

## MPSA – Rifle Tournament 1 - 2019





- VENUE:
  - Ngodwana Shooting Range 10<sup>th</sup> March 2019–7 STAGES DATE - RIFLE:
- **REGISTRATION:**

ENTRY FEE:

- **RO BRIEFING:**
- START :
- 07H45 to 08H30 08H30 Sharp R200.00
- The Noodwana 2 Gun shoot has two separate events. Each will ٠ have its own entry fee payable through MPSA prior to the events.

07H30 to 08H15

- Range Officers be reimbursed for each event, for each day. Shotgun 09th March, rifle 10th March.
- 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. ٠ (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 barrícades.

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

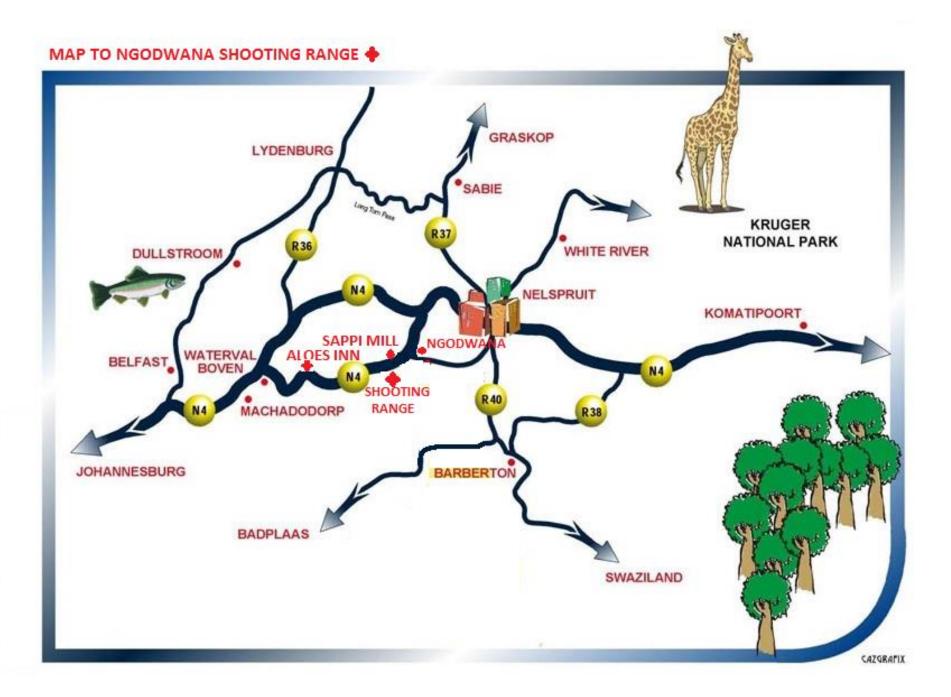
## <u>Sportsman Like Behavior – Work Together!</u>

- 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.

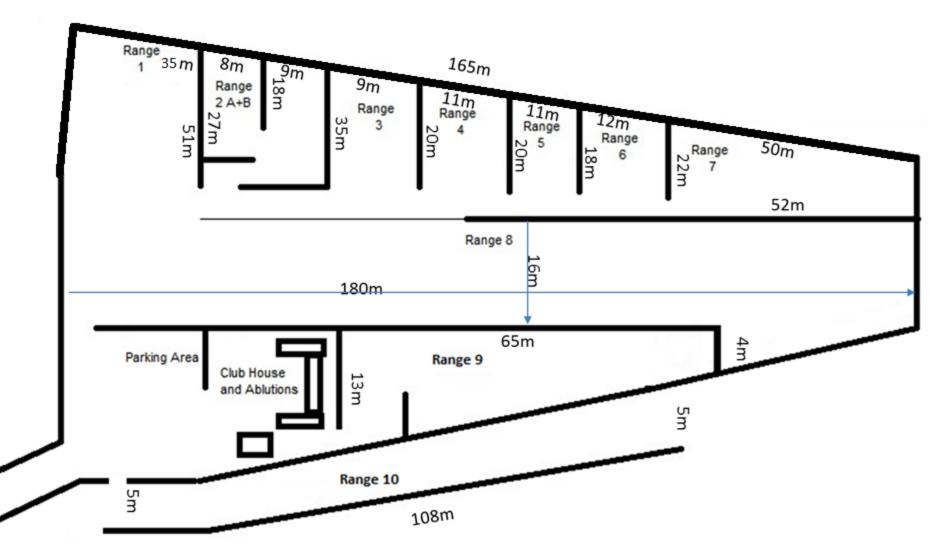
## RULES

- 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:	ТВА
RANGE MASTER:	ТВА
CRO	ТВА
ARBITRATORS:	Three delegates to be appointed
	by Match Director as and when
	required.



## Ngodwana Shooting Range Lay-out



# Rifle MATCH 1 10<sup>th</sup> March 2019

## 7 Stages Minimum of 193 Rounds Required (131 rounds for Manual Action)

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 – New Range – Long Course (Ducking and Diving)

START POSITION: Shooter starts at A, facing down range, rifle loaded option 1. On signal engage the targets as they become visible.

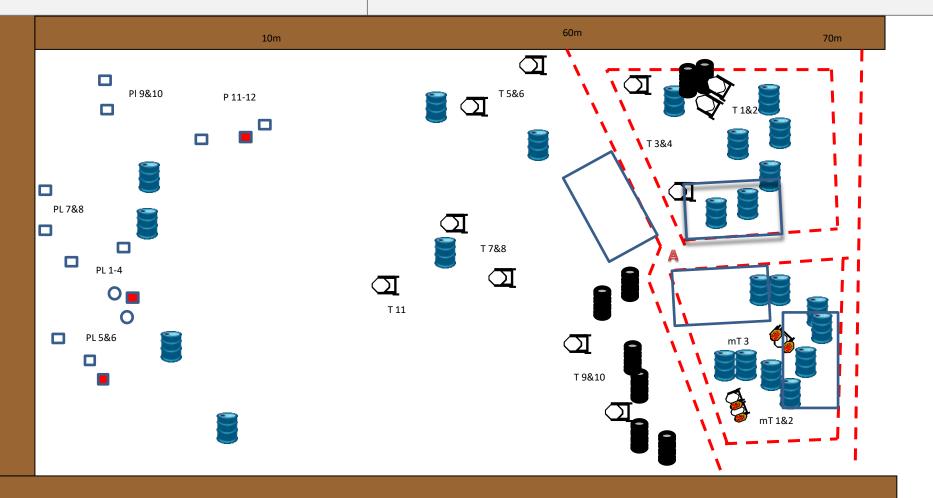
MINIMUM ROUNDS: 40 SCORING: 200 points TARGETS: 11 IPSC Targets, 3 IPSC mini Targets 12 Hanging Plates, 7 No shoot targets, Distance 5 to 70 meters

#### 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 and barricades so that the shooter has several options to consider when travelling back toward the 70 meter mark to see everything.

Note, the plates are hanging and the RO spotter call on a hit or a miss will be made and will be non disputable



#### Rifle Stage 2 – Range 1 – Medium Course (Italian Advance)

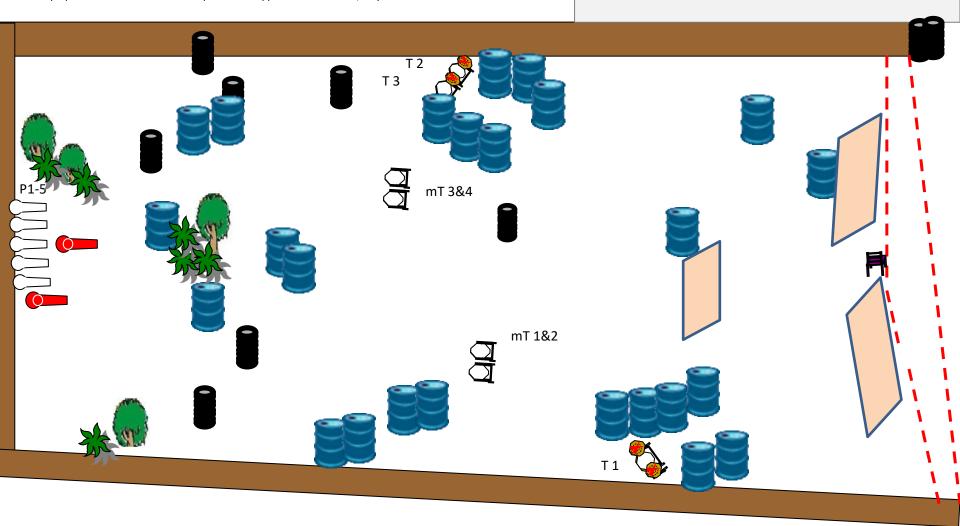
START POSITION: Shooter starts sitting on the chair, Rifle ON LAP, POINTING GOWN RANGE AS SHOWN.



On audible start signal engage targets whilst remaining in the demarcated area. Manual action rifles shoot 2 shots per paper target.

DISTANCES: 15 to 52 meters.

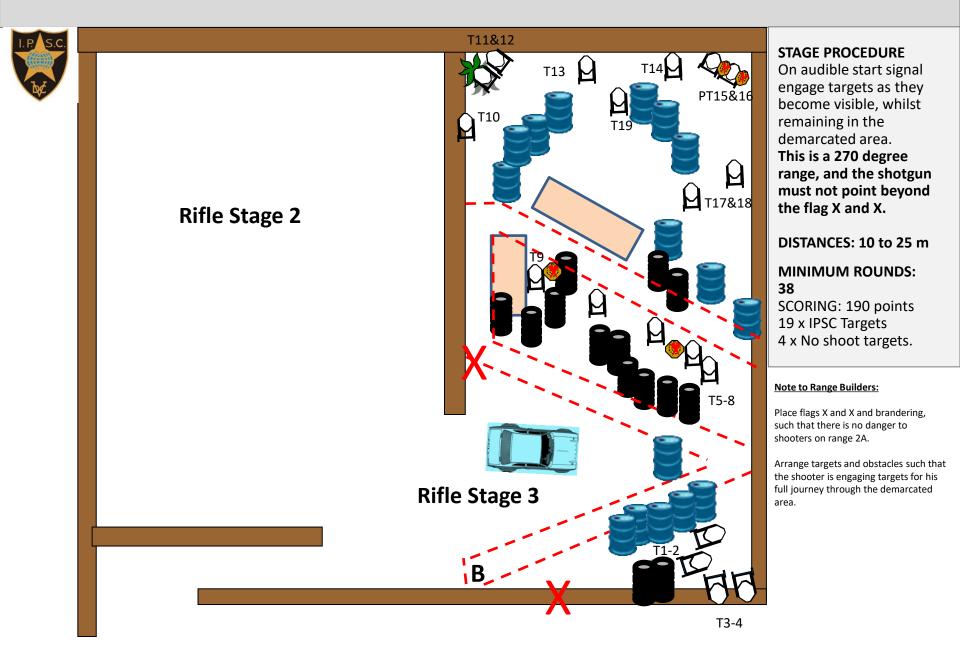
<u>Note to Range Builders:</u> Plan the props and obstacles to ensure that plates and Poppers are to be visible, only from a distance of 51 meters or more. MINIMUM ROUNDS: 19 SCORING: 95 points TARGETS: 3 IPSC Targets, 4 IPSC Mini Targets, 5 Poppers, and 6 No shoot targets. Manual Action, 2 rounds per paper target.





## Rifle Stage 3 - Range 2B – Long Courses – (Zig Zag)

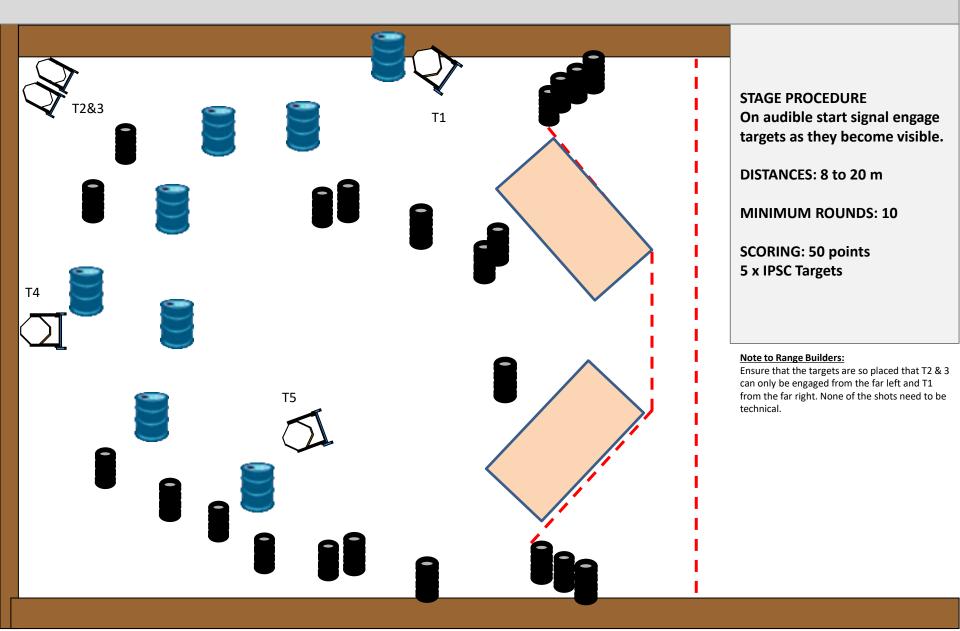
**START POSITION:** Shooter starts standing at B as indicated, facing down range. Rifle is Loaded Option 1 and held in the ready position.



### Rifle Stage 4 - Range 3 – Short Course – (Dancing Delight)

START POSITION: Shooter starts any where in the demarcated area, rifle not loaded, option 3 and held in the ready position. Manual action rifles shoot 2 shots per paper target.





#### Rifle Stage 5 – Range 7 – Medium Course (What did I Miss)

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

#### **STAGE PROCEDURE**

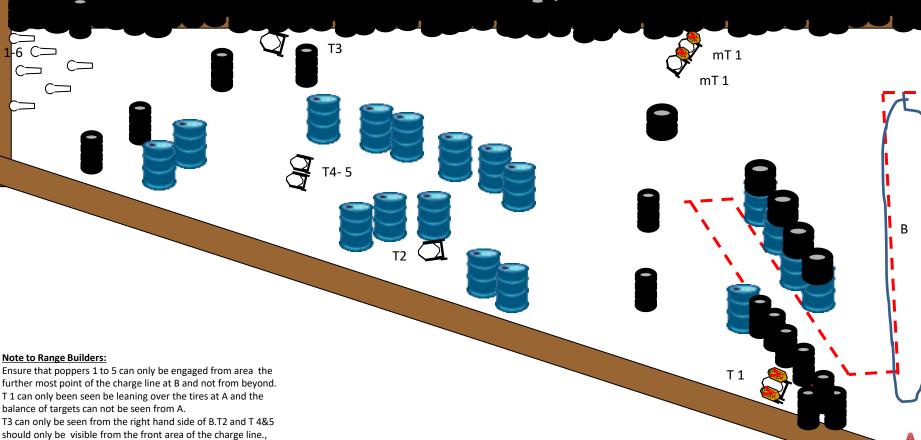
On audible start signal engage targets whilst remaining in the demarcated area.

**DISTANCES: 5 to 52 meters.** 

**MINIMUM ROUNDS: 20 SCORING: 100 points** TARGETS: 5 IPSC targets, 2 IPSC Mini targets, 6 Poppers, 4 No shoot targets.

Ensure that poppers 1 to 5 can only be engaged from area the further most point of the charge line at B and not from beyond. T 1 can only been seen be leaning over the tires at A and the balance of targets can not be seen from A.

should only be visible from the front area of the charge line., forward beyond Target T1.





#### Rifle Stage 6 – 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

Shooter starts at A, rifle loaded option 1. On audible start signal engage targets whilst remaining in the demarcated area.

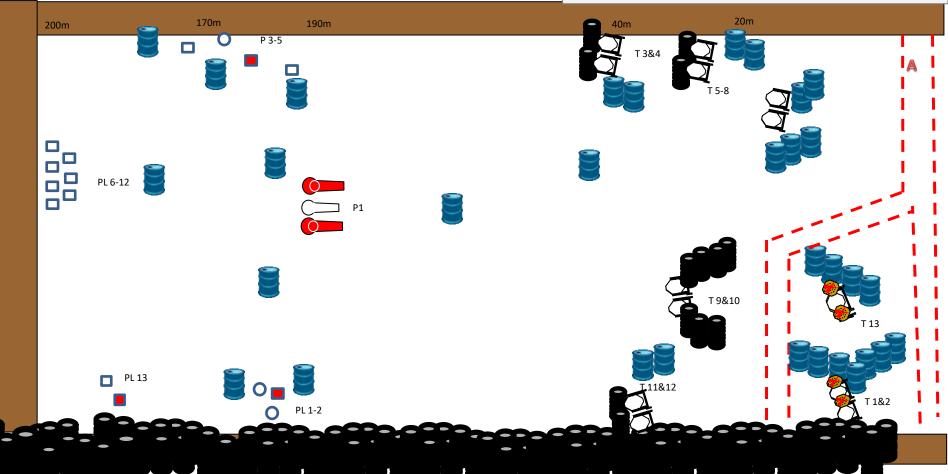
DISTANCES: 15 to 200 meters.



MINIMUM ROUNDS: 40 SCORING: 200 points TARGETS: 13 IPSC Targets, 13 hanging Plates, 1 Popper, 9 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 7 – Range 9 – Medium Course (Oh my Gosh!?)

START POSITION: Shooter starts standing in the demarcated area at A, facing down range, The 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. Manual Action, 2 Rounds per target.

MINIMUM ROUNDS: 26 SCORING: 130 points TARGETS: 11 x IPSC, 2 IPSC mini Targets , 2 No shoots

**DISTANCES: 5 to 52 meters.** 

