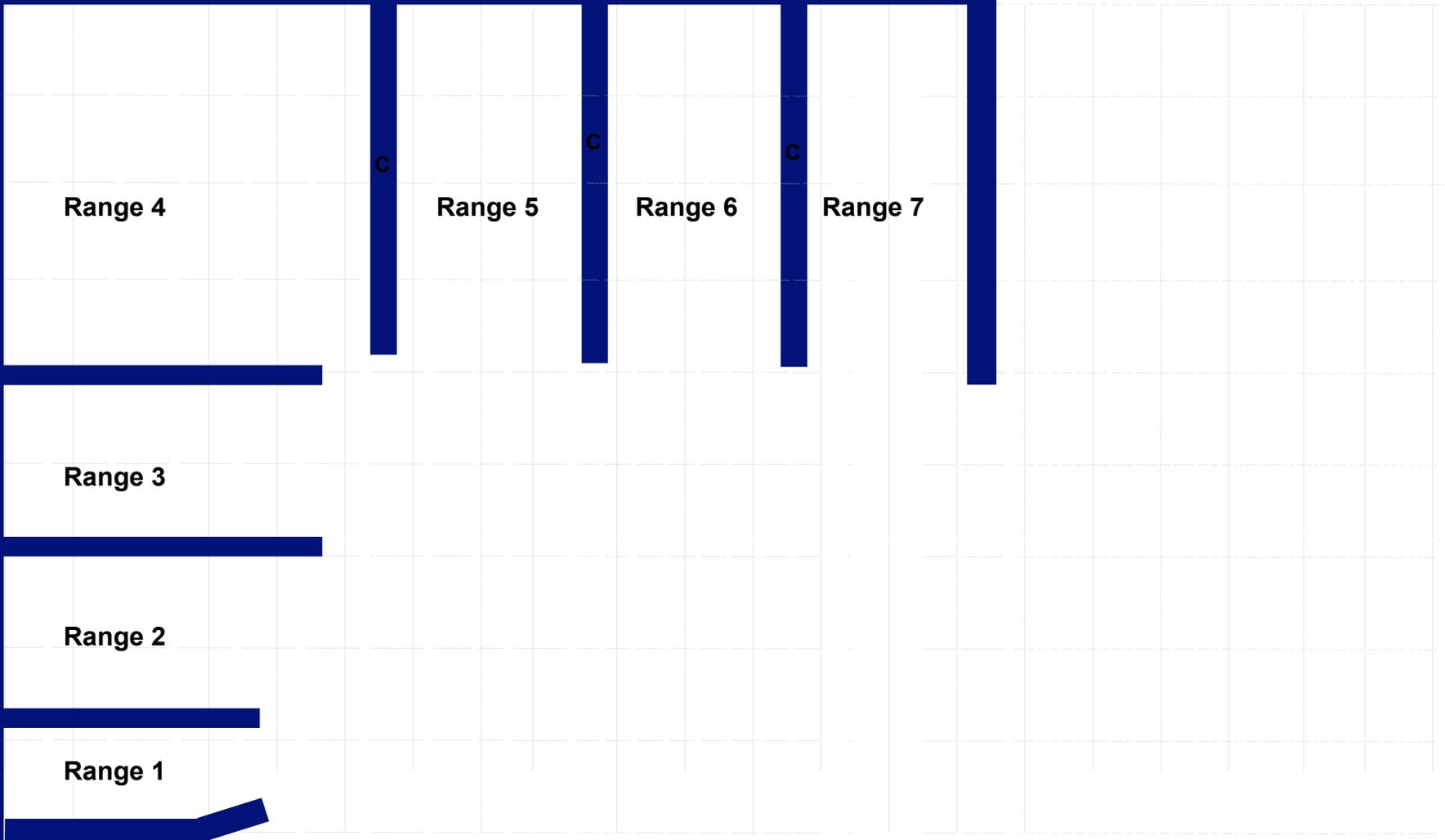


# **Teks Club 7**

**3 September 2016**

**TEKS Shooting Club  
TRICHARDT**

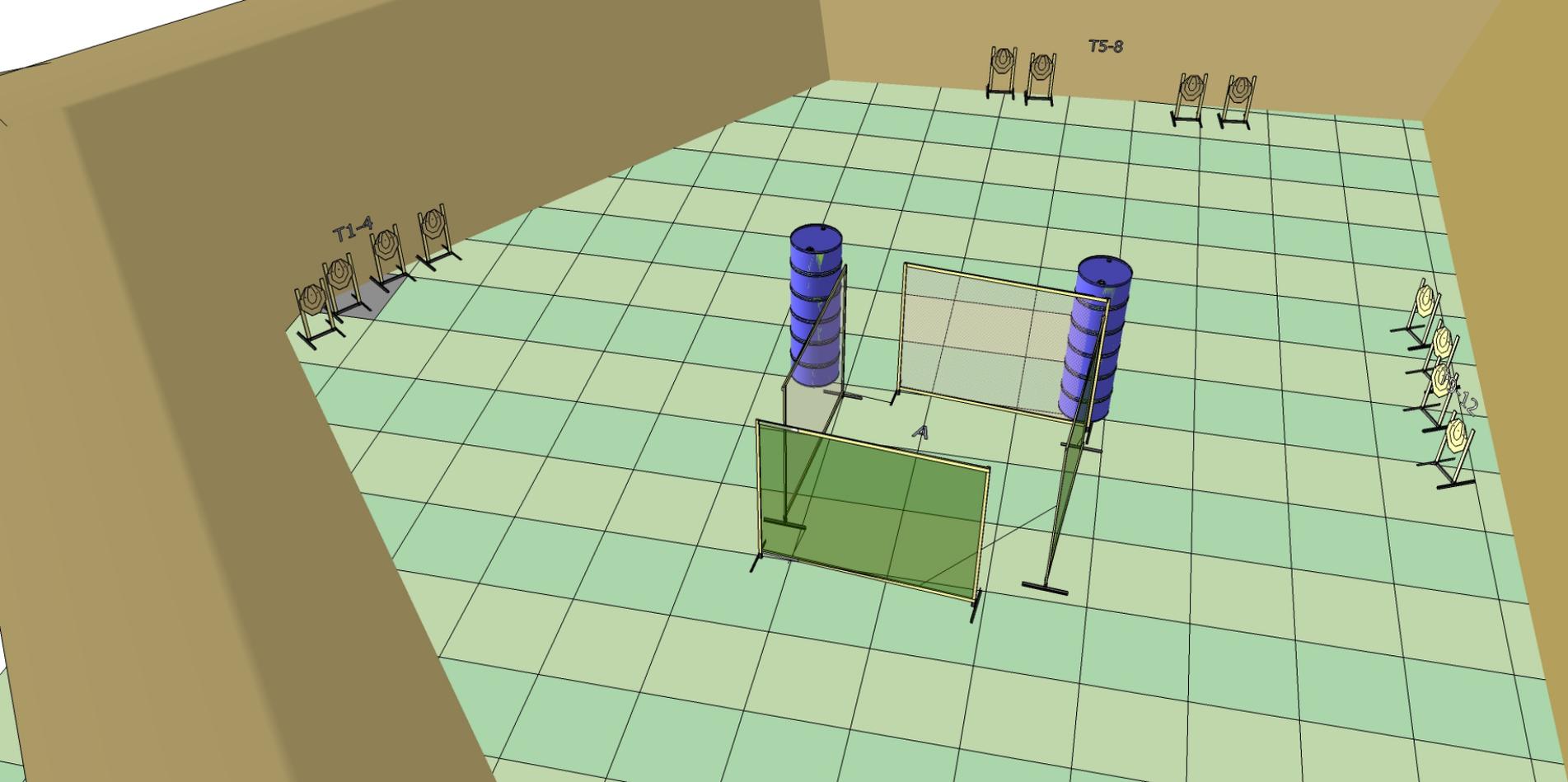
# TEKS Shooting Range Layout



**Unloading  
Station**

**Parking Area  
(OUTSIDE RANGE AREA)**

**Gate**



## RANGE OFFICER BRIEFING

						
24	0	12	0	0	0	0

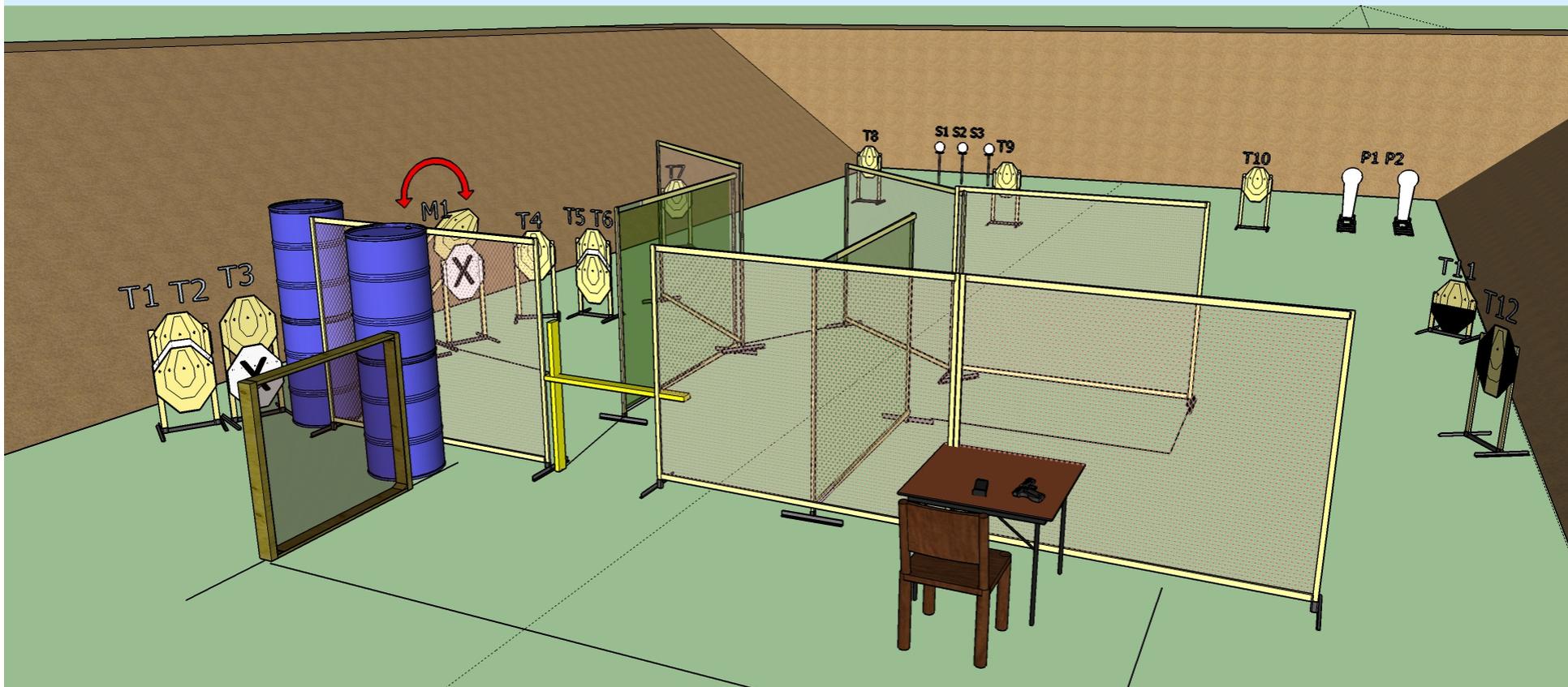
**Stage 1 Range 1: Distance:** 4-10m

**Ready condition:** Gun loaded and holstered.

**Time starts:** Audible Signal

**Start position:** Standing any where in demarcated area A

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



## RANGE OFFICER BRIEFING

						
31	13	0	4	3	0	2

**Stage 2 Range 3:**

**Distance:** 2-11m

**Ready condition:** Gun loaded and placed on the table with all mags to be used.

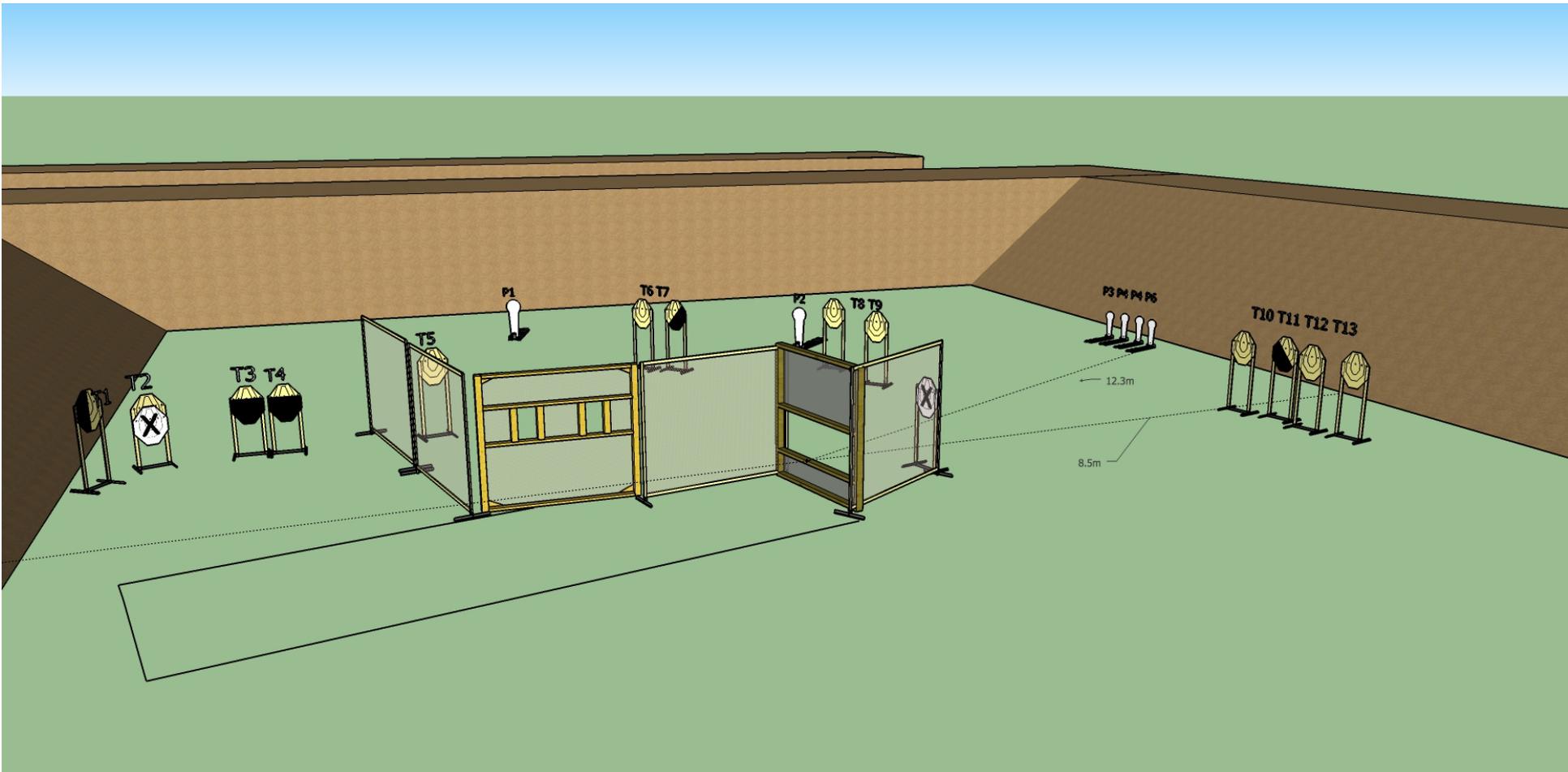
**Time starts:** Audible Signal

**Start position:** Sitting on chair hands on knees

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

Swing arm will activate M1 that will remain visible.

Note Rule 9.4.2 Each hit visible on the scoring area of a paper no-shoot will be penalized minus 10 points up to a maximum of 2 hits per no-shoot .



## RANGE OFFICER BRIEFING

32	13	0	4	0	4	2	

**Stage 3 Range 4:**

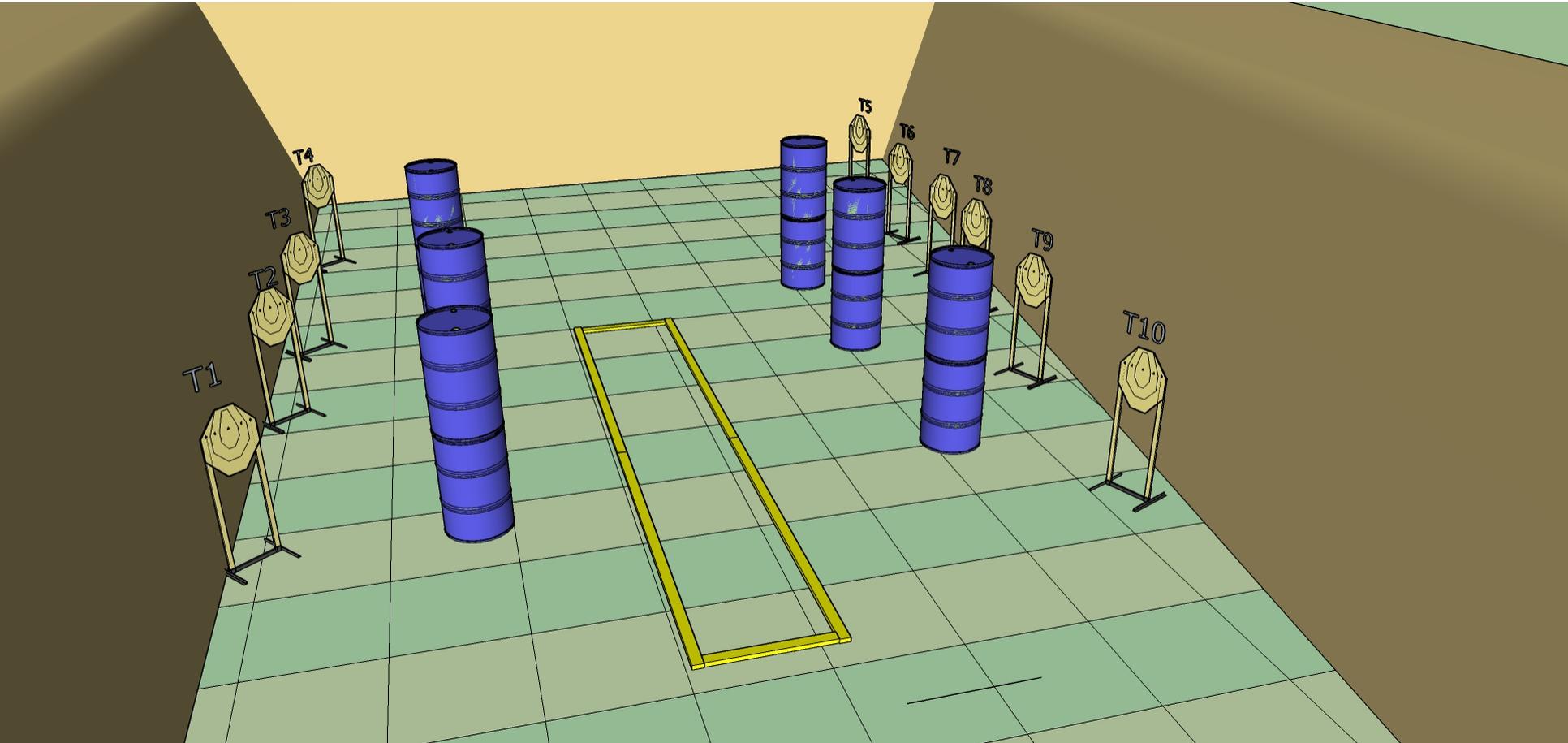
**Distance:** 4-12m

**Ready condition:** Gun loaded and holstered.

**Time starts:** Audible Signal

**Start position:** Any where in A, hands above shoulders.

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



## RANGE OFFICER BRIEFING

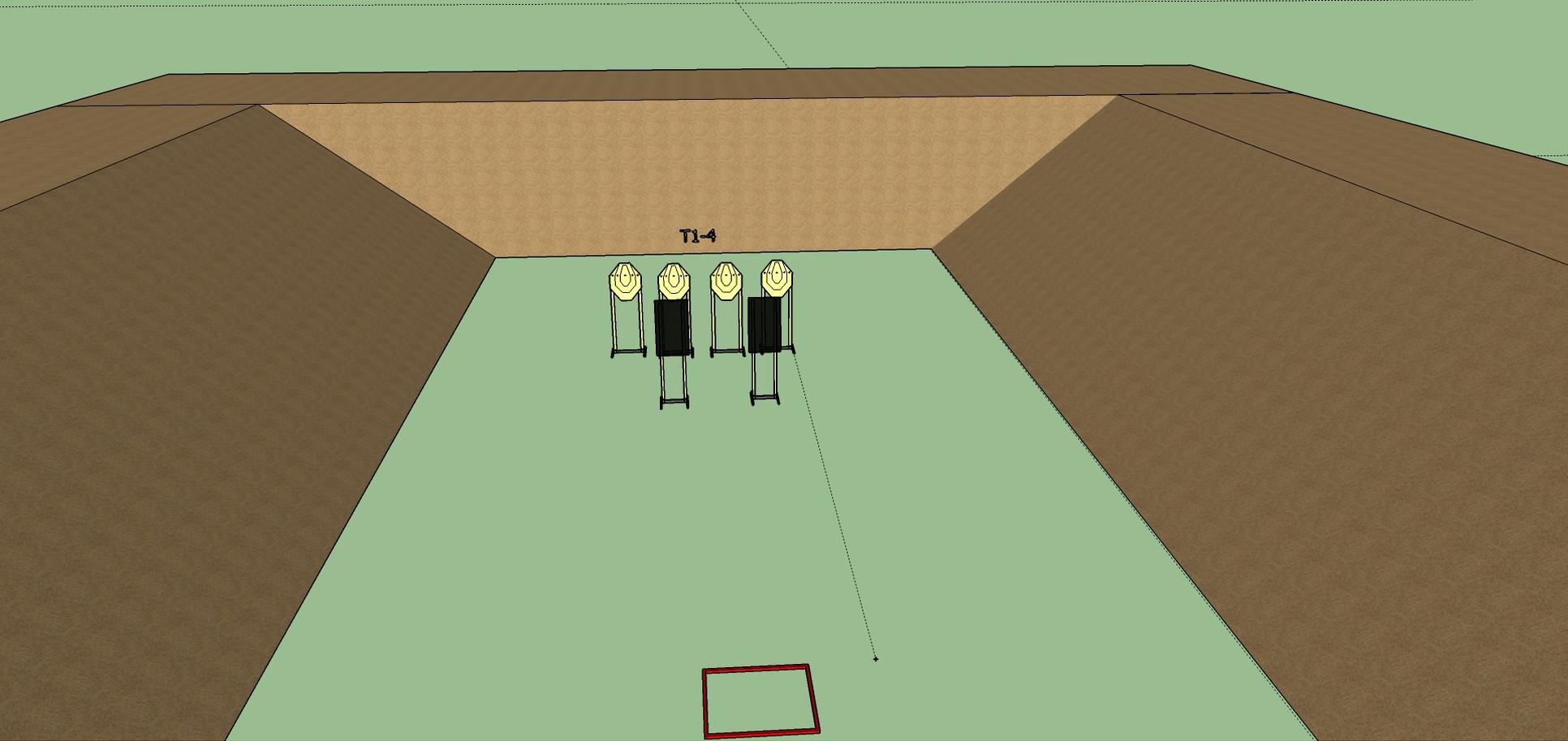
						
20	0	10	0	0	0	0

**Stage 4 Range 6 Distance:** 3-5m

**Ready condition:** Gun loaded and holstered

**Time starts:** Audible Signal

**Start position:** Shooter starts anywhere in demarcated area, facing downrange. **Procedure:** On signal engage targets while remaining in the demarcated area



## RANGE OFFICER BRIEFING

16	4	0	0	0	0	0

**Stage 5 Range 7: Distance:** 12m

**Ready condition:** Gun loaded and holstered.

**Time starts:** Audible Signal

**Start position:** Standing in demarcated area, Hands above shoulders facing uprange.

**Procedure:** On signal engage targets reload and re-engage the targets, while remaining in the demarcated area.