



PRACTICAL SHOOTING MATCH

Sport Information & Rules

Date: July 18, 2026

Sport Coordinator: Pat Brower

Phone: 435-531-9105

Email: ironmountaintraininggroup@gmail.com

Registration Fee: \$80.00

Registration Begins: December 1, 2025

Registration Ends: July 17, 2025

Venue: Iron County Shooting Range

GPS: [37.776564123340684, -113.20942829367581](#)

Google Map instructions:

From I-5 North or I-5 South, take Exit 59

Turn right onto UT-56 W for 4.5 miles

Turn right onto 4800 N/Iron Springs Road for 5.7 miles

Turn right onto N Shooting Range Road for 2.4 miles

Turn left onto Horse Hollow Way S for 500 feet

Range will be on your right

Block Party Information:

For All Athletes/Parents/Spectators & General Public

June 5, 2026

5:00-8:00PM

SUU Practice Field (East of Freeway)

99 S 1100 W

Cedar City, Utah

Includes - Food Trucks, Music, Games, Bounce Houses, and Community Vendors

Utah Summer Games Opening Ceremony - June 5, 2026 8:30pm, SUU Eccles Coliseum

[Weather Policy](#)

EVENT INFORMATION:

2026 Utah Summer Games Practical Shooting Match hosted by Iron Mountain Training Group

Join us for the 2026 Utah Summer Games Practical Shooting Match, hosted by Iron Mountain Training Group. This Level 1 USPSA match features 12 challenging stages, offering an exciting and competitive day at the range. Medals will be awarded for each division and category, including the first-ever Practical Shooting gold medals for the Utah Summer Games. Don't miss out on a chance to showcase your skills and compete for top honors!

Register on PractiScore by visiting the following web address or by searching for "Utah Summer Games" in the PractiScore match search:

<https://practiscore.com/utah-summer-games-practical-shooting-match/register>

Match Format & Schedule:

Schedule:

- 7:00 AM – Arrive & Check-In
- 8:00 AM – 12:00 PM – Shoot 3 stages (each stage approx. 1 hour)
- 12:00 PM – 1:00 PM – Lunch Break
- 1:00 PM – 4:00 PM – Shoot remaining stages
- 4:00 PM – Final Scores & Awards Ceremony

Stages:

- There will be 12 stages at this match.
- Each squad will rotate through the 6 stages. This will allow all squads to shoot every stage.

Squads & Stage Rotation:

- There will be 10-12 squads, with a maximum of 15 shooters per squad. Each squad will rotate through the 6 stages, allotted about an hour per stage.
- Range Officers (ROs) will be assigned to each stage. There will also be additional volunteers to assist with scoring.

Post-Match:

- After all squads have completed the stages, we will take a brief moment to gather and finalize the scores.

Awards Ceremony:

- Once the scores are finalized, the awards ceremony will take place.
- Practical Shooting Gold Medals for the Utah Summer Games will be awarded to the winners of each category and division.

USPSA Divisions

1. **Open:** Fully customized pistols with compensators, optics, and extended magazine lengths. **Maximum magazine length: 170mm.** Unlimited modifications.
2. **Limited:** Production-based pistols with iron sights and restricted modifications. **Maximum magazine length: 141.25mm** for double-stack magazines and **171.25mm** for single-stack magazines.
3. **Limited-10:** Similar to Limited but strictly limited to **10 rounds per magazine.** **Maximum magazine length: 141.25mm.**
4. **Production:** Standard, unmodified production pistols with limited modifications. **Maximum magazine length: 141.25mm.** Primarily minor power factor ammo.
5. **Carry Optics:** Production pistols equipped with slide-mounted red dot sights. **Maximum magazine length: 141.25mm.** Limited modifications.
6. **Single Stack:** 1911-style pistols with a single-stack magazine. Limited to **8 rounds for major calibers** and **10 rounds for minor calibers.** **Maximum magazine length: 171.25mm.**
7. **Revolver:** Revolvers with no optics or compensators. Limited to **6 rounds** in the cylinder. No magazine length restrictions.
8. **Pistol Caliber Carbine (PCC):** Carbines chambered in pistol calibers (e.g., 9mm, .40 S&W) with a **minimum barrel length of 16 inches.** Allows optical sights and some modifications. **No magazine length restriction.**

Categories

- **Lady:** Gender as listed on a government-issued ID.
- **Junior:** Competitors under the age of 18 on the first day of the match. Must be at least 12 years old to compete. Must be accompanied by an adult.

- **Senior:** Competitors who are 55-64 years of age on the first day of the match.
- **Super Senior:** Competitors who are 65-69 years of age on the first day of the match.
- **Distinguished Senior:** Competitors who are 70 years of age and older on the first day of the match.
- **Military:** Military personnel on current active duty orders.
- **Law:** Full-time law enforcement officers with arrest powers.

Ammunition Restrictions:

- **Power Factor:** Ammunition must meet specific power factor requirements. For **Minor** power factor, it must be at least 125, and for **Major**, it must meet higher thresholds specific to each division (e.g., .40 S&W or larger). The power factor is calculated based on bullet weight and velocity.
- **Prohibited Ammunition:**
 - Metal piercing, steel core, incendiary, and/or tracer ammunition is prohibited.
 - Ammunition loaded with steel-jacketed projectiles is also not allowed.
 - Steel-cased ammunition is permitted as long as the projectile does not stick to a magnet.
- **Certified Ammunition:** Competitors may use certified ammunition, which meets USPSA standards, though it is not mandatory.

Gear Restrictions:

- **Holsters:**
 - Holsters must securely retain the firearm and allow a safe and smooth draw.
 - Shoulder holsters, holsters with the muzzle pointing farther than 3 feet from the competitor's feet, or holsters that do not prevent trigger activation while holstered are prohibited.
 - The handgun's heel must not be below the top of the belt when holstered, except for law enforcement/military duty holsters (with approval from the Range Master).
- **Magazines:**
 - Magazines must comply with division-specific limits on length. For example, the Limited division restricts magazine length to **141.25mm**, and for Single Stack, the maximum magazine length is **171.25mm**.
 - Magazines can be carried in retention devices on the competitor's belt or

in clothing pockets.

- Magazines or speed loaders may not be held or carried in the mouth.

- **Pistol Caliber Carbines (PCC):**

- Carbines must be chambered in pistol calibers (9mm, .40 S&W, .357 Sig, .45 ACP) with a **minimum barrel length of 16 inches**.
- No magazine length restrictions for PCC.
- A chamber safety flag or clear chamber device must be used whenever the firearm is uncased or not in use.
- Uncased PCCs must be carried vertically, with the muzzle pointed in a safe direction.

- **Eye and Hearing Protection:**

- All competitors must wear appropriate eye and hearing protection during the course of fire.
- If a competitor loses or displaces their eye or hearing protection during a stage, they must immediately stop and resume once the protection is restored.

For any questions regarding match rules, competitors should consult the USPSA Rulebook. The full rule book can be found here: <https://uspsa.org/rules>

The USPSA classification system allows competitors to gauge their performance against others in the same division. However, obtaining a classification is not mandatory to participate in the match. Competitors can choose to shoot without a classification.

While USPSA membership offers benefits, such as access to the classification system and eligibility for certain competitions, it is not required to participate in Level I (local) USPSA matches. Both members and non-members can compete in these matches.

When registering for the match, competitors will be asked for their USPSA member number and classification. If they don't have these, they can simply leave the fields blank.

ANYONE 18 AND UNDER MUST BE ACCOMPANIED BY AN ADULT

Check-in & USG Athlete Packet Pick Up:

Please show up at the range at least 30 minutes prior to the start of the event at the event venue. Please be on time so that we can maintain the schedule as published.

We will not wait to start an event at its published start time.

