



## Shotgun Special March 16th 2025

8.30am setup/9.00am start

MD? RO?

Open to all Iron sighted shotguns\*

**Ammunition Minimum Required:** 39 Birdshot (But bring extras you may need them) **Loading, and Reloading** during a match the shooter's finger 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 (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.

**NOTE:** Totals for matches 1 to 4 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) A BBQ lunch will be provided while setting up/sighting in for the afternoon Best of Commonwealth matches.

