Learn about Points Down
Full Circle Shot
FTN, DNF, etc.

IDPA SCORING FOR DUMMIES®

Did you know you get 200 points down for hitting a Non-Threat in PAR time?

A Reference for the Rest of Us!®

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IDPA Scoring for Dummies

Who has not seen this picture? A guy with a clipboard surrounded by at least three other shooters looking at bullet holes in a target and trying to decipher the score? Welcome to IDPA Scoring, perhaps the single most confusing part of our wonderful sport. What I am trying to do here is to come up with a simpler guide to scoring and hopefully clarify the issue for everybody.

So, let's start with the basic and most important rule:

This is the most important rule in IDPA Scoring. We are an inclusive sport and thrive on people learning and enjoying themselves and the surest way to create trouble among the ranks is to be a petty inflexible dictator when it comes to scoring.

The Math

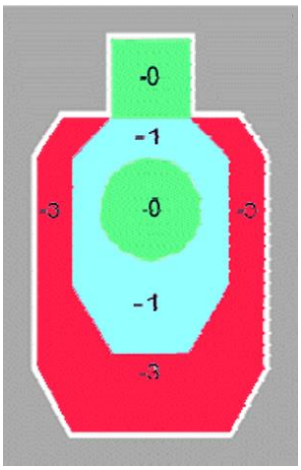
A shooter's score can be defined by the following formula:

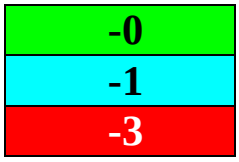
Time + Points Down + Penalties = Score (in seconds)

That pesky person running behind you with a shooting chronometer, the Safety Officer, gives time. Points Down is the possible penalties you may incur for not placing your shots properly in the target and Penalties are additional goodies for not following IDPA rules. At the end, whoever has the smallest score (less time) wins.

Scoring Zones.

An IDPA target has a -0, -1 and a -3 zone.





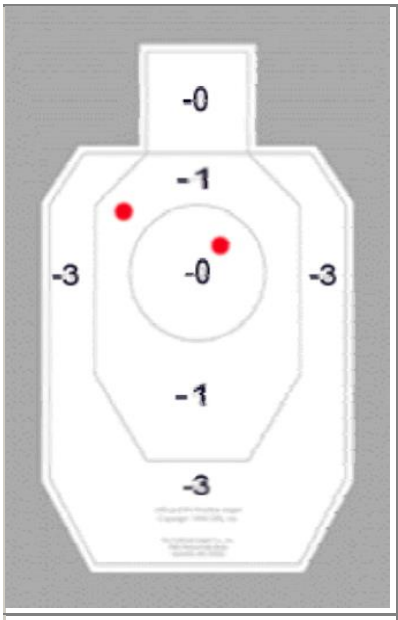
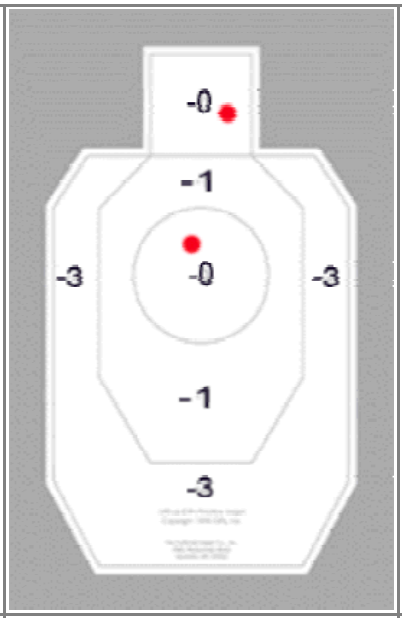
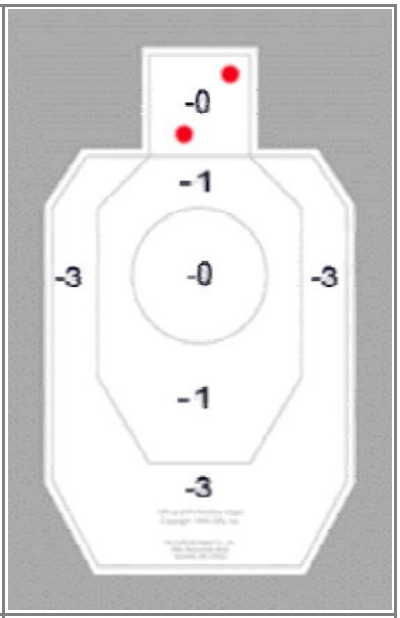
Points Down.

In IDPA, time is the final yardstick used to measure the shooter. But IDPA also cares about shot placement so it is also important where the shots end up. Therefore, not placing the shots where they can do the most will get you Points Down or a Penalty.

So, to keep it simple, we will say that the IDPA target has three (3) defined scoring zones: **-0**, **-1** and **-3** and the idea is to put all the holes in the -0 zone. Although it would make the job of the scorers much easier if this happened all the time, it does not. So we gotta score, and that is done simply by adding the numbers where the bullet holes are located. Then we take the result of that addition (Points Down) add that to our COF time and that will be our score.

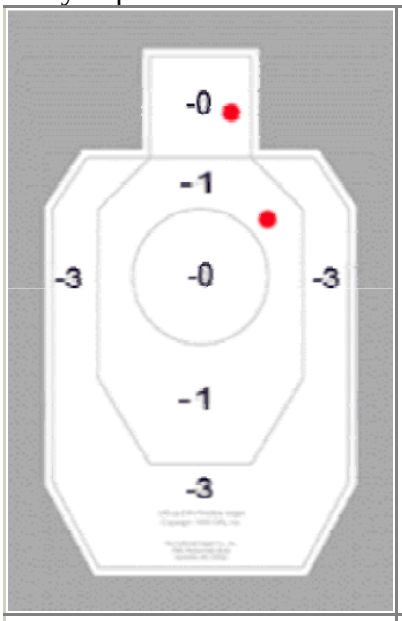
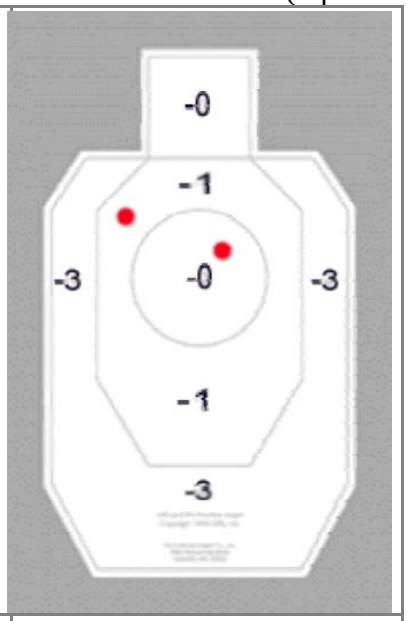
-0 equals 0 points down equals 0 seconds added to your time
-1 equals 1 point down equals 1 seconds added to your time
-3 equals 3 points down equals 3 seconds added to your time

Let's say we shot our target and the COF says we needed a minimum of 2 shots per target. In order to get a total of -0, you must have the 2 holes in one of the following three versions:

		
2 shots center mass (-0) = 0 points down	**One shot center mass (-0), one shot head (-0) = 0 points down**	**2 shots head (-0) = 0 points down**
-0 + -0 = 0 points down = 0 seconds to be added to your time		

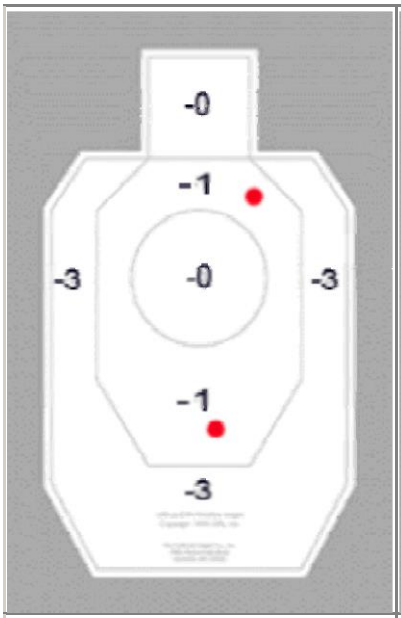
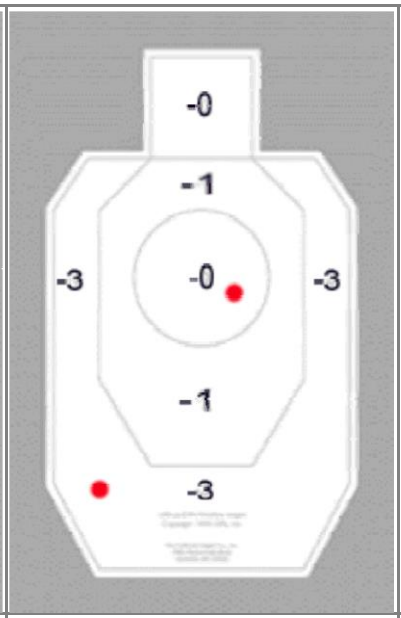
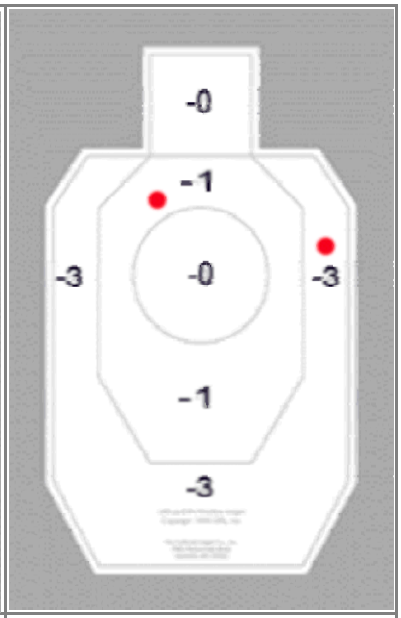
So, your score would be your time plus 0 seconds added.

Now here you put one shot in the -0 and one in the -1 zone (2 possibilities):

	
- 1 + - 0 = - 1 points down	**- 1 + - 0 = - 1 points down**
1 x 1 = 1 or one second.	

So, your final score would be your time plus one second

And we keep going with the possibilities:

		
- 1 + - 1 = - 2 points down = 2 second	**- 0 + - 3 = - 3 points down = 3 seconds**	**- 1 + - 3 = - 4 points down = 4 seconds**

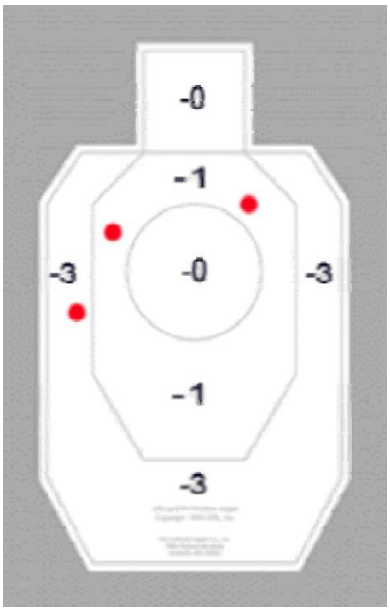
And we should add to our time 1 second for the first target, 3 seconds for the second and four for the third and so on.

Unlimited
Scoring

The IDPA Rule Book defines Unlimited Scoring the following way:

*"Unlimited scoring simply take the time it took to complete the string of fire (raw time) and **ADD** one second for each point down from the possible score. Add any applicable penalties and total to get the Final Score. As many shots as desired may be fired but only the best hits as specified by the course description will be scored"*

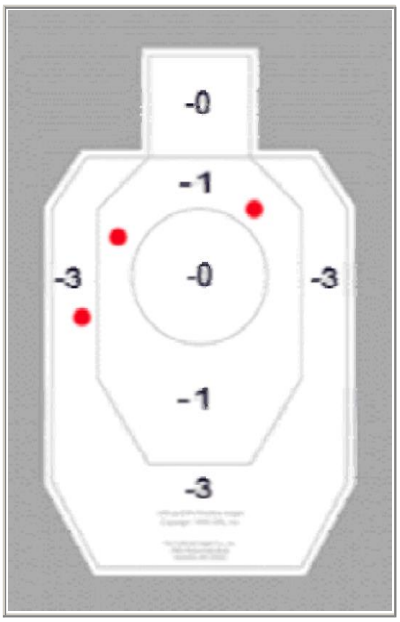
Nice, huh? Ok, Unlimited Count is simply shoot till you are happy, but only the best 2 shots (or whatever number of shots the COF calls for) count for the score. That's it! Check the example below.



Still with our COF of 2 shots minimum in Unlimited Count, we see that the shooter got three shots in the target. Since we **always score in favor of the shooter**, we ignore the lowest score (-3) and score the 2 best shots (-1 + -1) = -2 or 2 points down (2 seconds).

WARNING! You may feel the urge to empty the gun in order to get the best score possible. But you must remember that: 1) The clock is running and you may lose whatever advantage you are trying to achieve by taking too much time getting no points down. 2) You may run out of ammo and most COF's have more than one target and you are going to be in serious trouble when you start accumulating FTN's and 3) Whoever is pasting the targets will offer you an assortment of 4-letter words for the extra holes.

Limited Count

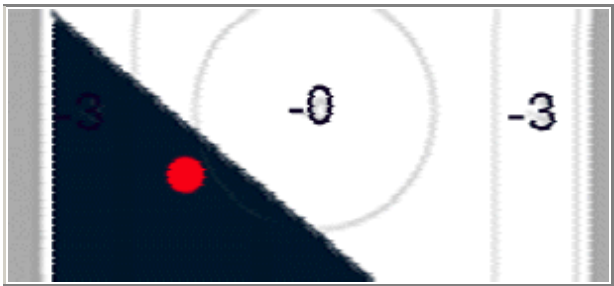


Things change in Limited Count. In Limited you are to shoot only the number of shots as specified in the COF description. If the COF said 2 shots only, the scoring for the same target changes dramatically: you lose your best shot and you get a Procedural for your extra trigger pull. So, instead of going **(-1 + -1) = -2 or 2 points down (2 seconds)** you end up with **(-1 + -3) = -4 or 4 points down (4 seconds)** PLUS 3 seconds courtesy of the Procedural for a grand total of 7 seconds added to your score. Now that has got to hurt.

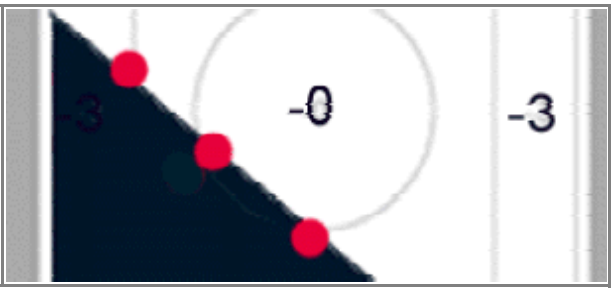
(-1 + -3) = -4 (4 points down = 4 seconds) + 3 seconds Procedural = 7 seconds

Scoring Hardcover

Scoring Hardcover is simple. Anything but a full diameter hole inside the full cover is a valid shot and gets scored accordingly.

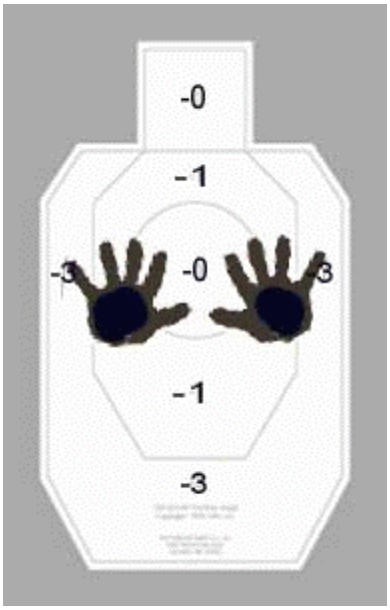


Full Diameter inside = Missed Shot



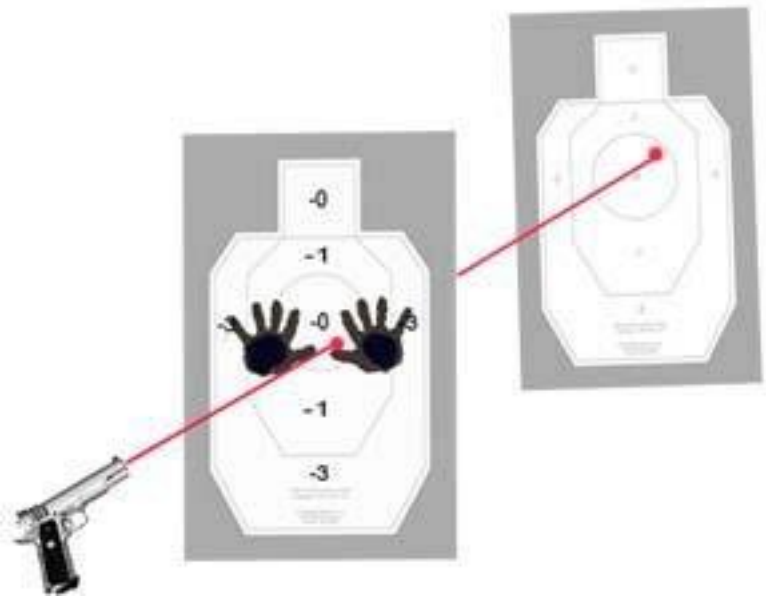
Partial Diameter = Good Shot

Hits on a Non-Threat-Target



Whenever you happen to see a target like this, **DO NOT SHOOT IT!** Shooting it will get you a **full 5 extra seconds** in your score. However, it does not matter how many times you shoot a Non-Threat-Target, you will only get ONE 5 second penalty.

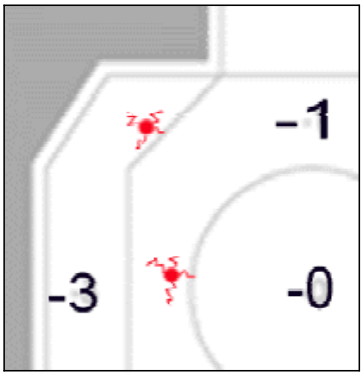
What if the shooter hits a Target after the bullet has gone through a Non-Threat-Target? You score the hit on the Target as valid. Non-Threat-Targets are considered soft cover and, therefore penetrable.



As a matter of fact, ALL targets are penetrable unless they depict some hard cover such as an area painted BLACK.

How close is close?

Is it hitting the line? Is it a -0 or a -1? Sometimes, holes will be close enough to present a doubt. If you cannot be sure and you have to get too close to the target, then automatically score the shot in favor of the shooter.



And then again some other times, the hole is clear enough, but there are tears in paper that break the line. Again you score in favor of the shooter. In the illustration, instead of scoring a (-3 + -1) you must score a (-1 + -0). The only exception to this is radial tears in the paper exceeding two bullet diameters.