

# BUSHVELD CHAMPS NOVEMBER 2016 - Limpopo

Stage	STAGE NAME	Starting Option	Hand	Rifle	Shot	Type			Min No.	Match Score		Paper Targets										Metal				Other info			
No.						S 10	M 20	L 40	Rds	Points	%	Classic Full	Classic Partial	Mini Full	Mini Partial	Clam Full	Clam Mini	Swing Classic	Swing Clay	Run Full	Run Mini	Clay	NS	Poppers Full	Mini		Plate Round	Square	
1	This is my rifle...	1	1	1			1		17	85	7.1%	7																3	
2	Happy wanderer	3	1			1			10	50	4.2%	2						1							4				
3	Brave Heart	1		1		1			10	50	4.2%	3		2															
4	Metallica	1			1			1	24	120	10.0%														5		5	14	
5	Mixed Up	2	1		1		1		18	95	7.9%								1						6		6	5	
6	Runner	1	1					1	30	150	12.6%	15																	
7	Bus-y	3		1			1		20	100	8.4%	20																	
8	Duck and Dive	1			1		1		12	60	5.0%														1			11	
9	Trapper	1		1	1			1	24	125	10.5%	8										1					7		
10	Run Forrest Run	1	1				1		19	95	7.9%	7						1		1					1				
11	Vietnam!	2		1				1	38	190	15.9%	19																	
12	Kophou!	1			1		1		15	75	6.3%																15		
Totals			5	5	5	2	6	4	237	1195	100%	81	0	2	0	0	0	2	1	1	0	1	0	17	0	11	55		
Total Stages						12																							

## REMARKS

Option 1 start  
Option 2 start  
Option 3 start

8  
2  
2  
12



P = PLATE



PP = PoPper

## NOTES:

Two Divisions only - Open and Standard

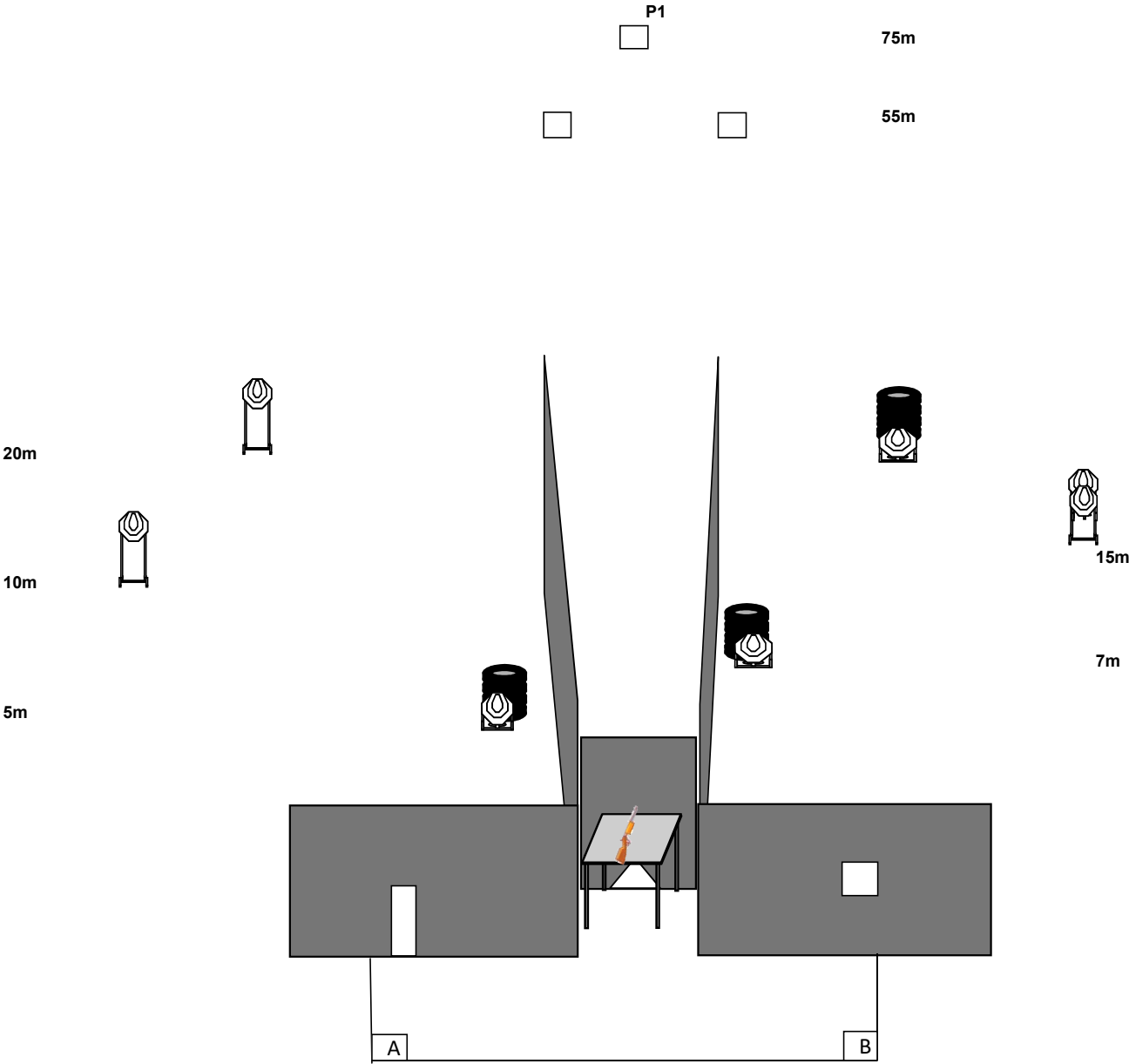
If Rifle is Open, Shotgun and Handgun will also be Open.

COURSE DESIGNER : POLLA      STAGE NAME: THIS IS MY RIFLE...  
MEDIUM COURSE  
HANDGUN AND RIFLE STAGE 1

Targets:	7 IPSC Targets	Minimum rounds:	17
IPSC Poppers:	0	Possible points:	85
Plates:	3 square 300mmx300mm	Distance:	5 - 75m
No shoot targets:	4	Start:	On audible signal.

The competitor starts standing relaxed facing downrange, with both feet in either area A or B, hands at sides. The rifle is loaded (Option 1) and placed flat on table. The handgun can be loaded or unloaded. The handgun may be holstered or placed flat on table with the rifle.

On signal engage targets as they become visible from within the demarcated area.



Notes for Stage Builder

Dimensions of shooting area: 1500mm x 6000mm  
P1 should only be visible from the prone position.

Notes for Range Officer

Please notify shooters that it will not be allowed to go prone with a loaded handgun on the hip.  
Loaded guns must be placed on the table, SAFETY ON.

COURSE DESIGNER : POLLA

STAGE NAME: HAPPY WANDERER

**SHORT COURSE  
HANDGUN STAGE 2**

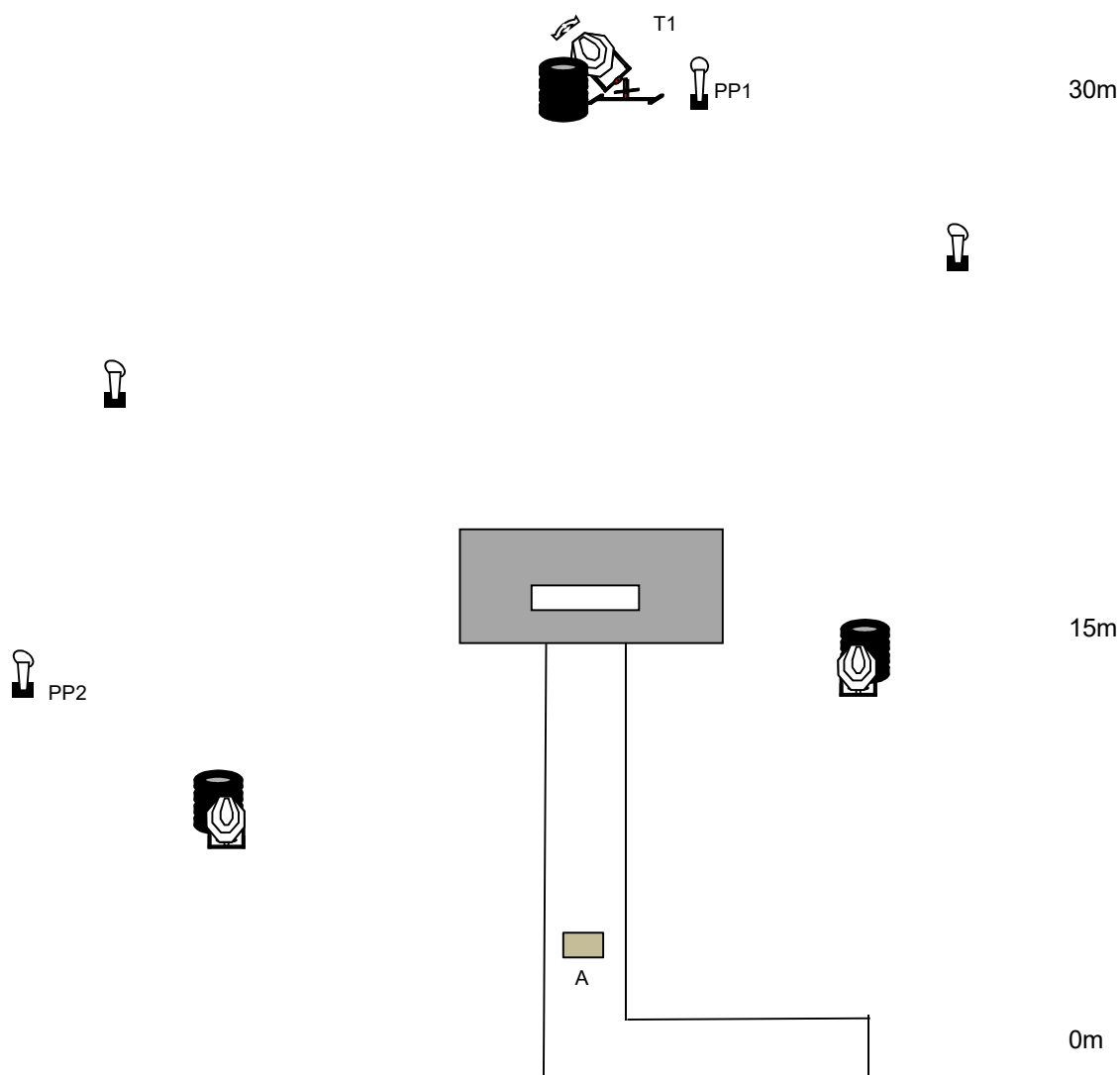
Targets:	3 IPSC Targets	Minimum rounds:	10
IPSC Poppers:	4	Possible points:	50
Plates:	0	Distance:	4 - 30m
No shoot targets:	0	Start:	On audible signal.

The competitor starts standing relaxed facing downrange, with the heel of one foot touching at A.

The handgun is unloaded. Both hands on head.

On signal engage targets as they become visible from within the demarcated area.

PP1 activates moving target T1 which will remain visible.



**Notes for Stage Builder**

The shooting area should be 1000mm wide.

The aperture is for kneeling.

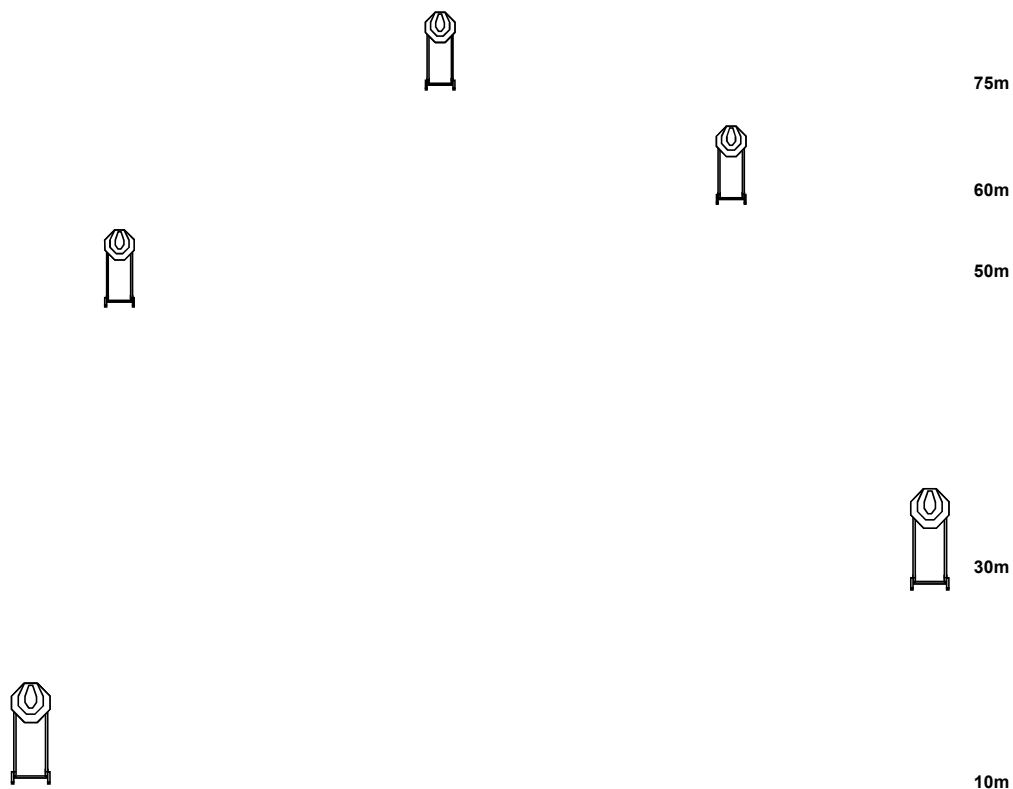
All targets should be visible from back right (only the head of PP2 though)

**Notes for Range Officer**

**COURSE DESIGNER : POLLA      STAGE NAME: BRAVE HEART**  
**SHORT COURSE**  
**RIFLE STAGE 3**

Targets:	2 IPSC Targets 3 IPSC Mini Targets	Minimum rounds:	10
IPSC Poppers:	0	Possible points:	50
No shoot targets:	0	Distance:	10 - 75m
		Start:	On audible signal.

The competitor starts standing relaxed facing downrange, anywhere in shooting area A.  
The rifle is loaded (Option 1) and held in both hands with butt touching at hip level and barrel pointing downrange.  
On signal engage targets as they become visible from within the demarcated area.



**Notes for Stage Builder**

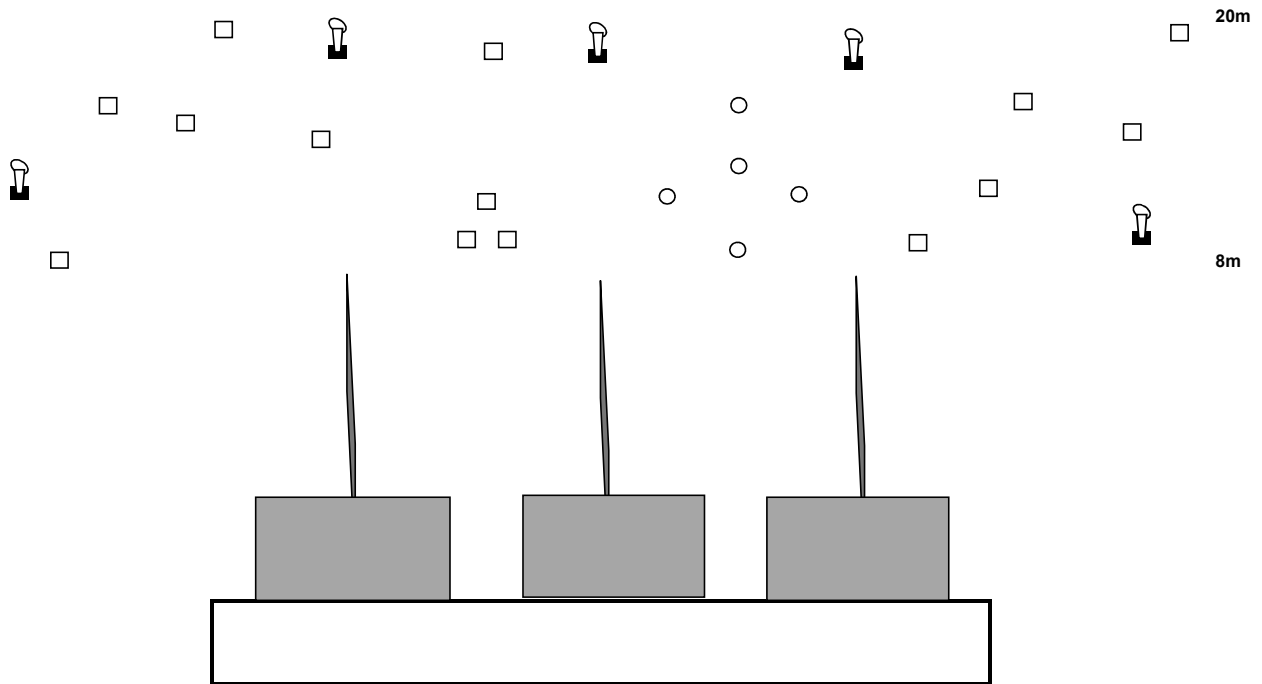
The shooting area should be big enough to go prone.

**Notes for Range Officer**

**COURSE DESIGNER : POLLA      STAGE NAME: METALICCA**  
**LONG COURSE**  
**SHOTGUN STAGE 4**

Targets:	0	Minimum rounds:	24
IPSC Poppers:	5	Possible points:	120
Plates:	5 round, 14 square (150x150mm)	Distance:	8 - 20m
No shoot targets:	0	Start:	On audible signal.

The competitor starts standing relaxed facing downrange anywhere in the demarcated area.  
The shotgun is loaded (Option 1) and held in both hands with butt touching at hip level and barrel pointing downrange.  
On signal engage targets as they become visible from within the demarcated area.



<b><u>Notes for Stage Builder</u></b>	<b><u>Notes for Range Officer</u></b>
There should be lots of opportunities to shoot 2 or 3 plates/poppers down with one shot....	

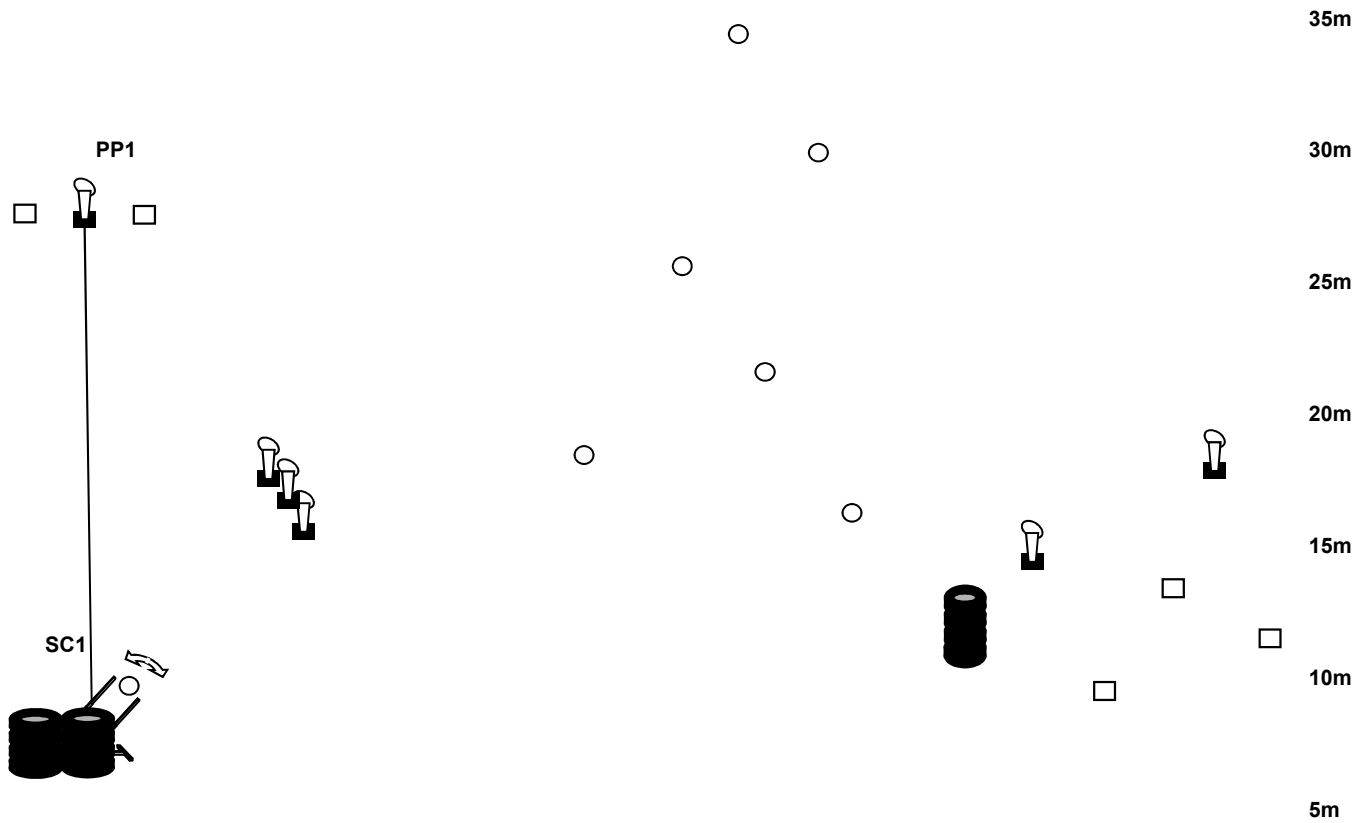
COURSE DESIGNER : POLLA

STAGE NAME: MIXED UP

**MEDIUM COURSE****HANDGUN & SHOTGUN STAGE 5**

Frangibles:	1 swinging clay	Minimum rounds:	18
IPSC Poppers:	6	Possible points:	95
Plates:	5 square plates (300 x 300mm)	Distance:	9-35m
	6 round plates of 200mm	Start:	On audible signal.

The competitor starts standing relaxed facing uprange, hands hanging at sides, anywhere in shooting area. The shotgun is loaded (Option 2) and placed flat on the table. The handgun is loaded with magazine in and chamber empty, and holstered. Engage targets as they become visible from within the demarcated area. PP1 will activate SC1 which will remain visible and will score double.

**Notes for Stage Builder**

The round plates should be spiders.

AT THE TRIO OF POPPERS, SHOTGUN SHOULD BE ABLE TO SHOOT AT LEAST TWO DOWN WITH ONE SHOT.

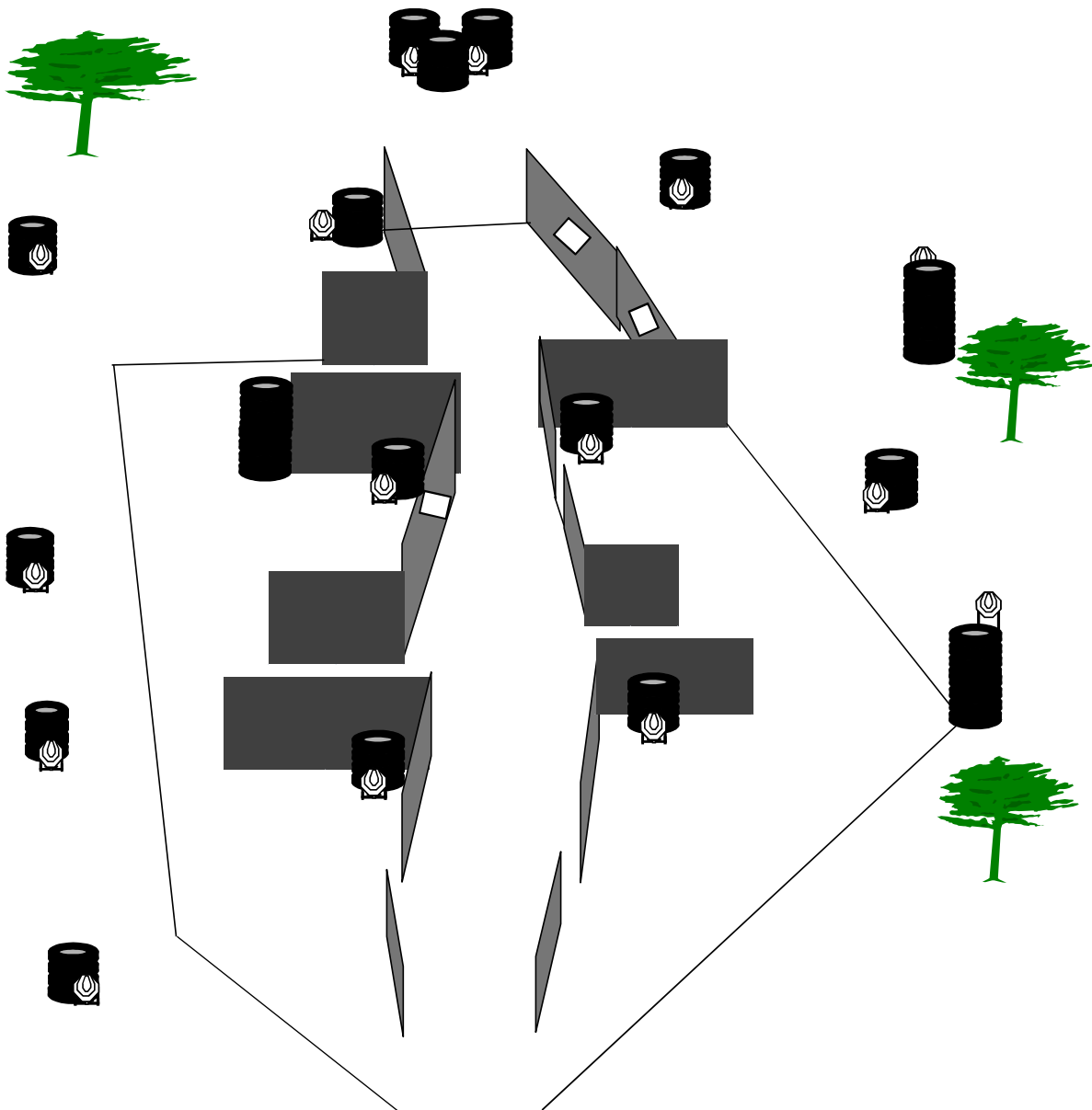
**Notes for Range Officer**

Loaded guns must be placed on the table, SAFETY ON.

**COURSE DESIGNER : POLLA      RANGE NAME: RUNNER**  
**LONG COURSE**  
**HANDGUN STAGE 6**

Targets:	15 IPSC Targets	Minimum rounds:	30
Poppers:	0	Possible points:	150
No shoot targets:	0	Distance:	5 - 15m
		Time start:	Audible signal

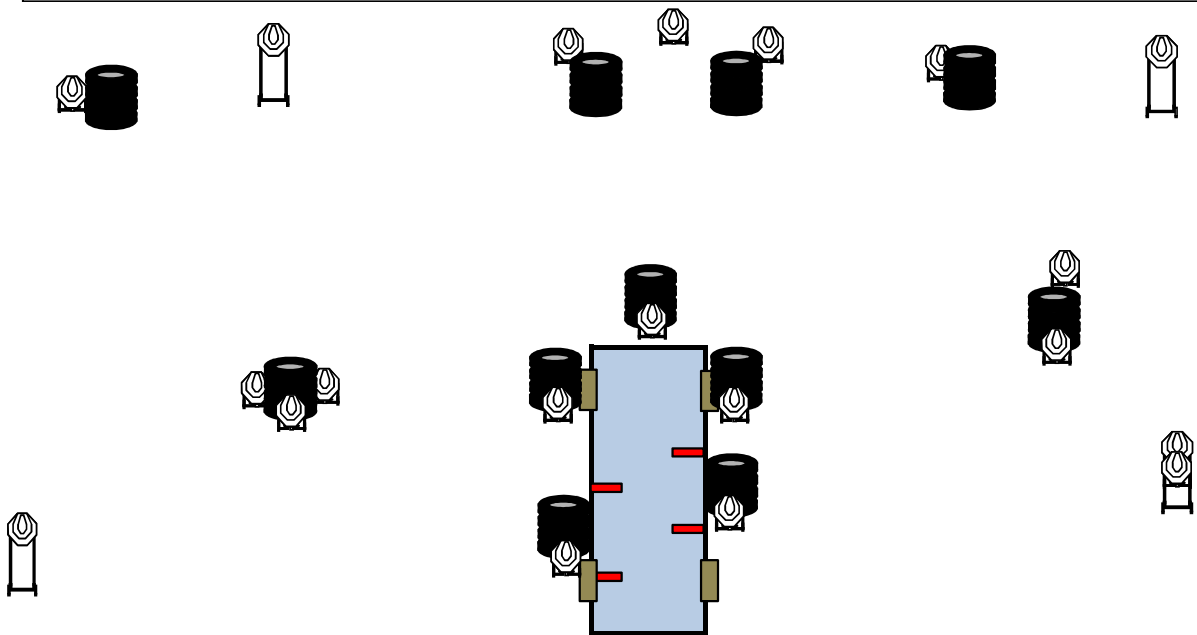
The competitor starts standing relaxed facing downrange, anywhere in the demarcated area. Hands surrender.  
The handgun is loaded and holstered.  
On signal engage targets as they become visible from within the demarcated area.



<u>Notes for stage builder</u>	<u>Notes for Range Officer</u>

**COURSE DESIGNER : POLLA                      STAGE NAME: BUS-Y**  
**MEDIUM COURSE**  
**RIFLE STAGE 7**

Targets:	20 IPSC Targets	Minimum rounds:	20
IPSC Poppers:	0	Possible points:	100
No shoot targets:	0	Distance:	5 - 25m
		Start:	On audible signal.
The competitor starts standing relaxed facing downrange, anywhere inside the bus. The rifle is unloaded (Option 3) and held in both hands with butt touching at hip level and barrel pointing downrange. On signal engage targets with best one shot to score as they become visible from within the bus.			



**Notes for Stage Builder**

T1, T2, T3 and both poppers should be visible from the left side of the barricade.  
T3, T4 and the popper should be visible from the right side of the barricade.  
Only T3 (mini) and the popper should be visible through the middle.  
The low plank in the middle must be sturdy for support (40mm thick and 350mm high).

**Notes for Range Officer**

The cocking lever of the rifle is part of the firearm and therefor the shooter may start the stage by holding it.



COURSE DESIGNER : POLLA

STAGE NAME: DUCK and DIVE

**MEDIUM COURSE**

**SHOTGUN STAGE 8**

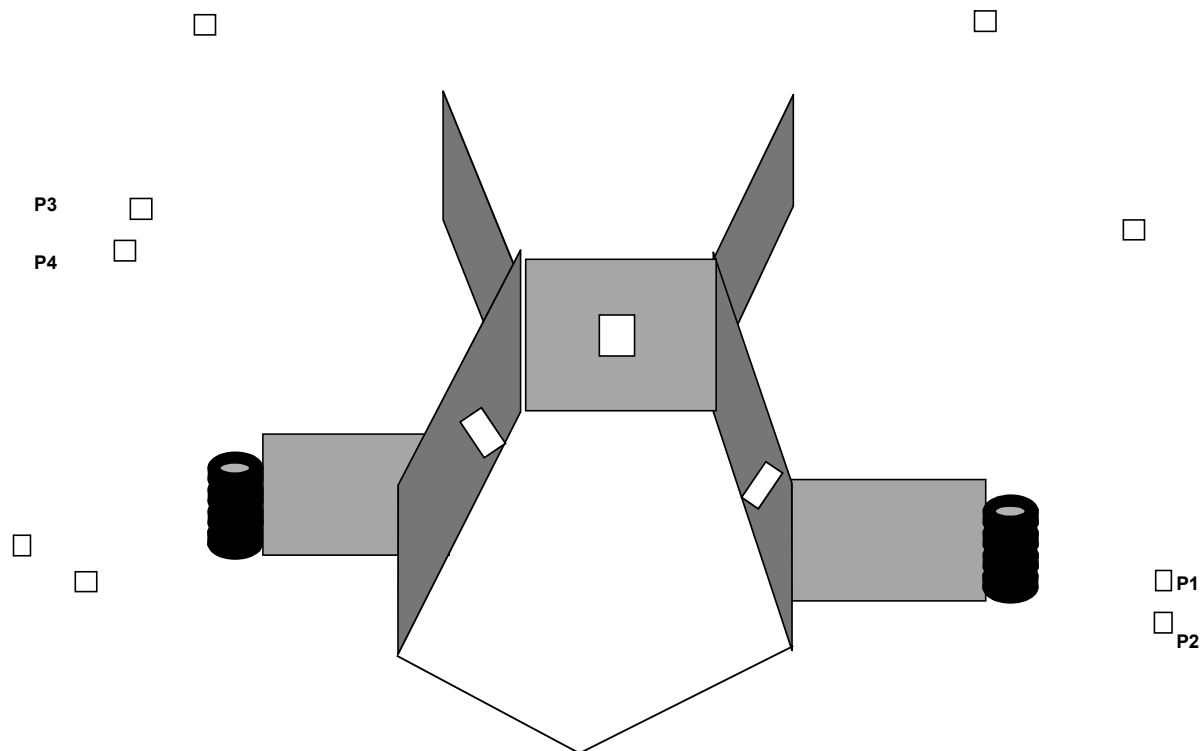
Targets:	0	Minimum rounds:	12
IPSC Poppers:	1	Possible points:	60
Plates:	11 square 150x150mm	Distance:	7-25m
No shoot targets:	0	Start:	On audible signal.

The competitor starts standing relaxed facing downrange, anywhere in shooting area A.  
The shotgun is loaded (Option 1) and held in both hands with butt touching at hip level and barrel pointing downrange.  
On signal engage targets as they become visible from within the demarcated area.



☐ P6

☐ P5



**Notes for Stage Builder**

The two apertures on the sides are for kneeling.

P1&P2, P3&P4 and also P5&P6 should be shootable with one shot from Cylinder choke....

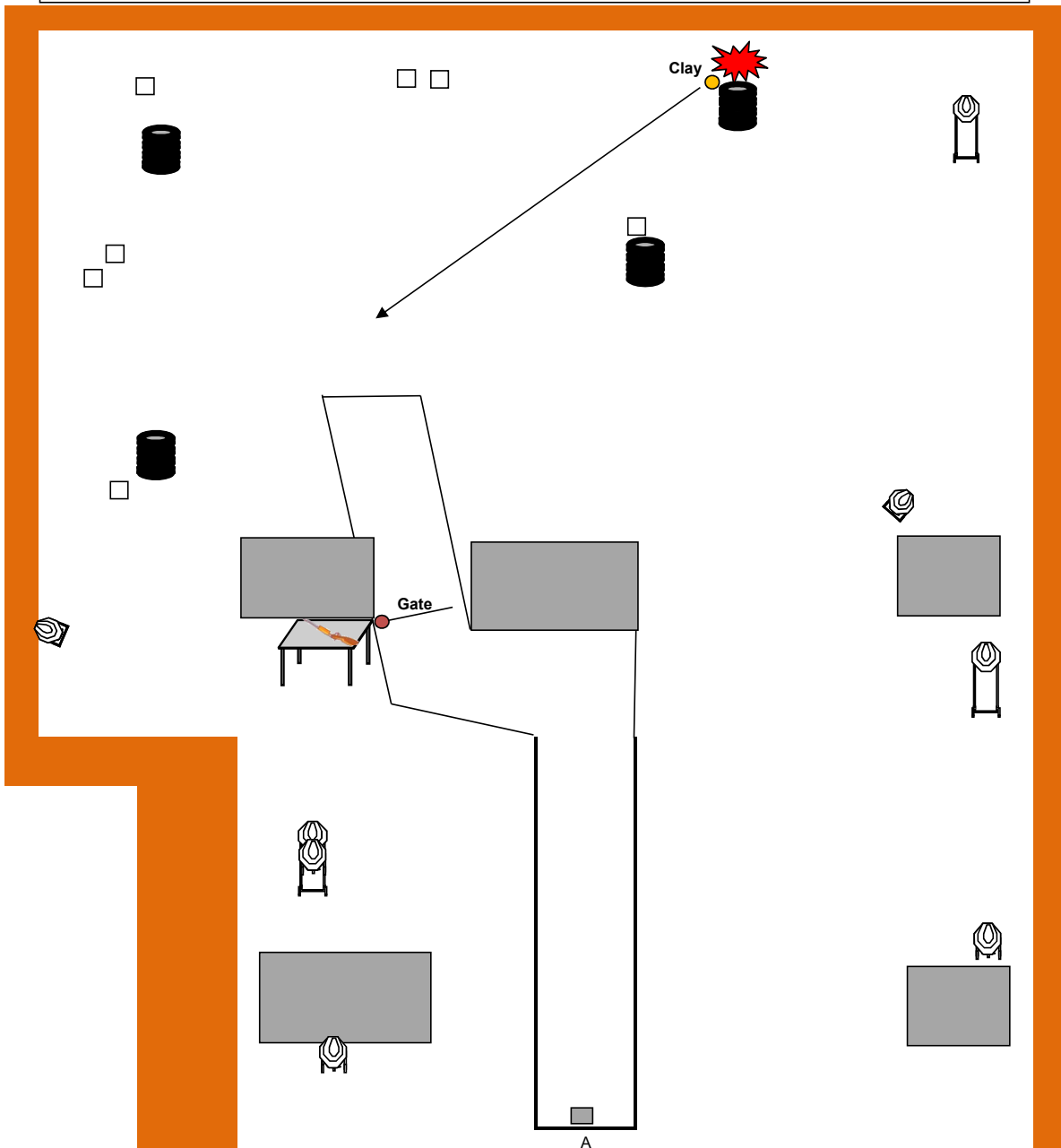
**Notes for Range Officer**

Calibrate the popper at Max heaviness as per rules.

**COURSE DESIGNER : POLLA      STAGE NAME: TRAPPER**  
**LONG COURSE**  
**RIFLE AND SHOTGUN STAGE 9**

Targets:	8 IPSC Targets	Minimum rounds:	16 Rifle
Frangibles:	1 clay		8 Shotgun
Plates:	7 square 150x150mm	Possible points:	125
No shoot targets:	0	Distance:	10- 50m

The competitor starts standing relaxed facing downrange with one heel touching A.  
The rifle is loaded (Option 1) and held in both hands with butt touching at hip level and barrel pointing downrange. The shotgun is loaded (Option 1) and placed flat on table.  
On signal engage targets as they become visible from within the demarcated area.  
Moving through gate will activate incoming airborne Clay which will score double if hit before touching the ground. Neither the steel nor the clay may be shot with the rifle.



**Notes for Stage Builder**

**Notes for Range Officer**

Rifle to be placed on table with safety ON!!

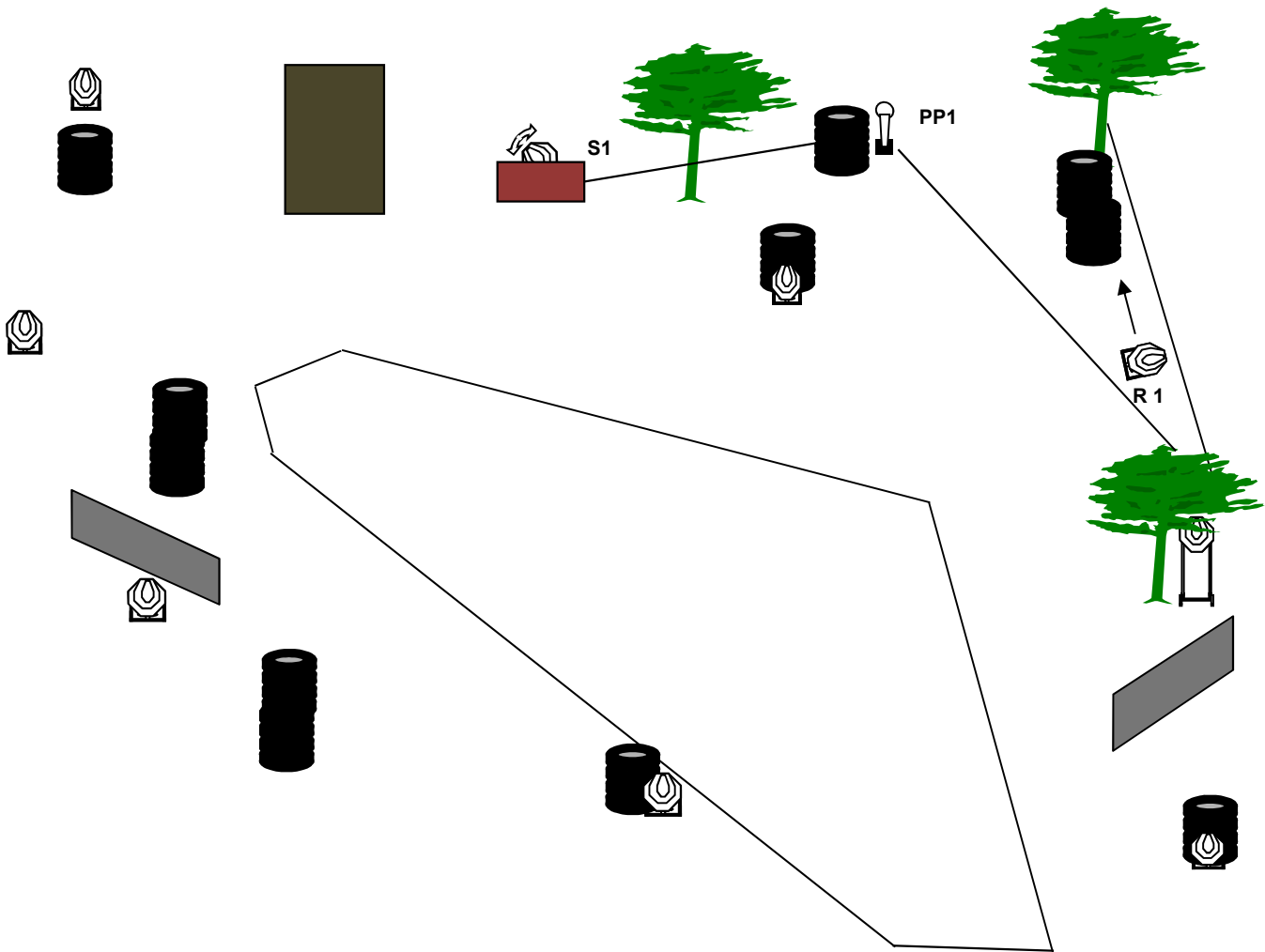
COURSE DESIGNER : POLLA

STAGE NAME: RUN FORREST RUN

**MEDIUM COURSE  
HANDGUN STAGE 10**

Targets:	9 IPSC Targets	Minimum rounds:	19
IPSC Poppers:	1	Possible points:	95
No shoot targets:	0	Distance:	6 - 15m
		Start:	On audible signal.

The competitor starts standing relaxed with one heel touching A, hands at sides.  
The handgun is loaded and holstered.  
On signal engage all targets from within the demarcated area.  
PP1 will activate moving targets R1 and S1 which will remain visible.



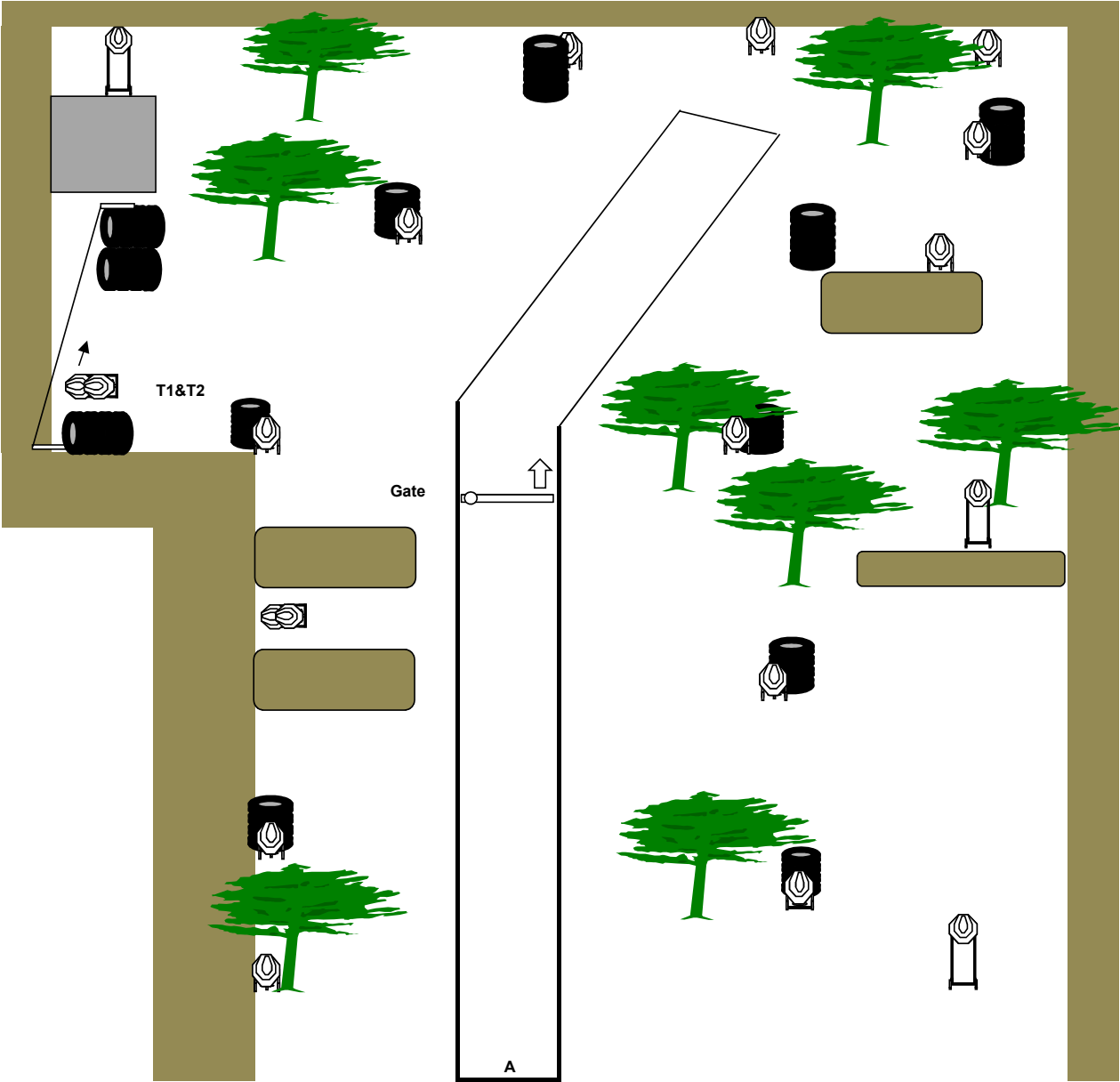
Notes for Stage Builder

Notes for Range Officer

COURSE DESIGNER : POLLA      COURSE NAME: VIETNAM!  
LONG COURSE  
RIFLE STAGE 11

Targets:	19 IPSC Targets	Minimum rounds:	38
IPSC Poppers:	0	Possible points:	190
Plates:	0	Distance:	5 - 25m
No shoot targets:		Start:	On audible signal.

The competitor starts standing with one heel touching A.  
The rifle is loaded (Option 2), and held with both hands butt touching at hip level, muzzle pointing downrange.  
On signal engage targets as they become visible from within the demarcated area.  
Moving through the gate will activate moving targets R1 & R2 which will disappear.



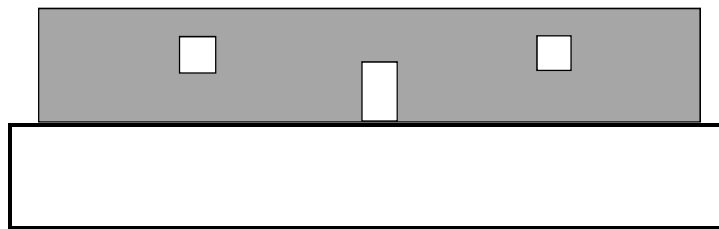
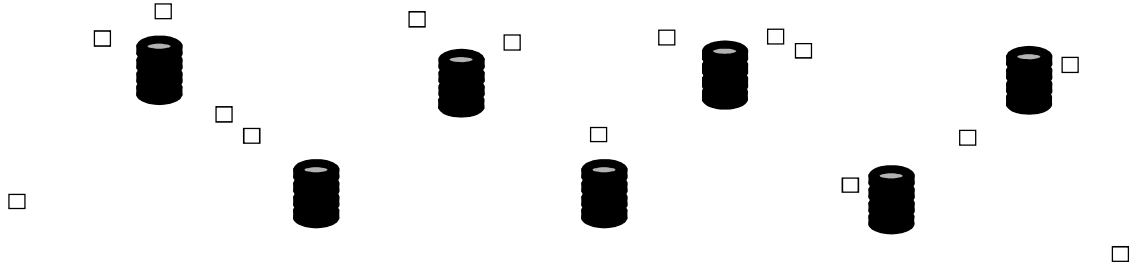
**Notes for stage builder**  
.CHECK THE 10 SHOT RULE.....

**Notes for Range Officer**

**COURSE DESIGNER : POLLA      COURSE NAME: KOPHOU!**  
***MEDIUM COURSE***  
**SHOTGUN STAGE 12**

Plates:	15 square 150x150mm	Minimum rounds:	15
No shoot targets:	0	Possible points:	75
		Distance:	10 - 20m

The competitor starts standing relaxed anywhere in the demarcated area.  
The shotgun is loaded (Option 1) and held in both hands, butt touching at hip level.  
On signal engage all targets whilst remaining in the demarcated area.



**Notes for stage builder**

Make sure that 2 plates can be shot with one shot from time to time....

**Notes for Range Officer**