

ODPL Rules



Purpose

ODPL emphasizes shooting with practical equipment, including full-charge ammunition, to solve simulated “real world” self-defence scenarios.

ODPL shooting events require use of handguns, holsters and other gear truly suited to simulated self-defence.

Significantly modified or “competition-only” equipment is not permitted in ODPL matches – ODPL wants to emphasize the skill and ability of the individual.

Credentials

ODPL shooters are only those trained in the safe use of a holstered handgun.

The acceptable credentials are:

- CSSA or CPCA Police Pistol Combat (PPC) certification
- CSSA Canadian Defensive Pistol (CDP) certification
- International Practical Shooting Confederation (IPSC) Black Badge
- IDPA(Ontario) certification
- IDPA Canada New Shooter Orientation Course
- Armed law enforcement personnel (e.g. Police)

Credentials must be available for inspection at match sign-in.

Shooters who have safely competed in a holster discipline for an extended period of time but do not yet have a credential may also be welcome at the discretion of the match director – confirm before you attend. We encourage shooters to get a credential as above.

The Match Director has final say regarding acceptable qualifications for their club.

Credentials do not automatically make you a safe shooter. You are responsible for your safety behaviours regardless of your credentials.

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Safety Rules

You, the shooter, are ultimately responsible for the safe operation of your firearms and for any adverse affects to any person, structure, or thing resulting from the operation of your firearms.

Unsafe firearm handling will result in disqualification from the entire match. The RSO's determination may be appealed to the Match Director, whose decision is final.

For each requirement, you may receive up to two warnings, with the third resulting in match disqualification. You may also be disqualified before the third incident at the discretion of the RSO.

1. All club firearms handling rules must be followed. If you are unsure, ask.
2. Firearms will be loaded only on command of the RSO.
3. Muzzles must be directed only at designated "Muzzle Safe Points". In particular, you must never "sweep" yourself or anyone else.
4. Fingers must be outside of trigger guard unless the shooter is actively engaging a target.
5. While your firearm is loaded, you must maintain control of it at all times. If you drop, set down, or otherwise fail to maintain control of your loaded firearm, you will be disqualified without warning.
6. If your firearm discharges unintentionally it will be deemed unsafe and you will be disqualified from the match. Know your equipment.
7. Your firearm must be in full, correct and safe working order. If the RSO deems otherwise, you may be allowed to correct the issue if it can safely be addressed at the range.
8. In general, you must manage your firearm so as to not endanger any person, structure or thing.
9. Unsportsmanlike behavior is deemed to be a safety violation.

Equipment rules

If your equipment does not meet the requirements, you will not be permitted to shoot. Consult with the Match Director in advance if you are unsure.

Firearms

ODPL has five handgun divisions.

1. **Stock Service Pistol (SSP) Handguns permitted for use in this division must:**
 - Be semi-automatic.
 - Be double action, double action only, or safe action (when the trigger is pulled, the hammer/striker is final-cocked and then released).

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- Be 9mm (9x19) or larger calibre.
- Fit in the ODPL gun test box measuring 8 ¾" x 6" x 1 5/8" with an empty magazine inserted.
- Begin hammer down for selective DA/SA pistols

2. Enhanced Service Pistol (ESP) Handguns permitted for use in this division must:

- Be semi-automatic.
- Be 9mm (9x19) or larger caliber.
- Fit in the IDPA gun test box measuring 8 ¾" x 6" x 1 5/8" with an empty magazine inserted.

Pistols approved for SSP may also be used in ESP and CDP depending upon caliber. However, should the pistol in question have a modification that removes it from SSP, it must meet all other division criteria for ESP or CDP, again depending upon caliber.

3. Custom Defensive Pistol (CDP) Handguns permitted for use in this division must:

- Be semi-automatic.
- Be .45 ACP calibers.
- Fit in the IDPA gun test box measuring 8 ¾" x 6" x 1 5/8" with an empty magazine inserted.
- Have magazines loaded to a maximum of eight (8) rounds. Competitors must use the same capacity magazines throughout the competition¹.

Pistols approved for SSP may also be used in ESP and CDP depending upon caliber.

4. Enhanced Service Revolver (ESR) Handguns permitted for use in this division must:

- Be any revolver of 9mm calibre (.355" or larger bullet diameter) or larger bore diameter using rimmed or rimless cartridges and have a maximum barrel length of 6".

5. Stock Service Revolver (SSR) Handguns permitted for use in this division must be:

- Any revolver of .38 Caliber (.357" or larger bullet diameter) or larger that utilizes ammunition with a rimmed case and is not reloaded with a moon clip.
- Maximum barrel length of 6".
- Be loaded to the division capacity of six (6) rounds in the cylinder. Seven and eight shot revolvers are permitted, but may only load six (6) rounds.

¹ For example, if you start with a 7 round magazine, you must use magazines of the same capacity throughout the match.

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The following modifications are not allowed in any division:

- Compensators of any type including hybrid or ported barrels.
- Add-on weights for a competitive advantage. This includes, but is not limited to weighted magazines, tungsten guide rods, brass magazine wells, and weighted grips.
- Heavy and/or cone style barrels without a barrel bushing.
- Sights of non-OEM configuration (i.e. Ghost rings, Bo-Mar rib, etc.).
- Enlarged magazine wells,
- Disconnection or disabling of any safety device on any gun.
- Lights used on guns.

The following modifications are explicitly allowed:

- Changed or altered grips
- Changed or altered sights (of the same type that came with the gun)
- Cosmetic changes without competitive advantage
- Minor changes to improve the normal functioning of the gun, such as polishing feed ramps, chamfering cylinders, polishing/improving mag releases and so on – anything that does render the gun unsuitable for concealed carry and/or bring a material competitive advantage.

Ammunition

ODPL competition requires the use of full power ammunition.

Power level is the weight of the bullet in grains times the velocity of the bullet in feet per second, and must minimally be 125,000. At any given match your ammunition may be tested by chronographing three rounds chosen at random from your supply, fired from your gun, with bullet weight established by weighing three pulled bullets from rounds chosen at random from your supply.

Individual clubs/ranges may prohibit the use of certain types of ammunition at their discretion.

Holsters

Holsters used in ODPL competition:

- Must be designed for concealed carry and suitable for all day continuous wear.
- Must be designed for and used as strong-side carry.
- Must be worn on a belt of no more than 1 3/4" width that must pass through the unaltered belt loops on the shooter's pants.
- Must fully cover the trigger of the firearm.
- Must carry the firearm in a neutral (vertical) or muzzle rear cant, but have no "on the belt" adjustable cant mechanism. Holster cant that is adjustable by removing bolts and repositioning the back piece is allowed. Exception: IWB style holsters.
- Must hold the firearm with enough tension that the firearm will remain immobile in it when the holster is held upside down with the firearm in it.

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- Must have all OEM retention devices present and in use. If you want a holster without a strap, buy it that way.

Armed law enforcement personnel may use their duty equipment providing all holster firearm retention devices are employed and all other duty equipment is carried (handcuffs, baton, OC, etc.).

Holsters explicitly prohibited from ODPL competition include:

- Cross draw holsters
- Shoulder holsters
- Small of the back holsters
- Thigh holsters (except where specifically permitted during multi-gun events)
- Holsters designed for competition purposes (speed rigs)

Magazine pouches

Magazine, revolver speed loader and moon clip pouches must hold the device with enough tension to allow it to be turned upside down while retaining a fully loaded device.

Competition rules

Ammunition carrier rules

1. A procedural penalty will be assessed anytime a loaded magazine, speed loader or moon clip falls out of its pouch during a course of fire. Dropping a loaded magazine/speed loader/ moon clip during a reload is not a procedural error as long as the competitor does not leave ammunition behind.
2. Spare magazines, speed loaders and moon clips may be carried in the competitor's pockets and used for any ODPL-legal reload.
3. The shooter may carry no more than two spare magazines, three speed loaders or three moon clips on the belt.

Concealment garments

When the wearing of a "concealment garment" is required all equipment should be worn so that, when wearing an open concealment garment with your arms extended parallel to the ground, it cannot be seen from the front, rear or sides by a casual observer.

Vented or mesh vests that allow the firearm, holster, spare ammo or ammo carriers to be visible when standing normally, chest pockets, specially-made pockets or any material inserted in pockets or around pockets to keep the pocket open for stowage of partial magazines after a reload are not acceptable for ODPL competition.

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Approved ODPL reloads

Tactical Reload

Recharging the gun during a lull in the action by:

1. Drawing a spare magazine before the ejection of the partial magazine from the gun.
2. Removing the partial magazine from the gun.
3. Inserting the spare magazine into the gun.
4. Stowing the partial magazine somewhere on the person of the shooter.

Should the course of fire call for a Tactical reload and the magazine is empty while a round remains in the chamber, the empty magazine must be retained.

Reload with Retention

Recharging the gun during a lull in the action by:

1. Removing the partial magazine from the gun.
2. Stowing the partial magazine somewhere on the shooter's person.
3. Drawing a spare magazine.
4. Inserting the spare magazine into the gun.

Should the course of fire call for a Reload with Retention and the magazine is empty while a round remains in the chamber, the empty magazine must be retained.

Course designers are urged to draft courses of fire that do not require tactical reloads or reloads with retention to be performed "on the clock".

Slide-Lock (Emergency) Reload

Recharging the gun when it is completely empty by:

1. Removing the empty magazine.
2. Drawing a spare magazine.
3. Inserting the spare magazine into the gun.
4. Racking the slide or hitting the slide release button.

The slide does not lock back on some guns. In that case, the shooter will have to rack the slide. This is not a procedural error.

Reloads may only begin when the shooter is fully behind cover and will be deemed complete when the fresh magazine is seated and the slide is fully forward or the cylinder is closed.

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Cover

Competitors are required to utilize all available cover. 50% of the shooter's upper torso must be behind cover while engaging threat targets. For low cover, one knee must be on the ground and for vertical cover such as a wall/barricade, 100% of the shooter's legs and feet must be behind cover. Safety Officers who observe a shooter not using cover properly shall issue the command "COVER".

The shooter should immediately correct his use of cover. Many shooters are often too fast in engaging targets for the RSO to be able to warn the shooter in time. Therefore, if the Safety Officer did not have the time or opportunity to yell, "COVER" before the shooter engaged targets without using cover properly, the shooter still earns a procedural error.

Shooters may not move from one position of cover to another with an empty gun.

Hard cover/soft cover

Any shot that puts a full diameter hole in "hard" cover and continues on to strike a target will be considered to have missed the target - so there will be no penalty for hitting "hard" cover other than the miss. Shots that penetrate "soft" cover to strike a target will be scored as hits.

The ODPL recommends that clubs/course designers standardize on black for "hard" cover simulation and white for "Soft" cover simulation. In any case competitors shall be advised as to what "hard" cover is and what "soft" cover is before shooting a match/stage.

Threat/non-threat targets

The image of a gun or other weapon on a target indicates a threat target. The image of an open hand or hands on a target indicates a non-threat target. If a target is unmarked, it is a non-threat target.

On a shoot through of a non-threat target that also strikes a threat target, the shooter will get the penalty for the non-threat target hit and will get credit for the scored hit on the threat target. The reverse also applies when a round on a threat target penetrates a non-threat behind it. Hence the rule of thumb: "shoot throughs" count except on hard cover as above.

Scoring

The scoring system in is designed to reward accuracy over pure speed. Vickers Count converts everything to a time score and the fastest time wins. In the Vickers Count system everything is based on time and are working with the POINTS DOWN (PD) from the possible, not the points scored on the target. Any question on scoring will always be

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awarded to the shooter. When there is doubt of a scoring call, the higher value will be awarded. Additionally, a tear is not used to give a shooter a better score. If one can tell the actual area of the bullet hole and it does not reach the next highest scoring ring, the shooter gets the lower score even if the radial tear reaches the next highest scoring ring.

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 Count

(For use when shooting standard exercises or when targets will be engaged multiple times before scoring) 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. Any extra shots will incur a procedural penalty of three (3) seconds per string and one of your highest scoring hits will be deducted from your point score for each extra shot fired. Limited Vickers scoring is used to allow multiple strings to be fired without having to score the targets after each string of fire, thus making the stage run quicker. Limited Vickers will only be used to score Standard Exercises courses, as it is not suitable for scenario stages.

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Glossary and other rules

Air gunning / ghosting: The act of going through the motions of firing the CoF with a hand or pointed finger without a firearm in hand. Not permitted in ODPL competition

Concealment: Using a garment to conceal the gun, holster and ammunition carriers.

COF: Course of Fire.

Cold Range: A range that does NOT allow loaded firearms in the holster or to be handled except while on the firing line and under the supervision of a RSO.

Hot Range: A range that allows loaded guns in the holster even when not on the firing line. No firearms are to be handled except under the supervision of a SO or in the Safe area.

Radial Tear: A tear in the cardboard or paper that is occurs perpendicular to the grease ring of the bullet and is not used for scoring purposes.

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). Otherwise stated as "Boarding house rules" (Everyone gets served before anyone gets seconds).

Range Commands:

Load and Make Ready: Command given to the shooter to load gun to either CoF specification or capacity and re-holster.

Shooter Ready? Question asked by RSO 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.

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.

Stop or "Cease Fire": Alert given to the shooter to stop all shooting and movement.

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

Unload and Show Clear: Command given to the shooter to unload his firearm and show the RSO 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 firearm.

Hammer Down: Command given to shooter to dry fire into the berm/backstop to show a clear firearm

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

Range is Safe: Command stating that the shooter has holstered his firearm and it is safe to proceed downrange.

The ODPL is not affiliated in any way with IDPA. We acknowledge that much of the inspiration for what the ODPL is undertaking comes from IDPA (USA). Clubs and ODPL match directors are encouraged to refer to the IDPA official rulebook with regards to COF design/rational etc.