



NGPSA Shotgun League 1 2023

Stage Number	Stage Type	Rounds	Points
1	Medium	10	50
2	Medium	9	45
3	Short	6	30
4	Long	17	85
5	Long	24	120
6	Medium	13	65
7	Short	8	40
8	Medium	14	70
	Total	101	505

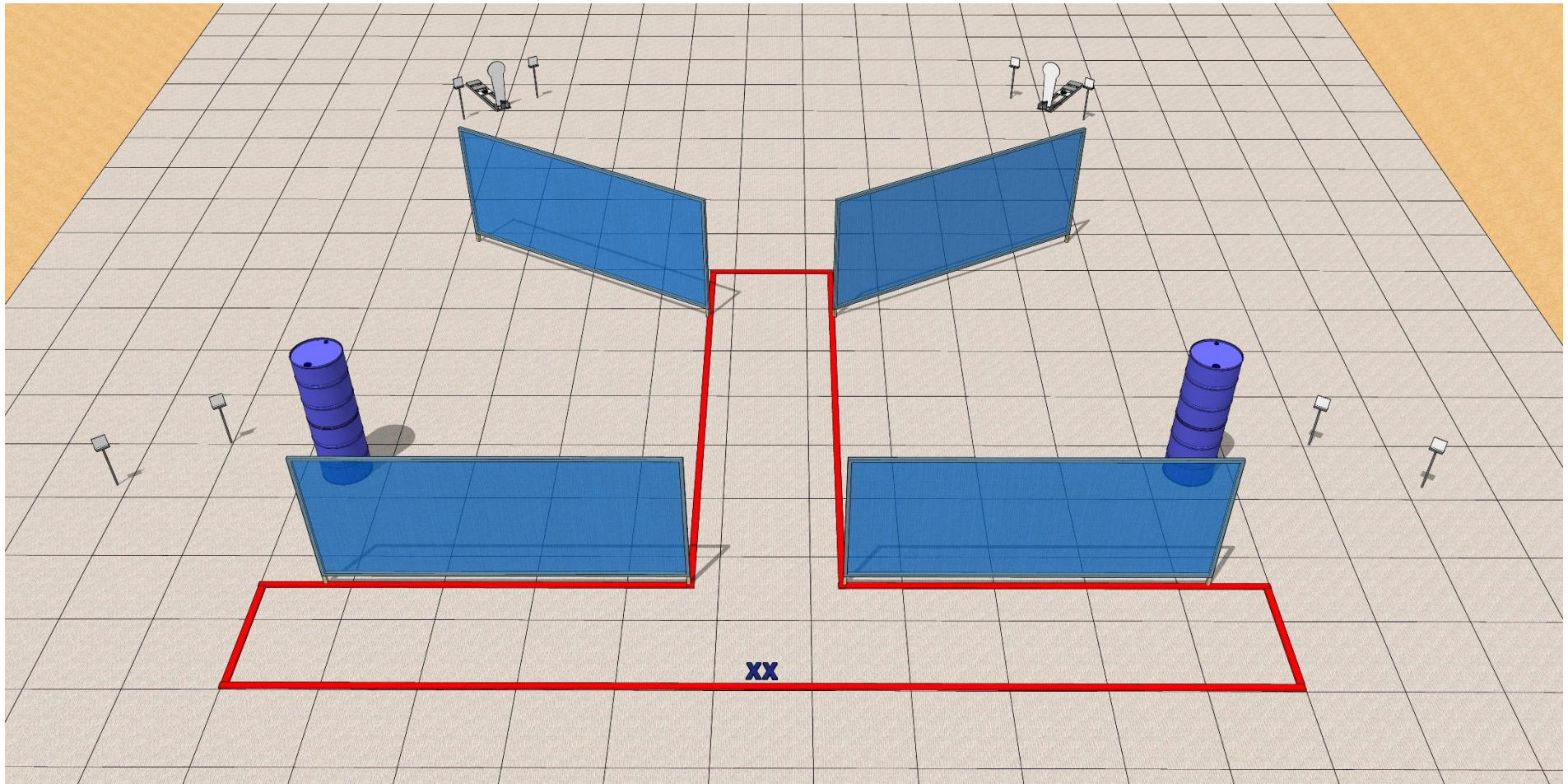
RANGE MASTER – RENIER JOUBERT

MATCH DIRECTOR – ANCO PRETORIUS

STATS – SONJA SENEKAL

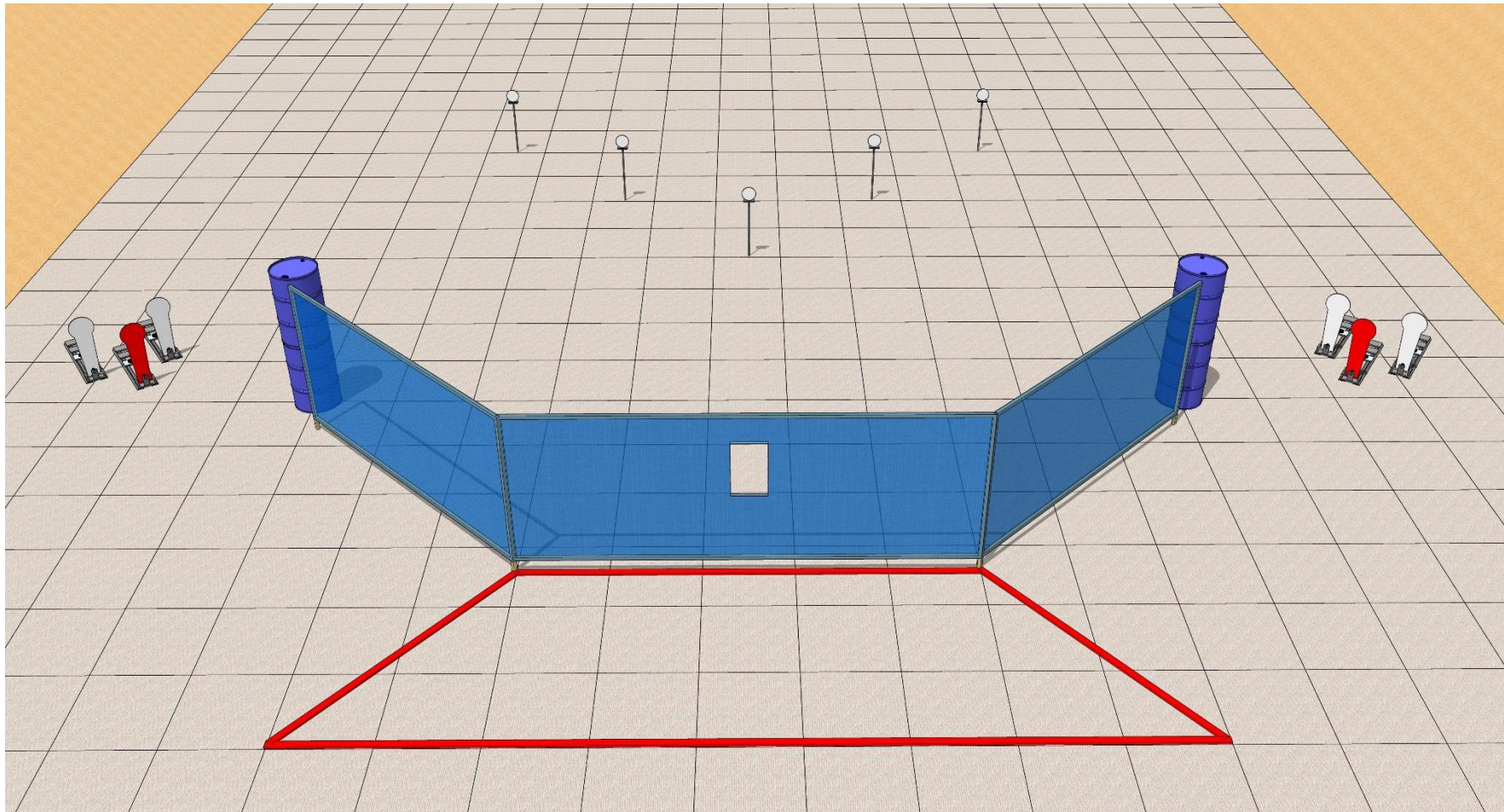
STAGE 1

Targets:	2 IPSC Poppers and 8 IPSC Metal Plates
Number of rounds to be scored:	10
Possible Points:	50
Time Starts:	Audible signal.
Firearm Ready Condition:	Loaded (Option 1): magazine filled and fitted (if applicable), chamber(s) loaded, hammer and/or sear cocked and safety catch applied (if the shotgun is designed to have one).
Start Position:	Competitor starts with both heels touching the mark at XX. Standing erect with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Procedure:	On signal, engage Targets as they become visible while remaining within the demarcated area.



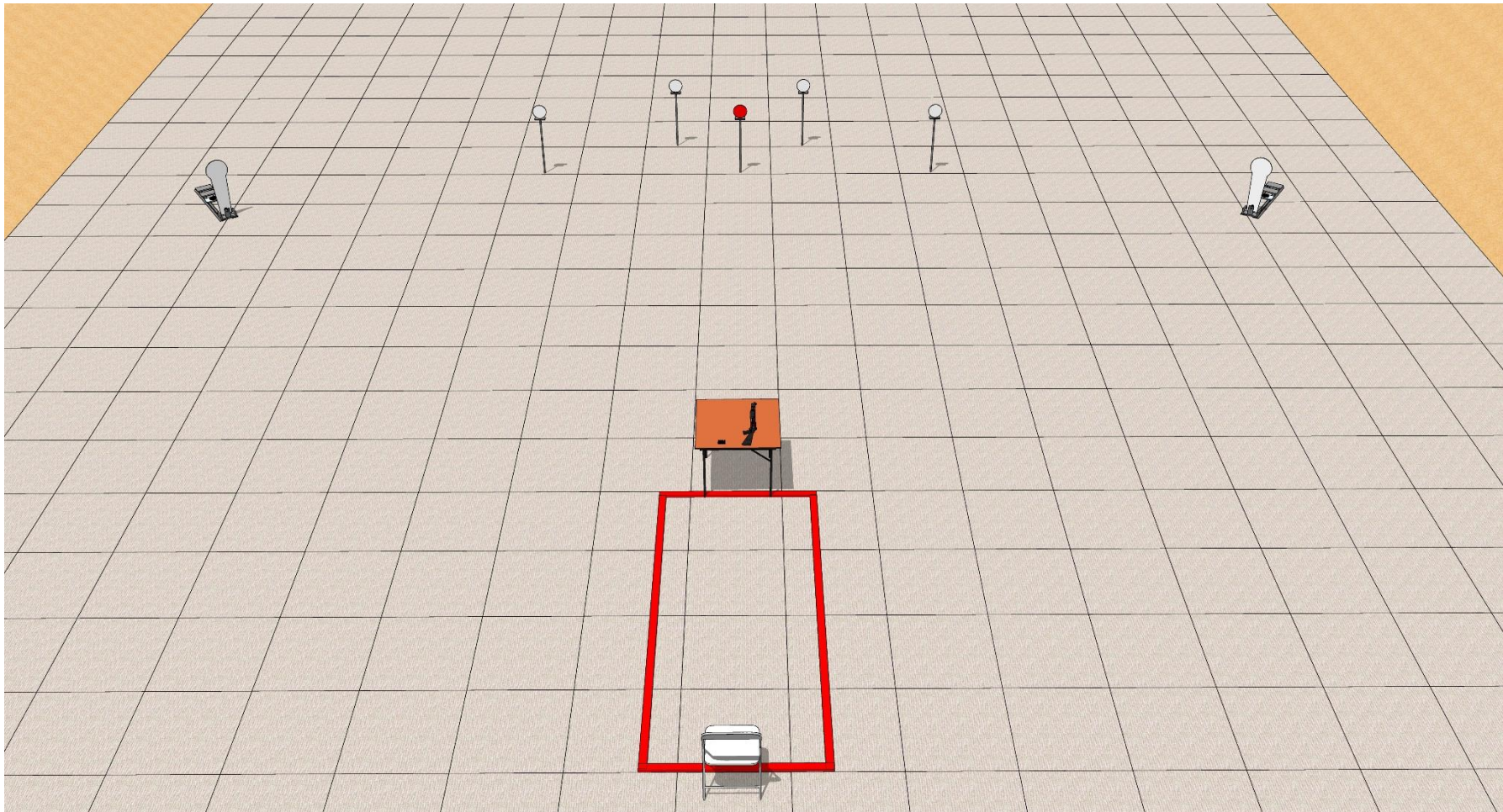
STAGE 2

Targets:	4 IPSC Poppers, 2 no shoot Poppers and 5 IPSC Metal Plates
Number of rounds to be scored:	9
Possible Points:	45
Time Starts:	Audible signal.
Firearm Ready Condition:	Loaded (Option 1): magazine filled and fitted (if applicable), chamber(s) loaded, hammer and/or sear cocked and safety catch applied (if the shotgun is designed to have one).
Start Position:	Competitor starts anywhere in the demarcated area. Standing erect with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Procedure:	On signal, engage Targets as they become visible while remaining within the demarcated area.



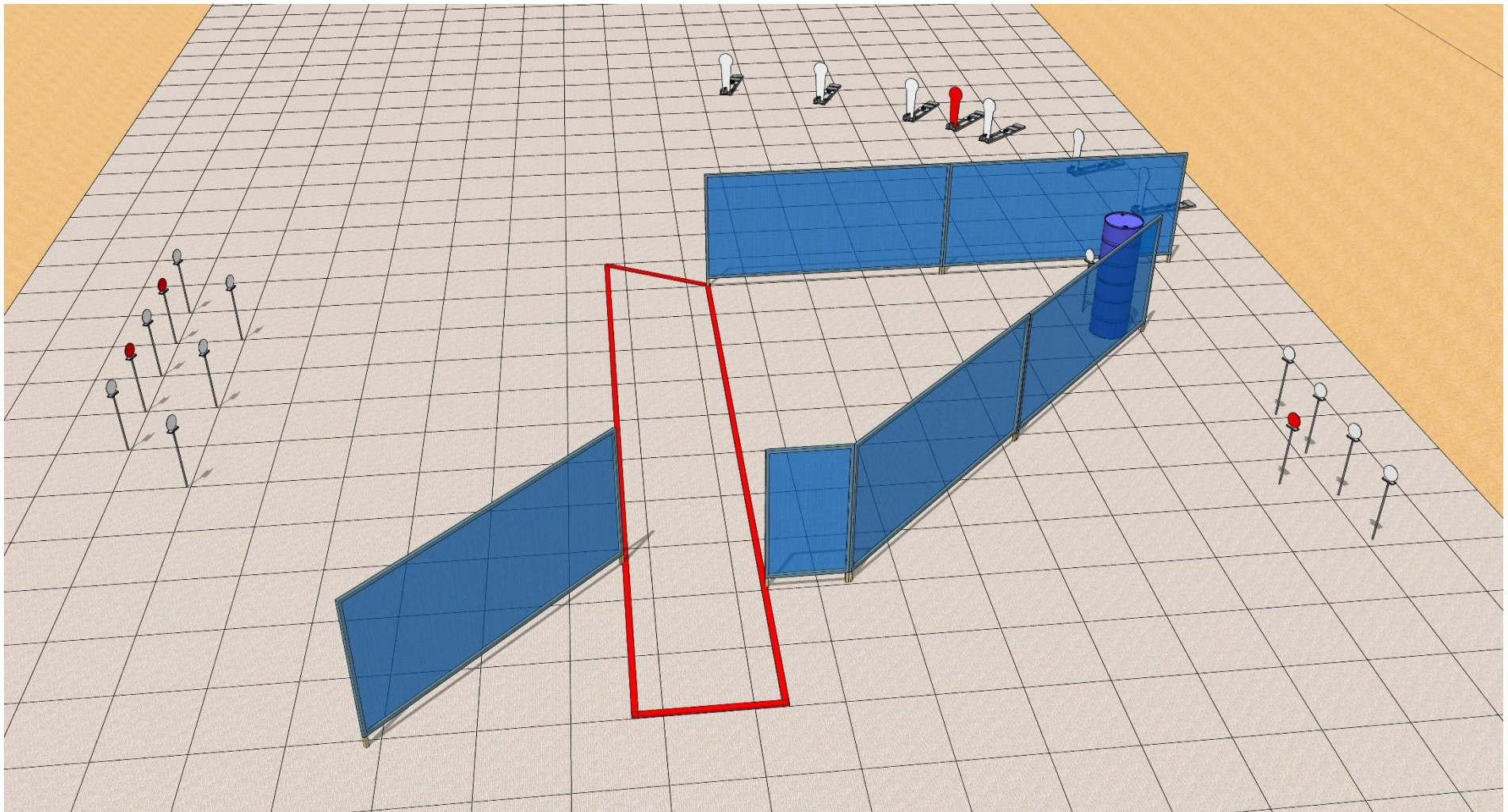
STAGE 3

Targets:	2 IPSC Poppers, 1 no shoot plate and 4 IPSC Metal Plates
Number of rounds to be scored:	6
Possible Points:	30
Time Starts:	Audible signal.
Firearm Ready Condition:	Firearm Unloaded (Option 3) > (Fixed magazine must be empty, detachable magazines removed and chamber(s) must be empty. The action/bolt may be open or closed). Shooter to start seated with both hands relaxed at sides.
Start Position:	Firearm placed on table facing downrange as demonstrated. Competitor to start seated with both hands relaxed at sides.
Procedure:	On signal, engage Targets as they become visible while remaining within the demarcated area.



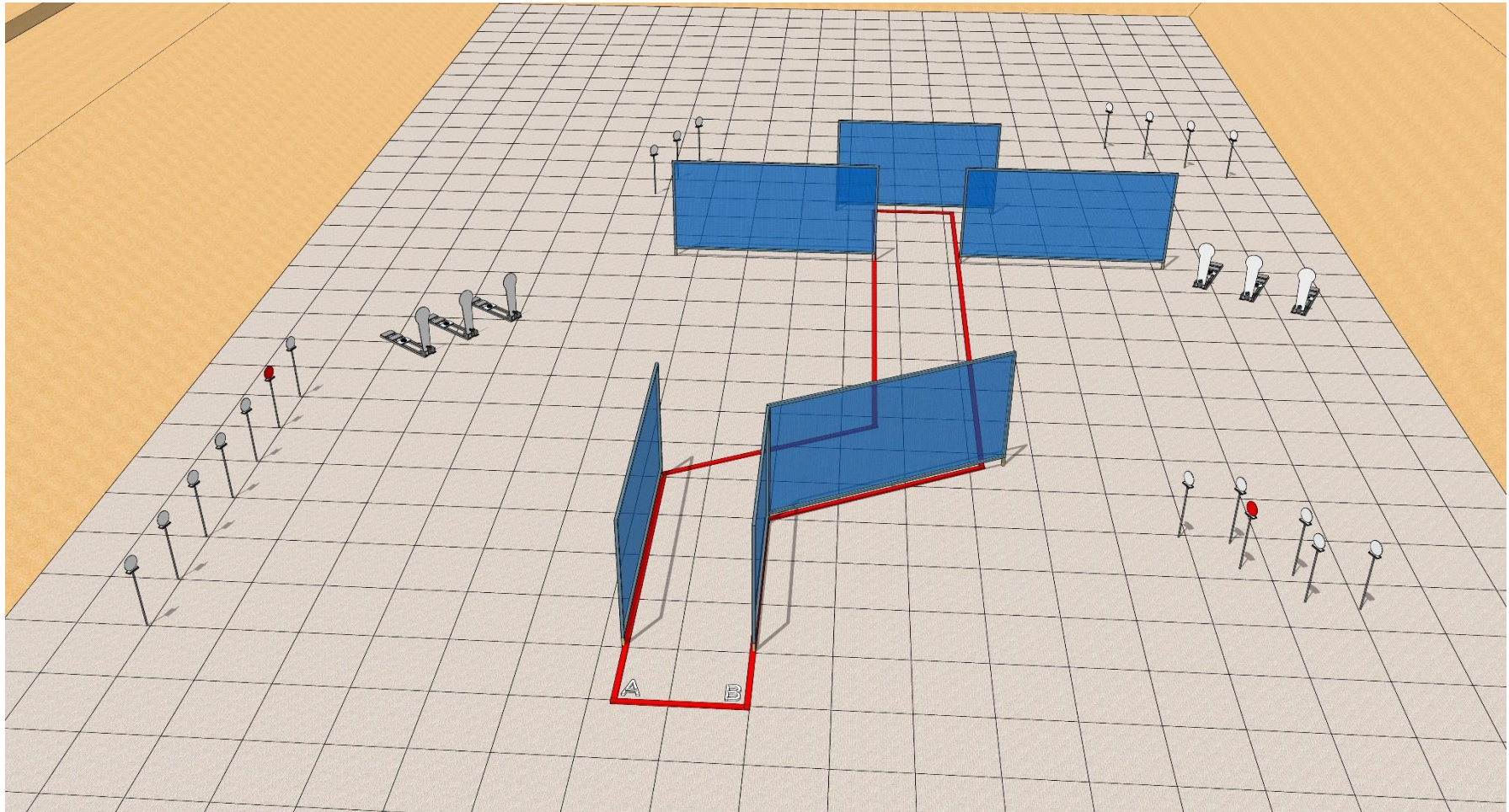
STAGE 4

Targets:	6 IPSC Poppers, 1 no shoot Poppers, 11 IPSC Metal Plates and 3 no shoot plates
Number of rounds to be scored:	17
Possible Points:	85
Time Starts:	Audible signal.
Firearm Ready Condition:	Loaded (Option 1): magazine filled and fitted (if applicable), chamber(s) loaded, hammer and/or sear cocked and safety catch applied (if the shotgun is designed to have one).
Start Position:	Competitor starts anywhere in the demarcated area. Standing erect with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Procedure:	On signal, engage Targets as they become visible while remaining within the demarcated area.



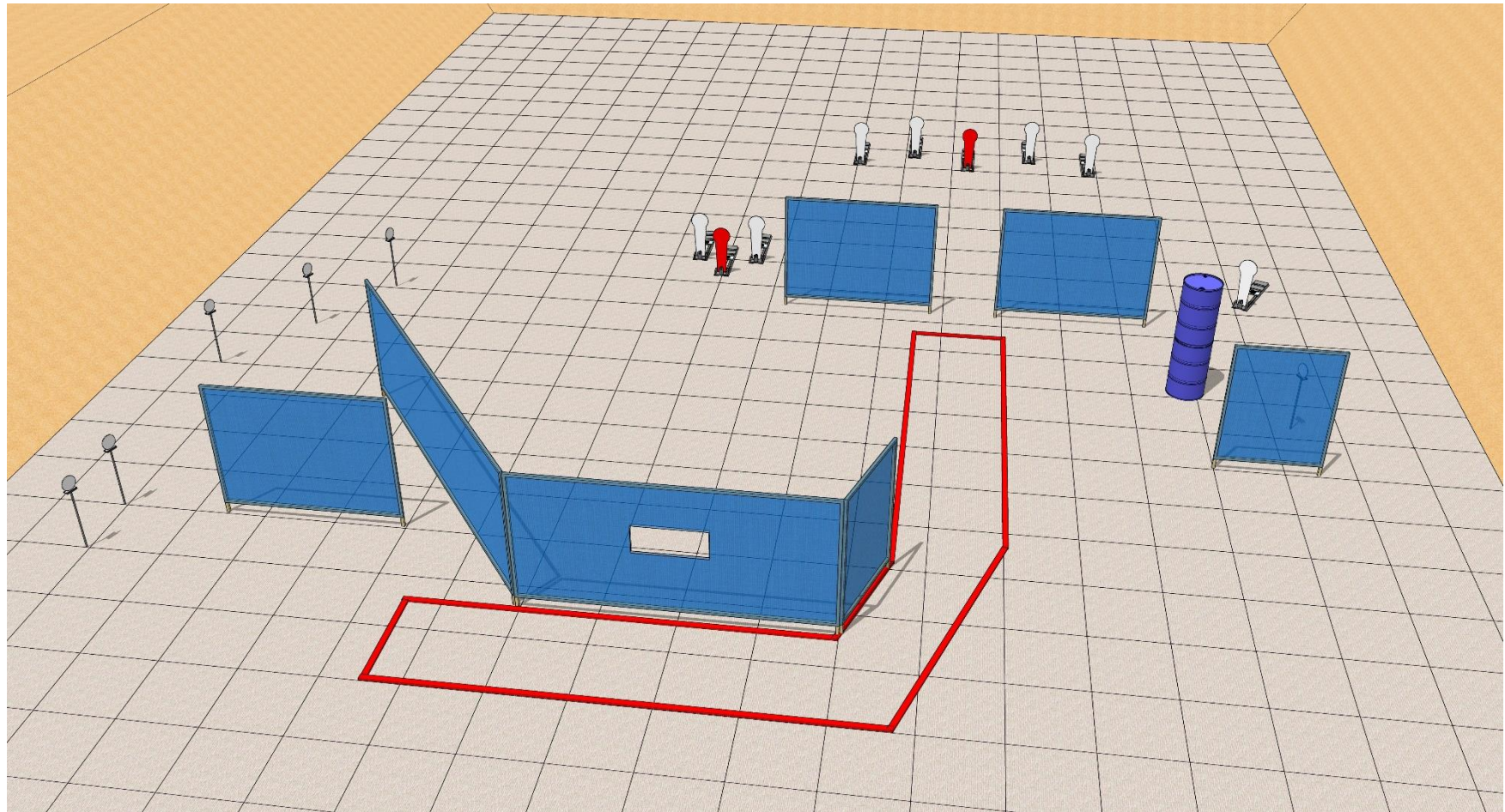
STAGE 5

Targets:	6 IPSC Poppers, 18 IPSC Metal Plates and 2 no shoot plates
Number of rounds to be scored:	24
Possible Points:	120
Time Starts:	Audible signal.
Firearm Ready Condition:	Loaded (Option 1): magazine filled and fitted (if applicable), chamber(s) loaded, hammer and/or sear cocked and safety catch applied (if the shotgun is designed to have one).
Start Position:	Competitor starts with any part of one foot touching A or B as demonstrated. Standing erect with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Procedure:	On signal, engage Targets as they become visible while remaining within the demarcated area.



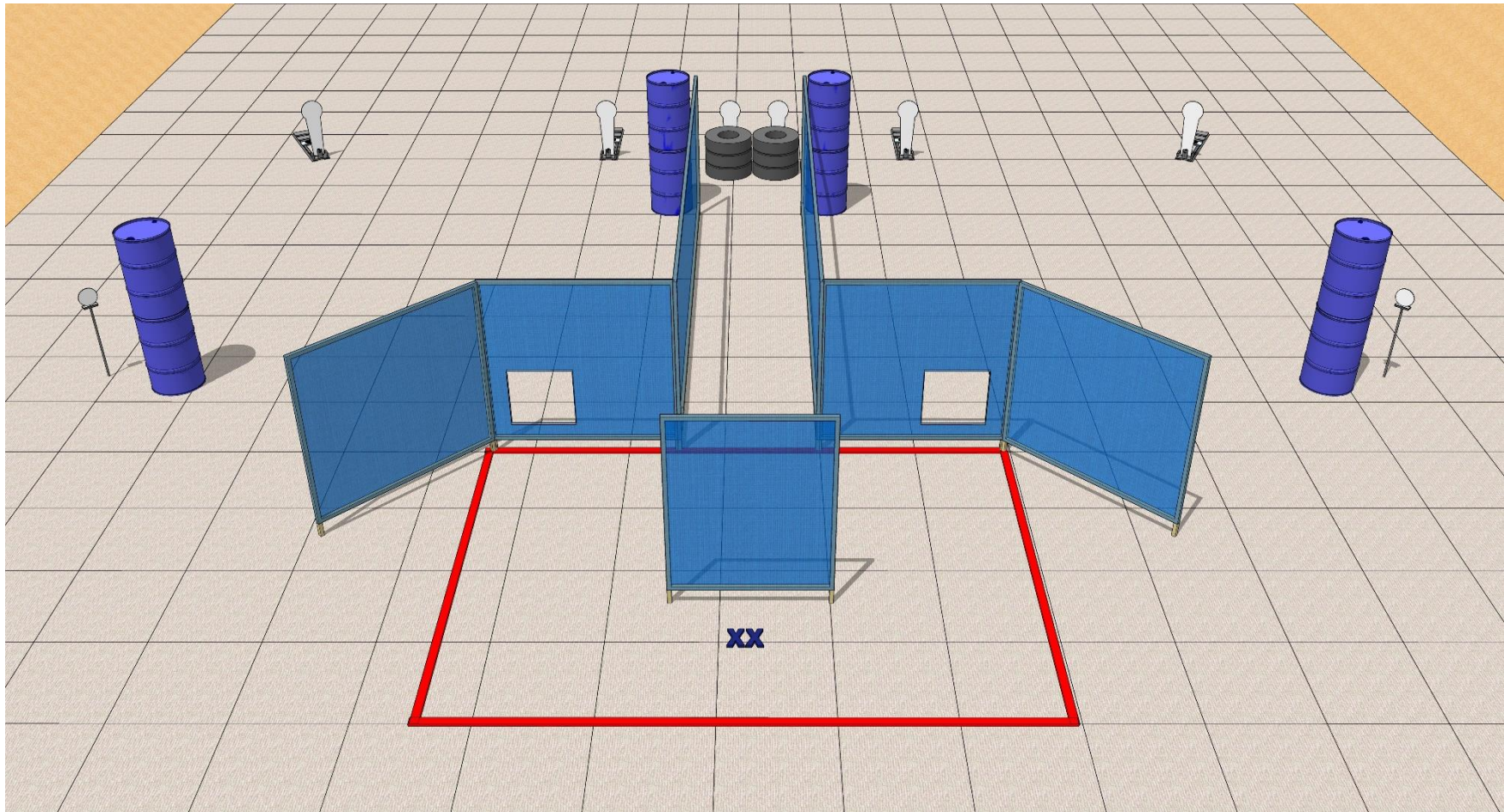
STAGE 6

Targets:	7 IPSC Poppers, 2 no shoot Poppers and 6 IPSC Metal Plates
Number of rounds to be scored:	13
Possible Points:	65
Time Starts:	Audible signal.
Firearm Ready Condition:	Loaded (Option 1): magazine filled and fitted (if applicable), chamber(s) loaded, hammer and/or sear cocked and safety catch applied (if the shotgun is designed to have one).
Start Position:	Competitor starts anywhere in the demarcated area. Standing erect with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Procedure:	On signal, engage Targets as they become visible while remaining within the demarcated area.



STAGE 7

Targets:	6 IPSC Poppers and 2 IPSC Metal Plates
Number of rounds to be scored:	8
Possible Points:	40
Time Starts:	Audible signal.
Firearm Ready Condition:	Firearm Loaded (Option 2) > Magazine filled and fitted (if applicable), chamber(s) empty and the action closed.
Start Position:	Competitor starts at XX as demonstrated, facing downrange. Standing erect with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Procedure:	On signal, engage Targets as they become visible while remaining within the demarcated area.



STAGE 8

Targets:	5 IPSC Poppers, 9 IPSC Metal Plates and 1 no shoot plate
Number of rounds to be scored:	14
Possible Points:	70
Time Starts:	Audible signal.
Firearm Ready Condition:	Loaded (Option 1): magazine filled and fitted (if applicable), chamber(s) loaded, hammer and/or sear cocked and safety catch applied (if the shotgun is designed to have one).
Start Position:	Competitor starts anywhere in the demarcated area. Standing erect with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Procedure:	On signal, engage Targets as they become visible, while remaining within the demarcated area.

