

APPENDIX A1: IPSC Match Levels

Key: R = Recommended, M = Mandatory

	Level I	Level II	Level III	Level IV	Level V
1. Must follow latest edition IPSC rules	M	M	M	M	M
2. Competitors must be individual members of their IPSC Region of residence (see Section 6.5)	R	M	M	M	M
3. Match Director	M	M	M	M	M
4. Range Master (actual or designated)	M	M	M	M	M
5. Range Master approved by Regional Director	R	R	M	R	R
6. Range Master approved by IPSC Executive Council				M	M
7. One Chief Range Officer per Area	R	R	R	M	M
8. One NROI official per stage	R	R	M	M	M
9. One IROA official per stage			R	M	M
10. IROA Stats Officer			R	M	M
11. One Range Staff (target restorer) for each 6 rounds	R	R	R	R	R
12. COF approval by Regional Director	R	R	M		
13. COF approval by IPSC committee			M	M	M
14. IPSC sanctioning (see Point 24 below)			M	M	M
15. Chronograph		R	R	M	M
16. Three month advance registration with IPSC			M		
17. IPSC Assembly approval on three year cycle				M	M
18. Inclusion in IPSC Match Calendar			M	M	M
19. Post match reports to IROA			M	M	M
20. Recommended minimum rounds					
Handgun	40	80	150	300	450
Rifle (see Rule 1.2.1)	40	80	150	200	250
Shotgun	40	80	150	200	250
21. Number of stages					
Handgun	-	-	-	24	30
Recommended minimum stages					
Handgun	3	6	12	-	-
Rifle	3	6	12	24	30
Shotgun	3	6	12	24	30
22. Recommended minimum competitors					
Handgun	10	50	120	200	300
Rifle	10	50	120	200	300
Shotgun	10	50	120	200	300
23. Match rating (points)	1	2	3	4	5

24. International sanctioning of Level I and Level II matches is not required. However, each Regional Director is entitled to establish his own criteria and procedures for sanctioning of such matches held within his own Region.

APPENDIX A2: IPSC Recognition

Prior to the commencement of a match, the organizers must specify which Division(s) will be recognized.

Unless otherwise specified, IPSC sanctioned matches will recognize Divisions and Categories based on the number of registered competitors who actually compete in the match, including competitors disqualified during the match (e.g. if a Division at a Level III match has 10 competitors, but one or more are disqualified during the match, the Division will continue to be recognized), based on the following criteria:

1. Divisions:

Level I & II A minimum of 5 competitors per Division (recommended).
Level III A minimum of 10 competitors per Division (mandatory).
Level IV & V A minimum of 20 competitors per Division (mandatory).

2. Categories:

Division status must be achieved before Categories are recognized.

All level matches A minimum of 5 competitors per Division Category (see approved list below).

3. Individual Categories:

Categories approved for individual recognition by Division are as follows:

- (a) Lady Competitors of the female gender.
- (b) Super Junior Competitors who are under the age of 16 on the first day of the match. A Super Junior has the option of electing to shoot in Junior Category, but not in both. If there are insufficient competitors for Super Junior Category to be recognized, all competitors registered in this Category will automatically be transferred to Junior Category.
- (c) Junior Competitors who are under the age of 21 on the first day of the match.
- (d) Senior Competitors who are over the age of 50 on the first day of the match.
- (e) Super Senior Competitors who are over the age of 60 on the first day of the match. A Super Senior has the option of electing to shoot in Senior Category, but not in both. If there are insufficient competitors for Super Senior Category to be recognized, all competitors registered in this Category will automatically be transferred to Senior Category.

4. Team Categories:

IPSC matches may recognize the following for team awards:

- (a) Regional teams by Division.
- (b) Regional teams by Division for Lady Category.
- (c) Regional teams by Division for Super Junior Category.
- (d) Regional teams by Division for Junior Category.
- (e) Regional teams by Division for Senior Category.
- (f) Regional teams by Division for Super Senior Category.
- (g) Regional teams by Family.

Family Teams consist of two members, one being a Junior and the other either a parent or grandparent of the Junior. Notwithstanding Rules 6.4.2 and 6.4.2.1, the two team members may compete in different Divisions and a female individually registered as "Lady" may participate as the Junior provided that she satisfies the Junior age limit. Family Team results will be calculated by adding the match percentiles attained by the two members.

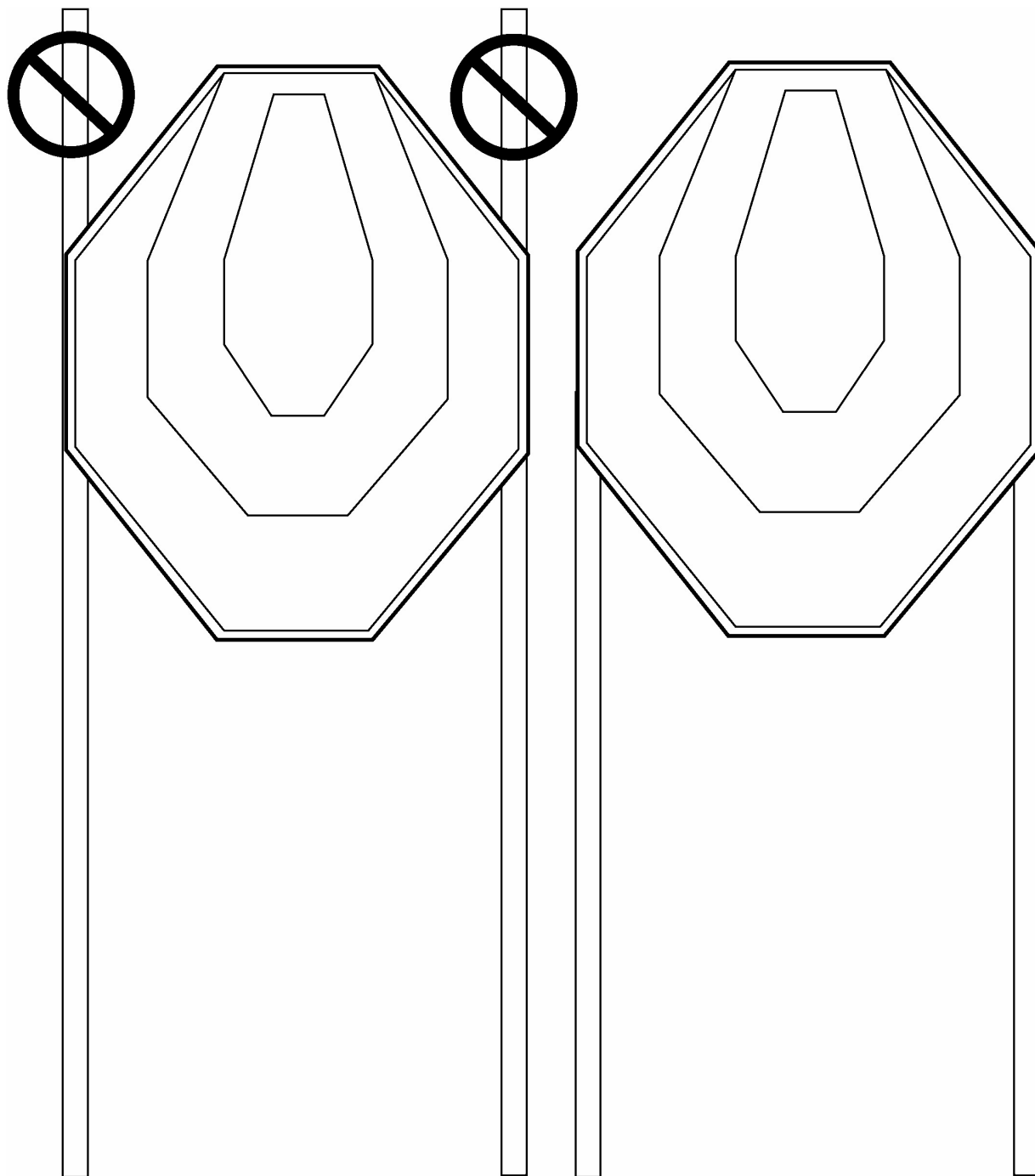
APPENDIX A3: Shoot-Off Elimination Table

Top 16	Quarter Final	Semi-Final	Finals	Awards
(Single Elimination)			(Best of 3)	
1	Winner	Winner A	Winner	CHAMPION & 2nd Place
15				
9	Winner			
7				
5	Winner	Winner B		
13				
11	Winner			
3				
4	Winner	Winner C		
12				
14	Winner			
6				
8	Winner	Winner D		
10				
16	Winner			
2				
			Loser A/B	3rd Place
			Loser C/D	

APPENDIX A4: Approved Stage Ratios

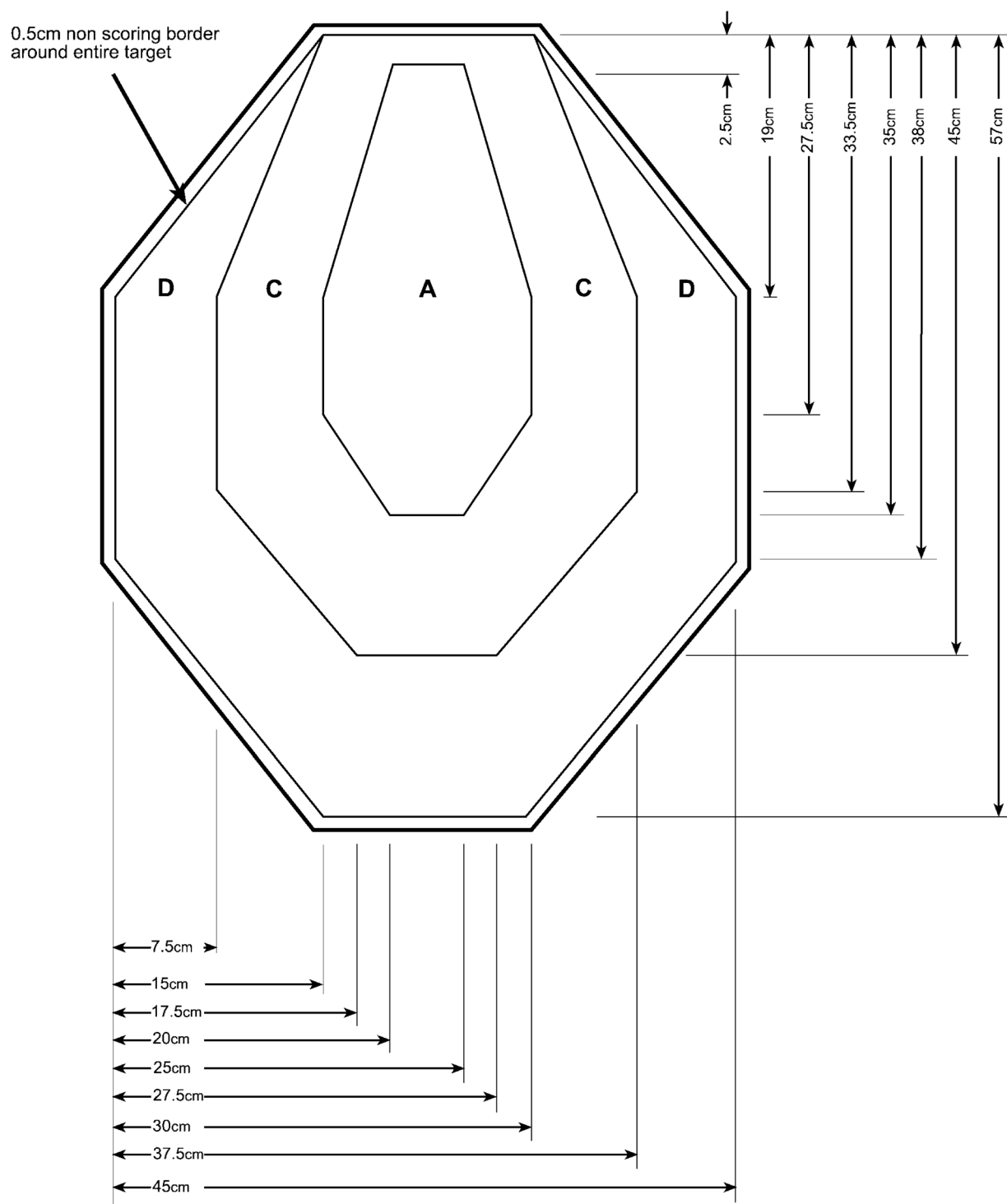
Stages	Short	Medium	Long
12	6	4	2
13	7	4	2
13	6	5	2
14	7	5	2
14	8	4	2
14	6	6	2
15	8	5	2
15	7	6	2
16	8	6	2
16	9	5	2
17	9	6	2
18	9	6	3
19	10	6	3
19	9	7	3
20	10	7	3
20	11	6	3
20	9	8	3
21	11	7	3
21	10	8	3
22	11	8	3
22	12	7	3
23	12	8	3
24	12	8	4
25	13	8	4
25	12	9	4
26	13	9	4
26	14	8	4
26	12	10	4
27	14	9	4
27	13	10	4
28	14	10	4
28	15	9	4
29	15	10	4
30	15	10	5

APPENDIX B1: Target Presentation



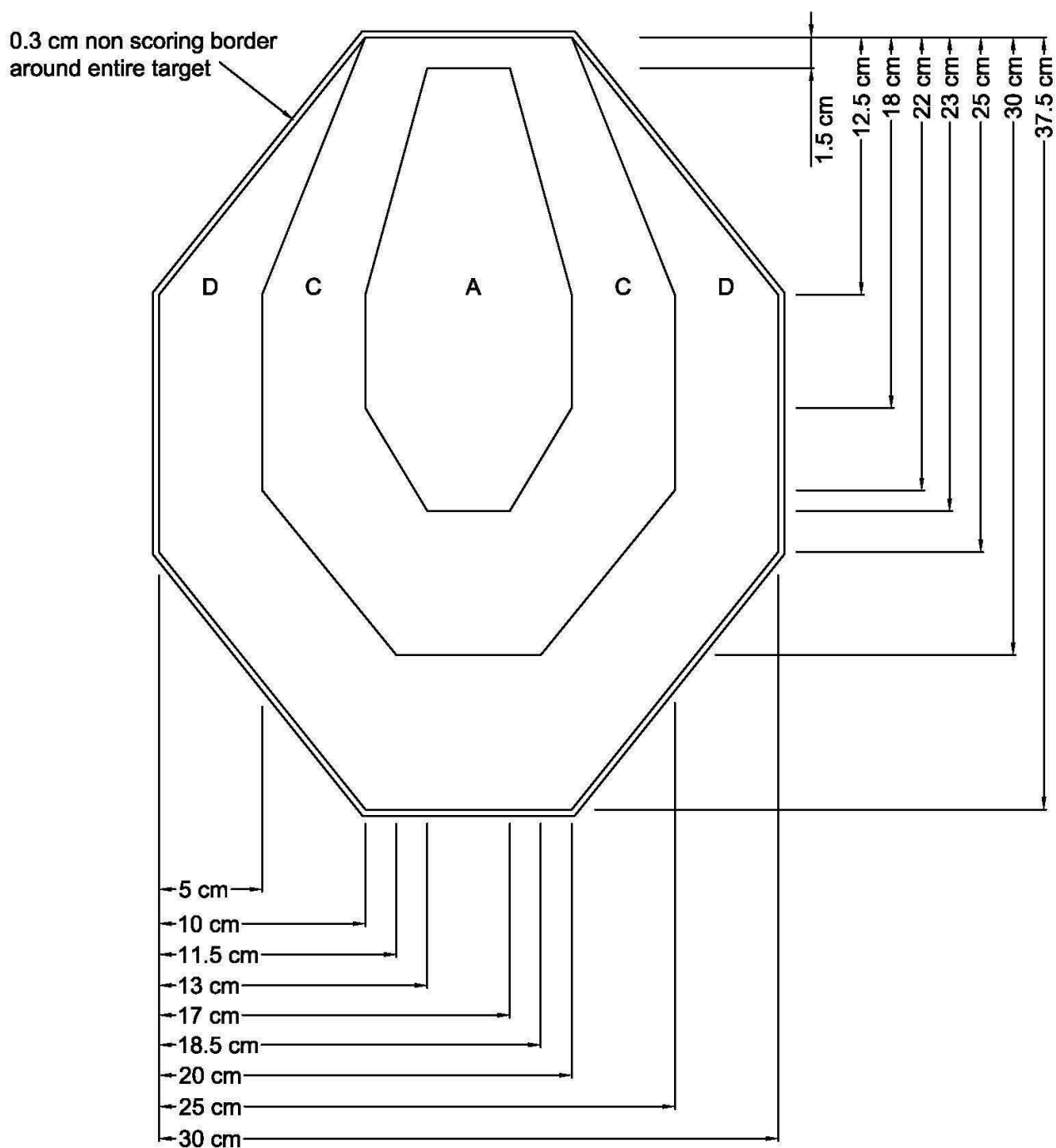
Cutting the tops off the sticks provides an improved visual appearance.

APPENDIX B2: IPSC Target



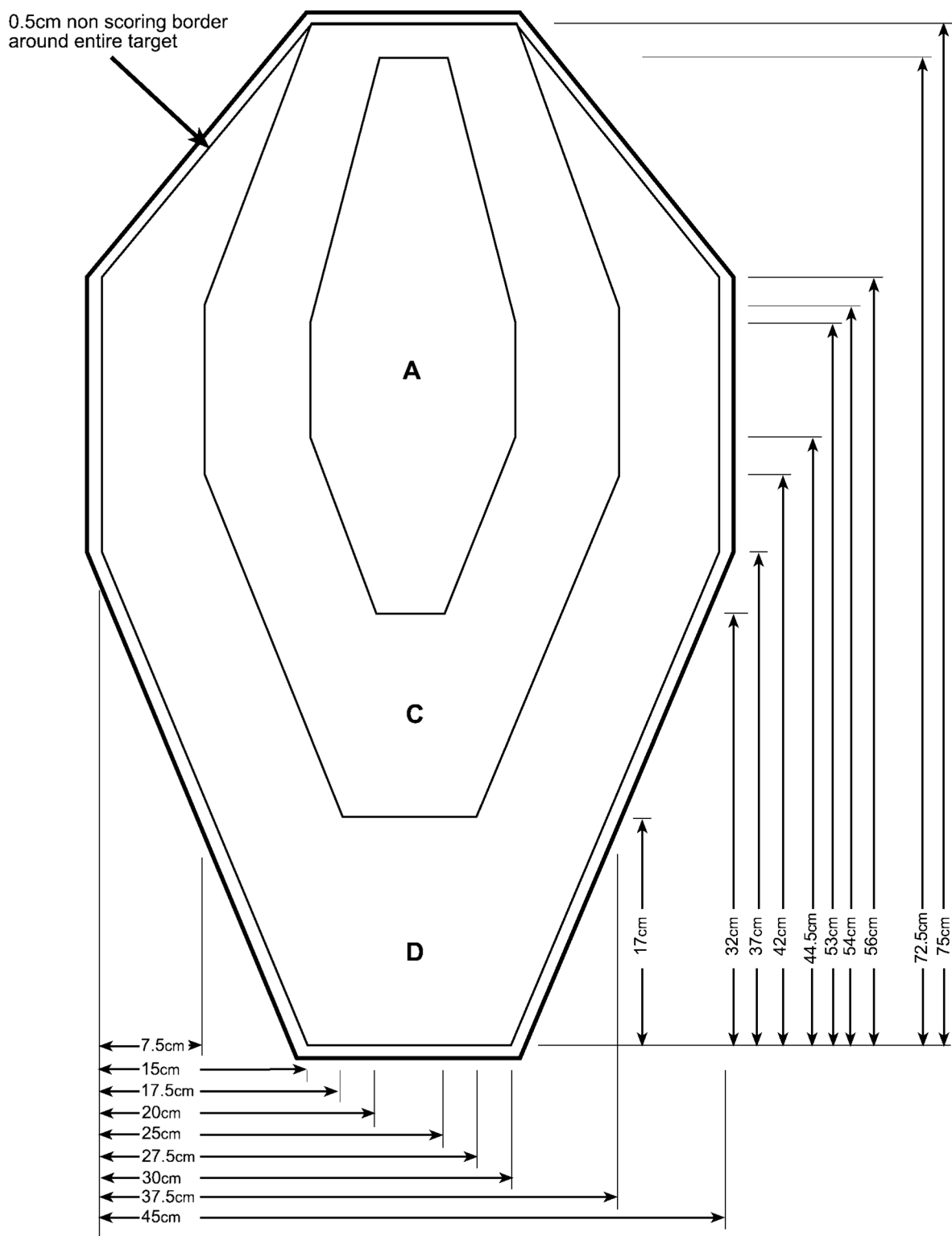
Scoring	
Zone	Major
A	5
C	4
D	2

APPENDIX B3: IPSC Mini Target



Scoring	
Zone	Major
A	5
C	4
D	2

APPENDIX B4: IPSC Universal Target



Scoring	
Zone	Major
A	5
C	4
D	2

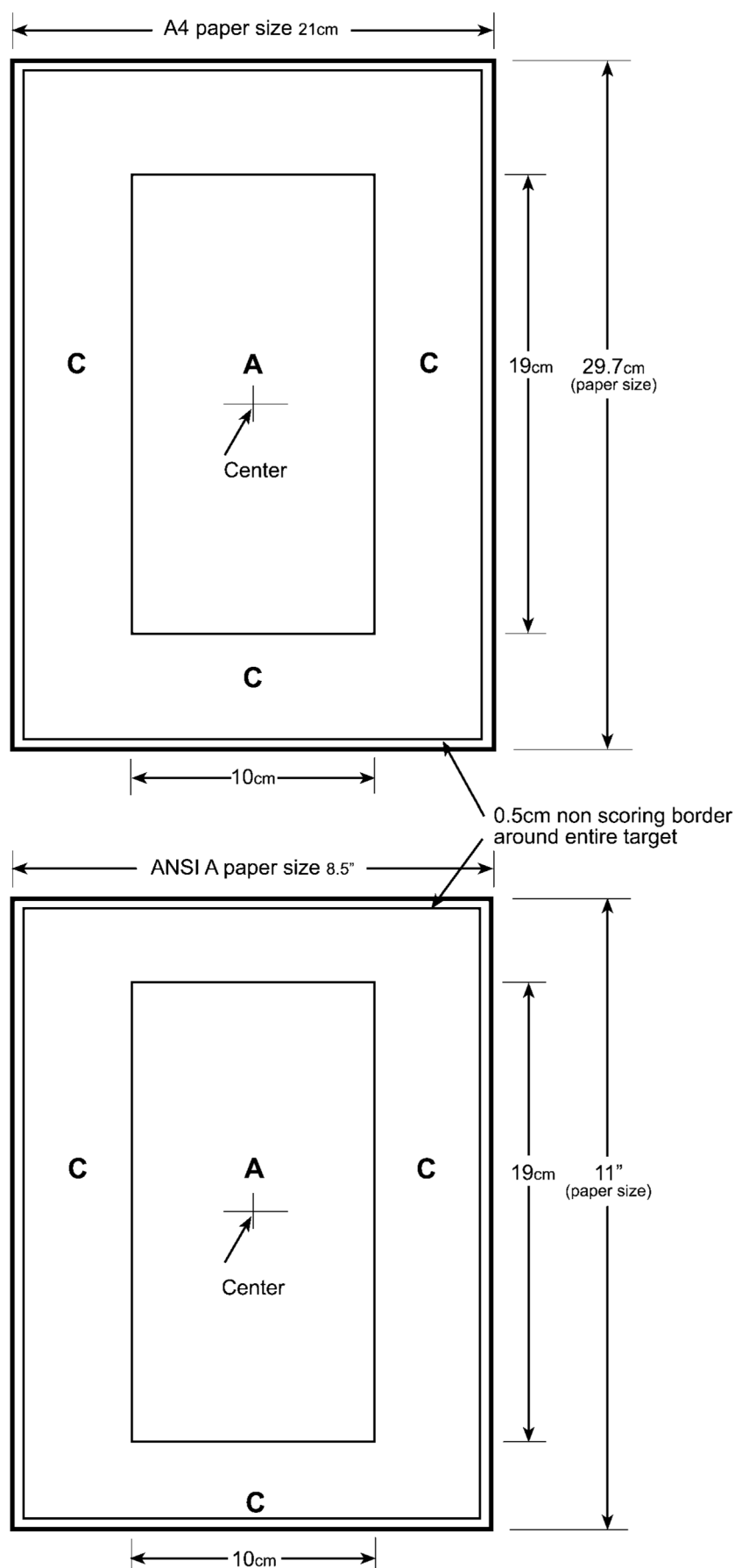
APPENDIX B5: IPSC A4/A Target

Scoring:

A Zone: 5 points
C Zone: 4 points

Note:

The center of the A Zone is positioned exactly over the center of the paper being used



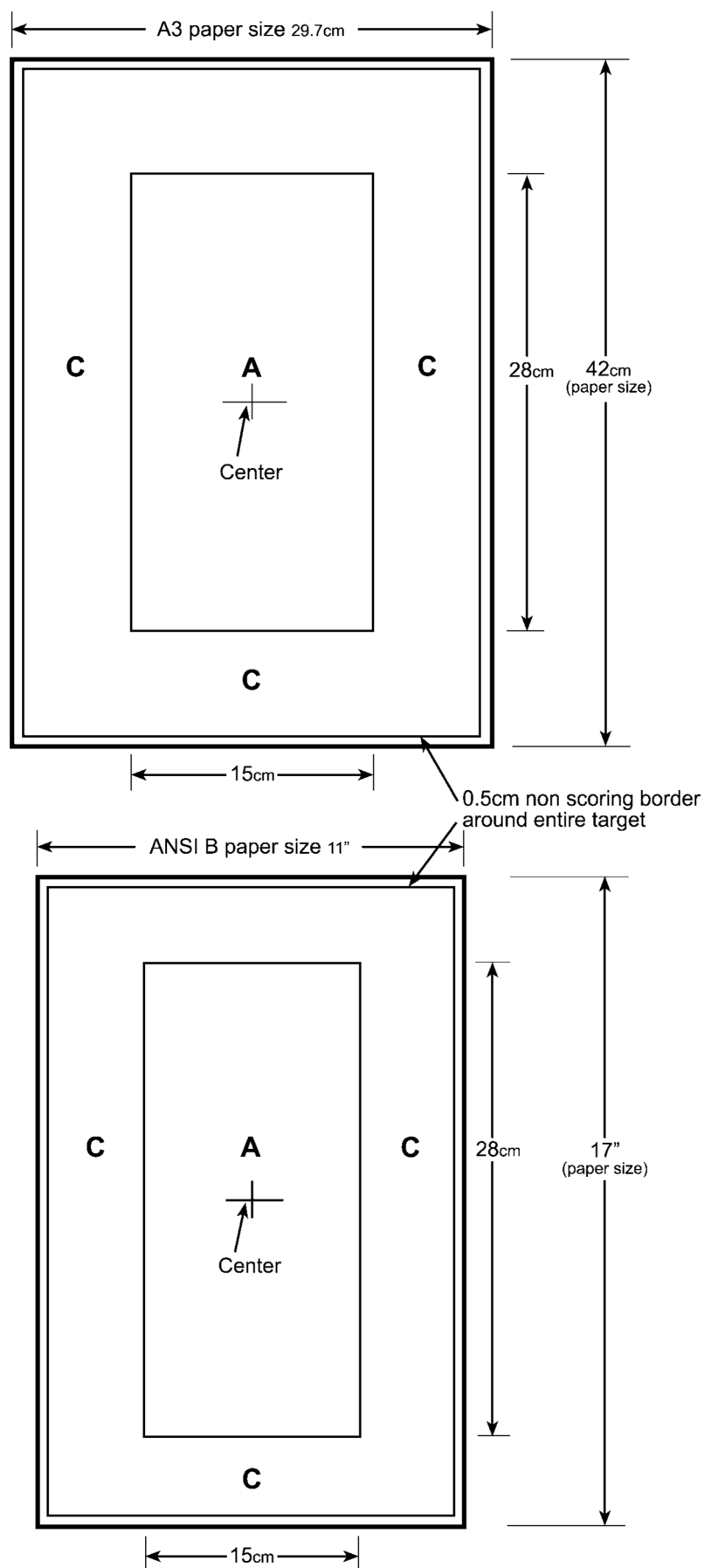
APPENDIX B6: IPSC A3/B Target

Scoring:

A Zone: 5 points
C Zone: 4 points

Note:

The center of the A Zone is positioned exactly over the center of the paper being used



APPENDIX C1: Target Calibration and Testing

1. The Range Master must designate a specific supply of ammunition and one or more firearms to be used as official calibration tools by officials authorized by him to serve as testing officers.
2. The manufacturer's data for the test ammunition will be assumed to be accurate and will not be subject to any protest.
3. Once the supply of ammunition and the designated firearm have been approved by the Range Master, they are not subject to challenge by competitors.
4. The Range Master must make arrangements prior to the commencement of a match so as to be satisfied that all metal targets will fall, and frangible targets will break, when properly hit and he will determine which of these targets he considers necessary to be tested. Testing is only likely to be necessary on longer distance targets or for targets that are in the close proximity to no-shoots. In the former case to ascertain that they will fall, or break, when properly hit and in the latter to confirm that it is indeed possible to successfully shoot the scoring target without incurring a penalty because of the pattern spread of the shot (birdshot and buckshot ammunition).
5. The Range Master must make arrangements prior to the commencement of a match so as to be satisfied that any paper targets or frangible targets in close proximity to any no-shoot can be successfully shot when required without incurring a penalty because of the pattern spread of the shot. He will determine which of these targets he considers necessary to be tested.
6. Unobstructed metal targets must be set to fall when adequately hit within the calibration zone from a designated firearm using the calibration ammunition. Calibration zones for poppers are indicated in the diagrams in the following pages. The calibration or test zone for other unobstructed metal targets is the centre of the target. The testing officers, in consultation with the Range Master if considered necessary, will determine whether each test shot results in an adequate hit and is subject to the following points:
 - (a) It may be that not all of the shot pattern hits the target but the centre of the pattern should approximately strike the centre of the zones described above.
 - (b) If the target does not fall when properly hit, it must be re-calibrated/re-tested, if necessary the target must be moved until a successful test is accomplished.
 - (c) All testing, including testing as provided for in 8(c) below, is to be conducted from the closest and easiest point (directly up range) from where a competitor could engage the target.
7. Prior to the commencement of a match for any target that is in close proximity to no-shoots a test shot should be fired to determine that the target can be successfully shot for score without incurring penalty. If, in the opinion of the testing official, a failed attempt was as a result of poor marksmanship or insufficient allowance for the spread of shot then 2 additional shots must be fired, both of which must be successful else the target, or the no-shoot must be moved until a successful test is accomplished.
8. If, during a course of fire, a metal target does not fall when hit, a competitor has three alternatives:
 - (a) The target is shot again until it falls. In this case, no further action is required and the course of fire is scored "as shot".
 - (b) The target is left standing but the competitor does not request the target to be tested. In this case, no further action is required and the course of fire is scored "as shot", with the subject target scored as a miss.
 - (c) The target is left standing and the competitor requests the target to be tested. In this case, the target and the surrounding area on which it stands must not be touched or interfered with by any person. If a Match Official violates this rule, the competitor must re-shoot the course of fire. If the competitor or any other person violates this rule, the target will be scored as a miss and the rest of the course of fire will be scored "as shot". A competitor is permitted a maximum of 3 requests for testing during a match of up to (and including) 15 stages and to a maximum of 4 requests for testing during a match of over 15 stages.
 - (d) If the popper falls for any other reason (e.g. wind action), before it can be calibrated, a reshoot must be ordered.

9. When testing is requested under 8(c) above, the testing officer will visually inspect the target for obstructions that may have prevented proper operation. Then, if no obstruction is found the following will apply:
- (a) If the first shot fired by the testing officer hits the calibration zone of a metal target, or below, and the target falls, the target is deemed to be properly calibrated, and it will be scored as a miss.
 - (b) If the first shot fired by the testing officer adequately hits the calibration zone of a metal target (see also (d) below) and the target does not fall, the target is deemed to have failed, and the competitor must be ordered to re-shoot the course of fire, once the target has been recalibrated.
 - (c) If the first shot fired by the testing officer adequately hits below the calibration zone of a metal target and the target does not fall, the calibration test is deemed to have failed, and the competitor must be ordered to re-shoot the course of fire.
 - (d) For targets in close proximity to no-shoots and where it is not possible to centre the pattern of the shot without incurring a penalty, the testing officer will determine whether the test shot resulted in an adequate hit. The testing officer's decision cannot be protested.
 - (e) If the first shot fired by the testing officer misses the target altogether, another shot must be fired until either 9(a), 9(b), 9(c) or 9(d) occurs.

Test Gun Specification:

Caliber: 12 gauge.

Maximum barrel length – 66 cms.

True cylinder or open choked barrel.

Any action type.

Test Cartridge Specification:

All ammunition used in a match is required to conform to a minimum PF of 480 and it is the competitor's responsibility to choose appropriate cartridges. However, for calibration and testing purposes the cartridge specifications below will apply.

In the absence of there being a readily available supply of cartridges that conform to the test specifications then hand loaded cartridges that meet the required specifications should be used. In exceptional circumstances other factory produced cartridges closest to the required specifications may be used but must be clearly stated on all match literature in accordance with Rule 5.8.3.

For Birdshot Courses of Fire

Diameter of shot to be between 2.54 mm (0.10 inch) – 2.28 mm (0.09 inch).

Maximum total weight of shot (pellets): 28.3 grams (1 ounce).

The manufacturer's stated velocity is to be less than 1300 fps.

(This equates to a maximum PF of 568).

See Rule 5.8.3.

For Buckshot Courses of Fire

Buckshot: OO or local equivalent.

Max of 9 pellets per cartridge.

Manufacturers stated velocity to be between 1350 – 1120 fps (lower velocities in the permitted range are preferred for testing).

(This equates to a PF of 584 – 484 with 28 gram loads).

For Slug Courses of Fire

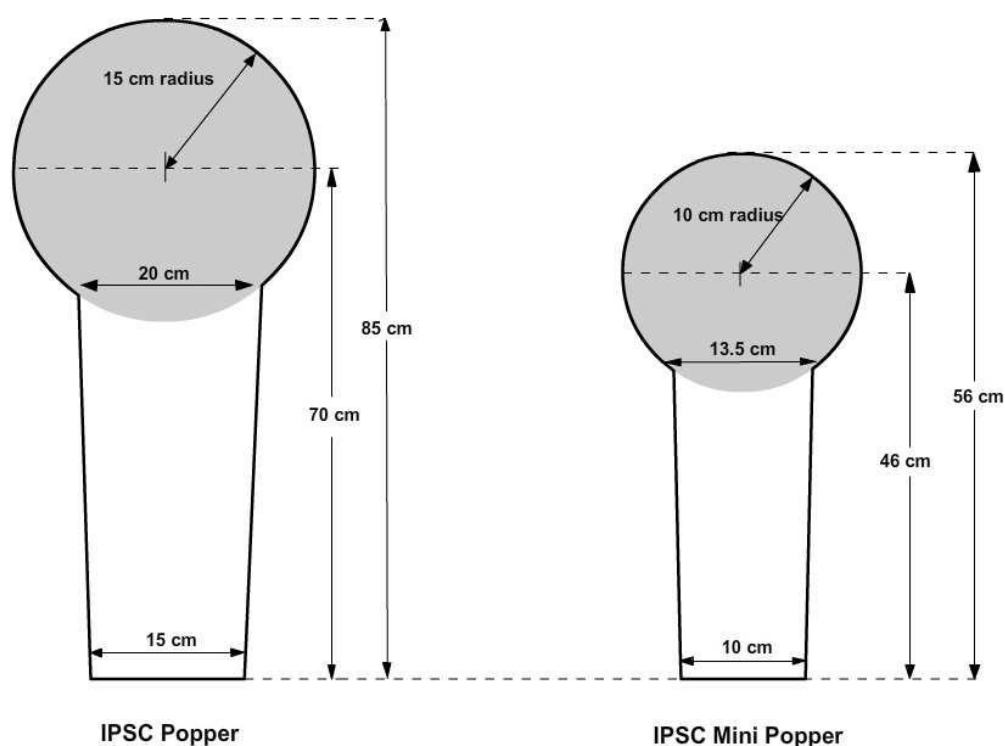
Max weight of slug 28.3 grams (1 ounce).

Maximum power factor to be less than 590 as calculated from manufacturer's stated data. (A PF of around 520 or less is preferred).

APPENDIX C2: IPSC Poppers

HANDGUN		RIFLE / SHOTGUN
5 points	Scoring Minor / Major	5 or 10 points (Rules 9.4.1.1 & 9.4.1.2)
Minus 10 points	Penalty Miss / No-Shoot	Minus 10 points

The calibration zone for each popper is indicated by the shaded area.



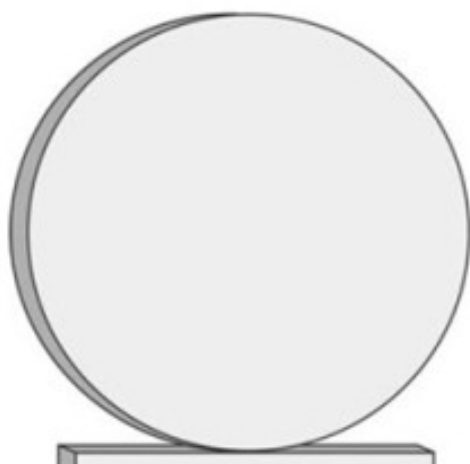
Tolerance +/- 0.5 cm

Metal targets and no-shoots which can accidentally turn edge-on or sideways when hit are expressly prohibited. Using them may result in the withdrawal of IPSC sanction (see Rule 4.3.1.1).

APPENDIX C3: IPSC Metal Plates

HANDGUN			RIFLE / SHOTGUN	
5 points			5 or 10 points (Rules 9.4.1.1 & 9.4.1.2)	
Minus 10 points			Minus 10 points	
Round	Rectangular	Dimensions	Round	Rectangular
20 cm Ø	15x15 cm	Minimum	15 cm Ø	15x15 cm
30 cm Ø	30x30 cm	Maximum	30 cm Ø	45x30 cm

RIFLE		
Target Distance	Test Firing (Rule 2.5.3)	
50 – 100 m	15 cm Ø	15x15 cm
101 – 200 m	20 cm Ø	20x20 cm
201 – 300 m	30 cm Ø	30x30 cm
Distances and sizes must be clearly indicated		



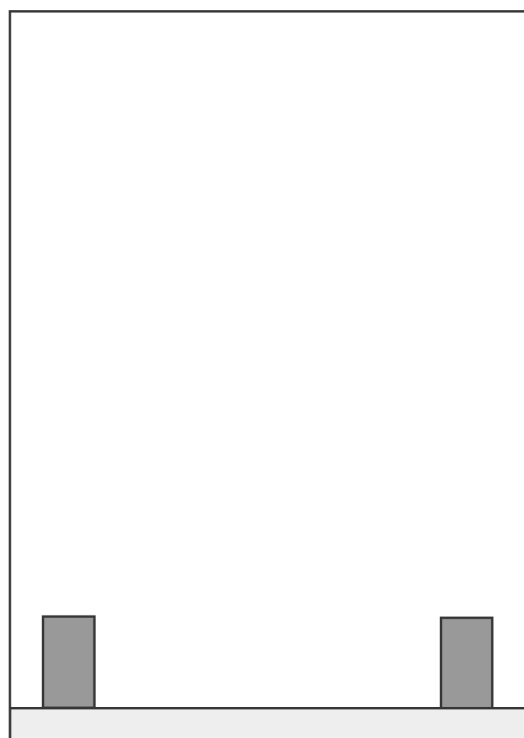
Important Construction Notes

Metal plates which can accidentally turn edge-on or sideways when hit are expressly prohibited. Using them may result in the withdrawal of IPSC sanction (see Rule 4.3.1.1).

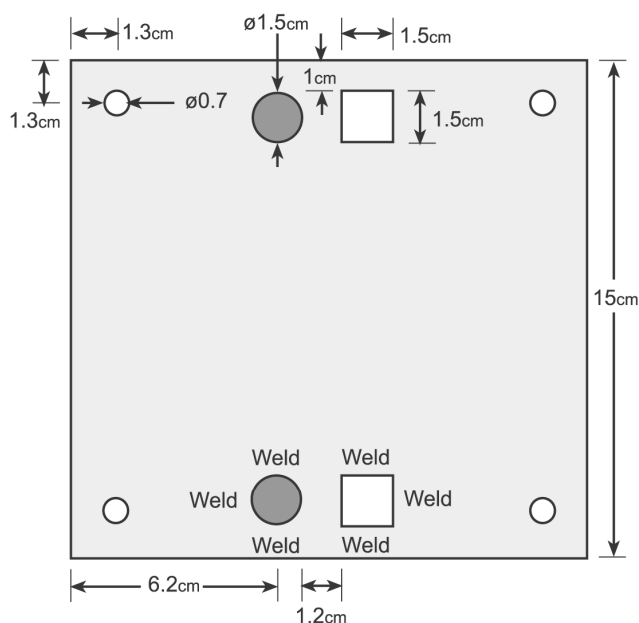
For Handgun matches plates should be mounted on hard cover or on metal stakes at least 1 m high.

APPENDIX C3: IPSC Separating Metal Plates

**Target complete
Front elevation**

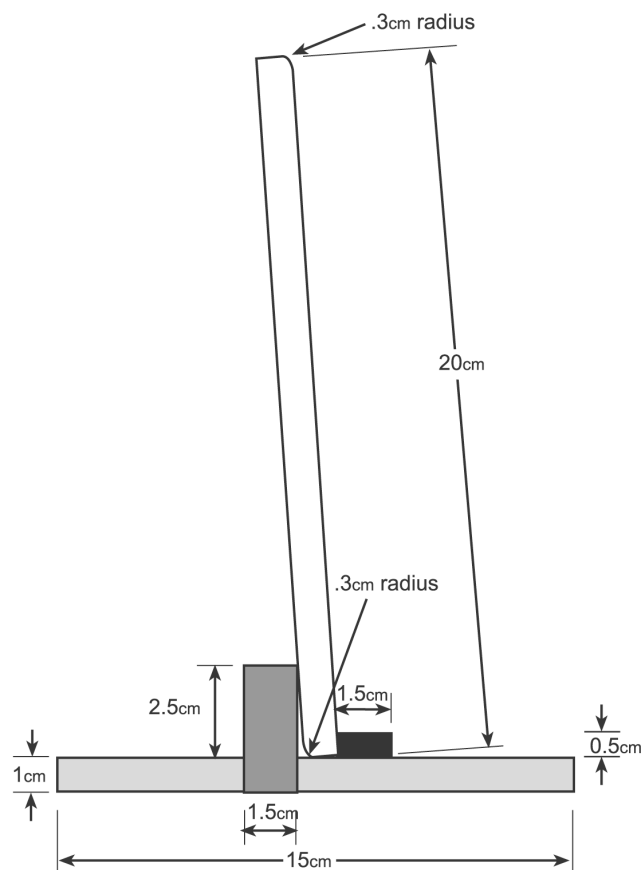


15cm



**Target Base
(plan view)**

**Target complete
Side elevation**



Notes:

These targets offer precise and consistent resetting and are very reliable. They stand up to repeated shots.

The strike plates can be set on the bases vertically or horizontally.

Other sizes of strike plates will sit securely on these bases.

The bases can be nailed or bolted to timber or even to the ground (15cm nails) to secure in place.

The bases can be welded to steel or fixed to timber spikes to allow them to be set into the ground.

The targets can be made from a thicker material but 1cm is recommended as the minimum. The heavier the plate the less distance it will travel when hit.

If a hole is drilled in the strike plate a chain can be fitted to restrict the distance that the plate may travel when hit.

Various square or rectangular sizes are permitted providing between: 15cm x 15cm (minimum) and 45cm x 30cm (maximum). Preferred sizes are 15cm x 15cm, 20cm x 15cm and 25cm x 20cm.

APPENDIX C4: Daily Chronograph Report Form

CHRONOGRAPH DAILY REPORT

[illegible]

APPENDIX D: Shotgun Divisions

		SG Open	SG Modified	SG Standard	SG Standard Manual
1.	Minimum Power Factor	480			
2.	Minimum caliber	20 gauge/bore			
3.	Cartridge loops, clips or side-saddles fitted to the gun	Yes			
4.	Prototypes permitted	Yes		No	
5.	Complete shotgun produced by a factory (minimum 500 units) and available to the general public	No		Yes	
6.	Maximum overall length for gun	1320 mm, see Point 17		Not applicable	
7.	Compensators, ports, sound and/or flash suppressors permitted	Yes		No	
8.	External modifications such as weights, or external devices to control or reduce recoil (except for recoil pads fitted to the rear face of the stock of the shotgun)	Yes	No	No	No
9.	Optical or Electronic sights	Yes	Yes	No	No
10.	Aftermarket replacement open sights	Yes	Yes	Yes	Yes
11.	Revolving or multiple magazine tubes	Yes	No	No	No
12.	Capacity restrictions for initial load prior to the Start Signal	See Point 18	Max. of 14 rounds loaded	Max. of 9 rounds loaded	Max. of 9 rounds loaded
13.	Detachable magazines	Yes, see Point 18	No	No	No
14.	Speed loaders	Yes – 6 rounds maximum	No	No	No
15.	Modifications/attachments to loading floor plate	Yes	Yes Restricted, see Point 19	Yes Restricted, see Points 20 & 21	Yes Restricted, see Point 20
16.	Restriction on action types	No	No	No	Yes see Point 22

Special conditions:

Open and Modified Divisions

17. The unloaded gun, with its longest magazine fitted, and with its barrel parallel to the long edge, must fit wholly lengthwise into a rectangular box (open on one long side). The internal length of the box is 1320 mm (tolerance: +1 mm, -0 mm). The gun must not be artificially compressed in any way during the test.

Open Division

18. Detachable magazines accessible to a competitor during a COF must not contain more than 10 rounds at the Start Signal. However, detachable magazines with an original maximum capacity of up to 12 rounds are permitted. Magazines must not be clipped, taped or otherwise attached to any other magazine at any time. Guns with fixed magazines may have an initial load of 14 rounds.

Modified Division

19. Modifications or attachments can be made or added to the loading floor plate to facilitate easier loading. Such modifications or attachments must not exceed 75 mm in length and must not protrude more than 32 mm from the standard frame of the shotgun in any direction.

Standard and Standard Manual Divisions

20. Replacements of or modifications to elevators/floor plates, provided no part protrudes beyond the standard frame of the gun, are permitted.

Standard Division

21. External feed ramps as direct replacements of the carrier release button (Remington 1100 and 1187 only) are permitted.

Standard Manual Division

22. Any complete manual action shotgun (i.e. pump action, slide action, break-open, lever action, bolt action) produced by a factory and available to the general public.
23. In the case of double barreled shotguns, which have a maximum capacity of 2 rounds loaded at any time, devices that help to load a pair of cartridges at a time are deemed not to be speed loaders.

APPENDIX E1: Ammunition/Cartridge Types

General

1.	Minimum Power Factor	480
2.	Minimum shot weight	No
3.	Minimum caliber	20 gauge / 20 bore
4.	Length	No restrictions
5.	Factory produced ammunition only	No. Home loads are acceptable
6.	Lead shot	Permitted subject to local environmental restrictions
7.	Bismuth shot	Permitted
8.	Tungsten Based shot	Permitted for paper, frangible and synthetic targets only
9.	Steel shot	Permitted for paper, frangible and synthetic targets only
10.	Metal piercing	Prohibited
11.	Incendiary	Prohibited
12.	Tracer	Prohibited
13.	Wad	It will be permissible for a match organizer to require the use of fiber wads only for environmental reasons but such requirement must be notified in advance of the match dates

14. The use of all ammunition types will be subject to the Regions/local legalities and the use of solid slug ammunition should be treated with particular care.
15. For any course of fire incorporating one or more paper targets and requiring the use of buckshot ammunition match organizers are permitted to set a limit on the maximum number of pellets per cartridge and this limit will apply for the entire course of fire.
 - For 12 gauge the recommended maximum number of pellets is 9 per cartridge.
 - For 20 gauge and 16 gauge it is extremely difficult to acquire ammunition other than 1 Buck, 2 Buck or 3 Buck and these are supplied with between 12-20 pellets. An appropriate number of pellets should be nominated to suit readily available ammunition.
 - It is permissible to apply different criteria for 12 gauge, 16 gauge and 20 gauge in regard to the maximum number of pellets per cartridge.
16. The Match Director and/or the Range Master may restrict the ammunition to be used to certain maximum shot sizes or certain types for reasons of safety. Any such requirement is to be advised prior to the match dates.
17. There is no requirement for all cartridge types to feature in a single match.
18. "Birdshot" and "Buckshot" are ammunition types where the shot contained therein easily separates. Any compound or substance, such as glue or resin, that binds the shot together is deemed to be in contravention of the IPSC rulebook definition of these ammunition types. In addition such treatment may render these cartridge types subject to the provisions of Rules 5.5.6 and 10.5.15. This stipulation does not refer to regular loose-compound buffering material, which may improve pattern performance but that does not bind (stick) the pellets together.
19. At Level III matches and above the maximum required number of rounds for buckshot and slug ammunition (combined) is restricted to 80 rounds.

Birdshot

Hits from birdshot on a paper target will not count for score.

Acceptable Birdshot Sizes

Shot diameters of 3.5 mm to 2.0 mm (.138 inches to .08 inches) are all acceptable.

Taking USA shot sizes as a nominal guide then birdshot sizes of 3 to 9 are all acceptable.

Local equivalents to this are acceptable also e.g. for the UK shot sizes 2 to 9 are acceptable.

Buckshot

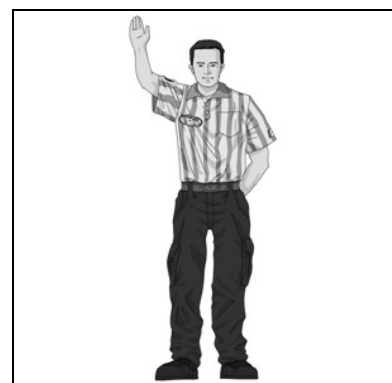
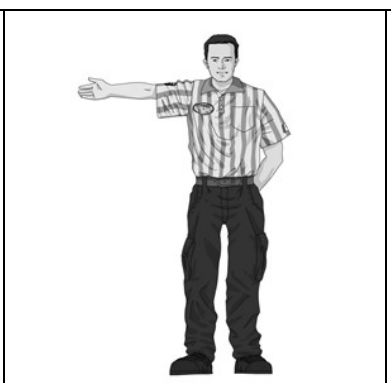
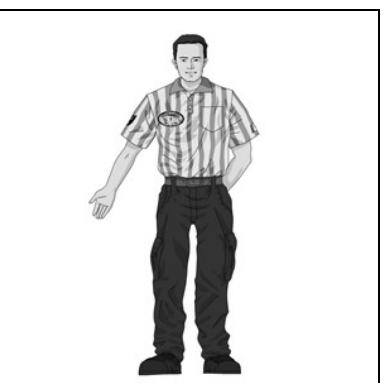
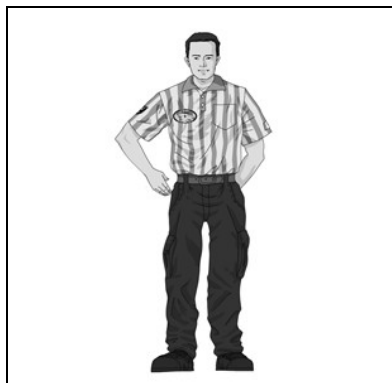

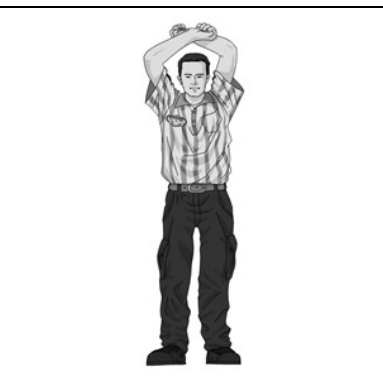
Acceptable Buckshot Sizes (but see note above)

American	UK	Inches	Metric	Typical Pellets Per Cartridge 12 ga. nominal
000 Buck	LG	.36 ins	9.1 mm	6-8
00 Buck	SG	.33 ins	8.4 mm	9-12
0 Buck		.32 ins	8.1 mm	12
1 Buck	Spec. SG	.30 ins	7.6 mm	12-16
2 Buck		.27 ins	6.9 mm	18
3 Buck		.25 ins	6.4 mm	20
4 Buck	SSG	.24 ins	6.1 mm	27

Slug

Any type of slug is acceptable that is not in contravention of any rule in this rule book. However, this is subject to any local legal restrictions.

APPENDIX F1: Scoring Hand Signals

		
Alpha	Charlie	Delta
		
Miss	No-Shoot	Re-Score

When two shots per target are used, both arms are employed.