

Teks Club 3

02 Apr 2016

**TEKS Shooting Club
TRICARDT**

RANGE OFFICER BRIEFING

Stage 1 Gun Run (Hennie)








Ready condition: Gun loaded and holstered,

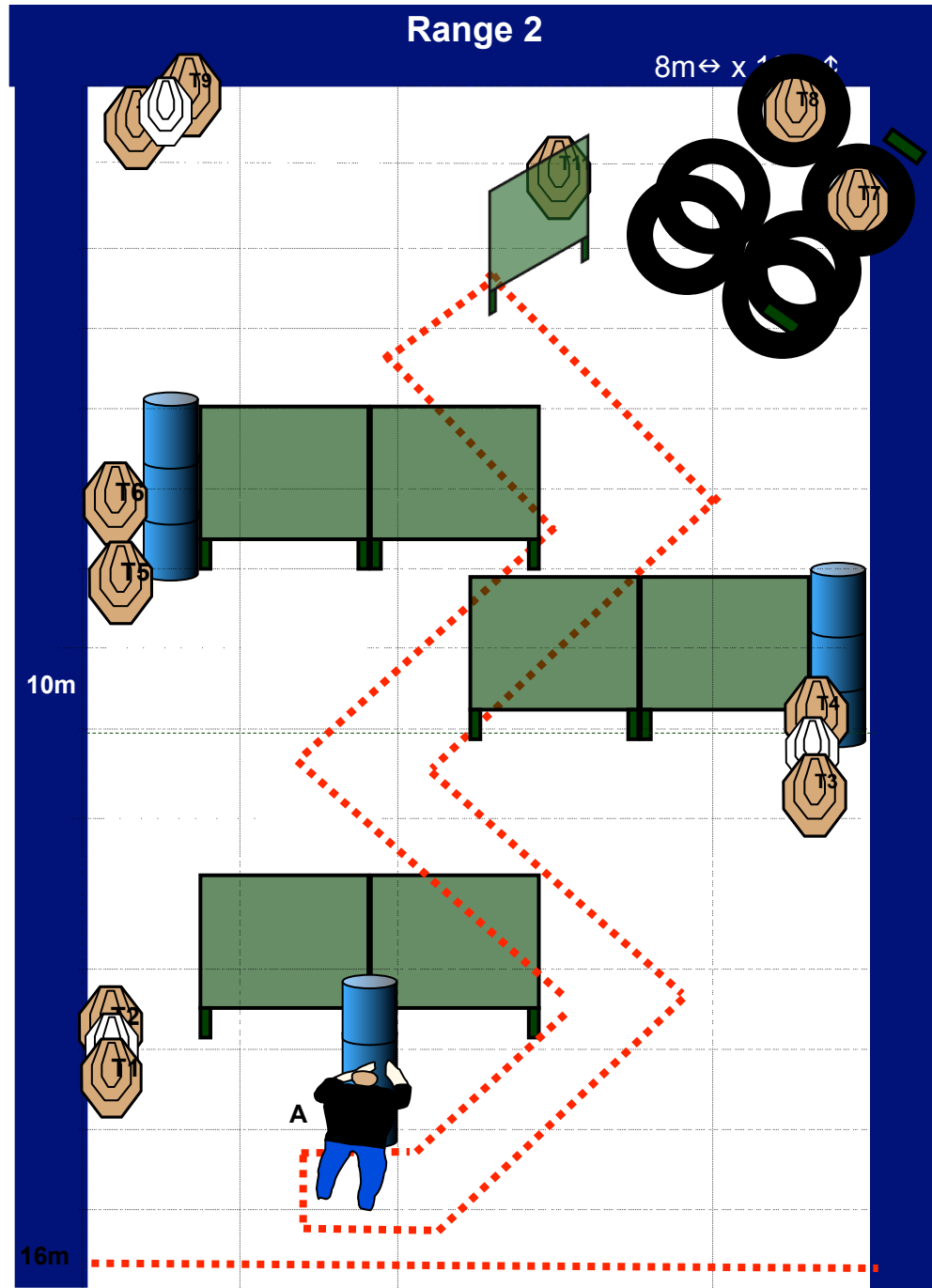
Start position: Shooter starts standing at A, hands on drum as demonstrated

Procedure: On audible start signal engage targets while remaining in the demarcated area.

Note to builders :

Targets 7&8 in r/h corner to be engaged through tyre-tunnel.

| | | | | | | |
|--|---|---|---|---|---|---|
|  |  |  |  |  |  |  |
| 22 | 0 | 11 | Yes | 0 | 0 | 0 |



RANGE OFFICER BRIEFING








Stage 2: Magic Chair (Hennie)

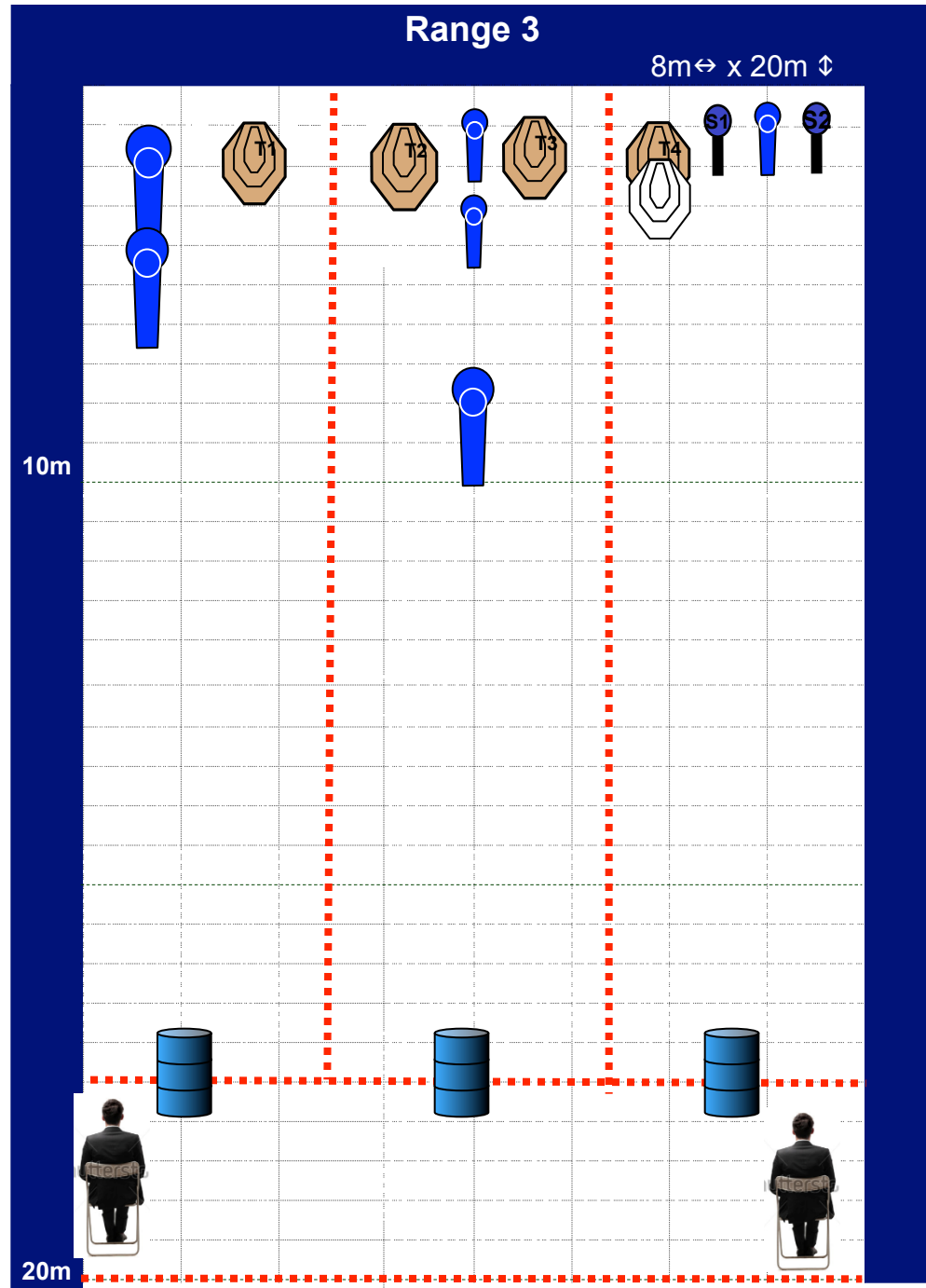
Ready condition: Firearm unloaded and holstered 1 magazine placed on each drum

Start position: Shooter starts seated on any of the chairs. Back against chair, hands on top of head.

Procedure: On audible start signal engage targets while remaining in the demarcated area. Compulsory reload at each drum.

Barrier tape = Walls

| | | | | | | |
|--|---|---|---|---|---|---|
|  |  |  |  |  |  |  |
| 16 | 4 | 0 | Yes | 2 | 3 | 3 |



RANGE OFFICER BRIEFING

Stage 4: Garden Route (Hennie)

Ready condition: Gun loaded and holstered.

Start position: Shooter starts standing toes touching A, hands relaxed at sides.

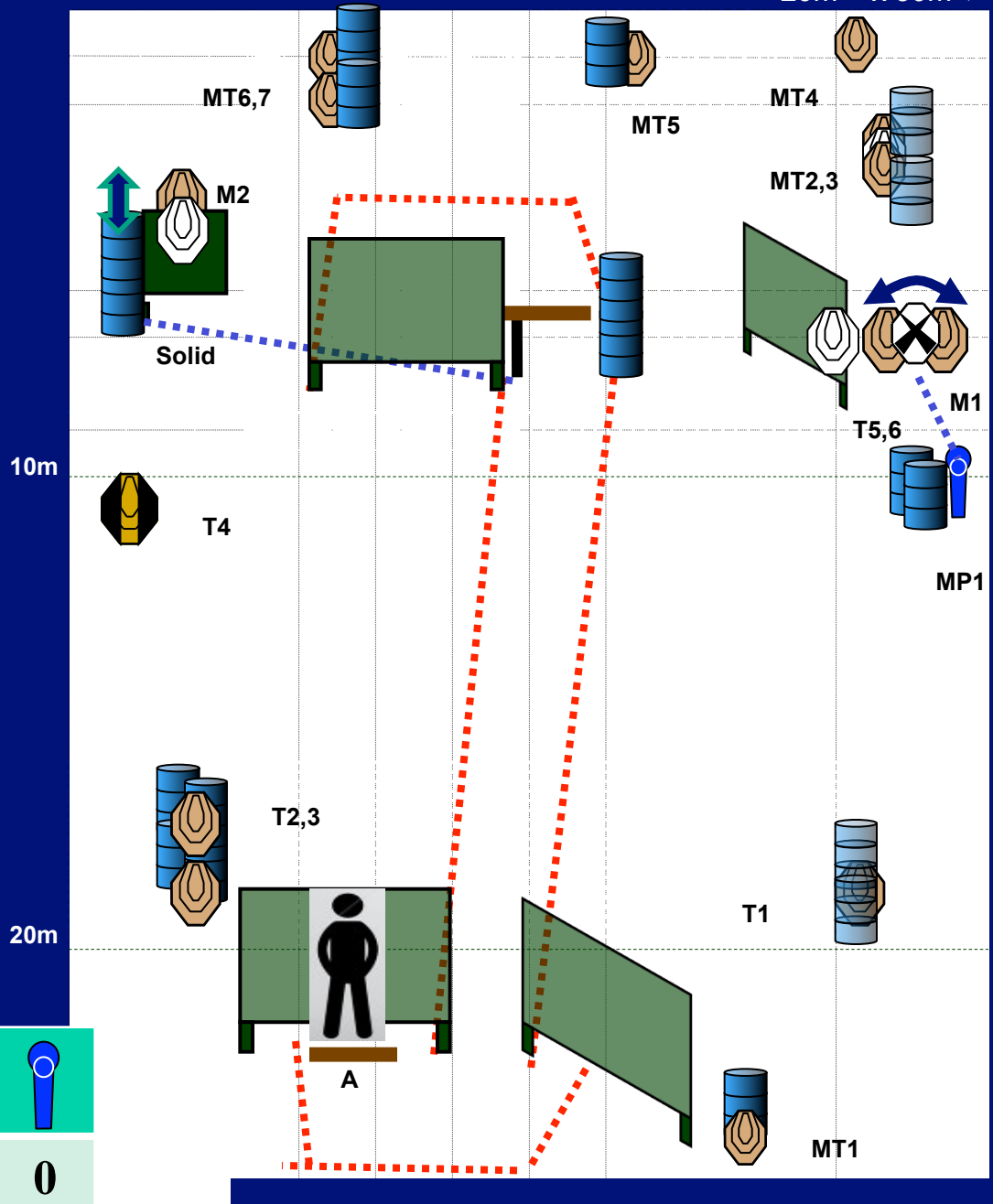
Procedure: On audible start signal engage targets while remaining in the demarcated area.

P1 will activate no shoot swinger M1

Gate 1 will activate M2 which will remain visible.

Range 4

20m ↔ x 30m ↓



| | | | | | | |
|----|---|---|-----|---|---|---|
| | | | | | | |
| 29 | 7 | 7 | Yes | 0 | 1 | 0 |

RANGE OFFICER BRIEFING

Stage 6: Get to the swinger

Ready condition: Gun unloaded and holstered.

Start position: Shooter starts standing relaxed anywhere in demarcated area facing up-range hands at sides.

Procedure: On audible start signal engage targets while remaining in the demarcated area.

MP1 will activate M1 which will remain visible.

Note:

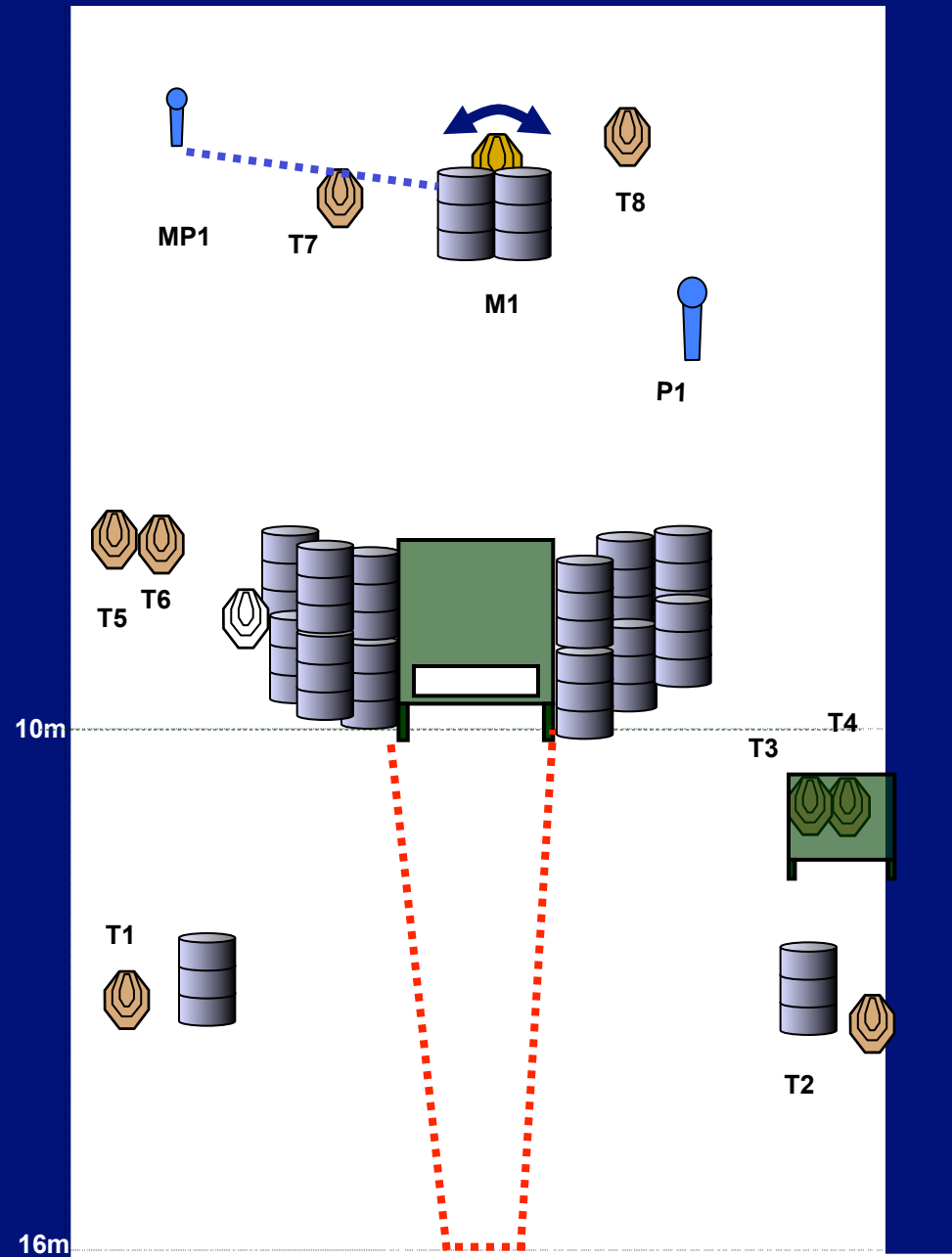
MP1 will be visible from most rear

MP2 only visible from aperture

| | | | | | | |
|----|---|---|-----|---|---|---|
| | | | | | | |
| 20 | 9 | 0 | Yes | 0 | 1 | 1 |

Range 6

9m ↔ x 18m ↓



RANGE OFFICER BRIEFING

Stage 7: **Not again**

Ready condition: Gun loaded, chamber empty.

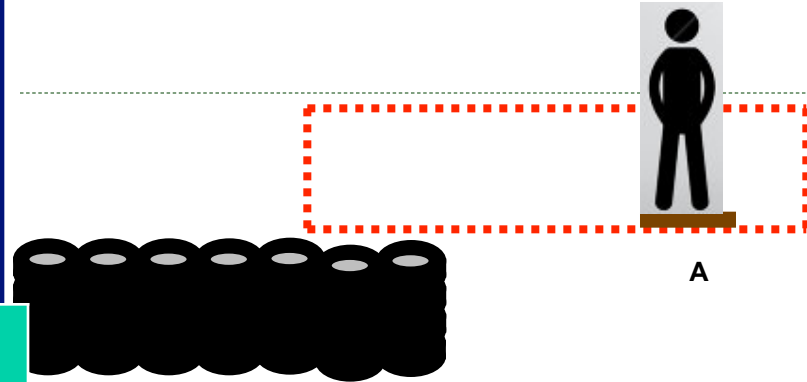
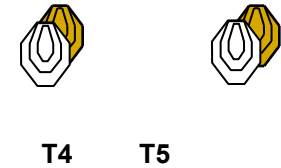
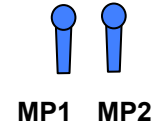
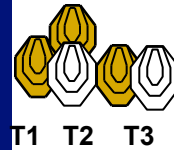
Start Position: Shooter starts standing heels touching A, hands at sides facing downrange as demonstrated.

Procedure: On audible start signal engage targets while remaining in the demarcated area.

Note: T1-3 will not be visible from A

Range 7

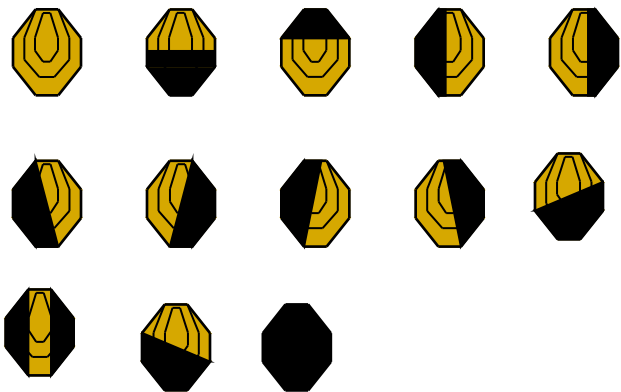
11m ⇄ x 14m ⇅



| | | | | | | |
|----|---|---|-----|---|---|---|
| | | | | | | |
| 12 | 0 | 5 | Yes | 0 | 2 | 0 |

IPSC CLASSIC TARGETS

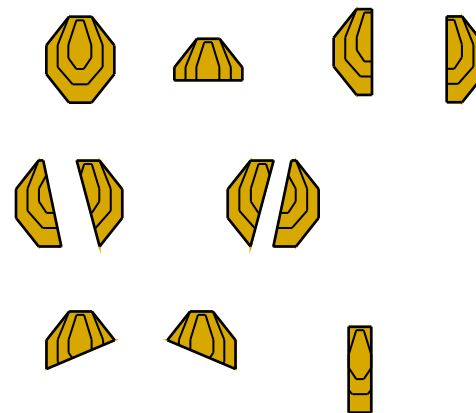
HARD COVERED TARGETS



NON SHOOT TARGETS

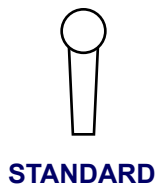


PARTIAL TARGETS



IPSC POPPERS & PLATES

POPPERS & Mini POPPERS



STANDARD



MINI

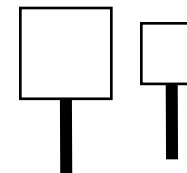
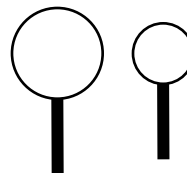


STANDARD



MINI

ROUND, SQUARE & RECTANGULAR PLATES



NO SHOOT POPPERS



STANDARD



MINI

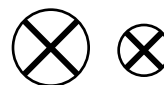


STANDARD



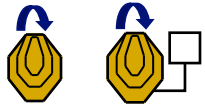
MINI

NO SHOOT PLATES

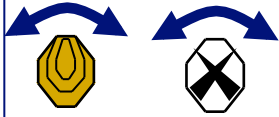


MOVING TARGETS

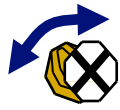
FLIPPERS



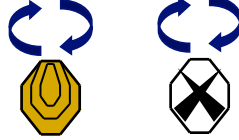
SWINGERS



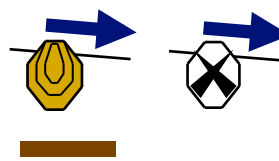
PEEPER



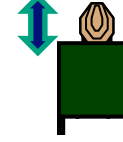
TURNERS



RUNNERS



BOPPER



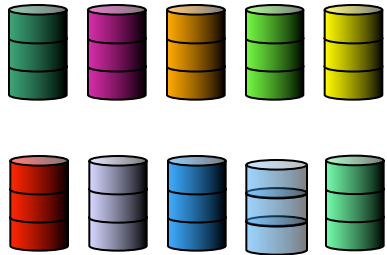
GUILLOTINE



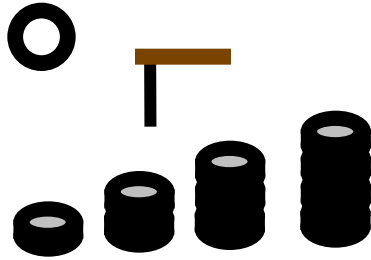
RANGE EQUIPMENT & PROPS

Solid

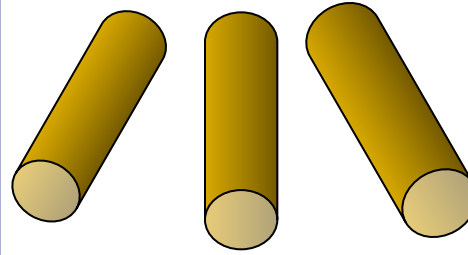
DRUMS



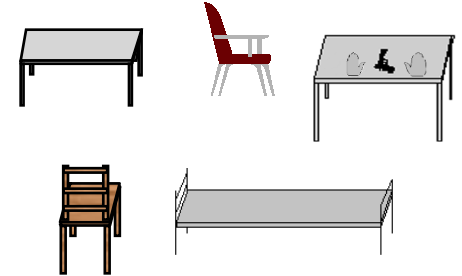
TYRES



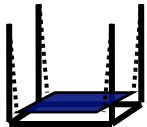
PIPES / TUNNELS



FURNITURE



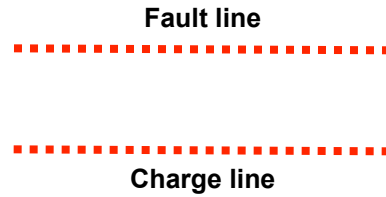
HANG BRIDGE



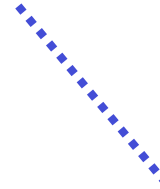
BARRIERS



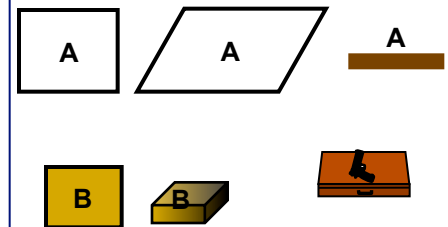
FAULT- & CHARGE LINES



ACTIVATORS



BOXES



RANGE EQUIPMENT & PROPS

BARRICADES & APERTURES

2D BARRICADES

| | |
|------------|--|
| Type O | |
| Type A | |
| Type B | |
| Type C / D | |
| Solid | |

