

MPSA Teks League 2

12-03-2016

TEKS Shooting Club
TRICARDT

TEKS SHOOTING CLUB

STAGES

STAGE	NAME	MIN. ROUNDS	STAGE WEIGT %
1	Keep up	20	12
2	Last chance	22	14
3	Arrow	32	20
4	AC DC	32	20
5	X-treme	25	15
6	Get to the swinger	20	12
7	Not Again	12	7

Total Rounds 163

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
- Additional non shoots or barricades may be added to stages to enhance 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 08:30-9:00

MATCH DIRECTOR: [Willem Van der Bank]

ARBITRATORS: Will be appointed on the day

CHIEF RO: [Johan Prinsloo]

SECUNDA

TRICHARDT

TRICHARDTS FONTIEN DAM

Toll Gate

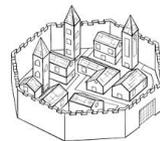
N17

1km

KINROSS

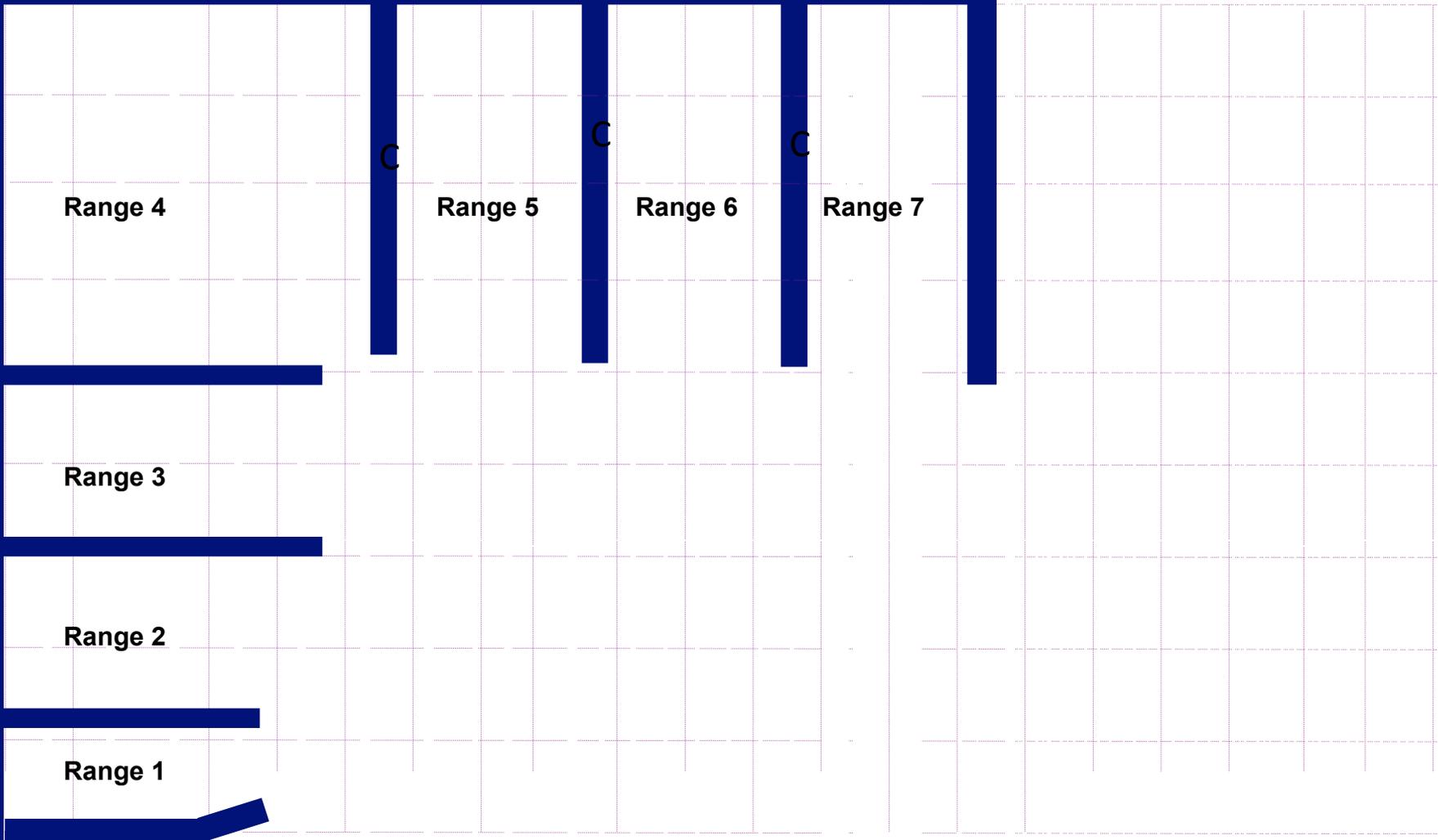
Trinova

TEKS Shooting Club



FROM BETHAL

TEKS Shooting Range Layout



Gate

**Parking Area
(OUTSIDE RANGE AREA)**

RANGE OFFICER BRIEFING

Stage 1: **Keep up.**

Ready condition: Gun un-loaded, placed flat on the table, with all mags as demonstrated .

Start Position: Shooter starts standing heels touching A, hands at sides facing downrange as demonstrated.

Procedure: On audible start signal engage targets while remaining in the demarcated area

Note:

MP1-2 only visible from A.

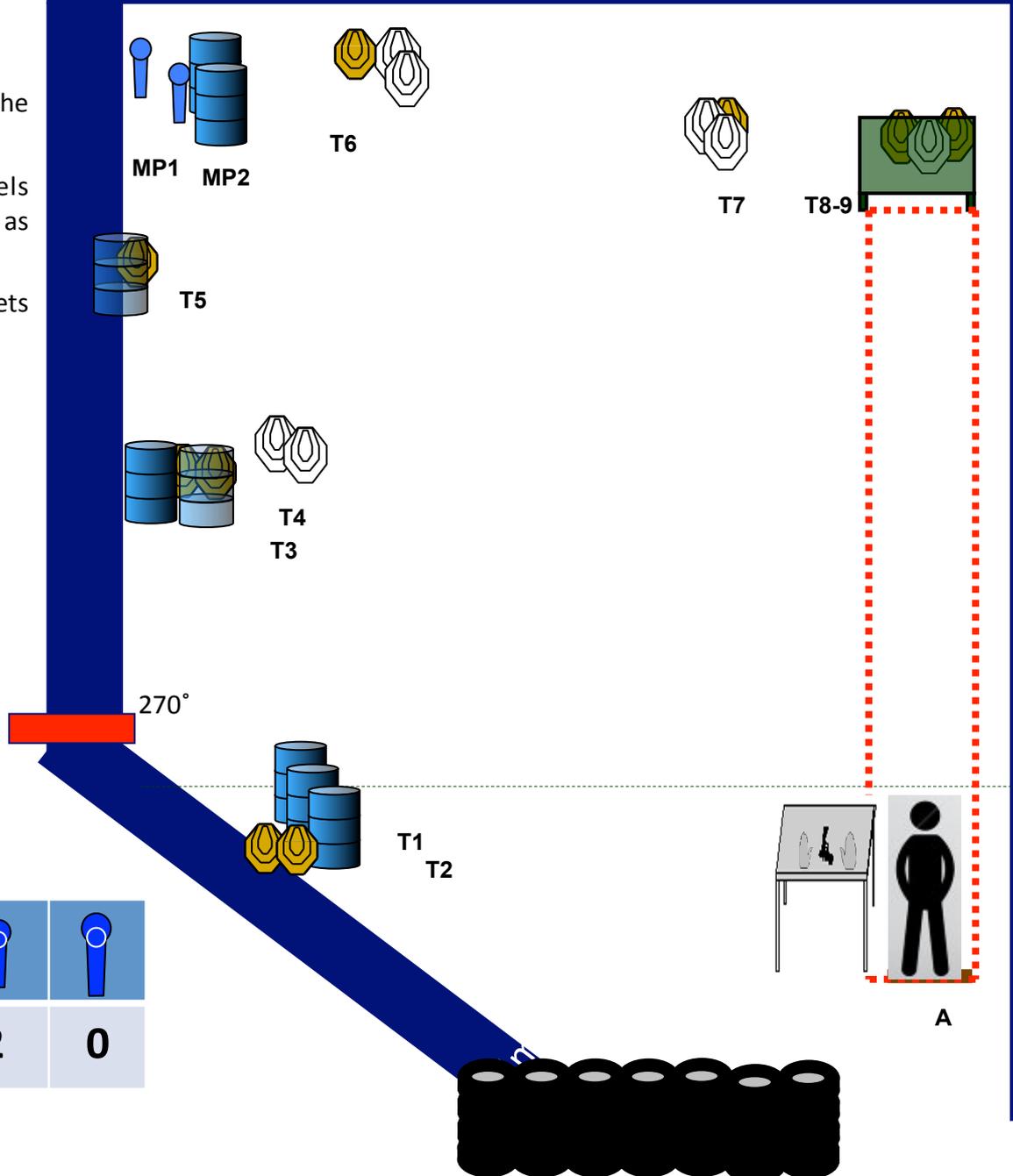
T5 and T7 not visible from A.

T3-4-T6 partial visible from barrier.

270° range not past marker from barrier

Range 1

11m ⇄ x 14m ⇅



						
20	0	9	Yes	0	2	0

RANGE OFFICER BRIEFING

Stage 2: Last chance

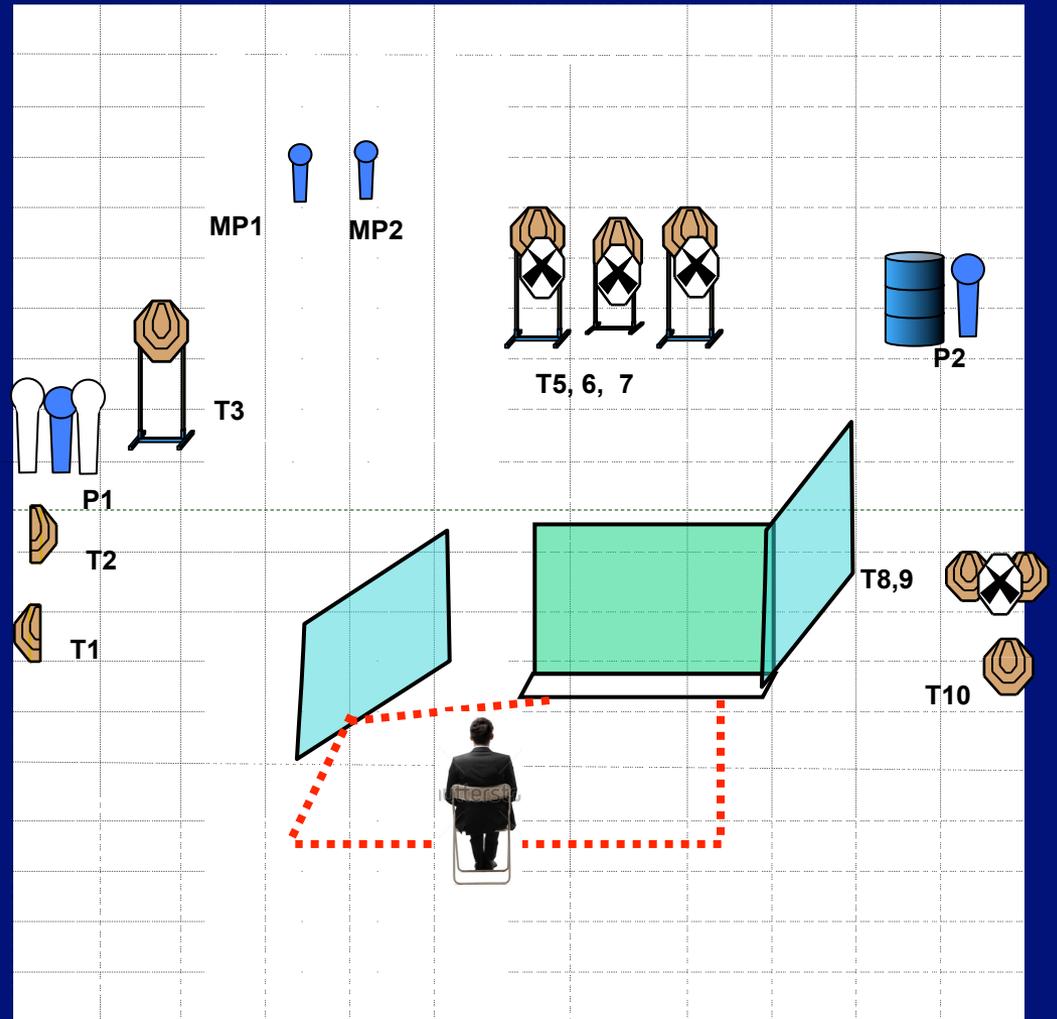
Ready condition: Gun loaded, and holstered.

Start position: Shooter starts seated on chair hands on knees, as demonstrated.

Procedure: On audible start signal engage targets while remaining in the demarcated area.

Range 2

12m ⇄ x 25m ↑



22	9	0	Yes	0	0	2	2	Yes

RANGE OFFICER BRIEFING

Stage 3: Arrow

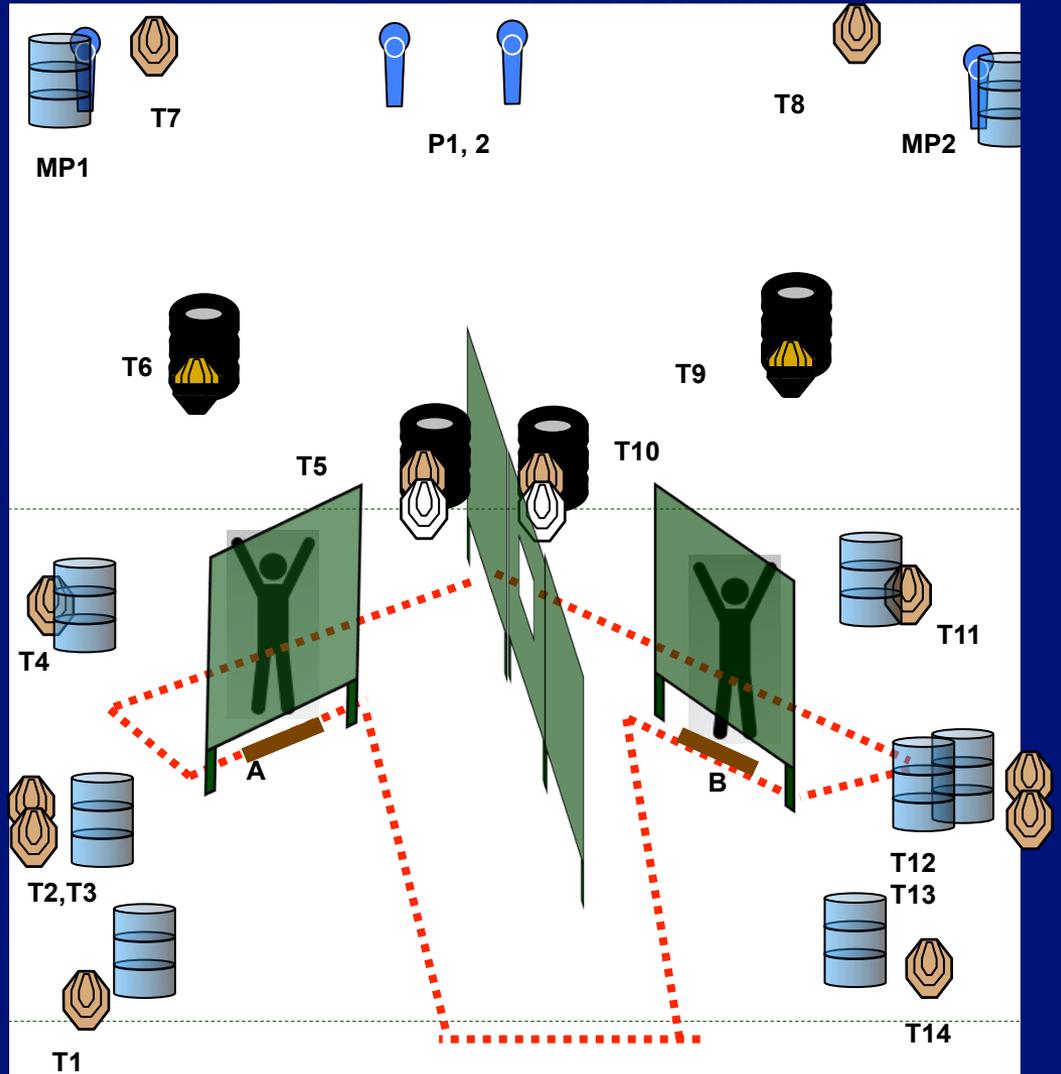
Ready condition: Gun loaded chamber empty and holstered.

Start position: Shooter starts standing at A or B facing up range, toes touching branding hands in the surrender position, as demonstrated.

Procedure: On audible start signal engage targets while remaining in the demarcated area.

Range 3

13m↔ x 24m↕



32

14

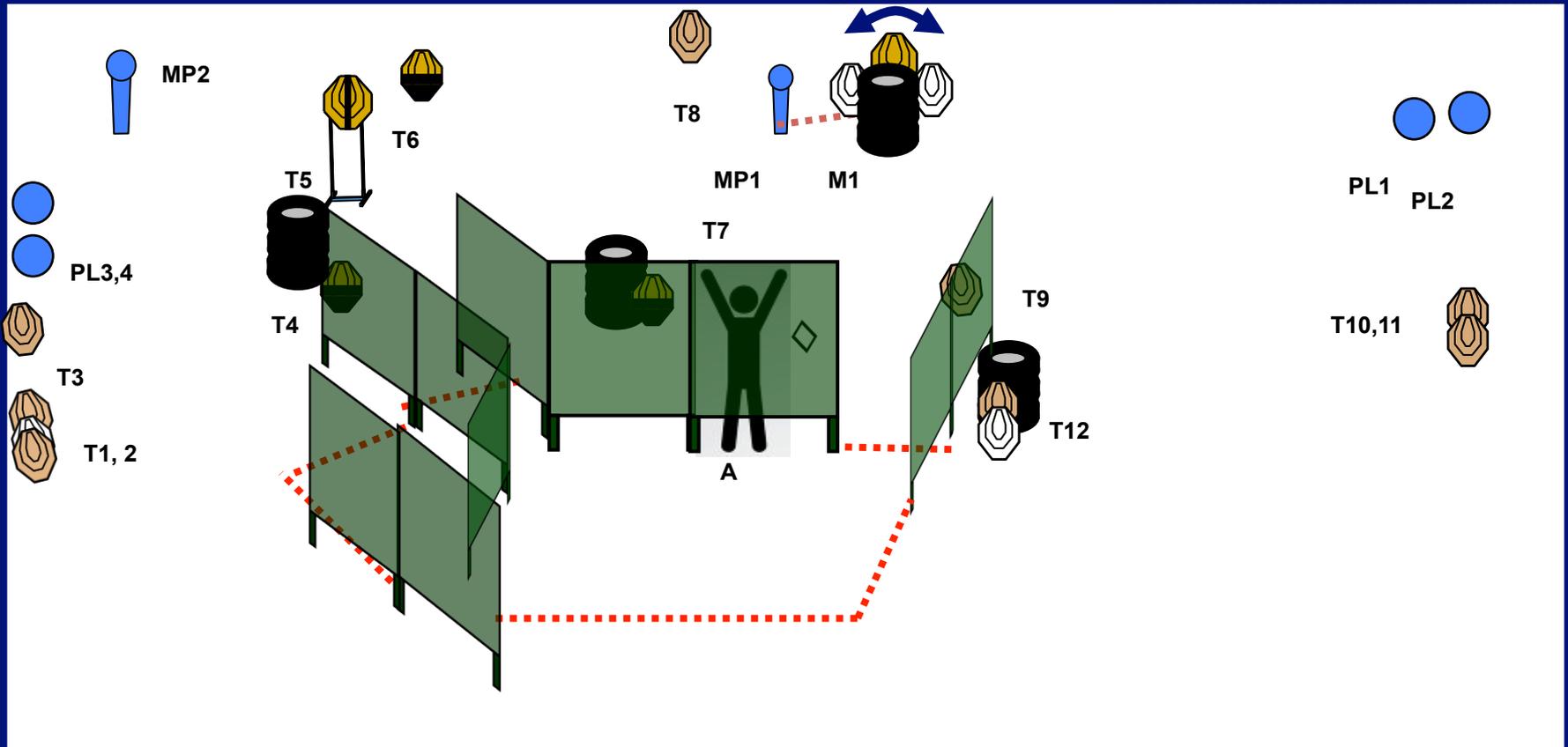
0

Yes

0

0

4



RANGE OFFICER BRIEFING

Stage4 : AC DC

Ready condition: Gun loaded and holstered.

Start position: Shooter starts standing at A hands flat on the barrier as demonstrated.

Procedure: On audible start signal engage targets while remaining in the demarcated area.

P1 will activate M1 it will stay visible.

32	13	0	Yes	4	1	1

RANGE OFFICER BRIEFING

Stage 5: **X-treme**

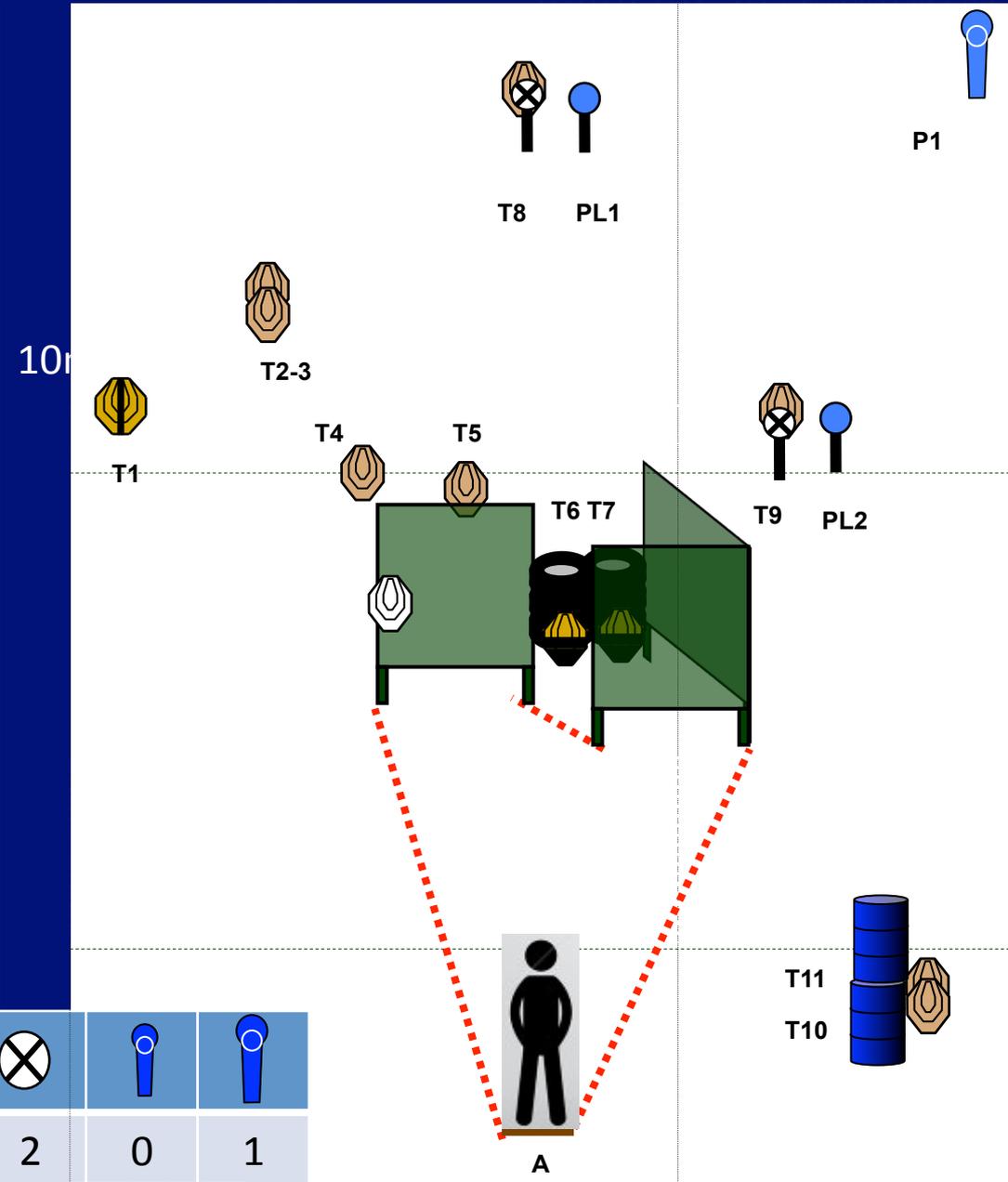
Ready condition: Gun loaded, and holstered.

Start position: Shooter starts standing heels touching A hands at sides facing down range as demonstrated.

Procedure: On audible start signal engage targets while remaining in the demarcated area.

Range 5

8m↔ x 20m↕



25	9	0	Yes	0	2	2	0	1	

RANGE OFFICER BRIEFING

Stage 6: Get to the swinger

Ready condition: Gun unloaded and holstered.

Start position: Shooter starts standing relaxed anywhere in demarcated area facing up-range hands in the surrender position, as demonstrated.

Procedure: On audible start signal engage targets while remaining in the demarcated area.

MP1 will activate M1 which will remain visible.

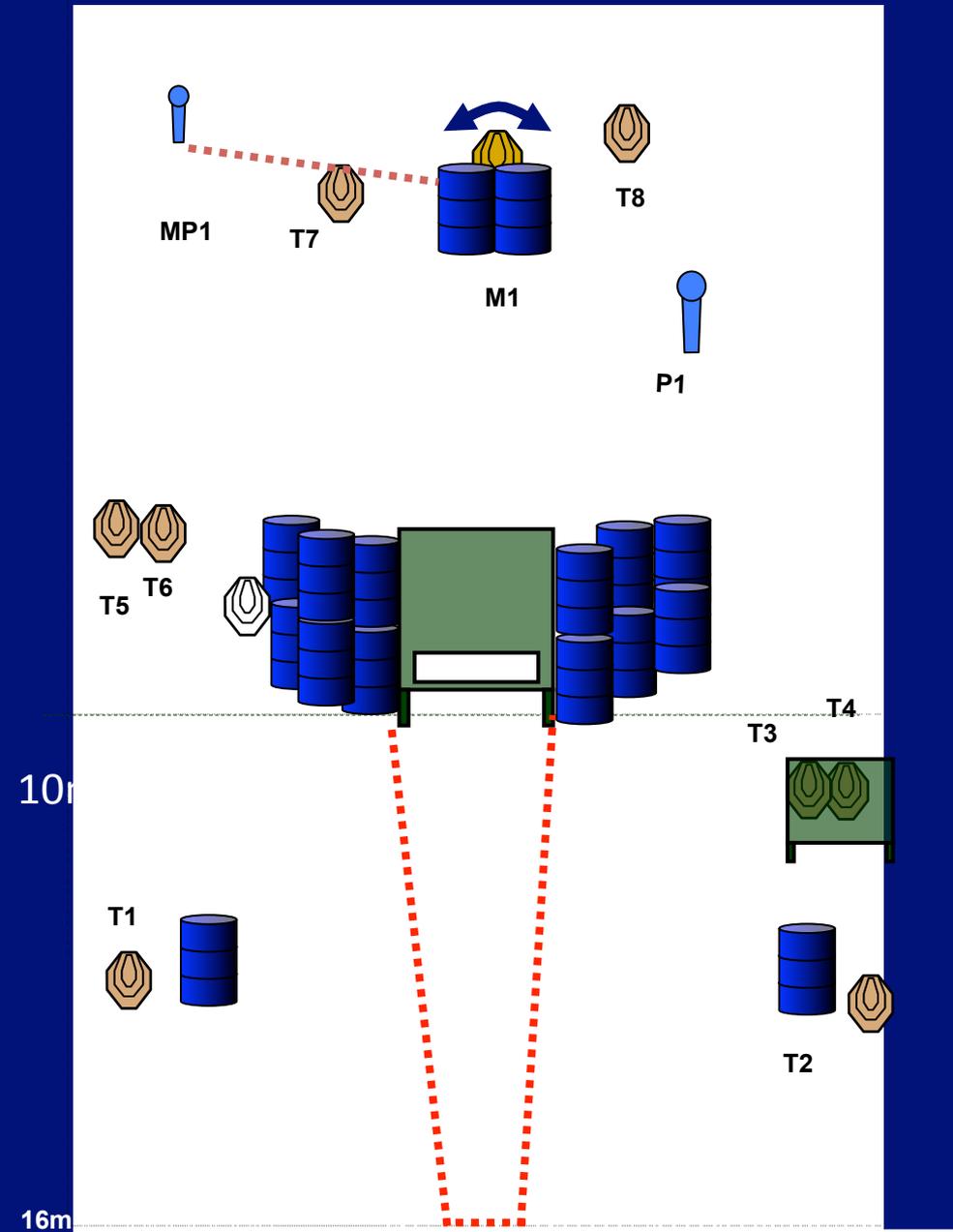
Note:

MP2 will be visible from most rear

MP2 only visible from aperture

Range 6

9m ↔ x 18m ↓



						
20	9	0	Yes	0	1	1

RANGE OFFICER BRIEFING

Stage 7: **Not again**

Ready condition: Gun loaded, and holstered.

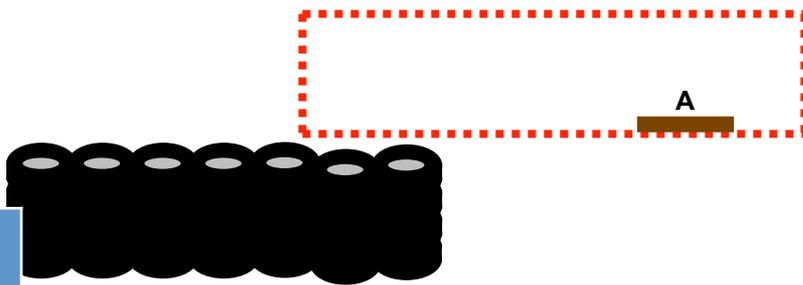
Start Position: Shooter starts standing heels touching A, hands at sides facing downrange as demonstrated.

Procedure: On audible start signal engage targets while remaining in the demarcated area.

Note: T1-3 will not be visible from A

Range 7

11m ⇄ x 14m ⇅



12	0	5	Yes	0	2	0