

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 reasoning behind the safety rules are explained more thoroughly in the **Practical Shooting Starter Course** but the basic rules are:

- **Only handle guns at the safe area or, when you are the shooter, starting at the Make Ready command and ending with Range is Clear. You may handle ammo anywhere except the safe area. The IDPA versions of the range commands are listed on the 2nd page.**
- **Never point a gun up range (on sides OR vertically) as defined by the "180 rule". The 180 plane moves with you and is relative to back berm - not to the diagonal wall in front of you! This will be demonstrated at the meeting before the match.**
- **Your finger must be visibly off the trigger when moving, reloading, or clearing malfunctions.**

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.