



# New Shooter Orientation

- Purpose & Principles
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- Targets and Engagement
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# IDPA Purpose

- IDPA is a Shooting Sport using practical equipment to solve simulated “real world” self-defense scenarios.
- Requires use of practical handguns and holsters that are suitable for self-defense.
- A test of Skill and Ability.

# IDPA Principles

- Safe and proficient use of guns and equipment suitable for self-defense.
- Provide a level playing field.
- Provide separate divisions for equipment and shooter classifications.
- Provide practical and realistic courses of fire or skill tests required to survive life-threatening encounters.
- Responsive to shooters
- Provide stability of equipment rules.
- Allow shooters to concentrate on skill development with like-minded shooters.

# Divisions of Competition

- **Stock Service Pistol (SSP)**
  - DAO, DAK, SA/DA, Striker Fired, 9MM (9X19) or larger, max. 43 oz. unloaded 10+1 Round Max (125 PF)
- **Enhanced Service Pistol (ESP)**
  - Single Action, Mag wells, Extended Mag Release, 9MM (9X19) or larger, max. unloaded w/ magazine 43 oz. (SSP can be used). 10+1 Round Max (125 PF)
- **Custom Defense Pistol (CDP)**
  - .45 ACP, max. unloaded w/ magazine 43 oz. (.45 SSP can be used) 8+1 Round Max (165 PF)
- **Compact Carry Pistol (CCP)**
  - DAO, DAK, SA/DA, Striker Fired, 9MM (9X19) or larger, max. barrel 4.10" or less, max. unloaded w/magazine 37 oz. 8+1 Round Max (125 PF)
- **Revolver Div.**
  - .38 Special caliber or larger, moon clip or speedloader ok, barrel 4.25" or less, max. unloaded 43 oz. Stock, 50 oz. Enhanced.  
Must use ammunition listed on firearm, exceptions below.  
.38 special in .357 magnum, .44 special in .44 magnum, .45 Auto Rim or .45 GAP in .45 ACP, .45 ACP or .45 GAP in .45 Colt, .40 SW in 10mm.  
6 Round Max loaded in cylinder regardless of cylinder count (105 PF Stock, 155 PF Enhanced)
- **Back Up Gun (BUG)**
  - Semi-auto .380 ACP caliber or larger, barrel 3.6" or less, max unloaded 29 oz.  
Revolver .38 caliber or larger, barrel 3" or less, max. unloaded 38 oz.  
6 Round Max (95 PF)

# SAFETY

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

**Note: These 4 golden rules apply to ALL situations whenever handling firearms:  
dry firing, target shooting, competition, hunting, self defense, etc.**

# Basic Gun Handling

- Loading and unloading
- Draw and re-holster. Re-holster slowly.
- Grip: Strong, Weak, Freestyle.
- Sight Alignment.
- Trigger Control.
- Shooting Stances. (Prone, Kneeling, Barricade)
- Reloading. (Slide lock, Loaded Chamber/Cylinder Reload (LCR))
- Clearing Malfunctions.

# Safety Officer Range Commands used during every COF

- Range Is Hot, Eyes and Ears
- Load and Make Ready
- Are You Ready?
- Standby
- (Start Signal)
- If Finished, Unload and Show Clear
- If Clear, Slide Forward or Cylinder Closed
- Pull the Trigger (Except Revolvers)
- Holster
- Range is Clear (Move forward and score)

# Safety Officer Range Commands used when violations occur

- **FINGER** -Finger in trigger guard.
- **MUZZLE**-About to violate muzzle safe point.
- **STOP**–Something grossly unsafe or Stage Malfunction
- **COVER** –Not making adequate use of cover.



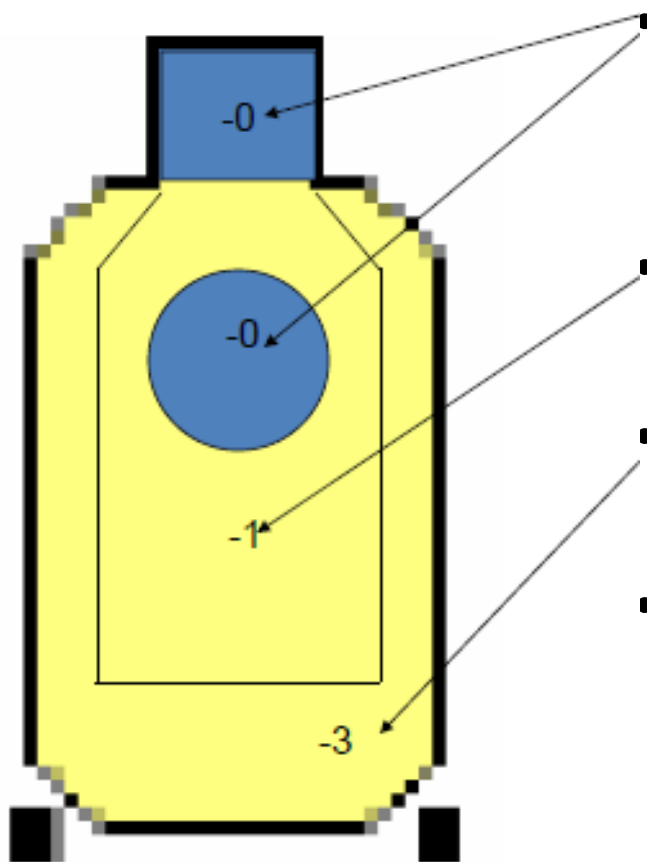
# DISQUALIFICATION

- Endangering any person.
- Violating Muzzle Safe Point (breaking 180 degrees or sweeping any part of your body).
- Firing Round Over the Berm
- Pointing Barrel Over Berm while Pulling Trigger during Unload and Show Clear
- Handling of a firearm other than at the safety table or under the direction of the Safety Officer.
- Handling ammunition at the safety table.
- Dropping a loaded firearm.
- Two **FINGER** violations During a Match.
- Premature, unsafe shot. (Up range, over the berm or into the ground less than 2 yards downrange.\*)
- Unsportsmanlike Conduct.

# Additional Club Rules

- We run a “**COLD RANGE**” –all firearms are unloaded unless you are instructed by a SO on the firing line to make ready.
- Permit to carry holders arriving at the range armed must immediately locate a SO to supervise the unloading of their firearm.
- Permit to carry holders desiring to leave the range armed must locate a SO to supervise the loading of their firearm and then immediately depart the range once loaded.
- **NO** “Show and Tell” of firearms in the parking lot.
- **NO HANDLING** AMMO at the Safety Table.
- This is a volunteer sport, as such everyone is expected to help in pasting targets, resetting steel and picking up brass unless you are the shooter or the on deck shooter.
- Everyone is expected to help with set-up and tear down.
- When picking up brass, please offer it first to the shooter who shot it.

# Scoring



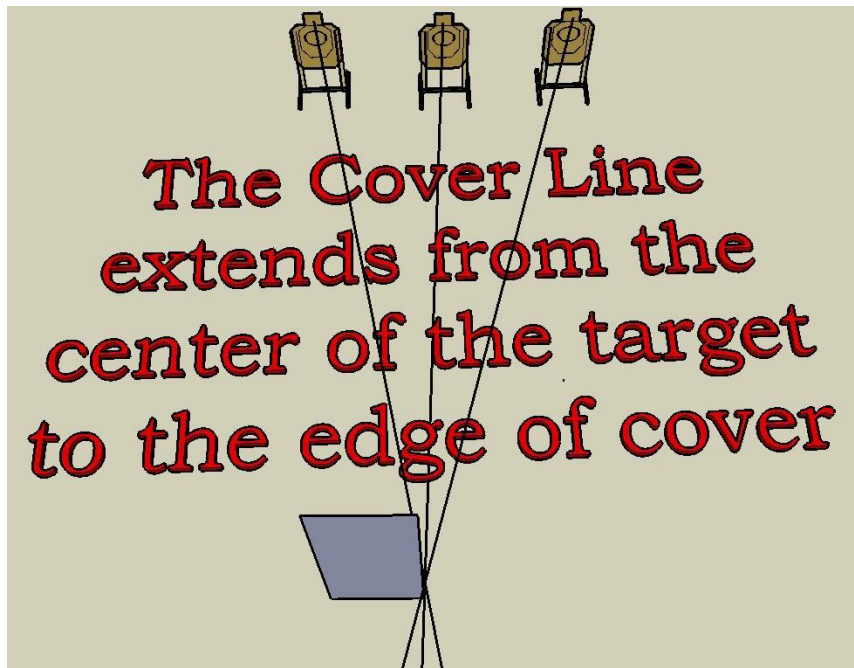
- Center hit or head shot is down zero points.
- Off Center hit is down 1 point
- Peripheral hit is down 3 points
- Miss is down 5 points

# Scoring (continued)

- Stages are timed from the starting buzzer to your final shot.
- Total time is recorded.
- Hits, misses and penalties are counted and scored.
- Total points down are multiplied by .5 and added to the stage time

# Cover in Detail

- Cover extends back from the center of the target body -0 zone to the point of the physical barrier up range to infinity.



- For vertical cover, at least 50% of the shooter's torso, as well as 100% of the shooter's legs and feet must be behind cover.
- Low cover is the same as vertical cover and requires at least one knee touch the ground. Simultaneous exposure of the shooter's torso above and around the cover is permitted.
- 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.

# Targets and Engagement



- Tactical Priority

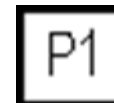
- Targets are engaged near to far when not behind cover (proper order near to far from P1 perspective is T2-T3-T1).

- OR

- Targets are engaged as they are seen (slicing the pie) when behind cover (proper order from P1 perspective when shooting from the right side of cover is T3-T2-T1).



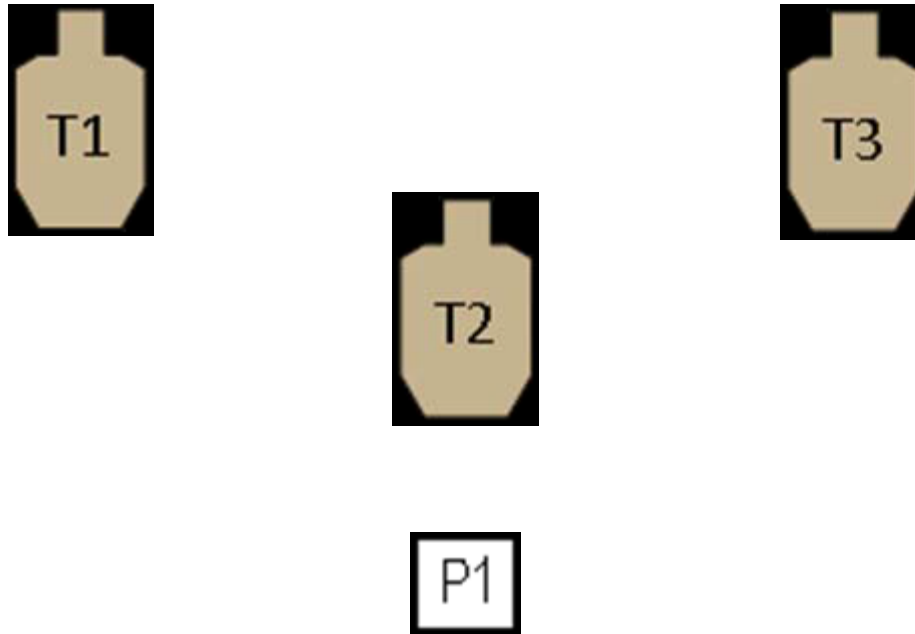
- Note: Targets within 2 yards of each other are considered equal threats



# Targets and Engagement

- Tactical Sequence

- All targets must be engaged with one round before being engaged again.



Acceptable Sequence Examples

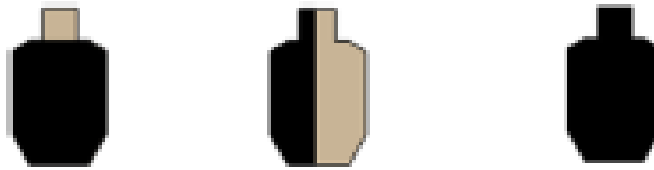
T1 -T2 -T3 -T3 -T2 -T1

Or

T1 -T2 -T3 -T1 -T2 -T3

# Threat, Non Threats and Hard Cover

- Hard Cover –designated by solid black, any hits on black area do not count and do not pass through.



- Threat vs. Non Threats –designated by hands in surrender position shooting one = 5 second penalty per hit.





# Procedural Errors

(3 Second Penalty)

- Not responding to MUZZLE commands.
  - Not using COVER properly
  - Not reloading as required
  - Moving from cover while reloading \*\*
  - Not shooting while moving as required
  - Not following other COF rules as required.
  - Not observing Tactical Order or Tactical Sequence.
  - Air gunning and or taking sight pictures.
  - Leaving a loaded magazine on the ground
  - Magazine falls from holder.
  - Taking extra shots on Limited Vickers COF.
- \*\* Extra Discussion on Reloading While Moving.

# Other Penalties

- **Hit on Non-Threat Target (5 Seconds)**
  - All hits on non-threat target incur 5 seconds each hit.
  - Targets are penetrable (a shoot through will count).
- **Failure to Neutralize (5 Seconds)**
  - Target does not have at least one 4 zone (-1) or higher value hit.
- **Failure To Do Right (20 Seconds)**
  - Circumvent or Compromise spirit of the stage.
  - Dumping Rounds for reloading advantage.
  - Committing Procedural Error on purpose to better your score.
  - Not reloading to fire one more round because your score will be better, even with a miss.

# Practical Demonstration

(Dry 5x)

- Load and make ready.
- Draw from concealment..
- Loaded Chamber/Cylinder Reload.
- Slide lock reload.
- Movement: Forward, Lateral, Backward.
- Re-holster.

# Stage Demonstration

(Live Fire)

- Under direction of the Safety Officer (SO), shooter will:
  - Load and make ready.
  - Shoot course of fire per course description.
    - Movement and Reloading required.
  - Unload and show clear.
- Shooter must complete course of fire with no safety violations.