

National Target Shotgun Association

Approved Courses of Fire.



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Introduction

Welcome to the NTSA booklet outlining approved Courses of Fire, featuring many different types of competitions.

The NTSA is one of four organisations recognised by the Home Office to approve courses of fire using Section 1 Shotguns. ¹

The various practices within Target Shotgun use a fixed number of rounds and fixed times. This is how it differs from other disciplines using shotguns. The courses of fire included here have been tried and tested by the NTSA before approval has been granted. This ensures the integrity and safe operation of the various competitions. However, shooters should ensure that the range is suitable for the ammunition type and competition being shot.

This booklet is divided in to various sections, covering the different ammunition types of slug, buckshot and birdshot. Also listed are competitions using a combination of different types of ammunition.

The NTSA welcomes suggestions for additional courses of fire, Contact ntsachair@gmail.com with details.

Also included are suitable scoresheets for the various competitions.

The NTSA recommends the use of Practiscore for the scoring of Target Shotgun matches, many matches can be customised to allow scoring to take place.

Many of the 'Standard' courses of fire contained in this booklet lend themselves as practice for the discipline of Practical Shotgun. Where these practices are being used for this purpose the NTSA approve the use of Comstock scoring.

1. Home Office – Guide on Firearms Licensing Law 2016

Appendix 3: Conditions for Firearms Certificates.

11. Target Shooting – Shotguns • The SMOOTH-BORE GUN/SOLID SLUG shall be used for practical target shooting: (a) The smoothbore gun(s) to which this certificate relates shall be used for target shooting on land or ranges where the holder has lawful authority to shoot (provided that adequate financial arrangements are in place to meet any injury or damage claim), for disciplines and courses of fire approved by the BWSS or NRA or NTSA or UKPSA.

(b) The solid slug ammunition to which this certificate relates shall be used for target shooting on ranges where the holder has lawful authority to shoot provided that adequate financial arrangements are in place to meet any injury or damage claim.

NTSA Approved Targets

The following targets are used in NTSA Courses of fire.

DP1

DP2

IPSC Target

IPSC Mini Target

IPSC A4 Target

IPSC Metal Plate Target

IPSC Popper

Bianchi Full Target

MR-65 "Target, Rifle, Competition Mid-Range"

(for Long Range slug shot at 100 – 200yds)

National Target Shotgun Association

Timed & Precision

25/30 Meter Course of Fire

1 DP2 target requiring 30 rounds of slug, shot at 25/30m, 20m & 15 m.

Target scored after each practice.

Maximum score = 300 points

Range Commands.

With 6 rounds load and make ready.

You may check and adjust your sights.

Targets Away

Are you ready

Stand By

If you are finished, unload and show clear

If clear, hammer down and open action

Range Clear

Start Position – Loaded with 6 rounds only.

Gun held in two hands at waist level and parallel to the ground

Practice 1 25/30M

12 Shots to be fired in two minutes to include reload.

Practice 2 20m

Targets will make 6 appearances of 2 seconds with an away time of 5 seconds.

One shot to be fired on each appearance.

Gun must return to start position after each appearance. **Repeated.**

Practice 3 15m

Targets will make 3 appearances of 3 seconds with an away time of 5 seconds.

Two shots to be fired on each appearance.

Gun must return to start position after each appearance.

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Timed & Precision Lite

15 Meter Course of Fire

3 DP2 targets requiring 18 rounds of slug, shot at 15 m.

Targets scored at the conclusion of all three practices.

Maximum score = 180 points

Range Commands.

With 6 rounds load and make ready.

You may check and adjust your sights.

Targets Away

Are you ready

Stand By

If you are finished, unload and show clear

If clear, hammer down and open action

Range Clear

Start Position – Loaded with 6 rounds only.

Gun held in two hands at waist level and parallel to the ground. Safety may be applied.

Practice 1 Left Hand Target

6 shots to be fired in 30 seconds

Practice 2 Middle Target

Targets will make 6 appearances of 2 seconds with an away time of 5 seconds.

One shot to be fired on each appearance.

Gun must return to start position after each appearance.

Practice 3 Right Hand Target

Targets will make 3 appearances of 3 seconds with an away time of 5 seconds.

Two shots to be fired on each appearance.

Gun must return to start position after each appearance.

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Multi Target

25/30 Meter Course of Fire

2 DP1 targets requiring 24 rounds of slug, shot at 25/30m, 25m, 20m & 15 m.

Targets scored at the conclusion of all four practices.

Maximum score = 120 points.

Range Commands.

With 6 rounds load and make ready.

You may check and adjust your sights.

Targets Away

Are you ready

Stand By

If you are finished, unload and show clear

If clear, hammer down and open action

Range Clear

Start Position – Loaded with 6 rounds only.

Gun held in two hands at waist level and parallel to the ground.

Safety may be applied.

Practice 1 – 30/25 Meters

6 Shots in 15 seconds on your left hand target.

Practice 2 - 25 Meters

3 Shots on each target in 10 Seconds

Practice 3 - 20 Meters

Targets will make 3 appearances of 3 seconds with an away time of 5 seconds.

Two shots to be fired on your right hand target on each appearance.

Gun must return to start position after each appearance of the targets.

Practice 4 - 15 Meters

3 Shots on each target in 8 Seconds

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Slug Standards

Course of Fire.

3 IPSC Mini Targets 18 rounds of slug, shot at, 20m & 10 m.

Targets scored at the conclusion of both practices.

Maximum score = 90 points.

Range Commands.

With 8 rounds load and make ready.

You may check and adjust your sights.

Targets Away

Are you ready

Stand By

If you are finished, unload and show clear

If clear, hammer down and open action

Range Clear

Start Position.

Gun held in two hands at waist level and parallel to the ground.

Safety **Must** be applied.

Reload - At least one round will be loaded into the gun.

Practice 1 - 20 Meters

2 Shots on each target. Carry out compulsory reload and again shoot the targets with one Shot on each. Freestyle in a time of 15 seconds.

Practice 2 - 10 Meters

2 Shots on each target, freestyle. Carry out compulsory reload and again shoot the targets with one shot on each, from your weak shoulder in a time of 15 seconds.

National Target Shotgun Association

NTSA Embassy Cup

Course of Fire.

2 IPSC Mini Targets 24 rounds of slug, shot at 25m, 20m & 15 m.

Targets scored at the conclusion of each practice.

Maximum score = 120 points.

Range Commands.

With a minimum of 4 rounds load and make ready.

You may check and adjust your sights.

Targets Away

Are you ready

Stand By

→ If you are finished, unload and show clear

If clear, hammer down and open action

Range Clear

Start Position.

Gun held in two hands at waist level and parallel to the ground.

Safety **Must** be applied.

Reload - At least four rounds will be loaded into the gun.

Practice 1 - 25 Meters

2 shots on each target, freestyle. Carry out compulsory reload and again shoot the targets with two shots on each. From a prone position. In a fixed time of 20 seconds.

Practice 2 - 20 Meters

2 shots on each target, freestyle. Carry out compulsory reload and again shoot the targets with two shots on each. From a kneeling position. In a fixed time of 20 seconds.

Practice 3 – 15 Meters

2 shots on each target, freestyle. Carry out compulsory reload and again shoot the targets with two shots on each. From a seated position. In a fixed time of 20 seconds.

National Target Shotgun Association

Historic Timed & Precision – Double Barrelled

25/30 Meter Course of Fire

1 DP2 target requiring 30 rounds of slug, shot at 25/30m, 20m & 15 m.

Target scored after each practice. Maximum score = 300 points.

Range Commands.

With 2 rounds load and make ready.

You may check and adjust your sights.

Targets Away

Are you ready

Stand By

If you are finished, unload and show clear

If clear, hammer down and open action

Range Clear

Start Position – Loaded with 2 rounds only. Gun held in two hands at waist level and parallel to the ground

Practice 1 25/30M

12 shots in two minutes to include reload.

Practice 2 20m

Targets will make 2 appearances of 2 seconds with an away time of 5 seconds.

One shot to be fired on each appearance.

Gun must return to start position after each appearance. **Repeated 6 times.**

Practice 3 15m

Targets will make 3 appearances of 3 seconds with an away time of 5 seconds.

Two shots to be fired on each appearance.

Gun will be reloaded before each appearance.

National Target Shotgun Association

Historic Timed & Precision – Single Barrelled Single shot

25/30 Meter Course of Fire

1 DP2 target requiring 30 rounds of slug, shot at 25/30m, 20m & 15 m.

Target scored after each practice. Maximum score = 300 points.

Range Commands.

With 1 round load and make ready.

You may check and adjust your sights.

Targets Away

Are you ready

Stand By

→ If you are finished, unload and show clear
If clear, hammer down and open action
Range Clear

Start Position – Loaded with 1 round only. Gun held in two hands at waist level and parallel to the ground

Practice 1 25/30M

12 rounds in two minutes to include reloads.

Practice 2 20m

Targets will make 12 appearances of 2 seconds.

One shot to be fired on each appearance.

Gun will be reloaded before each appearance, command to reload will be given.

Practice 3 15m

Targets will make 3 appearances of 5 seconds.

Two shots to be fired on each appearance.

Gun will be reloaded before each appearance, command to reload will be given.

National Target Shotgun Association

Historic Multi Target – Double Barrelled

25 Meter Course of Fire

2 DP1 targets requiring 24 rounds of slug, shot at 25/30m, 25m, 20m & 15 m.

Targets scored at the conclusion of all four practices.

Maximum Score = 120 points.

Range Commands.

With 2 rounds load and make ready.

You may check and adjust your sights.

Targets Away

Are you ready

Stand By

→ If you are finished, unload and show clear

If clear, hammer down and open action

Range Clear

Start Position – Loaded with 2 rounds only. Gun held in two hands at waist level and parallel to the ground

Practice 1 – 25/30 Meters

6 rounds in 30 seconds on your left hand target.

Practice 2 - 25 Meters

3 Rounds on each target in 30 Seconds

Practice 3 - 20 Meters

Targets will make 3 appearances of 3 seconds with an away time of 5 seconds.

Two shots to be fired on your right hand target on each appearance.

Gun will be reloaded before each appearance.

Practice 4 - 15 Meters

3 Rounds on each target in 30 Seconds

National Target Shotgun Association

Historic Multi Target – Single Barrelled Single shot

25 Meter Course of Fire

2 DP1 targets requiring 24 rounds of slug, shot at 25/30m, 25m, 20m & 15 m.

Targets scored at the conclusion of all four practices. Maximum score = 120 points

Range Commands.

With 1 round load and make ready.

You may check and adjust your sights.

Targets Away

Are you ready

Stand By

→ If you are finished, unload and show clear

If clear, hammer down and open action

Range Clear

Start Position – Loaded with 1 round only. Gun held in two hands at waist level and parallel to the ground

Practice 1 – 25/30 Meters

6 rounds in 30 seconds on your left hand target.

Practice 2 - 25 Meters

3 Rounds on each target in 30 Seconds

Practice 3 - 20 Meters

Targets will make 3 appearances of 5 seconds with an away time of 5 seconds.

Two shots to be fired on your right hand target on each appearance.

Gun will be reloaded before each appearance, command to load will be given.

Practice 4 - 15 Meters

3 Rounds on each target in 30 Seconds

National Target Shotgun Association

Slug Bowling Pins

25m Course of Fire.

Targets 10 Bowling Pins

Timing Unlimited

Scoring Based upon bowling pin scoring, using strikes and spares.

Range Commands

Loading

Load and make ready with two rounds.

You may check and adjust your sights.

In your own time carry on.

Unloading

If you have finished, unload and show clear.

If Clear, hammer down and open action.

Range Clear.

Procedure

The shooter will take a maximum of 2 shots at 10 pins. If all knocked down with one shot then a strike is scored. If all knocked down with two shots a spare is scored.

Number of 'frames' shot to be decided by the match organiser.

Pins to be reset after each frame has been shot.

National Target Shotgun Association

Long Range Slug

100 / 200 yards. (50 & 150 yards may also be used)

Target – MR-65 "Target, Rifle, Competition Mid-Range" (500 yard target)

Rounds - 10 rounds slug plus 2 for sighters at each distance.

Shot from a prone position.

Maximum Score = 50 points at each distance

Range Commands

Loading

Load and make ready.

On the appearance of your target carry on.

Unloading

If you have finished, unload and show clear.

If Clear, hammer down and open action.

Range Clear.

Procedure

The shooter may take two sighters which are convertible. Then carry on until all 10 shots have been taken. Hits to be marked back for each shot.

Alternatively all shots may be taken and scored at the conclusion of the practice.

The match organiser may increase or decrease the number of shots taken in the competition. They may also elect different distances.

National Target Shotgun Association

Buck Shot Standards

Course of Fire.

6 IPSC Mini Targets 12 rounds of 9 ball Buckshot, shot at 15m & 10 m.

Targets scored at the conclusion of each practice.

Range Commands.

With 6 rounds load and make ready.

You may check and adjust your sights.

Targets Away

Are you ready

Stand By

→ If you are finished, unload and show clear

If clear, hammer down and open action

Range Clear

Start Position.

Gun held in two hands at waist level and parallel to the ground. Safety **Must** be applied.

Scoring

Highest scoring hits on each target. Maximum Score = 120 points.

Practice 1 - 15 Meters

1 round on each target. Freestyle in a time of 9 seconds.

Practice 2 - 10 Meters

1 round on each target. Freestyle in a fixed time of 7 seconds.

National Target Shotgun Association

Birdshot Standards

General Briefing

The Birdshot Standards competition can be made up of any number of matches. Each match is worth 60 points. The total score of the matches shot will determine the overall Champion.

You may use any shotgun with any sights. However anyone using a magazine fed shotgun or a section 2 shotgun may have different set times in some of the matches and will be scored separately.

The start position for each of the matches is – gun held in two hands at waist level and parallel to the ground. The start condition will be determined by the course of fire. Any match which begins with a loaded start will specify the number of rounds in the gun. Any rounds loaded in excess of that specified will be penalised with a procedural error penalty.

Each match has a set time and a set number of rounds that may be fired. Overshots will be penalised by a procedural error penalty.

The time will be controlled by par time on the shot timer. The RO will determine how many plates have fallen within the set time. Their decision is final.

You will be given a briefing before each match, please listen carefully to what you are required to do, if you do not understand then ask the RO for clarification **before** you shoot.

Each plate is worth 5 points.

No miss penalties.

Maximum score per match is 60 points. Total maximum match score is 360 points.

Please check your score sheet and sign before being submitted to stats.

National Target Shotgun Association

Birdshot Standards

Range Commands.

Load

Make ready (unloaded start)
Or if a loaded start – Load and make ready
Are you ready
Stand By
(Start signal may be beep, whistle or horn.)

Unload

If you are finished, unload and show clear
If clear, hammer down and open action
Range Clear

Match 1 3-2-1

Practice 1 – Unloaded Start (Option 3) – shoot 2 targets in 3.5 seconds.

Practice 2 – Loaded Start (Option 2) – shoot 4 targets in 3.5 seconds.

Practice 3 – Loaded Start (Option 1) – shoot 6 targets in 3.5 seconds.

Section 2 =10 seconds.

Match 2 Load 1 / 2

Practice 1 – Unloaded start (Option 3) – shoot 6 targets, load 1 shoot 1 in 14 seconds.

Practice 2 – Unloaded start (Option 3) – shoot 6 targets, load 2 shoot 2 in 14 seconds.

Section 2 = 20 seconds.

Match 3 Unloaded

Practice 1 – Unloaded start (Option 3) – shoot 6 targets, in 9 seconds.

Practice 2 – Unloaded start (Option 3) – shoot 6 targets, in 9 seconds.

Open Division = 6 Seconds. Section 2 = 15 seconds.

Match 4 Strong & Weak 1

Practice 1 – Loaded start (Option 1) – shoot 6 targets, in 3.5 seconds.

Section 2 = 10 seconds.

Practice 2 – Loaded start (Option 1) – shoot 6 targets, from your weak shoulder in 4.5 seconds.

Section 2 =15 seconds.

Match 5 Strong & Weak 2

Practice 1 – Loaded start (Option 1) – shoot 6 targets, 2 shots from strong, 2 from weak and 2 from strong in 10 seconds.

Section 2 = 20 seconds

Practice 2 – Loaded start (Option 1) – shoot 6 targets, 2 shots from weak, 2 from strong and 2 from weak in 10 seconds.

Section 2 = 20 seconds

Match 6 Box to Box 1

Practice 1 – Loaded start (Option 1) with 8 rounds, start in either box. Shoot 6 targets in front of you, move to other box and shoot remaining targets in a fixed time of 12 seconds.

Section 2 = 20 Seconds

Match 7 Box to Box 2

Practice 1 – Loaded start (Option 1) with 8 rounds, start in either box. Shoot 6 targets in front of you, move to other box and shoot remaining targets from your weak shoulder in a fixed time of 13 seconds.

Section 2 = 24 Seconds

Match 8 All In

Practice 1 – Loaded start (Option 1) with 3 rounds, start standing in the middle of the two arrays of Targets. Shoot all targets , shoot 2 and reload 2, time of 15 seconds.

National Target Shotgun Association

NTSA Snooker Match

Course of Fire

Shot from 6m up to 20m (Range conditions will dictate)

12 IPSC falling plates, laid out as per diagram below

Minimum of 12 rounds of Birdshot ammunition only.

Targets scored after each practice. Maximum Score = 33 points

Red plate = 1pt. Yellow 2pt, Green = 3pt, Brown 4pt, Blue = 5pt, Pink 6pt, Black = 7pt.

Range Commands.

Make ready (unloaded start)

You may check and adjust your sights.

Are you ready

Stand By

If you are finished, unload and show clear

If clear, hammer down and open action

Range Clear

Procedure.

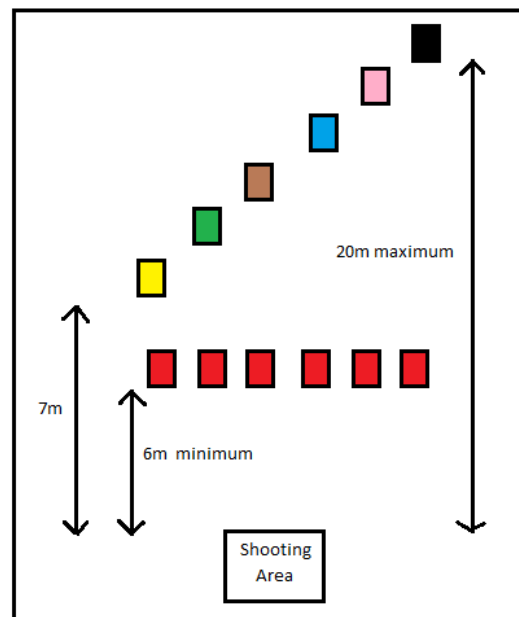
On audible start signal shoot the targets in a fixed time of 20 seconds.

Targets to be shot in the following sequence,

one red plate followed by a colour.

If a colour plate is missed the shooter must re engage a red plate before shooting another colour.

The fixed time may be varied. Comstock scoring may also be used.



National Target Shotgun Association

NTSA Man v Man

Course of Fire

Shot from 6m up to 10m (Range conditions will dictate)

4 - 8 IPSC falling plates, 2 IPSC poppers, an example of how they may be laid out in the diagram below

Birdshot ammunition only.

Winner is the shooter who knocks down the Popper first without faulting.

Range Commands.

Load

Make ready (unloaded start)
Or if a loaded start – Load and make ready
Are you ready
Stand By
Start signal may be beep, whistle or horn.

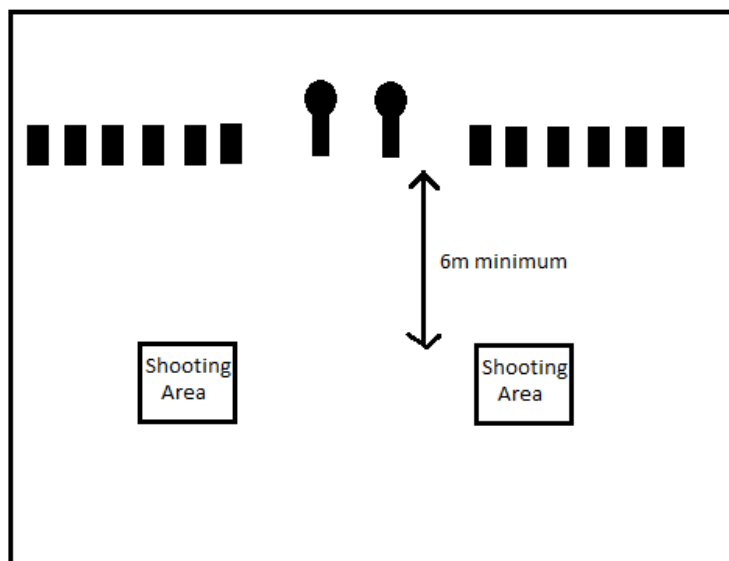
Unload

If you are finished, unload and show clear
If clear, hammer down and open action
Range Clear

Procedure

On the audible start signal the shooter will the plates, carry out a compulsory reload and shoot down the Popper.

Note: it is for the match organiser to decide the start condition and order of shooting for the plates. The plates may be laid in any formation but must mirror for each competitor. Various start positions may also be used.



National Target Shotgun Association

NTSA Shotgun Bianchi

NTSA Shotgun Bianchi is made up of a number of different matches. Organisers may choose which matches they wish to run to make up a Bianchi Competition, depending on the range set up available to them.

The Bianchi target may be used, but the IPSC Mini Target is also acceptable with an X ring of 2 inches in the centre of the A Zone.

Scoring – X ring = 10 points. A Zone = 10 points, C Zone = 8 points, D Zone = 5 points.

The start position for each practice is standing upright with gun held in two hands at waist level and parallel to the ground. The gun will be loaded with six rounds for each practice (**except for practice 2 of the Slug/Buckshot Los Alamitos Match).

The start signal is the turning of the targets or the sound of the start signal from a shot timer.

The end of the practice is the turning away of the targets or the sound of the second beep from the shot timer.

All shooting is from a standing unsupported position, except where exceptions are allowed within the course of fire.

Range Commands.

With 6 rounds load and make ready. **	→ If you are finished, unload and show clear
You may check and adjust your sights.	If clear, hammer down and open action
Targets Away	Range Clear
Are you ready	
Stand By	

NTSA Bianchi Match 1 – Slug Practical Match.

Targets 2 x Bianchi Targets / IPSC Mini Targets

24 rounds of slug. Maximum score 240 points.

Practice 1 – 10 meters.

Run 1 – 1 shot on each target in 3 seconds

Run 2 – 2 shots on each target in 5 seconds

Run 3 – 3 shots on each target in 7 seconds from your weak shoulder only.

Practice 2 – 20 meters

Run 1 – 1 shot on each target in 4 seconds

Run 2 – 2 shots on each target in 6 seconds

Run 3 – 3 shots on each target in 8 seconds.

NTSA Bianchi Match 2 – Slug Barricade Match.

Targets 2 x Bianchi Targets / IPSC Mini Targets.

24 rounds of slug. Maximum score 240 points.

Practice 1 – 10 meters.

Run 1 – 6 shots on right hand target in 6 seconds, from right shoulder

Run 2 – 6 shots on left hand target in 6 seconds, from left shoulder.

Practice 2 – 20 meters

Run 1 – 6 shots on right hand target in 8 seconds, from right shoulder.

Run 2 – 6 shots on left hand target in 8 seconds, from left shoulder.

NTSA Bianchi Match 3 – Slug Mover Match.

Targets 1 x Bianchi Target / IPSC Mini Target.

24 rounds of slug. Maximum score 240.

Target will move 20 meters in a time of 6 seconds. Moving from concealed cover and disappear behind cover.

Practice 1 – 10 meters.

Run 1 – 6 shots on target as it moves from right to left

Run 2 – 6 shots on target as it moves from left to right.

Practice 2 – 20 meters

Run 1 – 3 shots on target as it moves from right to left

Run 2 – 3 shots on target as it moves from left to right.

Run 3 – 3 shots on target as it moves from right to left

Run 4 – 3 shots on target as it moves from left to right.

NTSA Bianchi Match 4 – Buckshot Match.

Targets 6 x Bianchi Targets / IPSC Mini Targets

12 rounds of Buckshot ammunition (Maximum 9 ball).

Maximum score 240 points.

Practice 1 – 10 meters.

Run 1 – 1 shot on each target in 7 seconds

Two highest hits on each target to score.

Practice 2 – 20 meters

Run 1 – 1 shot on each target in 9 seconds

Two highest hits on each target to score.

NTSA Bianchi Match 5 – Birdshot Plate Match.

Targets 12 falling plates (2 banks of 6)

24 rounds of Birdshot. Maximum score 240 points.

Practice 1 – 10 meters.

Run 1 – 1 shot on 6 targets in 3.5 seconds

Run 2 – 1 shot on 6 target in 3.5 seconds

Practice 2 – 20 meters

Run 1 – 1 shot on 6 targets in 4.5 seconds

Run 2 – 1 shot on 6 targets in 4.5 seconds

NTSA Bianchi Match 6 – Slug Los Alamitos Match

Targets 3 Bianchi /IPSC Mini targets

24 rounds of Slug. Maximum score 240

Practice 1 – 10 meters

Run 1 – Targets will make three appearances of 3 secs with an away time of 10 seconds.

Two shots to be fired freestyle, in the following order,

2 shots on centre target, 2 shots on right hand target, then 2 shots on left hand target.

The shotgun must return to the ready position between each exposure.

Run 2 - Targets will make 1 appearance of 8 seconds.

2 shots to be fired on each target from weak shoulder only.

Practice 2 – 20 meters

Run 1 – **Gun loaded with 8 rounds.** Targets will make one appearance of 15 seconds.

Two shots to be fired on each target, carry out a **reload of 4 rounds**

and again two shots to be fired on each target.

NTSA Bianchi Match 7 – Buckshot Los Alamitos Match

Targets 6 IPSC Mini targets.

12 rounds of Buckshot (maximum of 9 ball).

Maximum score 240

Practice 1 – 10 meters

Run 1 –Targets will make three appearances of 3 secs with an away time of 10 seconds. Two shots to be fired freestyle on each appearance, in the following order.

1 shot on each of the centre targets, 1 shot on each of the right hand targets, then 1 shot on each of the left hand targets.

The shotgun must return to the ready position between each exposure.

Two highest hits on each target to score.

Practice 2 – 20 meters

Run 1 – Gun loaded with 3 rounds.

Targets will make one appearance of 15 seconds.

1 shot to be fired on each upper target, carry out a **reload of 3 rounds** and shoot 1 shot on each lower target.

Two highest hits on each target to score.