

AMATEUR SCORING

- The RAW SCORE is the number of targets down on a stage after the competitor has fired his or her last shot.
- The competitor's STAGE SCORE is the RAW SCORE minus any applicable penalties.
- The competitor's MATCH SCORE is the combined total of all STAGE SCORES.
- The competitor with the highest MATCH SCORE is the winner.
- TIE-BREAKER STAGE: Competitors are required to knock down every piece of steel on the tie-breaker for a total time.
- In the event of a MATCH SCORE tie, the fastest total time on the tie-breaker stage will determine the winner. See example (*all shooters are B Class*):

	Comp.	Stage Score 1	Stage Score 2	Stage Score 3	Stage Score 4	Stage Score 5	MATCH SCORE	Tie-Breaker
1	John	9	11	10	7	6	43	13.10 sec
2	Steve	8	9	11	8	5	41	11.74 sec
3	Brad	11	10	8	6	6	41	12.85 sec

PRO SCORING

- The RAW SCORE is the number of targets down on a stage after the competitor has fired his or her last shot.
- The competitor's STAGE SCORE is the RAW SCORE minus any applicable penalties.
- The professional with the highest STAGE SCORE will win that respective stage.
- If there is a STAGE SCORE TIE among any shooter registered as a professional, the prize money will carry over to the next stage, and so on.
- In the event of a STAGE SCORE TIE on the *last stage*, the tied competitors will decide the winner of the remaining prize money on the TIE-BREAKER/SHOOT-OFF STAGE. They will shoot Man-On-Man format, best 2 out of 3.
- In the event of an odd number of ties on the last stage, the professional with the highest MATCH SCORE will earn a bye to the next round.
- In the event of a tied MATCH SCORE, the competitors will draw straws to decide who earns the bye.

PENALTIES

Par Time Stages

- An OVERTIME SHOT is any shot that is fired 0.30 seconds over the PAR TIME for the stage.
- Each OVERTIME SHOT will incur a one-hit penalty from the RAW SCORE, whether it is a hit or miss.

- Any HIT(S) fired from an illegal position (white targets from a blue box, for example) will not count towards the competitor's STAGE SCORE. MISSES fired from said position will not incur penalties, unless they are OVERTIME SHOTS.

Tie-Breaker Stage

- In the event a tie-breaker stage requires specific shooting positions/boxes, any HITS (not misses) from the wrong position or box will result in 0.5 seconds PER HIT added to the total time.
- Any targets left standing on the tie-breaker stage will result in 3 seconds PER TARGET added to the total time.

Miscellaneous

- Safety regulations will be based on the most current USPSA Rulebook.
- Since there is no minimum power factor, steel that is left standing will not count for RAW SCORE whether it was hit or not. Struck plates that are edged at 90 degrees will be scored as hits.
- No part of the competitor's feet may touch the ground outside of the shooting box to be considered "inside the shooting box."