

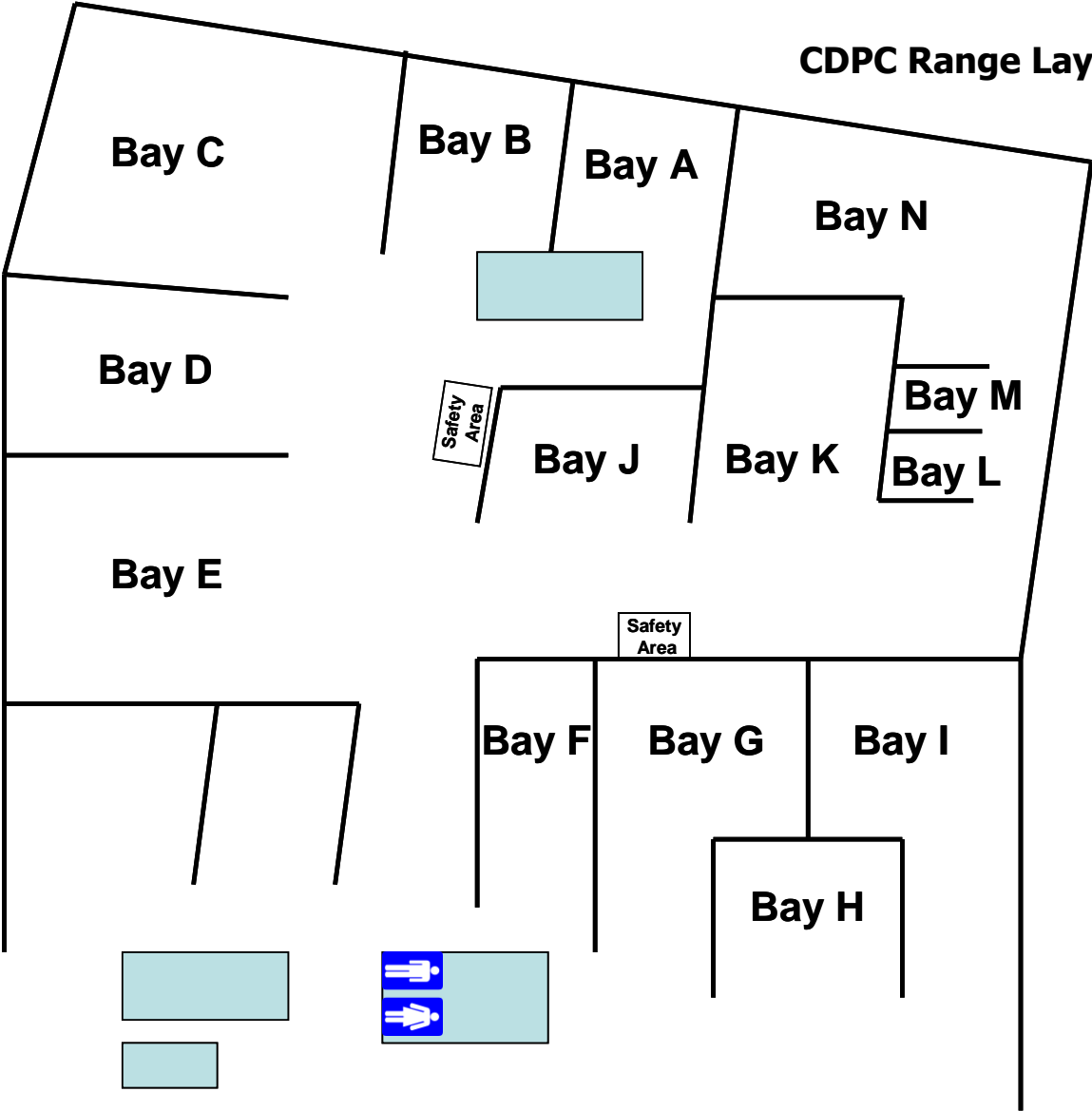


2010
Idpa Africa
Champs

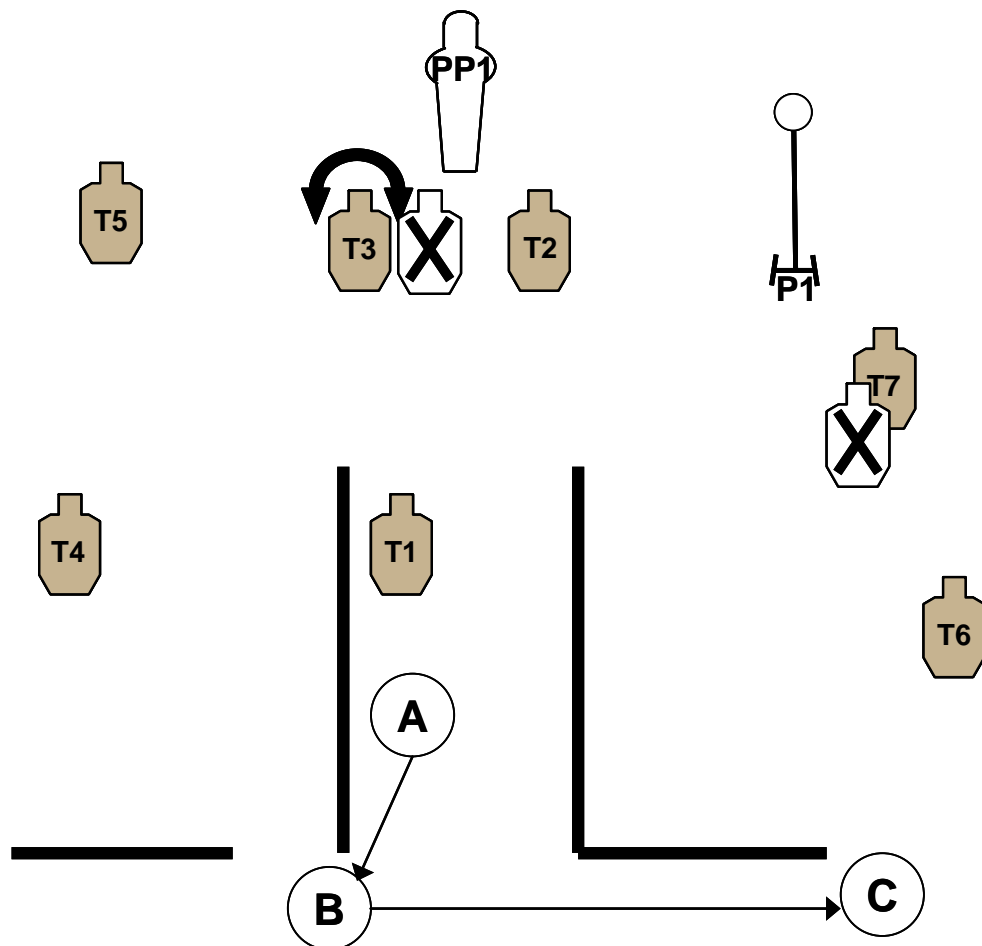


Squadding

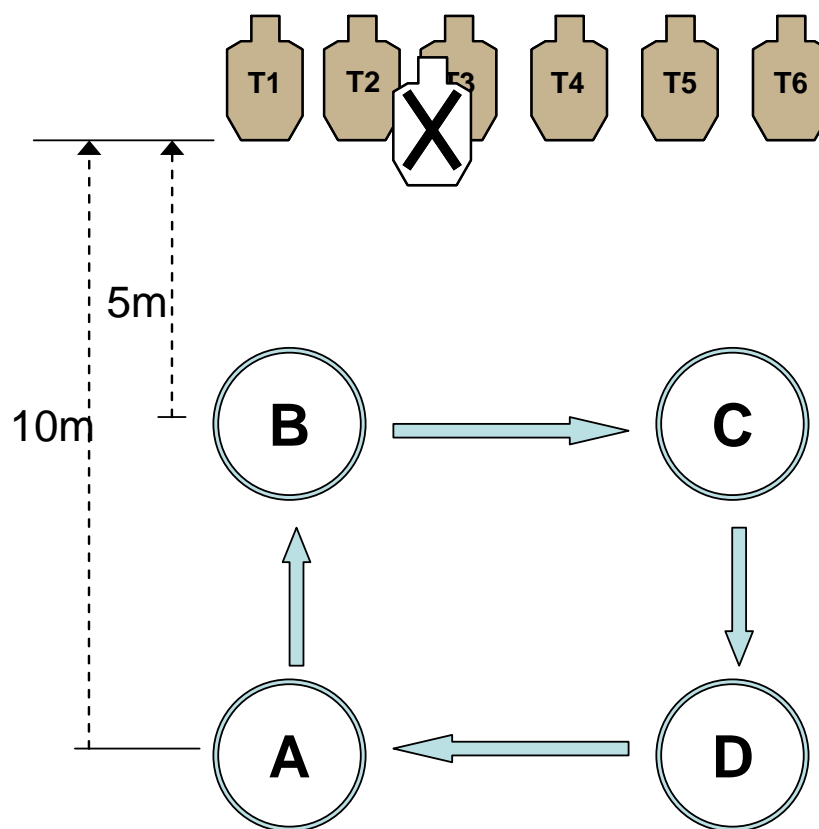
CDPC Range Layout



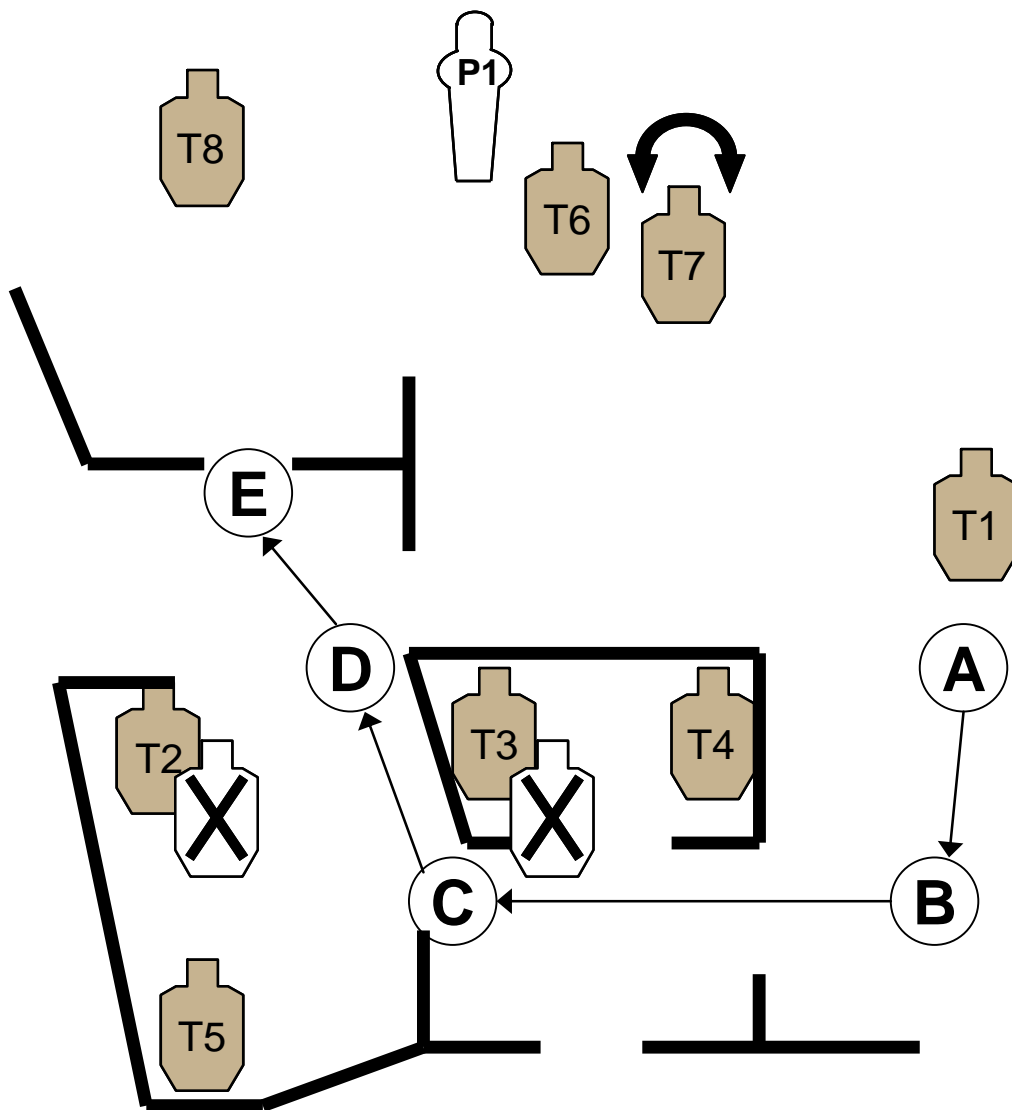
Stage 1 (Bay A)	Shopping Surprise
Designer	Nigel Hulleman
Scoring	Vickers
Scoring Procedure	As per latest IDPA rulebook
Targets	8 IDPA paper targets, 2 Non-threats, 1 Pepper Popper, 1 Plate
Target Distances	2 to 12 m
Rounds	18 minimum
Start Signal	Timer signal
Stop Signal	Last shot fired
Start Position	Holding shopping bags in both hands. Firearm loaded, holstered and concealed.
Scenario	As you arrive home after a successful shopping trip, you are confronted by a group of armed men inside your house. As you engage the leader of the gang while retreating to cover, you hear screams and realise your wife and daughter are now in mortal danger.
Procedure	On the start signal, draw and while retreating, engage T1. From cover at B, engage T2 to T5 as well as the pepper popper. Move to C, and engage the remaining targets from prone, while making MAXIMUM use of cover i.e. shooter must move between engaging targets. Failure to do so will incur a procedural penalty. All paper targets to be engaged with 2 shots each, steel must be shot down to score.



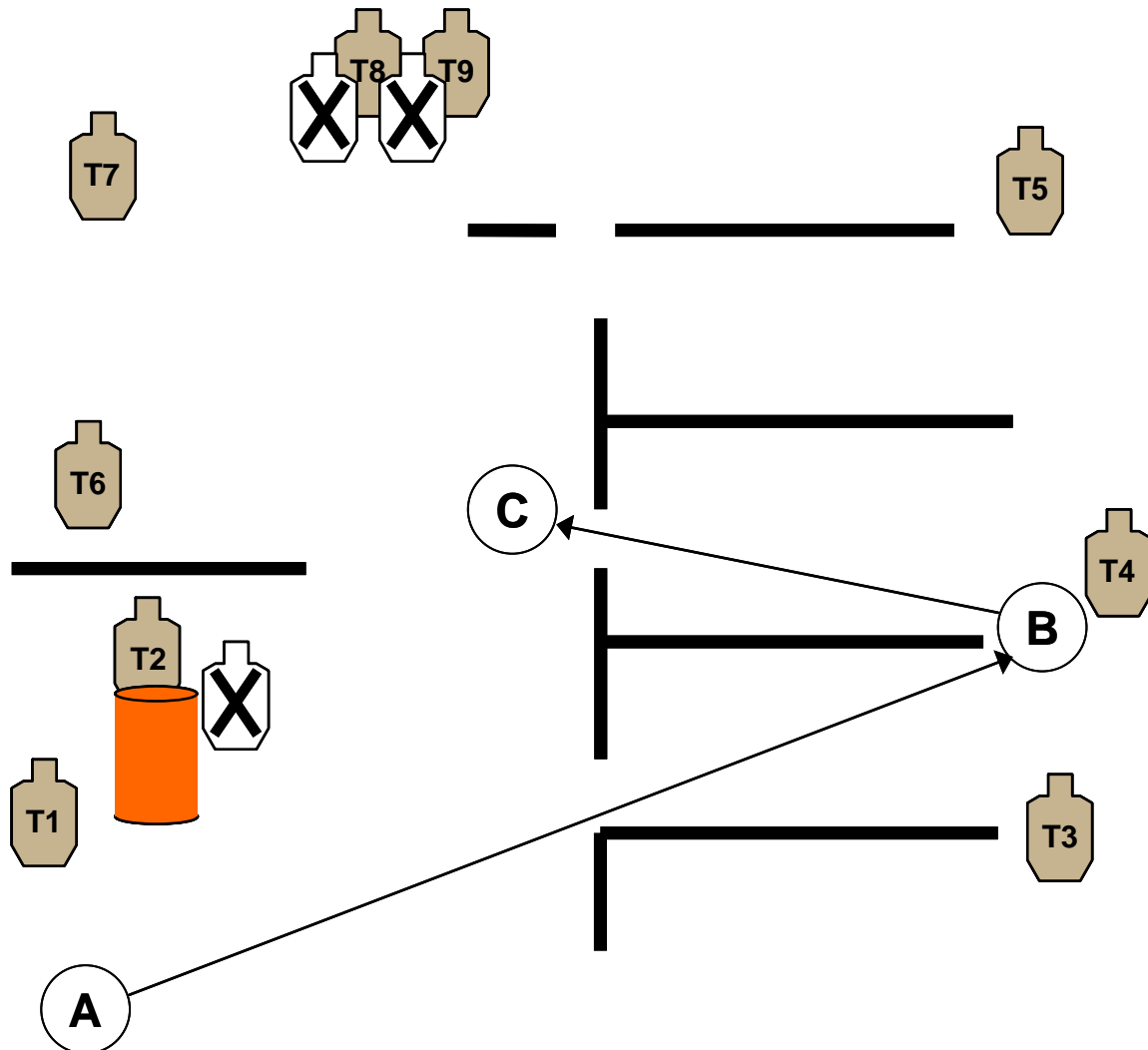
Stage 2 (Bay B)	Four Squares a day
Designer	Billy McClanahan / Nigel Hulleman
Scoring	Limited Vickers
Scoring Procedure	As per latest IDPA rulebook
Targets	6 x IDPA paper targets, 1 x Non-threat targets
Target Distances	5 to 10 m
Rounds	24
Start Signal	Timer signal
Stop Signal	Last shot fired
Start Position	Standing at A, hands at sides, firearm loaded, holstered, concealed.
Scenario	Standards Exercise
Procedure	<p>String 1: On the signal, draw, and while moving to B, engage T1-T6 with 1 round each, freestyle. At B, perform a reload with retention and while moving to C, engage T1-T6 with 1 round each, <u>weak hand only</u>.</p> <p>String 2: At C, on the e signal, draw and while retreating to D, engage T1-T6 with 1 round each, <u>strong hand only</u>. At D, perform a reload with retention and while moving to A, engage T1-T6 with 1 round each, freestyle.</p> <p>Be careful when transferring the firearm at B and while retreating.</p>



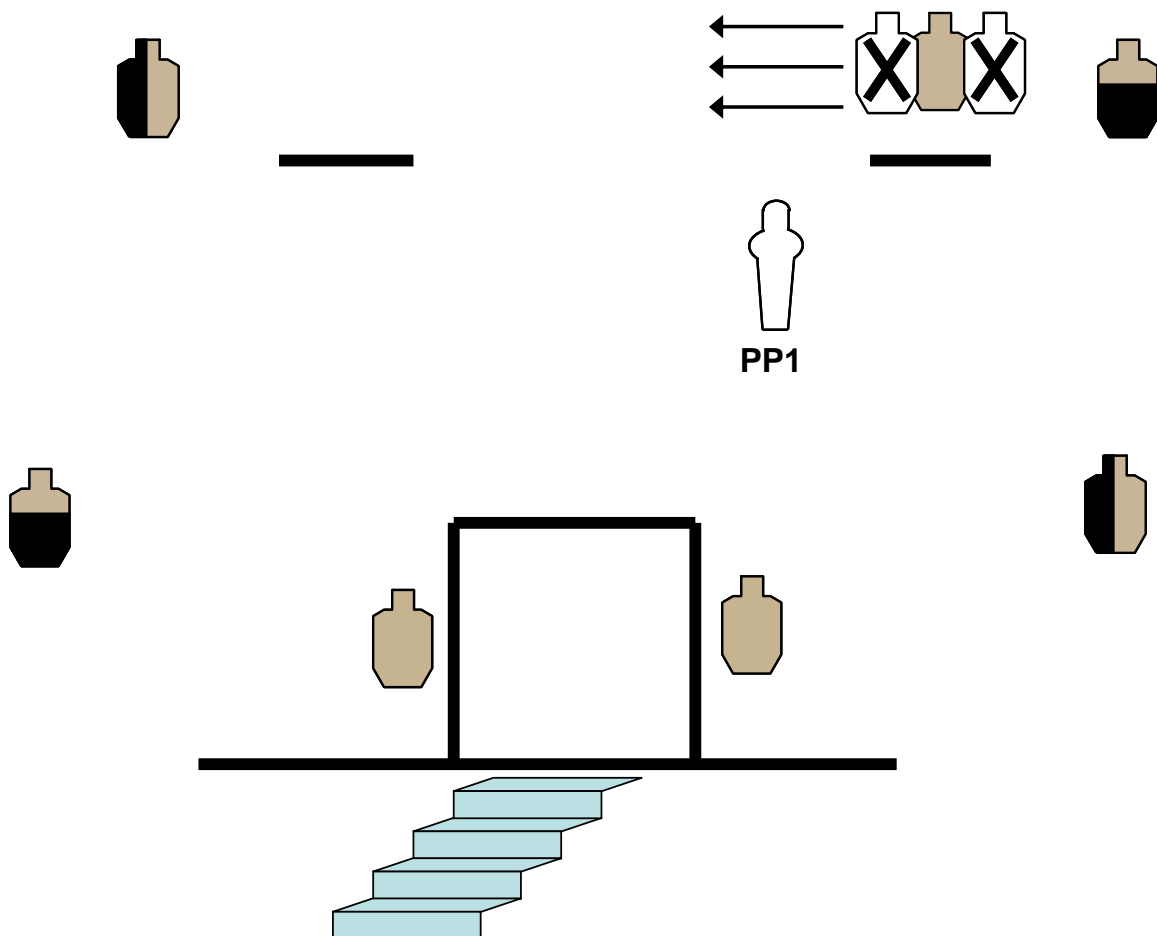
Stage 3 (Bay C)	Drug bust
Designer	CDPC Exco
Scoring	Vickers
Scoring Procedure	As per latest IDPA rulebook
Targets	8 x IDPA paper targets, 2 x Non-threat targets
Target Distances	1 to 18 m
Rounds	18 minimum
Start Signal	Timer signal
Stop Signal	Last shot fired
Start Position	Strong hand pointing towards T1's head, firearm loaded, holstered, concealed
Scenario	As an undercover agent, you end up in a heated argument with a gang of drug-runners. The leader draws his firearm and you have to fight for your life.
Procedure	Draw and engage T1 with two rounds from retention , while retreating. Engage the other targets with two rounds each from behind cover. Steel to be shot down to score.



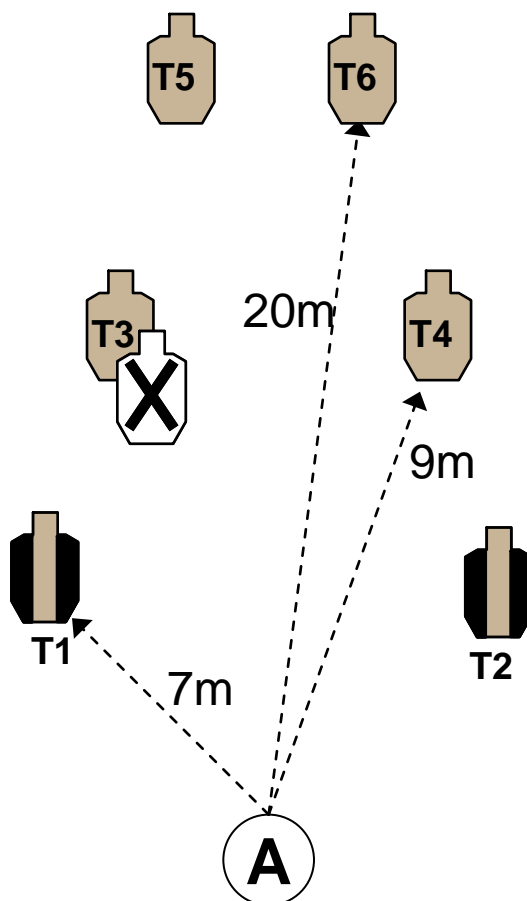
Stage 4 (Bay D)	Stop blocking the path
Designer	Nigel Hulleman
Scoring	Vickers
Scoring Procedure	As per latest IDPA rulebook
Targets	9 x IDPA paper targets, 3 x Non-threat targets
Target Distances	3 to 18 m
Rounds	18 minimum
Start Signal	Timer
Stop Signal	Last shot fired
Start Position	Car keys in strong hand, extended away from body, weak hand in pocket of pants or waist coat. Thumb of weak hand may be outside pocket
Scenario	As you approach your car in a parking lot, you are confronted by an armed gang who are desperately trying to make their getaway after a botched armed robbery of the local jewellery store. As you try to find cover, you realise that you have moved right into the path of the fleeing gang
Procedure	On the start signal, engage T1 and T2 while on the move. Engage the remaining targets from behind cover, while moving through the demarcated path. Take care not to injure the other shoppers caught up in the foray!



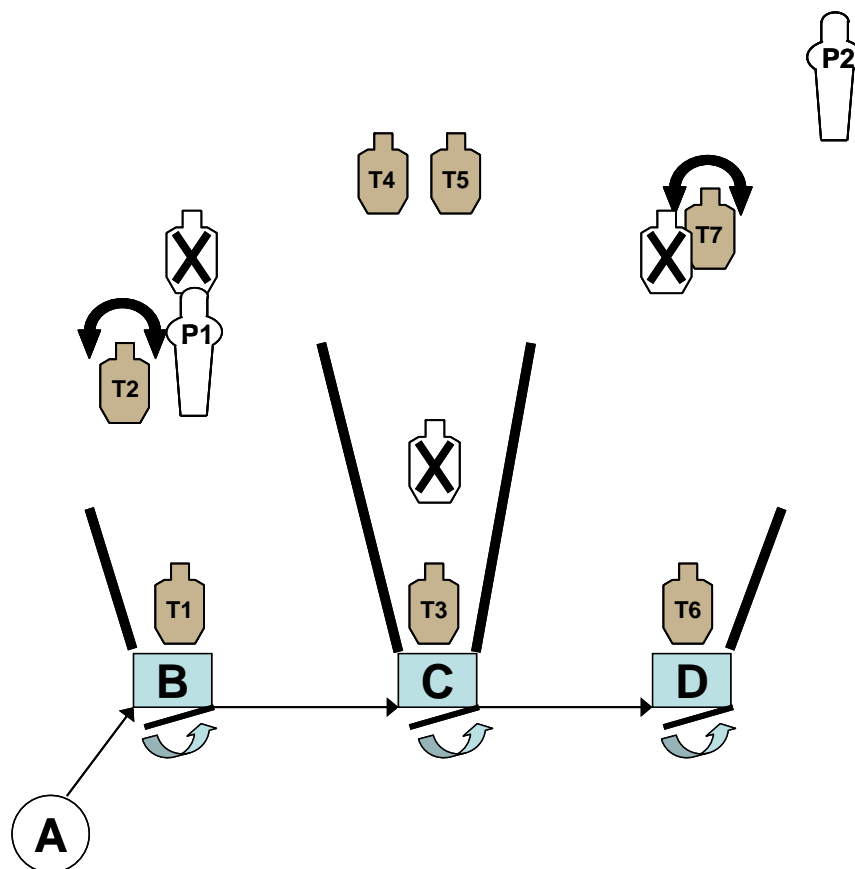
Stage 5 (Bay E)	From the balcony
Designer	Nigel Hulleman and Nic van der Nest
Scoring	Vickers
Scoring Procedure	As per latest IDPA rulebook
Targets	8 IDPA paper targets, 2 Non-threat targets, 1 Pepper popper
Target Distances	6 to 15 m
Rounds	17 minimum
Start Signal	Timer signal
Stop Signal	Last shot fired
Start Position	Timer in strong hand, start button depressed at bottom of stairs. Firearm unloaded, on table together with spare mags.
Scenario	You are in your house when you hear a commotion going on outside. You go upstairs to observe what's going on from your balcony. As you emerge onto the balcony you immediately come under fire from armed criminals who are attacking your homestead.
Procedure	Run up the stairs, place the timer in the box on the table, retrieve your firearm and engage all visible targets in tactical priority while remaining behind the table and making use of cover. All paper targets to be engaged with 2 shots each, steel must be shot down to score



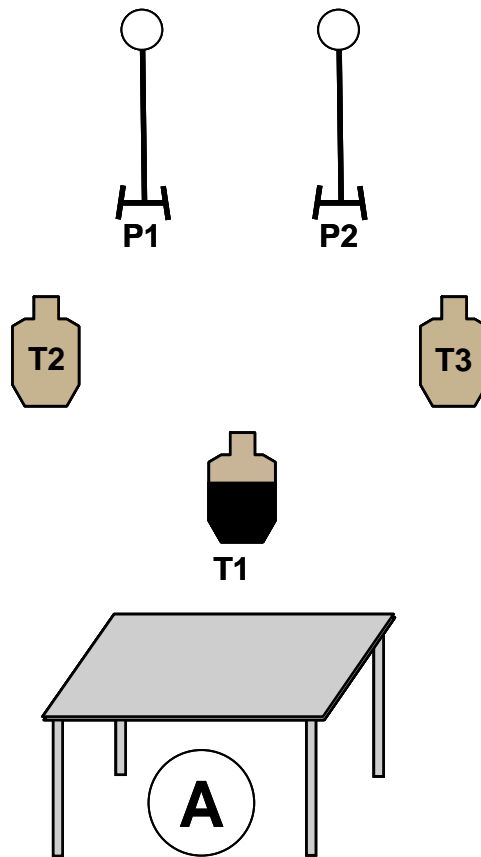
Stage 6 (Bay F)	Standards No 2
Designer	Nigel Hulleman
Scoring	Limited Vickers
Scoring Procedure	As per latest IDPA rulebook
Targets	6 x IDPA paper targets, 1 x Non-threat targets
Target Distances	7 to 20 m
Rounds	24
Start Signal	Timer signal
Stop Signal	Last shot fired
Start Position	As per description per string. Firearm loaded, holstered, unconcealed
Scenario	Standards Exercise
Procedure	<p>String 1: <i>Back to target.</i> on signal turn, draw and fire 3 shots to T1 and T2, weak hand only</p> <p>String 2: <i>Facing targets, hands in surrender position.</i> On signal, draw and fire 3 shots to T3 and T4 head shots only to score, strong hand unsupported. Bullets striking below the head are to be patched and scored as misses</p> <p>String 3: <i>Facing targets, hands relaxed at sides.</i> On signal, draw and fire 2 shots to each target in tactical priority</p>



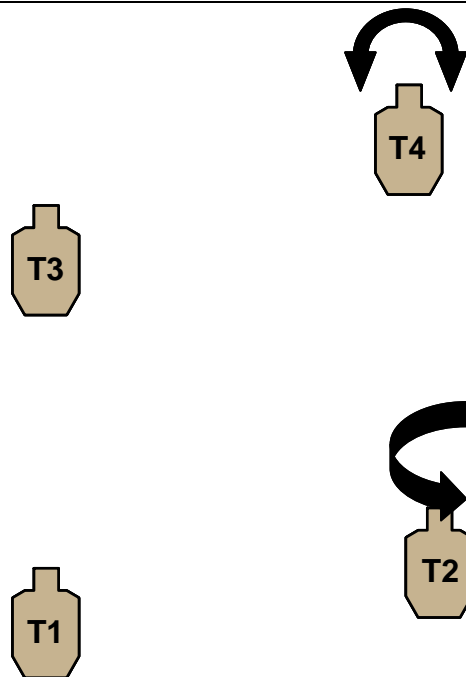
Stage 7 (Bay G)	Outhouse Mayhem
Designer	Nigel Hulleman
Scoring	Vickers
Scoring Procedure	As per latest IDPA rulebook
Targets	7 IDPA paper targets, 3 Non-threat targets, 2 Pepper poppers
Target Distances	2 to 15 m
Rounds	16 minimum
Start Signal	Timer signal
Stop Signal	Last shot fired
Start Position	Strong hand on door handle, weak hand relaxed at side. Firearm loaded, holstered and concealed.
Scenario	As you open the door to leave work, you are confronted by armed attackers. After engaging them, you withdraw back into the building, and try other exits which leads you into more trouble.
Procedure	Open the door at A and engage T1, T2 and PP1 in tactical priority. Move to Pos B and engage T3, T4 and T5 in tactical priority. Move to Pos C and engage the remaining targets T6, T7 and PP2 as they become visible from behind cover. Don't shoot your workers! All paper targets are to be engaged with a minimum of 2 shots each. Steel must be shot down to score



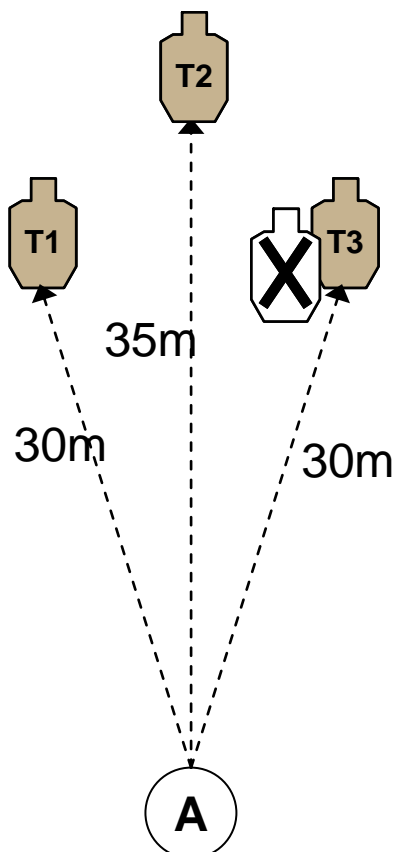
Stage 8 (Bay H)	Warming the bar stool
Designer	Nigel Hulleman
Scoring	Vickers
Scoring Procedure	As per latest IDPA rulebook
Targets	3 x IDPA paper targets, 1 x Non-threat target, 2 Plates
Target Distances	3 to 10 meters.
Rounds	11 minimum
Start Signal	Timer signal
Stop Signal	Last shot fired
Start Position	Firearm loaded, placed on counter pointing downrange. Standing back to counter, shooter in strong hand, glass touching lips.
Scenario	After a tough day at the office, you decide to stop off for a quick beer and chaser on your way home. Your day continues to get worse as a bunch of criminals storm into the bar and shoot the manager. You are forced to react in order to save yourself from certain death!
Procedure	Turn, retrieve your firearm and engage all targets in tactical priority. All paper targets must be engaged with 3 rounds each, and the steel plates must be shot down to score.



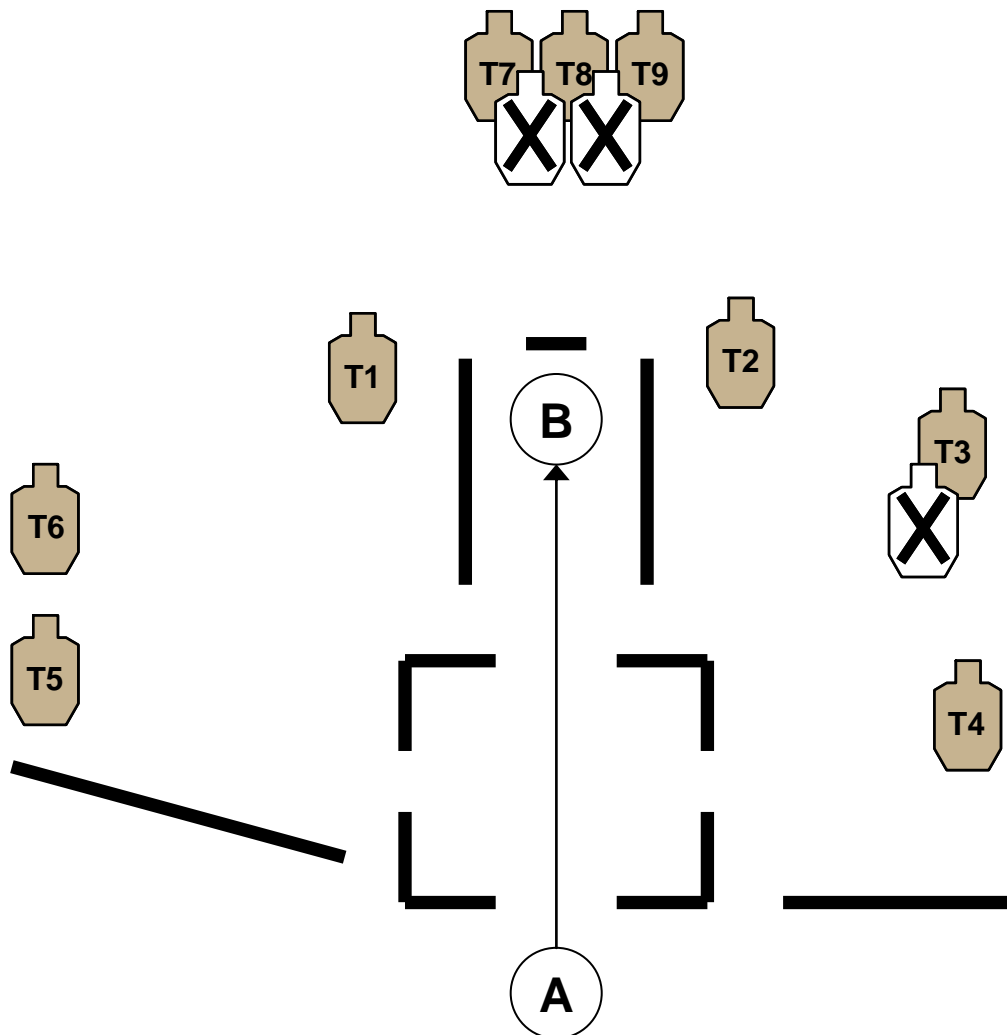
Stage 9 (Bay H)	Chop and dop!
Designer	Nigel Hulleman
Scoring	Vickers
Scoring Procedure	As per latest IDPA rulebook
Targets	4 x IDPA paper targets, 1 x Non-threat target
Target Distances	3 to 12 meters
Rounds	8 minimum
Start Signal	Timer signal
Stop Signal	Last shot fired
Start Position	Firearm loaded, holstered and concealed. Tray in both hands, forearms parallel to the ground.
Scenario	Being the perfect host, you have just poured a round of drinks for a group of friends you invited for a braai. As you exit your house with the drinks, you're confronted by a bunch of criminals who are in the process of robbing your friends. Your arrival startles the gang who turn their attention, and guns, to you!
Procedure	Drop the tray (which will activate the swinger and twister), and engage the targets in tactical priority with a minimum of 2 shots each



Stage 10 (Bay I)	LONG Shots
Designer	Nigel Hulleman
Scoring	Vickers
Scoring Procedure	As per latest IDPA rulebook
Targets	3 x IDPA paper targets, 1 x Non-threat targets
Target Distances	30 to 35 m
Rounds	6 minimum
Start Signal	Timer signal
Stop Signal	Last shot fired
Start Position	Firearm loaded, holstered and concealed. Legs extended under the table, ankles crossed. Back against rest of chair. Book in both hands at chest height.
Scenario	While you are sitting in a park, relaxing with a book, a group of rifle-wielding men suddenly appear and start shooting wildly at everyone in the park, including you! There is not time to get to cover – you must neutralise the threat as soon as possible in order to save your, and everybody else’s, lives. An innocent bystander is between you and one of the attackers.
Procedure	While remaining seated, draw and engage the targets in tactical sequence with two rounds each. At the end of the stage, stand up, holster and move to the next stage (Handyman showdown), without reloading. Exception: Revolver shooters may reload.

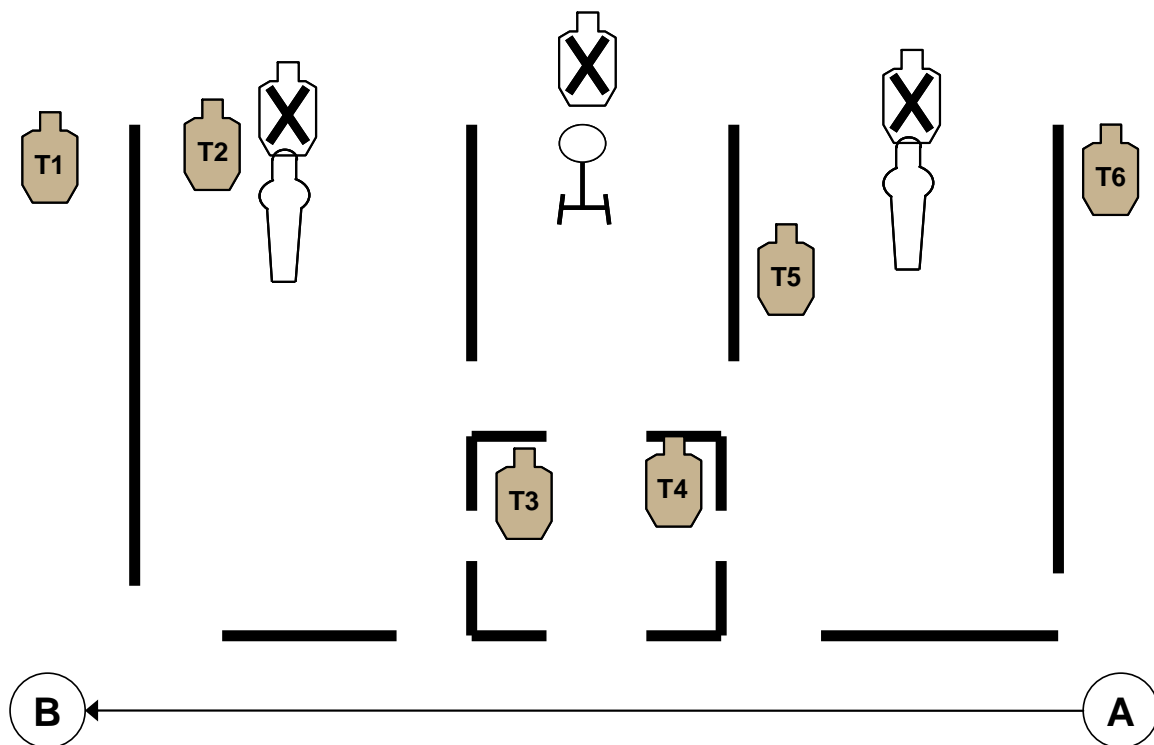


Stage 11 (Bay I)	Handyman Showdown
Designer	Nigel Hulleman
Scoring	Vickers
Scoring Procedure	As per latest IDPA rulebook
Targets	9 x IDPA paper targets, 3 x Non-threat targets
Target Distances	2 to 12m
Rounds	18 minimum
Start Signal	Timer signal
Stop Signal	Last shot fired
Start Position	Hammer in strong hand, nail in weak hand, reaching as high above your head as you can. Firearm loaded, holstered and concealed.
Scenario	You are doing repairs to an outbuilding when shouts and gunshots alert you to trouble. You draw your firearm and set out to investigate, but you come under fire almost immediately by an armed xenophobic mob.
Procedure	On the start signal drop the hammer (not on your head!), draw and engage T1 and T2 from behind cover. Advance to B while engaging the rest of T3-T9. All paper targets to be hit with 2 shots minimum.

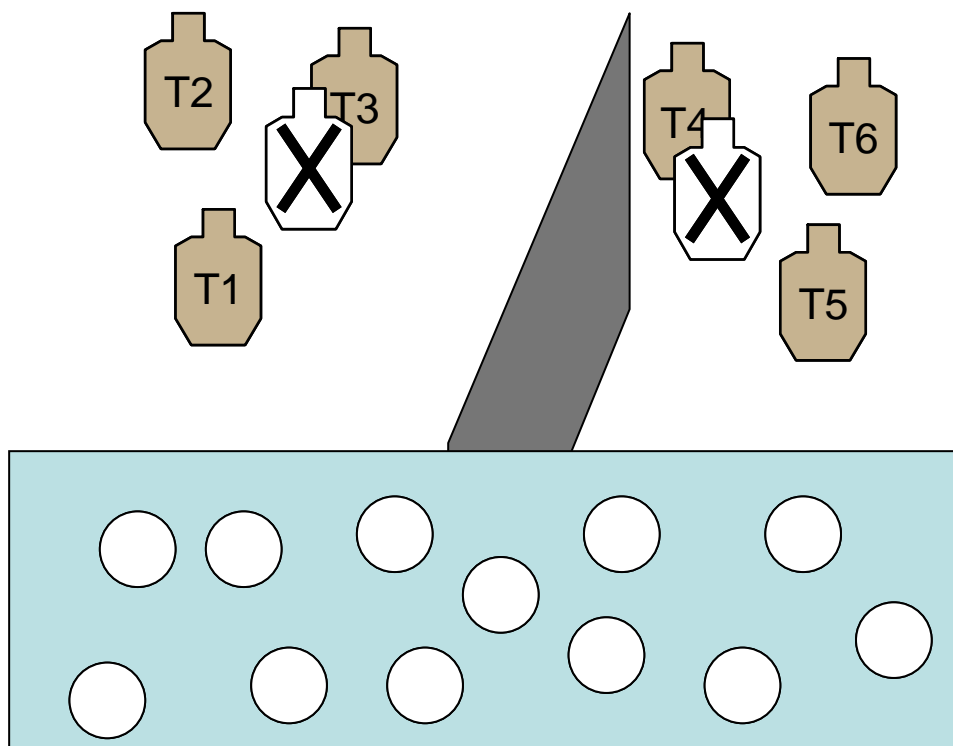


Stage (Bay J)	Glock Stage/Side match and chrony?
Designer	
Scoring	Vickers
Scoring Procedure	As per latest IDPA rulebook
Targets	9 x IDPA paper targets, 3 x Non-threat targets
Target Distances	3 to 18 m
Rounds	18 minimum
Start Signal	Timer signal
Stop Signal	Last shot fired
Start Position	
Scenario	
Procedure	

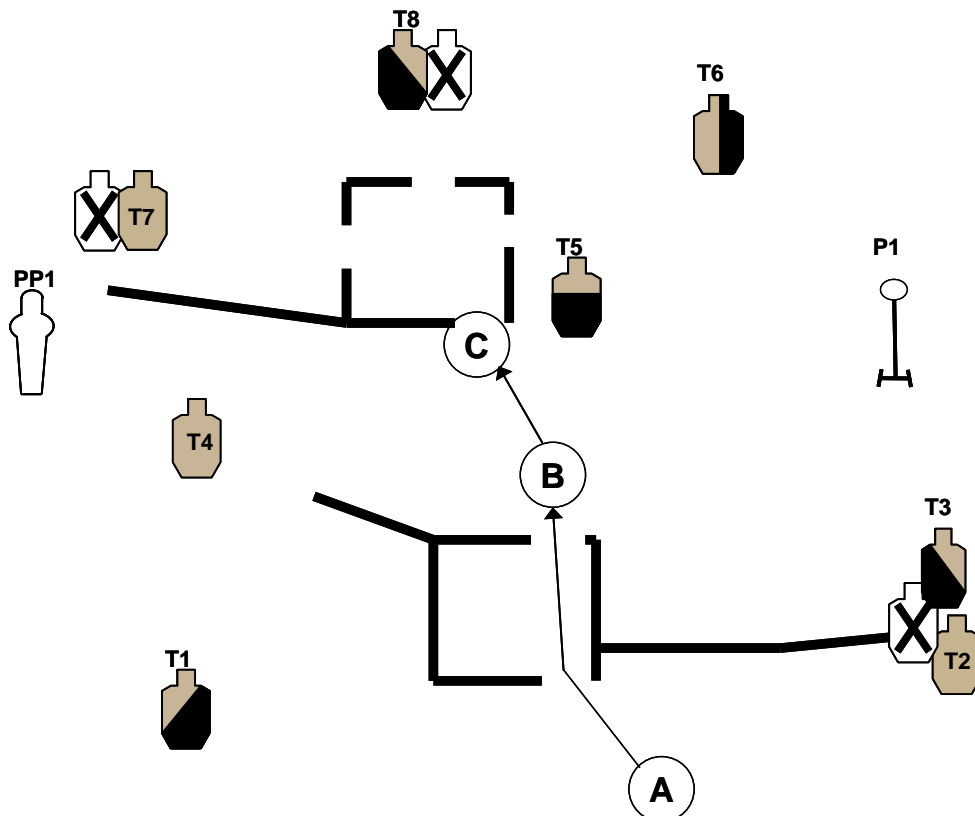
Stage 12 (Bay K)	Nerves of Steel
Designer	Nic van der Nest
Scoring	Vickers
Scoring Procedure	As per latest IDPA rulebook
Targets	6 x IDPA paper targets, 3 x Non-threat, 2 poppers, 1 plate
Target Distances	3 to 18 m
Rounds	15 minimum
Start Signal	Timer signal
Stop Signal	Last shot fired
Start Position	Hands relaxed at sides, facing uprange, firearm loaded, holstered, concealed.
Scenario	You're at an industrial site concluding a business deal when armed robbers strike. Defend yourself without hurting any of the workers.
Procedure	On the signal, turn, draw and engage all targets from behind cover, starting at position A. All paper targets to be engaged with 2 rounds each, steel have to be shot down to score.



Stage 13 (Bay L)	Rainbow Porthole
Designer	Nic van der Nest
Scoring	Limited Vickers
Scoring Procedure	As per latest IDPA rulebook
Targets	6 x IDPA paper targets, 2 x Non-threat targets
Target Distances	3 to 12 m
Rounds	18 minimum
Start Signal	Timer signal
Stop Signal	Last shot fired
Start Position	Apart from facing downrange, no starting position is specified (can start on either side, or even the middle)
Scenario	Standards Exercise
Procedure	<p>String 1: On signal, engage T1 – T6 with two rounds each, STRONG HAND, only using GREEN apertures.</p> <p>String 2: On signal, engage T1 – T6 with one round each, WEAK HAND, using only RED apertures.</p> <p>String 3: On signal, engage T1 – T6 with one round each, using only BLUE apertures.</p>



Stage 14(Bay N)	Pushed over the hedge!
Designer	Nigel Hulleman
Scoring	Vickers
Scoring Procedure	As per latest IDPA rulebook
Targets	8 x IDPA paper targets, 3 x Non Threat, 1 Pepper popper, 1 Plate
Target Distances	2 to 12 m
Rounds	18 minimum
Start Signal	Timer signal
Stop Signal	Last shot fired
Start Position	Hedge trimmers held in both hands at chest height, back to targets. Firearm loaded holstered and concealed.
Scenario	You are working in your garden trimming a hedge, when you are confronted by an armed group of criminals. They demand that you and your family who are helping you in the garden, go to the house so that they can ... You decide otherwise. You engage some of the criminals while moving to cover. Screams alert you to the fact that your family is being attacked and you get shot as you exit the building on your way to rescue them.
Procedure	On the start signal, turn, draw and engage T1 and T2 on the move to cover at B. Engage visible targets while making use of cover provided by the building. Move to C, engaging PP1 and T4 strong hand only. Open the door and engage the remaining targets in tactical priority, strong hand only. Be careful not to injure your family. Paper targets to be engaged with 2 shots each, minimum. Steel to be shot down to score.



CDPC 