

MPSA Shotgun League 1



25th / 26th March 2022

White River Shooting Club

MPSA Shotgun League 1



Hosted by

**White River
Practical
Shooting Club**



Est. 1969

VENUE: White River Shooting Range

DATE: 25th / 26th March 2022

REGISTRATION: 07H30 to 08H45

RO BRIEFING: 08H00 to 08H30

SHOOT START: 09H00

ENTRY FEE: R200.00

Note: Range Assistants will be available to assist each squad, at a cost of R 100, payable at sign in.

STAGES

7 Stages, 640 Points

Minimum of 124 Bird shot

Ratio 3 Short, 2 Medium, 2 Long

All steel Targets will be White

All steel no shoots will be red

106 Steel Target Plates,

13 Target Poppers,

10 Frangible Targets (4 high scoring),

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.
- Course design may be altered to enhance the stages / safety of all competitors and spectators.
- No bagging, un-bagging or indexing will be allowed on the line.
- Entry Fee R200.00, payable in advance.

MATCH DIRECTOR:

Irving Stevenson,

RANGE MASTER:

Mitch McAllister,

ARBITRATORS:

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

CHIEF RO:

TBA,



Shotgun Stage 1, Range 1 – Long Course,

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

STAGE PROCEDURE

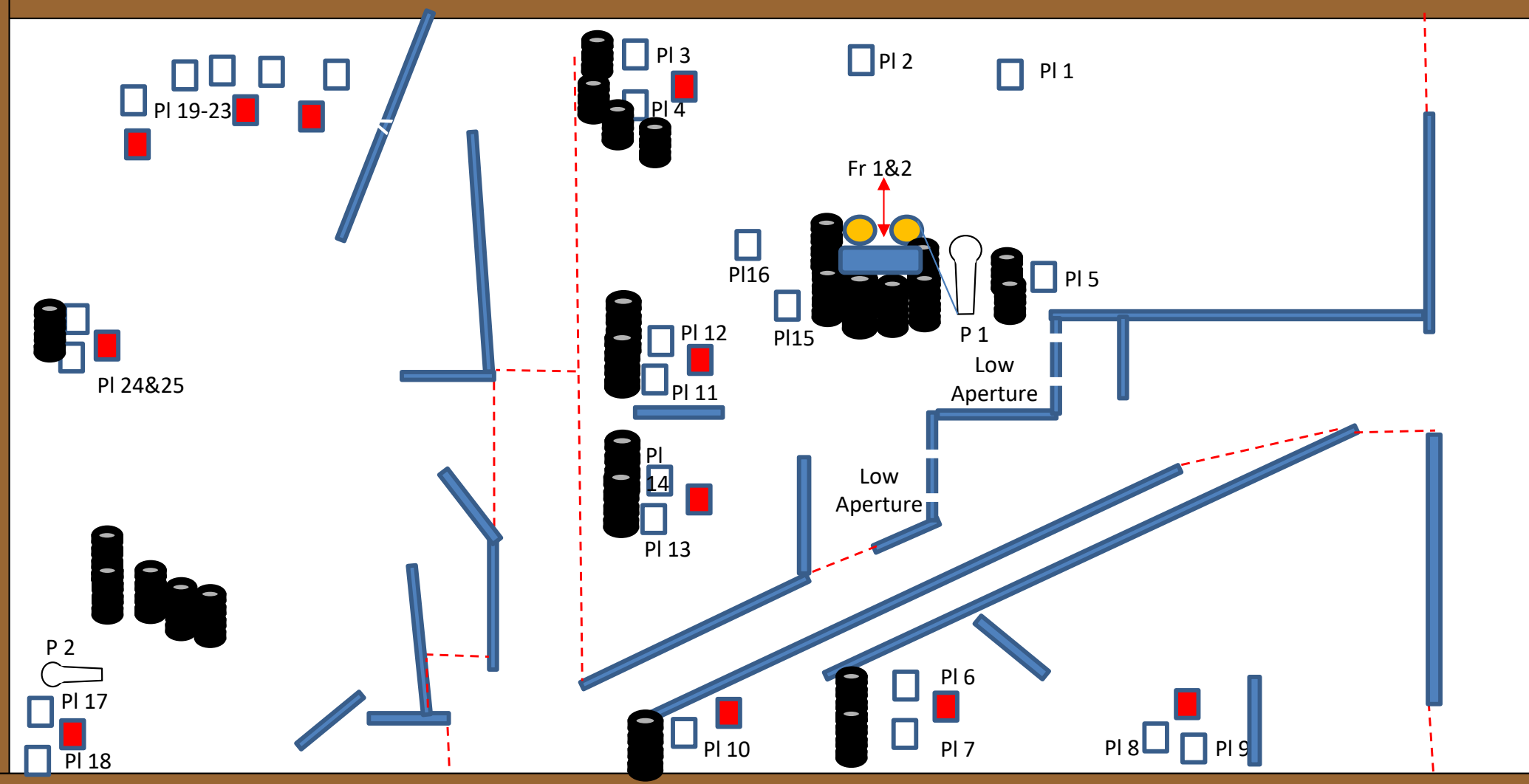
On audible start signal engage targets whilst remaining in the demarcated area.
Popper 1 activates Clam 1, with 2 high scoring disappearing targets,
DISTANCES: 7 to 20 meters.

MINIMUM ROUNDS: 28 Bird
SCORING: 150 points
TARGETS: 2 Poppers, 25 Plates, 2 Frangible Targets, several no shoot targets.

Note:
Frangible 1 & 2 are disappearing targets and are **“double-high”** scoring targets.

Note to Range Builders:

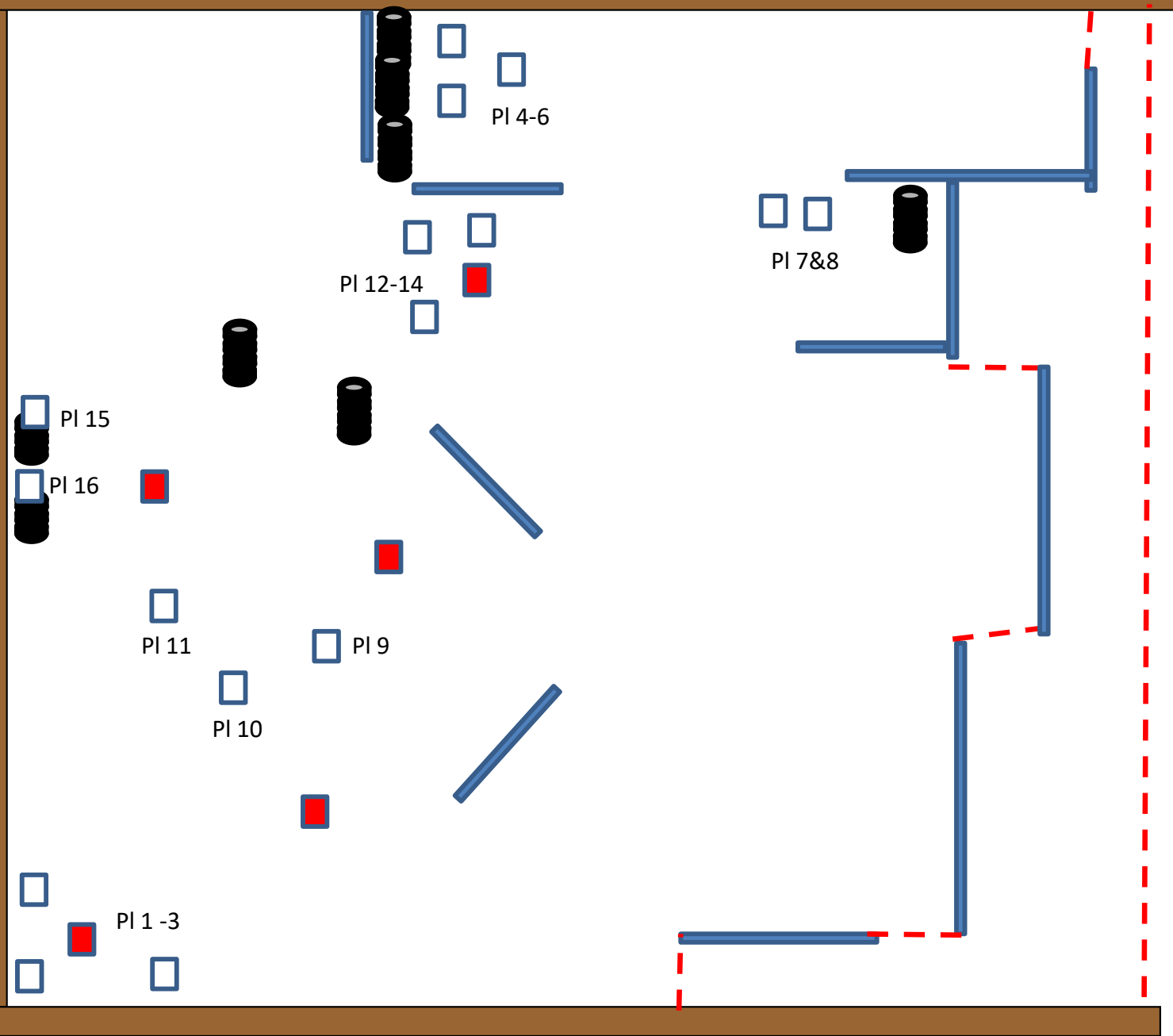
Ensure minimum safety distance is maintained for steel targets at 7 meters. No shoots should not be close to targets where competitor needs to lean around a barricade to engage.





Shotgun Stage 2, Range 2 – Medium Course

START POSITION: Shooter starts anywhere facing down range, Shotgun un-loaded option 1.



STAGE PROCEDURE

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

DISTANCES: 10 to 15 m

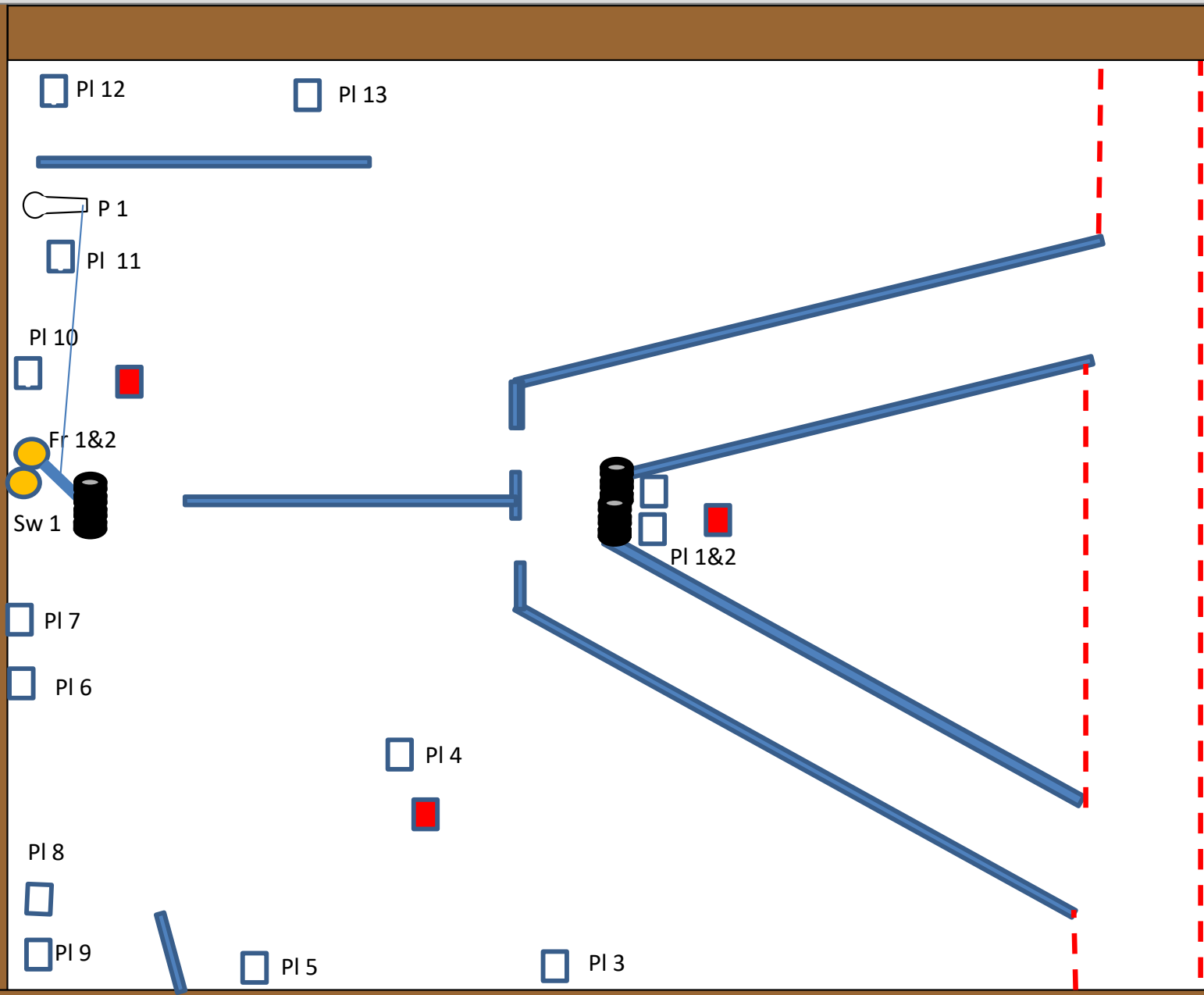
MINIMUM ROUNDS: 16 bird shot

SCORING: 80 points
20 Plates
several no shoots



Shotgun Stage 3, Range 3 – Medium Course

START POSITION: Shooter starts anywhere, shotgun loaded option 2 and held in the ready position. Popper P 1 activates Swinger S1 with two frangible targets, these remain visible.



STAGE PROCEDURE
On audible start signal engage targets as they become visible. P1 activated Sw 1, with Fr 1 & 2 which remain visible.

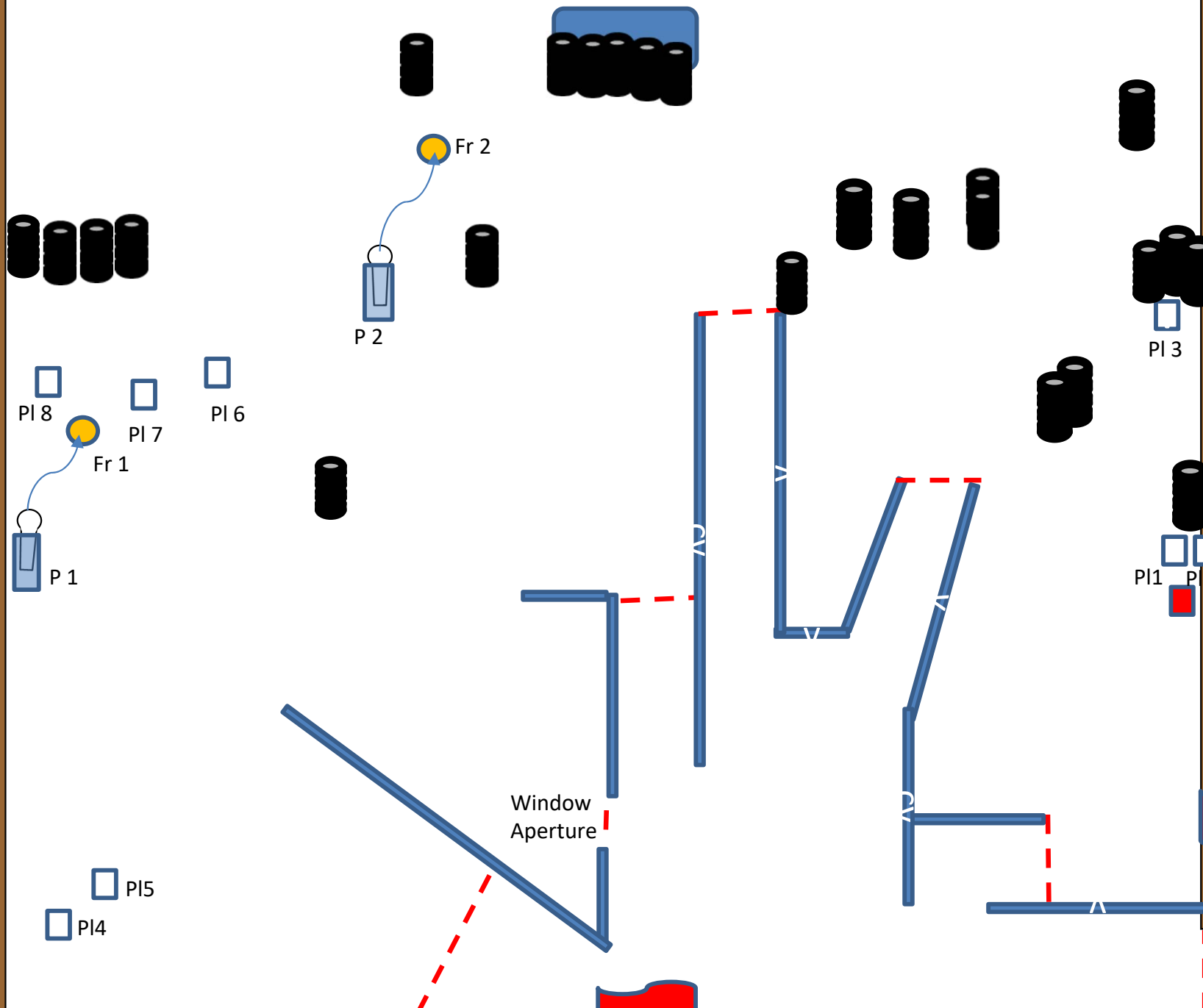
DISTANCES: 10 to 20 m

MINIMUM ROUNDS:
16 Bird shot

SCORING: 80 points
13 Plates
1 Popper
2 Frangible
3 No shoots

Shotgun Stage 4, Range 4 – Short Course

START POSITION: shooter starts anywhere 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: 10 to 30 m
270 Degree Range, with safety angles as indicated.

MINIMUM ROUNDS:

- 12 Bird Shot
- SCORING: 70points
- 2 Popper
- 8 Plates
- 2 Frangibles
- Several no shoot targets

P 1 & P 2 both activated a flying frangible which are high scoring targets.





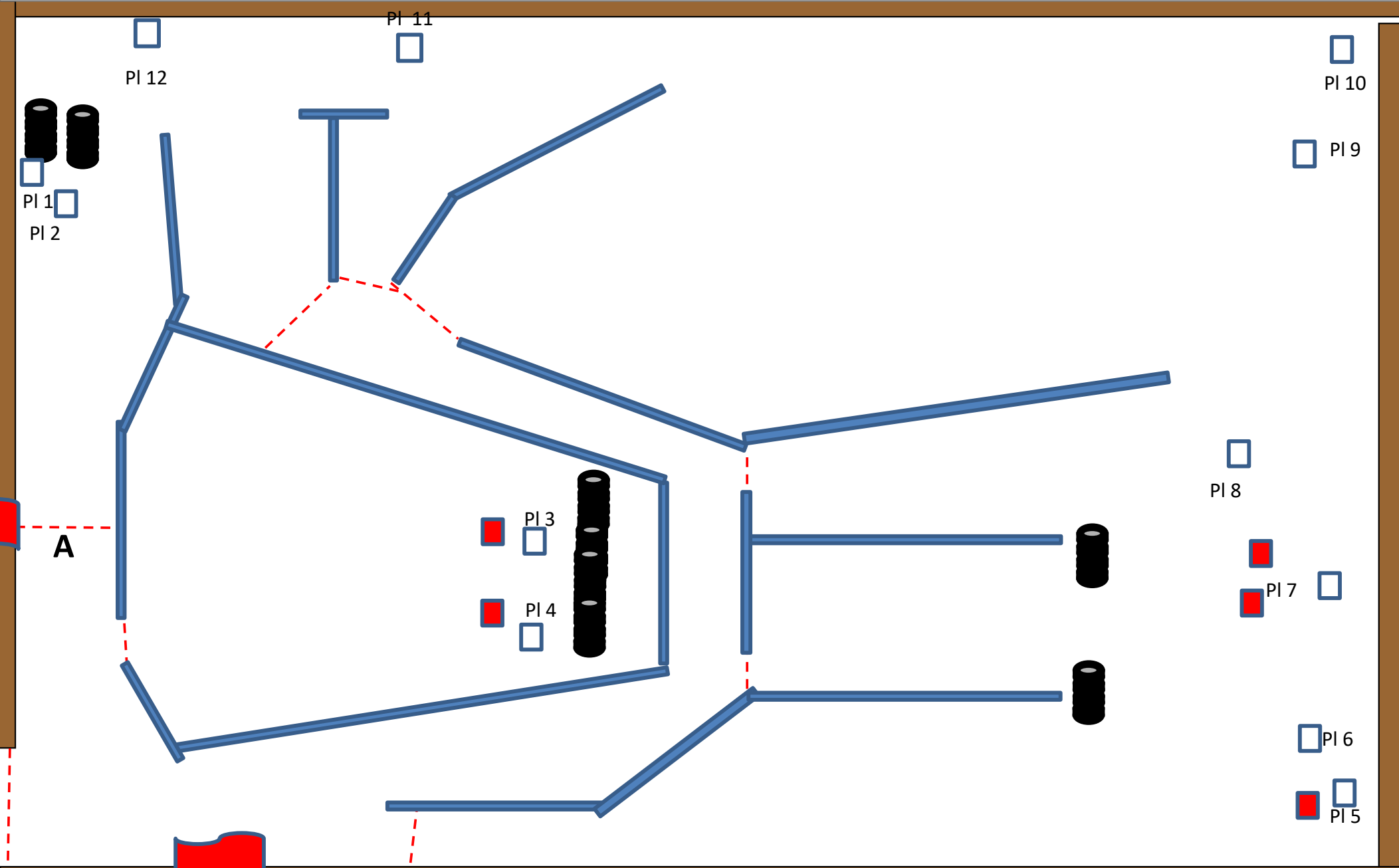
Shotgun Stage 5, Range 5 – Short Course

START POSITION: Shooter starts at A, toes touching marker as indicated.

The shotgun is loaded option 1, and held in the ready position. On signal engage targets as they become visible.

Distance 7 to 25 meters, Minimum shots : 12, comprising 12 Plates, and several no shoots. The range is

Total 60 points. **270 Degree Range, with safety angles as indicated.**



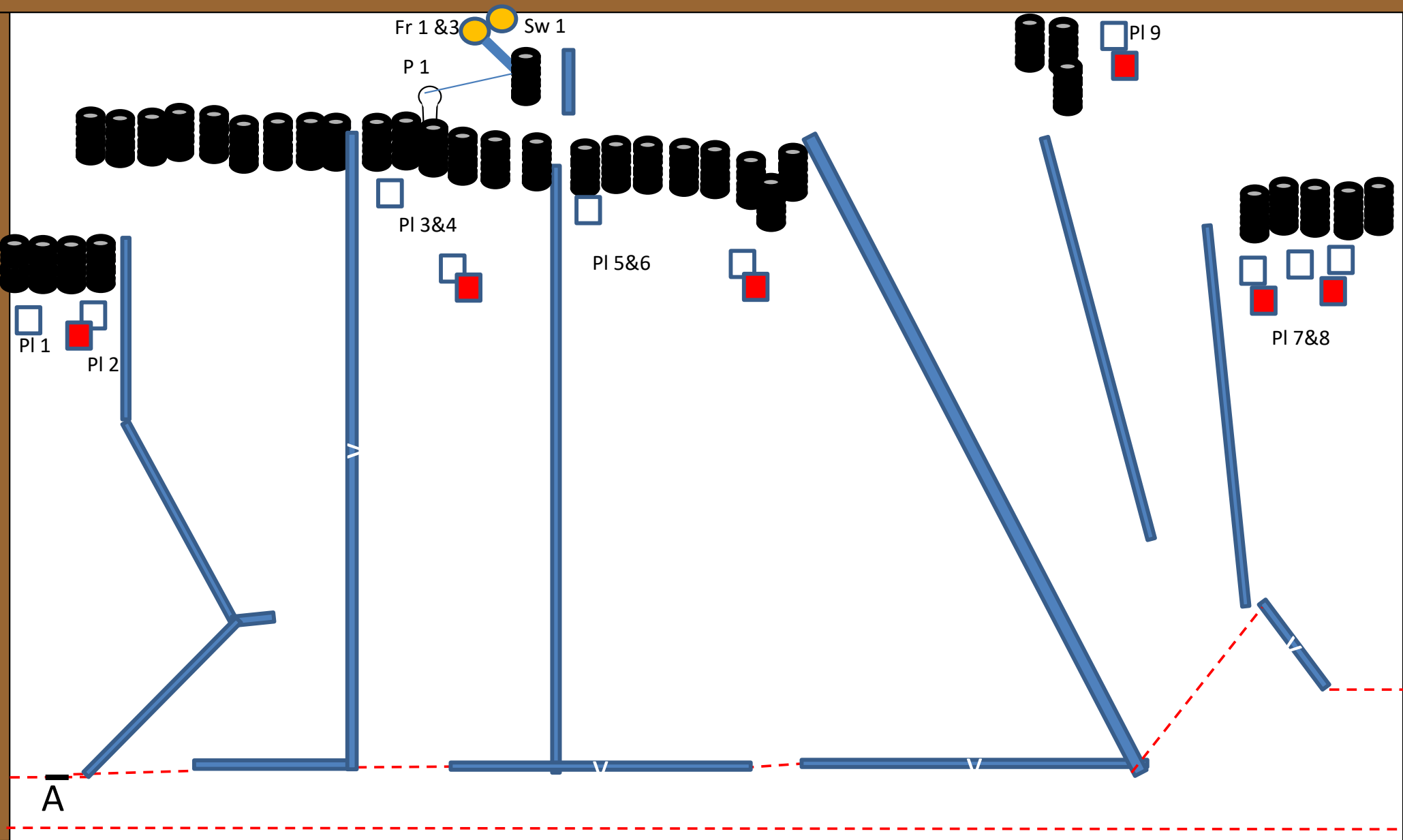


Shotgun Stage 6, Range 6 – Short Course

START POSITION: Shooter starts standing with toes touching at A, facing down range. Shotgun loaded Option 1.

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

DISTANCES: 7 to 25 meters. 12 shots, 60 Points, 9 Plates, 1 Popper, 2 Frangible targets and several no shoots.





Stage 7, Range 7 – Long Course

START POSITION: Shooter starts at A, heels touching as indicated, facing down range. Shotgun Loaded option 1.
On Audible signal engage targets as they become visible. P1 activates Sw 1 and P7 Activates Sw 2, releasing F1 which remain visible.
Max shots : 28, Points. 140 Points, 19 Plates, 7 Popper, 2 Frangible, several no shoots.

