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Competition and Equipment Rules of the International Defensive
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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.

- 1.1.1 Promote safe and proficient use of firearms and equipment suitable for concealed carry self-defense.
- 1.1.2 Offer a practical shooting sport encouraging competitors to develop skills and fellowship with like-minded shooters.
- 1.1.3 Provide a level playing field for all competitors that solely tests the skill and ability of each individual, not their equipment.
- 1.1.4 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.
- 1.1.5 Provide shooters with practical and realistic courses of fire, and test skills that could be required to survive life-threatening encounters.
- 1.1.6 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.
- 1.1.7 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:
 - 1.2.1.1 Concealable - all equipment except flashlights will be placed so that, when wearing a concealment garment with your arms extended to your sides and parallel to the ground, it cannot be seen from the front, rear, or sides.
 - 1.2.1.2 Practical - 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:
 - 1.2.2.1 Competitors will not attempt to circumvent or compromise any stage by the use of inappropriate devices, equipment, or techniques.
 - 1.2.2.2 Competitors will refrain from unsportsmanlike conduct, unfair actions, and the use of illegal equipment.
 - 1.2.2.3 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 particular device, technique, or piece of equipment is permitted under the IDPA rules.
 - 1.2.2.4 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.
 - 1.2.2.5 Individual rehearsals of a CoF, including air gunning and taking sight pictures, are not permitted within the CoF boundaries.
 - 1.2.2.6 Shooting from behind cover is a basic premise of IDPA. Competitors will use all available cover in a CoF.
 - 1.2.2.7 IDPA is a shooting sport based on concealed carry. All courses of fire will be shot using a concealment garment unless stipulated otherwise.
 - 1.2.2.8 In any single contest, a shooter must use the same firearm on all stages unless the firearm becomes unserviceable.
 - 1.2.2.9 Re-shoots are allowed for stage equipment failures or SO interference.
 - 1.2.2.10 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:
 - 1.2.3.1 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.

- 1.2.3.2 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.
- 1.2.3.3 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.
- 1.2.3.4 IDPA rules will be equally enforced for all classifications of IDPA members.

2 Safety Rules

Colonel Jeff Cooper's Four Basic Rules of Firearm Safety:

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

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.

2.1 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 will result in immediate Disqualification (DQ) from the IDPA match. Examples (non-inclusive list):

- 2.2.1 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.
 - 2.2.1.1 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.
- 2.2.2 Pointing the muzzle beyond designated "Muzzle Safe Points" if used, or beyond the 180-degree Muzzle Safe Plane if used.
- 2.2.3 Intentionally discharging the firearm at anything other than a target or an activator.
- 2.2.4 A discharge:
 - 2.2.4.1 In the holster.
 - 2.2.4.2 Striking up range of the shooter.
 - 2.2.4.3 Into the ground downrange closer to the shooter than two (2) yards (1.8 meters), unless engaging a low target that is within two (2) yards (1.8 meters.)
 - 2.2.4.4 Over a berm.
 - 2.2.4.5 During Load And Make Ready, Unload and Show Clear, Reload, or Malfunction Clearance.
 - 2.2.4.6 Before the start signal.
 - 2.2.4.7 While transferring a firearm from one hand to the other.
- 2.2.5 Handling a firearm except at the firing line. There are only three instances in which a firearm may be removed from the holster:
 - 2.2.5.1 With verbal instruction from a SO.

- 2.2.5.2 While engaging targets in a CoF under the direct supervision and visual contact of a SO.
- 2.2.5.3 When in a designated “Safe Area”.
- 2.2.6 Pointing the muzzle over the berm during the “Pull The Trigger” portion of Unload And Show Clear.
- 2.2.7 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 competitor drops a loaded or unloaded firearm or causes it to fall within a stage boundary, it is a Disqualification 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. See rule 6.4 for Stage boundary requirements.

2.4 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.

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

2.6.1 First offense is a Procedural Error penalty. Second Offense is a DQ from the match.

2.6.2 Each “Finger” violation will be clearly noted on the shooter’s score sheet for tracking purposes.

2.7 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.)

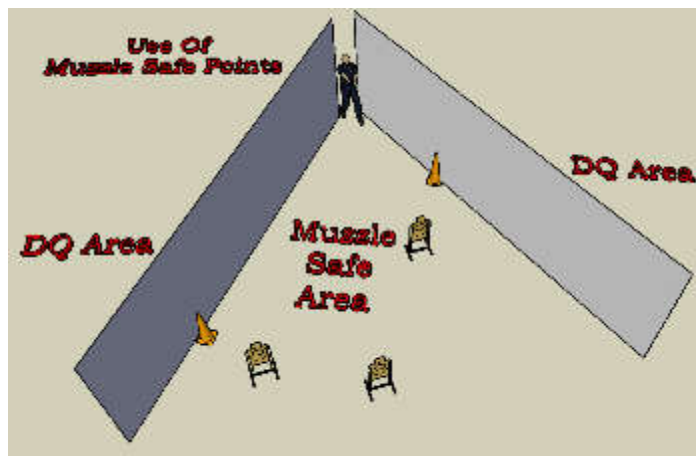
2.8 All CoFs will be started with the pistol holstered, safeties engaged as required by different divisions, and hands clear of equipment including the concealment garment unless other positions for the pistol are stipulated in the CoF description, (table top, drawer, pack, purse, in the firing hand,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

2.9 Muzzle Safe Points.

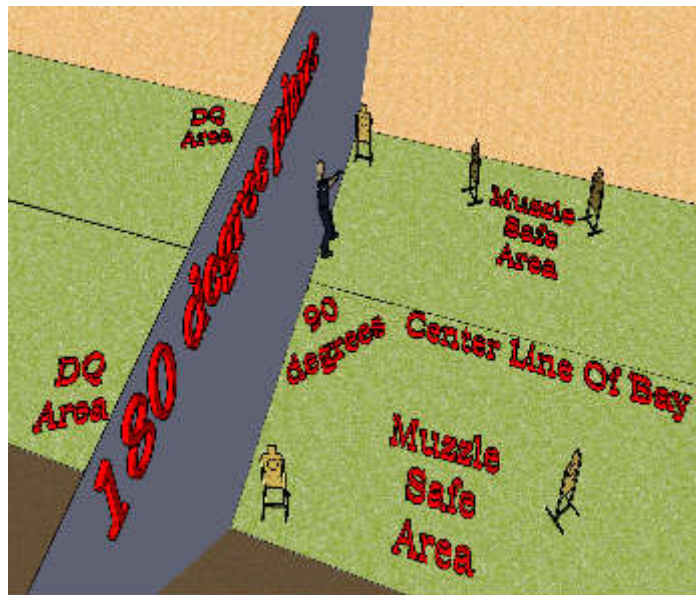
2.9.1 If the muzzle of the shooter’s firearm points further up range than a “Muzzle Safe Point” the shooter will be Disqualified from the match. The shooter will be given the command “Stop.” The shooter will stop immediately, place the trigger finger obviously and visibly outside the trigger guard of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

2.9.2 There are two types of Muzzle Safe Points used in IDPA. The CoF 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 rule.

2.9.2.1 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.



- 2.9.2.2 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.



- 2.9.3 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.

2.10 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:

- 2.10.1 Each Safe Area is clearly identified by visible signage, including a table with the safe direction and boundaries clearly shown.
- 2.10.2 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.
- 2.10.3 A Safe Area may also be used for inspections, stripping, cleaning, repairs and maintenance of a firearm, ammunition feeding devices, or related equipment or parts.
- 2.10.4 In all cases, the muzzle of the firearm must be pointed in a safe direction.
- 2.10.5 Handling of ammunition, loaded ammunition feeding devices, loose rounds, dummy ammunition, snap caps, simunitions, training rounds, or loaded firearms is not permitted.
- 2.10.6 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.
- 2.10.7 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.
- 2.10.8 The violation of any of the cases above will result in Disqualification from the match.

2.11 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 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 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.
 - 2.11.2.1 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.
 - 2.11.2.2 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.
 - 2.11.2.3 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 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

- 2.12.1 Many of the range commands given to a shooter by the SO are for safety, while the rest are for stage administration.
- 2.12.2 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.
- 2.12.3 The complete set of IDPA Range Commands are:

2.12.3.1 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.

2.12.3.2 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."

2.12.3.3 Are You Ready?

- 2.12.3.3.1 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 three (3) seconds, the shooter is assumed to be ready.
- 2.12.3.3.2 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.
- 2.12.3.3.3 The shooter is expected to be ready to proceed approximately fifteen (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 fifteen (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.

2.12.3.4 Standby

This command is given after the shooter is ready. This command will be followed by the start signal within one (1) to four (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.

2.12.3.5 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.

2.12.3.6 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.

2.12.3.7 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.

2.12.3.8 Cover

This command is given when a shooter is not properly using cover. Tier 1 matches ONLY

2.12.3.9 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.

2.12.3.10 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.

2.12.3.11 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.

2.12.3.12 Holster

The Shooter will safely holster the firearm.

2.12.3.13 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 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 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.

2.15 Steel targets must be engaged from ten (10) yards (9.1 meters) or more. If the shooter shoots at a steel target from less than ten yards the shooter will be Disqualified.

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

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

3.2 All targets must be engaged in tactical priority. This includes all targets engaged “in the open.”

3.2.1 Tactical Priority: A method of target engagement.

3.2.1.1 For Tactical Priority, targets are engaged by order of threat. Threat is based on the distance of the visible threats from the shooter. Targets are considered equal threat when they are two (2) yards (1.8 meters) or less from each other, relative to the shooter.

3.2.1.2 If several targets are visible at the same time, targets are engaged from near-to-far unless they are equal threat.

3.2.1.3 If targets are hidden by cover, the targets are engaged as they are seen around the edge of cover (slicing the pie).

3.2.2 A target is considered “Engaged” when:

3.2.2.1 A cardboard target is deemed to have been engaged when the required number of shots for that target have been fired at the target.

3.2.2.2 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.

3.2.2.3 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.

3.2.2.4 A cardboard target with a steel activator behind it is considered engaged when the required number of shots are fired at the cardboard target.

3.2.2.4.1 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.

3.2.3 Target engagement penalties shall not apply in the following cases:

3.2.3.1 A shooter may not be penalized for failing to fire the required number of shots at a disappearing target.

3.2.3.2 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.

3.2.3.3 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 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 the criteria that will be used in assessing the shooter's use of cover during the stage. 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. .

- 3.3.1 Other than the group walkthrough, no individual stage walkthroughs are permitted. Individual walkthroughs include walking the path of fire or assuming shooting positions to check cover positions or target engagement, order, etc.
- 3.3.2 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.
- 3.3.3 Stage boundaries mark the region wherein the shooter becomes subject to the rules of air gunning, sight picture and an individual walkthrough.

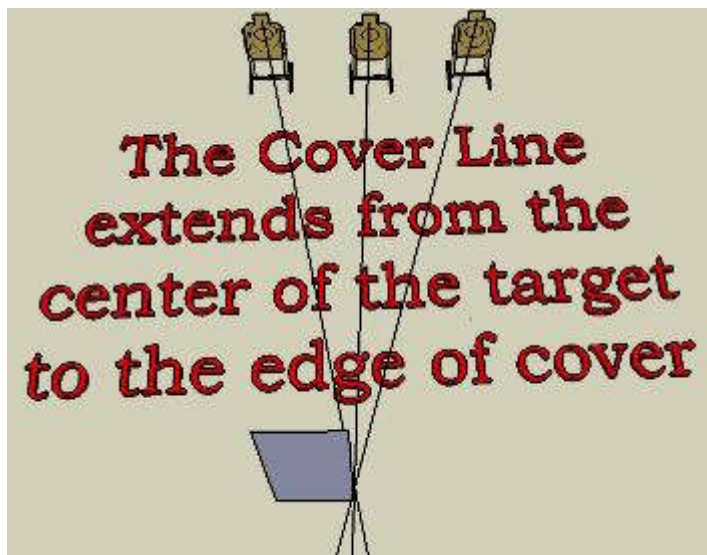
3.4 IDPA Reloads

- 3.4.1 An "emergency reload" is the preferred reload for IDPA competition. An "emergency reload" is initiated when the magazine or cylinder and the chamber is empty.
- 3.4.2 The shooter initiates a reload by performing any one of the following actions:
 - 3.4.2.1 Withdrawing a magazine, speed loader/moon clip from a carrier, pocket or waistband.
 - 3.4.2.2 Activating the magazine release on a semi-auto pistol (as evidenced by the magazine falling from the firearm)
 - 3.4.2.3 Opening the cylinder of a revolver.
- 3.4.3 A firearm is deemed 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. 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.
- 3.4.4 A firearm is deemed empty when there is no live ammunition in the chamber or magazine for semi-autos and no live ammunition in the cylinder for revolvers.
- 3.4.5 Shooters may NOT perform a reload which results in a magazine being left behind when there is a round in the chamber at the time of initiating the reload (AKA Speed Reload).

3.5 Cover

When cover is available it must be used when 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.

- 3.5.1 Stages will have one or more of the following cover situations:
 - 3.5.1.1 There is no cover anywhere in the stage, where reloading and up to 18 rounds per string are allowed "in the open."
 - 3.5.1.2 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.
 - 3.5.1.3 The shooter engages targets from cover.
 - 3.5.1.4 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.
- 3.5.2 The cover line extends back from the center of the target body -0 zone to the point of the physical barrier up range to the stage boundary. If the entire body -0 zone is not visible to the shooter, the cover line extends back from the center of the visible -0 zone.



3.5.3 For vertical cover when shooting, reloading and clearing a malfunction, at least 50% of the shooter's upper body, as well as 100% of the shooter's legs and feet must be behind cover. Low cover is the same as vertical cover and additionally requires at least one knee touch the ground. For a combination of low and vertical cover, e.g. a barrel, the shooter's legs and feet must be behind cover and at least 50% of the shooter's upper body must be behind cover; however, simultaneous partial exposure of the shooter's upper body above and around the cover is permitted as long as the cover requirements above are met.

3.5.4 Visible Cover Reference Lines

Stages may use visible cover lines when desired.



3.5.4.1 Visible Cover Reference Lines are optional and *may* be employed by Match Directors for a single target or for multiple targets on a stage.

3.5.4.2 When visible cover lines are used they must be marked in such a way that they are consistent for each shooter. Examples of visible reference line materials are a tightly stretched rope, 1x2 lumber, angle iron or flat metal bar.

3.5.4.3 Visible Cover Reference Lines shall start at the cover object and extend back away from cover exactly on the cover line as defined in 3.5.2. The object used to mark the line continues back away from cover at least 3 feet.

3.5.4.4 Visual Cover Reference Lines extend up range to the stage boundary.

3.5.4.5 If Visual Cover Reference Lines are used to mark cover,

- 3.5.4.5.1 A shooter who engages a target while faulting the VCR line (which is defined as the shooter touching anything on the non-cover side of the line) shall be assessed a PE.
- 3.5.4.5.2 Other measurement methods for determining cover shall not be employed at positions using VCR lines.

3.5.5 Using Windows and Ports as Cover

- 3.5.5.1 Cover at a window or port is called per 3.5.3.
- 3.5.5.2 When using the edge of the window or port as cover, the shooter must slice the pie around the edge.
- 3.5.5.3 When the shooter is standing, kneeling or crouching in the middle of the window, the shooter must engage near-to-far, with at least 50% of the upper body and 100% lower body, must be behind cover.
- 3.5.5.4 If the shooter fires a shot out of cover, a PE is assessed. If the shooter breaks cover, and moves back behind cover before firing a shot, then no PE is assessed.

3.6 Cover and Reloads

- 3.6.1 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.
- 3.6.2 In stages with cover or concealment, shooters may reload standing still or on the move anytime as long as they are not exposed to unengaged targets during the reload.
- 3.6.3 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.
- 3.6.4 Malfunction Clearing: 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.

3.7 A shooter may not remove a magazine/loading device after the start signal and stage it for use later in the stage; however, the stage description may specify staging magazines/loading devices prior to the start signal for all shooters as part of the CoF.

3.8 Firearms must start from the mechanical condition of readiness appropriate to their design and shooter's division.

3.9 Firearms and magazines must always be loaded to the shooter's division capacity, unless otherwise specified by the CoF.

3.9.1 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.

3.10 Once the shooter has assumed the "ready 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.

3.11 Unless specified otherwise in the stage description, the default ready position is defined as the shooter standing erect with body relaxed and hands resting naturally at sides.

3.12 Start Position Errors

- 3.12.1 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).
- 3.12.2 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.

3.13 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.

3.14 Firearm Hand Usage Restrictions – Stage Description

- 3.14.1 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.
- 3.14.2 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.
- 3.14.3 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.
- 3.14.4 No weak hand drawing from the holster is allowed.

3.15 Flashlight Usage Rules

- 3.15.1 If a shooter elects 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.
- 3.15.2 Once the stage begins the flashlight may be left on during the entire stage at the shooter’s discretion.
- 3.15.3 The flashlight must be retained by the shooter throughout the course of fire, or held in the shooter’s hand while shooting.
- 3.15.4 A dropped 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. Note: 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.
- 3.15.5 The shooter’s flashlight may be used to recharge night sights any time after the start signal, but not prior.

3.16 IDPA Shooter Responsibilities and Code of Conduct

By shooting IDPA Matches, I agree to the following:

- 3.16.1 I understand that it is a privilege, and not a right, to be an IDPA Shooter.
- 3.16.2 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.
- 3.16.3 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.
- 3.16.4 I will maintain a current IDPA membership after my third match.
- 3.16.5 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.
- 3.16.6 I recognize that it is my responsibility to maintain a working knowledge of the current IDPA rulebook.
- 3.16.7 I will adhere to the IDPA purpose and principles and will not willfully break any IDPA rule.
- 3.16.8 I will listen carefully and refrain from talking during shooters’ briefings and stage briefings.
- 3.16.9 I will refrain from any action that distracts shooters, safety officers, and other competitors during the match.
- 3.16.10 I understand it is my responsibility as a squad member to be ready to shoot when called to the line.

- 3.16.11 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.
- 3.16.12 I will not communicate with others in a threatening, harassing, or abusive manner.
- 3.16.13 It is my responsibility to check my match scores within the verification period to see that they are correct.
- 3.16.14 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.
- 3.16.15 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.
- 3.16.16 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 CoF description.
- 4.1.2 Each Course of Fire description will specify how many hits are required on each target. For example, if three (3) hits are required on each target, then the best three hits will be scored, if there are more than three 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 Same as Unlimited Scoring described above except the number of shots to fire in a string is limited to exactly the number specified in the CoF description. Additionally, the Failure To Neutralize penalty does not apply in Limited Scoring stages.
- 4.2.2 Any extra shots in a string of fire will incur one Procedural Error penalty per string and for each extra shot one (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 CoF 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 4.3.1.

4.4 Did Not Finish Match (Match DNF)

4.4.1 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.

4.5 Always award any reasonable question on scoring to the shooter.

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.

4.6 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.

4.7 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.

4.8 Bullet Holes

4.8.1 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.

4.8.2 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.

4.8.3 Odd shaped holes made by bullets ricocheting off of the bay floor, props, steel, etc., are not scored. Only holes made by whole bullets, not fragments, are scored.

4.8.4 Only bullet holes directly entering the front of the target will be scored.

4.9 Hard Cover / Soft Cover Scoring Implications

4.9.1 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.

4.9.2 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.

4.9.3 Any shot that puts a full diameter hole in an object designated as hard cover and continues on 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.

4.9.4 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.)

4.9.5 Simulated Threat and non-threat indicators painted or marked, regardless of color are not hard cover.

4.9.6 Threat indicators made of impenetrable material are considered hard cover.

4.10 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.

4.11 Threat and Non-Threat Target Designation

4.11.1 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 shot.

- 4.11.2 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 shot. Targets must be easily identified as threat or non-threat.
- 4.11.3 Threats indicators of different kinds all have equal threat value and do not change target engagement priority. That is, a knife is equal in threat to a shotgun, rifle, or other firearms.
- 4.11.4 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.



4.12 Shoot Through

On a shoot through of a non-threat target that 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.

4.13 Failure to Neutralize

A Failure to Neutralize (FTN) is defined as any scored target without a down zero or down one hit, no matter how many hits are made. A reactive target (steel, reactive polymer, etc.) must react properly to a hit or it is scored as a FTN in addition to applicable points down. A Failure to Neutralize a target adds 5 seconds to the shooter's score, per infraction. The FTN is not applicable to Limited Scoring or disappearing targets.

4.14 Hit on Non-Threat

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. Each hit on a Non-Threat adds 5 seconds to the shooter's score.

4.15 Target Scoring Zones

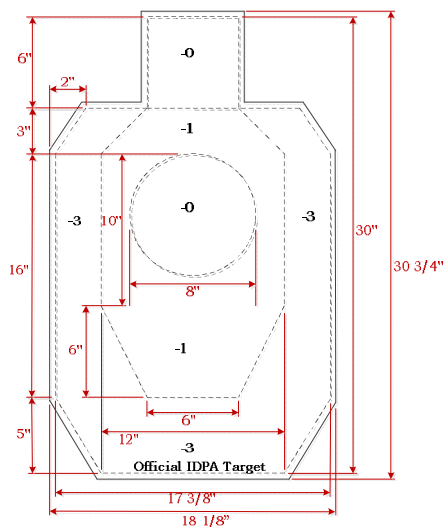
- 4.15.1 Head is defined as that part of the cardboard IDPA silhouette above the neckline. Shots designated for the "head" or "head only" must hit the part of the cardboard silhouette within the scoring area above the neckline, or they are counted as a miss, even if they hit another part of the silhouette.
- 4.15.2 Body is defined as that 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.
- 4.15.3 Target, sometimes referred to by number like T1, T2, etc., is defined as the sum of the Body plus the Head, the whole silhouette. Shots designated for a "target" can hit within the scoring area in the body or the head for score.
- 4.15.4 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 and FTNs being possible on both areas.

4.16 Allowable Targets

An inclusive list of allowed targets for local and Sanctioned Matches:

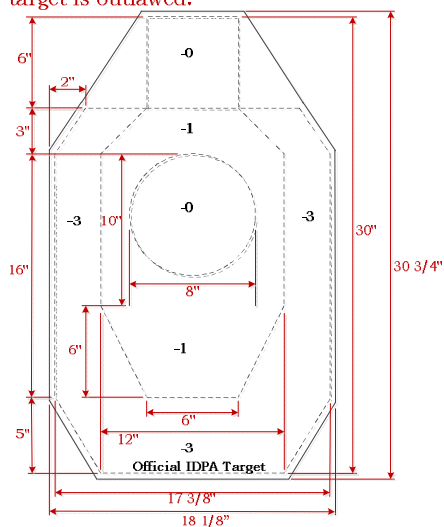
- 4.16.1 Official IDPA cardboard targets may be stationary or moving. These targets will be scored as marked, as down zero (-0), down one (-1), down three (-3), and a miss is down five (-5).
- 4.16.2 All cardboard targets used in IDPA local and Sanctioned Matches must be Official IDPA cardboard targets. 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.
- 4.16.3 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 (2.7 meters) or less and shot while stationary or moving away from the target. These targets will be scored as marked, as down zero (-0), down one (-1), down three (-3), and a miss is down five (-5).
- 4.16.4 Stationary full sized and miniature Popper and Pepper Popper reactive targets with a minimum height of twenty-four (24) inches (61 centimeters) and a minimum width of eight (8) inches (20.3 centimeters). These targets are scored as down zero (-0) if they fall. If the target is left standing it is scored as down five (-5) plus FTN if applicable.
- 4.16.5 Stationary steel reactive vertical plates representing target legs that present a target at least three (3) inches (7.6 centimeters) wide and at least fifteen (15) inches (38.1 centimeters) 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) plus FTN if applicable. The calibration zone for this target is the upper ½ of the target leg.
- 4.16.6 Stationary IDPA Reactive Target (RRT). 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) plus FTN if applicable. 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.
- 4.16.7 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.
- 4.16.8 Other targets allowed if and only if they represent something pertinent and appropriate to the stage scenario.
 - 4.16.8.1 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" (9.5 mm) perimeter remaining.
 - 4.16.8.2 Stationary or moving Official IDPA cardboard targets with black hard cover painted on them.
 - 4.16.8.3 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) .
 - 4.16.8.4 Stationary 6" (152.4 mm) or larger diameter round reactive steel or reactive polymer plates.
 - 4.16.8.5 Stationary 6" (152.4 mm) or larger square reactive steel or reactive polymer plates.
 - 4.16.8.6 Other stationary steel reactive plates with 28.3 square inches (182.6 square centimeters) or more surface area where the smallest dimension presented to the shooter must equal or exceed three (3) inches (76.2mm.) The MD will define the calibration zone for these targets.
 - 4.16.8.7 Stationary Clay pigeon targets (examples: simulate a door lock, or an ocular area, etc.) Clay pigeon targets are not subject to calibration.
 - 4.16.8.8 New targets will be evaluated annually.

Official IDPA Target

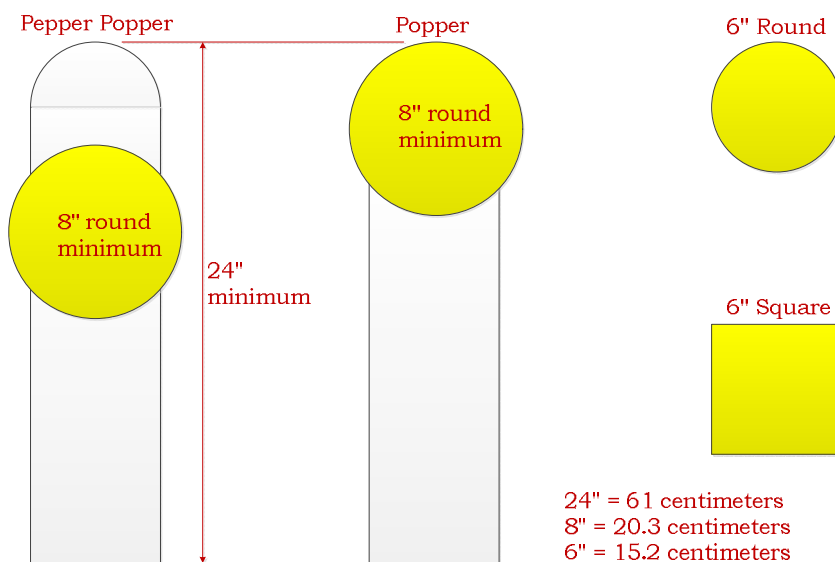


4 – 5 perforations per inch

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



4 – 5 perforations per inch



24" = 61 centimeters
8" = 20.3 centimeters
6" = 15.2 centimeters

calibration zone shown in yellow

4.17 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) plus FTN if applicable. Reactive targets must be constrained so that they cannot turn or spin when hit.

4.18 Non-inclusive list of dis-allowed 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.

4.19 Only rounds fired by the competitor may be used for scoring in a stage.

4.19.1 That is, things 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.

4.19.2 Any round required to be fired at a target by the competitor must be scored. That is, if six shots are required to be fired at a target, six shots will be scored.

4.20 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.

4.21 Touching Targets

- 4.21.1 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. Additionally, the original hits on the target will be used to determine if an FTN score also applies. Example: a target requiring two shots, with two down three hits that is touched by the shooter will be scored as two misses and a FTN.
- 4.21.2 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.
- 4.21.3 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.
- 4.21.4 If a target is scored and taped before the shooter or designee can see the target, the score stands.
- 4.21.5 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.

4.22 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.

4.23 Calibration of Reactive Targets

- 4.23.1 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.
- 4.23.2 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.
- 4.23.3 Targets must be situated to minimize shift, twist, or move during a match, so that proper calibration is not lost as the match continues.
- 4.23.4 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.
- 4.23.5 If during a CoF a reactive target does not react properly when hit, the competitor has three choices.
 - 4.23.5.1 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.
 - 4.23.5.2 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.
 - 4.23.5.3 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.

- 4.23.6 If the target is touched or interfered with by match staff, MD, SOs or another competitor, the shooter will be given a reshoot.
- 4.23.7 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.
- 4.23.8 Should the target fall without interference prior to calibration (i.e. wind, etc.) the shooter will be given a reshoot.
- 4.23.9 Calibration Checking Process
 - 4.23.9.1 One round will be fired at the reactive target calibration zone from the same position as the shooter used to engage the target.
 - 4.23.9.2 If the target is hit in the calibration zone or below 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.
 - 4.23.9.3 If the target is hit above the calibration zone, the Calibration Checking Process failed and the shooter will be given a reshoot.
 - 4.23.9.4 If the target is hit anywhere on the score-able 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.
 - 4.23.9.5 If the target is missed, fire another round at the calibration zone.
 - 4.23.9.6 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

5.1 Procedural Error (PE)

- 5.1.1 Adds three (3) seconds per infraction and is assessed when:
 - 5.1.1.1 A shooter fails to follow the shooting procedures set forth in the written stage description.
 - 5.1.1.2 A shooter breaks a rule of the game.
 - 5.1.1.3 A conduct violation described in the Shooter's code of conduct as determined by the MD.
- 5.1.2 One (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. Cover violations: The number of cover PEs cannot exceed the number of cover positions.

5.2 Flagrant Penalty (FP)

- 5.2.1 Adds ten (10) seconds per infraction and is assessed when:
 - 5.2.1.1 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.
 - 5.2.1.2 A shooter breaks a rule of the game.
 - 5.2.1.3 A conduct violation described in the Shooter's code of conduct as determined by the MD.
- 5.2.2 An FP is assessed 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).
- 5.2.3 All FPs must be approved by the MD.

5.3 Course of Fire (CoF): A CoF will be defined as beginning at the point the Safety Officer issues the "Range Is Hot, Eyes and Ears" command to the shooter. The CoF will continue to the point the SO issues the "Range is Clear" command.

- 5.3.1 CoF penalties will apply during the time the CoF is in progress.
- 5.3.2 Safety Penalties will apply prior to, during, and after the CoF.

5.4 Any target engaged with the use of an active laser or firearm mounted light will incur one (1) FTDR.

5.5 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.

- 5.5.1 Spoken word actions may be required in the stage description but may not be penalized.
- 5.5.2 Quantifiable condition must be in the WSB. (For example, briefcase must be set down inside blue barrel).

5.6 Failure to Do Right (FTDR)

- 5.6.1 Failure to do right penalty. A 20 second failure to do right penalty is assessed for gross unsportsmanlike conduct. Non-inclusive examples of this conduct are: Cussing out a SO, throwing a piece of their equipment on the ground, throwing a tantrum for any reason or violating the shooter's code of conduct.
- 5.6.2 Note: 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.
- 5.6.3 All FTDRs must be approved by the MD

5.7 Disqualification (DQ):

- 5.7.1 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:
 - 5.7.1.1 Unsafe firearm handling as defined in the Safety Rules Section.
 - 5.7.1.2 Unsportsmanlike conduct.
 - 5.7.1.3 Violations of the Shooter's Code of Conduct as determined by the MD.
 - 5.7.1.4 Shooting at a steel target that is less than 10 yards from the shooter.
 - 5.7.1.5 Intentionally discharging the firearm at anything other than a target or an activator.
- 5.7.2 All DQs must be confirmed by the MD.

6 Stage Design Rules

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

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

6.2 IDPA stages are divided into two general categories:

- 6.2.1 **Scenario Stages** - A stage that attempts to represent a target engagement that could actually happen. Scenario stages must have a written scenario description and must use Unlimited Scoring.
- 6.2.2 **Standards-type Stages** - Any stage that is designed to test the shooter's performance of the various techniques employed in IDPA shooting. Standards stages may use Limited or Unlimited scoring
- 6.2.3 A well written stage description contributes to the success of a match and prevents confusion and frustration among staff and competitors. The written course description is read to every squad to ensure uniformed communication. The written stage description includes, at a minimum, the following elements:

- A defensive scenario or a standards (skills test)
- Start position
- Specifies firearm condition (loaded, unloaded, downloaded)
- Procedure
- Identifies points of cover
- Specify using the 180 or points out the muzzle safe points
- Specifies the minimum round count and whether the stage is limited or unlimited

- Specifies if Concealment is NOT required

A descriptive diagram of the CoF is recommended but not required.

6.3 Fault and Visual Reference Lines.

6.3.1 Fault Lines may only be used on Standard Stages.

6.3.2 Visual Reference Lines may be used by match directors to indicate lines of cover to reduce disputed penalties.

6.3.3 Visual Reference 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.

6.4 Stage boundaries must be defined at each stage, located no more than 10 yards (9.1 meters) back from the furthest up range shooting position. Rope, tape, cones, flags, etc. must physically indicate these boundaries.

6.5 Muzzle Safe Points

6.5.1 There are two types of Muzzle Safe Points used in IDPA. One is a physical point like a traffic cone or stake in the ground with a brightly colored flag or marker tape attached, or a muzzle safe point marked on a prop like a door. The second is a 180 plane that moves with the shooter through the stage. Either one can be used in a CoF or they may be combined in a single stage. See Safety rule 2.9 for specific definitions, usage and penalties.

6.5.2 When physical muzzle safe points are used they must be verbally described in the stage briefing and clearly marked within the stage. For every stage that uses them, there must be at least two (2) physical muzzle safe points on the stage. Pointing the firearm's muzzle beyond the marked muzzle safe points will result in the shooter's immediate Disqualification.

6.5.2.1 Muzzle Safe Points 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. If the muzzle points at this keep out area while the shooter is opening the door, the shooter will be Disqualified.



6.5.3 When a 180 Muzzle Safe Plane is used it must be verbally described in the stage briefing. Pointing the firearm's muzzle beyond the 180 plane will result in the shooter's immediate Disqualification.

6.5.4 The stage description may provide additional requirements regarding muzzle safety and target engagement restrictions as the shooter proceeds through the stage.

6.6 Only official IDPA cardboard targets or IDPA approved targets can be used in any IDPA stage.

6.7 Seventy-five percent (75%) of all shots required in a match must be fifteen (15) yards (13.7 meters) or less.

6.7.1 Scenario stages may have shots up to 20 yards (22.9 meters) from the shooter.

6.7.2 Standards stages may have shots up to 35 yards (32 meters) from the shooter. Standards stages will not require more than 6 shots per stage at targets that are further than 20 yards from the shooter.

6.8 Memory stages are prohibited in all IDPA stages and strings of fire.

6.8.1 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. Stage designs are restricted to one target in a string where the required number of

shots may vary from 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.

6.9 No more than 25% of the shots required on any string of fire may be on steel targets. 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.

6.9.1 Activators located behind a score-able target must activate from shots which hit either the upper or lower zero down scoring zones. If this is not possible, the zero down zone that will not activate the activator must be identified as hardcover.

6.9.2 Blind stages are not allowed in IDPA, additionally, moveable non-threat indicators are not allowed.

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

6.10.1 String of Fire: 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 given stage.

6.11 Shooter movement under his/her own power of more than ten (10) yards (9.1 meters) between firing points is not permitted. Total shooter movement under his/her own power of more than twenty (20) yards (13.7 meters) is not permitted.

6.12 If low cover or a prone position is required, it must be the last shooting position of a string of fire.

6.12.1 Stage designers should strive to design stages that leave targets visible for mobility challenged and physically disabled shooters.

6.13 Only one (1) non-threat target may be used for every two (2) threat targets in any string of fire.

Example:
1-2 threat targets = 1 non-threat target.
3-4 threat targets = 2 non-threat targets.
5-6 threat targets = 3 non-threat targets, etc.

6.14 All targets must be engaged in tactical priority only, (i.e. no use of tactical sequence, threat order sequence or other methods are allowed)

6.15 The last target in any course of fire must not be a disappearing target.

6.16 No stage description shall mandate that an ammunition feeding/loading device must be loaded during the CoF on the clock.

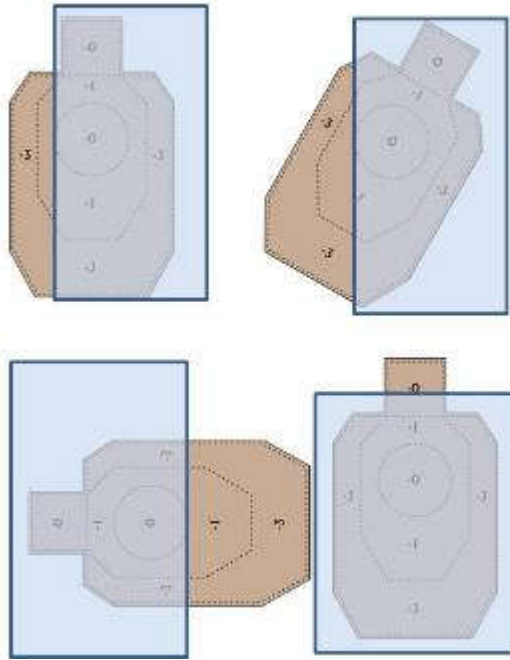
6.17 A disappearing target is defined as any target that, when at rest, does not present the shooter with at least one of the minimum scoring zones as defined below:

6.17.1 An unobstructed minimum of 50% of the IDPA target "head."

6.17.2 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.

6.17.3 See the figure below for examples of non-disappearing targets.

Examples Of Non-Disappearing Targets



- 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.
- 6.19 No “strong-hand only” strings of fire may require the shooter to engage targets more than ten (10) yards (9.1 meters) distant.
- 6.20 No “weak-hand only” strings of fire may require the shooter to engage targets more than seven (7) yards (6.4 meters) distant.
- 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.
- 6.22 Cardboard targets at ten (10) yards (9.1 meters) or less from the shooter must present a minimum of eighteen (18) square inches (116.1 square centimeters) of a down zero zone, with the smallest dimension being at least three (3) inches (76.2mm). (Example: half a head target.)
- 6.23 No shots are to be required at distances greater than ten (10) yards (9.1 meters) for targets head sized or smaller.
- 6.24 Reloads shall not be mandated in a Course of Fire. All mandated reloads, topping off, etc. must be performed off the clock.
- 6.25 Long Guns and Pickup Guns
- 6.25.1 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.
- 6.25.2 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.
- 6.25.3 If a shooter, has a firearm malfunction using a pickup gun, the shooter must re-shoot the string.

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.

6.27 Vision Barriers (Concealment)

- 6.27.1 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.
- 6.27.2 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.
- 6.27.3 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).
- 6.27.4 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 cover.

7 Permanently Physically Disabled Shooter (PPDS) Rules

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

- 7.1.1 Missing limbs or partial limbs.
- 7.1.2 Prosthetic limbs.
- 7.1.3 Non-operational limbs.
- 7.1.4 Use of wheelchair, walker or crutches.

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

- 7.2.1 PPDS who choose not to, or are unable to perform an action required by the CoF (kneeling, prone, etc.) will receive one (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 FTNs or PEs for engagement will be assessed.
- 7.2.2 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.
- 7.2.3 PPDS who are one-armed/one-handed will not be penalized on a stage that requires shooting either weak hand or strong hand.
- 7.2.4 PPDS may perform one-handed reloads in a manner that is deemed safe by the MD prior to the start of the match.
- 7.2.5 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)
 - 7.2.5.1 Propulsion requirements.
 - 7.2.5.1.1 Use of electric wheelchairs.
 - 7.2.5.1.2 Maneuvering under the shooter’s own power.
 - 7.2.5.1.3 Have an assistant navigate the wheelchair as you progress through the CoF.
 - 7.2.5.2 Use of a body mounted or wheelchair mounted holster and/or ammunition carriers.
 - 7.2.5.3 Re-holstering of a firearm between shooting positions.
 - 7.2.5.4 One-handed firearm control throughout a CoF.
 - 7.2.5.5 Forgoing usage of a concealment garment

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

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

7.5 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

8.1.1.1 IDPA is divided into six (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), and Pistol Caliber Carbine (PCC).

8.1.1.1.1 BUG is a required division for Tier 1 matches and is an optional division for Tier 2 – Tier 5 Sanctioned matches. Not For Competition (NFC) is an optional division for local matches only.

8.1.1.2 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.

8.1.1.3 Single action semi-automatic firearms compete in ESP, CCP, CDP, PCC or BUG, depending upon physical size and cartridge used.

8.1.1.4 Revolvers are classified by loading method and ammunition power and compete in BUG depending upon physical size and cartridge used.

8.1.2 Magazine Loading

8.1.2.1 All magazines must be loaded to division capacity at the start signal throughout the match except in the following cases:

8.1.2.1.1 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.

8.1.2.1.2 The CoF description may require reduced magazine loading.

8.1.2.1.3 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.

8.1.3 Division Capacity

8.1.3.1 SSP – 10 rounds

8.1.3.2 ESP – 10 rounds

8.1.3.3 CDP – 8 rounds

8.1.3.4 CCP – 8 rounds

8.1.3.5 REV – 6 rounds

8.1.3.6 BUG-S – 6 rounds total

8.1.3.7 BUG-R – 5 rounds total

8.1.3.8 PCC – 10 rounds

8.1.3.9 NFC – 10 rounds

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

8.1.4 Loading Device (Magazine, Speed Loader, Moon Clip) Count

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

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

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

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

8.1.5 Unserviceable Firearm Rule

8.1.5.1 In any single match, a shooter must use the same firearm for all stages unless it becomes unserviceable.

8.1.5.2 If the shooter determines that the firearm has become unserviceable, he will notify a Safety Officer who will notify the Match Director.

8.1.5.3 Once the shooter declares the firearm is unserviceable, it may not be used for the duration of the match.

8.1.5.4 The shooter may continue the match at the next start signal. Previous strings may not be re-shot.

8.1.5.5 Any same-division legal replacement firearm may be used.

- 8.1.6 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
 - 8.1.6.1 Storage locks may be disabled or removed.
 - 8.1.6.2 Magazine disconnects may be disabled or removed.
 - 8.1.6.3 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.
 - 8.1.6.4 An extended magazine release button may not be oversize in diameter or protrude more than 0.2" (5.1 mm) 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.
 - 8.1.6.5 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.
- 8.1.7 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.
 - 8.1.7.1 Compensators of any type including hybrid or ported barrels.
 - 8.1.7.2 Add-on weights. This includes (but is not limited to) weighted magazines, tungsten guide rods, brass magazine wells, weighted grips, and weighted grip plugs.
 - 8.1.7.3 Heavy and/or cone style barrels without a barrel bushing except as allowed in ESP, CCP, BUG and CDP divisions with length restrictions.
 - 8.1.7.4 Sights of non-standard configuration (ghost rings, Bo-Mar ribs, etc.).
 - 8.1.7.5 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.
 - 8.1.7.6 Lights mounted on firearms.
 - 8.1.7.7 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)

- 8.2.1.1 Handguns permitted for use in SSP must:
 - 8.2.1.1.1 Have a minimum annual production of 2,000 units. Discontinued models must have had a total production of 20,000 units.
 - 8.2.1.1.2 Be semi-automatic.
 - 8.2.1.1.3 Be double action, double action only, or striker fired.
 - 8.2.1.1.4 Use 9 mm (9x19) or larger cartridges.
 - 8.2.1.1.5 The unloaded firearm with the heaviest magazine must weigh 43.00 oz. (1219.0 grams) or less.
 - 8.2.1.1.6 The firearm with the largest magazine inserted must fit in the IDPA gun test box measuring 8 ¾" x 6" x 1 ⅝" (222.3 mm x 152.4 mm x 41.3 mm.)
 - 8.2.1.2 Start Condition:
 - 8.2.1.2.1 Selective DA/SA firearms will start hammer down.
 - 8.2.1.2.2 Firearms with a de-cocking lever or button will be de-cocked using the lever or button.
 - 8.2.1.2.3 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.
 - 8.2.1.2.4 In SSP, manual safeties may be engaged at the shooter's discretion.
 - 8.2.1.3 SSP Permitted Modifications (Inclusive list):
 - 8.2.1.3.1 Sights may be changed to another notch and post type. Slides may not be machined to accept different style sights.

- 8.2.1.3.2 Grips may be changed to another style or material that is similar to factory configuration and do not weigh more than 2.00 oz. (56.7 grams) more than the factory standard weight for that model.
- 8.2.1.3.3 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.
- 8.2.1.3.4 Recoil spring guide rods and dual spring recoil systems made of material that is no heavier than stainless steel.
- 8.2.1.3.5 Frames may be replaced with identical frames from the same manufacturer.
- 8.2.1.3.6 A slip-on grip sock and/or grip tape, skateboard tape, etc. may be used.
- 8.2.1.3.7 Internal action work may be used to enhance trigger pull as long as safety is maintained (no visible external modifications allowed).
- 8.2.1.3.8 Internal reliability work.
- 8.2.1.3.9 Aftermarket extractors and pins may be used.
- 8.2.1.3.10 Internal accuracy work.
- 8.2.1.3.11 Replacement of barrel with one of factory configuration that uses the original cartridge.
- 8.2.1.3.12 Plastic plugs may be used to fill the opening behind the magazine well.
- 8.2.1.3.13 Custom finishes may be applied.
- 8.2.1.3.14 Stock slide cover plates may be refinished.
- 8.2.1.3.15 Slides may be engraved. Engraving is defined as etching into the slide of logos, letters, and graphics no deeper than the original factory logos.
- 8.2.1.3.16 Stippling and texturing may be performed on readily replaceable parts of the grip frame such as replaceable back straps and replaceable grip panels.
- 8.2.1.3.17 Aftermarket magazines may be used provided they do not weigh more than 1.00 oz. (28.3 grams) over the same capacity factory magazine.
- 8.2.1.3.18 Aftermarket magazine base pads may be used provided they do not make the magazine weight more than 1.00 oz. (28.3 grams) over the same capacity factory magazine.
- 8.2.1.3.19 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. (28.3 grams) over the same capacity factory magazine.
- 8.2.1.3.20 Magazines that are longer than stock may be used provided they meet all other division requirements.
- 8.2.1.4 SSP Excluded Modifications (Non-Inclusive list):
 - 8.2.1.4.1 Externally visible modifications other than those listed in the Permitted Modifications section.
 - 8.2.1.4.2 Aftermarket or visibly modified magazine releases, slide stops, safety levers, de-cocking levers, and hammers.
 - 8.2.1.4.3 Robar-style grip reduction.
 - 8.2.1.4.4 Add-on magazine well opening.
 - 8.2.1.4.5 Slide inserts to accommodate a different recoil assembly design.
 - 8.2.1.4.6 A barrel that uses a different cartridge that is not offered in the original factory model.
 - 8.2.1.4.7 Customization of the slide by adding front cocking serrations, tri-top, carry melts, and high power cuts.
 - 8.2.1.4.8 Compensated/ported firearms with non-compensated/ported barrels installed.
 - 8.2.1.4.9 Checkering or stippling on non-readily replaceable parts of the grip frame.
 - 8.2.1.4.10 Aftermarket slides.
 - 8.2.1.4.11 Removing material from the magazine well opening.
 - 8.2.1.4.12 Aftermarket grip tang extensions or beavertails.
 - 8.2.1.4.13 Disabling the slide stop.

8.2.2 **Enhanced Service Pistol Division (ESP)**

- 8.2.2.1 Handguns permitted for use in ESP must:
 - 8.2.2.1.1 Be semi-automatic.
 - 8.2.2.1.2 Use 9 mm (9x19) or larger cartridges.
 - 8.2.2.1.3 The unloaded firearm with the heaviest magazine must weigh 43.00 oz. (1219.0 grams) or less.
 - 8.2.2.1.4 The firearm with the largest magazine inserted must fit in the IDPA gun test box measuring 8 ¾" x 6" x 1 ⅝" (222.3 mm x 152.4 mm x 41.3 mm.)

- 8.2.2.1.5 Firearms originally sold as compensated/ported models may be used in ESP with non-compensated/ported barrels installed.
- 8.2.2.1.6 Start Condition:
 - 8.2.2.1.6.1 Single action only firearms will start cocked and locked. (hammer cocked, safety engaged).
 - 8.2.2.1.6.2 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 ESP rule.
 - 8.2.2.1.6.3 Double action, double action only, or striker fired firearms with a de-cocking lever or button will be de-cocked using the lever or button.
 - 8.2.2.1.6.4 Double action, double action only, or striker-fired firearms may have a manual safety engaged at the shooter's discretion.
 - 8.2.2.1.6.5 All firearms legal in SSP are legal for use in ESP. This provision may be used for firearms that violate an ESP rule (for example, a firearm with a steel dust cover or rail over 3.25") to still be used in ESP, provided the firearm meets all SSP requirements.
- 8.2.2.2 ESP Permitted Features and Modifications (Inclusive list):
 - 8.2.2.2.1 Sights may be changed to another notch and post type. Slides may be machined to accept different style sights.
 - 8.2.2.2.2 Grips may be changed provided they do not weigh more than 2.00 oz. (56.7 grams) more than the factory standard weight for that model.
 - 8.2.2.2.3 A slip-on grip sock and/or grip tape, skateboard tape, etc. may be used.
 - 8.2.2.2.4 Robar-style grip reduction.
 - 8.2.2.2.5 Action work may be used to enhance trigger pull as long as safety is maintained.
 - 8.2.2.2.6 Reliability work.
 - 8.2.2.2.7 Aftermarket extractors and pins may be used.
 - 8.2.2.2.8 Internal accuracy work.
 - 8.2.2.2.9 Replacement of barrel with one of factory configuration that uses a stock or non-stock cartridge.
 - 8.2.2.2.10 Plastic plugs may be used to fill the opening behind the magazine well.
 - 8.2.2.2.11 Aftermarket triggers and trigger work that result in the trigger being forward or rearward from the stock trigger position.
 - 8.2.2.2.12 Externally visible trigger over travel stops.
 - 8.2.2.2.13 Hammer and other trigger action parts to enhance trigger pull.
 - 8.2.2.2.14 Checkering, serrating, and stippling.
 - 8.2.2.2.15 Reshape trigger guard.
 - 8.2.2.2.16 Extended and/or ambidextrous thumb safety.
 - 8.2.2.2.17 Extended beavertail grip safety.
 - 8.2.2.2.18 Ambidextrous or right side magazine releases.
 - 8.2.2.2.19 Extended, trimmed, and/or ambidextrous slide releases.
 - 8.2.2.2.20 Heavy or cone style barrels on firearms with barrel lengths of 4.25" (108 mm) or less.
 - 8.2.2.2.21 Recoil spring guide rods and dual spring recoil systems made of material that is no heavier than stainless steel.
 - 8.2.2.2.22 Slide inserts to accommodate a different recoil assembly design.
 - 8.2.2.2.23 Modification of the magazine well and add-on well extensions.
 - 8.2.2.2.24 Custom finishes and engraving may be applied.
 - 8.2.2.2.25 Aftermarket slide cover plates.
 - 8.2.2.2.26 Slides with front cocking serrations, tri-top, carry melts, and high power cuts.
 - 8.2.2.2.27 Grip tang extensions or beavertails
 - 8.2.2.2.28 Swenson style thumb shields and frame mounted thumb shields.
 - 8.2.2.2.29 Aftermarket safeties.
 - 8.2.2.2.30 Aftermarket magazine base pads may be used provided they do not make the magazine weight more than 1.50 oz. (42.5 grams) over the same capacity factory magazine.
 - 8.2.2.2.31 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. (42.5 grams) over the same capacity factory magazine.
 - 8.2.2.2.32 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):

- 8.2.2.3.1 Steel dust covers and rails over 3.25" (82.6 mm) (as measured from the rear of the slide stop pin to the most forward portion of the dust cover or rail) are not permitted.
- 8.2.2.3.2 Removal of material from the exterior of the slide other than front cocking serrations, tri-top, engraving, carry melts, and high power cuts.
- 8.2.2.3.3 Trigger shoes.
- 8.2.2.3.4 Disabling the slide stop.

8.2.3 Custom Defensive Pistol Division (CDP)

- 8.2.3.1 Handguns permitted for use in CDP must:
 - 8.2.3.1.1 Be semi-automatic.
 - 8.2.3.1.2 Use .45 ACP cartridges.
 - 8.2.3.1.3 The unloaded firearm with the heaviest magazine must weigh 43.00 oz. (1219.0 grams) or less.
 - 8.2.3.1.4 The firearm with the largest magazine inserted must fit in the IDPA gun test box measuring 8 3/4" x 6" x 1 5/8" (222.3 mm x 152.4 mm x 41.3 mm.)
 - 8.2.3.1.5 Firearms originally sold as compensated/ported models may be used in CDP with non-compensated/ported barrels installed.
 - 8.2.3.1.6 Start Condition:
 - 8.2.3.1.6.1 Single action only firearms will start cocked and locked. (hammer cocked, safety engaged).
 - 8.2.3.1.6.2 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.
 - 8.2.3.1.6.3 Double action, double action only, or striker fired firearms with a de-cocking lever or button will be de-cocked using the lever or button.
 - 8.2.3.1.6.4 Double action, double action only, or striker-fired firearms may have a manual safety engaged at the shooter's discretion.
 - 8.2.3.1.6.5 All .45 ACP firearms legal in SSP are legal for use in CDP. This provision may be used for firearms that violate a CDP rule (for example, a firearm with a steel dust cover or rail over 3.25") to still be used in CDP, provided the firearm meets all SSP requirements.
- 8.2.3.2 CDP Permitted Features and Modifications (Inclusive list):
 - 8.2.3.2.1 Sights may be changed to another notch and post type. Slides may be machined to accept different style sights.
 - 8.2.3.2.2 Grips may be changed provided they do not weigh more than 2.00 oz. (56.7 grams) more than the factory standard weight for that model.
 - 8.2.3.2.3 A slip-on grip sock and/or grip tape, skateboard tape, etc. tape may be used.
 - 8.2.3.2.4 Robar-style grip reduction.
 - 8.2.3.2.5 Action work may be used to enhance trigger pull as long as safety is maintained.
 - 8.2.3.2.6 Reliability work.
 - 8.2.3.2.7 Aftermarket extractors and pins may be used.
 - 8.2.3.2.8 Internal accuracy work.
 - 8.2.3.2.9 Replacement barrels of factory configuration in .45 ACP.
 - 8.2.3.2.10 Plastic plugs may be used to fill the opening behind the magazine well.
 - 8.2.3.2.11 Aftermarket triggers and trigger work that result in the trigger being forward or rearward from the stock trigger position.
 - 8.2.3.2.12 Externally visible trigger over travel stops.
 - 8.2.3.2.13 Hammer and other trigger action parts to enhance trigger pull.
 - 8.2.3.2.14 Checkering, serrating, and stippling.
 - 8.2.3.2.15 Reshape trigger guard.
 - 8.2.3.2.16 Extended and/or ambidextrous thumb safety.
 - 8.2.3.2.17 Extended beavertail grip safety.
 - 8.2.3.2.18 Ambidextrous or right side magazine releases.
 - 8.2.3.2.19 Extended, trimmed, and/or ambidextrous slide releases.
 - 8.2.3.2.20 Heavy or cone style barrels on firearms with barrel lengths of 4.25" (108 mm) or less.
 - 8.2.3.2.21 Recoil spring guide rods and dual spring recoil systems made of material that is no heavier than stainless steel.

- 8.2.3.2.22 Slide inserts to accommodate a different recoil assembly design.
- 8.2.3.2.23 Modification of the magazine well and add-on well extensions.
- 8.2.3.2.24 Custom finishes and engraving may be applied.
- 8.2.3.2.25 Aftermarket slide cover plates.
- 8.2.3.2.26 Slides with front cocking serrations, tri-top, engraving, carry melts and high power cuts.
- 8.2.3.2.27 Grip tang extensions or beavertails
- 8.2.3.2.28 Swenson style thumb shields and frame mounted thumb shields.
- 8.2.3.2.29 Aftermarket safeties.
- 8.2.3.2.30 Aftermarket magazine base pads may be used provided they do not make the magazine weight more than 1.50 oz. (42.5 grams) over the same capacity factory magazine.
- 8.2.3.2.31 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. (42.5 grams) over the same capacity factory magazine.
- 8.2.3.2.32 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):
 - 8.2.3.3.1 Steel dust covers and rails over 3.25" (82.6 mm) (as measured from the rear of the slide stop pin to the most forward portion of the dust cover or rail) are not permitted.
 - 8.2.3.3.2 Removal of material from the exterior of the slide other than front cocking serrations, tri-top, engraving, carry melts, and high power cuts.
 - 8.2.3.3.3 Trigger shoes.
 - 8.2.3.3.4 Disabling the slide stop.

8.2.4 Compact Carry Pistol Division (CCP)

- 8.2.4.1 Handguns permitted for use in CCP must:
 - 8.2.4.1.1 Be semi-automatic.
 - 8.2.4.1.2 Use 9 mm (9x19) or larger cartridges.
 - 8.2.4.1.3 Barrel length 4 3/8" (4.375", 111.125mm) or less.
 - 8.2.4.1.4 The unloaded firearm with the heaviest magazine must weigh 38.00 oz. (1077.28 grams) or less.
 - 8.2.4.1.5 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" (222.3 mm x 136.525 mm x 34mm)
 - 8.2.4.1.6 Start Condition:
 - 8.2.4.1.6.1 Single action only firearms will start cocked and locked. (hammer cocked, safety engaged).
 - 8.2.4.1.6.2 Selective DA/SA firearms will start cocked and locked or de-cocked. This is at the shooter's discretion.
 - 8.2.4.1.6.3 Double action, double action only, or striker fired firearms with a de-cocking lever or button will be de-cocked using the lever or button.
 - 8.2.4.1.6.4 Double action, double action only, 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, with the exception that there are no dust cover length limitations.

8.2.5 Revolver Division (REV)

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

Stock Revolver or Enhanced Revolver

- 8.2.5.1 Stock Revolver handguns permitted for use must be:
 - 8.2.5.1.1 Any revolver that uses .38 Special or larger cartridges with a rimmed case and is not loaded with moon clips.
 - 8.2.5.1.2 The unloaded firearm must weigh 43.00 oz. (1219.0 grams) or less.
- 8.2.5.2 Enhanced Revolver handguns permitted for use must be:
 - 8.2.5.2.1 Any revolver that uses .357 magnum or larger cartridges with rimmed or rimless cases.
 - 8.2.5.2.2 The unloaded firearm must weigh 50.00 oz. (1417.5 grams) or less.
 - 8.2.5.2.3 May be loaded via speed loader or full moon clip.

8.2.5.3 Stock and Enhanced Revolver requirements:

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

- 8.2.5.3.2 Ammunition used must match the cartridge listed on the firearm with the following exceptions:
 - 8.2.5.3.2.1 .38 special in .357 magnum
 - 8.2.5.3.2.2 .44 special in .44 magnum
 - 8.2.5.3.2.3 .45 Auto Rim or .45 GAP in .45 ACP
 - 8.2.5.3.2.4 .45 ACP or .45 GAP in .45 Colt
 - 8.2.5.3.2.5 .40 S&W in 10mm
 - 8.2.5.3.3 Barrel length of 4.25" (108 mm) or less.
 - 8.2.5.3.4 Be loaded to the division capacity of six (6) rounds in the cylinder. Seven (7) and eight (8) shot revolvers are permitted, but may only load six (6) rounds.
- 8.2.5.4 Stock and Enhanced Revolver Permitted Modifications (Inclusive list):
 - 8.2.5.4.1 Sights may be changed to another notch and post type. The frame and barrel may be machined to accept different style sights.
 - 8.2.5.4.2 Action work to enhance trigger pull as long as safety is maintained (smoothing the trigger face, removing the hammer spur, use of over travel stop, conversion to DA only and addition of ball detent are considered action work and are permitted).
 - 8.2.5.4.3 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. (56.7 grams) more than the factory standard weight for that model.
 - 8.2.5.4.4 Grip tape, skateboard tape, etc. may be used.
 - 8.2.5.4.5 Cylinder latches may be changed to another factory offering from the firearm manufacturer.
 - 8.2.5.4.6 Chamfer the rear of the chambers.
 - 8.2.5.4.7 Shortening of factory barrels.
 - 8.2.5.4.8 Re-barreling to another factory offering for that model.
 - 8.2.5.4.9 Firearms converted to accept moon clips may be used in Stock Revolver provided moon clips are not used.
 - 8.2.5.4.10 Custom finishes.
- 8.2.5.5 Enhanced Revolver Additional Permitted Modifications (Inclusive list):
 - 8.2.5.5.1 Cylinder latches may be modified or replaced, but may not protrude past the frame in any direction and may not be thicker than $\frac{3}{8}$ " (9.5 mm) as measured from the side plate of the frame.
 - 8.2.5.5.2 Conversion to accept moon clips.
- 8.2.5.5.3 Stock and Enhanced Revolver Excluded Modifications (Non-Inclusive list):
 - 8.2.5.5.4 Oversize or heavy barrels.
 - 8.2.5.5.5 Hogue Big Butt grips and similar are not allowed. The maximum grip dimensions allowed are: 5.00" (127mm) maximum height, measured from the bottom of the hammer opening in the frame to the bottom of the grip, $2\frac{3}{8}$ " (60.3mm) maximum depth, $1\frac{5}{8}$ " (41.3mm) maximum width.

8.2.6 Back Up Gun (BUG)

- 8.2.6.1 The Back Up Gun division is a required division for Tier 1 matches and is an optional division that may be included as a competition division into a Tier 2 – Tier 5 Sanctioned match at the Match Director's discretion. In regular matches, BUG is reported as a single division.
- 8.2.6.2 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.
- 8.2.6.3 Handguns permitted for use in BUG are categorized into one of the following sub-categories:
 - 8.2.6.3.1 Semi-Automatic BUG.
 - 8.2.6.3.2 Revolver BUG.
 - 8.2.6.3.3 Other Special Sub-Categories as defined by the MD.
- 8.2.6.4 All BUG Permitted Modifications (Inclusive list):
 - 8.2.6.4.1 Storage locks may be disabled or removed.
 - 8.2.6.4.2 Magazine disconnects may be disabled or removed.
 - 8.2.6.4.3 Lasers that are incorporated into the firearm or sights are legal if they comply with all other division rules and the laser is not activated.
- 8.2.6.5 All BUG Excluded Modifications (Non-Inclusive list):
Refer to Non-IDPA-Legal Modifications for all Divisions
- 8.2.6.6 Semi-Automatic BUG (BUG-S)**
 - 8.2.6.6.1 Handguns permitted for use in BUG-S must:

- 8.2.6.6.1.1 Be semi-automatic.
- 8.2.6.6.1.2 Be single action, double action, double action only, or striker fired.
- 8.2.6.6.1.3 Use .380 ACP or larger cartridges.
- 8.2.6.6.1.4 Barrel length of 3 1/2" (3.500", 88.9mm) or less.
- 8.2.6.6.1.5 The unloaded firearm with the heaviest magazine must weigh 22 oz (623.69gm) or less.
- 8.2.6.6.1.6 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" (6.500" x 4.500 x 1.375", 165mm x 114.3mm x 34.925mm)
- 8.2.6.6.1.7 Magazine length (tubes plus base pad) that extend no more than 1.0" (25.4 mm) beyond the bottom of the grip.
- 8.2.6.6.2 Start Condition:
 - 8.2.6.6.2.1 Single action only firearms will start cocked and locked. (hammer cocked, safety engaged).
 - 8.2.6.6.2.2 Selective DA/SA firearms will start cocked and locked or decocked at the shooter's discretion.
 - 8.2.6.6.2.3 When decocking is desired, firearms with a decocking lever or button will be decocked using the lever or button.
 - 8.2.6.6.2.4 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.
 - 8.2.6.6.2.5 In BUG semi-auto the shooter will start with one round in the chamber and 5 rounds in the magazine, and 6 rounds in each additional magazine.
- 8.2.6.6.3 Semi-Automatic Modifications: Semi-automatic BUG must comply with all Enhanced Service Pistol (ESP) features and modifications, and equipment restrictions.

8.2.6.7 Revolver BUG (BUG-R)

- 8.2.6.7.1 Handguns permitted for use in BUG-R must be:
 - 8.2.6.7.1.1 Any revolver that uses .38 or larger cartridges with a rimmed case and is not loaded with moon clips.
 - 8.2.6.7.1.2 The use of trimmed (shortened) ammunition is not allowed.
 - 8.2.6.7.1.3 Barrel length of 2 1/2" (2.500". 63.5mm) or less.
 - 8.2.6.7.1.4 The unloaded firearm must weigh 22 oz (623.69gm) or less.
 - 8.2.6.7.1.5 Be loaded to the division capacity of no more than five (5) rounds in the cylinder.
 - 8.2.6.7.1.6 The firearm must fit in the IDPA gun test box measuring 6 1/2" x 4 1/2" x 1 3/8" (6.500" x 4.500" x 1.375", 165mm x 114.3mm x 34.925mm)
 - 8.2.6.7.1.7 Revolver BUG Modifications: Revolver BUG must comply with all Stock Revolver features and modifications, and equipment restrictions.

8.2.7 Pistol Caliber Carbine Division (PCC)

- 8.2.7.1 Rifles permitted for use in PCC must:
 - 8.2.7.1.1 Be semi-automatic.
 - 8.2.7.1.2 Use 9 mm, .357 Sig, .40 S&W, 10mm, and .45 ACP pistol caliber cartridges.
 - 8.2.7.1.3 Designed to be fired from the shoulder and have a butt stock installed.
 - 8.2.7.1.4 Minimum barrel length 10".
 - 8.2.7.1.5 Magazine maximum capacity: 10 rounds (11 total in the carbine).
 - 8.2.7.1.6 Start Condition: Firearms will start cocked and locked. (Hammer cocked, safety engaged) at the low or indoor ready position unless otherwise specified in the written stage description.
- 8.2.7.2 PCC Permitted Features and Modifications (Inclusive list):
 - 8.2.7.2.1 Sights: Iron, optical and electronic sights are permitted.
 - 8.2.7.2.2 Lights and Lasers: Permitted.
 - 8.2.7.2.3 Muzzle Devices: Flash hidere, compensators and muzzle brakes are permitted.
 - 8.2.7.2.4 Action work may be used to enhance trigger pull as long as safety is maintained.
 - 8.2.7.2.5 Reliability work.
 - 8.2.7.2.6 Internal accuracy work.
 - 8.2.7.2.7 Aftermarket extractors and pins may be used.
 - 8.2.7.2.8 Aftermarket triggers and trigger work that result in the trigger being forward or rearward from the stock trigger position.
 - 8.2.7.2.9 Externally visible trigger over travel stops.

- 8.2.7.2.10 Checkering, serrated, and stippling.
- 8.2.7.2.11 Extended and/or ambidextrous safety.
- 8.2.7.2.12 Ambidextrous or right side magazine releases.
- 8.2.7.2.13 Extended, trimmed, and/or ambidextrous bolt releases.
- 8.2.7.2.14 Custom finishes and engraving may be applied.
- 8.2.7.2.15 Aftermarket safeties.
- 8.2.7.2.16 Aftermarket magazine base pads may be used provided they do not make the magazine weight more than 1.00 oz. (28.3 grams) over the same capacity factory magazine.
- 8.2.7.2.17 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. (28.3 grams) over the same capacity factory magazine.
- 8.2.7.3 PCC Excluded Features and Modifications (Non-Inclusive list):
- 8.2.7.4 Removing butt stock
- 8.2.7.5 Firearms not designed for use with a buttstock (for example: AR pistols with Sig Brace or equivalent)
- 8.2.7.6 Bipods
- 8.2.7.7 Initial classification for PCC is equal to the highest classification attained by the shooter in any division. After December 31, 2017 shooters, must shoot the classifier to maintain their PCC classification.
- 8.2.8 **Not for Competition (NFC)**
- 8.2.8.1 IDPA encourages shooters to practice their gun handling skills with commonly carried firearms. Many everyday carry firearms do not fit into the 6 competition divisions.
- 8.2.8.2 IDPA allows clubs to add a “Not for Competition” scoring division for Tier 1 matches only. This division allows cartridges smaller than 9 mm, carry optics, activated lasers, non-illuminated mounted lights, and other pistols which do not fit into the other competition divisions to participate in local club matches.
- 8.2.8.3 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.
- 8.2.8.4 All IDPA membership rules apply.
- 8.2.8.5 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

- 8.3.1 Metal piercing, incendiary, and tracer ammunition is prohibited.
- 8.3.2 Clubs may prohibit cartridges that may damage metal targets.
- 8.3.3 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:

- 8.3.3.1 SSP - 125
- 8.3.3.2 ESP - 125
- 8.3.3.3 CCP - 125
- 8.3.3.4 CDP - 165
- 8.3.3.5 Stock REV - 105
- 8.3.3.6 Enhanced REV - 155
- 8.3.3.7 BUG - 95
- 8.3.3.8 PCC - 135

- 8.3.3.9 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.

8.3.4 Official Chronograph Procedure

- 8.3.4.1 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:

- 8.3.4.1.1 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.
- 8.3.4.1.2 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.
- 8.3.4.1.3 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

- 8.4.1 Belts may be no wider than 1 ¾ inches (44.5 mm) or thicker than 5/16 inches (7.9 mm) and must pass through a minimum of all but two of the pant loops.

8.5 Holsters

- 8.5.1 Criteria of an IDPA Legal Holster / Holster Requirements:
 - 8.5.1.1 Must be suitable for concealed carry and all day continuous wear and worn on each stage regardless of the start position.
 - 8.5.1.2 Must be a strong side hip holster worn inside the waistband (IWB) or outside the waist band (OWB).
 - 8.5.1.3 Must be worn on an IDPA legal belt.
 - 8.5.1.4 Must prevent activation of the trigger while holstered.
 - 8.5.1.5 Must carry the firearm in a neutral (vertical) or muzzle rear cant.
 - 8.5.1.6 Adjustable cant holsters are legal if bolts must be removed and repositioned for cant adjustment. Inside the waistband (IWB) holsters are exempt from this rule.
 - 8.5.1.7 Must hold the firearm with enough tension to allow the wearer to complete normal daily tasks without fear of losing the firearm.
 - 8.5.1.8 Must be constructed of normal thickness common holster making materials (leather, Kydex, plastic, nylon, etc.).
 - 8.5.1.9 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.
 - 8.5.1.10 The shooter's holster location must remain on the same side of the body throughout the entire course of a match.
 - 8.5.1.11 Must be positioned on the belt so that the center of the trigger pad is behind the centerline of the body.
 - 8.5.1.12 For IDPA purposes, the centerline of the body originates in the center of the armpit and goes straight down.
 - 8.5.1.13 All retention devices on the holster must be used.
 - 8.5.1.14 Retention devices may be permanently removed or permanently disabled, but not temporarily disabled for a match.
 - 8.5.1.15 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).
 - 8.5.1.16 Holsters may be modified to meet IDPA rules.
 - 8.5.1.17 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" (3.2 mm) 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.
 - 8.5.1.18 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.
 - 8.5.1.18.1 A holster may be legal for some shooters but not legal for other shooters due to different body shapes.
 - 8.5.1.18.2 A holster may be legal if worn snugly but illegal if sagging away from the body.
 - 8.5.1.18.3 For women shooters only, a dropped and offset (DOH) holster may be used. For the drop, the gun must be covered by the concealment garment. Holster cant rules apply.
 - 8.5.1.18.4 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.
 - 8.5.1.19 Not Permitted (Non-Inclusive list):
 - 8.5.1.19.1 Cross-draw carry.

- 8.5.1.19.2 Shoulder holsters.
- 8.5.1.19.3 Small of the back carry.
- 8.5.1.19.4 Appendix carry.
- 8.5.1.19.5 Pocket carry.

8.6 Ammunition Carriers

8.6.1 General Ammunition Carrier Rules:

- 8.6.1.1 Instead of using ammunition carriers, shooters may carry spare loading devices in their pockets. Shooters may mix carry methods.
- 8.6.1.2 One ammunition carrier per allowed ammunition feeding device (see rule may be worn on the belt. (Each individual pouch in a multiple pouch ammunition 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.
- 8.6.1.3 Ammunition carriers may be modified to meet IDPA rules.
- 8.6.1.4 For male shooters only, ammunition carriers must hold the loading devices such that a ¾ inch/19.1 mm dowel placed between the shooter and the device contacts both the shooter and the device simultaneously.

8.6.2 Magazine Carrier Rules - Magazine carriers must:

- 8.6.2.1 Be suitable for concealed carry and all day continuous wear.
- 8.6.2.2 Must be worn on an IDPA legal belt.
- 8.6.2.3 Cover 2” (50.8 mm) of the magazine as measured from the top of the cartridge rim down the back flat of the magazine tube.
- 8.6.2.4 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.
- 8.6.2.5 Hold the magazine within 10° of vertical relative to the belt. (80° to 100° relative to the belt).
- 8.6.2.6 Magazine carriers with 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” (3.2 mm) 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.
- 8.6.2.7 “Bullets out” magazine pouches are not allowed.
- 8.6.2.8 Magazine carriers must be worn in a belt location where the front edge of the carrier or magazine is behind the shooter’s anterior superior iliac spine (hipbone).
- 8.6.2.9 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:

- 8.6.3.1 Be suitable for concealed carry and all day continuous wear.
- 8.6.3.2 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.
- 8.6.3.3 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.
- 8.6.3.4 Moon clips may not be retained in the carrier by three (3) or less cartridges. Side cuts are permitted for thumb and index finger access only.
- 8.6.3.5 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” (25.4 mm) of each other, and the speed loader/moon clip nearest the holster must be within 1” of the revolver pouch of the holster.
- 8.6.3.6 The shooter may wear additional speed loaders/moon clips behind the hipbone on the weak side or behind the holster.
- 8.6.3.7 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

- 8.7.1 This duty gear exemption is for patrol type gear worn by uniformed personnel, not under cover, plainclothes, or investigative type gear.
- 8.7.2 Police and military personnel are allowed to use their duty rigs as follows:
- 8.7.3 The duty holster must be a strong side belt or thigh holster with at least one retention feature.
- 8.7.4 All retention features of the holster must be used.
- 8.7.5 All belt equipment holders must be present. The shooter may decide which belt equipment is present.
- 8.7.6 Police and military personnel using the duty gear exemption are exempt from:
 - 8.7.6.1 Using concealment garment.
 - 8.7.6.2 Holster design and placement requirements (other than listed above).
 - 8.7.6.3 Ammunition carrier design and placement requirements.
 - 8.7.6.4 Belt design and placement requirements.
- 8.7.7 Police and military personnel who carry a firearm mounted light and/or laser on duty may compete with a firearm mounted light/laser using their duty holster. The light/laser may not be activated during a string of fire. With the light/laser removed, the firearm must meet all division requirements.
- 8.7.8 The duty gear exemption is for Tier One (1) local club matches only and does not apply at sanctioned matches.

8.8 Miscellaneous

- 8.8.1 Knee Pads & Elbow Pads
 - 8.8.1.1 Hard shell kneepads and elbow pads are not allowed.
 - 8.8.1.2 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 may be put on and removed as the competitor sees fit.
- 8.8.2 Cleats
 - 8.8.2.1 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
 - 8.8.3.1 Gloves may be used.
- 8.8.4 Flash Lights:
 - 8.8.4.1 Only hand held lights may be used in IDPA competition. For Physically Disabled shooters, refer to Physically Disabled Shooters Section.
 - 8.8.4.2 Lights may not be attached to the shooter's hand, wrist, or arm in any fashion.
 - 8.8.4.3 Rings or straps that go around any part of the shooter's body (finger, palm, wrist, etc.) are not allowed.
 - 8.8.4.4 Lanyards may be present, but may not be used.
 - 8.8.4.5 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 Legal concealment garments hide the holster, firearm, ammunition carriers, and loading devices from view.
- 8.9.2 The concealment garment test is for the competitor to stand with their arms straight out to the side, 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 used during a string of fire. Standard laundry starch is acceptable.
- 8.9.4 Weights may not be attached to concealment garments, but items may be placed in pockets. Pocket flaps may be inserted into pockets.
- 8.9.5 Specially made pockets for magazine stowage after a reload may not be used.
- 8.9.6 Flash lights do not need to be concealed.

9 Classification Rules

9.1 IDPA shooters are divided into six (6) separate Classifications so that shooters may compete against others of like skill. These Classifications are 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.

9.2 The IDPA Classifier is a seventy-two (72) round, three (3) stage, eight (8) string match that classifies shooters in a short time. Distinguished Master, however, is only attained by winning the Division Champion title or scoring within three percent (3%) of the Division Champion score at the IDPA U.S. Nationals, IDPA U.S. Indoor Nationals, or the IDPA World Championship.

9.3 Classification Database

9.3.1 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.

9.3.2 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 seven (7) calendar days.

9.4 Classification Frequency

9.4.1 Every IDPA member must shoot the Classifier at least once every twelve months, except Master and Distinguished Master class shooters. A Match Performance Promotion in the last twelve months in a Division counts as shooting the IDPA Classifier in that Division. Shooting and completing a Sanctioned IDPA match in the last twelve months (without a DQ or DNF) also counts as shooting a Classifier in the division in which the shooter competed.

9.4.2 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.

9.4.3 Every shooter in a Sanctioned Match must be classified per within the previous twelve months (365 days/366 days on Leap years,) 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.

9.4.4 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.

9.4.5 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.

9.5 One Classifier Score Applied to Multiple Divisions

9.5.1 The classification (e.g. MA, EX, SS) attained by shooting the Classifier in any semi-automatic pistol division shall be applied to all other semi-automatic pistol divisions.

9.5.2 Examples: SSP classifier score attaining Expert, also applied to CCP, ESP; and CDP as Expert.

9.6 Match Performance Promotion

9.6.1 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.

9.6.2 The winner of a class at a Sanctioned Match will be promoted to the next higher Classification if that shooter beats nine shooters in that class or any higher class in that Division.

- 9.6.3 The second 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 third, fourth, fifth place, etc. in the match. For example, the fourth place finisher will be promoted if that shooter beats 39 shooters in that class or any higher class in that Division.
- 9.6.4 If two 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.

9.7 Equity Promotion

- 9.7.1 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 or shoots a classifier, 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.
- 9.7.2 For example, if a shooter is promoted to Sharpshooter in a match or shoots a Sharpshooter class score in the Classifier and it is a new highest class, then that Classification is entered into the database. Additionally, the shooter's Classifications in other semi-automatic Divisions below Marksman will be promoted to Marksman. When Expert becomes a shooter's new highest semi-auto class, then any semi-auto Classification below Sharpshooter will increase to Sharpshooter.
- 9.7.3 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. This rule does not apply to six firearm awards, which may only be attained by shooting Classifiers at the appropriate level.

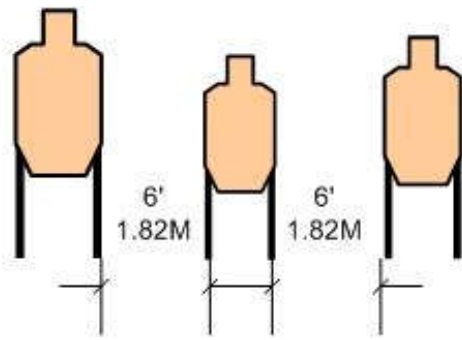
9.8 Classification Scoring Breakdown

	ESP	SSP	CDP	CCP	REV	BUG
Master	72	73	75	78	83	89
Expert	95 to 72.01	96 to 73.01	100 to 75.01	103 to 78.01	110 to 83.01	118 to 89.01
Sharpshooter	140 to 95.01	142 to 96.01	150 to 100.01	155 to 103.01	165 to 110.01	177 to 118.01
Marksman	225 to 140.01	232 to 142.01	240 to 150.01	248 to 155.01	263 to 165.01	283 to 177.01
Novice	225.01 & up	232.01 & up	240.01 & up	248.01 & up	263.01 & up	283.01 & up

9.9 The Classifier Match

- 9.9.1 Only current IDPA-affiliated clubs may run Classifiers and only current IDPA members may shoot the Classifier. New shooters that have applied for IDPA membership, but do not yet have an IDPA number may shoot the Classifier and the results will be held by the Match Director until the shooter receives a membership card.
- 9.9.2 Only the Match Director and Certified SOs specifically designated by the MD or Club Contact can hold a Classifier match for one person or several squads as needed. However, a MD or SO may not run the Classifier for him/herself. Every IDPA-affiliated club must run the Classifier as one of their monthly matches at least once per year. To accommodate local shooters that want to shoot Sanctioned Matches, holding more than one Classifier per year is recommended.
- 9.9.3 The Classifier must be shot as a single seventy-two (72) round match, shot all in one day to the best of one's ability. It is permissible to allow reshoots of a whole stage due to equipment problems and/or shooter mental errors for the purpose of accurate Classification as long as the reshoot occurs on the same day as the rest of the Classifier. However, no reshoots of individual strings of fire are permitted. If the Classifier is part of a scored match with other IDPA stages or the shooter is trying to attain a six firearm award, no reshoots are permitted. The targets are set with 6-foot separation. The left target head at 6 feet (1.82m), the middle head at 4 feet (1.21m), and the right target head at 5 feet (1.52 m).
- 9.9.4 During the Classifier only, shooters may load to division capacity, or fully load their normal IDPA compliant magazines, or load to any count sufficient to complete a string as required. Multiple strings require downloading must use the exact loading specified.

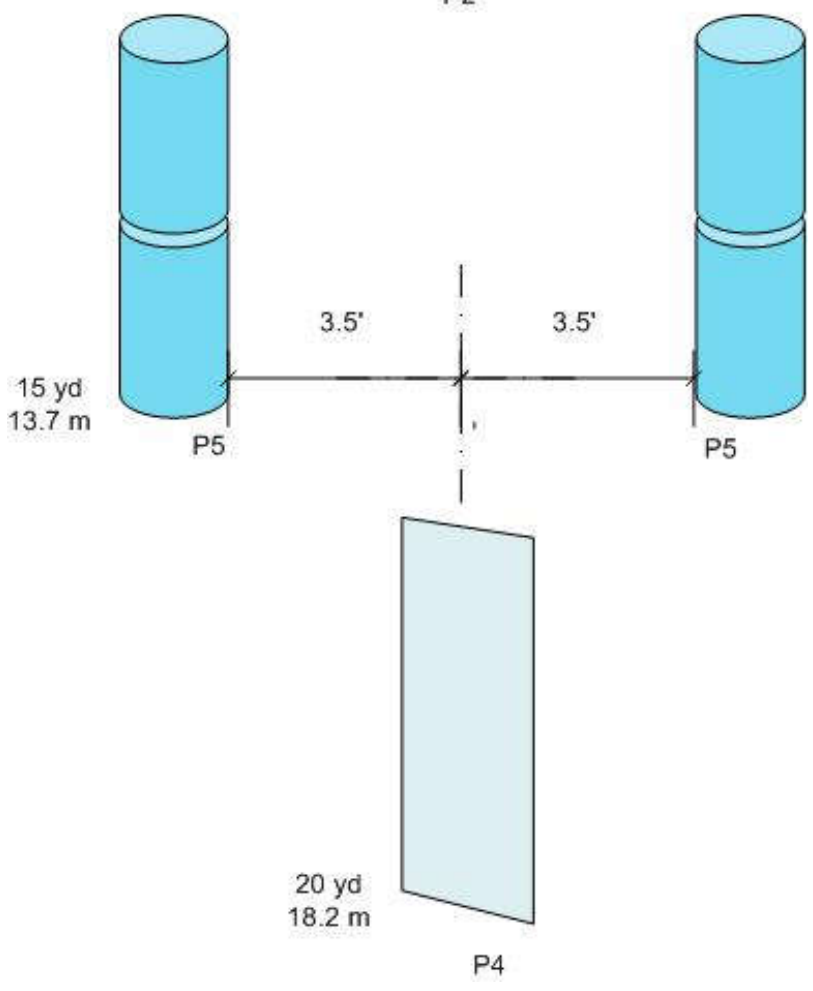
- 9.9.5 A concealment garment is optional for the Classifier.
- 9.9.6 **Stage 1 LIMITED** (7-yard line) 24 rounds total All Shot from P1 (6.4 Meters)
- 9.9.6.1 String 1 (12 shots): Load exactly 6 rounds in the firearm. Draw and fire 2 shots to each body, reload from slide-lock and fire 2 shots at each head.
- 9.9.6.2 String 2 (6 shots): Draw and fire 2 shots at each target strong hand only.
- 9.9.6.3 String 3 (6 shots): Start with firearm in weak hand, fire 2 shots at each target.
- 9.9.7 **Stage 2 LIMITED** (5 and 10-yard line) 24 rounds total P2 and P3 (9.1 & 4.6 meters)
- 9.9.7.1 String 1 (12 shots): Load exactly 6 rounds total in the firearm at P2. Start back to the target, turn, draw and fire 2 rounds to each target, re-load from slide-lock and fire 2 more shots at each target.
- 9.9.7.2 String 2 (6 shots): From the 10-yard line (P2), draw and fire 2 shots at each target while moving forward. Do not cross the line at P3.
- 9.9.7.3 String 3 (6 shots): From the 5-yard line (P3), draw and fire 2 shots at each target while retreating from the targets.
- 9.9.8 **Stage 3 LIMITED** (15 and 20-yard line) 24 rounds total (18.3 & 13.7 meters)
- 9.9.8.1 String 1 (12 shots): Load exactly 6 rounds total in the firearm at P4. Draw and fire 2 shots at each target using from either side of the barricade, re-load from slide-lock, advance to barrels at the 15 yard line (P5) and fire 2 shots at each target using cover shooting inside of the barrels on either side. Shooter's choice. Shooter may not shoot around outside of barrels without incurring a penalty Per 5.1.
- 9.9.8.2 String 2 (12 shots): Load exactly 6 rounds total in the firearm at P5. Draw and fire 2 shots at each target using cover from inside of the barrels, re-load from slide-lock move to the opposite barrels and fire 2 shots at each target using cover from inside the barrels. Shooter may not shoot around outside of barrels without incurring a penalty Per 5.1.



5 yd
4.5m
P2

7 yd
6.4m
P1

10 yd
9.1m
P2



10 Appeals Process

10.1 Definition: 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.

10.2 Scope of this Process: 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.

10.3 General Guidelines:

10.3.1 Appeals can be submitted according to the following process.

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

10.4 Appeals Requirements:

10.4.1 Shooter verbally appeals the 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.

10.4.2 If disagreement still exists, Shooter verbally appeals 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 Chief Safety Officer of the bay/stage.

10.4.3 If disagreement still exists, the Shooter shall alert the MD immediately after the MD has ruled of Shooter's intent to file a written appeal.

10.4.4 Shooter submits a written appeal within 30 minutes of informing Match Director of his intent. The preparation of the document rests solely on the appellant. Appeals received past this time limit will not be considered. The appeal should include the following information:

10.4.4.1 Shooter's name and contact information (including cell phone number, if applicable).

10.4.4.2 Brief description of the issue (100 words or less).

10.4.4.3 Names of witnesses and description of evidence, if applicable.

10.4.4.4 Confirmation that the appeal has been expressed to both the CSO and MD.

10.4.4.5 Specific rule and number from the current rulebook (including page number) that has been violated or is being reviewed.

10.4.4.6 Specify the desired outcome of the appeal.

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

10.6 Appeals Process:

10.6.1 After receipt of the written appeal, the MD will deliver the document to the Area Coordinator of the region (AC) or his delegate, who will act as Lead of the Arbitration Team.

10.6.2 The AC will select a team of 3 shooters who are Certified Safety Officers, including himself, to comprise the Appeals Team; each member will have one vote. The Appeals Team Members should have no conflict of interest with the outcome.

10.6.3 The Appeals Team will review the document prepared by the Shooter and will retain the appeal fee until a decision is made.

10.6.4 The Team may request further information from the shooter, Safety Officer, CSO, MD or witnesses, and may inspect any stage or area related to the appeal.

10.6.5 The Shooter filing the appeal should not initiate communications with any of the parties involved with the issue or with the arbitration team after the initial submission of the appeal.

10.6.6 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.

10.6.7 It is the responsibility of the MD to implement the Committee's decision. 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. If the team does not support the appeal, the decision of the MD stands and the appeal fee will be forwarded by the AC to IDPA Headquarters. If the Committee supports the appeal, the \$100 is returned to the shooter.

10.6.8 All decisions by the Team are final and may not be appealed.

10.6.9 No Third Party Appeals will be accepted by a shooter on behalf of someone else.

10.6.10 The Area Coordinator will provide a summary of the appeal and disposition to IDPA Headquarters within 1 week of the match completion date.

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