

GPA Rule Revisions

Current Rulebook is version 2026.2.4

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Date	Rule Number	Current Rule	Updated Version
2.1.2026	3.9	3.9 Flashlights A. Handheld flashlights must remain in the shooter's possession while in use B. Weapon-mounted lights must be functional	3.9 B Deleted
2.1.2026	9.2 E1	E1. The timer will be set to beep on a 1 – 4 second random delay.	E1. Start of stage should occur 1 – 4 seconds after the "Standby" command a. It is suggested that a timer be used with a random delay of 1 – 4 seconds b. The button to start the timer will be pressed on the "B" in "Standby" (Random delay no longer required)
2.1.2026	11.1	11.1 Hard Cover	11.1 Hard Cover (Solid wall, barrels, vehicle, etc.)
2.1.2026	11.3	11.3 Visual Barriers (Barrels, any wall specifically designated as a "visual barrier," etc.)	11.3 is deleted. "Vision Barriers" no longer exist.
2.1.2026	13.2 D	Crossing a DNP line to go to another position earns 1 PE	Crossing a DNP line to go to another position earns one MAJOR PE (See 19.1 B5)
2.1.2026	13.2 F	N/A	Materials used to designate Do Not Pass lines must be significantly different than those used for Fault Lines
2.1.2026	19.1 B5	Touching beyond a Do Not Pass (DNP) line (See 13.2B, C and D)	Engaging while beyond a Do Not Pass (DNP) line (See 13.2B, C and D)
2.1.2026	19.1 E	E. Triple PE examples (a non-exclusive list) 1. Unsportsmanlike Conduct 2. Eye or hearing protection is deliberately dislodged (See also 19.1 E4) 3. May include deliberate or severe rules violations 4. May also result in a DQ if the time penalty is deemed to be insufficient	Triple PE's are redefined as Major PE's E. MAJOR PE (a non-exclusive list) 1. 20 second penalty 2. Unsportsmanlike Conduct 3. Moving beyond a Do Not Pass line to get to another position 4. Eye or hearing protection is deliberately dislodged (See also 19.1 E4) 5. May include deliberate or severe rules violations 6. May also result in a DQ if the time penalty is deemed to be insufficient F. Engaging targets at a Do Not Pass line (See 13.2B, C and D)

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2.1.2026	19.3	N/A	19.3 Holstering or placing a loaded gun without having the safety engaged A. First time – PE, Second time – DQ
2.1.2026	19.4	N/A	19.4 Failure to engage a target <i>does not</i> earn a PE A. Each required shot not taken will be scored as a miss B. If the shooter returns and engages the target, it is scored as it normally would be. C. See 19.1 A4
2.1.2026	21.3	A shooter dropping a gun while in a shooting bay A. Receives a DQ, except as noted below 1. If the holster becomes detached with gun in it and the trigger is not exposed B. The gun must be retrieved by an SO.	A shooter dropping a gun after the “Make Ready” and before the “Range Is Clear” commands A. Receives a DQdd B. The gun must be retrieved by an SO.
2.1.2026	21.4	Dropping a gun outside of the shooting bay A. The gun must be retrieved by an SO. 1. If clear, they may reholster and continue in the match. 2. If the gun is found loaded, they are disqualified.	Dropping a gun while not shooting the Course of Fire (See 21.3 A) A. The gun must be retrieved by an SO. 1. If clear, they may reholster and continue in the match. 2. If the gun is found loaded, they are disqualified. 3. If a gun is retrieved by anyone other than an SO, that person will be disqualified
2.1.2026	23.1 A2	N/A	A. One mandatory reload per stage 1. May be waived by the course of fire 2. Requires exchanging one magazine for another
2.1.2026	25.0	N/A	B. Optics must be slide mounted
2.1.2026	25.0 G	G. Loading devices 1. Must be stowed on shooter’s person unless the Course of Fire says differently	G3. Staging a. Before the start, must be stowed on shooter’s person unless the Course of Fire says differently b. After the start, loading devices are not required to be stowed.

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2.1.2026	25.7 E	N/A	Added: E. Magazine pouches must have physical sides
2.1.2026	25.0 H	Compensated barrels a. Are permitted as long as the gasses do not project to the side.	25.8 B2. Compensated barrels a. Are permitted
2.1.2026	27.5	N/A	Added: LCO –Limited Capacity Pistol, Optic
2.1.2026	27.5 B 27.6 B	B. Any pistol using all loading devices mechanically limited to ten or fewer rounds	B. Any pistol using all loading devices limited to ten or fewer rounds
2.1.2026			
2.1.2026	27.6	27.6 Revolver A. Barrel length of 6 inches or less B. Iron sights only C. Capacity of 6 or fewer rounds.	27.7 Revolver A. Any barrel length is permitted B. Iron sights only C. Capacity of 8 or fewer rounds.
2.1.2026	27.7	27.7 Alternate Divisions A. Shooters must stay in their selected division for the entire match. B. CPO Equipment may be used in FSO. C. CPI Equipment may be used in FSI. D. LCP equipment may be used in FSI or CPI, if barrel limitations are met.	27.8 Match Divisions A. Shooters must stay in their selected division for the entire match. B. Shooters who cannot stay in their selected division for the entire match may continue to shoot but will receive a DNF
2.1.2026	29.6 C	N/A	Added: C. Can only be required to be shot Freestyle
2.1.2026	31.7 A2	A. Freestanding steel targets that rotate beyond 45 degrees but do not fall will be called as a “hit” by the SO 1. Scored as though the steel fell	31.6 A2 is deleted No reshoot will be allowed

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		2. A reshoot will be offered before targets are scored	
2.1.2026	35.2	B. Initial classification 1. Established by shooting a single GPA match 2. Resulting classification applies to the match just shot	B. Initial classification 1. Established by shooting a single GPA match 2. Resulting classification applies to subsequent matches 3. An unclassified shooter does not affect rankings and is not eligible for match awards for that event
2.1.2026	35.4	N/A	Unclassified competitor at a sanctioned match A. May participate B. Will be given a classification for subsequent events according to his final score C. Will not be eligible for trophies or awards for that match
2.1.2026	37.0	Par Calculations	Removed. Will appear in Match Director's Guide at a future date.
2.1.2026	37.0	N/A	Added: 37.0 Junior Shooters
10.1.2025	3.0 D	Non-Strong hand supported	Eliminated
10.1.2025	3.9 B1	3.9 Flashlights A. Handheld flashlights must remain in the shooter's possession while in use B. Weapon-mounted lights 1. Guns so equipped must be within weight limits	3.9 Flashlights A. Handheld flashlights must remain in the shooter's possession while in use B. Weapon-mounted lights must be functional
10.1.2025	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.
10.1.2025	13.1	Fault Lines	G. Shooter earns one PE per array for simply faulting a fault line

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			H. Shooter earns one PE per target for moving beyond a fault line to engage targets
10.1.2025	13.2 B & C	Do Not Pass lines (used primarily in the open)	(PEs clarified) B. Shooter earns one PE per array for simply faulting a “do not pass” line C. Shooter earns one PE per target for moving beyond a “do not pass” line to engage targets
10.1.2025	13.2D		13.2D. Crossing a DNP line to go to another position earns 1 PE
10.1.2025	17.8	Overlays may be used	17.8 Overlays may be used A. Overlays <i>shall</i> be used if a shooter requests that it be done to confirm a call.
10.1.2025	19.1 A5	Not engaging a target with the required number of rounds (incurs a penalty)	The PE for <i>Failure to Engage a target with the required number of rounds</i> is eliminated.
10.1.2025	19.1 B7		Added: (1 PE for) Engaging targets through a vision barrier
10.1.2025	25 A	A. Guns are legal if they make weight and dimensions for their division 1. Gun will be weighed with no magazine inserted	A. Guns are legal if they meet barrel length requirements for their division. There are no weight limitations
10.1.2025	25 A	A. Guns are legal if they make weight and dimensions for their division 1. Gun will be weighed with no magazine inserted	A. Guns are legal if they meet barrel length requirements for their division. There are no weight limitations
10.1.2025	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. 3. Staging a. Before the start, must be stowed on shooter’s person unless the Course of Fire says differently b. After the start, loading devices are not required to be stowed. 4. Magnets may not be the primary retention devices.

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10.1.2025	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 G. Loading devices G. Loading devices 1. No length requirements 2. Loading device holders are not required. 3. Staging a. Before the start, must be stowed on shooter's person unless the Course of Fire says differently b. After the start, loading devices are not required to be stowed. 4. Magnets may not be the primary retention devices.
10.1.2025	27.0	Defines maximum gun weights for each division	Gun weight limitations are eliminated
10.1.2025	27.5	27.5 LCP – Low-Capacity Pistol	Added: 27.5 C – Iron sights only
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> .

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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
4.7.2025	31.6	N/A	31.6 Arbitration A. May be requested by the competitor if he disagrees with a call 1. Must first follow the chain-of-command. a. SO, CSO, MD B. Requires a non-refundable \$100 arbitration fee to be paid upfront by the competitor C. MD will select a committee of three to review the challenge and deliver a decision 1. Committee decision is final
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.	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	13.2 B	Shooter earns one PE for <i>each array</i> engaged ...	Shooter earns one PE for <i>each target</i> 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	1.0	GPA Introduction	Definition revised

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1.9.2025	1.2 C4		Defines “Initial engagement”
1.9.2025	1.2A		1.2 A Definition revised
1.9.2025	3.6 D4	Re: Concealment garments	Deleted
1.9.2025	3.6.A6		Mandatory reshoot if SO gives an incorrect stage briefing.
1.9.2025	3.7	Concealment garments required	Concealment garments are no longer required
1.9.2025	7.1	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	9.2 D1		gfvtttt Added: 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	15.2	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.	Added: 15.2 A. There are no Tactical Priority requirements for targets of this nature
1.9.2025	17.5 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	19 B		Added: 19 B5. Each target not engaged a. Each required shot at a target not taken is scored as a “miss”.
1.9.2025	19.1 C		Added - 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

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			3. Engaged while touching beyond a Do Not Pass line (see 13.2)
1.9.2025	21.3	21.3 A <i>shooter</i> dropping a gun while in a shooting bay	Added: 21.3 A <i>shooter</i> dropping a gun while in a shooting bay A. Receives a DQ, except as noted below 1. If the holster becomes detached with gun in it and the trigger is not exposed
1.9.2025	23.1	23.1 A. All reloads must take place <i>after the first shot and before the last shot.</i>	23.1 A. One mandatory reload per stage 1. May be waived by the course of fire B. Additional reloads may be required by the course of fire
1.9.2025	25.0 F1	Must be concealed by the cover garment	Cover garments are no longer required
1.9.2025	27.1 C 27.2 C 27.3 C 27.4 C 27.5 C	27.1 FSO – Full Size Optic C. <i>48 ounces or less with heaviest magazine.</i>	For all divisions , the gun will be weighed with no magazine inserted.
1.9.2025	29.2 A	A. Between shooting points, the maximum distance that a shooter must move on their own power is 10 yards	A. Between shooting points, the maximum distance that a shooter must move on their own power is 15 yards
1.9.2025	29.6		Added: 29.6 Multiple reloads may be required by the Course of Fire
1.9.2025	29.7 E C		Specific targets may be required to be shot on the move. (See 19.1 B3a E. Must be “in the open.
1.9.2025	29.7A		“Motion” is defined
1.9.2025	29.7	29.7 Specific targets may be required to be shot on the move. (See 19.1 B3a)	Added: 29.7 C – Must be full targets, i.e., no painted hardcover
1.9.2025	31.1	31.1. All targets will be IDPA cardboard targets. A. All cardboard targets require the same number of shots except as in (B) below	31.1. All targets, except for steel , will be IDPA cardboard targets. A. All cardboard targets require the same number of shots except as in (B) below

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		B. One target may require a different number of shots	B. One target may require a different number of shots
1.9.2025	35.0		Classification procedures revised
1.9.2025	35.3	Classification hierarchy A. Platinum 100 or higher B. Gold 80 - 99 C. Silver 65 – 79 D. Bronze 50 - 64 E. Pew-Pewter 35– 49	higher A. Platinum 99 or higher B. Gold 78 - 98 C. Silver 54 - 77 D. Bronze 25 - 53 E. Pew-Pewter 0 - 24
1.9.2025	37.1		Draw and reload times for par calculations revised
1.9.2025	37.2		Added Par Calculation worksheets for 10 and 20 stage matches
6.6.2024	37.0		Reduced Base times for Par calculations
5.24.2024	37.0		Added Par Time calculations
5.24.2024	35.0		Added Classifications
4.28.2024	35.2 C3	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	35.0	Not Applicable	Defines Classifications
4.26.2024	37.0	Not Applicable	Calculating Par Times
4.26.2024	3.6 A5	Not Applicable	Addresses eye and hearing protection
3.19.2024	3.4 E	Added to current rule	10 yard maximum for initial engagement of targets required to be shot while moving
3.19.2024	13.0	Fault Lines	The rule is renamed and “Do Not Pass” lines are defined
3.19.2024	19.1 A4	Leaving a cover position with an unengaged target visible, unless that target is specified	A single PE rather than 1 PE per target
3.19.2024	19.1 A5	This was inadvertently deleted	Leaving an open position with an unengaged target visible to engage a target from cover
3.18.2024	1.2 C4b	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.)

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3.18.2024	13.5		Rewritten as 19.3
3.18.2024	15.1C		Changed to 15.1 B1 - Each target must be fully engaged before shooting another target.
3.18.2024	Added 19.3C		Fault Lines may not also be defined as Do Not Pass lines.
3.18.2024	31.6A	Freestanding steel targets that rotate beyond 45 degrees but do not fall may be called as a "hit" by the SO	Freestanding steel targets that rotate beyond 45 degrees but do not fall will be called as a "hit" by the SO.