

Apple Valley Gun Club United States Practical Shooting Association Mojave River Shooters



Welcome

If you would like to try a sport that helps build your gun handling, accuracy, and safety skills through a challenging practical course of fire, please come out and join us. You will find a group of friendly, thoughtful people that share a like interest in the shooting sports. If you're not ready to shoot a match, come out and watch. Bring hearing and eye protection.

New Shooters

Practical Shooting tests the competitor's practical shooting skills in a sporting atmosphere (drawing, shooting quickly, shooting accurately, reloading, and moving.) [USPSA](#) welcomes all reputable persons, and all firearms types. While our pistol matches are the most popular, some clubs also offer rifle and shotgun competitions. Generally, you can use any firearm meeting the minimum power factor and division standards, which are explained later in this document.

Practical shooting matches are diverse. Course designers mix props such as walls, barricades, doors, and tables with full or partial targets, no-shoot targets, steel reactive targets, moving targets, and others. As practical shooting is freestyle, you provide the solution to the shooting problem, and both score and speed count.

["IPSC"](#) (pronounced "ip-sick") stands for the "International Practical Shooting Confederation", the world body that governs the sport of Practical Shooting. "USPSA" stands for the "United States Practical Shooting Association" the IPSC governing body for the United States.

DVC (Diligentia, Vis, Celeratis) is the IPSC motto. It stands for "Accuracy, Power, and Speed". It symbolizes the challenge of the sport. How fast can you shoot? How accurately? Can you find the right mix of speed and accuracy when using a powerful firearm?

Safety

In USPSA, safety is the primary focus. Safety is constantly stressed in the rules and on the range. Whenever you are shooting, a Range Officer will be right behind you, stressing safety.

Apple Valley Gun Club is a cold range. That is to say, during matches no one must have a loaded weapon on the facility without the approval of the Range Officer, or Match Director. You should not have an empty magazine inserted in to your magazine well. Bring your unloaded handgun in a bag or case and you will be shown where to holster. You should not handle your weapon once holstered except under the direction of the Range Officer. Mojave River Shooters have a 180-degree rule. During a course of fire, you must never allow the muzzle of your firearm to point up range. Also, do not allow the muzzle of your firearm to point above the impact berm.

What to expect

Matches normally start at 8:00 a.m. during Daylight Savings Time and 9:00 a.m. during Standard Time. You will need to arrive early enough to kit up. As you arrive at the pistol range you will see a small range shack; this is where you will sign up for the match. Take your gear to a table and put on your magazine pouches and holster. You may load your magazines or speed loaders, **but do not handle your firearm**. Take your gun in a bag or case and go to the "Safe Area". You may handle your firearm in the Safe Area, but you are not allowed to handle any ammunition while in the Safe Area. **All new shooters need to be available 30 minutes prior to the start of the match for a safety class**. Before the start of the match, all shooters will be called to attend a

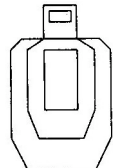
safety meeting given by the Match Director. Once this is done, you will be assigned to a squad and begin the match.

Also, you should expect to have a good time.

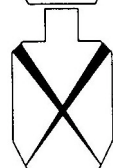
What you need to get started

You will need a good serviceable pistol or revolver 9mm, 40 S&W, 45 ACP, or .38 Special. All safeties must be in good working order. You will need four or five magazines (enough to hold a minimum of 32 rounds. However, 50 or 60 rounds is better) or six speed loaders. You will need pouches to hold the magazines or speed loaders. You will need a quality belt holster and belt. Hearing protection and eye protection are required. A hat and sunscreen may also be advisable.

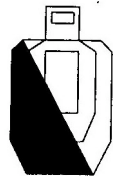
Targets



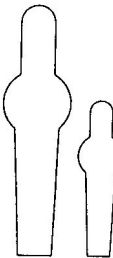
Metric Target – They are the most common target used in USPSA shooting. They are tan/buff in color. Scoring zones are delineated by perforations that are invisible except at close range.



No-Shoot Target – These are white, and may or may not have a black “X” across them.. Hits on no-shoots targets are always penalized 10 points each.



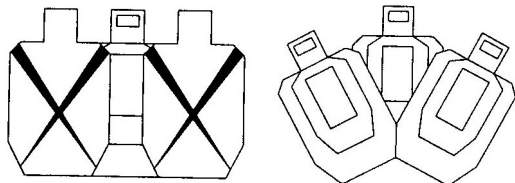
Hard Cover Targets – The obstructed (black or otherwise covered) portion of the target represents had cover that is impenetrable to a full bullet diameter. Hits in hard cover are deemed misses, and are penalized 10 points.



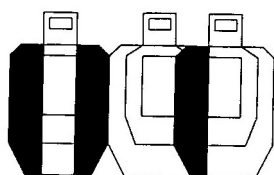
Large (Pepper) and small (US) poppers – These are steel reactive targets that must fall to score. These targets score 5 points, an “A” with a knockdown.



8 inch round and 6 inch square plates – These are steel reactive targets that must fall to score. These targets score 5 points, an “A” with a knockdown.



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



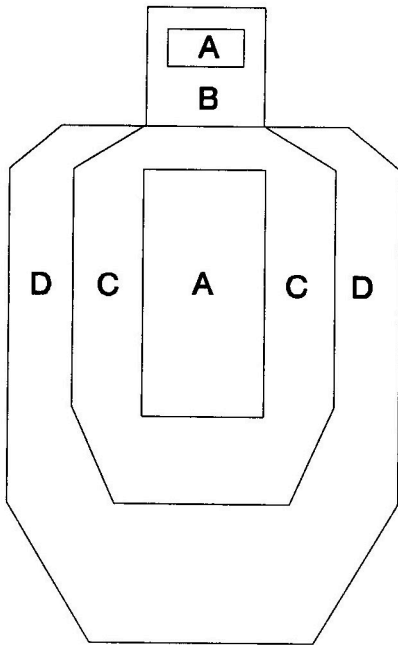
All targets are theoretically impenetrable to a full bullet diameter, so, a hole through two targets only scores on the top target. You will also be penalized for hitting a no-shoot. DVC.

Scoring

At its most basic level, Practical Shooting matches are scored on a “points per second” basis. We do some mathematical weighting to ensure that long courses count more than short courses, but the sport hinges on the competitor’s relative ability to shoot through the course quickly and accurately.

Our scoring system rewards accuracy with more points, and assesses penalties for misses. It rewards speed by dividing the number of points received by the time taken to get them (yielding a points per second “hit factor”).

To reward power, we recognize two power levels – “Major” and “Minor”. Major and Minor “A” hits both score 5 points, but Minor hits score less points in the B, C, and D zones.



Scoring IPSC Targets

Zones	Major Points	Minor Points
A	5	5
B	4	3
C	4	3
D	2	1

Steel / Reactive Targets
Knockdown = 1 “A” hit.

$$\text{Power Factor} = \frac{(\text{bullet wt. in gr}) \times (\text{muzzle velocity in fps})}{1,000}$$

Major = 165 or greater

Minor = 125 – 164.99

Below 125 no score

Hit Factor

Total points divided by total time.

The person with the 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.

The Divisions

USPSA has 6 Divisions. This is only a basic overview here. The [USPSA Rule Book](#) has a complete description of all Divisions.

Open

Major or Minor.
Minimum caliber .38 cal. / 9X19 mm.
No limit on number of rounds in magazine.
May have optics and compensators.

Limited

Major or Minor.
Minimum caliber 9X19 mm minor or .40 cal. for major.
No limit on number of rounds in magazine.
May not have optics or compensators.

Limited 10

Major or Minor.
Minimum caliber 9X19 mm minor or .40 cal. for major.
Magazines limited to 10 rounds.
May not have optics or compensators.

Production

Minor only.
Minimum caliber .38 cal. / 9X19 mm.
Magazines limited to 10 rounds.
May not have optics or compensators.
Some limitations on holsters and magazine pouches.

Single Stack

Major or Minor.
Minimum caliber 9X19 mm minor or .40 cal. for major.
Magazines limited to 8 rounds major and 10 rounds minor.
May not have optics or compensators.
Some limitations on holsters and magazine pouches.

Revolver

Major or Minor.
Minimum caliber .38 cal. / 9X19 mm.
Maximum 6 rounds fired before reload.
May not have optics or compensators.

Classifications

USPSA has six classifications. Once you have shot a minimum of four classifiers within the same Division, you will be placed into one of these classes. This allows you to compete with people at the same skill level as yourself.

Grand Master	95 – 100%
Master	85 – 94.9%
A	75 – 84.9%
B	60 – 74.9%
C	40 – 59.9%
D	< 40%

What it costs

If you are a member of the Apple Valley Gun Club the cost is \$10.

If you are not a member of the Apple Valley Gun Club the cost is \$15.

You do not need to be a member of USPSA or the Apple Valley Gun Club to compete in the matches.

You may join USPSA on-line at [Join the USPSA](#)

You may download an application to join the [Apple Valley Gun Club](#)

When we shoot

We shoot on the last Sunday of each month. Make sure you check Mojave River Shooter's website under the Events tab for an up to date calendar.

Shooting starts at 8:00 a.m. during Daylight Savings Time and 9:00 a.m. during Standard Time.

We appreciate any help you can lend to the setup and teardown of the stages.

Where we shoot

We shoot at the Apple Valley Gun Club in Victorville, California. 16699 Stoddard Wells Rd. Victorville, CA 92392

Contact Information

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Hope to see you at the range.