

NPCCC IDPA

New Shooters Briefing

What is IDPA?

The International Defensive Pistol Association was founded in 1996 by Bill Wilson, Larry Vickers, and Ken Hackathorn to create a shooting sport that uses defensive pistols, holsters, and equipment suitable for everyday carry. IDPA emphasizes drawing from concealment, shooting from cover, and accuracy while engaging targets in "defensive scenarios".

Safety

The four rules of firearms safety are always in effect..

- 1)** Treat all firearms as if they were loaded.
- 2)** Never point the muzzle at anything you are not willing to destroy.
- 3)** Keep your finger off the trigger until your sights are on the target.
- 4)** Be sure of your target and what is beyond it.

NPCCC runs a "cold range" on match days, which means once you pass the wooden fence, your pistol must be unloaded. This means no magazine in the pistol (loaded or not), and no round in the chamber or cylinder (even dummy rounds). If you come to the range loaded, proceed directly to the unloading area first and unload your firearm BEFORE you do anything else.

Eye protection is required AT ALL TIMES. Once you pass the wooden fence, hearing protection is required whenever shooting is in progress.

Safe Areas are provided in two locations (clearly labeled) at NPCCC to gun up or down, or to work on unloaded firearms if needed. NO AMMUNITION HANDLING is allowed in the Safe Areas. NO FIREARM HANDLING is allowed away from the safe areas, unless you are under the direction of a Safety Officer.

Divisions and Classifications

IDPA shooters are divided by type of pistol or revolver they are shooting and classification. New shooters and non IDPA members are unclassified until they join IDPA and shoot a classifier. The Divisions are as follows:

SSP-Stock Service Pistol

Stock DAO, DA/SA, or Striker Fired Pistols of 9mm or greater caliber fall into this category. Ammunition must meet a minimum power factor of 125. Magazines are loaded to 10 rounds to meet Division capacity.

ESP-Enhanced Service Pistol

Modified pistols that would otherwise fall into the SSP category and full size SA 1911 style pistols that are 9mm or greater caliber. Replacing triggers, adding magwells, and some other modifications move otherwise SSP pistols into the ESP category. Ammunition must meet a minimum power factor of 125. Magazines are loaded to 10 rounds.

CDP-Custom Defensive Pistol

Any pistol that is .45 acp, where the magazines are loaded to 8 rounds only regardless of capacity. .45 caliber ammunition must meet a minimum power factor of 165.

CCP-Concealed Carry Pistol

Any pistol that meets the dimension and weight requirements of this division that is 9mm caliber or greater. Ammunition must meet a minimum power factor of 125. Magazines are loaded to 8 rounds only.

BUG-S Back Up Gun Semiautomatic

Any pistol that meets the dimension and weight requirements of this division that is .380 caliber or greater. Ammunition must meet a minimum power factor of 95. Magazines are loaded to six rounds only.

BUG-R. Back Up Gun Revolver

Any revolver with a max barrel length of 2.5 inches and meets the dimension and weight requirements of the division that is .38 special caliber or greater. Ammunition must meet a minimum power factor of 95. 5 round cylinders only.

REV-Revolver

Any revolver with a max barrel length of 4.25 inches and meets the weight requirements of the division that is .38 special caliber or greater. Ammunition must meet a minimum power factor of 105. 6 round cylinders only.

CO-Carry Optics

Any pistol that meets ESP requirements with a top of slide mounted optic that is 9mm caliber or greater. Ammunition must meet a minimum power factor of 125. Magazines are loaded to 10 rounds only.

PCC-Pistol Caliber Carbines

Pistol caliber carbines are not allowed in regular matches at NPCCC IDPA at this time.

See the current IDPA rule book at IDPA.com for the complete division requirements and restrictions.

Equipment

IDPA requires equipment that a shooter would carry for edc purposes and a concealment garment. As a new shooter you will not be required to wear a concealment garment at your first match. A sturdy strong side holster, a double mag pouch (for all divisions except BUG and Rev which allow additional loading devices) and a sturdy belt that can be run through the belt loops of pants is required. No crossdraw holsters, chest rigs, shoulder holsters, pocket carry, or appendix holsters are allowed. Active duty LEO's can wear duty belts if they choose. If an LEO chooses to wear duty gear, the concealment garment requirement is waived. The front of the holster and mag pouch must be worn at or slightly behind the 3 o'clock and 9 o'clock positions respectively. IWB holsters cannot be worn SOB or between the 5 o'clock and 10 o'clock positions. Any magazine used must fit when inserted into the pistol in the IDPA box for that division. Loading devices are magazines, speed loaders, and moon clips. Shooters are allowed 2 loading devices, with a third loaded into the pistol for divisions that allow 8 or more rounds to be loaded into the magazine. 3 loading devices, with a fourth loaded into the pistol or revolver for divisions that allow 6-7 rounds loaded into or on the device. Four loading devices, with a

fifth loaded into the pistol or revolver for divisions that allow only 5 rounds loaded into or on the device. All semi-auto divisions except BUG-S allow an additional round loaded into the chamber at the start of the COF.

Registration, Squading, Check-In, and the Shooters Meeting

Shooters are encouraged to register on Practiscore to ensure a spot for NPCCC IDPA matches. Walk on registration is allowed during the check in period, first come first serve, based on availability.

When you register on Practiscore, you will be asked to pick a squad during the registration process. That is the squad you will shoot with throughout the match. Walk on shooters will most likely be assigned a squad. The Match Director reserves the right to move shooters from squad to squad as necessary.

The check in period starts one hour before the scheduled match start and ends 20 minutes before the scheduled match start time. All shooters must check in and pay the match fee IN PERSON by the end of the check in period, or they will not be allowed to shoot the match.

A Shooters Meeting will be held with all shooters 10 minutes prior to the scheduled match start time. Announcements, a safety brief, and the emergency plan will be gone over during this time. It is mandatory for all shooters to attend this meeting.

Range Commands

The following are the official IDPA range commands as listed in the rule book:

The Range is Hot-Eyes and Ears

At this command the shooter, the SO, and everyone in the bay will ensure that eye and hearing protection is in place. This also signifies the beginning of the course of fire (COF). After this command is given, any questions the shooter may have should be asked at this time.

Load and Make Ready

At this command the shooter will typically load his or her firearm and holster, taking care not to have a finger on the trigger and that the trigger finger is obviously outside and away from the trigger guard. It is also critical not to sweep a hand or any part of the shooters body with the muzzle of the firearm during this process. If any body part is swept, the shooter will be disqualified for the match (DQ'd). For unloaded starts, the command Make Ready will be given.

Are You Ready?

The shooter will indicate readiness verbally or by nodding if ready. The shooter should say Not Ready, if not ready. If the shooter does not respond in 3 seconds, the SO will give the next command.

Standby

Once this command is given, the SO will activate the timer within 1 to 4 seconds.

Finger

The SO will call this out if the trigger finger is not outside and obviously away from the trigger guard during the COF while the shooter is moving and not shooting at targets or reloading. The second finger call will be a DQ from the match.

Muzzle

The SO will call this out if the shooter's muzzle is near the 180 line or muzzle safe points. The shooter must immediately move the muzzle back to a safe direction. If the shooter's muzzle moves past the 180 line or a muzzle safe point, the shooter will receive a match DQ.

Stop

If the SO calls this command, the shooter will stop all actions, point the muzzle in a safe direction and remove the trigger finger to obviously outside and away from the trigger guard and wait for further instructions.

If Finished, Unload and Show Clear

Once the shooter appears to have completed the COF, the SO will give this command. The shooter will remove all ammunition from the firearm and show the SO a clear chamber or empty cylinder. If not finished, the shooter will continue the COF, and the command will be repeated.

If Clear, Slide Forward or Close Cylinder

After the clear chamber or cylinder is shown to the SO, this command will be given.

Pull the Trigger

To ensure an empty chamber, the shooter will point the pistol at a safe berm downrange and pull the trigger. If the pistol fires, the shooter will receive a match DQ. This command is not needed for revolvers.

Holster

Safely holster the firearm.

The Range is Clear

The SO calls out that the range is clear and participants can move forward of the safety line and into the stage boundary's. This command indicates the end of the COF and begins the scoring and resetting of the stage.

Starting the Match and Shooting Stages

After the Shooter's Meeting, you will go with your squad to the bay where you will begin the match. The SO's will conduct a roll call to ensure everyone on the squad is present. Then the scorekeeper (usually an SO), will call out the first 3 names of the shooting order. "The shooter" is the person shooting immediately, the "on deck" shooter is the next shooter, and the "in the hole" shooter is 3rd up. Usually scorekeepers will only call 3 shooters at any given time to avoid confusion. The "on deck" shooter is not required to paste or reset the stage, so they can be ready to shoot once the stage is ready.

An SO will then read the written stage description, pointing out the start position, the other shooting positions, and other useful information. The written stage description will indicate the type of scoring, the order in which target and arrays are to be shot, any mandatory reloads, and whether the stage or string is to be shot freestyle, strong hand, or weak hand along with other information. The squad will then be allowed to walk through the stage as a group for a few minutes, so each shooter can find the targets from each shooting position and formulate a stage plan. No "air-gunning" is allowed. The group walkthrough is the only time a shooter is allowed to walk a stage during the match in IDPA, other than pasting and resetting.

Once the timer goes off and you engage targets going through the COF, keep in mind that targets must be engaged in tactical priority, slicing the pie, near to far. When reloading, make sure you are not exposed to any un-engaged targets, and that you do not leave any ammunition on the ground, in loading devices or otherwise.

Fault lines are wooden or painted on the ground extending from the edge of cover. As long as the shooter is behind the fault line while engaging targets, they are considered behind cover. A shooter can stand on the fault line, as long as no part of the foot touches the ground across the fault line.

Scoring

IDPA uses a down zero scoring system. This means that any hits on the target in the down zero scoring zones are scored at zero additional points. A shooters score is the time it took to complete the COF, plus any points down. Each point down adds one second to the raw time. Each shot is worth 5 points, so a miss is 5 points down, etc.

Penalties

There are three types of penalties in IDPA, Procedural(PE), Flagrant Penalty(FP), and a Failure To Do Right(FTDR). PE is the most common type of penalty and is given in three situations;

- 1) A shooter fails to follow the written course description
- 2) A shooter breaks the rules of the game
- 3) A shooter breaks the code of conduct

For each PE, three(3) seconds are added to a shooters score for the COF. FP is a ten(10) second penalty given when a shooters breaks the rules and gains a competitive advantage of more than three(3) seconds. FTDR is a twenty(20) second penalty given to a shooter for gross displays of unsportsmanlike conduct.

It is the shooter's responsibly to ensure that their score is called and recorded accurately for each stage. The shooter should be walking with the SO while scoring targets, and listening as the scores are called out to the scorekeeper. If the shooter has a question, or feels the target has been scored incorrectly, now is the time to respectfully ask the SO for clarification. Once all targets have been scored, the shooter should go to the scorekeeper and check that all scores recorded match what was seen during the scoring process. Once the scores are correct and the shooter is satisfied, he or she will hit the accept button, or initial the paper score sheet. The scorekeeper will then state that scoring is complete. The targets will then be pasted and reset by the rest of the squad. No targets should be touched by anyone during the scoring process!

NPCCC IDPA encourages all shooters to join IDPA and read the official rule book thoroughly. The information in this briefing is just the tip of the iceberg, and is presented to keep you safe and confident for your first IDPA match. See you on the Range!

Signed _____

Print _____

Date _____