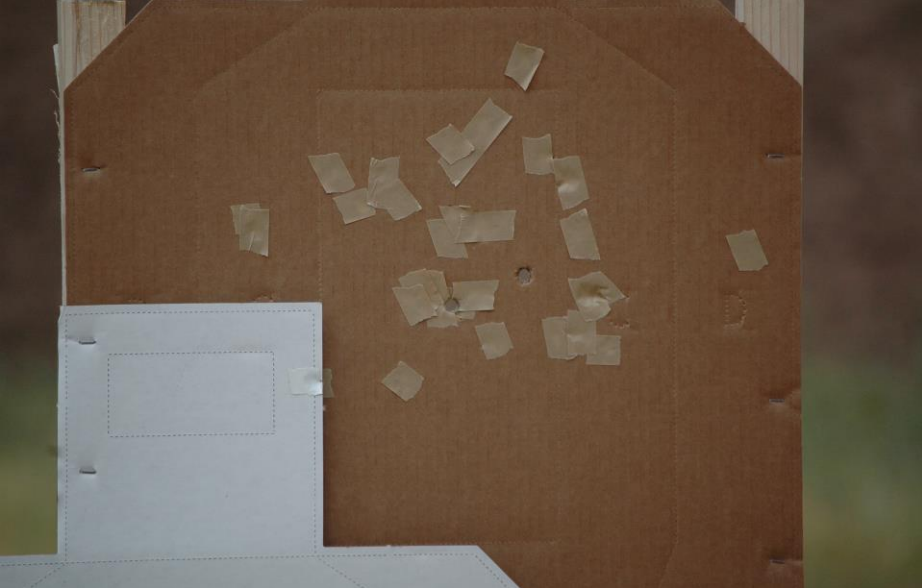
- I'm not interested in competition, I'm in it for the fun
- I want to test myself with my carry gun
- I really want to shoot my PXXX handgun with a full magazine, put me where it fits

• Yep

- I am interested in the competitive aspect of USPSA
- I want to compete with others with a similar type of firearm and level of skill
- I want to be ranked among those with a similar skill level

Targets and Scoring

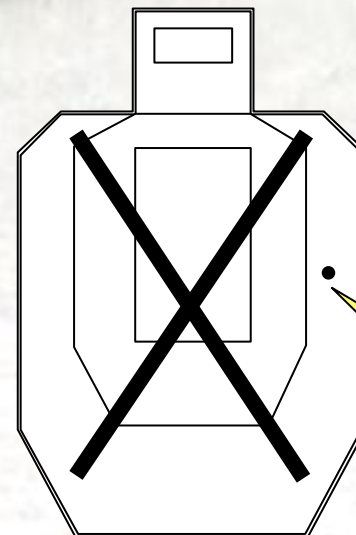




- **TARGETS (USPSA Shown)**
- The targets are usually tan/buff.
 - Scoring zones are delineated by pressed in or punched scoring lines that are invisible except at close range.



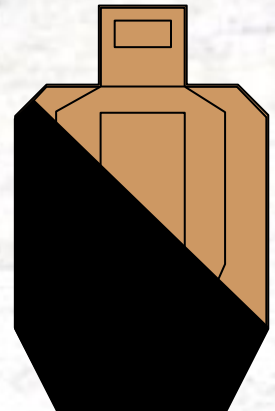
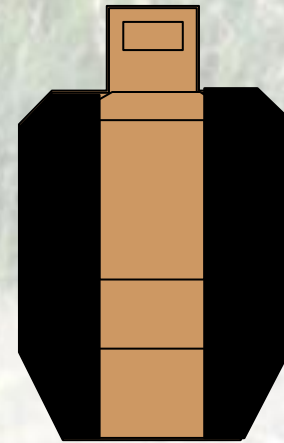
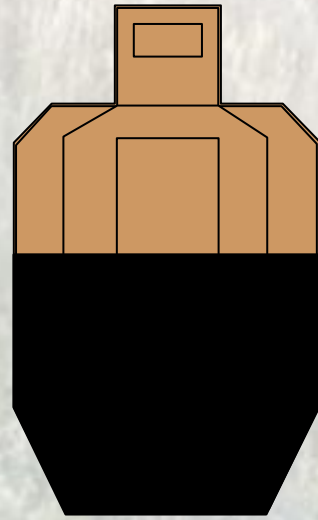
- **No-Shoot target**
 - These are white, and may or may not have a black “X” across them.
 - Hits on no-shoot targets are always penalized 10 pts each. Unlike a hard cover “mike” this can NOT be made up with additional hits in a scoring area.



-10 pts.
May also be
a “mike”₂₉

Targets

- **Hard-Cover targets**
(various configurations)
 - The obstructed (black) portion of the target represents hard cover that is impenetrable to a full bullet diameter.
 - Hits in hard cover are deemed misses, and you are penalized 10 pts for each missing hit in the scoring portion of the target.
 - This is important in Comstock stages: **You may fire extra shots to make up for “mikes” (i.e., hits in the hard cover).**

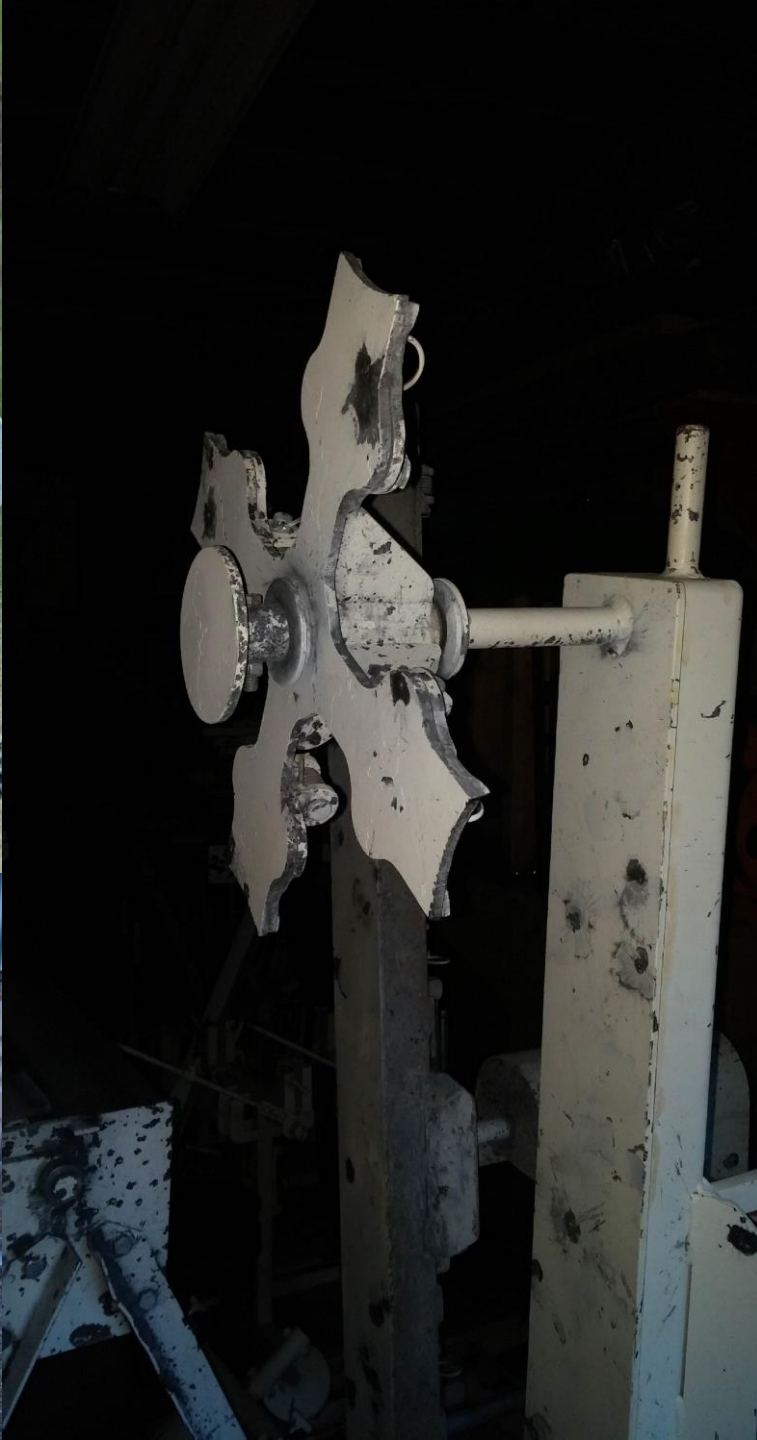


A background image showing two individuals in a field. They are wearing large earplugs and caps. One person is holding a handgun, pointing it towards the right. The scene is outdoors with tall grass.

Targets

- **Steel Plates & Poppers**

- These are steel reactive targets that must fall to score
 - a knockdown = one Alpha, or 5 points
- Plates are typically 8” round and 6” square steel plates but can be various sizes.
- Steel targets can take on many configurations
- USPSA Poppers and USPSA Mini-Poppers – commonly used to activate moving targets when they’re knocked down.
- They are ***calibrated*** with minor power factor 9mm ammunition prior to the match to insure that they’ll fall if properly struck.





THIS looks interesting . . .



Scoring

- Remember “DVC?”
 - Our scoring system rewards accuracy and power with more points, and assesses penalties for misses.
 - It rewards speed by dividing the number of points received by the time taken to get the points
 - $\text{Points divided by Time} = \text{Hit Factor}$
- To reward power, we recognize two power levels
 - “Major” and “Minor” Power Factor.
 - Major and Minor “A” hits both score 5 points
 - Major hits score more points in the C, and D zones than Minor hits do.
 - Ammunition must meet minimum Power Factors

Calculating Power Factor (Mass x Velocity)/1000 = PF

- .45 ACP - 230 grn bullet, 800 fps
- $230 \times 800 = 184,000 / 1,000 = 184$ PF
- Major PF is 165 or more

- 9mm - 115 grn bullet, 1200 fps
- $115 \times 1200 = 138,000 / 1,000 = 138$ PF
- Minor PF is 125-164.99

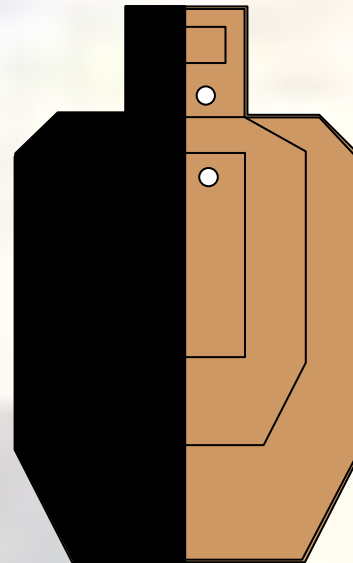
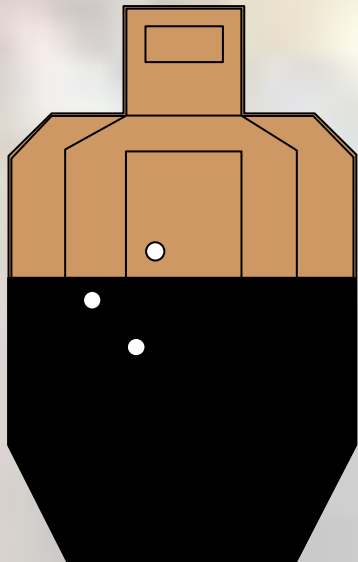
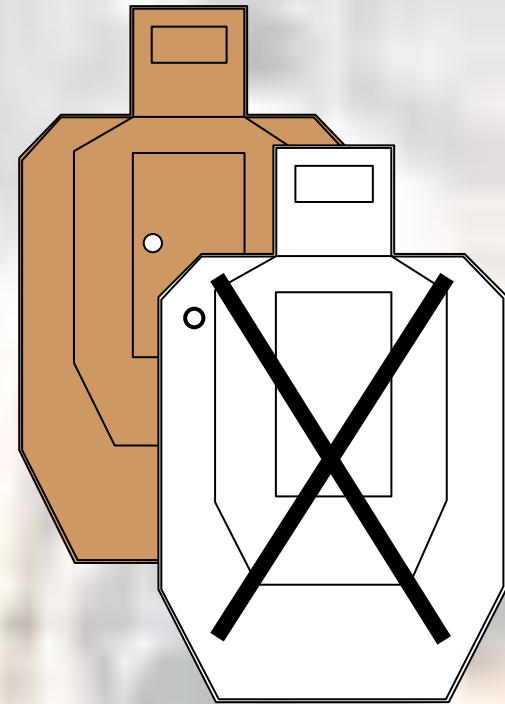
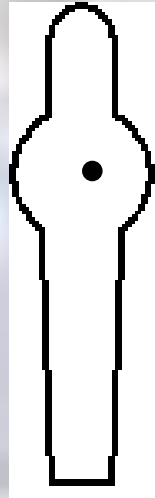
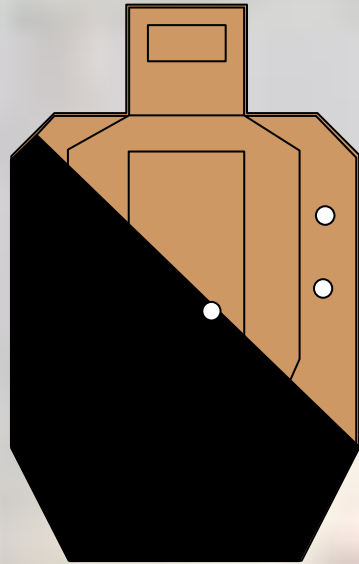
Calculating Hit Factor

Points/Time = HF

- For Major PF: A=5 , C=4 , D=2
- For Minor PF: A=5 , C=3 , D=1
- Say we're shooting Minor PF, and get 3A, 1C and 2D in 4 seconds. Hit Factor is?
- 20 points / 4 seconds = 5 HF



Target Examples (Comstock)



Keeping Score - Practiscore



Your Gun, Gear, and Accessories

--Getting Started--

- **Practical Shooting is an outdoor sport practiced in all weather.**
- Wear the right clothing for the weather.
- Pouring rain, a foot of snow, heat - the match goes on.
- Shirts should fit closely so loose fabric doesn't snag your equipment. Pants should allow you to freely bend and stretch. A billed hat is great for sun and shrapnel.
- Wear comfortable shoes you can move in.
- Sunscreen and umbrellas are nice to have, as are gloves and handwarmers for standing out in the cold.
- Snacks, drinks, bugspray, bandaids, a camp chair, a wagon to put it all in – the list goes on!

Your Gun, Gear, and Accessories

--Getting Started--

- **Your gun must be serviceable, reliable and safe.**
- Start with the ***gun you have*** or shoot as many as you can before you buy.
- Our sport welcomes new shooters with “entry-level” equipment.
- Remember - it needs to make minor (and .38/9mm caliber) to compete for place and/or prizes.
- Got a Glock? A 1911? A revolver? Great!!
- Do you need a \$3,000+ race gun to be competitive? YES!! I mean, No!
- Divisions that use largely stock guns, such as Production and Carry Optics, are very popular.

Your Gun, Gear, and Accessories

--Getting Started--

- Most magazine/speedloader carriers will work
 - Some are more elegant than others.
 - You can start with two or three magazines, but most shooters carry five or more
 - Courses of fire up to 32 rounds are not uncommon. And you'll want to reload before you're empty.
 - A bag for spent brass is handy if you reload.

Regarding ANY gear - -

Don't rush out and spend – figure out what you REALLY want first.



E MARTIN

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AMERICAN
PRACTICAL SHOOTING
ASSOCIATION

CUSTOM
KRYEX

E-RUPP
COMMERCIAL EQUIPMENT



Range Commands

- When you are called, step into the shooting box (or initial shooting position), stand, and **await the Range Officer's commands:**
- **DO NOT touch your gun until you're told to!**
- The Range Officer will then issue these commands:

Range Commands

- “Make Ready.”
 - This is your instruction to draw, take a sight picture and dryfire if desired, load your firearm and holster it and perform whatever other functions the Start Position may require.
- “Are you ready?”
 - This is the Range Officer’s request to find out if you are ready. NOTE: You do not need to respond. Silence is taken as meaning you are ready. If you’re not ready, say something.
- “Standby...”
 - This is the RO’s instruction that you are about to begin. In 1-4 seconds, you will hear a beep from the timer..
- **BEEP**
 - This is your signal to begin the course of fire.

Range Commands

Once you have completed the course of fire, just stop and wait. You will hear...

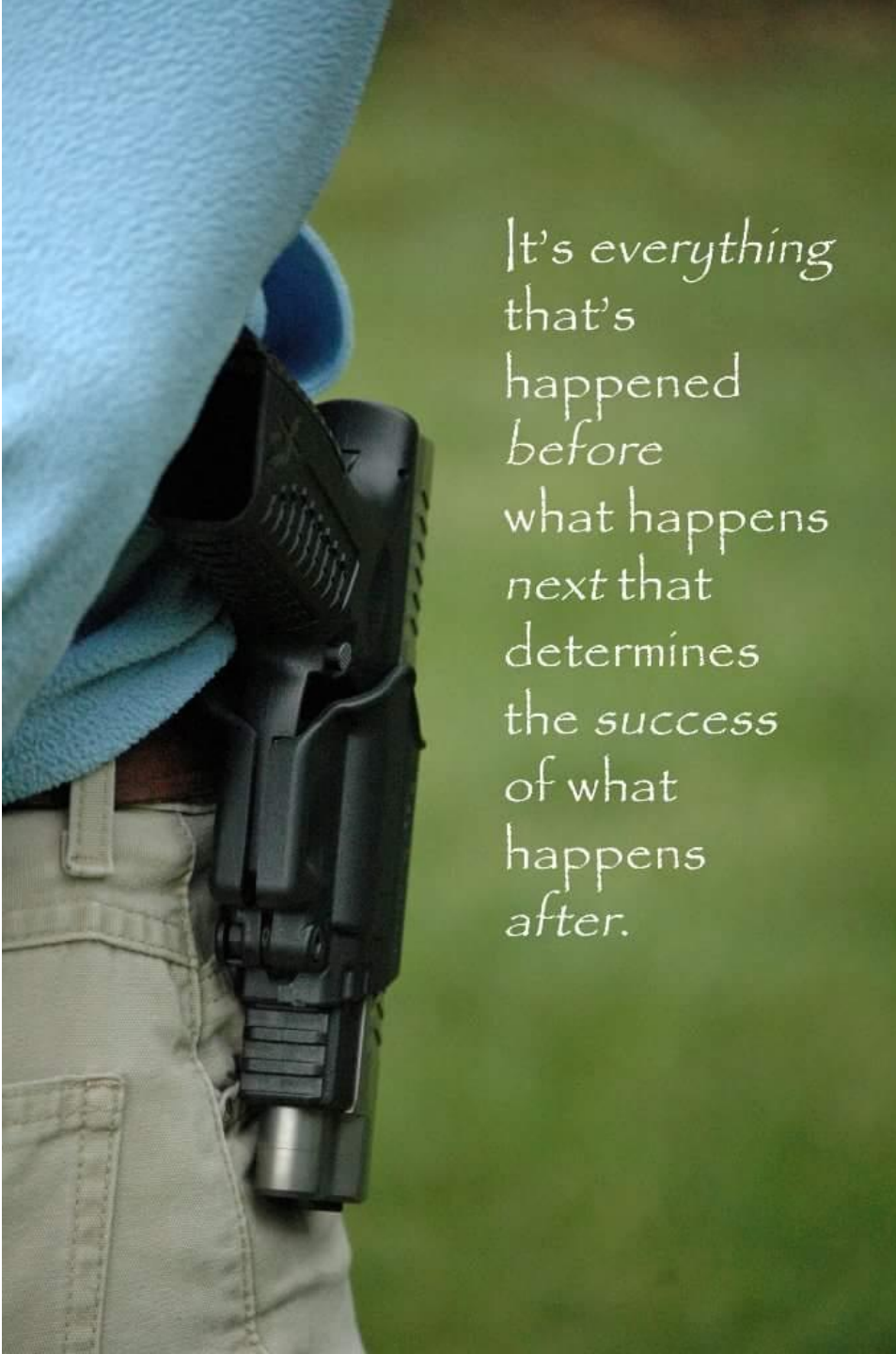
- “If you are finished, unload and show clear.”
 - Are you sure you’re finished? If so, with your finger out of the trigger guard and the muzzle pointed safely downrange, drop the magazine, empty the chamber, and hold your slide back (for revolvers, open and empty the cylinder); allow the R.O. to examine the now-empty gun (chamber and mag well).
 - When the RO is satisfied, he will say...
- “If clear, hammer down, holster.”
 - With the muzzle pointed safely downrange, close the slide (or cylinder), and DROP the hammer - this means ***pull the trigger*** as though you were firing a round. This does **NOT** mean decock the gun (for you double-action auto aficionados!).
 - If the gun goes BANG! you will be disqualified.
 - Holster your empty gun.

Range Commands

- “STOP!”
 - Immediately cease firing, stop moving and wait for further instructions from the Range Officer.
- “Range is clear.”
 - This command indicates the end of the course of fire.
 - It signals the tapers and brass pickers to go forward.
 - Stay with the Range Officer and check your targets.
 - Stay at least three feet from your targets, and don't touch them. Verify your score (scored correctly, hits totaled) and approve the score on the tablet.
 - Don't worry about picking up after yourself: Someone will collect your spent brass and dropped magazines.

Start Positions Vary!





*It's everything
that's
happened
before
what happens
next that
determines
the success
of what
happens
after.*

LIVE



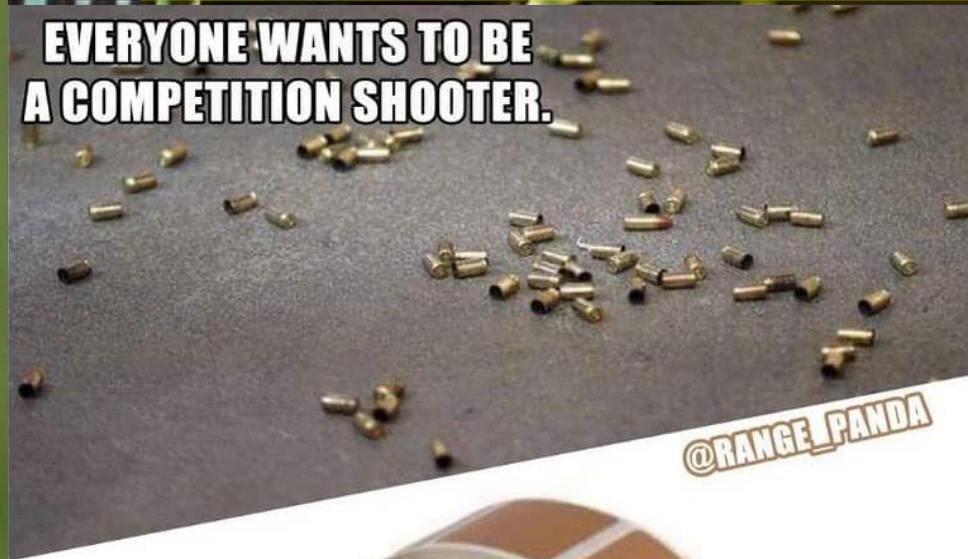
BREAKING NEWS

COVID-19 KILLS JOHN WICK'S DOG

13:03

THE VIRUS WILL BE ERADICATED BY THE END OF THE WEEK

**EVERYONE WANTS TO BE
A COMPETITION SHOOTER.**



@ORANGE_PANDA



**TILL IT'S TIME TO DO COMPETITION
SHOOTER STUFF.**

Basic Techniques

- Dominant eye exercise
- Stance (athletic, stability/mobility)
- Upper Triangle – vs – foot placement
- Lean into the gun (nose over toes)
- Grip (high into the beavertail, crushing the gun)
- Sight Picture and Sight Alignment
- Trigger Control
- Draw and Holster (don't sweep yourself)
- Load, Unload, Reload, Clear

Dominant Eye



Is Stance Really Important?



Absolutely!



Grip



Grip



Sight Picture and Sight Alignment



Trigger Control



Trigger Control



Draw and Holster



Load, Unload, Clear





Clear

- Magazine well empty
- Chamber clear
- Hammer down

***Always Look The Gun
Into the Holster***

Your First Match



Your First Match

A person wearing a white long-sleeved shirt, blue pants, and a blue cap is standing on a shooting range, aiming a rifle at a target. The background shows a line of trees and a clear sky. The scene is overlaid with a semi-transparent white box containing text.

- Nervous about your first “public performance?”
- Everybody is! Be safe, relax and enjoy it!
- This sport is **fun!** You'll find that both experienced shooters and Range Officers are friendly and helpful with new shooters.
- We all enjoy Practical Shooting and want to get you started right!
- Matches are as much social gatherings as shooting contests.

Your First Match

- **Forget speed!** Walk through the match - it's the smart move. Don't try to go faster than your level of skill and experience allows, or try to keep up with faster shooters.
- **Think safe and smooth!** Being safe and controlling your gun are the most important aspects of any match.
- **Forget winning!** There will be time for that later. Think about your front sight, getting your hits, and being safe. Practical Shooting is very much a mental game.
- **Don't hesitate** to tell folks you are new at the sport! Arrive early, ask questions, ask about gear, listen and welcome advice, and help out!

A Typical Match at BSPSC

A photograph of two men at a shooting range. The man in the foreground is wearing a white t-shirt with blue text on the back and khaki pants. He is looking towards the right. The man in the background is wearing a blue t-shirt and a dark cap, and is aiming a handgun towards the right. The background is a field of tall grass.

- Can you spot some of the Safety Violations?



Help tape during
the match

Help Score

Help set up and
tear down stages

Become an RO

USPSA is a Volunteer Sport



This Afternoon's Exercises





CM 99-11

El Presidente

RULES: USPSA Handgun Competition Rules, current edition COURSE DESIGNER: Jeff Cooper

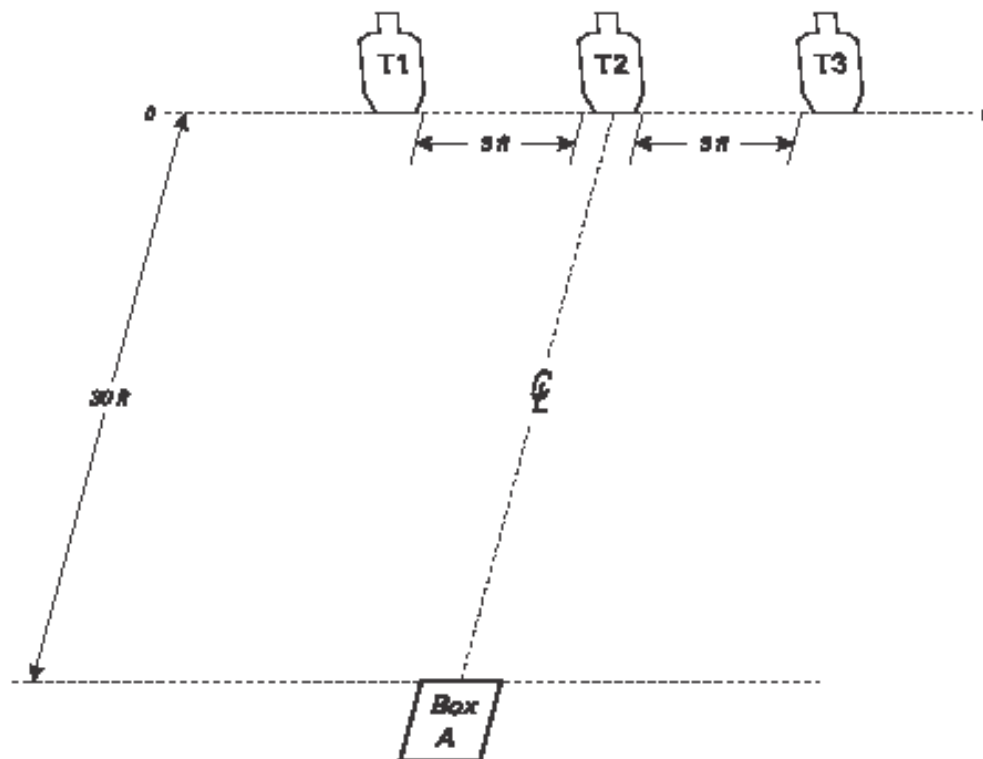
START POSITION: Standing in Box A, back to targets, toes of both feet against rear of fault line of Box A, both wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

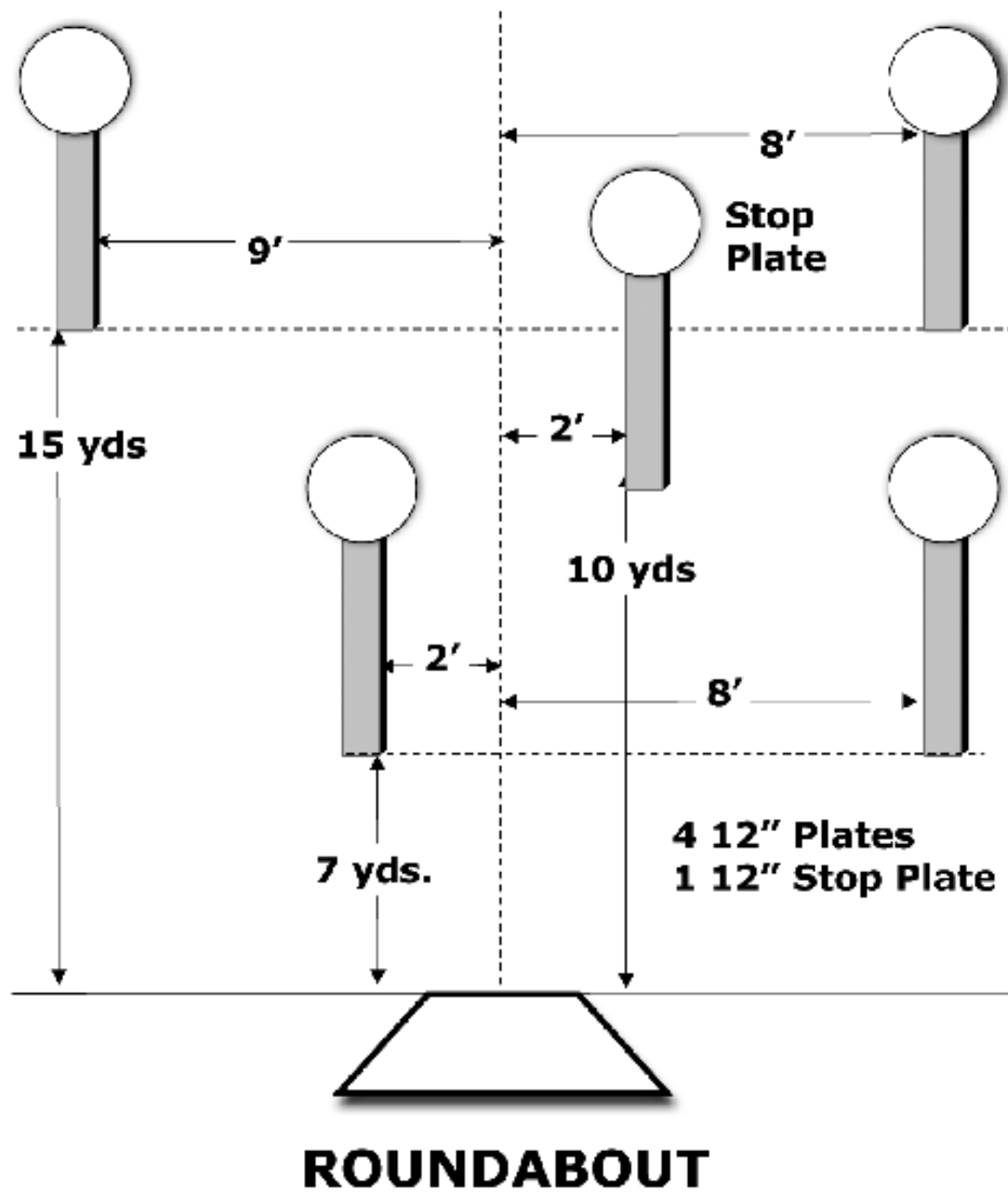
STAGE PROCEDURE

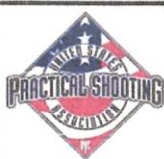
Upon start signal, turn then draw and from Box A engage T1-T3 with only two rounds per target, then perform a mandatory reload and from Box A engage T1-T3 with only two rounds per target.

SCORING

SCORING: Virginia Count, 12 rounds, 60 points
TARGETS: 3 Metric
SCORED HITS: Best 4/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Handgun Competition Rules
Failure to perform mandatory reload will result in one procedural penalty per shot fired.







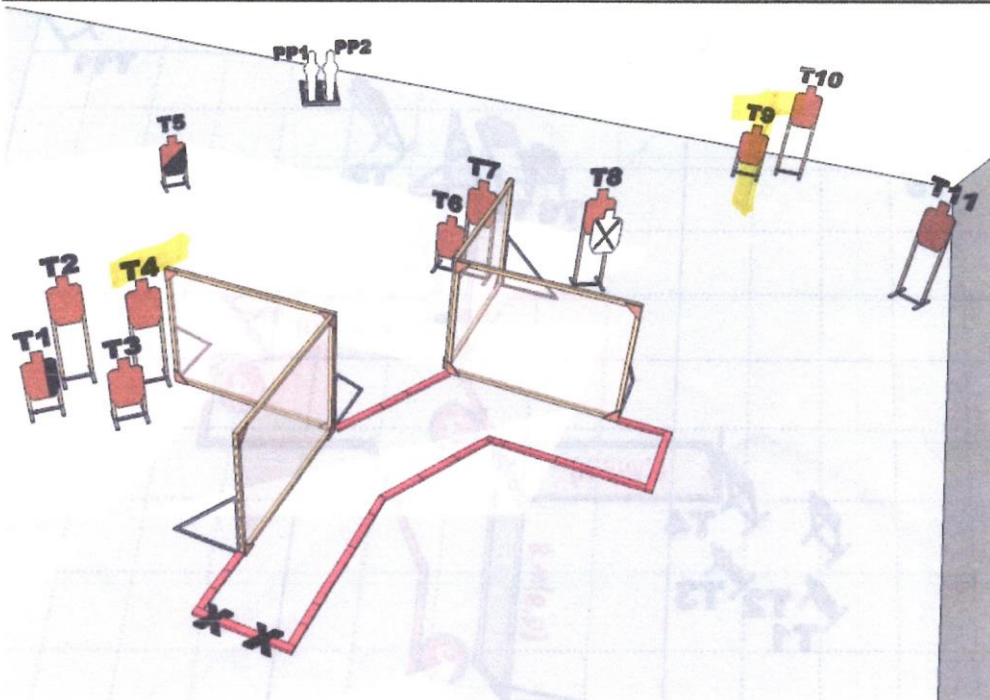
Rattle Trap



Course Designer: Joe Ocken, A-52070, BSPSC

rev 1201 b1

Starting Position: Standing inside shooting area with the heels of both feet touching the two "X" marks on the farthest up range fault line. Arms are hanging naturally by the sides.	Scoring: Comstock, 24 rounds, 120 points
Gun Ready Condition: Loaded gun is holstered per USPSA Current Edition.	Targets: 11 IPSC Metrics, 2 IPSC Pepper Poppers
Stage Procedure: On signal, engage all targets as they become visible from within the shooting area.	Scored Hits: Best 2 per IPSC Metric Steel Down = 1A
	Start-Stop: Audible - Last shot
	Penalties: Procedural -10 No-shoot hit -10
	Rules: USPSA Current Edition



Set up Notes:

- Set steel at least 30 ft down range of the nearest fault line.
- Place two "X" marks on the farthest up range fault line (see "X" mark on diagram above for approximate location).

SEE ATTACHED SETUP DIAGRAMS

Not the End, the Beginning



