

MULTI-PLATFORM DIMENSION SHOOTING



MPDS RULEBOOK Version 1.0



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1. Purpose of Multi-Platform Dimension Shooting (MPDS)

- 1.1 MPDS recognizes the use of rifles, shotguns, and handguns as sport shooting tools.
- 1.2 MPDS is designed to give clubs and competitors the option of enjoying the use of these tools in a sport shooting environment.

MPDS events should be considered as dedicated matches

- 1.3 To compete in an MPDS match, you are required to be a paid-up MPDS member.

2. Principles of Shooting Multi-Platform Dimension (MPDS)

2.1 Equipment Principles

- 2.1.1 **Practical:** All equipment must be practical for all day concealed carry and worn in a manner that is appropriate for all day continuous wear.
- 2.1.2 **Concealable:** Handguns used in MPDS events will be positioned in such a manner that it is not visible while wearing a concealment garment, with your arms extended to your side, parallel to the ground.

2.2 Participation Principles

- 2.2.1 Competitors will not circumvent or compromise any stage using inappropriate devices, equipment, or techniques.
- 2.2.2 Competitors will refrain from unsportsmanlike conduct and unfair actions.



- 2.2.3 The MPDS 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 MPDS and be valid in the context of a sport that is based on defensive scenarios. A reasonable application of common sense will be employed in determining whether a device, technique, or piece of equipment is permitted under the MPDS rules. **If a technique or piece of equipment is not specifically prohibited, then it is most likely permitted.**
- 2.2.4 At the core, MPDS 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 planning.
- 2.2.5 Individual preparations of a CoF, including air-gunning or taking sight picture is not permitted within the CoF boundaries.
- 2.2.6 Shooting from behind cover is a basic premise of MPDS. Competitors will use all available points of cover in a CoF.
- 2.2.7 MPDS 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 CoF requiring shotgun only, rifle only, or multiple platforms are strictly optional.
- 2.2.8 In any single contest, a shooter must use the same firearms on all CoF unless a firearm becomes unserviceable.
- 2.2.9 Re-shoots are allowed for stage equipment failures and RO Interference only.
- 2.2.10 English is the official language of MPDS. Range commands used in all matches regardless of location or nationality of the participants will be in English.

2.3 Courses of Fire (CoF) Principles

- 2.3.1 **CoF designers must try and make competitors think for themselves and not mandate them on how to complete the CoF.**
- 2.3.2 One issue critical to the long-term success of this shooting discipline is that problems shooters are asked to solve must reflect defensive principles. MPDS should help promote basic sound firearm handling skills and test 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, and limiting the number of rounds per string are all based upon these principles.
- 2.3.3 A CoF should evaluate a competitor'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 we recognize that there are many schools of thought in training or self-defence, the primary focus of MPDS is in the continuing development of safe firearm handling skills that are universally accepted.
- 2.3.5 MPDS rules will be equally enforced for all classifications of MPDS members.

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 MPDS Safety Rules, they serve as the foundation of the safety rules below.

- 3.1.1 All firearms are always loaded.
- 3.1.2 Never let the muzzle cover anything you are not willing to destroy.
- 3.1.3 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 MPDS competitor will follow, including Range Officers and Match Directors for MPDS events to be safe, and enjoyable to a wide range of participants. They are adopted for all MPDS

events.

3.2 Unsafe Firearm Handling

Unsafe firearm handling will result in the immediate disqualification (DQ) from all shooting portions for the remainder of that MPD event. The following is non-exclusive list of unsafe actions.

- 3.2.1 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.

Exception:

- 3.2.1.1 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 competitor's lower extremities. Thus, a match DQ is not applicable for sweeping of the competitor's own lower extremities while removing the handgun from the holster or re-holstering of the handgun. Provided that the competitor'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 competitor's lower extremities.
- 3.2.1.2 When a competitor transitions from one firearm to another and slings the firearm, if the shooter's lower extremities is swept by the muzzle of the firearm and the firearm's chamber is empty and on safe, it is not deemed as sweeping and therefore no DQ is applied. This rule is also applied when the shooter is moving.
- 3.2.1.3 Unintentional sweeping when a chamber flag is inserted into a rifle or shotgun, no DQ will be assessed, this does not give approval for competitors to sweep themselves or fellow competitors, care must still be taken, and the firearm must be carried with the muzzle up or down, range rule dependent. For unintentional sweeping, the first offence will warrant a verbal warning which will be noted on the competitor's scoresheet. The second offence will be a match disqualification.
- 3.2.1.4 When a firearm is deposited onto a rack, trolley, or bag it is not defined as sweeping if a chamber flag is inserted and the firearm is completely unloaded.
- 3.2.2 Pointing the muzzle beyond designated "Muzzle Safe Points" if used, or beyond the 180° Muzzle Safe Plane if in use.
- 3.2.3 Intentionally engaging anything other than a target or an activator.
- 3.2.4 A discharge:
- in the holster.
 - striking up range of the shooter.
 - into the ground downrange closer than two (2) meters to the competitor, unless engaging a low target that is positioned within two (2) meters of the competitor.
 - over the berm.
 - during Load and Make Ready, Unload and Show Clear, Reload, or Malfunction Clearance.
 - before the start signal.
 - whilst transferring a firearm from one hand to the other.
 - whilst transitioning from one firearm to another.
- 3.2.5 Removing a firearm from the holster, case, bag, rack, unless:



- with verbal instruction from a Range Officer.
 - whilst engaging a target in a CoF under the direct supervision and visual contact of a Range Officer.
 - when in a designated "Safe Area"
 - when depositing or retrieving an unloaded rifle or shotgun from the rack, bag, or trolley with a chamber flag visible.
- 3.2.6 Pointing the muzzle of a firearm over the berm during the "Pull the Trigger" portion of Unload and Show Clear.
- 3.2.7 Drawing the firearm whilst facing up range.
- 3.2.8 Handling a rifle or shotgun outside of a safe area or under Range Officer supervision without a Chamber Flag.

3.3 Dropping a Firearm

- 3.3.1 Dropping a loaded or unloaded firearm or causing it to fall, during Load and Make Ready, the shooting of a string or stage, during abandoning a firearm, reloading, malfunction clearance or during Unload and Show Clear will result in a DQ from the match. If a competitor drops a firearm, the Range Officer will immediately give the command "Stop." The Range Officer will retrieve the dropped firearm and render it safe and unloaded before returning it to the competitor. The competitor will be disqualified from the MPDS event.
- 3.3.2 If a competitor drops a loaded or unloaded firearm or causes it to fall within a stage boundary; the competitor is disqualified from the match.
- 3.3.3 Dropping an unloaded firearm or causing it to fall whilst outside of stage boundaries is not within MPDS control and is subject to local Range Policy.
- 3.3.4 Dropping a firearm whilst depositing or discarding it on or onto a designated table, box, or position will result in a match disqualification. A competitor must retain at least one hand on the firearm until it has come to a complete stop in the designated area.
- 3.3.5 Any movement of the firearm, other than the firearm balancing and settling under own weight, after the competitor has released it will be considered dropping a firearm and will result in a match disqualification.

3.4 Firearm Serviceability

All firearms used in an MPDS event will be serviceable and safe. The responsibility for safe and serviceable equipment falls completely on the competitor. The Match Director will require a competitor to withdraw any handgun, rifle, shotgun, or ammunition that is perceived to be unsafe.

3.5 Firearm Carry Conditions

- 3.5.1 The normal condition of handguns 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 might allow the running of loaded handguns. Subject to local Range Policy.
- 3.5.2 The normal condition of rifles and shotguns not used during a CoF is either cased, bagged, or deposited on a rack, or trolley unloaded with a visible chamber flag and magazine removed or integral magazines or magazine tubes empty. Ammunition is to be removed from Butt cuffs, match savers, side saddles or any other devices attached to the firearms while they are being stored. **Exception:** Firearms that 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 or bagged.



3.6 Firearm Start Conditions

- 3.6.1 All CoF where the competitor will start with a rifle or shotgun in hand, the firearm will be shouldered.
- 3.6.2 Firearms will start in either loaded, unloaded, or chamber empty condition.
- **Loaded:** Firearm is loaded to division capacity with a round in the chamber, safety must be engaged.
 - **Unloaded:** Firearm is completely unloaded, chamber is empty, no magazine inserted and integral magazines or magazine tubes empty. Firearm may have rounds on a butt-cuff or side saddle.
 - **Chamber Empty:** Firearm is loaded with no round in the chamber. Safety may be off.

3.7 Range Commands

Many of the range commands given to a competitor by the Range Officer are for safety purposes, whilst the rest are for stage administration. To allow a competitor to compete in multiple disciplines anywhere in the world, we are making use of the universal range commands used in various action shooting sports. These range commands are as follows:

3.7.1 **Range is Hot – Eyes and Ears**

This is the first command given to each competitor starting the action of shooting the stage. This command signifies the start of the CoF. The shooter will make sure that their eye and hearing protection is in place. It is also a notification to anyone in the shooting bay to check their own eye and hearing protection is properly fitted.

3.7.2 **Load and Make Ready (Make Ready)**

When the competitor has proper eye and hearing protection, the Range Officer will issue the Load and Make Ready command. The competitor will prepare the firearm(s) and loading devices to match the start position of the CoF. Typically, this is to load the firearm(s) and holster or shoulder but may include non-typical loading or staging of equipment. The competitor will then assume the starting position necessary for the CoF. If the competitor's firearm is not to be loaded for the start of the CoF the command will be "Make Ready."

3.7.3 **Are You Ready?**

After "Load and Make Ready," the Range 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 in 3-5 seconds, the shooter is assumed to be ready.

If the shooter is not ready when this question is asked the shooter must respond "Not Ready."

If the shooter is still not ready, the shooter must step off the starting position. When ready, the shooter will assume the starting position and the "Are You Ready" question will be asked again.

3.7.4 **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.

3.7.5 **Finger**

This command is given when the shooter's finger is not obviously and visibly outside the trigger guard when it should be. Receiving more than two Finger Calls will be regarded as a safety violation and will result in a disqualification.

3.7.6 **Muzzle**

This command is given when the muzzle of the shooter's firearm is pointed near a muzzle safe point. The shooter must correct the errant muzzle and continue with the stage. If the competitor's firearm however does break the muzzle safe zone it results in an immediate disqualification.

3.7.7 **Stop**



This command is given when something unsafe has happened or is about to happen during a stage, or when something in the stage 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 Disqualification from the match.

3.7.8 **If Finished, Unload and Show Clear**

This command will be issued when the competitor is deemed to have finished shooting the stage. If the competitor is finished, all ammunition will be removed from the firearm and a clear chamber or cylinder will be shown to the Range Officer. If the competitor is not finished, the competitor should finish the stage and the command will be repeated.

3.7.9 **If clear, Close Action**

Once the Range Officer has inspected the chamber or cylinder and found it to be clear, this command is issued, and the competitor will comply. The obligation is still on the competitor to ensure that the chamber or cylinder is empty.

3.7.10 **Pull the Trigger**

The competitor will point the firearm at a safe berm and pull the trigger to further verify that the chamber is clear. If the firearm discharges, the competitor will be disqualified from the match. This requirement also applies to firearms with a de-cocker or magazine disconnect. For firearm with a magazine disconnect, an empty magazine, or dummy magazine must be inserted before the trigger is pulled, and then removed again. This command is not needed for revolvers or break action shotguns and rifles. For rifles and shotguns, after this command is issued, the competitor shall open the action again and the RO will insert the Chamber Flag (if possible). After which the action will be closed again.

3.7.11 **Holster or Bag or Rack or Sling**

The competitor will safely holster the firearm. For hand carbines, rifles and shotguns depending on the stage design the shooter will either commence to safely case/bag the firearm or sling the firearm or deploy the firearm to the rifle rack.

3.7.12 **Range is Clear**

This command indicates to everyone within the stage boundaries that the range is clear. This command ends the CoF and begins the scoring and resetting of the stage.

3.7.13 **Hit**

This command is to be utilized when there are static steel targets and flying frangible targets. For any of targets, "Hit" is called every time a target is engaged and hit.

3.8 **Steel Targets**

3.8.1 When using a handgun, hand carbine, or shotgun (using birdshot). Steel targets must be engaged from ten (10) meters or more. If a competitor engages a steel target from less than ten (10) meters the competitor will be disqualified. Match Directors must take cognisance of this when designing CoF.

3.8.2 When using shotgun with buckshot. Steel targets must be engaged from fifteen (15) meters or more. If a competitor engages a steel target from less than fifteen (15) meters the competitor will be disqualified. Match Directors must take cognisance of this when designing CoF.

3.8.3 When using a centrefire rifle or shotgun (using slugs). Steel targets must be engaged from forty-five (45) meters or more. If a competitor engages a steel target from less than forty-five (45) meters the competitor will be disqualified. Match Directors must take cognisance of this when designing CoF.



4. Shooting Rules

4.1 Concealment Garments

- 4.1.1 A concealment garment is required for all stages requiring only the use of a handgun, unless otherwise specified in the stage description.
- 4.1.2 Police or Military personnel may use actual duty gear in Tier-1 matches. Use of duty gear eliminates the requirement to use concealment garments.

4.2 Target Engagement

The purpose of MPDS is to allow the competitor to solve the problem, and not for the course designer to mandate how to complete the CoF. Therefore, the competitor can choose which target is engaged with which platform. Electing to either engage all targets with a single firearm, or transition to different platforms.

4.2.1 Paper Targets

- 4.2.1.1 Handguns and Rifles may be used to engage ANY Paper Target in an MPDS CoF. Scoring Rules will apply.
- 4.2.1.2 Shotguns using slugs may be used to engage ANY Paper Target in an MPDS 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 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 target is shattered.
- 4.2.2.4 Frangible targets are deemed engaged when a minimum of one (1) round have been fired at the target.
- 4.2.2.5 Flying frangible targets must be shattered in the air, and the Range 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 whilst safety is maintained. **See Rule 3.8.**
- 4.2.3.2 Static steel targets requiring multiple shots to be fired at the target will be deemed engaged when the minimum required of shots have been fired at the target.

4.2.3.3 Threat Priority

- 4.2.3.4 All targets must be engaged in threat priority.
- 4.2.3.5 If a reactive target is revealed during the engagement of an array of target(s). The reactive target is deemed the same priority of the current engagement array. Therefore, the competitor can elect to finish engaging the array and then engage the reactive or immediately engage the reactive and then finish the engagement of the array.

4.2.4 Tactical Sequence

- 4.2.4.1 All targets of equal threat in the open must be engaged using Tactical Sequence.

4.2.5 Definition of Engaged

- 4.2.5.1 Non-Disappearing paper targets are deemed engaged once the minimum number of shots required on the target has been fired at the target.
- 4.2.5.2 Disappearing paper targets are deemed engaged when activated.
- 4.2.5.3 Falling steel targets are deemed engaged when a minimum of one shot has been fired at it.
- 4.2.5.4 Frangible targets are deemed engaged when a minimum of one shot has been fired at it.
- 4.2.5.5 Fixed steel targets are deemed engaged when the minimum number of shots has been fired at it.

4.2.6 Failure to Neutralize



- 4.2.6.1 Penalty is assessed on any target that does not have at least one (1) hit in the down zero (-0) or down one (-1) scoring zones.
- 4.2.6.2 This penalty is applied only on unlimited scoring stages.
- 4.2.6.3 This penalty is not applied on disappearing targets.

4.3 Reloads

- 4.3.1 **Emergency Reload:** Detachable Magazine fed platforms; including, handguns, shotguns, rifles; will utilize this reload technique. This reload technique is used only when the magazine is empty, or when the firearm has a malfunction.
- 4.3.2 **Retention Reload:** Removal Magazine fed platforms; including, handguns, shotguns, rifles; will utilize this reload technique. This reload technique is used when the firearm is partially loaded, and the competitor must then retain the partially loaded magazine anywhere on their person.
- 4.3.3 Shotguns and rifles with magazine tubes or integral magazines may reload at any time. **Rule 4.3.6 does not apply.**
- 4.3.4 Dropping a loaded ammunition feeding device is not a procedural penalty if the competitor retrieves the device before the end of the CoF. Dropping a malfunctioning loading device, will not incur any penalties and will not require the competitor to retain the device.
- 4.3.5 For firearms that are loaded manually, single rounds at a time without the use of a loading device. Dropping ammunition during a reload is not a procedural error and the competitor is not required to retrieve or retain dropped ammunition.
- 4.3.6 All reloads must be done behind cover or whilst not being exposed to any unengaged targets.

4.4 Stage Planning

- 4.4.1 Range Officers will allow a maximum of two (2) minutes after CoF briefing to allow competitors to identify the positioning of targets.
- 4.4.2 Range Officers will demonstrate all reactive targets only once during the CoF briefing portion.
- 4.4.3 No individual or group walkthrough will be permitted.
- 4.4.4 Competitors will not be allowed to assume any position of fire during the stage planning phase. This includes but is not limited to prone positions, kneeling positions, positions of cover, port holes, etc.
- 4.4.5 Competitors will not be allowed to test any activators such as doors, windows, bear traps, etc.
- 4.4.6 Any form of walkthrough will result in a Procedural Penalty for every infraction.

4.5 Cover

The use of cover is an integral part of MPDS. Therefore, the competitor will be required to always use cover when engaging targets.

- 4.5.1 Cover refers to a barrier that exists between the competitor and the targets to be engaged. Typical examples are walls, drums, barricades.
- 4.5.2 When cover is available it must be used, while engaging targets, unless the competitor must engage "surprise" targets that are to be engaged in the open. A shooter may not enter or cross over any aperture, doorway, window, or open space without first engaging all visible targets from these positions.
- 4.5.3 Stages will be defined as having one of the following cover declarations:
Cover: The stage has cover and all targets need to be engaged from cover. Unless surprise targets are specified to be shot in the open.



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

- 4.5.4 For vertical cover when shooting, reloading, and clearing a malfunction, shooter must remain within the fault lines.
- 4.5.5 For horizontal cover when shooting, reloading, and clearing a malfunction, shooter must remain within the fault lines, but must engage targets in threat priority.

4.6 Fault Lines

- 4.6.1 Fault lines must be used to indicate a position of cover and mark the limit thereof.
- 4.6.2 Fault lines must be marked in such a way that it is consistent for every competitor.
- 4.6.3 Fault lines extend from the edge of cover up range to a maximum of two-point-five (2.5m) meters from the edge of cover.
- 4.6.4 If no fault lines are present, targets are considered surprise targets and should be engaged in the open using threat priority or tactical sequence.

4.7 Shooting on the Move

- 4.7.1 Competitors are required to engage all "surprise" targets on the move.
- 4.7.2 Re-engaging a surprise target may be done whilst static.
- 4.7.3 Shooting on the move is the act of progressing to the next position of fire and engaging targets. Proper movement will see the competitor taking normal sized steps whilst progressing through the CoF. Shuffling or taking small steps will not be seen as proper movement when engaging targets and will incur one Procedural Penalty for each target engaged.

5. Scoring Rules

The scoring used in MPDS rewards both a balance of speed and accuracy. Every penalty point that a competitor receives will be converted into one (1) second penalty added to your time.

Your 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.

$$\text{Stage Score} = \text{Time} + \text{Points Down} + \text{Penalties}$$

Example:

Time =	11.52 seconds
Points Down =	5
Penalties =	1 procedural penalty
Score =	21.52 seconds (11.52 + 5.00 + 5.00)

The match total is the sum of all the stages in seconds.

5.1 Limited Scoring

Limited scoring limits the competitor to only fire the number of rounds specified in the course description. Any shots fired above the specified amount will incur a Procedural Penalty of Five (5) seconds per shot fired. The best hits on the target will be scored as normal. Limited scoring will only be used in Skills Tests.



5.2 Unlimited Scoring

Unlimited Scoring refers to the competitor being allowed to fire as many shots at a target as they deem fit but is limited to the number of rounds as depicted by the Division Rules. The best hits on the target as specified by the stage description will count.

5.3 Failure to Neutralize (FTN)

Failure to Neutralize penalty is a five (5) second penalty that is assessed on any target that does not have at least one (1) hit in the down zero (-0) or down one (-1) scoring zones.

5.4 Failure to Finish Stage (FFS)

If a competitor starts a stage but is unable to finish due to injury or broken equipment. The shooter's time will be added and targets scores as if all targets were engaged, misses will be assessed for all unengaged targets, and they will receive a single Procedural Penalty for not engaging all targets.

Stage start is defined as firing a shot. If no shots were fired after the start signal, the shooter shall be granted a reshoot.

5.5 Failure to Finish Match (FFM)

If a competitor is unable to shoot or elects not to shoot a CoF. The competitor will be granted a Failure to Finish Match for that specific CoF. This is only applicable if the competitor does not receive a start signal.

In this case the competitor will be allowed to finish the remainder of the stages but will receive no score.

5.6 Bullet Holes

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.

Keyhole bullets will count for score.

5.7 Manual-Action Large Rifle and Shotgun Slug Scoring Ratio

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. 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.

Example:

- One (1) shot per target anywhere Handgun or SLR = One (1) shot per target anywhere for MALR or Shotgun Slugs.
- Two (2) shots per target anywhere Handgun or SLR = One (1) shot per target anywhere for MALR or Shotgun Slugs.
- Three (3) shots per target anywhere Handgun or SLR = Two (2) shots per target anywhere for MALR or Shotgun Slugs.

5.8 Hit on Non-Threat (HONT)

A Hit on Non-Threat (HONT) penalty is a five (5) second penalty that will be awarded in one of the following instances:

- Perforations made by handgun or rifle bullets on a Hont target will count towards one Hit on Non-Threat penalty for every perforation made.
- Perforations made by shotgun pellets on a Hont target will count towards one Hit on Non-Threat penalty regardless of the number of pellets that perforated the target.
- Frangible targets must be perforated or break to count as one Hit on Non-Threat penalty.



- Steel targets must fall and be down to score as one Hit on Non-Threat penalty. Fixed steel targets that do not drop when hit, will not be used as a friendly target.

5.9 Procedural Penalty (PP)

Procedural penalty is a five (5) second penalty that will be awarded anytime a competitor breaks an MPDS rule.

5.10 Foul Penalty (FP)

Foul Penalty is a twenty (20) second penalty that will be awarded anytime a competitor:

- 5.10.1 Acts in an unsportsmanlike manner.
- 5.10.2 If a competitor receives multiple Foul Penalties in a match, they can be disqualified by the discretion of the Match Director.

6. Stage Design Rules

6.1 Stage Categories

MPDS stages are divided into two (2) 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 assess the competitor's performance of the various techniques employed in MPDS events. Standard stages may use Limited or Unlimited Scoring. Standard stages will be limited to Single Platform events only, as this is a skill test with a specific platform. No transitioning to another platform is allowed in a Standard Stage. Standard Stages are prohibited in multi-Platform events.

6.1.2 Subcategories:

- 6.1.2.1 **Single-Platform Stage:** Requires only the use of a single firearm as intended by the stage designer. Such as a handgun, shotgun, or rifle only CoF. For Multi-Platform events, these stages must be designed in such a way to allow competitors who do not have access to a specific platform to complete the stage using their handgun.
 - 6.1.2.2 **Multi-Platform Stage:** Requires the use of a handgun and either shotgun or rifle. For Multi-Platform matches, the stages must be designed in such a manner to allow competitors who do not have access to a specific platform to complete the stage using their handgun. Competitors who have access to all three platform will be allowed to complete the stage using all three platforms, however no special arrangements are required for competitors who wish to make use of all three platforms and safety must be maintained at all times.
- 6.1.3 **Type of Events (MPDS events can be run in the following formats)**
- 6.1.3.1 **Multi-Platform (MP):** Multiple platforms are used in a single CoF. **Example:** Event consists of five (5) stages that are designed to use handgun, shotgun, and rifle; and any combination thereof.
 - 6.1.3.2 **Triple-Platform (3P):** All three platforms are used, but only a single platform is used per CoF. **Example:** Match consists of eight (8) stages. Two (2) stages are shotgun only. Four (4) stages are rifle only. 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:** Match consists of five (5) stages. Two (2) stages are shotgun only. 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 event advertisement. The use of any other platform is prohibited.



6.2 Stage Description

Well-written stage descriptions contribute to the success of a match and prevents confusion and frustration among the staff and competitors. The written stage description is read to every squad verbatim to ensure uniform communication. The written stage description includes, at a minimum, the following elements:

- 6.2.1 Stage Category: Scenario or Standards Stage.
- 6.2.2 Stage Subcategory: Single-Platform or Multi-Platform Stage.
- 6.2.3 Firearm start condition: Loaded, unloaded, or downloaded.
- 6.2.4 Stage Procedure.
- 6.2.5 Identifies positions of cover and fault lines.
- 6.2.6 Specify using the 180° or point out the muzzle safe points.
- 6.2.7 Specify the minimum round count.
- 6.2.8 Specify scoring method: Limited or Unlimited Scoring.
- 6.2.9 Specifies if concealment garment is required or optional.
- 6.2.10 Specifies possible stowing positions of discarded firearms in the event of not slinging or cradling.
- 6.2.11 Descriptive diagram of the CoF is recommended, but not required.

A Stage Description cannot override the rulebook, nor may it forbid legal actions by shooters except under the following conditions:

- 6.2.12 To address a safety concern as it applies to the limits of the range.
- 6.2.13 Provide the option of not wearing a concealment garment.
- 6.2.14 Specify the number of rounds in the firearm at the start of the stage, up to division capacity.
- 6.2.15 Specify the start condition and position for the firearm, and the start position for ammunition feeding devices.
- 6.2.16 Specify the competitor start position.

6.3 Stage design rationale

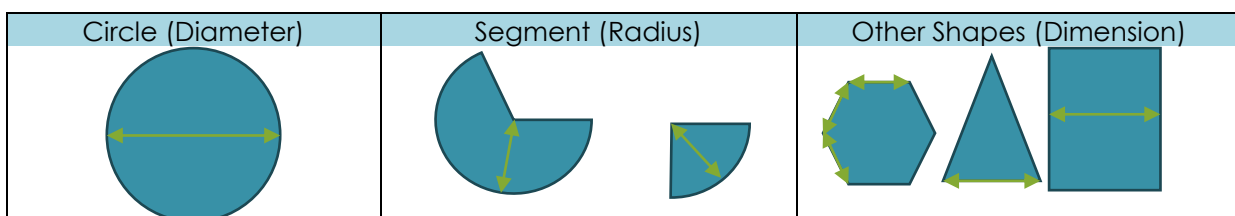
- 6.3.1 CoF designers should strive to develop a realistic defensive scenario that can be completed by a competitor using handguns, shotguns, or rifles. The fact that a defender may have access to a rifle or shotgun will not suddenly cause initiation of an attack from hundred (100) meters instead of two-to-five (2-5) meters.
- 6.3.2 CoF designers should avoid specifying exactly where a reload must be done or when a transition must be performed. It will be different for every competitor depending on the type of equipment they are using.
- 6.3.3 A CoF must simply provide a problem to be solved by the competitor. The equipment available to a competitor will dictate the solution to the problem.

6.4 Miscellaneous Stage Design Rules

- 6.4.1 All CoF must either simulate a realistic scenario or test skills that might be used in a real defensive confrontation. If you cannot honestly say: "this could happen," it will not make sense as a good MPDS stage. It is the understanding that few 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 MPDS strings of fire.



- 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 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 Activator steel with a scored target in front of it does not count towards the allowable percentage of steel.
- 6.4.8 Activator steel with a scored target in front of it must activate from shots which either hit the upper or lower down zero (-0) scoring zone. If it is not possible, the down zero (-0) zone that will not activate the activator must be identified as hardcover.
- 6.4.9 Blind stages and the moving of non-threat targets are not allowed in Tier-2 or higher events.
- 6.4.10 Required shooter movement under their own power for more than ten (10) meters between firing positions is not permitted. Total required shooter movement under their own power of more than thirty (30) meters is not permitted.
- 6.4.11 Stage designers should strive to design stages that leave targets visible for mobility challenged or physically disabled competitors.
- 6.4.12 Only one (1) non-threat target may be used for one (1) threat target in any string of fire.
- 6.4.13 No stage description shall mandate that an ammunition feeding or loading device must be loaded during the CoF on the clock.
- 6.4.14 Painted hard cover is not allowed 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 will not allow a bullet to pass through the hard cover and impact the moving target.
- 6.4.15 Cardboard targets at ten (10) meters (handgun)/twenty (20) meters (rifle) or less from the shooter must present a minimum of 81 cm² down zero (-0) zone, with the smallest diameter/radius being at least ten (10) cm and the smallest dimension being at least eight (8) cm. **Example:** The entire head down zero zone. ¼ segment of the thoracic down zero.
- 6.4.16 Cardboard targets ten-to-twenty (10-20) meters (handgun)/ twenty-to-forty (20-40) meters(rifle) from the competitor must present a minimum of 160 cm² down zero (-0) zone, with the smallest radius being at least ten (10) cm and the smallest dimension being at least twelve-point-five (12.5) cm. **Example:** At least ½ of the thoracic down zero zone.
- 6.4.17 Cardboard targets at more than twenty (20) meters (handgun)/ forty (40) meters (rifle) from the competitor must present the entire thoracic down zero.



- 6.4.18 Reloads shall not be mandated in a course of fire. All mandated reloads, topping off, etc. must be performed off the clock.
- 6.4.19 Stages with one or more cover positions will not present targets in the open requiring more than 6 shots while the shooter is out of cover. However, there may be more than one of these types of engagements in a single stage.



6.5 Stage Round Count Ratio

6.5.1 No handgun only string of fire may exceed a maximum requirement of eighteen (18) rounds.

6.5.2 **Multi-Platform Events**

6.5.2.1 No rifle only string of fire may exceed a maximum requirement of eighteen (18) rounds.

6.5.2.2 No shotgun only string of fire may exceed a maximum requirement of fourteen (14) rounds.

6.5.2.3 Multi-Platform stages may not exceed a combined maximum of twenty-eight (28) rounds.

6.5.3 **Single-Platform Events**

6.5.3.1 No rifle only string of fire may exceed a maximum requirement of twenty-four (24) rounds.

6.5.3.2 No shotgun only string of fire may exceed a maximum requirement of eighteen (18) rounds.

6.6 Handgun Stage Design Rules

Stages will adhere to the rules detailed in the Miscellaneous Stage Design Rules, unless otherwise noted.

6.6.1 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.

6.6.2 Scenario stages for handguns may require shots up to twenty (20) meters from the competitor.

6.6.3 Standards stages for handguns may require shots up to forty (40) meters from the competitor.

6.6.4 No "strong-hand only" strings of fire may require the shooter to engage targets more than ten (10) meters in distance.

6.6.5 No "weak-hand only" strings of fire may require the shooter to engage targets more than five (5) meters in distance.

6.6.6 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.

6.6.7 Electronically powered optics may start in the on position. It is the competitor's responsibility to make sure the optic is on prior to the start signal. There will be no reshoots given if the shooter forgets to turn on the optic, or the optic fails during a course of fire

6.7 Rifle Stage Design Rules

Stages will adhere to the rules detailed in the Miscellaneous Stage Design Rules, unless otherwise noted.

6.7.1 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.

6.7.2 Scenario stages for rifles may require shots up to hundred (100) meters from the shooter.

6.7.3 Standards stages for rifles may require shots up to hundred-fifty (150) meters from the shooter.

6.7.4 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.

6.7.5 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.

6.7.6 Electronically powered optics may start in the on position. It is the competitor's responsibility to make sure the optic is on prior to the start signal. There will be no reshoots given if the shooter forgets to turn on the optic, or the optic fails during a course of fire.

6.7.7 Permanently fixed bipods to be completely collapsed before the start position.



6.8 Shotgun Stage Design Rules

Stages will adhere to the rules detailed in the Miscellaneous Stage Design Rules, unless otherwise noted.

- 6.8.1 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.
- 6.8.2 Scenario stages for shotguns may require shots up to forty-five (45) meters from the shooter.
- 6.8.3 Standards stages for shotguns may require shots up to seventy (70) meters from the shooter.
- 6.8.4 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.
- 6.8.5 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.
- 6.8.6 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.
- 6.8.7 Only twenty (20) rounds may be used (carried on or off the shotgun) per string of fire.
- 6.8.8 Only lead shot pellets are allowed.
- 6.8.9 Electronically powered optics may start in the on position. It is the competitor's responsibility to make sure the optic is on prior to the start signal. There will be no reshoots given if the shooter forgets to turn on the optic, or the optic fails during a course of fire.
- 6.8.10 Only one shot-type of ammunition may be loaded on or before a string of fire. 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 start signal throughout the match, except in the following cases:
 - 7.1.1.1 If a magazine is used that holds less than 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.

7.2 Multi-Platform Division Summary

- 7.2.1 MPDS Divisions are divided into six (6) entirely separate divisions. None of these compete against each other.
 - Enhanced Service Gun (ESG)
 - Stock Service Gun (SSG)
 - Pistol Calibre Carbine (PCC)
 - Manual-Large Gun (MAL)
 - Manual-Small Gun (MAS)
 - Open-Gun (OG)
- 7.2.2 Not-For-Competition (NFC) is an optional division for all matches. These additions must be published in all Sanctioned Match announcements and the addition of NFC inclusion is not subject to appeal or arbitration.



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 Calibre Carbine (PCC)	Service Pistol Service Pistol Limited Optics and Lasers Compact Pistol Defensive Pistol Revolver Ultra-Compact	Pistol Calibre Carbine Rimfire	Semi-Auto Shotgun Manual Action Shotgun Modified Shotgun Break Action Shotgun
Manual Large Gun (MAL)	All (excluding NFC)	Manual Action Large Rifle	Semi-Auto Shotgun Manual Action Shotgun Modified Shotgun Break Action Shotgun
Manual Small Gun (MAS)	All (excluding NFC)	Manual Action Small Rifle	Semi-Auto Shotgun Manual Action Shotgun Modified Shotgun Break Action Shotgun
Open Gun (OG)	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 competitor.
- 7.3.2 Two (2) of the three (3) rounds measured with a chronograph at 3 meters. If both rounds make the minimum Power Floor for the Division, the ammunition will be considered in compliance and Power Floor Achieved.
- 7.3.3 If one (1) of the two (2) rounds fail the minimum power floor. The third round will be measured. The average velocity of the three rounds will then be used to determine if the Minimum Power Floor is achieved.
- 7.3.4 If the competitor's ammunition does not make minimum power floor the competitor will be assessed a ten (10) second penalty for every 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:** Competitor starts with an empty chamber.
- 7.4.2 Striker-Fired firearms can 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 (6) rounds inside the firearm.
- 7.4.4 Optical and electronic sights may be switched on before the start signal. This can be achieved by pointing the firearm downrange and not on a target.
- 7.4.5 Lights and lasers must be switched off before the start of the CoF. These can be switched on after the start signal.



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

7.6 Power Floors

7.6.1 Rifle Divisions Power Floors

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 Calibre Carbine	130	130

7.6.2 Shotgun Division Power Floors

Calibre	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 Power Floors

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

7.7 Ammunition Restrictions

The use of the following ammunition is prohibited:



- 7.7.1 Rifle ammunition travelling at over 3500 feet per second. (1067m/s)
- 7.7.2 Shotgun ammunition travelling at over 2000 feet per second. (610m/s)
- 7.7.3 Handgun ammunition travelling at over 1400 feet per second. (427m/s)
- 7.7.4 Rifle mono metal and monolithic bullets travelling at over 2500 feet per second. (762m/s)
- 7.7.5 Shotgun steel shot.
- 7.7.6 Handgun mono metal and monolithic bullets.
- 7.7.7 Metal Piercing
- 7.7.8 Incendiary
- 7.7.9 Tracers ¹
- 7.7.10 Handgun shotshell or multiple projectile bullets.
- 7.7.11 Clubs can limit the types of ammunitions used.

7.8 Unserviceable Firearm Rule

If a firearm becomes unserviceable, a competitor may continue to use a different firearm that conforms to the same division requirements as the original. Reshooting of any previous stages are prohibited.

7.9 Belts

Maximum thickness is eight (8) millimetres and width is forty-five (45) millimetres. May be re-enforced for everyday carry. Must be a single belt, double belts are prohibited and must pass through all but two (2) pant loops.

7.10 Magazine Carriers

- 7.10.1 Must be worn on an MPDS Legal Belt.
- 7.10.2 Must cover 50mm of the magazine as measured from the top of the cartridge rim down to the back flat of the magazine tube.
- 7.10.3 Must have enough retention so that the magazine carrier with a division capacity loaded magazine can be turned upside down without the magazine falling out.
- 7.10.4 Must cover the entire outer face of the magazine inside the carrier. Holes for adjustment screws are allowed on the outer face of the magazine. The outer face is the portion that faces away from the competitor.
- 7.10.5 Carriers must fit the competitor's body is such a way that the closer most distance from any part of the competitor's body to any part of the magazine is less than 20mm.
- 7.10.6 Adjustable carriers are allowed but must only be adjustable using a tool; quick adjustable carriers are prohibited.
- 7.10.7 Magazine carriers must be worn anywhere behind the hipbone of the competitor's weak side.

7.11 Speedloader 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 competitor.
- 7.11.3 Side cuts are permitted for thumb and index finger access only.
- 7.11.4 Carriers must fit the competitor's body is such a way that the furthest most distance from any part of the competitor's body to any part of the loading device is less than 20mm.
- 7.11.5 Revolver Competitors may have a maximum of three speedloader, moonclip carriers in front of the holster on the competitor's strong side.

¹ May only be used on Tier-1 events at the discretion of local Range policy, hosting club and Match Director.
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7.12 Ammunition Carriers

- 7.12.1 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.
- 7.12.2 The competitor may not carry ammunition or loading devices that exceeds the limit as restricted by the relevant division limitations.
- 7.12.3 No ammunition carriers are to be attached to the competitor's arms.
- 7.12.4 No thigh/leg mounted ammunition carriers allowed. **Exception:** For Shotgun Speed loaders, a retaining strap may be fastened around the competitor's thigh. However, the carrier must attach to the competitor's belt.
- 7.12.5 Ammunition carriers may be placed anywhere on a competitor's belt.
- 7.12.6 Competitors will be allowed to use belt mounted carriers for additional ammunition just as with a firearm mounted ammunition carrier or mag-coupler.
- 7.12.7 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.

7.13 Holster Construction

- 7.13.1 Must be suitable and designed for everyday carry.
- 7.13.2 Must be worn on the strong side hip. Use of appendix, small of back, pocket, shoulder holster or cross-draw holsters are prohibited.²
- 7.13.3 Can be inside or outside waistband.³
- 7.13.4 Must cover the entire face of the trigger and prevent the trigger from being activated in the holster.
- 7.13.5 Adjustable holsters are allowed but must only be adjustable using a tool; quick adjustable holsters are prohibited.
- 7.13.6 Must have enough tension to allow the shooter to perform everyday tasks without the fear of dropping or losing the firearm.
- 7.13.7 Soft material holsters that can collapse or close once handgun is removed are prohibited.⁴
- 7.13.8 All retention devices must be used, permanently disabling a retention device is allowed.
- 7.13.9 Outside Waist Band Holsters must carry the firearm in a position 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.
- 7.13.10 The 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.
- 7.13.11 Holsters may not tilt away from the body further than vertical unless the firearm makes contact with the competitor's body.
- 7.13.12 Holster must fit the competitor's body in such a way that the closest distance from any part of the competitor's body to any part of the firearm is less than 20mm.
- 7.13.13 The holster must be positioned in such a way that the furthest most front part of the firearm is behind the competitor's hipbone (Anterior superior iliac spine).

7.14 Miscellaneous Equipment

- 7.14.1 The use of gloves is permitted.

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

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

⁴Soft Material holsters may only be used for Handgun Only Matches where "on-the-clock" holstering is prohibited.



- 7.14.2 The use of cleated shoes that are entirely made from rubber compound that is elastic may be used. Rigid plastic or metal cleats are prohibited.
- 7.14.3 Soft shelled knee pads and braces are permitted but must be worn throughout the entire competition.
- 7.14.4 Use of magnets to retain ammunition loading devices are 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 placement may not be altered throughout the match.
- 7.15.3 If these types of ammunition carriers can contain a holstered handgun, this feature is prohibited from being used. All handgun placement rules will apply.

8. Transitions and Slings

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

NB: The rule of slinging a firearm is a Provisional Rule and is under review. Match Directors may allow the use of slings at their own discretion. Local range rules dependant.

Slings may be used. These must be securely attached to the rifle or shotgun with a minimum of one point. The muzzle of the rifle or shotgun must face the ground or be vertical to the ground. The competitor is not allowed to sling the rifle or shotgun onto his back as that is a safety violation. The slung firearm must be either at his side left or right or to the shooters front. A rifle or shotgun that is left in the sling on transition must be empty with the safety engaged (if available). Care should be taken to not allow the muzzle of the unloaded slung firearm to break the muzzle safe zones.

Transitions can be done on or off the clock. MPDS strongly suggests new clubs consider doing transitions off the clock, as it will make things easier on new shooters and Range Officers alike.

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 Disqualification.

8.1 Abandoning handgun when transition to rifle or shotgun.

- 8.1.1 **Ground:** If the handgun has gone dry or is broken, and the competitor is unable to safely holster the firearm. The firearm must be placed on the ground in a safe direction in the most unloaded or safe condition possible.
- 8.1.2 **Holster:** The competitor may holster the handgun. All external safeties must be applied, or firearm must be completely unloaded.
- 8.1.3 **Box:** A stowing box may be supplied by the Match Director to allow the competitors to stow the firearm in the designated box. The stowing box may be fixed, or moveable.
- 8.1.4 **Bag or Gun Case:** Competitors will be allowed to use their gun cases and position it anywhere inside the stage. The firearm may be abandoned in the gun case provided a safe direction is maintained.

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

- 8.2.1 **Mat, Box, Pad, Table, Bag:** All firearms safeties must be engaged, or firearm must be fully unloaded, if mechanically broken, it must be rendered in the safest condition possible. Firearm is to be laid down in a specified container facing in a safe direction. When the firearm is inside the box, on the mat or pad; the muzzle must be pointed in a safe direction.



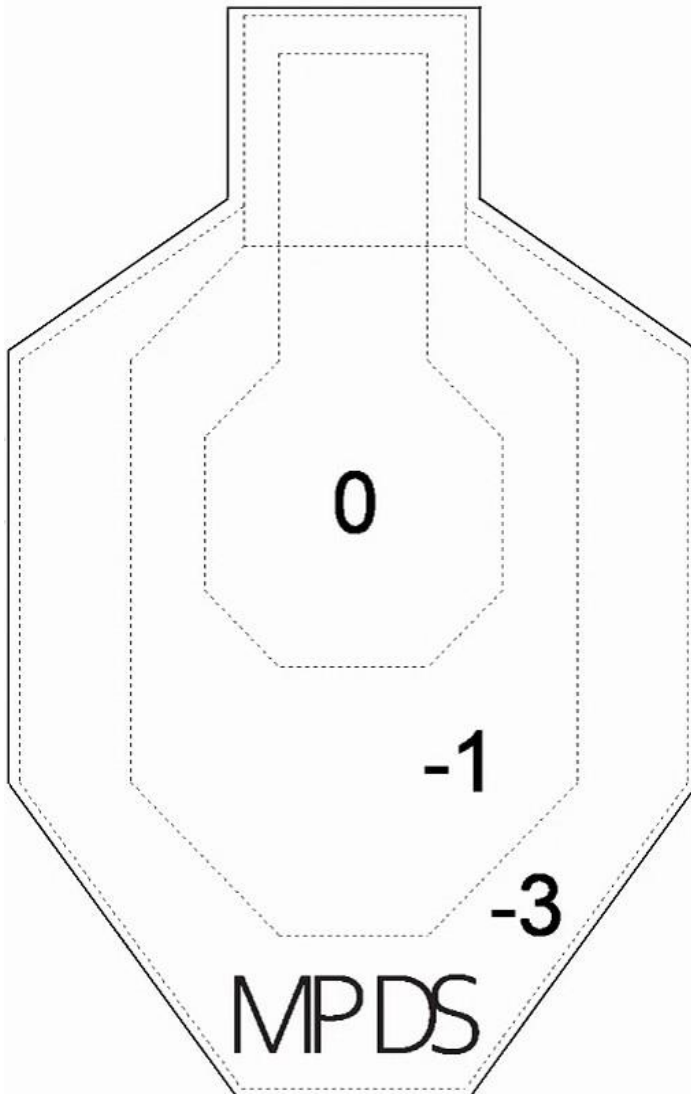
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- 8.2.2 **Ground:** If the rifle or shotgun has gone dry or is broken, the competitor may set it down on the ground anytime during the string of fire provided the firearm is unloaded or in the safest condition possible and is pointed in a safe direction.
- 8.2.3 **Sling:** If the rifle or shotgun is attached to a sling, the competitor may let it rest on their body in the diagonally, muzzle down, in front of the body position provided the firearm is completely unloaded and if available have the safety engaged. The orientation of the rifle or shotgun is muzzle towards the ground and may not swing uncontrollably while the competitor is moving.
- 8.2.3.1 Competitors with a sling attached on their rifle or shotgun may only sling the firearm after the start signal.
- 8.2.3.2 A rifle or shotgun may only be suspended from the sling when it is completely unloaded. When slinging a firearm, all external safeties (if applicable) must be engaged. Failure to comply will result in a disqualification.
- 8.2.4 **Cradle:** If the competitor elects to not abandon or sling the firearm, they can cradle the firearm by holding it in their support hand with the muzzle of the firearm pointing in a safe direction. All muzzle safety rules will apply. The firearm must be unloaded or in the safest condition possible.
- 8.2.5 **Box:** A stowing box may be supplied by the Match Director to allow competitors to stow the firearm in the designated box. The stowing box may be fixed, or moveable and competitors may then position the box to their preference.
- 8.2.6 **Bag or Gun Case:** Competitors will be allowed to use their gun cases and position it anywhere inside the course of fire. The firearm may be abandoned in the gun case provided a safe muzzle direction is maintained.



9. MPDS Official Paper Target

9.1 Only the Official MPDS Paper Target is to be used at all MPDS events.



10. Classifications

10.1 Purpose of MPDS Classifications

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

10.2 Classification Levels

- 10.2.1 MPDS recognises four different classifications namely:
 - 10.2.1.1 Novice
 - 10.2.1.2 Marksman



- 10.2.1.3 Expert
- 10.2.1.4 Master

10.3 Single, Double, or Triple-Platform Classifications

- 10.3.1 There are two (2) ways a competitor can obtain a classification, or a classification can change.
 - 10.3.1.1 Competitor completes the relevant platform classification.
 - 10.3.1.2 Competitor gets promoted based on performance at a Tier-2 or higher event.
- 10.3.2 Single Platform classification level will be used for single platform events.

10.4 Multi-Platform Classifications

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

Platform	Novice	Marksman	Expert	Master
Handgun	0	1	2	3
Shotgun	0	1	2	3
Rifle	0	1	2	3

10.4.4 Multi-Platform Tier-3 and higher classifications will be based on the following points.

Platform	Novice	Marksman	Expert	Master
Multi-Platform	0-2	3-5	6-7	8-9

Example: Competitor holds the following classifications for Single Platforms:

- Handgun: Marksman (1 Point)
- Shotgun: Master (3 Points)
- Rifle: Expert (2 Point)

Their combined score will be six (6) points and therefore they will compete as an Expert for Tier-3 and Higher Multi-Platform events.

10.5 Classification Frequency

- 10.5.1 Every MPDS Competitor must maintain a classification in the relevant division that is not older than twelve (12) months.
 - 10.5.1.1 Completing a classifier in the relevant division counts as maintaining the classification.
 - 10.5.1.2 Competing in a Tier-2 or higher event in the relevant division counts towards maintaining a classification.
- 10.5.2 For Tier-1 matches, an up-to-date classification is NOT required. In this circumstance, the last classification in the division will be used, or the highest classification in the relevant platform will be used if no previous classification is available.
- 10.5.3 For Tier-2 Single-Platform matches, the classification for the relevant division and platform that the competitor intends competing in must be up to date.
- 10.5.4 A competitor may only complete one classifier per division per day. Reshooting a string-of-fire or multiple classification attempts per division is prohibited. Reshooting the entire classifier will be allowed if a firearm mechanical failure or malfunction has occurred.



10.6 Match Performance Promotion

- 10.6.1 A competitor's classification can be affected by the individual match performance at a Tier-2 or higher event. A competitor will be promoted if one of the following conditions are met.
- 10.6.2 One classification promotion will be awarded for every nine (9) competitors that a competitor defeats in the current classification or higher classifications. **Example:**
- 1st Place finisher defeats nine (9) competitors in the same class and division. Promoted to next classification level.
 - 2nd Place finisher defeats eighteen (18) competitors in the same class and division. Promoted to next classification level.
- 10.6.3 Competitor's match score is within five percent (5%) of the class winner of the next higher classification.

10.7 Classification Demotion

- 10.7.1 A competitor may go down in classification if one of the following conditions are met:
- 10.7.1.1 A competitor classifies in a lower classification.
- 10.7.1.2 A competitor's score is less than thirty percent (30%) of the class winner at a Tier-2 or higher Single-Platform event and for two consecutive matches.

10.8 Universal Classification

- 10.8.1 Handgun Universal Classification
- 10.8.1.1 If a competitor classifies in any of the Service Pistol Divisions (SP15 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 competitor 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). Not vice-versa.
- 10.8.3 Shotgun Universal Classification
- 10.8.3.1 If a competitor classifies in Semi-Auto Shotgun. The time for that classification will be applied to Semi-Auto Shotgun, Modified Shotgun and Open Shotgun. Not vice-versa.
- 10.8.3.2 If a competitor classifies in Modified Shotgun. The time for that classification will be applied to both Modified Shotgun and Open Shotgun. Not vice-versa.

11. Glossary

Air Gunning -	The act of going through the motions of the string of fire and pointing at the target with one's hands.
Birdshot -	For the purposes of MPDS. 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.
Blind Stage -	A Course of Fire where no stage walkthrough is allowed, or the positioning of the targets is unknown to the competitor.
Buckshot -	For the purposes of MPDS. 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.
Course of Fire -	A scenario that presents the competitors with a problem that needs to be solved using the platforms made available to their disposal. Contains targets, stage boundary, and muzzle safe zones.



Engaging -	Discharging the firearm.
Equal Threat -	Targets that are within two (2) meters of each other in relation to the competitor.
Falling Target -	A target that drops or disappears when hit.
Fixed Target -	A target that does not move when hit.
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.
Frangible Target -	A target that breaks apart or into pieces when hit or dropped onto the ground.
Grounded Target -	Target that when engaged at any moment in time or position the muzzle of the firearm will not clear the bullet trap or berm and no shot will go over the bullet trap or berm.
Keyhole Bullet -	A bullet that tumbles during flight and makes an elongated bullet hole.
Lower Extremities -	The part of the human body below the belt.
Magazine Length -	Measured from the back of the magazine rim to the bottom of the magazine.
Memory Stage -	A stage where one must remember the order of engagement, or other shooting restrictions that are not intuitive to the competitor based on the design of the stage.
Mobility Challenged -	A competitor that cannot perform actions as required by a string of fire due to a physical injury or restricted movement due to age.
Physically Disabled -	A competitor that has missing limbs or inoperable limbs, or make use of walker, wheelchair, or crutches. Temporary injuries such as broken limbs will be treated as physically disabled for the duration of the recovery.
Points Down -	The sum of the total amount of penalty points scored with hits outside of the down zero scoring zone.
Position of Cover -	A position where a competitor can engage targets with a portion of their upper and lower body behind an object such as a wall or a fault line.
Rifle -	For the purposes of MPDS. Rifle refers to rifles, carbines, and hand-machine carbines. A rifle is a shoulder fired weapon that fires a single projectile.
Safe Direction -	A direction either downrange or towards a side-berm. Within the confines of the Muzzle Safe Flags. The competitor must never cross the muzzle of a firearms whilst completing the string of fire.
Shotgun -	A shotgun is a shoulder fired weapon that fires shotshell rounds.
Shouldered -	Stock of the firearm touching the shoulder of the shooter pointing down range at a 45° angle, or at a designated muzzle indicator. Strong hand on the pistol-grip or stock of the firearm and support hand on the fore-end.
Sight Picture -	The act of drawing the firearm and aiming at a target.
Slung -	The sling of the firearm is placed around the neck or shoulder of the competitor. However, the competitor is applying full control over the firearm by holding it in their hand.



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- 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.
- Surprise Target -** A target that is found in the open where there is no cover available. Target can be engaged in the open either static or mobile.
- Suspended -** The firearm is suspended (dangling) from the sling without external force or control being applied to the firearm.
- Sweeping -** The act of the muzzle of a firearm covering any part of the body of a competitor, official, another competitor or spectator.
- Tactical Sequence -** The act of engaging all targets of equal threat with one round first, thereafter each target is re-engaged with the additional required rounds. **Example:** Three targets are to be engaged with three rounds in tactical sequence, engagement is as follows: **1-1-1-2-2-2 or 1-1-3-2-2.**
- Target Array -** One or more targets that can be engaged from a single shooting position.
- Threat Priority (Open) -** The priority is based on the distance from the threat targets to the competitor. Targets are considered equal threat when the difference of the distance of the targets in relation to the competitor is less than two (2) meters. The closer the threat the higher the priority, the close targets are therefore engaged first.
- Threat Priority (Cover) -** The priority is based about visibility when shooting around cover. The first visible target will always have the highest priority and will be engaged in that order
- Walkthrough -** The act of physically going through the CoF from start to finish, or any portion thereof, without firing any shots. Competitors are not allowed to assume any position prior to the start signal of their performance.



MULTI-PLATFORM DIMENSION SHOOTING



12. ANNEXURE A - RIFLE, CARBINE, AND HAND-MACHINE 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 couplers 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 enhance trigger pull if safety is maintained.
- 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

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.



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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 calibre	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 calibre	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 calibre	5.56 (.223)
Firearm action	Any
Telescopic, Optical, Electronic Sights	Permitted
Backup Optical or Electronic Sights	Permitted
Lasers	Permitted
Bipods	Permitted



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12.4.4 Manual-Action Large Rifle (MAL)

Minimum calibre	Centrefire rifle calibre 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 (MAS)

Minimum calibre	Centrefire rifle calibre 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 Calibre Carbine (PCC)

Minimum calibre	Handgun calibres 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 a required Division in Tier-1 events and an optional division for all Tier 2 or higher events.

Minimum calibre	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 competitors who 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 EVENTS.**



MULTI-PLATFORM DIMENSION SHOOTING



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 couplers 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 enhance trigger pull as long as safety is maintained.
- 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 Match Savers

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 provisioned that they are fired from the shoulder.

13.3 Shotgun 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, can have a total of 4 loading devices.
- Competitors starting with 4 rounds in loading device, can have a total of 5 loading devices.
- Competitors starting with 3 or less rounds in loading device, can have a total of 6 loading devices.
- Shotguns with internal tube fed magazines, can have a total of 20 rounds on their person.



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

13.4 Shotgun Divisions

13.4.1 Semi-Auto Shotgun (SAS)

Minimum calibre	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 calibre	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 calibre	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 calibre	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 (MAS)

Minimum calibre	20-Gauge
Firearm action	Any
Telescopic, Optical, Electronic Sights	Permitted



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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 competitors who 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 EVENTS.**



MULTI-PLATFORM DIMENSION SHOOTING



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:

- U-Notch and Post or Bead
- V-Notch and Post or Bead
- Partridge
- Express
- Trapezoid
- Ghost Ring
- Peep

14.1.2 Grips may be changed to another style, material, or texture.

14.1.3 Aftermarket parts, including but not limited to:

- Hammers, Strikers, and Triggers.
- Bevelled Magazine Wells.
- Extended External Safeties (Including Swenson Style Thumb Guards).
- Extended Slide Catch/Release Levers.
- Extended Magazine Release Buttons.
- Full length guide rods.
- Frame mounted thumb shields.
- Barrels.

14.1.4 Cosmetic checkering and serrating.

14.1.5 Slide lightening.

14.1.6 Cone Style, Bull, or Heavy Barrels.

14.1.7 Ported or Compensated barrels provided the minimum power floor is attained.

14.1.8 Custom finishing.

14.1.9 Weapon mounted lights that are functioning.

14.2 Prohibited modifications for all Handgun Divisions

14.2.1 Oversize diameter magazine release buttons.

14.2.2 Disabling of Manual Safeties such as frame or slide mounted safeties.

(Disabling Grip Safeties, Magazine Safeties and/or Firing Pin Safeties are allowed if all Manual Safeties are in working order and firearm is functionally safe.)



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14.3 Handgun 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.

Division	Capacity	Total Loading Devices
Service Pistol	15	2
Service Pistol Limited Optics and Lasers Rimfire	10	3
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 calibre	9mm (.355)
Type	Pistol
Maximum handgun width	45 mm
Maximum handgun weight	1250 grams
Maximum barrel length	155 mm
Optical, Electronic, or Lasers	Prohibited

14.4.2 Service Pistol Limited (SP10)

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

14.4.3 Optics and Lasers (OL)

Minimum calibre	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



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14.4.4 Rimfire (22P)

Minimum calibre	.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 calibre	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 calibre	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 calibre	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 calibre	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 competitors who 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 EVENTS.**



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