

# Shotgun–birdshot - Range 1:Stage 1 – Trapwindow - 10 rounds

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** J Mey

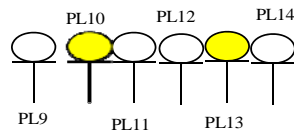
**START POSITION:** Shooter starts at either A or B. Shotgun loaded option 1 (Loaded (Option 1): magazine filled and fitted (if applicable), chamber(s) loaded, hammer and/orsear cocked and safety catch applied (if the shotgun is designed to have one).

## STAGE PROCEDURE

On signal engage steel. Plates 2, 4,5,7 10 and 13 are penalty plates and will incur penalties as per latest IPSC rules.

## SCORING

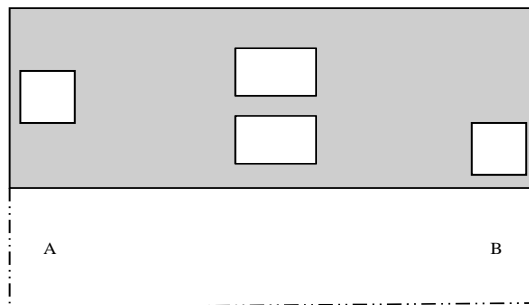
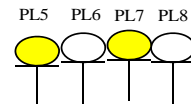
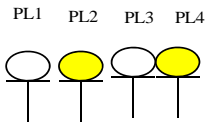
**SCORING:** Comstock,10 rounds, 50points  
**TARGETS:** 8Plates, 2PP  
**SCORED HITS:** Best per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



PP1



PP2



**SETUP NOTES:**

**RO NOTES:**

# Rifle – Range 10 Stage 2 -Diamond –22 Rounds

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNEJ** Mey

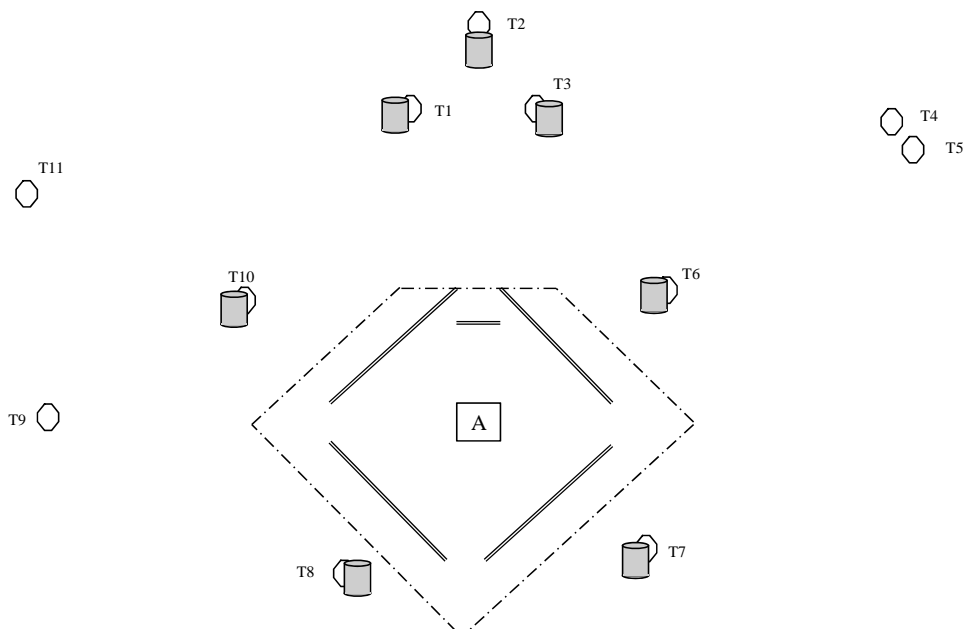
**START POSITION:** Shooter starts in box A. Loaded (Option 2): magazine filled and fitted (if applicable), chamber empty and the action closed.

### STAGE PROCEDURE

On signal engage all targets as they become visible whilst remaining in the demarcated area.

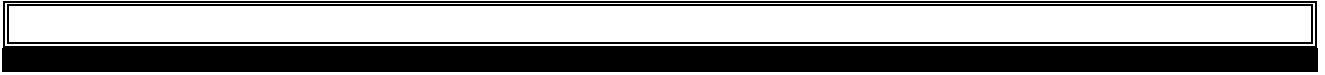
### SCORING

**SCORING:** Comstock, 22 rounds, 110 points  
**TARGETS:** 11 IPSC  
**SCORED HITS:** Best per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



**SETUP NOTES:**

**RO NOTES:**



# Shotgun –Birdshot -Range 2&3: Stage 2- Check those chokes - 17 rounds

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** J Mey

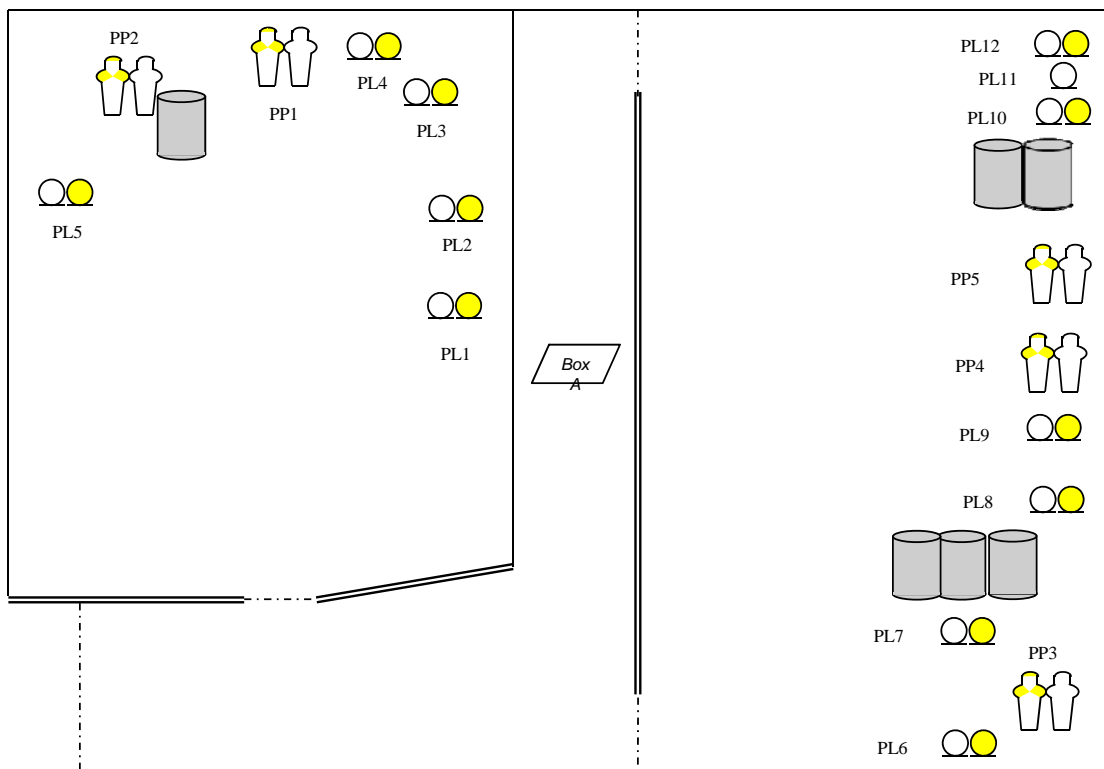
**START POSITION:** Shooter starts in A, Shotgun loaded (Option 1): magazine filled and fitted (if applicable), chamber(s) loaded, hammer and/or sear cocked and safety catch applied (if the shotgun is designed to have one).

### STAGE PROCEDURE

On signal, engage all targets as they become visible. Yellow targets are penalty targets and will be scored as penalties if targets are down,

### SCORING

**SCORING:** Comstock, 17 rounds, 85 points  
**TARGETS:** 5PP, 12PI  
**SCORED HITS:** Best per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



### SETUP NOTES:

Minimum 8 meters to plates

### RO NOTES:

# Shotgun-birdshot Range 5 :Stage 5- Load Quickly - 17 rounds

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** MGericke

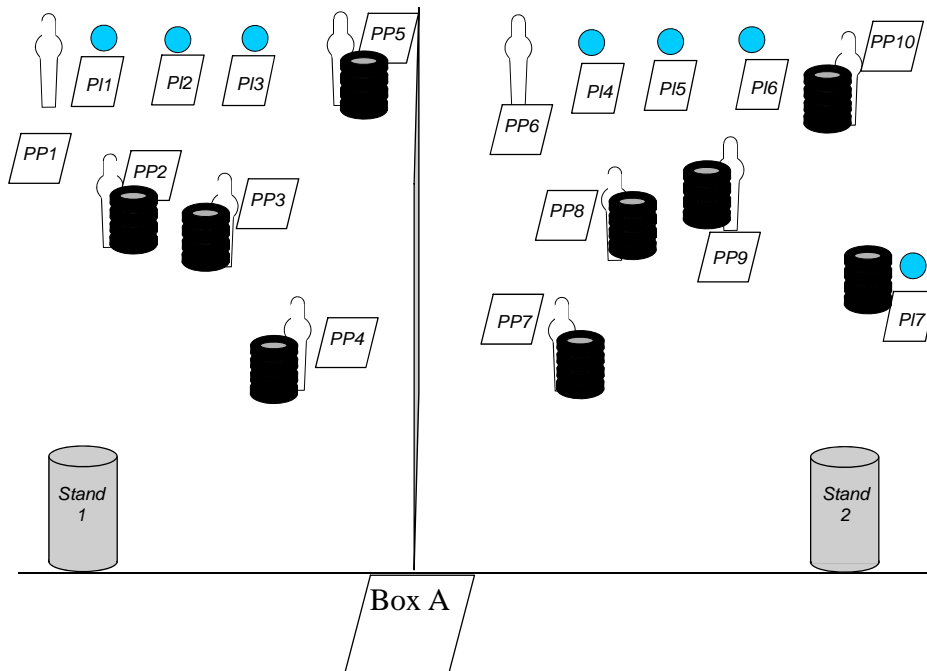
**START POSITION:** Shotgun empty and placed either on Stand 1 or stand 2

## STAGE PROCEDURE

Shooter starts in Box A .At audible signal engage targets as they become visible

## SCORING

**SCORING:** Comstock, 17 rounds, 85points  
**TARGETS:** 10PP, 7 Plates  
**SCORED HITS:** Best per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



## SETUP NOTES:

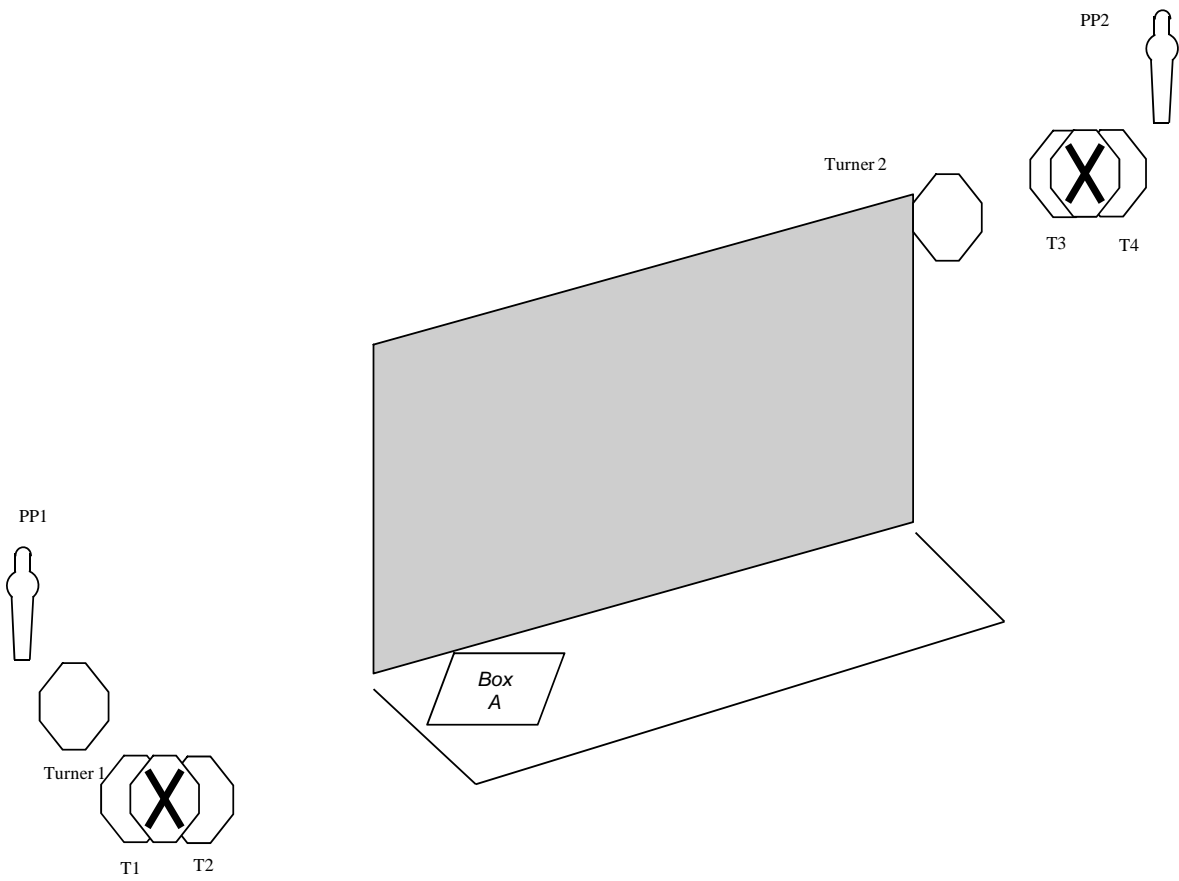
All PP to be mini poppers  
 PP1 to PP5 not to be visible from same position as  
 PP6 to PP10 are visible and vice versa

## RO NOTES:

# Handgun - Range 6: Stage 6 - Quick and Dirty - 14 rounds

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** J Mey

<b>START POSITION:</b> Shooter starts in A, gun CLH.	
<b>STAGE PROCEDURE</b> On signal, engage all targets whilst remaining in the demarcated area. PP1 activates Turner 1. PP2 activates T2.	<b>SCORING</b> <b>SCORING:</b> Comstock, 14 rounds, 70 points <b>TARGETS:</b> 6IPSC, 2PP, <b>SCORED HITS:</b> Best per IPSC, steel down = 1A <b>START-STOP:</b> Audible - Last shot <b>PENALTIES:</b> Procedural. -10 No-shoot hit. -10 Miss. -10



<b>SETUP NOTES:</b>	<b>RO NOTES:</b>
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# Handgun -Range 7:Stage 7- Speed - 12 Rounds

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Nationals

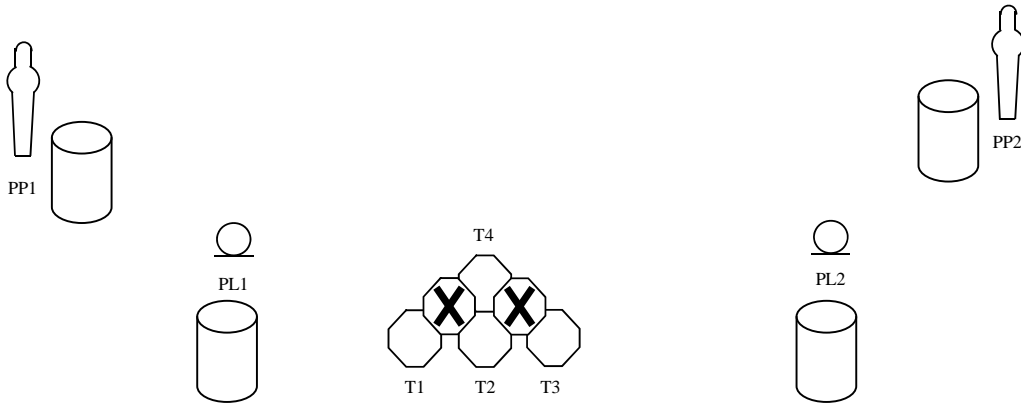
**START POSITION:** Competitor starts anywhere in the demarcated area, gun CLH, hands surrendered.

### STAGE PROCEDURE

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

### SCORING

**SCORING:** Comstock, 12 rounds, 60 points  
**TARGETS:** 4IPSC, 2PP, 2PL's  
**SCORED HITS:** Best per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



**SETUP NOTES:**

**RO NOTES:**

# Rifle -Range 8 : Stage 8- Hit The Dust –16 Rounds

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** MGericke

**START POSITION:**

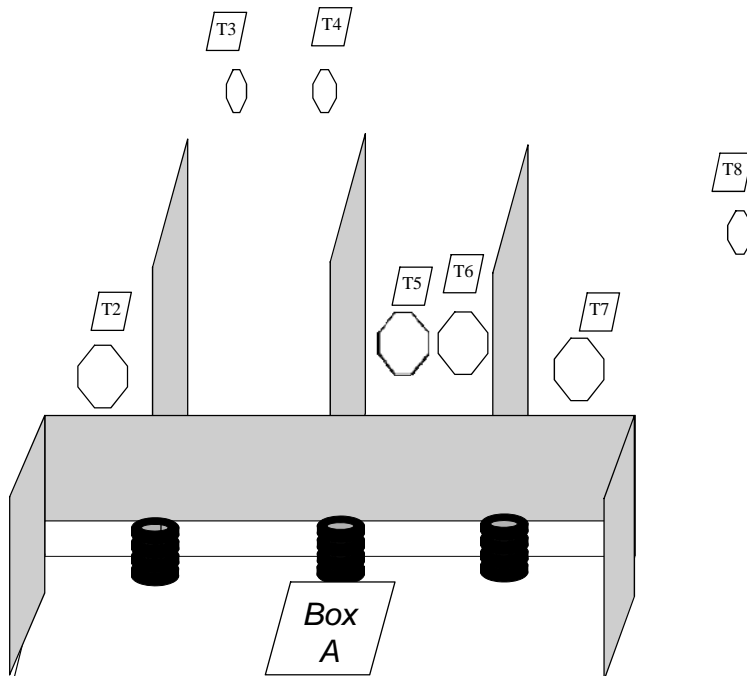
Shooter starts in box A. Loaded (Option 2): magazine filled and fitted (if applicable), chamber empty and the action closed.

**STAGE PROCEDURE**

At the audible signal engage the targets as they become visible.

**SCORING**

**SCORING:** Comstock, 16 rounds, 80 points  
**TARGETS:** 8 IPSC  
**SCORED HITS:** Best per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10

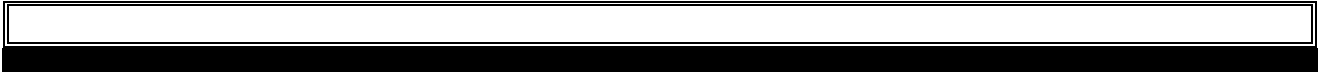


**SETUP NOTES:**

T1, T3, T4, T8 mini targets  
 Each set of 2 IPSC Targets to be only visible from each aperture and only be able to engage while prone

**RO NOTES:**





# Handgun Range 9: Stage 9 - Race -- 32 Rounds

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** J Mey

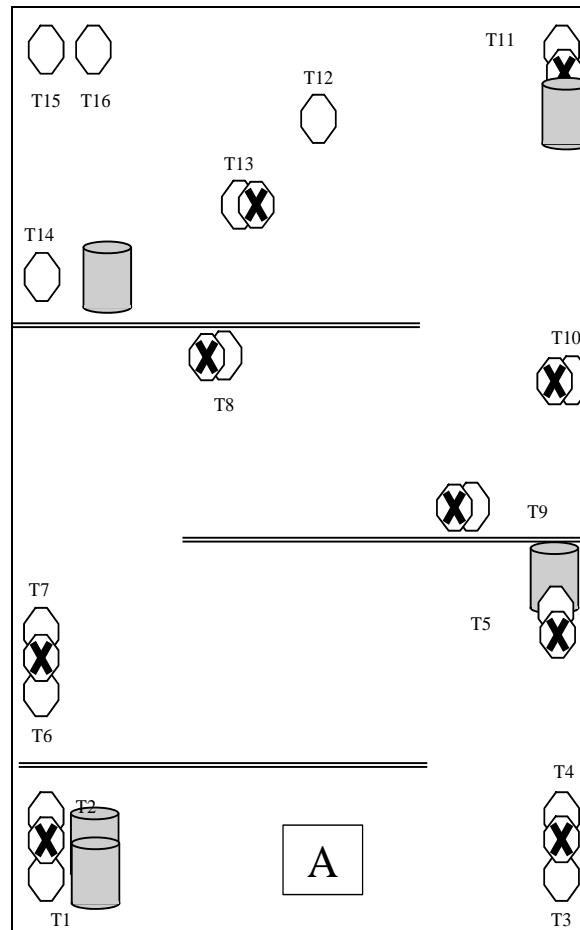
**START POSITION:** Shooter starts in A, Gun CLH. – Hands at sides

### STAGE PROCEDURE

On signal, engage all targets whilst remaining in the demarcated area.

### SCORING

**SCORING:** Comstock, 32 rounds, 160 points  
**TARGETS:** 16 IPSC  
**SCORED HITS:** Best per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



**SETUP NOTES:**

**RO NOTES:**



# Rifle -Range 4 Stage 3 -Aim Carefully – 26Rounds

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** J Mey

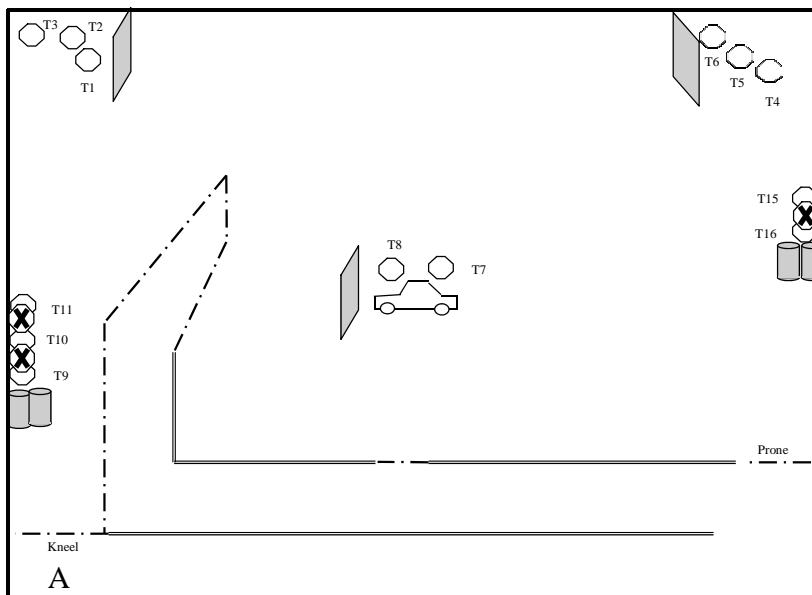
**START POSITION:** Shooter start in A. Gun Loaded (Option 1): magazine filled and fitted (if applicable), chamber loaded, hammer and/or sear cocked and safety catch applied (if the rifle is designed to have one).

### STAGE PROCEDURE

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

### SCORING

**SCORING:** Comstock, 26 rounds, 130 points  
**TARGETS:** 13 IPSC  
**SCORED HITS:** Best per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



**SETUP NOTES:**

**RO NOTES:**