

SADPA would like to extend a warm welcome to all persons participating in the 2004 Championships.

Please support our sponsors as a token of appreciation for their generous support!

COMPETITORS DETAILS

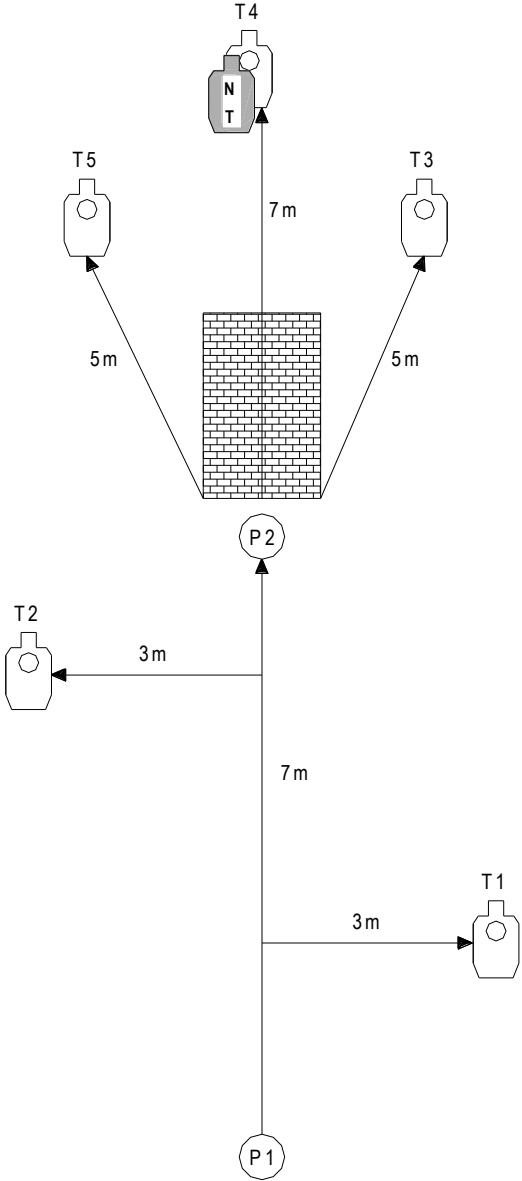
.....
Competitors Name

.....
Division

.....
Classification

.....
Competitors Shooter Number

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2004 SADPA Championship Participants

Welcome to the Roodepoort Shooting Range, home of the Johannesburg Defensive Pistol Club and host venue for the 2nd South African Defensive Pistol Association Championships.

The SADPA executive committee and the 2004 Championship co-ordinating team has worked hard to ensure that all competitors experience a challenging and enjoyable shoot.

Competitors will shoot 14 courses of fire that will require a minimum of 200 rounds of ammunition to complete. Most of the courses of fire used during the 2004 SADPA Championships have been drawn from SADPA shoots held during this year. The courses of fire have been designed by South African shooters to reflect possible local scenarios.

During the first three years of our existence, we have learnt and achieved much. As with any new sport or endeavour we have also experienced teething problems, we trust that most of these have been resolved.

The SADPA Executive Committee welcomes any constructive feedback that will assist us in improving our sport and help build defensive pistol shooting into the premier self-defence shooting discipline.

“The real Practical Shooting Sport”

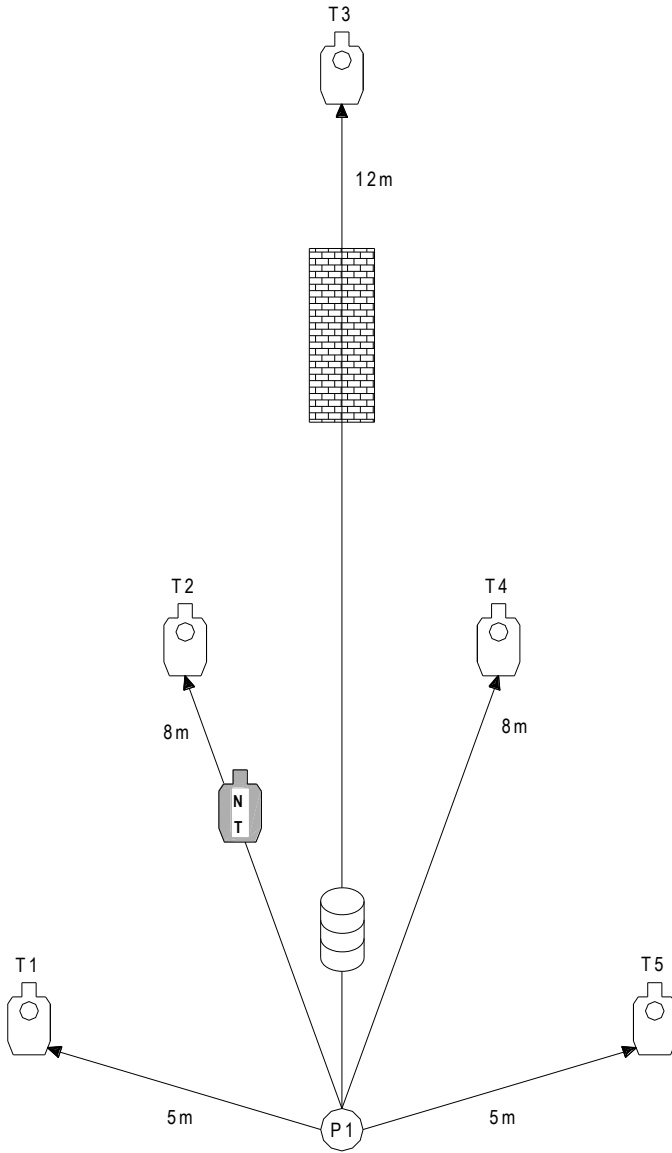
Our thanks to all competitors who are participating in the SADPA 2004 Defensive Pistol Championships.

Good luck to all of you, we trust that you will have a safe and enjoyable shoot, with minimum points down!

Deon Storm

Chairman, SADPA

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General Information

It is the competitor's responsibility to read and understand the following information. If you have any questions or do not fully comprehend the information written in this booklet, please raise your concerns at the shooters meetings or contact the Match Director.

Chronographing of Competitors Ammunition.

The official chronographing procedure will be as follows:

The competitor will hand over three cartridges from one of their loaded pistol magazines / revolver speed loaders to the chronographing official. The chronographing official will then chronograph the three rounds at a distance of 3.3m (10 feet) using a firearm of maximum barrel length for that specific division. If two of the three rounds exceed the power factor for that particular division, the competitor will be seen as being in compliance of the power factor regulations. Prior to each shot, the muzzle of the weapon will be elevated to allow the powder charge within the cartridge case to collect at the rear of the cartridge case, thus allowing the competitor's ammunition every opportunity to achieve the required power factor. Should the competitor's ammunition fail to meet the minimum power factor, the competitor will have the option of having a further three rounds chronographed through his or her own firearm. If there should be any doubt as to the bullet weight, the chronographing official will pull a bullet from one of the competitor's cartridges and weigh it using a powder scale. Any competitor whose ammunition does not attain the minimum power factor for their chosen division, will be disqualified from the entire match and receive a DNF score.

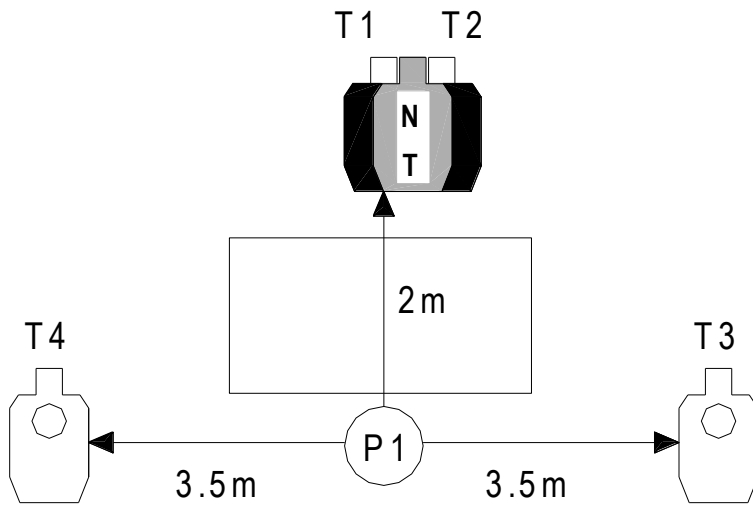
Minimum Power Factors:

Power factor for SSP, ESP & SSR divisions	125 000
Power Factor for CDP division	165 000

Holster and magazine pouch / speed loader pouches positioning and regulations.

It is the competitor's responsibility to ensure that their holster and magazine pouches / speed loader pouches are worn in the appropriate

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and scores with the scorer before signing their score sheets. Once the competitor's score sheet has been signed by both the competitor and

the stage Safety Officer, no amendments to the competitor's score sheet will be permitted thereafter. In keeping with the spirit of IDPA, all competitors are also requested to assist their fellow competitors by being considerate and not talking or creating disturbances while a shooter is on the line, as well as assisting the shooter by collecting spent cartridge casings while targets are being scored and patched.

Scoring disputes and rule enforcement.

Should a competitor dispute a decision made by the Safety Officer, then the dispute will be referred to the Match Director whose ruling thereon will be considered final (Refer Rule #26). Any ties shall be broken in a manner decided upon by the match director. However this shall be done by shooting, and not by chance (Refer Rule # 25).

Cold range.

Firearms may only be loaded on the range under the specific instruction and supervision of the presiding range Safety Officer. Competitors WILL maintain a safe muzzle direction at ALL times. No competitor shall move between stages or around the match venue with a loaded firearm. All firearms are to be holstered at ALL times except when the competitor is shooting a course of fire, or when the presiding Safety Officer has instructed the competitor otherwise. Firearms are only permitted to be handled, loaded and unloaded under the command and supervision of the presiding Safety Officer. Firearms may be handled in the designated safety areas, no ammunition is to be handled in the designated safe areas. Infringements of these safety regulations will result in the automatic disqualification of the competitor from the entire match. Safety Officers will be the only people permitted to carry loaded firearms.

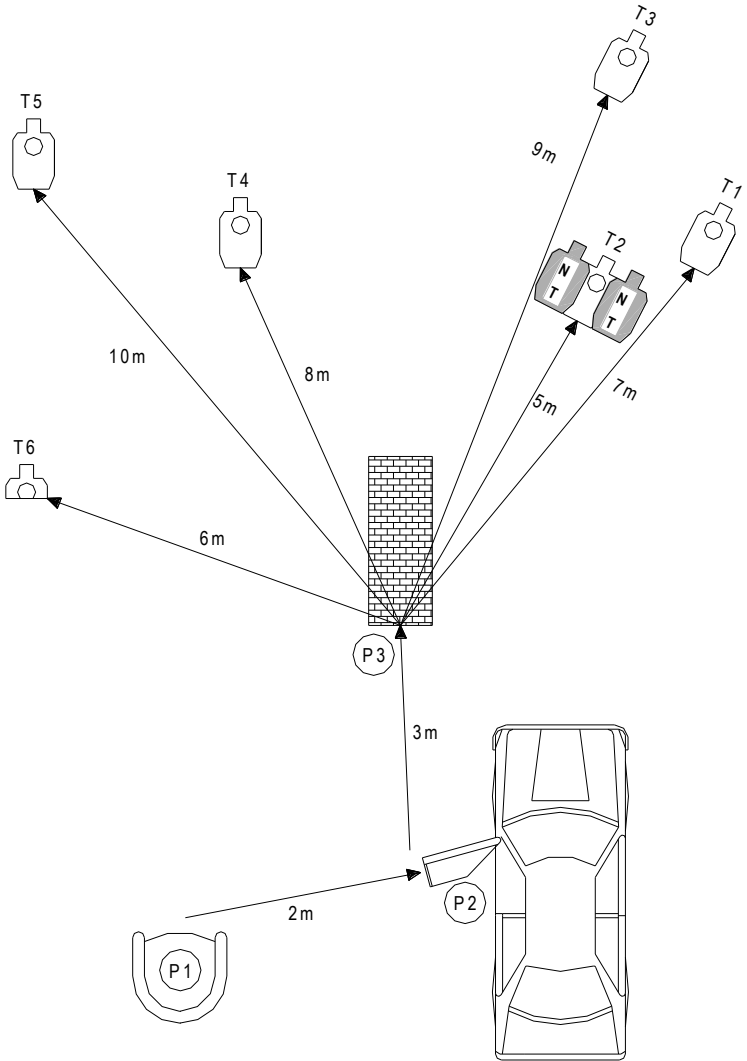
Match rules.

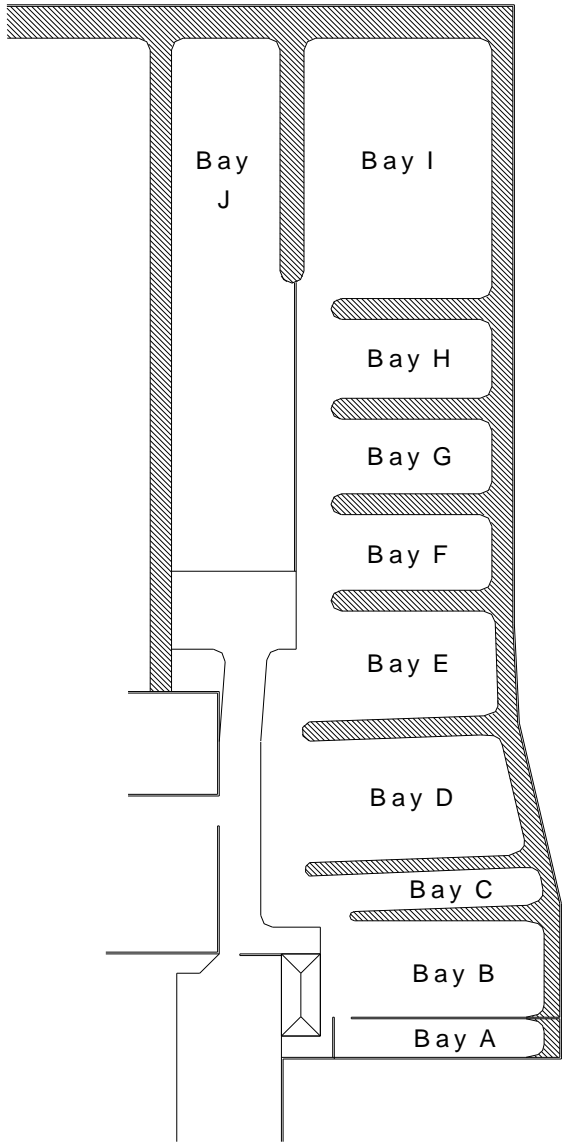
The rules governing this match will be the latest IDPA rules that govern the sport of IDPA as listed in the official IDPA rule book as well as the official IDPA club affiliation manual, effective from May 2001.

Squadding times.

Competitors are to please note that all squadding times are approximate with the exception of the first course of fire to be shot on the first and second day. Every effort will be made to adhere to squadding times and schedules, unscheduled and unavoidable delays

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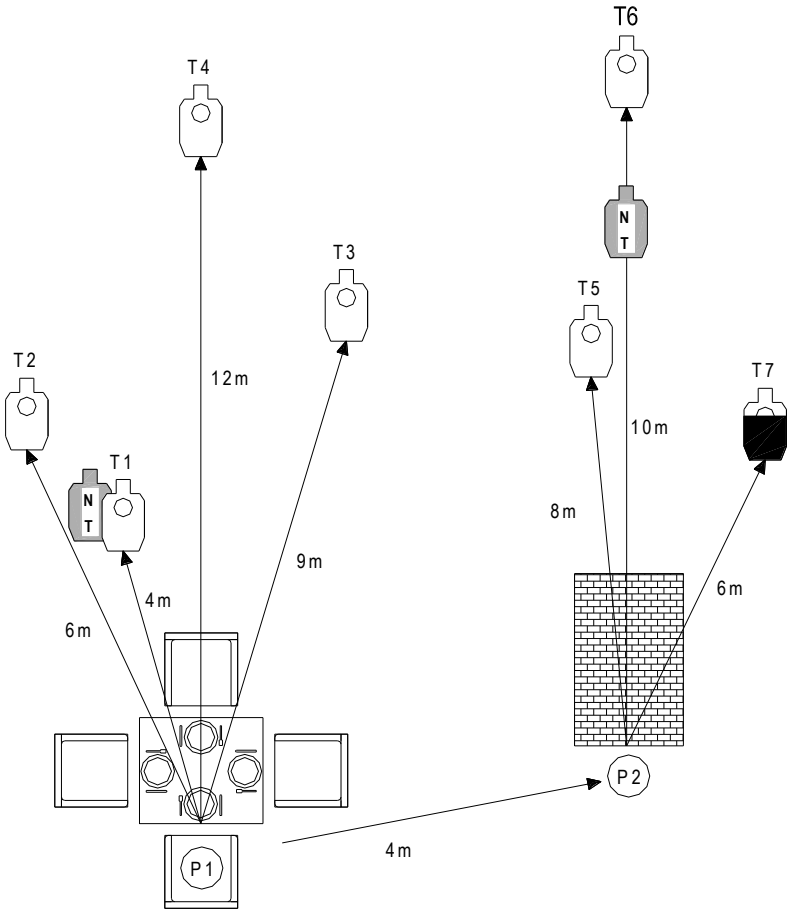




LAYOUT OF ROODEPOORT SHOOTING RANGE

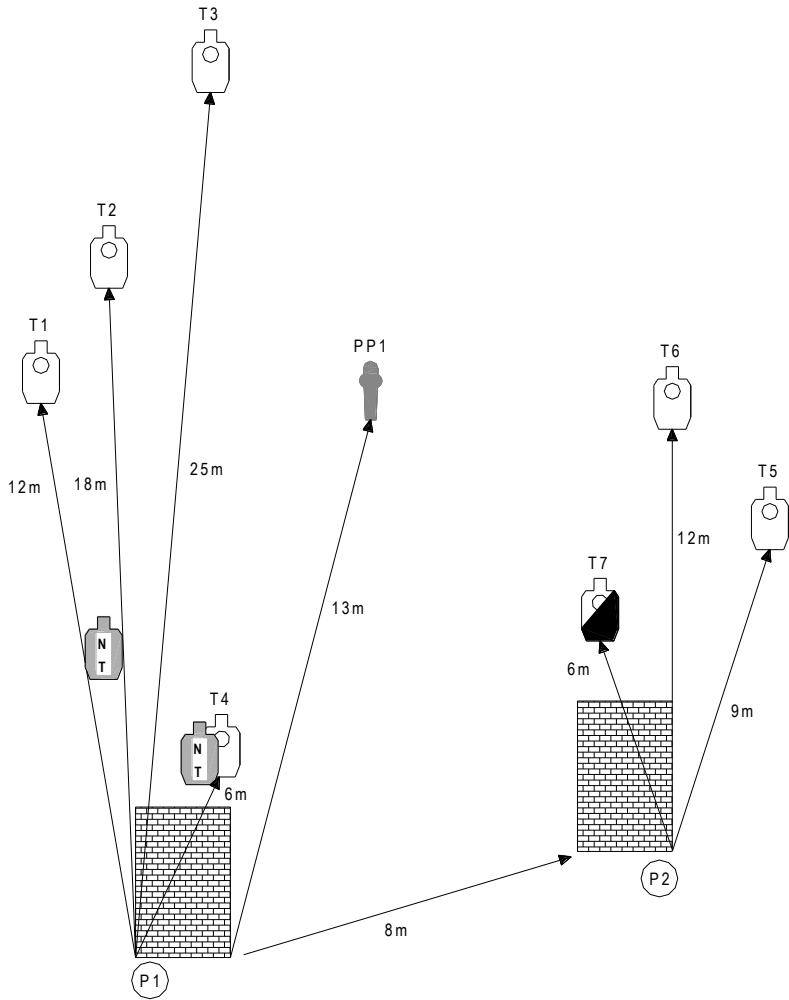


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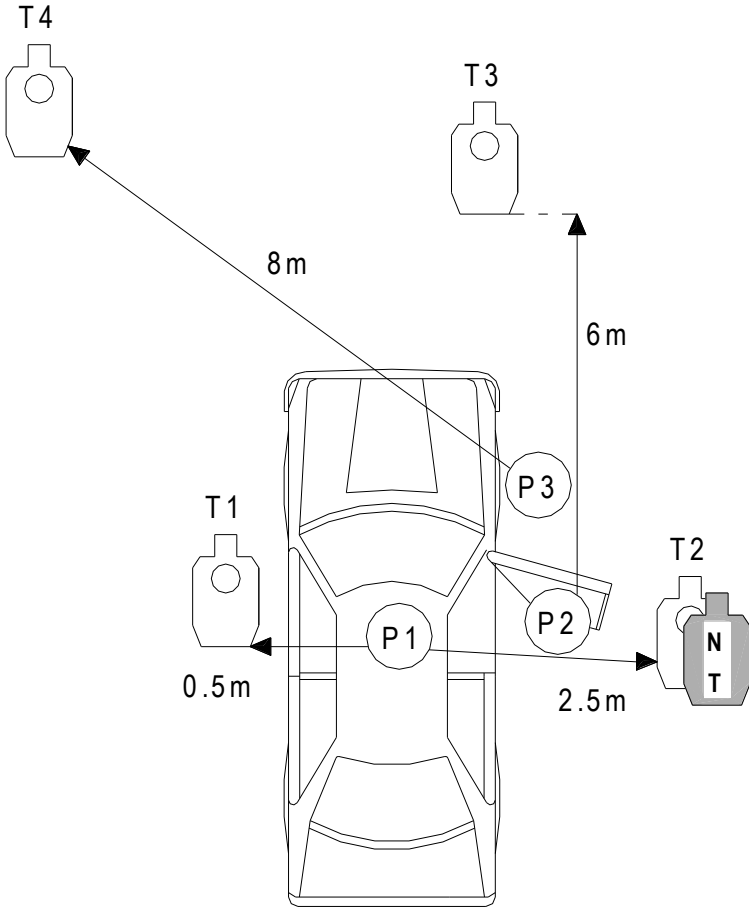
STAGE 1	SADPA 2004 STANDARDS			
Designer	J. Andre´ van Tonder			
Scoring	Limited Vickers			
Scoring Procedure	As per latest IDPA rule book.			
Round Count	24			
Targets	3 x SADPA paper targets (uncovered)			
Target Distance	7m – 10m			
Start Position	Facing targets downrange, hands in surrender position, palms above shoulder height. Firearm loaded, holstered and unconcealed.			
Start Signal	Audible timer			
Stop Signal	Last shot fired			
Scenario	Skills exercise			
Procedure	Stri ng	Distance	Exercise	Roun ds
	1	7m	Draw & fire 2 head shots per target.	6
	2	10m	Draw & fire 2 shots per target, only hits in target centre ring to score.	6
	3	10m	Start with 6 rounds only in firearm. Draw & fire 2 shots per target, slide-lock reload , and re-engage T1, T2 and T3 with 2 shots each.	12
Total Shots				24

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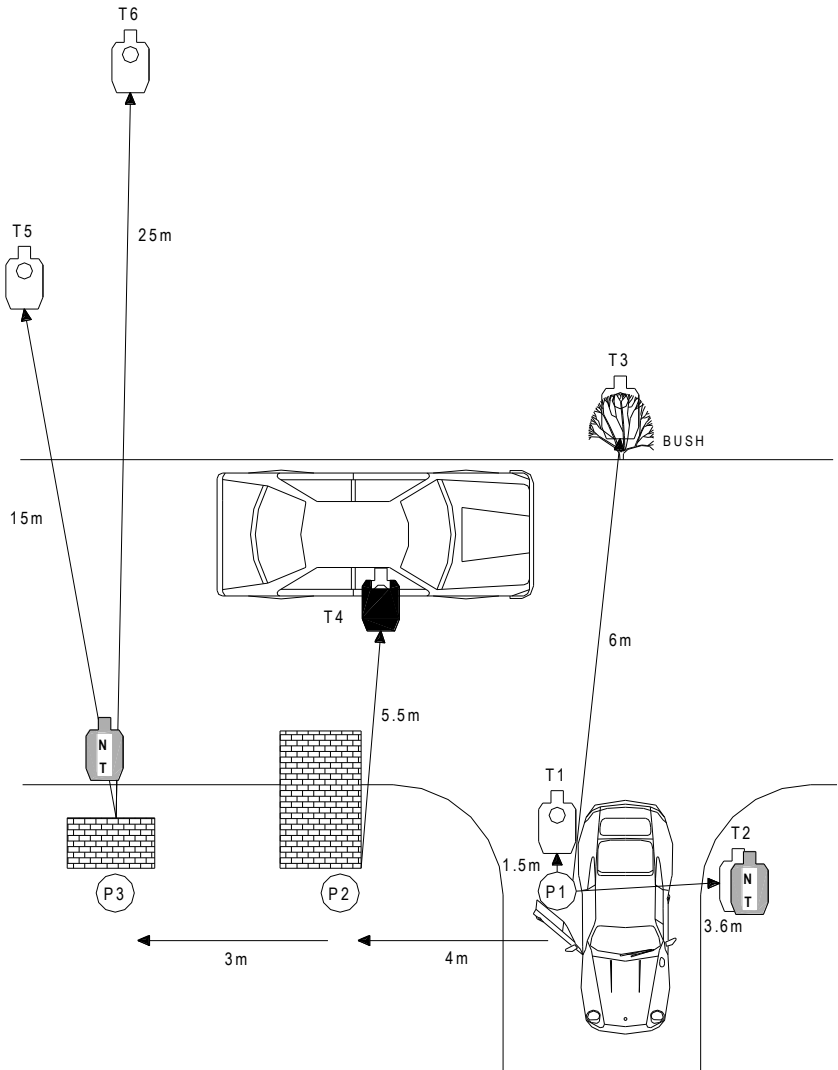
STAGE 2	JOHANNESBURG PAR TIME STANDARDS				
Designer	J. Andre' van Tonder				
Scoring	Par Time				
Scoring Procedure	As per latest IDPA rule book.				
Round Count	18				
Targets	1 x SADPA paper target (uncovered)				
Target Distance	5m – 20m				
Start Position	Facing targets downrange, hands relaxed at sides, firearm loaded, holstered and unconcealed.				
Start Signal	Audible timer				
Stop Signal	Audible timer				
Scenario	Skills exercise				
Procedure	Stri ng	Distance	Exercise	Par Time	Roun ds
	1	5m	Stat with 3 rounds in firearm. Draw & fire 3 shots, slide-lock reload , fire another 3 shots.	8 sec	6
	2	10m	Draw & fire 3 shots while in a standing position, then go to a kneeling position & fire 3 shots.	8 sec	6
	3	20m	Draw & fire 6 shots free style: (standing, kneeling or prone).	12 sec	6
	Total			28 sec	18

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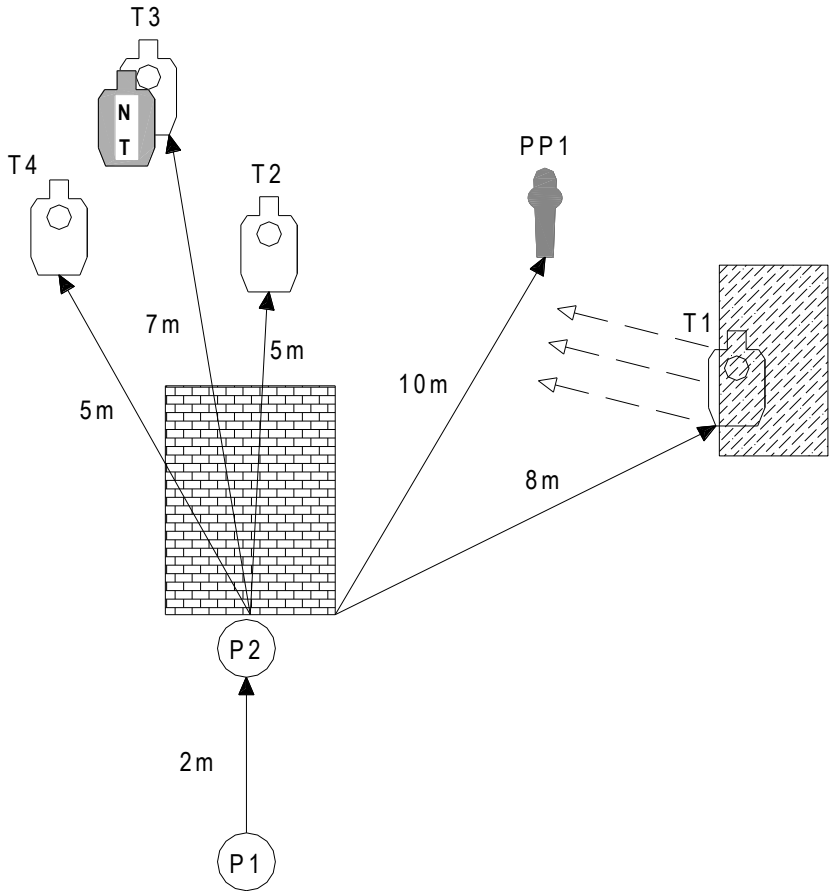
STAGE 3	OVER THE HILLS AND FAR AWAY!
Designer	Francois Swanepoel (Modified)
Scoring	Vickers
Scoring Procedure	As per latest IDPA rule book.
Round Count	18
Targets	7 x SADPA paper targets
Target Distance	15m – 30m
Start Position	Facing targets downrange, hands relaxed at sides, firearm loaded, holstered and concealed.
Start Signal	Audible timer
Stop Signal	Last shot fired
Scenario	Exercise to test the shooters ability in neutralising targets at greater than normal distances.
Procedure	On the signal, draw and go to a prone position at P1 engaging T1 and T2 with 3 shots each through the low aperture . Move to position P2 , and engage targets T3 and T4 with 3 shots each through the aperture while kneeling . Move to position P3 and engage T5, T6 and T7 with 2 shots each from around the barricade while standing . Note: All reloads to be performed behind cover.

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STAGE 4	GANG LANDS
Designer	Nigel Hulleman
Scoring	Vickers
Scoring Procedure	As per latest IDPA rule book.
Round Count	18
Targets	6 x SADPA paper targets, 2 x non threat targets.
Target Distance	3m – 7m
Start Position	Facing targets downrange, hands relaxed at sides, firearm loaded, holstered and concealed.
Start Signal	Audible timer
Stop Signal	Last shot fired
Scenario	Skills test requiring lateral movement (left and right), proper use of cover and reloading of firearm.
Procedure	On the signal, draw and while on the move , engage T1, T2 and T3 with 2 shots each in tactical priority . At cover (P2), engage T4, T5 and T6 with 2 shots each from behind cover in tactical priority . From position P2 , while moving left , engage only T3, T2 and T1 with 2 shots each in tactical priority .
Note	CDP Division must perform a reload with retention prior to retreating from P2.

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STAGE 5	BUSH WHACKING
Designer	J. Andre' van Tonder
Scoring	Vickers
Scoring Procedure	As per latest IDPA rule book.
Round Count	12
Targets	4 x SADPA paper targets, 2 x steel pepper poppers
Target Distance	7m – 16m
Start Position	Standing with your daypack on your back facing targets downrange and holding a walking stick in your strong hand. Firearm loaded, holstered and concealed.
Start Signal	Audible timer
Stop Signal	Last shot fired
Scenario	While out hiking a remote Eastern Cape trail, you are busy crossing a rapidly flowing stream when 6 armed assailants start firing at you from across the stream. The only cover is a large boulder on the opposite bank. Your survival depends on your balance while you step from stepping stone to stepping stone whilst returning fire in order to defend your life.
Procedure	On the signal, draw, engage T1 and T2 in tactical priority with 2 shots each on the move while crossing the stream using the protruding stepping-stones. Note: A procedural penalty will be awarded if the shooter steps off the stepping-stones into the water. Take cover at P2 and engage the 2 charging attackers (PP1 & PP2) in tactical priority before engaging T3 and T4 with 3 shots each from cover, in tactical priority.

STAGE 5

