



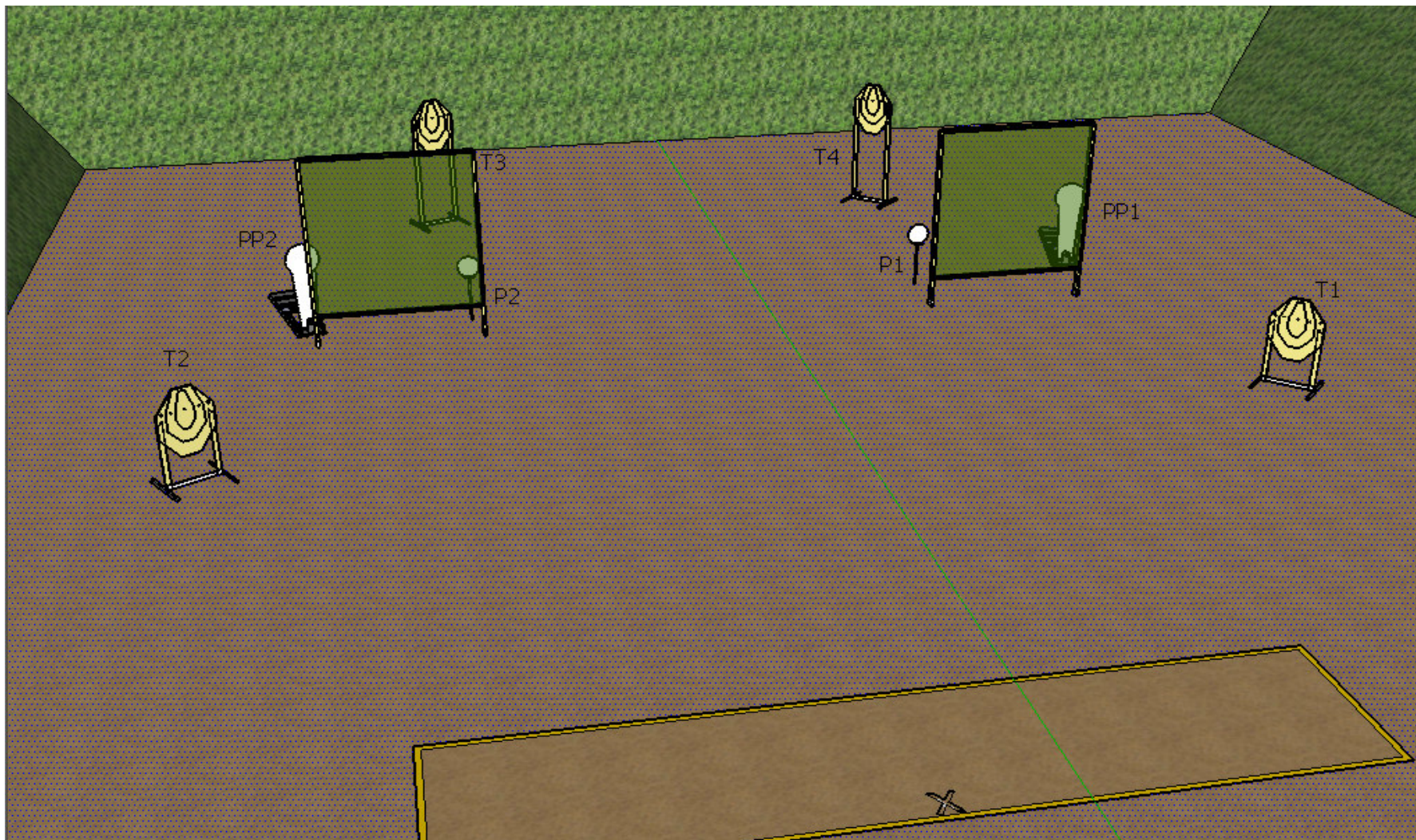
## Interprovincial Shooting Match

### Stages

1	Need for Speed	12
2	Forwards and Backwards	20
3	House Clean Up	28
4	Run Like the Wind	32
5	Pole Dancer	9
6	Ramp-Age	24
7	Fast Swinging	12
8	Up the Walls	24
<b>Total Min Shots</b>		<b>161</b>

<b>Stage No</b>	<b>1</b>	<b>Range no</b>	<b>4</b>	<b>Stage Name</b>	<b>Need for Speed</b>		
<b>Start Position</b>	Shooter starts both heels touching branding "X". Gun is Unloaded and holstered, Hands relaxed at sides.				<b>Min Rounds:</b>	12	
<b>Stage Procedure:</b>	On start signal engage all targets as they become visible whilst remaining within the demarcated area.				<b>Targets:</b>	4 Classic IPSC, 2 Poppers, 2 plates	
					<b>Distance:</b>	8 – 15meters	
					<b>Scored hits:</b>	Best per IPSC, Steel Down.	
					<b>Start Stop:</b>	Auditable – Last shot	

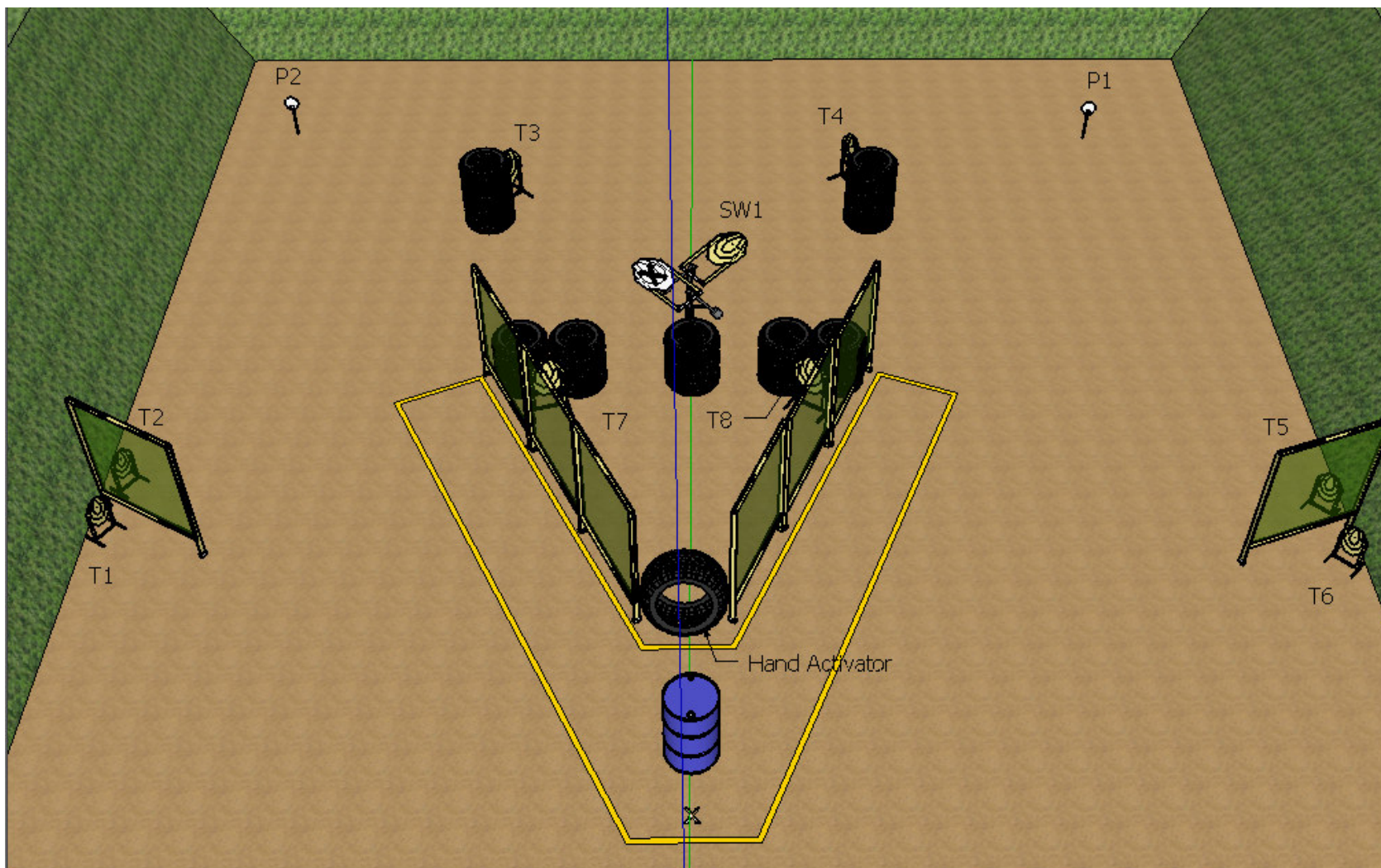
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<b>Stage No</b>	<b>2</b>	<b>Range no</b>	<b>5</b>	<b>Stage Name</b>	<b>Forwards and Backwards</b>		
<b>Start Position</b>	Shooter starts in X kneeling on both knee's both hands on side of drum. Gun is loaded, mag in, chamber empty and placed flat on drum with all spare magazines.				<b>Min Rounds:</b>	20	
<b>Stage Procedure:</b>	On start signal engage all targets as they become visible whilst remaining within the demarcated area. Activator for the two swingers is a hand activator at the opening of the tyre.				<b>Targets:</b>	9 Classic IPSC, 2 plates, 1 No shoot Target	
					<b>Distance:</b>	8 – 18meters	
					<b>Scored hits:</b>	Best per IPSC, Steel Down.	
					<b>Start Stop:</b>	Auditable – Last shot	

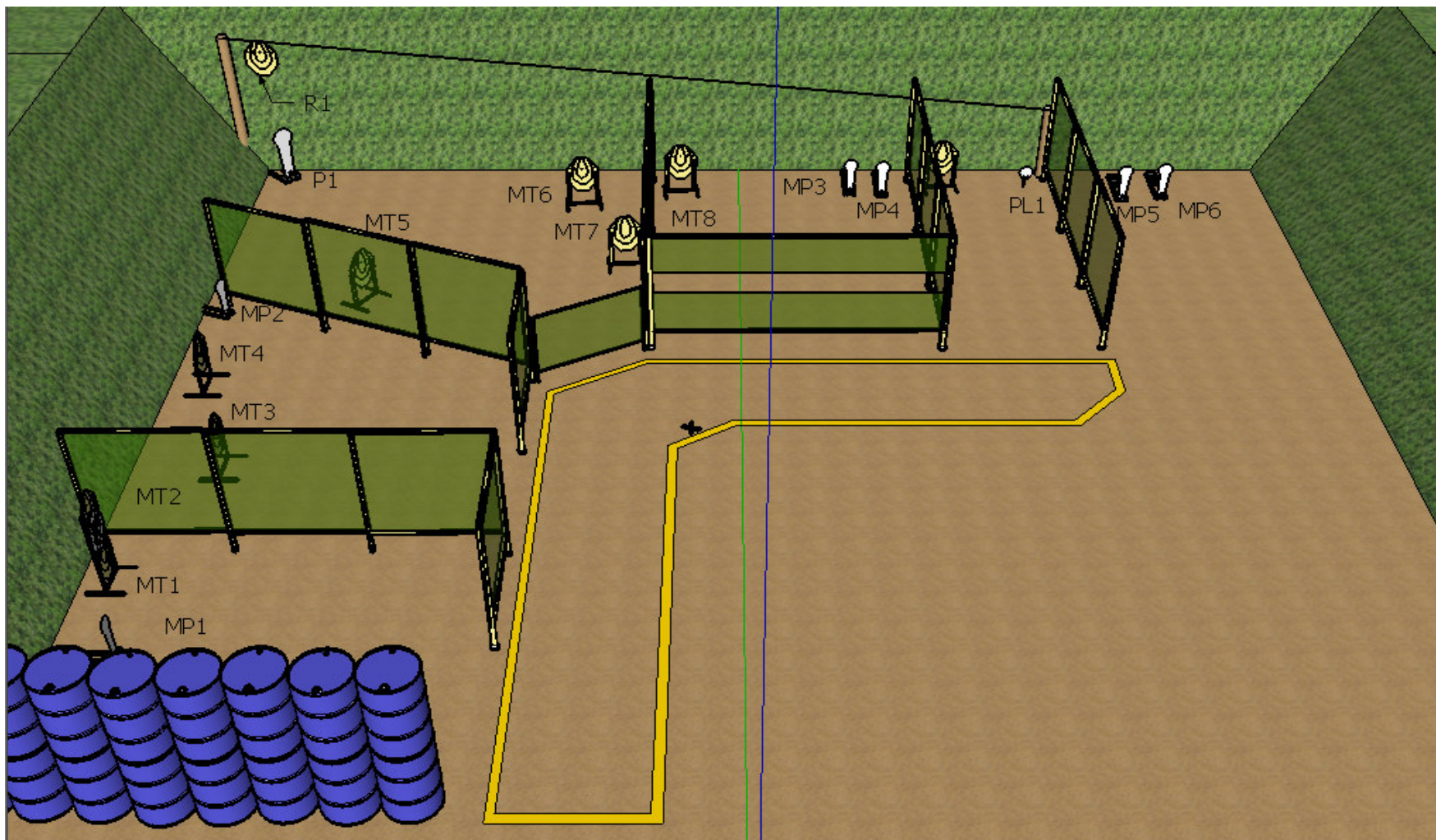
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<b>Stage No</b>	<b>3</b>	<b>Range no</b>	<b>6</b>	<b>Stage Name</b>	<b>House clean Up</b>		
<b>Start Position</b>	Shooter starts with one heel touching brandering at "X". Gun is loaded and holstered, Hands surrender.				<b>Min Rounds:</b>	28	
<b>Stage Procedure:</b>	On start signal engage all targets as they become visible whilst remaining within the demarcated area. P1 activates runner R1 and remain visible.				<b>Targets:</b>	10 Mini targets, 1 Poppers, 6 Mini Poppers 1 plate. 1 no shoot target	
					<b>Distance:</b>	8 – 11 meters	
					<b>Scored hits:</b>	Best per IPSC, Steel Down.	
					<b>Start Stop:</b>	Auditable – Last shot	

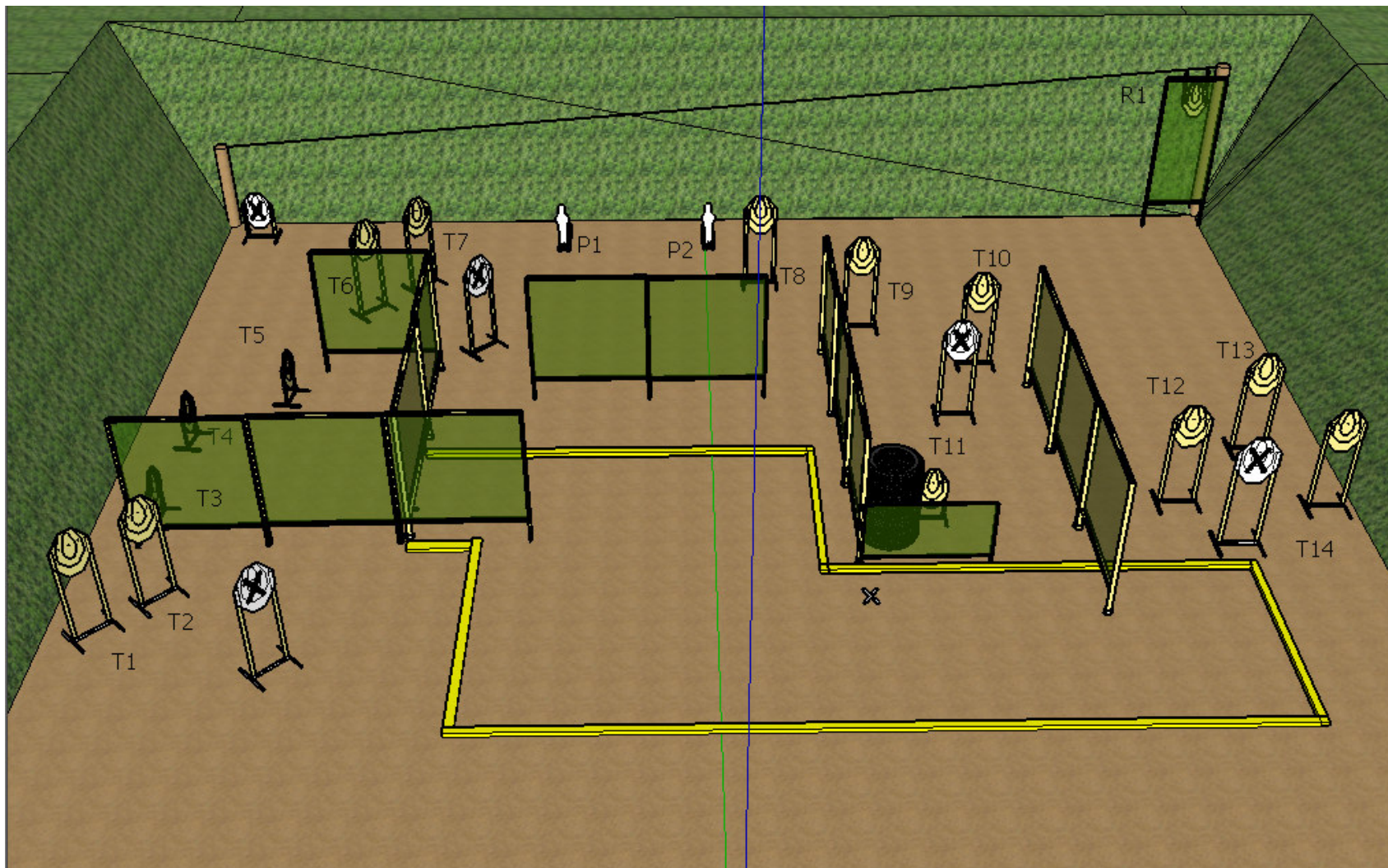
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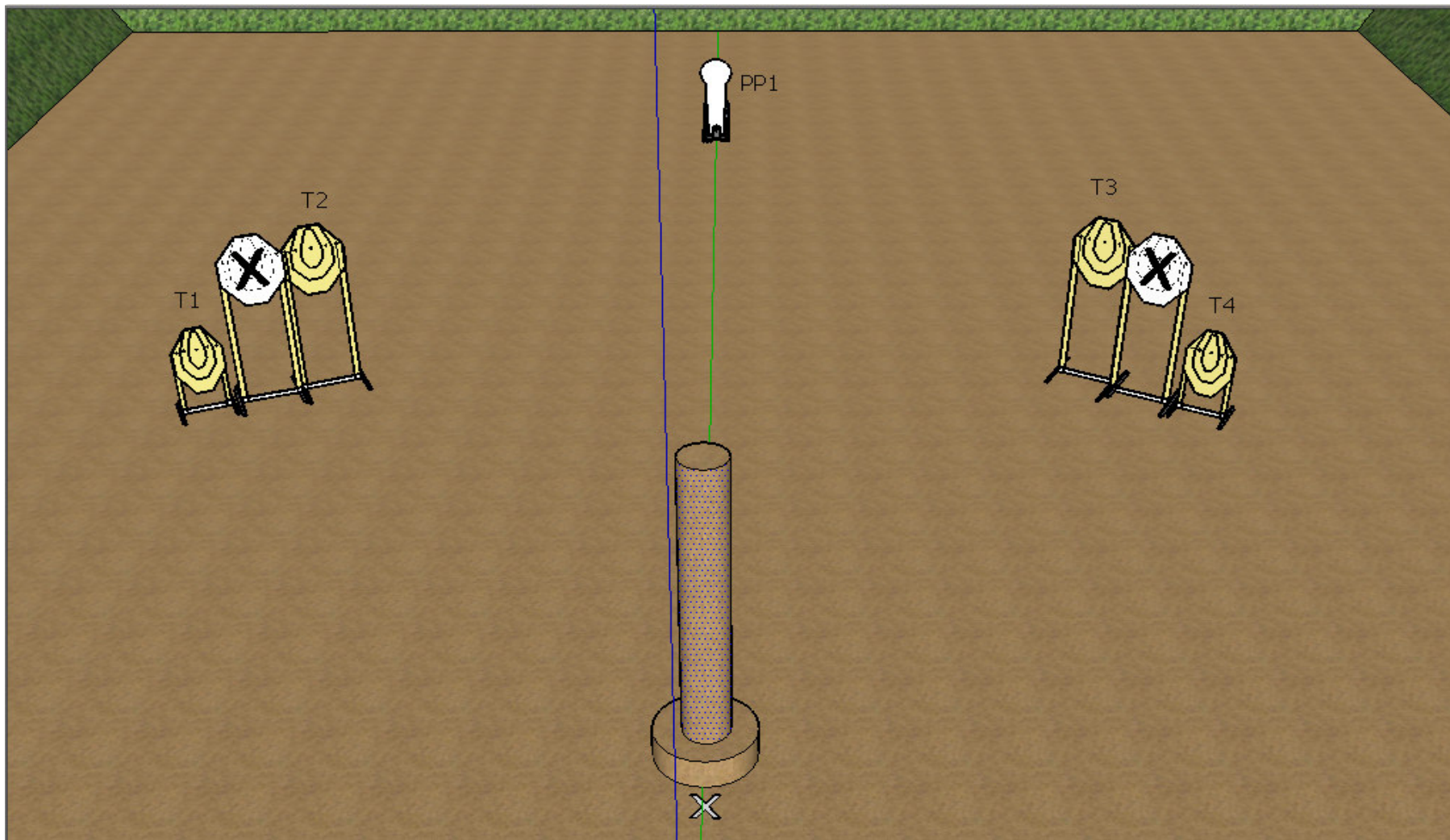
<b>Stage No</b>	<b>4</b>	<b>Range no</b>	<b>2</b>	<b>Stage Name</b>	<b>Run Like The Wind</b>		
<b>Start Position</b>	Shooter starts standing at X both hands on branding fence. Gun is loaded and holstered,				<b>Min Rounds:</b>	32	
					<b>Targets:</b>	15 Classic IPSC, 2 Poppers, 5 No shoot targets	
<b>Stage Procedure:</b>	On start signal engage all targets as they become visible whilst remaining within the demarcated area. P1 and P2 activates Runner R1, R1 remains visible.				<b>Distance:</b>	8 – 15meters	
					<b>Scored hits:</b>	Best per IPSC, Steel Down.	
					<b>Start Stop:</b>	Auditable – Last shot	

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<b>Stage No</b>	<b>5</b>	<b>Range no</b>	<b>8</b>	<b>Stage Name</b>	<b>Pole Dancing</b>		
<b>Start Position</b>	Shooter starts both feet on pedestal X. Gun is loaded and holstered. Hands holding pole to support balance.				<b>Min Rounds:</b>	9	
<b>Stage Procedure:</b>	On start signal engage all targets as they become visible whilst remaining on top of the pedestal.				<b>Targets:</b>	4 Classic IPSC, 1 Popper, 2 no shoot targets	
					<b>Distance:</b>	8 – 15meters	
					<b>Scored hits:</b>	Best per IPSC, Steel Down.	
					<b>Start Stop:</b>	Auditable – Last shot	

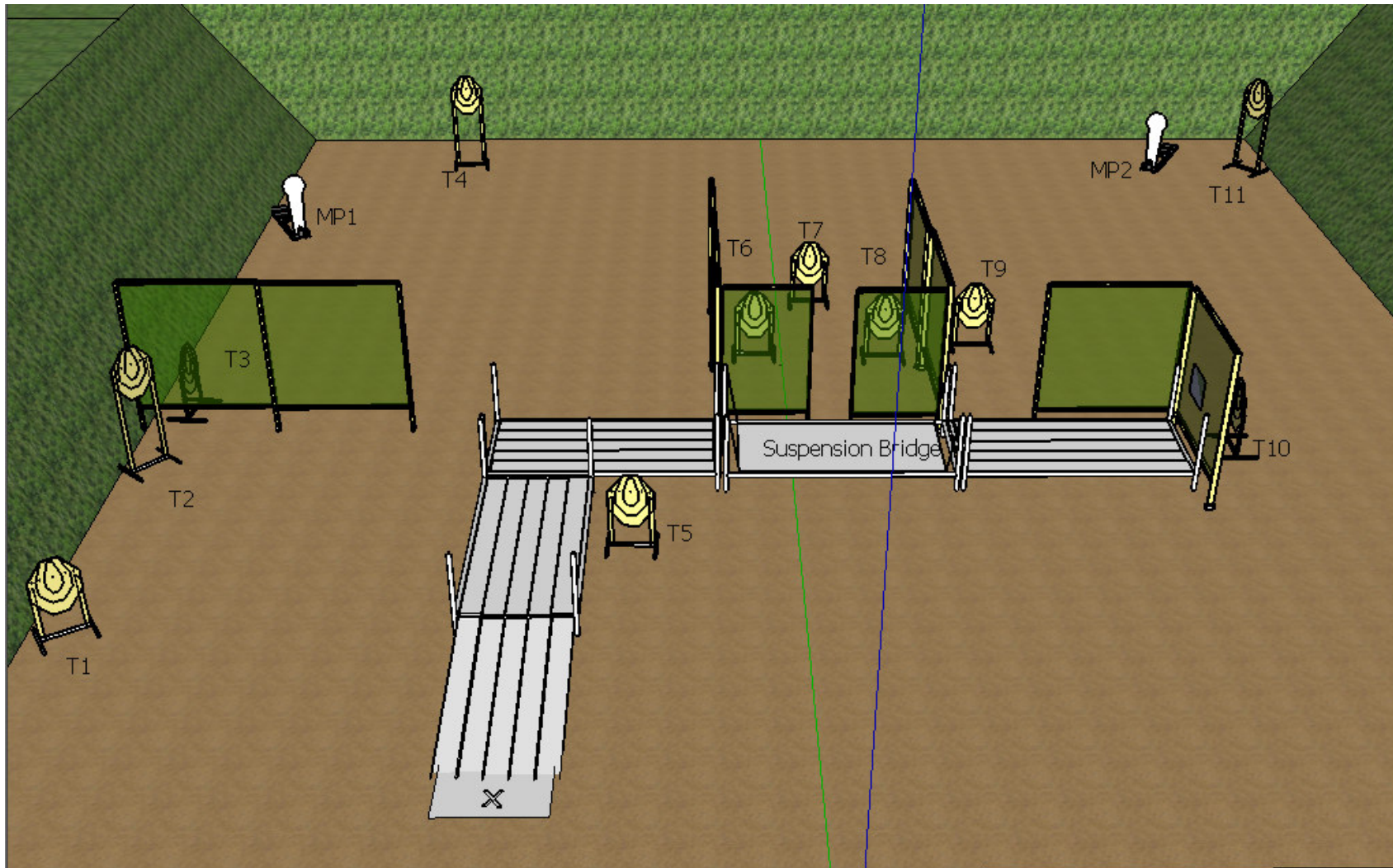
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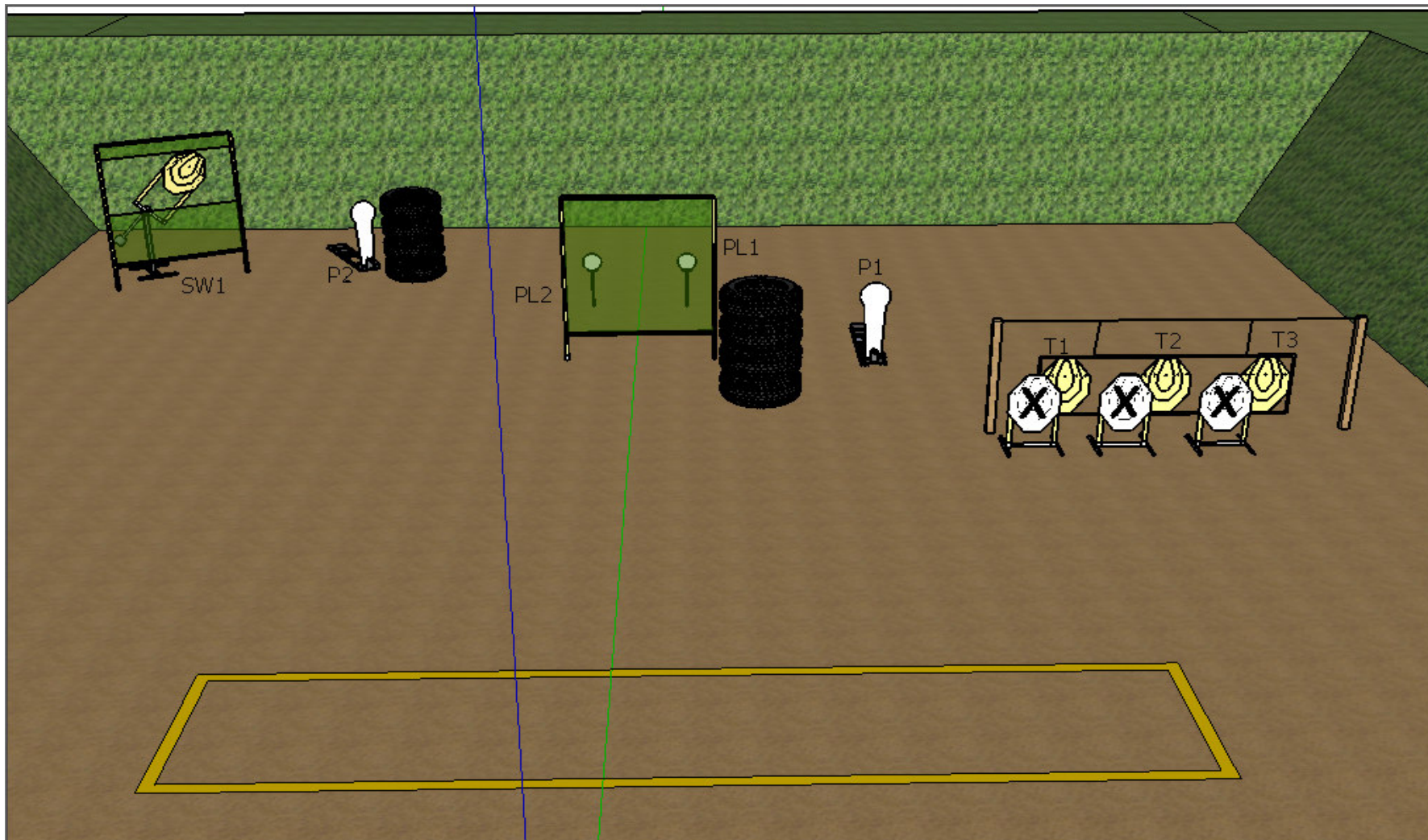
<b>Stage No</b>	<b>6</b>	<b>Range no</b>	<b>9</b>	<b>Stage Name</b>	<b>Ramp-age</b>		
<b>Start Position</b>	Shooter starts toes against X facing up range, back to the targets. Gun is loaded and holstered, Hands surrender.				<b>Min Rounds:</b>	24	
<b>Stage Procedure:</b>	On start signal engage all targets as they become visible whilst remaining within the demarcated area. Support against the handrail on the suspension bridge will result in 1 procedural per shot fired.				<b>Targets:</b>	11 Classic IPSC, 2 Mini Poppers,	
					<b>Distance:</b>	2 – 15meters	
					<b>Scored hits:</b>	Best per IPSC, Steel Down.	
					<b>Start Stop:</b>	Auditable – Last shot	

**THIS SHOOT IS SPONSORED BY PALABORA SCAFFOLDING**



<b>Stage No</b>	<b>7</b>	<b>Range no</b>	<b>10</b>	<b>Stage Name</b>	<b>Fast Swinging</b>		
<b>Start Position</b>	Shooter starts any where within the demarcated area. Gun is loaded and holstered, Hands relaxed at sides.				<b>Min Rounds:</b>	12	
<b>Stage Procedure:</b>	On start signal engage all targets as they become visible whilst remaining within the demarcated area. P1 activate 3 target swinger, P2 activate swinger SW1. All targets remain visible.				<b>Targets:</b>	4 Classic IPSC, 2 Poppers, 2 plates	
					<b>Distance:</b>	8 – 20meters	
					<b>Scored hits:</b>	Best per IPSC, Steel Down.	
					<b>Start Stop:</b>	Auditable – Last shot	

**THIS SHOOT IS SPONSORED BY WILFRED PROJECTS**





<b>Stage No</b>	<b>8</b>	<b>Range no</b>	<b>3</b>	<b>Stage Name</b>	<b>Up the Walls</b>		
<b>Start Position</b>	Shooter starts at X with both hands on fence post. Gun is loaded, mag in, chamber empty and holstered.				<b>Min Rounds:</b>	24	
<b>Stage Procedure:</b>	On start signal engage all targets as they become visible whilst remaining within the demarcated area.				<b>Targets:</b>	12 Classic IPSC Targets, 3 no shoot targets	
					<b>Distance:</b>	2 – 15meters	
					<b>Scored hits:</b>	Best per IPSC, Steel Down.	
					<b>Start Stop:</b>	Auditable – Last shot	

**THIS SHOOT IS SPONSERED BY ILANGA CONSTRUCTION**

