

**Mpumalanga Practical
Shooting Association
Inter Provincial
Championships
Mpumalanga vs Limpopo**

HOSTED BY

Diligentia Vis Celeritas



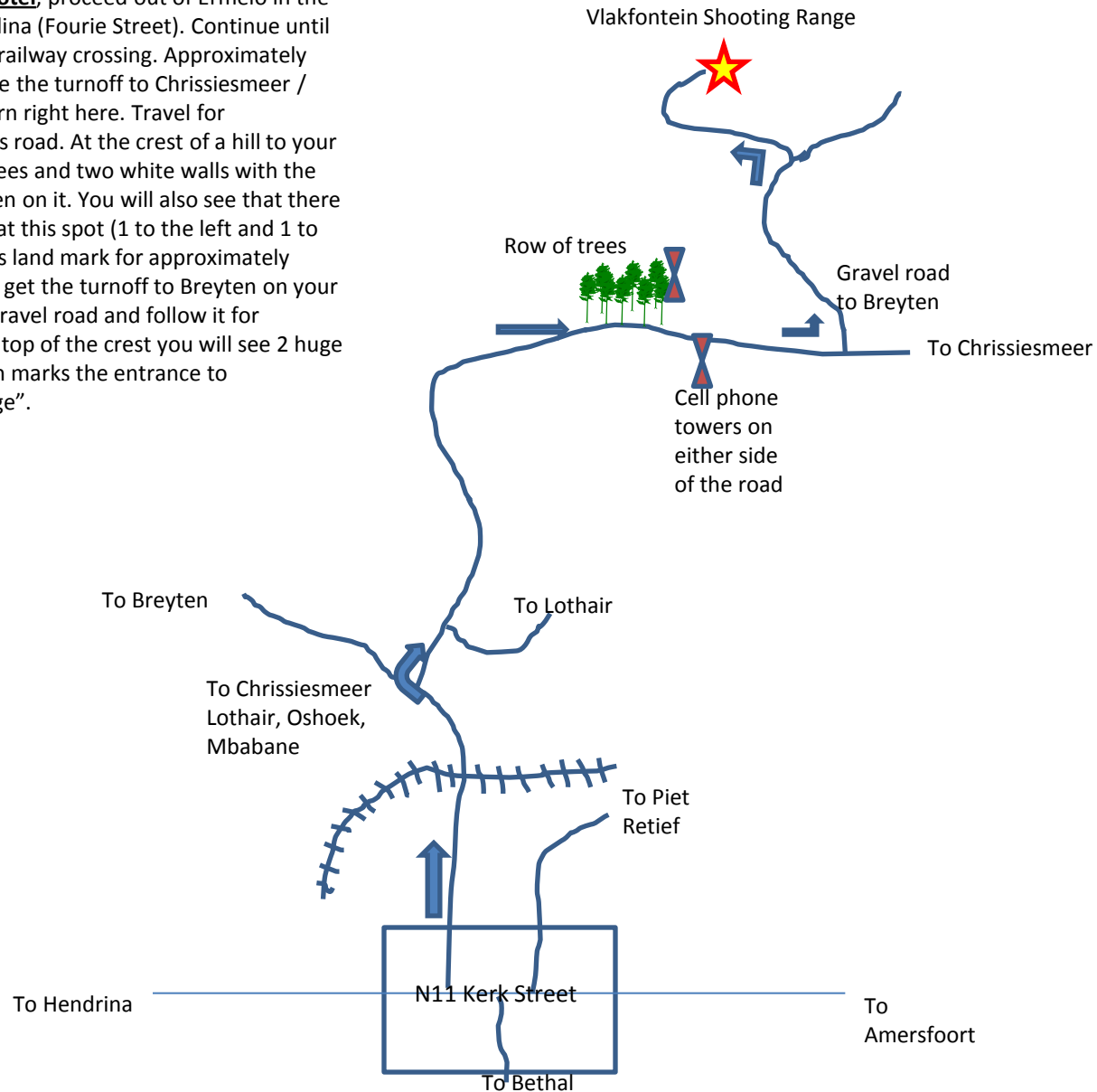
Ermelo Practical Shooting Club

**11 April 2015
Vlakfontein Shooting Range
Ermelo**

Stage No	Name	Min Rounds
1	Desperate house wife	24 (Medium)
2	Mission Impossible	12 (Short)
3	Speed Kills	9 (Short)
4	Load Master	12 (Short)
5	Around the Corner	18 (Medium)
6	Jump up Jack	24 (Medium)
7	Where to?	32 (Long)
8	Hide and Seek	9 (Short)
9	Options	25
	Total rounds	165

Directional map to Vlakfontein Shooting Range 26°20'51" S 30°3'17"E

From Ermelo **African Sky hotel**, proceed out of Ermelo in the direction of Breyten / Carolina (Fourie Street). Continue until you have crossed over the railway crossing. Approximately 40m thereafter, you will see the turnoff to Chrissiesmeer / Mbabane on your right. Turn right here. Travel for approximately 16km on this road. At the crest of a hill to your left you will see a row of trees and two white walls with the name "Tommy Smit" written on it. You will also see that there are two cell phone towers at this spot (1 to the left and 1 to the right). Proceed past this land mark for approximately 400m, where after you will get the turnoff to Breyten on your left. Turn left here on the gravel road and follow it for approximately 5km. At the top of the crest you will see 2 huge black tires on the left which marks the entrance to "Vlakfontein Shooting Range". Drive safely.



IN CASE OF EMERGENCY

ERMELO Medi Clinic provides a 24 hour emergency service with a doctor on standby.

Telephone number is: **017 801 2600**

PLEASE make sure you carry your medical aid card and ID Book with you with R250-00 admin fee.

Route to hospital:

Enter Ermelo via Fourie Street. Continue all the way back to the hotel (African Sky). At the traffic lights (Kerk Str) turn left and continue all the way to the traffic lights at Pick and Pay Centre (Camden Ave approximately 8 km). Turn right and then right again at the very first street (Melmentz Str). Continue approximately 150 m, the entrance is on your right.

The hospital is just behind Pick and Pay Centre.

RANGE LAYOUT

Range 14
(50 x 20m)

Range 13
(20 x 30m)

Range 12
(20 x 20m)

Range 11 –
kill house
(20 x 35m)

Range 6
(10 x 30m)

Range 9
(19 x 15m)

Range 5
(10 x 30m)

Range 4
(10 x 30m)

Range 7
(60 x 17m)

Range 8
(60 x 17m)

Range 10 –
CLAY
PIGEON

Range 3
(10 x 30m)

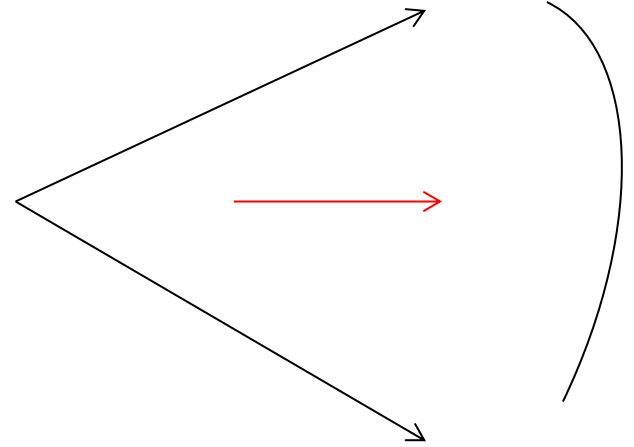
Range 2
(10 x 30m)

Range 1
(10 x 30m)

Safe Area

Safe Area

Safe Area



RANGE OFFICER BRIEFING

Stage 1: "Desperate House Wife"

Targets: 8 IPSC Targets
3 IPSC Mini targets
1 Popper
1 Plate

Distance: 3 - 20 m

Rounds to be scored: 24

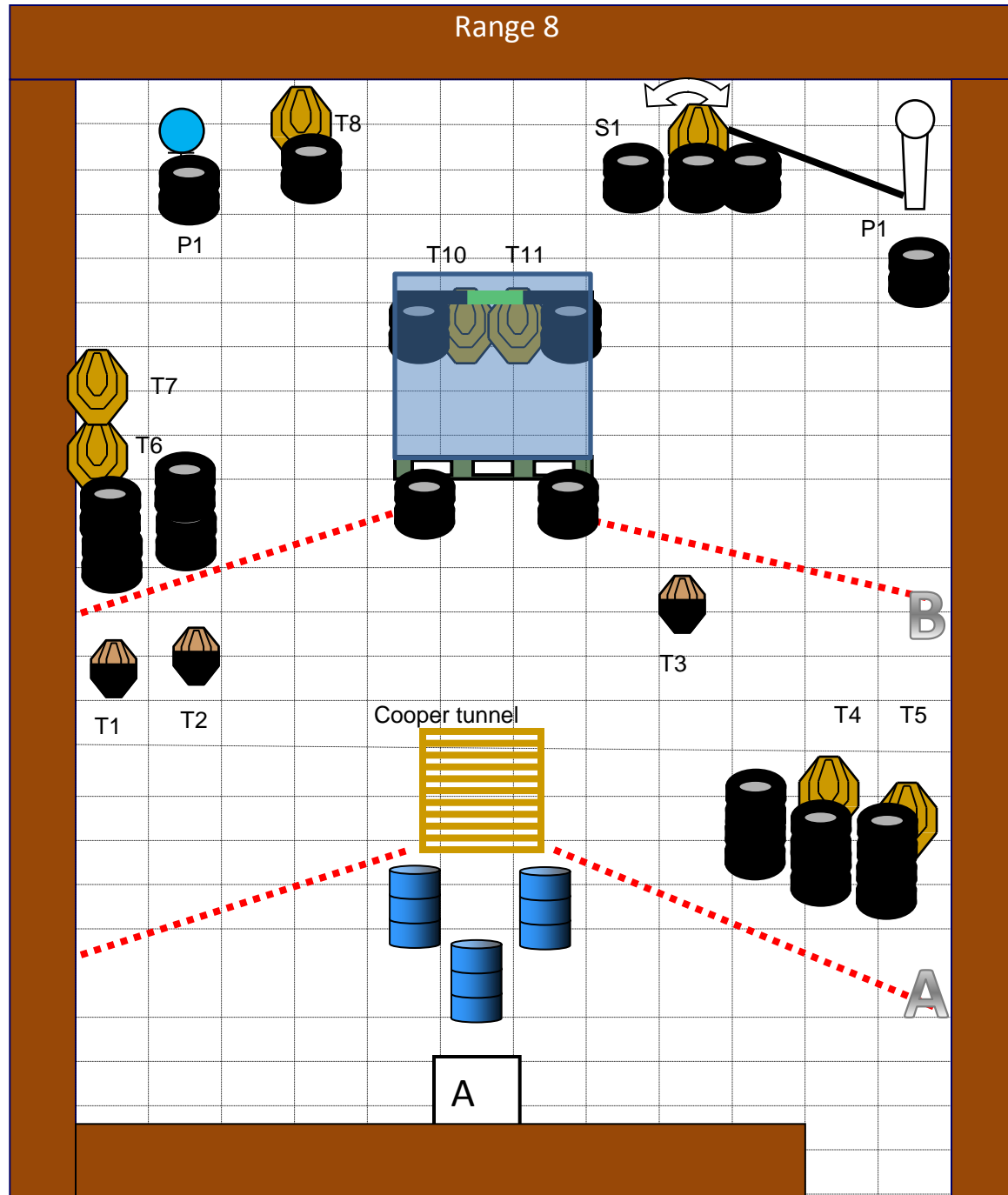
Start: Audible signal

Start position: Competitor starts standing in Box A with hands surrender facing downrange.

Ready condition: Firearm is loaded and holstered.

Procedure: On signal engage all targets as you see them, from inside the demarcated areas.

Note T1 to T5 must be engaged from behind fault line "A" before moving through Cooper tunnel to fault line "B" after which all remaining targets may be engaged. P1 activates S1.



RANGE OFFICER BRIEFING

Stage 2: **Mission Impossible**

Targets:
2 IPSC mini targets
2 IPSC classic targets
2 Poppers
2 Plates
2 no shoot targets

Distance: 8 - 15m

Rounds to be scored: 12

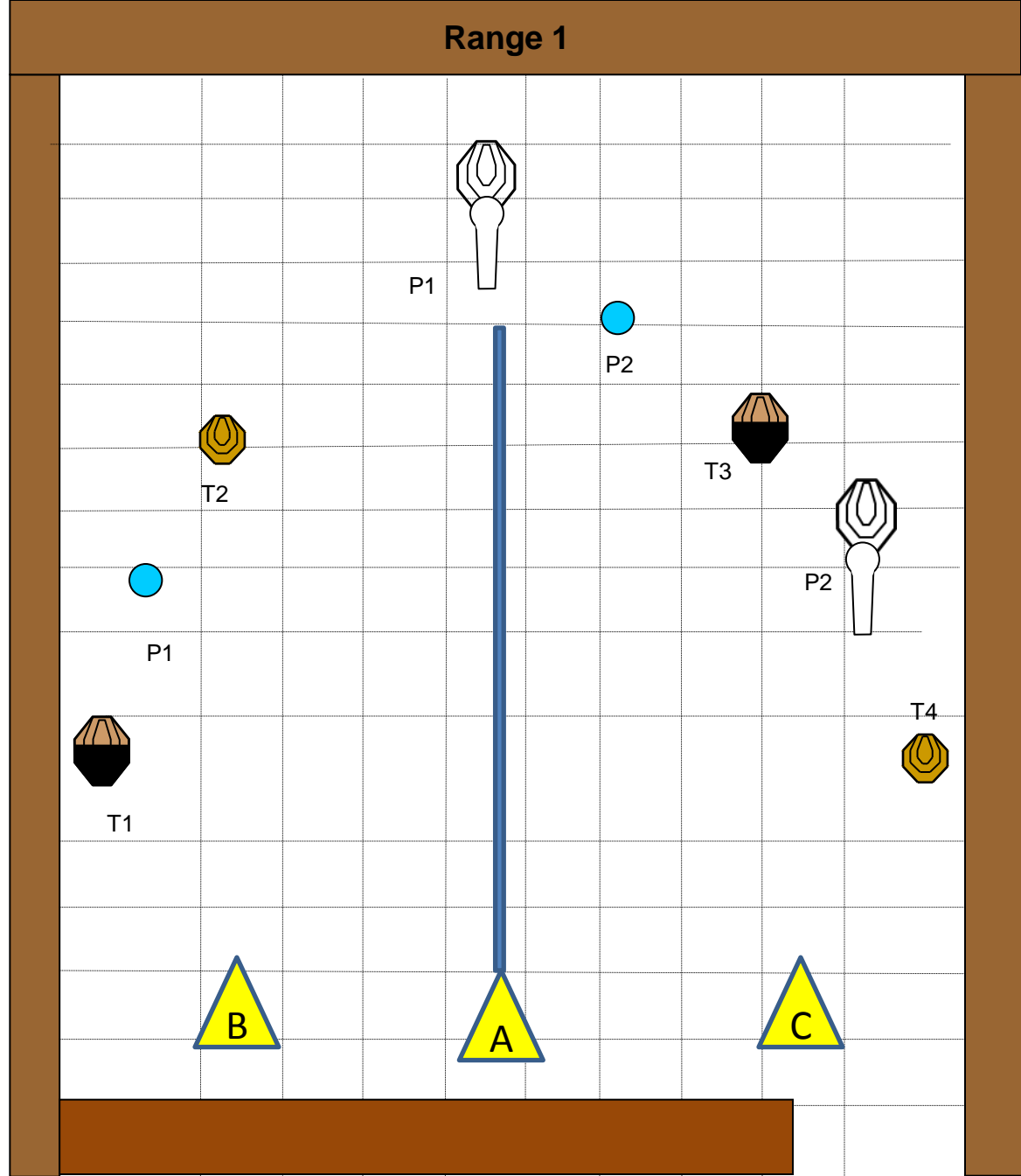
Start: Audible signal

Start position: Competitor starts in block "A", back to targets and fingers inter laced on top of head.

Ready condition: Firearm loaded and holstered (mag inserted, chamber empty)

Procedure: On signal engage targets as they become visible whilst remaining within block "B" and "C". There is a mandatory magazine change when moving from "B" to "C" or "C" to "B".

Penalties: As per latest IPSC rules.



RANGE OFFICER BRIEFING

Stage 3: Speed Kills

Targets: 4 IPSC mini targets

1 Plate

Distance: 5 - 15m

Rounds to be scored: 9

Start: Audible signal

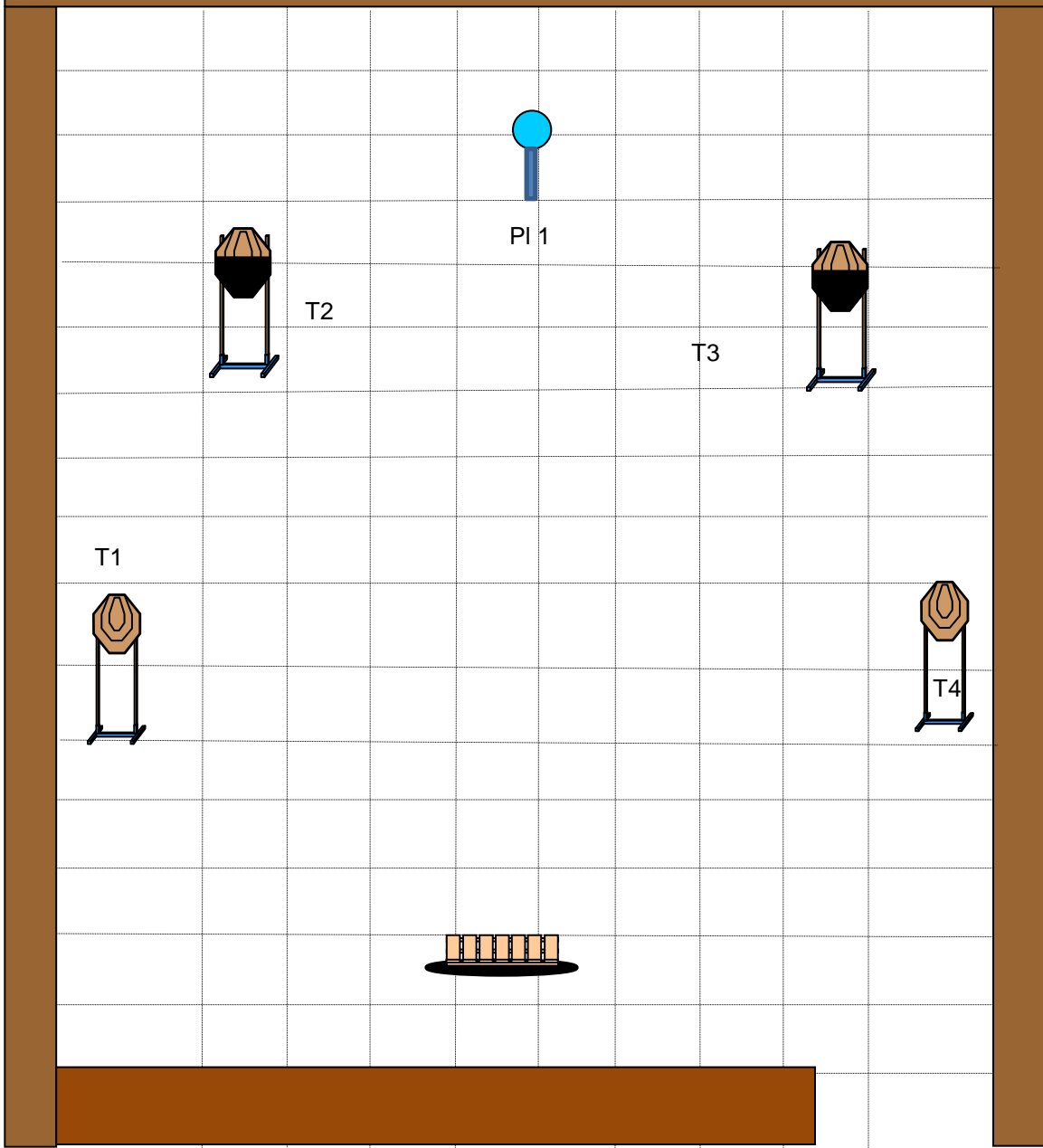
Start position: Competitor starts standing on moving platform, hands relaxed at sides.

Ready condition: Firearm loaded and holstered.

Procedure: On signal engage targets as they become visible whilst remaining on the platform. **NO** bracing of the legs/body is allowed

Penalties: As per latest IPSC rules.

Range 2



RANGE OFFICER BRIEFING

Stage 4: Load Master

Targets: 6 IPSC mini targets

4 No shoot targets

Distance: 2 to 10 m

Rounds to be scored: 12

Start: Audible signal

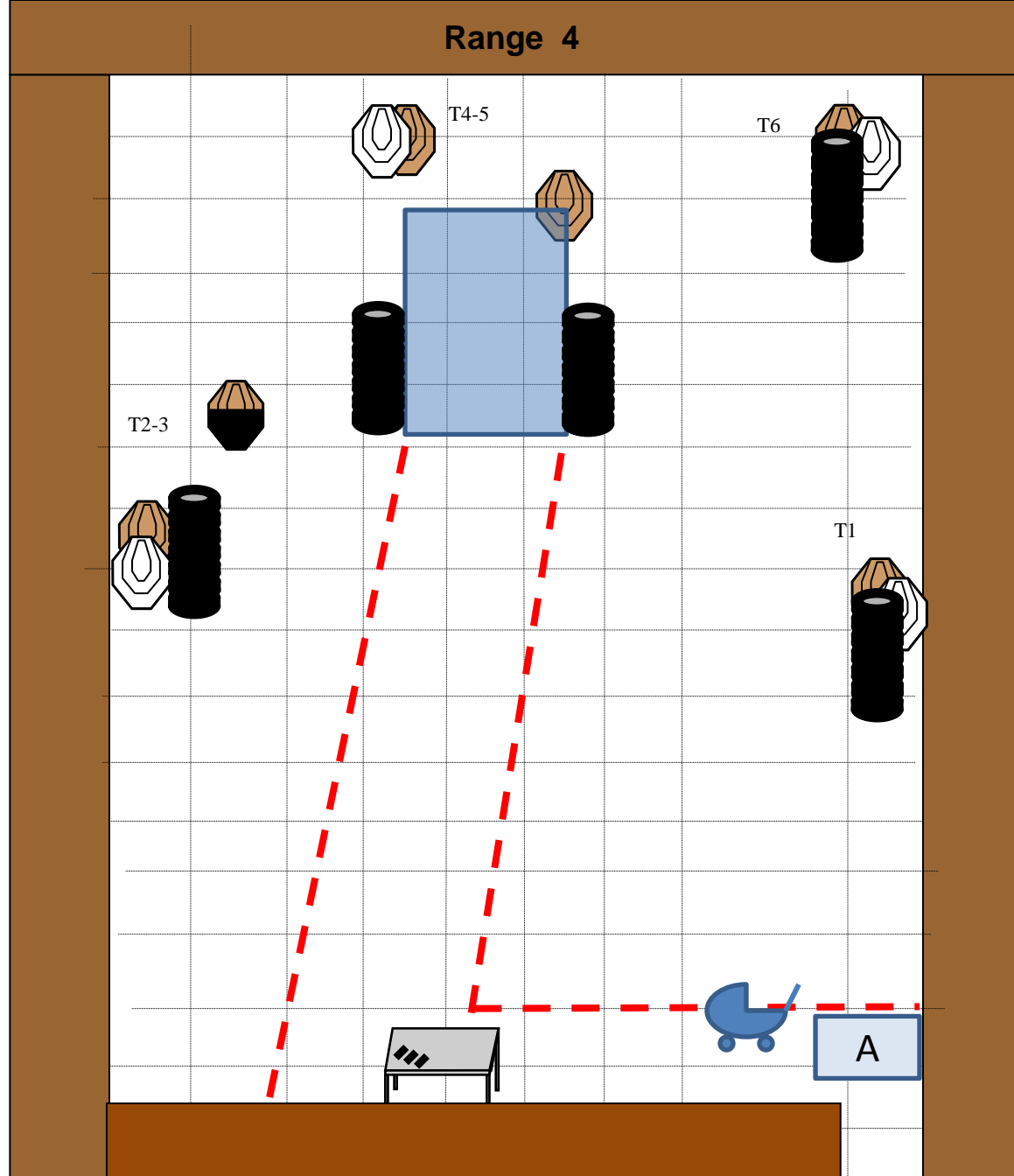
Start position: Competitor starts in BLOCK "A", hands relaxed at sides.

Ready condition: Fire-arm is unloaded and holstered.

Procedure: On signal move to table and retrieve magazines and engage targets as they become visible.

Note: All magazines to be used MUST be placed on the table. The pram must remain under the control of the shooter by holding the handle with one hand at all times whilst engaging the targets.

Note to R O: competitor may carry the magazines anywhere on his person after the start signal.



RANGE OFFICER BRIEFING

Stage 5: **Around the Corner**

Targets: 6 IPSC Classic Targets
 2 Poppers
 4 Plate
 4 No shoot targets

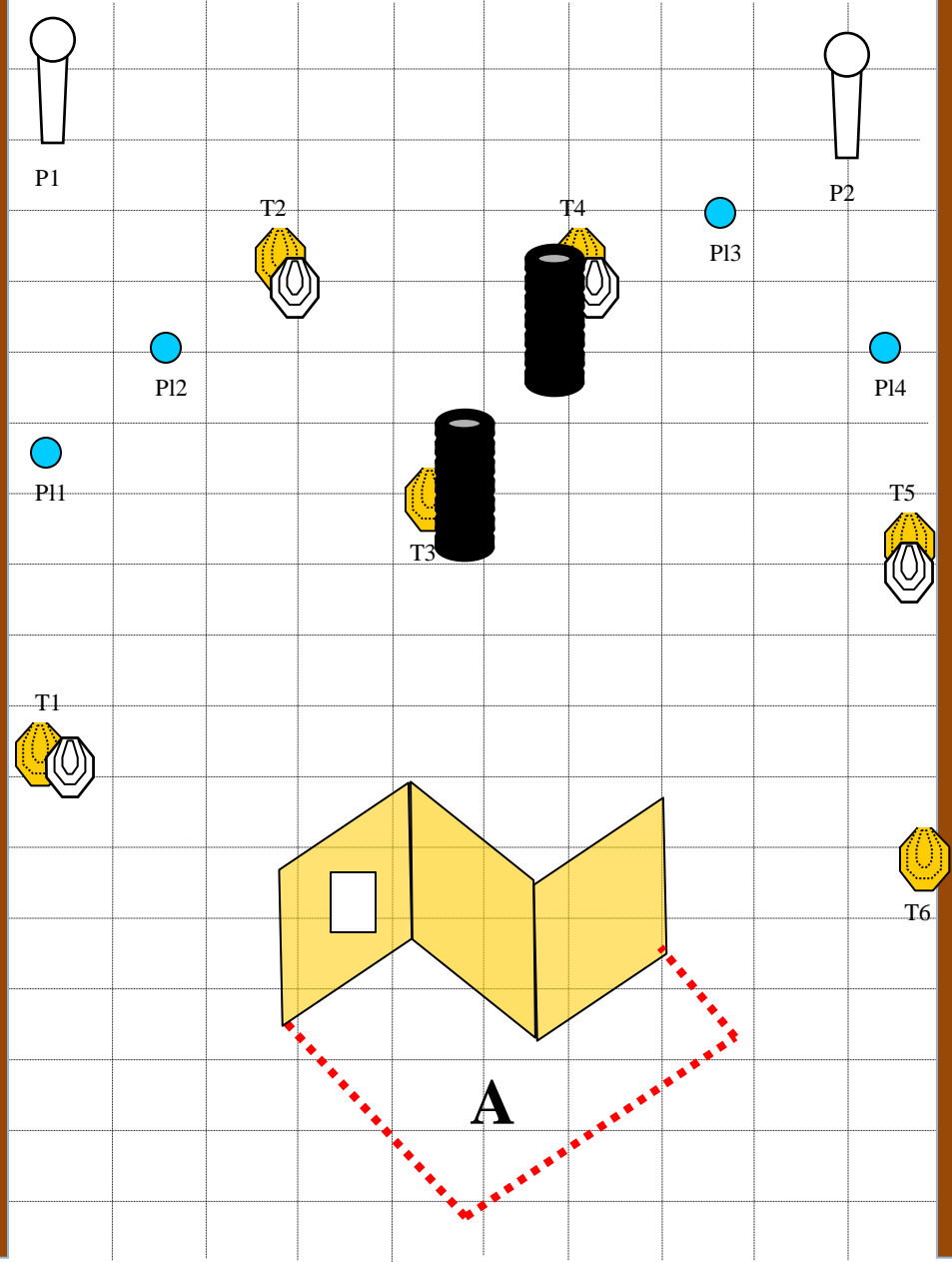
Distance: 5 - 25m

Rounds to be scored: 18

Start: Audible signal

Procedure: Competitor starts standing in block "A". Firearm loaded and holstered, hands relaxed at sides. On signal engage targets as they become visible while remaining in demarcated area.

Range 5



RANGE OFFICER BRIEFING

Stage 6: **Jump up Jack**

Targets: 8 IPSC Mini Targets
 3 No Shoot Targets
 2 Mini Popper
 6 Plate

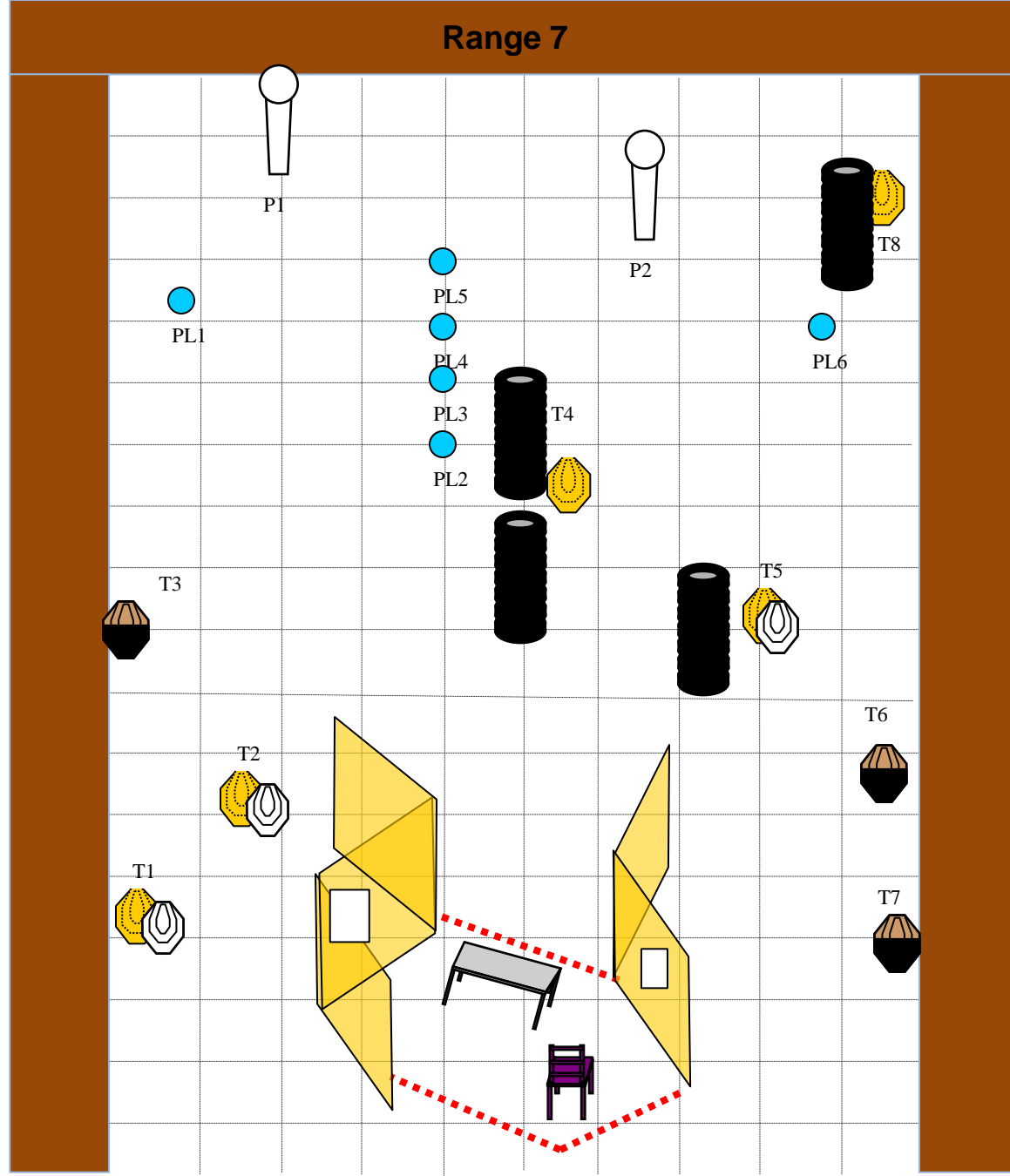
Distance: 5 - 15m

Rounds to be scored: 24

Start: Audible signal

Procedure: Competitor starts seated in chair (it may not be moved closer to the table) hands on knees. Firearm loaded and placed flat on table. On signal engage targets as they become visible while remaining in the demarcated area.

Build note: Plates 2 to 5 must be placed in a straight line in such a way that they must be be shot in sequence (front to back) and also that the falling plate does not disturb the plate behind it.



RANGE OFFICER BRIEFING

Stage 7: **Where to**

Targets: 11 IPSC Targets
6 No Shoot Targets
2 Mini Poppers
1 Popper
7 Plates

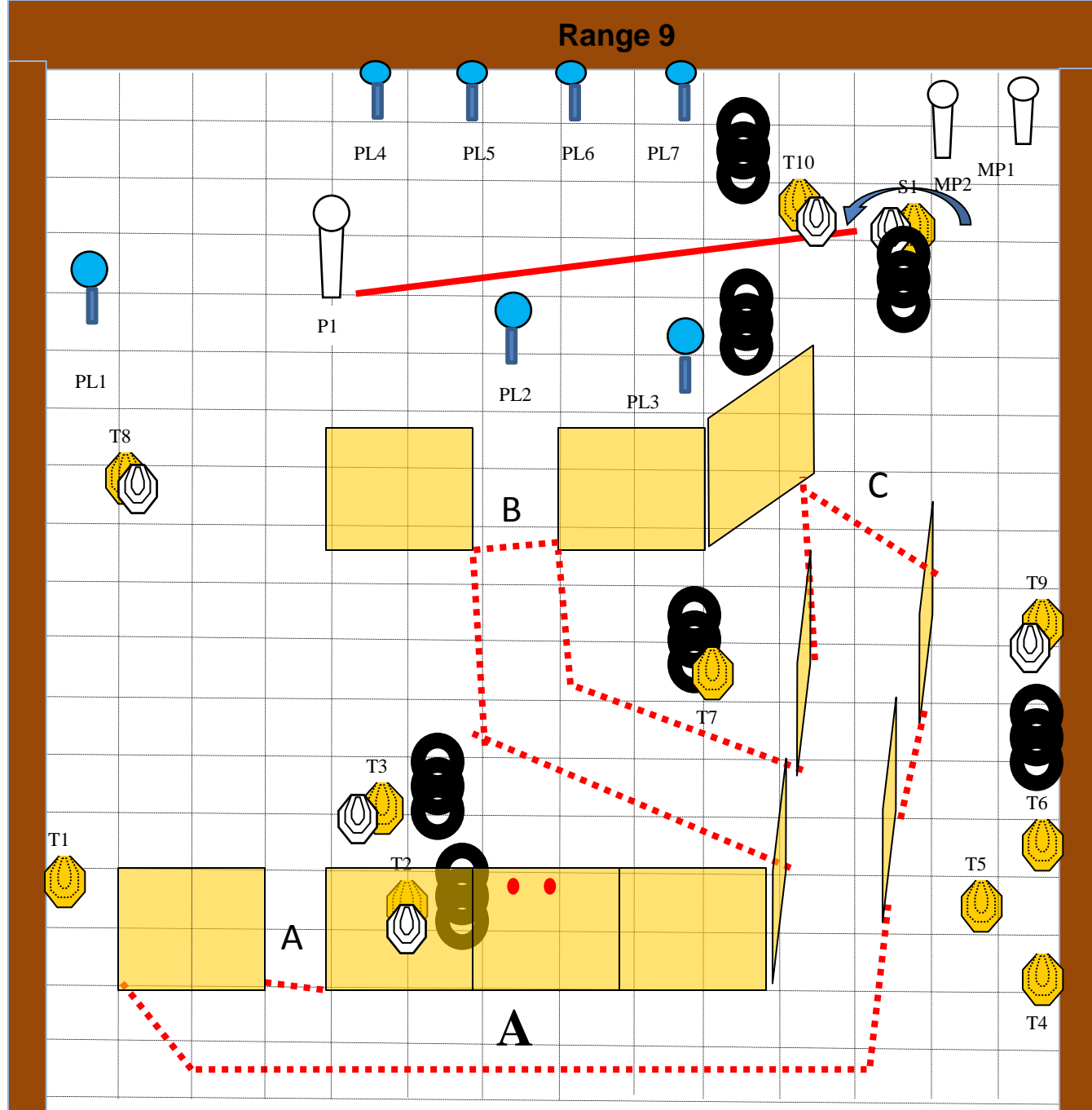
Distance: 3 - 20m

Rounds to be scored: 32

Start: Audible signal

Procedure: Competitor starts with palms placed flat on barricade at A. Firearm loaded and holstered. On signal engage targets as they become visible while remaining in demarcated area. **P1 activates S1 which remains visible.**

Build note: P1 only visible from port "A" and "B" and S1 only visible from port "C".



RANGE OFFICER BRIEFING

Stage 8: **Hide and Seek**

Targets: 4 IPSC Targets
 1 Plate

Distance: 5 - 20 m

Rounds to be scored: 9

Start: Audible signal

Start position: Competitor starts standing anywhere in demarcated area "A" or "B", with hands in the surrender position and facing downrange.

Ready condition: Firearm is loaded and holstered.

Procedure: On signal engage all targets as you see them, from inside the demarcated areas. Shooter must move from "A" to "B" or "B" to "A" to engage targets on left and right respectively. *Starting at the first shooting position, targets must be engaged with the weak hand only, second shooting position, targets are engaged strong hand only.*

