

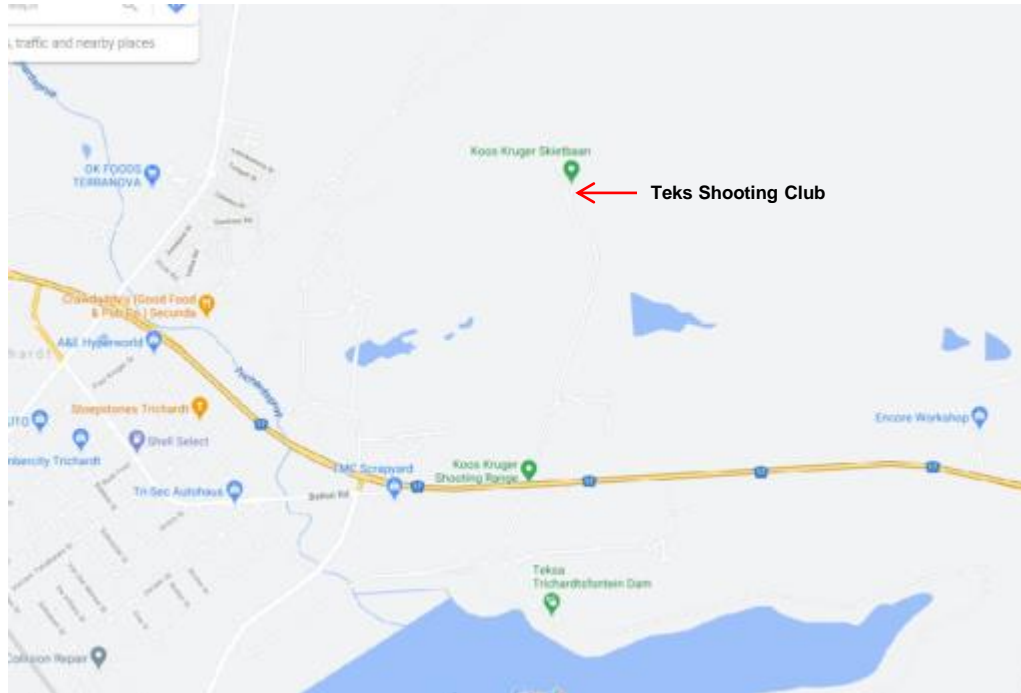


MPSA Shotgun League 1

13 February 2021

TEKS Shooting Club

TEKS SHOOTING CLUB



26 ° 28'43.71"S 29° 15'05.04"E

STAGES

Stage	Range	Rounds		
		Bird shot	Buck	Slugs
1	2		8	
2	5	8		
3	5	8		
4	6	24		
5	7	16		
6	8	32		
7	SAJ100			8
Total		72	8	8

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
- Additional non shoots or barricades may be added to stages to enhance safety of all competitors and spectators
- Registration takes place from 07:00 to 08:00
- The RO briefing starts at 07:30
- The shooting competition commences 08:15
- Safety flag for long guns are compulsory.
- Wearing a mask will be compulsory for all.

MATCH DIRECTOR: Jan Strydom

RM: Fanie Pretorius

Chief Range Officer: Chrissie Wessels
Hennie Koch

ARBITRATORS: Will be appointed on the day

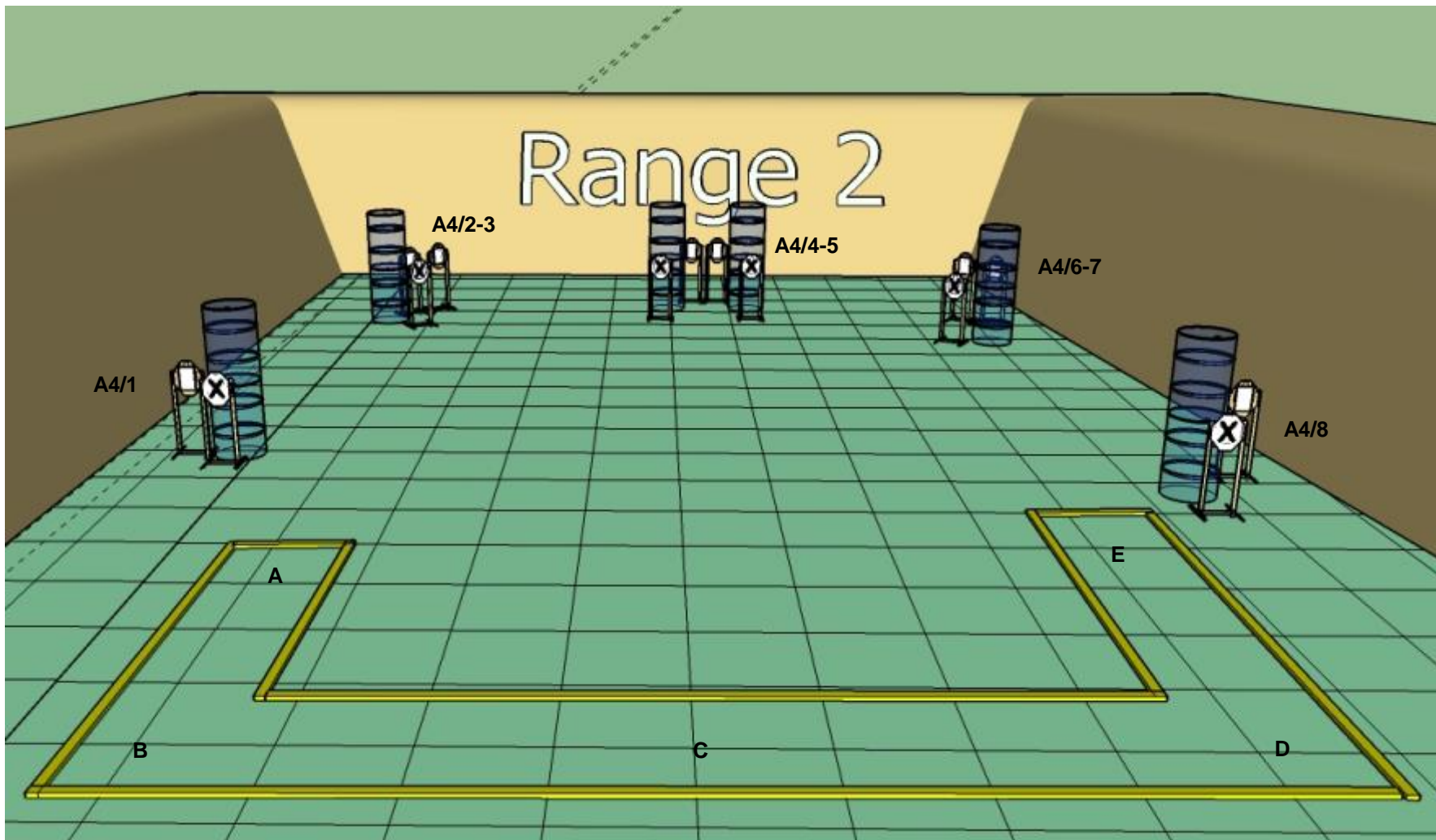
TEKS Shooting Range Layout










Unloading Station
Safety Area

T=IPSC target
 MT=IPSC mini target
 PL= IPSC plate
 P=IPSC popper
 MP=IPSC mini popper
 M=Mover
 Number on paper targets =placement of target or mover

Gate
 Parking Area
 (OUTSIDE RANGE AREA)



RANGE OFFICER BRIEFING

						
8	8	0	No	0	0	0

Stage 1 Range 2

Distance: 5-12 meter

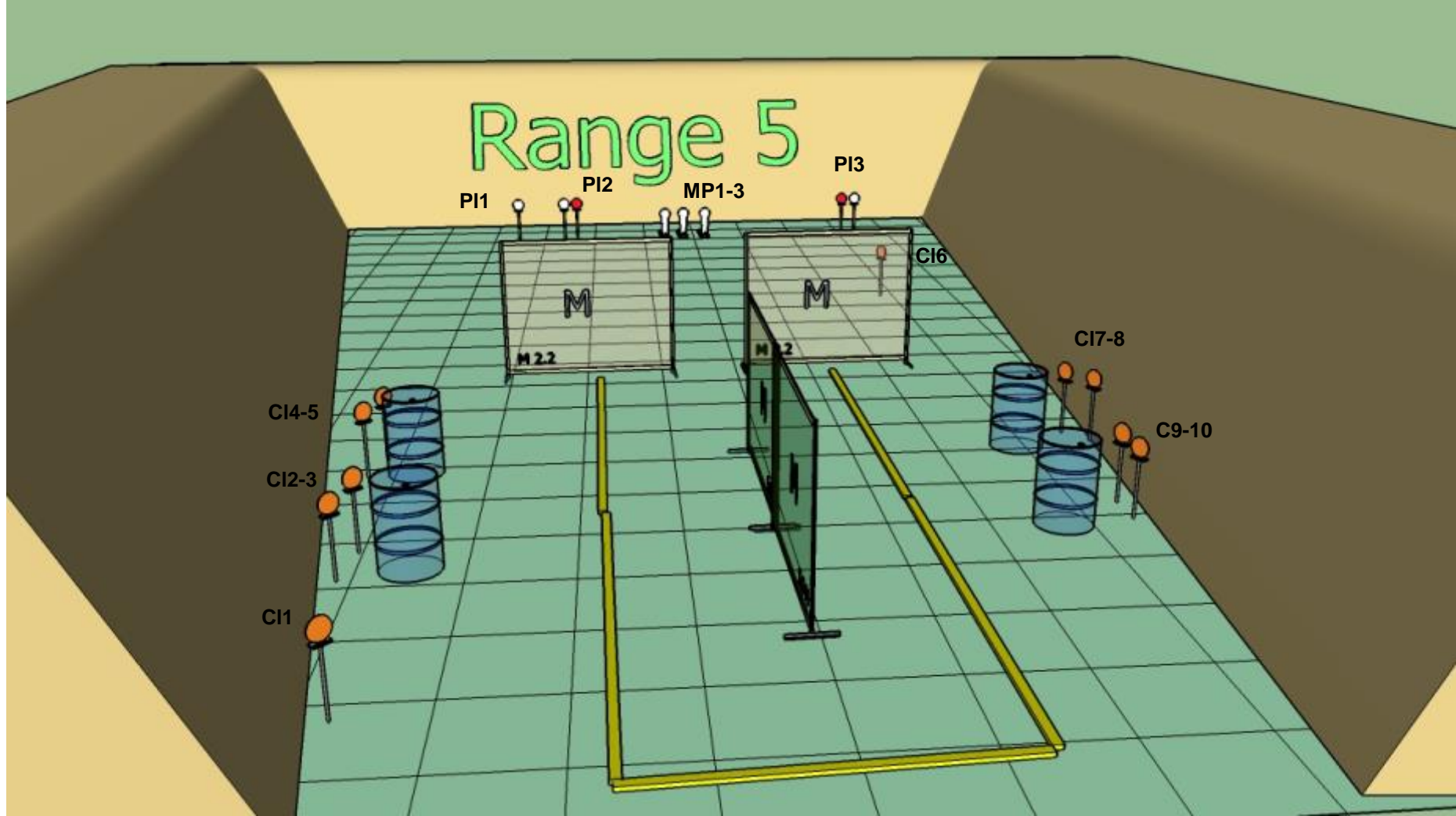
Ready condition: Loaded option 2 (Buck shot 9 pellets max)

Time starts: Audible Signal

Start position: Anywhere in demarcated area

Procedure: On signal engage targets while remaining in the demarcated area.

Note to range builders: A4/1 visible at B, A4/2-4 visible at E, A4/4-5 visible at C, A4/8 visible at D, A4/5-7 visible at A.



RANGE OFFICER BRIEFING

Stage 2 Range 5

Distance: 3 - 9 meter

Ready condition : Loaded Option 1 (Bird shot)

Time starts: Audible Signal

Start position: Anywhere in demarcated area

Procedure: On signal engage targets while remaining in the demarcated area



16



0



0



No



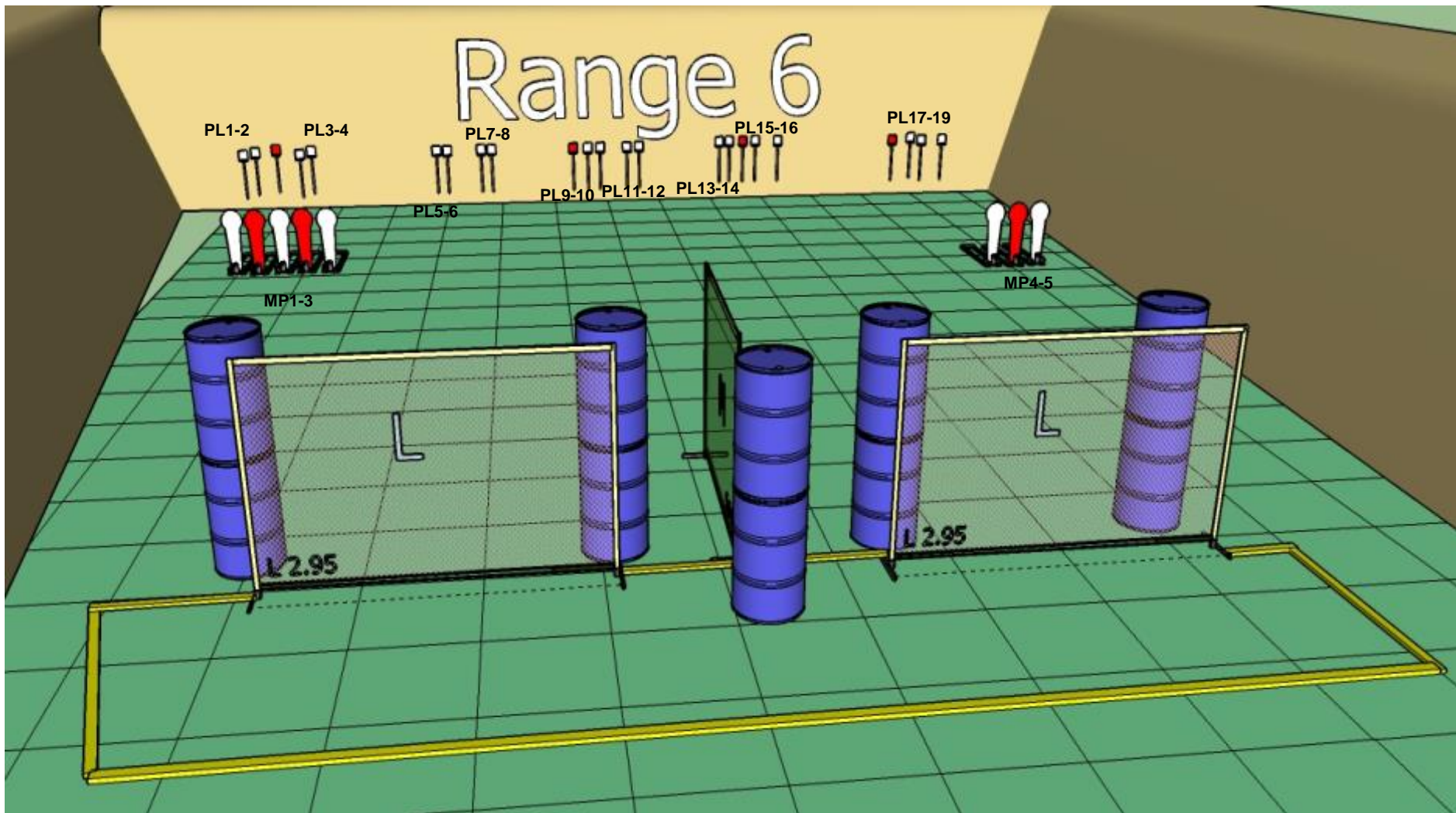
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3



3



RANGE OFFICER BRIEFING

Stage 3 Range 6:

Distance: 8 - 10 Meter








Ready condition : Loaded Option 1 (Bird shot)

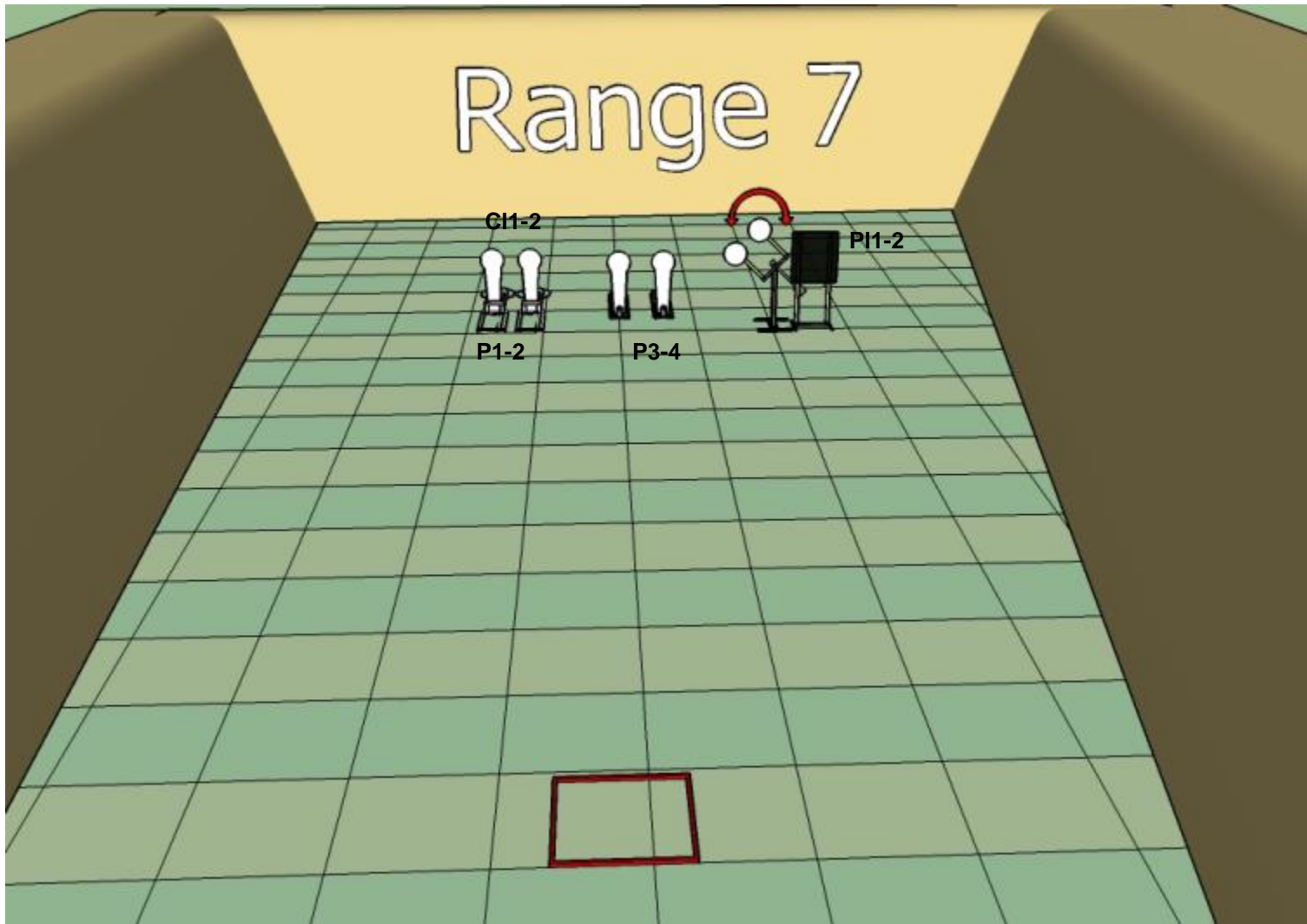
Time starts: Audible Signal

Start position: Anywhere in demarcated area







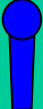
Procedure: On signal engage targets while remaining in the demarcated area

Note to range builders: PL1-2, PL3-4, PL5-6, PL9-10 to be closed enough to allow 2 hits per shotgun shot.

						
24	0	0	Yes	19	5	0



RANGE OFFICER BRIEFING

						
8	0	0	No	2	2	4

Stage 4 Range 7

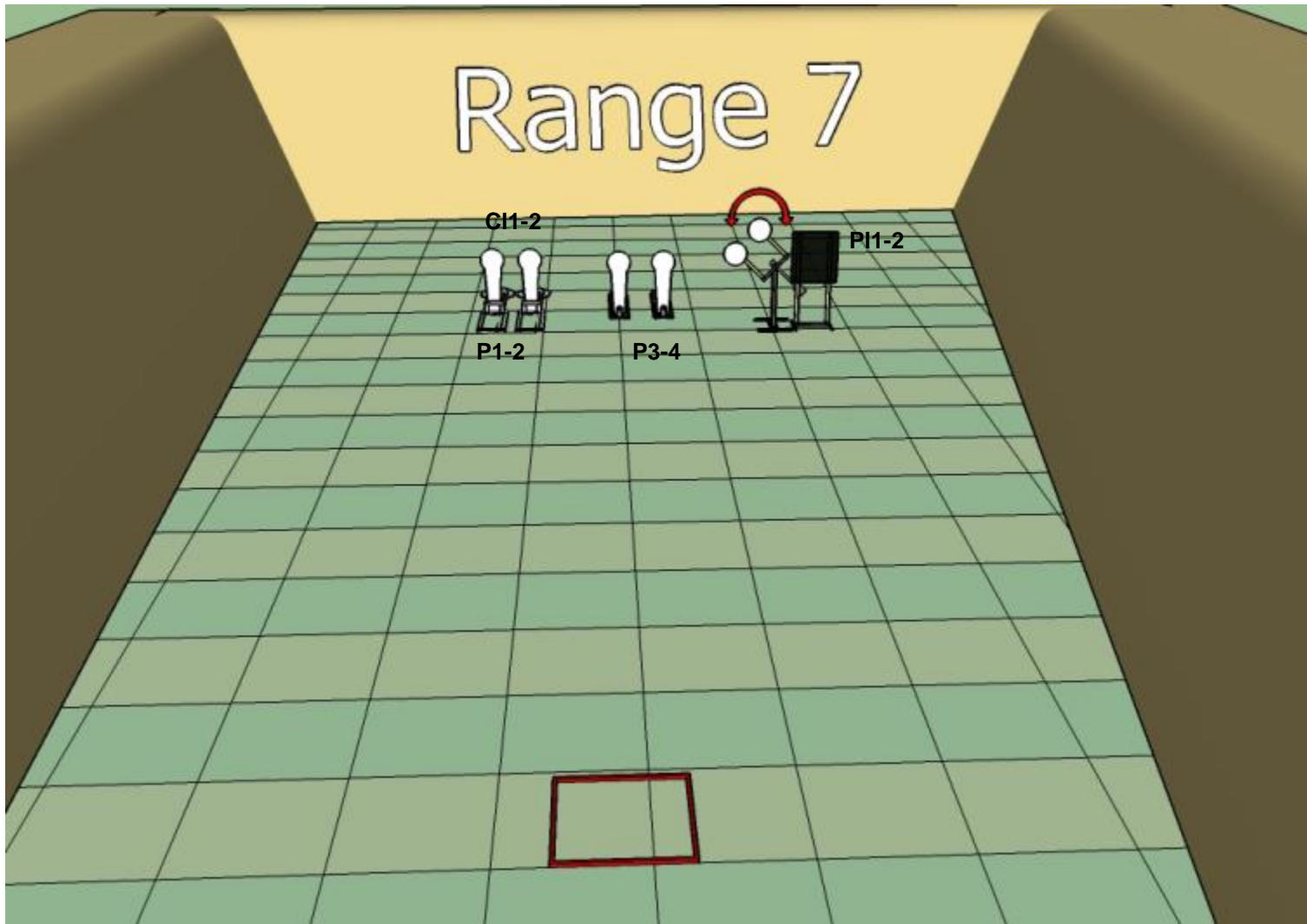
Distance: 10 meter

Ready condition: Loaded Option 1 (Bird shot)







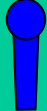
Time starts: Audible Signal

Start position: In demarcated area

Procedure: On signal engage targets while remaining in the demarcated area with strong shoulder. Poppers 1-2 will activate flying clay targets and Popper 3 will activate the swinging PI1-2.



RANGE OFFICER BRIEFING

						
8	0	0	No	2	2	4

Stage 5 Range 7

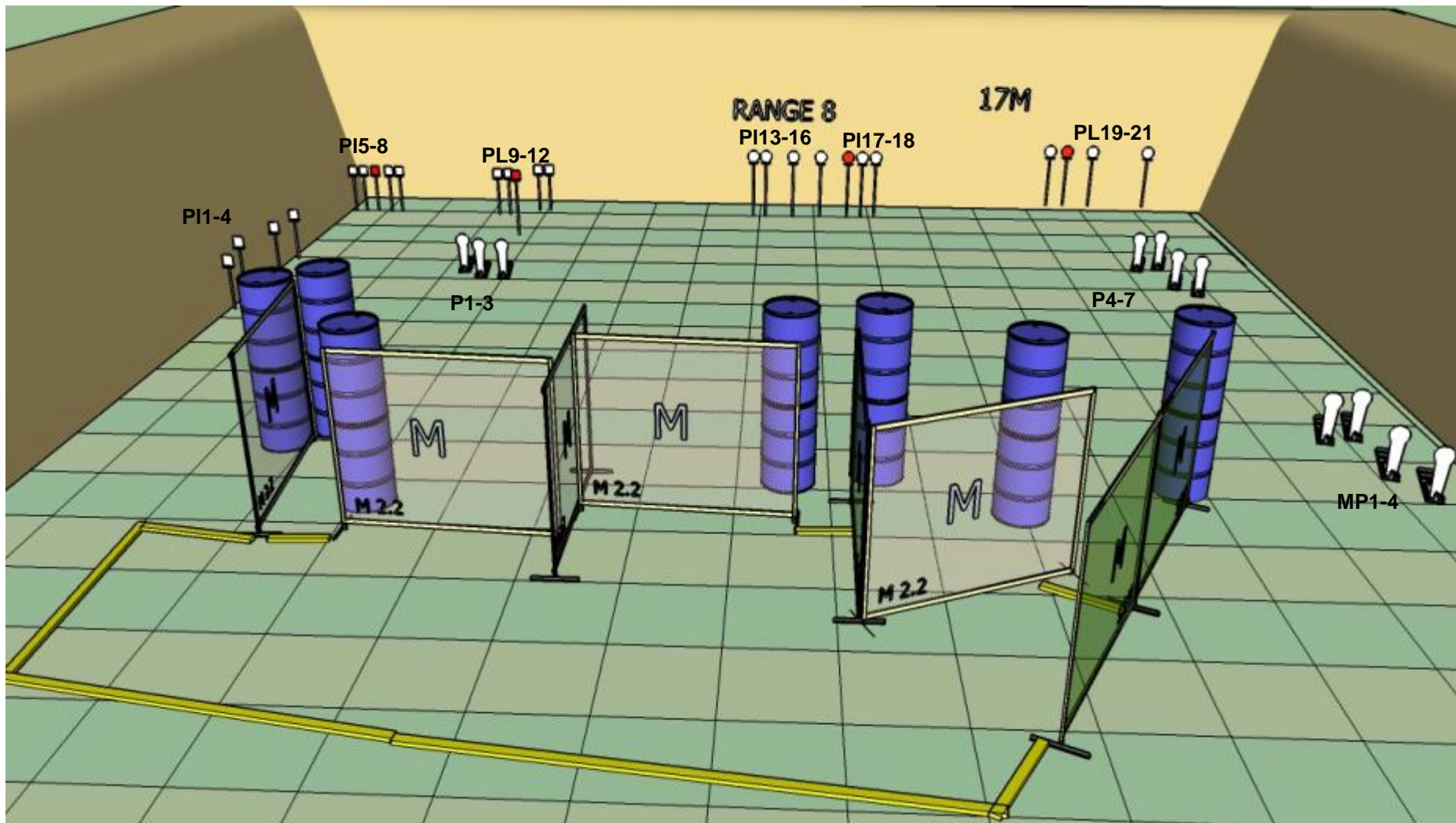
Distance: 10 meter

Ready condition: Loaded Option 1 (Bird shot)

Time starts: Audible Signal

Start position: In demarcated area

Procedure: On signal engage targets while remaining in the demarcated area with weak shoulder. Poppers 1-2 will activate flying clay targets and Poppers 3 will activate the swinging PI1-2.



RANGE OFFICER BRIEFING

Stage 6 Range 8

Distance: 8 - 15 meter

Ready condition: Loaded Option 1 (Bird shot)

Time starts: Audible Signal

Start position: Anywhere in demarcated area

Procedure: On signal engage targets while remaining in the demarcated area

Notes: PI5-6, PI7-8, PI9-10, PI11-12, PL13-14, PI17-18 are to be close enough to allow 2 hits per shotgun shot.



32



0



0



Yes



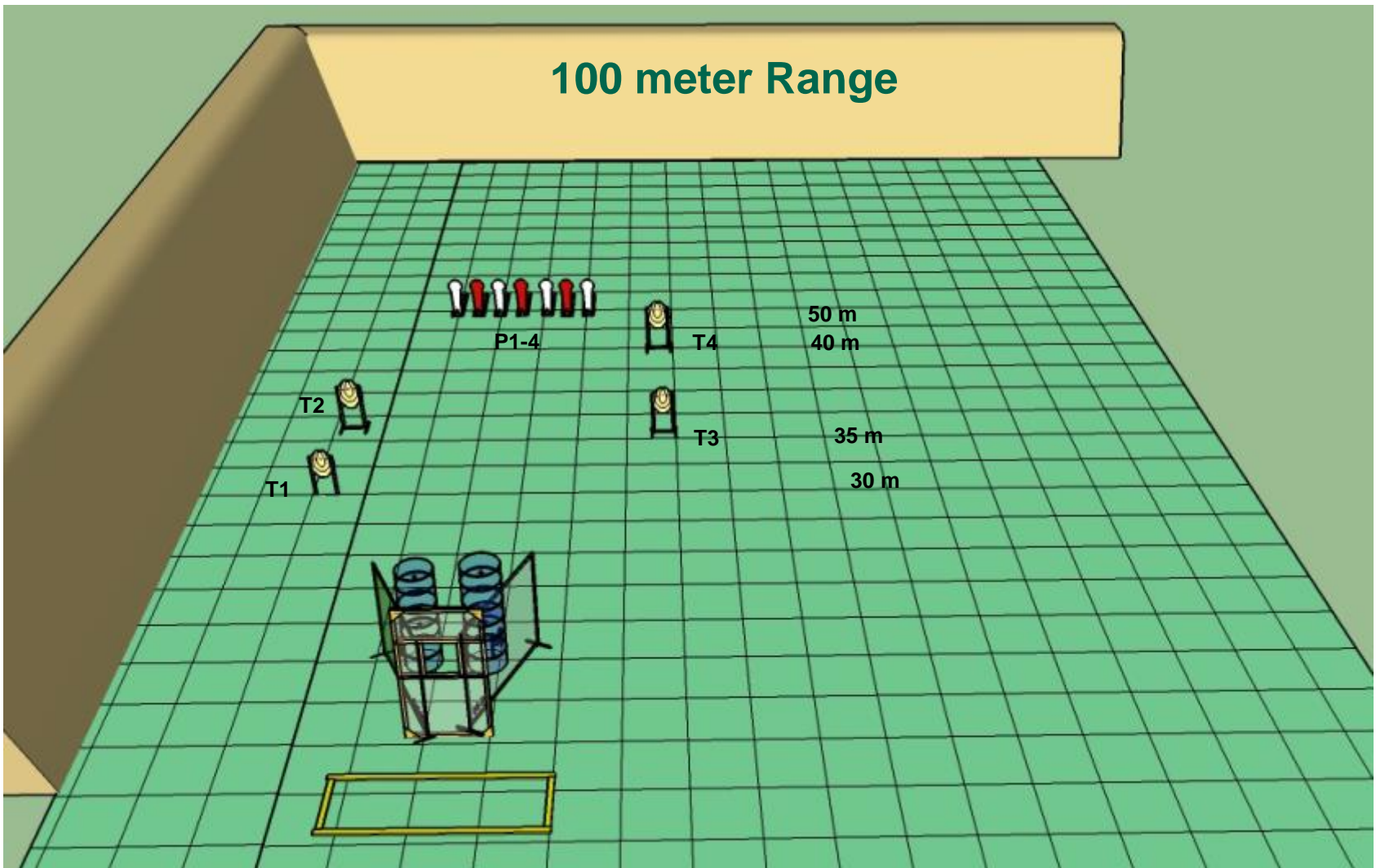
21



4



7



RANGE OFFICER BRIEFING

Stage 7 Range SAJ 100 meter

Distance: 30 - 51 meter

Ready condition: Loaded Option 1 (Slugs)

Time starts: Audible Signal

Start position: Anywhere in demarcated area

Procedure: On signal engage targets while remaining in the demarcated area.
Paper only 1 shot to count



8

4

0

Yes

0

0

4