

MPSA Shotgun League 2



06 July 2019
White River Shooting Club

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Hosted by

Witrivier Skietklub



White River Shooting Club

VENUE: White River Shooting Range

DATE: 06th July 2019

REGISTRATION: 07H00 to 08H30

RO BRIEFING: 07H30 to 08H00

START : 08H30 Sharp

ENTRY FEE: R200.00

STAGES

7 Stages, 805 Points

Minimum of 161 Bird shot

All steel Targets will be White

All steel no shoots will be red

153 Steel Target Plates,

8 Target Poppers

2 Swinging Frangible Targets

19 Plate No Shoots

2 Popper No Shoots

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
- Course design may be altered to enhance the stages / safety of all competitors and spectators.
- No bagging, un-bagging or indexing will be allowed on the line
- Entry Fee R200.00

MATCH DIRECTOR:

Irving Stevenson

RANGE MASTER:

Ray Leclous

ARBITRATORS:

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

CHIEF RO:

Johan de Beer

Shotgun Stage 1, Range 1 – Long Course (Irving's Revenge)



START POSITION: Shooter starts at A, 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: 7 to 25 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 close to targets where competitor needs to lean around a barricade to engage. Ensure no shoots cannot be bumped over by falling target plates. Ensure that there are at least 4 places where two plates or more can be struck with a single shot.

MINIMUM ROUNDS: 32 Bird

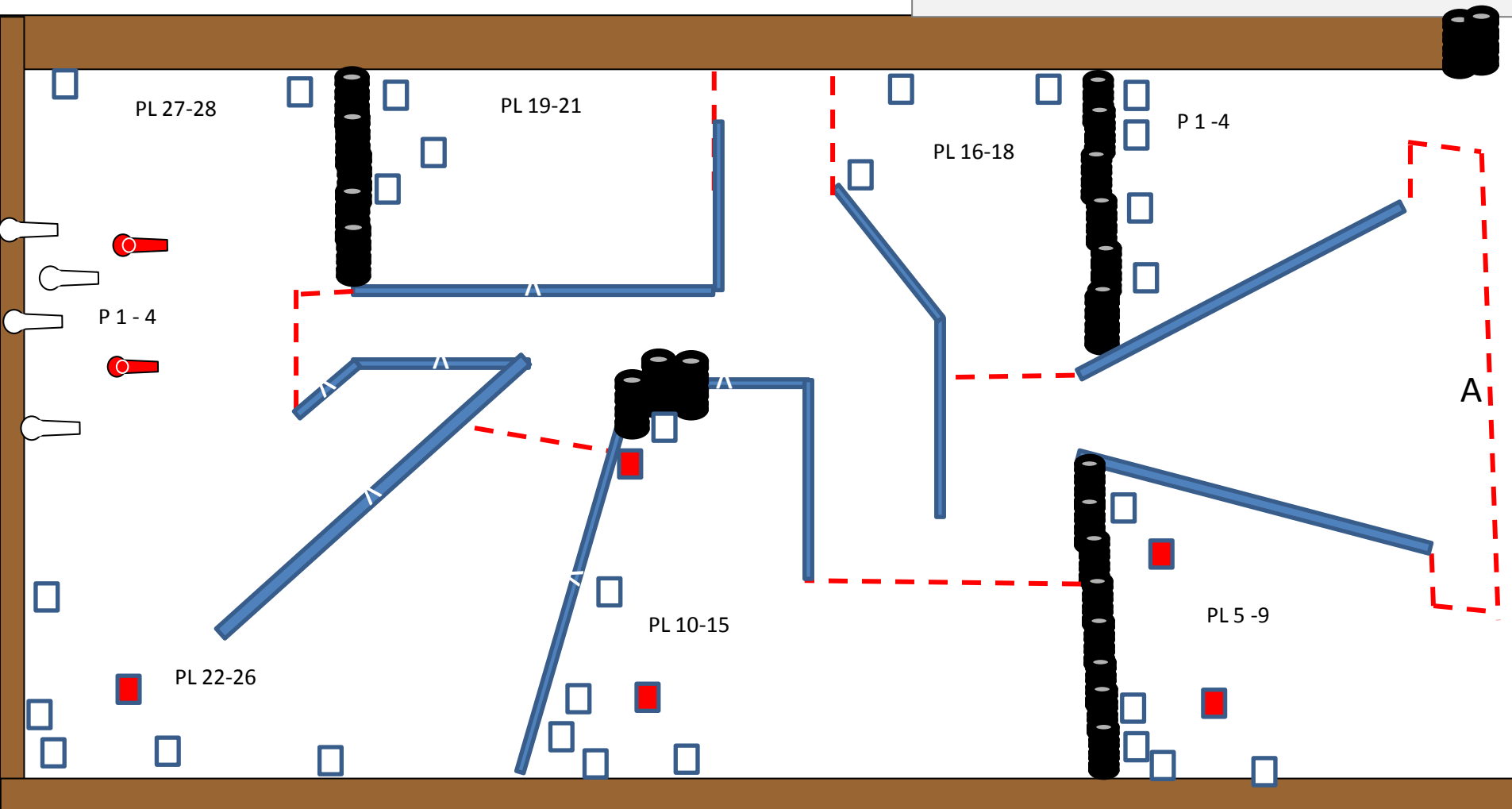
SCORING: 160 points

TARGETS:

4 Poppers,

28 Plates,

7 No shoot targets.



Shotgun Stage 2, Range 2 – Short Course (Rabid)



START POSITION: Shooter starts at A, shotgun loaded option 2 and held in the ready position.



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

DISTANCES: 10 to 15 m

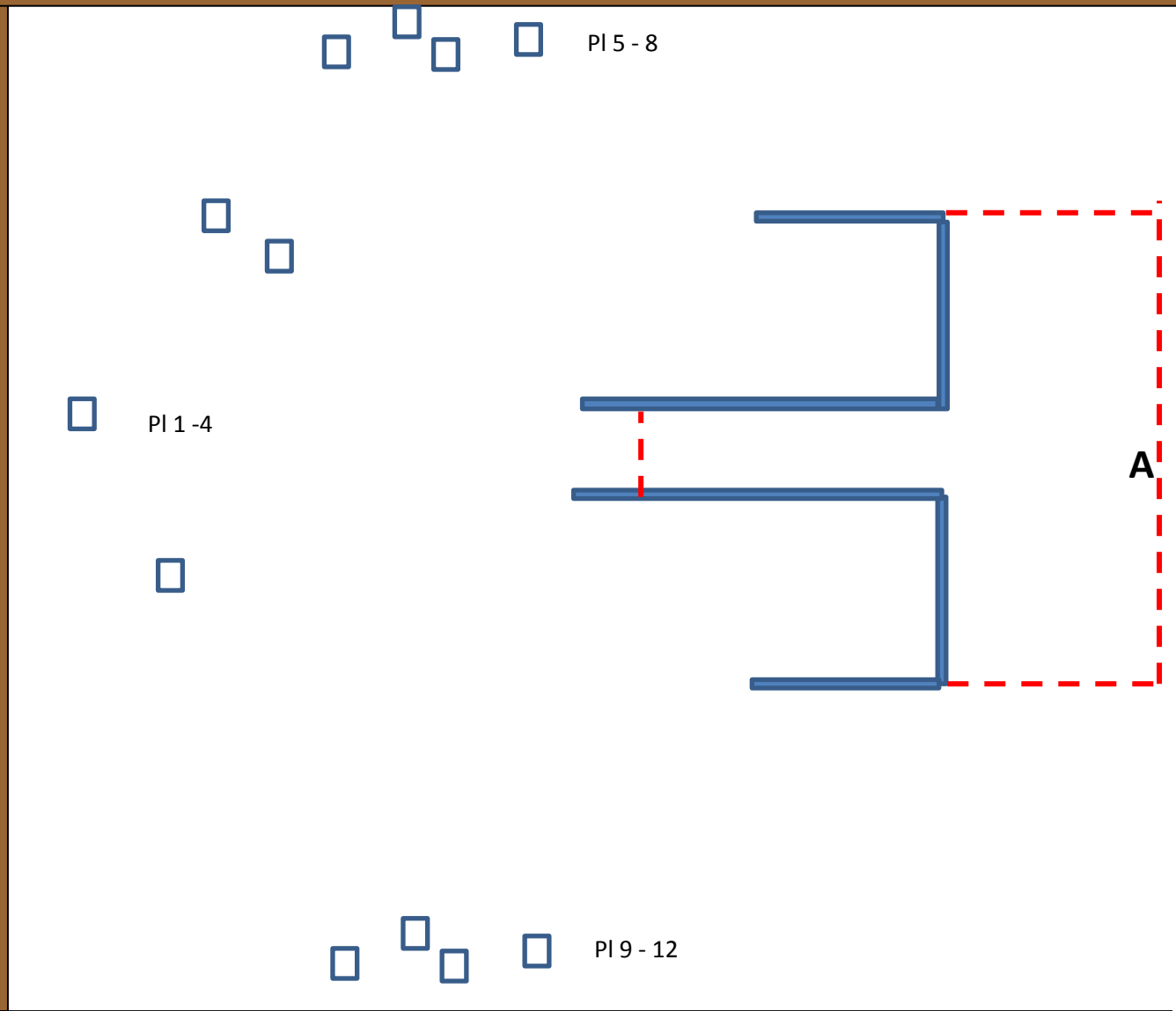
MINIMUM ROUNDS:
9 Bird shot

SCORING: 45 points
9 Plates



Shotgun Stage 3, Range 3 – Short Course (Quads)

START POSITION: Shooter starts with both heels touching A, facing down range, Shotgun un-loaded option 3, barrel parallel..



STAGE PROCEDURE

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

DISTANCES: 10 to 15 m

MINIMUM ROUNDS: 12 bird shot

**SCORING: 60points
12 Plates**

Note to Range Builders:

Ensure the shooter has to enter deep into the passage way to see all of the four plates P 1 to P 4.

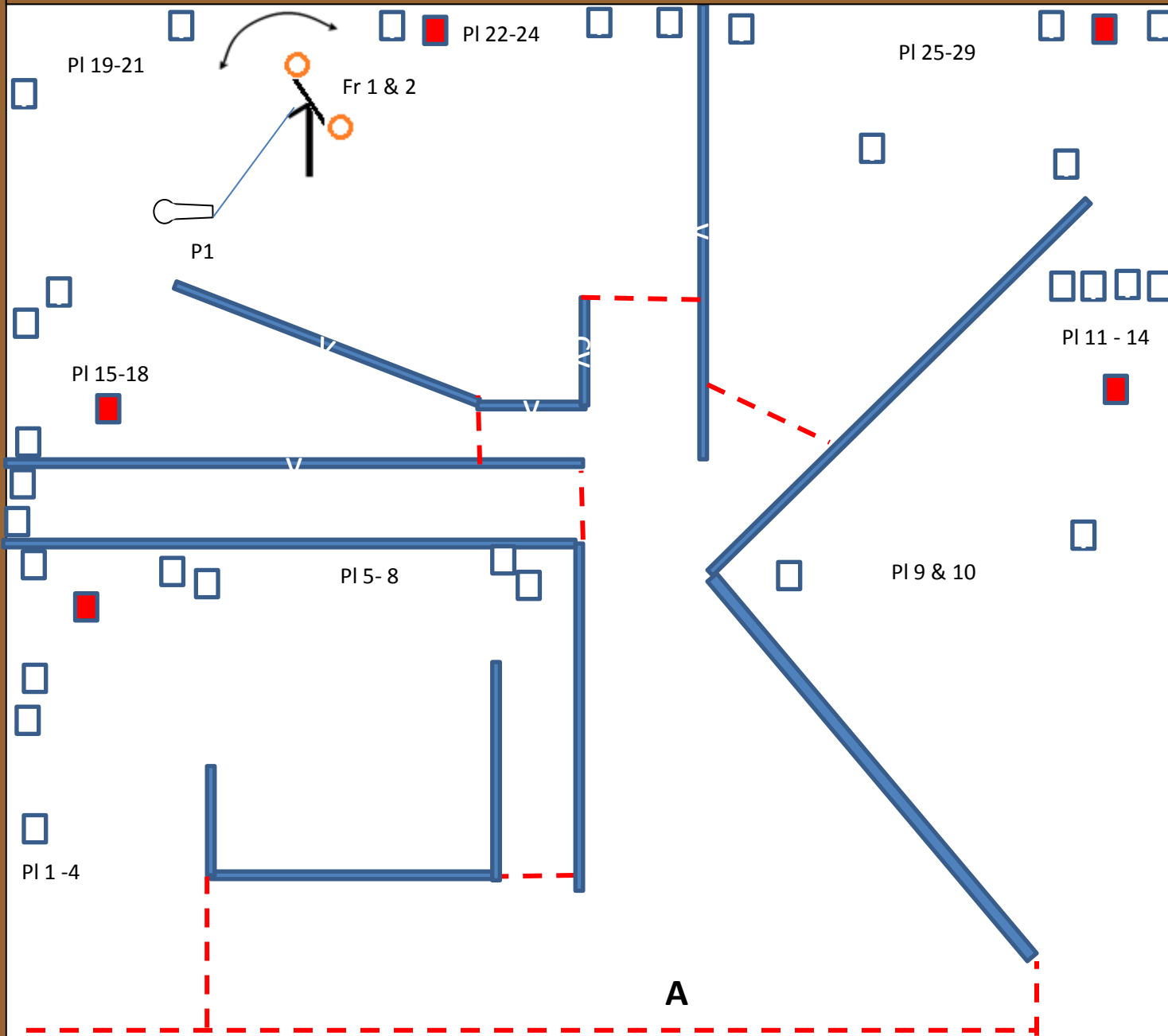
Plates P 5 to P 8 should force a weak shoulder shoot for a left handed shooter.

Plates P 9 to P 12 should force weak shoulder shoot for a right handed person.

Plates 5 to 2 should not be visible from the passage way.

Shotgun Stage 4, Range 4 – Long Course

START POSITION: shooter starts at A, one foot touching, shotgun held in the ready position, loaded options 1.



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

32 Bird Shot

SCORING: 160 points

1 Popper

29 Plates

2 Swinging Frangibles

5 no shoot targets

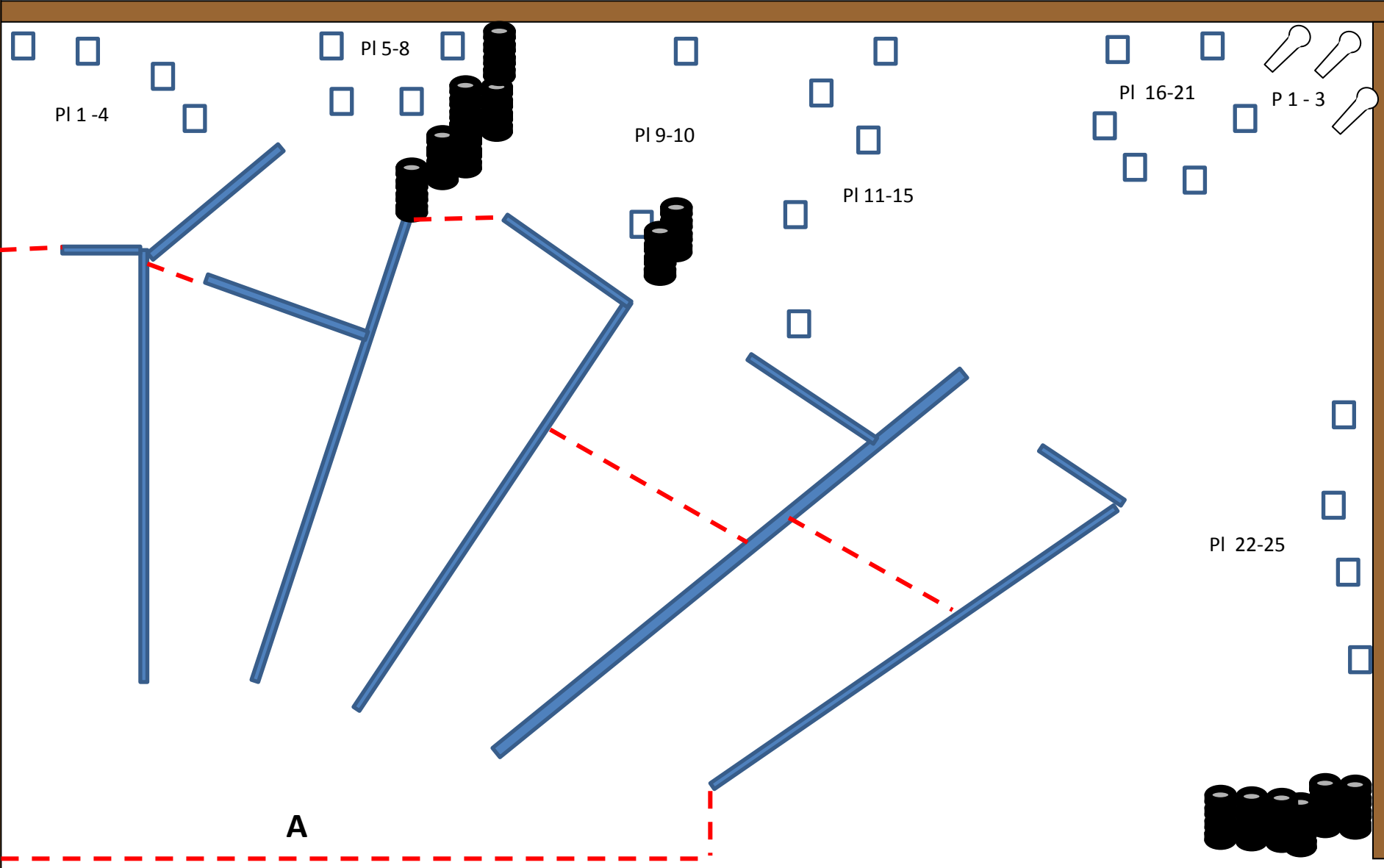
Note to Range Builders:

Ensure that at PI 1-4 . Plates 5 to 8, plates 1 to 14 and plates 15 to 18, there is at least one opportunity to hit two plates with a single shot.



Shotgun Stage 5, Range 5 – Long Course (Star Struck)

START POSITION: Shooter starts at A, both heels touching the marker.
The shotgun is loaded option 1, and held in the ready position. On signal engage targets as they become visible.
Distance 7 to 15 meters, Minimum shots : 28. 3 Poppers, 25 Plates, 140 points,





Shotgun Stage 6, Range 6 – Medium Course (Over and Under)

START POSITION: Shooter starts standing anywhere in area A, facing down range, loaded option 2 and held in the weak hand.

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

DISTANCES: 7 to 20 meters. 24 shots, 120 Points, 24 Plates, 4 No shoots.

