

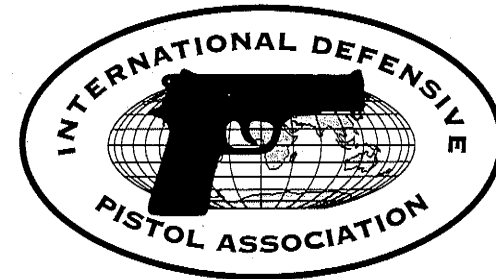
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OFFICIAL RULE BOOK

Effective Date 03-01-00

The Real Practical Shooting Sporttm

\$2.00



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Equipment and Competition Rules of the International Defensive Pistol Association, Inc., adopted 10/26/96, Up-dated 03-01-00 Copyright © 1996, 1997, 1998, 1999, 2000 International Defensive Pistol Association, Inc., all rights reserved. Following are the official rules governing "Defensive Pistol" Competition as a sport. These rules and any ruling not covered in these rules shall be decided by the match director and his/her decision shall be final.

THE CONDUCT OF DEFENSIVE PISTOL COMPETITION

Purpose:

Defensive Pistol shooting as a sport is quite simply the use of practical equipment including full charge service ammunition to solve simulated "real world" self-defense scenarios. Shooters competing in Defensive Pistol events are required to use practical handguns and holsters that are truly suitable for self-defense use. No "competition only" equipment is permitted in Defensive Pistol matches since the main goal is to test the skill and ability of the individual, not their equipment or gamesmanship.

Principles:

- To create a level playing field for all competitors to test the skill and ability of the individual, not their equipment or gamesmanship.
- To promote safe and proficient use of guns and equipment suitable for self-defense use.

- To offer a competition forum for shooters using standard factory produced service pistols such as the Beretta 92F, Glock 17, etc. (STOCK SERVICE PISTOL Division), for shooters using popular single action 9mm/.40 pistols which have been modified for carry (ENHANCED SERVICE PISTOL Division), for shooters using 1911 style single stack .45's which have been modified for carry, not competition (CUSTOM DEFENSIVE PISTOL Division) and for shooters using service revolvers such as the popular Smith & Wesson 686 (STOCK SERVICE REVOLVER Division).

- To provide shooters with practical and realistic courses of fire that simulate a potentially life threatening encounter or that tests skills that would be required to survive a life threatening encounter.

- To offer a practical shooting sport that is responsive to the shooters and sponsors, with unprecedented stability of equipment rules.

- To offer a practical shooting sport that allows the competitors to concentrate on the development of their shooting skills and fellowship with other like minded shooters.

Courses of Fire:

Courses of fire must either simulate a potential real life self-defense scenario or test shooting and gun handling skills that would be necessary in a real life self-defense scenario. The maximum number of shots required for any string of fire is 18. The majority of shots fired in a Defensive Pistol match will be under 15yds and many stages will start with your equipment concealed. Precision close range shooting on the move and at moving targets is also to be encouraged. Every effort will be made to keep all courses six (6) shot revolver neutral. Emphasis will not be placed on physical ability, but rather shooting and gun handling skills. A comprehensive Defensive Pistol course of fire book is supplied to all clubs and is available for a nominal fee to the general membership.

Targets:

The official Defensive Pistol target is an 18"x30" buff color cardboard silhouette with a 8" round "A-Zone". The value of the scoring zones are 5, 4 and 2 points, respectively. However, since the Vickers Count (see below) operates with a "point down" system the target is set up to directly reflect this scoring method. Hence, the target is scored -0, -1 and -3, (see enclosed drawing in this book).

Various steel targets such as 8" round discs, Pepper Poppers, etc. can also be used occasionally for IDPA competition. All steel stages are to be discouraged. All steel targets have a scoring value of 5 points.

Scoring Method:

Vickers Count (for use when shooting speed shoots & scenarios)- Vickers Count scoring is based on assessing the shooter a "Time" penalty for every point they drop from the total "Possible" point score (points down). To score Vickers

Count simply take the time it took to complete the string of fire (raw time) and **ADD** five tenths (.50) of a second for each point down from the possible score. Add any applicable penalties and total for your Final Score. As many shots as desired may be fired but only the best hits as specified by the course description will be scored (Example: if 2 hits per target are specified in the course description and you fire 3 shots, **ONLY** the 2 highest scoring hits will count for score).

Limited Vickers Count (for use when shooting standard exercises)-

Same as Vickers Count described above except the number of shots you can fire on any string is limited to the number specified in the course description, any pick-up shots will incur a procedural penalty of three (3) seconds per extra shot fired and one of your highest scoring hits will be deducted from your point score for each extra shot fired. Limited Vickers scoring is used to allow multiple strings to be fired without having to score the targets after each string of fire, thus making the stage run quicker. Limited Vickers should **ONLY** be used to score *Standard Exercises* courses and is not suitable for *Scenario* stages.

Penalties for Vickers Count-

Procedural Error: Add three (3) seconds per infraction **Hits on a Non-Threat Target:** A single five (5) second penalty will be assessed per non-threat target hit. If you have more than one hit on a non-threat target you will still **ONLY** be assessed a single five (5) second penalty for that target. **Failure to Neutralize:** Add five (5) seconds per infraction (this penalty applies to any target that scores LESS than four (4) points total, regardless of the total number of hits specified). Failure to neutralize penalties **ONLY** apply when standard Vickers Count scoring is used and the target/targets do not completely disappear. FTN does NOT apply to Limited Vickers scoring, PAR time scoring or to disappearing targets. **Failure to Do Right:** Add twenty (20) seconds to total score.

PAR Time-

Standard exercises are often scored on a PAR time basis. This means each string of fire will have a specific "pre set" time "Limit" to shoot the required number of rounds. (Example: 2 1/2 seconds @ 25 yards to draw and fire one round.) As long as all shots are fired within the time "Limit", points scored on the target/targets is all that counts. Unlike **Vickers Count** your final score will be in points rather than time. Two tenths (.20) of a second should be added to all time limits if the course is shot from concealment.

Penalties for PAR Time-

Procedural Error: Deduct five (5) points per infraction
Hits on Non-Threat Target: A single ten (10) point penalty will be deducted per target hit
Failure to Do Right: Deduct 200 points from your final score

NOTE: Vickers Count and PAR Time stages can be used in the same match if the PAR Time stages/stages are converted to time in the following manner. Add up all the PAR times in the stage (every shooter will get this 'base' time) and add .50 seconds for each 'point down' from the possible total points. Apply any procedural

error penalties as 'points down' before converting the PAR score to time.

DNF -

If a shooter cannot finish a stage due to a broken firearm they will be scored one of the two following ways, whichever will give them the best score: #1 All required shots that were not fired will be scored for points down and failure to neutralize, this time penalty will be added to their total score up to the point where the firearm broke. #2 The minimum number of shots required for the stage will be multiplied by three (3) seconds for a stage score.

Minimum Power Floors:

The goal is to compete with "service type" ammunition, not light target ammunition, therefore the following minimum power floors will be in effect.

-Minimum power floor for STOCK SERVICE PISTOL division is 125,000 (bullet weight x muzzle velocity). *9mm - 125@1000*

.40 - 170@740, 180@700, 165@760

-Minimum power floor for ENHANCED SERVICE PISTOL division is 125,000 (bullet weight x muzzle velocity).

-Minimum power floor for CUSTOM DEFENSIVE PISTOL division is 165,000 (bullet weight x muzzle velocity). *.45 - 200@825*

-Minimum power floor for STOCK SERVICE REVOLVER division is 125,000 (bullet weight x muzzle velocity). *.38 - 158@800*

Typically, you will chronograph three (3) rounds, if two of the 3 exceed the power floor, the competitor is in compliance. If there is any question as to the bullet weight, a bullet should be pulled and weighed using a powder scale.

Classifications:

In order for all shooters to be able to compete with their peers, Defensive Pistol competitors will be divided in four classifications within each division based upon their skill level. Classifications will be as follows: Master 85 - 100% , Expert 70 - 84.9%, Sharpshooter 55 - 69.9%, Marksman 40 - 54.9%, Novice - under 40 percent. Defensive Pistol has a very quick and easy method of classifying shooters. Simply take your classification card to any affiliated club and shoot our 90 round classifier match. The match organizer or club president will then be able to assign you a classification on the spot. You must, however, shoot a separate classification match for each division you wish to compete in. You will receive a copy of the "Classifier Match" when you join the International Defensive Pistol Association. **Official IDPA targets must be used for all classifier matches.**

Prizes & Awards:

Defensive Pistol shooting is a "Trophy" only sport, therefore NO cash or merchandise

awards will be made. Defensive Pistol competitors will be shooting to develop their shooting skills and for the prestige of winning. Trophy or plaque awards shall be presented to the top shooters in each division and class at Club matches, State Championships, National Championships and International Championships. Because each division 'stands alone', no high overall trophies shall be awarded. Product prizes may be awarded occasionally by "chance" and may be part of your shooters packet contents.

Divisions of Competition:

Defensive Pistol is divided into **Four** separate divisions of competition, so shooters using all popular service type pistols and revolvers will have a place to compete competitively. These divisions are **TOTALLY SEPARATE** from each other, i.e. STOCK SERVICE PISTOL division shooters compete **ONLY** against other STOCK SERVICE PISTOL competitors, ENHANCED SERVICE PISTOL division shooters compete **ONLY** against other ENHANCED SERVICE PISTOL Competitors, CUSTOM DEFENSIVE PISTOL division shooters compete **ONLY** against other CUSTOM DEFENSIVE PISTOL competitors, STOCK SERVICE REVOLVER division shooters compete **ONLY** against other STOCK SERVICE REVOLVER competitors. There will be awards for winners in all classes within ALL four divisions. At club level events, competitors may shoot in all divisions, however the first division you shoot in will be for awards.

STOCK SERVICE PISTOL division is intended to offer a place in competition for shooters using popular "stock" Double Action/Safe Action factory service pistols such as the Glock, Beretta, S&W, Ruger, Browning and Sig.

ENHANCED SERVICE PISTOL DIVISION is intended to offer a place in competition for shooters using popular Single Action 9mm/.38 Super/.40 service pistols such as the Browning HP, CZ-75, EAA Witness and 1911A1 pattern pistols.

CUSTOM DEFENSIVE PISTOL division is intended to offer a place in competition for shooters using the "practical" custom 1911 style 10mm/.45 single stack pistols, while still allowing shooters using the various hi-capacity pistols such as the Para-Ordnance, STI/SVI and Glock 20/21 to compete on equal ground. There are many out-of-the-box 1911 style pistols that can be used competitively in this division with little or no custom work.

STOCK SERVICE REVOLVER DIVISION is intended to offer a place in competition for shooters using popular service revolvers. The goal is to have competitors using common proven service revolvers such as the Smith & Wesson Model 66, 686 or Ruger GP-100.

No Competition Only type modifications are permitted. Basically, if you wouldn't carry it to defend yourself, you can't shoot it in Defensive Pistol competition.

Equipment :

All equipment used in Defensive Pistol matches must meet the following simple

guidelines; equipment must be practical for self-defense use, concealable, suitable for all day continuous wear and must be worn in a manner that would be appropriate for all day continuous wear. The match director will be **REQUIRED** to dis-allow any equipment that does not meet this simple criteria. If you wouldn't carry it to defend yourself, you can't shoot or use it in Defensive Pistol competition.

If you are caught using equipment that is not in the guide-lines set forth and not in the spirit of Defensive Pistol "PURPOSE", and the Match Director is convinced you did so to gain competitive advantage, you will be disqualified from the entire match.

STOCK SERVICE PISTOL DIVISION

Handguns permitted for STOCK SERVICE PISTOL division must be Double Action, Double Action ONLY or Safe Action and be of 9mm (9x19) or larger caliber, be readily available on dealers shelves, have a minimum annual production of 2000 units (Discontinued models must have had a total production of 20,000 units) and meet the following criteria:

Pistol including magazine must fit in a box measuring 8 3/4" x 6" x 1 5/8". **No external modifications other than changing sights and grips will be permitted.** To reduce cost and provide a level playing field for all pistols permitted, the maximum number of rounds that may be loaded in a magazine is ten (10).

NON-INCLUSIVE list of pistols permitted: (These are just examples of pistols that meet STOCK SERVICE PISTOL DIVISION requirements and is **NOT** meant to be a definitive list of approved pistols)

Astra A-75, A-100, **Beretta** 92FS, 92 Elite, 96, Cougar, **Browning**, BDA, **CZ** 75, 85, 100, **Daewoo** DP-51, DH-40, **Desert Eagle** Baby Eagle, **EAA** Witness, **FEG** PJK-9HP, **Glock** 19, 17, 20, 21, 22, 23, 26, 27, 29, 30, 34, 35, **H&K** USP, P7M8, **Khar** K9, K40, **Para-Ordnance** LDA, **Ruger** P89, KP89, KP90, KP93, KP94, P95, P97, **Sig** 220, 225, 226, 228 & 229, **Smith and Wesson** 908, 909, 910, 1006, 3913, 3953, 4506, 4516, 4566, 4586, 6904, 6906, 6946, 4013, 4053, 4046, 410, 4006, 4043, 5903, 5904, 5906, 5946 & Sigma, **Smith & Wesson Performance Center** Shorty 9, 40 & 45, model 5906 Tactical, **Taurus** PT92, PT908, PT99, PT100, PT940, PT101, PT945, PT911, **Walther** P88, P-99 **NOTE:** Selective DA/SA pistols **MUST** begin hammer down.

INCLUSIVE list of permitted modifications: (If it's not on this list, it can't be used in Defensive Pistol competition)

- Change of sights to another conventional notch and post type
- Change of grips to another style or material that is similar to factory configuration (no weighted grips)
- Slip-on grip sock and/or skateboard tape
- Action work to enhance trigger pull as long as safety is maintained
- Reliability work to enhance feeding and ejection
- Internal accuracy work to include replacement of barrel with one of factory configuration

-Custom finishes

NON-INCLUSIVE list of **EXCLUDED** modifications:

- Externally visible modifications other than grips or sights
- Heavy barrels and/or barrel sleeves (factory or aftermarket)
- Add on weights of any type, weighted magazines
- Sights of non-standard notch and post type-Porting of barrels (factory or aftermarket)
- Compensators

ENHANCED SERVICE PISTOL DIVISION

Handguns permitted for ENHANCED SERVICE PISTOL division must be Single Action or selective SA/DA and be of 9mm (9x19), (9x21), (9x23), .38 Super, .357 Sig, .40 S&W, .41 AE, and meet the following criteria:

Pistol including empty magazine must fit in a box measuring 8 3/4" x 6" x 1 5/8" and have a maximum unloaded weight of 43 oz.. To reduce cost and provide a level playing field for all pistols permitted, the maximum number of rounds that may be loaded in a magazine is ten (10).

NON-INCLUSIVE list of pistols permitted: (These are just examples of pistols that meet ENHANCED SERVICE PISTOL DIVISION requirements and is **NOT** meant to be a definitive list of approved pistols)

Browning HP, **CZ**-75, **EAA** Witness, **Colt** Govt., Commander, **Glock** 17, 19, 22, 23, 26, 27, 34, 36, **Springfield** 1911A1, **Military** 1911 and 1911A1, **AMT** Hardballer, **Auto Ordnance** 1911A1, **STI/SVI**, **Para Ordnance** .38 super/.40 S&W pistols, **Smith & Wesson Performance Center** 9mm, 356TSW & 40 Limited, PPC. **NOTE:** Pistols approved for SSP may also be used in ESP and CDP depending upon caliber.

INCLUSIVE list of permitted modifications: (If it's not on this list, it can't be used in Defensive Pistol competition)

- Change of sights to another notch and post type
- Change of grips (no weighted grips)-Internal accuracy work to include replacement of the barrel with one of factory configuration.
- Internal reliability work
- Checker frontstrap and backstrap
- Checker or square and checker trigger guard-Cosmetic checkering/serrating
- Extended thumb (may be ambidextrous) and grip safeties
- Full length guide rod manufactured of material that is no heavier than common steel
- Change of hammer and other trigger action parts to enhance trigger pull
- Beveled magazine well and add-on well extensions
- Custom finishes

NON-INCLUSIVE list of **EXCLUDED** modifications:

- Heavy barrels, cone barrels and/or barrel sleeves (factory or aftermarket)

- Porting of barrels
- Compensators
- Add on weights, weighted magazines, tungston guide rods, extended dust covers
- Sights of non-standard notch and post configuration
- Extended oversize magazine release buttons
- Trigger shoes

CUSTOM DEFENSIVE PISTOL DIVISION

Handguns permitted for the CUSTOM DEFENSIVE PISTOL division must be 10mm Norma, .400 Cor-Bon or .45 ACP caliber and meet the following criteria:

Pistol including empty magazine must fit in a box measuring 8 3/4" x 6" x 1 5/8" and have a maximum unloaded weight of 41 ounces. To reduce cost and provide a level playing field for all pistols permitted, the maximum number of rounds that may be loaded in a magazine is eight (8).

NON-INCLUSIVE list of pistols permitted: (These are just examples of pistols that meet CUSTOM DEFENSIVE PISTOL DIVISION requirements and is **NOT** meant to be a definitive list of approved pistols)

Colt Government model, Gold Cup, 1991A1, Officers Model, **Springfield Armory** 1911A1, **Auto Ordnance** 1911A1, **Les Baer** Premier II, Custom Carry, Prowler IV, SRP, **Wilson Combat** all 1911 style models except Tactical Elite, **Kimber** 1911A1, **Para-Ordnance** P10, P12, P13, P14, **Glock** 20, 21, **EAA** Witness, **S&W** 1006, 4506, **Smith & Wesson Performance Center** model 845, 45 Limited, **Sig** 220 and other 1911 style pistols built on aftermarket frames and slides such as **Springfield Armory**, **Caspian**, **CMC**, **Wilson Combat**, **Baer**, **STI**, **SVI** and **Nowlin** if 5" or shorter conventional bushing type standard weight barrels are used and all other stipulated criteria is met. Factory installed cone style barrels are permitted on pistols with a barrel length of 4.2" or less. **NOTE:** Pistols approved for SSP may also be used in ESP and CDP depending upon caliber.

INCLUSIVE list of permitted modifications: (If it's not on this list, it can't be used in Defensive Pistol competition)

- Change of sights to another notch and post type
- Change of grips (no weighted grips)
- Internal accuracy work to include replacement of the barrel with one of factory configuration. Factory installed cone style barrels are permitted on pistols with a barrel length of 4.2" or less.
- Internal reliability work
- Checker frontstrap and backstrap
- Checker or square and checker trigger guard
- Cosmetic checkering/serrating
- Extended thumb (may be ambidextrous) and grip safeties
- Full length guide rod manufactured of material that is no heavier than common steel-Change of hammer and other trigger action parts to enhance trigger pull-Beveled magazine well and add-on well extensions
- Custom finishes

NON-INCLUSIVE list of **EXCLUDED** modifications:

- Heavy barrels, cone barrels (over 4.2") and/or barrel sleeves (factory or aftermarket)
- Porting of barrels
- Compensators
- Add on weights, weighted magazines, tungston guide rods, extended dust covers-
- Sights of non-standard notch and post configuration
- Extended oversize magazine release buttons
- Trigger shoes

STOCK SERVICE REVOLVER DIVISION

Any revolver of 9mm/.38 Special Caliber or larger with a barrel length of 5" or less (7 & 8 shot revolvers permitted, but may only load six (6) rounds). **No external modifications other than changing sights and grips will be permitted.**

NON-INCLUSIVE list of pistols permitted: (These are just examples of pistols that meet STOCK SERVICE REVOLVER DIVISION requirements and is not meant to be a definitive list of approved revolvers)

Smith & Wesson model 10, 13, 15, 19, 29, 64, 65, 66, 67, 586, 629, 625, 686 and 657, **Ruger** Security-six and GP-100, **Colt** Python, Trooper, King Cobra and Anaconda, **Taurus** 82, 85, 83, 65, 66, 669, 689, 608 and 44, **Rossi** 971 and 851

INCLUSIVE list of permitted modifications:

- Change of sights to another conventional notch and post type
- Change of grips to another style or material that is similar to factory configuration (no weighted grips)
- Action work to enhance trigger pull as long as safety is maintained (smoothing the trigger face and removing the hammer spur are considered action work and are permitted)
- Chamfer the rear of the chambers
- Custom finishes

BACK-UP GUN DIVISION

Handguns permitted in BACK-UP GUN division may be single or double action and either pistol or revolver and be of .32 auto, .380 ACP, 9x19mm, .38 Special, .357 Magnum, .40 S&W, 10mm, .45 ACP and meet the following criteria:

Pistols must have a barrel length of 3.8" or less (factory installed cone style barrels with or without a barrel bushing are permitted), revolvers a barrel length of 3" or less. Maximum (total) number of rounds that may be loaded into the handgun is five (5).

NON-INCLUSIVE list of handguns permitted: (These are just examples of handguns that meet BACK-UP GUN division requirements and is NOT meant to be a definitive list of approved handguns).

ACCU-TEK AT-32, AT-380, CP 9/40/45, HC-380, BL-9, **AMT** .380 & .45 Back-up, **Beretta** 3032 Tomcat, 84/85/86 Cheetah, **Browning** BDA 380, **Colt** Detective Spl, DS-11, Pony, Pocketlite, Mustang, Officers Model, Defender, **CZ CZ-83**, **EAA** Witness European, Witness Polymer, Windicator, **Glock** 26, 27, 29, 30, **Heritage** Stealth, **Kahr** K9, K40, MK9, **Para Ordnance** P10, P12, **Rossi** 877/677, 68/88, **Ruger** SP101, **Sig** P230, P232, P239, **Smith & Wesson** 10, 19, 66, 36, 37, 38, 60, 442, 637, 638, 639, 640, 642, 3913, 3953, 4513, 4553, 457, 6906, 6946, SW380, SW9M, **Springfield Armory** Ultra Compact, **Taurus** 85, 605, 606, PT938, PT111, **Walther** PP, PPK, PPK/S, **Wilson** Sentinel

INCLUSIVE list of permitted modifications: (If it's not on this list, it can't be used in Defensive Pistol competition)

Revolvers:

- Change of sights to another conventional notch and post type
- Change of grips to another style or material that is similar to factory configuration (no weighted grips)
- Action work to enhance trigger pull as long as safety is maintained
- Bob hammer spur
- Chamfer cylinder
- Custom finishes

Pistols:

- Change of sights to another conventional notch and post type
- Change of grips to another style or material that is similar to factory configuration (no weighted grips)
- Slip-on grip sock and/or skateboard tape-Action work to enhance trigger pull as long as safety is maintained
- Reliability work to enhance feeding and ejection
- Internal accuracy work to include replacement of barrel with one of factory configuration (factory installed cone style barrels are permitted)
- Custom finishes

This division is intended for club level matches ONLY and will not be recognized at the annual Championship. All courses of fire for the **Back-Up Gun Division** must be limited to 5 rounds maximum per string to allow autos and revolver shooters to compete equally. Sample Back-Up Gun Division courses of fire are available from IDPA HQ.

The following modifications are **SPECIFICALLY DIS-ALLOWED IN ALL DIVISIONS** (unless otherwise specifically approved above), compensators of any type including Hybrid or ported barrels, add on weights for a competitive advantage, heavy and/or cone style barrels without a barrel bushing and sights of non-standard configuration (ie. ghost rings, etc.).

HOLSTER and AMMUNITION CARRIER RULES

Holsters and ammunition carriers permitted for Defensive Pistol competition must be specifically designed and marketed for concealed carry use NOT for range or

competition use and must be suitable for continuous all day concealed carry wear. All holsters/ammunition carriers must be worn in a manner consistent with everyday concealed carry use. A maximum of two (2) spare magazines or three (3) speedloaders may be worn at anytime. If a holster or ammunition carrier is listed in the competition section of a manufacturer's catalog, it's probably NOT suited for IDPA use. If a holster or ammunition carrier is listed in the law enforcement or concealed carry section of a manufacturer's catalog and can be worn behind the centerline of a shooter's body, it is probably appropriate for IDPA use. A three man holster committee will review and decide which holsters best meet IDPA criteria. Additional holsters will be added to the list as they are approved by the holster committee and rule books are re-ordered. The web site is your best source for an up-to-date listing. ALL retention features of the holster MUST be used. All holsters must fully cover the trigger when the pistol is holstered. Holster and pouches must be worn on a belt that passes through regular pants loops. The holster must position the pistol so the center of the trigger pad is behind the centerline of the body from a side view and all magazines and magazine carriers for pistols must be positioned behind the centerline. Revolver ammunition carriers may be worn directly in front of the holster on the strong side. The seam on the side of a shooter's pants may or may not indicate where the centerline of a shooter's body is located. If you can conceal your pistol/holster/ ammunition carriers with a light wind-breaker and comfortably draw your pistol while seated in an automobile with bucket seats, your equipment is probably okay. **Exception** - Police/military officers may use their duty rig, but ALL retention features of the holster MUST be used, police/military officers must use a concealment holster on those stages specifying a concealed carry start.

HOLSTERS AND AMMUNITION CARRIERS MAY NOT BE MODIFIED AND THEY MUST BE USED IN THEIR ORIGINAL FACTORY CONDITION FOR IDPA COMPETITION.

INCLUSIVE list of holsters **APPROVED** for IDPA competition effective 03-01-00:

999 Holsters & Gear 211, 215, 459, 417, 450, 487, **Aker** Special Agent, Belt Slide, DEA, 132, 133, 134, 135, 136, 137, 138, 139, 142, 143, 148, 120, 144, 152, 154, 158, 166, 258, **AKJ Concealco** BSA, BST, IWBA, IWBT, **Alessi** Talon, Belt Slide, Hideout, DOJ, CQC, CQC/S, **Alfonso Leather** H2, H3, H4, H5, H6, H7, J17, J18, J20, J21, J22, **Andrews** Tension Saddle, Mac Daniel 2, IPSC Saddle, Hybrid Saddle, **Arizona** Tactical Tactical Response, **Bagmaster** CH, BH-FA, BSH, IPHTB, IPH, **Bear's Den** Belt Slide, Pancake, Scabbard, MK-1, Hi-Rider, Clone, Speedster, Excaliber, **Bianchi** Cyclone III, Shadow, Askins Avenger, Black Widow, Pistol Pocket, Waistband, Hip Hugger, Talon, PDQ, #80 Pinch, Accu Mold Belt Slide, Paddle, 100, 105, 106, **Blade Tec** IWBs, Belt Slide, Paddle, Standard Scabbard, **Bruce Nelson** Summer Special, Professional, **Jim Burke** Belt slide, 010, 011, **Ken Burnham** ATS, VHR, IWB/FL, IWB/WS, **Carry-On** Pancake, IWP, **Colt** Belt Slide, Thunder, Lite-Ning, Insider IWB, **Concealed Carry Clothiers** IWB, **Davis** 453 Liberty, Summer Special, **Del Fatti Leather** LP, SLP, BPB, ISP-DB, TAC-COM, ISP-3, **De Santis** Speed Scabbard Pro-Fed, Mini Scabbard, Cozy Partner, Companion, Yaqui, Viper, 87, **Dillon** LTD, Master, Desert Special, CLS, Paddle, **Don Hume** Double Nine, Five Way, Agent 9, Breakfront, H724, H726, Pancake, Five Way, Fletch, First Agent, JIT Slide, V-Slide, Threepersons, **Eagle Ind.** ITP, Bodyguard, HRBF, BHRH, FBH, DH-HRM, **Ed Brown** model 1801, **El Paso Saddlery** Threepersons, #2, #77, #88, **Ernie Hill** Ultimate Cover, Ghost Slide, Concealed Speed, Inside Edition, GPCP,

6. Pistols will not be loaded except when directed by a safety officer. * (See note after rule 27)
7. Shock resistant eye protection and ear protection are required of anyone within 50 yards of the firing line.
8. After completing any firing problem, shooter must unload, show clear and re-holster before turning up-range or leaving the firing line. * (See note after rule 27)
9. Pistols used in competition shall be serviceable and safe. If any pistol is observed to be unserviceable or unsafe, it shall be withdrawn at the request of the match director. In the event that a pistol cannot be loaded or unloaded due to a broken or failed mechanism, the shooter must notify the safety officer, who will take such action as he thinks safest.
10. During loading, unloading, drawing, re-holstering, while moving or during remedial action, fingers must be outside the trigger guard and the muzzle must be directed downrange. Failure to do so will result in a three (3) second procedural error penalty. Multiple violations of this rule could result in dis-qualification from the entire match at the discretion of the Match Director.
11. During a contest, shooters not firing will refrain from handling their pistols except at designated safe areas. Magazines and speedloaders may be reloaded while off the firing line, but **NO** live ammo is to be handled at the safe area. The normal condition of pistols not actually engaged is holstered and unloaded, with hammer down and magazine removed. * (See note after rule 27)
12. In any single contest, a shooter must use the same pistol in all stages of the contest; except that shooter may use another pistol of the same type, action, and caliber as that with which he commenced the contest if his/her starting pistol becomes unserviceable during the contest. Shooter may resume the contest at the next scheduled "start signal", but shooters may not re-shoot any previous stages.
13. No shooter shall wear or use two pistols unless dictated by the specific course of fire at hand.
14. Pistols must start from mechanical condition of readiness appropriate to their design. In general, single-action autos will start cocked and locked, double-action autos will start hammer-down and locked or unlocked. However, unusual designs may be started in other ways. Selective double-action autos may start cocked and locked or hammer down. Autoloaders **MUST** begin any Vickers Count string of fire requiring a re-load with the pistol loaded to maximum capacity or the maximum capacity allowed in that division. In the case of SSP division this will be 11 rounds total.
15. In general, all firing problems will be started with the pistol holstered and safe, hands clear of equipment as directed by the course director. Other positions for the pistol may be stipulated (table top, drawer, pack, purse, or in the firing hand).
16. In cases where metal targets are used which may be damaged by excessive

penetration, the club conducting the contest may prohibit cartridges that may damage the equipment. Metal piercing and incendiary or tracer ammunition is prohibited.

17. **TACTICAL LOAD:** Courses of fire may require that while firing a stage, no loaded ammunition carriers (ie. magazines, speedloaders) may be left behind if the shooter moves to another firing position. The shooter's firearm will be considered **LOADED** when the fresh magazine is seated or revolver cylinder is closed. Failure to do so will result in a three (3) second procedural penalty per infraction.
18. On stages requiring the shooter to reload, but not designated as a **TACTICAL LOAD** stage, the shooter may be required to shoot the gun dry before reloading to more closely simulate a *real world* situation. Failure to do so will result in a three (3) second procedural penalty per infraction.
19. **PROPER USE OF COVER:** More than 50% of the shooter's upper torso must be behind cover while engaging threat targets. If in the opinion of the SO adequate cover is not being used (if the shooter does not have to move between target engagements, this is a strong indicator that adequate cover is **NOT** being used) the SO will yell **COVER**, if the competitor immediately moves to adequate cover **NO** penalty will be assessed. If the competitor does **NOT** immediately move to adequate cover a three (3) second procedural penalty will be assessed. All reloads must be executed behind cover if cover is available and must be completed before leaving cover. The firearm will be considered **LOADED** when the fresh magazine is seated or revolver cylinder is closed. Failure to reload behind cover will result in a three (3) second procedural penalty per infraction.
20. Once the ready position is assumed and "standby" command has been given, it may not be changed before the firing signal. Moving the hand towards the pistol in the ready position will result in a three (3) second procedural penalty.
21. On paper targets, a shot, the outside diameter of which touches any part of a scoring ring counts for the value of the ring. Radial tears in the paper exceeding two bullet diameters will not count.
22. On **PAR** time stages, if a shooter fires after the signal to cease fire, he will be penalized five (5) points for each shot so fired.
23. If a shooter has more hits on his paper than allowed in a given **PAR** time string, the maximum value for each excess shot shall be subtracted from his/her score, except when it can be established to the satisfaction of the contest director that the hits in question are of a different caliber from that used by the shooter in question, or when it can be positively proven that another shooter was guilty. In the latter case, the shooter whose target was fired upon by another shooter will be allowed to fire the stage over.
24. If a shooter fires before the firing signal, he shall be charged with a procedural penalty of three (3) seconds for Vickers count or five (5) points if **PAR** time.
25. Ties shall be broken in a manner decided upon by the club conducting the contest. However, this shall always be done by shooting, not by chance.

26. It shall be the responsibility of each shooter to keep account of his score along with the scorekeeper. If there is an error in the scorekeeper's final tally, it shall be the responsibility of the shooter to protest the final results within one hour of the posting of final scores. Failure to file a protest with the Match Director prior to the above time nullifies any claims made thereafter. All scoring /officiating protests must be made to the match director and the decision of the match director will be final as long as his/her decision is in accordance with the rules as set forth in the most current issue of the official rule book.

27. No re-shoots will be allowed for gun or "mental" malfunctions except when shooting the "Classifier" match.

NOTE:

* **The question of Hot and Cold ranges at the local club level is subject to individual club policy, it is the sole responsibility of local clubs and is beyond IDPA control. State, national and international championships sanctioned by IDPA will be required to have cold ranges.**

Range Commands:

Standard range commands are as follows-

Load and make ready, shooter ready, standby, start signal (start signal can be verbal, audio buzzer, ie: timer or visual at the discretion of the range master), Unload and show clear, holster, range is safe. NO "sight pictures" will be allowed. A sight picture is defined as drawing a loaded or unloaded firearm and aiming it down range before the start signal to begin a course of fire and will incur a procedural penalty for each infraction.

Safety Issue Commands-

1. Yell "**Finger**" for finger in trigger guard violations.
2. Yell "**Muzzle**" if the muzzle is getting near a muzzle safe point.
3. Yell "**Stop**" if the shooter is does something grossly unsafe or is disqualified. If the shooter doesn't immediately correct a "muzzle downrange" problem, you may have to physically push their arms to get the muzzle downrange. This will almost always accompany a disqualification.

Course "Walk Through":

No individual course of fire walk "through" will be permitted. Each squad will be allowed a *brief* course "walk through" as the course of fire is being explained to the shooters in the squad. The degree and time permitted for this "walk through" is at the discretion of the safety officer in charge of the stage.

Hard Cover/Soft Cover:

If a stage specifies "Hard" cover, any shot that puts a full diameter hole in the "Hard" cover and continues on to penetrate the target will be scored as a MISS. If "Soft"

covered is specified, shots penetrating "Soft" cover will be scored as HITS. We recommend that clubs/course designers standardize on WHITE for "Soft" cover and BLACK for "Hard" cover simulation. Stage props are commonly used to represent "Hard" cover or impenetrable objects such as walls, cars, barracades and furniture such as desks and file cabinets. Props can also be used to represent "Soft" cover or penetrable objects such as curtains, windows, hollow doors and shrubs.

NOTE: Some of the competition rules listed are re-printed from COOPER ON HANDGUNS with permission from Petersen's Publishing Company.

IDPA Course Design Rationale

Of the many concepts set forth in the establishment of IDPA, none is more important than the requirements of Course Design. When the IDPA founders set out to structure "Defensive Pistol" guidelines, the one area that became very critical to the long-term survival of this shooting discipline was the problems that shooters are asked to solve must reflect reality. Requirements like the use of cover, reloading behind cover and the limit of 18 rounds per string of fire were all based upon the principle that defensive pistol shooting should help promote sound basic self-defense tactics and test the skills you would need in a real self-defense encounter. Other guidelines in Course Design such as most ranges being 15 yards or less reflect the fact that real life self-defense requirements rarely require handguns to be used beyond this distance. If on special occasions you want to utilize targets in excess of 15 yards this can be allowed to test shooting skill. Our goal is to make the ranges at which we engage targets to be within the norm of most self-defense scenarios.

The issue of distance that a shooter must travel in any scenario is clearly an issue also. Any movement of the shooter from start position to the final firing position should not exceed ten yards. We do not wish to see IDPA matches turn into track and field events. Think about it, few self defense scenarios require the shooter to run or cover a very long distance. If you allow your stages of fire to exceed more than 10 yards of movement, you begin to reward foot speed not shooting ability. Our Vickers Count scoring system is very good when applied to shooting, but becomes distorted when time is excessive for long distance of travel or the need to negotiate obstacles requiring more time that actual shooting does. Beware of course design that places too much effort in moving over a long distance or getting around obstacles.

If barricades or other range props that are designed to allow the shooter to use them for cover are provided, make sure that they are used properly. Make the shooter stays behind the cover area while actually shooting or reloading. A common problem is when using some form of low barricades, many shooters will want to squat and shoot, then move quickly to the next firing area. This type of tactic is very common in IPSC. Clearly, the squat position is fastest to use in many events... but it is a match tactic and not a viable survival one. If you are going to use low cover for protection, you will not use this gamesman squat. The answer to solve the problem of using a low cover position is to require the shooter to have at least one knee on the ground when actually firing. Now someone is bound to note that older shooters will be slower on this than young ones ... or a person with a prior knee injury will not be able to do this technique as well as someone with a good set of knees. This is a

fact of life, and will be exactly the same in a real life self defense scenario.

Of key importance, when developing a new IDPA stage of fire, think about just what it is that you are trying to simulate. Ask yourself, "could this really happen?" or would this stage test skills that would be viable and likely used in a defensive pistol shooting scenario. Some stages are by nature going to be short in the number of rounds fired. Real life self defense shooting rarely require a high number of rounds to be fired. You could design some really great scenario stages around four or five round strings. The way to make it more challenging is to make the contestant do the same drill with different methods such as strong hand only, fired from a close in retention position, or maybe while backing up. Consider a variety of different ways a real life encounter could be solved, then make your strings of fire reflect it. One of the great sins of course design is the practice of many course designers to get overly complex. Complexity is the enemy of any course design. Keep it simple. Targets can be color-coded or have symbols attached. Each string of fire can be started by allowing the contestant to open a book or turn over a card to identify a color or symbol which he/she will engage.

Beware of the practice of setting a sea of non-threat targets out in the stage to make the difficulty of the shooting greater. We have an IDPA course guideline that states that you may only use one no-shoot target for every three shoot targets. In the real world, shooting near non-hostile targets is dangerous, criminal, and sets you up for serious liability issues. If you wish to make a shot more difficult, then use simulated hard cover to reduce the amount of the target exposed.

Note that there is a long history of action pistol shooting stages that have become common after 20 odd years of IPSC competition. Many of these are not practical simulations of a self-defense encounter at all. There is more than a slight threat that many individuals will try to follow this example and design IDPA stages of fire that are similar. We must not allow this type course design to become part of IDPA. The great failure of IPSC to remain practical has been the total failure to correct course design. Keep the procedure of stage or course design within the IDPA guidelines. Do not exceed 18 rounds per string of fire. If any form of cover or props that represent cover are used as part of the stage, then cover must be used by the contestant. Tactical reloads, or even speed reloads must be accomplished behind cover if available.

Often we hear of match designers who like to make their courses or stages unusual to the point that they appear silly. Some of these are simple modifications of cowboy match stages that require contestants to ride rocking horses and shoot targets after walking through swinging saloon doors. Sometimes these stages are called silly names like "Revenge of the Green Men from Mars" ... such mindless style scenarios simply degrade what IDPA is about. Please don't try to turn IDPA into the same non-practical action shooting as other shooting games. One of the most common heard statements about poor or stupid course design is "well, it is the same for everyone". Stupid is stupid. Claiming that it will be the same for everyone is a lame way of rationalizing a poor, silly, or stupid stage or course of fire. Anyone using the line "it is the same for everyone" to justify a stupid or tactically unsound stage should not be allowed to run or design any stage of fire in IDPA. Mistakes will be made in IDPA, but any time that these stupid or silly course designs are allowed to flourish it will lead to the demise of IDPA quicker than any other factor.

Vickers Count Scoring Questions and Answers

The main things to remember when scoring Vickers Count is that everything is based on time and that you are working with the POINTS DOWN from the possible, NOT the points scored on the target.

1. How does Vickers count scoring work?

Take the total possible points for the string or stage and deduct the score the competitor shot. The difference is the number of points down. Multiply the points down by .50 (.50 equals a half second penalty for each point down) and add this time to the time it took the competitor to shoot the string or stage. Add any applicable penalties and the result is the competitor's final score. If more than the required hits are fired, the best hits of the specified number will score. The competitor with the LOWEST SCORE WINS. The Vickers count scoring system is designed to reward accuracy over pure speed. VC converts everything to a time score, fastest time wins.

2. What is the easiest way to score a target?

We have found the easiest way to score a target is to first count the total number of hits missing from the target (if any) and multiply the number of missing hits by 5 (the points possible for the shot). Each miss costs you 2.5 seconds (5 points X .50 VC factor). For example, if a target should have two hits on it and there is only one bullet hole in the target, then the competitor has one miss, which means they are 5 points down from the 10 points possible on that target.

Next, score the target using the method described in Section 1 above and add any penalties for dropped shots using the procedure described in this section. You can see that missing a target incurs a rather severe penalty because 2.5 seconds is added to the total score for each miss.

3. When is a failure to neutralize penalty assessed?

This penalty only applies to Scenario and Speed Shoot stages (stages scored standard Vickers Count) and it does not apply to Standards or the Classifier (which are scored Limited Vickers Count).

A 5 second penalty is applied anytime a target has less than 4 **total** points scored on it. If, for example, the course of fire specifies only one (1) hit to be scored on a target, then the competitor must have a hit in either the 4 or 5 zone to avoid a failure to neutralize penalty. If the course of fire requires 2 hits on the target, then the value of the competitor's 2 hits must add up to 4 points or more to avoid the penalty. If a required hit on a steel target is not made a FTN penalty will be assessed.

The reason for this penalty is to encourage shots of sufficient accuracy to make sure the target would be neutralized in a real world encounter.

4. What constitutes a Procedure Penalty?

A procedure penalty is assessed when the competitor does not follow the procedures set forth in the course of fire description.

Here are some examples:

1. The competitor's foot touches the ground outside the shooting box at the barricade on Stage 3 of the Classifier or over a fault line. One procedural penalty is assessed regardless of the number of shots fired.
2. Failure to do a tactical re-load when specified. If the competitor makes an *honest* attempt to retain the partial magazine and it falls from their pocket or pouch after they have begun to move to another firing point, no penalty should be assessed.
3. Shooting from a stationary position when the course of fire specifies shots are to be fired while moving. On penalty, regardless of the number of shots fired.
4. Firing a "double tap" (2 rapid consecutive shots on the same target) on a target when the course of fire specifies that targets are to be engaged with one shot each, and then re-engaged for a total of 2 hits per target.
5. Using both hands when the course of fire specifies that the shots are to be fired strong hand only or weak hand only. One procedural penalty will be assessed regardless of the number of shots fired.
6. Shooting targets out of sequence if a specific sequence is specified, e.g., tactical order.
7. Premature start. An example of this would be movement of the shooting hand towards the gun between the standby command and the start signal.
8. Firing extra shots on Par or Limited Vickers scored stages. Tape over 1 of the highest scoring hits for each extra shot fired and also assess 1 procedural penalty.

5. How do I score hits on hardcover?

There is no penalty for hitting hardcover. However, a full diameter hit on hardcover will be scored as a miss, even if the bullet also hits a threat target that is behind the hardcover. Hardcover is considered to be impenetrable. The only penalty is for a missed shot which is scored 5 points down (+2.5 seconds). Only full diameter hits on hardcover will be scored as a miss on the shoot target.

6. How do I score hits on a non-threat target?

Hits on a non-threat target are assessed a 5 second penalty. Even if several hits are on a non-threat target, the competitors only receive one 5 second penalty for that particular target. If there is a hit on a threat target behind the non-threat target, the competitor will be entitled to the value of the hit on the threat target. Non-threat targets are considered penetrable.

As you can see from the above, Vickers Count scoring is all related to time. A competitor's time to shoot a string or stage is determined and then time penalties are added to his score for any mistakes he may have made. Penalties are designed

to encourage the use of good tactics and to penalize mistakes that can have serious consequences in the real world.

7. How do I score steel targets?

The entire steel target is considered a 5 zone (-0 if hit). If a steel target is not hit or in the case of a knock down target, not knocked down, the target will be scored as a miss (-5 points/2.5 sec.) and will also incur a failure to neutralize penalty of 5 seconds if the stage is scored standard Vickers Count. Failure to properly neutralize a steel target will result in 7.5 seconds being added to your raw time.

FAQs (Frequently Asked Questions)

DO I HAVE TO BE A MEMBER OF IDPA TO COMPETE? You may shoot one IDPA club match as a non-member, but you must be a member by the second match. IDPA's main source of income is from individual membership fees, none of your club match fee goes to IDPA HQ. We cannot process the vast amount of paperwork being generated by the overwhelming interest in Defensive Pistol without operating funds, with your help this new shooting sport will be a MAJOR success.

HOW DO I GET CLASSIFIED? The club has total control over the IDPA classification system, no score sheets and/or reports have to be mailed to IDPA HQ. The procedure is as follows: Set up the 90 round classifier match exactly as specified (the most efficient way to run the classifier is to set up each of the 30 round stages in separate shooting bays and run all 3 stages simultaneously, the shooter may start shooting on any of the 3 stages), after the shooter has shot the classifier it will be his/her responsibility to come to the clubs scoring area and present the scorekeeper with their current IDPA membership card, the score keeper will see that the club president or his/her designee marks the proper classification information on the back and signs the shooter's card. The shooter is classified immediately. **ALL SHOOTERS MUST HAVE A VALID IDPA MEMBERSHIP CARD BEFORE THE CLUB IS AUTHORIZED TO ASSIGN A CLASSIFICATION** (even for club matches). You may re-shoot the classifier as often as you wish to try to improve your classification.

HOW DOES THE CLASSIFICATION SCORE BREAKDOWN WORK? The times shown on the top left of the classifier score sheet represent the minimum score required to attain that specific classification. Example: STOCK SERVICE PISTOL Division takes a minimum score of 98.82 or less to classify Master, a 120.00 to 98.83 score is Expert, a 152.73 to 120.01 score is Sharpshooter, a 210.00 to 152.74 score is Marksman, 210.01 or more is a Novice.

SSP division: Marksman 210.00 - 152.74, Sharpshooter 152.73 - 120.01, Expert 120.00 - 98.83, Master 98.82 or less

SSR division: Marksman 217.50 - 158.19, Sharpshooter 158.18 - 124.30, Expert 124.29 - 102.36, Master 102.35 or less

ESP division: Marksman 190.00 - 138.19, Sharpshooter 138.18 - 108.58, Expert 108.57 - 89.42, Master 89.41 or less

CDP division: Marksman 195.00 - 141.83, Sharpshooter 141.82 - 111.44, Expert 111.43 - 91.77, Master 91.76 or less

ARE OFFICIAL IDPA TARGETS AVAILABLE ANYWHERE OTHER THAN IDPA HQ? Yes, IDPA has licensed a few regional target suppliers. Contact IDPA HQ for information or see listings in the TACTICAL JOURNAL.

WHAT ARE THE DIMENSIONS OF THE BIANCHI BARRICADE? The barricade wall is 24 inches wide by 6 feet tall, shooting box is 24 inches wide and does not necessarily have to have a back to it.

ONE THING I DON'T LIKE ABOUT USPSA COURSES ARE ALL THE SHOOTING BOXES, DO IDPA COURSES UTILIZE THESE? Not necessarily, they can be used to simplify course set-up. We prefer the shooter to be forced to shoot from the positions shown in the course book by putting up vision and physical barriers that make the shots easiest from the specified position. In addition this is the best way to force the shooter to use cover. IDPA prefers that shooting boxes and fault lines NOT be used if at all possible.

WHAT TYPE OF SPEEDLOADER HOLDERS ARE PERMITTED? Basically go to page 1 & 2 of the rule book and carefully read "Purpose" & "Principles". Speedloaders such as Safariland Comp 3 and the Safariland CD model holders obviously don't comply. Ask yourself, could I carry that speedloader in that pouch all day concealed without worrying about losing it, if the honest answer is yes, let them use it.

WHAT'S THE PROCEDURE IF I HAVE A TRULY PRACTICAL HOLSTER THAT'S NOT ON THE APPROVED LIST? Here is the procedure to gain approval of a holster that is not on the approved list. Send a sample or good quality photos of the holster in question to IDPA HQ, we will forward them on to Ken Hackathorn who will review with the rest of the holster committee. If approved, a letter of approval will be sent to the holster manufacturer for them to supply with the holster. It will be added to the approved list on the web site within a couple of weeks and will be added to the list in the rule book on the next printing. Here are examples of holsters that have already been reviewed and are **NOT** approved: **Sparks 1AT**, **Galco** Gunsite, **Davis** Realist, **Phoenix** and **Omega**, **Bianchi** Chapman Hi-Ride and **Safariland** competition models.

WHY AREN'T ANY CROSSDRAW, SMALL OF THE BACK OR SHOULDER HOLSTERS PERMITTED? This is strictly a safety issue, it is simply too easy to point the muzzle at yourself or in an unsafe direction using these holsters.

WHY CAN'T I USE MY GHOST RING SIGHTS? One of the goals of IDPA was to eliminate the equipment race, to do so we must have rule stability. IDPA has a "Stability of Rules" policy (see page 9 in the rule book) so once you gear up to shoot IDPA you can be confident your equipment will not be outdated next month because of some rule change. When the IDPA board voted on the final draft of the rules Oct. 26, 96 the majority felt allowing ghost ring sights would be like opening "Pandora's" box to the gamesmen and would lead to impractical equipment. The IDPA board knows that there are truly practical ghost ring sights on the market, no argument here. However, our concern was how to allow the practical ones and keep the competition ghost rings out.

CAN I USE EXPRESS SIGHTS? Yes, they are considered to be conventional notch and post sights.

CAN I USE FIBER OPTIC INSERTS IN MY SIGHTS? Yes as long as the sights are of conventional notch and post design.

CAN I USE A PISTOL WITH ACCU-RAILS AND/OR A BRILEY BUSHING INSTALLED? Yes, these are just considered another method of accuracy improvement and no competitive advantage is gained from them.

SEEMS LIKE THERE ARE TOO MANY RULES ON EQUIPMENT, WHY? As you may or may not know, the IDPA board has had a lot of experience with practical shooting rules having two original IPSC founders and three former USPSA board members on it. So we do actually know what we are doing (with all the work this monster has created sometimes I wonder) in regards to rules. Our experience has shown us the best way to allow the shooters to concentrate on their shooting and have fun is to level the playing field regarding equipment. If you are into auto racing think of an IDPA match as an IROC race, everyone driving basically equal cars and the best driver on any given day wins. If no ones equipment gives the shooter a real or perceived advantage, then he/she can work on shooting and gun handling skills exclusively. One of the goals of IDPA is to help the shooters increase their shooting and gun handling skills in a competition environment and promote fellowship with other like minded shooters. We suggest you read and re-read the **PURPOSE & PRINCIPLES** sections of the rule book on page 1 & 2, by fully understanding these two sections many of your questions should be answered.

WHAT IS A TACTICAL RELOAD? Basically a tactical reload refers to a reload in which you top off your weapon during a lull in the action, so when you advance/retreat/go to better cover/etc., you will have a fully loaded weapon and any remaining ammo in your partial magazine is retained in case you need it later in the fight. So the main goal of a tactical reload is to top off your ammunition supply as rapidly as possible, have a single shot pistol the minimum amount of time and take all ammunition in your possession with you. A proper tactical re-load is done "at the gun", this means the spare magazine is drawn prior to the ejection of the partial magazine in the pistol. There are several methods of doing a tactical reload, we suggest you visit with a fellow shooter who has been to Gunsite, Thunder Ranch or a similar school and let them show you their preferred method. For IDPA competition, you are considered loaded when the fresh magazine is fully seated.

WHAT'S THE DIFFERENCE BETWEEN A "TACTICAL RE-LOAD" AND A "MAGAZINE CHANGE WITH RETENTION"? A Tac-Load is done at the gun with the spare magazine being drawn prior to the ejection of the partial magazine from the pistol. A magazine change with retention is done by ejecting the partial magazine, putting it away and then drawing the full magazine from the pouch. A Tac-Load leaves you with a single shot pistol the minimum amount of time and is considered by most experts to be the "proper" way. If the course of fire specifies a Tac-Load, a magazine change with retention is not acceptable and will incur a procedural penalty. If a magazine change with retention is specified by the course of fire, either method is acceptable.

HOW DO I HAVE TO RETAIN THE PARTIALLY LOADED MAGAZINE AFTER A TACTICAL LOAD? To be in the "spirit" of the stage, you must retain the magazine in one of the following ways PRIOR to the firing of the first shot after a tactical load. Pocket, waistband or magazine pouch. Specially designed pockets or holding the

magazine in your teeth is not permitted and will be considered a "Failure to do right" infraction.

HOW DO I DO A TACTICAL RELOAD WITH A REVOLVER? Basically with a revolver you just have to take any unfired rounds remaining in your cylinder with you. A common method of doing a tactical reload with a revolver is: dump empty cases and unfired rounds into your hand, stuff the whole mess in your pocket, recharge your revolver to full capacity. You are considered reloaded when the cylinder closes with the revolver fully loaded.

WHAT IS THE DIFFERENCE BETWEEN "TACTICAL PRIORITY" AND "TACTICAL SEQUENCE" TARGET ENGAGEMENT? "Tactical priority" refers to the targets being engaged in order of the threat posed. Basically this is either near to far if the targets are all visible at the same time and are more than 2 yards distant from each other. For IDPA competition targets closer distant to each other than 2 yards are considered equal threat and no tactical priority should be required. Tactical priority is also used when you lean out from cover to engage targets (slicing the pie), targets are considered priority based on their order of visibility to the shooter (shoot them as you see them). Tactical sequence is totally different. "Tactical sequence" refers to a method of target engagement, specifically engaging all targets with one round BEFORE you engage with an additional round or rounds. Say you have 3 threat targets to engage: you would shoot them 1 - 1 - 2 - 1 - 1 or shoot one round at each then come back in ANY sequence and put an additional round or rounds on each target.

EXTENDED SAFETIES ARE PERMITTED FOR ENHANCED & CUSTOM DIVISIONS, ARE AMBIDEXTROUS SAFETIES PERMITTED? YES, as long as the pistol will still fit in the IDPA firearms box, IDPA classifies all extended safeties under the same criteria whether single side or ambidextrous.

IF THE GLOCK MODELS 34/35 ARE PERMITTED IN SSP DIVISION WITH FACTORY INSTALLED EXTENDED SLIDE RELEASE AND MAGAZINE RELEASE, WHY CAN'T I PUT ONE ON MY GLOCK THAT DIDN'T COME FROM THE FACTORY WITH ONE? The key words here are "factory installed". If the option is available from the factory on your pistol model it would be allowed if not specifically excluded in the rules. Should Glock decide to make these parts a factory option on other models then they will be allowed on those models even if not factory installed.

CAN I SHOOT MY SSP APPROVED PISTOL IN OTHER DIVISIONS SO I CAN SHOOT MORE? YES, any pistol approved for SSP can also be shot in either ESP or CDP depending upon caliber. For example if you only own a Glock 21 .45 ACP pistol, you can shoot this pistol in both SSP and CDP divisions. If you own a "selective DA pistol" such as a CZ/EAA design that can either be carried "hammer down" or "cocked and locked" you must start "hammer down" when shooting in SSP, but you have the option of "hammer down" or "cocked and locked" when shooting the pistol in ESP or CDP.

HOW DO I GET A SLOT TO THE NATIONAL CHAMPIONSHIP? Any active IDPA member who has a valid classification of Marksman or higher may attend the Championship. Entries will be processed on a first come, first served basis. The 1999 Championship will be limited to approximately 250 shooters. Information is available from IDPA headquarters. The 1998 match completely filled up and shooters

had to be turned away, sign up early so you won't be disappointed.

I SHOOT A DOUBLE ACTION PISTOL, DO I HAVE TO HAVE THE SAFETY ON AT THE START OF A STRING? No, you would start with the hammer down, safety can be either on or off.

CAN I THUMB COCK THE HAMMER ON MY DOUBLE ACTION PISTOL? Yes, as long as you do so after the pistol is fully out of the holster and pointed safely down range.

ARE STI/SVI PISTOLS PERMITTED FOR ESP & CDP DIVISIONS? Pistols built on STI/SVI frames using conventional 5" or shorter 'bushing style' barrels are permitted if they meet the other criteria of these divisions. STI/SVI pistols with heavy bushingless barrels are not permitted. Frames with long or heavy dust covers are not permitted.

OVERSIZE MAGAZINE RELEASE BUTTONS ARE NOT PERMITTED FOR IDPA COMPETITION, HOW ABOUT THE SLIGHTLY EXTENDED VERSIONS FOUND ON PISTOLS SUCH AS THE KIMBER? These factory "issue" extended releases are permitted since they are still short enough that you would use them on a carry pistol.

CAN I POLISH THE TRIGGER FACE ON MY REVOLVER? Yes, we consider this part of the action work. No external modifications, primarily refers to heavy barrels and other modifications that would change the appearance of the revolver and give a competitive advantage.

CAN I BOB THE HAMMER SPUR OFF MY HAMMER? Yes, we consider this part of the action work. No external modifications, primarily refers to heavy barrels and other modifications that would change the appearance of the revolver and give a competitive advantage.

CAN I CHAMFER THE REAR OF THE CHAMBERS ON MY REVOLVER? Yes, this is a commonly available factory option on most revolver models.

CAN I INSTALL A ED BROWN CYLINDER LATCH? No, this is not specifically listed on the permitted modifications listing and is consider to be a competition accessory.

CAN I SHOOT IN MORE THAN ONE DIVISION? Yes, at club level events IDPA encourages shooters to compete in more than one division. However at championship events where nice trophies are awarded you may ONLY compete in one division for awards and you must be classified in that division.

DOES MY REVOLVER HAVE TO FIT IN THE "BOX"? NO, this only applies to the pistol divisions.

CAN A CLUB CHANGE THE DESIGN OF THE COURSES IN THE COF BOOK AND/OR DESIGN OTHER COURSES? YES, the courses in CoF book are proven courses that can be enhanced by the addition of additional props such as physical and vision barriers. Local club members may design completely new courses, however keep the following guidelines in mind: The course should have some practical rational (that could happen), maximum number of shots in any string of fire is 18, most shots should be kept to practical self-defense ranges of 3-15 yards, shooting boxes and fault lines should NOT be used if at all possible, limited numbers of non-threat targets (no seas of no-shoots), every attempt should be made to keep the courses 6 rounds neutral for the revolver division shooters and most importantly "Make sure the course is safe". No IPSC style "run and gun" courses should be used for IDPA competition.

DO I ALWAYS HAVE TO DO EITHER A "TACTICAL RELOAD", "RELOAD WITH RETENTION" OR RE-LOAD FROM SLIDE-LOCK? Yes, this is what actually happens on the street. No IPSC style speed re-loads (slide down with a round

remaining in the chamber) are permitted in IDPA competition. If the CoF does not specify the type of reload you may do any of the three.

CAN I USE MY PRE-BAN HI-CAPACITY MAGAZINES? YES, however you may only load 8 or 10 rounds (depending upon division), IDPA shooting is not about who has the equipment advantage, rather who is the best shooter.

CAN I SHOOT MORE SHOTS AT A TARGET THAN IS SPECIFIED IN THE COURSE DESCRIPTION? YES as long as the course is specified as a "Vickers Count" stage, your best hits of the specified number will be scored. On courses designated as "Limited Vickers Count" you may only fire the specified number of shots, any extra shots will incur a procedural penalty.

CAN I WEAR AS MANY MAGAZINE POUCHES AS I WANT TO? NO, in an effort to maintain as much realism in IDPA as possible you are limited to two (2) spare magazines or three (3) spare speedloaders. People carrying concealed rarely carry more ammo than this while going about their daily business. No properly designed IDPA stage would require more ammunition than this.

WHY DOESN'T THE OFFICIAL TARGET REPRESENT THE ANATOMY MORE CLOSELY? The IDPA target is designed to improve the shooters skill level by making them be more conscious of their sight alignment and promote more accurate shooting. No attempt was made to make it represent the human anatomy.

ON STAGES REQUIRING A TACTICAL OR SLIDE LOCK LOAD, CAN I DUMP ROUNDS DOWN RANGE SO I WILL BE ABLE TO RELOAD BY A FASTER METHOD/MORE CONVENIENT LOCATION? YES, however you will receive a "Failure to do right" penalty of 20 seconds for the stage for not negotiating the course in the spirit of the contest.

WHAT IS THE DEFINITION OF A 'WEIGHTED MAGAZINE'? Any magazine that weighs more than 1 ounce over the weight of a factory standard magazine for the specific pistol in question.

WHAT DIVISION DOES MY GLOCK BELONG IN? A Glock that otherwise meets the criteria set forth in the equipment section of this rule book belongs in the Stock Service Pistol Division unless it has had modifications done to it other than those allowed in that division. If additional modifications have been added (examples: Robar grip reductions, add-on magazine well opening), the modified Glock must compete in either the Enhanced Service Pistol or Custom Defensive Pistol Division depending upon its caliber.

WHY CAN'T I USE MY FACTORY PORTED PISTOL? One of the things the founders of IDPA hoped to accomplish is to create a practical shooting discipline that would not turn into an equipment race. Porting of a pistol barrel does enhance recoil control (granted increased muzzle flash is an unwanted byproduct) and thus could offer a competitive advantage. If ported barrels were allowed then it would be a "necessary modification" to be competitive, thus increasing the cost of admission substantially. We do realize that a "ported" Springfield or Para ultra compact does not offer a competitive advantage over a non-ported full size pistol. However once we open the door, where will it end? The present BoD has discussed this issue at

length and has no plans to allow ported barrels for IDPA competition.

MISCELLANEOUS INFORMATION FROM THE CLUB MANUAL

SAFETY OFFICERS

Defensive Pistol rules have as their *fundamental purpose* the safe conduct and enjoyment of Defensive Pistol matches. Unlike some other shooting sports, Defensive Pistol rules are few in number and simple to administer. The purpose of an IDPA Safety Officer is to assist the competitor so they can complete the course of fire safely and with as much enjoyment as possible. It is NOT to hover over the shooter and treat him/her like a child and look for every possible opportunity to assess the shooter a procedural penalty. The goal of an IDPA match director should be for the competitors to have a safe and enjoyable event and the promotion of fellowship between participants. Club presidents should use experienced shooters who have a clear understanding of this purpose and the rules as safety officers. Because the rules are so few in number, clubs should be able to qualify safety officers fairly quickly and easily.

NOTE: By fall-1999 IDPA HQ plans to have available a detailed and professionally produced Video tape showing step by step how to organize, administer and officiate a properly run club match.

GUN HANDLING ISSUES

During the unload and show clear phase of the range commands: S.O.s must be careful of the unloading process. Many new and novice shooters can be very reckless in this practice. Muzzle direction is often hazardous. Many clubs now require a new shooter class or session to cover such as safety requirements. How to load, unload, draw and move with the finger out of the trigger guard.

For IDPA purposes contestants may replace the magazine in their pistol with a fully loaded one while the pistol remains in the holster. If the contestant does choose to recharge his pistol between strings by removing it from the holster and swamping magazines while the pistol is pointed safely down range, this procedure is acceptable also.

It is highly recommend that contestants become comfortable with either performing "tactica" or "magazine change with retention" between strings of fire as they recharge their pistols.

If a contestant wears a holster with a severe FBI cant it is possible that during drawing and re-holstering the muzzle of the weapon will be pointed up range slightly. **BEWARE.** All S.O. personnel should avoid standing directly behind any contestant during the critical draw and re-holster phase of any course of fire.

If a competitor re-holsters his loaded sidearm between stages/strings of fire and in so doing the muzzle of his weapon points so that it inadvertently covers a part of the S.O.'s body..... the error is with the S.O. for standing where he should not be. No penalty will be assigned the contestant as this is a failure of the S.O. to perform his task correctly.

Any contestant moving with a loaded handgun in his hand not actually firing will keep his finger out of the trigger guard unless engaging targets. If a SO observes a contestant moving with his finger in the trigger guard he will sound off with the command "**Finger**". Failure to immediately comply will result in a 3 second procedural penalty. The BoD is discussing the change of this penalty to a FTDR, since safety issues simply can't be taken lightly.

All IDPA contestants will handle their firearms with care and be aware of the direction the muzzle is pointed in at all times. Whether handling a handgun in the designated 'safe area', or when arriving at the range, safe gun handling is critical. Unless in a 'safe area' or while kitting up, your sidearm will remain in your holster until the SO gives the command: Load and make ready.

There will be NO sight pictures allowed on any IDPA range. Doing so will result in a 3 second procedural penalty.

Dropping of an *unloaded* handgun can result in a FTDR penalty, however the contestant may pick-up/recover his dropped handgun and continue on.

On Car stages that require the contestant to start seated in a car and draw to engage targets outside of the automobile care must be taken in the process of drawing the sidearm. In the past some events have required the contestant to draw his sidearm, trace his movement of the pistol up and over the steering wheel before pointing the handgun out the window to engage targets. This concept was to eliminate any danger of the shooter crossing his body with his own muzzle. The problem is that many times procedural penalties were assessed anytime the muzzle did not go above the steering wheel. What we had was a penalty for not doing something totally unsound and tactically impractical. Hence it is recommended that this over the steering wheel rule will be forever eliminated from IDPA as impractical. Instead it is far more logical to allow the contestant to start with the gun in hand, pointed in the direction of fire with the muzzle slightly below the side window line. This will make the drawing of the weapon from inside the car less of a safety hassle, and allow the rationale of the response from inside the car to a threat to be a viable part of a scenario stage.

The key factors to good gun handling are finger out of the trigger guard until you are prepared to shoot and be aware of your muzzle direction at all times. **NEVER** compromise these two ideals.

There is NO provision for a slide down (speed reload) in IDPA shooting. All reloads must be either made from slide-lock or be of the tactical-load/mag. change with retention type.

SAFETY ISSUES

Please note that unless your club has a policy of a 'HOT' range all firearms should be unloaded except when on firing line.

It should be noted that unlike some other action shooting sports a '180 degree' rule does NOT exist and will NOT be grounds for DQ. The SO will clearly define 'Muzzle Safe Points' if they are required for stage safety requirements.

The single greatest concern for muzzle direction issues in IDPA stages is a stage or scenario that requires the contestant to move along a line parallel to the firing line. Typically a 'wall stage' where the shooter must traverse from one point to another to engage targets. It is far too easy for the shooter's muzzle to be directed in an unsafe direction. Sound course design should always avoid this type of problem. Keep contestants moving at a downrange angle so their muzzle direction will be safe. Always be alert to this issue for both right and left hand shooters.

In the advent that a contestant does drop a loaded firearm during a stage or string of fire, the SO will immediately yell the command '**STOP**'. It will be the task of the S.O. to pick-up and recover the dropped loaded firearm, render it safe and unloaded, before returning it to the contestant.

The competitor who has dropped the loaded firearm will be disqualified from the entire event.

SCORING ISSUES

Limited Vickers Count scoring should **ONLY** be used on standard exercise courses of fire. All speed shoot and scenario courses should use standard Vickers Count (unlimited # of shots permitted) so the shooter will always be training themselves to pick up any shot that doesn't feel like it was under control.

Always award any question on scoring to the contestant. If you have to look at the target very closely to determine if a shot has broken a higher scoring line, you will automatically award the higher value to the contestant. At no time will IDPA S.O.'s use scoring plugs or overlays. When in doubt of a scoring call...always award the higher value to the shooter. This also applies to doubles.

Great care must be used in stages of fire where the targets are covered with shirts. Only a single layer of cotton T-shirt material or one layer of a button up front shirt should ever be used. Double layers cause distorted size bullet holes in the target. Never use double layers of sweatshirt or sweaters in IDPA targets, as the result will be bullet holes that are nearly impossible to accurately call. It is recommended that T-shirts be split so that one thickness of material is on the side of the target that is being engaged. Also, do not allow targets with shirts to become excessively pasted. Change targets regularly so scoring remains simple.

Anytime a target has become extensively pasted, it should be replaced. At a major match, targets should be replaced often to prevent any scoring problems. IDPA policy is that targets should be replaced every 50 hits maximum.

When scoring any target in a standards match, whether Vickers Count or PAR/Vickers adjusted, it is always recommended that the SO counts the total hits per target **FIRST** to insure that all the rounds fired are accounted for. If there are shots missing, they can be calculated and a -5 points before the normal Vickers Count scoring is begun on that respective target.

On shoot throughs of non-threat targets that also strike a shoot target, the contestant will get the penalty for the non-threat target hit, and will get credit for the scored hit on the shoot target. The reverse also applies when a round on a shoot target

penetrates a non-threat behind it. Hence the rule: all shoot throughs count. There still seems to be a problem with the assigning of multiple procedurals in a string of fire. (One procedural for each shot so fired) we assume this is another IPSC carry over. A max of only one procedural per string of fire, per infraction. We must stress that we are talking about 1 string... and one infraction. If the shooter does more than one thing wrong, like use the wrong hand and fire the incorrect number of shots, they may incur more than one procedural.

Also, in the case on non threat targets, only one procedural per string of fire regardless of the number of times hit.

Adjusting PAR time stages to Limited Vickers Count: This can easily be done as follows. The total (PAR) times for all strings of fire shall be totaled as stated in PAR 'time'. Each contestant will be given the same (base) time for that event. Targets will be scored as normal Limited Vickers Count. Points down will be converted to seconds and combined with any penalties and added to the totaled PAR 'time' for the final score...low time wins. PAR times should always be generous enough for your Marksman shooters to be able to 'get their shots off'. These PAR time stages are a very good way for you to add substantial round count to the match without slowing the match down since you can run multiple shooters at a time on the firing line.

Limited Vickers Count strings with head shots: These strings should be fired first so hits below the neck line can be pasted before additional strings are fired. Total # of hits required per target should always be counted. This should always be the first step in scoring a target. Add up the points down from shots off the target, then add on additional points down for hits in the 4 and 2 zones.

In clubs with a high number of new/novice or marksman level shooters it is possible for some better shooters to have misses on targets yet via the "Vickers Count" still win stage or match. This is not a sign that the "Vickers Count" scoring is flawed. But that their shooters skill level is still very low, as skills improve, this will be less and less of a problem.

Many contestants have argued that "rule 17" (tact loads) does not state that they can't leave loaded loose rounds behind. They think that in a wheel gun tac-load, as long as there are no loaded rounds in the loader/moon clip that they do not incur a procedural. Be advised and advise shooters to the fact that 'if you leave any loaded rounds behind during a tac-reload, you get 3.0 added'. Loaded rounds dropped due to a clearance/malfunction will not be so ruled.

COURSES OF FIRE

Clubs may use any of the matches in the Defensive Pistol Course of Fire book for their monthly match. These approved courses of fire have been designed to test the basic elements of Defensive Pistol shooting. Local match directors are free to add NON-THREAT targets, HARD/SOFT cover, specify 'Concealed Carry' start or shoot the 'Scenario' courses in low light. Clubs may design their own courses of fire, but any course of fire must have a realistic scenario as its central theme and it must meet the course criteria as set forth in the Defensive Pistol Rule and Course books (see 'Course Design Rationale' in the rule book). This basic criteria is as

follows: First develop the scenario, if you can't honestly say 'that could happen' it probably won't make a good IDPA stage, Maximum number of shots required for any string of fire is 18, Most shots should be held to 5 - 15 yards, when cover is available it MUST be used both when shooting and reloading, vision and physical barriers should be used to force the shooter to shoot from the specified positions rather than the use of fault lines (shooting ports also work well and tend to eliminate RO judgement calls), use of props such as: brief cases, tables (especially with drawers), automobiles, simulated ATM machines, bed/night stand combos, etc. is encouraged, use of non-threat targets should be kept within reason, ANYTHING that can be done to eliminate *judgement calls* on the part of the safety officers is encouraged. Targets should be engaged in tactical order whenever possible, ie: either near to far or shoot the first target that's visible when you lean out from behind cover (some common sense should be used here). Shooting on the move is encouraged as is the use of moving targets, a combination of the two is even more realistic. Statistics show that most shootings involve movement on the part of both good and bad guys. The results of all matches should be mailed to all competing club members a minimum of 10 days prior to the next succeeding match date and also inform them of the upcoming match.

CLASSIFICATION MATCHES

The Defensive Pistol classification system provides a grading of shooters so that they can compete against shooters of similar skill. Clubs are responsible for setting up the Defensive Pistol Classification Match to exact specifications. The Defensive Pistol firearms box supplied to each club must be used whenever the Classification Match is held and each competitor's firearm must fit within the box (exception revolver division) and meet all requirements for the specific division the shooter is being classified. Classification scoring breakdowns are listed on the sample 'Classification Match' score sheet which comes with all memberships and is included in the Course of Fire book. The match director or club president, is responsible for insuring that the shooter's classification represents his true skill level and the match director/club president is the key element in the quality assurance of the classification system. Only currently affiliated clubs may award classifications and only current IDPA members may shoot the classifier or be awarded a classification by a club. The Club Classification Authority Number **MUST** be entered on the back of competitors' classification card when they are assigned a classification. The *Classifier* should be used as your first match to begin classifying your group of shooters as soon as possible. The classifier may be re-shot as frequently as desired as an attempt to raise your classification.

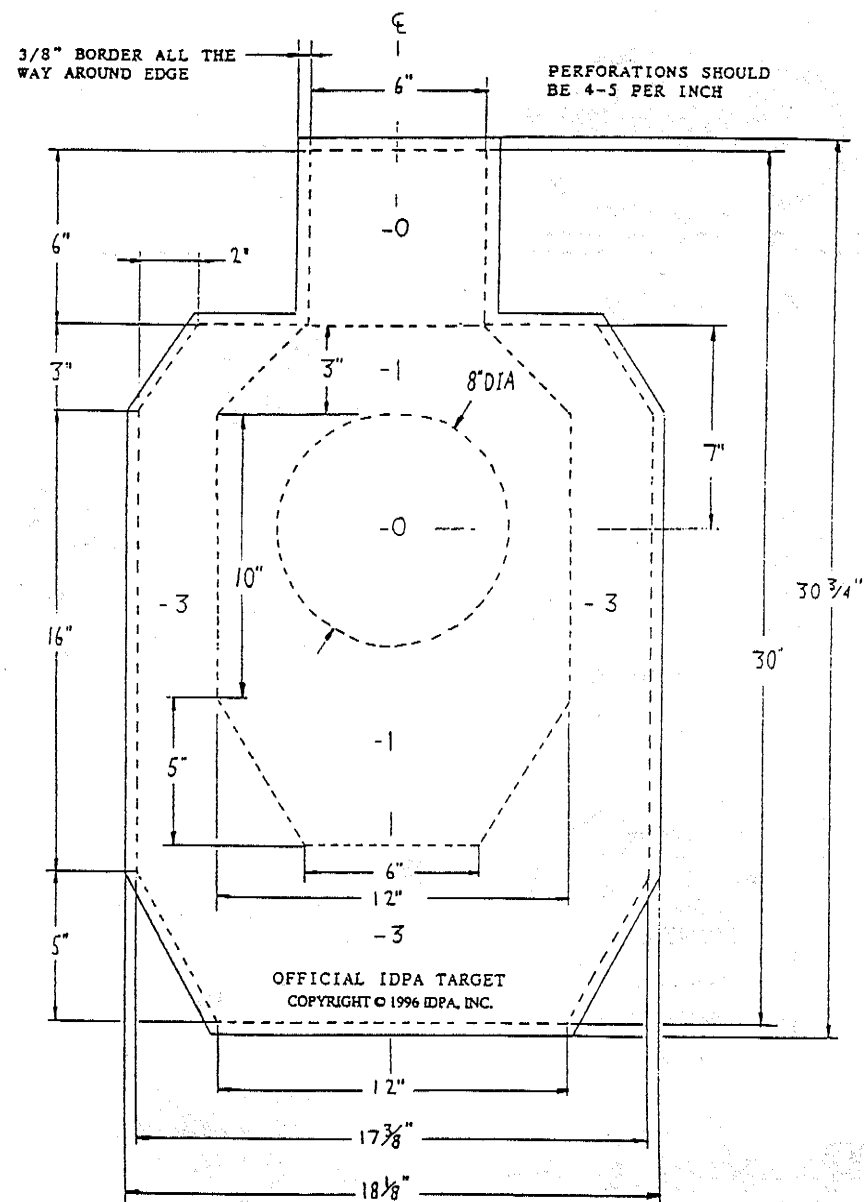
A shooter's performance in state and national matches may also be used to re-evaluate their classification. If total participation in a specific classification within a division is 10 - 19 shooters, the winner of this class will automatically be promoted up to the next higher classification. If 20 - 29 shooters compete in this division/classification, both 1st and 2nd place competitors will be promoted, etc.. Shooters must be classified in the division in which they compete in state and national championships. A competitor may compete in club matches in a division he/she does not have a classification in, provided they compete in the highest classification they presently hold. Shooters may not go down in classification except for permanent physical disability or for other irrevocable reasons.



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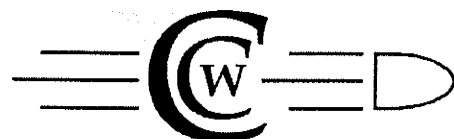
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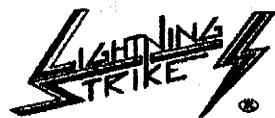
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