



SADPA Regional
Defensive Multi-Gun Rules

These rules are based on the IDPA Provisional DMG rules.

November 2014

01 – DMG Principles

1.1. Principles of Shooting SADPA DMG

1.1.1. Rules Principles

1.1.1.1. The DMG rules should be read together with the IDPA rulebook.

1.1.1.2. All rules in the IDPA rulebook applies to DMG rules, except where noted or not applicable to DMG rules.

1.1.1.3. The Regional DMG rulebook posted on the SADPA website will be the most current issue.

1.1.2. Equipment Principles

1.1.2.1. DMG is a shooting sport that uses practical equipment to solve simulated real world self-defence scenarios.

1.1.2.2. DMG shooting events require use of practical handguns, rifles, shotguns, ammunition carriers and holsters that are truly suitable for self defence.

1.1.2.3. DMG shooting events require the use of Rifles and Shotguns that are typical of what is used for home defence and vehicle carry.

1.1.2.4. No “competition only” equipment is permitted in DMG matches, except where specifically allowed for, since the main goal is to test the skill and ability of the individual, not equipment or gamesmanship.

1.1.3. Competition Principles

1.1.3.1. DMG is mainly a long gun sport with the handgun used as a backup firearm.

1.1.3.2. DMG is designed to give clubs and competitors the option of enjoying the use of these tools in a competitive environment.

1.1.3.3. DMG Matches can be presented as side matches or fully fledged matches and dedicated DMG league matches should be encouraged.

1.1.4. Course of Fire Principles

1.1.4.1. A DMG CoF should test a competitor’s shooting skills with various firearms.

1.1.4.2. DMG CoF’s should simulate possible scenarios or test the competitor shooting ability.

1.1.4.3. DMG should test the competitors’ ability with all three platforms, while understanding the practical use of each platform.

02 – Safety Rules

Colonel Jeff Cooper's Four Basic Rules of Firearm Safety:

- The gun is always loaded.
- Never point a gun at something you are not prepared to destroy.
- Always be sure of your target and what is behind it.
- Keep your finger off the trigger until your sights are on the target.

2.1. For a Disqualification, it is as per the IDPA rulebook including the following.

- 2.1.1. Unsafe holstering of a handgun while transitioning will earn an immediate DQ.
- 2.1.2. Placing a loaded firearm on the ground will lead to a DQ, unless it can't be unloaded due to a malfunction as per Section 12.
- 2.1.3. Moving in front of a grounded/abandoned firearm's muzzle.
- 2.1.4. A firearm abandoned in a designated container with the Chamber, Magazine or Feed tube containing live rounds and the safety not fully engaged will result in a DQ.

2.2. No one handed shooting of a long gun is allowed. This is an unsafe action and the shooter will receive 1 PE for the first transgression and a DQ from the match for the second.

2.3. It is permissible to allow the mass loading of shotgun tubes. This is defined of lining the shooters up on the firing line, removing the chamber flag if necessary, loading the tubes of the shotgun and then replacing the chamber flag, where after the shooters will bag the shotgun again. When the shooter is on line, he will, after the "Load and Make Ready" command, remove the chamber flag and if required, load the chamber of the shotgun.

2.4. When unloading of multiple firearms, the Safety Officer will begin by instructing the shooter to unload the last firearm used, and then the shooter will go back through the stage, unloading and clearing the firearms that were set aside until they are all clear and safe.

2.5 After the rifle and/or shotgun are unloaded, a chamber flag will be inserted. The competitor will walk off the line with the muzzle pointed upwards and bag the firearm at a designated area.

2.6. The normal condition of Rifles and Shotguns not actually engaged is unloaded, chamber flag inserted with the chamber closed. Rifles and Shotguns are to be carried and stored between stages in a soft or hard case.

- 2.6.1. A case is defined as a purpose made container that closes the firearm from the barrel to the trigger guard, including the chamber. The firearm must be securely fitted without the possibility of falling out.

2.7. All Long Gun CoF's will be started with the Long Gun shouldered in the Low Ready position, shooting hand on the firearm's grip and other hand anywhere on the firearm, in either Cruiser Ready or Patrol Ready, unless other positions for the Long Gun are stipulated (car trunk, rack, or on the ground). If the CoF stipulates shooting from Patrol Ready, shooters may opt at their discretion to start from Cruiser Ready instead.

- 2.7.1. **Cruiser Ready:** Means of stowing or carrying a long gun that has the gun stored with a loaded magazine with bolt close, hammer down, and safety off. Cruiser Ready is to be used as the starting on all guns that do not have external safeties, with the exception of handguns converted with PCC in the SPCC or EPCC divisions.

2.7.2. **Patrol Ready:** Patrol Ready is with the gun having a loaded magazine, round in the chamber, and the safety engaged.

2.8. Rifles and Shotguns handled in the Safe Area must have all spare ammunition removed. (This includes rifle magazine in stock pouches, shotgun shells in butt cuff or sidesaddle, or similar configurations). Handling a firearm with ammunition in a safety area will result in a DQ.

2.9 The Hot and Cold ranges are as per the current IDPA Rulebook, with the following points applicable.

2.9.1. Shotguns and Rifles will always be unloaded between stages.

2.9.2. The MD may at any Tier match allow a handgun Hot range.

2.10. Range Commands

2.10.1. The range commands will be as per the IDPA rulebook, with the exceptions mentioned.

2.10.2. The additional commands will be:

2.10.2.1. Hit / Count

The SO will call "Hit" if a hit is observed on a Static Steel if one hit is required.

The SO will count the hits if multiple hits are required ("One", "Two" etc).

2.10.2.2. If Clear, Insert Chamber Flag, Bolt Forward

The command comes after the **If Finished, Unload and Show Clear** command. The shooter is to insert the chamber flag.

2.10.2.3. Muzzle up

The shooter points the muzzle upwards after the chamber flag is inserted to place the firearm in the bag behind the line. The **Range is Clear** command will follow

2.10.2.4 Bag

The shooter will place firearms in a shooting bag at the designated bagging area and the bag will be closed.

03 – Shooting Rules

3.1. Concealment is not requirement for DMG Matches.

3.2. For tube fed firearms, the reloading rules will not be as per IDPA rules, with the following rules applying.

3.2.1 A shooter may not advance with an empty firearm. The advancing is defined as per the IDPA rulebook.

3.2.2. If the firearm has a round in the chamber, the shooter may reload at any time. If the firearm has an empty chamber, the chamber must be reloaded as per the IDPA rules.

3.3. Pistols, Rifles, and Shotguns must start from the mechanical condition of readiness appropriate to their design and be loaded to division capacity.

3.4. Tube fed firearms may load the firearm to more than the starting division capacity after the start signal.

3.5. Handguns start loaded for all DMG CoF's. The CoF may stipulate differently.

3.6. Firearm Shoulder Usage Restrictions – Stage Description

3.6.1. Strong/Dominant Shoulder: A denotation in a stage description indicating the long gun must be shot out of the strong/dominant side shoulder. The strong/dominant side shoulder is defined as the shoulder that the shooter uses dominantly when shooting freestyle.

3.6.2. Weak Shoulder: A denotation in a stage description indicating the long gun must be shot out of the weak shoulder.

3.7 The shooter may not shoot a firearm if another firearm is in his hand. One firearm must first be abandoned according to section 12 before the next firearm may be used. A PE will be assessed for shots fired while holding 2 firearms.

3.8. Flashlight Usage Rules for long guns

3.8.1. A flashlight may be mounted on a long gun.

3.8.2. The flashlight must be off at the start of the CoF.

3.9 Electrically powered optics may be adjusted to any magnification or power setting on loading/staging the firearm.

3.10. Electrically powered optics may start in the on position. It is the competitor's responsibility to make sure the optic is on prior to the start.

6.R9.1. There will be no reshoots given if the competitor forgets to turn on the optic.

6.R9.2. The shooter may take a sight picture with an unloaded firearm in a safe direction, but not at a target, to check the optic after the "Load and Make Ready" command.

3.11. Rifles that cannot be reloaded with a reloading device such as a magazine or stripper clip will not be reloaded during a match and once empty the shooter will be required to transition to handgun to enable him to finish the Rifle part of the CoF.

3.12. Only one type of ammunition may be loaded before the start of a stage. Pre-staging of bird and slug in the firearm tube/magazine is not allowed.

3.12. The configuration of the rifle will not be altered during a match. No parts or accessories will be swapped, added or removed during a match.

3.13. The configuration of the shotgun will not be altered during a match. No parts or accessories will be swapped, added or removed during a match. Adjustable or removable chokes may not be adjusted or changed after the start of the match.

3.14. When a combination of birdshot and slugs are required on a stage, the minimum amount of birdshot and slugs required to finish the stage must be available to the competitor. The balance of the rounds carried may be as per the shooter's choice.

04 – Scoring Rules

The scoring will be as per IDPA rulebook, with the following additions.

4.1. Paper targets for shotguns may be engaged with slugs only and is scored the same as handgun hits. The hole made by the wad is not to be scored.

4.2. Paper targets for shotguns must be more than 15 meters.

4.3. Allowable Targets

Targets as per the IDPA rulebook may be used, including the following targets.

4.3.1. Mini Cardboard Targets as approved by SADPA may be used for DMG matches on distance limited ranges to simulate distance. All distance rules for targets must be taken at half the distance for mini targets. The minimum distance for a Mini Cardboard Target is 20m.

4.3.2. Frangible targets (e.g. Clay Targets) are scored the same as steel targets. For shotgun, the clay must be visibly shattered from the shooting position. For handgun and rifle, a visible hit is needed to score zero down.

4.3.3. Static Steel targets that do not react when hit. Each required hit that has not been hit will count as 5 Points Down (-5) and a Failure to Neutralise (FTN).

4.4 Allowable Non-Threats

Non-Threats as per the IDPA rulebook may be used, including the following non-threats.

4.4.1 Any steel or clay targets that are SADPA DMG legal may be painted in a contrasting colour to the targets and used as Non-threat targets.

05 – Penalties Rules

The penalties will be as per IDPA rulebook.

5.1. A Procedural Error will be assessed when using the wrong firearm for an array of targets that is required to be shot with a specific firearm. A PE will be assessed per infringement in a string of fire. The exception is when a competitor has no more ammunition available for the specific firearm or has a broken firearm but still has targets left to be engaged with that firearm type, the competitor, may transition to his handgun to engage the remaining targets provided safety is maintained.

5.2 A Procedural Error will be assessed when the competitors fires a shot with a firearm when still holding another firearm in hand.

06 – Stage Design Rules

6.1. The IDPA rulebook will apply. Where restrictions and requirements are given in the IDPA rulebook, it applies to the handgun part of the CoF's.

6.2. No handgun only string of fire may exceed a maximum requirement of twelve (12) rounds. If a string of fire uses two firearms, the string of fire may not exceed a maximum requirement of thirty (30) rounds. If a string of fire uses three firearms, the string of fire may not exceed a maximum requirement of forty (40) rounds. The maximum rounds per firearm will be as stipulated in the single strings of fire.

6.3 The maximum total shooter movement required in a string of fire may not be more than 20m if 1 firearm is required, 30m if 2 firearms are required and 40m if 3 firearms are required.

6.4. If the CoF requires a firearm to be staged at a location, the CoF description must stipulate exactly where and the condition the firearm is to be staged.

6.5. In stages requiring a firearm to be set aside in a box, mat, drum or other device, the muzzle of the firearm must point in a safe direction and the stage must be constructed so the competitor does not have to move in front of the muzzle of any gun set aside.

6.6. If a shotgun or rifle becomes inoperable, in a DMG match, due to an unclearable malfunction, breakage, or running out of all available ammunition to the shooter, the handgun may be used to complete the stage. Some stage designs, range layouts or range rules may not make this possible. The course description, MD or SO should notify the competitors if this is not possible.

6.7. A CoF may not require a competitor to engage a single target with more than 1 firearm.

6.8. A required low cover position does not have to be the last position in the string of fire. If a prone position is required, it must be the last shooting position of a string of fire.

Stage Design Rules for Rifles

6.R1. Stages will also adhere to the rules detailed in the General Stage Design rules section unless otherwise noted.

6.R2. Seventy-five percent (75%) of all rifle shots required in a rifle match must be fifty (50) meters or less. No shots longer than hundred-and-fifty (150) meters may be required in scenario stages. Shots between hundred-and-fifty (150) and two-hundred (200) meters are only allowed in standard stages and limited to 8 rounds per stage.

6.R3. No “weak shoulder” rifle shots may require the shooter to engage targets more than twenty (20) meters distant.

6.R4. No rifle shots are to be required at distances greater than thirty (30) meters for targets head sized or smaller.

6.R5. A rifle only string of fire may not exceed a maximum requirement of twenty-six (26) rounds.

6.R6. Rifle stages or strings may be all paper, all steel, all clay or a combination of paper, steel & clay.

6.R7. No rifle shots will have steel targets closer than 50 meters.

6.R8. In a Scenario CoF, no more than 15 rifle shots may be required to be fired in any one continuous “on the move” sequence of target engagements.

Stage Design Rules for Shotguns

6.S1. Stages will also adhere to the rules detailed in the General Stage Design rules section unless otherwise noted.

6.R2. Seventy-five percent (75%) of all shotgun shots required in a shotgun match must be Twenty (20) meters or less. No shots longer than fifty (50) meters may be required in scenario stages. Shots between fifty (50) meters and seventy-five (75) meters are only allowed in standard stages and limited to 4 rounds per stage. The maximum distance for a steel target is thirty (30) meters and for a clay target twenty (20) meters.

6.S3. No “weak shoulder” shotgun shots may require the shooter to engage targets more than twenty (20) meters distant.

6.S4. No shotgun shots are to be required at distances greater than twenty (20) meters for targets head sized or smaller.

6.S5. A shotgun only string of fire may not exceed a maximum requirement of twelve (12) rounds.

6.S6. Shotgun stages or strings may be all paper, all steel, all clay or a combination of paper & steel & clay. Only shot shells smaller than 4 may be used on steel targets. The match organisers are allowed to stipulate limitation on shot sizes, but are required to advertise the requirement beforehand.

6.S7. No shotgun stage (or portion of a stage) will have steel targets closer than 10 meters when using shot shells.

6.S8. In a Scenario CoF, no more than 5 shotgun shots may be required to be fired in any one continuous “on the move” sequence of target engagements.

08 – Equipment Rules

8.1. Firearms – General

8.1.1. Division Summary

SADPA DMG is divided into eleven (11) divisions that are entirely separate.

8.1.2. Division Capacity

- All divisions will start with 15 rounds in the rifle , regardless of the ready condition.
- All divisions (except OSG) will start with 5 rounds in the shotgun tube. If starting Patrol Ready, an additional round will be loaded in the chamber.
- Shotguns in OSG will be allowed to load 6 rounds in the firearm. Additional magazines/speedloader may be loaded to 6 rounds.

8.1.3. Loading Device/Extra Ammunition Count

- Two spare rifle magazines, in addition to the starting magazine, may be used (carried on or off the gun) per string of fire and will be loaded to 15 rounds or the mechanical capacity of the magazine if the mechanical capacity is less than 15 rounds.
- A competitor must have 14 shotgun shells in total and can be carried on or off the gun, including the rounds loaded in the shotgun.

8.1.4 In any single contest, a shooter must use the same pistol, rifle, and shotgun in all stages of the contest. If the firearm he started with becomes unserviceable during the contest, he may use another firearm that falls within the same division.

8.1.5. Non-SADPA-Legal Modifications for long guns in ALL divisions

The following modifications are NOT ALLOWED on any rifle.

- A. No Bi-pods may be used. If the firearm has a bi-pod, it must be folded.
- B. No Laser aiming devices.
- C. Compensators of more than one (1) inch in diameter, except for use of suppressors in the Open Service Gun Division where it is specifically allowed for.
- D. Extended or Oversize Magazine Wells.
- E. Disconnection or disabling of any safety device.

The following modifications are NOT ALLOWED on any shotgun.

- A. No Bi-pods may be used. If the firearm has a bi-pod, it must be folded.
- B. No Laser aiming devices.
- C. No compensators, except for Open Service Gun.
- D. No speedloaders or detachable box magazines except in Open Service Gun Division where it is specifically allowed for.
- E. Disconnection or disabling of any safety device.

8.2. Firearms - Divisions

Stock Service Gun (SSG)

Firearms permitted for this division must be:

- A. Rifle:
 - 1. Minor - 5.56 x 45 mm (.223) or larger calibre, with iron sights only.
 - 2. Major - 7,62 x 35mm or larger calibre, with iron sights only
- B. Shotgun: Pump Action in 12, 16 or 20 gauge, with iron sights only.
- C. Pistol: Any IDPA legal pistol or revolver using IDPA legal capacity.

SSG will be split in major and minor divisions to create 2 separate divisions.

PERMITTED Modifications for Rifle and Shotgun (Inclusive list)

- 1. Side saddle, fore end carrier and/or butt cuffs, Redi-Mags, mag cinches to hold spare ammunition
- 2. Addition of tritium, fibre optic, express or ghost ring sights.
- 3. Aftermarket stocks that add a pistol grip and/or loading device
- 4. Internal reliability work
- 5. Custom finishes may be applied
- 6. Internal action work may be used to enhance trigger pull as long as safety is maintained (no visible external modifications allowed)
- 7. Reliability work may be done to enhance feeding and ejection.
- 8. Magazine extension tubes can extend up to 70mm past the muzzle.
- 9. Extended Safety button.
- 10. Extended Bolt handle

Excluded Modifications (NON-Inclusive list)

- 1. Optic Sights
- 2. Folded stock (stock must be extended and fired from the shoulder for SADPA DMG)
- 3. Extended magazine tubes that extend more than 70mm beyond muzzle.
- 4. Recoil Reducing Devices

5. Add on weights in stock or magazine
6. Stocks with internal recoil absorption mechanisms
7. Pistol Grip only stock (no attached buttstock)

Limited Service Gun (LSG)

Firearms permitted for this division must be:

- A. Rifle: 5.56 x 45 mm (.223) or larger calibre, with iron sights only.
- B. Shotgun: Semi Auto in 12, 16 or 20 gauge, with iron sights only.
- C. Pistol: Any IDPA legal pistol or revolver using IDPA legal capacity.

PERMITTED Modifications for Rifle and Shotgun (Inclusive list)

1. As per SSG
2. Stocks with internal recoil absorption mechanisms.

Excluded Modifications (NON-Inclusive list)

1. As per SSG, excluding permitted modifications.

Tactical Service Gun (TSG)

Firearms permitted for this division must be:

- A. Rifle: 5.56 x 45 mm (.223) or larger calibre, with iron or optic sights. The use of an inline optical magnifier is legal.
- B. Shotgun: Pump Action in 12, 16 or 20 gauge, with iron sights only.
- C. Pistol: Any IDPA legal pistol or revolver using IDPA legal capacity.

PERMITTED Modifications for Rifle and Shotgun (Inclusive list)

1. As per ESG

Excluded Modifications (NON-Inclusive list)

1. As per ESG

Enhanced Service Gun (ESG)

Firearms permitted for this division must be:

- A. Rifle:
 1. Minor - 5.56 x 45 mm (.223) or larger calibre, with iron or optic sights. The use of an inline optical magnifier is legal.
 2. Major – 7.62 x 35mm or larger calibre, with optic sights. The use of an inline optical magnifier is legal.
- B. Shotgun: Pump Action or Semi Auto in 12, 16 or 20 gauge, with iron sights only.
- C. Pistol: Any IDPA legal pistol or revolver using IDPA legal capacity.

ESG will be split in major and minor divisions to create 2 separate divisions

PERMITTED Modifications (Inclusive list)

1. As per SSG
2. Stocks with internal recoil absorption mechanisms
3. Back-up iron sights allowed with optics.

Excluded Modifications (NON-Inclusive list)

1. Optic Sights on shotguns
2. Folded stock (stock must be extended and fired from the shoulder for SADPA DMG)
3. Extended magazine tubes that extend more than 70mm beyond muzzle.
4. Add on weights in stock or magazine.
6. Pistol Grip only stock (no attached buttstock)

Open Service Gun (OSG)

Firearms permitted for this division must be:

- A. Rifle: 5.56 x 45mm (.223) or larger calibre, with iron sights and/or optic sight. The use of an inline optical magnifier is legal. Dual optics is legal.
- B. Shotgun: Pump Action or Semi Auto in 12, 16 or 20 gauge, with iron sights and/or single optic sight only. The use of an inline optical magnifier is legal. Dual optics is legal.
- C. Pistol: Any IDPA legal pistol or revolver using IDPA legal capacity.

PERMITTED Modifications (Inclusive list)

1. As per ESG including:
2. Rifle suppressors.
3. Shotgun compensator.
4. Optic sights may be used on shotguns.

Excluded Modifications (NON-Inclusive list)

1. As per ESG, excluding the permitted modifications.

Stock Pistol/.22 Rimfire Calibre Carbine (SP22R)

Firearms permitted for this division must be:

- A. Rifle: Rifle: 9 x 19 mm or larger pistol calibre (including .30 carbine) or a .22LR with iron sights only.
- B. Shotgun: Pump Action only in 12, 16 or 20 gauge, with iron sights only.
- C. Pistol: Any IDPA legal pistol or revolver using IDPA legal capacity.

PERMITTED Modifications (Inclusive list)

1. As per SSG

Excluded Modifications (NON-Inclusive list)

1. As per SSG

Enhanced Pistol/.22 Rimfire Calibre Carbine (EP22R)

Firearms permitted for this division must be:

- A. Rifle: 9 x 19 mm or larger pistol calibre (including .30 carbine) or .22LR with iron or with optic sights. The use of an inline optical magnifier is legal.
- B. Shotgun: Pump Action or semi-auto only in 12 or 20 gauge, with iron sights only.
- C. Pistol: Any IDPA legal pistol or revolver using IDPA legal capacity.

PERMITTED Modifications (Inclusive list)

1. As per ESG

Excluded Modifications (NON-Inclusive list)

1. As per ESG

8.3. Ammunition

The goal is to compete with “service type” ammunition, not light target ammunition.

8.4. Belts and Vests

As per IDPA rulebook.

8.4.1. Load Bearing Belts are allowed.

8.4.2. Double belts (inner & outer Velcro belts allowed).

8.4.3. Vests/Harnesses are allowed in Open Service Gun division.

8.5. Holsters

All handgun holsters (requirements and placement) must be legal as per the IDPA rulebook if placed on an IDPA legal belt.

8.6. Ammunition carriers

8.6.1. Handgun ammunition carriers

8.6.1.1. Must be legal as per IDPA rulebook.

8.6.1.2. There are no requirements regarding placement of magazines.

8.6.2. Rifle ammunition carriers

8.6.2.1. Cover 2” of the magazine as measured from the top of the cartridge rim down to the back flat of the magazine.

8.6.2.2. Magazine coupling devices may be used.

8.6.2.3. There are no requirements regarding placement of magazines.

8.6.3. Shotgun ammunition carriers

8.6.3.1. The ammunition carrier must hold the shells with enough tension to allow it to be turned upside down and retain all the shells or have a snap cover to retain ammunition.

8.6.3.2. There are no requirements regarding the placement of carriers.

8.6.3.3. For shotgun magazines, it must either be in a magazine carrier that covers 3” of the magazine as measured from the top of the cartridge rim down to the back flat of the magazine, or have a clip fixed to the magazine that is placed on the belt/vest.

8.6.4. General ammunition carrier notes

8.6.4.1. All Ammunition carriers must be worn throughout the entire DMG match. If a long gun firearm is not used within the CoF, the ammunition or magazines of that firearm does not have to be carried on the shooter’s person, but the carrier must remain on the shooter. Removing ammunition carriers will result in a FTDR.

8.6.4.2. A three (3) second procedural penalty will be assessed any time a loaded ammunition feeding device (magazine, revolver speedloader, or moon clip) or shotgun shell is dislodged and falls out of the carrier during a course of fire. Dropping a loaded ammunition feeding device during a reload is not a procedural as long as the competitor picks it up before the last shot.

Dropping a shotgun shell during a reload without picking it up is not a procedural.

8.6.4.3. In lieu of the use of ammunition carriers, spare magazines or shotgun shells used in a CoF may be carried in the contestant's pockets and used for any IDPA Legal Reload.

8.6.4.4. The shooter may carry no more than the allowed number spare pistol magazines as per the IDPA rulebook and/or two spare rifle magazines on his belt. Shotgun shells on the shooter's person (belt, pockets, and butt cuff/sidesaddle) are to be limited to the remaining of the 14 shells that are not loaded in the firearm.

8.6.4.5. No ammunition carrier is to be attached to the shooter's arms or upper body.

8.6.4.6. No thigh mounted ammunition carriers are to be used.

09 – Classification Rules

9.0.1 SADPA DMG shooters are divided into three (3) separate Classifications so that shooters may compete against others of like skill. These Classifications are Novice, Marksman and Expert. New SADPA DMG members compete in their highest handgun classification until they shoot their first SADPA DMG Classifier in a Division. There are two ways to classify shooters, one by shooting the DMG Classifier, and two by being promoted based on performance in a Sanctioned DMG Match.

9.0.2 The SADPA DMG Classifier is a single stage, consisting of 36 rifle rounds, 21 shotgun rounds and 10 handgun rounds.

9.1 Classification Database

9.1.1 The SADPA DMG Classification Database is the only official record of Classifications. The SADPA DMG Classification Database must be kept up-to-date and accurate by each SADPA club's Match Director or Club Contact.

9.1.2. When a Classifier Match is held, or a Classification Promotion occurs at a Sanctioned Match, the Match Director or Club Contact must send the results through to SADPA within ten (10) calendar days.

9.2. Classification Frequency

9.2.1 Every SADPA DMG member must shoot the DMG Classifier at least once every twenty-four (24) months, except Expert class shooters. A Match Performance Promotion in a Division counts as shooting the SADPA DMG Classifier in that Division.

9.2.2. Every shooter in a Sanctioned Match must be classified per 9.2.1. within the previous twenty-four (24) months in the Division in which they are entered. The Match Director must confirm that the SADPA membership and Classification in the database are current on match day for every entry in a Sanctioned Match.

9.2.3. For local matches it is sufficient to shoot a Classifier in the Division most often entered. A shooter may compete in club matches in a Division where a Classification is not current within twenty-four (24) months or the shooter is Unclassified, where the highest Classification presently held in any division will be used.

9.2.4. Shooters may not go down in Classification except for permanent physical disability or for other irrevocable reasons. SADPA Exco will determine when this is appropriate and make the necessary adjustments to the Classification Database.

9.3. One Classifier Score Applied To Multiple Divisions

9.3.1. The score attained by shooting the Classifier can be applied to other divisions where the equipment and ammunition used while shooting the Classifier meets the requirements of those other divisions. The shooter must notify the MD before the Classifier begins of the intent to apply a single score to multiple divisions and the MD must verify that the equipment and ammunition meet the requirements for multiple divisions.

9.3.2. Examples: SSG-minor score applied to ESG-minor, TSG and OSG.

9.4 Match Performance Promotion

9.4.1. As per the IDPA Rulebook

9.5 Equity Promotion

9.5.1. A shooter's highest and lowest DMG Classification can only differ by one Classification level. When a shooter's highest DMG Classification increases, there may only be one level difference between the highest and lowest DMG Classification. Divisions in which the shooter is Unclassified are also affected by this rule if the highest DMG Classification attained is Marksman or above.

9.5.2. Equity Promotions do not count as shooting the DMG Classifier. For Divisions where the shooter's Equity Promotion applies, it defines the minimum DMG Classification that one can shoot under. The shooter still needs to meet the requirements of rule 9.2.2 above for Sanctioned Matches

9.6 Classification Scoring Breakdown

9.6.1. The times for the scoring breakdown are still in the testing phase. When times are confirmed, the SADPA DMG Rulebook will be updated.

9.6.2. All results from the DMG Classifier must be sent through to SADPA. These times will be used to determine the Scoring Breakdown, with the shooters that completed the DMG Classifier receiving the appropriate DMG Classification.

9.6.3. Competitors are to compete in SADPA DMG using their highest handgun classification. The following three classifications will be recognised for DMG matches:

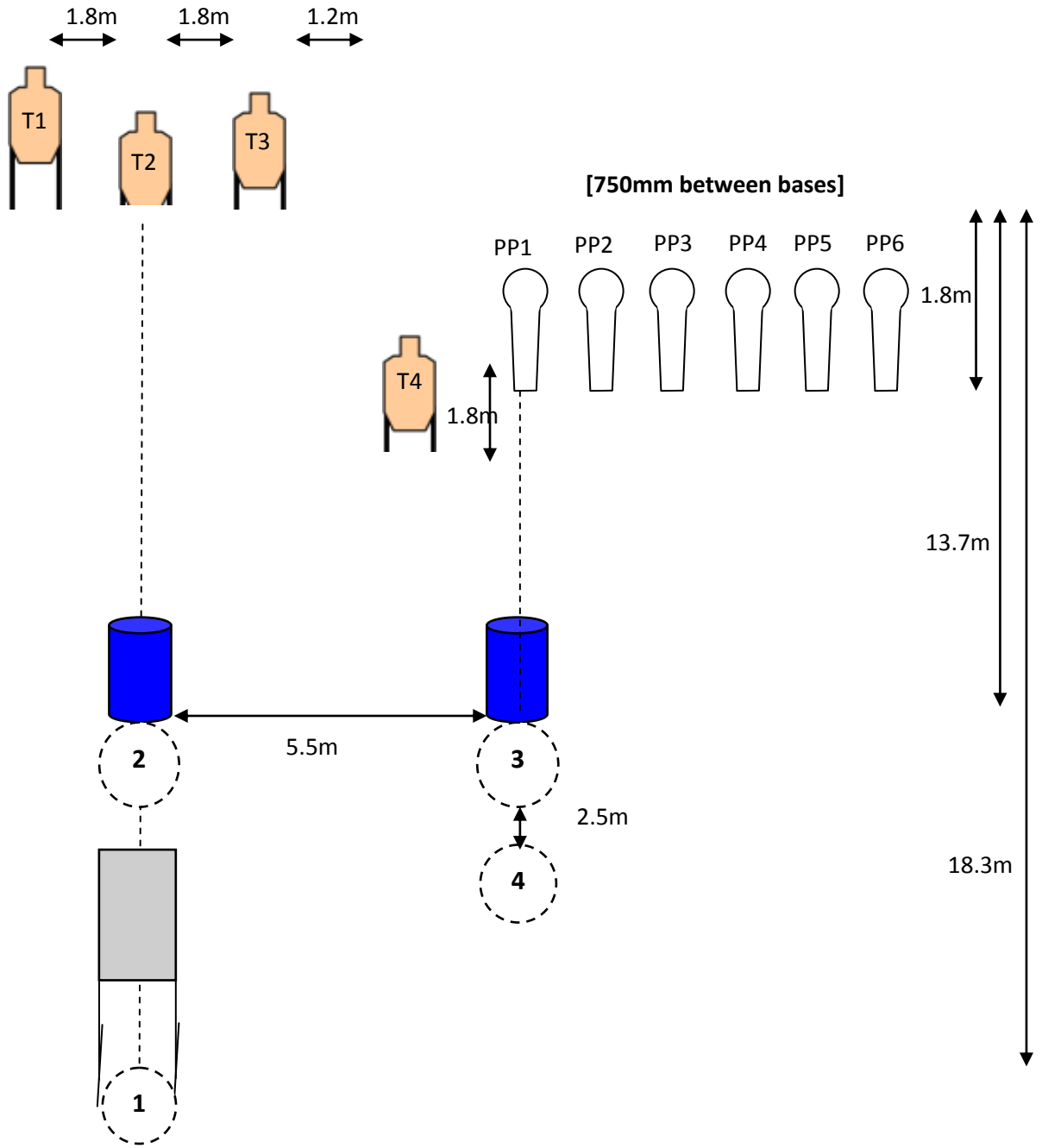
- **Novice**
- **Marksman** (Handgun Marksman and Sharpshooter classifications)
- **Expert** (Handgun Expert and Master classifications)

9.7 The Classifier Match

9.7.1. The DMG Classifier must be shot as a single match, shot all in one day. Multiple attempts at the classifier may be done on a single day.

9.7.2. During the DMG Classifier only, shooters may load handgun and rifle magazines to division capacity, or fully load normal compliant magazines, or load to any count sufficient to complete a string as required. The strings that require downloading must use the exact loading specified.

DMG Classifier				
Rules	SADPA DMG Rulebook 2013			
Scoring	Limited Vickers			
Targets	4 IDPA Targets, 6 Pepper Poppers			
Round count	36 Rifle; 21 Shotgun; 10 Handgun			
Target Distance	10-20m			
Starting Position	As per string instructions. Handgun loaded and holstered.			
Scenario	Standards			
Stage Procedure				
String	Positions	Starting Conditions	Instructions	Shots
1	2	Rifle: Cruiser Ready loaded with 3 rounds, placed in drum at P2.	Draw handgun and engage T4 with 2 rounds, holster the handgun and pick up rifle. Engage T1-T3 with 1 round each standing, do an emergency reload and re-engage T1-T3 with 1 round each using low cover around the drum.	2 handgun 6 rifle
2	1	Rifle: Patrol ready, low ready.	Engage T1-T3 with 2 round each from either side of cover. Do a LCCR and engage T1-T3 with 2 round each while moving to Position 2. Place rifle in drum, draw handgun and engage T4 with 2 rounds using low cover over the drum.	12 rifle 2 handgun
3	2	Shotgun: Cruiser Ready, placed in drum at P3. Rifle: Patrol ready, low ready.	Engage T1-T3 with 2 rounds to each head. Place rifle in drum, move to Position 3 and pick up shotgun and engage PP1-PP3.	6 rifle 3 shotgun
4	3	Shotgun: patrol ready, low ready in weak shoulder. Safety must be on.	Engage PP4-PP6 using the weak shoulder.	3 shotgun
5	3	Shotgun: Patrol ready loaded with 3 rounds, low ready	Engage PP1-PP3. Do an emergency reload and engage PP4-PP6. Place shotgun in drum and draw handgun and engage T4 with 2 rounds.	6 shotgun 2 handgun
6	1	Shotgun: Cruiser ready, placed in drum at P3. Rifle: Patrol Ready, low ready	Engage T1 –T3 with 1 round each from one side of barricade then engage T1 –T3 with 1 round each from the other shoulder from the other side of barricade. Move to Position 2 and place rifle in drum. Draw handgun and engage T4 with 2 rounds while moving to position 3. Holster the handgun. Pick up shotgun and engage PP1-PP6 using low cover around the drum.	6 rifle 2 handgun 6 shotgun
7	4	Rifle: Cruiser Ready, placed in drum at P2. Shotgun: Patrol Ready, low ready	Engage PP1-PP3 while advancing to Position 3, place shotgun in drum and draw the handgun. While moving to Position 2, engage T4 with 2 rounds. Holster the handgun and pick up rifle and engage T1-T3 with 2 rounds each while retreating.	3 shotgun 2 handgun 6 rifle
Muzzle Safe Points	180 degrees			
Notes	T1-T3 requires 10 shots to the target and 2 shot to the head. If there are more than 10 shots in the body, paste the number of extra body shots that score the worst.			
Targets heights	T1- 1.8m, T2 – 1.2m, T3 & T4- 1.5m, measured to top of the head.			
Equipment	Bianchi barricade or 2 drums stacked vertically, 2 x 100l/200l plastic drums with lids cut off for dump drums, positional marker for position 4.			



10 – Appeals Process

As per IDPA rulebook.

11 – Headquarters Information

As per IDPA rulebook.

12 – Transitioning

Transitioning between firearms is an integral part of SADPA DMG gun shooting. It is important that transitions be done safely. The following is a list of rules for transitions in SADPA DMG.

12.1. Abandoning the Handgun when Transitioning.

The only method is to holster the handgun or abandon in a designated container. The safety must be applied (if applicable for the firearm), or decocked if the firearm has a decocker, and the handgun must be holstered or abandoned safely. Any unsafe action by the shooter will earn an immediate DQ.

12.2. Abandoning the Long Gun when Transitioning.

There are two ways that a CoF can safely mandate a transition from a long gun to another firearm.

12.2.1. Designated Container eg. Mat, Box, Drum or Table

Firearm is to be set on safe or empty with no live rounds in the chamber, magazine or feed tube. If a firearm is to be abandoned on a table or mat, there must be marked muzzle safe points.

12.2.2. Ground:

If there is no more ammunition for the long gun available on the shooter or the firearm, or the long gun has broken, the shooter may set it down on the ground or approved stage description designated container anytime during the stage if abandoned in the designated container rule 12.2.1 applies.

If grounded, the firearm must be completely empty or set on safe, the muzzle must point in a safe direction, (side berm or downrange) and the shooter does not move in front of the muzzle while shooting the stage.

12.2.3. Loaded firearm

Laying a loaded gun on the ground is grounds for a match disqualification, with the exception if the firearm can't be unloaded due to a malfunction, in which the firearm must be placed on the ground safely with the muzzle in a safe direction. The SO will verify the long guns condition after completion of the CoF.

12.3. Retrieving the Long Gun when Transitioning.

The CoF description will stipulate where the Long Gun is to be stowed for retrieval during the CoF. This can be somewhere like the trunk of a vehicle, a rack, box, pad, or the ground. The gun is to be stowed in a condition stipulated by the CoF. If the gun is to be stowed loaded, the safety must be on.

The gun must be stowed in a manner that points the muzzle in a safe direction (side berm, downrange) and at no point is the shooter to move forward of the muzzle during the CoF

12.4. Retrieving the Hand Gun when Transitioning.

The CoF description will stipulate where the Hand Gun is to be stowed for retrieval during the CoF. This can be somewhere like the trunk of a vehicle, a rack, box, pad, the ground, or a holster. The gun is to be stowed in a condition stipulated by the CoF. If the gun is to be stowed loaded, the safety must be on. The gun must be stowed in a manner that points the muzzle in a safe direction (side berm, downrange) and at no point is the shooter to go forward of the muzzle during the CoF

12.5. Slings will not be allowed for transitioning of long guns.

SADPA Regional

Defensive Multi-Gun Match Administration Handbook

01 – Match Administration Handbook

The following information pertains to DMG specific information and should be read together with the IDPA Match Administration Handbook.

1.1 Match Rules

- 1.1.1 All IDPA Match Administration points are valid for DMG, except where the DMG Match Administration Handbook specifically states otherwise.

1.2 Match Administration Rules

- 1.2.1 **Match Tiers** – DMG Tier matches will differ from that of the IDPA Match Administration Handbook, with the side match designated as tier zero (0) and the DMG Nationals as tier three (3)

1.2.1.1 Tier Zero (0) Matches

- 1.2.1.1.1 This tier designates DMG side matches at handgun only matches.
- 1.2.1.1.2 All Match Administration Rules as per IDPA Tier One (1) is valid.
- 1.2.1.1.3 The Match Director may make provision for firearms that are not legal as per the SADPA DMG rules (e.g. Break Action shotguns; Bolt Actions rifle) as his/her discretion.

1.2.1.2 Tier One (1) Matches (Local club match)

- 1.2.1.2.1 This tier designates DMG Club Shoots.
- 1.2.1.2.2 All Match Administration Rules as per IDPA Tier One (1) is valid.
- 1.2.1.2.3 The Match Director may make provision for firearms that are not legal as per the SADPA DMG rules (e.g. Break Action shotguns; Bolt Actions rifle) as his/her discretion.
- 1.2.1.2.4 No Handgun Only stages will be allowed.
- 1.2.1.2.5 All competitors must have use of a rifle, shotgun and handgun.
- 1.2.1.2.6 The required handgun round count may not be more than either long gun required round count.
- 1.2.1.2.7 Minimum number of stages is 3.

1.2.1.3 Tier Two (2) Matches (SADPA Sanctioned)

- 1.2.1.3.1 This tier designates DMG League Shoots.
- 1.2.1.3.2 All Match Administration Rules as per IDPA Tier Two (2) is valid, with exception the points that is raised further.
- 1.2.1.3.3 No Handgun Only stages will be allowed.
- 1.2.1.3.4 All competitors must have use of a rifle, shotgun and handgun.
- 1.2.1.3.5 The required handgun round count may not be more than either long gun required round count.
- 1.2.1.3.6 Minimum number of stages is 8.
- 1.2.1.3.7 A maximum of 3 stages may only require a single firearm.
- 1.2.1.3.8 Minimum round count for rifle, shotgun and handgun is 80, 40 and 20 respectively.
- 1.2.1.3.9 The rifle:shotgun:handgun ratio must not differ significantly from 4:2:1

1.2.1.3.10 Stages must be approved by SADPA Director: Matches & Competitions at least 30 days before the competition.

1.2.1.4 **Tier Three (3) Matches (SADPA Sanctioned)**

1.2.1.4.1 This tier designates DMG National Shoots.

1.2.1.4.2 All Match Administration Rules as per IDPA Tier Three (3) is valid, with exception the points that is raised further.

1.2.1.4.3 No Handgun Only stages will be allowed.

1.2.1.4.4 All competitors must have use of a rifle, shotgun and handgun.

1.2.1.4.5 The required handgun round count may not be more than either long gun required round count.

1.2.1.4.6 Minimum number of stages is 12.

1.2.1.4.7 A maximum of 4 stages may only require a single firearm.

1.2.1.4.8 Minimum round count for rifle, shotgun and handgun is 120, 60 and 30 respectively.

1.2.1.4.9 The rifle:shotgun:handgun ratio must not differ significantly from 4:2:1

1.2.1.4.10 Stages must be approved by SADPA Director: Matches & Competitions at least 60 days before the competition.

1.2.1.4.11 Chronographing competitor ammunition is not required.

1.2.2 **Specialty Matches**

Specialty matches are not applicable to DMG Shoots.

1.2.3 **Awards**

As per the IDPA Match Administration Handbook.

1.2.4 **Subcategories**

As per the IDPA Match Administration Handbook.

1.2.5 **Prizes**

As per the IDPA Match Administration Handbook.

1.3 **Match Director Roles & Responsibilities**

1.3.1 **SADPA DMG Match Directors**

1.3.1.1 Match Directors ensure that the principles of the SADPA DMG rules are applied.

1.3.2 **SADPA DMG Match Director Qualifications**

1.3.2.1 Have completed a SADPA DMG Safety Officer Class taught by an authorized IDPA Safety Officer Instructor (SOI). New clubs have a six month grace period for Tier Zero and Tier One matches.

1.3.2.2 Have officiated at least 3 handgun matches of the same Tier, of which 1 match must have acted as a MD. Exceptions may be applied for to the SADPA exco for Tier 2 and higher matches.

1.3.3 **SADPA DMG Match Director Responsibilities**

1.3.3.1 **SADPA DMG Ambassador**

1.3.3.1.1 Represent SADPA professionally and respectfully on and off the range.

1.3.3.1.2 Respect and support SADPA DMG as a growing long gun based sport.

1.3.3.2 SADPA DMG Match Official

1.3.3.2.1 Ensure SADPA DMG safe gun handling rules by all shooters.

1.3.3.2.2 Ensure that the firearms can safely be placed within a stage when staging/transitioning firearms.

1.3.4 Match Director Code of Conduct

1.3.4.1 The IDPA MD Code of Conduct applies with regards to a SADPA DMG MD and SADPA as the governing body.

1.4 Match Equipment Check Guidelines

1.4.1 Check the rifle for the following with regards to the division

1.4.1.1 Check for laser aiming devices

1.4.1.2 Check for extended or oversize magazine wells

1.4.1.3 Check firearm safeties

1.4.1.4 Check for a suppressor

1.4.1.5 Check for a optic

1.4.1.6 Check for an extended safety button

1.4.1.7 Check for an extended bolt handle

1.4.1.8 Check for stocks with internal recoil absorption mechanisms

1.4.2 Check the shotgun for the following with regards to the division

1.4.2.1 Check for laser aiming devices

1.4.2.2 Check for extended or oversize magazine wells

1.4.2.3 Check firearm safeties

1.4.2.4 Check for a suppressor

1.4.2.5 Check for a optic

1.4.2.6 Check for an extended safety button

1.4.2.7 Check for an extended bolt handle

1.4.2.8 Check for stocks with internal recoil absorption mechanisms

1.4.3 Check the handgun for the following with regards to the division

1.4.3.1 Check that the handgun complies to IDPA rules

1.4.4 Ensure that the competitor's belt/harness and ammunition carriers comply with division rules. This should be done

1.4.5 All the checks must be made against the specific divisions. The functioning of the shotgun must also be checked.

1.4.6 A competitor whose equipment fails to meet the standards in the division they are registered for, may be allowed at the MD's discretion to shoot for no score and will receive a DNF providing there were no safety issues with the firearm and the firearm conforms to the DMG principles.

02 – Safety Officer Roles & Responsibilities

The following information pertains to DMG specific information and should be read together with the IDPA Match Administration Handbook.

2.1 SADPA DMG Safety Officer Description

Certifies DMG Safety Officers are SADPA volunteers whose goal and purpose is to see that all shooters have a safe and enjoyable SADPA DMG match experience by supervising and directing the shooter through each match Course of Fire. Safety Officers perform two vital roles in SADPA DMG.

- 2.1.1 Ambassador – Since the DMG Safety Officer is the primary and most visible point of contact for shooters at an SADPA DMG match, the DMG SO serves as an ambassador for the sport and will be the key element in forming a new shooter's first and ongoing impressions of what SADPA DMG is all about.
- 2.1.2 Match Official – DMG SOs are the SADPA DMG match officials responsible for running shooters through each match CoF. Although the minimum team consists of a two-person team, a third SO in the team is recommended to help with complex stages as an Overview SO (OSO).

2.2 SADPA DMG Safety Officer Qualifications

- 2.2.1 All certified SADPA DMG Safety Officers must meet the following requirements:
 - 2.2.1.1 As set out by the IDPA Match Administration Handbook.
 - 2.2.1.2 Regularly participate in SADPA DMG matches.
- 2.2.2 SADPA members wishing to apply to take the SADPA DMG Safety Officer Class should meet the following minimum qualifications to be considered:
 - 2.2.2.1 As set out by the IDPA Match Administration Handbook.
 - 2.2.2.2 Be a certified IDPA SO and have acted as SO at least 6 IDPA matches.
 - 2.2.2.3 Have shot at least three SADPA DMG matches, as the club or sanctioned level.
- 2.2.3 It is recommended that SOs designated as CSOs in Tier 0, 1 and 2 match CoFs meet the following additional qualifications:
 - 2.2.3.1 As set out by the IDPA Match Administration Handbook.
 - 2.2.3.2 Have been certified as an SADPA DMG SO for a minimum of one year.

2.3 SADPA DMG Safety Officer Responsibilities

- 2.3.1 The responsibilities of SADPA DMG SOs are as per the IDPA Match Administration Handbook, with the additions noted.
- 2.3.2 SADPA DMG Ambassador.
 - 2.3.2.1 Represent the principles of SADPA DMG.

2.4 SADPA DMG Match Official (Joint Safety Officer Responsibilities)

- 2.4.1 As set out by the IDPA Match Administration Handbook.

2.5 SADPA DMG Match Official (Chief Safety Officer Responsibilities)

2.5.1 As set out by the IDPA Match Administration Handbook.

2.6 SADPA DMG Match Official (Primary Safety Officer Responsibilities)

2.6.1 As set out by the IDPA Match Administration Handbook.

2.6.2 The PSO ensure that the transitioning between firearms is according to the rulebook. The main focus of the PSO is the firearm that the shooter is handling at the time.

2.7 SADPA DMG Match Official (Scorekeeper Safety Officer Responsibilities)

2.7.1 As set out by the IDPA Match Administration Handbook.

2.8 SADPA DMG Match Official (Overview Safety Officer Responsibilities)

2.8.1 The Overview SO (OSO) is the SO responsible to ensure that the staged/discarded firearms are safe and that the movement around the firearm is safe at all times (with regards to the shooter moving away or towards staged/discarded firearms. The Overview SO's specific responsibilities include:

2.8.1.1 Helping the PSO to ensuring that the firearms are staged correctly at the start of the stage.

2.8.1.2 Ensuring that the firearm transitioned/grounded is done so safely.

2.8.1.3 Staying behind the Course of Fire line to provide overview on all abandoned firearms.

2.8.1.4 Observing the shooter's movement with regards to the staged/discarded firearms.

2.8.1.5 Ensure that the squad does not move in front of discarded firearms.

2.8.1.6 Help with overview of the bagging of long guns after the stage.

2.8.2 At Tier 0 and 1 matches, these responsibilities can be done by the SSO.

2.8.3 At Tier 2 and higher matches, a senior shooter in the detail can be assigned to help with these responsibilities if a third SO is not available.

03 – Safety Officer (SO) Code of Conduct

This section is as per the IDPA Match Administration Handbook.

04 – Safety Officer Instructor Roles & Responsibilities

This section is as per the IDPA Match Administration Handbook, as a SOI affiliated with SADPA undergoes DMG training.