




## SOUTH AFRICAN DEFENSIVE PISTOL ASSOCIATION



SADPA RULEBOOK









**REVISION 2.5.2**

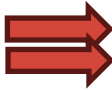



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**Note!:** For paragraphs marked with  Please refer to document, "Changes to RuleBook 2.5 (2024-08-16) for change details.

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## 1. Purpose of SADPA Defensive Sport Shooting

### 1.1. Overview

- 1.1.1. ADPA recognizes the use of rifles, shotguns, and handguns as sport shooting tools.
- 1.1.2. SADPA Defensive Sport Shooting is designed to give clubs and shooters the option of enjoying the use of these tools in a sport shooting environment.
- 1.1.3. SADPA matches should be considered as dedicated sport shooter matches. Shooters participating in SADPA sanctioned Tier 1 – Tier 4 matches will be awarded points that will count towards their Dedicated Sport Status (DSS).
- 1.1.4. Only SADPA members in good standing will be permitted to shoot sanctioned matches at Tier 2 levels and above, however, the EXCO, may allow qualified shooters under other administrations to participate in specific Tier 2 and above matches.
- 1.1.5. A shooter is not required to be a member of SADPA to shoot at Tier 1 matches where club and range rules apply to ensure a safe shooting environment, however clubs are encouraged to promote SADPA membership for all Tier levels.

## 2. Principles of SADPA Defensive Sport Shooting

### 2.1. General Principles

- 2.1.1. Practical: Handguns, other than for the NFC division, and their related equipment must be practical for every day concealed carry (EDC) and worn in a manner that is appropriate for all day continuous wear.  
This will not be a requirement for rifles or shotguns and their related equipment as these firearms cannot be concealed or carried in the same manner as handguns.
- 2.1.2. Concealable: All handgun equipment, including handgun, magazines, holster, and magazine carriers used in SADPA matches must be positioned in such a manner that it is not visible while wearing a concealment garment. The test that the concealment worn by the shooter is adequate is that the handgun equipment must not be visible when the shooter lifts his/her arms extended to the sides, shoulder high and parallel to the ground.
- 2.1.3. In multi-platform matches, the shooter's rifle will determine his/her shooting division.

### 2.2. Participation Principles

- 2.2.1. Shooters will not circumvent or compromise any stage using inappropriate devices, equipment, or techniques.
- 2.2.2. Shooters will refrain from unsportsmanlike conduct and unfair actions.
- 2.2.3. The SADPA rulebook is not intended to be an exhaustive description of all permitted and prohibited equipment and techniques. Shooter equipment and techniques should comply with the basic principles of SADPA and be valid in the context of a sport that is based on defensive scenarios.
- 2.2.4. A reasonable application of common sense, based on defensive principles will be employed in determining whether a device, technique, or piece of equipment is permitted under the SADPA rules.

- 2.2.5. If a technique or piece of equipment is not specifically prohibited, then it is most likely permitted.
- 2.2.6. At the core, SADPA Defensive Sport Shooting is a defensive scenario-based sport. The props used to create the CoF are often incomplete but represent buildings, walls, windows, doorways, etc. The CoF will indicate available shooting positions. The props will be defined in the CoF stage brief.
- 2.2.7. Individual preparations for a CoF, including air-gunning or taking a sight picture within the CoF boundaries is permitted only during the official walkthrough period.
- 2.2.8. Shooting from behind cover is a basic premise of SADPA Defensive Sport Shooting. Shooters will use all appropriate available points of cover in a CoF.
- 2.2.9. SADPA Defensive Sport Shooting is a shooting sport based on concealed carry. All CoF requiring only the use of a handgun will be shot using concealment, unless stipulated otherwise. The use of concealment in a CoF requiring shotgun only, rifle only, or multiple platforms is strictly optional.
- 2.2.10. In any single contest, a shooter must use the same firearms on all CoF unless a firearm becomes unserviceable, and a replacement firearm has been approved by the MD.
- 2.2.11. Reshoots will only be allowed for stage equipment failures or in the case of SO or external interference with the shooter, at the discretion of the PSO.  
For example, if the SO issues the 'Stop' command as a result of a perceived 'squib' and no squib occurred, the shooter will be eligible for a reshoot on the shooters request.
- 2.2.12. The shooter must request a reshoot before the current stage raw time is announced.
- 2.2.13. English is the official language of SADPA. Range commands used in all matches regardless of location or nationality of the participants will be in English.

### **2.3. Course of Fire (CoF) Principles**

- 2.3.1. CoF designers must attempt to make shooters think for themselves and not mandate them on how to complete the CoF.
- 2.3.2. One issue critical to the long-term success of this shooting discipline is that the problems shooters are asked to solve must reflect defensive principles. SADPA should help promote basic, safe, and proficient firearm handling skills and test the skills a person may need in a defensive encounter. Requirements such as the use of cover while engaging a target, reloading behind a point of cover, realistically limiting the number of rounds per string or CoF, or ammunition capacity limits per division are all based upon these principles.
- 2.3.3. A CoF should test a shooter's shooting skills. Allowances will be made for physically challenged or disabled shooters. Match Directors should always attempt to make the CoF accessible for all shooters.
- 2.3.4. While it is recognized that there are many schools of thought in training or self-defence, the primary focus of SADPA is the continuing development of safe and proficient firearm handling skills that are universally accepted.
- 2.3.5. The SADPA rules will be equally and uniformly applied and enforced for all classifications of SADPA members, and all tier level matches.

### 3. Safety Rules

#### 3.1. Cooper's Four Basic Safety Rules

Back in the 1970's the late Col. John Dean "Jeff" Cooper devised the "Four Firearm Safety Rules" which have been advocated by firearm instructors and academies ever since. They are time honoured and although they are not SADPA Safety Rules, they serve as the foundation of the safety rules.

These are:

- **All firearms are always loaded.**
- **Never let the muzzle cover anything you are not willing to destroy.**
- **Keep your finger off the trigger until your sights are on the target.**
- **Identify your target, and what is behind it.**

The safety rules below serve as the cornerstone that every SADPA shooter must follow, including Safety Officers and Match Directors to ensure that matches are safe, and enjoyable for a wide range of participants. They are adopted and enforced for all SADPA matches.

#### 3.2. Unsafe Firearm Handling

3.2.1. Unsafe firearm handling will result in an immediate match disqualification (DQ) from all shooting activities for the remainder of that SADPA match.

3.2.2. The following is a non-exclusive list of unsafe actions:

3.2.2.1. Endangering any person, including yourself. This includes sweeping oneself or anyone else with a loaded or unloaded firearm. Sweeping is defined as allowing the muzzle of the firearm to cross or cover any portion of a person.

The following exceptions apply to sweeping actions:

3.2.2.1.1. Some body types combined with some holster types makes it almost impossible to holster a handgun or remove a handgun from the holster without sweeping a portion of the shooter's lower extremities.

Thus, a match DQ is not applicable for the unavoidable sweeping of the shooter's own lower extremities while removing the handgun from the holster or re- holstering of the handgun, provided that the shooter's trigger finger is clearly outside of the trigger guard. However, once the muzzle of the handgun is clear of the holster on the draw, some remedial action must be carried out to prevent any unnecessary further sweeping of the shooter's lower extremities.

3.2.2.1.2. Sweeping with a rifle or shotgun that has been chamber flagged will incur a Warning for the first offence, which will be noted on the shooter's scoresheet.

A second sweeping offence in the same match will result in a match DQ.

3.2.2.1.3. Care must still be taken, and firearms must be carried with the muzzle up or down depending on the particular range rules.

3.2.2.1.4. When a firearm is chamber flagged and is completely unloaded, any unintentional sweeping action **while depositing the firearm onto a rack, trolley, or bag**, is not defined as sweeping.

Note that this does not give approval for shooters to randomly sweep themselves or fellow shooters!

3.2.2.2. **Pointing the muzzle** beyond designated “Muzzle Safe Points” if used, or beyond the 180° Muzzle Safe Plane if in use.

3.2.2.3. **Intentionally engaging** anything other than a target or an activator during a CoF.

3.2.2.4. A discharge:

3.2.2.4.1. in the holster;

3.2.2.4.2. striking up range of the shooter;

3.2.2.4.3. into the ground downrange closer than two (2) meters to the shooter, unless whilst engaging a low target that is positioned within two (2) meters of the shooter;

3.2.2.4.4. over the berm;

3.2.2.4.5. during Load and Make Ready, Unload and Show Clear or while reloading;

3.2.2.4.6. while busy with a malfunction clearance process unless the discharge occurs in a safe manner and under the direct supervision and instruction of the Safety Officer;

3.2.2.4.7. before the start signal;

3.2.2.4.8. whilst transferring a firearm from one hand to the other; and

3.2.2.4.9. whilst transitioning from one firearm to another.

3.2.2.5. Removing a firearm from a holster or from a case, bag, or rack, unless:

3.2.2.5.1. the firearm has an obviously visible chamber-flag in the chamber;

3.2.2.5.2. complying with a verbal instruction from a Safety Officer;


3.2.2.5.3. whilst engaged with a CoF under the direct supervision and visual contact of a Safety Officer;

3.2.2.5.4. when depositing or retrieving a chamber-flagged rifle or shotgun from a rack, bag, or trolley; and

3.2.2.5.5. the shooter is in a designated ‘Safe Area’.

 3.2.2.6. **Pointing the muzzle of a firearm over the berm** during the “Pull the Trigger” portion of *Unload and Show Clear* process.

3.2.2.7. **Drawing a firearm whilst facing up range.** A match DQ is incurred if the shooter’s firearm clears the holster before the shooter is facing within the 180-degree, safety-flags, or safety-cones zone.

 3.2.2.8. **Handling a rifle or shotgun, that has not been chamber flagged**, outside of a ‘Safe Area’ or whilst not under the direct supervision of a Safety Officer.

### 3.3. Dropping a Firearm

3.3.1. If a shooter drops a loaded or unloaded firearm or causes it to fall within a stage boundary, a match DQ will apply.



In this case, the Safety Officer will immediately give the command “Stop” and once the shooter has complied, the Safety Officer will retrieve the dropped firearm, make it safe and unload it before returning it to the shooter.

3.3.2. Dropping an unloaded firearm or causing it to fall whilst the shooter is outside of the stage boundaries is outside of the control of the SADPA rules and is subject to local Range Policy.

3.3.3. When abandoning a firearm whilst depositing or discarding it on or onto a designated table, box, or position the shooter must retain at least one hand on the firearm until it has come to a complete stop in the designated place.

If the abandoned firearm, then falls to the ground or points in an unsafe direction after the shooter has released it, it will result in a match DQ, provided that the platform or place where the firearm was abandoned was stable and did not cause the firearm to fall.

### **3.4. Firearm Serviceability**

3.4.1. All firearms used in a SADPA match must be serviceable and safe. The responsibility for safe and serviceable equipment falls completely on the shooter. The Match Director will require a shooter to withdraw any handgun, rifle, shotgun, or ammunition that is determined by an SO to be unsafe.

### **3.5. Firearm Carry Conditions**

3.5.1. The normal condition of handguns while not in use during a CoF, is holstered and unloaded, with hammer down or striker forward and magazine removed or cylinder empty. However, to increase match flow, the Match Director may allow the running of loaded handguns, which will be subject to local Range Policy.

3.5.2. The normal condition of rifles and shotguns while not in use during a CoF is unloaded with a visible chamber flag, magazine removed or integral magazines or magazine tubes empty and either cased, bagged, or deposited on a rack, or trolley.

Exception: Firearms that, due to their design, are unable to adhere to this rule, such as break action shotguns or rifles, will be required to be carried with either the action open while under supervision of a Safety Officer or bagged.

### **3.6. Firearm Start Conditions**

3.6.1. In all CoF where the shooter will start with a rifle or shotgun in hand, the firearm will be held in the low-ready position which means the firearm will be shouldered and the muzzle pointing towards the ground, at least 2 meters ahead of the shooter.

3.6.2. Firearms will start in either loaded, unloaded, or chamber empty condition.

3.6.2.1. Loaded:

Firearm is loaded to division capacity or with the number of rounds as specified according to the CoF description, with a round in the chamber.

The firearm safety must be engaged where possible.

3.6.2.2. Unloaded:

The firearm is completely unloaded, chamber is empty, no magazine inserted, and any integral magazines or magazine tubes are empty.

The firearm may have rounds located on a butt-cuff or side saddle.

The action of the rifle or shotgun may be locked open unless the CoF specifies another starting position.

3.6.2.3. Chamber Empty:

The firearm magazine is loaded with rounds and inserted into the firearm.

The firearm chamber is empty.

The firearm safety may be off.

The action of the firearm must be closed unless the CoF specifies another starting position.

3.6.3. Electronically powered optics may start in the 'on' position. It is the shooter's responsibility to make sure the optic is on prior to the start signal.

A shooter must point the firearm in a safe direction downrange, either into the ground or towards a berm when checking the status of the sights (Without aiming at a target).

No reshoots will be given if the shooter forgets to turn on the optic, or the optic fails during a course of fire. The failure to finish stage rules will apply in this case.

### 3.7. Range Commands

3.7.1. Many of the range commands given to a shooter by the Safety Officer are mainly related to safety on the range, whilst others are for stage administration.

3.7.2. To allow a shooter to compete in multiple disciplines anywhere in the world, SADPA makes use of universal range commands used in various action shooting sports. These range commands are as follows:

3.7.2.1. Range is Hot – Eyes and Ears

This is the first command given to each shooter starting the action of shooting the stage.

This command signifies that the shooter is now under the supervision of the SO.

The shooter will make sure that their eye and ear protection is in place. It is also a notification to anyone close by to check that their own eye and ear protection is properly fitted.

3.7.2.2. Load and Make Ready (Make Ready)

When the shooter has applied proper eye and ear protection, the Safety Officer will issue the "Load and Make Ready" command.

The shooter will prepare the firearm(s) and loading devices according to the CoF starting condition. Typically, this means loading the firearm(s) and holstering or shouldering the firearm in the low-ready position but may include non-typical loading or staging of equipment as specified in the CoF briefing.

Thereafter the shooter will assume the starting position specified for the CoF.

If the shooter's firearm is to be unloaded for the start of the CoF the command will be "Make Ready".

3.7.2.3. Are You Ready?

After "Load and Make Ready," the Safety Officer will ask the shooter "Are You Ready?"

If ready, the shooter should respond verbally, or by obvious nodding of the head, but may also choose to stand ready.

If there is no response from the shooter within 5 seconds, the shooter will be assumed to be ready.

If the shooter is not ready when this question is asked the shooter must indicate or respond, "Not Ready".

If the shooter continues to not be ready, the shooter must take a step out of the starting position. When ready, the shooter will assume the starting position and the "Are You Ready" question will be asked again.

#### 3.7.2.4. Standby

This command is given after the shooter is ready. This command will be followed by the start signal within 1-3 seconds.

The shooter may not move or change positions between the "Standby" command and the start signal, unless required to do so by the CoF.

If a shooter moves after the "Standby" command has been given, a procedural error penalty (PE) will be incurred by the shooter.

#### 3.7.2.5. Finger

This command is given when the shooter's finger is not obviously and visibly outside the trigger guard when it should be.

Fingers must be obviously and visibly outside the trigger guard during loading, unloading, drawing, holstering, while moving (unless engaging targets) and during malfunction clearance.

The first "Finger" call in a match will result in a warning.

Receiving two "Finger" Calls within the same match will be regarded as a safety violation and will result in a match DQ.



#### 3.7.2.6. Muzzle

This command is given when the muzzle of the shooter's firearm is pointed near a muzzle safe point limit.

The shooter must immediately correct the muzzle direction towards the safe zone and continue with the stage.

The "Muzzle" command is a courtesy warning. The Safety Officer does not have to warn the shooter.

If the shooter's firearm does break the muzzle safe zone limits, an immediate match DQ will be incurred.

#### 3.7.2.7. Stop

This command is given when something unsafe has happened or is about to happen during a stage, or when the stage setup is not correct.

The shooter must immediately stop all movement, place the trigger finger obviously and visibly outside the trigger guard, and await further instruction.

Failure to **immediately** stop and remove the trigger finger from within the trigger guard will result in a match DQ.

3.7.2.8. If Finished, Unload and Show Clear

This command will be issued when the shooter has apparently finished shooting the stage. If the shooter is finished, all ammunition will be removed from the firearm and a clear chamber or cylinder will be shown to the Safety Officer.

If the shooter is not finished, the shooter should complete the stage and the command will be repeated.

3.7.2.9. If Clear, Slide Forward (or Close Action)

Once the Safety Officer has inspected the chamber or cylinder and found it to be clear, this command is issued, and the shooter will comply.

The obligation remains on the shooter to ensure that the chamber or cylinder is empty.

For break action shotguns or rifles, the SO will insert a Chamber Flag (if possible), after which the action will be closed.



3.7.2.10. Pull the Trigger

The shooter will point the firearm in a safe direction, such as towards but not over any berm and pull the trigger to further verify that the chamber is clear.

If the firearm discharges, a match DQ will result.

The requirement to pull the trigger also applies to firearms with a de-cocker or magazine disconnect.

For firearms with a magazine disconnect, an empty or dummy magazine must be inserted before the trigger is pulled, and then removed again.

This command does not apply to revolvers or break action shotguns and rifles.

3.7.2.11. Muzzle Up or Muzzle Down

This command is only applicable to rifles and shotguns.

The shooter will point the muzzle of the flagged firearm either vertically up in the air or vertically down to the ground.

3.7.2.12. Holster or Bag or Rack

The shooter must safely holster the handgun or stow it safely as detailed below.

For carbines, rifles, and shotguns, depending on the stage design, the shooter must either safely case or bag the firearm, or place the firearm onto the rifle rack.

3.7.2.13. Range is Clear

This command indicates to everyone within the stage boundaries that the range is safe.

This command signals the end of the CoF and the start of the scoring and resetting of the stage.

3.7.2.14. Hit

This command is used when there are static steel targets and flying frangible targets.

For these targets, a "Hit" is announced every time a target is engaged and hit.

### **3.8. Steel Targets**

3.8.1. When using a handgun, carbine, or shotgun (using birdshot - No. 7 or smaller), steel targets must be engaged from at least ten (10) meters.

If a shooter engages a steel target or an exposed steel target apparatus from less than ten (10) meters a match DQ will result. (e.g., steel target or target apparatus made of steel, such as a swingers, bobbers, and clamshells).

A target comprising steel apparatus may be engaged at distances less than 10 meters provided that all steel parts are protected with objects or materials sufficiently robust to prevent any injury due to any ricochet or bullet fragments that may result.

Match Directors must take this into consideration when designing a CoF.

3.8.2. When using shotgun with buckshot, steel targets must be engaged from at least fifteen (15) meters.

If a shooter engages a steel target from less than fifteen (15) meters a match DQ will result.

Match Directors must take this into consideration when designing a CoF.

3.8.3. When using a centrefire rifle or shotgun (using slugs), steel targets must be engaged from at least forty-five (45) meters.

If a shooter engages a steel target from less than forty-five (45) meters a match DQ will result.

Match Directors must take this into consideration when designing a CoF.

## **4. Shooting Rules**

### **4.1. Concealment Garments (“Concealment”)**

4.1.1. A concealment garment is required for all handgun only stages, unless otherwise specified in the stage description.

4.1.2. Active Police or Military personnel may use normal duty gear in Tier-1 matches. The use of duty gear removes the requirement to use a concealment garment.

### **4.2. Target Engagement**

The purpose of SADPA Defensive Sport Shooting is to challenge the shooter to solve a problem, and not for the course designer to mandate how to complete the CoF.

Therefore, if the CoF does not specify which platform should be used to engage which target/target array, the shooter can choose how to address a CoF, which target is to be engaged with which platform, etc.

The shooter may elect to either engage all targets with a single firearm, or transition to different platforms subject to the provisions of 4.2.

In order to facilitate movement though the stage, strategically placed props that may represent walls, windows etc. may be used to obscure open targets from certain shooting positions. In this case Open targets are to be engaged as they become visible to the shooter. Open targets may be engaged either whilst stationary or on the move. On a stage where all the targets are in the open they should be engaged in threat priority.

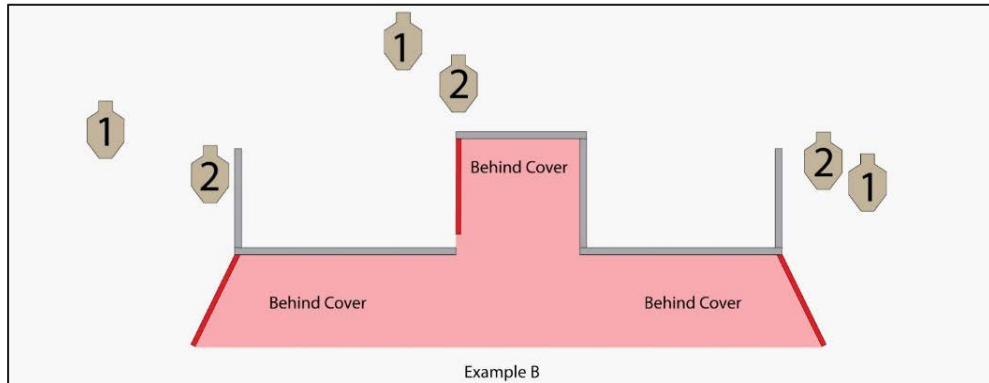
### **4.3. Target Types**

- 4.3.1. Target types include the following:
  - 4.3.1.1. Static: A target that is stationary, when it is engaged
  - 4.3.1.2. Moving: A target that is meant to be engaged while the target is moving.
  - 4.3.1.3. Reactive: A target that gives an indication either visually or aurally when hit.
  - 4.3.1.4. Activated target: A target that is not visible to the shooter until activated by an action of the shooter. An activated target can be either disappearing or non-disappearing.
  - 4.3.1.5. Disappearing target: A target that once activated is only visible to the shooter for a time before disappearing. This includes risers, drop-turners, etc.
  - 4.3.1.6. Non-disappearing target: normally an activated target that once activated ultimately remains visible to the shooter.
- 4.3.2. Targets may combine several of the above characteristics. For example, an activated target may be moving, reactive and non-disappearing (swinging steel target) or activated and static (a drop-leg target).
- 4.3.3. Paper Targets
  - 4.3.3.1. Handguns and Rifles may be used to engage ANY Paper Target in a SADPA CoF. Scoring Rules will apply.
  - 4.3.3.2. Shotguns using slugs may be used to engage ANY Paper Target in a SADPA CoF. Scoring Rules will apply.
- 4.3.4. Frangible Targets
  - 4.3.4.1. Any Platform (Handgun, Rifle, or Shotgun) may be used to engage grounded frangible targets.
  - 4.3.4.2. Only shotguns with birdshot may be used to engage flying frangible targets.
  - 4.3.4.3. A frangible target is deemed hit when any portion of the target is damaged or perforated in such a way that there is a bullet hole, portion missing or broken off, or the target is shattered.
  - 4.3.4.4. Frangible targets are deemed engaged when a minimum of one (1) round has been fired at the target.
  - 4.3.4.5. Flying frangible targets must be shattered in the air to score, and the Safety Officer must clearly call "Hit" before the target hits the ground.
- 4.3.5. Steel Targets
  - 4.3.5.1. Any platform may be used to engage static steel targets as long as the requirements of Rule 3.8 are followed, and safety is maintained.
- 4.3.6. Threat Priority
  - 4.3.6.1. All visible targets must be engaged in threat priority.
  - 4.3.6.2. If an activated target is revealed during the engagement of an array of target(s). The activated target is deemed to be the same priority as the current engaged target array. Therefore, the shooter can elect to finish engaging the target array and then engage the activated target or immediately engage the activated target and then finish the engagement of the rest of the target array.

4.3.6.3. Threat Priority – Vertical Cover (Slicing the pie)

The shooter will engage targets as they become visible around the edge of the cover, regardless of the distance of the target from the shooter (Slicing the pie).

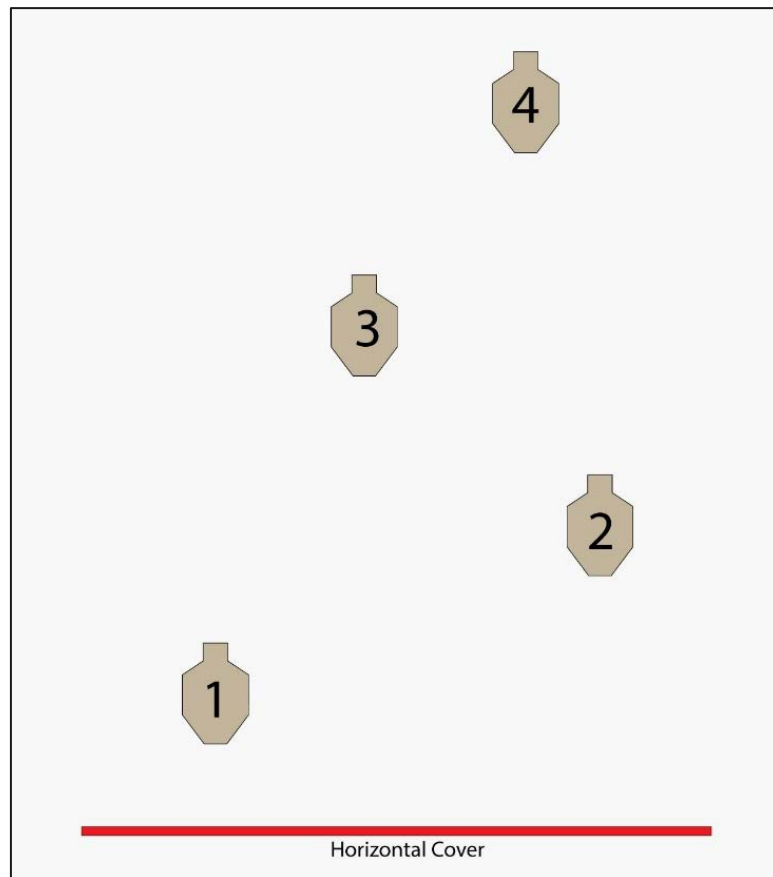
In the example below the shooter will engage target 1, then 2 at each POC.



4.3.6.4. Threat Priority – Horizontal Cover

The shooter must remain within and / or behind the cover lines, and must engage targets in threat priority from over or under the position of cover. (nearest to furthest)

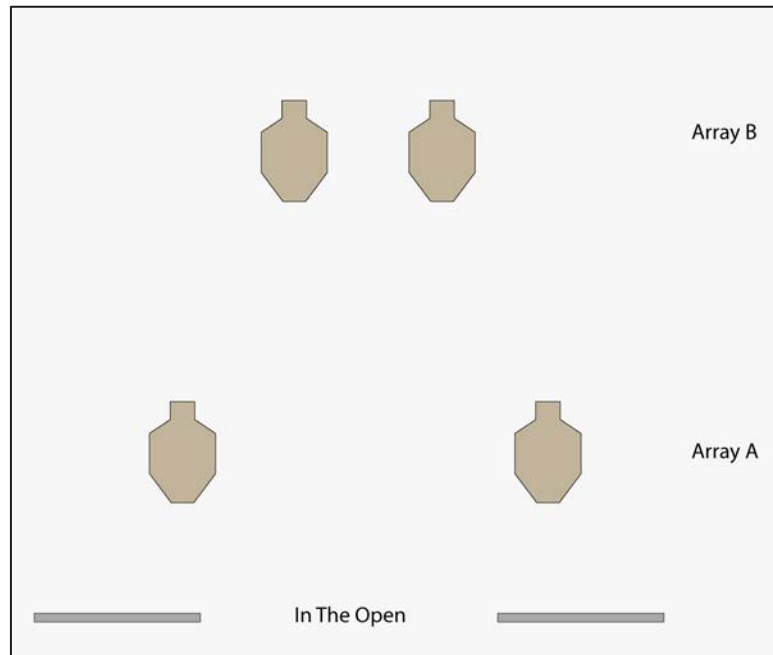
In the example below the shooter will engage target 1, then 2, then 3, and then 4.



4.3.6.5. Threat Priority – Targets in the Open

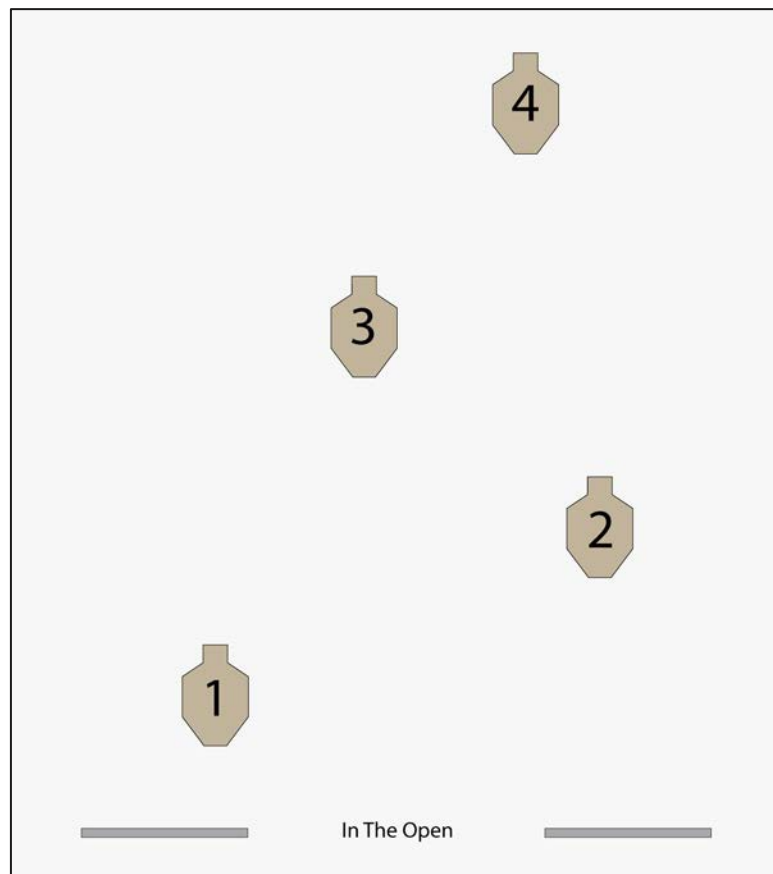
The target engagement priority is based on the distance from the threat targets to the shooter. The closer the threat the higher the priority, the close targets are therefore engaged first.

In the example below the shooter will engage the targets in target array A first, and then the targets in target array B.



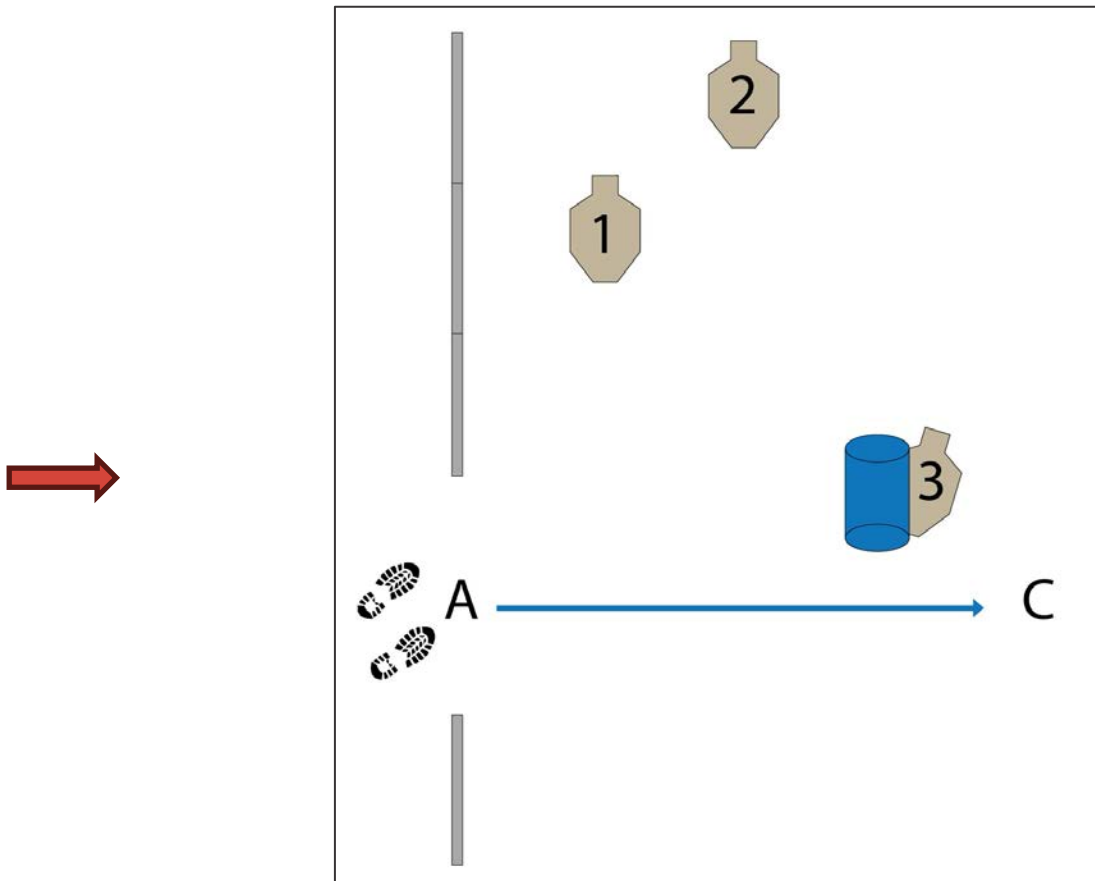
Targets are considered equal threat when the difference in the distance of the targets in relation to the shooter is less than two (2) meters.

In the example below the shooter will engage target 1, then 2, then 3 and then 4.





In the example below the shooter will engage target 1, then 2, then 3 even if the shooter has moved all the way from point A to point C.



- 4.3.7. Definition of Engaged
  - 4.3.7.1. A target is a threat unless it has been fully engaged.
  - 4.3.7.2. Non-Moving paper targets are deemed engaged once the minimum number of shots required by the CoF description have been fired at the target.
  - 4.3.7.3. Non-disappearing targets are fully engaged once the minimum number of shots required by the CoF description has been fired at the target.
  - 4.3.7.4. Disappearing paper targets are deemed engaged when activated.
  - 4.3.7.5. A falling steel target is deemed engaged when a minimum of one shot has been fired at it.
  - 4.3.7.6. A frangible target is deemed engaged when a minimum of one shot has been fired at it.
  - 4.3.7.7. A fixed steel target is deemed engaged when the required minimum number of shots have been fired at it.
  - 4.3.7.8. Filling-in: A shooter may re-engage an engaged target at any time to improve his/her score while dealing with the remaining visible threats as long as this is done safely.

#### 4.4. Reloads

- 4.4.1. Emergency Reload
  - 4.4.1.1. An emergency reload applies to detachable magazine fed platforms, including, handguns, shotguns, and rifles.

This reload is used only when the magazine and the chamber is empty, or when the firearm has malfunctioned.

The empty magazine may be dropped and left during the CoF

#### 4.4.2. Retention Reload

4.4.2.1. A retention reload applies to detachable magazine fed platforms, including, handguns, shotguns, and rifles.

This reload type is used when the magazine is not empty.

The shooter must then retain the non-empty magazine anywhere on their person.

Failure to retain a non-empty magazine on their person will result in a procedural error penalty (PE).

#### 4.4.3. Tactical Reload

4.4.3.1. A tactical reload is used when the magazine is empty, but a round remains in the chamber.

4.4.3.2. The shooter may leave a position of cover whilst reloading and does not have to retain the empty magazine.

#### 4.4.4. Dropping a loaded ammunition feeding device

4.4.4.1. Dropping a loaded ammunition feeding device will not incur a procedural error penalty (PE) if the shooter retrieves the device before firing the last shot of the CoF.

Dropping a loaded loading device while clearing a malfunction, will not incur any penalties and will not require the shooter to retain or retrieve the loading device.

#### 4.4.5. Manually Loaded Firearms

4.4.5.1. Shooters using firearms that are loaded manually with single rounds, without the use of a loading device will not incur a procedural error penalty (PE) for dropping ammunition during a reload and the shooter is not required to retrieve or retain any dropped ammunition.

#### 4.4.6. Reloading

4.4.6.1. If a shooter leaves a position of cover with an empty or malfunctioning gun, and in doing so he/she is exposed to threat targets that have not been fully engaged a procedural error penalty (PE) will be incurred.

Before leaving cover in this case, the firearm must be ready to fire e.g. for a pistol, there must be a round in the chamber, and the slide must be fully in battery.

4.4.6.2. A shooter may leave a point of cover with an empty gun and reload on the way to the next point of cover if they remain behind cover or are not exposed to any threat target that has not been fully engaged.

4.4.6.3. If a shooter engages targets in the open, they may reload in the open in order to complete the engagement of the presented open targets without incurring a penalty.

### 4.5. Stage Planning

#### 4.5.1. Overview

4.5.1.1. Before each CoF commences, shooters will be given an opportunity to plan how they will execute the stage.

- 4.5.1.2. Initially, the SO will conduct a stage briefing. The main purpose of this briefing will be to address CoF safety issues and provide information on various limitations on how the CoF may be shot.
- 4.5.1.3. CoF specifics such as stage boundaries, muzzle safe zones delineated with safety cones (if applicable), fault lines, cover and safety lines and their function, etc., will be pointed out as well as demonstrating any reactive targets and props in play.
- 4.5.1.4. The SO will answer questions after the stage briefing to clarify any issues arising from the briefing. For example, clarifying the identification of separate target arrays, etc.
- 4.5.1.5. How the stage is to be executed must be left to the shooter's discretion.
- 4.5.1.6. No SO coaching will be allowed at Tier 2 matches and above.
- 4.5.2. Individual and Group Stage Walkthrough
  - 4.5.2.1. The major motivation for stage walkthroughs is safety!
  - 4.5.2.2. All shooters will have the opportunity to identify the positioning of targets and shooting positions in the CoF while not under the stress of the timer and give shooters an opportunity to discuss aspects of the CoF with their fellow shooters.
  - 4.5.2.3. Walkthroughs will be limited to the walkthrough time indicated for that stage by the written stage brief (or MD), with a default stage walkthrough time of 5 minutes per CoF, which time limit may be modified by the PSO depending on squad size or CoF complexity.
  - 4.5.2.4. The start and end of the timed walkthrough period for that stage will be strictly controlled by the SO and no further walkthroughs, either as an individual or group, will be permitted after the end of the walkthrough time.
  - 4.5.2.5. Any shooter that infringes this rule will incur a procedural error penalty (PE).
- 4.5.3. Reactive Target Demonstration
  - 4.5.3.1. Safety Officers will demonstrate all reactive targets only once during the CoF briefing.
- 4.5.4. Assuming shooting positions during the walkthrough
  - 4.5.4.1. Shooters are allowed to assume any position during the stage walkthrough phase. This includes but is not limited to prone positions, kneeling positions, positions of cover, port holes, etc., while allowing similar opportunities to their fellow shooters.
  - 4.5.4.2. 'Air-gunning' is permitted.
- 4.5.5. Testing of Activators, etc.
  - 4.5.5.1. Apart from reactive targets, shooters may test any stage props that must be moved during the CoF such as doors, windows, etc., which form an integral part of the stage during the walkthrough period.

#### **4.6. Cover**

The use of cover is an integral part of SADPA Defensive Sport Shooting. Therefore, the shooter will be required to use available and appropriate cover when engaging targets. For the avoidance of doubt, a "point of cover" shall be indicated with one or more cover lines fixed to the ground.

The cover lines will commence at a point at the base of the cover and extend away from the cover at an angle determined by the stage designer.

4.6.1. Cover Definition

4.6.1.1. Cover refers to a barrier that exists between the shooter and the targets to be engaged with designated cover lines on the ground.

4.6.1.2. A “point of cover” is a position on a COF from which the targets behind that point of cover must be engaged.

4.6.2. Use of Cover

4.6.2.1. When a point of cover is available, it must be used to engage the targets from that point of cover as indicated in the stage briefing.

4.6.3. Cover Declarations

4.6.3.1. Stages will be defined to have either one of the following cover categories or both:

**Cover:** The stage has cover and the targets need to be engaged from cover, unless Open targets are specified in the stage briefing and that are to be engaged in the open.

**Open:** A target that is placed in the open from where there is no designated cover available to engage the target. This may be either in an opening between points of cover or at the beginning of the stage and visible from the start position or the whole stage may have no positions of cover and all targets are in the open

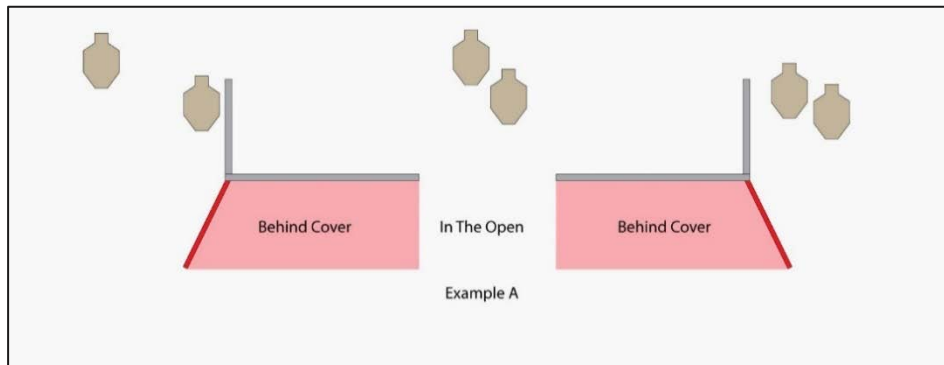
4.6.3.2. **Vertical Cover:** The shooter will engage targets as they become visible around the edge of the cover (Slicing the pie).

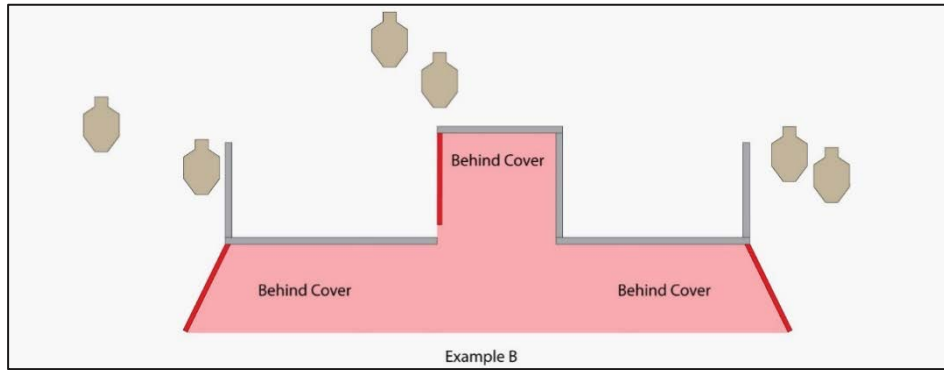
4.6.3.3. **Horizontal Cover:** The shooter must remain within and / or behind the cover lines, and must engage targets in threat priority from over or under the position of cover.

4.6.3.4. **Low Cover:** When behind low cover, the shooter must engage targets with at least one knee on the ground while remaining within the extent of the point of cover. Low cover can be at either vertical or horizontal cover positions. The stage brief will indicate whether targets are to be engaged either over or around low cover.

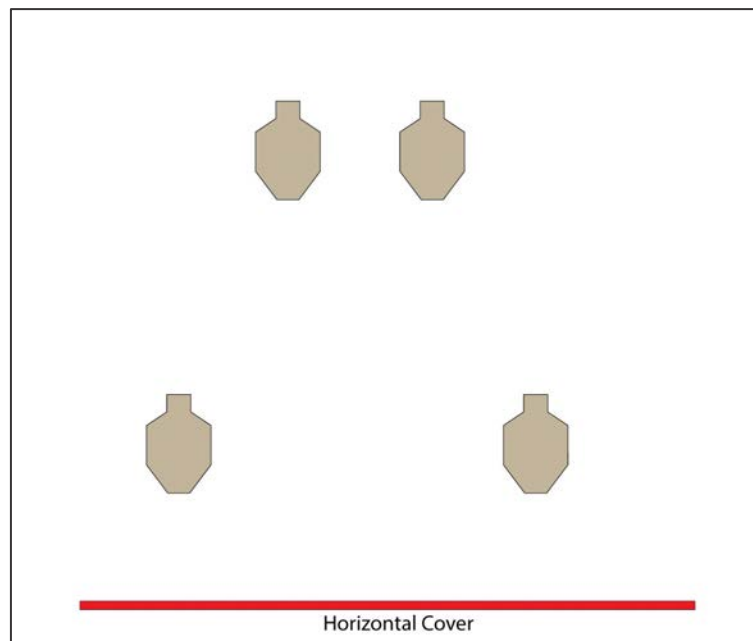
4.6.3.5. When shooting, performing an emergency reload, or clearing a malfunction, the shooter **MUST** remain within cover unless he/she is engaging targets in the open.

4.6.3.6. Examples of targets behind vertical cover and in the open.





4.6.3.7. Examples of targets behind horizontal cover.



**4.7. Fault Lines**

4.7.1. Fault lines are used to designate points of cover and the distance limit for safe engagement of a steel target while executing a CoF.

4.7.2. There are 2 types of fault lines:

- **Cover Lines**
- **Safety Lines**

4.7.3. Fault lines must use a rigid material (typically 25 mm x 4 mm flat bar or 38 mm x 38 mm timber brandering) and be firmly fixed to the ground or stage prop to prevent displacement during the match.

4.7.4. As far as possible, the material, design and colour of the fault lines must be uniform for each CoF during a match.

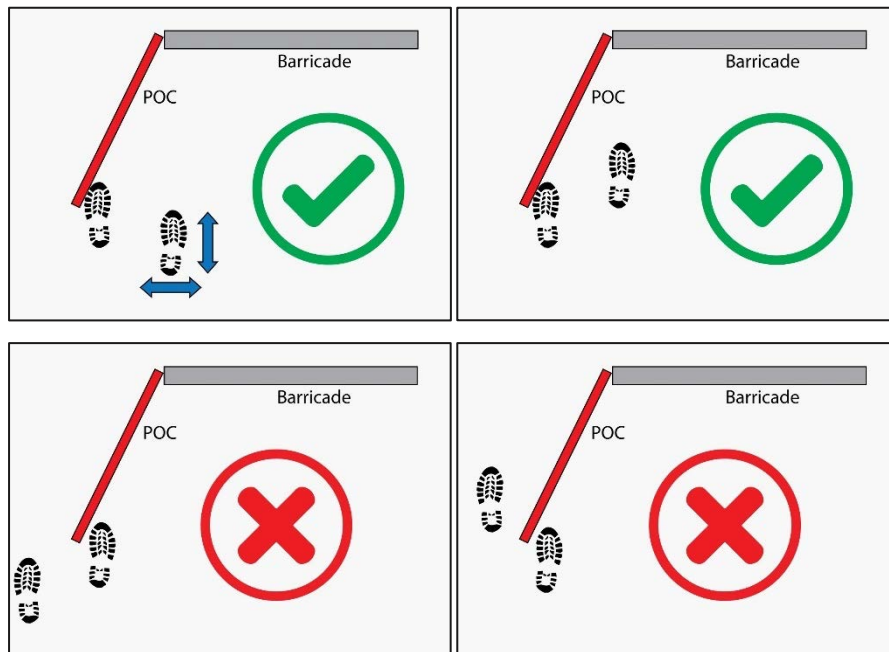
4.7.5. A shooter will not be penalized for momentarily crossing a fault line while moving into a point of cover or towards a safety line.



4.7.6. A shooter will be penalized for momentarily crossing a fault line with an unloaded or malfunctioning firearm (Refer Rule 4.4.6).

4.7.7. Cover Lines

- 4.7.7.1. Cover lines must be used to indicate a position of cover and its limits.
- 4.7.7.2. Consistency: Cover lines must be designated consistently for all shooters.
- 4.7.7.3. The extent of a cover line shall be from the start to the end of the physical cover line placed on the ground.
- 4.7.7.4. If the toe of the shooter's leading foot is placed further back than the extent of the cover line, a procedural error penalty (PE) shall be incurred. The shooter's back foot may, be placed beyond the extent of the cover line whilst remaining on the same side of the cover line as the front foot, without incurring a procedural error penalty (PE).
- 4.7.7.5. Example: See graphic below for acceptable foot placement at a cover line.



- 4.7.7.6. If a shooter places either foot on top of a cover line such that any portion of their foot touches the ground beyond the cover line, a procedural error penalty (PE) shall be incurred.
- 4.7.7.7. Targets in the open – If no cover lines are present, targets are considered targets in the open and should be engaged in threat priority.
- 4.7.8. Safety Lines
  - 4.7.8.1. Safety lines are used to indicate the minimum safe distance from which to engage specific CoF targets (e.g., steel target or target apparatus made of steel, such as a swinger).
  - 4.7.8.2. Shooting at a 'steel' target after crossing a safety line will result in a match DQ.

## 5. Scoring Rules

- 5.1.1. The scoring used in SADPA matches rewards both a balance of speed and accuracy.
- 5.1.2. Every penalty point that a shooter receives will be converted into one (1) second penalty added to the raw time.
- 5.1.3. The final stage score will be determined by taking the time in seconds and adding the penalty points or points down in seconds and adding all relevant penalties.
- 5.1.4. Stage Score = Time from buzzer to last shot fired + Points Down + Penalties

Example:

Raw Time = 11.52 seconds  
Points Down = 5  
Penalties = 1 procedural error penalty (PE)  
Score = 21.52 seconds (11.52 + 5.00 + 5.00)

5.1.5. The match total is the sum of all the stages in seconds.

## **5.2. Limited Scoring**

5.2.1. Limited scoring limits the shooter to fire the number of rounds specified in the course description only.

5.2.2. Any shots fired above the specified number will incur a procedural error penalty (PE) of five (5) seconds per additional shot fired.

5.2.3. The best hits on the target will be scored as normal.

5.2.4. Limited scoring will only be used in Standard Stages where a shooter's skills are tested.

## **5.3. Unlimited Scoring**

5.3.1. Unlimited Scoring refers to the shooter being allowed to fire as many shots at a target as they deem fit but is limited to the total number of rounds as detailed by the Division Rules.

5.3.2. The best hits on the target as specified by the stage description will count for score.



## **5.4. Failure to Neutralize (FTN)**

5.4.1. A Failure to Neutralize penalty is a five (5) second penalty that is incurred when any engaged paper target does not have at least one (1) hit in the zero down (-0) or one down (-1) scoring zones.

5.4.2. This penalty is applied only on unlimited scoring stages.

5.4.3. This penalty is not applied to disappearing targets, such as risers, swingers or drop-turners, and steel plates or poppers.

5.4.4. A Failure to Engage (FTE) will not be incurred on targets that incurred an FTN penalty.

## **5.5. Failure to Engage (FTE)**

5.5.1. A Failure to Engage error results in 5 seconds being added to a shooter's raw time per target not fully engaged.

5.5.2. A Failure to Neutralize (FTN) will not be incurred on targets that incurred an FTE penalty.

## **5.6. Failure to Finish Stage (FFS)**

5.6.1. If a shooter starts a stage but is unable to finish due to injury, ammunition malfunction (e.g., a 'squib'), shooter decision to stop or broken equipment, the shooter's time to the last shot fired will be taken and all targets will be scored as if targets were engaged with all misses assessed for all unengaged targets, and a single procedural error penalty (PE) for not engaging all targets.

5.6.2. The start of a stage is from the timer starting buzzer and ends on the last shot fired by the shooter.

5.6.3. If no shots were fired after the start signal, the score will be based on zero time plus misses for all targets not engaged plus one procedural error penalty (PE) for not engaging all targets.

### **5.7. Failure to Finish Match (FFM)**

5.7.1. If a shooter is unable to shoot or elects not to shoot a CoF. The shooter will be granted a Failure to Finish Match for that specific CoF. This is only applicable if the shooter does not receive a start signal.

5.7.2. In this case the shooter will be allowed to finish the remainder of the stages but will receive no match score.

### **5.8. Bullet Holes**

5.8.1. Bullet holes that are fired from an extreme angle, or ricochets that have no grease ring and are more than two (2) bullet diameters will not count for score.

This includes hits on non-threat targets.

5.8.2. Keyhole bullets, where the grease ring is evident, will however count for score.

### **5.9. Manual-Action Rifle and Shotgun Slug Scoring Ratio**

5.9.1. Manual-Action Rifles (MAR) and Shotguns using slugs will only be required to engage a threat target with one (1) round for every two (2) rounds fired from a Self-Loading Rifle (SLR) or Handgun.

5.9.2. Thus, a CoF may specify that the targets on a specific array must be engaged with a minimum of two (2) rounds each, but MAR will only be required to fire one (1) round at each target.

5.9.3. Example:

5.9.3.1. One (1) shot per target anywhere using a Handgun or SLR requires one (1) shot per target anywhere for MAR or Shotgun Slugs.

5.9.3.2. Two (2) shots per target anywhere using a Handgun or SLR requires one (1) shot per target anywhere for MAR or Shotgun Slugs.

5.9.3.3. Three (3) shots per target anywhere using a Handgun or SLR requires two (2) shots per target anywhere for MAR or Shotgun Slugs.

### **5.10. Hit on Non-Threat (HONT)**

5.10.1. A Hit on Non-Threat (HONT) penalty will add a five (5) second penalty to the shooter's score and is based on the following instances:

5.10.1.1. Each perforation made by a handgun or rifle bullet or shotgun slug on a non-threat target will incur one HONT (Hit on Non- Threat) penalty.

5.10.1.2. Perforations made by shotgun pellets on a HONT target will incur one Hit on Non-Threat penalty regardless of the number of pellets that perforated the target.

5.10.1.3. Non-threat frangible targets must be perforated or break to incur a Hit on Non-Threat penalty.

5.10.1.4. Non-threat steel targets must fall and be down to incur one Hit on Non-Threat penalty.

Non-threat fixed steel targets that do not fall when hit, will not be used as HONT targets.



5.10.1.5. Shoot throughs on a threat target that penetrate a non-threat target, will result in a HONT penalty.

### **5.11. Procedural Error Penalty (PE)**

5.11.1. A Procedural Error penalty adds 5 seconds to a shooter's raw time when he/she makes an error, while executing a CoF.

### **5.12. Foul Penalty (FP)**

5.12.1. A Foul Penalty is a twenty (20) second penalty, that will be incurred with the agreement of the Match Director anytime a shooter deliberately acts in an unsportsmanlike manner or wilfully breaks a rule of the sport or to gain a scoring advantage.

5.12.2. If a shooter receives multiple Foul Penalties in a match, they may be disqualified at the discretion of the Match Director.

## **6. Stage Design Rules**

### **6.1. Stage Categories**

SADPA match stages are divided into two (2) general categories and two (2) subcategories.

6.1.1. Categories

6.1.1.1. Scenario Stages:

Scenario stages attempt to represent a target engagement that could realistically happen. Scenario stages must use Unlimited Scoring.

The writing of a scenario description is optional.

6.1.1.2. Standard Stages:

Standard stages are designed to test the shooter's proficiency in the various skills employed in SADPA matches.

Standard stages may use Limited or Unlimited Scoring.

Standard stages will be limited to Single Platform stages only, as this is a skill test applicable to a specific platform.

Standard Stages are prohibited in multi-platform matches.

6.1.2. Subcategories:

6.1.2.1. Single-Platform Stage:

Requires the use of a single firearm only as intended by the stage designer, such as a handgun, shotgun, or rifle only CoF.

For Multi-Platform matches, these stages must be designed in such a way to allow shooters who do not have access to a specific platform to complete the stage using their handgun.

Thus, target range must be considered taking safety into account (e.g., setting a target at 100m meant to be engaged with a rifle may well result in an unsafe situation when engaged with a handgun resulting in shots being fired over the berm!)

6.1.2.2. Multi-Platform Stage:

Requires the use of a handgun and either shotgun and / or rifle.

For Multi- Platform matches, the stages must be designed in such a manner to allow shooters who do not have access to a specific platform to complete the stage using a handgun only considering safety considerations as mentioned above.

Shooters who have access to all three platforms will be allowed to complete the stage using all three platforms.

Safety must always be maintained.

6.1.3. Type of Matches (SADPA matches can be run in the following formats)

6.1.3.1. Multi-Platform (MP):

Multiple platforms are used in a single CoF.

Example: A match consists of five (5) stages that are designed to use any combination of handgun, shotgun, and rifle.

6.1.3.2. Triple-Platform (3P):

All three platforms are used, but only a single platform is used per CoF.

Example: A match consists of eight (8) stages. Two (2) stages are shotgun only, four (4) stages are rifle only and two (2) stages are handgun only.

6.1.3.3. Double-Platform (2P):

Two platforms are used, but only a single platform is used per CoF.

Example: A match consists of five (5) stages. Two (2) stages are shotgun only and three (3) stages are rifle only.

6.1.3.4. Single-Platform (1P):

All stages are designed to use only rifles, shotguns, or handguns as per the match notice.

The use of any other platform is strictly prohibited.

## **6.2. Written Stage Description**

6.2.1. Well-written stage descriptions contribute to the success of a match and avoid confusion and frustration among the match safety and administration personnel and shooters.

6.2.2. The stage description is to be read to every squad word for word as written to ensure consistent communication.

6.2.3. The written stage description includes, at a minimum, the following elements:

6.2.3.1. Stage Category: Scenario or Standards Stage;

6.2.3.2. Stage Subcategory: Single-Platform or Multi-Platform Stage;

6.2.3.3. Firearm start condition: Loaded, unloaded, or downloaded;

6.2.3.4. Stage Procedure including the use of any props etc;

6.2.3.5. Identifies the cover positions, their extent and cover declarations as per rule 4.6.3;

6.2.3.6. Identifies safety lines and targets that may not be engaged when the shooter has crossed the safety lines;

6.2.3.7. Specifies the 180° rule or identifies the muzzle safe points, or both if the stage safety requires it;

6.2.3.8. Specifies the minimum round count;

6.2.3.9. Specifies the type and number of Targets, Non-threat Targets, steel plates, poppers, etc;

- 6.2.3.10. Specifies the scoring method: Limited or Unlimited Scoring;
- 6.2.3.11. Specifies whether a concealment garment is required or is optional;
- 6.2.3.12. Specifies the possible stowing positions for abandoned firearms in the match if applicable;
- 6.2.3.13. A descriptive diagram of the CoF is recommended, but not required for Tier 1 matches. For tier 2 and higher-level matches, stage diagrams are required;
- 6.2.3.14. The maximum allowed walkthrough time;
- 6.2.3.15. The stage boundaries; and
- 6.2.3.16. A Stage Description, may neither override the rulebook, nor may it forbid legal actions by shooters except under the following conditions:
  - 6.2.3.16.1. To address a safety concern as it applies to the limits of the range;
  - 6.2.3.16.2. Provide the option of not wearing a concealment garment;
  - 6.2.3.16.3. Specify the number of rounds in the firearm at the start of the stage, up to division capacity;
  - 6.2.3.16.4. Specify the start condition and position for the firearm, and the start position for ammunition feeding devices; and
  - 6.2.3.16.5. Specify the shooter start position.

### **6.3. Stage design approach**

- 6.3.1. CoF designers should strive to design a simulated defensive scenario that can be successfully completed by a shooter using any combination of handgun, shotgun, or rifle as applicable.

Attacks invariably start or happen at close distances. The fact that a defender may have access to a rifle or shotgun will not suddenly initiate an attack from hundred (100) meters instead of the usual two-to-five (2-5) meters.
- 6.3.2. CoF designers should avoid specifying where a reload must be done or when a transition must be performed to another platform.

This will be different for every shooter depending on the type of equipment they are using. A CoF designer can however specify which targets must be engaged with which platform or exclude a platform from a specific CoF.
- 6.3.3. In essence, a CoF must provide a problem to be solved by the shooter. The equipment available to a shooter will dictate how to best solve the problem.

### **6.4. Miscellaneous Stage Design Rules**

- 6.4.1. All CoF must either simulate a realistic scenario or test skills that might reasonably be used in a real defensive confrontation. If you cannot honestly say: “this could happen”, it probably will not make sense as a good SADPA match stage.

It is understood that not many defensive shootings will involve multiple shotguns, rifles, and handguns, therefore shooting positions and challenges must be kept reasonable.
- 6.4.2. Memory stages are prohibited in all SADPA strings of fire.

A memory stage is any stage where one must remember the order of engagement, or other shooting restrictions that are not intuitive to the shooter based on the design of the stage.

- 6.4.3. Stages may require a change in the number of shots required on a paper target. Only one (1) array of targets in a string of fire may require a different number of shots per target than the other targets in the string.
- 6.4.4. Multi-Platform stages may not require more than 30% of shots on steel targets.
- 6.4.5. Single-Platform stages for handguns may not require more than 25% of shots on steel targets.
- 6.4.6. Single-Platform stages for shotguns and rifles may require up to 100% shots on steel targets.
- 6.4.7. An Activator steel target with a scored target in front of it does not count towards the allowable percentage of steel.
- 6.4.8. An Activator steel target with a scored target in front of it must activate from shots which either hit the upper or lower zero down (-0) scoring zone. If it is not possible, the zero down (-0) zone that will not activate the activator must be identified as hardcover.
- 6.4.9. Blind stages and moving non-threat targets are not allowed in Tier-2 or higher matches.
- 6.4.10. Shooter movement of more than twenty (20) meters between firing positions is not permitted.
- 6.4.11. Total required shooter movement of more than fifty (50) meters is not permitted.
- 6.4.12. Stage designers should strive to design stages that allow reasonable target engagement for mobility challenged or physically disabled shooters.
- 6.4.13. There is no limit to the number of non-threat target(s) that may be used in any string of fire, subject to the provisions of rule 6.5.
- 6.4.14. No stage description shall require that an ammunition feeding or loading device must be loaded after the start of the CoF.
- 6.4.15. Painted cardboard hard cover must not be used to cover the path of a moving target. If hard cover is required for the path of a moving target, it must be made of a material that is bulletproof that will not allow shoot-throughs on the moving target.

## **6.5. Partially obscured targets**

- 6.5.1. SADPA paper targets may be partially obscured by hard cover or non-threat targets.
- 6.5.2. Depending on the range to the targets and whether a handgun or rifle is to be used, the proportion of obscured target will vary as detailed below.
- 6.5.3. This section should be read in conjunction with Figure 1, Figure 2 and Figure 3.
- 6.5.4. Obscured targets for handguns
- 6.5.4.1. Cardboard targets (0-10) meters from shooter must present a minimum of a 1/3 of the zero down (-0) zone on the target.
- 6.5.4.2. Cardboard targets (11-20) meters from shooter must present a minimum of a 2/3 of the zero down (-0) zone on the target.
- 6.5.4.3. Cardboard targets (21) meters and further from shooter must present 100% of the zero down (-0) zone on the target.
- 6.5.5. Obscured targets for rifles

- 6.5.5.1. Cardboard targets (0-20) meters from shooter must present a minimum of a 1/3 of the zero down (-0) zone on the target.
- 6.5.5.2. Cardboard targets (21-40) meters from shooter must present a minimum of a 2/3 of the zero down (-0) zone on the target.
- 6.5.5.3. Cardboard targets (41) meters and further from shooter must present 100% of the zero down (-0) zone on the target.
- 6.5.6. A Shooter can query a target's visibility at the stage briefing ONLY, and NOT when on the line. Should there be reasonable doubt to the engagement order of targets behind cover then the PSO will brief the shooting order prior to the start of the COF.
  - \* The body of the cardboard target refers to the entire area of the cardboard target excluding the head area.
  - \*\* Distance is measured from the shooter's shooting position to the relevant target.

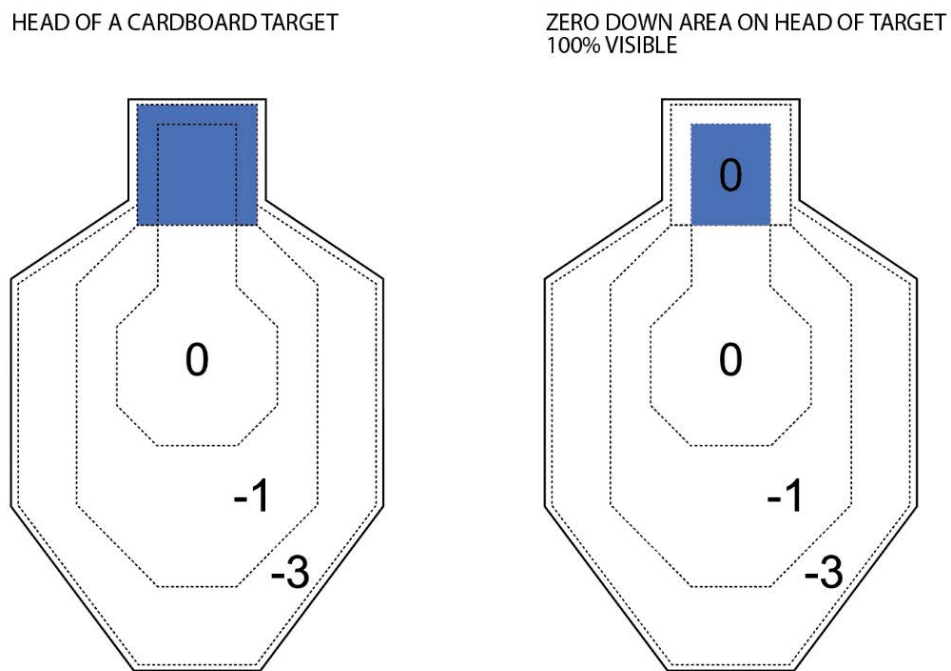
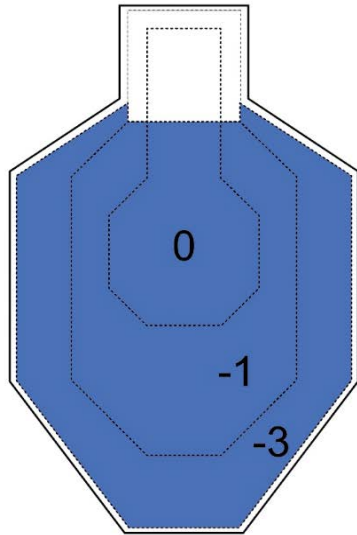


Figure 1: Target areas

BODY OF A CARDBOARD TARGET



ZERO DOWN AREA ON BODY OF TARGET  
100% VISIBLE

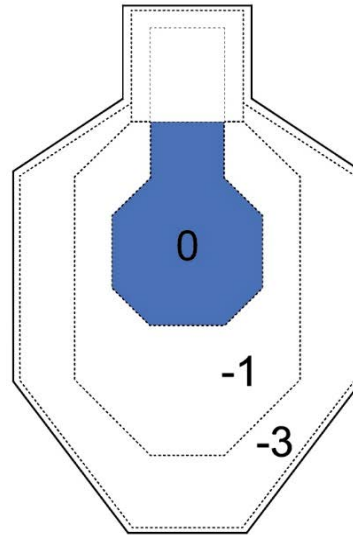


Figure 2: SADPA Target Area Details

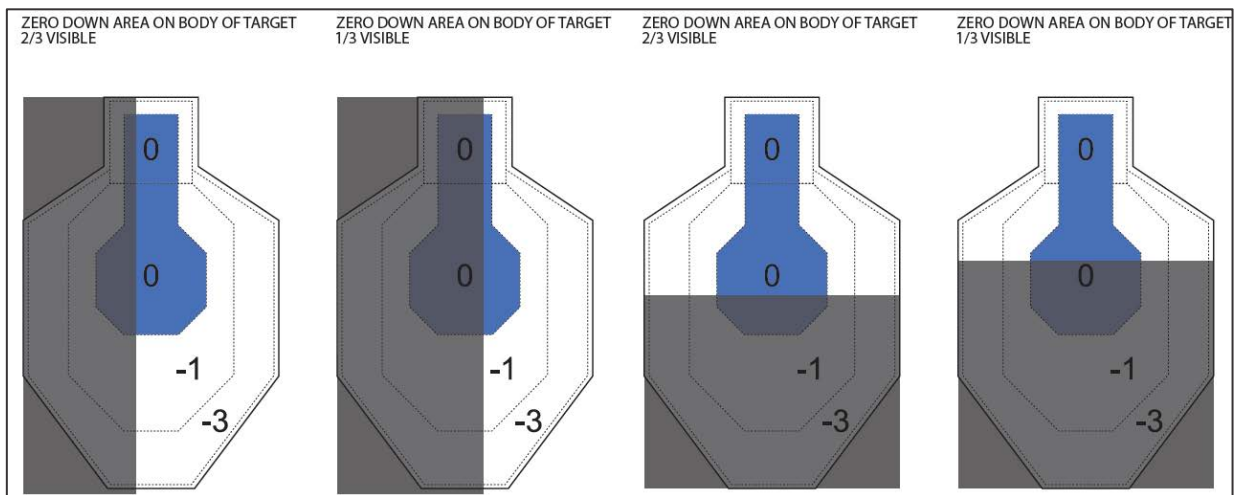


Figure 3: SADPA Target Details


**6.6. Stage Round Count Ratio**

- 6.6.1. No handgun-only string of fire may exceed a maximum requirement of eighteen (18) rounds.
- 6.6.2. Multi-Platform Matches
  - 6.6.2.1. No rifle-only string of fire may exceed a maximum requirement of eighteen (18) rounds.
  - 6.6.2.2. No shotgun-only string of fire may exceed a maximum requirement of fourteen (14) rounds.
  - 6.6.2.3. Multi-Platform stages may not exceed a combined maximum of twenty-eight (28) rounds.
- 6.6.3. Single-Platform Matches
  - 6.6.3.1. No rifle-only string of fire may exceed a maximum requirement of twenty-four (24) rounds.
  - 6.6.3.2. No-shotgun only string of fire may exceed a maximum requirement of eighteen (18) rounds.

## **6.7. Handgun Stage Design Rules**

- 6.7.1. Stages will adhere to the rules detailed in the Miscellaneous Stage Design Rules, unless otherwise noted.
- 6.7.2. Seventy-five (75%) percent of all handgun shots required in a stage (or portion of a stage) must be made from thirteen (13) meters or closer.
- 6.7.3. Scenario stages for handguns may require shots up to twenty (20) meters from the shooter.
- 6.7.4. Standards stages for handguns may require shots up to forty (40) meters from the shooter.
- 6.7.5. No “Strong-hand” only strings of fire may require the shooter to engage targets more than ten (10) meters in distance.
- 6.7.6. No “Support-hand” only strings of fire may require the shooter to engage targets more than five meters in distance.
- 6.7.7. Targets head sized (15cm x 15cm) or smaller may not be placed at distances further than 10 meters (+1 meter) in scenario stages, or fifteen (15) meters (+1 meter) in standards stages.
- 6.7.8. Steel targets placed further than 10m (+ 1 meter) need to be a minimum size of 20cm x 20cm.

## **6.8. Rifle Stage Design Rules**

- 6.8.1. Stages will adhere to the rules detailed in the Miscellaneous Stage Design Rules, unless otherwise noted.
- 6.8.2. Seventy-five (75%) percent of all rifle shots required in a stage (or portion of a stage) must be made from thirty (30) meters or closer.
- 6.8.3. Scenario stages for rifles may require shots up to hundred (100) meters from the shooter.
- 6.8.4. Standards stages for rifles may require shots up to hundred and fifty (150) meters from the shooter.
- 6.8.5. No “Support side” shoulder-only strings of fire may require the shooter to engage targets more than twenty (20) meters in distance. “Support side” shoulder-only strings of fire may only be required in Standards stages.
- 6.8.6. Scenario stages for rifles only may not require shots at distances greater than twenty (20) meters in scenario stages, or thirty (30) meters in standards stages for targets head sized or smaller.
-  6.8.7. Permanently fixed bipods may not be used for any CoF and are to be completely collapsed before the start of the CoF.

## **6.9. Shotgun Stage Design Rules**

- 6.9.1. Stages will adhere to the rules detailed in the Miscellaneous Stage Design Rules, unless otherwise noted.
- 6.9.2. Seventy-five (75%) percent of all shotgun shots required in a stage (or portion of a stage) must be made from fifteen (15) meters or closer.

- 6.9.3. Scenario stages for shotguns may require shots up to forty-five (45) meters from the shooter.
- 6.9.4. Standards stages for shotguns may require shots up to seventy (70) meters from the shooter.
- 6.9.5. No “Support -side” shoulder-only strings of fire may require the shooter to engage targets more than ten (10) meters in distance. “Support-side” shoulder-only strings of fire may only be required in Standards stages.
- 6.9.6. Scenario stages for shotguns only may not require shots at distances greater than fifteen (15) meters in scenario stages, or twenty-five (25) meters in standards stages for targets head sized or smaller.
- 6.9.7. The configuration of the shotgun will not be altered during a match. No parts or accessories will be swapped, added, or removed during a match.
- 6.9.8. Only twenty (20) rounds may be used (carried on or off the shotgun) per string of fire.
- 6.9.9. Only lead shot pellets are allowed.
- 6.9.10. Only one shot-type of ammunition may be loaded on or before a string of fire.
- 6.9.11. Combinations of different birdshot sizes are permitted.
- 6.9.12. Mixing of buckshot, birdshot and slugs are not allowed.

## 7. Equipment Rules

### 7.1. Firearms – General

- 7.1.1. Magazine Loading - All magazines must be loaded to division capacity at the CoF start signal throughout the match, except in the following cases:
  - 7.1.1.1. If a magazine is used that holds less than that of the division capacity, the shooter will load all magazines to the capacity of the lowest magazine throughout the match.
  - 7.1.1.2. The stage description may require reduced magazine loading (i.e., downloading).

### 7.2. Multi-Platform Division Summary

- 7.2.1. SADPA divisions are divided into seven (7) separate divisions. Shooters compete against each other within their division and classification, in the match.
- 7.2.2. These are:
  - 7.2.2.1. Enhanced Service Gun (ESG)
  - 7.2.2.2. Stock Service Gun (SSG)
  - 7.2.2.3. Pistol Caliber Carbine (PCC)
  - 7.2.2.4. Manual-Large Gun (MAL)
  - 7.2.2.5. Manual-Small Gun (MAS)
  - 7.2.2.6. Open-Gun (OG)
  - 7.2.2.7. Rimfire (22R)
  - 7.2.2.8. Not-For-Competition (NFC) is an optional division.  
THIS DIVISION IS ONLY ALLOWED AT TIER-1 MATCHES  
The addition of an NFC division for a match is at the discretion of the match director.



The NFC division is in place for shooters who regularly use a firearm that does not conform to any of the other division rules or equipment rules.

Table 1: Divisions and permitted Handguns, Rifles and Shotguns

Division	Permitted Handguns	Permitted Rifles	Permitted Shotguns
Enhanced Service Gun (ESG)	All (excluding NFC)	Enhanced Service Rifle Stock Service Rifle Manual Action Large Rifle Manual Action Small Rifle	Semi Auto Shotgun Manual Action Shotgun Modified Shotgun Break Action Shotgun
Stock Service Gun (SSG)	All (excluding NFC)	Stock Service Rifle Manual Action Large Rifle Manual Action Small Rifle	Semi Auto Shotgun Manual Action Shotgun Modified Shotgun Break Action Shotgun
Pistol Caliber Carbine (PCC)	All (excluding NFC)	Pistol Caliber Carbine	Semi Auto Shotgun Manual Action Shotgun Modified Shotgun Break Action Shotgun
Manual Large Rifle (MALR)	All (excluding NFC)	Manual Action Large Rifle	Semi Auto Shotgun Manual Action Shotgun Modified Shotgun Break Action Shotgun
Manual Small Rifle (MASR)	All (excluding NFC)	Manual Action Small Rifle	Semi Auto Shotgun Manual Action Shotgun Modified Shotgun Break Action Shotgun
Open Rifle (OR)	All (excluding NFC)	All (excluding NFC)	All (excluding NFC)
Rimfire (22R)	All (excluding NFC)	Rimfire	Semi Auto Shotgun Manual Action Shotgun Modified Shotgun Break Action Shotgun
Not-For-Competition (NFC)	ALL	ALL	ALL

### 7.3. Chronograph Procedure

- 7.3.1. The match official will randomly pick three (3) rounds from the shooter's ammunition supply.
- 7.3.2. Two (2) of the three (3) rounds will be measured with a chronograph at 3 meters (-0m to +.5m) from the firearm muzzle.
- 7.3.3. If both rounds achieve the minimum Power Factor for the Division, the ammunition will be considered in compliance and Power Factor Achieved.

- 7.3.4. If one (1) of the two (2) rounds fail the minimum power factor the third round will be measured and the average velocity of the three rounds will then be used to determine if the Minimum Power Factor is achieved.
- 7.3.5. If the shooter's ammunition does not achieve the minimum power factor, the shooter will incur a ten (10) second penalty for each CoF in the match.

**7.4. Start Conditions**

- 7.4.1. Firearms with Manual safeties must be engaged at the start of the CoF.  
Exception: Shooter starts with an empty chamber or an unloaded firearm.
- 7.4.2. Striker-Fired firearms may start with a round chambered or chamber empty.
- 7.4.3. Shooters that elect to start with a round chambered, will start with a full magazine as per division capacity plus one in the chamber.  
Exception: Ultra-Compact Pistol will start with only six rounds inside the firearm.
- 7.4.4. Optical and electronic sights: See 3.6.3 above.
- 7.4.5. Lights and lasers may be switched on before or after the start of the CoF at the shooter's discretion.

**7.5. Power Factor Calculation**

- 7.5.1. Ammunition used must conform to certain power factor requirements.
- 7.5.2. These power factors will also have a minimum bullet weight attached to it.
- 7.5.3. The power factor is calculated using the following formula.

$$Power\ Factor = \frac{Muzzle\ Velocity\ (fps) * Bullet\ Weight\ grains}{1000}$$

Example:

$$Power\ Factor = \frac{1100\ [fps] * 124\ [grain]}{1000} = 136.4$$

**7.6. Minimum Power Factors**

- 7.6.1. Rifle Divisions Minimum Power Factors

Division	Conventional Barrel	Ported or Compensated Barrel
Enhanced Service Rifle Stock Service Rifle Open Rifle	Not Applicable	Not Applicable
Manual-Action Large Rifle		
Manual-Action Small Rifle		
Rimfire Not-For-Competition		
Pistol Caliber Carbine	130	130

7.6.2. Shotgun Division Minimum Power Factors

Caliber	Conventional Barrel	Ported or Compensated Barrel
10-Gauge	Not Applicable	Not Applicable
12-Gauge	Not Applicable	Not Applicable
16-Gauge	Not Applicable	Not Applicable
20-Gauge	Not Applicable	Not Applicable

7.6.3. Handgun Division Minimum Power Factors

Division	Minimum Power Factor
Ultra-Compact	90
Service Pistol, Service Pistol Limited, Optics and Lasers, Compact Pistol and Revolver (Includes standard handguns with integrated ported barrels or compensators)	120
Defensive Pistol	170

**7.7. Ammunition Restrictions**

7.7.1. The use of the following ammunition is strictly prohibited:

- 7.7.1.1. Rifle ammunition with a muzzle velocity of over 3500 feet per second. (1067m/s);
- 7.7.1.2. Shotgun ammunition with a muzzle velocity of over 2000 feet per second (610m/s);
- 7.7.1.3. Handgun ammunition with a muzzle velocity of over 1400 feet per second (427m/s);
- 7.7.1.4. Rifle mono metal and monolithic bullets with a muzzle velocity of over 2500 feet per second (762m/s);
- 7.7.1.5. Shotgun steel shot;
- 7.7.1.6. Handgun mono metal and monolithic bullets;
- 7.7.1.7. Metal Piercing;
- 7.7.1.8. Incendiary;
- 7.7.1.9. Tracers; <sup>1</sup>
- 7.7.1.10. Handgun shotshell or multiple projectile bullets; and
- 7.7.1.11. Clubs can limit the types of ammunitions used.

**7.8. Unserviceable Firearm Rule**

7.8.1. If a firearm becomes unserviceable, a shooter may continue to use a different firearm that conforms to the same division requirements as the original firearm and after the MD has approved the use of the replacement firearm. The reshooting of any previous stages is prohibited.

**7.9. Belts**

The purpose of the belt in SADPA matches is to support and secure the shooter's equipment required for a CoF safely and effectively.

7.9.1. Handgun Belts

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<sup>1</sup> Tracer ammunition may only be used on Tier-1 matches at the discretion of local Range policy, hosting club and Match Director.

- 7.9.1.1. Belts for handguns may be reinforced and should be suitable to be worn for everyday carry.
- 7.9.1.2. Belts must pass through a minimum of all but two of the trouser belt loops to maintain safe carry conditions.
- 7.9.1.3. For the avoidance of doubt, double belts, such as CR Speed belts, are not permitted for use in handgun only matches.
- 7.9.1.4. All handgun equipment, including handgun, magazines, holster, and magazine carriers, must be mounted behind the shooter's hipbone (Anterior superior iliac spine).
- 7.9.1.5. Exception: Revolver shooters may carry ammunition carriers as detailed in 7.11 below.
- 7.9.2. Belts for Multi-Gun matches
- 7.9.2.1. As more equipment is required for Multi-Gun matches, strongly reinforced or double belts are suggested to enable all required equipment to be safely carried.
- 7.9.2.2. Magazine and ammunition carriers may be mounted in any position on the belt as long as adequate safety is maintained.

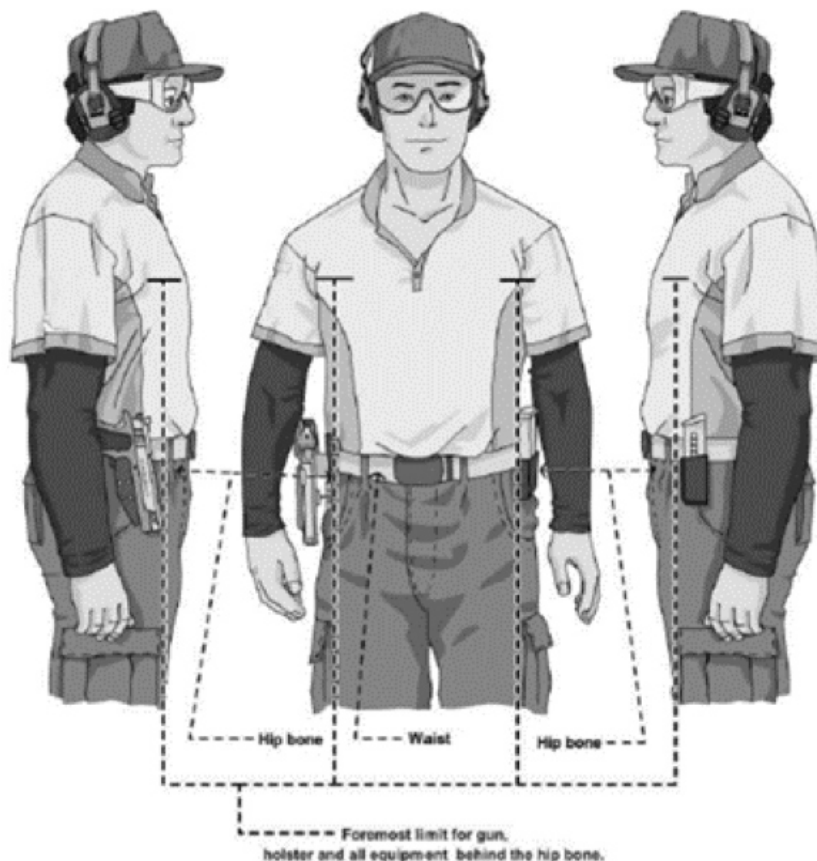


Figure 4: Diagram showing correct positioning of firearm and magazines

## 7.10. Magazine Carriers

- 7.10.1. Must be worn on a SADPA legal belt.
- 7.10.2. Must cover at least 50mm of the magazine as measured from the top of the cartridge rim.
- 7.10.3. Must exert sufficient retention force so that the magazine carrier with division capacity loaded magazines can be turned upside down without the magazines falling out.



- 7.10.4. Carriers must fit the shooter's body in such a way that the closest distance from any part of the shooter's body to any part of the magazine is less than 20mm.
- 7.10.5. Adjustable carriers are allowed but must only be adjustable using a tool; quick adjustable carriers are prohibited.
- 7.10.6. Handgun magazine carriers must be mounted such that no part of the carrier or magazines extend past the shooter's hipbone (Anterior superior iliac spine).
- 7.10.7. A shooter may not change their carry method or position of their magazine carriers during a match unless otherwise specified in the stage description.



### **7.11. Speedloaders and Moonclip Carriers**

- 7.11.1. Must have enough retention so that the carrier with a division capacity loaded loading device can be turned upside down without the loading device falling out.
- 7.11.2. Must cover the entire outer face of the ammunition inside the carrier. The outer face is the portion that faces away from the shooter.
- 7.11.3. Side cuts are permitted for thumb and index finger access only.
- 7.11.4. Carriers must fit the shooter's body in such a way that the closest distance from any part of the shooter's body to any part of the loading device is less than 20mm.
- 7.11.5. Revolver Shooters may have a maximum of three speedloader or moonclip carriers in front of the holster on the shooter's strong side.

### **7.12. Ammunition Carriers**

- 7.12.1. Instead of the use of ammunition carriers, spare magazines or loose rounds used in a course of fire may be carried in the shooter's pockets and used for any legal reload at their discretion. A shooter may not change their carry method or position of their ammunition carriers during a match unless otherwise specified in the stage description.
- 7.12.2. The shooter may not carry ammunition or loading devices that exceed the limit specified by the relevant division rules.
- 7.12.3. No ammunition carriers are to be attached to the shooter's arms or body above the belt, such as kidney belts.
- 7.12.4. No thigh or leg mounted ammunition carriers are allowed.  
Exception: For Shotgun Speed loaders, a retaining strap may be fastened around the shooter's thigh. However, the carrier must attach to the shooter's belt.
- 7.12.5. Shooters are permitted to use side-saddles, butt-cuffs, and magazine cinches to carry their ammunition.

### **7.13. Handgun Holster Construction**

- 7.13.1. Holsters must be suitable and designed for everyday carry.
- 7.13.2. Holsters must be worn on the shooter's strong side hip.
- 7.13.3. The use of appendix, small of back, pocket, shoulder holster or cross-draw holsters is prohibited.<sup>2</sup>

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<sup>2</sup> Appendix holsters may be used in Tier1 matches only and is subject to local Range Policy and Match Director's approval.

- 7.13.4. A holster can be inside or outside waistband type.<sup>3</sup>
- 7.13.5. The holster must cover the entire face of the trigger and effectively prevent the trigger from being activated in the holster.
- 7.13.6. Adjustable holsters are allowed but must only be adjustable using a tool; quick adjustable holsters are prohibited.
- 7.13.7. Holsters must retain the firearm with sufficient tension to allow the shooter to perform everyday tasks and CoF without dropping or losing the firearm.
- 7.13.8. Soft material holsters that may collapse or close once handgun is removed are prohibited.
- 7.13.9. All available holster gun-retention devices must be used. Permanently disabling a retention device is allowed.
- 7.13.10. Outside Waist Band Holsters must carry the firearm in a position such that the entire front-strap of the firearm is above the top of the belt for male shooters. For female shooters, any part of the backstrap must be above the top of the belt.
- 7.13.11. Holsters must be designed with the handgun slide enclosed by the holster such that it must be drawn upwards before rotating the muzzle towards the target.  
Thus, the top front edge of the holster may not be more than 50mm below the breech face for pistols and more than 50mm below the top of the cylinder for revolvers.
- 7.13.12. “Speed holsters” that do not enclose the front of the firearm slide or barrel and that allow the firearm to be removed directly from the front side of the holster are prohibited.
- 7.13.13. The top of the holster may not tilt away from the body further than vertical unless caused by the firearm making contact with the shooter’s body.
- 7.13.14. The holster must fit the shooter’s body such that the closest distance from any part of the shooter’s body to any part of the firearm is less than 20mm.
- 7.13.15. The holster must be positioned on the shooter’s belt such that any part of the handgun that is furthest forward is behind the shooter’s hipbone (Anterior superior iliac spine).

#### **7.14. Miscellaneous Equipment**

- 7.14.1. The use of gloves is permitted.
- 7.14.2. The use of cleated shoes that are entirely made from rubber compound that is elastic may be used. Hard plastic or metal cleats are prohibited.
- 7.14.3. Soft shelled knee pads and braces are permitted but must be worn throughout the entire match.
- 7.14.4. The use of magnets to retain ammunition loading devices is prohibited.

#### **7.15. Fire Force Webbing, Chest Rigs, Bullet Proof Vests, and other “Tactical” Equipment**

- 7.15.1. The use of these types of ammunition carriers will only be permitted on Tier-1 Matches and only under the Not-For-Competition Division.
- 7.15.2. These firearm carriers must be worn throughout the entire match and their placement may not be altered throughout the match.


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<sup>3</sup> Inside Waistband holsters may only be used in Handgun Only Matches where “on-the-clock” holstering is prohibited.

- 7.15.3. If these firearm carriers are able to holster a handgun in any other position than that specified in 7.13 above, this feature may not be used.
- 7.15.4. All handgun placement rules above will apply.

## 8. Transitions

### 8.1. General

- 8.1.1. Transitioning from Handgun to Rifle or Shotgun or vice-versa is an integral part of SADPA matches.
- 8.1.2. It is important that transitions are done safely. The following is a list of rules for transitions between platforms in SADPA matches.
- 8.1.3. Transitions can be done on or off the clock. SADPA strongly suggests that clubs consider doing transitions off the clock, as this will make things easier for both new shooters and Safety Officers.
-  8.1.4. When abandoning a firearm: all external safeties (if available) must be engaged unless the firearm is completely unloaded, AND the muzzle is pointing in a safe direction. Failure to comply will result in a Match DQ.
- 8.1.5. For the avoidance of doubt, striker fired handguns must be completely unloaded before they are abandoned. In this case, a partially loaded magazine may be discarded and left without incurring a procedural error penalty.

### 8.2. Abandoning a handgun when transitioning to rifle or shotgun.

- 8.2.1. Generally, the shooter will holster his/her handgun before transitioning to another firearm. The safety of holstering is SOLLY the shooters responsibility.
- 8.2.2. Particular and close attention must be paid to holstering loaded striker-fired handguns that do not have external safeties to avoid a negligent discharge.
- 8.2.3. If safely holstering the handgun is not an option, the handgun may be abandoned according to the following rules.
- 8.2.4. In all cases, when abandoning a handgun, all external safeties must be engaged, and the muzzle must point in a safe direction or the safest direction possible.
  - 8.2.4.1. Placing the handgun on the ground:

If the handgun has run out of ammunition or has malfunctioned, and the shooter is unable to safely holster the firearm.

The firearm must be placed on the ground muzzle pointing in a safe direction in the most unloaded or safe condition possible with external safeties engaged.
  - 8.2.4.2. Placing the handgun into a box:

A suitable box may be supplied to allow shooters to stow the handgun.

The stowing box may be fixed, or moveable and positioned such that the muzzle of the handgun points in a safe direction.
  - 8.2.4.3. Placing the handgun into a Bag or Gun Case:

Shooters will be allowed to use their gun cases and position them anywhere in the CoF.

The handgun may be abandoned in the gun case provided all external safeties are engaged and a safe muzzle direction is maintained.

**8.3. Abandoning rifle or shotgun when transitioning to handgun, shotgun, or rifle.**

8.3.1. The use of 'Dump Drums' or racks is encouraged for abandoning rifles or shotguns.

8.3.2. The rifle or shotgun must be deposited muzzle down into the dump drum or rack with all external safeties engaged.

8.3.3. Depositing a rifle or shotgun without external safeties engaged will result in a match DQ.

8.3.4. Placing the firearm on a Mat, Pad or Table, or in a Box or Bag:

All firearm safeties must be engaged, or the firearm must be completely unloaded, if the firearm has malfunctioned or is mechanically broken, it must be set into the safest condition possible.

The firearm is to be placed in or on the specified place and the muzzle must be pointed in a safe direction.

8.3.5. Placing the firearm on the ground:

If the rifle or shotgun has run out of ammunition has malfunctioned or is broken, the shooter may set it down on the ground at any time during the string of fire provided the firearm is completely unloaded or set into in the safest condition possible and with the muzzle pointed in a safe direction, with the safety engaged.

8.3.6. Placing the firearm into a box:

A stowing box may be supplied by the Match Director to allow shooters to stow the firearm. The stowing box may be fixed, or moveable such that shooters may then safely position the box depending on their personal preference.

8.3.7. Placing the firearm in a bag or gun case:

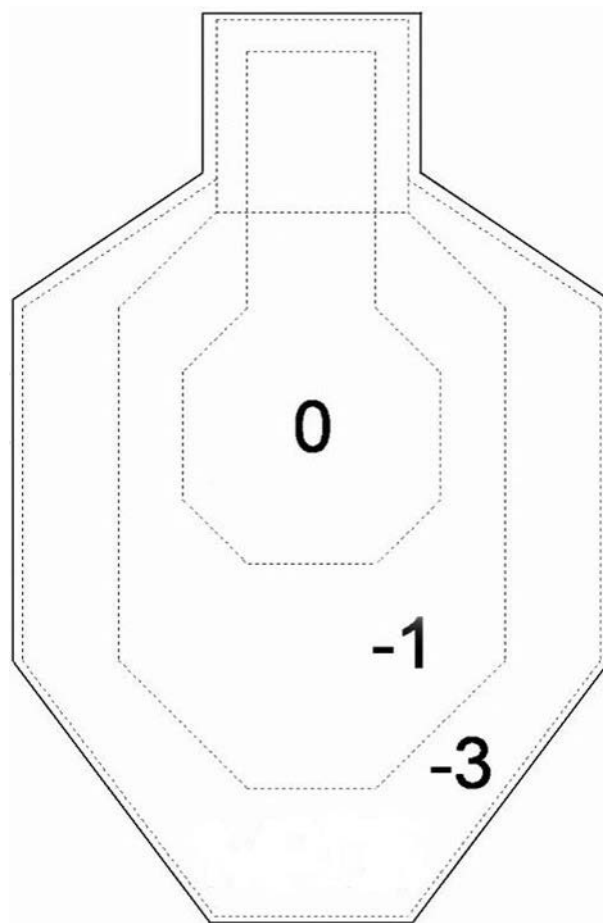
Shooters are permitted to use their gun cases or bags and position them anywhere in the CoF.

The firearm may be abandoned in the gun case or bag provided a safe muzzle direction is maintained.





## 9. SADPA Official Paper Target



## 10. Classifications

### 10.1. Purpose of SADPA Classifications

- 10.1.1. The purpose of the SADPA Classifications is to allow shooters to compete against individuals that are of equal skill and proficiency using their chosen equipment, to level the playing field.
- 10.1.2. To measure a shooter's ability with their chosen equipment.

### 10.2. Classification Levels

- 10.2.1. SADPA recognises five different classifications namely:
  - 10.2.1.1. Novice (NV)
  - 10.2.1.2. Marksman (MM)
  - 10.2.1.3. Sharpshooter (SS)
  - 10.2.1.4. Expert (EX)
  - 10.2.1.5. Master (MA)

### 10.3. Single, Double, or Triple-Platform Classifications

- 10.3.1. There are two (2) ways a shooter can obtain a classification, or a classification can change:
  - 10.3.1.1. The shooter shoots the relevant platform classification.
  - 10.3.1.2. The shooter is promoted, based on his/her performance at a Tier-2 or higher event.

10.3.2. A shooter’s relevant single platform classification level will be used for single platform matches.

**10.4. Multi-Platform Classifications**

10.4.1. For Multi-Platform matches, points are awarded depending on the shooter’s highest classification in a certain platform.

10.4.2. The combined score of all the single platform points divided by number of classifications greater than 0 (zero) will designate the classification the shooter will compete in.

10.4.3. Point Allocation for Single Platform matches are as follows:

Platform	Novice	Marksman	Sharpshooter	Expert	Master
Handgun	0	1	2	3	4
Shotgun	0	1	2	3	4
Rifle	0	1	2	3	4

10.4.4. Multi-Platform classifications will be based on the following point values.

Platform	Novice	Marksman	Sharpshooter	Expert	Master
Multi-Platform	0	0.01 to 1	1.01 to 2	2.01 to 3	>3

10.4.5. Calculation Methodology:

A Shooter’s multi-platform classification is calculated using the average of the shooter’s three highest classifications for the various platforms.

Where a shooter is classified as a Novice (with zero points) for a particular platform, this classification is not used to calculate the shooter’s multi-platform classification. Only the shooter classifications higher than Novice will be used.

**Example 1:** The Shooter holds the following classifications for Single Platforms:

Handgun: Sharpshooter (2 Points)

Shotgun: Marksman (1 Point)

Rifle: Marksman (1 Point)

The combined score will be 2 + 1 + 1 points = 4 points divided by 3.

The result is a 1.33 average which means the shooter will compete as a Sharpshooter for Multi-Platform matches.

**Example 2:** The Shooter holds the following classifications for Single Platforms:

Handgun: Sharpshooter (2 Points)

Shotgun: Novice (0 Points)

Rifle: Expert (3 Point)

The combined score will be 2 + 3 points = 5 points divided by 2 (The shooter’s novice classification for shotgun is not taken into consideration).

The result is a 2.5 average which means the shooter will compete as an Expert for Multi-Platform matches.

**10.5. Classification Validity**

10.5.1. For shooters to hold a valid classification they must complete the relevant platform classifier in the relevant division at least every 12 months.

- 10.5.2. Competing in a Tier-2 or higher match in the relevant division will extend a valid classification for a further 12 month period.
- 10.5.3. For Tier-1 matches, a valid classification is NOT required. In this case, the latest classification in the relevant division will be used.
- 10.5.4. If there is no previous classification, the shooter's classification will be deemed as Unclassified.
- 10.5.5. For Tier-2 Single-Platform matches, the shooter must have a valid classification for the relevant division and platform in which he/she will be competing.
- 10.5.6. Reshooting a string-of-fire or part of a classifier, on the same day, to improve one's time is prohibited.
- 10.5.7. The classifier must be shot as a unit.
- 10.5.8. Reshooting of a particular string of the classifier will be permitted for a random firearm mechanical failure or malfunction that can be cleared while the shooter is on the line.
- 10.5.9. If a random firearm mechanical failure or malfunction occurs that requires the shooter to move off the line to rectify (e.g., a squib) and the shooter still wants to shoot the classifier, then the entire classifier must be reshot.



**10.6. Match Performance Promotion**

- 10.6.1. A shooter's classification can be affected by their individual match performance at a sanctioned Tier-2 or higher event.
- 10.6.2. A shooter will be promoted if one of the following conditions are met.
  - 10.6.2.1. A shooter will be promoted to the next higher classification in his/her division if he/she obtains the highest score in their current classification and if there are at least 8 people competing in that classification and division.
  - 10.6.2.2. The two top shooters in a classification will be promoted if there are at least 16 people competing in that classification.
  - 10.6.2.3. Thus, for each increase of 8 shooters in a particular classification and division, an additional shooter at the top of that classification will be promoted.

For example:

Number of shooters in a particular classification and division	Number promoted to next highest classification
<8	None
8 to 15	1
16 to 23	2
24 or more	3

**10.7. Moving down a classification**

- 10.7.1. Shooters that shoot in classifications higher than their normal performance level only prejudice themselves in competitions.
- 10.7.2. In the case where a shooter has completed a classifier and has achieved a lower classification than their current classification for a division, they will have the option to

retain their current higher classification or move themselves to the lower level they have just achieved in order to continue to participate against shooters of a similar skill level.

## **10.8. Universal Classification**

### 10.8.1. Handgun Universal Classification

#### 10.8.1.1. If a shooter classifies in any of the Service Pistol Divisions (SP 15 or SP10).

The time for that classification will be applied to Optics and Lasers (OP), Service Pistol (SP15) and Service Pistol Limited (SP10)

### 10.8.2. Rifle Universal Classification

#### 10.8.2.1. If a shooter classifies in Stock Service Rifle (SSR).

The time for that classification will be applied to both Stock Service Rifle (SSR) and Enhanced Service Rifle (ESR) but not vice-versa.

### 10.8.3. Shotgun Universal Classification

#### 10.8.3.1. If a shooter classifies in Semi-Auto Shotgun.

The time for that classification will be applied to Semi-Auto Shotgun, Modified Shotgun and Open Shotgun but not vice-versa.

#### 10.8.3.2. If a shooter classifies in Modified Shotgun.

The time for that classification will be applied to both Modified Shotgun and Open Shotgun but not vice-versa.

## 11. Glossary

- 11.1 **Abandoning (a firearm)** – In a multi-gun CoF, the action where a shooter safely leaves a firearm within the CoF and picks up another firearm to continue the CoF.  
No one, including the shooter or SO, may cross in front of the muzzle of an abandoned firearm whilst completing the CoF.
- 11.2 **Activator** – a mechanical, or electronic device or a combination thereof, that when activated by a physical action of the shooter (including firing onto an activator) will cause a reaction in connection with a specific threat target, array of threat targets and/or non-threat targets.
- 11.3 **Activated target:** A target that is not visible to the shooter until activated by an action of the shooter. An activated target can be either disappearing or non-disappearing.
- 11.4 **Air Gunning** - The act of going through the motions of the string of fire and pointing at the target with one's hands.
- 11.5 **Array** - See Target Array
- 11.6 **Berm** – Safety wall constructed of earth or other suitable material with the intention of trapping fired bullets or ricochets within the stage or range boundaries.
- 11.7 **Birdshot** - For the purposes of SADPA matches, Birdshot is a shotgun shell that contains pellets with a nominal diameter of 3.25mm or smaller. This is typically No. 3 - No. 10 when using the UK Standards.
- 11.8 **Blind Stage** - A Course of Fire where no stage walkthrough is allowed, or the positioning of the targets is unknown to the shooter.
- 11.9 **Buckshot** - For the purposes of SADPA matches, Buckshot is a shotgun shell that contains pellets with a nominal diameter of 3.30mm or larger. This is typically LG - No. 2 when using the UK Standards.
- 11.10 **Classifier** – a standard set of shooting exercises designed to place a shooter in a specific category of skill.
- 11.11 **Completely unloaded** – A firearm is completely unloaded when:
- 11.11.1 all detachable loading devices, whether containing ammunition or not, have been removed from the firearm;
- 11.11.2 There is no live or dummy round in the chamber(s) of the firearm;
- 11.11.3 All ammunition, whether live or dummy, has been removed from integrated magazines, tubes, etc; and
- 11.11.4 For rifles and shotguns, live or dummy rounds in butt-cuffs, side saddles or similar may remain in place.
- 11.12 **Concealment / Concealment Garment** – any garment that complies with the defined standards of rule 2.1.2.
- 11.13 **Course of Fire (CoF)**- A scenario that presents the shooters with a problem that needs to be solved using the platforms made available to their disposal. Contains targets, stage boundaries, and muzzle safe zones.

- 11.14 **Cover** - refers to a position where a shooter can engage targets with a portion of their upper and lower body behind an object such as a wall.
- 11.15 **CSO** – Chief Safety Officer. The CSO acts as the Senior Safety Officer on all CoF, the running of all CoF in accordance with SADPA rules and for supervising the CoF PSO/SSO teams.
- 11.16 **Disappearing target:** A target that once activated is only visible to the shooter for a limited time before disappearing. These include risers, drop-turners, etc.
- 11.17 **Downloading** - refers to loading a magazine to less than division capacity for a CoF as directed by the stage description.
- 11.18 **DQ** - See Match DQ
- 11.19 **Engaging / Engage-** Discharging the firearm towards a target.
- 11.20 **Engaged:** - A target is either Fully Engaged when the required number of shots has been fired at it or activated by other means or Not Fully Engaged if no shots or less than the required number of shots has been fired at it.
- 11.21 **Equal Threat** - Targets that are within two (2) meters difference in distance to the shooter.
- 11.22 **Falling Target** - A target that drops or disappears when hit.
- 11.23 **Fault Lines** – as per rule 4.7.
- 11.24 **Fill-in** – the action of engaging any target with more than the minimum rounds required by the COF. This is only permissible in an unlimited scoring stage.
- 11.25 **Final Time** - The score for a CoF that includes the raw time plus penalties plus points down.
- 11.26 **Fixed Target** - A target that does not move or fall when hit.
- 11.27 **Flying Target** - A target that at any moment in time clears the bullet trap or berm and can result in a shot going over the bullet trap or berm.
- 11.28 **Frangible Target** - A target that breaks apart or into pieces when hit or when it drops to the ground.
- 11.29 **Freestyle** - the shooter, at their own discretion, may use either hand or both hands to control the firearm while firing.
- 11.30 **Grounded Target** – A target that when engaged from any position, no shot will go over the bullet trap or berm.
- 11.31 **Handgun** - A handgun is a short-barrel firearm that can be safely held and used with one hand.
- 11.32 **Keyhole Bullet** - A bullet that tumbles during flight and makes an elongated bullet hole in a target.
- 11.33 **Low cover** – A position of cover from which targets are to be engaged from the kneeling position.
- 11.34 **Lower Extremities** - The part of the human body below the belt.
- 11.35 **Magazine Length** - Measured from the back of the magazine rim to the bottom of the magazine.

- 11.36 **Manual safety** - is a button or lever that is designed to immobilize the firing mechanism of the firearm, preventing it from firing. Manual safeties must be manually engaged and disengaged by the shooter.
- 11.37 **Match** – A shooting event consisting of a number of CoF implemented according to the SADPA Rulebook and under the management of a Match Director and CSO.
- 11.38 **Match Director (MD)** - The MD handles overall match administration including squadding, scheduling, range construction, the co-ordination of all support staff and the provision of services. His authority and decisions will prevail regarding all matters except in respect of matters in these rules which are specific to the local range.
- 11.39 **Match DQ - refers** to disqualifying a shooter from further participation in a match due to a safety or other serious infringement.
- 11.40 **Memory Stage** - A stage where one must remember the order of engagement, or other shooting restrictions that are not intuitive to the shooter based on the design of the stage.
- 11.41 **Mobility Challenged** - A shooter that cannot perform actions as required by a string of fire due to a physical injury or restricted movement due to age.
- 11.42 **Moving Target** - Any target that is intended to be shot while the target is moving. Thus swingers, disappearing risers, drop turners, etc., are moving targets.
- 11.43 **Non-disappearing target:** an activated target that once activated ultimately remains visible to the shooter.
- 11.44 **Physically Disabled** - A shooter that has missing or incapacitated limbs, or that makes use of walker, wheelchair, or crutches. Temporary injuries such as broken limbs will be treated as physically disabled attributes for the duration of the recovery. Physically Disabled shooters may continue to compete for as long as they are safely able to do so.
- 11.45 **Platform** – A firearm
- 11.46 **Points Down** - The sum of the total amount of penalty points scored with hits outside of the zero down scoring zone.
- 11.47 **Position/Point of Cover (PoC)**- A position where a shooter must engage targets from behind a cover line, with a portion of their upper and lower body behind an object such as a wall.
- 11.48 **PSO** – Primary Safety Officer. The primary match official charged with control over the conduct and safety of the shooter and other persons within the CoF stage boundary.
- 11.49 **Raw Time** - The time in seconds taken by a shooter to complete a CoF.
- 11.50 **Reactive Target** - A target that gives an indication either visually or aurally when hit.
- 11.51 **Reload** - A firearm is deemed to be reloaded when the magazine is seated, and the slide is in battery, or the revolver cylinder is closed. The firearm must contain at least one unfired cartridge in the chamber, magazine, or cylinder.
- 11.52 **Retention** – Shooting from retention is an action defined by shooting with elbow, forearm or wrist held against their strong side torso while firing.
- 11.53 **Rifle** - For the purposes of SADPA matches, Rifle refers to rifles, carbines, and hand-machine carbines.

- 11.54 A rifle is a shoulder fired weapon that fires a single projectile.
- 11.55 **Safe Area** – A designated area where completely unloaded firearms may be safely handled, inspected, stripped and/or maintained.
- Safety Areas must include a table with the safe muzzle direction and boundaries clearly shown. If a backstop and/or side walls are included, they must be constructed of materials capable of containing fired rounds.
- Competitors are permitted to use Safety Areas unsupervised for the activities stated below provided they remain within the boundaries of the Safety Area and the firearm is pointed in a safe direction -
- Casing, uncasing, and holstering unloaded firearms;
  - Practice the mounting, drawing, dry firing, and re-holstering of unloaded firearms;
  - Practice the insertion and removal of empty magazines and/or to cycle the action of a firearm;
  - Conduct inspections, stripping, cleaning, repairs and maintenance of firearms, component parts and other accessories; and
  - Dummy ammunition and live rounds, whether loose, packaged or contained in magazines or speed loaders, must not be handled in a Safety Area under any circumstances.
- However, the word "handling" does not preclude competitors from entering a Safety Area with ammunition in magazines or speed loaders on their belt, in their pockets or in their range bag.
- 11.56 An SO may take a loaded firearm, which could not be made safe on the line, into the Safe Area for the purpose of clearing or making the firearm safe.
- A shooter committing any infringements to the above rules in a safe area will incur an immediate match DQ.
- 11.57 **Safe Direction** – A direction either downrange or towards a side-berm, within the confines of the 180 degrees, Muzzle Safe Flags or Cones and not pointing towards any person.
- 11.58 **Serviceable** – Referring to a firearm. The firearm can be safely operated the way that the manufacturer intended. Thus, it is not damaged and has not been altered in any way that will affect operating it safely or as the manufacturer intended.
- 11.59 **Shooting Bay** refers to a part of a shooting range that is divided off from other areas in which a CoF can be set up and shooters can complete the CoF without endangering other shooters on the range.
- 11.60 **Shotgun** - A shotgun is a shoulder fired weapon that fires shotshell rounds.
- 11.61 **Shouldered (Low Ready)** – The stock of the firearm is touching the shoulder of the shooter and pointing down range at a 45° angle, aimed at a point further than 2 m from the shooter or at a designated muzzle indicator. Shooter's strong hand is on the pistol-grip or stock of the firearm and his/her support hand is on the fore-end.
- 11.62 **Sight Picture** - A Sight picture is proper sight alignment while aimed at the target you intend to shoot.



- 11.63 **SSO** – Scoring Safety Officer. The scoring match official charged with managing the squad, scoring, and recording the shooters performance, and safety of the shooter and other persons within the CoF stage boundary.
- 11.64 **Stage Boundaries** - An imaginary or physical boundary / line 10m behind the rearmost stage position, or the rear of the shooting bay, whichever is closer.
- 11.65 **Standards Stage** - A CoF devoid of a scenario and characterised by a set of shooting actions designed solely to test the skill of the shooter, as designated on the Stage Description
- 11.66 **Start Signal** - The shot timer start-beep or buzzer, or any other method of signalling to the shooter that the stage has commenced. For example, with hearing impaired shooters it may be a tap on the shoulder by the PSO.
- 11.67 **String of Fire** - A section of a Course of Fire that is initiated by a start signal and ends with the last shot fired. There may be more than one string of fire in a Course of Fire.
- 11.68 **Stripper Clip** – Manual device to facilitate rapid loading of a manual rifle.
- 11.69 **Strong hand** – For a handgun, only the strong hand (the shooter’s primary firing hand, located on the same side of the body as the holster) must be used to control the firearm when a shot is fired. The support (weak) hand or arm must not touch the firearm or any location on the shooter’s strong (dominant) arm or hand when firing.  
For safety reasons, both hands may be used when clearing a malfunction or reloading.  
Shotguns, PCCs and rifles require both hands to be in contact with the firearm when fired.
- 11.70 **Support hand** – For a handgun, only the Support hand, i.e., the shooter’s support hand, located on the opposite side of the body from the holster, can be used to control the firearm when a shot is fired. The Strong (dominant) hand or arm must not touch the firearm or any location on the shooter’s support (weak) arm or hand when firing.  
For safety reasons, no Support hand drawing from the holster is allowed, however both hands may be used when clearing a malfunction or reloading.  
Shotguns, PCCs and rifles require both hands to be in contact with the firearm when fired. However, in this case, the firearm must be shouldered on the support side of the body and the trigger must be pressed with the support hand.
- 11.71 **Sweeping** - The act of the muzzle of a firearm covering any part of the body of any person.
- 11.72 **Target Array** – A group of targets, all of which are at or within 2 meters difference in distance from the shooter
- 11.73 **Target in the Open** – A target that is visible from a position on the COF that does not provide cover.
- 11.74 **Threat Priority (Open)** - The target engagement priority is based on the distance from the threat targets to the shooter. The closer the threat the higher the priority, the close targets are therefore to be engaged first.
- 11.75 Targets are considered equal threat when the difference in the distance of the targets in relation to the shooter is less than two (2) meters.

- 11.76 **Threat Priority (Cover)** - The priority is based on the order of visibility when shooting around cover. The first visible target will always have the highest priority and will be engaged in that order. (This is known colloquially as 'slicing the pie').
- 11.77 **Tier** – -SADPA matches are designated in Tiers. Tier 1 is a local or club match. Tier 2 is an inter-club or league match. Tier 3 is a regional match. Tier 4 is a national match.
- 11.78 **Walkthrough** - The act of physically moving through the CoF from start to finish, or any portion thereof, without firing any shots.
- 11.79 **Warning** – For some unintentional infringements, such as a “Finger” infringement or unintentional sweeping with an unloaded and chamber flagged rifle or shotgun, the SO will warn the shooter.  
Two similar (i.e., for the same infringement) warnings in a match will result in a match DQ.

## 12. ANNEXURE A - RIFLE, AND CARBINE DIVISION RULES

### 12.1. Permitted modifications on all Rifle Divisions

- 12.1.1. Side saddles, fore-end carriers, and butt cuffs, Redi-Mags, mag cinches to hold spare ammunition.
- 12.1.2. Addition of electronic optics, tritium, fibre optic, express or ghost ring sights.
- 12.1.3. Aftermarket stocks that add a pistol grip and loading devices.
- 12.1.4. Internal reliability work.
- 12.1.5. Custom finishes may be applied.
- 12.1.6. Internal action work may be used to improve the trigger pull as long as safety is not compromised.
- 12.1.7. Reliability work may be done to enhance feeding and ejection.
- 12.1.8. Extended safety buttons.
- 12.1.9. Backup Iron Sights
- 12.1.10. Extended bolt handles.
- 12.1.11. Compensators, Flash Hiders and Muzzle Brakes are allowed.
- 12.1.12. Suppressors
- 12.1.13. Stocks with internal recoil absorption mechanisms.
- 12.1.14. Mounted lights.
- 12.1.15. Magazine coupling devices are allowed.

### 12.2. Prohibited modifications on all Rifle Divisions

- 12.2.1. Any stock that prevents the user from firing from the shoulder. Folding stocks are allowed provided that they are fired from the shoulder.

### 12.3. Rifle Division Capacity and Loading Devices

- 12.3.1. All loading devices must be loaded to the division capacity at the start signal. Should division capacity not be achievable because of lower loading device capacity, load to the maximum mechanical capacity of the loading device. The shooter must use the same capacity throughout the entire competition.



Division	Capacity	Total Loading Devices
Enhanced Service Rifle Stock Service Rifle Open Rifle Rimfire Rifle Pistol Caliber Carbine Not-For-Competition	15	2*
Manual-Action Small Rifle	10	3
Manual-Action Large Rifle	5	5

\* Where a shooters magazines do not allow them to reach a round count of thirty-one (31) rounds, due to limited capacity, the shooter may use additional magazines, but may not exceed a total capacity of 31 rounds.



## 12.4. Rifle Divisions

### 12.4.1. Enhanced Service Rifle (ESR)

Minimum caliber	5.56 (.223)
Firearm action	Any
Telescopic, Optical, Electronic Sights	Permitted
Backup Optical or Electronic Sights	Prohibited
Lasers	Permitted
Bipods	Permitted

### 12.4.2. Stock Service Rifle (SSR)

Minimum caliber	5.56 (.223)
Firearm action	Any
Telescopic, Optical, Electronic Sights	Prohibited
Backup Optical or Electronic Sights	Prohibited
Lasers	Prohibited
Bipods	Prohibited

### 12.4.3. Open Rifle (OR)

Minimum caliber	5.56 (.223)
Firearm action	Any
Telescopic, Optical, Electronic Sights	Permitted
Backup Optical or Electronic Sights	Permitted
Lasers	Permitted
Bipods	Permitted

### 12.4.4. Manual-Action Large Rifle (MALR)

Minimum caliber	Centrefire rifle caliber with a minimum bullet diameter of .308 (7.8mm)
Firearm action	Bolt, Lever, Pump, Break
Telescopic, Optical, Electronic Sights	Permitted
Backup Optical or Electronic Sights	Prohibited
Lasers	Permitted
Bipods	Permitted

### 12.4.5. Manual-Action Small Rifle (MASR)

Maximum caliber	Centrefire rifle caliber with a maximum bullet diameter of 0.306 (7.5mm)
Firearm action	Bolt, Lever, Pump, Break
Telescopic, Optical, Electronic Sights	Permitted
Backup Optical or Electronic Sights	Prohibited
Lasers	Permitted
Bipods	Permitted

12.4.6. Pistol Caliber Carbine (PCC)

Minimum caliber	Handgun calibers only
Firearm action	Any
Telescopic, Optical, Electronic Sights	Permitted
Backup Optical or Electronic Sights	Prohibited
Lasers	Permitted
Bipods	Permitted

12.4.7. Rimfire (22R) – This division is allowed in Tier 1 and Tier 2 matches only.

Minimum caliber	Rimfire only
Firearm action	Any
Telescopic, Optical, Electronic Sights	Permitted
Backup Optical or Electronic Sights	Prohibited
Lasers	Permitted
Bipods	Permitted

12.4.8. Not-For-Competition (NFC) – This division is in place for shooters who regularly use a rifle that does not conform to any of the other division rules or equipment rules.  
THIS DIVISION IS ONLY ALLOWED AT TIER-1 MATCHES.

## 13. ANNEXURE B – SHOTGUN DIVISION RULES

### 13.1. Permitted modifications on all Shotgun Divisions

- 13.1.1. Side saddles, fore-end carriers, and butt cuffs, Redi-Mags, mag cinches to hold spare ammunition.
- 13.1.2. Addition of electronic optics, tritium, fibre optic, express or ghost ring sights.
- 13.1.3. Aftermarket stocks that add a pistol grip and loading devices.
- 13.1.4. Internal reliability work.
- 13.1.5. Custom finishes may be applied.
- 13.1.6. Internal action work may be used to improve the trigger pull as long as safety is not compromised.
- 13.1.7. Reliability work may be done to enhance feeding and ejection.
- 13.1.8. Extended safety buttons.
- 13.1.9. Extended bolt handles.
- 13.1.10. Compensators, Flash Hiders and Muzzle Brakes are allowed.
- 13.1.11. Stocks with internal recoil absorption mechanisms.
- 13.1.12. Mounted Lights.
- 13.1.13. Bipods
- 13.1.14. Suppressors
- 13.1.15. Firearm mounted ammunition carriers (e.g., Matchsaverz, side saddles)

### 13.2. Prohibited modifications on all Shotgun Divisions

- 13.2.1. Any stock that prevents the user from firing from the shoulder. Folding stocks are allowed provisioned that they are fired from the shoulder.

### 13.3. Shotgun Division Capacities and Loading Devices

- 13.3.1. All loading devices must be loaded to the division capacity at the start signal.
- 13.3.2. Should division capacity not be achievable because of lower loading device capacity, load to the maximum mechanical capacity of the loading device. The shooter must use the same capacity throughout the entire competition.
- 13.3.3. A loading device is a magazine or a speed loader.
- 13.3.4. Shooters starting with 5 rounds in loading device, can have a total of 4 loading devices.
- 13.3.5. Shooters starting with 4 rounds in loading device, can have a total of 5 loading devices.
- 13.3.6. Shooters starting with 3 or less rounds in loading device, can have a total of 6 loading devices.
- 13.3.7. Shotguns with internal tube fed magazines, can have a total of 20 rounds on their person.

Division	Capacity	Total Loading Devices
Open Shotgun	5	4
Modified Shotgun, Semi Auto Shotgun and Manual Action Shotgun	5	Not Applicable
Break Action Shotgun	2	Not Applicable

### 13.4. Shotgun Divisions

#### 13.4.1. Semi-Auto Shotgun (SAS)

Minimum caliber	20-Gauge
Firearm action	Semi-Automatic
Telescopic, Optical, Electronic Sights	Prohibited
Backup Optical or Electronic Sights	Prohibited
Lasers	Prohibited
Magazines or Speed Loaders	Prohibited

#### 13.4.2. Manual Action Shotgun (MAS)

Minimum caliber	20-Gauge
Firearm action	Pump, Lever, Bolt
Telescopic, Optical, Electronic Sights	Prohibited
Backup Optical or Electronic Sights	Prohibited
Lasers	Prohibited
Magazines or Speed Loaders	Prohibited

#### 13.4.3. Break Action Shotgun (BAS)

Minimum caliber	20-Gauge
Firearm action	Break Action (Over-and-Under, Side-by-Side, Single Shot)
Telescopic, Optical, Electronic Sights	Prohibited
Backup Optical or Electronic Sights	Prohibited
Lasers	Prohibited
Magazines or Speed Loaders	Prohibited

#### 13.4.4. Open Shotgun (OS)

Minimum caliber	20-Gauge
Firearm action	Any
Telescopic, Optical, Electronic Sights	Permitted
Backup Optical or Electronic Sights	Permitted
Lasers	Permitted
Magazines or Speed Loaders	Permitted

#### 13.4.5. Modified Shotgun (MS)

Minimum caliber	20-Gauge
Firearm action	Any
Telescopic, Optical, Electronic Sights	Permitted
Backup Optical or Electronic Sights	Prohibited
Lasers	Permitted
Magazines or Speed Loaders	Prohibited

13.4.6. Not-For-Competition (NFC) – This division is in place for shooters who regularly use a rifle that does not conform to any of the other division rules or equipment rules.  
THIS DIVISION IS ONLY ALLOWED AT TIER-1 MATCHES.

## 14. ANNEXURE C - HANDGUN DIVISION RULES

### 14.1. Permitted modifications on all Handgun Divisions

- 14.1.1. Sights may be changed to another style. All forms of metallic sights are allowed, including but not limited to:
  - 14.1.1.1. Electronic optics & lasers
  - 14.1.1.2. U-Notch and Post or Bead
  - 14.1.1.3. V-Notch and Post or Bead
  - 14.1.1.4. Partridge
  - 14.1.1.5. Express
  - 14.1.1.6. Trapezoid
  - 14.1.1.7. Ghost Ring
  - 14.1.1.8. Peep
- 14.1.2. Grips may be changed to another style, material, or texture.
- 14.1.3. Aftermarket parts, including but not limited to:
  - 14.1.3.1. Hammers, Strikers, and Triggers.
  - 14.1.3.2. Bevelled Magazine Wells.
  - 14.1.3.3. Extended External Safeties (Including Swenson Style Thumb Guards).
  - 14.1.3.4. Extended Slide Catch/Release Levers.
  - 14.1.3.5. Extended Magazine Release Buttons.
  - 14.1.3.6. Full length guide rods.
  - 14.1.3.7. Frame mounted thumb shields.
  - 14.1.3.8. Barrels.
- 14.1.4. Cosmetic checkering and serrating.
- 14.1.5. Reducing handgun slide mass.
- 14.1.6. Cone Style, Bull, or Heavy Barrels.
- 14.1.7. Ported or Compensated barrels provided the minimum power factor is attained.
- 14.1.8. Custom finishing.
- 14.1.9. Weapon mounted lights that are operational.

### 14.2. Prohibited modifications for all Handgun Divisions

- 14.2.1. Disabling of Manual Safeties such as frame or slide mounted safeties. (Disabling Grip Safeties, Magazine Safeties, Trigger Safeties and/or Firing Pin Safeties is allowed if all primary manual safeties are in working order and firearm is functionally safe.)

### 14.3. Handgun Division Capacities and Loading Devices

- 14.3.1. All loading devices must be loaded to the division capacity at the start signal. Should division capacity not be achievable because of lower loading device capacity, load to the maximum mechanical capacity of the loading device. The shooter must use the same capacity throughout the entire competition.



Division	Capacity	Total Loading Devices
Service Pistol	15	2
Service Pistol Limited Optics and Lasers Rimfire	10	3
Compact Pistol & Defensive Pistol	8	4
Revolver & Ultra-Compact	6	5
Pistol Calibre Carbine ***	15	2
Not-For-Competition	Unlimited	Unlimited

\*\*\* See Annexure D for PCC specific rules.

#### 14.4. Handgun Divisions

For firearms that have a maximum weight specified, the firearm must be weighed unloaded, with the heaviest empty magazine.

##### 14.4.1. Service Pistol (SP15)

Minimum caliber	9mm (.355)
Type	Pistol
Maximum barrel length	155 mm
Optical, Electronic, or Lasers	Prohibited

##### 14.4.2. Service Pistol Limited (SP10)

Minimum caliber	9mm (.355)
Type	Pistol
Maximum barrel length	155 mm
Optical, Electronic, or Lasers	Prohibited

##### 14.4.3. Optics and Lasers (OL)

Minimum caliber	9mm (.355)
Type	Pistol or Revolver
Maximum barrel length	155 mm
Optical, Electronic, or Lasers	Permitted

##### 14.4.4. Rimfire (22P) - This division is allowed in Tier 1 matches only.

Minimum caliber	.22 Rimfire
Type	Pistol or Revolver
Maximum handgun width	Not Applicable
Maximum handgun weight	Not Applicable
Maximum barrel length	Not Applicable
Optical, Electronic, or Lasers	Prohibited

14.4.5. Compact Pistol (CP)

Minimum caliber	9mm (.355)
Type	Pistol
Maximum handgun width	38 mm
Maximum handgun weight	1000 grams
Maximum barrel length	110 mm
Optical, Electronic, or Lasers	Prohibited

14.4.6. Defensive Pistol (DP)

Minimum caliber	9mm (.35x) *
Type	Pistol
Maximum handgun width	45 mm
Maximum handgun weight	1250 grams
Maximum barrel length	155 mm
Optical, Electronic, or Lasers	Prohibited

\* **Important Note:** Calibres larger than 9 mm (e.g., 0.40" or 0.45") can generally easily achieve the required power factor. However, for ~9 mm calibre, only handguns that are chambered for cartridges that can safely achieve the required power factor are permitted in this division. This would typically include 38 Super, .357 SIG, etc.

Standard production defensive handguns chambered for cartridges such as 9 mm Luger (9x19mm), 380ACP, etc. cannot safely reach the minimum power factor required and are therefore, not eligible for inclusion in the Defensive Pistol division.

14.4.7. Revolver (REV)

Minimum caliber	9mm (.355)
Type	Pistol
Maximum handgun width	Not Applicable
Maximum handgun weight	1500 grams
Maximum barrel length	155 mm
Optical, Electronic, or Lasers	Prohibited

14.4.8. Ultra-Compact (UC)

Minimum caliber	Not Applicable
Type	Pistol or Revolver
Maximum handgun width	35mm (Pistol) & Not Applicable (Revolver)
Maximum handgun weight	1000 grams
Maximum barrel length	90 mm (9mmP or Larger) 102 mm (9mmS or smaller)
Optical, Electronic, or Lasers	Prohibited
Magazine Length Limit	100 mm


14.4.9. Not-For-Competition (NFC) – This division is in place for shooters who regularly use a handgun that does not conform to any of the other division rules or equipment rules.  
THIS DIVISION IS ONLY ALLOWED AT TIER-1 MATCHES.

## 15. ANNEXURE D – PISTOL CALIBRE CARBINE (PCC) DIVISION RULES


### 15.1. General

- 15.1.1. Pistol Calibre Carbine (PCC) is a specialty division allowed during handgun matches. This Annexure governs PCC in SADPA handgun matches and supersedes current rules relating to Multi platform and rifle matches. PCC may be included in SADPA matches at the discretion of the Match Director who will then be governed by these rules.
- 15.1.2. The PCC division will not be recognised for Most Accurate or any other categories where it is incorporated in handgun matches. There may be a PCC Most Accurate category at the discretion of the Match Director.
- 15.1.3. All references to “strong hand” and “support hand” in the current edition of the SADPA Rule Book apply to PCC as follows:
- 15.1.3.1. Strong Hand will require the PCC to be shouldered on the strong hand side, trigger pulled with the strong hand. Both hands must be on the gun.
- 15.1.3.2. Support Hand will require the PCC to be shouldered on the weak side, trigger pulled with the support hand. Both hands must be on the gun. This applies to the Classifier and all CoFs.

### 15.2. Platforms permitted for use in PCC must -

- 15.2.1. Use 9 mm, .357 Sig, .40 S&W, 10mm, or .45 ACP pistol calibre cartridges;
- 15.2.2. Be designed to be fired from the shoulder and have a shoulder stock installed;
-  15.2.3. The PCC platform must be semiautomatic, and must fire one round with each trigger pull. Variants that allow other firing options are not permitted.
- 15.2.4. If the platform allows for an external safety to be installed, such safety devices must be installed.
- 15.2.5. Start Condition - Firearms will start with a round in the chamber, hammer or striker cocked and safety engaged (where possible); held at the low ready position unless otherwise specified in the written stage description.
- 15.2.6. Match Directors and CoF designers can place a mark, cone or similar point on the stage towards which the muzzle must be pointed when the shooter assumes a start position.
- 15.2.7. Start Positions:
- 15.2.7.1. No starts are permitted facing up range with the firearm held in the shooters hands;
- 15.2.7.2. The default start position is facing downrange at Low Ready (the muzzle is pointing downward at 45 degrees or at the designated spot);
- 15.2.7.3. Trigger finger must be clearly visibly outside of the trigger guard;
- 15.2.7.4. Stage descriptions may also include other variants such as being loaded or unloaded, table starts and the PCC buttstock at the hip;
- 15.2.7.5. If a prop is used that is not appropriate for PCC (e.g. a box suited for handguns only) then the PCC should be safely placed alongside or on top of the prop.
- 15.2.7.6. The muzzle of the PCC must face in a safe direction or as indicated by a mark on the stage prop.

### **15.3. Safety**

- 15.3.1. Shooters must use a suitable case / bag when transporting a PCC to or from the range and between stages. Where a cart has been provided the PCC can be transported between ranges on the cart with a visible chamber flag inserted in each PCC.
-  15.3.2. Shooters must carry their PCC with detachable magazines removed except when in the safe area, or under the supervision and direct command of a SO.
- 15.3.3. Shooters may unbag PCC rifles before the start of a stage and put them in a gun rack where gun racks are supplied for this specific purpose. PCC can be placed on gun rack after the stage has been shot, but must be bagged when moving from stage to stage. Bagging and unbagging must be performed under supervision of the SO.
- 15.3.4. PCCs must have a clearly visible chamber flag fitted when in their bag, stowed on a rifle rack / cart or when moved onto the stage start line.
- 15.3.5. Uncased or unbagged firearms must be held in a vertical position. Match Directors may require this to be "vertically upwards" or "vertically downwards." Shooters are to be made aware of the required condition at the pre-match briefing.
- 15.3.6. A shooter may only remove a PCC from its case, bag or rifle rack (or cart) when the SO calls for the shooter to move to the stage start position. The PCC must remain 'flagged' until the SO gives the, "Make Ready" command.

### **15.4. PCC Permitted Features and Modifications (Inclusive list):**

- 15.4.1. Sights: Iron, optical, and electronic sights are permitted.
- 15.4.2. Lights and Lasers: Permitted and allowed for use.
- 15.4.3. Muzzle Devices: Flash hidere, compensators, and muzzle brakes are permitted.
- 15.4.4. Action work may be used to enhance trigger pull as long as safety is maintained.
- 15.4.5. Reliability work.
- 15.4.6. Internal accuracy work.
- 15.4.7. Externally visible trigger over-travel stops.
- 15.4.8. Checkering, serrated, and stippling.
- 15.4.9. Extended and/or ambidextrous safety.
- 15.4.10. Ambidextrous magazine releases.
- 15.4.11. Magwells.
- 15.4.12. Extended, trimmed, and/or ambidextrous bolt releases.
- 15.4.13. Custom finishes and engraving.
- 15.4.14. Aftermarket safeties.
- 15.4.15. Aftermarket magazine base pads as long as their weight does not exceed 1 ounce or 29 grams.
- 15.4.16. Grip enhancements on both the fore grip and pistol grips.

### **15.5. PCC Excluded Features and Modifications (Non-Inclusive list):**

- 15.5.1. Removing the butt stock.

- 15.5.2. Firearms that are not designed for use with a buttstock (for example: AR pistols with Sig Brace or equivalent).
- 15.5.3. Monopods, Bipods and Tripods.
- 15.5.4. Drum or coupled magazines (i.e., using tape or magazine coupler).



**15.6. Division Capacity PCC**

- 15.6.1. Maximum is fifteen (15) rounds per magazine. Two (2) magazines with one (1) round for loaded chamber for a total of thirty-one (31) rounds maximum.
- 15.6.2. Shooters may use additional magazines on stages in lieu of the fifteen (15) round magazines but total rounds available may not exceed thirty-one (31).
- 15.6.3. Power Factor – Refer rule 7.6.

**15.7. PCC Gear**

- 15.7.1. Shooters may choose to place additional magazines in pouches to carry with them while shooting stages.
- 15.7.2. If they choose to use magazine pouches they may not place more than 2 on their belt.
- 15.7.3. Shooters may carry magazines in their pockets that are located below the belt.
- 15.7.4. Concealment garments are optional for PCC shooters.

## 16. ANNEXURE E - Foul, Safety Violation and Procedural Error Summary

**NOTE: Not all infringements and penalties are included in this list**

Category	Name	Time added [sec]	Frequency	Description	Remarks
Safety violation	"Finger" call	DQ	On 2nd occurrence in match		No time penalty for the first "Finger" call
Safety violation	A negligent discharge as defined in paragraph 3.2.2.4	DQ	Immediate		
Safety violation	Breaking muzzle safe points	DQ	Immediate		
Safety violation	Drawing firearm while facing up-range	DQ	Immediate	Firearm clears holster before shooter faces within stage safety zone	
Safety violation	Dropping a firearm	DQ	Immediate	Alternative range rules may apply to firearms dropped outside of stage boundaries	
Safety violation	Engaging a 'steel' target over the safety line	DQ	Immediate		Steel' targets include any moving targets that have steel in the target apparatus.
Safety violation	Handling a firearm outside a safety area whilst not under SO supervision	DQ	Immediate		
Safety violation	Pulling trigger while pointing firearm over berm during 'Pull the trigger' command	DQ	Immediate		Range-particular rules may apply

Category	Name	Time added [sec]	Frequency	Description	Remarks
Safety violation	Removing a firearm from a bag, holster, or case whilst not under the supervision of an SO.	DQ	Immediate		
Safety violation	Sweeping within boundaries of stage	DQ	Immediate	As per paragraph 3.2.2.1	
Safety violation	Taking ammunition or loaded firearms into a designated Safe Area	DQ	Immediate	Absolutely no ammunition, whether live or otherwise or loaded firearms, may be taken into a Safe Area.	Except when the shooter is under the direct, close supervision of an SO to clear a malfunctioning firearm, for example.
Safety violation	Unintentional sweeping with unloaded and chamber-flagged firearm	DQ	On 2nd occurrence in match	As per paragraph 3.2.2.1.3	
Procedural Error	Dropping loaded ammunition feeding device	5	per loading device	Shooter drops and does not retrieve non-empty loading device.	Does not apply when clearing a malfunction. Also see 4.4.5.1
Procedural Error	Failure to Engage (FTE)	5	per target	Shooter fails to fire the required number of shots towards any paper or steel target or target activator	
Procedural Error	Failure to finish match (FFM)	As per paragraph 5.7	Per match	Shooter chooses or is unable to finish the match	Shooter may finish remainder of stages but will not receive a match score

Category	Name	Time added [sec]	Frequency	Description	Remarks
Procedural Error	Failure to finish stage (FFS)	As per paragraph 5.6	Per stage	Shooter chooses to or is unable to finish a stage	No reshoot granted for shooter equipment failure
Procedural Error	Failure to Neutralise (FTN)	5	per target	No paper target hits in 0 or 1 down area	Only applies to engaged or partially engaged paper targets
Procedural Error	Hit on a Non-Threat (HONT)	5	Per hit	Shooter hits non-threat target.	NB: Shoot-throughs on a threat target that also hit a non-threat target are also counted as a penalty!
Procedural Error	Individual walkthrough after official walkthrough time	5	per occurrence		
Procedural Error	Leaving cover with an empty or malfunctioning firearm	5	per occurrence		See 4.4.6
Procedural Error	Movement after "Standby"	5	per occurrence	Shooter moves or changes position after "Standby" command given	
Procedural Error	Not loading to division capacity	5	per CoF		
Procedural Error	Not reloading behind cover where possible	5	per reload		
Procedural Error	Shooter's ammunition does not meet minimum power factor requirement	10	per stage	Shooter's ammunition does not meet power factor as per paragraph 7.3ff	



Category	Name	Time added [sec]	Frequency	Description	Remarks
Procedural Error	Stepping over cover line and engaging targets behind cover	5	per shooting position	Shooter fires at targets while having stepped over cover line	
Procedural Error	Target engaged out of sequence	5	per target array	Shooter does not correctly engage targets from cover or by threat priority	
Procedural Error	Threat priority error	5	per target array	Shooter engages targets in wrong order	Shooter must engage targets in threat priority. i.e., highest threat first, 2nd highest next, etc.
Foul	Foul Penalty	20	per infringement with agreement of the Match Director or CSO	Shooter acts in an unsportsmanlike manner or wilfully breaks a rule to gain a scoring advantage.	Multiple foul penalties in a match may result in a match DQ