METROPOLITAN PISTOL CLUB – WEEK DAY ROLLING CALENDAR

Current from 19/5/24

All Ranges -AM start time 8am PM

 $\underline{\mathbf{X}}$ = Range Closed $\underline{\mathbf{O}}$ = Range Open for General Practice

start time 12 noon. All Users are to observe Range timings set down in the Calendar

| MONDAY - | Range 1 | Range 2 | Range 3 | Range 4 | Range 5 | Range 6 | Range 6A |
|-----------------|---------------------------------|--|-------------------------------|--|--|---------------------------|----------|
| 12 Noon – 6pm | 0 | 0 | О | Air Match | 0 | 0 | X |
| PM 6 pm – 9 pm | X | *CF / Sports pistol | X | Air Match | IPSC | X | X |
| TUESDAY - | | | | | | | |
| AM 8 am – 6 pm | 0 | 0 | О | Air Match | Closed AFP on site | Closed AFP on site | X |
| PM 6 pm – 9 pm | X | X | X | Air Match | X | X | X |
| WEDNESDAY - | 1 | 1 | | | | | |
| AM 8 am – 6 pm | 0 | Gents Service 25 Match 08AM –12 pm | Gents Veterans Match 8 –12 | Air Match | 0 | 0 | X |
| PM 6 pm – 9 pm | X | *ISSF Matches (ISSF Ladies and Partners 1st Wed) | 0 | Air Match 3 rd Wednesday | Steel Challenge 2 ND & 4 TH Wed IPSC 1 ST & 3rdWed (Ladies only 3 rd Wed) | X | X |
| <u>THURSDAY</u> | | | | | | | |
| AM 8 am – 6 pm | Gents Met Sil Match 8am-noon | Gents WA480/Vet Match 8am- noon | 0 | Air Match | Closed AFP on site | Closed AFP on site | X |
| PM 6 pm – 9 pm | X | Coaching/ISSF matches | X | Air Match | IPSC | X | X |
| FRIDAY - | | | | | | | |
| AM 8 am – 6 pm | О | 0 | О | Air Match | 0 | 0 | X |
| PM 6 pm – 9 pm | X | X | X | Air Match | Bowling Pin Shoot 2nd Friday | X | X |

^{*}Monday night Range 2 = ISSF CF/Sports pistol 6 pm 7pm

^{*}Wednesday Night Range 2 = ISSF 2.00pm (open); 4.30pm and 6.00pm (ISSF matches)

^{- 1}st Wednesday 4.30pm and 6.00pm = Centre Fire

Range 1 Rifle shooting permitted bays 1-5 Weekdays and Weekends when Range open

^{- 2}nd Wednesday 4.30pm and 6.00pm = Standard Pistol

^{- 3}rd Wednesday 4.30pm and 6.00pm = Centre Fire - 4th Wednesday 4.30pm and 6.00pm = Standard Pistol - 5th Wednesday 4.30pm and 6.00pm = Rapid Fire