Competition Name

30 May 2015

TEKS Shooting Club Secunda / Evander

Stage 1:

Type Course: Medium Course

Ready condition: Gun loadedand chamberd and

holstered.

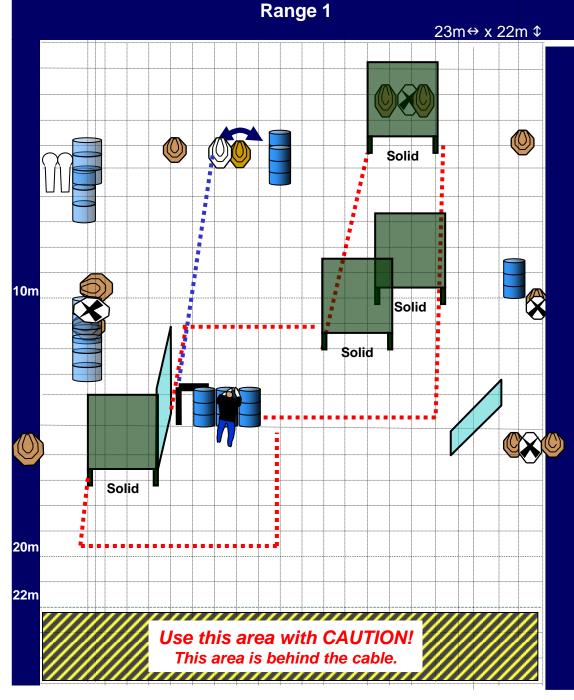
Time starts: Audible Signal

Start position: Shooter starts standing facing downrange toes touching drum as demonstrated

,hands surrender.

Procedure: On signal engage targets as thay become visible. Gate will activate M1 which will remain visible.





Stage 2:

Type Course: Long Course,

Possible points: 125

Ready condition: Gun loaded and placed flat on table. in demarcated area facing downrange

Time starts: Audible Signal

Start position: Shooter starts seated on chair

hands on knees.

Procedure: On signal engadge targets from

within demarcated area.

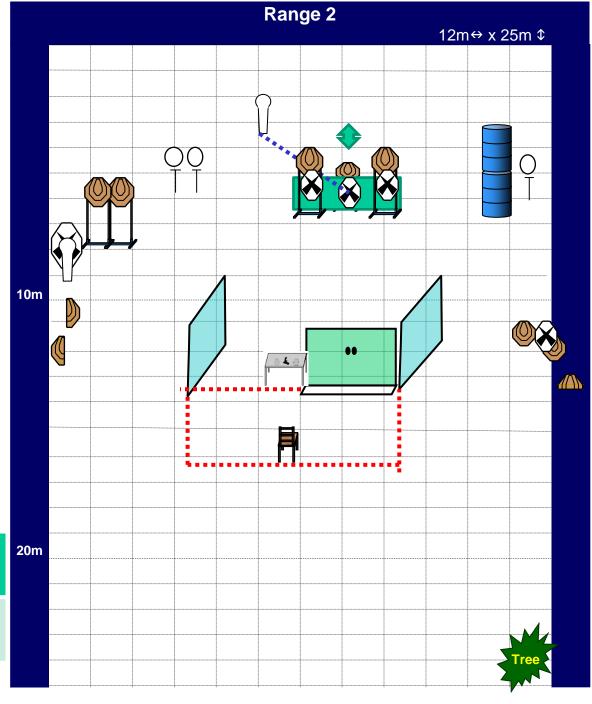
Penalties: as per IPSC match

P1 will activate mover 1

Mover will remain visible and carry miss shot

penalties

25	10	6	3	2



Stage 3:

Type Course: Short

Distance: 5 - 10 m

Possible points: 25

Ready condition: Gun loadedand chamberd

and holstered.

Time starts: Audible Signal

Start position: Shooter starts standing in A

Hands in the surrender position

Procedure: On signal engadge targets from

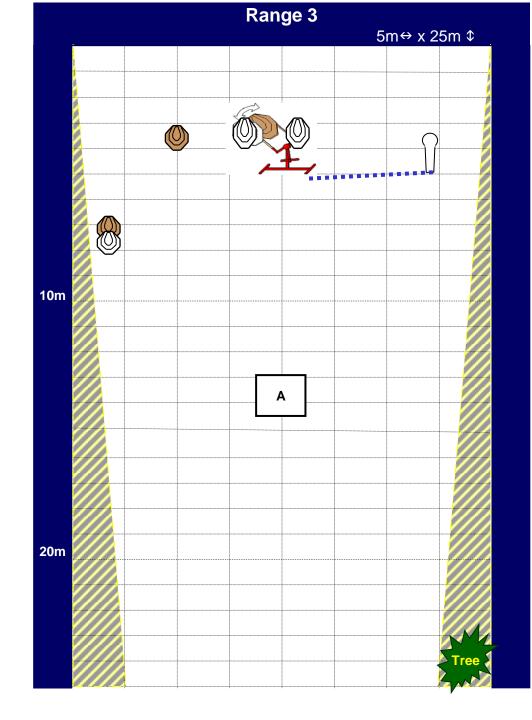
within demarcated area.

P1 will activate mover 1

Mover will remain visible and carry miss shot

penalties

6				
7	7	3	0	1



Stage 4:

Type Course: Medium Course

Distance: 2- 10 m

Possible points: 75

Ready condition: Gun unloaded placed on the

tabel with all mags area facing downrange.

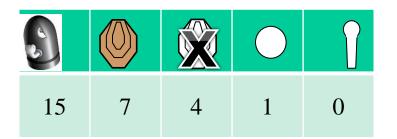
Time starts: Audible Signal

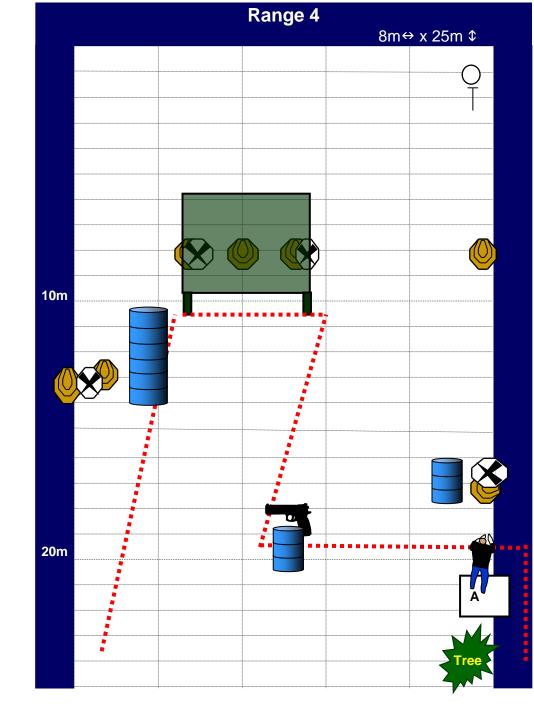
Start position: Shooter starts standing in

A.Hands in the surrender position.

Procedure: On signal engadge targets from

within demarcated area.





Stage 5:

Type Course: Medium Course,

Distance 10 -15 m

Possible points: 80

Ready condition: Gun loadedand chamberd and

holstered.

Time starts: Audible Signal

Start position: Shooter starts standing facing

downrange in box A hands surrender.

Procedure: On signal engage targets from within box A then move to box B and re-engage. Both feet need to be in the box when shots are fired. A compulsory reload must be done between boxes.



