



2013

SOUTHERN NATIONALS

23RD & 24TH March

Hosted by



Under the auspices of



SADPA would like to wish all the participants in this event a safe and enjoyable Southern Nationals, shoot straight and fast !

Competitor Details

Competitor name

Division

Classification

stage/time	1 & 2	3 & 4	5 & 6	7 & 8	9 & 10	11 & 12	13 & 14	15 & 16
09H00-10H30	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8
10H30-12H00	Squad 8	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7
12H00-13H30	Squad 7	Squad 8	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6
13H30-15H00	Squad 6	Squad 7	Squad 8	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5
15H00-16H30	Squad 5	Squad 6	Squad 7	Squad 8	Squad 1	Squad 2	Squad 3	Squad 4
16H30-17H30	Side Matches							
Sunday								
stage/time	1 & 2	3 & 4	5 & 6	7 & 8	9 & 10	11 & 12	13 & 14	15 & 16
08H30-10H00	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 1	Squad 2	Squad 3
10H00-11H30	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 1	Squad 2
11H30-13H00	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 1
13H00-14H00	Side Matches							

Course of Fire Details

Stage	Range	Course of fire	Round count	scoring
1	3	Employees gone bad	16	Vickers
2	4	Reach out	17	Vickers
3	5	Broken down	18	Vickers
4	6/7	Home defence	18	Vickers
5	8	Linesman	16	Vickers
6	9	Flat warming	18	Vickers
7	Clay	Rover ride	17	Vickers
8	Clay	Bad day at the bank	17	Vickers
9	Rifle	Office attack	16	Vickers
10	Rifle1	Gun shop drama	16	Vickers
11	Rifle2	Scary Movie	18	Vickers
12	Rifle3	Walking the dog	12	Vickers
13	Rifle4	Rubbish day	12	Vickers
14	Trap	Drum roll	12	Vickers
Chrono	Trap	Chronograph	6	
15	Kevin	Just cleaned your gun	18	Vickers
16	classifier	Laundry day	15	Vickers
Side Match 1	Rifle +4	CR Speed	6	Limited Vickers
Side Match 2	3 + Clay	CKCS Kydex quick draw	3	Vickers

Stage 7 & 8

Stage 9

Stage 6

Stage 10

Stage 5

Stage 11

Stage 14 &
Chrono

Stage 12

Stage 3

Stage 4

Stage 13

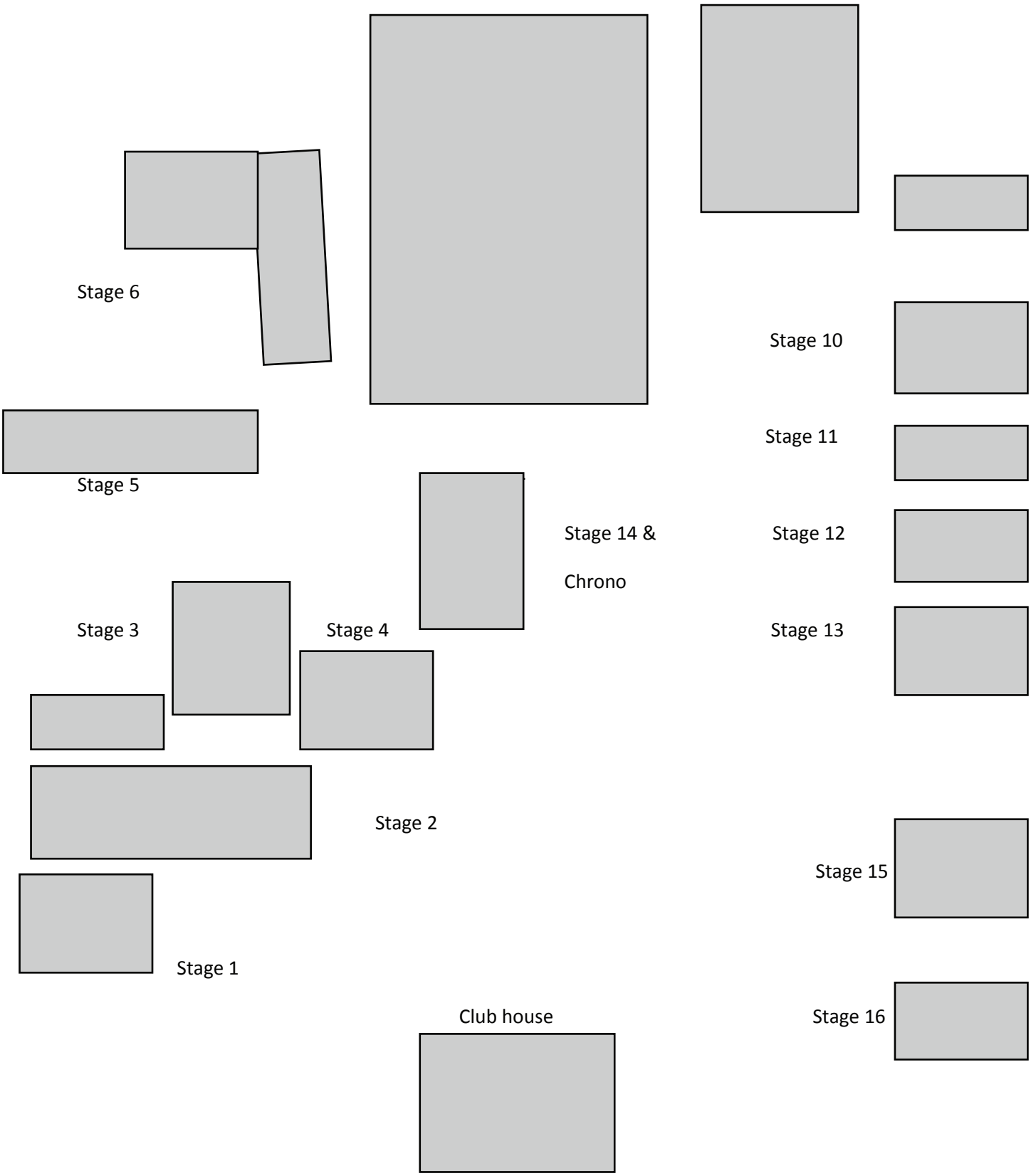
Stage 2

Stage 15

Stage 1

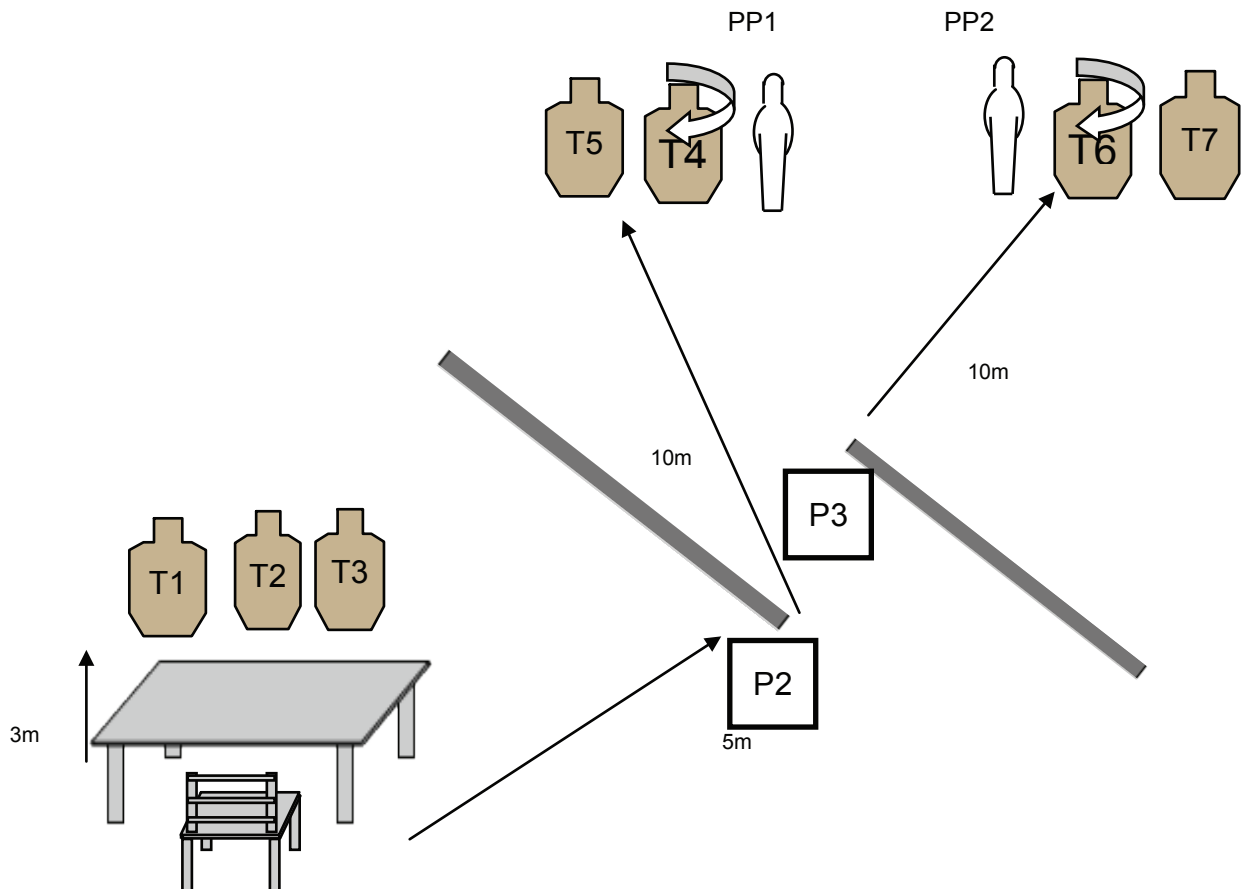
Stage 16

Club house



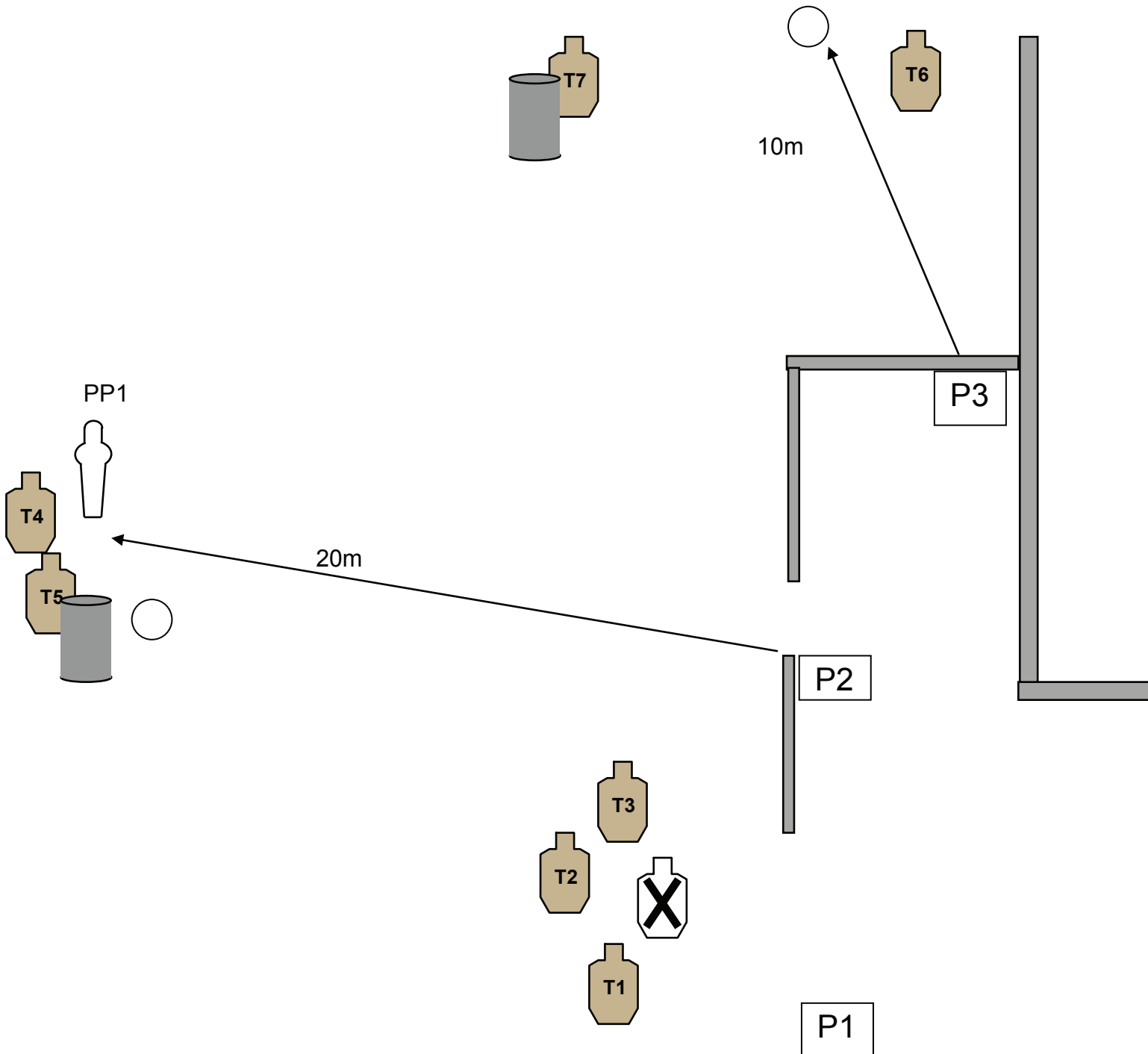
Stage 1–Employees gone bad(range 3)

Designer	Paul Henkel
Scoring	Vickers
Round Count	16 min
Targets	5x IDPA Paper Targets, 2 x PP's, 2 x Gravity turners
Target Distance	1 - 10 meters
Scoring Procedure	As per current IDPA Rulebook and addendums
Start Signal	Audible Timer
Stop	Last Shot
Muzzle Safe Points	indicated by traffic cones.
Scenario	While handing out the weekly wages to your employees, they turn on you with firearms and demand your money. Defend yourself
Start Position	Seated at desk with both hands flat on desk. Firearm loaded, holstered & concealed.
Procedure	On start signal, engage T1-T3 while seated, proceed to P2 and engage the popper, T4 and T5 in tactical priority from the right side of cover. Then proceed to P3 and engage the popper, T6 and T7 in tactical priority from the left side of cover. All targets to be engaged with 2 rounds each and steel must be down to score. PP1 activates GT4 and PP2 activates GT6. Gravity turners disappear and don't carry FTN's. Note :Be aware of sweeping yourself when drawing from the seated position, especially right handed shooters wanting to engage T1 first.



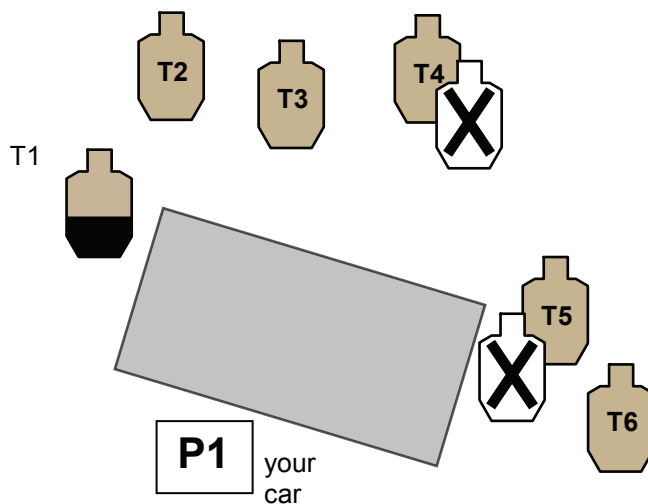
Stage 2 - Reach Out (Main Range)

Designer	Craig Gerstner
Scoring	Vickers
Round Count	17min
Targets	7 x IDPA Paper Targets / 1 x non threat target/ 1 x PP/2 x plates
Target Distance	4 – 20 meters
Scoring Procedure	As per current IDPA rule book and addendums
Start Signal	Audible Timer
Stop	Last Shot
Muzzle Safe Points	indicated by traffic cones
Scenario	Striking workers attack your factory. Defend yourself and your staff.
Start Position	Standing at P1, handgun loaded, holstered and concealed.
Procedure	On start signal move to P2 and engage T1-T3 on the move(all shots to be fired on the move). At P2 engage T4 & T5, PP1 and plate in tactical priority. At P3 engage T6,T7 and plate from prone aperture. All targets to be engaged with 2 rounds each and steel must be down to score.
Stage distances:	10 metres between P1 and P3.



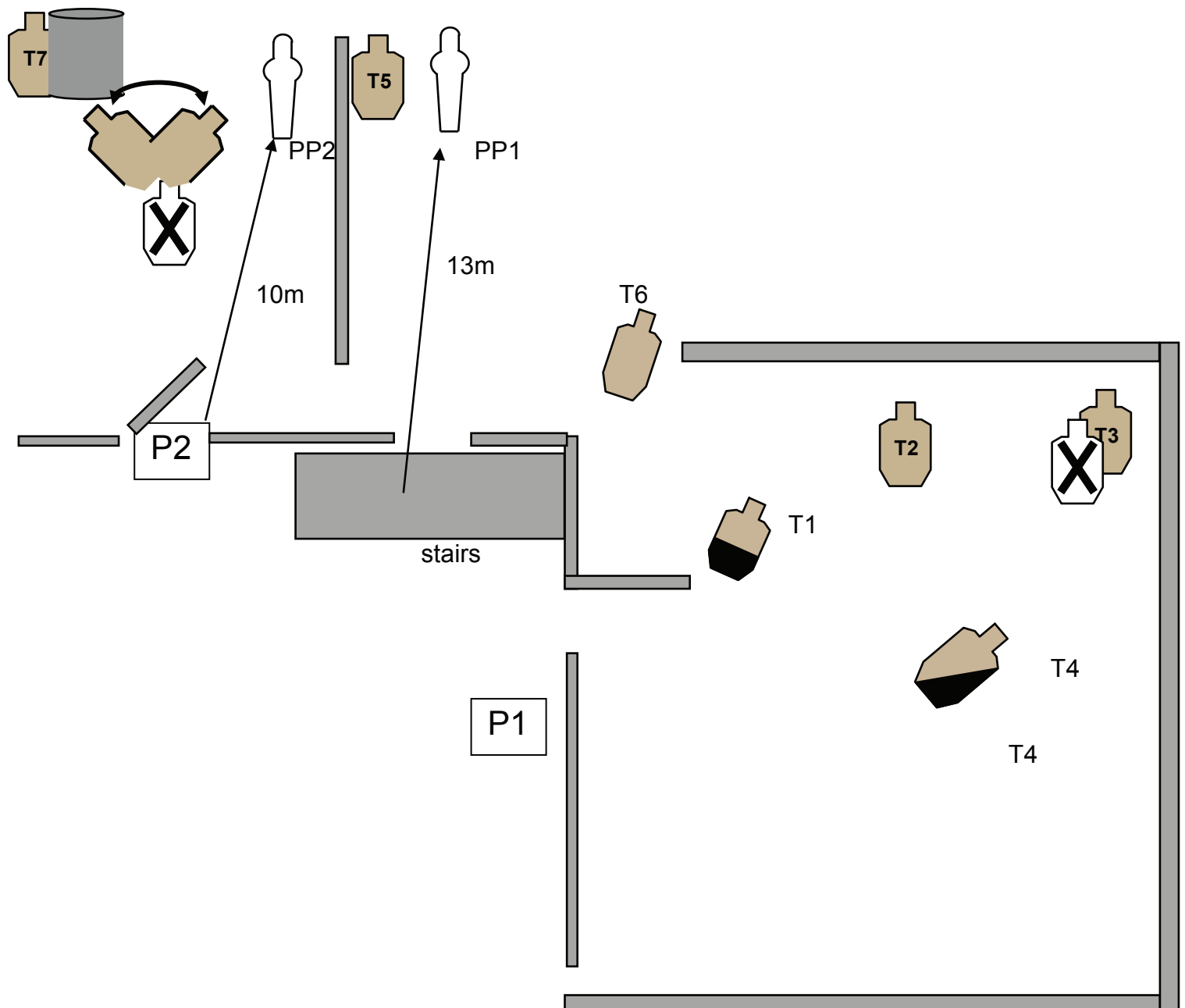
Stage 3 - Broken Down (Left of Tactical Range)

Designer	Craig Gerstner
Scoring	Vickers
Round Count	18 min
Targets	6 x IDPA Paper Targets and 2 x non threat
Target Distance	3 – 7meters
Scoring Procedure	As per current IDPA Rulebook & addendums
Start Signal	Audible Timer
Stop	Last Shot
Muzzle Safe Points	indicated by traffic cones.
Scenario	Fixing a flat, you are approached by an armed gang wanting your vehicle. Defend yourself.
Start Position	With one knee on the ground at P1 , hands holding tyre spanner, handgun loaded in toolbox next to you, muzzle pointing downrange, toolbox lid closed. Magazines/speedloaders on your belt.
Procedure	On signal open toolbox , retrieve handgun and engage T1-T6 with 2 rounds each, strong hand only, using the car as cover. Transfer to weak hand and re –engage T1-T6 with one round each, weak hand only. T1 –T6 are equidistant from P1 and thus can be engaged in any order.



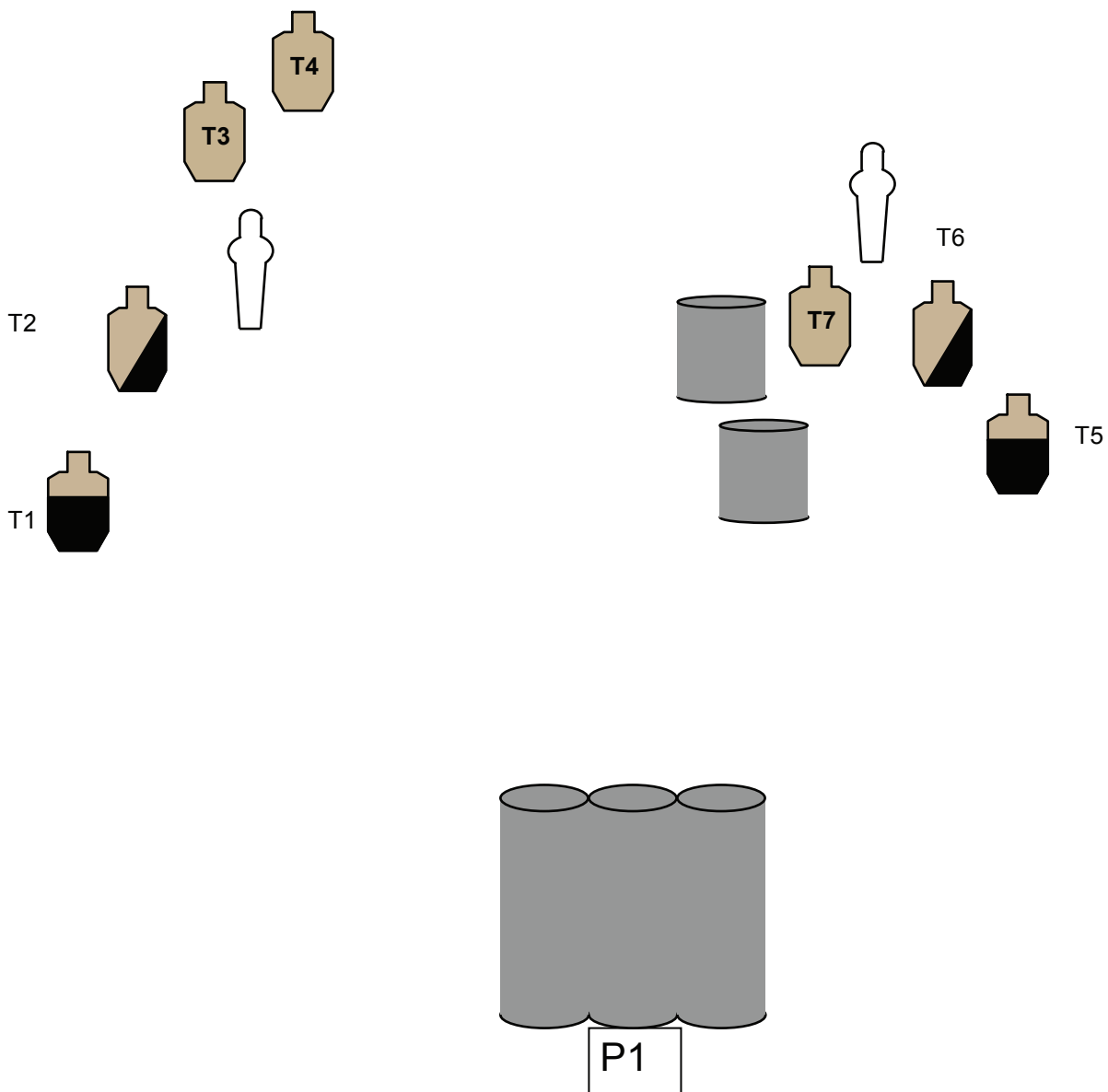
Stage 4 - Home Defence (Ronin and Balcony Range)

Designer	Craig Gerstner
Scoring	Vickers
Round Count	18 min
Targets	7 x IDPA Paper Targets / 2 x non threat targets/2 x PP /1 x Swinger
Target Distance	6– 15 meters
Scoring Procedure	As per current IDPA rule book and addendums
Start Signal	Audible Timer
Stop	Last Shot
Muzzle Safe Points	Indicated by traffic cones
Scenario	Hearing a noise in one of the rooms, you investigate and come under fire. Defend yourself.
Start Position	Standing at P1, handgun loaded, holstered and concealed. .
Procedure	On start signal engage T1-T4 from cover then move to stairs and P2. PP1 and T5 can only be seen from stairs through the window. At P2 open the door and engage PP2, swinger and T6 &7. Either PP activates the swinger. The swinger doesn't disappear and therefore carries a FTN. Note : be aware of sweeping yourself when opening the door at P2.
Range Setup:	8m between P1 and P2.



Stage 5 - Linesman (High Tower range)

Designer	Craig Gerstner
Scoring	Vickers
Round Count	16 min
Targets	7 x IDPA Paper Targets; 2 x PP
Target Distance	15 -35 meters
Scoring Procedure	As per current IDPA Rulebook and addendums
Start Signal	Audible Timer
Stop	Last Shot
Muzzle Safe Points	Indicated by traffic cones.
Scenario	While inspecting Eskom power boxes at a strategic installation, you come under attack from terrorists.
Start Position	Standing at P1 holding toolbox in strong hand, firearm loaded , holstered & concealed.
Procedure	On start signal engage T1-T7 and PP1&2 from cover. All targets to be engaged with 2 rounds each and steel must be down to score.
Range Setup:	

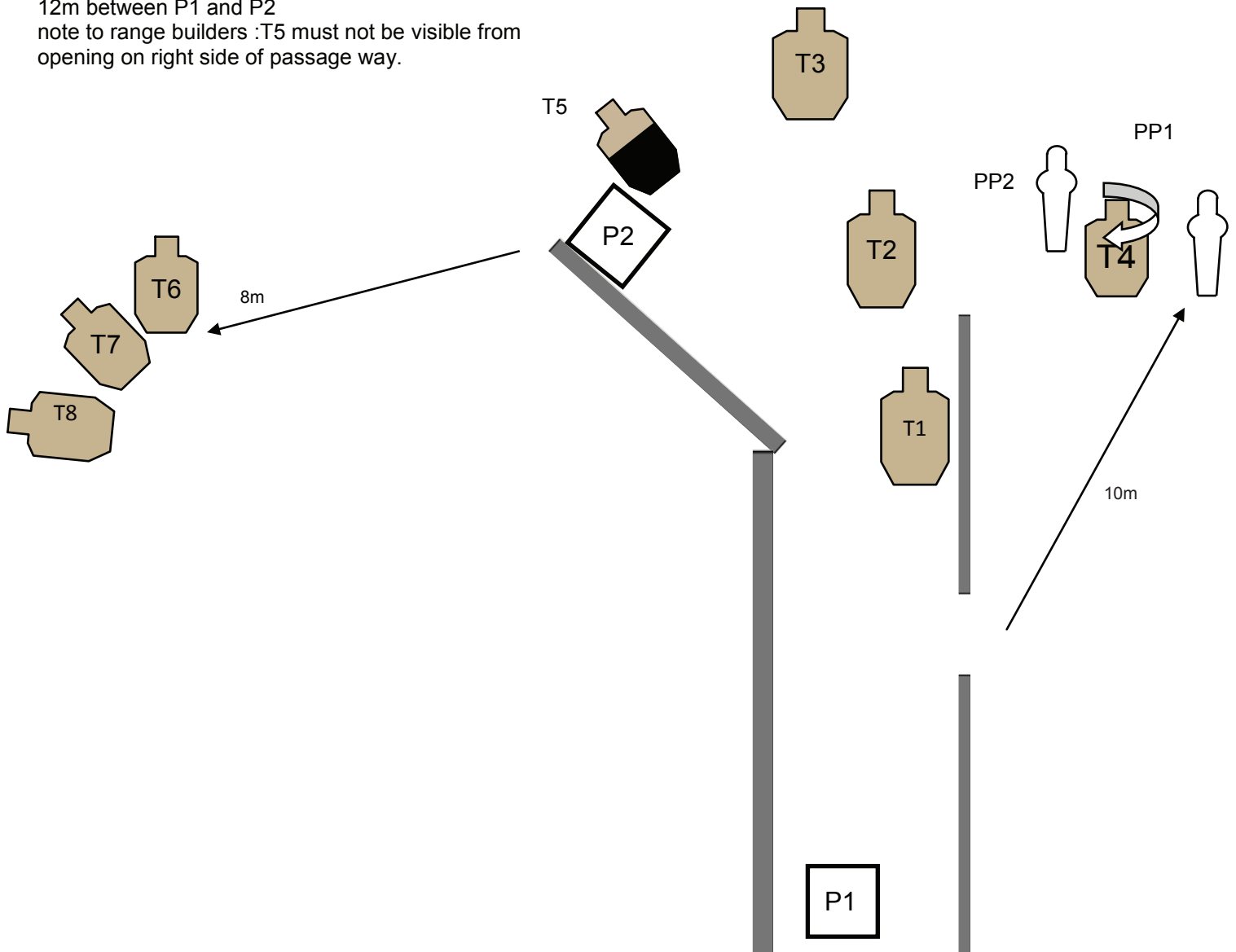


Stage 6–Flat warming(dogleg range)

Designer	Paul Henkel
Scoring	Vickers
Round Count	18 min
Targets	7x IDPA Paper Targets, 1 x Gravity turner/2 x PP's
Target Distance	4- 10 meters
Scoring Procedure	As per current IDPA Rulebook and addendums
Start Signal	Audible Timer
Stop	Last Shot
Muzzle Safe Points	Indicated by traffic cones
Scenario	While returning to your flat late one night, you open your door and are met by several armed thugs who are ransacking your flat and intent on killing you. Protect yourself.
Start Position	Standing at P1 ,about to hang your raincoat up, firearm loaded, holstered and concealed.
Procedure	On start signal drop the coat and engage targets T1-T3 from near too far from P1 ,then move to opening of the right side of passage and engage PP1,GT and PP2. PP1 activates GT. Moving to P2, at left turn of passage, using cover, engage T5. Then from P2 engage T6-T8. All targets to be engaged with 2 rounds each, steel to be down to score. GT disappears and doesn't carry an FTN.

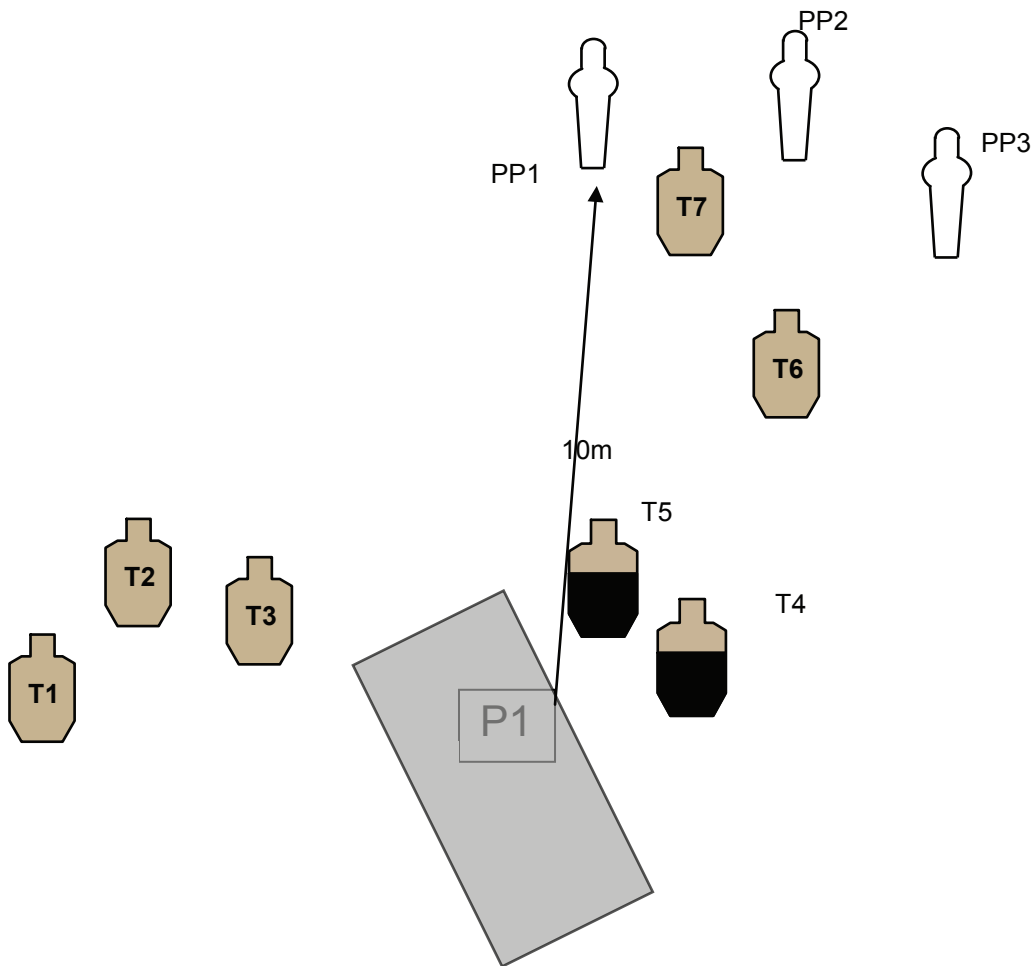
12m between P1 and P2

note to range builders :T5 must not be visible from opening on right side of passage way.



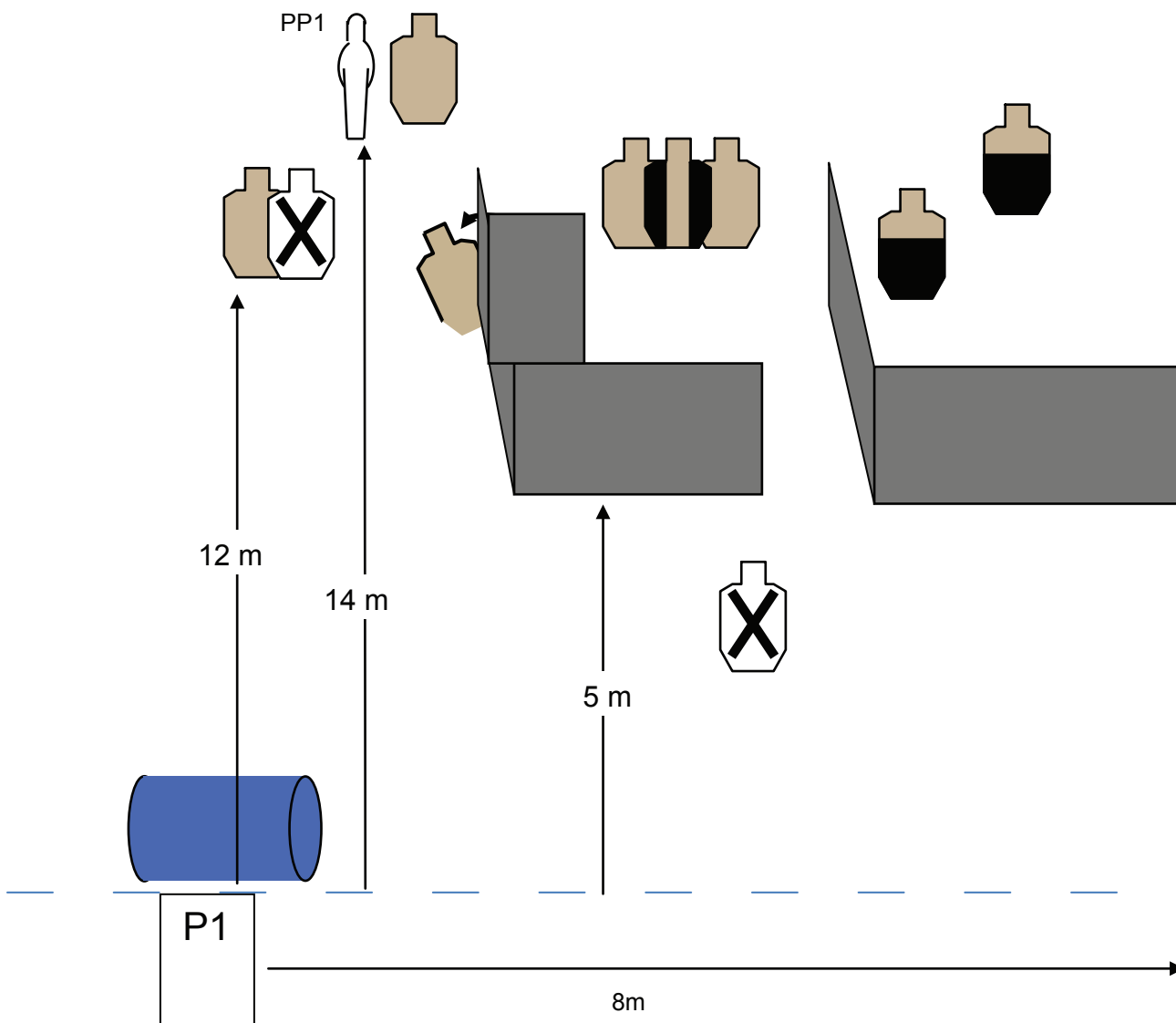
Stage 7 - Rover Ride (Left of Clay Range)

Designer	Craig Gerstner
Scoring	Vickers
Round Count	17 min
Targets	7 x IDPA Paper Targets /3 x PP
Target Distance	5– 12 meters
Scoring Procedure	As per current IDPA Rulebook & addendums
Start Signal	Audible Timer
Stop	Last Shot
Muzzle Safe Points	indicated by traffic cones.
Scenario	At a robot you become the next carjacking victim. Defend yourself.
Start Position	Sitting in the drivers seat, hands on steering wheel, loaded handgun placed on passenger seat.
Procedure	On start signal engage T1-T7 and PP1-3 in tactical priority .T1-T5 are equidistant and can be engaged in any order. All targets to be engaged with 2 rounds each and steel must be down to score. All shots must be fired from inside the car through drivers and passengers windows. Note :Be aware of sweeping yourself when transitioning L-R or R-L in the close confines of the vehicle.



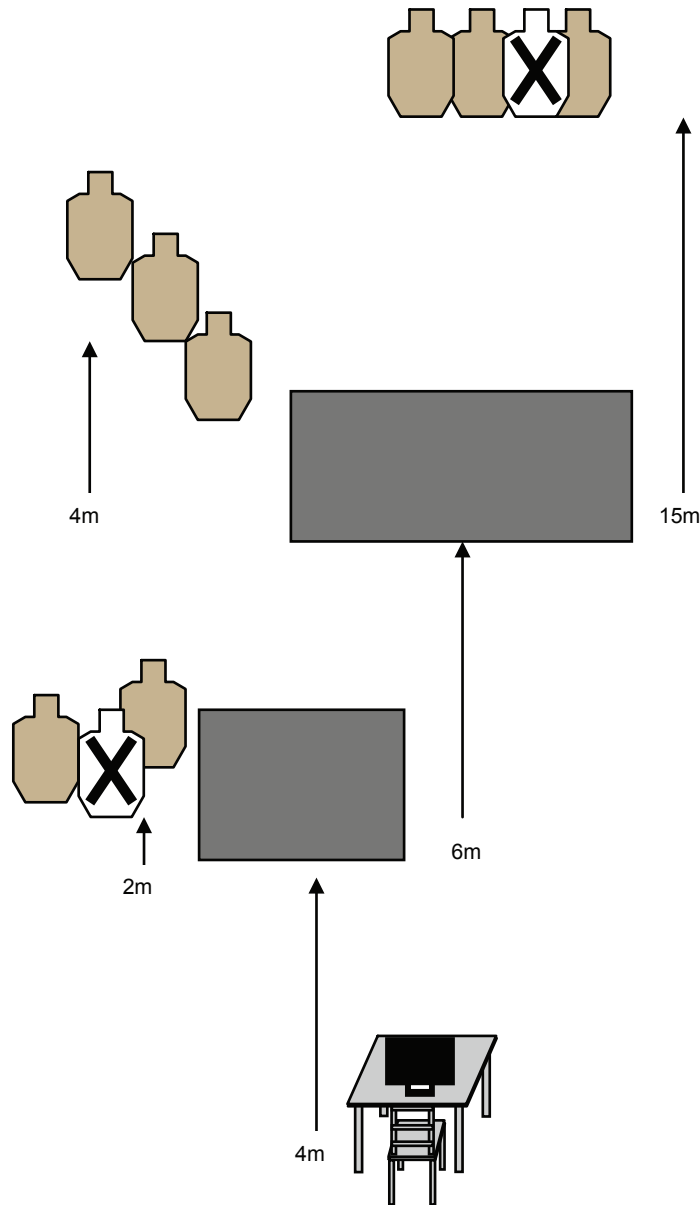
Stage 8-Bad day at the bank(Right of clay range)

Designer	Danie van den Berg
Scoring	Vickers
Round Count	17 min
Targets	7 x IDPA paper targets, 2 Non-threat, 1 x PP1; 1 x swinger
Target Distance	3 – 15 meters
Scoring Procedure	As per current IDPA Rulebook and addendums
Start Signal	Audible Timer
Stop	Last Shot
Muzzle Safe Points	Indicated by traffic cones
Scenario	As you enter the bank you are ordered to the ground by a group of bank robbers. You quickly realize that they are not planning on leaving any witnesses. You have no choice but to try and defend yourself and the other people in the bank.
Start Position	At P1 , both knees on the ground, hands interlaced behind your head. Firearm loaded, holstered and concealed.
Procedure	On the signal, draw and engage T1,T2,PP1 and swinger over low cover. Get up and engage remaining targets using all available cover. Targets to be engaged with min. 2 shots each and steel must be down to score.PP1 activates swinger, which disappears and will not carry an FTN. Note :be aware of sweeping yourself when drawing from a kneeling position.



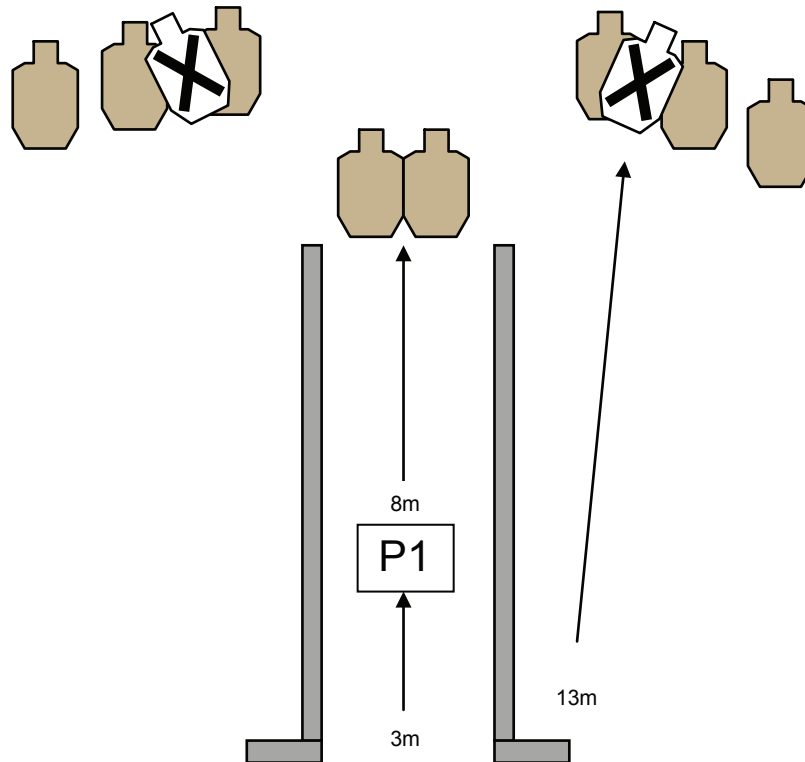
Stage 9- Office attack(rifle backstop)

Designer	Alistair Ross
Scoring	Vickers
Round Count	16 min
Targets	8 x IDPA Paper Targets / 2x non treat targets
Target Distance	4 – 15 meters
Scoring Procedure	As per current IDPA Rule book and addendums
Start Signal	Audible Timer
Stop	Last Shot
Muzzle Safe Points	indicated by traffic cones.
Scenario	On banking day a gang of foreigners decide to take some of your staff hostage in order to relieve you of the cash, save your staff and the cash.
Start Position	Sitting at your desk, firearm loaded, holstered & concealed. Hands palm down on desk.
Procedure	On start signal stand up, pick up brief case, draw firearm and engage visible targets with two shots each strong hand only, whilst moving to cover with brief case in weak hand. At cover drop brief case and engage the rest with two shots each from behind cover in tactical priority.



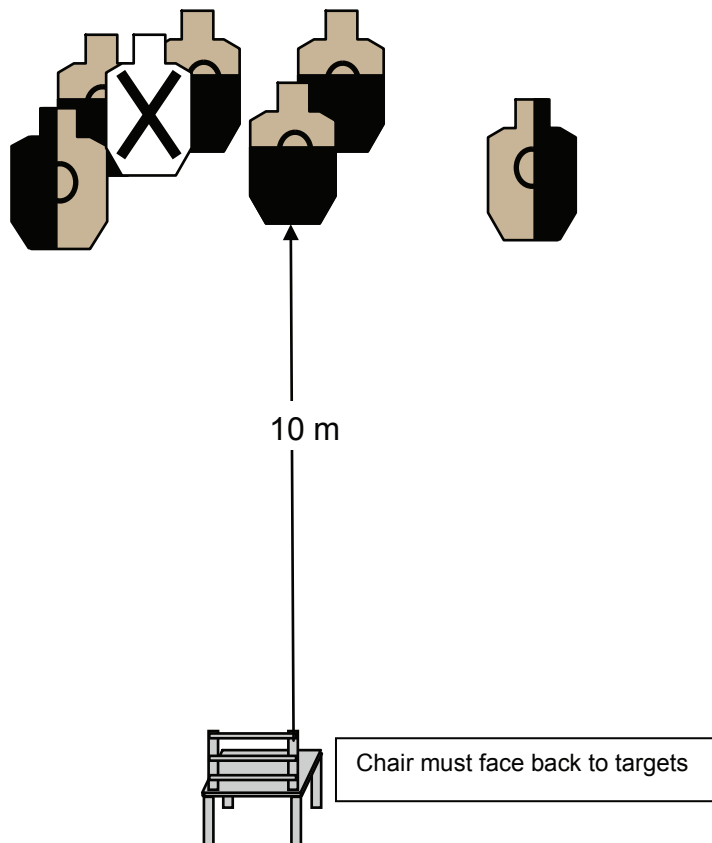
Stage 10- Gun Shop Drama(rifle 1)

Designer	Alistair Ross
Scoring	Vickers
Round Count	16 min
Targets	8 x IDPA Paper Targets/ 2 x non threat
Target Distance	4 – 15 meters
Scoring Procedure	As per current IDPA Rulebook and addendums
Start Signal	Audible Timer
Stop	Last Shot
Muzzle Safe Points	Indicated by traffic cones
Scenario	Due to an increase in local criminal activity you decide to purchase additional ammo from your local gun shop. As you enter you are accosted by bad guys who have decided to acquire their ammo without paying for it and have two of the employee's hostage. Defend yourself and save the employee's.
Start Position	Start at P1, firearm loaded, holstered & concealed.
Procedure	At the signal draw and engage visible targets with two rounds each whilst retreating. From cover engage the rest of the targets with two shots each in tactical priority.



Stage 11- Scary Movie(rifle 2)

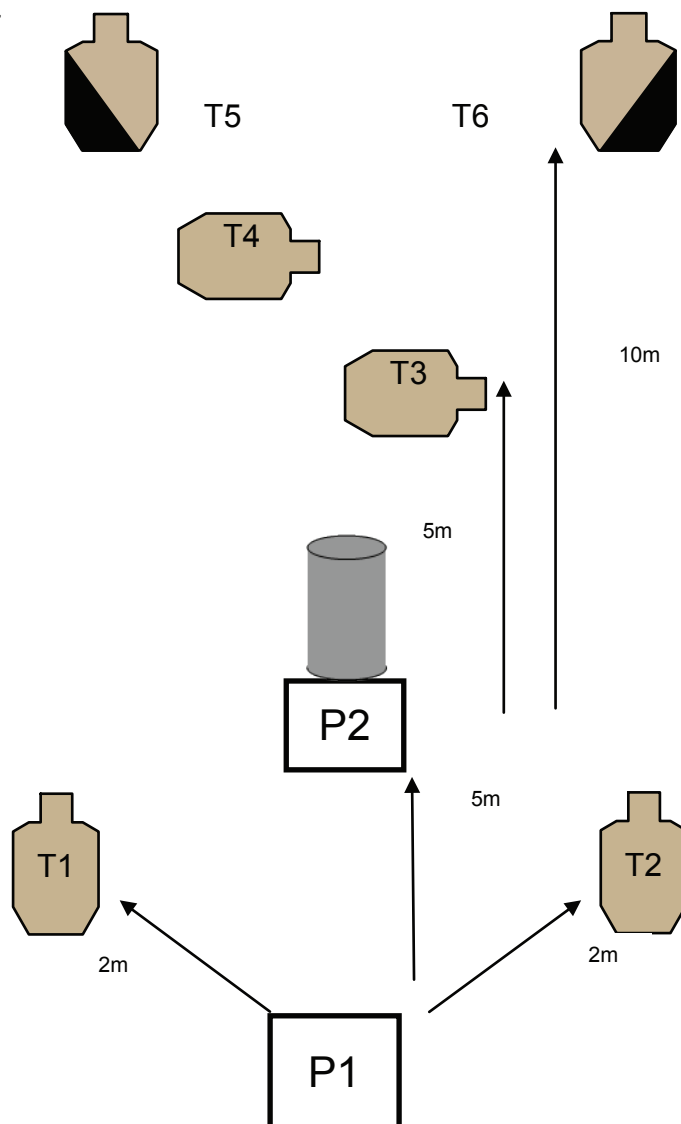
Designer	Alida van den Berg
Scoring	Vickers
Round Count	18 min
Targets	6 x IDPA paper targets, 1 Non-threat
Target Distance	10 – 12 meters
Scoring Procedure	As per current IDPA Rulebook and addendums
Start Signal	Audible Timer
Stop	Last Shot
Muzzle Safe Points	Indicated by traffic cones
Scenario	You and a friend decided to go and watch a movie in an unfamiliar part of town. You take your seat in the front of the cinema while your friend is busy getting drinks and popcorn. On his way back into the cinema he walks right in to a drug deal. You have no choice but to try and save your friend from a terrible fate.
Start Position	Start seated on the chair, hands on knees with back to targets. Firearm is loaded, holstered and concealed.
Procedure	On the signal stand up, turn, draw, kneel and engage all threat targets with 3 rounds each in tactical sequence from over low cover(the chair) Note : turn and then draw handgun –no premature drawing of handgun.



Stage 12– Walking the dog(rifle 3)

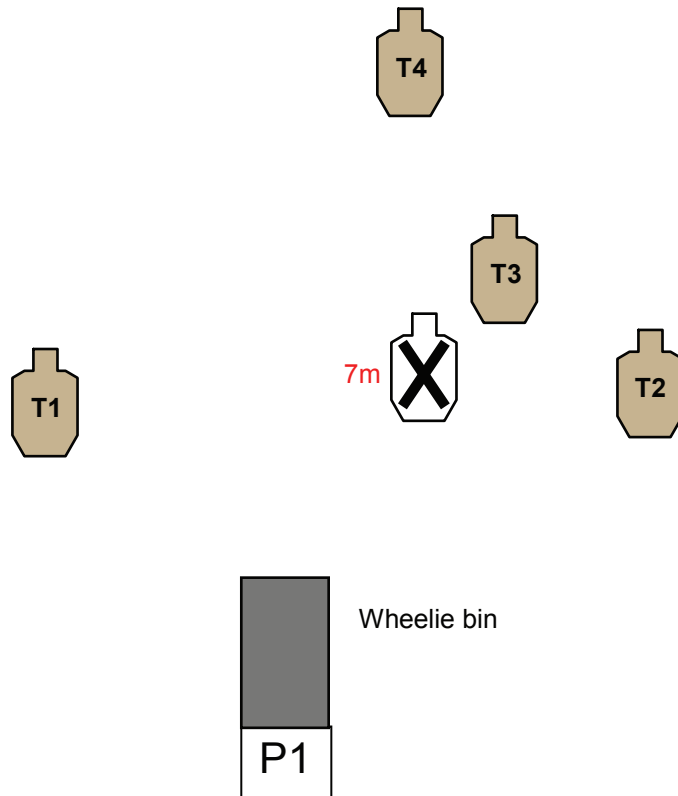
Designer	Paul Henkel
Scoring	Vickers
Round Count	12 min
Targets	6x IDPA Paper Targets
Target Distance	2 - 10 meters
Scoring Procedure	As per current IDPA Rulebook and addendums
Start Signal	Audible Timer
Stop	Last Shot
Muzzle Safe Points	Indicated by traffic cones
Scenario	While walking your dog in your local park you are attacked by an armed gang and their two rabid dogs. Defend yourself and your beloved companion.
Start Position	At P1, Firearm holstered and concealed. Weak hand holding lead.
Procedure	On the signal, while holding the lead in your weak hand, engage T1 and T2 SHO. Release the lead and move to low cover at P2 and engage T3-T6 in tactical priority from low cover. All targets to be engaged with 2 shots each. Note :T1 & T2 are equidistant from P1 and can be engaged in any order. If shooting over the drum at P2 ,T5 & T6 are equidistant and can be engaged in any order.

Target height is 1m for T3& T4



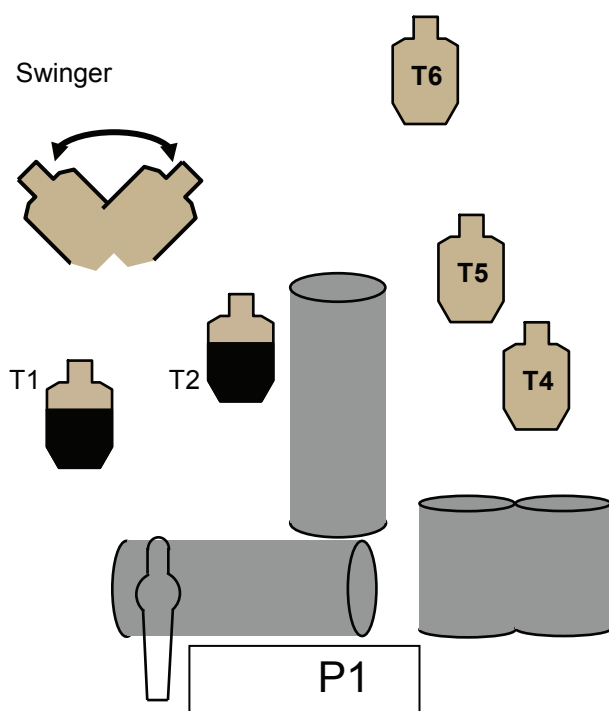
Stage 13 - Rubbish Day (Rifle Range 4)

Designer	Craig Gerstner
Scoring	Vickers
Round Count	12 min
Targets	4 x IDPA Paper Targets / 1 X non-threat target
Target Distance	3– 8 meters
Scoring Procedure	As per current IDPA Rulebook and addendums
Start Signal	Audible Timer
Stop	Last Shot
Muzzle Safe Points	indicated by traffic cones.
Scenario	While pushing the bin out into the road, you walk into a gang about to break in to your property. Defend yourself.
Start Position	Standing at P1, hands on wheelie bin handle, firearm loaded, holstered & concealed.
Procedure	On start signal use bin as low cover and engage T1-T4 with 2 rounds each, then re – engage each target with 1 round to each head ,all shots to be fired around the sides of the bin.



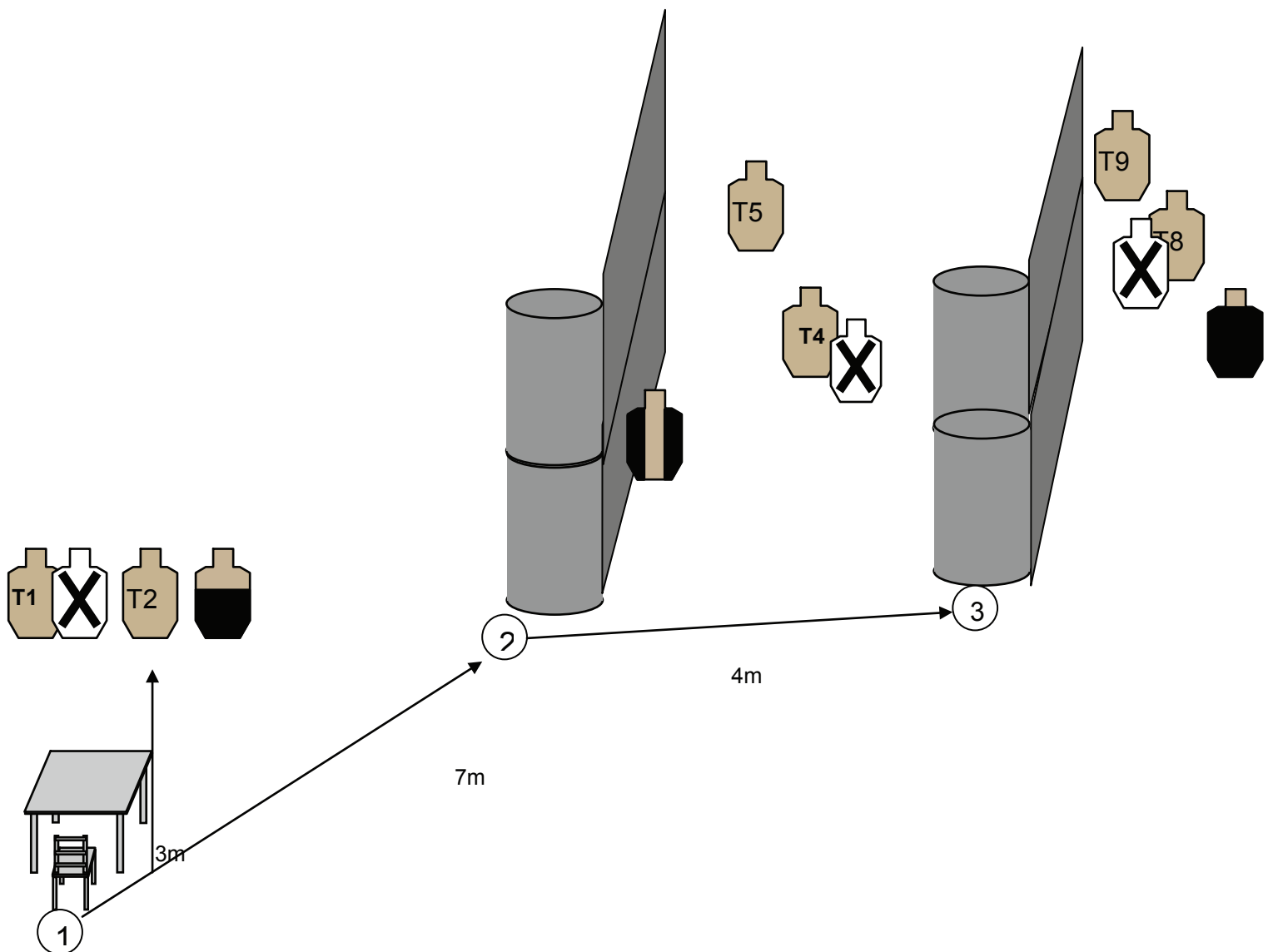
Stage 14 - Drum Roll (Trap Range)

Designer	Craig Gerstner
Scoring	Vickers
Round Count	12 min
Targets	5 x IDPA Paper Targets/1 x swinger
Target Distance	4 – 8 meters
Scoring Procedure	As per current IDPA Rulebook and addendums
Start Signal	Audible Timer
Stop	Last Shot
Muzzle Safe Points	Indicated by traffic cones
Scenario	While looking for drums at the scrap yard, you are attacked by a gang, they push you to the ground demanding money. Defend yourself.
Start Position	Sitting on your butt at P1, feet towards the Popper, firearm loaded & holstered.
Procedure	On signal kick Popper over which activates swinger, engage T1, T2 and swinger, lie back and engage T4-T6. All targets to be engaged with 2 rounds each. Swinger does not disappear and will carry a FTN. Note : Be aware of sweeping yourself when drawing from the sitting position ,especially left handed shooters. Lie back means your shoulder and right side coming to rest on the ground with your handgun pointing downrange. SO to demonstrate the start position and the lie back position.
Range Setup:	



Stage15 –Just cleaned your gun(Kevin’s range)

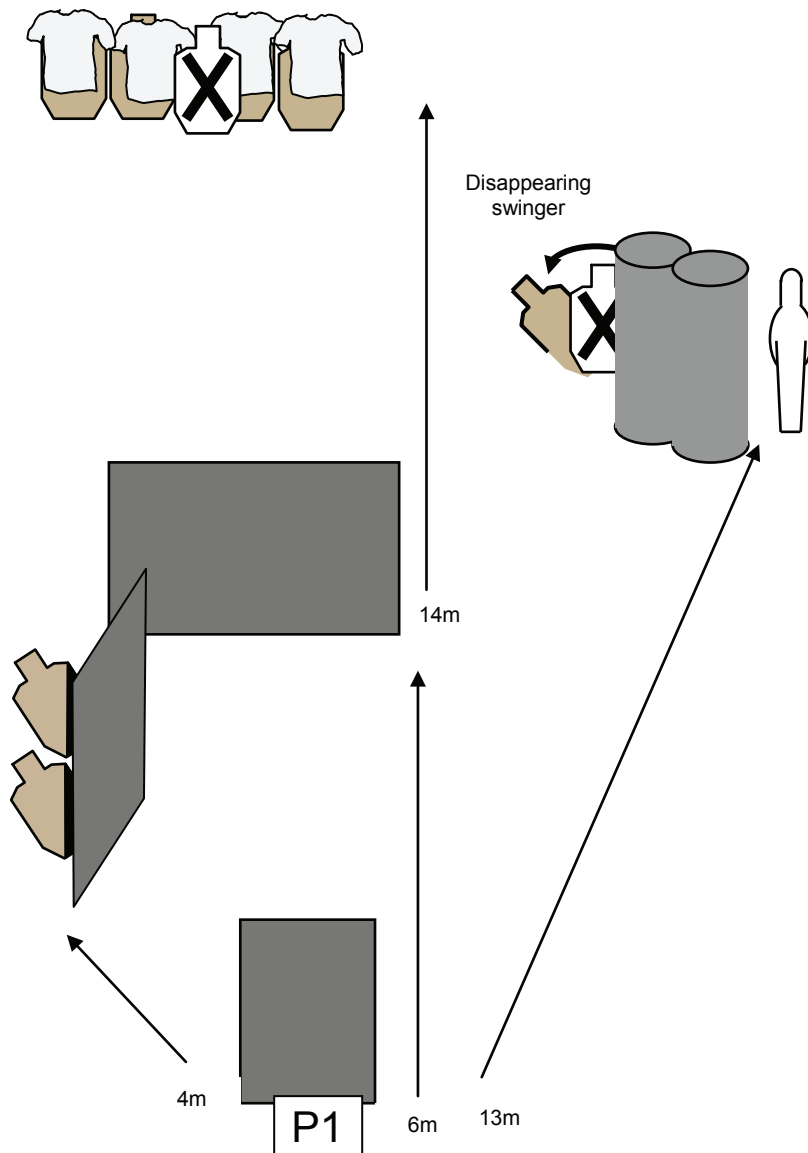
Designer	Mark Allen
Scoring	Vickers
Round Count	18 min
Targets	9 x IDPA Paper & 3 X Non-threat targets
Target Distance	3 – 15 meters
Scoring Procedure	As per current IDPA Rulebook and addendums
Start Signal	Audible Timer
Stop	Last Shot
Muzzle Safe Points	Indicated by traffic cones
Scenario	You’ve just finished cleaning your firearm after a long day at the range when an armed gang decides to rob your house. Protect yourself and your family.
Start Position	Standing behind the workbench, firearm has loaded magazine inserted ,chamber empty (revolvers loaded) and placed on table with all your magazines/speedloaders.
Procedure	On start signal, retrieve your firearm ,load and engage T1 -T3 in tactical sequence with 2 rounds each using your workbench as low cover. Perform a RWR/tac load and then move to P2. At P2 engage T4-T6 in tactical priority. Perform another RWR/tac load before moving to P3 to engage targets T7-T9 in tactical priority. All targets to be engaged with a minimum of 2 rounds each.



Stage16- Laundry Day(classifier range)

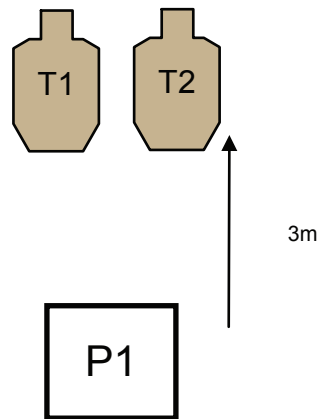
Designer	Alistair Ross
Scoring	Vickers
Round Count	15 min
Targets	6 x IDPA Paper Targets / 2 x IDPA non threat targets / 1 x Swinger / 1 x PP
Target Distance	4 – 14 meters
Scoring Procedure	As per current IDPA Rulebook and addendums
Start Signal	Audible Timer
Stop	Last Shot
Muzzle Safe Points	Indicated by traffic cones
Scenario	You are in your garden when you hear a scream from your better half that was busy hanging up the washing in the back yard, protect yourself and save your family from the perpetrators.
Start Position	Standing at P1, firearm loaded, holstered and concealed.
Procedure	On start signal engage all targets in tactical priority while using all available cover. PP1 and swinger must be engaged from P1. Targets to be engaged with min. 2 shots each and steel must be down to score.

Range Setup: Wash line to be strung 300mm above targets, suspend washing from line with wire droppers to avoid having the wash line shot.



Side Match 1- CR Speed

Designer	Paul Henkel
Scoring	Limited Vickers
Round Count	6
Targets	2x IDPA Paper Targets
Target Distance	3 meters
Scoring Procedure	As per current IDPA Rulebook and addendums
Start Signal	Audible Timer
Stop	Last Shot
Muzzle Safe Points	Indicated by traffic cones
Scenario	Skills
Start Position	At P1, Firearm holstered. No concealment required
Procedure	On the signal, engage T1 and T2 with 2 shots to each body, then reengage T1 and T2 with one shot to each head. -0 zones only to score, outside of -0 zone is scored as a miss.



Side match 2–CKCS kydex quick draw

Designer	Geoff Carter
Scoring	Vickers
Round Count	3
Targets	1x IDPA Paper Target, 1 x PP
Target Distance	3 – 15 meters
Scoring Procedure	As per current IDPA Rulebook and addendums
Start Signal	Audible Timer
Stop	Last Shot
Muzzle Safe Points	Indicated by traffic cones
Scenario	Skills
Start Position	At P1, Firearm holstered. No concealment required
Procedure	On the signal, engage T1 with 2 rounds and then engage PP, PP must be down to score.

