

# Mpumalanga Practical Shooting Association

## MPSA 3-Gun Tournament League Shoot

Hosted by



**18 October 2014**

**LVHA Shooting Range**

**Piet Retief**

Stage	Name	Min. rounds	Stage weight %
1	5 Times -Pistol	19	11.74
2	Windows – Pistol	23	14.2
3	Quickly Now - Pistol	12	7.4
4	On the Move – Shotgun	12	7.4
5	Slowly Now - Shotgun	16	9.9
6	Many Windows - Shotgun	24	16.0
7	Victory – Rifle	10	6.2
8	Sprint – Rifle	20	12.3
9	All 3 Positions - Rifle	24	14.8
<b>Total Rounds:</b>		<b>160</b>	

### Required rounds

Birdshot – 52

Pistol – 54

Rifle – 54

### Weighting per Discipline

Shotgun – 33.3%

Pistol – 33.3%

Rifle – 33.3%

1. The latest IPSC rules will apply.
2. A Safe Area will be provided for all un-bagging, indexing and bagging.
3. All competitors and spectators on the range must wear eye and hearing protection.
4. Deviations from the published course design may be implemented where this is done to enhance safety and/or course quality and to comply with the relevant rules.
5. Registration for the match will start from 7:30.
6. RO briefing will start at 8:00.
7. The match will commence at 9:00.

### **Match Officials**

Match Director: Denzil Venske

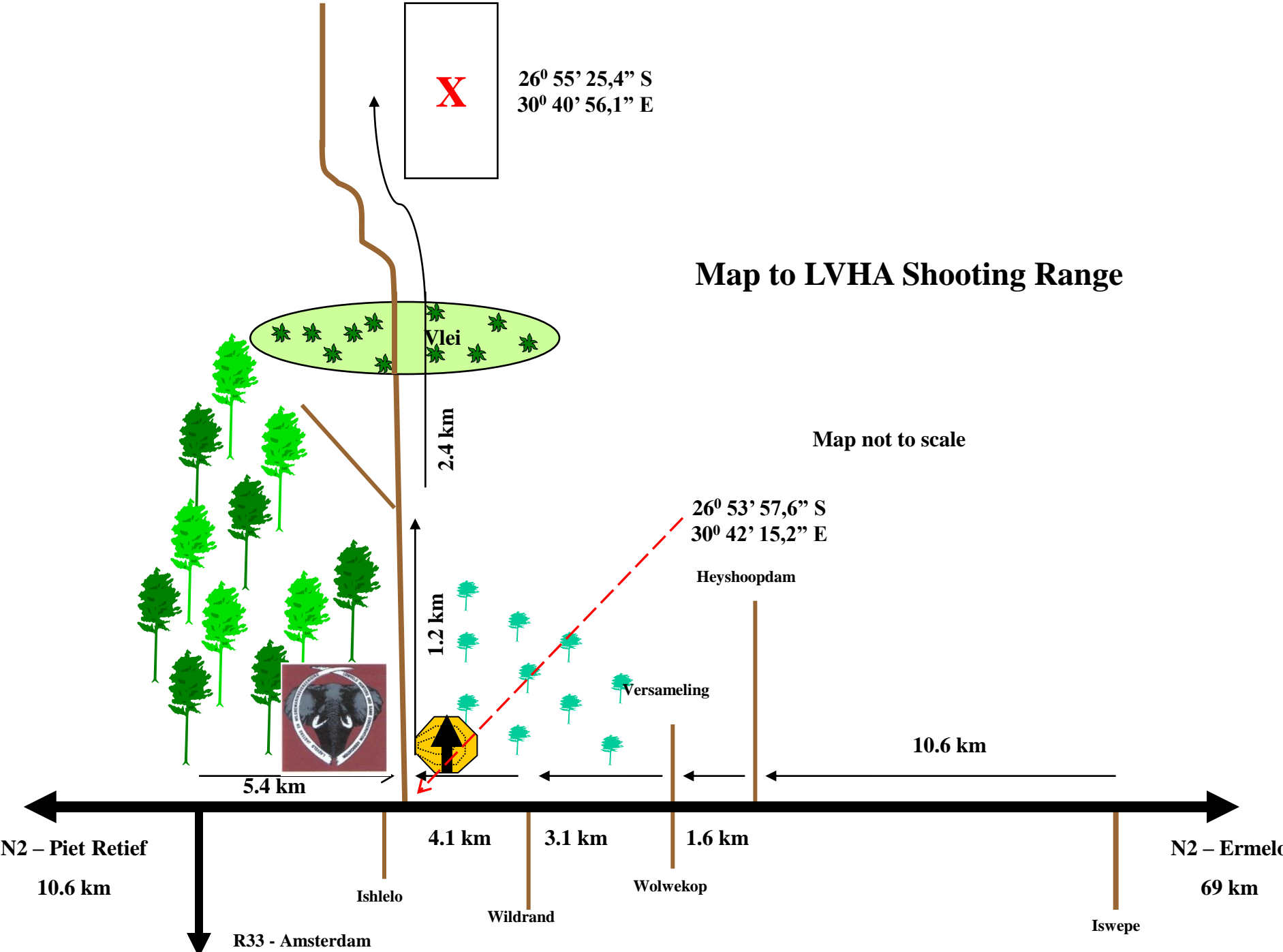
Chief Range Officer: Johan Prinsloo

Arbitration Committee: Will be appointed if required.

The Piet Retief Practical Shooting Club wishes you a safe and enjoyable shoot.

# Map to LVHA Shooting Range

Map not to scale



# RANGE OFFICER BRIEFING

**Stage 1:**        **5 Times**  
                      **(Pistol)**

**Targets:**        9 IPSC Mini Targets  
                      4 Penalty target  
                      1 Poppers

**Distance:**     3 - 15m

**Min. Rounds:** 19

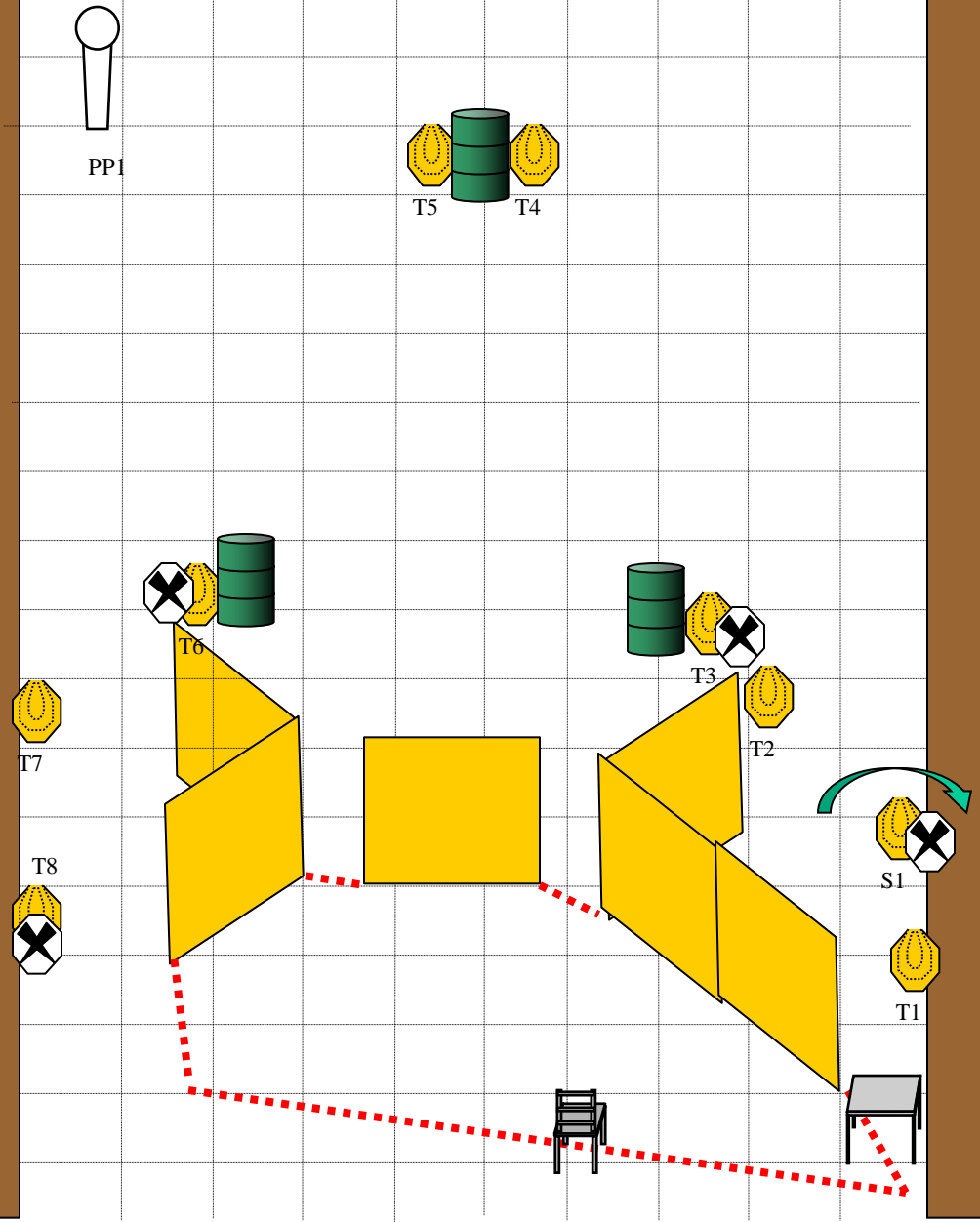
**Start:**           Audible signal

**Stop:**           Last shot

**Briefing:** Competitor starts sitting with hands on knees. Firearm loaded and placed on table. On signal engage targets and popper as they become visible while remaining in demarcated area. PP1 activates S1, which remains visible

**Penalties:**     As per latest IPSC rules.

## Range 1



# RANGE OFFICER BRIEFING

**Stage 2:**        **3 Windows**  
                      **(Pistol)**

**Targets:**        10 IPSC Mini Targets  
                      2 Penalty target  
                      3 Poppers

**Distance:**      3 - 15m

**Min. Rounds:** 23

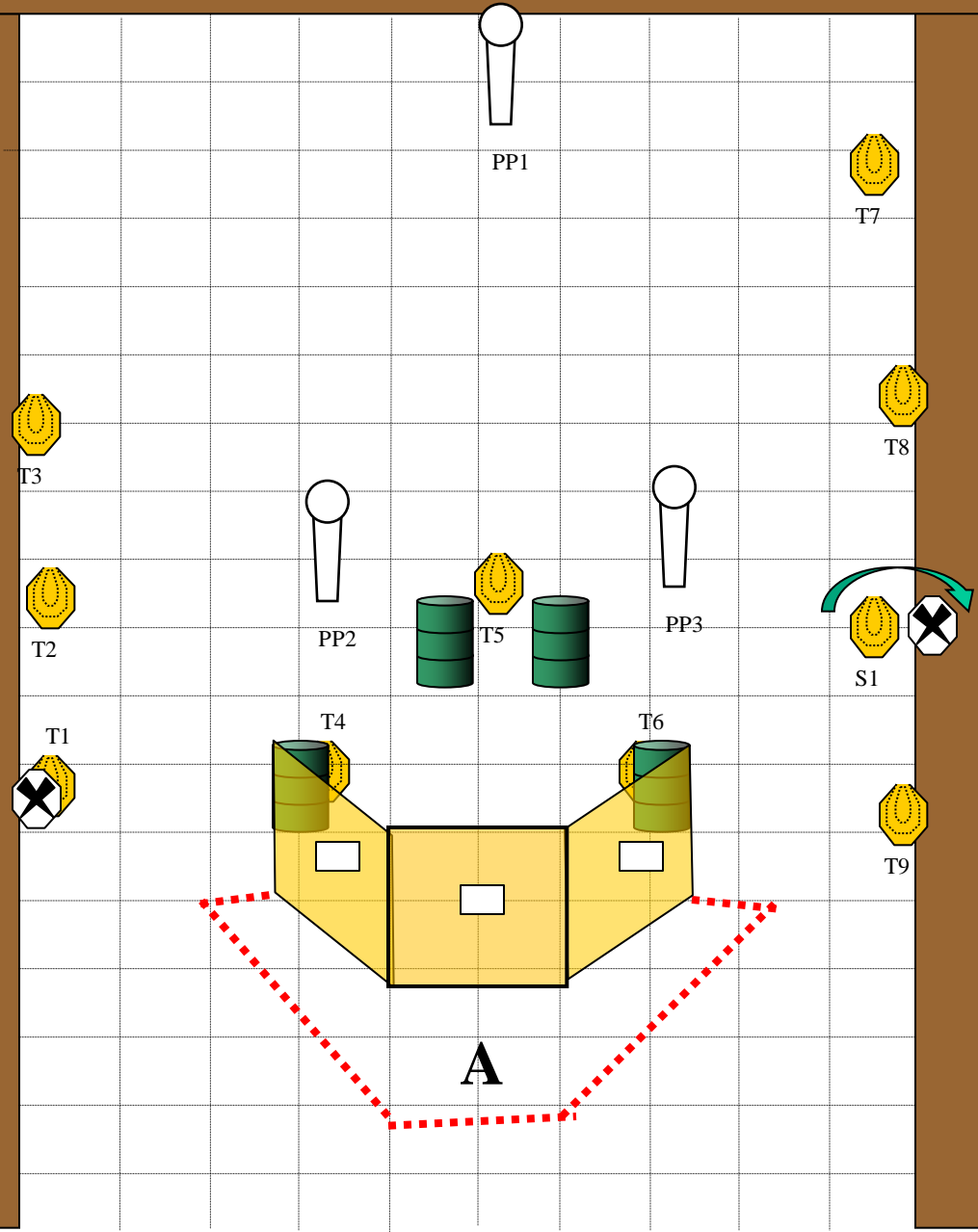
**Start:**            Audible signal

**Stop:**            Last shot

**Briefing:** Competitor starts standing in Area A. Firearm loaded and holstered, hands relaxed at sides. On signal engage targets and popper as they become visible while remaining in demarcated area. PP1 activates S1, which remains visible

**Penalties:**      As per latest IPSC rules.

## Range 2



# RANGE OFFICER BRIEFING

**Stage 3:**      **Quickly now**  
                  **(Pistol)**

**Targets:**      6 IPSC Mini Targets

**Distance:**    15m

**Min. Rounds:** 12

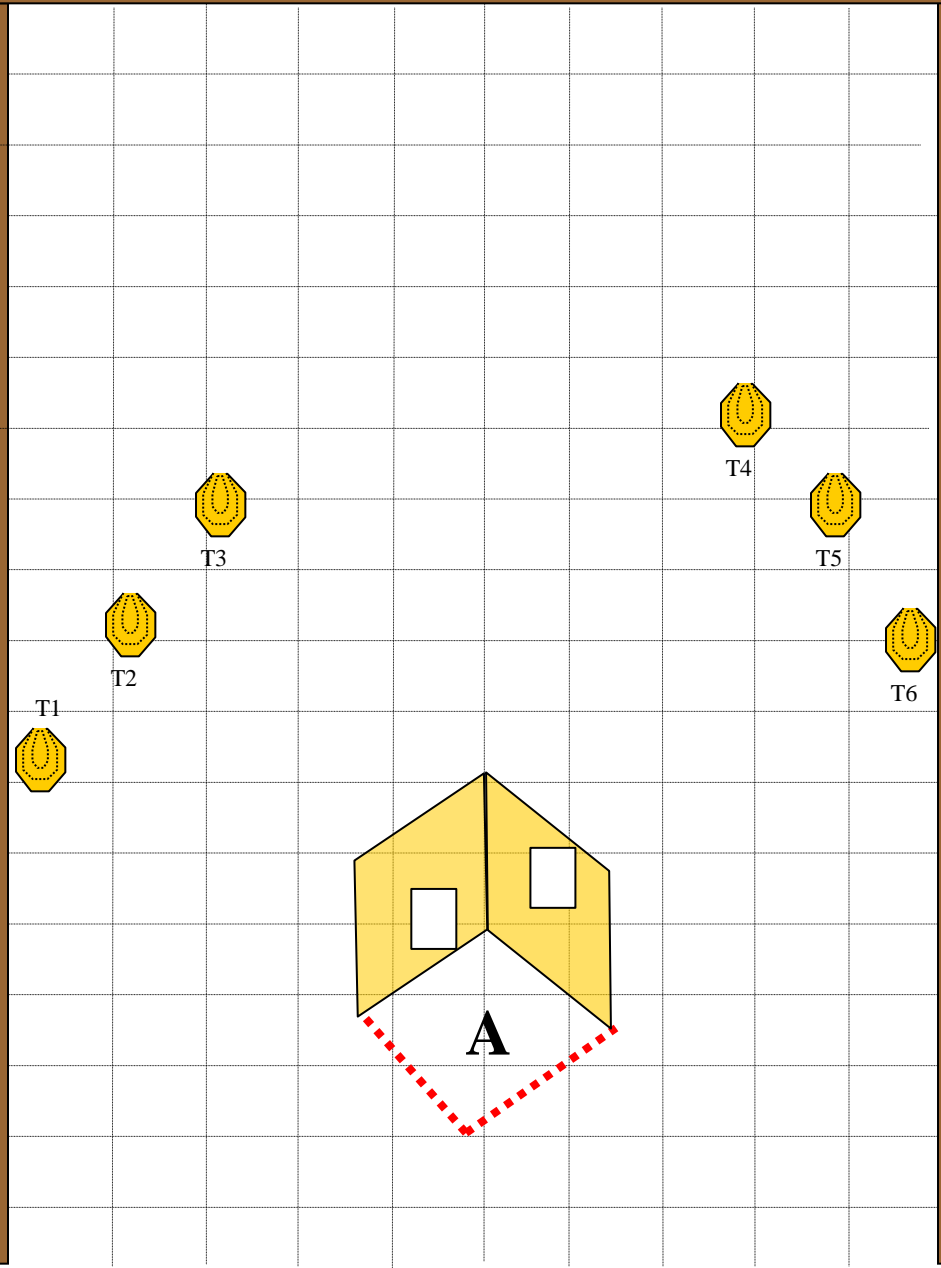
**Start:**        Audible signal

**Stop:**        Last shot

**Briefing:** Competitor starts standing in Area A. Firearm loaded and holstered, hands relaxed at sides. On signal engage targets through apertures while remaining in Area A. visible

**Penalties:**    As per latest IPSC rules.

## Range 5



# RANGE OFFICER BRIEFING

**Stage 4:**      **On the Move**  
**(Shotgun)**

**Targets:**      4 Frangible  
                 8 Plates

**Distance:**     10 - 15m

**Min. Rounds:** 12 (Birdshot)

**Max points:**   60

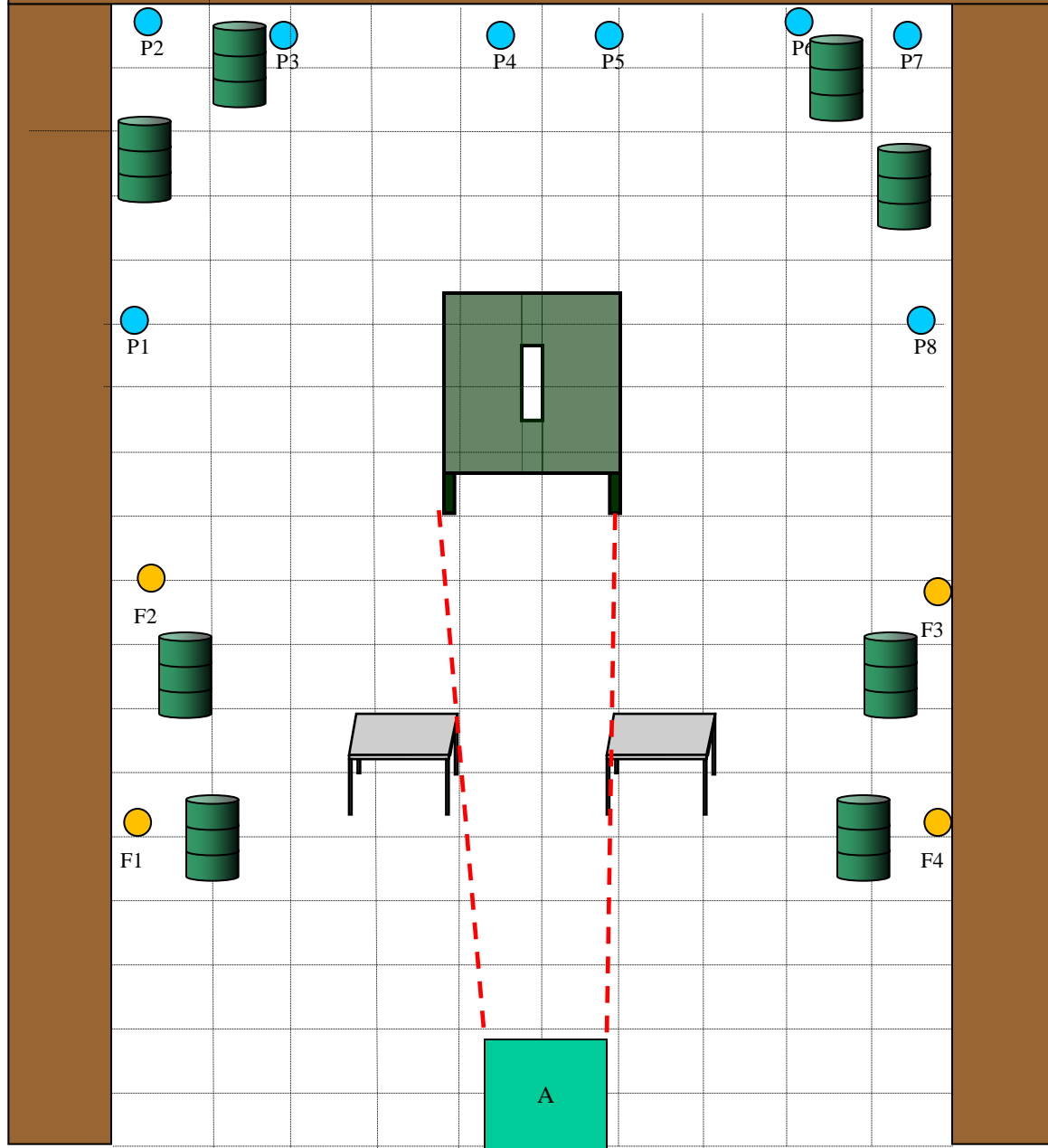
**Start:**          Audible signal

**Stop:**          Last shot

**Briefing:**      Competitor starts in Box A, firearm unloaded (option 3). Shotgun to be placed on either table and all ammo to be used on opposite table, no ammo on person. On signal engage targets as they become visible while remaining in demarcated area.

**Penalties:**     As per latest IPSC rules.

## Range 3



# RANGE OFFICER BRIEFING

**Stage 5:**      **Slowly now**  
**(Shotgun)**

**Targets:**      16 Plates  
                 4 Penalty Plates

**Distance:**    10 - 15m

**Min. Rounds:** 16 (Birdshot)

**Max points:** 80

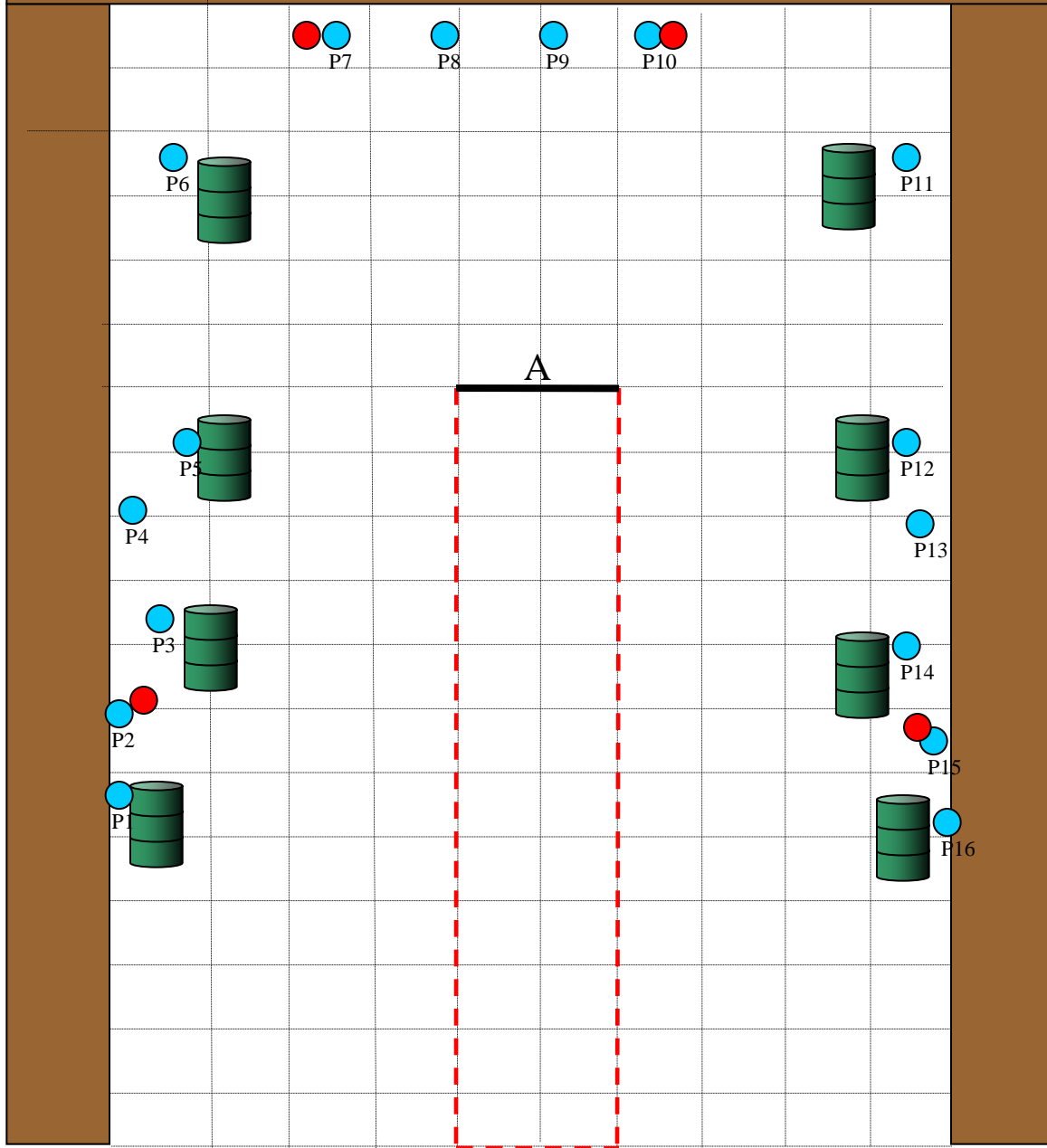
**Start:**         Audible signal

**Stop:**         Last shot

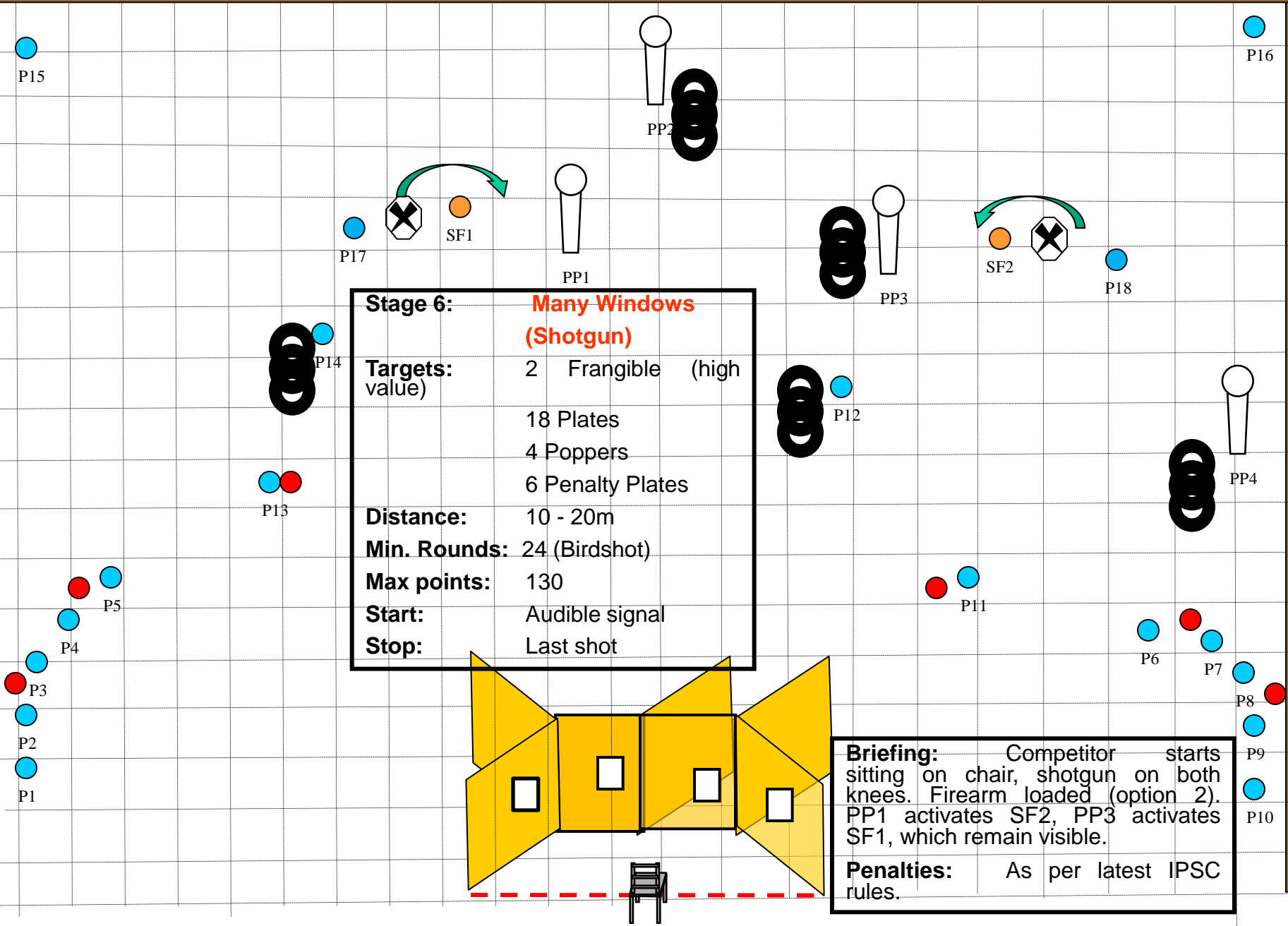
**Briefing:**     Competitor starts facing downrange, toes touching A, firearm loaded (option 1). On signal engage plates as they become visible while remaining in demarcated area.

**Penalties:**    As per latest IPSC rules.

## Range 4



# Shotgun Range



**Stage 6:** **Many Windows (Shotgun)**

**Targets:** 2 Frangible (high value)  
 18 Plates  
 4 Poppers  
 6 Penalty Plates

**Distance:** 10 - 20m

**Min. Rounds:** 24 (Birdshot)

**Max points:** 130

**Start:** Audible signal

**Stop:** Last shot

**Briefing:** Competitor starts sitting on chair, shotgun on both knees. Firearm loaded (option 2). PP1 activates SF2, PP3 activates SF1, which remain visible.

**Penalties:** As per latest IPSC rules.



# RANGE OFFICER BRIEFING

**Stage 7:** **Victory**  
**(Rifle)**

**Targets:** 5 IPSC mini targets

**Distance:** 5-15m

**Min. Rounds:** 10

**Start:** Audible signal

**Stop:** Last shot

**Briefing:** Competitor starts and remains in Box A. Firearm loaded (option 2). On signal engage targets as they become visible.

**Penalties:** As per latest IPSC rules.

## Range 6

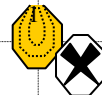
T4



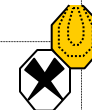
T5



T2



T3



T1



A



# RANGE OFFICER BRIEFING

**Stage 8:** **Sprint**  
**(Rifle)**

**Targets:** 9 IPSC Mini Targets  
2 Plates  
2 Penalty target

**Distance:** 50 - 100m

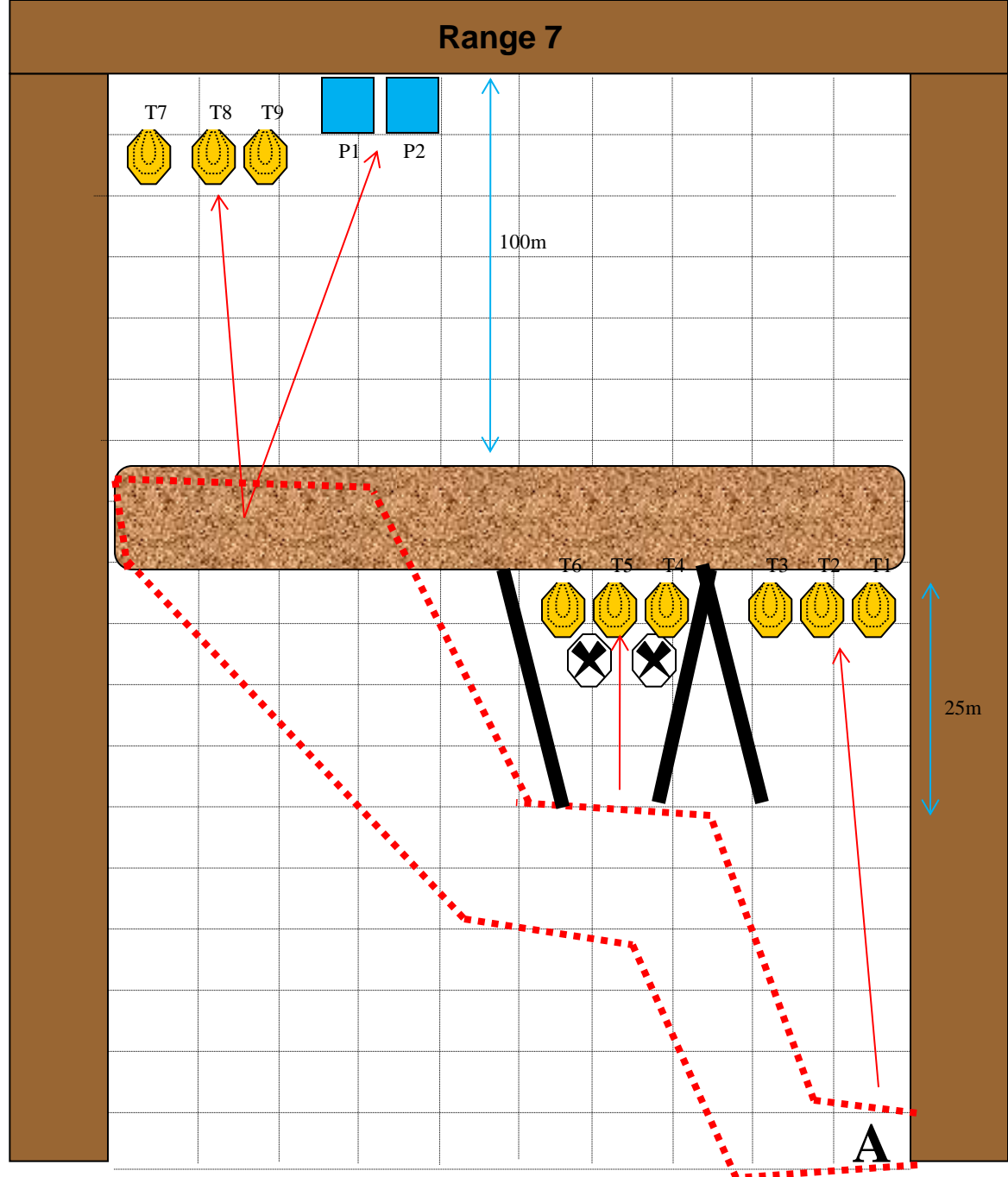
**Min. Rounds:** 20

**Start:** Audible signal

**Stop:** Last shot

**Briefing:** Competitor starts standing in Area A. Firearm loaded (Option 1). On signal engage targets as they become visible while remaining in demarcated area.

**Penalties:** As per latest IPSC rules.



# RANGE OFFICER BRIEFING

**Stage 9:** All 3 Positions  
(Rifle)

**Targets:** 12 IPSC Mini Targets  
4 Penalty target

**Distance:** 25 - 50m

**Min. Rounds:** 24

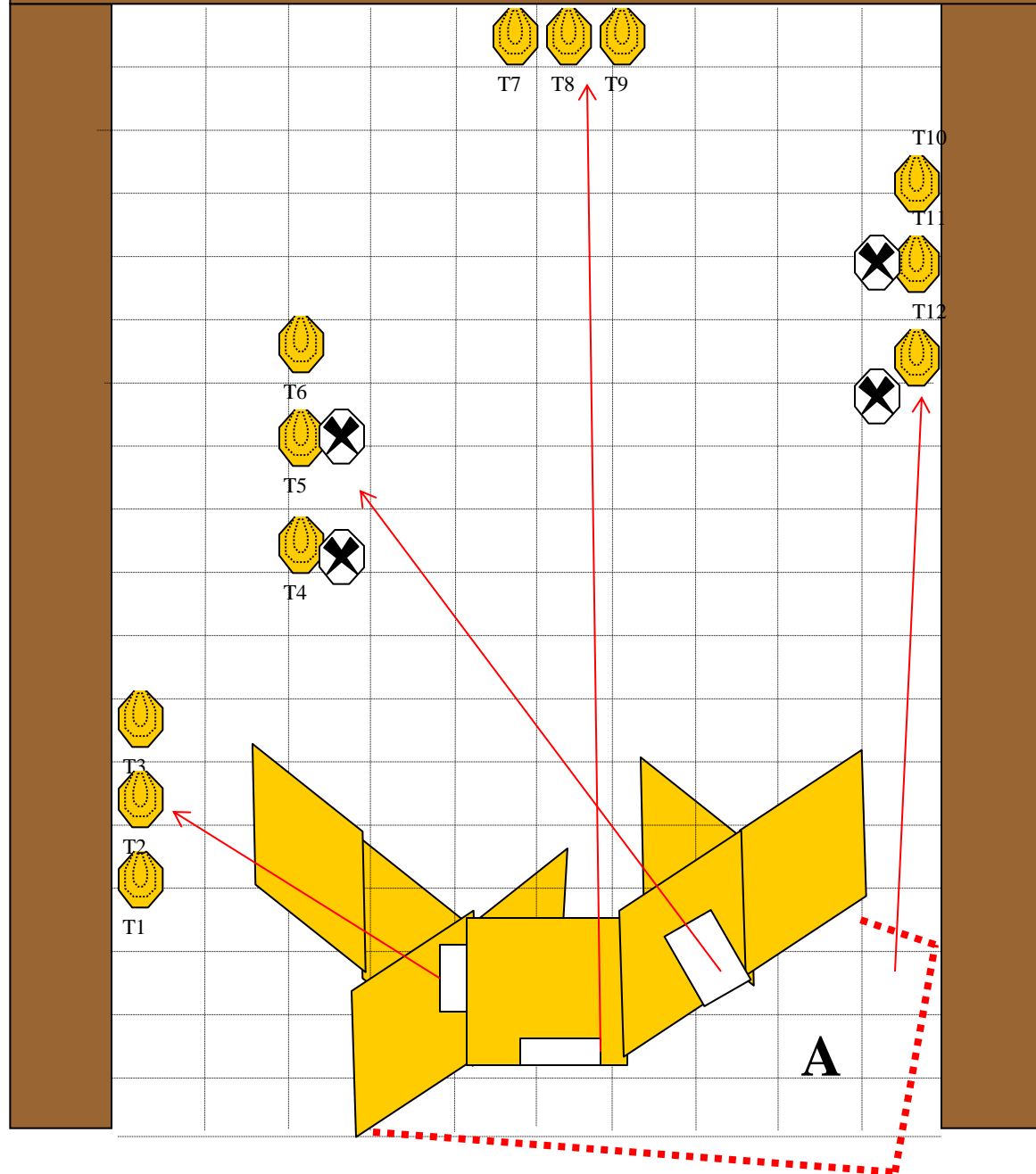
**Start:** Audible signal

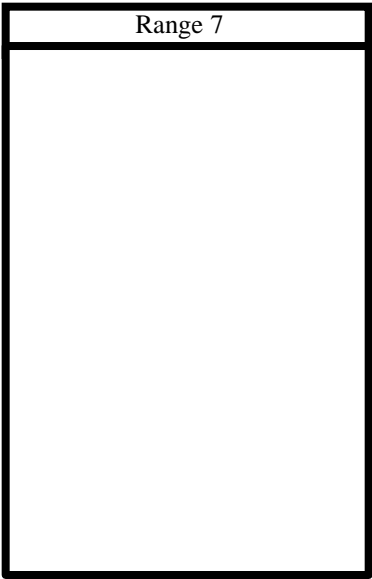
**Stop:** Last shot

**Briefing:** Competitor starts standing in Area A. Firearm loaded (option 1). On signal engage targets as they become visible while remaining in demarcated area.

**Penalties:** As per latest IPSC rules.

## New Range





Stage	A	C	D	Misses	Penalties	Procedural	Time
1							
2							
3							
4							
5							
6							
7							
8							
<b>Total</b>							