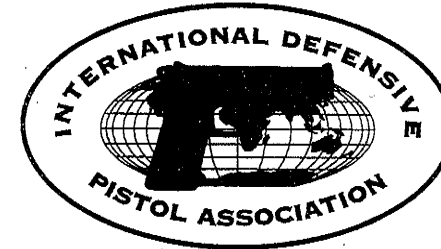


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OFFICIAL RULE BOOK

Effective 11-07-97

"The Real Practical Shooting Sport"



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Equipment and Competition Rules of the International Defensive Pistol Association, Inc., adopted 10/26/96, Up-dated 11/7/97. Copyright © 1997 International Defensive Pistol Association, Inc.

Following are the official rules governing "Defensive Pistol" Competition as a sport. These rules and any ruling not covered in these rules shall be decided by the match director and his/her decision shall be final.

THE CONDUCT OF DEFENSIVE PISTOL COMPETITION

Purpose:

Defensive Pistol shooting as a sport is quite simply the use of practical equipment including full charge service ammunition to solve simulated "real world" self-defense scenarios. Shooters competing in Defensive Pistol events are required to use practical handguns and holsters that are truly suitable for self-defense use. No "competition only" equipment is permitted in Defensive Pistol matches since the main goal is to test the skill and ability of the individual, not their equipment or gamesmanship.

Principles:

- To create a level playing field for all competitors to test the skill and ability of the individual, not their equipment or gamesmanship.
- To promote safe and proficient use of guns and equipment suitable for self-defense use.
- To offer a competition forum for shooters using standard factory produced service pistols such as the Beretta 92F, Glock 17, etc. (STOCK SERVICE PISTOL Division), for shooters using popular single action 9mm/40 pistols which have been modified for carry (ENHANCED SERVICE PISTOL Division), for shooters using 1911 style single stack .45's which have been modified for carry, not competition (CUSTOM DEFENSIVE PISTOL Division) and for shooters using service revolvers such as the popular Smith & Wesson 686 (STOCK SERVICE REVOLVER Division).

- To provide shooters with practical and realistic courses of fire that simulate a potentially life threatening encounter or that tests skills that would be required to survive a life threatening encounter.
- To offer a practical shooting sport that is responsive to the shooters and sponsors, with unprecedented stability of equipment rules.
- To offer a practical shooting sport that allows the competitors to concentrate on the development of their shooting skills and fellowship with other like minded shooters.

Courses of Fire:

Courses of fire must either simulate a potential real life self-defense scenario or test shooting/gun handling skills that would be necessary in a real life self-defense scenario. The maximum number of shots required for any string of fire is 18. The majority of shots fired in a Defensive Pistol match will be under 15yds and many stages will start with your equipment concealed. Precision close range shooting on the move and at moving targets is also to be encouraged. Every effort will be made to keep all courses six (6) shot revolver neutral. Emphasis will not be placed on physical ability, but rather shooting and gun handling skills. A comprehensive Defensive Pistol course of fire book is supplied to all clubs and is available for a nominal fee to the general membership.

Targets:

The official Defensive Pistol target is an 18"x30" cardboard silhouette with a 8" round "A-Zone". The value of the scoring zones are 5, 4 and 2 points, respectively. However, since the Vickers Count (see below) operates with a "point down" system the target is set up to directly reflect this scoring method. Hence, the target is scored -0, -1 and -3, see enclosed drawing on page 23 of this book.

Scoring Method:

Vickers Count- Vickers Count scoring is based on assessing the shooter a "Time" penalty for every point they drop from the total "Possible" point score (points down). To score Vickers Count simply take the time it took to complete the string of fire (raw time) and ADD five tenths (.50) of a second for each point down from the possible score. Add any applicable penalties and total for your Final Score. As many shots as desired may be fired but only the best hits as specified by the course description will be scored (Example: if 2 hits per target are specified in the course description and you fire 3 shots, ONLY the 2 highest scoring hits will count for score).

Limited Vickers Count- Same as Vickers Count described above except the number of shots you can fire on any string is limited to the number specified in the course description, any pick-up shots will incur a procedural penalty of three (3) seconds per extra shot fired and one of your highest scoring hits will be deducted from your point score for each extra shot fired. Limited Vickers scoring is used to allow multiple strings to be fired without having to score the targets after each string of fire, thus making the stage run quicker. Limited Vickers should only be used to score *Standard Exercises* courses and is not suitable for *Scenario* stages.

Penalties for Vickers Count-

- Procedural Error:* add three (3) seconds per infraction
- Hits on Non-Threat Target:* a single five (5) second penalty will be assessed per non-threat target hit
- Failure to Neutralize:* add five (5) seconds per infraction (this penalty applies to any target that scores LESS than four (4) points total, regardless of the total number of hits specified)
- Failure to Do Right:* add twenty (20) seconds to total score

PAR Time- Standard exercises are often scored on a PAR time basis. This means each string of fire will have a specific "pre set" time "Limit" to shoot the required number of rounds. (Example: 2 1/2 seconds @ 25 yards to draw and fire one round.) As long as all shots are fired within the time "Limit", points scored on the target/targets is all that counts. Unlike **Vickers Count** your final score will be in points rather than time.

Penalties for

- PAR Time-** *Procedural Error:* deduct five (5) points per infraction
- Hits on Non-Threat Target:* a single ten (10) point penalty will be deducted per target hit
- Failure to Do Right:* deduct 200 points from your final score

DNF - If a shooter cannot finish a stage due to a broken firearm they will be scored one of the two following ways, whichever will give them the best score: #1 All required shots that were not fired will be scored for points down and failure to neutralize, this time penalty will be added to their total score up to the point where the firearm broke. #2 The minimum number of shots required for the stage will be multiplied by three (3) seconds for a stage score.

Minimum Power Floors:

The goal is to compete with "service type" ammunition, not light target ammunition, therefore the following minimum power floors will be in effect.

- Minimum power floor for STOCK SERVICE PISTOL division is 125,000 (bullet weight x muzzle velocity).
- Minimum power floor for ENHANCED SERVICE PISTOL division is 125,000 (bullet weight x muzzle velocity).
- Minimum power floor for CUSTOM DEFENSIVE PISTOL division is 165,000 (bullet weight x muzzle velocity).
- Minimum power floor for STOCK SERVICE REVOLVER division is 125,000 (bullet weight x muzzle velocity).

Typically, you will chronograph three (3) rounds, if two of the 3 exceed the power floor, the competitor is in compliance. If there is any question as to the bullet weight, a bullet should be pulled and weighed using a powder scale.

Classifications:

In order for all shooters to be able to compete with their peers, Defensive Pistol competitors will be divided in four classifications within each division based upon their skill level. Classifications will be as follows: Master 85 - 100%, Expert 70 - 84.9%, Sharpshooter 55 - 69.9%, Marksman 40 - 54.9%, Novice - under 40 percent. Defensive Pistol has a very quick and easy method of classifying shooters. Simply take your membership card to any affiliated club and shoot our 90 round classifier match. The match organizer or club president will then be able to assign you a classification on the spot. You must, however, shoot a separate classification match for each division you wish to compete in. You will receive a copy of the "Classifier Match" when you join the International Defensive Pistol Association. **Official IDPA targets must be used for all classifier matches.**

Prizes & Awards:

Defensive Pistol shooting is a "Trophy" only sport, therefore NO cash or merchandise awards will be made. Defensive Pistol competitors will be shooting to develop their shooting skills and for the prestige of winning. Trophy/plaque awards shall be presented to the top shooters in each division and class at Club matches, State championships, Area championships, National championships and International championships. Product prizes may be awarded occasionally by "chance" and may be part of your shooters packet contents.

Divisions of Competition:

Defensive Pistol is divided into **Four** separate divisions of competition, so shooters using all popular service type pistols and revolvers will have a place to compete competitively. These divisions are **TOTALLY SEPARATE** from each other, i.e. STOCK SERVICE PISTOL division shooters compete **ONLY** against other STOCK SERVICE PISTOL competitors, ENHANCED SERVICE PISTOL division shooters compete **ONLY** against other ENHANCED SERVICE PISTOL Competitors, CUSTOM DEFENSIVE PISTOL division shooters compete **ONLY** against other CUSTOM DEFENSIVE PISTOL competitors, STOCK SERVICE REVOLVER division shooters compete **ONLY** against other STOCK SERVICE REVOLVER competitors. There will be awards for winners in all classes within ALL four divisions. At club level events, competitors may shoot in all divisions, however the first division you shoot in will be for awards.

STOCK SERVICE PISTOL division is intended to offer a place in competition for shooters using popular "stock" Double Action/Safe Action factory service pistols such as the Glock, Beretta, S&W, Ruger, Browning and Sig.

ENHANCED SERVICE PISTOL DIVISION is intended to offer a place in competition for shooters using popular Single Action 9mm/.38/.40 service pistols such as the Browning HP, CZ-75, EAA Witness and 1911A1 pattern pistols.

CUSTOM DEFENSIVE PISTOL division is intended to offer a place in competition for shooters using the "practical" custom 1911 style 10mm/.45 single stack pistols, while still allowing shooters using the various hi-capacity pistols such as the Para-Ordance, STI/SVI and Glock 20/21 to compete on equal ground. There are many out-of-the-box 1911 style pistols that can be used competitively in this division with little or no custom work.

STOCK SERVICE REVOLVER DIVISION is intended to offer a place in competition for shooters using popular service revolvers. The goal is to have competitors using common proven service revolvers such as the Smith & Wesson Model 66, 686 or Ruger GP-100.

No **Competition Only** type modifications are permitted. Basically, if you wouldn't carry it to defend yourself, you can't shoot it in Defensive Pistol competition.

Equipment:

All equipment used in Defensive Pistol matches must meet the following simple guidelines; equipment must be practical for self-defense use, concealable, suitable for all day continuous wear and must be worn in a manner that would be appropriate for all day continuous wear. The match director will be **REQUIRED** to disallow any equipment that does not meet this simple criteria. If you wouldn't carry it to defend yourself, you can't shoot or use it in Defensive Pistol competition.

NOTICE: If you are caught using equipment that is not in the guidelines set forth and not in the spirit of Defensive Pistol "PURPOSE", and the Match Director is convinced you did so to gain competitive advantage, you will be disqualified from the entire match.

STOCK SERVICE PISTOL DIVISION

Handguns permitted for STOCK SERVICE PISTOL division must be Double Action, Double Action ONLY or Safe Action and be of 9mm (9x19) or larger caliber, be readily available on dealers shelves, have a minimum annual production of 2000 units (Discontinued models must have had a total production of 20,000 units) and meet the following criteria:

Pistol including magazine must fit in a box measuring 8 3/4" x 6" x 1 5/8". **No external modifications other than changing sights and grips will be permitted.** To reduce cost and provide a level playing field for all pistols permitted, the maximum number of rounds that may be loaded in a magazine is ten (10).

NON-INCLUSIVE list of pistols permitted: (These are just examples of pistols that meet STOCK SERVICE PISTOL DIVISION requirements and is not meant to be a definitive list of approved pistols)

Astra A-75, A-100, Beretta 92FS, 96, Cougar, Browning, BDA, CZ 75, 85, 100, Daewoo DP-51, DH-40, Desert Eagle Baby Eagle, EAA Witness, FEG PJK-9HP, Glock 19, 17, 20, 21, 22, 23, 26, 27, 29 & 30, H&K USP, P7M8, Khar K9, K40, Ruger P89, KP89, KP90, KP93, KP94, P95, Sig 220, 225, 226, 228 & 229, Smith and Wesson 908, 909, 910, 1006, 3913, 3953, 4506, 4516, 4566, 4586, 6904, 6906, 6946, 4013, 4053, 4046, 410, 4006, 4043, 5903, 5904, 5906, 5946 & Sigma, Smith & Wesson Performance Center Shorty 9, 40 & 45, model 5906 Tactical, Taurus PT92, PT908, PT99, PT100, PT940, PT101, PT945, PT911, Walther P88, P-99

NOTE: Selective DA/SA pistols MUST begin hammer down.

INCLUSIVE list of permitted modifications: (If it's not on this list, it can't be used in Defensive Pistol competition)

- Change of sights to another conventional notch and post type
- Change of grips to another style or material that is similar to factory configuration (no weighted grips)
- Slip-on grip sock and/or skateboard tape
- Action work to enhance trigger pull as long as safety is maintained
- Reliability work to enhance feeding and ejection
- Internal accuracy work to include replacement of barrel with one of factory configuration

NON-INCLUSIVE list of **EXCLUDED** modifications:

- Externally visible modifications other than grips or sights
- Heavy barrels and/or barrel sleeves (factory or aftermarket)
- Add on weights of any type, weighted magazines
- Sights of non-standard notch and post type
- Porting of barrels (factory or aftermarket)
- Compensators

ENHANCED SERVICE PISTOL DIVISION

Handguns permitted for ENHANCED SERVICE PISTOL division must be Single Action or selective SA/DA and be of 9mm (9x19), (9x21), (9x23), .38 Super, .357 Sig, .40 S&W, and meet the following criteria:

Pistol including empty magazine must fit in a box measuring 8 3/4" x 6" x 1 5/8" and have a maximum unloaded weight of 43 oz.. To reduce cost and provide a level playing field for all pistols permitted, the maximum number of rounds that may be loaded in a magazine is ten (10).

NON-INCLUSIVE list of pistols permitted: (These are just examples of pistols that meet ENHANCED SERVICE PISTOL DIVISION requirements and is not meant to be a definitive list of approved pistols)

Browning HP, CZ-75, EAA Witness, Colt Govt., Commander, Springfield 1911A1, Military 1911 and 1911A1, AMT Hardballer, Auto Ordnance 1911A1, STI/SVI, Para Ordnance and H&K P7, Smith & Wesson Performance Center 9mm, 356TSW & 40 Limited, PPC

INCLUSIVE list of permitted modifications: (If it's not on this list, it can't be used in Defensive Pistol competition)

- Change of sights to another notch and post type
- Change of barrel to another of standard configuration
- Change of grips (no weighted grips)
- Internal accuracy work to include replacement of barrel with one of factory configuration.

- Internal reliability work
- Checker frontstrap and backstrap
- Checker or square and checker trigger guard
- Cosmetic checkering/serrating
- Extended thumb and grip safeties
- Full length guide rod manufactured of material that is no heavier than common steel
- Change of hammer and other trigger action parts to enhance trigger pull
- Beveled magazine well and add-on well extensions
- Custom finishes

NON-INCLUSIVE list of **EXCLUDED** modifications:

- Heavy barrels, cone barrels and/or barrel sleeves (factory or aftermarket)
- Porting of barrels
- Compensators
- Add on weights, weighted magazines, tungsten guide rods, extended dust covers
- Sights of non-standard notch and post configuration
- Extended oversize magazine release buttons
- Trigger shoes

CUSTOM DEFENSIVE PISTOL DIVISION

Handguns permitted for the CUSTOM DEFENSIVE PISTOL division must be 10mm Norma, .400 Cor-Bon or .45 ACP caliber and meet the following criteria:

Pistol including empty magazine must fit in a box measuring 8 3/4" x 6" x 1 5/8" and have a maximum unloaded weight of 41 oz.. To reduce cost and provide a level playing field for all pistols permitted, the maximum number of rounds that may be loaded in a magazine is eight (8).

NON-INCLUSIVE list of pistols permitted: (These are just examples of pistols that meet CUSTOM DEFENSIVE PISTOL DIVISION requirements and is not meant to be a definitive list of approved pistols)

Colt Government model, Gold Cup, 1991A1, Officers Model, Springfield Armory 1911A1, Auto Ordnance 1911A1, Les Baer Premier II, Custom Carry, Prowler IV, SRP, Wilson 1996 A2, Kimber 1911A1, Para-Ordnance P10, P12, P13, P14, Glock 20, 21, EAA Witness, S&W 1006, 4506, Smith & Wesson Performance Center model 845, 45 Limited, Sig 220 and other 1911 style pistols built on aftermarket frames and slides such as Springfield Armory, Caspian, CMC, Wilson, Baer, STI, SVI and Nowlin if 5" or shorter conventional bushing type standard weight barrels are used and all other stipulated criteria is met.

INCLUSIVE list of permitted modifications: (If it's not on this list, it can't be used in Defensive Pistol competition)

- Change of sights to another notch and post type
- Change of barrel to another of standard configuration
- Change of grips (no weighted grips)

- Internal accuracy work to include replacement of barrel with one of factory configuration.
- Internal reliability work
- Checker frontstrap and backstrap
- Checker or square and checker trigger guard
- Cosmetic checkering/serrating
- Extended thumb and grip safeties
- Full length guide rod manufactured of material that is no heavier than common steel
- Change of hammer and other trigger action parts to enhance trigger pull
- Beveled magazine well and add-on well extensions
- Custom finishes

NON-INCLUSIVE list of EXCLUDED modifications:

- Heavy barrels, cone barrels and/or barrel sleeves (factory or aftermarket)
- Porting of barrels
- Compensators
- Add on weights, weighted magazines, tungston guide rods, extended dust covers
- Sights of non-standard notch and post configuration
- Extended oversize magazine release buttons
- Trigger shoes

STOCK SERVICE REVOLVER DIVISION

Any revolver of 9mm/.38 Special Caliber or larger with a barrel length of 5" or less (7 & 8 shot revolvers permitted, but may only load six (6) rounds). **No external modifications other than changing sights and grips will be permitted.**

NON-INCLUSIVE list of pistols permitted: (These are just examples of pistols that meet STOCK SERVICE REVOLVER DIVISION requirements and is not meant to be a definitive list of approved revolvers)

Smith & Wesson model 10, 13, 15, 19, 29, 64, 65, 66, 67, 586, 629, 625, 686 and 657, Ruger Security-six and GP-100, Colt Python, Trooper, King Cobra and Anaconda, Taurus 82, 85, 83, 65, 66, 669, 689, 608 and 44, Rossi 971 and 851

INCLUSIVE list of permitted modifications:

- Change of sights to another conventional notch and post type
- Change of grips to another style or material that is similar to factory configuration (no weighted grips)
- Action work to enhance trigger pull as long as safety is maintained
- Chamfer cylinder

The following modifications are SPECIFICALLY DIS-ALLOWED IN ALL DIVISIONS - compensators of any type including Hybrid or ported barrels, add on weights for a competitive advantage, heavy barrels and sights of non-standard configuration (ie. ghost rings, etc.).

HOLSTER and AMMUNITION CARRIER GUIDELINES

Holsters and ammunition carriers permitted for Defensive Pistol competition must be specifically designed and marketed for concealed carry use NOT for range or competition use and must be suitable for continuous all day concealed carry wear. A three man holster committee will review and decide which holsters best meet IDPA criteria. Additional holsters will be added to the list as they are approved by the holster committee and rule books are re-ordered. The web site is your best source for an up-to-date listing. ALL retention features of the holster MUST be used. Holsters for auto pistols must fully cover the trigger when the pistol is holstered. Holster and pouches must be worn on a belt that passes through regular pants loops. The holster must position the pistol so the center of the trigger pad is behind the centerline of the body from a side view and all magazines and magazine carriers must be positioned behind the center line. If you can conceal your pistol/holster/ammunition carriers with a light wind-breaker and comfortably draw your pistol while seated in an automobile with bucket seats, your equipment is probably okay. **Exception** - Police officers may use their duty rig, but ALL retention features of the holster MUST be used, police officers must use a concealment holster on those stages specifying a concealed carry start.

INCLUSIVE list of holsters permitted for Defensive Pistol competition effective 11-7-97:

HOLSTERS & MAGAZINE/SPEEDLOADER POUCHES MAY NOT BE MODIFIED AND THEY MUST BE USED IN THEIR ORIGINAL FACTORY CONDITION FOR IDPA COMPETITION.

Aker Special Agent, Belt Slide, DEA, 132, 133, 134, 135, 136, 137, 138, 139, 142, 143, 148, 120, 144, 152, 154, 158, 166, 258, Alessi Talon, Belt Slide, Hideout, DOJ, Andrews Tension Saddle, Mac Daniel 2, IPSC Saddle, Hybrid Saddle, Bear's Den Belt Slide, Pancake, Scabbard, Bianchi Shadow, Askins Avenger, Black Widow, Pistol Pocket, Waistband, Hip Hugger, Talon, PDQ, #80 Pinch, Accu Mold Belt Slide, Paddle, Blade Tec IWBs, Belt Slide, Paddle, Standard Scabbard, Bruce Nelson Summer Special, Professional, Jim Burke Belt slide, Del Fatti Leather LP, SLP, BPB, ISP-3, De Santis Speed Scabbard Pro-Fed, Mini Scabbard, Cozy Partner, Companion, Yaqui, Viper, Dillon LTD, Master, Desert Special, CLS, Paddle, Don Hume Double Nine, Five Way, Agent 9, Breakfront, H724, H726, Pancake, Five Way, Fletch, First Agent, JIT Slide, V-Slide, Threepersons, Eagle Ind. ITP, Bodyguard, HRBF, BHRH, FBH, DH-HRM, Ed Brown model 1801, El Paso Saddlery Threepersons, #2, #77, #88, Ernie Hill Ultimate Cover, Ghost Slide, Concealed Speed, Inside Edition, Galco Combat Master, FLETCH, Silhouette, JAK Slide, Avenger, Firm NSA, Royal Guard, Scout, Speed Master, Concealable, Yaqui, Firm, Paddle, Phoenix, Gallager Texican, ABS, Jeffee, ADS, GK Top Gun, Flat Guard, Spectre, Skin Gun, Street Patrol, Navarro, Gould & Goodrich B745, B730, B737, B747, B29, B39, B38, 733, 729, 09, B742, 3001, Heinie 700 DOJ, Hellweg Tactical Speed, Speed Paddle, Gold Coast, Lightening Ridge, Walkabout, Bush Damper, Holsters Plus Inside pants, Quickster Responder, Quickster Shorty, Expediter, Responder, Horseshoe Leather MLS, ML, 30, 28, 32, TJM, 62, 22, PDS, PD, H22HS, HML, Hoyt 580B, 580K, IHL Desert Special, Desert Master, Kramer Belt Scabbard, Vertical Scabbard, IWB #2, MSB Paddle, Ky-Tac Braveheart, Point 5, Leather Arsenal DCS-H, SSH, Mad Dog High Ride, Inside the Pants, Taylor Thunderbolt, M/D Enterprises SVS, BS-1, BS-2, ABP, AAP, RCS, TDS Mitch Rosen Belt Slide, Ayooob Rear Guard, Middleman, Sport, Workman, Harmon's Request, Factor, Nancy Special, Straightman, Upper Limit, Mixson TBHL, BH, Gator, Murnak Superside, Pancake, Standard, Security, Cut Off, Secret System, Security Chief, Undercover, Inside/Outside, High Ride, Paddle, Sport 2, Full Coverage, Sport 3, Vanguard, Low Profile, Sport, Detective, Chief, Neuman Speed Six, Belt Slide, NMC Belt Slide, Safariland mod. 21, 527, 530, 38,

28, 5181, 518, 20, 1070, 1071, 4050, 4051, 4052, 4060, 4061, 4070, 4071, 0701, 328, Nylok, IWB's, Pancake, Sparks Executive Companion, Summer Special, Roadrunner, 55BN, Yaqui Slide, Mirage, Heritage, PMK, Stallion Leather S104, S106, S108, Strong Piece-Keeper Pancake, First Chance, Slide, Piece-Keeper Paddle, Side Winder, Ted Blocker 710, DA1, DA2, 24A, 911, 911T, X16, G-1, B5, 10, 12, LF1, Hersey 4-way, ST-17, ST-17B, S18, S19, Tex Shoemaker Hugger, PL Paddle, PC, PL, N14, IWB's, Pancake, Triple K Lightening, Concealer I, Ghost, Thunder, speedster, Skeleton, Uncle Mike's Mirage, Side Bet, Super Belt Slide, IWB's, Wilson Combat Lo-Profile, Rapid Response, Tigershark, Covert Companion, Belt Slide, Wild Bill's Concealed Carry Special, Gun Paddle, Summer Heat, Extreme Heat, Southern Comfort, Classic Speed, Belt Slide, Rock Solid, Undercover, NBS

Stability of Rules:

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

Competition Rules:

1. Unsafe gun handling will result in disqualification from the entire match. Some examples of unsafe gun handling are: Handling a loaded firearm except while on the firing line, endangering another person, dropping a loaded firearm.
2. Any attempt to circumvent or compromise the spirit or rational of any stage either by the use of inappropriate devices or equipment or technique, will incur a twenty (20) second penalty (Vickers Count Stage) or a two-hundred (200) point penalty (PAR Time Stage); this is the "FAILURE TO DO RIGHT RULE".
3. Unsportsman like conduct, unfair actions or the use of illegal equipment which in the opinion of the match director, tends to make a travesty of the defensive shooting sport shall result in disqualification from the stage or the entire match at the discretion of the match director.
4. A premature shot in the holster or striking behind the firing line or into the ground downrange closer to the firing line than two yards, shall disqualify the shooter for the entire match.
5. The muzzle must never be pointed behind the 180° firing line except while holstered, drawing or during re-holstering. Any violation of this rule which endangers another person will result in disqualification from the entire match. Safety officers/spectators should NEVER stand directly behind a shooter during the start command.
6. Pistols will not be loaded except when directed by a safety officer. * (See page 12)
7. Shock resistant eye protection and ear protection are required of anyone within 50 yards of the firing line.
8. After completing any firing problem, shooter must unload, show clear and re-holster before turning uprange or leaving the firing line. * (See page 12)

9. Pistols used in competition shall be serviceable and safe. If any pistol is observed to be unserviceable or unsafe, it shall be withdrawn at the request of the match director. In the event that a pistol cannot be loaded or unloaded due to a broken or failed mechanism, the shooter must notify the safety officer, who will take such action as he thinks safest.
10. During loading, unloading, drawing, re-holstering, while moving or during remedial action, fingers must be outside the trigger guard and the muzzle must be directed downrange. Failure to do so will result in a three (3) second procedural error penalty. Multiple violations of this rule could result in disqualification from the entire match at the discretion of the Match Director.
11. During a contest, shooters not firing will refrain from handling their pistols except at designated safe areas. Magazines and speedloaders may be reloaded while off the firing line, but NO live ammo is to be handled at the safe area. The normal condition of pistols not actually engaged is holstered and unloaded, with hammer down and magazine removed. * (See page 12)
12. In any single contest, a shooter must use the same pistol in all stages of the contest, except that a shooter may use another pistol of the same type, action, and caliber as that with which he commenced the contest if his/her starting pistol becomes unserviceable during the contest. Shooter may resume the contest at the next scheduled "start signal", but shooters may not re-shoot any previous stages.
13. No shooter shall wear or use two pistols unless dictated by the specific course of fire at hand.
14. Pistols must start from mechanical condition of readiness appropriate to their design. In general, single-action autos will start cocked and locked, double-action autos will start hammer-down and locked or unlocked. However, unusual designs may be started in other ways. Selective double-action autos may start cocked and locked or hammer down, the Tokarev may start from half cock, and other exceptions may be made as new designs demand.
15. In general, all firing problems will be started with the pistol holstered and safe, hands clear of equipment as directed by the course director. Other positions for the pistol may be stipulated (table top, drawer, pack, purse, or in the firing hand).
16. In cases where metal targets are used which may be damaged by excessive penetration, the club conducting the contest may prohibit cartridges that may damage the equipment. Metal piercing and incendiary or tracer ammunition is prohibited.
17. TACTICAL LOAD: Courses of fire may require that while firing a stage, no loaded ammunition carriers (ie. magazines, speedloaders) may be left behind if the shooter moves to another firing position. The shooters-firearm will be considered LOADED when the fresh magazine is seated or revolver cylinder is closed. Failure to do so will result in a three (3) second procedural penalty per infraction.
18. On stages requiring the shooter to reload, but not designated as a TACTICAL LOAD stage, the shooter may be required to shoot the gun dry before reloading to more closely simulate a "real world" situation. Failure to do so will result in a three (3) second procedural penalty per infraction.

19. All reloads must be executed behind cover if cover is available and must be completed before leaving cover. More than 50% of the shooters "A-Zone" must be behind cover till the shooter is LOADED. The shooter will be considered LOADED when the fresh magazine is seated or revolver cylinder is closed. Failure to do so will result in a three (3) second procedural penalty per infraction.
20. Once the ready position is assumed and "standby" command has been given, it may not be changed before the firing signal. Moving the hand towards the pistol in the ready position will result in a three (3) second procedural penalty.
21. On paper targets, a shot, the outside diameter of which touches any part of a scoring ring counts for the value of the ring. Radial tears in the paper exceeding two bullet diameters will not count.
22. On PAR time stages, if a shooter fires after the signal to cease fire, he will be penalized five (5) points for each shot so fired.
23. If a shooter has more hits on his paper than allowed in a given PAR time string, the maximum value for each excess shot shall be subtracted from his/her score, except when it can be established to the satisfaction of the contest director that the hits in question are of a different caliber from that used by the shooter in question, or when it can be positively proven that another shooter was guilty. In the latter case, the shooter whose target was fired upon by another shooter will be allowed to fire the stage over.
24. If a shooter fires before the firing signal, he shall be charged with a procedural penalty of three (3) seconds for Vickers count or five (5) points if PAR time.
25. Ties shall be broken in a manner decided upon by the club conducting the contest. However, this shall always be done by shooting, not by chance.
26. It shall be the responsibility of each shooter to keep account of his score along with the scorekeeper. If there is an error in the scorekeeper's final tally, it shall be the responsibility of the shooter to protest the final results within one hour of the posting of final scores. Failure to file a protest with the score keeper prior to the above time nullifies any claims made thereafter.
27. No re-shoots will be allowed for gun or "mental" malfunctions except when shooting the "Classifier" match.

***The question of Hot and Cold ranges at the local club level is subject to individual club policy, it is the sole responsibility of local clubs and is beyond IDPA control. State, regional and national championships sanctioned by IDPA will be required to have cold ranges.**

Range Commands:

Standard range commands are as follows:

Load and make ready, shooter ready, standby, start signal (start signal can be verbal, audio buzzer, ie: timer or visual at the discretion of the range master) NO "sight pictures" will be allowed. Unload and show clear, holster, range is safe.

Hard Cover/Soft Cover:

If a stage specifies "Hard" cover, any shot that puts a full diameter hole in the "Hard" cover and continues on to penetrate the target will be scored as a MISS. If "Soft" covered is specified, shots penetrating "Soft" cover will be scored as HITS. We recommend that clubs/course designers standardize on WHITE for "Soft" cover simulation

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

IDPA Course Design Rationale

Of the many concepts set forth in the establishment of IDPA, none is more important than the requirements of Course Design. When the IDPA founders set out to structure 'Defensive Pistol' guidelines, the one area that became very critical to the long-term survival of this shooting discipline was the problems that shooters are asked to solve must reflect reality. Requirements like the use of cover, reloading behind cover and the limit of 18 rounds per string of fire were all based upon the principle that defensive pistol shooting should help promote sound basic self-defense tactics and test the skills you would need in a real self-defense encounter. Other guidelines in Course Design such as most ranges being 15 yards or less reflect the fact that real life self-defense requirements rarely require handguns to be used beyond this distance. If on special occasions you want to utilize targets in excess of 15 yards this can be allowed to test shooting skill. Our goal is to make the ranges at which we engage targets to be within the norm of most self-defense scenarios.

The issue of distance that a shooter must travel in any scenario is clearly an issue also. Any movement of the shooter from start position to the final firing position should not exceed ten yards. We do not wish to see IDPA matches turn into track and field events. Think about it, few self defense scenarios require the shooter to run or cover a very long distance. If you allow your stages of fire to exceed more than 10 yards of movement, you begin to reward foot speed not shooting ability. Our Vickers Count scoring system is very good when applied to shooting, but becomes distorted when time is excessive for long distance of travel or the need to negotiate obstacles requiring more time than actual shooting does. Beware of course design that places too much effort in moving over a long distance or getting around obstacles.

If barricades or other range props that are designed to allow the shooter to use them for cover are provided, make sure that they are used properly. Make the shooter stays behind the cover area while actually shooting or reloading. A common problem is when using some form of low barricades, many shooters will want to squat and shoot, then move quickly to the next firing area. This type of tactic is very common in IPSC. Clearly, the squat position is fastest to use in many events... but it is a match tactic and not a viable survival one. If you are going to use low cover for protection, you will not use this gamesman squat. The answer to solve the problem of using a low cover position is to require the shooter to have at least one knee on the ground when

actually firing. Now someone is bound to note that older shooters will be slower on this than young ones ... or a person with a prior knee injury will not be able to do this technique as well as someone with a good set of knees. This is a fact of life, and will be exactly the same in a real life self defense scenario.

Of key importance, when developing a new IDPA stage of fire, think about just what it is that you are trying to simulate. Ask yourself, "could this really happen?" or would this stage test skills that would be viable and likely used in a defensive pistol shooting scenario. Some stages are by nature going to be short in the number of rounds fired. Real life self defense shooting rarely require a high number of rounds to be fired. You could design some really great scenario stages around four or five round strings. The way to make it more challenging is to make the contestant do the same drill with different methods such as strong hand only, fired from a close in retention position, or maybe while backing up. Consider a variety of different ways a real life encounter could be solved, then make your strings of fire reflect it. One of the great sins of course design is the practice of many course designers to get overly complex. Complexity is the enemy of any course design. Keep it simple. Targets can be color-coded or have symbols attached. Each string of fire can be started by allowing the contestant to open a book or turn over a card to identify a color or symbol which he/she will in engage.

Beware of the practice of setting a sea of non-threat targets out in the stage to make the difficulty of the shooting greater. We have an IDPA course guideline that states that you may only use one no-shoot target for every three shoot targets. In the real world, shooting near non-hostile targets is dangerous, criminal, a sets you up for serious liability issues. If you wish to make a shot more difficult, then use simulated hard cover to reduce the amount of the target exposed.

Note that there is a long history of action pistol shooting stages that have become common after 20 odd years of IPSC competition. Many of these are not practical simulations of a self-defense encounter at all. There is more than a slight threat that many individuals will try to follow this example and design IDPA stages of fire that are similar. We must not allow this type course design to become part of IDPA. The great failure of IPSC to remain practical has been the total failure to correct course design. Keep the procedure of stage or course design within the IDPA guidelines. Do not exceed 18 rounds per string of fire. If any form of cover or props that

represent cover are used as part of the stage, then cover must be used by the contestant. Tactical reloads, or even speed reloads must be accomplished behind cover if available.

Often we hear of match designers who like to make their courses or stages unusual to the point that they appear silly. Some of these are simple modifications of cowboy match stages that require contestants to ride rocking horses and shoot targets after walking through swinging saloon doors. Sometimes these stages are called silly names like "Revenge of the Green Men from Mars" ... such mindless style scenarios simply degrade what IDPA is about. Please don't try to turn IDPA into the same non-practical action shooting as other shooting games. One of the most common heard statements about poor or stupid course design is "well, it is the same for everyone". Stupid is stupid. Claiming that it will be the same for everyone is a lame way of rationalizing a poor, silly, or stupid stage or course of fire. Anyone using the line "it is the same for everyone" to justify a stupid or tactically unsound stage should not be allowed to run or design any stage of fire in IDPA. Mistakes will be made in IDPA, but any time that these stupid or silly course designs are allowed to flourish it will lead to the demise of IDPA quicker than any other factor.

Vicker's Count Scoring Questions and Answers

The main things to remember when scoring Vickers Count is that everything is based on time and that you are working with the POINTS DOWN from the possible, NOT the points scored on the target.

1. How does Vicker's count scoring work?

Take the total possible points for the string or stage and deduct the score the competitor shot. The difference is the number of points down. Multiply the points down by .50 (.50 equals a half second penalty for each point down) and add this time to the time it took the competitor to shoot the string or stage. Add any applicable penalties and the result is the competitor's final score. If more than the required hits are fired, the best hits of the specified number will score. The competitor with the LOWEST SCORE WINS. The Vicker's count scoring system is designed to reward accuracy over pure speed. VC converts everything to a time score, fastest time wins.

2. What is the easiest way to score a target?

We have found the easiest way to score a target is to first count the total number of hits missing from the target (if any) and multiply the number of missing hits by 5 (the points possible for the shot). Each miss costs you 2.5 seconds (5 points X .50 VC factor). For example, if a target should have two hits on it and there is only one bullet hole in the target, then the competitor has one miss, which means they are 5 points down from the 10 points possible on that target.

Next, score the target using the method described in Section 1 above and add any penalties for dropped shots using the procedure described in this section. You can see that missing a target incurs a rather severe penalty because 2.5 seconds is added to the total score for each miss.

3. When is a failure to neutralize penalty assessed?

This penalty only applies to Scenario and Speed Shoot stages and it does not apply to Standards or the Classifier.

A 5 second penalty is applied anytime a target has less than 4 total points scored on it. If, for example, the course of fire specifies only 1 hit to be scored on a target, then the competitor must have a hit in either the 4 or 5-zone to avoid a failure to neutralize penalty. If the course of fire requires 2 hits on the target, then the value of the competitor's 2 hits must add up to 4 points or more to avoid the penalty.

The reason for this penalty is to encourage shots of sufficient accuracy to make sure the target would be neutralized in a real world encounter.

4. What constitutes a Procedure Penalty?

A procedure penalty is assessed when the competitor does not follow the procedures set forth in the course of fire description. Here are some examples:

1. The competitor's foot touches the ground outside the shooting box at the barricade on Stage 3 of the Classifier or over a fault line. One procedural penalty is assessed regardless of the number of shots fired.
2. Failure to do a tactical re-load when specified. If the competitor makes an *honest* attempt to retain the partial magazine and it falls from their pocket or pouch after they have begun to move to another firing point, no penalty should be assessed.
3. Shooting from a stationary position when the course of fire specifies shots are to be fired while moving. One penalty, regardless of the number of shots fired.
4. Firing a "double tap" (2 rapid consecutive shots on the same target) on a target when the course of fire specifies that targets are to be engaged with one shot each, and then re-engaged for a total of 2 hits per target.
5. Using both hands when the course of fire specifies that the shots are to be fired strong hand only or weak hand only. One procedural penalty will be assessed regardless of the number of shots fired.
6. Shooting targets out of sequence if a specific sequence is specified, e.g., tactical order.
7. Premature start. An example of this would be movement of the shooting hand towards the gun between the standby command and the start signal.
8. Firing extra shots on Par or Limited Vicker's scored stages. Tape over 1 of the highest scoring hits for each extra shot fired and also assess 1 procedural penalty

5. **How do I score hits on hardcover?**

There is no penalty for hitting hardcover. However, a full diameter hit on hardcover will be scored as a miss, even if the bullet also hits a threat target that is behind the hardcover. Hardcover is considered to be impenetrable. The only penalty is for a missed shot which is scored 5 points down (+2.5 seconds).

6. **How do I score hits on a non-threat target?**

Hits on a non-threat target are assessed a 5 second penalty. Even if several hits are on a non-threat target, the competitors only receive one 5 second penalty for that particular target. If there is a hit on a threat target behind the non-threat target, the competitor will be entitled to the value of the hit on the threat target. Non-threat targets are considered penetrable.

As you can see from the above, Vicker's Count scoring is all related to time. A competitor's time to shoot a string or stage is determined and then time penalties are added to his score for any mistakes he may have made. Penalties are designed to encourage the use of good tactics and to penalize mistakes that can have serious consequences in the real world.

FAQs (Frequently Asked Questions)

DO I HAVE TO BE A MEMBER OF IDPA TO COMPETE? You may shoot one IDPA club match as a non-member, but you must be a member by the second match. IDPA's main source of income is from individual membership fees, none of your club match fee goes to IDPA. We cannot process the vast amount of paperwork being generated by the overwhelming interest in Defensive Pistol without operating funds, with your help this new shooting sport will be a MAJOR success.

HOW DO I GET CLASSIFIED? The club has total control over the IDPA classification system, no score sheets and/or reports have to be mailed to IDPA HQ. The procedure is as follows: Set up the 90 round classifier match exactly as specified (the most efficient way to run the classifier is to set up each of the 30 round stages in separate shooting bays and run all 3 stages simultaneously, the shooter may start shooting on any of the 3 stages), after the shooter has shot the classifier it will be his/her responsibility to come to the clubs scoring area and present the scorekeeper with their current IDPA membership card, the score keeper will see that the club president or his/her designee marks the proper classification information on the back and signs the shooter's card. The shooter is classified immediately. **ALL SHOOTERS MUST HAVE A VALID IDPA MEMBERSHIP CARD BEFORE THE CLUB IS AUTHORIZED TO ASSIGN A CLASSIFICATION** (even for club matches).

HOW DOES THE CLASSIFICATION SCORE BREAKDOWN WORK? The times shown on the top left of the classifier score sheet represent the minimum score required to attain that specific classification. Example: STOCK SERVICE PISTOL Division takes a minimum score of 98.82 or less to classify Master, a 120.00 to 98.83 score is Expert, a 152.73 to 120.01 score is Sharpshooter, a 210.00 to 152.74 score is Marksman, 210.01 or more is a Novice.

SSP division: Marksman 210.00 – 152.74, Sharpshooter 152.73 – 120.01, Expert 120.00 – 98.83, Master 98.82 or less

SSR division: Marksman 217.50 – 158.19, Sharpshooter 158.18 – 124.30, Expert 124.29 – 102.36, Master 102.35 or less

ESP division: Marksman 190.00 – 138.19, Sharpshooter 138.18 – 108.58, Expert 108.57 – 89.42, Master 89.41 or less

CDP division: Marksman 195.00 – 141.83, Sharpshooter 141.82 – 111.44, Expert 111.43 – 91.77, Master 91.76 or less

ARE OFFICIAL IDPA TARGETS AVAILABLE ANYWHERE OTHER THAN IDPA HQ? Not at this time, however we do plan to license target manufacturers in various geographical areas to reduce the shipping costs to the clubs on the east and west coast. If you know of an honest & reliable target manufacturer who would like to produce official targets have them contact us.

WHAT ARE THE DIMENSIONS OF THE BIANCHI BARRICADE? The barricade wall is 24 inches wide by 6 feet tall, shooting box is 24 inches wide and does not necessarily have to have a back to it.

ONE THING I DON'T LIKE ABOUT USPSA COURSES ARE ALL THE SHOOTING BOXES, DO IDPA COURSES UTILIZE THESE? Not necessarily, they can be used to simplify course set-up. We prefer the shooter to be forced to shoot from the positions shown in the course book by putting up vision and physical barriers that make the shots easiest from the specified position. In addition this is the best way to force the shooter to use cover. IDPA prefers that shooting boxes and fault lines NOT be used if at all possible.

WHAT TYPE OF SPEEDLOADER HOLDERS ARE PERMITTED? Basically go to page 1 & 2 of the rule book and carefully read "Purpose" & "Principles". Speedloaders such as Safariland Comp 3 and the Safariland CD model holders obviously don't comply. Ask yourself, could I carry that speedloader in that pouch all day concealed without worrying about losing it, if the honest answer is yes, let them use it.

WHAT'S THE PROCEDURE IF I HAVE A TRULY PRACTICAL HOLSTER THAT'S NOT ON THE APPROVED LIST? Here is the procedure to gain approval of a holster that is not on the approved list. Send a sample or good quality photos of the holster in question to IDPA HQ, we will forward them on to Ken Hackathorn who will review with the rest of the holster committee. If approved, a letter of approval will be sent to the holster manufacturer for them to supply with the holster. It will be added to the approved list on the web site within a couple of weeks and will be added to the list in the rule book on the next printing. Here are examples of holsters that have already been reviewed and are NOT approved: **Sparks 1AT, Wilson Practical, Galco Gunsite, Davis Realist, Phoenix and Omega, Bianchi Chapman Hi-Ride, any Ky-Tac & Blade-Tech** not listed.

WHY CAN'T I USE MY GHOST RING SIGHTS? One of the goals of IDPA was to eliminate the equipment race, to do so we must have rule stability. IDPA has a "Stability of Rules" policy (see page 9 in the rule book) so once you gear up to shoot IDPA you can be confident your equipment will not be outdated next month because of some rule change. When the IDPA board voted on the final draft of the rules Oct. 26, 96 the majority felt allowing ghost ring sights would be like opening "Pandora's" box to the gamesmen and would lead to impractical equipment. The IDPA board knows that there are truly practical ghost ring sights on the market, no argument here. However, our concern was how to allow the practical ones and keep the competition ghost rings out. Since no one on the board knew anyone who actually used them, we assumed at the time this was a good decision. The ghost ring people have been a very vocal group, and this issue will surely be at the head of our agenda when the rules are reviewed in Oct. 98.

SEEMS LIKE THERE ARE TOO MANY RULES ON EQUIPMENT, WHY? As you may or may not know, the IDPA board has had a lot of experience with practical shooting rules having two original IPSC founders and three former USPSA board members on it. So we do actually know what we are doing (with all the work this monster has created sometimes I wonder) in regards to rules. Our experience has shown us the best way to allow the shooters to concentrate on their shooting and have fun is to level the playing field regarding equipment. If you are into auto racing think of an IDPA match as an IROC race, everyone driving basically equal cars and the best driver on any given day wins. If no ones equipment gives the shooter a real or perceived advantage, then he/she can work on shooting and gun handling skills exclusively. One of the goals of IDPA is to help the shooters increase their shooting and gun handling skills in a competition environment and promote fellowship with other like minded shooters. We suggest you read and re-read the **PURPOSE & PRINCIPLES** sections of the rule book on page 1 & 2, by fully understanding these two sections many of your questions should be answered.

WHAT ABOUT BACK UP GUNS (.380s & .38 Snubbies)? IDPA realizes that there is considerable interest in using these guns in defensive pistol events, however at the present time we simply have too much going on to seriously address this issue. Due to the obvious interest, I am sure IDPA will eventually have a "pocket gun" division. We do, however, encourage clubs to have back up gun side matches and to incorporate them into stages where you must go for a back up gun.

WHAT IS A TACTICAL RELOAD? Basically a tactical reload refers to a reload in which you top off your weapon during a lull in the action, so when you advance/retreat/go to better cover/etc., you will have a fully loaded weapon and any remaining ammo in your partial magazine is retained in case you need it later in the fight. So the main goal of a tactical reload is to top off your ammunition supply as rapidly as possible and take all ammunition in your possession with you. There are several methods of doing a tactical reload, we suggest you visit with a fellow shooter who has been to Gunsite, Thunder Ranch or a similar school and let them show you their preferred method. For IDPA competition, you are considered loaded when the fresh magazine is fully seated.

HOW DO I HAVE TO RETAIN THE PARTIALLY LOADED MAGAZINE AFTER A TACTICAL LOAD? To be in the "spirit" of the stage, you must retain the magazine in one of the following ways **PRIOR** to the firing of the first shot after a tactical load. Pocket, waistband or magazine pouch. Specially designed pockets or holding the magazine in your teeth is not permitted and will be considered a "Failure to do right" infraction.

EXTENDED SAFETIES ARE PERMITTED FOR ENHANCED & CUSTOM DIVISIONS, ARE AMBIDEXTROUS SAFETIES PERMITTED? YES, as long as the pistol will still fit in the IDPA firearms box, IDPA classifies all extended safeties under the same criteria whether single side or ambidextrous.

HOW DO I GET A SLOT TO THE NATIONAL CHAMPIONSHIP? Any active IDPA member who has a valid classification of Marksman or higher may attend the Championship. Entries will be processed on a first come, first served basis. The 1998 Championship will be limited to 200 shooters. Applications are available from IDPA headquarters.

I SHOOT A DOUBLE ACTION PISTOL, DO I HAVE TO HAVE THE SAFETY ON AT THE START OF A STRING? No, you would start with the hammer down, safety can be either on or off.

CAN I THUMB COCK THE HAMMER ON MY DOUBLE ACTION PISTOL? Yes, as long as you do so after the pistol is fully out of the holster and pointed safely down range.

ARE STI/SVI PISTOLS PERMITTED FOR ESP & CDP DIVISIONS? Pistols built on STI/SVI frames using conventional 5" or shorter bushing style barrels are permitted if they meet the other criteria of these divisions. STI/SVI pistols with heavy bushingless barrels are not permitted.

OVERSIZE MAGAZINE RELEASE BUTTONS ARE NOT PERMITTED FOR IDPA COMPETITION, HOW ABOUT THE SLIGHTLY EXTENDED VERSIONS FOUND ON PISTOLS SUCH AS THE KIMBER? These factory "issue" extended releases are permitted since they are still short enough that you would use them on a carry pistol.

CAN I POLISH THE TRIGGER FACE ON MY REVOLVER? Yes, we consider this part of the action work. No external modifications, primarily refers to heavy barrels and other modifications that would change the appearance of the revolver and give a competitive advantage.

CAN I SHOOT IN MORE THAN ONE DIVISION? Yes, at club level events IDPA encourages shooters to compete in more than one division. However at championship events where nice trophies are awarded you may ONLY compete in one division for awards and you must be classified in that division.

DOES MY REVOLVER HAVE TO FIT IN THE "BOX"? NO, this only applies to Enhanced Service Pistol and Custom Defensive Pistol divisions where customized handguns are permitted.

CAN A CLUB CHANGE THE DESIGN OF THE COURSES IN THE COF BOOK AND/OR DESIGN OTHER COURSES? YES, the courses in CoF book are proven courses that can be enhanced by the addition of additional props such as physical and vision barriers. Local club members may design completely new courses, however keep the following guidelines in mind: The course should have some practical rationale (that could happen), maximum number of shots in any string of fire is 18, most shots should be kept to practical self-defense ranges of 3-15 yards, shooting boxes and fault lines should NOT be used if at all possible, limited numbers of non-threat targets (no seas of no-shoots), every attempt should be made to keep the courses 6 rounds neutral for the revolver division shooters and most importantly "Make sure the course is safe".

CAN I WEAR AS MANY MAGAZINE POUCHES AS I WANT? YES, but you will rarely need more than 2 spare magazines in a IDPA stage.

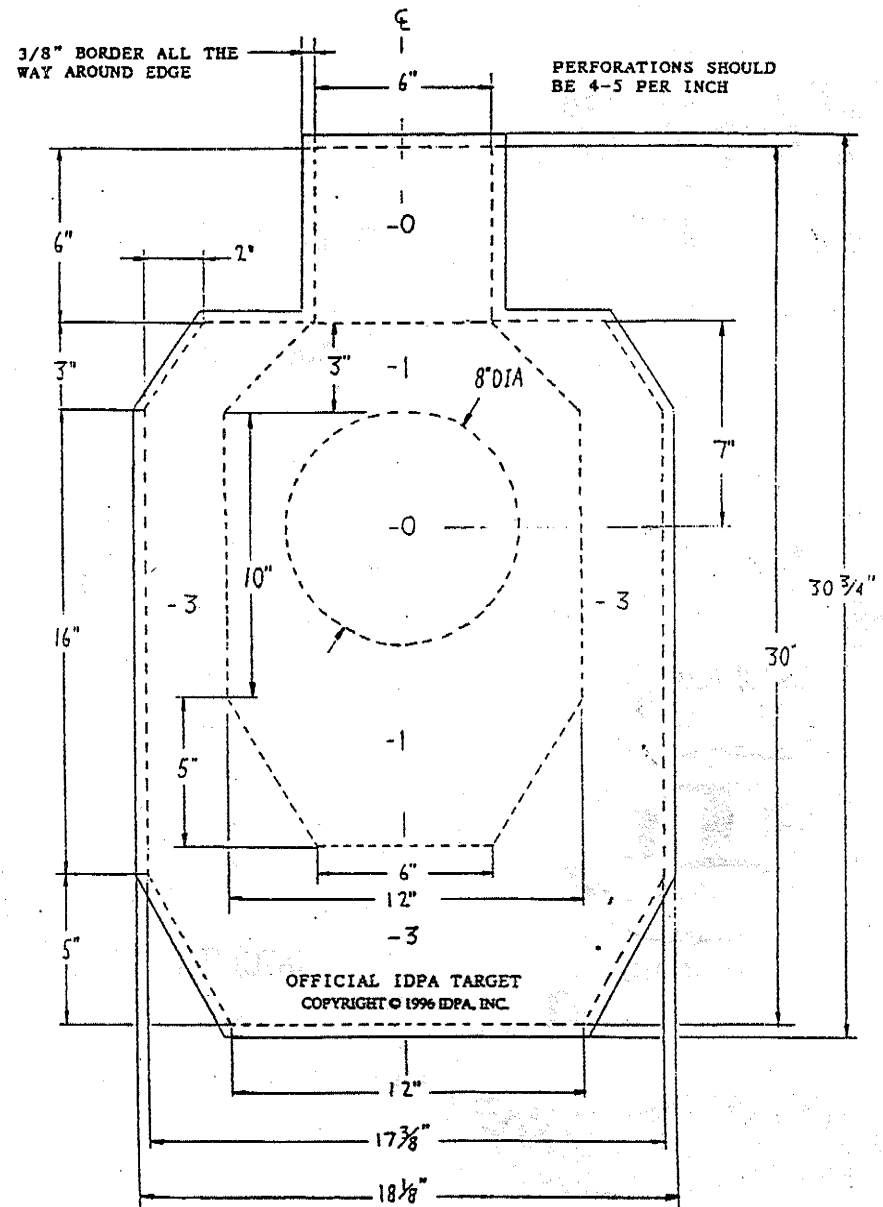
CAN I USE MY PRE-BAN HI-CAPACITY MAGAZINES? YES, however you may only load 8 or 10 rounds (depending upon division), IDPA shooting is not about who has the equipment advantage, rather who is the best shooter.

CAN I SHOOT MORE SHOTS AT A TARGET THAN IS SPECIFIED IN THE COURSE DESCRIPTION? YES as long as the course is specified as a "Vickers" count stage, your best hits of the specified number will be scored. On courses designated as "Limited Vickers" count you may only fire the specified number of shots, any extra shots will incur a procedural penalty.

WHY DOESN'T THE OFFICIAL TARGET REPRESENT THE ANATOMY MORE CLOSELY? The IDPA target is designed to improve the shooters skill level by making them be more conscious of their sight alignment and promote more accurate shooting. No attempt was made to make it represent the human anatomy.

ON STAGES REQUIRING A TACTICAL OR SLIDE LOCK LOAD, CAN I DUMP ROUNDS DOWN RANGE SO I WILL BE ABLE TO RELOAD BY A FASTER METHOD/MORE CONVENIENT LOCATION? YES, however you will receive a "Failure to do right" penalty of 20 seconds for the stage for not negotiating the course in the spirit of the contest.

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