

UKPSA Winter Postal Leagues

The UKPSA Winter Postal Leagues are open to all shooters and run for the months of November, December, January & February. The Leagues are free to enter and all shooters and clubs are welcome to participate. These are all standard exercises that are designed to be simple to set up and run at any club shoot. Team entries are also free.

The stages may be shot at any time over the four month period. The stages do not have to be completed in one go. Your club may choose to shoot a few stages each week. Register your scores after you have shot all the stages.

These are standard courses of fire, shot to IPSC Rules. Shooters may enter all the leagues and within each discipline they may compete in more than one division.

At the end of the four months, scores are calculated and UKPSA prizes will be awarded across the disciplines. The number of prizes awarded depends on entry numbers.

Scoring will be online via the Shoot and Score It (SSI) programme. Clubs may apply to have a nominated stats officer who will sign up their club members and enter their scores. This can be done by emailing postal leagues@ukpsa.org stating the competition(s), the name of the stats officer and your club.

Each discipline will have a dedicated match on SSI, where you enter and submit your scores.

All the leagues are shot to IPSC/UKPSA rules and all stages will be comstock scored.

Targets - The Birdshot Competition will be shot on metal plates. All remaining competitions will be shot on IPSC Mini Targets except Mini Rifle which will use Micro Targets. Targets are available via the UKPSA Shop. <https://www.ukpsa.co.uk/ukpsa-shop/>

This publication is divided into three sections.

- Holstered Firearms – Hand Gun, LBP, LBR & Action Air
- Rifle – Mini Rifle and PCC (Lever Action Rifle)
- Shotgun – Birdshot & Slug Competitions.

Each discipline has unique start positions, please make sure you understand them. Distances - will be measured from targets to the front of the shooting box or rear of a table. Metal plates will be placed on the ground and Cardboard targets placed approximately 1.3 meters from the ground.

Each competition is designed so that a shooter can shoot several stages one after the other, depending on the range space you have available, two or more target arrays can be set up next to each other. Please read the stage briefings carefully. A paper score sheet for each match is provided.

Muzzle Angles – Each club may use the default 90/90/90 or use local muzzle angle restrictions.

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Holstered Firearms

This section covers the following disciplines – LBP, LBR and Action Air.

The divisions for each discipline are listed on the dedicated Shoot and Score it programmes.

For LBP & LBR go to [SSI UKPSA LBP/LBR Winter Postal League 21/22 \(shootnscoreit.com\)](https://shootnscoreit.com/SSI-UKPSA-LBP/LBR-Winter-Postal-League-21/22)

For Action Air go to [SSI UKPSA AA Winter Postal League 21/22 \(shootnscoreit.com\)](https://shootnscoreit.com/SSI-UKPSA-AA-Winter-Postal-League-21/22)

Targets – all competitions will be shot on the IPSC Mini Target. These should be placed alongside each other with a gap of 10cm between them. The bottom of the targets to be placed 1.2m from ground. (Or if required placed to ensure rounds impact in backstop)
The distance is measured from the targets to the front of the shooting box or the rear of the table.

Action Air is shot at a shorter distance and the distance is shown in **RED**.

Each League requires a minimum of 100 rounds to complete.

Start Positions – There are two start positions for Holstered Firearms.

SP1 – Gun in holster, standing upright with arms hanging naturally by your side, as per rule 8.2.2.

SP2 – Gun placed in the centre of a table, pointing directly down range.

Start Conditions – These are given within each stage.

Reloading – where a course of fire requires a reload, this must be done by at least one round being inserted into the firearm. Ammunition may be loose or in magazines or speed loaders. In SP1 magazines and speed loaders should be carried in holders on the belt. For SP2 magazines or speed loaders are placed on the table.

Major Minor Calibre. All LBP and Action Air will be scored as minor. For LBR and Handgun please select major or minor when you register.



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Holstered Firearms Courses of Fire

Stage 1

Targets – 3. Distance 20m. (12m) SP1, gun loaded.
On audible start signal, shoot targets with a minimum of
two rounds on each. Freestyle

Rounds

6

Stage 2

Targets – 3. Distance 15m. (10m) SP1, gun loaded.
On audible start signal, shoot targets with a minimum of
two rounds on each. Freestyle

6

Stage 3

Targets – 3. Distance 10m. (8m) SP1, gun loaded.
On audible start signal, shoot targets with a minimum of
two rounds on each. Strong Hand unsupported

6

Stage 4

Targets – 3. Distance 10m. (8m) SP1, gun loaded.
On audible start signal, shoot targets with two rounds only
on each. Carry out a compulsory reload and again shoot
the targets with a minimum of two rounds on each. Freestyle.

12

Stage 5

Targets – 2. Distance 10m. (8m) SP1, gun loaded.
On audible start signal, shoot targets with one round on each.
Carry out a compulsory reload and again shoot the targets with
two rounds on each. Carry out a second reload and engage the
targets with a minimum of three rounds on each. Freestyle.

12

Stage 6

Targets – 3. Distance 10m. (8m) SP1, gun loaded.
On audible start signal, shoot targets with two rounds only on each.
Freestyle. Carry out a compulsory reload and again shoot the targets
with a minimum of one round on each, strong hand only.

9

Stage 7

Targets – 3. Distance 10m. (8m) SP1, gun loaded.

On audible start signal, shoot targets with two rounds only on each. Freestyle.

Carry out a compulsory reload and again shoot the targets with a minimum of one round on each, weak hand only.

9

Stage 8

Targets – 3. Distance 10m. (8m) SP2, gun unloaded.

All ammunition for the stage anywhere on the table. On audible start signal,

shoot the targets with a minimum of two rounds on each. Freestyle.

6

Stage 9

Targets – 3. Distance 10m. (8m) SP2 gun loaded, with an empty chamber.

On audible start signal, shoot the targets with a minimum of two rounds on each. Freestyle

6

Stage 10

Targets – 3. Distance 10m. (8m) SP2 gun loaded.

On audible start signal, shoot the targets with a minimum of two rounds on each, weak hand only.

6

Stage 11

Targets – 1. Distance 10m. (8m) SP2, gun unloaded.

All ammunition required for the stage on the table. On audible start signal, shoot the target with a minimum of six rounds, freestyle.

6

Stage 12

Targets – 1. Distance 10m. (8m) Start Condition Loaded. Flat on table.

On audible start signal, shoot the target with a minimum of six rounds.

6

Stage 13

Targets – 5. Distance 10m. (8m) SP1 gun loaded.

On audible start signal, shoot the targets with one round on each.

Carry out a compulsory reload and again shoot the targets with a minimum of one round on each.

10

Scoresheet for Holstered Firearms

Name Category Regular/Junior/Super Junior/Lady/Senior/Super Senior

LBR Divisions Open/Standard Major / Minor

LBR Divisions Open/Standard

Action Air Division Open/Standard/Production/Classic

STAGE 1 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 2 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 3 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 4 (12 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 5 (12 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 6 (9 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 7 (9 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 8 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 9 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 10 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 11 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 12 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 13 (10 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

Comp Sign RO Sign

Mini Rifle & PCC (Lever Action Rifle)

This section covers the following disciplines – Mini Rifle and PCC (Lever Action Rifle)

The divisions for each discipline are listed on the dedicated Shoot and Score it programmes.

For Mini Rifle go to [SSI UKPSA MR Winter Postal League 21/22 \(shootnscoreit.com\)](https://shootnscoreit.com/SSI_UKPSA_MR_Winter_Postal_League_21/22)

For PCC go to [SSI UKPSA PCC Winter Postal League 21/22 \(shootnscoreit.com\)](https://shootnscoreit.com/SSI_UKPSA_PCC_Winter_Postal_League_21/22)

Targets – The Lever Action competition will be shot on the IPSC Mini Targets. The Mini Rifle Competition will be shot on IPSC Micro Targets. These should be placed alongside each other with a gap of 10cm between them. The bottom of the targets to be placed 1.3m from ground. (Or if required placed to ensure rounds impact in the backstop)

The distance is measured from the targets to the front of the shooting box or the rear of the table.

Each League requires a minimum of 100 rounds to complete.

Start Positions – There two start positions for Rifles.

SP1 – Standing upright holding the gun in two hands as per rule 8.2.2.

SP2 – Gun placed **flat** in the centre of a table, pointing directly down range. Butt of gun forward of rear of table.

Start conditions will be given in each stage.

Option 1 – Gun fully loaded with safety applied.

Option 2 – Gun Loaded but chamber empty, safety may be applied.

Option 2 – Gun unloaded, safety may be applied.

Reloading – where a course of fire requires a reload, this must be done by at least one round being inserted into the firearm. Ammunition must be reloaded from your belt for Start position 1, or in the case for Lever Action Rifle, also from rounds on your forearms. For Start Position 2 ammunition can be loose, in magazines, ammunition holders or speed loaders and are placed on the table. **No coupled magazines allowed.**

Minor Calibre. Both Mini Rifle & PCC will be scored as minor.

Mini Rifle & Lever Action Rifle Courses of Fire

Stage 1

Targets – 3. Distance 20m. Start condition Loaded SP1.
On audible start signal, shoot targets with a minimum of
two rounds on each. Freestyle

Rounds

6

Stage 2

Targets – 3. Distance 15m. Start condition Loaded SP1.
On audible start signal, shoot targets with a minimum of
two rounds on each. Freestyle

6

Stage 3

Targets – 3. Distance 10m. Start condition Loaded SP1.
On audible start signal, shoot targets with a minimum of
two rounds on each from your weak shoulder.

6

Stage 4

Targets – 3. Distance 10m. Start condition Loaded SP1.
On audible start signal, shoot targets with two rounds only
on each. Carry out a compulsory reload and again shoot
the targets with a minimum of two rounds on each. Freestyle.

12

Stage 5

Targets – 2. Distance 10m. Start condition Loaded SP1.
On audible start signal, shoot targets with one round only on each.
Carry out a compulsory reload and again shoot the targets with
two rounds only on each. Carry out a second reload and engage the
targets with a minimum of three rounds on each. Freestyle.

12

Stage 6

Targets – 3. Distance 10m. Start condition Loaded SP1.
On audible start signal, shoot targets with two rounds only on each.
Freestyle. Carry out a compulsory reload and again shoot the targets
with a minimum of one round on each.

9

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Stage 7

Targets – 3. Distance 10m. Start condition Loaded SP1. On audible start signal, shoot targets with two rounds only on each, freestyle. Carry out a compulsory reload and again shoot the targets with a minimum of one round on each from your weak shoulder 9

Stage 8

Targets – 3. Distance 10m. Start Condition Unloaded, SP2. All ammunition for the stage on the table, loose, in magazines, belts or speed loaders. On audible start signal, shoot the targets with a minimum of two rounds on each. 6

Stage 9

Targets – 3. Distance 10m. Start Condition Loaded, with empty chamber. SP2. On audible start signal, shoot the targets with a minimum of two rounds on each. Freestyle 6

Stage 10

Targets – 3. Distance 10m. Start Condition Loaded, SP2. On audible start signal, shoot the targets with a minimum of two rounds on each, from your weak shoulder. 6

Stage 11

Targets – 1. Distance 10m. Start Condition unloaded. SP2 All ammunition required for the stage on the table. On audible start signal, shoot the target with a minimum of six rounds, freestyle. 6

Stage 12

Targets – 1. Distance 10m. Start Condition Loaded. SP2. On audible start signal, shoot the target with a minimum of six rounds. 6

Stage 13

Targets – 5. Distance 10m. Start Condition Loaded. SP1. On audible start signal, shoot the targets with a maximum of one round on each. Carry out a compulsory reload and again shoot the targets with a minimum of one round on each. 10

Scoresheet for Rifles

Name Category Regular/Junior/Super Junior/Lady/Senior/Super Senior

Mini Rifle Division Open/Standard

PCC (Lever Action Rifle) Division Open/Standard

STAGE 1 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 2 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 3 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 4 (12 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 5 (12 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 6 (9 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 7 (9 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 8 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 9 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 10 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 11 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 12 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 13 (10 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

Comp Sign RO Sign

Shotgun Birdshot & Slug

This section covers the shotgun discipline with two competitions, one for Birdshot ammunition requiring 100 rounds and one for Slug ammunition requiring 50 rounds

The divisions for each discipline are listed on the dedicated Shoot and Score it programmes. Note Sec 2 shotguns are included in the birdshot competition.

For the Birdshot competition go to [SSI UKPSA SG Birdshot Postal League 21/22 \(shootnscoreit.com\)](https://shootnscoreit.com)

For the Slug competition go to [SSI UKPSA SG Slug Winter Postal League 21/22 \(shootnscoreit.com\)](https://shootnscoreit.com)

Targets – The Birdshot competition uses IPSC metal plate targets, maximum size 8"x4". The Slug competition uses IPSC Mini Targets. The distance is measured from the targets to the front of the shooting box.

Target Arrays for the Birdshot competition are shown below. For the Slug competition the targets are placed along side each other with a distance of 10cm between them. The bottom of the targets to be placed 1.2m from the ground. (Or if required placed to ensure rounds impact in the backstop)

Start Position 1 (SP1) – IPSC Rule 8.2.2.1. Standing erect with shotgun in the ready condition held in both hands, stock touching the competitor at waist level, trigger guard downwards, muzzle pointing down range and with fingers outside trigger guard.

Except stage 10 in the birdshot competition - see stage description.

Start conditions will be given in each stage.

Option 1 – Gun fully loaded with safety applied.

Option 2 – Gun Loaded but chamber empty, safety may be applied.

Option 2 – Gun unloaded, safety may be applied.

Maximum loads for Option 1 & 2

Standard or Standard Manual – 9 Rounds

Modified – 14 rounds

Open – Magazine fed = 10 rounds, tube fed = 14 rounds.

Shooting - All shooting must take place from within the shooting box.

Loading - All ammunition must be loaded from your belt in clips, caddies or in magazines or speed loaders, (as per division rules). **No ammunition may be on the gun.**

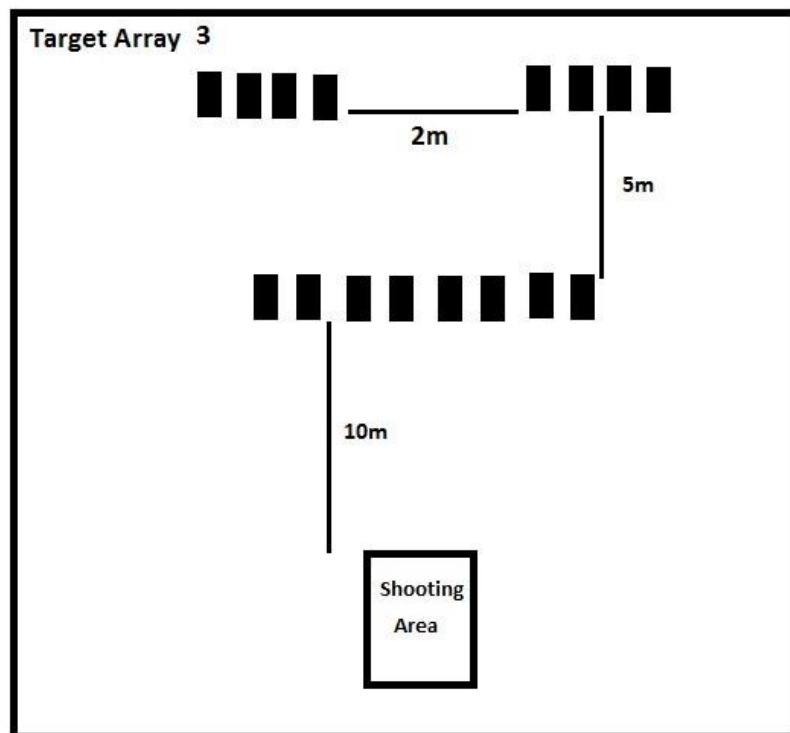
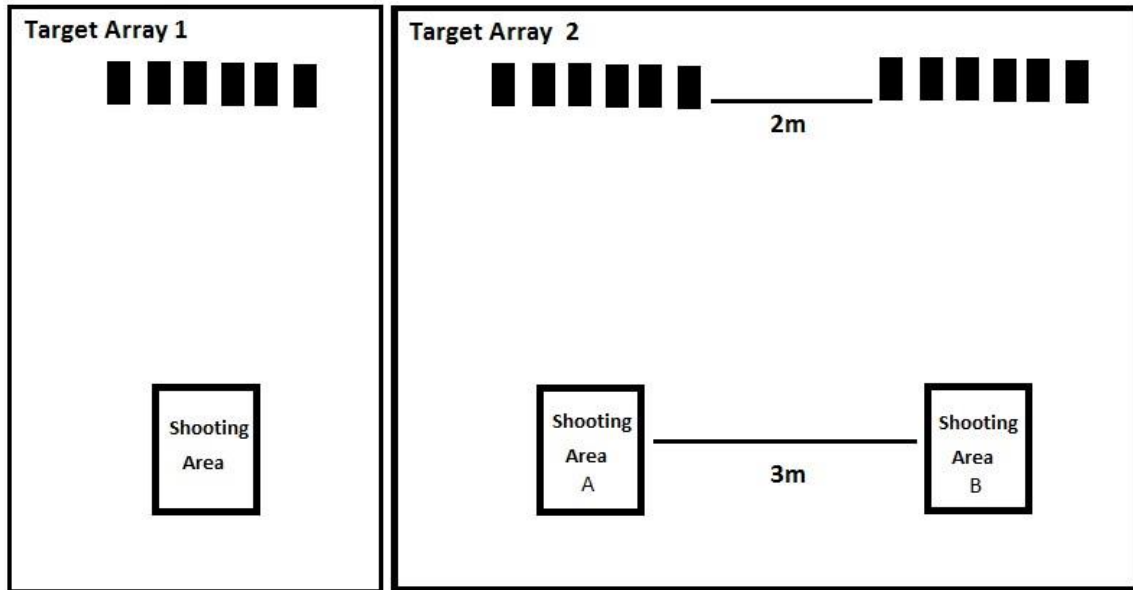
Reloads. At least one round must be inserted into the gun. Speed loaders or magazines may be used in Open division, but must be the removal of the magazine and replaced by another. **No reloading from ammunition on the gun is allowed.**

Gun Divisions. Standard, Standard Manual, Modified & Open and for the birdshot competition only Section 2, which can be either a Semi-Automatic or Manual Action shotgun.

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Target Arrays for the Birdshot Competition

All targets are 20 cm apart within each array.



Shotgun Birdshot Courses of Fire

| Stage 1 | Rounds |
|--|---------------|
| Target Array 1 - Distance 15m. Start condition Option 1 SP1. On audible start signal, shoot the targets freestyle. | 6 |
| Stage 2 | |
| Target Array 1 - Distance 10m. Start condition Option 1 SP1. On audible start signal, shoot the targets freestyle. | 6 |
| Stage 3 | |
| Target Array 1 - Distance 7m. Start condition Option 1 SP1. On audible start signal, shoot the targets freestyle. | 6 |
| Stage 4 | |
| Target Array 1 - Distance 10m. Start condition Option 3 SP1. On audible start signal, shoot the targets load 1 shoot 1. | 6 |
| Stage 5 | |
| Target Array 1 - Distance 10m. Start condition Option 3 SP1. On audible start signal, shoot the targets freestyle | 6 |
| Stage 6 | |
| Target Array 1 - Distance 10m. Start condition Option 2 SP1. On audible start signal, shoot the targets freestyle | 6 |
| Stage 7 | |
| Target Array 1 - Distance 10m. Start condition Option 3 SP1. On audible start signal, shoot the targets from your weak shoulder | 6 |
| Stage 8 | |
| Target Array 1 - Distance 10m. Start condition Option 2 SP1. On audible start signal, shoot the targets from your weak shoulder | 6 |

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Stage 9

Target Array 1 - Distance 10m. Start condition Option 1 SP1.
On audible start signal, shoot the targets from your weak shoulder 6

Stage 10

Target Array 1 - Distance 10m. Start condition Option 2 Seated on chair,
with gun held in two hands across thighs. On audible start signal, shoot
the targets whilst remaining seated.
Note – chair may be facing left or right and is placed inside shooting box. 6

Stage 11

Target Array 2 – Distance 10m. Start Condition loaded. Option 1. SP1 Shooter
may start in Box A or Box B.
On audible start signal shoot targets 1 – 6, Move to the other box,
carry out a reload and shoot targets 7 – 12, Freestyle. 12

Stage 12

Target Array 2 – Distance 10m. Start Condition loaded. Option 1. SP1 Shooter
may start in Box A or Box B.
On audible start signal shoot targets 1 – 6, freestyle. Move to the other box
Carry out a reload and shoot targets 7 -12 from your weak shoulder only. 12

Stage 13

Target Array 3 – Distance 10m & 15m. Start condition Option 1. SP1 On
audible start signal shoot Targets 1 – 4. Carry out a reload and shoot
targets 5 - 8. Carry out another reload and shoot targets 9 – 16.
All freestyle 16

UKPSA Winter Postal League for Shotgun Birdshot

Score Sheet

| | |
|------|--|
| Name | |
|------|--|

| | |
|------|--|
| Name | |
|------|--|

| |
|--|
| Division – Std / Std Man / Mod / Open / Sec 2 |
| Category – Lady / Jun / Sup Jun / Sen / Sup Sen |

| |
|--|
| Division – Std / Std Man / Mod / Open / Sec 2 |
| Category – Lady / Jun / Sup Jun / Sen / Sup Sen |

| St | Time | Hit | Miss | Proc |
|----|------|-----|------|------|
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |
| 8 | | | | |
| 9 | | | | |
| 10 | | | | |
| 11 | | | | |
| 12 | | | | |
| 13 | | | | |

| St | Time | Hit | Miss | Proc |
|----|------|-----|------|------|
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |
| 8 | | | | |
| 9 | | | | |
| 10 | | | | |
| 11 | | | | |
| 12 | | | | |
| 13 | | | | |

Comp Sign

Comp Sign

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The UKPSA Winter Postal League for Shotgun Slug Courses of Fire

Stage 1

Targets – 3. Distance 25m. Start condition Loaded Option 1. On audible start signal, shoot targets with a minimum of two rounds on each. All freestyle.

Rounds

6

Stage 2

Targets – 3. Distance 20m. Start condition Loaded Option 2. On Audible start signal, shoot targets with a minimum of two rounds on each. All freestyle.

6

Stage 3

Targets – 3. Distance 15m. Start condition unloaded Option 3. On audible start signal, shoot targets with a minimum of two rounds on each. All Freestyle

6

Stage 4

Targets – 3. Distance 15m. Start condition Loaded Option 1. On audible start signal, shoot targets with two rounds only on each. Carry out a compulsory reload and again shoot the targets with a minimum of one round on each. All Freestyle

9

Stage 5

Targets – 3. Distance 15m. Start condition Loaded Option 1. On audible start signal, shoot targets with two rounds only on each, freestyle. Carry out a compulsory reload and again shoot the targets with a minimum of one round on each target from your WEAK shoulder.

9

Stage 6

Targets – 3. Distance 15m. Start condition unloaded Option 3. On audible start signal, shoot targets with a minimum of two rounds on each, load one shoot one. All Freestyle

6

Stage 7

Targets – 4. Distance 15m. Start condition Loaded Option 1. On audible start signal, shoot targets with one round only on each. Carry out a compulsory reload and again shoot the targets with A minimum of one round on each. All Freestyle.

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Scoresheet for Shotgun Slug

Name **Category** Regular/Junior/Super Junior/Lady/Senior/Super Senior

Shotgun Division Open / Standard / Standard Manual / Modified

STAGE 1 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 2 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 3 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 4 (9 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 5 (9 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 6 (6 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

STAGE 7 (8 rounds)

| | | | | | |
|-------|-----|-----|-----|--------|--------------|
| Time: | A = | C = | D = | Miss = | Proc Error = |
|-------|-----|-----|-----|--------|--------------|

Comp Sign RO Sign



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