



Proposed SADPA 3 Gun / Multi Gun Rules

Having read a number of suggestions, submissions and the IDPA proposed Multi Gun Provisional Rules SADPA have drafted the following proposed rules for SADPA 3 Gun / Multi Gun shooting events.

DIVISIONS

1. We would like to include as many firearms and shooters in our divisions as possible but not over complicate the Divisions or the administration of the shoots / events.

Some clarification;

- a. **3 Gun event**; each category of firearm is shot on its own in a Course of Fire; i.e. handgun stage = handguns only, shotgun stage = shotguns only, rifle stage = rifles only.

Handgun Divisions remain as they are as per the current IDPA Rulebook and will be scored separately during 3 Gun events. (Handgun Divisions have no bearing on final standings during a Multi Gun event.)

Each category of firearm used during a **3 Gun** event will be scored on its own. I.e. Handgun, (per Division and Classification) Shotgun, (per Handgun Classification, Division and calibre), Rifle (per Handgun Classification Division and calibre), HMC (per Handgun Classification, Division and calibre) will be scored separately.

- b. **Multi Gun event**; categories of firearms are shot in combination with each other on the same Course of Fire; i.e. handgun and rifle in the same CoF or handgun and shotgun in the same CoF or shotgun and rifle in the same CoF, etc.

During **Multi Gun** events the overall score for all 3 categories of firearms will determine the final standings. I.e. A shooter's scores for all 3 categories of firearms will be added together and the cumulative total will determine final standings. There will be no segregation of handgun, shotgun and rifle divisions or calibres. Only Handgun Classification will be used to segregate shooters. I.e. in Multi Gun Matches the only differentiation between shooters will be their IDPA Pistol Classification.

Attempting to determine Divisions in a multi gun event will lead to a nightmare of possible permutations of the Divisions and calibres in each category of firearms. E.g. SSR (Expert), Shotgun, (Bolt Action / Minor Calibre) Rifle, (Semi-automatic / Major Calibre), the various permutations are endless!

Handgun Divisions

As per the current IDPA Rulebook.

Rifle Divisions (Proposed) (3 Gun only, not pertinent to Multi Gun events)

- Semi Automatic (Minor) Calibres smaller than 7.62mm.
- Semi Automatic Enhanced (Minor) Calibres smaller than 7.62mm.
- Semi Automatic (Major) 7.62 mm and larger.
- Semi Automatic Enhanced (Major) 7.62mm and larger.

- Manual (Minor) Calibres smaller than 7.62mm
- Manual Enhanced (Minor) Calibres smaller than 7.62mm
- Manual (Major) 7.62 mm and larger.
- Manual Enhanced (Major) 7.62 mm and larger.
- Semi Automatic Rimfire 22 LR only
- Semi Automatic Rimfire Enhanced 22 LR only
- Manual Rimfire 22 LR only
- Manual Rimfire Enhanced 22 LR only

General Rifle Rules

- Semi Automatic 20 round limit in mag, start with 21 rounds in rifle.
- Manual 5 round limit in mag, start with 6 rounds in rifle.
- No Bipods to be used.
- Gun mounted ammo allowed, round limit in mag applies.
- Extra ammo may be carried on body in pockets, mag carriers, bag, satchel, etc. Shooter may start with extra ammo on his/her person.
- Compensators and Flash Hiders are allowed, 25mm diameter or less. With the **exception** of Krinkov design type flash hiders with a maximum allowable 40mm diameter.
- Lights may be attached to rifle before the start signal. (May only be turned on after the start signal)
- Optical aiming devices, e.g. red dot / holographic sights may be turned on before commencing a CoF.
- No Laser aiming devices may be used.
- The configuration of the rifle may not be altered during a match. No parts / accessories may be swapped, added or removed during a match.
- Variable power scopes may be adjusted to suit the shooter / CoF after the start signal.
- Steel targets may not be placed closer than 50m
- Majority of shots are to occur within 50m but occasional shots to 100m should be encouraged.

Shotgun Divisions (Proposed) (3 Gun only, not pertinent to Multi Gun events)

- Semi Automatic (Minor) Calibres smaller than 12 Gauge.
- Semi Automatic Enhanced (Minor) Calibres smaller than 12 Gauge.
- Semi Automatic (Major) 12 Gauge and larger.
- Semi Automatic Enhanced (Major) 12 Gauge and larger.
- Semi Automatic (Box Magazine) 12 Gauge and larger.

- Pump Action (Minor) Calibres smaller than 12 Gauge.
- Pump Action Enhanced (Minor) Calibres smaller than 12 Gauge.
- Pump Action (Major) 12 Gauge and larger.
- Pump Action Enhanced (Major) 12 Gauge and larger.
- Pump Action (Box Magazine) 12 Gauge and larger.
- Other (SBS, OU, Bolt) (Major and Minor calibres)

General Shotgun Rules

- Semi Automatic 5 round limit in mag, start with 6 rounds in shotgun.
- Pump Action 5 round limit in mag, start with 6 rounds in shotgun.
- Other 2 round limits in shotgun.
- Gun mounted ammo allowed.
- Extra ammo may be carried on body in pockets, mag carriers, bag, satchel, etc. Shooter may start with extra ammo on his/her person.
- No Compensators and Flash Hiders are allowed.
- No Speed Loaders allowed.
- Lights may be attached to shotgun before the start signal. (May only be turned on after the start signal)
- Optical aiming devices, e.g. red dot / holographic sights may be turned on before commencing a CoF.
- No Laser aiming devices may be used.
- Steel targets may not be placed closer than 10m when shot is being used.
- Steel targets may not be placed closer than 50m when slugs are being used.
- Majority of shots with shot are to occur within 35m but occasional shots with slugs out to 75m should be encouraged.
- Different ammunition types may not be pre-staged in the magazine. The magazine must be loaded with one size and type of ammunition at the start of the Stage.
- The IDPA rule pertaining to the maximum number of shots to be fired at steel during a Stage does not apply to shotgun CoF's.
- The configuration of the shotgun may not be altered during a match. No parts / accessories may be swapped, added or removed during a match. Adjustable chokes may not be altered before the start signal or between Stages.

HMC Divisions (Proposed) (3 Gun only, not pertinent to Multi Gun events)

- Semi Automatic All pistol calibres
- Semi Automatic (Enhanced) All pistol calibres

General HMC Rules

- Semi Automatic 20 round limit in mag, start with 21 rounds in rifle.
- No Bipods to be used.
- Gun mounted ammo allowed, round limit in mag applies.
- Extra ammo may be carried on body in pockets, mag carriers, bag, satchel, etc. Shooter may start with extra ammo on his/her person.
- Compensators and Flash Hiders are allowed, 25mm diameter or less.
- Lights may be attached to HMC before the start signal. (May only be turned on after the start signal)
- Optical aiming devices, e.g. red dot / holographic sights may be turned on before commencing a CoF.
- No Laser aiming devices may be used.
- The configuration of the HMC may not be altered during a match. No parts / accessories may be swapped, added or removed during a match.
- Variable power scopes may be adjusted to suit the shooter / CoF after the start signal.
- Steel targets may not be placed closer than 10m
- Majority of shots are to occur within 25m but occasional shots to 50m should be encouraged.

General Rules

- If a firearm becomes inoperable during a **3 Gun Match**; **Appendix FOUR – Scoring, C. Did Not Finish (DNF) applies.**
- If a firearm becomes inoperable during a **Multi Gun Match**; the shooter's handgun may be used to complete the CoF.
- All IDPA rules apply to 3 Gun and Multi Gun matches, e.g. reloading behind cover, not leaving unspent ammunition behind, etc.

General CoF Rules

- 20 round maximum string for Rifle only CoF. (3 Gun Matches)
- 10 rounds maximum string for Shotgun only CoF. (3 Gun Matches)
- 20 round maximum string for HMC only CoF. (3 Gun Matches)
- 23 round maximum per CoF if two (2) firearms are used in a CoF. (Multi Gun Matches)
- 28 round maximum per CoF if three (3) firearms are used in a CoF. (Multi Gun Matches)
- Rifles, HMC's and Shotguns must have a sling attached if they are carried on the body while another firearm is being shot.

Classification

The shooter's highest IDPA Classification will be used as their Classification for 3 Gun and Multi Gun matches.