

SCORING AND PENALTIES QUICK REFERENCE

IPSC Cardboard Target	IDPA Cardboard Target
<p>Neutralized: (6.1.1)</p> <ul style="list-style-type: none"> One (1) hit in upper A-zone or B-zone One (1) hit in lower A-zone Two (2) hits anywhere in the scoring area, in any combination of C-zone and/or D-zone. 	<p>Neutralized: (6.1.3)</p> <ul style="list-style-type: none"> One (1) hit in the upper down zero (-0) or down one (-1) zone. One (1) hit in the lower down zero (-0) zone. Two (2) hits anywhere in the scoring area, in any combination of the down three (-3) zone and/or down five (-5) zone.
<p>Penalties: (6.2.1)</p> <ul style="list-style-type: none"> One (1) hit in the C-zone or D-zone only = 5 second penalty (Failure To Neutralize). No hits on target, but target was engaged = 10 second penalty (Un-hit Target). No hits on target, and target was not engaged = 15 second penalty (Target Not Engaged). 	<p>Penalties: (6.1.4)</p> <ul style="list-style-type: none"> One (1) hit in the down three (-3) or down five (-5) zone = 5 second penalty (Failure To Neutralize). No hits on target, but target was engaged = 10 second penalty (Un-hit Target). No hits on target, and target was not engaged = 15 second penalty (Target Not Engaged).
Knock-Down/Swinging/Flashing Targets	Frangible Targets
<p>Scoring: (6.1.7)</p> <ul style="list-style-type: none"> Knock-down targets (e.g. Pepper Poppers) must fall to score. Swinging/flashing targets must react in the manner prescribed in the stage briefing. Event Official may call hits. 	<p>Scoring: (6.1.9)</p> <ul style="list-style-type: none"> Must break by gunfire to score. A target with penetration by at least one pellet and showing light through a visible hole is considered “broken”. A moving frangible target that breaks on activation will count for score provided the participant makes a bona fide attempt to hit it by safely firing a dedicated shot in the direction of the target.
<p>Penalties: (6.1.8)</p> <ul style="list-style-type: none"> Target did not fall/react, but target was engaged = 10 second penalty (Un-hit Target). Target did not fall/react, and target was not engaged = 15 second penalty (Target Not Engaged). 	<p>Penalties: (6.1.10)</p> <ul style="list-style-type: none"> Target did not break, but target was engaged = 10 second penalty (Un-hit Target). Target did not break, and target was not engaged = 15 second penalty (Target Not Engaged).
Overall Penalties	Abandonment
<p>No Shoot: (6.1.12)</p> <ul style="list-style-type: none"> Scoring hits on designated “No Shoot” targets will incur a 5 second penalty per hit, up to a maximum of 2 hits per no-shoot. Steel “No Shoot” targets must fall to score. Frangible “No Shoot” targets must break to score. 	<p>Firearms may only be abandoned as stipulated in the stage briefing and in one of the following safe conditions: (2.5.3)</p> <ul style="list-style-type: none"> Rifle/shotgun loaded with safety/selector fully in the “safe” position. Handgun in the start condition prescribed in rules Muzzle pointed in the designated safe direction (i.e. pointing down into the receptacle). - OR - Completely unloaded (no live ammunition anywhere inside the firearm), muzzle pointed in the designated safe direction (i.e. pointing down into the receptacle).
<p>Procedurals: (6.1.13)</p> <ul style="list-style-type: none"> Failure to follow procedures prescribed in the stage briefing will result in a 5 second penalty. Enhanced procedural penalties may be applied at the Range Master’s discretion if a participant willfully and egregiously violates stage procedures. 	