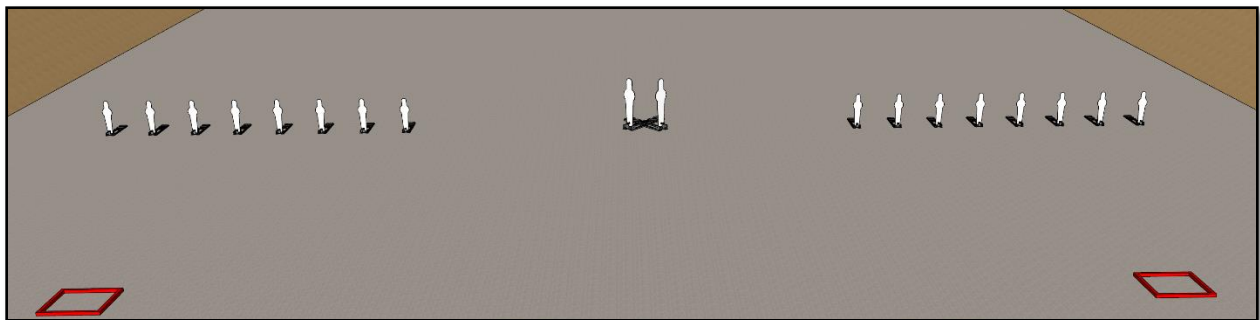


# DSSA Shootout Format and Rules

## V2.0

The DSSA Shootout is a head-to-head steel popper match held in single elimination format, like the NCAA College Basketball tournament. After the regular USPSA match is over, anyone who shot the USPSA match can stick around and participate in the Shootout. (NOTE: The Shootout is NOT a USPSA sanctioned event). You must shoot the main USPSA match to enter the Shootout. The entry fee is just \$5. The total amount collected in entry fees will go to the winner of the Shootout. If 12 people shoot, the winner will receive \$60. The club will not take a cut from the proceeds, at least at first.

The format will be simple. On one range, two identical, but mirrored, steel popper arrays consisting of 8 poppers on the left side and 8 poppers on the right side, and two overlapping poppers in the middle between the two arrays will be set up. The course will look like this (it may change in the size, type, and color of poppers from month to month):



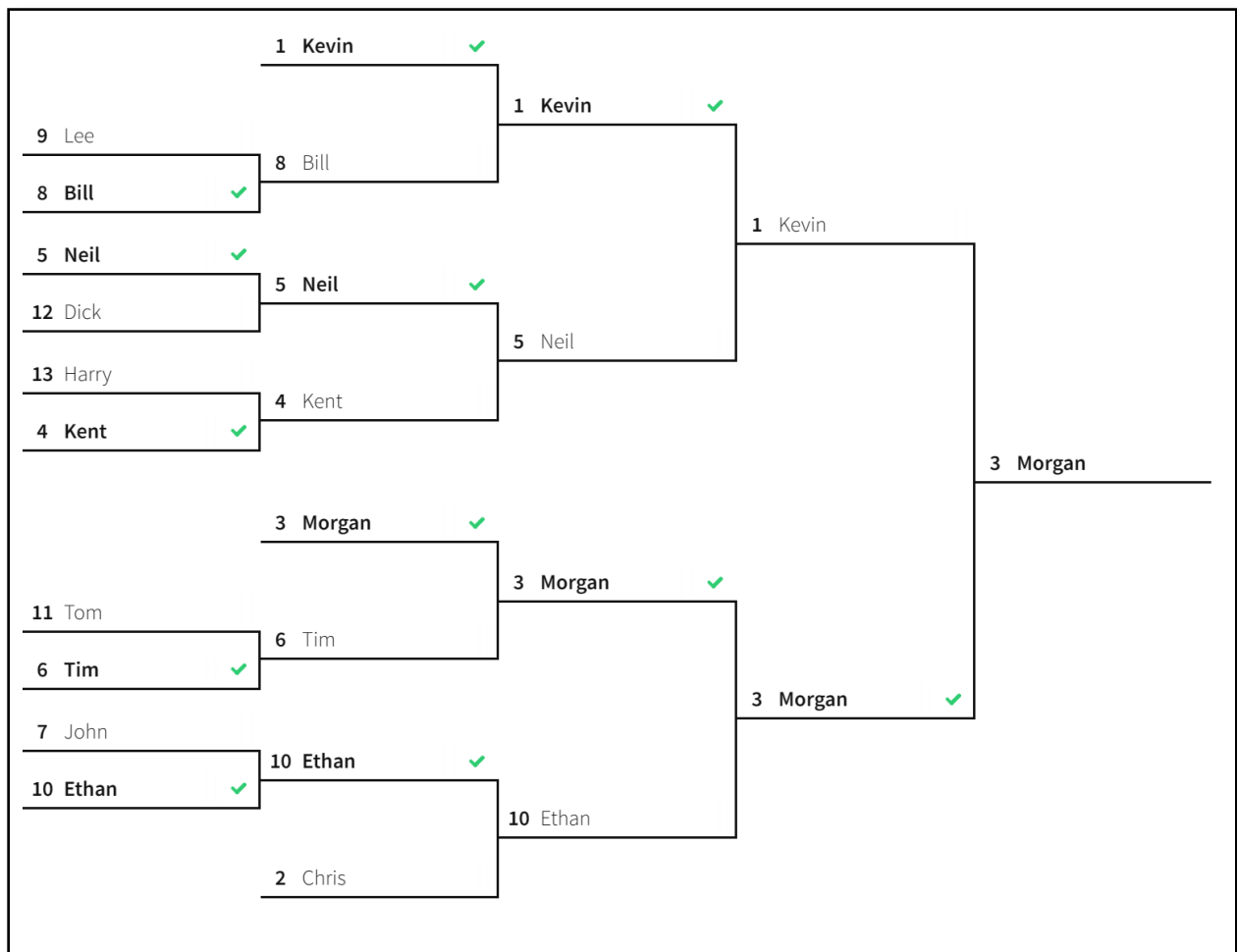
Shooters from all divisions, except PCC, will compete against each other. PCCs will not be allowed (at least at first) to compete. Shooters must shoot the same gun in the Shootout as they shoot in the USPSA match. A handicap system will be used to make it possible for anyone to beat anyone else. A PCC match shooter may shoot a pistol in the shootout, but the handicap will be based on their regular shooting abilities.

One shooter will shoot the left side array, while the other shoots the right side array, both at the same time (thus the head-to-head idea...). Whichever shooter knocks down their center popper first wins (contingent on some other rules outlined later).

## Format:

Brackets will be made from the shooters who competed in the USPSA match and signed up for the shootout. Shooters will be seeded based on the OVERALL standings from the match, disregarding shooters who are not participating in the shootout. The match rounds will be single elimination, except for the final round which will be best 2 out of 3. The higher seed will have the choice of which side to shoot from. In the finals, the higher seed will start on their choice of sides and then switch sides for the 2<sup>nd</sup> and 3<sup>rd</sup> (if necessary) rounds.

Seeding will start with the highest seeds getting a bye (if needed). Shown here is an example of what brackets would look like with 13 shooters participating:



\*Name shown in this example are not intended to resemble actual shooters 😊

## Rules:

1. Standard match range commands will be used during the shooting. Common sense safety rules apply.
2. Shooters must shoot the same gun in the Shootout as they used in the main match unless the main match gun failed and was replaced during the match per standard match rules.
3. The Match Director will have the final decision on everything.
4. The winner will be determined by the finish criteria outlined in the Scoring section.
5. If one shooter knocks down the other shooter's center popper by accident, it will count for the other shooter. However, the first popper to hit the ground rule still applies.
6. Video recording will be allowed as evidence to resolve disputes.
7. Poppers will be painted between rounds.
8. Poppers must fall to score. No calibration will be done during the shootout. The match director can order a reshoot for a malfunctioning popper, but evidence of a hit will not be enough to label it a malfunction.
9. If a shooter is disqualified from the main USPSA match, they may not shoot in the Shootout. No refund will be offered in this case.
10. Shooters will not be allowed to enter the shootout twice, no matter how many entries they had in the main USPSA match.
11. You must shoot the main USPSA match to enter the shootout. No exceptions!
12. Array poppers may not be engaged or reengaged after the first shot at the center popper.
13. All poppers must be knocked down with a shot fired from the shooter's gun. Any popper falling for any other reason will count as a fault.

## Handicap System:

1. The match director will assign a handicap to each shooter based on their average placement at previous DSSA matches. The handicap will consist of zero or more poppers starting already down.
2. Shooters shooting an iron sight gun will start with 1 popper down. (Limited, L10, Production, Revolver, Single Stack=1 down)
3. Down poppers are cumulative for all defined handicaps.
4. Poppers starting down will go from the inside towards the outside.
5. Ammo of any velocity safe for use on steel targets may be used for the Shootout. No handicap is applied based on ammo velocity.

## Stage Description:

### Start Position:

Standing in respective shooting box, handgun is loaded and holstered. Facing down range with wrists below belt.

### Procedure:

Upon the audible start signal, engage the 8 poppers directly in front of you. Then, engage the center popper. A mandatory reload must occur between the first shot taken on the array poppers and the first shot taken on the center popper. Unlimited shots may be taken at any popper.

### Faults:

- Any popper standing after the first shot on the center popper will count as 1 fault.
- Any shots taken from outside the shooting box will count as 1 fault.
- Failing to make a magazine change before engaging (i.e., shooting at) the center popper will result in a loss of the round.

## Scoring:

The winner is the person (in order of priority):

1. Whose center popper **hits the ground first** with the same or fewer number of faults as the opponent.
2. Whose center popper hits the ground second but has fewer faults than the opponent.
3. Who incurred fewer faults if neither center popper hits the ground.