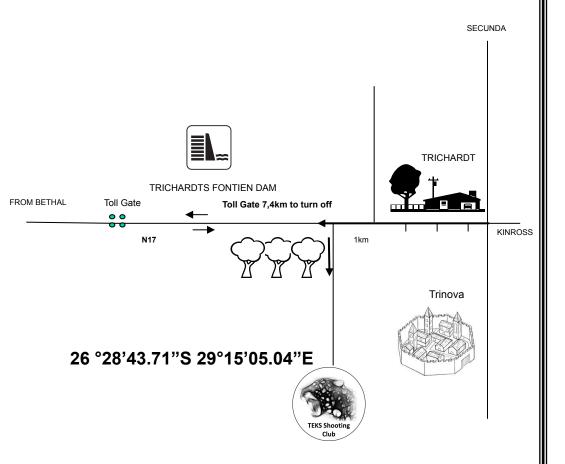
MPSA League

10 September 2016

TEKS Shooting Club TRICHARDT

TEKS SHOOTING CLUB



	SIAGES	
STAGE	MIN. ROUNDS	STAGE WEIGT %
1	24	14
2	25	15
3	30	18
4	32	19
5	18	10
6	20	12
_	16	9

Total Rounds 165

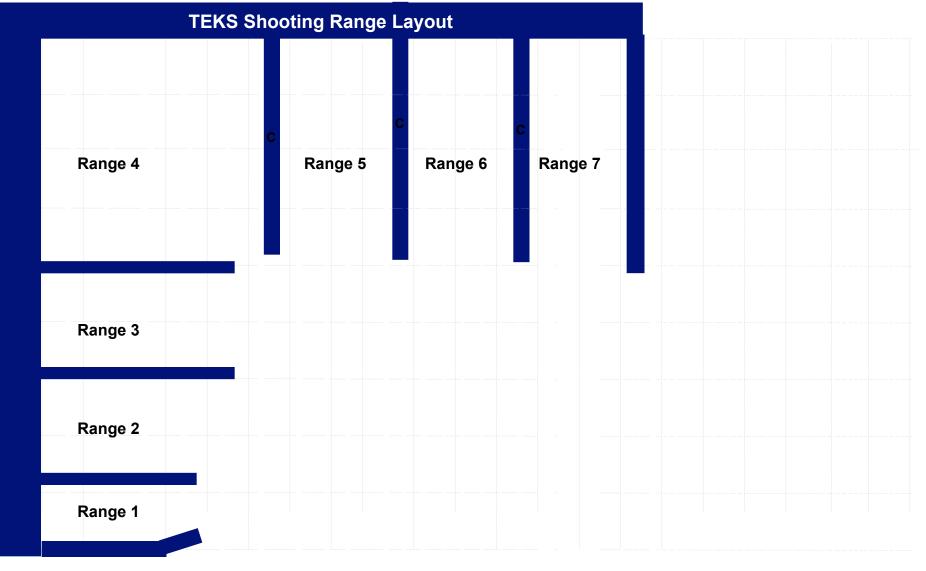
RULES

- 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 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]

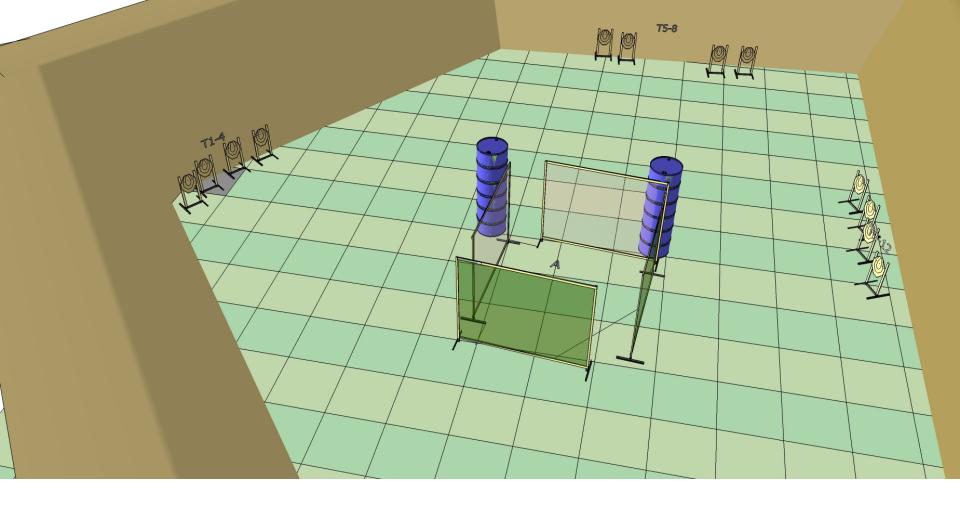
ARBITRATORS: Will be appointed on the day

CHIEF RO: [Johan Prinsloo]





Parking Area (OUTSIDE RANGE AREA)





Stage 1 Range 1: Distance: 4-10m

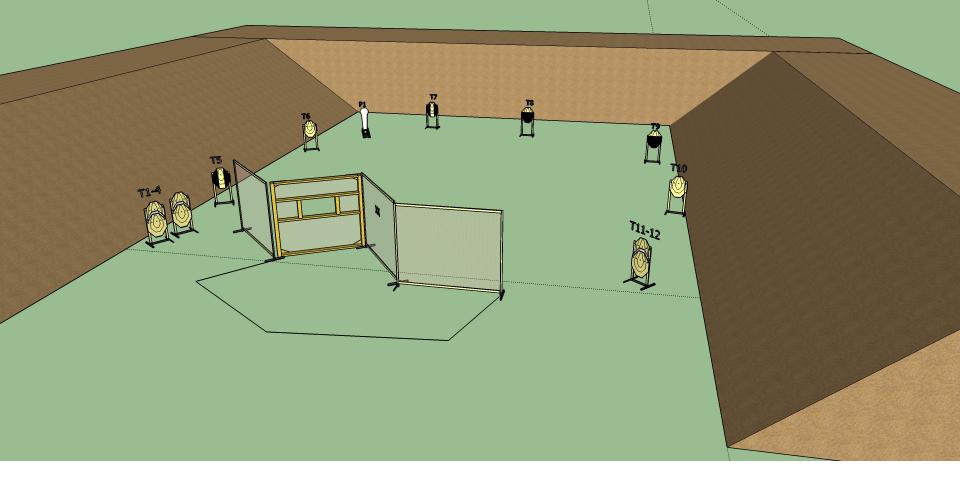
Ready condition: Gun loaded and holsterd.

Time starts: Audible Signal

Start position: Standing any where in demarcated area A

Procedure: On signal engage targets while remaining in the

demarcated area.



25 12 0 3 0 0 1

Stage 2 Range 2: Distance: 5-14m

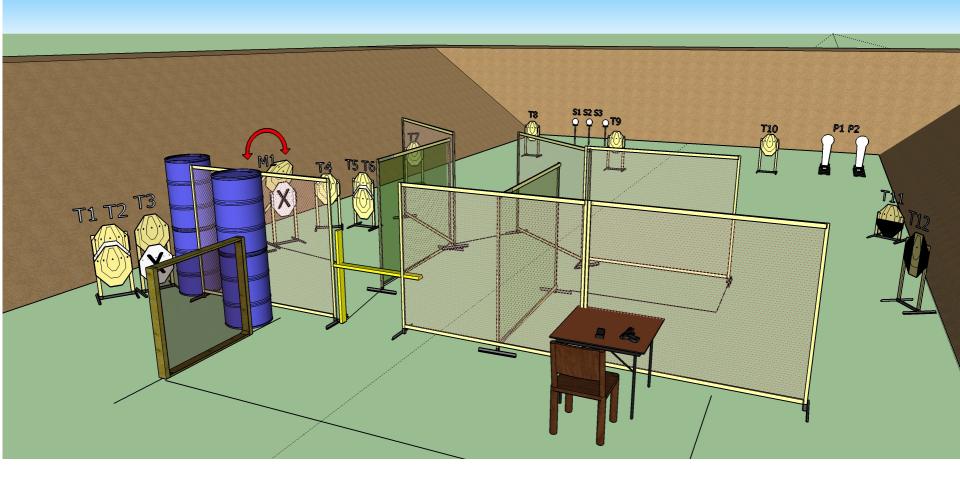
Ready condition: Gun unloaded and holsterd.

Time starts: Audible Signal

 $\textbf{Start position}: Standing both hands touching XX \ as demonstrated. \\ \textbf{Procedure:} On signal engage targets while remaining in the demarcated$

area.

Note Rule 9.4.2 Each hit visible on the scoring area of a paper no- shoot will be penalized minus 10 points up to a maximum of 2 hits per no-shoot.



					6	0
31	13	0	4	3	0	2

Stage 3 Range 3: Distance: 2-11m

Ready condition: Gun loaded and placed on the table with all mags to be

used.

Time starts: Audible Signal

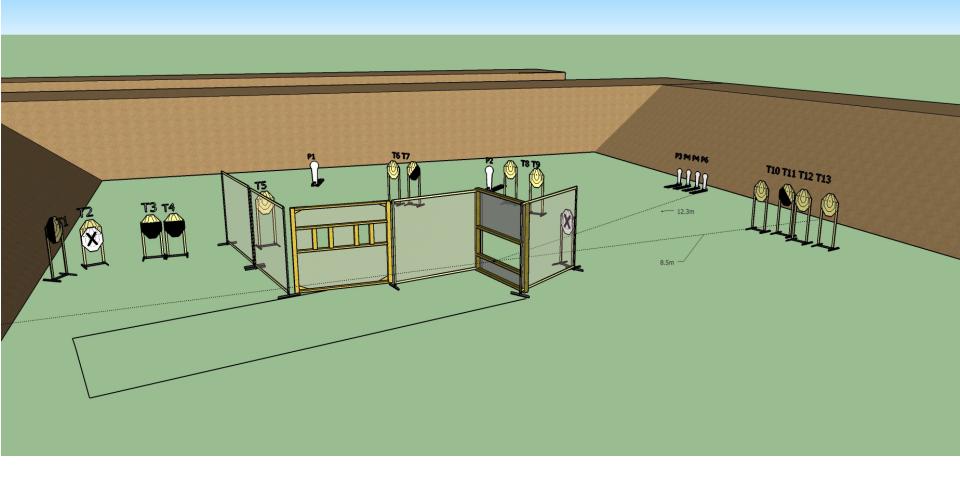
Start position: Sitting on chair hands on knees

Procedure: On signal engage targets while remaining in the demarcated

area.

Swing arm will activate M1 that will remain visible.

Note Rule 9.4.2 Each hit visible on the scoring area of a paper no- shoot will be penalized minus 10 points up to a maximum of 2 hits per no-shoot.



 32
 13
 0
 4
 0
 4
 2

Stage 4 Range 4: Distance: 4-12m

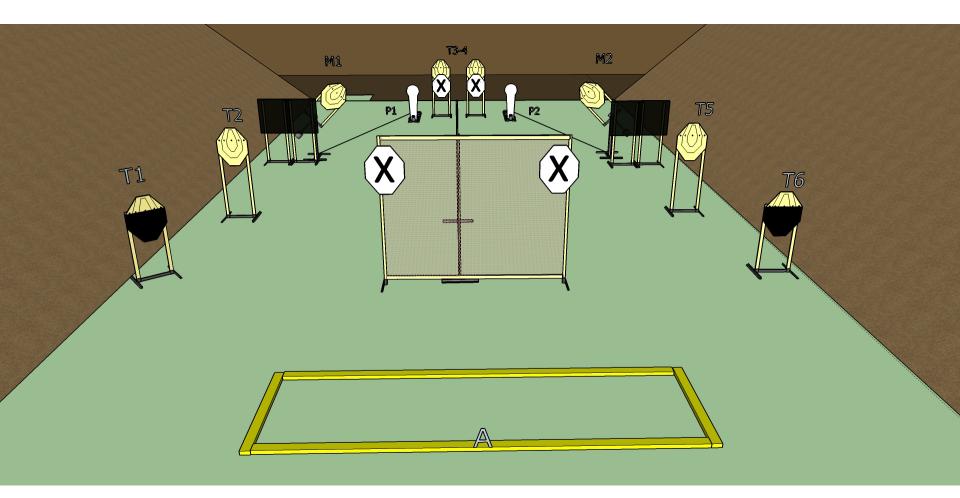
Ready condition: Gun loaded and holsterd.

Time starts: Audible Signal

Start position: Any where in A, hands above shoulders.

Procedure: On signal engage targets while remaining in the demarcated

area.



 18
 8
 0
 4
 0
 0
 2

Stage 5 Range 5 Distance: 8-13M

Ready condition: Gun loaded and holsterd.

Time starts: Audible Signal

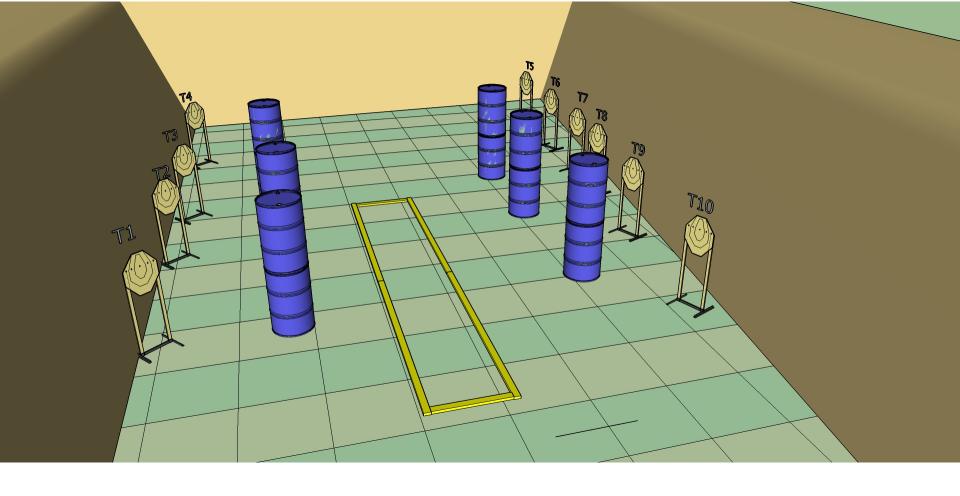
Start position: Standing in demarcated area,

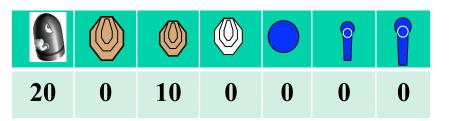
Hands at sides heels touching A.

Procedure: On signal engage targets while remaining in the demarcated

area

P1 will activate M1,P2, will activate M2 both wil remain visible.





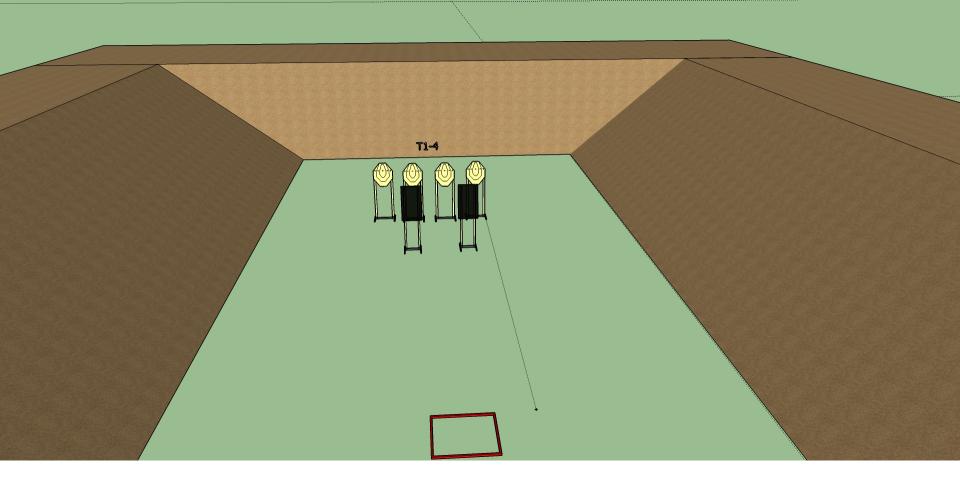
Stage 6 Range 6 Distance: 3-5m

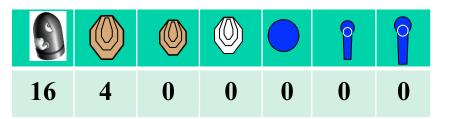
Ready condition: Gun loaded and holsterd

Time starts: Audible Signal

Start position: Shoote starts any where in demarcated area, facing downrange. **Procedure:** On signal engage targets while remaining in

the demarcated area





Stage 7 Range 7: Distance: 10m

Ready condition: Gun loaded and holsterd.

Time starts: Audible Signal

Start position: Standing in demarcated area,

Hands above shoulders facing uprange.

Procedure: On signal engage targets reload and reengage the targets, while remaining in the demarcated

area.