

MPSA – Shotgun Tournament 2 2017



- **VENUE:** **Ngodwana Shooting Range**
- **DATE – Shotgun:** 26th August 2017 – 6 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. Shotgun on 26th August and Rifle on 27th August.
- 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 Toilets 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.

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:

AT Olivier

RANGE MASTER:

Mitch McAllister

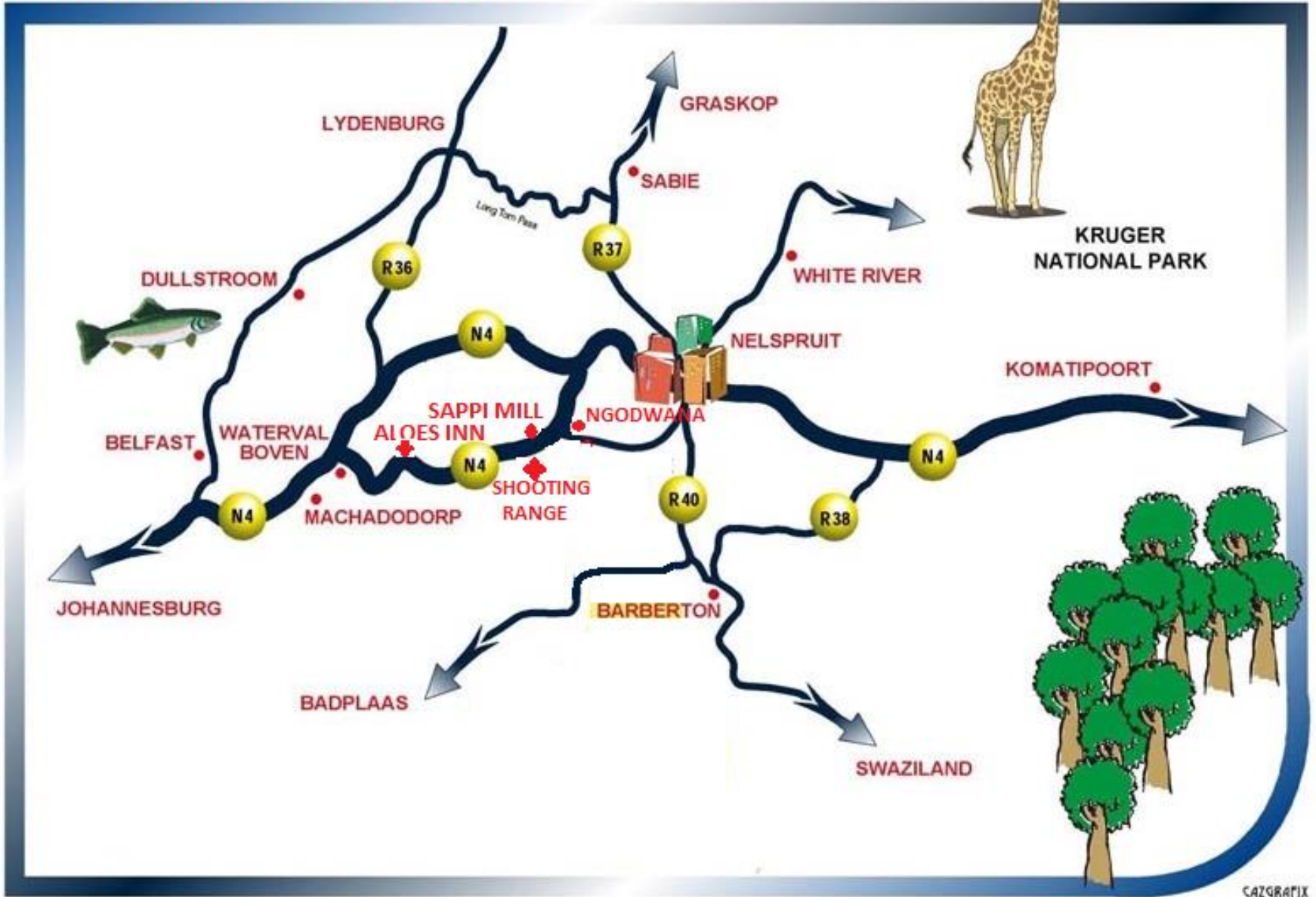
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Fred Scott

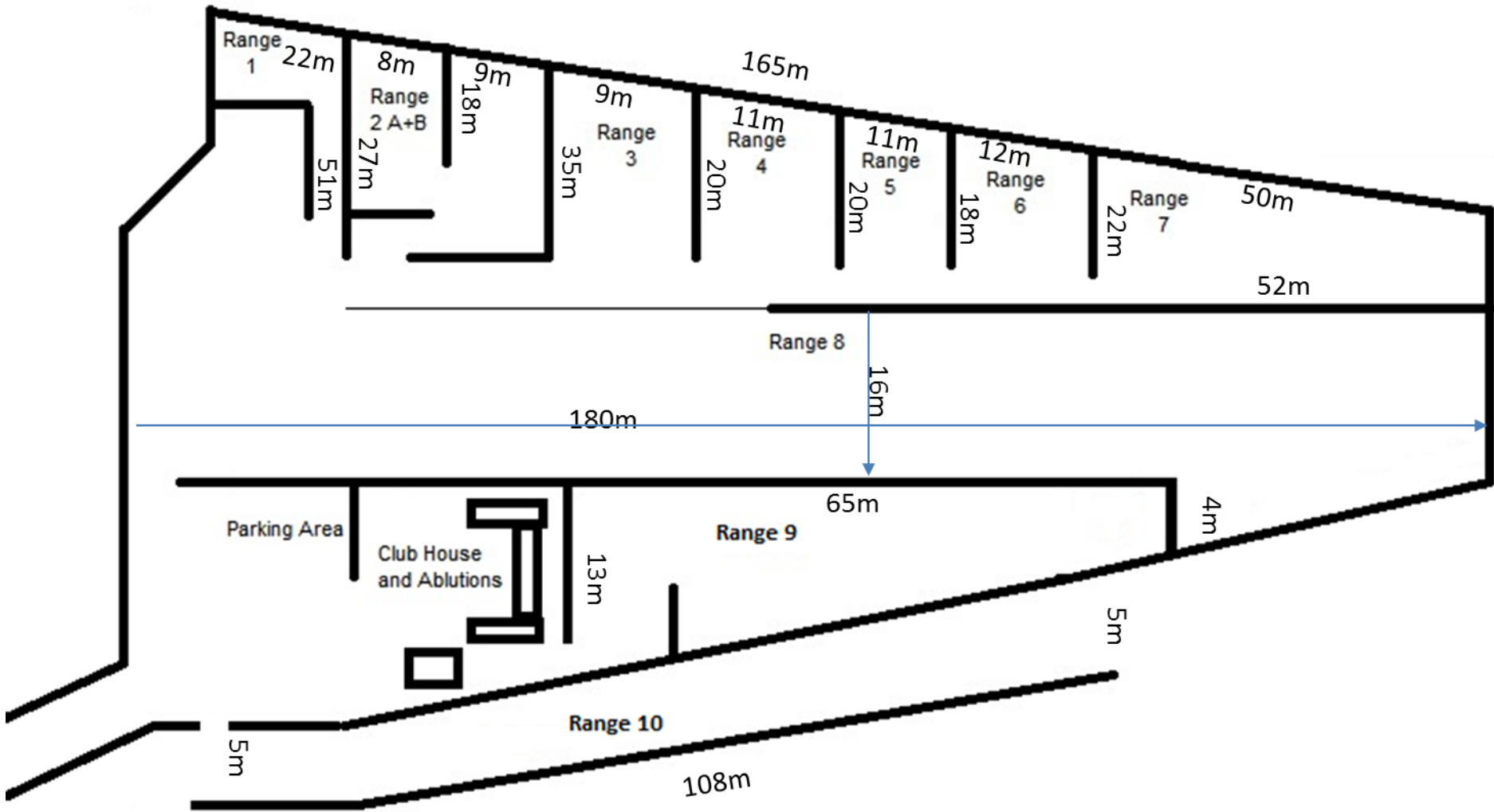
ARBITRATORS:

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

MAP TO NGODWANA SHOOTING RANGE



Ngodwana Shooting Range Lay-out



SHOTGUN MATCH

26th August 2017

7 Stages
94 Bird Shot
10 Slugs

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 – Short Course (Slug Away)



START POSITION: Shooter starts at A, shotgun loaded option 1, and held in the ready position.

STAGE PROCEDURE

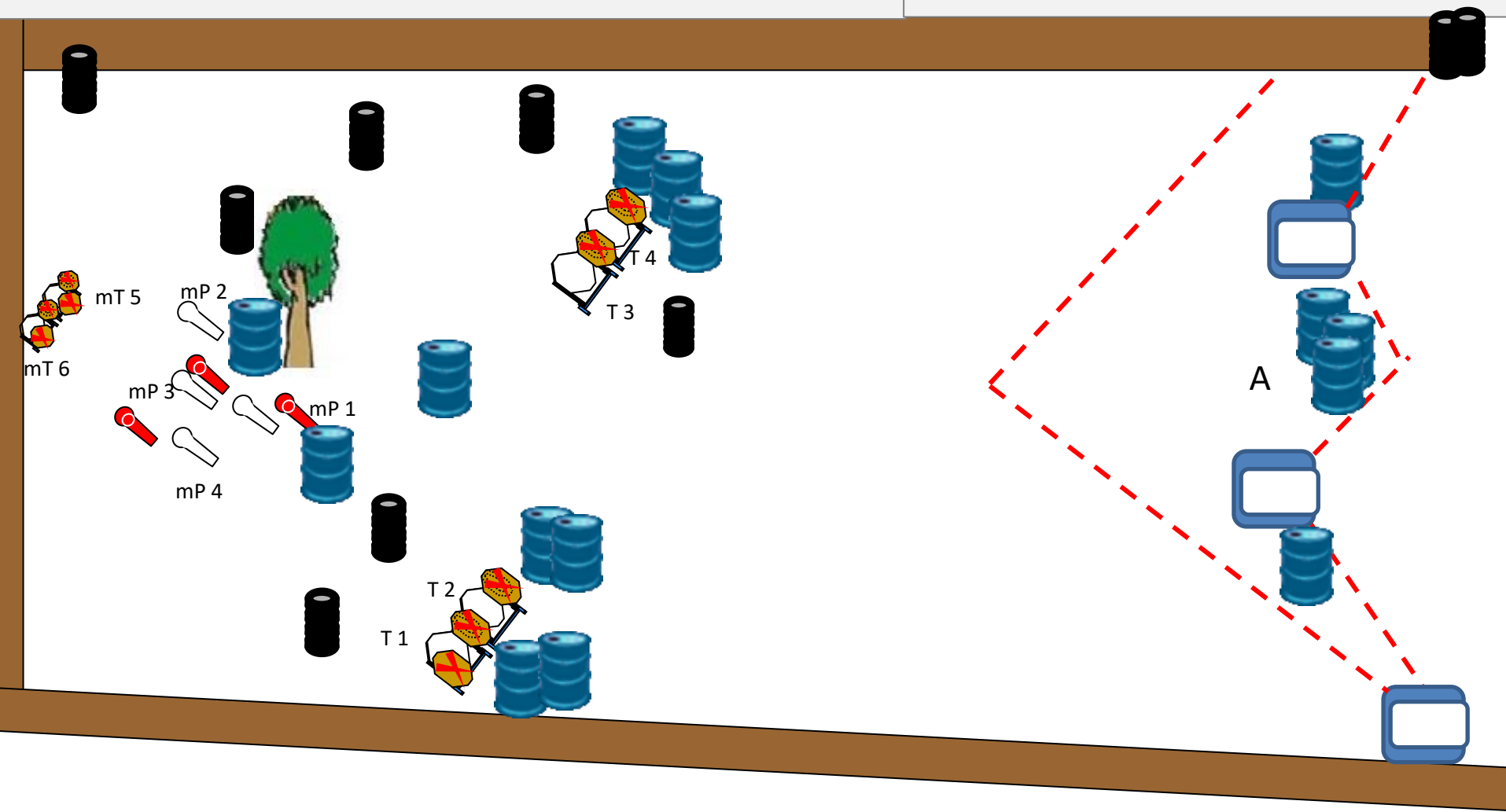
On audible start signal engage targets whilst remaining in the demarcated area.
One hit per paper target to count.

DISTANCES: 20 to 60 meters.

MINIMUM ROUNDS: 10 Slug

SCORING: 50 points

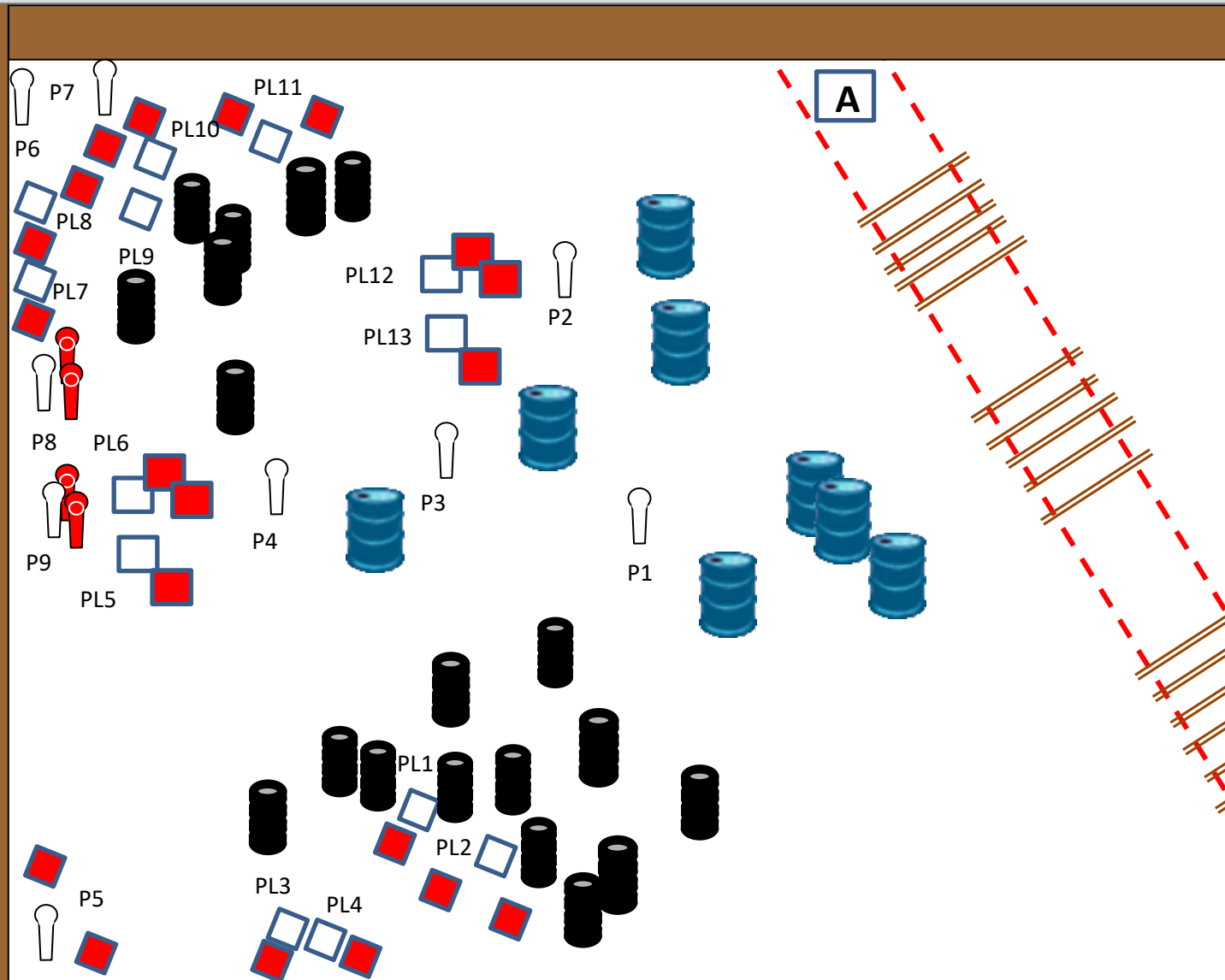
TARGETS: 6 IPSC paper, 4 mini Poppers, and 12 No shoot targets.





Shotgun Stage 2 - Range 3 – Medium Course – (Cooper Snooper)

START POSITION: Shooter starts at A, shotgun loaded option 2 and held in weak and.



STAGE PROCEDURE
On audible start signal engage targets as they become visible.
One procedural penalty will apply for each brandering pole knocked down.

DISTANCES: 6 to 20 m

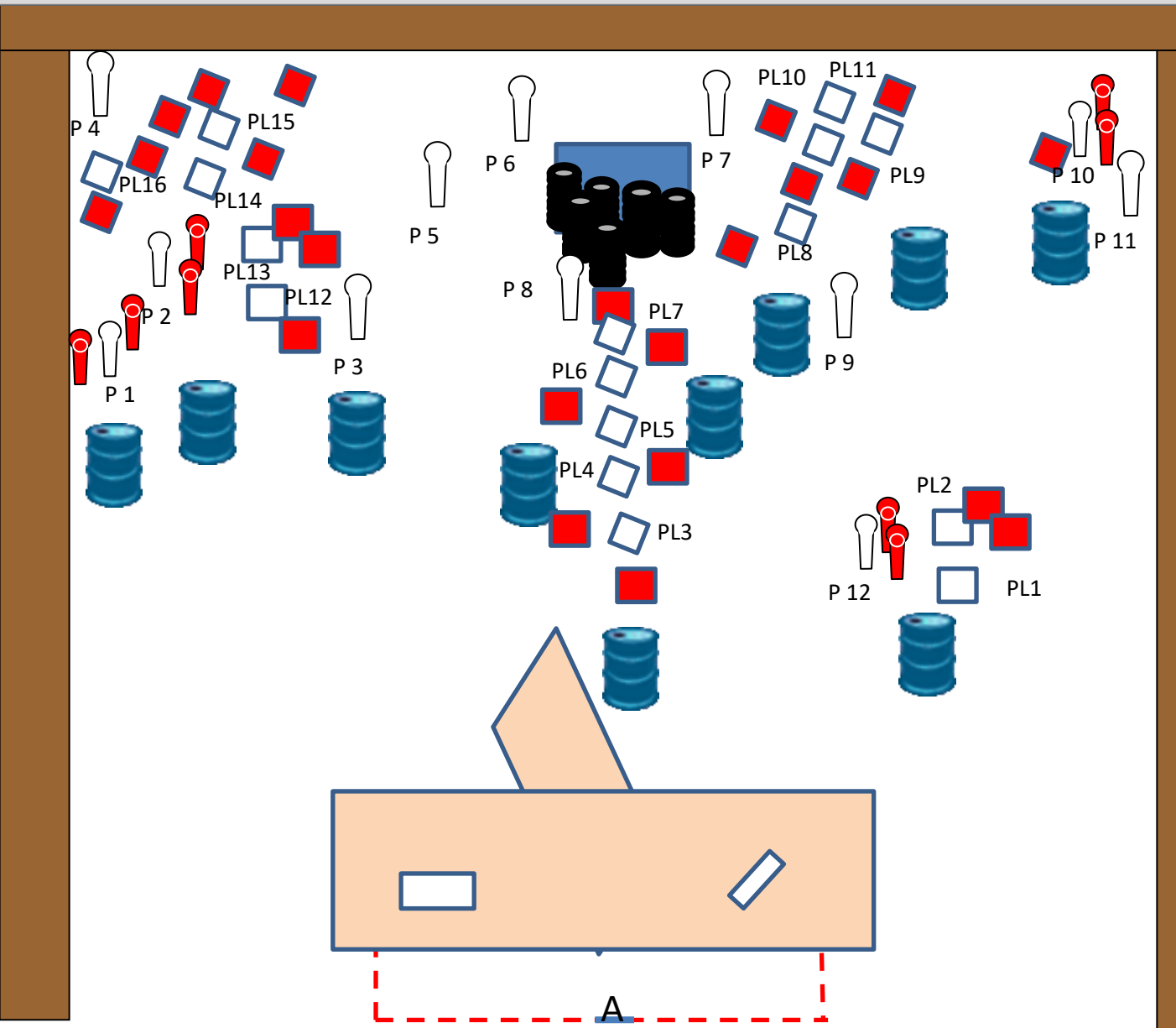
MINIMUM ROUNDS:
22 Bird shot

SCORING: 110 points
9 Poppers
13 Plates
24 no shoot targets.



Shotgun Stage 3 - Range 4 – Long Course (Just Madness)

START POSITION: Shooter starts at A facing down range, shotgun loaded option 1.



STAGE PROCEDURE

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

DISTANCES: 8 to 25 m

MINIMUM ROUNDS:
28 Bird Shot

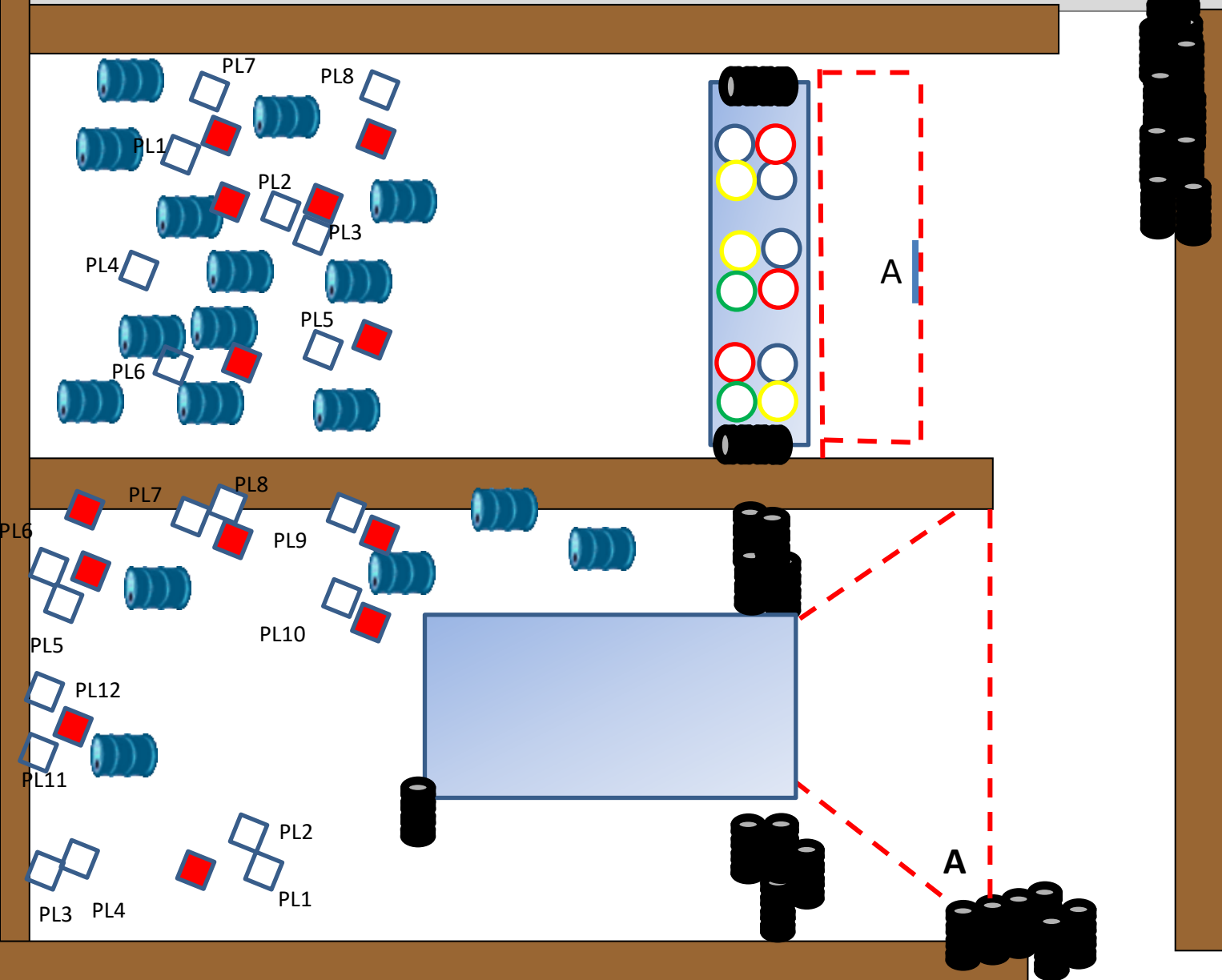
SCORING: 180 points
12 Poppers
16 plates
31 No shoot Targets

Shotgun Stage 4 and 5 - Range 5 & 6 – Short Courses – (Two in a Row)



START POSITION: Shooter starts at A, shotgun Loaded Option 1 and held in the ready position facing down range.

Note: Shoot Stage 4 from range 5 and then Shoot stage 5 from range 6. Then Score each stage.



STAGE PROCEDURE

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

DISTANCES: 10 to 30 m

MINIMUM ROUNDS:

Stage 4

- 8 Bird Shot
- SCORING: 60 points
- 12 Plates
- 7 no shoot targets

Stage 5

- 8 Bird Shot
- SCORING: 40 points
- 8 Plates
- 6 no shoot targets

Shotgun Stage 6 – Range 8 – Long Course (Mary Mary, Quite Contrary)



START POSITION: Shooter starts at A, facing up range with hands folded on chest, and , shotgun on table unloaded option 3 Pointing down range as indicated. Shotgun stock not to protrude beyond the table.

STAGE PROCEDURE

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

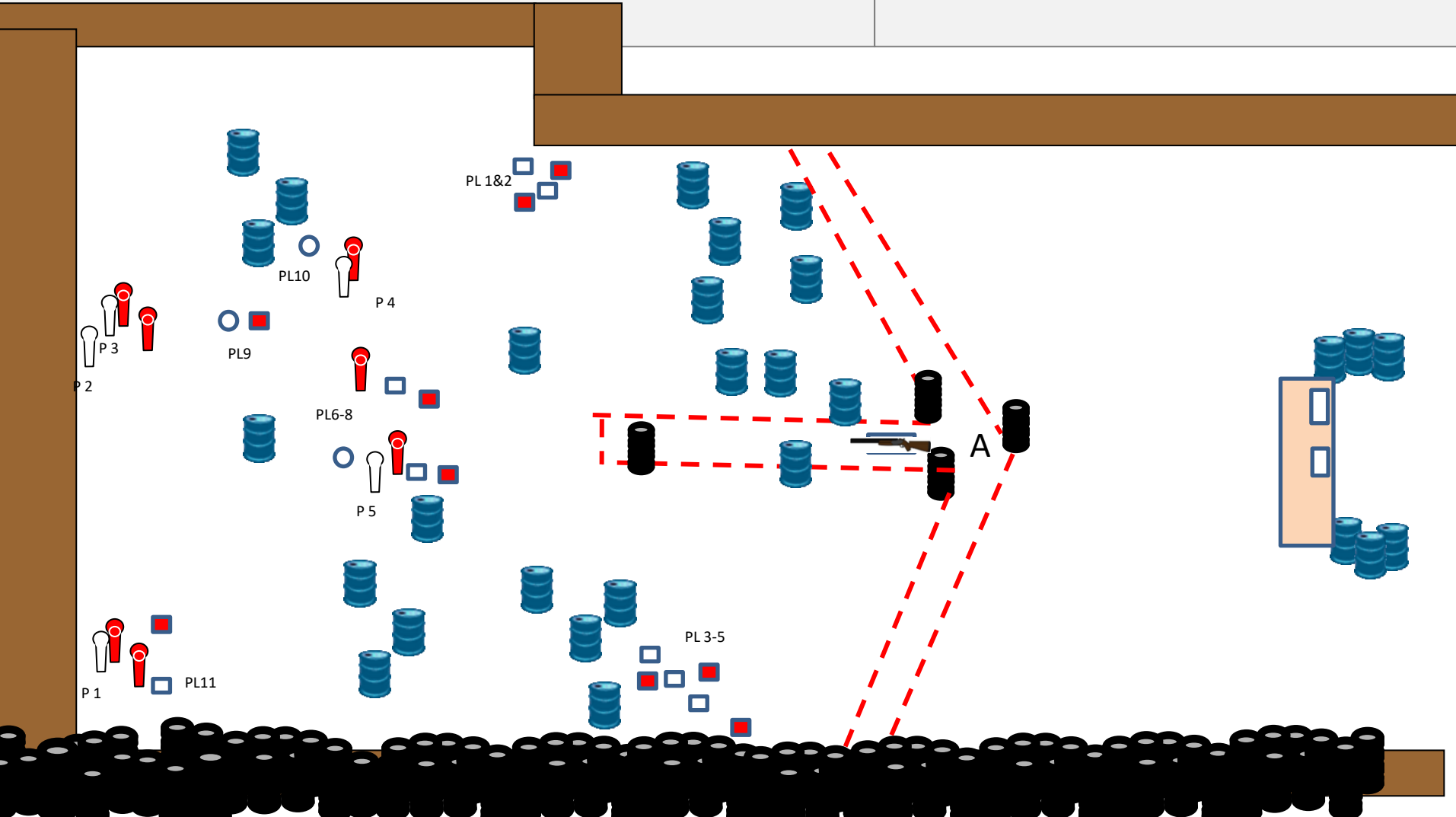
DISTANCES: 12 to 25 meters.

MINIMUM ROUNDS: 16

SCORING: 80 points

TARGETS:

11 Plates, 5 Poppers, 16 No shoot targets,



Shotgun Stage 7 – Range 9 – Medium Course (Let Rip)



START POSITION: Shooter starts anywhere in the demarcated area, facing down range, shotgun held in the ready position, loaded option 1.

STAGE PROCEDURE

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

DISTANCES: 8 to 10 meters.

MINIMUM ROUNDS: 12

SCORING: 60 points

TARGETS:

12 Poppers and

5 no shoot poppers

