

NGPSA presenting  
 1 st Round SAPSA Shotgun National 5 – 6 May 2018  
 Eeufees Shooting Range Pretoria



Stage	Ammo	Rounds	Score
	1 Bird	11	65
	2 Bird	16	80
	3 Bird	7	35
	4 Bird	28	140
	5 Slug	7	35
	6 Bird	8	40
	7 Bird	13	65
	8 Bird	7	35
	9 Buck	11	110
	10 Bird	7	35
	11 Bird	25	125
	12 Bird	7	35
	Total	147	800
	Bird	129	
	Buck	11	
	Slug	7	

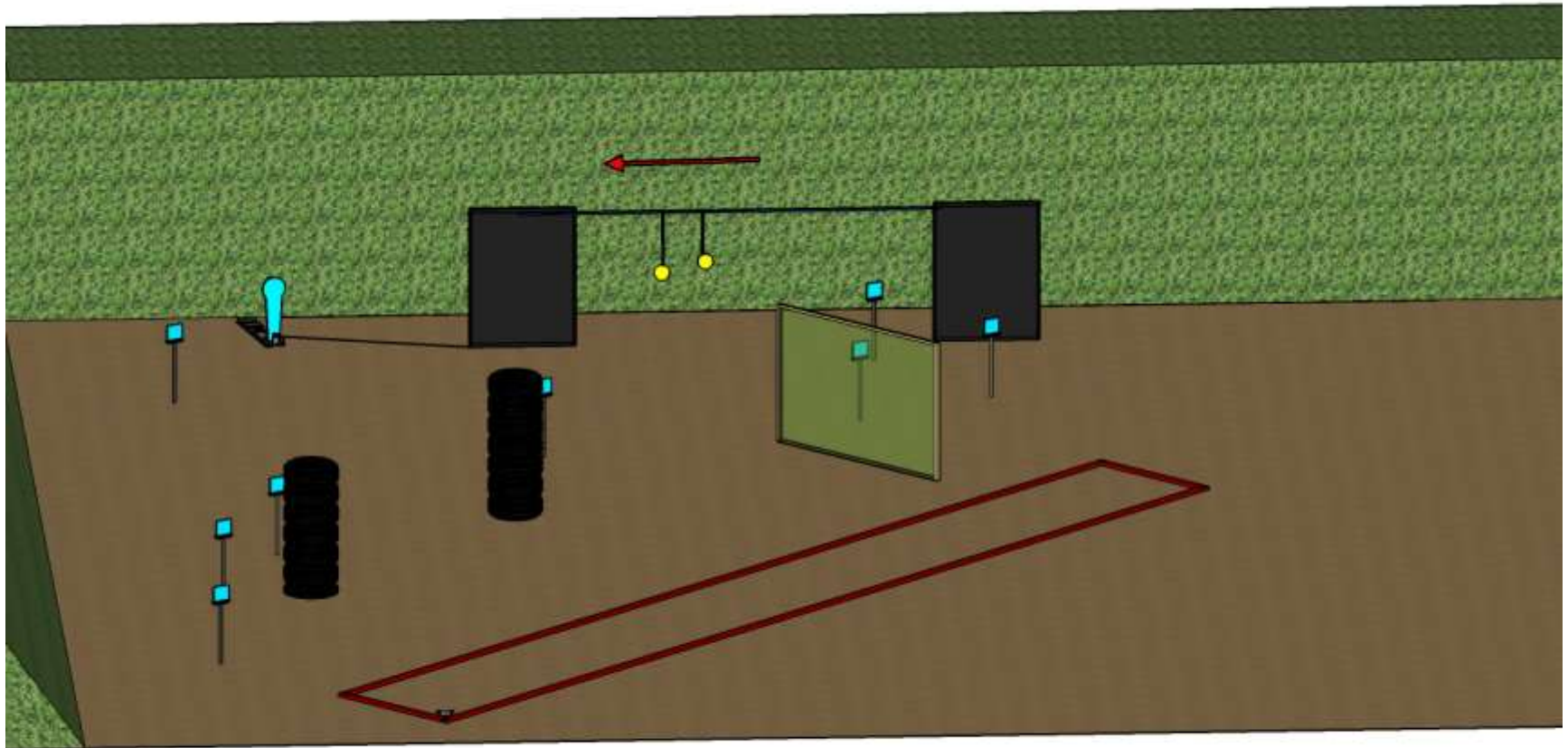
Suggested

Match Director:  
 Hannes Enslin

Range Master:  
 Daan Kemp

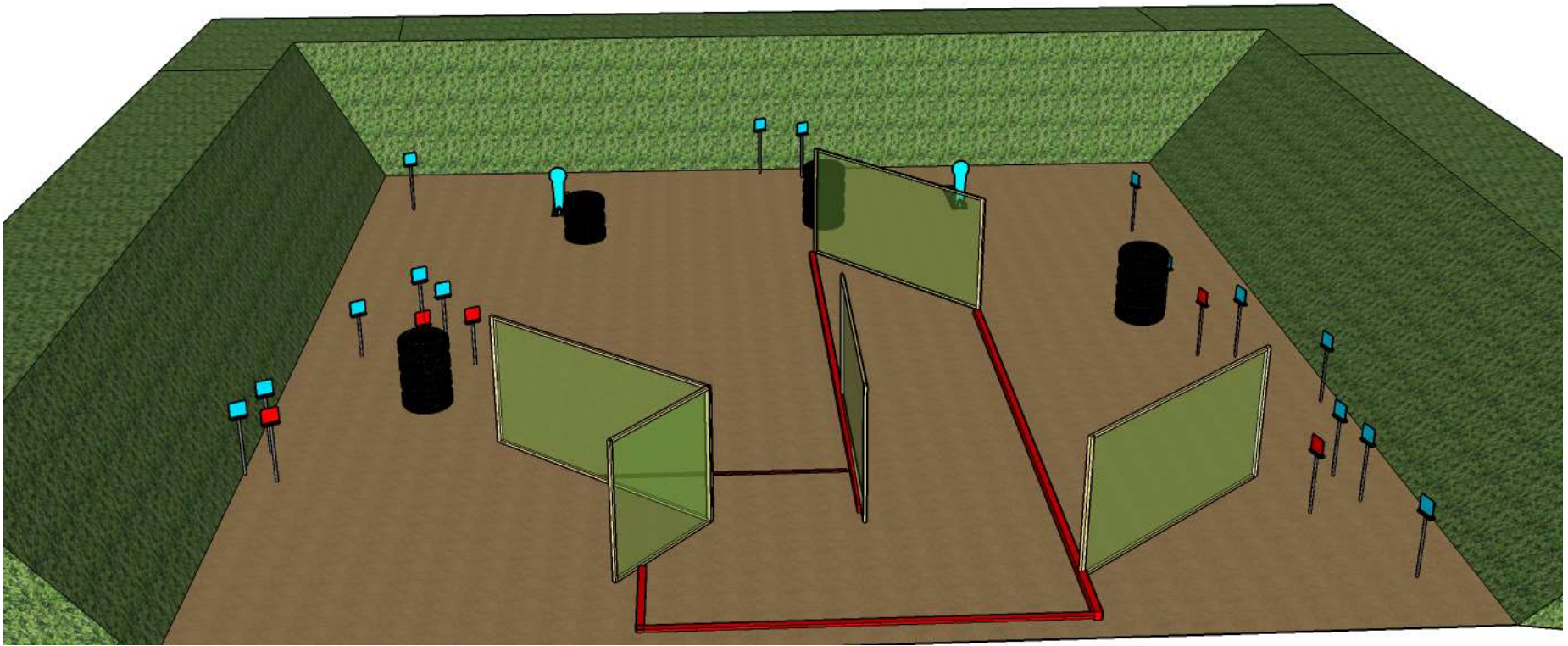
## STAGE 1 – Medium Course Bird Shot

Targets:	8 x Metal Plates & 1 x IPSC Popper 2 x Clays.	Distances: 6 – 15 m
Number of rounds to be scored:	11 (Disappearing scores double)	
Possible Points:	65	
Time Starts:	Audible signal.	
Shotgun Ready Condition:	Firearm is loaded option 1.	
Start Position:	Shooter starts standing anywhere.	
Procedure:	On signal, engage Targets and Popper while remaining within the demarcated area. Popper activates moving targets (clays) which disappear but score double.	



## STAGE 2 – Medium Course Bird Shot

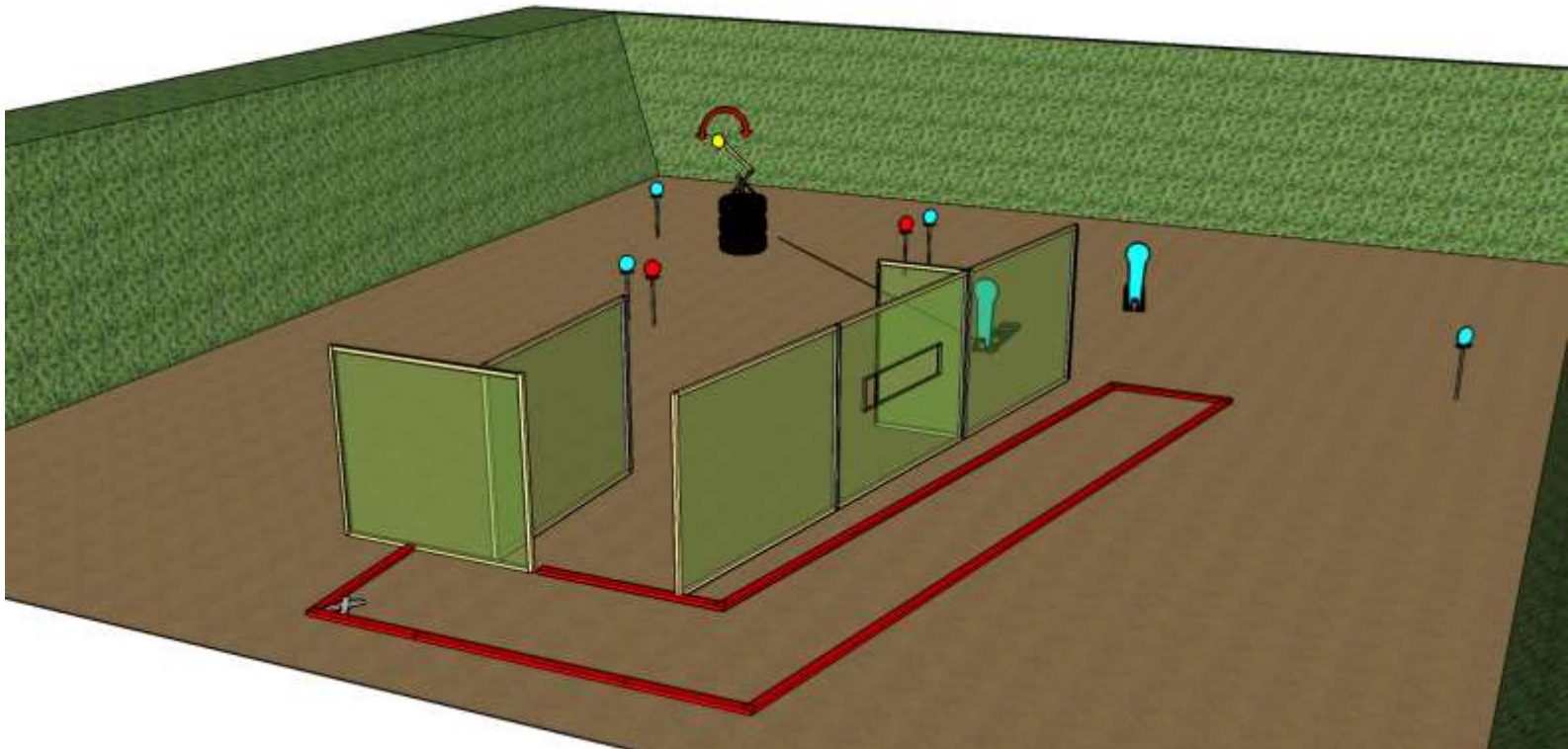
Targets:	2 x IPSC Poppers, 14 x IPSC Plates & 5 x No-shoot Targets.	Distances: 8 – 25 m
Number of rounds to be scored:	16	
Possible Points:	80	
Time Starts:	Audible signal.	
Shotgun Ready Condition:	Firearm is loaded option 1.	
Start Position:	Shooter starts standing anywhere.	
Procedure:	On signal, engage Targets while remaining within the demarcated area	



### STAGE 3 – Short Course Bird Shot

Targets:	2 x IPSC Popper, 4 x IPSC Plates, 1 clay & 2 x No-shoot Targets.	Distances 6 – 20 m
Number of rounds to be scored:	7	
Possible Points:	35	
Time Starts:	Audible signal.	
Shotgun Ready Condition:	Firearm is Option 3.	
Start Position:	Shooter starts standing one heel touching the demarcated spot as demonstrated.	
Procedure:	On signal, engage Targets while remaining within the demarcated area. The popper on left hand side will activate the moving clay target that remains visible.	

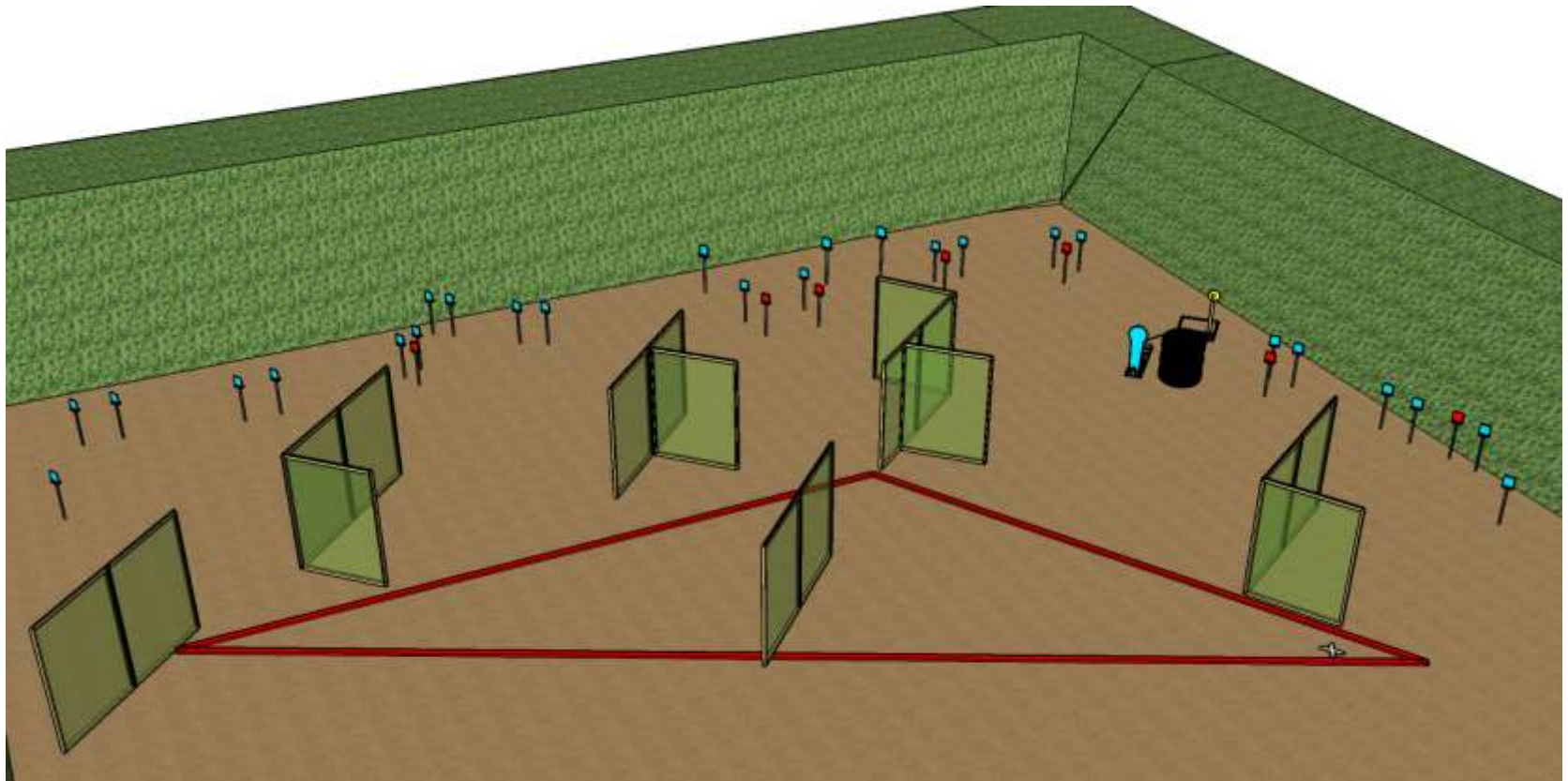
Setup: clay should be clearly visible from edge (tight shot) of the right barricade or through the aperture in the right barricade.



## STAGE 4 – Long Course Bird Shot

Targets:	26 x IPSC Plates, 1 x IPSC Popper, 1 Clay & 7 x No-shoot Targets.	Distances: 8 – 20 m
Number of rounds to be scored:	28	
Possible Points:	140	
Time Starts:	Audible signal.	
Shotgun Ready Condition:	Firearm is loaded option 1.	
Start Position:	Shooter starts standing at X.	
Procedure:	On signal, engage Targets while remaining within the demarcated area. Popper activates moving clay target remains visible	

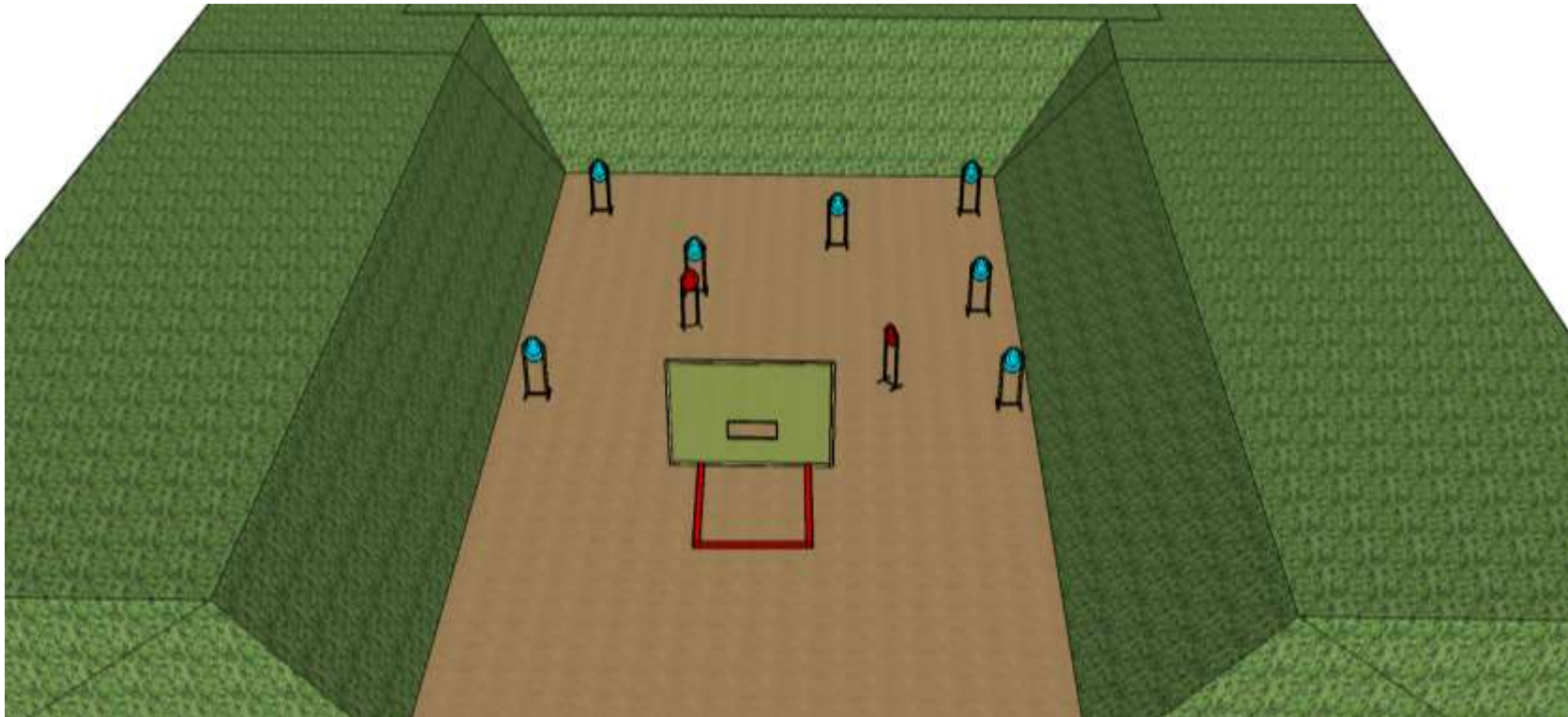
Setup note: Take care that none of the targets should be visible at an unsafe angle – the shooter should be able to engage targets only while pointing gun down range –



## STAGE 5 – Short Course Slugs

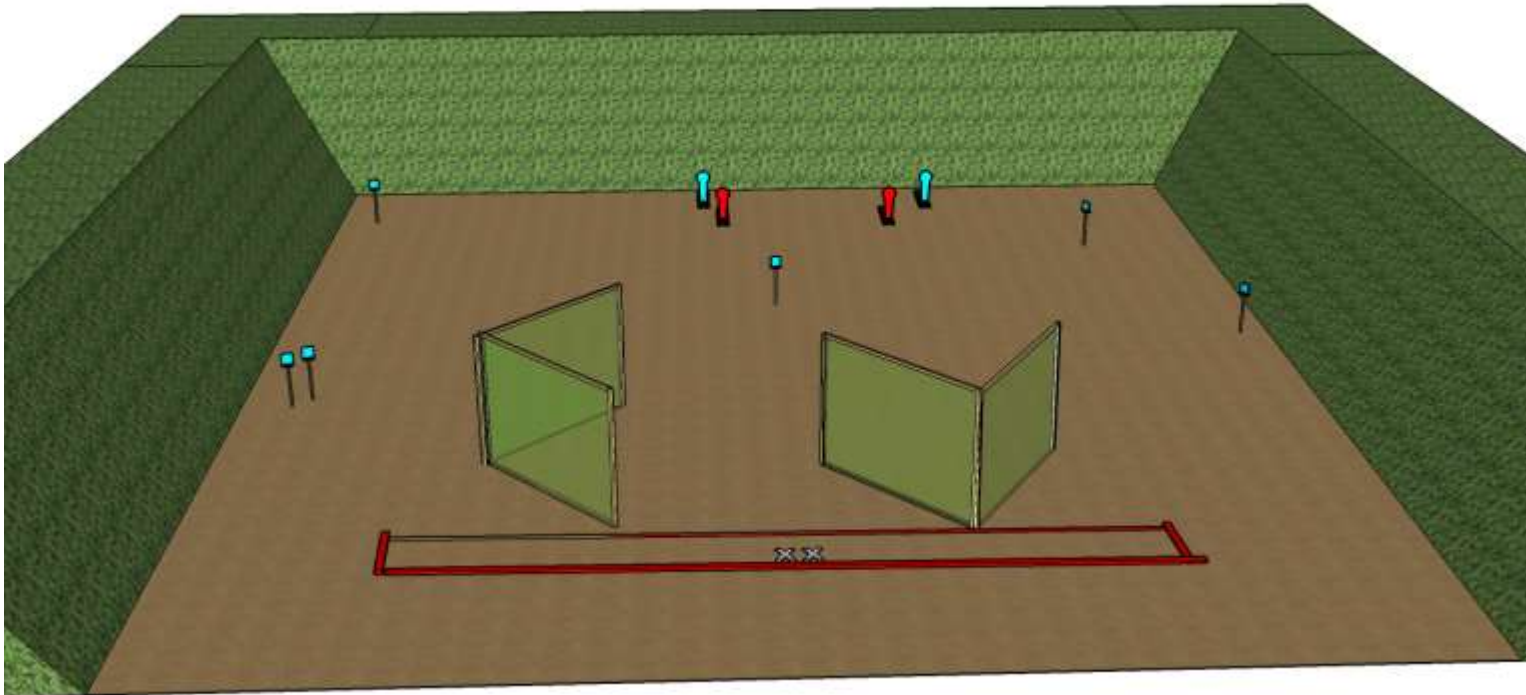
Targets:	4 x IPSC A4/A Targets, 3 X A3/B Targets & 2 No-Shoot targets.	Distances: 7 – 35 m
Number of rounds to be scored:	7	
Possible Points:	35	
Time Starts:	Audible signal.	
Shotgun Ready Condition:	Firearm is loaded option 1.	
Start Position:	Shooter starts standing anywhere in the marked area.	
Procedure:	On signal, engage Targets while remaining within the demarcated area.	

Setup notes: Use A3/B targets at the furthest 3 positions and A4/A targets at the nearest 4 positions – No-shoots will also be A4/A size (No template available for A3 & A4 in Sketchup) Targets in the centre will only be available through aperture.



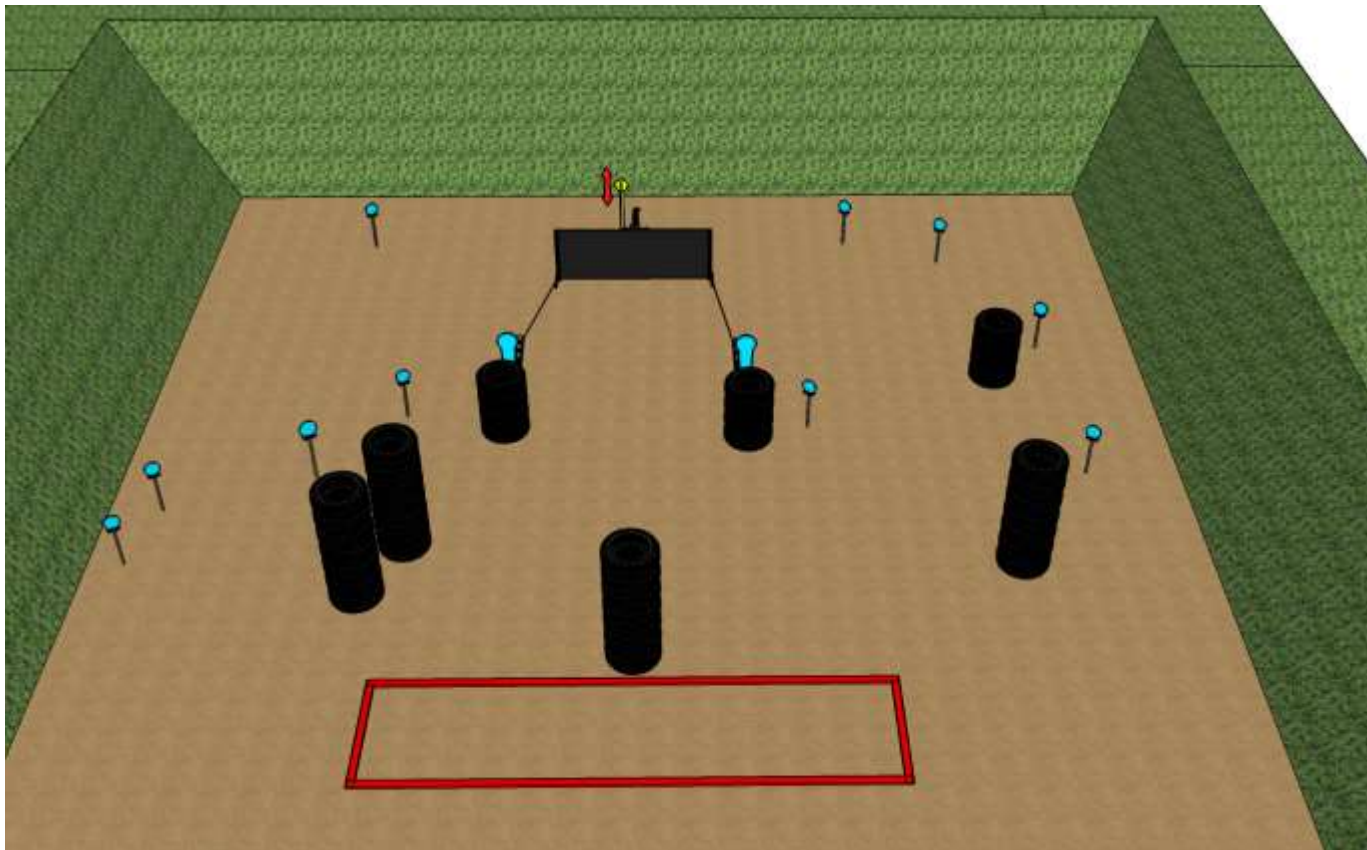
## STAGE 6 – Short Course Bird Shot

Targets:	2 x IPSC Poppers, 5 x IPSC Plates and 2 No-Shoots.	Distances: 9 – 18 m
Number of rounds to be scored:	8	
Possible Points:	40	
Time Starts:	Audible signal.	
Shotgun Ready Condition:	Firearm is loaded option 1.	
Start Position:	Shooter starts standing at XX.	
Procedure:	On signal, engage Targets while remaining within the demarcated area.	



## STAGE 7 – Medium Course Bird Shot

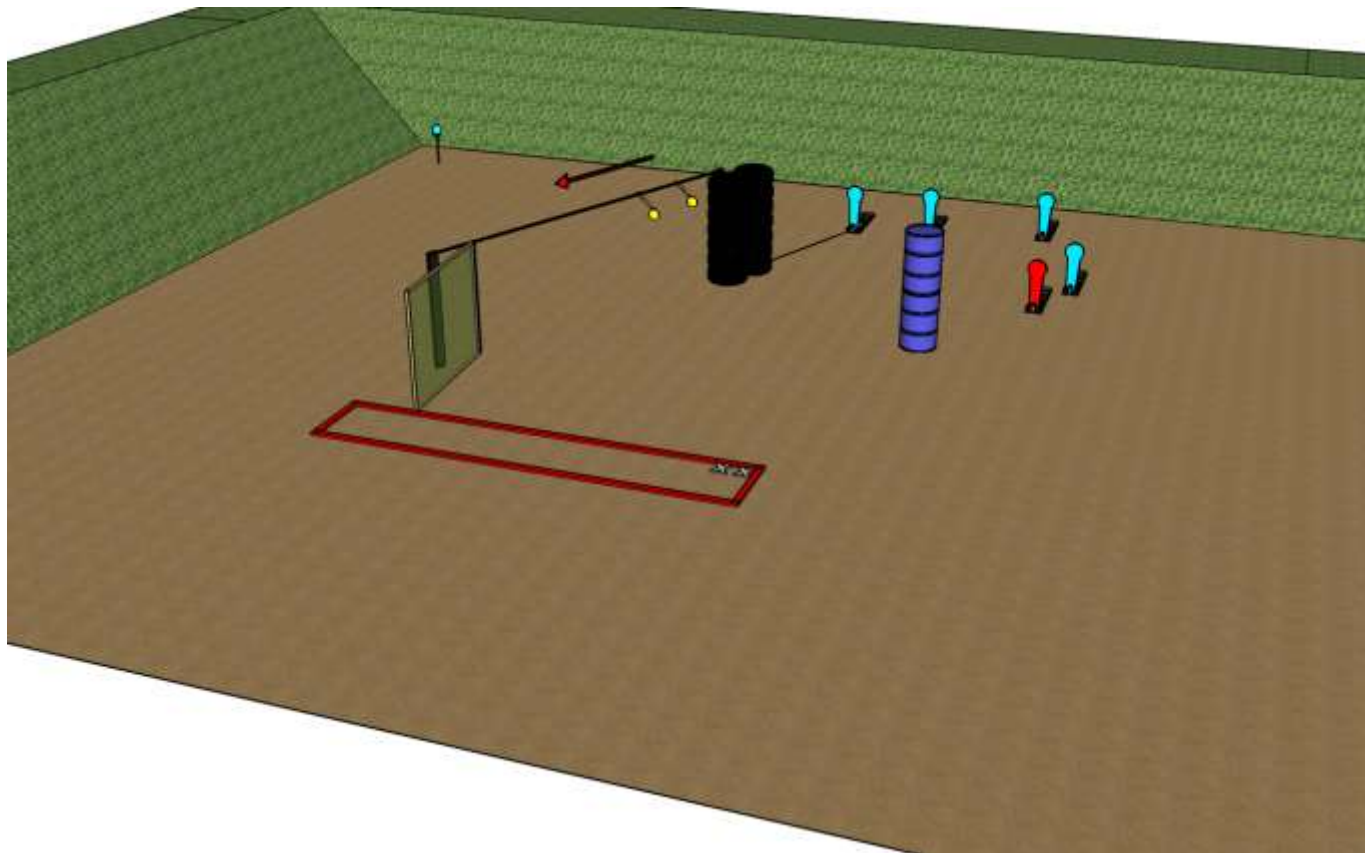
Targets:	1 Clay target, 2 x IPSC Poppers & 10 x IPSC Metal Plate.	Distances: 10 – 25 m
Number of rounds to be scored:	13	
Possible Points:	65	
Time Starts:	Audible signal.	
Shotgun Ready Condition:	Firearm is loaded Option 1.	
Start Position:	Shooter starts standing, anywhere.	
Procedure:	On signal, engage Targets while remaining within the demarcated area. Either P1 or P2 activates moving clay target that remains visible.	





## STAGE 8 – Short Course Bird Shot

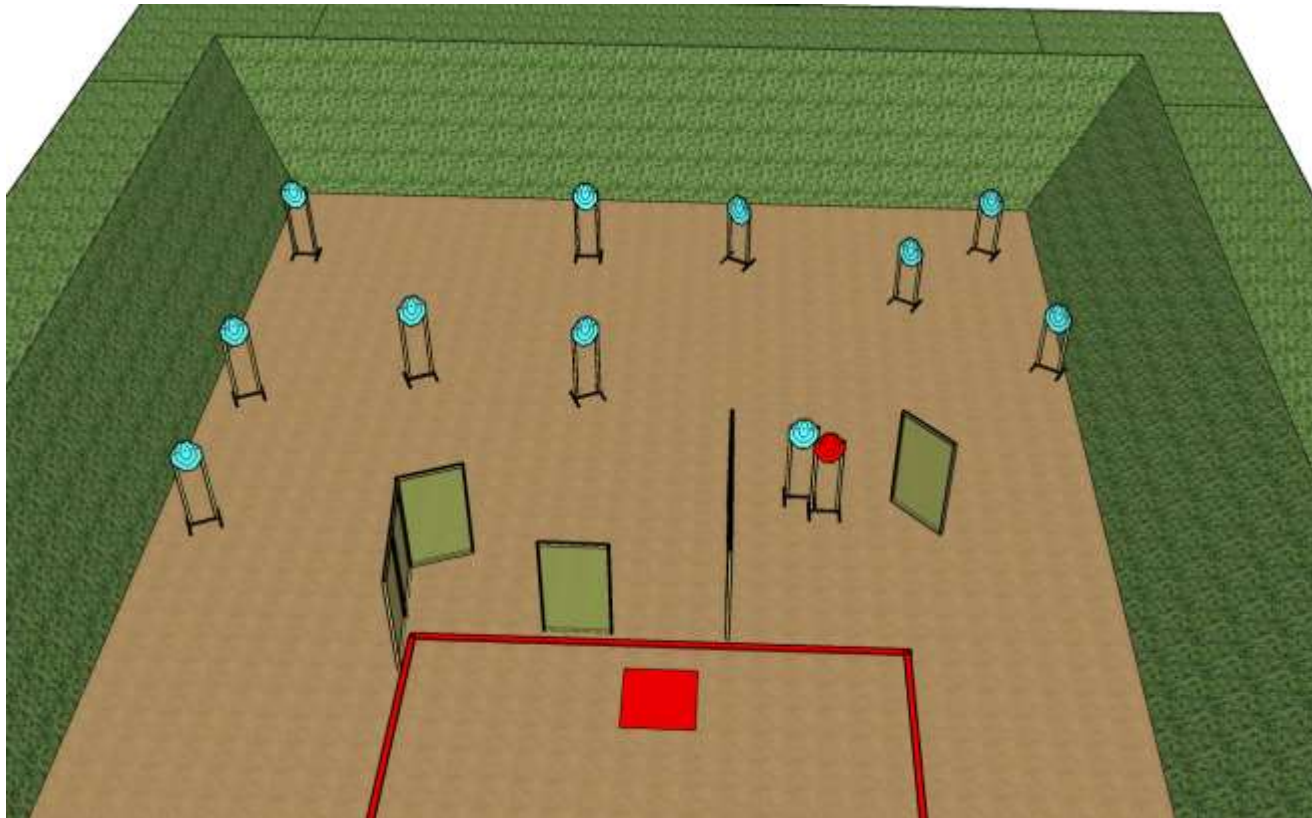
Targets:	2 x clay targets, 4 x IPSC Poppers, 1 x IPSC Plates and 1 x No-Shoot Target.	Distances: 7 – 25 m
Number of rounds to be scored:	7	
Possible Points:	35	
Time Starts:	Audible signal.	
Shotgun Ready Condition:	Firearm is loaded option 1.	
Start Position:	Shooter starts standing toes touching as demonstrated.	
Procedure:	On signal, engage Targets, Popper & Plates while remaining within the demarcated area. P1 activates moving Frangible targets which remains visible.	



## STAGE 9 – Medium Course Buck Shot

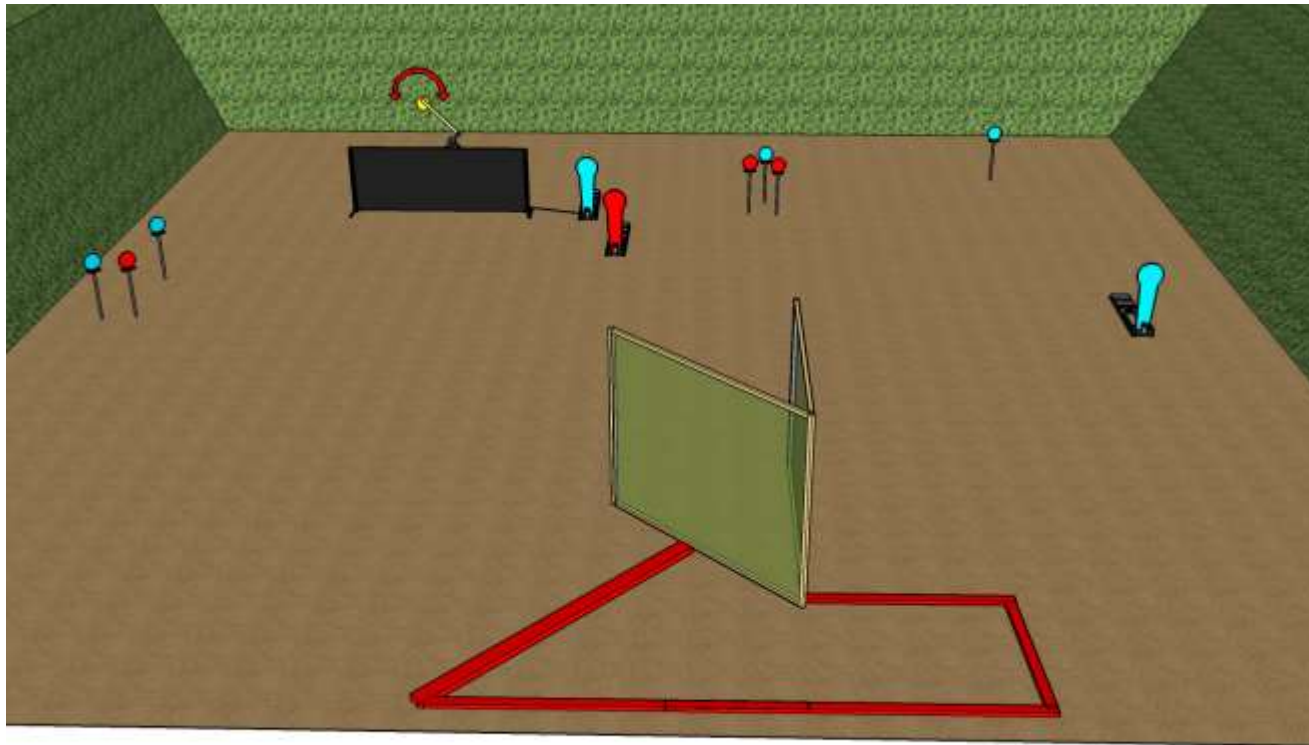
Targets:	6 x IPSC A4/A Targets. 5 x IPSC A3/B targets	Distances: 7– 25 m
Number of hits to be scored:	22 hits (2 per paper target) (Minimum rounds 11 Buck shot)	
Possible Points:	110	
Time Starts:	Audible signal.	
Shotgun Ready Condition:	Firearm is loaded Option 1.	
Start Position:	Shooter starts standing in the marked area as demonstrated.	
Procedure:	On signal, engage Targets while remaining within the demarcated area.	

Setup notes: Use A3/B targets at the furthest 5 positions and A4/A targets at the nearest 6 positions – No-shoots will also be A4/A size (No template available for A3 & A4 in Sketchup).



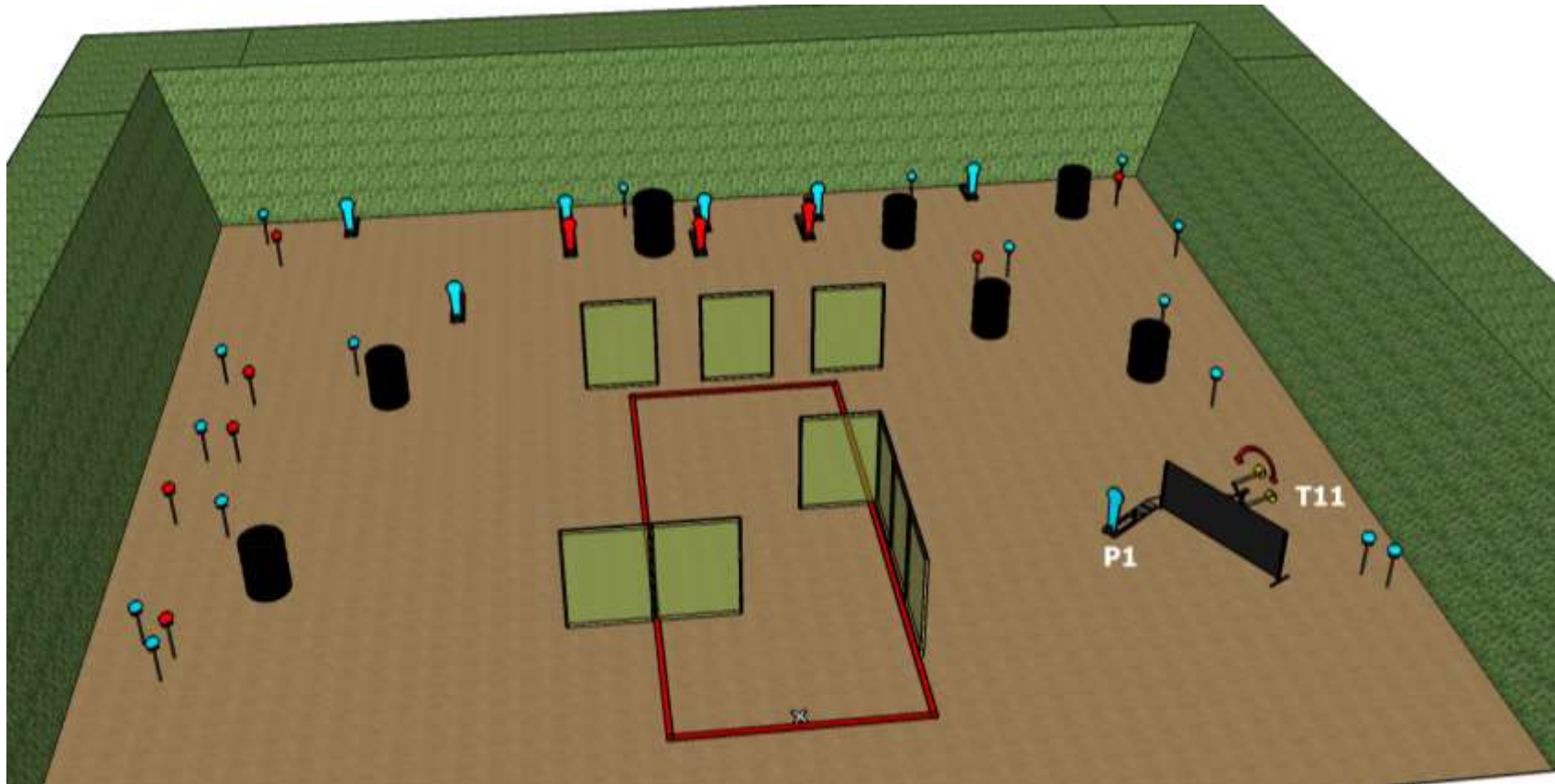
## STAGE 10 – Short Course Bird Shot

Targets:	1 Frangible target, 4 x IPSC Plates , 2 x IPSC Poppers & 4 No-Shoot Targets.	Distances: 10 – 20 m
Number of rounds to be scored:	7	
Possible Points:	35	
Time Starts:	Audible signal.	
Shotgun Ready Condition:	Firearm is loaded Option 1.	
Start Position:	Shooter starts standing anywhere in the demarcated area.	
Procedure:	On signal, engage Targets while remaining within the demarcated area P1 activates moving frangible target that remain visible.	



## STAGE 11 – Long Course Bird Shot

Targets:	2 Clay targets, 7 x IPSC Poppers, 16 x IPSC Plate & 10 x No-shoot Target.	Distances: 2 – 15 m
Number of rounds to be scored:	25	
Possible Points:	125	
Time Starts:	Audible signal.	
Shotgun Ready Condition:	Firearm is loaded option 1	
Start Position:	Shooter starts standing with one heel touching X.	
Procedure:	On signal, engage Targets while remaining within the demarcated area. P1 activates moving clays that remain visible	



## STAGE 12 – Short Course Bird Shot

Targets:	5 x IPSC Plates, 2 x IPSC Poppers & 3 No-Shoot targets.	Distances: 6 – 22 m
Number of rounds to be scored:	7	
Possible Points:	35	
Time Starts:	Audible signal.	
Shotgun Ready Condition:	Firearm is loaded option 1.	
Start Position:	Shooter starts standing with both heels touching the marked area as demonstrated.	
Procedure:	On signal, engage Targets while remaining within the demarcated area.	

