



## Fundamental Principles

- ☑ Promote safe and proficient use of firearms and equipment suitable for concealed carry self-defense.
- ☑ Offer a practical shooting sport encouraging competitors to develop skills and fellowship with like-minded shooters.
- ☑ Provide a level playing field for all competitors that solely tests the skill and ability of each individual, not their equipment.
- ☑ Provide separate divisions for equipment and classifications for shooters, such that firearms with similar characteristics are grouped together and people with similar skills compete against each other.
- ☑ Provide shooters with practical and realistic courses of fire, and test skills that could be required to survive life-threatening encounters.
- ☑ Strongly encourage all IDPA members to support our sponsors when making purchases of equipment and accessories. Industry sponsors have been instrumental in IDPA's success at all levels including Club, State, Regional, National, and International levels.
- ☑ Develop and maintain an infrastructure that will allow IDPA to be responsive to our shooters. While IDPA can never be all things to all people, respectful constructive suggestions from our members, which follow IDPA Fundamental Principles, will always be welcome.

## Division Summary

IDPA is divided into divisions that are entirely separate plus a specialty division. None of the following divisions compete against any other division:

- ☑ **SSP - Stock Service Pistol (15 rounds)**
- ☑ **ESP - Enhanced Service Pistol (10 rounds)**
- ☑ **CDP - Custom Defensive Pistol (8 rounds)**
- ☑ **CCP - Compact Carry Pistol (10 rounds)**
- ☑ **REV - Revolver (6 rounds)**
- ☑ **BUG - Back Up Gun (6 rounds)**
- ☑ **PCC - Pistol Caliber Carbine (30 rounds)**
- ☑ **CO - Carry Optics (10 rounds)**
- ☑ **SPD - Specialty Division**
  - Activated lasers
  - Calibers smaller than 9mm

## Classifications

Shooters compete in six (6) different classifications, allowing them to compete against those of similar skill levels.

- ☑ **Distinguished Master (DM)**
- ☑ **Master (MA)**
- ☑ **Expert (EX)**
- ☑ **Sharpshooter (SS)**
- ☑ **Marksman (MM)**
- ☑ **Novice (NV)**

**For complete division specifications, see the IDPA Rule Book.**

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## Rule Preview

### The Founding Concepts of IDPA

Founded in 1996 the International Defensive Pistol Association (IDPA) is the governing body for IDPA competition, a handgun-centric shooting sport based on simulated self-defense scenarios.

The IDPA competition format was designed to be enjoyable to all shooters of all skill levels, with a premium put on the social interaction and camaraderie of the members. Participation in IDPA matches requires the use of handguns, holsters and other equipment suitable for concealed carry self-defense. With that in mind, and keeping the shooters' best interests in mind, IDPA's founders established equipment requirements that remain based on commonly available firearms and gear, allowing individuals the opportunity to compete with minimal investment.

Today, thanks to the vision of its founders and a commitment to serving the organization's loyal membership, IDPA stands as the fastest growing shooting sport in the United States with over 20,000 members from all 50 states, and over 300 affiliated clubs hosting weekly and monthly competitions, and membership representing over 50 foreign nations.

Our main goal is to test the skill and ability of the individual. Equipment that is designed with no application for daily, concealed carry is not permitted in this sport.

**For complete IDPA rules, refer to the Official Rulebook.**

## Mandatory Event Rules:

- SAFETY
- Have Fun

## Range Commands:

These commands are given by the Safety Officer directly before and after a course of fire (CoF). This is to help the competitor safely begin and end the CoF:

- Range Is Hot
- Load and Make Ready
  - Are You Ready?
- Standby
- If finished, Unload and Show Clear
- If Clear, Slide Forward or Close Cylinder
- Pull the Trigger
- Holster
- Range is clear

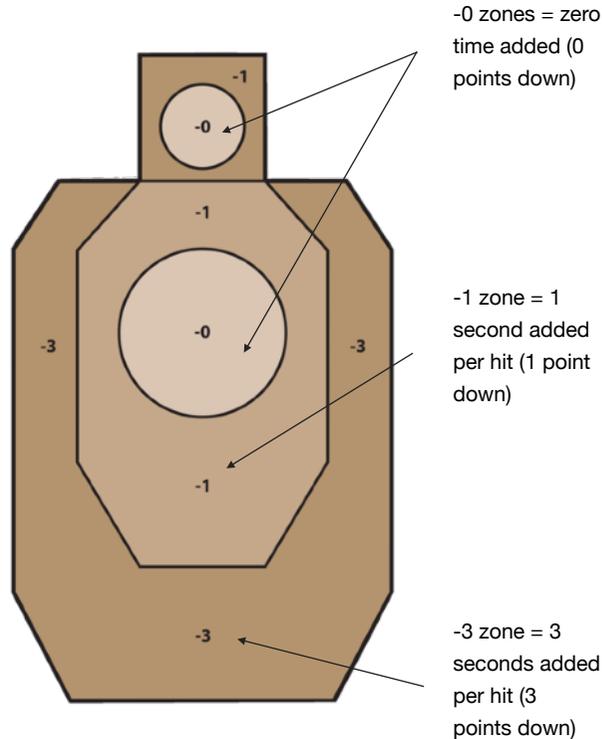
## During a CoF as needed:

These commands may be given to help correct competitors actions during a CoF:

- **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

## Scoring:

IDPA scoring is based on the time it takes a competitor to complete the CoF. Time is added for inaccurate hits on the target. Time may also be added for other penalties listed below. The times for each CoF are added together and determines place of finish in the match.



## Procedural Error:

### (3 second penalty)

- 1st "Finger" violation
- Not using cover properly
- Not reloading as required
- Not drawing from concealment as required
- Not following other CoF rules

## Hits on Non-Threat Targets:

### (5 second penalty)

- Each hit on a Non-Threat adds 5 seconds to the shooter's score.
- If a round goes through a non-threat and hits a threat, count the hit on the threat.

## Flagrant Penalty:

### (10 second penalty)

- 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.
- A shooter breaks a rule of the game.
- A conduct violation described in the Shooter's code of conduct as determined by the MD.

## 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.
- Purposefully committing a procedural error to better your score.

## Disqualification:

### (Must put weapon away)

- Endangering any person
- Violating Muzzle Safe Point Rule
- Handling a loaded weapon when not on firing line
- Dropping a firearm
- Violating Muzzle Safe Points
- Repeated Finger violations
- Unsportsmanlike conduct
- Premature unsafe shot. Unsafe firearm handling as defined in the Safety Rules Section.
- Receiving more than one FTDR during a single match.
- Violations of the Shooter's Code of Conduct