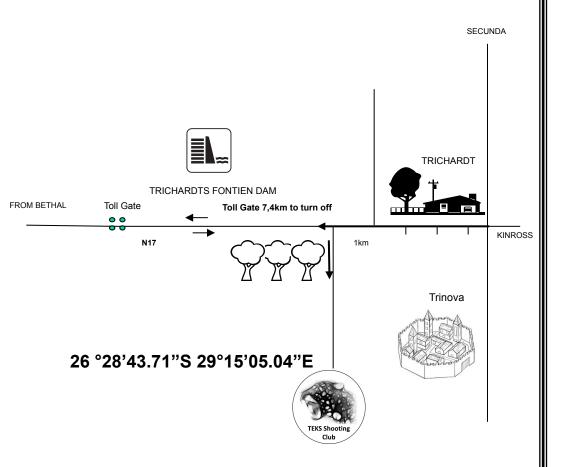
MPSA League

18 FEBRUARY 2017

TEKS Shooting Club TRICHARDT

TEKS SHOOTING CLUB



	STAGES	
STAGE	MIN. ROUNDS	STAGE WEIGT %
1	17	14
2	27	15
3	31	18
4	32	19
5	20	10
6	20	12
7	12	9
8	8	8

Total Rounds 167

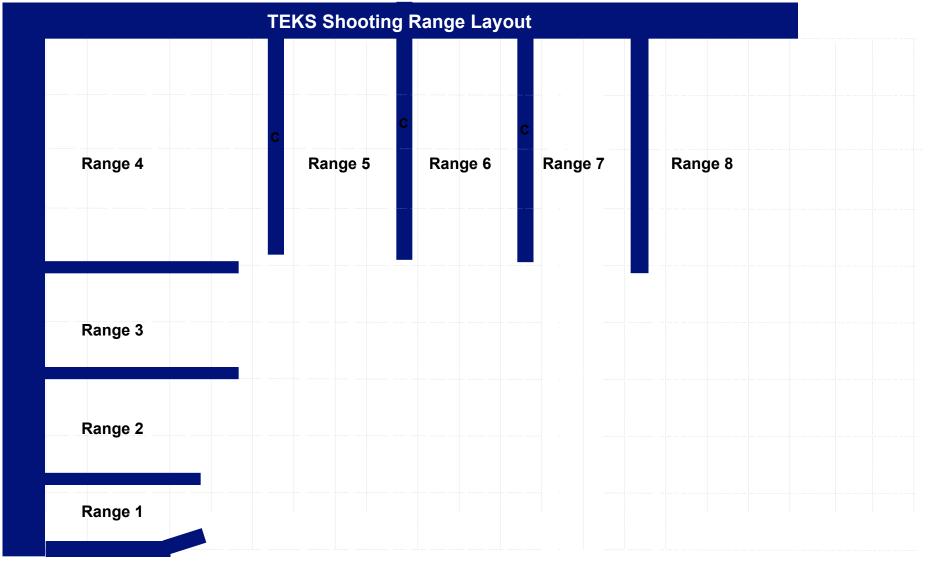
<u>RULES</u>

- 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
- Additional non shoots or barricades may be added to stages to enhance safety of all competitors and spectators
- · No bagging, unbagging will be allowed on the line
- Registration takes place from 07:30 to 08:30
- The RO briefing starts at 08:00
- The shooting competition commences 08:30-9:00

MATCH DIRECTOR: [Willem Van der Bank]

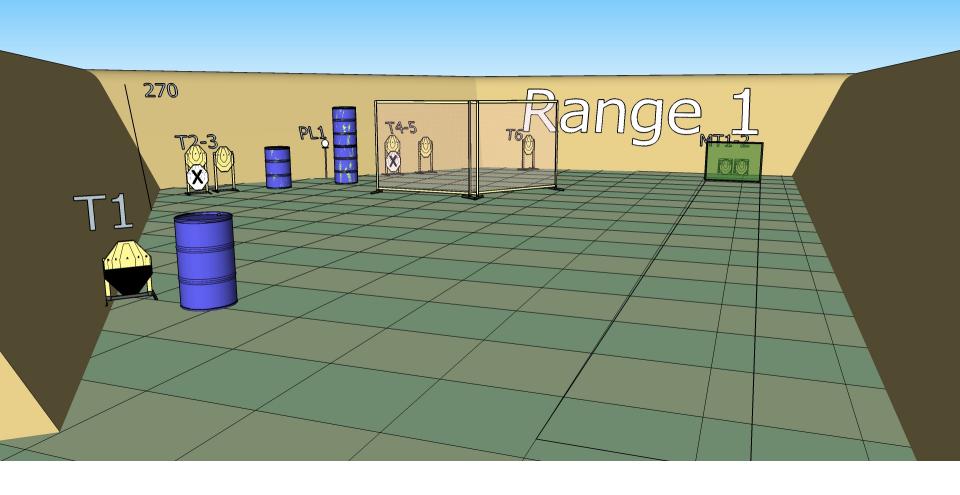
ARBITRATORS: Will be appointed on the day

CHIEF RO: [Johan Prinsloo]





Parking Area (OUTSIDE RANGE AREA)



 17
 6
 2
 2
 1
 0
 0

Stage 1 Range 1: Distance: 2-11m

Ready condition:

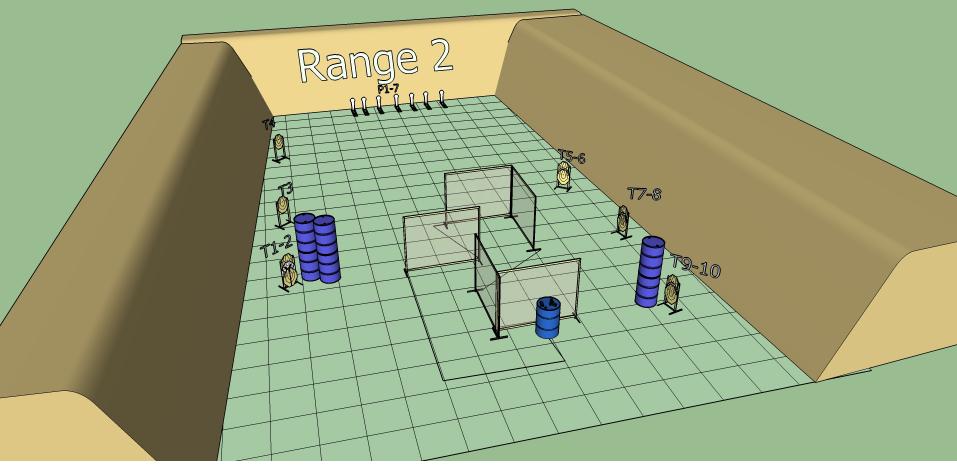
Time starts: Audible Signal

Start position: Standing any where in demarcated area.

Procedure: On signal engage targets while remaining in the

demarcated area.

NOTE: 270 RANGE



27 10 0 4 0 0 7

Stage 2 Range 2: Distance: 5-11m

Ready condition: Gun un-loaded and placed on the drum with all mags to be used.

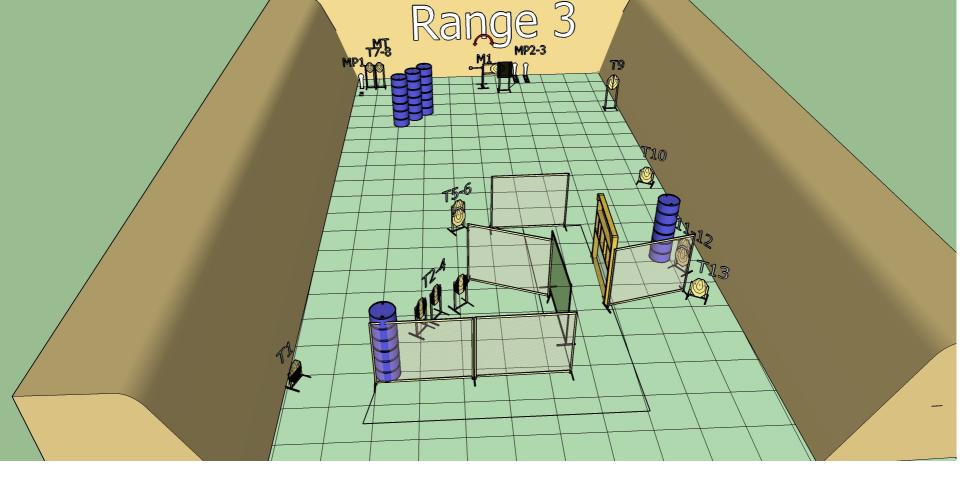
Time starts: Audible Signal.

Start position: Standing toes touching drum hands above shoulders as

demonstrated.

Procedure: On signal engage targets while remaining in the demarcated area.

Note: As this is a 'table' start, the division requirements (behind hip bone) do not apply after the start signal – in other words, magnets cannot be in front of the hip bone prior to the start signal



31 12 2 4 0 3 0

Stage 3 Range 3: Distance: 2-17m

Ready condition:

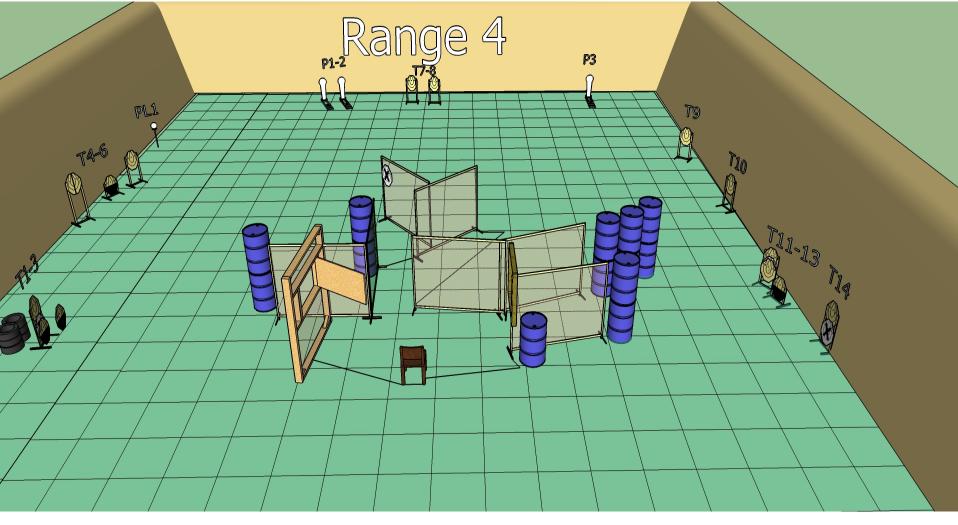
Time starts: Audible Signal

Start position: Standing any where in demarcated area.

Procedure: On signal engage targets while remaining in the demarcated

area.

MP2 will activate M1, M1 will remain visible.



 32
 14
 0
 4
 1
 3
 0

Stage 4 Range 4: Distance: 6-12m

Ready condition:

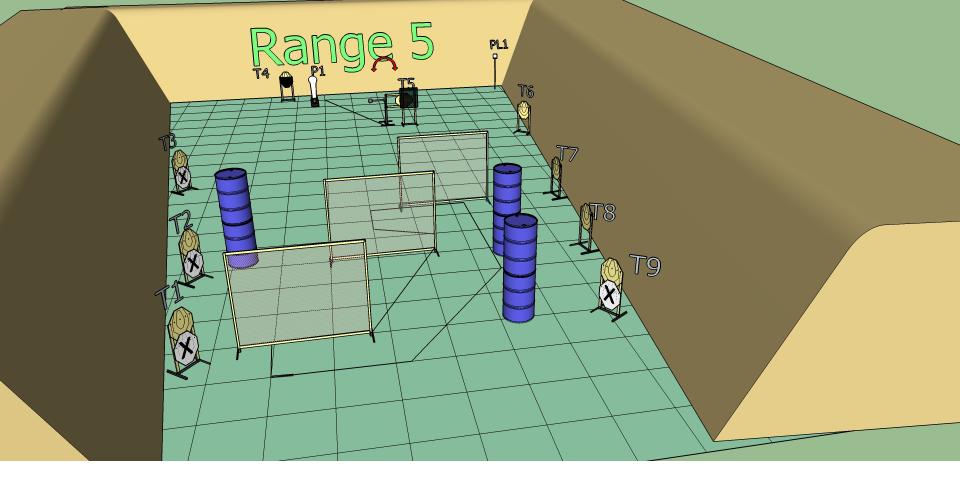
Time starts: Audible Signal

Start position: Seated on chair back against backrest, hands above

shoulders as demonstrated.

Procedure: On signal engage targets while remaining in the demarcated

area.



 20
 9
 0
 4
 1
 0
 1

Stage 5 Range 5 Distance: 8-12M

Ready condition:

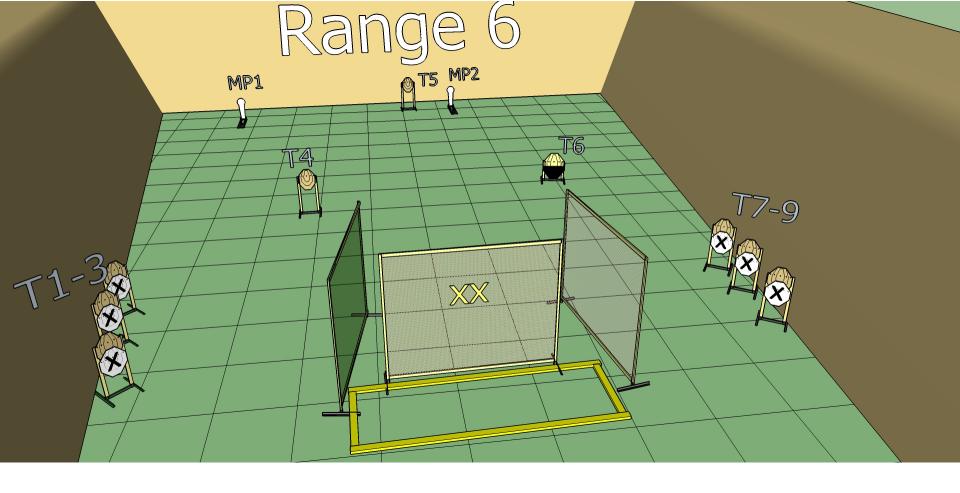
Time starts: Audible Signal

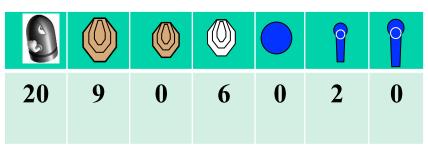
Start position: Standing in demarcated area,

hands above shoulders, heels touching brandring as demonstrated. **Procedure:** On signal engage targets while remaining in the demarcated

area.

PP1 will activate M1,M1 (T5) wil remain visible.





Stage 6 Range 6 Distance: 3-14m

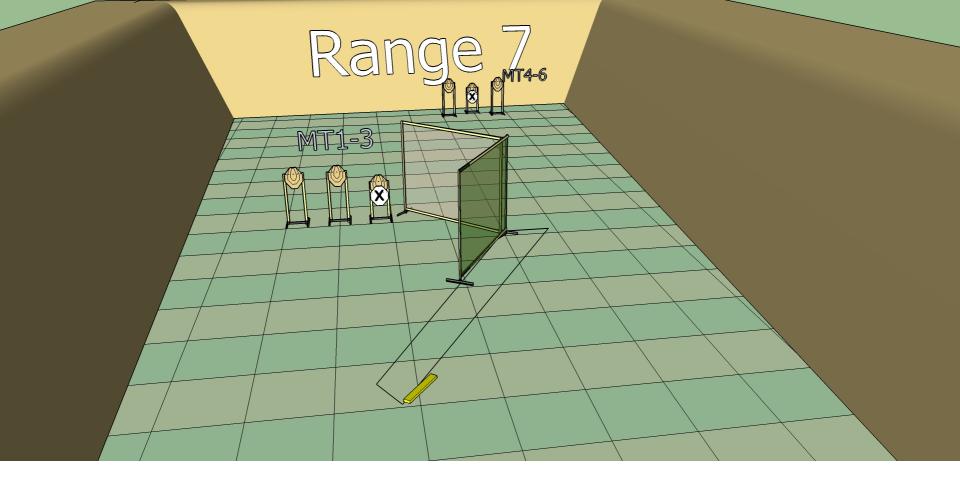
Ready condition:

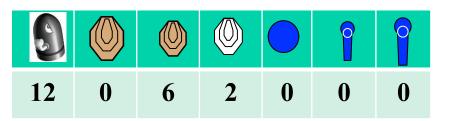
Time starts: Audible Signal

Start position: Shooter starts both hands touching X.

Procedure: On signal engage targets while remaining in the

demarcated area





Stage 7 Range 7: Distance: 5-9m

Ready condition:

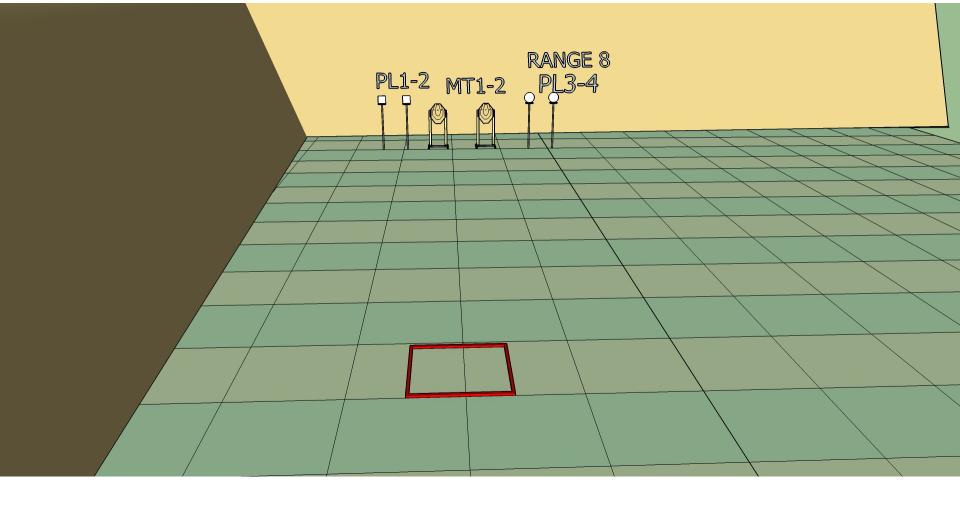
Time starts: Audible Signal

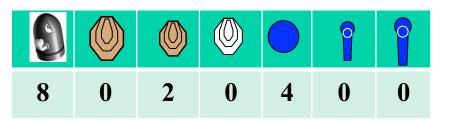
Start position: Standing in demarcated facing downrange

heels touching brandring as demonstrated.

Procedure: On signal engage targets while remaining in the

demarcated area.





Stage 8 Range 8: Distance: 10m

Ready condition:

Time starts: Audible Signal

Start position: Standing in demarcated area.

Procedure: On signal engage targets while remaining in

the demarcated area.