

MPSA – Shotgun Tournament 1 - 2018



- **VENUE:** **Ngodwana Shooting Range**
- **DATE – RIFLE:** 27th May 2018 – 7 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 26th May and Shotgun 27th May.
- 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 Toilets 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.

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 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

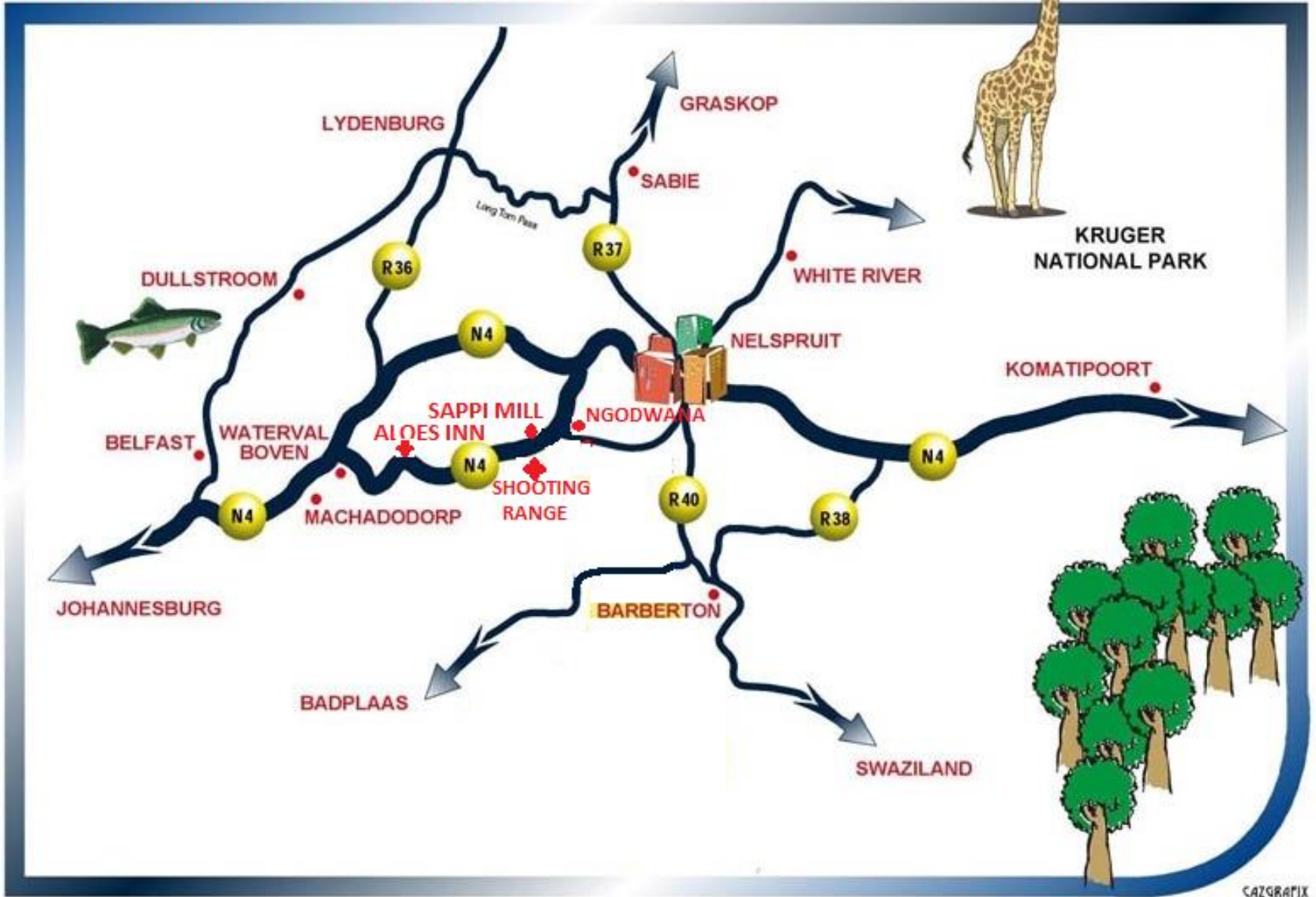
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Johan deBeer

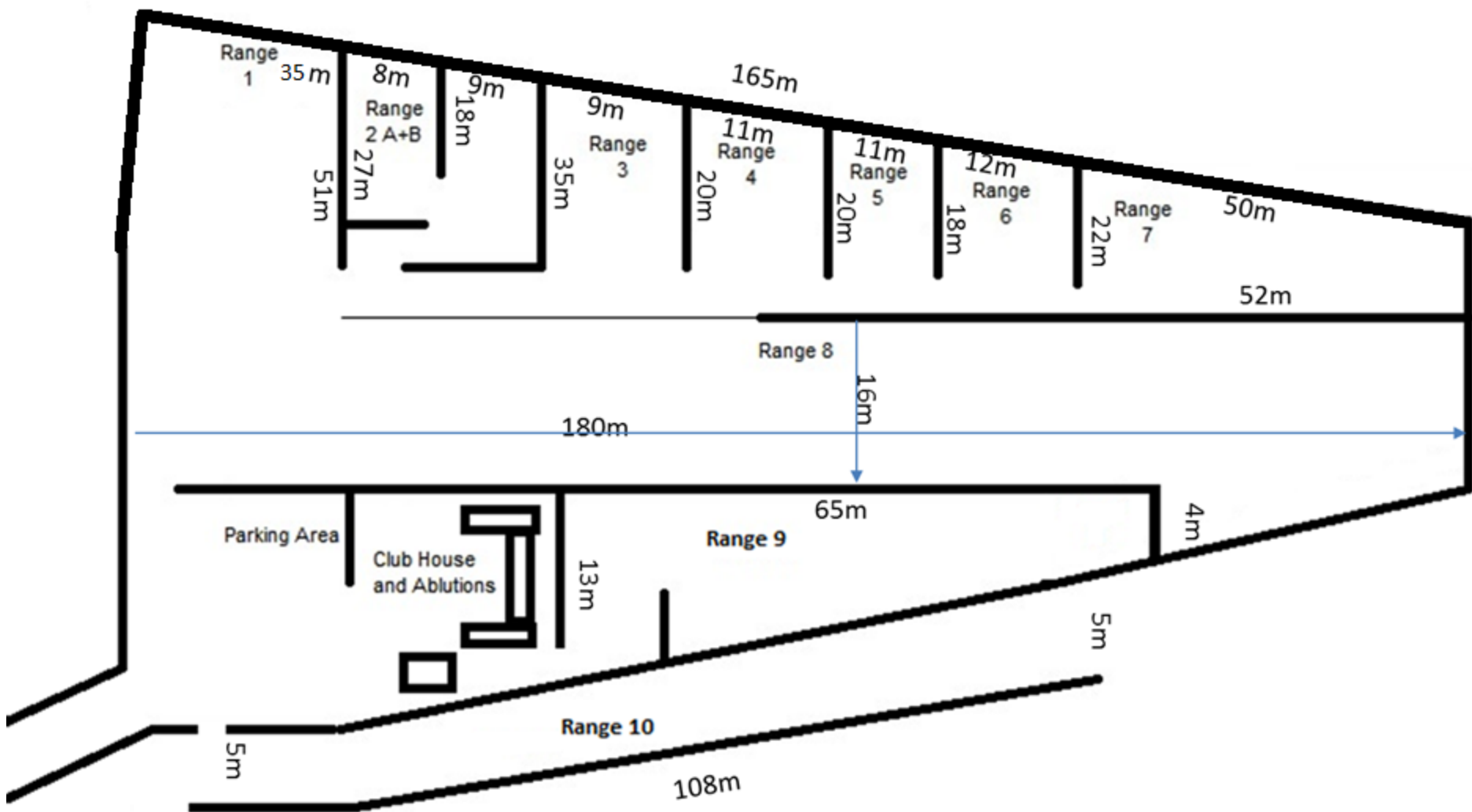
ARBITRATORS:

Three delegates to be appointed by Match Director as and when required.

MAP TO NGODWANA SHOOTING RANGE +



Ngodwana Shooting Range Lay-out



Shotgun MATCH

27th May 2018

7 Stages

Minimum of 91 Rounds Required
15 Buck shot and 76 Bird Shot

Note :

All Targets will be White

All paper no Shoots will be Brown with a Red Cross

All steel no shoots will be red



Shotgun Stage 1 – Range 1 – Medium Course (Italian Advance)

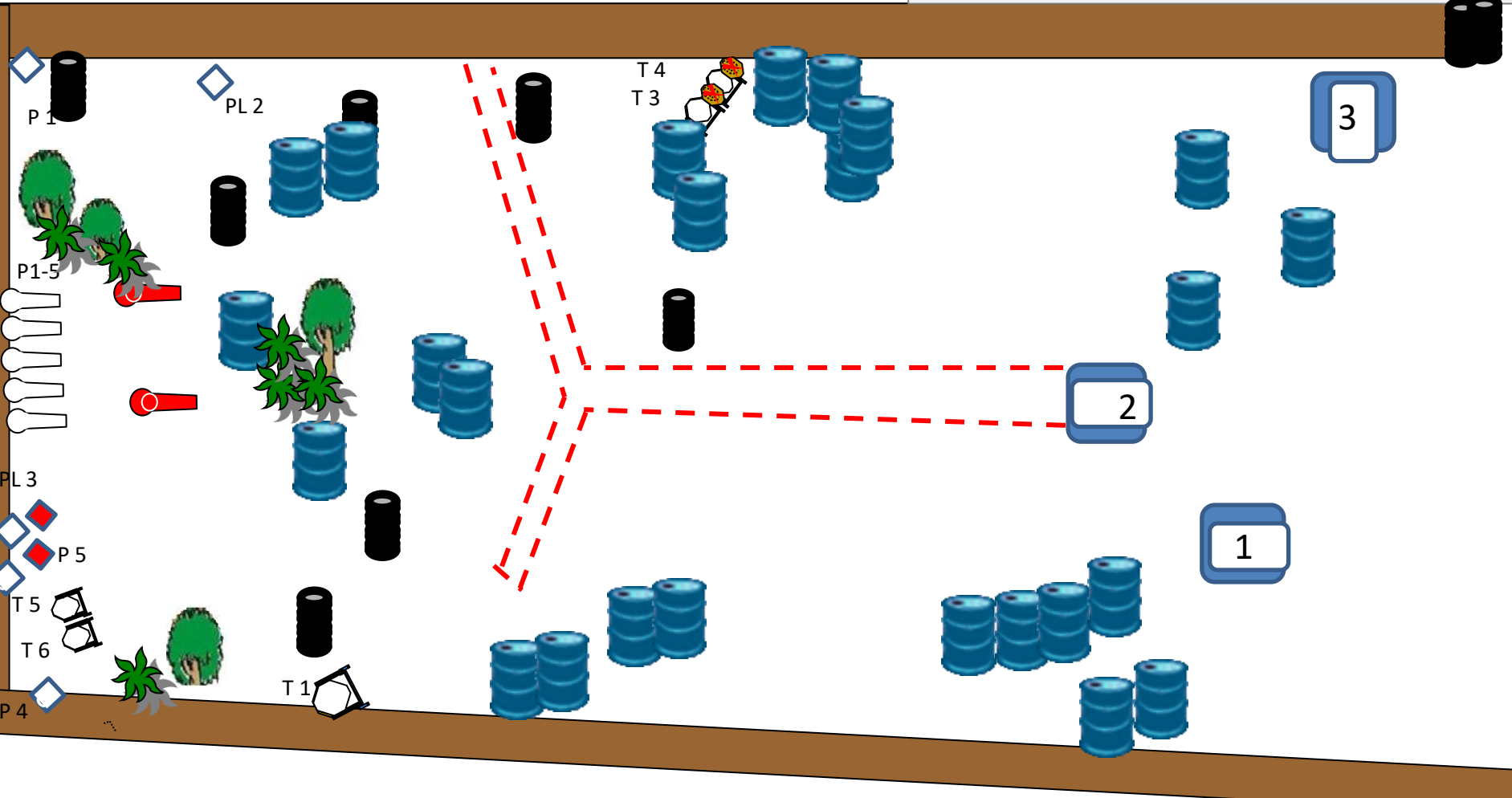
START POSITION: Shooter starts anywhere in the demarcated area, facing down range.
Shotgun loaded option 1 and held in the ready position.

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

DISTANCES: 10 to 35 meters.

Note to Range Builders:
Ensure minimum safety distance is maintained for buck shot, to steel targets at 6 meters. No shoots should not be tight as there are longer shooting distances. Keep good gaps between targets and no shoots.

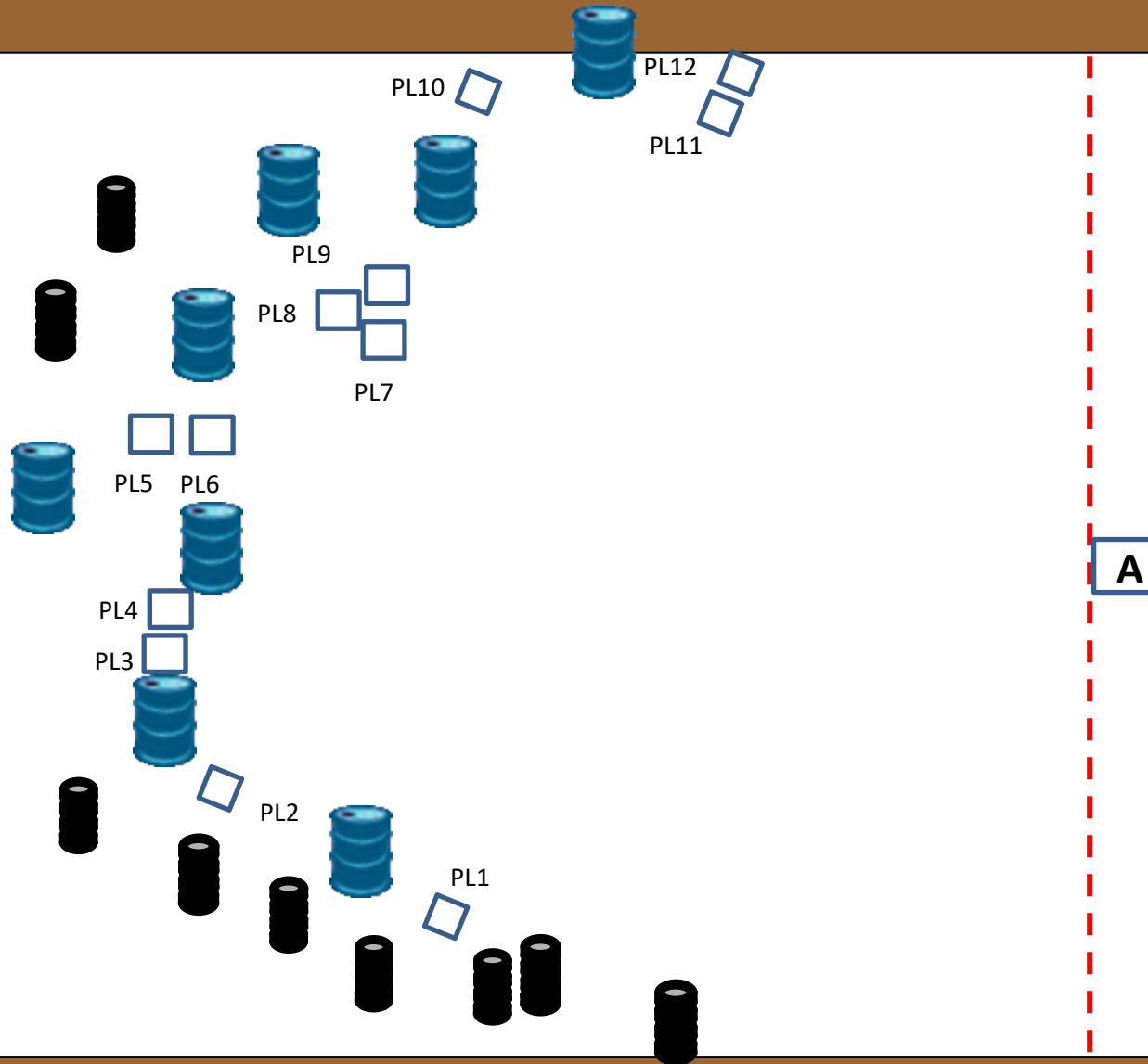
MINIMUM ROUNDS: 15 Buck shot
SCORING: 100 points
TARGETS: 5 IPSC Paper, 5 Poppers, 5 Plates and 6 No shoot targets.





Shotgun Stage 2 - Range 3 – Short Course – (Go Rabid)

START POSITION: Shooter starts at A, shotgun loaded option 1 and held in the ready position.



STAGE PROCEDURE
On audible start signal engage targets as they become visible.

DISTANCES: 8 to 15 m

MINIMUM ROUNDS:
8 Bird shot

SCORING: 60 points
12 Plates

Note to Range Builders:

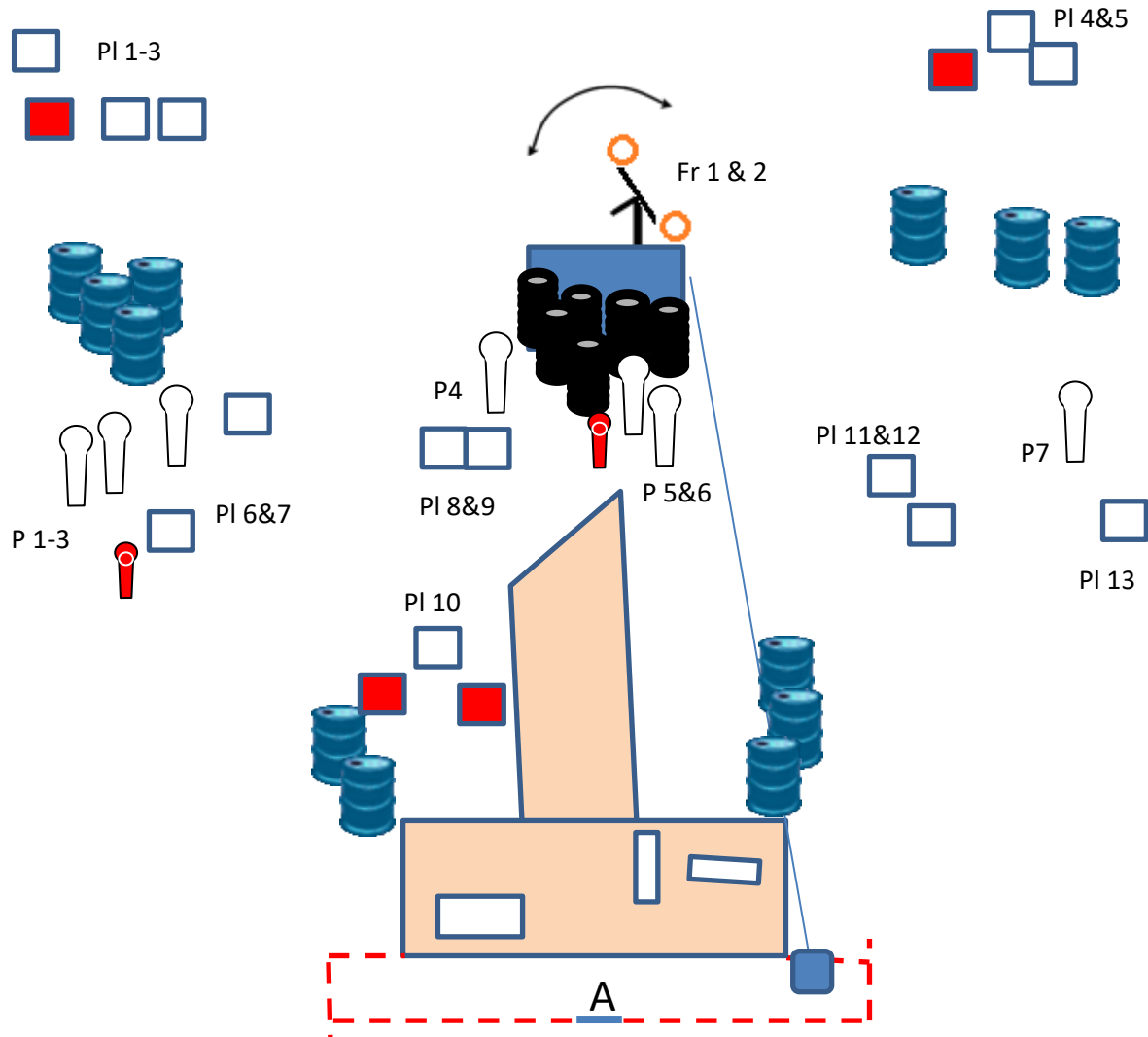
Ensure minimum safety distance of 6 meters is maintained from the edge of the branding.
Arrange PL4 and PL5 close together to allow both to fall with one hit.
Arrange PL7, 8 and 9 to fall with one combined hit.
Arrange PL 11 and 12 to fall together from one hit.
Arrange obstacles in such a manner as to allow all targets to be shot from one position.





Shotgun Stage 3 - Range 4 – Medium Course (Not that easy)

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



STAGE PROCEDURE

On audible start signal engage targets as they become visible, whilst remaining in the demarcated area. Stepping hard on the bear trap will activate two swinging frangibles, which will remain visible and which will carry drop shot penalties.

DISTANCES: 6 to 20 m

MINIMUM ROUNDS: 16

SCORING: 110 points

7 poppers

13 Plates

2 Swinging Frangible Targets

6 no shoot targets

Note to Range Builders:

Ensure minimum safety distance of 6 meters is maintained from the edge of the brandering.

Arrange P1 and P2 close together to allow both to fall with one hit.

Arrange PL 2 & 3 to fall with one combined hit.

Arrange PL 4 & 5 to fall together from one hit.

Arrange PL 8 & 9 to fall together from one hit.

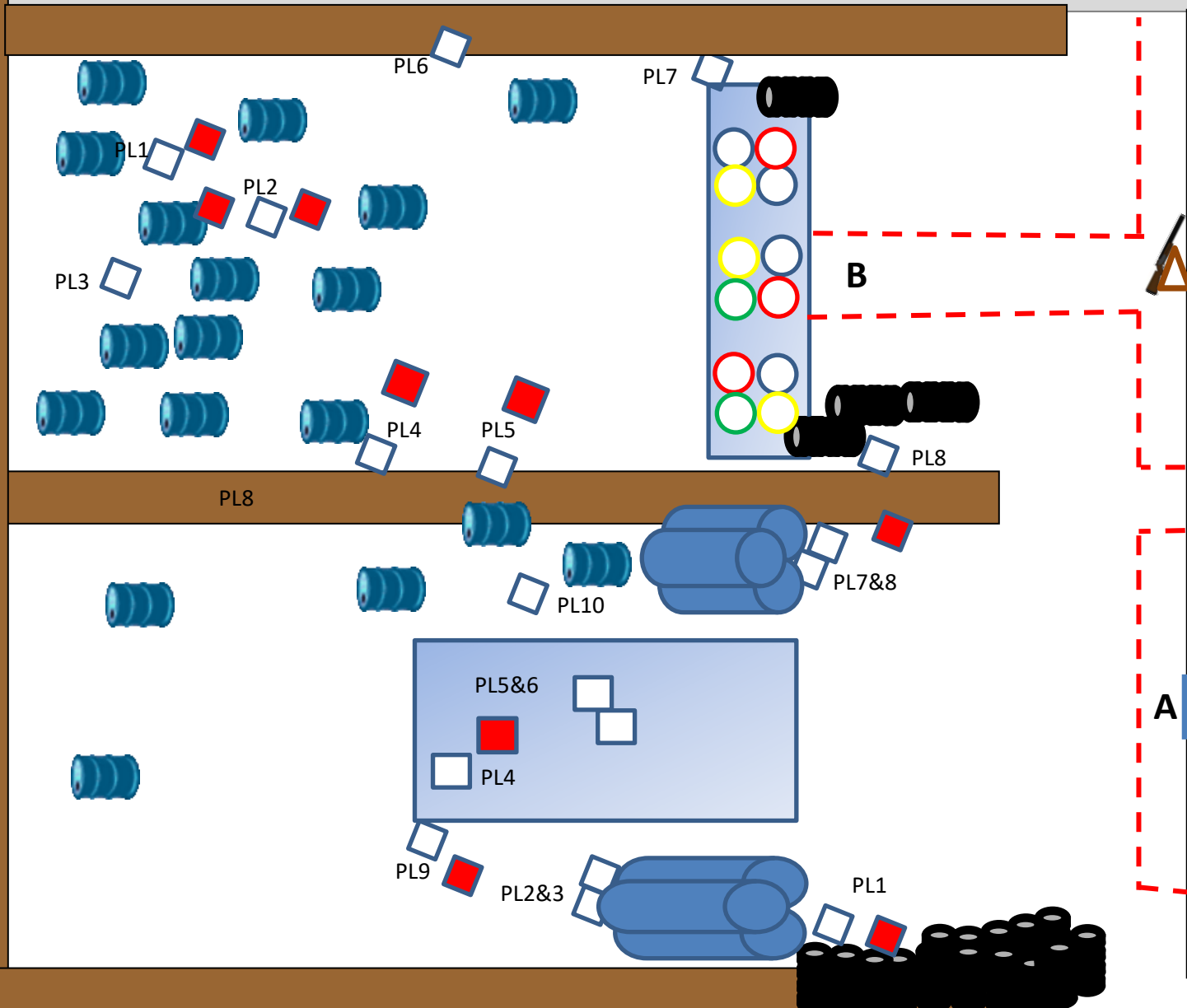
Arrange PL 11 & 12 to fall together from one hit.

Arrange obstacles in such a manner as to ensure that no more than 8 rounds need to be shot from any one position. No shoots are not to be on top of targets.

Shotgun Stage 4 and 5 - Range 5 & 6 – Short Courses – (Circles and Holes)



START POSITION: Stage 4 - Shooter starts at A, facing downrange, both heels touching as indicated. Shotgun loaded option 2.
 Stage 5 – Shooter stands at B, shotgun unloaded option 3, facing up-range, with both shoulders touching the barrier,
 shotgun on gun rack. Note: Shoot Stage 4 from range 5 and then Shoot stage 5 from range 6. Then Score each stage.



STAGE PROCEDURE

On audible start signal engage targets as they become visible, whilst remaining in the demarcated area.

DISTANCES: 10 to 30 m

MINIMUM ROUNDS:

Stage 4

8 Bird Shot
 SCORING: 50 points
 10 Plates
 4 no shoot targets

Stage 5

8 Bird Shot
 SCORING: 40 points
 8 Plates
 5 no shoot targets

Note to Range Builders:

Stage 4 - arrange PL 2&3, PL 5&6 and PL 7&8 close to allow one shot to drop both plates.

Stage 5 – arrange PL 4 and 5 so that no shoots are very tight if engaged from position B, but are clear of the targets if engaged on the left side of the wall.

Arrange PL 6 so that it can be engaged from B or down the right wall. PL 7 should be visible only from the Far Right of the firing line.

Ensure safety distance of at least 6 meters for Stage 4, PL 1 and PL 7&8 and for Stage 5, PL 7 and PL 8.



Shotgun Stage 6 – Range 8 – Long Course (Flying Foo Fighters?)

START POSITION: Shooter starts at A, both heels touching the marker.
The shotgun is loaded option 1, and held in the ready position.

STAGE PROCEDURE

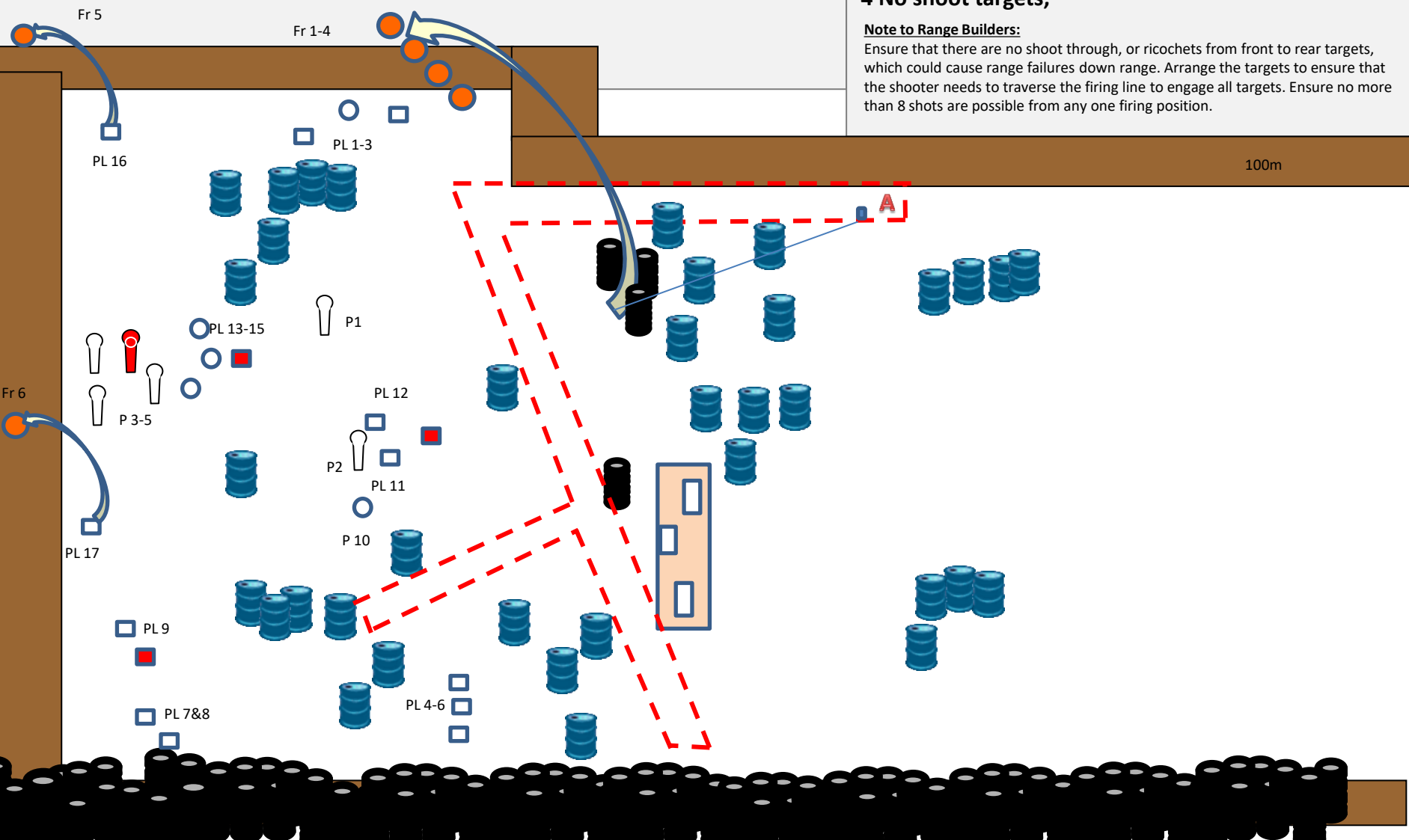
On audible start signal engage targets whilst remaining in the demarcated area.
DISTANCES: 10 to 30 meters. Step on the activator and release no more than 4 frangibles. The frangibles are disappearing targets and do not carry drop shot penalties.

MINIMUM ROUNDS: 28

SCORING: 140 points

TARGETS: 17 Plates, 5 Poppers, 6 Flying frangibles
4 No shoot targets,

Note to Range Builders:
Ensure that there are no shoot through, or ricochets from front to rear targets, which could cause range failures down range. Arrange the targets to ensure that the shooter needs to traverse the firing line to engage all targets. Ensure no more than 8 shots are possible from any one firing position.





Shotgun Stage 7 – Range 9 – Short Course (This is the Tight one!)

START POSITION: Shooter starts standing anywhere in area A, facing down range,
The shotgun is loaded option 1 and held in the ready position.

STAGE PROCEDURE

On audible start signal engage targets whilst remaining in the demarcated area.
The highest single shot counts for score.

DISTANCES: 7 to 25 meters. Safety angle marked by Flag X

MINIMUM ROUNDS: 8

SCORING: 60 points

TARGETS:

12 Plates, 7 No shoots

