

DSA Carbine Rules

Updated 03/11/17

Divisions

Tactical (gear)

- Tactical mag pouches must be made of a flexible nylon material and retain the magazine with an active retention system such as a Velcro flap or bungee strap.

Competition (gear)

- Competition mag pouches are typically made of a rigid kydex or plastic material.

Sub Divisions

Iron (Iron sights)

Optics (1x optics)

Magnified (Magnified)

Equipment Rules

Magazines

- Larger capacity magazines may be used but not loaded to more than their max caliber class capacity.

- Two (2) magazines (feeding devices) total may be carried by a shooter during a course of fire. One (1) in the rifle and one (1) in a carrying device (mag pouch).

- Magazine couplers are not permitted. All magazine and feeding devices must be separate and independently manipulated into the firearm.

- Only standard magwells permitted, no more than 1 3/4 inches in overall width measured from widest outside points of magwell.

Scoring

Power Factor Modifier (PFM)

<u>PF</u>	<u>Modifier</u>	<u>Typical Caliber</u>	<u>Class</u>	<u>Max Capacity</u>
*Pistol Caliber Carbine				
48	/ 1.0	22 long rifle	LR	40
95	/ .90	380 acp	P4	35
125	/ .80	9mm	P3	35
145	/ .75	40 s&w	P2	35
165	/ .70	45 acp	P1	35
* Rifle Caliber Carbine				
160	/ .60	.223 (5.56)/ 5.45x39	C2	30
270	/ .55	7.62x39/300 Blackout	C1	30
400	/ .45	7.62x51 (.308)	R1	25

* Power Factor is determined by calculating bullet weight (grains) by velocity (fps).

* A shooter who fails their intended power factor at chrono is dropped to the next class (level) of PFM that they qualify for in scoring. No additional penalty or DQ is given for the match. A total of five (5) rounds per shooter are chronoed for power factor.

Target Scoring

Target scoring Zones

<u>Value</u>	<u>Target type/zone</u>		
10 points	IDSA center	USPSA - A/B	IDPA - 0 (full head)
5 points	IDSA mid	USPSA - C	IDPA - 1
2 points	IDSA outer	USPSA - D	IDPA - 3

* A shooter may only score the maximum amount of points required per target regardless of how many shots they place on target. Example: If a target requires three (3) shots a shooter may not score more than thirty (30) total points determined by the best three (3) hits regardless of how many hits they have on target.

* All pass throughs count as hits on threat and non-threat targets. All targets must be engaged with the required number of rounds per target regardless of pass through hits. Failure to fully engage each target with the required number of shots earns the shooter a procedural error penalty per target.

* A hit is defined as a hole made in the target by a projectile from the shooters firearm. A keyhole hit that is clearly made (silhouetted) by the projectile counts the same as a regular bullet diameter hit. A ricochet hit off of a barrel or hard cover counts as a hit as long as it can be determined that the projectile core made the hole in the target and not just a fragment of the bullet jacket. This is typically determined by having some discernable grease ring in the hole. If either one of these types of hits scores points on a threat target for the shooter and hits a non threat, both results (points and penalties) are scored for the shooter.

* Targets may not be touched or manipulated in any fashion while attempting to determine scored hits. If a hit on target takes longer than 15 seconds to determine, it is scored in the shooters favor.

* All targets that require a head shot must have the upper scoring zone (head) clearly marked with a line or perforation to separate the upper (head) and lower (body) scoring zones.

Penalties

Miss - 5 points (per miss)

Non threat - 10 points (per hit)

Procedural Error + 3 seconds to raw time (per infraction)

Stage / Match Misconduct Stage DQ

* Stage / Match Misconduct penalties are given for flagrant actions that circumvent the intent of the stage design perceived as cheating.

Stage Scoring

- Add up target points (scored hits)
- Add up penalties (if any)
- Subtract penalty total from target score total
- Divide total by PFM
- Divide result by stage raw time (+ procedural penalties if any)
- Result equals stage score

***Example:**

Total hit points scored:	178
Total penalties:	- 25 (2 x non threat hits and 1 x miss)
Running total:	153
Divide by PFM:	.60 (.223/5.56 ammo)
Running total:	255
Divide by Raw Time:	9.36 raw +3 procedural (12.36 total)
Stage Score:	20.63

Match Scoring

- Add up each shooters stage scores for their total match score.
- Highest total score wins the match.

Shooting Rules

Use of Cover:

- By default, shooters must use cover when available while engaging threats judged by having no less than fifty (50) percent of their body behind cover, either horizontally (low cover) or vertically (barricade order). Shooters must remain in cover to all unengaged threat targets unless stage design makes this impossible. Targets may be engaged in the open or on the move as the stage description dictates. A stage description may require shooters to break cover and engage threats on the move.

Reloads:

- Reloads may be performed at any time during a course of fire as long as the shooter is not exposed to unengaged targets.

Stage Design Rules

Scenario / Situational Stages:

- Scenario stages must include a written scenario dictating the stage requirements. Situational stages do not require a written scenario but are similar in that they put the shooter in situations that could occur in self defense. Scenario and Situational stages can not be limited round count scoring.

Standards Stages:

- Standard stages test the shooters ability to run their firearm in any fashion without being directed in a scenario or self defense setting. Shooters are not required to use cover unless stated in the stage description. Standards stages may be limited round count scoring.

Start position:

- Typical start position is gun loaded at low ready (pointed toward ground at a 45 degree angle) safety engaged (on) unless otherwise stated in the stage description. If a down loaded magazine is required at the beginning of a COF, the magazine must be fully expended before a reload is permissible, unless the shooter experiences a magazine or ammo related malfunction such as a double feed in which the shooter may change to a new mag and continue the COF. Ammo related malfunctions such as fail to fire must be cleared manually and continue with original magazine.

Maximum Round Count:

- The maximum number of required rounds for any stage is 40.

Non Threat Targets:

- Non threat target count is determined by dividing the number of threat targets in a stage by 2 and rounding a result of .5 or greater up. Example; 2 threat targets allow for 1 non threat, 3 threat targets allow for 2 non threats (1.5 rounded up). Only whole non threat targets are legal in DSA courses of fire. The only exception is cutting down a full target to only the 5 and 10 point scoring zones with a 3/8" non scoring perforation. No portion of a non threat target may be cutout and used as a "shoot through" to a threat target behind it. If the target wouldn't represent a real world application, it is not permitted in DSA courses of fire.

Target and Prop placement:

- DSA stage design is focused on reality based situations even regarding standards stages. Stage designs must be a test of shooting ability, not a memory test. Threat and non threat targets must be placed in a clear and conspicuous manor as to not be shifting in and out of availability from multiple shooting positions.

- Threat target scoring zone availability: at least 50 percent of one of the 10 point scoring zones must be available to the shooter at a range of contact distance out to 10 yards. After 10 yards at least one of the 10 point zones must be 100 percent available to the shooter from the available shooting position. Hard cover painted on targets must be done in straight lines resembling real world cover positions. Painting an entire target hard cover except for the required 10 point zone limit is not permitted. A threat target may be cut down to only the 5 and 10 point scoring zones with a 3/8" non scoring perforation to simulate smaller threats such as aggressive animals.

Classifications

Grand Master
Master
Expert
Sharp Shooter
Marksman
Novice