

# Welcome to MAPSA (Metro Area Practical Shooting Association)

## About Us

MAPSA has been running public USPSA style shooting matches since 1980.

USPSA (United States Practical Shooting Association) is the parent organization for practical shooting sports.

MAPSA utilizes a host range for monthly matches at the Pine Island White Pines Sportsman's Club. We as MAPSA members have no range privileges beyond our match days and are Pine Island Practical Shooters(PIPS) tenants so we need to leave the range looking better than when we started. We are looking forward to running quality USPSA matches on a monthly basis.

Annual membership cost \$20

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Member match fees \$20

Points Match \$25

Juniors 12-17 w/safety certificate \$10

## New Shooters

We are dedicated to having fun matches that are safe and shoot stages that challenge all abilities. Our goal is for The Minnesota Section of the United States Practical Shooting Association to grow and be as competitive as any in the United States, this is not possible without new shooters, and we encourage new shooters to come out and shoot with us, do not be intimidated **we will mentor you through the process**. We are confident you will find this sport has many great members who enjoy action shooting and will assist you.

## Your First Match

Nervous about your first "public performance?" Most people are! Hey - Relax and enjoy it! This sport is fun! You will 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. Forget speed! Walk through the match - it is the smart move. Do not try to imitate the "hosers" that zip through a course in flying cleats and a shower of brass. To be good at this (or any other) sport, you have to pay your dues, learn the fundamentals, and be able to apply them on demand. Forget speed - think safe and smooth! Forget the time, and concentrate on getting all "A" hits. Forget winning - think about your front sight. Practical Shooting is very much a mental game. Shooters who are obsessed with winning rarely do - they distract themselves.

Above all, concentrate on controlling your gun! Nobody wants to see you get DQ'd on your first time out because of a safety violation, but it will happen if you try to run before you can walk, or try to miss fast before you can hit anything slow. Concentrate on learning safe gun handling practices - speed will come with practice and experience (or, put another way, it'll happen by itself or it won't happen at all - don't "try" to go fast!). Always, always, always pay attention to your muzzle direction and to where your trigger finger is! The hallmark of the Master is not blinding speed - its smoothness. All wasted motion, all fumbles, all flourishes, have been stripped away until only the essentials remain. You can develop smoothness with lots of dry fire practice in front of a mirror (leave your ammo in another room, please!). Do it in slow motion, and think about what you're doing. This way you can correct mistakes, build good safety habits, and program the "muscle memory" that will allow you to shoot smoothly - and safely - under pressure. Watch other shooters and notice how they execute the course of fire (engagement order, where they make reloads, etc.) - you can learn a great deal by watching, listening, and questioning. Try to squad with "M" and "GM" shooters while you're **learning**

## MAPSA Member Requirements

You will need to certify that you are not now and have never been a member of an organization which has any of its program, the attempt to overthrow the government of the United States of America by force or violence; that you have never been convicted of a crime of violence and that if admitted to MAPSA you will fulfill the obligation of good sportsmanship, uphold the constitution of the United States and adhere to the by-laws and regulations of MAPSA. You must provide proof that you may legally own and operate a handgun. Civilians must provide proof of prior pistol competition, a valid permit to purchase or permit to carry a pistol. LEO and Military are already approved. You will need a club member sponsor or club Officer that may include a safety test by a Range Officer.

If this seems strict, it is because we are **committed to the safety** of our club members, new shooters and spectators. This sport is the most fun you can legally have with a pistol. Staying safe will insure it remains fun!

## **Where can I shoot USPSA events and important web links**

**MAPSA – Metro Area Practical Shooting Association:** Held at Pine Island Sportsman's Club **Club # MN03**

Website: <http://mapsa-uspsa.com/default.aspx>

**SCAPSA- Saint Cloud Practical Shooting Association:** Saint Cloud MN **Club MN 05**

Website: <http://mapsa-uspsa.com/default.aspx>

**MG&F- Minnetonka Game and Fish:** Elk River MN area- **Club MN 06**

Website- <http://www.mgfc-action-shooting.org/index.html>

**PIPS- Pine Island Practical Shooters:** Pine Island MN **Club MN 13**

Website - <http://www.piwpsc.org/pips/>

**Gopher Rifle and Revolver:** Harris MN **Club MN 12**

Website: <http://www.grrc.org/>

**Oakdale Gun Club:** Lake Elmo MN **Club MN 07**

Website: <http://www.oakdalegunclub.org/>

**Minnesota Section Online Forum**— All MN USPSA Clubs can be located here

<http://www.mnuspsa.org/forum/index.php?sid=b8e0b96b89a8d10c4fd882ff3f8b2d7c>

## **Minnesota Practical Shooting **Calendar of Matches you can shoot****

<http://www.calendar.yahoo.com/YYYY,a50100/srt,0/mnsection/?v=2&t=1298966400>

**United States Practical Shooting Association-** Rules, classification system, match results

<http://www.uspsa.org/dw/index.php> **Match Results found on this website – type in club name or number**

## The Range Commands

On each stage, a shooting order will be established. If you're not "on deck," you'll be helping to tape targets or retrieve brass. When you're "on deck," you will follow the next shooter (don't tape or pick when you're on deck - you won't have time to prepare yourself to shoot). When the shooter ahead of you is finished, the range is clear, and everyone is downrange picking brass and taping targets, this is your opportunity to walk through the course, play on the props, and finalize your game plan in your mind (**do not, of course, touch your gun!**). Be sure you finish your "practice" and come to the line ready to shoot when it's your turn!

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 "Range Commands:"

<b>Make ready!</b>	<b>This is your "OK" to handle your gun.</b> You may (usually) take a sight picture ( <b>BEFORE YOU LOAD!</b> ), apply sight black, and load and holster your gun (remember to put that safety on - hammers down, DA's & revolvers!). When you have assumed the mandated starting position, the next command you hear will be;
<b>Are you ready?!</b>	If you are NOT ready, shout "NOT READY!" If you react in <u>any</u> other way (nodding, etc.), or don't react at all, the R.O. will proceed with "the countdown." The next command you hear will be -
<b>Stand by!</b>	This means the audible start signal is imminent. DO NOT "creep" towards your gun or change your starting position after you hear this command! Within two to five seconds, you'll hear a "beep," signaling you to commence shooting. Once you have completed the course of fire, stop in place, and await further commands. You will hear -
<b>If you are finished, unload and show clear.</b>	With your finger out of the trigger guard and the muzzle pointed safely downrange, drop the magazine, empty the chamber, and lock or hold your slide back (revolvers, open and empty the cylinder); allow the R.O. to examine the now-empty gun (chamber and mag well). The next command you hear will be -

<b>If clear - hammer down, holster.</b>	With the muzzle pointed safely downrange, close the slide, and DROP the hammer - this means pull the trigger as though you were firing a round (revolvers, just close your empty cylinder). This does NOT mean decock the gun (for you double-action auto aficionados!); carry an empty magazine along if necessary to drop the hammer using the trigger – the RO wants to see the firing pin struck!  Holster your empty gun.
<b>The range is clear!</b>	This signals the end of the course of fire. The tapers and pickers - and you - may 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 sign the score sheet. Don't worry about picking up after yourself: Someone will collect your spent brass and dropped magazines.

## Your Gun, Gear, and Accessories; Getting Started

**First, shoot a few matches.** You can actually get started with very little equipment: A safe gun and holster, ammo carriers, a belt, and several hundred rounds of ammunition. Eye and hearing protection are mandatory. Most all magazine/speedloader carriers work - some are more elegant than others. You can start with two magazines (or speed loaders), but most shooters carry four or more (courses of fire requiring up to 30 rounds are not uncommon). A bag for spent brass is handy.

**Don't rush out and spend - you'll be sorry later.** Study what experienced shooters are using and ask them about their guns and gear; they're always happy to help new shooters. Get a number of opinions (no shortage of opinions exist in this sport!) and ask where the best buys are before you do any major spending. Frequently, you can arrange to borrow equipment to try.

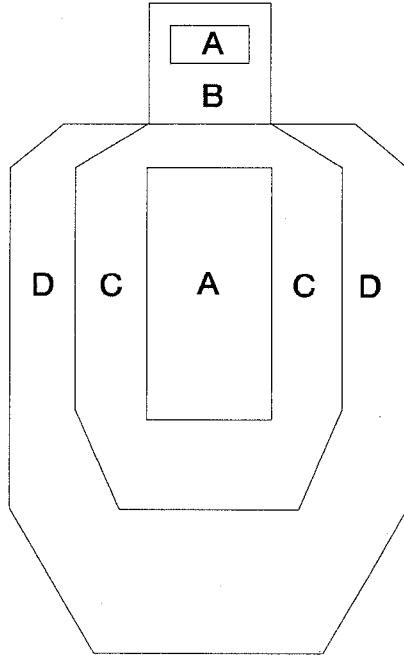
Wear adequate clothing. **Practical Shooting is an outdoor sport practiced in all weather.** Pouring rain, a foot of snow, whatever - the match goes on. Dress to stand around while you're waiting your turn to shoot. Pants should allow you to freely bend and stretch. Shirts should fit closely so loose fabric doesn't snag your draw. Stop holster wiggle with a good gun belt (if you ever shoot a match with a holster on a thin "street" belt, you'll quickly find out what holster wiggle is and how it badly it slows down your draw!) - in fact, the selection of a good gun belt is every bit as critical as the selection of a good holster and firearm! Good running shoes (cleated football shoes are popular) are a plus. Sunscreen and umbrellas are nice to have, as are gloves and handwarmers for standing about in the cold. A small first aid kit (USPSA's Sport Safe is ideal) is nice to have.

**Gun store commandos and Rambo wanna-be's have absolutely no place in our sport; so leave your camouflage clothing and your shirts with those clever and/or obscene sayings at home. USPSA is a sport - not SWAT training, not combat training, not militia apprenticeship!!!** Un-sportsmanlike appearance and/or behavior will get you barred from the range (rule 10.6). This sort of stuff gives us image headaches - we're sure you understand!

**Your gun must be serviceable and safe - not fancy, trick, or custom.** Start with the gun you selected for personal protection - your first few matches with it will tell you a lot! Remember - it needs to make minor (.38/9mm) to compete for place and/or prizes. Got a Glock? A 1911? Great! *Need* a \$3,000+ race gun to be competitive? Not! In fact, "Production Division" (stock guns) has outstripped "Open Division (race guns), very much favoring newer shooters with "entry-level" armament.

A progressive reloader is virtually a necessity for this game. Most Practical Shooters reload - not only to cut costs, but to tune their load to their gun. An automatic powder measure that flares the case mouth and drops a metered charge into each case is a good safety feature; it helps prevent squib loads. A squib load consists of a primed case and a bullet, but no powder charge; they go "pop" instead of "bang" when fired, and usually leave a bullet stuck in the barrel. ***Don't fire the next round - if the gun goes POP, you STOP! Inspect each case for powder before seating the bullet, and inspect each finished round.*** Primer present (and anvil side up)? Case in good shape? Fits the chamber (semi-auto shooters often remove the barrel and use it as a go no-go gauge - the round should drop easily into and out of the chamber)? Check **all** your ammo before the match and catch the mistakes before they catch **you** in the middle of that big stage!

## USPSA TARGET SCORING ZONES



## SCORING USPSA TARGETS

<u>pts.</u>	<u>Major</u>	<u>Minor</u>
A	5	5
B	4	3
C	4	3
D	2	1

## POWER FACTOR

$$\frac{(\text{bullet wt, gr}) * (\text{muzzle velocity, fps})}{1,000}$$

"Major" = 165 or greater

"Minor" = 125 - 164.99

Sub-Minor = <125 - scores zero

## HIT FACTOR

$$\text{total points} \div \text{total time} = \text{"hit factor"}$$

## HIGHEST HIT FACTOR WINS THE STAGE

and receives max. points for the stage.  
Other shooters are scored against the stage winner ratioed on their hit factors.

## STEEL/REACTIVE TARGETS

Knockdown = 1 "A" hit. Sometimes, a steel target will count 10 pts. (2 "A" hits).

There are three types of stages/scoring used in USPSA practical shooting -

### COMSTOCK

Most common: **Rounds & time unlimited.** Usually, only your best two hits on a target are scored, but you may "shoot all you want!"

### VIRGINIA COUNT

**Limited rounds** (i.e.: you cannot make up misses as you can on a Comstock stage), but **unlimited time.** Extra shots, extra hits, and misses are penalized. The secret to V.C. stages is to take the time to get your hits. Time won't hurt you, but misses will kill you on a Virginia Count stage (since you can't fire extra shots to make up misses)!

### FIXED TIME

Both the **number of rounds and time are fixed**; extra shots, extra hits, and overtime shots are penalized (but misses are not). "Fixed" or "Timed" Fire courses are not factored; you are scored on your target points only. The secret to T.F. stages is to try for only the scoring hits that you can make in that time. *Don't "spray and pray,"* trying to get all your shots off - you'll be disappointed.....

## Information About Shooter Classifications

As with most shooting sports, "USPSA" has "classifications," categorizing shooters into different skills strata. Not only does this mean that you only have to compete against those in your class (of equivalent skills), it provides an incentive (and, let's face it - a thrill) to advance in class as your skills and capabilities increase!

USPSA maintains a National Classification System for its members; you must maintain a membership in USPSA to become - and remain - classified. The National Classification System is based on your scores on National Classifier Stages (like the one on the preceding page). USPSA publishes a selection of standardized "Classifiers" that every club in the country uses. Your initial classification as a newer shooter (assuming, of course, that you've joined USPSA) is based on your first four scores on *different* Classifier Stages. Thereafter, your scores on Classifiers are forwarded to the national office by the hosting club; these are reviewed quarterly, and, if you've shot well enough, you'll be re-classified upwards.

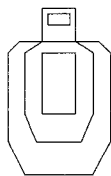
The highest hit factor (nationally) on any given classifier constitutes a 100% score; your percentage is based on the ratio of *your* hit factor to that fired by the "100% shooter" that quarter. The average of your highest six most recent Classifiers establishes your National Classification, as follows:

<u>Classification</u>	<u>Percentage</u>
Grand Master	95 - 100%
Master	85 - 94.9%
A	75 - 84.9%
B	60 - 74.9%
C	40 - 59.9%
D	< 40%

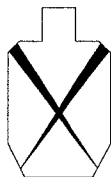
More detailed explanations of USPSA's National Classification System are available in the Practical Shooting Handbook, and/or from USPSA's website, <http://www.uspsa.org>. You may request a copy of the Practical Shooting Handbook and/or Rulebook by calling USPSA at **360-855-2245**, or by mailing them at **USPSA, Inc., P.O. Box 811, Sedro Woolley, WA, 98284**.

## Some Miscellaneous Last-Minute Stuff.....

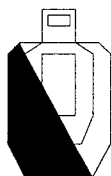
You've already seen the standard USPSA metric paper target (and its scoring zones) on a preceding page. USPSA stages of fire ("stages") can contain full or partial USPSA metric targets, steel reactive targets, swingers, turners, appearing and disappearing targets.....the only limitations being the stage designer's imagination and the applicable Safety Rules in the USPSA Handbook. Let's look at the targets you'll most commonly encounter:



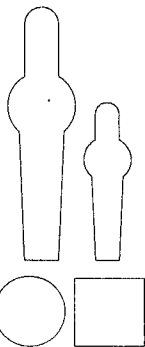
(full) **USPSA metric targets.** The targets are tan/buff in color. Scoring zones are delineated by pressed in or punched scoring lines that are invisible except at very close range.



**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



**Hard-Cover targets** (various configurations). The obstructed (black or otherwise colored) portion of the target represents hard cover that is impenetrable to a full bullet diameter. Hits in hard cover are deemed misses, and 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 hits in the hard cover.

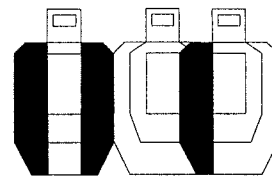
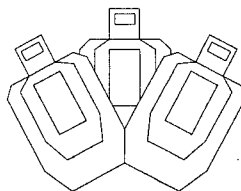
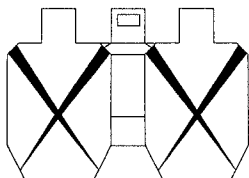


Large ("pepper") and small ("US") "**poppers.**" These are steel reactive targets that must fall to score (can be either 5 pts/1 "A" or 10 pts/2 "A" for knockdown). Stages may include no-shoot poppers. Pepper poppers and US poppers are commonly used to activate moving targets when they're knocked down. They are calibrated with minor power factor 9mm ammunition prior to the match to insure that they'll fall if properly struck.

8" round and 6" square ("B-zone") steel **plates.** These are steel reactive targets that must fall to score (knockdown = 1 "A" hit). These, along with regulation poppers, are the only legal steel targets for USPSA.

Almost every stage will include some combination or combinations of USPSA, hard-cover, and/or no-shoot targets, and will more often than not include a steel target or two.

You'll also encounter partial/combination targets delineated by no-shoots, another shoot target(s), or perhaps a hard cover target, like these.....



All targets are impenetrable to a full bullet diameter, so, a hole through two targets only scores on the "top" target (the first one the bullet passes through). This includes no-shoot's and hard cover. For example, a full bullet diameter through the center of the no-shoots flanking the first target above would *not* score on the shoot target behind it! Likewise, a full bullet diameter through the right-hand "D" zone of the angled left-hand target in the second array above would *not* score a "C" on the center target!