



INTRO TO IDPA (Singapore)

Abbreviated version

For SOSC 2008

www.idpa-singapore.com

I. WHAT IS I.D.P.A.?

The International Defensive Pistol Association (IDPA) is the governing body of a shooting sport that simulates self-defense scenarios and real life encounters. It was founded in 1996 as a response to the desires of shooters worldwide. The organization now boasts membership of more than 11,000, including members in 19 foreign countries.

One of the unique facets of this sport is that it is geared toward the new or average shooter, yet is fun, challenging and rewarding for the experience shooter. The founders developed the sport so that practical gear and practical guns may be used competitively. An interested person can spend a minimal amount on equipment and still be competitive.

The main goal is to test the skill and ability of the individual, not equipment or gamesmanship. "Competition only" equipment is not permitted in this sport.

The firearms are grouped into five (5) divisions:

1. **Custom Defensive Pistol** (.45ACP semi-automatics only)
2. **Enhanced Service Pistol** (9mm (9x19) or larger caliber semi-automatics)
3. **Stock Service Pistol** (9mm (9x19) or larger caliber double action, double action only, or safe action semi-automatics)
4. **Enhanced Service Revolver** (.38 caliber or larger double action revolvers)
5. **Stock Service Revolver** (.38 caliber or larger double action revolvers).

Shooters are then classed by like-skill levels with progression from:

- Novice (NV)
- to Marksman (MM)
- to Sharpshooter (SS)
- to Expert (EX)
- and, finally, to Master (MA).

II. FOUR UNIVERSAL LAWS OF GUN SAFETY:

- 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.

III. SAFETY RULES

S1. 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:

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.

S2. Dropping an unloaded firearm may incur penalties at the discretion of the SO and/or MD.

S3. Pistols will be loaded only when directed by a safety officer. (See note at end of Safety Rules regarding Hot and Cold ranges.)

S4. After completing any CoF, the shooter must unload, show clear and re-holster before turning up-range or leaving the firing line. (See note at end of Safety Rules regarding Hot and Cold ranges.)

S5. Pistols used in competition will be serviceable and safe. The MD will require a competitor to withdraw any pistol observed to be unserviceable or unsafe. In the event that a pistol 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.

S6. Fingers must be outside the trigger guard during loading, unloading, drawing, re-holstering, while moving (unless engaging targets) or during remedial action.

S7. The normal condition of pistols not actually engaged is holstered and unloaded, with hammer down and magazine removed. 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.)

S8. 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).

IV. LIST OF MATCH DO's & DON'Ts

- **NO** individual rehearsals of a CoF is permitted
- Airgunning is **NOT** allowed.
- Shooters must use **ALL** available cover.
- No shots fired before the buzzer goes off.
- 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-shoots are permitted. Re-shoots are allowed for stage equipment malfunctions or SO interference with the shooter.
- In any single contest, a shooter must use the same pistol in all stages of the contest. If the pistol he started with becomes unserviceable during the contest, he may use another pistol of the same type, action, and caliber.

V. EQUIPMENT

A. Firearms

IDPA is divided into five (5) divisions that are entirely separate.

- Stock Service Pistol (SSP) – your Glocks, USPs, SIGs, etc.
- Enhanced Service Pistol (ESP) – any single action pistol
- Custom Defensive Pistol (CDP) – all 45 ACPs
- Enhanced Service Revolver (ESR)
- Stock Service Revolver (SSR) – all standard issued revolvers

In addition, pistols, with an empty magazine inserted, must fit in the IDPA gun test box measuring 8 ¾" x 6" x 1 5/8". *Exception: Revolvers do NOT have to fit in the box.*

NOT ALLOWED IN ANY DIVISION

- A. Compensators of any type including hybrid or ported barrels.*
- B. Add-on weights for a competitive advantage (this includes, but is not limited to, weighted magazines, tungsten guide rods, brass magazine wells, weighted grips).*
- C. Heavy and/or cone style barrels without a barrel bushing.*
- D. Sights of non-standard configuration (i.e. Ghost rings, Bo-Mar rib, etc.).*
- E. Disconnection or disabling of any safety device on any gun.*
- F. Lights mounted on guns.*

Guns that come with light rails straight from the factory may be used in IDPA competition AS LONG AS the gun still meets all division criteria. However, the light itself may not be used on the gun.

1. Stock Service Pistol Division (SSP)

Handguns permitted for use in this division must:

- A. Be semi-automatic.
- B. Be double action, double action only, or safe action (when the trigger is pulled, the hammer/striker is cocked and then released).
- C. Be 9mm (9x19) or larger caliber.
- D. Be loaded to the division capacity of ten (10) rounds in the magazine plus one (1) round in the chamber. Should division capacity not be achievable because of lower magazine capacity, load to maximum mechanical capacity of magazine plus one (1) round in the chamber.

2. Enhanced Service Pistol Division (ESP)

Handguns permitted for use in this division must:

- A. Be semi-automatic.
- B. Be 9mm (9x19) or larger caliber.

- C. Fit in the IDPA gun test box measuring 8 ¾" x 6" x 1 5/8." with an empty magazine inserted.
- D. Be loaded to the division capacity of ten (10) rounds in the magazine plus one (1) round in the chamber.

Pistols approved for SSP may also be used in ESP and CDP depending upon caliber, even if the pistol in question has a full length dust cover.

3. Custom Defensive Pistol Division (CDP)

Handguns permitted for use in this division must:

- A. Be semi-automatic.
- B. Be .45 ACP caliber.
- D. Fit in the IDPA gun test box measuring 8 ¾" x 6" x 1 5/8" with an empty magazine inserted.
- E. Be loaded to the division capacity of eight (8) rounds in the magazine plus one (1) round in the chamber. Should division capacity not be achievable because of lower magazine capacity, load should be to maximum mechanical capacity of magazine plus one (1) round in the chamber.

4. Enhanced Service Revolver Division (ESR)

Handguns permitted for use in this division must:

- A. Be any revolver of 9mm caliber (.355" or larger) or larger bore diameter utilizing rimmed or rimless cartridges, which may safely make a power factor of 165,000.
- B. Have a barrel length of 4.2" or less (as measured from the front of the cylinder).
- C. Have a maximum unloaded weight of 50 oz.
- D. Be loaded to the division capacity of six (6) rounds in the cylinder. Seven (7) and eight (8) shot revolvers are permitted, but may only load six (6) rounds. Revolver may be reloaded via speedloader or full moon clip.

5. Stock Service Revolver Division (SSR)

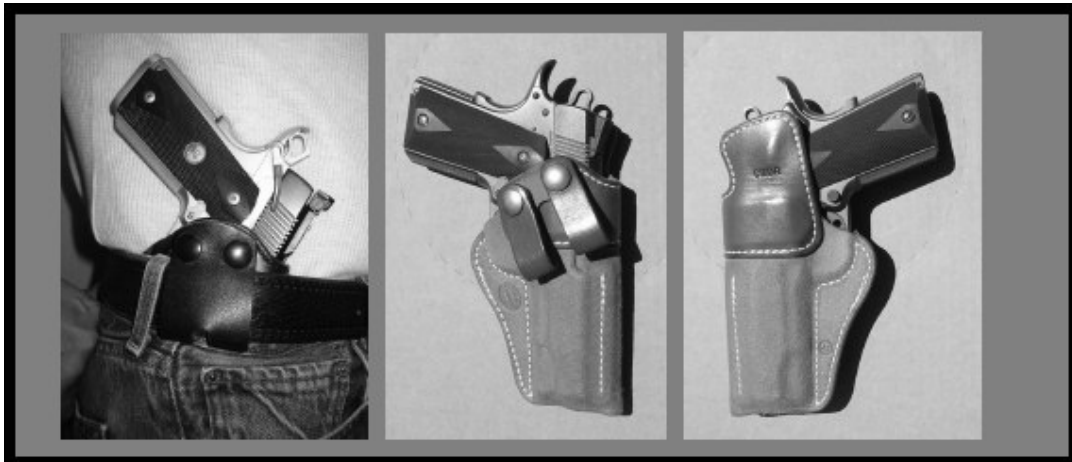
Handguns permitted for use in this division must be:

- A. Any revolver of .38 Caliber (.357" or larger) or larger that utilizes ammunition with a rimmed case and is not reloaded with a full moon clip.
- B. Barrel length of 4.2" or less (as measured from the front of the cylinder).
- C. Have a maximum unloaded weight of 42 oz.
- D. Be loaded to the division capacity of six (6) rounds in the cylinder. Seven (7) and eight (8) shot revolvers are permitted, but may only load six (6) rounds.

B. Holsters.

A legal IDPA holster MUST fall within one of the following categories.

1. Inside the Waistband (IWB) Style.



***ALL VERSIONS OF THE IWB STYLE
HOLSTER ARE APPROVED FOR IDPA COMPETITION.***

2. Pancake Style.



3. Scabbard Style.



NOTE: Virtually all brands and variations of the three styles listed above that fully cover the trigger guard are suitable for continuous wear, concealed carry and therefore suitable for IDPA competition.

Criteria of an IDPA Approved Holster

Holsters:

A. Must be designed for concealed carry and suitable for all day continuous wear.

B. Must be worn on a standard belt of no more than 1 3/4" width that must pass through the belt loops on the shooter's pants.

C. Must fully cover the trigger of the firearm.

F. Can have no offset backpieces and/or belt slots. The holster may not offset away from the belt and/or body. *No gap is permitted in the following areas:*

NOTE: IWB style holsters are exempt from this criterion.

D. Must hold the firearm positioned on the body so an object of 3/4" width cannot pass between the shooter's body and the inside of the firearm when the shooter is standing straight and upright.²

E. Must be positioned on the belt in a location that will keep the center of the trigger pad behind the centerline 4 of the body.

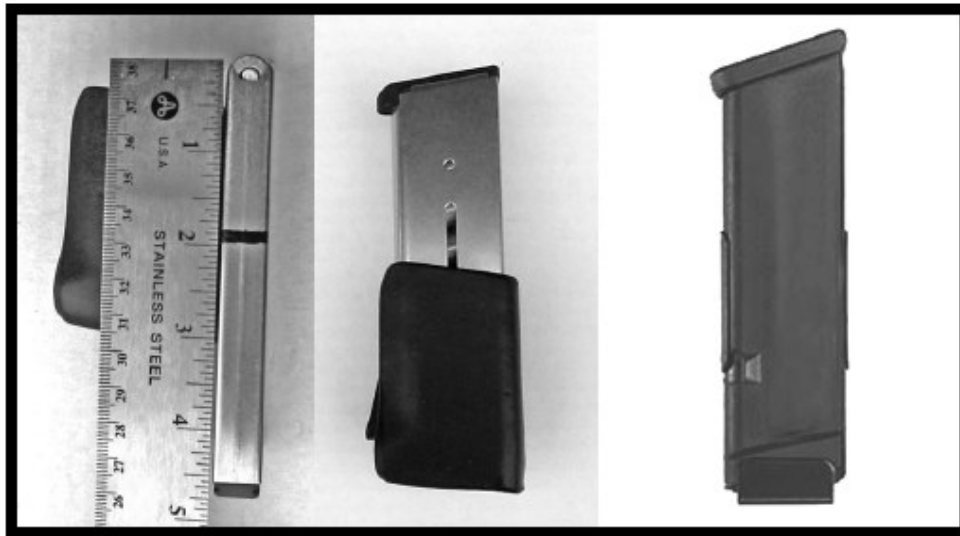
F. No Drop & Offset holsters.

G. No Ghost not CR Speed type speed holsters.

C. Ammunition carriers.

1. IDPA Magazine Carrier Criteria Magazine carrier must:

- A. Be designed for concealed carry and suitable for all day continuous wear.
- B. 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.
- C. Hold the magazine with enough tension to allow it to be turned upside down and retain a fully loaded magazine.
- D. Cover 2" of the magazine as measured from the top of the cartridge rim down the back flat of the magazine tube.



2" Measurement Front face covered Not acceptable

- E. Cover the entire front face of the portion of the magazine inside the carrier. The front face is defined as the side of the tube away from the shooter's body.
- F. Hold the magazine within 10 degrees of vertical (80-100° to the ground) position on the belt, no substantial forward or rear cant.
- G. Be worn in a belt location that will position the front edge of the carrier behind the centerline of the body.

2. IDPA Speedloader Carrier Criteria

Speedloader carrier must:

- A. Be designed for concealed carry and suitable for all day continuous wear.
- B. Be worn on a standard belt of no more than 1 3/4" width that must pass through the belt loops on the shooter's pants.
- C. Hold the speedloader with enough tension to allow it to be turned upside down and retained while fully loaded.
- D. Either be of open top configuration that holds the speedloader in by tension and covers the full diameter and body of the speedloader **or** retain the speedloader with a snap or Velcro closure.



3. IDPA Moon Clip Carrier Criteria

Moon clip carrier must:

- A. Be designed for concealed carry and suitable for all day continuous wear.
- B. 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.
- C. Hold the moon clip with enough tension to allow it to be turned upside down and retain it while fully loaded.
- D. Either be of open top configuration that covers at least 60% of the diameter and 100% of the cartridge height and retains the moon clip by tension and a stud that protrudes through the center of the clip, **or** retain the moon clip with a snap or Velcro closure.

Note: Moon clips may not be retained in the carrier by three (3) or less cartridges. Side cuts are permitted for thumb and index finger access only.



LEGAL

NOT LEGAL

4. Ammunition Carrier Notes:

- 1. **A three (3) second procedural penalty will be** assessed any time a loaded ammunition feeding device (magazine, speedloader or full moon clip) is dislodged and falls out of the carrier during a course of fire.
- 2. **Two full speedloaders/moon clips may be worn directly in front of the holster** and they must be positioned as close to the holster as possible. One additional may be worn behind the centerline on either the right or left side for a total of three speedloaders/full moon clips on the belt.
- 3. ***In lieu of the use of ammunition carriers***, spare magazines (2), speedloaders (3) and moon clips(3) used in a CoF may be carried in the contestant's pockets and used for any IDPA legal reload.
- 4. The shooter may carry no more than two spare magazines on the belt.

D. Concealment Garments.

All equipment should be so placed that, when wearing an open concealment garment with your arms extended at your sides and parallel to the ground, it can NOT be seen from the front, rear or sides. Your concealment garment should be practical for your environment and loose enough to allow easy movement.

VI. SHOOTING

- **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).

VII. APPROVED IDPA RELOADS

- 1. Tactical Reload**
- 2. Reload with Retention (RWR)**
- 3. Slide-Lock (Emergency) Reload**

VIII. 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.
- Safety Officers who observe a shooter not using cover properly should shout the command "COVER". The shooter should immediately correct his use of 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.

IX. SCORING

A. Vickers Count.

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).

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.

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.

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.

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).

B. Cardboard

Looking at the target above you will notice that it has 3 zones:

- -0 down
- -1 down
- -3 down

Scoring the Target

When scoring a competitor's target, the SO should always give the shooter the benefit of the doubt. If you have to closely look for more than a few seconds at a hit, the higher value should be given to the shooter.

Examples:

When 2 shots are needed on a target and you shot a -1 and a -3, you are -4 total for that target. That in turn converts to 2 seconds (total divide by 2) which is added to the time to shoot that string of fire.

Here's another:

There are 3 targets that require 2 shots each. First target is -0 & -1 (0.5 seconds total), 2nd target is -1 and -3 (2 seconds total) and the 3rd target is -1 and -1 (1 second total). You shot the stage in 11 seconds (raw time) so your final stage run is $11+0.5+2+1 = 14.5$ seconds

Another example:

There are 2 targets that require 2 shots each. First target is -1 and a -5 (miss) and the 2nd target is -3 and a -5 (miss). For the first target your sub-total is 3 seconds (1+5) BUT for your 2nd target your score is 3 plus 5 for a total of 4 seconds PLUS an additional 5 seconds in penalty for Failure To Neutralize (FTN). If a target requires 2 shots and you miss one, the shot that counts needs to be either a -0 or -1. If it is a -3, you are penalized with an FTN.

Steel

Various steel targets, such as 8" round discs, Pepper Poppers, etc., can occasionally be used for IDPA competition. Steel targets should not be shot at distances closer than ten (10) yards. The entire steel target is considered a five (5) point zone (-0 if hit). If a steel target is not hit or in the case of a knock down target, not knocked down, the target will be scored as a miss (-5 points = 2.5 sec.) and will also incur a failure to neutralize penalty of 5 seconds if the stage is scored standard Vickers Count. Failure to properly neutralize a steel target will result in 7.5 seconds being added to the competitor's raw time.

XI. RANGE COMMANDS:

- 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.
- J. Hammer Down.
- K. Holster.
- L. Range Is Safe.

XII. Individual Equipment List – IDPA

- Carry Holster – IWB/OWB
- Belt (cannot be more than 1 ¾ ")
- 2 x Magazine Carrier (Pouch)
- 3 x Magazines (minimum)
- Eyes & Ears
- Concealment Garment – vest, jacket, shirt, etc.
- Flashlight