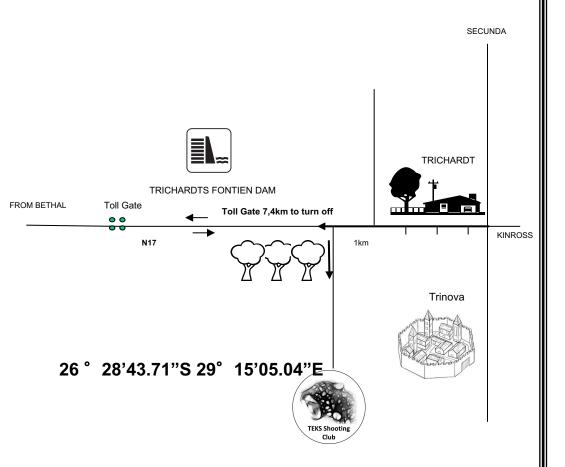
Teks Club shoot 2

03 March 2018

TEKS Shooting Club TRICHARDT

TEKS SHOOTING CLUB



STAGES

7stages

112 rounds

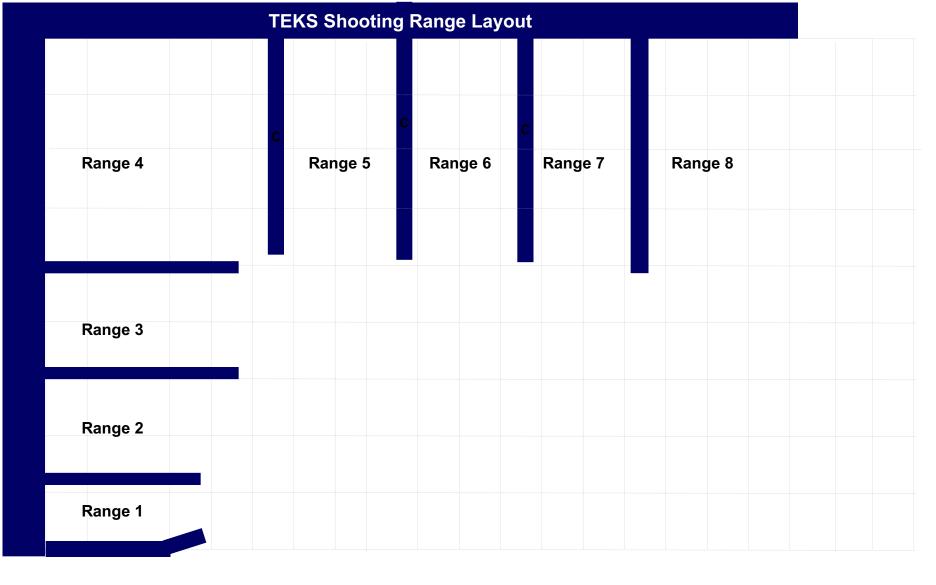
RULES

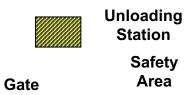
- The competition will be run according to the current IPSC rules.
- The wearing of eye and ear protection will be required during all stages of the match for participants and spectators
- No testing of the range equipment will be allowed prior to or during the match
- Additional non shoots or barricades may be added to stages to enhance safety of all competitors and spectators
- Registration takes place from 08:30 to 09:30
- Range building starts at 9:30

MATCH DIRECTOR: [Hendrik Engelbrecht]

ARBITRATORS: Will be appointed on the day

CHIEF RO: [Fanie Pretorius]

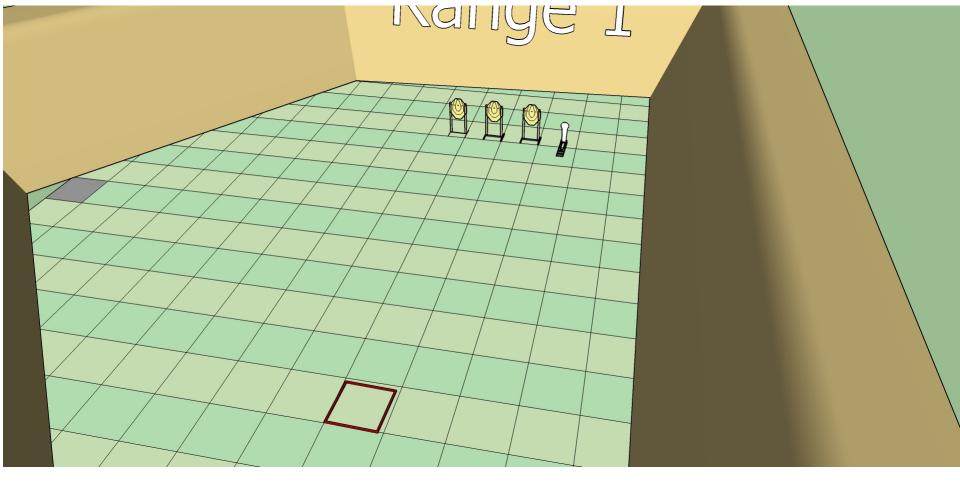




Station

Safety

Parking Area (OUTSIDE RANGE AREA)



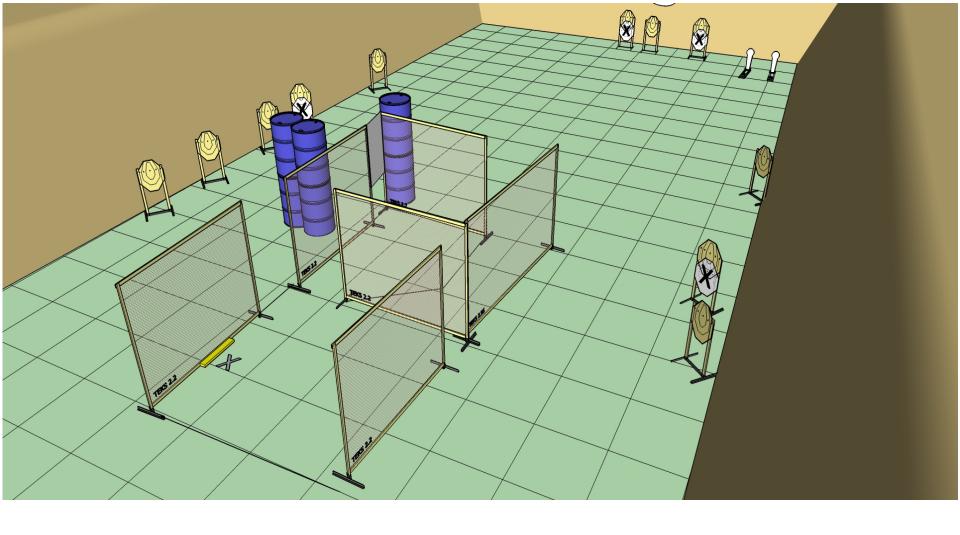
7 3 0 no 0 1 0

Stage 1 Range 1: Distance: 10m

Ready condition:

Time starts: Audible Signal.

Start position: : Hands raised above shoulders.



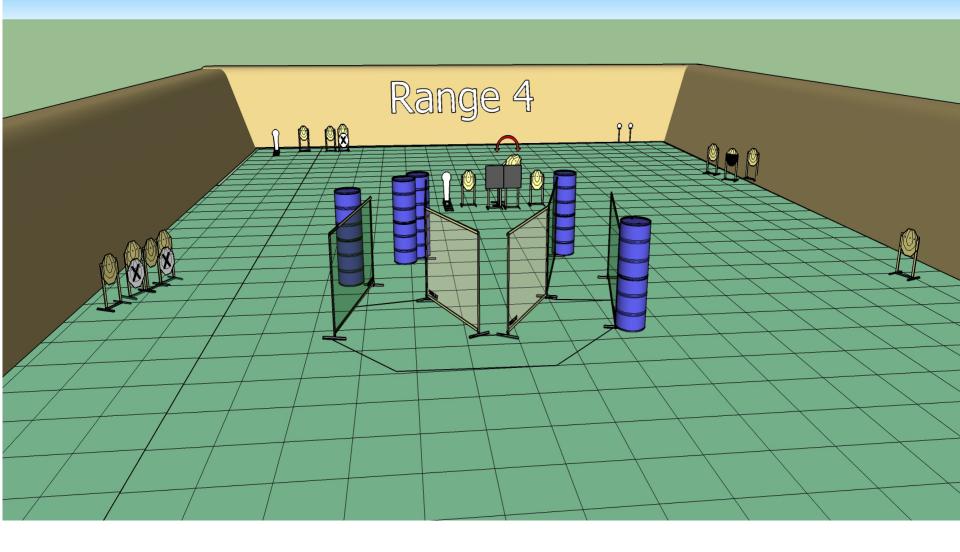
24 11 0 yes 0 0 2

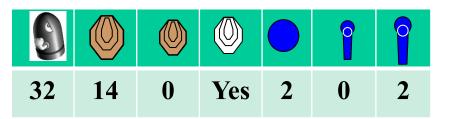
Stage 2 Range 3: Distance: 2-15m

Ready condition: Unloaded.

Time starts: Audible Signal.

Start position: Toes touching X as demonstrated.





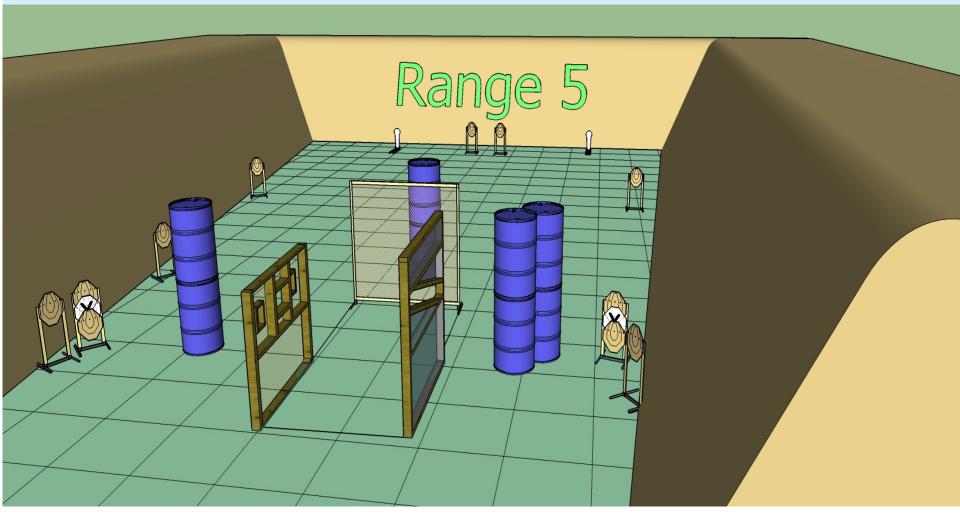
Stage 3 Range 4: Distance: 3-20m

Ready condition:

Time starts: Audible Signal.

Start position: Hands raised above shoulders.

Procedure: On signal engage targets. P2 will activate M1,M1 will remain visible.



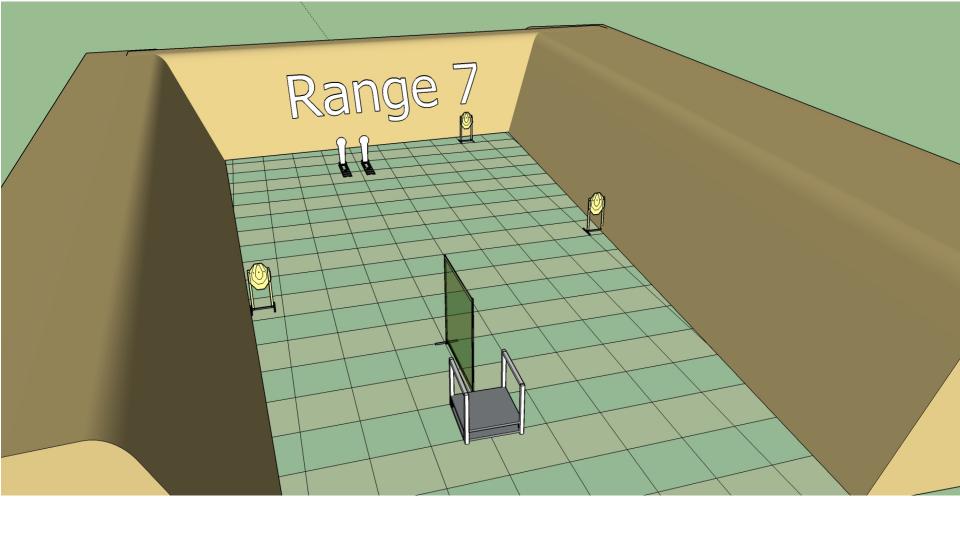
24 6 5 yes 0 2 0

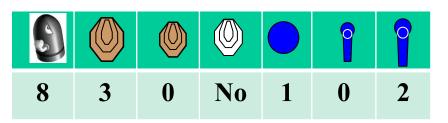
Stage 4 Range 5: Distance: 4-12m

Ready condition:

Time starts: Audible Signal.

Start position:





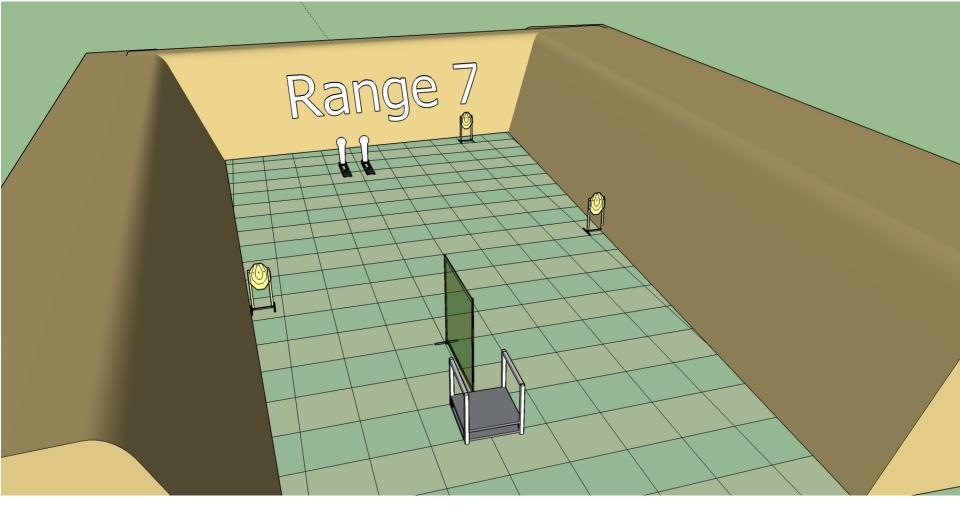
Stage 5 Range 7 Distance: 6-10M

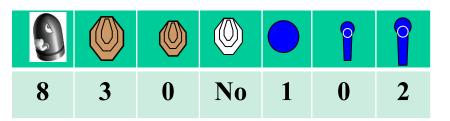
Ready condition:

Time starts: Audible Signal.

Start position:

Procedure: On signal engage targets with weak hand only unsupported.





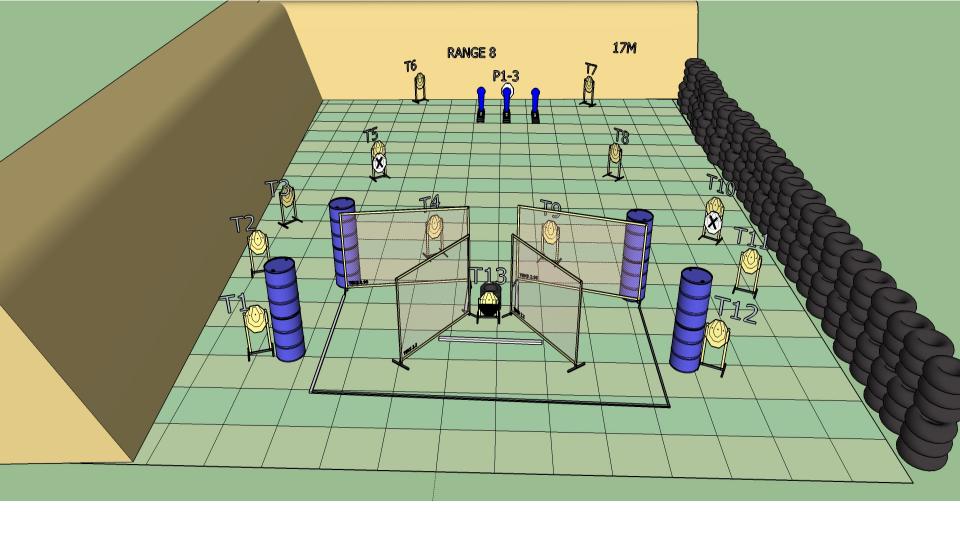
Stage 6 Range 7 Distance: 6-10M

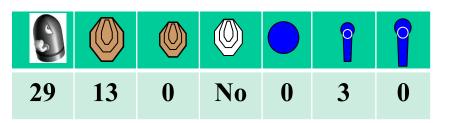
Ready condition:

Time starts: Audible Signal.

Start position:

Procedure: On signal engage targets with strong hand only unsupported.





Stage 7 Range 8 Distance: 3-12M

Ready condition:

Time starts: Audible Signal.

Start position: