



New Shooter Orientation

IDPA shooting is a fun and safe way to learn defensive pistol skills and sharpen your gun handling and shooting abilities. IDPA's rules are easy to learn and follow. This orientation is not meant to be an exhaustive review of all the rules. As a shooter and IDPA participant, you are encouraged to visit www.idpa.com and review the rule book available online.

Safety Rules

- The gun is always loaded.
- Never point a gun at something you are not prepared to destroy.
- Always be sure of your target and what is behind it.
- Keep your finger off the trigger until your sights are on the target.

Range Commands

It is important to learn the IDPA range commands and their proper response.

- Do you have any questions: Now's your chance to ask any last-minute questions.
- **Load and Make Ready:** This is the command to load your pistol and get ready to shoot. It is not a race to load your gun, take as much time as is required to perform it safely.
- **Shooter Ready:** When you are ready let the SO know then they will proceed with the next Command
- **Standby:** This means the audible start signal is imminent. Within seconds you will here a “beep” signaling you to commence shooting the COF.
- **Finger:** You will hear this if your finger is inside the trigger guard while moving, reloading or clearing malfunctions.. Failure to immediately comply will result in a three second procedural penalty. Repeated offenses will incur a match disqualification.

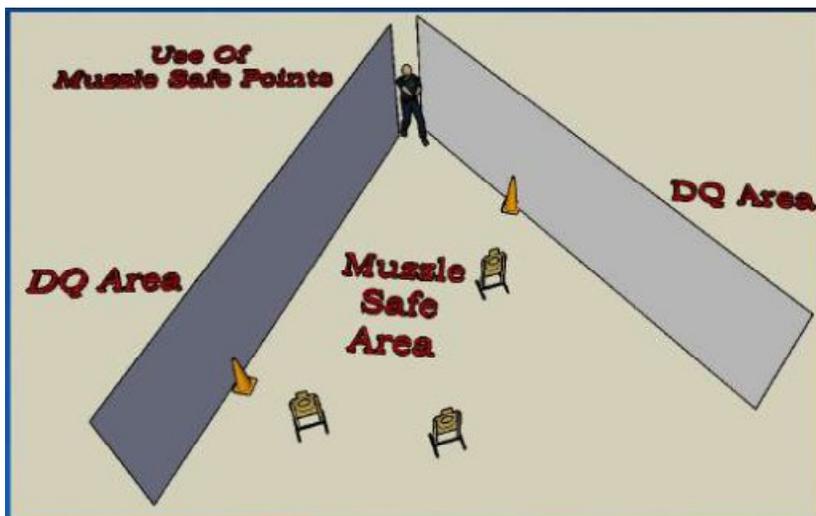
Good Finger Technique!

IDPA



- **Muzzle:** If you hear this, check yourself as your muzzle is getting near a muzzle safe point. Do not take muzzle safe points lightly. A shooter will be disqualified from the entire match if he/she has repeated “MUZZLE” calls during a match . A match disqualification is incurred if your muzzle points uprange or beyond a marked muzzle safe point on any course of fire.

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



If No Muzzle Safe Cones Or Flags Are Present On A Stage, The 180 Deg Muzzle Safe Plane Is In Effect By Default



- **Stop:** If a shooter is being grossly unsafe, is disqualified or there is a range malfunction, the SO will give this command. Upon hearing this command, the shooter is to stop shooting, point the muzzle in a safe direction, and await further range commands.

- **Cover:** If a shooter is not properly utilizing cover while shooting or reloading, the SO will issue this command. Failure to immediately comply will receive a three second procedural penalty. The shooter must ensure that 100% of their legs and at least 50% of their torso is behind cover when engaging targets from behind high cover or from behind barricades. When engaging targets from low cover, the shooter must kneel with at least one knee on the ground and have 100% of his/her legs behind cover, 50% of the shooters torso must be behind the low cover.

Note: All reloads must be carried out behind cover, and must be completed before the shooter leaves cover. After reloading their firearm, a shooter may move from cover **ONLY** when a fresh magazine is **fully seated** in the firearm, and the **slide is completely forward with a round in the chamber of the firearm**, or in the case of a revolver, when the revolver cylinder is fully loaded and closed.

Cover: What To Look For



SSO should align center of target with the edge of cover; This is the proper position for the SO to call Cover.

SSO should primarily watch the waist and feet are behind Cover. When they are, at least 50% of shooter's torso will be behind Cover.

From this position it is easy for the SSO to see that the shooter on the right is using Cover properly; edge of barricade should be visible.

Note the tilt of the torso required to keep the waist, legs and feet behind Cover. If utilizing Cover properly, shooter should have to shift their feet to engage additional targets, as the shooter "slices the pie".



Rev 130629-D

Page 80

- ***If you are done unload and Show Clear:*** This is the command to unload your gun if you are done with the COF.
- ***Holster:*** After unloading and showing clear the SO will issue the command for you to re-holster your gun.
- ***Range is safe:*** Once the shooter has holstered their gun the SO will issue this command to let all shooters know it is safe to be up-range to score and tape the targets and for the shooter to retrieve any magazines, ammo, etc left in the COF.

Penalties

For the most part, a new shooter who shoots carefully will avoid most penalties. Penalties are given out for various rule infractions, but in IDPA, penalties are used only when truly necessary. SO are here to help you have a fun and safe time, not to nitpick.

Procedural: Procedural penalties (3 seconds) are given for quite a few things. Examples are:

- The first non-dangerous finger violation.
- Not using cover properly.
- Not shooting while moving as required.

- Not reloading as required.
- Not following other COF rules as required. This includes not loading magazines to division capacity or mechanical capacity if division capacity is not achievable.

Failure to Neutralize (5 seconds): Given when there is not at least one hit in either the -0 or -1 scoring zone on a non-disappearing target.

Hit on Non-Threat (5 seconds): Five second penalty no matter how many hits per target. Rounds that hit a nonthreat and pass through to a threat target are counted on both targets.

Failure to Do Right (20 seconds): This is a seldom given penalty only dished out to shooters not following the spirit or rationale of any stage. If you shoot the COF as outlined and do not try to “game” out the stage, this will never be a problem.

Disqualification: Results from unsafe firearm handling, dropping of a loaded firearm, unsportsmanlike conduct, unfair actions, or the use of illegal equipment. Shooter will be instructed to pack away his/her firearm and will not be allowed to continue with the match in any division.

- Unsafe firearm handling
- Endangering any person, including yourself
- An accidental discharge – in holster, over a berm, during load and make ready, unload and show clear, reload, or malfunction clearing, before start signal, while transferring a firearm from one hand to another, shooting into the ground closer to the shooter than 2 yards
- Handling firearm except at the firing line
- Dropping a firearm
- Unsafe Firearm

Not if, but when, you wind up earning a procedural, non-threat, or failure to neutralize, do not get upset. This sport is all about learning and the only one who will remember next month is you. Learn from your mistakes and have fun.

Loading and Unloading

• Load and Make Ready: For new shooters, the first time they make ready for a COF can be stressful. It should not be. When the SO gives the command to “Load and Make Ready”, slowly draw your pistol, load with a fresh magazine or revolver shooters must load all chambers, set the safety if required, and re-holster.

• Unload and Show Clear: After a COF has been completed, the SO will command you to

“Unload and show clear”. For self loading pistols, you should remove the magazine, pull the slide fully back, (let the cartridge fall to the ground) and allow the SO to visually check the chamber to see it is empty. The SO will say “Slide down, hammer forward”. Let go of the slide, point the gun at the backstop (not the ground at your feet), and pull the trigger, dropping the

hammer. You may then holster the unloaded pistol. Revolver shooters need to open the cylinder, empty the gun, and show the empty cylinder to the SO. Close the cylinder and holster.

Movement

Movement with a drawn pistol is easy if you follow the basics. First, move only when your finger is outside the trigger guard. Second, be mindful of the muzzle at all times. You must keep the muzzle in a safe direction, usually downrange. Third, take your time. You will see experienced shooters moving very quickly, but they started out moving slowly, as should you. Take your time, move carefully. Shooting while moving is more advanced than just moving. Again, do not put your finger into the trigger guard until your sights are on the target. Get a smooth trigger pull on every shot. Your sights will move about, but unless you are jerking the trigger, you will get decent hits.

Malfunctions

If your firearm fails to fire, do not panic. Keep the muzzle downrange. Most of the time the problem is due to a bad round or improperly seated magazine. In this case, tap the bottom of the magazine, rack the slide back to chamber a new round, and bang (if needed). This is called the Tap-Rack-Bang method. If this doesn't remedy the situation, and you're not sure of the type of malfunction, it is best to stop and get help from the SO.

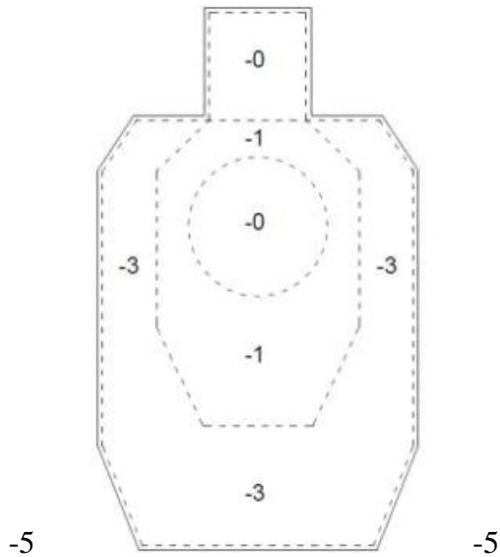
Another malfunction with dangerous potential is the squib load, caused by a primer but no powder in the cartridge. What usually happens is a "pffft" noise with no recoil. If this happens, stop and get help from the SO. Remember to keep the muzzle downrange.

If you experience a jam, and are in doubt how to fix the problem, stop and ask the SO. Better a bad time than a blown up gun.

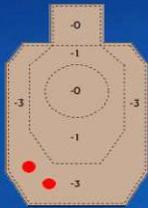
Scoring

There are two scoring methods in IDPA, Vicker's Count and Limited Vicker's Count. In Vicker's Count, a COF will specify the minimum round count for each target. If the COF description says two shots will be scored on a target, and you shoot the target three times, the "best two" will be scored. In Limited Vicker's Count, a COF will specify the round count for each target. You may only engage the target with the required number of shots. Additional engagements will earn a penalty.

After shooting a COF, the time is recorded. Hits are counted and any misses are noted as -5 points each. The scoring rings are looked over, all head and 8" center ring hits are -0 points. Hits in the next ring are - 1 point each. Hits in the outer ring are -3 points. All the points are totaled and multiplied by 0.5 seconds and added to the time. Additionally, any penalties are added as well. The sum of the COF time, points down, and penalties is the score for the COF given in seconds. All COF's are added together to determine match score. Lowest score wins.



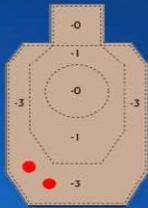
IDPA Target Scoring



Score This Target:

Vickers Count
2 Hits Per Target
Are Required

Answer: 6 Down & FTN
Penalty (5 s)



Score This Target:

Limited Vickers Count
2 Hits Per Target
Are Required

Answer: 6 Down

No FTN Penalty In
Limited Vickers CoF



Score This Target:

Vickers Count
Mozambique Required

Answer: -9 Points

Missed Head Shot (-5)
& Best Two COM Shots (-4)

Shooter Always Gets Reasonable Benefit of The Doubt!

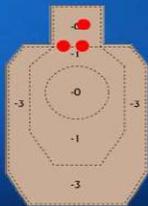


Score This Target:

Limited Vickers Count
2 Hits Per Target
Are Required

Answer: 3 Down &
Procedural Error (3 s)

PE For Extra Shot Fired
+ Take Away Single Best
Hit On Target



Score This Target:

Vickers Count
Required Mozambique

Answer: 2 Down

Shooter Gets Benefit of
Doubt, Head/Body Line
Shots Are Scored As
Body Shots



Score This Target:

Vickers Count
Required Mozambique

Answer: 9 Down

Missed Head Shot (-5)
& Best Two COM Shots (-4)

IDPA Target Scoring - Shoot Through



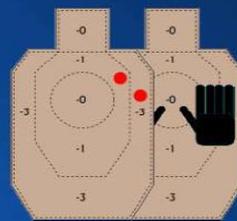
Score This Target:

Vickers Count
2 Hits Per Target
Are Required

Answer: 0 Down & Hit On
Non-Threat (5 s)

Shoot Through Counts!

Threat/Non-Threat Indicators
Are Not Hard Cover!



Score This Target:

Vickers Count
2 Hits Per Target
Are Required

Answer: 4 Down & Hit
On Non-Threat (5 s)

Shoot Through Counts!



Score This Target:

Vickers Count
3 Hits Per Target
Are Required

Answer: 6 Points Down

Full Hits On Hard Cover
Are Not Scored - No
Shoot Through; Partial
Target Hit (-1) Is Scored
(Grease Ring Rule)



Score This Target:

Vickers Count
2 Hits Per Target
Are Required

Answer: 0 Points Down

Hits On Soft Cover Are
Scored - Shoot Through
Counts!

Rev 130629

Page 4

Engaging Targets

Typically, when the COF mandates a number of rounds per target, the shooter engages the target that many times. A COF can stipulate “tactical sequence”. Tactical sequence is a method of target engagement. When engaging targets in tactical sequence, the shooter engages each target with one round, before engaging any target again. If you were engaging three targets in tactical sequence, the cadence would be; 1 shot on T1, 1 shot on T2, 2 shots on T3, 1 shot on T2, 1 shot on T1. This is sometimes referred to as 1-1-2-1-1.

When targets are engaged in the open, they must be engaged in tactical priority. The premise is the targets are engaged in the order of the threat posed. This means near to far. If targets are less than 2 yards apart, they are considered equal threat and can be engaged in any order.

Targets are also engaged from behind cover. When using cover properly, 100% of your lower body and 50% of your upper body must not be exposed to a threat target. A general rule of thumb is that shooters will have to lean out of cover more for each target that he/she engages (slicing the pie). A shooter who engages more than one target from the same position of cover has not been using cover properly.

Steel Targets (sample of steel target plate & “pepper popper” to be available)

Steel targets are required to be “knocked down” Any steel targets that are left standing at the end of a course of fire will be scored as a missed target (5 points down). A failure to neutralise penalty will also be awarded for each steel target left standing, resulting in seven and a half seconds per steel target left standing being added to the shooter’s

overall score.

Hard Cover (sample of target with painted “hard cover” area to be available)

Any shot resulting in a full diameter hole in the “hard cover” area (area of the target that is painted black) of a “hard cover” target, will be considered as having missed the target (whether the target is a threat or a NonThreat target). There is no additional penalty for hitting “hard cover”, other than the shot being scored as a miss.

Soft Cover (sample of target with painted “soft cover” area to be available)

Shots that pass through the “soft cover” area (area of the target that is painted white) of a “soft cover” target, will count for score without any penalty being incurred (with the exception being a Non – Threat target that has a “soft cover” zone painted on it).

Reloading

In IDPA, there are two kinds of reloads - the Slide Lock/Empty Cylinder Reload (AKA: slide-lock or emergency reload), and the Loaded Cylinder/Chamber Reload (AKA: the tactical reload/reload with retention). In most IDPA COF's, the shooter will have the option to either reload when the slide locks back, or to complete a loaded cylinder/chamber reload.

- Slide Locke/Empty Cylinder Reload: recharge the firearm when it is empty and/or out of live ammo. The slide locks back on an empty gun. The shooter should seek cover, eject the spent magazine, insert a fresh magazine and release the slide.
- Loaded Cylinder/Chamber Reload: The shooter is behind cover and removes a fresh magazine, and with the fresh magazine in hand, removes and retains the spent magazine, inserts the fresh magazine and stows the spent magazine on their person according to the rules. The magazine must be stowed before resuming shooting. Shooting before stowing the magazine will earn a procedural penalty.

You may not drop an empty magazine and still have a round in the chamber – this is not allowed in IDPA

All reloads must be done from behind cover and no ammunition can be left behind. There are exceptions to reloading when engaging targets on the move. If a shooter runs the firearm empty while engaging targets on the move, as required or allowed by the course of fire description, the shooter may initiate a Slide Lock/Empty Cylinder Reload while advancing to the next shooting position specified in the course of fire. The shooter may not engage any more targets until after reaching the next shooting position.

Shooter Responsibilities

It is important to be a part of the team during the match. Be sure to be ready to paste targets and reset steel or other range gadgets. If you are unsure what to do, ask one of the shooters in your squad.

When pasting targets, make sure they are all scored before you start. The SO will instruct when targets can be pasted.

Shooting Gear

Equipment Overview

To start out at most IDPA matches, all that is needed is a safe handgun, two magazines or three speedloaders or moonclips, two magazine pouches (or a single double) or three speedloader/moonclip pouches. Add 100 rounds and some kind of carry bag, and you will be in good shape. Safety equipment needed is eye and ear protection. No competition only gear is allowed.

Holsters

A holster suitable for IDPA will be an IWB, Pancake, Bruce Nelson/Askins style, or pouch style. Some of the criteria that needs to be met to be an approved holster are the following:

- Must be designed for concealed carry and suitable for all day continuous wear.
- Must fully cover the trigger of the firearm.
- Must carry the firearm in a neutral or muzzle rear cant.

There are other criteria as well, but that is a good start.

Magazines

At a minimum, you can get by with two magazines or three speedloaders/moonclips. More is better. Rules dictate that a COF won't have more than 18 scored shots on target; however, it isn't unusual to shoot more on a stage. High capacity magazines are legal for IDPA; however, they can't be loaded with more than 10 rounds.

Maximum start capacity for SSP and ESP divisions is 10 rounds in the magazine and one round chambered in the firearm unless stated otherwise in the briefing of the course of fire.

Maximum start capacity for CDP division is 8 rounds in the magazine and one round in the chamber (if the shooter is using 7 round magazines, then he/she will start with seven rounds in the magazine and one round in the chamber) unless stated otherwise in the briefing of the course of fire.

Revolver shooters will start with a fully loaded cylinder unless stated otherwise in the briefing of the course of fire.

Ammunition

Purchase target grade ammunition for matches. The gilt edge accuracy of match or defensive type ammunition is wasted on the kind of shooting done at IDPA matches, though many shooters will use match grade ammunition at major matches such as a state championship or Nationals. Reloaded ammunition is ok, in fact many IDPA shooters reload. Read the IDPA rulebook for power requirements.

Hearing Protection

Ear muffs are good because you don't have to keep pulling out the plug to hear range commands or to shoot the bull. Electronic ear muffs are even better. You can hear range commands and bull

slinging without missing a word. Keep an extra set of batteries for your hearing protection on hand.

Tips

This sport rewards accuracy over time. Take the time to place your shots properly. Remember, you will lose ½ second for each point down. This adds up quicker than you may think.

Do not crowd cover. Staying back from cover will help you move from target to target quicker.

Practice both kinds of reloads.

Remember to get a solid trigger pull, but get a smooth trigger pull every time, even at the expense of the perfect “sight” picture. A slightly misaligned sight will still get the -0, a jerked trigger will likely be -3 or a miss.

Remember to visit www.idpa.com and read up on the rule book. The more you understand the rules, the more enjoyable your match will be

Good luck and have fun shooting your first IDPA match!