



For the Shooters, By the Shooters

UPL

United Pistol League Rules

Version 2.0

Effective 7 February 2020

Note: Supersedes all previous versions.

Link to Previous Versions

https://docs.google.com/document/d/1X3xmjHLNGkcgZlqrzUj47-r_1OfajdOCesISikGeWes/edit?usp=sharing
https://docs.google.com/document/d/1AchSMbBi6IeEP8iVzfJ8q5vXT1teMTCOp_BdqOfy1b0/edit?usp=sharing

Qualification System

All members of the United Shooting Sports Leagues will be awarded a Qualification Title by performance in any given division, in all 4 leagues separately, and at each of the four different levels. Members competing in a level 2, 3 or 4 events will be scored and awarded in their current qualification for that level event. If their final match score averages them into a higher qualification bracket they will be awarded the new qualification title after completion of all awards. Members can be ranked differently in all 4 levels depending on performance at each level.

Level 1, "Club level events" to be held as frequently as clubs desire. Requires 4 completed matches to qualify.

Level 2, "State level events" with no more than one state championship held per year, in any state. Requires 3 completed matches to qualify.

Level 3, "District level events" with no more than one District Championship held per year in any of the 14 districts. Requires 2 completed matches to qualify.

Level 4, "Territory, National, and World level events" with no more than one per style, per year. IE, EMG, WMG, Traditional. Requires 1 completed matches to qualify.

New members will qualify initially as a Rookie. Members match scores below 50% will remain a Rookie until they reach higher levels of qualification.

Marksman	50 to 59.99%
Sharpshooter	60 to 69.99%
Expert	70 to 79.99%
Semi-Pro	80 to 89.99%
Pro	90 to 100%

Match scores will be averaged for each level and a member's highest qualification at their highest level will funnel down to the lower levels in that division only. Example, A member makes Semi-Pro in Stock division at a level 4 event will automatically be semi pro in all 4 levels in Stock only. Members are required to maintain an average within 15% of their top QT to maintain their top title. Your 3 most recent scores will create your average. We will average your scores as follows.

Level 1 - best 4 of your most recent 8

Level 2 - best 3 of your most recent 6

Level 3 - best 2 of your most recent 4

Level 4 - most recent score will stand and additional scores will create your average.

Match may recognize categories but they will not be part of the qualification system. Category Examples:

Lady - Gender as seen on government ID

Junior - Those under 18

Senior - Those over 55

Super Senior - Those over 65

Military - ID required, Active, Guard, or Reserve

Ranking System

All members of the United Shooting Sports Leagues are ranked based on time in the league and voluntary support in all league events. Members automatically rank up each year, or period of years to the next highest rank, just for competing in League events. Members can earn additional points for assisting Clubs in the duties required to run any level of match.

Members earn 365 points a year just for being in the league and competing in events. At your 1-year anniversary you will be promoted from M1 to M2. At 2 years from M2 to M3 and so on.

Members will receive additional points for helping in all aspects of league events. Club level match directors will receive 50 points for every level 1 match they hold. Their support build and teardown crew will receive 25 points per event. Each level match there is a point jump to award support in league events accordingly. It is expected that MDs, support staff and SMs will promote faster than regular competitors creating a way to reward support and establishing a chain of command for league events and giving the newer shooters members to approach for info on league events.

To find the Rank Tables and the points required to be promoted, and the points earned for support go to www.USSLeagues.com and click on info.

UPL Rules

Guiding Principle ~ “Is it safe and is it fair”

1. Safety Rules

- 1.1. It is the competitor’s responsibility to read and understand the rules and stage briefings set forth by UPL and agree to be subject to these rules while participating in an event.
- 1.2. All UPL produced events are run on COLD RANGES.
- 1.3. Designated Safe Areas
 - 1.3.1. The Safe Areas will be clearly marked with signs.
 - 1.3.2. Bagging and unbagging long guns should take place in the Safe Area. It shall take place in a safe direction.
 - 1.3.3. Ammunition, loaded magazines, dummy rounds and loaded firearms shall not be handled in the Safe Areas.
- 1.4. Transporting firearms (carry from vehicle or between stages)
 - 1.4.1. Rifle shall be pointed up or down unless cased.
 - 1.4.2. Rifles shall be transported with actions open, detachable magazines removed/tubes unloaded, unless closed on an inserted chamber safety flag.
 - 1.4.3. Pistols carried between stages shall be cased or remain holstered. Holster does not need to remain on belt.

2. Range Commands and Procedures

- 2.1. “Make Ready”: The COF begins with the “Make Ready” command and ends after the “Range is clear” command.
 - 2.1.1. The SM will give the “Make Ready” command signifying the start of the COF and then direct and supervise the competitor through the process of preparing and positioning all firearms.
- 2.2. “Are You Ready-Standby”: After the competitor has staged all firearms to be used in the COF, the SM will accompany him to the start position. The SM shall then issue the commands “Are You Ready” followed shortly by “Standby” and the activation of the timer.
 - 2.2.1. The lack of any negative response from the competitor after being issued the “Are You Ready?” command indicates that they fully understand the requirements of the COF and are ready to proceed. If the competitor is not ready, they shall state “No” or “Not Ready”. Competitors should assume the required start position to indicate their readiness to the SM.
- 2.3. “Stop”: Any SM assigned to a stage may issue this command at any time during the COF. The competitor must immediately cease firing, stop moving, and wait for further instruction from the SM.

- 2.4. “Squib”: Any SM may call squib if they suspect a competitor’s firearm or ammunition is unsafe (e.g. a “squib” load), the SM will take whatever steps they deem necessary to return both the competitor and the range to a safe condition.
 - 2.4.1. The SM will inspect the firearm or ammunition after COF, and proceed as follows:
 - 2.4.1.1. If the SM finds evidence that confirms the suspected problem, the competitor will **not** be entitled to a re-shoot, but will be ordered to rectify the problem. On the competitor’s score sheet, the time will be recorded up to the last shot fired, and the COF will be scored “As Shot”, including all applicable misses and penalties.
 - 2.4.1.2. If the SM discovers that the suspected safety problem does not exist, the competitor will have the option to re-shoot the stage, or the time will be recorded up to the last shot fired, and the COF will be scored “As Shot”, including all applicable misses and penalties.
- 2.5. “If You Are Finished, Unload and Show Clear”: If the competitor has finished shooting, they shall lower their firearm and present it for inspection by the SM with the muzzle pointed safely downrange, magazine removed, slide/bolt locked or held open and chamber empty.
 - 2.5.1. Pistols: Release the slide, pull the trigger without touching the hammer or de-cocker, then holster pistol.
 - 2.5.2. PCR: Bolt locked back OR chamber safety flag inserted.
 - 2.5.3. PCR shall be carried, or placed in gun cart, muzzle up or down when exiting the stage.
- 2.6. “Range Is Clear”: Shall be issued only after the firearm has been cleared by the competitor and SM. This declaration signifies the end of the COF. Once declared, officials and competitors may move downrange to score, and reset targets.
- 2.7. Default Start Position. The competitor assumes the default start position unless otherwise specified in the written stage briefing.
 - 2.7.1. Handgun start, the competitor must stand erect, facing downrange, with arms hanging naturally by the sides.
 - 2.7.2. PCR start is low ready.
 - 2.7.3. The written stage brief read by the SM supersedes the match book or any previously posted stage information.

3. Firearms

- 3.1. All firearms used by participants must be serviceable and safe. SMs may demand examination of a participant’s firearm or related equipment, at any time, to check they are functioning safely. If any such item is declared unserviceable or unsafe by an SM, it shall be withdrawn from the event until the item is repaired to the satisfaction of the Range Master.
 - 3.1.1. Devices that increase the risk of unintentional discharge such as binary triggers are prohibited for competition.
 - 3.1.2. Fully automatic fire is prohibited unless otherwise specified by the match director.
- 3.2. Competitors may change/reconfigure firearms at **any** time provided they all fit into their registered divisional requirements.
- 3.3. If a participant’s firearm becomes unserviceable, and a firearm fitting the shooter’s division cannot be found, the shooter may use any available firearm with RM approval. Division change may be required.
- 3.4. Competitors **shall not change caliber** during a match.
 - 3.4.1. A competitor who substitutes caliber, or modifies/substitutes a firearm outside of divisional requirements without the prior approval of the RM will be subject to disqualification for unsportsmanlike conduct.
- 3.5. Handguns with shoulder stocks and/or fore grips of any kind are prohibited from handgun divisions.

4. Holsters and Equipment

- 4.1. Handgun holsters
 - 4.1.1. Holsters shall safely retain the handgun during vigorous movement.
 - 4.1.2. The holster must cover the trigger on all pistols. Revolver holsters must completely cover the trigger and the cylinder.
 - 4.1.3. Due to safety concerns, shoulder holsters and cross draw holsters are not allowed.
- 4.2. Slings, bi-pods, monopods, ammo/mag holders, and flashlights may be added, removed or changed at any time, providing that they are allowed in the competitor’s division.
- 4.3. Lights and lasers **shall not** be operated on non-designated night stages unless shooting in Race or PCR division. They may be attached in any division. Failure to comply will result in movement to Race division.

5. Ammunition

- 5.1. Tracer, incendiary, armor piercing, bi-metal, and steel jacketed or steel/tungsten core ammunition is specifically prohibited.
 - 5.1.1. Magnets are used to check this. If the bullet sticks to a magnet it is prohibited.
 - 5.1.2. Violation of rule 5.1 are assessed a \$100 fee for each steel target damaged. Fines will be made payable the day of the offense, match DQ is immediate.
- 5.2. Pistol/PCR ammunition shall be 9x19mm or larger. Maximum velocity 1600 feet per second.
- 5.3. Cartridges shall fire a single projectile only.
- 5.4. Suggested minimum Power Factor is 120 due to steel calibration. Competitors ammo is not checked.
 - 5.4.1. A 3 shot average will be taken to establish velocity from calibration firearms. 1 round will be disassembled to determine bullet weight of sample calibration ammo.

6. Divisional Firearm Requirements

- 6.1. UPL staff may inspect any firearm for rule compliance. Anyone unwilling to submit firearms for inspection shall be DQ'd.
 - 6.1.1. Unintentional violation of divisional rules will result in moving the shooter to the appropriate division.
- 6.2. Silencers are permitted; however, all firearms must reliably activate common timers set to default settings from a distance of 5 feet to the rear of the shooter.
- 6.3. **Race**
 - 6.3.1. Traditional “pistols” only, no stocks or braces allowed.
 - 6.3.2. No other restrictions.
 - 6.3.3. Max velocity 1600 feet per second
- 6.4. **PCR (Pistol Caliber Rifle)**
 - 6.4.1. No limitations on accessories. PCR supporting devices (i.e. bipods, etc.) may be added or removed at any time.
 - 6.4.2. Max_velocity 1600 feet per second
 - 6.4.3. Braced “pistols” such as the Sig and Shockwave may be used in this division.
- 6.5. **Modified**
 - 6.5.1. Custom or factory installed electronic sights, optical sights, compensators or barrel porting are prohibited. All other modifications are approved.
 - 6.5.2. No restrictions on action type, or model.
 - 6.5.3. Magazines shall not exceed 171.25 mm OAL for single stacks, and shall not exceed 141.25 OAL for staggered magazines.
 - 6.5.4. Minimum caliber is 9mm.
- 6.6. **Stock Optics (SO)**
 - 6.6.1. Mini red dot must be attached to the slide, not to the frame.
 - 6.6.2. Magazines are limited to 140mm, not 15 rounds.
 - 6.6.3. All other Stock rules apply.
- 6.7. **Stock**
 - 6.7.1. Designed for non “game” guns. Minor modifications (trigger, stippling) are allowed so long as they meet intent. Sights may be replaced along with other wear items, but enhanced triggers shall not be.
 - 6.7.2. Custom or factory installed electronic sights, optical sights, compensators or barrel porting are prohibited.
 - 6.7.3. First shot shall be double or safe action. 1911/2011, and single action only are prohibited.
 - 6.7.4. Max 15 rounds in each magazine.
 - 6.7.5. Minimum caliber is 9mm.
 - 6.7.6. “Race” holsters prohibited. Holster must be worn behind hip (2 or 10 o’clock), along with magazine pouches.
- 6.8. **1911**
 - 6.8.1. Designed for 1911 platforms.
 - 6.8.2. Custom or factory installed electronic sights, optical sights, compensators or barrel porting are prohibited.
 - 6.8.3. Max 10 rounds in each magazine.
 - 6.8.4. Minimum caliber is 9mm.
 - 6.8.5. “Race” holsters prohibited. Must be worn behind hip (2 and 10 o’clock), along with magazine pouches.

7. Targets

- 7.1. The MD reserves the right to use any target at any time.
- 7.2. Cardboard targets may be used and are considered impenetrable.
 - 7.2.1. The white backside of cardboard targets may be used as a penalty target.
 - 7.2.2. The MD may deem a cardboard target as penetrable in the WSB.
- 7.3. The WSB will specify target type/count.
- 7.4. Shooters are responsible to listen to the WSB and ask questions prior to receiving the make ready command regarding what firearms may engage which targets to avoid procedural penalties or match safety penalties including DQ.

8. Scoring

- 8.1. Any scoring issue the shooter does not agree with may be appealed to the stage SSM, and if not resolved, the RM, and finally the MD prior to approving their scores in the PractiScore app. Scoring decisions may not be arbitrated.
 - 8.1.1. Competitors shall finalize their score by tapping approve on the score pad prior to the next shooter starting their stage, at which point the score may not be appealed.
 - 8.1.1.1. Competitors that opt not to review their score forfeit the option to request an RM/MD review.
 - 8.1.2. SSM may temporarily approve in case of dispute. SSM may also mark as DNF pending RM/MD review.
 - 8.1.3. Missing scores shall be reshot, or if not possible, scored as max time. Video evidence may be used at RM discretion.
- 8.2. Each stage is time plus penalties. Maximum points are assigned based on the fastest time rounded down to the nearest whole second. For example, a stage ran in 59.9 seconds would be worth 59 points. The top time in each division would receive 100% of those points. The next competitor’s time is divided in to determine their percentage of points. If second place was 62.0 seconds then they would be $(59.9/62)*59=57.0016$ points.
 - 8.2.1. A short stage can be “high value” and receive a multiplier factor making it worth 2x or 3x as much normal.

- 8.3. Match is scored as cumulative stage points in each division.
- 8.4. All divisions will be scored separately regardless of participation. Any match may choose to offer fewer divisions.
- 8.5. Prize table if used will be by division and sized according to relative participation.
 - 8.5.1. If there are less than 5 people in a division they may be moved into the closest division if the MD does not want a separate table. For example Modified in Race. In this case they can “declare” Race and walk in that spot.
 - 8.5.2. Trophy count is announced during match check in. Divisions under 5 competitors might not receive a trophy.
- 8.6. Unless otherwise stated in the stage brief, the best 2 hits on paper are scored as follows:
 - 8.6.1. A/B = clean
 - 8.6.2. C = .2 seconds
 - 8.6.3. D = .6 seconds
 - 8.6.4. Miss on paper = 2 seconds
- 8.7. Miss on steel = 4 seconds
- 8.8. Penalty target = 3 seconds
- 8.9. Procedural = 5 seconds
- 8.10. Fail to Spin = 30 seconds
- 8.11. Steel knock down (KD) plates must fall or turn 45° by gunfire to score.
 - 8.11.1. Non-hinged KDs are “down” if struck by a projectile from a firearm **and** turned 45 degrees or more as determined by the SM. Hits to the stand that cause the plate to fall **are** acceptable and are **not** range equipment failure.
 - 8.11.2. The SM **may** yell HIT indicating neutralization of target if they are certain the plate turned more than 45°.
 - 8.11.3. In the event that a shot KD turns less than 45 degrees, a competitor has two alternatives:
 - 8.11.3.1. The KD is shot again until it falls. In this case, no further action is required and COF is scored as shot.
 - 8.11.3.2. If the KD is left standing, the competitor may challenge the SM’s 45 degree call. In this case, no person shall touch or interfere with the KD or the surrounding area. If the RM determines that the target did not turn more than 45 degrees, the target is scored as missed. If anyone but match staff resets the target prior to review it will be scored as originally called. If SM or other match staff adjust target prior to review the competitor will be granted a reshoot.
- 8.12. Static plates are struck with a bullet to score; individual stages may require multiple hits per the WSB.
 - 8.12.1. If not all plates on a stage require the same number of hits they shall be readily distinguishable.
- 8.13. Calibration Challenges
 - 8.13.1. SMs should function check all targets prior to each squad starting the stage. They **shall** fix any faulty target.
- 8.14. If, during a COF, a popper does not fall when hit, a competitor has 3 alternatives:
 - 8.14.1. The popper is shot again until it falls. In this case, no further action is required and the COF is scored “as shot”.
 - 8.14.1.1. The popper is left standing but the competitor does not challenge the calibration. In this case, no further action is required and the COF is scored “as shot”, with the subject popper scored as a miss.
 - 8.14.1.2. The popper is left standing and the competitor challenges the calibration. In this case, no person shall touch or interfere with the popper or the surrounding area. If a Match Official violates this rule, the competitor must reshoot the COF. If the competitor or any other person violates this rule, the popper will be scored as a miss and the rest of the COF will be scored “as shot”. If the popper falls for any non-interference reason (e.g. wind action), before it can be calibrated, it is range equipment failure and shall result in a reshoot.
 - 8.14.2. In the absence of any interference, or problem with a target mechanism, a calibration officer shall conduct a calibration test of the subject popper (when required under 8.15.2.3), from inside the shooting area. The following will apply:
 - 8.14.2.1. If the first shot hits on or below the calibration zone, and the popper falls, it is scored as a miss.
 - 8.14.2.2. If the first shot hits the popper anywhere on its frontal surface and the popper does not fall, the calibration test has failed and the competitor shall reshoot the COF once the popper has been recalibrated.
 - 8.14.2.3. If the first shot hits above the calibration zone, and the popper falls the calibration test has failed and the competitor shall reshoot the COF once the popper has been recalibrated.
 - 8.14.2.4. If the first shot misses the popper altogether, another shot must be fired until one of the above occurs.
 - 8.14.3. Calibration challenges will be done with the calibration handgun(s) using 9mm ammo at 120±5 power factor.
 - 8.14.4. Metal plates/KDs are not subject to calibration.
 - 8.14.5. Spinners are subject to “calibration”. The larger plate shall pass the cross bar a minimum of 3 times after being released from the point opposite of its position at rest.

9. Procedural Penalties

- 9.1. Additional 5 Seconds shall be assessed for:
 - 9.1.1. Foot faults, a competitor who fires shots while any part of their body is touching the ground or while stepping on an object beyond a shooting box or a fault line will receive one procedural penalty. However, if the shooter has gained a significant advantage on any target(s) while faulting, they may be assessed one procedural penalty for each shot fired while faulting. Competitors may gain support or stability through contact with an object, which is not attached to a shooting box or fault line provided they do not violate the above section.
 - 9.1.2. Failure to follow stage procedures and shooting under walls.
 - 9.1.2.1. Exception, failure to start in the correct position will result in a reshoot. Match staff will correct shooters out of position.
 - 9.1.3. Acting on “coaching” or providing coaching.
- 9.2. Additional 30 seconds shall be assessed for:
 - 9.2.1. Entering a forbidden area to create a competitive advantage.
 - 9.2.2. Dropping a pistol that was completely unloaded and visually cleared by the SM before drawing and loading it. The SM will stop the shooter, retrieve the pistol, ensure it is clear, and offer the shooter a reshoot. The penalty is applied to the reshoot. Showing a clear pistol prior to the start signal is the responsibility of the shooter, not the SM.
 - 9.2.3. Staging ammo or equipment other than as prescribed in the stage briefing.
 - 9.2.4. Unsportsmanlike conduct. This can be issued multiple times depending on the infraction.

10. Disqualifications

- 10.1. A Disqualification (DQ) will result in complete DQ from the event and the competitor will not be allowed to continue. The competitor will not be eligible for prizes, **or entry into other divisions. Stage DQ's DO NOT APPLY to UPL.**
- 10.2. Safety violations are not subject to arbitration. Disqualifications will apply for the violations contained in section 10.
- 10.3. Disqualifications are issued by the SL, SM, SSM, Range Master, or Match Director.
- 10.4. Negligent Discharge: A competitor who causes a negligent discharge shall be stopped by a SM as soon as possible.
 - 10.4.1. A shot which strikes the ground less than 10 feet from the competitor, except when shooting at a target closer than 10 feet to the competitor. The shooter will be stopped, and their position marked as well as the impact point. Until a ruling is made no one will walk the stage or the area where the violation occurred.
 - 10.4.1.1. Exception: A bullet or shot which strikes the ground within 10 feet of the competitor due to a “squib” shall not be subject to rule 10.4.1
 - 10.4.1.2. If the SM determines that the bullet or shot would have struck the ground within 10 feet of the competitor had it not been deflected or stopped by a prop, the provisions of rule 10.4.1 will apply.
 - 10.4.2. A shot which occurs while loading, reloading or unloading any firearm after the “Make Ready” command and before the “Range is Clear” command.
 - 10.4.3. A shot which occurs during remedial action in the case of a malfunction.
 - 10.4.4. A shot which occurs while transferring a firearm between hands.
 - 10.4.5. A shot which occurs during movement, except while actually shooting at targets.
 - 10.4.6. Exception: A detonation which occurs while unloading a firearm is not considered a shot or discharge and is not subject to DQ. However, rule 3.1 may apply.
- 10.5. Dropping or losing control of a firearm, whether loaded or unloaded at any time after the “Make Ready” command and before the “Range is Clear” command. This includes any firearm, loaded or unloaded, that falls after being grounded during the COF.
 - 10.5.1. Exception: Dropping an unloaded firearm before the “Make Ready” command or after the “Range is Clear” command will not result in a disqualification, provided the firearm is empty and retrieved **ONLY** by an Event Official.
 - 10.5.2. Exception: A completely unloaded pistol visually checked by the SM during the “Make Ready” falls out of the holster while navigating a COF prior to any loading process. See 9.2.2
- 10.6. Allowing the muzzle of a firearm to break the 180 degree safety plane at any time.
- 10.7. Having a holstered pistol with a live round in the chamber, or magazine inserted while in the prone position.
- 10.8. Allowing the muzzle of any firearm to point at any part of the competitor’s body (i.e. sweeping) during a COF.
 - 10.8.1. Exception: A match DQ will not apply for sweeping below the belt while drawing or re-holstering the handgun as long as the shooters fingers are clearly outside of the trigger guard.
- 10.9. Unsportsmanlike conduct, which includes, but is not limited to cheating:
 - 10.9.1. Intentionally altering targets prior to the target being scored to gain advantage or to avoid penalties.
 - 10.9.2. Altering or falsifying score sheets.
 - 10.9.3. Altering **a firearm’s caliber/gauge.**
 - 10.9.4. Altering the COF, i.e. moving props or targets, etc.
 - 10.9.5. Pistol and PCR cartridges must fire a single projectile only.
 - 10.9.6. Failure to submit to an inspection of any and all equipment used during a match to verify rule compliance.
- 10.10. Any competitor found with a magazine inserted in their firearm while not under the direct supervision of a SM, shall be

- escorted to a safe area to check the loaded condition. If the magazine, or chamber is loaded, the competitor will be DQ'd.
- 10.11. Handling loaded magazines, live, or dummy rounds or a loaded firearm in a safe area.
 - 10.12. A competitor impaired by and deemed unsafe as a result of drugs, legal or otherwise, or alcohol.
 - 10.13. A competitor shall not engage targets with more than one gun in their hands during a COF.
 - 10.14. Engaging any steel inside 7 yds.

11. Re-shoots

- 11.1. Re-shoots may be issued by a SSM, Range Master, or Match Director. The competitor will be given the choice to re-shoot immediately or have their position moved to the bottom of their squad's shooting order.
- 11.2. If a stage has not been completely reset prior to the start signal or if a target falls on its own after the start signal, the SM shall stop the competitor as soon as possible. The competitor will then be required to re-shoot the COF once it has been reset.

12. Appeals

- 12.1. Decisions are initially made by the SL and SM
- 12.2. If the competitor disagrees with the SM's decision the Range Master will be called to make the final ruling in the matter. Safety violations will not be subject to arbitration.

13. Definitions

- 13.1. Coaching--Includes, but is not limited to calling skipped targets, misses, advice on how to clear malfunctions, during a COF.
- 13.2. COLD RANGE--Competitor's firearms shall remain unloaded at the event site except under the direct supervision of a SM.
- 13.3. Course of fire (COF)--Time between make ready and range is clear commands.
- 13.4. Detonation--Ignition of the primer of a round, other than by the action of a firing pin, where the bullet or shot does not pass completely through the barrel (e.g. when a slide is being manually retracted or when a round is dropped).
- 13.5. Disqualification (DQ)--Must stop shooting the match in all divisions. Prohibited from prize table. May remain on the range. Also disqualified (DQ'd).
- 13.6. Empty firearm--one that is completely devoid of all live ammunition.
- 13.7. Engaged--To be in a position where the muzzle is in line of sight to the target in question. Shooting in the general direction of a target, shooting over obstructions that targets are behind, or through see-through walls and/or barriers is prohibited.
- 13.8. Firearm--The combination of a specific caliber/gauge, fixed magazine, box magazine or magazine tube if applicable.
- 13.9. Forbidden Area--Any area the MD decides to make off limits. This can be done for any reason, but should be clearly marked on the stage briefing. It is recommended to be easily identified on the stage itself.
- 13.10. Knock Down (KD)--Falling steel plates.
- 13.11. May--optional.
- 13.12. Match Director (MD)--Person in charge of the overall match.
- 13.13. Negligent Discharge--A shot which travels over a backstop, a berm, or in any other direction deemed by the event organizers as being unsafe. However, a competitor who legitimately fires a shot at a target, which hits and then travels in an unsafe direction, will not be disqualified.
- 13.14. OAL-- Overall length.
- 13.15. Operational--The safety operates correctly as intended. It must not be altered or disabled in a way that while not being handled, the safety features can no longer prevent the firearm from discharging.
- 13.16. Passive safety--Safety that engages automatically and disables the firearm from discharging while the firearm is not being handled. "Safe Action" striker safeties or passive trigger safeties fall under this ruling.
- 13.17. Port arms--competitor must stand erect and relaxed, with the firearm held in both hands, stock touching the competitor's belt at waist level, muzzle at eye level with the finger out of the trigger guard.
- 13.18. Power Factor--bullet weight in grains multiplied by velocity in feet per second divided by 1000.
- 13.19. Range Master (RM)--Person in charge of the stage managers.
- 13.20. Safe direction--orientation that ensures if the firearm were to discharge no person would be injured.
- 13.21. Safe firearm--one that has its manual safety fully engaged, regardless of ammunition status.
- 13.22. Shall--compliance is mandatory.
- 13.23. Should--recommended action.
- 13.24. Stage Manager (SM)--Match official responsible for stage scoring and safety. Otherwise known as Squad Leader (SL) or Senior Stage Manager (SSM). Formerly known as CRO, RO, range officer.
 - 13.24.1. Squad Leader - match official that remains with an assigned squad to serve as the score keeper and assistant stage manager.
 - 13.24.2. Stage Manager - match official assigned responsibility for duties ranging from running the timer to watching for scoring and safety violations. The Stage Manager term also serves as the generalized description for match officials throughout these rules.
 - 13.24.3. Senior Stage Manager - match official assigned a specific stage to provide clear and consistent target engagement and other definitions captured in the WSB of a given stage.
- 13.25. Will--compliance is mandatory.

13.26. WSB--Written Stage Briefing.

14. UPL and its Staff reserve the right to make modifications to the rules as necessary. Suggestions or issues with the rules can be made to pete@iscopelle.com or on the UPL Facebook page. Last updated 1/31/20, supersedes all previous versions.