



*KwaZulu-Natal
Practical
Shooting Association.*

*KwaZulu-Natal
Praktiese
Skietvereniging*

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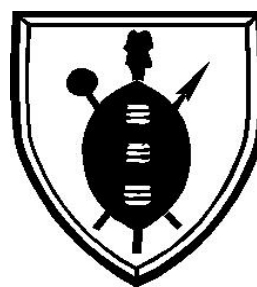
3 Gun SA and KZNPSA Present this Event

KZNPSA 3 GUN LEAGUE

15 and 16 June 2013
Venue Midland Practical Shooting Club
Entry fee R250
Shooting Starts at 08:00
Pre Entry Essential
Late Entry on Day R300
Maximum Entries 80 competitors.
SAPSA membership mandatory
IPSC Rules will apply



Contact Person for Entries
Don Bedford
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IHAWU SHOOTING CLUB

3 Gun: League 2: 2013 KZN Midlands

Stage No.	STAGE NAME	Day	Type			Min No. Rds	Match Score		Paper Targets											Metal				Other info		
			S	M	L		Points	%	Classic Full	Mini Full	Partial	A4	A3	Swing	Twist Full	Drop Full	Flip Full	Run Full	Clay	Clay Swing	Clay Run	NS	Poppers Full		Mini	Plate Round
1	Sitting	Day 1	1			9	45	9.0%	3												1			3		
2	Backwards	Day 2 R4			1	22	110	22.0%	8		1										2		2		2	
3	House	Day 1			1	29	145	29.0%	9		2										2	3		3		
4	Speed	Day 2	1			8	40	8.0%	4		0										1			1		
5	Too and Fro	Day 2 R 5			1	16	80	16.0%	8												2					
6	Tyres	Day 1			1	16	80	16.0%	7												3	2				
Totals			2	2	2	100	500	100%	39	0	3	0	0	0	0	0	0	0	0	0	11	5	2	7	2	
Total Stages			6																							

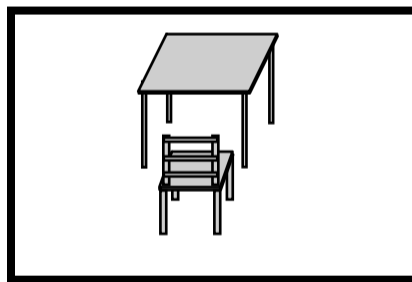
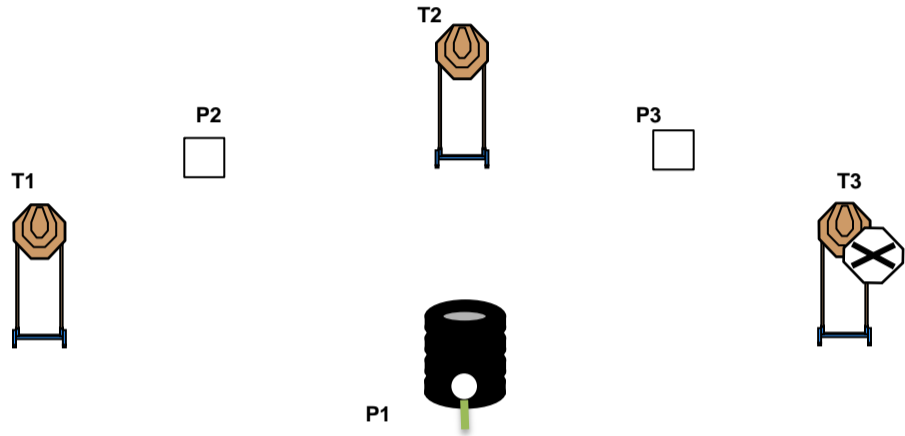
Stage No.	STAGE NAME	Day	Type			Min No. Rds	Match Score		Paper Targets											Metal				Other info		
			S	M	L		Points	%	Classic Full	Mini Full	Partial	A4	A3	Swing	Twist Full	Drop Full	Flip Full	Run Full	Clay	Clay Swing	Clay Run	NS	Poppers Full		Mini	Plate Round
1	Ultimate test	Day 1			1	23	115	23.0%	9												3				5	
2	Windmill	Day 1	1			9	45	9.0%				4						1			4					
3	Bush Lane	Day 1 S3			1	32	160	32.0%				16														
4	Backwards	Day 1 H2			1	20	100	20.0%	8		1								2		2					
5	Too and Fro 2	Day 1 H5			1	16	80	16.0%		8											2					
Totals			1	2	2	100	500	100%	17	8	1	20	0	0	0	0	0	0	0	0	11	0	0	0	5	
Total Stages			5																							

Stage No.	STAGE NAME	Day	Type			Min No. Rds	Match Score		Paper Targets & Other											Metal				Other info		
			S	M	L		Points	%	Classic Full	Mini Full	Partial	A4	A3	Swing	Twist Full	Drop Full	Flip Full	Run Full	Clay	Clay Swing	Clay Run	NS	Poppers Full		Mini	Plate Round
1	Front Sight	Day 2	1			5	50	10.6%	5												2				2	Slug
2	Empty ?	Day 2		1		11	100	21.3%	9												5			2		Buckshot
3	Bush Lane	Day 2 R3			1	20	100	21.3%										14			4	15		6		Birdshot
4	Fast	Day 2	1			8	40	8.5%													1			7		Birdshot
5	Rooms	Day 2			1	20	100	21.3%										12			3			4		Birdshot
6	Steel	Day 2			1	16	80	17.0%													6	2		8		Birdshot
Totals			2	2	2	80	470	100%	14	0	0	0	0	0	0	0	0	0	0	0	14	22	2	27	2	
Total Stages			6																							

COURSE DESIGNER : **STAGE NAME: Sitting**
SHORT COURSE
HANDGUN STAGE 1

Type of course:	Comstock	Minimum rounds:	9
Targets:	3 IPSC targets	Possible points:	45
Poppers:	0	Distance:	8 - 14m
Plates:	3	Start:	On audible signal.
Frangible:	0	Stop:	On last shot.
No shoot targets:	1	Penalties:	As per latest IPSC rules.

Shooter starts seated behind table on chair with hands on knees.
The gun is unloaded and placed flat on table, muzzle pointing downrange. All magazines must be on table.
On signal load handgun and engage targets as they become visible from within the demarcated area.

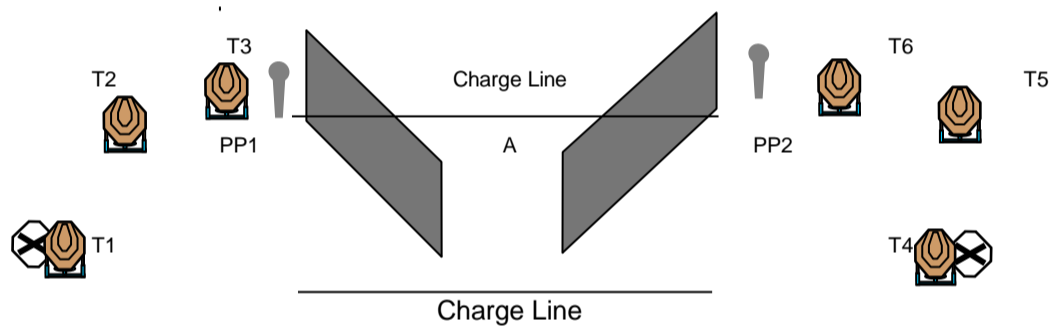
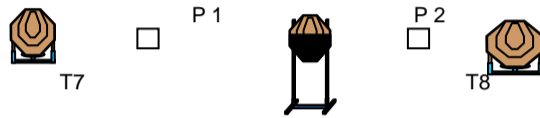


AREA A

COURSE DESIGNER : **NAME: Backwards**
Medium COURSE
HANDGUN STAGE 2

Type of course:	Comstock	Minimum rounds:	22
Targets:	9 IPSC targets	Possible points:	110
Plates:	2	Distance:	5 - 20m
Poppers	2	Start:	On audible signal.
No shoot targets:	2	Stop:	On last shot.
		Penalties:	As per latest IPSC rules.

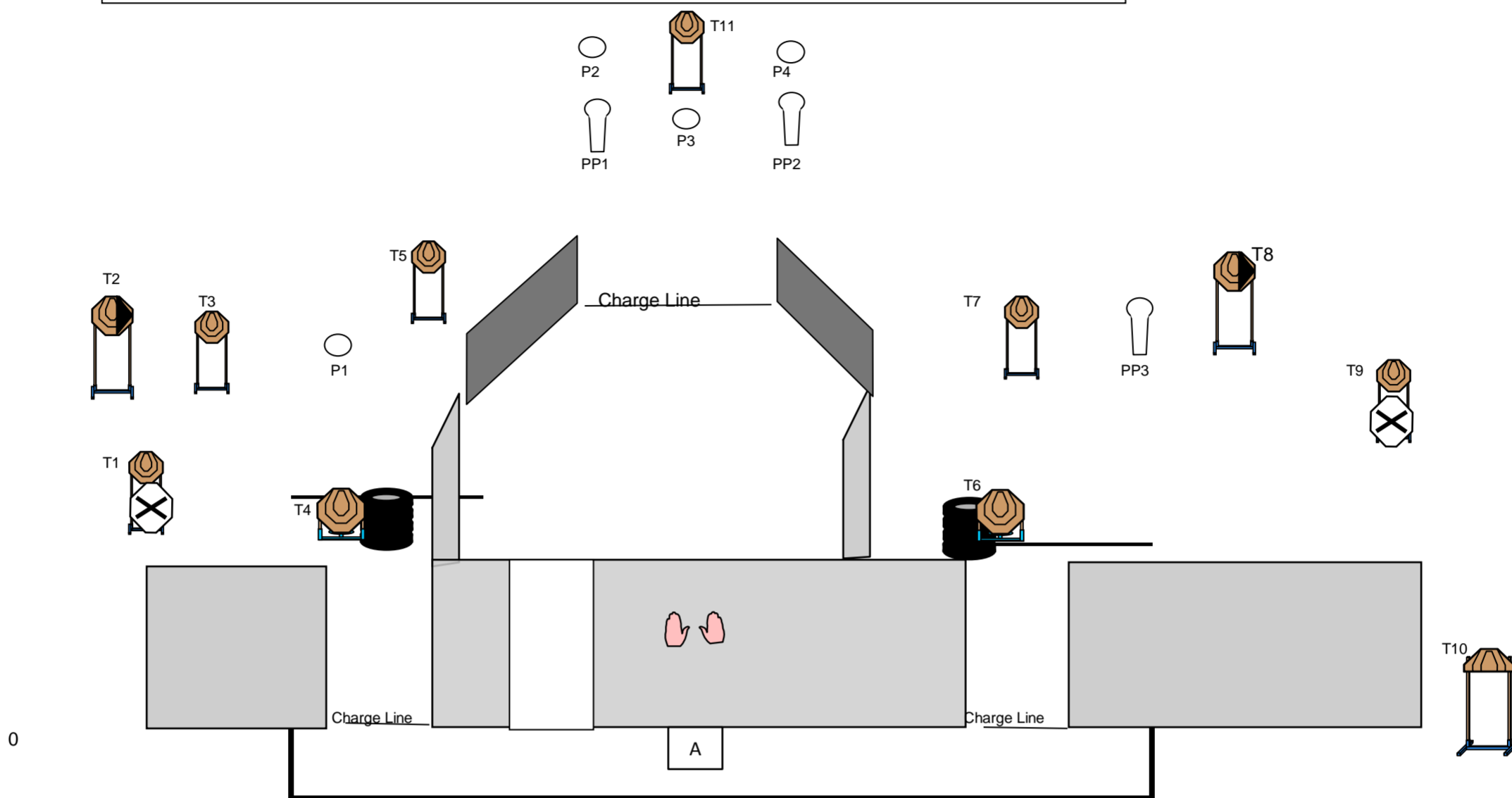
Shooter starts standing with one toe touching at A.
The gun load and holstered hands at sides.
On signal engage targets from within the demarcated area.



COURSE DESIGNER : RANGE NAME: House
LONG COURSE
HANDGUN STAGE 3

Targets:	11 IPSC targets	Minimum rounds:	29
Poppers:	3	Possible points:	145
Plates:	4	Stage %:	
No shoot targets:	1	Distance:	5 - 15m
		Penalties:	As per latest IPSC rules.

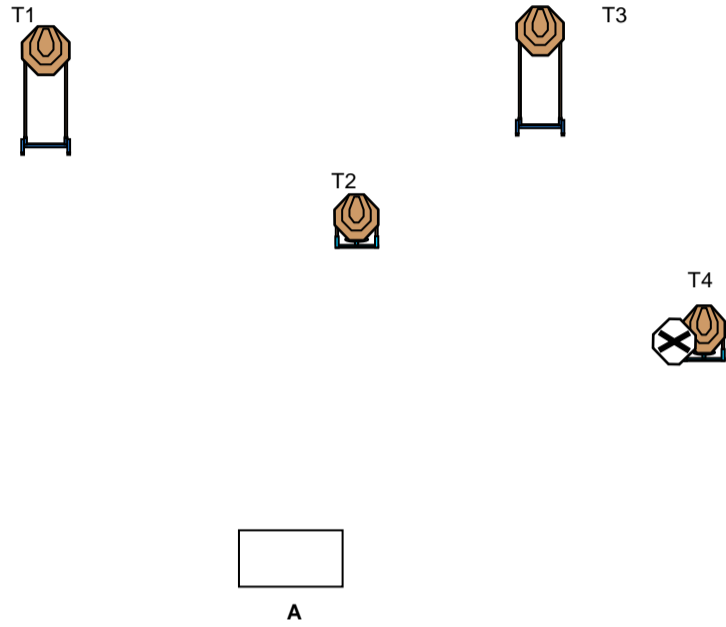
Shooter starts standing in A, both hands on marks on the barricade.
 The handgun is loaded, magazine in, chamber empty, and holstered. On signal load and engage all targets as they become visible from within the demarcated area.



COURSE DESIGNER : **RANGE NAME: Speed**
SHORT COURSE
HANDGUN STAGE 4

Type of course:	Comstock	Minimum rounds:	8
Targets:	4 IPSC Targets	Possible points:	40
Pepper Poppers:	0	Distance:	7 - 15m
Plates:	0	Start:	On audible signal.
No shoot targets:	1	Stop:	On last shot.
		Penalties:	As per latest IPSC rules.

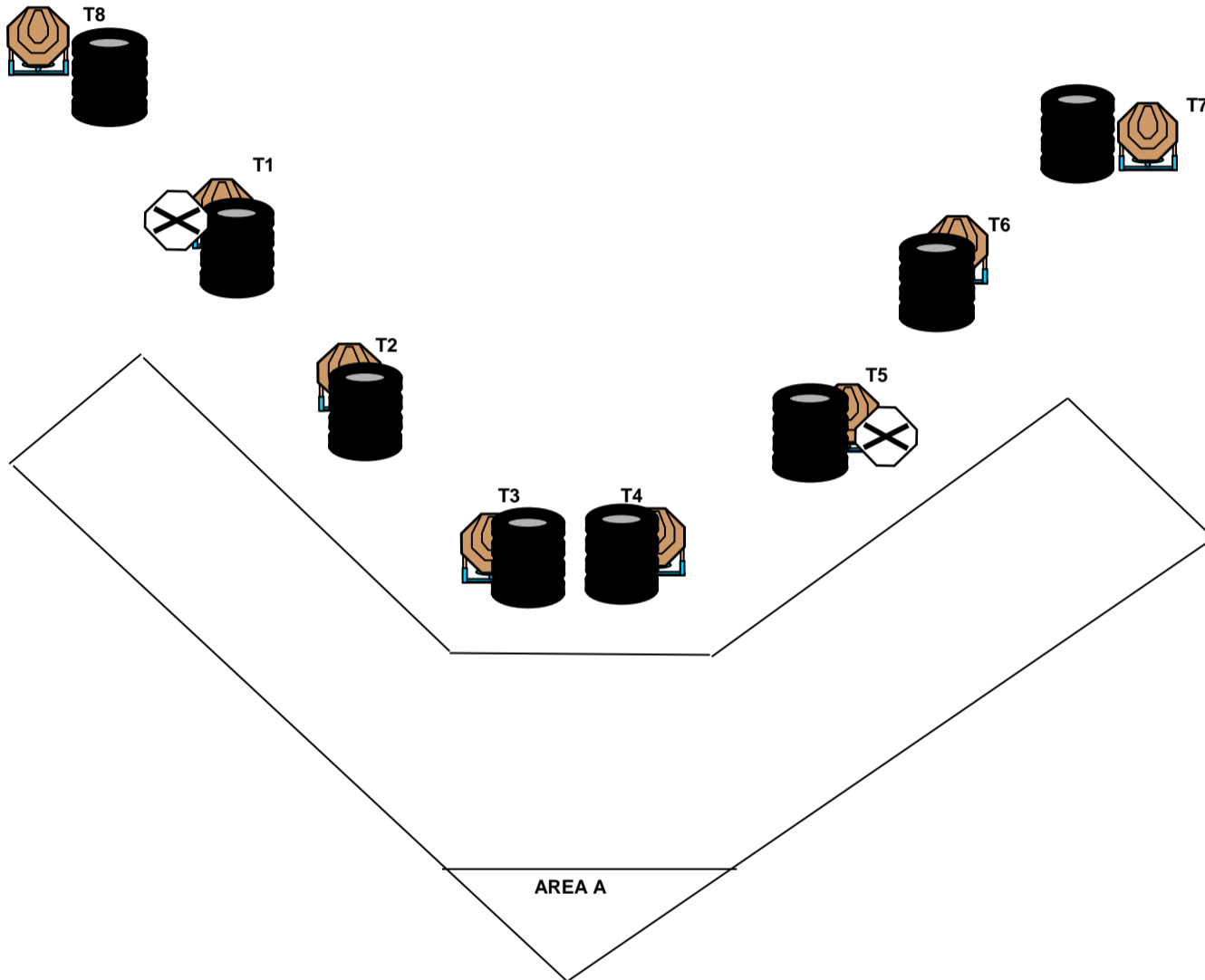
Shooter starts standing relaxed anywhere in Area A, facing down range, hands surrender.
The gun is loaded, magazine inserted, chamber empty, and holstered.
On signal engage targets whilst remaining in the demarcated area.



COURSE DESIGNER : **STAGE NAME:** Tooand Fro
MEDIUM COURSE
HANDGUN STAGE 5

Type of course:	Comstock	Minimum rounds:	16
Targets:	8 IPSC Mini targets	Possible points:	80
Poppers:	0	Distance:	5 - 10m
Plates:	0	Start:	On audible signal.
No shoot targets:	2	Stop:	On last shot.
		Penalties:	As per latest IPSC rules.

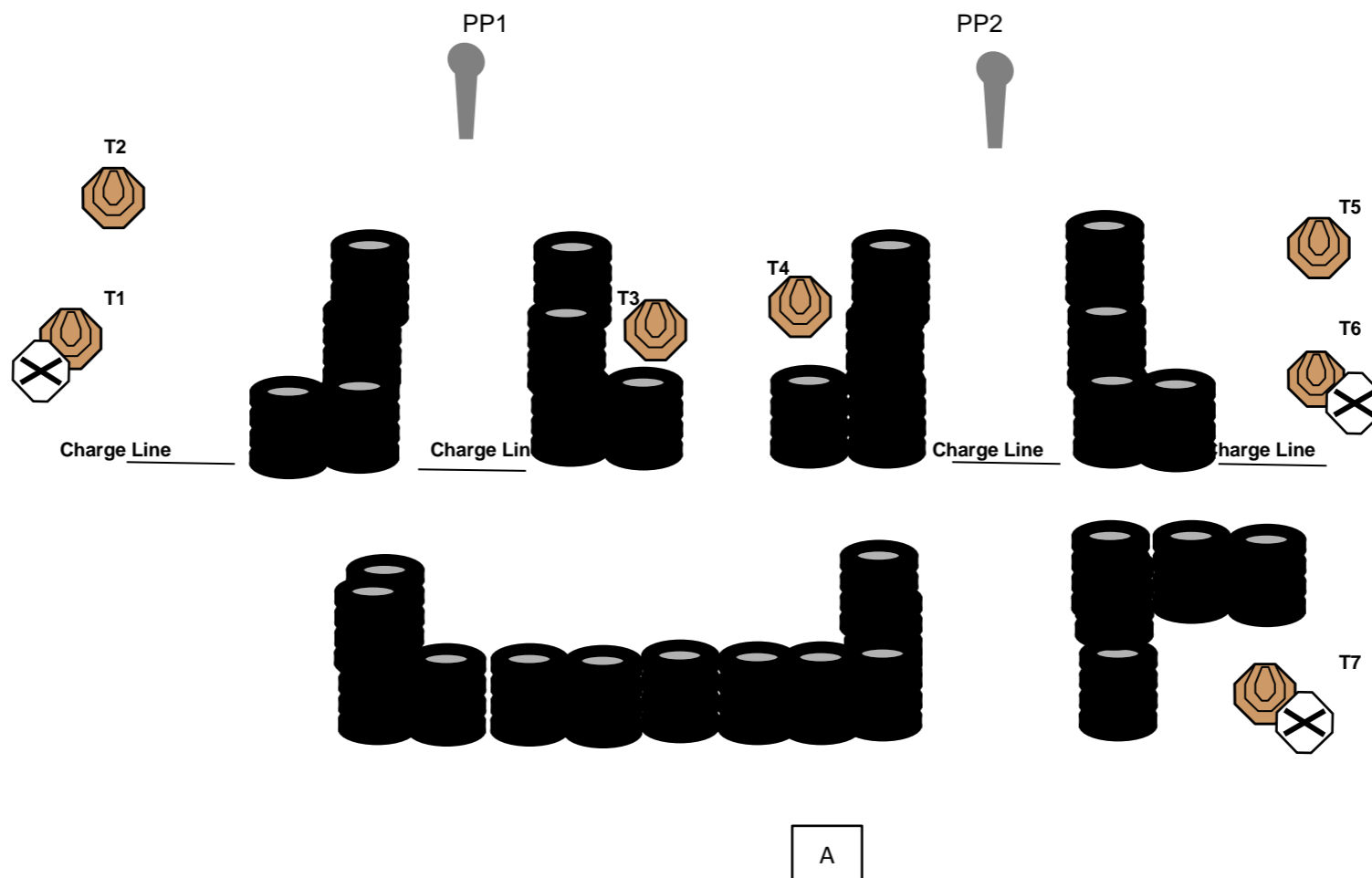
Shooter starts anywhere in Area A, hands relaxed at sides.
The handgun is loaded and holstered.
On signal engage targets as they become visible whilst remaining in demarcated area.



COURSE DESIGNER : **STAGE NAME: Tyres**
LONG COURSE
HANDGUN STAGE 6

Type of course:	Comstock	Minimum rounds:	16
Targets:	7 IPSC Targets	Possible points:	80
Pepper Poppers:	2 IPSC Classic poppers	Distance:	3 - 10m
Plates:	0	Start:	On audible signal.
No shoot targets:	3	Stop:	On last shot.
		Penalties:	As per latest IPSC rules.

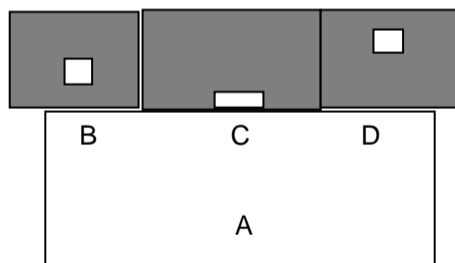
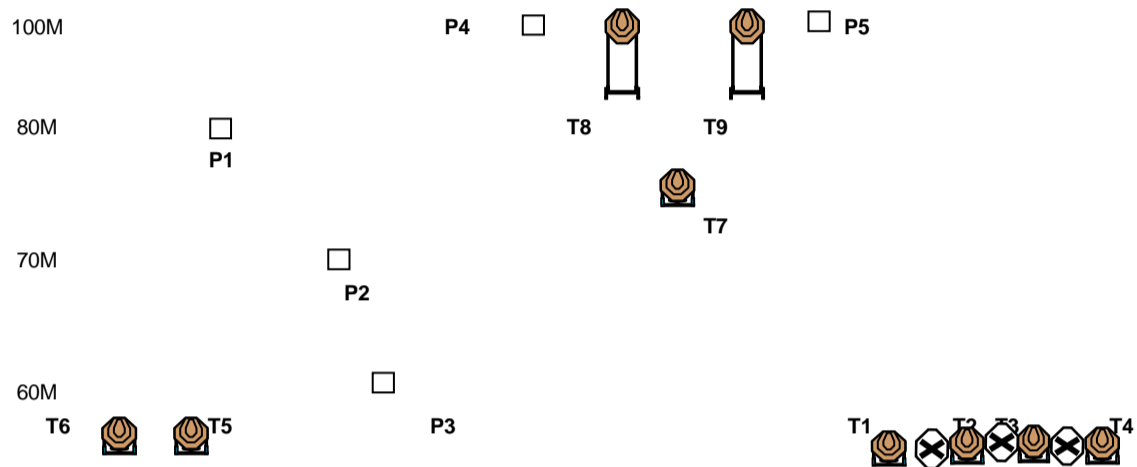
Shooter starts standing in A, loaded chamber empty, hand at sides.
 On signal engage targets in any order as they become visible, whilst remaining in demarcated area.



COURSE DESIGNER : **STAGE NAME: Ultimate test**
SHORT COURSE
RIFLE STAGE 1

Targets: 9 IPSC Plates: 5 NS 3	Minimum rounds: 23 Possible points: 115 Stage %: Distance: 50 - 100m Penalties: As per latest IPSC rules.
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Shooter starts standing relaxed anywhere in Area A, facing down range.
 The rifle is loaded, option 1, and held in ready position muzzle pointing downrange.
 On signal engage targets whilst remaining in the demarcated area.
 Aperture B is kneeling (P1,P2,P3,T5,T6)
 Aperture C is prone (P4,P5,T7,T8,T9)
 Aperture D is standing (T1,T2,T3,T4)



COURSE DESIGNER : **RANGE NAME: Windmill**
SHORT COURSE
RIFLE STAGE 2

Targets:	4 A4 Targets	Minimum rounds:	9
Clay:	1	Possible points:	45
No shoot targets:	4	Distance:	25m
		Stage %:	
		Penalties:	As per latest IPSC rules.

Shooter starts standing in Area A.
The rifle is unloaded Option 3 and held in ready position muzzle pointing downrange.
On signal engage targets whilst remaining in the demarcated area.

T 1 to 4



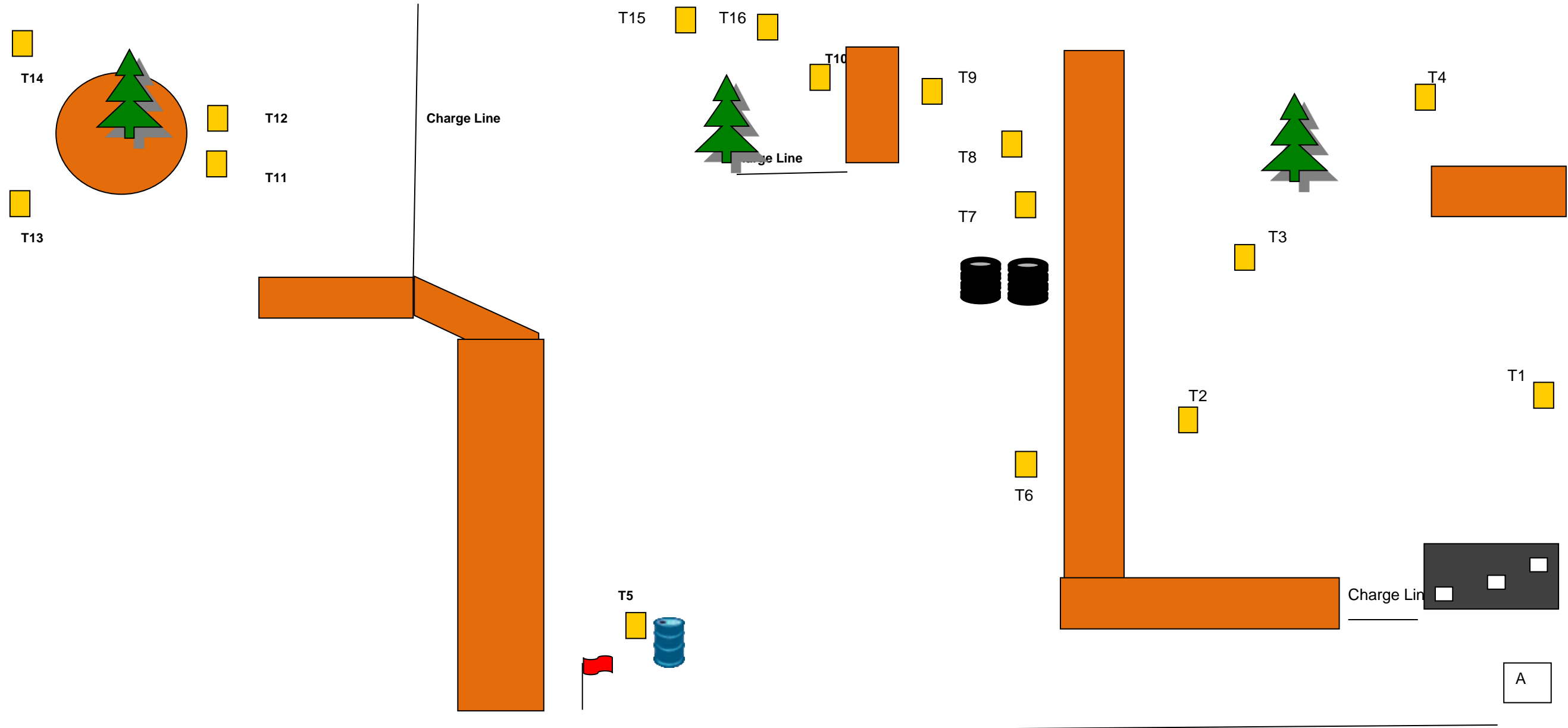
COURSE DESIGNER :

COURSE NAME: Bush Lane

LONG COURSE
RIFLE STAGE 3

Targets:	16 A4 targets	Minimum rounds:	32
		Possible points:	160
		Stage %:	
		Distance:	5 - 25m

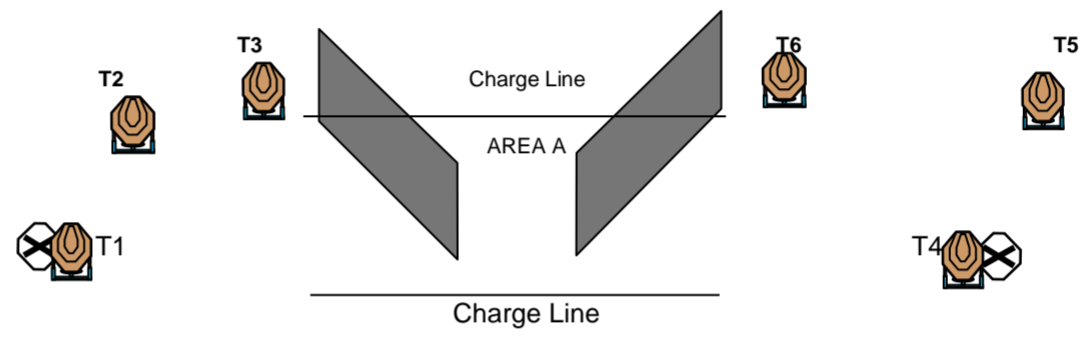
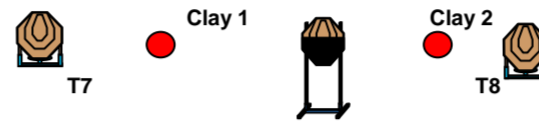
Shooter starts anywhere in Area A.
The rifle is loaded (option 1) and held in ready position muzzle pointing downrange.
On signal engage targets as they become visible whilst remaining in demarcated area
Watch the 180°



COURSE DESIGNER : **STAGE NAME: Backwards**
SHORT COURSE
RIFLE STAGE 4

Type of course:	Comstock	Minimum rounds:	20
Targets:	9 IPSC targets	Possible points:	100
Clays:	2	Distance:	5 - 20m
No shoot targets:	2	Start:	On audible signal.
		Stop:	On last shot.
		Penalties:	As per latest IPSC rules.

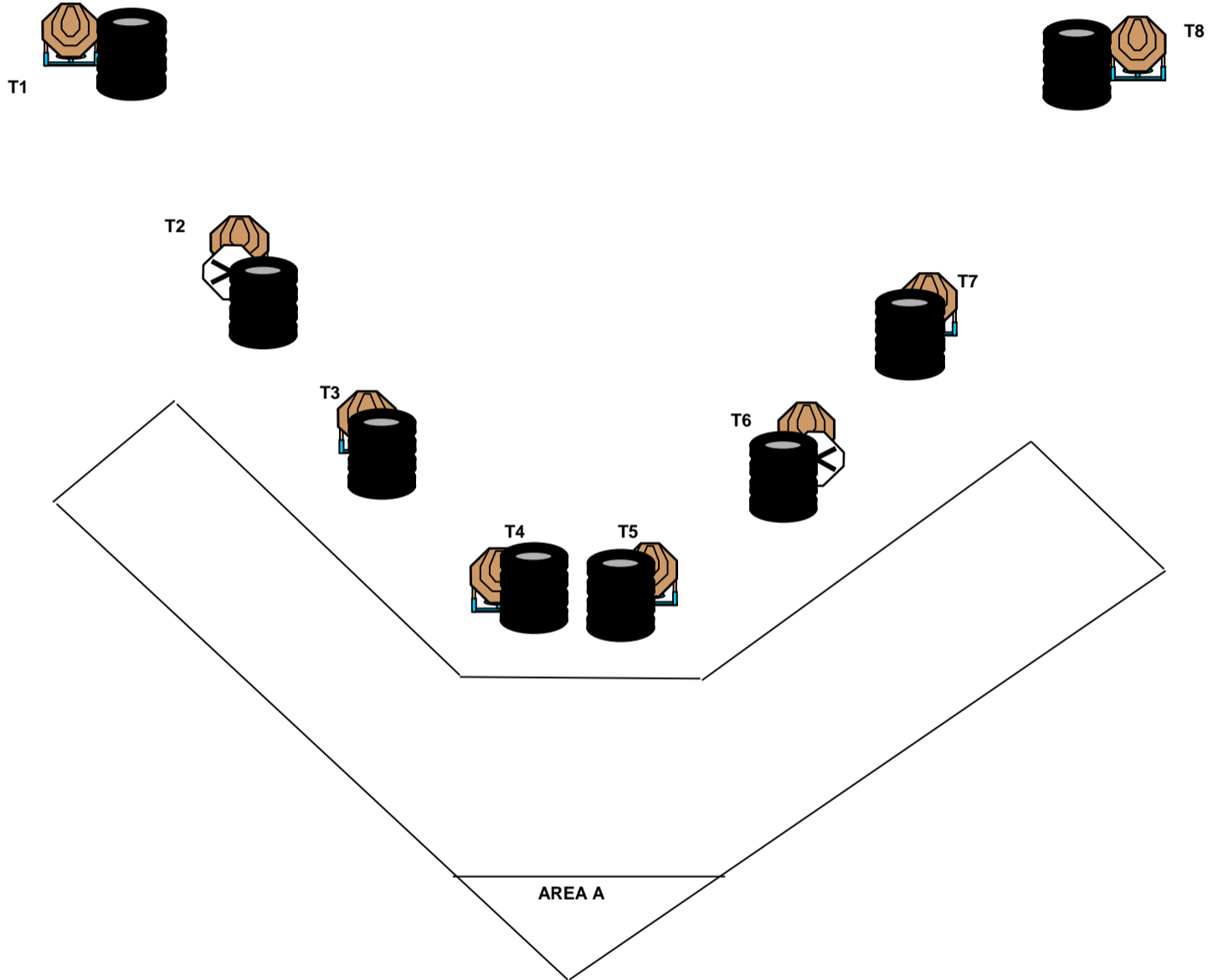
Shooter starts standing with one toe touching at A.
The rifle is loaded (Option 1), and held with butt touching at hip level, muzzle pointing downrange.
On signal engage targets from within the demarcated area.



COURSE DESIGNER : **STAGE NAME: Too and Fro 2**
MEDIUM COURSE
RIFLE STAGE 5

Type of course:	Comstock	Rounds:	16
Targets:	8 IPSC Mini targets	Possible points:	80
		Distance:	2 - 25m
		Start:	On audible signal.
		Stop:	On audible signal.
		Penalties:	As per latest IPSC rules.

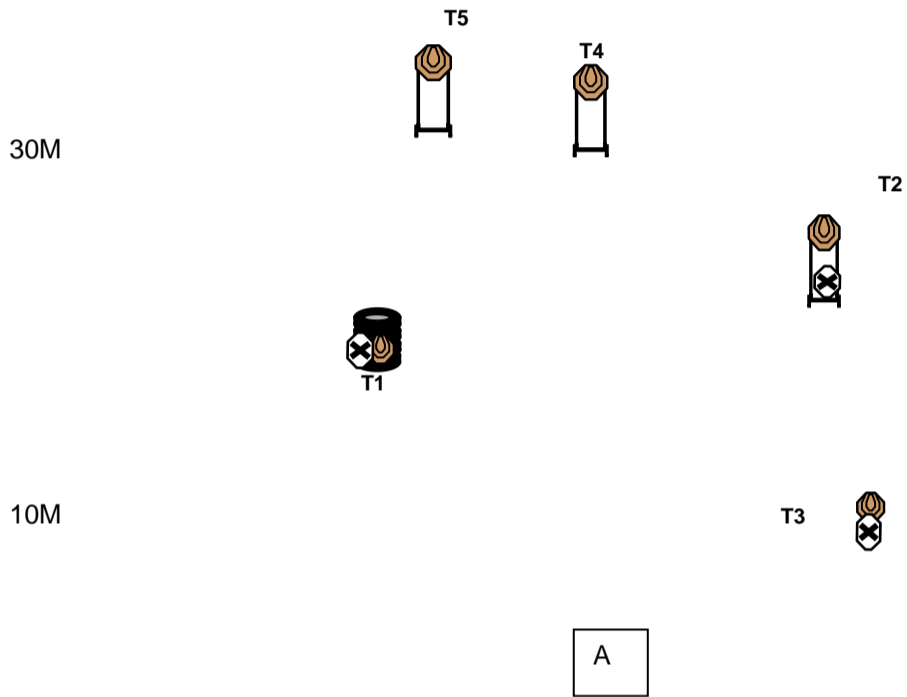
Shooter starts standing anywhere in Area A.
The gun is loaded, CHAMBER EMPTY (Option 2).
Shooter is standing erect and relaxed, holding the gun with butt touching at hip level and muzzle pointing downrange.
On signal engage targets as they become visible.



COURSE DESIGNER : **STAGE NAME: Front sight**
SHORT COURSE FOR SLUG AMMO
SHOTGUN STAGE 1

Targets: 5 IPSC targets	Minimum rounds: 5 Possible points: 50 (each hit scores double) Stage %: Distance: 10 - 30 M Penalties: As per latest IPSC
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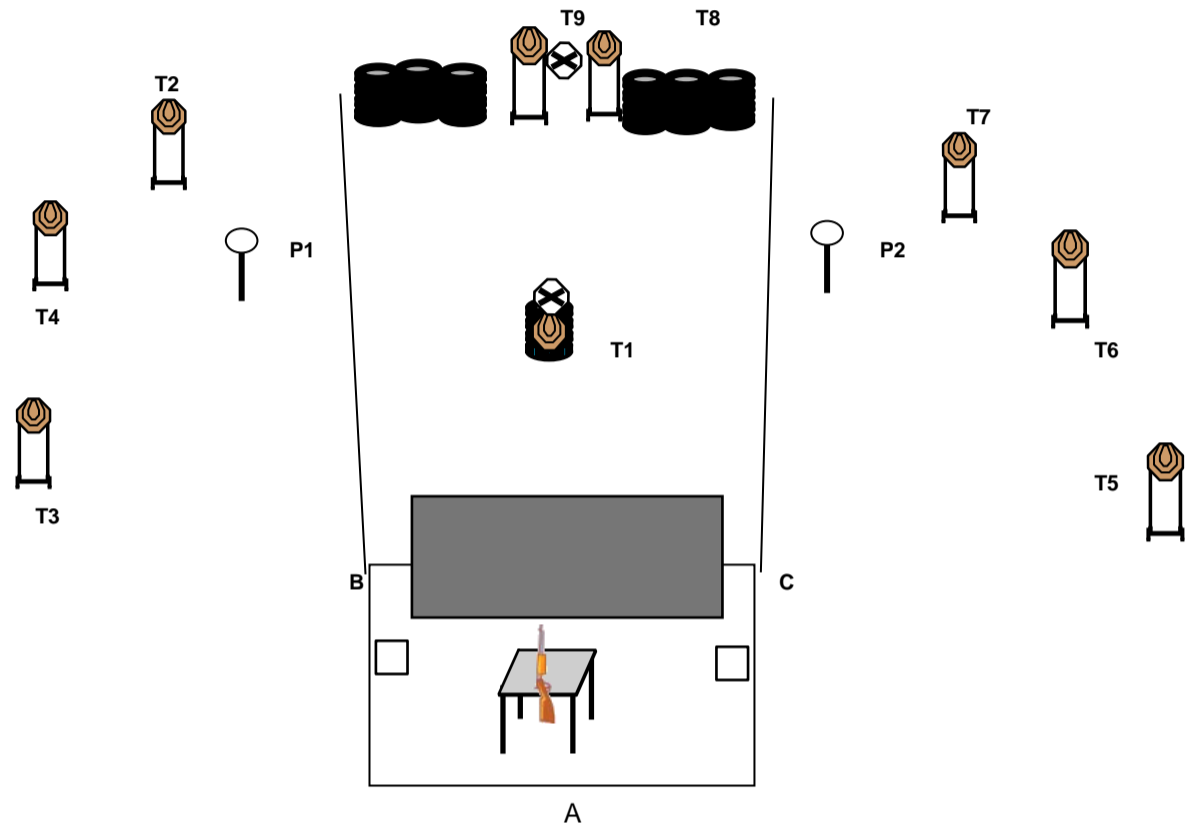
Shooter starts standing in A.
 The gun is loaded (option 2) and held in ready position muzzle pointing downrange
 On signal engage targets whilst remaining in the demarcated area.



COURSE DESIGNER : **RANGE NAME: More**
SHORT COURSE FOR SHOTGUN - BUCKSHOT
SHOTGUN STAGE 2

Targets:	9 IPSC Targets	Minimum rounds:	11
Plates:	2	Possible points:	100
No shoot targets:	2	Stage %:	
		Distance:	10 - 20m
		Penalties:	As per latest IPSC rules.

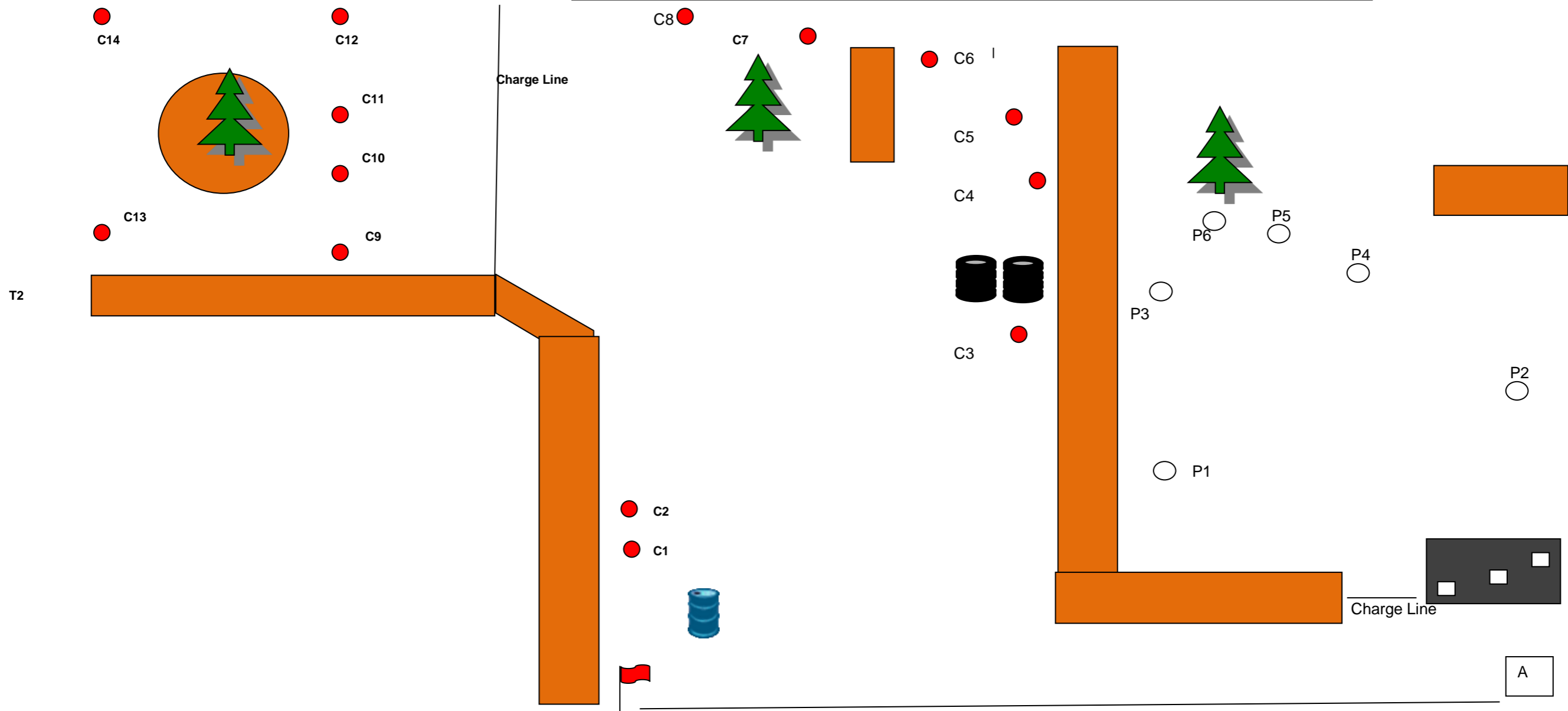
Shooter starts standing relaxed one heel touching A, facing down range, hands surrender.
The shotgun is unloaded, option 3 and placed on the table muzzle pointing down range.
On signal load and engage targets whilst remaining in the demarcated area.



COURSE DESIGNER : COURSE NAME: Bush Lane
LONG COURSE FOR BIRDSHOT AMMUNITION
SHOTGUN STAGE 3

Plates:	6 round Plates	Minimum rounds:	20
Clays:	14	Possible points:	100
		Stage %:	
		Distance:	5 - 25m

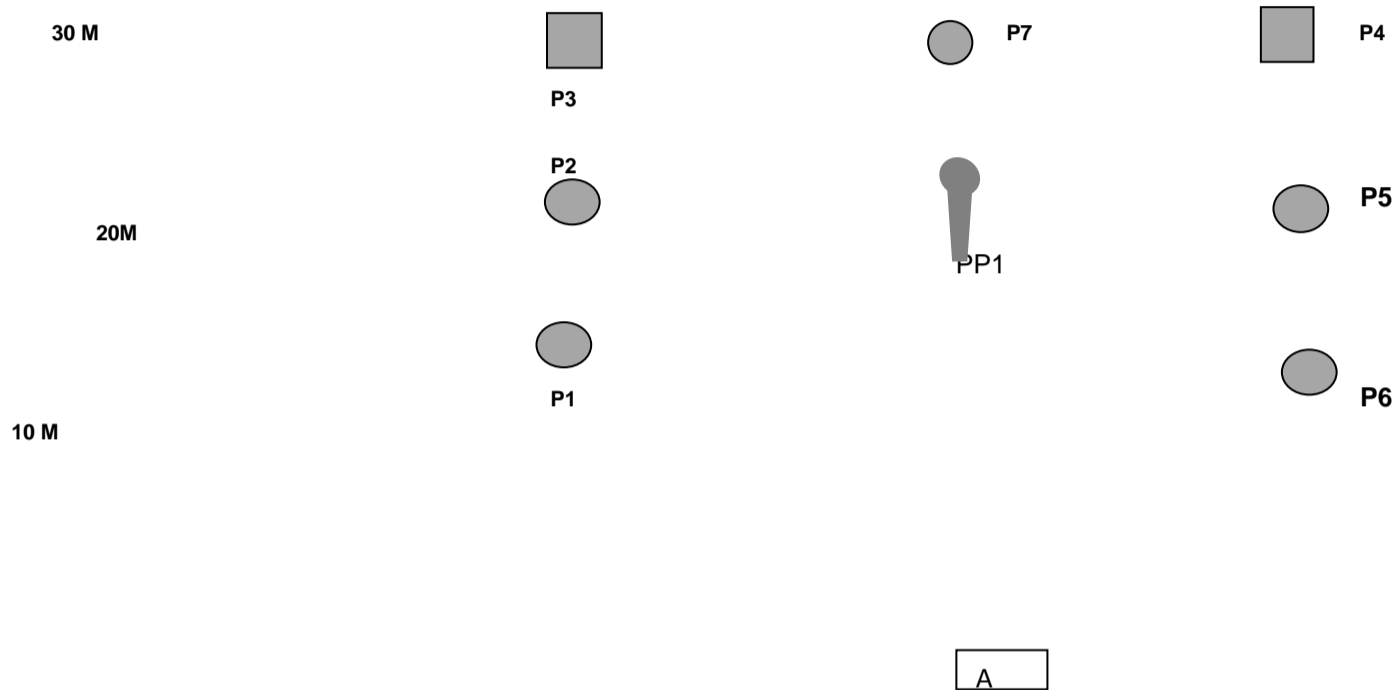
Shooter starts anywhere in Area A.
 The Shotgun is loaded (option 1) and held in ready position muzzle pointing downrange.
 On signal engage targets as they become visible whilst remaining in demarcated area.
 Watch the 180°



**COURSE DESIGNER : COURSE NAME: Speed
SHORT COURSE FOR BIRDSHOT AMMUNITION
SHOTGUN STAGE 4**

Type of course:	Comstock	Minimum rounds:	8
Pepper poppers:	1	Possible points:	40
Plates:	7	Distance:	8 - 25m
Clays:	0	Start:	On audible signal.
No shoot targets:	0	Stop:	On last shot.
		Penalties:	As per latest IPSC rules.

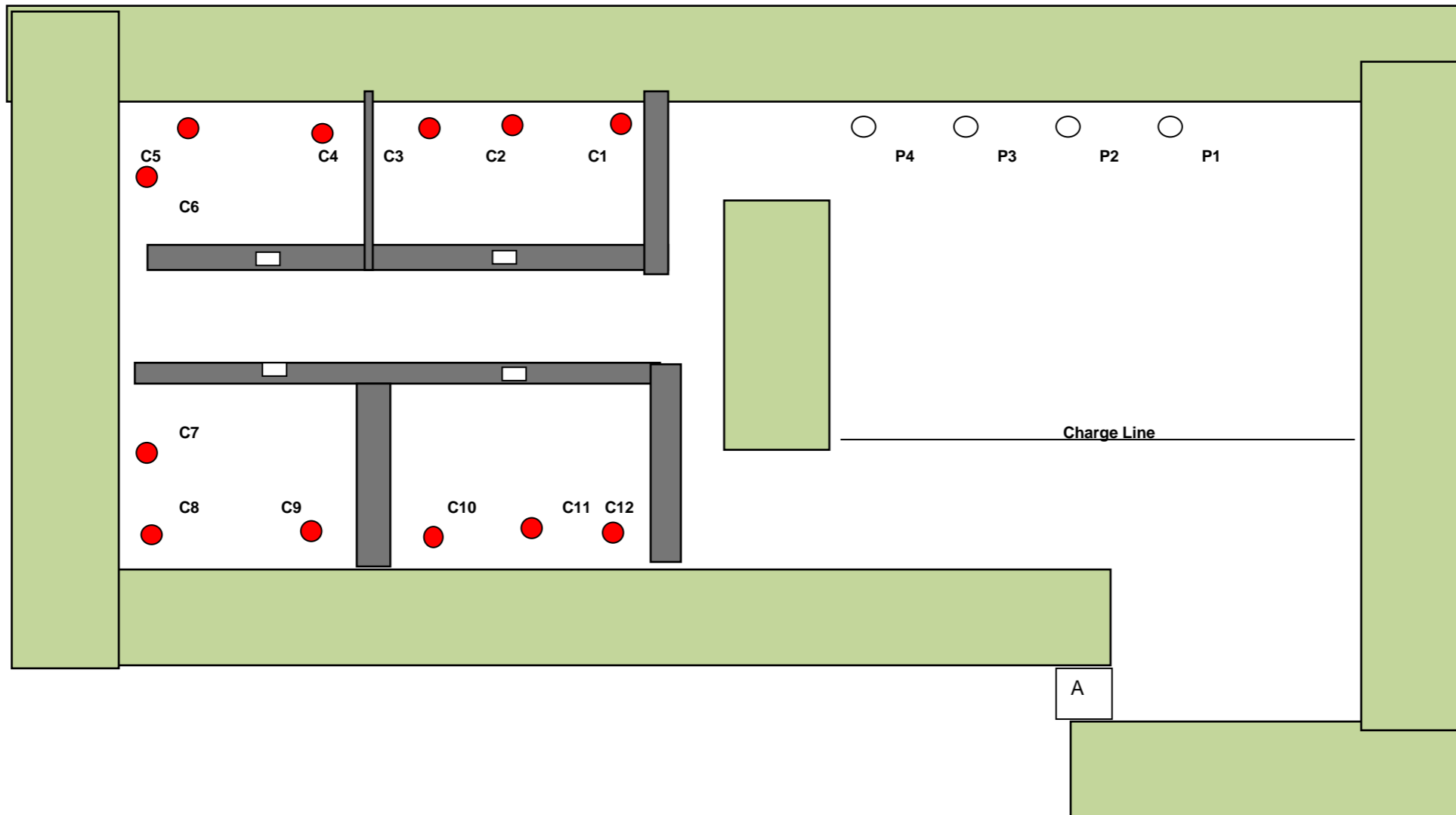
Shooter starts standing in A.
The gun is loaded (Option 1) on hip facing down range.
On signal engage targets as they become visible from within the demarcated area.



COURSE DESIGNER : COURSE NAME: Rooms
MEDIUM COURSE FOR BIRDSHOT AMMUNITION
SHOTGUN STAGE 5

Type of course:	Comstock	Minimum rounds:	20
Plates:	4	Possible points:	100
Clays:	12	Distance:	7-25m
No shoot targets:	0	Start:	On audible signal.
		Stop:	On last shot.
		Penalties:	As per latest IPSC rules.

Shooters standing in A.
 The shotgun is loaded (Option 2), and held with both hands racing down range.
 On signal engage targets as they become visible.



COURSE DESIGNER : **STAGE NAME: Steel**
MEDIUM COURSE FOR BIRDSHOT
Shotgun STAGE 6

Mini Poppers: 8	Minimum rounds: 16
Mini popper no shoots:	Possible points: 80
Plates: 8	Stage %:
	Distance: 10 - 20m
	Penalties: As per latest IPSC rules.

Shooter starts standing with heel touching A.
The Shotgun is loaded (Option 2), and held in ready position muzzle pointing downrange
On signal engage targets from within the demarcated area.

