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## Shotgun Special March 8th 2020

8.30am setup/9.00am start

MD; Simon. RO; Alex

Open to all Iron sighted shotguns, NB All recoil reducing items are not permitted.

**Ammunition Minimum Required:** 39 Birdshot (bring extras you may need them) and 7 slugs for optional match 5 (no downloading). There is club birdshot and slugs available if required.

**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 FORM OF 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 are mandatory along with the usual hearing protection

### MATCH 1 5 STATIC CLAYS 50PTS

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

**Range:** 10 yds.

**Ammunition:** 6 rounds birdshot.

**Match:** Start in box A, facing targets, with 6 rounds maximum loaded including one in chamber. 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 2 10 STATIC CLAYS 50PTS

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

**Range:** 10 yds.

**Ammunition:** 12 rounds birdshot.

**Match:** Start in box A, facing targets, with 6 rounds maximum loaded including one in chamber. 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. 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 proceed to fire the remaining 5 rounds within 60 seconds from standing 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.