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MULTI-PLATFORM DEFENSIVE SHOOTING DISCIPLINE SHOTGUN DIVISION RULES OF THE SOUTH AFRICAN DEFENSIVE PISTOL ASSOCIATION

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1. Permitted Modifications on All Divisions

- Side saddles, fore-end carriers, and butt cuffs, Redi-Mags, mag cinches to hold spare ammunition.
- Addition of tritium, fibre optic, express or ghost ring sights.
- Aftermarket stocks that add a pistol grip and loading devices.
- Internal reliability work.
- Custom finishes may be applied.
- Internal action work may be used to enhance trigger pull as long as safety is maintained.
- Reliability work may be done to enhance feeding and ejection.
- Extended safety buttons.
- Extended bolt handles.
- Compensators, Flash Hiders and Muzzle Brakes are allowed.
- Stocks with internal recoil absorption mechanisms.
- Mounted Lights.
- Bipods

2. Prohibited Modifications on All Divisions

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

3. Division Capacities and Loading Devices

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 competitor must use the same capacity throughout the entire competition.

- A loading device is a magazine or a speed loader.
- Competitors starting with 5 rounds in loading device, are allowed to have a total of 3 loading devices.
- Competitors starting with 4 rounds in loading device, are allowed to have a total of 4 loading devices.
- Competitors starting with 3 or less rounds in loading device, are allowed to have a total of 5 loading devices.
- Shotguns with internal tube fed magazines, can have a total of 15 rounds on their person.

Division	Capacity	Total Loading Devices
Open Shotgun	5	3
Semi Auto Shotgun Manual Action Shotgun	5	Not Applicable
Break Action Shotgun	2	Not Applicable

4. General

4.1 Start Conditions

- Shotguns with Manual Safeties must be engaged at the start of the Course of Fire. **Exception:** Shooter starts with Chamber Empty
- Shooters that elect to start with a round chambered, will start with a full magazine / tube as per divisional capacity plus one in the chamber.
- Optical and Electronic Sights may be switched on before the start signal.
- Lights and lasers must be switched off before the start of the Course of Fire. These can be switched on after the start signal.

4.2 Backup Shotgun Rule

In the event that a Shotgun becomes unserviceable, a shooter may continue to use a different firearm that conforms to the same divisional requirements. Reshooting of any previous stages are not allowed.

5. Divisions

Semi Auto Shotgun (SAS)

Minimum Power Floor	480
Minimum Calibre	20 Gauge
Firearm Action	Semi-Automatic
Telescopic, Optical, Electronic Sights	Prohibited
Suppressors	Allowed
Backup, Double Optics	Prohibited
Lasers	Prohibited
Bipods	Allowed
Magazines	Prohibited

Manual Action Shotgun (MAS)

Minimum Power Floor	480
Minimum Calibre	20 Gauge
Firearm Action	Pump, Lever, Bolt
Telescopic, Optical, Electronic Sights	Prohibited
Suppressors	Allowed
Backup, Double Optics	Prohibited
Lasers	Prohibited
Bipods	Allowed
Magazines	Prohibited

Break Action Shotgun (BAS)

Minimum Power Floor	480
Minimum Calibre	20 Gauge
Firearm Action	Break Action (Over-and-Under, Side-by-Side, Single Shot)
Telescopic, Optical, Electronic Sights	Prohibited
Suppressors	Allowed
Backup, Double Optics	Prohibited
Lasers	Prohibited
Bipods	Allowed
Magazines	Prohibited

Open Shotgun

Minimum Power Floor	480
Minimum Calibre	20 Gauge
Firearm Action	Any
Telescopic, Optical, Electronic Sights	Allowed
Suppressors	Allowed
Backup, Double Optics	Allowed
Lasers	Allowed
Bipods	Allowed
Magazines	Allowed

Not For Competition (NFC)

This division is in place for competitors who regularly use a shotgun that does conform to any of the other divisional rules or equipment rules. **THIS DIVISION IS AND WILL ONLY BE ALLOWED AT TIER-1 COMPETITIONS.**

6. Ammunition

Power Floor Calculation

Ammunition used must conform to certain power floor requirements. These power floors will also have a minimum bullet weight attached to it. Power floor is calculated in the following formula.

$$Power\ Floor = \frac{Muzzle\ Velocity\ (fps)\ X\ Bullet\ Weight\ (gr)}{1000}$$

Example: $Power\ Floor = \frac{1100 \times 124}{1000} = 136.4$

Power Floors

Division	Conventional Barrel
Semi Auto Shotgun Manual Action Shotgun Break Action Shotgun Open Shotgun	480
Not For Competition	Not Applicable

Ammunition Restriction

Shot Size	Minimum Distance to Steel
Birdshot (No. 3 or smaller)	10 meters
Buckshot (No. 2 or larger)	15 meters
Slugs	45 meters

The use of the following ammunition is prohibited:

- Ammunition travelling at over 2000 feet per second
- Steel Shot
- Metal Piercing
- Incendiary
- Clubs can limit the types of ammunitions used.

7. Equipment

Belts

Maximum thickness is 8mm and width is 45mm. May be re-enforced for everyday carry. Must be a single belt, double belts are prohibited and must pass through all but two pant loops.

Magazine Carriers

- Must be worn on a standard MPDS Belt.
- Must cover 50mm of the magazine as measured from the top of the cartridge rim down to the back flat of the magazine tube.

Ammunition Carriers

- In lieu of the use of ammunition carriers, spare magazines or loose rounds used in a course of fire may be carried in the competitor’s pockets and used for any legal reload. A competitor may not change carry method during a match.
- The shooter may not carry ammunition or loading devices that exceeds the limit as restricted by the relevant Shotgun Division Limitations.
- No ammunition carrier is to be attached to the competitor’s arms or upper body (such as kidney belts).
- No thigh/leg mounted ammunition carriers allowed.
- A spare ammunition (not magazine) carrier no wider than 90mm may be placed on the strong side forward of the holster.
- For Multi-Platform Matches, all ammunition carriers must be worn throughout the entire match and placement may not be altered throughout the event.
- It is not the goal or intent of SADPA to force competitors to buy equipment that will only be used in the competition environment.
- Competitors will be allowed to use belt mounted carriers for additional Shotgun ammunition just as with a firearm mounted ammunition carrier of mag-chinches.
- Competitors who do not own belt mounted ammunition carriers will be allowed to carry loose rounds or magazines in trouser or jacket pockets at their discretion.

Fire Force Webbing, Chest Rigs, Bullet Proof Vests, Plate Carriers and other “Tactical” Equipment

- The use of these type of ammunition carriers will only be allowed on Tier-1 Matches and only under the Not For Competition Division.
- These ammunition carriers must be worn throughout the entire match and placement may not be altered throughout the match.
- In the event that these type of ammunition carriers can contain a holstered handgun, this feature WILL NOT be used. All Handgun Holster Placement Rules apply.

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