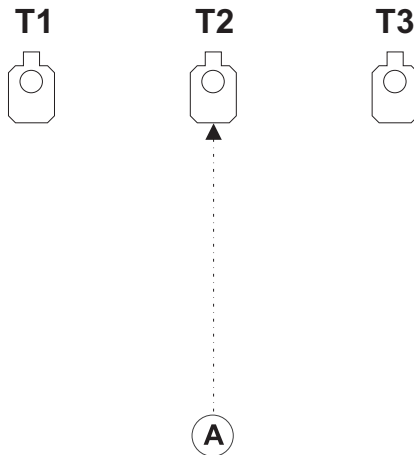


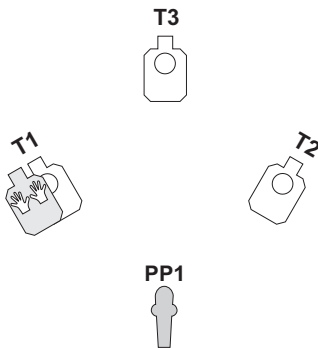
Stage 1 (Range H)	Golden City Defensive Pistol Club Standards
Designer	GCDPC ExCo
Scoring method	Limited Vickers
Round count	30 rounds
Targets	3 x IDPA targets
Target distances	6 meters
Scoring	As per IDPA rulebook of April 2005
Start position	Firearm loaded holstered and concealed. Hands relaxed at sides. Shooter starts in line with T2 and looking at T2.
Start signal	Timer signal
Stop signal	Last shot fired
Muzzle safe points	The muzzle safe points to be indicated by the Safety Officer.
Scenario	Standards exercise
Procedure	<p>String 1: Facing up-range, turn, draw and fire 2 rounds to the head of each target T1, T2 and T3. Patch any shots outside of head box.</p> <p>String 2: Start with only 6 rounds loaded in the firearm. Draw and fire 2 rounds on each target, perform a slide lock reload and re-engage each target with another 2 shots each.</p> <p>String 3: Draw and fire 2 shots on each target strong hand only, unsupported.</p> <p>String 4: Start with firearm in weak hand at 45 degrees, safety may be off, finger outside the trigger guard. Fire 2 shots at each targets weak hand only, unsupported.</p> <p>Only zero point zones to score for strings 2, 3 and 4.</p>



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Stage 2 (Range H)	Coming at you!
Designer	Nigel Hulleman
Scoring method	Vickers
Round count	6 rounds
Targets	3 x IDPA targets, 1 x pepper popper and 1 x non-threat target
Target distances	2 to 6 meters
Scoring	As per IDPA rulebook of April 2005
Start position	Firearm loaded holstered and concealed. Facing pepper popper PP1, hands in pockets up to wrists.
Start signal	Timer signal
Stop signal	Last shot fired
Muzzle safe points	The muzzle safe points to be indicated by the Safety Officer.
Scenario	You are confronted by a large aggressive man after a traffic altercation. Fearing that the individual is about to assault you, you use your hand to hand skills to put the man down. Three of his accomplices attack you; they are armed with various weapons. You are forced to draw your firearm and engage the attackers in order to save your life!
Procedure	At position A, facing PP1. On the signal, first knock down pepper popper PP1, then draw, and while moving off the line of attack, engage the targets with a minimum of 2 rounds each in tactical priority. PP1 activates the runner which charges directly at you! All shots must be fired while moving. Shooting Pepper Popper PP1 = DQ.

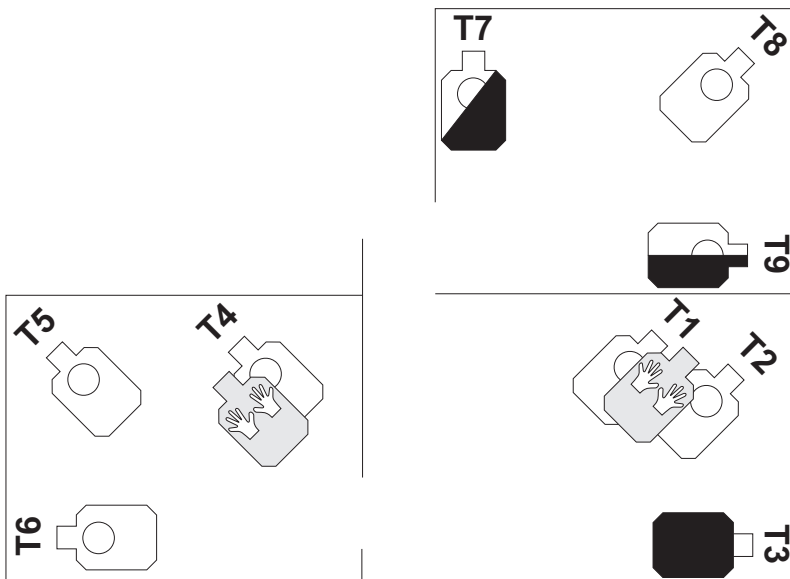


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Stage 3 (Range D)	The rooms
Designer	Adrian Rosslee
Scoring method	Vickers
Round count	18 rounds
Targets	9 x IDPA targets
Target distances	3 TO 8 METERS
Scoring	As per IDPA rulebook of April 2005
Start position	Firearm loaded, holstered and concealed. Hands relaxed at sides.
Start signal	Timer signal
Stop signal	Last shot fired
Muzzle safe points	The muzzle safe points to be indicated by the Safety Officer.
Scenario	You have reached your front door safely an will now enter to determine if more home invaders are in your house.
Procedure	On the signal, draw and engage each target in tactical priority with 2 shots each.

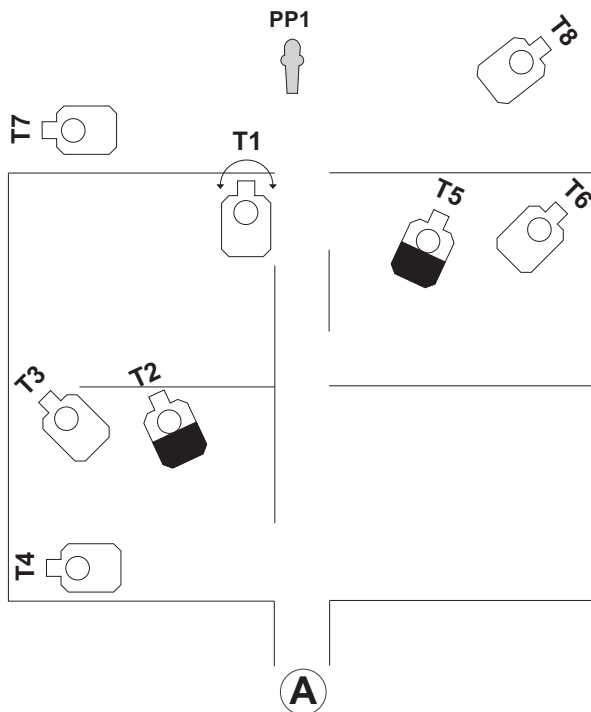


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Stage 4 (Range D)	The bump in the night
Designer	Adrian Rosslee
Scoring method	Vickers
Round count	17 rounds
Targets	7 x IDPA targets, 1 x swinger and 1 x pepper popper.
Target distances	2 to 10 meters
Scoring	As per IDPA rulebook of April 2005
Start position	Firearm loaded and held in hands pointing 45 degrees down range.
Start signal	Timer signal
Stop signal	Last shot fired
Muzzle safe points	The muzzle safe points to be indicated by the Safety Officer.
Scenario	After hearing something breaking in the middle of the night, you decide to investigate what has caused it.
Procedure	On the signal engage each target in tactical priority with 2 shots each.

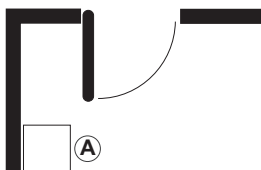
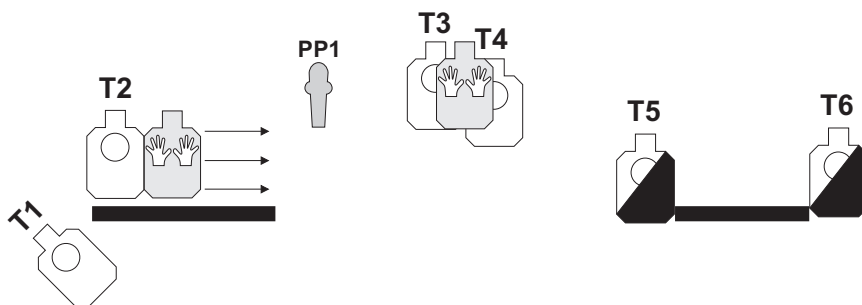


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**The
Cartridge
Shop**

Stage 5 (Range A)	The workshop
Designer	Adrian Rosslee
Scoring method	Vickers
Round count	13 rounds
Targets	5 x IDPA targets, 1 x runner, 1 x pepper popper and 2 x non-threat targets
Target distances	5 to 12 meters
Scoring	As per IDPA rulebook of April 2005
Start position	Firearm loaded, holstered and concealed. Hands flat on the table.
Start signal	Timer signal
Stop signal	Last shot fired
Muzzle safe points	The muzzle safe points to be indicated by the Safety Officer.
Scenario	While in your workshop you hear shouting and screaming. You open the door to be confronted by armed assailants holding 2 of your workers hostage.
Procedure	On the signal, open the door, draw and engage the targets in tactical priority. All paper targets to be engaged with 2 shots.



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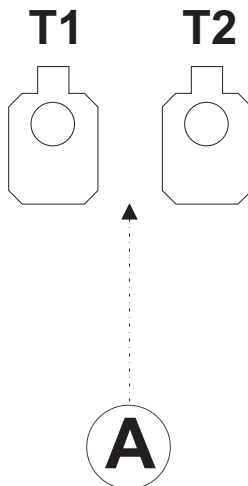
Tactical Defence



Institute

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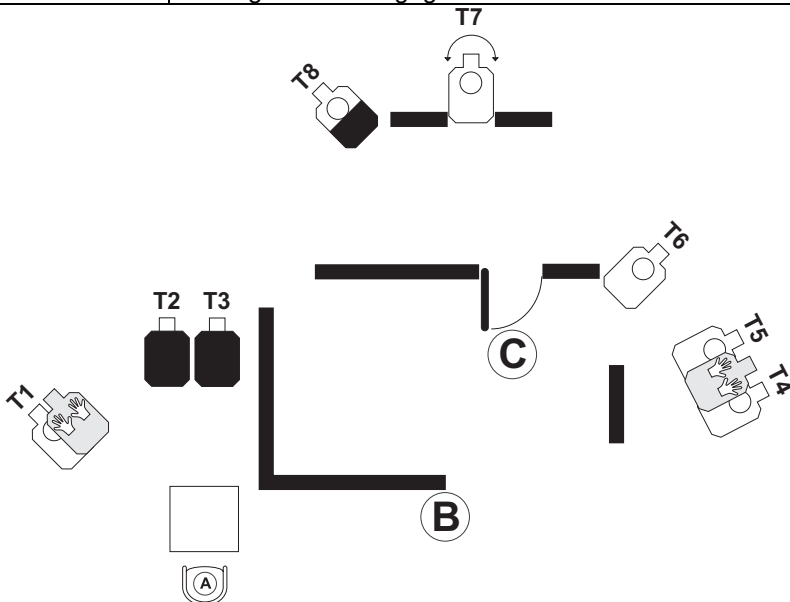
Stage 6 (Range A)	Gunsite standards (modified)
Designer	Lt. Col. Jeff Cooper's website
Scoring method	Limited Vickers
Round count	22 rounds
Targets	2 x IDPA targets
Target distances	3 to 10 meters
Scoring	As per IDPA rulebook of April 2005
Start position	Firearm loaded, holstered and unconcealed, unless otherwise specified. Hands relaxed at sides.
Start signal	Timer signal
Stop signal	Last shot fired
Muzzle safe points	The muzzle safe points to be indicated by the Safety Officer.
Scenario	Skills exercise
Procedure	<p>String 1: 3m – 1 head shot per target – head only to score</p> <p>String 2: 3m – 2 body shots per target – Zero point down areas only to score.</p> <p>String 3: 7m – 2 body shots per target – Zero point down areas only to score.</p> <p>String 4: 10m – 2 body shots per target – Zero point down areas only to score.</p> <p>String 5: 10m – Start with only 4 rounds in the firearm. 2 body shots per target – slide lock reload – 2 body shots per target. Zero point down areas only to score.</p>



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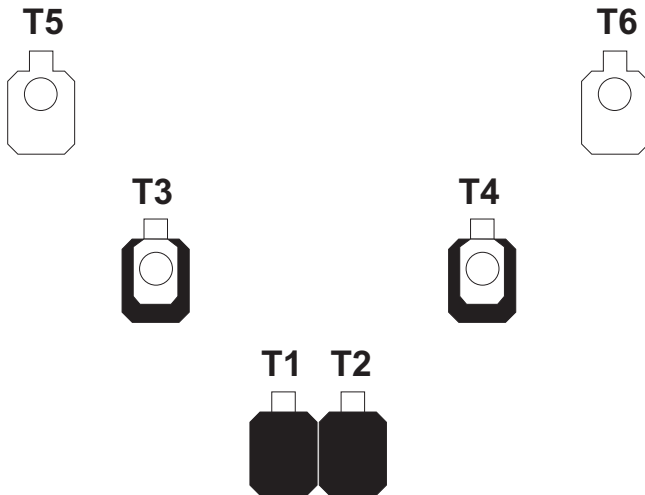
Stage 7 (Range F)	The bank
Designer	Adrian Rosslee
Scoring method	Vickers
Round count	18 rounds
Targets	8 x IDPA targets, 1 x swinger and 2 x non-threat targets
Target distances	3 to 12 meters
Scoring	As per IDPA rulebook of April 2005
Start position	Firearm loaded, holstered and concealed; seated at position A, holding the pen in your strong hand and writing on the paper. Weak hand on desk.
Start signal	Timer signal
Stop signal	Last shot fired
Muzzle safe points	The muzzle safe points to be indicated by the Safety Officer.
Scenario	While dealing with some paperwork at the bank, a number of armed robbers exit the back office. They have taken a hostage. You decide to engage them and then exit the bank to check on your wife who is waiting outside.
Procedure	On the signal, engage the targets in tactical priority. Engage target T6 with 2 rounds while on the move from position B to position C. The door at position C will activate the swinger. All targets to be engaged with 2 shots each.



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Stage 8 (Range B)	The front sight
Designer	Adrian Rosslee
Scoring method	Limited Vickers
Round count	18 rounds
Targets	6 x IDPA targets
Target distances	5 to 15 meters
Scoring	As per IDPA rulebook of April 2005
Start position	Firearm loaded, holstered and concealed. Hands relaxed at sides.
Start signal	Timer signal
Stop signal	Last shot fired
Muzzle safe points	The muzzle safe points to be indicated by the Safety Officer.
Scenario	Skills test
Procedure	On the signal, engage each target with 3 shots each in practical priority.

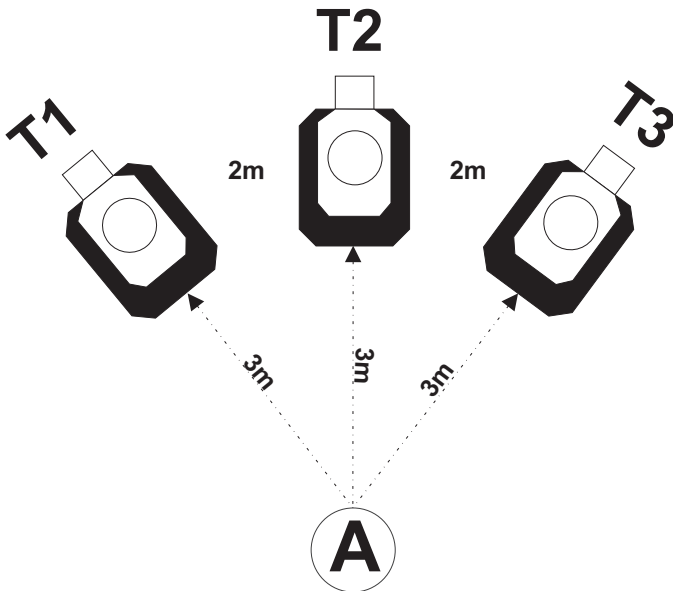


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The Bed Shop Germiston

Stage 9 (Range E)	The close ones
Designer	Adrian Rosslee
Scoring method	Vickers
Round count	9 rounds
Targets	3 x IDPA targets
Target distances	3 meters
Scoring	As per IDPA rulebook of April 2005
Start position	Firearm loaded, holstered and concealed. Hands relaxed at sides.
Start signal	Timer signal
Stop signal	Last shot fired
Muzzle safe points	The muzzle safe points to be indicated by the Safety Officer.
Scenario	You are accosted by 3 armed attackers
Procedure	On the signal, engage each target with 3 shots in tactical sequence.

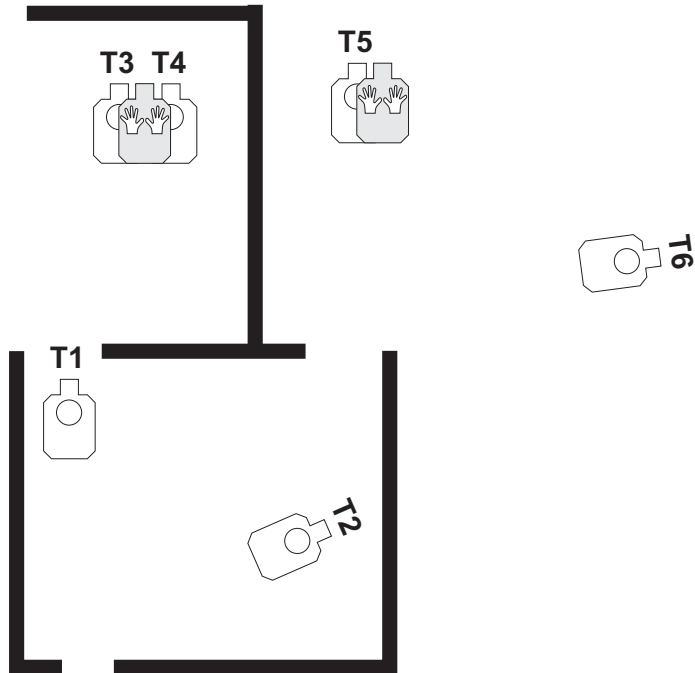


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ONE MIND - ANY WEAPON

Stage 10 (Range J)	The Entry
Designer	Adrian Rosslee
Scoring method	Vickers
Round count	12 rounds
Targets	6 x IDPA targets and 2 x non-threat targets
Target distances	3 to 12 meters
Scoring	As per IDPA rulebook of April 2005
Start position	Firearm loaded holstered and concealed. Hands relaxed at sides
Start signal	Timer signal
Stop signal	Last shot fired
Muzzle safe points	The muzzle safe points to be indicated by the Safety Officer.
Scenario	You have reached your front door safely and will now enter to determine if more home invaders are in your house.
Procedure	On the signal draw and engage each target with 2 shots in tactical priority as you move through the house.



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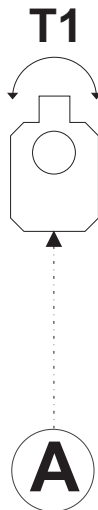
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BERNHARD

AGENCIES



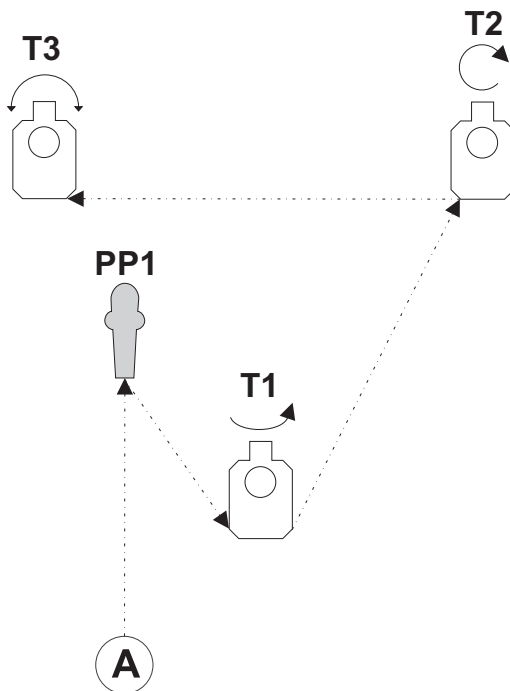
Stage 11 (Range E)	Get out of the hole!
Designer	Nigel Hulleman
Scoring method	Vickers
Round count	6 rounds
Targets	1 x swinger
Target distances	3 meters
Scoring	As per IDPA rulebook of April 2005
Start position	Firearm loaded holstered and concealed. Hands clasped on chest. Rope to active swinger in strong hand.
Start signal	Timer signal
Stop signal	Last shot fired
Muzzle safe points	The muzzle safe points to be indicated by the Safety Officer.
Scenario	You are approached by a vagrant, when you refuse to give him a donation, he produces a knife. You must react to save yourself.
Procedure	On the signal shout STAY BACK! Active the swinger and while backing off engage the target with 6 shots minimum. Failure to yell stay back = 1 x PE. Failure to fire all shots while retreating = 1 x PE. If shooter does not move at all, but remains stationery while firing all 6 shots = FTDR.



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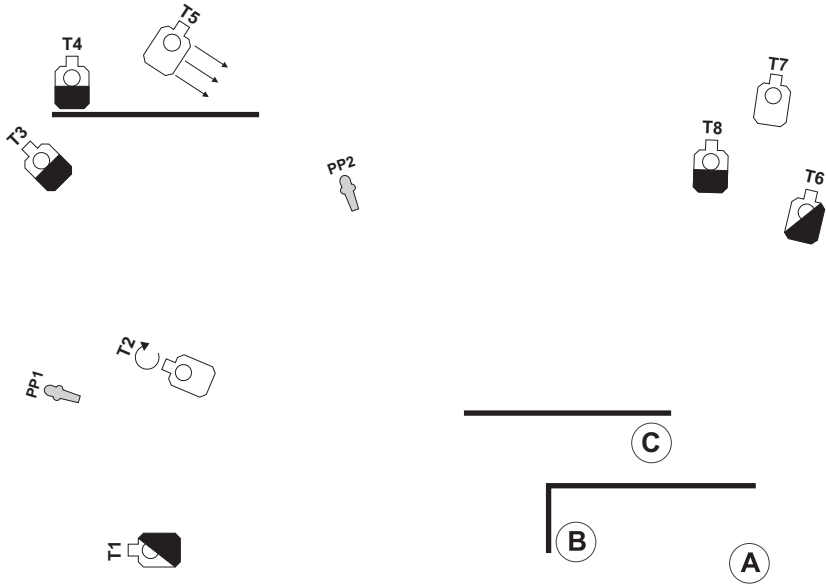
Stage 12 (Range I)	Four versus one
Designer	Adrian Rosslee
Scoring method	Vickers
Round count	7 rounds
Targets	1 x pepper popper, 1 x flipper, 1 x swinger and 1 x twister.
Target distances	5 to 10 meters
Scoring	As per IDPA rulebook of April 2005
Start position	Firearm loaded, holstered and concealed. Hands relaxed at sides.
Start signal	Timer signal
Stop signal	Last shot fired
Muzzle safe points	The muzzle safe points to be indicated by the Safety Officer.
Scenario	You are accosted by armed attackers.
Procedure	On the signal, engage the pepper popper, which activates the flipper, which activates the twister, which activates the swinger.



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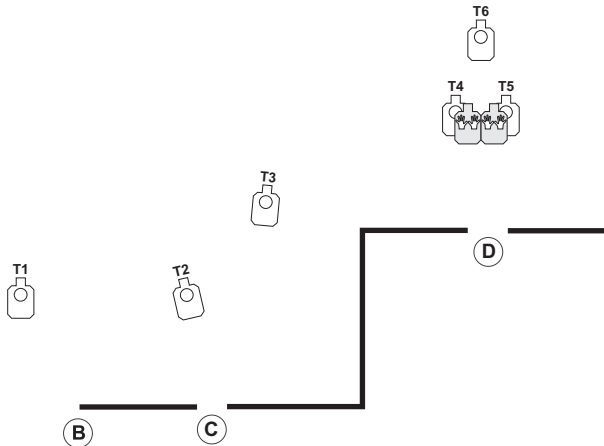
Stage 13 (Range C)	The fence
Designer	Adrian Rosslee
Scoring method	Vickers
Round count	18 rounds
Targets	6 x IDPA targets, 2 x pepper poppers, 1 x twister and 1 x runner
Target distances	5 to 15 meters
Scoring	As per IDPA rulebook of April 2005
Start position	Firearm loaded, holstered and concealed. Hands flat against the fence.
Start signal	Timer signal
Stop signal	Last shot fired
Muzzle safe points	The muzzle safe points to be indicated by the Safety Officer.
Scenario	While mending a fence on your property you come under fire from attackers intent on invading your house. You are between the attackers and your house.
Procedure	On signal, move from position A to position B, engage targets T1 to T3, pepper poppers PP1 and PP2, the twister and the runner. Pepper popper 1 activates the twister and pepper popper 2 activates the runner. Move to position C from low cover engage targets T4 to T6 in tactical priority.



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Stage 14 (Range G)	Home trouble
Designer	Theuns Grobler
Scoring method	Vickers
Round count	18 rounds
Targets	6 x IDPA targets, 2 x non threat targets
Target distances	3 to 12 meters
Scoring	As per IDPA rulebook of April 2005
Start position	Firearm loaded, holstered and concealed. Arms at sides carrying a parcel in each hand.
Start signal	Timer signal
Stop signal	Last shot fired
Muzzle safe points	The muzzle safe points to be indicated by the Safety Officer.
Scenario	Walking up to your front door with parcels in your hand, you see an armed man in your house; you also hear a cry from inside. Drop your parcels and do the necessary.
Procedure	On the signal, drop your parcels, draw and engage targets T1 with 2 body shots while on the move to cover. From cover at position B, engage target T1 with 1 head shot. Move to window C and engage targets T2 and T3 with 3 shots each, move to window D and engage targets T4, T5 and T6 with 3 shots each.



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Stage 15 (Range K)	Texas five star (R10 per attempt side match)
Designer	
Scoring method	Vickers
Round count	A lot of rounds. If in doubt, it is not enough
Targets	Surprise
Target distances	Surprise
Scoring	As per IDPA rulebook of April 2005
Start position	To be indicated
Start signal	Timer signal
Stop signal	Last shot fired
Muzzle safe points	The muzzle safe points to be indicated by the Safety Officer.
Scenario	Surprise
Procedure	Surprise
Prizes	1 st 2 nd and 3 rd place for Marksman, Sharpshooter, Expert and Master classifications

This is an optional side match and does not form part of the Championships.

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