

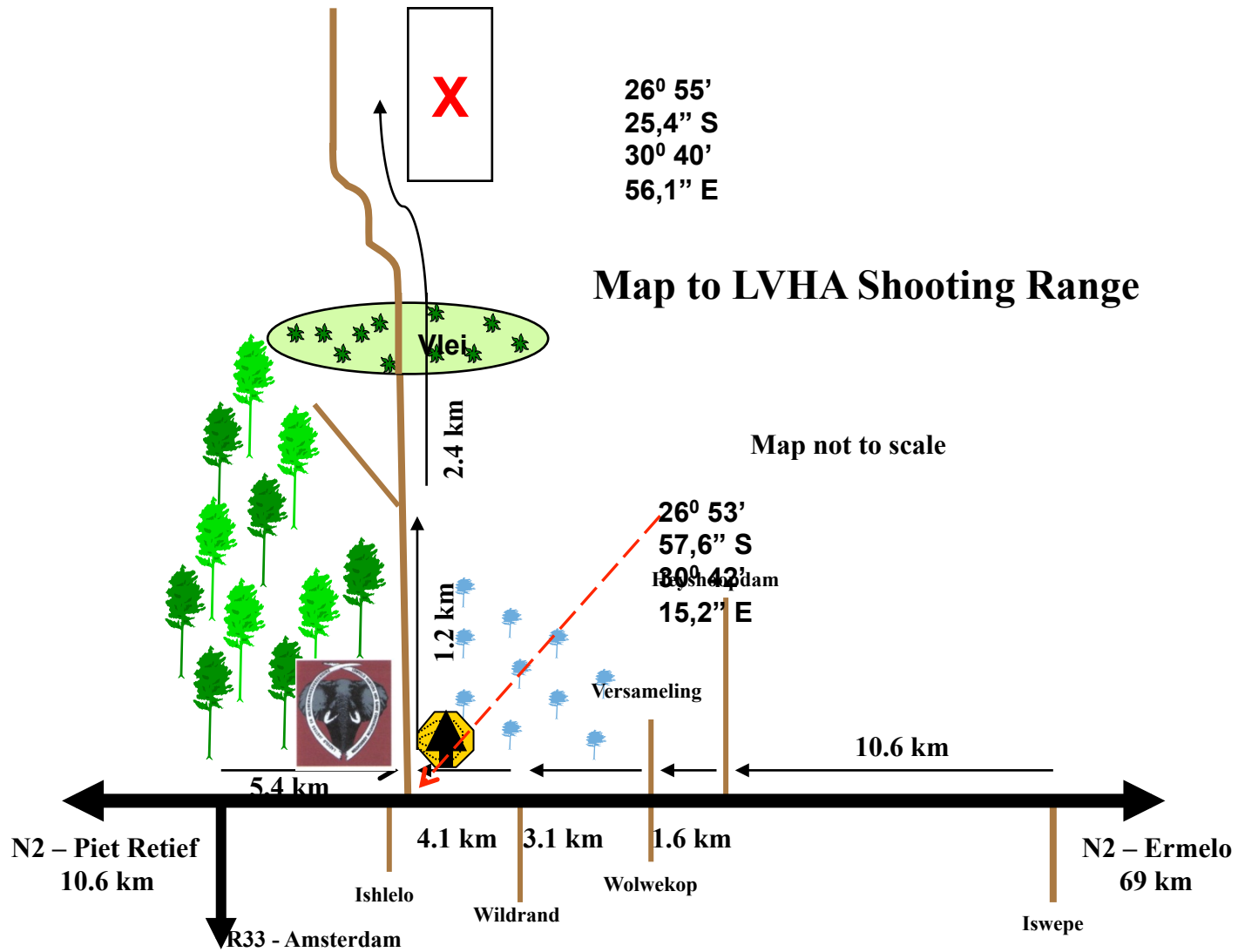
Mpumalanga Practical Shooting
 Association
 Pistol League #2
 Hosted By



11 March 2017

LVHA Shooting Range
 Piet Retief

Stage	Name	Min Rounds	Stage Weight %
1	Empire Strikes back	32	18.7
2	Kentucky	24	14.0
3	Seeing Double	24	14.0
4	Swinging	12	7.0
5	Hang in in there	12	7.0
6	Space invaders	23	13.6
7	X – Factor	32	18.7
8	Speed Whoopsie	12	7.0
	Total Rounds	171	100
1.	The latest IPSC rules will apply.		
2.	A Safe Area will be provided for all un-bagging, indexing and bagging.		
3.	All competitors and spectators on the range must wear eye and hearing protection.		
4.	Deviations from the published course design may be implemented where this is done to enhance safety and/or course quality and to comply with the relevant rules.		
5.	Registration for the match will start from 7:30.		
6.	RO briefing will start at 8:00		
7.	The match will commence at 9:00		
8.	Match Officials		
	Match Director		Denzil Venske
	Chief Range Officer		Johan Prinsloo
	Arbitration Committee		Will be appointed if required
	Stats Official/s		Kyle van Deventer
The Piet Retief Practical Shooting Club wishes you a safe and enjoyable shoot.			



Range 7

Range 6

Range 5

Range 4

Range 3

Range 2

Range 1

Club House



Range 8










Shotgun Range

Stage	A	C	D	M	NO SHOOT	PROCEDURAL	TIME
1							
2							
3							
4							
5							
6							
7							
8							
Total							

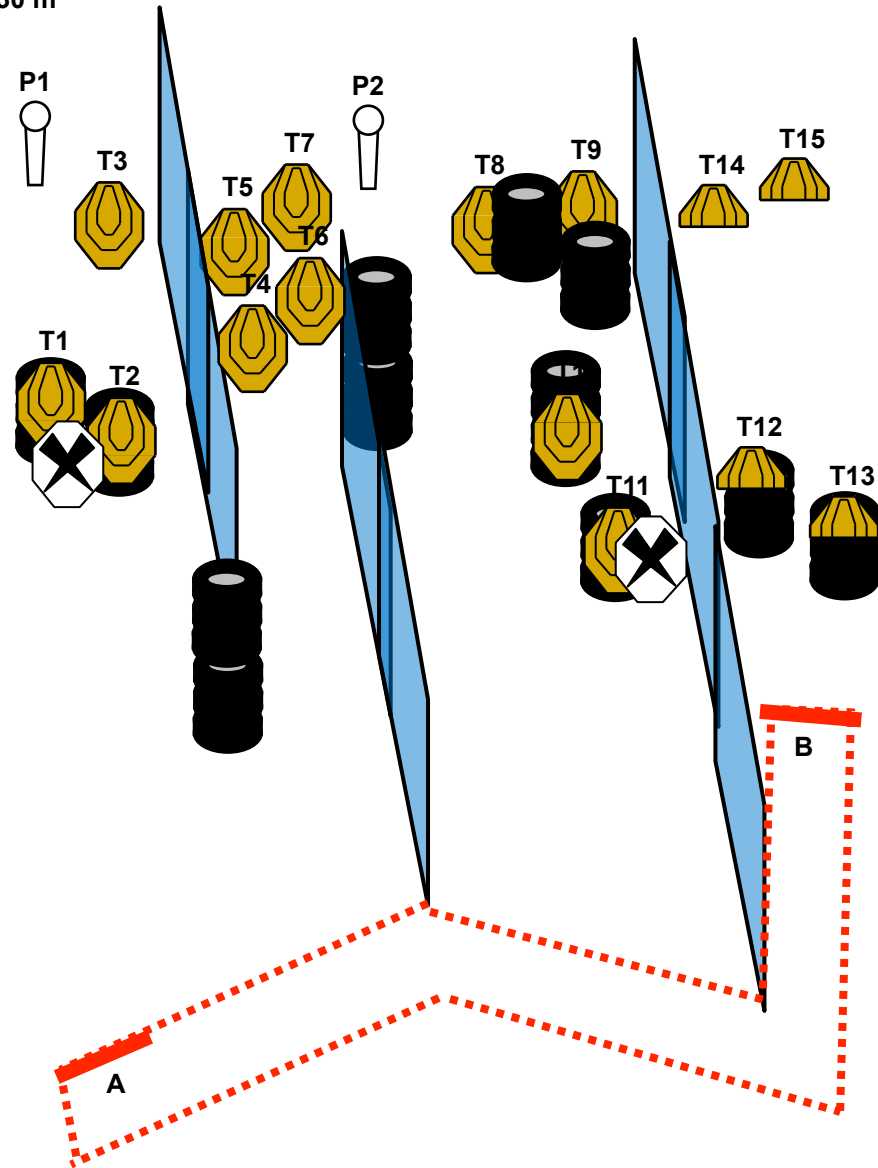


STAGE 1

Empire Strikes Back

	32	
	2	
	-	
	-	Shooter starts at either A, or B, toes touching, hands above shoulder height
	2	
	-	Procedure :
	15	On audible start signal engage targets from within the demarcated area.










Distance
5 – 30 m

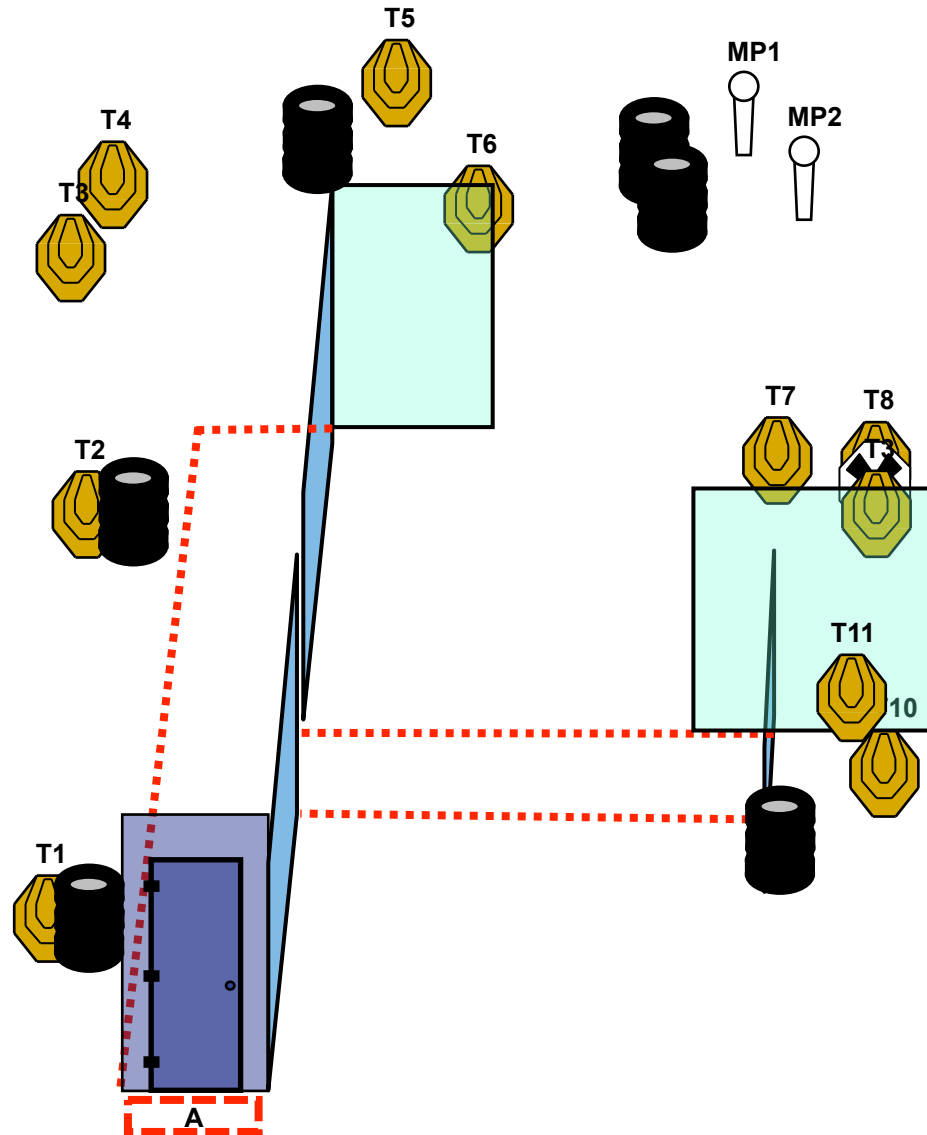




STAGE 2

Kentucky










	24	
	1	
	-	
	2	Shooter starts standing in A, holding door handle in strong hand.
	-	
	-	Procedure :
	11	On audible start signal engage targets from within the demarcated area.



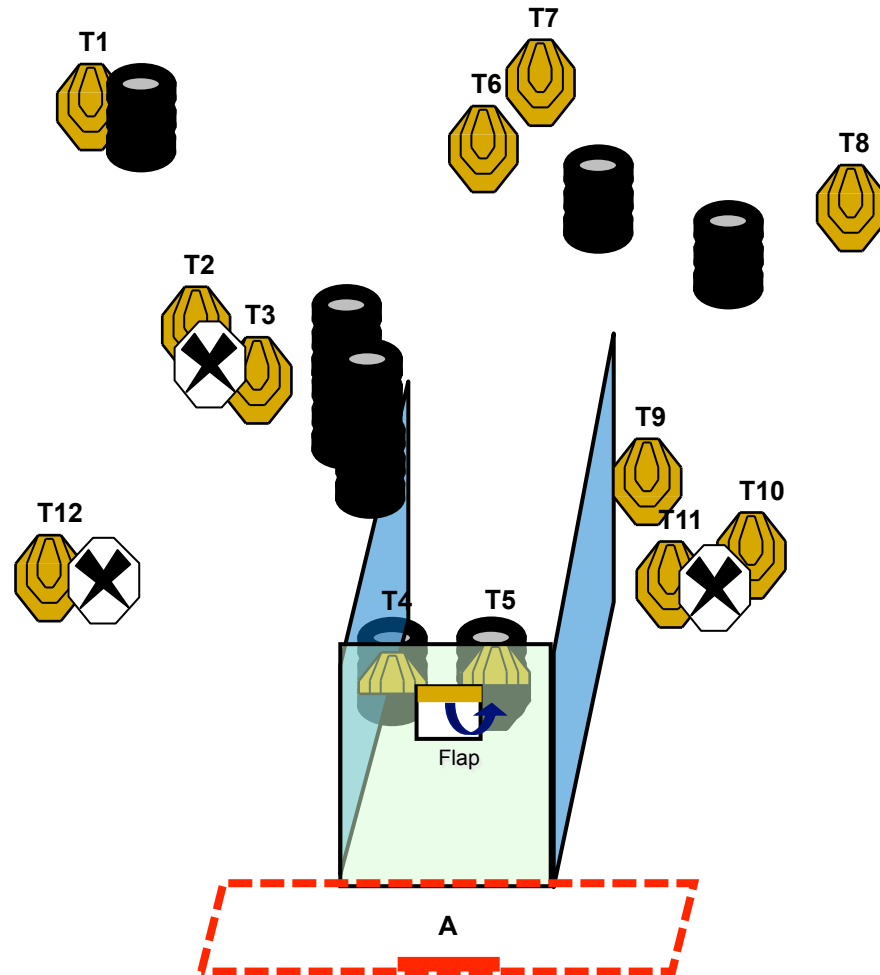


STAGE 3

Seeing Double

	24	
	3	Handgun is unloaded.
	-	
	-	Shooter starts standing at A, facing up range, toes touching demarcated area
	-	
	-	Procedure : On audible start signal engage targets from within the demarcated area.
	12	










Distance
5 – 15 m

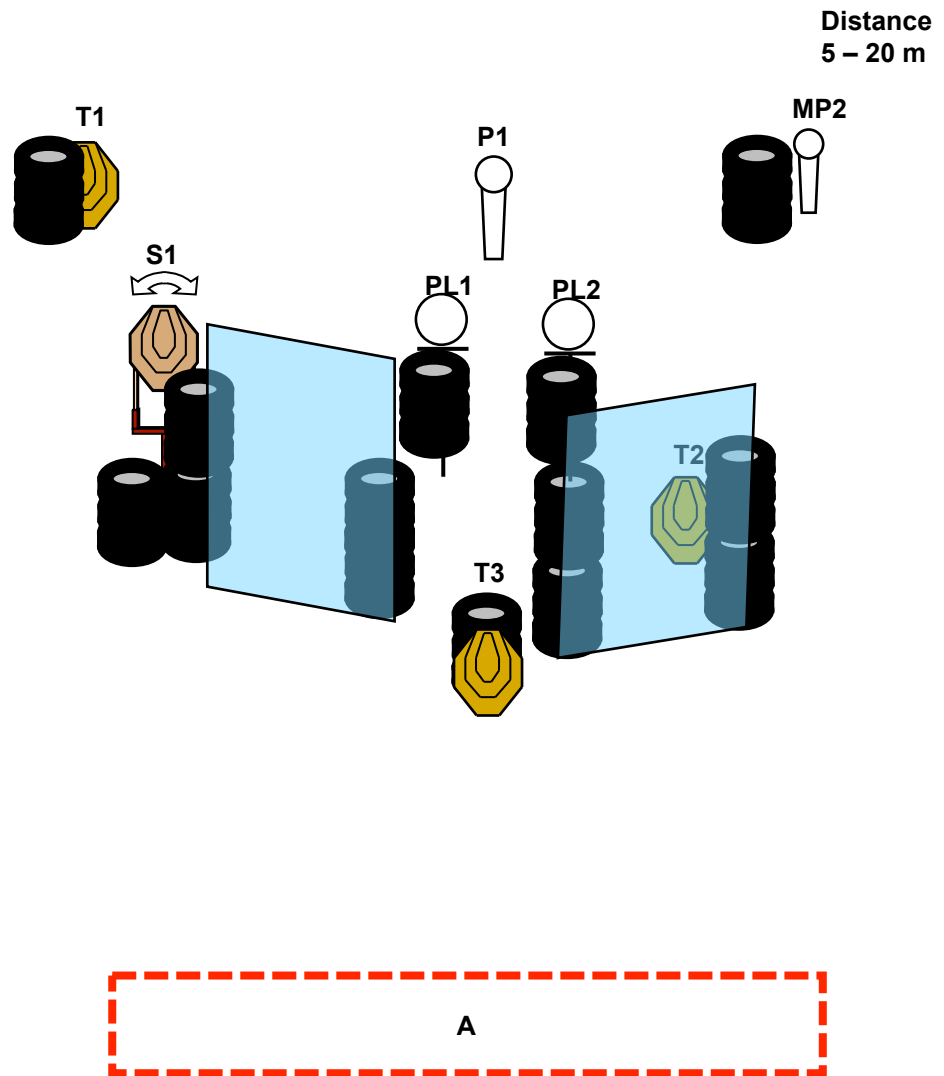




STAGE 4

Swinging

	12	
	-	Handgun is loaded, chamber empty.
	2	
	1	
	1	
	4	Procedure : On audible start signal engage targets from within the demarcated area. P1 will activate S1 and will remain visible.
	-	

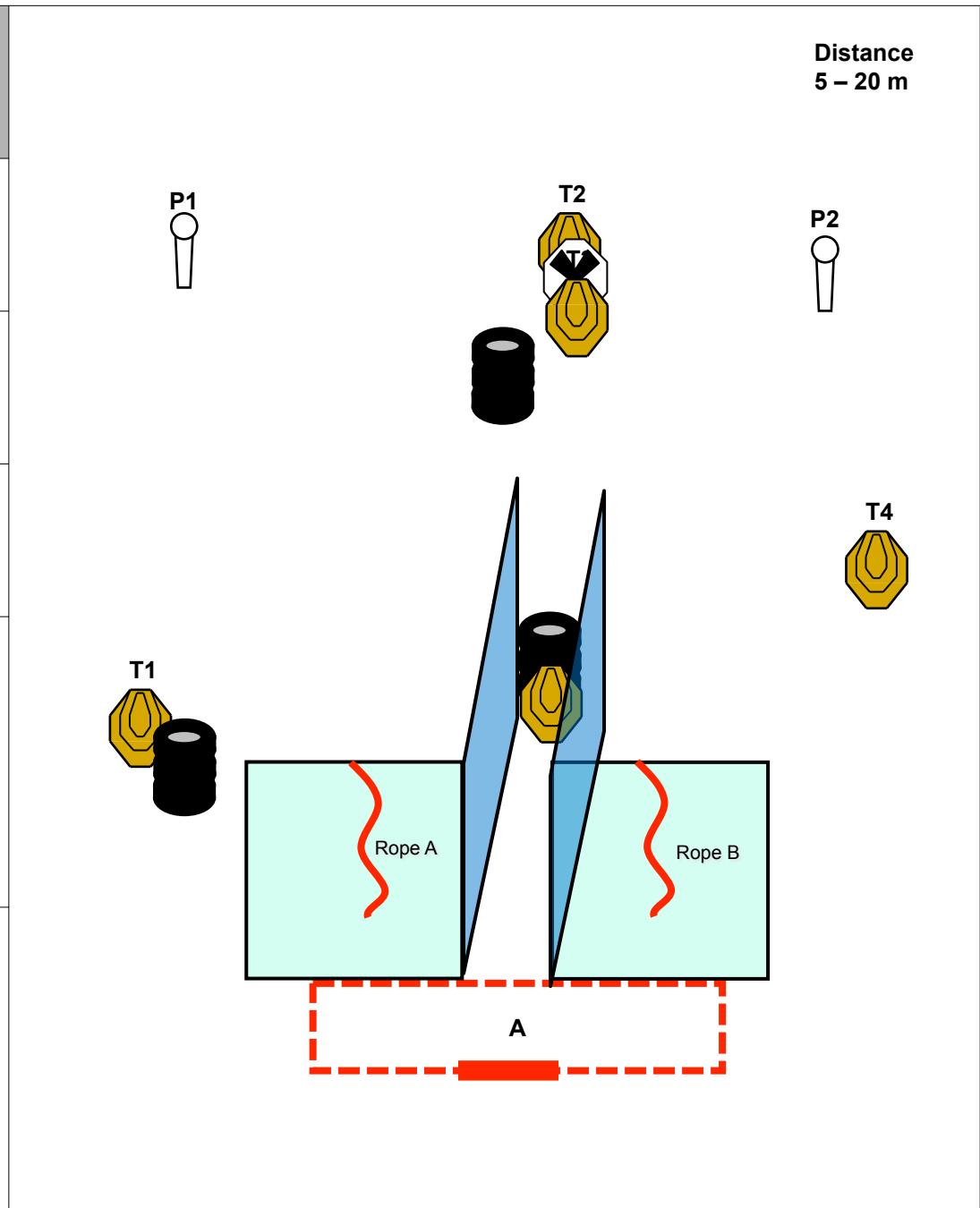




STAGE 5

Hang in there










	12	
	1	
	-	
	2	Shooter starts standing at A, heels touching demarcated area.
	-	
	5	On audible start signal engage targets from within the demarcated area, while holding either rope A or B with at least one hand.
	-	

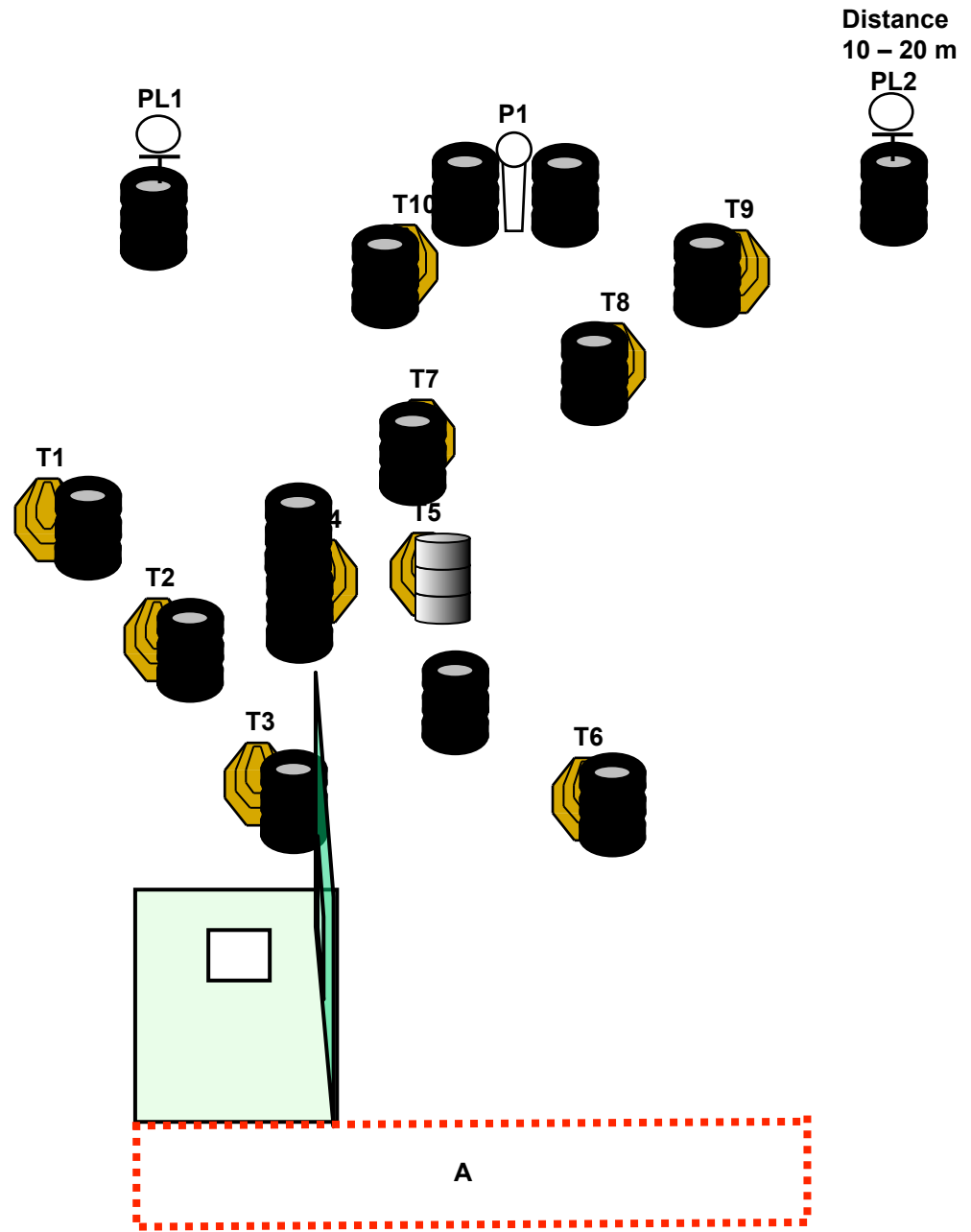




STAGE 6

Space invaders

	23	
	-	
	2	
	-	Shooter starts standing anywhere in A.
	1	
	-	Procedure :
	10	On audible start signal engage targets from within the demarcated area.

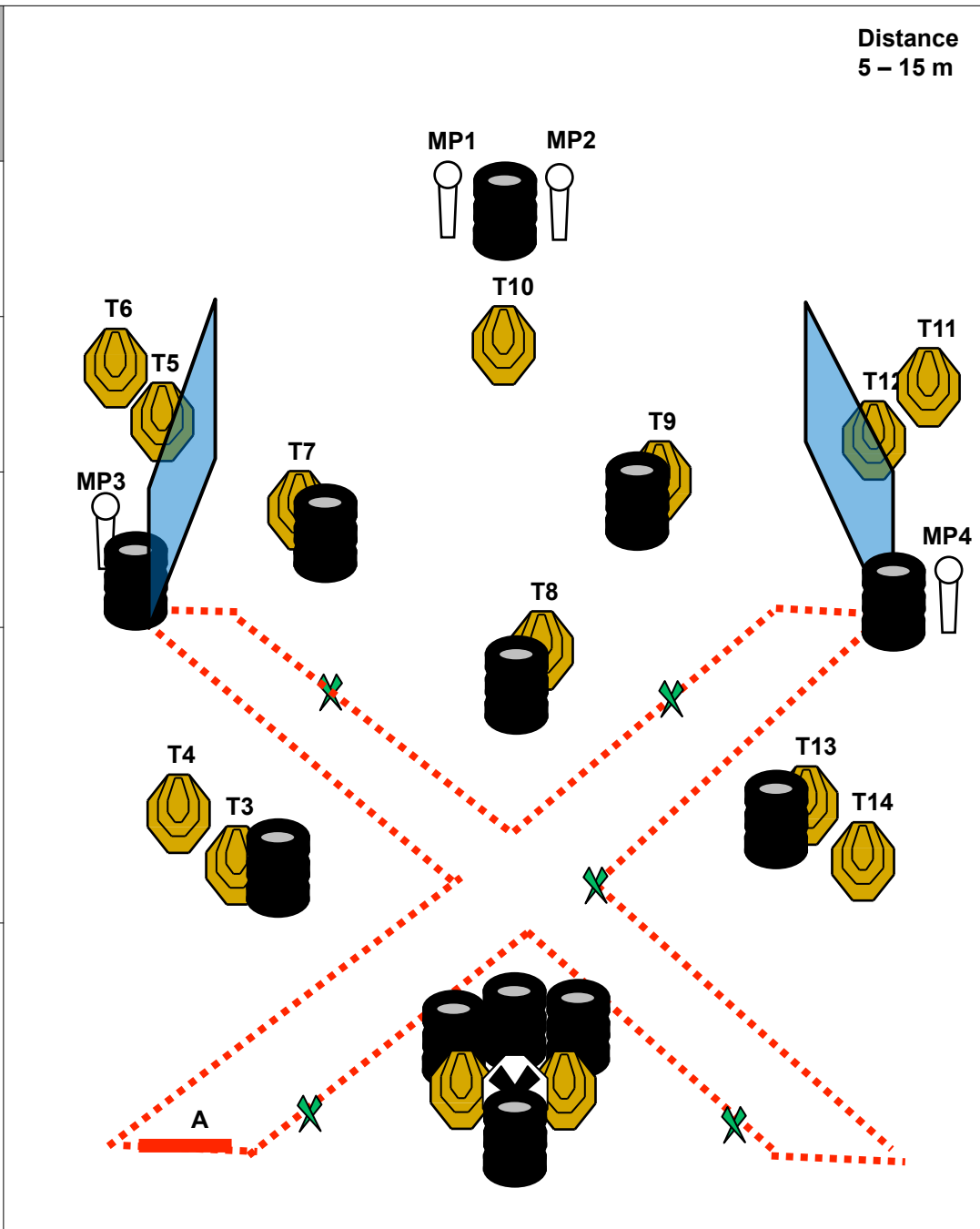




STAGE 7

X - Factor

	32	
	3	
	-	
	4	Shooter starts standing at A , arms across chest , hands on shoulders.
	-	
	-	Procedure :
		On audible start signal engage targets while remaining in the demarcated area.
	14	





STAGE 8

Speed Whoopsie

	12	
	-	Handgun is unloaded and placed on drum with all magazines to be used.
	-	
	4	Shooter starts heels touching demarcated area.
	-	
	4	Procedure : On audible signal, engage targets while remaining in the demarcated area.
	-	

Distance
10 – 15 m

