

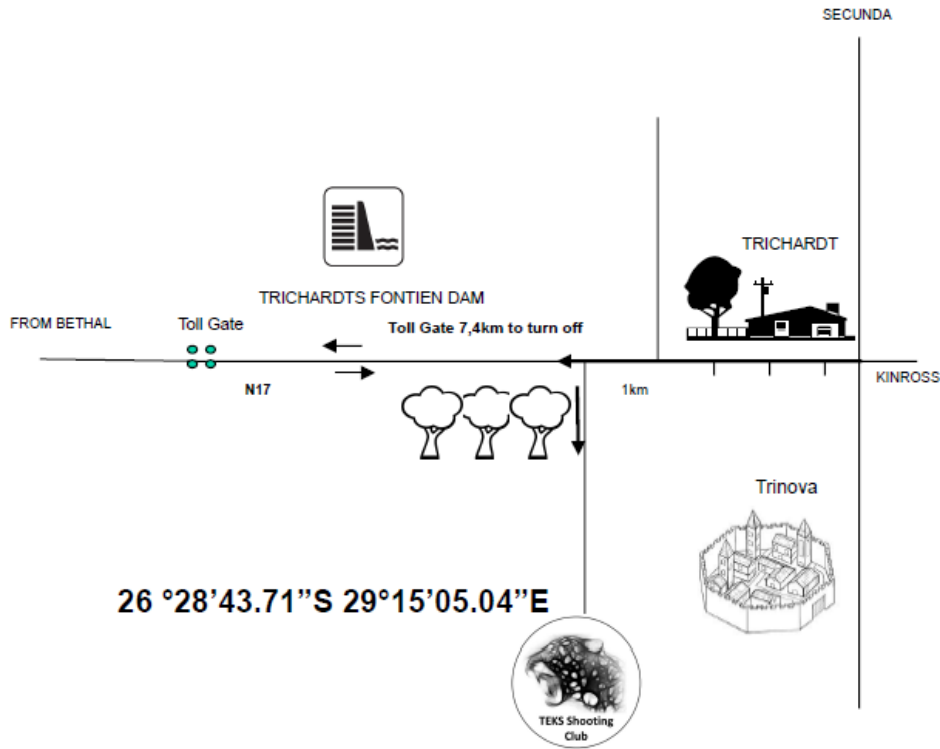
Teks Shooting Club

Course of Fire

Club Shoot #8

2 September 2017

TEKS SHOOTING CLUB



STAGES

6 Stages Handgun

141 rounds Handgun

2 Stages Shotgun

24 rounds birdshot

(Shotgun only for those who want to - so bring your shotgun)

RULES

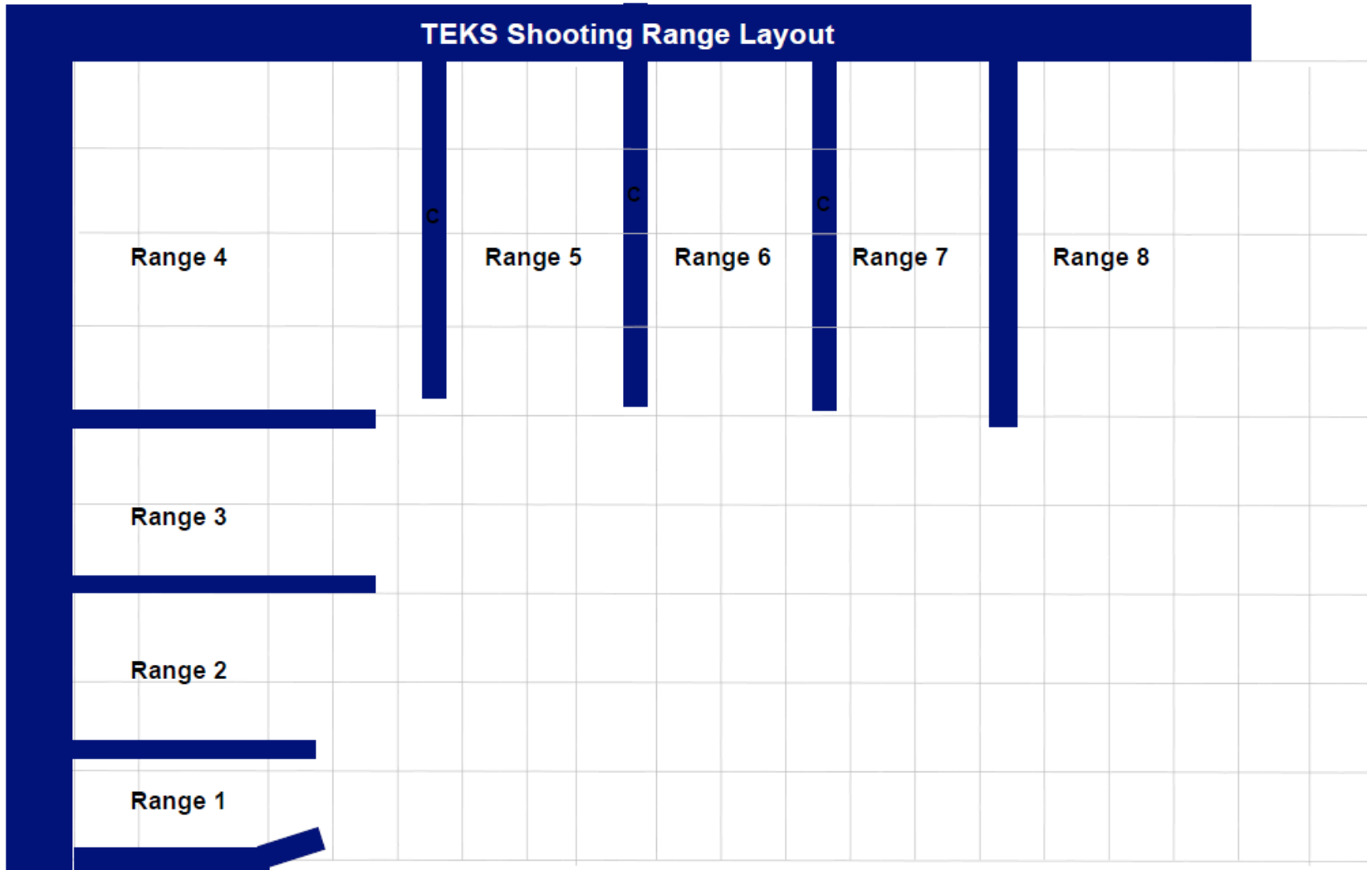
- The competition will be run according to the current IPSC rules.
- The wearing of eye and ear protection will be required during all stages of the match for participants and spectators.
- No testing of the range equipment will be allowed prior to or during the match
- Additional non shoots or barricades may be added to stages to enhance safety of all competitors and spectators
- Registration takes place from 09:00 to 9:30
- Range building starts at 9:30

MATCH DIRECTOR: [Fanie Pretorius]

ARBITRATORS: Will be appointed on the day

CHIEF RO: [Fanie Pretorius]

TEKS Shooting Range Layout



Unloading
Station

Gate

Safety
Area

Parking Area
(OUTSIDE RANGE AREA)

RANGE OFFICER BRIEFING

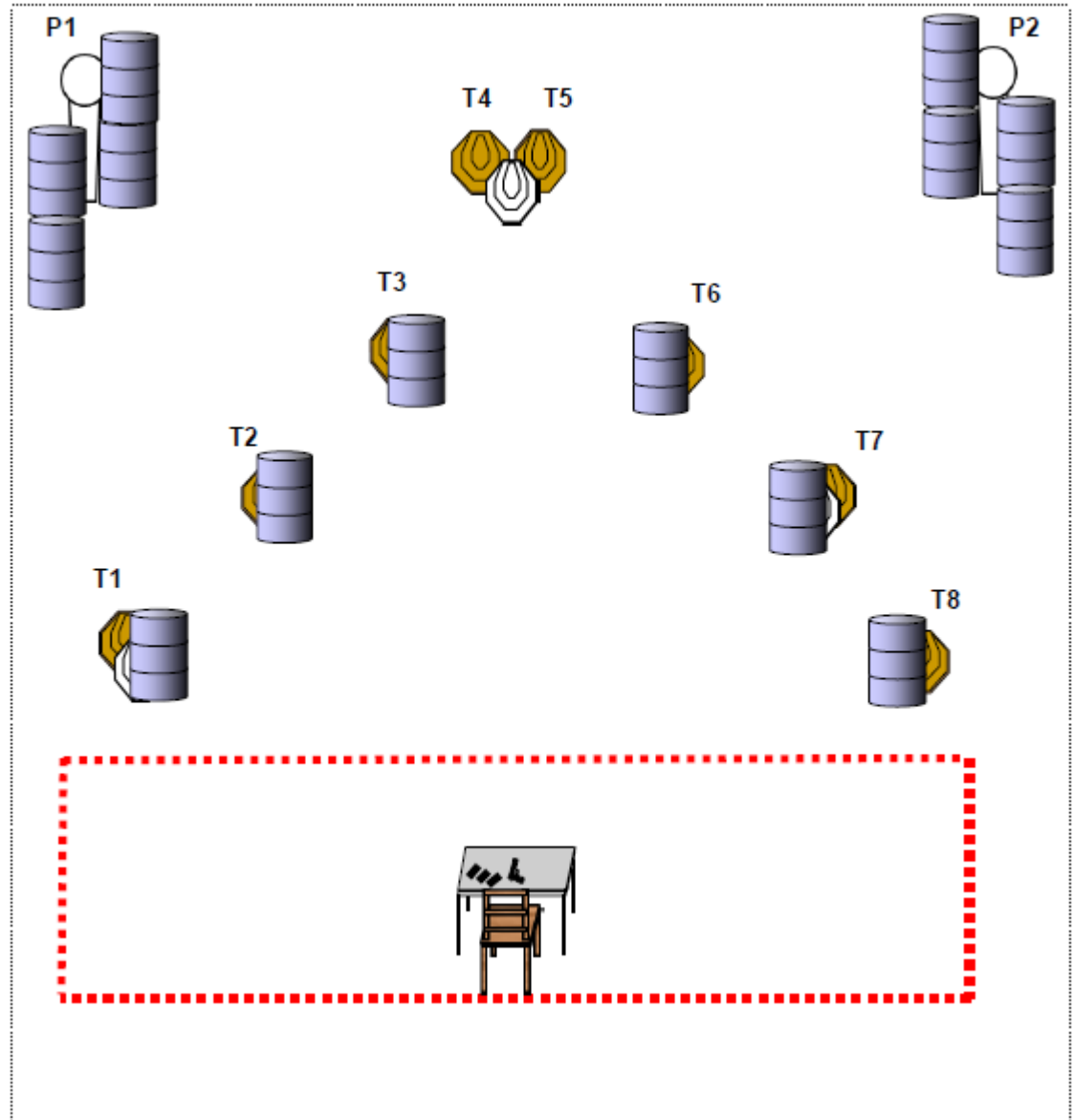
Stage 1 Range 1 – Stand up

Targets: 8 IPSC
2 Poppers
3 No shoots

Round: 18

Start: Audible Signal

Briefing: Competitor starts sitting on chair. Mag inserted chamber empty. Handgun and all mags to be used on the table. Hands on knees. On signal engage targets as they become visible, while remaining in the demarcated area.



RANGE OFFICER BRIEFING

Stage 2 Range 2 - Sprint

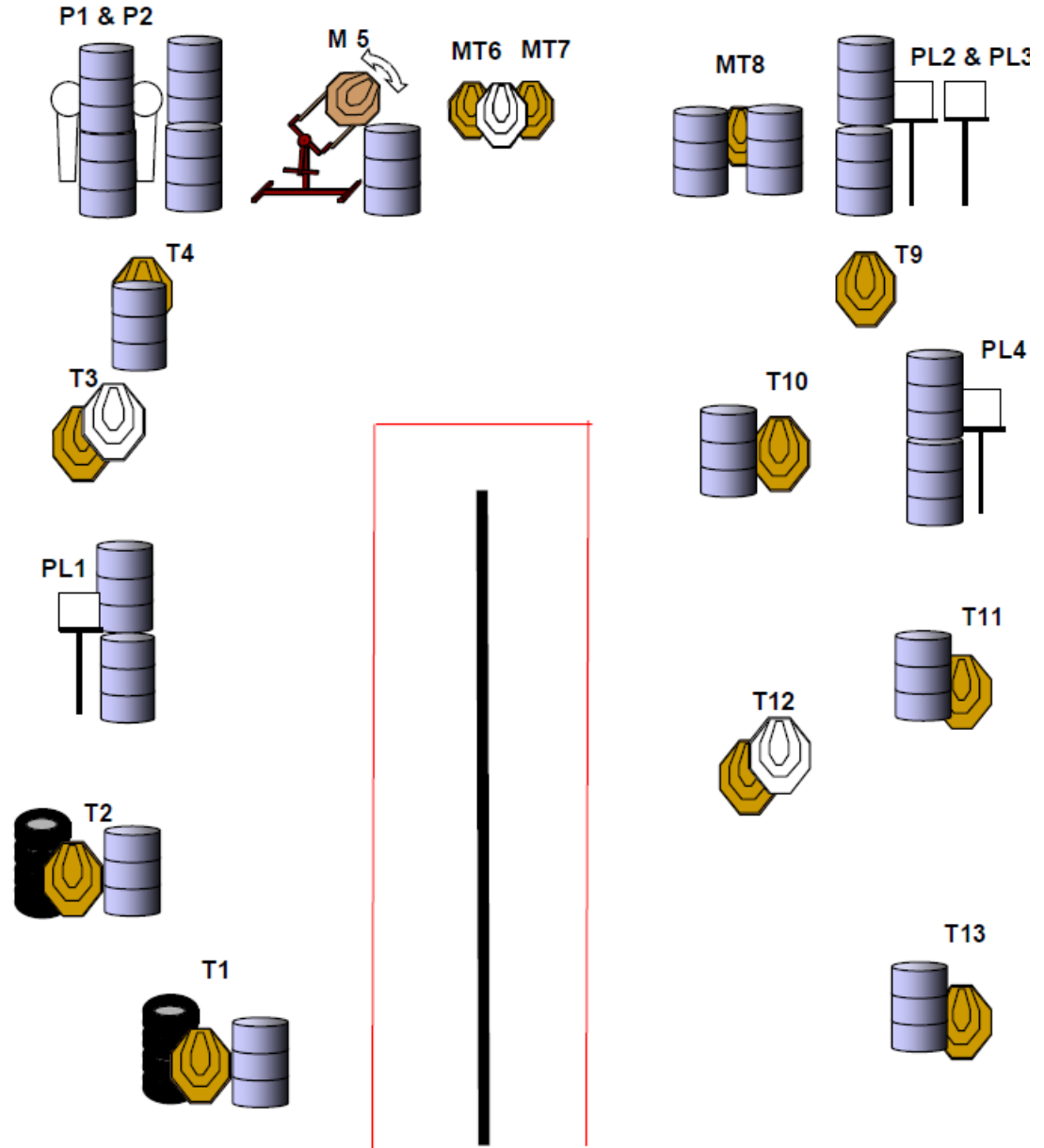
- Targets: 9 IPSC Targets
- 4 IPSC Mini Targets
- 2 Poppers
- 4 Plates
- 3 No shoots

Round: 32

Start: Audible Signal

Briefing: Competitor starts anywhere in demarcated area. On signal engage targets as they become visible, while remaining in the demarcated area. Handgun is loaded and holstered.

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



RANGE OFFICER BRIEFING

Stage 3 Range 3 - Sprint

Targets: 15 IPSC Targets

2 Plates

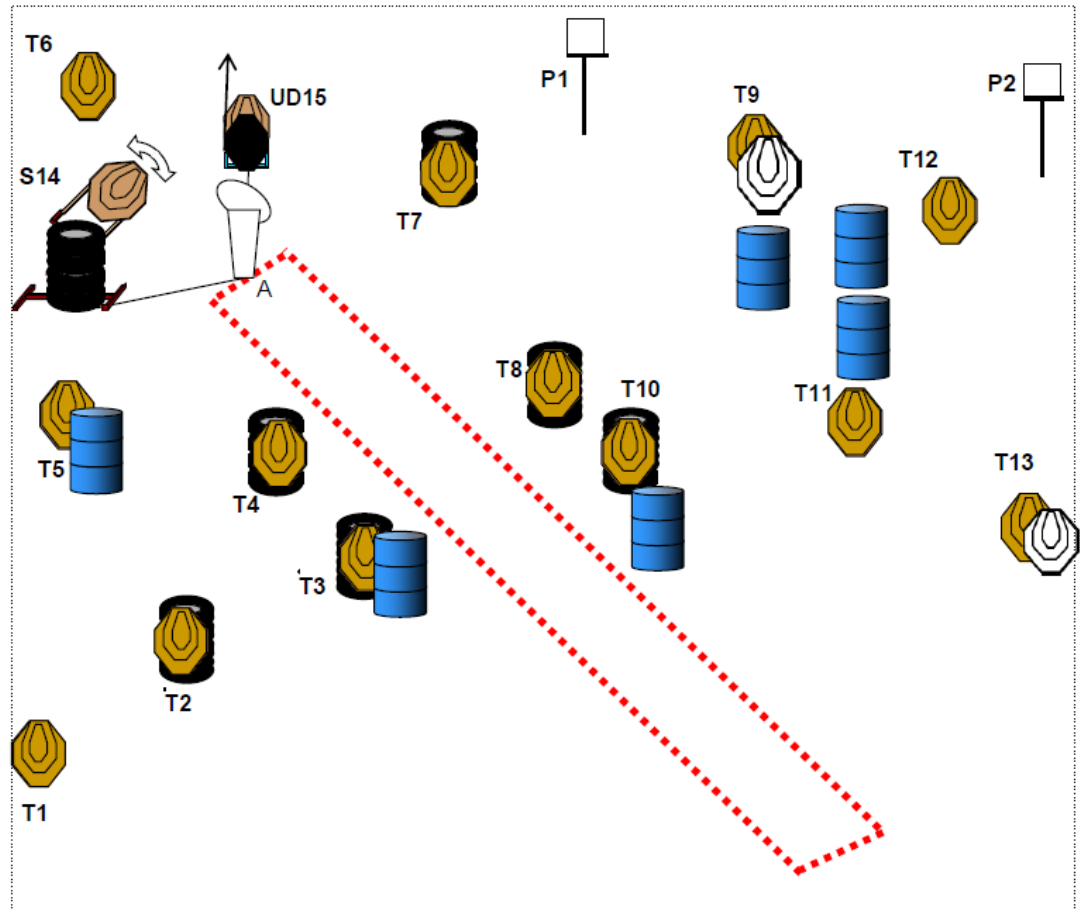
2 No shoots

Round: 32

Start: Audible Signal

Briefing: Competitor starts with both hands touching activator at A. On signal engage targets as they become visible, while remaining in the demarcated area. Handgun is loaded and holstered.

Hand activator activates S14 UD15 which remains visible and will carry miss shot penalties.



RANGE OFFICER BRIEFING

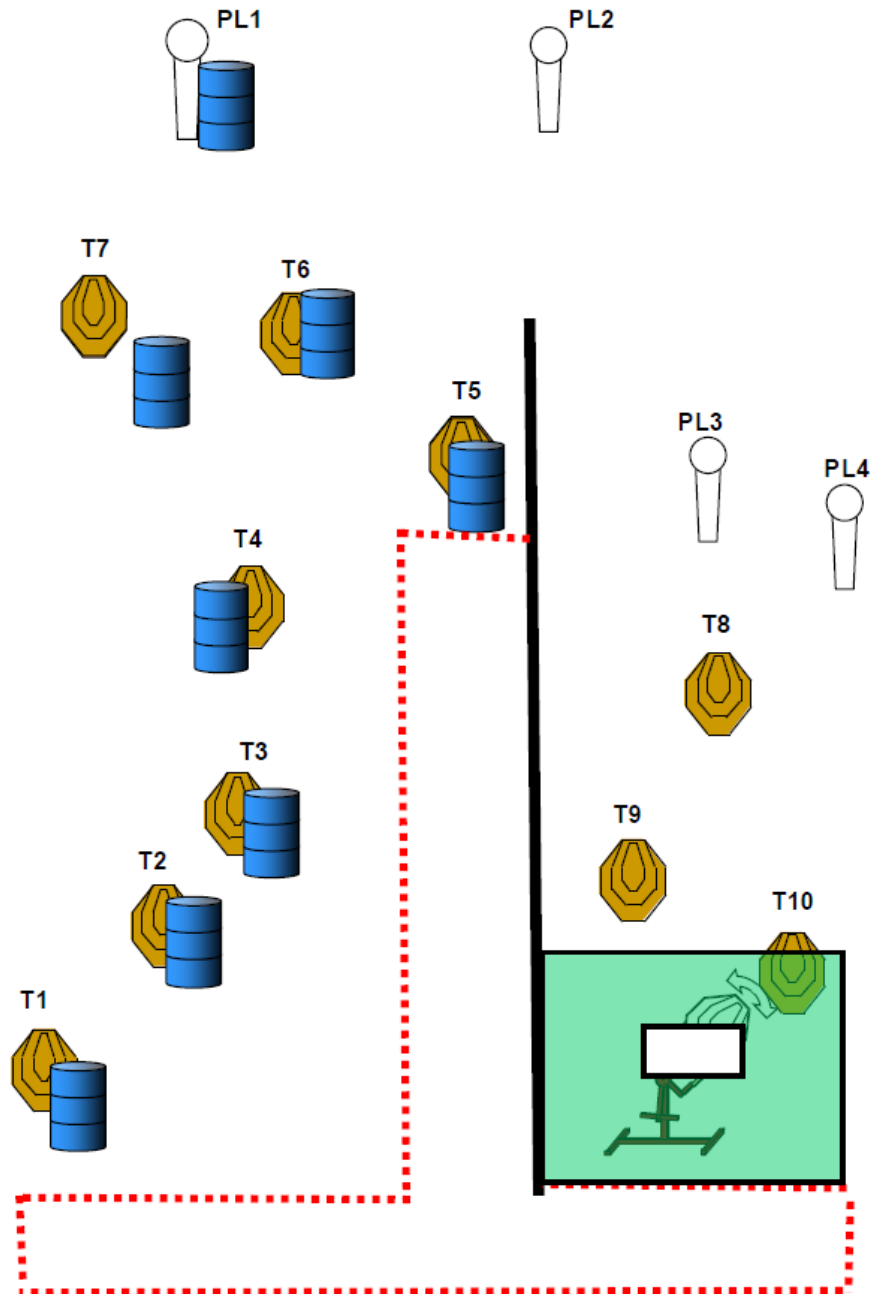
Stage 4 Range 4 - Watch the no shoot

Targets: 10 IPSC Targets
0 IPSC Mini Targets
4 Poppers
1 No shoots

Round: 24

Start: Audible Signal

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



RANGE OFFICER BRIEFING

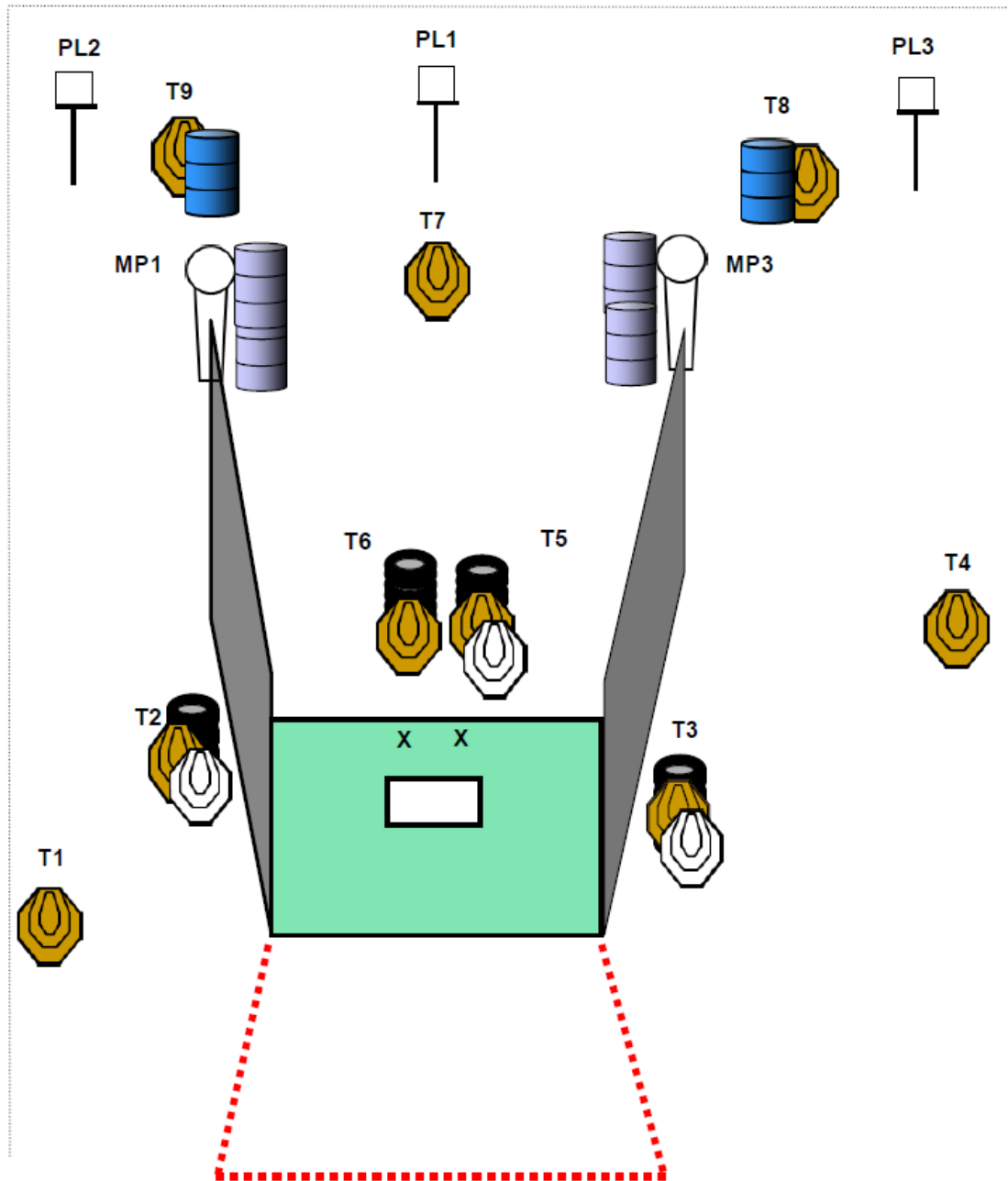
Stage 5 Range 5 - Deja Vu

Targets: 9 IPSC Targets
2 IPSC Mini Targets
3 Plates
3 No shoots

Round: 23

Start: Audible Signal

Briefing: Handgun is loaded and holstered. Competitor starts 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

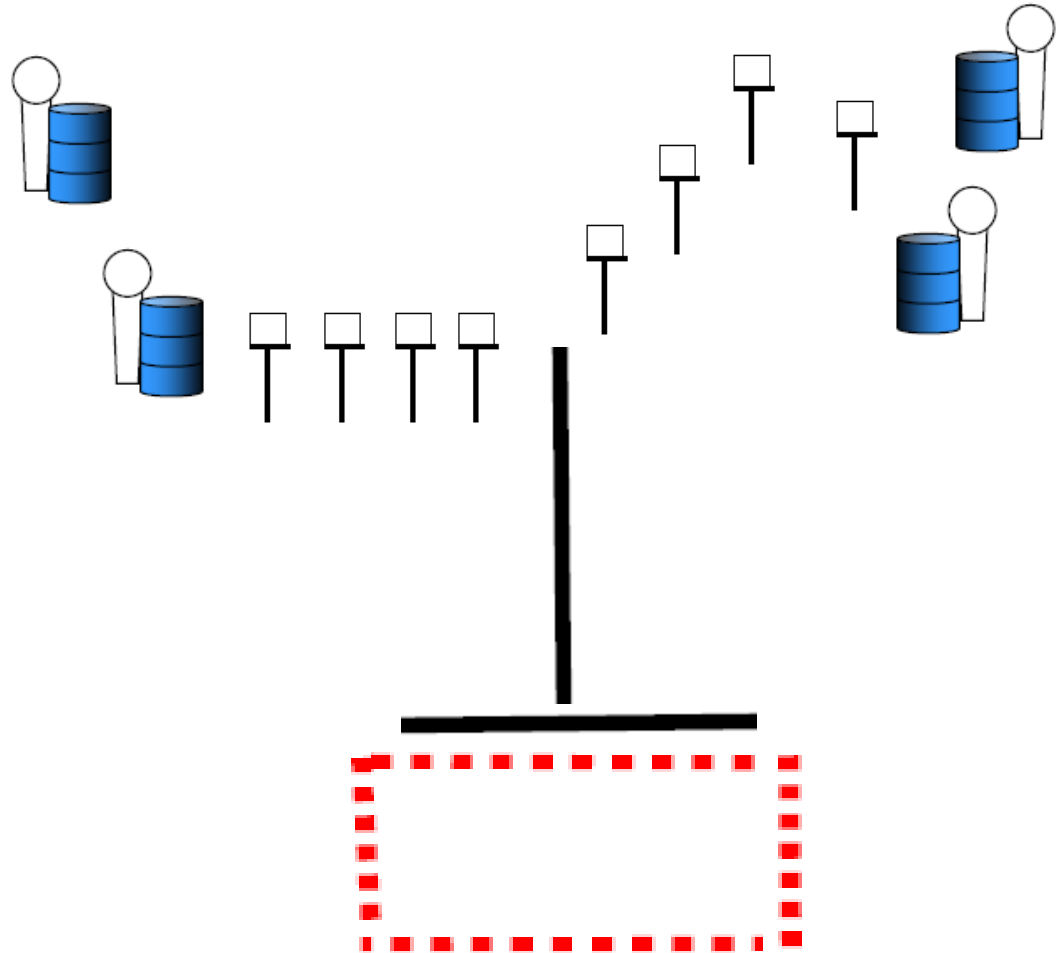
Stage 6 Range 6 - All Steel

Targets: 0 IPSC Targets
0 IPSC Mini Targets
4 Mini Poppers
8 Plates

Round: 12

Start: Audible Signal

Briefing: Handgun is loaded and holstered. Competitor starts anywhere in demarcated area. On signal engage targets as they become visible, while remaining in the demarcated area.



RANGE OFFICER BRIEFING

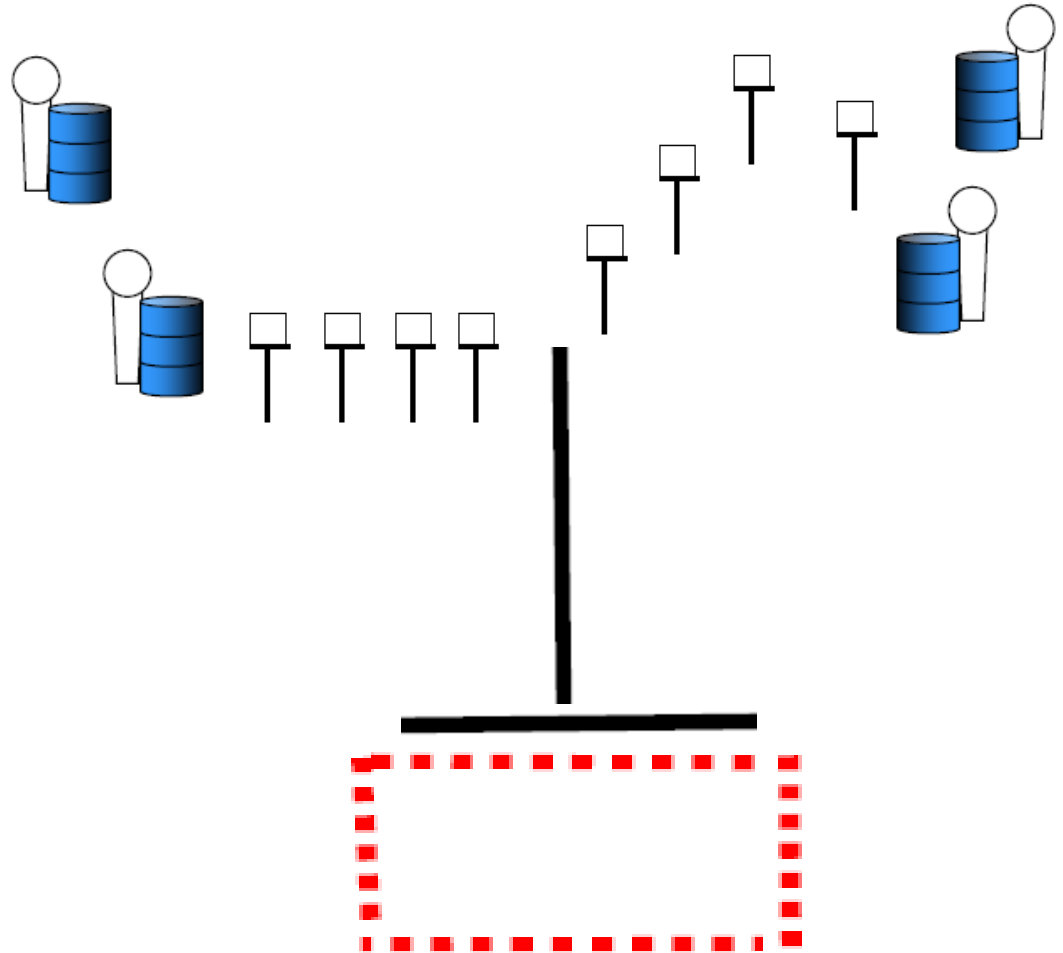
Stage 1 Range 6 - All Steel

Targets: 0 IPSC Targets
0 IPSC Mini Targets
4 Mini Poppers
8 Plates

Round: 12 Birdshot

Start: Audible Signal

Briefing: Shotgun held in ready position, loaded option 1.
Competitor starts anywhere in demarcated area. On signal engage targets as they become visible, while remaining in the demarcated area.



RANGE OFFICER BRIEFING

Stage 2 Range 8 - Move fast

Targets: 0 IPSC Targets
0 IPSC Mini Targets
4 Mini Poppers
8 Plates
4 No Shoot plates

Round: 12 Birdshot

Start: Audible Signal

Briefing: Shotgun held in ready position, loaded option 2.
Competitor starts in Box A. On signal engage 4 plate and 2 poppers from box A, move to box B and shoot remaining 2 poppers and 4 plates from box B.

