

NOTE:

This is NOT the current IDPA rule book.

This is the version that was originally printed with a green cover (i.e., the “Little Green Book”).

It was replaced by the 2005 revision.

Always check the [IDPA website](#) for the latest rules.



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Equipment and Competition Rules of the International Defensive Pistol Association, Inc., adopted 10/26/96, updated 05-02-01. Copyright © 1996, 1997, 1998, 1999, 2000, 2001 International Defensive Pistol Association, Inc., all rights reserved.

Following are the official rules governing "Defensive Pistol" Competition as a shooting discipline.

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 to fellowship with other like-minded shooters.

Gun Handling Issues:

During the unload and show clear phase of the range commands, SOs (safety officers) 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 safety requirements as 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 as long as they are facing down range and the range is clear. If the contestant does choose to recharge his pistol between strings by removing it from the holster and swapping magazines while the pistol is pointed safely down range, this procedure is acceptable also.

It is highly recommended that contestants become comfortable with performing either a 'tactical reload' or a 'magazine change with retention' between strings of fire as they re-charge 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 SO 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 SO's body, the error is with the SO for standing where he should not be. No penalty will be assigned the contestant, as this is a failure of the SO to perform his task correctly.

Any contestant moving with a loaded handgun in his hand but 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, a contestant's sidearm will remain in it's 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, and 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 while inside the car less of a safety hazard, and allow 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: (1) finger out of the trigger guard until you are prepared to shoot, and (2) 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. A shooter is deemed "loaded" and may move from a position of cover ONLY when the magazine is fully seated and the slide is closed or revolver cylinder is closed.

Safety Issues:

Please note that unless your club has a policy of a 'HOT' range, all firearms should be unloaded except when on the 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 this involves 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-handed shooters.

In the event 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 SO to pick-up/recover the dropped loaded firearm, and 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.

The shooter will be disqualified from the match for any of the following:

1. Endangering another person
2. Pointing muzzle beyond "Muzzle Safe Points"
3. Pointing a loaded firearm at their self with the safety off and their finger in the trigger guard
4. Handling a loaded firearm except while on the firing line
5. Dropping a loaded firearm
6. Dangerous or repeated "finger in trigger guard" violations during loading, unloading, reloading, drawing, holstering, remedial action
7. Gross Unsportsmanlike conduct
8. The use of illegal equipment
9. Premature shot in the holster or a shot striking behind the firing line or into the ground closer than 2 yards to the firing line

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.

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, only the first division one shoots 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 1911 pattern pistols.

CUSTOM DEFENSIVE PISTOL division is intended to offer a place in competition for shooters using the "practical" custom 1911 style .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.

Classifications:

In order for all shooters to be able to compete with their peers, Defensive Pistol competitors will be divided into four classifications within each division based

String 6 Position #1 (Load 3 rounds MAX. in pistol) Start back to targets, turn and fire 1 shot at each, T1 - T3, reload from slidelock and fire 1 shot at each, T1 - T3. *6shots*

String 7 Position #1 Draw and fire 2 shots at each T1 - T3 "STRONG" hand only. *6shots*

STAGE TWO 10 Yards

String 1 Position #2 Draw and advance toward targets, fire 2 shots at each T1 - T3 while moving forward (all shots must be fired while moving) there is a forward fault line at the 5yd line for this string. *6shots*

String 2 Position #3 Draw and retreat from targets, fire 2 shots at each T1 - T3 while retreating (all shots must be fired while moving). *6shots*

String 3 Position #2 (Load 6 rounds MAX. in pistol) Start back to targets, turn and fire 2 shots at each T1 - T3, reload from slidelock and fire 2 shots at each T1 - T3 . *12shots*

String 4 Position #2 Draw and fire 2 shots at each T1 - T3 "STRONG" hand only. *6shots*

STAGE THREE (Position 4 - 20 yards, Position 5 - 15 yards)

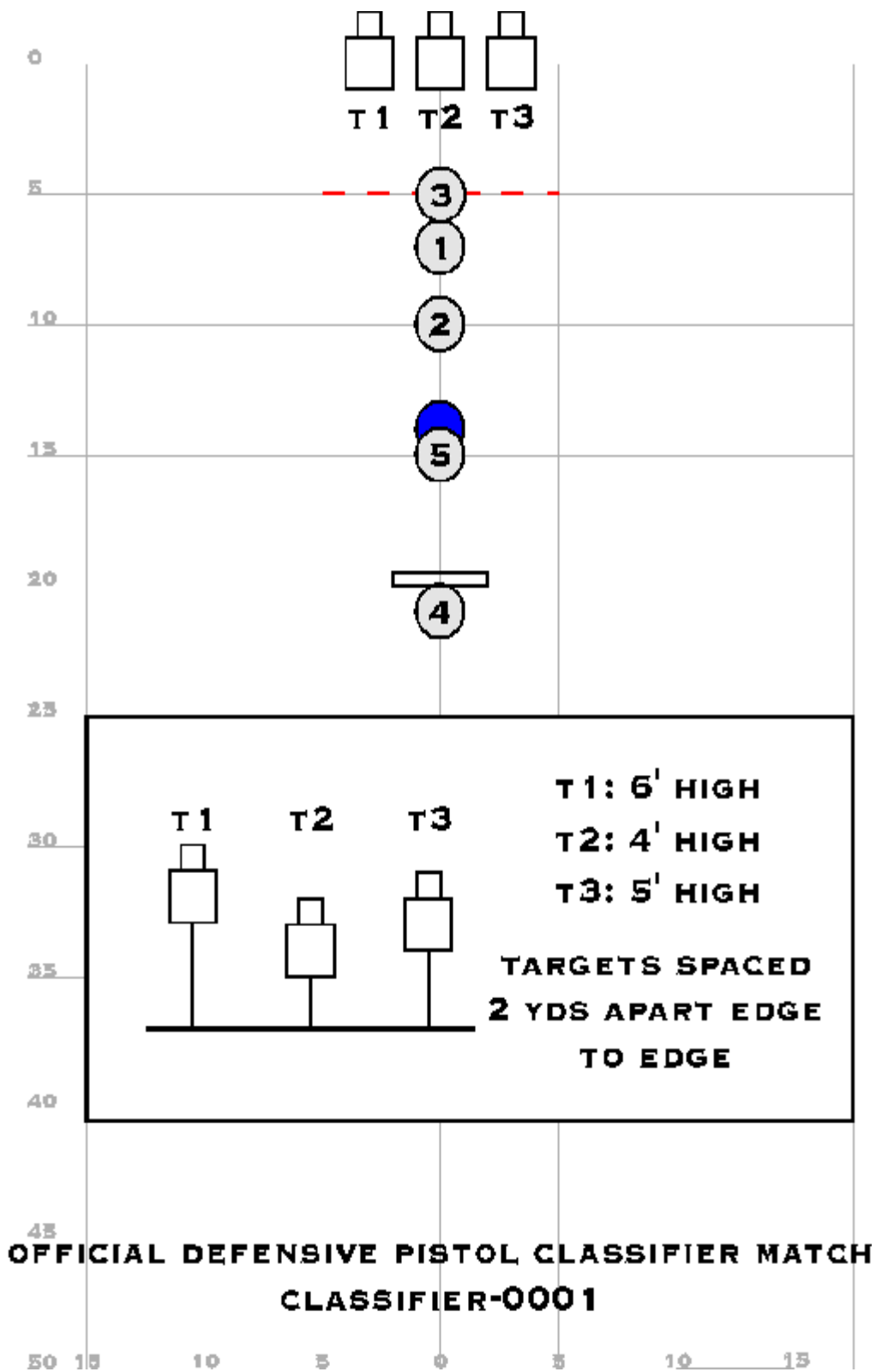
(Bianchi style barricade and 55 gal. Barrel required.)

String 1 Position #4 Draw and fire 2 shots at each T1 - T3 from either side of the barricade, TACTICAL LOAD or MAGAZINE CHANGE WITH RETENTION and fire 2 shots at each T1 - T3 from the opposite side of barricade. *12shots*

String 2 Position #4 Draw and fire 2 shots at each T1 - T3 from either side of the barricade, TACTICAL LOAD or MAGAZINE CHANGE WITH RETENTION and advance to Position #5, fire 2 shots at each T1 - T3 from around either side of 55 gal. Barrel. *12shots*

String 3 Position #5 Draw, kneel, and fire 2 shots at each T1 - T3 from around either side of 55 gal. Barrel. *6shots*

Note: Start position for all strings EXCEPT Stage One / String 5 is hands naturally at your sides.



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.

The following awards are presented at sanctioned events for each division:

Division Champion

1st - ? In each classification (# of awards presented should be based on 1 award per 3 entrants, i.e. 9 shooters in a division/class - 3 awards, 12 shooters - 4 awards, etc.)

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 disallow any equipment that does not meet these 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 guidelines set forth, 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, 31, 34, 35, **H&K** USP, **Kahr** 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)
- Guide rods made of a material different than the factory part it replaces
- 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, 10mm Norma, .400 Cor-Bon 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, 31, 34, 35, **H&K** P7, **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, tungsten 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 .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, Stealth, **Kimber** 1911A1, **Para-Ordnance** P10, P12, P13, P14, **Glock** 21, 30, 36 **EAA** Witness, **S&W** 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, tungsten 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. NOTE: Effective 10-26-02 the maximum barrel length will be reduced to 4" (7 & 8 shot revolvers are permitted, but may only load six (6) rounds). **No external modifications other than changing sights, grips, shortening of factory barrels, and changing the finish 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: **(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
- 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)
- Change of grips to another style or material that is similar to factory configuration (no weighted grips)
- Chamfer the rear of the chambers
- Shortening of factory barrels
- 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 DISALLOWED 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 (i.e. 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/duty use and NOT for range or competition use and must be suitable for continuous all-day concealed carry wear, unless you are a full-time law enforcement patrol officer, and then your duty gear is acceptable. All holsters/ammunition carriers must be worn in a manner consistent with everyday concealed carry use. A maximum of two (2) spare magazines carried in 2 single pouches or 1 double pouch or three (3) speedloaders may be worn at any time. One additional magazine may be carried on the person for "charging" purposes only. Up to two (2) speedloaders may be worn immediately in front of the holster. 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 the holster committee approves them 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. The front of holsters for autos may be cut no lower than ¼" below the ejection port. Revolver holsters may be cut no lower than half way down the cylinder. 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 windbreaker 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.

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

See appendix “A” for a complete list of approved holsters.

Stability of Rules:

In order to maintain stability within the International Defensive Pistol Association, *equipment* rule changes will only be reviewed every two (2) years. Any *equipment* rule changes will go into effect 12 months after approval. IDPA will **NEVER** be an equipment race; IDPA is about shooting, not equipment.

Minimum Power Floors & Chronographing Procedure:

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).

-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).

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

Official chronographing procedure is as follows: Chronograph three (3) rounds at a distance of 10 feet using a weapon of maximum barrel length for the division. If two (2) of the three (3) rounds exceed the power floor, the competitor is in compliance. Prior to each shot, the muzzle of the weapon should be elevated to move the powder charge to the rear of the case, thus giving the competitor every chance to achieve maximum velocity. Should the competitor's ammunition fail to meet the power floor, the competitor will have the option to chronograph three (3) additional rounds through his/her weapon. If there is any question as to the bullet weight, a bullet should be pulled and weighed using a powder scale. Any competitor whose ammunition fails to meet the minimum power floor will be disqualified from the entire match and receive a DNF score.

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 on 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.

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:

1. Develop the scenario--if you can't honestly say 'that could happen,' it probably won't make a good IDPA stage.
2. Maximum number of shots required for any string of fire is 18.
3. Most shots should be held to 5 – 15 yards.
4. When cover is available, it MUST be used both when shooting and reloading.
5. 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 SO judgment calls).
6. Use of props such as brief cases, tables (especially with drawers), automobiles, simulated ATM machines, bed/night stand combos, etc. is encouraged.
7. Use of non-threat targets should be kept within reason.
8. ANYTHING that can be done to eliminate *judgment calls* on the part of the safety officers is encouraged.
9. Targets should be engaged in tactical order whenever possible, i.e. 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).
10. 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.

IDPA Course Design Rules & Rationale:

Rules for Course Design: (ALL sanctioned matches must follow these requirements)

- All courses of fire must either simulate a possible real life scenario or test skills that might reasonably be used in a real life self-defense confrontation.
- 75% of all shots required in a match must be 15 yards or less; however, occasional targets out to 35 yards are to be encouraged.
- No 'strong hand only' strings of fire may require the shooter to engage targets more than 10 yards distant.
- No 'weak hand only' strings of fire may require the shooter to engage targets more than 7 yards distant.
- No head box shots are to be required more than 10 yards distant.
- No more than 25% of the shots required on any string of fire may be on steel targets and no more than 10% of the total shots required in the match may be on steel.
- Shooter movement of more than 10 yards between firing points is not permitted.
- Only one non-threat target may be used per every three threat targets in any string of fire.
- No string of fire may require the shooter to have more than 18 hits on the targets.
- No foot fault lines may be used on any scenario stage.
- Course designers **MUST** refrain from designing courses of fire that will substantially disadvantage senior and mobility-challenged shooters.
- Vision barriers should be used to force the shooter to fire from the desired locations rather than specifying firing positions (whenever possible).
- Shooting on the move is to be encouraged and at least 5% of all shots required in a match must be fired on the move.
- Any course of fire that requires the shooter to re-engage a target in two or more strings of fire **MUST** be scored Limited Vickers or PAR time.
- Non-threat targets shall not be located so that they will be hit when threat targets are struck.

Well-designed courses of fire should have the following attributes:

1. They should test skills relevant to self-defense situations.
2. The sequence of target engagement should be obvious to the shooter without extensive briefing or instruction.

3. Assessment of procedural penalties because the shooter failed to understand the course of fire should be very rare. Procedural penalties will rarely be assessed on stages exhibiting good course design.

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 issue that became very critical to the long-term survival of this shooting discipline was the fact that 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 a person 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 a club wants 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 be within the norm of most self-defense scenarios.

The distance that a shooter must travel in any scenario is clearly an issue, also. Any movement of the shooter between firing points must 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 clubs allow their stages of fire to exceed more than 15 yards of total movement, they begin to reward foot speed, not shooting ability. Our Vickers Count scoring system is very good when applied to shooting, but it becomes distorted when time is excessive for long distances of travel or the need to negotiate obstacles requiring more time than the actual shooting. 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 stay behind the cover area while actually shooting or reloading. A common problem when shooters are using some form of low barricades is that many 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 one is going to use low cover for protection, one will not use this gamesman squat. The solution to using a low cover position is to require the shooter to have at least one knee on the ground when actually firing. It may be noted that older shooters will be slower on this than younger ones, or a person with a prior knee injury will not be able to do this technique as well as someone with good 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, is to think through what you are trying to simulate. Ask yourself, "Could this really happen?" or "Would this stage test viable skills that would likely be 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 requires 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 a stage 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 perhaps 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 many course designers is the practice of getting overly complex. Complexity is the enemy of good course design.

Beware of the practice of setting a sea of non-threat targets out in the stage in order to increase the shooting difficulty. We have an IDPA course rule 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 which is exposed.

Requiring multiple hits, i.e. 3-6 hits on targets, simulates real life and should be encouraged. However, mixing the number of hits required on targets within the same string of fire leads to procedural penalties and should be discouraged. The same goes for mixing strings requiring a 2-2-2 engagement with a 1-1-2-1-1 type engagement.

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 at all practical simulations of a self-defense encounter. 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 of 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 stage or course design within IDPA guidelines. Do not exceed 18 rounds per string of fire. If any forms of cover or props that represent cover are used as part of the stage, then the contestant must use cover. Tactical reloads, or even slide-lock 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 scenarios simply degrade what IDPA is about. Please don't try to turn IDPA into the same type of non-practical action shooting as other shooting games. One of the most commonly 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.

Targets:

The official Defensive Pistol target is an 18"x30" buff color cardboard silhouette with an 8" round "A-Zone". The values 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 occasionally be used for IDPA competition. Steel targets, except McKaig falling targets, cannot exceed 25% of targets used in any approved string of fire. All steel targets have a scoring value of 5 points.

Range Commands:

Standard range commands are as follows-

Load and make ready, shooter ready, standby, start signal (start signal can be verbal, audio buzzer, i.e. 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; a procedural penalty will be incurred for each infraction. After the "shooter ready" command is given, if the shooter does not confirm within a reasonable amount of time that he/she is ready for the standby command, the SO at his/her discretion may ask the shooter to unload and show clear and move to the end of the squad in order to expedite match flow.

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 does something grossly unsafe or is disqualified.

If the shooter doesn't immediately correct a "muzzle downrange" problem, you may have to physically push the shooter's arms to get the muzzle downrange. This will almost always accompany a disqualification.

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 he/she can complete the course of fire safely and with as much enjoyment as possible. The purpose 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 to promote fellowship between participants. Club presidents should use as safety officers experienced shooters who have a clear understanding of this purpose and the rules. Because the rules are so few in number, clubs should be able to qualify safety officers fairly quickly and easily.

NOTE: IDPA HQ has a detailed and professionally produced videotape showing, step by step, how to organize, administer and officiate a properly run club match.

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 the shooter drops 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 to get the 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(s) 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 "preset" 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(s) 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 stage(s) 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, his/her score will be determined by whichever of the following methods that will result in 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.

A competitor that chooses not to shoot a stage will be given no score and a DNF for the entire match.

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 he/she is 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 stages scored standard Vickers Count, such as Scenario and Speed Shoot stages, and it does not apply to stages which are scored Limited Vickers Count, such as Standards or the Classifier.

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. 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 the competitor's pocket or pouch after he/she has 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. One 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 the score for any mistakes he/she 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 the competitor's raw time.

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 shooters 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 SO'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 count 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 assess a –5 points for each missing shot 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 procedural in a string of fire (one procedural for each shot so fired). We assume this is another IPSC carry over. A maximum 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, the shooter 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 the stage or match. This is not a sign that the "Vickers Count" scoring is flawed. Rather this indicates that their shooters' skill levels are still very low, and as skills improve, this will be less and less of a problem.

Many contestants have argued that "rule 17" (tac-loads) does not state that they can't leave loaded loose rounds behind. As long as there are no loaded rounds in the loader/moon clip they do not incur a procedural penalty. 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'. Magazines, speedloaders or loaded rounds dropped due to a clearance/malfunction will not be so ruled.

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, barricades 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.

Threat and Non-Threat Targets:

Threat targets may be designated by the painting of a gun on the target or clipping the cutout of a gun on the target. This target designation is not mandatory, but is highly recommended. Non-threat targets must be designated by the painting of an open hand on the target or in the case of a target with a shirt on it, clipping a cutout of an open hand. All paper targets are to be standard official buff color cardboard.

Competition Rules:

1. Unsafe gun handling will result in disqualification from the entire match. Some examples of unsafe gun handling are: handling a loaded firearm except while on the firing line, endangering another person, dropping a loaded firearm.
2. Any attempt to circumvent or compromise the spirit or rationale of any stage either by the use of inappropriate devices, equipment, or technique, will incur a twenty (20) second penalty (Vickers Count Stage) or a two hundred (200) point penalty (PAR Time Stage); this is the "FAILURE TO DO RIGHT RULE".

3. Unsportsmanlike conduct, unfair actions, or the use of illegal equipment which, in the opinion of the match director, tends to make a travesty of the defensive shooting sport shall result in disqualification from the stage or the entire match at the discretion of the match director.
4. A premature shot in the holster or striking behind the firing line or into the ground downrange closer to the firing line than two yards, shall disqualify the shooter from the entire match.
5. The muzzle of a shooter's handgun **MUST NEVER** be pointed in an unsafe direction. The pointing of a firearm in any direction that would cause injury to another person will be deemed unsafe. Due to the nature of IDPA courses of fire and the fact that many ranges have U shaped backstops, ***a standard 180-degree line is often impractical and/or unnecessary.*** Course designers should determine safe muzzle direction points on each side of their specific range bays and clearly mark these points as rear ***muzzle safe points***. Pointing of the competitor's muzzle behind either of these predetermined ***muzzle safe points*** will result in immediate disqualification from the entire event. Safety officers/spectators should **NEVER** stand directly behind the holstered handgun during the start command or during re-holstering of the handgun.

NOTE: IDPA strongly recommends that extreme care be taken to set up match stages so it is natural for the firearm to remain pointed down range while the course of fire is shot. Competitors should **ALWAYS** be conscious of their muzzle direction and should refrain from having their finger in the trigger guard when not actually engaging targets.

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, the 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 disqualification 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/she commenced the contest if his/her starting pistol becomes unserviceable during the contest. Such a shooter may resume the contest at the next scheduled "start signal", but previous stages may not be re-shot.
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 (ESP & CDP), double-action autos (SSP) 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 (i.e. magazines, speedloaders) may be left behind if the shooter moves to another firing position (exception: when clearing a firearm malfunction). 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. To be in the "spirit" of the stage, the

shooter must retain the magazine in one of the following ways PRIOR to the firing of the first shot after a tactical load: pants pocket, vest pocket, jacket pocket, waistband or magazine pouch. Using specially designed pockets, shirt pockets or holding the magazine in the hand or teeth is NOT permitted.

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 in order to more closely simulate a *real world* situation. Failure to do so will result in a three (3) second procedural penalty per infraction. There are only two (2) approved types of re-loads in IDPA competition: #1 re-load from slide lock (shooter will be considered loaded when the slide is closed with a round in the chamber), #2 Tactical Load/Reload with Retention. A reload with a round still in the chamber (slide down) and abandoning any magazine, will result in a three (3) second procedural penalty, or possibly a twenty (20) second FTDR penalty.
19. **PROPER USE OF COVER:** If cover is available, the shooter must use it! More than 50% of the shooter's upper torso must be behind cover while engaging threat targets and/or reloading. If the shooter is shooting from low cover, one knee must be on the ground while shooting. When using vertical cover such as a wall/barricade, 100% of the shooter's legs/feet must be behind cover while engaging threat targets and/or reloading. 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 (Shooters may not move from one position of cover to another with an empty weapon). The firearm will be considered LOADED when the fresh magazine is seated and the slide is closed or revolver cylinder is closed. Failure to reload behind cover or moving from cover with an empty weapon 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/she 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 for classification purposes. If the classifier is part of a scored match, no re-shoots are permitted.

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

FAQs (Frequently Asked Questions):

NOTE: The information below should be considered the IDPA BoD's official interpretation of various rules, guidelines and policies.

HOW DO I BECOME CERTIFIED AS A SAFETY OFFICER? Contact IDPA headquarters for a list of people who have been approved to teach SO classes. Contact one of them and take an SO class.

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 club's scoring area and present the scorekeeper with his/her current IDPA membership card. The scorekeeper 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 SPEEDLOADERS & CARRIERS ARE PERMITTED?

All currently available speedloaders are approved. However, only secure holders suitable for continuous daily carry may be used. Basically go to pages 1 & 2 of the rulebook and carefully read "Purpose" & "Principles". Speedloader holders such as the Safariland CD model 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, you may 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 this 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 rulebook 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, 1996, the majority felt that 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 that 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 one's 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 rulebook on pages 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. The partial magazine MUST be retained in one of the following manners: pants pocket, vest pocket, jacket pocket, waistband or magazine pouch. The use of specially designed pockets, shirt pockets, or holding the magazine in the hand or teeth is NOT permitted.

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. Re-load with retention has nothing to do with shooting from retention and the shooter's elbow may be wherever they wish.

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: pants pocket, vest pocket, jacket pocket, waistband or magazine pouch. The use of specially designed pockets, shirt pockets, or holding the magazine in the hand or teeth is NOT permitted.

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 to dump empty cases and unfired rounds into your hand, stuff the whole mess in your pocket, then 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. In IDPA competition, targets within 2 yards of each other 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, CAN I PUT ONE ON MY GLOCK THAT DIDN'T COME FROM THE FACTORY WITH ONE? YES, because these are now available as a Glock factory option. Extended magazine releases are not permitted.

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? Basically you have to be a current “active” member with a classification of Marksman or higher. Contact IDPA headquarters for complete information.

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” refers, primarily, 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” refers, primarily, 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 AN ED BROWN CYLINDER LATCH? No, this is not specifically listed on the permitted modifications listing and is considered 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 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 the 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, but should keep the following rules and guidelines in mind: The course should have some practical rationale (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? 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 as they go 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'? This is 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.



Official Club Affiliation Manual

5-2-01

IDPA CLUB AFFILIATION INFORMATION

International Defensive Pistol Shooting is unique in that it offers clubs a new, exciting, competitive format for shooters using truly practical firearms carried in a truly practical way. Defensive pistol shooting is also different from other handgun sports in that it offers to clubs a *turn-key* approach to club administration. Not only are administrative burdens greatly reduced, but financial costs for Defensive Pistol clubs are minimal. There are no reports that have to be filed with Defensive Pistol headquarters, there are no fees other than the annual affiliation fee, and the rules of defensive pistol shooting are minimal, thereby placing a lesser burden on club range officers. The Defensive Pistol classification system allows competitors to be classified in one day with no burdensome reporting procedures and clubs do not have to play a role in deciding who can participate in the Defensive Pistol National Championships. Competitors with a current classification may simply sign up for the National Championships. The Defensive Pistol Course of Fire book has suggested matches for those clubs who don't wish to design their own courses of fire.

IDPA is a *Trophy ONLY, Club* based sport. All decisions are based on what is best for the individual member and the local club, as opposed to the cash/merchandise reward emphasis of some other pistol shooting sports that are oriented more to the professional tournament shooters. Due to the trophy only status of IDPA, a large burden has been taken off the match organizers since they do not have to worry about soliciting cash and merchandise prizes for their events.

CLUB QUALIFICATIONS

To qualify as a Defensive Pistol club, the following criteria must be met::

- A. Club matches and facilities must be open to all IDPA members.
- B. Clubs must follow IDPA rules and principles.
- C. Clubs must agree to hold a minimum of six Defensive Pistol matches per year.
- D. Clubs must run the Defensive Pistol Classification Match as one of their monthly matches at least once each year thereby insuring that competitors have a current and appropriate classification. (IDPA headquarters suggests that the classifier be shot as soon as possible and be available to classify new shooters four times a year).
- E. The club annual affiliation fee is: \$100.00 for U.S. clubs, \$150.00 for all clubs out of the U.S. payable by International Money Order in US DOLLARS drawn on a US bank. Renewal fee is: \$50.00 U.S. and \$75.00 foreign.

For this fee, clubs will receive the following materials:

- Five Defensive Pistol Rule / Club Affiliation Books

- Course of Fire Book
- “How to Run a Match” Video
- Competitor Scoring Program is available for download from the IDPA website: www.idpa.com
- Club Classification Authority Number
- Defensive Pistol Firearms Box
- IDPA headquarters will refer all interested parties in your area to you
- 50 color IDPA brochures/membership applications for use in recruiting IDPA/Club members (additional copies available on request)

NOTE: Some foreign countries have laws which prohibit concealed carry and self-defense; therefore, those interested in shooting or organizing Defensive Pistol competitions in these countries face unique problems. Due to this unfortunate political situation, IDPA authorizes the clubs in these countries to modify the name of the organization, logo and/or rules to meet local legal requirements. However, NO International Championships will be "sanctioned" in any country where the competition cannot be run 100% under IDPA rules.

IDPA MEMBERSHIP REQUIREMENTS

Regarding IDPA's policy of mandatory membership in order to shoot Defensive Pistol at the club level, you must understand that the growth of IDPA depends entirely on individual memberships. Unlike USPSA which charges affiliated clubs a MISSION COUNT fee (\$2.00) for every match entry at the club level, IDPA does **NOT** require **ANY** portion of your match fees or any reports to be sent to IDPA headquarters. The **PRIMARY** source of operating income for IDPA comes from individual membership fees, without these fees IDPA cannot exist. Below find our new policy regarding the affiliated club's role in IDPA memberships. We must have your help to enforce these policies and help IDPA grow.

IDPA INDIVIDUAL MEMBERSHIP POLICY (effective 3-3-97)

1. New shooters may shoot one match as a non-IDPA member.
2. For every new member an affiliated club signs up, they may retain \$5.00 of the \$30.00 IDPA membership fee they collected. A **FULLY COMPLETED** (front & back) membership application and \$25.00 must be sent in to IDPA headquarters (within one week) for each member you sign up. For applications to be accepted at the reduced rate, they **MUST** be sent to IDPA headquarters with a letter from one of the club's officers on club letterhead *certifying* that the enclosed memberships were sold at a club match. The current club affiliation number must also be on the letter next to the club officer's signature. (Let us know if you need additional applications.) Renewals must be processed directly through IDPA headquarters.
3. You may **ONLY** allow IDPA members to shoot the 'Classifier Match' (a new member you just signed up at the match may shoot the classifier,

you will just have to retain his/her score sheet till their membership card is received).

4. To retain your IDPA club affiliation, it is **MANDATORY** that you enforce these policies.

The above is IDPA policy, the following are suggestions. IDPA suggests that you charge a very nominal club membership fee (\$5.00) and charge a high enough club match fee to fund your club's objectives. An example: Rather than charge a \$20.00 club membership fee and a \$10.00 match fee, we suggest you charge a \$5.00 club membership fee and a \$14.00 match fee. The net cash flow for your club activities will be about the same for a shooter who shoots six matches per year, much better for more active shooters.

NOTE: Effective 9-1-97 IDPA will allow junior members (12-20 years old) as long as their parent or legal guardian sign their membership application and release. It will be up to the local club whether they are allowed to compete based on their gun handling skills and their parent or legal guardian must be present at all times.

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 in which the shooter is being classified. Classification scoring breakdowns are listed on the sample 'Classification Match' score sheet that 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.

SANCTIONED MATCHES

Clubs wishing to host a sanctioned match such as a state championship should contact headquarters for a match sanction form and agreement. Multiple sanctioned matches may be held within a state, however, only one state match is permitted per year per state.

COMPETING IN MULTIPLE DIVISIONS

Many shooters have handguns that fit into more than one division of competition and like to shoot as much as possible when they attend a match. IDPA strongly recommends that clubs permit shooters to compete in multiple divisions at club matches. This policy allows the shooters to get in more shooting, improve their skill with multiple weapons and is financially rewarding for the club. However, at STATE and NATIONAL CHAMPIONSHIPS shooters will only be allowed to shoot in one division and they must be classified in that division.

STATE CHAMPIONSHIP MATCHES

Affiliated clubs within each state may wish to host an IDPA STATE CHAMPIONSHIP match. Any club who wishes to do so must notify IDPA headquarters of their plans and request the match be sanctioned, get their CoF approved and agree to run their championship strictly by the IDPA Rule Book. Sanctioned *Championship* matches MUST accommodate a MINIMUM of 75 competitors. IDPA headquarters will sanction one state championship match in each state per calendar year and help you promote these championships. The annual fee for IDPA 'Sanction' of a STATE CHAMPIONSHIP match is: \$50.00. All *Sanctioned* matches will be listed on the IDPA web site and in the TACTICAL JOURNAL after the CoF has been approved, and the sanction request form and fee is received by IDPA HQ.

SAFETY PROGRAM

IDPA HQ strongly recommends that the club president appoint an experienced shooter to administer a basic safety program for new competitors who have not competed in any action shooting, practical shooting, or other shooting discipline

that requires drawing a firearm from a holster and movement. The typical class should include at least the following areas:

- Loading and unloading the weapon
- Drawing from holster and re-holstering
- Gripping the firearm with strong hand; weak hand; and free-style
- Sight picture
- Trigger control
- Reloading (slide lock, tactical reload and reload w/retention)
- Moving with a drawn weapon
- Shooting stances, including prone shooting and barricade shooting
- Clearing malfunctions
- How matches are scored
- Range commands and procedures

LOGO POLICY

Only currently affiliated clubs may use the Defensive Pistol logo on match announcements, correspondence, or on *Event* commemorative clothing such as hats and tee shirts. Electronic and hard copy of the logo is available from IDPA HQ.

TARGETS

Affiliated Defensive Pistol clubs must use the official Defensive Pistol target because the unique target design is a basic element of the Vickers scoring system. It is absolutely essential that the Defensive Pistol Classification Match use only official Defensive Pistol targets so that competitors can be accurately classified. Official IDPA targets are available direct from IDPA headquarters and from licensed IDPA target manufacturers in each geographical area (contact IDPA HQ or see listing in the TACTICAL JOURNAL).

SELECTION OF RANGE FACILITIES

Are there local ranges available? Private gun clubs, public ranges, police or military. When using private or police ranges always be courteous and professional. Leave the range in perfect condition when you are through. Insure that your scheduled dates for use of the range do not conflict with the host club or agencies.

Consider problems associated with a borrowed range...restrictions, scheduling conflicts, transporting materials and props, and storage facilities.

Select safe range facilities. Backstops, berms, safe target distances, fans of fire. Ricochets from rocks, concrete, angle iron, and range surfaces must be considered.

Range props and match equipment. Should be affordable, portable, secured, and protected from vandals. Barricades, 55 gal drums, low walls, target stands, steel targets, plus any other range props should be easy to maintain.

Use proper targets for competition and classification events. IDPA silhouettes and steel "Pepper Poppers"/steel plates should be uniform with other clubs IDPA format events.

Consider the environmental impact of your range use...objection to noise, bullet impact area, shooting curfew and their effects on the community must be addressed.

Safe Gun Handling Area. All ranges used for IDPA competition should have a designated **SAFE AREA** for gun handling. No ammunition is to be handled in the safe area.

PRIZES and AWARDS

Defensive Pistol shooting is a *Trophy* only shooting sport that is focused primarily on the needs of the local club and the individual members, therefore IDPA hopes to keep Defensive Pistol an *Amateur* shooting sport. Due to IDPA being a *Trophy* only format running a club and hosting STATE CHAMPIONSHIP matches is much easier, since you will not be spending all the time it takes to solicit prizes. Our hope is that shooters will participate and enjoy shooting Defensive Pistol for the enhancement of their skill, fellowship with other *Practical* shooters and the sheer fun of it. This is the way IPSC started off back in the mid 70s and it sure seemed to work fine for a long time.

IDPA headquarters does recommend that IDPA affiliated clubs award the nicest *Trophy* awards they can afford to the top 33% in each class within each division. A high overall trophy is never awarded. Any merchandise prizes that may be donated to the club should be awarded to the shooters for hard work making the club a success or by random chance. A good suggestion we have received is to do a drawing at the end of the season for donated product, the only members eligible for the drawing are those who shot *AND* worked 50% or more of the scheduled matches during the season.

INSURANCE

At this time IDPA does not offer a club liability insurance program. We recommend that you also affiliate your club with the NRA so you can qualify for their club insurance program. It is our understanding that 50% of your club membership **MUST** be current NRA members (they should **ALL** be in our opinion).

NRA CLUB LIABILITY INSURANCE is available through:

KIRKE-VAN ORSDEL, P.O. Box 4992, Des Moines, IA 50306 (800) 544-9820
CARPENTER INSURANCE SERVICE, INC., (800)-472-7771

EQUIPMENT AND SUPPLIES

Insure that safety precautions have been made and the telephone numbers of local emergency response units are known and recorded, first aid kits are available and directions to the range are also recorded. Ideally, telephone communication should be at the range (cellular phone for remote areas).

Rest room facilities and related supplies.

Range supplies such as IDPA targets, pasters, staple guns and spare staples. Clip boards for each RO. Pens, score sheets, and electronic timers, plus spare timer batteries.

Rain gear or cold weather wear for range help. Extra safety glasses and earplugs for range guests that do not have protection.

Insure that a proper area is designated for unloading/loading upon entry and exit of the range.

IDPA rule book should be available for contestants review.

Posted match descriptions are recommended at each stage on match day.

RANGE COMMANDS

IDPA events require the contestant to apply Defensive Pistol rationale. Range officers will **NOT** allow contestants to take a sight picture before beginning a stage. Taking a sight picture prior to the start signal is a procedural penalty. Taking a sight picture is defined as drawing a loaded or unloaded firearm and aiming it down range before starting a stage or course of fire. The only proper commands are *load and make ready*, (this means load your sidearm, and re-holster), *shooter ready* (you should nod when you are ready), *standby* (no hand or body movement permitted after this command till the start signal) and the *start signal*. After the string of fire is completed standard commands are: *unload and show clear*, *holster* and *range is safe*. Refer to the OFFICIAL IDPA RULE book for specific rules and procedures to run Defensive Pistol matches.

ASSISTING THE SHOOTER

Every effort should be made to assist the shooter in having a safe and enjoyable match. It is the goal of the safety officer to thoroughly explain the course-of-fire, answer questions, instruct the shooter on safety, give the benefit of the doubt on any questionable scoring question or ruling and do anything possible to assist the shooter during the match. Issuing a procedural penalty and/or disqualification should be the last thing a *good* IDPA SO would want to do. The range NAZI mentality of us (SOs) against them (shooters) is **NOT** welcome in IDPA and will **NOT** be tolerated.

HOW TO RUN AN IDPA CLUB MATCH

If you have had no experience in competitive combat shooting, or have never shot at any organized shooting events, here are some easy guidelines to follow if you wish to start your own local club. The most important thing is that ALL the people involved in running the match fully understand IDPA rules, safety and scoring procedures.

Once you locate a place to shoot, you must make sure that the range is accessible and free for your use on the assigned days of your matches. It is wise to get your group of shooting friends together on a weekend or two for informal match sessions prior to actually hosting a match. This allows you and your core group of shooting friends to see how and what it takes to run a match. Actually have competition between yourselves. Keep score and note how each shooter handles the stages. Make sure that each shooter understands the directions of how each string of fire is to be shot. Example, if the shooter is required to perform a reload, make sure that the shooter understands the number of shots required to be fired, how many targets to be engaged, and in which order. Don't assume that new shooters will know what to do simply by watching someone shoot before them. Always ask if there are any questions and explain the rules.

After a few practice sessions in an informal setting with your shooting friends, you can begin to plan on holding your first match that is open to the public. Assign someone to handle the match sign-up and registration. When shooters show up at the range have an area clearly marked with signs that show new shooters where to go for registration. At the registration area, you can have a table with a clerk to take the match fee, require each shooter to sign a range/club liability waiver, fill out score sheets, and get any instructions as to where to start. A posted list of range rules can be displayed that tells new shooters what safety rules to follow and course of fire descriptions can also be posted. As a rule, the match sign up area should be in a location that allows for talking and won't have conversations drowned out by the sound of close by gunfire. Some clubs have the Range Master on the first stage do the registration and handle the entry fee. If this is your choice for administrative ease, then be sure and assign an extra helper for the RM so that he will not get behind on just signing up new shooters.

You will be wise to have score sheets for each match or stage (classifier & universal Vickers count score sheet masters are enclosed in your course book). This will make scoring simple and result in fewer scoring mistakes. Have the shooter put his name on each score sheet, and at the end of each stage retain the score sheet. Turn in the score sheets to a person that has the task of scoring to make sure that all scores are compiled the same way. Keep your scoring system simple; make sure that the contestants understand how their score was calculated. Each shooter should be asked to help paste targets or reset the range for following shooters. This will reduce your workload for safety

officers. People who understand they must stay behind the firing line for safety should do brass pick-up.

Have a checklist for needed range gear and materials for the match (see attached list). Plenty of targets, pasters, score sheets, clipboards, pens, and electronic timers with spare batteries. If rain is forecast, have rain gear available. You can get clear plastic bags from dry cleaning stores to place over the targets on heavy rain days to save the targets & allow pasters to stick. Try to keep match fees at \$5, \$10, or \$15-dollar limits, thus making change will be simple. Make sure that you have change for contestants. Keep a record of who shoots; develop a sign up sheet to include addresses so you will have a mailing list for sending match results via a newsletter (successful clubs typically send their newsletters out within a week of the previous match). You could have the shooter fill out mailing labels at the time of registration so that all you have to do is put the labels on the newsletter/match results when you send them. When starting a new club, you can place posters and newsletters in local gun shops or at gun shows, and give to local law enforcement agencies. Some of the clubs are taking the color IDPA brochure and running them through a printer and imprinting their local club contact information, makes for a very professional piece of literature.

After the match, it is wise to double-check the score sheets to make sure final scores are correct. Total the scores and remember that when using IDPA *Vickers Count*, low score wins. Make sure that contestants have marked their score sheet with their division (stock, enhanced, custom, or revolver) and classification. This will allow the person doing the scoring to mark the results with who wins in each class and division.

Ranges used for IDPA matches should have a sign-up/registration area and a gun handling area where shooters can handle their weapon safely. Most ranges require a *cold* range where handguns will not be loaded until on the firing line. If your club allows a 'hot' range where weapons are loaded at all times, then a gun handling area may not be necessary. Make sure that if a contestant has a problem with a firearm that requires repair or replacement, it is taken to an area where a loaded firearm can be cleared safely. Always have a safety officer oversee the handling of a handgun that leaves the firing line loaded that cannot be cleared because of damage or broken parts. If the weather is hot or the nearest service area is a great distance away, the club can sell or provide soft drinks, snacks, and food to help fund the club.

It is wise when forming a new club to pick an able director who will be responsible for getting the matches ready and run properly. Ideally, this will be someone with match experience and a good understanding of how shooting matches should be run. A person should also be picked to be club secretary. Match results can be combined into a newsletter and mailed to the contestants by the secretary. Often a person with access to a job or business that makes this type of work easy will be the natural choice for club secretary.

Once a number of matches have been held, the revenue from match fees can pay for targets, range supplies, and any other expenses that the club may have. Range props like barricades, 55-gallon drums, and target racks can be made from scrap or used lumber. The more range props the club has, the more scenarios the club can create. Any steel targets that the club has should be secured after the match because these tend to get damaged by people shooting at them with rifles and shotgun slugs. Steel reaction targets are great to use, but if not in good condition, they can be very hazardous.

Before you have your first match, and after your informal range sessions with your shooting friends, it will be wise to have a meeting to discuss what your club plans to do for your first few matches. Cover what the range facility will allow you to do, what range materials you will need (such as targets and props), and most important, figure out who is doing each task. Putting all the work on one person is likely to be a mistake. Better to spread the responsibility among a few people.

When you have your informal fun matches between your shooting friends note how long it takes to run each shooter through the stage and score it. If this process takes a long time, it can be a disaster on match day when you have a large number of contestants to run through your course in an afternoon. Always remember that the best thing for any match director to have as a golden rule is 'keep the match and stages simple' (several easy to run proven courses are listed in the course book). Ease of administration is the goal. If your course of fire sounds great when you design it at home, try it on the range to make sure that it is simple and easy to administer. Complexity is bad in any course or stage of fire. When you try a stage of fire or match event out on your shooting friends and they screw it up, that's a real clue that the average shooter that shows up to your monthly match is going to be in trouble. If contestants leave your match thinking they got screwed because your scoring was wrong, or the stage was stupid, they won't come back next month to shoot.

SOME KEYS TO A SUCCESSFUL CLUB and MATCH

1. Send out your match notices/newsletter so shooters will receive it at least two weeks prior to the next match and include complete match results from the previous match.
2. Club officers should be available to club members to answer questions and help the shooters get started, make sure you go out of your way to talk with new shooters.
3. Start the matches on time and run the stages quickly.
4. Make sure all scoring is done correctly and consistently.
5. Be sure inexperienced shooters are monitored and range safety is maintained at all times. Shooters will not come back to an unsafe environment.

6. Have everyone work their fair share. If the same people consistently do all the work, they will soon burn out and the club will die.
7. Everyone should be courteous and helpful to new shooters. A sign of a good club is when several shooters hang around after the match to visit and/or go have a pizza together.
8. Shoot fun and interesting stages, don't shoot the same kind of stages too frequently.
9. Follow IDPA rules and guidelines closely so shooters that shoot in multiple clubs will feel at home when shooting with you.

IDPA SAFETY OFFICER TRAINING GUIDELINES

General

1. Being a safety officer requires knowledge of safety rules, IDPA rules, and concentration. It is also fun and rewarding. Thank you for your willingness to help.
2. You should have carefully read the IDPA rulebook. It's a good idea to review it every few matches.

What is the purpose of the Safety Officer (SO)?

A safety officer is a person whose purpose and goal is for all the shooters at the match to have a **SAFE** and **Enjoyable** day at the range. Their main duties are (but not limited to):

1. To make sure the match is run safely and smoothly.
2. To assure that the match is officiated consistently and fairly.
3. To make sure the shooter is always treated courteously and with respect.
4. To make sure that the shooter is always given the benefit of any doubt.
5. To assist the shooters so they will have a positive experience at the match.

You want the shooter to leave the match saying, "boy that safety officer is really a nice and helpful guy, this IDPA shooting sure is a lot of fun".

IDPA is NO place for the *Range Nazi* or *I'm going to get this guy* mentality or attitude. This type of behavior simply will NOT be tolerated in IDPA. All IDPA SOs should also be shooters and just one of the guys. We never want to end up with a situation like some other sports have where the contestants dislike the officials and vice versa. In IDPA the officials and the contestants are the same people and we're all in this together to have a safe and enjoyable time and hopefully improve our defensive shooting skills.

We will generally have a Score Keeper assisting the SO. The Score Keeper's job is to keep track of penalties and scoring. The Score Keeper should also call out the next two shooters names so they will be ready. He should stand out of the way. If you don't have a Score Keeper, ask someone in the group to help you. It is VERY important that the Score Keeper fill in the score sheet legibly, most scoring errors can be eliminated just by carefully writing in times, points down and penalties.

What are the range commands?

1. Load and make ready
2. Shooter ready?
3. Standby
4. (Start signal)
5. Unload and show clear (you MUST physically look into the chamber)
6. Holster
7. Range is safe

Notes:

- a. It is important to use THESE range commands. Shooters can get confused if you change the words.
- b. If a holster has a retention device, it must be used. Remind them if they forget.
- c. Only give the "Holster" command when you know the magazine is out, and you have looked into the chamber and found it empty. There is no "hammer down" command in IDPA, so make sure you see into the chamber every time.

Where should I stand?

1. Generally, stand about 3' to the side, and 3' behind the shooter.
2. Generally, stand on the right side of a right-handed shooter, left side of lefty. This gives you the best view of their firing hand and gun.
3. Keep yourself safe. Don't get "trapped" by turning, moving shooters. If the shooter has an option, ask him which way he is going to turn, move, etc. and put your self in the safest position. (If the shooter points their gun at you because YOU are in the wrong place, who's fault is it?)
4. Try and stay within 3 yards of the shooter. Move as necessary. Don't let him run into you if he is moving. Do NOT 'hover' over the shooter or put yourself in a position that will distract the shooter.

What should I be concentrating on while the shooter is firing?

1. 100% of your focus should be on the **shooter's firing hand and gun**. Let the Score Keeper watch for head shots that hit the body, etc.
2. Keep this 100% focus until the shooter has put his unloaded gun in the holster. Once the gun is holstered you can look at the timer, score sheet, etc.

3. If the shooter commits a non-dangerous error, make a mental note of it but write it down later. Don't change your focus while the gun is out of the holster.

What if the shooter does something dangerous?

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.

Should I talk to the shooter while they are firing?

1. For safety, YES.
2. If they have forgotten what is next, remind them. Make sure they don't turn around to talk and have a "muzzle downrange" problem.
3. You may want to assist a new shooter. An example would be advising the shooter that no magazine is in the magazine well after he has nodded that he is 'ready'. Remember we're here to help the shooters enjoy the match too.

What should I do after "The range is safe" command?

1. Show the time to the score keeper. Let him start scoring the targets.
2. If there was a safety issue, stay there and discuss it with the shooter. Most don't know they had a problem or almost got DQ'd. Tell them what they did wrong, how to correct it.
3. If he shot really well, or shot better than his general skill level, congratulate him.

What should I cover with each new group that comes to my COF?

Time spent explaining the COF to the entire group will eliminate problems and save time. Don't rush through it. Make sure each group knows:

1. The general course of fire
2. Potential safety problems, how to avoid them
3. Begin concealed or open
4. Special rules such as tactical sequence, strong hand only, shoot while moving, empty gun reloads only, begin with only 6 rounds, etc.

What else should I be aware of?

1. Make sure spectators stand where they will be safe.

2. With large numbers of shooters, it is important to keep shooters moving quickly through each COF. Make sure the next shooters are ready and standing by. Don't "chat" too much with the shooter.
3. Don't worry about what division a shooter belongs in, or if he has an illegally modified gun or holster. If you notice something like this just write it on their score sheet and let the Match Director know when he comes around. He'll sort it out.

Disqualification (must put gun away)

1. Endangering another person
2. Pointing muzzle beyond "Muzzle Safe Points"
3. Pointing a loaded firearm at their self with the safety off and their finger in the trigger guard
4. Handling a loaded firearm except while on the firing line
5. Dropping a loaded firearm
6. Dangerous or repeated "finger in trigger guard" violations during loading, unloading, reloading, drawing, holstering, remedial action
7. Gross Unsportsmanlike conduct
8. The use of illegal equipment
9. Premature shot in the holster or a shot striking behind the firing line or into the ground closer than 2 yards to the firing line

Possible Failure to Do Right (20 second penalty)

"Any attempt to circumvent or compromise the spirit or rationale of any stage either by the use of inappropriate devices, equipment, or techniques."

Examples:

1. Firing extra rounds so that you can reload at a more convenient time. This is VERY hard to call!
2. Purposefully committing a procedural error, because your score will be better, even with the penalty.
3. Not reloading to fire one more round because your score will be better, even with a miss.
4. Unsportsmanlike conduct.
5. Dropping an unloaded firearm.
6. Handling an unloaded firearm off the firing line or away from the safe area.
7. Shots over the backstop.

Hit on Non-Threats (5 second penalty)

Only one penalty even if you hit a non-threat several times. If the round passes through a non-threat and hits a threat target, count the hits on both targets.

Failure to Neutralize (5 second penalty)

Any target that with a score of less than 4 points. Each un-hit steel target or balloon will generally get a FTN penalty (sometimes we wave this on bobbing plates or targets that completely disappear).

Procedural Errors (3 second penalty)

1. First "finger in trigger guard" violation, as long as it wasn't dangerous.
2. Not using cover properly (50% of torso/head must be behind cover)
3. Not reloading as required
4. Not shooting while moving as required
5. Not drawing from concealment as required
6. Not following other COF rules as required

PRE-MATCH CHECKLIST

Target stands

Range props such as barricades, vision barriers, 55 gal drums, etc..

Timers and spare batteries

Clipboards

Ink pens

Targets, target tape or pasters. Steel targets if required.

Staple gun and spare 3/8" – 1/2" staples

Spray paint, typically the *flat* variety covers the best

Duct tape (used for every emergency)

Score sheets

Calculator

Return labels for shooters to fill out for match results/newsletter

Petty cash to make change

Chronograph (if available)

Tape measure (100 ft.)

Spare safety glasses and ear plugs

Flashlight & spare batteries (for low light matches)

Many clubs find that keeping all the small stuff together in a large waterproof plastic storage box works well, match day all you have to do is take the *Match Gear* box to the range.

Welcome to IDPA, good luck and good shooting!

Appendix "A"

INCLUSIVE list of holsters **APPROVED** for IDPA competition effective 09-10-02:

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, WS-DT **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, **Bentley** Speed Scabbard, IWB **Bianchi** Cyclone III, Shadow, Askins Avenger, Black Widow, Pistol Pocket, Waistband, Hip Hugger, Talon, #80 Pinch, Accu Mold Belt Slide, Paddle, 100, 105, 106, **Blade Tec** IWBs, Belt Slide, Paddle, Standard Scabbard, Tek-Lok clip **Brigade Gunleather** 1, 2, 3, 5, 6, 8, 10, 11, 12, **Bruce Nelson** Summer Special, Professional, **Bulman Gunleather** HBS, FBS, THR, SDS, FDS, TSA, TSAT, TSAF, AIWB, TSAD, TSA2, **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, **C.O.M.** Standard Paddle, Mini Paddle, Deep Cover ISB, Standard Belt, Mini Belt, **Comp-Tac** Paddle, Gurka, Shirt Tucker, Undercover, Tactical Entry Team Paddle, FBI Slide, Speed Slide **Concealed Carry Clothiers** IWB, **Davis** 453, 4532, 459, 599, 4542, 3820 **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, 94Jackal, 91Nitewatch **Dillon** LTD, Master, Desert Special, CLS, Paddle, **Don Hume** Double Nine, Five Way, Agent 9, Breakfront, H720 OT, H724, H726, Pancake, Five Way, Fletch, First Agent, JIT Slide, V-Slide, YSO, **Eagle Ind.** ITP, Bodyguard, HRBF, BHRH, FBH, DH-HRM, **Ed Brown** model 1801, **Edgeworks** G-Code Paddle, **El Paso Saddlery** #2, #77, #88, **Ernie Hill** Ultimate Cover, Ghost Slide, Concealed Speed, Inside Edition, GPCP, Tactical Speed, **FIST** #7, #10 Shortcut, #12 Basic, #14 Combination, #18 #20 Adjustable IWB, #22 Secret System, #16 Inside/Outside, K1, 9K, **Fobus** All standard belt and paddle models (no Roto holsters approved for IDPA use) **Front Line** Classic, HTO, NG, **Galco** Combat Master, FLETCH, Silhouette, JAK Slide, Avenger, Firm NSA, Royal Guard, Scout, Speed Master, Concealable, Yaqui, Firm, Paddle, Phoenix, Quick Slide, **Gallagher** Texican, ABS, Jeffee, ADS, **Garrity's** Accelerator, Enforcer, Panther, Incognito IWB, 2C Special, Steady Fast **GK** Top Gun, Flat Guard, Spectre, Skin Gun, Street Patrol, Navarro, **Glock** Sport/Duty, Sport/Combat, **Gould & Goodrich** B745, B730, B737, B747, B29, B39, B38, 733, 729, 09, B742, 800, 801, 803, 805, 809, 810, 3001, **Gun Leather Inc** 6E, 6S, 6D, 3S, 3C, 12EU, 12AU, 13SU, 11EU, 11E, 12E, 12A, 13S, **Haugen** 01 Bodyguard, 05 Equalizer, 10 Stealth, 13 Speed Scabbard, #52 Pro carry, 13 Silhouette, **Heinie** 700 DOJ, 703, **Hellweg** Tactical Speed, Speed Paddle, Gold Coast, Lightening Ridge, Walkabout, Bush Damper, Thunder, Lite-Ning, Belt Slide, Insider IWB, **High Desert** Storm, **High Noon Holsters** Sky High, Topless, Need for Speed, Yaqui Slide, Down Under, Slider, Hideaway, **Hoffners** C1, C2, C4, C5, C5SL, C6, C8, Multi Slide, Ultrux Speed Pro, Ultrux, Ultrux ITB, ITP series, **Holsters Plus** Inside pants, Quickster Responder, Quickster Shorty, Expediter, Responder, **Horseshoe Leather** MLS, ML, 30, 28, 32, TJM, 62, 22, PDS, PD, H22HS, 22H, HML, **Hoyt** 580B, 580K, **Hunter** 1500, 1600, 2700, 2800, 3000, 3500, **IHL** Desert Special, Desert Master, **John May** Tactical #1, IWB #1, IWB #2, Mod. Pancake, Belt Slide, **Ken Null** UNS-IWB, **Kirkpatrick** 2000, 4100, 5600, 2010, TSS, M130, 131, 132, Yaqui, **Kramer** Belt Scabbard, Vertical Scabbard, IWB #2 & #3, MSP Paddle, **Ky-**

Tac Braveheart, Snooper Hooper, High Hooper, Warrior, Point 5, SH, HH, WAR, EZ Rider, Revoquik, RQ, **Leather Arsenal** DCS-H, SSH, **Lightning Strike** IWB, Belt Loop, **Mad Dog** High Ride, Inside the Pants, Taylor Thunderbolt, OWB, Paddle, **M/D Enterprises** SVS, BS-1, BS-2, ABP, AAP, RCS, TDS, YCS, TSS, **Mernickle** PB5C, PS12, PS9, PS2, **Mitch Rosen** Belt Slide, Ayoob Rear Guard, Middleman, Sport, Workman, Harmon's Request, Factor, Nancy Special, Straightman. Upper Limit, **Mixson** TBHL, BH, Gator, Murnak Superside, Pancake, Standard, Security, Cut Off, Secret System, Security Chief, Undercover, Inside/Outside, High Ride, Paddle, Sport 2, Full Coverage, Sport 3, Vanguard, Low Profile, Sport, Detective, Chief, **Neuman** Speed Six, Belt Slide, **NMC** Belt Slide, **PP's Holster**, P1, **P2 Precision Holstering**, Universal Belt Slide, **Predator** OTP, ITP, Belt Slide, Paddle, **Rafter S Gunleather** IWB, OWB, **Ross Leather** M5N, M19N, Paddle, M6, M7, M8, M9, M10, M12, M14, M14A, 020. **S & S Enterprises** 01,02, Speed Scabbard, **Safariland** mod. 21, 527, 530, 38, 28, 5181, 518, 560, 20, 1070, 1071, 4050, 4051, 4052, 4060, 4061, 4070, 4071, 5182, 5183, 0701, 328, Nylok, IWB's, Pancake, CustomFit, **Sidearmor** IWB, OWB, Vertical Scabbard, **Sparks** Executive Companion, Summer Special, Roadrunner, 55BN, Yaqui Slide, Mirage, Heritage, PMK, MMX, VM-2, CC-AT, WS, WS-DT **Springbok** Speed Shell, Total Cover, Spring Paddle, **Stallion Leather** S104, S106, S108, **Strong** Piece-Keeper Paddle, Side Winder, **Steve Sturm** SS-625, **Tactical Products** All Tac-Pro belt and paddle holsters **Talon Tactical** A10, R4, 1SP, **Tauris** Pro-Max **Ted Blocker** 710, DA1, DA2, 24A, 911, 911T, X16, G-1, B5, 10, 12, LF1, Hersey 4-way, ST-17, ST-17B, S18, S19, **Tex Shoemaker** Hugger, PL Paddle, PC, PL, N14, IWB's, Pancake, **Triple K** Lightning, Concealer I, Ghost, Thunder, Speedster, Skeleton, Barrio, Stealth, **Tucker** HF #1, HF #2, IP, Pancake, Heritage IWB, **Uncle Mike's** Side Bet, Mirage Super Belt Slide, IWB's, Series 235, Series 234, series 53 Kydex, Sidekick **Vega Holsters** UA9, UB, H, H199, NA110, HA, HB, HC, T, NE, ND, FC, FD, F, FB, IA, IB, I, FA, T2, TA2, F2, FA2, IA2, IB2, I2, **Steve Webber** Pancake **Wilson Combat** Lo-Profile, Rapid Response, Tigershark, Covert Companion, Belt Slide, Featherweight, Practical, Adjuster, Tactical Assault, Tactical Paddle, Summer Companion, **Wild Bill's** Concealed Carry Special, Gun Paddle, Summer Heat, Extreme Heat, Southern Comfort, Classic Speed, Belt Slide, Rock Solid, Undercover, NBS, **Wilderness Tactical Products** Zip slide **John Winters** IWB Double Hook

NOTE: The following holsters are permitted for women only.

Bears Den – Woman's Hipster **Blade-Tech** – Drop and Offset **Heinie** – Ladies DOJ **Ky-Tac** Ladyhawke LH **Talon Tactical** – Ladies Offset **Wilson Combat** – Ladies Practical and Ladies Tactical Assault

NON-INCLUSIVE list of holsters and ammunition carriers that are **EXCLUDED** from IDPA competition.

Bianchi H2045, H2046, H2050, **Ernie Hill** FAS-TRAC, L/E Original, 1FSM, 3FTM, **Galco** Gunsite, **Hellweg** - All, **Safariland** 011, 009, 010, 002, 003, 007, 077, 771, CD2 & CD6 (these are the spring clips), 333, **Sparks** 1AT.

Velcro inner/over belts are specifically excluded unless they are part of a police/military duty rig.