

Regarding V2 of the rule book

This will be our rulebook for the next 5 years. There may be some technical or punctuation updates. There may be minor errata issued from time to time but the old clarification process will not be in place for this rulebook.

We are separating best practices and classifier brackets and PCC.

What's new after the comment period?

1) Cover and Fault Lines. The short version is we renamed the visual reference lines as Fault Lines. And use them the same way now. This means if you are inside the lines when firing, you are good. We also prefer physical barriers and objects to force shooters to remain in cover and when they are correctly used, a shooter is good inside the barrier. We intend to enforce this during the stage approval process at major matches. All the shooter needs to know is if you are inside the designated area, you may engage targets.

2) Specialty Division replaces Not for Competition (NFC). In it we will allow BUG, PCC, Carry Optics, Weapon mounted lights and lasers. If you want to run a match with these guns, have fun. These are at a MD's discretion. They are going to be permitted as scored divisions in matches

3) Sanctioned Specialty Matches must be approved by HQ. Local clubs can accept specialty divisions as long as the platform is for everyday use. No Open guns. PCC as a specialty division is an anomaly to the concept of every day carry in most places but not an anomaly to defensive based principals. This is why matches with PCC are considered Specialty Matches. This is not getting wedged into our legacy matches.

4) Next up we codified the Flagrant Penalties. No mind reading required. If you do certain things, you are getting an FP. This is not a judgment call. Innocent mistakes are 10 seconds.

Examples of an FP (non-inclusive list):

- COF requires 6-shots weak hand, shooter shoots freestyle instead.
- SHO/WHO strings / stages shot Freestyle
- Not going prone when required
- Not fully engaging all targets as required
- Not following stage requirement that takes longer than 3 seconds to perform
- Shooting an entire array out of cover
- Speed Reload or similar actions
- Staging an ammunition feeding device incorrectly
- Extra rounds in magazines

5) We have a new Target that has a 4" circle inside the head zone for zero down. The existing 8" circle in the lower zone is still there. Effectively the 1 down zone grew. You can make your own using a 4" template in the center of the head while waiting for target manufacturers to add the die.

6) BUG size changed slightly (weight) to accommodate the Shield. The current draft would make them not legal which was not the intention.

7) CCP BOX size was changed because over a half dozen full sized service pistols fit in our current CCP box. There was a table top discussion about size and weight.

So that is the weekend BOD discussion. What else is new in 2017?

8) Tac. Sequence is gone

9) Reload rules emphasize Emergency or slide lock reloads. No more stages requiring 'an IDPA legal reload' in the middle of a stage. You are only restricted reloading by two things:

- Speed reloads (dropping a mag with a round in the chamber)
- Exposed to targets that are not fully engaged.

10) One second per point will be used.

11) Shooting at anything other than a target on a stage is a DQ.

12) The classifier COF has changed. Your classification will not. Your classifier is good until the next time you need to shoot one and then, you will use the new COF. Equity is still the same.

13) When you shoot a classifier in semi auto, the date of classification will cover ALL semi auto divisions.

14) Memory Stages are not legal. Anything that requires you to take your focus off shooting to remember what's next is a memory stage.

15) No more 'make believe' stages meaning you may not restrict shooters from shooting anything they see with the stage briefing. If they can see it, they can shoot it legally. An example is: 'you must move to another position before those targets are available.' 'Pretend that is a wall'.

16) In fact, Stage descriptions may not restrict someone from doing anything that is legal to do in the rule book. This is in addition to the old rule that a stage description cannot overrule a rule in the rulebook.

17) The Cover command is no longer used in matches although it is permitted in local matches to help new shooters.

18) Chronograph at matches will be done with the competitor's gun. MD's no longer required to run around looking for another gun with the longest barrel in a division.

19) You are now required to wear your holster on every stage regardless of whether you need it because of alternate start positions. No more undressing.

20) Written stage descriptions are required for every stage. They require the following:

- A defensive scenario or a standards (skills test)
- Start position
- Specifies firearm condition (loaded, unloaded, downloaded)
- Shooting Procedure
- Identifies points of cover and fault lines
- Specify using the 180 or points out the muzzle safe points
- Specifies the minimum round count and whether the stage is limited or unlimited
- Specifies if a concealment garment is NOT required
- A descriptive diagram of the CoF is recommended but not required.

21) Alternate Scoring on stages is no longer used. If you receive a start signal, you get a score even if you did not get off a round. Just score the stage. Squibs, slip and fall, crash into something, malfunctions are on the shooter. No reshoots.

22) The muzzle safe point on doors and other handles is clarified to mean when a shooters hand is inside of the safe area. Allowing your muzzle to sweep the area without human flesh inside of that area is not a DQ.

23) Similarly, if you sweep your leg from a seated holster draw, you are not protected from a DQ because of the rule allowing IWB holsters. Once your trigger is available for a shooters finger, your muzzle is in play. Any sweeping during a seated draw is a DQ.

24) Maximum target distance on scenario stages is now 20 yards. Standards are 50.

25) Shooters Code of Conduct has been modified to allow the MD more discretion in issuing penalties for shooters who do not paste and reset.

26) It is now also a penalty for a shooter to cause any disturbance while up-range that interferes with a shooter or safety officer while shooting. This includes distracting a shooter from his concentration while shooting. It also includes coaching. This has become an issue at major matches so we included something in this rule book. The MD must confirm these penalties like FTDR penalties.