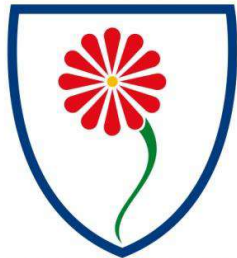


NORTHERN GAUTENG



PRACTICAL SHOOTING  
ASSOCIATION



NGPSA – League 9  
(Champs)  
18 & 19 November 2017

**HOSTED BY  
HARTBEESSPOORTDAM PRACTICAL SHOOTING  
CLUB**

**Catering will be available at the range for both days.  
Please join us for a social while we wait for the other  
shooters to finish. We will have the coals ready. So  
bring along Dop n Chop!!**

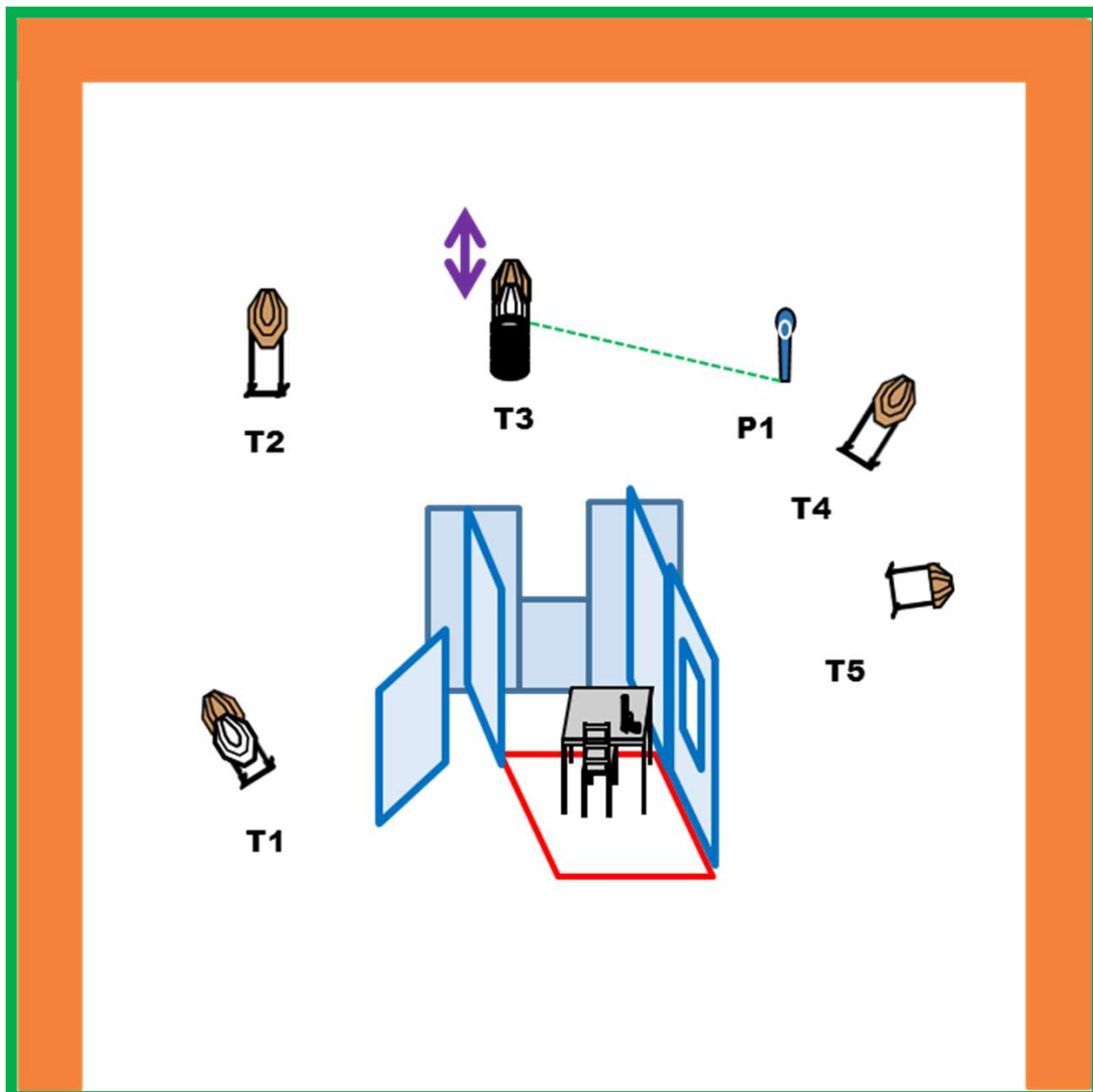
## **NGPSA League 9 NGPSA Champs – match detail**

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

<b>Stage</b>	<b>Stage name</b>	<b>Min rounds</b>	<b>Points</b>
Stage 1	At Your Desk	11	55
Stage 2	The Mirror	24	120
Stage 3	Move It	18	90
Stage 4	The Long One	32	160
Stage 5	Rock steady	8	40
Stage 6	Slowly Now	9	45
Stage 7	Down Under	21	105
Stage 8	Around the Island	23	115
Stage 9	All Small	12	60
	Totals :	158	790

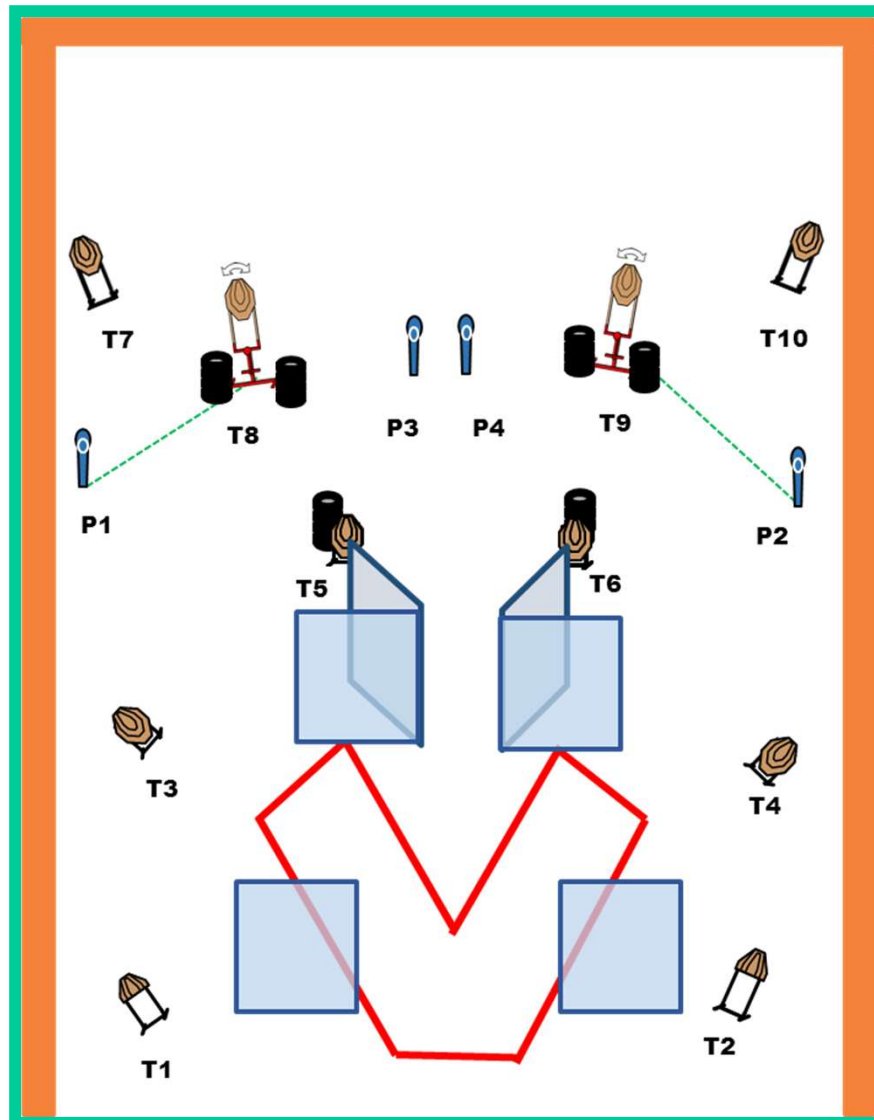
## Stage 1 At Your Desk

**Targets** : 5 Classic Targets, No shoot targets & 1 Popper.  
**Distance** : 5 – 15 meters  
**Minimum Rounds** : 11  
**Possible Points** : 55  
**Starting position** : Gun loaded and placed flat on table, seated in chair with back against backrest, hands on knees. Engage targets & popper from within the demarcated area. Popper 1 activates Bobber T3 which remains visible.



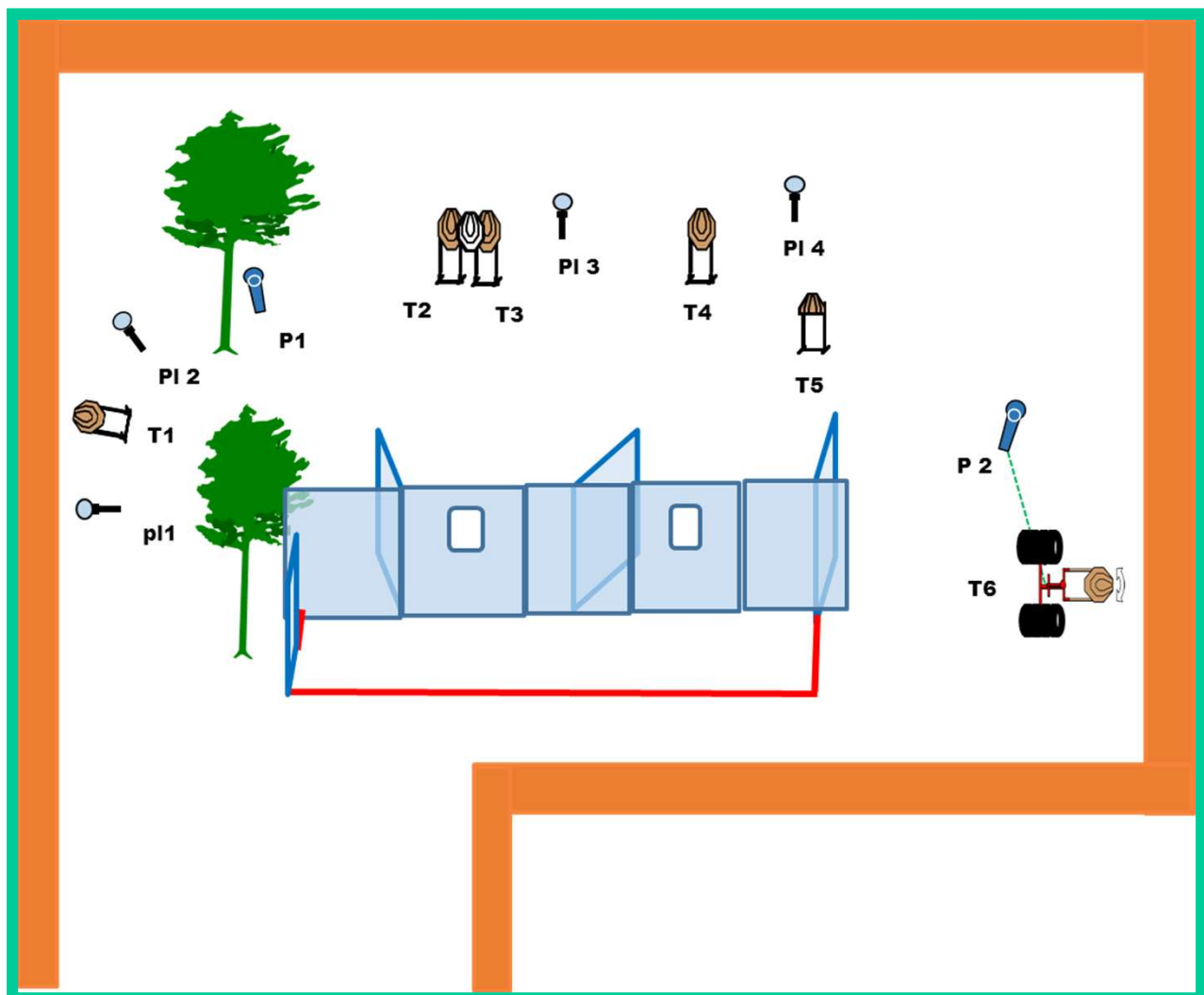
## Stage 2 The Mirror

**Targets** : 10 Classic Targets & 4 Poppers.  
**Distance** : 5 - 15 meters  
**Minimum Rounds** : 24  
**Possible Points** : 120  
**Starting position** : Standing anywhere in demarcated area, hands at sides. Gun loaded and holstered. Engage targets & poppers from within the demarcated area. Popper P1 activates swinger T8 & Popper P2 activates swinger T9 which remains visible.



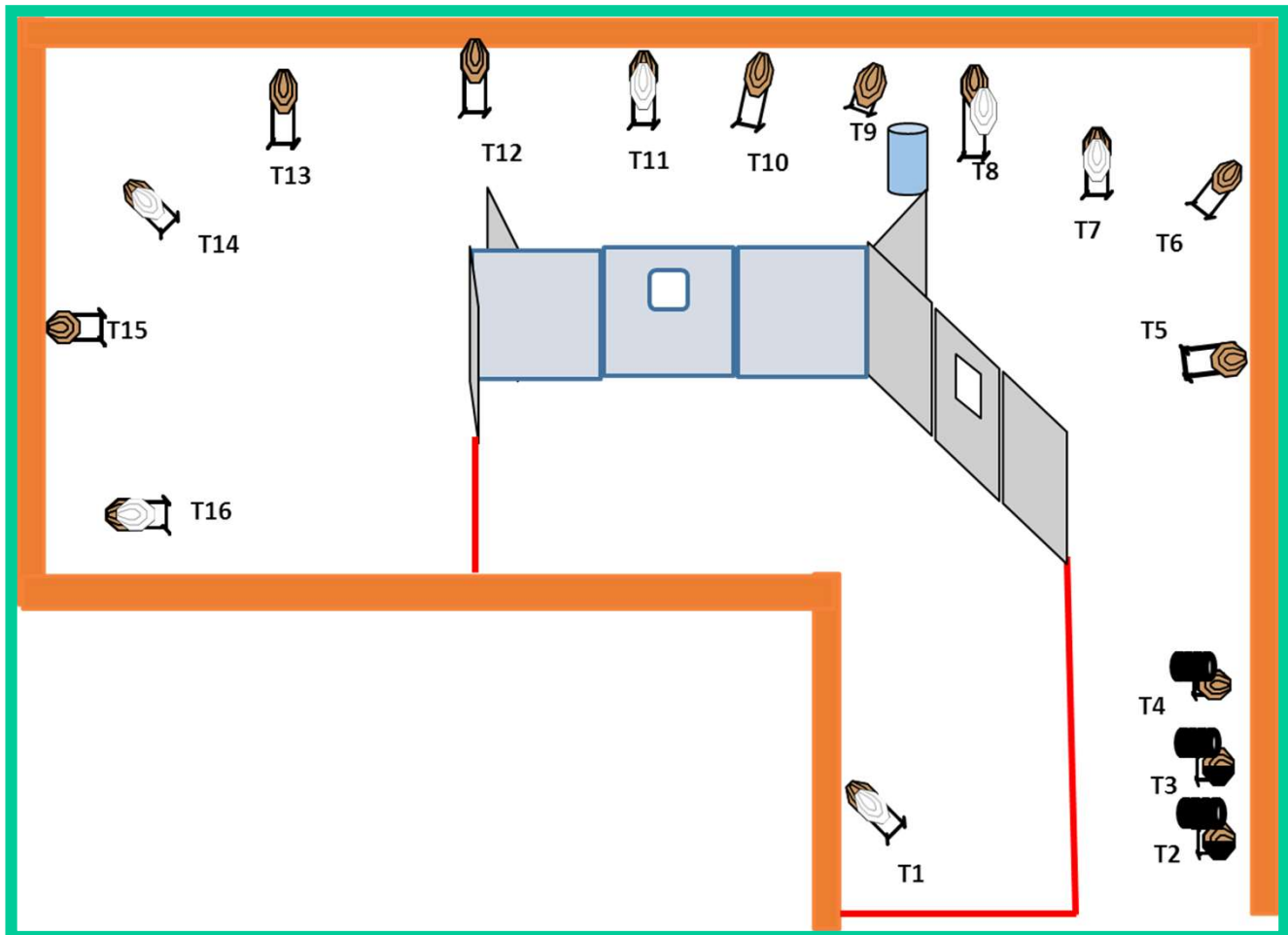
## Stage 3 Move It

**Targets** : 6 Classic Targets, No shoot Target, 2 Poppers & 4 Plates.  
**Distance** : 2 – 12 meters  
**Minimum Rounds** : 18  
**Possible Points** : 90  
**Starting position** : Gun is loaded, chamber empty & holstered. Shooter starts anywhere in demarcated area. Engage targets, poppers & Plates from within the demarcated area. Popper P2 activates swinger T6 which remains visible.



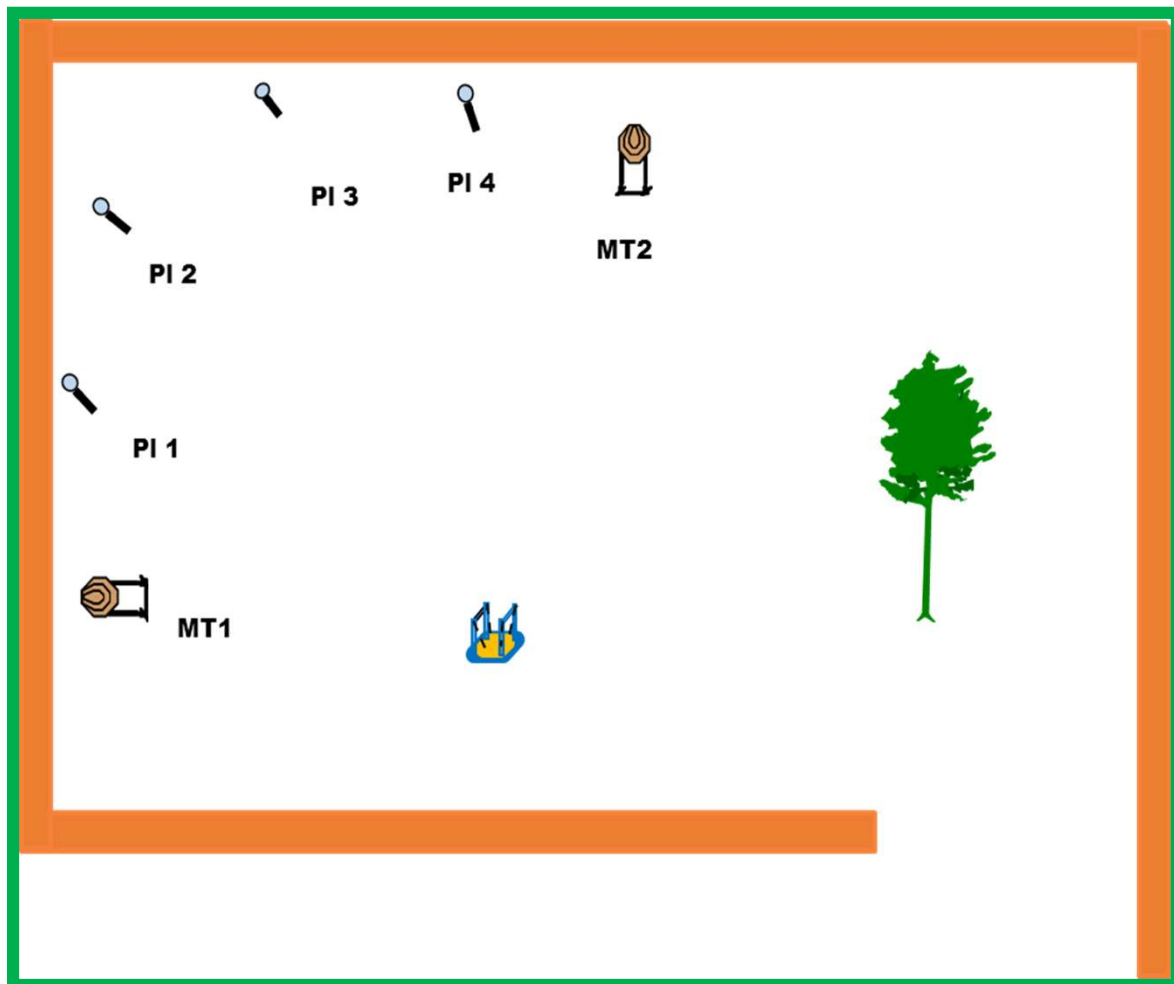
## Stage 4 The long one

**Targets** : 16 Classic Targets & No Shoot Targets.  
**Distance** : 2 - 12 meters  
**Minimum Rounds** : 32  
**Possible Points** : 160  
**Starting position** : Start standing relaxed anywhere in demarcated area, Hands Surrender. Gun loaded & Holstered. Engage targets from within the demarcated area



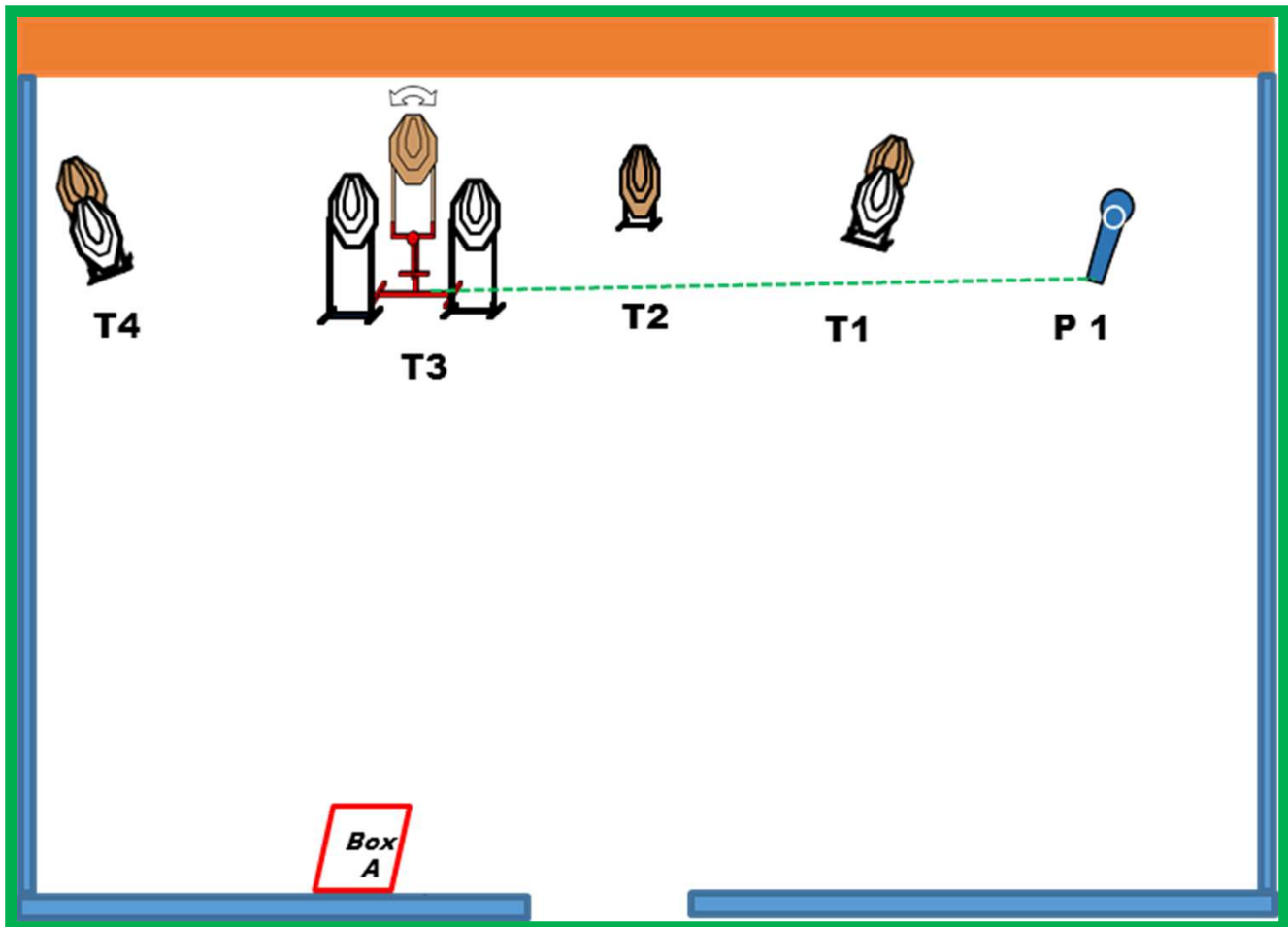
## Stage 5 Rock steady

<b>Targets</b>	<b>: 2 Classic Targets &amp; 4 Plates.</b>
<b>Distance</b>	<b>: 1 – 10 meters</b>
<b>Minimum Rounds</b>	<b>: 8</b>
<b>Possible Points</b>	<b>: 40</b>
<b>Starting position</b>	<b>: Gun is loaded and holstered. Standing on moving platform, hands flat on the railings. Engage targets &amp; Plates while remaining on the platform.</b>



## Stage 6 Slowly Now

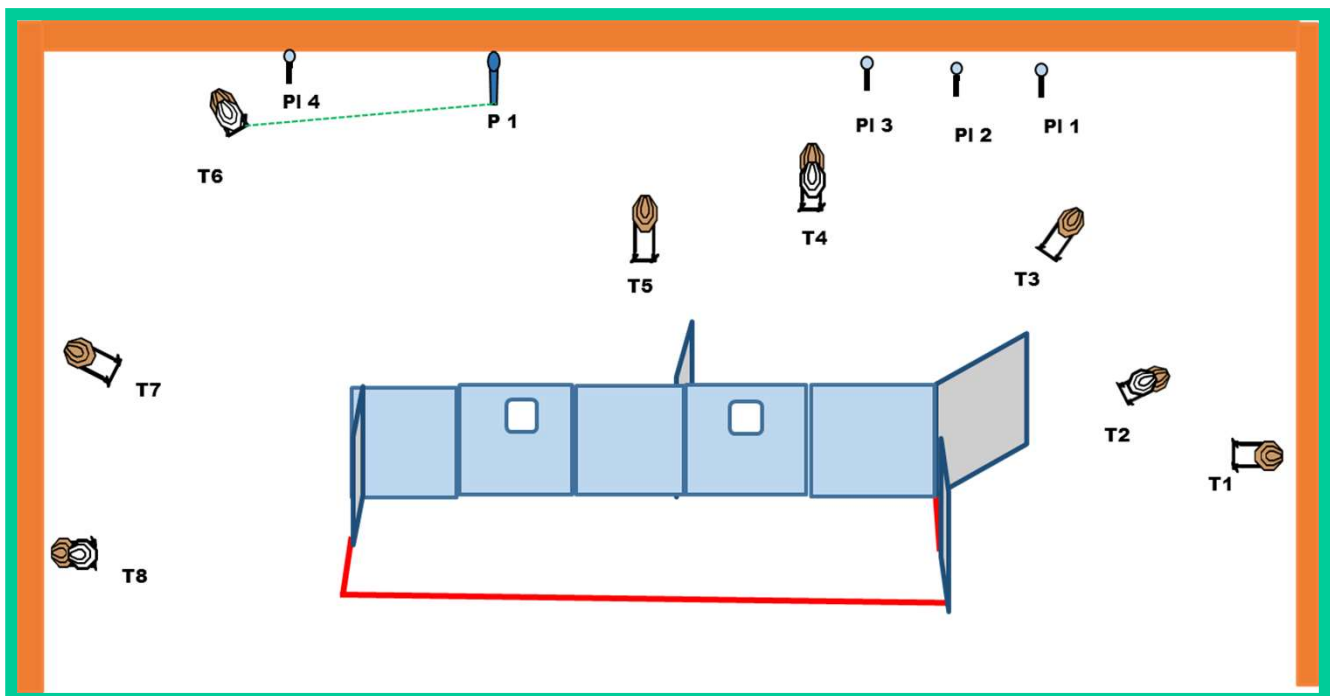
**Targets** : 4 Classic Targets, No Shoot Targets & 1 Popper.  
**Distance** : 7 - 10 meters  
**Minimum Rounds** : 9  
**Possible Points** : 45  
**Starting position** : Shooter starts standing relaxed in area A, Hands at Sides. Gun Unloaded. Engage targets & Popper from within the demarcated area. Popper P1 activates swinger T3 which remains visible.





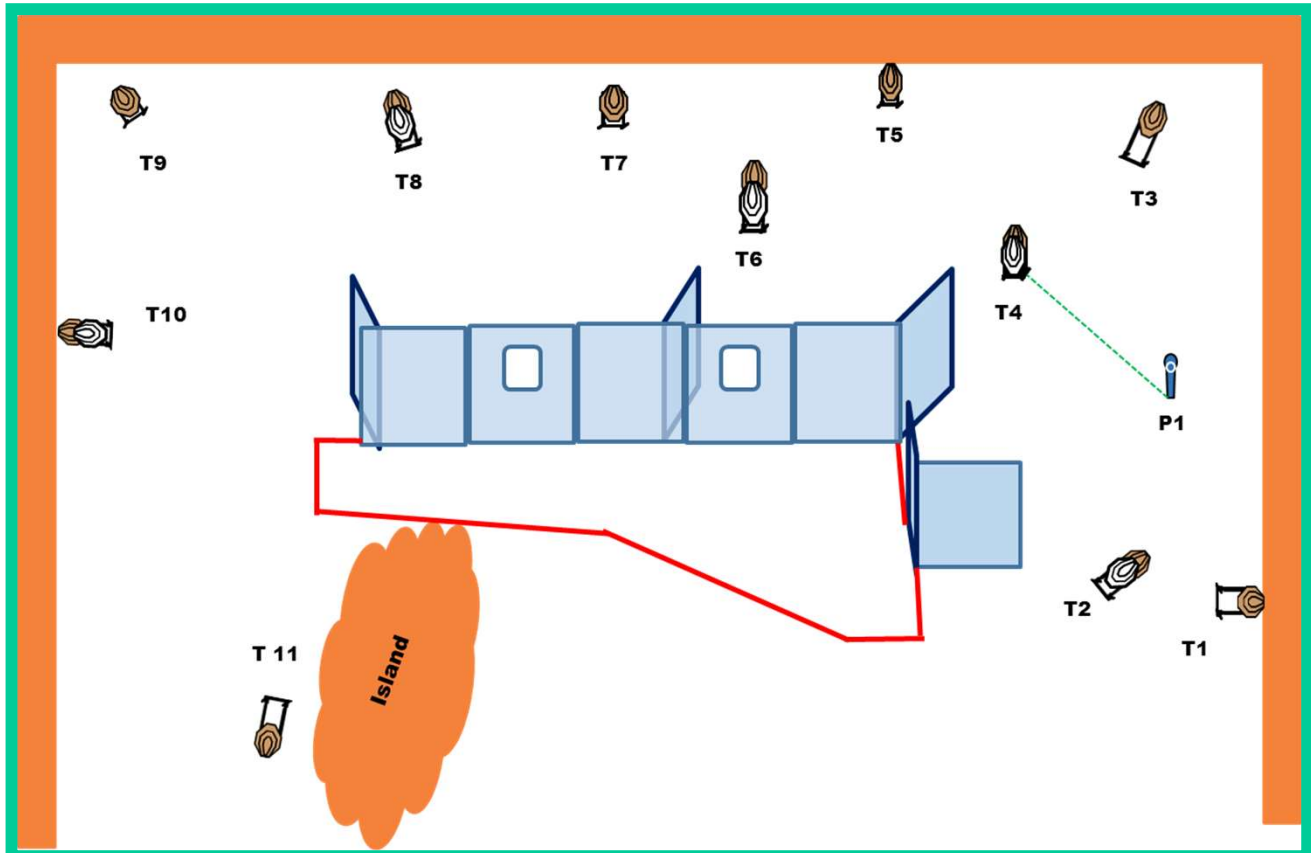
## Stage 7 Down Under

<b>Targets</b>	: 8 Classic Targets, No Shoot Targets, 1 Popper & 4 Plates
<b>Distance</b>	: 6 – 15 meters
<b>Minimum Rounds</b>	: 21
<b>Possible Points</b>	: 105
<b>Starting position</b>	: Start anywhere within demarcated area, Hands on Head. Gun Loaded & Holstered. Engage targets, poppers & plates from within the demarcated area. Popper P1 activates Flipper Target T6 which remains visible.



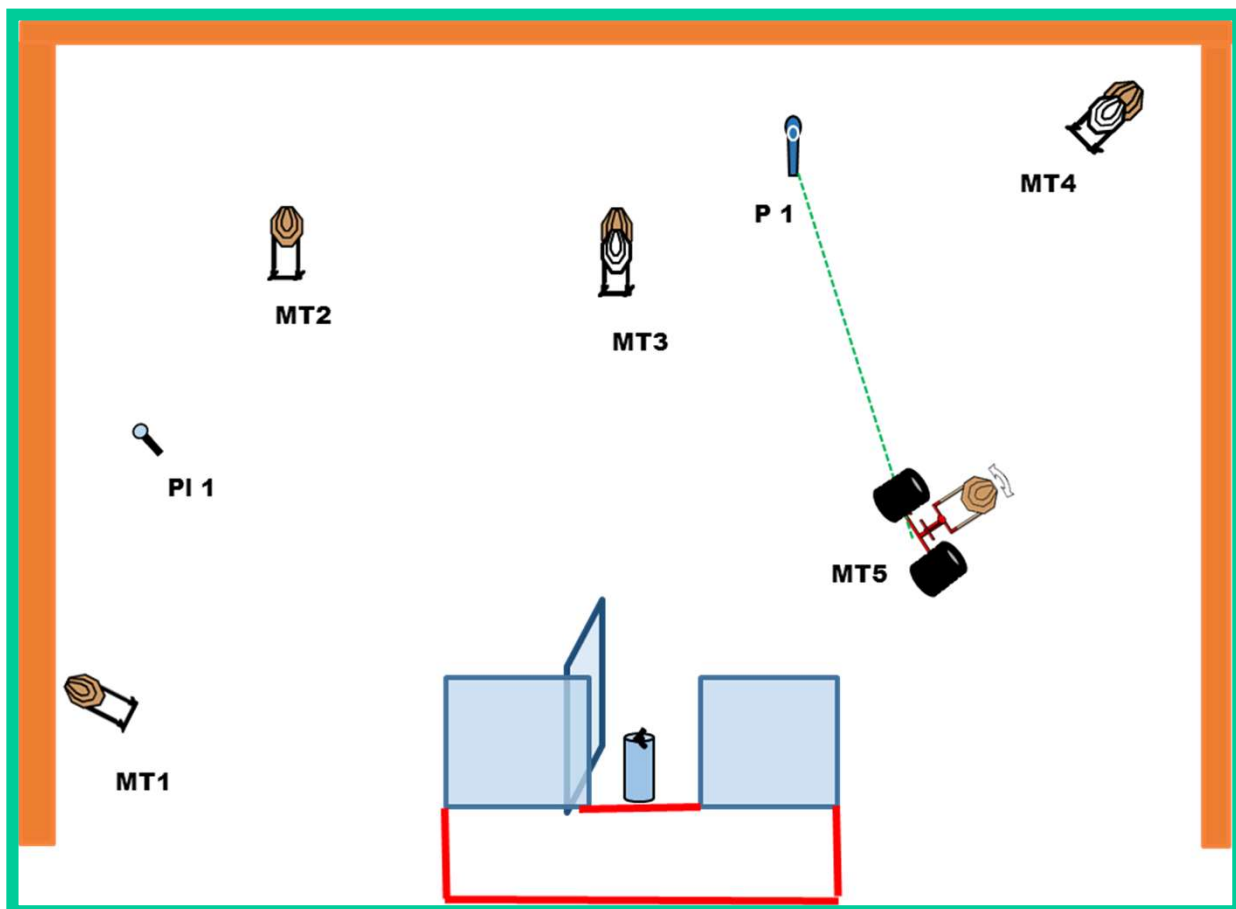
## Stage 8 Around the Island

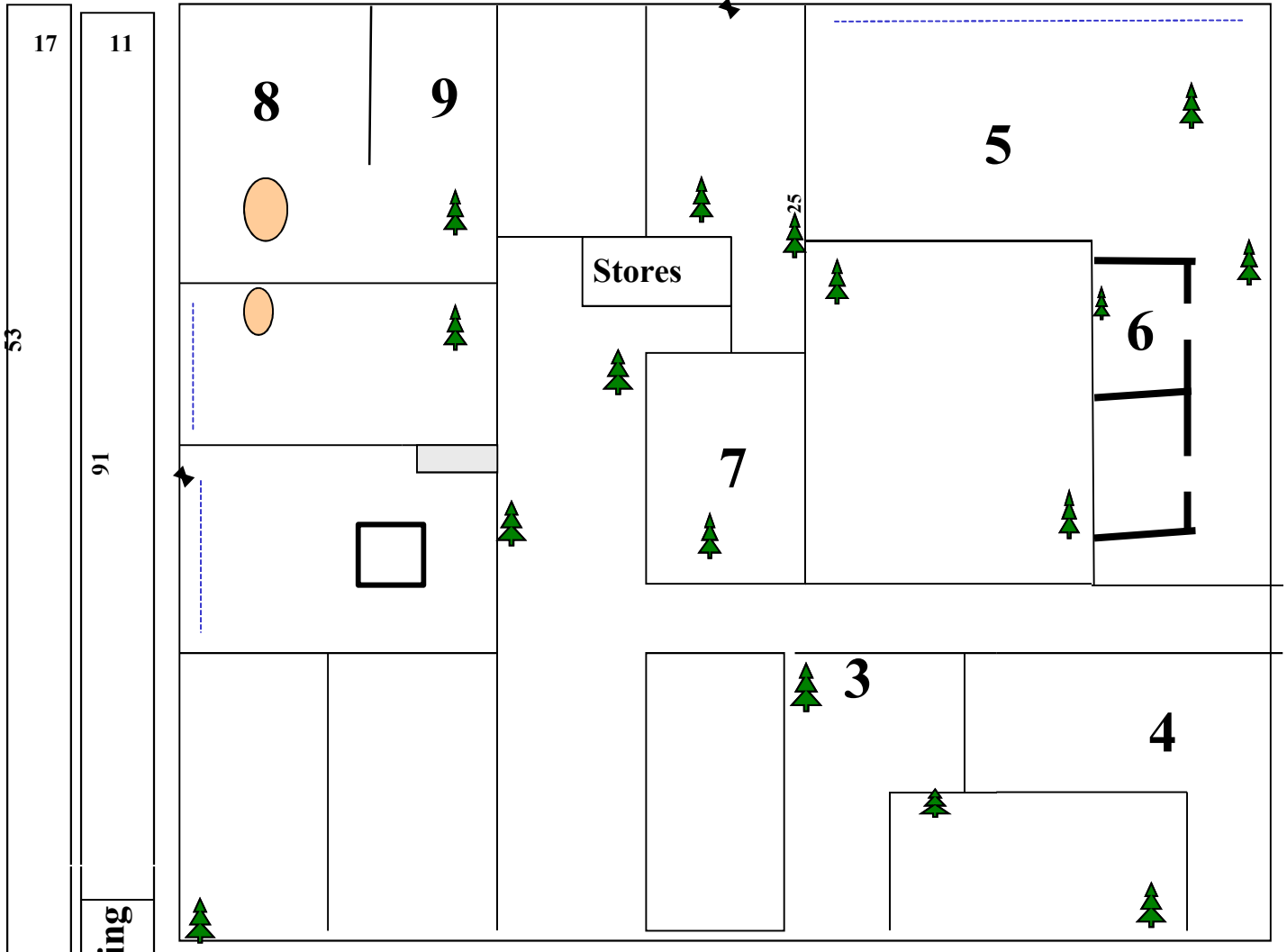
**Targets** : 11 Classic Targets, No Shoot Targets & 1 Popper  
**Distance** : 2 - 20 meters  
**Minimum Rounds** : 23  
**Possible Points** : 115  
**Starting position** : Start anywhere in the demarcated area, Hands at sides, Gun Loaded with chamber empty. Engage targets & popper from within the demarcated area  
Popper P1 activates Flipper target T4 which remains visible.



## Stage 9 All small

**Targets** : 5 Mini Targets, No Shoot Targets, 1 Popper & 1 Plate.  
**Distance** : 5 - 12 meters  
**Minimum Rounds** : 12  
**Possible Points** : 60  
**Starting position** : Start with both hands flat on barricade as demonstrated on either left or right of the aperture. Gun Loaded and placed flat on the drum. Engage targets, popper & Plate from within the demarcated area. Popper P1 activates swinger T5 which remains visible.





**Clubhouse**

**Toilets** **Store**

**Office**

**Parking**

