

# HANDGUN LII Champs JAN 2016

Stage No.	STAGE NAME RIFLE STAGES	Starting Option	Type			Min No. Rds	Match Score		Paper Targets													Metal				Range position					
			S 10	M 20	L 32		Points	%	Classic Full	Classic Partial	Mini Full	Mini Partial	A4	Clam Full	Clam Mini	Swing Classic	Swing Mini	Swing A4	Run Full	Run Mini	Run A4	Clay	NS	Poppers Full	Poppers Mini		Plate Round	Plate Square			
1	Bosbedinges	Loaded			1	30	150	27.8%	15																1					2de bosbaan op 200m	
2	Move up!	Loaded	1			10	50	9.3%	5															1					Stofgat		
3	Stoney. The strong one.	Mag in		1		21	105	19.4%	7																7						
4	Twice Together	Loaded	1			18	90	16.7%	9															3					Nuwe 150m baan Suid		
5	Swinging Affair	Loaded			1	10	50	9.3%	5															2							
6	Standards	Unloaded	1			19	95	17.6%	6															2	4	3					
7																															
8																															
9																															
10																															
11																															
12																															
13																															
Totals			3	1	2	108	540	100%	47	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	11	0	3	0			
Total Stages			6																												

Required stage ratio (App A4)

**REMARKS**

Option 1 start  
Option 2 start  
Option 3 start

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ALL TARGETS IN THIS MATCH WILL BE WHITE TARGETS. PAPER AS WELL AS STEEL.



ALL NO SHOOT TARGETS IN THIS MATCH WILL BE RED TARGETS. PAPER AS WELL AS STEEL.



PI = PLATE

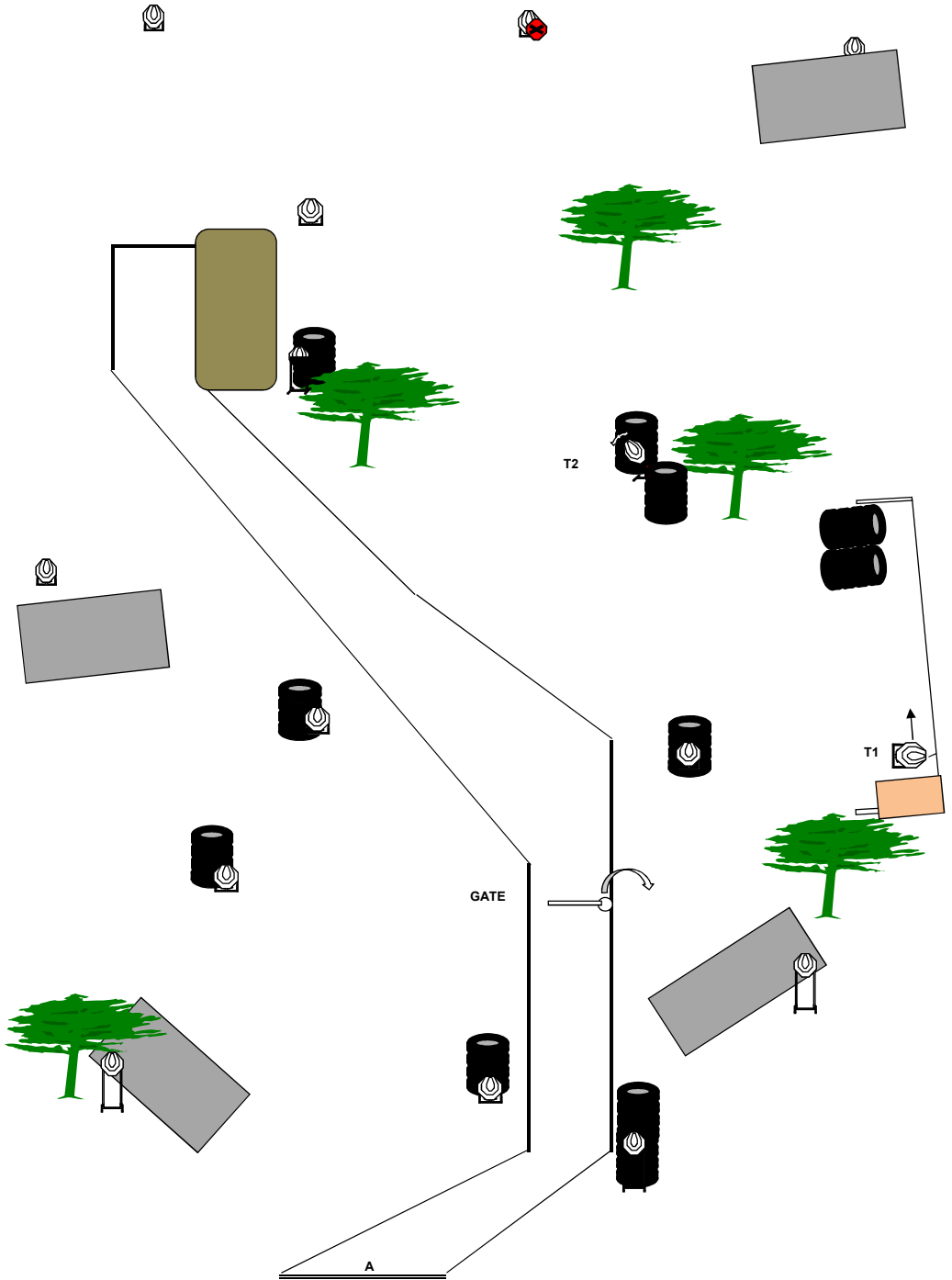


P = Popper

**COURSE DESIGNER : POLLA      STAGE NAME: BOSBEDINGES**  
**MEDIUM COURSE**  
**HANDGUN STAGE 1**

Targets:	15 IPSC IPSC Targets	Number of rounds to be scored:	30
IPSC Poppers:	0	Possible points:	150
No shoot targets:	1	Distance:	5 - 30m
		Start:	On audible signal.

The competitor starts standing relaxed facing downrange, both heels touching A.  
The Handgun loaded and holstered.  
On signal engage targets as they become visible from within the demarcated area.  
Moving through the gate will activate moving targets T1 and T2 which will both remain visible.



<b>Notes for Stage Builder</b>	<b>Notes for Range Officer</b>
Same as Rifle Stage 3, just with additional targets.	

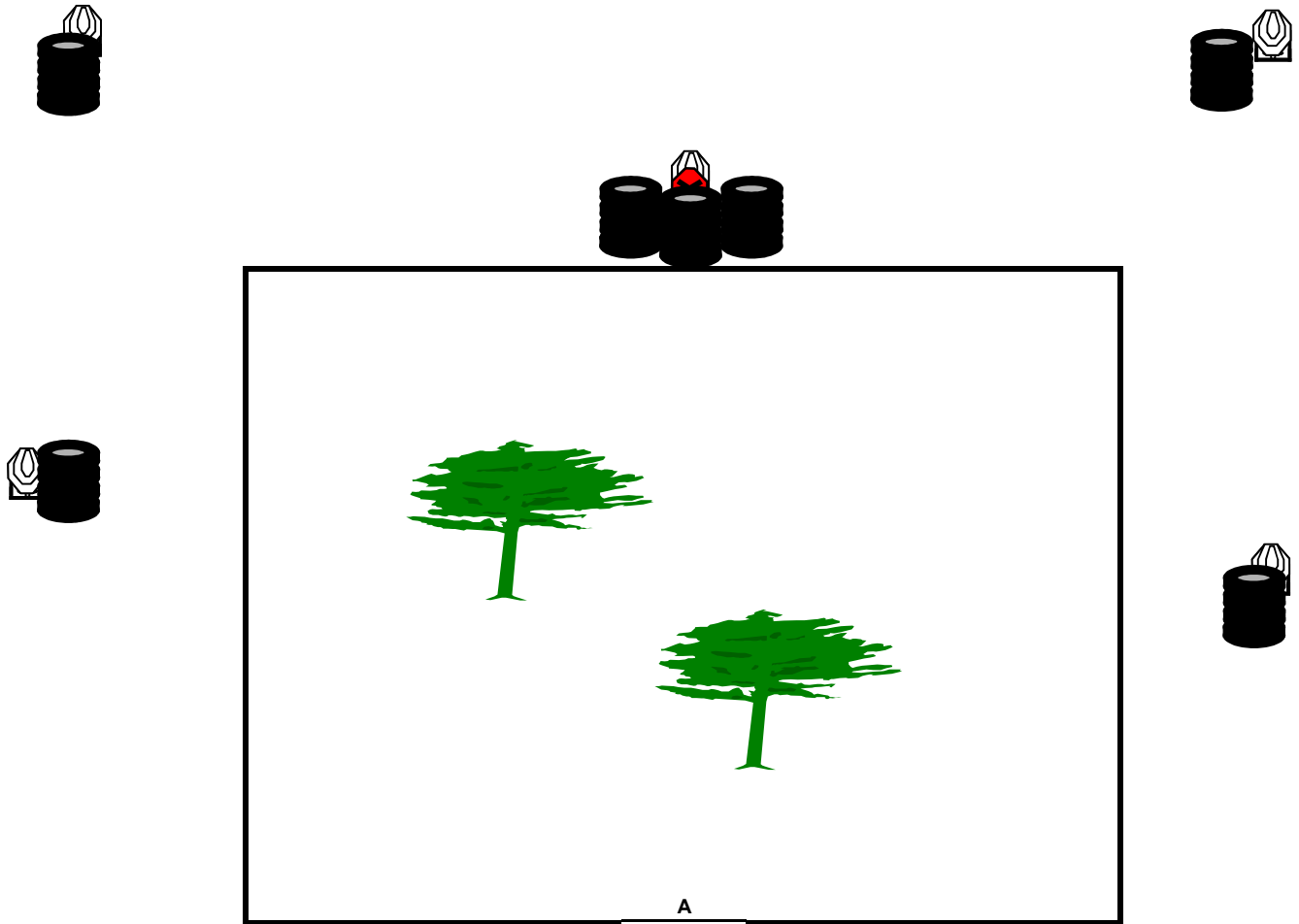
COURSE DESIGNER : DENPOL

STAGE NAME: MOVE UP!

**SHORT COURSE  
HANDGUN STAGE 2**

Targets:	5 IPSC Targets	Number of rounds to be scored:	10
IPSC Poppers:	0	Possible points:	50
Plates:	0	Distance:	5 - 25m
No shoot targets:	1	Start:	On audible signal.

The competitor starts standing relaxed facing downrange, with the heel of one foot touching at A.  
The handgun is loaded magazine in chamber empty.  
On signal engage targets as they become visible from within the demarcated area.



**Notes for Stage Builder**

Make sure that no more than 2 targets are visible from any one point.  
Same as Rifle Stage 2

**Notes for Range Officer**

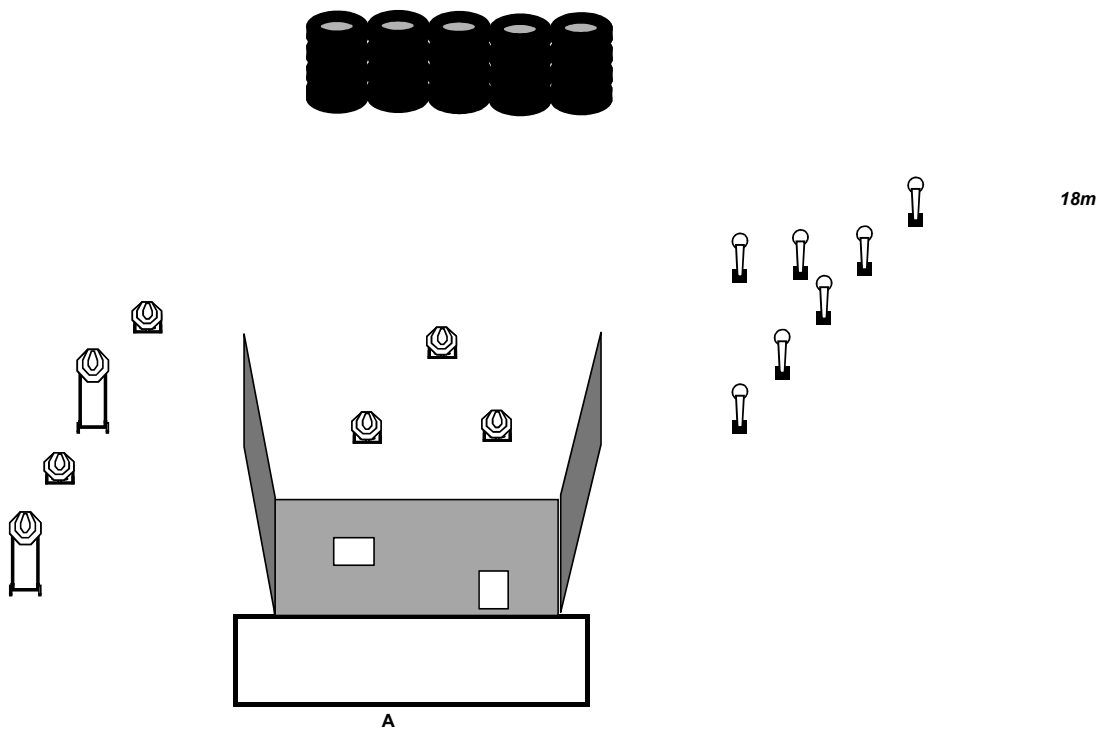
COURSE DESIGNER : POLLA

STAGE NAME: STONEY. THE STRONG ONE.

**MEDIUM COURSE  
HANDGUN STAGE 3**

Targets:	7 IPSC Target	Number of rounds to be scored:	21
IPSC Poppers:	7	Possible points:	105
Plates:	0	Distance:	5 - 20m
No shoot targets:	0	Start:	On audible signal.

The competitor starts standing relaxed facing downrange anywhere in the demarcated area.  
The Handgun is loaded option 1 and holstered.  
On signal engage targets as they become visible from within the demarcated area.



<b>Notes for Stage Builder</b> Same as Rifle stage 6. Just added additional targets	<b>Notes for Range Officer</b> Make sure there is a box available for the very short competitors to stand on if needed.
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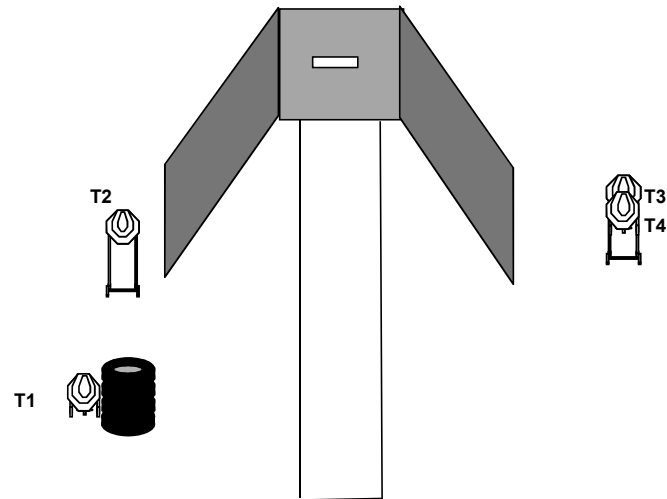
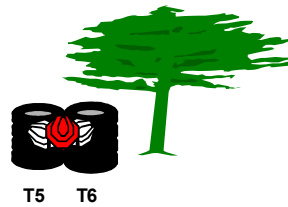
COURSE DESIGNER : TINUS

STAGE NAME: TWICE TOGETHER

**MEDIUM COURSE  
HANDGUN STAGE 4**

Targets:	9 IPSC Targets	Number of rounds to be scored:	18
Plates:		Possible points:	90
No shoot targets:	3	Distance:	10 - 35m
		Start:	On audible signal.

The competitor starts standing relaxed facing downrange anywhere in the demarcated area.  
The handgun is loaded and holstered, relaxed hands at sides.  
On signal engage targets as they become visible from within the demarcated area.



**Notes for Stage Builder**  
Same as Rifle Stage 11

**Notes for Range Officer**

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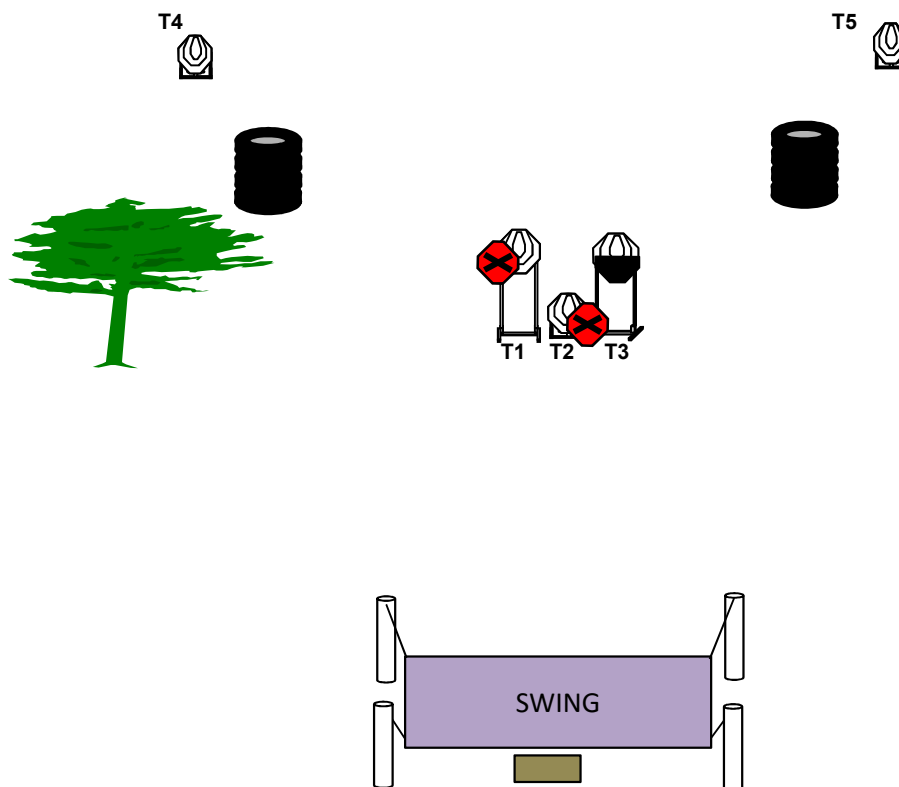
COURSE DESIGNER : TINUS

STAGE NAME: SWINGING AFFAIR

**SHORT COURSE  
HANDGUN STAGE 5**

TARGETS:	5 IPSC Targets	Number rounds to be scored:	10
IPSC Poppers:	0	Possible points:	50
No shoot targets:	2	Distance:	20 - 35m
		Start:	On audible s

The competitor starts standing relaxed on the swing with hands surrender.  
The handgun is loaded and holstered.  
On signal engage all targets from the demarcated area.



**Notes for Stage Builder**

Same as Rifle Stage 12

**Notes for Range Officer**

The swing is the demarcated area.

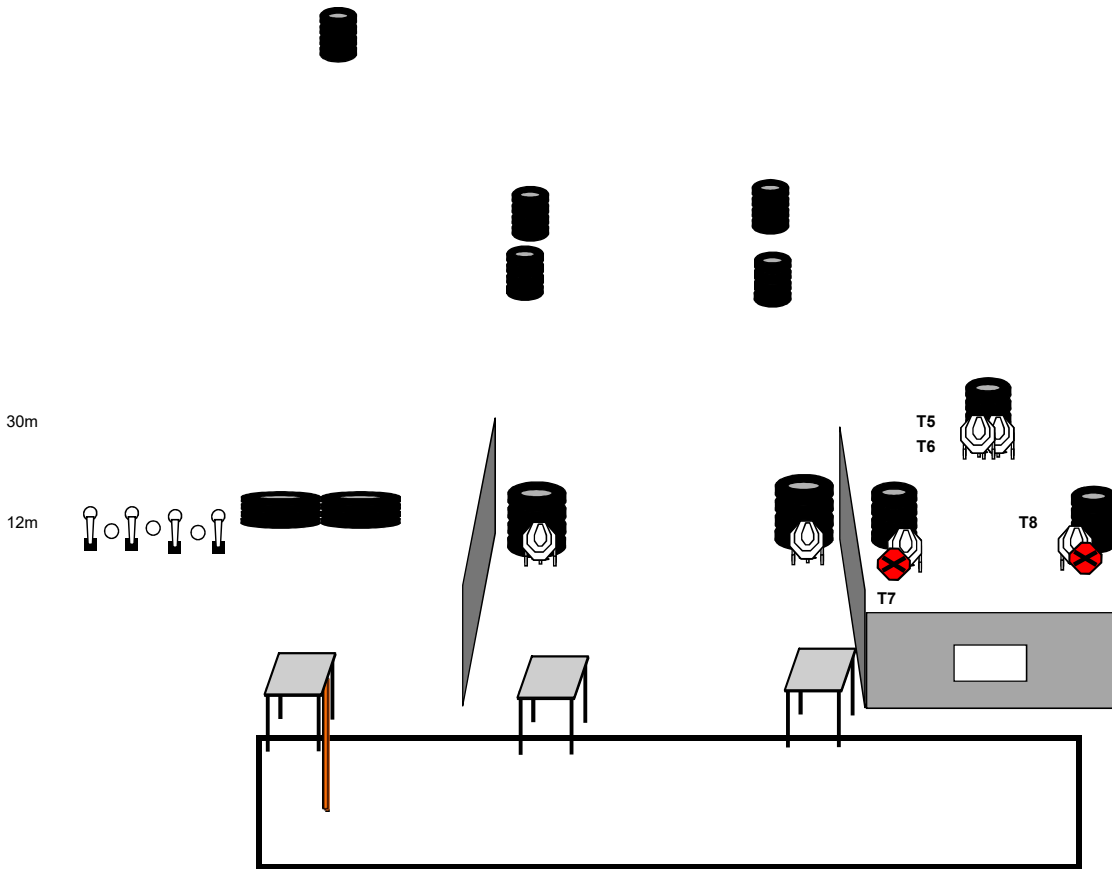
signal.



**COURSE DESIGNER : POLFIN      COURSE NAME: STANDARDS**  
**MEDIUM COURSE**  
**HANDGUN STAGE 6**

Targets:	6 IPSC Targets	Number of rounds to be scored:	19
Poppers:	4 IPSC Poppers	Possible points:	95
Plates:	3 round plates od 15cm dia.	Distance:	5 - 15m
No shoot targets:	2	Start:	On audible signal.

The competitor starts standing relaxed hands at sides anywhere in the demarcated area.  
 Handgun is unloaded and holstered. All magazines to be used must be placed on either or both of the 2 tables provided.  
 On signal engage all targets whilst remaining in the demarcated area.



<p><b>Notes for stage builder</b>                  Rifle stage 8. Just added some targets and poppers</p>	<p style="text-align: center;">Same as</p> <p><b>Notes for Range Officer</b>                  The barricades are not part of the demarcated area.                  The box and the pole is...</p>
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