

VENUE: Ngodwana Shooting Range

DATE – RIFLE: 22nd April 2017 – 8 STAGES

REGISTRATION: 07H30 to 08H15
 RO BRIEFING: 07H45 to 08H30
 START: 08H30 Sharp
 ENTRY FEE: R200.00

- Each day is a separate event, but only one entry fee is payable, for entry to the full event or entry only for either single day.
- Range Officers be reimbursed only once for the full event, not for each day. Rifle 22nd April, Shotgun, 23rd April.
- Refreshments will be on sale both days.
- Accommodation available at Aloes Country Inn (Dave Mobile : 084 712 1659)
- Camping at the Range is Permitted at no charge.
 (Potable water and Toilers available on the range)

Note to Shooters / Spectators

Vehicle Access on to the range is restricted.

No Parking on the range please.

For your own safety, No climbing on or over walled barricades. Camping is permitted at the range, but facilities are limited to water and toilet.

MPSA – Rifle Tournament 1 2017





<u>Sportsman Like Behavior – Work Together!</u>

- 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 non 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 line
- No Ammo permitted in safety areas

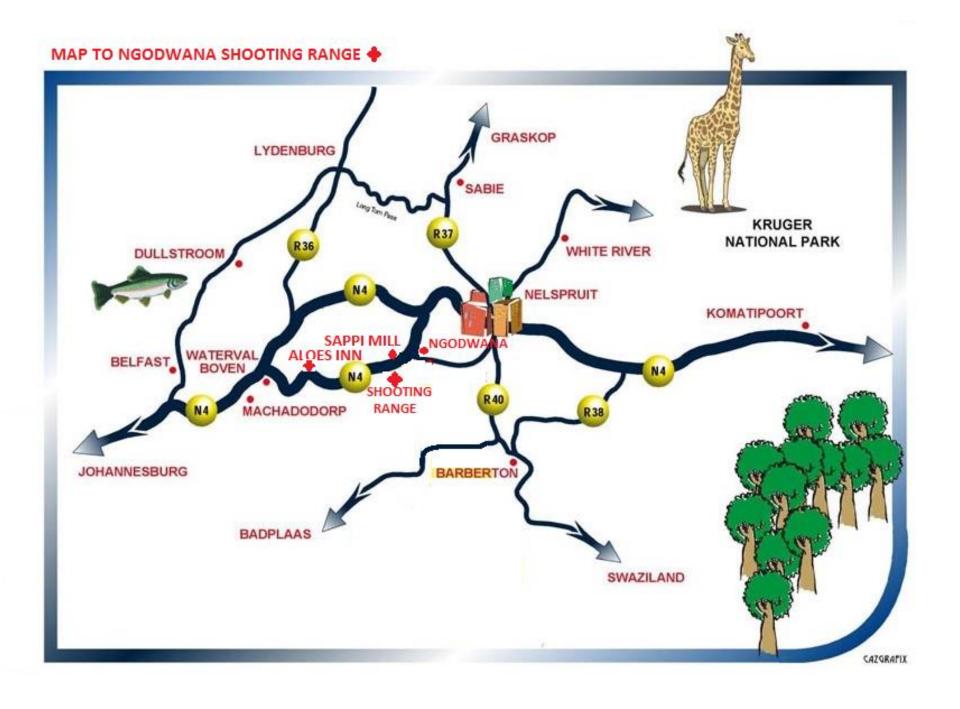
MATCH DIRECTOR: AT Olivier
RANGE MASTER: Mitch McAllister

CRO TBA

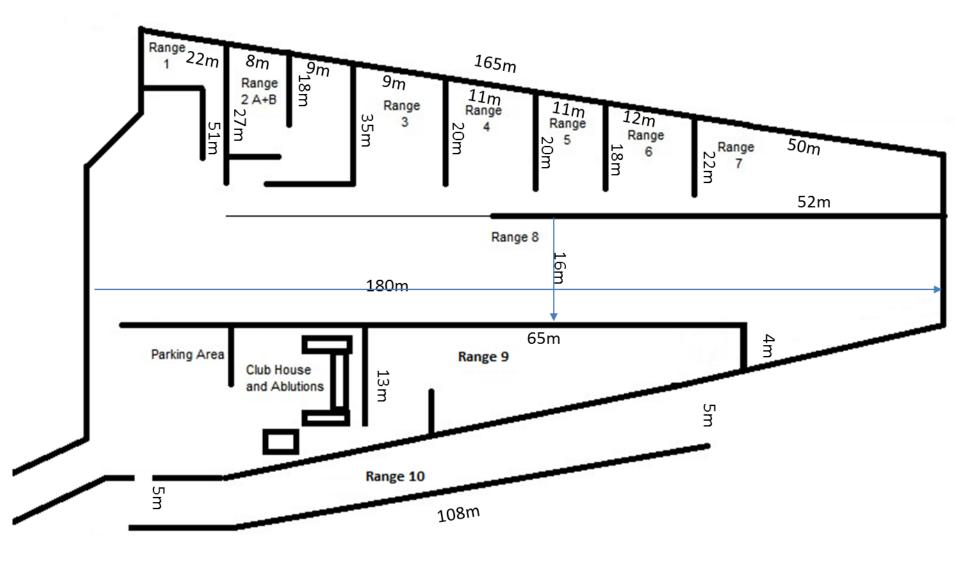
ARBITRATORS: Three delegates to be appointed

by Match Director as and when

required



Ngodwana Shooting Range Lay-out



RIFLE MATCH 22ND APRIL 2017

Minimum of 180 Rounds Required

Note:

All Targets will be White
All paper no Shoots will be Brown with Red Cross
All steel no shoots will be red

Rifle Stage 1 - Range 1 - Medium Course (Look Hard to Hit)

START POSITION: Shooter starts sitting in Area A, facing down range, hands at sides, rifle unloaded option 3 and is on the rack. All ammunition or magazines on the shooters belt.



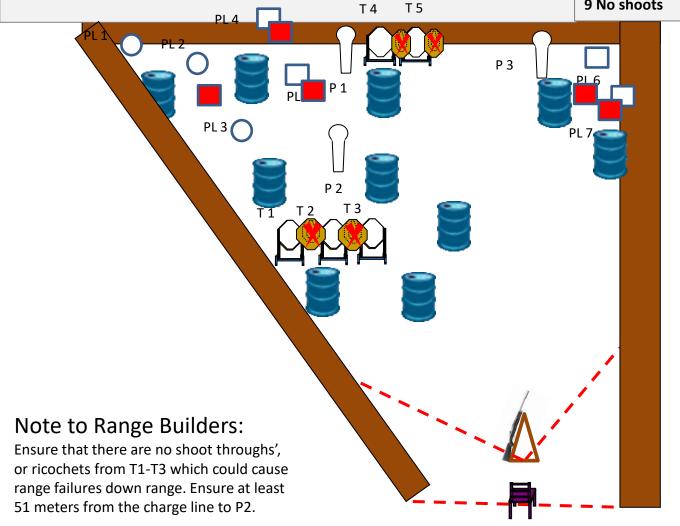
STAGE PROCEDURE

On audible start signal retrieve rifle, load and engage targets whilst remaining in the demarcated area.

DISTANCES: 35 to 65 meters.

MINIMUM ROUNDS: 20 SCORING: 100 points TARGETS: 5 IPSC Targets 7 plates

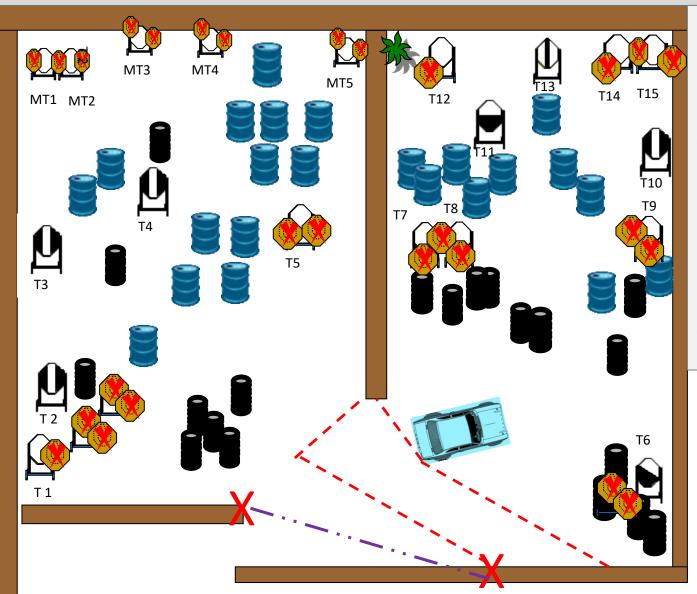
3 Poppers 9 No shoots



Rifle Stage 2 - Range 2 - Long Course - (Zebras in my face!)

START POSITION: Shooter starts any where in the demarcated area. Rifle Loaded Option 1 and held in the ready position facing down range..





STAGE PROCEDURE
On audible start signal engage targets as they become visible, whilst remaining in the demarcated area. Safety angle is between flags X to X.

DISTANCES: 6 to 25 m

MINIMUM ROUNDS: 40

SCORING: 200 points 15 IPSC Targets 5 x IPSC Mini and a number 27 x No shoot targets.

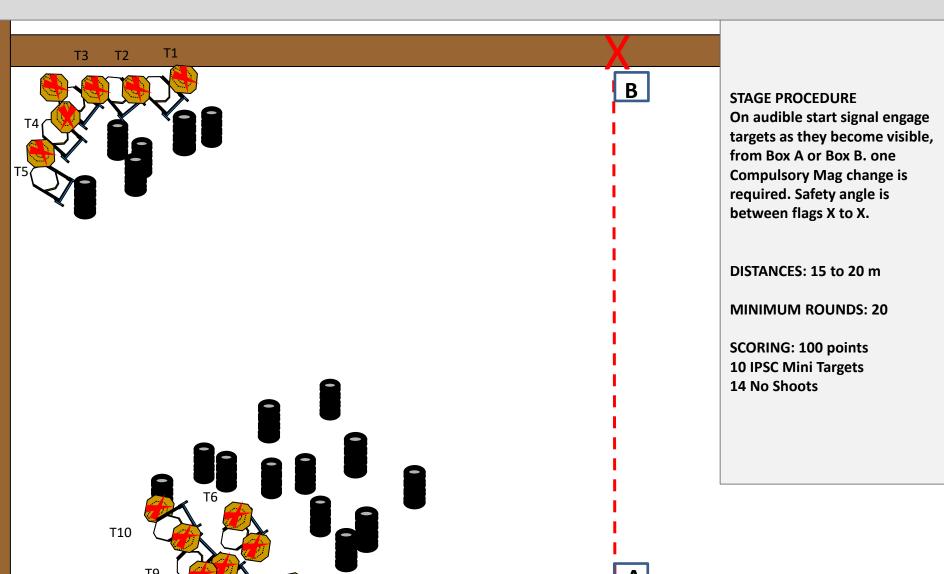
Note to Range Builders:

Ensure that there are no shoot throughs', or ricochets from front to rear targets, which could cause range failures down range.

Rifle Stage 3 - Range 3 - Medium- (Make Haste my Friend)

START POSITION: Shooter starts in Box A or Box B, rifle loaded option 1, held in the ready condition.

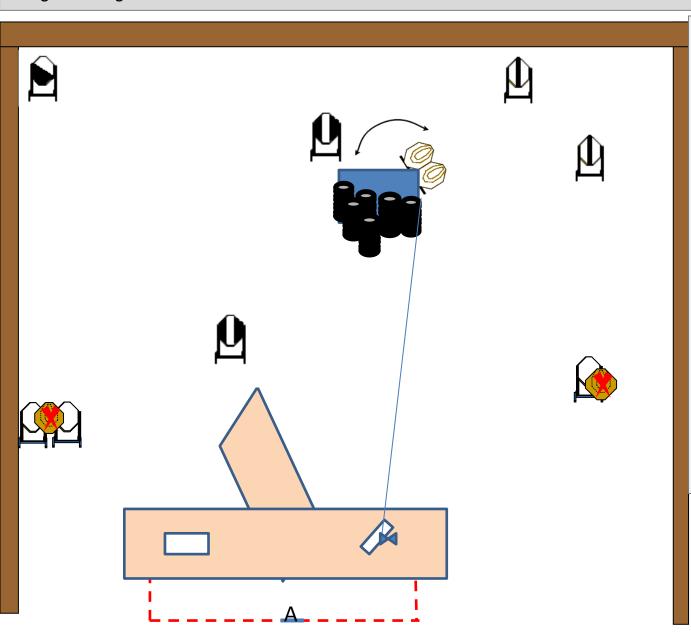




Rifle Stage 4 - Range 4 - Short Course (Narrow Gaps, One to Count)

START POSITION: Shooter starts with one heel touching A, Rife held in the left hand, loaded option 2, barrel parallel to the ground, facing down range.





STAGE PROCEDURE

On audible start signal engage targets as they become visible, whilst remaining in the demarcated area. Pulling he handle will activate the swinger, which will remain visible and which will carry drop shot penalties.

The highest single shot on each target applies.

DISTANCES: 8 to 25 m

MINIMUM ROUNDS: 10

SCORING: 50 points

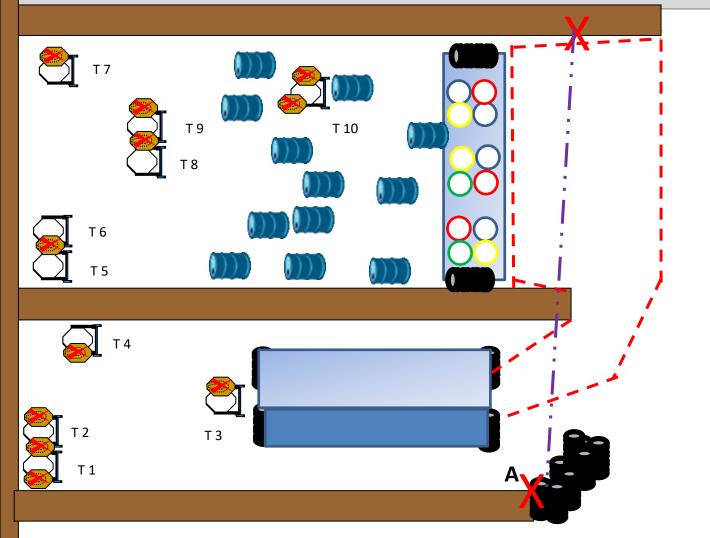
8 IPSC Targets

2 IPSC swinging Targets

2 no shoot targets

Rifle Stage 5 - Range 5 & 6 - Medium- (Which hole is Mine?)

START POSITION: Shooter starts anywhere in the demarcated area, Rifle loaded option 2 and Held in the ready position.





STAGE PROCEDURE

On audible start signal engage targets as they become visible, whilst remaining in the demarcated area. Safety angle is between flags X to X.

DISTANCES: 12 to 30 m

MINIMUM ROUNDS: 20

SCORING: 100 points 10 Mini IPSC Targets 11 no shoot targets

Rifle Stage 6 – Range 7 – Medium Course (As Fast and You Can)

START POSITION: Shooter stands anywhere in the demarcated area, rifle loaded option 1, and held in the ready position.

า.

STAGE PROCEDURE

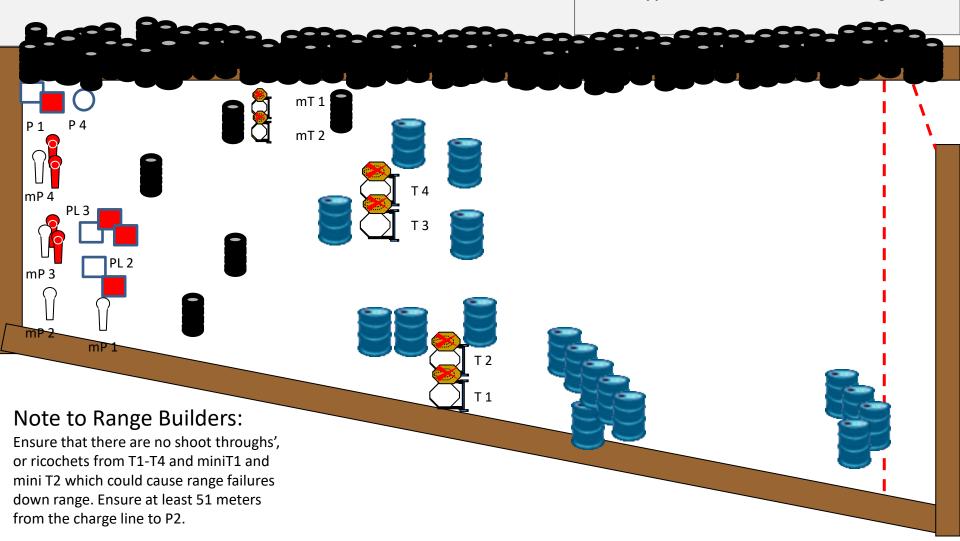
On audible start signal engage targets whilst remaining in the demarcated area.

DISTANCES: 20 to 52 meters.

MINIMUM ROUNDS: 20 SCORING: 100 points

TARGETS: 4 IPSC paper, 2 IPSC Mini paper,

4 mini Poppers, 4 Plates and 14 No shoot targets.



Rifle Stage 7 – Range 8 – Long Course (What the Frag is this?)

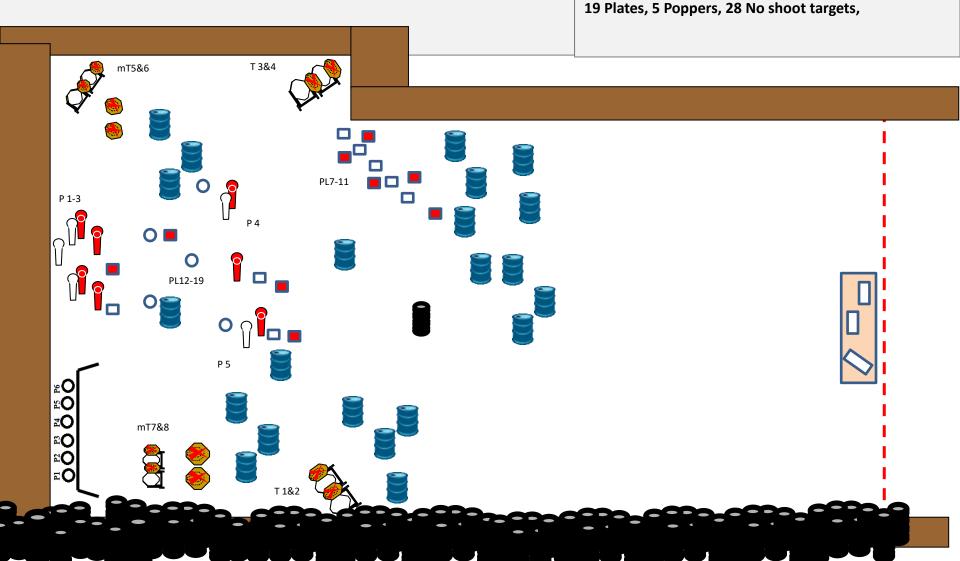
START POSITION: Shooter starts anywhere in the demarcated area, rifle loaded option 1, and held in the ready position.



STAGE PROCEDURE

On audible start signal engage targets whilst remaining in the demarcated area. DISTANCES: 58 to 110 meters.

MINIMUM ROUNDS: 40 SCORING: 200 points TARGETS: 4 IPSC Targets, 4 Mini IPSC Targets,



Rifle Stage 8 – Range 9 – Short Course (Popper Array?)

START POSITION: Shooter starts sitting in the guard house, rifle on his lap, barrel facing down range, loaded option 3.

STAGE PROCEDURE

On audible start signal engage targets whilst remaining in the demarcated area. DISTANCES: 51 to 55 meters. Safety angle is between flags X to X.

MINIMUM ROUNDS: 10 SCORING: 50 points

TARGETS:

10 Poppers and

10 No shoot poppers

