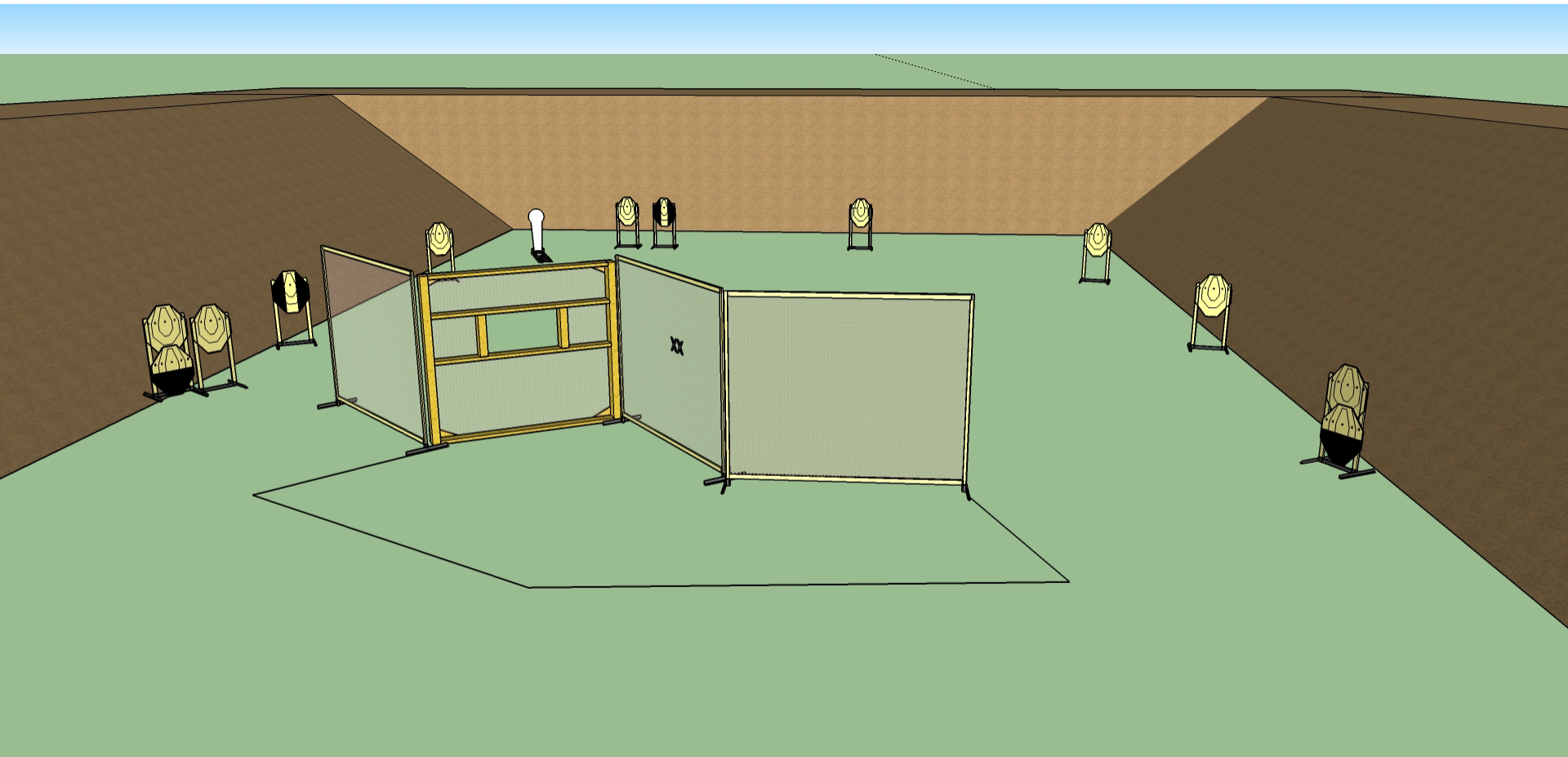









# **Teks club**

**30 July 2016 Night shoot**

**TEKS Shooting Club  
TRICHARDT**



## RANGE OFFICER BRIEFING

						
25	12	0	0	0	0	1

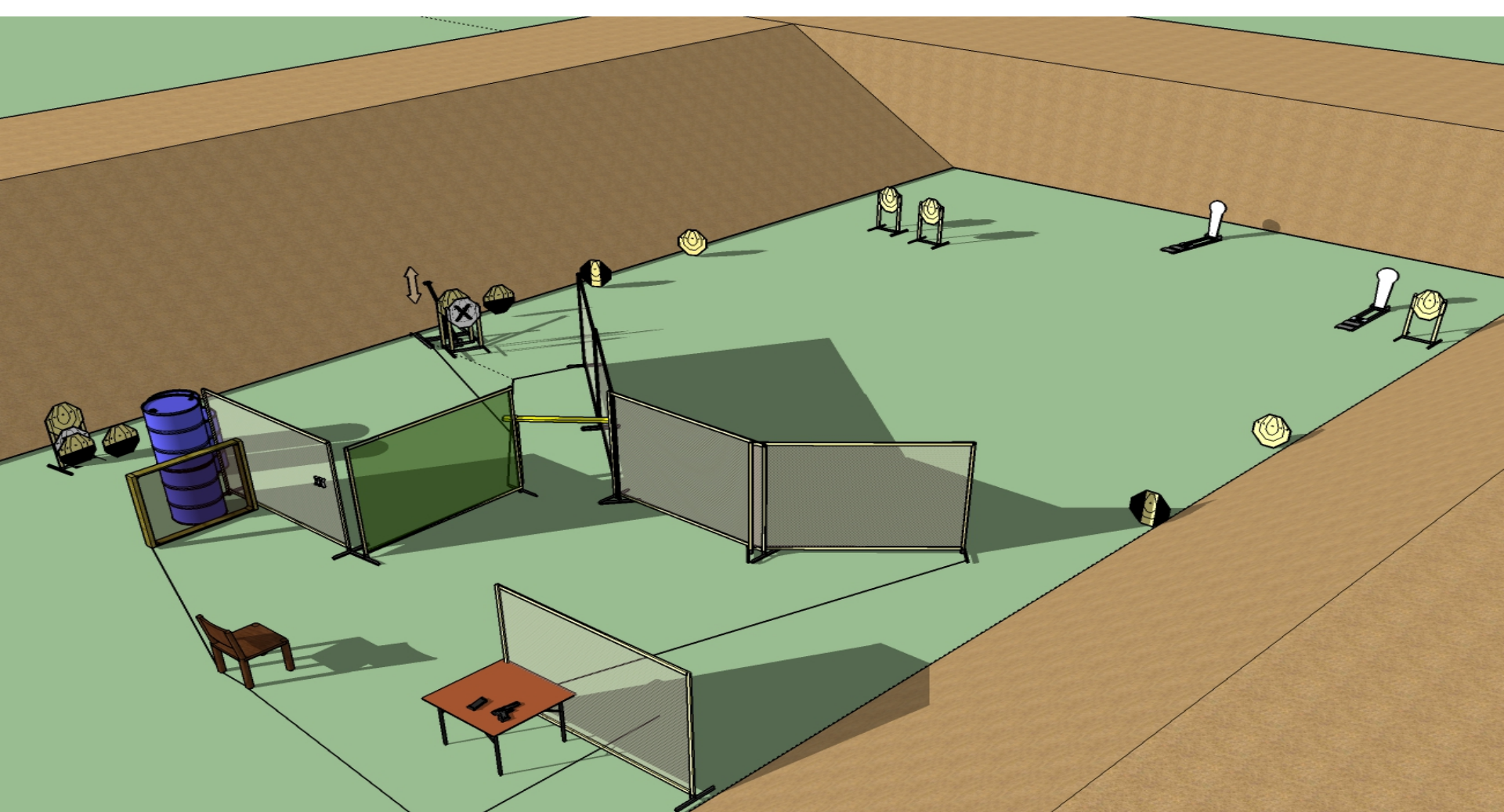
**Stage 1 Range 2: Distance:** 5-14m

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

**Time starts:** Audible Signal

**Start position:** Standing both hands touching XX as demonstrated. Light switched off.

**Procedure:** On signal turn on lights and engage targets while remaining in the demarcated area. (Shooter to provide own light source.)



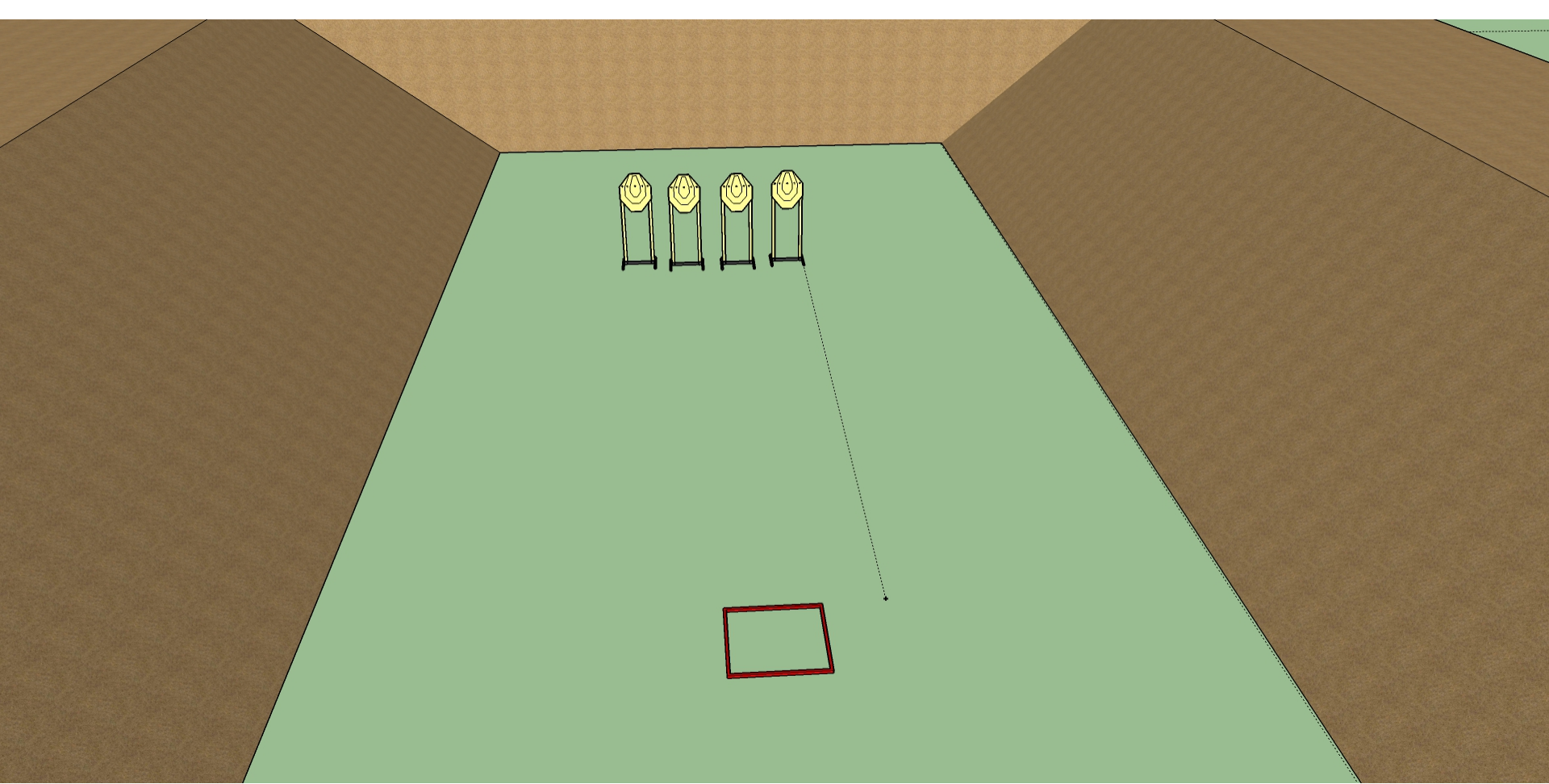
**Stage 2 Range 3:** **Distance:** 1.5-11m

**Ready condition:** Gun loaded and placed on the table with all mags and flashlights. **Time starts:** Audible Signal  
**Start position:** Sitting on chair hands on knees, light switched off.

**Procedure:** Shooter needs to switch on lightswitch at XX after signal and before gun is handled if own flashlight is not used. On signal engage targets while remaining in the demarcated area.  
 Door will activate bobber that will remain visible. (Shooter may use own light source)

### RANGE OFFICER BRIEFING

26	12	0	1	0	0	2



## RANGE OFFICER BRIEFING

16	4	0	0	0	0	0

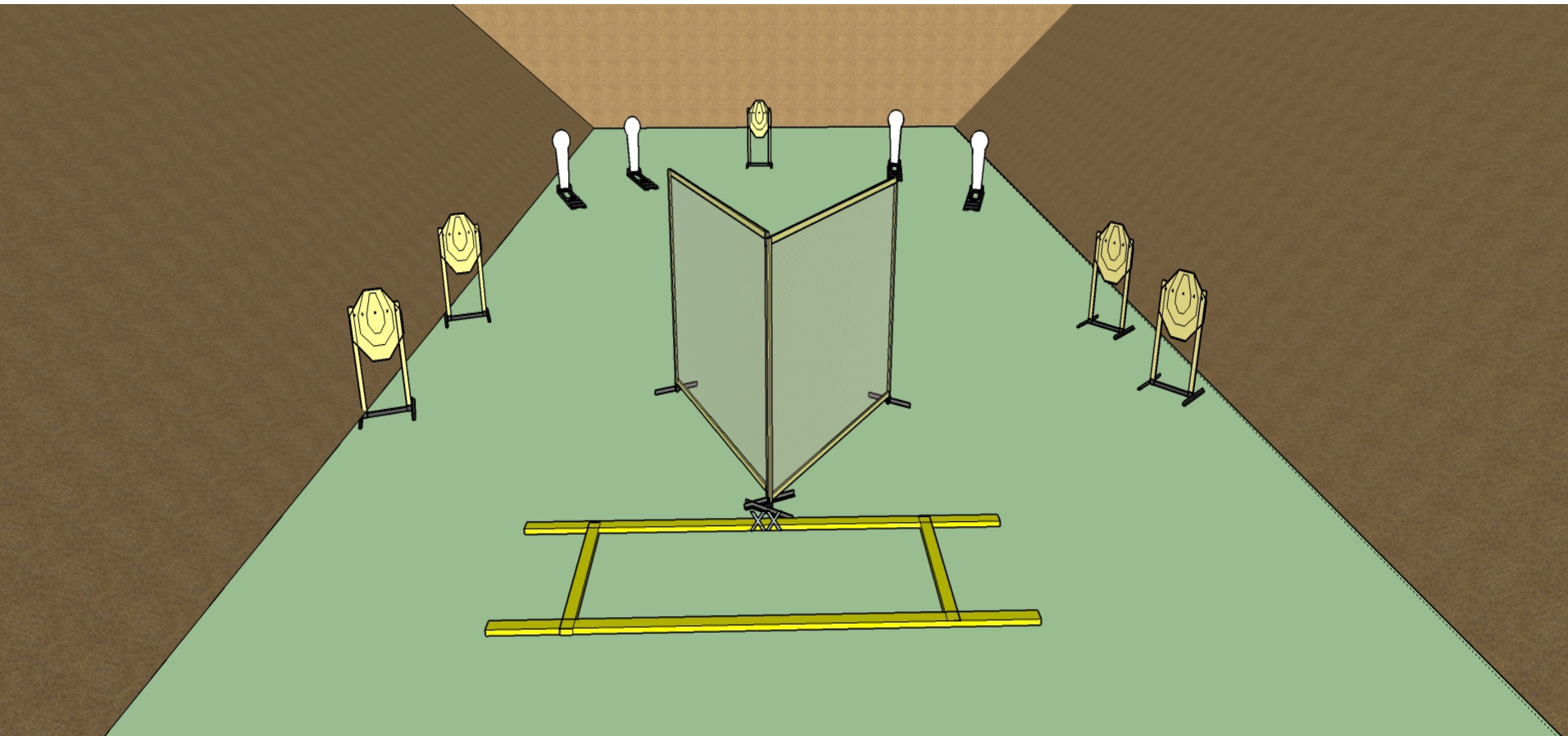
**Stage 3 Range 5: Distance:** 8m

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

**Time starts:** Audible Signal

**Start position:** Standing in demarcated area,  
Hands surrender facing downrange.

**Procedure:** On signal engage targets with 2 shots each,  
reload and re-engage targets, while remaining in the  
demarcated area. ( Light source on range only.)



## RANGE OFFICER BRIEFING

14	5	0	0	0	0	4

**Stage 4 Range 7 Distance:** 5-10m

**Ready condition:** Gun loaded and holstered

**Time starts:** Audible Signal

**Start position:** Standing toes touching xx in demarcated area hands at sides light switched off.

**Procedure:** On signal engage targets while remaining in the demarcated area. (Shooter to provide own light source.)