

MPSA Handgun League 4



10 June 2017
White River Shooting Club

MPSA League 3

Hosted by

Witrivier Skietklub



White River Shooting Club

STAGES

| STAGE | NAME | MIN. ROUNDS | SCORING | STAGE WEIGT % |
|--------------|------------------------|-------------|----------|---------------|
| 1 | Run Fast, fall slow | 32 | Comstock | 20% |
| 2 | Have a seat | 16 | Comstock | 10% |
| 3 | Move your feet | 27 | Comstock | 17% |
| 4 | Move & Shoot | 32 | Comstock | 20% |
| 5 | Left, right and center | 25 | Comstock | 16% |
| 6 | Step on it | 26 | Comstock | 16% |
| Total Rounds | | 158 | | |

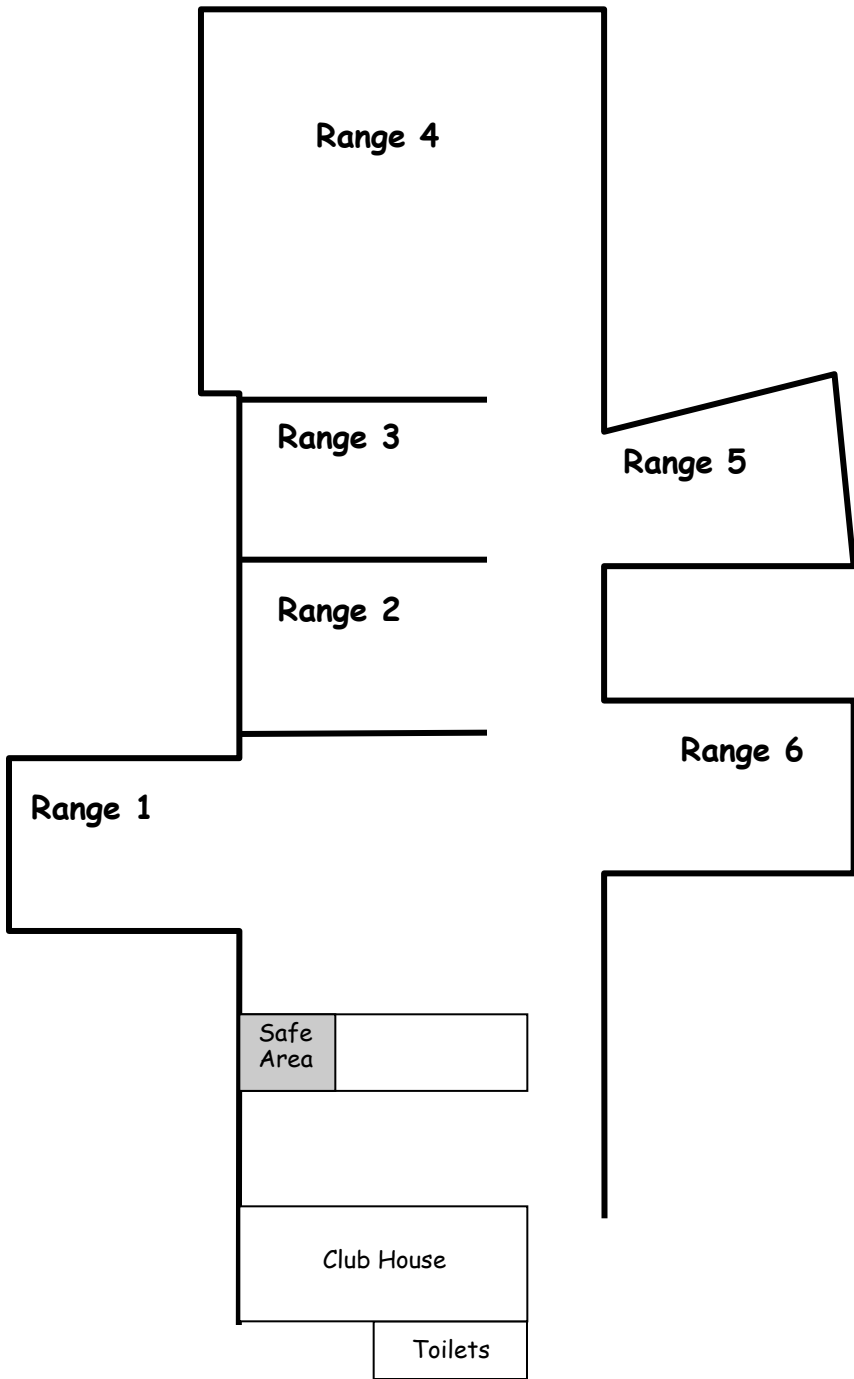
RULES

- 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 07:00 to 08:30
- The RO briefing starts at 08:00
- The shooting competition commences at 08:30

MATCH DIRECTOR: Ray 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): Run fast fall slow

- Targets:**
- 7 IPSC Targets
 - 4 IPSC Mini Targets
 - 5 No-shoot targets
 - 4 Poppers
 - 6 Plates

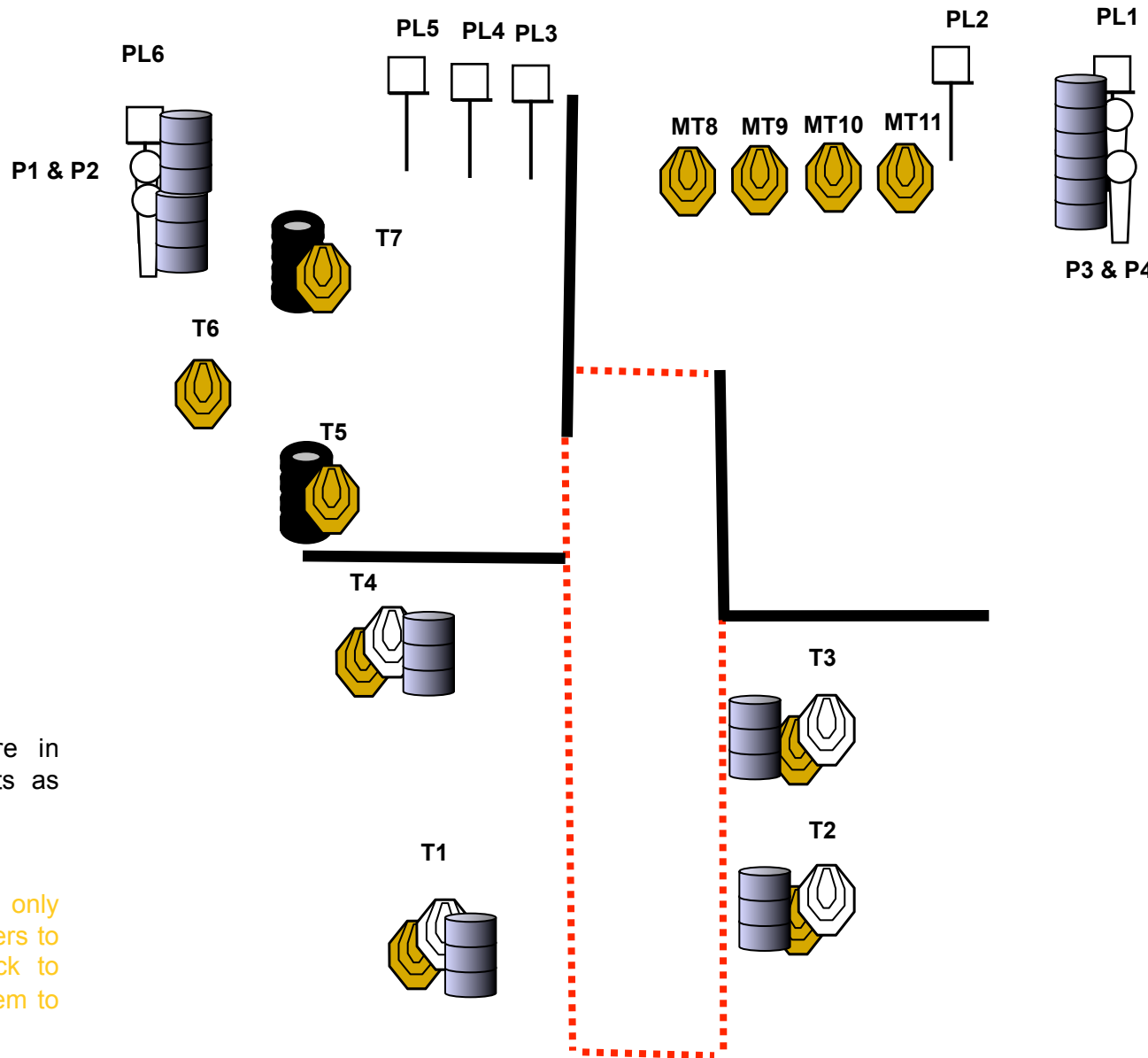
Number of rounds to be

scored : 32

Start: Audible Signal

Briefing: Competitor starts anywhere in demarcated area. On signal engage targets as they become visible.

Notes to range builder: PL6, PL1, P1-P4 only visible from the start of the range. First poppers to be slow moving. Competitor must run back to engage P1 & P3 and PL1&PL6 or wait for them to become visible.



RANGE OFFICER BRIEFING

Stage 2 (Range 2) : **Have a seat**

Targets: 7 IPSC mini Targets
2 Plates

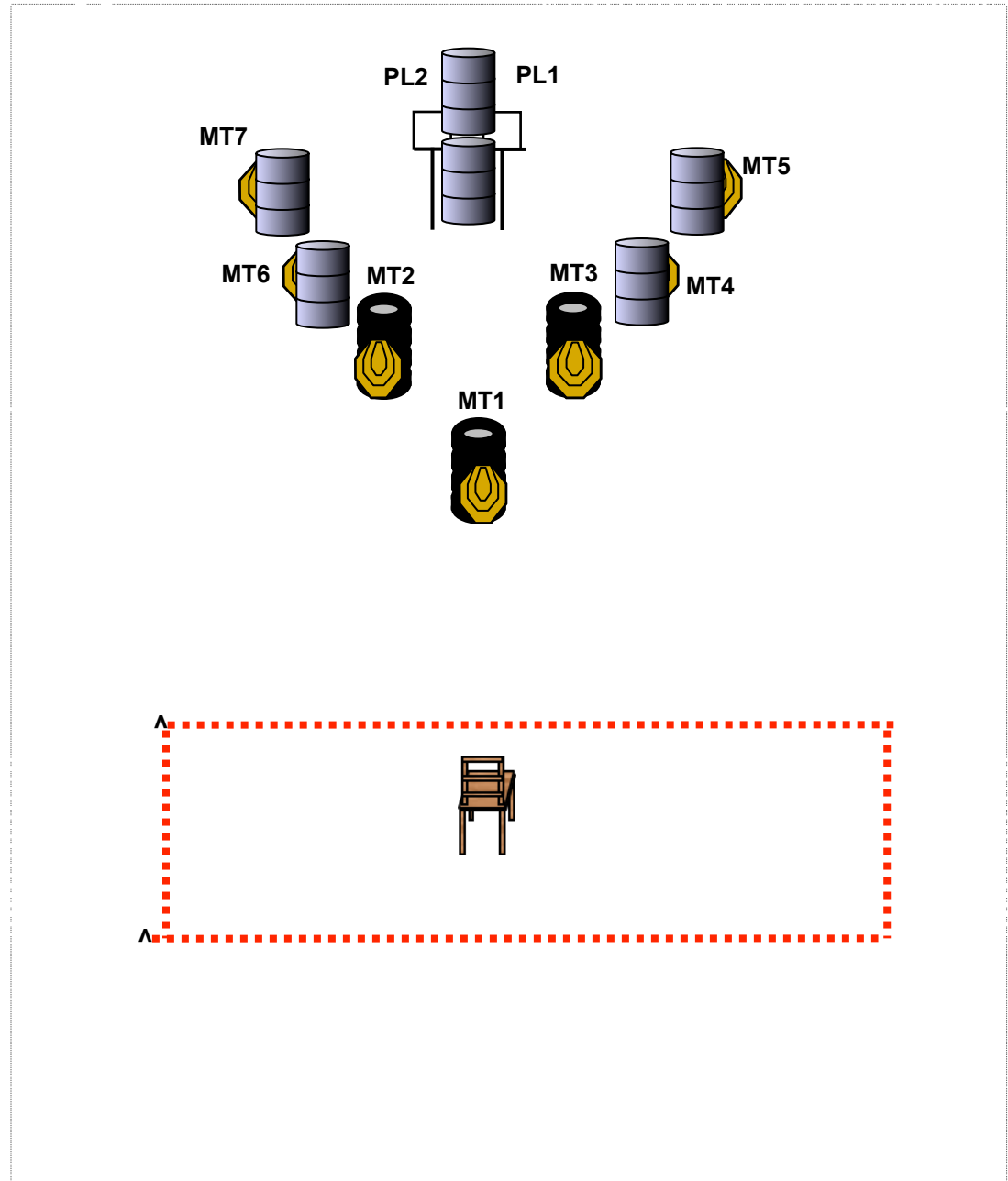
Number of Rounds to be

scored : 16

Start: Audible Signal

Briefing: Shooter starts sitting on chair, hands on lap, gun is loaded and holstered. On signal engage targets as they become visible.

Notes to range builder: MT6 & MT7, PL1 & PL2 and MT4 & MT5 must not be visible from chair. Chair to be placed on marked area.



RANGE OFFICER BRIEFING

Stage 3 (Range 3): **Move your feet**

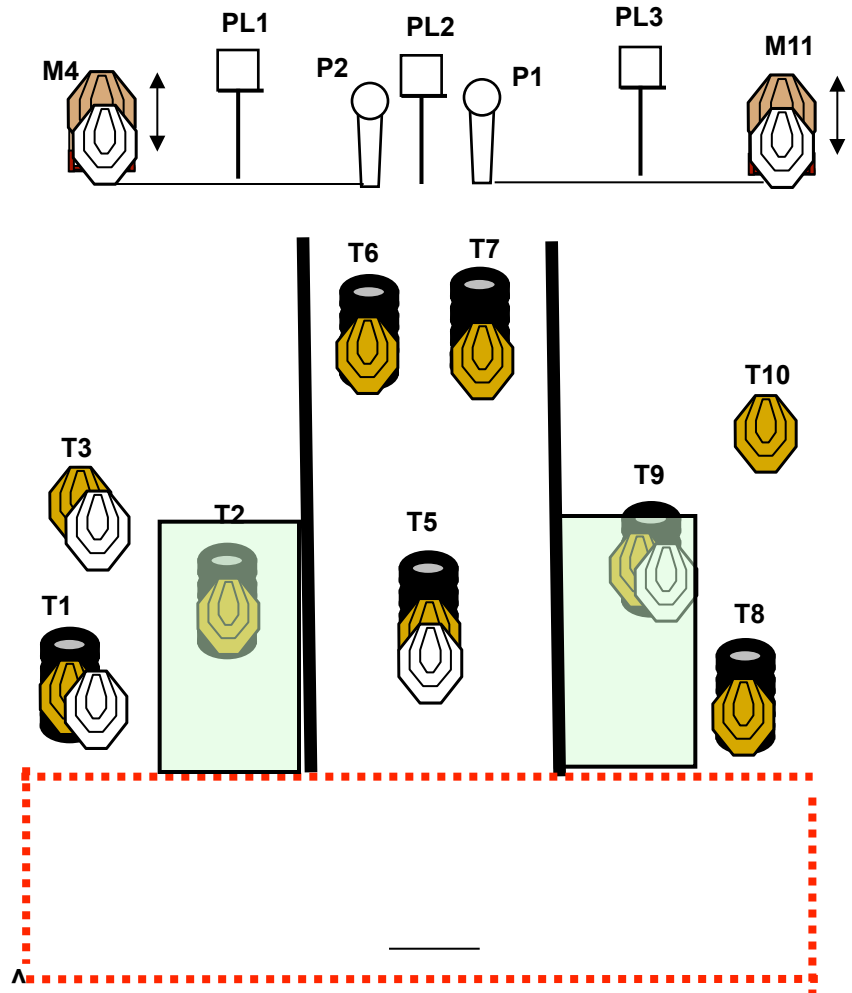
Targets: 11 IPSC Targets
6 No-shoot targets
3 plates
2 Poppers

Number of rounds to be

scored : 27

Start: Audible Signal

Briefing: Competitor starts heats against branding. On signal engage targets as they become visible, while remaining in the demarcated area. P2 activates Bobber M4 and P1 Activates M11. M4 and M11 remains visible.



RANGE OFFICER BRIEFING

Stage4 (Range 4): Move and shoot

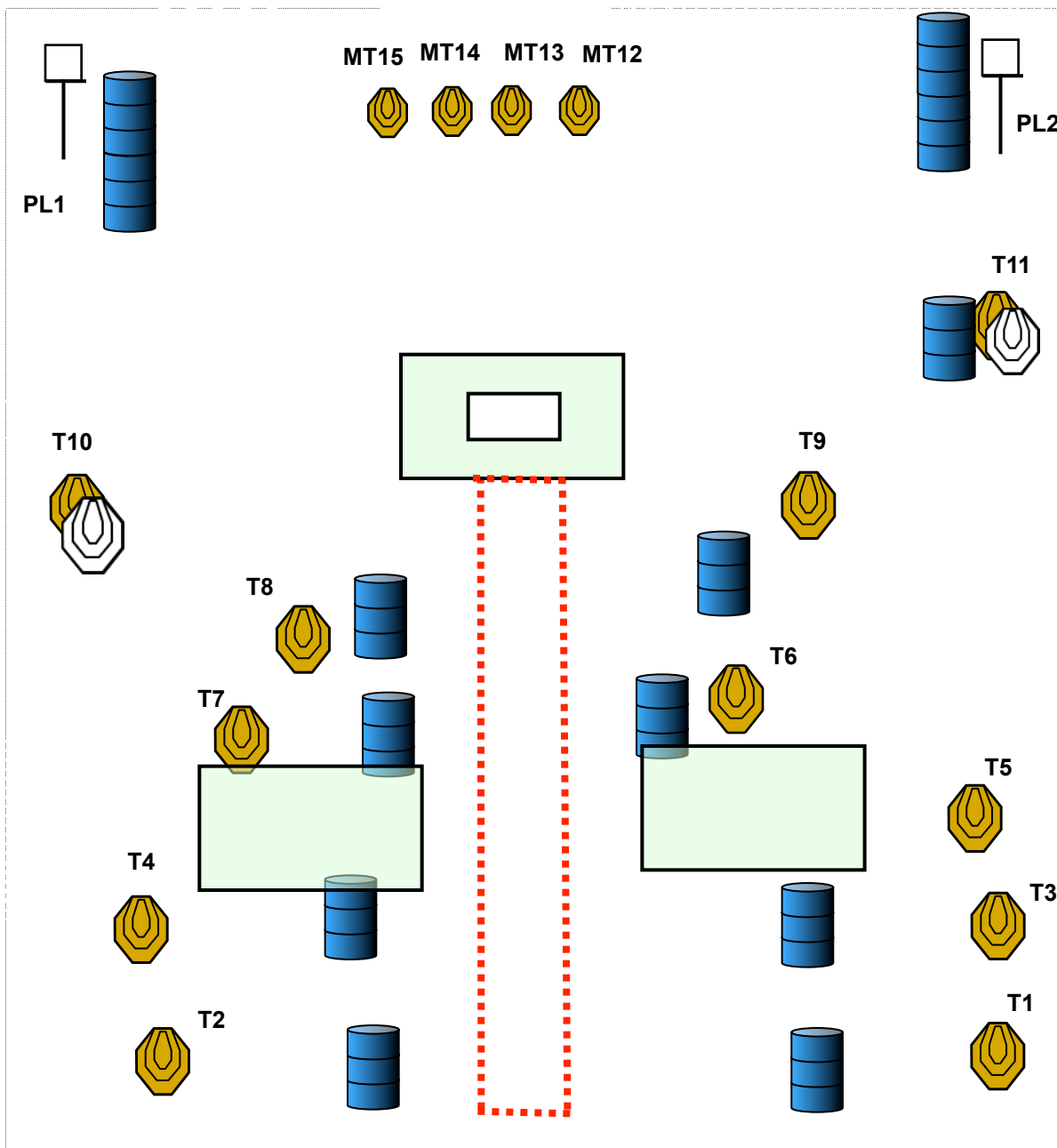
- Targets:**
- 11 IPSC Targets
 - 4 IPSC Mini Targets
 - 2 No-shoot targets
 - 2 Plates
 - 2 No shoot targets

Number of rounds to be

scored : 32

Start: Audible Signal

Briefing: Competitor starts anywhere in demarcated area, facing down range hands above shoulders. On signal engage targets as they become visible while remaining in the demarcated area.



RANGE OFFICER BRIEFING

Stage 5 Range 5: **Left, right and centre**

Targets 11 IPSC targets
2 Mini Poppers
1 Plate
3 No shoots

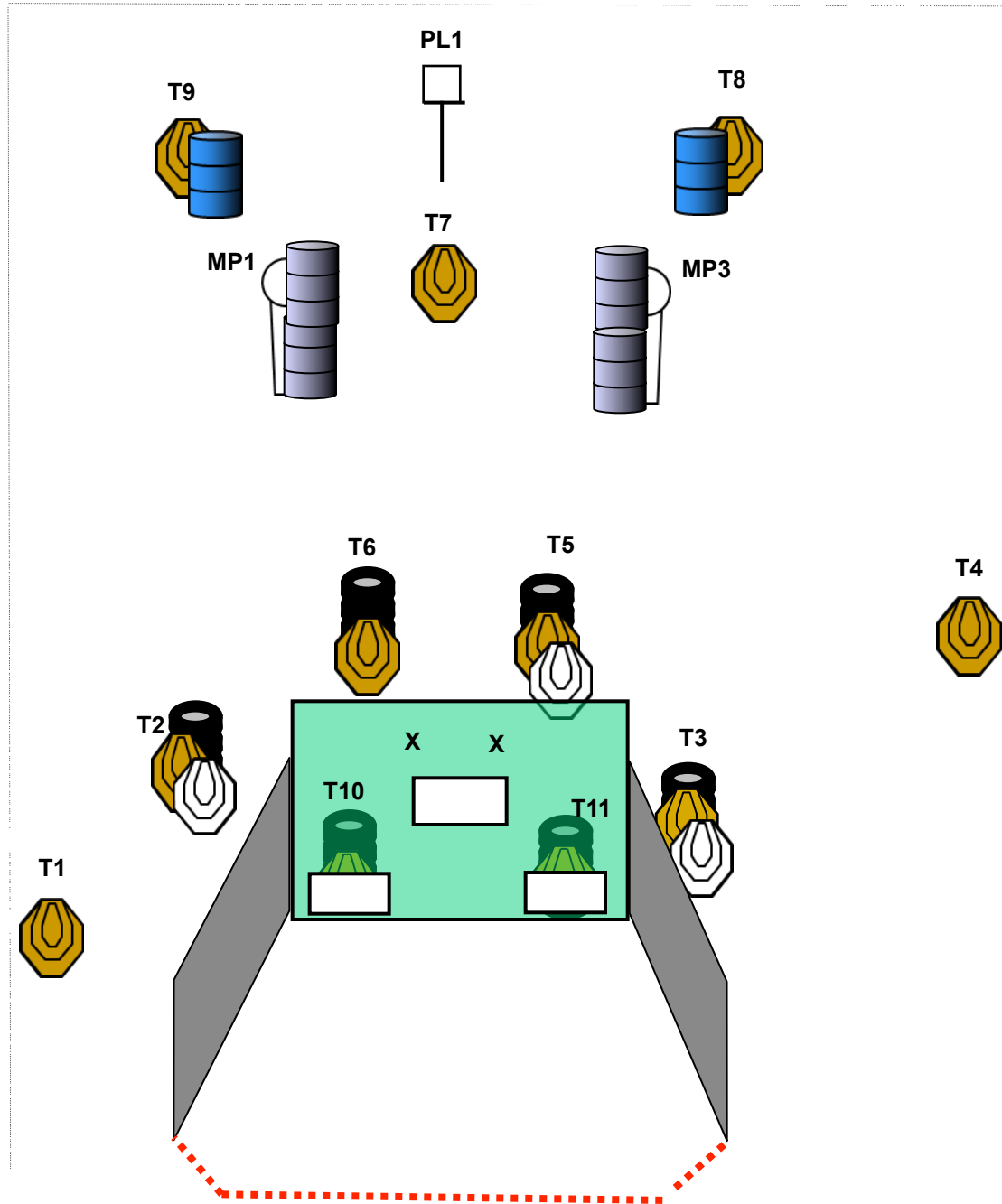
Number of rounds

To be Scored 25 Rounds

Start Audible signal

Briefing

Shooter starts gun loaded and holstered with both hands flat on aperture where indicated. On signal engage targets as they become visible while remaining in the demarcated area.



RANGE OFFICER BRIEFING

Stage 6 (Range 6): Step on it

Targets: 10 IPSC Targets
1 No-shoot targets
6 Plates

Number of rounds to be

scored : 26

Start: Audible Signal

Briefing: Competitor starts standing at A (behind drum), hands above shoulders, facing down range. Unloaded firearm and all magazines to be used are placed on the drum. On signal engage targets as they become visible. Beartrap activates swinger that will remain visible.

