



COMPETITION RULES · EDITION 2027

WPSF Competition Rules

World Practical Shooting Federation — Edition 2027, draft 1 (October 2026)

Replaces the 2021 edition in full. In force from the date set by the General Meeting.

0. Why this edition exists, and what changed

The 2021 rules were 250,000 characters, fifteen disciplines, five scoring methods and a rank system that started with the Olympic Games. Nobody read them, nobody could run a match from them, and the only format that was genuinely WPSF's own — the duel — was two paragraphs buried in a chapter on stage design.

This edition keeps what worked (freestyle stages, hit-factor scoring, the safety rules, the WPSF target family) and throws out the rest. Principles:

- **One rulebook, forty pages, readable in an evening.** Anything a club needs to run a match is in here. Anything that isn't needed is not.
- **The duel is the flagship,** with its own chapter and its own rules for brackets, draws and the shoot-off.
- **Three formats, two scoring methods.** Duel (win/lose), Standard (hit factor), Steel (time). Nothing else.
- **No ranks, no titles, no state classification.** Matches have a Level (1–3) that says only how many officials and how much notice they need. What a national body does with results is its business.
- **Fun is a design requirement.** Every match has a spectator-readable moment; stages reward decisions, not just split times; ties are settled on the range, never by drawing lots.
- **Safety is the only part of this book with no exceptions.**

Removed from 2021: ranks I–V, age titles, the "special operations" discipline, soft-bullet and air sub-disciplines as separate rulesets, multiathlon, "MLS/mixed" stages, Vickers and its four variants, the national classification programme, the arbitration-committee bureaucracy, the five-page glossary. Anything in those chapters that was a safety rule has been kept and moved to Chapter 2.

1. Scope and definitions

1.1 These Rules govern every match sanctioned by the World Practical Shooting Federation (WPSF) and every match a member club runs "under WPSF rules". A club may add local rules for a Level 1 match; it may not remove or weaken anything in Chapters 2 (Safety) or 9 (Penalties).

1.2 A **match** is one event with one results list per division. A **stage** is one course of fire. A **bout** is one duel between two shooters. A **string** is one timed run by one shooter.

1.3 Officials: the **Match Director** (MD) runs the event; the **Range Master** (RM) owns safety and rules decisions on the range; a **Range Officer** (RO) runs a stage or a duel lane; a **Scorekeeper** records. One person may hold several roles at a Level 1 match; at Level 3 they must be different people.

1.4 Levels:

Level	What it is	Officials	Notice	Results
1	Club match	one certified RO	7 days on the platform	club ranking
2	Regional / open	RM + certified RO per stage	30 days	WPSF ranking
3	International / championship	RM, RO per stage, Scorekeeper, Jury of 3	90 days	WPSF ranking, titles

1.5 Every sanctioned match is created, registered for, officiated and scored on the WPSF platform (wpsf.info or a successor). Paper scoring is allowed as backup; the platform record is the official one.

1.6 These Rules are written in English. A translation is a courtesy; the English text decides.

2. Safety

Nothing in this chapter may be waived, softened or "interpreted" by a match organiser. Where these rules and local law differ, the stricter applies.

2.1 The range

2.1.1 The range is **cold**: no loaded firearm anywhere except under an RO's direct command on a stage or lane. Holstered handguns are unloaded, hammer down or striker forward, magazine out. Long guns are cased, or carried muzzle up or down with chamber flag inserted.

2.1.2 Firearms are handled only in a marked **Safety Area** (no ammunition allowed there — not in hands, not on the bench) or on a stage under command. Ammunition is handled anywhere except the Safety Area.

2.1.3 Safety angles are defined per stage in the briefing and are 90° left and right of the stage centre line unless the briefing says otherwise, and never more than 180°. The vertical safe angle is defined by the berm and backstop. Duel lanes have their own angle, always narrower than the lane width allows.

2.1.4 Minimum distances to steel: handgun and pistol-calibre carbine 7 m; rifle 50 m; shotgun with shot 5 m, with slug 40 m; airgun and rimfire 5 m. A fault line or physical barrier enforces it. Paper targets with shotgun: shot only, 10 m or more, or backed with plywood.

2.1.5 Eye and ear protection is mandatory for every person on the range, spectators included. Children are not allowed forward of the spectator line.

2.1.6 Adjacent shooting positions used simultaneously (duel lanes) are at least 3 m apart, with a visual divider between lanes at the firing position so that neither shooter can see the other's hands.

2.2 The shooter

2.2.1 Finger off the trigger whenever the shooter is not aiming at a target — loading, unloading, clearing, moving, drawing, holstering.

2.2.2 Muzzle inside the safety angles at all times from "Make ready" to "Range is clear".

2.2.3 No handling of the firearm after "Range is clear" except as instructed by the RO.

2.2.4 A dropped loaded firearm is picked up only by the RO. A dropped unloaded firearm in the Safety Area is picked up by the shooter; anywhere else, by the RO.

2.2.5 Alcohol or any impairing substance: none, from the night before until the shooter's last string. The RM's judgement is final and is not a disciplinary matter — the shooter is simply sent home.

2.3 Range commands

The only commands, in this order, in English at every level:

Command	Meaning
Make ready	Load, holster or assume the start position as the briefing says.
Are you ready?	No answer = yes.
Standby	The start signal follows within 1–4 seconds.
<i>(signal)</i>	Shoot.
If you are finished, unload and show clear	Magazine out, chamber empty, show the RO.
If clear, hammer down, holster (or flag, case)	Close the action, pull the trigger on an empty chamber or insert the chamber flag.
Range is clear	Scoring and target reset may begin.
Stop	Immediately stop, finger off the trigger, wait for the RO. Used for any safety issue or equipment failure.

In a duel both lanes receive the same commands at the same time from one RO.

2.4 Match disqualification (DQ)

A DQ ends the shooter's match. Scores to that point are kept and shown, the shooter is listed as DQ, and no prize or ranking points are awarded from that match. There is no appeal against a DQ for 2.4.1–2.4.4 when the RO saw it; there is a Jury review (Chapter 10) only on the facts.

2.4.1 Accidental discharge: any shot that goes over a berm, outside the safety angle, into the ground within 3 m of the shooter (except at a low target), during loading/unloading/clearing/remedial action, or while transferring the firearm between hands.

2.4.2 Unsafe handling: muzzle outside the angle; handling outside a Safety Area or a stage; dropping a loaded firearm; holstering with the finger in the guard; pointing at any person; drawing with the back to the targets.

2.4.3 Unsportsmanlike conduct: cheating, abuse of officials or other shooters, tampering with targets or scores, shooting a bout or string you know was started wrongly without saying so.

2.4.4 Impairment as in 2.2.5.

2.4.5 A second DQ in a rolling 12 months is reported to the member club and WPSF and carries a 6-month suspension from sanctioned matches.

3. Equipment and divisions

3.1 Principle

Divisions are defined by characteristics, never by brand. Any firearm that fits the characteristics competes. Equipment checks happen at registration and may happen at random during the match. Nothing in this chapter prevents a club from running a one-division match.

3.2 Handgun divisions

Division	Sights	Compensator / ports	Magazine (loaded, max rounds)	Minimum calibre	Holster
Open	any	any	170 mm length or 30 rounds	9×19	any, must retain
Optics	slide-mounted red dot	none	10	9×19	any, must retain
Standard	iron	none	10	9×19	belt, covers trigger guard
Production	iron, factory	none, factory	10	9×19	belt, covers trigger guard, no race holsters
Rimfire	any	none	10	.22 LR	belt, covers trigger guard

Minimum calibre .380/9 mm short is accepted in Production for Level 1 matches at the organiser's discretion.

3.3 Carbine divisions

Division	Sights	Magazine (loaded, max)	Calibre	Notes
Open	any	30	any centrefire up to .308	bipods, lasers, compensators allowed
Standard	one optic ≤ 1-6× or iron	10	any centrefire up to .308	no bipod
PCC	any	30	pistol calibre	
Rimfire	any	10	.22 LR	the youth and indoor division

The 10-round loaded limit in Standard and Rimfire is deliberate: it keeps the division legal for sport shooters in every EU country without reliance on national exemptions.

3.4 Shotgun divisions

Division	Action	Loaded capacity	Notes
Open	any	any	magazine extensions, speed loaders allowed
Standard	semi-auto	9	tube only
Pump	manual	9	

Shot size maximum No. 6 (2.8 mm) on steel; slugs only on stages marked for slugs; buckshot only on paper designated for it. In the Anti-Drone format (Annex C) shot only, maximum No. 7½.

3.5 Ammunition

3.5.1 Factory or hand-loaded. Steel-jacketed, steel-core, tracer, incendiary and armour-piercing ammunition is prohibited everywhere.

3.5.2 Power factor (bullet weight in grains × velocity in ft/s ÷ 1000) is measured at Level 2 and 3 matches with the match chronograph on eight rounds taken from the shooter: the mean of the best three of the first five. Minimum **125** for handgun and PCC, **320** for carbine, none for shotgun and rimfire. There is no "Major": one power factor, one scoring table. Failing the floor moves the shooter to a non-ranked "for score" list, not out of the match.

3.6 Clothing and protection

Sports clothing. No camouflage uniforms, no military or police insignia, no national or political symbols other than a flag patch of the shooter's country. Closed shoes. The federation and club logos are welcome; sponsor logos are welcome.

4. Targets

All WPSF targets are published as dimensioned drawings in Annex A and may be printed or cut by anyone. The federation does not license targets.

4.1 WPSF paper target. Octagonal outer zone (450 × 600 mm, symmetric top and bottom), octagonal inner zone (330 × 480 mm), round centre zone (Ø 150 mm), drawn as in Annex A. Zones score **A 5 / C 3 / D 1**. A hit on a zone line scores the higher zone. Two best hits count per target unless the briefing says otherwise. A **mini** version at 2/3 scale is used for rimfire, airgun and for simulating distance.

4.2 Steel. Round plates Ø 200 mm and Ø 300 mm; rectangular plates 300 × 450 mm; the **WPSF paddle** (a Ø 300 plate on a 600 mm stem that falls when hit, Annex A). Steel scores 5 points when it falls or, for fixed plates, when hit as witnessed by the RO. Steel that does not fall after a visible hit is a range-equipment failure: the shooter re-shoots the string.

4.3 No-shoots. Any paper target marked with a continuous red stripe across the full width, or a white plate. A hit on a no-shoot costs 10 points per hit, maximum two per no-shoot, and in a duel is an automatic loss of the bout.

4.4 Reactive and moving targets. Allowed and encouraged. A moving target that is still visible at any point counts as available. A disappearing target that is missed is not a miss (no penalty), unless it is the duel final target.

4.5 Frangible. Clays and similar on the ground or on stands are allowed for shotgun and for Steel; broken = hit.

4.6 Human-shaped, photographic or representational targets are not used in any WPSF match. The WPSF target is geometric by design.

5. The Duel

The duel is WPSF's own format. Two shooters start on one signal, each on an identical set of targets in adjacent lanes. The first to finish correctly wins the bout. A match is a series of bouts.

5.1 The lane

5.1.1 Two mirror-image lanes, 3–5 m apart, divided at the firing line. Targets per lane: three to six, at least one steel. The last target in each lane is the **finishing plate** — a paddle or falling plate whose fall is unmistakable from the spectator line.

5.1.2 The finishing plates of the two lanes are set so that they cannot both be "down" ambiguously: either a stop-plate arrangement where the first plate to fall blocks the second, or a sensor on each plate reporting to the platform. At Level 1 a RO's call on the finishing plates is final; at Level 2–3 a sensor or video is required.

5.1.3 The firing position is a 1 × 1 m box. One foot must stay in the box until the finishing plate falls. Leaving the box early is a loss of the bout.

5.2 The bout

5.2.1 Both shooters make ready; one RO gives the commands to both lanes; one signal starts both.

5.2.2 The bout ends when both finishing plates are down, or 30 seconds after the signal, whichever is first. A shooter who has not downed the finishing plate at 30 seconds has lost.

5.2.3 The shooter whose finishing plate falls first wins the bout **provided every other target in the lane has been engaged with the required hits** before the finishing plate was shot. The RO scores the lane after the bout: a paper target without the required hits, or a plate still standing, means the finishing plate "did not count" and the other shooter wins. If both lanes have a fault, the bout is re-shot.

5.2.4 Required hits on paper in a duel are **one A or C hit** per target (D does not count); on steel, the plate must fall.

5.2.5 A no-shoot hit, a procedural fault (5.1.3), or any safety fault is a loss of the bout. A DQ is a DQ.

5.2.6 Mandatory reload: the briefing may require one reload between the first and the finishing target. Where it does, the lane is built so that it is impossible to finish without reloading (more required hits than the division's magazine capacity). The 2021 rule that made a missed reload an "automatic defeat" is deleted: the stage design now enforces it.

5.2.7 Equipment failure: a shooter whose firearm stops may clear it and continue within the 30 seconds. A range-equipment failure (plate does not fall, timer fails, signal fails on one lane) is a re-shoot of the bout.

5.3 Match structure: Swiss system, then shoot-off

5.3.1 Registration closes before the first bout. Minimum 8 shooters per division for a duel match; below that the division is merged with the nearest one or run "for fun" without ranking.

5.3.2 Swiss rounds. Shooters are paired by the platform using the Swiss system: round 1 by seed (WPSF ranking, then registration order), every later round pairing shooters with equal or nearest win records who have not yet met. Number of rounds: **5** for 8–16 shooters, **6** for 17–32, **7** for 33–64, **8** above. Every shooter shoots every round; nobody is eliminated in the Swiss phase. Byes (odd numbers) count as a win and are given to the lowest-ranked shooter who has not yet had one.

5.3.3 Each pairing is best of three bouts — lanes swapped after each bout. A 2–0 ends the pairing. This is the single biggest change from a straight elimination: one bad reload does not end your day.

5.3.4 Standing after the Swiss rounds: wins, then Buchholz (sum of opponents' wins), then head-to-head, then total bouts won. Ties that survive all four are settled by a single sudden-death bout.

5.3.5 Shoot-off. A fixed, pre-announced number of shooters goes to the shoot-off — **8** by default (**4** if the division has fewer than 12 shooters, **16** at Level 3 with 64 or more). This number is in the match announcement and does not change on the day. The shoot-off is single elimination, best of three bouts, seeded by Swiss standing (1 v 8, 2 v 7 ...). Losing semi-finalists shoot a bronze bout. The final is best of five.

5.3.6 Lanes in the shoot-off may be rebuilt to a new design, announced after the Swiss phase, so that shooters who studied the Swiss lane do not have an advantage.

5.3.7 Results. Every shooter has a place: shoot-off places 1–8 by result, then Swiss standing from 9 down. Ranking points (Chapter 11) are awarded on place.

5.4 Divisions and categories in the duel

Duels are run per firearm type (handgun, carbine, shotgun, rimfire) and per division where numbers allow. A **Mixed** duel (one lane handgun, the other PCC, say) is allowed as an exhibition and is not ranked.

5.5 Duel etiquette

Shooters shake hands before the first bout and after the last. The loser leaves the box first. Spectators may cheer; the RO may silence them only for a safety issue. The platform shows the bracket live and a club is encouraged to put it on a screen.

6. Standard match

6.1 Stages

6.1.1 Freestyle. After the signal the shooter decides the order, the positions and the reloads. The stage may force positions with walls and ports; it may not instruct them. The only exception is a **starting position** and, if the briefing says so, a **mandatory reload** enforced by round count.

6.1.2 Size. Short: up to 12 rounds (carbine 10, shotgun 8). Medium: up to 24 (carbine 20, shotgun 16). Long: up to 32 (carbine 40, shotgun 24). A match has at least three stages; recommended mix three short, two medium, one long per 6 stages. No stage requires more than 9 rounds from one position.

6.1.3 Decision targets. A stage may include targets that must be identified before engagement — colour, number, shape, a card drawn at the start — provided the rule is unambiguous and the same for every shooter in the squad. Shooting the wrong one is a no-shoot. This is the "applied" element of the 2021 rules, kept, and made usable.

6.1.4 Low light, cover, physical load are allowed as stage elements at Level 1–2 if the briefing states them, the Range Master has approved them, and they are the same for every shooter. A shooter may decline a physical element (climbing, prone on gravel) and take a fixed 10-second penalty instead — nobody is injured for a stage.

6.2 Briefing

Every stage has a written briefing on the platform: start position, firearm condition, rounds required, targets and required hits, scoring, special rules, and a drawing. Read aloud by the RO to each squad. Once read, it is the stage: changes require the RM, apply to every shooter, and if someone has already shot, the stage is thrown out.

6.3 Scoring: hit factor

6.3.1 Points: A 5, C 3, D 1, steel 5. Miss –10 per required hit not made. No-shoot –10 per hit (max two). Procedural –10 per occurrence (Chapter 9).

6.3.2 Hit factor = (points – penalties) ÷ time, to four decimals. The best hit factor on the stage takes the stage's maximum points (5 × required hits); everyone else takes the same proportion. Match result = sum of stage points. A negative stage score is zero.

6.3.3 Time is the shot timer's last shot. The RO shows the timer to the shooter before resetting it.

6.3.4 Ties are shot off on a short stage set by the MD, never decided by lot.

6.4 Squads and order

Squads of 6–12, rotating through stages. Each shooter walks the stage with the squad for 5 minutes after the briefing; no dry-fire, no sight pictures with the firearm. Shooting order rotates each stage.

7. Steel match

7.1 Five to eight steel-only stages. Each stage is shot **five strings**; the **worst string is dropped**; the sum of the remaining four is the stage time. Match result is the sum of stage times, lowest wins.

7.2 Each stage has a **stop plate** that must be hit last; hitting it early ends the string with the standing plates counted as misses. Miss = +3 seconds. Procedural = +3 seconds. String cap 30 seconds.

7.3 Steel layouts are published in Annex B so that every club can set the same stage, and a shooter's time is comparable across clubs. Clubs may add their own layouts; only published layouts count for the WPSF ranking.

7.4 Steel is the fastest match to run and the friendliest to beginners: five strings, same plates, instant feedback. Every club is encouraged to run one steel night a month.

8. Officials

8.1 Range Officer (RO). Certified after the 2-day WPSF RO course and a supervised match. Runs the stage: briefing, commands, timer, safety, scoring, and in a duel, the lane call. The RO's call on what happened is the first and usually the last word.

8.2 Range Master (RM). A RO with three Level 2 matches and the 1-day RM module. Approves the stages, decides rules questions on the range, hears the first-level dispute, and can overrule an RO on a rules point (never on a safety call they witnessed and the RM did not).

8.3 Match Director (MD). Runs the event: registration, squads, schedule, results, prizes. Need not be a RO. Does not decide rules or safety.

8.4 Scorekeeper. Keeps the platform record, checks every score sheet against the targets' witness, publishes results.

8.5 Jury (Level 3 only): three certified RMs not officiating that day, hearing appeals under Chapter 10.

8.6 Officials shoot the match only if they do so before the competitors (a "pre-match") or in a separate officials' squad. An official never scores their own squad.

8.7 Certification is held on the WPSF platform and lapses after 24 months without officiating at a sanctioned match.

9. Penalties

9.1 Procedural (–10 points in Standard, +3 s in Steel, loss of bout in Duel): - foot over a fault line while shooting (one per occurrence, or per shot if the RO judges it deliberate); - not following a stage instruction (start position, mandatory reload where enforced, required order where the briefing states one); - shooting a target from a position the stage prohibits; - taking a sight picture during the walk-through; - in Steel, engaging the stop plate before the last plate.

9.2 Overtime and failure to engage: a target not shot at = miss for each required hit plus one procedural.

9.3 Coaching: advice shouted to a shooter during a string is a procedural against the shooter the first time, and the coach is removed from the range the second time. Safety warnings are not coaching.

9.4 No "warning" exists. A penalty is a penalty; a RO who prefers not to give one is not officiating.

9.5 Reshoots are given only for range-equipment failure, RO interference, or a timer failure — never for a shooter's own equipment, except in the duel under 5.2.7.

10. Disputes

10.1 A shooter who disagrees with a score or a call tells the RO before leaving the stage. The RO decides. If the shooter still disagrees, the RM is called to the stage and decides, with the targets still standing. Scores are not changed after targets are reset.

10.2 At Level 3, an RM decision on a rules question (not a safety call witnessed by the RO) can be appealed to the Jury within 30 minutes, with a fee of €50 refunded if the appeal succeeds. The Jury decides within the hour on the facts recorded; it does not re-shoot stages.

10.3 A video from the platform's lane camera or a spectator's phone may be used by the RM or Jury if it clearly shows the disputed moment. It cannot overturn a safety call.

10.4 Appeals beyond the match go to the WPSF Rules Committee in writing within 7 days, and from there to the arbitration named in the WPSF Statutes. In practice: argue it on the range, with the targets standing.

11. Ranking and records

11.1 Every sanctioned match feeds the WPSF ranking per division. Points per place: Duel — 100 for 1st, 80, 65, 55, then 45 for all shoot-off places, 30 for Swiss places 9–16, 20 for the rest, weighted $\times 1 / \times 2 / \times 3$ by Level. Standard and Steel — match percentage $\times$ Level weight. A shooter's ranking is the best 6 results in 12 months.

11.2 Rankings are public, by division, and travel with the shooter between clubs and countries. That is the main thing the federation gives a shooter.

11.3 Records are kept only for published Steel layouts (fastest stage time per division) and for the duel (longest win streak). No other records exist, because no two Standard stages are the same — which is the point.

12. Age, sex and categories

12.1 Categories are optional overlays on a division's results list, never separate matches: **Junior** (under 21 on the first day), **Senior** (50+), **Super Senior** (60+), **Lady**. A shooter in a category still appears in the open list at their place.

12.2 Minimum age for live-fire matches is set by national law and the club's insurance; the federation sets none. Rimfire and airgun divisions exist so that there is always a place to start.

12.3 Nothing in these rules depends on, records, or asks about any characteristic of a shooter other than age bracket, sex category chosen at registration, division and club.

13. Conduct of the federation on the range

13.1 Match announcements, briefings and results carry no political, national or military messaging. Flags fly at Level 3 for the medal ceremony and nowhere else. Anthems are played for the winner at Level 3 if the organiser wishes.

13.2 Sponsors are welcome on banners, shirts and prize tables. No sponsor may be named in a stage briefing, no stage may be designed around a product, and no division may be defined by a brand (3.1).

13.3 Officials wear a WPSF RO shirt or vest so that a shooter can always see who is in charge.

Annex A — Targets (summary; drawings in the separate target file)

Target	Dimensions	Zones / score	Used for
WPSF paper	450 × 600 mm octagon	A Ø150 (5), C 330×480 (3), D outer (1)	handgun, PCC, carbine, shotgun slug
WPSF paper mini	300 × 400 mm	same, scaled	rimfire, airgun, distance simulation
Round plate	Ø 200 / Ø 300 mm	5 when down or hit	all
Rectangular plate	300 × 450 mm	5	carbine, shotgun
WPSF paddle	Ø 300 plate, 600 mm stem, falling	5; duel finishing plate	duel, steel
No-shoot	any paper with full-width red stripe; white plate	−10 per hit	all

Steel thickness: handgun/PCC/rimfire minimum 8 mm hardened; carbine minimum 10 mm AR500 or equivalent, angled 10–15° down. Shotgun shot: 6 mm mild steel acceptable.

Annex B — Published Steel layouts

Five layouts (**Five Plates, Diamond, Zigzag, Far and Near, Paddle Run**), each on one A4 drawing with distances and plate sizes, published on the platform. Clubs replicate them exactly for record purposes.

Annex C — Anti-Drone (format in development)

A shotgun-only format on ranges licensed for aerial targets. Shot size max 7½, elevation limited per range licence, autonomous flight profiles for scored stages, FPV in a separate duel format. Published as a standalone rule module after the 2026–27 pilot events; nothing in this Annex is yet a sanctioned match.

Annex D — Officials' courses

- **RO course:** 2 days: safety, commands, timer, scoring, duel lane procedure, 1 supervised match.
 - **RM module:** 1 day: stage approval, disputes, Level 2–3 administration.
 - Certification on the platform; lapses after 24 months inactive.
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Draft 1 for the Rules Committee. Comments to the committee through the platform; the committee publishes a consolidated response before the General Meeting adopts the edition.