



SOUTH AFRICAN DEFENSIVE PISTOL ASSOCIATION

**MULTI-PLATFORM DEFENSIVE
SPORT SHOOTING DISCIPLINE**



MPD RULEBOOK

REVISION 2.4

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1. Purpose of SADPA Multi-Platform Defensive Sport Shooting (MPD)

1.1. Overview

- 1.1.1. SADPA recognizes the use of rifles, shotguns, and handguns as sport shooting tools.
- 1.1.2. MPD is designed to give clubs and shooters the option of enjoying the use of these tools in a sport shooting environment.
- 1.1.3. MPD matches should be considered as dedicated sports matches. Shooters participating in SADPA sanctioned Tier 1 – Tier 4 matches will be awarded points that will count towards their Dedicated Sport Status (DSS).
- 1.1.4. Only SADPA members in good standing will be permitted to shoot sanctioned matches at Tier 2 levels and above, however, the EXCO, may allow qualified shooters under other administrations to participate in specific Tier 2 and above matches.
- 1.1.5. A shooter is not required to be a member of SADPA to shoot at Tier 1 matches where club and range rules apply to ensure a safe shooting environment, however clubs are encouraged to promote SADPA membership for all Tier levels.

2. Principles of SADPA Multi-Platform Defensive Shooting

2.1. General Principles

- 2.1.1. Practical: Handguns, other than for the NFC division, and their related equipment must be practical for all day concealed carry and worn in a manner that is appropriate for all day continuous wear.

This will not be a requirement for rifles or shotguns and their related equipment as these firearms cannot be concealed or carried in the same manner as handguns.
- 2.1.2. Concealable: Handguns used in MPD matches will be positioned in such a manner that they are not visible while wearing a concealment garment. The test that the concealment worn by the shooter is adequate is that the handgun holster must not be visible when the shooter lifts their arms extended to the sides, shoulder high and parallel to the ground.
- 2.1.3. In multi-platform matches, the shooter's rifle will determine his/her shooting division.

2.2. Participation Principles

- 2.2.1. Shooters will not circumvent or compromise any stage using inappropriate devices, equipment, or techniques.
- 2.2.2. Shooters will refrain from unsportsmanlike conduct and unfair actions.
- 2.2.3. The MPD rulebook is not intended to be an exhaustive description of all permitted and prohibited equipment and techniques. Shooter equipment and techniques should comply with the basic principles of SADPA and be valid in the context of a sport that is based on defensive scenarios.
- 2.2.4. A reasonable application of common sense, based on defensive principles will be employed in determining whether a device, technique, or piece of equipment is permitted under the MPD rules.
- 2.2.5. If a technique or piece of equipment is not specifically prohibited, then it is most likely permitted.
- 2.2.6. At the core, MPD is a defensive scenario-based sport. The props used to create the CoF are often incomplete but represent buildings, walls, windows, doorways, etc. The CoF will indicate available shooting positions. The props will be defined in the CoF stage brief.
- 2.2.7. Individual preparations for a CoF, including air-gunning or taking a sight picture within the CoF boundaries is permitted only during the official walkthrough period.

- 2.2.8. Shooting from behind cover is a basic premise of MPD. Shooters will use all appropriate available points of cover in a CoF.
- 2.2.9. MPD is a shooting sport based on concealed carry. All CoF requiring only the use of a handgun will be shot using concealment, unless stipulated otherwise. The use of concealment in a CoF requiring shotgun only, rifle only, or multiple platforms are strictly optional.
- 2.2.10. In any single contest, a shooter must use the same firearms on all CoF unless a firearm becomes unserviceable, and a replacement firearm has been approved by the MD.
- 2.2.11. Reshoots will only be allowed for stage equipment failures or in the case of SO or external interference with the shooter, at the discretion of the PSO.
- For example, if the SO issues the 'Stop' command as a result of a perceived 'squib' and no squib occurred, the shooter will be given a reshoot.
- 2.2.12. The shooter must request a reshoot before the current stage raw time is announced.
- 2.2.13. English is the official language of MPD. Range commands used in all matches regardless of location or nationality of the participants will be in English.

2.3. Course of Fire (CoF) Principles

- 2.3.1. CoF designers must attempt to make shooters think for themselves and not mandate to them on how to complete the CoF.
- 2.3.2. One issue critical to the long-term success of this shooting discipline is that the problems shooters are asked to solve must reflect defensive principles. MPD should help promote basic, safe and proficient firearm handling skills and test the skills a person would need in a defensive encounter. Requirements such as the use of cover while engaging a target, reloading behind a point of cover, realistically limiting the number of rounds per string or CoF, or ammunition capacity limits per division are all based upon these principles.
- 2.3.3. A CoF should test a shooter's shooting skills. Allowances will be made for physically challenged or disabled shooters. Match Directors should always attempt to make the CoF accessible for all shooters.
- 2.3.4. While it is recognized that there are many schools of thought in training or self-defense, the primary focus of MPD is the continuing development of safe and proficient firearm handling skills that are universally accepted.
- 2.3.5. MPD rules will be equally and uniformly applied and enforced for all classifications of SADPA members and at all tier level matches.

3. Safety Rules

3.1. Cooper's Four Basic Safety Rules

Back in the 1970's the late Col. John Dean "Jeff" Cooper devised the "Four Firearm Safety Rules" which have been advocated by firearm instructors and academies ever since. They are time honoured and although they are not MPD Safety Rules, they serve as the foundation of the safety rules.

These are:

- **All firearms are always loaded.**
- **Never let the muzzle cover anything you are not willing to destroy.**
- **Keep your finger off the trigger until your sights are on the target.**
- **Identify your target, and what is behind it.**

The safety rules below serve as the cornerstone that every MPD shooter must follow, including Safety Officers and Match Directors to ensure that matches are safe, and enjoyable for a wide range of participants. They are adopted and enforced for all MPD matches.

3.2. Unsafe Firearm Handling

3.2.1. Unsafe firearm handling will result in an immediate match disqualification (DQ) from all shooting activities for the remainder of that MPD match.

3.2.2. The following is a non-exclusive list of unsafe actions:

3.2.2.1. Endangering any person, including yourself. This includes sweeping oneself or anyone else with a loaded or unloaded firearm. Sweeping is defined as allowing the muzzle of the firearm to cross or cover any portion of a person during a CoF.

The following exceptions apply to sweeping actions:

3.2.2.1.1. Some body types combined with some holster types makes it almost impossible to holster a handgun or remove a handgun from the holster without sweeping a portion of the shooter's lower extremities.

Thus, a match DQ is not applicable for the sweeping of the shooter's own lower extremities while removing the handgun from the holster or re-holstering of the handgun, provided that the shooter's trigger finger is clearly outside of the trigger guard.

However, once the muzzle of the handgun is clear of the holster on the draw, some remedial action is to be attempted to prevent any unnecessary further sweeping of the shooter's lower extremities.

3.2.2.1.2. Sweeping with a rifle or shotgun that has been chamber flagged will incur a Warning for the first offence, which will be noted on the shooter's scoresheet.

A second sweeping offence in the same match will result in a match DQ.

3.2.2.1.3. Care must still be taken, and firearms must be carried with the muzzle up or down depending on the particular range rules.

3.2.2.1.4. When a firearm is chamber flagged and is completely unloaded, any unintentional sweeping action **while depositing the firearm onto a rack, trolley, or bag**, is not defined as sweeping.

Note that this does not give approval for shooters to sweep themselves or fellow shooters!

3.2.2.2. **Pointing the muzzle** beyond designated "Muzzle Safe Points" if used, or beyond the 180° Muzzle Safe Plane if in use.

3.2.2.3. **Intentionally engaging** anything other than a target or an activator during a CoF.

3.2.2.4. A discharge:

3.2.2.4.1. in the holster;

3.2.2.4.2. striking up range of the shooter;

3.2.2.4.3. into the ground downrange closer than two (2) meters to the shooter, unless whilst engaging a low target that is positioned within two (2) meters of the shooter;

3.2.2.4.4. over the berm;

3.2.2.4.5. during Load and Make Ready, Unload and Show Clear or while reloading;

3.2.2.4.6. while busy with a malfunction clearance process unless the discharge occurs in a safe manner and under the direct supervision and instruction of the Safety Officer;

3.2.2.4.7. before the start signal;

3.2.2.4.8. whilst transferring a firearm from one hand to the other; and

- 3.2.2.4.9. whilst transitioning from one firearm to another.
- 3.2.2.5. Removing a firearm from a holster or from a case, bag, or rack, unless:
 - 3.2.2.5.1. the firearm has an obviously visible chamber-flag in the chamber;
 - 3.2.2.5.2. complying with a verbal instruction from a Safety Officer;
 - 3.2.2.5.3. whilst engaged with a CoF under the direct supervision and visual contact of a Safety Officer;
 - 3.2.2.5.4. when depositing or retrieving a chamber-flagged rifle or shotgun from a rack, bag, or trolley; and
 - 3.2.2.5.5. the shooter is in a designated 'Safe Area'.
- 3.2.2.6. **Pointing the muzzle of a firearm over the berm** during the "Pull the Trigger" portion of *Unload and Show Clear* process.
- 3.2.2.7. **Drawing a firearm whilst facing up range.** A match DQ is incurred if the shooter's firearm clears the holster before the shooter is facing within the 180-degree, safety-flags or safety-cones zone.
- 3.2.2.8. **Handling a rifle or shotgun, that has not been chamber flagged,** outside of a 'Safe Area' or whilst not under the direct supervision of a Safety Officer.

3.3. Dropping a Firearm

- 3.3.1. If a shooter drops a loaded or unloaded firearm or causes it to fall within a stage boundary, a match DQ will apply.
In this case, the Safety Officer will immediately give the command "Stop" and once the shooter has complied, the Safety Officer will retrieve the dropped firearm, make it safe and unload it before returning it to the shooter.
- 3.3.2. Dropping an unloaded firearm or causing it to fall whilst the shooter is outside of the stage boundaries is outside of the control of the MPD rules and is subject to local Range Policy.
- 3.3.3. When abandoning a firearm whilst depositing or discarding it on or onto a designated table, box, or position the shooter must retain at least one hand on the firearm until it has come to a complete stop in the designated place.
If the abandoned firearm then falls to the ground or points in an unsafe direction after the shooter has released it, it will result in a match DQ, provided that the platform or place where the firearm was abandoned was stable and did not cause the firearm to fall.

3.4. Firearm Serviceability

- 3.4.1. All firearms used in an MPD match will be serviceable and safe. The responsibility for safe and serviceable equipment falls completely on the shooter. The Match Director will require a shooter to withdraw any handgun, rifle, shotgun, or ammunition that is determined by an SO to be unsafe.

3.5. Firearm Carry Conditions

- 3.5.1. The normal condition of handguns while not in use during a CoF, is holstered and unloaded, with hammer down or striker forward and magazine removed or cylinder empty.
However, to increase match flow, the Match Director may allow the running of loaded handguns, which will be subject to local Range Policy.
- 3.5.2. The normal condition of rifles and shotguns while not in use during a CoF is unloaded with a visible chamber flag, magazine removed or integral magazines or magazine tubes empty and either cased, bagged, or deposited on a rack, or trolley.
Exception: Firearms that, due to their design, are unable to adhere to this rule, such as break action shotguns or rifles, will be required to be carried with either the action open while under supervision of an Safety Officer or bagged.

3.6. Firearm Start Conditions

- 3.6.1. In all CoF where the shooter will start with a rifle or shotgun in hand, the firearm will be held in the low-ready position which means the firearm will be shouldered and the muzzle pointing towards the ground, at least 2 meters ahead of the shooter.
- 3.6.2. Firearms will start in either loaded, unloaded, or chamber empty condition.
- 3.6.2.1. Loaded:
Firearm is loaded to division capacity or with the number of rounds as specified according to the CoF, with a round in the chamber.
The firearm safety must be engaged where possible.
- 3.6.2.2. Unloaded:
The firearm is completely unloaded, chamber is empty, no magazine inserted, and any integral magazines or magazine tubes are empty.
The firearm may have rounds located on a butt-cuff or side saddle.
The action of the rifle or shotgun may be locked open unless the CoF specifies another starting position.
- 3.6.2.3. Chamber Empty:
The firearm magazine is loaded with rounds and inserted into the firearm.
The firearm chamber is empty.
The firearm safety may be off.
The action of the firearm must be closed unless the CoF specifies another starting position.

3.7. Range Commands

- 3.7.1. Many of the range commands given to a shooter by the Safety Officer are mainly related to safety on the range, whilst others are for stage administration.
- 3.7.2. To allow a shooter to compete in multiple disciplines anywhere in the world, MPD makes use of universal range commands used in various action shooting sports. These range commands are as follows:
- 3.7.2.1. Range is Hot – Eyes and Ears
This is the first command given to each shooter starting the action of shooting the stage. This command signifies that the shooter is now under the supervision of the SO.
The shooter will make sure that their eye and ear protection is in place. It is also a notification to anyone close by to check that their own eye and ear protection is properly fitted.
- 3.7.2.2. Load and Make Ready (Make Ready)
When the shooter has applied proper eye and ear protection, the Safety Officer will issue the “Load and Make Ready” command.
The shooter will prepare the firearm(s) and loading devices according to the CoF starting condition. Typically, this means loading the firearm(s) and holstering or shouldering the firearm in the low-ready position but may include non-typical loading or staging of equipment as specified in the CoF briefing.
Thereafter the shooter will assume the starting position specified for the CoF.
If the shooter’s firearm is to be unloaded for the start of the CoF the command will be “Make Ready”.

3.7.2.3. Are You Ready?

After “Load and Make Ready,” the Safety Officer will ask the shooter “Are You Ready?”

If ready, the shooter should respond verbally, or by obvious nodding of the head, but may also choose to stand ready.

If there is no response from the shooter within 5 seconds, the shooter will be assumed to be ready.

If the shooter is not ready when this question is asked the shooter must indicate or respond, “Not Ready”.

If the shooter continues to not be ready, the shooter must take a step out of the starting position. When ready, the shooter will assume the starting position and the “Are You Ready” question will be asked again.

3.7.2.4. Standby

This command is given after the shooter is ready. This command will be followed by the start signal within 1-3 seconds.

The shooter may not move or change positions between the “Standby” command and the start signal, unless required to do so by the CoF.

If a shooter moves after the “Standby” command has been given, a procedural penalty will be incurred by the shooter.

3.7.2.5. Finger

This command is given when the shooter’s finger is not obviously and visibly outside the trigger guard when it should be.

The first “Finger” call in a match will result in a warning.

Receiving two “Finger” Calls within the same match will be regarded as a safety violation and will result in a match DQ.

3.7.2.6. Muzzle

This command is given when the muzzle of the shooter’s firearm is pointed near a muzzle safe point limit.

The shooter must immediately correct the muzzle direction towards the safe zone and continue with the stage.

The “Muzzle” command is a courtesy warning. The Safety Officer does not have to warn the shooter.

If the shooter’s firearm does break the muzzle safe zone limits, an immediate match DQ will be incurred.

3.7.2.7. Stop

This command is given when something unsafe has happened or is about to happen during a stage, or when the stage setup is not correct.

The shooter must immediately stop all movement, place the trigger finger obviously and visibly outside the trigger guard, and await further instruction.

Failure to **immediately** stop and remove the trigger finger from within the trigger guard will result in a match DQ.

3.7.2.8. If Finished, Unload and Show Clear

This command will be issued when the shooter has apparently finished shooting the stage.

If the shooter is finished, all ammunition will be removed from the firearm and a clear chamber or cylinder will be shown to the Safety Officer.

If the shooter is not finished, the shooter should complete the stage and the command will be repeated.

3.7.2.9. If Clear, Slide Forward (or Close Action)

Once the Safety Officer has inspected the chamber or cylinder and found it to be clear, this command is issued, and the shooter will comply.

The obligation remains on the shooter to ensure that the chamber or cylinder is empty.

For break action shotguns or rifles, the SO will insert a Chamber Flag (if possible), after which the action will be closed.

3.7.2.10. Pull the Trigger

The shooter will point the firearm in a safe direction, such as towards but not over any berm and pull the trigger to further verify that the chamber is clear.

If the firearm discharges, a match DQ will result.

The requirement to pull the trigger also applies to firearms with a de-cocker or magazine disconnect.

For firearms with a magazine disconnect, an empty or dummy magazine must be inserted before the trigger is pulled, and then removed again.

This command does not apply to revolvers or break action shotguns and rifles.

3.7.2.11. Muzzle Up or Muzzle Down

This command is only applicable to rifles and shotguns.

The shooter will point the muzzle of the flagged firearm either vertically up in the air or vertically down to the ground.

3.7.2.12. Holster or Bag or Rack

The shooter must safely holster the handgun or stow it safely as detailed below.

For carbines, rifles, and shotguns, depending on the stage design, the shooter must either safely case or bag the firearm, or place the firearm onto the rifle rack.

3.7.2.13. Range is Clear

This command indicates to everyone within the stage boundaries that the range is safe.

This command signals the end of the CoF and the start of the scoring and resetting of the stage.

3.7.2.14. Hit

This command is used when there are static steel targets and flying frangible targets.

For these targets, a "Hit" is announced every time a target is engaged and hit.

3.8. Steel Targets

3.8.1. When using a handgun, carbine, or shotgun (using birdshot - No. 7 or smaller), steel targets must be engaged from at least ten (10) meters.

If a shooter engages a steel target from less than ten (10) meters a match DQ will result.

Match Directors must take this into consideration when designing a CoF.

3.8.2. When using shotgun with buckshot, steel targets must be engaged from at least fifteen (15) meters.

If a shooter engages a steel target from less than fifteen (15) meters a match DQ will result.

Match Directors must take this into consideration when designing a CoF.

- 3.8.3. When using a centrefire rifle or shotgun (using slugs), steel targets must be engaged from at least forty- five (45) meters.

If a shooter engages a steel target from less than forty-five (45) meters a match DQ will result.

Match Directors must take this into consideration when designing a CoF.

4. Shooting Rules

4.1. Concealment Garments (“Concealment”)

- 4.1.1. A concealment garment is required for all handgun only stages, unless otherwise specified in the stage description.

- 4.1.2. Active Police or Military personnel may use normal duty gear in Tier-1 matches. The use of duty gear removes the requirement to use a concealment garment.

4.2. Target Engagement

The purpose of MPD is to challenge the shooter to solve a problem, and not for the course designer to mandate how to complete the CoF.

Therefore, if the CoF does not specify which platform should be used to engage which target/target array, the shooter can choose how to address a CoF, which target is to be engaged with which platform, etc.

The shooter may elect to either engage all targets with a single firearm, or transition to different platforms subject to the provisions of 4.2.

- 4.2.1. Paper Targets

- 4.2.1.1. Handguns and Rifles may be used to engage ANY Paper Target in an MPD CoF. Scoring Rules will apply.

- 4.2.1.2. Shotguns using slugs may be used to engage ANY Paper Target in an MPD CoF. Scoring Rules will apply.

- 4.2.2. Frangible Targets

- 4.2.2.1. Any Platform (Handgun, Rifle, or Shotgun) may be used to engage grounded frangible targets.

- 4.2.2.2. Only shotguns with birdshot may be used to engage flying frangible targets.

- 4.2.2.3. A frangible target is deemed hit when any portion of the target is damaged or perforated in such a way that there is a bullet hole, portion missing or broken off, or the target is shattered.

- 4.2.2.4. Frangible targets are deemed engaged when a minimum of one (1) round has been fired at the target.

- 4.2.2.5. Flying frangible targets must be shattered in the air, and the Safety Officer must clearly call “Hit” before the target hits the ground.

- 4.2.3. Steel Targets

- 4.2.3.1. Any platform may be used to engage static steel targets as long as the requirements of Rule 3.8 are followed, and safety is maintained.

- 4.2.4. Threat Priority

- 4.2.4.1. All targets must be engaged in threat priority.

- 4.2.4.2. If a reactive target is revealed during the engagement of an array of target(s). The reactive target is deemed to be the same priority as the current engaged target array.

Therefore, the shooter can elect to finish engaging the target array and then engage the reactive target or immediately engage the reactive target and then finish the engagement of the rest of the target array.

- 4.2.5. Definition of Engaged
 - 4.2.5.1. Non-Moving paper targets are deemed engaged once the minimum number of shots required by the CoF description have been fired at the target.
 - 4.2.5.2. Moving paper targets are deemed engaged when activated.
 - 4.2.5.3. A falling steel target is deemed engaged when a minimum of one shot has been fired at it.
 - 4.2.5.4. A frangible target is deemed engaged when a minimum of one shot has been fired at it.
 - 4.2.5.5. A fixed steel target is deemed engaged when the required minimum number of shots has been fired at it.

4.3. Reloads

- 4.3.1. Emergency Reload
 - 4.3.1.1. An emergency reload applies to detachable magazine fed platforms, including, handguns, shotguns and rifles.

This reload is used only when the magazine is empty, or when the firearm has suffered a malfunction.

The empty magazine may be dropped and left during the CoF
- 4.3.2. Retention Reload
 - 4.3.2.1. A retention reload applies to detachable magazine fed platforms, including, handguns, shotguns and rifles.

This reload type is used when the magazine is not empty.

The shooter must then retain the non-empty magazine anywhere on their person.

A shooter may not engage a target while holding a magazine in either hand.

Failure to stow a non-empty magazine on their person will result in a procedural penalty.
- 4.3.3. Dropping a loaded ammunition feeding device
 - 4.3.3.1. Dropping a loaded ammunition feeding device will not incur a procedural penalty if the shooter retrieves the device before firing the last shot of the CoF.

Dropping an empty or malfunctioning loading device, will not incur any penalties and will not require the shooter to retain or retrieve the faulty device.
- 4.3.4. Manually Loaded Firearms
 - 4.3.4.1. Shooters using firearms that are loaded manually with single rounds, without the use of a loading device will not incur a procedural penalty for dropping ammunition during a reload and the shooter is not required to retrieve or retain any dropped ammunition.
- 4.3.5. Reloading
 - 4.3.5.1. All reloads must be completed behind cover, where available, unless the shooter runs the gun empty in the open and not behind cover and is immediately exposed to partially engaged or unengaged targets.

If a shooter leaves a position of cover with an empty gun, a procedural penalty will be incurred.
- 4.3.6. Exception
 - 4.3.6.1. Shotguns and rifles with magazine tubes or integral magazines may be reloaded at any time.

Rule 4.3.5 does not apply here.

4.4. Stage Planning

- 4.4.1. Overview
 - 4.4.1.1. Before each CoF commences, shooters will be given an opportunity to plan how they will execute the stage.
 - 4.4.1.2. Initially, the SO will conduct a stage briefing. The main purpose of this briefing will be to address CoF safety issues and provide information on various limitations on how the CoF may be shot.
 - 4.4.1.3. CoF specifics such as stage boundaries, muzzle safe zones delineated with safety cones (if applicable), fault lines, cover and safety lines and their function, etc., will be pointed out as well as demonstrating any reactive targets and props in play.
 - 4.4.1.4. The SO will answer questions after the stage briefing to clarify any issues arising from the briefing. For example, clarifying the identification of separate target arrays, etc.
 - 4.4.1.5. How the stage is to be executed must be left to the shooter's discretion.
 - 4.4.1.6. No SO coaching will be allowed at Tier 2 matches and above.
- 4.4.2. Individual and Group Stage Walkthrough
 - 4.4.2.1. The major motivation for stage walkthroughs is safety!
 - 4.4.2.2. All shooters will have the opportunity to identify the positioning of targets and shooting positions in the CoF while not under the stress of the timer and give shooters an opportunity to discuss aspects of the CoF with their fellow shooters.
 - 4.4.2.3. Walkthroughs will be limited to the walkthrough time indicated for that stage by the written stage brief (or MD), with a default stage walkthrough time of 5 minutes per CoF, which time limit may be modified by the PSO depending on squad size or CoF complexity.
 - 4.4.2.4. The start and end of the timed walkthrough period for that stage will be strictly controlled by the SO and no further walkthroughs, either as an individual or group, will be permitted after the end of the walkthrough time.
 - 4.4.2.5. Any shooter that infringes this rule will incur a procedural penalty.
- 4.4.3. Reactive Target Demonstration
 - 4.4.3.1. Safety Officers will demonstrate all reactive targets only once during the CoF briefing.
- 4.4.4. Assuming shooting positions during the walkthrough
 - 4.4.4.1. Shooters are allowed to assume any position of fire during the stage walkthrough phase. This includes but is not limited to prone positions, kneeling positions, positions of cover, port holes, etc., allowing similar opportunities to their fellow shooters.
 - 4.4.4.2. 'Air-gunning' is also permitted.
- 4.4.5. Testing of Activators, etc.
 - 4.4.5.1. Apart from reactive targets, shooters may test any stage props that must be moved during the CoF such as doors, windows, etc., which form an integral part of the stage during the walkthrough period.

4.5. Cover

The use of cover is an integral part of MPD. Therefore, the shooter will be required to use available and appropriate cover when engaging targets.

For the avoidance of doubt, cover shall be indicated with one or more cover lines fixed to the ground.

The cover lines will commence at a point at the base of the cover and extend away from the cover at an angle determined by the stage designer.

Any 'cover' or prop without cover lines will not be regarded as cover but as a vision barrier.

4.5.1. Cover Definition

4.5.1.1. Cover refers to a barrier that exists between the shooter and the targets to be engaged with designated cover lines on the ground.

Typical examples are walls, drums, barricades, etc.

4.5.2. Use of Cover

4.5.2.1. When cover is available, it must be used while engaging targets, unless the shooter must engage "surprise" targets that are to be engaged in the open.

4.5.3. Cover Declarations

4.5.3.1. Stages will be defined to have one of the following cover categories:

Cover: The stage has cover and all targets need to be engaged from cover, unless surprise targets are specified in the stage briefing to be shot in the open.

Open: There are no cover positions available in the CoF. All targets are to be engaged in the open, using Threat Priority.

4.5.3.1.1. **Vertical Cover:** For vertical cover when shooting, reloading, and clearing a malfunction, shooter must remain within the cover lines whilst shooting around the vertical cover.

4.5.3.1.2. **Horizontal Cover:** For horizontal cover when shooting, reloading, and clearing a malfunction, shooter must remain within the cover lines, but must engage targets in tactical threat priority from over the horizontal cover.

4.5.3.1.3. **Low Cover:** When behind low cover, the shooter must engage targets with at least one knee on the ground. The stage brief will indicate whether targets are to be engaged either over or around low cover.

4.6. Fault Lines

4.6.1. Fault Lines are used to mark positions that the shooter should or must not cross while executing a CoF.

4.6.2. There are 2 types of fault lines:

- **Cover Lines**
- **Safety Lines**

4.6.3. Fault lines must use a rigid material (typically 25 mm x 4 mm flat bar or 38 mm x 38 mm timber brandering) and be firmly fixed to the ground or stage prop to prevent displacement during the match.

4.6.4. As far as possible, the material, design and colour of the fault lines must be uniform for each CoF during a match.

4.6.5. A shooter will not be penalized for momentarily crossing a fault line while moving.

4.6.6. If a shooter fires while having crossed a fault line, the appropriate penalty will be incurred.

4.6.7. Cover Lines

4.6.7.1. Cover lines must be used to indicate a position of cover and its limits.

4.6.7.2. Consistency: Cover lines must be designated consistently for all shooters.

4.6.7.3. The default extent of a cover line shall be from the point of cover to 2.5 meters along the line of cover unless other guidance is given in the stage briefing.

4.6.7.4. If the toe of the shooter's leading foot is placed further back than the extent of the cover line, a procedural penalty shall be incurred. The shooter's back foot may be placed beyond the extent of the cover line without penalty.

- 4.6.7.5. If a shooter place either foot on top of a cover line such that any portion of their foot touches the ground beyond the cover line, a procedural penalty shall be incurred.
- 4.6.7.6. Targets in the open - If no cover lines are present, targets are considered surprise targets and should be engaged in the open using threat priority.
- 4.6.8. Safety Lines
- 4.6.8.1. Safety lines are used to indicate the minimum safe distance from which to engage specific CoF targets (e.g., steel target or target apparatus made of steel, such as a swinger).
- 4.6.8.2. Shooting at a 'steel' target after crossing a safety line will result in a match DQ.

5. Scoring Rules

- 5.1.1. The scoring used in MPD rewards both a balance of speed and accuracy.
- 5.1.2. Every penalty point that a shooter receives will be converted into one (1) second penalty added to the raw time.
- 5.1.3. The final stage score will be determined by taking the time in seconds and adding the penalty points or points down in seconds and adding all relevant penalties.
- 5.1.4. Stage Score = Time from buzzer to last shot fired + Points Down + Penalties
Example:

| | | |
|-------------|---|-------------------------------------|
| Raw Time | = | 11.52 seconds |
| Points Down | = | 5 |
| Penalties | = | 1 procedural penalty |
| Score | = | 21.52 seconds (11.52 + 5.00 + 5.00) |
- 5.1.5. The match total is the sum of all the stages in seconds.

5.2. Limited Scoring

- 5.2.1. Limited scoring limits the shooter to fire the number of rounds specified in the course description only.
- 5.2.2. Any shots fired above the specified number will incur a procedural penalty of five (5) seconds per additional shot fired.
- 5.2.3. The best hits on the target will be scored as normal.
- 5.2.4. Limited scoring will only be used in Standard Stages where a shooter's skills are tested.

5.3. Unlimited Scoring

- 5.3.1. Unlimited Scoring refers to the shooter being allowed to fire as many shots at a target as they deem fit but is limited to the total number of rounds as detailed by the Division Rules.
- 5.3.2. The best hits on the target as specified by the stage description will count for score.

5.4. Failure to Neutralize (FTN)

- 5.4.1. A Failure to Neutralize penalty is a five (5) second penalty that is incurred when any engaged paper target does not have at least one (1) hit in the zero down (-0) or one down (-1) scoring zones.
- 5.4.2. This penalty is applied only on unlimited scoring stages.
- 5.4.3. This penalty is not applied to moving targets, such as risers, swingers or drop-turners, or steel plates or poppers.

5.5. Failure to Engage (FTE)

- 5.5.1. A Failure to Engage error results in 5 seconds being added to a shooter's raw time per target not fully engaged.

5.6. Failure to Finish Stage (FFS)

- 5.6.1. If a shooter starts a stage but is unable to finish due to injury, ammunition malfunction (e.g., a 'squib'), shooter decision to stop or broken equipment, the shooter's time to the last shot fired will be taken and all targets will be scored as if targets were engaged with all misses assessed for all unengaged targets, and a single procedural penalty for not engaging all targets.
- 5.6.2. The start of a stage is from the timer starting buzzer and ends on the last shot fired by the shooter.
- 5.6.3. If no shots were fired after the start signal, the score will be based on zero time plus misses for all targets not engaged plus one procedural penalty for not engaging all targets.

5.7. Failure to Finish Match (FFM)

- 5.7.1. If a shooter is unable to shoot or elects not to shoot a CoF. The shooter will be granted a Failure to Finish Match for that specific CoF. This is only applicable if the shooter does not receive a start signal.
- 5.7.2. In this case the shooter will be allowed to finish the remainder of the stages but will receive no match score.

5.8. Bullet Holes

- 5.8.1. Bullet holes that are fired from an extreme angle, or ricochets that have no grease ring and are more than two (2) bullet diameters will not count for score.
This includes hits on non-threat targets.
- 5.8.2. Keyhole bullets, where the grease ring is evident, will however count for score.

5.9. Manual-Action Large Rifle and Shotgun Slug Scoring Ratio

- 5.9.1. Manual-Action Large Rifles (MALR) and Shotguns using slugs will only be required to engage a threat target with one (1) round for every two (2) rounds fired from a Self-Loading Rifle (SLR) or Handgun.
- 5.9.2. Thus, a CoF may specify that the targets on a specific array must be engaged with a minimum of two (2) rounds each, but MALR will only be required to fire one (1) round at each target.
- 5.9.3. Example:
 - 5.9.3.1. One (1) shot per target anywhere Handgun or SLR = One (1) shot per target anywhere for MALR or Shotgun Slugs.
 - 5.9.3.2. Two (2) shots per target anywhere Handgun or SLR = One (1) shot per target anywhere for MALR or Shotgun Slugs.
 - 5.9.3.3. Three (3) shots per target anywhere Handgun or SLR = Two (2) shots per target anywhere for MALR or Shotgun Slugs.

5.10. Hit on Non-Threat (HONT)

- 5.10.1. A Hit on Non-Threat (HONT) penalty will add a five (5) second penalty to the shooter's score and is based on the following instances:
 - 5.10.1.1. Each perforation made by a handgun or rifle bullet or shotgun slug on a non-threat target will incur one HONT (Hit on Non- Threat) penalty.
 - 5.10.1.2. Perforations made by shotgun pellets on a HONT target will incur one Hit on Non-Threat penalty regardless of the number of pellets that perforated the target.
 - 5.10.1.3. Frangible targets must be perforated or break to incur a Hit on Non-Threat penalty.
 - 5.10.1.4. Non-threat steel targets must fall and be down to incur one Hit on Non-Threat penalty.
Non-threat fixed steel targets that do not fall when hit, will not be used as HONT targets.

5.10.1.5. Shoot throughs on a threat target that penetrate a non-threat target, will result in a HONT penalty.

5.11. Procedural Error (PE)

5.11.1. A Procedural Error adds 5 seconds to a shooter's raw time when he/she makes an error, while executing a CoF.

5.12. Foul Penalty (FP)

5.12.1. A Foul Penalty is a twenty (20) second penalty, that will be incurred with the agreement of the Match Director anytime a shooter deliberately acts in an unsportsmanlike manner or wilfully breaks a rule of the sport or to gain a scoring advantage.

5.12.2. If a shooter receives multiple Foul Penalties in a match, they may be disqualified at the discretion of the Match Director.

6. Stage Design Rules

6.1. Stage Categories

MPD stages are divided into two (2) general categories and two (2) subcategories.

6.1.1. Categories

6.1.1.1. Scenario Stages:

Scenario stages attempt to represent a target engagement that could realistically happen.

Scenario stages must have a written description and must use Unlimited Scoring.

6.1.1.2. Standard Stages:

Standard stages are designed to test the shooter's proficiency in the various skills employed in MPD matches.

Standard stages may use Limited or Unlimited Scoring.

Standard stages will be limited to Single Platform stages only, as this is a skill test applicable to a specific platform.

Standard Stages are prohibited in multi-platform matches.

6.1.2. Subcategories:

6.1.2.1. Single-Platform Stage:

Requires the use of a single firearm only as intended by the stage designer, such as a handgun, shotgun, or rifle only CoF.

For Multi-Platform matches, these stages must be designed in such a way to allow shooters who do not have access to a specific platform to complete the stage using their handgun.

Thus, target range must be considered taking safety into account (e.g., setting a target at 100m meant to be engaged with a rifle may well result in an unsafe situation when engaged with a handgun resulting in shots being fired over the berm!)

6.1.2.2. Multi-Platform Stage:

Requires the use of a handgun and either shotgun and / or rifle.

For Multi- Platform matches, the stages must be designed in such a manner to allow shooters who do not have access to a specific platform to complete the stage using a handgun only considering safety considerations as mentioned above.

Shooters who have access to all three platforms will be allowed to complete the stage using all three platforms, however no special arrangements are required for shooters who wish to make use of all three platforms.

Safety must be always maintained.

6.1.3. Type of Matches (MPD matches can be run in the following formats)

6.1.3.1. Multi-Platform (MP):

Multiple platforms are used in a single CoF.

Example: A match consists of five (5) stages that are designed to use any combination of handgun, shotgun, and rifle.

6.1.3.2. Triple-Platform (3P):

All three platforms are used, but only a single platform is used per CoF.

Example: A match consists of eight (8) stages. Two (2) stages are shotgun only, four (4) stages are rifle only and two (2) stages are handgun only.

6.1.3.3. Double-Platform (2P):

Two platforms are used, but only a single platform is used per CoF.

Example: A match consists of five (5) stages. Two (2) stages are shotgun only and three (3) stages are rifle only.

6.1.3.4. Single-Platform (1P):

All stages are designed to use only rifles, shotguns, or handguns as per the match notice.

The use of any other platform is strictly prohibited.

6.2. Written Stage Description

6.2.1. Well-written stage descriptions contribute to the success of a match and avoid confusion and frustration among the match safety and administration personnel and shooters.

6.2.2. The stage description is to be read to every squad word for word as written to ensure consistent communication.

6.2.3. The written stage description includes, at a minimum, the following elements:

6.2.3.1. Stage Category: Scenario or Standards Stage;

6.2.3.2. Stage Subcategory: Single-Platform or Multi-Platform Stage;

6.2.3.3. Firearm start condition: Loaded, unloaded, or downloaded;

6.2.3.4. Stage Procedure including the use of any props etc;

6.2.3.5. Identifies the cover positions and their extent;

6.2.3.6. Identifies safety lines and targets that may not be engaged when the shooter has crossed the safety lines;

6.2.3.7. Specifies the 180° rule or identifies the muzzle safe points, or both if the stage safety requires it;

6.2.3.8. Specifies the minimum round count;

6.2.3.9. Specifies the type and number of Targets, Non-threat Targets, steel plates, poppers, etc;

6.2.3.10. Specifies the scoring method: Limited or Unlimited Scoring;

6.2.3.11. Specifies whether a concealment garment is required or is optional;

6.2.3.12. Specifies the possible stowing positions for abandoned firearms in the match;

- 6.2.3.13. A descriptive diagram of the CoF is recommended, but not required for Tier 1 matches. For tier 2 and higher-level matches, stage diagrams are required;
- 6.2.3.14. The maximum allowed walkthrough time;
- 6.2.3.15. The stage boundaries; and
- 6.2.3.16. A Stage Description, may neither override the rulebook, nor may it forbid legal actions by shooters except under the following conditions:
 - 6.2.3.16.1. To address a safety concern as it applies to the limits of the range;
 - 6.2.3.16.2. Provide the option of not wearing a concealment garment;
 - 6.2.3.16.3. Specify the number of rounds in the firearm at the start of the stage, up to division capacity;
 - 6.2.3.16.4. Specify the start condition and position for the firearm, and the start position for ammunition feeding devices; and
 - 6.2.3.16.5. Specify the shooter start position.

6.3. Stage design approach

- 6.3.1. CoF designers should strive to design a realistic defensive scenario that can be successfully completed by a shooter using any combination of handgun, shotgun, or rifle as applicable.

Attacks invariably start or happen at close distances. The fact that a defender may have access to a rifle or shotgun will not suddenly initiate an attack from hundred (100) meters instead of the usual two-to-five (2-5) meters.
- 6.3.2. CoF designers should avoid specifying where a reload must be done or when a transition must be performed to another platform.

This will be different for every shooter depending on the type of equipment they are using.

A CoF designer can however specify which targets must be engaged with which platform or exclude a platform from a specific CoF.
- 6.3.3. In essence, a CoF must provide a problem to be solved by the shooter. The equipment available to a shooter will dictate how to best solve the problem.

6.4. Miscellaneous Stage Design Rules

- 6.4.1. All CoF must either simulate a realistic scenario or test skills that might reasonably be used in a real defensive confrontation. If you cannot honestly say: “this could happen”, it probably will not make sense as a good MPD stage.

It is understood that not many defensive shootings will involve multiple shotguns, rifles, and handguns, therefore shooting positions and challenges must be kept reasonable.
- 6.4.2. Memory stages are prohibited in all MPD strings of fire.

A memory stage is any stage where one must remember the order of engagement, or other shooting restrictions that are not intuitive to the shooter based on the design of the stage.
- 6.4.3. Stages may require a change in the number of shots required on a paper target.

Only one (1) array of targets in a string of fire may require a different number of shots per target than the other targets in the string.
- 6.4.4. Multi-Platform stages may not require more than 30% of shots on steel targets.
- 6.4.5. Single-Platform stages for handguns may not require more than 25% of shots on steel targets.
- 6.4.6. Single-Platform stages for shotguns and rifles may require up to 100% shots on steel targets.
- 6.4.7. An Activator steel target with a scored target in front of it does not count towards the allowable percentage of steel.

- 6.4.8. An Activator steel target with a scored target in front of it must activate from shots which either hit the upper or lower zero down (-0) scoring zone. If it is not possible, the zero down (-0) zone that will not activate the activator must be identified as hardcover.
- 6.4.9. Blind stages and moving non-threat targets are not allowed in Tier-2 or higher matches.
- 6.4.10. Shooter movement of more than ten (10) meters between firing positions is not permitted.
- 6.4.11. Total required shooter movement of more than thirty (30) meters is not permitted.
- 6.4.12. Stage designers should strive to design stages that have targets visible for mobility challenged or physically disabled shooters.
- 6.4.13. Only one (1) non-threat target may be used for each threat target in any string of fire.
- 6.4.14. No stage description shall require that an ammunition feeding or loading device must be loaded after the start of the CoF.
- 6.4.15. Painted cardboard hard cover must not be used to cover the path of a moving target.
If hard cover is required for the path of a moving target, it must be made of a material that is bulletproof that will not allow shoot-throughs to the moving target.

6.5. Partially obscured targets

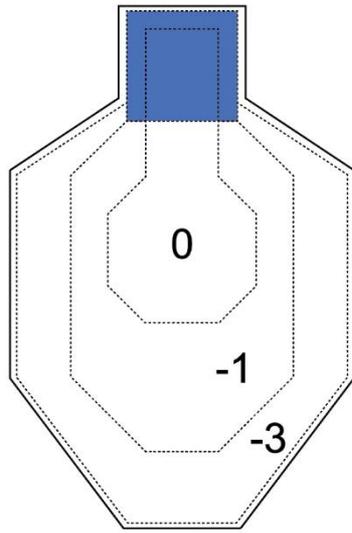
- 6.5.1. MPD paper targets may be partially obscured by hard cover or non-threat targets.
- 6.5.2. Depending on the range to the targets and whether a handgun or rifle is to be used, the proportion of obscured target will vary as detailed below.
- 6.5.3. This section should be read in conjunction with Figure 1, Figure 2 and Figure 3.
- 6.5.4. Obscured targets for handguns
 - 6.5.4.1. Cardboard targets (0-10) meters from shooter must present a minimum of a 1/3 of the **Thoracic zero down (-0) zone on the *body.
 - 6.5.4.2. Cardboard targets (11-20) meters from shooter must present a minimum of a 2/3 of the **Thoracic zero down (-0) zone on the *body.
 - 6.5.4.3. Cardboard targets (21) meters and further from shooter must present 100% of the **Thoracic zero down (-0) zone on the *body.
 - 6.5.4.4. The Zero Down (-0) zone on the Head of a Cardboard target must be 100% visible at any distance.
- 6.5.5. Obscured targets for rifles
 - 6.5.5.1. Cardboard targets (0-20) meters from shooter must present a minimum of a 1/3 of the **Thoracic zero down (-0) zone on the *body.
 - 6.5.5.2. Cardboard targets (21-40) meters from shooter must present a minimum of a 2/3 of the **Thoracic zero down (-0) zone on the *body.
 - 6.5.5.3. Cardboard targets (41) meters and further from shooter must present 100% of the **Thoracic zero down (-0) zone on the *body.
 - 6.5.5.4. The Zero Down (-0) zone on the Head of a Cardboard target must be 100% visible at any distance.
- 6.5.6. A Shooter can query a target's visibility at the stage briefing ONLY, and NOT when on the line.

* The body of the cardboard target refers to the entire area of the cardboard target excluding the head area.

** The Zero Down area on the Body of a cardboard target is also referred to as "Thoracic zero".

*** Distance is measured from the shooter's shooting position to the relevant target.

HEAD OF A CARDBOARD TARGET



ZERO DOWN AREA ON HEAD OF TARGET
100% VISIBLE

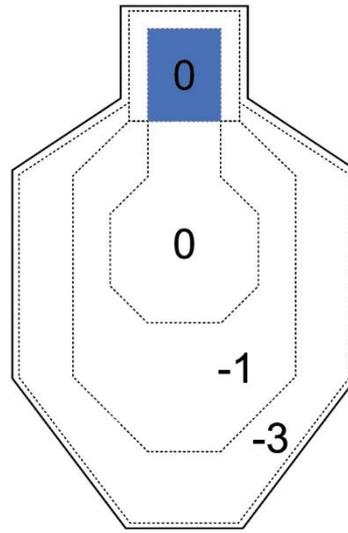
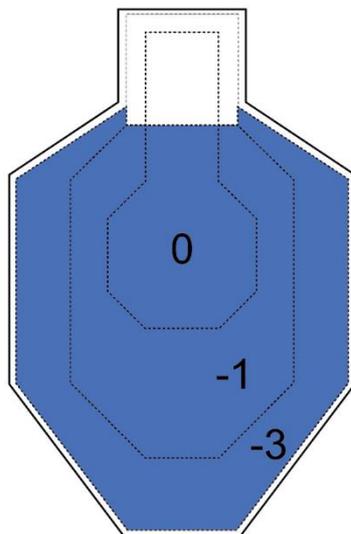


Figure 1: Target areas

BODY OF A CARDBOARD TARGET



ZERO DOWN AREA ON BODY OF TARGET
100% VISIBLE

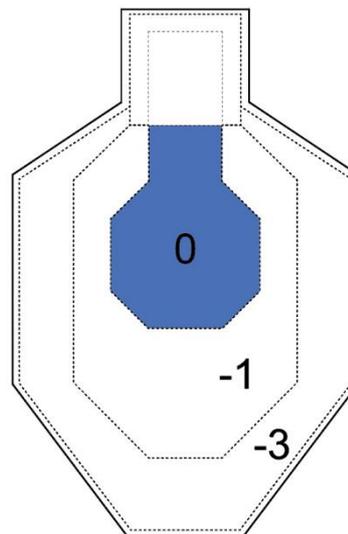


Figure 2: MPD Target Area Details

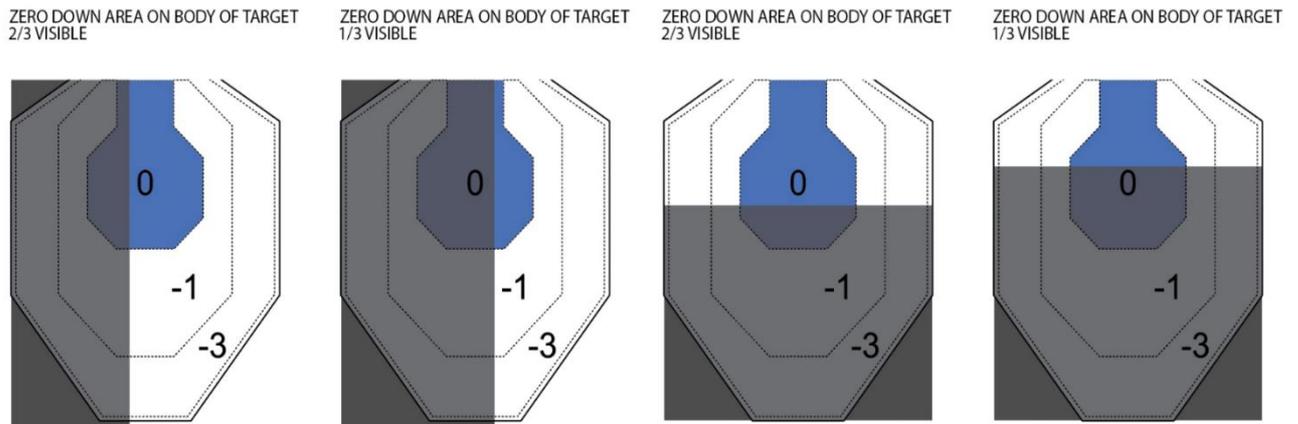


Figure 3: MPD Target Details

6.6. Stage Round Count Ratio

- 6.6.1. No handgun-only string of fire may exceed a maximum requirement of eighteen (18) rounds.
- 6.6.2. Multi-Platform Matches
 - 6.6.2.1. No rifle-only string of fire may exceed a maximum requirement of eighteen (18) rounds.
 - 6.6.2.2. No shotgun-only string of fire may exceed a maximum requirement of fourteen (14) rounds.
 - 6.6.2.3. Multi-Platform stages may not exceed a combined maximum of twenty-eight (28) rounds.
- 6.6.3. Single-Platform Matches
 - 6.6.3.1. No rifle-only string of fire may exceed a maximum requirement of twenty-four (24) rounds.
 - 6.6.3.2. No-shotgun only string of fire may exceed a maximum requirement of eighteen (18) rounds.

6.7. Handgun Stage Design Rules

- 6.7.1. Stages will adhere to the rules detailed in the Miscellaneous Stage Design Rules, unless otherwise noted.
- 6.7.2. Seventy-five (75%) percent of all handgun shots required in a stage (or portion of a stage) must be made from thirteen (13) meters or closer.
- 6.7.3. Scenario stages for handguns may require shots up to twenty (20) meters from the shooter.
- 6.7.4. Standards stages for handguns may require shots up to forty (40) meters from the shooter.
- 6.7.5. No “strong-hand only” strings of fire may require the shooter to engage targets more than ten (10) meters in distance.
- 6.7.6. No “weak-hand only” strings of fire may require the shooter to engage targets more than five meters in distance.
- 6.7.7. Scenario stages for handguns only may not require shots at distances greater than ten (10) meters in scenario stages, or fifteen (15) meters in standards stages for targets head sized or smaller.
- 6.7.8. Electronically powered optics must start in the ‘on’ position. It is the shooter’s responsibility to make sure the optic is on prior to the start signal.
A shooter must point the firearm in a safe direction downrange, either into the ground or into a berm when checking the status of the optic.

The shooter may not point the firearm at a target to get a sight picture when checking the optic status.

There will be no reshoots given if the shooter forgets to turn on the optic, or the optic fails during a course of fire. The failure to finish stage rules will apply in this case.

6.8. Rifle Stage Design Rules

- 6.8.1. Stages will adhere to the rules detailed in the Miscellaneous Stage Design Rules, unless otherwise noted.
- 6.8.2. Seventy-five (75%) percent of all rifle shots required in a stage (or portion of a stage) must be made from thirty (30) meters or closer.
- 6.8.3. Scenario stages for rifles may require shots up to hundred (100) meters from the shooter.
- 6.8.4. Standards stages for rifles may require shots up to hundred and fifty (150) meters from the shooter.
- 6.8.5. No “weak-shoulder only” strings of fire may require the shooter to engage targets more than twenty (20) meters in distance. “Weak-shoulder only” strings of fire may only be required in Standards stages.
- 6.8.6. Scenario stages for rifles only may not require shots at distances greater than twenty (20) meters in scenario stages, or thirty (30) meters in standards stages for targets head sized or smaller.
- 6.8.7. Electronically powered optics: See 6.7.8 above.
- 6.8.8. Permanently fixed bipods may not be used for any CoF and are to be completely collapsed before the start of the CoF.

6.9. Shotgun Stage Design Rules

- 6.9.1. Stages will adhere to the rules detailed in the Miscellaneous Stage Design Rules, unless otherwise noted.
- 6.9.2. Seventy-five (75%) percent of all shotgun shots required in a stage (or portion of a stage) must be made from fifteen (15) meters or closer.
- 6.9.3. Scenario stages for shotguns may require shots up to forty-five (45) meters from the shooter.
- 6.9.4. Standards stages for shotguns may require shots up to seventy (70) meters from the shooter.
- 6.9.5. No “weak-shoulder only” strings of fire may require the shooter to engage targets more than ten (10) meters in distance. “Weak-shoulder only” strings of fire may only be required in Standards stages.
- 6.9.6. Scenario stages for shotguns only may not require shots at distances greater than fifteen (15) meters in scenario stages, or twenty-five (25) meters in standards stages for targets head sized or smaller.
- 6.9.7. 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.
- 6.9.8. Only twenty (20) rounds may be used (carried on or off the shotgun) per string of fire.
- 6.9.9. Only lead shot pellets are allowed.
- 6.9.10. Electronically powered optics: See 6.7.8 above.
- 6.9.11. Only one shot-type of ammunition may be loaded on or before a string of fire.
- 6.9.12. Combinations of different birdshot sizes are permitted.
- 6.9.13. Mixing of buckshot, birdshot and slugs are not allowed.

7. Equipment Rules

7.1. Firearms – General

- 7.1.1. Magazine Loading - All magazines must be loaded to division capacity at the CoF start signal throughout the match, except in the following cases:
 - 7.1.1.1. If a magazine is used that holds less than that of the division capacity, the shooter will load all magazines to the capacity of the lowest magazine throughout the match.
 - 7.1.1.2. The stage description may require reduced magazine loading (i.e., downloading).

7.2. Multi-Platform Division Summary

- 7.2.1. MPD Divisions are divided into six (6) separate divisions. Shooters compete against each other within their division and overall, in the match.
- 7.2.2. These are:
 - 7.2.2.1. Enhanced Service Gun (ESG)
 - 7.2.2.2. Stock Service Gun (SSG)
 - 7.2.2.3. Pistol Caliber Carbine (PCC)
 - 7.2.2.4. Manual-Large Gun (MAL)
 - 7.2.2.5. Manual-Small Gun (MAS)
 - 7.2.2.6. Open-Gun (OG)
- 7.2.3. Not-For-Competition (NFC) is an optional division.

THIS DIVISION IS ONLY ALLOWED AT TIER-1 MATCHES

The addition of an NFC division for a match is at the discretion of the match director.

The NFC division is in place for shooters who regularly use a firearm that does not conform to any of the other division rules or equipment rules.

Table 1: Divisions and permitted Handguns, Rifles and Shotguns

| Division | Permitted Handguns | Permitted Rifles | Permitted Shotguns |
|------------------------------|--|---|--|
| Enhanced Service Gun (ESG) | Service Pistol Service Pistol Limited Optics and Lasers Compact Pistol Defensive Pistol Revolver Ultra-Compact | Enhanced Service Rifle Stock Service Rifle Manual Action Large Rifle Manual Action Small Rifle | Semi Auto Shotgun Manual Action Shotgun Modified Shotgun Break Action Shotgun |
| Stock Service Gun (SSG) | Service Pistol Service Pistol Limited Compact Pistol Defensive Pistol Revolver Ultra-Compact | Stock Service Rifle Manual Action Large Rifle Manual Action Small Rifle | Semi Auto Shotgun Manual Action Shotgun Break Action Shotgun |
| Pistol Caliber Carbine (PCC) | Service Pistol Service Pistol Limited Optics and Lasers Compact Pistol Defensive Pistol Revolver | Pistol Caliber Carbine Rimfire | Semi Auto Shotgun Manual Action Shotgun Modified Shotgun Break Action Shotgun |

| Division | Permitted Handguns | Permitted Rifles | Permitted Shotguns |
|---------------------------|---------------------|---------------------------|--|
| | Ultra-Compact | | |
| Manual Large Rifle (MALR) | All (excluding NFC) | Manual Action Large Rifle | Semi Auto Shotgun Manual Action Shotgun Modified Shotgun Break Action Shotgun |
| Manual Small Rifle (MASR) | All (excluding NFC) | Manual Action Small Rifle | Semi Auto Shotgun Manual Action Shotgun Modified Shotgun Break Action Shotgun |
| Open Rifle (OR) | All (excluding NFC) | All (excluding NFC) | All (excluding NFC) |
| Not-For-Competition (NFC) | ALL | ALL | ALL |

7.3. Chronograph Procedure

- 7.3.1. The match official will randomly pick three (3) rounds from the shooter's ammunition supply.
- 7.3.2. Two (2) of the three (3) rounds will be measured with a chronograph at 3 meters from the firearm muzzle.
- 7.3.3. If both rounds achieve the minimum Power Factor for the Division, the ammunition will be considered in compliance and Power Factor Achieved.
- 7.3.4. If one (1) of the two (2) rounds fail the minimum power factor the third round will be measured and the average velocity of the three rounds will then be used to determine if the Minimum Power Factor is achieved.
- 7.3.5. If the shooter's ammunition does not achieve the minimum power factor, the shooter will incur a ten (10) second penalty for each CoF in the match.

7.4. Start Conditions

- 7.4.1. Firearms with Manual safeties must be engaged at the start of the CoF.
Exception: Shooter starts with an empty chamber or an unloaded firearm.
- 7.4.2. Striker-Fired firearms may start with a round chambered or chamber empty.
- 7.4.3. Shooters that elect to start with a round chambered, will start with a full magazine as per division capacity plus one in the chamber.
Exception: Ultra-Compact Pistol will start with only six rounds inside the firearm.
- 7.4.4. Optical and electronic sights: See 6.7.8 above.
- 7.4.5. Lights and lasers may be switched on before or after the start of the CoF at the shooter's discretion.

7.5. Power Factor Calculation

- 7.5.1. Ammunition used must conform to certain power factor requirements.
- 7.5.2. These power factors will also have a minimum bullet weight attached to it.
- 7.5.3. The power factor is calculated using the following formula.

$$\text{Power Factor} = \frac{\text{Muzzle Velocity (fps)} * \text{Bullet Weight grains}}{1000}$$

Example:

$$Power\ Factor = \frac{1100 [fps] * 124 [grain]}{1000} = 136.4$$

7.6. Minimum Power Factors

7.6.1. Rifle Divisions Minimum Power Factors

| Division | Conventional Barrel | Ported or Compensated Barrel |
|---|---------------------|------------------------------|
| Enhanced Service Rifle Stock Service Rifle Open Rifle Manual-Action Large Rifle Manual-Action Small Rifle Rimfire Not-For-Competition | Not Applicable | Not Applicable |
| Pistol Caliber Carbine | 130 | 130 |

7.6.2. Shotgun Division Minimum Power Factors

| Caliber | Conventional Barrel | Ported or Compensated Barrel |
|----------|---------------------|------------------------------|
| 10-Gauge | Not Applicable | Not Applicable |
| 12-Gauge | Not Applicable | Not Applicable |
| 16-Gauge | Not Applicable | Not Applicable |
| 20-Gauge | 32 Gram (1 1/8 oz.) | 32 Gram (1 1/8 oz.) |

7.6.3. Handgun Division Minimum Power Factors

| Division | Conventional Barrel | Ported or Compensated Barrel |
|--|---------------------|------------------------------|
| Ultra-Compact | 90 | 120 |
| Service Pistol, Service Pistol Limited, Optics and Lasers, Compact Pistol and Revolver | 120 | 150 |
| Defensive Pistol | 170 | 200 |

7.7. Ammunition Restrictions

7.7.1. The use of the following ammunition is strictly prohibited:

- 7.7.1.1. Rifle ammunition with a muzzle velocity of over 3500 feet per second. (1067m/s);
- 7.7.1.2. Shotgun ammunition with a muzzle velocity of over 2000 feet per second (610m/s);
- 7.7.1.3. Handgun ammunition with a muzzle velocity of over 1400 feet per second (427m/s);
- 7.7.1.4. Rifle mono metal and monolithic bullets with a muzzle velocity of over 2500 feet per second (762m/s);
- 7.7.1.5. Shotgun steel shot;
- 7.7.1.6. Handgun mono metal and monolithic bullets;
- 7.7.1.7. Metal Piercing;
- 7.7.1.8. Incendiary;

- 7.7.1.9. Tracers; ¹
- 7.7.1.10. Handgun shotshell or multiple projectile bullets; and
- 7.7.1.11. Clubs can limit the types of ammunitions used.

7.8. Unserviceable Firearm Rule

- 7.8.1. If a firearm becomes unserviceable, a shooter may continue to use a different firearm that conforms to the same division requirements as the original firearm and after the MD has approved the use of the replacement firearm. The reshooting of any previous stages is prohibited.

7.9. Belts

The purpose of the belt in MPD is to safely and effectively support and secure the shooter's equipment required for a CoF.

7.9.1. Handgun Belts

- 7.9.1.1. Belts for handguns may be reinforced and should be suitable to be worn for everyday carry.
- 7.9.1.2. Belts must pass through a minimum of all but two of the trouser belt loops to maintain safe carry conditions.
- 7.9.1.3. All handgun equipment, such as holster and magazine carriers, must be mounted behind the shooter's hipbone (Anterior superior iliac spine)
- 7.9.1.4. Exception: Revolver shooters may carry ammunition carriers as detailed in 7.11 below.

7.9.2. Belts for Multi-Gun matches

- 7.9.2.1. As more equipment is required for Multi-Gun matches, strongly reinforced or double belts are suggested to enable all required equipment to be safely carried.
- 7.9.2.2. Magazine and ammunition carriers may be mounted in any position on the belt as long as adequate safety is maintained.

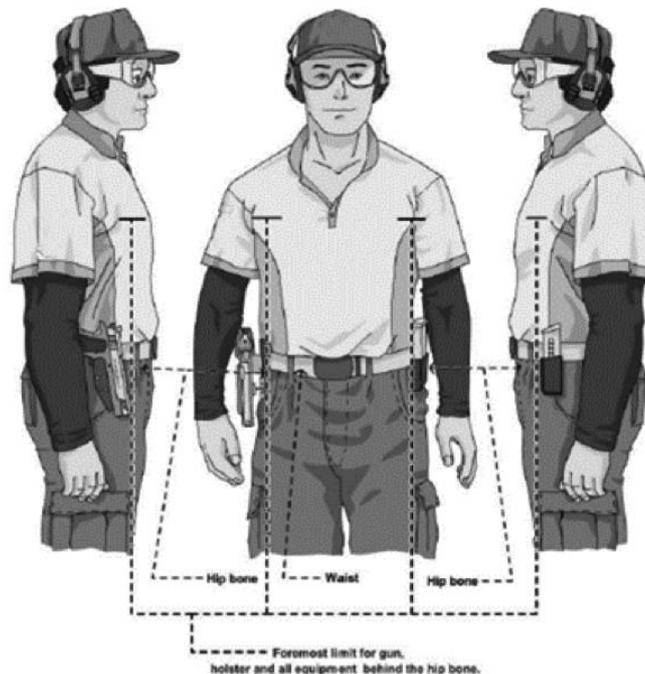


Figure 4: Diagram showing correct positioning of firearm and magazines

¹ Tracer ammunition may only be used on Tier-1 matches at the discretion of local Range policy, hosting club and Match Director.

7.10. Magazine Carriers

- 7.10.1. Must be worn on an MPD Legal Belt.
- 7.10.2. Must cover at least 50mm of the magazine as measured from the top of the cartridge rim.
- 7.10.3. Must exert sufficient retention force so that the magazine carrier with division capacity loaded magazines can be turned upside down without the magazines falling out.
- 7.10.4. Carriers must fit the shooter's body in such a way that the closest distance from any part of the shooter's body to any part of the magazine is less than 20mm.
- 7.10.5. Adjustable carriers are allowed but must only be adjustable using a tool; quick adjustable carriers are prohibited.
- 7.10.6. Magazine carriers must be worn anywhere behind the hipbone (Anterior superior iliac spine) of the shooter's weak side.
- 7.10.7. A shooter may not change their carry method or position of their magazine carriers during a match unless otherwise specified in the stage description.

7.11. Speedloaders and Moonclip Carriers

- 7.11.1. Must have enough retention so that the carrier with a division capacity loaded loading device can be turned upside down without the loading device falling out.
- 7.11.2. Must cover the entire outer face of the ammunition inside the carrier. The outer face is the portion that faces away from the shooter.
- 7.11.3. Side cuts are permitted for thumb and index finger access only.
- 7.11.4. Carriers must fit the shooter's body in such a way that the closest distance from any part of the shooter's body to any part of the loading device is less than 20mm.
- 7.11.5. Revolver Shooters may have a maximum of three speedloader or moonclip carriers in front of the holster on the shooter's strong side.

7.12. Ammunition Carriers

- 7.12.1. Instead of the use of ammunition carriers, spare magazines or loose rounds used in a course of fire may be carried in the shooter's pockets and used for any legal reload at their discretion. A shooter may not change their carry method or position of their ammunition carriers during a match unless otherwise specified in the stage description.
- 7.12.2. The shooter may not carry ammunition or loading devices that exceed the limit specified by the relevant division rules.
- 7.12.3. No ammunition carriers are to be attached to the shooter's arms or body above the belt, such as kidney belts.
- 7.12.4. No thigh or leg mounted ammunition carriers are allowed.
Exception: For Shotgun Speed loaders, a retaining strap may be fastened around the shooter's thigh. However, the carrier must attach to the shooter's belt.
- 7.12.5. Shooters are permitted to use side-saddles, butt-cuffs and magazine cinches to carry their ammunition.

7.13. Handgun Holster Construction

- 7.13.1. Holsters must be suitable and designed for everyday carry.
- 7.13.2. Holsters must be worn on the shooter's strong side hip.
- 7.13.3. The use of appendix, small of back, pocket, shoulder holster or cross-draw holsters is prohibited.²
- 7.13.4. A holster can be inside or outside waistband type.³

² Appendix holsters may be used in Tier1 matches only and is subject to local Range Policy and Match Director's approval.

³ Inside Waistband holsters may only be used in Handgun Only Matches where "on-the-clock" holstering is prohibited.

- 7.13.5. The holster must cover the entire face of the trigger and effectively prevent the trigger from being activated in the holster.
- 7.13.6. Adjustable holsters are allowed but must only be adjustable using a tool; quick adjustable holsters are prohibited.
- 7.13.7. Holsters must retain the firearm with sufficient tension to allow the shooter to perform everyday tasks and CoF without dropping or losing the firearm.
- 7.13.8. Soft material holsters that may collapse or close once handgun is removed are prohibited.
- 7.13.9. All available holster gun-retention devices must be used. Permanently disabling a retention device is allowed.
- 7.13.10. Outside Waist Band Holsters must carry the firearm in a position such that the entire front-strap of the firearm is above the top of the belt for male shooters. For female shooters, any part of the backstrap must be above the top of the belt.
- 7.13.11. Holsters must be designed with the handgun slide enclosed by the holster such that it must be drawn upwards before rotating the muzzle towards the target.
Thus, the top front edge of the holster may not be more than 50mm below the breech face for pistols and more than 50mm below the top of the cylinder for revolvers.
- 7.13.12. “Speed holsters” that do not enclose the front of the firearm slide or barrel and that allow the firearm to be removed directly from the front side of the holster are prohibited.
- 7.13.13. The top of the holster may not tilt away from the body further than vertical unless caused by the firearm making contact with the shooter’s body.
- 7.13.14. The holster must fit the shooter’s body such that the closest distance from any part of the shooter’s body to any part of the firearm is less than 20mm.
- 7.13.15. The holster must be positioned on the shooter’s belt such that any part of the handgun that is furthest forward is behind the shooter’s hipbone (Anterior superior iliac spine).

7.14. Miscellaneous Equipment

- 7.14.1. The use of gloves is permitted.
- 7.14.2. The use of cleated shoes that are entirely made from rubber compound that is elastic may be used. Hard plastic or metal cleats are prohibited.
- 7.14.3. Soft shelled knee pads and braces are permitted but must be worn throughout the entire match.
- 7.14.4. The use of magnets to retain ammunition loading devices is prohibited.

7.15. Fire Force Webbing, Chest Rigs, Bullet Proof Vests, and other “Tactical” Equipment

- 7.15.1. The use of these types of ammunition carriers will only be permitted on Tier-1 Matches and only under the Not-For-Competition Division.
- 7.15.2. These ammunition carriers must be worn throughout the entire match and their placement may not be altered throughout the match.
- 7.15.3. If these ammunition carriers are able to holster a handgun in any other position than that specified in 7.13 above, this feature may not be used.
- 7.15.4. All handgun placement rules above will apply.

8. Transitions

8.1. General

- 8.1.1. Transitioning from Handgun to Rifle or Shotgun or vice-versa is an integral part of MPD.
- 8.1.2. It is important that transitions are done safely. The following is a list of rules for transitions between platforms in MPD.

- 8.1.3. Transitions can be done on or off the clock. MPD strongly suggests that clubs consider doing transitions off the clock, as this will make things easier for both new shooters and Safety Officers.
- 8.1.4. When abandoning a firearm: all external safeties (if available) must be engaged unless the firearm is completely unloaded. Failure to comply will result in a Match DQ.
- 8.1.5. For the avoidance of doubt, striker fired handguns must be completely unloaded before they are abandoned. In this case, a partially loaded magazine may be discarded and left without penalty.

8.2. Abandoning a handgun when transitioning to rifle or shotgun.

- 8.2.1. Generally, the shooter will safely holster his/her handgun before transitioning to another firearm.
- 8.2.2. Particular and close attention must be paid to holstering loaded striker-fired handguns that do not have external safeties to avoid a negligent discharge.
- 8.2.3. If safely holstering the handgun is not an option, the handgun may be abandoned according to the following rules.
- 8.2.4. In all cases, when abandoning a handgun, all external safeties must be engaged, and the muzzle must point in a safe direction or the safest direction possible.
 - 8.2.4.1. Placing the handgun on the ground:

If the handgun has run out of ammunition or has malfunctioned, and the shooter is unable to safely holster the firearm.

The firearm must be placed on the ground muzzle pointing in a safe direction in the most unloaded or safe condition possible with external safeties engaged.
 - 8.2.4.2. Placing the handgun into a box:

A suitable box may be supplied to allow shooters to stow the handgun.

The stowing box may be fixed, or moveable and positioned such that the muzzle of the handgun points in a safe direction.
 - 8.2.4.3. Placing the handgun into a Bag or Gun Case:

Shooters will be allowed to use their gun cases and position them anywhere in the CoF.

The handgun may be abandoned in the gun case provided all external safeties are engaged and a safe muzzle direction is maintained.

8.3. Abandoning rifle or shotgun when transitioning to handgun, shotgun, or rifle.

- 8.3.1. The use of 'Dump Drums' is encouraged for abandoning rifles or shotguns.
- 8.3.2. The rifle or shotgun must be deposited muzzle down into the dump drum with all external safeties engaged.
- 8.3.3. Depositing a rifle or shotgun without external safeties engaged will result in a match DQ.
- 8.3.4. Placing the firearm on a Mat, Pad or Table, or in a Box or Bag:

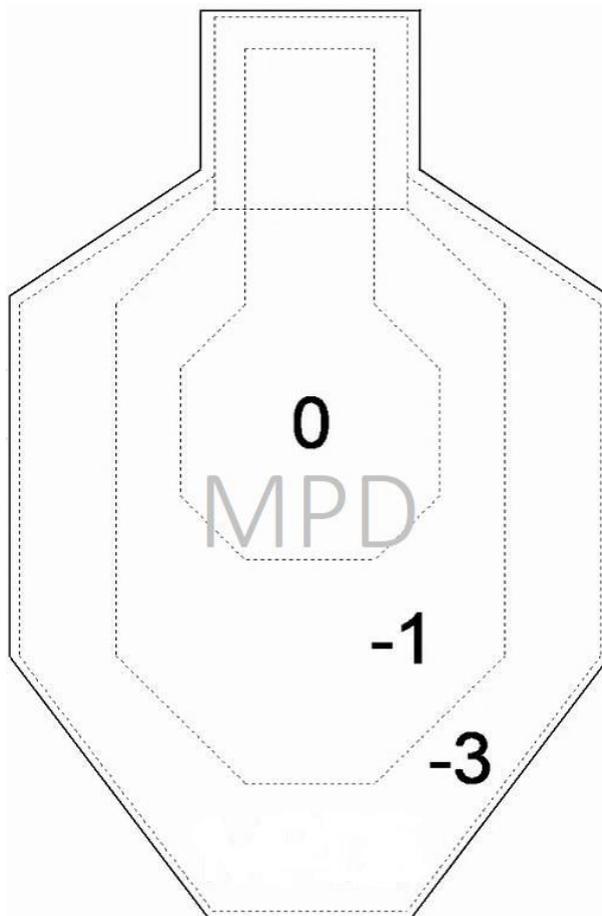
All firearm safeties must be engaged, or the firearm must be completely unloaded, if the firearm has malfunctioned or is mechanically broken, it must be set into the safest condition possible.

The firearm is to be placed in or on the specified place and the muzzle must be pointed in a safe direction.
- 8.3.5. Placing the firearm on the ground:

If the rifle or shotgun has run out of ammunition has malfunctioned or is broken, the shooter may set it down on the ground at any time during the string of fire provided the firearm is completely unloaded or set into in the safest condition possible and with the muzzle pointed in a safe direction, with the safety engaged.

- 8.3.6. Placing the firearm into a box:
A stowing box may be supplied by the Match Director to allow shooters to stow the firearm.
The stowing box may be fixed, or moveable such that shooters may then safely position the box depending on their personal preference.
- 8.3.7. Placing the firearm in a bag or gun case:
Shooters are permitted to use their gun cases or bags and position them anywhere in the CoF.
The firearm may be abandoned in the gun case or bag provided a safe muzzle direction is maintained.

9. MPD Official Paper Target



10. Classifications

10.1. Purpose of MPD Classifications

- 10.1.1. The purpose of the MPD Classifications is to allow shooters to compete against individuals that are of equal skill and proficiency using their chosen equipment, to level the playing field.
- 10.1.2. To measure a shooter's ability with their chosen equipment.

10.2. Classification Levels

- 10.2.1. MPD recognises five different classifications namely:
- 10.2.1.1. Novice
- 10.2.1.2. Marksman

- 10.2.1.3. Sharpshooter
- 10.2.1.4. Expert
- 10.2.1.5. Master

10.3. Single, Double, or Triple-Platform Classifications

- 10.3.1. There are two (2) ways a shooter can obtain a classification, or a classification can change:
 - 10.3.1.1. The shooter shoots the relevant platform classification.
 - 10.3.1.2. The shooter is promoted, based on his/her performance at a Tier-2 or higher event.
- 10.3.2. A shooter’s relevant single platform classification level will be used for single platform matches.

10.4. Multi-Platform Classifications

- 10.4.1. For Multi-Platform Tier-1 and Tier-2 matches. The shooter’s highest handgun classification will be used.
- 10.4.2. For Multi-Platform Tier-3 and higher matches, points are awarded depending on the shooter’s highest classification in a certain platform.
- 10.4.3. The combined score of all the single platform points will designate the classification the shooter will compete in.
- 10.4.4. Point Allocation for Single Platform matches are as follows:

| Platform | Novice | Marksman | Sharpshooter | Expert | Master |
|----------|--------|----------|--------------|--------|--------|
| Handgun | 0 | 1 | 2 | 3 | 4 |
| Shotgun | 0 | 1 | 2 | 3 | 4 |
| Rifle | 0 | 1 | 2 | 3 | 4 |

- 10.4.5. Multi-Platform Tier-3 and higher classifications will be based on the following point values.

| Platform | Novice | Marksman | Sharpshooter | Expert | Master |
|----------------|--------|-----------|--------------|-----------|--------|
| Multi-Platform | 0 | 0.01 to 1 | 1.01 to 2 | 2.01 to 3 | >3 |

- 10.4.6. Calculation Methodology:
A Shooter’s multi-platform classification is calculated using the average of the shooter’s three highest classifications for the various platforms.

Where a shooter is classified as a Novice (with zero points) for a particular platform, this classification is not used to calculate the shooter’s multi-platform classification. Only the shooter classifications higher than Novice will be used.

Example 1: The Shooter holds the following classifications for Single Platforms:

Handgun: Sharpshooter (2 Points)

Shotgun: Marksman (1 Point)

Rifle: Marksman (1 Point)

The combined score will be 2 + 1 + 1 points = 4 points divided between 3.

The result is a 1.33 average which means the shooter will compete as a Sharpshooter for Tier-3 and Higher Multi-Platform matches.

Example 2: The Shooter holds the following classifications for Single Platforms:

Handgun: Sharpshooter (2 Points)

Shotgun: Novice (0 Points)

Rifle: Expert (3 Point)

The combined score will be 2 + 3 points = 5 points divided between 2 (The shooter’s novice classification for shotgun is not taken into consideration).

The result is a 2.5 average which means the shooter will compete as an Expert for Tier-3 and Higher Multi-Platform matches.

10.5. Classification Validity

- 10.5.1. For shooters to hold a valid classification they must complete the relevant platform classifier in the relevant division at least every 12 months.
- 10.5.2. Competing in a Tier-2 or higher match in the relevant division will count towards maintaining a valid classification
- 10.5.3. For Tier-1 matches, a valid classification is NOT required. In this case, the latest classification in the relevant division will be used.
- 10.5.4. If there is no previous classification, the shooter’s classification will be deemed as Unclassified.
- 10.5.5. For Tier-2 Single-Platform matches, the shooter must have a valid classification for the relevant division and platform in which he/she will be competing.
- 10.5.6. Reshooting a string-of-fire or part of a classifier to improve one’s time is prohibited.
- 10.5.7. The classifier must be shot as a unit.
- 10.5.8. Reshooting of a particular string of the classifier will be permitted for a random firearm mechanical failure or malfunction that can be cleared while the shooter is on the line.
- 10.5.9. If a random firearm mechanical failure or malfunction occurs that requires the shooter to move off the line to rectify (e.g., a squib) and the shooter still wants to shoot the classifier, then the entire classifier must be reshot.

10.6. Match Performance Promotion

- 10.6.1. A shooter’s classification can be affected by their individual match performance at a sanctioned Tier-2 or higher event.
- 10.6.2. A shooter will be promoted if one of the following conditions are met.
 - 10.6.2.1. A shooter will be promoted to the next higher classification in his/her division if he/she obtains the highest score in their current classification and if there are at least 8 people competing in that classification and division.
 - 10.6.2.2. The two top shooters in a classification will be promoted if there are at least 16 people competing in that classification.
 - 10.6.2.3. Thus for each increase of 8 shooters in a particular classification and division, an additional shooter at the top of that classification will be promoted.

For example:

| Number of shooters in a particular classification and division | Number promoted to next highest classification |
|--|--|
| <8 | None |
| 8 to 15 | 1 |
| 16 to 23 | 2 |
| 24 or more | 3 |

10.7. Moving down a classification

- 10.7.1. Shooters that shoot in classifications higher than their normal performance level only prejudice themselves in competitions.
- 10.7.2. In the case where a shooter has completed a classifier and has achieved a lower classification than their current classification for a division, they will have the option to retain their current higher classification or move themselves to the lower level they have just achieved in order to continue to participate against shooters of a similar skill level.

10.8. Universal Classification

10.8.1. Handgun Universal Classification

10.8.1.1. If a shooter classifies in any of the Service Pistol Divisions (SP 15 or SP10).

The time for that classification will be applied to Optics and Lasers (OP), Service Pistol (SP15) and Service Pistol Limited (SP10)

10.8.2. Rifle Universal Classification

10.8.2.1. If a shooter classifies in Stock Service Rifle (SSR).

The time for that classification will be applied to both Stock Service Rifle (SSR) and Enhanced Service Rifle (ESR) but not vice-versa.

10.8.3. Shotgun Universal Classification

10.8.3.1. If a shooter classifies in Semi-Auto Shotgun.

The time for that classification will be applied to Semi-Auto Shotgun, Modified Shotgun and Open Shotgun but not vice-versa.

10.8.3.2. If a shooter classifies in Modified Shotgun.

The time for that classification will be applied to both Modified Shotgun and Open Shotgun but not vice-versa.

11. Glossary

- 11.1.1. **Abandoning (a firearm)** – In a multi-gun CoF, the action where a shooter safely leaves a firearm within the CoF and picks up another firearm to continue the CoF. No one, including the shooter or SO, may cross in front of the muzzle of an abandoned firearm whilst completing the CoF.
- 11.1.2. **Activator** – a mechanical, or electronic device or a combination thereof, that when activated by a physical action of the shooter (including firing onto an activator) will cause a reaction in connection with a specific threat target, array of threat targets and/or non-threat targets.
- 11.1.3. **Air Gunning** - The act of going through the motions of the string of fire and pointing at the target with one's hands.
- 11.1.4. **Array** - See Target Array
- 11.1.5. **Berm** – Safety wall constructed of earth or other suitable material with the intention of trapping fired bullets or ricochets within the stage or range boundaries.
- 11.1.6. **Birdshot** - For the purposes of MPD. Birdshot is a shotgun shell that contains pellets with a nominal diameter of 3.25mm or smaller. This is typically No. 3 - No. 10 when using the UK Standards.
- 11.1.7. **Blind Stage** - A Course of Fire where no stage walkthrough is allowed, or the positioning of the targets is unknown to the shooter.
- 11.1.8. **Buckshot** - For the purposes of MPD. Buckshot is a shotgun shell that contains pellets with a nominal diameter of 3.30mm or larger. This is typically LG - No. 2 when using the UK Standards.
- 11.1.9. **Classifier** – a standard set of shooting exercises designed to place a shooter in a specific category of skill.
- 11.1.10. **Completely unloaded** – A firearm is completely unloaded when:
- 11.1.10.1. all detachable loading devices, whether containing ammunition or not, have been removed from the firearm;
- 11.1.10.2. There is no live or dummy round in the chamber(s) of the firearm;
- 11.1.10.3. All ammunition, whether live or dummy, has been removed from integrated magazines, tubes, etc; and
- 11.1.10.4. For rifles and shotguns, live or dummy rounds in butt-cuffs, side saddles or similar may remain in place
- 11.1.11. **Concealment / Concealment Garment** – any garment that complies with the defined standards of rule 2.1.2.
- 11.1.12. **Course of Fire (CoF)**- A scenario that presents the shooters with a problem that needs to be solved using the platforms made available to their disposal. Contains targets, stage boundaries, and muzzle safe zones.
- 11.1.13. **Cover** - refers to a position where a shooter can engage targets with a portion of their upper and lower body behind an object such as a wall.
- 11.1.14. **CSO** – Chief Safety Officer.
- 11.1.15. **Downloading** - refers to loading a magazine to less than division capacity for a CoF as directed by the stage description.
- 11.1.16. **DQ** - See Match DQ
- 11.1.17. **Engaging** - Discharging the firearm towards a target.
- 11.1.18. **Equal Threat** - Targets that are within two (2) meters difference in distance to the shooter.
- 11.1.19. **Falling Target** - A target that drops or disappears when hit.
- 11.1.20. **Fault Lines** – as per rule 4.6.
- 11.1.21. **Fill-in** – the action of engaging any target with more than the minimum rounds required by the COF. This is only permissible in an unlimited scoring stage.

- 11.1.22. **Final Time** - The score for a CoF that includes the raw time plus penalties plus points down.
- 11.1.23. **Fixed Target** - A target that does not move or fall when hit.
- 11.1.24. **Flying Target** - A target that at any moment in time clears the bullet trap or berm and can result in a shot going over the bullet trap or berm.
- 11.1.25. **Frangible Target** - A target that breaks apart or into pieces when hit or when it drops to the ground.
- 11.1.26. **Freestyle** - the shooter, at their own discretion, may use either hand or both hands to control the firearm while firing.
- 11.1.27. **Fully unloaded** - All ammunition is removed from the firearm This includes removing ammunition from the firearm chamber and any integrated magazines or tubes.
- 11.1.28. **Grounded Target** – A target that when engaged from any position, no shot will go over the bullet trap or berm.
- 11.1.29. **Handgun** - A handgun is a short-barrel firearm that can be held and used with one hand.
- 11.1.30. **Keyhole Bullet** - A bullet that tumbles during flight and makes an elongated bullet hole in a target.
- 11.1.31. **Low cover** – A position of cover from which targets are to be engaged from the kneeling position.
- 11.1.32. **Lower Extremities** - The part of the human body below the belt.
- 11.1.33. **Magazine Length** - Measured from the back of the magazine rim to the bottom of the magazine.
- 11.1.34. **Manual safety** - is a button or lever that is designed to immobilize the firing mechanism of the firearm, preventing it from firing. Manual safeties must be manually engaged and disengaged by the shooter.
- 11.1.35. **Match** – A shooting event consisting of a number of CoF implemented according to the MPD Rulebook and under the management of a match director and CSO.
- 11.1.36. **Match Director (MD)** - The MD handles overall match administration including squadding, scheduling, range construction, the co-ordination of all support staff and the provision of services. His authority and decisions will prevail regarding all matters except in respect of matters in these rules which are specific to the local range.
- 11.1.37. **Match DQ - refers** to disqualifying a shooter from further participation in a match due to a serious safety or other infringement.
- 11.1.38. **Memory Stage** - A stage where one must remember the order of engagement, or other shooting restrictions that are not intuitive to the shooter based on the design of the stage.
- 11.1.39. **Mobility Challenged** - A shooter that cannot perform actions as required by a string of fire due to a physical injury or restricted movement due to age.
- 11.1.40. **Moving Target** - Any target that is intended to be shot while moving. Thus swingers, disappearing risers, drop turners, etc., are moving targets.
Once a moving target has come to rest, it may or may not be visible to the shooter.
- 11.1.41. **MPDS** - Multi-Platform Defensive Sport
- 11.1.42. **Physically Disabled** - A shooter that has missing or incapacitated limbs, or that makes use of walker, wheelchair, or crutches. Temporary injuries such as broken limbs will be treated as physically disabled attributes for the duration of the recovery.
- 11.1.43. **Platform** – A firearm
- 11.1.44. **Points Down** - The sum of the total amount of penalty points scored with hits outside of the zero down scoring zone.

- 11.1.45. **Position/Point of Cover (PoC)**- A position where a shooter must engage targets from behind a cover line, with a portion of their upper and lower body behind an object such as a wall.
- 11.1.46. **PSO** – Primary Safety Officer.
- 11.1.47. **Raw Time** - The time in seconds taken by a shooter to complete a CoF.
- 11.1.48. **Reactive Target** - A target that gives an indication either visually or aurally when hit.
- 11.1.49. **Retention** – Shooting from retention is an action defined by shooting with elbow, forearm or wrist held against their strong side torso while engaging
- 11.1.50. **Rifle** - For the purposes of MPD. Rifle refers to rifles, carbines, and hand-machine carbines.
A rifle is a shoulder fired weapon that fires a single projectile.
- 11.1.51. **Safe Area** – A designated area where completely unloaded firearms may be safely handled, inspected, stripped and/or maintained.
- 11.1.52. **Absolutely no ammunition, whether live or dummy may be taken into a Safe Area.** This includes ammunition in magazines on the shooter’s belt, in pockets, on butt cuffs, side saddles, etc.
- 11.1.53. Empty magazines may be handled in a Safe Area to check correct seating, dropping, etc.
- 11.1.54. An SO may take a loaded firearm, which could not be made safe on the line, into the Safe Area for the purpose of clearing or making the firearm safe.
A shooter committing any of the above infringements in a safe area will incur an immediate match DQ.
- 11.1.55. **Safe Direction** – A direction either downrange or towards a side-berm, within the confines of the 180 degrees, Muzzle Safe Flags or Cones.
- 11.1.56. **Safety Officer (SO)** – match official charged with control over the conduct and safety of the shooter and other persons within the stage boundary.
- 11.1.57. **Serviceable** – Referring to a firearm. The firearm can be safely operated the way that the manufacturer intended. Thus, it is not damaged and has not been altered in any way that will affect operating it safely or as the manufacturer intended.
- 11.1.58. **Shooting Bay** refers to a part of a shooting range that is divided off from other areas in which a CoF can be set up and shooters can complete the CoF without endangering other shooters on the range.
- 11.1.59. **Shotgun** - A shotgun is a shoulder fired weapon that fires shotshell rounds.
- 11.1.60. **Shouldered (Low Ready)** – The stock of the firearm is touching the shoulder of the shooter and pointing down range at a 45° angle, aimed at a point further than 2 m from the shooter or at a designated muzzle indicator. Shooter’s strong hand is on the pistol-grip or stock of the firearm and his/her support hand is on the fore-end.
- 11.1.61. **Sight Picture** - A Sight picture is proper sight alignment while aimed at the target you intend to shoot.
- 11.1.62. **SSO** – Scoring Safety Officer.
- 11.1.63. **Stage Boundaries** - An imaginary or physical boundary / line 10m behind the rearmost stage position, or the rear of the shooting bay, whichever is closer
- 11.1.64. **Standards Stage** - A CoF devoid of a scenario and characterised by at set of shooting actions designed solely to test the skill of the shooter, as designated on the Stage Description
- 11.1.65. **Start Signal** - The shot timer start-beep or buzzer, or any other method of signalling to the shooter that the stage has commenced. For example, with hearing impaired shooters it may be a tap on the shoulder by the PSO.
- 11.1.66. **String of Fire** - A section of a Course of Fire that is initiated by a start signal and ends with the last shot fired. There may be more than one string of fire in a Course of Fire.

- 11.1.67. **Stripper Clip** – Manual device to facilitate rapid loading of a manual rifle.
- 11.1.68. **Strong hand only** – For a handgun, only the strong hand (the shooter’s primary firing hand, located on the same side of the body as the holster) must be used to control the firearm when a shot is fired. The weak (support) hand or arm must not touch the firearm or any location on the shooter’s strong (dominant) arm or hand when firing.
For safety reasons, both hands may be used when clearing a malfunction or reloading.
Shotguns, PCCs and rifles require both hands to be in contact with the firearm when fired.
- 11.1.69. **Surprise Target** - A target that is placed in the open where there is no cover available. Surprise targets may be engaged while a shooter is stationary or moving.
- 11.1.70. **Sweeping** - The act of the muzzle of a firearm covering any part of the body of any person.
- 11.1.71. **Target Array** – A group of targets, all of which are at or within 2 meters difference in distance from the shooter
- 11.1.72. **Threat Priority (Open)** - The target engagement priority is based on the distance from the threat targets to the shooter. The closer the threat the higher the priority, the close targets are therefore engaged first.
Targets are considered equal threat when the difference in the distance of the targets in relation to the shooter is less than two (2) meters.
- 11.1.73. **Threat Priority (Cover)** - The priority is based on the order of visibility when shooting around cover. The first visible target will always have the highest priority and will be engaged in that order. (This is known colloquially as ‘slicing the pie’).
- 11.1.74. **Tier** – MPD matches are designated in Tiers. Tier 1 is a local or club match. Tier 2 is an inter-club or league match. Tier 3 is a regional match. Tier 4 is a national match.
- 11.1.75. **Vision Barrier** - Vision barriers are soft cover objects such as barrels, tents, fake trees, other props, etc., that are used to block the view of a target or group of targets.
Vision barriers without cover lines may not be designated as positions of cover.
Vision barriers may be used to hide surprise targets, which must be engaged in the open.
- 11.1.76. **Walkthrough** - The act of physically moving through the CoF from start to finish, or any portion thereof, without firing any shots.
- 11.1.77. **Warning** – For some unintentional infringements, such as a “Finger” infringement or unintentional sweeping with an unloaded and chamber flagged rifle or shotgun, the SO will warn the shooter.
Two similar (i.e., for the same infringement) warnings in a match will result in a match DQ.
- 11.1.78. **Weak Hand** – For a handgun, only the weak hand, i.e., the shooter’s support hand, located on the opposite side of the body from the holster, can be used to control the firearm when a shot is fired. The strong (dominant) hand or arm must not touch the firearm or any location on the shooter’s weak (support) arm or hand when firing.
For safety reasons, no weak hand drawing from the holster is allowed and both hands may be used when clearing a malfunction or reloading.
Shotguns, PCCs and rifles require both hands to be in contact with the firearm when fired. However, in this case, the firearm must be shouldered on the weak side of the body and the trigger must be pressed with the weak hand.

12. ANNEXURE A - RIFLE, AND CARBINE DIVISION RULES

12.1. Permitted modifications on all Rifle Divisions

- 12.1.1. Side saddles, fore-end carriers, and butt cuffs, Redi-Mags, mag cinches to hold spare ammunition.
- 12.1.2. Addition of tritium, fibre optic, express or ghost ring sights.
- 12.1.3. Aftermarket stocks that add a pistol grip and loading devices.
- 12.1.4. Internal reliability work.
- 12.1.5. Custom finishes may be applied.
- 12.1.6. Internal action work may be used to improve the trigger pull as long as safety is not compromised.
- 12.1.7. Reliability work may be done to enhance feeding and ejection.
- 12.1.8. Extended safety buttons.
- 12.1.9. Backup Iron Sights
- 12.1.10. Extended bolt handles.
- 12.1.11. Compensators, Flash Hiders and Muzzle Brakes are allowed.
- 12.1.12. Suppressors
- 12.1.13. Stocks with internal recoil absorption mechanisms.
- 12.1.14. Mounted lights.
- 12.1.15. Magazine coupling devices are allowed.

12.2. Prohibited modifications on all Rifle Divisions

- 12.2.1. Any stock that prevents the user from firing from the shoulder. Folding stocks are allowed provided that they are fired from the shoulder.

12.3. Rifle Division Capacity and Loading Devices

- 12.3.1. All loading devices must be loaded to the division capacity at the start signal. Should division capacity not be achievable because of lower loading device capacity, load to the maximum mechanical capacity of the loading device. The shooter must use the same capacity throughout the entire competition.

| Division | Capacity | Total Loading Devices |
|---|----------|-----------------------|
| Enhanced Service Rifle Stock Service Rifle Open Rifle, Rimfire Not-For-Competition | 15 | 2 |
| Manual-Action Small Rifle | 10 | 3 |
| Manual-Action Large Rifle | 5 | 5 |

12.4. Rifle Divisions

12.4.1. Enhanced Service Rifle (ESR)

| | |
|--|-------------|
| Minimum caliber | 5.56 (.223) |
| Firearm action | Any |
| Telescopic, Optical, Electronic Sights | Permitted |
| Backup Optical or Electronic Sights | Prohibited |
| Lasers | Permitted |
| Bipods | Permitted |

12.4.2. Stock Service Rifle (SSR)

| | |
|--|-------------|
| Minimum caliber | 5.56 (.223) |
| Firearm action | Any |
| Telescopic, Optical, Electronic Sights | Prohibited |
| Backup Optical or Electronic Sights | Prohibited |
| Lasers | Prohibited |
| Bipods | Prohibited |

12.4.3. Open Rifle (OR)

| | |
|--|-------------|
| Minimum caliber | 5.56 (.223) |
| Firearm action | Any |
| Telescopic, Optical, Electronic Sights | Permitted |
| Backup Optical or Electronic Sights | Permitted |
| Lasers | Permitted |
| Bipods | Permitted |

12.4.4. Manual-Action Large Rifle (MALR)

| | |
|--|---|
| Minimum caliber | Centrefire rifle caliber with a Rim Diameter 11.35 mm or larger |
| Firearm action | Bolt, Lever, Pump, Break |
| Telescopic, Optical, Electronic Sights | Permitted |
| Backup Optical or Electronic Sights | Prohibited |
| Lasers | Permitted |
| Bipods | Permitted |

12.4.5. Manual-Action Small Rifle (MASR)

| | |
|--|--|
| Minimum caliber | Centrefire rifle caliber with a Rim Diameter 9.60 mm or larger |
| Firearm action | Bolt, Lever, Pump, Break |
| Telescopic, Optical, Electronic Sights | Permitted |
| Backup Optical or Electronic Sights | Prohibited |
| Lasers | Permitted |
| Bipods | Permitted |

12.4.6. Pistol Caliber Carbine (PCC)

| | |
|--|-----------------------|
| Minimum caliber | Handgun calibers only |
| Firearm action | Any |
| Telescopic, Optical, Electronic Sights | Permitted |
| Backup Optical or Electronic Sights | Prohibited |
| Lasers | Permitted |
| Bipods | Permitted |

12.4.7. Rimfire (22R) – This division is allowed in Tier 1 and Tier 2 matches only.

| | |
|--|--------------|
| Minimum caliber | Rimfire only |
| Firearm action | Any |
| Telescopic, Optical, Electronic Sights | Permitted |
| Backup Optical or Electronic Sights | Prohibited |
| Lasers | Permitted |
| Bipods | Permitted |

12.4.8. Not-For-Competition (NFC) – This division is in place for shooters who regularly use a rifle that does not conform to any of the other division rules or equipment rules.

THIS DIVISION IS ONLY ALLOWED AT TIER-1 MATCHES.

13. ANNEXURE B – SHOTGUN DIVISION RULES

13.1. Permitted modifications on all Shotgun Divisions

- 13.1.1. Side saddles, fore-end carriers, and butt cuffs, Redi-Mags, mag cinches to hold spare ammunition.
- 13.1.2. Addition of tritium, fibre optic, express or ghost ring sights.
- 13.1.3. Aftermarket stocks that add a pistol grip and loading devices.
- 13.1.4. Internal reliability work.
- 13.1.5. Custom finishes may be applied.
- 13.1.6. Internal action work may be used to improve the trigger pull as long as safety is not compromised.
- 13.1.7. Reliability work may be done to enhance feeding and ejection.
- 13.1.8. Extended safety buttons.
- 13.1.9. Extended bolt handles.
- 13.1.10. Compensators, Flash Hiders and Muzzle Brakes are allowed.
- 13.1.11. Stocks with internal recoil absorption mechanisms.
- 13.1.12. Mounted Lights.
- 13.1.13. Bipods
- 13.1.14. Suppressors
- 13.1.15. Firearm mounted ammunition carriers (e.g., Matchsaverz)

13.2. Prohibited modifications on all Shotgun Divisions

- 13.2.1. Any stock that prevents the user from firing from the shoulder. Folding stocks are allowed provided that they are fired from the shoulder.

13.3. Shotgun Division Capacities and Loading Devices

- 13.3.1. All loading devices must be loaded to the division capacity at the start signal.
- 13.3.2. Should division capacity not be achievable because of lower loading device capacity, load to the maximum mechanical capacity of the loading device. The shooter must use the same capacity throughout the entire competition.
- 13.3.3. A loading device is a magazine or a speed loader.
- 13.3.4. Shooters starting with 5 rounds in loading device, can have a total of 4 loading devices.
- 13.3.5. Shooters starting with 4 rounds in loading device, can have a total of 5 loading devices.
- 13.3.6. Shooters starting with 3 or less rounds in loading device, can have a total of 6 loading devices.
- 13.3.7. Shotguns with internal tube fed magazines, can have a total of 20 rounds on their person.

| Division | Capacity | Total Loading Devices |
|---|----------|-----------------------|
| Open Shotgun | 5 | 4 |
| Modified Shotgun, Semi Auto Shotgun and Manual Action Shotgun | 5 | Not Applicable |
| Break Action Shotgun | 2 | Not Applicable |

13.4. Shotgun Divisions

13.4.1. Semi-Auto Shotgun (SAS)

| | |
|--|----------------|
| Minimum caliber | 20-Gauge |
| Firearm action | Semi-Automatic |
| Telescopic, Optical, Electronic Sights | Prohibited |
| Backup Optical or Electronic Sights | Prohibited |
| Lasers | Prohibited |
| Magazines or Speed Loaders | Prohibited |

13.4.2. Manual Action Shotgun (MAS)

| | |
|--|-------------------|
| Minimum caliber | 20-Gauge |
| Firearm action | Pump, Lever, Bolt |
| Telescopic, Optical, Electronic Sights | Prohibited |
| Backup Optical or Electronic Sights | Prohibited |
| Lasers | Prohibited |
| Magazines or Speed Loaders | Prohibited |

13.4.3. Break Action Shotgun (BAS)

| | |
|--|--|
| Minimum caliber | 20-Gauge |
| Firearm action | Break Action (Over-and-Under, Side-by-Side, Single Shot) |
| Telescopic, Optical, Electronic Sights | Prohibited |
| Backup Optical or Electronic Sights | Prohibited |
| Lasers | Prohibited |
| Magazines or Speed Loaders | Prohibited |

13.4.4. Open Shotgun (OS)

| | |
|--|-----------|
| Minimum caliber | 20-Gauge |
| Firearm action | Any |
| Telescopic, Optical, Electronic Sights | Permitted |
| Backup Optical or Electronic Sights | Permitted |
| Lasers | Permitted |
| Magazines or Speed Loaders | Permitted |

13.4.5. Modified Shotgun (MS)

| | |
|--|------------|
| Minimum caliber | 20-Gauge |
| Firearm action | Any |
| Telescopic, Optical, Electronic Sights | Permitted |
| Backup Optical or Electronic Sights | Prohibited |
| Lasers | Permitted |
| Magazines or Speed Loaders | Prohibited |

13.4.6. Not-For-Competition (NFC) – This division is in place for shooters who regularly use a rifle that does not conform to any of the other division rules or equipment rules.

THIS DIVISION IS ONLY ALLOWED AT TIER-1 MATCHES.

14. ANNEXURE C - HANDGUN DIVISION RULES

14.1. Permitted modifications on all Handgun Divisions

- 14.1.1. Sights may be changed to another style. All forms of metallic sights are allowed, including but not limited to:
 - 14.1.1.1. U-Notch and Post or Bead
 - 14.1.1.2. V-Notch and Post or Bead
 - 14.1.1.3. Partridge
 - 14.1.1.4. Express
 - 14.1.1.5. Trapezoid
 - 14.1.1.6. Ghost Ring
 - 14.1.1.7. Peep
- 14.1.2. Grips may be changed to another style, material, or texture.
- 14.1.3. Aftermarket parts, including but not limited to:
 - 14.1.3.1. Hammers, Strikers, and Triggers.
 - 14.1.3.2. Bevelled Magazine Wells.
 - 14.1.3.3. Extended External Safeties (Including Swenson Style Thumb Guards).
 - 14.1.3.4. Extended Slide Catch/Release Levers.
 - 14.1.3.5. Extended Magazine Release Buttons.
 - 14.1.3.6. Full length guide rods.
 - 14.1.3.7. Frame mounted thumb shields.
 - 14.1.3.8. Barrels.
- 14.1.4. Cosmetic checkering and serrating.
- 14.1.5. Reducing handgun slide mass.
- 14.1.6. Cone Style, Bull, or Heavy Barrels.
- 14.1.7. Ported or Compensated barrels provided the minimum power factor is attained.
- 14.1.8. Custom finishing.
- 14.1.9. Weapon mounted lights that are operational.

14.2. Prohibited modifications for all Handgun Divisions

- 14.2.1. Disabling of Manual Safeties such as frame or slide mounted safeties. (Disabling Grip Safeties, Magazine Safeties, Trigger Safeties and/or Firing Pin Safeties is allowed if all primary manual safeties are in working order and firearm is functionally safe.)

14.3. Handgun Division Capacities and Loading Devices

- 14.3.1. All loading devices must be loaded to the division capacity at the start signal. Should division capacity not be achievable because of lower loading device capacity, load to the maximum mechanical capacity of the loading device. The shooter must use the same capacity throughout the entire competition.

| Division | Capacity | Total Loading Devices |
|--|----------|-----------------------|
| Service Pistol | 15 | 2 |
| Service Pistol Limited Optics and Lasers Rimfire | 10 | 3 |

| Division | Capacity | Total Loading Devices |
|-----------------------------------|-----------|-----------------------|
| Compact Pistol & Defensive Pistol | 8 | 4 |
| Revolver & Ultra-Compact | 6 | 5 |
| Not-For-Competition | Unlimited | Unlimited |

14.4. Handgun Divisions

14.4.1. Service Pistol (SP15)

| | |
|--------------------------------|------------|
| Minimum caliber | 9mm (.355) |
| Type | Pistol |
| Maximum handgun width | 45 mm |
| Maximum handgun weight | 1350 grams |
| Maximum barrel length | 155 mm |
| Optical, Electronic, or Lasers | Prohibited |

14.4.2. Service Pistol Limited (SP10)

| | |
|--------------------------------|------------|
| Minimum caliber | 9mm (.355) |
| Type | Pistol |
| Maximum handgun width | 45 mm |
| Maximum handgun weight | 1350 grams |
| Maximum barrel length | 155 mm |
| Optical, Electronic, or Lasers | Prohibited |

14.4.3. Optics and Lasers (OL)

| | |
|--------------------------------|--|
| Minimum caliber | 9mm (.355) |
| Type | Pistol or Revolver |
| Maximum handgun width | 45 mm (Pistol) & Not Applicable (Revolver) |
| Maximum handgun weight | 1500 grams |
| Maximum barrel length | 155 mm |
| Optical, Electronic, or Lasers | Permitted |

14.4.4. Rimfire (22P) - This division is allowed in Tier 1 matches only.

| | |
|--------------------------------|--------------------|
| Minimum caliber | .22 Rimfire |
| Type | Pistol or Revolver |
| Maximum handgun width | Not Applicable |
| Maximum handgun weight | Not Applicable |
| Maximum barrel length | Not Applicable |
| Optical, Electronic, or Lasers | Prohibited |

14.4.5. Compact Pistol (CP)

| | |
|--------------------------------|------------|
| Minimum caliber | 9mm (.355) |
| Type | Pistol |
| Maximum handgun width | 38 mm |
| Maximum handgun weight | 1000 grams |
| Maximum barrel length | 110 mm |
| Optical, Electronic, or Lasers | Prohibited |

14.4.6. Defensive Pistol (DP)

| | |
|--------------------------------|------------|
| Minimum caliber | 9mm (.355) |
| Type | Pistol |
| Maximum handgun width | 45 mm |
| Maximum handgun weight | 1250 grams |
| Maximum barrel length | 155 mm |
| Optical, Electronic, or Lasers | Prohibited |

14.4.7. Revolver (REV)

| | |
|--------------------------------|----------------|
| Minimum caliber | 9mm (.355) |
| Type | Pistol |
| Maximum handgun width | Not Applicable |
| Maximum handgun weight | 1500 grams |
| Maximum barrel length | 155 mm |
| Optical, Electronic, or Lasers | Prohibited |

14.4.8. Ultra-Compact (UC)

| | |
|--------------------------------|---|
| Minimum caliber | Not Applicable |
| Type | Pistol or Revolver |
| Maximum handgun width | 35mm (Pistol) & Not Applicable (Revolver) |
| Maximum handgun weight | 1000 grams |
| Maximum barrel length | 90 mm (9mmP or Larger) 102 mm (9mmS or smaller) |
| Optical, Electronic, or Lasers | Prohibited |
| Magazine Length Limit | 100 mm |

14.4.9. Not-For-Competition (NFC) – This division is in place for shooters who regularly use a handgun that does not conform to any of the other division rules or equipment rules.

THIS DIVISION IS ONLY ALLOWED AT TIER-1 MATCHES.

15. ANNEXURE D - Foul, Safety Violation and Procedural Error Summary

NOTE: Not all infringements and penalties are included in this list

| Category | Name | Time added [sec] | Frequency | Description | Remarks |
|------------------|--|------------------|----------------------------|--|--|
| Safety violation | "Finger" call | DQ | On 2nd occurrence in match | | |
| Safety violation | A negligent discharge as defined in paragraph 3.2.4 | DQ | Immediate | | |
| Safety violation | Breaking muzzle safe points | DQ | Immediate | | |
| Safety violation | Drawing firearm while facing up-range | DQ | Immediate | Firearm clears holster before shooter faces within stage safety zone | |
| Safety violation | Dropping a firearm | DQ | Immediate | Alternative range rules may apply to firearm dropped outside of stage boundaries | |
| Safety violation | Engaging a 'steel' target over the safety line | DQ | Immediate | | Steel' targets include any moving targets that have steel in the target apparatus. |
| Safety violation | Handling a firearm outside a safety area whilst not under SO supervision | DQ | Immediate | | |

| Category | Name | Time added [sec] | Frequency | Description | Remarks |
|------------------|---|------------------|----------------------------|--|---|
| Safety violation | Pulling trigger while pointing firearm over berm during 'Pull the trigger' command | DQ | Immediate | | |
| Safety violation | Removing a firearm from a bag, holster or case whilst not under the supervision of an SO. | DQ | Immediate | | |
| Safety violation | Sweeping within boundaries of stage | DQ | Immediate | As per paragraph 3.2.1 | |
| Safety violation | Taking ammunition or loaded firearms into a designated Safe Area | DQ | Immediate | Absolutely no ammunition, whether live or otherwise or loaded firearms, may be taken into a Safe Area. | Except when the shooter is under the direct, close supervision of an SO to clear a malfunctioning firearm, for example. |
| Safety violation | Unintentional sweeping with unloaded and chamber-flagged firearm | DQ | On 2nd occurrence in match | As per paragraph 3.2.2.1.3 & 3.2.2.1.4 | |
| Procedural Error | Dropping loaded ammunition feeding device | 5 | per loading device | Shooter drops and does not retrieve non-empty loading device | |
| Procedural Error | Failure to Engage (FTE) | 5 | per target | Shooter fails to fire the required number of shots towards any paper or steel target or target activator | |

| Category | Name | Time added [sec] | Frequency | Description | Remarks |
|------------------|--|----------------------|----------------|---|---|
| Procedural Error | Failure to finish match (FFM) | As per paragraph 5.5 | Per match | Shooter chooses or is unable to finish the match | Shooter may finish remainder of stages but will not receive a match score |
| Procedural Error | Failure to finish stage (FFS) | As per paragraph 5.4 | Per stage | Shooter chooses to or is unable to finish a stage | No reshoot granted for shooter equipment failure |
| Procedural Error | Failure to Neutralise (FTN) | 5 | per target | No paper target hits in 0 or 1 down area | Only applies to engaged or partially engaged paper targets |
| Procedural Error | Hit on a Non-Threat (HONT) | 5 | Per hit | Shooter hits non-threat target. NB: Shoot-throughs on a threat target that also hit a non-threat target are also counted as a penalty! | |
| Procedural Error | Individual walkthrough after official walkthrough time | 5 | per occurrence | | |
| Procedural Error | Leaving cover with an empty firearm | 5 | per occurrence | | |
| Procedural Error | Movement after "Standby" | 5 | per occurrence | Shooter moves or changes position after "Standby" command given | |
| Procedural Error | Not loading to division capacity | 5 | per CoF | | |
| Procedural Error | Not reloading behind cover where possible | 5 | per reload | | |

| Category | Name | Time added [sec] | Frequency | Description | Remarks |
|------------------|---|------------------|--|--|--|
| Procedural Error | Shooter's ammunition does not meet minimum power factor requirement | 10 | per stage | Shooter's ammunition does not meet power factor as per paragraph 7.3ff | |
| Procedural Error | Stepping over cover line | 5 | per shooting position | Shooter fires at targets while having stepped over cover line | |
| Procedural Error | Target engaged out of sequence | 5 | per target array | Shooter does not correctly engage targets from cover or by threat priority | |
| Procedural Error | Threat priority error | 5 | per target array | Shooter engages targets in wrong order | Shooter must engage targets in threat priority. i.e., highest threat first, 2nd highest next, etc. |
| Foul | Foul Penalty | 20 | per infringement with agreement of the Match Director or CSO | Shooter acts in an unsportsmanlike manner or wilfully breaks a rule to gain a scoring advantage. | Multiple foul penalties in a match may result in a match DQ |

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 SADPA Rules Committee
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