



New Shooter Orientation

- Purpose & Principles
- Divisions of Competition
- Safety
- Safety Officer Commands
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- Scoring
- Targets and Engagement
- Penalties
- Stage Demonstration

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)**
 - Double Action, 9MM (9X19) or larger, max. 39 oz. unloaded.
- **Enhanced Service Pistol (ESP)**
 - 9MM (9X19) or larger, max. unloaded w/ magazine 43 oz. (SSP can be used)
- **Custom Defense Pistol (CDP)**
 - .45 ACP, max. unloaded w/ magazine 41 oz. (.45 SSP can be used)
- **Enhanced Service Revolver (ESR)**
 - 9MM (.355”) or larger bore diameter, max. unloaded 50 oz.
- **Stock Service Revolver (SSR)**
 - .38 (.357”) or larger bore diameter using rimmed case. No full moon clip, barrel 4.2” or less, max. unloaded 42 oz.

SAFETY

- 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.

**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, Tactical, Reload with Retention)
- Clearing Malfunctions.

Safety Officer Range Commands used during every COF

- Going Hot (Optional)
- Do you understand the Course of Fire? (Optional)
- Load and Make Ready
- Shooter Ready?
- Standby
- (Start Signal)
- Unload and Show Clear
- Slide Down or Cylinder Closed
- Hammer Down or Striker
- Holster
- Range is Safe (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.
- **COVER** – Not making adequate use of cover.

DISQUALIFICATION

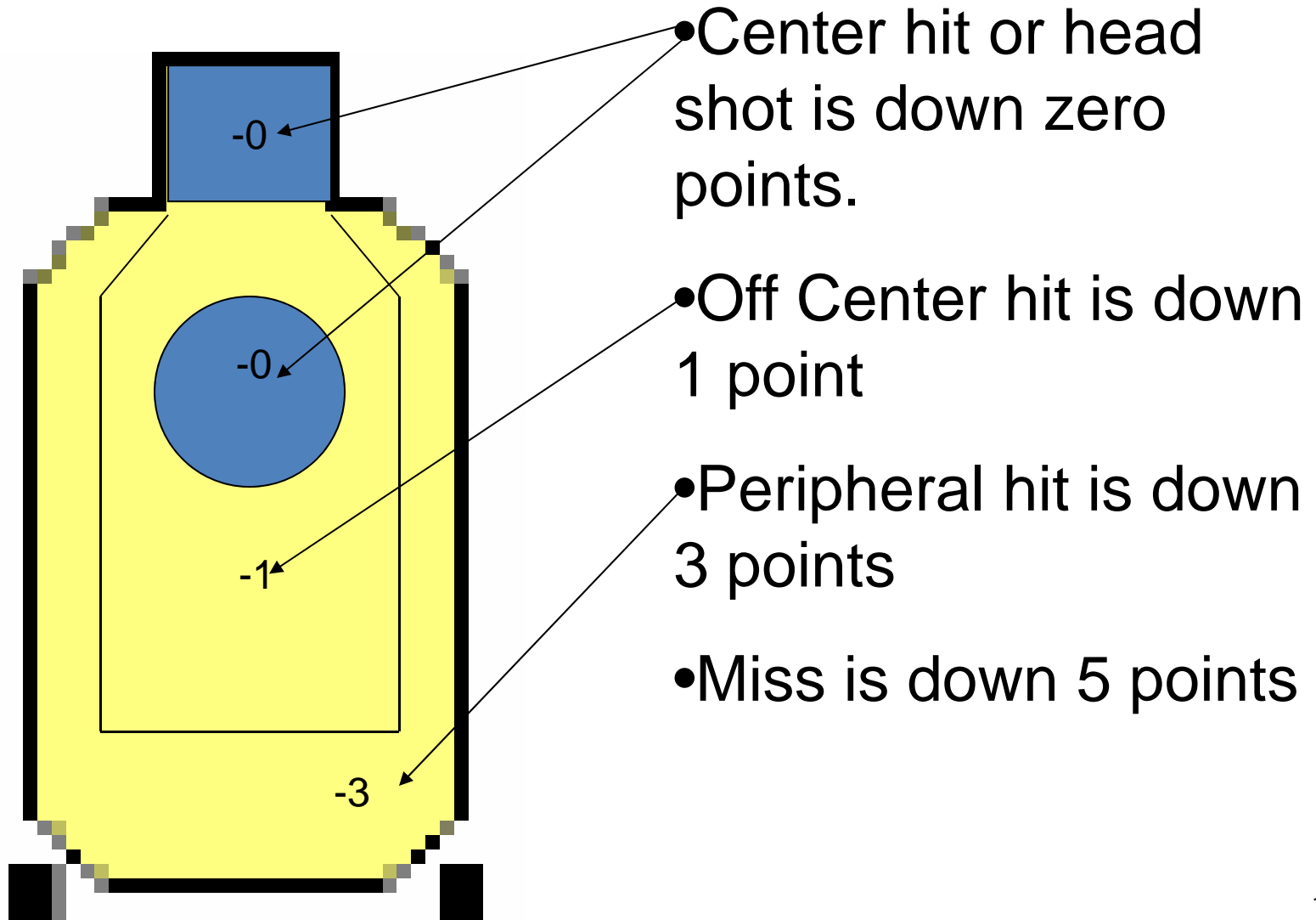
- Endangering any person.
- Violating Muzzle Safe Point (breaking 180 degrees or sweeping any part of your body).
- Handling of a firearm other than at the safety table or under the direction of the Safety Officer.
- Handling ammunition at the safety table.
- Dropping a loaded firearm.
- Repeated **FINGER** violations.
- Premature, unsafe shot. (Up range, over the berm or into the ground less than 2 yards downrange.*)
- Unsportsmanlike Conduct.

*Consistent with Target positioning

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** 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



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.

Targets and Engagement

- Tactical Priority

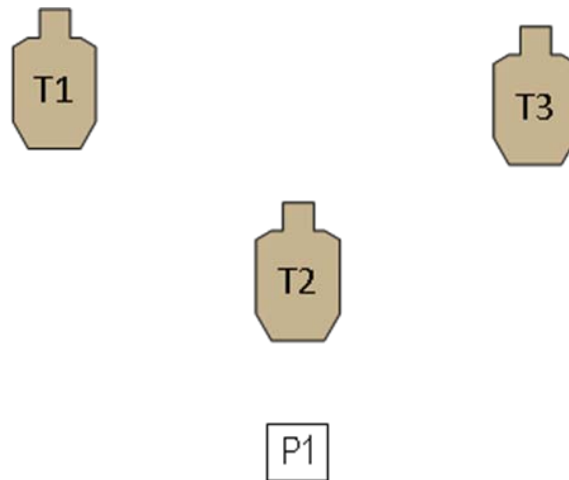
- Targets are engaged near to far when not behind cover (proper order near to far from P1 perspective is T2-T3-T1).
- OR
- Targets are engaged as they are seen (slicing the pie) when behind cover (proper order from P1 perspective when shooting from the right side of cover is T3-T2-T1).

- 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

Non Threats and Hard Cover

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



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



Procedural Errors

(3 Second Penalty)

- Not responding to FINGER or MUZZLE commands.
- Not using COVER properly
- Not reloading as required
- Not reloading from concealment as required
- 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.
- Taking extra shots on Limited Vickers COF.

Other Penalties

- **Hit on Non-Threat Target (5 Seconds)**
 - Only 1 penalty per target.
 - 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.
- Tactical reload.
- Reload with retention.
- 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.