

MPSA - 2 Gun Tournament 3 2016



RANGE	NAME	Targets	MIN. ROUNDS	POSSIBLE POINTS	STAGE % ROUNDS	STAGE % POINTS
1	Rifle 1 - One Shot Counts	3 IPSC 6 Plates 3 Poppers	12	60	16%	16%
4	Rifle 2 - Smokin Fast	5 A4 Targets	10	50	14%	13%
5 & 6	Rifle 3 - Mini Delight	10 IPSC Mini Targets	20	100	27%	26%
8	Rifle 4 - Too Near / Too Far	5 IPSC 4 IPSC Mini 4 Poppers 8 Plates 2 Gongs	32	170	43%	45%
Totals			74	380	100%	100%

RANGE	NAME	Targets	MIN. ROUNDS	POSSIBLE POINTS	STAGE % ROUNDS	STAGE % POINTS
2	Shotgun 1 - Shotgun Bazar	8 Poppers 1 Mini Popper 19 Plates	28	140	42%	40%
3	Shotgun 2 - Up and Over	1 Popper 3 Mini Poppers 12 Plates	16	80	24%	23%
9A	Shotgun 3 - Have a Fling	2 Poppers 5 frangibles	7	50	10%	14%
9B	Shotgun 4 - As fast as you Can	8 Poppers 8 Plates	16	80	24%	23%
Totals			67	350	100%	100%

- **VENUE:** Ngodwana Shooting Range
- **DATE:** 08th October 2016
- **REGISTRATION:** 07H30 to 08H15
- **RO BRIEFING:** 07H45 to 08H30
- **START :** 08H30 Sharp
- **ENTRY FEE:** R200.00
- **REFRESHMENTS ON SALE**

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.

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:

RANGE MASTER:

CRO

ARBITRATORS:

AT Olivier

Mitch McAllister

Johan Prinsloo

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

MAP TO NGODWANA SHOOTING RANGE



Rifle Stage 1 - Range 1 – Medium Course (One Shot Counts)



START POSITION: Shooter starts standing in Area A, facing down range, hands at sides, rifle unloaded option 3.
All ammunition or magazines on the shooters belt. The rifle is to be positioned on either of the two rifle racks as indicated.

STAGE PROCEDURE

On audible start signal retrieve rifle, load and engage targets whilst remaining in area A.

The best single shot on paper targets will count for score.

DISTANCES: 51 to 55 meters.

MINIMUM ROUNDS: 12

SCORING: 60 points

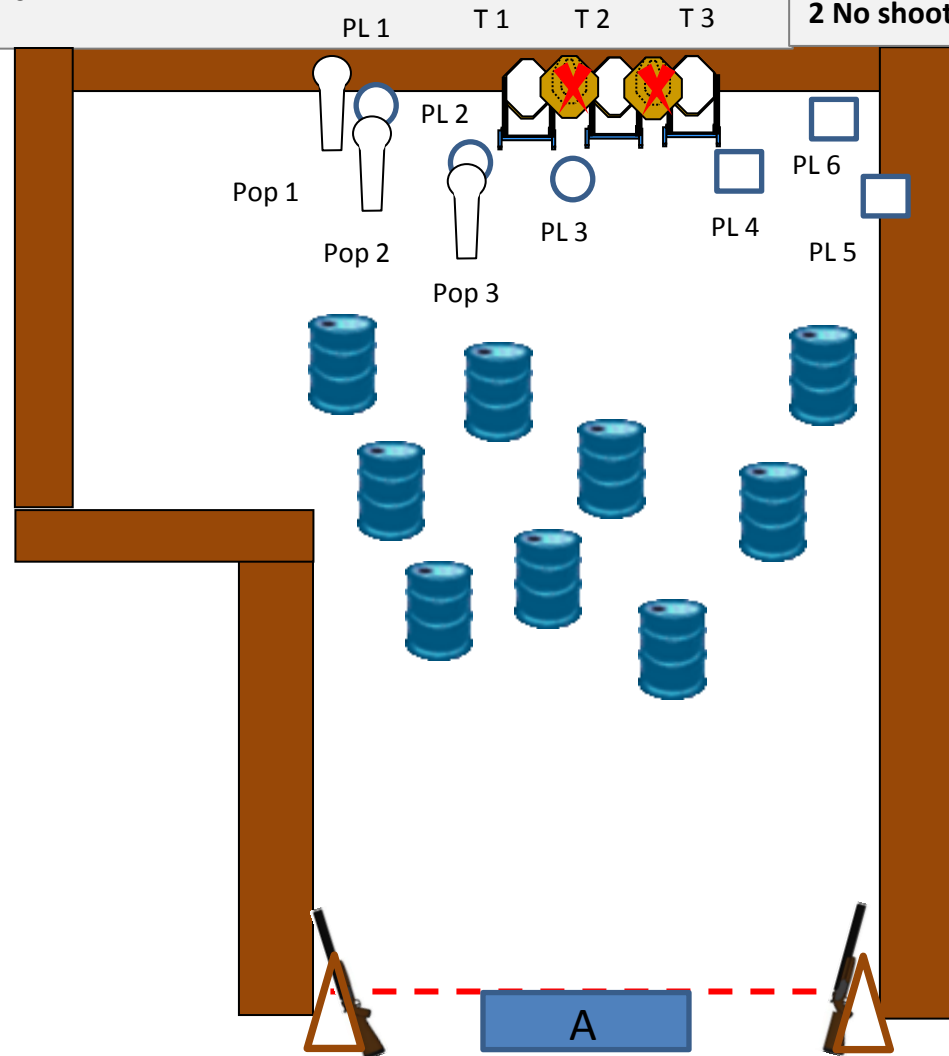
TARGETS:

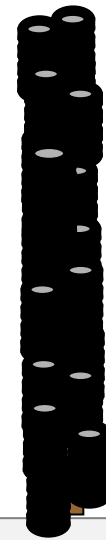
3 IPSC Targets,

6 plates

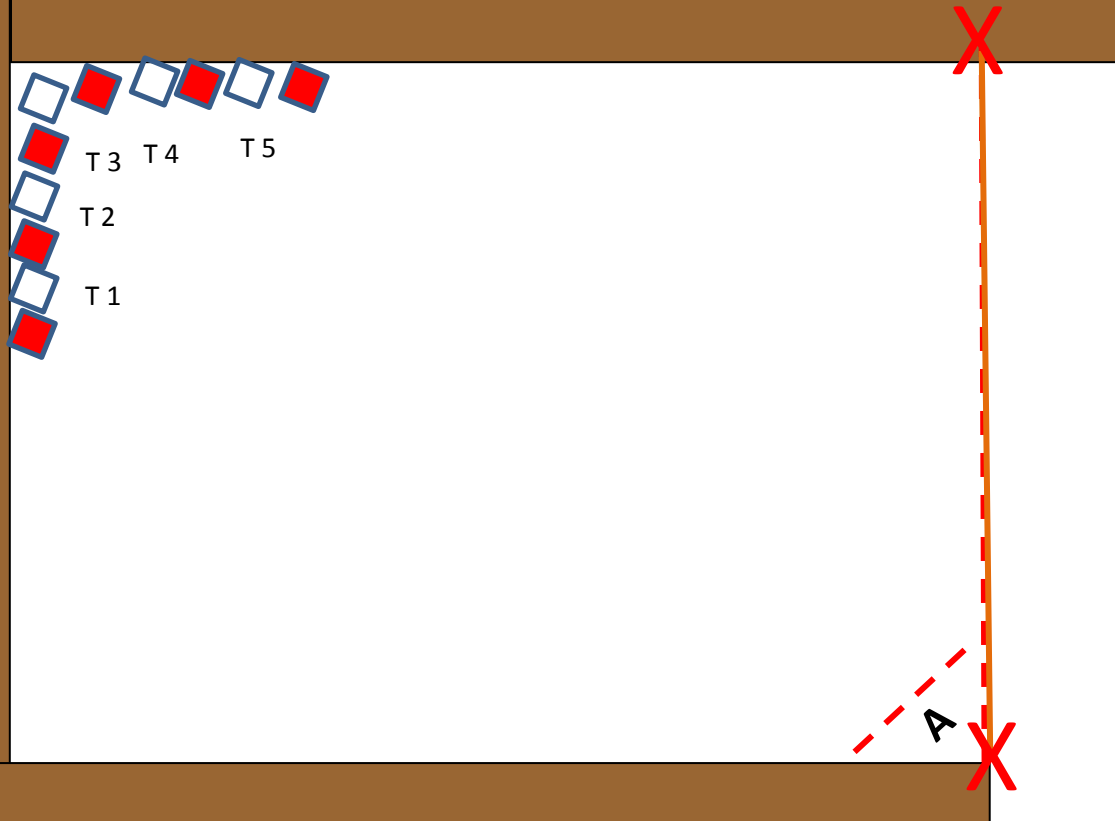
3 IPSC Poppers

2 No shoots





Rifle Stage 2 – Range 4 – Short Stage (Smokin' Fast!!!)



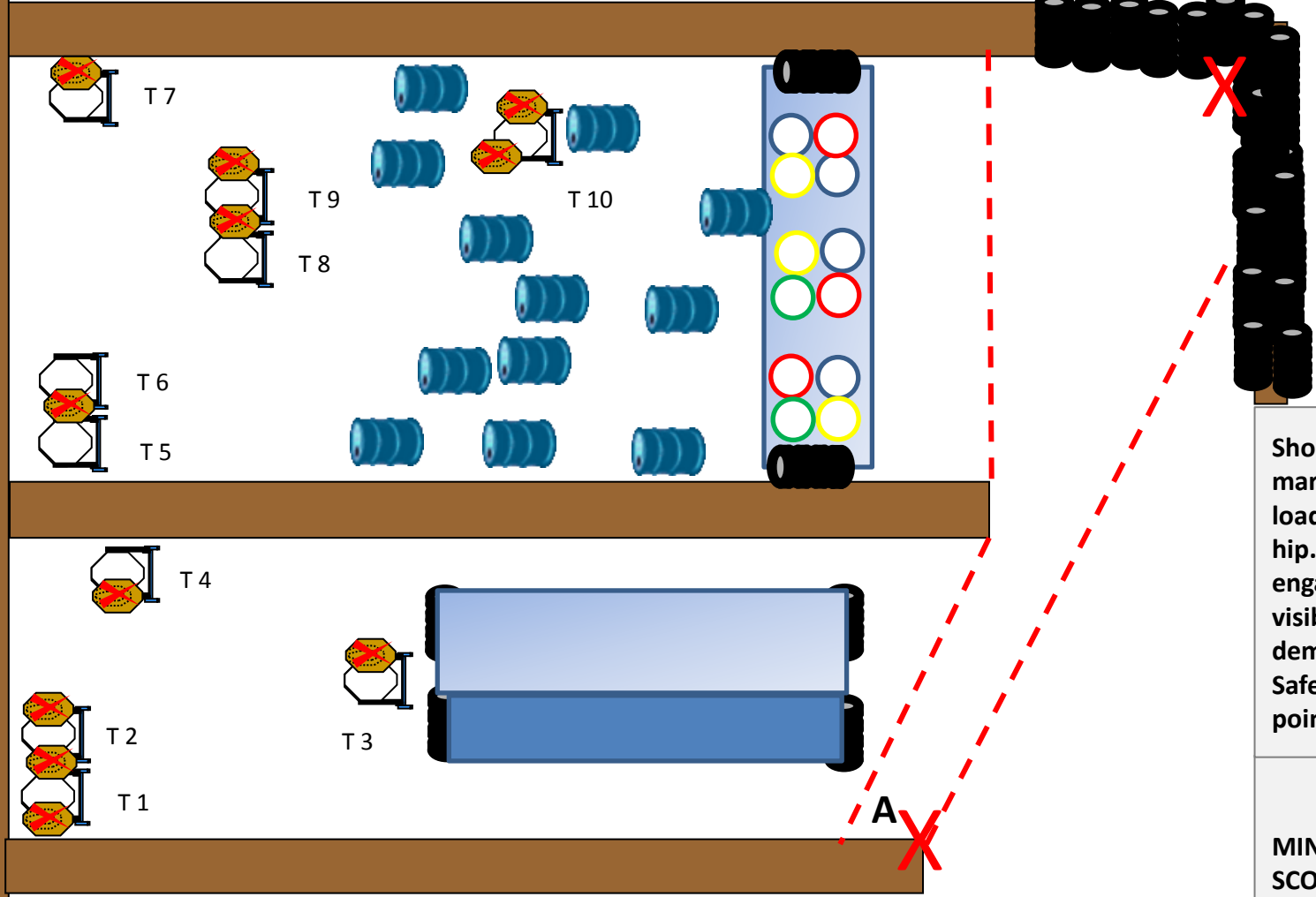
Shooter Starts at A sitting on the chair, which is within the demarcated area A, rifle on lap barrel, gripped with both hands as indicated. Rifle barrel facing down range, rifle loaded option 1. On the audible signal engage targets as they become visible., whilst remaining in the demarcated area Safety Angle is between flags between points X to X.

MINIMUM ROUNDS: 10
SCORING: 50

TARGETS:
5 A4 Targets
6 A4 No Shoot Targets

Distance 15 to 20 M

Rifle Stage 3 – Range 5 & 6 – Medium Course (Mini Delight)



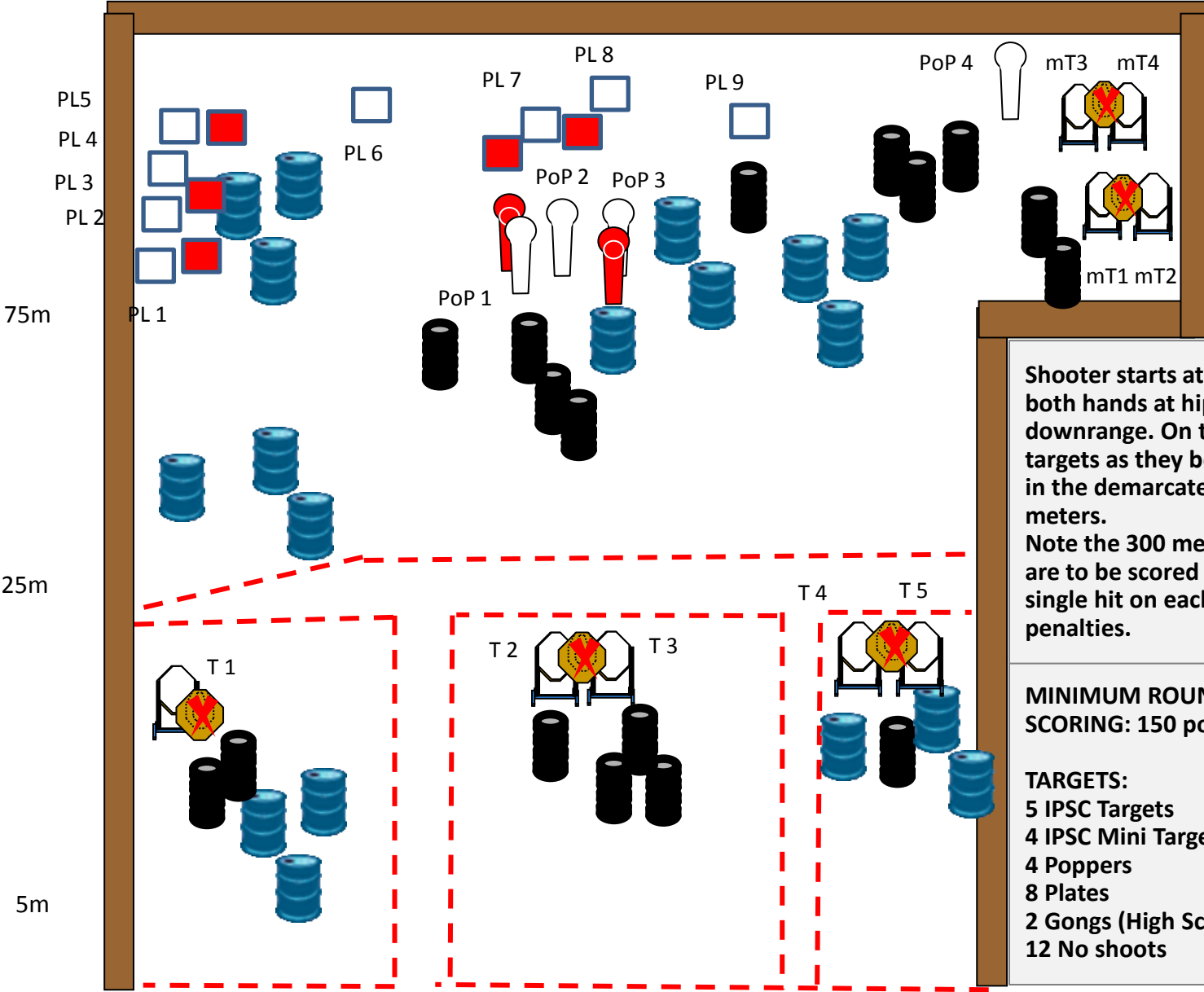
Shooter starts at A, with feet on markers as indicated, rifle loaded option 2 and held on hip. On the audible signal engage targets as they become visible., whilst remaining in the demarcated area
Safety Angle is between marked points at points X to X.

MINIMUM ROUNDS: 20
SCORING: 100 points

TARGETS:
10 IPSC Mini Targets
11 No shoots



Rifle Stage 4 – Range 8 – Long Course (Too Near / Too Far)



Shooter starts at A, rifle loaded option 1, held in both hands at hip level, muzzle pointing downrange. On the audible signal engage targets as they become visible, whilst remaining in the demarcated area. Distance 3 to 320 meters.

Note the 300 meter and the 320 meter gongs are to be scored as high scoring targets for a single hit on each and do carry drop shot penalties.

MINIMUM ROUNDS: 32
SCORING: 150 points (+20) = 170

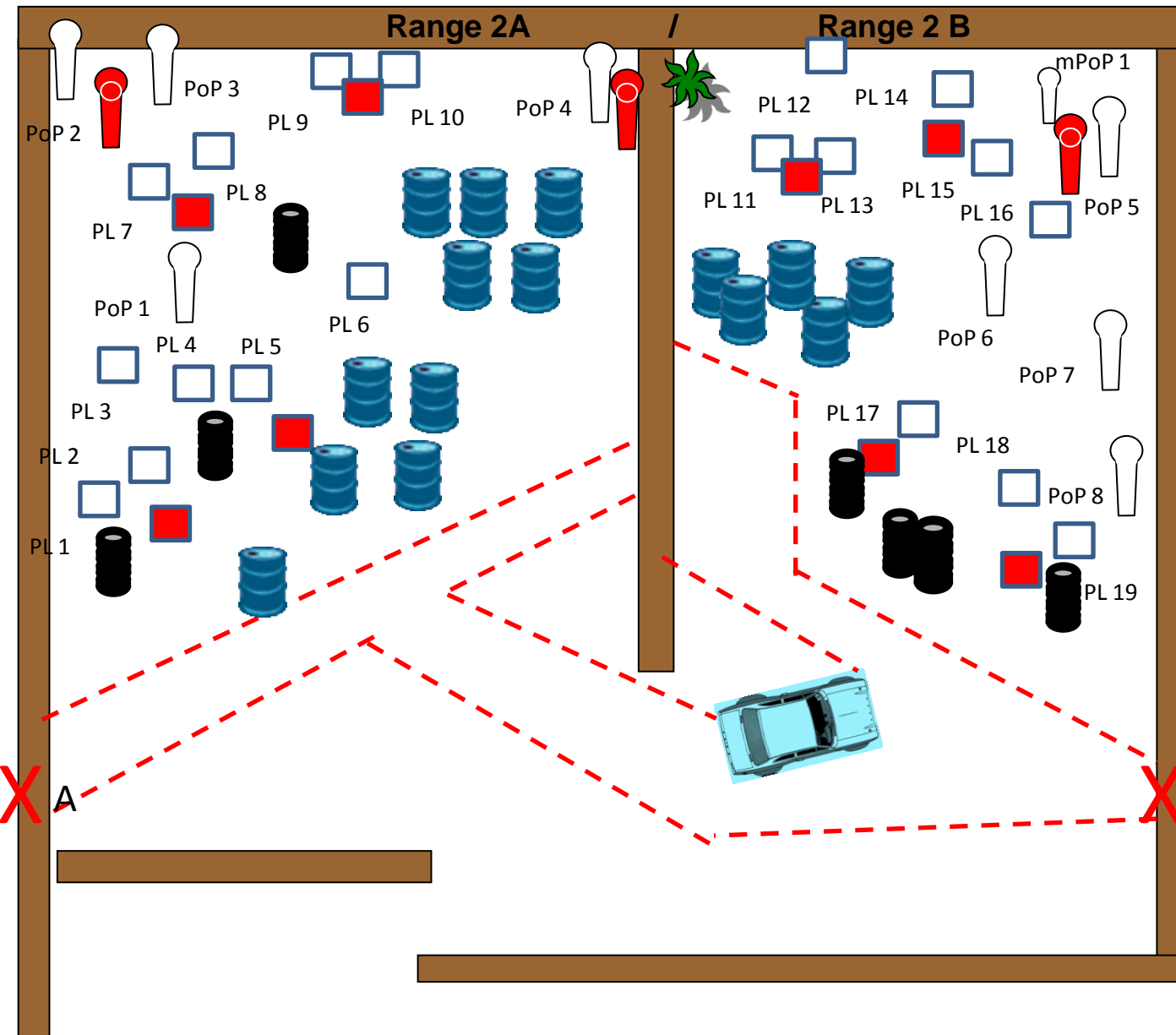
TARGETS:	Points:
5 IPSC Targets	50
4 IPSC Mini Targets	40
4 Poppers	20
8 Plates	40
2 Gongs (High Scoring)	20
12 No shoots	

A



Shotgun Stage 1 - Range 2 – Long Course (Shotgun Bazar)

START POSITION: Shooter starts at A facing down range as indicated. Shotgun is loaded option 1, and held on the hip.
On audible signal engage targets as they become visible, whilst remaining in the demarcated area.
180 degree rule will apply between pointers X and X, which are marked.



MINIMUM ROUNDS:
28 x Bird Shot
SCORING: 140 points

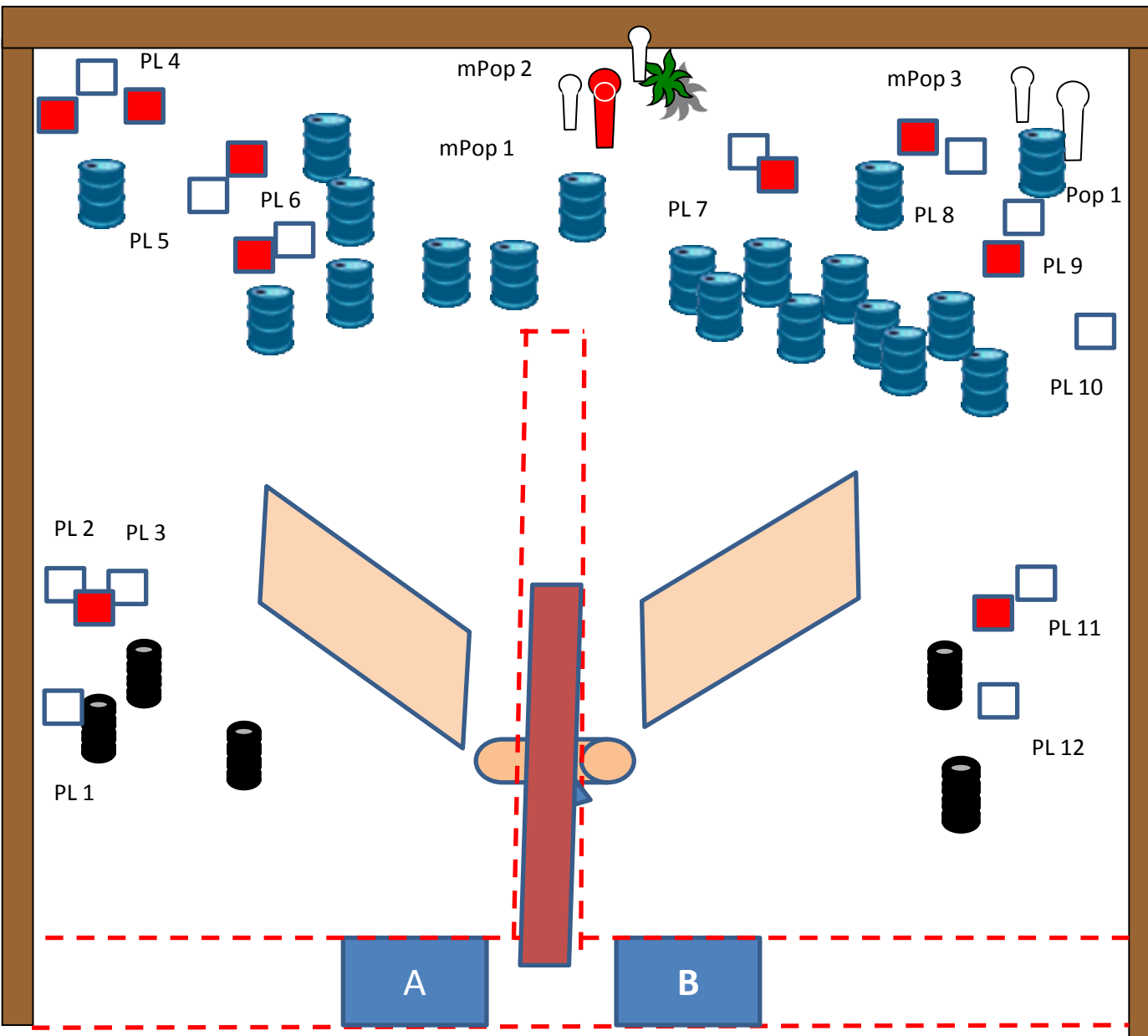
TARGETS:
8 Poppers
1 Mini Popper
19 Plates
11 No shoots

DISTANCES: 8 to 20 m



Shotgun Stage 2 - Range 3 – Medium Course (Up and Over)

START POSITION: Shooter starts inside area A or area B facing down range. Shotgun is on the rack, loaded, chamber empty, option 2.
On audible signal retrieve the shotgun, engage targets as they become visible, whilst remaining in the demarcated area.
Note that the competitor may not bypass the seesaw. One procedural penalty will be incurred for every shot fired, if the seesaw is bypassed.



MINIMUM ROUNDS:

16 x Bird Shot

SCORING: 80 points

TARGETS:

1 Popper

3 Mini Popper

12 Plates

10 No shoots

Distance 7 to 20 m

Shotgun Stage 3 - Range 9A – Short Course (Having a Fling)



START POSITION: Shooter starts standing at A, next to rifle rack. Shotgun is unloaded option 3 and is in the rack.

STAGE PROCEDURE

On audible signal retrieve the shotgun and engage all targets whilst remaining in the demarcated area as indicated. Each time the shooter stands on the activator, he releases a flying clay, (total 3) which the shooter may activate at any time. All flying clays score double and do not carry drop shot penalties. Two static clays behind each popper which will be visible when poppers are dropped.

DISTANCES: 7 to 15 meters.

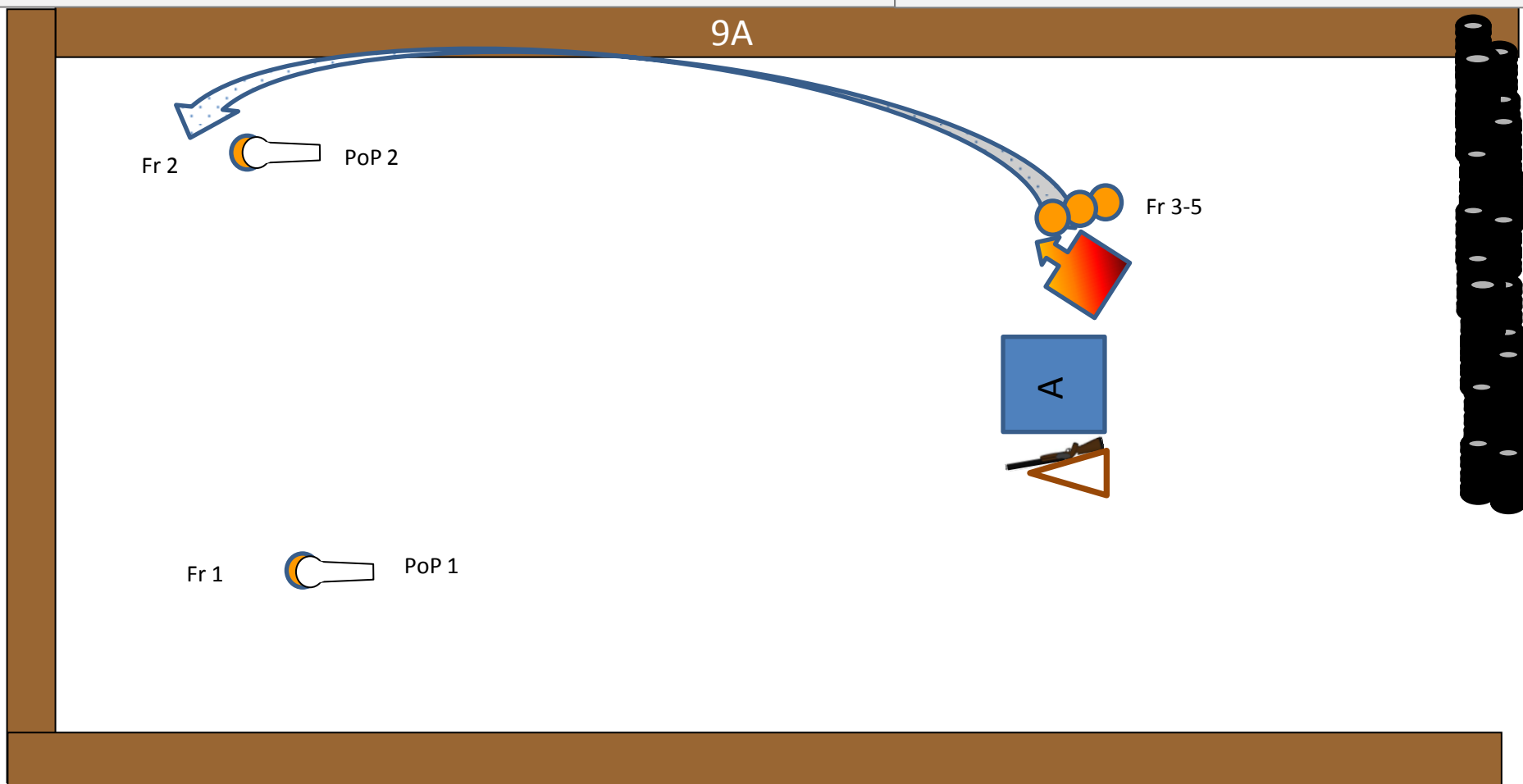
MINIMUM ROUNDS: 7 Bird Shot

SCORING: 50

TARGETS:

2 Poppers

5 Frangible Targets



Shotgun Stage 4 - Range 9B – Medium Course (As Fast and You Can)



START POSITION: Shooter starts standing in Area A or B facing down range, shotgun held parallel to the ground, in the weak Hand, with the shooters weak arm fully extended.
Shotgun is loaded option 1.

STAGE PROCEDURE

On audible start signal engage targets from within area A and Area B.

DISTANCES: 7 to 10 meters.

MINIMUM ROUNDS: 16 Bird Shot

SCORING: 80 points

TARGETS:

8 plates

8 IPSC Poppers

11 No Shoots

