

Principles:

- ✓ Promote safe and proficient use of guns and equipment suitable for self defense use.
- ✓ Provide a level playing field for all competitors to test the skill and ability of the individual, not their equipment or gamesmanship.
- ✓ Provide separate divisions for equipment and classifications for shooters, so that guns with similar characteristics are grouped together and people with similar skills compete only against each other.
- ✓ Provide shooters with practical and realistic courses of fire that simulate a potentially life-threatening encounter or that tests skills that would be required to survive a life-threatening encounter.
- ✓ Offer a practical shooting sport that is responsive to the shooters and sponsors, with unprecedented stability of equipment rules.
- ✓ Offer a practical shooting sport that allows the competitors to concentrate on the development of their shooting skills and to fellowship with other likeminded shooters

Divisions of Competition

Stock Service Pistol (SSP)

Pistols for this division must be double action (when the trigger is pulled, the hammer/striker is cocked, then released), 9mm (9x19) caliber or larger and have a maximum unloaded weight of 39 oz. (Weight limit effective 1/25/06).

Examples of pistols used for SSP; Beretta 92FS, Browning BDA, Glock, H&K USP.

Enhanced Service Pistol (ESP)

Pistols for this division must be 9mm (9x19) caliber or larger, have a maximum unloaded weight (with an empty magazine inserted) of 43 oz. Any pistol that can be used in SSP can also be used in ESP.

Examples of pistols used for ESP; Browning HP, Colt Government and Commander, H&K P7.

Custom Defensive Pistol (CDP)

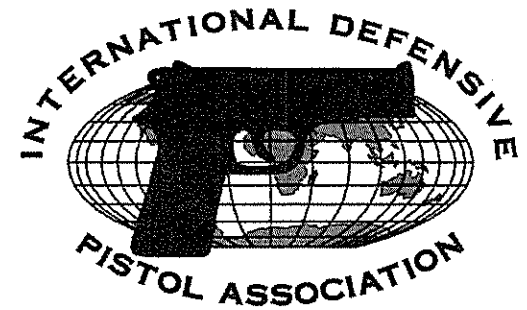
Pistols used for this division must be .45 ACP caliber and have a maximum unloaded weight (with an empty magazine inserted) of 41 oz. Pistols used in CDP will normally be of a 1911 style. Any .45 caliber pistol that can be used in SSP can also be used in CDP.

Enhanced Service Revolver (ESR)

Revolvers used in this division must be 9mm (.355") or larger bore diameter utilizing rimmed or rimless cartridges and have a maximum unloaded weight of 50 oz.

Stock Service Revolver (SSR)

Revolvers used in this division must be .38 (.357") or larger caliber that utilizes ammunition with a rimmed case and is not reloaded with a full moon clip, have a barrel length of 4.2" or less and have a maximum unloaded weight of 42 oz.



2232 CR 719
Berryville, AR 72616
870-545-3886
Fax: 870-545-3894
Email: info@idpa.com
Website: www.idpa.com

IDPA Rule Preview

Purpose:

Defensive Pistol shooting as a sport is quite simply the use of practical equipment including full charge service ammunition to solve simulated "real world" self-defense scenarios. Shooters competing in Defensive Pistol events are required to use practical handguns and holsters that are truly suitable for self-defense use. No "competition only" equipment is permitted in Defensive Pistol matches since the main goal is to test the skill and ability of the individual, not their equipment or gamesmanship.

For complete IDPA rules, refer to the Official Rulebook.

Commands:

Directly before and after a CoF:

- ▲ Load and make ready
- ▲ Shooter ready
- ▲ Standby
- Start signal
- ▲ Unload and show clear
- ▲ Slide down or cylinder closed
- ▲ Hammer down
- ▲ Holster
- ▲ Range is safe

During a CoF as needed:

- ▲ **Finger** – Indicates finger in the trigger guard
- ▲ **Muzzle** – Indicates the shooter is about to go beyond a muzzle safe point
- ▲ **Stop** – Indicates something grossly unsafe
- ▲ **Cover** – Indicates the shooter is not making adequate use of cover

Procedural Error:

(3 second penalty)

- ⊗ 1st "Finger in the trigger guard" violation
- ⊗ Not using cover properly
- ⊗ Not reloading as required
- ⊗ Not drawing from concealment as required
- ⊗ Not shooting while moving as required
- ⊗ Not following other CoF rules as required

Hits on Non-Threat Targets:

(5 second penalty)

- ⊗ Only one penalty even if non-threat is hit several times.
- ☐ If a round goes through a non-threat and hits a threat, count the hit on the threat.

Failure to Neutralize:

(5 second penalty)

- ⊗ Incurred when the target does not have at least one four zone (-1) or higher value hit.

Failure to do Right:

(20 second penalty)

- ⊗ Any attempt to circumvent or compromise the spirit of any stage by the use of inappropriate devices, equipment or technique.
- ⊗ Firing extra rounds so that you can reload at a better time.
- ⊗ Purposefully committing a procedural error to better your score.
- ⊗ Not reloading to fire one more round because your score will be better, even with a miss.

Disqualification:

(Must put weapon away)

- ⊗ Endangering any person
- ⊗ Violating Muzzle Safe Point Rule

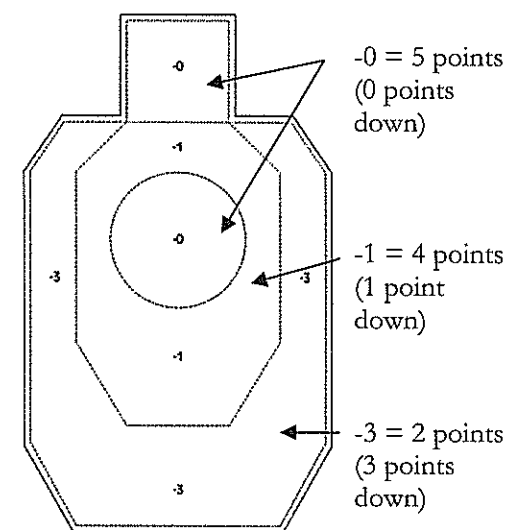
Disqualification (continued):

- ⊗ Handling a loaded weapon when not on firing line
- ⊗ Dropping a loaded weapon
- ⊗ Repeated **Finger** violations
- ⊗ Unsportsmanlike conduct
- ⊗ Premature unsafe shot

Mandatory Event Rules:

- * SAFETY
- * Have Fun

Target Scoring:



Muzzle Safe Point:

A position on a CoF, beyond which, it is not safe to aim the muzzle of a gun. This may exceed 180° depending on the range layout.