

NGPSA 3-Gun League 1

25 February 2012

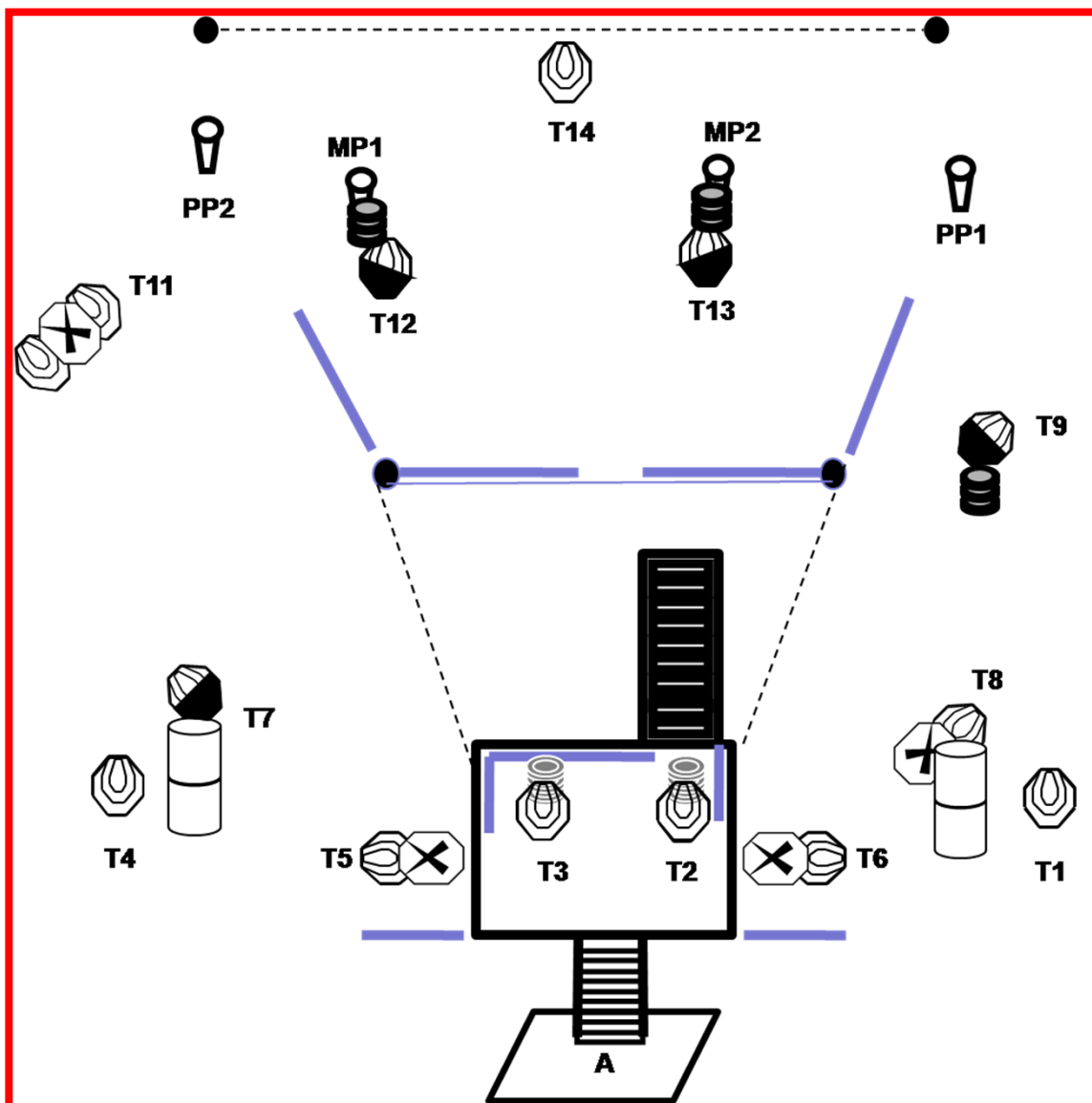
Hosted by

Hartbeespoortdam Practical Shooting Club



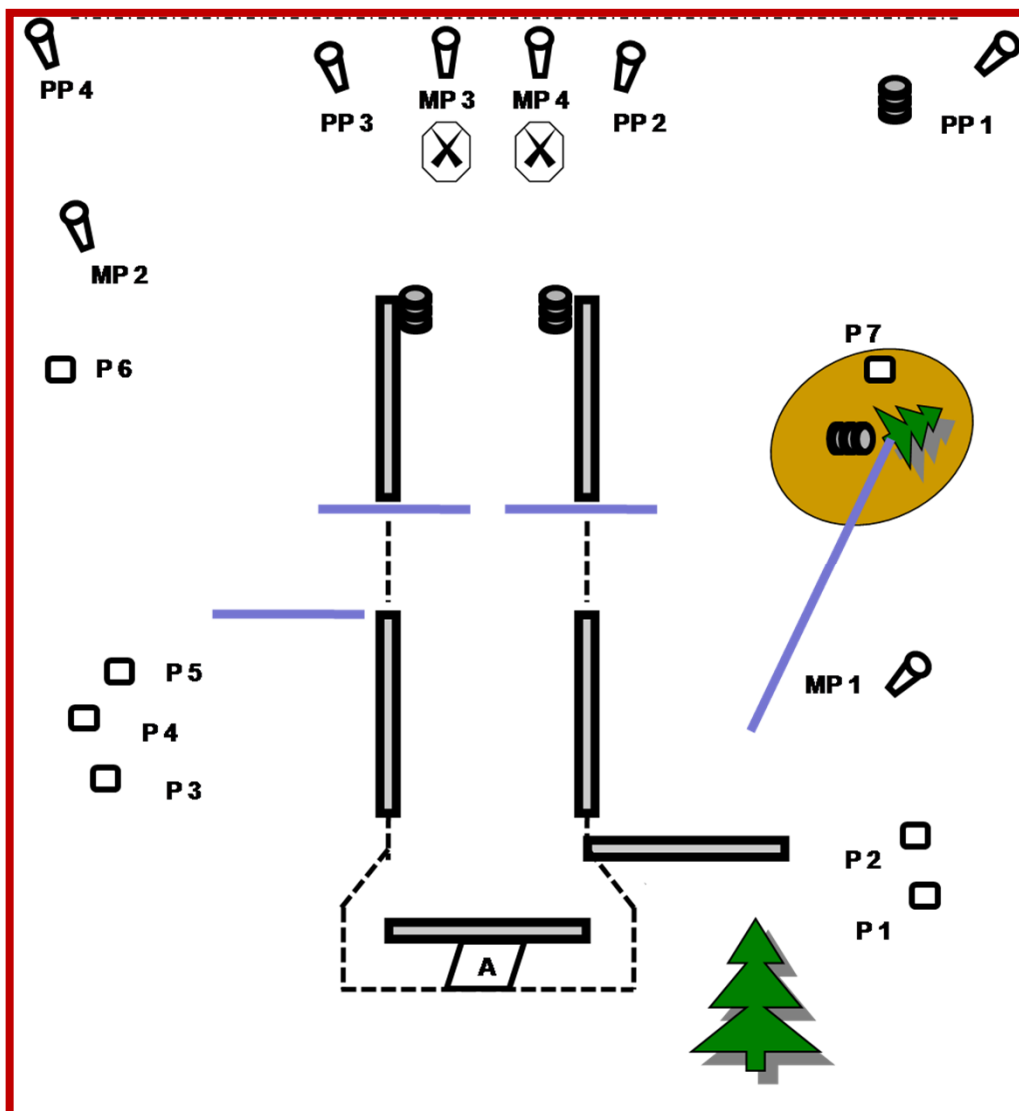
Stage: 1 (Pistol) On deck

- Scoring** : Comstock
- Targets** : 14 Classic targets, 4 Penalty target, 2 Pepper poppers and 2 Mini poppers.
- Distance** : 5 – 20 meters
- Minimum Rounds** : 32
- Possible Points** : 160
- Start / Stop signal** : Audible signal – last shot
- Starting position** : Start in box A, facing down range, stand relaxed, weak hand holding onto rail, gun loaded and holstered.
- Procedure** : On signal draw and shoot the targets ,pepper poppers and mini poppers.
- Penalties** : As per current IPCS rules



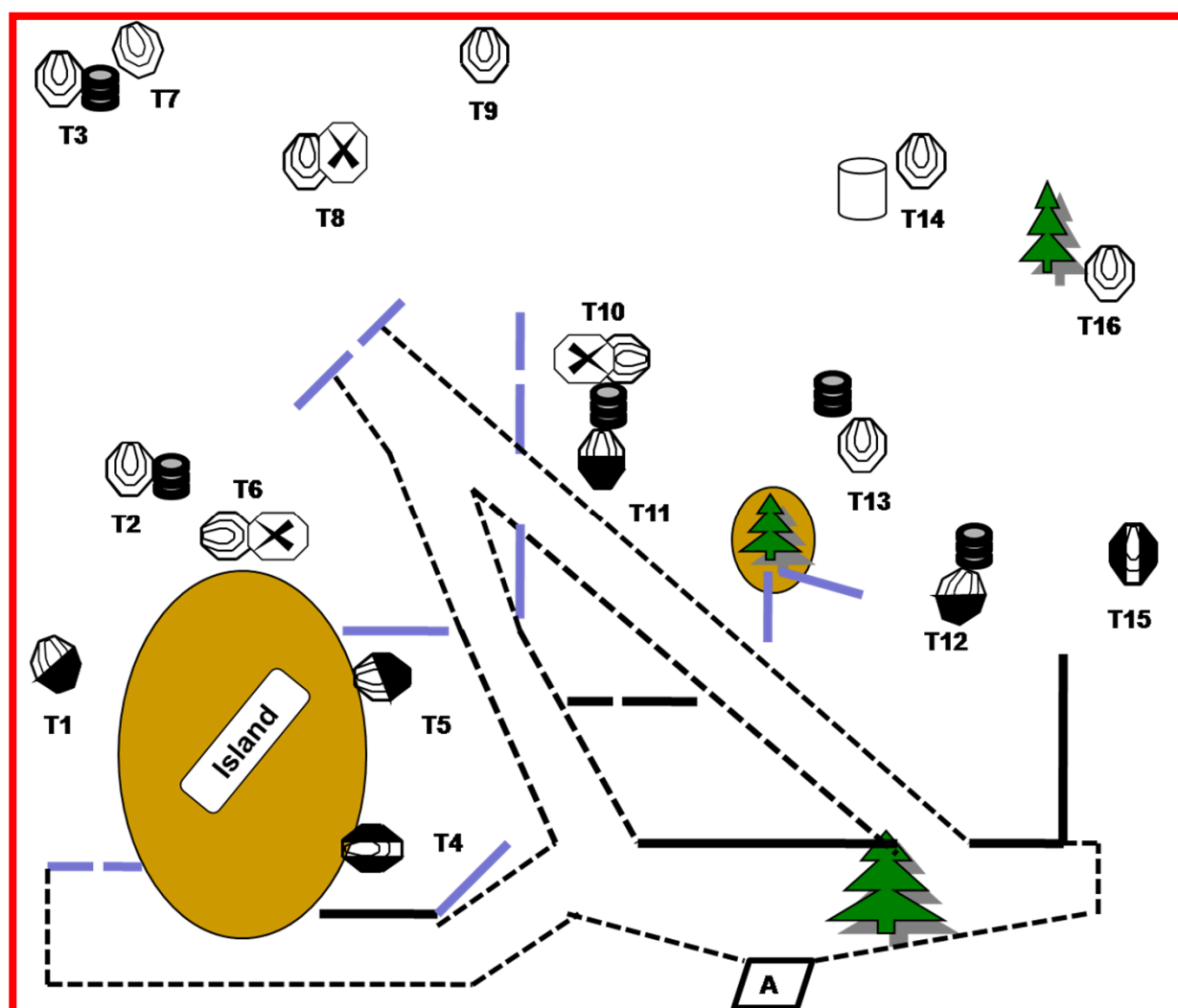
Stage: 2 (Shotgun) Down the alley

- Scoring** : Comstock
- Targets** : 4 Pepper popper, 4 Mini poppers, 7 Plates and 2 Penalty targets.
- Distance** : 8 – 15 meters
- Minimum Rounds** : 15
- Possible Points** : 80
- Start / Stop signal** : Audible signal – last shot.
- Starting position and held** : Standing in Box A facing downrange, shotgun loaded option 1 with both hands, stock touching the hip muzzle pointing downrange and finger outside trigger guard.
- Procedure** : On signal shoot the pepper popper, mini poppers and plates.
- Penalties** : As per current IPCS rules



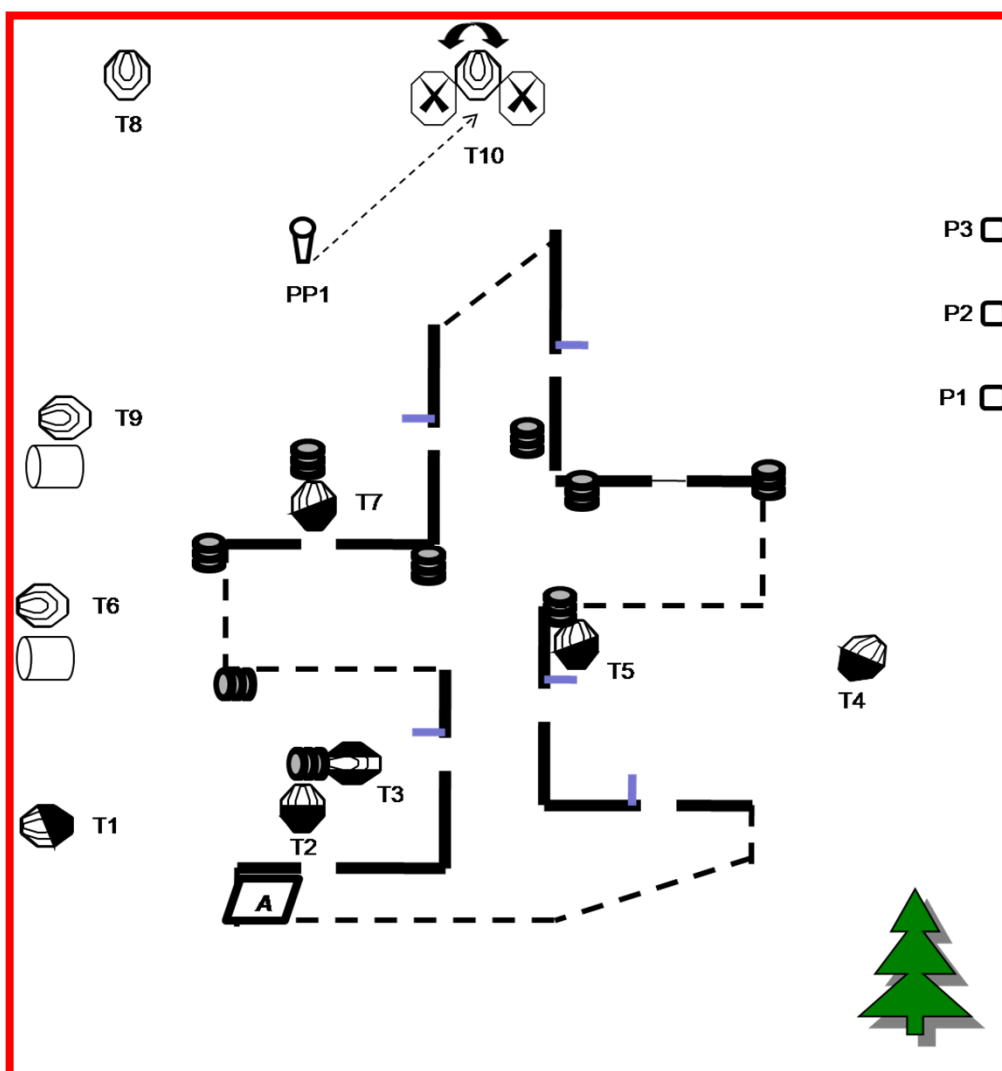
Stage 3 (Rifle) Island

- **Scoring** : Comstock
- **Targets** : 16 Mini targets and 3 penalty targets.
- **Distance** : 2 – 25 meters
- **Minimum Rounds** : 32
- **Possible Points** : 160
- **Start / Stop signal** : Audible signal – last shot
- **Starting position** : Start at A, rifle loaded option 1 and held with both hands, stock touching the hip, muzzle pointing downrange and finger outside trigger guard.
- **Procedure** : On the signal, shoot the targets from within the demarcated area.
- **Penalties** : As per current IPCS rules.



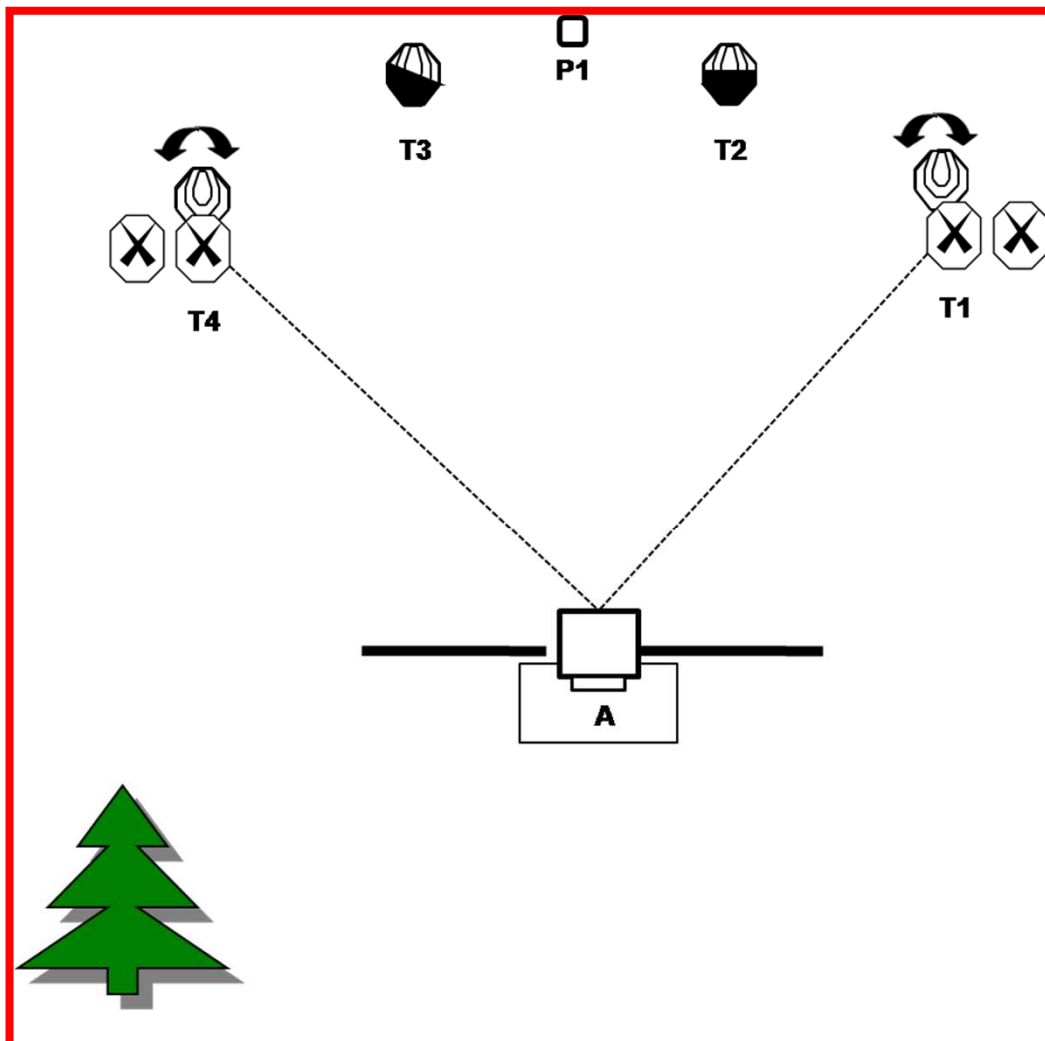
Stage: 4 (Pistol) Appetures

- Scoring** : Comstock
- Targets** : 10 Classic targets, 2 Penalty targets, 3 Plates and 1 Pepper popper.
- Distance** : 1 – 15 meters
- Minimum Rounds:** 24
- Possible Points** : 120
- Start / Stop signal** : Audible signal – last shot
- Starting position** : Standing at A, hands touching the barricade.
Gun loaded, locked and holstered.
- Procedure** : On the signal, draw and shoot the targets, plates and pepper popper. PP 1 activates swinger T10 which remains visible.
- Penalties** : As per current IPCS rules.



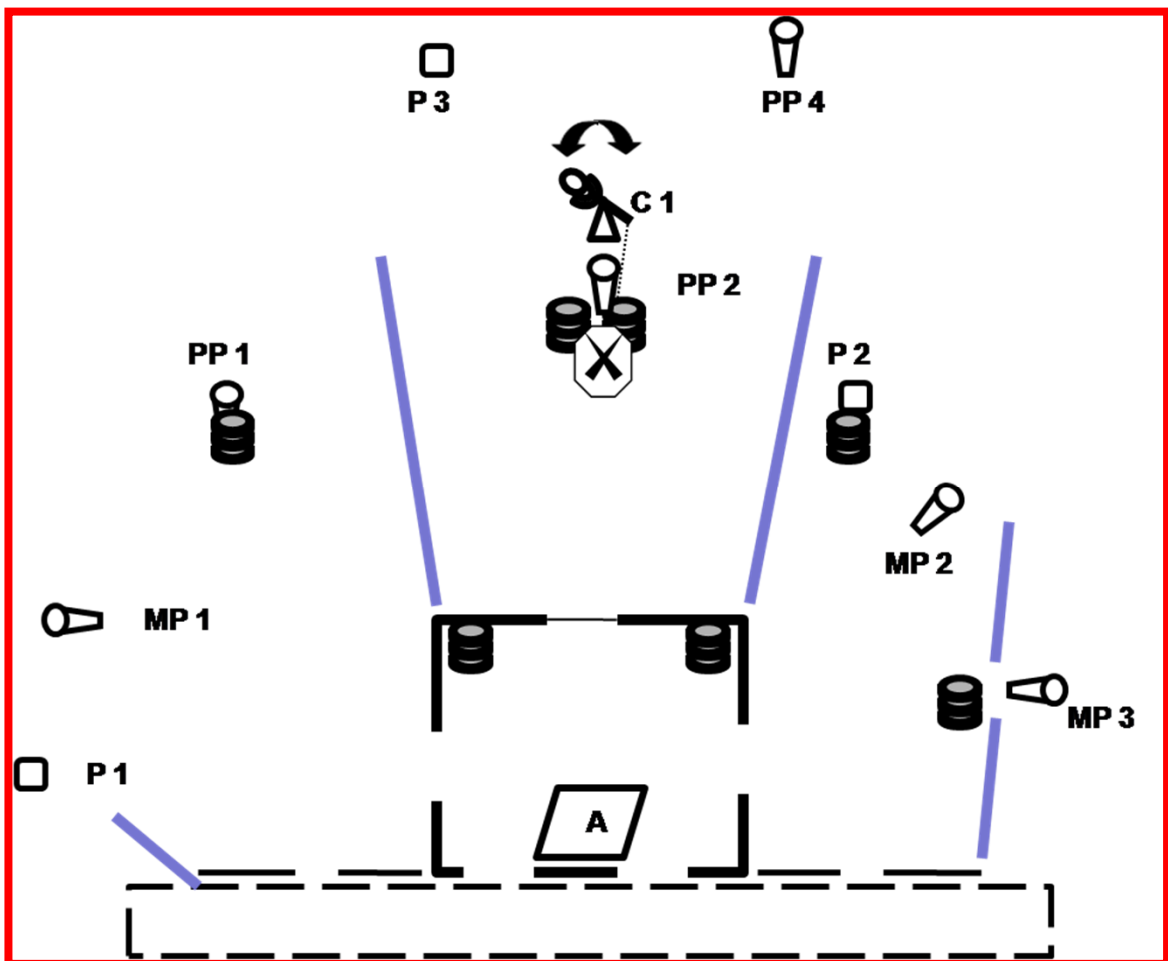
Stage: 5 (Pistol) Drawer

- Scoring** : Comstock
- Targets** : 4 Classic targets, 4 Penalty targets and 1 Plate.
- Distance** : + - 15 meters
- Minimum Round** : 9
- Possible Points** : 45
- Start / Stop signal** : Audible signal – last shot
- Starting position** : Gun loaded and placed in drawer. Stand relaxed with hands on table.
- Procedure** : On signal, open drawer, which activates swingers T1 and T4 to retrieve the gun and shoot the targets and plate while remaining in A. Swingers remains visible.
- Penalties** : As per current IPCS rules.



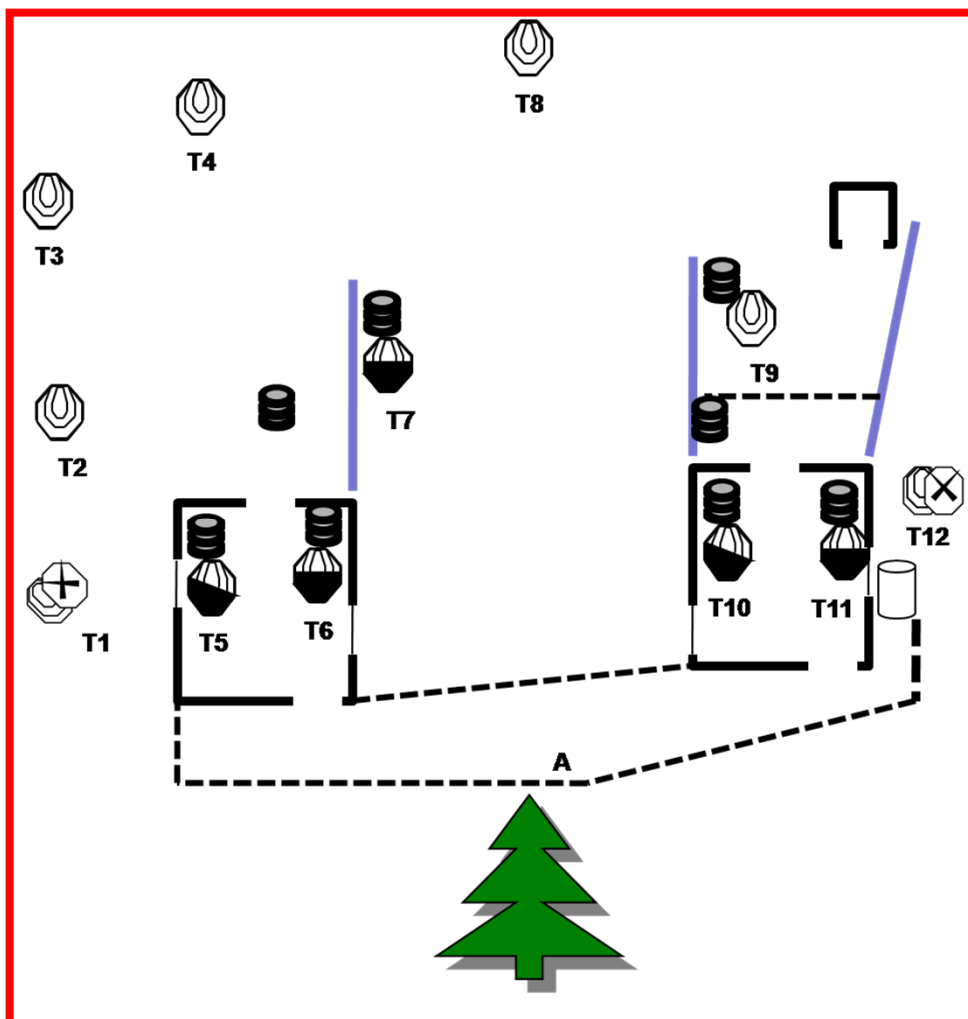
Stage: 6 (Shotgun) House

- Scoring** : Comstock
- Targets** : 1 Penalty target , 4 Pepper popper, 3 Mini poppers , 3 Plates and 1 clay.
- Distance** : 10 -15 meters
- Minimum Rounds** : 10
- Possible Points** : 50
- Start / Stop signal** : Audible signal – last shot
- Starting position** : Standing in Box A, back touching the wall, option 2 shotgun loaded and held with both hands, stock touching hip and muzzle facing downrange.
- Procedure** : On signal shoot the pepper poppers, mini poppers and plates from within the house, PP 2 activates swinger C 1.
- Penalties** : As per current IPCS rules



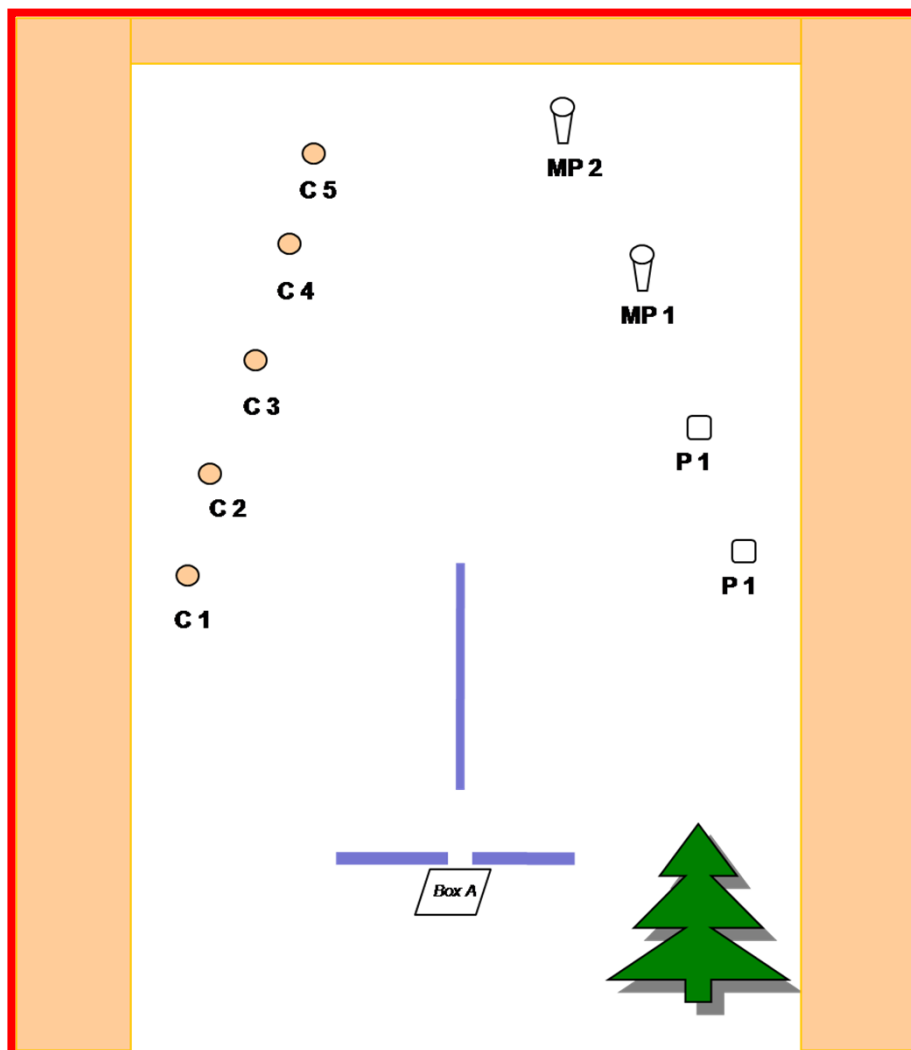
Stage: 7 (Rifle) Between houses

- Scoring** : Comstock
- Targets** : 12 Mini targets and 2 Penalty targets.
- Distance** : 2 – 20 meters
- Min Rounds** : 24
- Possible Points** : 120
- Start/ Stop signal** : Audible signal – last shot
- Starting position** : Shooter starts at A, heels touching the marked area, rifle option 3, unloaded, held in both hands and facing downrange.
- Procedure** : On signal, load and shoot targets from within the demarcated area.
- Penalties** : As per current IPCS rules



Stage: 8 (Shotgun) Quick one

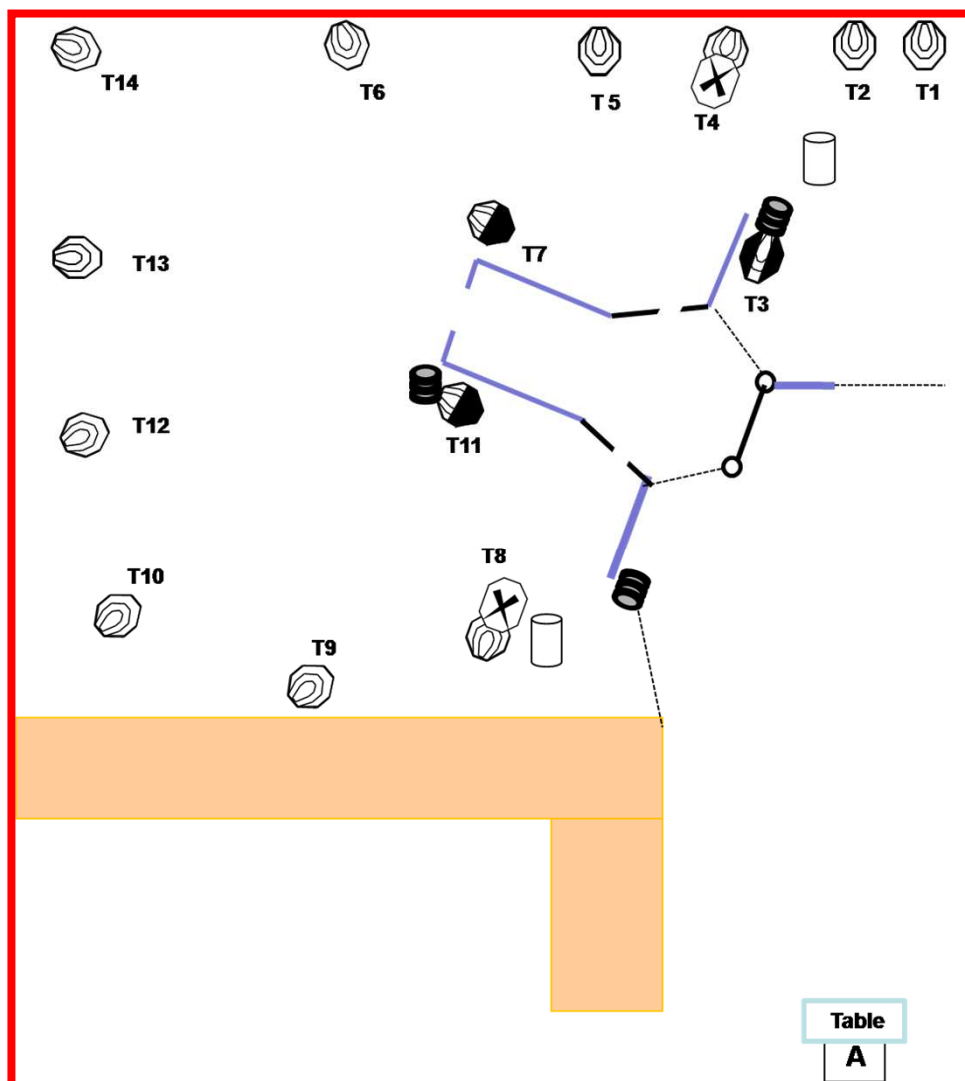
- Scoring** : Comstock
- Targets** : 2 Mini poppers, 2 Plates and 5 Clays.
- Distance** : +- 10 to 20 meters
- Minimum Rounds:** 9
- Possible Points** : 45
- Start / Stop signal:** Audible signal – last shot
- Starting position** : Standing in A, shotgun on hip, gun loaded option 1, held with both hands.
- Procedure** : On signal, shoot the all plates and mini poppers.
- Penalties** : As per current IPCS rules.



Stage 3 (Rifle)

A long run

- **Scoring** : Comstock
- **Targets** : 14 Mini targets and 2 penalty targets.
- **Distance** : 2 – 40 meters
- **Minimum Rounds** : 28
- **Possible Points** : 140
- **Start / Stop signal** : Audible signal – last shot
- **Starting position** : Start at A, option 3, rifle and magazine on table, standing in A with both hands on table, muzzle pointing downrange.
- **Procedure** : On the signal, load and shoot the targets from within the demarcated area. T 1 and T 2 must be engaged from box A.
- **Penalties** : As per current IPCS rules.



NGPSA 3-Gun League 1 – match detail

This shoot is being hosted by the Hartbeespoortdam Pistol Shooting Club at the Eeufees shooting range, Voortrekkerhoogte.

Stages	Stage name	Type	Min Rounds	Match points	% Points
1	On deck	Pistol	32	160	49.23%
4	Apertures	Pistol	24	120	36.92%
5	Drawer	Pistol	9	45	13.85%
Total			65	325	100.00%
Stages	Stage name	Type	Min Rounds	Match points	% Points
2	Down the alley	Shotgun	15	80	45.71%
6	House	Shotgun	10	50	28.57%
8	Quick one	Shotgun	9	45	25.71%
Total			34	175	100.00%
Stages	Stage name	Type	Min Rounds	Match points	% Points
3	Island	Rifle	32	160	38.10%
7	Between houses	Rifle	24	120	28.57%
9	A long run	Rifle	28	140	33.33%
Total			84	420	100.00%