

# **MPSA Handgun League 3**



**17 May 2014**

**White River Shooting Club**

# MPSA League 3

## Hosted by

Witrivier Skietklub



White River Shooting Club

## **STAGES**

STAGE	NAME	MIN. ROUNDS	SCORING	STAGE WEIGT %
1	Hardloop Bliksim	28	Comstock	19%
2	Up and down	12	Comstock	7%
3	Delay delay delay	20	Comstock	14%
4	Shake and bake	32	Comstock	22%
5	Very Vast	23	Comstock	16%
6	Forward and reverse	32	Comstock	22%
Total Rounds		147		

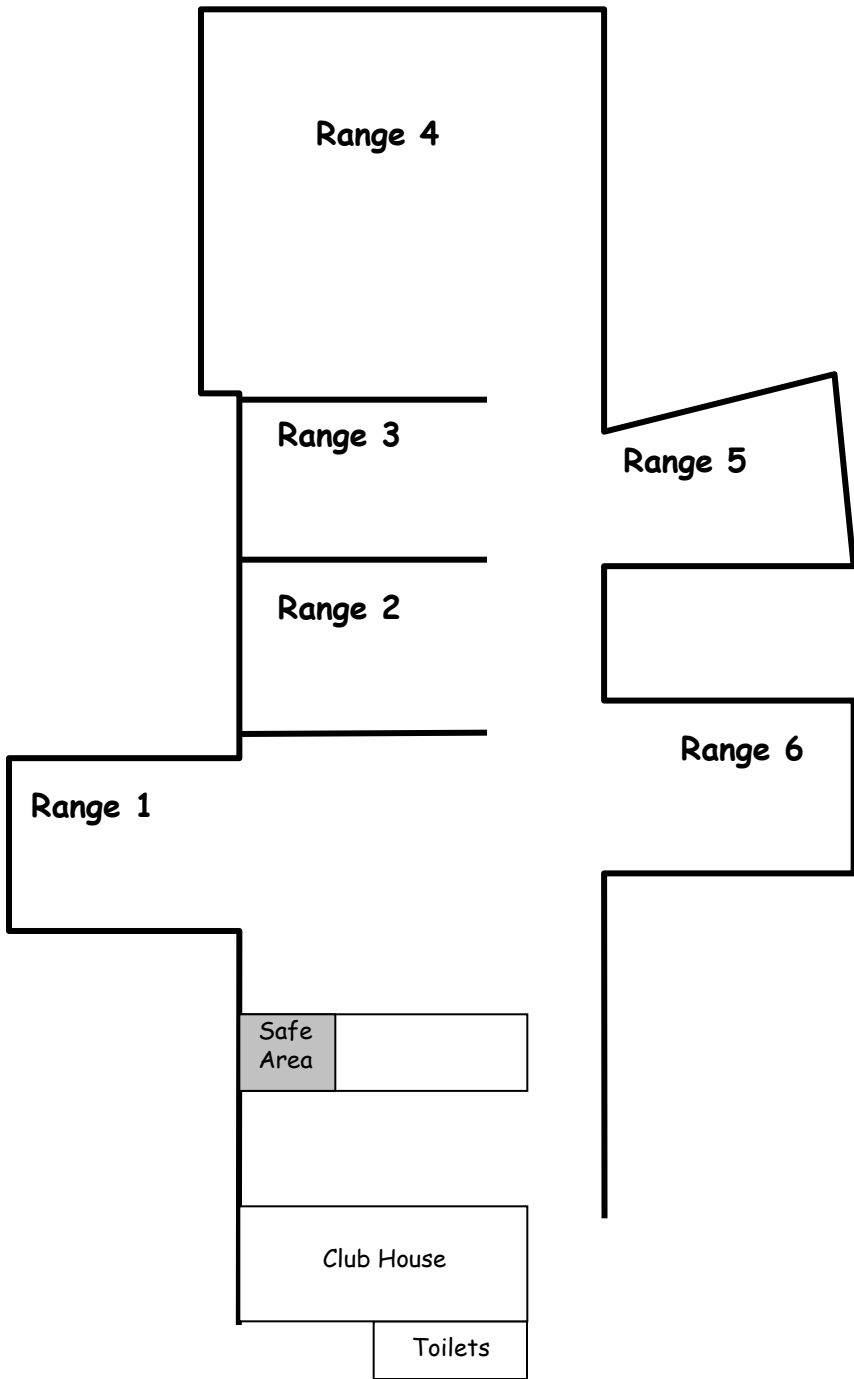
## **RULES**

- 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.
- No bagging, unbagging or indexing 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 at 09:00

MATCH DIRECTOR: Raymond le Clus

ARBITRATORS: Three delegates to be appointed by Match Director as and when required

CHIEF RO: Johan Prinsloo



Stage	A	B/C	D	Penalties	Score	Time	Factor
1							
2							
3							
4							
5							
6							
7							
Total							

# RANGE OFFICER BRIEFING

## Stage 1 (Range 1) : **Hardloop Bliksem**

**Targets:** 12 IPSC Targets  
4 No-shoot targets  
2 Poppers  
2 Plates

**Scoring:** Comstock

**Distance:** 1 - 20 m

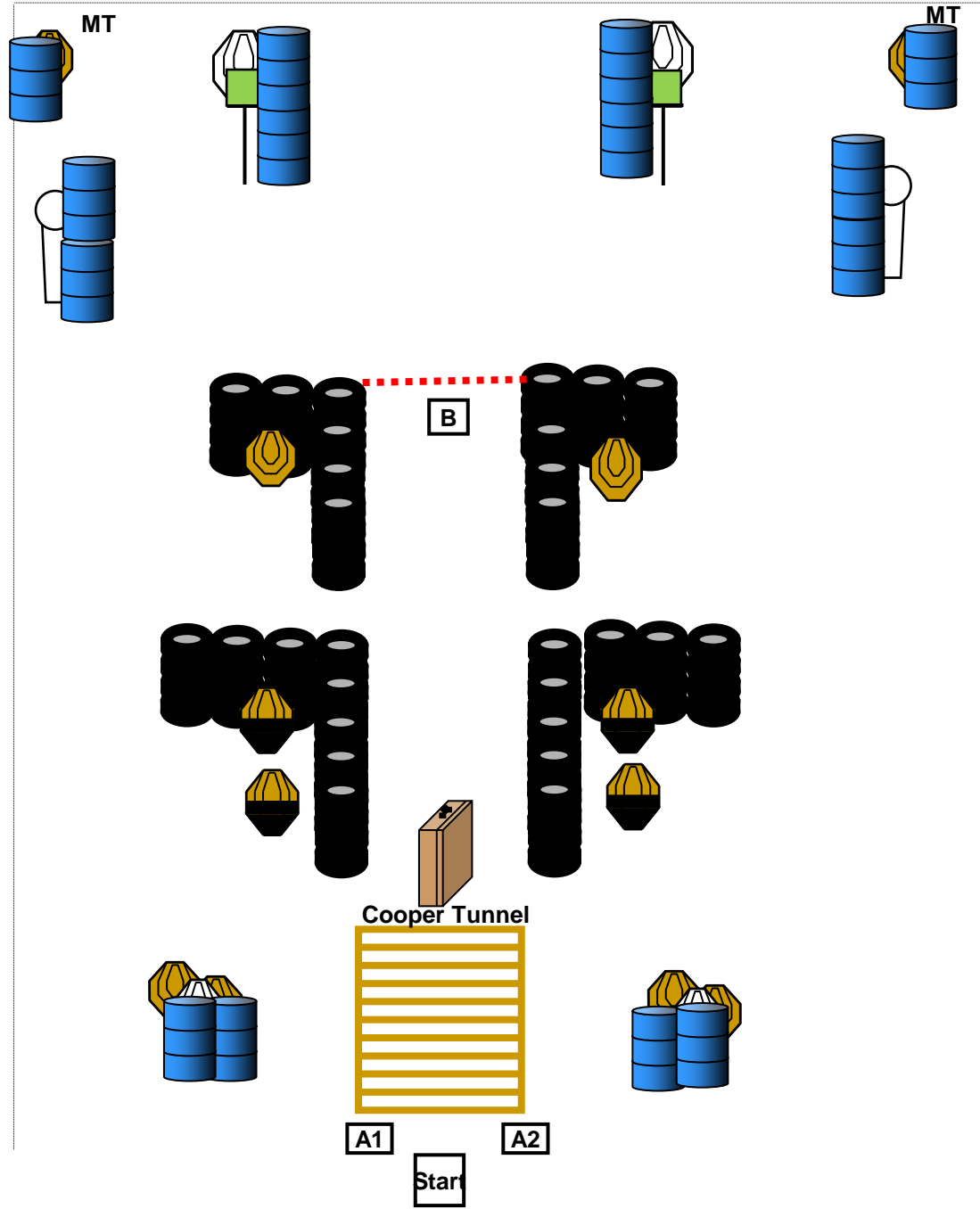
**Min. Rounds:** 28

**Start:** Audible Signal

**Stop:** Last shot

**Briefing:** Competitor starts heels touching brandering, standing erect, facing downrange, hands on head, fingers interlaced. Firearm is unloaded, all magazines to be used placed in either box A1 or A2. On signal engage targets as they become visible while remaining in the demarcated area. Suitcase to be placed on platform B before last shot is fired.

**Penalties:** As per latest IPSC rules.



# RANGE OFFICER BRIEFING

## Stage 2 (Range 2): **Up and down**

**Targets:** 6 IPSC Targets  
1 No-shoot targets

**Scoring:** Comstock

**Distance:** 2 - 7 m

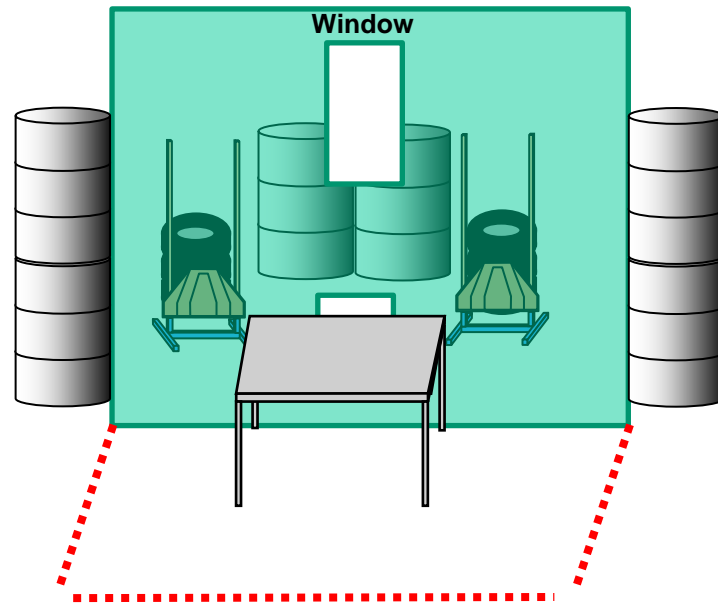
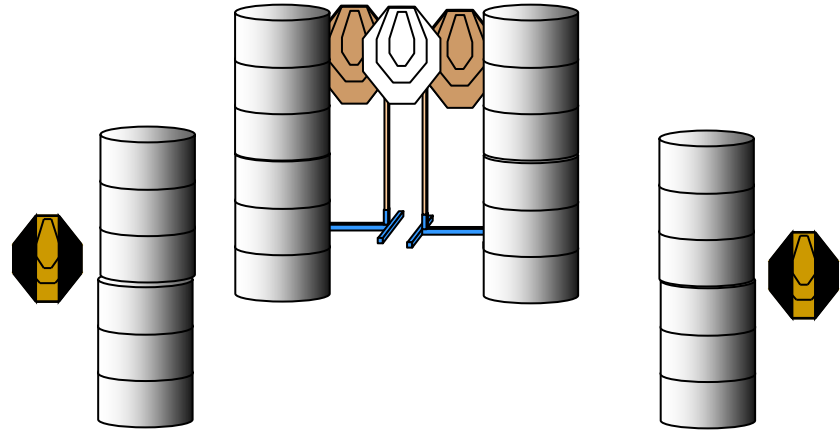
**Min. Rounds:** 12

**Start:** Audible Signal

**Stop:** Last shot

**Briefing:** Competitor starts anywhere in demarcated area, standing upright arms relaxed at sides. Firearm is loaded and holstered. On signal engage targets as they become visible, while remaining in the demarcated area. Pulling the rope opens the top aperture to expose T1 to T4.

**Penalties:** As per latest IPSC rules.



# RANGE OFFICER BRIEFING

## Stage 3 (Range 3): Delay... delay... delay

**Targets:** 6 IPSC Targets  
2 No-shoot targets  
4 Plates  
4 Poppers

**Scoring:** Comstock

**Distance:** 3 - 10 m

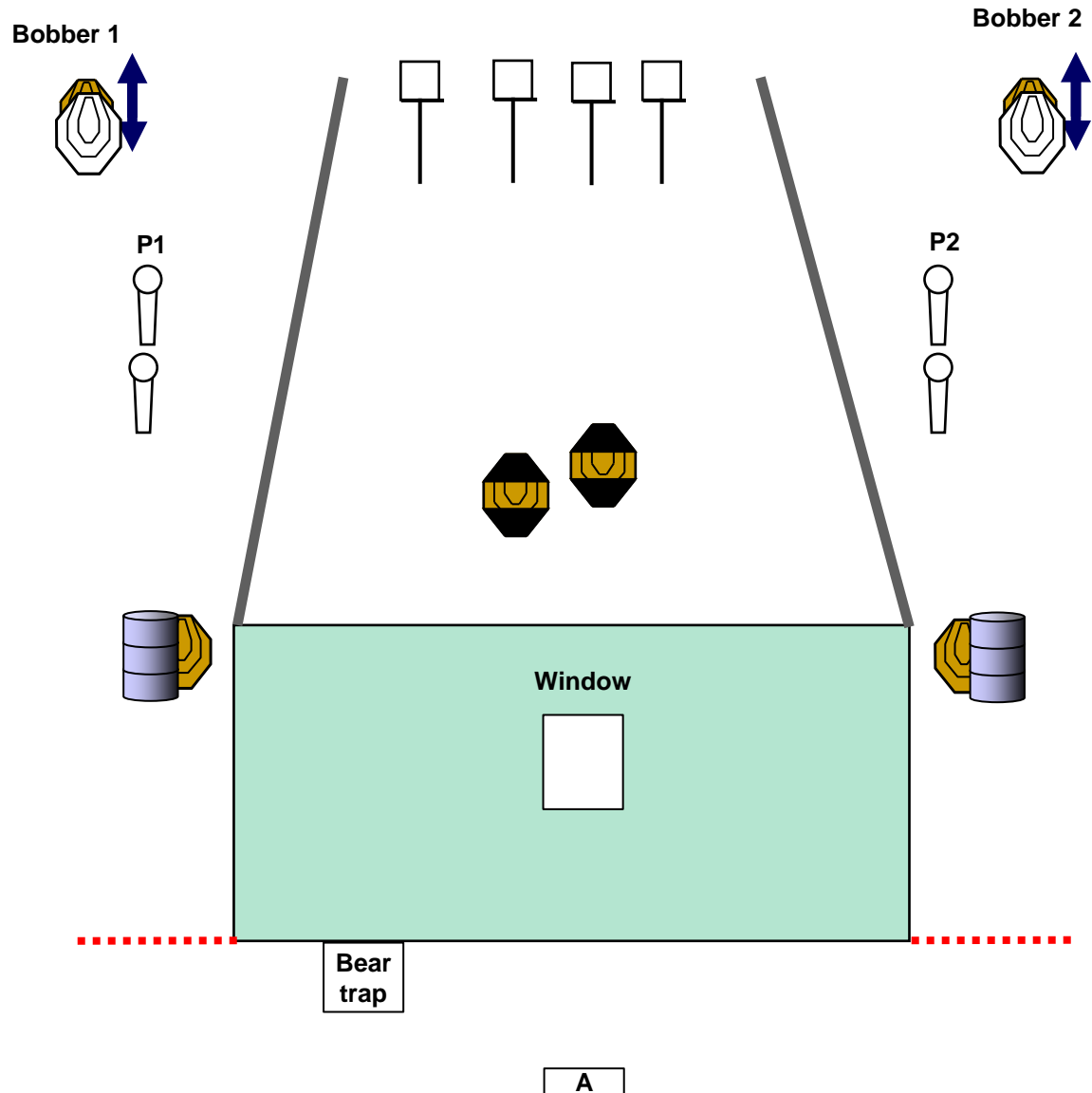
**Min. Rounds:** 20

**Start:** Audible Signal

**Stop:** Last shot

**Briefing:** Competitor starts heels touching A, standing upright, facing down range, hands relaxed at sides. Gun is loaded and holstered. On signal engage targets as they become visible. Bear trap activates window. Popper P1 activates bobber 1 and popper P2 activates bobber 2, which remains visible and will carry drop shot penalties.

**Penalties:** As per latest IPSC rules.



# RANGE OFFICER BRIEFING

## Stage4 (Range 4): **Shake and bake**

**Targets:** 13 IPSC Targets

4 No-shoot targets

4 Plates

2 Poppers

**Scoring:** Comstock

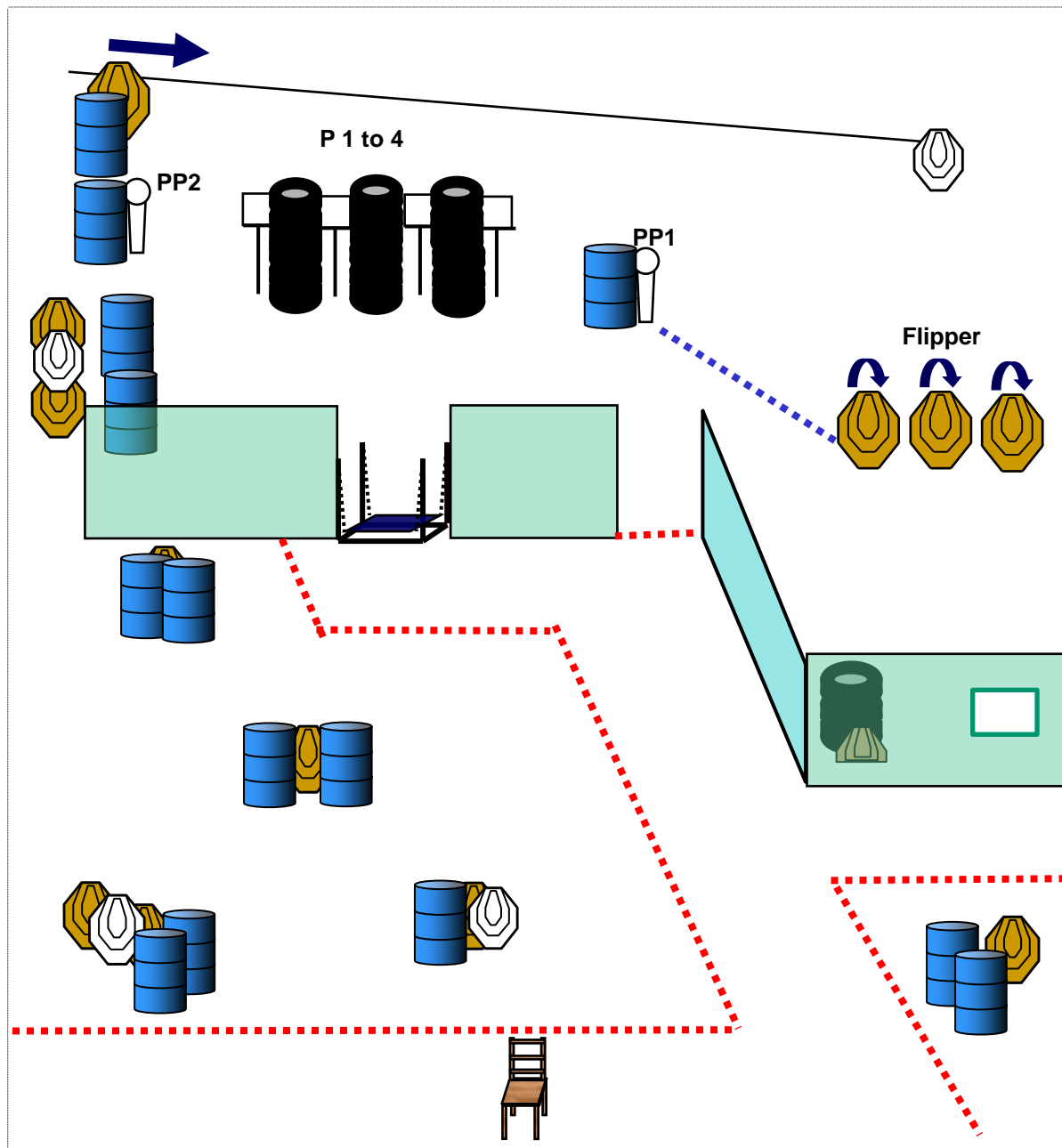
**Distance:** 1 - 20 m

**Min. Rounds:** 32

**Start:** Audible Signal

**Stop:** Last shot

**Briefing:** Competitor starts sitting on chair facing away from the range, hands on knees, back against backrest. Firearm is loaded and holstered. On signal engage targets as they become visible while remaining in the demarcated area. Popper 1 activates flipper which disappears and does not carry drop shot penalties. Popper 2 activates runner which remains visible. PP2, P1 to P4, and the runner must be shot while standing unsupported, on the unstable platform.



# RANGE OFFICER BRIEFING

## Stage 5 (Range 5): **Very Vast**

**Targets:** 9 Mini Targets  
2 No-shoot targets  
5 Plates

**Scoring:** Comstock

**Distance:** 2 - 10 m

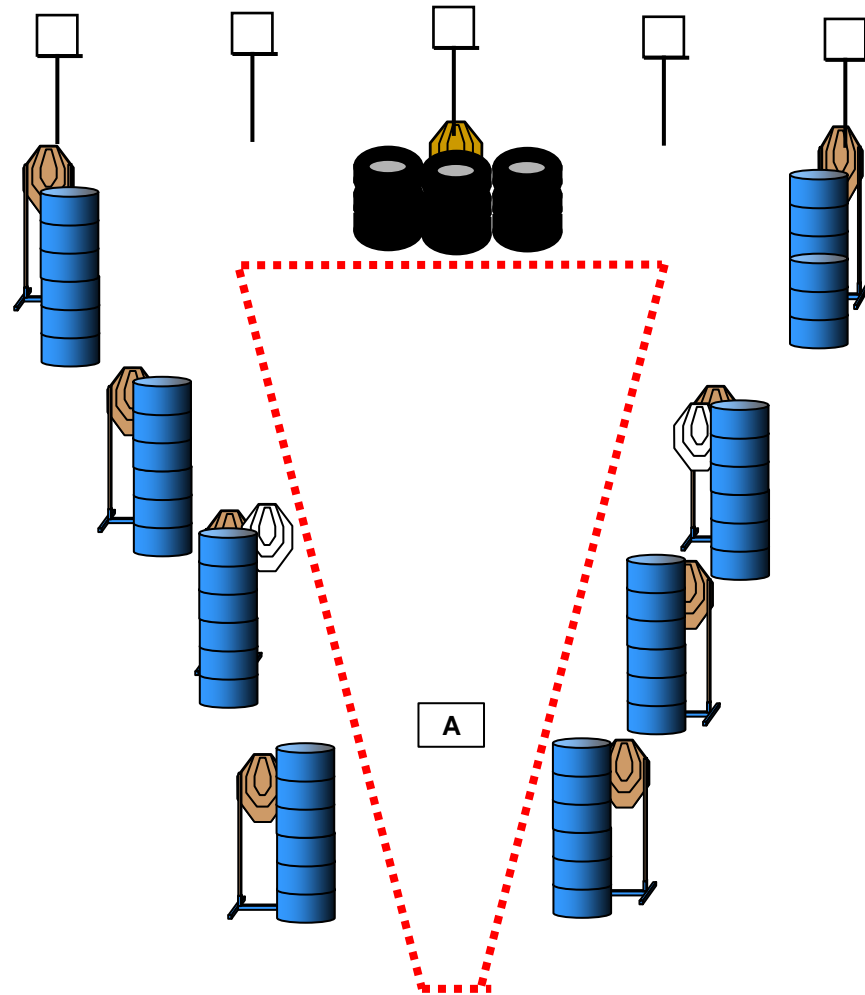
**Min. Rounds:** 23

**Start:** Audible Signal

**Stop:** Last shot

**Briefing:** Competitor starts anywhere in A, back facing plates, hands in the surrender position. Firearm is unloaded and holstered. On signal engage targets as they become visible while remaining in the demarcated area. Steel must be engaged from within A.

**Penalties:** As per latest IPSC rules.





# RANGE OFFICER BRIEFING

## Stage 6 (Range 6): Forward or reverse

**Targets:** 13 IPSC Targets  
10 No-shoot targets  
4 Plates  
2 Poppers

**Scoring:** Comstock

**Distance:** 2 - 10 m

**Min. Rounds:** 32

**Start:** Audible Signal

**Stop:** Last shot

**Briefing:** Competitor starts standing upright in A or B facing downrange, hands relaxed at sides. Firearm is loaded and holstered. On signal engage targets as they become visible whilst remaining in the demarcated area. PP1 activates Swinger 1 and PP2 activates Swinger 2 which remains visible and will carry drop shot penalties.

**Penalties:** As per latest IPSC rules.

