



The Springfield Sports Club

- Practical Pistol
- IDPA
- Canadian Defensive Pistol
- Club rules

Web Site

WWW.FRSA.CA

Safety First

For those new to the sport of Canadian Defensive Pistol (CDP), it is a competitive shooting sport designed to challenge shooters with potential real life scenarios and direct their focus to the skills necessary to do so. As a result this sport provides skill challenges not found in most other shooting disciplines. An example of this would be the requirement to safely engage targets while moving from one point to another.

TERMS and ABBREVIATIONS

The following is a list of abbreviations and terms used in this manual.

Accidental Discharge	An accidental discharge is an inadvertent shot that is considered unsafe
Beavertail	A grip safety which prevents damage to the web of the hand during recoil
Concealment	The use of clothing, worn in normal everyday fashion, to conceal the gun, holster, magazine, or speed loader pouches
Cold Range	A range that does not allow competitor to have a loaded firearm in the holster, except when under the supervision of a Range Officer during a course of fire
COF	Course of Fire
Course of Fire	A shooting exercise in which a competitor must shoot at targets arrayed to emulate an action of self-defense with a pistol, or to test his ability with a pistol
Cover	Concealing the body from a threat when shooting a course of fire. At least half of the shooter's upper body must be behind cover, when available, whilst shooting and or reloading. The arms must not project past the cover point beyond the joint of the wrist and forearm.
Chronograph	An instrument which measures the velocity of a bullet
Cylinder	Part of a revolver which holds the cartridges
DQ	Match disqualification
Engagement	Shooting at a target with at least one round
Fps	Feet per second
Grease Ring	The mark left by the bullet, on the periphery of the bullet hole, when it passes through the target
Hard Cover	A Physical barrier that is deemed to be impenetrable when hit with bullets
Hot Range	A Range that allows the competitor to have a loaded firearm in the holster when not engaged in a course of fire
Loaded Firearm	A firearm which has ammunition in the chamber of the gun and/or in a magazine that is fitted in the gun

M	Metre (1metre = 1.0936yds)
Match	A competition comprised of multiple courses of fire
Match Director	The Range Official who is a certified Range Safety Officer (RO) and is in charge of all aspects of the match set up and operation. The Match Director's decision is final.
Match Disqualification	A penalty imposed on the competitor for committing a serious safety infraction, or for gross unsportsmanlike conduct
MD	Match Director
mm	Millimetre (25.4mm = 1 in)
Radial tear	A tear in the target material, emanating out from the bullet hole, beyond the grease ring
Range Commands	Instructions used by the Range Officer to control, and maintain, safe operation of a firing range (see chapter Range Commands)
Range Safety Officer	A Range Official who is an experienced CDP competitor, who has been trained to supervise and control the shooting of a COF. Another term used for Range Safety Officer is Safety Officer (SO), or Range Officer (RO).
Range Safety Officer Instructor	A Range Official who is an experienced RSO and competitor, who has been trained by CSSA to instruct and train Range safety officers.
Reload	Removing a partially used or completely expended source of ammunition, from a firearm and replacing it with a fully charged source of ammunition.
Revolver Neutral	A function of COF design, which takes into account the specifics of revolver operation, to prevent revolver shooters from facing a conflict of rules and COF requirements
RM	Range Master
RSO	Range Safety Officer
RSOI	Range Safety Officer Instructor
Safe Area	The designated area for handling unloaded firearms. Ammunition must not be handled in a Safe Area
Safety Officer Instructor	A Range Official who is a very experienced CDP competitor, who trains the Range Officer/Safety Officers
Senior Range Officer	The match official with overall responsibility for one or more courses of fire.

SRO	Senior Range Officer
Stage	Another name used for Course of Fire
Sight Picture	Looking through the gun sights at a target.
Strong Hand	The dominant hand, commonly defined as in being “Right handed”. The right hand would be the strong hand. Shooting strong hand only would require the use of the dominant hand to shoot the COF, without touching the gun with the weak hand; or holding on to anything to provide support.
Tactical Priority	A term to describe the way targets is engaged by level of threat. Targets are engaged as they become visible. Visible targets are engaged, close targets first and the most distant target is last.
Tactical Sequence	A term to describe the way targets are engaged with one round each, and then re-engaged with one round each. This can be done in any order, ensuring that available cover requirements are achieved. Considering a 3 target array, shot sequence can be 1-1-1 1-1-1 Or 1-1-2-1-1
Weak Hand	See “Strong hand”. If the right hand is the strong hand, weak hand would be the left hand.

SCORING

7.0 Unless otherwise specified in the COF briefing paper targets must receive two hits for score. The two highest scoring hits will be counted, when there are more than two hits on the target, except in Fixed Count COF. Steel targets must receive one hit to score.

7.1 The CDP paper target has 3 scoring zones, A, B and C. The points scored for each zone is 5 points, 4 points and 2 points. The points down equivalent are 0 Points Down, 1 Point Down and 3 Points down respectively.

Zone	A	B	C
Points Down	0	1	3 = seconds

7.2 At least one shot must strike in the A Zone (5 Point), or B Zone (4 Point) of the target. Failure to achieve this effective hit will result in a penalty (ISP, Ineffective shot placement) of 5 seconds per target which has not received an effective hit.

7.3 A miss or a failure to knock over a steel target will result in ISP (ineffective shot placement) penalty being imposed, in addition to the loss of points due to the miss.

7.4 The bullet diameter is assessed by the grease ring produced on the target, by the passage of the bullet through the target. Radial tears beyond the diameter of the bullet hole will not count for score, or penalty.

7.5 The two methods of scoring in CDP competition is “OPEN COUNT” and “FIXED COUNT”.

7.5.1 **Open Count** scoring allows the competitor to shoot as many rounds as desired only limited by the available ammunition dictated by the rules.

7.5.2 **Fixed Count** scoring is used when the number of shots fired at each target, in the COF, is limited to a maximum. The number of shots is specified in the COF description. Fixed time COF are not permitted. Specific penalties apply in fixed count stages, as follows:-

7.5.2.1 A procedural penalty will be awarded for each extra shot fired.

7.5.2.2 The lowest scoring, of the allowable number of shots, will be used for score; where a target has received more hits than the mandated maximum number of shots allowed at that target.

7.6 The minimum points score for a COF will be zero, resulting in the “points down” being equal to the maximum stage points available.

7.7 The Timer used by the Range Safety Officer will be the only device used to record the elapsed time taken by the competitor to shoot the COF. Should the timer be found to be defective, resulting in an incorrect elapsed time being recorded, the competitor will be required to re shoot the COF.

7.8 The competitor is responsible for the accurate recording of his personal details, and competition criteria, on the match score sheet.

7.9 The competitor is responsible for the accurate recording of scores on the match score sheet. The use of a delegate to check scoring is not permitted; except in cases where the competitor

is unable to do it because of any infirmity. The Range Safety Officer is allowed to use his discretion in application of this rule. The Range Safety Officer's decision is final.

- 7.10** Competitors must not touch targets until they have been scored by the Range Safety Officer, and with the permission of the Range Safety Officer. Any interference to a target will result in penalties being issued, at the Range Safety Officer's discretion.

7.10.1 Possible penalties:-

One procedural penalty
The target scored as missed
CNC penalty

- 7.11** The competitor will be allowed to re shoot the COF when Targets that have been prematurely patched, such that the Range Safety Officer cannot make an accurate determination of the score. Re shoot will only be allowed on the COF affected. A re shoot of the match will not be allowed.
- 7.12** When a target was not patched correctly and a competitor then shoots the COF, the range Officer will attempt to determine the score. If the Range Safety Officer cannot make an accurate determination of the score, the competitor will re shoot the COF.
- 7.13** If, for any reason patches come off targets (wind, muzzle blast) during a COF; the Range Safety Officer, failing to accurately determine the scoring shots, will require the competitor to re shoot the stage.
- 7.14** Shoot through will count for score, and penalty, except where the shoot through hit was achieved by a shot traveling through designated hard cover. The shot will be counted as a miss. Shoot through will not be assessed when the penalty target and the scoring target are in such close proximity that an accurate score cannot be easily determined (i.e. when the penalty and scoring target are overlapped, and in immediate contact). Shoot through does occur, but sometimes they do not.
- 7.15** A shot that produces a partial hit on designated hard cover and travels on to hit a target will be scored as a miss.
- 7.16** A Hit on a Paper target that touches, or breaks, the line separating two scoring zones, or the line between the non-scoring border and the scoring zone, will score as a hit on the higher scoring zone.
- 7.17** Hits on Penalty targets will incur a 10 second penalty per hit up to a maximum of 2 penalty hits per paper target.
- 7.18** A shot that touches the perforation line separating the scoring area from the non-scoring border of a penalty target will count as a penalty hit.
- 7.19** A competitor who, by his own doing, fails to complete a COF will have his score recorded "as Shot"; with all applicable misses and penalties applied to his score.

7.20 **SCORING**

7.20.2 **Points Down Method**

1. Add up the "points down" for all targets (convert to seconds)

Practical Pistol, IDPA, CDP

2. Add up the Penalty and procedural points (convert to seconds)
3. Add the penalty points to the points down (convert to seconds)
4. Add the elapsed time taken for the course of fire to provide the total score in seconds

Reloads

A COF may specify a mandatory reload, or a specific type of reload to be done. The shooter may choose any of the allowed reloads if reload type is not specified. The allowed types of reload are:

5.9.2.1 Reload with Slide locked. The gun's magazine and chamber is empty. The slide is locked back, or has closed on an empty chamber (where the pistol has no slide lock, or the slide lock has failed to function). The empty magazine is dropped. A charged magazine is inserted into the gun and the slide is released, or racked, chambering a round. There is no requirement to retain the empty magazine.

5.9.2.2 Reload with retention. The gun has a round in the chamber and the slide is down. The magazine may, or may not, contain ammunition. The magazine is removed and retained in a magazine pouch or pocket. A charged magazine is inserted into the gun. Even if the removed magazine is empty it must be properly retained.

5.9.2.3 Tactical reload. The gun has a round in the chamber and the slide is down. The magazine may, or may not, contain ammunition. A fresh magazine is removed from the magazine pouch, or clothing pocket. The magazine, in the gun, is removed and the fresh magazine is inserted into the gun. The used magazine is retained in the magazine pouch, or clothing pocket.

Target Priority

Targets are to be engaged in priority, which is a combination of the level of threat and the shooters proximity to the threat. The tactical functions are:

5.10.1 Tactical Priority: Targets are engaged by level of threat. Targets are engaged as they become visible. Visible targets are engaged, close targets first and the most distant target is last. Targets must be separated by more than two metres to change the level of priority. Targets of equal distance from the shooter can have different priority by virtue of the displayed method of offence (Shotgun, handgun, knife, and club).

5.10.2 Tactical Sequence: Targets are engaged with one round each, and then re-engaged with one round each. This can be done in any order, ensuring that available cover requirements are followed.

5.10.3 Tactical priority will be used for all COF unless tactical sequence is specified in the COF briefing

5.11 Engagement

5.11.1 Targets are deemed to have been engaged when at least one round is fired at the target. Targets may be re-engaged, to achieve the required scoring hits per target.

5.11.2 Moving from cover to a second source of cover and re-engaging the threat targets, which were originally shot at from the first source of cover, will result in one "cover" procedural penalty. The "Pick up" shots will count for score and penalty.

6 PENALTIES

6.0 Disqualification (DQ) from the match.

- 6.0.1 Match disqualification will result in the competitor being prohibited from continuing with the rest of the match.
- 6.0.2 The Range Safety Officer will record the infraction on the competitors score sheet.
- 6.0.3 The Range Safety Officer will inform the Range Master of the Disqualification. He in turn will advise the Match Director (M. D.)
- 6.0.4 The competitor may appeal the disqualification to the Match Director.
- 6.0.5 The Match Director's decision is **Final**.

Penalty Categories for Match DQ

6.1 Unsafe Gun handling.

Unsafe gun handling is assessed for:-

- 6.1.1 Handling a firearm except whilst under the direct supervision of a Range Safety Officer, or in a designated safe area.
- 6.1.2 Pointing a firearm over a berm, or backstop, during a COF.
- 6.1.3 Pointing a firearm at any part of the competitor's body (Sweeping) during a COF. This will not apply during drawing and holstering.
- 6.1.4 Dropping a firearm, loaded or not, during a COF. The firearm is to be retrieved by the range officer, made safe and holstered.
- 6.1.5 Allowing the muzzle to point in an up range direction (breaking 90), during a COF.
- 6.1.6 Allowing the muzzle to point in an up range direction, more than 1 metre from the competitor's feet whilst drawing, or holstering, in a COF.
- 6.1.7 If the finger is inside the trigger guard whilst moving, except when actually engaged and shooting at targets. The RSO has some latitude in this area and may elect to provide a warning and a 3 sec procedural penalty. A second warning is an automatic DQ.
- 6.1.8 Handling live or dummy ammunition in a designated safe area.
- 6.1.9 Having a loaded firearm at any time, except when under the direct supervision of a Range Safety Officer. A firearm is considered loaded if there is a live, or dummy, cartridge in the chamber; or if a magazine inserted in the gun contains ammunition.
- 6.1.10 If the finger is inside the trigger guard whilst loading, unloading or reloading during a COF.

- 6.1.11 If the finger is inside the trigger guard, when the gun is moved away from aiming at targets. **See 6.1.7**
- 6.1.12 Having the finger inside the trigger guard whilst clearing a malfunction and the gun is moved “off aim” at targets. Match DQ will not be imposed, if the gun is still pointing at targets as the malfunction is cleared, providing that the source of ammunition is not removed for any reason contravening rule 6.1.10
- 6.1.13 Holstering a loaded gun which is not in the required “Safe, ready” condition.
- 6.1.14 Shooting at steel targets within ~~4~~ 3 metres distance.

6.2 Unsportsmanlike conduct

Competitors will be disqualified from the match for:-

- 6.2.1 Conduct which brings the sport into disrepute
- 6.2.2 Not following the directions of the Range Safety Officer.
- 6.2.3 Dishonesty and/or cheating
- 6.2.4 Interfering in the operation of the match

6.3 Prohibited Substances.

There is zero tolerance for this infraction. Alcohol and non-prescription drug use is strictly prohibited, whilst engaged in shooting any match. The Range Safety Officer can disqualify a competitor if there is any indication of impairment. There is no requirement to assess a degree of impairment i.e. legally drunk. The Range Master is to be informed of the infraction.

6.4 Accidental Discharge

Accidental discharges are inadvertent shots that are considered unsafe.

- 6.4.1 A shot that occurs whilst moving, with the exception of shooting at targets whilst moving.
- 6.4.2 A shot that occurs whilst transferring a gun from one hand to the other.
- 6.4.3 A shot that hits the ground within 3 metres of the shooter, except where paper targets are located within this distance as part of the COF. A bullet that hits the ground within 3 metres, as a result of poor ammunition (Squib load) is not subject to this rule.
- 6.4.4 A shot that occurs whilst carrying out malfunction remedial action (see rule 6.1.120), loading, unloading or reloading during a COF.
- 6.4.5 A shot which is deemed to be in an unsafe direction (e.g. Over a backstop, a berm, up range or any direction which contravenes range safety rules)
- 6.4.6 An exception to listed criteria below if the shot is subsequently shown to be a result of a failure of part of the firearm. Match DQ will not be imposed. The competitor will not be allowed to use the firearm to continue the match, unless he can satisfy the match director that the firearm has been repaired to safe working order.

No Disqualification Penalty Categories

6.5 Procedural Penalties

Procedural penalties are imposed for failing to follow competition rules and the instructions for the course of fire. A procedural penalty will not result in Match Disqualification.

6.5.1 A procedural penalty of plus 10 seconds is assessed for each type of infraction. Multiple procedurals, for the same infraction, in a course of fire will not be imposed (with noted exceptions). Competition noncompliance procedural can be imposed (see below) where the competitor is deemed to be gaming and committing multiple infractions having been already given one procedural for that infraction.

6.5.2 Competition rules Procedural penalties include, but are not limited to

- 1 Not retaining Ammunition when Tactical/RWR performed.
- 2 Not reloading when mandatory reload is specified in the COF
- 3 Using two hands/support when strong/weak hand shooting is mandated.
- 4 Not using cover correctly
- 5 Ammunition lost from belt during COF.
- 6 Specified Tactical sequence for engaging targets is not followed.
- 7 Firing extra shots when COF specifies a maximum shot count (see 7.5.2.1).
- 8 Shooting whilst stationary, when movement is specified.
- 9 Commencing a COF with the firearm not loaded to division capacity. There is no procedural where the COF briefing mandates a different condition for the gun.
- 10 Not doing the correct type of reload specified in the COF briefing.

6.6 Performance Procedurals are:-

6.6.1 Hits on a Penalty target

A hit on penalty (friendly) targets will result in a plus 10 second penalty, per hit; up to a maximum of two hits per target.

6.6.2 Ineffective shot placement.

At least one shot must strike in the 5 point (A), or 4 point zone (B) of the target. Failure to achieve this effective hit will result in a penalty of plus 5 seconds per target which has not received an effective hit.

6.6.3 Competition Non Compliance

A penalty of plus 20 seconds will be assessed for Competition noncompliance. This is applied when the competitor compromises the intent and integrity of the defensive pistol sport and competition, to gain a competitive advantage. Advancing toward a threat target, which has not received a completed sequence of fire, where no cover exists and, it was not specified in a COF will result in a CNC penalty.