

Where language has been added to existing rules, the existing language will appear as *Italicized* in red.

### Competition Rules

Addition to C 15. page 10

- A. Pistols may only be loaded to below division capacity if stipulated by the written stage description.
- B. Pistols that as manufactured cannot be loaded to the division capacity may still be used so long as they are loaded to their maximum capacity and meet all other criteria for that division.

### Course of Fire Rules

Additional language to CoF 4. page 12

*Only one (1) non-threat target may be used per every three (3) threat targets in any string of fire.* Stage designers may use one non-threat for 1 to 5 threats, 2 non-threats for 6 to 8 threats and 3 non-threats for 9 threats or more.

Change of language to CoF 9. page 12

*When cover is available, it MUST be used* when shooting unless the competitor starts in the open and must engage targets while on the way to cover. If cover is available anywhere in the COF it must be used for reloading. Competitors may NOT cross any opening (doorways, windows, open spaces, etc) without engaging targets.

### Award and Prize Rules

Additional language to Awards page 14

*Trophies will be awarded based on number of contestants per class and division* (including DQs and DNFs, but not including no-shows) *and go to the top third of those competitors.*

Sanctioned matches must give trophies (or plaques, medals, certificates, etc.) for the Division Champions as well as other placements (1<sup>st</sup>, 4<sup>th</sup>, 10<sup>th</sup>, etc.)

Additional language to Prizes page 14

*Merchandise donated* or purchased *for use as prizes must be distributed randomly.* Prizes must not be given away based on the match results or in any manner that is based, even in part, on the competitor's score. Side matches are exempt from this rule.

### Performance

Additional language to PP 1. page 15

B. There are two exceptions to the "one PE per infraction rule". One is for cover violations. A competitor may incur more than one cover PE per string of fire. The number of cover PE's may not exceed the number of positions of fire. Regardless of the number of rounds fired or targets engaged from any position, only 1 cover procedural may be issued at each position. The second exception is for reload violations as detailed on page 41.

Addition to rule PP 1. page 15

C. A Match Director may allow a handicapped or mobility-challenged shooter to take one or multiple PEs (at the MD's discretion) rather than perform an act required by the CoF (kneeling, prone, etc.) as long as the shots can be taken safely without performing the said act. If the shots cannot be taken safely without performing the required act, then the competitor should receive a DNF for that stage and the stage scored according to the rules on page 46.

Change of language to PP 3. page 17

A. Will add five (5) seconds per infraction. This penalty applies to any target that does not have at least one (1) down zero or one (1) down one hit.

**Appendix ONE – Equipment**

Clarification to A. Firearms page 18

The use of the word “Modifications” also includes any factory-standard features.

The use of magazines that extend past flush with the base of the grip are allowed as long as the gun still fits the box with the magazine inserted. The rules for division capacity would still be in effect.

Weights for divisions will be measured to the full ounce listed. Any gun that weighs over the listed division weight, with a scale variance of no more than .2 oz, will not be legal for use in IDPA.

**3. Enhanced Service Pistol Division (ESP)**

Addition to PERMITTED Modifications/Features page 22

- 15. Extended slide release.
- 16. Customization of the slide by adding front cocking serrations, engraving, tri-top, carry melts and high power cuts.
- 17. Ambidextrous or right side magazine releases.

**4. Custom Defensive Pistol Division (CDP)**

Modification of rule C. page 23

C. *Have a maximum unloaded weight of 42.0 oz., including an empty magazine.*

Addition to PERMITTED Modifications/Features page 24

- 15. Extended slide release.

- 16. Customization of the slide by adding front cocking serrations, engraving, tri-top, carry melts and high power cuts.
- 17. Ambidextrous or right side magazine releases.

**5. Enhanced Service Revolver Division (ESR)**

Additional language to A. page 24

*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.* The use of trimmed (shortened) ammunition is not allowed. Ammunition used must match the caliber listed on the gun. The only exceptions would be: .38 special in .357 magnum, 9mm in .38 super, 40S&W in 10mm, 44 special in .44 magnum.

Addition to PERMITTED Modifications page 25

- 8. Oversized cylinder latches that do not measure more than .25 inches from the frame. (does not include latches that extend beyond factory length)

Deletion from EXCLUDED modifications page 25

- 1. Oversized cylinder latches

**6. Stock Service Revolver Division (SSR)**

Additional language to rule A. page 25

A. Any revolver of .38 Special caliber or larger that utilizes ammunition with a rimmed case and is not reloaded with a full moon clip. The use of trimmed (shortened) ammunition is not allowed. Ammunition used must match the caliber listed on the gun. The only exceptions would be: .38 special in .357 magnum, .44 special in .44 magnum.

Addition to permitted Modifications page 26

7. Re-barreling to another factory offering for that model.

## 2. Official Chronograph Procedure

Replacement of language for Chronograph Procedure page 28

If the chronograph is being done separately from the competitor (pulling and/or bagging ammunition to chronograph) where the chronograph official uses match-supplied guns for the chronograph, the following procedure should be implemented.

Chronograph three (3) rounds at a distance of ten (10) feet using a gun of MAXIMUM barrel length for the DIVISION. 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. 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.

If there is any question as to the bullet weight, a bullet should be pulled and weighed using a powder scale. Should the competitor's declared bullet weight and the actual weight deviate by more than 3 grains lower than the declared weight the competitor will receive a FTDR. Any competitor whose ammunition fails to meet the minimum power floor will be disqualified from the entire match and receive a DNF score.

If the chronograph is being done as a station within the match (adjacent to a stage or near by) where the competitor's firearm is used, the following procedure should be implemented.

Chronograph three (3) rounds at a distance of ten (10) feet using the competitor's 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 using his gun or a gun of MAXIMUM barrel length for the DIVISION. 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.

It is not the match organizers responsibility to try to provide a gun of every type and caliber. The logistics of this could be almost impossible. If the match officials can, they may provide the gun or borrow one from a different match competitor to reattempt to pass the chronograph. However, if a suitable substitute can not be obtained, the attempt must be made using the competitor's gun. It is ultimately the responsibility of the competitor to insure his ammunition will make power.

If there is any question as to the bullet weight, a bullet should be pulled and weighed using a powder scale. Should the competitor's declared bullet weight and the actual weight deviate by more than 3 grains lower than the declared weight the competitor will receive a FTDR. Any competitor whose ammunition fails to meet the minimum power floor will be disqualified from the entire match and receive a DNF score.

## 2. Criteria of an IDPA Approved Holster

Addition to rule page 32

- I. If the  $\frac{3}{4}$  inch object touches both the body and the firearm as it is passed through, the holster is legal.

Additional rule page 32

K. If there are retention devices on the holster they must be used. You may not temporarily disable the retention devices for the purpose of shooting a match. Holsters may be permanently modified.

#### D. Belts.

Addition to rule page 36

*Gun belts may be no wider than 1 3/4" or thicker than 5/16" and must pass through a minimum of all but 2 of the pant loops.*

#### 4. Ammunition Carrier Notes:

Modification of rule page 39

*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. Dropping a loaded ammunition feeding device during a reload is not a procedural as long as the competitor ~~does not leave ammunition behind~~ retrieves and properly stows the device before the last shot of the string is fired. The prior sentence does not include devices dislodged from a carrier which ALWAYS receives a PE.*

Addition to rule page 39

2. The speed loaders in front of the holster must be within 1 inch of each other and the one nearest the holster must be within one inch of the holster. If the competitor chooses, he/she may wear one to three speed loaders/moon clip holders behind the centerline on the weak side for a total of three on the belt.

3. Competitors may mix carry methods (one in a pocket and one on the belt) but they must use the same method of carry for the entire match. Changing their carry method to fit the CoF will result in a FTDR.

*4. The shooter may carry no more than two spare magazines or three speedloader/moon clips on the belt.*

Addition of rule page 39

5. Can have no offset back pieces and/or belt slots. The carrier may not offset away from the belt and/or body.

6. Must hold the ammunition carrier positioned on the body so an object of 3/4" width cannot pass between the shooter's body and the inside of the speed loader/moon clip when the shooter is standing straight and upright. If the 3/4 inch object touches both the body and the speed loader/moon clip as it is passed through, the ammunition carrier is legal.

7. One additional ammunition carrier may be worn behind the center line of the body for the purposes of loading at the start of a stage. This carrier must be empty before the "stand by" command.

#### 3. Concealment Garments.

Additional language to rule page 40

*visible when standing normally*, artificial stiffeners of any material (other than standard laundry starch) used in any location, use of *chest pockets*,

#### Appendix TWO - Approved IDPA Reloads

Additional language to rule page 41

At no time is it permissible to fire while holding a magazine or speed loader/moon clip.

## Appendix THREE – Cover

Additional language to rule page 43

At no time should a competitor stand directly in a “window” or port to engage targets. Competitors must “slice the pie” around the edge of the “window” or port.

## Appendix FOUR - Scoring

Additional language to E. Threat / Non-Threat Designation page 47

Painted hands or cutouts for non-threats must be of normal adult size. At least one full hand must be visible from the shooting position.

## Appendix SIX - IDPA Organization

Additional language to F. Sanctioned Matches. page 63

Blind stages are not allowed for use in sanctioned matches. The use of long guns in a sanctioned match is not allowed. This does not mean that there is no place for a shotgun or rifle in IDPA. Sides matches using a shotgun or rifle can be fun and an additional source of income for a match. Inert (non-firing) long guns may be used as stage props.

## Appendix EIGHT - Classification Match

Additional language to E. Classification page 70 and 71

*Classification can also be affected by a shooter's performance in sanctioned matches. This is based on the number of people in a shooter's division and classification and the one classification above his classification within that same division.* This method of classification upgrade calculation should not include DQ's, DNF's or match no-shows.

## Appendix NINE – Target

Additional language to C. Steel page 75

Typically steel is considered engaged when the required number of rounds has been fired at it. The steel has to fall (if it is a knock down target) or to be hit to be scored otherwise it would be 5 down (and a failure to neutralize if it is a Vickers stage). If it is not hit after the required number of rounds fired (usually one on steel), the competitor can move on.

There are some issues that a stage designer or MD needs to be aware of. One is a safety issue. For instance, if the steel is at the end of a hallway that the competitor has to advance down after engaging the steel, the MD needs to stipulate that the steel can only be engaged from a certain point. You do not want someone missing the first shot and then advancing on the steel and engaging from what may be an unsafe distance. The second is if the steel is used as an activator. The MD needs to make sure that the competitors are aware that the steel has to be downed in order to activate something.

## Appendix ELEVEN – Glossary

Additional language to definition page 82

*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).* Tactical Sequence may not be used for targets farther than 10 yards. Tactical Sequence may not be combined with Tactical Priority (near to far or from cover) on the same targets. As stated on page 12, tactical sequence is only required when it is specified in the course of fire description.