

**Equipment and Competition Rules of the International Defensive Pistol Association, Inc., adopted 10/26/96, updated 1/3/05.
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The International Defensive Pistol Association (IDPA) is the governing body of a shooting sport that simulates self-defense scenarios and real life encounters. It was founded in 1996 as a response to the desires of shooters worldwide. The organization now boasts membership of more than 11,000, including members in 19 foreign countries.

The unique facet of this sport is that it is geared toward the new or average shooter. The founders developed the sport so that practical gear and practical guns may be used competitively. An interested person can spend a minimal amount on equipment and still be competitive.

The main goal is to test the skill and ability of the individual, not equipment or gamesmanship. “Competition only” equipment is not permitted in this sport.

The firearms are grouped into five (5) divisions: 1) Custom Defensive Pistol (.45ACP semi-automatics); 2) Enhanced Service Pistol (9mm, .40, .45 GAP or 38 super semi-automatics); 3) Stock Service Pistol (double action guns like Glocks and Berettas); 4) Enhanced Service Revolver (See Appendix ONE – Equipment); and 5) Stock Service Revolver. Shooters are then classed by like-skill levels with progression from Novice (NV); to Marksman (MM); to Sharpshooter (SS); to Expert (EX); and, finally, to Master (MA).

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Purpose

IDPA is a shooting sport that uses practical equipment including full charge service ammunition to solve simulated “real world” self-defense scenarios.

IDPA shooting events require use of practical handguns and holsters that are truly suitable for self-defense. No “competition only” equipment is permitted in IDPA matches since the main goal is to test the skill and ability of the individual, not equipment or gamesmanship.

IDPA Principles:

I. Promote safe and proficient use of guns and equipment suitable for self-defense.

II. Provide a level playing field for all competitors to test the skill and ability of each individual, not equipment or gamesmanship.

III. Provide separate divisions for equipment and classifications for shooters, such that guns with similar characteristics are grouped together and people with similar skills compete against each other.

IV. Provide shooters with practical and realistic courses of fire that simulate potentially life-threatening encounters, or that tests skills required to survive life-threatening encounters.

V. Offer a practical shooting sport responsive to the shooters and sponsors, with unprecedented stability of equipment rules.

VI. Offer a practical shooting sport that allows competitors to concentrate on developing skills and fellowship with like-minded shooters.

Rules

The Four Universal Laws of Gun Safety are:

The gun is always loaded.

Never point a gun at something you are not prepared to destroy.

Always be sure of your target and what is behind it.

Keep your finger off the trigger until your sights are on the target.

Safety Rules

S 1. Unsafe gun handling will result in immediate disqualification from the entire match.

Examples (but not limited to):

- A. Endangering any person, including yourself.
- B. Pointing muzzle beyond designated “Muzzle Safe Points”. A 180° rule does NOT exist and will NOT be grounds for DQ.
- C. Handling a loaded firearm except while on the firing line. Unloaded firearms may be handled only in designated “safe areas”.

Note: There are only three instances in which the gun may be removed from the holster:

1. While engaging targets in a CoF under the supervision of a safety officer.
2. With verbal instruction from an SO.
3. When in a designated “Safe Area”.

- D. Dropping a loaded firearm.

E. Dangerous or repeated “finger in trigger guard” violations during loading, unloading, reloading, drawing, holstering, remedial action.

F. A premature shot: in the holster; striking behind (uprange of) the firing line; into the ground downrange closer to the firing line than two yards; or over a berm.

S 2. Dropping an unloaded firearm may incur penalties at the discretion of the SO and/or MD.

S 3. Pistols will be loaded only when directed by a safety officer. (See note at end of Safety Rules regarding Hot and Cold ranges.)

S 4. Shock resistant eye protection and ear protection are required of ANYONE at the range facility.

S 5. After completing any CoF, the shooter must unload, show clear and re-holster before turning up-range or leaving the firing line. (See note at end of Safety Rules regarding Hot and Cold ranges.)

S 6. Pistols used in competition will be serviceable and safe. The MD will require a competitor to withdraw any pistol observed to be unserviceable or unsafe. In the event that a pistol cannot be loaded or unloaded due to a broken or failed mechanism, the shooter must notify the SO, who will take such action as he thinks safest.

S 7. Fingers must be outside the trigger guard during loading, unloading, drawing, re-holstering, while moving or during remedial action (unless engaging targets).

A. Failure to comply will result in a three (3) second procedural error penalty.

B. Multiple violations of this rule could result in additional penalties or disqualification from the entire match at the discretion of the MD.

S 8. The normal condition of pistols not actually engaged is holstered and unloaded, with hammer down and magazine removed. Loaded firearms may be handled only in the safe area when supervised by the MD or a SO. Magazines and

speedloaders may be reloaded while off the firing line, but the contestant's firearm may be loaded or unloaded only under the direction of the SO. (See note at end of Safety Rules regarding Hot and Cold ranges.)

S 9. All CoF will be started with the pistol holstered and safe, hands clear of equipment as directed by the SO unless other positions for the pistol are stipulated (table top, drawer, pack, purse, or in the firing hand).

NOTE: The question of Hot and Cold ranges at the local club level is subject to individual club policy. This issue is the sole responsibility of local clubs and is beyond IDPA control. Matches sanctioned by IDPA are required to have Cold ranges. Unless your club has a policy of a HOT range, all firearms should be unloaded except when on the firing line.

Competition Rules

C 1. Competitors will not attempt to circumvent or compromise the spirit or rationale of any stage either by the use of inappropriate devices, equipment or techniques.

C 2. Competitors will refrain from unsportsmanlike conduct, unfair actions, or the use of illegal equipment, which, in the opinion of the match director, tends to make a travesty of IDPA. Repeated offenses reported to the AC or HQ can result in having membership revoked.

C 3. There are only three (3) IDPA approved reloads and they normally begin and end behind cover (reload specifications are found in Appendix TWO Approved IDPA Reloads):

- A. Tactical Reload.
- B. Reload with Retention.
- C. Slide Lock Reload (Emergency Reload).

All reloads begin with the shooters first action to initiate the reload (ejection of the magazine, drawing a spare magazine, etc.) and end when the weapon is fully charged and ready to fire (magazine fully locked into the weapon and the slide fully forward). Reloads can only be initiated while behind cover or

in rare cases where a competitor shoots to slide lock in the open.

C 4. Individual CoF walk-throughs are not permitted.

C 5. Airgunning and/or sight pictures are not permitted. (See glossary for definitions.)

C 6. Competitors will use all available cover.

C 7. The competitor's physical position may not be changed before the firing signal, once the shooter's ready position is assumed and the "Stand-By" command has been given.

C 8. There will be no shots fired before the firing signal.

C 9. 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.

C 10. 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 the final scores.* Failure to file a protest with the MD prior to the above time nullifies any claims made thereafter. All scoring/officiating protests must be made to the MD. The decision of the MD will be final as long as his decision is in accordance with the rules as set forth in the most current issue of the official rulebook.

C 11. No shooter can re-shoot a stage or string 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. Re-shoots are allowed for stage equipment malfunctions or SO interference with the shooter.

C 12. In any single contest, a shooter must use the same pistol in all stages of the contest. If the pistol he started with becomes unserviceable during the contest, he may use another pistol of the same type, action, and caliber. Such a shooter may resume the contest at the next scheduled "start signal", but previous stages may not be re-shot. For example if a shooter starts with

a Glock 34 and the gun breaks, the shooter may finish with another Glock 34, a Glock 17, a Glock 19 or a Glock 26. (All of these are 9mm and of the same action and type.)

C 13. No shooter shall wear or use two pistols unless dictated by the specific course of fire at hand.

C 14. Affiliated clubs must use official IDPA cardboard targets for all IDPA matches.

C 15. Pistols must start from the mechanical condition of readiness appropriate to their design and be loaded to division capacity. High capacity magazines must be loaded to full division capacity of the division the contestant is shooting in.

C 16. On cardboard targets, if the outside diameter of the shot's grease ring touches any part of a scoring line perforation, it will count for the value of the highest scoring zone. Radial tears in the paper exceeding two bullet diameters will not count. This normally applies to moving targets fired upon at extreme angles. It can also apply to targets in which a metal target stand has been hit.

C 17. If a shooter has more hits on his target than allowed in a given Limited Vickers count string, the maximum value for each excess shot shall be subtracted from his score and incur a procedural penalty.

C 18. Range Commands to be used in IDPA shall be: (See glossary for definitions.)

- A. Load and Make Ready.
- B. Shooter Ready.
- C. Standby.
- D. Finger.
- E. Muzzle.
- F. Stop.
- G. Cover.
- H. Unload and Show Clear.
- I. Slide Down or Cylinder Closed.
- J. Hammer Down.
- K. Holster.
- L. Range Is Safe.

Equipment Rules

- E 1. The shooter's equipment must conform with the specifications set forth in Appendix ONE - Equipment.**
- E 2. Allowed equipment will meet the following criteria:**

- A. Practical for self-defense use.
- B. Concealable - All equipment will be so placed that, when wearing an open concealment garment with your arms extended to your sides and parallel to the ground, it can NOT been seen from the front, rear or sides.
- C. Must be suitable for and worn in a manner that is appropriate for all day continuous wear.

Stability of Equipment Rules

Equipment rule changes will only be reviewed every two (2) years. Any equipment rule changes will go into effect twelve (12) months after approval.

Course of Fire Rules

CoF 1. All CoF must either simulate a possible real life scenario or test skills that might reasonably be used in a real life self-defense confrontation. If you cannot honestly say "that could happen," it probably won't make a good IDPA stage.

CoF 2. Seventy-five percent of all shots required in a match must be fifteen (15) yards or less. Occasional targets out to thirty-five (35) yards are to be encouraged.

CoF 3. Shooter movement of more than ten (10) yards between firing points and fifteen (15) yards total movement in a string of fire is not permitted.

CoF 4. Only one (1) non-threat target may be used per every three (3) threat targets in any string of fire.

CoF 5. Avoid designing courses of fire that will substantially disadvantage senior and mobility-challenged shooters.

CoF 6. At least 5% of all shots required in a match are fired on the move. A combination of shooting on the move and the use of moving targets is even more realistic. Statistics show that most shootings involve movement on the part of both good and bad guys.

CoF 7. Any CoF that requires the shooter to re-engage a target in two (2) or more strings of fire MUST be scored Limited Vickers.

CoF 8. No target shall be located so that it can be hit by shooting through another target.

CoF 9. When cover is available, it MUST be used both when shooting and reloading.

CoF 10. Targets must be engaged in tactical priority unless tactical sequence is specified. Targets within two (2) yards of each other are considered to be equal in threat.

CoF 11. Any stage or string of fire requiring a minimum of twelve (12) rounds must have a reload for all divisions.

CoF 12. Determine and clearly mark muzzle safe points.

CoF 13. Use concealment for scenario stages. Exception: Police or military officers when using actual duty gear.

CoF 14. No “strong-hand only” strings of fire may require the shooter to engage targets more than ten (10) yards distant.

CoF 15. No “weak-hand only” strings of fire may require the shooter to engage targets more than seven (7) yards distant.

CoF 16. No “weak-hand only” reloading.

CoF 17. No head-box shots are to be required more than ten (10) yards distant.

CoF 18. 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.

CoF 19. No string of fire may exceed a maximum requirement of eighteen (18) rounds.

CoF 20. No foot-fault lines may be used on any scenario stage.

CoF 21. After the match has started, all course design changes are final. CoF cannot be changed unless all competitors that have previously completed the stage get to re-shoot it.

CoF 22. CoF should be “revolver neutral” whenever possible. See glossary for further details.

Award and Prize Rules

Award and Prize Rules only apply to Sanctioned Matches and are only suggestions for club matches.

Awards

Trophies will be awarded based on number of contestants per class and division; and go to the top third of those competitors. One (1) trophy should be awarded for every three (3) shooters entered in a particular division and class.

Example:	1-5 shooters in ESP/MM = 1 trophy.
	6-8 shooters in ESP/MM = 2 trophies.
	9-11 shooters in ESP/MM = 2 trophies.

Prizes

Any merchandise donated for use as prizes will be distributed randomly. IDPA does *NOT* ENDORSE NOR APPROVE any type of incentive program based on shooter performance.

Penalties

Conduct

PC 1. Failure To Do Right (FTDR):

- A.** Adds twenty (20) seconds to total score.
- B.** Is assessed at any attempt to circumvent or compromise the spirit or rationale of any stage by the use of inappropriate devices, equipment or techniques.

C. Is unsportsmanlike conduct, unfair actions, or the use of illegal equipment, which, in the opinion of the MD, tends to make a travesty of the defensive shooting sport. This will result in an FTDR or DQ from the entire match at the discretion of the MD. Repeated offenses reported to the AC or HQ can result in having membership revoked.

PC 2. Disqualification (DQ):

A. Results from unsportsmanlike conduct, unfair actions, or the use of illegal equipment, which, in the opinion of the MD, tends to make a travesty of the defensive shooting sport will result in an FTDR or DQ from the entire match at the discretion of the match director. Repeated offenses reported to the AC or HQ can result in having membership revoked.

Performance

PP 1. Procedural Error (PE):

A. Adds three (3) seconds per infraction.

B. Is assessed when the competitor does not follow the procedures set forth in the CoF description or when a competitor breaks a competition rule. Only one (1) PE is assessed for each type of infraction in a string of fire. If the shooter does more than one type of infraction, such as using the wrong specified hand AND fire an incorrect number of shots, a separate PE are assessed for each type of infraction.

Examples:

- a. The competitor's foot touches the ground beyond the side of the barricade on Stage 3 of the Classifier. One (1) PE is assessed regardless of the number of shots fired.
- b. The competitor fails to retain ammo when a tac-load/RWR is specified. (See Appendix TWO-Approved IDPA Reloads-Malfunction Clearing Exception.)
- c. The competitor fails to perform a reload when specified in a CoF.

- d. The competitor shoots from a stationary position when the CoF specifies shots are to be fired while moving. One PE is assessed regardless of the number of shots fired.
- e. The competitor fires a “double tap” which is two (2) rapid consecutive shots on the same target when the CoF specifies that targets are to be engaged with one shot each, and then re-engaged for a total of two (2) hits per target.
- f. The competitor uses both hands when the CoF specifies that the shots are to be fired strong-hand only or weak-hand only.
- g. The competitor shoots targets out of tactical sequence.
- h. The competitor prematurely starts. An example of this would be moving the shooting hand toward the gun between the standby command and the start signal.
- i. The competitor fires extra shots on Limited Vickers score stages. Tape over one (1) of the highest scoring hits for each extra shot fired but only assess one (1) procedural penalty.
- j. The competitor airguns and/or takes a sight picture.
- k. The competitor makes improper use of cover. (See glossary for definition of “cover”.)
- l. The competitor does not respond to “muzzle” or “finger” commands.
- m. The competitor does not follow CoF rules as required.

PP 2. Hits on a Non-Threat Target (HNT):

A. Will result in a single five (5) second penalty assessed per non-threat target hit. If the competitor has more than one hit on a particular non-threat target, ONLY a single five (5) second penalty will be assessed for that target. However, multiple non-threat targets hit will incur one (1) penalty for each target.

PP 3. Failure-to-Neutralize (FTN):

A. Will 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. See Appendix EIGHT-Target-Scoring Zones for further clarification. Failure to neutralize penalties ONLY applies when standard Vickers Count scoring is used and the target(s) do not completely disappear.

B. Does NOT apply to Limited Vickers scoring or to disappearing targets.

PP 4. Disqualification (DQ):

A. Results from unsafe gun handling. Put away the gun. (See Rules- Safety Rules-S 1.)

Appendices

Appendix ONE – Equipment

A. Firearms

IDPA is divided into five (5) divisions that are entirely separate. None of the following divisions compete against any other division: Stock Service Pistol (SSP); Enhanced Service Pistol (ESP); Custom Defense Pistol (CDP); Enhanced Service Revolver (ESR); and Stock Service Revolver (SSR).

The type of firearm the competitor uses will determine in which division he shoots. Pistols shall be classified first by action, then by caliber.

Double action, double action only and safe action pistols compete in Stock Service Pistol Division (SSP). Any gun that can be used in SSP can be used in Enhanced Service Pistol Division (ESP) or Custom Defensive Pistol Division (CDP), depending upon the caliber.

Otherwise, single action guns compete in ESP or CDP, depending upon caliber. Revolvers shall be classified by capacity and loading method. See division requirements for the division in question below for further clarification.

In addition to meeting the criteria for all equipment, pistols, with an empty magazine inserted, must fit in the IDPA gun test box measuring 8 3/4" x 6" x 1 5/8". *Exception: Revolvers do NOT have to fit in the box.*

1. Non-IDPA-Legal Modifications for ALL Divisions

The following modifications are NOT ALLOWED IN ANY DIVISION unless otherwise specifically mentioned.

- A. Compensators of any type including hybrid or ported barrels.*
- B. Add-on weights for a competitive advantage (this includes, but is not limited to, weighted magazines, tungsten guide rods, brass magazine wells, weighted grips).*
- C. Heavy and/or cone style barrels without a barrel bushing.*
- D. Sights of non-standard configuration (i.e. Ghost rings, Bo-Mar rib, etc.).*
- E. Disconnection or disabling of any safety device on any gun.*
- F. Lights mounted on guns.*

IDPA founders hope to create a practical shooting discipline that will not turn into an equipment race. Pistol barrel porting does enhance recoil control (granted increased muzzle flash is an unwanted byproduct) and thus could offer a competitive advantage. If the Board of Directors (BoD) allowed ported barrels, then it would be a “necessary modification” to be competitive, thus increasing the cost of admission substantially.

IDPA realizes 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.

While IDPA realizes that lights mounted on guns are very useful for self-defense, we would have the same situation with mounted lights that we do with ported pistols if they were allowed. Mounted lights would become another “necessary modification” to be competitive and that is not the purpose of IDPA.

Guns that come with light rails straight from the factory may be used in IDPA competition AS LONG AS the gun still meets all division criteria. However, the light itself may not be used on the gun.

2. Stock Service Pistol Division (SSP)

Handguns permitted for use in this division must:

- A. Be semi-automatic.
- B. Be double action (when the trigger is pulled, the hammer/striker is cocked and then released).
- C. Be 9mm (9x19) or larger caliber.
- D. Have a maximum unloaded weight of 39oz., including an empty magazine.
- E. Have a minimum annual production of 2000 units; (discontinued models must have had a total production of 20,000 units).
- F. Fit in the IDPA gun test box measuring 8 ¾" x 6" x 1 5/8" with an empty magazine inserted.
- G. Be loaded to the division capacity of ten (10) rounds in the magazine plus one (1) round in the chamber. Should division capacity not be achievable because of lower magazine capacity, load to maximum mechanical capacity of magazine plus one (1) round in the chamber.
- H. Begin hammer down for selective DA/SA pistols.

PERMITTED Modifications (Inclusive list):

- 1. Sights may be changed to another conventional notch and post type (see "sights" in glossary for further information).
- 2. Grips may be changed to another style or material that is similar to factory configuration (no weighted grips; see "weighted grips" in glossary for further details).
- 3. A slip-on grip sock and/or skateboard tape may be used.
- 4. Internal action work may be used to enhance trigger pull as long as safety is maintained (no visible external modifications allowed).
- 5. Reliability work may be done to enhance feeding and ejection.
- 6. Internal accuracy may be worked to include replacement of barrel with one of factory configuration.

7. Plastic plugs may be used to fill the opening behind the magazine well.

8. Custom finishes may be applied.

NOTE: The slide releases and magazine releases that are standard on the Glock 34 and 35 models are available as a factory option on all Glocks available in the USA. Because of this, that type of slide release and magazine release are legal on all Glocks for SSP.

EXCLUDED Modifications (NON-Inclusive list):

1. Externally visible modifications other than grips or sights.
2. Robar Grip Reduction.
3. Add-on magazine well opening.
4. Guide rods made of a material different from the factory part it replaces.
5. Seattle Slug Grip Plug and similar weighted products.
6. A barrel of another caliber that is not offered in the original factory model.
7. Slide lightening (see “slide, lightening” in glossary for further information).
8. Stippling.
9. Refer to Appendix ONE-A. Firearms-Non-IDPA-Legal Modifications.

3. Enhanced Service Pistol Division (ESP)

Handguns permitted for use in this division must:

- A. Be semi-automatic.
- B. Be 9mm (9x19) or larger caliber.
- C. Have a maximum unloaded weight of 43 oz., including an empty magazine.
- D. Fit in the IDPA gun test box measuring 8 ¾” x 6” x 1 5/8.” with an empty magazine inserted.
- E. Be loaded to the division capacity of ten (10) rounds in the magazine plus one (1) round in the chamber. Should division capacity not be achievable because of lower magazine

capacity, load should be to maximum mechanical capacity of magazine plus one (1) round in the chamber.

Pistols approved for SSP may also be used in ESP and CDP depending upon caliber, even if the pistol in question has a full-length dust cover. However, should the pistol in question have a modification that removes it from SSP, it must meet all other division criteria for ESP or CDP, again depending upon caliber.

PERMITTED Modifications (*Inclusive list*):

1. Sights to another notch and post type (see “sights” in glossary for further information).
2. Grips (no weighted grips; see “weighted grips” in glossary for further details).
3. Internal accuracy work (includes: replacement of the barrel with one of factory configuration, the use of Accu-Rails, the use of Briley Bushings).
4. Internal reliability work.
5. Checker frontstrap and backstrap.
6. Checker or square and checker trigger guard.
7. Cosmetic checkering/serrating.
8. Extended thumb (may be ambidextrous) and Beavertail grip safeties.
9. Extended magazine release (button may not be oversize in diameter or protrude more than .2” out from the frame).
10. Factory installed cone style barrels on pistols with a barrel length of 4.2” or less.
11. Full length guide rod manufactured of material that is no heavier than common steel.
12. Hammer and other trigger action parts to enhance trigger pull (includes the use of over travel stop).
13. Beveled magazine well and add-on well extensions.
14. Custom finishes.

EXCLUDED Modifications (*NON-Inclusive list*):

1. Full length dust covers.
2. Oversize diameter magazine release buttons.
3. Trigger shoes.
4. Slide lightening (see “slide, lightening” in glossary for further information).
5. Refer to Appendix ONE-A. Firearms-Non-IDPA-Legal Modifications.

4. Custom Defensive Pistol Division (CDP)

Handguns permitted for use in this division must:

- A. Be semi-automatic.
- B. Be .45 ACP caliber.
- C. Have a maximum unloaded weight of 41 oz., including an empty magazine.
- D. Fit in the IDPA gun test box measuring 8 ¾” x 6” x 1 5/8” with an empty magazine inserted.
- E. Be loaded to the division capacity of eight (8) rounds in the magazine plus one (1) round in the chamber. Should division capacity not be achievable because of lower magazine capacity, load should be to maximum mechanical capacity of magazine plus one (1) round in the chamber.

High capacity pistols can be used as long as the pistol meets ALL division criteria.

Pistols approved for SSP may also be used in ESP and CDP depending upon caliber, even if the pistol in question has a full-length dust cover. However, should the pistol in question have a modification that removes it from SSP, it must meet all other division criteria for ESP or CDP, again depending upon caliber.

PERMITTED Modifications (*Inclusive list*):

1. Sights to another notch and post type (see “sights” in glossary for further information).
2. Grips (no weighted grips; see “weighted grips” in glossary for further details).

3. Internal accuracy work (includes: replacement of the barrel with one of factory configuration, the use of Accu-Rails, the use of Briley Bushings).
4. Factory installed cone style barrels are permitted on pistols with a barrel length of 4.2” or less.
5. Internal reliability work.
6. Checker frontstrap and backstrap.
7. Checker or square and checker trigger guard.
8. Cosmetic checkering/serrating.
9. Extended thumb (may be ambidextrous) and Beavertail grip safeties.
10. Extended magazine release (button may not be oversize in diameter or protrude more than .2” out from the frame).
11. Full length guide rod manufactured of material that is no heavier than common steel.
12. Hammer and other trigger action parts to enhance trigger pull (includes over travel stop).
13. Beveled magazine well and add-on well extensions.
14. Custom finishes.

EXCLUDED Modifications (*NON-Inclusive list*):

1. Full length dust covers.
2. Oversize diameter magazine release buttons.
3. Trigger shoes.
4. Slide lightening (see “slide, lightening” in glossary for further information).
5. Refer to Appendix ONE-A. Firearms-Non-IDPA-Legal Modifications.

5. Enhanced Service Revolver Division (ESR)

Handguns permitted for use in this division must:

- A. Be any revolver of 9mm (9x19) caliber or larger.

B. Have a barrel length of 4” or less (as measured from the front of the cylinder).

C. Have a maximum unloaded weight of 42 oz.

D. Be loaded to division capacity of no more than eight (8) rounds. Seven (7) and eight (8) shot revolvers are permitted.

Revolvers may be reloaded via speedloader or full moon clip.

PERMITTED Modifications (*Inclusive list*):

1. Sights to another conventional notch and post type (see “sights” in glossary for further information).

2. Action work to enhance trigger pull as long as safety is maintained (smoothing the trigger face, removing the hammer spur, use of over travel stop, conversion to DA only and addition of ball detent are considered action work and are permitted).

3. Grips to another style or material that is similar to factory configuration (no weighted grips).

4. Chamfer the rear of the chambers.

5. Shortening of factory barrels.

6. Conversion from rimmed to rimless ammunition.

7. Custom finishes.

EXCLUDED Modifications (*NON-Inclusive list*):

1. Oversize or heavy barrels.

2. Oversize cylinder latches.

6. Stock Service Revolver Division (SSR)

Handguns permitted for use in this division must be:

A. Any revolver of .38 Special Caliber or larger that utilizes ammunition with a rimmed case and is not reloaded with a full moon clip.

B. Barrel length of 4” or less (as measured from the front of the cylinder).

C. Have a maximum unloaded weight of 42 oz.

D. Be loaded to the division capacity of six (6) rounds in the cylinder. Seven (7) and eight (8) shot revolvers are permitted, but may only load six (6) rounds.

PERMITTED Modifications (*Inclusive list*):

1. Sights to another conventional notch and post type (see “sights” in glossary for further information).
2. Action work to enhance trigger pull as long as safety is maintained (smoothing the trigger face, removing the hammer spur, use of over travel stop, conversion to DA only and addition of ball detent are considered action work and are permitted).
3. Grips to another style or material that is similar to factory configuration (no weighted grips).
4. Chamfer the rear of the chambers.
5. Shortening of factory barrels.
6. Custom finishes.

EXCLUDED Modifications (*NON-Inclusive list*):

1. Oversize or heavy barrels.
2. Oversize cylinder latches.

7. Back Up Gun (BUG)

This division is intended for club level matches ONLY and will not be recognized at the annual Championship or any Sanctioned Match. All CoF for the Back-Up Gun Division must be limited to five (5) rounds maximum per string to allow autos and revolver shooters to compete equally.

Handguns permitted for use in this division must:

- A. Be single or double action.
- B. Be either pistol or revolver.
- C. Be .32 auto or larger.
- D. Have a barrel length:
 1. Semi-automatic, 3.8” or less (factory installed cone style barrels with or without a barrel bushing are permitted).

2. Revolver 3” or less.

E. Maximum (total) number of rounds that may be loaded into the handgun is five (5).

PERMITTED Modifications (*Inclusive list*):

1. Revolvers:

A. Sights to another conventional notch and post type (see “sights” in glossary for further information).

B. Grips to another style or material that is similar to factory configuration (no weighted grips).

C. Action work to enhance trigger pull as long as safety is maintained.

D. Bob hammer spur.

E. Chamfer cylinder.

F. Custom finishes.

2. Pistols:

A. Sights to another conventional notch and post type (see “sights” in glossary for further information).

B. Grips to another style or material that is similar to factory configuration (no weighted grips).

C. Slip-on grip sock and/or skateboard tape.

D. Action work to enhance trigger pull as long as safety is maintained.

E. Reliability work to enhance feeding and ejection.

F. Internal accuracy work to include replacement of barrel with one of factory configuration (factory installed cone style barrels are permitted).

G. Custom finishes.

EXCLUDED Modifications (*NON-Inclusive list*):

Refer to Appendix ONE-A. Firearms-Non-IDPA-Legal Modifications.

B. Ammunition.

Metal piercing, incendiary and tracer ammunition are prohibited. 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.

1. Power Floor.

The goal is to compete with “service type” ammunition, not light target ammunition. Therefore, the following minimum power floors will be in effect:

SSP - 125,000
ESP - 125,000
CDP - 165,000
ESR - 165,000
SSR - 125,000

Calculate power floor by multiplying the bullet weight by the muzzle velocity. You will need a chronograph to verify muzzle velocity.

2. Official Chronograph Procedure

Chronograph three (3) rounds at a distance of ten (10) feet using a gun of MAXIMUM barrel length for the DIVISION of the same gun type. 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 gun 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 gun.

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.

C. Holsters.

Effective January 1, 2005, the IDPA “Approved Holster List” is no longer in effect and holsters previously listed are NOT necessarily approved for IDPA competition.

The two primary reasons for this are:

1. Some holster companies have constantly changed the specifications of some holsters and several holsters originally approved have been changed into non-approved configurations.
2. In most cases, MDs and SOs do not have holster catalogs or samples and are rarely “holster experts.” Therefore it makes enforcement of an approved holster list very difficult.

A legal IDPA holster MUST fall within one of the following four categories AND meet all criteria following.

1. Categories of Concealed Carry Holsters

A. Inside the Waistband (IWB) Style.



This design carries the handgun inside the pants and belt and typically has a hook or loop that attaches to the belt on the outside of the holster. This design carries the handgun the closest to the body of all designs and is ideal for wear with a short tail jacket or vest. It usually carries the handgun with the muzzle rearward (rearward cant). The tension on the handgun is regulated by belt tightness. The Milt Sparks Summer Special and the Galco Royal Guard typify this design.

B. Pancake Style.



This design is made from two separate flat pieces of leather stitched together with belt slots on either side of the “pouch” that holds the handgun. This style pulls the handgun close into the body as the belt is tightened and is very concealable and secure. Pancake-style holsters are normally the most comfortable and concealable holsters. They are worn on the outside of the belt and usually carry the handgun muzzle rearward (rearward cant). The Galco Combat Master, Dillon Master and De Santis Speed Scabbard typify this design.

C. Bruce Nelson/Askins Style.



This design has a belt tunnel on the back and a belt slot at the rear to pull the butt of the handgun into the body for better concealment. Tension on the handgun is usually created by a tight molded fit and/or tension adjustment. Most Bruce Nelson style

holsters feature a re-enforced band around the top which facilitates easy one handed holstering and they usually carry the handgun vertically (neutral cant). The Sparks BN, Bianchi Askins Avenger or Dillon LTD. typifies this design.

NOTE: Virtually all brands and variations of the three styles listed above that fully cover the trigger guard are suitable for continuous wear, concealed carry and therefore suitable for IDPA competition.

D. Pouch Style.



This design features a “pouch” that holds the handgun and usually has a separate backpiece attached to the back of the “pouch” which attaches the holster to the belt. This “backpiece” can either be a belt tunnel, belt slots on either side of the “pouch” or a paddle that slides inside the pants. This design is often manufactured of synthetic materials and is normally the least concealable of the four styles listed here. Tension on the handgun is almost always created with a tension adjustment screw. Most pouch style holsters carry the handgun vertically (neutral cant). This style, while suitable for concealed carry, in many instances also lends itself well to competition use. Many pouch style holsters on the market are NOT suitable for IDPA competition. The Safariland model 5183, Wilson Combat Practical and the De Santis Pro Fed., typifies pouch style holsters that meet IDPA criteria.

Probably one of the most popular pouch style holsters is the current variation of the Uncle Mikes Kydex holster which is NOT suitable for concealed carry or IDPA competition due to its offset backpiece, which results in excessive offset from the belt/body.

2. Criteria of an IDPA Approved Holster

Holsters:

- A. Must be designed for concealed carry and suitable for all day continuous wear.
- B. Must be worn on a standard belt of no more than 1 ¾” width that must pass through the belt loops on the shooter’s pants.
- C. Must fully cover the trigger of the firearm.
- D. Must carry the firearm in a neutral (vertical) or muzzle rear cant, but have no adjustable cant backpieces.
- E. Must hold the firearm with enough tension to allow the wearer to complete normal daily tasks without fear of losing the weapon.
- F. Can have no offset backpieces and/or belt slots. The holster may not offset away from the belt and/or body. *No gap is permitted in the following areas:*

1. From the body to the inside of the belt.
2. From the outside of the belt to the inside of the backpiece and/or backside of the holster.
3. From the outside of the backpiece to the inside of the holster.

If you look through the belt slot area of the holster with it on the belt/body, you should not be able to see any daylight. If you can see through this belt tunnel area, the holster is not approved.

Holster/backpiece must be constructed of “normal thickness” common holster making materials, no filler is allowed to hide an offset. In simple terms, the back of the holster must be held tightly against the outside of the belt for proper concealed carry (for questions, refer to #1 above and re-read the “Purpose” section in the front of this rulebook).¹

- G. Must be constructed of normal thickness common holster making materials.

H. May not position the firearm where the breech face (autos) or rear of the cylinder (revolvers) is below the center of the belt. NO drop loops are permitted.³ Holsters for females may position the breech face of a pistol or rear of the cylinder of a revolver up to 1 ½” below the center of the belt.

I. Must hold the firearm positioned on the body so an object of ¾” width cannot pass between the shooter’s body and the inside of the firearm when the shooter is standing straight and upright.²

J. Must be positioned on the belt in a location that will keep the center of the trigger pad behind the centerline ⁴ of the body.

NOT Permitted:

A. Cross Draw Holsters.

B. Shoulder Holsters.

C. Small of the Back Holsters.

D. Holsters designed and/or marketed as “competition” models.

E. Muzzle forward or adjustable cant holsters.

F. Drop loop holsters.³

G. Positioning of the firearm where the breech face (autos) or the rear of the cylinder (revolvers) is below the center of the belt.³

H. Cutting of the front edge of the holster more that 1¾” below the breech face on pistols or 1” below the rear of the cylinder on revolvers.

I. Offset back-pieces and/or belt slots.³

J. Gap in the following areas:

- | |
|--|
| <ol style="list-style-type: none">1. From the body to the inside of the belt.2. From the outside of the belt to the inside of the backpiece and/or backside of the holster.3. From the outside of the back-piece to the inside of the holster.³ |
|--|



K. Seeing daylight when looking through the belt slot area of the holster with it on the belt/body.³

L. Any type of filler to hide an offset.

Exception – Police or military officers may use their duty rig, but ALL retention features of the holster MUST be used and all belt equipment (mace, handcuffs, etc.) must be present.

¹ **NOTE:** Holsters for females are exempt from F. criteria, but may not cant the handgun away from the body past 90 ° to the ground.

² **NOTE:** Female shooters are exempt from this test.

³ **NOTE:** Exceptions have been made for female shooters, specifically those with hourglass figures and high waistlines.

⁴ **NOTE:** 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. For IDPA purposes, the centerline of the body originates in the center of the armpit and goes straight down.

3. Future Holster Approval

At this time, IDPA is going to try to avoid having a holster list. However, should we find that competitors are straying from the purpose and principles of IDPA, an “extremely abbreviated and restrictive” approved holster list will be reinstated. MDs and SOs

are encouraged by HQ to use the FTDR penalty when illegal equipment is used at their matches.

D. Ammunition carriers.

1. IDPA Magazine Carrier Criteria

Magazine carrier must:

- A. Be designed for concealed carry and suitable for all day continuous wear.
- B. Be worn on a standard belt of no more than 1 ¾” width that must pass through the belt loops on the shooter’s pants.
- C. Hold the magazine with enough tension to allow it to be turned upside down and retain a fully loaded magazine.
- D. Cover a minimum of 50% of the magazine tube. Base pads are not considered in this measurement.
- E. Hold the magazine in a vertical (90° to the ground) position on the belt, no forward or rear cant.
- F. Be worn in a belt location that will position the front edge of the carrier behind the centerline of the body.
- G. Carry no more than two spare magazines on the belt.

2. IDPA Speedloader Carrier Criteria

Speedloader/Full Moon Clip carrier must:

- A. Be designed for concealed carry and suitable for all day continuous wear.
- B. Be worn on a standard belt of no more than 1 ¾” width that must pass through the belt loops on the shooter’s pants.
- C. Have either a snap/Velcro cover or a tension device that will positively lock the speedloader/full moon clip in the carrier.
- D. Require a releasing action to remove the speedloader/full moon clip from the carrier.
- E. Hold a loaded speedloader/full moon clip securely in the carrier.

F. Cover the full diameter of the speedloader/full moon clip but not hold the speedloader/full moon clip by only a few of the cartridges.

One speedloader/full moon clip may be worn directly in front of the holster. Two additional ones may be worn behind the centerline on either the right or left side for a total of three speedloaders/full moon clips on the belt.

E. Miscellaneous.

There are a number of items that could be used by the contestant. There is not room to list all of them. Headquarters has received questions regarding the following items:

1. Knee pads & Elbow pads.

Hard shell kneepads and elbow pads are not allowed for IDPA use. If kneepads are absolutely necessary for the competitor (for instance, someone that has had knee surgery), the competitor may use soft knee pads *WORN UNDER THE CLOTHING*. The soft kneepads must be completely hidden. The rationale for this is found in the Purpose and Principles at the beginning of this book.

2. Cleats.

Cleated shoes designed for specific sports (i.e., football, baseball, golf, etc.) may not be worn.

3. Concealment Garments.

All equipment should be so placed that, when wearing an open concealment garment with your arms extended at your sides and parallel to the ground, it can NOT been seen from the front, rear or sides. Your concealment garment should be practical for your environment and loose enough to allow easy movement. *Vented or mesh vests may not show the firearm, holster, spare ammo or ammo carriers. Chest pockets, specially-made pockets or any material inserted in pockets or around pockets to keep the pocket open cannot be used to stow partial magazines after a reload.*

Garments that are considered “competition only” will incur an FTDR. See “Proper Magazine Retention” in the Glossary for further details.

Appendix TWO - Approved IDPA Reloads

Failure to do an IDPA approved reload will result in a three (3) second procedural penalty per infraction. Failure to do the reload specified by the CoF will result in a three (3) second procedural penalty or an FTDR. Leaving ammunition behind after a Tactical Reload or Reload with Retention will incur a procedural penalty. *Tactical Reloads and Reloads with Retention are interchangeable.* See glossary for further details. When no specific type of reload is specified, any approved reload may be done at the shooter's discretion.

Malfunction Clearing Exception: When clearing a malfunction, the magazine or speedloader that may have caused the malfunction does not need to be retained by the shooter and will incur no penalty.

Approved IDPA reloads:

Tactical Reload

Tactical Reload (Tac-Load) is recharging the gun during a lull in the action by:

- A. Drawing a spare magazine prior to the ejection of the partial magazine from the gun.
- B. Dropping the partial magazine from the gun.
- C. Inserting the spare magazine into the gun.
- D. Stowing the partial magazine properly (See "proper magazine retention" in the glossary).

NOTE: Should the CoF call for a Tac-Load and the magazine is empty while a round remains in the chamber, the empty magazine must be retained.

NOTE: HQ urges course designers to draft courses that do not require tac-loads or reloads with retention "on the clock".

NOTE: If the competitor makes an honest attempt to retain the partial magazine and it falls from the competitor's pocket or pouch

after he has begun to move to another firing point, no penalty should be assessed.

Reload with Retention (RWR)

Reload with Retention (RWR) is recharging the gun during a lull in the action by:

- A. Dropping the partial magazine from the gun.
- B. Stowing the partial magazine properly (See “proper magazine retention” in the glossary).
- C. Drawing a spare magazine.
- D. Inserting the spare magazine into the gun.

NOTE: Should the CoF call for a Reload with Retention and the magazine is empty while a round remains in the chamber, the empty magazine must be retained.

NOTE: HQ urges course designers to draft courses that do not require tac-loads or reloads with retention “on the clock”.

NOTE: If the competitor makes an honest attempt to retain the partial magazine and it falls from the competitor’s pocket or pouch after he has begun to move to another firing point, no penalty should be assessed.

Slide-Lock (Emergency) Reload

Slide-Lock (Emergency) Reload is recharging the gun when it is completely empty by:

- A. Dropping the empty magazine.
- B. Drawing a spare magazine.
- C. Inserting the spare magazine into the gun.
- D. Racking the slide or hitting the slide release button.

NOTE: The slide does not lock back on some guns. In that case, the shooter will have to rack the slide. This is not grounds for a procedural penalty.

NOTE: Tac-Loads and RWR can only begin when the shooter is fully behind cover if cover is available and will be deemed completed when the fresh magazine is seated. Slide Lock reloads (Emergency reloads) may take place where necessary. However,

should a competitor fire an extra round or rounds in order to reload at a more advantageous point in the CoF, this action will be scrutinized closely by the SO.

Intentional “round dumping” to gain a competitive advantage will result in a twenty (20) second FTDR penalty. A good example is firing extra rounds from a position in the open so you will be at slide lock and thus reload on the way to cover. Courses should be designed with specific reload points behind cover in mind. Once behind cover, a competitor may move behind cover while reloading. If a competitor shoots to slide lock with targets still remaining to be engaged from a specific firing point, the competitor does NOT have to duck behind cover while reloading, if you are using cover adequately while firing it will also be adequate cover while reloading. Keeping an eye on your threat zone while reloading is a sound tactic in the real world.

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. It is highly recommended that contestants become comfortable with performing either a Tactical Reload or a Reload with Retention between strings of fire as they re-charge their pistols.

Appendix THREE - Cover

More than 50% of the shooter’s upper torso must be behind cover while engaging threat targets and/or reloading. For low cover, one knee must be on the ground and for vertical cover such as a wall/barricade, 100% of the shooter’s legs and feet must be behind cover.

All reloads must be executed from cover (if cover is available) and must be completed before leaving cover. A shooter is deemed loaded and may move from a position of cover ONLY when the fresh magazine is FULLY SEATED and the slide is fully forward or revolver cylinder is closed. Shooters may not move from one position of cover to another with an empty gun. Reloads must be completed from cover, however this does not mean that a shooter must duck back completely behind cover to reload before

reengaging targets from a stationary firing point. The contestant may keep his eyes on his next “opponent” as long as he follows the definition of cover and does not expose too much of his body to the next threat target.

Appendix FOUR - Scoring

The scoring system in IDPA is designed to reward accuracy over pure speed. Vickers Count converts everything to a time score and the fastest time wins. The main things to remember when scoring Vickers Count are that everything is based on time and that you are working with the POINTS DOWN (PD) from the possible, NOT the points scored on the target. 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 SOs 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. This does not automatically mean that every miss is a double. Additionally, a tear is not used to give a shooter a better score. If you can tell the actual area of the bullet hole and it does not reach the next highest scoring ring, the shooter gets the lower score even if the tear reaches the next highest scoring ring.

A. 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 one-half (.50) of a second for each point down. Add any applicable penalties and total to get the Final Score. In Vickers Count scoring, as many shots as desired may be fired, but only the best hits as specified by the course description will be scored.

For Example: If two (2) hits per target are specified in the course description and three (3) shots are fired, ONLY the two (2) highest scoring hits will count for score.

In certain course designs, the course description may specify that a certain number of shots may be required on specific areas of the target, i.e. two (2) shots to the body and one (1) shot to the head. Shots that are specified for the body, but where the shooter actually shoots the head are to be counted as -0. However, shots that are specified for the head that are shot below the neck line are to be counted as misses (-5 for each miss). The rationale is that the head box is a smaller target than the body and therefore is a more difficult target. Shooting all shots to the head to circumvent sight alignment transition may be considered a procedural and incur the penalty. CoF designers and MDs should be aware of this possibility and decide beforehand how to handle it. Some course designers will specify head shots in order to simulate the threat target as wearing body armor.

Easy way to score Vickers Count:

1. Write down the raw time from the timer.
2. Count the total number of misses.
3. Multiply the number of misses by five (5) points down.
4. Add the number of points down for the remaining shots to the number of misses.
5. Write down the total points down and multiply by half (.5) second.
6. Write down applicable penalties, for instance; add three (3) seconds for any procedural penalty.
7. Add the raw time to the converted points down and applicable penalties for a final score.
8. In this way, everything has been converted to time so that the lowest (fastest) time wins.

B. Limited Vickers Count.

(For use when shooting standard exercises or when targets will be engaged multiple times before scoring)

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 extra 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.

C. Did Not Finish (DNF).

If a contestant cannot finish a stage due to a broken firearm, his score will be determined by whichever of the following methods 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 time 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.

D. Hard Cover / Soft Cover.

Any shot that puts a full diameter hole in “hard” cover and continues on to penetrate the target will be considered to have missed the target (whether the target is a threat or a non-threat). There is no penalty for hitting “hard” cover other than the miss. IDPA recommends that clubs/course designers standardize on 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. Shots that penetrate “soft” cover will be scored as HITS. We recommend that clubs/course designers standardize on WHITE for “Soft” cover simulation, or use props such as windows, curtains, shrubs, etc.

E. Threat / Non-Threat Designation.

Threat targets may be designated by the painting of a gun 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.

On a shoot through of a non-threat target that also strikes a threat target, the contestant will get the penalty for the non-threat target hit AND will get credit for the scored hit on the threat target. The reverse also applies when a round on a threat target penetrates a non-threat behind it. Hence the rule of thumb: all shoot throughs count (except on hard cover).

Appendix FIVE - Course Design Rationale

Of the many concepts set forth in the establishment of IDPA, none are more important than the requirements of Course Design. The one issue that is critical to the long-term survival of this shooting discipline is that the problems shooters are asked to solve must reflect reality. The IDPA founders agreed upon this when they set out to structure IDPA guidelines. IDPA should help promote sound basic self-defense tactics and test the skills a person would need in a real self-defense encounter. Requirements like the use of cover, reloading behind cover, the limiting of the number of rounds per string were all based upon that principle.

Of fundamental 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 an IDPA 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 (4) or five (5) 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 retention position or perhaps while backing up. Consider a variety of different ways a real life encounter could be solved, then make your course 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. Other guidelines in Course Design, such as most target distances being fifteen (15) yards or less, reflect the fact that real life self defense requirements rarely require handguns to be used beyond this distance. Stages utilizing targets in excess of fifteen (15) yards can be allowed on occasion 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. Any movement of the shooter between firing points must not exceed ten (10) yards. Few self-defense scenarios require the shooter to run or cover a very long distance. We do not wish to see IDPA matches turn into track and field events. By allowing courses of fire to exceed fifteen (15) yards of total movement, foot speed, not shooting ability, begins to be rewarded. The 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.

When barricades or other range props designed to allow the shooter to use them for cover are provided, make sure that they are used properly. Make the shooter use the cover area while actually shooting and reloading. Vision and physical barriers should be

used to force the shooter to shoot from the specified positions rather than the use of fault lines (shooting ports also work well and tend to eliminate SO judgment calls). Use of props such as brief cases, tables (especially with drawers), automobiles, simulated ATM machines, bed/night stand combos, etc. is encouraged.

Beware of the practice of setting a sea of non-threat targets out in the stage in order to increase the shooting difficulty. IDPA course rule states that CoF may only use one (1) non-threat target for every three (3) threat targets. In the real world, shooting near non-hostile targets is dangerous, criminal, and sets you up for serious liability issues. For a more difficult CoF use simulated hard cover to reduce the amount of the target that is exposed.

Requiring multiple hits (i.e. 3-6 hits) on targets simulates real life encounters and should be encouraged. However, mixing the number of hits required on targets within the same string 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.

Keep the stage or course design within IDPA guidelines. Do not exceed eighteen (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. Reloads must be accomplished from cover if available.

Slide Lock reloads are the recommended type of reload in IDPA. Statistics show that this happens in the real world, regardless of intention or training. Tactical reloads and reloads with retention are intended for use during lulls in the action and should not be required on the clock.

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 do

not 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 stages of fire in IDPA. Mistakes will be made in IDPA, but allowing stupid or silly course designs to flourish will lead to the demise of IDPA quicker than any other factor.

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

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

Appendix SIX - IDPA Organization

A. Shooter.

Contestants may be anyone who can legally bear arms.

Juniors, ages 12 years through 20 years, may also compete in IDPA matches when not prohibited by law and when allowed by the hosting club. Additionally, the parent or legal guardian must accompany the junior contestant during the entire match. (State and Local laws vary and may be applicable. The Gun Control Act of 1968 and possibly other Federal regulations govern the use of handguns and ammunition by juveniles.)

Subcategories such as high Law Enforcement, High Lady, High Senior, High Veteran, High Junior, High Industry, High Press,

High International, High Military and Most Accurate Shooter may be recognized at sanctioned matches, but are not required.

Shooter Responsibilities.

1. ALWAYS follow the four laws of gun safety.
2. ALWAYS be conscious of muzzle direction.
3. Refrain from having finger in the trigger guard when not actually engaging targets.
4. Exhibit safe gun handling at all times.
5. Follow the rules in this book and any match-specific or range-specific rules.
6. Acquire and use IDPA legal equipment.
7. Obtain a valid classification and maintain it by shooting the classifier at least once every twelve (12) months (except master class shooters).
8. Assist in taping targets and picking up brass.
9. Be ready to shoot when called to the line (i.e., have appropriate ammo, concealment garment, etc.).
10. Be courteous and respectful to the match officials and other shooters.
11. In addition, have fun, socialize, learn and improve your gun handling and shooting skills.

NOTE: Contestants may only shoot one IDPA match as a non-IDPA member. Competitors wishing to shoot additional matches must become IDPA members. Membership forms are available by writing or phoning HQ or on the internet at the IDPA web site. Membership forms are also usually available from any IDPA MD or IDPA club. When completing a membership application, make sure to sign the application, the waiver and have a witness sign the waiver. Otherwise, HQ will return the application to you for completion.

New memberships may also be processed through the local club; however, renewal of membership must be handled directly by HQ.

B. Safety Officer.

Certified Safety Officers are the people whose purpose and goal is for all the shooters at the match to have a safe and enjoyable day at the range by directing the shooter through the course of fire. Safety Officers must be at least 21 to be IDPA certified. To become a certified Safety Officer, you must participate in a safety officer class taught by one of the safety officer instructors listed on the IDPA web site or an area coordinator.

The Safety Officer is one of the most vital and visual representatives of IDPA. Contestants interact with the Safety Officers more than any other official at a match.

Safety Officer (SO) Responsibilities.

1. Focus on the shooter's firing hand and gun.
2. Remember that the shooter is always given the benefit of any doubt.
3. Run contestants through a course of fire safely and smoothly so that the shooter may enjoy the shooting experience.
4. Treat the shooter with courtesy and respect.
5. Answer all questions regarding the CoF.
6. Control all details of the CoF.
7. Define all muzzle safe points as directed by the CoF and range.
8. SO should generally stand about three (3) feet to the side and three (3) feet to the rear of the shooter.
9. The SO should be on the gun hand side of the shooter. The gun-hand side changes depending on CoF requirements.
10. SO should make sure they stay with the shooter, but not in the shooter's way.

Safety Officer Responsibilities in Sanctioned Matches:

For sanctioned matches, the MD assigns a scorekeeper and SO team to a particular course of fire for the entire match. The

scorekeeper and SO team make the match run much more consistently and is recommended for local club matches as well.

Safety Officer Responsibilities in Local Matches:

A certified SO is not required for local club matches, however IDPA recommends that the individual serving as SO be certified. In local club matches, the scorekeeper can be a contestant waiting to compete. Safety Officers for local club matches must:

1. Understand this rule book.
2. Be experienced IDPA competitors.
3. Have viewed the IDPA training tape “How to Run a Match”.

C. Safety Officer Instructor (SOI).

The SOI is a Certified SO appointed to instruct. Becoming an SOI requires a recommendation by the area coordinator of their location and subsequent appointment by HQ.

SOI Responsibilities.

1. Conduct classes teaching the SOs:
 - A. Safety rules.
 - B. Competition rules.
 - C. Equipment rules.
 - D. Range commands.
 - E. How to explain a CoF.
 - F. How to run a CoF.
 - G. What to concentrate on.
 - H. Penalties.
 - I. Differences between divisions.
 - J. How to set up a CoF.
 - K. How to run Classifier.
 - L. Course Design.
2. Send the class roster to IDPA Headquarters.
3. Not pass someone that would not make a good SO.
4. Assist Area Coordinators in the evaluation of SOs.

D. Match Director (MD).

The MD is an IDPA certified SO who is in charge of every aspect of a match. The MD has the final say on ALL match issues and his decision is final. There is no arbitration.

The MD should feel free to confer with the AC at any time; however, the final decision on all match issues belongs to the MD. The MD often arranges for help to manage the myriad details, but he is responsible for the overall match success.

E. Club.

An IDPA affiliated club is a group of shooters who gets together to put on IDPA matches. The first impression a new shooter gets of an affiliated club is the first impression that person gets of IDPA.

IDPA is unique in that it offers clubs an exciting, competitive format for shooters using truly practical firearms carried in a truly practical way. Financial costs for IDPA clubs are minimal. There are no fees other than the annual affiliation fee. The rules of IDPA are minimal, thereby placing a lesser burden on club officers. The IDPA classification system allows competitors to classify in one day. There are many good CoF templates available on a number of websites. These can be modified to provide more variety.

IDPA is a Trophy ONLY Club based sport. 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.

IDPA headquarters will refer all interested parties in your state to your club. Your club information will be posted on the IDPA website at www.idpa.com. The competitor Scoring Program is available for download from the IDPA website at no charge. Clubs are allowed to retain \$5 of IDPA membership fees for every new member the club signs up (Please make sure new members sign the front of the membership application, the waiver and have a witness sign the waiver, otherwise HQ will send the membership application back to you). This pertains to new members only and does not include renewing members.

NOTE: Some foreign countries have laws that prohibit concealed carry and self-defense; therefore, those interested in shooting or organizing IDPA 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 Championship Matches will be “sanctioned” in any country where the competition cannot be run 100% under IDPA rules.

New Shooter Orientation.

IDPA HQ strongly recommends that clubs 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 freestyle.
- Sight alignment.
- 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.

Requirements for club affiliation.

1. Match director/club contact personnel must be current IDPA members.

2. Match director/club contact personnel must be certified IDPA safety officers.
3. Club matches and facilities must be open to all IDPA members.
4. Clubs must run the IDPA Classification Match as one of their monthly matches at least once each year. IDPA HQ suggests that the classifier be shot as soon as possible and be available to classify new shooters four (4) times a year.
5. Clubs must agree to hold a minimum of six (6) IDPA matches per year.
6. At club level events, competitors may shoot in all divisions.
7. Club facilities must be large enough to accommodate the IDPA classifier (See image located after Appendix SEVEN Classification Match-C, Stage Three-Note).
8. Clubs must follow IDPA rules and principles.
9. Clubs must make sure the competitors have the benefit of the doubt in all questionable circumstances.
10. Most importantly--Have fun!

How to run an IDPA Club Match.

Even if you have never had any experience in competitive combat shooting or shot at any organized shooting events, you can enjoy starting your own local IDPA affiliated club. The most important thing is that all the people involved in running the match fully understand IDPA rules, safety and scoring procedures. To better understand the rules, contact a safety officer instructor about a class in your area.

You will need to locate a place to shoot. Are there local ranges available; private gun clubs, public ranges, police or military ranges? When using private or police ranges, always be courteous and professional. Leave the range in perfect condition when you are through. Ensure 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.

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

Select safe range facilities. Look at backstops, berms, safe target distances and angles of fire. Ricochets from rocks, concrete, angle iron, and range surfaces must be considered. Insure that safety precautions have been made and the telephone numbers of local emergency response units are known and recorded. Make sure 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 need to be provided.

It would be a good idea to get your group of shooting friends together on a weekend or two (2) 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. For 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 what order. Do not 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.

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”. 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 is a real clue that the average shooter that shows up to your monthly match is going to be in trouble.

Before you have your first match, and after your informal range sessions with your shooting friends, you should 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 a mistake. Better to spread the responsibility among a few people than to burn one person out.

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. 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. 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 will not have conversations drowned out by the sound of close by gunfire.

You should have score sheets for each match or stage. Score sheets can be found on the IDPA website at www.idpa.com. This will make scoring simple and result in fewer scoring mistakes. Have the shooter put his name, division and class 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. There is software available at no charge on the IDPA website.

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.

After the match, double-check the score sheets to make sure final scores are correct. Total the scores and remember; when using IDPA Vickers Count, low score wins. 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 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.

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. It is a good idea 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.

Someone should also be chosen 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. 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 place 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, running them through a printer, and imprinting their local club contact information, which makes for a very professional piece of literature.

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. The club could also sell or provide soft drinks, snacks and food to help fund the club.

Range props like barricades and target racks can be made from scrap or used lumber. Fifty-five-gallon drums make good props. 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 be 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. Range props and match equipment should be affordable, portable, secured and protected from vandals. Range props should also 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. Have a checklist for needed range gear and materials for the match.

Below is a sample list that we find convenient:

1. Target stands.
2. Range props such as barricades, vision barriers, 55 gallon drums, etc.
3. Timers and spare batteries.
4. Clipboards.
5. Ink pens.
6. Targets, target tape or pasters. Steel targets if required.
7. Staple gun and spare 3/8” – 1/2” staples.
8. Spray paint, typically the flat variety covers the best.
9. Duct tape (used for every emergency).
10. Score sheets.
11. Calculator.
12. Return labels for shooters to fill out for match results/newsletter.
13. Petty cash to make change.
14. Chronograph (if available).
15. Tape measure (100 ft.).
16. Spare safety glasses and ear plugs.

17. Flashlight & spare batteries (for low light matches).
18. Rain gear.
19. Clear plastic bags to cover targets in the event of rain.
20. IDPA rule book for contestants review.

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.

F. Sanctioned Matches.

Clubs may choose to hold state or regional matches that are sanctioned by IDPA HQ. Multiple sanctioned matches may be held within a state; however, only one state match is permitted per year, per state. IDPA headquarters will help you promote sanctioned matches by posting the information on the IDPA website and listing major matches in the Tactical Journal after receiving the sanction form and agreement. If the requirements for the club are not met, the sanction will be revoked. Competition in sanctioned matches allows competitors to be eligible to participate in the National Championship. Sanctioned matches typically draw competitors from a larger geographical area than local club matches, thus giving the club more income.

Clubs wishing to host a sanctioned match such as a state or regional championship should contact headquarters for a match sanction form and agreement or find one online under Match Sanction Information. All shooters must be classified in the division in which they compete in sanctioned matches. MDs may approve novice class shooters to participate in the sanctioned match. This is not mandatory. At the IDPA National Championship, only those shooters classified as Marksman or higher are eligible to attend.

Requirements for a Sanctioned Match.

1. Complete a match sanction form and agreement.
2. Agree to run the match strictly by the IDPA Rule Book.
3. Accommodate a MINIMUM of seventy-five (75) competitors.

4. Shooters will only be allowed to shoot in one (1) division and the shooter must be classified in that division.
5. The match will contain a minimum of eight (8) stages of fire.
6. The match will have a minimum total round count of one hundred (100) rounds.
7. Awards will be presented to contestants as laid out in the rulebook.
8. All IDPA divisions and classifications will be recognized.
9. Official IDPA score sheets printed on NCR paper in duplicate will be used in the match.
10. All CoF will be sent to the AC along with the sanction form and sanction fee. The CoF must be approved and sanction form with sanction fee sent to HQ by AC at least sixty (60) days before match date.
11. MD must have taken a SO course from an IDPA safety officer instructor.
12. SO working the match must have previously worked club matches and seen the video “How to run a match”.

Subcategories such as High Law Enforcement, High Lady, High Senior, High Veteran, High Junior, High Industry, High Press, High International, High Military and Most Accurate Shooter may be recognized at sanctioned matches, but are not required. Clubs are encouraged to come up with other relevant subcategories also.

G. Area Coordinator (AC).

The AC is a person appointed by the BoD to monitor and assist the clubs in his assigned territory.

The AC’s goal is to assure that clubs meet IDPA standards as outlined in the official IDPA Rule Book.

Area Coordinator Responsibilities:

1. Assure that clubs follow the IDPA spirit and principles as laid out in the official rulebook.
2. Assure that all IDPA rules and guidelines are adhered to.

- 3.** Assure that clubs hold at least one Classifier match each year.
- 4.** Verify that clubs calling themselves IDPA clubs are, in fact, affiliated with IDPA.
- 5.** Verify that IDPA affiliated clubs require all contestants be IDPA members.
- 6.** Assure that shooter recognition is within the spirit of the IDPA “trophy only” approach.
- 7.** Confirm that clubs offer club safety officers training using appropriate IDPA resource materials.
- 8.** Assure that courses of fire follow IDPA course design rules and rationale.
- 9.** Assure that matches are conducted with safety as the top priority.
- 10.** Assure that matches are scored fairly and accurately using IDPA scoring methods.
- 11.** Approve courses of fire for sanctioned matches and assure that clubs have met all sanctioning requirements. The AC will have final authority in terms of approving courses of fire for the match. Without AC approval, the match will not be recognized as a sanctioned IDPA match.
- 12.** Send sanction form and sanction fee received from club to IDPA HQ after match CoF has been approved.
- 13.** Revoke match sanction if he learns of significant variances from IDPA spirit, rules and guidelines.
- 14.** Recommend to IDPA Headquarters that club affiliation be revoked if he learns of significant variances from IDPA spirit, rules and guidelines.
- 15.** Certify new safety officer instructors from certified safety officers in his area.
- 16.** Remove certification from a certified safety officer should that safety officer be found undeserving of that status in his area pending approval from HQ.

17. Remove certification from a certified safety officer instructor should that safety officer instructor be found undeserving of that status in his area pending approval from HQ.

H. Headquarters (HQ).

IDPA Headquarters is located at 2232 CR 719, Berryville, AR, 72616. HQ maintains records of all members, sends out membership cards, takes care of all pro shop orders, handles any questions any members may have, produces the Tactical Journal (the quarterly publication for members), makes certificates and cards for safety officers, etc. All decisions that come from HQ are based on what is best for the individual member, the club and the sport.

Appendix SEVEN - Logo Policy

The International Defensive Pistol Association logo is trademarked private property of the International Defensive Pistol Association, Inc. It is not available for individual commercial use. However, currently affiliated clubs may use the logo on match announcements, correspondence or on event commemorative clothing such as hats and tee shirts. Electronic and hard copy versions are available from IDPA HQ.

Appendix EIGHT - Classification Match

Limited Vickers Count Scoring

The classifier is designed to be shot as a continuous ninety (90) round match. While it is permissible to allow re-shoots due to gun problems and/or mental shooter errors for the purpose of accurate classification, no re-shoots are to be permitted of individual strings of fire. If the classifier is part of a scored match or the shooter is trying to attain a five (5) gun award, no re-shoots are permitted and it must be shot as one continuous ninety (90) round course of fire.

For positions for each string, refer to position chart after CoF description. Pistols must start from the mechanical condition of readiness appropriate to their design and be loaded to division capacity.

A. Stage One.

7 Yards

String	Position	Instructions	Shots
1	1	Draw and fire two (2) shots to the body and one (1) to the head on T1.	3
2	1	Draw and fire two (2) shots to the body and one (1) to the head on T2.	3
3	1	Draw and fire two (2) shots to the body and one (1) to the head on T3.	3
4	1	Draw and fire two (2) shots at each head T1-T3.	6
*** Hits below the head area should be pasted before shooting String Five ***			
5	1	Start with gun in “WEAK” hand pointed down range at a 45° angle, safety may be off, but finger must be out of trigger guard, fire one (1) shot at each T1-T3. WEAK HAND ONLY	3
6	1	(Load 3 rounds MAX. in pistol) Start back to targets, turn and fire one (1) shot at each, T1-T3, reload from slide lock and fire one (1) shot at each, T1-T3	6
7	1	Draw and fire two (2) shots at each T1-T3 “STRONG” hand only.	6

B. Stage Two.

10 Yards

String	Position	Instructions	Shots
1	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.	6
2	3	Draw and retreat from targets, fire 2 shots at each T1 - T3 while retreating (all shots must be fired while moving).	6
3	2	(Load 6 rounds MAX. in pistol) Start back to targets, turn and fire 2 shots at each T1 - T3, reload from slide lock and fire 2 shots at each T1 - T3.	12
4	2	Draw and fire 2 shots at each T1 - T3 “STRONG” hand only.	6

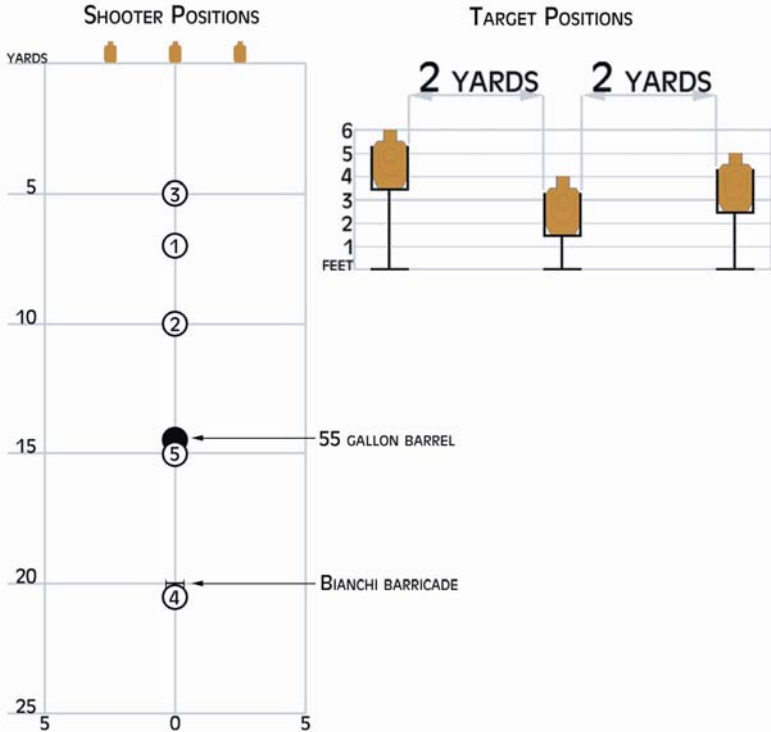
C. Stage Three.

Position 4 - 20 yards, Position 5 – 15 yards

(Bianchi style barricade and 55-gallon Barrel required.)

String	Position	Instructions	Shots
1	4	Draw and fire 2 shots at each T1 - T3 from either side of the barricade, TACTICAL LOAD and fire 2 shots at each T1 - T3 from the opposite side of barricade.	12
2	4	Draw and fire 2 shots at each T1 - T3 from either side of the barricade, TACTICAL LOAD and advance to Position #5, fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel.	12
3	5	Draw, kneel, and fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel.	6

Note: Start position for all strings EXCEPT Stage One / String 5 is hands naturally at your sides. A Bianchi Style Barricade wall is twenty-four (24) inches wide by six (6) feet tall; shooting box is twenty-four (24) inches wide and does not necessarily have to have a back to it.



D. Re-Shoots.

If the classifier is not part of a sanctioned match, limited re-shoots are permitted in the case of equipment and/or mental malfunction. This is limited to re-shooting a stage (1/3 of the classifier). *No individual strings of fire may be re-shot for classification purposes.* No multiple re-shoots of the same stage are permitted in the same classification match. When shooting for five (5) Gun Class Awards (5 Gun Master, etc.), no re-shoots are permitted.

E. Classification.

In order for shooters to be able to compete with their peers, IDPA competitors are divided into classifications within each division based upon their skill level. IDPA has a very quick and easy method of classifying shooters. Only **currently affiliated** clubs may award classifications and only **current** IDPA members may shoot the classifier or be awarded a classification by a club.

Classification Scoring Breakdown

Times for:	CDP	ESP	SSP	ESR	SSR
Master (MA)	91.76	89.41	98.82	100.82	104.35
	or less	or less	or less	or less	or less
Expert (EX)	111.43	108.57	120.00	122.00	126.29
	thru 91.77	thru 89.42	thru 98.83	thru 100.83	thru 104.36
Sharpshooter (SS)	141.82	138.18	152.73	154.73	160.18
	thru 111.44	thru 108.58	thru 120.01	thru 122.01	thru 126.30
Marksman (MM)	195.00	190.00	210.00	212.00	219.50
	thru 141.83	thru 138.19	thru 152.74	thru 154.74	thru 160.19

NOTE: Any shooter who obtained their current SSR classification using a full moon clip revolver must re-classify as an ESR shooter.

This is also listed on the “Classification Match” score sheet that goes to all members.

The Classifier should be used as your first match to begin classifying your group of shooters as soon as possible.

Classification can also be affected by a shooter’s performance in sanctioned matches. This is based on the number of people in a shooter’s division and classification and the classification above him within that same division.

There are two ways a shooter can be reclassified at a sanctioned match:

1. 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.

2. If the winner of a division and classification has a better score than 10-19 people in his classification AND the classification above his within the same division, the shooter will be promoted to the shooter's next higher classification. If the 2nd place competitor of a division and classification has a better score than 20 – 29 shooters in his classification AND the classification above within the same division, the 2nd place competitor will be promoted, etc.

Contestant Responsibilities

1. Take classification record card to any affiliated club.
2. Shoot the 90 round classifier match to the best of his ability. The classifier may be re-shot as frequently as desired as an attempt to raise your classification.
3. Make sure your firearm meets all requirements for the specific division in which you are being classified.
4. Make sure all your equipment meets IDPA requirements.

Club (MD and SO) responsibilities

1. Set up the IDPA Classification Match to exact specifications.
2. Make sure contestant is a current IDPA member. Those who have just signed up with the club may shoot the classifier. Just retain the shooter's scores until his IDPA membership card comes in.
3. Check all contestants' pistols with the IDPA firearms box supplied to each club (Exception: ESR & SSR).
4. Insure that the shooter's classification represents his true skill level. Should a match director feel that a competitor should be shooting in a higher classification level, he has the right to require that the contestant shoot the classifier again to reestablish current classification.

- 5.** Put the shooter's classification on his classification record card based on the Classification scoring breakdown.
- 6.** Put the club authorization number on the classification record card. This **MUST** be entered.
- 7.** Put the date on the classification record card.
- 8.** Sign the classification record card (MD).

A competitor may compete in club matches in a division he does not have a classification in, provided he competes in the highest classification he presently holds. Shooters may not go down in classification except for permanent physical disability or for other irrevocable reasons. IDPA HQ will determine this. When shooting the classifier for different divisions, you must shoot a separate classification match for each division you wish to compete in, even if you use the same gun.

Scoring Zones.

The values of the scoring zones are five (5), four (4) and two (2) points, respectively. However, since the Vickers Count structure 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 Appendix EIGHT-Target-A Official IDPA Target). This means that if a target requires two (2) hits on it, there are ten (10) possible points for the target. Should the contestant get two hits in the five (5) zone, there are zero (0) points down (PD), but ten (10) points on the target. The score keeper will keep track of the points down, not the points.

Scoring the Target.

When scoring a competitor’s target, the SO should always give the shooter the benefit of the doubt. If you have to closely look for more than a few seconds at a hit, the higher value should be given to the shooter. When a bullet penetrates the target (whether jacketed round nose or semi-wadcutter lead) it always leaves a “grease ring” around the hole indicating the full diameter of the bullet. The outer diameter of this “grease ring” is the portion of the hole that must touch a scoring line to score the higher value. Tears in the cardboard have nothing to do with scoring.

Target Availability.

Official IDPA targets are available direct from IDPA headquarters and from licensed IDPA target manufacturers in each geographical area (contact IDPA HQ, see listing in the Tactical Journal or check out the website at www.idpa.com).

Target Life.

Extensively pasted targets should be replaced. At a major match, targets should be replaced often to prevent any scoring discrepancies. IDPA policy at sanctioned matches is that the target should be replaced every fifty (50) hits maximum.

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 sized 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 call accurately. 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.

C. Steel.

Various steel targets, such as 8” round discs, Pepper Poppers, etc., can occasionally be used for IDPA competition. The entire steel target is considered a five (5) point 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. (See Appendix THREE-Scoring-A Vickers Count)

D. Paper.

Paper practice targets are available directly from IDPA headquarters and from various licensed target suppliers in each geographical area (contact IDPA HQ, see listing in the Tactical Journal or check out the website at www.idpa.com). The scoring zones on paper practice targets are identical to the scoring zones on the cardboard targets.

Appendix TEN - Insurance Information

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 NRA Club Liability Insurance. It is our understanding that 50% of your club membership **MUST** be current NRA members (they should **ALL** be in our opinion). The only NRA endorsed insurance provider is:

Lockton Property & Casualty
P. O. Box 410679
Kansas City, MO 64141-0679
Phone: 877-487-5407
www.locktonrisk.com/NRAIns/rifleclubsapp.asp

Appendix ELEVEN - Glossary

Airgunning: The act of going through the motions of firing the CoF with a hand or pointed finger without a firearm in hand.

Beavertail: Commonly, a grip safety that protects the hand from being hit by the hammer of a gun.

Bianchi Style Barricade: A barricade wall the dimensions of which are 24” wide by 6’ tall. The shooting box is 24” wide and does not necessarily have a back to it.

Concealment: Using a garment to conceal the gun, holster and ammunition container carriers.

CoF: Course of Fire.

Cold Range: A range that does NOT allow loaded guns in the holster except while on the firing line.

Cover: 1) More than 50% of the shooter’s upper torso must be behind cover while engaging threat targets and/or reloading. For low cover, one knee must be on the ground and for vertical cover such as a wall/barricade, 100% of the shooter’s legs and feet must be behind cover.

All reloads must be executed from cover (if cover is available) and must be completed before leaving cover. A shooter is deemed loaded and may move from a position of cover ONLY when the fresh magazine is FULLY SEATED and the slide is fully forward or revolver cylinder is closed. Shooters may not move from one position of cover to another with an empty gun. Reloads must be completed from cover, however this does not mean that a shooter must duck back completely behind cover to reload before reengaging targets from a stationary firing point. The contestant may keep his eyes on his next “opponent” as long as he follows the

definition of cover and does not expose too much of his body to the next threat target.

2) See “Range Commands”.

Chronograph: An instrument for measuring the time of flight of projectiles and used for determining power floors.

Cylinder Closed: See “Range Commands”.

Extended Magazine Release: A slightly longer than standard magazine release that does not protrude from the frame more than .2 inches.

Extended Slide Release: A slide stop/release that is wider or longer than industry standard for the model.

Finger: See “Range Commands”.

Freestyle: The shooter’s option to shoot with either hand or with both hands holding the gun.

Grease Ring: The stain left on the target around a bullet hole indicating the actual diameter of the bullet that passed through.

Hammer Down: See “Range Commands”.

Hot Range: A range that allows loaded guns in the holster even when not on the firing line.

Load and Make Ready: See “Range Commands”.

Loaded Firearm: A firearm containing any ammunition whether the chamber is loaded or not.

Match: A competition comprised of courses of fire that a competitor must complete. Normally held on a monthly basis by clubs approved by IDPA.

MD: Match Director. See Appendix FIVE-IDPA Organization-D. Match Director.

Muzzle: See “Range Commands”.

Muzzle Safe Point: A position on a CoF, beyond which, it is not safe to aim the muzzle of a gun. 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. There will be at least two (2) muzzle safe points on

any given stage. Pointing of the competitor's muzzle beyond predetermined muzzle safe points will result in immediate disqualification. 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 is deemed unsafe. Competitors should **ALWAYS** be conscious of their muzzle direction.

NOTE: Safety officers/spectators should **NEVER** stand directly behind the holstered handgun during the start command or during re-holstering of the handgun.

Oversize Magazine Release: Any magazine release in which the diameter is greater than the factory standard magazine release.

Proper Magazine Retention: A place for a partially loaded magazine to be stowed before firing the first shot after a reload. These places include: pants pocket; vest pocket; jacket pocket; waistband; magazine pouch. The use of specially designed pockets, shirt pockets, upper vest pockets, hands or teeth is **NOT** permitted. If the competitor makes an honest attempt to retain the partial magazine and it falls from the competitor's pocket or pouch after he has begun to move to another firing point, no penalty should be assessed.

Radial Tear: An elongated bullet hole resulting from the target being engaged at an extreme angle.

Range Commands:

Load and Make Ready: Command given to the shooter to load gun to either CoF specification or division capacity and reholster.

Shooter Ready: Question asked by SO to make sure the shooter is ready to engage the CoF.

Standby: Command given to the shooter to freeze in the start position before the audible start signal.

Finger: Alert given to shooter to remove his finger from the trigger guard.

Muzzle: Alert given to shooter to maintain muzzle control within the muzzle safe points.

Stop: Alert given to the shooter to stop all shooting and movement.

Cover: Alert given to the shooter for using improper cover.

Unload and Show Clear: Command given to the shooter to unload his weapon and show the SO a clear chamber or cylinder.

Slide Down or Cylinder Closed: Command given to the shooter to lower the slide or close the cylinder of an empty weapon.

Hammer Down: Command given to shooter to dry fire into the berm to show a clear weapon.

Holster: Command given to the shooter to put the weapon back in the holster.

Range is Safe: Command stating that the shooter has holstered his weapon and it is safe to proceed downrange.

Reload: A method of recharging the gun. There are three (3) types of reloads allowed in IDPA. See “Reload, Slide Lock”, “Reload, Tactical (Tac-Load)” and “Reload with Retention” for further details. A shooter is deemed loaded and may move from a position of cover ONLY when the fresh magazine is FULLY-SEATED and the slide is closed or revolver cylinder is closed.

Reload, Speed or Slide Down: Recharging the gun when there is a round in the chamber by:

- Dropping the partial magazine on the ground.

- Drawing a spare magazine.

- Inserting the spare magazine into the gun.

- Leaving the partial or empty magazine behind.

NOTE: There is NO provision for the speed reload in IDPA competition.

Reload, Slide Lock: Recharging the gun when it is completely empty by:

- Dropping the empty magazine.

- Drawing a spare magazine.

- Inserting the spare magazine into the gun.

- Racking the slide or hitting the slide release button.

NOTE: The slide does not lock back on some guns. In that case, the shooter will have to rack the slide. This is not grounds for a procedural penalty.

Reload, Tactical (Tac-Load): Recharging the gun during a lull in the action by:

Drawing a spare magazine prior to the ejection of the partial magazine from the gun.

Dropping the partial magazine from the gun.

Inserting the spare magazine into the gun.

Stowing the partial magazine properly (See “proper magazine retention.”)

NOTE: Should the CoF call for a Tac-Load and the magazine is empty while a round remains in the chamber, the empty magazine must be retained.

Reload with Retention: Recharging the gun during a lull in the action by:

Dropping the partial magazine from the gun, Stowing the partial magazine properly (See “proper magazine retention.”)

Drawing a spare magazine.

Inserting the spare magazine into the gun.

NOTE: Should the CoF call for a Reload with Retention and the magazine is empty while a round remains in the chamber, the empty magazine must be retained.

Revolver Neutral: A descriptive term for a CoF which does not call for revolver shooters to do impossible things. This does NOT mean that every CoF should require six (6) rounds or less. This does mean that, if a CoF requires a tactical reload, the tactical reload will be called for before six (6) rounds have been expended.

You cannot ask a person with an empty gun to retain unexpended rounds. Think of revolvers when designating cover, reloads and stage requirements.

Safe Area: A designated area to handle UNLOADED guns. NO AMMUNITION can be handled in a safe area.

Sanctioned Match: A major match approved by the AC or HQ. Sanctioned matches are listed in each issue of the Tactical Journal

and are listed on the IDPA website under “Upcoming Major Matches”.

Scenario stage: CoF designed to simulate a real life encounter.

Shooter Ready: See “Range Commands”.

Sight Picture: The act of drawing a loaded or unloaded firearm and aiming it down range before the start signal to begin a CoF; a procedural penalty will be incurred for each infraction.

Sights: Only conventional notch and post type sights are permitted for IDPA competition. Sights may include tritium inserts, fiber optic inserts, white dots, etc. Examples of conventional notch and post type sights:



Slide, lightening: Removal of portions of the slide to gain a competitive advantage.

Slide Down: See “Range Commands”.

Speed shoot: An up-close and personal CoF or string that normally will have no more than six (6) rounds required and be no more than seven (7) yards firing distance.

SO: Safety Officer. See Appendix FIVE-IDPA Organization-B Safety Officer.

Stage: See “CoF”.

Standby: See “Range Commands”.

Standard Exercises: Stages that do not depict possible real life encounters but do test skills that could be needed in a real life encounter. The IDPA Classifier is a standard exercise.

Stippling: Texturing. Similar to checkering, but normally used on polymer frame guns. Used basically to create a more secure grip.

Stop: See “Range Commands”.

String: Section of a CoF initiated by a start signal, ending with the last shot fired. There may be more than one string per CoF.

Strong Hand: The hand the shooter holds the gun in normally while shooting.

Strong Hand Only: Denotation in a CoF that only the strong hand can be used to control the gun. The weak hand must not touch the gun except when clearing a malfunction.

Tactical Priority: A method of target engagement. For Tactical Priority, targets are engaged by order of threat. If all targets are visible, targets are engaged from near to far, as long as targets are more than two (2) yards from each other. If targets are hidden by a barricade, targets are engaged as they are seen (slicing the pie).

Tactical Sequence: A method of target engagement. For Tactical Sequence, all targets are engaged with one round each before being engaged again. In the case of three (3) targets requiring two (2) rounds each, all targets would be engaged with one round to each target BEFORE reengaging the targets with another round in any order (1-1-2-1-1).

TDP: Total Points Down.

Weak Hand: The hand that the shooter does NOT normally shoot with.

Unload and Show Clear: See “Range Commands”.

Weak Hand Only: Denotation in a CoF that only the weak hand can be used to control the gun. The strong hand must not touch the gun except when clearing a malfunction.

Weighted Grips: Any set of grips that weigh more than two (2) oz. over factory standard weight for the model.

Weighted Magazine: Any magazine that weighs more than one (1) ounce over the weight of a factory standard magazine for the specific pistol in question.