

GPA Rule Revisions

Current Rulebook is version 2026.3.26

Rule Revisions updated on 2026.3.26

Date	Rule Number	Current Rule	Updated Version
3.26.2026	1.2 D3	N/A	(Sight Pictures) 1.2 D3. May only be taken with an unloaded gun
3.26.2026	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
3.26.2026	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)
3.26.2026	11.1	11.1 Hard Cover	11.1 Hard Cover (Solid wall, barrels, vehicle, etc.)
3.26.2026	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.
3.26.2026	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)
3.26.2026	13.2 F	N/A	Materials used to designate Do Not Pass lines must be significantly different than those used for Fault Lines
3.26.2026	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)
3.26.2026	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

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			F. Engaging targets at a Do Not Pass line (See 13.2B, C and D)
3.26.2026	19.3	N/A	19.3 Holstering or placing a loaded gun without having the safety engaged A. First time – PE, Second time – DQ
3.26.2026	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
3.26.2026	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.
3.26.2026	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
3.26.2026	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
3.26.2026	25.0	N/A	B. Optics must be slide mounted
3.26.2026	25.0 G	G. Loading devices	G3. Staging

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		1. Must be stowed on shooter's person unless the Course of Fire says differently	<p>a. Before the start, must be stowed on shooter's person unless the Course of Fire says differently</p> <p>b. After the start, loading devices are not required to be stowed.</p>
3.26.2026	25.7 E	N/A	Added: E. Magazine pouches must have physical sides
3.26.2026	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
3.26.2026	27.5	N/A	Added: LCO –Limited Capacity Pistol, Optic
3.26.2026	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
3.26.2026			
3.26.2026	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.
3.26.2026	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
3.26.2026	29.6	N/A	Added: D. Can only be required to be shot Freestyle
3.26.2026	31.7 A2	A. Freestanding steel targets that rotate beyond 45 degrees but	31.6 A2 is deleted No reshoot will be allowed

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		do not fall will be called as a “hit” by the SO 1. Scored as though the steel fell 2. A reshoot will be offered before targets are scored	
3.26.2026	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
3.26.2026	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
3.26.2026	37.0	Par Calculations	Removed. Will appear in Match Director’s Guide at a future date.
3.26.2026	37.0	N/A	Added: 37.0 Junior Shooters