

Three-Gun Rules

IDPA Rifle and Shotgun Rules

Introduction

At this time, the International Defensive Pistol Association does not officially sanction three-gun matches, and has issued official rules for three-gun intended for side matches only.

General Guidelines

These rules are intended for defensive rifle and shotgun use. Safety Officers (SOs) the Match Director (MD) will inspect any firearms, ammunition, accessories, holders and other equipment and gear for compliance with the spirit of this competition as needed. Their decision as to the appropriateness of said equipment, and its use in this competition, will be final.

General Equipment Rules

1. The firearm must comply with federal, state, and local laws. If any part, configuration, etc. is illegal, then the entire firearm is illegal and is banned from the match.
2. Automatic actions may not be used.
3. Trigger activation devices including but not limited to "Hellfire" and "Tri-Burst" are prohibited.
4. Bipods or resting devices of any kind are not allowed.
5. Slings shall not be attached to any firearm at any time.
6. No Laser aiming devices.
7. There shall be no limitation on long gun barrel length or overall length, but compensators shall not be more than one (1) inch in diameter.
8. Detachable, hinged, folding, or telescopic shoulder stocks shall be permitted provided they are deemed safe.
9. The firearm must remain in the same configuration for the duration of the match. Changing of uppers, lowers, barrels, chokes, sights, and/or any other significant component between or during stages is prohibited.

10. Firearms will be loaded only when directed by a safety officer.
11. Spare ammunition and/or magazines shall be stored on the belt (in a carrier), in the pocket or on the rifle/shotgun. No ammunition shall be stored above the waist.
12. Extended magazine release buttons, safety catches, bolt release/locking devices, and/or cocking handles shall be allowed, provided they have been fitted without modification to the upper or lower receivers.

Rifle Equipment Rules

1. Iron sights that have tritium-dot or fiber-optic inserts shall be allowed. Optical sights of the red-dot and tritium-dot reflex type shall be allowed. Any kind of telescopic sight is prohibited.
2. Muzzle brakes, compensators, and flash-hiders shall be allowed.
3. The minimum caliber for a rifle shall be .223 / 5.56mm. Rifles must fire center fire rifle ammunition. Tracer, incendiary, armor-piercing, or steel-jacketed ammunition is prohibited. A maximum caliber may be imposed due to range safety rules/restrictions or range equipment rules. Ammunition must meet a minimum power factor of 150 (Bullet weight in grains multiplied by muzzle velocity in feet per second, divided by 1,000).
4. The magazine shall not be loaded to a capacity greater than 30 rounds. The stage description may require a magazine capacity less than the maximum.

Shotgun Equipment Rules

1. Optical sights of any kind are prohibited, including any form of telescopic sight. Iron sights with tritium-dot or fiber-optic inserts shall be allowed.
2. The minimum gauge for shotguns shall be 20 gauge.
3. Lead shot and slugs only. Lead shot larger than #6 is prohibited. Steel shot, buckshot or jacketed slugs are prohibited.
4. Muzzle brakes or ported choke tubes are prohibited.
5. The loading/reloading of a fixed magazine is to be done without the use of any mechanical aids such as "speed-feeders" that will insert more than one round into the shotgun in a single movement.
6. The shotgun shall not be loaded to a capacity greater than 8 rounds (7 in the tube and 1 in the chamber). The stage description may require a shotgun loaded to less than maximum capacity.

Match Rules

1. All firearms shall be unloaded and remain cased or have their actions OPEN/flagged and mounted on a cart with the muzzle pointed down at all times, until directed otherwise by a Safety Officer; Matches will be conducted using a "cold range."
 - a. Cart mounted firearms may be positioned muzzle up if it is at such a height that there is no chance of someone getting any portion of their body over the muzzle.
2. Standard IDPA range commands will be used.
3. A "Standard Start" will be both hands on the firearm, safety ON, firearm pointing down-range with finger outside of the trigger guard. The competitor will start standing upright. This will be the start position for all stages unless the course description dictates otherwise.
4. Stages may have loaded or unloaded starts. An "unloaded start" means the chamber is empty of any ammunition, action open and the safety on.
5. If a competitor's firearm becomes unserviceable during the match, a similar firearm may be substituted at the discretion of the Match Director.
6. If a competitor's gun malfunctions, due to safety concerns, a shooter experiencing a malfunction during a 3-gun match must either clear the malfunction or stop the stage. Weapon transition drills, where a shooter transitions to a secondary weapon if the primary weapon malfunctions, will not be used. (Transitions in response to actual malfunctions will not be permitted during the normal course of a match.)
7. Three-gun competitors are expected to remain near the firing line, and to help tape or reset targets while not actually shooting or preparing to shoot.

Divisions

1. Stock Service Division
 - a. Rifle: 5.56 x 45 mm (.223) or larger caliber, with iron sights only and no extended or oversize magazine wells.
 - b. Shotgun: Pump only in 12 or 20 gauge, with iron sights only.
 - c. Pistol: Any IDPA legal SSP or SSR using IDPA legal capacity

2. Enhanced Service Division
 - a. Rifle: 5.56 x 45 mm (.223) or larger caliber, with iron or a single 1X optic sights only.
 - b. Shotgun: Pump or semi-auto in 12 or 20 gauge, with iron sights.
 - c. Pistol: Any IDPA legal ESP or ESR using IDPA legal capacity

3. Custom Defensive Pistol Division
 - a. Rifle: 5.56 x 45 mm (.223) or larger caliber, with iron or a single 1X optic sights only.
 - b. Shotgun: Pump or semi-auto in 12 or 20 gauge, with iron sights.
 - c. Pistol: Any IDPA legal CDP using IDPA legal capacity

Rule Changes

The rules listed here are in no way permanent. As we progress, the rules will be looked at for updating and changes as needed.