

GPA Rule Revisions

Current Rulebook is version 2026.4.24

Rule Revisions updated on 2026.4.24

| Date | Rule Number | Current Rule | Updated Version |
|-----------|-------------|--|--|
| 4.24.2026 | 1.2 B6 | | 6. Rounds fired while shooting a target in the back will not be counted (See 31.1C) |
| 4.24.2026 | 19.1 D3 | D. Double PE examples (a non-exclusive list) 1. Failure to perform a mandatory reload 2. Not going prone or taking a knee when required to do so | D. Double PE examples (a non-exclusive list) 1. Failure to perform a mandatory reload 2. Not going prone or taking a knee when required to do so 3. In LCO or LCI, loading magazines with more than 10 rounds (See 27.5 and 27.6) |
| 4.24.2026 | 27.9 | | 27.9 Competitors with state mandated magazine restrictions A. May use their highest LCO or LCI classification for a different division in one out-of-state match 1. Can only register for FSO, FSI, CPO or CPI in a match occurring in a state without those magazine restrictions 2. This score will determine their FSO, FSI, CPO or CPI classification for any subsequent matches in that division |
| 4.24.2026 | 31.1 C | | C. Targets will be placed with the front of the target towards the engagement position 1. If a target is placed with the back facing the engagement position, it will be shot as normal |
| 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" <i>(Random delay no longer required)</i> |

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| 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) <ul style="list-style-type: none"> 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) <ul style="list-style-type: none"> 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) |
| 3.26.2026 | 19.3 | N/A | 19.3 Holstering or placing a loaded gun without having the safety engaged <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> A. Receives a DQ, except as noted below | A shooter dropping a gun after the “Make Ready” and before the “Range Is Clear” commands <ul style="list-style-type: none"> A. Receives a DQdd B. The gun must be retrieved by an SO. |

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| | | <p>1. If the holster becomes detached with gun in it and the trigger is not exposed</p> <p>B. The gun must be retrieved by an SO.</p> | |
| 3.26.2026 | 21.4 | <p>Dropping a gun outside of the shooting bay</p> <p>A. The gun must be retrieved by an SO.</p> <p>1. If clear, they may reholster and continue in the match.</p> <p>2. If the gun is found loaded, they are disqualified.</p> | <p>Dropping a gun while not shooting the Course of Fire (See 21.3 A)</p> <p>A. The gun must be retrieved by an SO.</p> <p>1. If clear, they may reholster and continue in the match.</p> <p>2. If the gun is found loaded, they are disqualified.</p> <p>3. If a gun is retrieved by anyone other than an SO, that person will be disqualified</p> |
| 3.26.2026 | 23.1 A2 | N/A | <p>A. One mandatory reload per stage</p> <p>1. May be waived by the course of fire</p> <p>2. Requires exchanging one magazine for another</p> |
| 3.26.2026 | 25.0 | N/A | B. Optics must be slide mounted |
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| 3.26.2026 | 25.0 G | <p>G. Loading devices</p> <p>1. Must be stowed on shooter's person unless the Course of Fire says differently</p> | <p>G3. Staging</p> <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 | <p>Compensated barrels</p> <p>a. Are permitted as long as the gasses do not project to the side.</p> | <p>25.8 B2. Compensated barrels</p> <p>a. Are permitted</p> |
| 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 |

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| 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 |
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| 3.26.2026 | 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 2. A reshoot will be offered before targets are scored | 31.6 A2 is deleted No reshoot will be allowed |
| 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 |

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| | | | 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 |
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