



www.sadpa.co.za

MULTI-PLATFORM DEFENSIVE SHOOTING DISCIPLINE COMPETITION AND EQUIPMENT RULES OF THE SOUTH AFRICAN DEFENSIVE PISTOL ASSOCIATION, INC.

Adopted 2019/12/22.

© 2019 South African Defensive Pistol Association, Inc. All rights reserved.

Ver 2019.01

MPDS-1 Purpose of SADPA MPDS	2
MPDS-2 Principles of Shooting SADPA MPDS	2
MPDS-3 Safety Rules	3
MPDS-4 Shooting Rules	7
MPDS-5 MPDS Scoring Rules	9
MPDS-6 Stage Design Rules	11
MPDS-7 Equipment Rules	15
MPDS-8 Transitions and slings	17

MPDS-1 Purpose of SADPA MPDS

MPDS-1.1 SADPA recognizes the use of rifles, shotguns, hand carbines and handguns as defensive tools.

MPDS-1.2 SADPA Multi-Platform Defensive Shooting (MPDS) is designed to give clubs and competitors the option of enjoying the use of these tools in a competitive environment.

MPDS-1.3 SADPA MPDS should be thought of as dedicated matches in their own right.

MPDS-1.4 SADPA MPDS is a shooting sport that uses practical equipment to solve simulated “real world: self-defence scenarios.

MPDS-1.5 SADPA MPDS shooting events require use of practical handguns, hand carbine, rifles, shotguns, ammunition carriers and holsters that are truly suitable for self-defence.

MPDS-1.6 SADPA MPDS shooting events require the use of Rifles, Hand Carbine and Shotguns that are typical of what is used for home defence and vehicle carry.

MPDS-1.7 No “competition only” equipment is permitted in SADPA MPDS matches since the main goal is to test the skill and ability of the individual, with the equipment that may be typically available in a self-defence situation; NOT competition/sport equipment or gamesmanship.

MPDS-1.8 To compete in a SADPA MPDS event, you must be a paid up SADPA member only.

MPDS-2 Principles of Shooting SADPA MPDS

MPDS-2.1 Equipment Principles

Allowed equipment will meet the following criteria:

- A. Concealable: All equipment (except flashlights, rifles, hand carbines and shotguns) will be positioned so that it is not visible while wearing a concealment garment, with your arms extended to your side, parallel to the ground.
- B. Practical: All equipment must be practical for all day concealed carry self-defence, and worn in a manner that is appropriate for all day continuous wear.

MPDS-2.2 Participation Principles

- A. Competitors will not attempt to circumvent or compromise any stage by the use of inappropriate devices, equipment, or techniques.
- B. Competitors will refrain from unsportsmanlike conduct, unfair actions, and the use of illegal equipment.
- C. The SADPA MPDS 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 self-defence scenarios. A reasonable application of common sense and the SADPA Founding Concepts will be employed in determining whether a device, technique, or piece of equipment is permitted under the SADPA MPDS Rules.
- D. At its core, SADPA MPDS is a self-defence scenario based sport. The props used to create the Course of Fire (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 walkthrough.
- E. Individual preparations of a CoF, including air gunning or taking sight pictures are not permitted within the CoF boundaries.
- F. Shooting from behind cover is a basic premise of SADPA MPDS. Competitors will use all available points of cover in a CoF.
- G. SADPA is a shooting sport based on concealed carry. All Courses of Fire will be shot using a concealment garment unless stipulated otherwise.
- H. In any single contest, a shooter must use the same firearms on all stages unless a firearm becomes unserviceable.

- I. Re-shoots are allowed for stage equipment failures and SO Interference.
- J. English is the official language of SADPA MPDS. Range commands used in all matches regardless of location or nationality of the participants will be in English. .

MPDS-2.3 Courses of Fire Principles

- A. One issue critical to the long-term success of this shooting discipline is that problems shooters are asked to solve must reflect self-defence principles. The SADPA MPDS founders agreed upon this when they set out to structure SADPA MPDS guidelines and principles. SADPA should help promote basic sound firearm handling skills and test skills a person would need in a self-defence encounter. Requirements such as the use of points of cover while engaging a target, reloading behind points of cover, and limiting the number of rounds per string were all based upon that principle.
 - “String of Fire” refers to a section of the course of fire that is initiated by a start signal, and ends with the last shot fired. There may be more than one string in a stage.
 - “Positions of 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 or a POC (Position of Cover) line.
- B. A CoF should test a competitor’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.
- C. While we recognize that there are many schools of thought in training for self-defence, the primary focus of SADPA MPDS is in the continuing development of safe and sound firearm handling skills that are universally accepted.
- D. SADPA MPDS rules will be equally enforced for all classifications of SADPA MPDS members.
- E. CoF Designers must try and make competitors think for themselves and not mandate them on how to complete the course of fire.

MPDS-3 Safety Rules

MPDS-3.1 Cooper’s Four Basic Rules

Colonel Jeff Cooper’s Four Basic Rules of Firearm Safety have appeared in the beginning pages of books, videos, and training courses for more than 30 years. They are time honoured and although they are not SADPA Safety Rules, they serve as the foundation of the safety rules below.

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

The Safety Rules below serve as the cornerstone for every SADPA MPDS shooter to follow, including Safety Officers (SO’s) and Match Directors (MDs) so that our events are safe and enjoyable to a wide range of participants. They are adopted for all SADPA MPDS events.

MPDS-3.2 Unsafe Firearm Handling

Unsafe firearm handling will result in immediate Disqualification (DQ) from all SADPA MPDS matches.

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

- A. Endangering any person, including yourself. This includes sweeping one’s self or anyone else with a loaded or unloaded firearm. Sweeping is defined as allowing the muzzle of the firearm (loaded or unloaded) to cross or cover any portion of a person.

This includes but is not limited to:

- a. Sweeping competitors or Safety Officer’s while uncasing/casing a rifle, hand carbine or shotgun on or off the firing line.
- b. Sweeping a competitor or a Safety Officer with a slung or shouldered rifle or shotgun.

Exception:

- Some body types combined with some holster types makes it almost impossible to holster a firearm or remove the firearm from the holster without sweeping a portion of the shooter’s lower extremities. Thus, a match DQ is not applicable for sweeping of the shooter’s own lower extremities (body below the belt) while removing the firearm from the holster or re-holstering of the firearm. Provided that the shooter’s trigger finger is clearly outside of the trigger guard. However, once the muzzle of the firearm is clear of the holster on the draw, sweeping any part of the body is a DQ. Example: Sweeping one’s leg on a seated start is a DQ.
 - When a shooter transitions from one firearm platform to another and slings the firearm, if the shooter’s lower extremities (from knee and below) is swept by the muzzle of the firearm and the firearm’s chamber is empty and on safe it is not deemed sweeping and therefore no DQ is applied. This rule is also applied when the shooter is moving.
 - When a chamber flag is inserted into a rifle or shotgun, no DQ will be assessed, this does not give approval for competitors to sweep themselves or fellow competitors, care must still be taken and the firearm must be carried muzzle up or down; range rule depended.
- B. Pointing the muzzle beyond designated “Muzzle Safe Points” if used, or beyond the 180° Muzzle Safe Plane if used.
- C. Intentionally engaging (discharging a firearm) at anything other than a target or an activator.
- D. A discharge:
- a. in the holster.
 - b. striking up range of the shooter.
 - c. into the ground downrange closer to the shooter than 2 meters, unless engaging a low target that is within 2 meters.
 - d. over the berm.
 - e. during Load and Make Ready, Unload and Show Clear, Reload, or Malfunction Clearance.
 - f. before the start signal.
 - g. while transferring a firearm from one hand to the other.
 - h. while handling a firearm except at the firing line.
 - i. while transitioning from one firearm to another.
- E. Removing a firearm from the holster, case, bag, rack, unless:
- a. with verbal instruction from a Safety Officer.
 - b. while engaging target in a CoF under the direct supervision and visual contact of a SO.
 - c. when in a designated “Safe Area”.
 - d. when depositing or retrieving an unloaded rifle/shotgun from the rack with a chamber flag visible.
- F. Pointing the muzzle of a firearm over the berm during the “Pull the Trigger” portion of Unload and Show Clear.
- G. Drawing a firearm while facing up range.
- H. Handling a rifle/shotgun outside of a safe area or under SO supervision without a Chamber Flag.

MPDS-3.3 Dropping A Firearm

- MPDS-3.3.1 Dropping a loaded or unloaded firearm or causing it to fall, during Load and Make Ready, the shooting of a string or stage, reloads or malfunction clearance or during Unload and Show Clear will result in a DQ from the match. If a shooter drops a firearm, the SO will immediately give the command “Stop”. The SO will retrieve the dropped firearm and render it safe and unloaded before returning it to the shooter. The shooter will be disqualified from the SADPA MPDS match.
- MPDS-3.3.2 If a shooter drops a loaded or unloaded firearm or causes it to fall within a stage boundary; the shooter is disqualified from the match.
- MPDS-3.3.3 Dropping an unloaded firearm or causing it to fall while outside of stage boundaries is not within SADPA’s control, and is subject to local Range policy.
- MPDS-3.3.4 Dropping a firearm whilst depositing/discarding on or into a designated table/box/position will result in a disqualification from the match. A shooter must retain at least one hand on the firearm until it has come to a complete stop in the designated area. Any movement of the firearm after the

competitor has released it will be considered dropping a firearm and will result in a match disqualification.

MPDS-3.4 Firearm Serviceability

All firearms used in competition will be serviceable and safe. The responsibility for safe and serviceable equipment falls completely on the shooter. The MD will require a shooter to withdraw any pistol, hand carbine, rifle or shotgun; or ammunition perceived to be unsafe.

MPDS-3.5 Firearm Carry Conditions

MPDS-3.5.1 The normal condition of handguns not in used 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 might allow running hot handguns. Range rules permitted.

MPDS-3.5.2 The normal condition of hand carbines, rifles/shotguns not used during a CoF is either cased/bagged or deposited on a rack, unloaded with a visible chamber flag and magazine removed (integral magazines/tubes empty). Exception: Firearms that are unable to adhere to this rule, such as break action shotguns and rifles, will be required to be carried action open.

MPDS-3.6 Rifle and Shotgun Start Conditions

MPDS-3.6.1 All courses of fire where the shooter will start with a hand carbine, rifle or shotgun in hand the firearm will be shouldered. (defined as stock touching the shoulder of the shooter pointing down range at a 45° angle, or at a designated muzzle indicator.)

MPDS-3.6.2 Hand Carbine, Rifles and Shotguns will start in either loaded, chamber empty, or unloaded.

- Loaded:** Firearm is loaded with a round in the chamber safety must be engaged.
- Chamber Empty:** Firearm is loaded with chamber empty, safety may be off.
- Unloaded:** Chamber empty, no magazine inserted, integral magazines/tubes empty. Firearm may have rounds on a butt-cuff and/or side saddles.

MPDS-3.7 Range Commands

Many of the range commands given to a shooter by the SO are for safety, while the rest are for stage administration. To allow a shooter to compete in multiple disciplines anywhere in the world, we are making use of the universal range commands used in various action shooting sports.

The complete set of Range Commands are:

MPDS-3.7.1 Range is Hot – Eyes and Ears

This is the first command given to each shooter starting the action of shooting a stage. This command signifies the start of the CoF. The shooter will make sure that their eye and hearing protection is in place. It is also notification to anyone in the shooting bay to check that their own eye and hearing protection is properly fitted.

MPDS-3.7.2 Load and Make Ready

When the shooter has proper eye and hearing protection, the SO will issue the Load and Make Ready command. The shooter will prepare the firearm and loading devices to match the start position for the stage. Typically, this is to load the firearm and holster/shoulder, but may include non-typical loading or staging of equipment. The shooter will then assume the starting position necessary for the stage. If the shooter's firearm is not to be loaded for the start of a stage the command used will be "Make Ready."

MPDS-3.7.3 Are You Ready?

After "Load and Make Ready," the SO 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 in approximately 3-5 seconds, the shooter is assumed to be ready.

If the shooter is not ready when this question is asked the shooter must 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

MPDS-3.7.4 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

MPDS-3.7.5 Finger

This command is given when the shooter’s finger is not obviously and visibly outside the trigger guard when it should be. Receiving more than two Finger Calls will be regarded as a safety violation and will result in a disqualification.

MPDS-3.7.6 Muzzle

This command is given when the muzzle of the shooter’s firearm is pointed near a muzzle safe point. The shooter must correct the errant muzzle and continue with the stage. If the competitor’s firearm however does break the muzzle safe zone it results in an immediate disqualification.

MPDS-3.7.7 Stop

This command is given when something unsafe has happened or is about to happen during a stage, or when something in the stage 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 Disqualification from the match.

MPDS-3.7.8 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/cylinder will be shown to the SO. If the shooter is not finished, the shooter should finish the stage and the command will be repeated.

MPDS-3.7.9 If Clear, Close Action

Once the SO has inspected the chamber/cylinder and found it to be clear, this command will be issued and the shooter will comply.

MPDS-3.7.10 Pull the Trigger

The shooter will point the firearm at a safe berm and pull the trigger to further verify that the chamber is clear. If the firearm fires, the shooter will be disqualified from the match. This requirement also applies to firearms with a de-cocker or magazine disconnect. For firearms with a magazine disconnect, an empty magazine, or dummy magazine must be inserted before the trigger is pulled, and then removed again. This command is not needed for revolvers. For hand carbines, rifles and shotguns, after this command is issued, the shooter shall open the action again and the SO will insert the Chamber Flag (if possible). After which the action will be closed again.

MPDS-3.7.11 Holster or Bag or Rack or Sling

The shooter will safely holster the firearm. For hand carbines, rifles and shotguns depending on the stage design the shooter will either commence to safely case/bag the firearm. Sling the firearm or deploy the firearm to the rifle rack.

MPDS-3.7.12 Range is Clear

This command indicates to everyone within the stage boundaries that the range is clear. This command ends the CoF and begins the scoring and resetting of the stage.

MPDS-3.7.13 Hit / “One”, “Two”, “Three”,

This command is to be utilized when there are static steel targets and flying frangible targets. For a single target steel target or flying frangible target “Hit” is observed when target is engaged and hit. For multiple targets, depending on the amount of “hits” required. “One”, “Two”, etc.

MPDS-3.7.14 Barrier

This command is given when the muzzle of the shooter’s firearm is observed to be pointed at a barricade whilst the shooter is aiming at a target. Penalty will only apply if the shooter doesn’t react.

MPDS-3.8 Steel Targets

- MPDS-3.8.1 When using a handgun, hand carbine, or a shotgun with birdshot (No. 3 or smaller). Steel targets must be engaged from 10 meters or more. If a shooter engages a steel target from less than 10 meters the shooter will be disqualified. MD’s must take cognisance of this when designing CoF.
- MPDS-3.8.2 When using a shotgun with buckshot (No. 2 or larger, not including slugs). Steel targets must be engaged from 15 meters or more. If a shooter engages a steel target from less than 15 meters the shooter will be disqualified. MD’s must take cognisance of this when designing CoF.
- MPDS-3.8.3 When using a centre-fire rifle or shotgun with slugs. Steel targets must be engaged from 45 meters or more. If a shooter engages a steel target from less than 45 meters the shooter will be disqualified. MD’s must take cognisance of this when designing CoF.

MPDS-4 Shooting Rules**MPDS-4.1 Concealment Garments**

- MPDS-4.1.1 A concealment garment is required for all stages unless otherwise specified in the stage description. This includes standards or limited courses of fire.
- MPDS-4.1.2 Police or Military personnel may use actual duty gear in Tier-1 matches. Use of duty gear eliminates the requirement to use concealment garments.
- MPDS-4.1.3 All equipment (except flashlights, rifles, hand carbines and shotguns) will be placed so that it is not visible while wearing a concealment garment, with your arms extended to your side, parallel to the ground.

MPDS-4.2 Target Engagement

All SADPA Target Engagement Rules apply. The purpose of SADPA MPDS is to allow the competitor to solve the problem, and not for the course designer to mandate how to complete the course of fire. Therefore, the competitor can choose which target is engaged with which platform. Electing to either engage all targets with a single firearm, and or transition to different platforms. In addition to the SADPA Engagement Rules, the following apply.

MPDS-4.2.1 Paper Targets

- MPDS-4.2.1.1 Handguns and Rifles may be used to engage ANY Paper Target in a MPDS CoF. Scoring Rules will apply.
- MPDS-4.2.1.2 Shotguns using slugs may be used to engage ANY Paper Target in a MPDS CoF. Scoring Rules will apply.
- MPDS-4.2.1.3 Shotguns using LG pellets may be used to engage ANY Paper Target in a MPDS CoF. **See Rule MPDS-5.2 for clarification.**
- MPDS-4.2.1.4 Only MPDS legal paper targets are to be used for any of the firearms platforms. No mini targets are allowed.

MPDS-4.2.2 Frangible Targets

- MPDS-4.2.2.1 Any platform (Hand Carbine, Rifle, Shotgun, and Handgun) may be used to engage grounded frangible targets. Grounded is defined as targets that when engaged at any moment in time or position the muzzle of the firearm will not clear the bullet trap / berm and no shot will clear the bullet / trap.
- MPDS-4.2.2.2 Only Shotguns with No.5 pellets or smaller may be used to engage flying frangible targets. Flying is defined as a target that at any moment in time clears the bullet trap / berm and can result in a shot going over the bullet trap / berm.
- MPDS-4.2.2.3 A frangible target is deemed hit when any portion of the target is damaged/perforated in such a way that there is a bullet hole, portion missing or broken off, or target is shattered.
- MPDS-4.2.2.4 Frangible targets are deemed engaged when a minimum of one round have been fired at the target.

MPDS-4.2.3 Steel Targets

- MPDS-4.2.3.1 Any platform may be used to engage static steel targets whilst safety is maintained. **See Rule MPDS-3.8.**
- MPDS-4.2.3.2 Static steel targets requiring multiple shots to be fired at the target. Will be deemed engaged when the minimum required shots have been fired at the target.

MPDS-4.2.4 Threat Priority

- MPDS-4.2.4.1 All targets must be engaged in threat priority.
- MPDS-4.2.4.2 Threat Priority is defined as engagement of targets by their order of threat priority.
Open: The priority is based on the distance from the threats to the competitor. Targets are considered equal threat when the difference of the distance to the targets in relation to the competitor is less than two (2) meters. The closer the threat the higher the priority, the closer targets are therefore engaged first.
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.
- MPDS-4.2.4.3 If a reactive target is revealed during the engagement of an array of target/s. The reactive target is deemed the same priority of the current engagement array. Therefore the competitor can elect to finish engaging the array and then engage the reactive or move directly to the reactive and then finish the engagement of the array.

MPDS-4.2.5 Definition of Engaged

- MPDS-4.2.5.1 Non Disappearing paper targets are deemed engaged once the minimum amount of shots required on the target has been fired at the target.
- MPDS-4.2.5.2 Disappearing paper targets are deemed engaged when activated.
- MPDS-4.2.5.3 Falling Steel targets are deemed engaged when a minimum of one shot has been fired at it.
- MPDS-4.2.5.4 Frangible targets are deemed engaged when a minimum of one shot has been fired at it.
- MPDS-4.2.5.4. Fixed Steel Gongs are deemed engaged when the minimum amount of shots required has been fired at the target.

MPDS-4.3 Reloads

The following reload rules will apply:

- MPDS-4.3.1 **Emergency Reload:** Removal Magazine fed platforms; including, handguns, shotguns, rifles, hand carbines; will utilize this reload technique. This reload technique is used only when the firearm is completely empty, magazine and chamber is empty, or when the firearm has a malfunction. The shooter can then discard of the empty/faulty magazine in any way and proceed to reload with a full magazine.
- MPDS-4.3.2 **Retention Reload:** Removal Magazine fed platforms; including, handguns, shotguns, rifles, hand carbines; will utilize this reload technique. This reload technique is used when the firearm is partially loaded and the competitor must then retain the partially loaded magazine anywhere on his/her person.

- MPDS-4.3.3 Shotguns and tube fed-magazine or integral magazine rifles (excluding Box Fed Shotguns) may reload at any time.
- MPDS-4.3.4 Dropping a loaded ammunition feeding device or shotgun shell during a reload is not a procedural as long as the competitor does not leave ammunition behind.
- MPDS-4.3.5 All reloads must be done behind cover or whilst not being exposed to any unengaged targets.

MPDS-4.4 Cover

The use of cover is an integral part of MDPS. Therefore competitors will be required to always use cover when engaging targets.

- MPDS-4.4.1 Cover refers to a barrier that exists between the competitor and the targets to be engaged. Typical examples are walls, drums, barricades.
- MPDS-4.4.2 When cover is available it must be used, while engaging targets, unless the competitor must engage “surprise” targets that is to be engaged in the open.
- MPDS-4.4.3 Stages will be defined to have one of the following cover declarations:
Cover: The stage has cover and all targets has to be engaged from cover. Unless surprise targets are specified to be shot in the open.
Open: There are no cover positions available in the course of fire. All targets to be engaged in the open using Priority Engagement.
- MPDS-4.4.4 For vertical cover when shooting, reloading and clearing a malfunction, shooter must remain within the fault lines.
- MPDS-4.4.5 For horizontal cover when shooting, reloading and clearing a malfunction, shooter must remain within the fault lines, but must engage targets in threat priority.

MPDS-4.5 Fault Lines

- MPDS-4.5.1 Fault lines must be used to indicate a position of cover and mark the limit thereof.
- MPDS-4.5.2 Fault lines must be marked in such a method that it is consistent for every competitor.
- MPDS-4.5.3 Fault lines extend from the edge of cover up range to the end of the bay.

MPDS-5 MPDS Scoring Rules

The scoring used in MPDS rewards both a balance of speed and accuracy. The scoring is taken from the age old Vickers Count method developed by the well-known Larry Vickers. This converts all score into time. Thus meaning, the scoring is based on a penalty points in seconds approach. Thus converting off-centre hits into penalty points as well as procedure penalties into time.

Every penalty point that a competitor receives will be converted into a half-second (0.50) penalty added to your time.

Your 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.

$$\text{Stage Score} = \text{Time} + (\text{Points Down} \times 0.50) + \text{Penalties}$$

Example:

Time = 11.54 sec
Points Down = 5
Penalties = 5 sec

Score = 11.54 + (5 x 0.50) + 5 = 19.04 seconds

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

MPDS-5.1 Limited Scoring

Limited scoring limits the competitor to only fire the number of rounds specified in the course description. Any shots fired above the specified amount will incur a Procedural Penalty of Five (5) seconds per shot fired. The best hits on the target will be scored as normal. Limited scoring will only be used in Skills Tests.

MPDS-5.2 Unlimited Scoring

Unlimited Scoring refers to the competitor being allowed to fire as many shots at a target as they deem fit, but is limited to the amount of rounds as depicted by the Division Rules. The best hits on the target as specified by the stage description will count.

MPDS-5.3 Failure to Finish Stage (FFS)

In the event that a competitor starts a stage, but is unable to finish due to injury and/or broken equipment. The shooter's time will be added and target scored as if all targets were engaged (misses for unengaged targets) and they will receive a single Procedural Penalty for not engaging all targets.

Stage start is defined as firing a shot. If no shots were fired after the start signal, the shooter shall be granted a reshoot.

MPDS-5.4 Failure to Finish Match (FFM)

In the event that a competitor is unable to shoot (or elects not to, **Does not receive a start signal**) a course of fire, the shooter may be granted a FFM for that specific Course of Fire.

In this case the competitor will be allowed to finish the remainder of the stages, but will receive no score.

MPDS-5.5 Bullet Holes

Bullet holes that are fired from an extreme angle, or ricochets that have no grease ring and are more than two bullet diameters will not count for score. This includes hits on friendly targets.

Keyhole bullet holes will count for score (i.e., bullets that tumble).

MPDS-5.6 Self-Loading Rifle and Manual-Action Centre-Fire Rifle Ratio and Scoring

Manual-Action Rifles (MAR280) and Shotguns using Slugs will only be required to engage a threat target with 1 round for every 2 rounds fired out of a Self-Loading Rifle (SLR). However, only the -0 scoring zone hits will count for score. The rest will count as misses. Thus: a COF may specify that the targets on a specific array must be engaged with 2 rounds each for SLR's. But MAR280's will only be required to fire one round at each target. However: Only the -0 scoring zone will count.

Example:

- 1 shot per paper target anywhere for SLR = 1 shot per paper target anywhere for MAR280
- 2 shots per paper target anywhere for SLR = 1 shot per paper target down zero only for MAR280
- 3 shots per paper target anywhere for SLR = 2 shot per paper target down zero only for MAR280

MPDS-5.7 Shotgun Scoring on Paper Targets

Shotguns using LG pellets may be used to engage ANY Paper Target in a MPDS CoF. In order for a hit to count a minimum of 75% or more pellets must hit the highest scoring zone. When pellets are spread over multiple scoring zones and there is not enough pellets to score the highest zone, or there are more than required; the remainder will count towards hits on the second highest zone.

Example: We are using LG shot that contains 6 pellets in this example.

- 1 shot per paper target. 4/6 pellets hit the -0 zone and 2/6 pellets hit the -1 zone.
Scored as -0 (zero points down).
- 1 shot per paper target. 3/6 pellets hit the -0 zone and 3/6 pellets hit the -1 zone.
Scored as -1 (one point down).
- 2 shots per paper target. 8/12 pellets hit the -0 zone and 4/12 pellets hit the -1 zone.
Scored as -0 (zero points down).
- 2 shots per paper target. 7/12 pellets hit the -0 zone and 5/12 pellets hit the -1 zone.
Scored as -1 (one point down).
- 2 shots per paper target. 3/12 pellets hit the -0 zone, 5/12 pellets hit the -1 zone, 4/12 pellets hit the -3 zone.
Scored as -2 (two points down). Explained: 3 pellets in -0 zone is not enough to constitute a hit on the -0 zone, therefore it is added to the 5 pellets in -1 zone, which will give you 8 pellets and then count towards 2 hits in the -1 zone.
- 2 shots per paper target. 5/12 pellets hit the -0 zone, 3/12 pellets hit the -1 zone, 4/12 pellets hit the -3 zone.
Scored as -1 (one point down). Explained. 5 pellets in -0 zone count towards 1 hit in the -0 zone. The remainder of 1 pellet in -0 zone will be added to the 3 pellets in the -1 zone, which equals 4 pellets and will count towards 1 hit in the -1 zone.

MPDS-5.8 Friendly Fire (FF)

A Friendly Fire (FF) penalty is a five (5) second penalty that will be awarded in one of the following instances:

- Perforations made by handgun/rifle bullets on a non-threat target will count towards a hit on a friendly for every perforation made.
- Perforations made by shotgun pellets on a Non-Threat target will count towards one hit on a friendly, regardless if there is 1 pellet hole or 20 pellet holes. This will only count towards one hit on a friendly.
- For frangible targets such as clays. Target must be perforated or break to count as a FF.
- For non-frangible targets such as steel non-threat targets. Target must be down to count as a FF. Fixed non-frangible targets that do not drop when it, will not be used as a non-threat target.

MPDS-5.9 Procedural Penalty (PP)

Procedural Penalty is a five (5) second penalty that will be awarded anytime a competitor attempts to break a rule of the sport.

MDPS-5.10 Foul Penalty (FP)

Foul Penalty is a ten (10) second penalty that will be awarded anytime a competitor:

- Attempts to break a rule that will result in a competitive advantage of more than five seconds.
- Acts in an unsportsmanlike behaviour.
- If a competitor receives multiple FP's in a match, he can be disqualified by the discretion of the Match Director.

MPDS-6 Stage Design Rules

All fault line, stage boundaries, muzzle, etc. rules are as per the Latest SADPA MDPS Rulebook.

A Stage Description cannot override the rulebook, nor may it forbid legal actions by shooters except under the following conditions:

- A. To address a safety concern as it applies to the limits of the range.
- B. Provide the option of not wearing a concealment garment.
- C. Specify the number of rounds in the firearm at the start of the stage, up to division capacity.

- D. Specify the start condition and position for the firearm, and the start position for ammunition feeding devices.
- E. Specify the shooter start position.

Stage design rationale:

- A COF designer should strive to develop a realistic Defensive stage that can be completed by a competitor using HG's, SG's, HC's or Rifles. Attacks invariably start or happen at close distances. The fact that a defender may have access to a rifle or SG will not suddenly cause initiation of an attack from 100 meters instead of the usual 2 – 5 meters.
- COF designers should avoid specifying exactly where a reload must be done or when a transition must be performed. It will be different for every shooter depending on the type of equipment (firearm) they are using. A person using a lever action rifle will be required to transition to his handgun much sooner than the person using a rifle with a 30 round magazine.
- A COF must simply provide a problem that must be solved. The equipment available to a competitor will dictate how he solves the problem.

MPDS-6.1 Stage Categories

SADPA MPDS stages are divided into two general categories and 2 subcategories.

MPDS-6.1.1 Categories

- MPDS-6.1.1.1 Scenario Stages: Scenario Stages attempt to represent a target engagement that could actually happen. Scenario stages must have a written scenario description and must use Unlimited Scoring.
- MPDS-6.1.1.2 Standards Stages: Standards Stages are designed to test the shooter's performance of the various techniques employed in SADPA MDPS shooting. Standard stages may use Limited or Unlimited Scoring. Standard stages will be limited to a single platform matches only, as this is a skills test with said platform. No transitioning to handgun when rifle or shotgun is deemed unserviceable. Standard stages are not allowed in Dual-Platform matches.

MPDS-6.1.2 Sub-Categories

- MPDS-6.1.2.1 Single Platform-Stage: Single Platform Stages allows only the use of a single firearm as intended by the course designer. Such as a Handgun Only, Rifle Only and Shotgun Only course of fire. For Multi-Platform matches, the stages must be designed in such a way to allow competitors who do not own a specific platform to complete the stage using his/her handgun.
- MPDS-6.1.2.2 Dual Platform Stage: Dual Platform Stages allows the use of a handgun and the use of either a shotgun, hand carbine or rifle. For Multi-Platform matches, the stages must be designed in such a way to allow competitors who do not own a specific platform to complete the stage using his/her handgun. Competitors who have access to all three platforms will be allowed to complete the stage using all three platforms, however no special arrangements are required for competitors who wish to make use of all three and safety must be maintained at all times.

MPDS-6.1.3 Type of Matches (MPDS Matches can be run as the following formats)

- MPDS-6.1.3.1 MP (Multi-Platform): Multiple platforms are used in single courses of fire.
Example: Match consists of 5 stages that are designed to use Handgun, Shotgun and Rifle; or any combination thereof.
- MPDS-6.1.3.2 Three-Platform: All three platforms are used, but only a single platform is used per course of fire.
Example: Match consists of 8 stages. Two stages are shotgun only. Two stages are rifle only. Four stages are handgun only.
- MPDS-6.1.3.3 Two-Platform: Two platforms are used, but only a single platform is used per course of fire.
Example: Match consists of 5 stages. Two stages are shotgun only. Three stages are handgun only.
- MPDS-6.1.3.4 Rifle Only: All stages are designed to use only rifles. Shotguns and Handguns are not allowed to be used.

MPDS-6.1.3.5 Shotgun Only: All stages are designed to use only shotguns. Rifles and Handguns are not allowed to be used.

MPDS-6.1.3.6 Handgun Only: All stages are designed to use only handguns. Rifles and Shotguns are not allowed to be used.

MPDS-6.2 Stage Descriptions

A well-written stage description contributes to the success of a match and prevents confusion and frustration among staff and competitors. The written stage description is read to every squad verbatim to ensure uniform communication. The written stage description includes, at a minimum, the following elements:

- A. A Defensive Scenario or a Standards (skills test).
- B. A Single, Double or Multi-Platform Stage.
- C. Specifies firearm condition (loaded, unloaded, downloaded)
- D. Procedure
- E. Identifies points of cover and fault lines
- F. Specify using the 180° or points out the muzzle safe points
- G. Specified the minimum round count and whether the stage is limited or unlimited.
- H. Specifies if a concealment garment is optional.
- I. Specifies possible storing position of discarded firearms in the event of not slinging or cradling.
- J. A descriptive diagram of the CoF is recommended but not required.

MPDS-6.3 Miscellaneous Stage Design Rules

MPDS-6.3.1 All courses of fire must either simulate a real-life scenario or test skills that might reasonably be used in a real-life self-defence confrontation. If you cannot honestly say “that could happen”, it probably won’t make for a good SADPA MPDS stage. We realize that not many self-defence shootings will involve multiple rifles, shotguns and handguns, but the shooting positions and challenges must be kept reasonable.

MPDS-6.3.2 Memory stages are prohibited in all SADPA MPDS stages and 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.

MPDS-6.3.3 Stages may require a change in the number of shots required on a paper target. Only one (1) paper target in a string may require a different number of shots than the other targets in the string.

MPDS-6.3.4 Double/Multi-Platform Stages may not require more than 30% of the shots on steel targets.

MPDS-6.3.5 Single Platform Stages for handguns may not require more than 25% of the shots on steel targets.

MPDS-6.3.6 Exception: Shotgun and Rifle only stages may require up to 100% shots on steel targets.

MPDS-6.3.7 No more than 25% of the total shots required in the match may be on steel. Activator steel with a scored target in front of it do not count towards the allowable percentage of steel. (Exception: Rifle or Shotgun only competitions / matches. See -6.3.6)

MPDS-6.3.8 Activators located behind a scoreable target must activate from shots which hit either the upper or lower zero down scoring zones. If it is not possible, the -0 zone that will not activate the activator must be identified as hardcover.

MPDS-6.3.9 Blind stages and the moving of non-threat targets are not allowed.

MPDS-6.3.10 Required shooter movement under their own power for more than 10 meters between firing points is not permitted. Total required shooter movement under their own power of more than 30 meters is not permitted.

MPDS-6.3.11 If a low cover or prone position is required, it must be the last shooting position of a string of fire.

MPDS-6.3.12 Stage designers should strive to design stages that leave targets visible for mobility challenged and physically disabled competitors. Permanent physically disabled competitors will not be assessed a penalty if they cannot shoot from a designated shooting position. CoF designers and MD’s to take cognisance.

MPDS-6.3.13 Only 1 non-threat target may be used for every 1 threat targets in any string of fire.

MPDS-6.3.14 No stage description shall mandate that an ammunition feeding/loading device must be loaded during the CoF on the clock.

- MPDS-6.3.15 Painted hard cover is not allowed 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 will not allow a bullet to pass through the hard cover and impact the moving target.
- MPDS-6.3.16 Cardboard targets at 10 meters or less from the shooter must present a minimum of 300 square millimeters down zero zone, with the smallest dimension being at least 76 mm.
- MPDS-6.3.17 Cardboard targets at more than 10 meters from the shooter must present a minimum of 710 square millimeters down zero zone, with the smallest dimension being at least 127 mm.
- MPDS-6.3.18 Reloads shall not be mandated in a course of fire. All mandated reloads, topping off, etc. must be performed off the clock.
- MPDS-6.3.19 Stages with one or more cover positions will not present targets in the open requiring more than 6 shots while the shooter is out of cover. However, there may be more than one of these types of engagements in a single stage.

MPDS-6.4 Stage Round Count Ratio

- MPDS-6.4.1 No Handgun only string of fire may exceed a maximum requirement of eighteen (18) rounds.
- MPDS-6.4.2 No Rifle only string of fire may exceed a maximum requirement of eighteen (18) rounds.
- MPDS-6.4.3 No Shotgun only string of fire may exceed a maximum requirement of ten (10) rounds.
- MPDS-6.4.4 For Double/Multi-Platform Stages, or stages designed to use two or more firearms, may not exceed a maximum of twenty-eight (28) rounds.

MPDS-6.5 Handgun Stage Design Rules

Stages will adhere to the rules detailed in the Miscellaneous Stage Design Rules, unless otherwise noted.

- MPDS-6.5.1 Seventy-five (75%) percent of all handgun shots required in a stage (or portion of a stage) must be made from 13 meters or closer.
- MPDS-6.5.2 Scenario stages for handguns may require shots up to 20 meters from the shooter.
- MPDS-6.5.3 Standards stages for handguns may require shots up to 40 meters from the shooter.
- MPDS-6.5.4 No “strong-hand only” strings of fire may require the shooter to engage targets more than 9 meters in distance.
- MPDS-6.5.5 No “weak-hand only” strings of fire may require the shooter to engage targets more than 6 meters in distance.
- MPDS-6.5.6 Scenario stages for handguns only may not require shots at distances greater than 9 meters in scenario stages, or 15 meters in standards stages for targets head sized or smaller.
- MPDS-6.5.7 Electronically powered optics may start in the on position. It is the competitor’s responsibility to make sure the optic is on prior to the start signal. There will be no reshoots given if the shooter forgets to turn on the optic, or the optic fails during a course of fire

MPDS-6.6 Rifle Stage Design Rules

Stages will adhere to the rules detailed in the Miscellaneous Stage Design Rules, unless otherwise noted.

- MPDS-6.6.1 Seventy-five (75%) percent of all rifle shots required in a stage (or portion of a stage) must be made from 28 meters or closer.
- MPDS-6.6.2 Scenario stages for rifles may require shots up to 100 meters from the shooter.
- MPDS-6.6.3 Standards stages for rifles may require shots up to 150 meters from the shooter.
- MPDS-6.6.4 No “weak-shoulder only” strings of fire may require the shooter to engage targets more than 18 meters in distance. “Weak-shoulder only” strings of fire may only be required in Standards stages.
- MPDS-6.6.5 Scenario stages for rifles only may not require shots at distances greater than 20 meters in scenario stages, or 30 meters in standards stages for targets head sized or smaller.
- MPDS-6.6.6 The configuration of the rifle will not be altered during a match. No parts or accessories will be swapped, added or removed during a match.
- MPDS-6.6.7 Variable magnification optics will start on the lowest setting on all stages, but may be adjusted after the start signal.

MPDS-6.6.8 Electronically powered optics may start in the on position. It is the competitor's responsibility to make sure the optic is on prior to the start signal. There will be no reshoots given if the shooter forgets to turn on the optic, or the optic fails during a course of fire.

MPDS-6.6.9 Permanently fixed bipods to be completely collapsed before the start position.

MPDS-6.7 Shotgun Stage Design Rules

Stages will adhere to the rules detailed in the Miscellaneous Stage Design Rules, unless otherwise noted.

MPDS-6.7.1 Seventy-five (75%) percent of all shotgun shots required in a stage (or portion of a stage) must be made from 18 meters or closer.

MPDS-6.7.2 Scenario stages for shotguns may require shots up to 45 meters from the shooter.

MPDS-6.7.3 Standards stages for shotguns may require shots up to 70 meters from the shooter.

MPDS-6.7.4 No "weak-shoulder only" strings of fire may require the shooter to engage targets more than 20 meters in distance. "Weak-shoulder only" strings of fire may only be required in Standards stages.

MPDS-6.7.5 Scenario stages for shotguns only may not require shots at distances greater than 15 meters in scenario stages, or 25 meters in standards stages for targets head sized or smaller. Due to damage on targets, head shots with shotguns are to be discouraged.

MPDS-6.7.6 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.

MPDS-6.7.7 Only fifteen (15) rounds may be used (carried on or off the shotgun) per string of fire.

MPDS-6.7.8 Only lead shot pellets are allowed.

MPDS-6.7.9 Electronically powered optics may start in the on position. It is the competitor's responsibility to make sure the optic is on prior to the start signal. There will be no reshoots given if the shooter forgets to turn on the optic, or the optic fails during a course of fire.

MPDS-6.7.10 Only one shot type of ammunition may be loaded on or before a string of fire. Mixing of buckshot, birdshot and slugs are not allowed.

MPDS-7 Equipment Rules

MPDS-7.1 Firearms – General

MPDS-7.1.1 Magazine Loading: All magazines must be loaded to division capacity at the start signal throughout the match, except in the following cases:

- A. If a magazine is used that holds less than the division capacity, the shooter will load all magazines to the capacity of the lowest magazine throughout the match.
- B. The stage description may require reduced magazine loading.

MPDS-7.2 Multi-Platform Division Summary

MPDS-7.2.1 SADPA MPDS Divisions are divided into six (6) entirely separate divisions. None of these compete against each other.

Enhanced Service Gun (ESG)	Stock Service Gun (SSG)	Pistol Calibre Carbine (PCC)
Manual-Major Gun(MAG280)	Manual-Minor Gun (MAG150)	Open Gun (OG)

MPDS-7.2.2 Not For Competition (NFC) is an optional division for all matches. These additions must be published in all Sanctioned Match announcements and the addition of NFC inclusion is not subject to appeal or arbitration.

Division	Allowed Handguns	Allowed Rifles	Allowed Shotguns
Enhanced Service Gun (ESG)	Service Pistol Service Pistol Limited Optics and Lasers Junior Compact Pistol Defensive Pistol Revolver	Enhanced Service Rifle Stock Service Rifle Manual Action Rifle – Minor Manual Action Rifle – Major	Semi Auto Shotgun Manual Action Shotgun Break Action Shotgun
Stock Service Gun (SSG)	Service Pistol Service Pistol Limited Junior Compact Pistol Defensive Pistol Revolver	Stock Service Rifle Manual Action Rifle – Minor Manual Action Rifle – Major	Semi Auto Shotgun Manual Action Shotgun Break Action Shotgun
Pistol Calibre Carbine (PCC)	Service Pistol Service Pistol Limited Optics and Lasers Junior Compact Pistol Defensive Pistol Revolver	Pistol Carbine Calibre Rimfire	Semi Auto Shotgun Manual Action Shotgun Break Action Shotgun
Manual-Major Gun (MAG280)	ALL (excl. NFC)	Manual Action Rifle – Major	Semi Auto Shotgun Manual Action Shotgun Break Action Shotgun
Manual-Minor Gun (MAG150)	ALL (excl. NFC)	Manual Action Rifle – Minor	Semi Auto Shotgun Manual Action Shotgun Break Action Shotgun
Open Gun (OG)	ALL (excl. NFC)	ALL (excl. NFC)	ALL (excl. NFC)
Not For Competition (NFC)	ALL	ALL	ALL

MPDS-7.3 Chronograph Procedure

- MPDS-7.3.1 The match official will randomly pick three (3) rounds from the competitor.
- MPDS-7.3.2 Two (2) of the three (3) rounds measured with a chronograph at 3 meters. If both rounds make the minimum Power Floor for the Division, the ammunition will be considered in compliance and Power Floor Achieved.
- MPDS-7.3.3 In the event that one (1) of the two (2) rounds fail the minimum power floor. The third round will be measured. The average velocity of the three rounds will then be used to determine if the Minimum Power Floor is achieved.
- MPDS-7.3.4 In the event that the competitor's ammunition does not make minimum power floor. He will be able to complete the match, but for no score.

MPDS-8 Transitions and slings

Transitioning from Handgun to Rifle or shotgun or vice-versa is an integral part of SADPA MPDS. It is important that transitions are done safely. The following is a list of rules for transitions in SADPA MPDS.

Slings may be utilised. These must be securely attached to the rifle or shotgun with a minimum of one point. The muzzle of the rifle or shotgun must face the ground or be vertical to the ground. The competitor is not allowed to sling the rifle or shotgun onto his back as that is a safety violation. The slung firearm must be either at his side left or right or to the shooters front. A rifle or shotgun that is left in the sling on transition must be empty with the safety engaged (if available). Care should be taken to not allow the muzzle of the unloaded slung firearm to break the muzzle safe zones.

Transitions can be done on or off the clock. SADPA strongly suggests new clubs consider doing transitions off the clock, as it will make things easier on new shooters and Safety Officer alike.

When abandoning a firearm: All external safeties (if available) must be engaged. Failure to comply will result in a Match Disqualification.

MPDS-8.1 Abandoning Handgun when Transitioning to Rifle or Shotgun

MPDS-8.1.1 Ground: If the handgun has gone dry or is broken, and the shooter is unable to safely holster the handgun. The handgun must be placed on the ground in a safe direction in the MOST UNLOADED or in the most SAFE method possible.

MPDS-8.1.2 Holster: The competitor may holster the handgun. All external safeties must be applied or the firearm must be unloaded.

MPDS-8.2 Abandoning Rifle/Shotgun when Transitioning to Handgun/Rifle/Shotgun.

MPDS-8.2.1 Mat, Box, Pad, Table, Bag: All firearm safeties must be engaged or firearm must be fully unloaded, if mechanically broken, it must be rendered in the most safe condition possible. Firearm is to be laid down in specified container facing downrange or into a side berm. When the firearm is inside the box, on the mat/pad; the muzzle must be pointed downrange or towards a side berm. The shooter must never cross the muzzle when completing the CoF.

MPDS-8.2.2 Ground: If the rifle/shotgun has gone dry or is broken, the shooter may set it down on the ground anytime during competition of the stage provided the firearm is unloaded or in the safest condition possible. The firearm must be orientated in a safe direction and the competitor or the safety officer may not cross the muzzle of the barrel throughout competition of the stage.

MPDS-8.2.3 Sling: If the rifle/shotgun is attached to the specified sling, the shooter may let it rest on his/her body in the diagonally, muzzle down, in FRONT of the body position provided the firearm is unloaded and if available have the safety engaged. The orientation of the rifle/shotgun is muzzle towards the ground and may not swing unsafely / uncontrolled while the shooter is moving.

- a. Competitors with a sling equipped Rifle or SG may ONLY sling the Rifle or SG **after** the start signal.
- b. The competitor may choose to sling or cradle the Rifle, Carbine or Shotgun before transitioning to his Handgun; or he may utilise any of the methods described in rules MPDS-8.2.1 and MPDS-8.2.2.
- c. A Rifle, Carbine or Shotgun may ONLY be suspended from the sling when it is completely unloaded. When slinging a firearm, all external safeties (if available) must be engaged. Failure to comply will result in a Match Disqualification.
 - a. SUSPENDED: Firearm is suspended (dangling) from the sling without external force or control being applied to the firearm.

- b. SLUNG: Sling of firearm is placed around the neck or shoulder of the competitor, however the competitor is applying control to the firearm by holding it in their hand.

- d. The competitor may sling at any time.

- e. Any sling equipped Rifle or Shotgun must have the sling attached for the entire match (The condition of the Rifle or Shotgun may not be altered during the match, regardless of whether the sling is used or not). Likewise a Rifle or Shotgun that starts with no sling will not be fitted with a sling at any stage during the match.

SADPA MPDS Compiling Committee:

Ian van der Bank
Cobus van Rensburg
Leon Myburgh
Jacques van der Merwe
Paul Kucera

© 2019 South African Defensive Pistol Association, Inc. All rights reserved.

www.sadpa.co.za

<https://www.facebook.com/SADPA-MPDS-105996797528389>