

Revised by Michiel Meyer – 2017/01/05



SADPA New Shooter Orientation Program

SECTION 1

1.1 Purpose

The New Shooter Orientation (NSO) Program is intended to be used as an introductory guide to IDPA (International Defensive Pistol Association) sport shooting for all persons participating in SADPA (South African Defensive Pistol Association) shooting matches and competitions.

All SADPA members, regardless of whether they are experienced shooters, or new to the sport, are required to undergo the NSO Program at their local SADPA club in order to meet the requirements for IDPA shooters as recommended by IDPA Headquarters in the USA. The NSO Program is also designed to be the official SADPA safety program that all SADPA members are required to complete prior to participating in SADPA matches and competitions in order to meet the requirements for sport shooters as set out by the Central Firearms Registrar.

1.2 Course Framework

All SADPA affiliated clubs should conduct the NSO Program at least twice yearly (recommended to be held at the same time as the club holds its official classifier shoot for all of its members). The NSO Program should be conducted by a Safety Officer / Match Director or an experienced club member nominated by the club chairman. After the completion of the NSO program, every SADPA member is to complete the published IDPA classifier shoot as a practical test, both as a shooter and thereafter as an assistant scorer, thereby satisfactorily demonstrating their comprehension of the material covered in this program.

1.3 Course material

The New Shooter Orientation Program is divided into the following sections:

- Admin.
- Safety (general firearm safety rules, safe handling and use of firearms both on and off the shooting range, as well as general range safety).
- Firearm dexterity on the shooting range as well as during a CoF (Course of Fire).
- Range commands.
- Range etiquette.
- Scoring methods and procedures.

SECTION 2: Admin

- No SADPA number No shoot
- No NSO certificate, no shoot. Log into SADPA's website and do the online NSO quiz.
- Completion of the indemnity form
- Completion of the classifier score sheet, remember your Division, if unsure rather ask don't leave this space empty.
- SADPA Number, Name, Surname, Division

SECTION 3: SAFETY While on the Shooting Range

3.1 Colonel Jeff Cooper's Four Basic Rules Of Firearm Safety Four Laws of Firearm Safety.

ALWAYS KEEP YOUR FIREARM POINTED IN A SAFE DIRECTION

Whenever handling a firearm, the shooter **must at all times ensure that the muzzle of the weapon is pointed in a safe direction, away from themselves and all other people.** While handling a firearm on the shooting range, the muzzle of the weapon should **always** be in the direction of the backstop.

ALWAYS KEEP YOUR FINGER OFF THE TRIGGER, UNTILL YOU ARE READY TO FIRE

Always make a conscious effort to ensure that your finger is out of the trigger guard whenever you are handling any firearm, especially when drawing the firearm out of a holster, re-holstering the firearm, loading and unloading the firearm, or moving while holding the firearm. **The shooter's finger should only be in the trigger guard once he/she has a sight picture of the intended target and is about to fire.** At no other time is the shooter permitted to have his/her finger inside the trigger guard or on the trigger itself.

ALWAYS TREAT ALL FIREARMS AS IF THEY ARE LOADED

If the shooter treats all firearms as if they were loaded, safe firearm handling skills will become automatic, thereby reducing the risk of injury to the shooter and everyone else in the vicinity.

ALWAYS KNOW YOUR TARGET AND WHAT IS BEYOND IT

The shooter should at all times be certain that he/she has identified his/her target, and that it is safe to fire at the intended target without the bullets travelling over the backstop or impacting in an area that could cause the bullets to ricochet and/or deflect and cause injury to the shooter or anybody else in the vicinity. **Before firing any shots, the shooter must know where his/her bullets will come to rest.**

SECTION 4: Safe Handling and Use of Firearms

- **Always** adhere to the four laws of firearm safety as listed above.
- **Always** keep your finger off the trigger at all times except while in the process of actually engaging targets.
- **Always** be conscious of your muzzle direction.
- **Always** exhibit safe firearm handling skills.
- **Always** obey the instructions of the Safety Officer, never carry out an action unless specifically instructed to do so by the supervising Safety Officer.
- Absolutely no handling of firearms on the range except under the direction of a Safety Officer.
- Should it be necessary to handle a firearm off the shooting line, then this must be done in the designated safe area provided.
- It is always the shooters responsibility to know the loaded condition of his/her firearm at all times.
- Never hand a loaded firearm to anyone. Should a shooter wish to handle his/her firearm while not under the direction of a Safety Officer, hand his/her firearm to someone else, or receive a firearm from someone else, all shooters are to follow the following procedures:
 - **Semiautomatic pistol:**
 - While in a designated safe area and while observing the first three safety rules as stated above in section 1.1, always unload the firearm first by removing the magazine from the magazine well of the firearm to ensure that there is no magazine in the firearm.
 - Perform a chamber inspection by retracting the slide and looking into the chamber to ensure that there is no cartridge in the chamber.
 - Once satisfied that there is no ammunition whatsoever in the firearm, ensure that the muzzle of the firearm is pointed at the ground with the opening to the empty magazine well pointed towards the person that the shooter intends handing the firearm over to.
 - Upon receiving a semiautomatic pistol from another person, all shooters must always perform a magazine well inspection as well as a chamber inspection to ensure that the firearm that they have just received is unloaded.
 - **Revolvers:**
 - While in a designated safe area and while observing the first three safety rules as stated above in section 1.1, always unload the firearm first by opening the cylinder and removing all cartridges from the chambers of the cylinder.
 - Once satisfied that there is no ammunition whatsoever in the firearm, ensure that the muzzle of the firearm is pointed at the ground with the cylinder in the open position, bottom of the grip towards the person that the shooter intends handing the firearm over to.
 - Upon receiving a revolver from another person, all shooters must always perform an inspection of the open cylinder to ensure that the chambers of the cylinder are empty.

SECTION 5: FIREARM DEXTERITY ON THE SHOOTING RANGE AS WELL AS DURING A COURSE OF FIRE (CoF).

(The following procedures are to be demonstrated by the nominated person responsible for presenting the NSO Program, all shooters partaking in the program are to have an opportunity to repeat the following procedures under supervision.)

- Loading and unloading of the firearm on the shooting line.
- Drawing the firearm from the holster and re-holstering the firearm.
- Gripping the firearm freestyle.
- Gripping the firearm strong handed.
- Gripping the firearm weak handed.
- Correct sight alignment.
- Correct trigger control.

Reloading (note and explain relevant IDPA rules governing the various types of reloads)

- Empty Chamber/Cylinder (Emergency reload / Slide locked/)
- Loaded Cylinder / Chamber May not be requested in a COF. May still be done at shooters discretion)
- Reloads must be done behind cover if cover is available.
- Reloads can be done in the open provided that all visible targets are already engaged from the reloading position.
- An ammunition loading device may only be dropped on the ground if the chamber of the firearm is empty.
- Dropping an ammunition loading device (even when empty) and initiating a reload with a round still left in the chamber will incur a PE. FP or FTDR penalty.

Moving with a drawn weapon.

Shooting stances.

Different shooting positions

- Shooting from high cover (note relevant IDPA rules governing use of cover)
- Shooting from low cover (note relevant IDPA rules governing use of cover)
- Kneeling
- Drawing the firearm while seated in a chair
- Prone

Clearing malfunctions

- Tap, rack & assess
- Double feed
- Squib load

In case of firearm malfunction

- If the firearm becomes unserviceable or unsafe to use, a replacement firearm in the same division can be used.
- If the SO stopped a shooter due to a perceived squib, and it turn out not to be a squib, the shooter gets a reshoot.
- If the SO stopped a shooter due to a perceived squib, and it turn out to be a squib, the shooter gets a “incomplete stage”

Incomplete stage

- If a shooter has started a stage but cannot finish the stage due to a broken firearm, squib, or personal injury the score will be determined by writing down the time and scoring the stage as found by noting all points down (including misses), adding penalties for failing to engage and/or neutralize and other applicable penalties. When you receive a beep, you receive a score.

SECTION 6: RANGE COMMANDS AND PROCEDURES.

6.1. Range Commands.

The following are the range commands that the Safety Officer will issue to the shooter while on the range:

RANGE COMMANDS TO START STAGE

- Range is hot - Eyes And Ears
- Load and make ready
- Are you ready? (if no response, shooter is assumed ready)
- Standby

RANGE COMMANDS TO END STAGE

- If finished, unload and show clear
- If clear, slide forward or Cylinder closed
- Pull trigger (not required for revolvers)
- Holster
- Range is clear

SAFETY AND PROCEDURAL COMMANDS

- Finger
- Muzzle
- STOP

6.2 Range command procedure

The following are the actions that the shooter will perform upon the issuing of the various range commands by the Safety Officer. **No action is to be carried out by the shooter until the Safety Officer has issued the relevant command.** Should the shooter proceed with an action before the relevant command has been given by the safety officer, a procedural penalty

will be awarded to the shooter or the shooter will be disqualified from the entire match depending on the severity of the infringement.

A flagrant Penalty may also apply. A FP is assessed, instead of a PE penalty, in cases where an infraction results in a competitive advantage, such as failure to follow the instructions in a CoF and gaining a competitive advantage that cannot be addressed by a PE (e.g. score works out in competitors favour with a PE added).

SHOOTER ON THE LINE.

The next shooter to undertake the course of fire (CoF) is to approach the designated start point for the CoF and await further instructions from the Safety officer. This is also an indication to all persons on the range that the range is now closed and that all persons other than the shooter, safety officer and score keeper must immediately move to the designated spectator area up range (stage boundary of the designated muzzle safe

points. Everyone besides the shooter and the two SO's must be behind the stage boundary.

Range is HOT – Eyes and ears.

This command instructs everybody on the range to check and verify that everybody (including spectators) have eye and ear protection. This also implies that noise and idle chit-chat on the range is to be kept to a minimum in preparation for the shooter on the line which now requires the full attention of the Safety Officer.

Load and make ready

The shooter will draw his/her firearm (**finger off the trigger and muzzle pointed down range at the backstop**) and proceed to seat a loaded magazine into the magazine well of the firearm. A round is to be chambered by cycling the slide of the firearm. The manual safety lever is to then be engaged (ESP, CDP) or the hammer is to be dropped in a controlled manner (SSP). Revolver shooters will open the cylinder of the revolver and insert ammunition into the chambers of the cylinder, after which the cylinder will be closed. After the shooter is satisfied that the firearm is loaded and ready for use, he/she will holster the firearm (**Note: during the entire load and make ready process, the shooter will at all times keep their finger off the trigger and out of the trigger guard!**)

Are you ready?

The shooter should now be in the required start position with his/her firearm loaded and holstered. The shooter may acknowledge that he/she is ready to commence with the course of fire. If the shooter does not acknowledge that he/she is ready, the safety officer will presume the shooter to be ready, and will issue the standby command. **If at this point the shooter discovers that they are not ready, or do not have all their equipment to complete the course of fire, they will advise the safety officer accordingly. This will result in the shooter forfeiting their position in the shooting squad, and will result in them becoming the last shooter in the squad for that particular course of fire.**

Standby

After the Safety officer has issued the “stand by” command to the shooter, the shooter shall not make any movement towards the firearm whatsoever until the start signal is activated. If the shooter moves before the start signal, a procedural penalty will be awarded to the shooter. After the issuing of the stand by command, the start signal will sound no longer than four seconds later.

START SIGNAL IS ACTIVATED

Upon hearing the start signal, the shooter will draw his/her firearm (**finger off the trigger**) and commence shooting the course of fire. After receiving the start signal, you will get a stage score, even if your firearm malfunctions and becomes unusable.

THE SHOOTER HAS COMPLETED FIRING THE COURSE OF FIRE

When the shooter has completed shooting the course of fire, he/she is to remain stationary with the firearm pointed down range at the backstop and his/her **finger off the trigger**. If the shooter is not in an upright standing position upon completion of the course of fire (for example kneeling), he/she is to wait for the safety officer to issue the “stand up” command, whereupon the shooter will stand up, **all the while keeping his/her finger off the trigger and the firearm pointed down range at the backstop**. At no time is the shooter to pick up any discarded magazines, speed loaders or ammunition. These actions are only to be performed once the safety officer has declared that the range is safe.

IF FINISHED, UNLOAD AND SHOW CLEAR

Semiautomatic pistol:

While keeping his/her finger off the trigger and the muzzle of the firearm pointed down range at the backstop at all times during the unloading of his/her firearm, the shooter will eject the magazine from the firearm and place it into a pocket or magazine pouch. The shooter will then lock the slide of the firearm open thereby ejecting the chambered cartridge out of the chamber of the firearm. The shooter is to make no attempt to retain or catch the ejected cartridge – let it drop to the ground or into the safety officer’s hand. The shooter will then wait for the safety officer to inspect the chamber and magazine well of the firearm.

Revolver:

While keeping his/her finger off the trigger and the muzzle of the firearm pointed down range at the backstop at all times during the unloading of his/her firearm, the shooter will open the cylinder and eject all spent cases and/or ammunition from the chambers of the cylinder, letting them drop to the ground or depositing them into a pocket. The shooter will then wait for the safety officer to inspect the chambers of the cylinder.

IF CLEAR SLIDE FORWARD (semiautomatic pistol)/ **CYLINDER CLOSED** (revolver)

The shooter will release the slide all the way to its closed position, while keeping his/her finger off the trigger and the muzzle pointed down range at the backstop. Revolver shooters will gently close the cylinder of the revolver.

PULL THE TRIGGER (semiautomatic pistol)

The shooter will continue pointing the muzzle of the firearm down range at the backstop while pulling the trigger to drop the hammer/striker of the firearm. This is done as final confirmation that there is no ammunition in the firearm. This command will not be issued to revolver shooters.

HOLSTER

The shooter will safely holster the firearm (finger off the trigger) taking care not to muzzle sweep himself/herself, the safety officer, score keeper or any other person.

RANGE IS CLEAR

After the range officer has declared that the range is clear, the shooter may then move off the line and pick up any discarded magazines, ammunition or spent cartridge cases. This command also acts as a signal to the other competitors waiting in the designated safe area behind the muzzle safe points to come forward and assist with the patching of targets and helping the shooter to collect his/her spent cartridge cases.

6.3. Additional Range Commands.

The following is a list of range commands supplemental to those listed above. These commands may be issued by a safety officer to a shooter during a course of fire

FINGER! (unsafe firearm handling)

Good Finger Technique!



2009 Nationals
Photo Credits: Silver & Silicon Images

The shooter has his/her trigger finger either on the trigger or in the trigger guard of the firearm. The shooter must immediately remove their finger from the trigger and out of the trigger guard. Note that you are only allowed ONE finger call per match. A second “FINGER” call will result in the shooter being disqualified from the entire match. The first “Finger” call incurs a procedural penalty, but the second one is a DQ!

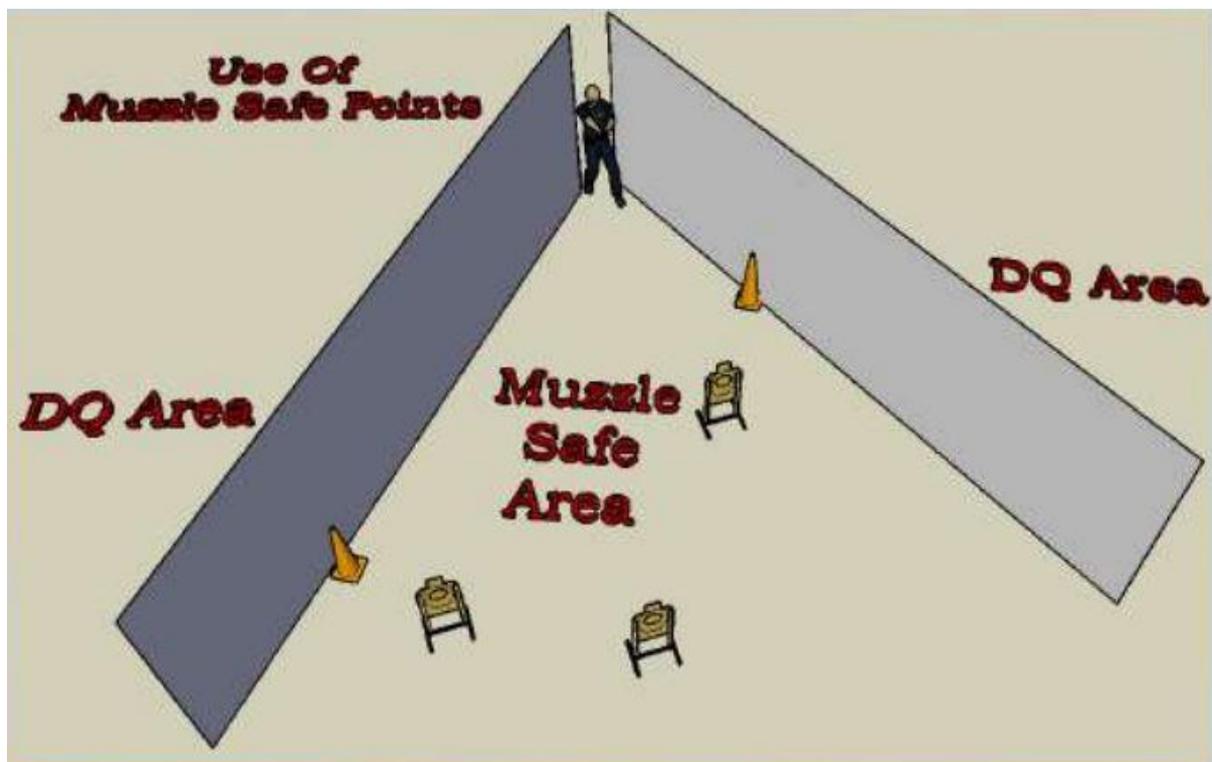
MUZZLE! (unsafe or potentially unsafe muzzle direction)

The shooter’s muzzle is about to be, or is already pointed in an unsafe direction, e.g. if the shooter’s muzzle is approaching an indicated muzzle safe point. The shooter must immediately correct this, and ensure that the muzzle is pointed in a safe direction. A shooter will be disqualified from the entire match if he/she has repeated “MUZZLE” calls during a match. A shooter will also be disqualified should the muzzle of their firearm point beyond a marked muzzle safe point on any shooting range. The CoF description will describe which type is used or if both are used in concert.

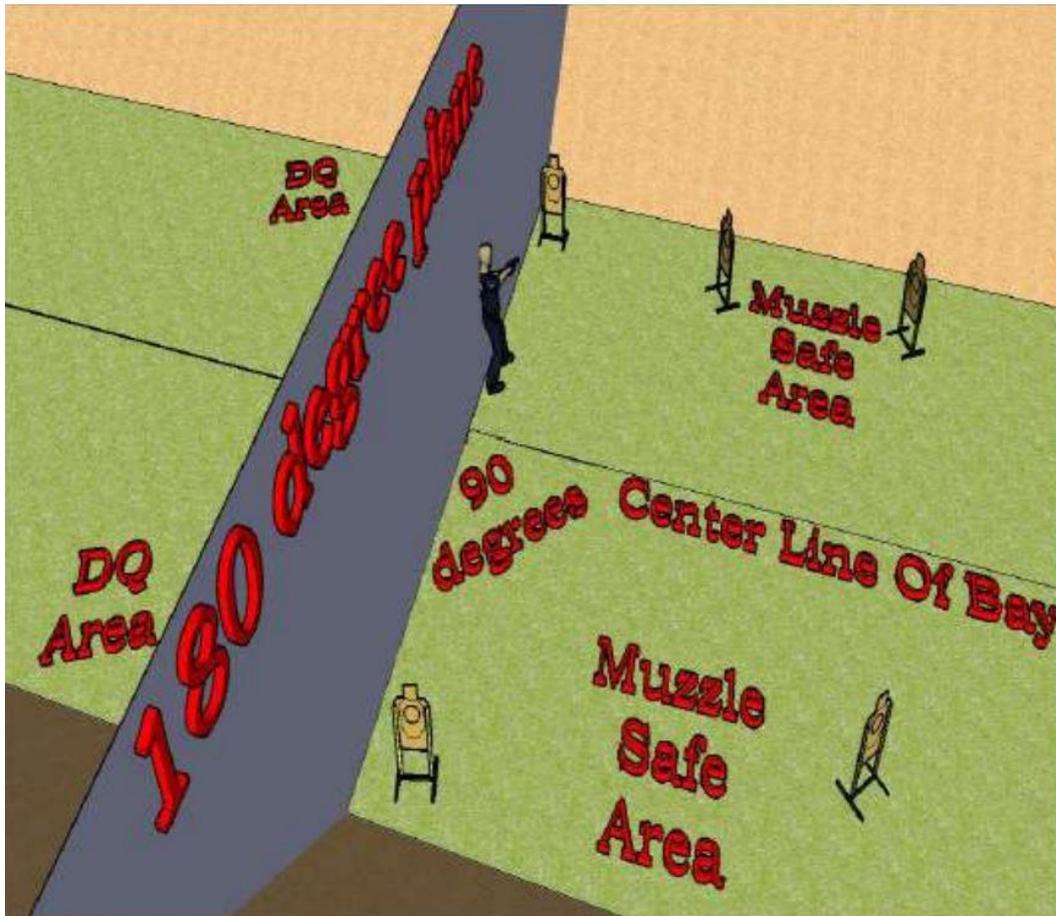
Type 1 : A physical and clearly visible marker such as a traffic cone or stake in the ground with a brightly coloured flag or marker tape attached.

STOP!

The shooter is to stop shooting and/or moving immediately. The shooter will remove their finger from the trigger and out of the trigger guard while keeping the firearm pointed down range at the backstop.



Note: If no muzzle safe cones or flags are present on a stage, the 180 degree muzzle safe plane is in effect by default



Cover and fault lines.

- Cover lines will be added to all positions of cover.
- Any part of your body touching the other side of the cover line while actively engaging targets will incur a PE.
- Cover lines extend back from the centre of the -0 down zone of the target to the end point of the physical barrier.
- If low cover is specified, one knee must touch the ground while engaging targets.
- For vertical cover the shooter must remain behind the fault lines while engaging targets.
- If multiple targets are to be engaged from the same point of cover, a single line will be used to mark the fault line for all targets. (3.6.3)

SECTION 7: RANGE ETTIQUETTE.

The following is a list of “common” guidelines concerning etiquette on the shooting range:

- All competitors in the shooting detail must please ensure that they are present for the stage or course of fire briefing, as the safety officer will not be expected to repeat the stage briefing or part thereof, for any persons that were not present during the stage briefing.
- When a shooter steps up to the shooting line, all spectators and fellow competitors are to refrain from talking, moving about and creating any disturbances that may distract the shooter on the line, until such time as the shooter has completed the course of fire and the safety officer has declared the range safe.
- Fellow competitors in the shooting detail are not to move towards the firing line or any targets until the safety officer has declared the range safe.
- Fellow competitors in the shooting detail are to assist in the patching of targets once the safety officer, score keeper and the shooter have completed the scoring procedure.
- Fellow competitors in the shooting detail are to assist the shooter in the retrieval of the shooter’s spent cartridge cases.
- When a shooter steps up to the shooting line, he/she is to ensure that they have all the necessary equipment and ammunition required in order to complete the course of fire, without having to retrieve any additional equipment.

Note: Should a shooter not be ready to commence the course of fire once he/she is on the shooting line, as a result of not having all their required equipment, the shooter will forfeit his/her position in the shooting squad, and will slot in at the rear of the shooting detail, while the next shooter in line will step up to the shooting line. This procedure will be followed in order to ensure the expedient flow of shooters through the course of fire.

SECTION 8: SCORING METHODS AND PROCEDURES.

8.1. Scoring Methods.

All IDPA scoring methods are worked on a time based principal. All “points down” are converted to time and this time is added to the raw or actual time that it took for the shooter to complete the course of fire. Every “point down” is the equivalent of one second (1 sec) that is added to the shooters raw time. There are two types of scoring methods used in IDPA shooting matches:

• Unlimited Scoring

The shooter may fire as many shots at the required target as he/she wishes (the shooter may “fill in” more than the required shots on target), however, only the best

number of shots required on the target as per the course of fire will be counted for score.

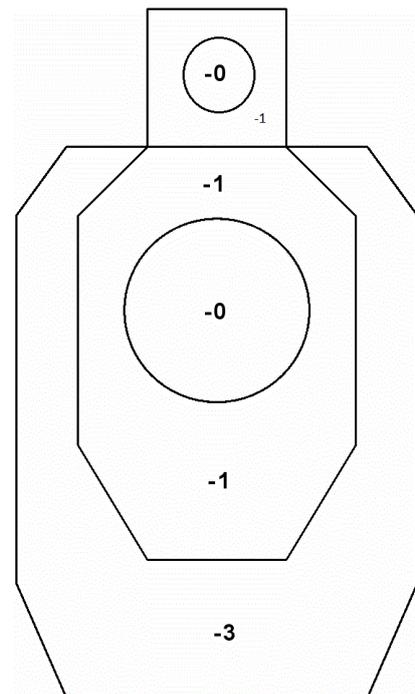
Limited Scoring

The shooter may only fire the specified number of shots per target as instructed in the course of fire briefing. Additional shots on target will result in the shooter being awarded one procedural penalty, and one of their highest scoring shots will be patched per additional shot fired, prior to the scoring of the target.

8.2. Target scoring zones.

As previously mentioned, all scoring in IDPA is worked on a time basis. All “points down” are converted to additional time that is added to the shooter’s raw time. For a shot to be scored, the bullet hole in the target has to be within one of the marked scoring areas of the target. Shots touching the perforated demarcation line of a scoring zone on a target (excluding radial tears radiating outwards from the bullet hole), will count for the lowest points down scoring zone. The scoring zones on a typical IDPA target are as follows:

- **Zero points down (0)** – no additional time added to raw stage time when the shooter’s shot is within or touching the perforated demarcation line the ‘head’ area, or the ‘centre body mass’ ring of the target.
- **Minus one point down (1)**
– 1 second added to raw stage time. Occurs when the shooter’s shot is outside the ‘centre body mass’ ring in the minus 1 point down zone of the target, or touching the perforated demarcation line between the minus 1 point down zone and the minus 3 points down zone of the target.
- **Minus three points down (3)**
– 3 seconds added to raw stage time. Occurs when the shooter’s shot is within the minus 3 points down zone of the target, or touching the perforated demarcation line between the minus 3 points down zone and outer edge of the target.
- **Minus five points down (5)**
– 5 seconds added to raw stage time as a result of the shooter missing the target completely (shot not touching the perforated demarcation line surrounding the minus three scoring zone of the target).



8.3. Penalties and associated terminology.

The following is a list penalties and their associated terminology that are used in IDPA shooting matches.

- **PE** (Procedural Error)
 - Adds 3 seconds per infraction added to shooter's raw stage time)
 - A PE is awarded to the shooter if the shooter does not follow the procedures as set forth in the course of fire description, or when the shooter breaks a competition rule.
- **HNT** (Hit on NonThreat target)
 - Adds 5 seconds added to the shooter's raw stage time)
 - IDPA NonThreat targets are recognised by two open hands being painted on the target. If the shooter shoots a NonThreat target, a HNT will be awarded to the shooter.
 - Each hit on a HNT target will incur a 5s penalty. Should the shot or shots that struck the nonthreat target also strike a threat target either in front of, or behind the nonthreat target, the shooter will be awarded the shots scored on the threat target.
 - Should a shooter's shot strike a threat target, but continue on to also strike a NonThreat target situated behind the threat target, the shooter will be awarded the shot on the threat target, but will also incur a HNT penalty for striking the NonThreat target behind the threat target.
 - In IDPA, the rule of all "shoot through shots" applies.
- **DQ** (Disqualification)
 - Results from unsafe firearm handling, dropping of a loaded firearm, unsportsmanlike conduct, unfair actions, or the use of illegal equipment. Shooter will be instructed to pack away his/her firearm and will not be allowed to continue with the match in any division.
- **FTDR** (Failure to do right)
 - Adds twenty (20) seconds to total score and is assessed for use of inappropriate devices and unfair actions. Note: The FTDR is intended to be used solely as a penalty for deliberate attempts on the part of the shooter to circumvent or violate the competition rules to gain a competitive advantage. It should not be assessed for inadvertent shooter errors, or in cases where it is obvious that the shooter gained no competitive advantage by their actions. In these cases, the shooter should be assessed a PE rather than an FTDR. All FTDRs must be approved by the MD.
- **FP** (Flagrant Penalty)
 - Adds ten seconds per infraction.
 - Uses inappropriate equipment with the obvious intent of gaining a competitive advantage.
 - Deliberately breaks a rule in the game.
 - Conduct violation
 - Must be approved by the MD
 - Examples:
 - Strong hand / Weak hand strings being shot freestyle.

- Not going prone when required.
 - Not fully engaging all targets as required.
 - Not following stage requirement that takes longer than 3s to perform.
 - Shooting an entire array out of cover.
 - Speed reload or similar actions.
 - Staging an ammunition device incorrectly
 - Extra rounds in magazines.
- **DNF (Did Not Finish)**
A competitor who chooses not to shoot a stage will be given no score and a DNF for the entire match.

8.4 Paper Target Scoring Procedure

Shooter may not touch a target before it has been scored without the permission from the SO, If the shooter interferes with target prior to scoring, Target is scored as “All Misses” Original hits on target will be used to determine points down If target is taped prior to scoring, SO will try to discern correct score (if Possible) If score Cannot be determined, Shooter gets re-shoot.

The SO may not touch the target (Front or Back) near the bullet holes while scoring the target.

If target is scored and taped before a shooter or designee see the target, the score stands If Dispute over Scoring, pull the target for review & REPLACE Continue running shooters through stage until CSO or MD arrives

8.5. Target engagement.

All targets are to be engaged using Tactical Priority.

This type of target engagement requires that the shooter prioritise, engage and neutralise targets in order of the threat that the targets pose to the shooter (for example, the first target that the shooter sees when peering out from around cover – commonly known as “slicing the pie”). If more than one target is visible to the shooter at the same time, the shooter will prioritise the threat that the various targets pose to the shooter, and engage the target that poses the most immediate threat to the shooter (usually the closest target), before engaging and neutralising the remaining targets, **closest to furthest** (if targets are within two metres of each other, then the shooter may engage the targets in any order, provided that each target is engaged with at least two shots before the next target is engaged – unless stated differently in the CoF briefing).

When an activator reveals a hidden target, this newly revealed target may be engaged before continuing with the other targets.

A shooter may re-engage targets after they have been previously engaged provided it can be done safely. Shooting steel closer than 9.1m will be a DQ.

Steel Targets (sample of steel target plate & “pepper popper” to be available) Steel targets are required to be “knocked down” Any steel targets that are left standing at the end of a course of fire will be scored as a missed target (5 points down).

Hard Cover (sample of target with painted “hard cover” area to be available). Any shot resulting in a full diameter hole in the “hard cover” area (area of the target that is painted black) of a “hard cover” target, will be considered as having missed the target (whether the target is a threat or a Non Threat target). There is no additional penalty for hitting “hard cover”, other than the shot being scored as a miss.

Soft Cover (sample of target with painted “soft cover” area to be available) Shots that pass through the “soft cover” area (area of the target that is painted white) of a “soft cover” target, will count for score without any penalty being incurred (with the exception being a Non – threat target that has a “soft cover” zone painted on it).

Shooting divisions:

SSP (Stock Service Pistol)

- Typically striker fired semi automatic pistols. Hammer guns to start with “hammer down or de-cocked”. Minimum modifications to firearms allowed.
- Division capacity =10+1, Three magazines total.
- Ammunition power factor 125
- Calibre = 9mmP or bigger

ESP (Enhanced Service Pistol)

- More modifications allowed than in SSP.
- Hammer guns to start “cocked and locked” or “hammer down” depending on shooter’s preference.
- Division capacity =10+1, Three magazines total.
- Ammunition power factor 125
- Calibre = 9mmP or bigger

CDP (Custom Defensive Pistol)

- Calibre must be 45ACP
- Division capacity =8+1, Three magazines total.
- Ammunition power factor 165
- Hammer guns to start “cocked and locked” or “hammer down” depending on shooter’s preference.

Bug (Back-up gun)

- Can be either a semi-auto pistol or revolver.

- Division capacity 6 for semi-auto and 5 for revolver.
- Ammunition power factor 95
- Calibre = 9mm or bigger
- Four magazines allowed for pistol and five loading devices for revolver.
- Max barrel length: 88.9mm for semi-auto and 63.5mm for revolver.

REV (Revolver)

- Max barrel length = 4.25"
- Division capacity 6 rounds
- Calibre = 9mm or bigger
- Subdivided into two divisions
 - Standard
 - Ammunition power factor 105.
 - Reloading via speed loaders only.
 - Enhanced
 - Ammunition power factor 155.
 - Reloading via moon clips or speed loaders.

CCP (Compact Carry Pistol)

- Typically Glock 19 or smaller.
- Maximum barrel length of 111.125mm
- Division capacity = 8+1
- Maximum magazines allowed 3.
- Calibre = 9mmP or bigger

SPD (Speciality Division)

- All "other" handguns which does not qualify.
- Only to be used at club level (Tier 1) only
- Clubs are not required to implement this division
- Examples:
 - Revolvers with barrels longer than 4.2"
 - .22lr pistols.
 - Handguns with calibre smaller than 9mm
 - Handguns fitted with optics, lasers, lights, ports, compensators.
 - Pistol Calibre Carbines.

SECTION 9: Dry Firing

SOs to ensure that shooters have no ammunition with or close to them for this exercise. Each shooter needs to be checked upfront by the CSO before this exercise commence. Dry firing exercises will be done with the SO to ensure that the new shooters can practically demonstrate what was explained to them in the above sections. Safe dry firing is recommended as a regular exercise method to improve shooter's dexterity, focusing on the safety aspects is key.

SECTION 10: Classifier shoot

It is recommended that new shooters do a classifier shoot after the theory and dry firing exercises. The results of the classifier will be indicative of the practical level of coaching and safety instruction needed for the new shooter. The results of the classifier shoot need to be reported to the club chairman for safe participation of the new shooter in club and SADPA activities.

CONCLUSION

It is the firm belief of the SADPA ExCo that the NSO Program will level the playing fields for all SADPA competitors (in accordance with IDPA Fundamental Principles), as well as ensure that we do all in our power to make our sport safe for both first time shooters and experienced shooters alike.

The NSO Program will also give both our new shooters, as well as our experienced shooters the necessary framework within which to observe and conduct themselves on all SADPA shooting ranges. We wish you all safe and enjoyable shooting!

FAQ – Frequently Asked Questions.

1. Can I carry my sport firearm (Section 16) with me and use it for self-defence?

- Yes. The firearm control act does not differentiate between any licensed firearm and states that “it can be used any place where it is safe and legal to do so”. Please keep in mind that all firearms carried in public must be concealed.

2. How do I get DSS (dedicated Sport Status).

- You have to collect 20 points per year in order to get and maintain dedicated status. Once you have 20 points you can apply for dedicated status from SADPA. You get the following points when attending SADPA events:
 - i. 4 points for a classifier / NSO / Club shoot.
 - ii. 6 points for a League.
 - iii. 8 points for a National (Northern or Southern)
 - iv. 10 points for International (ie Africa Champs)
 - v. 1 point for SO duty for club level events.
 - vi. 2 points for SO duty for Leagues.

3. Do I need a S16 (dedicated sport) license before I am allowed to have more than 200 rounds of ammunition?

- No. Once you have your certificate from SADPA verifying your dedicated sport status, the 200 round limit falls away from you as person. This implies that you can have more than 200 rounds of ammunition for any of your licensed firearms irrespective of under which section it is licensed.

4. How do I become an SO (Safety Officer)?

- You have to be an active SADPA shooter for at least a year and be older than 21 years of age.
- Must have a passion for the sport and willing to sacrifice your time for the good of the sport.
- Apply in writing to the club chairman to motivate why you think you will become a good SO.
- If you are approved as an SO, then you must attend an SO course (two full days)
- To maintain your SO status you must do SO duty at least three times a year.

5. Can I attend shoots at SADPA clubs other than my home club?

- Yes, and it's encouraged!
- Once you have done the NSO and have a valid classification then you can attend any SADPA shoots at any of the affiliated clubs.

6. Is it legal to use hollow point expanding ammunition for self-defence purpose?

- Yes. The FCA does not prohibit the use of hollow point ammunition.
- Only the military forces all over the world are prohibited from using expanding type ammunition as per the Hague convention of 1899.(Does not apply to Police or security forces)

Sample COF

	Exercise
Designer	Michiel Meyer
Scoring	Unlimited
Targets	5x IDPA targets, 2x HNT
Props	5Kg kettle bell, 1x 210l Drum
Round count	10 minimum
Target Distances	5-10m
Start Position	Firearm loaded, holstered and concealed. 5Kg kettle bell in weak hand.
Scenario	You are busy with your morning exercises and have just hurt your arm when you realise your home is being invaded by armed kidnappers. Defend yourself.
Procedure	Start at Position A and engage T1 and T2 with two rounds each while moving towards the drum at B using your strong hand only. At B, drop the kettle bell and using low cover engage T3 to T5 with two rounds each freestyle.

