

MPSA Handgun League 5



9 September 2017
White River Shooting Club

MPSA League 5

Hosted by

Witrivier Skietklub



White River Shooting Club

STAGES

STAGE	NAME	MIN. ROUNDS	SCORING	STAGE WEIGT %
1	Sprint	32	Comstock	20%
2	Stand up	18	Comstock	11%
3	Balance	32	Comstock	20%
4	90 degrees	32	Comstock	20%
5	DejaVu	23	Comstock	14%
6	Watch the no - shoot	24	Comstock	15%
Total Rounds		161		

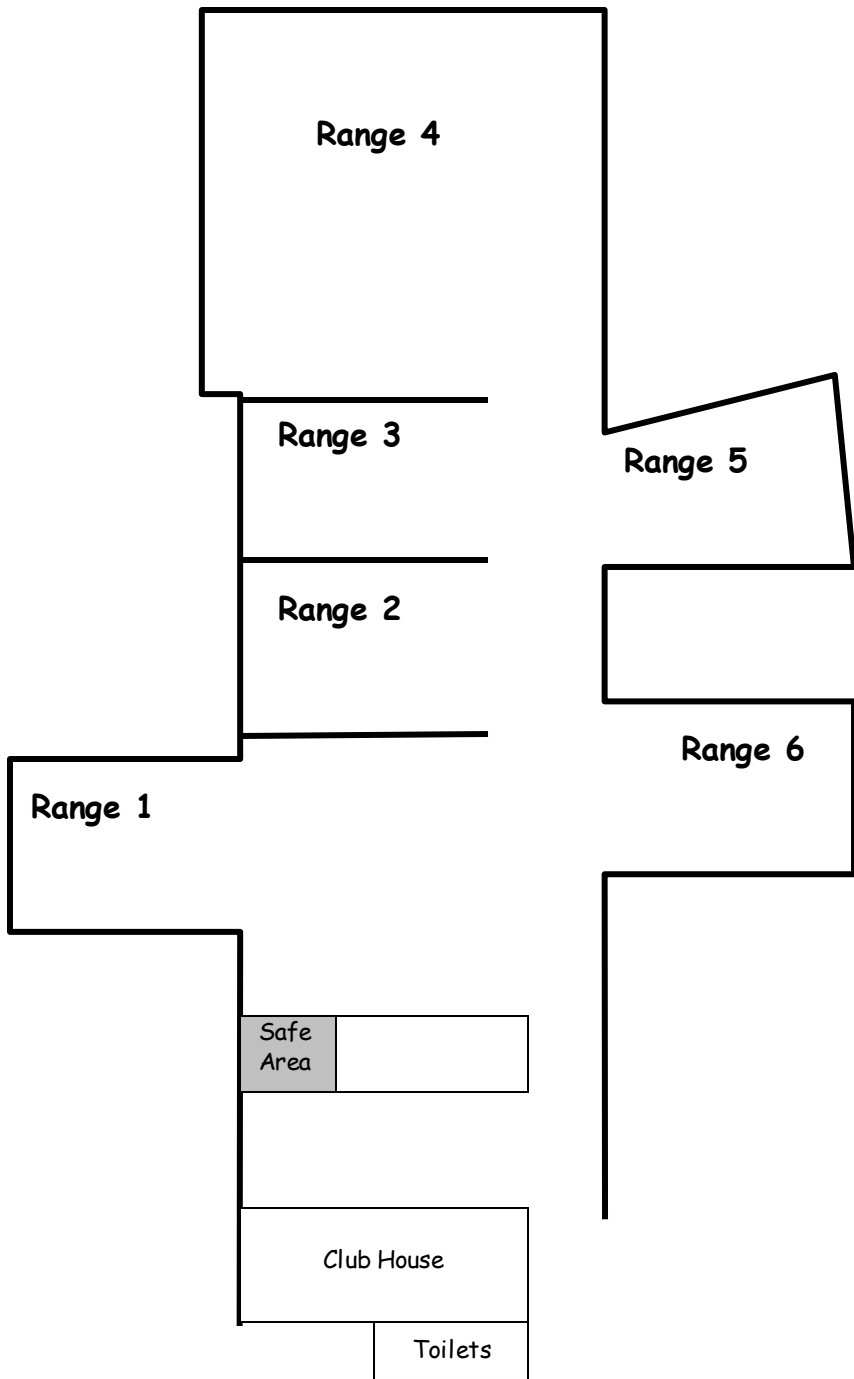
RULES

- 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

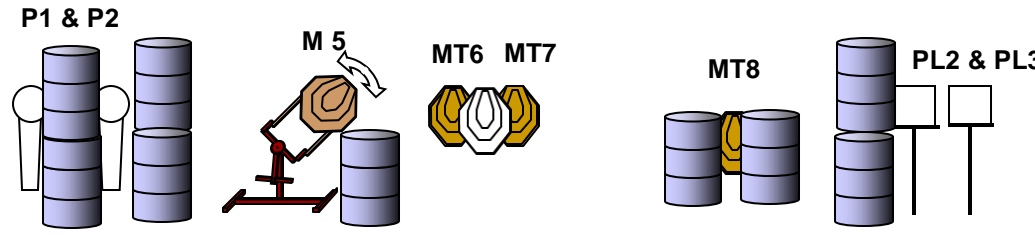
ARBITRATORS: Three delegates to be appointed by Match Director as and when required

CHIEF RO: Johan de Beer



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

RANGE OFFICER BRIEFING



Stage 1 (Range 1): **Sprint**

- Targets:**
- 9 IPSC Targets
 - 4 IPSC Mini Targets
 - 3 No-shoot targets
 - 2 Poppers
 - 4 Plates

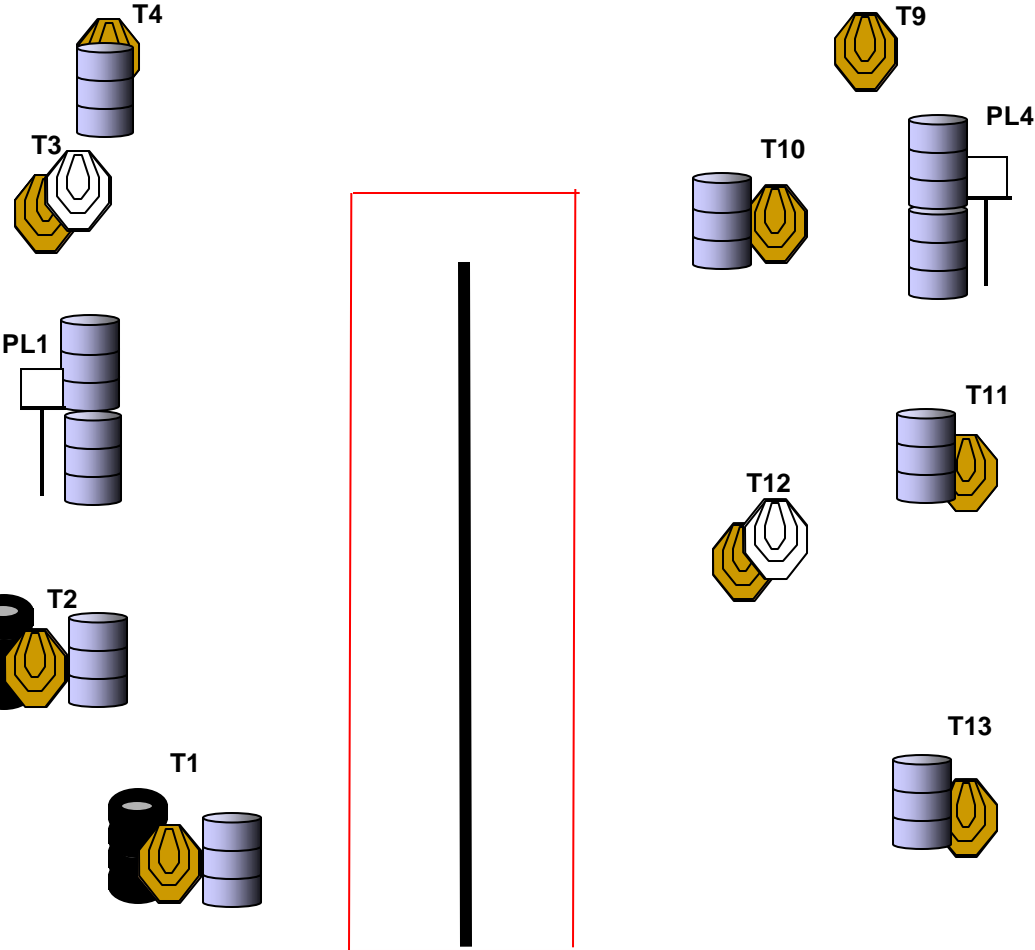
Number of rounds to be

scored : 32

Start: Audible Signal

Briefing: Competitor starts anywhere in demarcated area. On signal engage targets as they become visible. Gun is loaded and holstered.

Popper P2 activates Mover M5, which remains visible and will carry miss shot penalties.



RANGE OFFICER BRIEFING

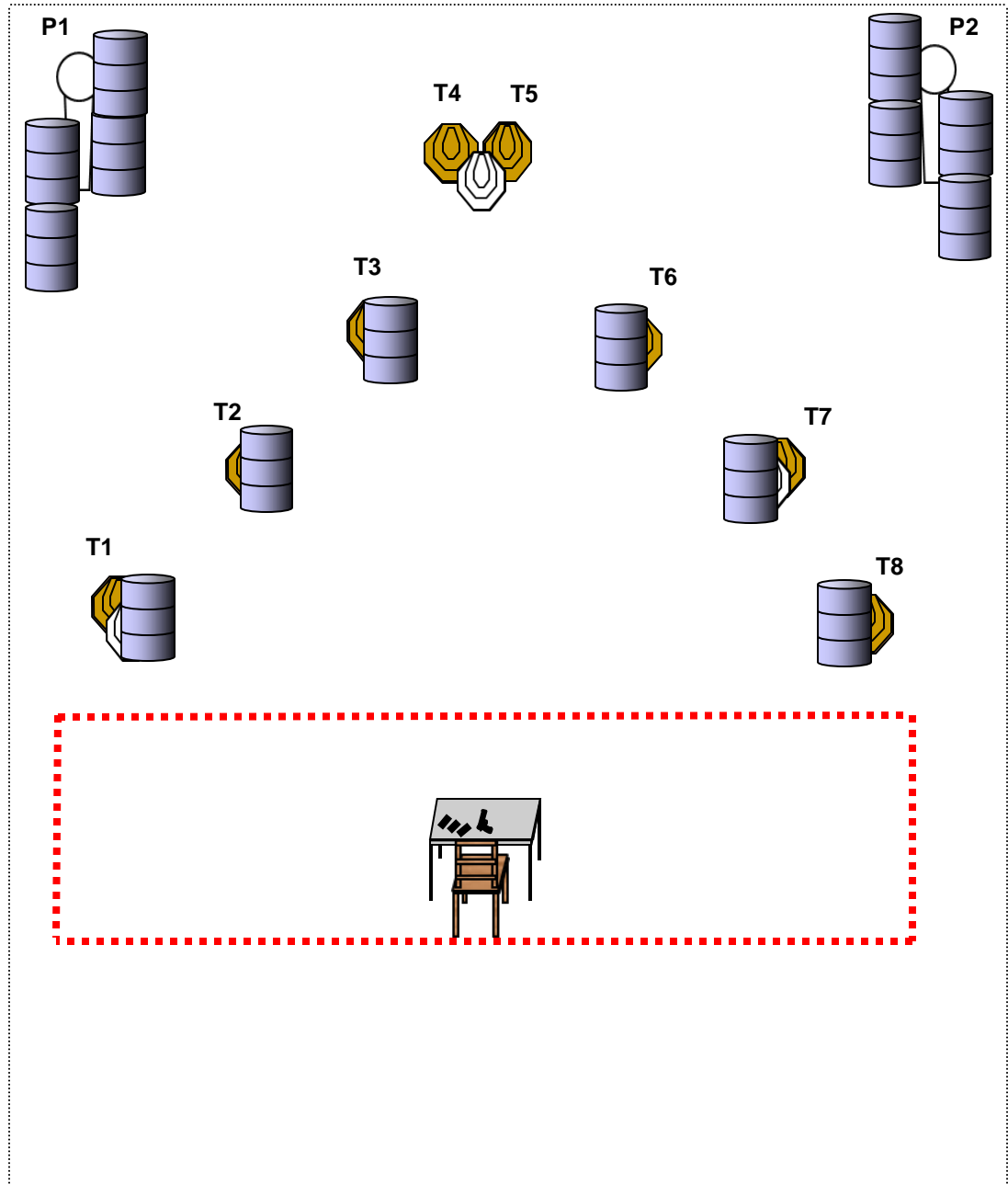
Stage 2 (Range 2) : **Stand up**

Targets: 8 IPSC Targets
2 Poppers
3 No shoots

Number of Rounds to be scored : 18

Start: Audible Signal

Briefing: Shooter starts sitting on chair. The handgun (mag inserted chamber empty) and all mags to be used, to be placed on table. Hands on knees. On signal engage targets as they become visible, while remaining in the demarcated area.



RANGE OFFICER BRIEFING

Stage 3 (Range 3): **Balance**

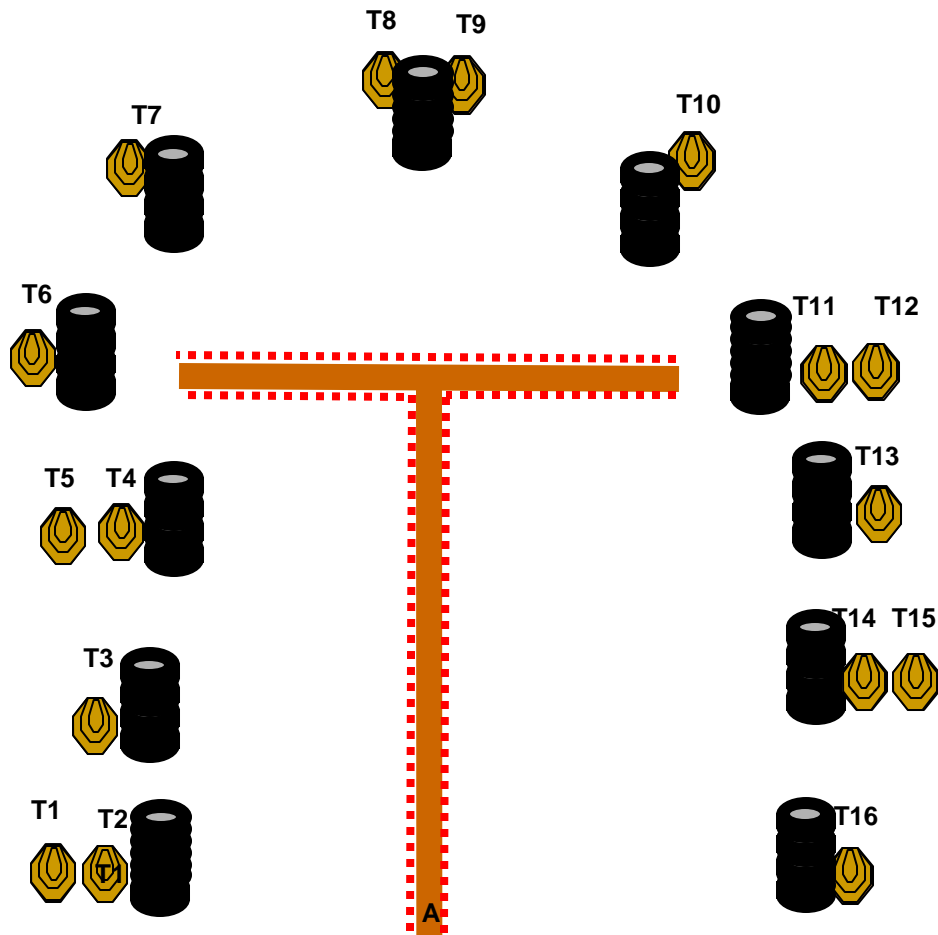
Targets: 16 IPSC Mini Targets

Number of rounds to be

scored : 32

Start: Audible Signal

Briefing: Competitor starts at A. Gun loaded and holstered. On signal engage targets as they become visible, while remaining in the demarcated area (on beam). Shooter must engage all targets while remaining on the beam.



RANGE OFFICER BRIEFING

Stage4 (Range 4): 90 degrees

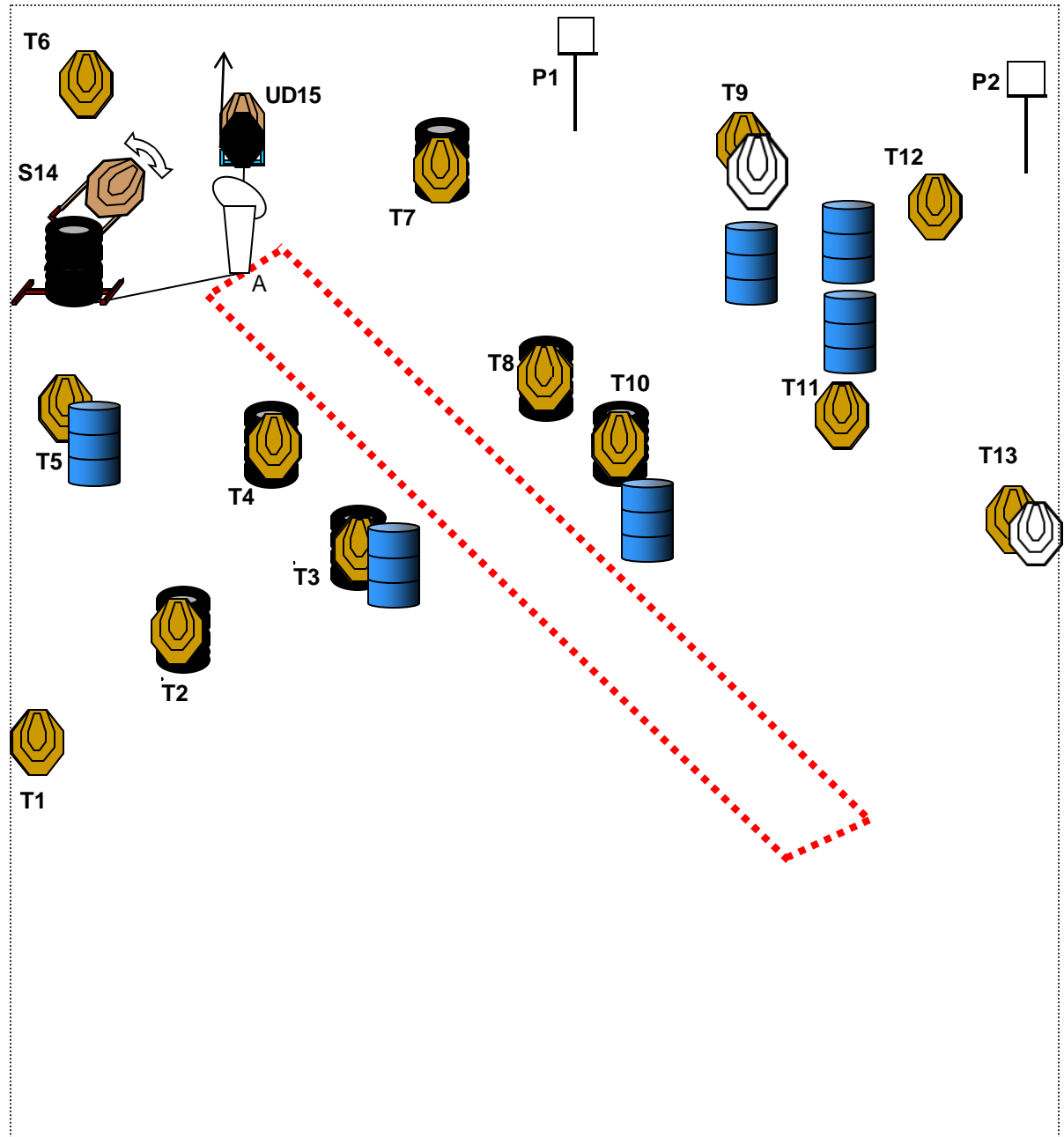
Targets: 15 IPSC Targets
2 No-shoot targets
2 Plates

Number of rounds to be

scored : 32

Start: Audible Signal

Briefing: Competitor starts both hands touching hand activator at A. Gun is loaded and holstered. Hand activator activates S14 and UD15, which remains visible and will carry miss shot penalties.



RANGE OFFICER BRIEFING

Stage 5 Range 5: **Deja Vu**

Targets 9 IPSC targets
2 Mini Poppers
3 Plates
3 No shoots

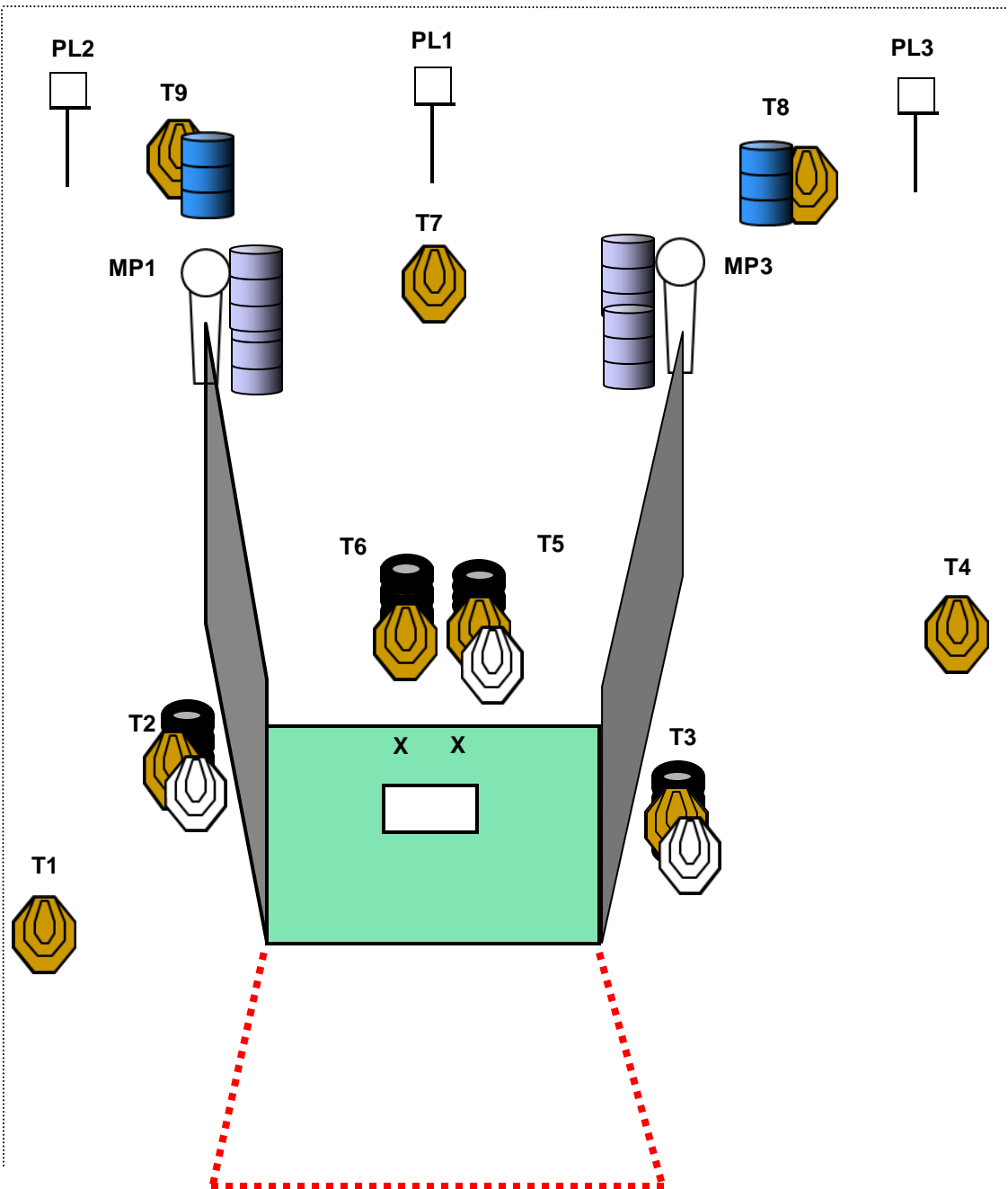
Number of rounds

To be Scored 23 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): **Watch the no shoot**

Targets: 10 IPSC Targets
1 No-shoot targets
4 Poppers

Number of rounds to be

scored : 24

Start: Audible Signal

Briefing: Competitor starts anywhere in the demarcated area. Firearm is loaded and holstered. On signal engage targets as they become visible. The no-shoot swinger, which is hand activated, must be activated before any targets are engaged. Shoot throughs will be scored on no-shoot swinger.

