MPSA Handgun League 4



17 Aug 2019 White River Shooting Club

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VENUE: White River Shooting Range

DATE: 17th August 2019

REGISTRATION: 07H00 to 08H30

RO BRIEFING: 07H30 to 08H00

START: 08H30 Sharp

ENTRY FEE: R200.00

<u>STAGES</u> 8 Stages, 900 Points Minimum of 180 rounds

All steel Targets will be White
All steel no shoots will be red
71 IPSC Targets
23 Steel Target Plates,
15 Target Poppers
15 IPSC No Shoot Targets
3 Plate No Shoots

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
- Course design may be altered to enhance the stages / safety of all competitors and spectators.
- Entry Fee R200.00

MATCH DIRECTOR: Gideon Botha RANGE MASTER: Mitch McAllister

ARBITRATORS: Three delegates to be appointed

by Match Director as and when

required

CHIEF RO: Hennie Koch

Stage 1, Range 1 – Medium Course

START POSITION: Competitor starts anywhere in demarcated area, facing downrange. Handgun is loaded and holstered.

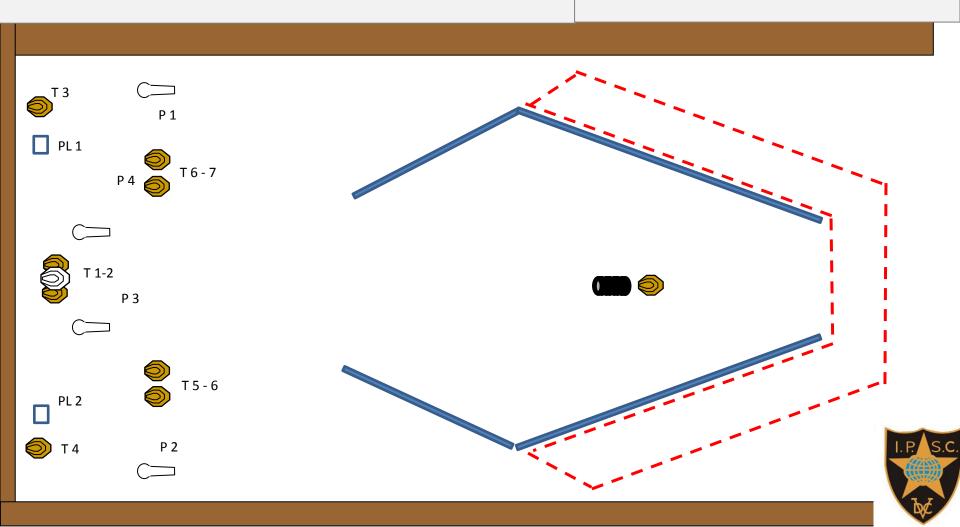
STAGE PROCEDURE

On audible start signal engage targets whilst remaining in the demarcated area. DISTANCES: 13 to 26 meters.

MINIMUM ROUNDS: 24 SCORING: 110 points

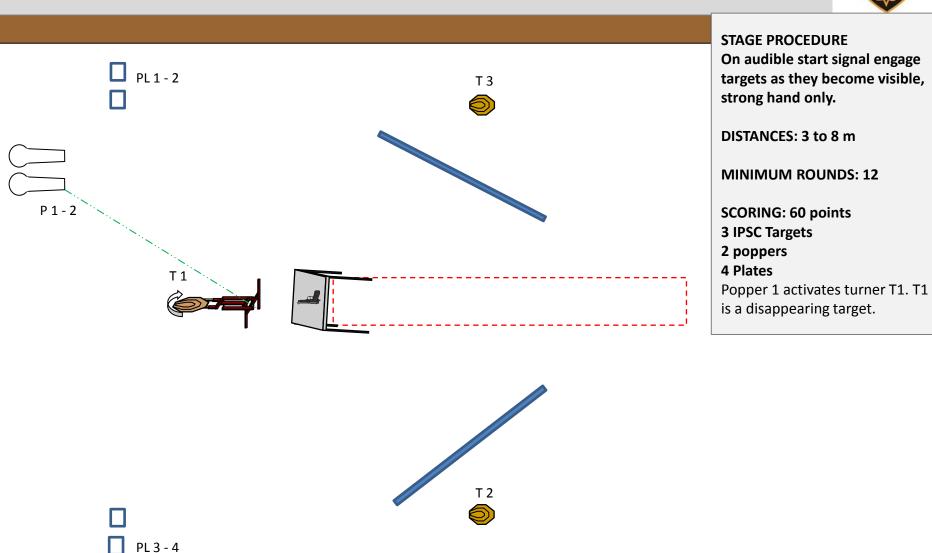
TARGETS:

9 IPSC Targets, 4 Poppers, 2 Plates, 1 No shoot target.



Stage 2A, Range 2 — Short Course
START POSITION: Competitor starts facing down range in the demarcated area, firearm is unloaded and placed on table. Notes: Rule 1.1.5.1 - Level I and II are not required to comply strictly with the freestyle requirements or round count limitations.

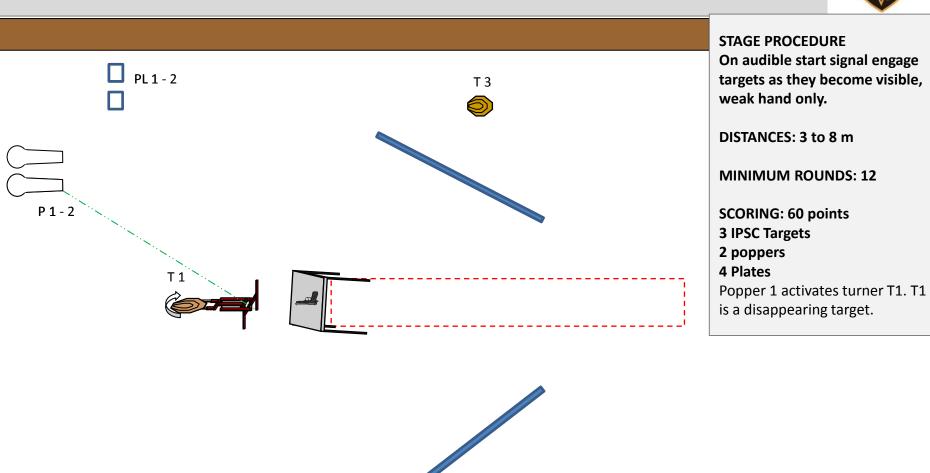




PL 3 - 4

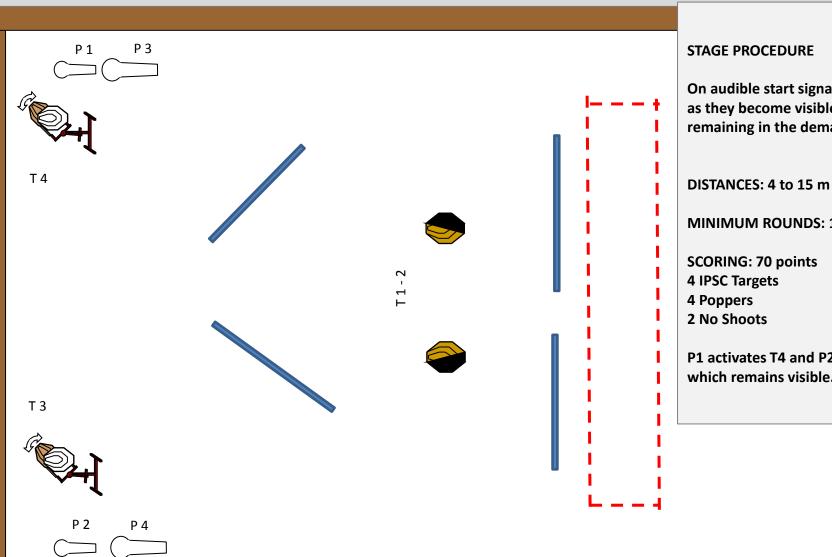
Stage 2B, Range 2 – Short Course
START POSITION: Competitor starts facing down range in the demarcated area, firearm loaded and placed on table. Notes: Rule 1.1.5.1 - Level I and II are not required to comply strictly with the freestyle requirements or round count limitations.





Stage 3, Range 3 – Medium Course

START POSITION: Competitor starts anywhere in the demarcated area, facing down range.



On audible start signal engage targets as they become visible, whilst remaining in the demarcated area.

MINIMUM ROUNDS: 12

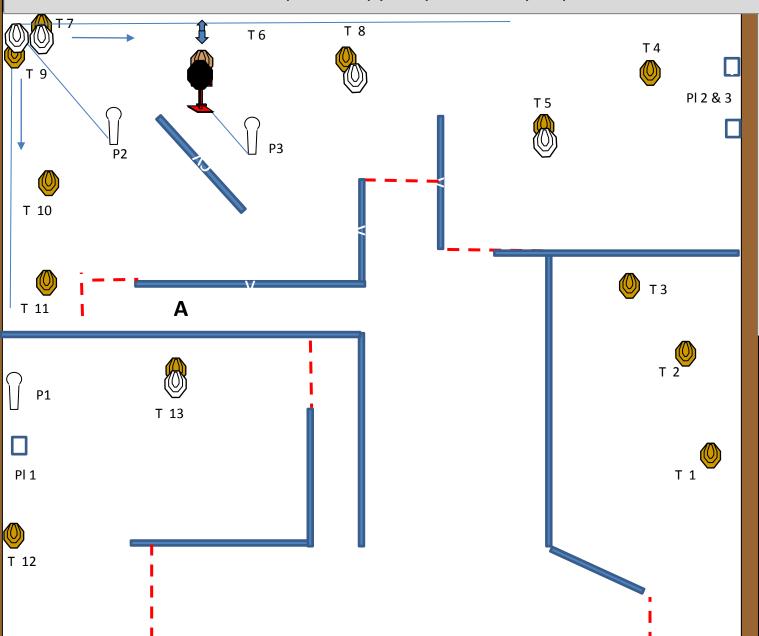
P1 activates T4 and P2 activates T3, which remains visible.



Stage 4, Range 4 – Long Course

START POSITION: Shooter starts at A, hands surrender. Gun is loaded and holstered.

Notes: Rule 1.1.5.1 – Level I and II are not required to comply strictly with the freestyle requirements or round count limitations.



STAGE PROCEDURE

On audible start signal engage targets as they become visible, whilst remaining in the demarcated area.

DISTANCES: 7 to 15 m

MINIMUM ROUNDS: 32

SCORING: 160 points
13 IPSC Targets

T6 is a bobber activated by P3 T7 and T9 will be activated by

- P2, both will remain visible.
- 3 Plates
 3 Poppers
- 5 no shoot targets



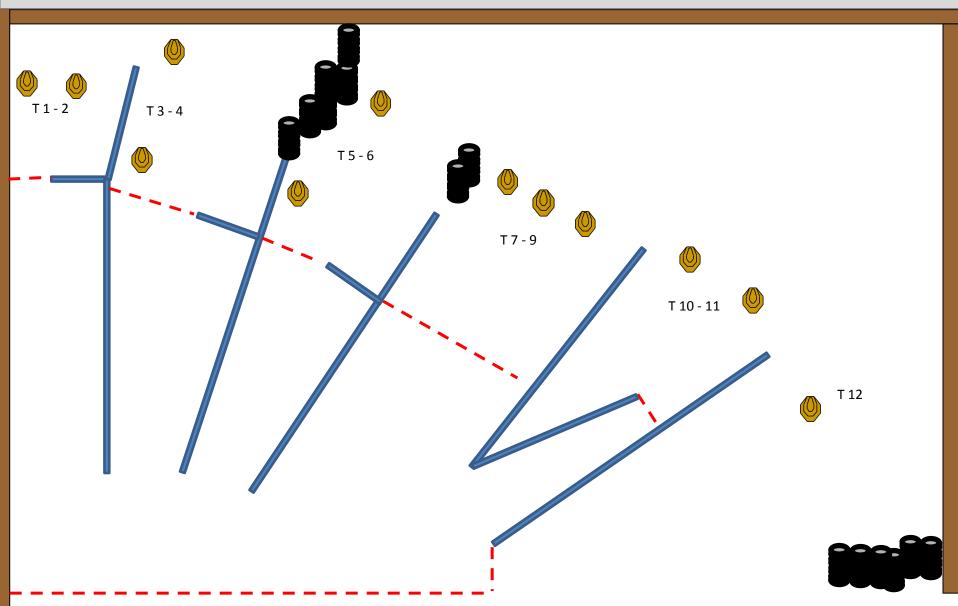
Stage 5, Range 5 – Medium Course

START POSITION: Shooter starts anywhere in the demarcated area, gun is loaded and holstered.

On signal engage targets as they become visible.

Distance 7 to 15 meters, Minimum shots: 24 12 targets, 120 points,



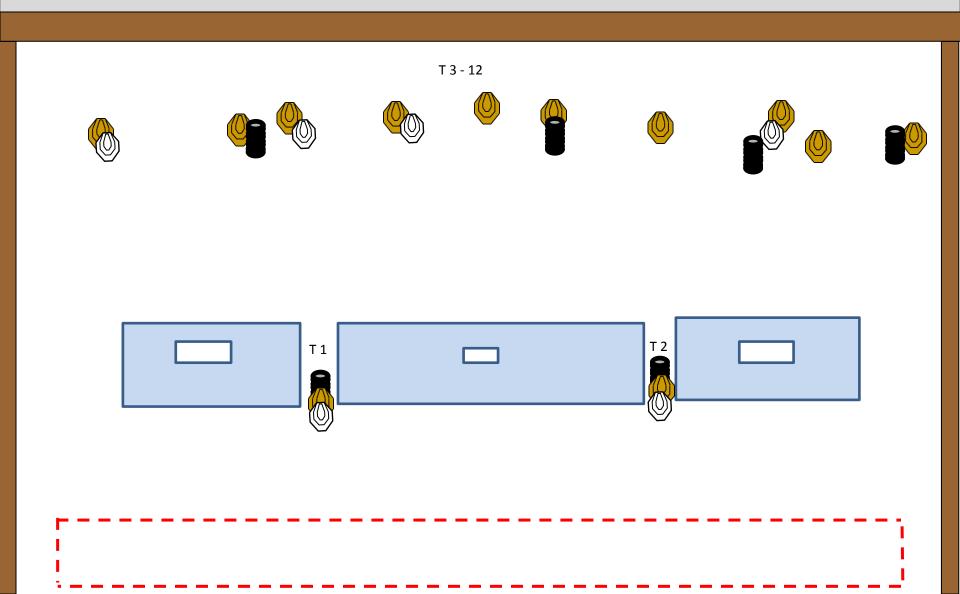


Stage 6, Range 6 – Medium Course

START POSITION: Shooter starts anywhere in the demarcated area. Handgun is loaded and holstered. STAGE PROCEDURE: On audible start signal engage targets whilst remaining in the demarcated area.

DISTANCES: 15 to 20 meters. 24 shots, 120 Points, 12 Targets, 6 No shoots.





Stage 7, Range 7 – Loooong Course

START POSITION: Shooter starts anywhere in the demarcated area, facing down range. Handgun loaded and holstered. On Audible signal engage targets as they become visible. Shots: 40. 200 Points, 15 IPSC Targets, 10 Plates, 1 no shoot.

Notes: Rule 1.1.5.1 – Level I and II are not required to comply strictly with the freestyle requirements or round count limitations.



