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Rule change recommendations – Contact Will Parker for recommended changes.

Input/inspiration for this rulebook was received by: Montana Defensive Pistol Association, IDPA, Georgia Defensive Pistol Association (GADPA), United States Practical Shooting Association (USPSA), Ian Licence, Sheldon Wickersham, Robert Henneman, and Stephen Hodsdon.

Edited by Stephen Hodsdon.

This is a family sport. We cannot have shooters (or observers) using excessive profane language, dressing in a manner that is not appropriate for shooting, intimidating or making fun of shooters (jovial bantering among friends is allowed). Warnings will be given and if absolutely necessary, offenders will be disqualified and asked to leave the range for the day. Everyone who will shoot safely and observe the rules is invited.

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1.1 Defensive Pistol Fundamental Principles

The Fundamental Principles are a guide to all members.

The goal of Defensive Pistol is to simulate engagement of a threat with Deadly Force, while striving to integrate this into a competitive setting for a score. The only rules of a true gunfight are to stop the threat and survive.

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

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

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

1.1.4 Provide separate divisions for equipment and classifications for shooters, such that firearms with similar characteristics are grouped together and people with similar skill levels compete against each other.

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

1.2 Principles of Safety

As with any firearm competition, safety is the primary and fundamental concern. The Four Rules of Gun Safety are the basis for the safety rules:

- **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.**

1.3 Principles of Shooting Defensive Pistol

1.3.1 Equipment Principles

Allowed equipment and clothing will meet the following criteria:

1.3.1.1 Concealable - all equipment except flashlights will be placed so that, when wearing a concealment garment it cannot be seen from the front, rear, or sides.

1.3.1.2 Practical - Must be practical for all day concealed carry self-defense, and worn in a manner that is appropriate for all day continuous wear. This is for all gear from head to toe, except for eye and ear protection.

1.3.2 Participation Principles

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

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

1.3.2.3 The Defensive Pistol Rulebook is not intended to be an exhaustive description of all allowed and disallowed equipment and techniques. Equipment and techniques should comply with the basic principles of Defensive Pistol and be valid in the context of a sport that is based on self-defense scenarios. A reasonable application of common sense and the Concepts will be employed in determining whether a particular device, technique, or piece of equipment is permitted under the Defensive Pistol rules.

Spirit of this rulebook – I ask that everyone honor the SPIRIT of this rulebook. We are moving toward preparing ourselves for a Deadly Force scenario with gear suitable which we would actually carry all day, but must have a rulebook to score it as a competition.

1.3.2.4 At its core, Defensive Pistol 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 may indicate available shooting positions. The props will be defined in the CoF walk through.

1.3.2.5 Individual rehearsals of a CoF, including air gunning, and taking sight pictures, are not permitted within the CoF boundaries.

1.3.2.6 Shooting from behind cover is a basic premise of Defensive Pistol. Competitors will use all available cover in a CoF.

1.3.2.7 Defensive Pistol is a shooting sport based on concealed carry. All courses of fire will be shot using a concealment garment unless stipulated otherwise.

1.3.2.8 In any single contest, a shooter must use the same firearm on all stages unless the firearm becomes unserviceable.

1.3.2.9 Re-shoots are allowed for stage equipment failures or RO interference.

1.3.3 Course of Fire Principles

1.3.3.1 Defensive Pistol promotes sound gun handling skills and tests 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.

1.3.3.2 A CoF should test a competitor's shooting skills. Allowances will be made for physically challenged or disabled shooters. Match Directors should always attempt to make the CoF accessible for all shooters.

02 –Safety Rules

2.2 Unsafe firearm handling will result in immediate Disqualification (DQ) from the Defensive Pistol match.

Examples (non-inclusive list):

2.2.1 Endangering any person, including yourself. This includes sweeping one's self or anyone else with a loaded or unloaded firearm. Sweeping is defined as allowing the muzzle of the firearm (loaded or unloaded) to cross or cover any portion of a person.

2.2.1.1 Exception: Some body types combined with some holster types makes it almost impossible to holster a firearm or remove the firearm from the holster without sweeping a portion of the shooter's lower extremities. Thus, a match Disqualification is not applicable for sweeping of the shooter's own body below the belt while removing the firearm from the holster or holstering of the firearm, provided that the shooter's trigger finger is clearly outside of the trigger guard.

2.2.2 Pointing muzzle beyond designated "Muzzle Safe Points" if used, or beyond the 180-degree Muzzle Safe Plane if used.

2.2.3 A discharge:

2.2.3.1 In the holster.

2.2.3.2 Striking up range of the shooter not indexing or attempting to index a target.

2.2.3.3 Into the ground downrange closer to the shooter than two (2) yards, unless engaging a low target that is within two (2) yards.

2.2.3.4 Over a berm.

2.2.3.5 During Make Ready, Unload And Show Clear, Reload, or Malfunction Clearance.

2.2.3.6 Before the start signal.

2.2.3.7 While transferring a firearm from one hand to the other.

2.2.4 Handling a firearm except at the firing line. There are only three instances in which a firearm may be removed from the holster:

2.2.4.1 With verbal instruction from a RO.

2.2.4.2 While engaging targets in a CoF under the direct supervision of a RO.

2.2.4.3 When in a designated "Safe Area".

2.3 Dropping A Firearm.

2.3.1 Dropping a loaded or unloaded firearm or causing it to fall, from the Make Ready command to the Range is Clear will result in Disqualification from the match. If a shooter drops a firearm the RO will immediately give the command "Stop". The RO will pick up/recover the dropped firearm and render it safe and unloaded before returning it to the shooter. The shooter shall be Disqualified from the Defensive Pistol match.

2.4 Ear protection and impact resistant eye protection are required to be used by everyone attending an [Defensive Pistol](#) shooting event. The responsibility for safe and serviceable ear and eye protection falls completely on the shooter or spectator.

2.5 Pistols used in competition will be serviceable and safe. The responsibility for safe and serviceable equipment falls completely on the shooter. The [Match Director \(MD\)](#) 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 RO, who will take such action as he/she thinks safest.

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

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

2.8 All CoFs will be started with the pistol holstered, safeties engaged as required by different divisions, and hands clear of equipment including the concealment garment unless other positions for the pistol are stipulated in the CoF description.

2.9 Muzzle Safe Points.

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

2.9.2 There are two types of Muzzle Safe Points used in Defensive Pistol. The CoF description will describe which type of muzzle safe point is used or if the two types are used in concert. One or both may be used on a single stage, however if no muzzle safe cones or flags are present on a stage, the default is the 180 rule.

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

2.9.2.2 If at any time during the course of fire, a competitor allows the muzzle of his handgun to point rearwards, that is further than 90 degrees from the median intercept of the backstop, or in the case of no backstop, allows the muzzle to point up range, whether the handgun is loaded or not. [This is incomplete. Is it supposed to result in a DQ?](#)

2.10.1 Each Safe Area is clearly identified by visible signage, including a table with the safe direction and boundaries clearly shown.

2.10.2 Unloaded firearms may be handled at any time [in a Safe Area](#). This area is used for bagging or un-bagging a firearm, holstering, drawing, dry firing, or equipment adjustment.

2.10.3 A Safe Area may also be used for inspections, stripping, cleaning, repairs and maintenance of a firearm or related equipment or parts.

2.10.4 In all cases the muzzle of the firearm must be pointed in a safe direction.

2.10.5 Handling of ammunition, loaded ammunition feeding devices, loose rounds, dummy ammunition, snap caps, simunitions, training rounds, or loaded firearms is not permitted [in a Safe Area](#).

2.10.6 A Safe Area may also be used, while accompanied by a RO, to render safe a firearm that has locked up and contains a live round or rounds.

2.10.7 Reload practice within the Safe Area is not allowed. [However, an empty magazine may be inserted into a firearm to test functionality or to drop the hammer on a firearm with a magazine disconnect.](#)

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

2.12 Range Commands

2.12.3 The complete set of Defensive Pistol Range Commands are:

Range Communication

The approved range commands and their sequence are as follows:

2.12.3.1 "Make Ready" – This command signifies the start of "the Course of Fire". Under the direct supervision of the Range Officer the competitor must face down range, or in a safe direction as specified by the Range Officer, fit eye and hearing protection, and prepare the handgun in accordance with the written stage briefing. The competitor must then assume the specified start position. The Range Officer will not proceed with any further range commands until the competitor is still and is in the correct start position.

2.12.3.1.1 Once the "Make Ready" command has been given, the competitor must not move away from the start location prior to issuance of the "Start Signal" without the prior approval, and under the direct supervision, of the Range Officer.

2.12.3.2 "Are You Ready?" – The lack of any negative response from the competitor indicates that he fully understands the requirements of the course of fire and is ready to proceed. If the competitor is not ready at the "Are You Ready?" command, he must indicate to the Range Officer that he is not ready.

2.12.3.3 "Standby" – This command should be followed by the start signal within 1 to 4 seconds.

2.12.3.4 "Start Signal" – The signal for the competitor to begin their attempt at the course of fire. If a competitor fails to react to a start signal, for any reason, the Range Officer will confirm that the competitor is ready to attempt the course of fire, and will resume the range commands from "Are You Ready?".

2.12.3.4.1 In the event that a competitor begins his attempt at the course of fire prematurely ("false start" prior to the issuance of the start signal) the Range Officer will, as soon as possible, stop and restart the competitor once the course of fire has been restored.

2.12.3.5 "Finger"

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

2.12.3.6 "Muzzle"

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

2.12.3.7 "Cover"

This command is given when a shooter is not properly using cover. Refer to rule 3.5 for specifics of using cover.

2.12.3.8 "Stop" – Any Range Officer assigned to a stage may issue this command at any time during the course of fire. The competitor must immediately cease firing, stop moving and wait for further instructions from the Range Officer.

2.12.3.9 "If You Are Finished, Unload And Show Clear" or "Unload and Show Clear" – If the competitor has finished shooting, he must lower his handgun and present it for inspection by the Range Officer with the muzzle pointed down range, magazine removed, slide locked or held open, and chamber empty. Revolvers must be presented with the cylinder swung out and empty.

If a competitor has been stopped by the Range Officer, they will be given "Unload and show clear" as the command.

2.12.3.9.1 When conducting Standard Exercises, Range Officials may issue other interim commands on completion of the first string, in order to prepare the competitor for the second and subsequent strings. (e.g. "Reload if required and holster"). This option may also be applied when two or more courses of fire share a common shooting bay or area.

2.12.3.10 "If Clear, Hammer Down, Holster" or "If Clear, Cylinder Closed, Holster" for revolvers only – After issuance of this command, the competitor is prohibited from firing (see Rule 10.4.3). While continuing to point the handgun safely downrange, the competitor must perform a final safety check of the handgun as follows:

2.12.3.10.1 Self-loaders – release the slide and pull the trigger (without touching the hammer or decocker, if any).

2.12.3.10.2 Revolvers – close the empty cylinder (without touching the hammer, if any).

2.12.3.10.3 If the gun proves to be clear, the competitor must holster his handgun.

2.12.3.10.4 If the gun does not prove to be clear, the Range Officer will resume the commands from Rule 8.3.6 (also see Rule 10.4.3).

2.12.3.11 "Range Is Clear" – This declaration signifies the end of the Course of fire. Once the declaration is made, officials and competitors may move forward to score, patch, reset targets etc.

03 –Shooting Rules

3.1 A concealment garment is required for all stages unless otherwise specified in the stage description.

3.2.1 Tactical Priority: A method of target engagement.

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

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

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

3.2.2 Tactical Sequence: A method of target engagement for targets of equal threat. Targets are considered equal threat when they are two (2) yards or less from each other, relative to the shooter. For Tactical Sequence, all targets must be engaged with one round each before being engaged again. In the case of three (3) targets requiring two (2) rounds each, all targets must be engaged with one round to each target before reengaging the targets with another round in any order (example:1-1-2-1-1). Tactical Sequence may not be combined with Tactical Priority (near-to-far or from cover) on the same targets. Tactical Sequence is only required when it is specified in the stage description.

3.2.2.1 Make up shots during a Tactical Sequence engagement must come after each target has been engaged with at least one round.

3.2.2.2 Failing to use Tactical Sequence when specified incurs one Procedural Error penalty per array of targets and cannot be erased by trying to fix an error in sequence.

3.2.3 A target is considered “Engaged” when:

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

3.2.3.2 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. Steel plates cannot be calibrated. **See rule 4.24.5 for reactive target calibration details.**

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

3.2.3.3.1 When an activator reveals a target of equal or higher Tactical Priority, the shooter may interrupt the engagement of the cardboard target to engage the target of equal or higher Tactical Priority. The appropriate penalties apply if the shooter subsequently fails to return and complete the engagement of the original target, i.e., fire the required number of rounds at it.

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

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

3.2.4.2 When engaging a target array of equal priority, the shooter may not be penalized based on the shooter’s order of target engagement, unless tactical sequence is required. The shooter need not complete the engagement of any particular target before proceeding to engage another target in the array. However, at completion of the engagement of the target array, the shooter must have engaged all targets in the array with the required number of shots to avoid receiving a penalty.

3.3 Prior to shooting a stage, a group walkthrough will be given by the RO. During the group walkthrough the RO will verbally indicate to all shooters the vision barriers and points of cover for each target of the stage. During the group walkthrough, the shooters will be allowed to view each target from every shooting position. This includes taking a knee or prone position. Other than the group walkthrough, no individual stage walkthroughs are permitted. Individual walkthroughs include walking the path of fire or assuming shooting positions to check cover positions or target engagement, order, etc.

3.3.1 Air gunning and/or sight pictures are not permitted. Air gunning is the act of going through the motions of firing all or portions of the stage with a hand or pointed finger while within the stage boundaries. A sight picture is the act of drawing a loaded or unloaded firearm and aiming it downrange before the start signal to begin a stage.

3.4 Reloads

There are only two (2) approved reloads:

3.4.1 Slide Lock/Empty Cylinder Reload (also known as an Emergency Reload)

Slide Lock/ Empty Cylinder Reload – recharge the firearm when it is empty and/or out of live ammo.

3.4.2 Loaded Cylinder/Loaded Chamber Reload (also known as a Tactical Reload or Reload with Retention)

Loaded Chamber/Loaded Cylinder Reload – reload the firearm when it is partially loaded while retaining any live ammunition removed from the firearm and/or the magazine.

3.4.4 A firearm is deemed reloaded when the magazine is fully seated and the slide is fully forward or the revolver cylinder is closed and the firearm contains at least one unfired cartridge in the chamber, magazine, or cylinder. If the shooter “drops” or “racks” the slide prior to leaving a “position of cover,” and the slide fails to go fully forward into battery, this shall be considered a malfunction. No penalty shall be assessed.

3.4.5 A firearm is deemed empty when there is no live ammunition in the chamber or magazine for semi-autos and no live ammunition in the cylinder for revolvers.

Magazines do not need to be retained if there is no ammunition in them.

Competitors may reload and/or manage their ammunition as they see fit to complete the Course of Fire safely, unless otherwise specified in the Written Stage Brief.

3.5 Cover

When cover is available it must be used when engaging targets, unless the shooter is “in the open” and must engage targets “in the open.” Shooters may not cross or enter any openings (doorways, open spaces, windows, etc.) without first engaging targets visible from those locations.

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

3.5.1.1.1 Targets engaged in the open while moving may be done so in any order, unless otherwise specified in the Course of Fire.

3.5.1.1.2 Any target engaged in the open while static must be done in Tactical Priority. Tactical Priority is defined as requiring all visible targets to be engaged from nearest to furthest. Targets that have three yards or less distance in between them and the shooting position are considered equidistant.

3.5.1.1 There is no cover anywhere in the stage.

3.5.1.2 In a stage with cover where the shooter starts “in the open” with targets to be engaged “in the open” while the shooter is stationary or while moving to the next shooting position.

3.5.1.3 The shooter engages targets from cover.

3.5.1.4 When moving between two positions of cover the shooter “discovers” a target during movement either behind a vision barrier or after a target is activated and “appears” must be engaged on the move.

3.5.2 The cover line extends back from the center of the target body -0 zone to the point of the physical barrier up range to the stage boundary. If the entire body -0 zone is not visible to the shooter, the cover line extends back from the center of the visible -0 zone.

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

3.5.4 At no time should a shooter stand directly in a window or port to engage targets. Shooters must slice the pie around the edge of the window or port. The portion of the shooter’s body above and below the window or port is of no concern when using cover around the edge of the window or port. The opposite sides of a single window or port shall be considered separate positions of cover.

3.5.5 If the shooter fires a shot out of cover, prior to being given a cover warning, then the following applies:

3.5.5.1 A Procedural Penalty is assessed.

3.5.5.2 The RO should not call “Cover” after the shot has been fired.

3.5.5.3 Rationale: The shooter has already earned the Procedural Penalty since the shooter broke the shot before the RO could provide the courtesy cover warning. Once the Procedural Penalty has been earned, if the RO subsequently calls cover, then the shooter is in effect being penalized twice, once for shooting out of cover, and then by taking the time to move back into cover. However, an inadvertent or delayed cover warning by the RO, subsequent to the shot firing, does NOT invalidate the Procedural Penalty assessment nor does it necessitate a re-shoot.

3.5.5.4 If the shooter breaks cover, and moves back behind cover before firing a shot, then no Procedural Penalty is assessed.

3.5.6 If the shooter is given a “Cover” call and still fires a shot out of cover, a Procedural Penalty is assessed.

3.6 Cover And Reloads

3.6.1 All reloads must be performed behind cover, if available; however, if a shooter runs the firearm empty while engaging targets “in the open,” as required or allowed by the CoF description, the shooter may initiate an Emergency Reload while advancing to the next shooting position specified in the CoF. The

shooter may not engage or re-engage any more “in the open” targets until after reaching the next shooting position.

3.6.2.1 If the shooter reloads and continues to engage or re-engage targets while moving to the next shooting position, a Procedural Penalty will be assessed for each shot fired.

3.6.2.2 If the shooter can safely complete the engagement or re-engagement of any remaining “in the open” targets from the next shooting position, the shooter may do so without incurring additional target scoring or Procedural Penalties. If the shooter cannot safely complete engagement or re-engagement of the remaining targets from the next shooting position, the shooter shall be assessed points down and FTN penalties, as applicable, for any unengaged or partially engaged “in the open” targets.

3.6.2.3 If no “next shooting position” is specified in the CoF, e.g., the “on the move” targets are the final targets to be engaged in the CoF, the shooter may complete the CoF “on the move”.

3.6.2.4 The shooter has the option of going back to cover to reload, if available and if going back can be done safely. After a reload behind cover the shooter may engage or re-engage the “in the open” targets.

3.6.3 A shooter can reload behind cover while stationary or moving along a single contiguous piece of cover as long as the shooter is not visible to any un-engaged targets while reloading. That is, if there is contiguous cover from the last shooting position along the path the shooter is traveling, the shooter may move and reload as long as the shooter is not visible to any un-engaged targets while reloading.

3.6.4 A shooter may not leave cover, cross or enter any openings with an empty firearm, even if visible targets have been engaged or there are no visible targets. A shooter may not leave cover, cross or enter any openings while reloading, even if visible targets have been engaged or there are no visible targets.

3.6.4.1 If a shooter starts to cross an opening with an empty firearm, realizes the mistake, moves back behind cover and completes a reload before leaving cover then no penalty is assessed.

3.6.4.3 When crossing an open area the shooter may not reload until he/she reaches the next shooting position (the position from which he/she intends to engage the next target.)

3.6.5 If the shooter has ammo remaining, not reloading an empty firearm to fire the last one or more rounds in a stage is an automatic FTDR penalty.

3.8.2 Dropping a loaded magazine or speed loader/moon clip involved in a reload, during a reload does not incur a penalty as long as the shooter retrieves and retains the loaded magazine or speed loader/moon clip prior to the firing of the last shot in the string of fire.

3.8.3 Malfunction Clearing Exception: 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.

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

3.11 Firearms and magazines must always be loaded to the shooter’s division capacity, unless otherwise specified by the stage description.

3.11.1 Firearms and magazines manufactured such that they cannot be loaded to the division capacity may still be used as long as they are loaded to their maximum capacity and meet all other criteria for that division. See [section 8.1.2](#) for complete magazine loading details.

3.12 Once the shooter has assumed the “ready position” and the “Standby” command has been given, the shooter’s physical position may not be changed prior to the start signal, with the exception of head movements, provided such movements do not contradict the ready position requirements specified in the stage description.

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

3.14 Start Position Errors

3.14.1 If an RO determines that a shooter was allowed to start in an incorrect start position (at the time the “Standby” command was given,) a reshoot is required and no penalty is assessed. Note: This rule does not apply to equipment start condition (loaded with correct number of rounds, etc.)

3.14.2 When a stage is started in an incorrect start position and the shooter notices but the RO 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.

3.16 Firearm Hand Usage Restrictions – Stage Description

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

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

3.16.3 Freestyle: A denotation in a stage description that the shooter may use either hand or both hands to control the firearm while firing, at the shooter's discretion.

3.16.4 No weak hand drawing from the holster is allowed.

3.17 Flashlight Usage Rules

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

3.17.2 Once the stage begins the flashlight may be left on during the entire stage at the shooter's discretion.

3.17.3 The flashlight must be retained by the shooter throughout the course of fire, and held in the shooter's support hand while shooting.

3.17.4 A dropped flashlight does not incur a penalty as long as the shooter retrieves the flashlight prior to firing the next shot in the string of fire. Note: if a shooter drops a flashlight, the RO may, at their discretion, illuminate the area for safety reasons until the shooter retrieves the flashlight. This will not be deemed RO interference.

3.17.5 The shooter's flashlight may be used to recharge night sights any time after the start signal, but not prior.

04 –Scoring Rules

4.0.1 The scoring system in Defensive Pistol is designed to reward a balance of accuracy with speed. Defensive Pistol 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.

4.0.2 The main thing to remember when scoring in Defensive Pistol 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 Defensive Pistol scoring comes from not using the total points of a target, and instead using points down on each target. Each point down adds a ½ 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 Defensive Pistol 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/she is not satisfied with, to improve their score. When the shooter does not fire enough rounds at a target, the unfired rounds are counted as misses and a Procedural Error penalty is assessed for not following the CoF description.

4.1.2 Each Course of Fire description will specify how many hits are required on each target. For example if three (3) hits are required on each target, then the best three hits will be scored, if there are more than three hits on the target.

4.1.3 To tally an Unlimited score, take the time it took to complete the strings of fire (raw time from the shot timer) and total up the points down from each target. The raw time is added to the total points down for the stage multiplied by 0.5 seconds, and then added to any other penalties if applicable.

4.2 Limited Scoring

4.2.1 Same as Unlimited Scoring described above except the number of shots to fire in a string is limited to exactly the number specified in the CoF description.

4.2.2 Any extra shots in a string of fire will incur one Procedural Error penalty per shot fired. When the shooter does not fire enough rounds at a target, the unfired rounds are counted as misses, a Procedural penalty is assessed for not following the CoF description, and other penalties may apply.

4.3 Incomplete Stage

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 whichever of the following methods results in the best score.

4.3.2 If the RO stopped the shooter for a perceived squib, and it turns out not to be a squib the shooter will be given a reshoot. If the RO stopped the shooter for a perceived squib, and it is a squib, the stage will be scored as shot.

4.4 Did Not Finish Match (DNF)

4.4.1 A shooter that chooses not to shoot a stage will be given a DNF for that stage but may continue to shoot other stages for no total match score.

4.4.2 A shooter that chooses not to shoot a stage must notify the RO before the Make Ready command.

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

4.5.2 Video of shooters cannot be used to determine the shooter's score or appeal an RO decision.

4.6 Typically, bullet holes leave a grease ring, and it is used to determine the outside diameter of the hole for scoring. However bullets passing through another target, clothing placed on the target, soft cover, etc., do not have to have a grease ring to be scored as a hit.

4.7 A radial tear is not used to give a shooter a better score. If the actual area of the bullet hole does not reach the next better scoring ring, the shooter gets the lower score even if the tear reaches the next higher scoring ring.

4.8 Bullet Holes

4.8.1 Oval or elongated bullet holes made in a target that exceed two bullet diameters do not count for score. This situation normally occurs for moving targets fired upon at extreme angles or targets where the shooter is moving.

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

4.8.4 Only bullet holes completely traversing the target from the front will be scored.

4.9 Hard Cover / Soft Cover Scoring Implications

4.9.1 Stage props are commonly used to represent hard cover or impenetrable objects such as walls, cars, barricades, and furniture such as desks and file cabinets. Truly impenetrable objects may also be used as hard cover in a stage.

4.9.2 Black is the standard for hard cover simulation. -Defensive Pistol recommends that clubs/course designers standardize on White for "Soft" cover simulation, or use props such as windows, curtains, shrubs, etc.

4.9.3 Any shot that puts a full diameter hole in an object designated as hard cover and continues on to penetrate a target will be considered to have missed the target, (whether the target is a threat or a non-threat.) If the RO cannot tell which shot through hard cover hit a threat target, remove the best hit from the target for each full diameter hole in the hard cover.

4.9.4 Shots that penetrate soft cover or any other targets will be scored as a miss, (whether the target is a threat or a non-threat.) [Really? If so there is no difference between hard cover and soft cover?](#)

4.9.5 Threat and non-threat indicators painted or marked in the color black are not hard cover.

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

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

4.11 Threat and Non-Threat Target Designation

4.11.1 Non-threat targets must be designated by displaying a pair of normal sized open hands, cell phone, circle, large X, of contrasting color or a binder clip, at least one of which must be visible from all shooting positions where the target may be shot. Binder clips may be moved on the target as shooters progress through their squad, but will remain within the same target array.

4.11.2 Threat targets may be designated by displaying a normal sized threat indicator, like a firearm or knife, diamond, square or angry face that is visible from all shooting positions where the target may be shot. Threat target designation is not mandatory, but is highly recommended. In no case should a threat indicator and a hand be positioned on the same target. Threats indicators cannot look similar to non-threat hands. Targets must be easily identified as threat or non-threat, with the exception of binder clips.

4.11.3 Threats indicators of different kinds all have equal threat value and do not change target engagement priority. That is, a knife is equal in threat to a shotgun, rifle, or other firearms.

4.11.4 Threat and non-threat indicators may be painted or marked on the targets or covering clothing, or may be clipped or stapled to the target.

4.12 Shoot Through

There are NO SCORED shoot through. On a shoot through of a non-threat target that also strikes a threat target, the shooter will get the penalty for the non-threat target hit and will **NOT** get credit for the scored hit on the threat target.

4.13 Failure To Neutralize

A Failure To Neutralize (FTN) is defined as any scored target without a down zero or down one hit, no matter how many hits are made. A reactive target (steel, reactive polymer, etc.) must react properly to a hit or it is scored as a FTN in addition to applicable points down. A Failure To Neutralize a target adds 5 seconds to the shooter's score, per infraction. The FTN is not applicable to disappearing targets. See rule **6.17** on disappearing targets.

4.14 Hit On Non-Threat

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

4.15 Target Scoring Zones

4.15.1 Head is defined as that part of the cardboard silhouette above the neckline. Shots designated for the "head" or "head only" must hit the part of the cardboard silhouette within the scoring area above the neckline, or they are counted as a miss, even if they hit another part of the silhouette.

4.15.2 Body is defined as that part of the cardboard silhouette below the neckline. Shots designated for the "body" or "body only" must hit the part of the cardboard silhouette within the scoring area below the neckline, or they are counted as a miss, even if they hit another part of the silhouette.

4.15.3 Target, sometimes referred to by number like T1, T2, etc., is defined as the sum of the Body plus the Head, the whole silhouette. Shots designated for a "target" can hit within the scoring area in the body or the head for score.

4.16 Signing The Score Sheet

4.16.1 For Sanctioned Matches the Shooter must sign or initial the paper score sheet or select APPROVE on Practiscore after each shooter's raw time, points down and penalties are determined and recorded. 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.

4.16.2 Whether the shooter signs or initials the score sheet or acknowledges the electronic score or not, it does not freeze the score. The score may be edited and updated up to the time when official scores are posted and the protest period begins.

4.16.3 After the score sheet leaves the control of the original Scorekeeper, only the MD can make changes. Other ROs or other staff cannot change the score sheet or the score. If that needs to 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.

4.16.4 The shooter cannot be given any type of penalty for the state of the score sheet, even if the shooter does not sign the score sheet, the score sheet is incomplete, is illegible, has the wrong sticker attached, is inaccurate, etc.

4.17 Allowable Targets

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

4.17.1 Official IDPA cardboard targets may be stationary or moving. These targets will be scored as marked, as down zero (-0), down one (-1), down three (-3), and a miss is down five (-5).

All cardboard targets used in Defensive Pistol local and Sanctioned Matches must be Official IDPA or GADPA cardboard targets.

4.17.2 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. These targets will be scored as marked, as down zero (-0), down one (-1), down three (-3), and a miss is down five (-5).

4.17.3 Stationary full sized and miniature Popper and Pepper Popper reactive targets with a minimum height of twenty-four (24) inches and a minimum width of five (5) 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) plus FTN if applicable.

4.17.4 Stationary steel reactive or fixed (does not fall) plates could representing target legs or heads that present a target at least five (5) inches in diameter are allowed. These targets are scored as down zero (-0) if they fall. If the target is not reactive, a hit is sufficient to score. If the target is left standing it is scored as down five (-5) plus FTN if applicable. The calibration zone for this target is the upper ½ of the target leg.

4.17.5 Stationary Reactive Target (RRT). A cardboard target covered with a t-shirt or other clothing is held in front of down zero sized steel plates that are aligned with the down zero zones on the cardboard target. One of the steel plates must be hit to knock down the target. These targets are scored as down zero (-0) if they fall. If the target is left standing it is scored as down five (-5) plus FTN if applicable. The cardboard holding the clothing is not scored. This target type is not counted in the steel paper ratio. The round down zero steel plate of the target is the calibration zone.

4.17.6 Stationary Popper Behind Paper may be used to activate other targets. An allowed Popper or Pepper Popper as described above situated behind an cardboard target such that a down zero hit on the cardboard target will knock down the Popper. The Popper must be visible above or below the cardboard target from all shooting positions from which the target may be shot. The calibration zone on this setup is the round down zero area on the cardboard target. It is part of the shooting problem for the shooter to solve to ensure the Popper behind is activated when the cardboard is shot. The cardboard target is scored normally. The Popper is used only as an activator and is not scored, nor does it count in the paper to steel ratio calculation.

4.17.7 Other targets allowed if and only if they represent something pertinent and appropriate to the stage scenario.

4.17.7.1 Stationary or moving cardboard targets with a small portion of the scoring area cut away such as removing the -3 scoring area, leaving a non-scoring 3/8" (9.5 mm) perimeter remaining.

4.17.7.2 Stationary or moving cardboard targets with black hard cover painted on them.

4.17.7.3 Official IDPA cardboard targets may have their scoring area reduced by painting the non-scoring area with a high contrast color that is not black.

4.17.7.4 Stationary 5" or larger diameter round reactive steel or reactive polymer plates.

4.17.7.5 Stationary 5" or larger square reactive steel or reactive polymer plates.

4.17.7.6 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 three (3) inches

4.17.7.7 Stationary Clay pigeon targets (examples: simulate a door lock, or an ocular area, etc.) Clay pigeon targets are not subject to calibration.

4.18 Reactive targets are defined as those that fall or move or change shape when hit. Reactive targets are scored as down zero (-0) if they fall or are broken in the case of clay pigeons. If the target is left standing it is scored as down five (-5) plus FTN if applicable.

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

4.20.1 That is, things like throwing of knives, knocking over poppers by hand, punching a sparring dummy, etc., will not be scored, but may be required on the clock.

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

4.22 Touching Targets

4.22.1 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 RO or Scorekeeper unless specifically authorized by the RO or Scorekeeper. If a target is interfered with by the shooter or designee before it is scored, that target will be scored as all

misses. Additionally, the original hits on the target will be used to determine if an FTN score also applies. Example: a target requiring two shots, with two down three hits that is touched by the shooter will be scored as two misses and a FTN.

4.22.2 If a target is taped before it is scored, the RO will try to give the correct score if it can be discerned. Otherwise, the shooter will be given a reshoot.

4.22.3 The RO 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.

4.22.4 If a target is scored and taped before the shooter or designee can see the target, the score stands.

4.22.5 If a target is not taped between shooters, the RO will try to give the correct score if it can be discerned. Otherwise, the shooter will be given a reshoot.

4.23 Targets where a scoring dispute is ongoing will be pulled from the stage and held for arbitration by the Range Master or Match Director.

4.24 Calibration of Reactive Targets

4.24.1 Reactive targets must physically react to score. All reactive targets in a Sanctioned Match will be calibrated so they will react properly with a "good hit" using the lowest power factor ammunition allowed in any division. The Range Master, 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 ROs can call for a reactive target calibration on their stage at any time if deemed necessary.

4.24.2 If the BUG division is supported the Match Director will provide a .380 firearm and ammunition that together does not exceed the BUG power factor (95PF.) If the BUG division is not supported the Match Director will provide a 9 mm or .38 Special firearm and ammunition that together does not exceed the lowest power-factor of any regular division (105PF.) The same firearm and ammunition combination will be used throughout the match for calibration and calibration challenges with no changes.

4.24.3 Targets must be situated to minimize shift, twist, or move during a match, so that proper calibration is not lost as the match continues.

4.24.4 To calibrate a reactive target, fire one round at the target from the most likely firing position in the stage and hit the calibration zone of the target. If the target does not react properly, change the target setup and repeat. The target must react correctly three times in a row to be deemed properly calibrated. If the calibration zone is missed, repeat this step.

4.24.5 If during a CoF a reactive target does not react properly when hit, the competitor has three choices.

4.24.5.1 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.

4.24.5.2 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.

4.24.5.3 The target does not react properly to a hit and the shooter wishes to challenge the calibration. The challenge must be made to the RO running the shooter, immediately after the "Range Is Clear" command is given, and before the shooter knows the stage score or the individual target scores. Challenges occurring after this point will not be allowed. Whether the shooter completed the stage or not does not affect the challenge process. When an appropriate challenge is made the reactive target and the surrounding area will not be touched or interfered with by anyone until calibration is checked.

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

4.24.7 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.

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

4.24.9 Calibration Checking Process

- 4.24.9.1** One round will be fired at the reactive target calibration zone from the same position as the shooter used to engage the target.
- 4.24.9.2** If the target is hit in the calibration zone or below and the target reacts properly, the calibration is deemed correct and the target will be scored as a miss. If the shooter did not complete the stage then Incomplete Stage scoring will be used to determine the shooter's score for the stage.
- 4.24.9.3** If the target is hit above the calibration zone, the Calibration Checking Process failed and the shooter will be given a reshoot.
- 4.24.9.4** 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.
- 4.24.9.5** If the target is missed, fire another round at the calibration zone.
- 4.24.9.6** 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.

05 –Penalties Rules

5.1 Procedural Penalty (PP)

5.1.1 Adds three (3) seconds per infraction and is assessed when:

5.1.1.1 A shooter fails to follow the procedures set forth in the stage description.

5.1.1.2 A shooter breaks a rule of the game.

5.1.2 Only one (1) **PP** is assessed for each type of infraction in a string of fire. 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 **PP** is assessed for each type of infraction. There are several exceptions to the “one PE per infraction” rule.

5.1.3 Cover violations: a shooter may incur more than one cover **PP** per string of fire. Regardless of the number of rounds fired or targets engaged from any position, only 1 cover **PP** may be assessed at each position.

5.1.4 The other exceptions are detailed in rules 3.2.2.2, 3.6.2.1, 4.1.1, 4.2.2, 5.3, 5.4 and 7.1.

5.2 Course of Fire (CoF): A CoF will be defined as beginning at the point the Safety Officer issues the “Range Is Hot, Eyes and Ears” [these are not the commands listed in 2.12.3](#) command to the shooter. The CoF will continue to the point the RO issues the “If finished, unload and show clear” command. If the shooter indicates he/she is not finished and continues shooting, the CoF will continue until the “If finished, unload and show clear” command is accepted by the shooter.

5.2.1 CoF penalties will apply during the time the CoF is in progress.

5.2.2 Safety Penalties will apply prior to, during, and after the CoF.

5.3 Any target engaged with the use of an active laser or firearm mounted light will incur one (1) **PP** for each target shot at using an active laser or firearm mounted light.

5.4 Mobility-challenged shooters who choose not to perform an action required by the CoF (kneeling, prone, etc.) will received one (1) **PP** per action not performed. If the shots cannot be taken safely or the targets cannot be acquired without performing the required action, then the shooter will receive one (1) **PP** per target, plus the points down per target, without receiving a Failure To Neutralize (FTN).

5.5 Failure To Do Right (FTDR)

Adds twenty (20) seconds to total score and is assessed for use of inappropriate devices and unfair actions. Note: The FTDR is intended to be used solely as a penalty for deliberate attempts on the part of the shooter to circumvent or violate the competition rules to gain a competitive advantage. It should not be assessed for inadvertent shooter errors, or in cases where it is obvious that the shooter gained no competitive advantage by their actions. In these cases, the shooter should be assessed a **PP** rather than an FTDR. All FTDRs must be approved by the MD.

5.6 Disqualification (DQ):

Disqualification means the shooter may not continue in any part of the match [and](#) may not reenter in another division. The shooter's score will be reported as DQ. A shooter must be Disqualified for the following reasons:

5.6.1 Unsafe firearm handling as defined in the Safety Rules Section.

5.6.2 Receiving more than one FTDR during a single match.

- 5.6.3 Unsportsmanlike conduct
- 5.6.4 Violations of the Shooter's Code of Conduct
- 5.6.5 Shooting at a steel target that is less than 21' from the shooter.
- 5.7 All DQs must be confirmed by the MD

06 –Stage Design Rules

6.1 A Stage Description cannot override the rulebook except under the following conditions:

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

6.2 [Defensive Pistol](#) stages are divided into two general categories:

- 6.2.1 Scenario Stages - A stage that attempts to represent a target engagement that could actually happen. Scenario stages must have a written scenario description and must use Unlimited Scoring.
- 6.2.2 Standards-type Stages - Any stage that is designed to test the shooter's performance of the various techniques employed in [Defensive Pistol](#) shooting. Standards stages may use Limited or Unlimited scoring, and may require Loaded Chamber/Cylinder Reloads on the clock.

6.3 Foot fault lines

6.3.1 Foot Fault lines must be visible and should be pointed out during a walkthrough.

6.3.2 Fault lines should be kept clear of rocks, dirt etc. However, partial concealment of a fault line does not absolve any Procedural Penalty nor allow re-shoots.

6.3.3 Foot fault lines should be placed using the following guidelines:

6.3.3.1 The fault line should be placed to conceal 100% of the lower body and 50% of the upper body from the center of the final target to be engaged from that fixed position.

6.3.3.2 Exceptions: When appropriate for a particular Course of Fire, the stage designer and/or Match Director may place the foot fault line based on a different position than the final [incomplete](#)

6.5 Muzzle Safe Points

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

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

6.5.2.1 Muzzle Safe Points must be marked on doors that the shooter is required to open during the CoF. This type of muzzle safe point designates a keep out area. If the muzzle points at this keep out area while the shooter is opening the door, the shooter will be Disqualified.

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

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

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

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

6.9.2 Blind stages are allowed in Defensive Pistol, portions of a stage can have moveable non-threat indicators to allow for a shooter to make a shoot/no shoot decision as part of the CoF. These targets must

be hidden from the view of the shooter prior to reaching the shooting position where the shoot/no shoot decision is made.

6.9.3. On occasion, there will be Courses of Fire that are deemed “Blind” Stages (App B). [Shooters shall not review these stages prior to shooting the CoF.](#) Shooters will be notified of a “Blind” Stage. If a shooter reviews this CoF prior to shooting, it will result in a Failure To Do Right (FTDR) penalty.

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

6.10.1 String of Fire: A section of the course of fire that is initiated by a start signal, and ends with the last shot fired. There may be more than one string in a given stage.

6.11 Shooter movement under his/her own power of more than ten (10) yards (9.1 meters) between firing points is not permitted. Total shooter movement under his/her own power of more than fifteen (15) yards (13.7 meters) is not permitted.

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

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

6.14 No threat target shall be located so that it can be hit by shooting through another threat target.

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

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

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

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

6.17.2 An unobstructed portion of the IDPA target “body” such that the “straight line” edge of the target vision barrier is located no further outward on the target than the edge of the “zero down” center scoring circle.

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

6.18 Painted hard cover is not allowed to cover the path of a moving target. If hard cover is required for the path of a moving target, it must be made of a material that will not allow a bullet to pass through the hard cover and impact the moving target.

6.19 No “strong-hand only” strings of fire may require the shooter to engage targets more than ten (10) yards distant.

6.20 No “weak-hand only” strings of fire may require the shooter to engage targets more than ten (10) yards) distant.

6.21 Weak Hand Only strings will not be designed that require the shooter to use only the weak/support hand to reload the firearm. Both hands can always be used for malfunction clearance, safety issues and reloading, no matter which hand or hands are required to shoot the string. Exception: See Permanently Physically Disabled Shooters section.

6.25 In order for a **PP** to be assessed for failure to use a prop correctly, there must be a defined, measureable qualifier for how the prop is to be used appropriately. Under no circumstances is a **PP** to be assessed based on a judgment call on whether or not the prop was used appropriately during the CoF. The qualifier must be a pass/fail determinant.

6.26 Long Guns and Pickup Guns

6.26.1 Long guns may not be fired in multi-gun Defensive Pistol matches, but also inert (non-firing) long guns may be used as props in any matches.

6.26.2 Pickup handguns provided by the match, match sponsors, or organizers may be used in Defensive Pistol matches. Pickup handguns do not need to be compliant with Defensive Pistol equipment rules.

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

6.27 In a stage with one or more cover positions no more than 6 shots may be required to be fired in any one continuous “in the open” sequence of target engagements. However, there may be more than one of these type engagements in a single stage.

6.28 Vision Barriers

- 6.28.1** Vision barriers are soft cover objects such as tents, fake trees, walls, etc., that are used to block the view of a target or group of targets.
- 6.28.2** Vision barriers are soft cover and may not be impenetrable or designated as hard cover.
- 6.28.3** Vision barriers may not be designated as a point of cover for engaging targets or reloading, i.e. no slicing the pie around a vision barrier.
- 6.28.4** 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).
- 6.28.5** Humanoid shapes of any kind either partial or whole may not be used as vision barriers, soft cover or hard cover. Tactical dummies or mannequins may still be used as props, but not as Vision Barriers, soft cover or hard cover.

07 –Permanently Physically Disabled Shooters Rules

7.0.1 For Defensive Pistol purposes, a permanently physically disabled shooter is defined as having:

7.0.1.1 Missing limbs

7.0.1.2 Prosthetic limbs

7.0.1.3 Non-operational limbs

7.0.1.4 Use of wheelchair, walker or crutches

7.0.2 In an effort to accommodate our permanently physically disabled shooters, the following rules apply.

7.1 Permanently physically disabled shooters who choose not to, or are unable to perform an action required by the CoF (kneeling, prone, etc.) will receive one (1) PP penalty per action not performed. If the shots cannot be taken safely or the targets cannot be acquired from their position of ability, they will receive one (1) additional PP penalty per target. No points down or FTNs will be assessed.

7.2 Permanently physically disabled shooters with the use of only one arm or hand may elect to use a light mounted on the firearm prior to the start signal, with no penalty, on stages requiring the use of a flashlight.

7.3 Permanently physically disabled shooters who are one-armed/one-handed will not be penalized on a stage that requires shooting either weak hand or strong hand.

7.4 Permanently physically disabled shooters may perform one-handed reloads in a manner that is deemed safe by the CSO or MD prior to the start of the match.

7.5 Permanently physically disabled shooters who are confined to a wheelchair may use whatever means they choose to navigate the CoF in their wheelchair. This includes, but is not limited to electric wheelchairs, body mounted holsters or use of a wheelchair mounted holster and ammunition carriers.

7.6 Permanently physically disabled shooters may choose to shoot an array in a CoF, holster, roll to the next position, and draw for the next array, or they may choose to roll with their support hand and keep the gun in their dominant hand throughout the CoF, while being aware of the muzzle direction at all times. It is recommended that permanently physically disabled shooters alert the RO of their probable direction of movement.

7.7 Shooters who suffer from hearing loss may request an alternate non-audible start signal. Acceptable non-audible start signals are the use of hand signals, touching the shooter to indicate the audible start signal has sounded, use of a start signal light, or other visual signal to indicate the start of a CoF as determined by the RO or MD.

08 –Equipment Rules

8.1 Firearms - General

8.1.1 Division Summary

8.1.1.1 [Defensive Pistol](#) is divided into five (5) regular divisions that are entirely separate. None of the following divisions compete against any other division: Stock Service Pistol (SSP); Custom Defensive Pistol (CDP); Compact Carry Pistol (CCP), Revolver (REV), [Back Up Gun \(BUG\)](#), and [Non-Dominant Hand \(NDH\)](#).

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

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

8.1.2 Magazine Loading

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

8.1.2.2 If a magazine is used that holds less than division capacity, the shooter will load all magazines to the capacity of the lowest magazine throughout the match.

8.1.2.3 The CoF description may require reduced magazine loading.

8.1.2.4 In the Revolver division the shooter must load the revolver and all loading devices with the same number of rounds throughout the match unless the above loading exceptions apply.

8.1.3 Division Capacity

8.1.3.1 SSP – 10 rounds

8.1.3.3 CDP – 8 rounds

8.1.3.4 CCP – 8 rounds

8.1.3.5 REV – 6 rounds

8.1.3.6 BUG – 6 rounds total

8.1.3.7 NFC – 10 rounds

8.1.3.8 NDH – Division Capacity of registered Division

8.1.3.9 In SSP, CCP, and CDP, and semi-auto BUG the shooter will also start with one round in the chamber, unless the CoF description requires otherwise.

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

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

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

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

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

8.1.5 Unserviceable Firearm Rule

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

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

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

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

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

8.1.5.6 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 8.1.2.

8.1.6 Legal Modifications for All Divisions

8.1.6.1 Storage locks may be disabled or removed.

8.1.6.2 Magazine disconnects may be disabled or removed.

8.1.6.3 Lasers that are incorporated into the firearm or sights are allowed if they comply with all other division rules and the laser is not activated during a string of fire. Tape may be used to prevent the laser from projecting.

~~**8.1.6.4** An extended magazine release button may not be oversize in diameter or protrude more than 0.2" (5.1 mm) out from the frame. The measurement is taken at the rear most part of the magazine release, where it exits the frame. When the magazine release area is recessed into the grip frame, the grip frame to the rear of the recess is used as the base of the measurement.~~

8.1.6.5 With respect to slide machining, SSP, CCP, CDP and BUG, Original Equipment Manufacturer (OEM) firearms with extensive slide machining are approved for use in [Defensive Pistol](#) if they meet all other requirements for their respective Divisions. For slide machining, an OEM product is defined as a

complete firearm product, with specific model part numbers or SKUs catalogued as stock items by the manufacturer and have a minimum annual production of 2,000 units for that specific model. Discontinued models must have had a total production of 20,000 units for a specific model.

8.1.7 Non-Defensive Pistol-Legal Features and Modifications for All Divisions

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

8.1.7.1 Compensators of any type including hybrid or ported barrels.

8.1.7.2 Add-on weights. This includes (but is not limited to) weighted magazines, tungsten guide rods, brass magazine wells, weighted grips, and weighted grip plugs.

8.1.7.3 Heavy and/or cone style barrels without a barrel bushing except as allowed in, CCP, BUG and CDP divisions with length restrictions.

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

8.1.7.5 Disconnecting or disabling of any safety device including (but not limited to): manual safeties, grip safeties, firing pin, striker, and hammer blocking safeties, 1911 series 80 firing pin safeties, 1911 Swartz safeties. 1911 series 80 frames may be used with series 70 slides or vice versa. Revolver actions may not be modified so that the hammer can fall when the cylinder is open.

8.1.7.6 Lights mounted on firearms.

8.1.7.7 Rail mounted lasers and bolt-on trigger guard mounted lasers are not allowed.

8.2 Firearms - Divisions

8.2.1 Stock Service Pistol Division (SSP)

8.2.1.1 Handguns permitted for use in SSP must:

8.2.1.1.2 Be semi-automatic.

8.2.1.1.3 Be double/single action, double action, double action only, or striker fired.

8.2.1.1.4 Use 9 mm (9x19) or larger cartridges.

8.2.1.2 Start Condition:

8.2.1.2.1 Selective DA/SA firearms will start hammer down.

8.2.1.2.2 Firearms with a de-cocking lever or button will be de-cocked using the lever or button.

8.2.1.2.3 If the hammer must be lowered by pulling the trigger and manually lowering the hammer, the hammer will be lowered to the lowest position possible.

8.2.1.2.4 Double action, double action only, or striker-fired firearms must have the manual safety engaged if available.

8.2.1.3 SSP Permitted Modifications (Inclusive list):

Bottom-line is this scenario: you have been involved in a claimed self-defense shooting. The prosecutor is intelligent, savvy, anti-gun, and doesn't lose. You have a poor attorney because you are poor. Community is anti-gun, therefore so is the jury. Judge likes prosecutor and not your attorney. Would you make certain modifications with the deck stacked against you? If you would gamble the remainder of your life in prison on a modification, it is permitted. However, the firearm must be suitable and safe for everyday carry.

8.2.3 Custom Defensive Pistol Division (CDP)

8.2.3.1 Handguns permitted for use in CDP must:

8.2.3.1.1 Be semi-automatic.

8.2.3.1.2 Use .45 ACP or 10mm cartridges.

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

8.2.3.1.6 Start Condition:

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

8.2.3.1.6.2 Selective DA/SA firearms will start cocked and locked or de-cocked. This is at the shooter's discretion, including firearms using the SSP into CDP rule.

8.2.3.1.6.3 Double action, double action only, or striker fired firearms with a de-cocking lever or button will be de-cocked using the lever or button.

8.2.3.1.6.4 Double action, double action only, or striker-fired firearms must have the manual safety engaged if available.

8.2.3.1.7 All .45 ACP firearms legal in SSP are legal for use in CDP. This provision may be used for firearms that violate a CDP rule (for example, a firearm with a steel dust cover or rail over 3.25") to still be used in CDP, provided the firearm meets all SSP requirements.

8.2.3.2 CDP Permitted Features and Modifications (Inclusive list):

Bottom-line is this scenario: you have been involved in a claimed self-defense shooting. The prosecutor is intelligent, savvy, anti-gun, and doesn't lose. You have a poor attorney because you are poor. Community is anti-gun, therefore so is the jury. Judge likes prosecutor and not your attorney. Would you make certain modifications with the deck stacked against you? If you would gamble the remainder of your life in prison on a modification, it is permitted. However, the firearm must be suitable and safe for everyday carry.

8.2.4 Compact Carry Pistol Division (CCP)

8.2.4.1 Handguns permitted for use in CCP must:

8.2.4.1.1 Be semi-automatic.

8.2.4.1.2 Use 9 mm (9x19) or larger cartridges.

8.2.4.1.3 Barrel length of 4.10" or less.

8.2.4.1.6 Start Condition:

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

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

8.2.4.1.6.3 Double action, double action only, or striker fired firearms with a de-cocking lever or button will be de-cocked using the lever or button.

8.2.4.1.6.4 Double action, double action only, or striker-fired firearms must have the manual safety engaged if available.

8.2.4.2 CCP Permitted Features and Modifications (Inclusive list):

Bottom-line is this scenario: you have been involved in a claimed self-defense shooting. The prosecutor is intelligent, savvy, anti-gun, and doesn't lose. You have a poor attorney because you are poor. Community is anti-gun, therefore so is the jury. Judge likes prosecutor and not your attorney. Would you make certain modifications with the deck stacked against you? If you would gamble the remainder of your life in prison on a modification, it is permitted. However, the firearm must be suitable and safe for everyday carry.

8.2.5 Revolver Division (REV)

8.2.5.1 Revolver handguns permitted for use must be:

8.2.5.1.1 Any revolver that uses .38 Special or larger cartridges.

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

8.2.5.3 Revolver requirements:

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

8.2.5.3.2.1 .38 special in .357 magnum

8.2.5.3.2.2 .44 special in .44 magnum

8.2.5.3.2.3 .45 Auto Rim or .45 GAP in .45 ACP

8.2.5.3.2.4 .45 ACP or .45 GAP in .45 Colt

8.2.5.3.2.5 .40 S&W in 10mm

8.2.5.3.3 Barrel length of 4.25" or less.

8.2.5.3.4 Be loaded to the division capacity of six (6) rounds in the cylinder. Seven (7) and eight (8) shot revolvers are permitted, but may only load six (6) rounds.

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

Bottom-line is this scenario: you have been involved in a claimed self-defense shooting. The prosecutor is intelligent, savvy, anti-gun, and doesn't lose. You have a poor attorney because you are poor. Community is anti-gun, therefore so is the jury. Judge likes prosecutor and not your attorney. Would you make certain modifications with the deck stacked against you? If you would gamble the remainder of your life in prison on a modification, it is permitted. However, the firearm must be suitable and safe for everyday carry.

8.2.6 Back Up Gun (BUG)

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

8.2.6.3.1 Semi-Automatic BUG.

8.2.6.3.2 Revolver BUG.

8.2.6.4.3 Lasers that are incorporated into the firearm or sights are legal if they comply with all other division rules and the laser is not activated.

8.2.6.6 Semi-Automatic BUG (BUG-S)

8.2.6.6.1 Handguns permitted for use in BUG-S must:

8.2.6.6.1.1 Be semi-automatic.

8.2.6.6.1.2 Be single action, double action, double action only, or striker fired.

8.2.6.6.1.3 Use .380 ACP or larger cartridges.

8.2.6.6.1.4 Barrel length of 3.60" or less.

8.2.6.6.1.7 Magazine length (tubes plus base pad) that extend no more than 1.0" beyond the bottom of the grip.

8.2.6.6.2 Start Condition:

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

8.2.6.6.2.2 Selective DA/SA firearms will start cocked and locked or decocked at the shooter's discretion.

8.2.6.6.3 Semi-Automatic Modifications:

Bottom-line is this scenario: you have been involved in a claimed self-defense shooting. The prosecutor is intelligent, savvy, anti-gun, and doesn't lose. You have a poor attorney because you are poor. Community is anti-gun, therefore so is the jury. Judge likes prosecutor and not your attorney. Would you make certain modifications with the deck stacked against you? If you would gamble the remainder of your life in prison on a modification, it is permitted. However, the firearm must be suitable and safe for everyday carry.

8.2.6.7 Revolver BUG (BUG-R)

8.2.6.7.1 Handguns permitted for use in BUG-R must be:

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

8.2.6.7.1.4 Barrel length of 3.00" or less.

8.2.6.7.1.6 Be loaded to the division capacity of six (6) rounds in the cylinder.

8.2.6.7.2 Revolver BUG Modifications:

Bottom-line is this scenario: you have been involved in a claimed self-defense shooting. The prosecutor is intelligent, savvy, anti-gun, and doesn't lose. You have a poor attorney because you are poor. Community is anti-gun, therefore so is the jury. Judge likes prosecutor and not your attorney. Would you make certain modifications with the deck stacked against you? If you would gamble the remainder of your life in prison on a modification, it is permitted. However, the firearm must be suitable and safe for everyday carry.

8.2.7 Not For Competition (NFC)

8.2.7.1 Defensive Pistol encourages shooters to practice their gun handling skills with commonly carried firearms. Many everyday carry firearms do not fit into the 6 competition divisions.

8.2.7.2 This division allows cartridges smaller than 9 mm, carry optics, activated lasers, non-illuminated mounted lights, and other pistols which do not fit into the other competition divisions to participate in local club matches.

8.2.7.3 All other equipment rules apply for holsters and loading device holders as well as their placement on the body. Match Directors also have the option to allow junior shooters with .22 rimfire firearms to begin strings at low ready in lieu of requiring a holster.

8.2.8 Non-Dominant Hand (NDH)

8.2.8.1 This division is a subdivision of all other divisions. This division is a choice to shoot the entire match using the non-dominant hand (supported or unsupported) as required by the Written Stage Brief. When a CoF dictates use of "non-dominant hand", the competitor will use the opposite hand.

8.3 Ammunition

8.3.0.1 Metal piercing, incendiary, steel core and tracer ammunition is prohibited.

8.3.0.3 All ammunition must use a single projectile.

8.3.1 Ammunition Power

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

8.3.1.1 SSP - 125

8.3.1.3 CCP - 125

8.3.1.4 CDP - 165

8.3.1.5 REV - 105

8.3.1.6 BUG - 95

8.3.1.7 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.

8.4 Belts

Belts must be suitable to support the weight of the gear and retain the gear on it.

8.5 Holsters

8.5.1 Criteria of a Defensive Pistol Legal Holster / Holster Requirements:

8.5.1.1 Must be suitable for concealed carry and all day continuous wear.

8.5.1.2 Must be a strong side hip holster worn inside the waistband (IWB) or outside the waist band (OWB).

8.5.1.4 Must completely cover and prevent activation of the trigger while holstered.

8.5.1.7 Must hold the firearm with enough tension to allow the wearer to complete normal daily tasks without fear of losing the firearm.

8.5.1.10 The shooter's holster location must remain on the same side of the body throughout the entire course of a match.

8.5.1.13 All retention devices on the holster must be used.

8.5.1.14 Retention devices may be permanently removed or permanently disabled, but not temporarily disabled for a match.

8.5.1.16 Holsters may be modified to meet rules.

8.5.1.17 Holsters with screws or knobs that extend past the outer face of the holster are allowed if the adjustment screw(s) require a tool to change tension, the screws protrude less than 0.125" (3.2 mm) from the outer face of the holster, and they meet all other holster requirements. Additionally, all tension screws anywhere on a holster must require a tool for tension adjustment.

8.5.1.18 For male shooters only, the holsters must fit the shooter's body such that a 3/4 inch/19.1mm diameter dowel placed between the shooter and the firearm anywhere above the belt contacts both the shooter and the firearm simultaneously.

8.5.1.18.1 A holster may be legal for some shooters but not legal for other shooters due to different body shapes.

8.5.1.18.2 A holster may be legal if worn snugly but illegal if sagging away from the body.

8.5.1.18.3 For women shooters only, a dropped and offset (DOH) holster may be used. For the drop, the gun must be covered by the concealment garment. Holster cant rules apply.

8.5.1.18.4 For women shooters only, when viewed from the front, a women's holster may not tilt out away from the body further than vertical, unless the shooter's body touches the grip of firearm.

8.5.1.19 Not Permitted (Non-Inclusive list):

8.5.1.19.1 Cross-draw carry

8.5.1.19.2 Shoulder holsters

8.5.1.19.3 Small of the back carry

8.5.1.19.5 Pocket carry

8.6 Ammunition Carriers

8.6.1 General Ammunition Carrier Rules

8.6.1.1 Instead of using ammunition carriers, shooters may carry spare loading devices in their pockets. Shooters may mix carry methods.

8.6.2 Magazine Carrier Rules - Magazine carriers must:

8.6.2.1 Be suitable for concealed carry and all day continuous wear.

8.6.2.8 Magazine carriers must be worn in a belt location where the front edge of the carrier or magazine is behind the shooter's anterior superior iliac spine (hipbone).

8.6.2.9 The same exact location for magazines, magazine pouches, and/or ammunition feeding devices in pockets must be used for every stage in a single match, unless otherwise specified in a stage description.

8.6.3 Speed Loader and Moon Clip Carrier Rules

8.6.3.1 Be suitable for concealed carry and all day continuous wear.

8.6.3.5 Two speed loaders/moon clips may be worn directly in front of the holster.

8.6.3.6 The shooter may wear additional speed loaders/moon clips behind the hipbone on the weak side or behind the holster.

8.6.3.7 The same exact location for speed loaders, speed loader pouches, moon clips, moon clip pouches, and/or ammunition feeding devices in pockets must be used for every stage in a single match, unless otherwise specified in a stage description.

8.8 Miscellaneous

8.8.1 Knee Pads

8.8.1.2 Pads, braces, and tape may be worn throughout a match without being concealed.

8.8.4 Flash Lights:

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

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

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

8.8.4.4 Lanyards may be present, but may not be used.

8.9 Concealment Garments

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

8.9.3 Concealment garments may not be modified with plastic zip ties, wire, metal, Styrofoam, cardboard, or any similar material that would stiffen the garment or pockets. Patches may not be placed on concealment garment pockets used during a string of fire. Standard laundry starch is acceptable.

09 –Classification Rules

9.0.1

Competitors are divided into six (6) separate Classifications so that shooters may compete against others of like skill. These Classifications are Novice, Marksman, Sharpshooter, Expert, Master, and Distinguished Master. Your classification in [Defensive Pistol](#) will remain the same. If you hold the following classification in USPSA or GADPA you will be:

IDPA Equivalent	USPSA Equivalent	GADPA Equivalent
Distinguished Master (DM)	Grandmaster (GM)	Tier 1
Master (MA)	Master (M) and A Class	Tier 1
Expert (EX)	B Class	Tier 2
Sharpshooter (SS)	C Class	Tier 3
Marksman (MM)	D Class	Tier 4
Novice (NV)	Unclassified (U)	Tier 5

9.7 Classification Scoring

Breakdown Times for:

	SSP	CDP	CCP	REV	BUG
Master (MA)	91.00 or less	92.00 or less	96.00 or less	102.00 or less	110.00 or less
Expert (EX)	91.01 thru 110.00	92.01 thru 111.00	96.01 thru 116.00	102.01 thru 124.00	110.01 thru 134.00
Sharpshooter (SS)	110.01 thru 140.00	111.01 thru 142.00	116.01 thru 149.00	124.01 thru 158.00	134.01 thru 171.00
Marksman (MM)	140.01 thru 192.00	142.01 thru 195.00	149.01 thru 204.00	158.01 thru 218.00	171.01 thru 234.00
Novice (NV)	192.01 or greater	195.01 or greater	204.01 or greater	218.01 or greater	234.01 or greater

Move to Appendix?

APPENDIX A –Targets for Scenario and Skill CoF in BFGC matches

Threat Always shoot the targets with any of the following: Nothing but a blank target (may have a shirt), Knife, Mean Face, Diamond, Square, or Gun (without Binder Clip on target).

Photos here

Large & Small Popper or plates Steel poppers/plates are reactive targets that usually fall when hit but hits on non-activator steel can be called by the RO. CAUTION: Do not engage steel targets within a range of 7 yards.

Hard Cover These targets have black areas (not an X). The black area is a non-scoring area and any hit completely in the black area is a miss.

Non-Threat A Binder Clip, Cell Phone, Hand(s), Circle, X, Gun **WITH** Binder Clip, or white target designates a Non-Threat target. The Binder Clip, Cell Phone, Hand(s), Circle, X, Gun can be placed on any part/edge of a target. On some CoF, binder clips can be moved to different targets for each shooter.

Photos here

Gun If there is no binder clip, then it is a threat. If it has a Non-threat binder clip, it would represent a fellow “good guy.”

The reason we are using so many options for threat and non-threat targets is for the shooter to recognize the target as one or the other. This will be required if involved in an actual self-defense scenario, so we are using it here to get into the mindset.

Appendix B – Blind Stages

1. On occasion, there will be Courses of Fire that are deemed “Blind” Stages. These CoF will require that no shooters review these CoF prior to actually engaging and will be notified in the Match email of a “Blind” Stage. If a shooter reviews this CoF prior to shooting, it will result in a Failure To Do Right (FTDR) penalty.
2. This CoF will be set-up by the Match Director and possibly one other person.
3. This CoF will be a low round count, but up to 12 rounds.
4. This CoF will always have the option to utilize your carry ammo, carry gear (holster), and carry gun (or any combination) for which the shooter may receive time **subtracted** from the CoF.
 - a. Carry Ammo = 0.5 sec
 - b. Carry Gear = 0.5 sec
 - c. Carry Gun = 0.5 sec
 - d. All Three = 2.0 sec

Appendix C - Backup Gun Transition Rules

1. When allowed by the Match Director shooters may (shooter’s option) transition to a backup gun on selected CoF of a regular match.
2. Cold range rules apply to backup guns.
3. Backup guns must be carried holstered in accordance with BFGC rules.

4. Backup guns must be carried holstered throughout the match even though they may be used only on selected CoF.
5. Backup gun transitions will be made on the clock and no scoring allowance will be made.
6. When the CoF allows backup gun transitions the shooter must declare his intention to use a backup gun when he is called to the line.
7. The shooter may handle only one gun at a time. The other gun must be in the holster or placed safely in the drop box.
8. The shooter may only transition to a backup gun at the designated point in the CoF.
9. At the designated transition point in the CoF the shooter must completely clear his primary weapon and place it safely in the drop box.
10. Both hands must be empty before drawing the backup gun.
11. At the completion of the CoF the shooter will under the Range Officer's supervision clear and holster the backup gun and then move to the drop box and face down range and only at the command of the Range Officer pickup, show clear and holster the primary gun.

3. BFGC has six Categories

- a. Lady
- b. Law Enforcement (Active, Reserve/Posse, Retired)
- c. Military (Active, Reserve, Guard, Retired)
- d. Junior (ages 12 to 17)
- e. Senior (ages 50 to 64)
- f. Super Senior (ages 65 and older)

I suggest moving this to the end of the section.

2.14 Improperly Reset Stages

2.14.1 If following completion of a Course of Fire by a previous competitor, one or more targets have not been properly pasted and/or reset, the Range Officer must judge whether or not an accurate score can be determined. If extra scoring hits or calibers used do not allow the competitor's shots to be clearly determined, a re-shoot will be given.

2.14.2 Competitors should continue the Course of Fire when the stage is not properly reset, unless instructed to stop by the Range Officer.

Scoring overlays may be used.

On occasion, there will be a Course of Fire where your carry ammo, carry gear (holster), and carry gun (or any combination) may be used for the course of fire and the shooter may receive time **subtracted** from the CoF time for using this option. This will **NOT** be an option at every match and/or every CoF.

- a. Carry Ammo = 0.5 sec
- b. Carry Gear = 0.5 sec
- c. Carry Gun = 0.5 sec
- d. All Three = 2.0 sec

Startled Response (may be used on CoF specifying)

- a. Startled Response consists of a Verbal Command to the Attacker and raising hands to approximately chest level after the start signal (hands must be raised prior to draw).
- b. Shooter **MUST** also move laterally (left/right) prior to engaging the first target.
- c. **Exceptions: May not be used when starting position is in a start box or behind cover.**

Visual Clearance

a. When the Shooter has completed the CoF, Shooter may visually clear the 180-220 degrees to their left and right looking for other threats and to begin breaking tunnel vision. This must be completed

prior to removing the ammunition source. This will **NOT** result in a penalty, but rather a **BONUS** of two (2) seconds, deducted from final CoF time, on CoF allowing it.

Side Match – Man vs Man Shoot-off

A few times per year we will hold a Man v Man Shoot-Off at the end of a match.

1. All targets will be steel.
2. Shooting order will be random.
 - a. Each shooter will have their name on a card.
 - b. Random pairs will be drawn and this will be the dueling pair.
3. Positioning will be side-by-side with approximately a two (2) foot distance between shooters feet.
4. Elimination
 - a. Single elimination
 - b. Shoot any HOSTAGE target
 - c. Shoot targets out of order
 - d. Miss any target
 - e. Reloading magazine after leaving the line (only for those advancing). A Tactical Reload is permitted, but must be completed prior to leaving the line.
5. Range Commands (not included in Section 6)
 - a. "Are you satisfied with the condition of your handgun/weapon?"

DRAFT VERSION 4