

Matches are not training.

They are competitions with rules for safety and for equitable scoring.

Safety Rules

Safety rules are non-negotiable. It doesn't matter if your way is safe if it breaks the rules. Everyone needs to know what to expect from the other shooters.

The 180 plane moves with you and is relative to back berm (not to the diagonal wall in front of you).

Practiscore Registration and Squadding

When signing up for a match be sure to read the complete match description. When selecting a squad you do not need to go on the lowest number squad that has an opening.

Match Rules and Scoring

Matches have paper targets with different valued scoring areas. You must balance points and penalty time against the clock time. Black areas are hard cover and a hit there is scored as a miss. Hits on no-shoot/non-threat targets incur additional penalties.

IDPA, ICORE, and Multi-Gun use Time Plus scoring. This is the clock time plus scoring time plus penalty time, totaled for the match to determine finish order. USPSA uses Hit Factor scoring which is points/time. Points are based on target zones and power factor, penalties are deducted from the points scored, and the time is the clock time. Stage winner gets the maximum possible points for the stage and others get a percentage of the maximum. Stage points are then added up to determine finish order.

Failing to engage a target is penalized: To successfully engage a target IDPA requires shooting specified number of shots, USPSA and ICORE require one shot.

IDPA Rules: Target engagement order is near to far in the open, and outside in from cover. At cover you may expose yourself to all the targets but still must shoot as "slicing the pie". Cover positions will be defined by fault lines. You may stand on fault lines (in all types of matches) as long as your foot does not touch the ground beyond the fault line. When reloading you can only drop a magazine if it AND THE CHAMBER are empty. Revolver shooters cannot drop loose live rounds or a moonclip with live rounds.

Equipment and divisions

Please see the rules books for the actual division requirements but full size plastic guns are SSP and Production with 10 round max. Full size 9mm metal guns are ESP and L-10 Minor. Carry Optics is ESP with dot or laser in IDPA, Production with dot or laser in USPSA. IDPA has CCP for smaller ESP guns. IDPA requires a single belt and a concealment garment.

Match Advice

Matches are about concurrent activities. Movement and being prepared for what comes next are as important as shooting ability. Too many people concentrate so intensely on the shooting that they are unprepared to move, and move safely, to the next location AND then they are not prepared to shoot when they get there.

Never think "Go slow" to get anything right. Think take the time needed to accomplish the task - but no more.

All shooters are expected to help tape after scoring, reset steel, pick up brass, work clock and tablet, and tear down. If you are at a new match and/or club ask what to how things are done there.

**Rio Salado IDPA website: www.riosaladoidpa.com
Sign up for our email list at www.riosaladoidpa.com/email-list**

IDPA Range Commands

Range Is Hot - Eyes & Ears

This is the first command given to each shooter starting the action of shooting a stage. This command signifies the start of the CoF. The shooter will make sure that their eye and hearing protection is in place. It is also notification to anyone in the shooting bay to check that their own eye and hearing protection is properly fitted.

Load and Make Ready

When the shooter has proper eye and hearing protection, the SO will issue the Load and Make Ready command. The shooter will prepare the firearm and magazines to match the start position for the stage. Typically, this is to load the firearm and holster, but may include non-typical loading or staging of equipment. The shooter will then assume the starting position necessary for the stage. If the shooter's firearm is not to be loaded for the start of a stage the command used will be "Make Ready."

Are You Ready?

After "Load and Make Ready," the SO will ask the shooter "Are You Ready?" If ready, the shooter should respond verbally, or by obvious nodding of the head, but may also choose to stand ready. If there is no response from the shooter in approximately 3 seconds, the shooter is assumed to be ready. If the shooter is not ready when this question is asked the shooter must respond "Not Ready". If the shooter continues to not be ready, the shooter must take a step out of the starting position. When ready, the shooter will assume the starting position and the "Are You Ready" question will be asked again. The shooter is expected to be ready to proceed approximately 15 seconds after the "Load And Make Ready" command. If the shooter is ill prepared and needs more than fifteen seconds to get ready, the shooter will be advised that he/she is being given approximately 15 seconds more to prepare. If the shooter is still not ready after that period, he/she will receive a Procedural Error penalty and will be moved down in the shooting order.

Standby

This command is given after the shooter is ready. This command will be followed by the start signal within 1-4 seconds. The shooter may not move or change positions between the "Standby" command and the start signal, unless required to do so by the CoF.

Finger

This command is given when the shooter's finger is not obviously and visibly outside the trigger guard when it should be, as noted above.

Muzzle

This command is given when the muzzle of the shooter's firearm is pointed near a muzzle safe point. The shooter must correct the errant muzzle and continue with the stage. See muzzle safe points above.

Stop

This command is given when something unsafe has happened or is about to happen during a stage, or when something in the stage is not correct. The shooter must immediately stop all movement, place the trigger finger obviously and visibly outside the trigger guard, and await further instruction. Failure to immediately stop and remove the trigger finger from within the trigger guard will result in Disqualification from the match.

If Finished, Unload and Show Clear

This command will be issued when the shooter has apparently finished shooting the stage. If the shooter is finished, all ammunition will be removed from the firearm and a clear chamber/cylinder will be shown to the SO. If the shooter is not finished, the shooter should finish the stage and the command will be repeated.

If Clear, Slide Forward or Close Cylinder

Once the SO has inspected the chamber/cylinder and found it to be clear, this command will be issued and the shooter will comply.

Pull the Trigger

The shooter will point the firearm at a safe berm and pull the trigger to further verify that the chamber is clear. If the firearm fires, the shooter will be disqualified from the match. This requirement also applies to firearms with a de-cocker or magazine disconnect. For firearms with a magazine disconnect, an empty magazine, or dummy magazine must be inserted before the trigger is pulled, and then removed again. This command is not needed for revolvers.

Holster

The shooter will safely holster the firearm.

Range is Clear

This command indicates to everyone within the stage boundaries that the range is clear. This command ends the CoF and begins the scoring and resetting of the stage.