



Provisional Defensive Multi-Gun Rules

V2.4 03/20/08

Purpose

IDPA recognizes the use of long guns as well as handguns as defensive tools. IDPA Defensive Multi-Gun (DMG) is designed to give clubs and competitors the option of enjoying the use of these tools in a competitive environment. IDPA DMG should be thought of as an occasional accompaniment to regular IDPA matches and not a replacement of those matches.

IDPA DMG is a shooting sport that uses practical equipment to solve simulated “real world” self-defense scenarios. IDPA DMG shooting events require use of practical handguns, rifles, shotguns, ammunition carriers and holsters that are truly suitable for self-defense.

IDPA DMG Shooting events require the use of Rifles and Shotguns that are typical of what is used for home defense and vehicle carry.

No “competition only” equipment is permitted in IDPA 3 Gun matches since the main goal is to test the skill and ability of the individual, not equipment or gamesmanship.

Principles

- I. Promote safe and proficient use of guns and equipment suitable for self-defense.**
- II. Provide a level playing field for all competitors to test the skill and ability of each individual, not equipment or gamesmanship.**
- III. Provide separate divisions for equipment and classifications for shooters, such that guns with similar characteristics are grouped together and people with similar skills compete against each other.**
- IV. Provide shooters with practical and realistic courses of fire that simulate potentially life-threatening encounters, or that tests skills required to survive life-threatening encounters.**
- V. Offer a practical shooting sport responsive to the shooters and sponsors, with stability of equipment rules.**
- VI. Offer a practical shooting sport that allows competitors to concentrate on developing skills and fellowship with like-minded shooters.**

Rules

The Four Universal Laws of Gun Safety are:

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.

Safety Rules

DMG-S 1. Unsafe gun handling will result in immediate disqualification from the entire match.

Examples (but not limited to):

- A. Endangering any person, including yourself.
- B. Pointing muzzle beyond designated “Muzzle Safe Points”. *A 180° rule does NOT exist and will NOT be grounds for DQ.*
- C. Handling a loaded firearm except while on the firing line. Unloaded firearms may be handled only in designated “safe areas”.

Note: There are only three instances in which the gun may be removed from the holster or in the case of a long gun, be removed from a slung position. (Guns can be transitioned from a cart or rack to the slung position, or the reverse, without an SO present provided that muzzle discipline is observed)

- 1. While engaging targets in a CoF under the supervision of a safety officer.
 - 2. With verbal instruction from an SO.
 - 3. When in a designated “safe area”.
- D. Dropping a loaded firearm. If a contestant drops a loaded firearm during a stage or string of fire, the SO will immediately yell “STOP”. It will then be the task of the SO to pick up/recover the dropped firearm and render it safe and unloaded before returning it to the contestant. The contestant will be disqualified from the entire event as well as any side events occurring with the match.
 - E. Dangerous or repeated “finger in trigger guard” violations during loading, unloading, reloading, drawing, holstering, remedial action.
 - F. A premature shot: in the holster; striking behind (up range of) the firing line; into the ground downrange closer to the firing line than two yards; or over a berm.
 - G. Sweeping competitors or Safety Officers while uncasing a long gun on the firing line.
 - H. Handling ammunition in the safe area. This includes handling a shotgun at the safety area with ammunition left on a butt cuff or side saddle or a rifle with extra ammunition attached to it.
 - I. Carrying around a Rifle or Shotgun with the action closed. If the competitor’s firearm does not lock the action open on its own, it is the competitor’s responsibility to provide and use a chamber flag.
 - J. Sweeping a competitor or a Safety Officer with a slung or shouldered long arm.
 - K. Observing improper muzzle discipline of a slung or shouldered long arm
 - L. Sweeping anyone with a loaded firearm

DMG- S 2. Dropping an unloaded firearm may incur penalties at the discretion of the SO and/or MD.

DMG- S 3. Firearms will be loaded only when directed by a safety officer. (See note at end of Safety Rules regarding Hot and Cold ranges.)

DMG- S 4. Shock resistant eye protection and ear protection are required to be used by ANYONE at the range facility.

DMG- S 5. After completing any CoF, the shooter must unload, show clear, re-holster and safe his long guns before turning up-range or leaving the firing line. (See note at end of Safety Rules regarding Hot and Cold ranges.) If multiple firearms are used within a stage, the Safety Officer will begin by instructing the shooter to unload the last firearm used, and then the shooter will go back through the stage, unloading and clearing the guns that were set aside until they are all clear and safe.

DMG- S 6. Firearms used in competition will be serviceable and safe. The MD will require a competitor to withdraw any firearm observed to be unserviceable or unsafe. In the event that a firearm cannot be loaded or unloaded due to a broken or failed mechanism, the shooter must notify the SO, who will take such action he thinks safest. No full automatic fire is to be permitted in IDPA DMG.

DMG- S 7. Fingers must be outside the trigger guard during loading, unloading, drawing, re-holstering, transitioning, while moving (unless engaging targets) or during remedial action.

- A. Failure to comply will result in a three (3) second procedural error penalty.
- B. Multiple violations of this rule could result in additional penalties or disqualification from the entire match at the discretion of the MD.

DMG- S 8. The normal condition of pistols not actually engaged is holstered and unloaded, with hammer down and magazine removed

DMG- S 9. The normal condition of Rifles and Shotguns not actually engaged is unloaded with the chamber open. IDPA strongly recommends the use of chamber flags by all competitors. Rifles and Shotguns are to be carried and stored between stages in one of the following ways.

Slung with muzzle up or straight down, not on an angle

Carried shoulderered, with muzzle up or straight down, not on an angle

In a soft or hard case, with muzzle up. (Take care when removing gun)

In a rifle rack

In a shooting cart. (Note: shooting carts that store guns with the muzzle up must be parked so the muzzles will be directed away from competitors and onlookers)

DMG- S 10. All CoF will be started with the pistol holstered and safe, hands clear of equipment as directed by the SO unless other positions for the pistol are stipulated (table top, drawer, pack, purse, or in the firing hand).

DMG- S 11. All Long Gun CoF will be started with the Long Gun shouldered in the “Low Ready” position, in either Cruiser Ready or Patrol Ready, unless other positions for the Long Gun are stipulated (car trunk, rack, or on the ground)

DMG- S 12. Loaded firearms may only be handled in the safe area when supervised by the MD or a SO. Magazines and speedloaders may be reloaded while off the firing line, but the contestant’s firearm may be loaded or unloaded only under the direction of the SO. (See note at end of Safety Rules regarding Hot and Cold ranges.) Rifles and Shotguns handled in the Safe Area MUST have all spare ammunition removed. (This includes rifle magazine in stock pouches, shotgun shells in butt cuff or sidesaddle, etc)

DMG- S 13. Where the range has facilities to permit this, the “on deck” shooter can be taken to a staging area in order to load and make ready his firearms for stage. The shooter must be supervised by a Safety Officer at all times and the staging area must be safe and not endanger any shooters.

NOTE: *The question of Hot and Cold ranges at the local club level is subject to individual club policy. This issue is the sole responsibility of local clubs and is beyond IDPA control. Matches sanctioned by IDPA are required to have Cold ranges. A cold range is defined as a range where all shooters must be unloaded unless under the supervision of a SO. Unless your club has a policy of a HOT range, all firearms should be unloaded except when on the firing line. At no IDPA 3 Gun event is any Long Gun to be kept hot between stages.*

The added complexity of a Three Gun Event makes it vital that all competitors be active in keeping the range safe. Long Guns have the potential to make far more damage than hand guns can. Remember that while Handgun bullets make holes in things Shotguns remove large pieces and Rifles can make very large holes. Always be mindful of muzzle direction and safety.

Competition Rules

DMG- C 1. Competitors will not attempt to circumvent or compromise the spirit or rationale of any stage either by the use of inappropriate devices, equipment or techniques. This is the Failure To Do Right rule.

DMG- C 2. Competitors will refrain from unsportsmanlike conduct, unfair actions, or the use of illegal equipment, which, in the opinion of the match director, tends to make a travesty of IDPA. Repeated offenses reported to the AC or HQ can result in having membership revoked.

DMG- C 3. There are only three (3) IDPA approved reloads and they normally begin and end behind cover (reload specifications are found in Appendix TWO Approved IDPA Reloads):

- A. Tactical Reload.
- B. Reload with Retention.
- C. Slide Lock Reload (Emergency Reload).

All reloads begin with the shooter's first action to initiate the reload (ejection of the magazine, drawing a spare magazine, extracting a shot shell, etc.) and end when the weapon is fully charged and ready to fire (magazine fully locked into the weapon and the slide fully forward or cylinder closed). Reloads can only be initiated while behind cover.

DMG- C 4. Individual rehearsals of a CoF are not permitted.

DMG- C 5. Airgunning and/or sight pictures are not permitted. (See glossary for definitions.)

DMG- C 6. Competitors will use all available cover.

DMG- C 7. The competitor's physical position may not be changed before the firing signal once the shooter's ready position is assumed and the "Stand-By" command has been given, unless specified by the CoF.

DMG- C 8. There will be no shots fired before the firing signal.

DMG- C 9. Ties shall be broken in a manner decided upon by the match director conducting the contest; however, this shall always be done by shooting, not by chance.

DMG- C 10. It shall be the responsibility of each shooter to keep account of his score along with the scorekeeper. *IF there is an error in the scorekeeper's final tally, it shall be the responsibility of the shooter to protest the final results within one hour of the posting of the final scores.* Failure to file a protest with the MD prior to the above time nullifies any claims made thereafter. All scoring/officiating protests must be made to the MD. The decision of the MD will be final as long as his decision is in accordance with the rules as set forth in the most current issue of the official rulebook.

NOTE: The rulebook posted on the IDPA website (<http://www.idpa.com/>) will be the most current issue.

DMG- C 11. No shooter can re-shoot a stage or string for gun or "mental" malfunctions except when shooting the "Classifier" match for classification purposes. If the classifier is part of a scored match, no re-shots are permitted. Re-shoots are allowed for stage equipment malfunctions or SO interference with the shooter.

DMG- C 12. In any single contest, a shooter must use the same pistol, rifle, and shotgun in all stages of the contest. If the firearm he started with becomes unserviceable during the contest, he may use another firearm of the same type, action, and caliber. Such a shooter may resume the contest at the next scheduled "start signal", but previous stages may not be re-shot. For example if a shooter starts with a Glock 34 and the gun breaks, the shooter may finish with another Glock 34, a Glock 17, a Glock 19 or a Glock 26. (All of these are 9mm and of the same action and type.) Another example is if a shooter starts with a Remington 870

and the gun breaks the shooter may finish with a Mossberg 500 or Winchester 1200 in the same gauge.

DMG- C 13. No shooter shall wear or use two pistols unless dictated by the specific course of fire at hand.

DMG- C 14. Affiliated clubs must use official IDPA cardboard targets for all IDPA matches.

DMG- C 15. Pistols, Rifles, and Shotguns must start from the mechanical condition of readiness appropriate to their design and be loaded to division capacity (See Appendix One – Equipment, Firearms for division capacity explanation). High capacity magazines must be loaded to full division capacity of the division the contestant is shooting in.

DMG- C 16. On cardboard targets, if the outside diameter of the shot's grease ring touches any part of a scoring line perforation, it will count for the value of the highest scoring zone (radial tears around the bullet hole do not count for scoring purposes). Elongated bullet holes in the paper exceeding two bullet diameters will not count. This normally applies to moving targets fired upon at extreme angles. It can also apply to targets in which a metal target stand has been hit.

DMG- C 17. If a shooter fires more shots than is specified by the CoF in a given Limited Vickers count string, the maximum value for each excess shot shall be subtracted from his score, based on the maximum values of the shots on the target. He will also incur a single procedural penalty regardless of the number of extra shots fired in that string.

DMG- C 18. Competitors are to compete in IDPA DMG Gun using the second highest pistol (MA,EX,SS,MM,NV) classification they currently hold. There is no rifle or shotgun classifier.

DMG- C 19. Range Commands to be used in IDPA shall be: (See glossary for definitions.)

- A. Load and Make Ready.
- B. Shooter Ready.
- C. Standby.
- D. Finger.
- E. Muzzle.
- F. Stop.
- G. Cover.
- H. Unload and Show Clear.
- I. Slide Down or Cylinder Closed. (For Handgun) Bolt Open (For Long Gun)
- J. Hammer Down. (not applicable for Long Gun)
- K. Holster. (For Handgun) Sling (For Long Gun)
- L. Range Is Safe.

Equipment Rules

E1. The shooter's equipment must conform to the specifications set forth in Appendix ONE-Equipment.

E2. Allowed equipment will meet the following criteria:

- A. Practical for self-defense use.
- B. Concealable - All equipment will be so placed that, when wearing an open concealment garment with your arms extended to your sides and parallel to the ground, it can NOT be seen from the front, rear or sides. (printing will not be taken into consideration)
- C. Must be suitable for and worn in a manner that is appropriate for all day continuous wear.

Stability of Firearm Criteria Rule: The rule applies to firearms only; specifically any rule change that would disallow a firearm previously approved for IDPA DMG gun competition. Firearm criteria changes will only be reviewed every two (2) years. Any firearm criteria changes will go into effect twelve (12) months after approval. This rule will be only be effective after the "Provisional" rules have been formally adopted by IDPA.

General Course of Fire Rules

DMG- CoF 1. All CoF must either simulate a possible real life scenario or test skills that might reasonably be used in a real life self-defense confrontation. If you cannot honestly say "that could happen," it probably won't make a good IDPA DMG stage. We realize that not many self defense shootings will involve multiple long guns and handguns, but the shooting positions and challenges must be kept reasonable.

DMG- CoF 2. Seventy-five percent of all handgun shots required in a handgun stage (or portion of stage) must be fifteen (15) yards or less. Occasional targets out to thirty-five (35) yards are to be encouraged.

DMG- CoF 3. Shooter movement of more than ten (10) yards between firing points and fifteen (15) yards total movement in a string of fire is not permitted.

DMG- CoF 4. Only one (1) non-threat target may be used per every three (3) threat targets in any string of fire.

DMG- CoF 5. Avoid designing courses of fire that will substantially disadvantage senior and mobility-challenged shooters.

DMG- CoF 6. At least 5% of all shots required in a match are to be fired on the move. A combination of shooting on the move and the use of moving targets are even more realistic. Statistics show that most shootings involve movement on the part of both good and bad guys.

DMG- CoF 7. Any CoF that requires the shooter to re-engage a target in two (2) or more strings of fire MUST be scored Limited Vickers or scored and taped between strings. This includes targets shot with multiple firearms.

DMG- CoF 8. No threat target shall be located so that it can be hit by shooting through another threat target.

DMG- CoF 9. When cover is available, it MUST be used both when shooting and reloading.

DMG- CoF 10. Targets must be engaged in tactical priority unless tactical sequence is specified. Targets within two (2) yards of each other relative to the distance from the shooter are considered to be equal in threat.

DMG- CoF 11. On stages that have a minimum round count one (1) round higher than the capacity of a competitors firearm, emptying the firearm and failing to reload so as not to engage the last shot in order to gain a competitive advantage will result in an FTDR.

DMG- CoF 12. Determine and clearly mark muzzle safe points.

DMG- CoF 13. Use concealment for scenario stages when appropriate. Exception: Police or Military officers when using actual duty gear.

DMG- CoF 14. No “strong-hand only” handgun strings of fire may require the shooter to engage targets more than ten (10) yards distant.

DMG- CoF 15. No “weak-hand only” handgun strings of fire may require the shooter to engage targets more than seven (7) yards distant.

DMG- CoF 16. No “weak-hand only” reloading.

DMG- CoF 17. On handgun stages (or portion of a stage) no head-box shots are to be required more than ten (10) yards distant.

DMG- CoF 18. No more than 25% of the shots required on any Handgun String of fire may be on steel targets. (See note on steel usage at the end of this section.)

DMG- CoF 19. No handgun only string of fire may exceed a maximum requirement of eighteen (18) rounds. If a string of fire uses two firearms, the string of fire may not exceed a maximum requirement of twenty three (23) rounds. If a string of fire uses three firearms, the string of fire may not exceed a maximum requirement of twenty eight (28) rounds.

DMG- CoF 20. No foot-fault lines may be used on any scenario stage.

DMG- CoF 21. After the match has started, all course design changes are final. CoF cannot be changed unless all competitors that have previously completed the stage get to re-shoot it.

DMG- CoF 22. If the CoF requires a firearm to be staged at a location, the CoF description must stipulate exactly where the firearm is to be staged.

DMG- CoF 23. In stages requiring a firearm to be set aside in a box, mat, or other device, the muzzle of the firearm must point in a safe direction and the stage must be constructed so the competitor does not have to go in front of the muzzle of any set aside gun.

DMG- CoF 24. If a shotgun or rifle becomes inoperable due to an un-clearable malfunction, breakage, or running out of ammunition, the handgun MAY be used to complete the stage. Some stage designs, range layouts or range rules may not make this possible. The course description, MD or SO should notify the competitors if this is not possible.

Course of Fire Rules for Rifles

DMG- CoFR 1. Stages will also adhere to the rules detailed in the General Course of Fire rules section unless otherwise noted.

DMG- CoFR 2. Seventy-five percent of all rifle shots required in a rifle stage (or portion of stage) must be fifty (50) yards or less. Occasional targets out to two hundred (200) yards are to be encouraged.

DMG- CoFR 3 No “weak shoulder” long gun strings of fire may require the shooter to engage targets more than 20 yards distant.

DMG- CoFR 4. On Rifle Stages (or portion of a stage) No head-box shots are to be required more than thirty (30) yards distant.

DMG- CoFR 5. No rifle only string of fire may exceed a maximum requirement of eighteen (18) rounds.

DMG- CoFR 6. Rifle Stages or Strings may be all paper, all steel, or paper & steel.

DMG- CoFR 7. No rifle stage (or portion of a stage) will have steel targets closer than 50 yards. (See note on steel usage at the end of this section.)

DMG- CoFR 8. The configuration of the rifle will not be altered during a match. No parts or accessories will be swapped, added or removed during a match.

DMG- CoFR 9. Only two spare magazines may be used (carried on or off the gun) per string of fire.

DMG- CoFR 10. Variable power optics will start on the lowest setting on all stages but may be adjusted after the start signal.

DMG- CoFR 11. Electrically powered optics may start in the on position. It is the competitor's responsibility to make sure the optic is on prior to the start. There will be no reshoots given if the competitor forgets to turn on the optic.

DMG- CoFR 12. Any string of fire requiring more than 15 rounds must include a mandatory magazine change before the last shot is fired.

Course of Fire Rules for Shotguns

DMG- CoFS 1. Stages will also adhere to the rules detailed in the General Course of Fire rules section unless otherwise noted.

DMG- CoFS 2. Seventy-five percent of all shotgun shots required in a shotgun stage (or portion of stage) must be thirty five (35) yards or less. Occasional targets out to seventy five - (75) yards are to be encouraged.

DMG- CoFS 3. No “weak shoulder” long gun strings of fire may require the shooter to engage targets more than 20 yards distant.

DMG- CoFS 4. On Shotgun stages (or portion of a stage) no head-box shots are to be required more than fifteen (15) yards distant. (Due to the damage to targets, head shots with shotguns are not to be encouraged)

DMG- CoFS 5. No shotgun only string of fire may exceed a maximum requirement of ten (10) rounds.

DMG- CoFS 6. Shotgun Stages or Strings may be all paper, all steel, or paper & steel. No shot shells of BB or larger may be used on steel targets.

DMG- CoFS 7. No shotgun stage (or portion of a stage) will have steel targets closer than 10 yards when using shot shells. No shotgun stage (or portion of a stage) will use slug shells on steel targets. .(See note on steel usage at the end of this section.)

DMG- CoFS 8. The configuration of the shotgun will not be altered during a match. No parts or accessories will be swapped, added or removed during a match. Adjustable or removable chokes WILL NOT be adjusted or changed after the start of the match.

DMG- CoFR 9. Only six (6) spare rounds may be used (carried on or off the gun) per string of fire.

DMG- CoFS 10. Only lead shot shells are allowed.

DMG- CoFS 11. Only one type of ammunition may be loaded before the start of a stage. Pre-staging of buck and slug needed in a stage is not allowed.

Notice on using steel in an IDPA match

The use of steel targets is a fun and challenging addition to an IDPA match but special care should be observed to ensure staff and competitor safety.

1. Ensure and only use steel that is undamaged by holes, pitting, cracking, cupping, excessive wear, etc. Steel targets showing these traits should **not** be used.
2. Use quality steel rated for the firearms that will be engaging it. Not all steel is equal. Some steels will not stand up to pistol fire much less the stress caused by rifle fire.
3. Always be aware of your steel target placement. Proper placement of steel targets is a big part of match safety. Steel targets that direct the splatter downward into soft earth or absorbent material should be used.

Award and Prize Rules

Award Rules apply to Sanctioned Matches and are only suggestions for club matches.

Awards

Trophies will be awarded based on number of contestants per class and division and go to the top third of those competitors. One (1) trophy should be awarded for every three (3) shooters entered in a particular division and class.

Each division shall stand alone and there will be no ‘high overall’ trophy awarded. Awards are to be presented in the following manner: Division Champion (overall highest score in division regardless of classification), 1st place, 2nd place, etc, in each classification and division.

Example: 1-3 shooters in SDS-M/MM = 1 trophy.

4-6 shooters in SDS-M/MM = 2 trophies.

7-9 shooters in SDS-M/MM = 3 trophies.

Prizes

Any merchandise donated for use as prizes will be distributed randomly. IDPA does *NOT ENDORSE NOR APPROVE* any type of incentive program based on shooter performance.

Penalties

Conduct

PC 1. Failure To Do Right (FTDR):

- A. Adds twenty (20) seconds to total score.**
- B. Is assessed for any attempt to circumvent or compromise the spirit or rationale of any stage by the use of inappropriate devices, equipment or techniques.**
- C. Is assessed for unsportsmanlike conduct, unfair actions, or the use of illegal equipment, which, in the opinion of the MD, tends to make a travesty of the defensive shooting sport. This will result in an FTDR or DQ from the entire match at the discretion of the MD. Repeated offenses reported to the AC or HQ can result in having membership revoked.**
- D. Examples: (Non-inclusive list)**

- 1. Firing extra rounds so that you may reload at a more convenient time.**
- 2. Purposely committing a procedural error because your score will be better even with the penalty**
- 3. Not reloading to fire one more round because your score will be better even with the miss.**
- 4. Loading a firearm beyond division capacity.**

PC 2. Disqualification (DQ):

A. Results from unsportsmanlike conduct, unfair actions, or the use of illegal equipment, which, in the opinion of the MD, tends to make a travesty of the defensive shooting sport will result in an FTDR or DQ from the entire match at the discretion of the match director. The shooter may not continue in any part of that day(s) match, may not re-enter in another division, and may not shoot any side matches. Repeated offenses reported to the AC or HQ can result in having membership revoked.

Performance

PP 1. Procedural Error (PE):

A. Adds three (3) seconds per infraction.

B. Is assessed when the competitor does not follow the procedures set forth in the CoF description or when a competitor breaks a competition rule. Only one (1) PE is assessed for each type of infraction in a string of fire. If the shooter does more than one type of infraction, such as using the wrong specified hand AND fire an incorrect number of shots, a separate PE is assessed for each type of infraction.

Examples:

- a. The competitor's foot touches the ground beyond the side of the barricade on Stage 3 of the Classifier. One (1) PE is assessed regardless of the number of shots fired.
- b. The competitor fails to retain ammo when a tac-load/RWR is specified. (See Appendix TWO-Approved IDPA Reloads-Malfunction Clearing Exception.)
- c. The competitor fails to perform a reload when specified in a CoF.
- d. The competitor shoots from a stationary position when the CoF specifies shots are to be fired while moving. One PE is assessed regardless of the number of shots fired.
- e. The competitor fires a "double tap" which is two (2) rapid consecutive shots on the same target when the CoF specifies that targets are to be engaged with one shot each, and then re-engaged for a total of two (2) hits per target.
- f. The competitor uses both hands when the CoF specifies that the shots are to be fired strong-hand only or weak-hand only.
- g. The competitor shoots targets out of tactical sequence.
- h. The competitor prematurely starts. An example of this would be moving the shooting hand toward the gun between the standby command and the start signal.
- i. The competitor fires extra shots on Limited Vickers scored stages. Tape over one (1) of the highest scoring hits for each extra shot fired and assess one (1) procedural penalty per string of fire regardless of the number of extra shots fired.
- j. The competitor airguns and/or takes a sight picture.
- k. The competitor makes improper use of cover. (See glossary for definition of "cover".)
- l. The competitor does not respond to "muzzle" or "finger" commands.
- m. The competitor does not follow CoF rules as required.
- n. Any time a loaded ammunition feeding device (magazine, speedloader or full moon clip) is dropped from the carrier during a course of fire.
- o. Engaging a target with the wrong firearm (example, shooting a target with a handgun that required a rifle shot)

PP 2. Hits on a Non-Threat Target (HNT):

A. Will result in a single five (5) second penalty assessed per non-threat target hit. If the competitor has more than one hit on a particular non-threat target, ONLY a single five (5) second penalty will be assessed for that target. However, multiple non-threat targets hit will incur one (1) penalty for each target. Note: In the case of shotgun hits on a non threat, the target must be hit by a pellet or slug. Wad hits will not count as a hit on a Non Threat Target.

PP 3. Failure-to-Neutralize (FTN):

A. Will add five (5) seconds per infraction. This penalty applies to any target that does not have at least one (1) four zone (minus 1) or higher value hit. See Appendix Nine, Target-Scoring Zones for further clarification. Failure to neutralize penalties ONLY applies when standard Vickers Count scoring is used and the target(s) do not completely disappear.

B. Does NOT apply to Limited Vickers scoring or to permanently disappearing targets.

PP 4. Disqualification (DQ):

A. Results from unsafe gun handling. Put away the gun. (See Rules- Safety Rules-S 1.) Repeated offenses reported to the AC or HQ can result in having membership revoked.

Appendices

Appendix One: Equipment

A. Firearms

Most IDPA DMG events will likely be handled as side matches. In this case, the pistol match will be held as a regular IDPA match, with handgun divisions used per the current rule book. The IDPA DMG portion will use the combined categories listed below.

1. Non-IDPA-Legal Modifications for Rifles

The following modifications are NOT ALLOWED on any rifle.

A. No Bi-pods

- B. No Laser aiming devices.
- C. Compensators of more than one (1) inch in diameter.
- D. Extended or Oversize Magazine Wells

2. Non-IDPA-Legal Modifications for Shotguns

The following modifications are NOT ALLOWED on any shotgun.

- A. No Bi-pods
- B. No Laser aiming devices.
- C. No compensators.
- D. No speedloaders or detachable box magazines.

3. Stock Service Gun (SSG)

Firearms permitted for this division must be:

- A. Rifle: 5.56 x 45 mm (.223) or larger caliber, with iron sights only.**
- B. Shotgun: Pump only in 12 or 20 gauge, with iron sights only. No more than five (5) rounds may be loaded in the magazine at any time , Six (6) rounds max in gun.**
- C. Pistol: Any IDPA SSP legal pistol or revolver using IDPA legal capacity**

PERMITTED Modifications (Inclusive list)

- 1. Side saddle, fore end carrier and/or butt cuffs, Redi-Mags, mag cinches to hold spare ammunition
- 2. Addition of tritium, fiber optic, express or ghost ring sights.
- 3. Aftermarket stocks that add a pistol grip and/or loading device
- 4. Internal reliability work.
- 5. Custom finishes may be applied
- 6. Internal action work may be used to enhance trigger pull as long as safety is Maintained (no visible external modifications allowed)
- 7. Reliability work may be done to enhance feeding and ejection.
- 8. Magazine extension tubes that do not extend past the muzzle.
- 9. Rifles and shotguns may have lights attached but may only be turned on after the start signal.

Excluded Modifications (NON-Inclusive list)

- 1. Optic Sights
- 2. Folded stock (stock must be extended and fired from the shoulder for IDPA DMG)
- 3. Extended magazine tubes that extend beyond muzzle
- 4. Recoil Reducing Devices
- 5. Add on weights in stock or magazine.
- 6. Stocks with internal recoil absorption mechanisms.

7. Extended safety button.
8. Pistol Grip only stock (no attached buttstock)

4. Enhanced Service Gun (ESG)

Firearms permitted for this division must be:

- A. **Rifle: 5.56 x 45 mm (.223) or larger caliber, with iron or single optic sights only. The use of an inline optical magnifier is legal.**
- B. **Shotgun: Pump or semi-auto only in 12 or 20 gauge, with iron sights only. Five (5) round magazine limit, Six (6) rounds max in gun.**
- C. **Pistol: Any IDPA legal pistol or revolver using IDPA legal capacity**

PERMITTED Modifications (Inclusive list)

1. Side saddle, fore end carrier and/or butt cuffs, Redi-Mags, mag cinches to hold spare ammunition
2. Addition of tritium, fiber optic, express or ghost ring sights.
3. Aftermarket stocks that add a pistol grip and/or loading device
4. Internal reliability work.
5. Custom finishes may be applied
6. Internal action work may be used to enhance trigger pull as long as safety is Maintained (no visible external modifications allowed)
7. Reliability work may be done to enhance feeding and ejection.
8. Magazine extension tubes that do not extend past the muzzle.
9. Rifles and shotguns may have lights attached but may only be turned on after the start signal.
10. Extended safety button.
11. Extended bolt handle

Excluded Modifications (NON-Inclusive list)

1. Optic Sights for shotguns
2. Folded stock (stock must be extended and fired from the shoulder for IDPA DMG)
3. Extended magazine tubes that extend beyond muzzle
4. Recoil Reducing Devices
5. Add on weights in stock or magazine.
6. Stocks with internal recoil absorption mechanisms.
7. Extended safety button.
8. Pistol Grip only stock (no attached buttstock)

6. Stock Pistol Caliber Carbine (SPCC)

Firearms permitted for this division must be:

- D. Rifle: 9 x 19 mm or larger pistol caliber (including .30 carbine) with iron sights only.**
- E. Shotgun: Pump only in 12 or 20 gauge, with iron sights only. Five (5) round magazine limit, Six (6) rounds max in gun.**
- F. Pistol: Any IDPA SSP legal pistol or revolver using IDPA legal capacity**

PERMITTED Modifications (Inclusive list)

1. Side saddle, fore end carrier and/or butt cuffs, Redi-Mags, mag cinches to hold spare ammunition
2. Addition of tritium, fiber optic, express or ghost ring sights.
3. Aftermarket stocks that add a pistol grip and/or loading device
4. Internal reliability work.
5. Custom finishes may be applied
6. Internal action work may be used to enhance trigger pull as long as safety is Maintained (no visible external modifications allowed)
7. Reliability work may be done to enhance feeding and ejection.
8. Magazine extension tubes that do not extend past the muzzle.
9. Rifles and shotguns may have lights attached but may only be turned on after the start signal.

Excluded Modifications (NON-Inclusive list)

1. Optic Sights
2. Folded stock (stock must be extended and fired from the shoulder for IDPA DMG)
3. Extended magazine tubes that extend beyond muzzle
4. Recoil Reducing Devices
5. Add on weights in stock or magazine.
6. Stocks with internal recoil absorption mechanisms.
7. Extended safety button.
8. Pistol Grip only stock (no attached buttstock)

6. Enhanced Pistol Caliber Carbine (EPCC)

Firearms permitted for this division must be:

- G. **Rifle: 9 x 19 mm or larger pistol caliber (including .30 carbine) with iron or single optic sights. The use of an inline optical magnifier is legal.**
- H. **Shotgun: Pump or semi-auto only in 12 or 20 gauge, with iron sights only.
Five (5) round magazine limit, Six (6) rounds max in gun.**
- I. **Pistol: Any IDPA legal pistol or revolver using IDPA legal capacity**

PERMITTED Modifications (Inclusive list)

1. Side saddle, fore end carrier and/or butt cuffs, Redi-Mags, mag cinches to hold spare ammunition
2. Addition of tritium, fiber optic, express or ghost ring sights.
3. Aftermarket stocks that add a pistol grip and/or loading device
4. Internal reliability work.
5. Custom finishes may be applied
6. Internal action work may be used to enhance trigger pull as long as safety is Maintained (no visible external modifications allowed)
7. Reliability work may be done to enhance feeding and ejection.
8. Magazine extension tubes that do not extend past the muzzle.
9. Rifles and shotguns may have lights attached but may only be turned on after the start signal.

Excluded Modifications (NON-Inclusive list)

1. Optic Sights on shotgun
2. Folded stock (stock must be extended and fired from the shoulder for IDPA DMG)
3. Extended magazine tubes that extend beyond muzzle
4. Recoil Reducing Devices
5. Add on weights in stock or magazine.
6. Stocks with internal recoil absorption mechanisms.
7. Extended safety button.
8. Pistol Grip only stock (no attached buttstock)

C. Holsters

1. **Pistol Holsters and Ammunition Carriers:** All Handgun and pistol ammunition carrier holders must be legal under the current IDPA rulebook.
2. **Rifle Ammunition Carriers Must:**
 - A. Be worn on a standard belt of no more than 1 ¾" width that must pass through the belt loops on the shooter's pants.
 - B. Hold the magazine with enough tension to allow it to be turned upside down and retain a fully loaded magazine
 - C. Cover 2" of the magazine as measured from the top of the cartridge rim down to the back flat of the magazine tube.
3. **Shotgun Ammunition Carriers Must**
 - A. Be worn on a standard belt of no more than 1 ¾" width that must pass through the belt loops on the shooter's pants
 - B. Hold the shells with enough tension to allow it to be turned upside down and retain all the shells or have a snap cover to retain ammunition.
4. **Ammunition Carrier Notes:**
 - A. A three (3) second procedural penalty will be assessed any time a loaded ammunition feeding device (magazine, revolver speedloader, or moon clip) or shotgun shell is dislodged and falls out of the carrier during a course of fire. Dropping a loaded ammunition feeding device or shotgun shell during a reload is not a procedural as long as the competitor does not leave ammunition behind.
 - B. In lieu of the use of ammunition carriers, spare magazines or shotgun shells used in a CoF may be carried in the contestant's pockets and used for any IDPA Legal Reload. You may not change carry methods during a match.
 - C. The shooter may carry no more than two spare pistol magazines and/or two spare rifle magazines on his belt. Shotgun shells on the shooter's person (belt, pockets, and butt cuff/sidesaddle) are to be limited to 6 shells plus the 6 shells in the gun.
 - D. No ammunition carrier is to be attached to the shooter's arms or upper body.
 - E. No thigh mounted ammunition carriers are to be used.
 - F. A spare shotgun carrier no wider than 3-1/4" can be placed on the strong side forward of the holster

- G. Due to the fact many competitors will need space for rifle magazine pouches, shooters may move their handgun magazine pouches 2" forward of the centerline on their weak side. (IDPA Multi Gun events ONLY)

D. Ammunition

Metal piercing, incendiary and tracer ammunition are prohibited. In cases where metal targets are used which may be damaged by excessive penetration, the club conducting the contest may prohibit cartridges that may damage the equipment.

1. Power Floor.

The goal is to compete with "service type" ammunition, not light target ammunition. Therefore, the following minimum power floors will be in effect:

Handgun – Per IDPA division

Calculate power floor by multiplying the bullet weight by the muzzle velocity. You will need a chronograph to verify muzzle velocity.

2. Official Chronograph Procedure

Chronograph three (3) rounds at a distance of ten (10) feet using a handgun gun of MAXIMUM barrel length for the DIVISION of the same gun type or the competitor's long gun. If two (2) of the three (3) rounds exceed the power floor, the competitor is in compliance. Prior to each shot, the muzzle of the gun should be elevated to move the powder charge to the rear of the case, thus giving the competitor every chance to achieve maximum velocity.

Should the competitor's ammunition fail to meet the power floor, the competitor will have the option to chronograph three (3) additional rounds through his gun.

If there is any question as to the bullet weight, a bullet should be pulled and weighed using a powder scale. Any competitor whose ammunition fails to meet the minimum power floor will be disqualified from the entire match and receive a DNF score.

E. Concealment and IDPA DMG

Shooting from concealment is a large part of what IDPA is about. Most IDPA vests however, will not hide a rifle or shotgun very well. Match Directors and Stage Designers should keep this in mind. Stages that require to be started from concealment should have scenarios that make the situation plausible. Situations like a shooter starting with a handgun holstered and concealed, who has to "fight his way" to a long gun will make sense. Situations that require the shooter to start with a shouldered long gun while wearing a concealment garment may not make sense. Good stage design will help here.

Appendix Two: Approved IDPA DMG Reloads

Failure to do an IDPA approved reload will result in a three (3) second procedural penalty per infraction. Failure to do the reload specified by the CoF will result in a (3) second procedural penalty or an FTDR. Failure to properly stow a partial magazine or live ammunition after a Tactical Reload or Reload with Retention prior to firing the first shot after the reload, will incur a procedural penalty. Tactical Reloads and Reloads with Retention are interchangeable. See glossary for further details. When no specific type of reload is specified, any approved reload may be done at the shooter's discretion.

Malfunction Clearing Exception: When clearing a malfunction, the magazine that may have caused the malfunction does not need to be retained by the shooter and will incur no penalty.

Approved IDPA reloads:

Tactical Reload

Tactical Reload (Tac-Load) is recharging the gun during a lull in the action by:

- A. Drawing a spare magazine prior to the ejection of the partial magazine from the gun.
- B. Dropping the partial magazine from the gun.
- C. Inserting the spare magazine into the gun.
- D. Stowing the partial magazine properly (See "proper magazine retention" in the glossary).
- E. A Tac-Load in a firearm with a tubular magazine (shotgun, lever action rifle) is accomplished by topping off the firearm when not shooting. This is to be done while behind cover.
- F. A Tac-Load in a firearm that is clip fed with an internal box magazine is accomplished by topping off the internal magazine with loose cartridges. In the case of a rifle that does not permit topping off in this manner, the Tactical Reload is done by:
 1. Ejecting the partial clip from the gun
 2. Inserting the spare clip into the gun
 3. Stowing the partial clip properly (See "proper magazine retention" in the glossary)

NOTE: Should the CoF call for a Tac-Load and the magazine is empty while a round remains in the chamber, the empty magazine must be retained.

NOTE: Magazine coupling devices like the Magcinch, Mag Grip, or Ranger Bands are legal in both rifle divisions.

NOTE: HQ urges course designers to draft scenario courses that do not require Tac-loads or reloads with retention to be performed “on the clock”.

Reload with Retention (RWR)

Reload with Retention (RWR) is recharging the gun during a lull in the action by:

- A. Dropping the partial magazine from the gun.
 - B. Stowing the partial magazine properly (See “proper magazine retention” in the glossary).
 - C. Drawing a spare magazine.
 - D. Inserting the spare magazine into the gun.
- E. In the case of a rifle that is clip fed with an internal box magazine, a Reload With Retention is done by:
1. Removing the partial clip from the gun
 2. Stowing the partial clip properly (See “proper magazine retention” in the glossary)
 3. Inserting the spare clip into the gun.

NOTE: Should the CoF call for a Reload with Retention and the magazine is empty while a round remains in the chamber, the empty magazine must be retained.

NOTE: HQ urges course designers to draft scenario courses that do not require tac-loads or reloads with retention to be performed “on the clock”.

Slide-Lock (Emergency) Reload

Slide-Lock (Emergency) Reload is recharging the gun when it is completely empty by:

- A. Dropping the empty magazine.
 - B. Drawing a spare magazine.
 - C. Inserting the spare magazine into the gun.
 - D. Racking the slide or hitting the slide release button.
- E. In the case of a tubular or internal box magazine gun, an Emergency reload is done by refilling the magazine.

NOTE: The slide and/or bolt do not lock back on some guns. In that case, the shooter will have to rack the slide. This is not grounds for a procedural penalty.

NOTE: Reloads may only begin when the shooter is fully behind cover and will be deemed complete when the fresh magazine is seated and the slide/bolt is fully forward or the cylinder is closed. (See Appendix THREE – Cover)

Intentional “round dumping” to gain a competitive advantage will result in a twenty (20) second FTDR penalty. Courses should be designed with specific reload points behind

cover in mind. Once behind cover, a competitor may move behind cover while reloading. If a competitor shoots to slide lock with targets still remaining to be engaged from a specific firing point, the competitor does NOT have to duck behind completely cover while reloading, if you are using cover adequately while firing it will also be adequate cover while reloading. Keeping an eye on your threat zone while reloading is a sound tactic in the real world.

For IDPA purposes, contestants may replace the magazine in their pistol with a fully loaded one while the pistol remains in the holster as long as they are facing down range and the range is clear. It is highly recommended that contestants become comfortable with performing either a Tactical Reload or a Reload with Retention between strings of fire as they re-charge their pistols.

Appendix Three: Cover

More than 50% of the shooter's upper torso must be behind cover while engaging threat targets and/or reloading. For low cover, one knee must be on the ground and for vertical cover such as a wall/barricade, 100% of the shooter's legs and feet must be behind cover. When shooting from ports or "windows", the competitor must use the sides of the port/window as cover and cannot stand centered in the port/window.

A general rule of thumb is that the shooter will have to lean out of cover more for each target he engages (slicing the pie). The distance between the threat targets will determine how much more the shooter must poke out in order to engage the targets. A shooter who engages more than one target from the same position has not been using cover properly.

When possible, having the scorekeeper stand directly behind the competitor (after the gun is drawn) will assist the SO in determining if 50% exposure was maintained. However, in most instances, the safety officer can position himself so both the shooter's gun and relationship to the targets can both be observed.

Safety Officers who observe a shooter not using cover properly should shout the command "COVER". The shooter should immediately correct his use of cover. IDPA understands many shooters are often too fast in engaging targets for the SO to be able to warn the shooter in time. Therefore, if the Safety Officer did not have the time or opportunity to yell "COVER" before the shooter engaged targets without using cover properly, the shooter still earns a procedural error.

All reloads must be executed from cover (if cover is available) and must be completed before leaving cover. A shooter is deemed loaded and may move from a position of cover ONLY when the fresh magazine or round is FULLY SEATED and the slide/bolt is fully forward or revolver cylinder is closed. Shooters may not move from one position of cover to another with an empty gun. Reloads must be completed from cover; however this does not mean that a shooter must duck back completely behind cover to reload before reengaging targets from a stationary firing point. The contestant may keep his eyes on his next "opponent" as long as he follows the definition of cover and does not expose too much of his body to the next threat target.

Appendix Four: Scoring

The scoring system in IDPA is designed to reward accuracy over pure speed. Vickers Count converts everything to a time score and the fastest time wins. The main things to remember when scoring Vickers Count are that everything is based on time and that you are working with the POINTS DOWN (PD) from the possible, NOT the points scored on the target. Always award any question on scoring to the contestant. If you have to look at the target very closely to determine if a shot has broken a higher scoring line, you will automatically award the higher value to the contestant. *At NO time will IDPA SOs use scoring plugs or overlays.* When in doubt of a scoring call, always award the higher value to the shooter. This also applies to doubles. This does not automatically mean that every miss is a double. Additionally, a tear is not used to give a shooter a better score. If you can tell the actual area of the bullet hole and it does not reach the next highest scoring ring, the shooter gets the lower score even if the tear reaches the next highest scoring ring.

A. Vickers Count.

(For use when shooting speed shoots & scenarios)

Vickers Count scoring is based on assessing the shooter a “Time” penalty for every point the shooter drops from the total “Possible” point score (points down). To score Vickers Count, simply take the time it took to complete the string of fire (raw time) and ADD one-half (.50) of a second for each point down. Add any applicable penalties and total to get the Final Score. In Vickers Count scoring, as many shots as desired may be fired, but only the best hits as specified by the course description will be scored.

For Example: If two (2) hits per target are specified in the course description and three (3) shots are fired, ONLY the two (2) highest scoring hits will count for score.

In certain course designs, the course description may specify that a certain number of shots may be required on specific areas of the target, i.e. two (2) shots to the body and one (1) shot to the head. Shots that are specified for the body, but where the shooter actually shoots the head are to be counted as -0. However, shots that are specified for the head that are shot below the neck line are to be counted as misses (-5 for each miss). The rationale is that the head box is a smaller target than the body and therefore is a more difficult target. Shooting all shots to the head to circumvent sight alignment transition may be considered a procedural and incur the penalty. CoF designers and MDs should be aware of this possibility and decide beforehand how to handle it. Some course designers will specify head shots in order to simulate the threat target as wearing body armor.

Easy way to score Vickers Count:

1. Write down the raw time from the timer.
2. Count the total number of misses.

3. Multiply the number of misses by five (5) points down.
4. Add the number of points down for the remaining shots to the number of misses.
5. Write down the total points down and multiply by half (.5) second.
6. Write down applicable penalties, for instance; add three (3) seconds for any procedural penalty.
7. Add the raw time to the converted points down and applicable penalties for a final score.
8. In this way, everything has been converted to time so that the lowest (fastest) time wins.

B. Limited Vickers Count.

(For use when shooting standard exercises or when targets will be engaged multiple times before scoring)

Same as Vickers Count described above EXCEPT the number of shots you can fire on any string is limited to the number specified in the course description. Any extra shots will incur a procedural penalty of three (3) seconds per string and one of your highest scoring hits will be deducted from your point score for each extra shot fired. Limited Vickers scoring is used to allow multiple strings to be fired without having to score the targets after each string of fire, thus making the stage run quicker. Limited Vickers should ONLY be used to score Standard Exercises courses and is not suitable for Scenario stages.

C. Did Not Finish (DNF).

If a contestant cannot finish a stage due to a broken firearm, his score will be determined by whichever of the following methods will result in the best score:

1. All required shots that were not fired will be scored for points down and failure to neutralize; this time penalty will be added to their total time up to the point where the firearm broke.
2. The minimum number of shots required for the stage will be multiplied by three (3) seconds for a stage score.

A competitor that chooses not to shoot a stage will be given no score and a DNF for the entire match.

D. Hard Cover / Soft Cover.

Any shot that puts a full diameter hole in “hard” cover and continues on to penetrate the target will be considered to have missed the target (whether the target is a threat or a non-threat). There is no penalty for hitting “hard” cover other than the miss. IDPA recommends that clubs/course designers standardize on BLACK for “hard” cover simulation. Stage props are commonly used to represent “hard” cover or impenetrable objects such as walls, cars, barricades and furniture such as desks and file cabinets. Shots that penetrate “soft” cover will be scored as HITS. We recommend that clubs/course designers standardize on WHITE for “Soft” cover simulation, or use props such as windows, curtains, shrubs, etc.

E. Threat / Non-Threat Designation.

Threat targets may be designated by the painting of a gun or clipping the cutout of a gun on the target. This target designation is not mandatory, but is highly recommended. In no case should a gun and an open hand be positioned on the same target. Targets should be clearly designated as threat or non-threat.

Non-threat targets MUST be designated by the painting of an open hand or hands on the target or, in the case of a target with a shirt on it, clipping a cutout of an open hand or hands.

On a shoot through of a non-threat target that also strikes a threat target, the contestant will get the penalty for the non-threat target hit AND will get credit for the scored hit on the threat target. The reverse also applies when a round on a threat target penetrates a non-threat behind it. Hence the rule of thumb: all shoot throughs count (except on hard cover).

F. Shotguns and Vickers Count

Shotguns can be used against frangible targets, steel or paper. Steel targets for shotguns are scored exactly as they would be for handguns. A steel target is scored as a -0 if hit and -5 if missed and the FTN applies. Frangible targets (eg. Clay Targets) are scored like steel targets.

Paper targets for shotguns can be engaged with slugs or buckshot. Slug hits on paper are scored exactly like handgun hits are. Be careful to score the hole made by the slug and not the wad. Keeping slug targets more than 15 yards out will help make the differentiation easier. If the Match Director wants to shoot paper targets with slugs at close range, he should back the target with plywood to prevent the wad from penetrating the cardboard target.

Buckshot used on paper targets in IDPA DMG gun should be 00 or larger load for 12 gauge (#3 for 20 gauges). IDPA suggests that Match Directors planning to use buckshot on paper targets give shooters advance notice so they will have the correct ammunition on hand. Buckshot hits on paper are scored as follows:

More than Six pellets (14 for 20 ga) in the -0 zone of the target: -0

More than Six pellets (14 for 20 ga) in the -1 zone and -0 combined: -1

Less than Six pellets (14 for 20 ga) in the -1 zone and -0 combined: -3 & FTN.

Zero Pellets in the target: -5 & FTN

The hole made by a shotgun wad is not to be scored. An 8" paper plate can be used as a repair center on an IDPA target that has been engaged with buckshot.

G. Rifles and Vickers Count

Rifles can be used against steel or paper. Steel targets for Rifles are scored exactly as they would be for handguns. A steel target is scored as a -0 if hit and -5 if missed and the FTN applies. .

Rifle hits on paper are scored exactly as handgun hits are. The CoF description will determine the minimum number of hits per target.

Appendix Five: Course Design Rationale

Of the many concepts set forth in the establishment of IDPA, none are more important than the requirements of Course Design. The one issue that is critical to the long-term survival of this shooting discipline is that the problems shooters are asked to solve must reflect reality. The IDPA founders agreed upon this when they set out to structure IDPA guidelines. IDPA should help promote sound basic self-defense tactics and test the skills a person would need in a real self-defense encounter. Requirements like the use of cover, reloading behind cover, the limiting of the number of rounds per string were all based upon that principle.

Of fundamental importance, when developing a new IDPA stage of fire, is to think through what you are trying to simulate. Ask yourself, "Could this really happen?" or "Would this stage test viable skills that would likely be used in an IDPA scenario?"

Some stages are by nature going to be short in the number of rounds fired. Real life self-defense shooting rarely requires a high number of rounds to be fired. You could design some really great scenario stages around four (4) or five (5) round strings. The way to make a stage more challenging is to make the contestant do the same drill with different methods, such as strong hand only, fired from a close retention position or perhaps while backing up. Consider a variety of different ways a real life encounter could be solved, then make your course of fire reflect it.

Keep contestants moving at a downrange angle so their muzzle direction will be safe. The single greatest concern for muzzle direction issues in IDPA is a stage or scenario that requires the contestant to move along a line parallel to the firing line. Typically this involves a 'wall stage' where the shooter must traverse from one point to another to engage targets. It is far too easy for the shooter's muzzle to be directed in an unsafe direction. Sound course design should always avoid this type of problem. Always be alert to this issue for both right- and left-handed shooters. IDPA strongly recommends that extreme care be taken to set up match stages so it is natural for the firearm to remain pointed down range while the course of fire is shot.

One of the great sins of many course designers is the practice of getting overly complex. Complexity is the enemy of good course design. Other guidelines in Course Design, such the maximum ranges set aside in the Course of Fire Rules, are there to keep stages from becoming too unrealistic or difficult for the shooters. Our goal is to make the ranges at which we engage targets be within the norm of most self-defense scenarios.

The distance that a shooter must travel in any scenario is clearly an issue. Any movement of the shooter between firing points must not exceed ten (10) yards. Few self-defense scenarios require the shooter to run or cover a very long distance. We do not wish to see IDPA matches turn into track and field events. By allowing courses of fire to exceed fifteen (15) yards of total movement, foot speed, not shooting ability, begins to be rewarded. The Vickers Count scoring system is very good when applied to shooting, but

it becomes distorted when time is excessive for long distances of travel or the need to negotiate obstacles requiring more time than the actual shooting.

Beware of course design that places too much effort in moving over a long distance or getting around obstacles.

When designating areas where low cover is to be used, match directors and CoF designers should use carpet, cardboard or some other padding at those points in the CoF where competitors are expected to kneel. Brass, rocks and other objects should be removed from that area between competitors during competition.

When barricades or other range props designed to allow the shooter to use them for cover are provided, make sure that they are used properly. Make the shooter use the cover area while actually shooting and reloading. Vision and physical barriers should be used to force the shooter to shoot from the specified positions (shooting ports also work well and tend to eliminate SO judgment calls). Use of props such as brief cases, tables (especially with drawers), automobiles, simulated ATM machines, bed/night stand combos, etc. is encouraged.

Beware of the practice of setting a sea of non-threat targets out in the stage in order to increase the shooting difficulty. IDPA course rule CoF4 states that CoF may only use one (1) non-threat target for every three (3) threat targets. In the real world, shooting near non-hostile targets is dangerous, criminal, and sets you up for serious liability issues. For a more difficult CoF use simulated hard cover to reduce the amount of the target that is exposed.

Requiring multiple hits (i.e. 3-6 hits) on targets simulates real life encounters and should be encouraged. However, mixing the number of hits required on targets within the same string leads to procedural penalties and should be discouraged. The same goes for mixing strings requiring a 2-2-2 engagement with a 1-1-2-1-1 type engagement.

Keep the stage or course design within IDPA guidelines. If any forms of cover or props that represent cover are used as part of the stage, then the contestant must use cover.

Reloads must be accomplished from cover if available.

Slide Lock/Emergency reloads are the recommended type of reload in IDPA. Statistics show that this happens in the real world, regardless of intention or training. Tactical reloads and reloads with retention are intended for use during lulls in the action and should not be required on the clock. Avoid setting up stages that call for a Tac-Load or RWR in a place where shooters are likely to have an empty magazine while there is still a round in the chamber.

On Car stages that require the contestant to start seated in a car and draw to engage targets outside of the automobile, care must be taken in the process of drawing the sidearm. In the past, some events have required the contestant to draw his sidearm, and trace his movement of the pistol up and over the steering wheel before pointing the handgun out the window to engage targets. This concept was to eliminate any danger of the shooter crossing his body with his own muzzle. The problem is that many times procedural penalties were assessed anytime the muzzle did not go above the steering wheel. What we had was a penalty for not doing something totally unsound and tactically impractical. Hence, it is recommended that this 'over the steering wheel' rule will be forever eliminated from IDPA as impractical. Instead, it is far more logical to

allow the contestant to start with the gun in hand, pointed in the direction of fire with the muzzle slightly below the side window line. This will make the drawing of the weapon while inside the car less of a safety hazard, and allow the response from inside the car to a threat to be a viable part of a scenario stage.

ANYTHING that can be done to eliminate judgment calls on the part of the safety officers is encouraged.

Often we hear of match designers who like to make their courses or stages unusual to the point that they appear silly. Some of these are simple modifications of cowboy match stages that require contestants to ride rocking horses and shoot targets after walking through swinging saloon doors. Sometimes these stages are called silly names like "Revenge of the Green Men from Mars". Such mindless scenarios simply degrade what IDPA is about. Please keep IDPA true to its practical roots.

One of the most commonly heard statements about poor course design is "Well, it is the same for everyone". Please do not use the phrase "it is the same for everyone," to use stages that trivialize the purpose of IDPA or that are not really practical. Claiming that it will be the same for everyone is a lame way of rationalizing a poor stage or course of fire. Anyone using the line "it is the same for everyone" to justify a tactically unsound stage should not be allowed to run or design any stages of fire in IDPA. Mistakes will be made in IDPA, but allowing poor course designs to flourish will lead to the demise of IDPA quicker than any other factor.

Well-designed courses of fire should have the following attributes:

- They should test skills relevant to self-defense situations.
- The sequence of target engagement should be obvious to the shooter without extensive briefing or instruction.
- Assessment of procedural penalties because the shooter failed to understand the course of fire should be very rare.

Procedural penalties will rarely be assessed on stages exhibiting good course design.

Appendix Six: Transitions

Transitioning from Handgun to Long gun or from Long Gun to Handgun is an integral part of IDPA DMG gun shooting. It is important that transitions be done safely. The following is a list of rules for transitions in IDPA DMG Gun.

Transitions can be done on or off the clock. IDPA strongly suggests new clubs consider doing transitions off the clock, as it will make things easier on new shooters and Safety Officers alike.

Abandoning the Handgun when Transitioning from Handgun to Long Gun (Rifle or Shotgun)

Box or other Container

When the shooter is at the point in the CoF that calls for a transition, the shooter can safely deposit the handgun into a box or other container set aside for this purpose, and

then transition to the long gun. The box is to be oriented so that it is secure and will hold the gun. When the gun is inside the box, the muzzle of the gun is to point downrange or towards a side berm. The shooter must never go forward of the muzzle.

Ground:

If the handgun has gone dry or is broken, the shooter may set it down on the ground anytime during the stage provided the gun is **UNLOADED** with the slide locked back, the muzzle places in a safe direction, (side berm or downrange) and the shooter does not go in front of the muzzle. Setting a loaded gun on the ground will be grounds for a match disqualification.

Holster:

If the CoF calls for a transition, it may stipulate the shooter holster the handgun. This is to be done **Off The Clock**. The shooter may set safety, holster the handgun and transition to the rifle.

There are many other ways to transition a handgun to long gun. The CoF may require the gun to be placed down beside a mannequin, or on a table, etc. No matter how the gun is set aside, the CoF must be set up so the shooter never goes in front of the muzzle of the set aside handgun.

Abandoning the Long Gun when Transitioning from Long Gun to Handgun

There are several ways that a CoF can safely mandate a transition from a long gun to a handgun. Since it does not make a lot of sense to transition from a perfectly good long gun to a handgun, these kinds of transitions should be reserved for when the long gun has gone dry or is broken.

Mat, Box, or Pad.

Gun is to be set on safe or have action left open. Gun is laid down on mat with muzzle facing downrange or into a side berm. The shooter may not go in front of the muzzle while shooting the stage.

Ground:

If the long gun has gone dry or is broken, the shooter may set it down on the ground anytime during the stage provided the gun is **UNLOADED** first, the muzzle placed in a safe direction, (side berm or downrange) and the shooter does not go in front of the muzzle while shooting the stage. The action does not need to be left open, but the safety must be engaged (if applicable). Laying a loaded gun on the ground is grounds for a match disqualification and the SO will verify the long guns condition after completion of the CoF

Retrieving the Long Gun when Transitioning from Hand Gun to Long Gun

The CoF description will stipulate where the Long Gun is to be stowed for retrieval during the CoF. This can be somewhere like the trunk of a vehicle, a rack, box, pad, or the ground. The gun is to be stowed in a condition stipulated by the CoF. If the gun is to be stowed loaded, the safety must be on. See the appendix for more details. The gun must be stowed in a manner that points the muzzle in a safe direction (side berm, downrange) and at no point is the shooter to go forward of the muzzle during the CoF

Retrieving the Hand Gun when Transitioning from Long Gun to Handgun

The CoF description will stipulate where the Hand Gun is to be stowed for retrieval during the CoF. This can be somewhere like the trunk of a vehicle, a rack, box, pad, the ground, or a holster. The gun is to be stowed in a condition stipulated by the CoF. If the gun is to be stowed loaded, the safety must be on. See the appendix for more details. The gun must be stowed in a manner that points the muzzle in a safe direction (side berm, downrange) and at no point is the shooter to go forward of the muzzle during the CoF

Slings and Transitioning

Much thought has gone into the idea of permitting shooters to transition from long gun to handgun by the use of a sling, and of transitioning from hand gun to long gun by the use of a sling. We decided not to permit this for two reasons. First, there are safety issues with handling loaded long guns while slung. Second, we believed that an arms race would ensue over getting the “right” kind of sling for IDPA DMG gun use. Since the typical Home Defense scenario will involve the immediate and rapid deployment of the arm, IDPA feels that few scenarios would exist that would have the time required to for the shooter to loop up into a “tactical” type sling.

How to perform an Off-The-Clock Transition:

When the shooter has come up to the point in the CoF where the transition is to happen, he safes his firearm and stores it in one of the IDPA approved manners. The SO reads the time of the first string to the score keeper. The shooter then transition to the second arm, and indicates ready by a predetermined signal. (eg. covering a hash mark on a prop with the muzzle of the arm) The Safety Officer then restarts the timer, and the second time is recorded as the second string. This can be repeated for additional stages are required.

Appendix Seven: Glossary

Airgunning: The act of going through the motions of firing the CoF with a hand or pointed finger without a firearm in hand.

Beavertail: Commonly, a grip safety that protects the hand from being hit by the hammer of a gun.

Bianchi Style Barricade: A barricade wall the dimensions of which are 24" wide by 6' tall. The shooting box is 24" wide and does not necessarily have a back to it.

Chamber Flag: Brightly colored device inserted into the chamber of a firearm to give a visual signal that the chamber is open.

Concealment: Using a garment to conceal the gun, holster and ammunition container carriers.

CoF: Course of Fire.

Cold Range: A range that does NOT allow loaded firearms in the holster or to be handled except while on the firing line and under the supervision of a SO.

Cover: 1) More than 50% of the shooter's upper torso must be behind cover while engaging threat targets and/or reloading. For low cover, one knee must be on the ground and for vertical cover such as a wall/barricade, 100% of the shooter's legs and feet must be behind cover.

All reloads must be executed from cover (if cover is available) and must be completed before leaving cover. A shooter is deemed loaded and may move from a position of cover ONLY when the fresh magazine is FULLY SEATED and the slide is fully forward or revolver cylinder is closed. Shooters may not move from one position of cover to another with an empty gun. Reloads must be completed from cover; however this does not mean that a shooter must duck back completely behind cover to reload before reengaging targets from a stationary firing point. The contestant may keep his eyes on his next "opponent" as long as he follows the definition of cover and does not expose too much of his body to the next threat target.

2) See "Range Commands".

Chronograph: An instrument for measuring the time of flight of projectiles and used for determining power floors.

Cruiser Ready. Means of stowing or carrying a long gun that has the gun stored with a loaded magazine with bolt close, hammer down, and safety off. Cruiser Ready is to be used as the starting on all guns that do not have external safeties. (e.g. Some types of Lever Action Rifles) unless the CoF stipulates starting with a fully empty gun. If the CoF stipulates shooting from Patrol Ready, shooters may opt to start from Cruiser Ready instead. (see also Mechanical Conditions of Readiness)

Cylinder Closed: See "Range Commands".

Elongated Bullet Hole: An oval shaped bullet hole caused by shooting into the target at an extreme angle. Elongated bullet holes that are larger than twice the diameter of the bullet score as a miss on turning targets.

Extended Magazine Release: A slightly longer than standard magazine release that does not protrude from the frame more than .2 inches.

Extended Slide Release: A slide stop/release that is wider or longer than industry standard for the model.

Finger: See "Range Commands".

Freestyle: The shooter's option to shoot with either hand or with both hands holding the gun.

Grease Ring: The stain left on the target around a bullet hole indicating the actual diameter of the bullet that passed through.

Hammer Down: See "Range Commands".

Hot Range: A range that allows loaded guns in the holster even when not on the firing line. No firearms are to be handled except under the supervision of a SO or in the Safe area.

Load and Make Ready: See “Range Commands”.

Loaded Firearm: A firearm containing any ammunition whether the chamber is loaded or not.

Match: A competition comprised of courses of fire that a competitor completes, normally held on a monthly basis by clubs approved by IDPA.

Mechanical Conditions of Readiness: How a firearm is to be set prior to the starting position. Unless the CoF stipulates otherwise, the conditions will be:

- A. Single Action Semi Automatic Pistols – Magazine loaded to capacity, round in chamber, safety on.
- B. Double Action Semi Automatic Pistols- Magazine loaded to capacity, round in chamber, decocked, with safety on or off
- C. Double Action Only or Safe Action Pistols- Magazine loaded to capacity, round in chamber.
- D. Revolvers- Cylinder loaded with six rounds maximum.
- E. Semi Automatic Shotguns,- Patrol Ready or Cruiser Ready
- F. Pump Shotguns- Patrol Ready or Cruiser Ready
- G. Semi Automatic Rifles- Patrol Ready or Cruiser Ready,
- H. Lever Action Rifles- Patrol Ready (models with external safety devices) or Cruiser Ready (all other rifles)
- I. All other Long Gun action types needing definition will be addressed by the Match Director.

MD: Match Director. See Appendix FIVE-IDPA Organization-D. Match Director.

Muzzle: See “Range Commands”.

Muzzle Safe Point: A position on a CoF, beyond which, it is not safe to aim the muzzle of a gun. Due to the nature of IDPA courses of fire and the fact that many ranges have U shaped backstops; a standard 180-degree line is often impractical and/or unnecessary.

There will be at least two (2) muzzle safe points on any given stage. Pointing of the competitor’s muzzle beyond predetermined muzzle safe points will result in immediate disqualification. The muzzle of a shooter’s handgun MUST NEVER be pointed in an unsafe direction. The pointing of a firearm in any direction that would cause injury to another person is deemed unsafe. Competitors should ALWAYS be conscious of their muzzle direction.

NOTE: Safety officers/spectators should NEVER stand directly behind the holstered handgun during the start command or during re-holstering of the handgun.

Oversize Magazine Release: Any magazine release in which the diameter is greater than the factory standard magazine release.

Patrol Ready: Condition of Readiness for a long gun. Patrol Ready is having the gun with a loaded magazine, cartridge in the chamber, and the safety engaged.

Proper Magazine Retention: A place for a partially loaded magazine to be stowed before firing the first shot after a reload. These places include: pants pocket; vest pocket; jacket pocket; waistband; magazine pouch. The use of specially designed pockets, shirt pockets, upper vest pockets, hands or teeth is NOT permitted.

Radial Tear: A tear in the cardboard or paper that occurs perpendicular to the grease ring of the bullet and is not used for scoring purposes.

Range Commands:

Load and Make Ready: Command given to the shooter to load gun to either CoF specification or division capacity and re-holster.

Shooter Ready: Question asked by SO to make sure the shooter is ready to engage the CoF.

Standby: Command given to the shooter to freeze in the start position before the audible start signal.

Finger: Alert given to shooter to remove his finger from the trigger guard.

Muzzle: Alert given to shooter to maintain muzzle control within the muzzle safe points. Safety Officers may need to physically push the shooter's arms to get the muzzle downrange if they do not immediately move at the command.

Stop: Alert given to the shooter to stop all shooting and movement.

Cover: Alert given to the shooter for using improper cover.

Unload and Show Clear: Command given to the shooter to unload his weapon and show the SO a clear chamber or cylinder.

Slide Down or Cylinder Closed: Command given to the shooter to lower the slide or close the cylinder of an empty weapon.

Hammer Down: Command given to shooter to dry fire into the berm to show a clear weapon.

Bolt Open: Command given to shooter to lock bolt open on a long gun

Holster: Command given to the shooter to put the weapon back in the holster.

Sling/Shoulder: Command given to shooter to shoulder or sling a long gun.

Range is Safe: Command stating that the shooter has holstered his weapon and it is safe to proceed downrange.

Reload: A method of recharging the gun. There are three (3) types of reloads allowed in IDPA. See "Reload, Slide Lock", "Reload, Tactical (Tac-Load)" and "Reload with Retention" for further details. A shooter is deemed loaded and may move from a position of cover ONLY when the fresh magazine or round is FULLY-SEATED and the slide/bolt is forward or revolver cylinder is closed.

Reload, Speed or Slide Down: Recharging the gun when there is a round in the chamber by:

Dropping the partial magazine on the ground.

Drawing a spare magazine.

Inserting the spare magazine into the gun.

Leaving the partial or empty magazine behind.

NOTE: There is NO provision for the speed reload in IDPA competition.

Reload, Slide Lock: Recharging the gun when it is completely empty by:

- Dropping the empty magazine.
- Drawing a spare magazine.
- Inserting the spare magazine into the gun.
- Racking the slide or hitting the slide release button.

NOTE: The slide does not lock back on some guns. In that case, the shooter will have to rack the slide. This is not grounds for a procedural penalty.

Reload, Tactical (Tac-Load): Recharging the gun during a lull in the action by:

- Drawing a spare magazine prior to the ejection of the partial magazine from the gun.
- Dropping the partial magazine from the gun.
- Inserting the spare magazine into the gun.
- Stowing the partial magazine properly (See “proper magazine retention.”)
- There is no Tac-load for a shotgun.

NOTE: Should the CoF call for a Tac-Load and the magazine is empty while a round remains in the chamber, the empty magazine must be retained.

Reload with Retention (RLR): Recharging the gun during a lull in the action by:

- Dropping the partial magazine from the gun, stowing the partial magazine properly (See “proper magazine retention.”)
- Drawing a spare magazine.
- Inserting the spare magazine into the gun.
- There is no RLR for shotguns.

NOTE: Should the CoF call for a Reload with Retention and the magazine is empty while a round remains in the chamber, the empty magazine must be retained.

Revolver Neutral: A descriptive term for a CoF which does not call for revolver shooters to do impossible things. This does NOT mean that every CoF should require six (6) rounds or less. This does mean that, if a CoF requires a tactical reload, the tactical reload will be called for before six (6) rounds have been expended.

You cannot ask a person with an empty gun to retain unexpended rounds. Think of revolvers when designating cover, reloads and stage requirements.

Safe Area: A designated area to handle UNLOADED guns. NO AMMUNITION can be handled in a safe area.

Sanctioned Match: A major match approved by the AC or HQ. Sanctioned matches are listed in each issue of the Tactical Journal and are listed on the IDPA website under “Upcoming Major Matches”.

Scenario stage: CoF designed to simulate a real life encounter.

Shooter Ready: See “Range Commands”.

Sight Picture: The act of drawing a loaded or unloaded firearm and aiming it down range before the start signal to begin a CoF; a procedural penalty will be incurred for each infraction.

Sights: Only conventional notch and post type sights are permitted for IDPA competition. Sights may include tritium inserts, fiber optic inserts, white dots, etc. Examples of conventional notch and post type sights:

Slide, lightening: Removal of portions of the slide to gain a competitive advantage.

Slide Down: See “Range Commands”.

Speed shoot: An up-close and personal CoF or string that normally will have no more than six (6) rounds required and be no more than seven (7) yards firing distance.

SO: Safety Officer. See Appendix FIVE-IDPA Organization-B Safety Officer.

Stage: See “CoF”.

Standby: See “Range Commands”.

Standard Exercises: Stages that do not depict possible real life encounters but do test skills that could be needed in a real life encounter. The IDPA Classifier is a standard exercise.

Stippling: Texturing. Similar to checkering, but normally used on polymer frame guns. Used basically to create a more secure grip.

Stop: See “Range Commands”.

String: Section of a CoF initiated by a start signal, ending with the last shot fired. There may be more than one string per CoF.

Strong Hand: The hand the shooter holds the gun in normally while shooting.

Strong Hand Only: Denotation in a CoF that only the strong hand can be used to control the gun. The weak hand must not touch the gun except when clearing a malfunction.

Tactical Priority: A method of target engagement. For Tactical Priority, targets are engaged by order of threat. If all targets are visible, targets are engaged from near to far, as long as targets are more than two (2) yards from each other. If targets are hidden by a barricade, targets are engaged as they are seen (slicing the pie).

Tactical Sequence: A method of target engagement. For Tactical Sequence, all targets are engaged with one round each before being engaged again. In the case of three (3) targets requiring two (2) rounds each, all targets would be engaged with one round to each target BEFORE reengaging the targets with another round in any order (1-1-2-1-1).

TDP: Total Points Down.

Weak Hand: The hand that the shooter does NOT normally shoot with.

Unload and Show Clear: See “Range Commands”.

Weak Hand Only: Denotation in a CoF that only the weak hand can be used to control the gun. The strong hand must not touch the gun except when clearing a malfunction.

Weighted Grips: Any set of grips that weigh more than two (2) oz. over factory standard weight for the model.

Weighted Magazine: Any magazine that weighs more than one (1) ounce over the weight of a factory standard magazine for the specific pistol in question.