# GPA
## PAR TIME, SCORE INDEX, and CLASSIFICATIONS

*Par time* for each stage is an estimate of the time it will take for high level shooters to complete that stage. There is a formula that assigns a time value to each element of the stage design. Par time is the total of those values.

**The _Draw_** of a stage is 1.0 (seconds), which includes either a draw or to pick the gun up from a designated starting location, such as a table or a barrel.

**The _Reload_** is for EACH required reload in the stage design. Unless otherwise stated, 1 reload per stage is required BUT if you reside or participate in New Jersey or the like, then 10 round magazines requirements may cause 2 reloads to be needed based on round count for the stage.

**_Shots_,** this is the required number of shots to be taken on targets.

**_Position Changes (PC)_,** is how many times movement is needed to get to a position that allows you to engage targets. If, for example, you start centered on a wall and must move 2 feet to P1, this is one position change. Moving from P1 to engage a target in the open would be a second position change. This would count as 2 position changes since you must change position to engage the open target.

**_Style_** factors are always applied per required shot. The *Style* Factor adds .3 for **each shot required**: head shots, for steel plates shot (not poppers), *Strong Hand* (SHO) or *Weak Hand Only* (WHO), and each shot required to be performed while "on the move."

**The _Complexity Factor (CF)_,** is anything *required* that might cause the engagement to slow down. This will vary from stage to stage and there may be multiple complexity factors applied to each stage. Each complexity factor will be multiplied by 2.0. Examples might include tightly spaced non-threats, long distance targets, awkward shooting positions, unloaded start or numerous other items. Note: CFs are situational and NOT tied to specific shot / target counts.

# Par Calculations for a Three Stage Match

**GPA Stage / String Par Calculator**

|  |  |  |  |  |  | Calculated Match Par: | 51.0 |
| --- | --- | --- | --- | --- | --- | --- | --- |

| | Draw | Reloads | Shots | PC | | Style | CF | Complex Factor | Par |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| | 1 | 1.5 | 0.4 | 2 | | 0.3 | 2 | Description | Total |
| | | | (*) | (**) | | (*) | | | |
| # | 1 | 1 | 21 | 4 | | 6 | 3 | Distance, non threats, tight | |
| ir | 1.0 | 1.5 | 8.4 | 8.0 | | 1.8 | 6.0 | lean | 26.7 |
| # | 1 | 0 | 14 | 0 | | 4 | 0 | | |
| ir | 1.0 | 0.0 | 5.6 | 0.0 | | 1.2 | 0.0 | | 7.8 |
| # | 1 | 1 | 20 | 2 | | | 1 | | |
| ir | 1.0 | 1.5 | 8.0 | 4.0 | | 0.0 | 2.0 | Gun in drawer | 16.5 |

If these three stages constituted a match, then the par for the match would be 26.7 + 7.8 + 16.5 for a match par of 51.

# Score Index

**SCORE INDEX** is determined by dividing match par by match result times 100
 - If someone completes the above match with a result of 42.7 his Score Index would be: (51÷42.7=1.1943) X 100 = **119.43**
 - If another shooter completes the match with a result 91.7, his Score Index would be: (51÷91.7=.5561) X 100 = **55.61**

**GPA's CLASSIFICATION** hierarchy is based on Score Index.

 Platinum: 99 or higher  Gold: 78 – 98.99  Silver: 54 – 77.99  Bronze: 25.0 – 53.99
Pew-Pewter: 0 – 24.99

Unlike golf, the better you shoot, the higher your **score index** will be and the higher you will be classified!

While this allows you to compare your scores to anyone in GPA it also allows you to look within your own division for a more detailed view of where you stand.