

Mpumalanga Practical Shooting Association

Handgun League #5

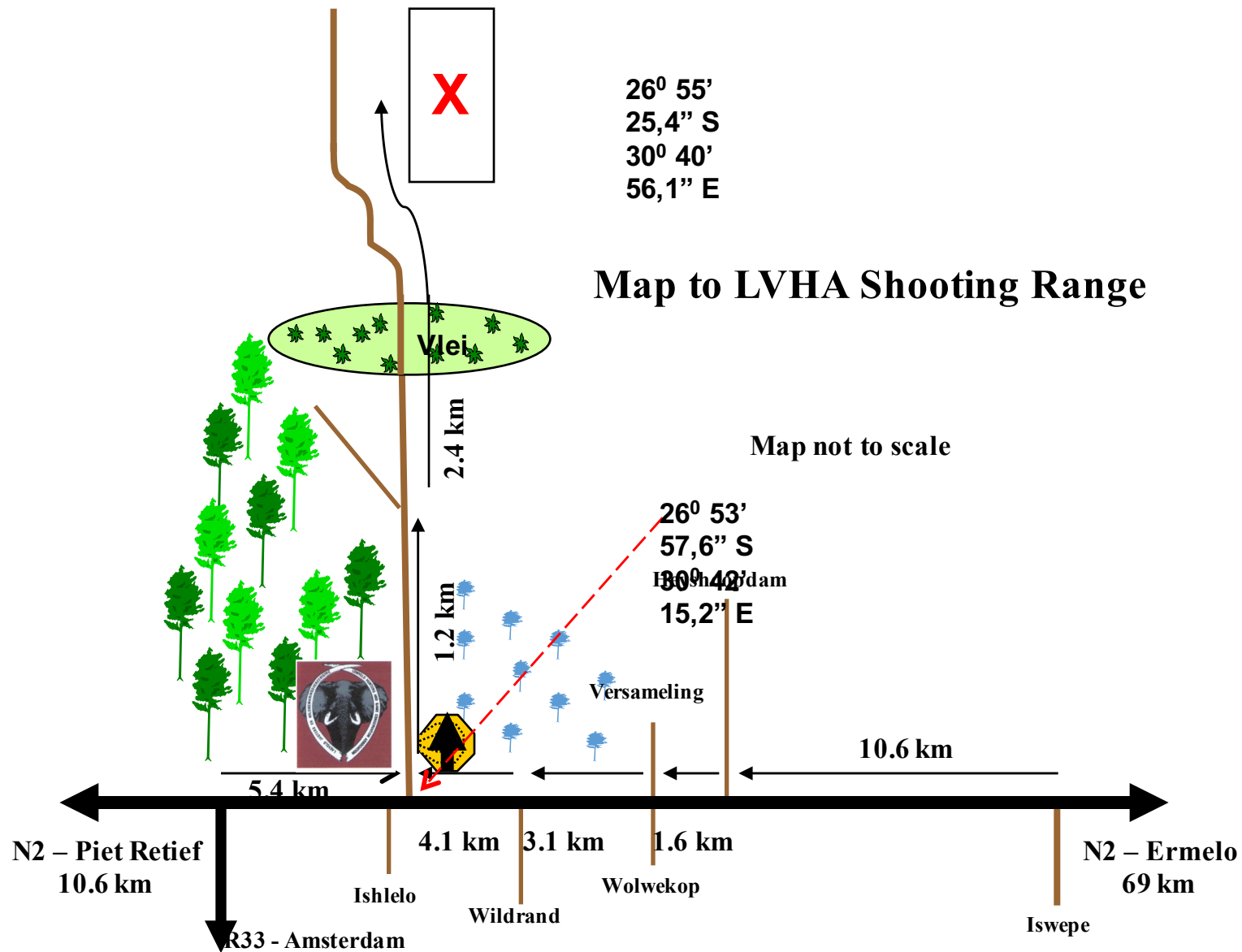
Hosted By



17 October 2015

**LVHA Shooting Range
Piet Retief**

Stage	Name	Min Rounds	Stage Weight %
1	Bandit Hunt	24	13.4
2	Zombie Stairs	17	9.5
3	Splish, Splash	9	5.0
4	Pickaboo	32	17.9
5	Three Ships	17	9.5
6	Chucky wanna play	22	12.3
7	Caspers house of pain	32	17.9
8	Starship Enterprise	26	14.5
	Total Rounds	179	
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	Dawie De Bruin	
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

Range 8










Shotgun Range

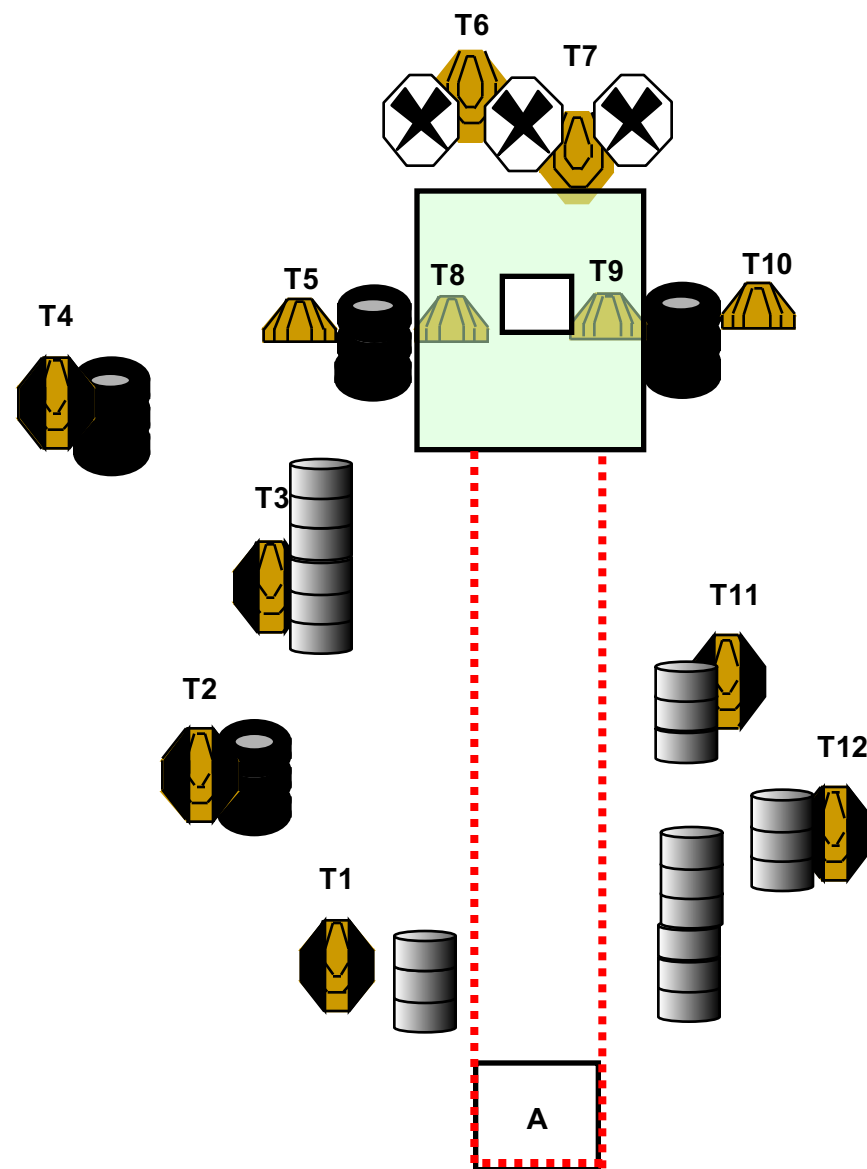
Stage	A	C	D	M	NO SHOOT	PROCEDURAL	TIME
1							
2							
3							
4							
5							
6							
7							
8							
Total							



STAGE 1

Bandit hunt










	24	
	3	Loaded, chamber empty and holstered
	-	
	-	Shooter starts with back to targets, toes touching branding as indicated at A ,with hands in surrender position.
	-	
	12	Procedure : On audible signal, engage targets while remaining in the demarcated area.
	-	

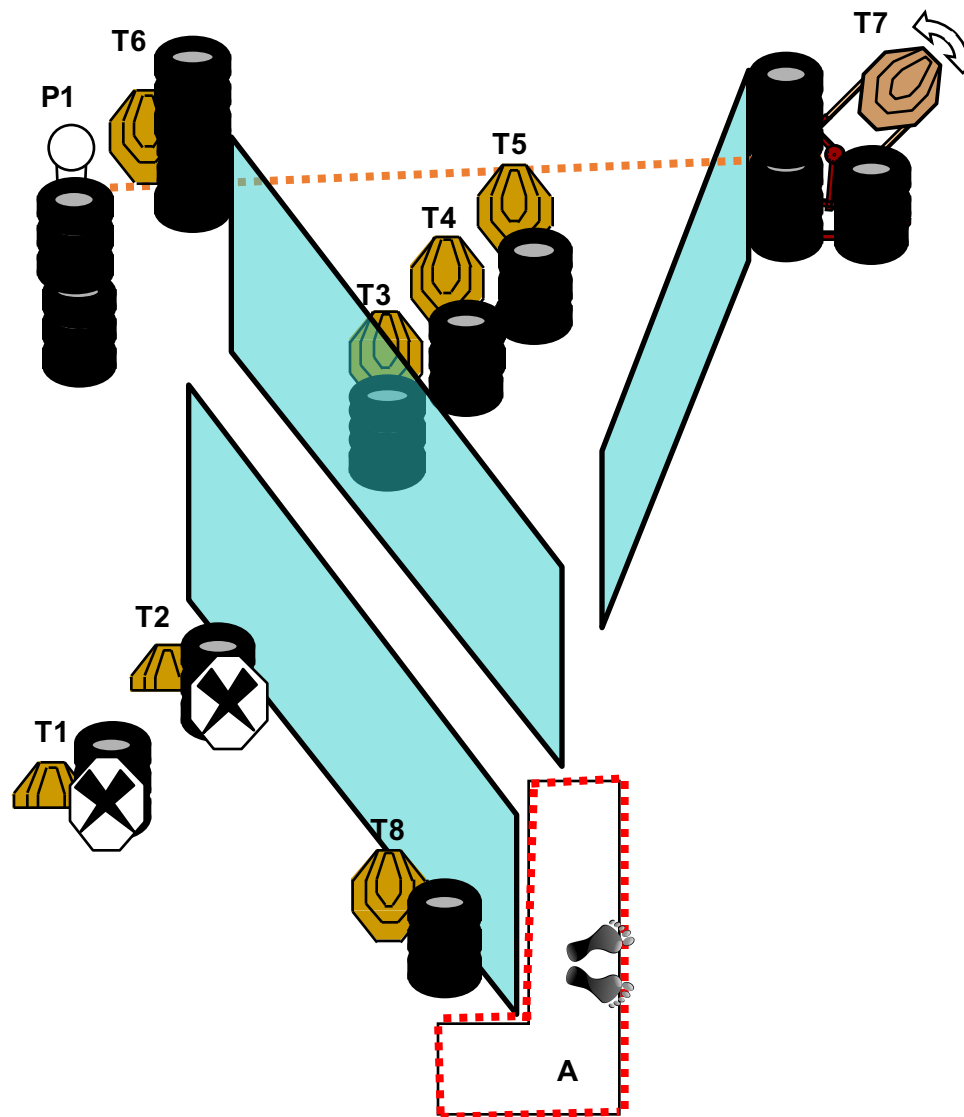




STAGE 2

Zombie Stairs










	17	
	2	Handgun is loaded and holstered
	-	
	-	Shooter starts standing in A with toes touching demarcated area and hands interlaced on chest.
	1	
	8	Procedure :
		On audible start signal engage targets from within the demarcated area.
	-	P1 activates T1 which will remain visible and will carry miss penalties

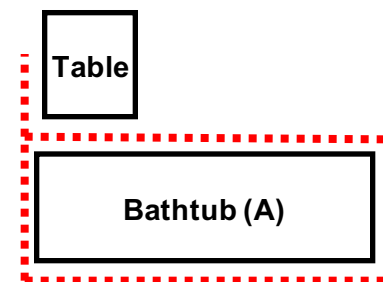
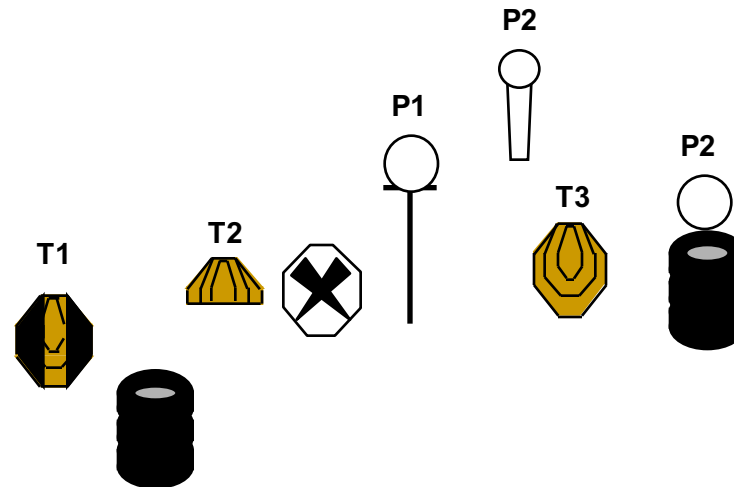




STAGE 3

Splish, Splash










	9	
	1	Handgun is loaded, and placed flat on table in front of bath (magazine inserted, <u>chamber empty</u>). Table may be moved anywhere in demarkated area.
	2	
	-	Shooter starts sitting in bathtub (A)
	1	
	3	Procedure : On audible start signal engage targets from within bathtub (A) demarkated
	-	

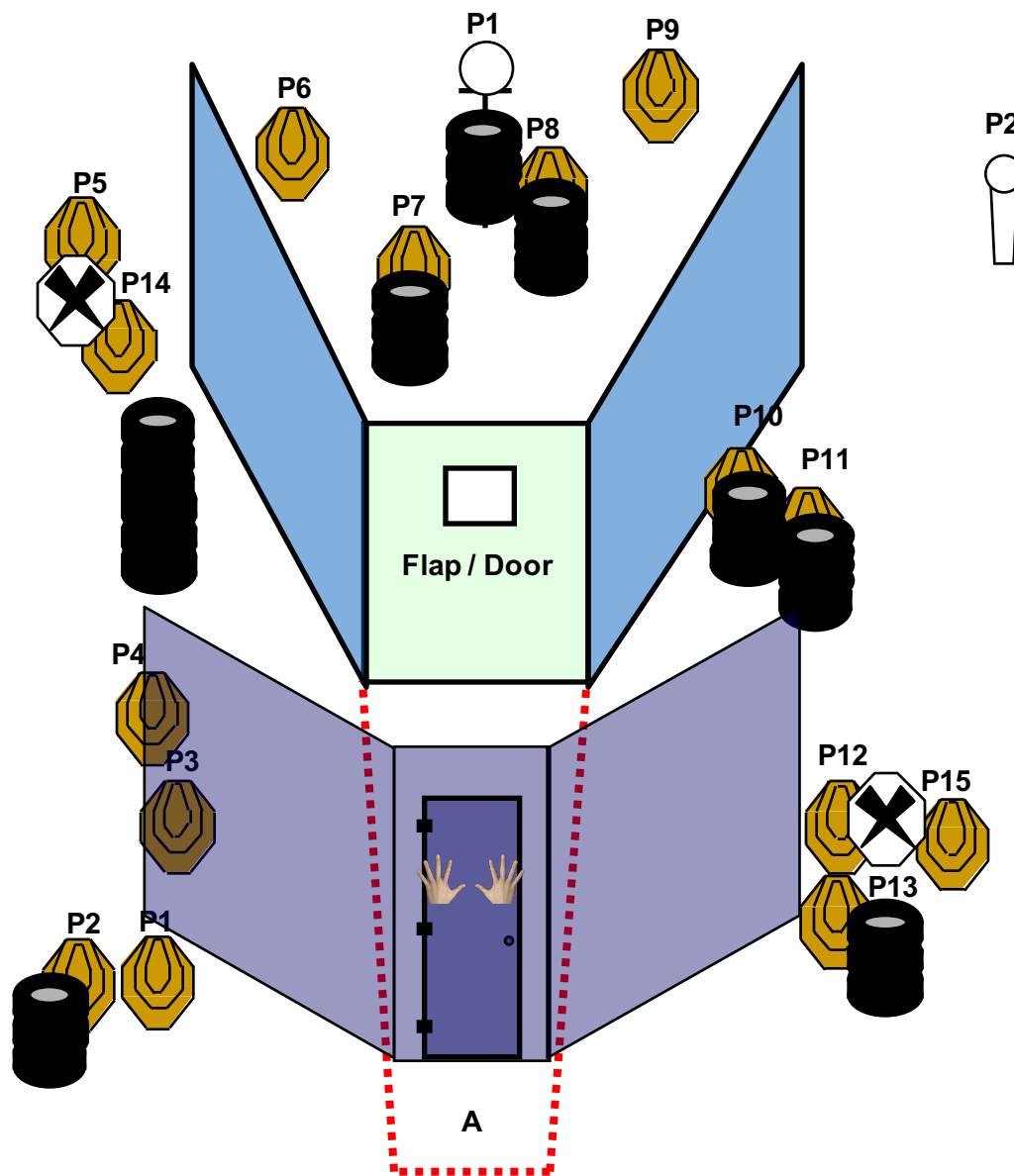




STAGE 4

Pickaboo

	32	
	2	Handgun is loaded and holstered
	1	
	-	Shooter starts standing in A with both hands flat on door as demonstrated.
	1	
	15	Procedure : On audible start signal engage targets from within the demarcated area.
	-	





STAGE 5

Three Ships



17



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Handgun is loaded and holstered



2



-

Shooter starts standing at A with both hands placed flat on barracade.



1

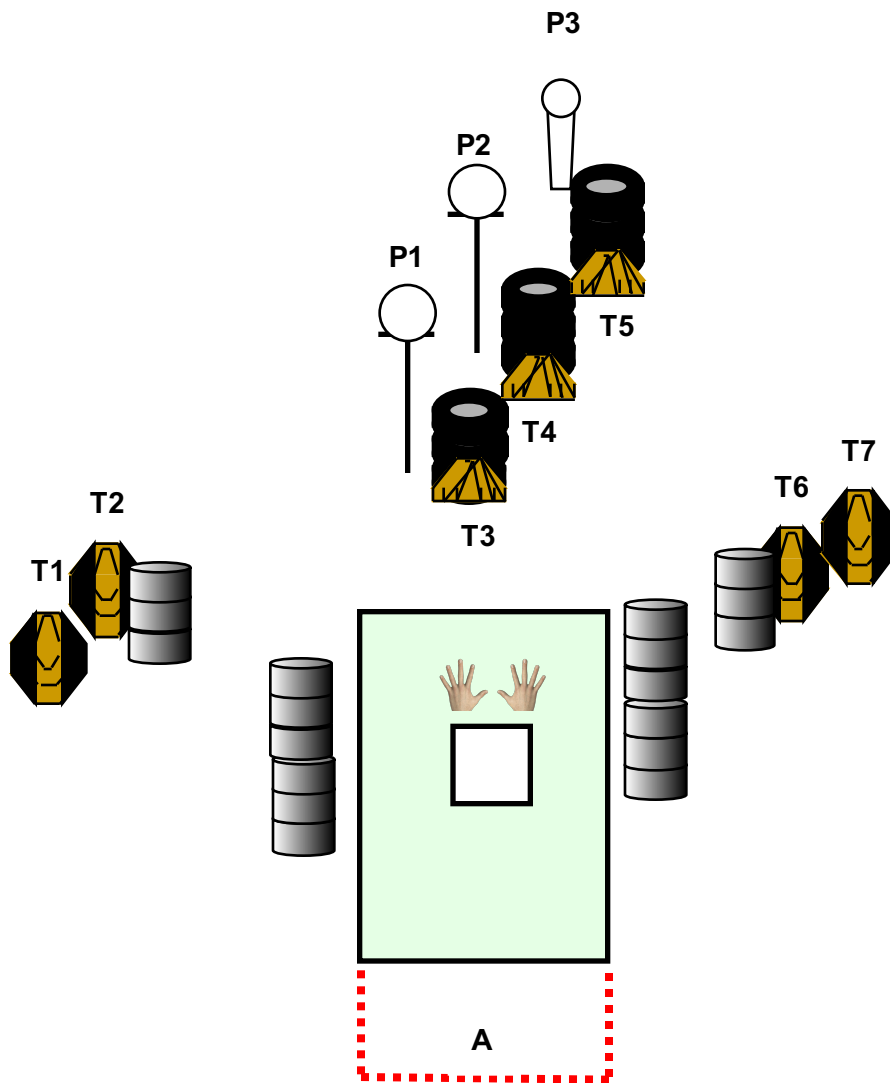


7

On audible start signal engage targets from within the demarcated area.



-





STAGE 6

Chucky wanna play



22



-

Handgun is **unloaded**. All magazines to be used are placed on marked drums, 1 magazine per drum.



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2

Shooter starts standing in A with arms relaxed at sides, toes touching tyres as demonstrated.



2



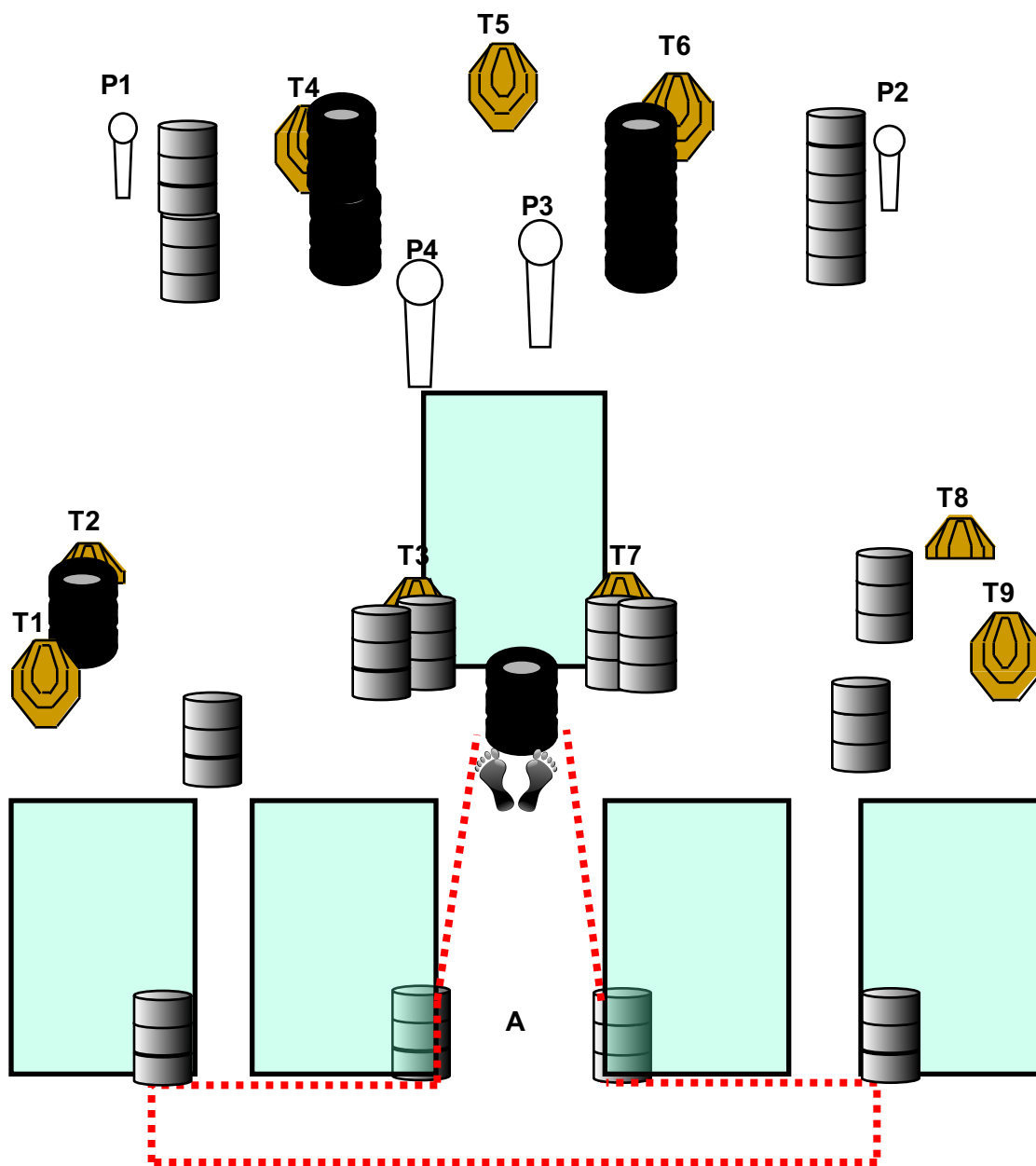
9

Procedure :

On audible start signal engage targets from within the demarcated area.



-





3

Loaded, chamber empty
and holstered



2



4

Shooter starts standing anywhere in A with hands in surrender position.



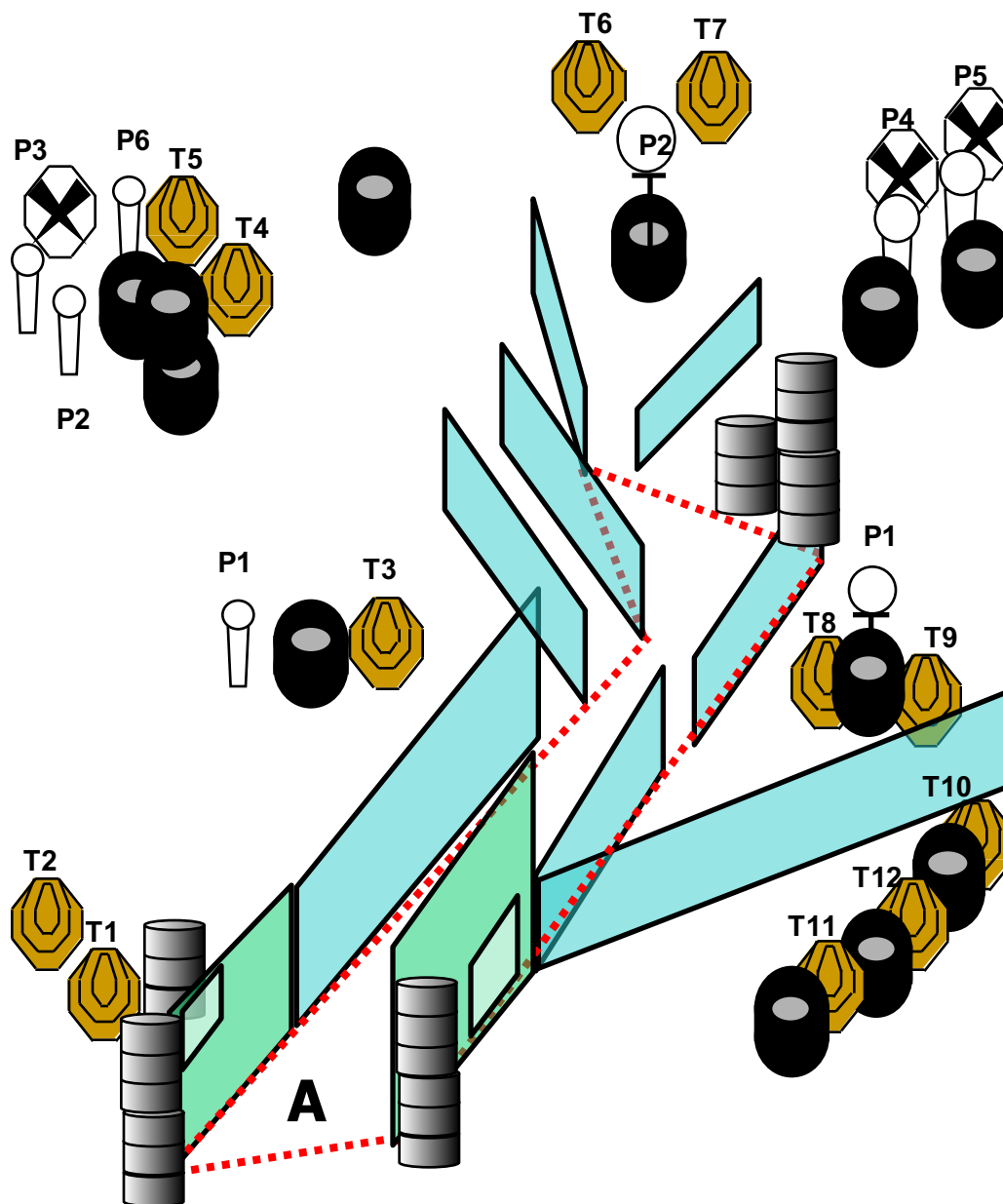
2



12

Procedure :

On audible start signal
engage targets from within
the demarcated area.





STAGE 8

Starship Enterprise



26



2

Handgun is loaded and holstered



-



2

Shooter starts standing at A with hands relaxed at sides.



2



11

Procedure :

On audible start signal engage targets from within the demarcated area.



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