

On presenting shotgun shooting. Two issues:
The recent shotgun shoot at Vektor refers.

A Presenting a shoot (six stages, caterers, scoring etc.) for one day with only 38 shooters is very marginally worth the effort. This was even with Central's support of our shotgun shoot as part of their 3-Gun competition, (thank you very much Jan & Merry men from Central). Please come with ideas for the future to make it more attractive, if possible.

B On paper targets for shotgun, a bit of feedback:

First, do not use SSG, it results in massive patching and rapid destruction of targets.

Secondly, when using SG or LG,

Be very aware of distance:

10 meters or less, results in more than half the wads going through the targets (lots of patching) and not very fair, as it should be counted for a hole, and only one hole, which may not be a good account of where the shot actually went. (Should your interpretation of the rules be, that a wad will not count - be careful of the shooter claiming "range failure" ! as he was certain "that two of his pellets went through that exact hole", and the target now cannot score it !)

More than 15 meters, results in such a spread that it becomes a gamble, at 20 meters we had some targets with 3 D's nicely centred around the A + C areas or one hole only in the target, a centre A !

In short using paper targets now and then, is a nice variation, but then, specify SG or bigger, keep the number of paper targets down and keep the targets at around 15 meters in distance. Then also place the paper targets on a short stage or at the start of a longer stage, the shooter then has the option to load only a few Sg's and the rest no 7's - a bit of a saving.

Regards,
Koos