

Mpumalanga Practical Shooting
 Association
 2-Gun League #2
 Hosted By



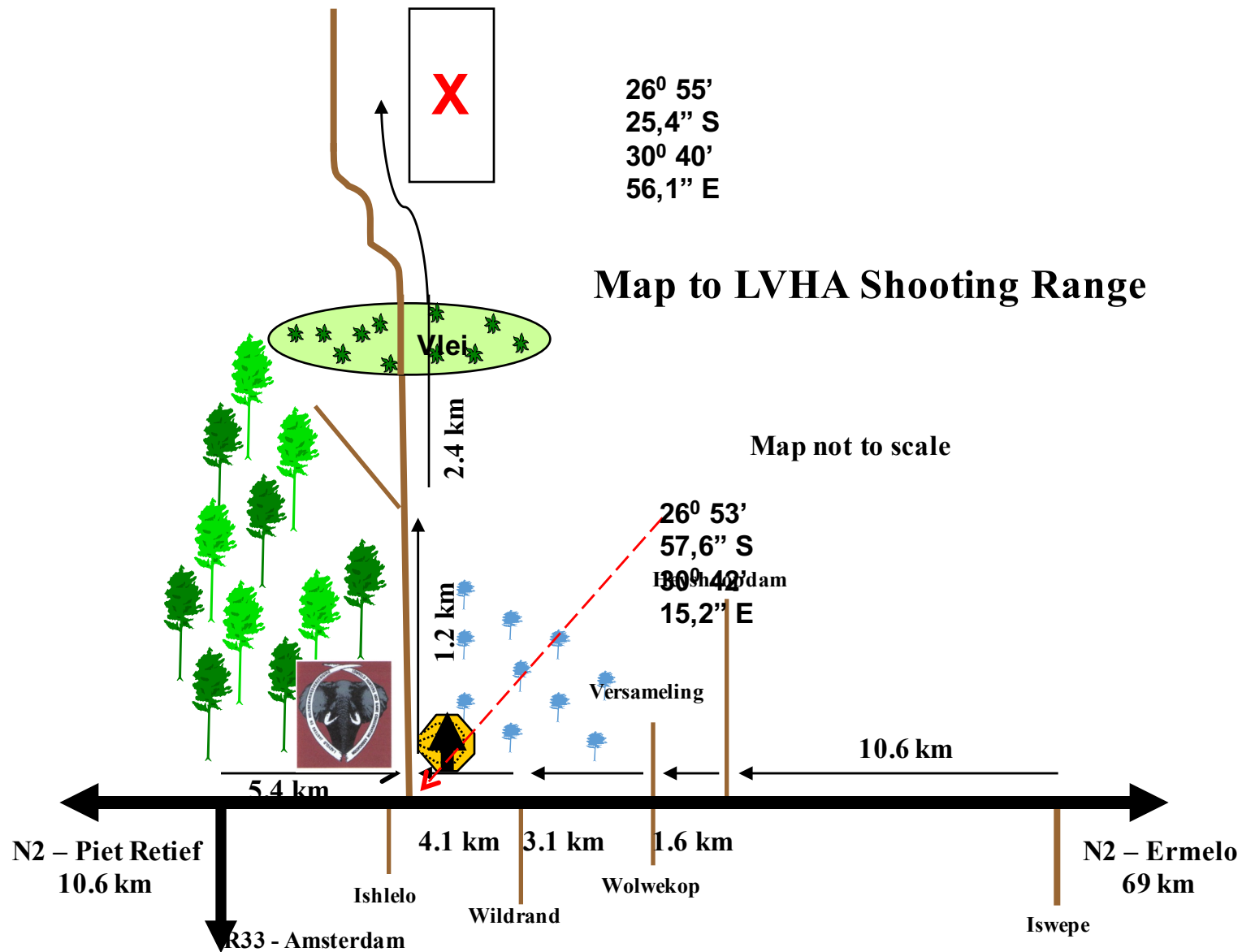
6 August 2016

LVHA Shooting Range
 Piet Retief

Stage	Name	Min Rounds (Rifle)	Min Rounds (Shotgun)	Stage Weight %
1	Dab a little		12	
2	Flying Fox		14	
3	Flash Dash	18		
4	Easy Now	10		
5	As fast as you can		8	
6	Gangsters Paradise	20		
7	Johnny , you check (R)	20		
8	Kentucky		28	
	Total Rounds	58	62	

1.	The latest IPSC rules will apply.		
2.	A Safe Area will be provided for all un-bagging, indexing and bagging.		
3.	All competitors and spectators on the range must wear eye and hearing protection.		
4.	Deviations from the published course design may be implemented where this is done to enhance safety and/or course quality and to comply with the relevant rules.		
5.	Registration for the match will start from 7:30.		
6.	RO briefing will start at 8:00		
7.	The match will commence at 9:00		
8.	Match Officials		
	Match Director		Denzil Venske
	Chief Range Officer		Johan Prinsloo
	Arbitration Committee		Will be appointed if required
	Stats Official/s		Kyle van Deventer

The Piet Retief Practical Shooting Club wishes you a safe and enjoyable shoot.



Range 7

Range 6

Range 5

Range 4

Range 3

Range 2

Range 1

Club House



Range 8










Shotgun Range

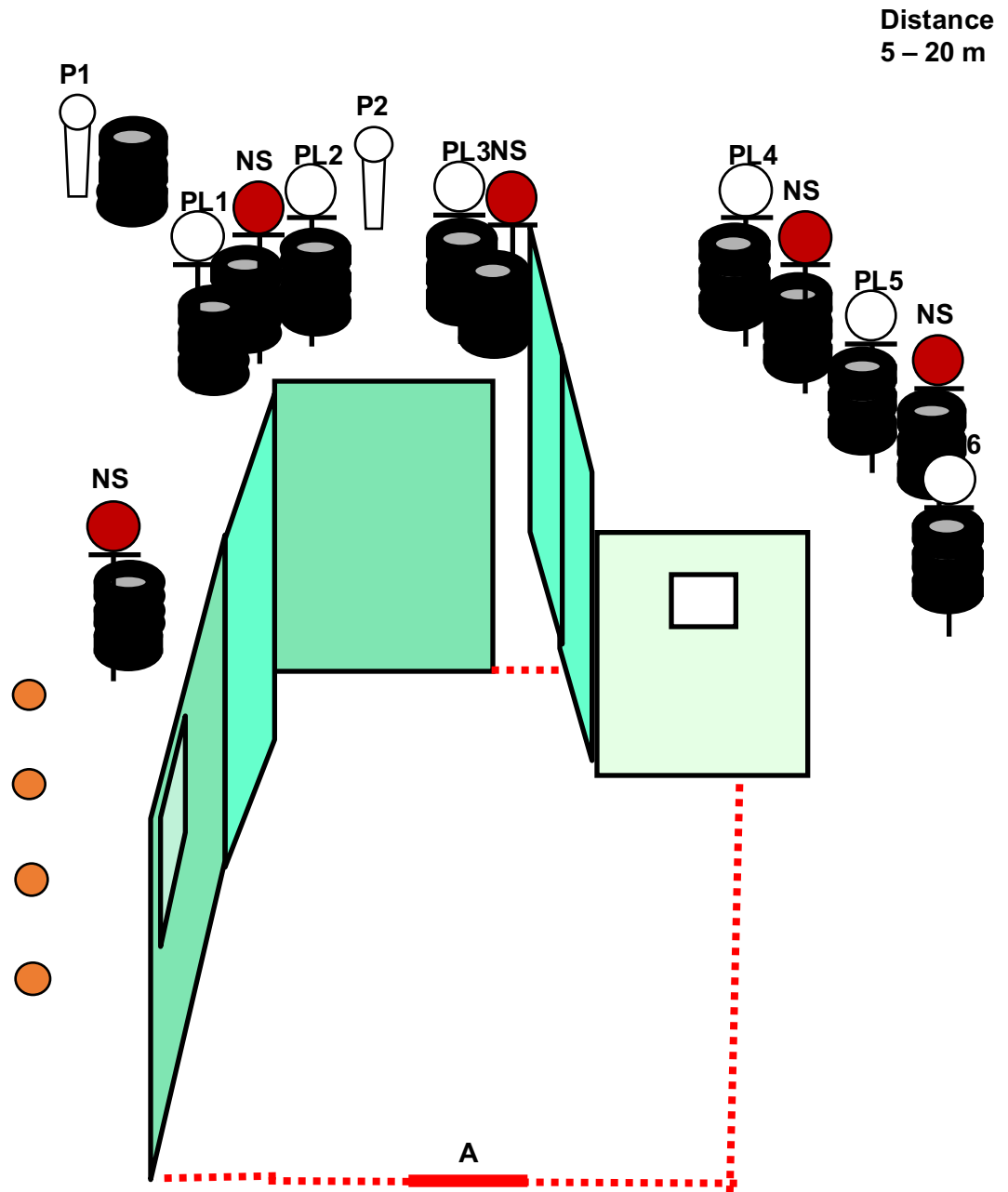
Stage	A	C	D	M	NO SHOOT	PROCEDURAL	TIME
1							
2							
3							
4							
5							
6							
7							
8							
Total							



STAGE 1

Dab a little










	12 Birdshot	
	5	Shotgun is loaded.
	6	
	2	Shooter starts heels touching demarcated area.
	-	
	-	Procedure :
	-	On audible start signal engage targets from within the demarcated area. Clays are high value targets. Stage scores 80 pts



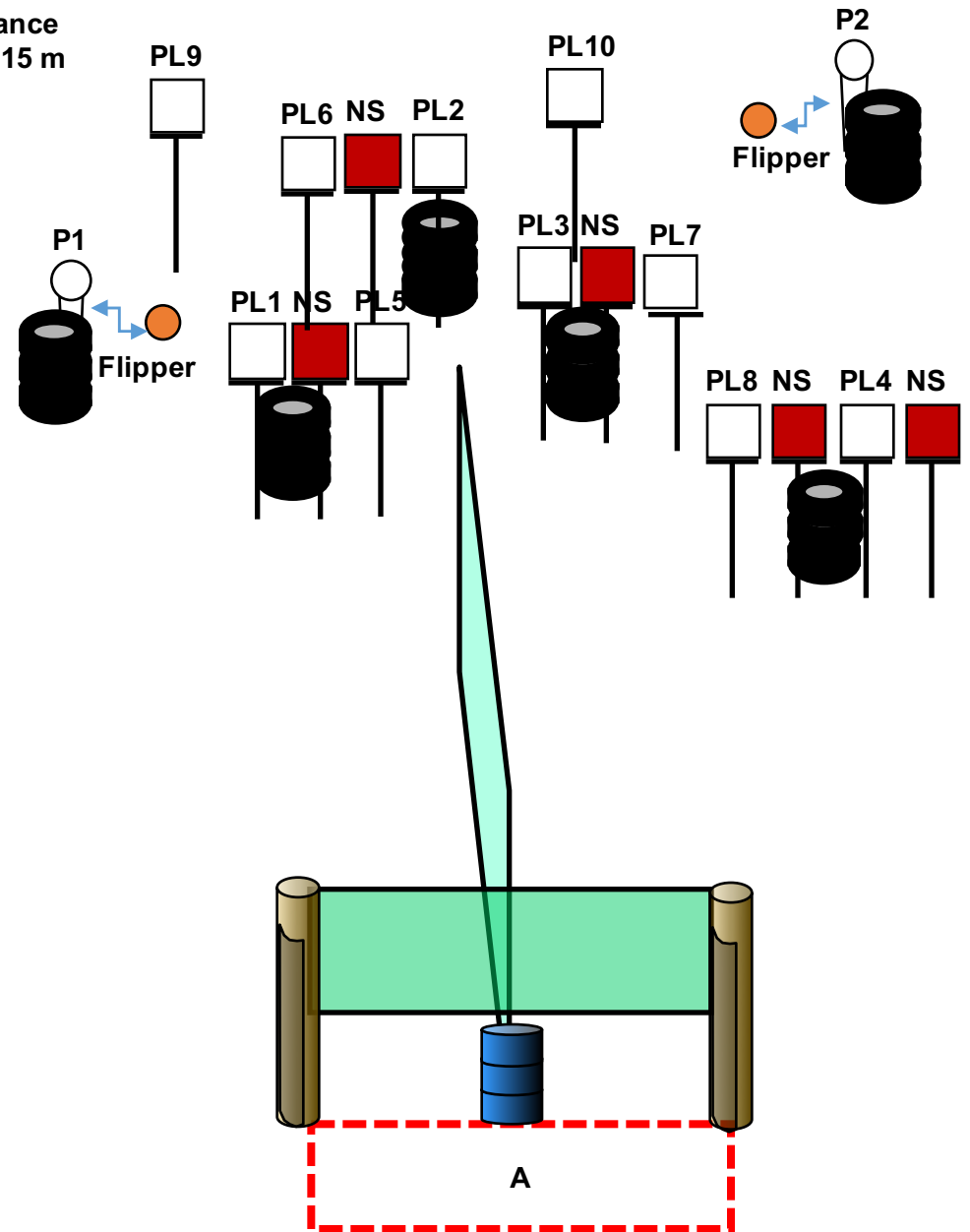


STAGE 2

Flying Fox

	14 Birdshot	
	5	Shotgun is unloaded and placed on drum with all ammunition to be used.
	10	
	2	Shooter starts anywhere in A, back to targets, hands in the surrender position.
	2	
	-	Procedure : On audible signal, engage targets while remaining in the demarcated area. P1 activates F1, and P2 activated F2, each with high value targets. Stage scores 80 pts
	-	

Distance
10 – 15 m












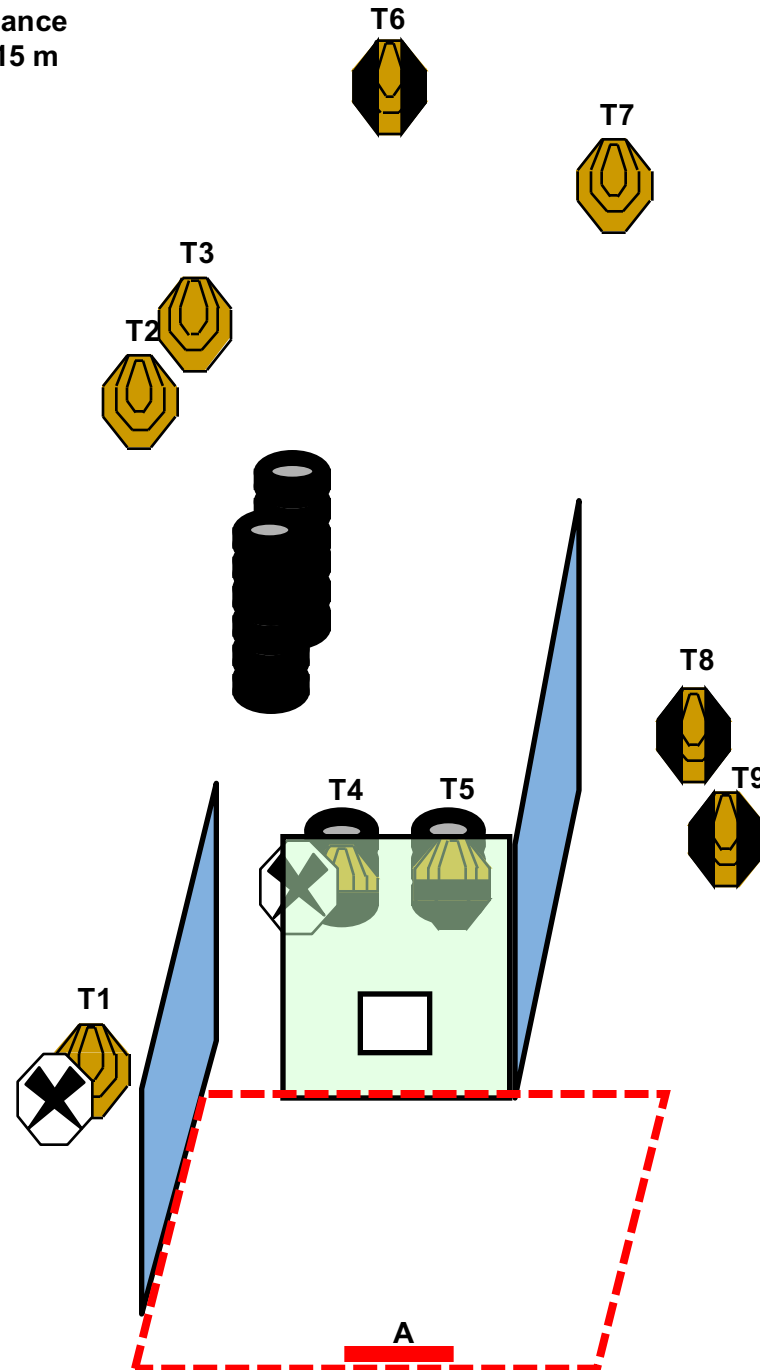


STAGE 3

Flash Dash

Distance
5 – 15 m

	18	
	2	Rifle is loaded.
	-	
	-	Shooter starts standing at A, both heels touching. Rifle on hip
	-	
	9	Procedure : On audible start signal engage targets from within the demarcated area.
	-	

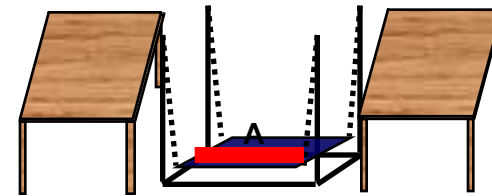




STAGE 4

Easy now

	10	
	1	Rifle is loaded, chamber empty, place flat on table on either side of bridge.
	-	
	-	Shooter starts standing on bridge facing down range.
	-	
	5	Procedure: On audible start signal engage targets while remaining in the demarcated area. Shooter to engage targets remaining unsupported.
	-	












Distance
10 – 15 m

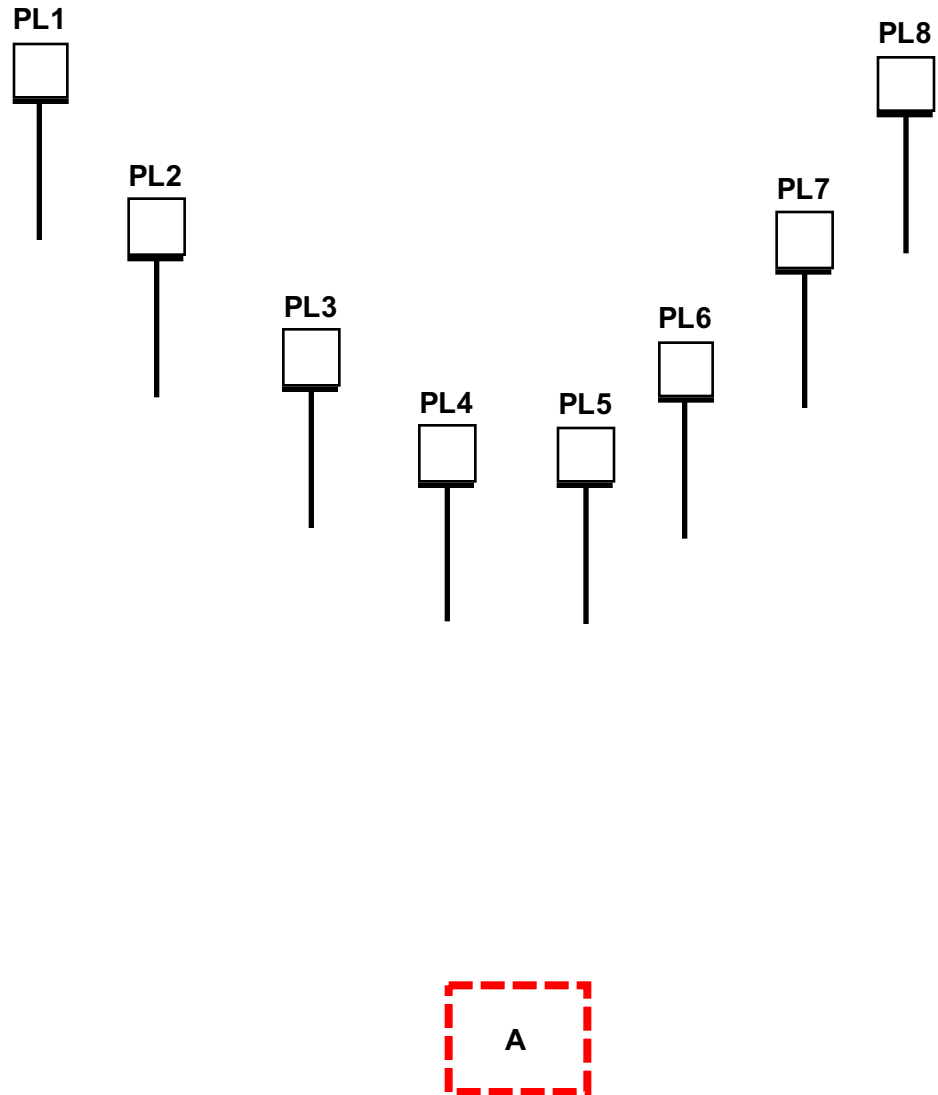


STAGE 5

As fast as you can

	8 Birdshot	
	-	Shotgun is loaded.
	8	
	-	Shooter starts standing in A, facing down range.
	-	
	-	On audible start signal engage targets from within the demarcated area.
	-	

Distance
10 – 15 m












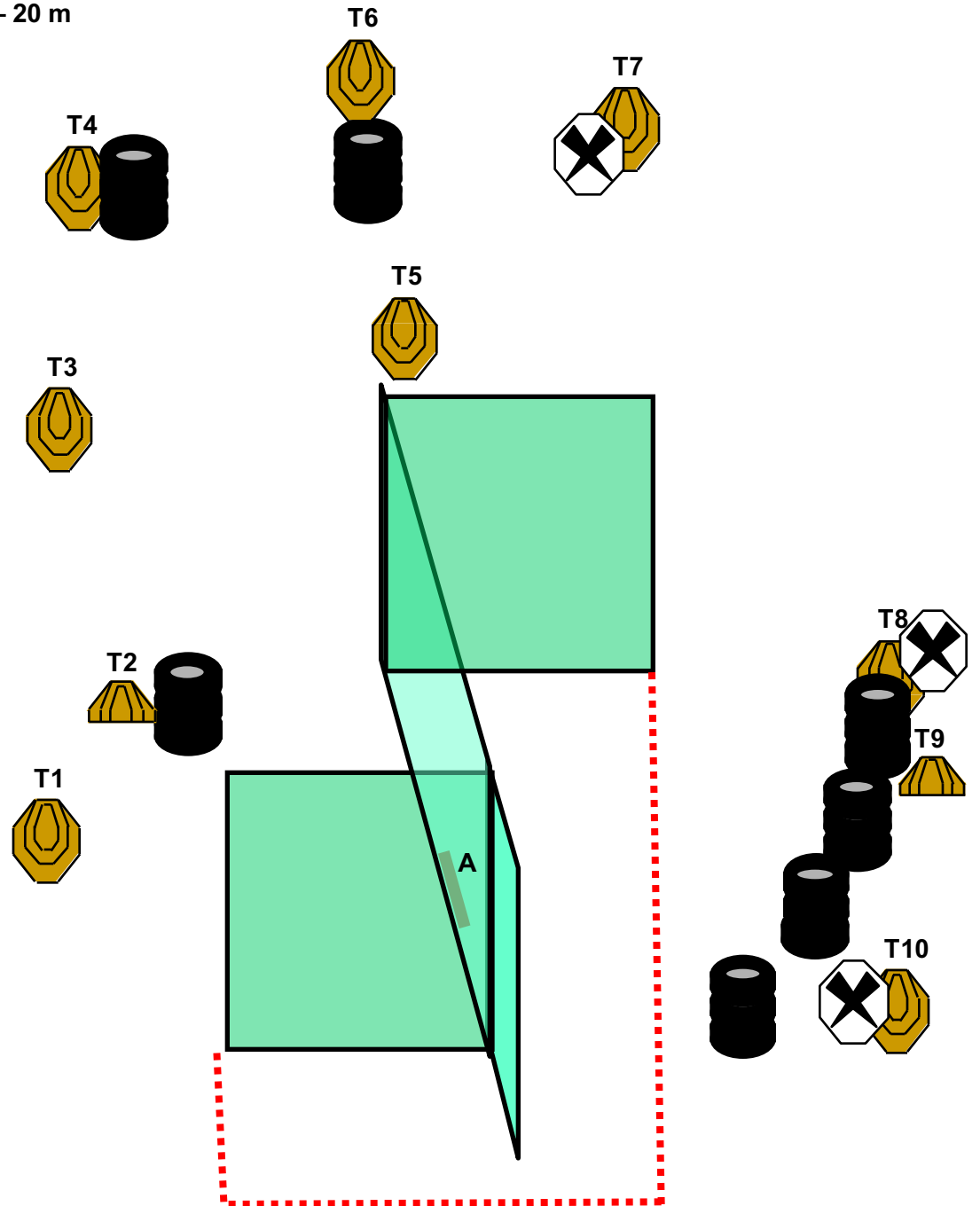


STAGE 6

Gangsters Paradise

Distance
10 – 20 m










	20	
	3	Rifle is loaded , chamber empty.
	-	
	-	Shooter starts standing at A, left shoulder touching barricade, facing down range as demonstrated.
	-	
	10	Procedure :
	-	On audible start signal engage targets from within the demarcated area.

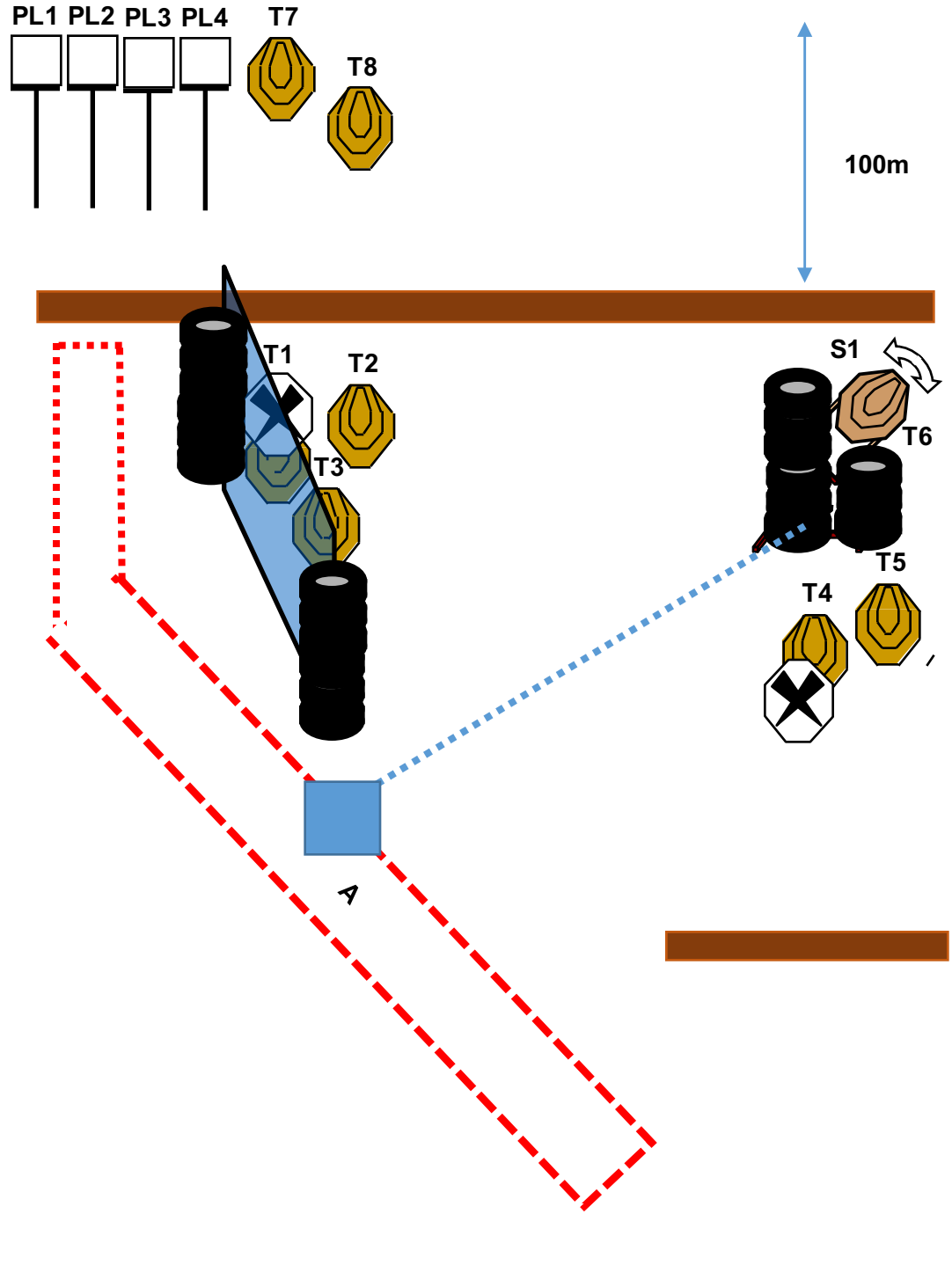




STAGE 7

Johnny, you check?










	20	
	1	Rifle is loaded .
	4	
	-	Shooter starts anywhere in A, facing down range.
	-	
	-	Procedure :
	8	On audible start signal engage targets from within the demarkated area. Baretrap activates S1, which remains visible.





STAGE 8

Kentucky

	28 Birdshot	
	9	Shotgun is loaded
	28	
	-	Shooter starts standing in A with toes touching demarcated area, holding rope in strong hand.
	-	
	-	Procedure :
	-	On audible start signal engage targets from within the demarcated area.

