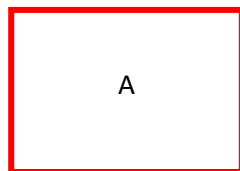
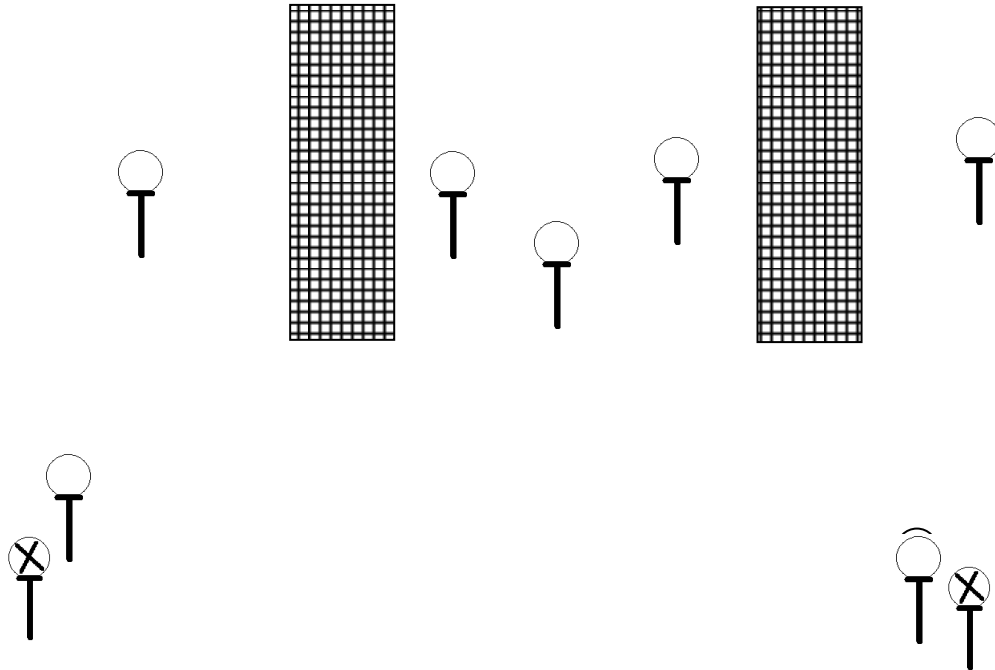


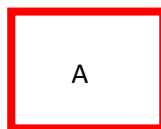
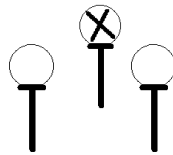
SG Stage 9 – Range 18

STAGE PROCEDURE	SCORING
<p>Shooter starts standing erect with firearm in ready condition within A as demonstrated loaded to option 1. On Audible signal engage targets from within demarcated area.</p>	<p>7 Plates - 2 no shoots Plate Rounds to Score 7 Ammo Type: Bird Shot</p>



SG Stage 11 – Range 20

STAGE PROCEDURE	SCORING
<p>Shooter starts standing erect with firearm in ready condition in Area A as demonstrated loaded to option 1. On Audible signal engage targets while remaining in demarcated Area. Poppers 1 and 2 activates clay throwers 1 and 2 respectively.</p>	<p>2 Poppers - 4 Plates - 2 clays - 1 no shoot Plate</p> <p>Rounds to score 8 Scoring hits 10</p> <p>NOTE: (Disappearing clays will score double)</p> <p>Ammo Type: Bird Shot</p>

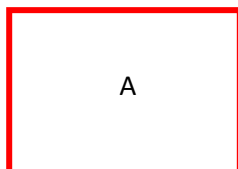
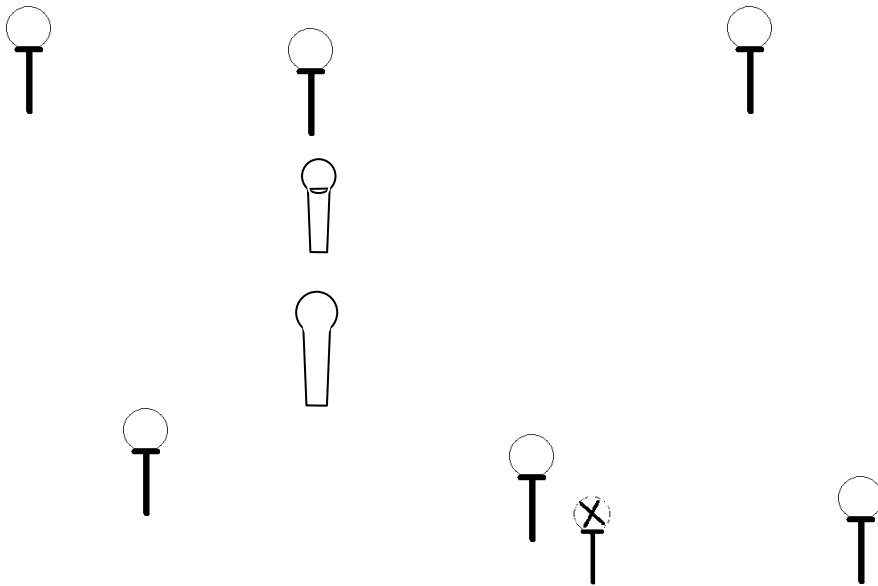


NOTE:

9.9.6 Disappearing frangible targets which the Range Officer deems have not broken due to a direct hit will not count for score. The Range Officer's decision concerning hits or misses is final.

SG Stage 6 – Range 14

STAGE PROCEDURE	SCORING
Shooter starts standing erect in A with back to targets and hands at sides as demonstrated. Shotgun is loaded to option 2 and placed in gun stand. On Audible signal engage targets while remaining in demarcated Area.	2 Poppers - 6 Plates - 1 no shoot plate Rounds to score 8 Ammo type: Bird Shot



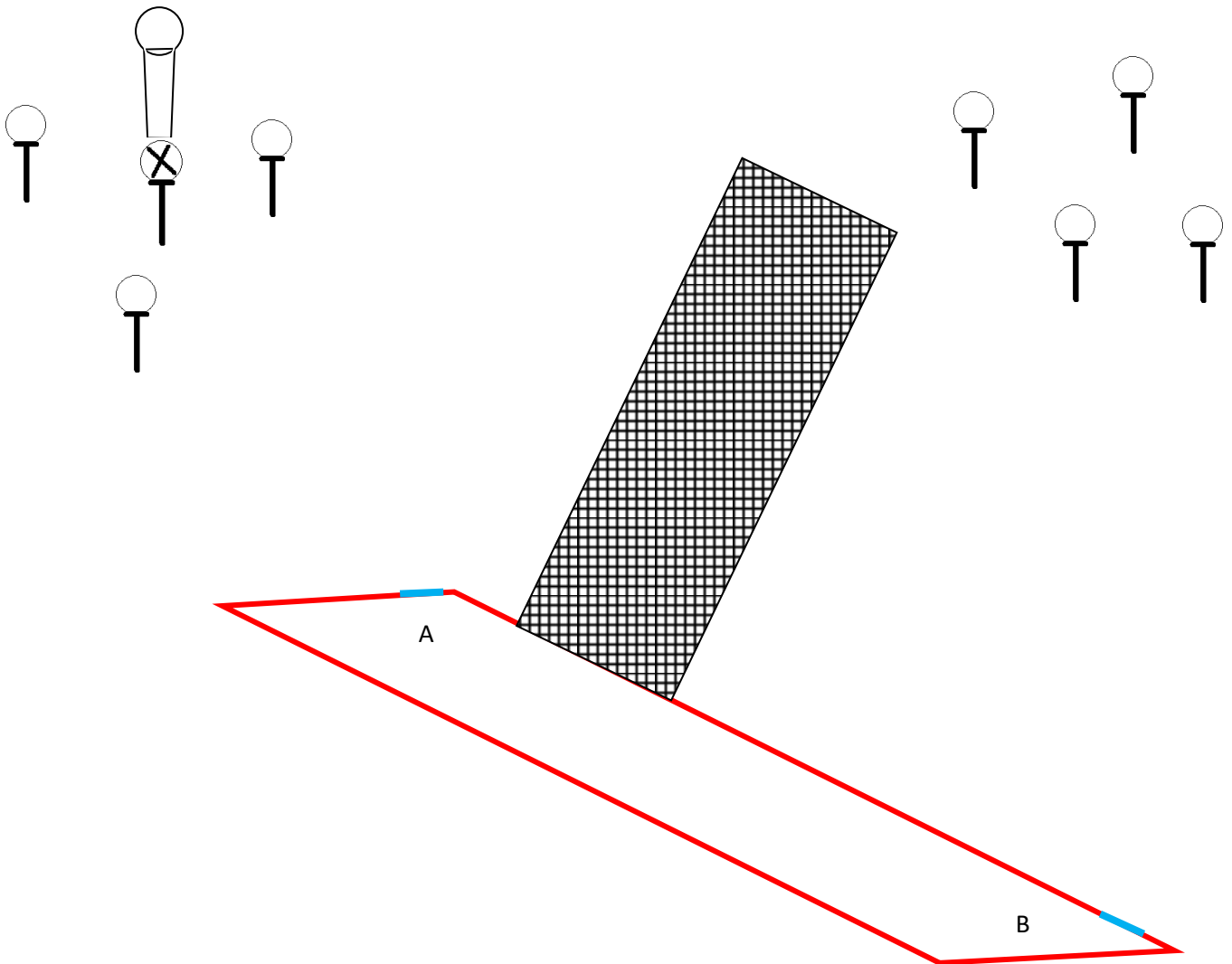
SG Stage 14 – Range 23

STAGE PROCEDURE

Shooter starts standing erect with the shotgun in the ready condition at either A or B with both feet toes touching as demonstrated, firearm loaded to option 1.
On Audible signal engage targets while remaining in demarcated area.

SCORING

7 Plates - 1 Popper - 1 no shoot plate
Rounds to score 8
Ammo Type : Bird shot



SG Stage 13 – Range 22

STAGE PROCEDURE

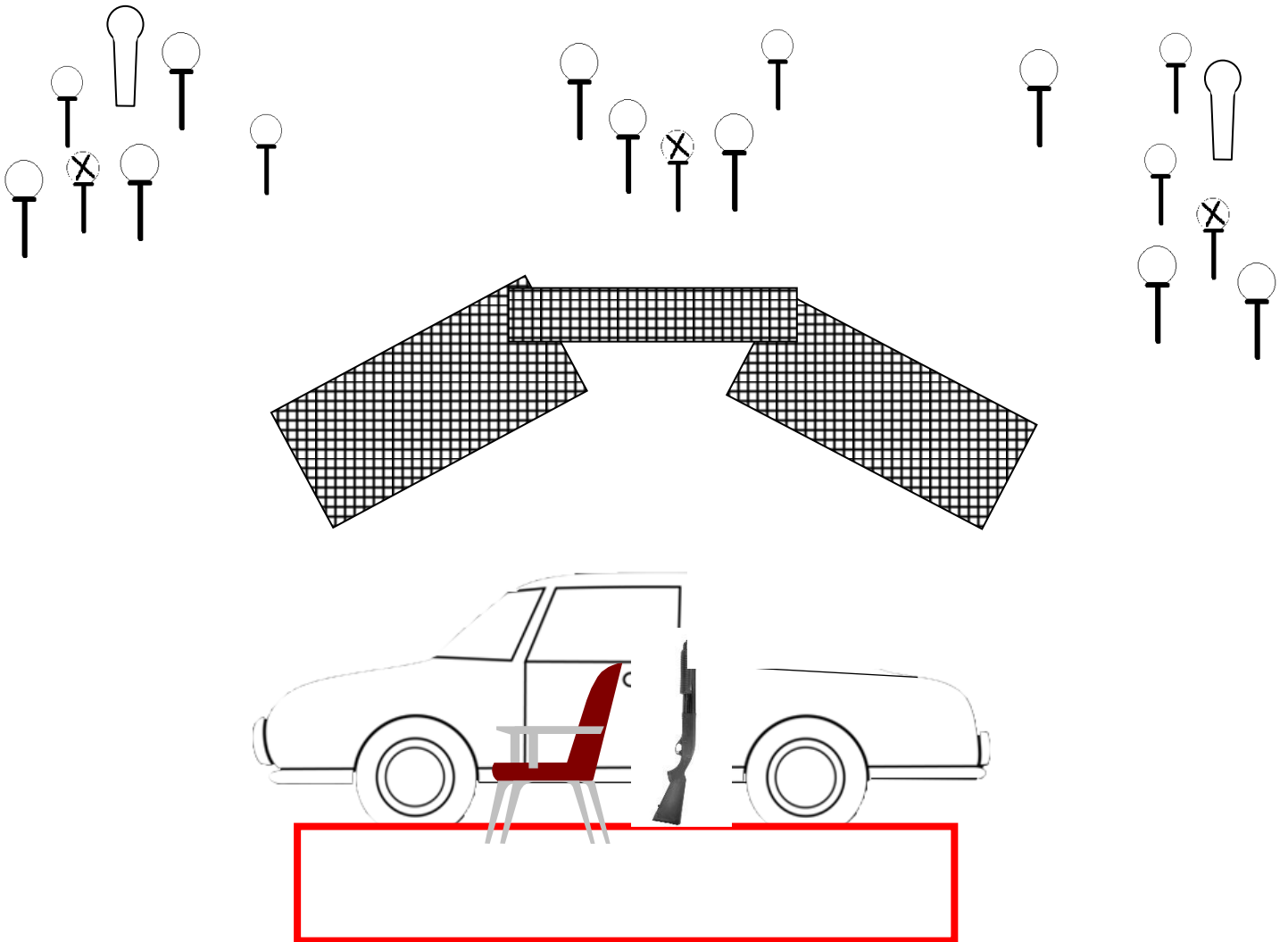
Shooter starts seated holding steering wheel in both hands, both feet on pedals as demonstrated. Shotgun is loaded to option 2 and placed in gun stand. On Audible signal engage targets from within the demarcated area.

SCORING

2 Poppers - 14 Plates - 3 no shoot plates

Rounds to score 16

Ammo Type: Bird shot



SG Stage 1 – Range 1

STAGE PROCEDURE

Shooter starts standing erect with the shotgun in the ready condition in area A as demonstrated, firearm loaded to option 3. On audible signal engage targets while remaining in demarcated Area. P1 activates SW1 which remains visible.

SCORING

1 Popper - 1 Plate - 5 Targets - 1 No Shoot Plate

Rounds to score 7 Scoring hits 7 (paper 1)

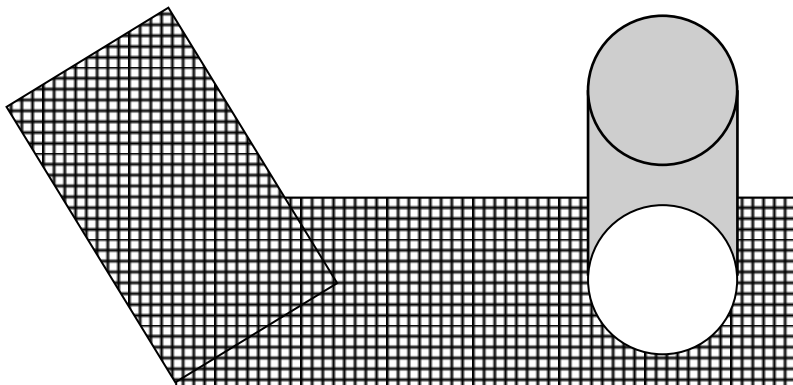
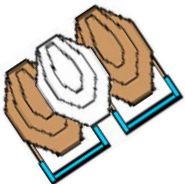
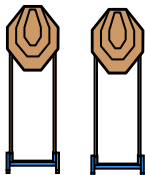
Ammo Type : Slug (distance of Plate 41m)



SW1

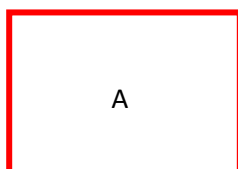
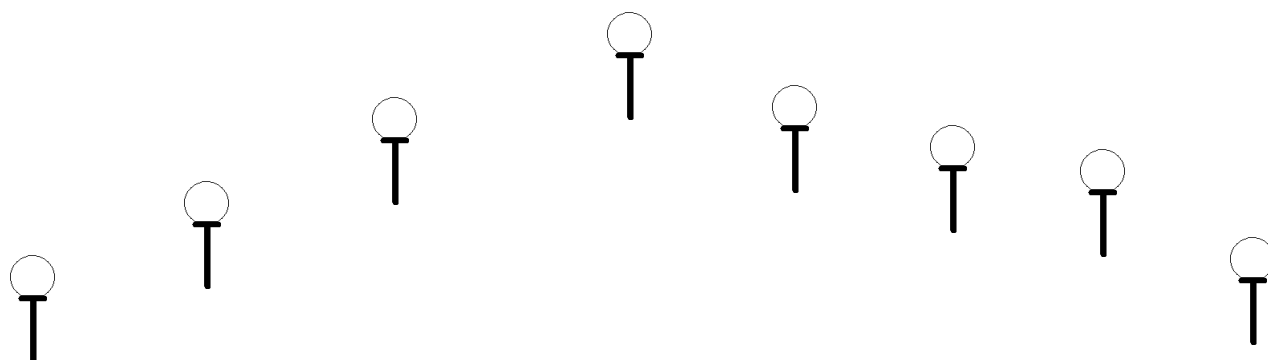


P1



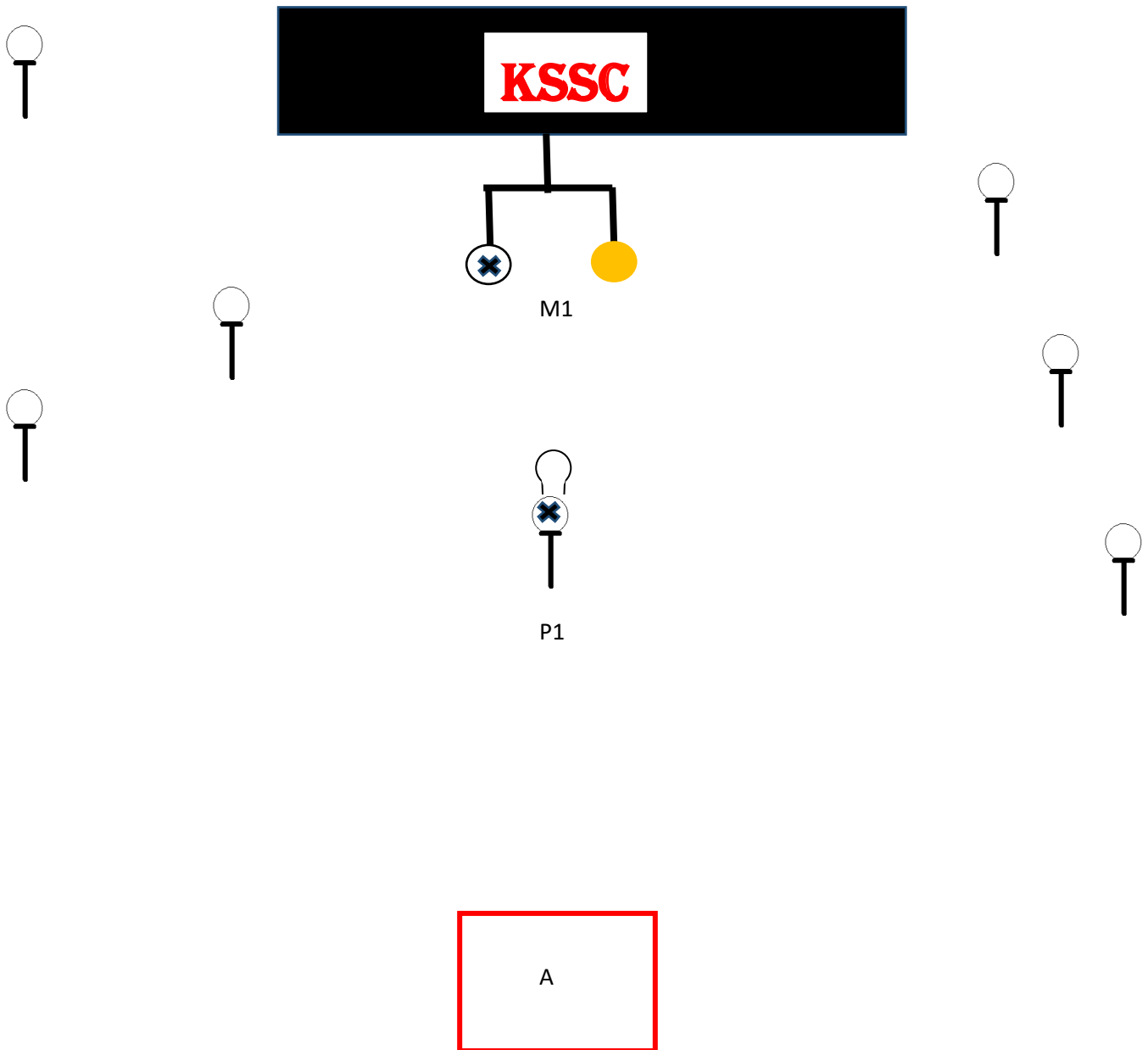
SG Stage 7 – Range 16

STAGE PROCEDURE	SCORING
Shooter starts standing erect with the shotgun in the ready condition in area A as demonstrated, firearm loaded to option 1. On Audible signal engage targets from within area A.	8 Plates Rounds to score 8 Ammo type: Bird shot



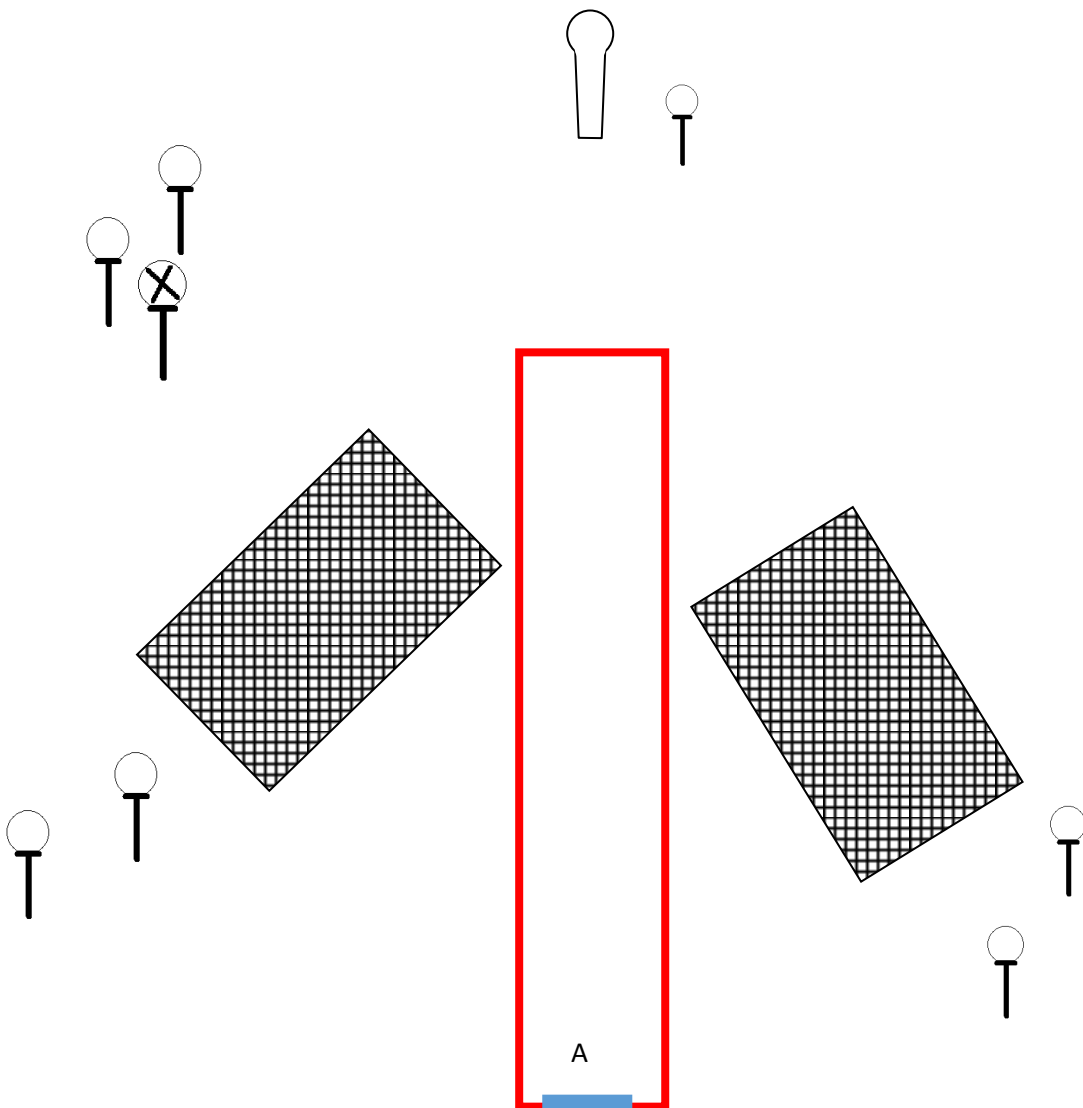
SG Stage 12 – Range 21

STAGE PROCEDURE	SCORING
Shooter starts standing erect with the shotgun in the ready condition in area A as demonstrated, firearm loaded to option 1. On audible signal engage targets from in area A. P1 activates M1 (Pendulum) which remains visible.	6 Plates - 1 Popper - 1 Clay - 2 no shoot one clay and one plate Rounds to score 8 Ammo type: Bird shot



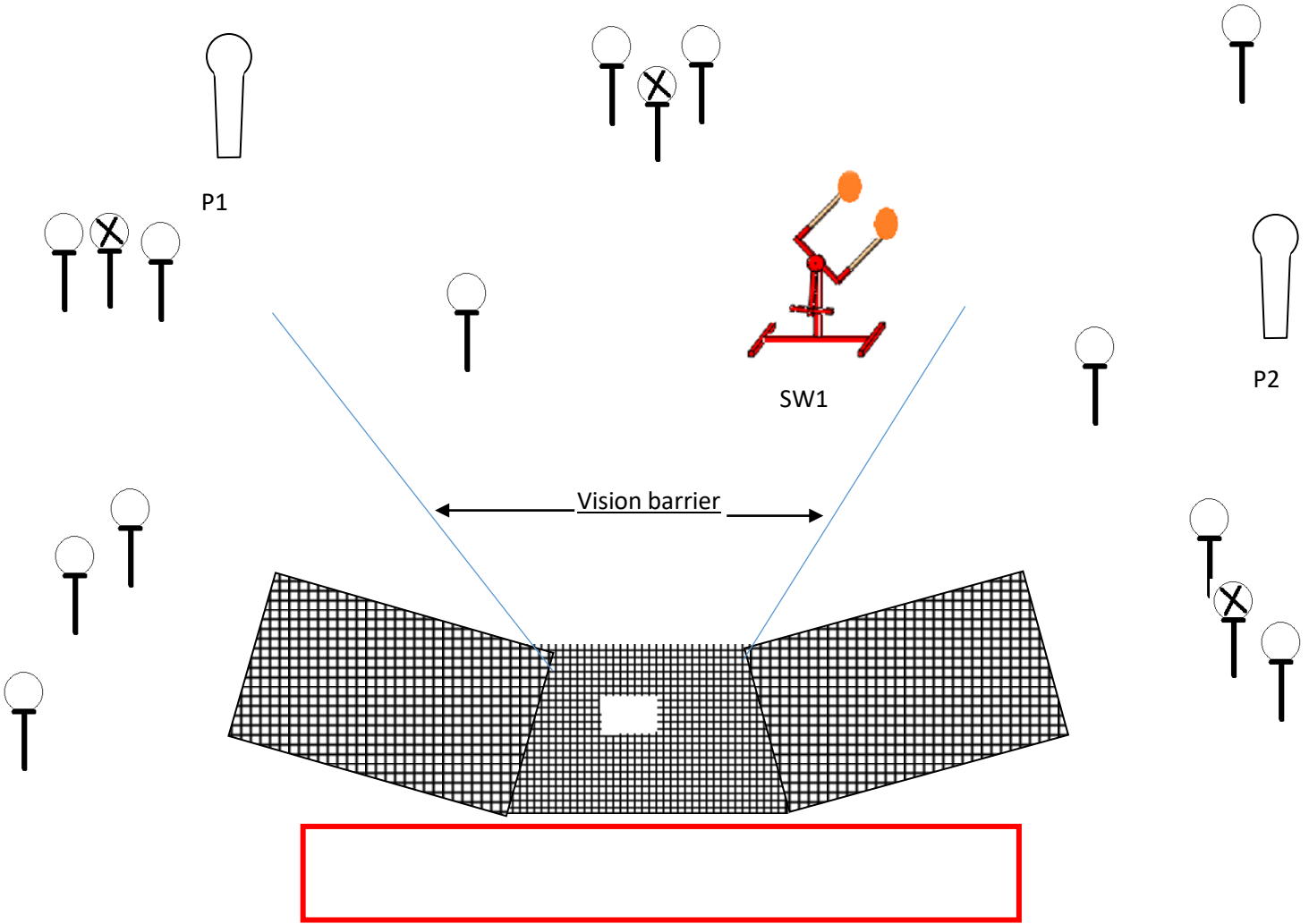
SG Stage 5 – Range 5

STAGE PROCEDURE	SCORING
Shooter starts standing erect with the shotgun in the ready condition at A with both heels touching mark loaded to option 1 as demonstrated. On audible signal engage targets from within the demarcated area.	7 Plates - 1 Popper - 1 no shoot plate Rounds to score 8 Ammo Type: Bird shot



SG Stage 15 – Range 24

STAGE PROCEDURE	SCORING
Shooter starts standing erect with the shotgun in the ready condition anywhere in the demarcated area as demonstrated loaded to option 1. On audible signal engage targets from within demarcated area. Both popper 1 and popper 2 activates SW 1	2 Poppers - 12 Plates - 2 Clays - 3 no shoots plates Rounds to score 16 Ammo type: Bird shot



SG Stage 8 – Range 17

STAGE PROCEDURE

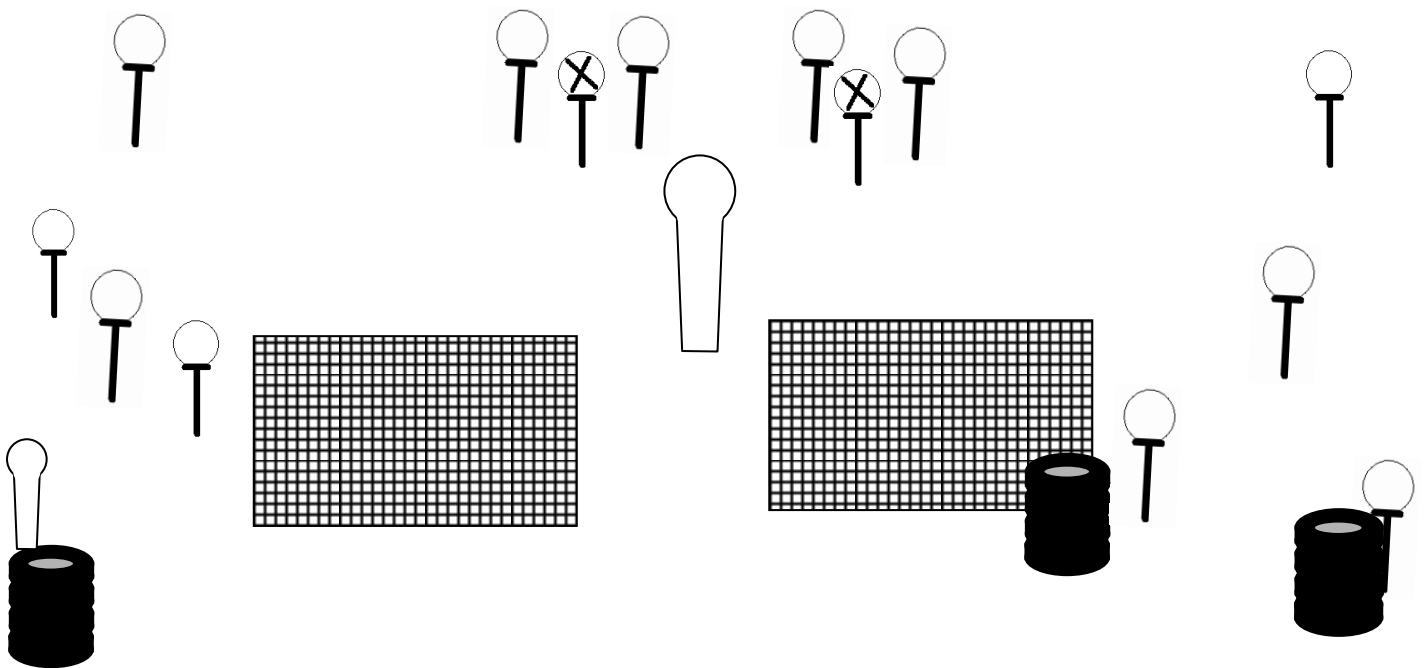
Shooter starts standing erect with the shotgun in the ready condition anywhere in the demarcated area as demonstrated. Shotgun loaded to option 1. On audible signal engage targets while remaining in demarcated area.

SCORING

2 Poppers - 12 Plates - 2 No Shoot plates

Rounds to score 14

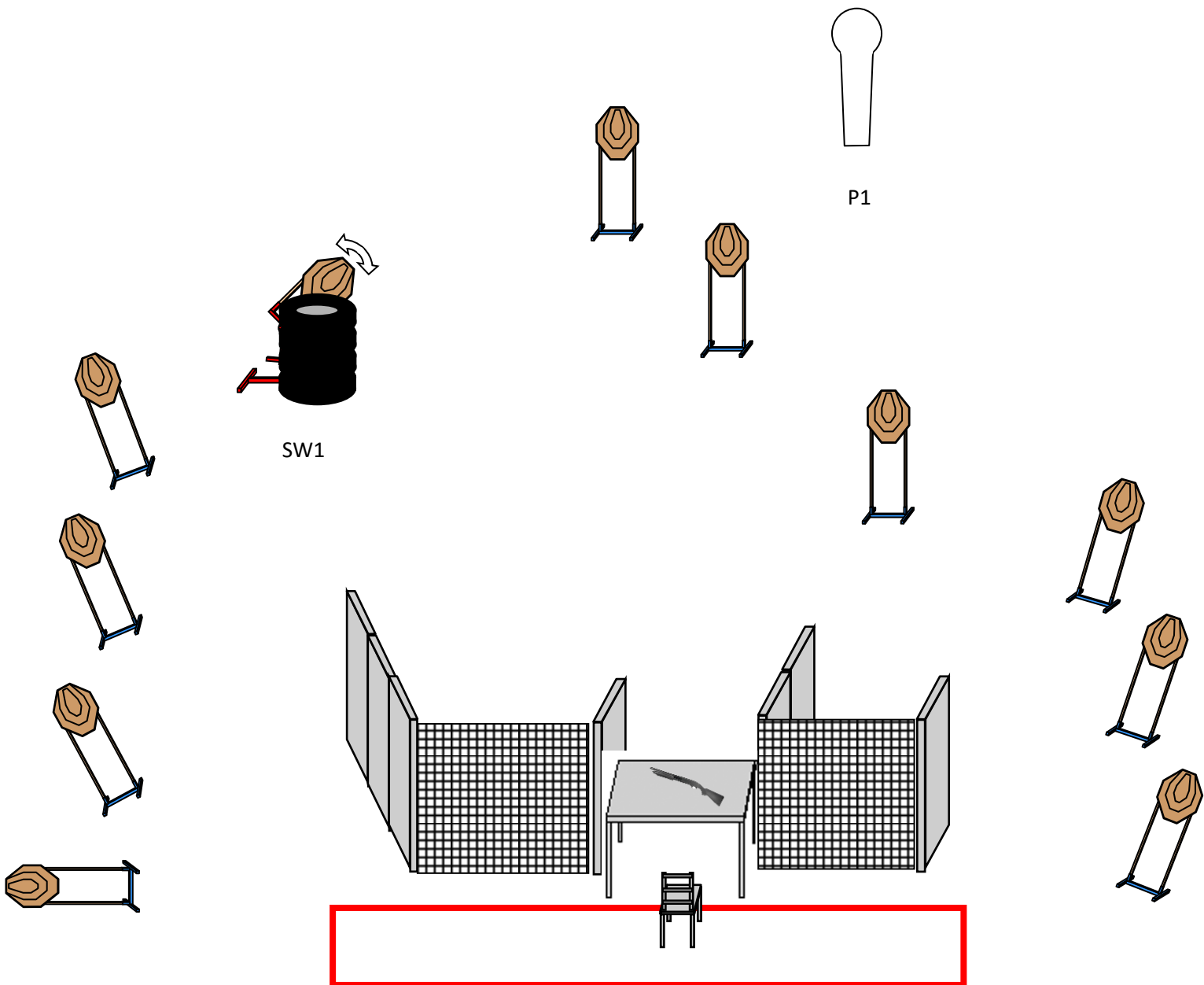
Ammo Type: Bird shot



A

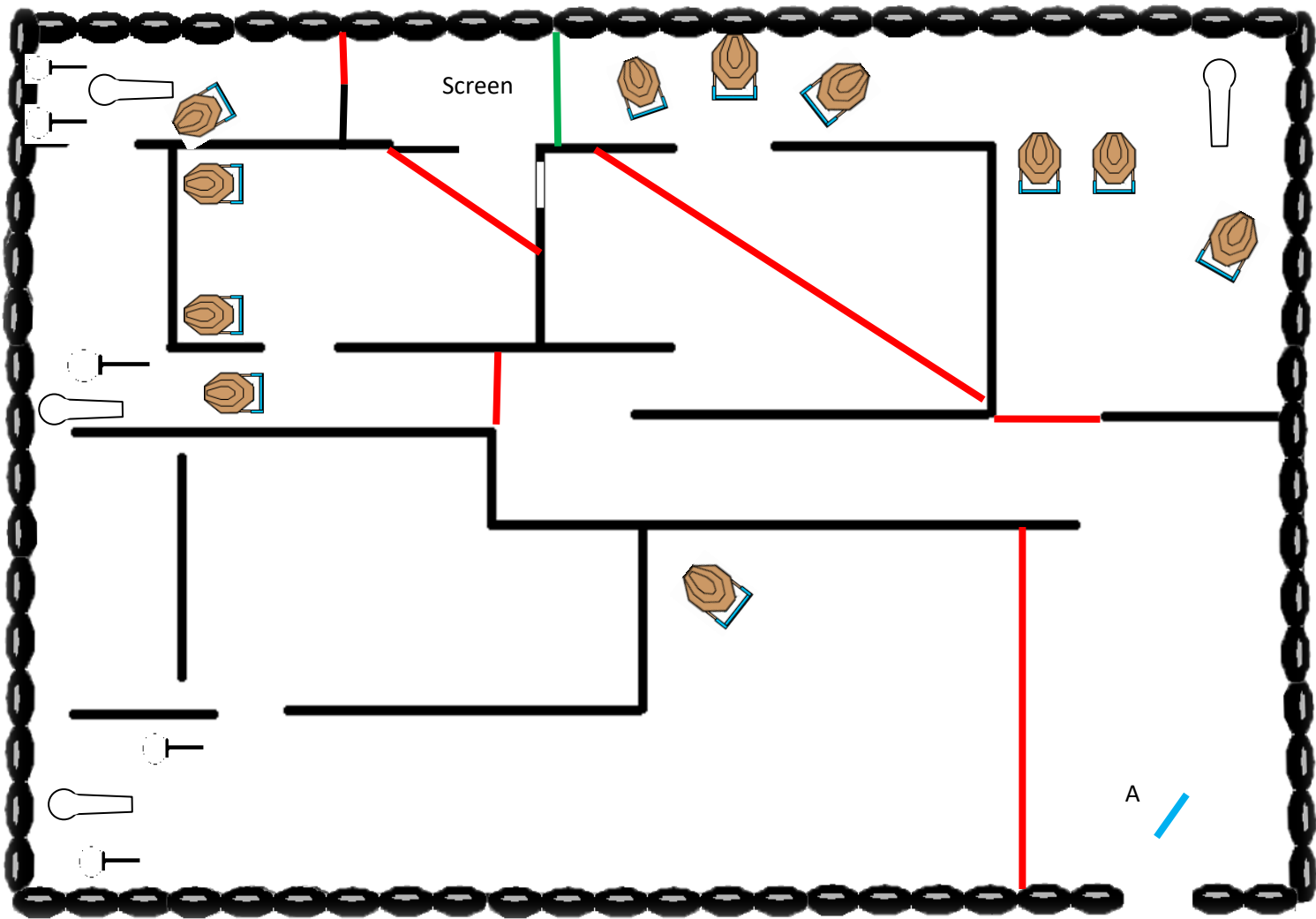
SG Stage 10 – Range 19

STAGE PROCEDURE	SCORING
Shooter starts seated with hands on knees and shotgun loaded to option 1 and placed flat on table as demonstrated. On audible signal engage targets from within demarcated area. P1 Activates SW1	11 Classic IPSC Targets - 1 Popper Rounds to score 12 Scoring hits 23 (paper 2) Ammo Type: Buck shot (9 ball Maximum)



SG Stage 4 – Range 4

STAGE PROCEDURE	SCORING
<p>Shooter starts standing erect with the shotgun in the ready condition with one foot on A as demonstrated loaded to option 1. On audible signal engage targets from within demarcated area.</p>	<p>11 Classic IPSC Targets - 4 Poppers - 5 Plates</p> <p>Rounds to score 20 Scoring Hits 31 (paper 2)</p> <p>Ammo Type: Buck shot (9 ball Maximum)</p>



SG Stage 2 - Range 2

STAGE PROCEDURE

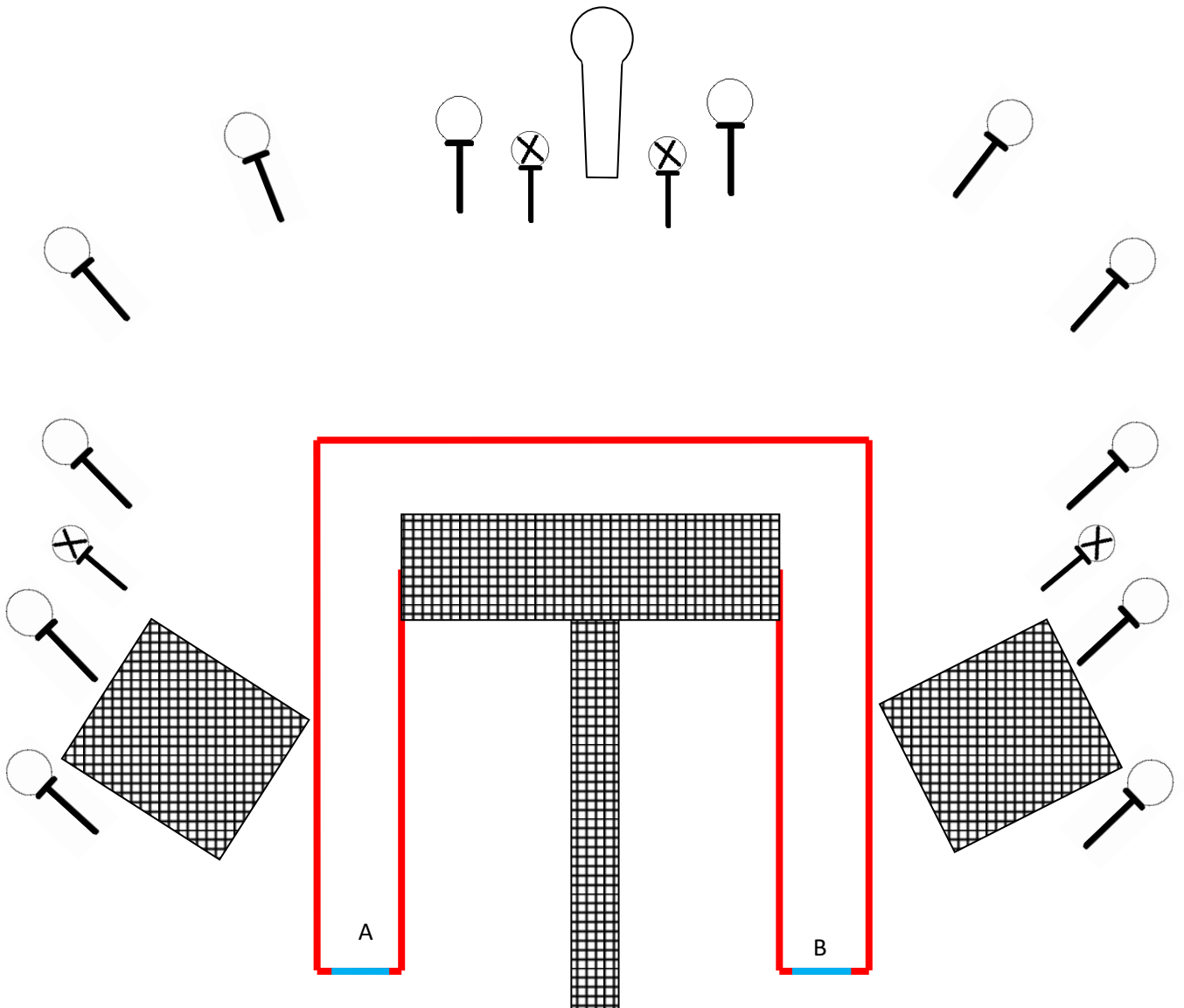
Shooter starts standing erect with the shotgun in the ready condition with heels touching at A or B as demonstrated loaded to option 1. On audible signal engage all targets while remaining in demarcated area.

SCORING

1 Popper - 12 Plates - 4 no shoot

Rounds to score 13

Ammo Type : Bird shot



SG Stage 3 – Range 3

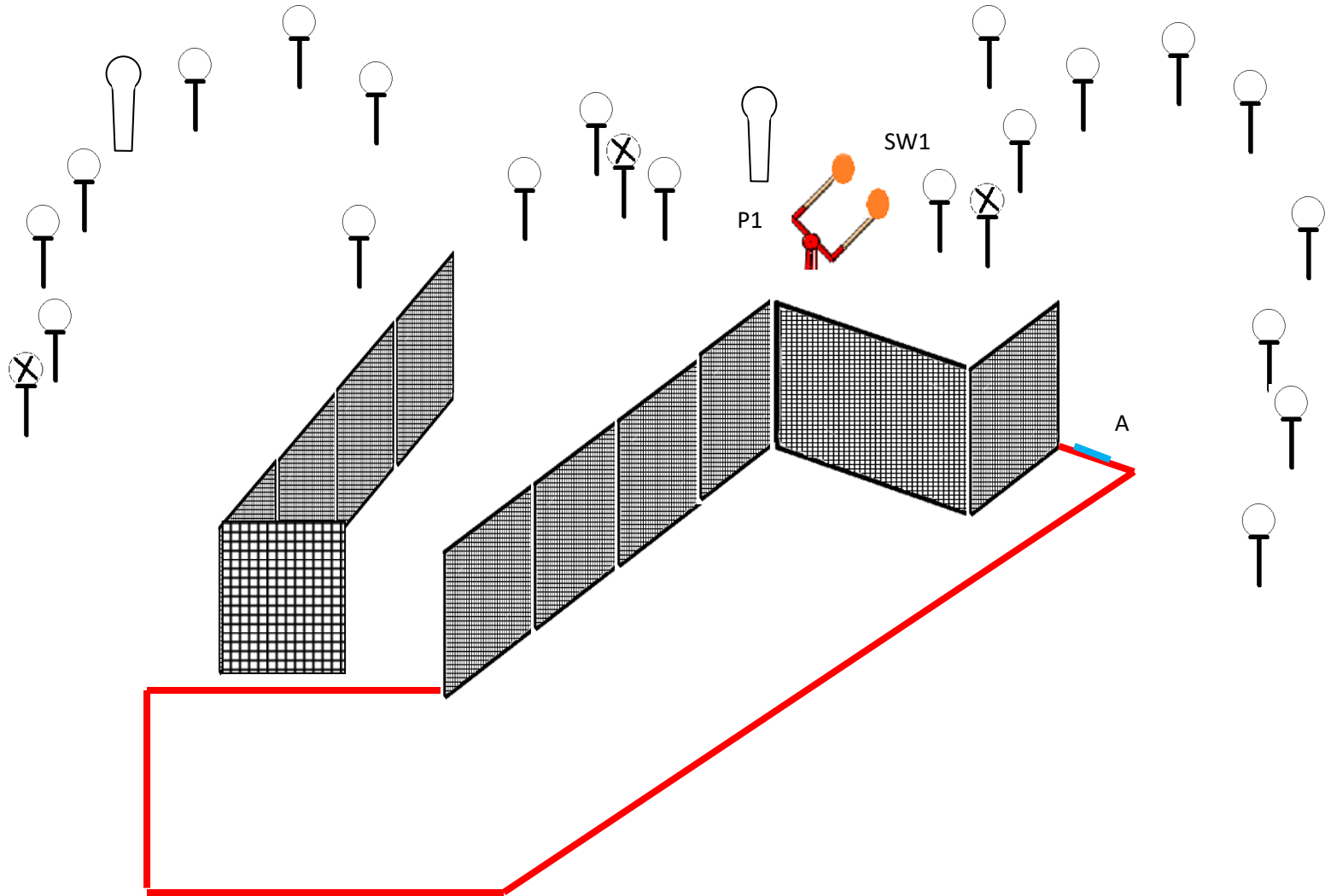
STAGE PROCEDURE

Shooter starts standing erect with the shotgun in the ready condition with at least one foot touching A as demonstrated loaded to option 1. On audible signal engage all targets from within demarcated area. P1 Activates Sw1 which remains visible.

SCORING

2 Poppers - 20 Plates - 2 Clay - 3 No Shoot plates
Rounds to score 24

Ammo Type: Bird shot



**2ND Round SA Shotgun Champs
Cape Town South Africa
16 /17 September 2017**

Range Number	Stage Number	Course Type	Shot Count	Gun Condition			Start Position	Movers	N/S
				Option 1	Option 2	Option 3			
1	1	Short	7			X	Anywhere	Target Swinger	1
2	2	Medium	13	X			@ A or B	0	4
3	3	Long	24	X			@ A	1 D/Clay Swing	3
4	4	Long	20	X			@ A	0	0
5	5	Short	8	X			Heels @ A	0	1
14	6	Short	8		X		@ A Back to Tar	0	1
16	7	Short	8	X			@ A	0	0
17	8	Medium	14	x			Anywhere	0	2
18	9	Short	7			X	@ A	0	2
19	10	Medium	12		X		Seated	Target Swinger	0
20	11	Short	8	x			@ A	2 Disapp. clays	1
21	12	Short	8	x			@ A	Clay Swinger	2
22	13	Medium	16		X		Seated	0	3
23	14	Short	8	X			@ A or B	0	1
24	15	Medium	16	X			Anywhere	1 D/Clay Swing	3
		Total	177	8	2	1			

Kraaifontein Shotgun Level 3 Time Schedule

Saturday the 16/09/2017

	Range 14	Range 16	Range 17	Range 18	Range 19	Range 20	Range 21	Range 22	Range 23	Range 24
	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10	Stage 11	Stage 12	Stage 13	Stage 14	Stage 15
8,00-8,50	1	2	3	4	5					
8,50-9,40	5	1	2	3	4					
9,40-10,30	4	5	1	2	3					
10,30-11,20	3	4	5	1	2					
11,20-12,10	2	3	4	5	1					
12,10-13,00	LUNCH BRAKE									
13,00-13,50						1	2	3	4	5
13,50-14,40						5	1	2	3	4
14,40-15,30						4	5	1	2	3
15,30-16,20						3	4	5	1	2
16,20-17,10						2	3	4	5	1

Sunday the 17/09/2017

	Range 1	Range 2	Range 3	Range 4	Range 5					
	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5					
8,50-9,40	1	2	3	4	5					
9,40-10,30	5	1	2	3	4					
10,30-11,20	4	5	1	2	3					
11,20-12,10	3	4	5	1	2					
12,10-13,00	2	3	4	5	1					
13,00-14,00	Final Scores Captured									
14,00-15,00	Prelims posted and waiting period									
15,30 -	Prize giving at range									