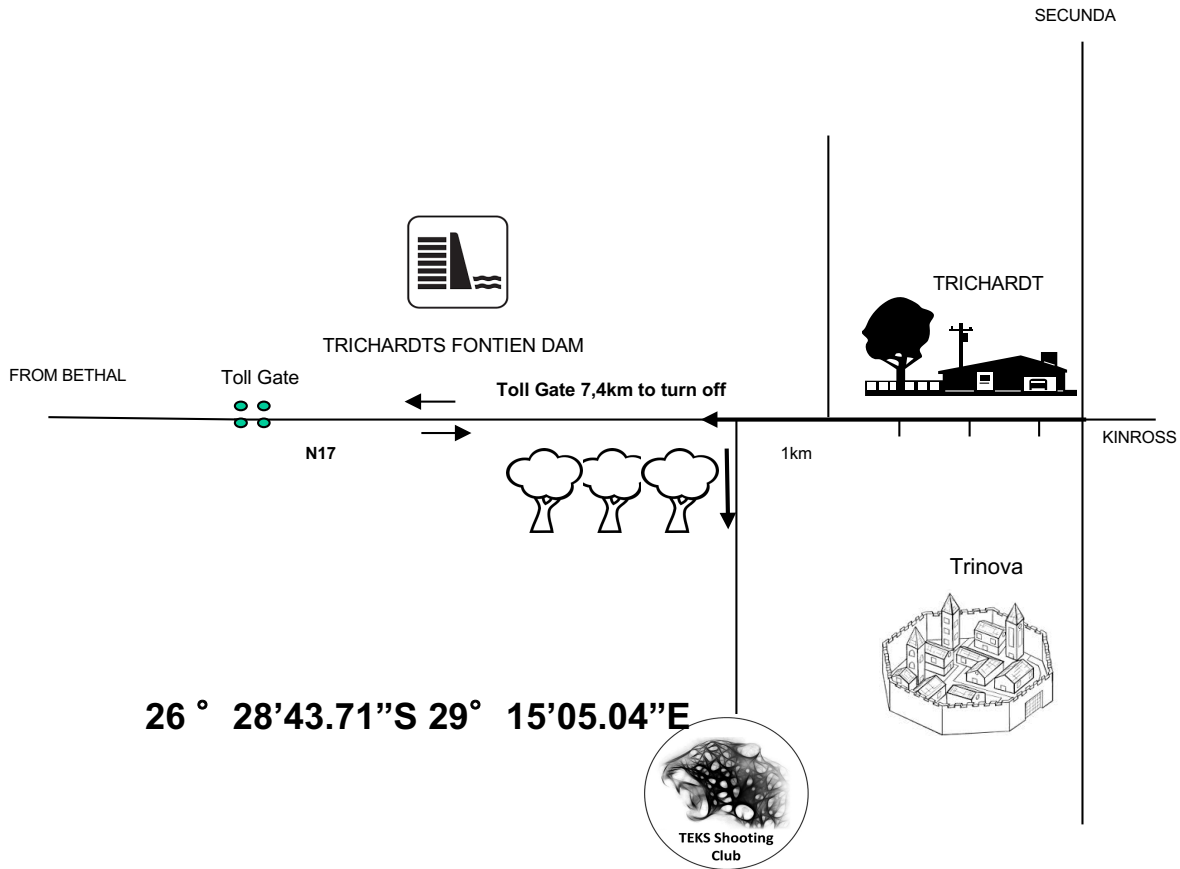


**Teks Club shoot 11 Fun shoot**

**2 Dec 2017**

**TEKS Shooting Club  
TRICHARDT**

## TEKS SHOOTING CLUB



## STAGES

**4 stages**

**65 rounds**

### RULES

#### **Only club members will be considered for prizes**

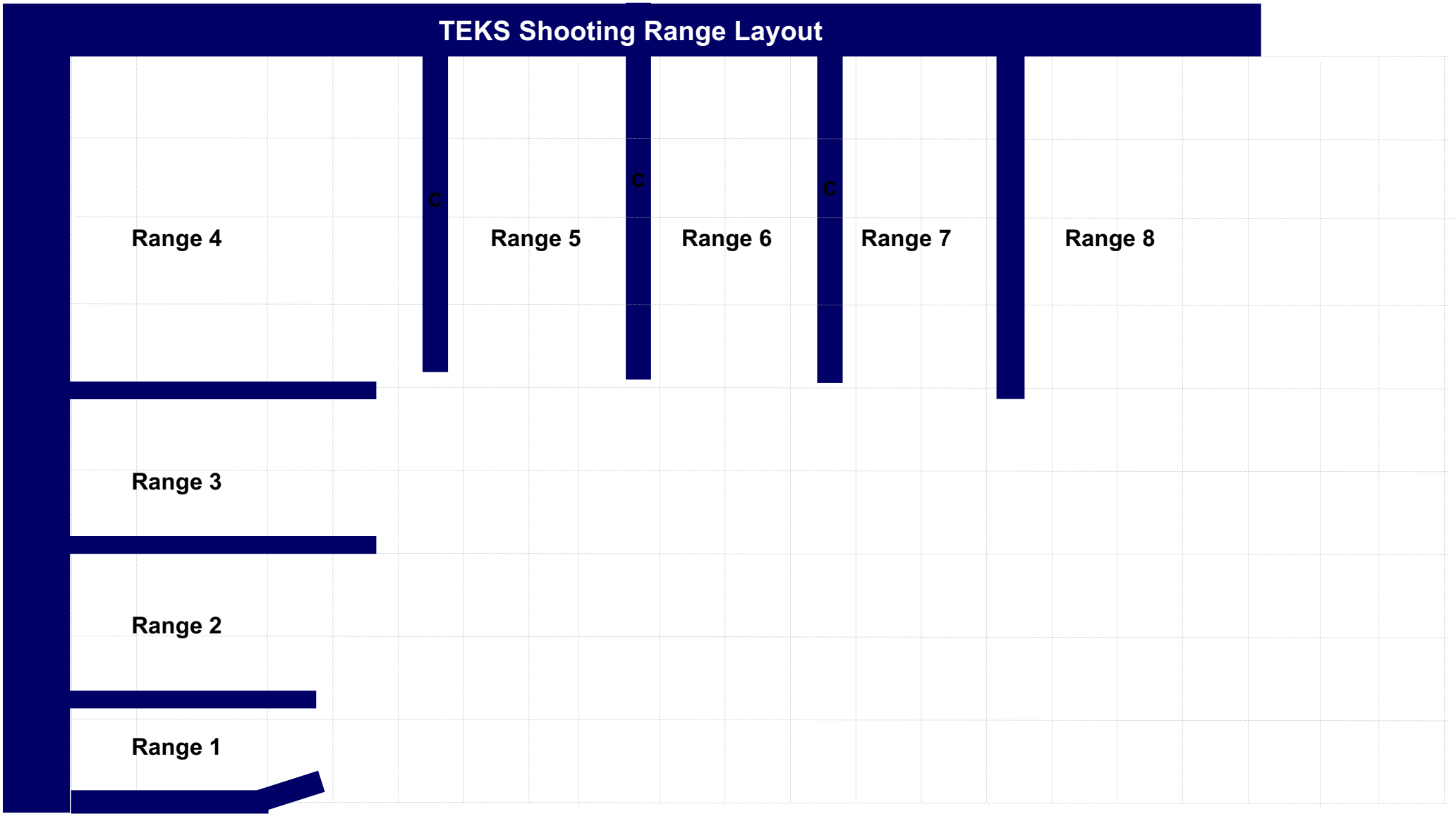
- The competition will be run according to TEKS rules.
- The wearing of eye and ear protection will be required during all stages of the match for participants and spectators
- No testing of the range equipment will be allowed prior to or during the match
- Additional non shoots or barricades may be added to stages to enhance safety of all competitors and spectators
- Registration takes place from 09:00 to 09:30
- Range building starts at after AGM

MATCH DIRECTOR: [Hendrik Engelbrecht]

ARBITRATORS: Will be appointed on the day

CHIEF RO: [Fanie Pretorius]

# TEKS Shooting Range Layout

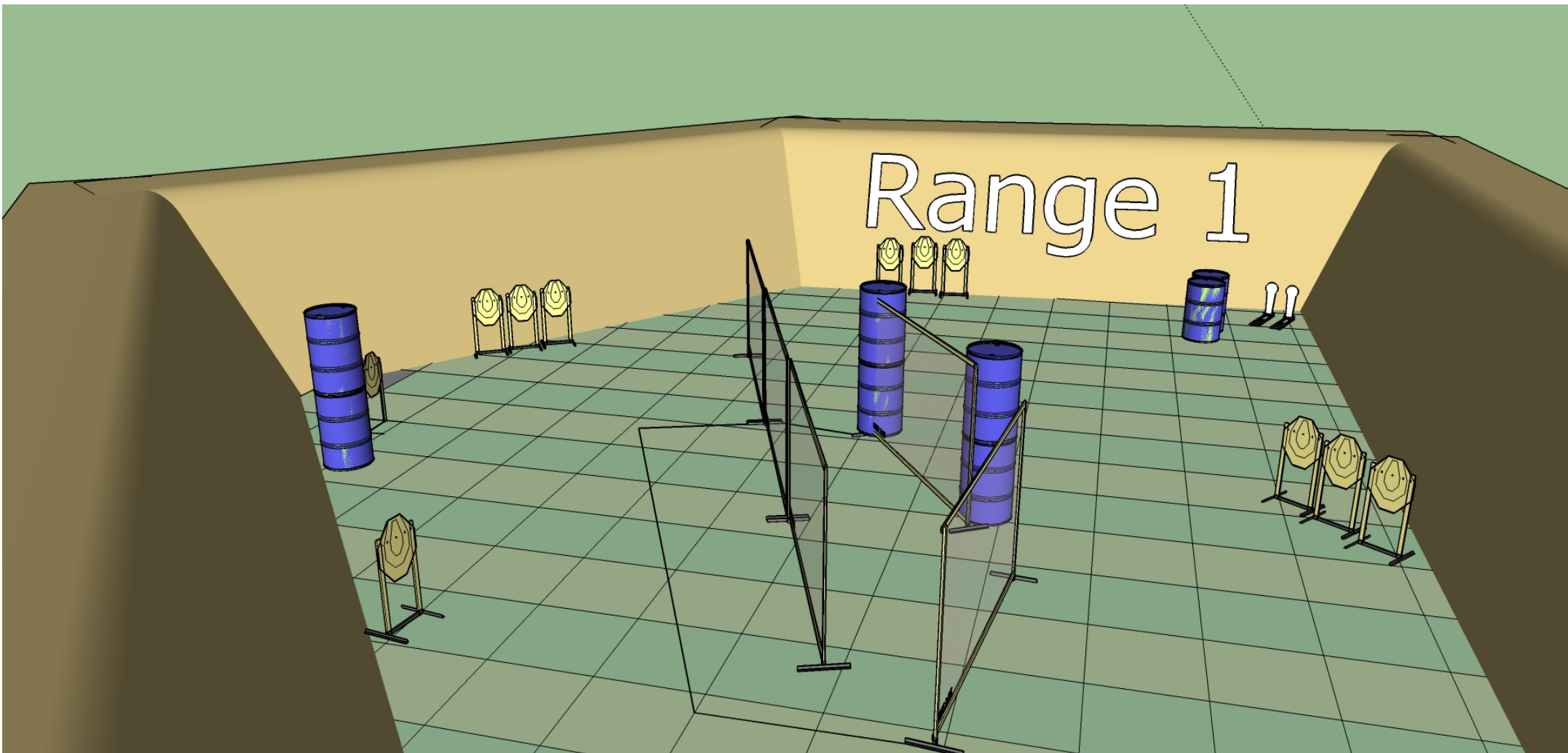


Unloading  
Station








Gate

Safety  
Area

Parking Area  
(OUTSIDE RANGE AREA)



## RANGE OFFICER BRIEFING

						
24	11	0	0	0	2	0

**Stage 1 Range 1: Distance:** 5-10m Classic only fun shoot

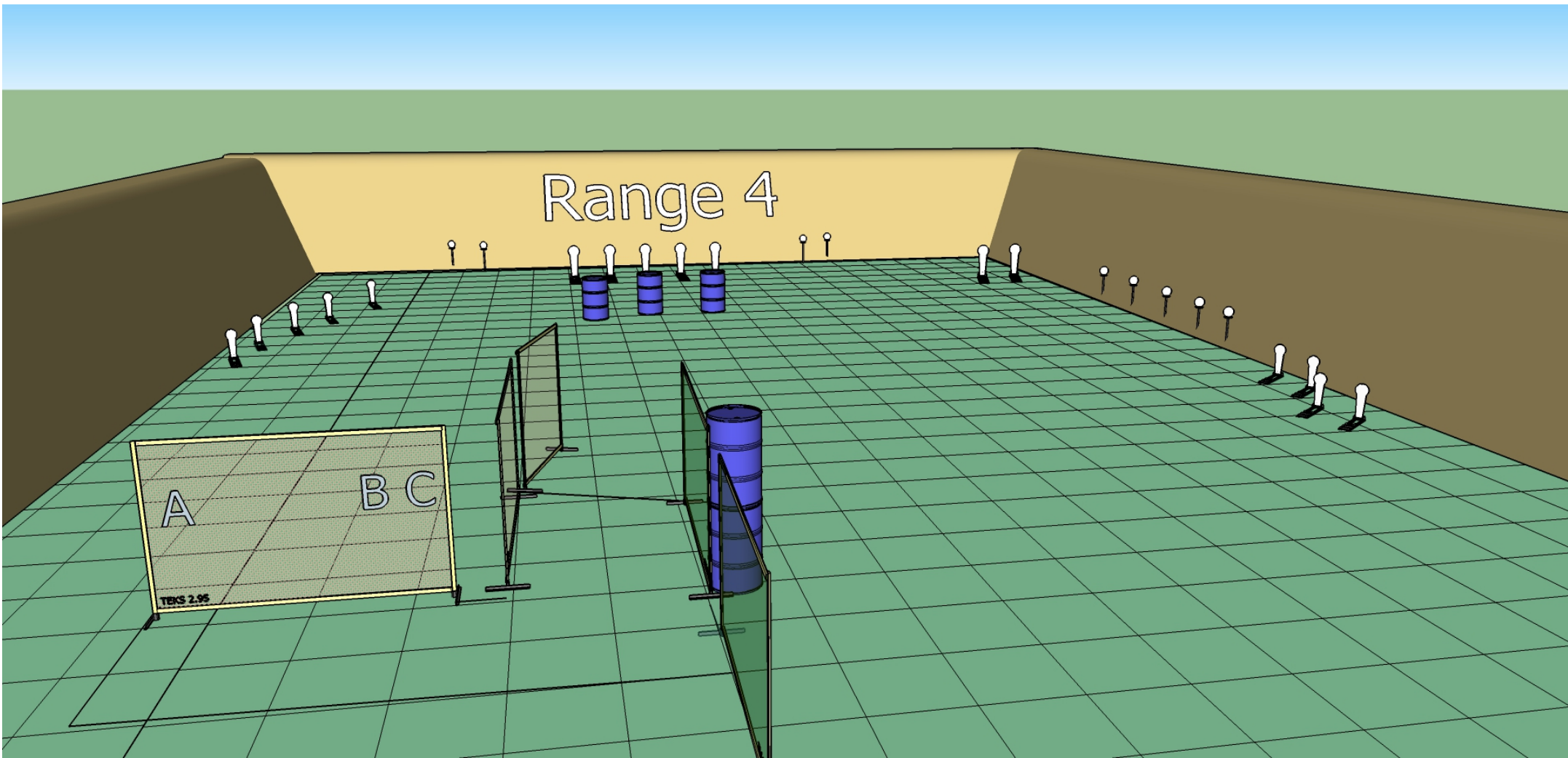
**Ready condition:**

**Time starts:** Audible Signal

**Start position :** Standing anywhere in demarcated area.

**Procedure:** On signal engage targets while remaining in the demarcated area. Class C -6 sec  
Class B-4 sec on final time. **All shooters to have max 10 rounds per mag**

Shooters Classes as latest log for 2018



### RANGE OFFICER BRIEFING `Fun shoot

26	0	0	0	9	9	7

**Stage 2 Range 4 Distance:** 10-15M

**Ready condition:** Class A shooters start unloaded B and C loaded and holstered

**Time starts:** Audible Signal 20 sec

**Time ends :** Audible Signal

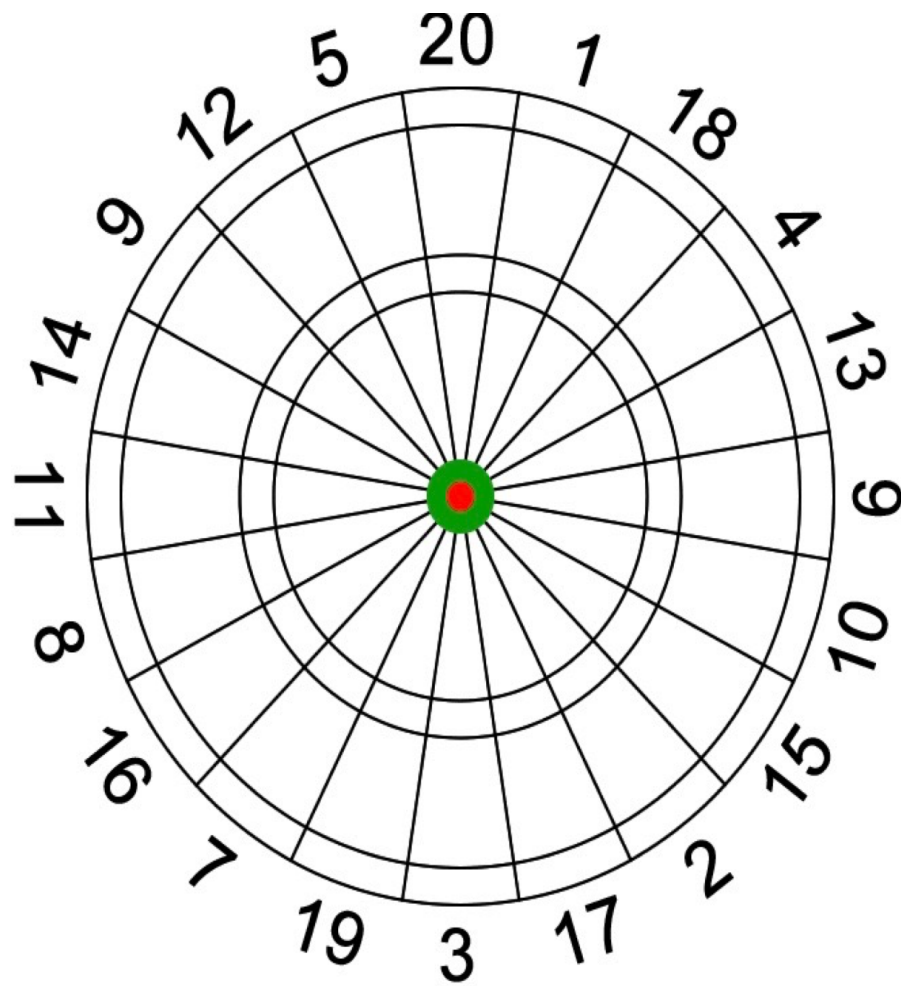
**Start position:** Class A at A Class B and C shooters at BC

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

**Note:** Class A and B shooters to have max 10 rounds per mag

Max Time is 20 sec.

All steel down -2 sec



**RANGE OFFICER BRIEFING "With a twist"**

<b>7</b>	<b>0</b>	<b>1</b>	<b>No</b>	<b>0</b>	<b>0</b>	<b>0</b>

**Stage 3 Range 7: Distance:** 10m Dart Board

**Ready condition:** Handgun loaded on drum pointing downrange.

**Time starts:** Audible Signal 30 sec

**Time end:** Audible Signal

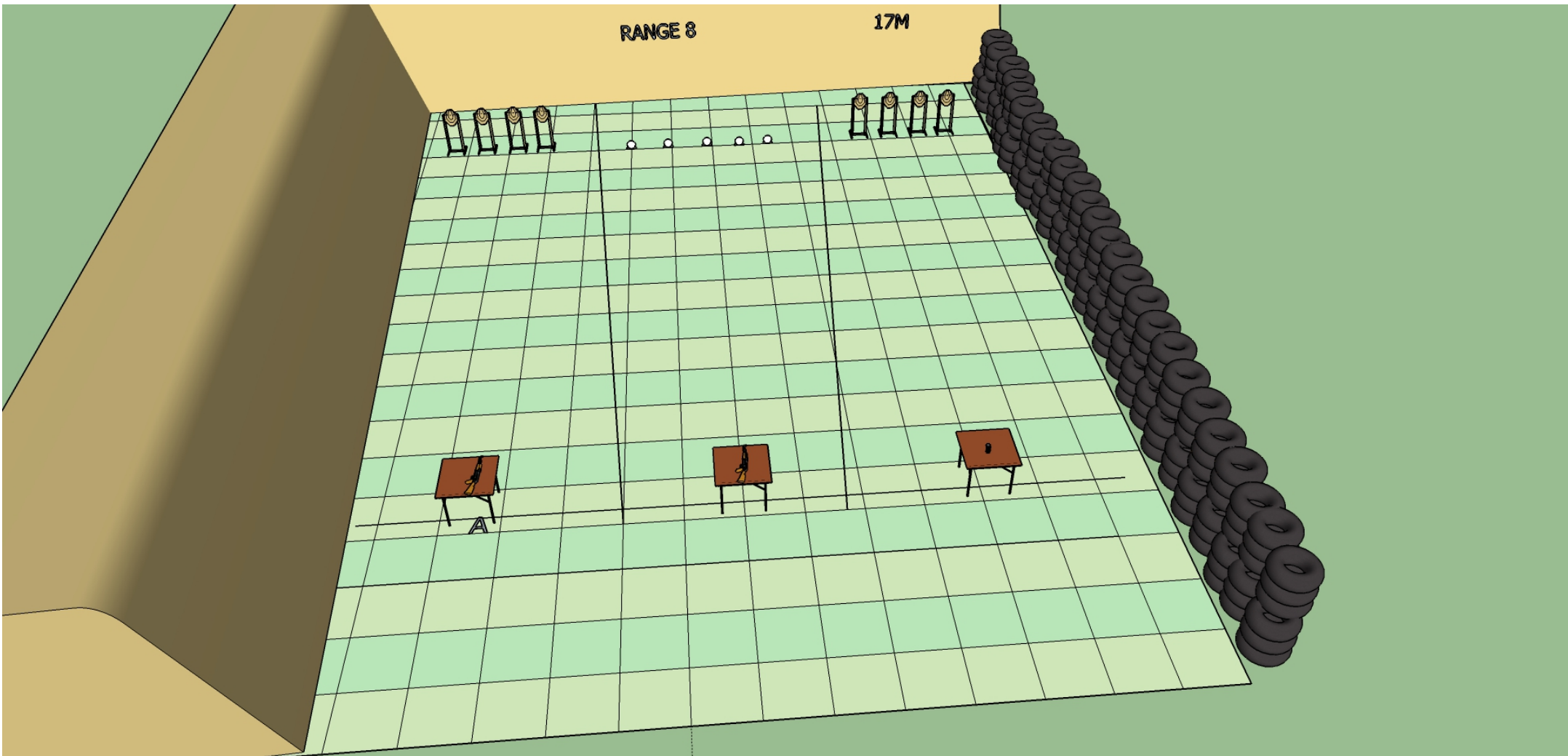
**Start position:** Standing in demarcated area.

**Procedure:** On signal engage target with 7 shots best 6 to count while remaining in the demarcated area.








Final score will be total score of best 6 (highest to count)

Max time = 20 sec extra shots on target -50 per shot





### RANGE OFFICER BRIEFING

						
21	4	4	Yes	5	0	0

**Stage 4 Range 8: Distance:** 10-15m

**Ready condition:** Rifle loaded on table.

**Time starts:** Audible Signal

**Start position:** Standing in demarcated behind table A.

**Procedure:** : Station A On signal engage targets with the mini rifle only rifle to stay on table.  
 Station B shotgun 5 plates SG only SG to stay on table  
 Station C Handgun only (HG unloaded ,mags on table)