



Shotgun Special March 5th 2023

8.30am setup/9.00am start

MD/ RO Simon/Alex

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.

Range Fee \$10.00

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 (thrown)

Range: Various

Ammunition: Bird shot unlimited (minimum 10)

Match: 5 Locations, Start at Box A, facing down range targets, with loaded shotgun, Shotgun held below hip bone with straight elbows.

On Command

Engage 2 flying clays

Move next location, assume start position (same as above)

On Command, Engage 2 flying clays

Repeat until completed all 5 locations

Score: 5 Points per Clay broken by shooter Max 50.

NB: If a Clay is broken by the thrower the location will be reset and shot again.

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 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. (you will still be eligible to win match writing duties if you swap or use open class shotgun)

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 someone 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 multiple shooters score hits in a round the pot will be divided between them.

SIGHTING IN/FRIENDS AND FAMILY SHOOT

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.

Invite your friends and/or family up for some fun casual shooting. The club rifles and ammunition will be available. Various 100 and 200 yard targets will be set up to test your ability.

The non FAL shooters must be under the strict supervision of a club FAL holder.