

IDPA GLOSSARY

Airgunning: The act of going through the motions of firing the Course of Fire (CoF) with a hand or pointed finger without a firearm in hand. This is illegal in IDPA, but legal in IPSC.

CoF: Course of Fire, the description of the stage

Cold Range: The Chico Rod and Gun Club does NOT allow loaded firearms in the holster or to be handled except while on the firing line and under the supervision of a SO.

Cover: 100% of the shooter's lower torso (legs) must be behind cover. More than 50% of the shooter's upper torso must be behind cover while engaging threat targets and/or reloading.

Safe Area: A designated area to handle UNLOADED guns. NO AMMUNITION is allowed or can be handled in a safe area.

SO/RSO: Safety Officer/Range Safety Officer

Stage: One individual scenario or drill

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).

Range Commands: *(To everybody: Eyes and Ears)*

Do you understand the Course of Fire? Do you have any questions?

Load and Make Ready: Command given to the shooter to load gun to either CoF specification or division capacity and reholster.

Shooter Ready?: Question asked by SO to make sure the shooter is ready to engage the CoF.

Standby: Command given to the shooter to freeze in the start position before the audible start signal.

Unload and Show Clear: Command given to the shooter to unload his weapon and show the SO a clear chamber or cylinder.

Slide Down or Cylinder Closed: Command given to the shooter to lower the slide or close the cylinder of an empty weapon.

Hammer Down: Command given to shooter to dry fire downrange to show a clear weapon.

Holster: Command given to the shooter to put the weapon back in the holster.

Range is Safe: Command stating that the shooter has holstered his gun

Tapers and Brassers

Warning Commands:

Finger: Alert given to shooter to remove his finger from the trigger guard.

Muzzle: Alert given to shooter to maintain muzzle control within the muzzle safe points. Safety Officers may need to physically push the shooter's arms to get the muzzle downrange if they do not immediately move at the command.

Stop: Alert given to the shooter to stop all shooting and movement.

Cover: Alert given to the shooter for using improper cover.

Reloading

Reload: There are different types of legal reloads allowed in IDPA. 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 closed or revolver cylinder is closed.

Illegal Reload: Speed or Slide Down Reload: Recharging the gun when there is a round in the chamber by:
Dropping the partial magazine on the ground.

Drawing a spare magazine.

Inserting the spare magazine into the gun.

Leaving the partial or empty magazine behind.

NOTE: There is NO provision for the speed reload in IDPA competition.

*You may never leave behind a magazine that still has any rounds in it.

*You may not drop and leave behind a magazine even if the magazine is empty if there is still a round in the chamber.

1) Slide Lock Reload: Recharging the gun when it is completely empty by:

Dropping the empty magazine.

Drawing a spare magazine.

Inserting the spare magazine into the gun.

Racking the slide or hitting the slide release button.

2) Tactical (Tac-Load) Reload/ Reload with Retention: Recharging the gun during a lull in the action by:

Remove the partially loaded magazine from the gun (don't drop it on the ground)

Stowing the partial magazine properly on your body

Inserting the spare magazine into the gun.

Scoring

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.

Limited Vickers: 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.

Scoring Penalties

Hit no Shoot: (5 points) Usually the white targets are good guys and the brown (cardboard color) are bad guys

Failure to Neutralize (FTN): (5 points) A failure to neutralize is a 5-second penalty for not getting at least one shot within the down-0 or down-1 zones of a threat target. If a shooter lands only peripheral hits on the target, or misses the target altogether, the threat target is still considered viable and a potential threat to the shooter.

Procedural Error: (3 points) Minor infractions like not using cover properly, not moving during a mandatory move and shoot, shooting targets in the wrong order, not shooting with the specified hand, etc.

Failure to do Right: (20 points) Intentionally not following directions of the stage in order to gain an advantage

