



## Shotgun Special March 6th 2022

8.30am setup/9.00am start

MD;? RO;?

Open to all Iron sighted shotguns\*

**Ammunition Minimum Required:** 39 Birdshot and 7 slugs for match 5. (But bring extras you may need them)

**Loading, and Reloading** during a match the shooter's fingers must be visibly outside the trigger guard and the firearm must be pointed safely downrange. All loading must be done from belt, pocket or side saddle.

NO IPSC OR SPEED RIGS ALLOWED.

**All movement** between firing boxes must be accomplished with the fingers visibly outside the trigger guard and the and the firearm must be pointed safely downrange.

Safety glasses and hearing protection are mandatory

### MATCH 1 5 STATIC CLAYS 50PTS

**Targets:** 5x 100mm square falling plates **Range:**

10 yds.

**Ammunition:** 6 rounds birdshot maximum.

**Match:** Start in box A, facing targets, with loaded shotgun, Shotgun held below hip bone with straight elbows.

On command

drop all plates as seen

**Score:** Max 50 points. Plate down = 10 points, each plate left up adds 5 seconds to time

### MATCH 2 10 STATIC CLAYS 50PTS

**Targets:** 10x 100mm square falling plates **Range:**

10 yds.

**Ammunition:** 12 rounds birdshot maximum.

**Match:** Start in box A, facing targets, with loaded shotgun, Shotgun held below hip bone with straight elbows

On command

drop all plates as seen

**Score:** Max 50 points. Plate down = 5 points, each plate left up adds 5 seconds to time

### **MATCH 3 STOP THE PIGEON 50PTS**

**Targets:** 10 X Clay pigeon

**Range:** Various and random

**Ammunition:** Bird shot unlimited (minimum 10)

**Match:** Start in box A, with unloaded shotgun. On Command move to box B proceed to load and engage 5 clays as they are thrown, then move to box C and engage remaining 5 clays as they are thrown.

**Score:** Max 50. Broken clay 5 points (clay's engaged outside of correct box - 10 points) **NB:** Clays will start to be thrown 15 seconds after the shooters start command and then will proceed to be thrown every 5 seconds, (10 second break after clay 5 for movement) Clays broken by thrower will count as points to shooter.

### **MATCH 4 STORM THE TRENCHES 50PTS**

**Targets:** 10x 100mm square falling plates, 2 by poppers, 2 X Clay pigeon

**Range:** Various

**Ammunition:** Bird shot unlimited (minimum 14)

**Match:** Start in box A, with unloaded shotgun. On Command move to box B proceed to load and engage 5 plates once all plates are down move to box C and engage popper then the popped clay, Proceed to box D engage 5 plates firing from the hip once all plates are down move to box E and engage popper then the popped clay.

**Score:** Max 50. 10 seconds added for each clay missed.

**NB:** Clays broken by popper will count as points to shooter.

**Loading, and Reloading** during the match the shooter's fingers must be visibly outside the trigger guard and the firearm must be pointed safely downrange.

**All movement** must be accomplished with the fingers visibly outside the trigger guard and the and the firearm must be pointed safely downrange.

### **MATCH 5 SLUG PRECISION 50PTS**

**Target:** 1 x Service pistol target **Range:** 50 yds.

**Ammunition:** 7 rounds slug (2 x sighters, 5 for score)

**Match:** On command, load and fire 2 x sighting shots from any position.

Once targets are checked and patched return to line.

On command, load and fire 5 rounds within 60 seconds from standing, sitting, squatting, or kneeling position.

**Score:** Max 50 points. As per hits on target

**NOTE:** Totals for matches 1 to 5 are for shotgun day trophies, second place WSRA member wins the match reporting honours.

\* **NB:** You may only use one Service legal shotgun for the day to be eligible for trophies.

### ON THE MONEY .22 Match;

Aiming point is a 5 cent coin at 100 yards. Each attempt/shot at it will cost 50 cents which will accumulate until some hits it and wins the pot. In the event of an early strike a \$20.00 pot from the cash box will be awarded. Each shooter will fire one shot until all shooters have tried and then rotate thru with their second shot and so on until a hit or hits are recorded. Should 2 shooters score 2<sup>nd</sup> shot hits the pot will be divided between them.

### SIGHTING IN;

The afternoon will be available for sighting in, load developing or zeroing any rifle at your leisure. The club has a chronograph if you need to check velocities.