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

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## 1 THE FOUNDING CONCEPTS OF IDPA

Founded in 1996, the International Defensive Pistol Association (IDPA) is the governing body for IDPA competition, a handgun caliber 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 firearms, 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 one of the fastest growing shooting sports 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 70 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

1.1.1 The Fundamental Principles are a guide to all members.

1.1.1.1 Promote safe and proficient use of firearms and equipment suitable for concealed carry self-defense.

1.1.1.1 Offer a practical shooting sport encouraging competitors to develop skills and fellowship with like-minded shooters.

1.1.1.2 Provide a level playing field for all competitors that solely tests the skill and ability of each individual, not their equipment.

1.1.1.3 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.

1.1.1.4 Provide shooters with practical and realistic courses of fire, and test skills that could be required to survive life-threatening encounters.

1.1.1.5 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.

1.1.1.6 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

1.2.2 Allowed equipment will meet the following criteria:

1.2.2.1 Concealable: All equipment will be placed so that it is not visible while wearing a concealment garment, with your arms extended to your sides, parallel to the ground.

1.2.2.2 Practical: All equipment must be practical for all day concealed carry self-defense, and worn in a manner that is appropriate for all day continuous wear.

#### 1.2.3 Participation Principles

1.2.3.1 Competitors will not attempt to circumvent or compromise any stage by the use of inappropriate devices, equipment, or techniques.

1.2.3.2 Competitors will refrain from unsportsmanlike conduct, unfair actions, and the use of illegal equipment.

1.2.3.3 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 device, technique, or piece

of equipment is permitted under the IDPA rules. The lack of a prohibition about a specific action or piece of equipment does not equal permission. The final determination rests with the AC/IPOC/or RACL.

- 1.2.3.4 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.
- 1.2.3.5 Individual rehearsals of a CoF, including air gunning and taking sight pictures, are not permitted within the CoF boundaries.
- 1.2.3.6 Shooting from behind cover is a basic premise of IDPA. Competitors must use available cover in a CoF.
- 1.2.3.7 IDPA is a shooting sport based on concealed carry and in any single contest a shooter must use the same firearm on all stages unless the firearm becomes unserviceable.
- 1.2.3.8 Re-shoots are allowed for stage equipment failures or SO interference.
- 1.2.3.9 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.

### **1.2.4 Course of Fire Principles**

- 1.2.4.1 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.
- 1.2.4.2 “String of Fire” refers to a section of the course of fire that is initiated by a start signal, and ends with the last shot fired. There may be more than one string in a stage.
- 1.2.4.3 “Cover” refers to a position where a shooter can engage targets with a portion of their upper and lower body behind an object such as a wall.
- 1.2.4.4 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.
- 1.2.4.5 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.
- 1.2.4.6 IDPA rules will be equally enforced for all classifications of IDPA members.

## 2 SAFETY RULES

### 2.1 Cooper's Four Basic Rules

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

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

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

### 2.2 Unsafe Firearm Handling

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

- |         |   |
|---------|---|
| 2.2.1   | Endangering any person, including yourself. This includes sweeping oneself 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: 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, after the muzzle of the firearm is clear of the holster and has rotated up on the draw, sweeping any part of the body is a Disqualification. |
| 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 engaging (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 2 yards, unless engaging a low target that is within 2 yards.  |
| 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.  |
| 2.2.4.8 | while handling a firearm except at the firing line.   |
| 2.2.5   | Removing a firearm from the holster, unless:  |
| 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 shooter drops a loaded or unloaded firearm or causes it to fall within a stage boundary, the shooter is disqualified from the match.
- 2.3.3 Dropping an unloaded firearm or causing it to fall while outside of stage boundaries is not within IDPA’s control and is subject to local Range policy.

## 2.4 Ear and Eye Protection

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

## 2.5 Pistol Serviceability

Pistols used in competition will be serviceable and safe. The responsibility for safe and serviceable equipment falls completely on the shooter. The MD will require a shooter to withdraw any pistol or ammunition observed to be unsafe. In the event that a pistol cannot be loaded or unloaded due to a broken or failed mechanism, the shooter must notify the SO, who will take such action as he/she thinks safest.

## 2.6 Fingers

- 2.6.1 Fingers must be obviously and visibly outside the trigger guard during loading, unloading, drawing, holstering, while moving (unless engaging targets) and during malfunction clearance.
  - 2.6.1.1 First offense is a Procedural Error penalty.
  - 2.6.1.2 Second Offense is a DQ from the match.
  - 2.6.1.3 Each “Finger” violation will be clearly noted on the shooter’s score for tracking purposes.

## 2.7 Pistol Carry Condition

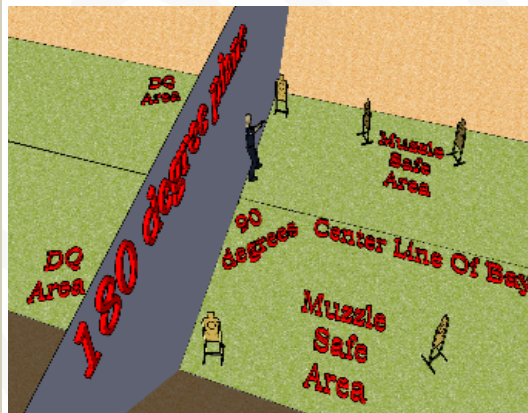
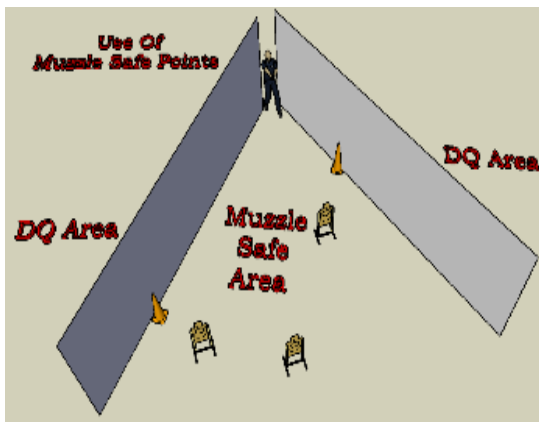
The normal condition of pistols not in use during a CoF is holstered and unloaded, with hammer down or striker forward and magazine removed or cylinder empty. Magazines, speed loaders, and moon clips may be reloaded while off the firing line, but the shooter’s firearm can be loaded or unloaded only under the direction of the SO.

## 2.8 Start Conditions

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

## 2.9 Muzzle Safety

- 2.9.1 There are three types of muzzle safe area indicators used in IDPA. The written stage description will describe which type of muzzle safe areas are used or if multiple types are used in concert. All three types may exist on a single stage, however if no muzzle safe cones or flags are present on a stage, the default is the 180° Plane.
- 2.9.1.1 Muzzle Safe Points: A Muzzle Safe Point is a physical and clearly visible marker such as a traffic cone or stake in the ground with a brightly colored flag or marker tape attached.
- 2.9.1.2 180-Degree Plane: The 180° plane is an imaginary infinite vertical plane drawn through the centerline of the shooter's body, perpendicular to the centerline of the shooting bay that moves with the shooter as the shooter moves through the stage. When facing downrange, the violation of the 180-degree plane when drawing from a muzzle rearward holster configuration or while holstering a firearm into a muzzle rearward holster configuration is not an infraction. If the muzzle of the shooter's firearm points further up range than a "Muzzle Safe Point" the shooter will be disqualified from the match. The shooter will be given the command "Stop." The shooter will stop immediately, place the trigger finger obviously and visibly outside the trigger guard of the firearm, and wait for further instructions from the SO.
- 2.9.1.3 Muzzle Exclusion Zone: Muzzle Exclusion Zones must be marked on doors/ports/windows that the shooter is required to open during the CoF. This type of muzzle safe point designates a keep out area and should be a minimum dimension of 6" square. If the muzzle points at this keep out area while the shooter is touching the marked area doorknob/handle, the shooter will be disqualified.



## 2.10 Safe Areas

- 2.10.1 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. The violation of any of the cases below will result in disqualification from the match:
- 2.10.1.1 Each Safe Area must be clearly identified by visible signage, and include a table with the safe direction and boundaries clearly shown.
  - 2.10.1.2 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.
  - 2.10.1.3 A Safe Area may also be used for inspections, stripping, cleaning, repairs, and maintenance of firearms, empty ammunition feeding devices, or related equipment.
  - 2.10.1.4 The muzzle of the firearm must be pointed in a safe direction.
  - 2.10.1.5 Handling of ammunition, loaded ammunition feeding devices, loose rounds, dummy ammunition, snap caps, simunitions, training rounds, or loaded firearms is not permitted in safe areas.
  - 2.10.1.6 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.
  - 2.10.1.7 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.

## 2.11 Hot and Cold Ranges

The question of Hot and Cold ranges at the local club level is subject to individual club policy. This issue is the sole responsibility of local clubs and is beyond IDPA's control. Matches sanctioned by IDPA are required to operate under the Cold range rule, but may use Hot Bays if desired.

- 2.11.1 Cold Range
  - 2.11.1.1 A "Cold Range" is defined as a range where all firearms must be unloaded unless under the direct supervision of an SO.
- 2.11.2 Cold Range with Hot Bays
  - 2.11.2.1 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.
  - 2.11.2.2 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.
  - 2.11.2.3 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.
  - 2.11.2.4 If a shooter for any reason does not wish to load his firearm with the group, the shooter is not to be penalized.
- 2.11.3 Hot Range
  - 2.11.3.1 A Hot range is defined as a range where each shooter has the choice to carry a loaded firearm at any time. Loaded or unloaded firearms may only be handled while on the firing line and under the direct supervision of a SO.

## 2.12 Range Commands

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

### 2.12.1 Range Is Hot

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

### 2.12.2 Load and Make Ready

2.12.2.1 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 required start position for the stage. Typically, this is to load the firearm and holster. After loading the firearm, holstering will be performed by the shooter while standing with the proper care to insure the firearm is free of anything inside the trigger guard and the muzzle is oriented away from the shooters body for safety. Additional options 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." Any additional actions that appear as a rehearsal are not permitted.

### 2.12.3 Are You Ready?

- 2.12.3.1 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 3 seconds, the shooter is considered to be ready.
- 2.12.3.2 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 The shooter is expected to be ready to proceed approximately 15 seconds after the "Load And Make Ready" command. If the shooter is ill prepared and needs more than fifteen seconds to get ready, the shooter will be advised that the shooter is being given approximately 15 seconds more to prepare. If the shooter is still not ready after that period, shooter will receive a Procedural Error penalty and will be moved down in the shooting order.

### 2.12.4 Standby

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

### 2.12.5 Finger

2.12.5.1 This command is given when the shooter's finger is not obviously and visibly outside the trigger guard when it should be, as noted in section 2.6. The shooter is not required to hear or acknowledge the command prior to scoring.

### 2.12.6 Muzzle

2.12.6.1 This command is given as a warning 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.

### 2.12.7 Stop

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

## 2.12.8 If Finished, Unload and Show Clear

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

## 2.12.9 If Clear, Slide Forward or Close Cylinder

2.12.9.1 Once the Shooter has inspected the chamber/cylinder and found it to be clear, this command will be issued, and the shooter will comply (see PCC Appendix for PCC specific range commands).

## 2.12.10 Pull the Trigger

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

## 2.12.11 Holster

2.12.11.1 The shooter will safely holster the firearm.

## 2.12.12 Range is Clear

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

## 2.13 Club Safety Rules

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 Purpose and Principles of IDPA or the administration of the match according to the IDPA Safety Rules. Any additional restrictions or requirements must be published in all match announcements and visibly displayed at the match in a location accessible to the shooters.

## 2.14 Steel Targets

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

## 2.15 General Maintenance

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

## 3 SHOOTING RULES

### 3.1 Shooting Actions

Shooting Actions are attributes of shooting. Examples of shooting actions are requiring one handed shooting, or shooting from a specified shooting position, such as standing freestyle, retention, crouching, kneeling, sitting, or prone, etc. Match Directors may indicate to shooter in the procedure the determinate factors that define sitting, kneeling, or prone, etc.

### 3.2 Target Engagement

- 3.2.1 Tactical Priority is a method of target engagement in which targets are engaged by their order of threat. Threat is based on the distance of the visible threats from the shooter.
- 3.2.1.1 All targets must be engaged in tactical priority, including all targets engaged “in the open.”
- 3.2.1.2 Targets are considered equal threat when the difference in the target distances to the shooter is less than 2 yards.
- 3.2.1.3 If several targets are visible at the same time, targets are engaged from near-to-far unless they are equal threat.
- 3.2.1.4 If targets are hidden by vertical cover, the targets are engaged as they become visible around the edge of cover.
- 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 and head shots may be required on an individual visible cardboard target and must be shot in the order and quantity stipulated in the CoF. Failure to shoot one or more targets in the required body then head order earns the shooter a single Procedural Error (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.
- 3.2.3 When an activator reveals a target of equal or higher Tactical Priority, the shooter may interrupt the engagement in any order to engage the target/s of equal or higher Tactical Priority without retreating.
- 3.2.4 Target engagement penalties shall not apply in the following cases:
- 3.2.4.1 Failing to fire the required number of shots at a disappearing target.
- 3.2.4.2 On the shooter’s order of target engagement when the targets are of equal priority.
- 3.2.4.3 When re-engaging targets elsewhere in the stage provided the shooter does not break the defined Muzzle Safe Points.
- 3.2.4.4 Shooter may re-engage a target freestyle once the Course of Fire (CoF) engagement requirement for that target has been satisfied.

### 3.3 Walkthroughs

- 3.3.1 Prior to shooting a stage, a group walkthrough will be given by the SO. During the group walkthrough, the SO will verbally indicate to all shooters the vision barriers and points of cover for each target and fault lines. During the group walkthrough, the SO will also indicate to shooters all special conditions for the stage. Each shooter will be allowed to view each target from every shooting position. This includes taking a knee or going prone.
- 3.3.2 Other than the group walkthrough, no individual stage walkthroughs are permitted. Individual walkthroughs include walking the path of fire or assuming shooting positions for the purpose of checking cover positions or target engagement, order, etc.

- 3.3.3 Air gunning is not permitted. Air gunning is the act of going through rehearsal motions of firing all or portions of the stage with a hand or pointed finger while within the stage boundaries.
- 3.3.4 Stage Boundaries mark the region wherein the shooter becomes subject to the rules of air gunning, sight picture and an individual walkthrough.

### 3.4 Reloads

- 3.4.1 An “emergency reload” is when the magazine/cylinder and the chamber are both empty in the firearm, and is the preferred reload for IDPA competition.
- 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 or 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 to be reloaded when the magazine is seated and the slide is in battery or the revolver cylinder is closed. The firearm must contain at least one unfired cartridge in the chamber, magazine, or cylinder.
- 3.4.4 If the shooter “drops” or “racks” the slide prior to leaving a Position of Cover and the slide fails to go fully into battery, this is considered a malfunction and no penalty shall be assessed.
- 3.4.5 A firearm is deemed empty when there is no live ammunition in the chamber or magazine for semi-autos, or there is no live ammunition in the cylinder for revolvers.
- 3.4.6 Shooters may not perform a reload which results in a loading device with ammo being left behind. This is commonly known as a “speed reload”, and will result in a Procedural Error penalty being issued.
  - 3.4.6.1 Ejected magazines with ammo do not need to be stowed if spare magazines start staged in a shooting position and the shooter does not leave that position.
- 3.4.7 Dropping a loaded magazine or speed loader/moon clip does not incur a penalty as long as the shooter retrieves and properly stows the loaded magazine or speed loader/moon clip prior to the firing of the last shot in the string of fire.
- 3.4.8 When clearing a malfunction, the magazine or speed loader/moon clip and/or ammunition that may have caused the malfunction does not need to be retained by the shooter and will incur no penalty if dropped.
- 3.4.9 Firearms and magazines must always be loaded to the shooter’s division capacity, unless otherwise specified by the CoF.
- 3.4.10 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. Refer to 8.1.3 for additional information.

### 3.5 Cover and Concealment

- 3.5.1 Cover refers to a barrier that exists between the shooter and the targets to be engaged. Hard Cover is meant to stop bullets, any hits on or passing through simulated Hard Cover will not be scored. Walls, Barricades, and Vehicles are some examples of Hard Cover. Hard Cover may also be simulated through the use of black paint or black covering material on targets and/or props.
- 3.5.2 Vertical Cover requires the shooter to engage targets from the side(s) of the (PoC) Position of Cover.
- 3.5.3 Horizontal Cover requires the shooter to engage targets over or under the (PoC) Position of Cover.
- 3.5.4 Concealment refers to hidden from sight. Concealment such as Vision Barriers, and Soft Cover refers to a penetrable barrier used to obscure a shooters position from targets, such as bushes or a curtain.
- 3.5.5 “In the open” refers to a position where the shooter must engage targets with no cover or concealment between the shooter and the target(s).
- 3.5.6 When cover is available it must be used, while engaging targets, unless the shooter is “in the open” and forced to engage targets “in the open.” Shooters may not cross or enter any openings (doorways, open spaces, etc.) without first fully engaging all targets visible from those locations.

3.5.7 Stages will have one or more of the following cover situations:

3.5.7.1 There is no cover anywhere in the stage, so reloading (emergency and topping off) with up to 18 rounds per string are allowed “in the open.”

3.5.7.2 The shooter engages all targets from cover.

3.5.7.3 When starting in the open, up to 6 shots may be required on targets while the shooter is stationary or moving to the first position of cover.

3.5.7.4 When moving between two positions of cover, no more than 6 shots may be required on “discovered” or “surprise” targets hidden behind a vision barrier or revealed by activation.

3.5.8 For vertical cover when shooting, a shooter must remain within the fault lines.

3.5.9 Low cover can be at either a position of vertical or horizontal cover and requires at least one knee touching the ground.

3.5.10 *(deleted)*

3.5.11 Cover During Reloads

3.5.11.1 When the shooter runs the firearm empty in the open or from behind concealment, the shooter may reload and continue engaging targets as needed or move to the next shooting position to complete the engagement.

3.5.11.2 In stages with cover, shooters may reload standing still or on the move at any time, as long as they are not exposed to targets that are not fully engaged during the reload. (Standard stages may require multiple engagements of a target array in a single string so the procedure will dictate the correct action for a stage.)

3.5.11.3 Vision Barriers provide concealment to the shooter, but offer no protection from a threat. This allows movement through a stage. When the shooter runs the firearm empty, they are considered to be in the open.

3.5.11.4 Shooter exposure to multiple target arrays while engaging targets: Engaging targets from distant cover beyond the end of a fault line is not itself a penalty. However while using distant cover, if a shooter is exposed to other unengaged targets associated with a different shooting position they incur a penalty under 3.5.6. if not within a physical fault line at a Position of Cover (e.g. a shooter in an open area between positions of cover)

## 3.6 Fault Lines

3.6.1 Fault Lines must be employed by Match Directors to mark the limit of a Position of Cover or shooting positions for a CoF.

3.6.2 Fault lines must be used in such a way that they are consistent for each shooter. Examples of fault line materials are a physical barrier such as a barrel or short wall, a tightly stretched rope, dimensional lumber, angle iron, tape, paint or a flat metal bar.

3.6.3 Faulting the Line is defined as the shooter touching the ground or other objects on the opposite side of the fault line.

3.6.4 When Fault Lines are used to delineate a Position of Cover (PoC):

3.6.4.1 Fault Lines are used to ensure a shooter is behind cover when engaging targets from a shooting position or Position of Cover. There will only be one Fault Line at each possible PoC, and that line applies to all targets visible from that PoC.

3.6.4.2 Fault Lines used to delineate cover must start at the cover object (e.g., wall, barrel, etc.) and extend back away from cover in the up-range direction. The object used to mark the line must extend back away from the cover object at least 3 feet but not more than 8 feet.

3.6.4.3 A shooter who engages a target while faulting the line shall be assessed a PE.

3.6.4.4 Other measurement methods for determining cover must not be employed.

3.6.5 When Fault Lines are used to limit a shooters movement (e.g. shooting in the open from behind a fault line):

3.6.5.1 A shooter who engages a target while faulting the line shall be assessed a PE.

3.6.6 Match designers may terminate the end of a fault line, into an object, such as a barrel, to further delineate shooting positions and positions of cover.

3.6.7 Nested / Overlapping Fault Lines: Shooters shall not advance across fault lines in a way that exposes them to unengaged targets. Fault lines are not cover themselves. They restrict movement beyond a shooting position for unengaged targets which are exposed to the shooter.

### 3.7 Start Position

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

### 3.8 Reshoots

- 3.8.1 Shooters cannot reshoot a stage or string for firearm or "mental" malfunctions.
- 3.8.2 Reshoots are mandatory for stage equipment malfunctions.
- 3.8.3 A stage equipment malfunction is defined by having a prop fail in a way that it changes the scoring outcome for a shooter during that time. Unpasted targets, or having pasters fall off targets are not considered stage malfunctions unless the Match Director cannot determine the score for the shooter.
- 3.8.4 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.
- 3.8.5 If a shooter feels he has been interfered with by an SO, the shooter must request a reshoot immediately following the "range is clear" command and prior to the scoring of targets. The MD will determine if a reshoot request is granted.

### 3.9 Firearm Hand Usage Restrictions – Stage Description

- 3.9.1 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.
- 3.9.2 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 (excluding PCC). For safety reasons, both hands may be used when clearing a malfunction or reloading. For PCC the firearm must be shouldered on the strong hand side, trigger pulled with the strong hand. Both hands may be on the gun.
- 3.9.3 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 (excluding PCC). For safety reasons, no weak hand drawing from the holster is allowed and both hands may be used when clearing a malfunction or reloading. For PCC the firearm must be shouldered on the weak side of the body, the trigger must be pulled with the weak hand. Both hands may be on the gun.
- 3.9.4 Retention is an action defined by shooting with strong side elbow, forearm or wrist held against their strong side torso while engaging.
  - 3.9.4.1 Shooter may elect to shoot using strong hand only or both hands for required retention shots.

### 3.10 Flashlight Usage Rules

- 3.10.1 If a shooter is required or elects to use a flashlight on a stage, the flashlight (for pistol divisions) must be concealed and turned off at the start of the stage, unless otherwise dictated in the CoF.
- 3.10.1.1 Once the stage begins, the flashlight may be left on during the entire stage at the shooter's discretion.
- 3.10.1.2 Shooters must retain the flashlight throughout the course of fire.
- 3.10.1.3 Dropping a flashlight does not incur a penalty as long as the shooter retrieves the flashlight prior to firing the next shot in the string of fire. This rule does not exempt dropped firearms.
- 3.10.1.4 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.
- 3.10.1.5 The shooter's flashlight may be used to recharge night sights any time after the start signal, but not prior.
- 3.10.1.6 When a shooter elects to place a weapon mounted light on their handgun, for use at any time during a match, the shooter will be required to pass an equipment inspection, for the division entered with the box and weight restrictions for the division, with the flashlight mounted as used on the stage. If this is mid match, the shooter will be escorted back to the equipment inspection before moving on to the next stage.

### 3.11 Responsibilities and Code of Conduct

- 3.11.1 By shooting IDPA Matches or as a member of IDPA, I agree to the following:
- 3.11.1.1 I understand that it is a privilege, and not a right, to be an IDPA Shooter.
- 3.11.1.2 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.
- 3.11.1.3 Prior to and during a match, I will refrain from being under the influence of any altering substances, or medications that may negatively impact my ability to shoot safely.
- 3.11.1.4 I will maintain a current IDPA membership after my third match.
- 3.11.1.5 I will establish an accurate Classification by shooting a Classifier to compete for score.
- 3.11.1.6 I recognize that it is my responsibility to maintain a working knowledge of the current IDPA rulebook.
- 3.11.1.7 I will adhere to the IDPA purpose and principles and will not willfully break any IDPA rule.
- 3.11.1.8 I will listen carefully and refrain from talking during shooters' briefings and stage briefings.
- 3.11.1.9 I will refrain from any action that distracts shooters, safety officers, and other competitors during the match.
- 3.11.1.10 I understand it is my responsibility as a squad member to be ready to shoot when called to the line.
- 3.11.1.11 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.
- 3.11.1.12 I will not communicate with others in a threatening, harassing, or abusive manner.
- 3.11.1.13 It is my responsibility to check my match scores within the verification period to see that they are correct.
- 3.11.1.14 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.
- 3.11.1.15 If I have a question or an issue, my first contact is with the Chief Safety Officer at the match, then the Match Director, then the Area Coordinator, then the Regional Area Coordinator Lead, and then IDPA HQ.
- 3.11.1.16 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 written stage description.
- 4.1.2 Each Course of Fire description will specify how many hits are required on each target. For example, if 3 hits are required on each target, then the best 3 hits will be scored if there are more than 3 hits on the target.
- 4.1.3 To tally an Unlimited score, take the time it took to complete the strings of fire (raw time from the shot timer) and total up the points down from each target. The raw time is added to the total points down for the stage multiplied by 1 second, and then added to any other penalties if applicable.

### 4.2 Limited Scoring

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

### 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 other applicable penalties. When you receive a beep, you receive a score.
- 4.3.2 If the SO stopped the shooter for a perceived squib, and it turns out not to be a squib, the shooter will be given a reshoot due to SO interference. If the SO stopped the shooter for a perceived squib, and it is a squib, the score will be determined per as above but no reshoot is given.

### 4.4 Did Not Finish Match (Match DNF)

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

**4.5 Reasonable Doubt**

- 4.5.1 When a Safety Officer has a reasonable doubt on a scoring call (including penalties) 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 or still photography cannot be used to determine the shooter's score or appeal the decision of a Safety Officer, Chief Safety Officer, or Match Director.
- 4.5.3 Typically, bullet holes leave a grease ring, and it is used to determine the outside diameter of the hole for scoring. However, bullets do not have to have a grease ring to be scored as a hit. (e.g., bullets passing through other targets, clothing, soft cover, etc., may not produce a grease ring) so it is possible to allow the hit to be scored.
- 4.5.4 A radial tear must not be used to give a shooter a better score. If the actual area of the bullet hole does not reach the next better scoring ring, the shooter gets the lower score even if the tear reaches the next higher scoring ring.

**4.6 Bullet Holes**

- 4.6.1 Oval or elongated bullet holes made in a target that exceed two bullet diameters (of the caliber used by the shooter) do not count for score. This situation normally occurs for moving targets fired upon at extreme angles or targets where the shooter is moving.
- 4.6.2 The elongated bullet hole rule does not include keyhole bullet holes (a keyhole bullet hole is created by a bullet which tumbles out of the firearm barrel and appears to have gone through the target sideways,) which count for score.
- 4.6.3 Only holes made by whole bullets, not fragments, are scored.
- 4.6.4 Only bullet holes entering the front of the target will be scored.
  - 4.6.4.1 Targets inadvertently mounted backwards during set up are not grounds for reshoots provided the targets are still able to be correctly scored.

**4.7 Hard Cover/Soft Cover Scoring Implications**

- 4.7.1 Stage props are commonly used to represent hard cover or impenetrable objects such as walls, cars, barricades, and furniture such as desks and file cabinets. Truly impenetrable objects may also be used as hard cover in a stage.
- 4.7.2 Props used to simulate walls are considered impenetrable and extend from the ground to infinity unless otherwise specified in the CoF. Simulated walls can have ports and/or windows within them for shooting or other purposes. Mesh and netting may be substituted for solid coverings and are always considered hard cover for scoring purposes.
- 4.7.3 IDPA requires that course designers standardize on Black for simulated hard cover. IDPA recommends that course designers standardize on White for soft cover simulation, or use props such as windows, curtains, shrubs, etc.
- 4.7.4 Any shot that puts a full diameter hole in an object designated as simulated hard cover and continues to penetrate a target will be considered to have missed the target, (whether the target is a threat or a non-threat). If the SO cannot tell which shot through hard cover hit a threat target, remove the best hit from the target for each full diameter hole in the hard cover.
- 4.7.5 Shots that penetrate soft cover and go on to strike a target will be scored as hits, (whether the target is a threat or a non-threat).
- 4.7.6 Simulated Threat and Non-Threat indicators painted or marked, regardless of color are not hard cover.
- 4.7.7 Threat indicators made of impenetrable material are considered hard cover.

- 4.7.8 Targets may be covered with clothing as desired. This is typically done with T-shirts, cut into a front half and a back half and one half is clipped or stapled onto the target sticks holding the target. Only a single layer of lightweight clothing material may be between the shooter and a target.

## 4.8 Threat and Non-Threat Target Designation

- 4.8.1 Non-threat targets must be designated by displaying a pair of normal sized open hands of contrasting color, at least one of which must be visible from all shooting positions where the target may be engaged.
- 4.8.2 Threat targets may be designated by displaying a normal sized threat indicator (like a firearm or knife) that is visible from all shooting positions where the target may be engaged.
- 4.8.3 Threat indicators of different kinds all have equal threat value and do not change target engagement priority. For example, a knife is equal in threat to a shotgun, rifle, or other firearms, or an unmarked target.
- 4.8.4 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.



## 4.9 Shoot Through

When a bullet passes through both a non-threat target and a threat target, the shooter will get the penalty for the non-threat target hit and will get credit for the scored hit on the threat target. The reverse also applies when a round on a threat target penetrates a non-threat or threat behind it. All target shoot through hits count.

## 4.10 Target Scoring Zones

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

### 4.11 Hit on Non-Threat

- 4.11.1 A Hit on a Non-Threat (HNT) is defined as a hit in any scoring zone of a target that is designated a non-threat. A reactive non-threat target (steel, reactive polymer, etc.) must react properly to a hit to be scored as a HNT.
- 4.11.2 Each hit on a Non-Threat adds 5 seconds to the shooter's score.

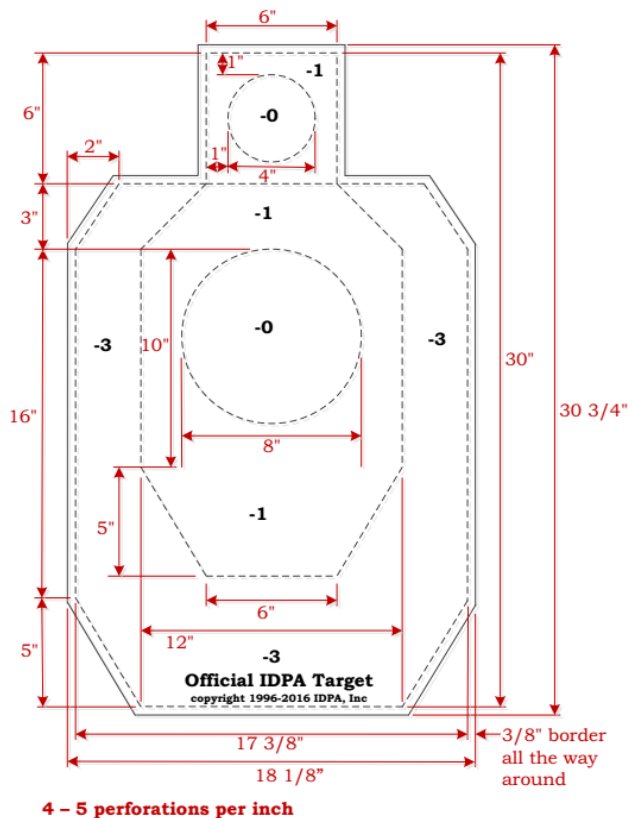
### 4.12 Targets

The following is an inclusive list of targets which are allowed:

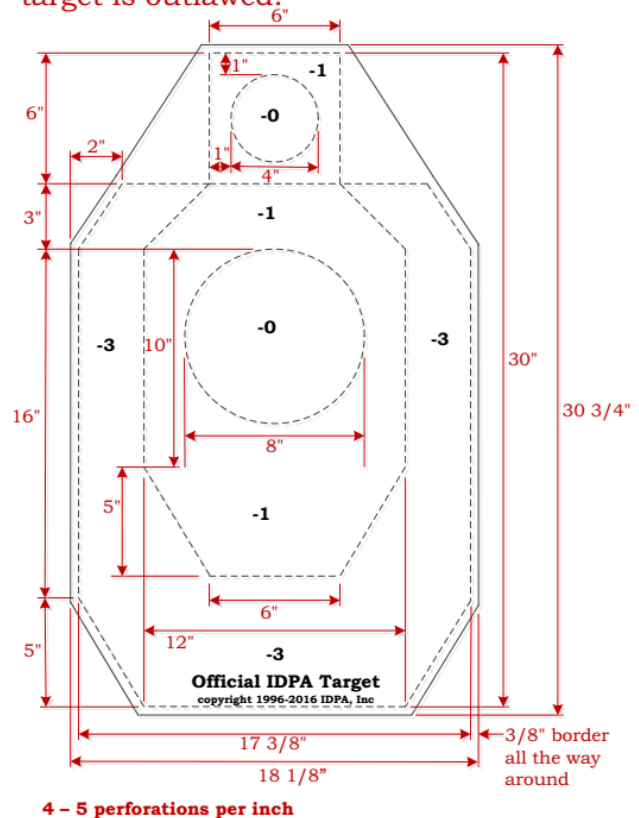
- 4.12.1 All cardboard targets used in IDPA local, and Sanctioned Matches must be Official IDPA cardboard targets. Official IDPA cardboard targets are available from licensed IDPA target manufacturers in each geographical area. See our website at [www.IDPA.com](http://www.IDPA.com) to find a vendor near you.
- 4.12.1.1 Cardboard targets may be stationary or moving. Threat targets will be scored as marked, as -0, -1, -3, and a miss is -5. Non-Threat targets are scored as -5 per hit regardless of marked scoring zones.
- 4.12.1.2 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) for standard stages, or cut away such as removing the -3 scoring area, leaving a non-scoring 3/8" perimeter remaining.
- 4.12.1.3 Stationary or moving cardboard targets with cut away or black hard cover painted on them contiguously covering no more than half of the original target size for scenario stages. These targets should be part of the scenario description and appropriate for the stage.
- 4.12.1.4 Disappearing target, any target that, when at rest, does not present the shooter with a visible scoring area of 1 or 0 down.
- 4.12.1.5 Official IDPA cardboard targets with the round down zero area cut out for scoring ease may be used only as a stationary target. The target may be shot starting within 3 yards or less and shot while stationary or moving away from the target.
- 4.12.2 Poppers: Stationary full sized and miniature Popper and Pepper Popper reactive targets with a minimum height of 24 inches and a minimum width of 8 inches. These targets are scored as down zero (-0) if they fall. If the target is left standing it is scored as down five (-5).
- 4.12.3 Steel "Legs": Stationary steel reactive vertical plates representing target legs that present a target at least 3 inches wide and at least 15 inches tall are allowed. These targets are scored as down zero (-0) if they fall. If the target is left standing it is scored as down five (-5). The calibration zone for this target is the upper ½ of the target leg.
- 4.12.4 Stationary IDPA Reactive Target: An IDPA cardboard target covered with a t-shirt or other clothing is held in front of a down zero sized steel plate that is aligned with the down zero zones on the cardboard target. One of the steel plates must be hit to knock down the target. These targets are scored as down zero (-0) if they fall. If the target is left standing it is scored as down five (-5). The cardboard holding the clothing is not scored. This target type is not counted in the steel paper ratio. The round down zero steel plate of the target is the calibration zone.
- 4.12.5 A 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.
- 4.12.6 The Popper is used only as an activator and is not scored, nor does it count in the paper to steel ratio calculation.

- 4.12.7 Other targets are allowed if and only if they represent something pertinent and appropriate to the stage scenario.
- 4.12.8 Stationary 6" or larger diameter round reactive steel or reactive polymer plates.
- 4.12.9 Stationary 6" or larger square reactive steel or reactive polymer plates.
- 4.12.10 Other stationary steel reactive plates with 28.3 square inches or more surface area where the smallest dimension presented to the shooter must equal or exceed 3 inches. The MD will define the calibration zone for these targets.
- 4.12.11 Stationary Clay pigeon targets (examples: simulate a door lock, or an ocular area, etc.) Clay pigeon targets are not subject to calibration.
- 4.12.12 New targets will be evaluated annually.

**Official IDPA Target**



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



## 4.13 Disallowed Targets

The following is a non-inclusive list of disallowed targets: Bowling Pins, Multi-plate moving targets (e.g. 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 and arrays that are unrealistic for self-defense at first glance, etc.

**4.14 Scored Hits**

- 4.14.1 Only rounds fired by the competitor may be used for scoring in a stage.
- 4.14.2 Any round required to be fired at a target by the competitor must be scored. For example, if six shots are required to be fired at a target, six shots will be scored.

**4.15 Results Posting**

- 4.15.1 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.
- 4.15.2 Touching Targets
- 4.15.2.1 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 team. If a target is interfered with by the shooter or designee before it is scored, that target will be scored as all misses.
- 4.15.2.2 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.
- 4.15.2.3 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.
- 4.15.2.4 If a target is scored and taped before the shooter or designee can see the target, the score stands.
- 4.15.2.5 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.
- 4.15.2.6 Targets where a scoring dispute is ongoing will be pulled from the stage and held for inspection by the Chief Safety Officer or Match Director.

**4.16 Calibration of Reactive Targets**

- 4.16.1 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.
- 4.16.2 If the BUG division is supported the Match Director will provide a 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.
- 4.16.3 Targets must be situated to minimize shift, twist, or movement during a match, so that proper calibration is not lost as the match continues.
- 4.16.4 To calibrate a reactive target during setup, 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.
- 4.16.5 If during a CoF a reactive target does not react properly when hit, the competitor has three choices.
- 4.16.5.1 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.
- 4.16.5.2 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.

- 4.16.5.3 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.

4.16.5.3.1 *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.*

4.16.5.3.2 *As part of the challenge process, the SO will immediately collect the remaining rounds of ammunition from the gun used in the stage from the shooter and these will be sent to the chronograph for testing.*

4.16.6 If the target is touched or interfered with by match staff, MD, SOs or another competitor, the shooter will be given a reshoot.

4.16.7 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.

4.16.8 Should the target fall without interference prior to calibration (i.e. wind, etc.) the shooter will be given a reshoot.

4.16.9 Calibration Checking Process

4.16.9.1 The MD will fire one round of calibration ammo at the reactive target calibration zone from the same position that the shooter used to engage the target.

4.16.9.2 If the target is hit in the calibration zone or lower and the target reacts properly, the calibration is deemed correct, and the target will be scored as a miss. If the shooter did not complete the stage, then Incomplete Stage scoring will be used to determine the shooter's score for the stage.

4.16.9.3 If the target is hit above the calibration zone, the Calibration Checking Process failed and the shooter will be given a reshoot.

4.16.9.4 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.

4.16.9.5 If the target is missed, fire another round at the calibration zone.

4.16.9.6 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

Under no circumstances is a penalty of any type to be assessed based on a judgment call on whether or not the prop was used appropriately during the CoF. Further, a written stage briefing may not supersede the shooting rules in Section 3 with regard to issuing procedural penalties to competitors. While a procedure may suggest a way to complete a string, the instructions are limited to following rulebook Sections 3 and Section 5 in their guidance with regard to penalizing shooters. After the start signal, penalties for non-shooting actions may not be issued to competitors for their performance on a stage.

### 5.1 Procedural Error (PE)

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

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

### 5.2 Flagrant Penalty (FP)

5.2.1 A Flagrant Penalty (FP) adds ten (10) seconds and is assessed in cases where an infraction results in more than a 3 second competitive advantage. Flagrant Penalties are assessed when:

5.2.1.1 A shooter fails to follow the shooting actions 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 deliberately breaks a rule resulting in more than a 3 second advantage.

5.2.1.3 A conduct violation described in the Shooter's code of conduct as determined by the MD.

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

5.2.2.1 SHO/WHO strings / stages shot Freestyle.

5.2.2.2 Not going prone when required.

5.2.2.3 Overloading rounds in magazines above limited division capacity.

5.2.3 All FPs must be approved by the MD.

### 5.3 Failure To Do Right (FTDR)

5.3.1 A 20 second Failure To Do Right penalty is assessed for gross unsportsmanlike conduct.

5.3.1.1 Non-inclusive examples of this conduct are: Swearing at or intimidating an SO, throwing a piece of equipment on the ground, throwing a tantrum for any reason or violating the shooter's code of conduct.

5.3.2 The FTDR is intended 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.

5.3.2.1 An FTDR may be issued for gross 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.

5.3.2.2 An FTDR should not be assessed for inadvertent shooter errors.

5.3.2.3 All FTDRs must be approved by the MD.

5.3.3 If the FTDR is approved by the MD, the competitor becomes ineligible for Special Category and Most Accurate awards.

## 5.4 Disqualification (DQ)

- 5.4.1 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:
  - 5.4.1.1 Unsafe firearm handling as defined in the Safety Rules Section.
  - 5.4.1.2 Unsportsmanlike conduct.
  - 5.4.1.3 Violations of the Shooter's Code of Conduct as determined by the MD.
  - 5.4.1.4 Shooting at a steel target that is less than 10 yards from the shooter.
  - 5.4.1.5 Intentionally discharging the firearm at anything other than a target or an activator.
- 5.4.2 All DQs must be confirmed by the MD.

## 5.5 Penalty Application

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

## 6 STAGE DESIGN RULES

### 6.1 IDPA Stage Categories

#### 6.1.1 Scenario Stages

6.1.1.1 Scenario Stages represent a civilian self-defense situation that could actually happen. Scenario Stages must have a written scenario description reflecting this and will use appropriate props and targets with Unlimited Scoring.

#### 6.1.2 Standards Stages

6.1.2.1 Standards Stages are designed to test the shooter's performance of the various fundamentals employed in IDPA shooting. Standards stages may use Limited or Unlimited scoring and are not required to have an accompanying scenario built into the stage description. Target engagement may be dictated in the written stage briefing as a shooting drill testing a shooting or gun handling skill. With the exception of Classifier or Specialty Matches, sanctioned matches are limited to having 2 standard stages per match.

### 6.2 Stage Descriptions

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

6.2.1.1 A defensive scenario or a standards (skills test)

6.2.1.2 Start position that clearly defines what is expected of the shooter.

6.2.1.3 Specifies firearm condition (loaded, unloaded, downloaded) and specific location

6.2.1.4 Procedure

6.2.1.5 Identifies all possible points of cover and fault lines

6.2.1.6 Specify using the 180 rule or points out the muzzle safe points

6.2.1.7 Specifies the minimum round count and whether the stage is limited or unlimited

6.2.1.8 Specifies if a concealment garment is NOT required

6.2.1.9 A descriptive diagram of the CoF.

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

6.2.2.1 To address a safety concern as it applies to the limits of the range.

6.2.2.2 Provide the option of not wearing a concealment garment.

6.2.2.3 Specify the number of rounds in the firearm at the start of the stage, up to division capacity.

6.2.2.4 Specify the start condition and position for the firearm, and the start position for ammunition feeding devices.

6.2.2.5 Specify the shooter start position.

6.2.2.6 Specify a shooting drill in a standards stage provided the actions needed to perform the drill do not exceed two required shooting actions in a single string of fire. (For example, SHO, WHO, and Freestyle in one string)

### 6.3 Shooting Positions and Positions of Cover

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

6.3.2 Fault Lines may consist of marking material that remains consistent for each shooter the entire match. They may be tactile or non-tactile at the discretion of the match director. If they extend above the ground surface, it is incumbent of each shooter to use appropriate care for safety. Paint, lumber, metal, etc. used to mark the fault line must be no wider than 4"

6.3.3 Fault Lines must be placed in a manner which promotes the Principles of Shooting IDPA in Section 1.2.

6.3.4 Fault lines must outline the general boundary for each point of cover wherein a shooter may safely engage all available targets from that position as an option in shooting a stage.

- 6.3.5 Positions of Cover at windows 24" or more must be marked with fault lines.
- 6.3.6 Match directors will use every effort to insure the effective use of props and stage descriptions to remove opportunities for officiating delays before allowing competitors to shoot the stages for score.

## 6.4 Stage Boundaries

Stage boundaries must be defined at each stage. Rope, tape, cones, flags, etc. must physically indicate these boundaries.

## 6.5 Miscellaneous Stage Design Rules

- 6.5.1 Only official licensed IDPA cardboard targets or IDPA approved targets can be used in any IDPA stage.
- 6.5.2 75% of all shots required in a match must be made from 15 yards or closer.
- 6.5.3 Scenario stages may have targets up to 20 yards from the shooter.
- 6.5.4 Standards stages may have targets up to 30 yards from the shooter.
- 6.5.5 Memory stages are prohibited in all IDPA stages and strings of fire. A memory stage is any stage where one must remember the order of engagement, or other shooting restrictions that are not intuitive to the shooter based on the design of the stage.
- 6.5.6 Only one paper target in a string may require a different number of shots than the other paper targets in the string. For example, the first paper target shall be engaged with 6 rounds and the remaining paper targets shall be engaged with 2 rounds each.
- 6.5.7 No more than 25% of the shots required on any string of fire may be on steel targets.
- 6.5.8 No more than 10% of the total shots required in the match may be on steel. Activator steel with a scored target in front of it does not count towards the allowable percentage of steel.
- 6.5.9 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 -0 zone that will not activate the activator must be identified as hardcover.
- 6.5.10 Blind stages and movable non-threat targets are not allowed.
- 6.5.11 No string of fire may require more than 18 rounds.
- 6.5.12 Required shooter movement under their own power of more than 10 yards between firing points is not permitted. Total required shooter movement under their own power of more than 20 yards is not permitted.
- 6.5.13 If low cover or a prone position is required, it must be the last shooting position of a string of fire.
- 6.5.14 Stage designers should strive to design stages that leave targets visible for permanently physically disabled shooters.
- 6.5.15 Only 1 non-threat target may be used for every 2 threat targets in any string of fire.
- 6.5.16 No stage description shall mandate that an ammunition feeding/loading device must be loaded during the CoF on the clock.
- 6.5.17 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.
- 6.5.18 No "strong hand only" strings of fire may require the shooter to engage targets more than 10 yards distant.
- 6.5.19 Target engagements requiring shooting with retention shall not exceed 1 yard distant from the shooter.
- 6.5.20 No "weak hand only" strings of fire may require the shooter to engage targets more than 7 yards distant.
- 6.5.21 Weak Hand Only strings will not be designed that require the shooter to use only the weak/support hand to reload the firearm or engage from retention
- 6.5.22 No shots are to be required at distances greater than 10 yards in scenario stages, or 15 yards in standards stages for targets head sized or smaller.
- 6.5.23 Cardboard targets at 10 yards or less from the shooter must present a minimum of 12 square inches of a down zero zone, with the smallest dimension being at least 3 inches.
- 6.5.24 Reloads shall not be mandated in a Course of Fire. All mandated reloads, topping off, etc. must be performed off the clock.

**6.5.25 Long Guns and Pickup Guns**

6.5.25.1 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.

6.5.25.2 Pickup firearms provided by the match, match sponsors, or organizers may be used in IDPA matches. Pickup firearms do not need to be compliant with IDPA equipment rules.

6.5.25.3 It is preferred that Pickup Firearms employ traditional notch and post sights.

6.5.25.4 If a shooter has a firearm malfunction using a pickup gun, the shooter must re-shoot the string.

6.5.26 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.

**6.5.27 Vision Barriers [Concealment]**

6.5.27.1 Vision barriers are soft cover objects such as barrels, tents, fake trees, sheer curtains, etc., that are used to block or occlude the view of a target or group of targets.

6.5.27.2 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.

6.5.27.3 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).

6.5.27.4 Humanoid shapes that are not targets (as defined in section 4.12), may not be used as vision barriers, soft cover or hard cover. Tactical dummies or mannequins may still be used as props, but not as Vision Barriers, soft cover, or hard cover.

6.5.27.5 Non-threat targets in the path of a threat target (activated or stationary) provide no cover or concealment to a shooter when moving from a position of cover.

6.5.27.5.1 *With activated targets, a shooter may not leave cover to advance prior to activation, even in cases where the threat target is not yet visible. Therefore, all rules regarding tactical priority apply.*

6.5.27.5.2 *Once a disappearing target is no longer visible (after activation) a shooter may advance without penalty.*

## 7 PERMANENTLY PHYSICALLY DISABLED SHOOTER (PPDS) RULES

- 7.1.1 For IDPA purposes, a permanently physically disabled shooter is defined as having:
- 7.1.1.1 Missing limbs or partial limb(s).
  - 7.1.1.2 Prosthetic limb(s).
  - 7.1.1.3 Non-operational limb(s).
  - 7.1.1.4 Use of wheelchair, walker or crutches.
  - 7.1.1.5 Medical waiver issued by IDPA HQ. Contact your Area Coordinator to obtain a waiver.
- 7.1.2 In an effort to accommodate PPDS, the following rules apply.
- 7.1.2.1 PPDS who choose not to, or are unable to perform an action required by the CoF (kneeling, prone, etc.) will receive 1 PE penalty per action not performed. If the targets cannot be acquired from their position of ability, points down will be assessed but no PEs for engagement will be assessed.
  - 7.1.2.2 PPDS with the use of only one arm or hand may elect to use a light mounted on the firearm or elsewhere on their body 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.
  - 7.1.2.3 PPDS who are one-armed/one-handed will not be penalized on a stage that requires shooting either weak hand or strong hand.
  - 7.1.2.4 PPDS may perform one-handed reloads in a manner that is deemed safe by the MD prior to the start of the match.
  - 7.1.2.5 PPDS who are confined to a wheelchair may use whatever means they choose to navigate the CoF in their wheelchair, including a pushing assistant. However, the requirement(s) chosen must be used for every CoF in the match.
  - 7.1.2.6 Use of a body mounted or wheelchair mounted holster and/or ammunition carriers are permitted.
  - 7.1.2.7 Firearms may be re-holstered between shooting positions.
  - 7.1.2.8 One-handed firearm control throughout a CoF is permitted.
  - 7.1.2.9 Shooters may forego usage of a concealment garment.
- 7.1.3 Shooters who suffer from hearing loss may request an alternate non-audible start signal.
- 7.1.4 IDPA Headquarters may issue individual waivers to allow physically disabled shooters to use alternate or specially designed equipment to suit their individual abilities.
- 7.1.5 PPDS status is based on the Honor System. Those who misrepresent their PPDS status will be disqualified.

**8 EQUIPMENT RULES**

**8.1 Firearms – General**

All equipment used in Defensive Pistol divisions at matches must meet the following simple guidelines:

Equipment must be practical for self-defense rather than using ‘competition only’ or ‘race gear’.

It must be suitable for all-day continuous wear and concealed. If you can’t carry it completely concealed in public to defend yourself, you can’t shoot or use it in a Defensive Pistol division for competition. Another criterion used to assess gear will be to ask how this would appear to John Q. Public in a local public space with others in regions where open carry is not permitted. *Reference: IDPA Official Rulebook 10-26-96*

Gear permitted for Defensive Pistol competition must be specifically designed for everyday defensive carry and must be completely concealed. This includes firearm accessories, aftermarket parts, holsters, ammunition carriers, and garments that are not otherwise specified in the current rulebook.

Regional Coordinators in consultation with HQ will review and decide which equipment best meet IDPA criteria to assist Area Coordinators and Match Directors as needed. This will be determined by a combination of reviewing manufacturer websites, industry surveys, and visiting public venues to determine whether a product is compatible with the principles of the sport. Having the word competition in the name will not itself be reason alone to exclude a piece of equipment. The intent of this guideline is to be inclusive and open to new types of gear provided it is oriented towards the concealed carry markets.

**8.1.1 Division Summary**

8.1.1.1 IDPA is divided into 8 divisions that are entirely separate from one another in competition. None of the following divisions compete against any other division:

Stock Service Pistol (SSP)	Compact Carry Pistol (CCP)	Carry Optics (CO)
Enhanced Service Pistol (ESP)	Revolver (REV)*	Pistol Caliber Carbine (PCC)*
Custom Defensive Pistol (CDP)	Backup Gun (BUG)*	

\*Specialty Division optional division for Tier 1 – Tier 5 Sanctioned matches.

8.1.2 Magazine Loading: All magazines must be loaded to division capacity (or their maximum capacity if smaller) at the start signal throughout the match except in the following cases:

8.1.2.1 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 with the exception of PCC.

8.1.2.2 The stage description may require reduced magazine loading for standard stages and the initial start of a scenario stage.

8.1.2.3 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 Rules for Magazine Division Capacity**

8.1.3.1	SSP, 15 rounds*
8.1.3.2	ESP, CO, CCP 10 rounds
8.1.3.3	CDP, 8 rounds
8.1.3.4	REV, BUG-S 6 rounds**
8.1.3.5	BUG-R 5 rounds
8.1.3.6	PCC 10 rounds
8.1.3.7	PCC 30 rounds*

\* Match directors may be required to lower the magazine and division capacity to comply with State or local laws. In these cases, the MD is required to publish this announcement ahead of a match.

\*\*In all semi-auto divisions except BUG-S, the shooter will also start with one additional round in the chamber, unless the stage description requires otherwise.

## 8.1.4 Loading Device Count

8.1.4.1 A “loading device” is a magazine, speed loader, or moon clip.

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

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

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

8.1.4.5 No additional loading devices beyond the above limits may be used during a string. Stages with downloaded starts do not change the loaded device count.

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

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

8.1.5.6 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 Allowable 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 (unless competing in Carry Optics or PCC). Tape may be used to prevent the laser from projecting.

## 8.1.7 Non-IDPA-Legal Features and Modifications for All Divisions

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

8.1.7.2 Add-on weights that have no legal operational function other than providing weight.

8.1.7.3 Sights of non-standard configuration (ghost rings, Bo-Mar ribs, etc.).

8.1.7.4 Disconnecting or disabling of safety devices including (but not limited to): manual safeties, firing pin, striker, and hammer blocking 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.

**8.2 Firearms - Divisions**

- 8.2.1 Stock Service Pistol – See Appendix A1
- 8.2.2 Enhanced Service Pistol – See Appendix A2
- 8.2.3 Custom Defensive Pistol – See Appendix A3
- 8.2.4 Compact Carry Pistol – See Appendix A4
- 8.2.5 Revolver – See Appendix A5
- 8.2.6 Backup Gun (BUG) – See Appendix A6
- 8.2.7 Carry Optics – See Appendix A7
- 8.2.8 Pistol Caliber Carbine (PCC) – See Appendix B
- 8.2.9 Specialty Divisions (SPD)
  - 8.2.9.1 IDPA encourages shooters to practice their gun handling skills with commonly carried firearms. Many everyday carry firearms do not fit into one of the 8 competition firearm divisions.
  - 8.2.9.2 IDPA allows clubs to add “Specialty Divisions” for scoring. This division allows cartridges smaller than 9 mm, and other firearms which do not fit into the other competition divisions to participate in matches.
  - 8.2.9.3 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 shooters with .22 rimfire firearms to begin strings at low ready in lieu of requiring a holster.
  - 8.2.9.4 All IDPA membership rules apply.
  - 8.2.9.5 Specialty Division classifications are based on the shooter’s highest classification of regular IDPA divisions.
  - 8.2.9.6 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.
- 8.3.4 Ammunition minimum power factors:
- 8.3.4.1 SSP, ESP, CO 125
  - 8.3.4.2 CDP 165
  - 8.3.4.3 Stock REV, CCP, 105
  - 8.3.4.4 Enhanced REV155
  - 8.3.4.5 BUG 95
  - 8.3.4.6 PCC 135
  - 8.3.4.7 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.
- 8.3.5 Official Chronograph Procedure
- 8.3.5.1 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 same competitor firearm used in the match, and the following procedure will be used:
- 8.3.5.1.1 *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 may 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.*
  - 8.3.5.1.2 *A bullet will be pulled and weighed using a powder scale. If two rounds exceed the minimum velocity for the caliber and power factor, pulling the bullet and weighing is optionally waived.*
  - 8.3.5.1.3 *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

Belts may be no wider than  $1\frac{3}{4}$  inches or thicker than  $\frac{5}{16}$  inches and must pass through a minimum of all but two of the pant loops. Some holsters for concealment come with integrated belts that may be worn under their clothing that are legal for IDPA provided they maintain the firearm in the same orientation allowed by holster rules when performing actions needed on a stage.

### 8.5 Holsters

- 8.5.1 The following criteria apply to IDPA legal holsters.
- 8.5.1.1 Must be suitable for all day concealed carry or duty style holsters 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) between 12 and 4 for right-handed shooters, or outside the waist band between 2 and 4 for right-handed shooters. Left-handed shooters use 8 to 12 o'clock (IWB) and 8 and 10 o'clock (OWB) (see diagrams below)
  - 8.5.1.3 2 o'clock and 10 o'clock is determined to be no further forward than the shooter's hipbone.
  - 8.5.1.4 Must be secured on an IDPA legal belt.
  - 8.5.1.5 Must completely cover the trigger guard and prevent activation of the trigger while holstered.
  - 8.5.1.6 Outside the waist holsters must carry the firearm in a neutral (vertical) or muzzle rear cant and may not protrude more than 3" (7.62cm) out from the shooter's body as measured from the body, at the top of the

belt, to the outside of the holster (see Figure 3 below). The rear or vertical cant angle can be no more than 15 degrees.

- 8.5.1.7 Must hold the firearm with enough tension to allow the wearer to complete normal daily tasks without risk of losing the firearm.
- 8.5.1.8 Must be constructed of normal thickness common holster-making materials (leather, Kydex, plastic, nylon, etc.) that completely encase the firearm on a minimum of 3 sides and remain open after the gun is drawn to allow for one-handed holstering without manually opening the holster to seat the gun. No collapsible holsters.
- 8.5.1.9 The shooter's holster location must remain on the same side of the body throughout the entire course of a match.
- 8.5.1.10 Retention devices may be permanently removed or permanently disabled, but not temporarily disabled for a match.
- 8.5.1.11 Holsters may be modified to meet IDPA rules.
- 8.5.1.12 All IDPA legal holsters must hold the butt of the firearm clearly above the top of the belt. Concealment and cant angle rules apply.
- 8.5.1.13 *Deleted*
- 8.5.1.14 Appendix carry is defined as inside the waistband worn on right-handed shooters between 12 and 2 o'clock (10 and 12 o'clock for left-handed).

## 8.5.2 Non-Permitted Holsters (Non-Inclusive list):

- 8.5.2.1 Cross-draw carry
- 8.5.2.2 Shoulder holsters
- 8.5.2.3 Small of the back carry
- 8.5.2.4 Pocket carry

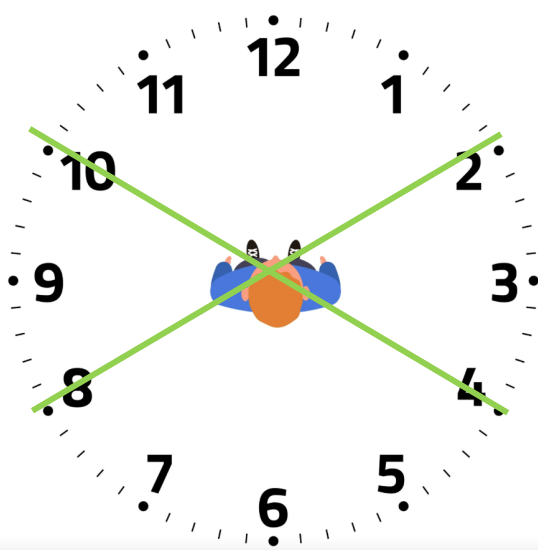


Figure 1 - OWB Holster Positions Limits

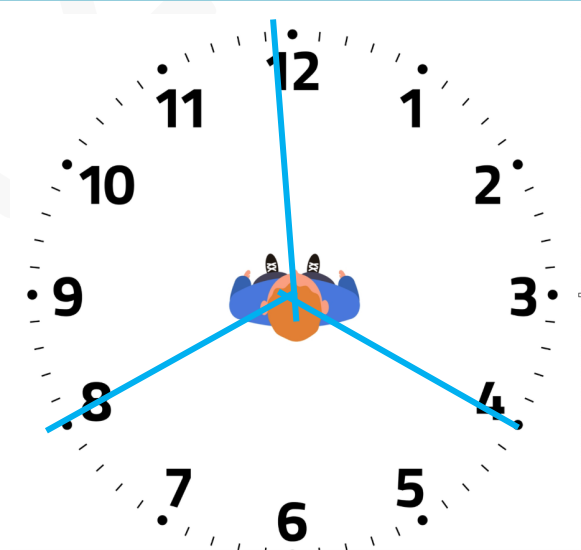


Figure 2 - IWB Holster Position Limits



Figure 3. Demonstrating measurements per 8.5.1.6.

## 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 or belt. Shooters may mix carry methods but they must be concealed from view at the start signal.
- 8.6.1.2 Ammunition carriers may be modified to meet IDPA rules.
- 8.6.1.3 Magnets worn on belts or in concealment garments may not substitute traditional carriers.
- 8.6.1.4 Spare ammunition is considered stowed when it is secured in an approved carrier, or a pocket. After the start signal, magazines optionally may be stowed inside the belt. Spare or partial devices are not considered stowed in a shooters hand, armpit, mouth or similar scheme.

### 8.6.2 Magazine Carriers

- 8.6.2.1 Must 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 Magazine carriers must be worn in a location on the belt so that the magazine is completely concealed.
- 8.6.2.4 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 and must retain the speed loader by tension or retain the speed loader with a snap or Velcro closure. Moon clip carriers must either be of open top

configuration, 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.

8.6.3.3 Moon clips may not be retained in the carrier by 3 or less cartridges.

8.6.3.4 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 Concealment Garments

8.7.1 Concealment garments must hide all of the holster, firearm, ammunition carriers, loading devices and other equipment from view in any direction.

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

8.7.3 To determine if the garment is legal, the competitor stands with their arms straight out to their sides, parallel to the ground. If the SO cannot see the previously listed equipment exposed from the front, sides, or rear, while observing the shooter standing, then the concealment garment is legal. This includes any mesh material that is see through.

8.7.4 Concealment garments may not be modified with plastic zip ties, wire, metal, Styrofoam, cardboard, or any similar material that would stiffen the concealment garment or pockets. Use of standard laundry starch is acceptable.

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

8.7.6 Pocket flaps may be inserted into pockets.

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

## 8.8 Duty Gear Exemption

- 8.8.1 This duty gear exemption is for patrol type gear worn by uniformed personnel, not undercover, plainclothes, or investigative type gear.
- 8.8.2 Active or Full Time Police and military personnel are allowed to use their duty rigs as follows:
  - 8.8.2.1 The duty holster must be a strong side belt or thigh holster with at least one retention feature.
  - 8.8.2.2 All retention features of the holster must be used.
  - 8.8.2.3 All belt equipment holders must be present, though the shooter may decide which belt equipment is present.
- 8.8.3 Police and military personnel using the duty gear exemption are exempt from:
  - 8.8.3.1 Using concealment garment.
  - 8.8.3.2 Holster design and placement requirements (other than listed above).
  - 8.8.3.3 Ammunition carrier design and placement requirements.
  - 8.8.3.4 Belt design and placement requirements.
- 8.8.4 The duty gear exemption is available for Tier 1 matches only.

## 8.9 Miscellaneous Equipment

- 8.9.1 Knee Pads & Elbow Pads
  - 8.9.1.1 Hard shell kneepads and elbow pads are not allowed.
  - 8.9.1.2 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 garments may be put on and removed as the competitor sees fit.
- 8.9.2 Cleats
  - 8.9.2.1 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.
- 8.9.3 Gloves may be used.
- 8.9.4 Flashlights
  - 8.9.4.1 Flashlights may be used in IDPA competition. Lights may not be attached to the shooter's head, hand, wrist, or arm in any fashion, prior to the start signal. The only exception to this is of the flashlight is provided for the stage.
  - 8.9.4.2 The flashlight must be suitable for EDC or tactical duty use with appropriate illumination of minimum 60 lumens.
  - 8.9.4.3 Physically Disabled shooters please refer to Physically Disabled Shooters Section.

## 9 CLASSIFICATION RULES ARE LOCATED IN THE MATCH ADMINISTRATION RULES

### 9.1 The Pistol Classifier Match

The pistol classifier and the pistol caliber carbine classifier stage descriptions, layout diagrams and score sheets can be found at [www.idpa.com](http://www.idpa.com).

## 10 APPEALS PROCESS

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

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

### 10.1 General Guidelines:

An appeal can be made regarding a stage design before the competitors complete a COF.

A Stage appeal may be made at 3 points:

1. Prior to shooting the stage based on stage rule legalities
2. Immediately after shooting stage (using standard time frames)
3. Immediately after the protestor notices a cardinal change in the stage, e.g. target placement, briefing changes. (using standard time frames)

Disqualification for a safety rule witnessed by a match official assigned to that match, may not be appealed unless a rule is being incorrectly applied.

### 10.2 Appeals Requirements

- 10.2.1 Shooters must verbally appeal a rule issue to the Chief Safety Officer assigned to the stage in question on which the dispute arose, adhering to all aspects of the Shooters Code of Conduct (3.11) either before or immediately after attempting to shoot the CoF. If the shooter and CSO still disagree, the shooter may verbally appeal the issue/decision to the Match Director (MD), adhering to all aspects of the IDPA Shooter's Code of Conduct, within 15 minutes of receiving the decision from the CSO.
- 10.2.2 If the shooter and the CSO still disagree, the shooter may verbally appeal the specific rule issue to the Match Director adhering to all aspects of the Shooter Code of Conduct within 15 minutes of receiving the decision from the CSO (or the time recorded for the shooters score digitally) .
- 10.2.3 The shooter submits a written appeal to the MD within 30 minutes of informing the MD of their intent. The preparation of the document rests solely on the shooter. Appeals received past this time limit will not be considered. The appeal should include the following information:
- 10.2.3.1 Shooter's name and contact information (including cell phone number, if applicable).
  - 10.2.3.2 Brief description of the issue (100 words or less).
  - 10.2.3.3 Names of witnesses and description of evidence, if applicable.
  - 10.2.3.4 Confirmation that the appeal has been expressed to both the CSO and MD.
  - 10.2.3.5 Specific rule and number from the current rulebook (including page number) that has been violated or is being reviewed.
  - 10.2.3.6 The desired outcome of the appeal.
  - 10.2.3.7 A fee of \$100 USD cash must accompany the written appeal.
- 10.2.4 10.2.4 The shooter submits the written appeal using the IDPA match protest form within 30 minutes of notifying the MD of their protest. The preparation of the document rests solely on the shooter and not a surrogate. Appeals received past this time limit will not be considered and the protest fee shall be returned to the shooter.

**10.3 Written Appeal Review**

- 10.3.1 Upon receipt of the formal written appeal and the fee of \$100, the Match Director will deliver the package to the Area Coordinator of the region (or their delegate if they are not present. At Tier 5 match this is a Regional AC Lead.) who shall lead the arbitration team.
- 10.3.2 The AC\* will notify a RACL, at the point of convening the appeals team, to brief them on the facts surrounding an appeal and monitor the process.
- 10.3.3 The AC\* will select a team of 3 shooters (including himself) who are certified Safety Officers to comprise the Appeals Team.
- 10.3.3.1 Each member will have one vote.
- 10.3.3.2 The Appeals Team Members shall have no conflict of interest with the outcome.
- 10.3.3.3 Appeals team members must not have viewed videos or other evidence of any party prior to their convening as a team to review the shooter's appeal.
- 10.3.4 The Appeals Team will review the document prepared by the Shooter and will retain the appeal fee until a decision is made.
- 10.3.4.1 The Team may request further information from the shooter, SO, CSO, MD, and witnesses, and may inspect any stage or area related to the appeal.
- 10.3.4.2 The shooter filing the appeal may not initiate communications with any of the parties involved with the issue or with the Appeals Team after the initial submission of the appeal.
- 10.3.4.3 The team will deliberate in an area of the range free of outside disturbances by individuals influencing or recording the proceedings for a period of up to one hour. (Disturbing deliberations may be considered Unsportsmanlike Conduct.) The decision/s will be presented to the MD and the shooter filing the appeal.
- 10.3.4.4 It is the responsibility of the MD to implement the Appeals Team's decision.
- 10.3.4.5 If the team does not support or sustain the appeal, the MD decision stands and the Team Lead will forward the appeal forms and fee to IDPA Headquarters.
- 10.3.4.6 If the team does not support the appeal, the decision of the MD stands and the AC\* will forward the appeal fee to IDPA Headquarters.
- 10.3.4.7 All decisions by the Appeals Team are final and may not be appealed.
- 10.3.4.8 No third-party appeals will be accepted by a shooter on behalf of someone else.
- 10.3.4.9 The AC\* will provide a summary of the appeal and disposition to IDPA Headquarters via the RACL within 1 week of the match completion date with their After-Action report of the match.
- 10.3.5 \*All references of AC include IPOC and designates where appropriate. In some circumstances, time zones may preclude immediate reporting and will require other text or email notification.

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# MATCH ADMINISTRATION RULES OF THE INTERNATIONAL DEFENSIVE PISTOL ASSOCIATION, INC.

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The following rule book supplement pertains to the administration of IDPA matches. It is intended for Safety Officers, Match Directors, IPOCs, State & Area Coordinators\* as well as those member's wishing to volunteer for these positions.

\*(note: All instances referring to AC's or Area Coordinators are the same as IPOC's or International Points of Contact outside of the U.S. for the purposes of this rulebook)

## M-1 CLUBS

- M-1.1 An IDPA affiliated club is a group of shooters who come together to put on IDPA matches. The first impression a new shooter gets of an affiliated club is the first impression that person gets of IDPA. IDPA matches and facilities must be open to all IDPA members.
- M-1.2 IDPA is unique in that it offers clubs an exciting, competitive format for shooters using truly practical firearms carried in a truly practical way. Financial costs for IDPA clubs are minimal. There are no fees other than the annual affiliation fee. The rules of IDPA are minimal, thereby placing a lesser burden on club officers. The IDPA classification system allows competitors to classify in one day. There are many good CoF design templates available on a number of websites. These can be modified to provide more variety.
- M-1.3 IDPA is a Trophy-only Club based sport. Due to the trophy-only status of IDPA, a large burden has been taken off the match organizers since they do not have to worry about soliciting cash and merchandise prizes for their events.
- M-1.4 IDPA headquarters will refer all interested parties in your area to your club. Your club information should be posted on the IDPA website at [www.idpa.com](http://www.idpa.com) by the Match Director or Club Contact. This information should include local matches and classifiers.
- M-1.5 Some countries have laws that prohibit concealed carry and self-defense; therefore, those interested in shooting or organizing IDPA competitions in these countries face unique problems. Due to this unfortunate political situation, IDPA authorizes the clubs in these countries to modify the name of the organization, logo and/or rules to meet local legal requirements. However, no Championship Matches will be "sanctioned" in any country where the competition cannot be run 100% under IDPA rules.

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M-1.6	Requirements for Club Affiliation
M-1.6.1	Match director/club contact personnel must be current IDPA members.
M-1.6.2	Match director/club contact personnel must be certified IDPA Safety Officers.
M-1.6.3	Club matches must be open to all IDPA members.
M-1.6.4	It is recommended that clubs-run a Standard IDPA Classifier Match as one of their monthly matches, or as part of a monthly match. It is also recommended that an Abbreviated Classifier be included in a monthly match as a stage or as a stand-alone optional stage. 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 no reshoots are permitted.
M-1.6.5	Clubs must hold a minimum of six (6) IDPA matches per year.
M-1.6.6	At club level events, competitors may shoot in any of the regular divisions.
M-1.6.7	<u>Clubs must follow all IDPA rules and principles for every match.</u> Clubs having special conditions or safety rules for equipment or props must obtain a special written exemption from standard IDPA practices and publish these rules publicly in match and club announcements before an IDPA event. The Area Coordinators* facilitate these exemptions with Headquarters.
M-1.6.8	Loss of affiliation can occur in cases where the requirements are not met.
M-1.7	<u>Clubs must make sure the competitors have the benefit of the doubt when competing.</u> Fun and camaraderie are essential elements of IDPA.
M-1.8	Headquarters (HQ) maintains records of all members, takes care of all Pro Shop orders, handles membership questions, produces the Tactical Journal (the quarterly publication for members), etc. All decisions that come from HQ are based on what is best for the individual member, the club and the sport.
M-1.9	Logo Policy: The International Defensive Pistol Association logo is trademarked private property of the International Defensive Pistol Association, Inc. It is not available for individual commercial use. However, currently affiliated clubs may use the logo on match announcements, correspondence or on event commemorative clothing such as hats and tee shirts. Electronic versions are available from IDPA.com.
M-1.10	Insurance Information: IDPA does not offer liability insurance. We recommend that you contact the NRA for possible information.

## M-2 MATCH RULES

- M-2.1 All IDPA rules must be followed for every match at every tier. All shooters are bound by the Shooters Code of Conduct at every tier event.
- M-2.2 Safe areas, as defined in section 2.10, are required at all matches.
- M-2.3 Other than tier one (1), official IDPA score sheets printed on NCR paper in duplicate will be used in the match if paper score sheets are used to enter scores. If scoring is done electronically, the shooter is responsible to verify the accuracy of their score while they are on the stage.
- M-2.4 For sanctioned matches, the event information is created on a club's online profile and the non-refundable sanctioning fee for Tier Two and higher matches must be remitted to IDPA headquarters. The match, including the stages, must be approved by the Area Coordinator/stage approval team at least ninety (90) days before match date. This includes the AC design aid form before the match is finalized as a sanctioned event with IDPA. If the stages and design form are not completed by the deadline, the sanctioning of the match will be lowered a tier or removed, and the event will be removed from the IDPA calendar of events. The sanctioning process and pricing information is obtained from the responsible AC/IPOC.
- M-2.4.1 All sanctioned matches conducted outside the US must have stages reviewed by the IPOC and approved by IDPA HQ no later than 90 days prior to the match. The reviewing IPOC should complete the Sanctioned Match Approval Aid Spreadsheet.
- M-2.5 Every stage at matches sanctioned by IDPA shall include a written stage description for the stage that is both legal and approved by the responsible Area Coordinator\*.
- M-2.6 A well written stage description contributes to the success of a match and prevents confusion and frustration among staff and competitors. In it, the stage procedure

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includes instructions and restrictions that are placed upon the shooter to complete that CoF. Refer to M-9.1 for requirements.

**M-2.7** All “named” matches (including the words state, regional, or national etc. that hand out awards at the end of the match) other than a club’s local matches must be Sanctioned Matches.

**M-2.7.1** How to Create a Match Event and Reserve a Match Date

**M-2.7.1.1** The MD logs into their IDPA account

**M-2.7.1.2** The MD creates the match by hovering their mouse over the “Matches” tab and clicking “create match”

**M-2.7.1.3** The MD then creates the match including Tier, date, location etc. At this point the match is not visible to the public.

**M-2.7.1.4** Once the match is submitted, the MD will alert the AC that they have created a pending match.

**M-2.7.1.5** The AC will log into their IDPA account and mark the match ‘Pending Approval’.

**M-2.7.1.6** Once the AC marks the match as Pending Approval, an invoice is emailed out to the MD.

**M-2.7.1.7** The MD pays the match fees which then makes the match visible to everyone on the IDPA website with the match labeled as “Pending Final Approval”.

**M-2.7.1.8** Within 90 days of the match, the MD calls the AC to finalize match plans.

**M-2.7.1.9** The MD submits Stages for approval to the AC or IPOC. This may take time, so begin a few weeks before the 90 day requirement.

**M-2.7.1.10** IDPA approves the stages. T2 & T3 stages and the match are approved by the AC/IPOC who forwards a copy to the RACL. T4 stages are approved by the AC, RACL and the HQ stage approval team.

**M-2.7.1.11** All matches outside of the United States, T2 – T4, must have stages reviewed by their IPOC and IDPA HQ via the Stage Approval Team.

**M-2.7.1.12** Once all match details are finalized and approved the AC/IPOC will mark the match as “Approved”.

**M-2.7.1.13** Matches that do not have their stages approved within the required timeframe will have the sanctioning of the match removed and the match will be removed from the IDPA website.

**M-2.8** The Match Director must be an active IDPA certified Safety Officer.

**M-2.8.1** If an Area Coordinator is also the Match Director, then the stages must be approved by another Area Coordinator or IDPA Headquarters.

**M-2.9** Scoring methods

Electronic scoring systems have become popular and widely used for matches at every level. Electronic scoring systems are available that allow the competitor and scorekeeper to review scores before they are posted to the system. It is the shooters responsibility to ensure the correctness of scores as they are posted by accepting or initialing the tablets.

**M-2.9.1** For Sanctioned Matches when paper is used, the Scorekeeper must sign or initial the paper score sheet after each shooter’s raw time, points down, and penalties are determined and recorded. For Sanctioned Matches, each shooter must sign or initial their paper score sheet. Signing or initialing the paper score sheet gives the shooter the chance to review and understand the score. Local matches can require signatures, initials, or acknowledgement of electronic scores at their discretion.

**M-2.9.2** Whether the shooter signs or initials the score sheet, or acknowledges the electronic score, or not does not freeze the score. The score may be edited and updated by the match director up to the time when official scores are posted, and the protest period begins.

**M-2.9.3** After the score sheet leaves the control of the original Scorekeeper, only the Match Director can make changes. Other SOs or other staff cannot change the score sheet or the score. If that needs to

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M-2.9.4	be done, the Match Director will be called to determine if changes are appropriate and make those changes. A reasonable attempt to notify the shooter of the changes will be made and documented. Scores must be made available for competitors to review periodically during sanctioned matches. This can be accomplished using direct email, publishing on a web site or by printed hard copies posted in a central location.
M-2.9.5	Protest Period
M-2.9.5.1	A protest period may not extend beyond one hour after final scores have been posted. Match Director's may poll competitors that are present after a match for agreement on finalizing the posted scores.
M-2.9.5.2	If no one present disagrees, the one-hour protest period may be waived.
M-2.9.5.3	In cases where competitors have left the property and are not present, they have up to and until the final time to contact the MD or his or her designate to report discrepancies in their scores.
M-2.9.5.4	Once the MD declares the scores final, they may not be changed.
M-2.9.5.5	Any discrepancies that are brought to the attention of the MD or AC after the scores are final must be detailed in the match AAR.
M-2.10	Scores are final and cannot change after the protest period at the end of a match.
M-2.11	Video or photography may not be used to determine a shooter's score.
M-2.12	Ties shall be broken in a manner decided upon by the match director conducting the contest; however, this shall always be done by shooting, not by chance. All tied shooters will qualify for a match class promotion (bump) if applicable.
M-2.13	All competitors at a Tier Two or higher match must be able to view the match stages before their scheduled shooting session. Shooters will not be allowed within the stage boundary as denoted by the Match Director using "caution tape," fencing or another suitable visual indicator.
M-2.14	When a match is advertised at a tier level above Tier 2, the number of competitors must match the minimum match requirements. Otherwise, HQ will approve following year matches at the level commensurate to the number of attendees in the previous year. For example, if a match was advertised as a Tier 4 match and had only 90 shooters, the next year's match will be approved as a Tier 2 match.
M-2.15	Tier Four matches are typically larger regional, or state matches held on an annual basis and will only be approved if the requesting club has a prior history of running sanctioned matches with the historical numbers to demonstrate that attendance. This is determined and approved by the responsible AC or IPOC.
M-2.16	HQ reviews match After Action Reports for the purpose of maintaining the rule standards for each sanctioned match and reserves the right to make corrections in future events based on the reviewed findings.

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## M-3 MATCH TIERS

Matches will be categorized by tiers, where a local club match is Tier One and a national level match being Tier Five.

M-3.1 Tier One Matches (Local club match)	
M-3.1.1	Stages are approved by the Match Director.
M-3.1.2	Equipment checks are recommended.
M-3.1.3	Competitors must be IDPA members after their 3 <sup>rd</sup> match.
M-3.1.4	Competitors having a current classification in the division in which they are competing is recommended.
M-3.1.5	Recognizing all pistol divisions is required. PCC is Optional.
M-3.1.6	All classes must be recognized.
M-3.1.7	Any special range safety rules should be posted at registration. (i.e., no high muzzles during reloads, etc.)
M-3.1.8	Open squads (shotgun starts) are permitted.
M-3.2 Tier Two Matches	
M-3.2.1	Must be able to accommodate at least 75 competitors, including staff. (There may be circumstances where international matches are exempt from this requirement.)
M-3.2.2	Minimum number of stages is 6.
M-3.2.3	Minimum round count is 100.
M-3.2.4	At least one standards stage is recommended.
M-3.2.5	Standards stage round count must not exceed 20% of the total round count.
M-3.2.6	A Chief Safety Officer per two stages or per bay is required. A Chief Safety Officer is appointed by the Match Director as the Safety Officer running a stage (or bay). The CSO must be a certified Safety Officer
M-3.2.7	A minimum of one (1) IDPA Certified Safety Officer per bay is required.
M-3.2.8	Stages are approved by the Area Coordinator.
M-3.2.9	Dual score entry is recommended for paper score sheets. Electronic scoring tablets may be used in lieu of paper scoresheets.
M-3.2.10	Legible shooting session scores must be posted within one hour of the session end.
M-3.2.11	If shooters will not be present when the final scores are posted, the scores for each session must be posted to allow shooters to check their scores.
M-3.2.12	Chronograph testing of competitor ammunition is recommended.
M-3.2.13	Equipment checks are recommended.
M-3.2.14	Competitors must be IDPA members in good standing by the last day of competition.
M-3.2.15	Competitors must have a classification in the division in which they are competing by the day of competition. This can be derived using equity or classifier score.
M-3.2.16	Classification promotions must be entered into the on-line Classification database at IDPA headquarters within one week of the match completion.
M-3.2.17	Recognition of one regular divisions is required.
M-3.2.18	Recognizing novice class is recommended, while Marksman and above is required.
M-3.2.19	The Area Coordinator or their designate must be offered entry to the match at no charge.
M-3.2.20	Any special range safety rules must be posted on the web site registration page or printed on the registration form. (e.g., no high muzzles during reloads, etc.)
M-3.2.21	Open squads (shotgun squads) are permitted.
M-3.2.22	All competitors in the match will earn one (1) National's match point.

## 2025 Match Administration Rules

M-3.3	Tier Three Matches
M-3.3.1	Must be able to accommodate at least 125 competitors, including staff. There may be circumstances where international matches are exempt from this requirement.
M-3.3.2	Minimum number of stages is 10.
M-3.3.3	Minimum round count is 125.
M-3.3.4	At least one standards stage is required.
M-3.3.5	Standards stage round count must not exceed 20% of the total round count.
M-3.3.6	A Chief Safety Officer per two stages or per bay is required.
M-3.3.7	A Chief Safety Officer is appointed by the Match Director as the Safety Officer running a stage (or bay). The CSO must be an IDPA certified Chief Safety Officer.
M-3.3.8	At least two IDPA Certified Safety Officers per bay are required.
M-3.3.9	Stages are approved by the Area Coordinator.
M-3.3.10	Dual score entry is recommended for paper score sheets. Electronic scoring tablets may be used in lieu of paper scoresheets.
M-3.3.11	Legible shooting session scores must be posted within one hour of the session end.
M-3.3.12	If shooters will not be present when the final scores are posted, the scores for each session must be posted to allow shooters to check their scores.
M-3.3.13	Chronograph testing of competitor ammunition is required.
M-3.3.14	Equipment checks are required. Equipment checks include ensuring the gun is within weight limits and fits in the IDPA gun test box as specified in the Equipment Rules section. Proper placement and design of ammunition carriers and holsters must also be checked.
M-3.3.15	Competitors must be IDPA members in good standing on the last day of competition.
M-3.3.16	Competitors must have a classification in the division in which they are competing on the day of competition. This can be derived using equity or classifier score.
M-3.3.17	Classification promotions must be entered into the on-line Classification database at IDPA headquarters within one week of the match completion.
M-3.3.18	Recognizing at least, 3 regular divisions is required unless advertised differently and approved by the AC/IPOC. REV, BUG & PCC are optional.
M-3.3.19	Recognizing all classes other than Novice is required.
M-3.3.20	The Area Coordinator or their designate must be offered entry to the match at no charge.
M-3.3.21	Any special range safety rules must be posted on the web site registration page or printed on the registration form. (I.e., no high muzzles during reloads, etc.)
M-3.3.22	Squadded shooters are recommended at this level. Open Squads must be noted in the registration information.
M-3.3.23	All competitors in the match will earn two Nationals match points.

## 2025 Match Administration Rules

M-3.4	Tier Four Matches
M-3.4.1	Must be able to accommodate at least 200 competitors, including staff. There may be circumstances where international matches are exempt from this requirement.
M-3.4.2	Minimum number of stages is 12.
M-3.4.3	Minimum round count is 150.
M-3.4.4	At least one standard stage is required.
M-3.4.5	Standards stage round count must not exceed 20% of the total round count.
M-3.4.6	A Chief Safety Officer per two stages or per bay is required.
M-3.4.7	A Chief Safety Officer is appointed by the Match Director as the Safety Officer running a stage (or bay). The CSO must be a certified Safety Officer.
M-3.4.8	At least two IDPA Certified Safety Officers per bay are required.
M-3.4.9	Stages are approved by the Area Coordinators and IDPA HQ Stage approval team.
M-3.4.10	Dual score entry is required for paper score sheets. Electronic scoring tablets may be used in lieu of paper scoresheets.
M-3.4.11	Legible shooting session scores must be posted within one hour of the session end. If shooters will not be present when the final scores are posted, the scores for each session must be posted to allow shooters to check their scores.
M-3.4.12	Chronograph testing of competitor ammunition is required.
M-3.4.13	Equipment checks are required. Equipment checks include ensuring the gun is within weight limits and fits in the IDPA gun test box as specified in the Equipment Rules section. Proper placement and design of ammunition carriers and holsters must also be checked.
M-3.4.14	Competitors must be IDPA members in good standing by the last day of competition.
M-3.4.15	Competitors must have a classification in the division in which they are competing by the day of competition.
M-3.4.16	Classification promotions must be entered into the on-line Classification database at IDPA headquarters within one week of the match completion.
M-3.4.17	Recognizing all divisions is required unless advertised differently and approved by the AC/IPOC and both RACLs.
M-3.4.18	Recognizing all classes above Novice is required. (Novice class is optional)
M-3.4.19	The Area Coordinator or designate must be offered entry to the match at no charge.
M-3.4.20	Any special range safety rules must be posted on the web site registration page or printed on the registration form. (I.e. no high muzzles during reloads, etc.).
M-3.4.21	Open squads (shotgun squads) are not permitted.
M-3.4.22	All competitors in the match will earn three Nationals match points.

## 2025 Match Administration Rules

M-3.5 Tier Five Matches	
M-3.5.1	HQ sponsored matches include the US National Championship, any World Championships or any other HQ sponsored championship. These names are held for exclusive use and licensing of IDPA.
M-3.5.2	At least one standards stage is required.
M-3.5.3	Standards stage round count must not exceed 20% of the total round count.
M-3.5.4	A Chief Safety Officer per two stages or per bay is required. A Chief Safety Officer is appointed by the Match Director as the Safety Officer running a stage (or bay). The CSO must be an IDPA certified Chief Safety Officer.
M-3.5.5	At least two (2) IDPA Certified Safety Officers per bay are required.
M-3.5.6	Stages are approved by IDPA headquarters.
M-3.5.7	Electronic scoring tablets are used in lieu of paper scoresheets.
M-3.5.8	Legible shooting session scores must be posted within one hour of the session end. If shooters will not be present when the final scores are posted, the scores for each session must be posted to allow shooters to check their scores.
M-3.5.9	Chronograph testing of competitor ammunition is required.
M-3.5.10	Equipment checks are required. Equipment checks include ensuring the gun is within weight limits and fits in the IDPA gun test box as specified in the Equipment Rules section. Proper placement and design of ammunition carriers and holsters must also be checked.
M-3.5.11	Competitors must be IDPA members in good standing by the day of competition.
M-3.5.12	Competitors must have a current (12 month or less) classification in the division in which they are competing by the day of competition.
M-3.5.13	Classification promotions must be entered into the on-line Classification database at IDPA headquarters within one week of the match completion.
M-3.5.14	Recognizing all divisions is required unless a waiver is applied by IDPA HQ (utilizing input from the RACLs for matches inside the USA or the IPOC lead for matches outside of the USA.)
M-3.5.15	Recognizing all classes above Novice is required.
M-3.5.16	Any special range safety rules must be posted on the web site registration page or printed on the registration form. (i.e. no high muzzles during reloads.)
M-3.5.17	Open squads (shotgun squads) are not permitted.
M-3.5.18	All competitors in the match will earn four (4) National's match points.
M-3.5.19	The Match Director(s) will earn a free slot to the following year's Nationals.
M-3.5.20	The Match Director(s) must not shoot the match for score.
M-3.6 Tiered Match Summary Table	

	T1	T2	T3	T4	T5
<b>Stages Approved By**</b>	MD	AC	AC	AC, RACL, HQ	HQ
<b>Min Stages</b>	n/a	6	10	12	-
<b>Min Round Count</b>	n/a	100	125	150	-
<b>Equip Check Mandatory</b>	no	no	yes	yes	yes
<b>Classification in Div. Req.</b>	no	yes	yes	yes	yes
<b>Divisions Required</b>	PCC opt.	REV/BUG/PCC opt.	REV/BUG/PCC opt.	all	all
<b>Classes Recognized</b>	all	MM+	MM+	MM+	MM+
<b>Open Squads Permitted</b>	yes	yes	yes	no	no
<b>Dual Score Entry Required</b>	no	no	yes*	yes*	yes*
<b>Membership Required</b>	after 3 matches	yes	yes	yes	yes
<b>Match Size</b>	any	75+	125+	200+	>200
<b>AC Free Entry</b>	no	yes	yes	yes	no
<b>Chrono Required</b>	no	no	yes	yes	yes
<b>Nationals Points Awarded</b>	0	1	2	3	4

# 2025 Match Administration Rules

\*Where paper scoring is used.

\*\*All international sanctioned matches must have their stages approved by the Stage Approval Team

## M-3.7 Specialty Matches

Specialty Sanctioned matches, such as Revolver only, BUG only, women only, a single manufacturer, or standards only match, etc., must be approved by IDPA headquarters. All competitors in a Specialty match will earn National's match points commensurate to the approved Tier.

## M-3.8 Postal Matches

- M-3.8.1 IDPA Postal Matches must be approved by headquarters and published on the IDPA website no later than 30 days before the start of the match.
- M-3.8.2 These are Tier 1 events with optional national match points if this is announced when the match appears on the IDPA website.
- M-3.8.3 Postal Match participation may only be run by affiliated clubs in good standing that are held as a club event.
- M-3.8.4 Stages must be administered and run by IDPA certified Safety Officers OR CSOs.
- M-3.8.5 Stage descriptions must include a complete list of props and dimensions (including height to the top of the heads) when the match is published.
- M-3.8.6 Matches are open to approved IDPA Match divisions only. Not for Competition (NFC) and Specialty Divisions are not counted as a division for Postal Matches.
- M-3.8.7 Competitors may only shoot one entry per division entered. The number of divisions a person may enter must be published online when the match is announced.
- M-3.8.8 Competitors must have a current membership and a classification in the division in which they are competing on the last day of competition in order for the score to appear in the final scores.
- M-3.8.9 Postal Matches are not classifiers.
- M-3.8.10 Competitors will not receive a promotion to a higher classification as the result of their placement in the final scores. i.e. no match bumps.
- M-3.8.11 The Match Director is responsible for collating and publishing match scores at the conclusion of the match.
- M-3.8.12 Awards for the match and the manor of distribution must be included in the original match description when approved and published online.

## M-4 AWARDS

- M-4.1 At Tier Two and higher matches, awards and match bumps will be given based on number of contestants per class and division (including DQs and DNFs, but not including no-shows) and go to the top one-fifth of those competitors. Tier two and higher matches will provide a minimum of one award for each 5 entrants, rounding up. One award for 1-5 entrants, two awards for 6-10 entrants, etc.
- M-4.2 Tier two and higher matches must give trophies or plaques for the Division Champions. The remaining awards may be trophies, medals or medallions, etc.
- M-4.2.1 Example: 1-5 shooters in ESP/MM = 1<sup>st</sup> award.
- M-4.2.2 6-10 shooters in ESP/MM = 1<sup>st</sup> and 2<sup>nd</sup> awards.
- M-4.2.3 11-15 shooters in ESP/MM = 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> awards.
- M-4.2.4 16-20 shooters in ESP/MM = 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> awards, etc.
- M-4.3 For Tier Two and higher matches the MD may choose to give more trophies and/or awards by awarding the top one-fourth or top one-third of shooters; however, every division must use the same ratio.
- M-4.4 The Division Champion is the shooter with the best score in each division, regardless of their classification. The Division Champion in a division is also the first-place finisher in the DC's classification.
- M-4.5 Distinguished Masters are only eligible to win their Division Champion award and any subcategory award that may be applicable like High Senior, High Law Enforcement, etc. All DM scores must be included in the match results with all the other shooters' scores. Each division shall stand alone and there will be no 'high overall' trophy awarded.

# 2025 Match Administration Rules

## M-5 SUBCATEGORIES

M-5.1	Subcategories may be recognized at tier one (1) matches but are required at Tier Two and higher matches for iron sight divisions if there are at least 3 competitors in the category. It is recommended that PCC and/or CO subcategories be broken out separately, at the discretion of the MD.
M-5.2	SO-Staff include all of the certified staff members participating in the administration, officiation and execution of the match.
M-5.3	On the day of the match, your age determines the category:
M-5.3.1	Junior Member - 12th birthday through 17 years of age
M-5.3.2	Typical Member -18th birthday through 49 years of age
M-5.3.3	Senior Member - 50th birthday through 64 years of age
M-5.3.4	Distinguished Senior Member - 65th birthday and older
M-5.4	Competitors may choose one of the following to add to their registration if they apply at the time of the match:
M-5.4.1	<b>High Lady</b> - Gender at birth
M-5.4.2	<b>High Junior</b> - ages 12 to 17
M-5.4.3	<b>High Senior</b> - ages 50 to 64
M-5.4.4	<b>High Distinguished Senior</b> - ages 65 and older
M-5.4.5	<b>High Industry</b> - a competitor currently employed in the firearms or firearms accessory industry (must receive a W-2 or 1099 form or equivalent).
M-5.4.6	<b>High International</b> – a competitor currently living full time in a country other than the country in which the match is held.
M-5.4.7	<b>High Military</b> - a competitor currently serving in the Armed Forces of his/her country of residence.
M-5.4.8	<b>High Law Enforcement</b> – a competitor who is currently a paid full or part time law enforcement officer with statutory arrest authority.
M-5.5	<b>High Staff</b> – an additional special category that is added to each competitor, who is certified staff, participating in the administration, officiation and execution of the match.
M-5.6	A “Most Accurate” award is given to the competitor with the lowest points down and no HNT penalties.
M-5.7	18–21-year-old shooters may shoot a match without a parent or guardian present, if allowable based on range policies, federal, state, and local law.
M-5.8	Junior members must have a parent or guardian present with the shooter at every stage.
M-5.9	The Match Director may require proof of eligibility for subcategory entries.
M-5.10	Clubs are encouraged to develop other relevant subcategories.

## M-6 PRIZES

Any merchandise donated or purchased for use as prizes will be distributed randomly. Prizes must not be given away based on the match results or in any manner that is based, even in part, on the competitor’s score. Side matches are exempt from this rule. IDPA DOES NOT ENDORSE NOR APPROVE any type of incentive program based on shooter performance beyond classification.

## M-7 FIREARM TEST BOXES

- |         |   |
|---------|---|
| M-7.1   | The IDPA firearm test box measurements have dimensional tolerances of -0" to +1/16". Boxes outside this tolerance range may not be used in IDPA matches for equipment checks.   |
| M-7.1.1 | Example of tolerance: The width of an SSP, ESP, CCP and CDP gun test box is nominally 8 3/4" long but can range from 8 3/4" to 8 13/16" in width.   |
| M-7.1.2 | The firearm must be fully assembled, the longest magazine inserted and slide fully forward in battery (or cylinder closed) and must fully fit into the box with the lid shut. An adjustable rear sight or magazine may be compressed to fit into the box, and the lid may be held shut with light pressure, but not enough force to flex a part on the firearm, flex the box or the lid, or indent the box or lid material. |
| M-7.1.3 | Alternately, equipment inspections using four-sided test boxes that are frames must be placed on a hard flat surface and swept across the top using a straight edge. During this inspection, contact with the firearm is permissible provided the straight edge does not come off the box walls while moving across the firearm. If the straight edge raises off of either side, the firearm does not pass.                 |
| M-7.1.4 | There is a specialty variant of the box to inspect Carry Optic firearms.  |

# 2025 Match Administration Rules

## M-8 MATCH EQUIPMENT CHECK GUIDELINES

M-8.1	Non-IDPA-Legal Modifications
M-8.1.1	When performing equipment checks, the following items should be examined.
M-8.1.1.1	Check for metal magazine gap plugs and brass magazine wells.
M-8.1.1.2	Check the grip material.
M-8.1.1.3	Check proper operation of the thumb safety if present.
M-8.1.1.4	Check for rail and trigger guard mounted lights and lasers in appropriate divisions.
M-8.1.1.5	Check that the SSP, ESP, CCP, CDP, CO and BUG-S firearms, with the largest magazine inserted or BUG-R cylinder closed, fit in the appropriately sized IDPA box.
M-8.1.1.6	Check that the gun and the heaviest magazine do not weigh over the division weight limit. The scale used must be able to weigh a test weight twice with a deviation from true weight of no greater than 0.2 ounces. A calibration weight of 1000 grams or 2 pounds is required for matches T3 – T5. The calibration weight is used to calculate any offset that may be added or subtracted to the firearm test findings to determine if a gun makes weight.
M-8.1.1.7	Check that the gun does not have any modifications excluded from the division.
M-8.2	Clubs should strive to offer a courtesy equipment check prior to the match start or the shooter's first CoF.
M-8.3	Shooters whose equipment fails to meet the standards in the division they are registered for, may, at the discretion of the match director, be moved to another division provided the gun and the competitor meet all the requirements for the new division. If the gun has prohibited modifications, the shooter will be allowed to shoot for no score at the discretion of the MD and will receive a DNF providing there were no safety issues with the firearm at the discretion of the match director. If a gun is determined to be unsafe, the gun may not be used the remainder of the match.
M-8.4	Ammunition Power Factor
M-8.4.1	Collect cartridges from each competitor for chronograph. Conduct the official chronograph procedure for each competitor's ammunition.
M-8.4.2	Prior to each shot, the muzzle of the firearm may be elevated to vertical (if range rules permit) to move the powder charge to the rear of the case. If two of the three rounds fired meet or exceed the required power factor, the ammunition complies. If the competitor's ammunition fails to make power factor, the MD has the option to chronograph three additional rounds through the firearm.
M-8.5	Belts, Holsters, Ammunition Carriers and Concealment Garments
M-8.5.1	Check that belts, holsters, ammunition carriers and concealment garments meet the requirements of the equipment section rules using the listed test methods.
M-8.5.2	It is highly recommended that an inspection be done on the first stage of the day before first shots are fired. If competitors have shot stages and are found with illegal gear, they will be disqualified.
M-8.5.3	At the discretion of the match director, they may be allowed to complete the match for no score provided there are no safety issues with the gear (e.g., Unsafe holster).

# 2025 Match Administration Rules

## M-9 WRITTEN STAGE BRIEFINGS

- M-9.1 Every stage will have a written briefing for the stage (sometimes called a Course of Fire, CoF) available at the stage, containing the following sections:
- M-9.1.1 **Scenario:** A brief and meaningful description of the self-defense scenario that the stage portrays.
  - M-9.1.2 **Standards:** For standards stages, this section need only to contain the word "Standards." Standard stages are shooting skill tests.
  - M-9.1.3 **Procedure:** A brief description of the shooting actions the shooter is supposed to do within the stage for each string of fire. It must include the number of rounds to be fired and any special conditions for example: "strong hand only," "remain seated while shooting", or "while prone".
  - M-9.1.4 **Muzzle Safe Points:** Muzzle safe markers or 180-degree rule, or a combination of both.
  - M-9.1.5 **Scoring:** Limited or Unlimited.
  - M-9.1.6 **Scored Hits:** Number of scored hits per target or per string.
  - M-9.1.7 **Start Position:** Describes the start condition of the shooter's firearm and ammunition feeding devices. Also describes the shooter's start position and the action the shooter is performing at the start of the stage, if any.
  - M-9.1.8 **Start Signal:** Describes the start signal, like audible, flashing of a light, etc.
  - M-9.1.9 **Stop:** Describes the stop signal if any. This is usually the "last shot" but can be other things such as shooting all the targets and then pressing a button, etc.
  - M-9.1.10 **SO notes:** Optional instructions to the SO team for safety or proper running of the stage.
  - M-9.1.11 **Stage Diagram:** A scale (or rough scale) drawing showing the position of the targets, props including any hard cover or concealment, starting position and points of cover, where appropriate.
- M-9.2 A written stage briefing may not supersede the shooting rules in Section 3 with regard to issuing procedural penalties to competitors. While a procedure may suggest a way to complete a string, the instructions are limited to following rulebook Sections 3 & 5 in their guidance with regard to penalizing shooters. After the start signal, penalties for non-shooting actions may not be issued to competitors for their performance on a stage.

## M-10 STAGE RELIABILITY

- M-10.1 Stage reliability and consistency is important for every IDPA match. The targets, actuators, props, etc. used within a stage must work correctly and present consistently for all shooters.
- M-10.2 For Tier 2 - Tier 5 matches if a stage prop, actuator, or target performs incorrectly more than 10% of the time (10% of scored shooters,) the Chief SO will immediately notify the MD of the reliability issue.
- M-10.3 The MD will close the stage and repair the stage. If the stage cannot be made to work reliably within 60 minutes the stage must be removed from the match and match results. This does not include the case where the shooter does not trigger the stage properly, unless the trigger(s) are causing unreliable performance.

## M-11 MATCH DQS

- M-11.1 The Match Director must advise the AC, SC, IPOC or Designate (herein referred to as Coordinator) of DQs as they occur.
- M-11.2 The coordinator will intervene in a sanctioned match they are responsible for if 3 DQs occur on the same stage, not counting Chrono or Equipment Check stages. The coordinator must immediately investigate the stage for any issues with stage safety, legality, match personnel, construction, or other problematic areas. The issues and investigation findings must be logged in the AAR.
- M-11.3 If 5 DQs occur for similar reasons on the same stage, not counting Chrono or Equipment Check stages, the coordinator may remove the stage from the match. The stage removal and reasons must be logged in the AAR.
- M-11.4 If a shooter was disqualified from a match and the stage where the DQ occurred is later thrown out, the shooter may not reenter the match.
- M-11.5 An AC/IPOC/Designate or MD can remove or reassign an SO from a stage for the following non-inclusive list of events:
  - M-11.5.1 Using incorrect range commands.
  - M-11.5.2 Inconsistent walk-through briefings.
  - M-11.5.3 Inconsistent or incorrect application of the rules.
  - M-11.5.4 Code of Conduct violations.
  - M-11.5.5 Safety violations administering a stage.
- M-11.6 Reassigning staff during a match will not be grounds for an Appeal for that fact alone.
- M-11.7 The MD must be alerted prior to, or immediately after, a match official is re-assigned, suspended or removed as match personnel and the issue must be logged in the AAR.

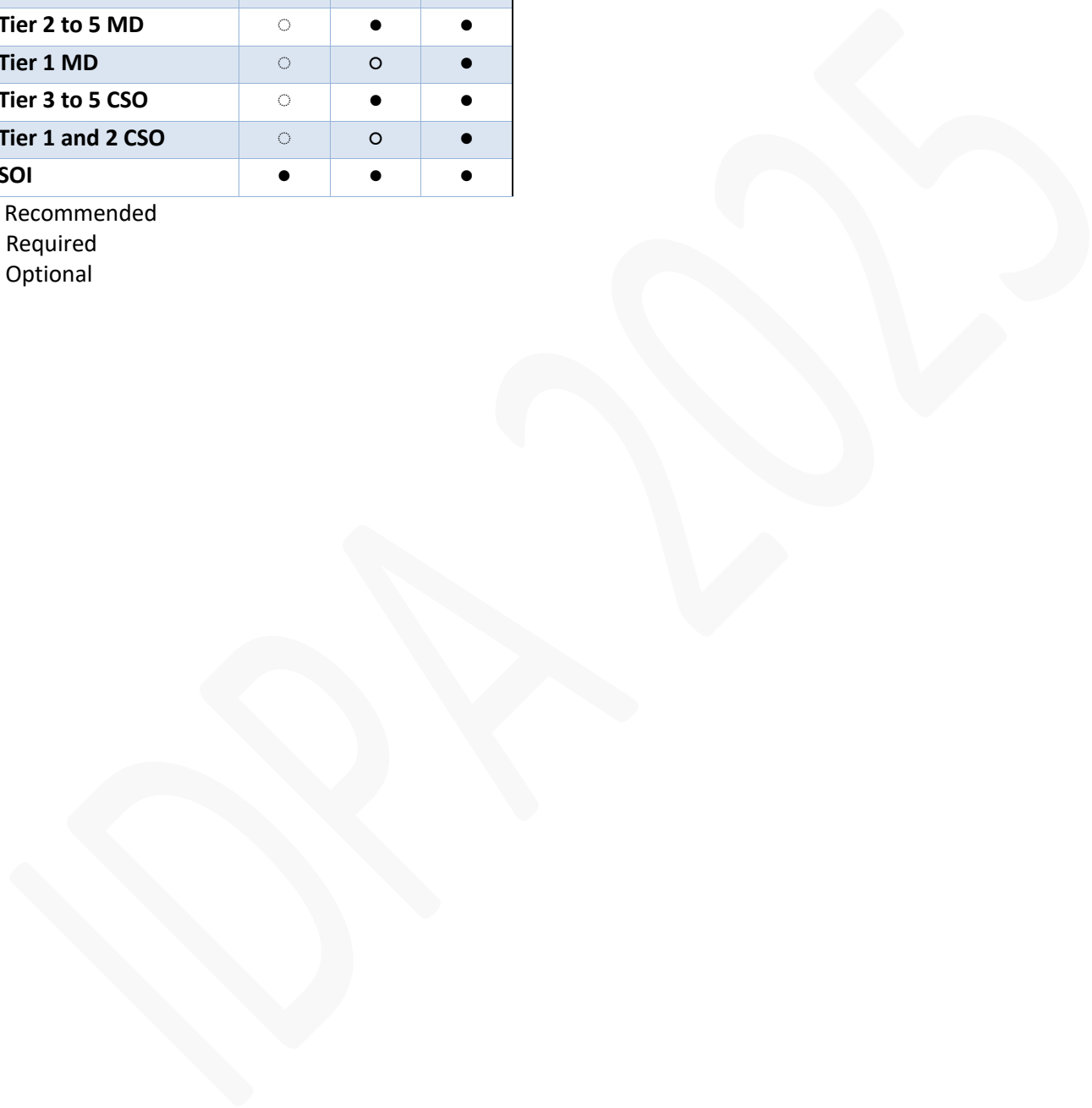
**M-12 IDPA MATCH OFFICIALS**

	SOI	CSO	SO
<b>RACL</b>	●	●	●
<b>AC / IPOC</b>	○	●	●
<b>SC</b>		●	●
<b>Tier 2 to 5 MD</b>	○	●	●
<b>Tier 1 MD</b>	○	○	●
<b>Tier 3 to 5 CSO</b>	○	●	●
<b>Tier 1 and 2 CSO</b>	○	○	●
<b>SOI</b>	●	●	●

○ Recommended

● Required

○ Optional



# 2025 Match Administration Rules

## M-13 MD ROLES & RESPONSIBILITIES

### M-13.1 Match Directors

M-13.1.1 Match Directors are IDPA volunteers whose goal and purpose is to see that all shooters have a safe and enjoyable IDPA match experience by supervising and directing the shooters and match staff through the match.

### M-13.2 IDPA Match Director Qualifications

- M-13.2.1 Must be an IDPA certified safety officer in good standing with IDPA.
- M-13.2.2 MDs for Tier Two (2) matches must be approved by the AC.
- M-13.2.3 MDs for Tier Three (3) matches must be current as an IDPA certified CSO and be approved by the AC.
- M-13.2.4 MDs for Tier Four (4) and Tier Five (5) matches must be current as an IDPA certified CSO and approved by IDPA HQ.
- M-13.2.5 Must be a current IDPA member in good standing and never have had their membership revoked.
- M-13.2.6 Must have shot at least six IDPA matches. Newly affiliated IDPA clubs have a six-month grace period for Tier One matches.
- M-13.2.7 Must possess the necessary temperament, attitude and IDPA rulebook knowledge to rationally and successfully resolve shooter/SO/CSO disagreements.

### M-13.3 Match Director Responsibilities

#### M-13.3.1 IDPA Ambassador

- M-13.3.1.1 Represent IDPA professionally and respectfully on and off the range.
- M-13.3.1.2 Respect and support IDPA and other shooting sports, IDPA rules, shooters, and spectators.
- M-13.3.1.3 Always be friendly and approachable.
- M-13.3.1.4 Go out of your way to welcome new shooters, veteran shooters, and spectators alike.

#### M-13.3.2 IDPA Match Official

- M-13.3.2.1 Adhere to the IDPA Match Director Code of Conduct.
- M-13.3.2.2 Confirm to the SC/AC/IPOC or designate that all SOs in a match are certified IDPA Safety Officers in accordance with the requirements governing the match tier.
- M-13.3.2.3 Enforce IDPA safe gun handling rules by all shooters.
- M-13.3.2.4 Ensure individuals on the range are wearing eye and ear protection, when appropriate.
- M-13.3.2.5 Help the shooters to safely complete and enjoy the match.
- M-13.3.2.6 Treat the shooters with courtesy and respect.
- M-13.3.2.7 Verify that the shooter's equipment is IDPA-legal and correctly worn.
- M-13.3.2.8 Avoid interfering with the shooter's execution of the CoF, unless necessary to maintain a safe shooting environment.
- M-13.3.2.9 Know and consistently enforce the IDPA rules to ensure that the match is conducted in a fair and impartial manner.
- M-13.3.2.10 Be well versed in the IDPA rule book and be able to explain the rules and their application.
- M-13.3.2.11 Maintain a fair, impartial manner toward all competitors.
- M-13.3.2.12 If there is reasonable doubt, the benefit of the doubt goes to the shooter.
- M-13.3.2.13 Ensure all penalties are called correctly and consistently.

## 2025 Match Administration Rules

M-13.3.2.14	Report all penalties issued for Code of Conduct infractions directly to the Area Coordinator on the day of the match at all sanctioned matches.
M-13.3.2.15	Be available should any additional consultation or appeal be required concerning the behavior of any shooter and any scoring or penalty decisions.
M-13.3.2.16	Ensure that the stages are consistent for all shooters.
M-13.3.2.17	Ensure that the scenarios are always defensive in nature.
M-13.3.2.18	Confirm to the Area Coordinator that all SOs in a match are certified SOs in accordance with the requirements governing the match tier.
M-13.3.2.19	Will facilitate an appeal to a committee in accordance with the current IDPA rulebook.
<b>M-13.4 Match Director Code of Conduct</b>	
M-13.4.1	I understand that it is a privilege, and not a right, to be an IDPA Match Director.
M-13.4.2	I will follow all the safety rules of IDPA and the host range.
M-13.4.3	I recognize that it is my responsibility to maintain a thorough knowledge of the current IDPA rulebook.
M-13.4.4	Prior to and during the match, I will refrain from the use of alcohol, substances, or medications that may negatively impact my ability to perform the duties of a Match Director.
M-13.4.5	I will not communicate with others or physically contact others, in a threatening, harassing or abusive manner.
M-13.4.6	I will treat all shooters and match staff with respect.
M-13.4.7	I will be firm and fair in all judgment calls in the application of the IDPA rules. I will be prepared to state in a clear and concise manner my reasons for such calls to the shooter or any IDPA Official.
M-13.4.8	It is my duty to assist, to the best of my ability, all shooters and match staff and not hinder them through harassment or authoritarian behavior.
M-13.4.9	I will represent my sport in a professional manner through my behavior and dress and will represent the standard expected of the match staff.
M-13.4.10	The integrity of the Match Director community should never be in doubt. I will refrain from any actions that could cause my honesty or objectivity to be questioned.
M-13.4.11	As a representative of IDPA, I will refrain from disparagement or inappropriate criticism of IDPA or other shooting sports, their officials, and rules either verbally or through social media.
M-13.4.12	I will always be a champion for IDPA and promote IDPA in the best light possible.
M-13.4.13	I understand that violations of this code of conduct may result in my removal or Disqualification from a match, loss of my privileges as an IDPA Match Director, and/or revocation of my IDPA membership.
M-13.4.14	I will ensure that all staff are certified as required by match tier they are working at.

## M-14 SO ROLES & RESPONSIBILITIES

<b>M-14.1 IDPA Safety Officer Description</b>	
M-14.1.1	Certified Safety Officers are IDPA volunteers whose goal and purpose is to see that all shooters have a safe and enjoyable IDPA match experience by supervising and directing the shooter through each match Course of Fire.
<b>M-14.2 IDPA Safety Officer Qualifications</b>	
M-14.2.1	Have completed an IDPA Safety Officer Class taught by an authorized IDPA Safety Officer Instructor (SOI).
M-14.2.2	Be a current member in good standing of IDPA, and not have had their membership revoked.
M-14.2.3	Adhere to the IDPA Safety Officer Code of Conduct.
M-14.2.4	Regularly participate in IDPA matches as an SO at either the club or sanctioned match level.
M-14.2.5	Maintain their SO certification via continuing SO education and recertification every two years in accordance with current IDPA HQ policy.
M-14.2.6	IDPA members applying to take the IDPA Safety Officer Class should meet the following minimum qualifications to be considered:
M-14.2.6.1	Be at least 21 years of age and be able to lawfully possess a firearm under the laws of your country of residence.
M-14.2.6.2	Be a current IDPA member in good standing for at least six months, and never have had their membership revoked.
M-14.2.6.3	Have shot at least six IDPA matches, at the club or sanctioned level.
M-14.2.6.4	Possess a basic knowledge of the IDPA rulebook.
M-14.2.6.5	Be sponsored by an IDPA-affiliated club representative that can confirm the applicant's ability to safely handle a firearm and who is willing and able to provide designated mentor SOs committed to training the graduate SO.
M-14.2.6.6	New IDPA start-up clubs may be allowed to send 6 SO candidates to the SO class with the membership requirements waived. All other candidates must meet the membership requirements as listed.
<b>M-14.3 Safety Officer Responsibilities</b>	
M-14.3.1	The responsibilities of IDPA SOs in each of their roles are described below. These responsibilities outline the basic requirements for safely conducting an IDPA CoF. The allocation of these responsibilities to individual SOs may vary based on the size of the match, the range facility on which the match is held, and the number of SOs assigned to the CoF.
M-14.3.2	The selection and assignment of SOs in each match is the responsibility of the MD or his designee, in accordance with IDPA Match Administration policies. Significant discretion and flexibility on the part of the MD in developing a match SO organizational structure is expected and encouraged. However, the MD is ultimately responsible to ensure that the selected structure fully allocates these responsibilities to the individual SOs who are accountable for executing them.

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M-14.3.3	<b>IDPA Ambassador</b>
M-14.3.3.1	Represent IDPA professionally and respectfully on and off the range.
M-14.3.3.2	Respect and support IDPA and other shooting sports, IDPA rules, shooters, and spectators.
M-14.3.3.3	Always be friendly and approachable. Go out of your way to welcome new shooters, veteran shooters, and spectators alike.
M-14.3.4	<b>IDPA Match Official (joint Safety Officer Responsibilities)</b>
M-14.3.4.1	Adhere to the IDPA Safety Officer Code of Conduct.
M-14.3.4.2	Work as a team to ensure the CoF runs efficiently.
M-14.3.4.3	Help the shooter to complete the CoF safely and enjoy the match.
M-14.3.4.4	Treat the shooter with courtesy and respect.
M-14.3.4.5	Verify that the shooter's equipment is IDPA-legal and correctly worn.
M-14.3.4.6	Verify the shooter is in the correct starting position for the CoF (e.g., hands up, hands down, etc.).
M-14.3.4.7	Address the shooter using correct and concise commands.
M-14.3.4.8	Avoid interfering with the shooter's execution of the CoF, unless necessary to maintain a safe shooting environment.
M-14.3.4.9	To maintain safety, always assist the shooter when necessary and appropriate. However, coaching of the shooter by the SO is not permitted at sanctioned matches.
M-14.3.4.10	Use proper IDPA range commands.
M-14.3.4.11	Call all penalties correctly and consistently.
M-14.3.4.12	The SO team (PSO and SSO) should assess any penalties and inform the shooter of the penalties incurred. Should any additional consultation or appeal be required, the SO team will confer only with other designated match officials concerning the behavior of any shooter and any scoring or penalty decisions to be rendered.
M-14.3.4.13	Ensure that the stage is reset in accordance with the CoF description and is consistent for all shooters.
M-14.3.4.14	Know and consistently enforce the IDPA rules to ensure that the match is conducted in a fair and impartial manner.
M-14.3.4.15	If the SO has a reasonable doubt, the benefit of the doubt goes to the shooter.
M-14.3.4.16	Be an IDPA Rules expert, able to explain the rules and their application.
M-14.4	<b>IDPA Match Official (Primary Safety Officer Responsibilities)</b>
M-14.4.1	The Primary Safety Officer (PSO) is responsible for preparing and running the shooter through the CoF in accordance with IDPA rules while monitoring the shooter's progress through the CoF and noting any infractions of IDPA rules. Primary SOs specific responsibilities include:
M-14.4.2	Maintain a clear focus on the shooter the SO is assigned to observe, as follows:
M-14.4.2.1	Not permitting his or her attention to be misdirected or lax.
M-14.4.2.2	Observing the shooter during the CoF from a vantage point where the SO can clearly view each of the shooter's actions and react appropriately by the following means.
M-14.4.2.3	Observe the firing hand and firearm.
M-14.4.2.4	Note the shooter's body language and demeanor as it relates to predicting the shooter's actions.
M-14.4.2.5	Accompany the shooter through the CoF without impeding the shooter's movements.
M-14.4.2.6	Help the shooter to complete the Course of Fire safely and enjoy the match while consistently enforcing the IDPA rules to ensure that the match is conducted in a fair and impartial manner.
M-14.4.2.7	Ensure that the CoF is administered and scored properly by:
M-14.4.2.7.1	Directing the shooter through the CoF using proper range commands and timing the shooter's execution of the CoF.
M-14.4.2.7.2	Working in conjunction with the Scorekeeper SO to observe and levy any penalties incurred by the shooter during the CoF.
M-14.4.2.7.3	Coordinating with the Scorekeeper SO to ensure the shooter's time, score and any penalties are properly recorded.

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M-14.5 IDPA Match Official (Scorekeeper SO Responsibilities)	
M-14.5.1	The Scorekeeper SO (SSO) is the SO responsible for organizing and managing the shooting squad to maintain the smooth flow of the match, while allowing shooters as much flexibility as possible while preparing to shoot the CoF. The Scorekeeper SO is responsible for noting and properly recording the performance of the shooter during the CoF.
M-14.5.2	The Scorekeeper SO's specific responsibilities include:
M-14.5.2.1	Be prepared to correct or stop the shooter during CoF execution, through use of the proper IDPA range commands, should it be required to maintain range safety.
M-14.5.2.2	Ensure the shooter's score is recorded accurately
M-14.5.2.3	Observe the shooter's execution of the CoF for safety and procedural violations
M-14.5.2.4	Ensure the shooter has the correct score sheet with the proper label, if applicable, and to write legibly.
M-14.5.2.5	Sign or initial the score sheet when the score is tallied, and initial any corrections made on score sheet.
M-14.5.2.6	Review the score sheet with the shooter and provide an opportunity for the shooter to sign, initial or verify the score sheet.
M-14.5.2.7	Give a copy of the score sheet to the shooter, if available.
M-14.5.2.8	Organize, manage, and stage the shooters to improve the "flow" of the match, and maintain squad and spectator control.
M-14.5.2.9	Announce the shooting order for the next three shooters to give the upcoming shooters time to prepare.
M-14.5.2.10	Stage the next ("on-deck") shooter in a pre-determined position so the Primary Safety Officer can begin to prepare the shooter while the stage is re-set, and any administrative issues are concluded.
M-14.5.2.11	Handle all shooter administrative issues behind the firing line, allowing the Primary Safety Officer to finish preparing the next shooter.

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### M-15 CHIEF SAFETY OFFICER

M-15.1	The Chief Safety Officer (CSO) acts as the senior SO on the CoF and is responsible for running the CoF in accordance with IDPA rules and for supervising the CoF SO team. The CSO is designated by and directly accountable to the MD.
M-15.2	The CSO's specific responsibilities include:
M-15.2.1	Leading the operation of an SO Team. The CSO is responsible for the local allocation of PSO and SSO responsibilities to team members throughout the match.
M-15.2.2	Prior to the start of match and periodically throughout the match, monitor the CoF, and coordinate changes with the Match Director if the CoF design, equipment, or environmental conditions result in a safety hazard.
M-15.2.3	Assuring that a clear and consistent description of the CoF, including any muzzle safe points and other CoF safety criteria, is communicated to all shooters.
M-15.2.4	Notify the Match Director to request a ruling when the Safety Officer team and shooter do not agree on a scoring or penalty assessment, taking any necessary steps to prevent the delay of the match.
M-15.3	It is recommended that SOs designated as CSOs in Tier 2 sanctioned matches meet the following additional qualifications:
M-15.3.1	Have been certified as an IDPA SO for a minimum of one year.
M-15.3.2	Previously served as a SO in at least one sanctioned IDPA match.
M-15.3.3	Possess the necessary temperament, attitude and IDPA rulebook knowledge to rationally and successfully resolve shooter/SO disagreements.
M-15.4	It is required that SOs designated as Chief SOs in Tier 3 and above sanctioned matches meet the following additional qualifications:
M-15.4.1	Have successfully passed the online CSO exam with a minimum passing score of 80% for the current 2 year certification term.
M-15.4.2	Have been previously certified as an IDPA SO for a minimum of two years.
M-15.4.3	Have served as a Certified IDPA SO in at least two sanctioned IDPA matches and participated as a competitor in at least one additional sanctioned match, in the previous three years. OR,
M-15.4.4	Served as a Certified IDPA SO in at least three sanctioned IDPA matches in the previous three years.
M-15.5	IDPA Safety Officers applying to become Chief Safety Officers must apply for this role and pass the Chief Safety Officer test.
M-15.5.1	The Chief Safety Officer Application Form can be found on the IDPA web site and must be submitted to the current SC/AC/IPOC for review. The application lists the SOs requisite experience for eligibility on the form and is signed off on by the home club contact, and/ or local Safety Officer Instructor with knowledge of applicants SO match experience. The application is then submitted to the members State/Area Coordinator/IPOC for approval and upon verifying eligibility will mark the member's profile as CSO Eligible before forwarding the approved form to HQ for filing.
M-15.5.2	The IDPA website will then show the link on the member's profile for the online test. The applicant must pass the test with a score of at least 80%. Passing the CSO test will update the 2 year SO expiration date.
M-15.5.3	Chief Safety Officers must maintain their SO certification via continuing SO education and recertification every two years in accordance with current IDPA HQ policy. Chief Safety Officers failing to maintain their certification will lose their credentials and must reapply.
M-15.5.4	IDPA HQ will periodically review CSO eligibility based on the needs of the sport.

### M-16 SAFETY OFFICER CODE OF CONDUCT

- M-16.1 I understand that it is a privilege, and not a right, to be an IDPA Safety Officer.
- M-16.2 I will follow all of the safety rules of IDPA and the host range.
- M-16.3 I recognize that it is my responsibility to maintain a thorough knowledge of the current IDPA rulebook.
- M-16.4 Prior to and during the match, I will refrain from the use of alcohol, substances, or medications that may negatively impact my ability to perform the duties of a Safety Officer.
- M-16.5 I will not communicate with others in a threatening, harassing or abusive manner.
- M-16.6 I will be firm and fair in all judgment calls in the application of the IDPA rules. I will be prepared to state in a clear and concise manner my reasons for such calls to the shooter or any IDPA Official.
- M-16.7 It is my duty to assist, to the best of my ability, all shooters and not to hinder them through harassment or authoritarian behavior.
- M-16.8 I will represent my sport in a professional manner through my behavior and dress, in accordance with the standards established by the Match Director.
- M-16.9 The integrity of the Safety Officer community should never be in doubt. I will refrain from any actions that could cause my honesty or objectivity to be questioned.
- M-16.10 I will always be a champion for IDPA and promote IDPA in the best light possible.
- M-16.11 I understand that violations of this code of conduct may result in my removal or Disqualification from a match, loss of my privileges as an IDPA Safety Officer, and/or revocation of my IDPA membership.

## 2025 Match Administration Rules

### M-17 SAFETY OFFICER INSTRUCTOR ROLES & RESPONSIBILITIES

**M-17.1** The IDPA Safety Officer Instructor (SOI) is a certified IDPA Chief Safety Officer volunteer, who is responsible for the training and certification of IDPA Safety Officers. SOIs are veteran IDPA SOs who have been recognized for their experience and excellence.

**M-17.2** IDPA Safety Officer Instructor Qualifications

- M-17.2.1 Be a current Chief Safety Officer in good standing of IDPA, and not have had your membership or SO
- M-17.2.2 Successfully complete the required IDPA SOI training or mentorship in accordance with current IDPA HQ policy.
- M-17.2.3 Adhere to the IDPA Safety Officer Code of Conduct.
- M-17.2.4 Regularly participate in IDPA matches as an SO at the club and sanctioned match levels.
- M-17.2.5 Be actively involved in training and mentoring new IDPA Safety Officers on a regular basis.
- M-17.2.6 Maintain their SOI certification via continuing SOI education and recertification every two year in accordance with current IDPA HQ policy.

**M-17.3** IDPA members interested in becoming IDPA Safety Officer Instructors must meet the following minimum qualifications to become an SOI:

- M-17.3.1 Be a current member in good standing of IDPA, and never had your membership revoked.
- M-17.3.2 Served as a certified IDPA SO in good standing for at least 3 consecutive years.
- M-17.3.3 Be currently classified at Marksman or above in at least one IDPA division.
- M-17.3.4 Served as a Safety Officer in two or more sanctioned IDPA matches within the past three years.
- M-17.3.5 Demonstrated an exemplary knowledge of IDPA rules and procedures.
- M-17.3.6 Be sponsored by at least one IDPA-affiliated club representative or IDPA Match Director and the IDPA Area Coordinator.
- M-17.3.7 Be approved by IDPA HQ.

**M-17.4** Safety Officer Instructor Responsibilities

- M-17.4.1 The IDPA Safety Officer Instructor trains and certifies IDPA Safety Officer Volunteers in accordance with the SO Training policies and procedures established by IDPA HQ and the RACLs. The SOI has final discretion and authority in approving and certifying IDPA Safety Officer applicants and accepts the accountability for certifying to IDPA HQ that graduate SOs have the requisite attitude and ability to safely perform the basic duties of an IDPA Safety Officer.
- M-17.4.2 In accepting and performing this important function within IDPA, the SOI has the following responsibilities:
  - M-17.4.2.1 Conduct a minimum of one SO Class per year. (SC/AC/and IPOC are not subject to this minimum standard.)
  - M-17.4.2.2 Present the class in accordance with current IDPA HQ guidelines, using the provided SO training materials.
  - M-17.4.2.3 Be willing to travel up to 250 miles within their Area (as determined by the Area Coordinator) to teach the SO Class.
  - M-17.4.2.4 Limit the fees charged for presenting SO Classes to the necessary and reasonable costs of conducting the class, including reimbursement for SOI travel and lodging costs.
  - M-17.4.2.5 Work with the Area Coordinator (SC or IPOC) to identify and meet the SO needs of area IDPA clubs.
  - M-17.4.2.6 Demonstrate proficiency and current knowledge of IDPA rules through independent continuing SOI education.
  - M-17.4.2.7 Work with the AC (SC or IPOC) in building new clubs in the SOIs area.

## M-18 CLASSIFICATION RULES

- M-18.1 IDPA shooters are divided into 7 separate Classifications so that shooters may compete against others of like skill, using similar equipment. These Classifications are Unclassified (UN), Novice (NV), Marksman (MM), Sharpshooter (SS), Expert (EX), Master (MA), and Distinguished Master (DM). A shooter will have a classification for each of the 8 equipment divisions. 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.
- M-18.2 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.
- M-18.3 Distinguished Master, however, is only attained by winning the Division Champion title or scoring within 3% of the Division Champion score at a Tier 5 match.
- M-18.4 The IDPA Classifier is a stage or several stages that classifies shooters. These stages can be run by themselves or be part of a larger IDPA match.
- M-18.5 Classification Database

- M-18.5.1 The IDPA Classification Database is the only official record of Classifications.
- M-18.5.2 The IDPA Classification Database must be kept up-to-date and accurate by each IDPA club’s Match Director, Club Contact, or designee.
- M-18.5.3 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 48 hours or less.

### M-18.6 Classification Frequency

- M-18.6.1 Every IDPA member should shoot the Classifier at least once every 12 months, except Master and Distinguished Master class shooters.
- M-18.6.2 Participating in a Sanctioned IDPA match in the last 12 months counts as shooting a Classifier in the division in which the shooter competed.
- M-18.6.3 Should a Match Director feel that a shooter should be shooting at a higher Classification level, the MD may require that the shooter shoot the Classifier again to reestablish a current Classification.
- M-18.6.4 Every shooter in a Sanctioned Match must be classified. Unclassified shooters are ineligible. In every sanctioned match, the Match Director (or designee) must confirm that every shooter is an IDPA member in good standing and is Classified on match day in the Division and right Classification entered in the match. Classifier dates do not expire.
- M-18.6.5 For tier 1, 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.
- M-18.6.6 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.

### M-18.7 Match Performance Promotion

- M-18.7.1 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 match no-shows.
- M-18.7.2 The winner of a class at a Sanctioned Match will be promoted to the next higher Classification if that shooter beats 5 shooters in that class or any higher class in that Division.

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- M-18.7.3 The 2nd place finisher of a class at a Sanctioned Match will be promoted to the next higher Classification if that shooter beats 10 shooters in that class or any higher class in that Division. This progression continues for the 3rd, 4th, 5th place, etc. in the match. For example, the 4th place finisher will be promoted if that shooter beats 20 shooters in that class or any higher class in that Division.
- M-18.7.4 If 2 or more shooters in the same Division and Classification in a match have the exact same score, and that score qualifies for a Match Performance promotion, all shooters with that score will be promoted.

## M-18.8 Equity Promotion

A shooter's highest and lowest Classification in a semi-auto division can only differ by one Classification level. When a semi-auto shooter receives a Match Performance Promotion, the Equity promotion rule is applied to all semi-automatic Divisions (ESP, SSP, CCP, CDP, and CO.) Divisions in which the shooter is Unclassified also receive an Equity Promotion by this rule if the highest Classification attained is Marksman or above. The Equity Promotion does not apply to or affect PCC, REV or BUG divisions. For example, if a semi-auto shooter is promoted to Sharpshooter in a match, then the shooter's classifications in other semi-automatic divisions if lower than Marksman are updated to Marksman level.

## M-18.9 Classifier Match Stages

The pistol and the pistol caliber carbine classifier stage descriptions, layout diagrams and score sheets can be found at <http://www.idpa.com>

01/04/2023

## A. HANDGUN DIVISIONS

### A.1 Stock Service Pistol Division (SSP)

- A.1.1 Handguns permitted for use in SSP must:
- A.1.1.1 Have a minimum annual production of 2,000 units. Discontinued models must have had a total production of 20,000 units.
  - A.1.1.2 Be semi-automatic.
  - A.1.1.3 Be double action, double action only, or striker fired.
  - A.1.1.4 Use 9 mm (9x19) or larger cartridges.
  - A.1.1.5 Weigh **43.00 oz.** or less unloaded, with the heaviest magazine inserted.
  - A.1.1.6 Fit in the IDPA gun test box measuring **8 ¾" x 6" x 1 ⅝"** with the largest magazine inserted.
  - A.1.1.7 No external modifications of the shape, size, or function of stock parts is allowed.
- A.1.2 Start Condition
- A.1.2.1 Selective DA/SA firearms will start hammer down.
  - A.1.2.2 Firearms with a hammer de-cocking lever or button will have their hammer de-cocked using the lever or button.
  - A.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.
  - A.1.2.4 Manual safeties may be engaged at the shooter's discretion.
- A.1.3 SSP Permitted Modifications (Inclusive list):
- A.1.3.1 No visible external modifications are allowed. The firearm must have the same appearance as the factory SKU shown on the company's website.
  - A.1.3.2 Sights may be changed to another notch and post type. Slides may not be machined to accept different style sights.
  - A.1.3.3 Removable grips may be changed to another style or material that is similar to factory configuration and do not weigh more than 2.00 oz. more than the factory standard weight for that model. Grip modules are not considered removable grips for this division.
  - A.1.3.4 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.
  - A.1.3.5 Recoil spring guide rods and dual spring recoil systems made of material that is no heavier than stainless steel and have the same factory appearance.
  - A.1.3.6 Frames may be replaced with identical frames from the same manufacturer.
  - A.1.3.7 Compensated/ported firearms with a non-compensated/ported barrel installed.
  - A.1.3.8 A slip-on grip sock and/or grip tape, skateboard tape, etc. may be used.
  - A.1.3.9 Internal action work may be used to enhance trigger pull as long as safety is maintained (no visible external modifications allowed).
  - A.1.3.10 Internal reliability work.
  - A.1.3.11 Aftermarket extractors and pins may be used.
  - A.1.3.12 Internal accuracy work.
  - A.1.3.13 Replacement of barrel with one of factory configuration and appearance that uses the original cartridge.
  - A.1.3.14 Plastic plugs may be used to fill the opening behind the magazine well.
  - A.1.3.15 Custom finishes may be applied.
  - A.1.3.16 Exterior parts may be refinished.

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- A.1.3.17 Slides may be engraved. Engraving is defined as etching into the slide of logos, letters, and graphics no deeper than the original factory logos.
- A.1.3.18 Stippling and texturing may be performed on readily replaceable parts of the grip frame such as replaceable back straps and replaceable grip panels.
- A.1.3.19 Aftermarket magazines may be used provided they do not weigh more than 1.00 oz. over the same capacity factory magazine.
- A.1.3.20 Aftermarket magazine base pads may be used provided they do not make the magazine weight more than 1½ oz. over the same capacity factory magazine.
- A.1.3.21 Magazine base pads may be modified by reshaping, texturing, or adding bumper pads provided that they do not make the magazine weigh more than 1.00 oz. over the same capacity factory magazine.
- A.1.3.22 Magazines that are longer than stock may be used provided they meet all other division requirements.
- A.1.4 SSP Excluded Modifications (Non-Inclusive list):
  - A.1.4.1 Externally visible modifications other than those listed in the Permitted Modifications section.
  - A.1.4.2 Aftermarket or visibly modified magazine releases, slide stops, safety levers, de-cocking levers, and hammers.
  - A.1.4.3 Robar-style grip reduction.
  - A.1.4.4 Add-on magazine well opening. NO magwells allowed that can be removed and reinstalled. Factory or aftermarket.
  - A.1.4.5 Slide inserts to accommodate a different recoil assembly design.
  - A.1.4.6 A barrel that uses a different cartridge that is not offered in the original factory model.
  - A.1.4.7 Customization of the slide by adding front cocking serrations, tri-top, carry melts, and high-power cuts.
  - A.1.4.8 Compensators of any kind or ported barrels
  - A.1.4.9 Checkering or stippling on non-readily replaceable parts of the grip frame.
  - A.1.4.10 Aftermarket slides.
  - A.1.4.11 Removing material from the magazine well opening.
  - A.1.4.12 Aftermarket grip tang extensions or beavertails.
  - A.1.4.13 Special parts that are available installed only from a factory custom shop are not eligible in SSP.

## A.2 Enhanced Service Pistol Division (ESP)

### A.2.1 Handguns permitted for use in ESP must:

- A.2.1.1 Be semi-automatic.
- A.2.1.2 Use 9 mm (9x19) or larger cartridges.
- A.2.1.3 The unloaded firearm with the heaviest magazine must weigh **43.00 oz.** or less.
- A.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 5/8"**.
- A.2.1.5 Firearms originally sold as compensated/ported models may be used in ESP with non-compensated/ported barrels installed.

### A.2.2 Start Condition:

- A.2.2.1 Single action only firearms will start with the hammer cocked and the safety engaged.
- A.2.2.2 Selective DA/SA firearms may start cocked and locked or de-cocked, at the shooter's discretion.
- A.2.2.3 DA, DAO, or striker fired firearms with a de-cocking lever or button will be de-cocked using the lever or button.
- A.2.2.4 DA, DAO, or striker-fired firearms may have a manual safety engaged at the shooter's discretion.

### A.2.3 ESP Permitted Modifications

- A.2.3.1 See Allowances and Restriction in 8.1.6 and 8.1.7 in the IDPA Rulebook
- A.2.3.2 Compensated and ported barrels that are incorporated into the firearm.
- A.2.3.3 Aftermarket magazine base pads may be used provided they do not make the magazine weight more than 1½ oz. over the same capacity factory magazine.

### A.2.4 ESP Excluded Features and Modifications (Non-Inclusive list)

- A.2.4.1 Trigger shoes.

## A.3 Custom Defensive Pistol Division (CDP)

### A.3.1 Handguns permitted for use in CDP must:

- A.3.1.1 Be semi-automatic.
- A.3.1.2 Use .45 ACP cartridges.
- A.3.1.3 Weigh **43.00 oz.** or less unloaded, with the heaviest magazine inserted.
- A.3.1.4 Fit in the IDPA gun test box measuring **8 ¾" x 6" x 1 5/8"** with the largest magazine inserted.
- A.3.1.5 Firearms originally sold as compensated/ported models may be used in CDP with non-compensated/ported barrels installed.

### A.3.2 Start Condition:

- A.3.2.1 **Single action only** firearms will start cocked and locked. (hammer cocked, safety engaged).
- A.3.2.2 Selective DA/SA firearms will start cocked and locked or de-cocked. This is at the shooter's discretion.
- A.3.2.3 DA, DAO, or striker fired firearms with a de-cocking lever or button will be de-cocked using the lever or button.
- A.3.2.4 DA or DAO should have a manual safety engaged if and when holstering SAO.

### A.3.3 CDP Permitted Features and Modifications (Inclusive list):

- A.3.3.1 Sights may be changed to another notch and post type. Slides may be machined to accept different style sights.
- A.3.3.2 Grips may be changed provided they do not weigh more than 2.00 oz. more than the factory standard weight for that model.
- A.3.3.3 A slip-on grip sock and/or grip tape, skateboard tape, etc. tape may be used.
- A.3.3.4 Robar-style grip reduction.
- A.3.3.5 Action work may be used to enhance trigger pull as long as safety is maintained.
- A.3.3.6 Reliability work.
- A.3.3.7 Aftermarket extractors and pins may be used.
- A.3.3.8 Internal accuracy work.
- A.3.3.9 Replacement barrels of factory configuration in .45 ACP.
- A.3.3.10 Plastic plugs may be used to fill the opening behind the magazine well.
- A.3.3.11 Aftermarket triggers and trigger work that result in the trigger being forward or rearward from the stock trigger position.
- A.3.3.12 Externally visible trigger over travel stops.
- A.3.3.13 Hammer and other trigger action parts to enhance trigger pull.
- A.3.3.14 Checkering, serrating, and stippling.
- A.3.3.15 Reshape trigger guard.
- A.3.3.16 Extended and/or ambidextrous thumb safety.
- A.3.3.17 Extended beavertail grip safety.
- A.3.3.18 Ambidextrous or right-side magazine releases.
- A.3.3.19 Extended, trimmed, and/or ambidextrous slide releases.
- A.3.3.20 Heavy or cone style barrels on firearms with barrel lengths of 4.25" or less.
- A.3.3.21 Recoil spring guide rods and dual spring recoil systems made of material that is no heavier than stainless steel.
- A.3.3.22 Slide inserts to accommodate a different recoil assembly design.
- A.3.3.23 Modification of the magazine well and add-on well extensions.
- A.3.3.24 Custom finishes and engraving may be applied.
- A.3.3.25 Aftermarket slide cover plates.
- A.3.3.26 Slide checkering, serrating, engraving, and other machining.

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- A.3.3.27 Grip tang extensions or beavertails.
- A.3.3.28 Swenson style thumb shields and frame mounted thumb shields.
- A.3.3.29 Aftermarket safeties.
- A.3.3.30 Aftermarket magazine base pads may be used provided they do not make the magazine weight more than 1½ oz. over the same capacity factory magazine.
- A.3.3.31 Magazine base pads may be modified by reshaping, texturing, or adding bumper pads provided that they do not make the magazine weigh more than 1½ oz. over the same capacity factory magazine.
- A.3.3.32 Magazines that are longer than stock may be used provided they meet all other division requirements.
- A.3.4 CDP Excluded Features and Modifications (Non-Inclusive list):
- A.3.4.1 Trigger shoes.
- A.3.4.2 Compensators of any type including hybrid or ported barrels.

**A.4 Compact Carry Pistol Division (CCP)**

- A.4.1 Handguns permitted for use in CCP must
  - A.4.1.1 Be semi-automatic.
  - A.4.1.2 Use 9 mm (9x19) or larger cartridges.
  - A.4.1.3 Barrel length 4 3/8" or less.
  - A.4.1.4 The unloaded firearm with the heaviest magazine must weigh 38.00 oz. or less.
  - A.4.1.5 The firearm with the largest magazine inserted must fit in the IDPA gun test box measuring 7 1/4" x 5 3/8" x 1 3/8".
  - A.4.1.6 Handguns, associated modifications, restrictions, holsters, magazine carriers, calibers, start condition, and division capacity shall be compliant with ESP Division requirements, except as noted or restricted in items A.4.1.1 thru A.4.1.5 above.
- A.4.2 Start Condition
  - A.4.2.1 Single action only firearms will start cocked and locked. (Hammer cocked, safety engaged).
  - A.4.2.2 Selective DA/SA firearms may start cocked and locked or de-cocked, at the shooter's discretion.
  - A.4.2.3 DA, DAO, or striker fired firearms with a de-cocking lever or button will be de-cocked using the lever or button.
  - A.4.2.4 DA, DAO, or striker-fired firearms may have a manual safety engaged at the shooter's discretion.

## A.5 Revolver Division (REV)

A.5.1	Revolvers will be categorized into one of the two following sub-categories:
A.5.1.1	Stock Revolver or
A.5.1.2	Enhanced Revolver
A.5.2	Stock Revolver handguns permitted for use must be:
A.5.2.1	Any revolver that uses .38 Special or larger cartridges with a rimmed case and is not loaded with moon clips.
A.5.2.2	The unloaded firearm must weigh 43.00 oz. or less.
A.5.3	Enhanced Revolver handguns permitted for use must be:
A.5.3.1	Any revolver that uses .357 magnum or larger cartridges with rimmed or rimless cases.
A.5.3.2	The unloaded firearm must weigh 50.00 oz. or less.
A.5.3.3	May be loaded via speed loader or full moon clip.
A.5.4	Stock and Enhanced Revolver requirements:
A.5.4.1	The use of trimmed (shortened) ammunition is not allowed.
A.5.5	Ammunition used must match the cartridge listed on the firearm with the following exceptions:
A.5.5.1	.38 Special in .357 Magnum.
A.5.5.2	.44 Special in .44 Magnum.
A.5.5.3	.45 Auto Rim or .45 GAP in .45 ACP.
A.5.5.4	.45 ACP or .45 GAP in .45 Colt.
A.5.5.5	.40 S&W in 10mm.
A.5.5.6	Barrel length must be 4 ¼" or less.
A.5.5.7	Revolvers must be loaded to the division capacity of 6 rounds in the cylinder. Higher capacity 7 and 8 round revolvers are permitted, but may only load 6 rounds.
A.5.6	Stock and Enhanced Revolver Permitted Modifications (Inclusive list):
A.5.6.1	Sights may be changed to another notch and post type. The frame and barrel may be machined to accept different style sights.
A.5.6.2	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).
A.5.6.3	Grips may be changed to another style or material that is similar to factory configuration.
A.5.6.4	Grip tape, skateboard tape, etc. may be used.
A.5.6.5	Cylinder latches may be changed to another factory offering from the firearm manufacturer.
A.5.6.6	Chamfer the rear of the chambers.
A.5.6.7	Shortening of factory barrels.
A.5.6.8	Re-barreling to another factory offering for that model.
A.5.6.9	Firearms converted to accept moon clips may be used in Stock Revolver provided moon clips are not used.
A.5.6.10	Custom finishes.
A.5.7	Enhanced Revolver Additional Permitted Modifications (Inclusive list):
A.5.7.1	Cylinder latches may be modified or replaced, but may not protrude past the frame in any direction and may not be thicker than 3/8" as measured from the side plate of the frame.
A.5.7.2	Conversion to accept moon clips.
A.5.8	Stock and Enhanced Revolver Excluded Modifications (Non-Inclusive list):
A.5.8.1	Oversize or heavy barrels.
A.5.8.2	Compensators of any type including hybrid or ported barrels.
A.5.8.3	The maximum grip dimensions allowed are: 5.00" maximum height, measured from the bottom of the hammer opening in the frame to the bottom of the grip, 2 3/8" maximum depth, 1 5/8" maximum width.

## A.6 Backup Gun Division (BUG)

A.6.1 Handguns permitted for use in BUG are categorized into one of the following sub-categories:

A.6.1.1 Semi-Automatic BUG.

A.6.1.2 Revolver BUG.

A.6.1.3 Other Special Sub-Categories as defined by the MD.

### A.6.2 Semi-Automatic BUG (BUG-S)

A.6.2.1 Handguns permitted for use in BUG-S must:

A.6.2.1.1 Be semi-automatic.

A.6.2.1.2 Be single action, double action, double action only, or striker fired.

A.6.2.1.3 Use .380 ACP or larger cartridges.

A.6.2.1.4 Barrel length of 3 ½" or less.

A.6.2.1.5 The unloaded firearm with the heaviest magazine must weigh 26 oz. or less.

A.6.2.1.6 The firearm with the largest magazine inserted must fit in the IDPA gun test box measuring 6 ½" x 4 ⅝" x 1 ⅜".

A.6.2.2 Start Condition:

A.6.2.2.1 Single action only firearms will start cocked and locked. (hammer cocked, safety engaged).

A.6.2.2.2 Selective DA/SA firearms will start cocked and locked or de-cocked at the shooter's discretion.

A.6.2.2.3 When de-cocking is desired, firearms with a de-cocking lever or button will be de-cocked using the lever or button.

A.6.2.2.4 When de-cocking 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.

A.6.2.2.5 Shooters will start with 1 round in the chamber and 5 rounds in the magazine.

A.6.2.3 BUG-S Permitted Features and Modifications

A.6.2.3.1 Semi-automatic BUG must comply with all ESP features and modifications, and equipment restrictions.

### A.6.3 Revolver BUG (BUG-R)

A.6.3.1 Handguns permitted for use in BUG-R must be:

A.6.3.1.1 Any revolver that uses .38 or larger cartridges with a rimmed case and is not loaded with moon clips.

A.6.3.1.2 The use of trimmed (shortened) ammunition is not allowed.

A.6.3.1.3 Barrel length of 2 ½" or less.

A.6.3.1.4 The unloaded firearm must weigh 26 oz. or less.

A.6.3.1.5 Be loaded to the division capacity of no more than 5 rounds in the cylinder.

A.6.3.1.6 The firearm must fit in the IDPA gun test box measuring 6 ½" x 4 ⅝" x 1 ⅜".

A.6.3.1.7 Revolver BUG Modifications: Revolver BUG must comply with all Stock Revolver features and modifications, and equipment restrictions.

### A.7 Carry Optics Division

#### A.7.1 Handguns permitted:

- A.7.1.1 Handguns, associated modifications, restrictions, holsters, magazine carriers, calibers, start condition, and division capacity shall be compliant with ESP Division requirements, except as it relates to sights, lasers and overall weight.
- A.7.1.2 Maximum weight including empty magazine will not exceed 45 ounces.
- A.7.1.3 Firearms used in this division must be equipped with an optical sight system in order to compete this division.

#### A.7.2 Optics suitable for this division fall under two categories with different restrictions on how they are mounted to the firearm.

- A.7.2.1 Passive: These include Miniature Red Dot and Reflex sights suitable for concealed every day carry (EDC). They project or reflect a dot onto the optic. Passive Optics (MRDS) must be attached directly to upper between rear of upper and ejection port.
- A.7.2.2 Active: These are Red or Green LASER sights that project a dot onto the target. Active LASER sights are permitted to be mounted on the frame of the firearm. Typical locations can be the rail or the pistol grip.

## B. PISTOL CALIBER CARBINE (PCC)

Pistol Caliber Carbine is a specialty division within IDPA. This Appendix governs PCC in IDPA matches and supersedes current rules relating to start condition, position, function and range commands. PCC may be included in IDPA matches at the discretion of a match director who will then be governed by this set of rules.\*

Pistol Caliber Carbine Low Capacity (PCC 10) is a subdivision within the PCC division. PCC 10 may be offered in any match including the PCC division. PCC 10 was developed to accommodate matches in areas with 10 round magazine restrictions, or for match directors to accommodate shooters from those areas with restricted laws. If PCC division is included in a match, then PCC standard division capacity (30 rounds) is required unless legally restricted.

All references to “strong hand” and “weak hand” in the current edition of the rule book apply to PCC as follows:

Strong Hand will require the PCC to be shouldered on the strong hand side, trigger pulled with the strong hand. Both hands may be on the gun.

Weak Hand will require the PCC to be shouldered on the weak side, trigger pulled with the weak hand. Both hands may be on the gun. This applies to the Classifier and all CoFs.

B.1.1	Rifles permitted for use in PCC must*:
B.1.1.1	A. Be semi-automatic.
B.1.1.2	B. Use 9 mm, .357 Sig, .40 S&W, 10mm, and .45 ACP pistol caliber cartridges.
B.1.1.3	C. Designed to be fired from the shoulder and have a shoulder stock installed.
B.1.1.4	*Note: All references to “firearm” in the current edition of the rule book are deemed to apply to PCC as well, except where PCC is noted in the rules or this appendix.
B.1.2	The PCC firearm must be semiautomatic, and must operate with one trigger pull to fire one round. Variants that allow other firing options may not be used in PCC.
B.1.3	Start Condition: Firearms will start hammer or striker cocked and safety engaged; held at the low ready position unless otherwise specified in the written stage description.
B.1.4	Start Positions:
B.1.4.1	No starts with the firearm facing up range.
B.1.4.2	Default position is facing downrange at Low Ready (this is off hand with the muzzle oriented downward at the base of a target or 45 degrees). Finger clearly visibly outside of the trigger guard.
B.1.4.3	Stage descriptions may also include other variants:
B.1.4.3.1	May be loaded or unloaded.
B.1.4.3.2	Table starts (same as pistol when possible).
B.1.4.3.3	If a prop uses something that PCC will not fit, then lay the rifle on top or nearby the prop as safety permits.
B.1.4.3.4	Facing walls or barricades, a mark at 3’ above the ground perpendicular to the prop is used.
B.1.4.3.5	Must be the same for all divisions in the stage.
B.1.5	Safety
B.1.5.1	Except at the safe area, or when under the supervision and direct command of a SO, shooters must carry their pistol caliber carbine with detachable magazines removed.
B.1.5.2	Competitors must use a chamber safety flag when uncased, or clear chamber device, that is externally visible when transporting from to the range or stage to stage.

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- B.1.5.3 Un-cased pistol caliber carbines must be held in the hands with the firearm vertical. Match Directors may require this to be "vertically upwards" or "vertically downwards" providing this is made clear to all competitors prior to the match. Slings may be used, provided the firearm clearly has a chamber flag and the muzzle is oriented in the vertical position at all times when not in use during a stage.
- B.1.5.4 In certain cases, a MD can choose to combine PCC and handgun into a single COF. Additional safety considerations may be included for these stages in order to maintain safe gun handling practices. Competitors may not be required to holster a loaded pistol on the clock in multi-gun stages. Use common sense and consider all of the competitors that will be shooting at the event. In stages where both pistol and PCC are utilized by competitors, the pistol gear requirements remain the same for competitors. (EG: Holsters, reloads, concealment etc.) PCC requirements are included in this appendix.
- B.1.6 PCC Permitted Features and Modifications (Inclusive list):**
- B.1.6.1 Sights: Iron, optical, and electronic sights are permitted.
  - B.1.6.2 Lights and Lasers: Permitted and allowed for use.
  - B.1.6.3 Muzzle Devices: Flash hiders, compensators, and muzzle brakes are permitted.
  - B.1.6.4 Action work may be used to enhance trigger pull as long as safety is maintained.
  - B.1.6.5 Reliability work.
  - B.1.6.6 Internal accuracy work.
  - B.1.6.7 Externally visible trigger over travel stops.
  - B.1.6.8 Checkering, serrated, and stippling.
  - B.1.6.9 Extended and/or ambidextrous safety.
  - B.1.6.10 Ambidextrous magazine releases.
  - B.1.6.11 Extended, trimmed, and/or ambidextrous bolt releases.
  - B.1.6.12 Custom finishes and engraving may be applied.
  - B.1.6.13 Aftermarket safeties.
  - B.1.6.14 Aftermarket magazine base pads may be used. Weight may exceed one ounce.
  - B.1.6.15 Grip enhancements on both the fore grip and pistol grips.
- B.1.7 PCC Excluded Features and Modifications (Non-Inclusive list):**
- B.1.7.1 Removing butt stock
  - B.1.7.2 Firearms not designed for use with a buttstock (for example: AR pistols with Sig Brace or equivalent)
  - B.1.7.3 Monopods, Bipods and Tripods
  - B.1.7.4 Drum or coupled magazines
- B.1.8 Division Capacity PCC: Maximum is 30 rounds per magazine. Shooters are allowed to load magazines with less than 30 rounds at their choosing. Shooters may use lower capacity magazines on stages in lieu of 30 round magazines.
- B.1.9 Division Capacity PCC 10: Maximum is 10 rounds per magazine. Shooters may start with one round in the chamber in addition to a 10 round magazine.
- B.1.10 PCC Gear: Shooters may optionally choose to place additional magazines in pouches to carry with them while shooting stages. If they choose to use magazine pouches without concealment, they may not place more than 2 on their belt which must be worn behind the hip bone. Optionally, shooters may carry magazines in pockets that are below the belt or stowed inside the waistband.
- B.1.11 Concealment garments: Concealment garments are optional for PCC shooters. Shooters may carry additional magazines in any position on their belt when fully concealed from view at the start position.
- B.1.12 These exact range commands will be used after the If Finished, Unload and Show Clear command: "If Clear, Flag It and Muzzle Up or Down."

2/1/2025