

Teks Club

07 March 2015

**TEKS Shooting Club
Secunda / Evander**

**Range 2 20 shots no
completed**

RANGE OFFICER BRIEFING

Stage 3: **BEAT THE DRUM**

Type Course: Short Course

Targets & number: 4 IPSC Targets

2 No Shoot Targets

4 Plates

Distance: 2 - 18 m

Number of rounds to be scored: 12

Possible points: 60

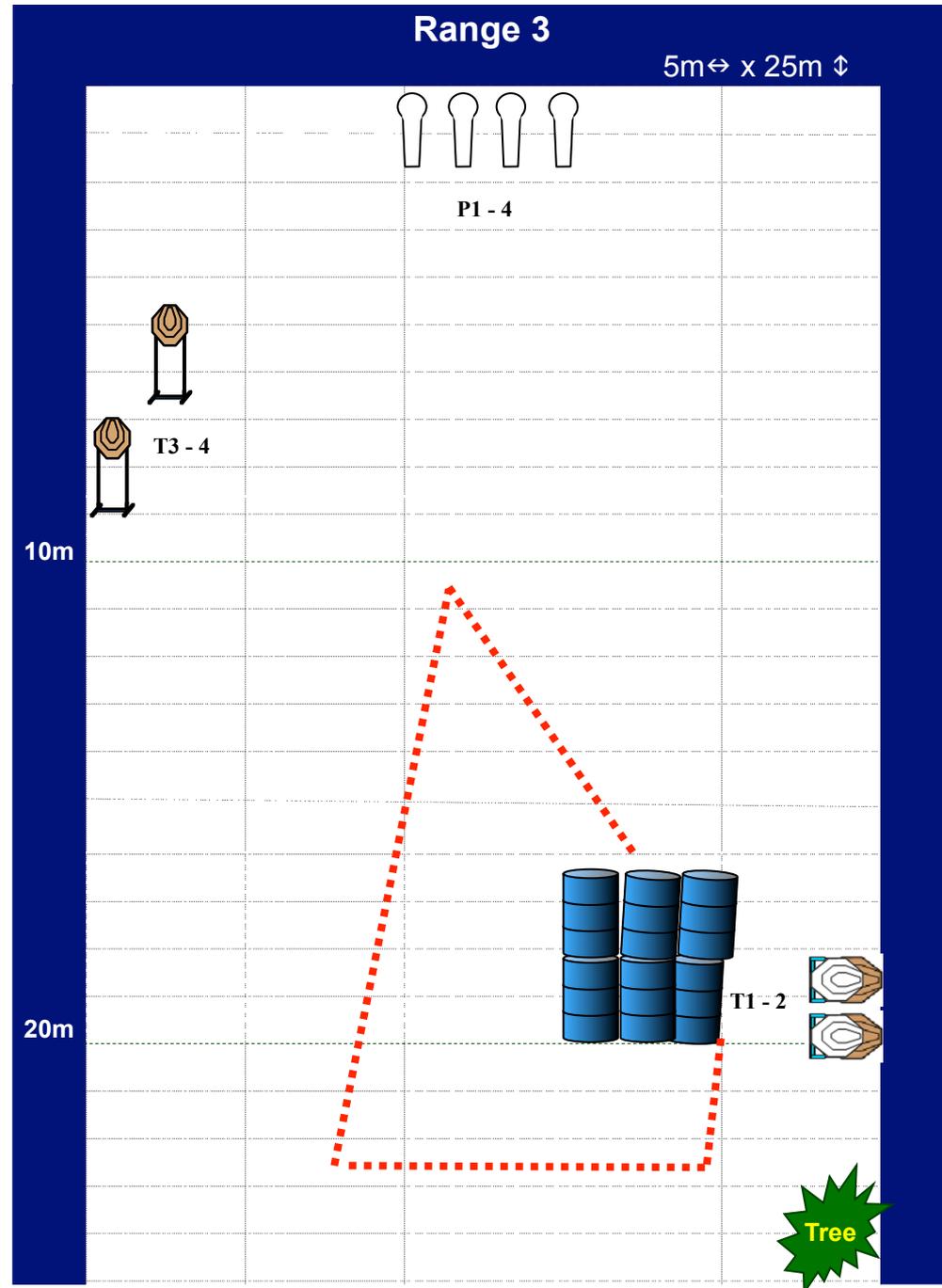
Ready condition: Gun loaded and holstered

Time starts: Audible Signal

Start position: Shooter starts standing behind drum, toes touching drum hands clasped as demonstrated.

Procedure: Engage targets in any order from within demarcated area.

Penalties: IPSC match



RANGE OFFICER BRIEFING

Stage 4: GET THE MOVER

Type Course: Short Course.

Targets & number: 4 IPSC Targets

1 No Shoot Target

1 Popper

Distance: 4-10m

Number of rounds to be scored: 9

Possible points: 45

Ready condition: Gun loaded

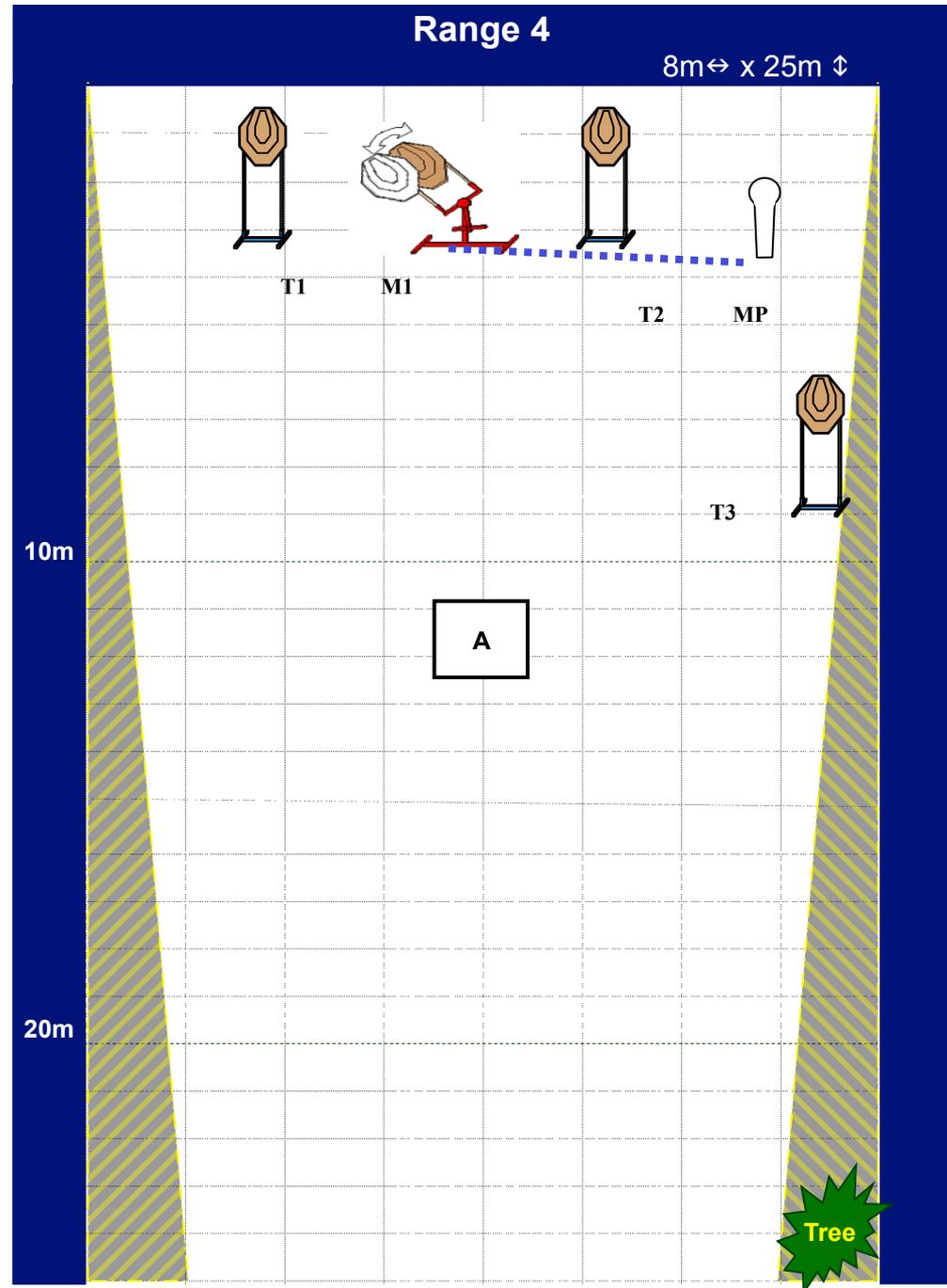
Time starts: Audible Signal

Start position: Shooter starts standing relaxed in A facing downrange, hands in the surrender position.

Procedure: Engage targets in any order from within A.

P 1 will activate Mover 1 it will stay visible

Penalties: IPSC match



RANGE OFFICER BRIEFING

Stage 5: **BOPPER**

Type Course: Medium Course

Targets & number: 7 IPSC Targets

3 No Shoot Targets

1 Popper

3 Plates

Distance: 2 - 10 m

Number of rounds to be scored: 18

Possible points: 90

Ready condition: Gun unloaded and holstered all mags on table.

Time starts: Audible Signal

Start position: Shooter starts standing behind drum with toes touching the drum ,hands in the surrender position.

Procedure: Engage targets as you see them.

P 1 will activate Mover 1 that will disappear.

Penalties: IPSC match

