



New Shooter Orientation

- Purpose & Principles
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- Safety
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IDPA Purpose

- IDPA is a Shooting Sport using practical equipment to solve simulated “real world” self-defense scenarios.
- Requires use of practical handguns and holsters that are suitable for self-defense.
- A test of Skill and Ability.

IDPA Principles

- Safe and proficient use of guns and equipment suitable for self-defense.
- Provide a level playing field.
- Provide separate divisions for equipment and shooter classifications.
- Provide practical and realistic courses of fire or skill tests required to survive life-threatening encounters.
- Responsive to shooters
- Provide stability of equipment rules.
- Allow shooters to concentrate on skill development with like-minded shooters.

Divisions of Competition

- **Stock Service Pistol (SSP)**
 - DAO, DAK, SA/DA, Striker Fired, 9MM (9X19) or larger, max. 43 oz. unloaded. 8 ¾" x 6" x 1 5/8", 10+1 Round Max with 2 mags of 10 round (125 PF).
- **Enhanced Service Pistol (ESP)**
 - SAO, Mag wells, Extended Mag Release, 9MM (9X19) or larger, max. unloaded w/ magazine 43 oz. 8 ¾" x 6" x 1 5/8", (SSP can be used). 10+1 Round Max with 2 mags of 10 round (125 PF)
- **Custom Defense Pistol (CDP)**
 - .45 ACP, max. unloaded w/ magazine 43 oz. 8 ¾" x 6" x 1 5/8", (.45 SSP can be used) 8+1 Round Max with 2 mags of 8 round (165 PF)
- **Compact Carry Division**
 - DAO, DAK, SA/DA, SAO, Striker Fired, 9mm or larger, max barrel 4 3/8" (4.375") or less, 38 oz., 7 ¾ x 5 3/8" x 1 3/8" 8+1 Round Max with 2 mags 8 round (125 PF)
- **Revolver (REV) (Stock or Enhanced)**
 - Stock-.38 Special caliber or larger that utilizes ammunition with a rimmed case. No full moon clip, barrel 4.25" or less, max. unloaded 43 oz. 6 Round Max with 3 six round loads (105 PF)
 - Enhanced-.357 Magnum or larger with rimmed or rimless cases, 4.25" barrel or less, 50 oz., 6 round max, moon clips allowed with 3 six round loads (155 PF).
- **Back Up Gun (BUG) (Semi-Auto or Rev)**
 - Semi-Auto (BUG-S)-SAO, SA/DA, DAO, Striker, .380 ACP or larger (95 PF), 3.5" Barrel or less, 26 oz. or less, 6 ½" x 4 5/8" x 1 3/8". 6 Round total max with 3 mags of 6 round.
 - Rev (BUG-R) - .38 caliber or larger rimmed case , 2 ½" Barrel or less, 26 oz. or less., 6 ½" x 4 5/8" x 1 3/8", 5 round total max with 3 five round loads. (95 PF).
- Specialty Division – Carry Optics, Pistol Caliber Carbine, Not for Competition Guns

SAFETY

- **All guns are always loaded.**
- **Never let the muzzle cover anything you are not willing to destroy.**
- **Keep your finger off the trigger till your sights are on the target.**
- **Identify your target, and what is behind it.**

**Note: These 4 golden rules apply to ALL situations whenever handling firearms:
dry firing, target shooting, competition, hunting, self defense, etc.**

Basic Gun Handling

- Loading and unloading
- Draw and re-holster. Re-holster slowly.
- Grip: Strong, Weak, Freestyle.
- Sight Alignment.
- Trigger Control.
- Shooting Stances. (Prone, Kneeling, Barricade)
- Reloading. (Slide lock, Loaded Chamber/Cylinder Reload (LCR))
- Clearing Malfunctions.

Safety Officer Range Commands used during every COF

- Range Is Hot, Eyes and Ears
- Load and Make Ready
- Are You Ready?
- Standby
- (Start Signal)
- If Finished, Unload and Show Clear
- If Clear, Slide Forward or Cylinder Closed
- Pull the Trigger (Except Revolvers)
- Holster
- Range is Clear (Move forward and score)

Safety Officer Range Commands used when violations occur

- **FINGER** -Finger in trigger guard.
- **MUZZLE**-About to violate muzzle safe point.
- **STOP**–Something grossly unsafe or Stage Malfunction

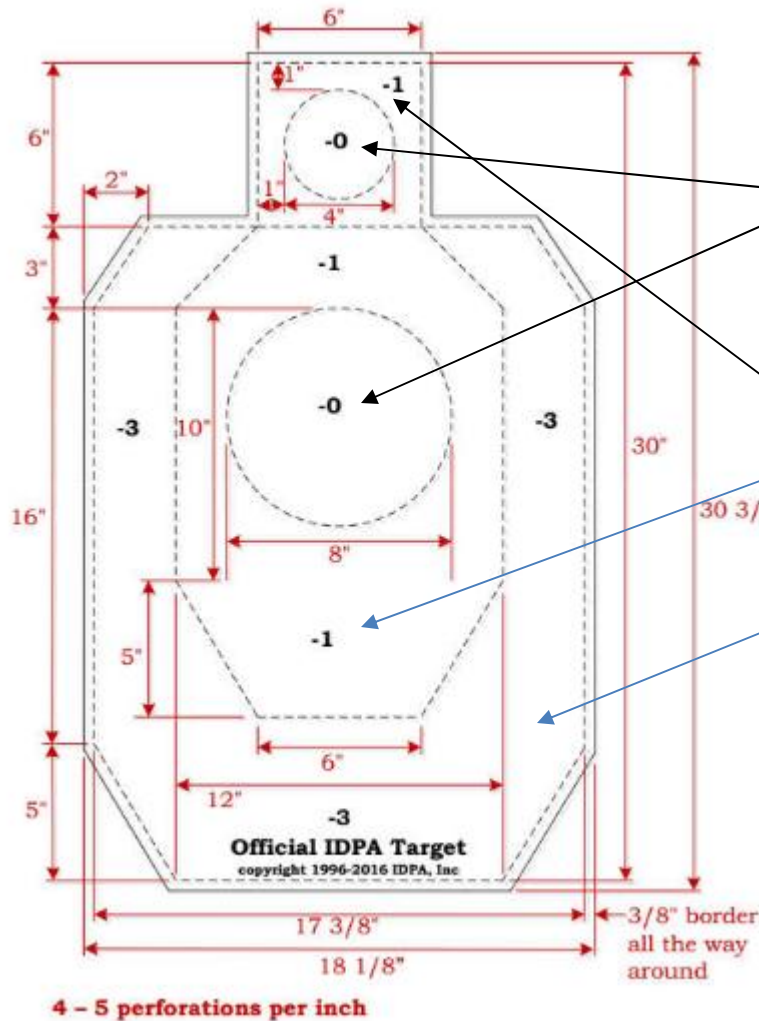
DISQUALIFICATION

- Endangering any person.
- Violating Muzzle Safe Point (breaking 180 degrees or sweeping any part of your body).
- Firing Round Over the Berm
- Pointing Barrel Over Berm while Pulling Trigger during Unload and Show Clear
- Handling of a firearm other than at the safety table or under the direction of the Safety Officer.
- Handling ammunition at the safety table.
- Dropping a loaded firearm.
- Two **FINGER** violations During a Match.
- Premature, unsafe shot. (Up range, over the berm or into the ground less than 2 yards downrange.*)
- Unsportsmanlike Conduct.

Additional Club Rules

- We run a “**COLD RANGE**” –all firearms are unloaded unless you are instructed by a SO on the firing line to make ready.
- Permit to carry holders arriving at the range armed must immediately locate a SO to supervise the unloading of their firearm.
- Permit to carry holders desiring to leave the range armed must locate a SO to supervise the loading of their firearm and then immediately depart the range once loaded.
- **NO** “Show and Tell” of firearms in the parking lot.
- **NO HANDLING** AMMO at the Safety Table.
- This is a volunteer sport, as such everyone is expected to help in pasting targets, resetting steel and picking up brass unless you are the shooter or the on deck shooter.
- Everyone is expected to help with set-up and tear down.
- When picking up brass, please offer it first to the shooter who shot it.

Scoring



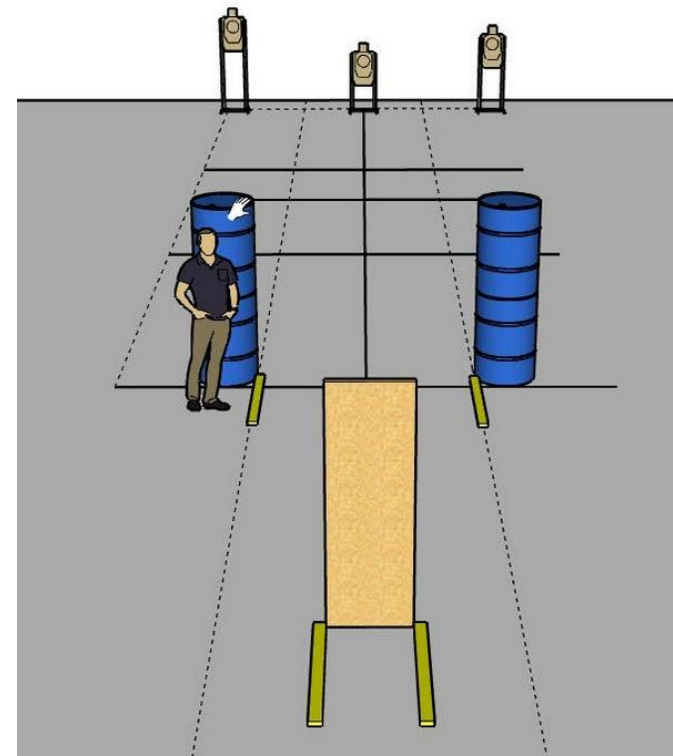
- Center hit or head shot is down zero points.
- Off Center hit is down 1 point
- Peripheral hit is down 3 points
- Miss is down 5 points

Scoring (continued)

- Stages are timed from the starting buzzer to your final shot.
- Total time is recorded.
- Hits, misses and penalties are counted and scored.
- Total points down are multiplied by 1 and added to the stage time

Using Cover & Fault Lines

- Shooting from behind cover is a basic premise of IDPA. Competitors will use all available cover in a CoF.
- Fault Lines must be employed by Match Directors to mark the limit of a Position of Cover or shooting positions for a CoF.
- A shooter who engages a target while faulting the line (which is defined as the shooter touching the ground or other objects on the non-cover side of the fault line) shall be assessed a PE.



Targets and Engagement



- Tactical Priority

- Targets are engaged near to far when not behind cover (proper order near to far from P1 perspective is T2-T3-T1).

- OR

- Targets are engaged as they are seen (slicing the pie) when behind cover (proper order from P1 perspective when shooting from the right side of cover is T3-T2-T1).

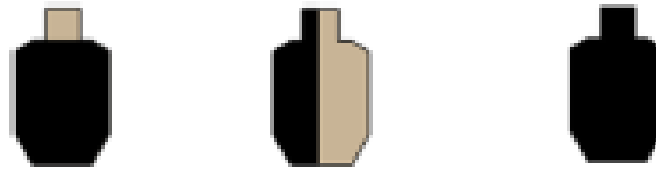


- Note: Targets within 2 yards of each other are considered equal threats



Threat, Non Threats and Hard Cover

- Hard Cover –designated by solid black, any hits on black area do not count and do not pass through.



- Threat vs. Non Threats –designated by hands in surrender position shooting one = 5 second penalty.



Procedural Errors

(3 Second Penalty)

- Not responding to MUZZLE commands.
- 1st Finger Call
- Engaging target(s) while faulting the fault line.
- Not shooting while moving if required in CoF
- Not following other CoF actions as required.
- Not observing Tactical Priority.
- Speed Reloading
- Magazine falls from holder.
- Taking extra shots on Limited Vickers CoF.
- Body Movement after “Stand by” and Before Start Signal
- Not loaded to division capacity when required
- Failure to Reset, Harassing Shooters, Coaching

Flagrant Penalty (FP)

(10 Second Penalty)

- FPs are only given when a violation occurs that results in a competitive advantage of >3 seconds for the shooter. Shooter's intention may apply or be implied.
- Does not perform last reload to engage remaining Target(s)
- Intentionally engaging targets while out of required cover (does not include re-engagement of targets)
- Shooting Freestyle when SHO/WHO is required
- More than one extra/less round in loading device
- Not following other CoF actions as required.
- Speed Reloading
- Staging Loading Device outside of CoF direction
- Repeated Failure to Reset, Harassing Shooters, Coaching

Other Penalties

- **Hit on Non-Threat Target (5 Seconds)**
 - 1 penalty for each hit.
 - Targets are penetrable (a shoot through will count).
- **Failure To Do Right (20 Seconds)**
 - Circumvent or Compromise spirit of the stage.
 - Committing Procedural Error on purpose to better your score.
 - Not reloading to fire one more round because your score will be better, even with a miss.

Practical Demonstration

(Dry 5x)

- Load and make ready.
- Draw from concealment..
- Loaded Chamber/Cylinder Reload.
- Slide lock reload.
- Movement: Forward, Lateral, Backward.
- Re-holster.

Stage Demonstration

(Live Fire)

- Under direction of the Safety Officer (SO), shooter will:
 - Load and make ready.
 - Shoot course of fire per course description.
 - Movement and Reloading required.
 - Unload and show clear.
- Shooter must complete course of fire with no safety violations.