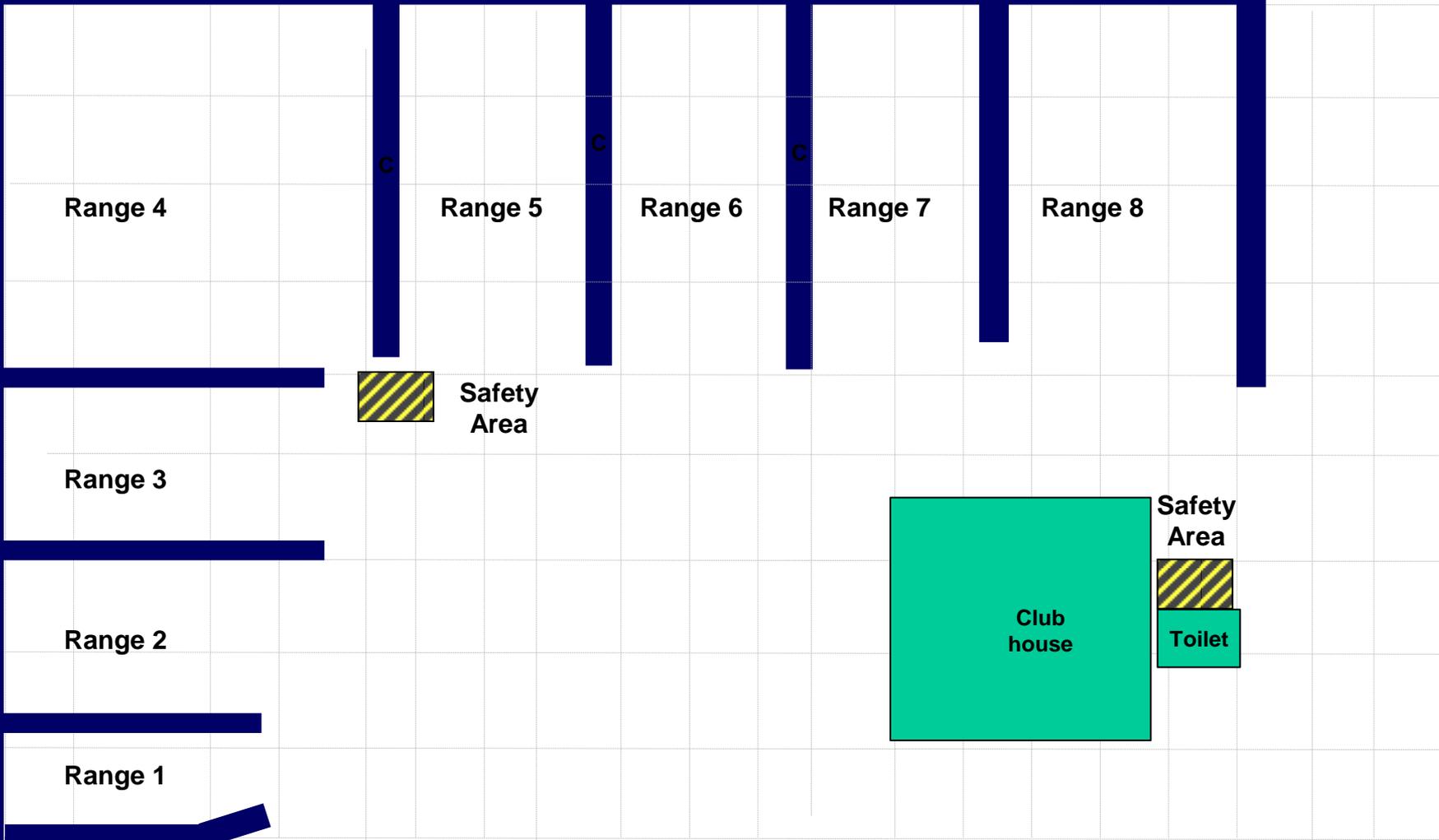


AGM Club Shoot 9

5 December 2020

**TEKS Shooting Club
TRICHARDT**

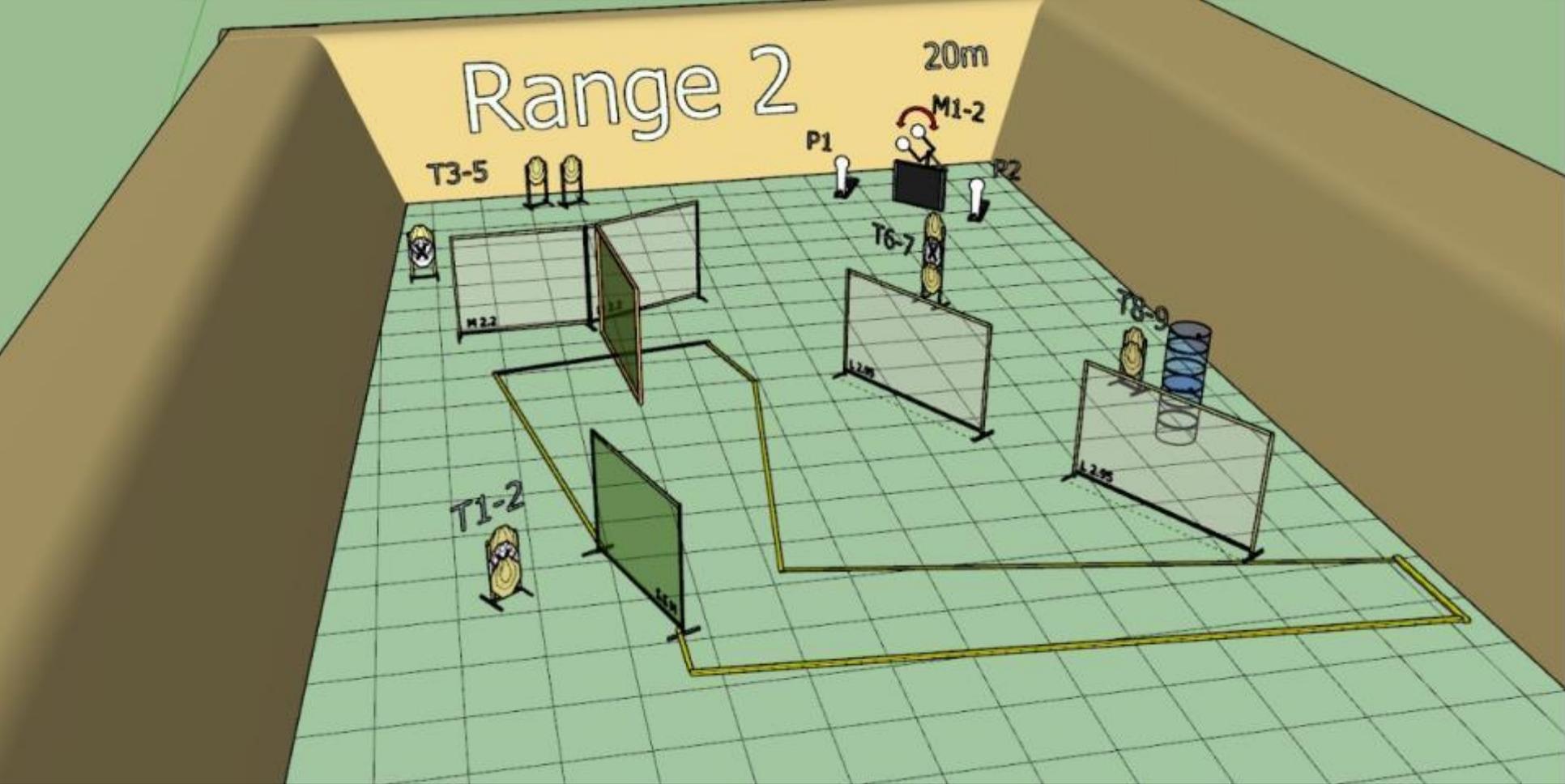
TEKS Shooting Range Layout



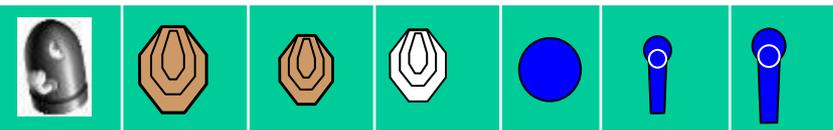
Unloading Station  Safety Area 

- T=IPSC target
- MT=IPSC mini target
- PL= IPSC plate
- P=IPSC popper
- MP=IPSC mini popper
- M=Mover
- M MT = Mover mini target
- Number on paper targets =placement of target or mover

Gate Parking Area
(OUTSIDE RANGE AREA)



RANGE OFFICER BRIEFING



22

9

0

Yes

2

0

2

Stage 1 Range 2:

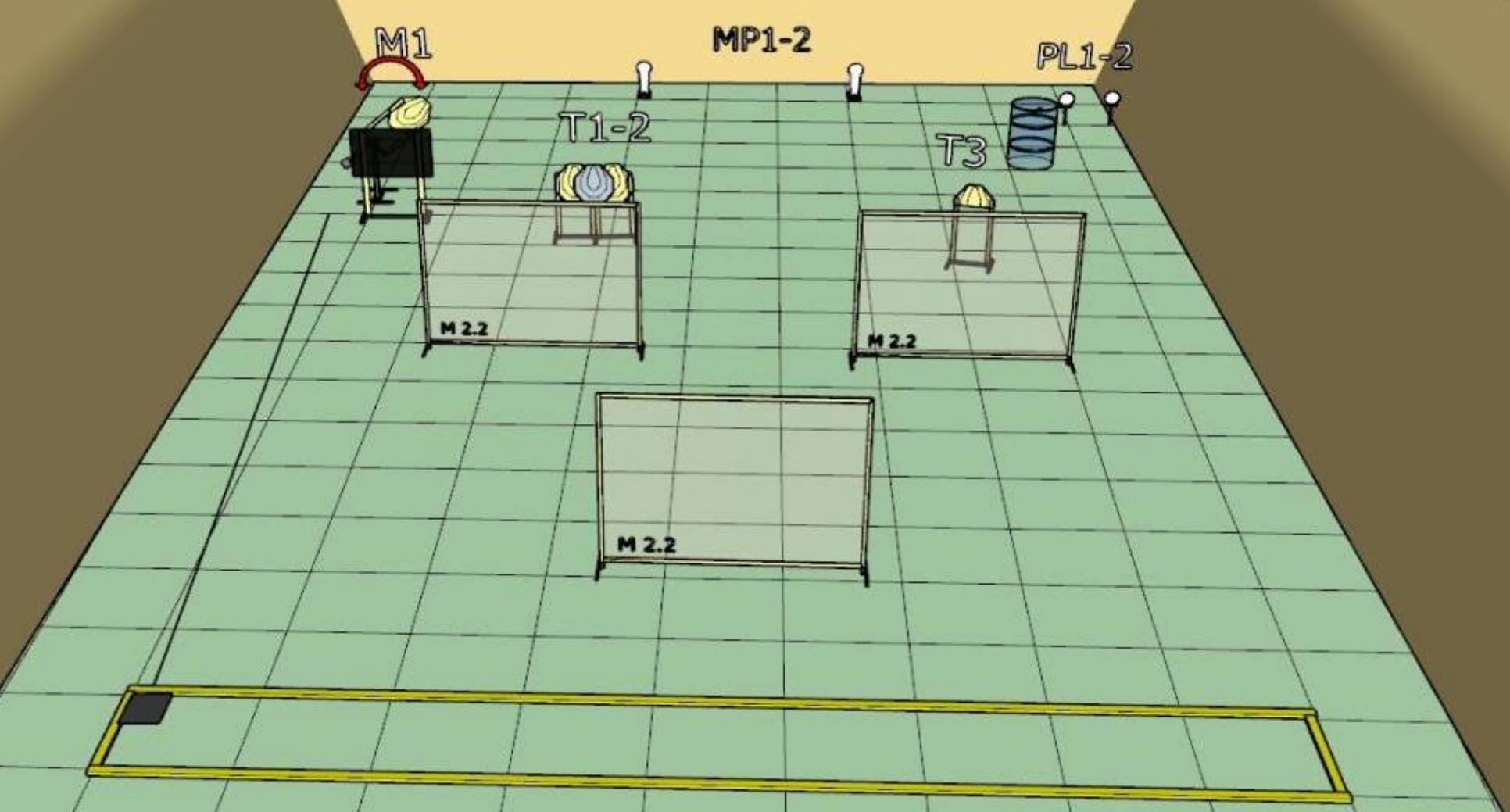
Distance: 3-16m

Ready condition:

Time starts: Audible Signal

Start position:

Procedure: On signal engage targets while remaining in the demarcated area. P1 will activate M1&2 and will stay visible.



RANGE OFFICER BRIEFING

						
12	4		Yes	2	2	0

Stage 2 Range 3:

Distance: 10-17m

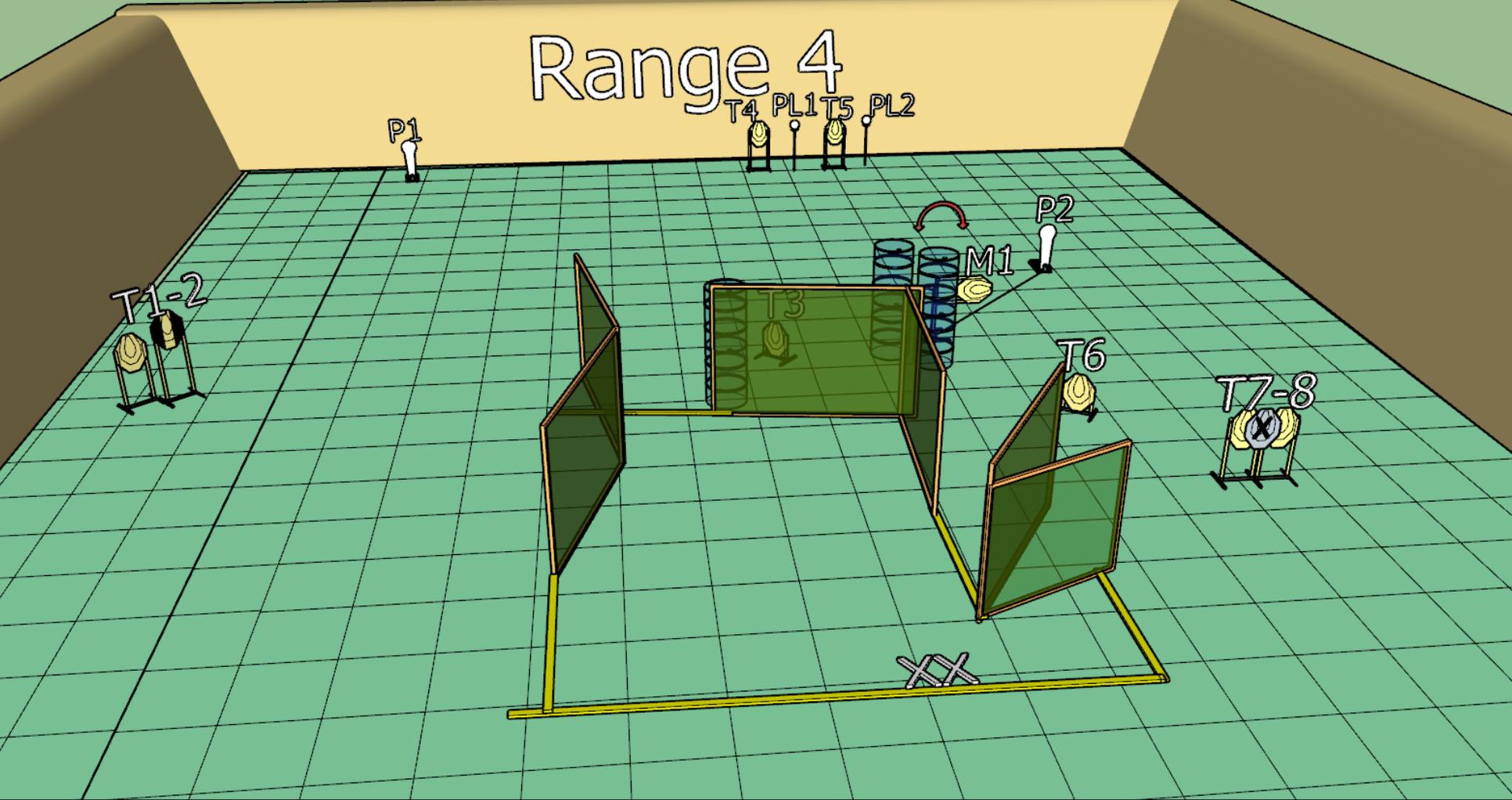
Ready condition:

Time starts: Audible Signal

Start position:

Procedure: On signal engage targets while remaining in the demarcated area. Bear trap will activate M1, which will stay visible.

Range 4



RANGE OFFICER BRIEFING

Stage 3 Range 4:

Distance: 3-15 M

Ready condition :

Time starts: Audible Signal

Start position: Both heels touching X.

Procedure: On signal engage targets while remaining in the demarcated area. P2 will activate M1 and will remain visible.



22



9



0



No



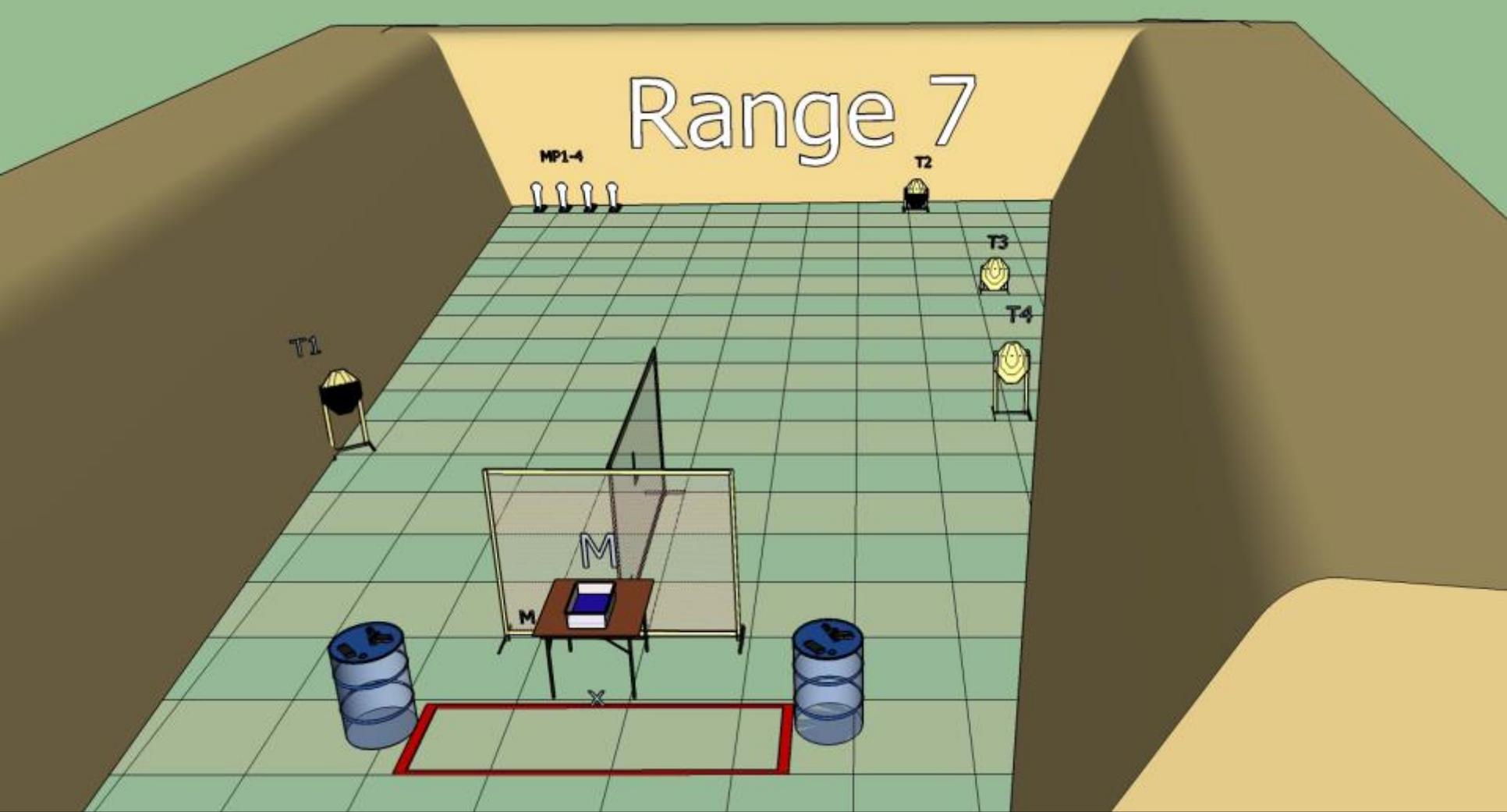
2



0



2



RANGE OFFICER BRIEFING

Stage 4 Range 5

Distance: 5-15 M

Ready condition : Handgun and all mags to be placed flat on either drum as indicated. Handgun unloaded no mag inserted.

Time starts: Audible Signal

Start position: Standing behind table both hands flat inside the water container

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



12



4



0



No



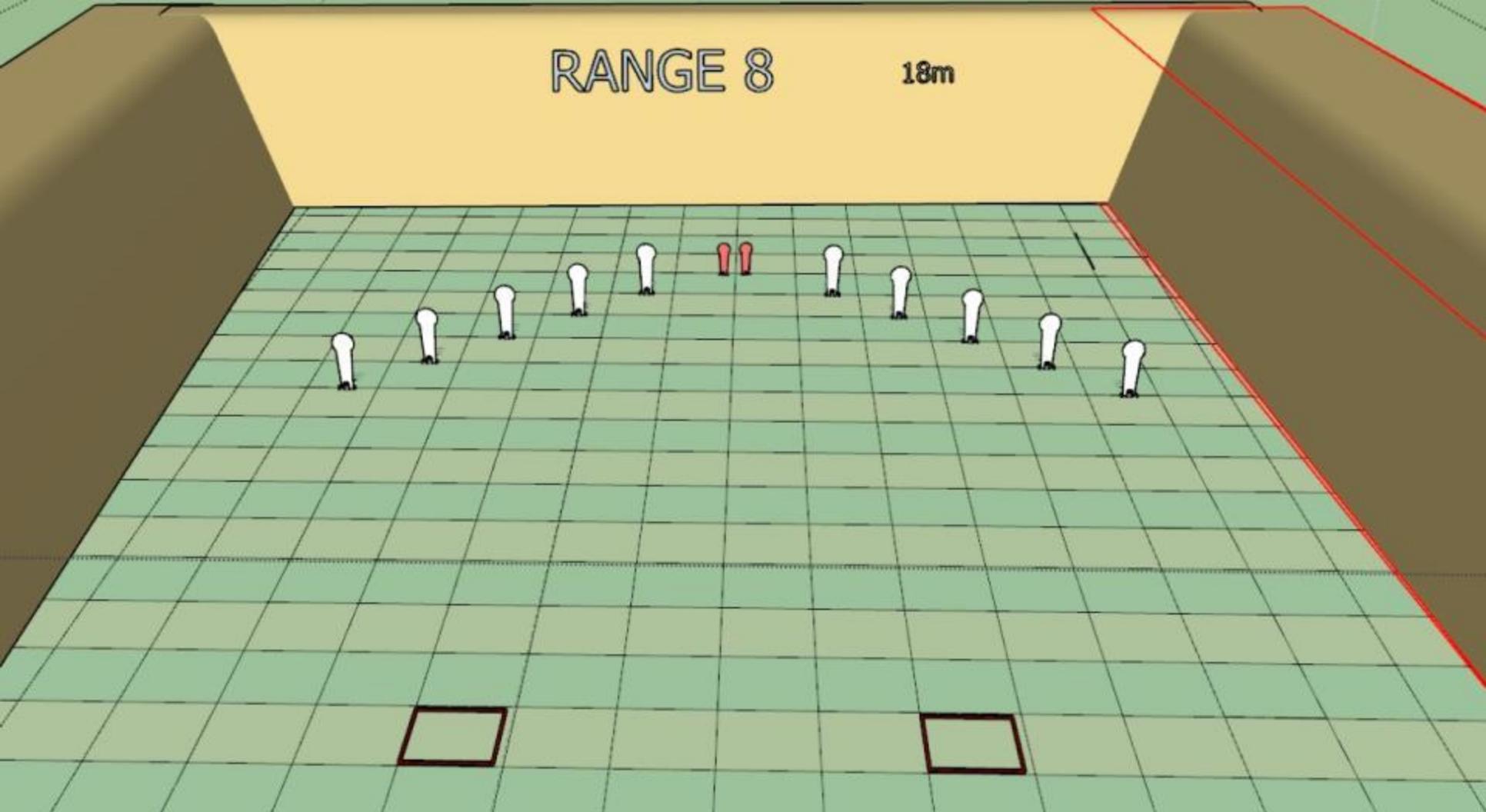
0



4



0



RANGE OFFICER BRIEFING

Stage 5 Range 6:

Distance: 8-15m

Ready condition :

Time starts: Audible Signal

Start position:

Procedure: On signal engage targets while remaining in the demarcated area, with the mini popper to be engaged last. A mandatory reload needs to be executed between the first and last shot fired.

6	0	0	No	0	1	5