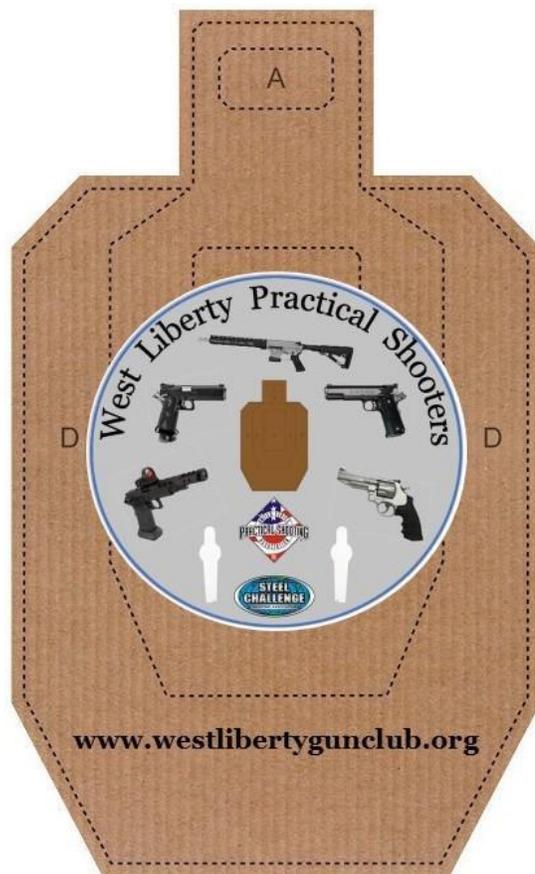


West Liberty Practical Shooters (WLPS) Multi-Gun & 3-Gun Rules



Adopted and Approved by WLPS Staff 7/12/2022
Effective Immediately for all 3-Gun / 2-Gun Matches

Introduction

West Liberty Practical Shooters (WLPS) is an all-inclusive practical shooters group.

We provide a fair & even playing field for multi-gun enthusiasts of all ages and skill levels.

We have provided a wide range of divisions that not only will attract the more experienced shooters but also provides the novice or beginning shooter who have a more limited availability of firearms something to choose from.

The West Liberty Practical Shooters multi-gun matches allow shooters in all divisions to compete and see how they rate against others in their division. So, you are truly competing against your division.

Scores are uploaded to www.practiscore.com at the completion of every match. You will need to have an account on Practiscore to register for these matches.

At certain matches the West Liberty Practical Shooters will have Divisions and Category Awards for Winners. Those matches will be listed as doing so on Practiscore at the time of registration. Those matches are considered a Major WLPS 3-Gun Match with additional registration fees required.

If you have any questions prior to a match, please email them to uspsa@westlibertygunclub.org.

Rules

1. Safety Rules

- 1.1. It is the competitor's responsibility to read and understand the WLPS rules and stage briefings set forth and agree to be subject to these rules while participating in an event at WLGC. Any WLGC Range Safety Rule that conflicts with a WLPS Rule during a match shall be superseded.
- 1.2. West Liberty Gun Club (WLGC) Rules apply to all participants. Go to www.westlibertygunclub.org for club rules.
- 1.3. You do NOT need to be a member of WLGC to participate in any of our WLPS Matches.
- 1.4. All Matches Hosted at the WLGC are run on a COLD RANGE.
- 1.5. Designated Safe Areas
 - 1.5.1. The Safe Areas at each bay are clearly marked with signs and outlined on the ground.
 - 1.5.2. Bagging and un-bagging long guns should take place in Safe Areas. It shall take place in a safe direction.
 - 1.5.3. Ammunition, loaded magazines, dummy rounds and loaded firearms shall not be handled in any Safe Area.
- 1.6. Transporting rifle, shotgun and pistol (carry from vehicle or between stages).
 - 1.6.1. Rifles and shotguns shall be pointed up or down unless cased.
 - 1.6.2. Rifles and shotguns shall be transported with actions open, detachable magazines removed/tubes unloaded or closed on an inserted chamber safety flag.
 - 1.6.3. Long guns may be carried on a transport cart, as long as the muzzle is point down within 3 feet of the cart or up in at least a 60-degree angle in order to not muzzle yourself or anyone else.
 - 1.6.4. The firearms shall be secured properly on the transport to prevent falling out.
 - 1.6.5. The transport shall be pointed in a direction that the muzzle end is pointed towards a side berm when in a bay.
 - 1.6.6. Pistols carried between stages shall be unloaded, cased or unloaded and remain holstered.
- 1.7. Shotguns shall not shoot larger than #7.5 shot at any clay or steel targets.
- 1.8. All Rifles, PCC & Shotguns SHALL have chamber flags inserted when removed from a case.
- 1.9. Inclement weather is the call of the MD. Delays or cancellation after the start of the match will not include refunds.
- 1.10. Range Equipment Failure – If a target falls without being engaged then the RO shall stop the shooter and reset the stage. A timer can be declared as a REF.
- 1.11. If it is realized that there are unrestored targets after the start of the COF a reshoot shall be mandatory for the competitor.
- 1.12. Abandoning & Staging Firearms
 - 1.12.1. During the COF, a competitor may be required to abandon a firearm in order to transition to another. A competitor shall not engage targets with more than one firearm in their hands during a COF. See 10.16
 - 1.12.2. Designated containers/locations designed to safely accommodate abandoned firearms shall be unique and pointed out to the competitor during the stage briefing. Firearms shall be abandoned in either of the below conditions.
 - 1.12.3. "Safe"
 - 1.12.3.1. Pistols with a manual safety shall be fully engaged to satisfy the "loaded on safe" rule, regardless of passive safeties.
 - 1.12.3.2. Pistols without a manual safety shall have passive safeties in operational condition to meet the safety-engaged requirement. If the pistol has no manual safety and the only manual lever is a de-cocking mechanism, it must be engaged, and the hammer must be de-cocked to satisfy the safety engaged condition.
 - 1.12.3.3. Re-holstering a safe pistol is allowed; however, a COF will never require the competitor to re-holster a loaded and ready pistol after the start signal. See rule 10.5, & 10.8.
 - 1.12.3.4. Any rifle or shotgun with a manual safety shall be FULLY engaged to satisfy the safety-engaged rule.
 - 1.12.4. "Empty"
 - 1.7.4.1 Pistol – slide locked back, chamber empty, magazine removed. Revolver - Cylinder open and

cleared.

1.7.4.2 Rifle – chamber empty, bolt locked back, magazine removed.

1.7.4.3 Shotgun – chamber empty, bolt locked back, magazine tube empty or external magazine removed.

1.12.5. Multiple Firearms abandoned or Staged in a barrel

1.12.5.1. A competitor may stage only one (1) firearm in a barrel or container during “Make Ready”

1.12.5.2. A competitor may discard / abandon a firearm in a barrel that contains a staged firearm ONLY if the next firearm to be used is the staged firearm. (See Section 10.6.2 for Disqualification)

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 RO 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. The initial “Make Ready” command defines the start of the COF regardless of how many firearms are subsequently prepared, loaded, and/or staged following that command.

2.2. “Are You Ready - Standby”: After the competitor has staged all firearms to be used in the COF, the RO will accompany them to the start position. The RO shall then issue the commands “Are You Ready” followed shortly by “Standby” and the activation of the timer within 1 – 4 seconds thereafter.

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 RO.

2.3. “Stop”: Any RO 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 RO.

2.4. “Squib”: Any RO may call SQUIB or STOP if they suspect a competitor’s firearm or ammunition is unsafe (e.g. a “squib” load), the RO will take whatever steps he deems necessary to return both the competitor and the range to a safe condition.

2.4.1. The RO may give supplemental instruction to safely ground the suspect firearm in its appropriate container.

The competitor may continue the COF using the remaining firearms. This will not be considered RO interference.

2.4.2. The RO will inspect the firearm or ammunition after COF, and proceed as follows:

2.4.2.1. If the RO 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.

2.4.2.2. If the RO 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 RO with the muzzle pointed downrange, magazine removed or tube emptied, slide/bolt locked or held open and chamber empty. The RO will instruct and accompany the competitor to safely unload all firearms used in the COF.

2.5.1. Pistols: Release the slide and pull the trigger without touching the hammer or de-cocker then holster the pistol

2.5.2. Rifle: chamber safety flag inserted.

2.5.3. Shotgun: chamber safety flag inserted.

2.5.4. Rifles/Shotguns shall be carried muzzle up/down when exiting the stage to their transport.

2.6. “Range Is Clear”: This command shall be issued only after all firearms have been cleared by the competitor and

RO. This declaration signifies the end of the COF. Once this declaration is made, officials and competitors may move downrange to score, and reset targets.

- 2.7. Other default commands – education is the best teacher and easiest way for new shooters to learn our sport.
 - 2.7.1 Finger – The RO may warn the shooter verbally before a DQ violation is given.
 - 2.7.2 Muzzle – This warning may be given at numerous locations within any COF. Repeat offenses should be counseled educating the shooter on muzzle awareness. Repeat offenses should result in a DQ.
 - 2.7.3 Foot – The RO may warn a competitor of an ensuing foot fault. Repeat offenses result in a procedural penalty.
- 2.8. Default Start Position. The competitor assumes the default start position unless otherwise specified in the WSB.
 - 2.8.1. Handgun start, the competitor must stand erect, facing downrange, with arms hanging naturally by the sides.
 - 2.8.2. Rifle or shotgun start, low ready.
- 2.9. The WSB read by the RO supersedes the match book or any previously posted stage information.

3. Firearms

- 3.1. All firearms used by participants must be serviceable and safe. ROs 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 RO, 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 firearms are prohibited by WLPS & WLGC Rules.
- 3.2. Competitors may change/reconfigure firearms at any time during the event provided they all fit into their registered divisional requirements.
- 3.3. If a participant's firearm becomes unserviceable during competition, and a firearm fitting the shooters division cannot be found, the shooter may use any available firearm with MD or RM approval but may also be moved to another division depending on the replacement firearm used.
- 3.4. Competitors shall not change caliber or gauge during the course of a match.
 - 3.4.1. A competitor who substitutes caliber/gauge or modifies/substitutes a firearm outside of divisional requirements without the prior approval of the MD or RM will be subject to disqualification for unsportsmanlike conduct.
- 3.5. Handguns with stocks and/or fore grips of any kind are not permitted.
- 3.6. Rifles, PCCs, and shotguns shall be fitted with a stock, enabling it to be fired from the shoulder.
- 3.7. Only 1 rifle, 1 PCC, 1 pistol, and 1 shotgun can be used on any stage in any combination.
- 3.8. Legally obtained and installed Silencers/Suppressors may be used in any division, failure to activate the timer results in shooting for no score.

4. Holsters and Competitors Equipment

- 4.1. Handgun holsters
 - 4.1.1. Holsters must be able to safely retain the handgun during vigorous movement.
 - 4.1.2. The holster material must completely cover the trigger on all semi-automatic 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. Chokes, slings, bi-pods, monopods, ammo/mag holders, and flashlights may be added, removed or changed at any time during the match, providing that they are allowed in the competitor's division.
- 4.3. Inner and outer belts shall be connected per the manufacturer's suggested directions and be held by a minimum of 3 belt loops.
- 4.4. All equipment must be serviceable and in good repair. Subject to rejection by the MD or RM.
- 4.5. Staging shooting bags, mats, tripods etc. is prohibited prior to the buzzer.

5. Ammunition

- 5.1. Tracer, incendiary, armor piercing, bi-metal, and steel jacketed or steel/tungsten core ammunition are specifically prohibited by the WLGC Rules.
 - 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 \$150 fee for each steel target damaged. Fines will be made payable the day of the offense to the West Liberty Gun Club and a match DQ is immediate.
- 5.2. Pistol/PCC ammunition shall be 9x19mm or larger. Maximum velocity 1600 feet per second.
- 5.3. Rifle ammunition shall be minimum 5.45x39mm and shall not exceed 5.56X45mm/.223.
- 5.4. Pistol and rifle cartridges shall fire a single projectile only.
- 5.5. Shotgun ammunition shall be 20 gauge or larger. #7.5 Lead Shot or smaller. Steel, copper plated, and other non-lead shot are prohibited. Use of steel shot is a safety violation, and the competitor is subject to DQ rule 10.11

6. Divisional Firearm Requirements

- 6.1. WLPS staff reserves the right to inspect any firearm(s) for compliance to the rules stated below. Failure to submit firearms for inspection shall result in an event DQ.
- 6.2. **Multi-Gun or Long Range** – If the competitor opts to go prone at the start, then the pistol can be holstered with the magazine inserted, with the chamber empty. RO to verify this at the “Make Ready” portion of the COF.
- 6.3. **Open / Unlimited** (Names are Interchangeable)
 - 6.3.1. Pistol
 - 6.3.1.1. No limitations on accessories.
 - 6.3.1.2. Pistol caliber shall not be changed during the event.
 - 6.3.2. Rifle
 - 6.3.2.1. No limitations on accessories. Rifle supporting devices (i.e. bipods, etc.) may be added or removed at any time.
 - 6.3.2.2. Rifle caliber shall not be changed during the event
 - 6.3.3. Shotgun
 - 6.3.3.1. No limitations on accessories.
 - 6.3.3.2. Magazine fed shotguns are approved.
 - 6.3.3.3. Gauge shall not be changed during the event.
 - 6.3.3.4. Shotgun speed loaders are allowed provided they are the new type or modified old style with primer relief cut. Use of old-style shotgun speed loaders without the primer relief cut will result in a disqualification (DQ).
- 6.4. **Tactical Optics / Practical** (Names are Interchangeable)
 - 6.4.1. Pistol
 - 6.4.1.1. Custom or factory installed electronic sights, optical sights, compensators or barrel porting are prohibited.
 - 6.4.1.2. Magazines shall not exceed 171.25 mm OAL (overall length) for single stacks, and shall not exceed 141.25 OAL for staggered magazines.
 - 6.4.1.2.1. Pistol Magazine failing the OAL inspection, after the competitor has completed one or more stages, will result in the shooter being bumped to Open.
 - 6.4.1.3. Pistol caliber shall not be changed during the event
 - 6.4.2. Rifle
 - 6.4.2.1. Rifles shall be equipped with no more than one (1) optical sight.
 - 6.4.2.2. A magnifier may be used with an optical sight in this division without violating the one optic rule, provided:
 - 6.4.2.2.1. The magnifier does not contain an aiming reticule.
 - 6.4.2.2.2. The magnifier cannot be used as an aiming device by itself.
 - 6.4.2.2.3. The magnifier is mounted in the same location on the rifle for the entire event. If the provisions above are satisfied:
 - 6.4.2.2.3.1. The magnifier will not be considered a second/separate optic.
 - 6.4.2.2.3.2. The competitor may start and use the magnifier in either the magnified or unmagnified

mode without further restriction.

6.4.2.3. Any rifle supporting devices to include but not limited to bipods and/or monopods or a device that deploy legs and or supports and elevates the muzzle end of the gun are prohibited. Forward grips less than five inches long are acceptable.

6.4.2.4. Compensators are allowed in this division provided the compensator is not larger than 1 inch in diameter and 3 inches long, measured from the barrel muzzle to the end of the compensator.

6.4.2.5. Rifle caliber shall not be changed during the event

6.4.3. Shotgun

6.4.3.1. Only conventional tubular magazine fed shotguns are allowed.

6.4.3.2. Gauge shall not be changed for the duration of the event.

6.4.3.3. Electronic or optical sights are prohibited.

6.4.3.4. Supporting devices (i.e. bipods, etc) are prohibited.

6.4.3.5. Compensators or porting on barrels are prohibited.

6.4.3.6. Shotgun speed loaders are prohibited.

6.4.3.7. Shall not start a stage with more than 9 shells in the shotgun.

6.5. Factory / Limited

6.5.1 Factory Pistol

6.5.1.1 Firearms must function and operate as in the original factory configuration.

6.5.1.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

6.5.1.3 Firearms with custom or factory installed electronic sights, optical sights, compensators or barrel porting is not allowed in this division.

6.5.1.4 Pistol magazines max length of 140mm maximum.

6.5.1.5 The "Stage Ready Condition" for all pistols shall be magazine and chamber loaded and holstered, Unless stipulated otherwise in the Written Stage Briefing.

6.5.2 Factory Rifle

6.5.2.1 Firearms must function and operate as in the original factory configuration.

6.5.2.2 Internal and external modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.

6.5.2.3 Compensators are allowed in this division, provided the compensator is not larger than one (1") inch in diameter and three (3") inches long, measured from the barrel muzzle to the end of the compensator.

6.5.2.4 Factory Division rifles can be equipped with iron sights and or no more than one (1) non-magnified (1x) optical sight. Both sight systems can be used in conjunction, co-witnessed or offset.

6.5.2.5 Rifle magazines shall not exceed a thirty (30) round factory configuration and must not exceed the original factory produced length.

6.5.2.6 Any Rifle Magazine failing to meet the provisions of (Rule 17.4.2.5) after the competitor has completed one or more stages, will result in the shooter being moved to Unlimited Division.

6.5.2.7 Any rifle supporting devices to include but not limited to bipods and/or monopods or a device that deploys one or two legs and or supports and elevates the muzzle end of the firearm on its own without the use of the competitor's hands, arms or inserted mags are illegal (i.e. will stand upright under its own support). Attachments and accessories that extend (5") inches or less from the hand guard or forearm are allowed provided they are attached or affixed prior to the start of the first stage and remain in the same location for the duration of the match. Removal and or changing location will move competitor to Unlimited Division.

6.5.2.8 Rifle supporting bags that can be used alone or attached to the competitor or rifle are NOT legal for this division. Note: Coupled or single magazines are not considered supporting devices.

6.5.2.9 The "Stage Ready Condition" for all rifles shall be magazine and chamber loaded with the safety engaged, unless stipulated otherwise in the Written Stage Briefing.

6.5.3 Factory Shotgun

- 6.5.3.1 Firearms must function and operate as in the original factory configuration.
- 6.5.3.2 Internal and External modifications are allowed, provided the modifications do not alter the original function and operation of the firearm.
- 6.5.3.3 Only conventional tubular magazine fed shotguns allowed in this division.
- 6.5.3.4 Barrel length may not be changed for the duration of the event.
- 6.5.3.5 No electronic or optical sights allowed on shotguns in this division.
- 6.5.3.6 No shotgun supporting devices (i.e., bipods, etc. Rules 17.4.2.7 & 17.4.2.8 apply) allowed in this division.
- 6.5.3.7 No compensators or porting of barrels allowed in this division.
- 6.5.3.8 No shotgun speed loaders allowed in this division.
- 6.5.3.9 Shotgun magazine tubes in Factory Division shall not hold more than eight (8) shells in the magazine total or start a stage with more than nine (9) shells total in the shotgun.
- 6.5.3.10 The "Stage Ready Condition" for all shotguns shall be magazine tube and chamber loaded with the safety engaged, unless stipulated otherwise in the Written Stage Briefing.

6.6. **2x4 Open / Unlimited (Names are Interchangeable)**

- 6.6.1 Rifle, PCC, Pistol, or SG option on every stage. Only use 2 out of the 4 per stage, unless otherwise stated in stage briefing.
- 6.6.2 No limitations on any firearm.
- 6.6.3 All other match rules apply including staging and abandoning firearms.
- 6.7.4 All 6.3 Rules apply.

6.7. **2 Gun Open / Unlimited (Pistol & Rifle)**

- 6.7.1 Pistol & Rifle.
- 6.7.2 Refer to Section 6.3.1 & 6.3.2
- 6.7.3 All other match rules apply including staging and abandoning firearms.
- 6.7.4 All 6.3 Rules apply.

6.8 **Modified Optic**

6.8.1 Pistol

- 6.8.1.1 Custom or factory installed electronic Red Dot Sights must be slide mounted between the rear of the slide and the ejection port.
- 6.8.1.2 Comps & porting Prohibited
- 6.8.1.3 Magazines shall not exceed 171.25 mm OAL (overall length) for single stacks, and shall not exceed 141.25 mm OAL for staggered magazines.
- 6.8.1.4 Pistol Magazine failing the OAL inspection, after the competitor has completed one or more stages, will result in the shooter being bumped to Open.
- 6.8.1.5 Pistol caliber shall not be changed during the event. 9X19mm minimum.

6.8.2 Rifle

- 6.8.2.1 Rifles shall be equipped with no more than one (1) optical sight.
- 6.8.2.2 A magnifier may be used with an optical sight in this division without violating the one optic rule, provided:
 - 6.8.2.2.1 The magnifier does not contain an aiming reticule.
 - 6.8.2.2.2 The magnifier cannot be used as an aiming device by itself.
 - 6.8.2.2.3 The magnifier is mounted in the same location on the rifle for the entire event. If the provisions above are satisfied:
 - 6.8.2.2.3.1 The magnifier will not be considered a second/separate optic.
 - 6.8.2.2.3.2 The competitor may start and use the magnifier in either the magnified or unmagnified mode without further restriction.
- 6.8.2.3 Any rifle supporting devices to include but not limited to bipods and/or monopods or a device that deploy legs and or supports and elevates the muzzle end of the gun are allowed. Forward grips less than five inches long are acceptable.

6.8.2.4 Compensators are allowed in this division provided the compensator is not larger than 1 inch in diameter and 3 inches long, measured from the barrel muzzle to the end of the compensator.

6.8.2.5 Rifle caliber shall not be changed during the event .223 Rem/5.56x45mm

6.8.3 Shotgun

6.8.3.1 Only conventional tubular magazine fed shotguns are allowed.

6.8.3.2 Gauge shall not be changed for the duration of the event.

6.8.3.3 One allowed: Iron or Non-Magnified Optic

6.8.3.4 Supporting devices (i.e., bipods, etc.) are prohibited.

6.8.3.5 Compensators prohibited

6.8.3.6 Ported Barrels & comps allowed.

6.8.3.7 Shotgun speed loaders are prohibited.

6.8.3.8 Max Tube capacity 12 rounds.

6.8.3.9 Shotgun max capacity at start 13 rounds

6.9 DELETED (RESERVED FOR FUTURE USE)

7 Targets & WSB

7.1 The MD or Stage Designer reserves the right to use any target at any time.

7.2 Cardboard targets used are: USPSA, IPSC, 3*Gun Square.

7.3 Steel plate, poppers, falling plates, plate racks, Texas stars or other steel combination may be substituted as needed to complete the stage construction during setup and may be different from the WSB description. Quantities will remain the same. Scoring will remain the same and these changes cannot be appealed or challenged.

7.4 The backside of all cardboard targets are white and are used as a penalty target per WSB.

7.5 Cardboard targets are considered “impenetrable”, and any projectile striking another target after passing through a scoring target shall not count as a scoring hit on the second target.

7.6 Barrels, walls and barricades are considered hard target and impenetrable.

7.7 The MD or Stage Designer MAY designate which targets are engaged with a particular firearm. (See 7.8)

7.8 The WSB MAY specify which target type, round count and firearm(s) are required for proper target engagement.

7.9 WLPS Red Steel Plates are to only be shot per the WSB. Shotgun uses slugs, Rifle max .223/5.56mm rounds. PCC 9x19mm.

7.10 Sporting clays & falling steel targets shall ONLY be shot with #7.5 shot from a shot gun. WSB may stipulate a rifle shot into a clay placed on a berm only. No clays may be shot by the rifle into the bay floor (See 10.17)

7.11 If the WSB give no specified target for each firearm the shooter may choose to engage as follows.

7.11.1 – pistol / PCC – cardboard and falling steel only.

7.11.2 – rifle – cardboard only.

7.11.3 – shotgun – clays and falling steel only.

7.12 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 / Penalties / Calibration Challenges

8.1 Any scoring issue the shooter does not agree with may be appealed to the stage CRO or RO, and if not resolved, proceed to call the Match Director (MD) or Range Master (RM). Scoring decisions may not be arbitrated.

8.2 Each stage is time plus penalties.

8.3 Match is scored as cumulative time & penalties in each division.

8.4 All divisions will be scored separately regardless of participation.

8.5 Every stage requires the use of two [2] firearms. See Section 9. through 9.3.2 for procedural penalties.

8.6 Targets shall be neutralized to avoid penalties.

8.5.1 Cardboard – 1A or 2 anywhere to neutralize.

8.5.2 Steel must fall to score. Steel still standing on the ground mounted stands (IE: Falling Steel) are considered not neutralize UNLESS turned at a minimum of 70° to 90°-degree angle to the shooter then will be considered neutralized.

The RO shall reset the stage and steel support to ensure the steel falls for the following shooters.

8.5.3 WLPS Red Steel hits are scored and counted by the RO. Called as a “HIT”

8.7 Slugs are **prohibited** on Cardboard targets due to the overall cost of targets & target sticks.

8.8 Static plates are struck with a bullet to score; individual stages may require multiple hits.

8.9 Calibration Challenges

8.9.1 If, during a COF, a popper does not fall when hit using a pistol, a competitor has three alternatives:

8.9.1.1 The popper is shot again until it falls. In this case, no further action is required, and the COF is scored “as shot”.

8.9.1.2 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.

8.9.1.3 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.

8.9.2 Falling steel may NOT be challenged when shot with a Shotgun. Remaining standing steel is scored as a miss. (Exception – the RO may offer a reshoot if it appears the steel was hit solid or the falling steel was restricted from moving).

8.9.3 Penalties Assessed

8.8.3.1 – Single Hit on Paper outside A Zone (Not Neutralized) = +2.5 seconds

8.8.3.2 – Miss on Target (Engaged No Hits) = + 5. Seconds

8.8.3.3 – Failure to engage target = + 5 seconds

8.8.3.4 – Failure to follow WSB = + 10 seconds

8.8.3.5 – Foot Fault penalty = +15 seconds

8.8.4. Bonus Given (reduction of time)

8.8.4.1 – Equals a – 5 seconds time reduction for: Per WSB as Written

8.8.4.2 – Equals a – 10 second time reduction for: Per WSB as Written

9 Procedural Penalties

9.1 Additional + 10 Second Penalty shall be assessed for: Per WSB as Written

9.2 Additional + 20 Second Penalty shall be assessed for: Per WSB as Written

9.3 Additional + 30 Second Penalty - Minimum firearms to be used on a given stage is two (2) unless otherwise noted in WSB.

9.3.1 Minimum target engagement for two (2) of the guns used on a given stage is 3 unless otherwise noted in the WSB (ex. 3 targets engaged with rifle, 2 targets with pistol and 3 targets with shotgun is OK)

9.3.2 One (1) procedural is issued per target less than 3 engaged.

10 Disqualifications

10.1 A Disqualification (DQ) results in complete DQ from the event. The competitor will not be allowed to continue. The competitor will not be eligible for prizes, **or entry into other divisions.**

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 Stage RO, Range Master (if available), or Match Director.

10.4 Negligent Discharge: A competitor who causes a negligent discharge shall be stopped by a RO 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 RO 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.

10.4.5.1 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 or the Stage RO.

10.5.2 Exception: A completely unloaded pistol visually checked by the RO during the “Make Ready” falls out of the holster while navigating a COF prior to any loading process. May only be retrieved by the RO.

10.6 Failure to ground firearms in a designated area and/or container.

10.6.1 Abandoning a firearm anywhere other than in a designated area/container in an unsafe condition is a DQ.

10.6.2 Abandoning more than one (1) firearm in a barrel or container or abandoning a 2nd firearm in a barrel or container and not proceeding to remove the staged firearm as the next weapon used (see Section 1.9.5.2).

10.7 Allowing the muzzle of a firearm to break the 180-degree safety plane at any time.

10.8 Having a holstered pistol with a live round in the chamber, or magazine inserted while in the prone position

10.9 Allowing the muzzle of any firearm to point at any part of the competitor’s body (i.e. sweeping) during a COF.

10.9.1 Exception: A match DQ will not apply for sweeping below the belt while drawing or re-holstering the handgun as long as the shooter’s fingers are clearly outside of the trigger guard.

10.10 Unsportsmanlike conduct, which includes, but is not limited to cheating:

10.10.1 Intentionally altering targets prior to the target being scored to gain advantage or to avoid penalties.

10.10.2 Altering or falsifying score sheets

10.10.3 Altering a firearm’s caliber/gauge. i.e., once you start the match with your “rifle” shooting .223/5.56 you cannot swap a PCC in its place shooting 9mm.

10.10.4 Altering the COF, i.e., moving props, shooting mats, or targets, etc. Unless explicitly permitted by WSB.

10.10.5 Arguing with a match official, unsportsmanlike conduct towards another competitor.

10.10.6 Pistol and rifle cartridges must fire a single projectile only.

10.10.7 Failure to submit to a inspection of any and all equipment used during a match to verify rule compliance

10.10.8 Failure to submit to pre-loaded shotgun tube audits. ROs may conduct random inspections of pre-loaded shotguns to ensure that a competitor has not violated divisional rules.

10.10.9 Shooting buckshot at a slug target intentionally.

10.10.10 Shooting a slug or Rifle round at falling steel or other non-authorized targets is a DQ offense and the competitor will be **Banned from competition** until full restitution is made to the WLPS Match Official in charge of equipment.

10.11 Violating provisions in section 5.1 and 5.5

10.12 Failure to wear ear or eye protection of intentionally removing it during a course of fire (COF).

10.12.1 Exception is if it is inadvertently lost. Must be retrieved immediately and reinstalled.

- 10.13 Moving Violations –
 - 10.13.1 Moving under or over props is strictly forbidden.
 - 10.13.2 A violation of this rule is a DQ offense.
 - 10.13.3 EXCEPTION, unless it is mandated by the WSB.
- 10.14 Violating COLD RANGE procedures such as holstering a handgun outside a safety area.
- 10.15 Any competitor found with a magazine inserted in their pistol or rifle or rounds loaded in the shotgun, while not under the direct supervision of a range official, shall be escorted to a safe area to check the loaded condition. If the magazine, tube, or chamber is found to be loaded, the competitor will be subject to DQ. Shotgun pre-loading in loading area is exempt after approval from the stage RO.
- 10.16 Handling loaded magazines, live, or dummy rounds or a loaded firearm in a safe area.
- 10.17 A competitor impaired by and deemed unsafe as a result of drugs, legal or otherwise, or alcohol
- 10.18 A competitor shall not engage targets with more than one gun in their hands during a COF.
- 10.19 Firing a rifle shot or Shotgun slug at the bay floor.
- 10.20 Engaging a flying clay with anything other than birdshot.
- 10.21 Engaging any steel with a rifle other than approved WLPS Red Steel Targets per WSB
- 10.22 Engaging a clay target with a pistol placed on the bay floor.

11 Re-shoots

- 11.1 Re-shoots may be issued by an RO, CRO, 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 RO shall stop the competitor as soon as possible. The competitor will then be required to re-shoot the COF once it has been reset.
- 11.3 If a thrown or flipped clay target breaks upon leaving the launcher, before the shooter can engage it, the shooter shall be stopped and a mandatory reshoot will be issued.

12 Appeals

- 12.1 Decisions are initially made by the stage CRO or RO.
- 12.2 If the competitor disagrees with the CRO or RO's decision the Range Master or Match Director if no Range Master is assigned will be called to make the final ruling in the matter. Safety violations will not be subject to arbitration.

13 Definitions

- 13.1 Abandoning-- The competitor does not have physical control of the firearm and has physically moved away from the firearm or acquired another firearm and fired the subsequent firearm. Also known as dump, ground, ditch.
- 13.2 Coaching--Includes, but is not limited to calling skipped targets, misses, advice on how to clear malfunctions, during a COF. ROs **may** provide assistance in **exceptional** circumstances. This may be allowed by the MD if considered appropriate. Beginners would be a definition of an appropriate action.
- 13.3 COLD RANGE--Competitor's firearms shall remain unloaded at the event site except under the direct supervision of an event official.
- 13.4 Course of fire (COF)--Time between make ready and range is clear commands.
- 13.5 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).
- 13.6 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 target, shooting over obstructions that targets are behind, or through see-through walls and/or barriers is prohibited.

- 13.8 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.
- 13.9 Low Ready--competitor must stand, with the firearm held in both hands, stock touching shoulder, muzzle at waist level (approximately 45° angle), with finger outside trigger guard and safety on.
- 13.10 Match Director (MD) – Official in charge of the match or as designated by the lead official.
- 13.11 May--optional
- 13.12 Negligent Discharge / Accidental Discharge (have the same meaning) A shot which travels over a backstop, into a berm, or in any other direction either inadvertently or accidentally. However, a competitor who legitimately fires a shot at a target, which hits and then travels in an unsafe direction, will not be disqualified.
- 13.13 OAL-- Overall length
- 13.14 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.
- 13.15 Passive safety—the 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.
- 13.16 Port arms--competitor must stand, 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 and safety on.
- 13.17 Range Officer (RO)--Match official responsible for stage scoring and safety
- 13.18 Safe direction--orientation that ensures if the firearm were to discharge no person would be injured
- 13.19 Safe firearm--one that has its manual safety fully engaged, regardless of ammunition status
- 13.20 Shall--compliance is mandatory
- 13.21 Should--recommended action
- 13.22 Will--compliance is mandatory
- 13.23 WLPS – West Liberty Practical Shooters
- 13.24 WLGC – West Liberty Gun Club
- 13.25 Written Stage Briefing (WSB) -- Stage instructions, must be available to competitors prior to shooting the stage

14 Rules Revisions

WLPS Staff reserve the right to make modifications to the rules as necessary without notice. If you have any questions, please direct them to uspsa@westlibertygunclub.org. Last update 7/12/2022, supersedes all previous versions.

JR, 7/12/2022