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COMPETITION AND EQUIPMENT RULES OF THE INTERNATIONAL DEFENSIVE PISTOL ASSOCIATION, INC.

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1 THE FOUNDING CONCEPTS OF IDPA

Founded in 1996, the International Defensive Pistol Association (IDPA) is the governing body for IDPA competition, a handgun-centric shooting sport based on simulated self-defense scenarios.

The IDPA competition format was designed to be enjoyable for all shooters of all skill levels, with a premium put on the social interaction and camaraderie of the members. Participation in IDPA matches requires the use of handguns, holsters and other equipment suitable for concealed carry self-defense. With that in mind, and keeping the shooters' best interests in mind, IDPA's founders established equipment requirements that are based on commonly available firearms and gear, allowing individuals the opportunity to compete with minimal investment.

Today, thanks to the vision of its founders and a commitment to serving the organization's loyal membership, IDPA stands as the fastest growing shooting sport in the United States with over 25,000 members from all 50 states, and over 400 affiliated clubs hosting weekly and monthly competitions, and membership representing over 50 nations.

Our main goal is to test the skill and ability of the individual. Equipment that is designed with no application for daily, concealed carry is not permitted in this sport.

1.1 IDPA's Fundamental Principles

The Fundamental Principles are a guide to all members.

- A. Promote safe and proficient use of firearms and equipment suitable for concealed carry self-defense.
- B. Offer a practical shooting sport encouraging competitors to develop skills and fellowship with like-minded shooters.
- C. Provide a level playing field for all competitors that solely tests the skill and ability of each individual, not their equipment.
- D. Provide separate divisions for equipment and classifications for shooters, such that firearms with similar characteristics are grouped together and people with similar skill levels compete against each other.
- E. Provide shooters with practical and realistic courses of fire, and test skills that could be required to survive life-threatening encounters.
- F. Strongly encourage all IDPA members to support our sponsors when making purchases of equipment and accessories. Industry sponsors have been instrumental in IDPA's success at all levels including Club, State, Regional, National, and International levels.
- G. Develop and maintain an infrastructure that will allow IDPA to be responsive to our shooters. While IDPA can never be all things to all people, respectful constructive suggestions from our members, which follow IDPA Fundamental Principles, will always be welcome.

1.2 Principles of Shooting IDPA

1.2.1 Equipment Principles

Allowed equipment will meet the following criteria:

- A. Concealable: All equipment (except flashlights) will be placed so that it is not visible while wearing a concealment garment, with your arms extended to your sides, parallel to the ground.
- B. Practical: All equipment must be practical for all day concealed carry self-defense, and worn in a manner that is appropriate for all day continuous wear.

1.2.2 Participation Principles

- A. Competitors will not attempt to circumvent or compromise any stage by the use of inappropriate devices, equipment, or techniques.
- B. Competitors will refrain from unsportsmanlike conduct, unfair actions, and the use of illegal equipment.
- C. The IDPA Rulebook is not intended to be an exhaustive description of all allowed and disallowed equipment and techniques. Shooter equipment and techniques should comply with the basic principles of IDPA and be valid in the context of a sport that is based on self-defense scenarios. A reasonable application of common sense and

the IDPA Founding Concepts will be employed in determining whether a device, technique, or piece of equipment is permitted under the IDPA rules.

- D. At its core, IDPA is a self-defense scenario based sport. The props used to create the Course of Fire (CoF) are often incomplete but represent buildings, walls, windows, doorways, etc. The CoF will indicate available shooting positions. The props will be defined in the CoF walk through.
- E. Individual rehearsals of a CoF, including air gunning and taking sight pictures, are not permitted within the CoF boundaries.
- F. Shooting from behind cover is a basic premise of IDPA. Competitors will use all available cover in a CoF.
- G. IDPA is a shooting sport based on concealed carry. All courses of fire will be shot using a concealment garment unless stipulated otherwise.
- H. In any single contest, a shooter must use the same firearm on all stages unless the firearm becomes unserviceable.
- I. Re-shoots are allowed for stage equipment failures or SO interference.
- J. English is the official language of IDPA. Range commands used in all matches regardless of location or nationality of participants, will be in English. The English rulebook prevails.

1.2.3 Course of Fire Principles

- A. One issue critical to the long-term success of this shooting discipline is that problems shooters are asked to solve must reflect self-defense principles. The IDPA founders agreed upon this when they set out to structure IDPA guidelines and principles. IDPA should help promote basic sound gun handling skills and test skills a person would need in a concealed-carry encounter. Requirements such as the use of cover while engaging a target, reloading behind cover, and limiting the number of rounds per string were all based upon that principle. “String of Fire” refers to a section of the course of fire that is initiated by a start signal, and ends with the last shot fired. There may be more than one string in a stage.
- B. A CoF should test a competitor’s shooting skills. Allowances will be made for physically challenged or disabled shooters. Match Directors should always attempt to make the CoF accessible for all shooters.
- C. While we recognize that there are many schools of thought in training for self-defense concealed carry, the primary focus of IDPA is in the continuing development of safe and sound gun handling skills that are universally accepted.
- D. IDPA rules will be equally enforced for all classifications of IDPA members.

2 SAFETY RULES

2.1 Cooper's Four Basic Rules

Colonel Jeff Cooper’s Four Basic Rules of Firearm Safety have appeared in the beginning pages of books, videos, and training courses for more than 30 years. They are time honored and although they are not IDPA safety rules, they serve as the foundation of the safety rules below.

- 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.

The Safety Rules below serve as the cornerstone for every IDPA shooter to follow, including Safety Officers (SOs), Match Directors (MDs), and Area Coordinators (ACs), so that our events are safe and enjoyable to a wide range of participants. They are to be adopted for all IDPA events.

2.2 Unsafe Firearm Handling

Unsafe firearm handling will result in immediate Disqualification (DQ) from the IDPA match. The following is a non-exclusive list of unsafe behaviors.

- A. Endangering any person, including yourself. This includes sweeping one's self or anyone else with a loaded or unloaded firearm. Sweeping is defined as allowing the muzzle of the firearm (loaded or unloaded) to cross or cover any portion of a person.
Exception: Some body types combined with some holster types makes it almost impossible to holster a firearm or remove the firearm from the holster without sweeping a portion of the shooter's lower extremities. Thus, a match Disqualification is not applicable for sweeping of the shooter's own body below the belt while removing the firearm from the holster or holstering of the firearm, provided that the shooter's trigger finger is clearly outside of the trigger guard. However, once the muzzle of the firearm is clear of the holster on the draw, sweeping any part of the body is a Disqualification. Example: Sweeping one's leg on a seated start is a DQ.
- B. Pointing the muzzle beyond designated "Muzzle Safe Points" if used, or beyond the 180-degree Muzzle Safe Plane if used.
- C. Intentionally engaging (discharging the firearm) anything other than a target or an activator.
- D. A discharge:
 - a. in the holster.
 - b. striking up range of the shooter.
 - c. into the ground downrange closer to the shooter than 2 yards (1.8 meters), unless engaging a low target that is within 2 yards (1.8 meters.)
 - d. over a berm.
 - e. during Load And Make Ready, Unload and Show Clear, Reload, or Malfunction Clearance.
 - f. before the start signal.
 - g. while transferring a firearm from one hand to the other.
 - h. while handling a firearm except at the firing line. There are only three instances in which a firearm may be removed from the holster:
 - i. With verbal instruction from a SO.
 - j. While engaging targets in a CoF under the direct supervision and visual contact of a SO.
 - k. When in a designated "Safe Area".
- E. Pointing the muzzle over the berm during the "Pull the Trigger" portion of Unload and Show Clear.
- F. Drawing a firearm while facing up range.

2.3 Dropping A Firearm

- 2.3.1 Dropping a loaded or unloaded firearm or causing it to fall, during Load And Make Ready, the shooting of a string or stage, reloads or malfunction clearance or during Unload and Show Clear will result in disqualification from the match. If a shooter drops a firearm, the SO will immediately give the command "Stop". The SO will pick up/recover the dropped firearm and render it safe and unloaded before returning it to the shooter. The shooter will be disqualified from the IDPA match.
- 2.3.2 If a shooter drops a loaded or unloaded firearm or causes it to fall within a stage boundary, the shooter is disqualified from the match.
- 2.3.3 Dropping an unloaded firearm or causing it to fall while outside of stage boundaries is not within IDPA's control, and is subject to local Range policy.

2.4 Ear and Eye Protection

- 2.4.1 Ear protection and impact resistant eye protection are required to be used by everyone attending an IDPA shooting event. The responsibility for safe and serviceable ear and eye protection falls completely on the shooter or spectator. IDPA recommends that hearing protection have a minimum 21dB NRR rating and that eye protection have a minimum ANSI Z87.1 impact rating and side shields.
- 2.4.2 The SO will stop a shooter that has started a CoF and is not wearing proper eye or ear protection, and a reshoot will be given to the shooter. If the shooter's eye or hearing protection becomes dislodged during a CoF, the same action applies. If the shooter discovers missing or dislodged eye or hearing protection before the SO and

stops, the shooter will also be given a reshoot. A shooter who intentionally loses or dislodges eye and/or ear protection during a CoF will be disqualified.

2.5 Pistol Serviceability

Pistols used in competition will be serviceable and safe. The responsibility for safe and serviceable equipment falls completely on the shooter. The MD will require a shooter to withdraw any pistol or ammunition observed to be 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/she thinks safest.

2.6 Fingers

Fingers must be obviously and visibly outside the trigger guard during loading, unloading, drawing, holstering, while moving (unless engaging targets) and during malfunction clearance.

- A. First offense is a Procedural Error penalty.
- B. Second Offense is a DQ from the match.
- C. Each "Finger" violation will be clearly noted on the shooter's score sheet for tracking purposes.

2.7 Pistol Carry Condition

The normal condition of pistols not in use during a Course of Fire (CoF) is holstered and unloaded, with hammer down or striker forward and magazine removed or cylinder empty. Loaded firearms may only be handled in the safe area when supervised by the MD or a SO. Magazines, speed loaders, and moon clips may be reloaded while off the firing line, but the shooter's firearm can be loaded or unloaded only under the direction of the SO. (See the rule below regarding Cold Ranges, Hot Bays, and Hot Ranges.)

2.8 Start Conditions

All CoFs will be started with the pistol holstered, safeties engaged as required by different divisions, and hands clear of equipment including the concealment garment unless other positions for the pistol are stipulated in the written stage description (table top, drawer, pack, purse, in the firing hand, etc.).

2.9 Muzzle Safety

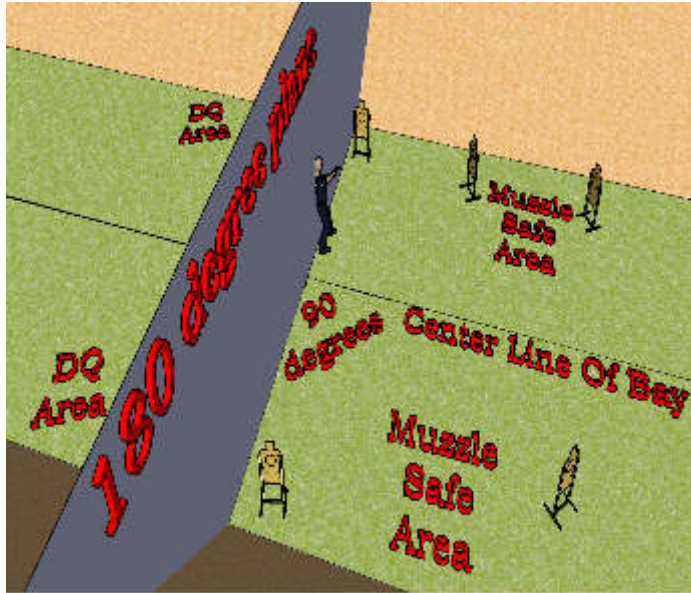
There are three types of muzzle safe area indicators used in IDPA. The written stage description will describe which type of muzzle safe point is used or if the two types are used in concert. One or both may be used on a single stage, however if no muzzle safe cones or flags are present on a stage, the default is the 180-degree rule.

- A. Muzzle Safe Points: A Muzzle Safe Point is a physical and clearly visible marker such as a traffic cone or stake in the ground with a brightly colored flag or marker tape attached.



- B. 180-Degree Plane: The 180-degree plane is an imaginary infinite vertical plane drawn through the centerline of the shooter's body, perpendicular to the centerline of the shooting bay that moves with the shooter as the

shooter moves through the stage. When facing downrange, the violation of the 180-degree plane when drawing from a muzzle rearward holster configuration or while holstering a firearm into a muzzle rearward holster configuration is not an infraction.



If the muzzle of the shooter’s firearm points further up range than a “Muzzle Safe Point” the shooter will be disqualified from the match. The shooter will be given the command “Stop.” The shooter will stop immediately, place the trigger finger obviously and visibly outside the trigger guard of the firearm, and wait for further instructions from the SO.

C. Muzzle Exclusion Zone

Muzzle Exclusion Zones must be marked on doors that the shooter is required to open during the CoF. This type of muzzle safe point designates a keep out area and should be a minimum dimension of 6” square. If the muzzle points at this keep out area while the shooter is touching the door knob/handle, the shooter will be disqualified.



2.10 Safe Areas

Safe Areas must be provided for all local and Sanctioned matches, in convenient locations and in numbers adequate to handle the volume of expected shooters. A Safe Area is defined as a designated area where the following rules apply:

- A. Each Safe Area must be clearly identified by visible signage, and include a table with the safe direction and boundaries clearly shown.
- B. Unloaded firearms may be handled at any time. This area is used for bagging or un-bagging a firearm, holstering, drawing, dry firing, or equipment adjustment.

- C. A Safe Area may also be used for inspections, stripping, cleaning, repairs, and maintenance of firearms, ammunition feeding devices, or related equipment.
- D. The muzzle of the firearm must be pointed in a safe direction.
- E. Handling of ammunition, loaded ammunition feeding devices, loose rounds, dummy ammunition, snap caps, simunitions, training rounds, or loaded firearms is not permitted in safe areas.
- F. A Safe Area may also be used, while accompanied by a SO, to render safe a firearm that has locked up and contains a live round or rounds.
- G. Reload practice within the Safe Area is not allowed. An empty magazine may be inserted into a firearm to test functionality or to drop the hammer on a firearm with a magazine disconnect, but reload practice is prohibited.

The violation of any of the cases above will result in disqualification from the match.

2.11 Hot and Cold Ranges

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's control. Matches sanctioned by IDPA are required to operate under the Cold range rule, but may use Hot Bays if desired.

2.11.1 Cold Range

A "Cold Range" is defined as a range where all shooters' firearms must be unloaded unless under the direct supervision of a SO.

2.11.2 Cold Range with Hot Bays

A "Cold Range with Hot Bays" is defined as a range that does not allow loaded firearms in the holster outside of the shooting bays but does allow for loaded firearms in the holster within the shooting bays as directed by and under the supervision of the SOs. Loaded firearms may only be handled while on the firing line when the shooter is given specific Range Commands and is under the direct supervision of a SO.

With direct supervision from the SO, and when given specific Range Commands, an entire squad of shooters will line up across the bay, face down range and will "Load And Make Ready" as a group.

The perimeter of the bay will be well defined as well as any area designated as a "Safe Area" where handling of ammunition and loaded firearms is not permitted. A procedure for requesting to be unloaded to exit the bay will be established by the CSO and explained to all participants during the stage briefing. If a shooter for any reason needs to leave a Hot Bay, the shooter must contact one of the SOs in that bay to safely unload the firearm before leaving the bay. If a shooter for any reason does not wish to load his firearm with the group, the shooter is not to be penalized.

2.11.3 Hot Range

A Hot range is defined as a range where each shooter has the choice to carry a loaded firearm at any time. Loaded or unloaded firearms may only be handled while on the firing line and under the direct supervision of a SO.

2.12 Range Commands

Many of the range commands given to a shooter by the SO are for safety, while the rest are for stage administration. To allow a shooter to compete anywhere in the world and hear the same commands, the IDPA range commands will only be given in English, the official language of IDPA. These exact range commands must be used and local variations are not allowed.

The complete set of IDPA Range Commands are:

2.12.1 Range Is Hot - Eyes & Ears

This is the first command given to each shooter starting the action of shooting a stage. This command signifies the start of the CoF. The shooter will make sure that their eye and hearing protection is in place. It is also notification to anyone in the shooting bay to check that their own eye and hearing protection is properly fitted.

2.12.2 Load and Make Ready

When the shooter has proper eye and hearing protection, the SO will issue the Load and Make Ready command. The shooter will prepare the firearm and magazines to match the start position for the stage. Typically, this is to load the firearm and holster, but may include non-typical loading or staging of equipment. The shooter will then assume the

starting position necessary for the stage. If the shooter's firearm is not to be loaded for the start of a stage the command used will be "Make Ready."

2.12.3 Are You Ready?

After "Load and Make Ready," the SO will ask the shooter "Are You Ready?" If ready, the shooter should respond verbally, or by obvious nodding of the head, but may also choose to stand ready. If there is no response from the shooter in approximately 3 seconds, the shooter is assumed to be ready.

If the shooter is not ready when this question is asked the shooter must respond "Not Ready". If the shooter continues to not be ready, the shooter must take a step out of the starting position. When ready, the shooter will assume the starting position and the "Are You Ready" question will be asked again.

The shooter is expected to be ready to proceed approximately 15 seconds after the "Load And Make Ready" command. If the shooter is ill prepared and needs more than fifteen seconds to get ready, the shooter will be advised that he/she is being given approximately 15 seconds more to prepare. If the shooter is still not ready after that period, he/she will receive a Procedural Error penalty and will be moved down in the shooting order.

2.12.4 Standby

This command is given after the shooter is ready. This command will be followed by the start signal within 1-4 seconds. The shooter may not move or change positions between the "Standby" command and the start signal, unless required to do so by the CoF.

2.12.5 Finger

This command is given when the shooter's finger is not obviously and visibly outside the trigger guard when it should be, as noted above.

2.12.6 Muzzle

This command is given when the muzzle of the shooter's firearm is pointed near a muzzle safe point. The shooter must correct the errant muzzle and continue with the stage. See muzzle safe points above.

2.12.7 Stop

This command is given when something unsafe has happened or is about to happen during a stage, or when something in the stage is not correct. The shooter must immediately stop all movement, place the trigger finger obviously and visibly outside the trigger guard, and await further instruction. Failure to immediately stop and remove the trigger finger from within the trigger guard will result in Disqualification from the match.

2.12.8 If Finished, Unload and Show Clear

This command will be issued when the shooter has apparently finished shooting the stage. If the shooter is finished, all ammunition will be removed from the firearm and a clear chamber/cylinder will be shown to the SO. If the shooter is not finished, the shooter should finish the stage and the command will be repeated.

2.12.9 If Clear, Slide Forward or Close Cylinder

Once the SO has inspected the chamber/cylinder and found it to be clear, this command will be issued and the shooter will comply.

2.12.10 Pull the Trigger

The shooter will point the firearm at a safe berm and pull the trigger to further verify that the chamber is clear. If the firearm fires, the shooter will be disqualified from the match. This requirement also applies to firearms with a de-cocker or magazine disconnect. For firearms with a magazine disconnect, an empty magazine, or dummy magazine must be inserted before the trigger is pulled, and then removed again. This command is not needed for revolvers.

2.12.11 Holster

The shooter will safely holster the firearm.

2.12.12 Range is Clear

This command indicates to the shooter and anyone within the stage boundaries that the range is clear. This command ends the CoF and begins the scoring and resetting of the stage.

2.13 Club Safety Rules

Clubs or Ranges that host IDPA matches may have additional or more restrictive safety requirements. These safety restrictions will be accommodated by the IDPA MD and staff provided that they do not interfere or conflict with the running of the IDPA Match according to IDPA Safety Rules, or conflict with the Purpose and Principles of IDPA. Any additional restrictions or requirements must be visibly displayed at the range. These additions must be published in all Sanctioned Match announcements where the additional restrictions are in effect.

2.14 Steel Targets

Steel Targets must be engaged from 10 yards or more. If the shooter shoots at a steel target from less than 10 yards the shooter will be disqualified.

2.15 General Maintenance

The MD should make every effort to ensure that all items used in an IDPA match are in good condition and safe as used. This includes permanent fixtures in the shooting bay, the bays themselves, berms, props, static and moving targets, target holders, doors, walls, barrels, tables, reactive targets, etc.

3 SHOOTING RULES

3.1 Concealment Garments

A concealment garment is required for all stages unless otherwise specified in the stage description. This includes standards and limited stages.

Police or military personnel may use actual duty gear in Tier 1 matches. See definition of duty gear in the Equipment Section. Use of duty gear eliminates concealment requirements.

3.2 Target Engagement

- 3.2.1 All targets must be engaged in tactical priority, including all targets engaged "in the open."
- 3.2.2 Tactical Priority is method of target engagement in which targets are engaged by their order of threat. Threat is based on the distance of the visible threats from the shooter. Targets are considered equal threat when the difference in the target distances to the shooter is less than 2 yards (1.8 meters).
- 3.2.3 If several targets are visible at the same time, targets are engaged from near-to-far unless they are equal threat.
- 3.2.4 If targets are hidden by cover, the targets are engaged as they become visible around the edge of cover (slicing the pie).
- 3.2.5 A target is considered "Engaged" when:
 - A. A cardboard target is deemed to have been engaged when the required number of shots for that target have been fired at the target.
 - B. Body shots and then a head shot may be required on an individual visible cardboard target and must be shot in the order stipulated by the written CoF. Failure to shoot one or more targets in the required body then head order earns the shooter a single PE.
 - C. A reactive target is deemed to have been engaged when a minimum of 1 round is fired at the target, regardless of whether the target reacts. All penalties apply if the shooter does not re-engage the target until the target reacts or if the shooter unsuccessfully challenges the reactive target calibration.
 - D. A cardboard target with a steel activator behind it is considered engaged when the required number of shots are fired at the cardboard target.
- 3.2.6 When an activator reveals a target of equal or higher Tactical Priority, the shooter may interrupt the engagement of the cardboard target to engage the target of equal or higher Tactical Priority without retreating.
- 3.2.7 Target engagement penalties shall not apply in the following cases:
 - A. A shooter may not be penalized for failing to fire the required number of shots at a disappearing target.

- B. When engaging a target array of equal priority, the shooter may not be penalized based on the shooter's order of target engagement. However, the shooter must have engaged all targets in the array with the required number of shots.
- C. A shooter may re-engage targets after they have been properly engaged provided they may be shot safely from the shooting position where the shots are fired.

3.3 Walkthroughs

- 3.3.1 Prior to shooting a stage, a group walkthrough will be given by the SO. During the group walkthrough, the SO will verbally indicate to all shooters the vision barriers and points of cover for each target and fault lines. During the group walkthrough, the SO will also indicate to shooters all special conditions for the stage. Each shooter will be allowed to view each target from every shooting position. This includes taking a knee or going prone.
- 3.3.2 Other than the group walkthrough, no individual stage walkthroughs are permitted. Individual walkthroughs include walking the path of fire or assuming shooting positions for the purpose of check cover positions or target engagement, order, etc.
- 3.3.3 Air gunning and/or sight pictures are not permitted. Air gunning is the act of going through the motions of firing all or portions of the stage with a hand or pointed finger while within the stage boundaries. A sight picture is the act of drawing a loaded or unloaded firearm and aiming it downrange before the start signal to begin a stage.
- 3.3.4 Stage Boundaries mark the region wherein the shooter becomes subject to the rules of air gunning, sight picture and an individual walkthrough.

3.4 Reloads

- 3.4.1 An "emergency reload" is the preferred reload for IDPA competition. An "emergency reload" is initiated when the magazine/cylinder and the chamber are both empty.
- 3.4.2 The shooter initiates a reload by performing any one of the following actions:
 - A. Withdrawing a magazine, speed loader/moon clip from a carrier, pocket or waistband.
 - B. Activating the magazine release on a semi-auto pistol (as evidenced by the magazine falling from the firearm)
 - C. Opening the cylinder of a revolver.
- 3.4.3 A firearm is deemed to be reloaded when the magazine is fully seated and the slide is fully forward (or the revolver cylinder is closed) and the firearm contains at least one unfired cartridge in the chamber, magazine, or cylinder.
- 3.4.4 If the shooter "drops" or "racks" the slide prior to leaving a Position of Cover and the slide fails to go fully forward into battery, this shall be considered a malfunction. No penalty shall be assessed.
- 3.4.5 A firearm is deemed empty when there is no live ammunition in the chamber or magazine for semi-autos, or there is no live ammunition in the cylinder for revolvers.
- 3.4.6 Shooters may not perform a reload which results in a magazine (or loose rounds) being left behind after there was an unfired cartridge in the chamber, magazine, or cylinder at the time the reload was initiated. When done intentionally, this is commonly known as a "speed reload", but doing this unintentionally is still illegal and will result in a PE being issued.
- 3.4.7 Dropping a loaded magazine or speed loader/moon clip does not incur a penalty as long as the shooter retrieves and properly stows the loaded magazine or speed loader/moon clip prior to the firing of the last shot in the string of fire.
- 3.4.8 When clearing a malfunction, the magazine or speed loader/moon clip and/or ammunition that may have caused the malfunction does not need to be retained by the shooter and will incur no penalty if dropped.
- 3.4.9 A shooter may not remove a loading device after the start signal and stage it (e.g. toss on table, ground or hold in hand) for use later in the stage. However, the stage description may specify staging loading devices prior to the start signal for all shooters as part of the CoF. Firearms must start from the mechanical condition of readiness appropriate to their design and shooter's division.
- 3.4.10 Firearms and magazines must always be loaded to the shooter's division capacity, unless otherwise specified by

the CoF.

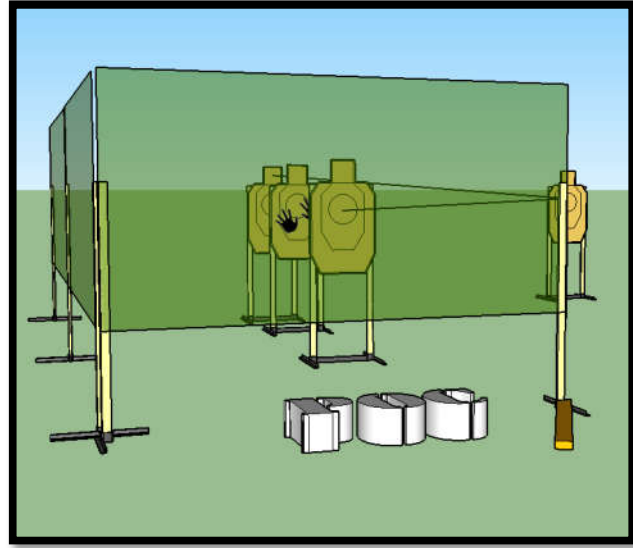
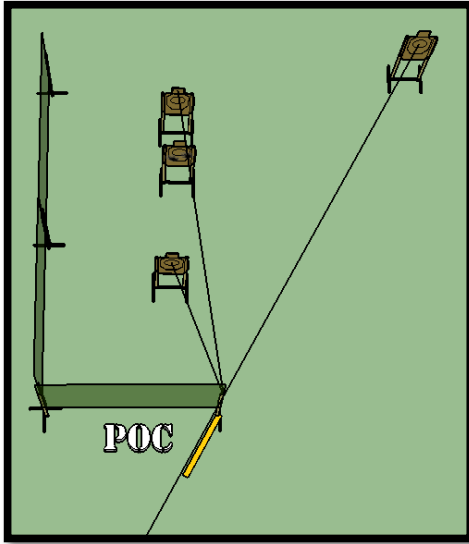
- 3.4.11 Firearms and magazines manufactured such that they cannot be loaded to the division capacity may still be used as long as they are loaded to their maximum capacity and meet all other criteria for that division.

3.5 Cover and Concealment

- 3.5.1 Cover refers to a barrier that exists between the shooter and the targets to be engaged. Typical examples are walls, barrels, barricades, etc.
- 3.5.2 When cover is available it must be used while engaging targets, unless the shooter is “in the open” and must engage targets “in the open.” Shooters may not cross or enter any openings (doorways, open spaces, etc.) without first engaging targets visible from those locations.
- 3.5.3 Stages will have one or more of the following cover situations:
- A. There is no cover anywhere in the stage, so reloading and up to 18 rounds per string are allowed “in the open.”
 - B. In a stage with cover where the shooter starts “in the open” with targets to be engaged “in the open.” Up to 6 shots may be required “in the open” while the shooter is stationary or while moving to the next shooting position.
 - C. The shooter engages all targets from cover.
 - D. When moving between two positions of cover the shooter “discovers” a target during movement either behind a vision barrier or after a target is activated and “appears.” Up to 6 shots may be required on “discovered” or “surprise” targets “in the open” and must be engaged on the move.
- 3.5.4 Cover lines extend back from the center of the visible -0 zone to the point of the physical barrier up range to the stage boundary.
- 3.5.5 For vertical cover when shooting, reloading and clearing a malfunction, shooter must remain within the fault lines. Low cover is the same as vertical cover and additionally requires at least one knee touch the ground.
- 3.5.6 Cover During Reloads
- A. When the shooter runs the firearm empty in the open, the shooter may reload in the open and continue engaging targets as needed or move to the next shooting position.
 - B. In stages with cover or concealment, shooters may reload standing still or on the move at any time, as long as they are not exposed to targets that are not fully engaged during the reload.

3.6 Fault Lines

- 3.6.1 Fault Lines shall be employed by Match Directors to mark the limit of a Position of Cover or shooting positions for a CoF.
- 3.6.2 Fault lines shall be marked in such a way that they are consistent for each shooter. Examples of fault line materials are a physical barrier such as a barrel or short wall, a tightly stretched rope, dimensional lumber, angle iron, tape, paint or a flat metal bar.
- 3.6.3 When Fault Lines are used to delineate cover:
- A. Fault Lines are used to ensure a shooter is behind cover when engaging targets from a Position of Cover (PoC). There will only be one Fault Line at each PoC, and that line applies to all targets engaged from that PoC.
 - B. Physical objects used (wood, rope, barrels, walls), as Fault Lines, to delineate cover shall start at the cover object (e.g. wall, barrel, etc.) and extend back away from cover in the up-range direction. The object used to mark the line must extend back away from the cover object at least 3 feet.
 - C. Fault lines extend from the end of the physical objects used up range to the stage boundary to accommodate long-cover.
 - D. Fault line shall be aligned with Cover Line of the first target in the array when engaging targets in tactical priority from the PoC.
 - E. Positions of Cover at windows and ports will be marked with fault lines. When engaging targets through a window, the shooter must engage targets using Tactical Priority from the side of the window.



- F. A shooter who engages a target while faulting the line (which is defined as the shooter touching anything on the non-cover side of the line) shall be assessed a PE.
- G. Other measurement methods for determining cover shall not be employed.
- H. A shooter who engages a target while faulting the line (which is defined as the shooter touching anything on the non-shooting side of the line as defined by the written stage description) shall be assessed a PE.

3.7 Start Position

- 3.7.1 Once the shooter has assumed the "start position" and the "Standby" command has been given, the shooter's physical position may not be changed prior to the start signal, with the exception of head movements, provided such movements do not contradict the ready position requirements specified in the stage description.
- 3.7.2 Unless specified otherwise in the stage description, the default ready position requires the shooter to stand erect with the body relaxed and hands resting naturally at sides.
- 3.7.3 If an SO determines that a shooter was allowed to start in an incorrect start position (at the time the "Standby" command was given,) a reshoot is mandatory and no penalty is assessed. Note: This rule does not apply to equipment start condition (e.g. loaded with correct number of rounds).
- 3.7.4 When a stage is started in an incorrect start position and the shooter notices but the SO does not notice, the shooter must request a reshoot immediately following the holster command and prior to the scoring of targets. If not requested during this period, no reshoot will be allowed.

3.8 Reshoots

No shooter can reshoot a stage or string for firearm or "mental" malfunctions. Reshoots are mandatory for stage equipment malfunctions. If an SO feels he has interfered with a shooter, he will offer an optional reshoot to the shooter immediately following the "range is clear" command and prior to the scoring of targets, as determined by the SO. If a shooter feels he has been interfered with by an SO, the shooter must request a reshoot immediately following the "range is clear" command and prior to the scoring of targets. The MD will determine if a reshoot request is granted.

3.9 Firearm Hand Usage Restrictions – Stage Description

- A. Strong/Dominant Hand Only: A denotation in a stage description indicating that only the strong or dominant hand (the shooter's primary firing hand, located on the same side of the body as the holster) can be used to control the firearm when a shot is fired. The weak (support) hand or arm must not touch the firearm or any location on the shooter's strong (dominant) arm or hand when firing. For safety reasons, both hands may be used when clearing a malfunction or reloading.

- B. Weak/Support Hand Only: A denotation in a stage description indicating that only the weak or non-dominant hand, i.e., the shooter's support hand, located on the opposite side of the body from the holster, can be used to control the firearm when a shot is fired. The strong (dominant) hand or arm must not touch the firearm or any location on the shooter's weak (support) arm or hand when firing. For safety reasons, both hands may be used when clearing a malfunction or reloading.
- C. Freestyle: A denotation in a stage description that the shooter may use either hand or both hands to control the firearm while firing, at the shooter's discretion.
- D. No weak hand drawing from the holster is allowed.

3.10 Flashlight Usage Rules

If a shooter elects to, or is required to, use a flashlight on a stage, the default starting position for the flashlight is in the shooter's support hand with the light off, unless otherwise dictated by the stage description. The stage description may not force the shooter to start with the flashlight stowed on his or her body. The following rules apply if a flashlight is used at any point during a stage.

- A. Once the stage begins the flashlight may be left on during the entire stage at the shooter's discretion.
- B. Shooters must retain the flashlight throughout the course of fire.
- C. Dropping a flashlight does not incur a penalty as long as the shooter retrieves the flashlight prior to firing the next shot in the string of fire.
- D. If a shooter drops a flashlight, the SO may, at their discretion, illuminate the area for safety reasons until the shooter retrieves the flashlight. This will not be deemed SO interference.
- E. The shooter's flashlight may be used to recharge night sights any time after the start signal, but not prior.

3.11 Responsibilities and Code of Conduct

By shooting IDPA Matches, I agree to the following:

- A. I understand that it is a privilege, and not a right, to be an IDPA Shooter.
- B. I will follow all of the safety rules of IDPA and the host range. The safety of the shooters, match officials, and bystanders shall always be my primary objective.
- C. Prior to and during a match, I will refrain from the use of alcohol, substances, or medications that may negatively impact my ability to shoot safely.
- D. I will maintain a current IDPA membership after my third match.
- E. I will maintain an accurate Classification by shooting a Classifier at least every 12 months unless a Master or Distinguished Master Classification is attained, a Match Performance Promotion has occurred in the last 12 months, or a Sanctioned Match has been completed in the last 12 months without DNF or DQ. See rule 9.2 for more details.
- F. I recognize that it is my responsibility to maintain a working knowledge of the current IDPA rulebook.
- G. I will adhere to the IDPA purpose and principles and will not willfully break any IDPA rule.
- H. I will listen carefully and refrain from talking during shooters' briefings and stage briefings.
- I. I will refrain from any action that distracts shooters, safety officers, and other competitors during the match.
- J. I understand it is my responsibility as a squad member to be ready to shoot when called to the line.
- K. I understand it is my procedural duty as a squad member to help reset stages between shooters unless I am the current shooter, the on-deck shooter or have just finished shooting, unless instructed otherwise by a match official.
- L. I will not communicate with others in a threatening, harassing, or abusive manner.
- M. It is my responsibility to check my match scores within the verification period to see that they are correct.
- N. It is my responsibility to check my Classifications in the on-line database to verify that they are correct and to initiate corrective action if they are not correct.
- O. If I have a question or an issue, my first contact is with the CSO at the match, then the MD, then the AC, then IDPA HQ.

- P. I understand that violations of these responsibilities and Code of Conduct will result in my being penalized by the MD within the full range of penalties up to and including disqualification from a match, and may result in the revocation of my IDPA membership.

4 SCORING RULES

The scoring system in IDPA is designed to reward a balance of accuracy with speed. IDPA scoring converts everything to a time score and the lowest time wins. The scoring system is also designed to be very simple to understand and use.

The main thing to remember when scoring in IDPA is that everything is based on time, the raw time it takes to shoot a stage and the accuracy of the hits on the targets, where inaccuracy adds time to the score. Part of the simplicity of IDPA scoring comes from not using the total points of a target, and instead using points down on each target. Each point down adds 1 second to the time for the stage.

4.1 Unlimited Scoring

- 4.1.1 Unlimited Scoring allows the shooter to shoot at each target as much as deemed necessary, as long as this does not violate other IDPA rules. The best hits on a target are used for score. This gives the shooter the option to make up misses or hits that he or she are not satisfied with to improve their score. When the shooter does not fire enough rounds at a target, the unfired rounds are counted as misses and a Procedural Error penalty is assessed for not following the written stage description.
- 4.1.2 Each Course of Fire description will specify how many hits are required on each target. For example, if 3 hits are required on each target, then the best 3 hits will be scored, if there are more than 3 hits on the target.
- 4.1.3 To tally an Unlimited score, take the time it took to complete the strings of fire (raw time from the shot timer) and total up the points down from each target. The raw time is added to the total points down for the stage multiplied by 1 second, and then added to any other penalties if applicable.

4.2 Limited Scoring

- 4.2.1 Limited Scoring operates just as the Unlimited Scoring method described above except the number of shots to fire in a string is limited to exactly the number specified in the written stage description. Additionally, the Failure to Neutralize penalty does not apply in Limited Scoring stages.
- 4.2.2 Firing any extra shots in a string of fire will incur one Procedural Error penalty per string and for each extra shot 1 of the best scoring hits will be taped over before the score is calculated. When the shooter does not fire enough rounds at a target, the unfired rounds are counted as misses, a Procedural Error penalty is assessed for not following the written stage description, and other penalties may apply.

4.3 Incomplete Stage (Stage DNF)

- 4.3.1 If a shooter has started a stage but cannot finish the stage due to a broken firearm, squib, or personal injury the score will be determined by writing down the time and scoring the stage as found by noting all points down (including misses), adding penalties for failing to engage and/or neutralize and other applicable penalties. When you receive a beep, you receive a score.
- 4.3.2 If the SO stopped the shooter for a perceived squib, and it turns out not to be a squib the shooter will be given a reshoot due to SO interference. If the SO stopped the shooter for a perceived squib, and it is a squib, the score will be determined per as above.

4.4 Did Not Finish Match (Match DNF)

A shooter that chooses not to shoot a stage will be given a DNF for that stage but may continue to shoot other stages for no total match score. At the completion of the match any shooter with a DNF score on any stage, will result in a match DNF for that shooter.

4.5 Reasonable Doubt

- 4.5.1 When a Safety Officer has a reasonable doubt on a scoring call, the SO will award the better score to the

shooter. This also applies to possible doubles. However, this does not automatically mean that every miss is a double.

- 4.5.2 Video cannot be used to determine the shooter's score or appeal an SO's decision.
- 4.5.3 Typically, bullet holes leave a grease ring, and it is used to determine the outside diameter of the hole for scoring. However, bullets do not have to have a grease ring to be scored as a hit. (e.g. bullets passing through other targets, clothing, soft cover, etc., may not produce a grease ring) so it is possible to allow the hit to be scored.
- 4.5.4 A radial tear shall not be used to give a shooter a better score. If the actual area of the bullet hole does not reach the next better scoring ring, the shooter gets the lower score even if the tear reaches the next higher scoring ring.

4.6 Bullet Holes

- 4.6.1 Oval or elongated bullet holes made in a target that exceed two bullet diameters do not count for score. This situation normally occurs for moving targets fired upon at extreme angles or targets where the shooter is moving.
- 4.6.2 The elongated bullet hole rule does not include keyhole bullet holes (a keyhole bullet hole is created by a bullet which tumbles out of the firearm barrel and appears to have gone through the target sideways,) which count for score if they were made without interference from another object.
- 4.6.3 Odd shaped holes made by bullets ricocheting off the bay floor, props, steel, etc., are not scored. Only holes made by whole bullets, not fragments, are scored.
- 4.6.4 Only bullet holes directly entering the front of the target will be scored.

4.7 Hard Cover/Soft Cover Scoring Implications

- 4.7.1 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. Truly impenetrable objects may also be used as hard cover in a stage.
- 4.7.2 IDPA requires that course designers standardize on Black for simulated hard cover. IDPA recommends that course designers standardize on White for soft cover simulation, or use props such as windows, curtains, shrubs, etc.
- 4.7.3 Any shot that puts a full diameter hole in an object designated as hard cover and continues to penetrate a target will be considered to have missed the target, (whether the target is a threat or a non-threat.) If the SO cannot tell which shot through hard cover hit a threat target, remove the best hit from the target for each full diameter hole in the hard cover.
- 4.7.4 Shots that penetrate soft cover and go on to strike a target will be scored as hits, (whether the target is a threat or a non-threat.)
- 4.7.5 Simulated Threat and Non-Threat indicators painted or marked, regardless of color are not hard cover.
- 4.7.6 Threat indicators made of impenetrable material are considered hard cover.
- 4.7.7 Targets may be covered with clothing as desired. This is typically done with T-shirts, cut into a front half and a back half and one half is clipped or stapled onto the target sticks holding the target. Only a single layer of lightweight clothing material may be between the shooter and a target.

4.8 Threat and Non-Threat Target Designation

- 4.8.1 Non-threat targets must be designated by displaying a pair of normal sized open hands of contrasting color, at least one of which must be visible from all shooting positions where the target may be engaged.
- 4.8.2 Threat targets may be designated by displaying a normal sized threat indicator (like a firearm or knife) that is

visible from all shooting positions where the target may be engaged.

- 4.8.3 Targets must be easily identified as threat or non-threat.
- 4.8.4 Threat indicators of different kinds all have equal threat value and do not change target engagement priority. For example, a knife is equal in threat to a shotgun, rifle, or other firearms.
- 4.8.5 Threat and non-threat indicators may be painted or marked on the targets or covering clothing, or may be clipped or stapled to the target.



4.9 Shoot Through

When a bullet passes through a non-threat target and also strikes a threat target, the shooter 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 or threat behind it. All target shoot through hits count.

4.10 Hit on Non-Threat

- 4.10.1 A Hit on Non-Threat (HNT) is defined as a hit in any scoring zone of a target that is designated a non-threat. A reactive non-threat target (steel, reactive polymer, etc.) must react properly to a hit to be scored as a HNT.
- 4.10.2 NHT penalties add 5 seconds to the shooter’s score.

4.11 Target Scoring Zones

- 4.11.1 “Head” refers to the part of the cardboard IDPA silhouette above the neckline. Shots designated for the “head” or “head only” must hit the part of the cardboard silhouette within the scoring area above the neckline, or they are counted as a miss, even if they hit another part of the silhouette.
- 4.11.2 “Body” refers to the part of the cardboard IDPA silhouette below the neckline. Shots designated for the “body” or “body only” must hit the part of the cardboard silhouette within the scoring area below the neckline, or they are counted as a miss, even if they hit another part of the silhouette.
- 4.11.3 “Target” refers to the whole silhouette, including the head and body described above. Shots designated for a “target” (or sometimes T1, T2, etc.) can hit anywhere within the scoring area in the body or the head for score.
- 4.11.4 A single IDPA cardboard target shall not be divided into two or more scoring areas that are scored separately. For example, a line of black tape may not be used to turn a single target into two targets, with separate scoring being possible on both areas.

4.12 Targets

The following is an inclusive list targets which are allowed:

- A. Cardboard Targets: Official IDPA cardboard targets may be stationary or moving. These targets will be scored as marked, as -0, -1, -3, and a miss is -5.

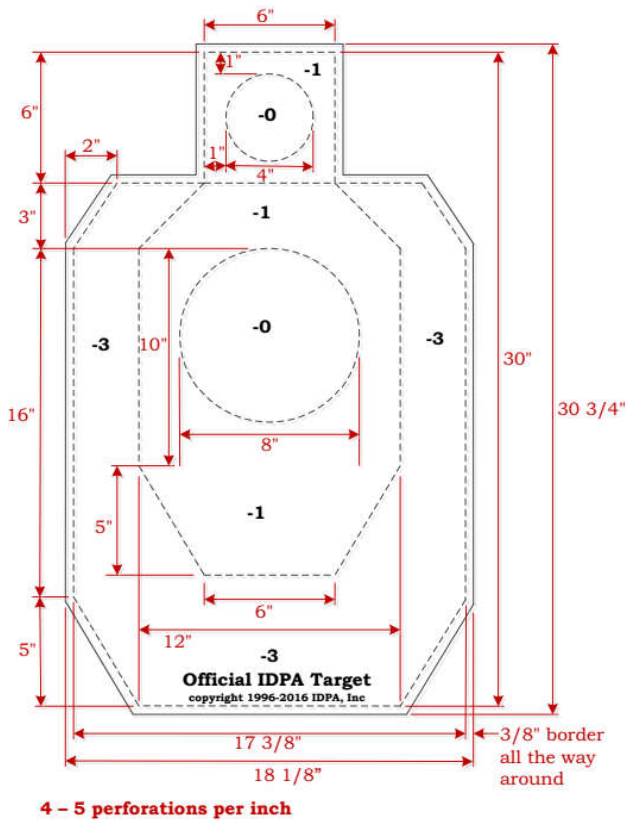
All cardboard targets used in IDPA local and Sanctioned Matches must be Official IDPA cardboard targets. Official IDPA cardboard targets are available directly from IDPA headquarters and from licensed IDPA target manufacturers in each geographical area. Contact IDPA HQ, see listing in the Tactical Journal, or use the website at www.IDPA.com.

Official IDPA cardboard targets with the round down zero area cut out for scoring ease may be used only as a stationary target. The target may be shot starting within 3 yards or less and shot while stationary or moving away from the target.

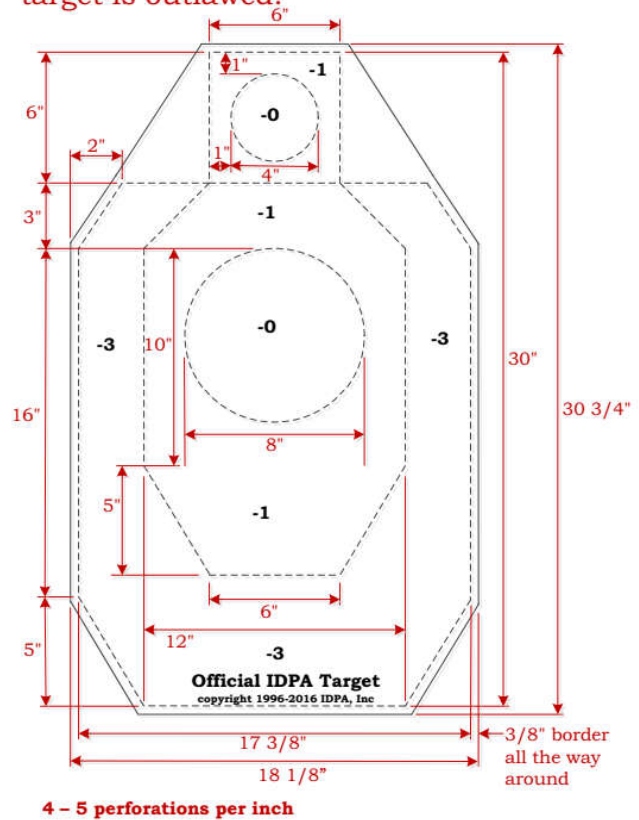
- B. Poppers: Stationary full sized and miniature Popper and Pepper Popper reactive targets with a minimum height of 2 inches and a minimum width of 8 inches. These targets are scored as down zero (-0) if they fall. If the target is left standing it is scored as down five (-5).
- C. Steel "Legs": Stationary steel reactive vertical plates representing target legs that present a target at least 3 inches (7.6 centimeters) wide and at least 15 inches tall are allowed. These targets are scored as down zero (-0) if they fall. If the target is left standing it is scored as down five (-5). The calibration zone for this target is the upper ½ of the target leg.
- D. Stationary IDPA Reactive Target: An IDPA cardboard target covered with a t-shirt or other clothing is held in front of down zero sized steel plates that are aligned with the down zero zones on the cardboard target. One of the steel plates must be hit to knock down the target. These targets are scored as down zero (-0) if they fall. If the target is left standing it is scored as down five (-5). The cardboard holding the clothing is not scored. This target type is not counted in the steel paper ratio. The round down zero steel plate of the target is the calibration zone.
- E. Stationary Popper Behind Paper may be used to activate other targets. An allowed Popper or Pepper Popper as described above situated behind an official IDPA cardboard target such that a down zero hit on the cardboard target will knock down the Popper. The Popper must be visible above or below the cardboard target from all shooting positions from which the target may be shot. The calibration zone on this setup is the round down zero area on the cardboard target. It is part of the shooting problem for the shooter to solve to ensure the Popper behind is activated when the cardboard is shot. The cardboard target is scored normally. The Popper is used only as an activator and is not scored, nor does it count in the paper to steel ratio calculation.
- F. Other targets allowed if and only if they represent something pertinent and appropriate to the stage scenario.
- G. Stationary or moving Official IDPA cardboard targets with a small portion of the scoring area cut away such as removing the -3 scoring area, leaving a non-scoring 3/8" perimeter remaining.
- H. Stationary or moving Official IDPA cardboard targets with black hard cover painted on them.
- I. Official IDPA cardboard targets may have their scoring area reduced by painting the non-scoring area with a high contrast color that is dark (if not black).
- J. Stationary 6" or larger diameter round reactive steel or reactive polymer plates.
- K. Stationary 6" or larger square reactive steel or reactive polymer plates.
- L. Other stationary steel reactive plates with 28.3 square inches or more surface area where the smallest dimension presented to the shooter must equal or exceed 3 inches. The MD will define the calibration zone for these targets.
- M. Stationary Clay pigeon targets (examples: simulate a door lock, or an ocular area, etc.) Clay pigeon targets are not subject to calibration.

New targets will be evaluated annually.

Official IDPA Target



Official IDPA Alternate Target
Allowed only where the normal IDPA target is outlawed.



Reactive targets are defined as those that fall or move or change shape when hit. Reactive targets are scored as down zero (-0) if they fall or are broken in the case of clay pigeons. If the target is left standing it is scored as down five (-5). Reactive targets must be constrained so that they cannot turn or spin when hit.

4.13 Disallowed Targets

The following is a non-inclusive list of disallowed targets.

Bowling Pins, Texas Star, Polish Plate Rack, Dueling Tree, Slider Triple Dropper, Golf Balls, Balloons, Eggs, Cowboy Poppers, IDPA Practice Target, Animal Shaped Steel Targets, Tombstone Popper, Coffin Popper, and other similar targets including other novelty targets, etc.

4.14 Scored Hits

- 4.14.1 Only rounds fired by the competitor may be used for scoring in a stage.
- 4.14.2 Actions like throwing of knives, knocking over poppers by hand, punching a sparing dummy, etc., will not be scored, but may be required on the clock.
- 4.14.3 Any round required to be fired at a target by the competitor must be scored. For example, if six shots are

required to be fired at a target, six shots will be scored.

4.15 Results Posting

All results from local and Sanctioned Matches must include the IDPA membership number for each shooter. Per the Shooters Responsibilities and Code of Conduct, a shooter must become a member of IDPA after their Third match. For those shooters temporarily without a current IDPA membership, an "XXX" may be displayed on the Match Results instead of the IDPA number.

4.16 Touching Targets

- 4.16.1 Shooters or their delegate will not touch or interfere with any target that has just been shot and has not yet been scored by the SO or Scorekeeper. If a target is interfered with by the shooter or designee before it is scored, that target will be scored as all misses.
- 4.16.2 If a target is taped before it is scored, the SO will try to give the correct score if it can be discerned. Otherwise, the shooter will be given a reshoot.
- 4.16.3 The SO or Scorekeeper will not touch a target on the front or back of the target near the bullet holes before or during the scoring process.
- 4.16.4 If a target is scored and taped before the shooter or designee can see the target, the score stands.
- 4.16.5 If a target is not taped between shooters, the SO will try to give the correct score if it can be discerned. Otherwise, the shooter will be given a reshoot.
- 4.16.6 Targets where a scoring dispute is ongoing will be pulled from the stage and held for arbitration by the Chief Safety Officer or Match Director.

4.17 Calibration of Reactive Targets

- 4.17.1 Reactive targets must physically react to score. All reactive targets in a Sanctioned Match, poppers, plates, etc., will be calibrated so they will react properly with a "good hit" using the lowest power factor ammunition allowed in any division. The Match Director or designee will calibrate all reactive targets in a match before the first shot is fired in competition each day and at the Match Director's discretion throughout the match. The stage SOs can call for a reactive target calibration on their stage at any time if deemed necessary.
- 4.17.2 If the BUG division is supported the Match Director will provide a .380 firearm and ammunition that together does not exceed the BUG power factor (95PF.) If the BUG division is not supported the Match Director will provide a 9 mm or .38 Special firearm and ammunition that together does not exceed the lowest power-factor of any regular division (105PF.) The same firearm and ammunition combination will be used throughout the match for calibration and calibration challenges with no changes.
- 4.17.3 Targets must be situated to minimize shift, twist, or move during a match, so that proper calibration is not lost as the match continues.
- 4.17.4 To calibrate a reactive target, fire one round at the target from the most likely firing position in the stage and hit the calibration zone of the target. If the target does not react properly, change the target setup and repeat. The target must react correctly three times in a row to be deemed properly calibrated. If the calibration zone is missed, repeat this step.
- 4.17.5 If during a CoF a reactive target does not react properly when hit, the competitor has three choices.
- 4.17.6 The competitor shoots the target until it reacts properly, the target is scored as hit, and the stage score stands. In this case, no calibration challenge will be allowed.
- 4.17.7 The target does not react properly and the shooter does not challenge the calibration, the target is scored as a miss and the stage score stands. A challenge after the shooter knows the stage score or individual target scores will not be allowed.
- 4.17.8 The target does not react properly to a hit and the shooter wishes to challenge the calibration. The challenge must be made to the SO running the shooter, immediately after the "Range Is Clear" command is given, and before the shooter knows the stage score or the individual target scores. Challenges occurring after this point

will not be allowed. Whether the shooter completed the stage or not does not affect the challenge process. When an appropriate challenge is made the reactive target and the surrounding area will not be touched or interfered with by anyone until calibration is checked. As part of the challenge process, the SO will immediately collect 7 rounds of ammunition from those used in the stage from the shooter and these will be sent to the chronograph for testing.

- 4.17.9 If the target is touched or interfered with by match staff, MD, SOs or another competitor, the shooter will be given a reshoot.
- 4.17.10 If the target is touched or interfered with by the shooter or designee the target will be scored as a miss and the CoF will be deemed completed. If the shooter did not complete the stage then Incomplete Stage scoring will be used to determine the shooter's score for this stage.
- 4.17.11 Should the target fall without interference prior to calibration (i.e. wind, etc.) the shooter will be given a reshoot.
- 4.17.12 Calibration Checking Process
- A. The MD will fire one round of calibration ammo at the reactive target calibration zone from the same position that the shooter used to engage the target.
 - B. If the target is hit in the calibration zone or lower and the target reacts properly, the calibration is deemed correct and the target will be scored as a miss. If the shooter did not complete the stage then Incomplete Stage scoring will be used to determine the shooter's score for the stage.
 - C. If the target is hit above the calibration zone, the Calibration Checking Process failed and the shooter will be given a reshoot.
 - D. If the target is hit anywhere on the scoreable surface and the target does not react properly, the target calibration will be deemed improper, and the shooter will be given a reshoot after the target is recalibrated.
 - E. If the target is missed, fire another round at the calibration zone.
 - F. No matter what the outcome of this process may be, the shooter's ammunition will still be tested to see if it meets or exceeds power factor. Normal chronograph processes and penalties apply.

5 PENALTY RULES

In order for a PE or FP to be assessed for a failure to perform actions other than shooting, there must be a defined, measurable qualifier for how a prop is to be used appropriately. Under no circumstances is a PE to be assessed based on a judgment call on whether or not the prop was used appropriately during the CoF. The qualifier must be of a pass/fail determinant. The quantifiable condition must be in the written stage description. For example, the briefcase must be set down inside blue barrel.

5.1 Procedural Error (PE)

Procedural Errors add 3 seconds per infraction and are assessed when:

- A. A shooter fails to follow the shooting procedures set forth in the written stage description.
- B. A shooter breaks a rule of the game.
- C. A conduct violation described in the Shooter's code of conduct as determined by the MD.

1 PE is assessed for each type of infraction. If the shooter commits more than one type of infraction, such as using the wrong specified hand and firing an incorrect number of shots, a separate PE is assessed for each type of infraction. For cover violations (or faulting the line), the number of cover PEs cannot exceed the number of positions of cover.

5.2 Flagrant Penalty (FP)

An FP is assessed, instead of a PE Penalty, in cases where an infraction results in a competitive advantage, such as failure to follow the instructions in a CoF and gaining a competitive advantage that cannot be addressed by a PE (e.g. score works out in competitors favor with a PE added).

Flagrant Penalties add 10 seconds per infraction and is assessed when:

- A. A shooter fails to follow the shooting procedures set forth in the written stage description and/or uses inappropriate equipment with the obvious intent of gaining a competitive scoring advantage.
- B. A shooter breaks a rule of the game.
- C. A conduct violation described in the Shooter's code of conduct as determined by the MD.

5.2.1 Examples of an FP (non-inclusive list):

- A. SHO/WHO strings / stages shot Freestyle
- B. Not going prone when required
- C. Not fully engaging all targets as required
- D. Not following stage requirement that takes longer than 3 seconds to perform
- E. Shooting an entire array out of cover
- F. Speed Reload or similar actions
- G. Staging an ammunition feeding device incorrectly
- H. Extra rounds in magazines

All FPs must be approved by the MD.

5.3 Failure to Do Right (FTDR)

- 5.3.1 A 20 second failure to do right penalty is assessed for gross unsportsmanlike conduct. Non-inclusive examples of this conduct are: Cussing out an SO, throwing a piece of their equipment on the ground, throwing a tantrum for any reason or violating the shooter's code of conduct.
- 5.3.2 The FTDR is intended to be used solely as a penalty for acts on the part of the shooter to circumvent or violate the rules and by doing so gain a competitive advantage. A FTDR may be issued for violations of the Course of Fire, but not in cases of shooter errors where it is obvious that the shooter gained no competitive advantage by their actions. It should not be assessed for inadvertent shooter errors. In these cases, the shooter should be assessed a PE or FP, rather than an FTDR.
- 5.3.3 All FTDRs must be approved by the MD.

5.4 Disqualification (DQ)

Disqualification means the shooter may not continue in any part of the IDPA match, may not reenter in another division, and may not shoot any side matches. The shooter's score will be reported as DQ. A shooter must be disqualified for the following reasons:

- A. Unsafe firearm handling as defined in the Safety Rules Section.
- B. Unsportsmanlike conduct.
- C. Violations of the Shooter's Code of Conduct as determined by the MD.
- D. Shooting at a steel target that is less than 10 yards from the shooter.
- E. Intentionally discharging the firearm at anything other than a target or an activator.

All DQs must be confirmed by the MD.

5.5 Penalty Application

- 5.5.1 Safety Penalties will apply prior to, during, and after the CoF.
- 5.5.2 A CoF begins when the SO issues the "Range Is Hot, Eyes and Ears" command to the shooter.
- 5.5.3 A CoF ends when the SO issues the "Range is Clear" command.
- 5.5.4 CoF penalties will apply during the time the CoF is in progress.
- 5.5.5 The CoF description may instruct shooters to speak certain words, but no penalty is assessed for failure to do so.

6 STAGE DESIGN RULES

A Stage Description cannot override the rulebook, nor may it forbid legal actions by shooters except under the following conditions:

- A. To address a safety concern as it applies to the limits of the range.
- B. Provide the option of not wearing a concealment garment.
- C. Specify the number of rounds in the firearm at the start of the stage, up to division capacity.
- D. Specify the start condition and position for the firearm, and the start position for ammunition feeding devices.
- E. Specify the shooter start position.

6.1 Stage Categories

IDPA stages are divided into two general categories:

6.1.1 Scenario Stages

Scenario Stages attempt to represent a target engagement that could actually happen. Scenario Stages must have a written scenario description and must use Unlimited Scoring.

6.1.2 Standards Stages

Standards Stages are designed to test the shooter's performance of the various techniques employed in IDPA shooting. Standards stages may use Limited or Unlimited scoring

6.2 Stage Descriptions

A well written stage description contributes to the success of a match and prevents confusion and frustration among staff and competitors. The written stage description is read to every squad to ensure uniform communication. The written stage description includes, at a minimum, the following elements:

- A. A defensive scenario or a standards (skills test)
- B. Start position
- C. Specifies firearm condition (loaded, unloaded, downloaded)
- D. Procedure
- E. Identifies points of cover and fault lines
- F. Specify using the 180 or points out the muzzle safe points
- G. Specifies the minimum round count and whether the stage is limited or unlimited
- H. Specifies if a concealment garment is NOT required
- I. A descriptive diagram of the CoF is recommended but not required.

6.3 Fault Lines

Fault Lines shall be used by match directors to delineate cover at a cover position to reduce disputed penalties.

Fault Lines may consist of marking material that remains consistent for each shooter the entire match. They may be tactile or non-tactile at the discretion of the match director. If they extend above the ground surface, it is incumbent of each shooter to use appropriate care for safety.

MDs shall use fault lines to remove subjectivity from cover calls at positions of cover using fault lines or physical barriers.

6.4 Stage Boundaries

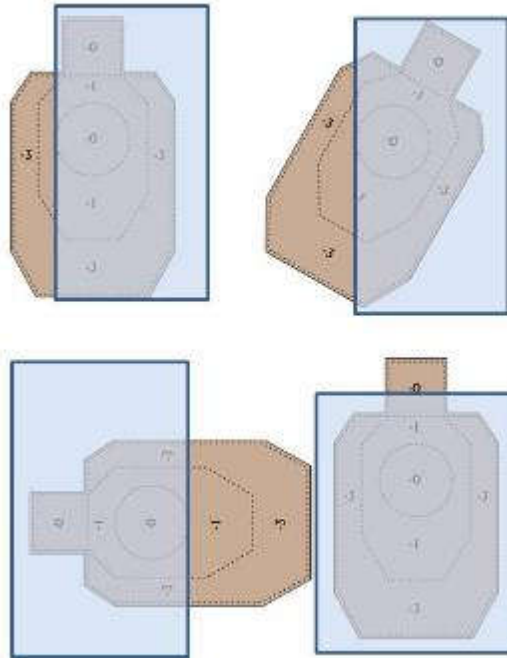
Stage boundaries must be defined at each stage, located no more than 10 yards back from the furthest up range shooting position. Rope, tape, cones, flags, etc. must physically indicate these boundaries.

6.5 Muzzle Safety

Match Directors are required to designate muzzle safety areas per the safety rules in section 2.9.

6.6 Miscellaneous Stage Design Rules

- 6.6.1 Only official IDPA cardboard targets or IDPA approved targets can be used in any IDPA stage.
- 6.6.2 75% of all shots required in a match must be made from 15 yards or closer.
- 6.6.3 Scenario stages may have targets up to 20 yards from the shooter.
- 6.6.4 Standards stages may have targets up to 50 yards from the shooter.
- 6.6.5 Memory stages are prohibited in all IDPA stages and strings of fire. A memory stage is any stage where one must remember the order of engagement, or other shooting restrictions that are not intuitive to the shooter based on the design of the stage. Stages may require a change in the number of shots required per target.
- 6.6.6 Only one target in a string may require a different number of shots than the other targets in the string. For example, the first target shall be engaged with 6 rounds and the remaining targets shall be engaged with 2 rounds each.
- 6.6.7 No more than 25% of the shots required on any string of fire may be on steel targets.
- 6.6.8 No more than 10% of the total shots required in the match may be on steel. Activator steel with a scored target in front of it does not count towards the allowable percentage of steel.
- 6.6.9 Activators located behind a scoreable target must activate from shots which hit either the upper or lower zero down scoring zones. If this is not possible, the -0 zone that will not activate the activator must be identified as hardcover.
- 6.6.10 Blind stages and movable non-threat targets are not allowed.
- 6.6.11 No string of fire may require more than 18 rounds.
- 6.6.12 Shooter movement under his/her own power of more than 10 yards between firing points is not permitted. Total shooter movement under his/her own power of more than 20 yards is not permitted.
- 6.6.13 If low cover or a prone position is required, it must be the last shooting position of a string of fire.
- 6.6.14 Stage designers should strive to design stages that leave targets visible for mobility challenged and physically disabled shooters.
- 6.6.15 Only 1 non-threat target may be used for every 2 threat targets in any string of fire.
 - Example: 1-2 threat targets = 1 non-threat target, maximum.
 - 3-4 threat targets = 2 non-threat targets, maximum.
 - 5-6 threat targets = 3 non-threat targets, maximum.
- 6.6.16 The last target in any course of fire must not be a disappearing target. A disappearing target is defined as any target that, when at rest, does not present the shooter with at least one of the minimum scoring zones as defined below:
 - A. An unobstructed minimum of 50% of the IDPA target "head."
 - B. An unobstructed portion of the IDPA target "body" such that the "straight line" edge of the target vision barrier is located no further outward on the target than the edge of the "zero down" center scoring circle.
- 6.6.17 See the figure below for examples of non-disappearing targets. No stage description shall mandate that an ammunition feeding/loading device must be loaded during the CoF on the clock.

Examples Of Non-Disappearing Targets


- 6.6.18 Painted hard cover is not allowed to cover the path of a moving target. If hard cover is required for the path of a moving target, it must be made of a material that will not allow a bullet to pass through the hard cover and impact the moving target.
- 6.6.19 No “strong-hand only” strings of fire may require the shooter to engage targets more than 10 yards distant.
- 6.6.20 No “weak-hand only” strings of fire may require the shooter to engage targets more than 7 yards (6.4 meters) distant.
- 6.6.21 Weak Hand Only strings will not be designed that require the shooter to use only the weak/support hand to reload the firearm.
- 6.6.22 Cardboard targets at 10 yards or less from the shooter must present a minimum of 18 square inches of a down zero zone, with the smallest dimension being at least 3 inches. Example: half a head target.
- 6.6.23 No shots are to be required at distances greater than 10 yards in scenario stages, or 15 yards in standards stages for targets head sized or smaller.
- 6.6.24 Reloads shall not be mandated in a Course of Fire. All mandated reloads, topping off, etc. must be performed off the clock.
- 6.6.25 Long Guns and Pickup Guns
- A. Other than Pistol Caliber Carbines, other types of long guns may not be fired in IDPA matches, but inert (non-firing) long guns may be used as props.
 - B. Pickup handguns provided by the match, match sponsors, or organizers may be used in IDPA matches. Pickup handguns do not need to be compliant with IDPA equipment rules.
 - C. If a shooter, has a firearm malfunction using a pickup gun, the shooter must re-shoot the string.
- 6.6.26 Stages with one or more cover positions will not present targets in the open requiring more than 6 shots while the shooter is out of cover. However, there may be more than one of these type engagements in a single stage.
- 6.6.27 Vision Barriers [Concealment]
- A. Vision barriers are soft cover objects such as tents, fake trees, walls, etc., that are used to block the view of a target or group of targets.
 - B. Vision barriers are soft cover and may not be impenetrable or designated as hard cover. Vision barriers may not be designated as a point of cover for engaging targets, i.e. no slicing the pie around a vision barrier.
 - C. Vision barriers may be used by Match Directors to hide “Surprise” targets, which are to be engaged “in the open”

(i.e. after leaving a “position of cover” in a CoF).

- D. Humanoid shapes of any kind either partial or whole may not be used as vision barriers, soft cover or hard cover. Tactical dummies or mannequins may still be used as props, but not as Vision Barriers, soft cover; or hard cover.

7 PERMANENTLY PHYSICALLY DISABLED SHOOTER (PPDS) RULES

For IDPA purposes, a permanently physically disabled shooter is defined as having:

- A. Missing limbs or partial limbs.
- B. Prosthetic limbs.
- C. Non-operational limbs.
- D. Use of wheelchair, walker or crutches.

In an effort to accommodate our PPDS, the following rules apply.

- a. PPDS who choose not to, or are unable to perform an action required by the CoF (kneeling, prone, etc.) will receive 1 PE penalty per action not performed. If the targets cannot be acquired from their position of ability, points down will be assessed but no PEs for engagement will be assessed.
- b. PPDS with the use of only one arm or hand may elect to use a light mounted on the firearm prior to the start signal, with no penalty, on all stages if within the match there is a stage that requires the use of a flashlight.
- c. PPDS who are one-armed/one-handed will not be penalized on a stage that requires shooting either weak hand or strong hand.
- d. PPDS may perform one-handed reloads in a manner that is deemed safe by the MD prior to the start of the match.
- e. PPDS who are confined to a wheelchair may use whatever means they choose to navigate the CoF in their wheelchair, including (the requirement(s) chosen must be used for every CoF in the match)
- f. Use of a body mounted or wheelchair mounted holster and/or ammunition carriers are permitted.
- g. Firearms may be re-holstered between shooting positions.
- h. One-handed firearm control throughout a CoF is permitted.
- i. Shooters may forego usage of a concealment garment.

Shooters who suffer from hearing loss may request an alternate non-audible start signal.

IDPA Headquarters may issue individual waivers to allow physically disabled shooters to use alternate or specially designed equipment to suit their individual abilities.

PPDS status is based on Honor System. Those who misrepresent their PPDS status will be disqualified.

8 EQUIPMENT RULES

8.1 Firearms - General

8.1.1 Division Summary

- A. IDPA is divided into 6 regular divisions that are entirely separate. None of the following divisions compete against any other division:

Stock Service Pistol (SSP)	Enhanced Service Pistol (ESP)	Custom Defensive Pistol (CDP)
Compact Carry Pistol (CCP)	Revolver (REV)	Back Up Gun (BUG)

- A. BUG is a required division for Tier 1 matches and is an optional division for Tier 2 – Tier 5 Sanctioned matches.
- B. PCC is an optional Specialty Division for Tier 1 – Tier 5 matches.

8.1.2 Specialty Divisions (SPD) are an optional division for all matches. These additions must be published in all Sanctioned Match announcements and the addition of specialty division(s) inclusion is not subject to appeal or arbitration

- C. Double action, double action only and striker fired semi-automatic firearms compete in SSP, CCP, PCC, or BUG. Any firearm that can be used in SSP can be used in ESP or CDP, depending upon the cartridge used.

- D. Single action semi-automatic firearms compete in ESP, CCP, CDP, PCC or BUG, depending upon physical size and cartridge used.
- E. Revolvers are classified by loading method and ammunition power and compete in BUG depending upon physical size and cartridge used.

8.1.3 Magazine Loading

- 8.1.4 All magazines must be loaded to division capacity at the start signal throughout the match except in the following cases:
- 8.1.5 If a magazine is used that holds less than division capacity, the shooter will load all magazines to the capacity of the lowest magazine throughout the match.
- 8.1.6 The stage description may require reduced magazine loading.
- 8.1.7 In the Revolver division, the shooter must load the revolver and all loading devices with the same number of rounds throughout the match unless the above loading exceptions apply.

8.1.8 Division Capacity

SSP, ESP, SPD 10 rounds
CDP, CCP..... 8 rounds
REV, BUG-S 6 rounds
BUG-R..... 5 rounds total

In semi-auto divisions, the shooter will also start with one round in the chamber, unless the stage description requires otherwise.

8.1.9 Loading Device Count

A "loading device" is a magazine, speed loader, or moon clip.

Shooters starting with 8 or more rounds in all loading devices are allowed to start with the loaded firearm plus two additional loading devices.

Shooters starting with 6 or 7 rounds in all loading devices are allowed to start with the loaded firearm plus three additional loading devices.

Shooters starting with 5 or fewer rounds in all loading devices are allowed to start with the loaded firearm plus four additional loading devices.

No additional loading devices beyond the above limits may be used during a string.

8.1.10 Unserviceable Firearm Rule

- A. In any single match, a shooter must use the same firearm for all stages unless it becomes unserviceable.
- B. If the shooter determines that the firearm has become unserviceable, he will notify a Safety Officer who will notify the Match Director.
- C. Once the shooter declares the firearm is unserviceable, it may not be used for the duration of the match.
- D. The shooter may continue the match at the next start signal. Previous strings may not be re-shot.
- E. Any same-division legal replacement firearm may be used.
- F. If the replacement firearm magazines do not allow the same loading capacity as the original firearm, the shooter may adjust the magazine loading to suit the replacement firearm, following the magazine loading rules in Section Modifications for All Divisions

8.1.11 Allowable Modifications for All Divisions

The following modification rules apply to firearms in all divisions.

- A. Storage locks may be disabled or removed.
- B. Magazine disconnects may be disabled or removed.
- C. Lasers that are incorporated into the firearm or sights are allowed if they comply with all other division rules and the laser is not activated during a string of fire. Tape may be used to prevent the laser from projecting.
- D. An extended magazine release button may not be oversized in diameter or protrude more than 0.2" out from the frame. The measurement is taken at the rear most part of the magazine release, where it exits the frame.

When the magazine release area is recessed into the grip frame, the grip frame to the rear of the recess is used as the base of the measurement.

- E. With respect to slide machining, SSP, ESP, CCP, CDP and BUG, Original Equipment Manufacturer (OEM) firearms with extensive slide machining are approved for use in IDPA if they meet all other requirements for their respective Divisions. For slide machining, an OEM product is defined as a complete firearm product, with specific model part numbers or SKUs catalogued as stock items by the manufacturer and have a minimum annual production of 2,000 units for that specific model. Discontinued models must have had a total production of 20,000 units for a specific model.

8.1.12 Non-IDPA-Legal Features and Modifications for All Divisions

The following features and modifications are not allowed in any division unless otherwise specifically allowed in the rulebook.

- A. Compensators of any type including hybrid or ported barrels.
- B. Add-on weights. This includes (but is not limited to) weighted magazines, tungsten guide rods, brass magazine wells, weighted grips, and weighted grip plugs.
- C. Heavy and/or cone style barrels without a barrel bushing except as allowed in ESP, CCP, BUG and CDP divisions with length restrictions.
- D. Sights of non-standard configuration (ghost rings, Bo-Mar ribs, etc.).
- E. Disconnecting or disabling of any safety device including (but not limited to): manual safeties, grip safeties, firing pin, striker, and hammer blocking safeties, 1911 series 80 firing pin safeties, 1911 Swartz safeties. 1911 series 80 frames may be used with series 70 slides or vice versa. Revolver actions may not be modified so that the hammer can fall when the cylinder is open.
- F. Lights mounted on firearms.
- G. Rail mounted lasers and bolt-on trigger guard mounted lasers are not allowed.

8.2 Firearms - Divisions

8.2.1 Stock Service Pistol Division (SSP)

Handguns permitted for use in SSP must:

- A. Have a minimum annual production of 2,000 units. Discontinued models must have had a total production of 20,000 units
- B. Be semi-automatic
- C. Be double action, double action only, or striker fired
- D. Use 9 mm (9x19) or larger cartridges.
- E. Weigh 43.00 oz. or less unloaded, with the heaviest magazine inserted.
- F. Fit in the IDPA gun test box measuring $8\frac{3}{4}'' \times 6'' \times 1\frac{5}{8}''$ with the largest magazine inserted.

8.2.1.1 Start Condition

- A. Selective DA/SA firearms will start hammer down.
- B. Firearms with a hammer de-cocking lever or button will have their hammer de-cocked using the lever or button.
- C. If the hammer must be lowered by pulling the trigger and manually lowering the hammer, the hammer will be lowered to the lowest position possible.
- D. Manual safeties may be engaged at the shooter's discretion.

8.2.1.2 SSP Permitted Modifications (Inclusive list):

- A. Sights may be changed to another notch and post type. Slides may not be machined to accept different style sights.
- B. Grips may be changed to another style or material that is similar to factory configuration and do not weigh more than 2.00 oz. more than the factory standard weight for that model.
- C. Magazine releases, slide stops, safety levers, de-cocking levers, hammers, and triggers, that are stock on one SSP legal firearm may be used on another SSP legal firearm from the same manufacturer provided they are drop in replacements. Parts in this list must come factory installed on standard production firearms. Special parts that are available installed only from a factory custom shop are not eligible in SSP.

- D. Recoil spring guide rods and dual spring recoil systems made of material that is no heavier than stainless steel.
- E. Frames may be replaced with identical frames from the same manufacturer.
- F. A slip-on grip sock and/or grip tape, skateboard tape, etc. may be used.
- G. Internal action work may be used to enhance trigger pull as long as safety is maintained (no visible external modifications allowed).
- H. Internal reliability work.
- I. Aftermarket extractors and pins may be used.
- J. Internal accuracy work.
- K. Replacement of barrel with one of factory configuration that uses the original cartridge.
- L. Plastic plugs may be used to fill the opening behind the magazine well.
- M. Custom finishes may be applied.
- N. Stock slide cover plates may be refinished.
- O. Slides may be engraved. Engraving is defined as etching into the slide of logos, letters, and graphics no deeper than the original factory logos.
- P. Stippling and texturing may be performed on readily replaceable parts of the grip frame such as replaceable back straps and replaceable grip panels.
- Q. Aftermarket magazines may be used provided they do not weigh more than 1.00 oz. over the same capacity factory magazine.
- R. Aftermarket magazine base pads may be used provided they do not make the magazine weight more than 1.00 oz. over the same capacity factory magazine.
- S. Magazine base pads may be modified by reshaping, texturing, or adding bumper pads provided that they do not make the magazine weigh more than 1.00 oz. over the same capacity factory magazine.
- T. Magazines that are longer than stock may be used provided they meet all other division requirements.

8.2.1.3 SSP Excluded Modifications (Non-Inclusive list):

- A. Externally visible modifications other than those listed in the Permitted Modifications section.
- B. Aftermarket or visibly modified magazine releases, slide stops, safety levers, de-cocking levers, and hammers.
- C. Robar-style grip reduction.
- D. Add-on magazine well opening.
- E. Slide inserts to accommodate a different recoil assembly design.
- F. A barrel that uses a different cartridge that is not offered in the original factory model.
- G. Customization of the slide by adding front cocking serrations, tri-top, carry melts, and high power cuts.
- H. Compensated/ported firearms with non-compensated/ported barrels installed.
- I. Checkering or stippling on non-readily replaceable parts of the grip frame.
- J. Aftermarket slides.
- K. Removing material from the magazine well opening.
- L. Aftermarket grip tang extensions or beavertails.
- M. Disabling the slide stop.

8.2.2 Enhanced Service Pistol Division (ESP)

Handguns permitted for use in ESP must:

- A. Be semi-automatic.
- B. Use 9 mm (9x19) or larger cartridges.
- C. The unloaded firearm with the heaviest magazine must weigh 43.00 oz. or less.
- D. The firearm with the largest magazine inserted must fit in the IDPA gun test box measuring $8\frac{3}{4}'' \times 6'' \times 1\frac{5}{8}''$.

Firearms originally sold as compensated/ported models may be used in ESP with non-compensated/ported barrels installed.

8.2.2.1 Start Condition:

- A. Single action only firearms will start with the hammer cocked and the safety engaged.
- B. Selective DA/SA firearms may start cocked and locked or de-cocked, at the shooter's discretion.
- C. DA, DAO, or striker fired firearms with a de-cocking lever or button will be de-cocked using the lever or button.

D. DA, DAO, or striker-fired firearms may have a manual safety engaged at the shooter's discretion.

8.2.2.2 ESP Permitted Features and Modifications (Inclusive list):

- A. Sights may be changed to another notch and post type. Slides may be machined to accept different style sights.
- B. Grips may be changed provided they do not weigh more than 2.00 oz. more than the factory standard weight for that model.
- C. A slip-on grip sock and/or grip tape, skateboard tape, etc. may be used.
- D. Robar-style grip reduction.
- E. Action work may be used to enhance trigger pull as long as safety is maintained.
- F. Reliability work.
- G. Aftermarket extractors and pins may be used.
- H. Internal accuracy work.
- I. Replacement of barrel with one of factory configuration that uses a stock or non-stock cartridge.
- J. Plastic plugs may be used to fill the opening behind the magazine well.
- K. Aftermarket triggers and trigger work that result in the trigger being forward or rearward from the stock trigger position.
- L. Externally visible trigger over travel stops.
- M. Hammer and other trigger action parts to enhance trigger pull.
- N. Checkering, serrating, and stippling.
- O. Reshape trigger guard.
- P. Extended and/or ambidextrous thumb safety.
- Q. Extended beavertail grip safety.
- R. Ambidextrous or right side magazine releases.
- S. Extended, trimmed, and/or ambidextrous slide releases.
- T. Heavy or cone style barrels on firearms with barrel lengths of 4.25" or less.
- U. Recoil spring guide rods and dual spring recoil systems made of material that is no heavier than stainless steel.
- V. Slide inserts to accommodate a different recoil assembly design.
- W. Modification of the magazine well and add-on well extensions.
- X. Custom finishes and engraving may be applied.
- Y. Aftermarket slide cover plates.
- Z. Slides with front cocking serrations, tri-top, carry melts, and high power cuts.
- AA. Grip tang extensions or beavertails
- BB. Swenson style thumb shields and frame mounted thumb shields.
- CC. Aftermarket safeties.
- DD. Aftermarket magazine base pads may be used provided they do not make the magazine weight more than 1.50 oz. over the same capacity factory magazine.
- EE. Magazine base pads may be modified by reshaping, texturing, or adding bumper pads provided that they do not make the magazine weigh more than 1.50 oz. over the same capacity factory magazine.
- FF. Magazines that are longer than stock may be used provided they meet all other division requirements.

8.2.2.3 ESP Excluded Features and Modifications (Non-Inclusive list):

- A. Removal of material from the exterior of the slide other than front cocking serrations, tri-top, engraving, carry melts, and high power cuts.
- B. Trigger shoes.
- C. Disabling the slide stop.

8.2.3 Custom Defensive Pistol Division (CDP)

Handguns permitted for use in CDP must:

- A. Be semi-automatic.
- B. Use .45 ACP cartridges.
- C. Weigh 43.00 oz. or less unloaded, with the heaviest magazine inserted.
- D. Fit in the IDPA gun test box measuring 8 3/4" x 6" x 1 5/8" with the largest magazine inserted.

Firearms originally sold as compensated/ported models may be used in CDP with non-compensated/ported barrels installed.

8.2.3.1 Start Condition:

- A. Single action only firearms will start cocked and locked. (hammer cocked, safety engaged).
- B. Selective DA/SA firearms will start cocked and locked or de-cocked. This is at the shooter's discretion, including firearms using the SSP into CDP rule.
- C. DA, DAO, or striker fired firearms with a de-cocking lever or button will be de-cocked using the lever or button.
- D. DA, DAO, or striker-fired firearms may have a manual safety engaged at the shooter's discretion.

8.2.3.2 CDP Permitted Features and Modifications (Inclusive list):

- A. Sights may be changed to another notch and post type. Slides may be machined to accept different style sights.
- B. Grips may be changed provided they do not weigh more than 2.00 oz. more than the factory standard weight for that model.
- C. A slip-on grip sock and/or grip tape, skateboard tape, etc. tape may be used.
- D. Robar-style grip reduction.
- E. Action work may be used to enhance trigger pull as long as safety is maintained.
- F. Reliability work.
- G. Aftermarket extractors and pins may be used.
- H. Internal accuracy work.
- I. Replacement barrels of factory configuration in .45 ACP.
- J. Plastic plugs may be used to fill the opening behind the magazine well.
- K. Aftermarket triggers and trigger work that result in the trigger being forward or rearward from the stock trigger position.
- L. Externally visible trigger over travel stops.
- M. Hammer and other trigger action parts to enhance trigger pull.
- N. Checkering, serrating, and stippling.
- O. Reshape trigger guard.
- P. Extended and/or ambidextrous thumb safety.
- Q. Extended beavertail grip safety.
- R. Ambidextrous or right side magazine releases.
- S. Extended, trimmed, and/or ambidextrous slide releases.
- T. Heavy or cone style barrels on firearms with barrel lengths of 4.25" or less.
- U. Recoil spring guide rods and dual spring recoil systems made of material that is no heavier than stainless steel.
- V. Slide inserts to accommodate a different recoil assembly design.
- W. Modification of the magazine well and add-on well extensions.
- X. Custom finishes and engraving may be applied.
- Y. Aftermarket slide cover plates.
- Z. Slides with front cocking serrations, tri-top, engraving, carry melts and high power cuts.
- AA. Grip tang extensions or beavertails
- BB. Swenson style thumb shields and frame mounted thumb shields.
- CC. Aftermarket safeties.
- DD. Aftermarket magazine base pads may be used provided they do not make the magazine weight more than 1.50 oz. over the same capacity factory magazine.
- EE. Magazine base pads may be modified by reshaping, texturing, or adding bumper pads provided that they do not make the magazine weigh more than 1.50 oz. over the same capacity factory magazine.
- FF. Magazines that are longer than stock may be used provided they meet all other division requirements.

8.2.3.3 CDP Excluded Features and Modifications (Non-Inclusive list):

- A. Removal of material from the exterior of the slide other than front cocking serrations, tri-top, engraving, carry melts, and high power cuts.
- B. Trigger shoes.

- C. Disabling the slide stop.

8.2.4 Compact Carry Pistol Division (CCP)

Handguns permitted for use in CCP must:

- A. Be semi-automatic.
- B. Use 9 mm (9x19) or larger cartridges.
- C. Barrel length 4 3/8" or less.
- D. The unloaded firearm with the heaviest magazine must weigh 38.00 oz. or less.
- E. The firearm with the largest magazine inserted must fit in the IDPA gun test box measuring 7 3/4" x 5 3/8" x 1 3/8".

8.2.4.1 Start Condition

- A. Single action only firearms will start cocked and locked. (hammer cocked, safety engaged).
- B. Selective DA/SA firearms may start cocked and locked or de-cocked, at the shooter's discretion.
- C. DA, DAO, or striker fired firearms with a de-cocking lever or button will be de-cocked using the lever or button.
- D. DA, DAO, or striker-fired firearms may have a manual safety engaged at the shooter's discretion.

8.2.4.2 CCP Permitted Features and Modifications (Inclusive list):

CCP firearms must comply with all Enhanced Service Pistol (ESP) features and modifications, and equipment restrictions.

8.2.5 Revolver Division (REV)

Revolvers will be categorized into one of the two following sub-categories:

Stock Revolver or Enhanced Revolver

8.2.6 Stock Revolver handguns permitted for use must be:

- A. Any revolver that uses .38 Special or larger cartridges with a rimmed case and is not loaded with moon clips.
- B. The unloaded firearm must weigh 43.00 oz. or less.

8.2.7 Enhanced Revolver handguns permitted for use must be:

8.2.8 Any revolver that uses .357 magnum or larger cartridges with rimmed or rimless cases.

8.2.9 The unloaded firearm must weigh 50.00 oz. or less.

8.2.10 May be loaded via speed loader or full moon clip.

8.2.11 Stock and Enhanced Revolver requirements:

8.2.12 The use of trimmed (shortened) ammunition is not allowed.

8.2.13 Ammunition used must match the cartridge listed on the firearm with the following exceptions:

- A. .38 special in .357 magnum
- B. .44 special in .44 magnum
- C. .45 Auto Rim or .45 GAP in .45 ACP
- D. .45 ACP or .45 GAP in .45 Colt
- E. .40 S&W in 10mm

8.2.14 Barrel length must be 4.25" or less.

8.2.15 Revolvers must be loaded to the division capacity of 6 rounds in the cylinder. Higher capacity 7 and 8 round revolvers are permitted, but may only load 6 rounds.

8.2.16 Stock and Enhanced Revolver Permitted Modifications (Inclusive list):

- A. Sights may be changed to another notch and post type. The frame and barrel may be machined to accept different style sights.
- B. 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).
- C. Grips may be changed to another style or material that is similar to factory configuration, provided they do not weigh more than 2.00 oz. more than the factory standard weight for that model.
- D. Grip tape, skateboard tape, etc. may be used.

- E. Cylinder latches may be changed to another factory offering from the firearm manufacturer.
- F. Chamfer the rear of the chambers.
- G. Shortening of factory barrels.
- H. Re-barreling to another factory offering for that model.
- I. Firearms converted to accept moon clips may be used in Stock Revolver provided moon clips are not used.
- J. Custom finishes.

8.2.17 Enhanced Revolver Additional Permitted Modifications (Inclusive list):

- A. Cylinder latches may be modified or replaced, but may not protrude past the frame in any direction and may not be thicker than $\frac{3}{8}$ " as measured from the side plate of the frame.
- B. Conversion to accept moon clips.
- C. Stock and Enhanced Revolver Excluded Modifications (Non-Inclusive list):
- D. Oversize or heavy barrels.
- E. Hogue Big Butt grips and similar are not allowed. The maximum grip dimensions allowed are:
- F. 5.00" maximum height, measured from the bottom of the hammer opening in the frame to the bottom of the grip, $2\frac{3}{8}$ " maximum depth, $1\frac{5}{8}$ " maximum width.

8.2.18 Back Up Gun (BUG)

The Back Up Gun division is a required division for Tier 1 matches, and is an optional in Tier 2 – Tier 5 matches at the Match Director's discretion, BUG is reported as a single division.

The Back Up Gun division may also be used to create a specialty BUG only match. Match directors may prescribe conditions for courses of fire such as the start condition, holster use, and reloads on the clock.

Handguns permitted for use in BUG are categorized into one of the following sub-categories:

- A. Semi-Automatic BUG.
- B. Revolver BUG.
- C. Other Special Sub-Categories as defined by the MD.

8.2.19 Semi-Automatic BUG (BUG-S)

Handguns permitted for use in BUG-S must:

- A. Be semi-automatic.
- B. Be single action, double action, double action only, or striker fired.
- C. Use .380 ACP or larger cartridges.
- D. Barrel length of 3 1/2.5" or less.
- E. The unloaded firearm with the heaviest magazine must weigh 26 oz. or less.
- F. The firearm with the largest magazine inserted must fit in the IDPA gun test box measuring 6 1/2" x 4 1/2" x 1 3/8".

8.2.19.1 Start Condition:

- A. Single action only firearms will start cocked and locked. (hammer cocked, safety engaged).
- B. Selective DA/SA firearms will start cocked and locked or decocked at the shooter's discretion.
- C. When decocking is desired, firearms with a decocking lever or button will be decocked using the lever or button.
- D. When decocking is desired, if the hammer must be lowered by pulling the trigger and manually lowering the hammer, the hammer will be lowered to the lowest position possible.
- E. Shooters will start with 1 round in the chamber and 5 rounds in the magazine.

8.2.19.2 BUG-S Permitted Features and Modifications

Semi-automatic BUG must comply with all ESP features and modifications, and equipment restrictions.

8.2.20 Revolver BUG (BUG-R)

Handguns permitted for use in BUG-R must be:

- A. Any revolver that uses .38 or larger cartridges with a rimmed case and is not loaded with moon clips.
- B. The use of trimmed (shortened) ammunition is not allowed.
- C. Barrel length of 2 1/2" or less.

- D. The unloaded firearm must weigh 26 oz. or less.
- E. Be loaded to the division capacity of no more than 5 rounds in the cylinder.
- F. The firearm must fit in the IDPA gun test box measuring 6 1/2" x 4 1/2" x 1 3/8".
- G. Revolver BUG Modifications: Revolver BUG must comply with all Stock Revolver features and modifications, and equipment restrictions.

8.2.21 Specialty Divisions (SPD)

- A. IDPA encourages shooters to practice their gun handling skills with commonly carried firearms. Many everyday carry firearms do not fit into the 6 competition handgun divisions.
- B. IDPA allows clubs to add "Specialty Divisions" for scoring. This division allows cartridges smaller than 9 mm, carry optics, activated lasers, mounted lights, and other firearms which do not fit into the other competition divisions to participate in matches.
- C. All other IDPA equipment rules apply for holsters and loading device holders as well as their placement on the body. Match Directors also have the option to allow junior shooters with .22 rimfire firearms to begin strings at low ready in lieu of requiring a holster.
- D. All IDPA membership rules apply.
- E. Specialty Division classifications are based on the shooters highest classification of regular IPDA divisions.
- F. Clubs are not required to implement this provision, and Match Directors are allowed discretion with implementation so that match quality remains high.

8.3 Ammunition

The following rules apply to ammunition used in IDPA matches.

- A. Metal piercing, incendiary, and tracer ammunition is prohibited.
- B. Clubs may prohibit cartridges that may damage metal targets.
- C. All ammunition must use a single projectile.

8.3.1 Ammunition Power

The goal is to compete with commonly available ammunition. The minimum power factors are:

SSP, ESP, CCP.....	125
CDP	165
Stock REV	105
Enhanced REV ..	155
BUG.....	95

Calculate the power factor by multiplying the bullet weight in grains by the bullet velocity in feet per second (fps), divide by 1000, and ignore numbers to the right of the decimal. For example, a 230.1 grain bullet at 794.7 fps: $230.1 \times 794.7 / 1000 = 182.86047$, or 182 power factor.

8.3.2 Official Chronograph Procedure

Chronograph is conducted with the competitor present. Ammunition is pulled and/or bagged prior to arriving at the chronograph stage. The chronograph official will use the competitor-supplied firearm, and the following procedure will be used:

- A. If two of the three rounds meet or exceed the required power factor, the ammunition is in compliance. Prior to each shot, the muzzle of the firearm will be elevated to vertical (if range rules permit) to move the powder charge to the rear of the case, thus giving the competitor every chance to achieve maximum velocity.
- B. A bullet will be pulled and weighed using a powder scale. If two rounds exceed the highest velocity for the caliber and power factor, pulling the bullet and weighing is optionally waived.
- C. A competitor whose ammunition fails to make power factor will be allowed to shoot the match, but their total score will be a disqualification.

8.4 Belts

Belts may be no wider than 1 ¾ inches or thicker than 5/16 inches and must pass through a minimum of all but two of the pant loops.

8.5 Holsters

The following criteria apply to IDPA legal holsters.

- A. Must be suitable for all day concealed carry, and worn on each stage regardless of the start position.
- A. Must be a strong side hip holster worn inside the waistband (IWB) or outside the waist band.
- B. Must be worn on an IDPA legal belt.
- C. Must prevent activation of the trigger while holstered.
- D. Must carry the firearm in a neutral (vertical) or muzzle rear cant.
- E. Adjustable cant holsters are legal if bolts must be removed and repositioned for cant adjustment. IWB holsters are exempt from this rule.
- F. Must hold the firearm with enough tension to allow the wearer to complete normal daily tasks without fear of losing the firearm.
- G. Must be constructed of normal thickness common holster making materials (leather, Kydex, plastic, nylon, etc.).
- H. For male shooters, the holster must carry firearm so that the entire front strap (to the trigger guard) is at or above the top of the belt. IWB holsters are exempt from this rule.
- I. The shooter's holster location must remain on the same side of the body throughout the entire course of a match.
- J. Must be positioned on the belt so that the center of the trigger pad is behind the centerline of the body.
- K. For IDPA purposes, the centerline of the body originates in the center of the armpit and goes straight down.
- L. All retention devices on the holster must be used.
- M. Retention devices may be permanently removed or permanently disabled, but not temporarily disabled for a match.
- N. The front edge of the holster may not be more than 1 ¾ inch/44.5mm below the breech face (autos) or 1 inch/25.4mm below the rear of the cylinder (revolvers).
- O. Holsters may be modified to meet IDPA rules.
- P. Holsters with screws or knobs that extend past the outer face of the holster are allowed if the adjustment screw(s) require a tool to change tension, the screws protrude less than 0.125" from the outer face of the holster, and they meet all other holster requirements. Additionally, all tension screws anywhere on a holster must require a tool for tension adjustment.
- Q. For male shooters only, the holsters must fit the shooter's body such that a ¾ inch/19.1mm diameter dowel placed between the shooter and the firearm anywhere above the belt contacts both the shooter and the firearm simultaneously.
- R. A holster may be legal for some shooters but not legal for other shooters due to different body shapes.
- S. A holster may be legal if worn snugly but illegal if sagging away from the body.
- T. For women shooters only, a dropped and offset (DOH) holster may be used. Concealment and cant rules apply.
- U. For women shooters only, when viewed from the front, a women's holster may not tilt out away from the body further than vertical, unless the shooter's body touches the grip of firearm.

8.5.1 Non-Permitted Holsters (Non-Inclusive list):

- A. Cross-draw carry
- B. Shoulder holsters
- C. Small of the back carry
- D. Appendix carry
- E. Pocket carry

8.6 Ammunition Carriers

8.6.1 General Ammunition Carrier Rules

- A. Instead of using ammunition carriers, shooters may carry spare loading devices in their pockets. Shooters may mix carry methods.
- B. One ammunition carrier per allowed ammunition feeding device may be worn on the belt. Each individual pouch in a multi-pouch carrier counts as one. One additional ammunition carrier may be worn behind the centerline of the body for the purposes of loading at the start of a stage. This carrier must be empty before the "Stand By" command.
- C. Ammunition carriers may be modified to meet IDPA rules.
- D. For male shooters only, ammunition carriers must hold the loading devices such that a 3/4 inch/19.1 mm dowel placed between the shooter and the device contacts both the shooter and the device simultaneously.

8.6.2 Magazine Carriers

- A. Must be suitable for concealed carry and all day continuous wear
- B. Must be worn on an IDPA legal belt
- C. Must cover 2" of the magazine as measured from the top of the cartridge rim down the back flat of the magazine tube
- D. Must cover the entire outer face of the portion of the magazine inside the carrier. The outer face is the side away from the shooter's body
- E. Must hold the magazine within 10° of vertical relative to the belt. (80° to 100° relative to the belt).
- F. Screws or knobs that extend past the outer face of the carrier are allowed if the adjustment screw(s) require a tool to change tension, the screws protrude less than 0.125" from the outer face of the magazine carrier, and they meet all other magazine carrier requirements. Additionally, all tension screws anywhere on a magazine carrier must require a tool for tension adjustment.
- G. "Bullets out" magazine pouches are not allowed.
- H. Magazine carriers must be worn in a location on the belt so that the front edge of the carrier or magazine is behind the shooter's hipbone.
- I. The same exact location for magazines, magazine pouches, and/or ammunition feeding devices in pockets must be used for every stage in a single match, unless otherwise specified in a stage description.

8.6.3 Speed Loader and Moon Clip Carrier Rules

- A. Be suitable for concealed carry and all day continuous wear.
- B. Speed loader carriers must either be of open top configuration that covers at least 45% of the diameter and 100% of the cartridge height when viewed from the front, and must retain the speed loader by tension or retain the speed loader with a snap or Velcro closure. Side cuts are permitted for thumb and index finger access only.
- C. Moon clip carriers must either be of open top configuration that covers at least 45% of the diameter and 100% of the cartridge height when viewed from the front, and must retain the moon clip by tension and a stud that protrudes through the center of the clip, or retains the moon clip with a snap or Velcro closure.
- D. Moon clips may not be retained in the carrier by 3 or less cartridges. Side cuts are permitted for thumb and index finger access only.
- E. Two speed loaders/moon clips may be worn directly in front of the holster. The speed loaders/moon clips worn in front of the holster must be within 1" of each other, and the speed loader/moon clip nearest the holster must be within 1" of the revolver pouch of the holster.
- F. The shooter may wear additional speed loaders/moon clips behind the hipbone on the weak side or behind the holster.
- G. The same exact location for speed loaders, speed loader pouches, moon clips, moon clip pouches, and/or ammunition feeding devices in pockets must be used for every stage in a single match, unless otherwise specified in a stage description.

8.7 Duty Gear Exemption

This duty gear exemption is for patrol type gear worn by uniformed personnel, not undercover, plainclothes, or investigative type gear.

Police and military personnel are allowed to use their duty rigs as follows:

- A. The duty holster must be a strong side belt or thigh holster with at least one retention feature.
- B. All retention features of the holster must be used.
- C. All belt equipment holders must be present, though the shooter may decide which belt equipment is present.

Police and military personnel using the duty gear exemption are exempt from:

- a. Using concealment garment
- b. Holster design and placement requirements (other than listed above)
- c. Ammunition carrier design and placement requirements
- d. Belt design and placement requirements

The duty gear exemption is available for Tier 1 matches only.

8.8 Miscellaneous Equipment

8.8.1 Knee Pads & Elbow Pads

Hard shell kneepads and elbow pads are not allowed.

Soft shelled pads, braces, and tape may be worn throughout a match without being concealed, provided they are worn for each stage of the match. Pads, braces, and tape worn under concealment garments may be put on and removed as the competitor sees fit.

8.8.2 Cleats

Cleated shoes may be worn so long as the cleats are made entirely from a rubber compound that you can push your fingernail into. No hard plastic or metal cleats are permitted.

8.8.3 Gloves

Gloves may be used.

8.8.4 Flashlights

Only hand held lights may be used in IDPA competition. For Physically Disabled shooters, refer to Physically Disabled Shooters Section.

Lights may not be attached to the shooter's hand, wrist, or arm in any fashion.

Rings or straps that go around any part of the shooter's body (finger, palm, wrist, etc.) are not allowed.

Lanyards may be present, but may not be used.

Police and military personnel using the Duty Gear Exemption with a firearm mounted light may not activate the mounted light, and are otherwise subject to the same hand held flashlight usage rules as other competitors. See rule 3.17.

8.9 Concealment Garments

8.9.1 Concealment garments hide the holster, firearm, ammunition carriers, and loading devices from view.

8.9.2 To see if the garment is legal, the competitor stands with their arms straight out to their sides, parallel to the ground. If the standing SO cannot see the previously listed equipment from the front, sides, or rear, then the concealment garment is legal.

8.9.3 Concealment garments may not be modified with plastic zip ties, wire, metal, Styrofoam, cardboard, or any similar material that would stiffen the garment or pockets. Patches may not be placed on concealment garment

pockets. Use of standard laundry starch is acceptable.

8.9.4 Weights may not be attached to concealment garments, but items may be placed in pockets.

8.9.5 Pocket flaps may be inserted into pockets.

8.9.6 Specially made pockets for magazine stowage after a reload may not be used.

9 CLASSIFICATION RULES

IDPA shooters are divided into 7 separate Classifications so that shooters may compete against others of like skill, using similar equipment. These Classifications are Unclassified, Novice, Marksman, Sharpshooter, Expert, Master, and Distinguished Master. New IDPA members are Unclassified in a division until they shoot their first IDPA Classifier in that division or receive an Equity Promotion in that division.

There are three ways a shooter's classification can change: by shooting the Classifier, by being promoted based on performance in a Sanctioned Match, or by an Equity Promotion.

The IDPA Classifier is a match that classifies shooters. Distinguished Master, however, is only attained by winning the Division Champion title or scoring within 3% of the Division Champion score at the IDPA U.S. Nationals, IDPA U.S. Indoor Nationals, or the IDPA World Championship.

9.1 Classification Database

The IDPA Classification Database is the only official record of Classifications. The IDPA Classification Database must be kept up-to-date and accurate by each IDPA club's Match Director, Club Contact, or designee.

When a Classifier Match is held, or a Classification Promotion occurs at a Sanctioned Match, the Club Contact, Match Director, or designee must upload the appropriate scores to the IDPA Classification Database within 7 calendar days.

9.2 Classification Frequency

9.2.1 Every IDPA member must shoot the Classifier at least once every 12 months, except Master and Distinguished Master class shooters.

9.2.2 A Match Performance Promotion in the last twelve months in a division counts as shooting the Classifier in the division they are promoted to.

9.2.3 Shooting and completing a Sanctioned IDPA match in the last 12 months (without a DQ or DNF) also counts as shooting a Classifier in the division in which the shooter competed.

9.2.4 Should a Match Director feel that a shooter should be shooting in a higher Classification level, the MD may require that the shooter shoot the Classifier again to reestablish a current Classification.

9.2.5 Every shooter in a Sanctioned Match must be classified within the previous 12 months in the Division in which he/she is entered. For a Sanctioned match, the Match Director or designee must confirm that every shooter is an IDPA member on match day and has a current Classification on match day in the Division and Classification entered in the match.

9.2.6 For local matches, it is sufficient to shoot a Classifier in the division most often entered. A shooter may compete in club matches in a division where a classification is not current within twelve months or the shooter is Unclassified, where the Equity Classification will be used.

9.2.7 Shooters may not go down in Classification except for permanent physical disability or for other irrevocable reasons. IDPA HQ will determine when this is appropriate and make the necessary adjustments to the Classification Database.

9.3 Universal Semi-Automatic Classification

The classification attained by shooting the Classifier in any semi-automatic pistol division shall be applied to all other semi-automatic pistol divisions. For example, if an SSP shooter receives an Expert classification, they are then also classified as Expert in CCP, ESP, and CDP.

9.4 Match Performance Promotion

- 9.4.1 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 Classifications above within that same Division. This method of Classification promotion calculation does not include DQ's, DNF's or match no-shows.
- 9.4.2 The winner of a class at a Sanctioned Match will be promoted to the next higher Classification if that shooter beats 9 shooters in that class or any higher class in that Division.
- 9.4.3 The 2nd place finisher of a class at a Sanctioned Match will be promoted to the next higher Classification if that shooter beats 19 shooters in that class or any higher class in that Division. This progression continues for the 3rd, 4th, 5th place, etc. in the match. For example, the 4th place finisher will be promoted if that shooter beats 39 shooters in that class or any higher class in that Division.
- 9.4.4 If 2 or more shooters in the same Division and Classification in a match have the exact same score, and that score qualifies for a Classification Promotion, all shooters with that score will be promoted.

9.5 Equity Promotion

- 9.5.1 A shooter's highest and lowest Classification in a semi-auto division can only differ by one Classification level. When a semi-auto shooter receives a Match Performance Promotion, the Equity promotion rule is applied to all semi-automatic Divisions. Divisions in which the shooter is Unclassified also receive an Equity Promotion by this rule if the highest Classification attained is Marksman or above. The Equity Promotion does not apply to or affect PCC, REV or BUG divisions. For example, if a shooter is promoted to Sharpshooter in a match, then the shooter's classifications in other semi-automatic divisions are updated to Marksman.
- 9.5.2 Equity Promotions do not count as shooting the Classifier. For divisions where the shooter's Equity Promotion applies, it defines the minimum classification that one can shoot under. The shooter still needs to meet the requirements of the rule above for Sanctioned Matches.
- 9.5.3 This rule does not apply to six firearm awards, which may only be attained by shooting Classifiers at the appropriate level.

9.6 The Pistol Classifier Match

The pistol classifier and the pistol caliber carbine classifier stage description, layout diagram and score sheets can be found at www.idpa.com

10 APPEALS PROCESS

The purpose of this process is to provide guidelines which promote constructive dialogue and resolution of shooter concerns at a sanctioned match. An appeal expresses dissatisfaction with a decision or interpretation of the current IDPA rules as applied by the Match Director, Safety Officers, or Stage Designers.

This process will govern IDPA sanctioned matches only. The IDPA Rules in the most current rulebook will be used as the guide for resolving disputes.

10.1 General Guidelines:

Appeals can be submitted by the following process.

An appeal can be made regarding a stage design before or after a competitor completes the CoF but must be submitted prior to final scores being posted.

10.2 Appeals Requirements

- 10.2.1 Shooters may verbally appeal an issue/decision to the Chief Safety Officer (CSO) of the stage on which the dispute arose, adhering to all aspects of the IDPA Shooter's Code of Conduct, immediately after attempting to shoot the CoF.
- 10.2.2 If the shooter and CSO still disagree, the shooter may verbally appeal the issue/decision to the Match Director

(MD), adhering to all aspects of the IDPA Shooter's Code of Conduct, within 15 minutes of receiving the decision from the CSO.

- 10.2.3 If the shooter and MD still disagree, the shooter shall alert the MD immediately of the shooter's intent to file a written appeal.
- 10.2.4 The shooter submits a written appeal within 30 minutes of informing MD of their intent. The preparation of the document rests solely on the shooter. Appeals received past this time limit will not be considered. The appeal should include the following information:
 - A. Shooter's name and contact information (including cell phone number, if applicable)
 - B. Brief description of the issue (100 words or less)
 - C. Names of witnesses and description of evidence, if applicable
 - D. Confirmation that the appeal has been expressed to both the CSO and MD
 - E. Specific rule and number from the current rulebook (including page number) that has been violated or is being reviewed
 - F. The desired outcome of the appeal

A fee of \$100 USD cash must accompany the written appeal.

10.3 Written Appeal Review

- 10.3.1 After receipt of the written appeal, the MD will deliver the document to the Area Coordinator (AC) of the region or his delegate, who will act as Lead of the Arbitration Team.
- 10.3.2 The AC will select a team of 3 shooters (including himself) who are certified Safety Officers to comprise the Appeals Team. Each member will have one vote. The Appeals Team Members should have no conflict of interest with the outcome.
- 10.3.3 The Appeals Team will review the document prepared by the Shooter and will retain the appeal fee until a decision is made.
- 10.3.4 The Team may request further information from the shooter, SO, CSO, MD, and witnesses, and may inspect any stage or area related to the appeal.
- 10.3.5 The shooter filing the appeal should not initiate communications with any of the parties involved with the issue or with the Appeals Team after the initial submission of the appeal.
- 10.3.6 The team will deliberate and render a decision within 1 hour after receipt of the appeal. This will be presented to the MD and the shooter who filed the appeal.
- 10.3.7 It is the responsibility of the MD to implement the Appeals Team's decision.
- 10.3.8 If the team supports the appeal, this may involve reinstating the shooter, providing the shooter with a reshoot, eliminating a penalty or withdrawing the stage from the match. In this case, the appeal fee will be returned to the shooter.
- 10.3.9 If the team does not support the appeal, the decision of the MD stands and the AC will forward the appeal fee to IDPA Headquarters.
- 10.3.10 All decisions by the Appeals Team are final and may not be appealed.
- 10.3.11 No third-party appeals will be accepted by a shooter on behalf of someone else.
- 10.3.12 The AC will provide a summary of the appeal and disposition to IDPA Headquarters within 1 week of the match completion date.

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