

IDPA Rule Summary – Basic Shooter Rules

Standard Range Commands

1. Range Is Hot – Eyes and Ears
2. Load and Make Ready
3. Are You Ready
4. If Finished Unload and Show Clear
5. If Clear, Slide Forward or Cylinder Closed
6. Pull the Trigger (Not required for revolvers)
7. Holster
8. Range is Clear

Course of Fire Range Commands

1. Finger – Shooter has finger in the trigger guard when it should not be as indicated below
2. Muzzle – Muzzle of the firearm is getting close to breaking a muzzle safe point/plane or pointing over a berm
3. Stop – Shooter must stop actions immediately and wait for next instruction from Safety Officer
4. **Cover – Note: This is no longer a range command**

Safe Area

1. Unloaded firearms may be handled at any time in this area
2. Used for bagging and un-bagging of firearms, holstering, drawing, dry-firing, or equipment adjustment
3. May also be used for inspections, stripping, cleaning, repairs and maintenance of firearms and parts
4. Handling of ammunition is not allowed in the safe area
5. Reload practice is not allowed in the safe area

Finger Violation

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

Assumed Rules if not designated otherwise in the course of fire:

1. Magazines loaded to division capacity
2. Concealment Garment Required
3. Start position is gun holstered, hands relaxed at side facing down range
4. If cover is available it must be used

Target Engagement (**Tactical Priority Only – No more Tactical Sequence**)

1. Tactical Priority – Engaging targets in threat priority
 - a. Near to far - Targets 2 yards or less from each other, relative to the shooter are deemed to be equal threats
 - b. As they become visible around the edge of cover (Slicing the Pie)
2. A target is considered “Engaged” when:
 - a. A cardboard target is deemed to have been engaged when the required number of shots for that target have been fired at the target.
 - b. 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.
 - c. A cardboard target with a steel activator behind it is considered engaged when the required number of shots are fired at the cardboard target

Cover – Cover refers to a barrier that exists between the shooter and the targets to be engaged. Typical examples are walls, barrels, barricades, etc.

1. If cover is available it must be used unless the shooter is “in the open” and engaging “in the open” targets
2. Shooter may not cross an opening if targets have not been engaged
3. **Cover is now denoted by a fault line at each position of cover. As long as you do not fault the line (touch the ground on the other side of the line) you are deemed to be in cover.**
4. Types of Cover
 - a. Vertical Cover – For vertical cover when shooting, reloading and clearing a malfunction, shooter must remain within the fault lines.
 - b. Low cover - Is the same as vertical cover and additionally requires at least one knee touch the ground.
 - c. Window or Port
 - i. Shooter may not stand in front of a window or port hole
 - ii. Shooter must engage targets from the edge of the opening

Reloads

1. Types of Reloads (3.4)
 - a. Emergency Reload - Defined as; no live ammunition in firearm regardless of whether or not the slide locks back
 - i. May drop empty magazine or empty rounds (revolver)
 - b. If shooter is reloading without an empty firearm then the shooter must retain unfired rounds and/or magazine even if magazine is empty
2. **Cover During Reloads (3.5.6)**
 - a. **When the shooter runs the firearm empty in the open, the shooter may reload in the open and continue engaging targets as needed or move to the next shooting position.**
 - b. **In stages with cover or concealment, shooters may reload standing still or on the move at any time, as long as they are not exposed to targets that are not fully engaged during the reload.**
 - c. ~~Shooters are not allowed to fire the firearm while holding/touching a magazine, speed loader/moon clip, or loose ammunition (3.7)~~

Unlimited vs Limited

1. Unlimited – The shooter may shoot at targets as many times as they deem necessary, as long as this does not violate other IDPA rules.
2. Limited – number of shots allowed is designated in the course of fire
 - a. If extra shots are fired for each extra shot one of the best hits is removed from the target the shots were fired at regardless of whether or not the target was actually hit.

IDPA Rule Summary – Disqualification, Procedurals, Scoring

Disqualification Criteria (Non inclusive list)

1. Dropping of a firearm within the stage boundaries regardless of whether the firearm is loaded or not (2.3)
2. Sweeping anyone including yourself with a loaded or unloaded firearm. Defined as pointing the muzzle of the firearm at any part yours or someone else's body
3. Pointing muzzle beyond designated "Muzzle Safe Points" when used or breaking the 180-degree Muzzle Safe Plane (2.9.1)
4. A discharge:
 - a. In the holster; Striking up range of the shooter; Into the ground downrange closer to the shooter than 2 yards; Over a berm; During load and make ready; Unload and show clear; While performing a reload; During a malfunction clearance; Before the start signal; While transferring from one hand to another;
5. Handling/pulling firearm out of holster except:
 - a. With verbal instruction from an SO
 - b. While engaging targets in a CoF under supervision of an SO
 - c. When in a designated "Safe Area"
6. Pointing the firearm over the berm during unload and show clear
7. Pulling a gun out of holster while facing up range
8. Engaging Steel targets within 10 yards
9. Getting a finger call twice during a match
10. Handling of ammunition in the "Safe Area"

Procedural Penalties – 3 second penalty

1. Not using Tactical Priority
 - a. Exception: If targets are of equal priority (2 yards or less; relative to the shooter) shooter may not be penalized for order of engagement
 - b. This includes shooting around cover but not shooting the first target as it becomes visible (Slicing the Pie).
2. Failure to engage a target
3. Firing extra shots on Limited stage
 - a. 1 procedural for each string that an extra shot(s) was fired
4. Not retaining live ammunition or magazine (even if empty) when firearm was not empty
 - a. Only applies if live ammunition/magazine is not retrieved prior to firing the last round
 - b. Exception for clearing a malfunction
5. Crossing an opening without engaging targets first
6. Touching the ground on the other side of the fault line at a position of cover or other shooting position
 - a. Maximum 1 procedural for each position of cover
7. Finger call – Incurs 1 procedural for the first offense and a DQ for the second offense

Flagrant Penalty – 10 second penalty.

1. A Flagrant Penalty (FP) adds ten (10) seconds and is assessed, instead of a PE Penalty, in cases where an infraction results in a competitive advantage, such as failure to follow the instructions in a CoF and gaining a competitive advantage that cannot be addressed by a PE (i.e. score works out in competitors favor with a PE added).
2. Flagrant Penalties are assessed when:
 - a. A shooter fails to follow the shooting procedures set forth in the written stage description and/or uses inappropriate equipment with the obvious intent of gaining a competitive scoring advantage.
 - b. A shooter breaks a rule of the game.
 - c. A conduct violation described in the Shooter's code of conduct as determined by the MD.
3. Examples of an FP (non-inclusive list):
 - a. SHO/WHO strings / stages shot Freestyle
 - b. Not going prone when required
 - c. Not fully engaging all targets as required
 - d. Not following stage requirement that takes longer than 3 seconds to perform
 - e. Shooting an entire array while faulting the line
 - f. Staging an ammunition feeding device incorrectly
 - g. Extra rounds in magazines
4. All FPs must be approved by the Match Director.

Failure to Do Right - Adds twenty (20) seconds to total score and is assessed for use of inappropriate devices and unfair actions.

1. 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 PE rather than an FTDR.
2. All FTDRs must be approved by the MD.

Scoring rules

1. Hit on a non-threat – 5 second penalty
 - a. For each shot that hits a non-threat even on a shoot through