

# TEKS

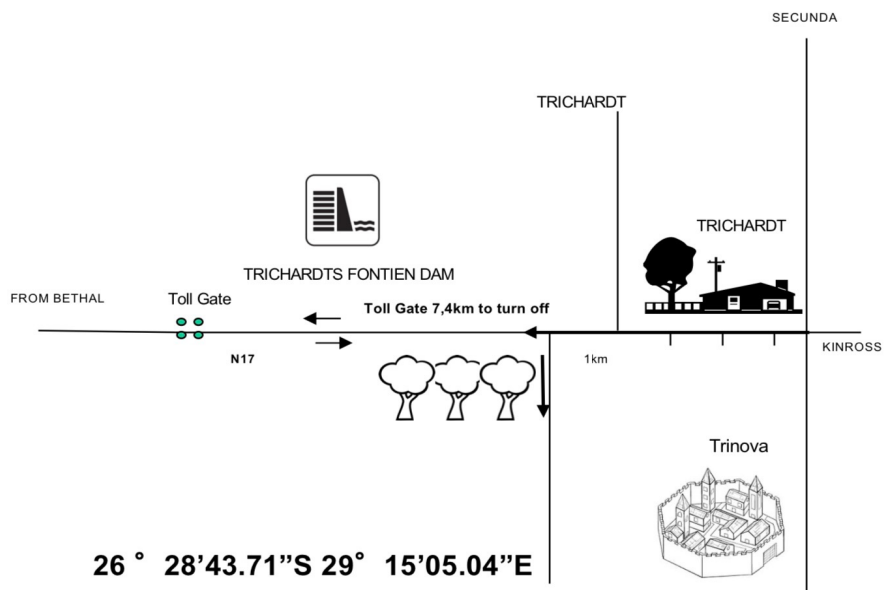
## Shooting Club

### Teks Shotgun League 1 06 July 2024

| STAGE | TYPE   | ROUND COUNT | AMMO     |
|-------|--------|-------------|----------|
| 1     | Long   | 28          | Birdshot |
| 2     | Short  | 8           | Birdshot |
| 3     | Short  | 7           | Birdshot |
| 4     | Medium | 16          | Birdshot |

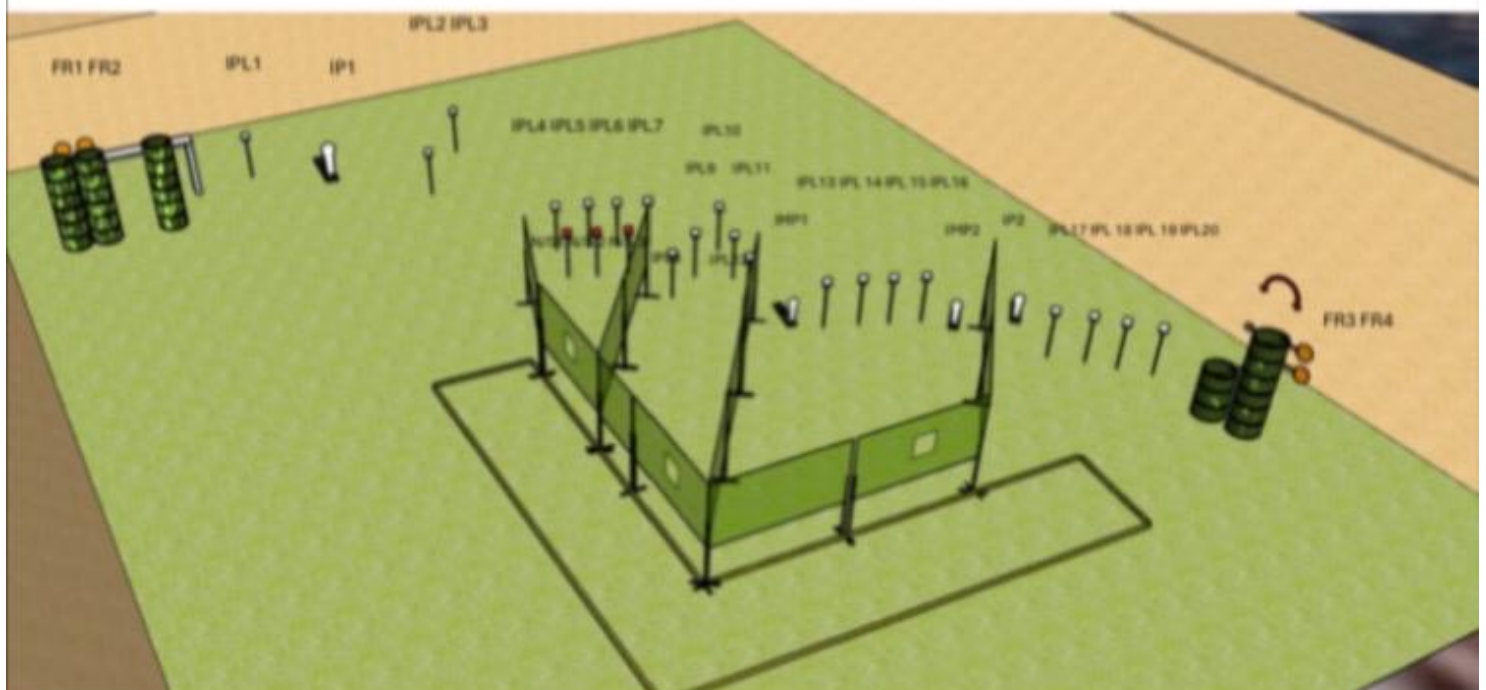
**Total birdshots 59**

TEKS SHOOTING CLUB



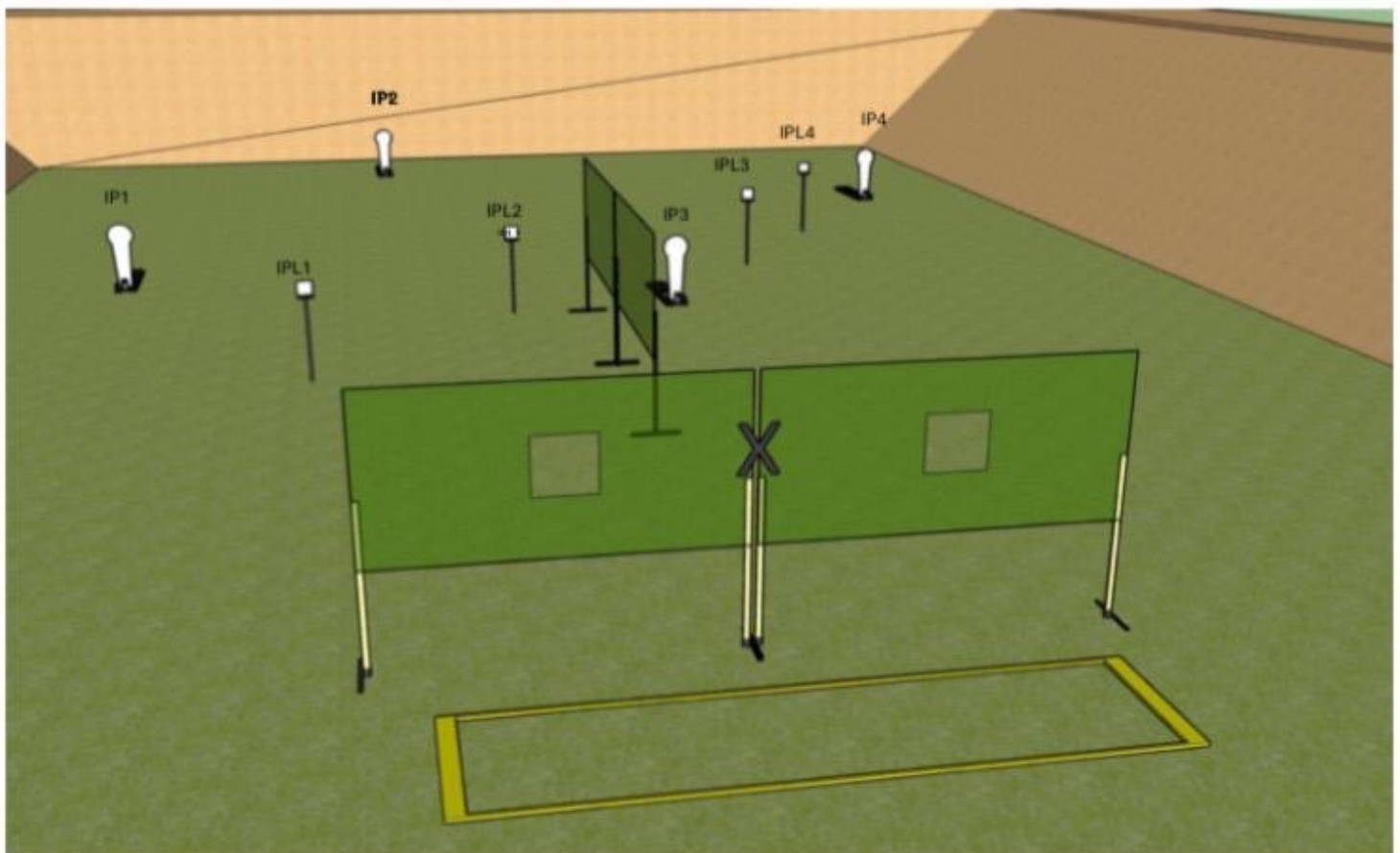
|                          |  |
|--------------------------|--|
|                          | <b>Stage 1</b>   |
| Type                     | Long Course of Fire.   |
| Minimum Number of Rounds | 28   |
| Ammunition Type          | Birdshot.  |
| Start Signal             | Audible.   |
| Start Position           | Shooter Starts Anywhere In demarcated area.  |
| Shotgun ready condition  | Loaded (Option 1): Magazine filled and fitted (if applicable), Chamber(s) loaded, hammer and/or sear cocked and safety catch applied (if the shotgun is designed to have one).                                       |
| Procedure                | On the audible signal, engage targets. IP1 activates runner, Frangible targets FR1 and FR2 remain visible at rest. IP2 activates swinger, Frangible targets FR3 and FR4 remain visible at rest. Drums are Hardcover. |
| Distance                 | 6-15m  |

| Targets           |                              |                              |                        |                              |  |  |
|-------------------|------------------------------|------------------------------|------------------------|------------------------------|--|--|
| Frangible<br>- FR | IPSC<br>Metal<br>Plate - IPL | IPSC Mini<br>Popper -<br>IMP | IPSC<br>Popper -<br>IP | IPSC No Shoot<br>Plate - N/S |  |  |
| X4                | X20                          | X2                           | X2                     | X3                           |  |  |



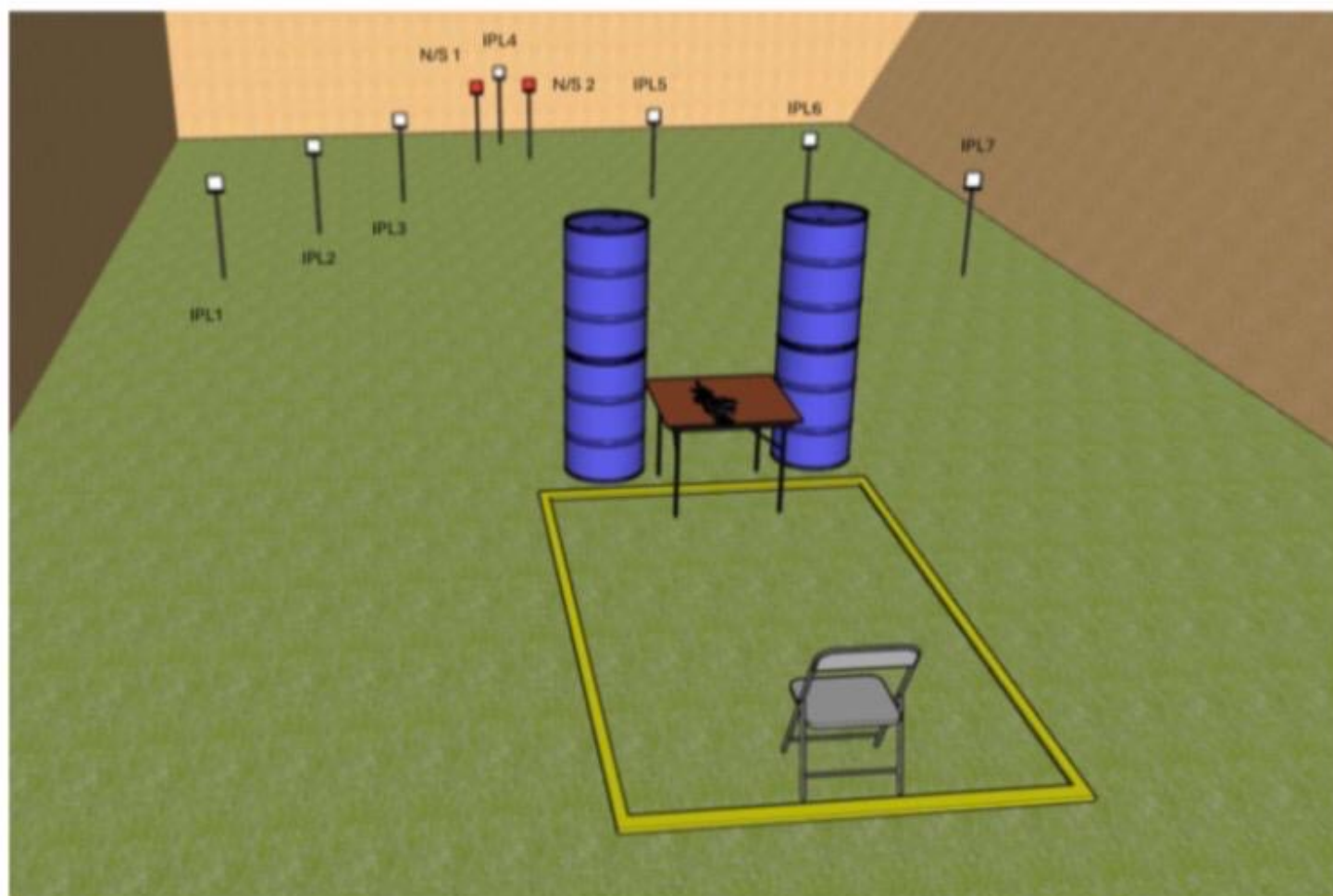
|                          |  |
|--------------------------|--|
|                          | <b>Stage 2</b>   |
| Type                     | Short Course of Fire.  |
| Minimum Number of Rounds | 8.   |
| Ammunition Type          | Birdshot.  |
| Start Signal             | Audible  |
| Start Position           | Competitor Starts with muzzle touching X.  |
| Shotgun ready condition  | Loaded (Option 2): magazine filled and fitted (if applicable), chamber(s) empty and the action closed. |
| Procedure                | On the audible signal, engage targets.   |
| Distance                 | 7-20m.   |

| Targets             |                           |  |  |  |  |  |
|---------------------|---------------------------|--|--|--|--|--|
| IPSC Popper - IP X4 | IPSC Metal Plate - IPL X4 |  |  |  |  |  |



|                          |  |
|--------------------------|--|
|                          | <b>Stage 3</b>   |
| Type                     | Short Course of Fire.  |
| Minimum Number of Rounds | 7.   |
| Ammunition Type          | Birdshot.  |
| Start Signal             | Audible.   |
| Start Position           | Competitor starts seated, back against backrest of chair, hands on knees, feet in front of them as demonstrated.   |
| Shotgun ready condition  | Loaded (Option 1): Magazine filled and fitted (if applicable), Chamber(s) loaded, hammer and/or sear cocked and safety catch applied (if the shotgun is designed to have one). Competitor starts with shotgun on table, within marked box, facing downrange, action and stock within marked box. |
| Procedure                | On the audible signal, engage targets.   |
| Distance                 | 6-12m.   |

|                              |                                |  |  |  |  |
|------------------------------|--------------------------------|--|--|--|--|
| <b>Targets</b>               |                                |  |  |  |  |
| IPSC Metal Plate – IPL<br>X7 | IPSC No Shoot Plate- N/S<br>X2 |  |  |  |  |



| <b>Stage 4</b>           |   |
|--------------------------|---|
| Type                     | Medium Course of Fire.  |
| Minimum Number of Rounds | 16.   |
| Ammunition Type          | Birdshot.   |
| Start Signal             | Audible.  |
| Start Position           | Competitor starts with one foot touching at X.  |
| Shotgun ready condition  | Unloaded (Option 3): Fixed magazine must be empty, detachable magazine removed and chamber(s) must be empty. The action/bolt may be open or closed. |
| Procedure                | On the audible signal, engage targets. IP1-IP4 shot from kneeling/crouching position. Drums are hardcover.  |
| Distance                 | 6-15m.  |

| <b>Targets</b>             |                                  |                                  |                                    |  |  |
|----------------------------|----------------------------------|----------------------------------|------------------------------------|--|--|
| <b>IPSC Popper - IP X5</b> | <b>IPSC Mini Popper – IMP X3</b> | <b>IPSC Metal Plate – IPL X8</b> | <b>IPSC No Shoot Plate- N/S X1</b> |  |  |

