

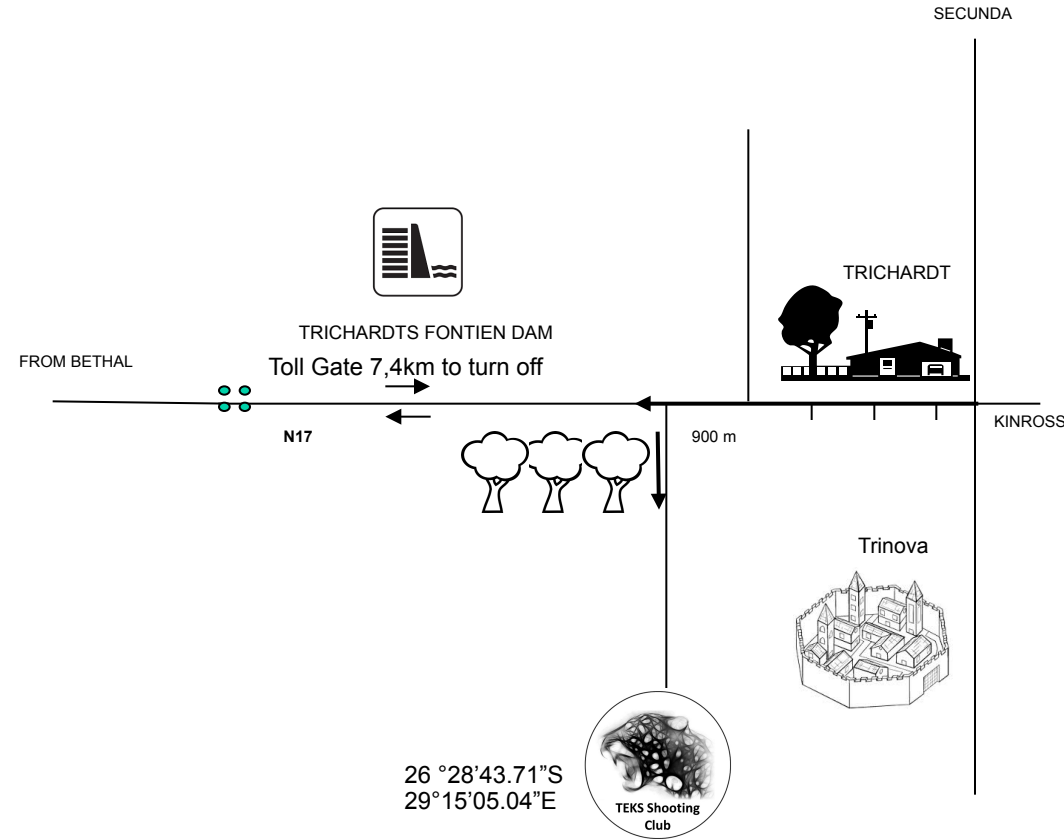
MPSA closed champs

07 Nov 2015

**TEKS Shooting Club
TRICARDT**

TEKS SHOOTING CLUB

STAGES



STAGE	NAME	MIN. ROUNDS	STAGE WEIGHT %
1	Duck and dive	11	7
2	Boxed in	30	18
3	This is fun	32	19
4	Get the peeper	32	19
5	Crossover	23	14
6	The road to nowhere	20	12
7	Hidden swinger	18	11

Total Rounds

166

RULES

- The competition will be run according to the current IPSC rules.
- The wearing of eye and ear protection will be required during all stages of the match for participants and spectators
- No testing of the range equipment will be allowed prior to or during the match No walking of ranges, will be permitted.
- Additional no shoots or barricades may be added to stages to enhance safety of all competitors and spectators
- No indexing will be allowed on the line
- Registration takes place from 07:30 to 08:30
- The RO briefing starts at 08:00
- 8:30 AGM
- The shooting competition commences at after the AGM.

MATCH DIRECTOR:

Willem Van Der Bank

ARBITRATORS:

Will be appointed if required

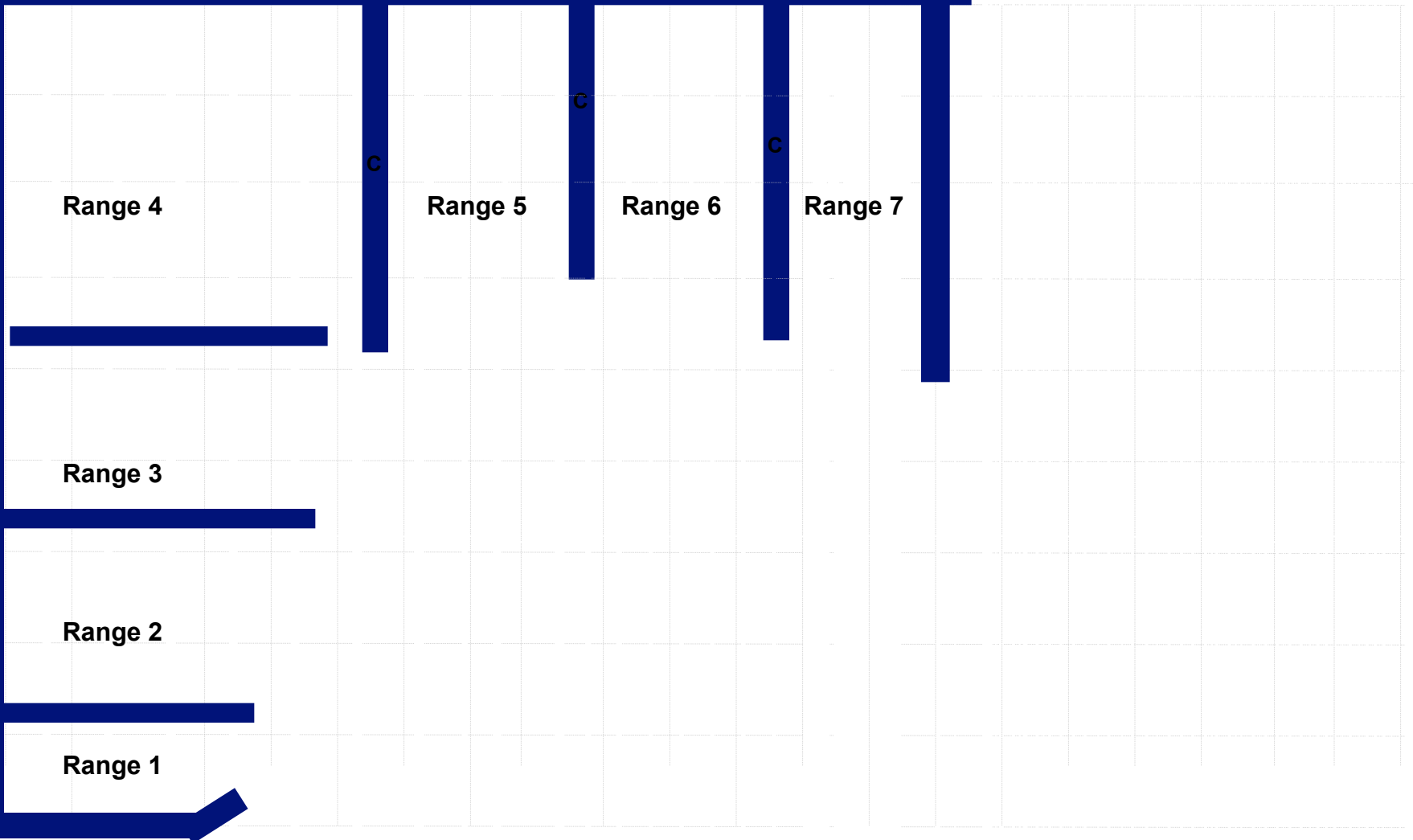
CHIEF RO:

Johan Prinsloo

Stats officer :

Madeleine Engelbrecht

TEKS Shooting Range Layout



Unloading
Station



Parking Area
(OUTSIDE RANGE AREA)

Gate

RANGE OFFICER BRIEFING

Stage 1: **Duck and Dive**

Rounds to be scored :11

Targets & number: 5 IPSC Mini targets,1 Poper.

Ready condition: Gun loaded, and holstered.

Time starts: Audible Signal.






Start Position: Shooter starts standing heels touching A, hands surrender facing downrange as demonstrated.

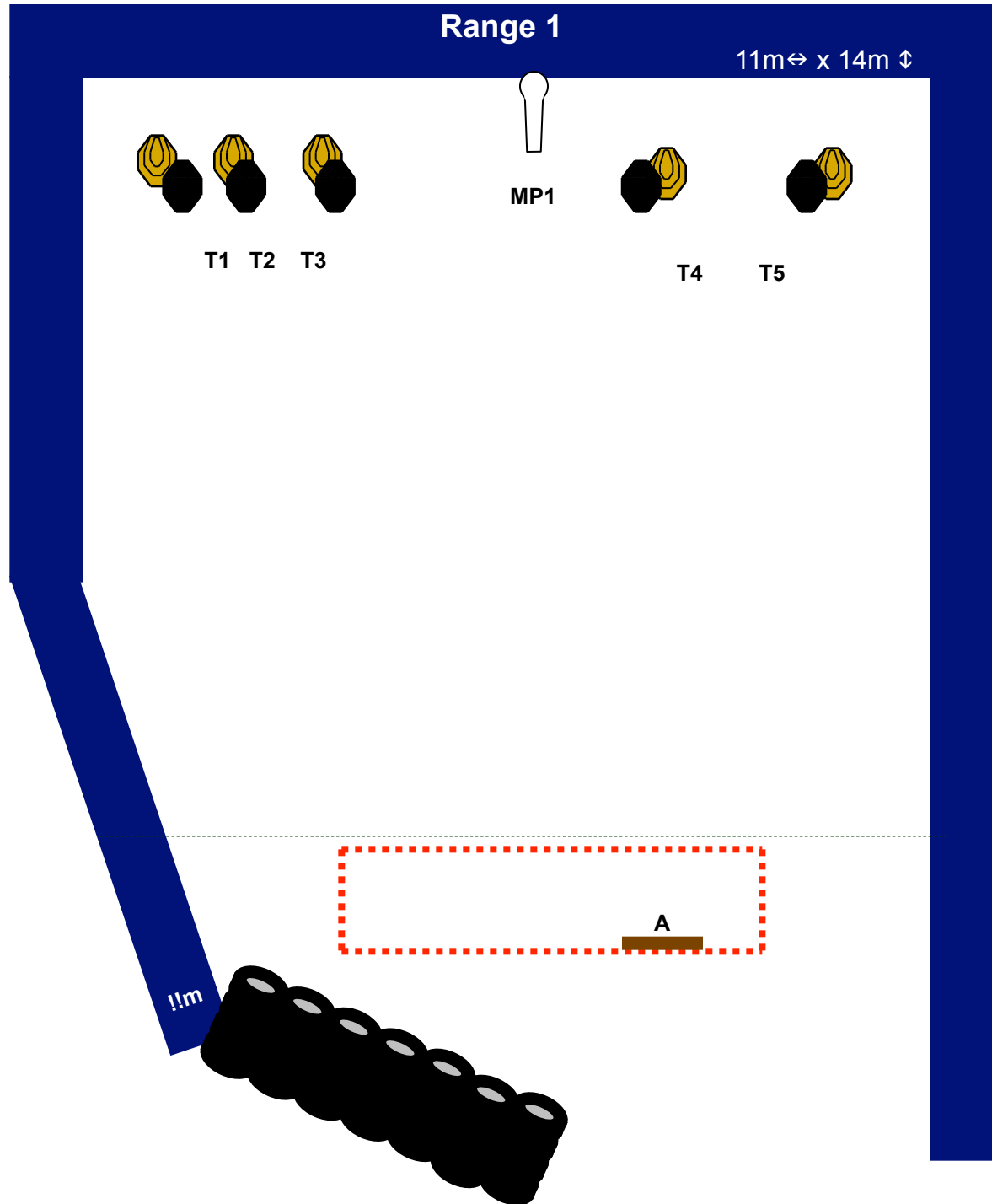
Procedure: On signal engage targets as you see them from within the demarcated area.

Penalties: IPSC match.

Note: Mini targets! not all targets will be visible from A

Hard cover will be steel

				
11	5	0	0	1



RANGE OFFICER BRIEFING

Stage 2: **Boxed in**

Rounds to be scored :30

Targets & number: 14 IPSC Mini targets , 2 Popers 1 No shoot

Ready condition: Gun unloaded, placed on table facing downrange, with all magazines to be used.






Time starts: Audible Signal.

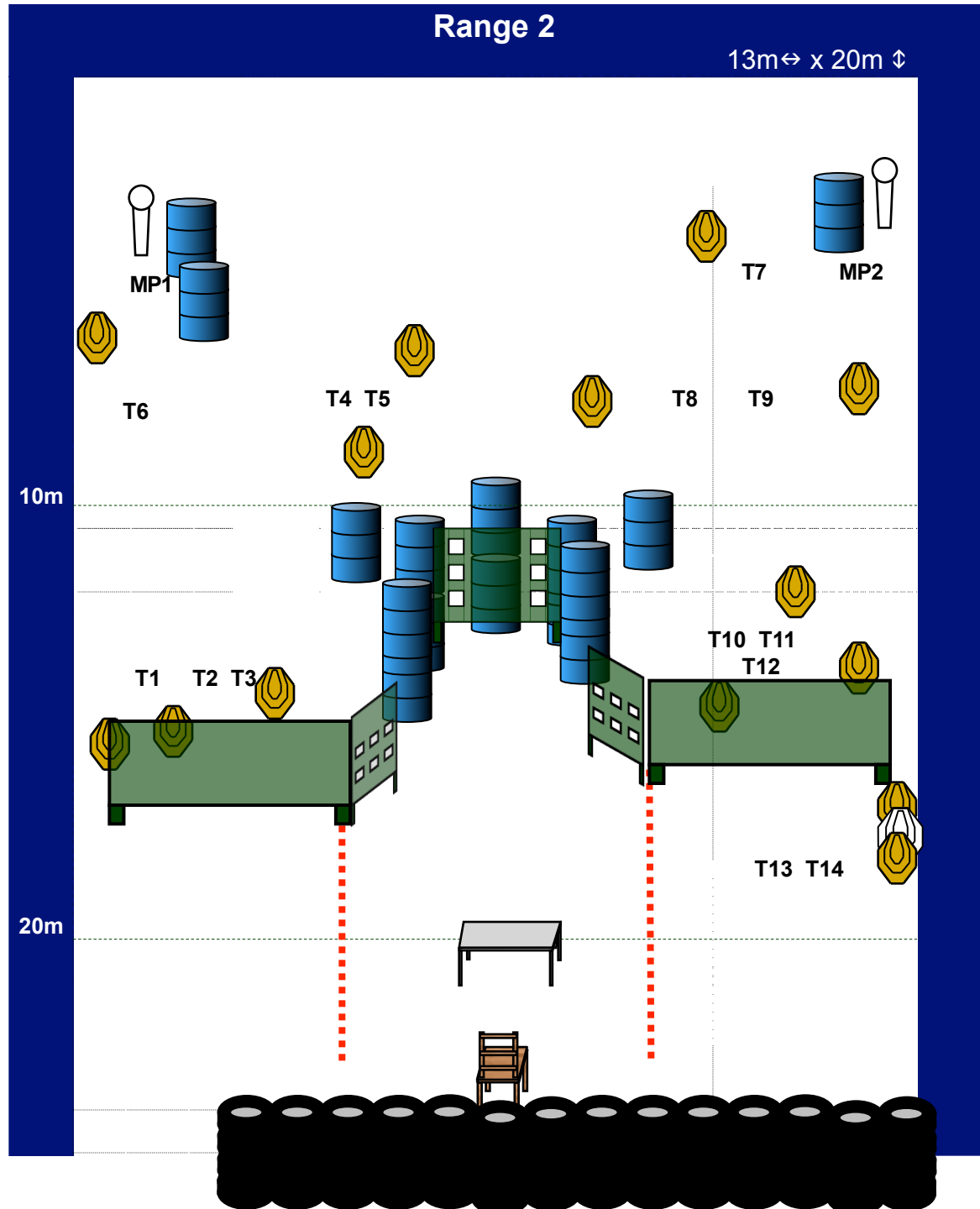
Start position: Shooter starts sitting on chair, hands on knees.

Procedure: On signal engage targets as you see them from within the demarcated area.

Penalties: IPSC match.

Note: Mini targets!

				
30	14	1	0	2



RANGE OFFICER BRIEFING

Stage 3: This is fun

Rounds to be scored :32

Targets & number: 15 IPSC targets 2 Metal plates, 3 No shoots

Ready condition: Gun loaded and holsterd.

Time starts: Audible Signal.






Start position: Shooter starts facing downrange, both heels touching A, hands at sides as demonstrated.

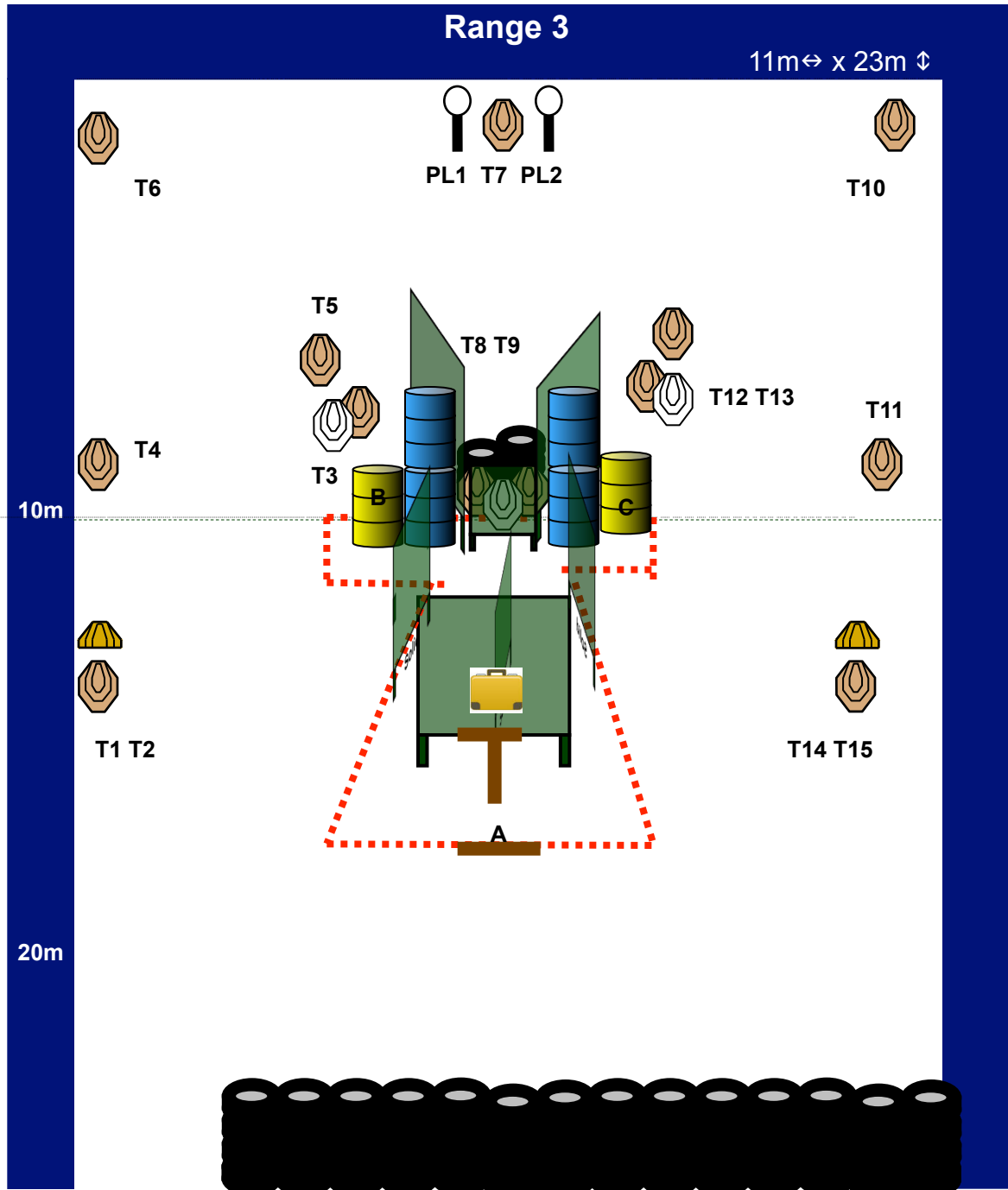
(Briefcase to be placed on tabel at A before start signal)

Procedure: On signal engadge targets from within demarcated area. Briefcase needs to be placed on drum B or C before last shot is fired. When handling/touching the case only the strong hand unsupported may be used to fire the gun.

See Rule 10.2.2.

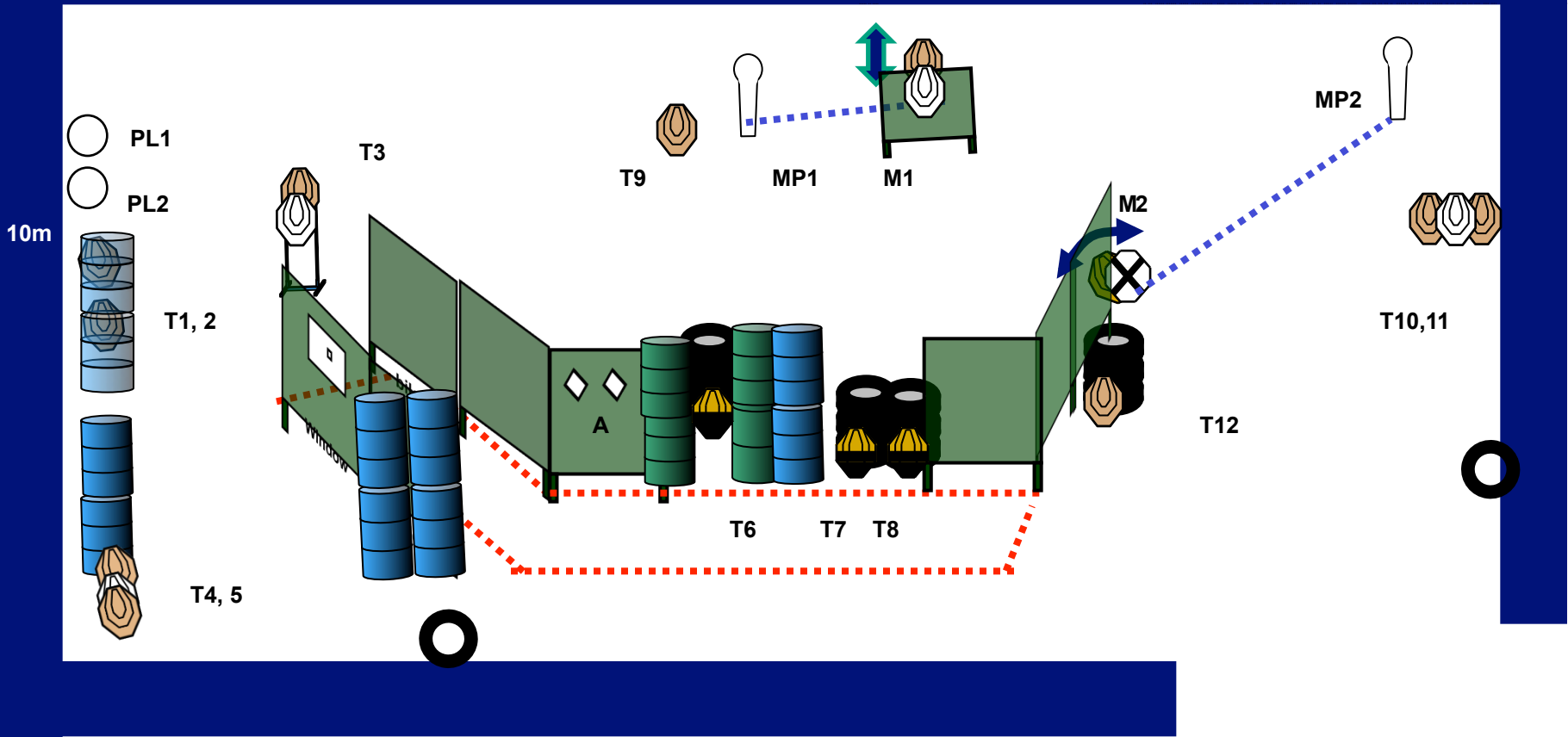
Penalties: IPSC match

				
32	15	3	2	0



Range 4

20m↔ x 30m↕



RANGE OFFICER BRIEFING

Stage 4: Get the peeper

Rounds to be scored :32

Targets & number: 14 IPSC targets 2 Metal plates, 2 Poppers 5 No shoots.

Ready condition: Gun unloaded and holstered.

Time starts: Audible Signal.

Start position: Shooter starts standing at A hands flat on the barrier as demonstrated.

Procedure: On signal engage targets as you see them from within the demarcated area.

P1 will activate M1, P2 will activate M2 both will stay visible.

Note :270 range.

Penalties: IPSC match



32

14

5

2

2

RANGE OFFICER BRIEFING

Stage 5: Crossover

Rounds to be scored :23

Targets & number: 9 IPSC targets 2 Metal plates, 3 Popers 4 No shoots.






Ready condition: Gun loaded and placed flat on table in demarcated area facing downrange.

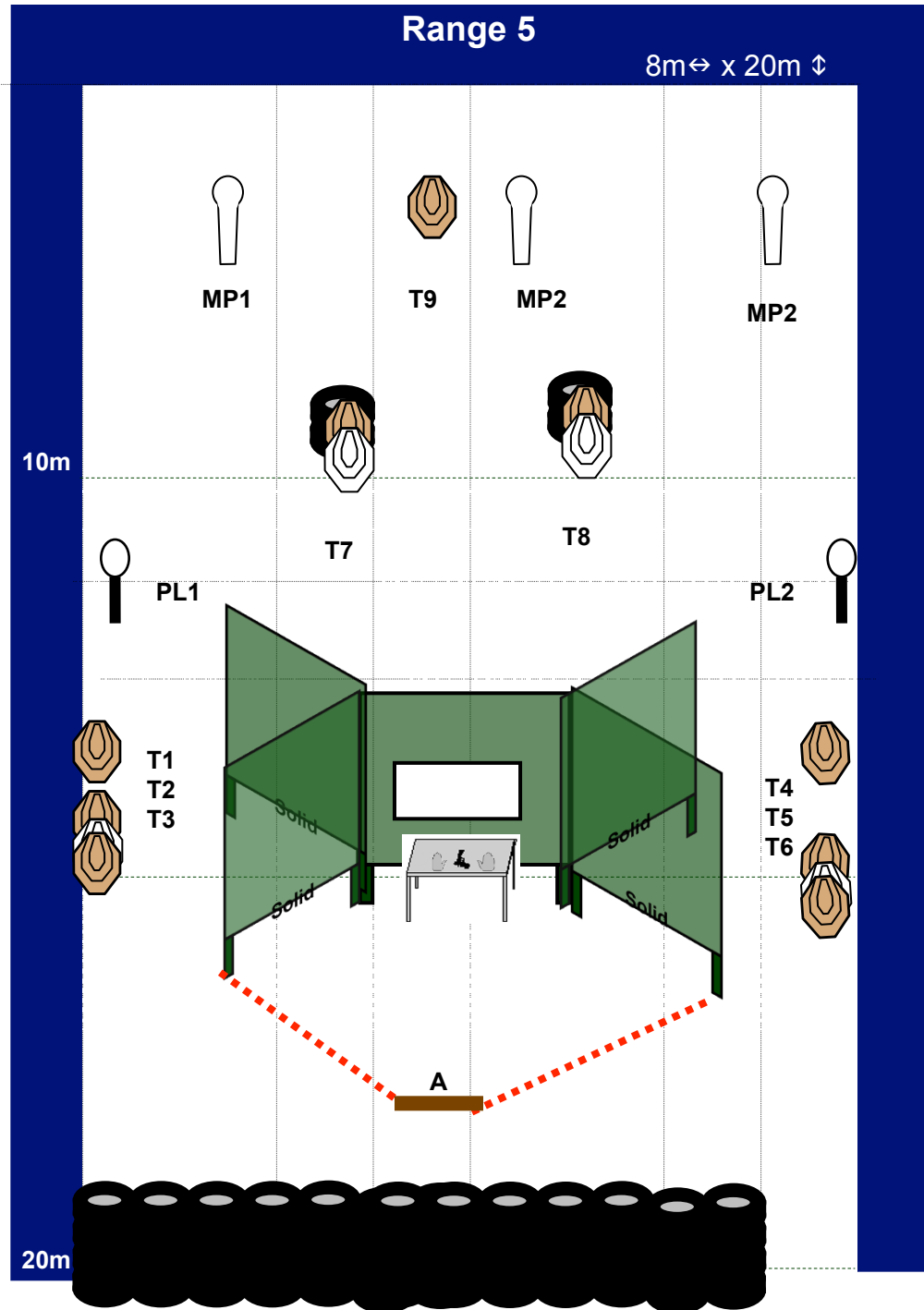
Time starts: Audible Signal.

Start position: Shooter starts standing relaxed at A facing downrange as demonstrated, hands at sides.

Procedure: On signal engage targets from within the demarcated area.

Penalties: IPSC match.

				
23	9	4	2	3



RANGE OFFICER BRIEFING

Stage 6: The road to nowhere

Rounds to be scored :20

Targets & number: 8 IPSC targets, 4 Popers 1
No shoot.






Ready condition: Gun loaded, and holstered.

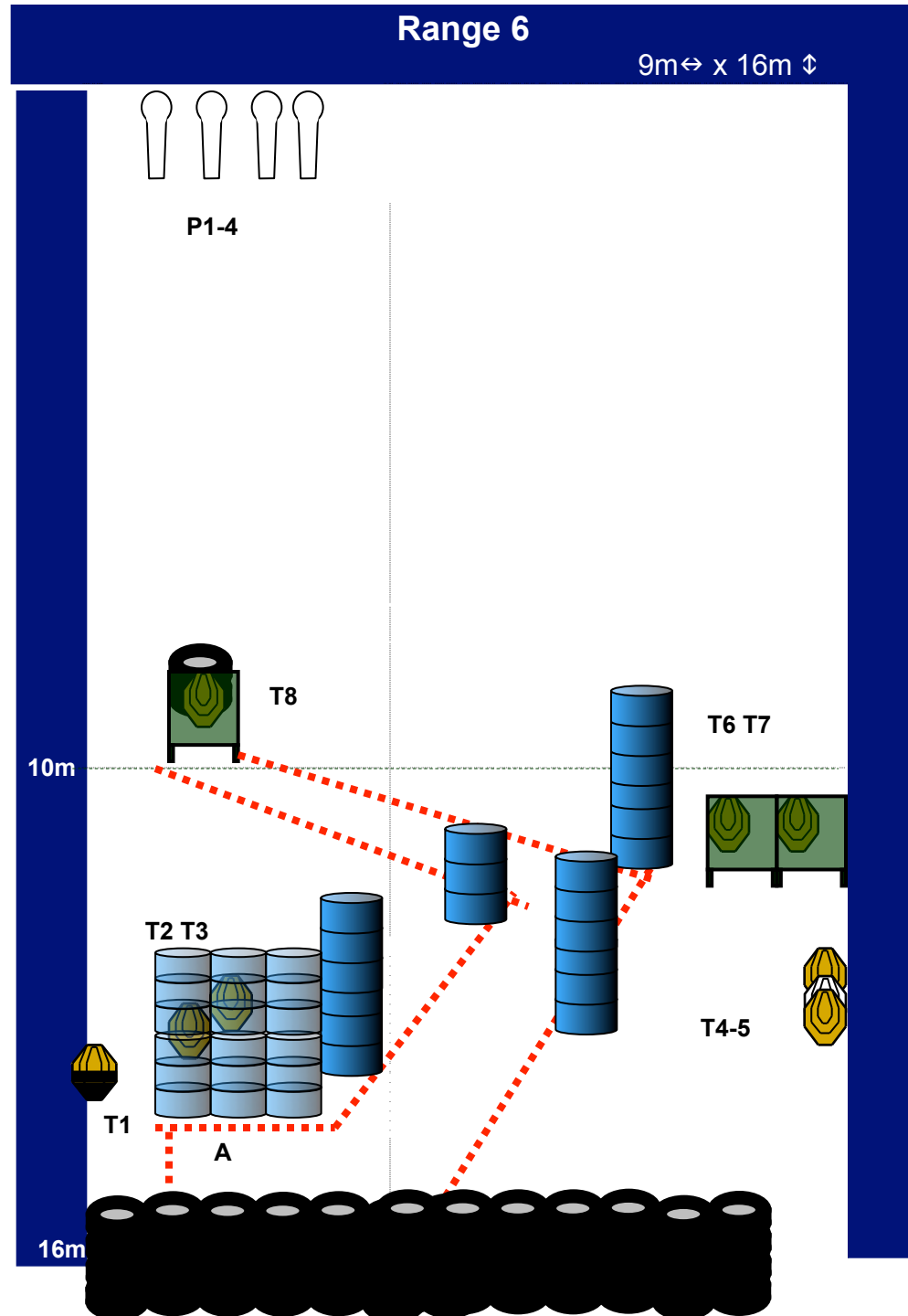
Time starts: Audible Signal.

Start position: Shooter starts standing at A
hands flat on the drums as demonstrated.

Procedure: On signal engage targets as you
see them from within the demarcated area.

Penalties: IPSC match.

				
20	8	1	0	4



RANGE OFFICER BRIEFING

Stage 7: **Hidden swinger**

Rounds to be scored :16

Targets & number: 7 IPSC targets, 2 Poppers.

Ready condition: :Gun loaded, and holstered.






Time starts: Audible Signal.

Start position: Shooter starts standing facing downrange in A, hands at sides.

Procedure: On the signal engage targets from demarcated areas A and B.

P2 wil activate M1, M1 will stay visable.

Penalties: IPSC match.

				
16	7	2	0	2

