

## IDPA NEW SHOOTER BRIEFING.

***When in doubt --- stop and ask your Safety Officer (SO) or Mentor!***

SOs oversee and command the shooter in the safe operation of their gun, focusing on the gun, finger discipline & muzzle discipline.

**IDPA** has 2 types of rules:

1. **Safety rules** - Violations can result in disqualification (DQ), or injury/death. Safety First. THEN Accuracy. THEN Speed.
2. **Game rules** – Accuracy scoring and Procedural items. Time is added to your score.

### **Safety:**

**NO GUN Handling AT ANY TIME unless at the direction of an SO, or at a Safe Table.** *Gun handling means a gun taken out of its holster, or bag.*  
**Handling your firearm ANYWHERE else is an immediate DQ.**

**Loading or unloading your firearm** (only done at the direction of SO):

- Keep your firearm at a low ready, 45 degrees downward, downrange
- Keep your finger along the frame or slide, high above the trigger.
- **Drawing:** always acquire a firm grip on the gun, with trigger finger high along the frame or slide above the trigger guard.
- **Movement and reloads:** Keep your finger CLEARLY placed high on the frame or slide, and the muzzle below the berm and aimed downrange.
- During a Course of Fire, **if you drop a loaded gun: DO NOT attempt to catch or pick up the gun.** The SO will take command of the gun.

- **Reholstering:** Is done reluctantly, gently and slowly.
  - Move any body parts out of muzzle path first. (Demo AIWB & Hip)
  - If able, look the gun into the holster. Holstering a loaded gun is one of the most dangerous things you can do.
- **“The 180°”** is an imaginary wall that your muzzle must not break.
  - Travels downrange with the shooter.
  - It is side to side up, and down.
  - May be superseded by muzzle safe points such as a cone or flag indicated by the SO.
- **NO handling ammunition at the safe tables** during the match.
- **Only load your gun by SO command.** You may fill magazines anytime.

#### **Actions that can cause a DQ:**

- Handling a gun, except at a safety table or at the direction of an SO.
- Pointing a gun at anyone, including yourself.
- Firing a shot that goes over the berm, or into the ground within 6 feet of the shooter, during the Load & Make Ready, or Unload & Show Clear.
- Pointing the muzzle of the gun past the 180° or muzzle safe points.
- Failure to follow SO commands, or repeated “finger” / “muzzle” warnings.
- Dropping a loaded weapon.
- Unsafe and/or irresponsible behavior.

**If DQ'ed:** you will **not be allowed to shoot the remainder** of the match.

**We encourage you to stay and assist** with remainder of the match, and invite you to return and participate in the future matches.

## IDPA Standard Commands:

- ***Range is Hot*** – Everyone in the bay must don eye and ear protection.
- ***Load and make ready*** –
  - Carefully draw your unloaded handgun, keeping muzzle downrange and finger high on frame or slide.
  - Insert a loaded magazine, and chamber a round.
  - If applicable, set the safety or decock
  - Holster, reluctantly, gently, slowly
  - If necessary, perform an administrative top-off to load the gun to division capacity: 1. Eject the magazine with gun still in holster. 2. Insert a topped-off magazine in the pistol and ensure it's seated.  
*Division capacity: Revolver/BUG: 6. CDP: 8+1. CCP/CO/ESP: 10 +1. SSP: 15+1. PCC 30+1.*
- ***Are you ready?*** Nod, answer “yes,” or stand still. Or answer “Not ready,” for an additional 15 seconds.
- ***Stand by:*** Start signal is imminent. Do not move after “Stand By” but before the start signal.
- ***BEEP*** - Safely draw and begin the Course of Fire (CoF).
- ***If finished, Unload and Show Clear:***
  - Eject and stow magazine,
  - Hold or lock open the action.
  - Both shooter and SO check for clear.
- ***If Clear, Slide forward (or close cylinder).*** Let the slide go forward.
- ***Pull the trigger (semi-autos only).*** Point the muzzle in a safe direction, pull the trigger to release the hammer or striker.
- ***Holster*** – Reluctantly, Slowly, Gently re-holster.

- If something feels off, stop, reverse, fix it.
- ***DO NOT DO ANYTHING ELSE UNTIL GUN IS HOLSTERED*** (i.e. pick up magazine or ejected round).
- ***Range is clear:***
  - Go forward to help score, reset props, and tape targets.
  - Do NOT touch targets before they are scored. This is against IDPA rules, and can lead to protests.

### **Safety Commands:**

- ***Finger*** - shooter's finger appears to be on the trigger when it should be indexed on the side of the frame.
- ***Muzzle*** - shooter's muzzle is pointed in or approaching an unsafe direction.
- ***STOP*** - an urgent command, which may be given by anyone -- the shooter should STOP AT ONCE, take his finger off the trigger, ensure muzzle is in a safe direction, and not move.

### **Shooter Responsibilities:**

1. Be ready to shoot when called to the line. Understand the course of fire, have appropriate ammo, concealment garment, etc.
2. Assist in taping targets and re-setting stages, except when on-deck (up after the current shooter), or just finished shooting.
3. Be courteous and respectful to the match officials and other shooters. In addition, have fun, socialize, learn and improve your gun handling and shooting skills.

## IDPA Scoring

IDPA rewards accuracy over time. Take care to place your shots properly.

Please learn to use the scoring tablets, so you can assist your squad.

**Unlimited CoF** = fire as many shots as desired, but only the best # of required hits will be scored.

**Limited CoF** = fire only the number of shots specified in the course description.

**Score = Time + Points Down + Penalties (in seconds)**

**Points Down:**

Scoring Zones:

1 or 3 seconds added for each hit in -1 or -3 zone.  
5 seconds added for each complete miss of target.

**Penalties** are for not following IDPA rules.

**Procedurals** are 3 seconds.

1. The second non-dangerous finger violation.
2. Firing with foot beyond a fault/cover line.
3. Shooting targets out of tactical priority. (Explain)
4. Not following other CoF rules as required.

**Non-Threat** = adds 5 seconds per hit.

