

As the host for the 2005 IDPA Africa Championships, the South African Defensive Pistol Association (SADPA) would like to extend a hearty and warm welcome to all our sponsors and friends, old and new, from near and far. We trust that you will enjoy this historic event, being IDPA's first Africa Championships. SADPA would like to wish all the participants in this event a safe and enjoyable championships, and may all your shots be "ZERO POINTS DOWN"

COMPETITORS DETAILS

.....

Competitors Name

.....

Division

.....

Classification

.....

Competitors Shooter Number

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



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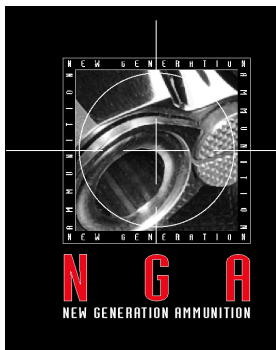
A special word of thanks to Pieter van der Merwe for all his assistance with transport, props and the public address system.



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EMENT

SADPA is entering a new era with the first ever IDPA sanctioned international match to be held in Africa on 23 and 24 July 2005. The **2005 IDPA Africa Championships** is truly an international match designed according to international standards with entries having been received from all over South Africa, as well as the USA and Kenya.

In the past few months SADPA has grown exponentially. This is a direct result of the fact that more of the general shooting public has become aware of, or has been exposed to IDPA sport shooting. A secondary reason for SADPA's growth can be attributed to the onerous controls and stipulations that the new Firearm Control Act has placed on firearm owners with respect to firearm use and ownership, especially the restrictions governing the amount and type of firearms and ammunition one may possess. It is slowly but surely dawning on firearm owners that they can no longer be apathetic when it comes to the ownership of firearms. They have also come to the realization that should they wish to retain their firearms, or acquire licenses for more firearms than the basic specified quota as laid out in the new Firearm Control Act, they would have to become more active in the organized use of firearms for sport and hunting purposes.

SADPA has experienced and will more than likely continue to experience growing pains, until such time as SADPA is in the financial position to employ permanent administrative staff. SADPA members will have to come to terms with the fact that all the admin duties are currently being carried out by a small group of individuals with full time day jobs and family commitments, which in my book comes first and foremost. The new Firearms Control Act has placed onerous duties on the SADPA Executive Committee in terms of

reports, record keeping and the constant updating of the SADPA database.

I would like to encourage all SADPA members to become more involved in the running of SADPA. Rather offer your services and support than complain and criticize. Participation in the administrative processes and the organizing and running of matches will open your eyes to the amount of administrative work that is required to be done almost on a daily basis, especially in terms of organizing an event such as the **2005 IDPA Africa Championships**.

As the IDPA appointed Area Coordinator, I would like to thank the Championship Organizing committee for their hard and diligent work. On behalf of all SADPA members, I would also like to thank all our sponsors, without their generosity and valued support; it would have been impossible to host the **2005 IDPA Africa Championships**.

I wish every participant a safe and enjoyable shoot.

Deon Storm

IDPA Area Coordinator for Africa

SADPA CHAIRMAN'S STATEMENT

The South African Defensive Pistol Association welcomes you to the first IDPA sanctioned match in Africa. Your host for this match is the Centurion Defensive Pistol Club and the venue is the Eeufees Shooting range in Pretoria, South Africa.

We wish to convey a special thank you to the Championship Committee, who has once again worked tirelessly, to present to the competitors a challenging and competitive shoot. There will be 17 stages with a total round count of 208 rounds to test the speed and accuracy of each competitor. There will also be an exciting side match called 'The Need For Speed' for those who are brave enough to attempt it. We invite you to take up this challenge.

Despite the difficulties the South African firearms industry has faced with legislation, it is remarkable to see the interest and growth that a young sport like *defensive shooting* is experiencing. There is no doubt about the role of this shooting sport in the future of the

firearms industry. Also a note of thanks to our sponsors, without their support, this event would not be possible.

We welcome all our members and friends from abroad on this special occasion. We wish you good shooting and an enjoyable event.

Francois de Klerk
SADPA Chairman

2005 IDPA Africa Championships Schedule of Events

- Wed 20 July • 8H30 Building of courses of fire
- Thurs 21 July • 8H30 Building of courses of fire
 • Safety Officers & Match Officials commence shooting the match
- Fri 22 July • Safety Officers & Match Officials complete shooting the match
 • 17H00 → 18H30 Registration & checking of equipment
- Sat 23 July • 07H00 Registration & checking of equipment
(Day 1) • 08H00 Match opening ceremony and briefing
 • 08H30 Shooting commences
 • 12H30 → 13H00 Lunch
 • 13H00 Shooting continues
 • 16H00 Shooting ceases
- Sun 24 July • 09H00 Shooting commences
(Day 2) • 13H00 Shooting ceases
 • 13H00 → 14H00 Lunch
 • ±14H30 Posting of preliminary results
 • ±15H30 Posting of final stage results
 • 16H00 Award ceremony

Awards

Trophies will be awarded based on the number of contestants per class and division and go to the top third of those competitors. One (1) trophy will be awarded for every three (3) shooters entered in a particular division and class.

AWARDS TO BE PRESENTED

Champion per division	Trophy
1 st place per division & classification	Gold Medal
2 nd place per division & classification	Silver Medal
3 rd place per division & classification	Bronze Medal
Most accurate shooter	Floating Trophy
High SSP	Floating Trophy
High ESP	Floating Trophy
High CDP	Floating Trophy
High SSR	Floating Trophy
High ESR	Floating Trophy
High Law Enforcement	Floating Trophy
High Military	Floating Trophy
High Firearms Industry	Floating Trophy
High Lady	Floating Trophy
High Senior	Floating Trophy
High Junior	Floating Trophy
High Disabled	Floating Trophy
Best Match Safety Officer	Floating Trophy

GENERAL MATCH INFORMATION

It is the competitor's responsibility to read and understand the following information. Should you have any questions or if you do not fully comprehend the information written in this booklet, please raise your concerns at the shooters briefing on Day 1 or alternately, contact the Match Director for clarification. All rules and regulations as recorded in the latest IDPA rulebook of April 2005 will apply during the entire course of the 2005 IDPA Africa Championships.

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

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 location on the competitor's belt and positioned correctly according to the competitor's trouser / thigh centre line as per the latest IDPA rules. Should a Safety Officer request a competitor to reposition their equipment after the match briefing on the morning of Day 1, a note will be made on the competitor's score sheet for that stage resulting in a PE or FTDR (at the discretion of the Match Director).

Loading to division capacity.

Unless stated otherwise in the course of fire briefing, all competitors will load their magazines / speed loaders to the maximum legal capacity per division, prior to commencing each course of fire.

Protective knee and elbow pads.

If the competitor uses protective padding and or bracing, such padding may only be of the soft material type and not be of the armoured 'skateboard' type of padding. All padding and or bracing MUST be concealed under the competitors clothing and not be visible at any time.

Course walk through.

No individual course of fire walk through will be permitted. Each squad of shooters will be given a complete verbal description and briefing of the course of fire by the relevant Safety Officer, and where necessary for reasons of clarification, the Safety Officer will perform a course walk through of the course of fire. It is the competitor's responsibility to read and fully understand the course of fire prior to the competitor stepping up to the shooting line for that specific course of fire. Absolutely no sight pictures or "air gunning" as defined in the latest rule book (April 2005) will be allowed at any time during this match. Should a Safety Officer observe a competitor taking a sight picture, or "air gunning", a procedural penalty will be awarded to the competitor.

Target patching, collecting of competitor's spent cartridge casings and general Safety Officer assistance.

All competitors are requested to assist the Safety Officers by patching the targets AFTER they have been scored and verified by both the Safety Officer and the competitor that has just completed shooting the course of fire. Competitors are also requested to assist with the resetting of reactive and steel targets after all scoring is complete.

Please note that it is the competitors responsibility to confirm their times and scores with the scorer before signing their score sheets. Once both the competitor and the stage Safety Officer have signed the competitor's score sheet, 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 or negotiating a course of fire. Competitors are also requested to assist their fellow shooters by collecting spent cartridge casings and assisting with patching of targets.

Scoring disputes and rule enforcement.

Should a competitor dispute a decision made by the Safety Officer, then such decision will be referred to the Match Director whose ruling thereon will be considered final.

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 undergoing a course of fire or when the presiding range 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 range 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.

Match rules.

The rules governing this match will be the latest IDPA rules as recorded in the IDPA Rulebook of April 2005. **All competitors are instructed to wait for the relevant command from the stage Safety Officer before carrying out any function on the shooting range (especially during the loading and unloading procedures). Should a competitor carry out a function before having received the relevant command to do so from the stage Safety Officer, then he or she will be penalised with a PE, FTDR or DQ (whichever is relevant depending on the severity of the action).**

Drugs and alcohol.

Alcohol and drugs are prohibited.

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 notwithstanding. **Kindly remain in your respective detail, and adhere to the squadding list as posted!**

SQUADDING TIMES FOR THE 2005 IDPA AFRICA CHAMPIONSHIPS

SATURDAY 23rd JULY 2005

TIME	BAY A	BAY B	BAY C	BAY D	BAY E	BAY F	BAY G	BAY H	BAY I	BAY J
8:30	1	2	3	4	5	6		7		
9:30	8	1			4	5		6	7	
10:30		8	1	2	3	4		5	6	7
11:30			8	1		3		4	5	6
12:30 to 13:00	LUNCH									
13:00	6	7		8	1	2		3	4	5
14:00	5		7		8	1		2	3	4
15:00	4	5	6	7					2	3
16:00	SHOOTING CEASES FOR DAY 1									

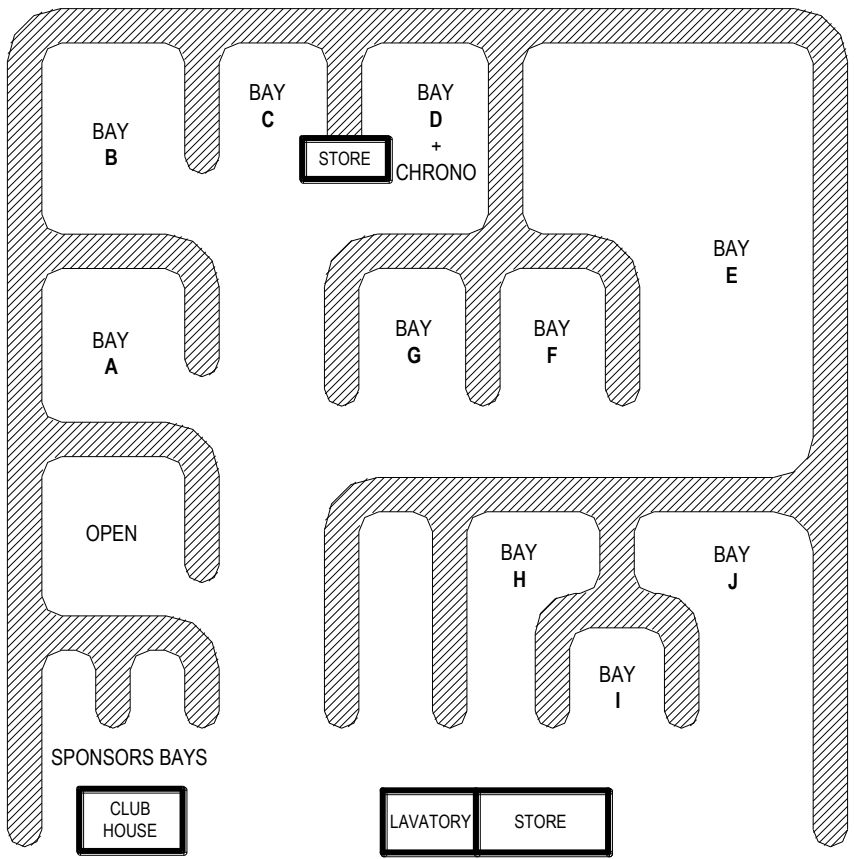
SUNDAY 24th JULY 2005

TIME	BAY A	BAY B	BAY C	BAY D	BAY E	BAY F	BAY G	BAY H	BAY I	BAY J
8:30	3	4	5	6	2	7		1		8
9:30	2	3	4	5	6			8	1	
10:30	7			3		8				2
11:30		6	2		7				8	1
12:30	SHOOTING CEASES FOR DAY 2									

NOTES:

1. Squads 1 to 8 are to shoot in bays and time slots as indicated above.

2. Shooters will be allocated to a squad as according to their competitor number (maximum number of shooters not to exceed 9 shooters per squad).
3. Safety Officers (SO's) will accommodate only the allotted squad as per the time schedule.
4. Please adhere to the allotted squadding times and do not skip shooting bays unless authorised to do so by the Match Director.
5. Only competitors approved by the Match Director will be permitted to shoot outside a listed squadded time.



LAYOUT OF EEUFEEs SHOOTING RANGE

2005 IDPA Africa Championships Match Detail

Courses of Fire:

Stage	Bay	Course of Fire	Rounds	Scoring
1	J	Home Maintenance	12	Vickers
2	J	History Repeating Itself	12	Vickers
3	I	No Peace and Quiet	14	Vickers
4	D	Parking Lot Problems	12	Vickers
5	I	Porthole Practice	12	Ltd Vickers
6	F	Home Hysteria	16	Vickers
7	C	Arkansas Handgun Skills Drill (Modified)	12	Ltd Vickers
8	C	Save Your Game (Modified)	12	Vickers
9	H	Triple Threat (Modified)	18	Ltd Vickers
10	B	Rise and Shine	6	Ltd Vickers Speed
11	B	Hectic Hallway	10	Vickers
12	E	Oh Baby!	12	Vickers
13	H	Rocky Road	12	Vickers
14	E	High Tide	11	Vickers
15	A	Forest Fire Fight	6	Vickers Speed
16	A	Homestead Hassles	14	Vickers
17	F	Artful Performance	5	Vickers Speed
	D	Chronograph	6	
		Total (minimum)	202	
18	G	Need for Speed (Side Match)	6	Vickers

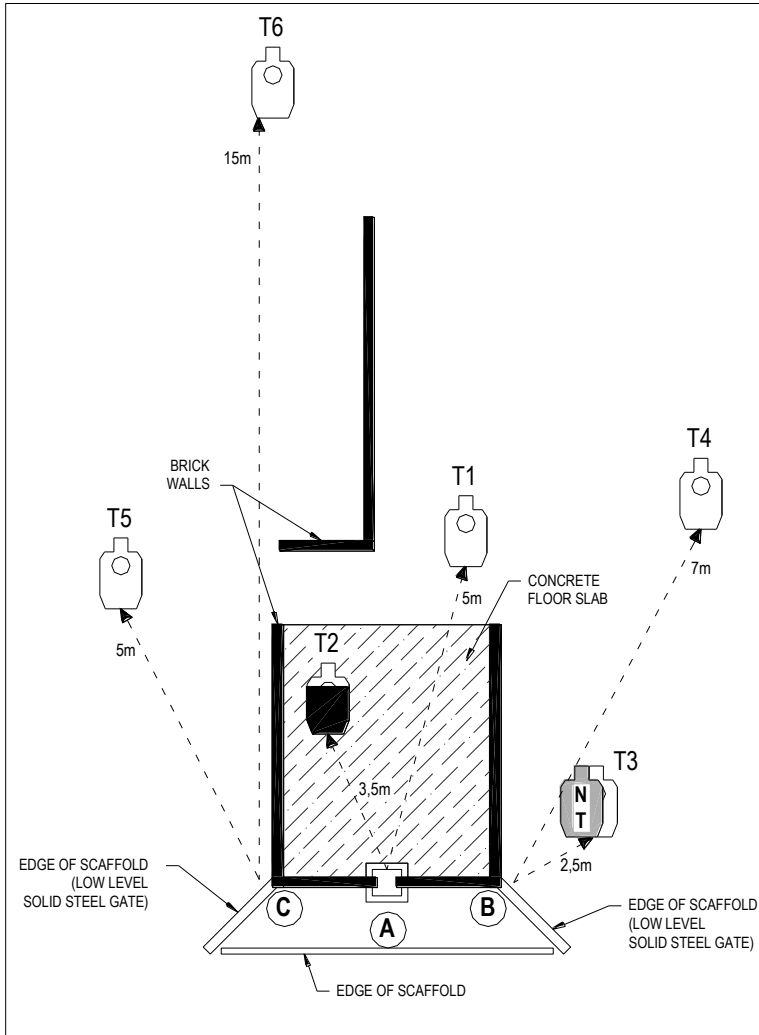
All target positions and distances reflected in this booklet are approximate and are for illustration purposes only.

STAGE 1 (Bay J)	HOME MAINTENANCE!
Designer	André van Tonder & Sarel Griessel
Scoring Method	Vickers
Round Count	12 minimum
Targets	6 IDPA threat targets / 1 non threat target
Target Distances	2,5m → 15m
Scoring	As per the IDPA rule book of April 2005.
Start Position	Standing at position A (heels touching edge of scaffolding), looking through partial open window towards T1, strong hand holding paint roller, weak hand holding paint tray. Firearm loaded (ESP/CDP safety engaged) and placed in toolbox on windowsill. Concealment garment to be worn.
Start Signal	Timer
Stop Signal	Last shot fired
Scenario	While standing on scaffolding and painting an exterior wall of your house you hear gunshots from within. Peering through a partially open window, you see several armed housebreakers rampaging through your house. Knowing that no other member of your family in the house is armed, you react! (The scaffolding that you are using is positioned between a large open sliding door of your living room on the ground floor and a partially open bedroom window on the first floor).
Procedure	On the signal, retrieve your firearm from the toolbox on the windowsill. Engage targets (beginning with T1) with at least two shots each in tactical priority. Note: All IDPA rules concerning cover, reloading, movement and scoring apply.

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STAGE 1



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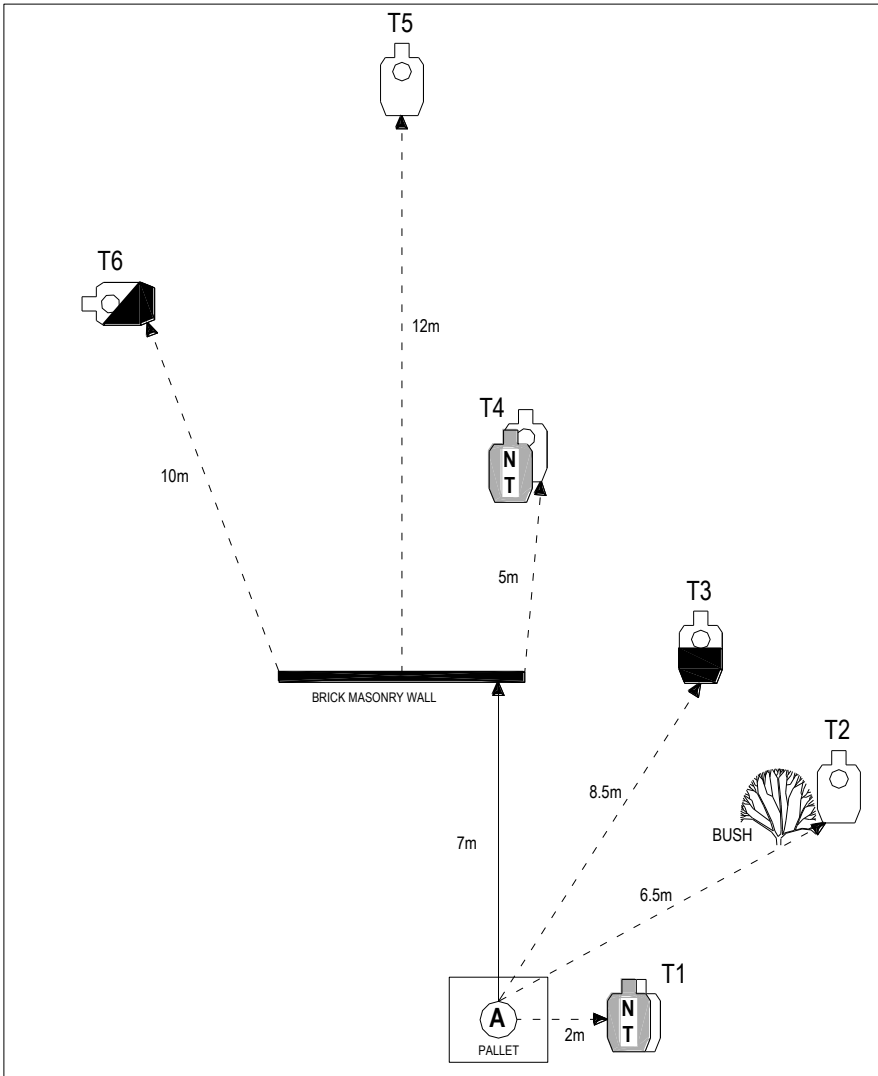


STAGE 2 (Bay J)	HISTORY REPEATING ITSELF!
Designer	André van Tonder & Ant Baleta
Scoring Method	Vickers
Round Count	12 minimum
Targets	6 IDPA threat targets / 2 non threat targets
Target Distances	2m → 12m
Scoring	As per the IDPA rule book of April 2005.
Start Position	Start standing on timber pallet at position A, facing T1, hands having fingers interlocked behind shooters head in a surrender position. Firearm loaded, holstered and concealed .
Start Signal	Timer
Stop Signal	Last shot fired
Scenario	While on a tour of a historic ruin and battle site, you and your tour party are confronted by several armed assailants. Their intent is to rob everyone in the tour party until the ringleader executes the tour guide for screaming hysterically. As chaos erupts around you, you seize the opportunity and react!
Procedure	On the signal, draw your firearm and engage T1 while stationary. Thereafter engage T2 to T6. Note: All targets are to be engaged with a minimum of two shots each. All IDPA rules concerning cover, reloading, movement and scoring apply.

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STAGE 2

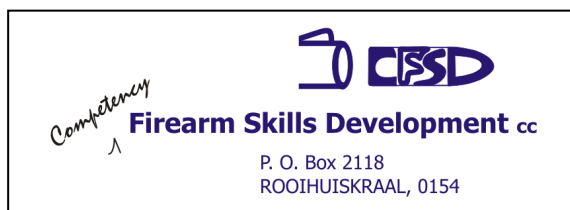


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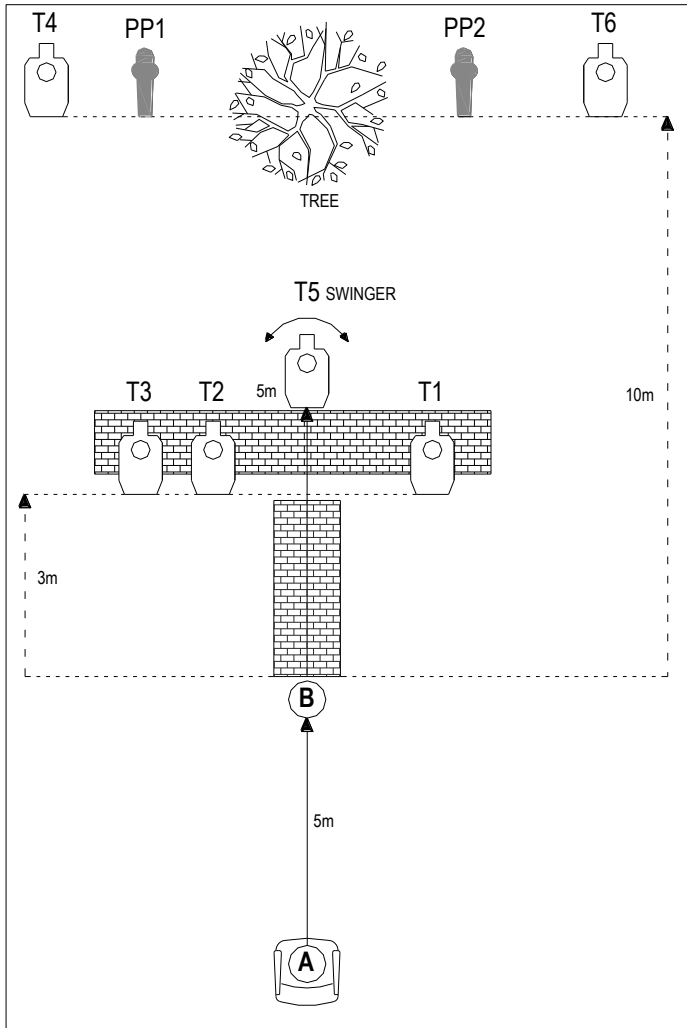


STAGE 3 (Bay I)	NO PEACE AND QUIET!
Designer	André van Tonder & Sarel Griessel
Scoring Method	Vickers
Round Count	14 minimum
Targets	6 IDPA threat targets / 2 non threat targets
Target Distances	5m → 10m
Scoring	As per the IDPA rule book of April 2005.
Start Position	Start at position A, seated on chair facing down range, ankles crossed with legs stretched out straight in front of shooter, hands completely in jacket side pockets / trouser side pockets. Firearm loaded, holstered and concealed .
Start Signal	Timer
Stop Signal	Last shot fired
Scenario	While out on a stroll you to take a rest and sit down on a park bench, when suddenly you are approached by a group of aggressive young men. Three of the group jump over a low stone wall and approach you. The closest one splits from the others and draws a pistol while shouting "Give me everything you have!" Just then the rest of the group begin to draw their own weapons.
Procedure	On the signal, draw your firearm and engage T1 to T6 (beginning with T1) including PP1 & PP2. Note: All cardboard targets are to be engaged with at least two shots each. Pepper Poppers (PP1 and PP2) need to be engaged until they are knocked down. All IDPA rules concerning cover, reloading, movement and scoring apply.


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STAGE 3



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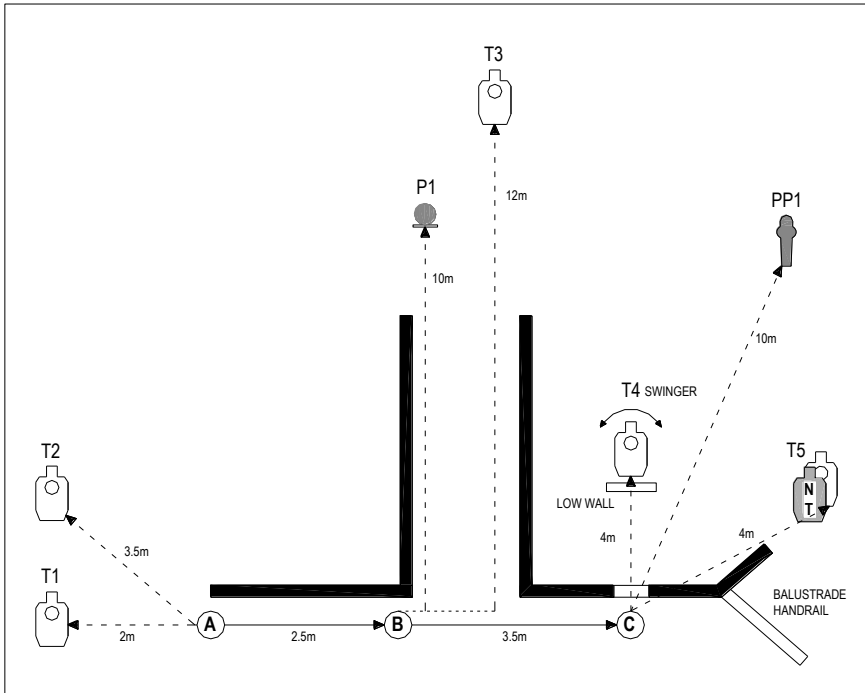
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STAGE 4 (Bay D)	PARKING LOT PROBLEMS
Designer	André van Tonder & Adrian Rosslee
Scoring Method	Vickers
Round Count	12 minimum
Targets	5 IDPA threat targets / 1 non-threat target / 1 pepper popper / 1 metal plate
Target Distances	2m → 12m
Scoring	As per the IDPA rule book of April 2005.
Start Position	Start at position A facing T1, hands relaxed at sides. Firearm loaded, holstered and concealed .
Start Signal	Timer
Stop Signal	Last shot fired
Scenario	While exiting a major shopping centre, you hear gunshots and look up only to witness a cash-in-transit heist gone wrong. The armed robbers scatter, firing wildly in all directions. You react to save yourself and any other innocent bystanders.
Procedure	On the signal, draw your firearm and while retreating, engage T1 and T2. At positions B and C, engage T3 to T5 including PP1 and P1. Note: All cardboard and metal targets are to be engaged in tactical priority. All cardboard targets are to be engaged with at least two shots each. The Pepper Popper (PP1) and the metal plate (P1) must be engaged until they are knocked down. All IDPA rules concerning cover, reloading, movement and scoring apply.

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STAGE 4




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STAGE 5 (Bay I)		PORTHOLE PRACTICE	
Designer	André van Tonder & Sarel Griessel		
Scoring Method	Limited Vickers		
Round Count	12		
Targets	2 IDPA threat targets		
Target Distances	12m		
Scoring	As per the IDPA rule book of April 2005.		
Start Position	Start at position A facing barricade, palms above head height and touching barricade, elbows straightened). Firearm loaded with six rounds in total , holstered and concealed .		
Start Signal	Timer		
Stop Signal	Last shot fired		
Scenario	Skills test to determine accuracy over long distance.		
Procedure	<p>On the signal, draw your firearm and move to a porthole. Engage the first target with three shots through the porthole, then move to the second porthole and engage the second target with three shots. Perform a slide-lock reload and reengage the second target with three shots before moving back to the opposite porthole and reengaging the first target with three shots.</p> <p>Note: All IDPA rules concerning cover, reloading, movement and scoring apply.</p>		

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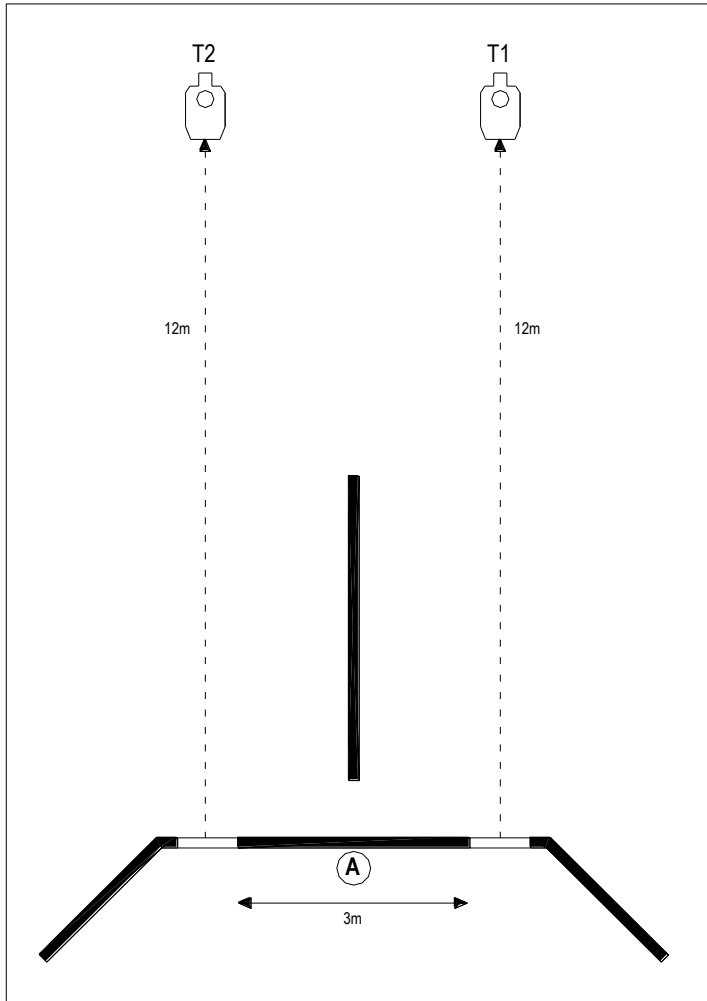


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STAGE 5



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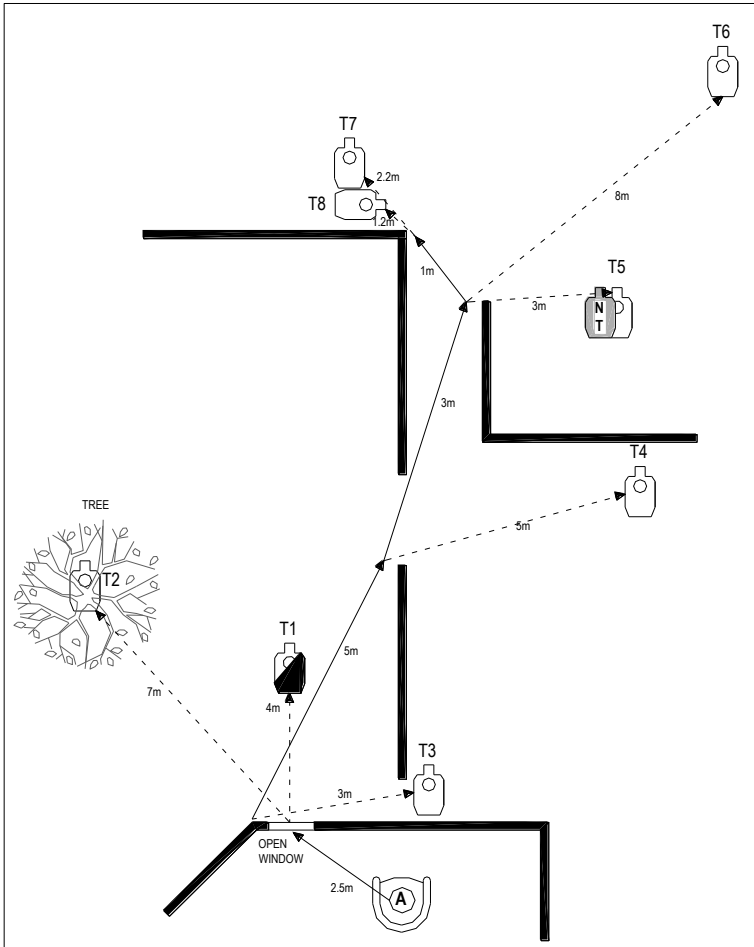
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STAGE 6 (Bay F)	HOME HYSTERIA
Designer	André van Tonder & Ant Baleta
Scoring Method	Vickers
Round Count	16 minimum
Targets	8 IDPA threat targets / 1 non threat target
Target Distances	1,2m → 8m
Scoring	As per the IDPA rule book of April 2005.
Start Position	Start at position A sitting in chair facing barricade. Hands on knees, back against backrest of chair. Firearm loaded, holstered and concealed .
Start Signal	Timer
Stop Signal	Last shot fired
Scenario	Having arrived home from the office and taken a seat in your living room, you hear excited male voices cussing and giggling somewhere in your house, followed immediately by a scream from your teenage daughter. Your daughter's pet poodle begins to bark and a voice shouts; "Joe, hold her down! Jimmy, kill that mutt!" A gunshot follows and your daughter begins screaming hysterically. You react!
Procedure	On the signal, stand up and draw your firearm and engage T1 to T8. Note: All targets are to be engaged with at least two shots each in tactical priority. All IDPA rules concerning cover, reloading, movement and scoring apply.

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STAGE 6

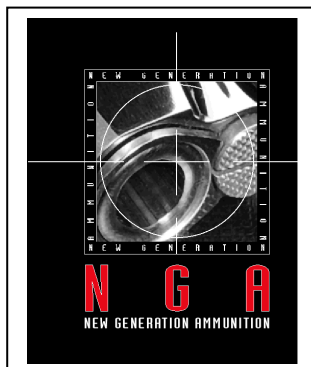


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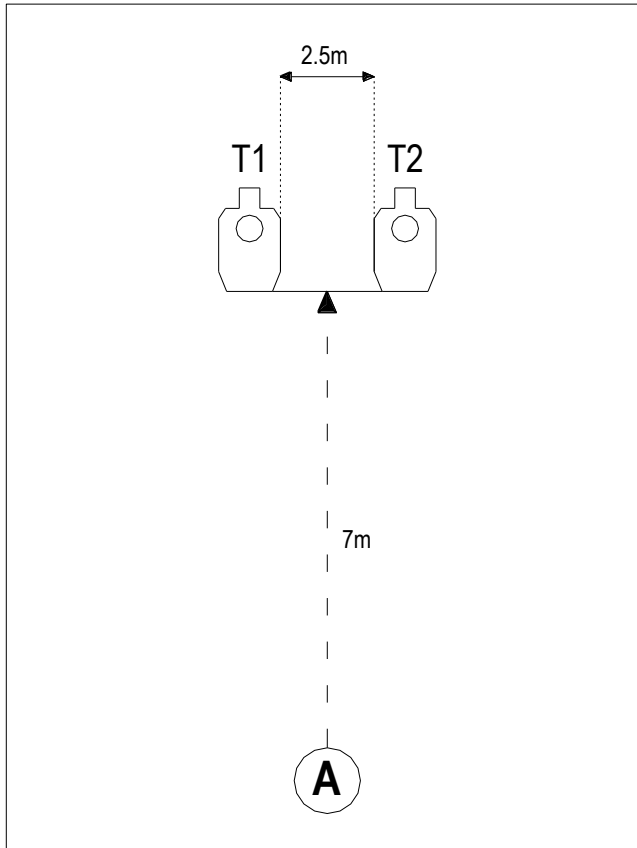


STAGE 7 (Bay C)	ARKANSAS HANDGUN SKILLS DRILL (MODIFIED)
Designer	Mike Luttrell & Bill Wilson
Scoring Method	Limited Vickers
Round Count	12
Targets	2 IDPA threat targets
Target Distances	7m
Scoring	As per the IDPA rule book of April 2005.
Start Position	Standing facing targets and centred between targets at position A, hands relaxed at sides. Firearm loaded, holstered and unconcealed .
Start Signal	Timer
Stop Signal	Last shot fired
Scenario	Skills test – Standards exercises.
Procedure	Start with six rounds total loaded in your firearm. Draw and fire five rounds to the body and one round to the head of T1, reload and fire five rounds to the body and one round to the head of T2.

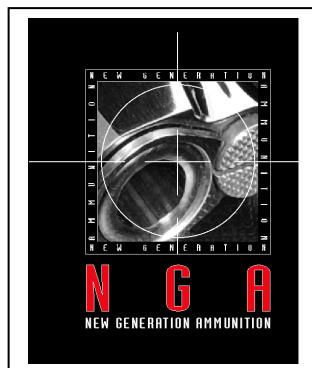
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STAGE 7



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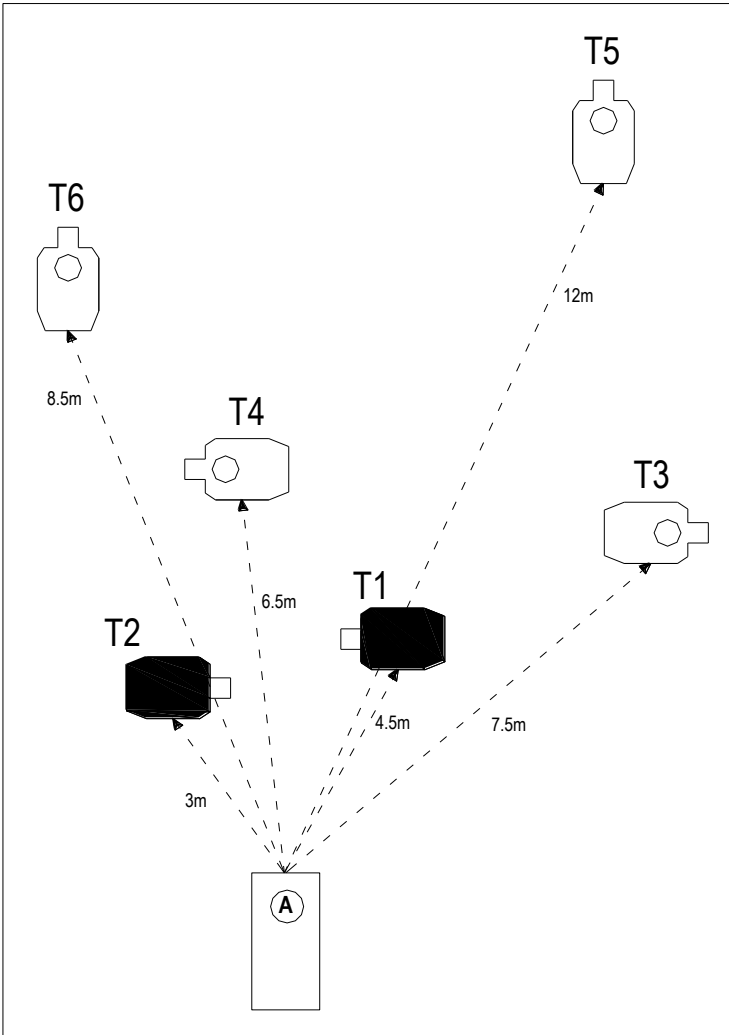


STAGE 8 (Bay C)	SAVE YOUR GAME (MODIFIED)
Designer	Tommy Glover
Scoring Method	Vickers
Round Count	12 minimum
Targets	6 IDPA threat targets
Target Distances	3m → 12m
Scoring	As per the IDPA rule book of April 2005.
Start Position	Standing at position A facing T1. Firearm loaded, holstered and concealed .
Start Signal	Timer
Stop Signal	Last shot fired
Scenario	While out walking about on your newly acquired game farm, you come across two armed poachers and their four dogs. They are in the process of butchering one of your prize sable antelope. In shock, you demand that they explain themselves. In reply, they set their dogs on you and begin un-slinging their rifles
Procedure	On the signal, draw your firearm and go into a prone shooting position (on stomach) and engage T1 to T6. Note: all shots fired must be from the prone position. All targets are to be engaged with at least two shots each in tactical priority. All IDPA rules concerning cover, reloading, movement and scoring apply.

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STAGE 8



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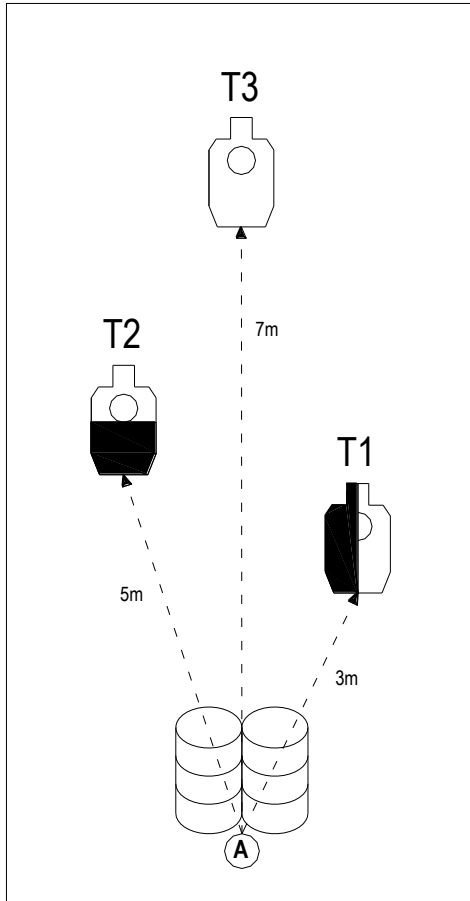


STAGE 9 (Bay H)	TRIPLE THREAT (MODIFIED)
Designer	J. Andre' van Tonder
Scoring Method	Limited Vickers
Round Count	18
Targets	3 IDPA threat targets
Target Distances	3m → 7m
Scoring	As per the IDPA rule book of April 2005.
Start Position	Standing behind drum at position A and facing T3, hands in surrender position with palms at ear height, forearms in vertical position. Firearm empty and placed on drum facing T3, slide locked open. Magazines in magazine pouches on shooter's belt. Revolvers start with cylinder open and empty, speed loaders in pouches on shooter's belt. Concealment garment to be worn.
Start Signal	Timer
Stop Signal	Last shot fired
Scenario	Skills test – Standards exercises.
Procedure	<p><u>STRING 1</u> On the signal, load firearm and engage T1, T2 and T3 in tactical priority with two shots each.</p> <p><u>STRING 2</u> Start with six rounds total in the firearm, on the signal, engage T1, T2 and T3 in tactical priority with two shots each, reload and repeat engagement procedure.</p>

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STAGE 9



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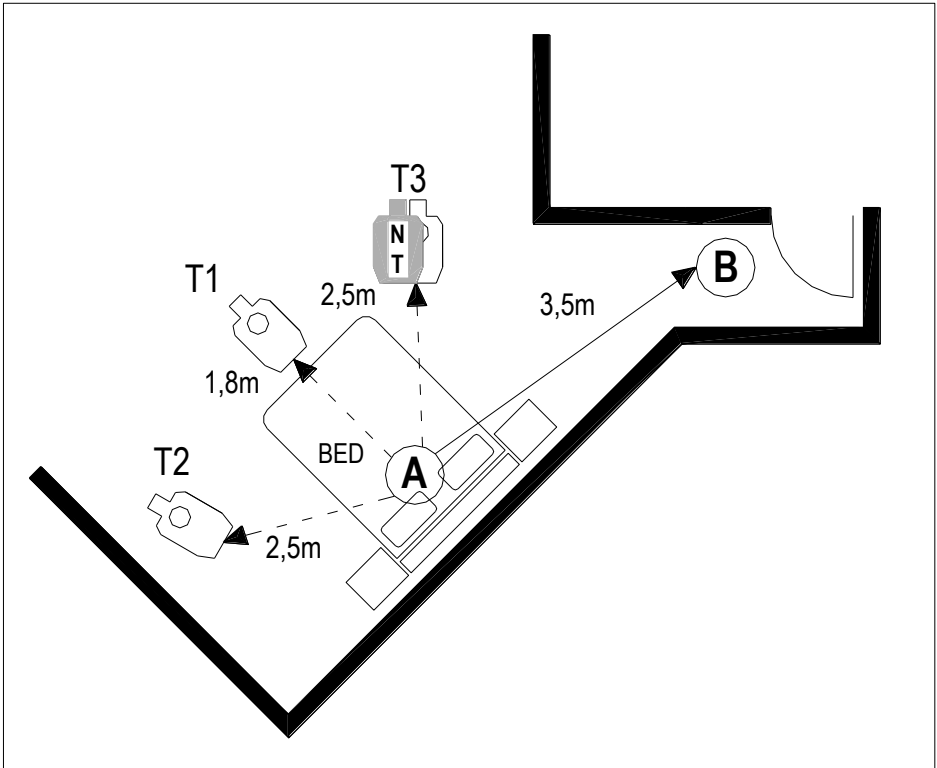


STAGE 10 (Bay B)	RISE AND SHINE!
Designer	André van Tonder & Ant Baleta
Scoring Method	Vickers Speed Shoot
Round Count	6 minimum
Targets	3 IDPA threat targets / 1 non threat target
Target Distances	1,8m → 2,5m
Scoring	As per latest IDPA rule book of April 2005.
Start Position	Start at position A, lying in the bed on your weak side with the bed covers covering your entire body excepting your head (weak hand under the pillow supporting your head). Your firearm is loaded and placed on the night stand beside the bed together with only one additional fully loaded magazine – no additional magazines or speed loaders on the shooter's person (revolver shooters may have two fully loaded speed loaders beside their revolver on the night stand). Concealment garment may be worn.
Start Signal	Timer
Stop Signal	Last shot fired
Scenario	You are awoken from a deep sleep very early one morning by the screams of your significant other to find three armed attackers surrounding your bed. One of the attackers has dragged your significant other out of the bed and is holding a knife to their throat, while the other two who are armed with handguns move towards you.
Procedure	On the signal, sit up in the bed at position A and retrieve your firearm from the nightstand. Engage T1, T2 and T3 in tactical sequence from a seated position in your bed. Note: All targets are to be engaged with a minimum of two shots each. After completion of target engagement, the shooter is to retrieve their spare magazine / speed-loaders and move to position B where the shooter will perform a tactical reload in readiness for stage 11.

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STAGE 10



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STAGE 11 (Bay B)	HECTIC HALLWAY
Designer	André van Tonder & Ant Baleta
Scoring Method	Vickers
Round Count	10 minimum
Targets	4 IDPA threat targets / 1 non threat target / 1 metal pepper popper
Target Distances	1,5m → 10m
Scoring	As per latest IDPA rule book of April 2005.
Start Position	Start at position B, firearm holstered. Strong hand on door handle. No other magazines / speed-loaders other than those used previously in stage 10 may be on the shooters person.
Start Signal	Timer
Stop Signal	Last shot fired
Scenario	Having neutralised the armed attackers in your bedroom and completed a tactical reload (stage 10), you then proceed to the bedroom door to investigate further. In the hallway beyond your bedroom door you hear your teenage daughter screaming hysterically. In the living room beyond, you hear the sound of breaking glass mixed with obscene language and menacing laughter.
Procedure	On the signal, open the door and engage T1 to T3. Complete the stage by engaging the Pepper Popper (PP1). Note: All cardboard targets are to be engaged with at least three shots each. The Pepper Popper is to be engaged until it is knocked down. All IDPA rules concerning cover, reloading, movement and scoring apply.

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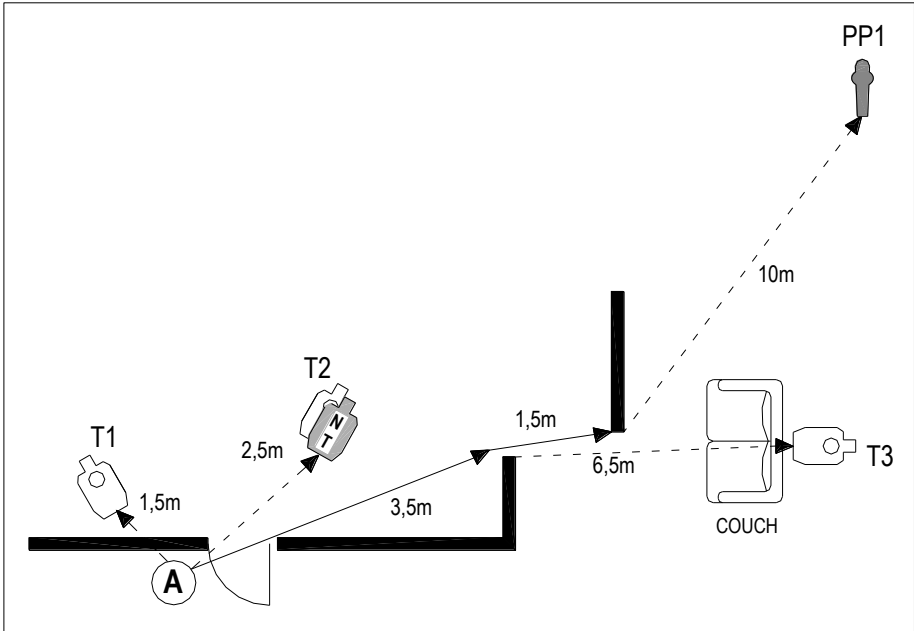
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STAGE 11



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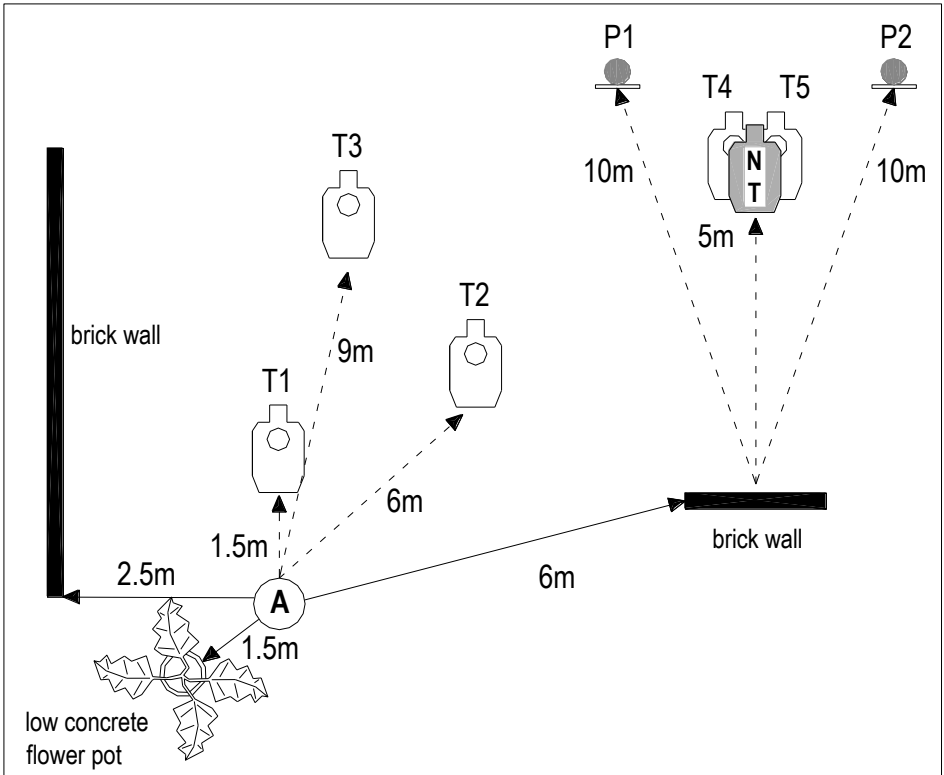


STAGE 12 (Bay E)	OH BABY!
Designer	André van Tonder & Ant Baleta
Scoring Method	Vickers
Round Count	12 minimum
Targets	5 IDPA threat targets / 1 non threat target / 2 steel plates
Target Distances	1,5m → 10m
Scoring	As per the IDPA rule book of May 2001.
Start Position	At position A, facing T1. Firearm loaded, holstered and concealed. Baby cradled in weak arm against shooter's body, shopping basket held in strong hand.
Start Signal	Timer
Stop Signal	Last shot fired
Scenario	Late at night you and your four-month-old baby have popped into your local 7-11 late night convenience store to buy baby formula and diapers. As you go about your shopping (baby in one hand, shopping basket in the other hand), several heavily armed robbers burst into the store, intent on making a quick "cash withdrawal". Two of the robbers grab the cashier while another confronts you and your baby, threatening to "slice your baby up like a roast chicken". You react to save your baby's life, your live as well as the cashier. Remember, keeping your baby from being wounded or killed is your primary concern!
Procedure	On the signal, drop the shopping basket and engage T1 to T5 (including the steel plates P1 and P2). Note: All cardboard and metal targets are to be engaged in tactical priority. All cardboard targets are to be engaged with at least two shots each. The two steel plates (P1 and P2) must be engaged until they are knocked down. All IDPA rules concerning cover, reloading, movement and scoring apply. Remember to keep your baby out of harm's way at all times, especially from incoming rounds - the shooter will be penalised with a PE for placing the baby in harms way after T1 has been engaged. The shooter must use their body to shield the baby from all targets (with the exception of T1), or alternatively, the shooter may gently place the baby behind cover before engaging T2 and all other targets thereafter – if the baby is dropped or cast aside, the shooter will be palsied with a PE.

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STAGE 12



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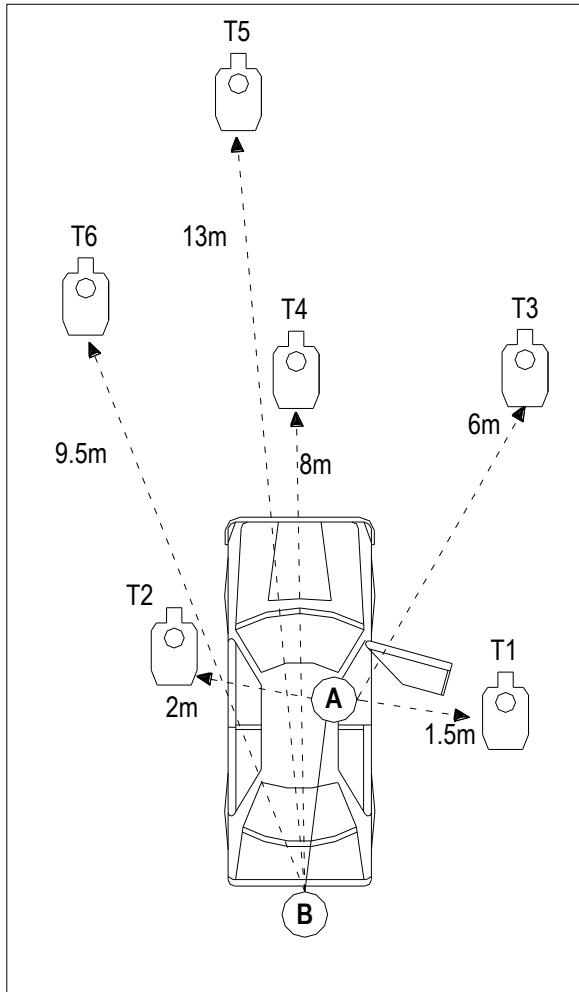


STAGE 13 (Bay H)	ROCKY ROAD
Designer	Ant Baleta
Scoring Method	Vickers
Round Count	12 minimum
Targets	6 IDPA threat targets / 1 non threat target (seated in front passenger seat of vehicle)
Target Distances	1,5m → 13m
Scoring	As per the IDPA rule book of May 2001.
Start Position	Seated in the driver's seat (position A) of the motor vehicle, firearm loaded (safety engaged) and held at low port below dashboard. Driver's side door closed.
Start Signal	Timer
Stop Signal	Last shot fired
Scenario	You and your partner are driving along a stretch of highway when you see what appear to be "workmen" conducting road repairs on the road ahead. As you slow your vehicle to negotiate the roadwork obstructions, your windscreen is hit by a rock thrown by one of the "workmen". You have no option but to stop your vehicle, as you are unable to see through the severely cracked windscreen. Through the side windows, you see armed "workmen" rushing towards your vehicle, firing wildly in your direction as they advance.
Procedure	On the signal, while remaining seated in the driver's seat of the vehicle (position A), engage T1 and T2. Thereafter exit the motor vehicle and engage T3 using the open door as concealment (side window is closed). Retreat to position B where shooter will engage T4, T5 and T6 in tactical priority making proper use of the motor vehicle as cover. Note: All targets are to be engaged with at least two shots each in tactical priority. All IDPA rules concerning cover, reloading, movement and scoring apply.

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STAGE 13



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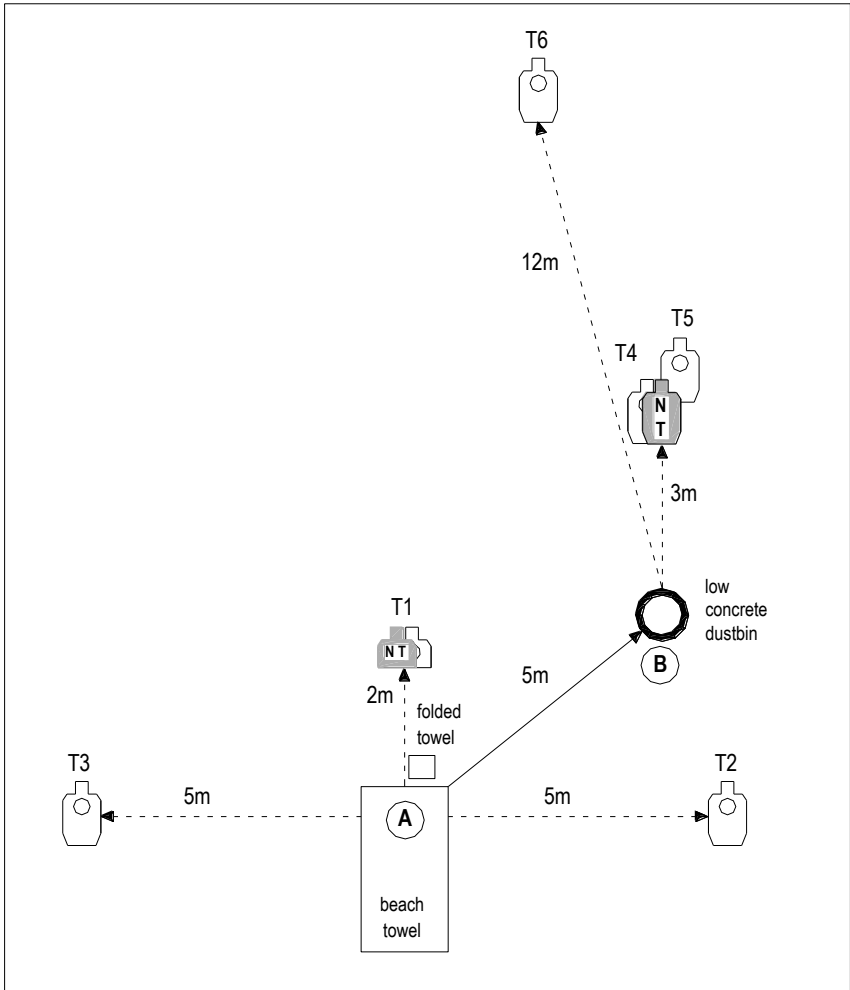


STAGE 14 (Bay E)	HIGH TIDE
Designer	Ant Baleta
Scoring Method	Vickers
Round Count	11 minimum
Targets	6 IDPA threat targets / 2 non threat targets
Target Distances	2m → 10m
Scoring	As per the IDPA rule book of April 2005.
Start Position	Lying down in a prone position (on stomach) at position A facing T1, chin resting on hands (palms above one another and facing down, elbows touching the towel). Firearm loaded and placed under folded towel in front of shooter just off centre on the shooter's strong side.
Start Signal	Timer
Stop Signal	Last shot fired
Scenario	Whilst working on your tan during your vacation at the seaside, several armed assailants attack you and your family. Their intention is robbery, but the situation deteriorates when one of the attackers grabs your young son and puts a knife against his throat and threatens to "Cut his throat", while two of the other assailants grab your significant other and boast that they intend to have a little "recreation"! You react to save your family.
Procedure	On the signal, while remaining prone on the towel at position A , retrieve your firearm from under the folded towel and proceed to neutralise T1 with at least one shot. While remaining prone , engage T2 and T3. Move to cover at the concrete dustbin (position B) and while making proper use of cover; engage T4 and T5 and T6 in tactical priority from around cover . Note: All targets with the exception of T1 are to be engaged with at least two shots each in tactical priority. T1 is to be engaged with at least one shot. All IDPA rules concerning cover, reloading, movement and scoring apply.

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STAGE 14



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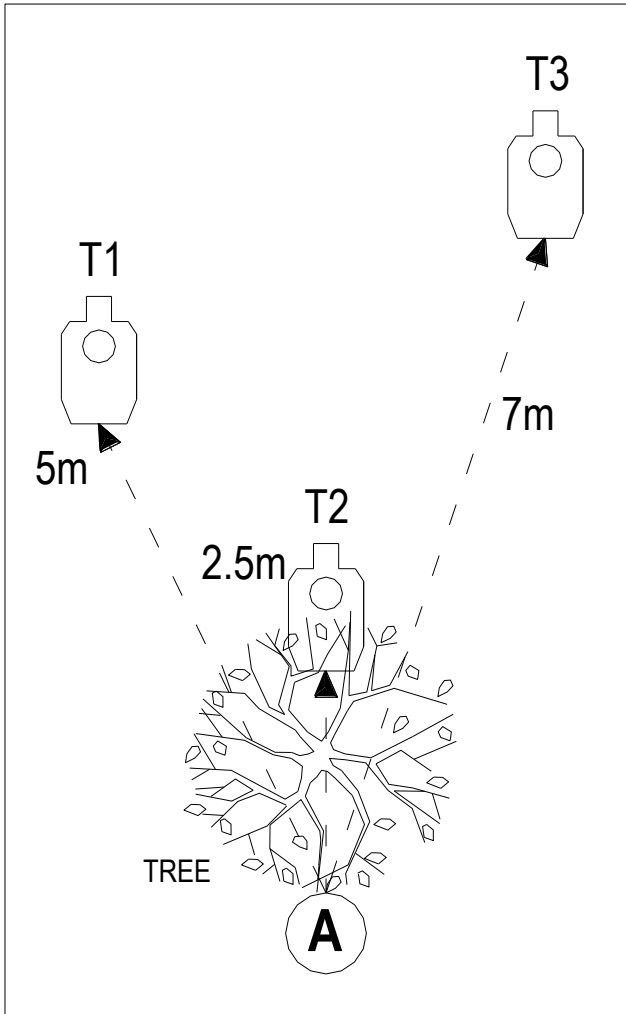


STAGE 15 (Bay A)	FOREST FIRE FIGHT
Designer	André van Tonder
Scoring Method	Vickers Speed Shoot
Round Count	6 minimum
Targets	3 IDPA threat targets
Target Distances	2,5m → 7m
Scoring	As per the IDPA rule book of April 2005.
Start Position	Standing at position A behind tree facing T2, palms fully outstretched and touching the tree trunk. Firearm loaded, holstered and concealed.
Start Signal	Timer
Stop Signal	Last shot fired
Scenario	While walking about in the forest, you are confronted by three armed and aggressive assailants who try to rob you.
Procedure	On the signal, draw your firearm and engage T1 to T3 in tactical priority with at least two shots each. All IDPA rules concerning cover, movement, loading and scoring apply.

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STAGE 15



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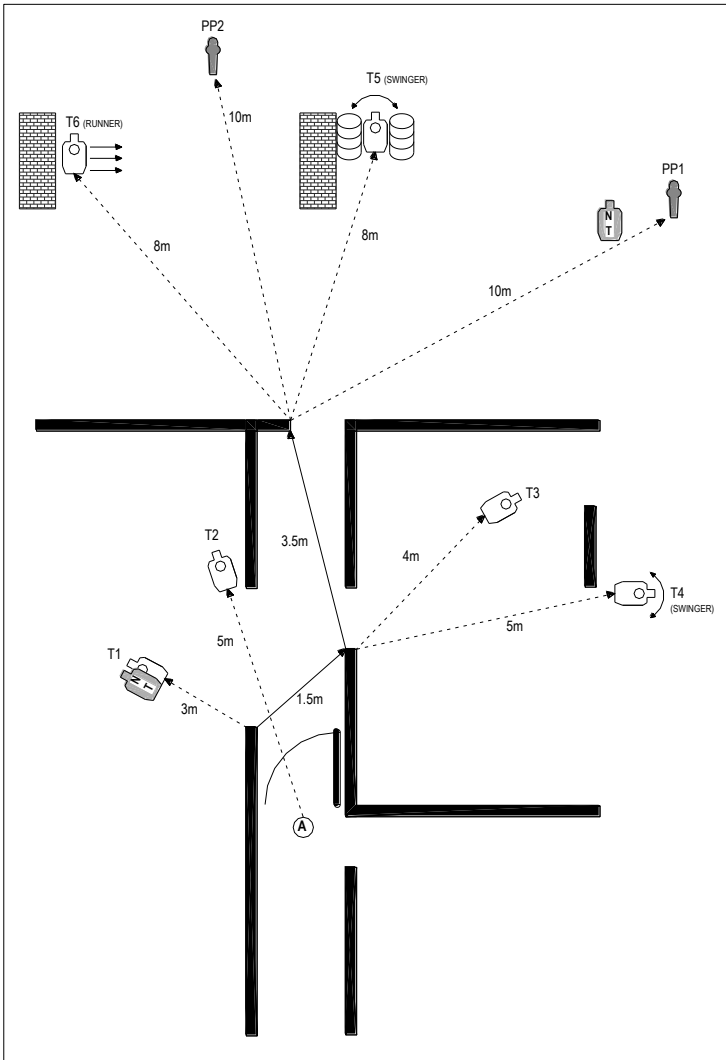


STAGE 16 (Bay A)	HOMESTEAD HASSLES
Designer	André van Tonder, Sarel Griessel & Ant Baleta
Scoring Method	Vickers
Round Count	14 minimum
Targets	6 IDPA threat targets / 2 non threat targets / 2 pepper poppers
Target Distances	3m → 10m
Scoring	As per the IDPA rule book of April 2005.
Start Position	Standing in front of door, bent over with strong hand touching keys laying on the ground, weak hand on small of shooter's back. Firearm loaded, holstered and concealed.
Start Signal	Timer
Stop Signal	Last shot fired
Scenario	Upon arriving home from work and unlock your front door, but before you open the door, you accidentally drop your keys. You proceed to bend over in order to retrieve the bunch of keys when you hear your significant other screaming from within your house. Gunshots follow.
Procedure	On the signal, open the door and engage T1 to T6 (including PP1 and PP2). Note: All cardboard targets are to be engaged with at least two shots each in tactical priority. Pepper poppers are to be engaged until they are knocked down. T4 (swinger) is activated by the opening of the door. T5 (swinger) is activated by PP1 being knocked down. T6 (runner) is activated by PP2 being knocked down. All IDPA rules concerning cover, reloading, movement and scoring apply.

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STAGE 16



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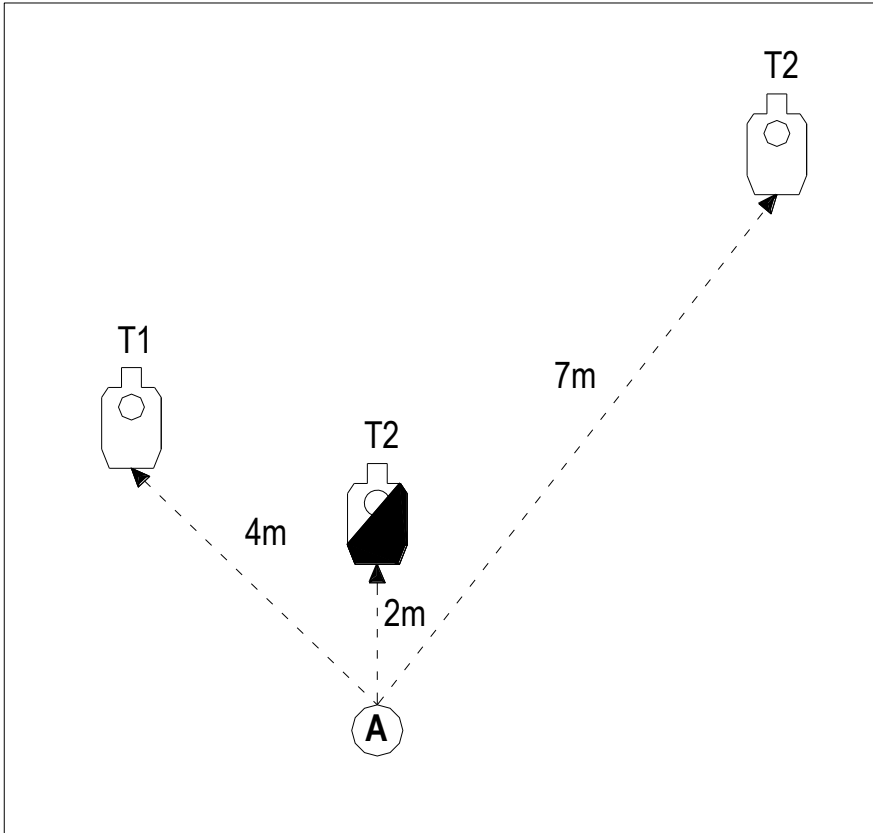


STAGE 17 (Bay F)	ARTFUL PERFORMANCE
Designer	André van Tonder
Scoring Method	Vickers Speed Shoot
Round Count	5 minimum
Targets	3 IDPA threat targets
Target Distances	2m → 7m
Scoring	As per the IDPA rule book of April 2005.
Start Position	Standing at position A with back to target, hands clasped behind shooter's back. Firearm loaded, holstered and concealed.
Start Signal	Timer
Stop Signal	Last shot fired
Scenario	While admiring a priceless work of art during a visit to an art gallery, three armed desperados burst in with the intent of stealing works of art. The trio shoot a security guard as he attempts to intervene.
Procedure	On the signal, turn and draw your firearm and engage T1, T2 and PP1 in tactical priority. Note: T1 and T2 are to be engaged with at least two shots each, PP1 must be engaged until it falls over.

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STAGE 17



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Shooter's Course of Fire Match Record

1 point down = 0,5 sec added to actual time of string fired

Procedural Error (PE) = 3 sec added to actual time of string fired

Hit on Non Threat Target (HNT) = 5 sec added to actual time of string fired

Failure To Neutralise (FTN) = 5 sec added to actual time of string fired

Failure To Do Right (FTDR) = 20 sec added to actual time of string fired

Stage	String	Actual Time	Points Down	Penalties	Total Time
1	1				
2	1				
3	1				
4	1				
5	1				
6	1				
7	1				
8	1				
9	1				
	2				
10	1				
11	1				
12	1				
13	1				
14	1				
15	1				
16	1				
17	1				
Sub Totals					
Match Total Time					
18	1				

CHRONOGRAPH (Factor = bullet weight x velocity)

Calibre	Weight (grains)	Velocity (fps)	Factor
Final Average			