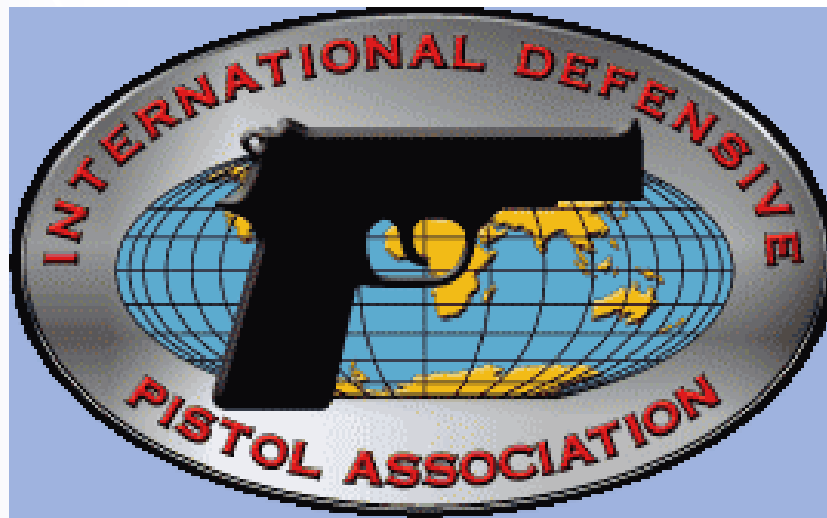



Welcome to International Defensive Pistol Association (IDPA) Shooting





Orientation Purpose

- Orient the New Shooter to IDPA Competition.
- Safely expedite New Shooter participation.
- Provide a Safe and Enjoyable experience for New Shooters



Orientation Components

- Safety Briefing
- Practical Demonstration (Dry Practice)
- Competition Basics
- Stage Demonstration (Live Fire)



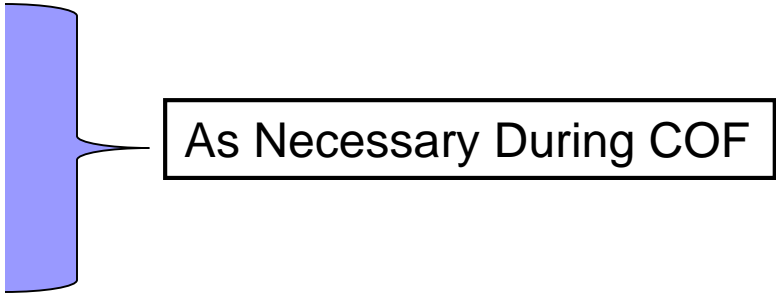
SAFETY

- All guns are always loaded.
- Never let the muzzle cover anything you are not willing to destroy.
- Keep your finger off the trigger till your sights are on target.
- Identify your target and what is behind it.

Cold Range Procedures

- Anyone carrying hot (loaded firearm) will immediately notify a Range Officer or Safety Officer of their status so they can be made safe.
- Unloaded firearms may be handled in designated Safe Areas. **NO** ammunition in Safe Areas.
- A loaded firearm will only come out of the holster during a course of fire.

Range Commands: IDPA

- Do you understand the Course of Fire? (Optional)
 - Range Is Hot, Eyes and Ears
 - Load and Make Ready
 - Are You Ready?
 - Standby (Followed by start signal or action)
 - Finger
 - Muzzle
 - Stop
 - Cover
- 
- As Necessary During COF
- If Finished, Unload and Show Clear
 - If Clear, Slide Forward or Close Cylinder
 - Pull the Trigger (Not required for Revolvers)
 - Holster
 - Range is Clear



Range Commands during COF

- **FINGER** - Finger not visibly out of the trigger guard.
- **MUZZLE** - About to violate muzzle safe point or 180 degree plane.
- **STOP** – Something grossly unsafe.
- **COVER** – Not making adequate use of cover. (IDPA)

Scoring

- Targets may be cardboard or steel. Cardboard target is worth 5 points. Each point is worth 1 second starting 2017. Steel must be hit or knocked down to score. Reactive targets may be used to activate other targets. Your score will be a function of how accurately you engage the targets and how long it takes you to do it.
- Procedural penalties in the form of points or time will be added to your score for rule infractions.
- A target engaged in unlimited fashion must have at least one hit down 1 or better to be neutralized.

Procedural Penalties

- Procedural Penalties in the form of Time Added (IDPA) will be assessed for failure to follow course requirements or rules infractions.
- IDPA Procedural Penalty (3 seconds added to time) Examples: Failure to use cover, failure to follow course procedure.

Flagrant Penalties (10 seconds)

- Flagrant Penalties are assessed when:
- A shooter fails to follow the shooting procedures set forth in the written stage description and/or uses inappropriate equipment with the obvious intent of gaining a competitive scoring advantage.
- A shooter breaks a rule of the game.
- A conduct violation described in the Shooter's code of conduct as determined by the MD.
- All FPs must be approved by the MD.

Failure To Do Right (FTDR)

- A twenty second (20) penalty will be assessed for gross unsportsmanlike conduct, use of inappropriate devices and unfair actions.
- The FTDR is intended to be used solely as a penalty for acts on the part of the shooter to circumvent or violate the rules and by doing so gain a competitive advantage. A FTDR may be issued for violations of the Course of Fire, but not in cases of shooter errors where it is obvious that the shooter gained no competitive advantage by their actions. It should not be assessed for inadvertent shooter errors. In these cases, the shooter should be assessed a PE or FP, rather than an FTDR.
- All FTDRs must be approved by the MD.

DISQUALIFICATION

- Unsafe firearm handling as defined in the Safety Rules Section.
- Unsportsmanlike conduct.
- Violations of the Shooter's Code of Conduct as determined by the MD.
- Shooting at a steel target that is less than 10 yards from the shooter.
- Intentionally discharging the firearm at anything other than a target or an activator.
- Repeated **FINGER** or **Muzzle** violations.
- Premature, unsafe shot. (Uprange, Over the Berm, 2 yards downrange.*)

*Consistent with Target positioning

| Division | Caliber | Minimum Power Factor | Magazine / Cylinder Capacity | Description | Unloaded Maximum Weight w/ Magazine |
|-------------------------|---|----------------------|------------------------------|---|-------------------------------------|
| Stock Service Pistol | 9MM (9X19) or larger. | 125 | 10 | SF / DA, DAO | 43 oz. |
| Enhanced Service Pistol | 9MM (9X19) or larger. | 125 | 10 | SSP Legal, SA | 43 oz. |
| Custom Defense Pistol | .45 ACP | 165 | 8 | SSP Legal, SA | 43 oz. |
| Revolver | .38 Special or larger*. .357 MAG or larger ** | *105 / **155 | 6 | * Stock Revolver (Speedloaders) ** Enhanced Revolver (Moonclips) | *43 oz. / **50 oz. |
| Compact Carry Pistol | 9MM (9X19) or larger. | 125 | 8 | SA / DA / DAO / SF | 38 oz. |
| BUG (S) | .380 ACP or larger | 95 | 5 | SA / DA / DAO / SF | 26 oz. |
| BUG (R) | .38 Special or larger | 95 | 5 | SA / DA | 26 oz. |

Classifier

- 90 Rounds
- 3 stages; 14 Strings
- 5, 7, 10, 15, and 20 yards.
- Strong Hand, Weak Hand, Kneeling, Barricade, Movement, Reloads

Classifications

*Distinguished Master

| Times for: (Seconds) | ESP | SSP | CDP | Revolver | CCP | BUG |
|-------------------------|---------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| Master (MA) | ≤ 72.00 | ≤ 73.00 | ≤ 75.00 | ≤ 83.00 | ≤ 78.00 | ≤ 89.0 |
| Expert (EX) | 72.01-95.00 | 73.01-96.00 | 75.01 – 100.00 | 83.01 – 110.00 | 78.01 – 103.00 | 89.01 – 118.00 |
| Sharpshooter (SS) | 95.01-140.00 | 96.01-142.00 | 100.01 – 150.00 | 110.01 – 165.00 | 103.01 – 155.00 | 118.01 – 177.00 |
| Marksman (MM) | 140.01-225.00 | 142.01 – 232.00 | 150.01 – 240.00 | 165.01-263.00 | 155.01 – 248.00 | 177.01 – 283.00 |
| Novice (NV) | ≥ 225.01 | ≥ 232.01 | ≥ 240.01 | ≥ 263.01 | ≥ 248.01 | ≥ 283.01 |

Basic Gun Handling

- Loading and unloading
- Draw and re-holster. (With or Without concealment garment)
- Grip: Strong, Weak, Freestyle.
- Sight Alignment.
- Trigger Control.
- Reloading. (Empty Chamber/Empty Cylinder, Loaded Cylinder/Chamber Reload)
- Shooting Stances. (Prone, Kneeling, Barricade)
- Clearing Malfunctions. (Class I, II, III)



Practical Demonstration

- Draw (With & Without concealment garment)
- Load and Make Ready.
- Loaded Cylinder/Chamber Reloads.
- Empty Chamber / Empty Cylinder Reload.
- Movement: Forward, Lateral, Backward.

Stage Demonstration (Live Fire)

- Under direction of the Range Officer (RO) or Safety Officer (SO), shooter will:
 - Load and make ready.
 - Shoot the course of fire per course description.
 - Movement and Reloading required.
 - Unload and show clear.
 - Holster handgun.

- Shooter must complete course of fire with no safety violations.


Additional Club Rules

- On Deck Shooter should be at the starting position after the COF Shooter has completed the COF and Range has been declared Safe.
- On Deck Shooter and COF Shooter are not expected to help tape targets and reset the stage. **ALL** other shooters are expected to help tape targets and assist in resetting the stage.
- All Shooters are expected to help with tear down of the stage after shooting has been completed for the match.



Competition Basics

Smooth = Fast

- No Wasted Motion = Smooth
- Execution with Confidence = No Wasted Motion
- MASTERY of Basics = Execution With Confidence
- Repetition of Basics  Mastery of Basics

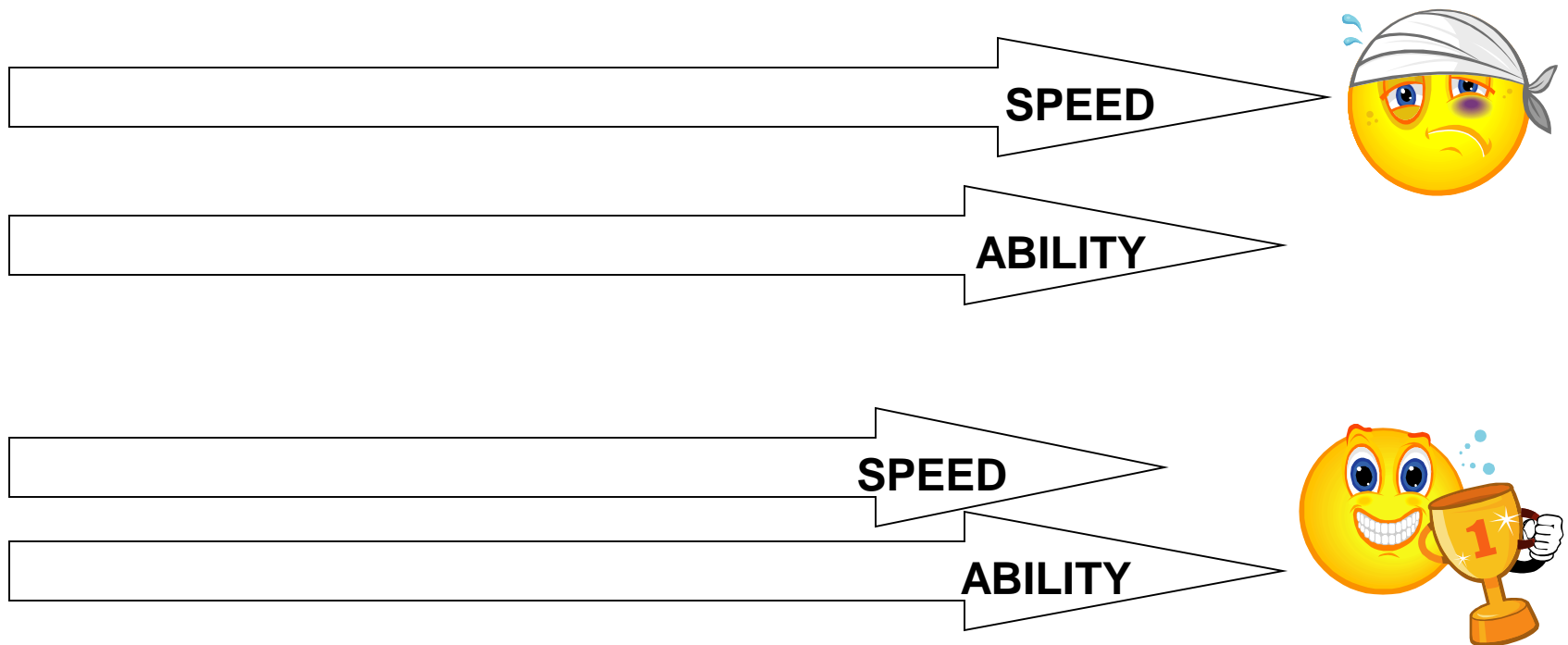


Dry Practice BASICS

- Cover Garment Sweep
- Draw
- Reloads / Stow Magazines
 - Tactical Load
 - Reload With Retention
 - Emergency (Slide Lock) Reload
- Malfunction Drills
 - Class I, II, III
- Movement While Shooting
- Movement for Transitions

Match Strategy (for me)

- Matches are won on Transitions.
- Matches are lost on Poor Shooting.
- Consistency vs. Aggression





Plan / Dissecting a stage

- Route
- Reload Management
- Obstacles
- Moving Targets - Timing
- Disappearing Targets



Mental Aspects

- Shoot the Gun vs. Drive the Gun
- Eyes Move Before Gun
- If Smooth = Fast, then Aggression with Smoothness = Faster. Aggression without Competency = Train Wreck.