

VENUE: Ngodwana Shooting Range

DATE – Shotgun: 23rd April 2017 – 8 STAGES

REGISTRATION: 07H30 to 08H15
 RO BRIEFING: 07H45 to 08H30
 START: 08H30 Sharp
 ENTRY FEE: R200.00

- Each day is a separate event, but only one entry fee is payable, for entry to the full event or entry only for either single day.
- Range Officers be reimbursed only once for the full event, not for each day. Rifle 22nd April, Shotgun, 23rd April.
- Refreshments will be on sale both days.
- Accommodation available at Aloes Country Inn (Dave Mobile: 084 712 1659)
- Camping at the Range is Permitted at no charge.
 (Potable water and Toilers available on the range)

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. Camping is permitted at the range, but facilities are limited to water and toilet.

MPSA – Shotgun Tournament 1 2017





<u>Sportsman Like Behavior – Work Together!</u>

- 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

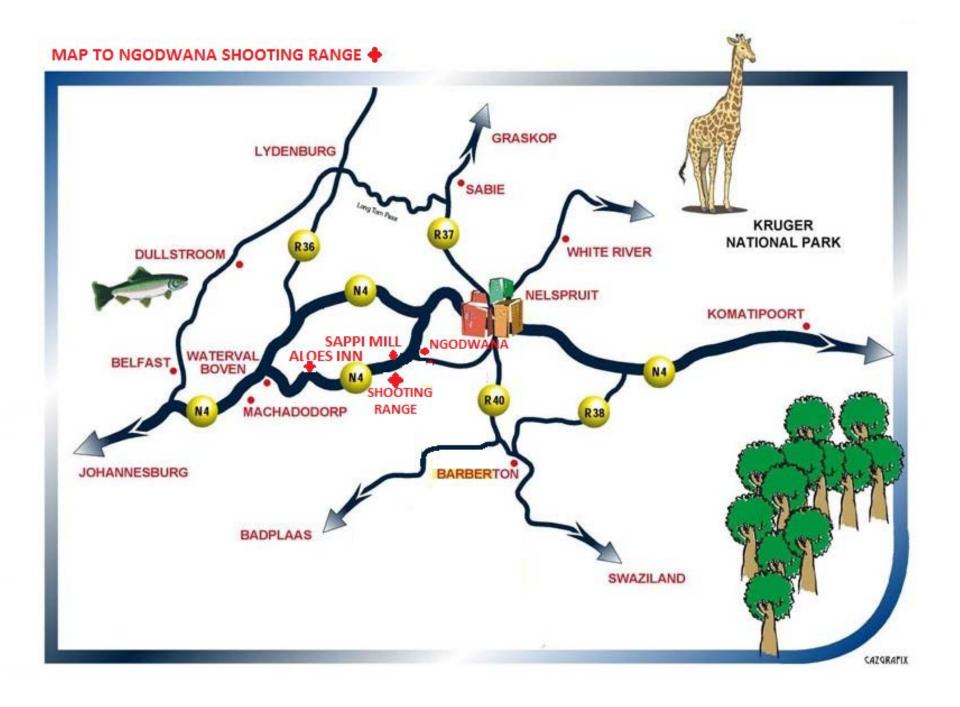
MATCH DIRECTOR: AT Olivier
RANGE MASTER: Mitch McAllister

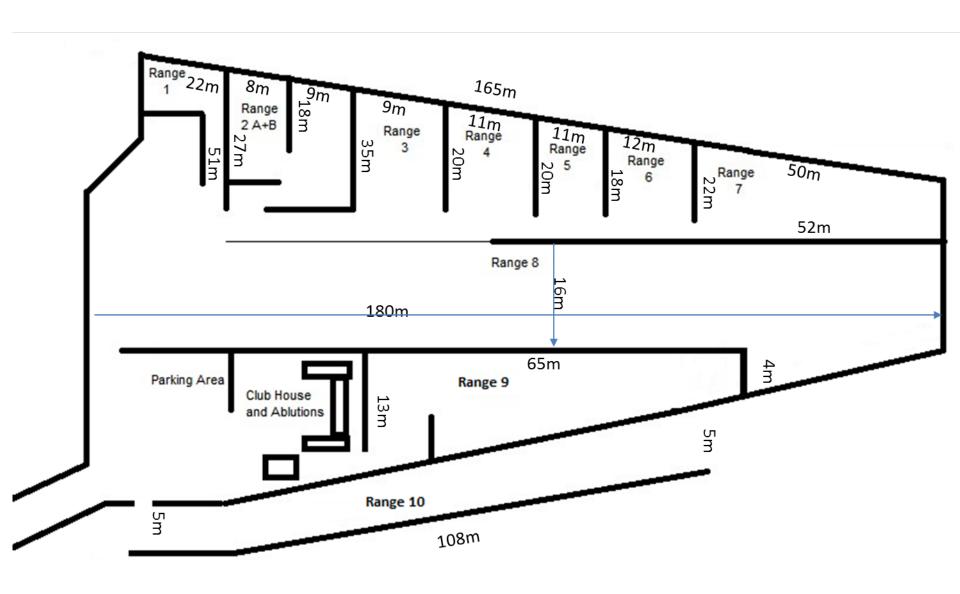
CRO TBA

ARBITRATORS: Three delegates to be appointed

by Match Director as and when

required





SHOTGUN MATCH 23RD APRIL 2017

116 Bird Shot 10 Buck shot

Note:

All Targets will be White
All paper no Shoots will be Brown with Red Cross
All steel no shoots will be red

Shotgun Stage 1 - Range 1 - Medium Course (Where do they fly to?)

START POSITION: Shooter starts facing down range, one foot touching at A as indicated. The shotgun is on the rack, loaded option 2.



STAGE PROCEDURE

On audible start signal retrieve the shotgun and engage targets whilst remaining in the demarcated area. Safety angle is between flags X to X.

The two frangibles are high scoring targets and do not carry drop shot penalties.

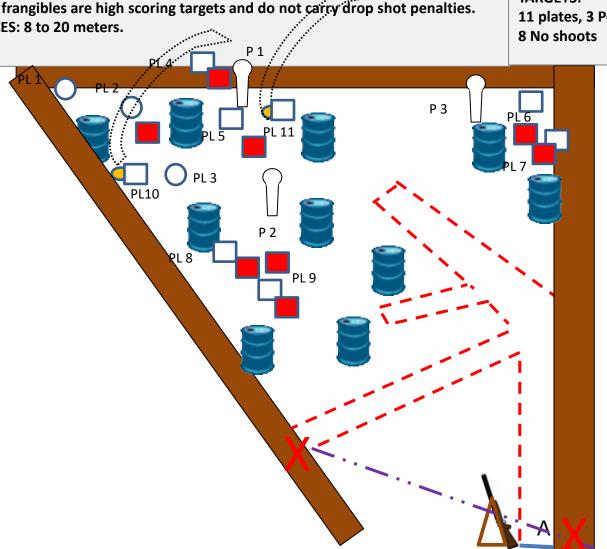
DISTANCES: 8 to 20 meters.

MINIMUM ROUNDS: 16 Bird Shot

SCORING: 90 points

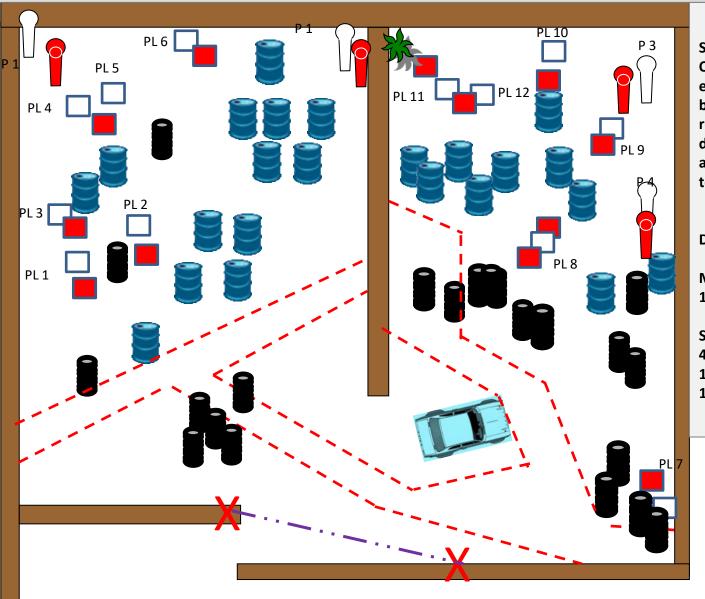
TARGETS:

11 plates, 3 Poppers, 2 Frangible



Shotgun Stage 2 - Range 2 - Medium Course - (The Zebras are Gone!)

START POSITION: Shooter starts any where in the demarcated area. Shotgun loaded option 1 and held in the ready position, facing down range.



STAGE PROCEDURE
On audible start signal
engage targets as they
become visible, whilst
remaining in the
demarcated area. Safety
angle is between flags X
to X.

DISTANCES: 8 to 25 m

MINIMUM ROUNDS: 16 Bird shot

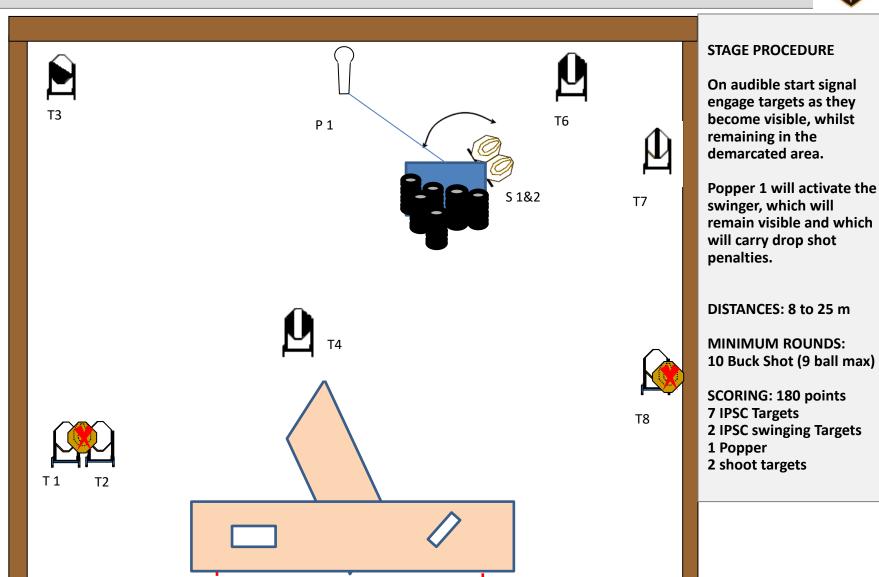
SCORING: 80 points 4 Poppers 12 Plates 16 No shoots



Shotgun Stage 3 - Range 3 - Medium Course (Make the Balls Count)

START POSITION: Shooter starts with one heel touching A, shotgun is held in both hands, loaded option 1, barrel parallel to the ground, facing down range.

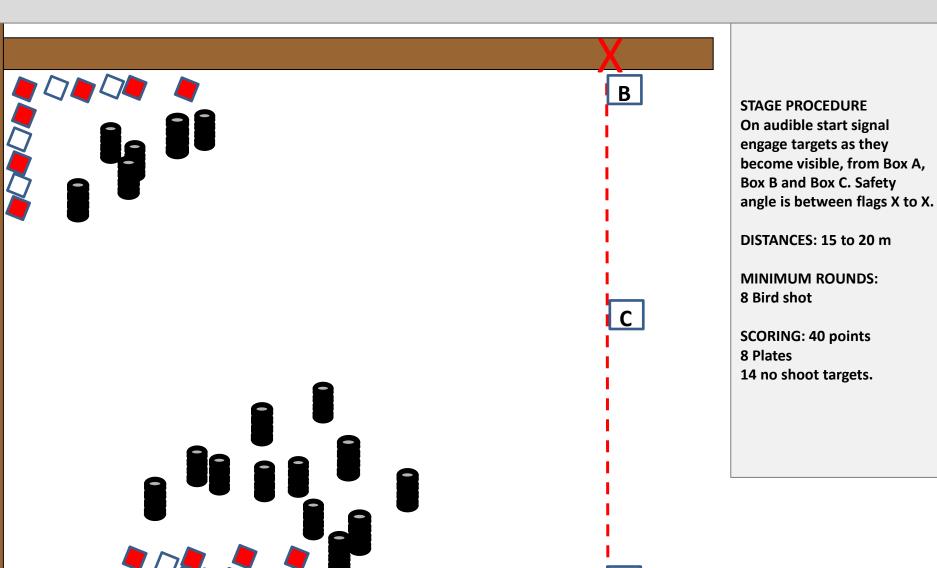




Shotgun Stage 4 - Range 4 - Short Course - (Plates, not Paper)

START POSITION: Shooter starts in Box C, shotgun loaded option 3, held in the ready condition.



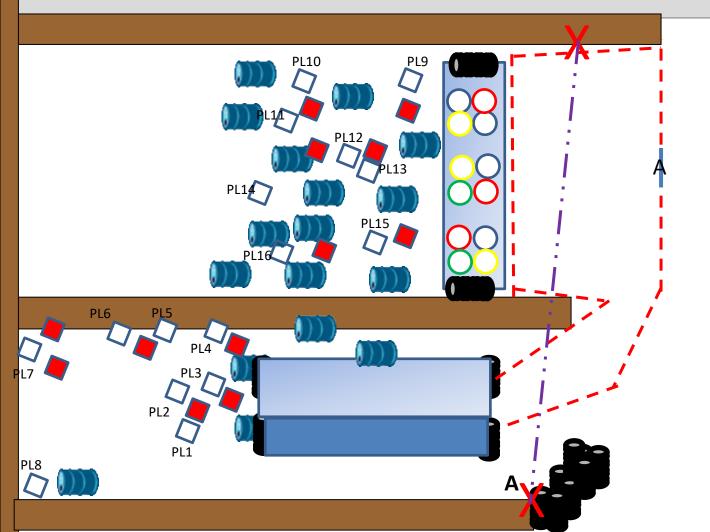


Shotgun Stage 5 - Range 5 & 6 - Medium - (Which hole is Mine?)

START POSITION: Shooter starts at A, both feet touching the marker as indicated.

Shotgun loaded option 1 and held in the ready position





STAGE PROCEDURE

On audible start signal engage targets as they become visible, whilst remaining in the demarcated area. Safety angle is between flags X to X.

DISTANCES: 12 to 30 m

MINIMUM ROUNDS: 16 Bird Shot

SCORING: 80 points

16 Plates

12 no shoot targets

Shotgun Stage 6 – Range 7 – Long Course (A bit closer this time)

START POSITION: Shooter stares at A, facing down range, shotgun loaded option 1 and held ain both hands. The Basket is at position B.

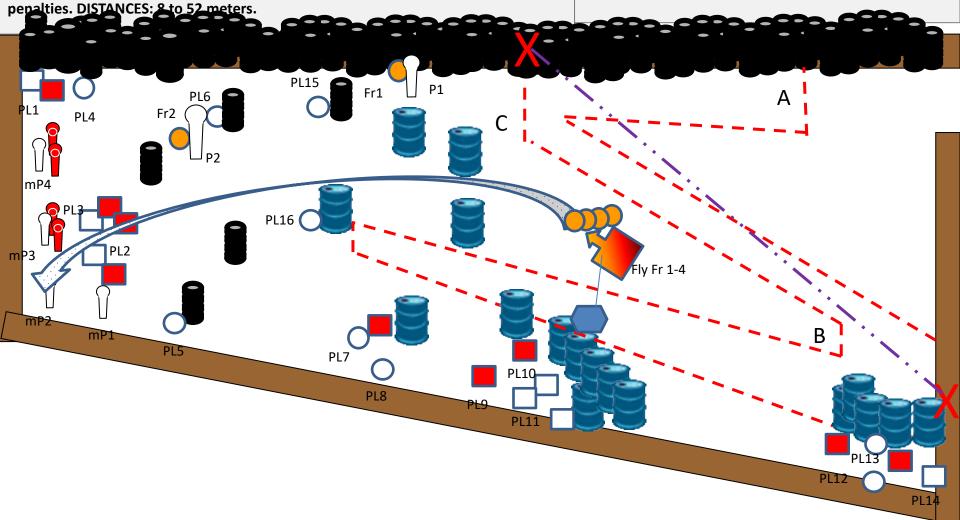
I.P. S.C.

STAGE PROCEDURE: On audible start signal engage targets whilst remaining in the demarcated area. Standing on the bear trap, launch flying clays, each flying clay carries double points for a hit, but do not carry drop shot penalties. The Basket is to be delivered to position C before the last shot if fired. Safety angle is between flags X to X. The four flying frangibles are high scoring targets and do not carry drop shot

MINIMUM ROUNDS: 28 Bird Shot

SCORING: 32 points

TARGETS: 4 mini IPSC Poppers, 2 Poppers, 16 Plates, two frangies and 4 flying frangies and 13 no shoot targets.



Shotgun Stage 7 – Range 8 – Long Course (A new Perspective)

START POSITION: Shooter shares anywhere in the demarcated area, shotgun loaded option 1, and held in the ready position.



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

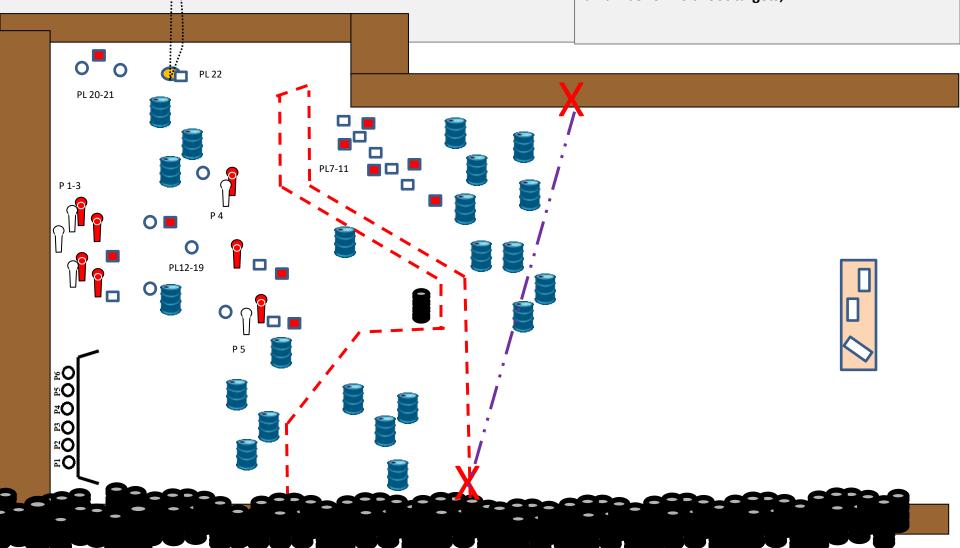
DISTANCES: 8 to 30 meters. Popper 6 launches a flying frangy, which scores double and does not carry drop shot penalties. Safety angle is between flags X to X.

MINIMUM ROUNDS: 28 Bird shot

SCORING: 145 points

TARGETS: 22 Plates, 5 IPSC Poppers, 1 Frangible,

a number of No shoot targets,



Shotgun Stage 8 – Range 9 – Short Course (Popper Array Close Up)

START POSITION: Shooter starts sitting in the guard house, shotgun on his lap, barrel facing down range, loaded option 3.



STAGE PROCEDURE

On audible start signal engage targets whilst remaining in the demarcated area. Safety Angle is marked by flags X to X.

DISTANCES: 10 to 20 meters.

MINIMUM ROUNDS: 8 SCORING: 40 points

TARGETS:

8 Poppers and

10 no shoot poppers

