

MPSA – Rifle Tournament 1 - 2018



- **VENUE:** **Ngodwana Shooting Range**
- **DATE – RIFLE:** 26th May 2018 – 7 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 26th May and Shotgun 27th May.
- 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

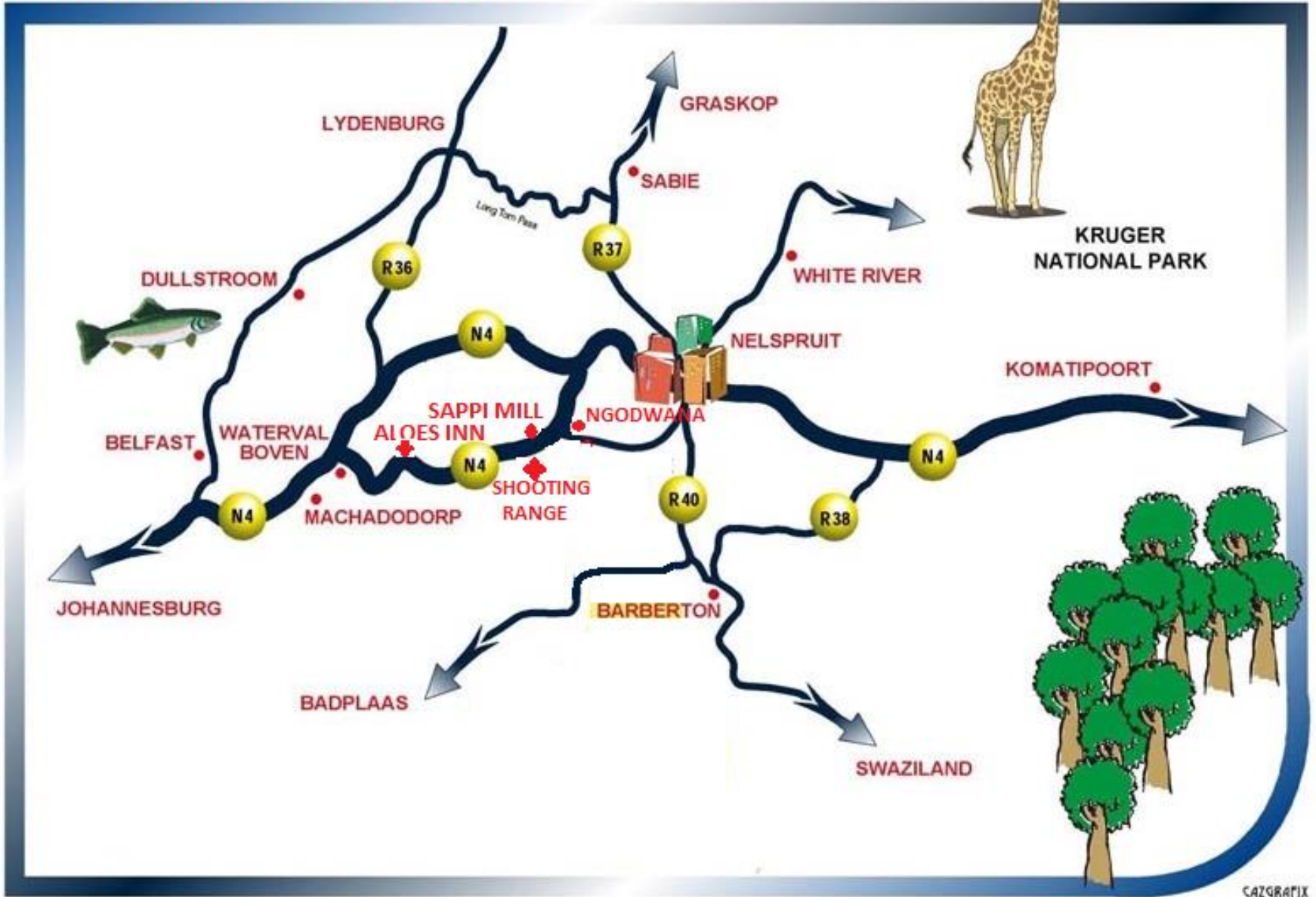
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Johan deBeer

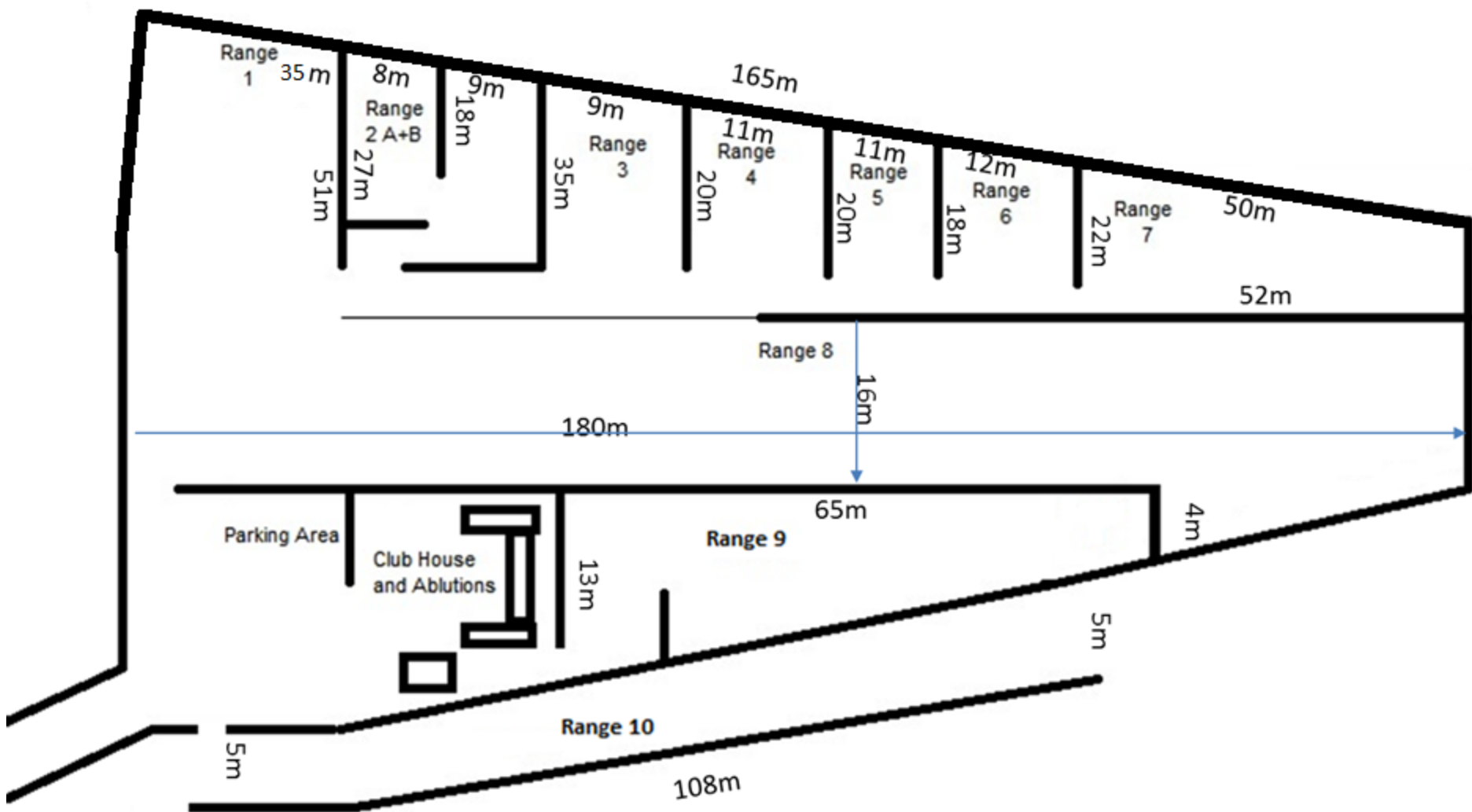
ARBITRATORS:

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

MAP TO NGODWANA SHOOTING RANGE +



Ngodwana Shooting Range Lay-out



RIFLE MATCH

26th May 2018

7 Stages

Minimum of 128 Rounds Required

Note :

All Targets will be White

All paper no Shoots will be Brown with a Red Cross

All steel no shoots will be red



Rifle Stage 1 – Range 1 – Medium Course (Italian Advance)

START POSITION: Shooter starts sitting on the chair, at Guardhouse 2 as indicated, Rifle on rack, unloaded option 3.

STAGE PROCEDURE

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

Manual action rifles shoot 2 shots per paper target.

DISTANCES: 10 to 52 meters.

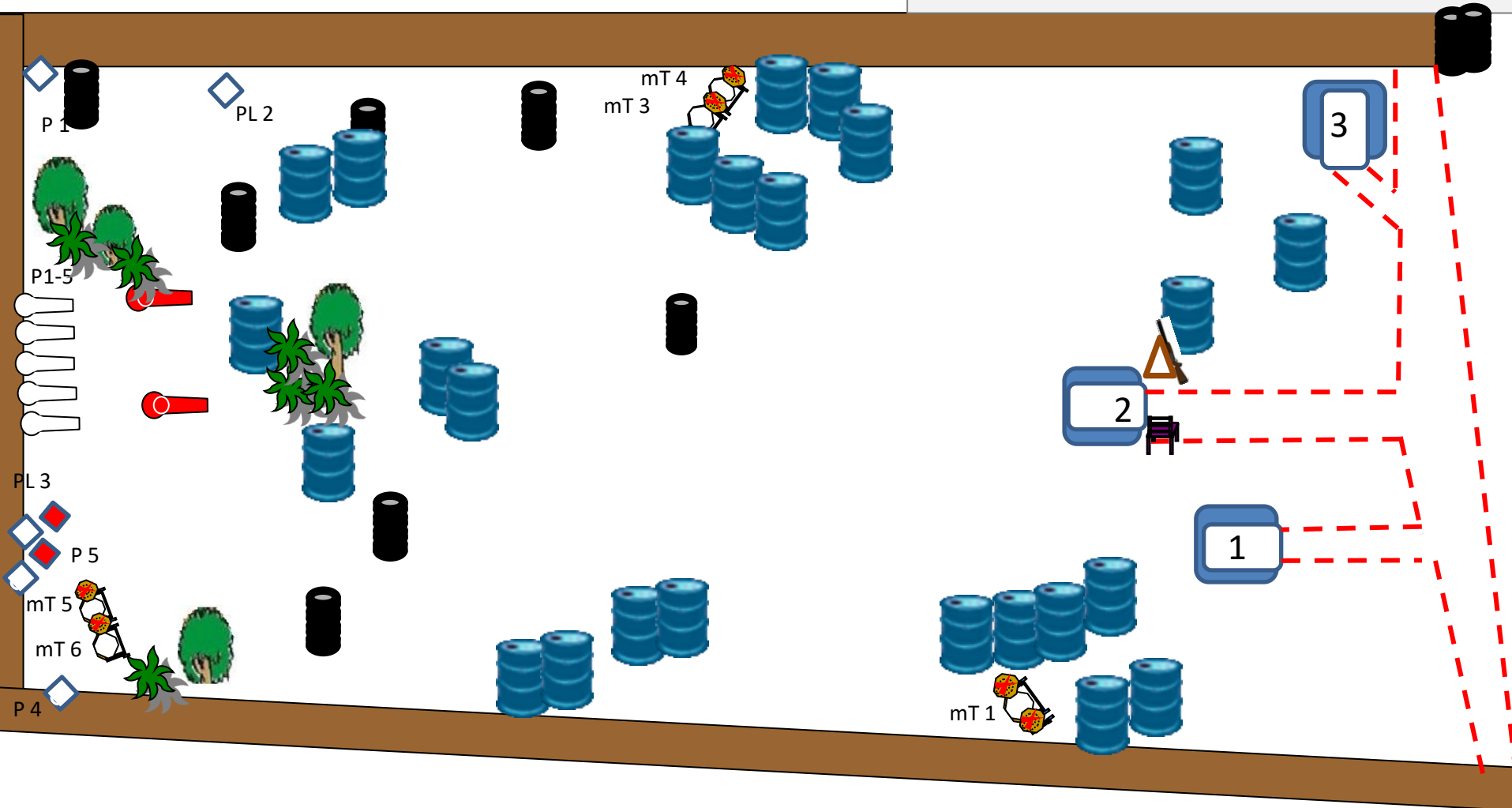
Note to Range Builders:

Ensure that the shooter is forced to engage at least one target from within each guard house. Plan the props and obstacles to ensure that plates and Poppers are to be visible, only from a distance of 51 meters or more.

MINIMUM ROUNDS: 20

SCORING: 100 points

TARGETS: 5 IPSC Mini paper,
5 Poppers, 5 Plates and 10 No shoot targets.

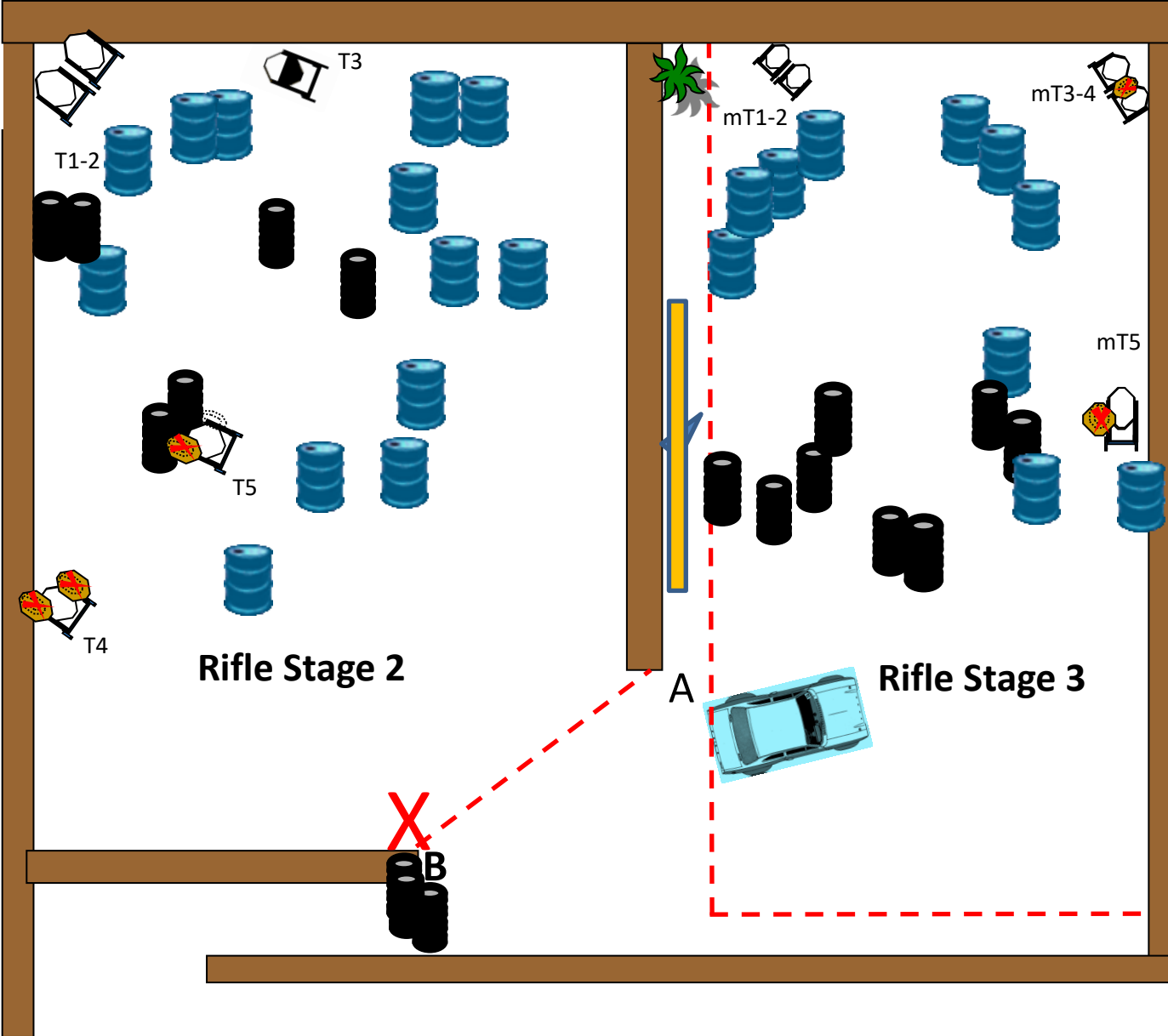


Rifle Stage 2 and Stage 3 - Range 2A & 2B – Short Courses – (Stage Crossover)

START POSITION: Stage 2 - Shooter starts standing at A as indicated, facing down range. Rifle Loaded Option 1 and held in the ready position.

Stage 3 – Shooter starts standing at B facing down range , rifle held in the weak hand loaded option 1.

Note: Shoot Stage 2 from area A and then Shoot stage 3 from area B. Then Score both stages after shooter has completed both stages.



STAGE PROCEDURE
 On audible start signal engage targets as they become visible, whilst remaining in the demarcated area.
For both stages, the rifle must not point beyond the flag X.

DISTANCES: 10 to 35 m

Stage 2
MINIMUM ROUNDS: 10
SCORING: 50 points
 5 x IPSC Mini Targets
 3 x No shoot targets.

Stage 3
MINIMUM ROUNDS: 10
SCORING: 50 points
 5 x mini IPSC Targets
 2 x No shoot targets.

Note to Range Builders:

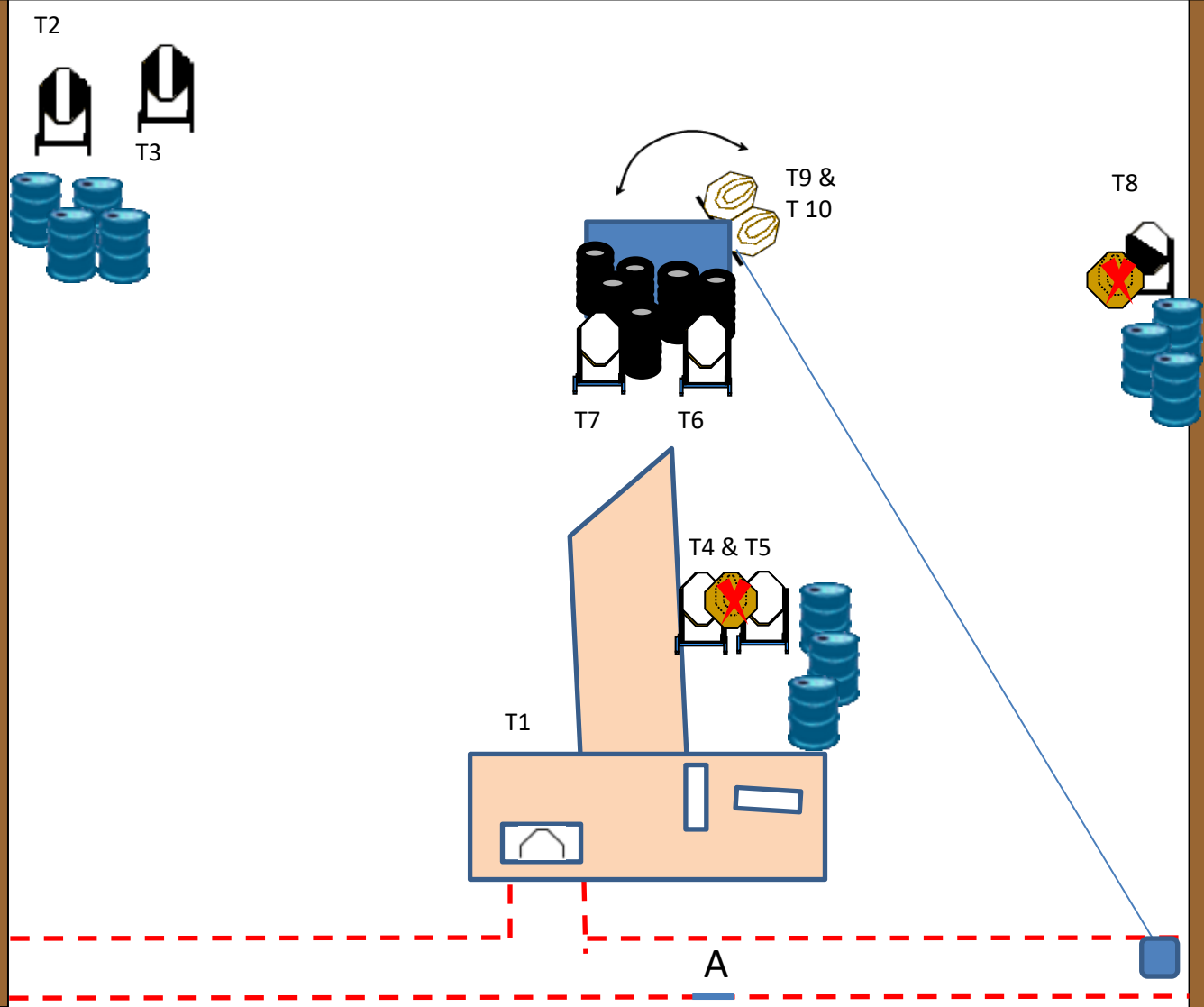
Range 2 – Ensure that the shooter has to move at least once to engage all targets.

Range 3 – Make MT 3& 4 visible from the top of the sea-saw or alternatively from the end of the firing line. No other positions.



Rifle Stage 4 - Range 4 – Medium Course (Not that easy)

START POSITION: Shooter starts with one heel touching A, facing down range, Rifle loaded option 2, barrel parallel to the ground



STAGE PROCEDURE

On audible start signal engage targets as they become visible, whilst remaining in the demarcated area. Stepping hard on the bear trap will activate the swinger, which will remain visible and which will carry drop shot penalties.

DISTANCES: 3 to 25 m

MINIMUM ROUNDS: 20

SCORING: 100 points
8 IPSC Targets
2 IPSC swinging Targets
2 no shoot targets



Rifle Stage 4 – Range 7 – Medium Course (Move Slow, Aim Quick)

START POSITION: Shooter starts at A, facing the wall as indicated. The Rifle is held upright as indicated, loaded option 1.

STAGE PROCEDURE

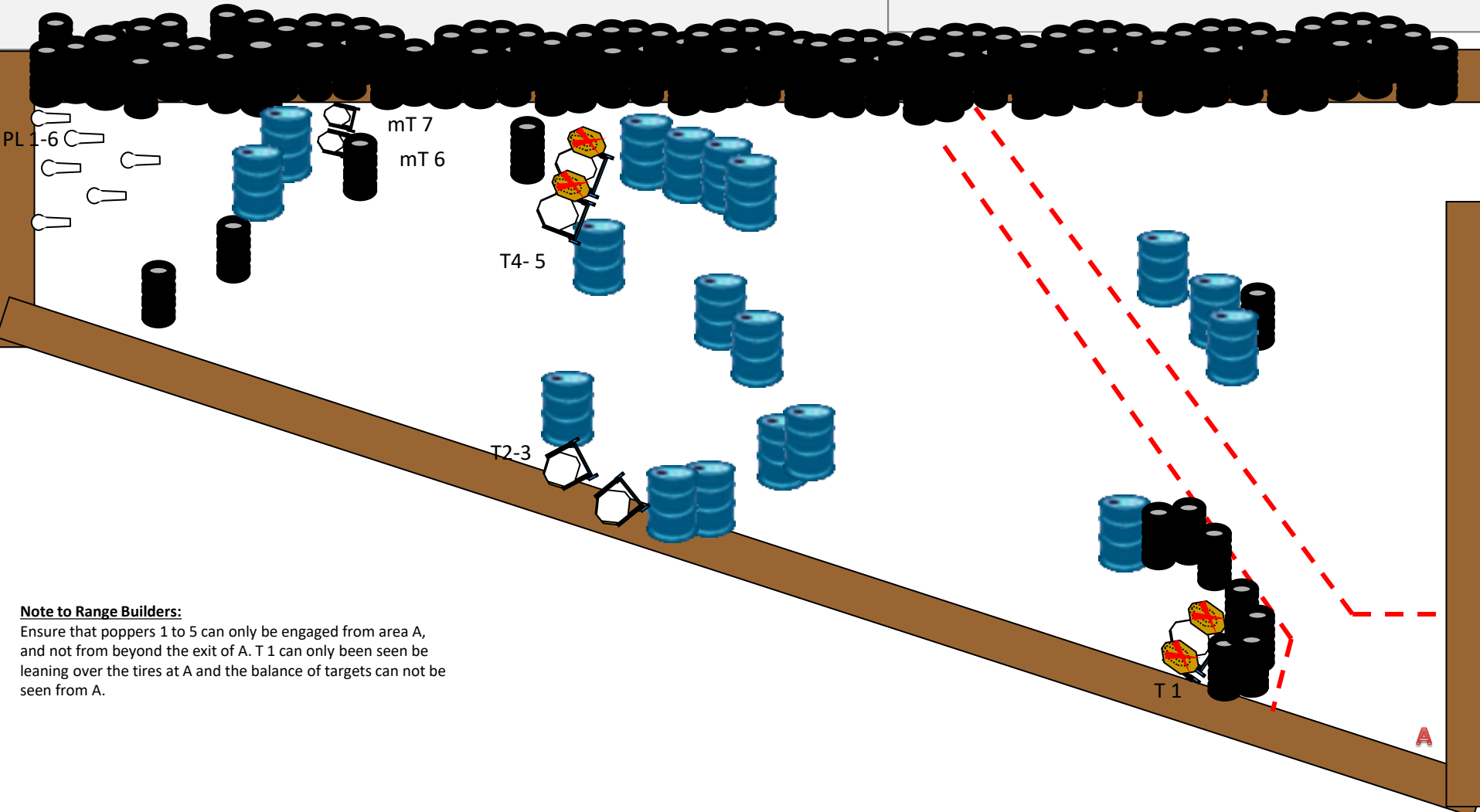
On audible start signal engage targets whilst remaining in the demarcated area.

DISTANCES: 3 to 52 meters.

MINIMUM ROUNDS: 20

SCORING: 100 points

TARGETS: 5 IPSC targets, 2 IPSC Mini targets,
6 Poppers, 4 No shoot targets.





Rifle Stage 5 – Range 8 – Long Course (What the Frag is this?)

START POSITION: Shooter starts at A, both heels touching the marker.
Rifle is loaded option 1, and held in the ready position.

STAGE PROCEDURE

On audible start signal engage targets whilst remaining in the demarcated area.
DISTANCES: 10 to 110 meters.

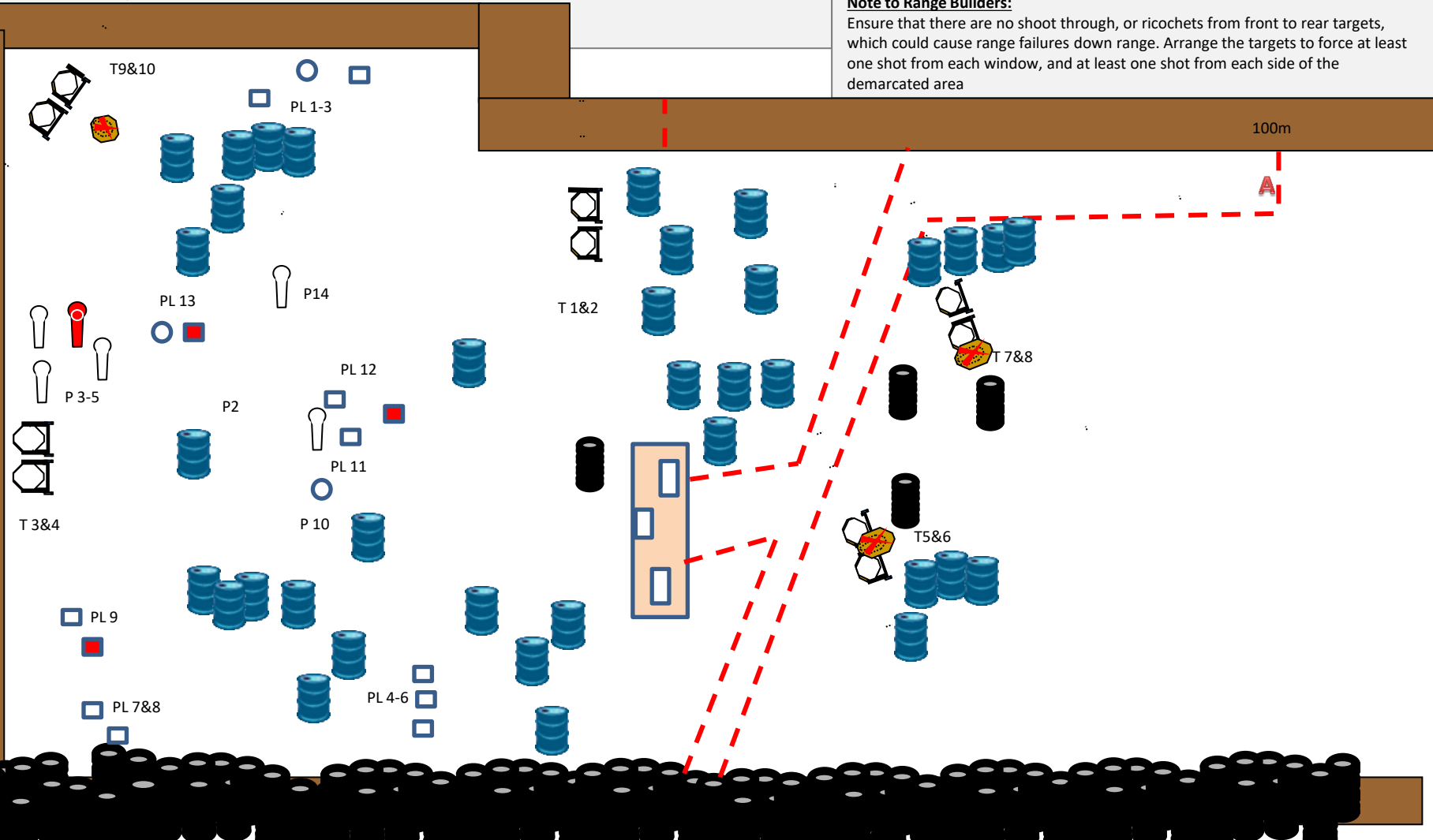
MINIMUM ROUNDS: 38

SCORING: 190 points

**TARGETS: 10 IPSC Targets,
13 Plates, 5 Poppers, 7 No shoot targets,**

Note to Range Builders:

Ensure that there are no shoot through, or ricochets from front to rear targets, which could cause range failures down range. Arrange the targets to force at least one shot from each window, and at least one shot from each side of the demarcated area



Rifle Stage 6 – Range 9 – Short Course (One shot Wonder!)



START POSITION: Shooter starts standing anywhere in area A, facing down range, rifle loaded option 1 and held in the ready position.

STAGE PROCEDURE
On audible start signal engage targets whilst remaining in the demarcated area.
The highest single shot counts for score.

MINIMUM ROUNDS: 10
SCORING: 50 points
TARGETS:
10 IPSC paper Targets

DISTANCES: 35 to 55 meters. Safety angle marked by Flag X

