

# GPA Rule Revisions

Current Rulebook is version 2026.2.6

Rule Revisions updated on 2026.2.6

| Date     | Rule Number | Current Rule  | Updated Version   |
|----------|-------------|---|---|
| 2.1.2026 | 3.9         | 3.9 Flashlights<br>A. Handheld flashlights must remain in the shooter's possession while in use<br>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<br>a. It is suggested that a timer be used with a random delay of 1 – 4 seconds<br>b. The button to start the timer will be pressed on the "B" in "Standby"<br>(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)<br>1. Unsportsmanlike Conduct<br>2. Eye or hearing protection is <b>deliberately</b> dislodged (See also 19.1 E4)<br>3. May include deliberate or severe rules violations<br>4. May also result in a DQ if the time penalty is deemed to be insufficient | <b>Triple PE's are redefined as Major PE's</b><br>E. MAJOR PE (a non-exclusive list)<br>1. 20 second penalty<br>2. Unsportsmanlike Conduct<br>3. Moving beyond a Do Not Pass line to get to another position<br>4. Eye or hearing protection is <b>deliberately</b> dislodged (See also 19.1 E4)<br>5. May include deliberate or severe rules violations<br>6. May also result in a DQ if the time penalty is deemed to be insufficient |

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|          |         |  | F. Engaging targets at a Do Not Pass line (See 13.2B, C and D)  |
| 2.1.2026 | 19.3    | N/A  | 19.3 Holstering or placing a loaded gun without having the safety engaged<br>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<br>A. Each required shot not taken will be scored as a miss<br>B. If the shooter returns and engages the target, it is scored as it normally would be.<br>C. See 19.1 A4  |
| 2.1.2026 | 21.3    | A shooter dropping a gun while in a shooting bay<br>A. Receives a DQ, except as noted below<br>1. If the holster becomes detached with gun in it and the <b>trigger is not exposed</b><br>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<br>A. Receives a DQdd<br>B. The gun must be retrieved by an SO.  |
| 2.1.2026 | 21.4    | Dropping a gun outside of the shooting bay<br>A. The gun must be retrieved by an SO.<br>1. If clear, they may reholster and continue in the match.<br>2. If the gun is found loaded, they are disqualified.                      | Dropping a gun while not shooting the Course of Fire (See 21.3 A)<br>A. The gun must be retrieved by an SO.<br>1. If clear, they may reholster and continue in the match.<br>2. If the gun is found loaded, they are disqualified.<br>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<br>1. May be waived by the course of fire<br>2. Requires exchanging one magazine for another  |
| 2.1.2026 | 25.0    | N/A  | B. Optics must be slide mounted   |
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| 2.1.2026 | 25.0 G           | G. Loading devices<br>1. Must be stowed on shooter's person unless the Course of Fire says differently   | G3. Staging<br>a. Before the start, must be stowed on shooter's person unless the Course of Fire says differently<br>b. After the start, loading devices are not required to be stowed.                                    |
| 2.1.2026 | 25.7 E           | N/A  | Added: E. Magazine pouches must have physical sides  |
| 2.1.2026 | 25.0 H           | Compensated barrels<br>a. Are permitted as long as the gasses do not project to the side.  | 25.8 B2. Compensated barrels<br>a. Are permitted   |
| 2.1.2026 | 27.5             | N/A  | Added:<br>LCO –Limited Capacity Pistol, Optic  |
| 2.1.2026 | 27.5 B<br>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<br>A. Barrel length of 6 inches or less<br>B. Iron sights only<br>C. Capacity of 6 or fewer rounds.  | 27.7 Revolver<br>A. Any barrel length is permitted<br>B. Iron sights only<br>C. Capacity of 8 or fewer rounds.   |
| 2.1.2026 | 27.7             | 27.7 Alternate Divisions<br>A. Shooters must stay in their selected division for the entire match.<br>B. CPO Equipment may be used in FSO.<br>C. CPI Equipment may be used in FSI.<br>D. LCP equipment may be used in FSI or CPI, if barrel limitations are met. | 27.8 Match Divisions<br>A. Shooters must stay in their selected division for the entire match.<br>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             | N/A  | Added:<br>D. Can only be required to be shot Freestyle   |
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| 2.1.2026  | 31.7 A2 | <p>A. Freestanding steel targets that rotate beyond 45 degrees but do not fall will be called as a “hit” by the SO</p> <ol style="list-style-type: none"> <li>1. Scored as though the steel fell</li> <li>2. A reshoot will be offered before targets are scored</li> </ol>                 | <p>31.6 A2 is deleted<br/>No reshoot will be allowed</p>   |
| 2.1.2026  | 35.2    | <p>B. Initial classification</p> <ol style="list-style-type: none"> <li>1. Established by shooting a single GPA match</li> <li>2. Resulting classification applies to the match just shot</li> </ol>  | <p>B. Initial classification</p> <ol style="list-style-type: none"> <li>1. Established by shooting a single GPA match</li> <li>2. Resulting classification applies to subsequent matches</li> <li>3. An unclassified shooter does not affect rankings and is not eligible for match awards for that event</li> </ol> |
| 2.1.2026  | 35.4    | N/A   | <p>Unclassified competitor at a sanctioned match</p> <ol style="list-style-type: none"> <li>A. May participate</li> <li>B. Will be given a classification for subsequent events according to his final score</li> <li>C. Will not be eligible for trophies or awards for that match</li> </ol>                       |
| 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  | <p>3.9 Flashlights</p> <ol style="list-style-type: none"> <li>A. Handheld flashlights must remain in the shooter’s possession while in use</li> <li>B. Weapon-mounted lights <ol style="list-style-type: none"> <li>1. Guns so equipped must be within weight limits</li> </ol> </li> </ol> | <p>3.9 Flashlights</p> <ol style="list-style-type: none"> <li>A. Handheld flashlights must remain in the shooter’s possession while in use</li> <li>B. Weapon-mounted lights must be functional</li> </ol>   |

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| 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 <b>per array</b> for simply faulting a fault line<br>H. Shooter earns one PE <b>per target</b> 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)<br>B. Shooter earns one PE <b>per array</b> for simply faulting a “do not pass” line<br>C. Shooter earns one PE <b>per target</b> 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<br>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<br>1. Gun will be weighed with no magazine inserted | A. Guns are legal if they meet barrel length requirements for their division.<br><b>There are no weight limitations</b>  |
| 10.1.2025 | 25 A       | A. Guns are legal if they make weight and dimensions for their division<br>1. Gun will be weighed with no magazine inserted | A. Guns are legal if they meet barrel length requirements for their division.<br><b>There are no weight limitations</b>  |
| 10.1.2025 | 25.0       | G. Loading devices  | G. Loading devices<br>1. No length requirements  |

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|           |      | <p>1. Must be stowed on shooter's person unless the Course of Fire says differently</p> <p>2. No length requirements</p> <p>3. Loading device holders are not required.</p> <p>4. Magnets may not be the primary retention devices</p>                           | <p>2. Loading device holders are not required.</p> <p><b>3. Staging</b></p> <p><b>a. Before the start, must be stowed on shooter's person unless the Course of Fire says differently</b></p> <p><b>b. After the start, loading devices are not required to be stowed.</b></p> <p>4. Magnets may not be the primary retention devices.</p>   |
| 10.1.2025 | 25.0 | <p>G. Loading devices</p> <p>1. Must be stowed on shooter's person unless the Course of Fire says differently</p> <p>2. No length requirements</p> <p>3. Loading device holders are not required.</p> <p>4. Magnets may not be the primary retention devices</p> | <p>G. Loading devices</p> <p>1. No length requirements</p> <p>G. Loading devices</p> <p>G. Loading devices</p> <p>1. No length requirements</p> <p>2. Loading device holders are not required.</p> <p><b>3. Staging</b></p> <p><b>a. Before the start, must be stowed on shooter's person unless the Course of Fire says differently</b></p> <p><b>b. After the start, loading devices are not required to be stowed.</b></p> <p>4. Magnets may not be the primary retention devices.</p> |
| 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 | <p>H. Permitted calibers</p> <p>1. 9mm, 38/357, 40/10mm, .45</p>   | <p>H. Permitted calibers</p> <p>1. .380, 9mm, 38/357, 40/10mm, .45</p>  |
| 4.7.2025  | 35.3 |  | Classification ranges revised   |
| 4.7.2025  | 31.6 |  | Arbitration procedure added   |

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| 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<br>Example: Target A=Activator;<br>Target B= hidden (surprise) target; Target C= Static target<br>a. Slicing the pie requires targets to be shot in order: A, then B, then C<br>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   |
| 4.7.2025 | 31.6    | N/A   | 31.6 Arbitration<br>A. May be requested by the competitor if he disagrees with a call<br>1. Must first follow the chain-of-command.<br>a. SO, CSO, MD<br>B. Requires a non-refundable \$100 arbitration fee to be paid upfront by the competitor<br>C. MD will select a committee of three to review the challenge and deliver a decision<br>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  |

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|          |               |   | <p>Example: Target A=Activator;<br/>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   |
| 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> |   | <p>gfvtttt <b>Added:</b> If the SO omits the "Standby" command, the shooter will stop and ask for a restart</p> <p>a. If the shooter does not ask for a restart and elects to continue, no reshoot will be given</p>   |
| 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. | <p><b>Added:</b></p> <p>15.2 A. There are no Tactical Priority requirements for targets of this nature</p>   |

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| 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><br>19 B5. Each target not engaged<br>a. Each required shot at a target not taken is scored as a “miss”.   |
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|          |  |  |   |
|          |  |  |   |
| 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> ...<br>1. Engaged from cover with a tactical priority violation (see 15.)<br>2. Engaged while touching beyond a Fault Line when cover is required, while engaging targets from cover<br>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><br>21.3 A <i>shooter</i> dropping a gun while in a shooting bay<br>A. Receives a DQ, except as noted below<br>1. If the holster becomes detached with gun in it and the <b>trigger is not exposed</b>   |
| 1.9.2025 | <b>23.1</b>  | 23.1<br>A. All reloads must take place <i>after the first shot and before the last shot.</i> | 23.1<br>A. One mandatory reload per stage<br>1. May be waived by the course of fire<br>B. Additional reloads may be required by the course of fire  |
| 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><br><b>27.2 C</b><br><b>27.3 C</b><br><b>27.4 C</b> | 27.1 FSO – Full Size Optic<br>C. <i>48 ounces or less with heaviest magazine.</i>            | <b>For all divisions</b> , the gun will be weighed with no magazine inserted.   |

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|           | <b>27.5 C</b>   |  |   |
| 1.9.2025  | <b>29.2 A</b>   | A. Between shooting points, the maximum distance that a shooter must move on their own power<br><br>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  | <b>29.6</b>     |  | <b>Added:</b><br>29.6 Multiple reloads may be required by the Course of Fire  |
| 1.9.2025  | <b>29.7 E C</b> |  | Specific targets may be required to be shot on the move. (See 19.1 B3a E. Must be “in the open.   |
| 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>     | 31.1. All targets will be IDPA cardboard targets.<br>A. All cardboard targets require the same number of shots except as in (B) below<br>B. One target may require a different number of shots | 31.1. All targets, <b>except for steel</b> , will be IDPA cardboard targets.<br>A. All cardboard targets require the same number of shots except as in (B) below<br>B. One target may require a different number of shots |
| 1.9.2025  | <b>35.0</b>     |  | Classification procedures revised   |
| 1.9.2025  | <b>35.3</b>     | Classification hierarchy<br>A. Platinum 100 or higher<br>B. Gold 80 - 99<br>C. Silver 65 – 79<br>D. Bronze 50 - 64<br>E. Pew-Pewter 35– 49   | A. Platinum 99 or higher<br>B. Gold 78 - 98<br>C. Silver 54 - 77<br>D. Bronze 25 - 53<br>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   |

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| 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.  |
| 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. |