

# MPSA Shotgun League 1



19<sup>th</sup> September 2020

# White River Shooting Club

# MPSA Shotgun League 2



Hosted by

Nitrifier Skiathlon



White River Shooting Club

**VENUE: White River Shooting Range**

**DATE: 19<sup>th</sup> September 2020**

**REGISTRATION: 07H00 to 08H30**

**RO BRIEFING: 07H30 to 08H00**

**START : 08H30 Sharp**

**ENTRY FEE: R200.00**

## STAGES

**7 Stages, 725 Points**

**Minimum of 112 Bird shot**

All steel Targets will be White

All steel no shoots will be red

126 Steel Target Plates,

7 Target Poppers

10 Frangible Targets (2 high scoring)

1 Disappearing Clam

2 Swingers

26 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:

Mitch McAllister

ARBITRATORS:

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

CHIEF RO:

Hennie Koch

# Shotgun Stage 1, Range 1 – Medium Course

START POSITION: Shooter starts at A, facing down range, heels touching at A or B as indicated.

Shotgun loaded option 1 and held in the ready position.



## STAGE PROCEDURE

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

Popper 2 activates Swinger 1, with 2 frangible targets, which remain visible and carry drop shot penalties. DISTANCES: 7 to 20 meters.

### Note to Range Builders:

Ensure minimum safety distance is maintained for steel targets at 7 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 8 places where two plates or more can be struck with a single shot.

MINIMUM ROUNDS: 16 Bird

SCORING: 120 points

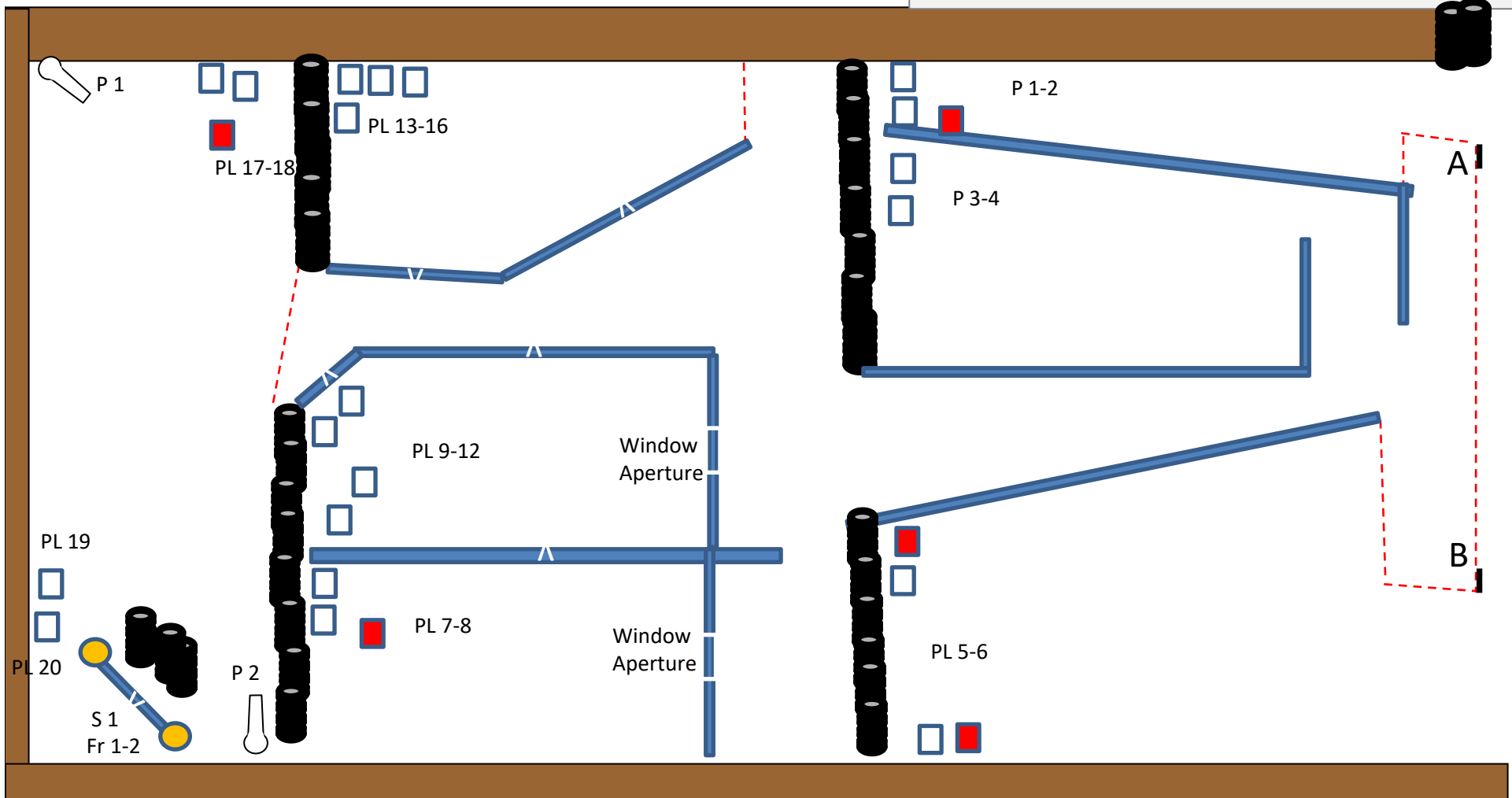
TARGETS:

2 Poppers,

20 Plates,

2 Frangible Swinging Targets,

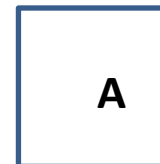
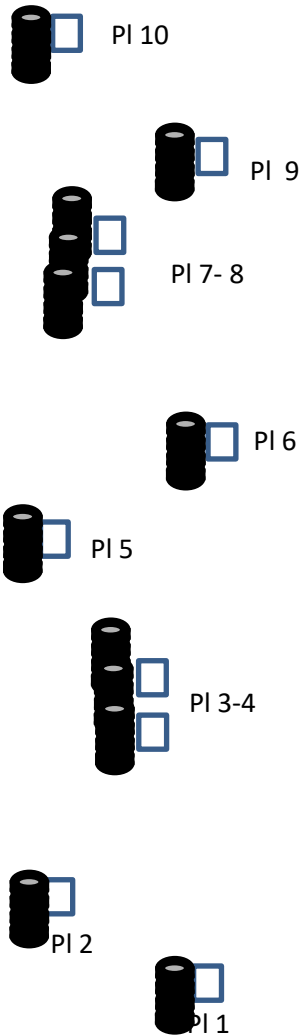
5 No shoot targets.



# Shotgun Stage 2, Range 2 – Short Course



**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:**

8 Bird shot

**SCORING:** 50 points

10 Plates

## Notes:

Plates to be staggered in both distance and height to ensure that the shooter is forced to zigzag and not just swing when shooting.

Plates 4 & 4, and plates 7 & 8 are to be close enough to allow 1 hit per shot.

# Shotgun Stage 3, Range 3 – Short Course



**START POSITION:** Shooter starts anywhere in the demarcated area, facing down range.  
Shotgun un-loaded option 3, held in weak hand, barrel parallel to the ground, pointing down range

## 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:** 8 bird shot

**SCORING:** 60 points

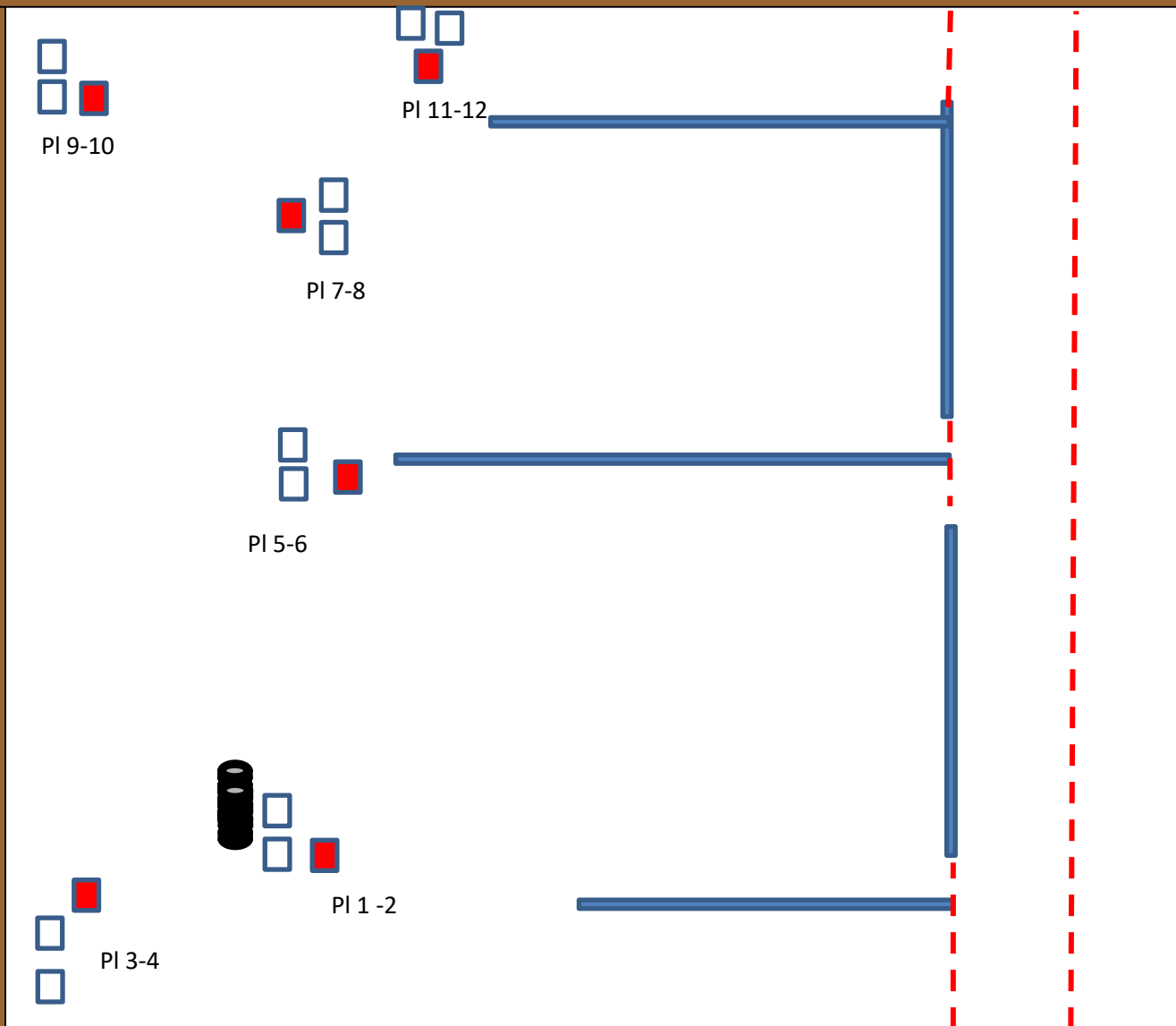
**12 Plates**

**6 no shoots**

### Note to Range Builders:

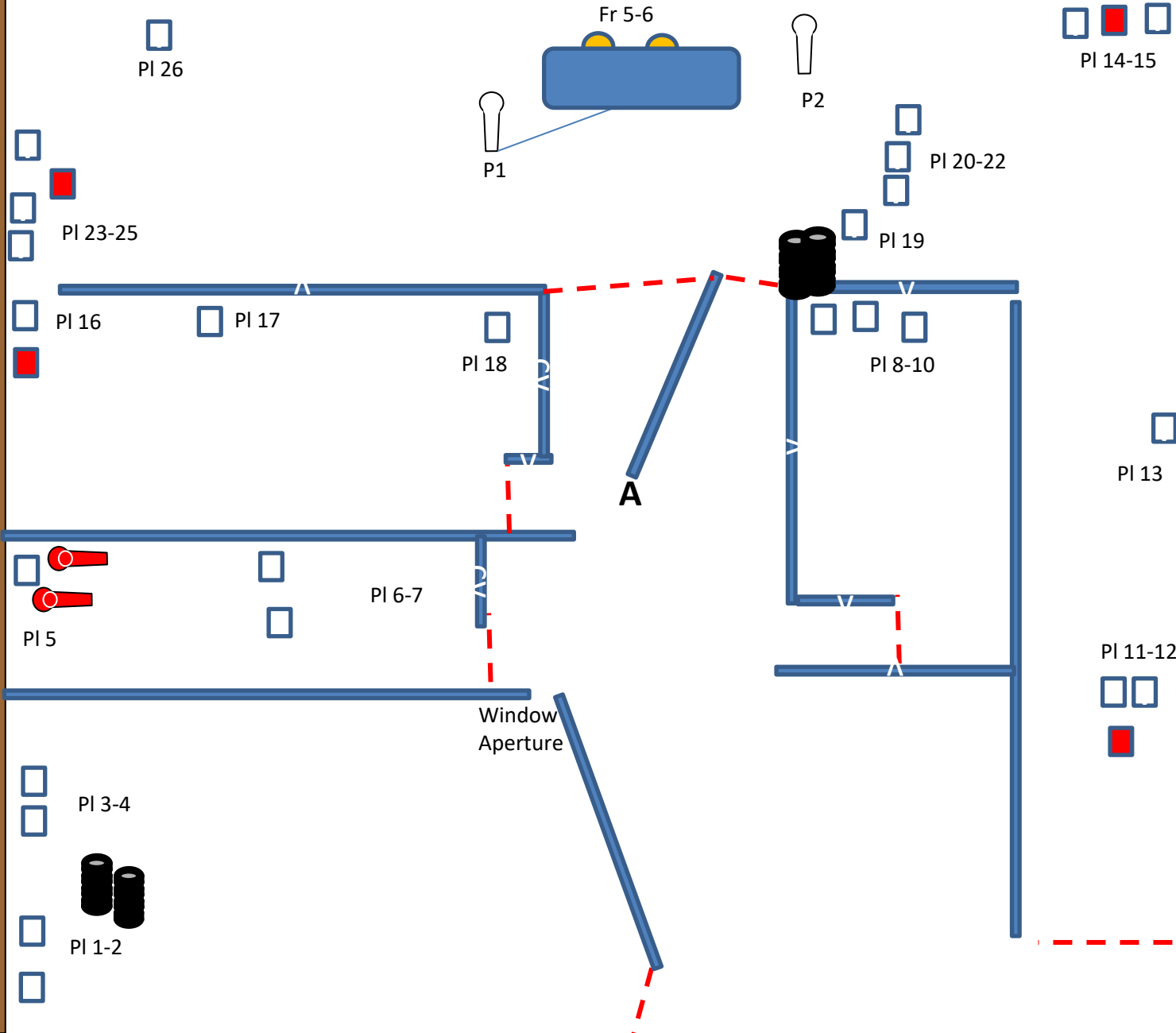
Ensure that in every target array the no shoot is sufficiently in front of the targets, not to be disturbed by falling targets.

Ensure that each array has plates so arranged that the shooter can drop two plates with a single shot.



# Shotgun Stage 4, Range 4 – Long Course

START POSITION: shooter starts at A, with the barrel touching the barricade as indicated.



## STAGE PROCEDURE

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

**DISTANCES: 10 to 30 m**  
**270 Degree Range**

## MINIMUM ROUNDS:

28 Bird Shot  
 SCORING: 160 points  
 2 Popper  
 26 Plates  
 2 Frangibles  
 6 no shoot targets

P1 activates Fr 5-6 which are high scoring targets, are disappearing and do not carry drop shot penalties.

## Note to Range Builders:

Ensure that at PI 3&4 and 23&25, provide opportunity to hit two plates with a single shot.

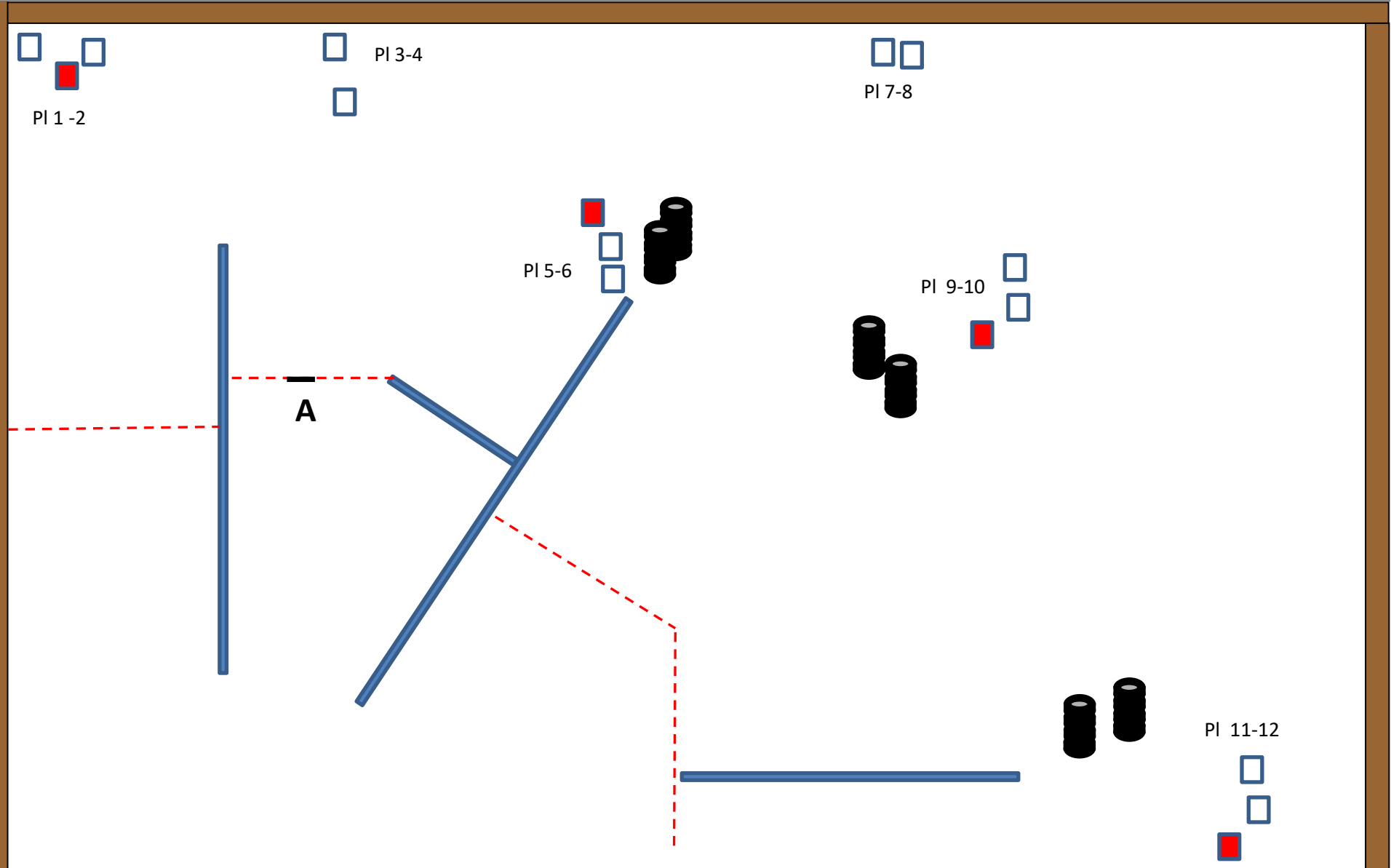


# Shotgun Stage 5, Range 5 – Short Course

START POSITION: Shooter starts at A, toes touching marker as indicated.

The shotgun is loaded option 1, and held in the ready position. On signal engage targets as they become visible.

Distance 7 to 20 meters, Minimum shots : 8, 12 Plates, 60 points,



# Shotgun Stage 6, Range 6 – Long Course

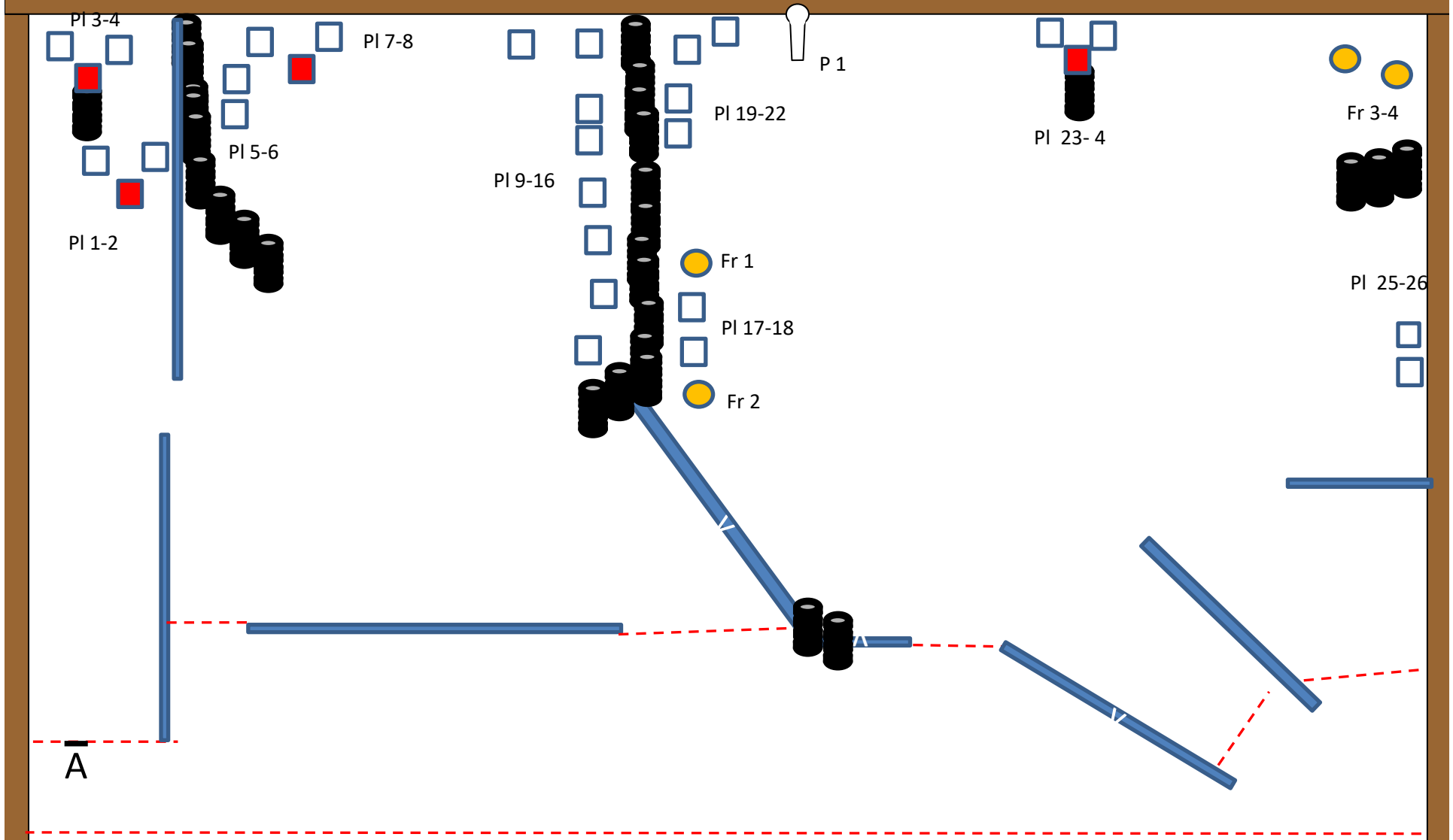
**START POSITION:** Shooter starts standing with toes touching at A, facing down range.

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

**DISTANCES:** 7 to 20 meters. 28 shots, 155 Points, 26 Plates, 4 Frangible Targets, 1 Popper, 4 No shoots.



Notes to Range Builders : There should be at least 4 places where two or more plates can be hit with a single shot, specifically in arrays PI 5-76, 9-16, 26-26 and 19-22.





# Shotgun Stage 7, Range 7 – Medium Course

Notes to Range Builders : There should be at least 8 places where two or more plates can be hit with a single shot



**START POSITION:** Shooter starts at A, facing down range, heels touching marker as indicated.  
Shotgun loaded option 1 and held in the ready position.

On Audible signal engage targets as they become visible. P1 activates S1, with two frangible targets F1 and F2, which remain visible.  
Max shots 16, Points. 120 Points, 20 Plates, 2 Poppers, 2 Frangible, 3 no shoots.

