



What's New in `22



Purpose

- Adapt with changes in defensive training & EDC gear
- Evolve the sport
- Address points of confusion in 2017 RB
- Modify rules based on real world match experience
- Incorporate changes announced by IDPA HQ



Presentation Objectives

- This is not a comprehensive review
- Provide an overview of new and modified rules
- All members are expected to read the new IDPA Rulebook
- Safety Officers are expected to *know* this information

This presentation is not a substitute for reading the rulebook!





Rulebook Additions

Overview of Major Changes





Equipment

- Division specific equipment rules are now in appendix
 - Appendix A - SSP, ESP, CDP, CCP, BUG, REV, CO
 - Appendix B - PCC
- IWB rules have been modified to allow for appendix carry
- PCC10 has been added as an optional subdivision of PCC



Shooting Rules

- Rulebook now differentiates shooting & non-shooting actions
- Penalties only apply to shooting actions
- Non-shooting actions can not be penalized
- Examples of non-shooting actions:
 - Spoken words
 - Activating targets (rope, stomp box, etc)
 - Carrying an object
 - Dragging a dummy



Shooting Rules

- Shooter can not be **required** to move
 - Introduced after publication of 2017 rulebook by IDPA HQ
 - Rule is now fully incorporated into the rulebook
 - “While advancing...” or “While retreating...” is allowed in a stage description, but a shooter may NOT be penalized for failing to move
 - Time on the clock is a shooter’s only motivation to move
 - Shooter may move between or to a position of cover while engaging



Shooting Rules

- 'Retention' or 'From Retention' standardized
- Retention is an action defined by shooting with elbow, forearm or wrist held against their strong side torso while engaging.
- Strong hand only stage requiring shooting with retention shall not exceed 1 yard distance from the shooter



Rulebook Modifications

Overview





Division Capacity

- SSP division capacity increased to **15 rounds**
- CCP division capacity increased to **10 rounds**
- All others remain unchanged

- PCC10 was added as an *optional* **10 round** subdivision of PCC

Shooting Rules

Sweeping

- 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 is not grounds for disqualification
- After the muzzle of the firearm is clear of the holster and has rotated up on the draw, sweeping any part of the body is a Disqualification
- To minimize sweeping, shooters should always load while standing



Shooting Rules

Target Re-engagement

- No penalty shall apply when:
 - A shooter re-engages targets from another position within the stage
 - A shooter re-engages freestyle after a required SHO/WHO
- All muzzle safety rules apply to both engagement and re-engagement



Reloading Rules

- During reloads, ammunition feeding devices
 - With rounds must be retained
 - Without rounds do not need to be retained
- Stowage
 - Spare or partial feeding devices are considered stowed when placed in a pocket, belt or approved carrier. *Hands, mouths, armpits, etc are not approved carriers*
 - Dropped ammunition feeding devices with ammo must be stowed prior to the last shot in order to avoid penalties



Reload Rules

- Special Case: Rule 3.5.6.1
- Partial magazines do not need to be retained when:
 - Magazines start staged at the shooting position and
 - The shooter does not leave the position

This is commonly encountered when shooter starts and remains at table, barrel, or other fixed position with the ammunition loading devices staged for use



Cover/Concealment Rules

Low cover can be either horizontal or vertical

- Horizontal requires near-to-far engagement
- Vertical requires slicing the pie





Cover/Concealment Rules

Walls are

- Considered hard cover unless otherwise specified
- Simulated walls are considered impenetrable and extend from the ground to infinity unless otherwise specified
- Cannot be defined as vision barriers



Cover/Concealment Rules

- Simulated hardcover must be black
- Vision barriers:
 - Are not cover; shooter is “in the open”
 - No longer offer cover during reloads
 - May not be humanoid shaped
- Non-threat targets provide no cover or concealment



Fault Line Rules

- Fault lines (FL/FLs) **must**
 - Be used to mark a position of cover
 - Start at a cover object and extend away
 - Be 3' to 8' in length - **FLs No longer extend to stage boundary**
- Used to ensure shooter is *behind* cover
- One PoC == One FL; FL applies to ALL targets visible from PoC
- Windows/Ports >24" wide must use fault lines



Scoring Rules

- Targets hung backwards are not grounds for reshoot
- Simulated Threat/Non-threat are not hardcover
- Disappearing target - when at rest -1 or -0 are unavailable



Targets

- Targets may have their scoring area reduced
 - The area may be cut away or painted
 - The reduced area can only cover one half of one side
- Maximum target engagement distance
 - Scenario: 20 yards
 - Standard: 30 yards



Targets

- Activated targets
 - Shooter may not leave cover to advance prior to activation
 - Even in cases where the threat target is not yet visible
- After activation, a disappearing target that is no longer visible is not a threat

- Non-threats
 - Maximum of 1 non-threat for every 2 threat targets
 - Provide no cover or concealment



Equipment Modifications

Overview



Division Capacity

- SSP division capacity is now **15 rounds**
- CCP division capacity is now **10 rounds**
- ESP, CDP, BUG, PCC, REV remain unchanged
- PCC10 is an **optional** 10 round subdivision of PCC

- No additional loading devices beyond the above limits
- Downloaded starts do not change the loaded device count



Firearm Modifications

- Allowed:
 - Disabling storage locks and/or magazine disconnects
 - Disabling slide stops
 - Lasers and/or lights, provided the firearm otherwise conforms
- Disallowed:
 - Add-on weights
 - Compensators
 - Disconnecting safety devices



Equipment Changes

- ESP/CO
 - Prior restrictions have been largely removed
- CDP
 - Heavy or cone style barrels <4.25” are allowed
- CCP
 - Division capacity increased to 10 rounds
 - Power Factor reduced to 105
- PCC
 - PCC10 added; limited capacity subdivision



Equipment Changes - SSP

- Division capacity increased to 15 rounds
- No visible external modifications are allowed
- Grip Modules are not considered removable grips
- Exterior parts may be refinished
- Stippling/texturing may be applied to *replaceable* parts
- Aftermarket magazine releases, slide stops, safety levers, de-cocking levers, hammers, and triggers are not allowed
- Custom shop parts are not allowed

Equipment Changes - Holsters

- Drop and offset now allowed subject to cover garment rules
- Holster type and location

	Right Handed	Left Handed
Outside Waistband	2 o'clock to 4 o'clock	8 o'clock to 10 o'clock
Inside Waistband	12 o'clock to 4 o'clock	8 o'clock to 12 o'clock
Appendix	12 o'clock to 2 o'clock	10 o'clock to 12 o'clock

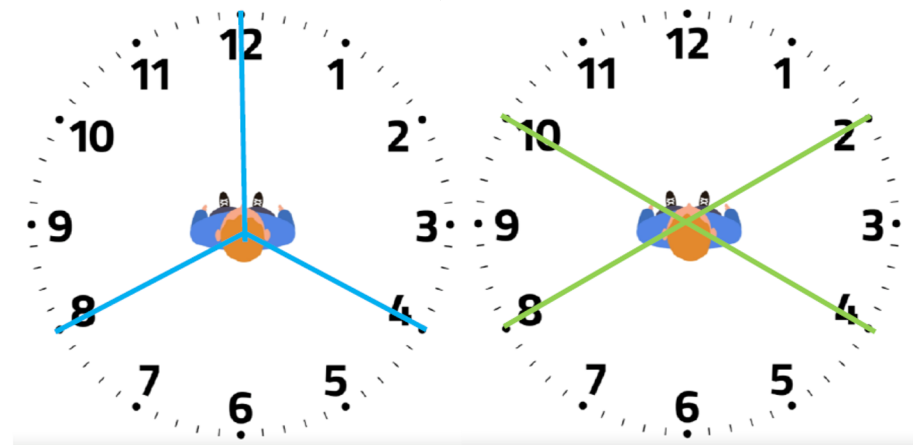


Figure 2 - IWB Holster Position Limits

Figure 1 - OWB Holster Positions Limits



Ammunition Carriers

- Not required, pockets or belt may be used
- May be modified to meet rules
- Must be suitable for all day carry
- Must be worn on an IDPA legal belt
- Must remain in the same position throughout a match

- Magnets may not be used in place of traditional carriers

Concealment Garment

- Must hide all gear from *any* direction
- This includes through mesh material
- If the SO sees your gear it is not concealed
This includes peeking out the bottom!

Test performed from “arms raised parallel to ground” position





Equipment Check

- Failing equipment check is no longer a DQ
- Shooter will receive a DNF
- Shooter may continue shooting the match for no score



Match Admin Changes

Overview





Classification Rules

- Classifier scores must be uploaded within 48 hours
- Shooters *should* shoot a classifier every 12 months (Does not apply to MA & DM)
- Division specific and equity classifiers no longer expire
- Division specific classifiers for
 - Tier 1-4 matches, may be older than 12 months
 - Tier 5, must be less than 12 months old



Subcategory Rules

- Apply a shooter's current status, e.g.
 - Military applies to *active* military, not Veterans
 - Press applies to shooters currently employed by a news agency
 - International applies to shooters *currently living* in another country
 - etc
- **SO-Staff**
 - Identifies Certified IDPA SOs working a match
 - Can be recognized as part of subcategory awards
 - Utilized by HQ for administrative purposes
 - Should be included in all Tier 2 & higher score uploads



Shooting Rules

- Stage Boundaries
 - Solely intended to separate shooting and non-shooting areas
 - May not be used to limit shooter movement
 - No longer need to be within 10yds of the furthest up range position



Steel Calibration

- No longer requires a .380 firearm and ammo
- Calibration is done with: 4.15.2
 - A firearm and ammo <95PF, if BUG is allowed
 - A 9mm or .38spl and ammo <105PF, if BUG is not allowed



Match Performance Promotion

- M-18.7.2 The winner of a class at a Sanctioned Match will be promoted to the next higher Classification if that shooter beats 5 shooters in that class or any higher class in that Division.
- M-18.7.3 The 2nd place finisher of a class at a Sanctioned Match will be promoted to the next higher Classification if that shooter beats 10 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 20 shooters in that class or any higher class in that Division.



Just because the rulebook doesn't prohibit it, doesn't mean it is allowed!

Thank You
