

Welcome to Action Pistol Shooting 101

www.idpa.com




www.uspsa.org





Orientation Purpose

- Orient the New Shooter to Action Pistol Competition (IDPA and USPSA).
- Safely expedite New Shooter participation.
- Provide a Safe and Enjoyable experience for New Shooters.



Orientation Components

- Safety Briefing
- Practical Demonstration (Dry Practice)
- Competition Basics
- Stage Demonstration (Live Fire)



4 Rules of SAFETY

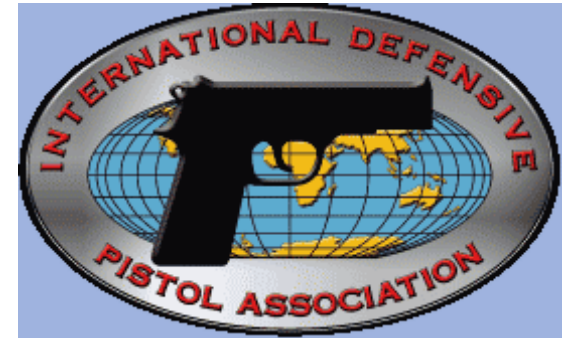
- All guns are always loaded. Even if they are not, treat them as if they are.
- Never let the muzzle cover anything you are not willing to destroy.
- Keep your finger off the trigger till your sights are on the target.
- Identify your target and what is behind it.

Cold Range Procedures

- Anyone carrying hot (loaded) firearm will immediately notify a Safety Officer (SO) or Range Officer (RO) of their status so they can be made safe.
- Unloaded firearms may be handled in designated Safe Areas only. **NO** ammunition handling in Safe Areas.
- A loaded firearm will only come out of the holster during a course of fire under the direct supervision of the SO/RO.

Range Commands: IDPA

- Range Is Hot
 - Load and Make Ready
 - Are You Ready?
 - Standby (Followed by start signal or action)
 - Finger
 - Muzzle
 - Stop*
- As Necessary During COF
- (Will immediately be followed by "Unload and Show Clear")
- If Finished, Unload and Show Clear
 - If Clear, Slide Forward or Close Cylinder
 - Pull the Trigger (Not required for Revolvers)
 - Holster
 - Range is Clear

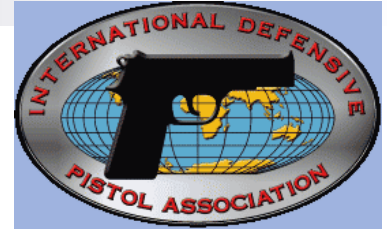




Range Commands during COF

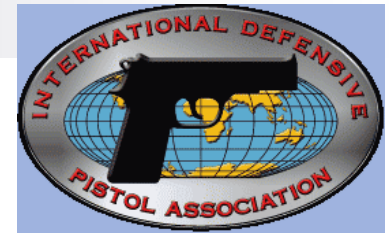
- **FINGER** - Finger not visibly out of the trigger guard. (IDPA)
- **MUZZLE** - About to violate muzzle safe point or 180 degree plane. (IDPA)
- **STOP** – Something grossly unsafe. (IDPA / USPSA)

IDPA Scoring



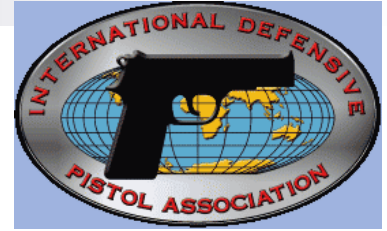
- Targets may be cardboard or steel. Cardboard target is worth 5 points. Each point is worth 1 second. Steel must fall down to score. Reactive targets may be used to activate other targets. Your score will be a function of how accurately you engage the targets and how long it takes you to do it.
- Procedural penalties in the form of time will be added to your score for rule infractions.

IDPA Procedural Penalties



- Procedural Penalties in the form of Time Added will be assessed for failure to follow course requirements or rules infractions.
- IDPA Procedural Penalty (3 seconds added to time) Examples: Violating a Fault Line, Failure to follow course procedure.

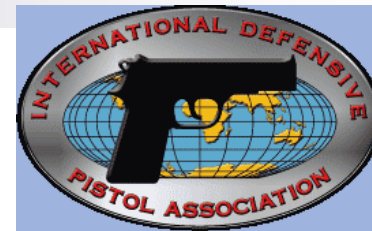
IDPA Flagrant Penalty (10 seconds)



- A Flagrant Penalty is assessed when:
- A shooter fails to follow the shooting procedures set forth in the written stage description and/or uses inappropriate equipment with the obvious intent of gaining a competitive scoring advantage.
- A shooter breaks a rule of the game.
- A conduct violation described in the Shooter's code of conduct as determined by the MD.
- All FPs must be approved by the MD*.

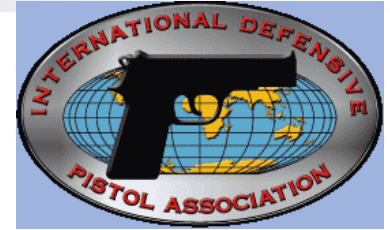
*Unless delegated to SO by MD at SKSC

IDPA Failure To Do Right (FTDR)



- A twenty second (20) penalty will be assessed for gross unsportsmanlike conduct, use of inappropriate devices and unfair actions.
- The FTDR is intended to be used solely as a penalty for acts on the part of the shooter to circumvent or violate the rules and by doing so gain a competitive advantage. A FTDR may be issued for violations of the Course of Fire, but not in cases of shooter errors where it is obvious that the shooter gained no competitive advantage by their actions. It should not be assessed for inadvertent shooter errors. In these cases, the shooter should be assessed a PE or FP, rather than an FTDR.
- All FTDRs must be approved by the Match Director.

DISQUALIFICATION




- Unsafe firearm handling as defined by the Safety Rules.
- Unsportsmanlike conduct.
- Violations of the Shooter's Code of Conduct as determined by the MD.
- Shooting at a steel target that is less than 10 yards from the shooter.
- Intentionally discharging the firearm at anything other than a target or an activator.
- Repeated **FINGER** or **Muzzle** violations.
- Premature, unsafe shot. (Uprange, Over the Berm, <2 yards downrange*)

*Consistent with Target positioning

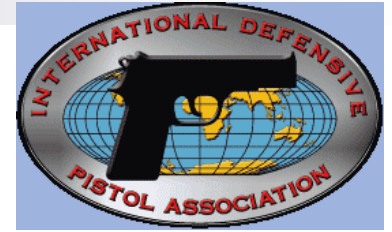


Division



Caliber	Minimum Power Factor	Magazine / Cylinder Capacity	Description	Unloaded Maximum Weight w/ Magazine
9MM (9X19) or larger.	125	10	SF / DA, DAO	43 oz.
9MM (9X19) or larger.	125	10	SSP Legal, SA	43 oz.
.45 ACP	165	8	SSP Legal, SA	43 oz.
.38 Special or larger*. .357 MAG or larger**	*105 / **155	6	* Stock Revolver (Speedloaders) ** Enhanced Revolver (Moonclips)	*43 oz. / **50 oz.
9MM (9X19) or larger.	125	8	SA / DA/ DAO / SF	38 oz.
.380 ACP or larger	95	6	SA / DA/ DAO / SF	26 oz.
.38 Special or larger	95	5	SA / DA	26 oz.

IDPA 5X5 Classifier



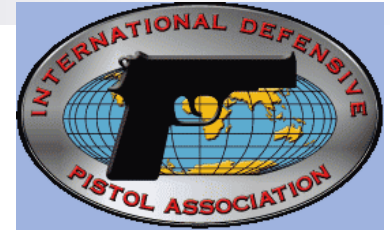
- 25 Rounds
- 4 Strings
- 10 yards.
- Strong Hand, Weak Hand, Reloads



IDPA 5X5 Classifier (25 rounds)

Times for:	CDP	ESP	CO	SSP	CCP	REV	BUG	PCC
Master (MA)	19.18 or less	18.75 or less	18.47 or less	19.07 or less	19.60 or less	20.15 or less	23.25 or less	10.63 or less
Expert (EX)	19.19 thru 24.09	18.76 thru 23.28	18.48 thru 22.93	19.08 thru 23.49	19.61 thru 24.98	20.16 thru 26.78	23.26 thru 28.12	10.64 thru 12.98
Sharpshooter (SS)	24.10 thru 29.92	23.29 thru 28.80	22.94 thru 28.39	23.50 thru 29.36	24.99 thru 31.07	26.79 thru 33.34	28.13 thru 35.43	12.99 thru 15.82
Marksman (MM)	29.93 thru 37.63	28.81 thru 36.27	28.40 thru 36.18	29.37 thru 36.97	31.08 thru 39.26	33.35 thru 41.91	35.44 thru 44.65	15.83 thru 18.33
Novice (NV)	37.64 or greater	36.28 or greater	36.19 or greater	36.98 or greater	39.27 or greater	41.92 or greater	44.66 or greater	18.34 or greater

Standard Classifier



- 72 Rounds
- 3 stages; 8 Strings
- 5, 7, 10, 15, and 20 yards.
- Strong Hand, Weak Hand, Barricade, Barrels, Movement, Reloads.



Standard Classifier (72 rounds)

Times for:	CDP	ESP	CO	SSP	CCP	REV	BUG	PCC
Master (MA)	75.00 or less	72.00 or less	72.00 or less	73.00 or less	78.00 or less	83.00 or less	89.00 or less	45.00 or less
Expert (EX)	75.01 thru 100.00	72.01 thru 95.00	72.01 thru 95.00	73.01 thru 96.00	78.01 thru 103.00	83.01 thru 110.00	89.01 thru 118.00	45.01 thru 56.25
Sharpshooter (SS)	100.01 thru 150.00	95.01 thru 140.00	95.01 thru 140.00	96.01 thru 142.00	103.01 thru 155.00	110.01 thru 165.00	118.01 thru 177.00	56.26 thru 67.50
Marksman (MM)	150.01 thru 240.00	140.01 thru 225.00	140.01 thru 225.00	142.01 thru 232.00	155.01 thru 248.00	165.01 thru 263.00	177.01 thru 283.00	67.51 thru 78.75
Novice (NV)	240.01 or greater	225.01 or greater	225.01 or greater	232.01 or greater	248.01 or greater	263.01 or greater	283.01 or greater	78.75 or greater

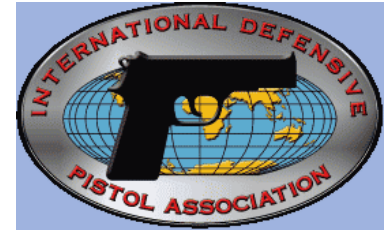


Pistol Caliber Carbine Classifier

- 54 Rounds
- 3 stages; 5 Strings
- 15 and 25 yards.
- Strong Side Barricade, Support Side Barricade, Reloads

Pistol Caliber Carbine Classifier


(54 Rounds)



Times for:	PCC
Master (MA)	56.00 or less
Expert (EX)	56.01 thru 66.00
Sharpshooter (SS)	66.01 thru 76.00
Marksman (MM)	76.01 thru 86.00
Novice (NV)	86.01 or greater

Range Commands: USPSA



- Make Ready
- Are You Ready?
- Standby (Followed by start signal within 1 to 4 seconds)
- Stop*  As Necessary During COF Will immediately be followed by "Unload and Show Clear"
- If You Are Finished, Unload and Show Clear
- If Clear, Hammer Down, Holster (self-loaders) or:
- If Clear, Cylinder Closed, Holster (revolvers) or:
- If Clear, Hammer Down, Flag (PCC)
- Range is Clear

USPSA Scoring



- USPSA uses Hit Factor Scoring.
- Hit Factor equals scored points divided by stage time. (Points per second) Shooter with highest Hit Factor gets 100% of Stage Points. All other shooters scored as a percentage of the highest Hit Factor.
- Targets may be cardboard or steel. The cardboard target is worth 5 points. Scoring is based on power factor. (Major/Minor)
- Steel must fall down or overturn to score. Reactive targets may be used to activate other targets. Your score will be a function of how accurately you engage the targets and how long it takes you to do it.
- Procedural penalties in the form of penalty points will be deducted from your point score for rule infractions.

USPSA Procedural Penalties



- A Procedural Penalty is assessed at twice the value of a single maximum available scoring hit on a cardboard target. If the maximum available scoring hit on a cardboard target is 5 points, each procedural penalty will be minus 10 points.
- Single or multiple Procedural Penalties may be applied depending on the nature of the infraction. (Significant Advantage)



DISQUALIFICATION

- Unsafe firearm handling as defined by the Safety Rules.
- Unsportsmanlike conduct.
- Intentionally discharging the firearm at anything other than a target or an activator.
- Repeated **FINGER** or **Muzzle** violations.*
- Premature, unsafe shot. (Uprange, Over the berm, <10 feet downrange,.)

*Local Range Policy

USPSA Classification



■ Classification by Division

- Open, Limited, Limited 10, Production, Single-Stack, Revolver, Carry Optics, Pistol Caliber Carbine

■ Grand Master 95-100%

■ Master 85-94.9%

■ B Class 60-74.9%

■ C Class 40-59.9%

■ D Class Below 40%

Basic Gun Handling

- Loading and unloading.
- Draw and re-holster. (With & Without concealment garment - IDPA)
- Grip: Strong, Weak, Freestyle.
- Sight Alignment.
- Trigger Control.
- Reloading. (Slide Lock Reload, Loaded Cylinder/Chamber Reload)
- Shooting Stances. (Prone, Kneeling, Barricade)
- Clearing Malfunctions. (Class I, II, III)



Practical Demonstration

- Draw (With & Without concealment garment - IDPA)
- Load and Make Ready.
- Loaded Cylinder/Chamber Reloads.
- Slide Lock Reload.
- Movement: Forward, Lateral, Backward.

Stage Demonstration (Live Fire)

- Under direction of the Safety Officer (SO) / Range Officer (RO), shooter will:
 - ☐ Load and make ready.
 - ☐ Shoot the course of fire per course description.
 - Movement and Reloading required.
 - ☐ Unload and show clear.
 - ☐ Holster handgun.
- Shooter must complete course of fire with **no** safety violations. Any safety violation will require shooter to reshoot the course of fire. The SO/RO will be the sole decision maker to fail a shooter and withhold certification card.


Additional Club Rules

- On Deck Shooter should be at the starting position after the Course of Fire (COF) Shooter has completed the COF and the SO/RO has declared the range clear.
- On Deck Shooter and COF Shooter are not expected to help tape targets and reset the stage. **ALL** other shooters are expected to help tape targets and assist in resetting the stage.
- All Shooters are expected to help with tear down of the stage after shooting has been completed for the match.



Competition Basics

Smooth = Fast

- No Wasted Motion = Smooth
- Execution with Confidence = No Wasted Motion
- MASTERY of Basics = Execution With Confidence
- Repetition of Basics  Mastery of Basics

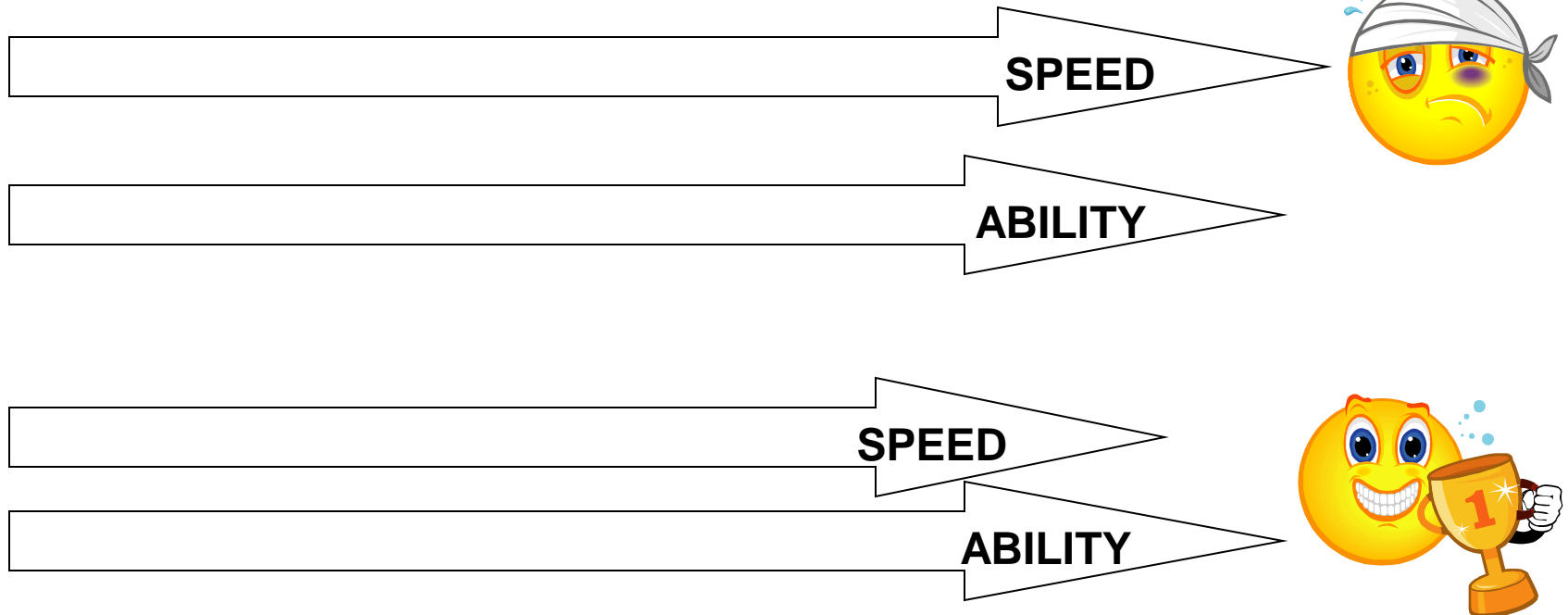


Dry Practice BASICS

- Cover Garment Sweep (IDPA)
- Draw
- Reloads / Stow Magazines
 - Loaded Chamber Reload
 - Emergency Reload
- Malfunction Drills
 - Class I, II, III
- Movement While Shooting
- Movement for Transitions

Match Strategy (for me)

- Matches are won on Transitions.
- Matches are lost on Poor Shooting.
- Consistency vs. Aggression





Plan / Dissecting a stage

- Route
- Reload Management
- Obstacles
- Moving Targets - Timing
- Disappearing Targets



Mental Aspects

- Shoot the Gun vs. Drive the Gun
- Eyes Move Before Gun
- If Smooth = Fast, then Aggression with Smoothness = Faster. Aggression without Competency = Train Wreck.