

# GPA Rule Revisions

Current Rulebook is version 2025.6.2

Date	Rule Number	Current Rule	Updated Version
6.2.2025	27.0	Defines maximum gun weights for each division	Gun weight limitations are eliminated
6.2.2025	25.0	G. Loading devices 1. Must be stowed on shooter's person unless the Course of Fire says differently 2. No length requirements 3. Loading device holders are not required. 4. Magnets may not be the primary retention devices	G. Loading devices 1. No length requirements 2. Loading device holders are not required. <b>3. Staging</b> <b>a. Before the start, must be stowed on shooter's person unless the Course of Fire says differently</b> <b>b. After the start, loading devices are not required to be stowed.</b> 4. Magnets may not be the primary retention devices.
6.2.2025	7.1	7.1 The default starting position will have the shooter stand with wrists below belt.	7.1 Default starting position has the shooter standing with wrists below belt, hands not touching gun or loading devices.
5.11.2025	27.0		Increases FSO and FSI barrel lengths to 5.4 inches
5.11.2025	23.0	H. Permitted calibers 1. 9mm, 38/357, 40/10mm, .45	H. Permitted calibers 1. .380, 9mm, 38/357, 40/10mm, .45
4.7.2025	35.3		Classification ranges revised
4.7.2025	31.6		Arbitration procedure added
4.7.2025	27.6	A. Barrel length of 4.3 inches or less	A. Barrel length of 6 inches or less
4.7.2025	25.0 B		Lasers now allowed
4.7.2025	15.2	2. If a target of lesser priority is engaged prior to the surprise one, a PE is earned	2. Hidden or Surprise Targets Example: Target A=Activator; Target B= hidden (surprise) target; Target C= Static target a. Slicing the pie requires targets to be shot in order: A, then B, then C b. A-C-B, however, is legal IF Target C is engaged <i>before Target B becomes visible</i> .
4.7.2025	13.2B	B. Shooter earns one PE for <i>each</i> array engaged while touching anything beyond a "do not pass" line	B. Shooter earns one PE for <i>each target</i> engaged while touching <i>anything</i> beyond a "do not pass" line

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4.7.2025	31.6	N/A	<p>31.6 Arbitration</p> <p>A. May be requested by the competitor if he disagrees with a call</p> <p>1. Must first follow the chain-of-command.</p> <p>a. SO, CSO, MD</p> <p>B. Requires a non-refundable \$100 arbitration fee to be paid upfront by the competitor</p> <p>C. MD will select a committee of three to review the challenge and deliver a decision</p> <p>1. Committee decision is final</p>
4.7.2025	27.6 A	Barrel length of 4.3 inches or less	Barrel length of 6 inches or less
4.7.2025	25 L1	N/A	If a manual safety is in place, the grip safety may be rendered inoperable
4.7.2025	25 G4	Magnets may not be used in any manner relative to loading devices.	Magnets may not be the primary retention devices.
4.7.2025	25 B		Lasers may be used
4.7.2025	25 B	Optics must be slide mounted	Deleted
4.7.2025	15.1 C2	If a target of lesser priority is engaged prior to the surprise one, a PE is earned.	<p>Hidden or Surprise Targets</p> <p>Example: Target A=Activator; Target B= hidden (surprise) target; Target C= Static target</p> <p>a. Slicing the pie requires targets to be shot in order: A, then B, then C</p> <p>b. A-C-B, however, is legal <b>IF</b> Target C is engaged <i>before Target B becomes visible</i>.</p>
4.7.2025	13.2 B	Shooter earns one PE for <i>each array</i> engaged ...	Shooter earns one PE for <i>each</i> target engaged
4.7.2025	3.6 C	C. Reshoots are optional under the following circumstances:	C. Reshoots are optional under the following circumstances: (Prior to scoring)
1.9.2025			Version format changed to current date
1.9.2025	<b>1.0</b>	GPA Introduction	Definition revised
1.9.2025	<b>1.2 C4</b>		Defines "Initial engagement"
1.9.2025	<b>1.2A</b>		1.2 A Definition revised

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1.9.2025	<b>3.6 D4</b>	Re: Concealment garments	Deleted
1.9.2025	<b>3.6.A6</b>		Mandatory reshoot if SO gives an incorrect stage briefing.
1.9.2025	<b>3.7</b>	Concealment garments required	Concealment garments are no longer required
1.9.2025	<b>7.1</b>	The default starting position will have the shooter with arms relaxed at sides.	The default starting position will have the shooter standing with wrists below belt.
1.9.2025	<b>9.2 D1</b>		gfvtttt <b>Added:</b> If the SO omits the “Standby” command, the shooter will stop and ask for a restart a. If the shooter does not ask for a restart and elects to continue, no reshoot will be given
1.9.2025	<b>15.2</b>	15.2 Targets <i>other</i> than those engaged from behind a fault line are in the open and may be shot in any order.	<b>Added:</b> 15.2 A. There are no Tactical Priority requirements for targets of this nature
1.9.2025	<b>17.5 B</b>	17.5 B. “Audible hits” are not permitted	17.5 B. “Audible hits” are not permitted, except as found in 31.6 A
1.9.2025	<b>19 B</b>		<b>Added:</b> 19 B5. Each target not engaged a. Each required shot at a target not taken is scored as a “miss”.
1.9.2025	<b>19.1 C</b>		<b>Added</b> - 19.1 C. Multiple single PE’s - Assess one PE per <i>array</i> ... 1. Engaged from cover with a tactical priority violation (see 15.) 2. Engaged while touching beyond a Fault Line when cover is required, while engaging targets from cover 3. Engaged while touching beyond a Do Not Pass line (see 13.2)
1.9.2025	<b>21.3</b>	21.3 A <i>shooter</i> dropping a gun while in a shooting bay	<b>Added:</b> 21.3 A <i>shooter</i> dropping a gun while in a shooting bay

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			<p>A. Receives a DQ, except as noted below</p> <p>1. If the holster becomes detached with gun in it and the <b>trigger is not exposed</b></p>
1.9.2025	<b>23.1</b>	<p>23.1</p> <p>A. All reloads must take place <i>after the first shot and before the last shot.</i></p>	<p>23.1</p> <p>A. One mandatory reload per stage</p> <p>1. May be waived by the course of fire</p> <p>B. Additional reloads may be required by the course of fire</p>
1.9.2025	<b>25.0 F1</b>	Must be concealed by the cover garment	Cover garments are no longer required
1.9.2025	<b>27.1 C</b> <b>27.2 C</b> <b>27.3 C</b> <b>27.4 C</b> <b>27.5 C</b>	<p>27.1 FSO – Full Size Optic</p> <p>C. <i>48 ounces or less with heaviest magazine.</i></p>	<b>For all divisions</b> , the gun will be weighed with no magazine inserted.
1.9.2025	<b>29.2 A</b>	<p>A. Between shooting points, the maximum distance that a shooter must move on their own power</p> <p>is 10 yards</p>	A. Between shooting points, the maximum distance that a shooter must move on their own power is 15 yards
1.9.2025	<b>29.6</b>		<b>Added:</b> 29.6 Multiple reloads may be required by the Course of Fire
1.9.2025	<b>29.7 E C</b>		<p>Specific targets may be required to be shot on the move. (See 19.1 B3a</p> <p>E. Must be “in the open.</p>
1.9.2025	<b>29.7A</b>		“Motion” is defined
1.9.2025	<b>29.7</b>	29.7 Specific targets may be required to be shot on the move. (See 19.1 B3a)	<b>Added:</b> 29.7 C – Must be full targets, i.e., no painted hardcover
1.9.2025	<b>31.1</b>	<p>31.1. All targets will be IDPA cardboard targets.</p> <p>A. All cardboard targets require the same number of shots except as in (B) below</p> <p>B. One target may require a different number of shots</p>	<p>31.1. All targets, <b>except for steel</b>, will be IDPA cardboard targets.</p> <p>A. All cardboard targets require the same number of shots except as in (B) below</p> <p>B. One target may require a different number of shots</p>
1.9.2025	<b>35.0</b>		Classification procedures revised
1.9.2025	<b>35.3</b>	<p>Classification hierarchy</p> <p>A. Platinum 100 or higher</p>	<p>A. Platinum 99 or higher</p>

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		B. Gold 80 - 99 C. Silver 65 – 79 D. Bronze 50 - 64 E. Pew-Pewter 35– 49	B. Gold 78 - 98 C. Silver 54 - 77 D. Bronze 25 - 53 E. Pew-Pewter 0 - 24
1.9.2025	<b>37.1</b>		Draw and reload times for par calculations revised
1.9.2025	<b>37.2</b>		Added Par Calculation worksheets for 10 and 20 stage matches
6.6.2024	<b>37.0</b>		Reduced Base times for Par calculations
5.24.2024	<b>37.0</b>		Added Par Time calculations
5.24.2024	<b>35.0</b>		Added Classifications
4.28.2024	<b>35.2 C3</b>	Once 5 scores have been averaged, any score 20% above or below the average is considered an anomaly and will be discarded.	Eliminated
4.26.2024	<b>35.0</b>	Not Applicable	Defines Classifications
4.26.2024	<b>37.0</b>	Not Applicable	Calculating Par Times
4.26.2024	<b>3.6 A5</b>	Not Applicable	Addresses eye and hearing protection
3.19.2024	<b>3.4 E</b>	Added to current rule	10 yard maximum for initial engagement of targets required to be shot while moving
3.19.2024	<b>13.0</b>	Fault Lines	The rule is renamed and “Do Not Pass” lines are defined
3.19.2024	<b>19.1 A4</b>	Leaving a <b>cover position</b> with an unengaged target visible, unless that target is specified	A single PE rather than 1 PE per target
3.19.2024	<b>19.1 A5</b>	This was inadvertently deleted	Leaving an <b>open position</b> with an unengaged target visible to engage a target from cover
3.18.2024	<b>1.2 C4b</b>	a. Following initial engagement, make up shots may be shot in any style (Freestyle, SHO, WHO, etc.)	1.2 C4b Following initial engagement, make-up shots may be made in any manner. (standing, seated, prone, etc.)
3.18.2024	<b>13.5</b>		Rewritten as 19.3
3.18.2024	<b>15.1C</b>		Changed to 15.1 B1 - Each target must be fully engaged before shooting another target.
3.18.2024	<b>Added 19.3C</b>		Fault Lines may not also be defined as Do Not Pass lines.

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3.18.2024	<b>31.6A</b>	Freestanding steel targets that rotate beyond 45 degrees but do not fall <b>may</b> be called as a “hit” by the SO	Freestanding steel targets that rotate beyond 45 degrees but do not fall <b>will</b> be called as a “hit” by the SO.
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