

MPSA 2 Gun League 1 13 Jun 2015



RANGE	NAME	WEAPON/ AMMO	STAGE	MIN. ROUNDS	POSSIBLE POINTS	STAGE % ROUNDS	STAGE % POINTS
1	Shotgun stage 1	Buck shot 9 pellets	1	19	160	17%	25%
2	Shotgun stage 2	Bird shot	2	28	140	25%	22%
3	Rifle stage 1	Rifle	1	18	90	16%	14%
4	Shotgun stage 3	Bird shot	3	10	50	9%	8%
8	Rifle stage 2	Rifle	2	18	100	16%	16%
10	Rifle stage 3	Rifle	3	20	100	18%	16%
Totals				113	640	100%	100%

Sportsman Like Behavior – Work Together!

- Remain with your detail through out the shoot.
- Help patch, score and pick up poppers and plates, every stage.
- Help others with collection of “Doppies” after every shoot.
- Sign your score sheet at the end of the stage. Vanishing shooters get ZERO score.

RULES

- The competition will be run according to the current IPSC rules.
- The wearing of eye and ear protection will be required during all stages of the match for participants and spectators
- No testing of the range equipment will be allowed prior to or during the match
- Additional no shoots or barricades may be added to stages to enhance safety of all competitors and spectators
- No bagging, un-bagging or indexing will be allowed on the range, to be done in the safety area or under supervision of the range officer on the line.
- No Ammo permitted in safety areas

MATCH DIRECTOR:
RANGE MASTER:
CRO
ARBITRATORS:

A Olivier
M McAllister
J. Prinsloo
Three delegates to be appointed
by Match Director as and when
required



- VENUE: Ngodwana Shooting Range
- DATE: 13th June 2015
- REGISTRATION: 07H30 to 08H15
- RO BRIEFING: 08H00 to 08H30
- START : 08H30
- ENTRY FEE: Members R200
- REFRESHMENTS ON SALE



Note to Shooters / Spectators

Vehicle Access on to the range is restricted.

No Parking on the range please.

For your own safety, Strictly no climbing on or over walled barricades.



Snack time

What's for breakfast and lunch



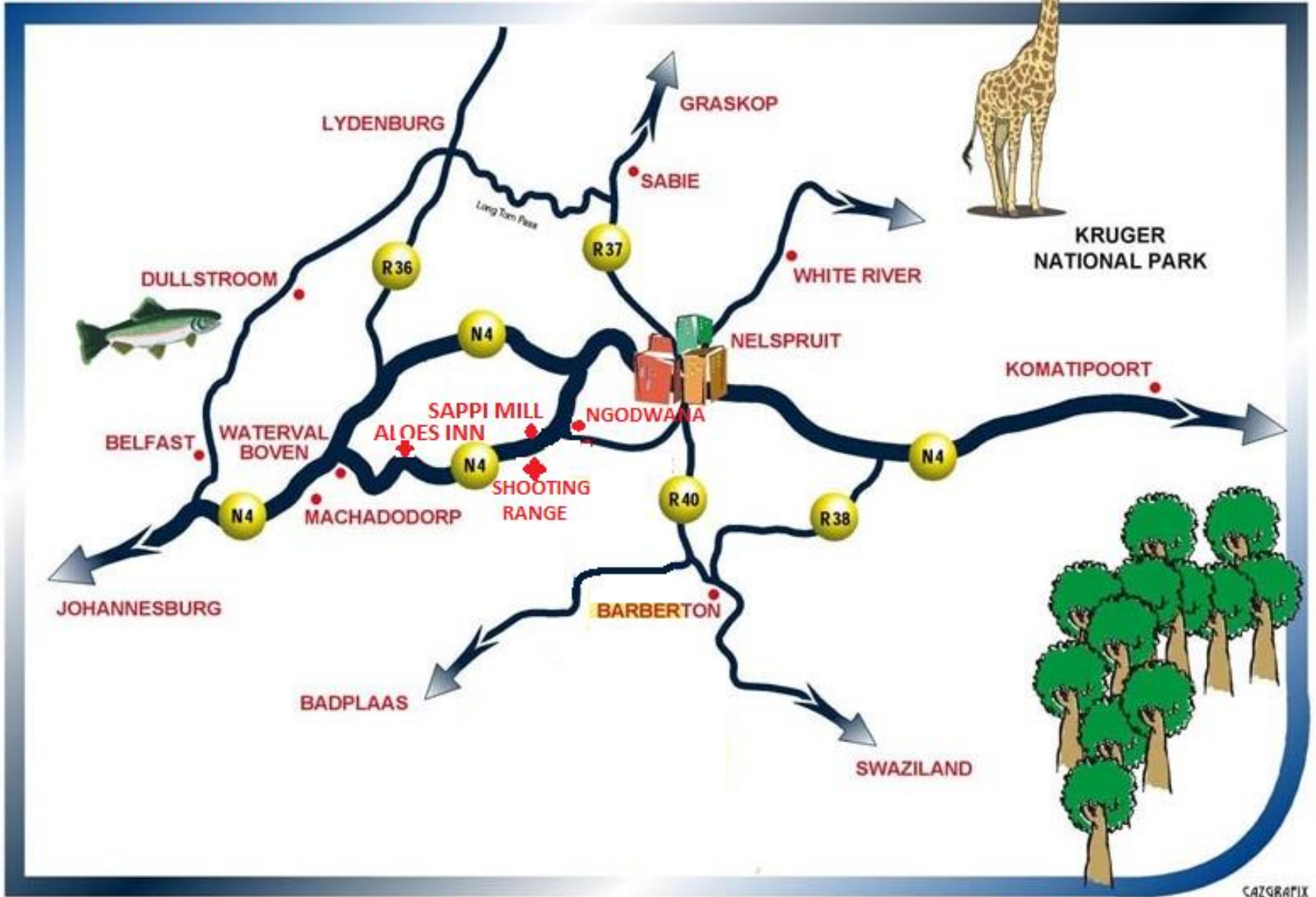
Thirsty



Bacon and egg
Chees
Mince



MAP TO NGODWANA SHOOTING RANGE





Map to Ngodwana Shooting Range



Ngodwana Shooting Range Lay-out



Range 1

Range 2 A&B

Range 3

Range 4

Range 5

Range 6

Range 7

Range 8

Range 9

Club house

Range 10

Parking

Range 11

Shotgun, Stage 1. Range 1

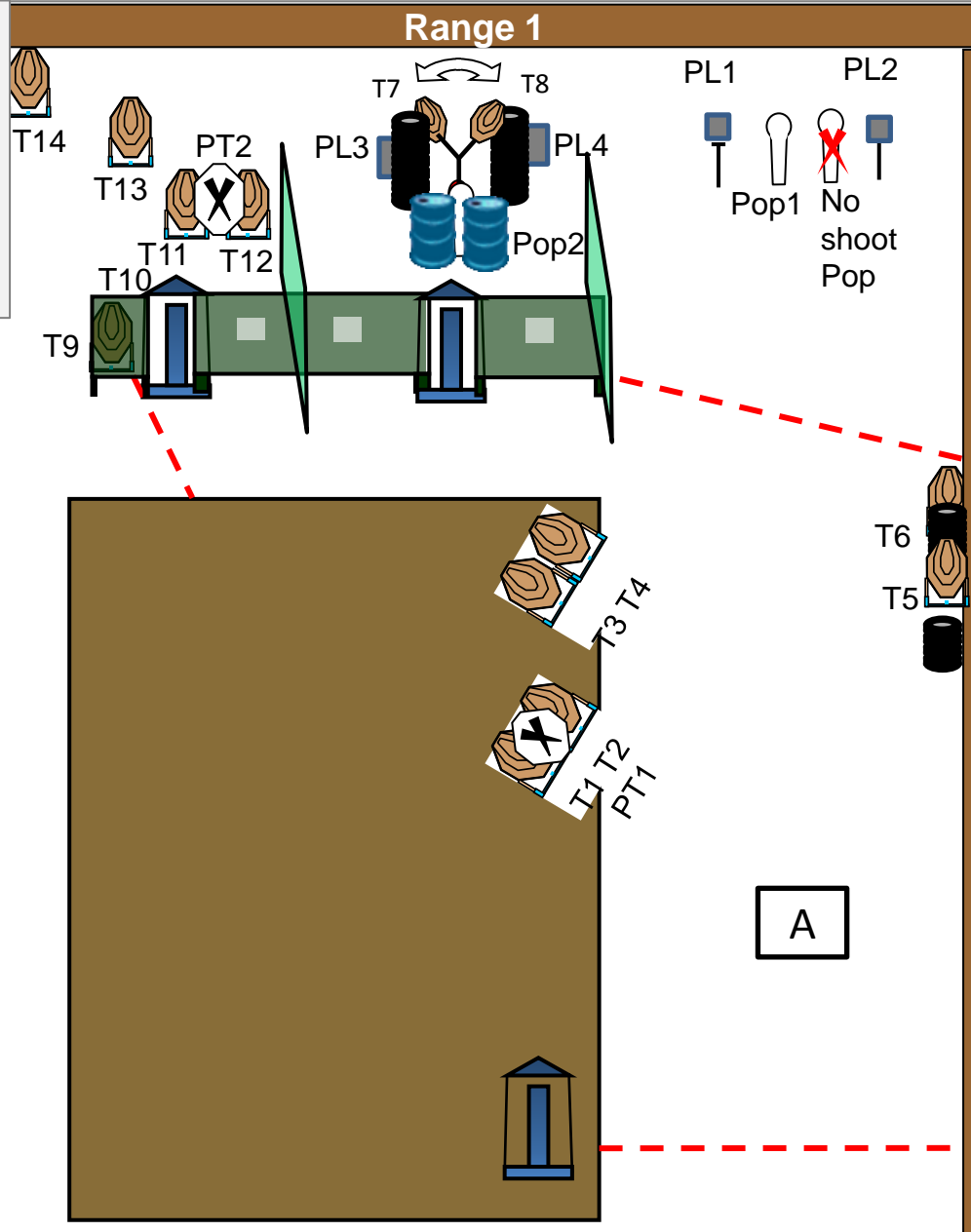
START POSITION: Shooter starts standing in box A, Shotgun loaded option 1, butt on hip facing down range.

STAGE PROCEDURE

On signal engage targets from within the demarcated area.

DISTANCES: 7 - 42m

Note1. Popper 2 activates swinging targets 7&8.



Number of rounds to be scored: 20
Buck 9 pellets max

SCORING: 160 points

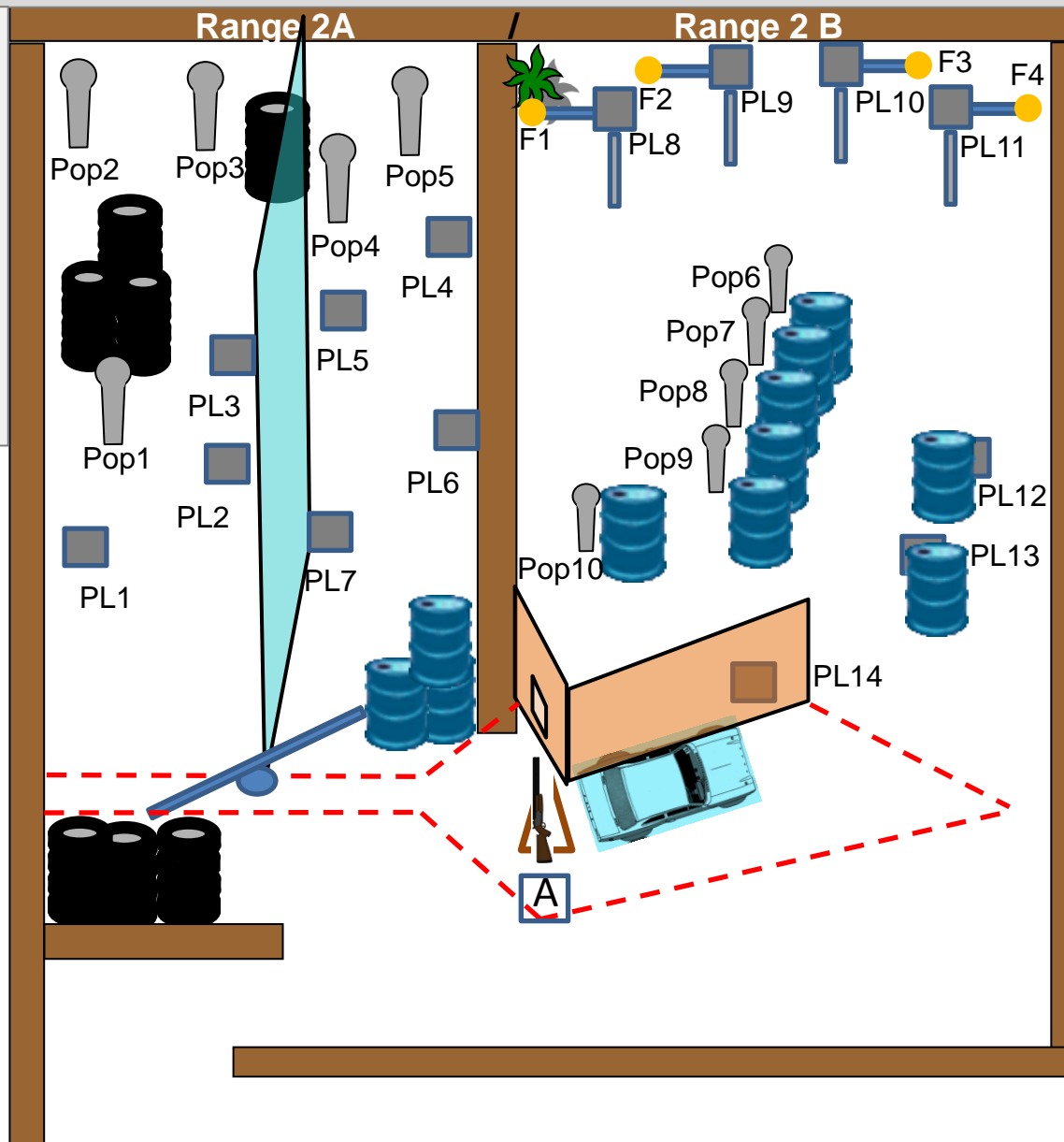
TARGETS: 11 IPSC targets, 2 IPSC swinging targets, 2 no shoot targets, 1 no shoot popper, 4 plates and 2 poppers

Shotgun Stage2 Range 2-A&B

START POSITION: Shooter starts standing in box A, hands at sides, S Gun in gun rack magazine loaded, chamber empty, action closed (option2).

STAGE PROCEDURE

On signal engage targets from within the demarcated area. All targets on range 2A must be shot from the pivoting platform. Plates 8 to 11 will activate frangible targets (clays) F1 to F4
DISTANCES: 7 to 25m



Number of rounds to be scored: 28 Bird

SCORING: 140 points

TARGETS: 10 poppers, 14 plates, 4 frangible targets (clays)

Rifle Stage 1 – Range 3

START POSITION: Shooter starts standing relaxed in Area A holding rifle in strong hand and weak hand at side, Rifle unloaded option 3.

STAGE PROCEDURE

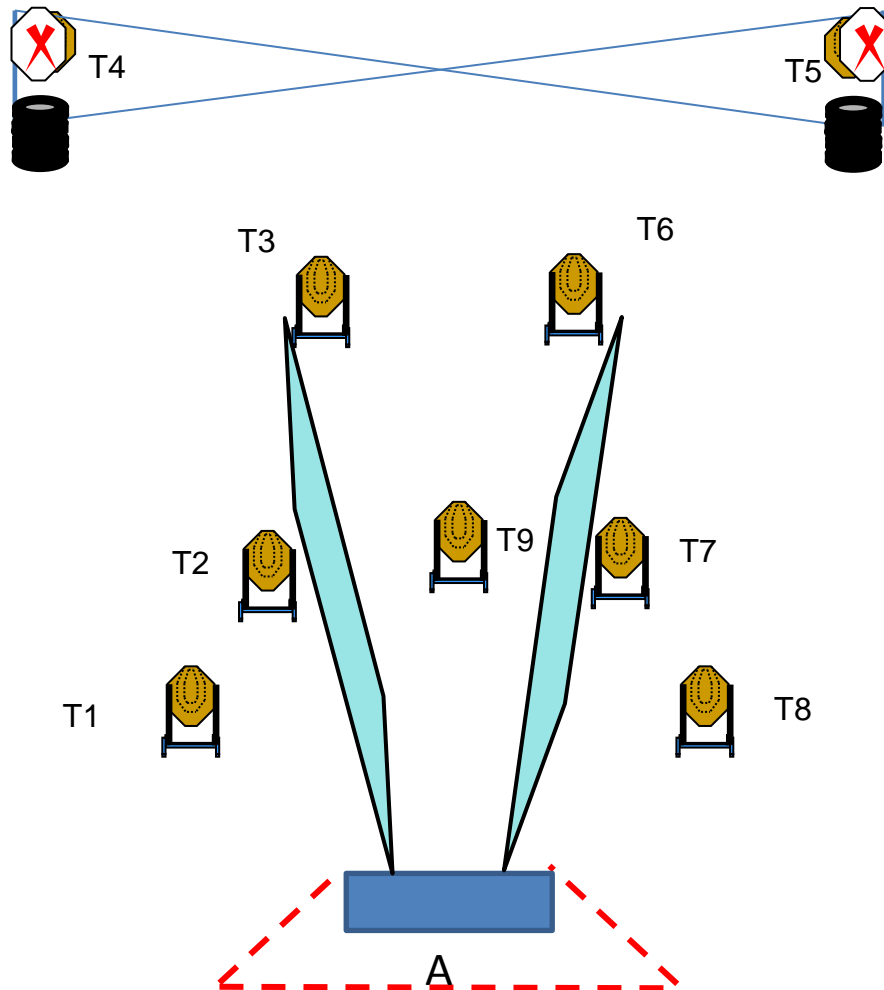
On signal engage targets from the hanging platform only. Pulling the handle attach to the rope in the centre of the hanging platform activates runners T4 and T5 which remains visible and will carry drop shot penalties.

DISTANCES: 7 - 20m

Number of rounds to be scored : 18

SCORING: 90 points

TARGETS: 9 IPSC Targets, 2 No shoot targets.



Shotgun Stage 3 - Range 4

START POSITION: Shooter starts sitting on Horse, Shotgun loaded, chamber empty, action closed, option 2, muzzle pointing downrange both hands holding the gun.

STAGE PROCEDURE

On signal engage targets while remaining seated on drum.

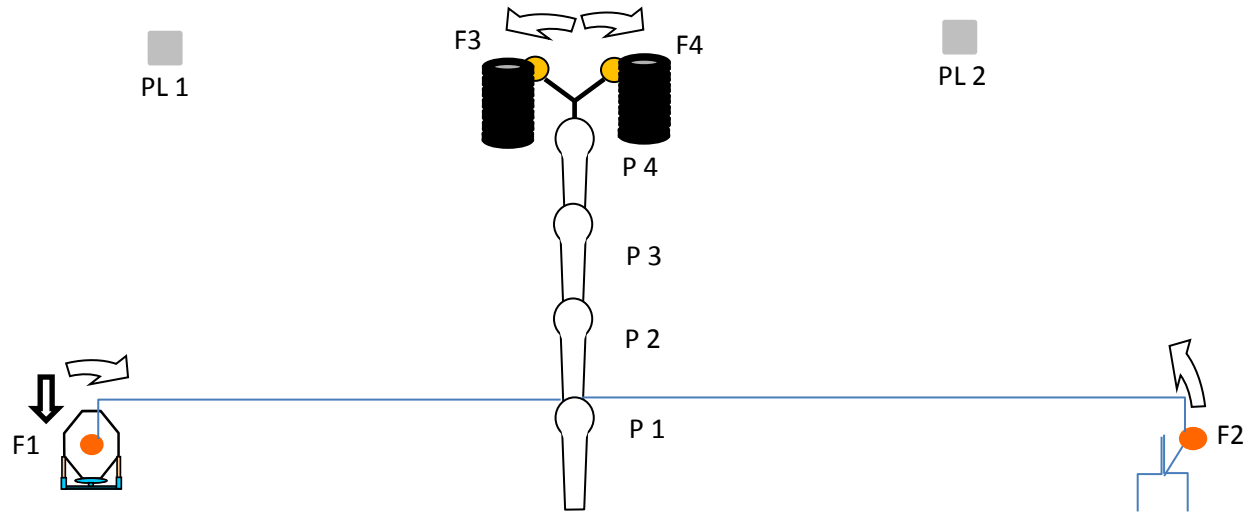
DISTANCES: 5 - 20m

Popper 1 activates drop-turner frangible target F1 and clay thrower F2 which disappear with no drop shot penalty, Popper 4 activate double swinger frangible targets F3 and F4, which remains visible and carry drop shot penalty.

Number of rounds to be scored : 10 Bird

SCORING: 50 points

TARGETS: 4 frangible targets (clays), 4 Poppers, 2 plates



Rifle Stage 2 – Range 8

START POSITION: Shooter starts standing relaxed in Area A, holding rifle at side butt on hip and barrel pointing downrange. Rifle is loaded, option 1. Bipod to be in folded position and sling should be hanging loose.

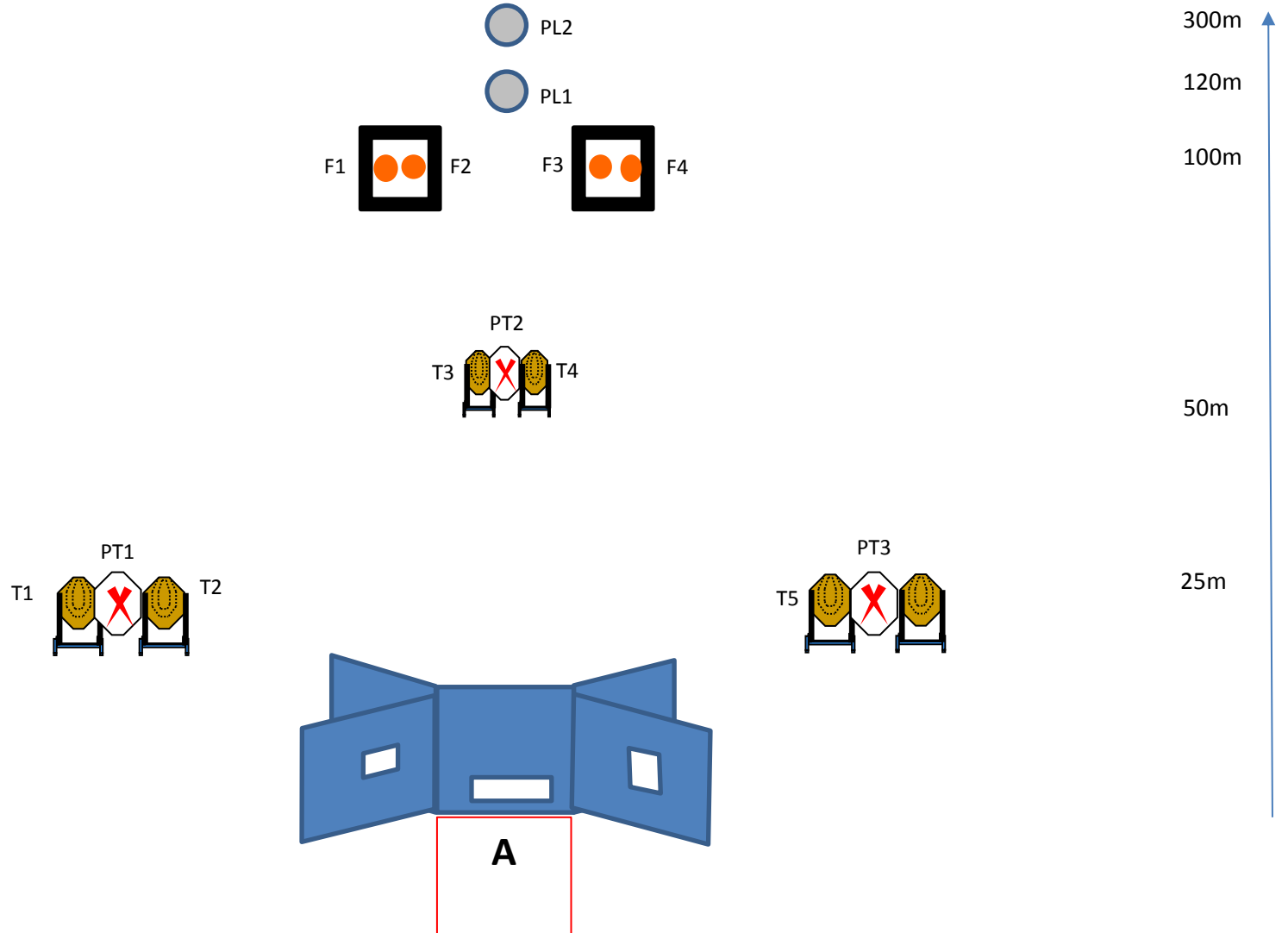
STAGE PROCEDURE

On signal engage targets from within the demarcated area.
DISTANCES: 25 - 300m. Frangible targets F1-F4 score double.

Number of rounds to be scored : 18

SCORING: 110 points

TARGETS: 6 IPSC Targets, 3 no shoot targets, 4 frangible targets (clays), 2 plates



Course builder note:
Area A should allow for shooting from the prone position.

Rifle Stage 3 – Range 10

START POSITION: Shooter starts in the prone position lying on the shooting mat, hands folded, palms on mat with forehead resting on hands, rifle in gun rack, magazine loaded, chamber empty, action closed, option 2.

STAGE PROCEDURE

On signal engage targets from within demarcated area A and B. All steel must be engaged from area A.

DISTANCES: 5 - 65m

Number of rounds to be scored : 20

SCORING: 100 points

TARGETS: 8 IPSC Targets, 2 plates, 2 Poppers, 4 no shoot targets.

