



United Shooting Sports Association Rules

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Mission Statement and General Principles

Chapter 1

Mission Statement

To support shooting sports enthusiasts the world over.

Purpose

To provide a healthy, competitive arena for shooting enthusiasts across a multitude of platforms.

General Principles

- The United Shooting Sports Association (USSA) is an all-inclusive shooting enthusiast organization.
- Safety is a paramount concern in the USSA.
- The USSA has two divisions: Tactical and Functional. These divisions are primarily separated by activity and equipment.
- Accuracy, speed, ingenuity (not gaming), and (eventually) teamwork are the foundations of success in a USSA match.
- Military, law enforcement, and security experience are helpful, but not required for either division.
- Tactical Division competitors are expected to “be” tactical in all aspects including attire, weaponry, and teamwork (when required).
- Functional Division competitors are expected to approach problem sets and stages from a functional mindset as if in a normal everyday setting, including attire and weaponry.
- USSA matches are conducted using both steel and proprietary cardboard targets. USSA targets were designed to reflect realism and support the USSA simplified scoring regimen.
- USSA match scenarios are designed to reflect realism and interject episodes of problem-solving that support the overall stage theme.

USSA Divisions and Regulations

Chapter 2

Tactical & Functional Division

Tactical Division Defined

Consists of scenarios that require specific, carefully planned actions for specific gain or purpose beyond the immediate action. While some of the scenarios may be “militaristic” in nature, not all will have military undertones.

Functional Division defined

Consists of scenarios of “particular usefulness” in daily life.

Authorized Attire

The Tactical Division by design requires attire and “gear” that can withstand the rigors of breaching, deploying from various types of vehicles, laying on the ground, etc. As such, there is a wide array of available clothing and protective gear. Likewise, the Functional Division while not as gear-centric as the Tactical Division has a wide array of available/appropriate attire for use. The USSA does not endorse or recommend a particular brand or type of gear or clothing. However, whatever attire is chosen by the competitor must adhere to USSA standards for decency and conduct. Hence, any attire that is overtly offensive to members of the opposite or same sex, a particular race, a particular religion, or is otherwise morally void, will be deemed unacceptable. Any attire that in any way demeans the United States of America will be deemed unacceptable. Participants who violate this rule will be asked to change clothing. Those who refuse to change clothing will be asked to leave.

Authorized Firearms

There is no firearm “type” (i.e., assault rifles, bolt action rifles, lever action rifles etc.) restrictions in the USSA Tactical Division. However, there are function restrictions such as:

- No weapons outfitted with “Bump Stocks”.
- No forced reset triggers or any trigger or trigger device that allows more than one round at a time to be fired with one trigger squeeze, release or reset.
- No full auto or select fire (burst) weapons of any kind regardless of competitor licensure (this is a safety requirement not a legal one)

Authorized Holsters and Slings

All slings are authorized provided they meet USSA standards for safety. The following holsters are not allowed in USSA competitions for safety reasons:

- Small of the back holster (SOB)
- Cross Draw holster
- Shoulder holster
- Ankle holster
- Skeletal holster

All holsters used in USSA competitions must cover the firearm's trigger guard and muzzle to the ejection port

Minimum Weapon Calibers by Division

Tactical Division: Minimum for rifle/PCC is 9mm
 Minimum for Pistol is 9mm

Functional Division: Minimum For rifle/PCC is 9mm
 Minimum for Pistol is .380

USSA Match Administration

Chapter 3

Match Director

Duties and Responsibilities:

- Designates Course of Fire (COF) designers
- Coordinates scenario setup
- Coordinates with Scenario Safety Officer (SSO) to ensure scenario course of fire (SCOF) safety
- Acts as final call for stage design and safety
- Final call for all non-standard match prop selection and usage

Match Coordinator (MC)

Duties and Responsibilities:

- All financial responsibilities (match fee collection, paying match rent, etc.)
- Responsible for obtaining authorized supplies of USSA targets, pasters, staples, target stands, walls, action props, sticks to affix said non-steel and steel targets, additional scenario construction materials as needed.
- Coordinates match setup:
 - Responsible for setting up squads
 - Coordinating squad start points
 - Match scoring
 - Facilitates match

Match Safety Officer (MSO)

Duties and Responsibilities:

- Final call for all match safety issues
- Final call for all disqualifications
- Designates match SSO

Scenario Safety Officer (SSO-Non-Permanent Position)

- **Position changes with every match**
- Selected by MSO prior to match scenario development
- Ensures safety of scenario design prior to match setup

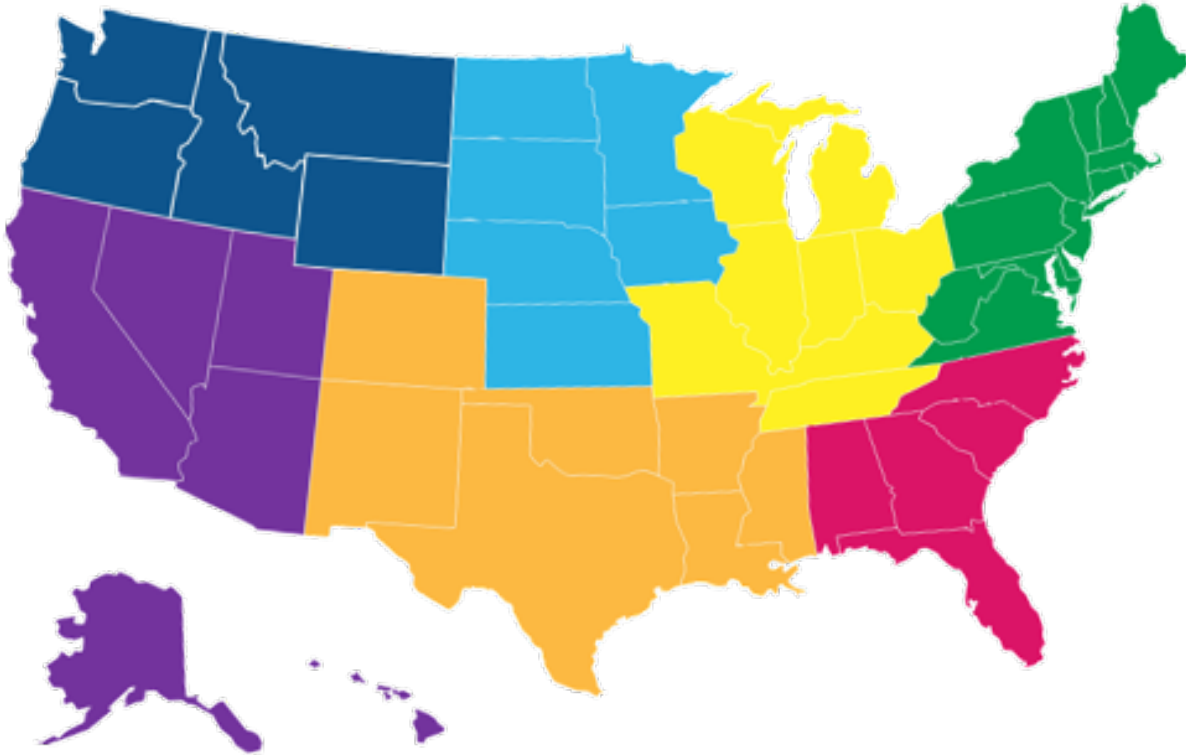
Squad Leaders (SL-Non-Permanent Position)

Duties and Responsibilities:

- **Position changes with every match**
- Ensures squads report to scenarios intact
- Ensures all squad members shoot stages/scenarios
- Ensures squad conduct target maintenance between shooters (paste holes)
- Ensure the squad leaves bay in proper order for next squad (trash)
- Reset action props

USSA Sanctioning Chapter 4

Regions:



Match Levels

- Level I (Club)
 - Purpose: Local competition, grow the brand, generate membership
 - Authorization Level: Local (Club President)
 - Minimum Participation: 10
- Level II (Regional)
 - Purpose: Set baseline for regional and national stats, grow the brand, generate membership
 - Authorization Level: Regional Director
 - Minimum Participation: 100
- Level III (National)
 - Purpose: Compete for national championship, grow the brand, generate membership
 - Authorization Level: HQ
 - Minimum Participation: None

USSA Safety Chapter 5

General Safety

Location:

USSA matches are to be conducted in areas that are designated for such activities. Open tracts of land without definable borders or proper lateral protection are not suitable. Locations where projectiles can be reflected, or ricochet are unsuitable. Although indoor ranges are suitable for shooting, they are not suitable for USSA matches unless the range is set up to accommodate USSA scenarios.

The ideal USSA match location would generally be an authorized shooting range with forward and lateral protection (berms/earthen barriers or HESCOs). This allows for the scenario to be set up in the most realistic manner possible and provide appropriate safety measures for such action shooting activities.

Participant (Personal):

Participants are expected to follow all USSA safety rules as well as those of the host range or location. Minimum safety requirements for USSA participants are:

- Eye protection
- Hearing protection
- Appropriate shoes
- Appropriate attire

Unauthorized attire that poses a safety hazard:

- Tank tops
- Sandals of any kind
- “Crocs” brand shoes of any kind
- Swimwear of any kind
- Halter tops
- Trench coats or flowing outerwear
- Hats that obstruct a shooter’s view
- Ski masks
- Gloves without finger relief

Scenario Course of Fire (SCOF) Safety:

USSA scenarios are dynamic by design, that is, they are designed to encapsulate a given scenario as close to reality as possible. With that, comes the need for extra safety precautions. This is particularly true when it comes to moving and shooting at the same time. The USSA has designated several official positions designed to act as “safety layers” to ensure this occurs. Each safety layer is designed to ensure the previous layer is in accordance with best practices and common sense. At the match level the safety layers look like this (Day + timeline):

Pre-Match

1. Match Director designates COF designer (D+1)
2. COF designer develops COF on paper and forwards drawing to SSO (D+5)
3. SSO (independent second party) approves or disapproves (It is for this reason the Match Director should not be the SSO)
 - a. If approved, COF is forwarded to Match Director for release (D+6)
 - b. If disapproved, the COF is returned to designer for corrective action (D+7)

Match Setup Day

Attendees: Match Director, MSO, Course of Fire Designers, and Volunteers

The approved scenarios/stages were distributed by D+7 (match participants have had it for at least 3 weeks)

1. Scenario is setup and viewed in 3-D by the Match SSO
 - a. If approved, Match Director is notified
 - b. If disapproved, Match Director is notified, and appropriate changes are made to accommodate safe execution of the scenario.

*On a perfect timeline, shooters will have at least three weeks to view the scenarios on paper.

2. Final approval given by Match Director

Participant Safety (Competition)

USSA match participants are expected to conduct themselves in a professional manner.

Horseplay and unsafe firearm practices are not tolerated. Participants are expected to attend USSA matches in sound mind and body hence the USSA has a “zero tolerance” policy for the following:

- Arriving to a match with the presence of or under the “perceived” influence of alcohol

- Arriving to a match with the presence of or under the “perceived” influence of marijuana or any other mind-altering drugs
- Anyone who is taking “pain management” prescribed medications by a physician is not allowed to participate in USSA matches.

USSA Standard and Non-Standard Match Equipment

Chapter 6

Purpose:

This chapter establishes standards for USSA targets and equipment that will/can be used in Level II or III matches. This chapter also provides examples of non-standard match equipment and permissible uses.

Standard Equipment

Free Standing Doors: Free-standing doors must be a minimum of 30" W x 80" H. Hand grab is immaterial. Door should be constructed of a durable, non-see thru material such as plywood, Masonite, or PVC (no rolled plastic covering). Door must be installed with metal hinges.

Free-Standing Walls: Free-standing walls must be a minimum of 8 feet high (standard wall stud). Walls should be constructed to give the look of a real wall. Use of drywall is not mandatory. Walls can be covered with any durable material except rolled plastic or any plastic-like material. Walls must not be see thru.

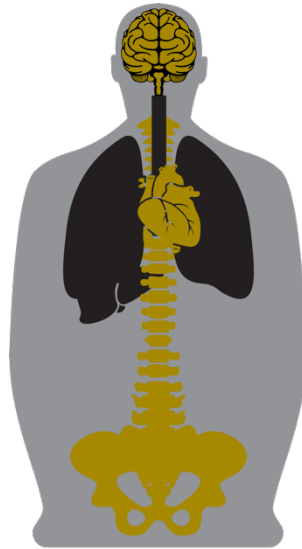
Simulated Roof Tops: Simulated rooftops must be constructed with a pitch no less than 4-12 and no greater than 6-12. Simulated rooftops must be shingled and have no lateral supports for feet and no lateral supports for bipods. Rooftops can have a partial overhang of no more than 6".

Standing Flat Barriers: All barriers will be non-see thru.

Barricades: Any barricade with multiple ports and rests is authorized for USSA Level I matches. However, only the official USSA rifle/pistol barricade can be used for Level II & III matches.

Steel Targets: Steel targets must be minimum AR500 steel and a minimum of 3/8" thick. Shapes and sizes are relevant to the standardized scenario/stage for which they are used. All other shapes and sizes may be used at the Match Director's leisure.

Paper Targets: The official paper target for the USSA is the USSA Target #1 (below) and USSA Target #2 (image coming soon). No other target may be used.



USSA
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Scenario Course of Fire (SCOF) Development/Construction

Chapter 7

Purpose:

USSA courses of fire are intended to represent the functionality of the division in which they are intended to be used. That is, Functional Division scenarios should not include “breaching” or any other “uniquely tactical” activities. Conversely, there should be no Tactical Division scenarios seemingly taking place at the local gas station. Scenarios for the respective divisions should be in the spirit of the division without splitting hairs or cross-over references.

Authorized vs. Unauthorized Scenarios

The USSA expressly forbids any scenario that constitutes a danger to shooters and the safety (at any level) of the match. The USSA also forbids any scenario that violates the general principles of The USSA and its moral footing. Unauthorized scenarios are those that:

- Involve political or religious statements
- Depict racial or sexual orientation (of any kind).
- Involve any situation that involves the defamation of the United States of America.

Authorized scenarios depict or represent “real life” instances where the shooter could reasonably find themselves with respect to the division in which it was designed. Such scenarios include:

- Being mugged at a gas station (Functional)
- Active shooter(s) (Functional)
- Breach and rescue (Tactical)
- Shooting from a vehicle (Functional and Tactical)

Scoring

Chapter 8

General Scoring

USSA utilizes a simplified scoring methodology which generally consists of time elapsed and hits on target.

Specifics:

Steel Targets

1. Time elapsed defined: From the auditory start signal thru the last shot fired.
2. Hits on target defined:
 - Steel Plate Target: A score on a steel target is reflected by an the audible “ring” of a projectile striking a steel plate target.
 - Pepper Popper: A score on a steel pepper popper target is when the steel popper falls

Paper Targets:

1. All paper targets will be official USSA targets.
2. Threat targets are neutralized by the number of hits denoted in each given area.
3. USSA target areas have either a number “1” or “2”. This denotes the number of hits required to neutralize the threat for that designated area.
4. Any hit that touches the edge of a higher priority hit zone will be scored at the higher hit zone.

Penalties

Failure to Neutralize:

A failure to neutralize will result in no point value for that target.

Failure to Use Available Cover or Failure to Engage:

Failure to use available cover or failure to engage any target will result in no point value for the stage/scenario.

Procedural:

Procedural infractions will be enforced by no point value for target(s) to be engaged from a particular shooting point:

1. Engaging one or more threats from outside the safety box. Defined as: Your feet/foot is/are planted outside the safety box.
2. Failure to follow the written shooter brief instructions regarding the scenario.
3. Hitting a “non-threat” target from a single point or within a target array.

4. First “finger” violation (any action with a finger on the trigger and the shooter is not engaging a target)

Disqualification

Disqualification occurs when:

1. A shooter violates safety protocols such as:
 - Accidental discharge
 - Flagging
 - Mishandling firearms
 - Shooting in an unauthorized direction
 - Second “Finger” violation
2. Displaying signs of being under the influence of “*anything*”
3. Failure to follow instructions or directions of the MSO or MD
4. Disruptive activity detrimental to the match and well-being of other shooters.

USSA Scoring Sheet

USSA Matches will be scored using the Official USSA Scoring Sheet.

Classifications

Classifications in the USSA are as follows:

Master: Top 5%

Expert: Next 20%

Sharpshooter: Next 50%

Marksman: Next 20%

Novice: Next 5%

At the end of each match, once scores have been accumulated and ranked, the top 5% of the shooters will be placed into the Master class; the next 20% of shooters are placed into the Expert class; the next 50% are put into the Sharpshooter class; the next 20% are placed into the Marksman class, and the bottom 5% are placed into the Novice class.

PAR Times

In general, a specific PAR Time is associated with each scenario. However, when not specifically detailed, the USSA standard PAR time will be 90 seconds. This means a shooter will have 90 seconds to negotiate a specific scenario unless otherwise indicated.