

HANDGUN Level II League March 2016

Stage No.	STAGE NAME	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	Table & Mags	Loaded	1			21	105	10.1%	8														2	2		3	
2	Around the Bend	Unloaded		1		22	110	10.6%	10														3	1		1	
3	Cooper Hi Jack	Loaded		1		22	110	10.6%	8														2	2		2	
4	Check Mate	Chb Empty			1	32	160	15.5%	13							2							4	1		1	
5	No Shoot Haven	Loaded	1			12	60	5.8%	4										1				5	1		1	
6	Chioces	Loaded		1		21	105	10.1%	5							4							3	3			
7	The Long way up	Loaded			1	32	160	15.5%	14														5	4			
8	Strong & Weak Hand	Loaded	1			12	60	5.8%	5														3	2			
9	Toilet Spray	Unloaded	1			11	55	5.3%	4														3			3	
10	Be Aware of the S	Loaded		1		22	110	10.6%	9														3	3		1	
11																											
12																											
13																											
Totals			4	4	2	207	1035	100%	80	0	0	0	0	0	0	6	0	0	1	0	0	0	33	19	0	0	12
Total Stages				10																							

Required stage ratio (App A4)

REMARKS

- Option 1 start7
- Option 2 start1
- Option 3 start2
- 10



ALL TARGETS IN THIS MATCH WILL BE BROWN TARGETS.



ALL NO SHOOT TARGETS IN THIS MATCH WILL BE WHITE TARGETS.



PI = PLATE



P = Popper

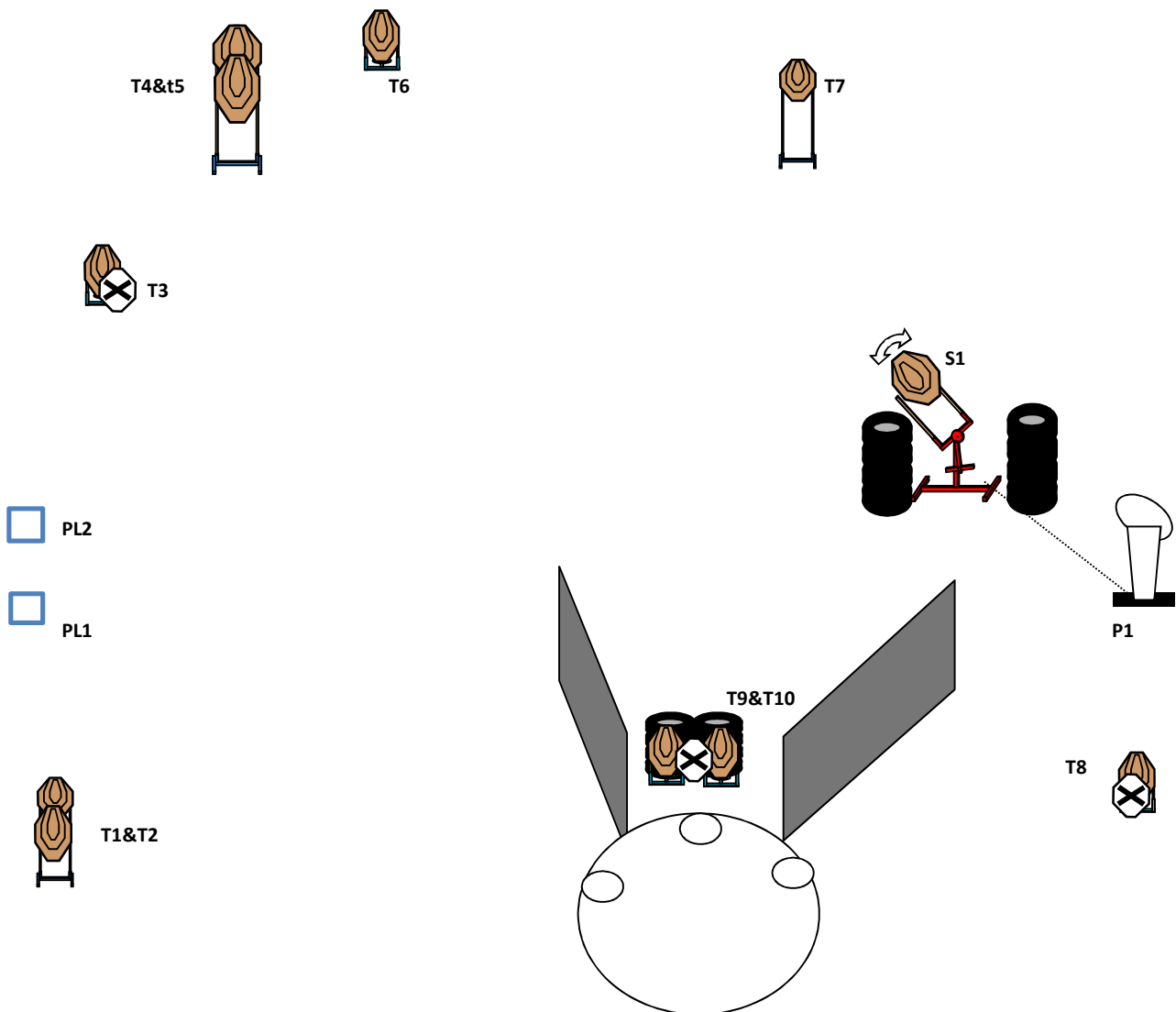
COURSE DESIGNER : TINUS 2

STAGE NAME: The Loo

LONG COURSE
HANDGUN STAGE 1

Targets:	11 IPSC targets	Poppers:	Minimum rounds:	25
1			Possible points:	125
Plates:	2		Distance:	3 - 15m
No shoot targets:	3		Start:	On audible signal.
			Stop:	On last shot.
			Penalties:	As per latest IPSC rules.

Shooter starts standing in middle of shooting area. A facing down range
The gun is unloaded and holstered
On signal engage targets as they become visible whilst staying in the demarcated area.
P1 will activate S1. S1 will stay visible



Notes for stage builder

Notes for Range Officer

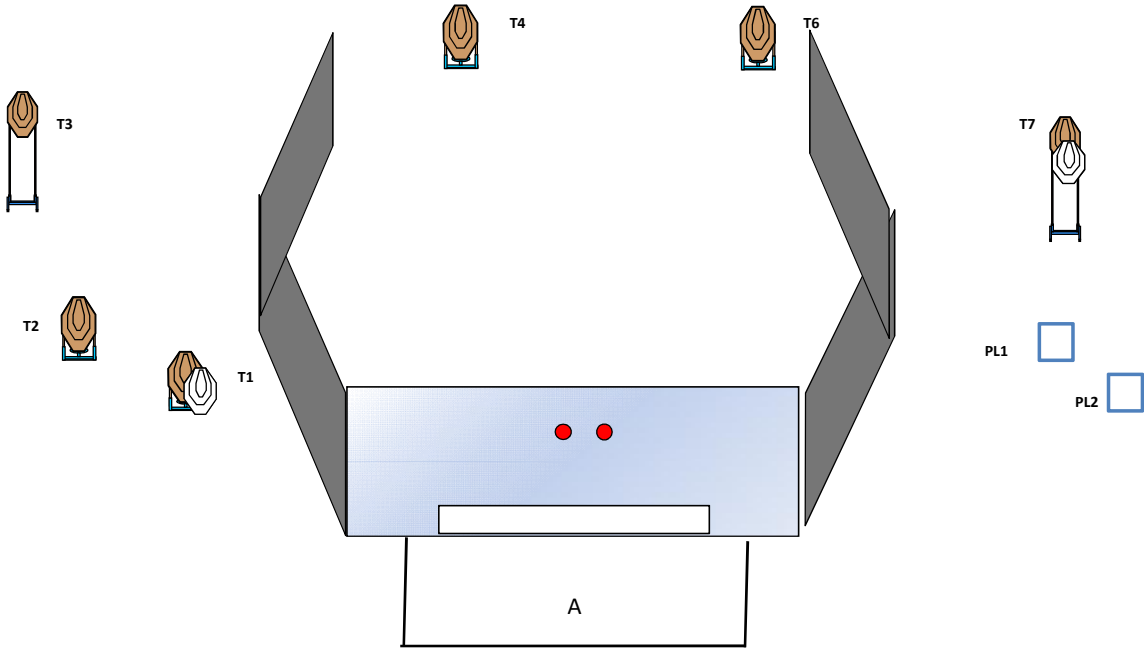
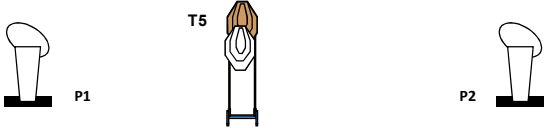
COURSE DESIGNER : Tinus 2 STAGE NAME: Go Low

MEDIUM COURSE

HANDGUN STAGE 2

Targets:	7 IPSC Targets	Number of rounds to scored:	18
IPSC Poppers:	2	Possible points:	90
No shoot targets:	3	Distance:	2 - 15m
IPSC Plates:	2	Start:	On audible signal.

The competitor starts with both hands on demarcated area's facing down range. Gun is loaded and holstered
On signal engage targets as they become visible from within the demarcated area.



Notes for Stage Builder

Notes for Range Officer

MEDIUM COURSE

HANDGUN STAGE 3

Targets: 9 IPSC targets
Poppers: 3
Plates: 3
No shoot targets: 3

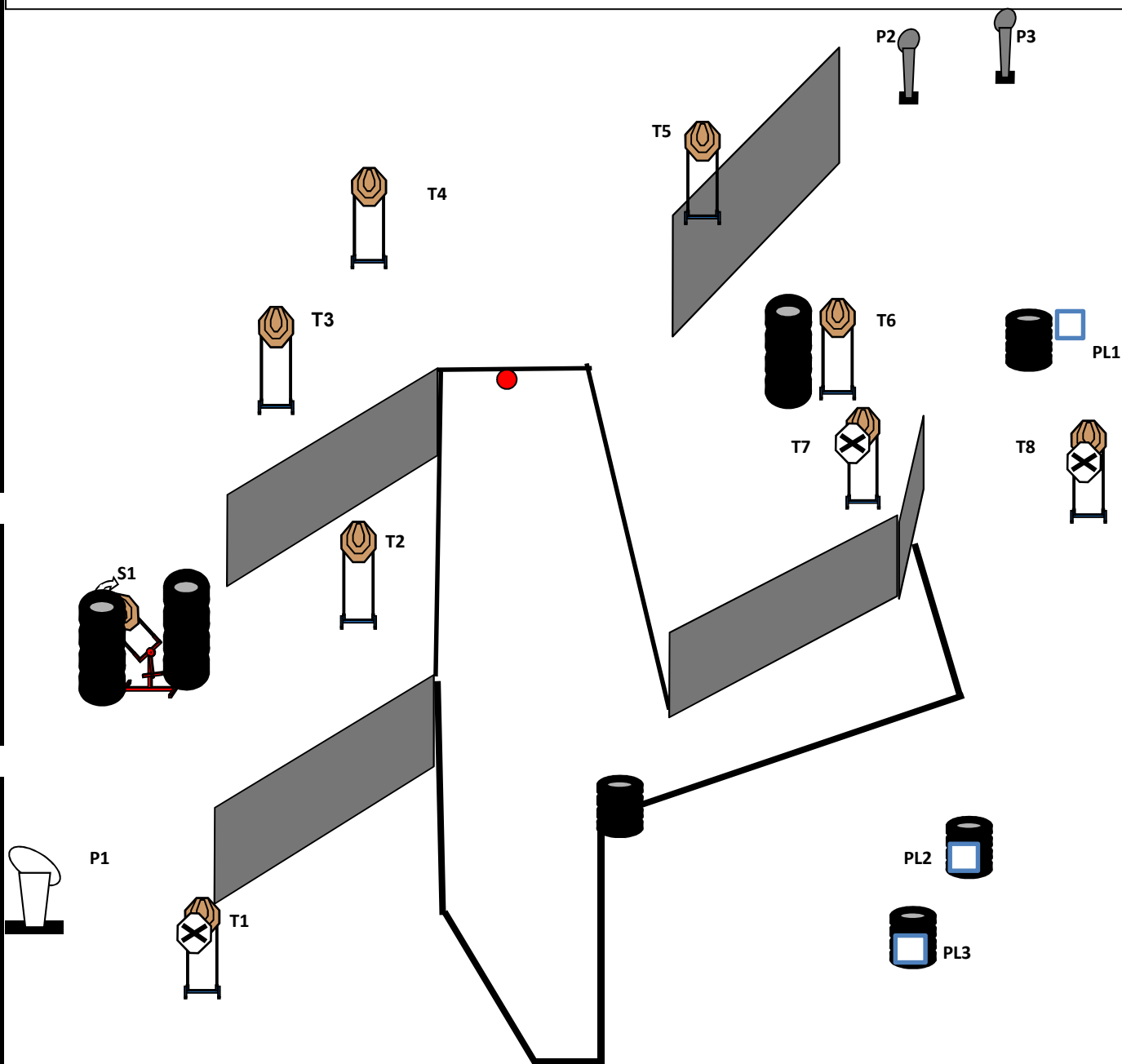
Minimum rounds: 24
Possible points: 1120
Distance: 3 - 10m
Start: On audible signal.
Penalties: As per latest IPSC rules.

Shooter starts standing one foot touching A , Hands at sides

The gun is loaded and holstered.

On signal engage targets as they become visible whilst staying in the demarcated area.

P1 will activate S1. S1 will stay visible



Notes for stage builder

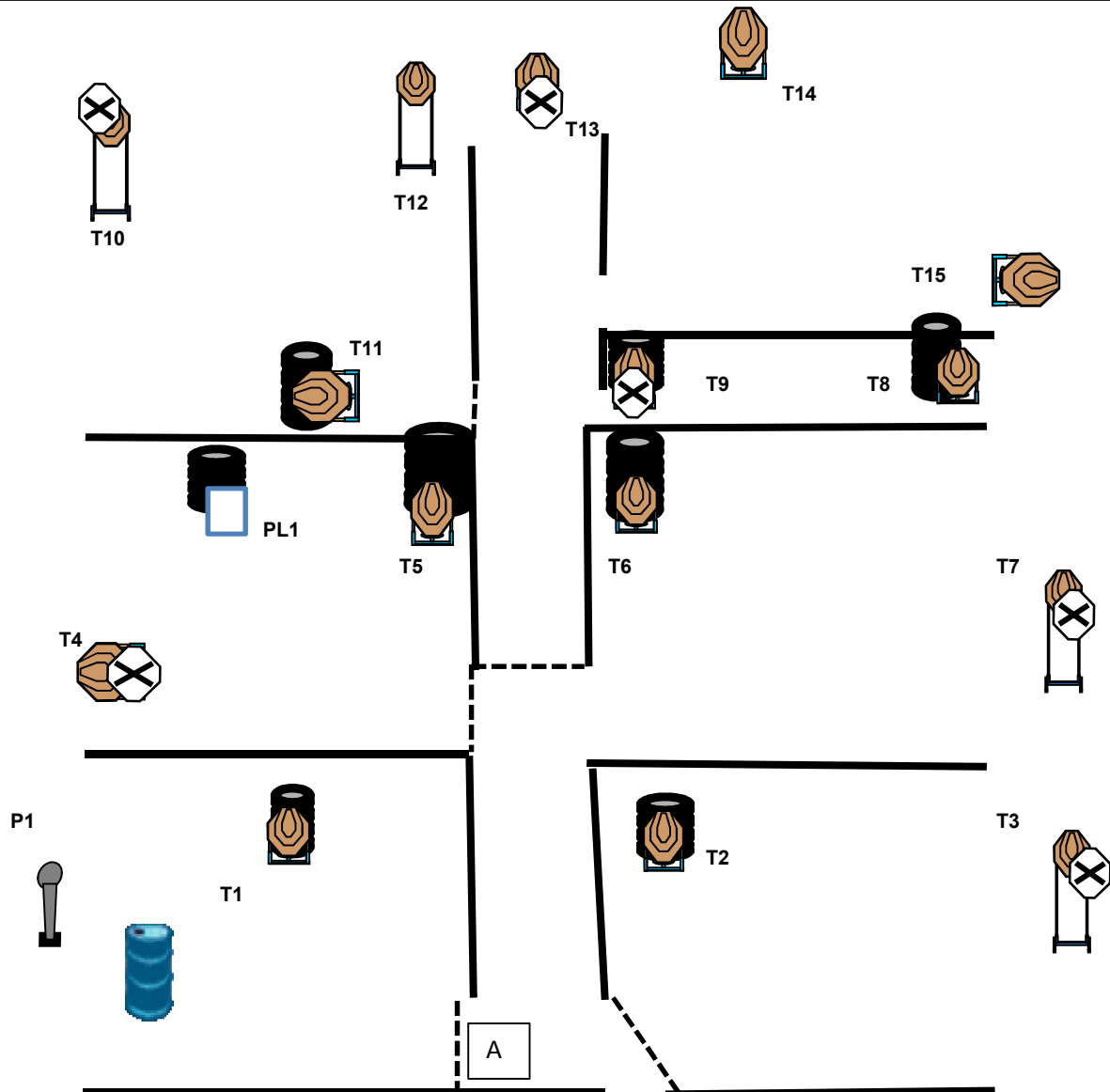
Notes for Range Officer

LONG COURSE
HANDGUN STAGE 4

Targets:	15 IPSC targets
Poppers:	1 IPSC Poppers
Plates:	1
No shoot targets:	5

Minimum rounds:	32
Possible points:	160
Distance:	1 - 25m
Start:	On audible signal.
Stop:	On last shot.
Penalties:	As per latest IPSC rules.

Shooter starts standing relaxed in A. Hands surrender
The gun is loaded Chamber empty and holstered.
On signal engage targets as they become visible.



Notes for stage builder

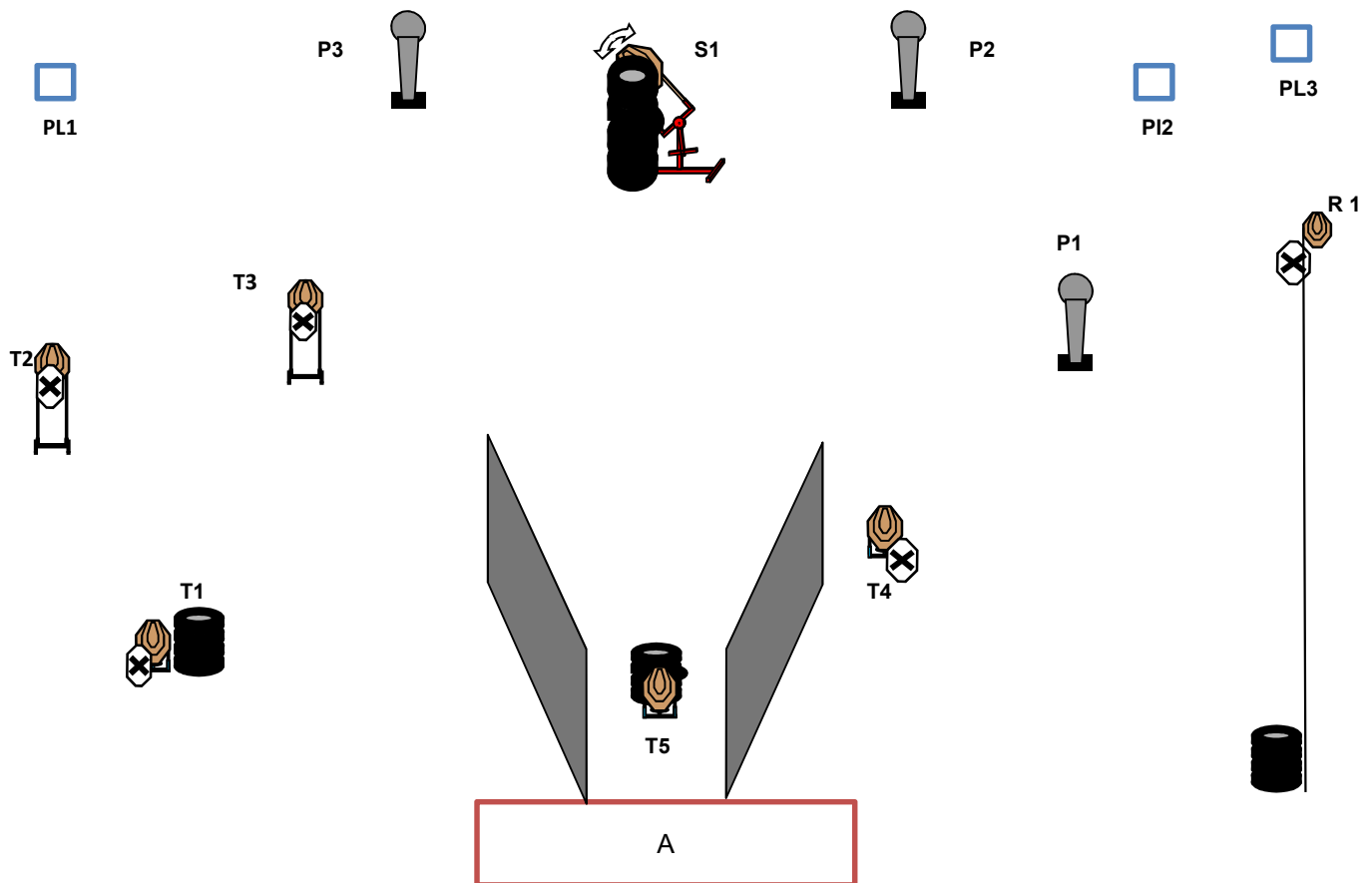
Notes for Range Officer

**MEDIUM COURSE
HANDGUN STAGE 5**

Targets:	7 IPSC targets
Poppers:	3
Plates:	3
No shoot targets:	5

Minimum rounds:	20
Possible points:	150
Distance:	05 -25m
Start:	On audible signal.
Stop:	On last shot.
Penalties:	As per latest IPSC rules.

Shooter starts standing in A. Gun loaded and holstered. On signal engage targets from within the demarcated area. PP1 will activate R1 and S1, R1 will disappear and will score double.



Notes for stage builder

Notes for Range Officer

n 25m teiken met n no shoot is bietjie taai.

As jy die runner dubbel laat score moet hy BAIE vinnig wees. Dit moet n challenge wees.

9 shot rule



COURSE DESIGNER : TINUS 2

RANGE NAME: CHOICES

SHORT COURSE

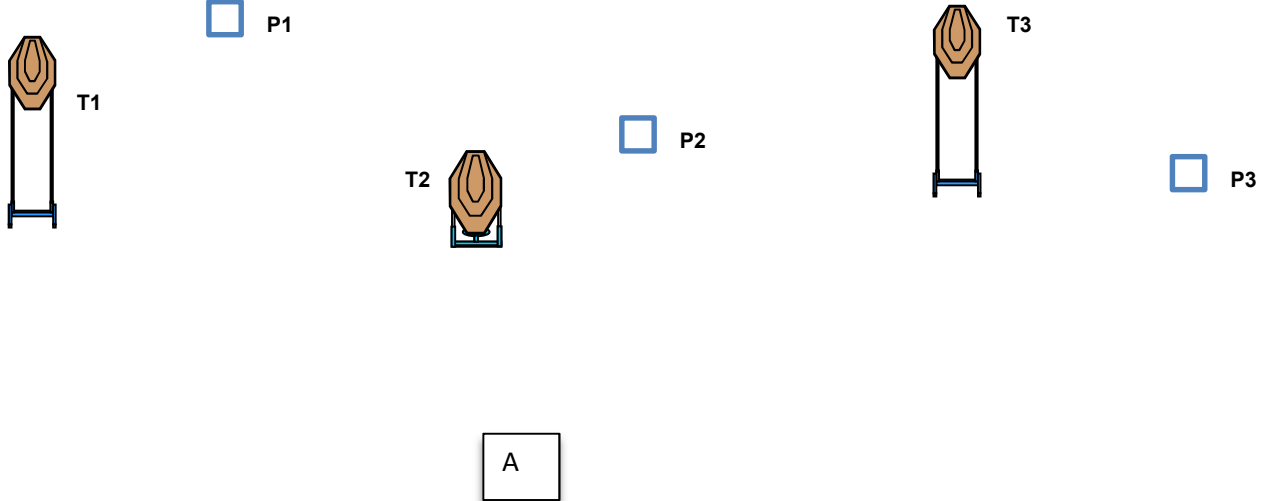
HANDGUN STAGE 6

Targets:	3 IPSC Targets	Poppers:	9
0		Possible points:	45
Plates:	3	Distance:	5-10m
No shoot targets:	3	Start:	On audible signal.
		Stop:	On last shot.
		Penalties:	As per latest IPSC rules.

Shooter starts standing relaxed in Area A, hands on Head

The gun is unloaded, and holstered.

On signal engage targets as they become visible whilst remaining demarcated area.



Notes for stage builder

Notes for Range Officer

COURSE DESIGNER : Tinus

STAGE NAME: Don't miss the poppers

SHORT COURSE

HANDGUN STAGE 7

Targets:	3 Mini IPSC Targets	Number of rounds to scored:	9
IPSC Poppers:	3	Possible points:	45
No shoot targets:		Distance:	10 m
IPSC Plates:	0	Start:	On audible signal.

The competitor starts in area A with hands at sides Gun is loaded and holstered
On signal engage targets as they become visible from within the demarcated area.



A

Notes for Stage Builder

Notes for Range Officer

COURSE DESIGNER : TINUS

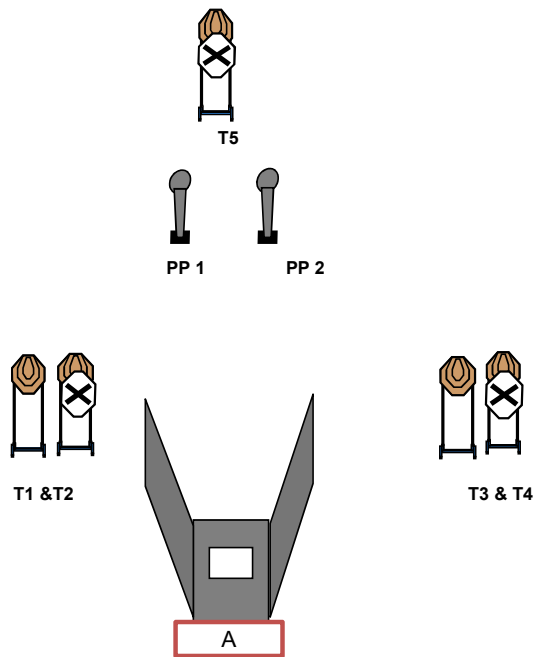
NAME: STRONG HAND ? WEAK HAND

SHORT COURSE
HANDGUN STAGE 8

Targets: 5 IPSC targets
Poppers: 2 IPSC Poppers
Plates: 0
No shoot targets: 3

Minimum rounds: 12
Possible points: 60
Distance: 10 - 18m
Start: On audible signal.
Stop: On last shot.
Penalties: As per latest IPSC rules.

Shooter starts standing relaxed with both hands on head in area A. The gun is loaded and holstered.
Chamber empty. On signal engage targets as they become visible whilst staying in the demarcated area.
T1 & T2 Left Hand only (unsupported). T3 & T4 Right Hand only (unsupported).



Notes for stage builder

Notes for Range Officer

Plant n paal indie middel van jou area en maak n sisal tou daaraan vas. Maak die box net groot genoeg vir 2 groot boots en laat hulle aan die tou hang om links en regs te skiet. Dit gaan almal force om dit reg te doen.

COURSE DESIGNER : TINUS

STAGE NAME: Toilet Spray

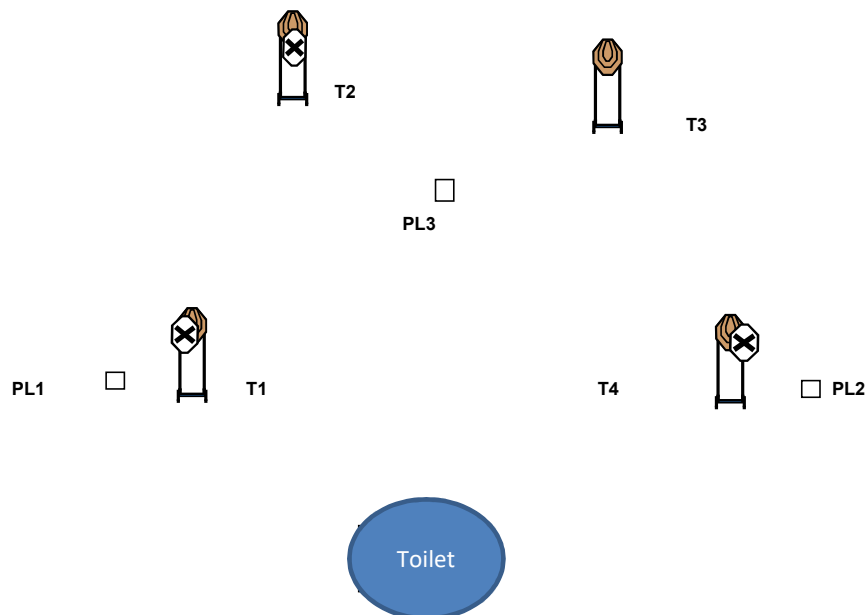
SHORT COURSE

HANDGUN STAGE 9

Targets:	4 IPSC targets
Poppers:	0
Plates:	3
No shoot targets:	3

Minimum rounds:	11
Possible points:	55
Distance:	08 -15m
Start:	On audible signal.
Stop:	On last shot.
Penalties:	As per latest IPSC rules.

Shooter starts seated on Toilet holding newspaper in both hands with legs tied together. On signal engage targets as they become visible from within the demarcated area,
Gun loaded chamber empty and holstered.



Notes for stage builder

Notes for Range Officer

Sit eerder die gun op n tafeltjie neer. Draw en rack en bene in die pad en gatte in kniee.

COURSE DESIGNER : TINUS

STAGE NAME: Be Aware of the S

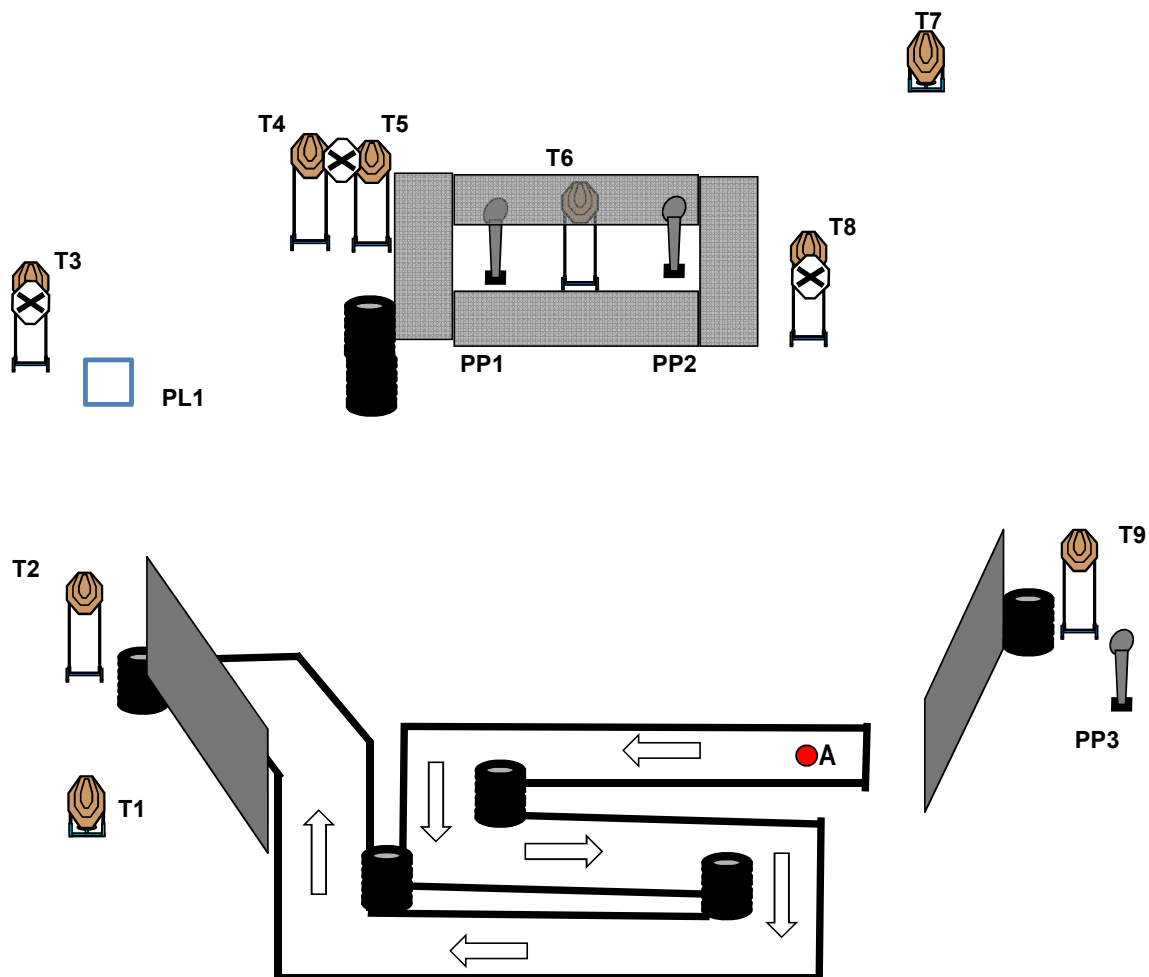
MEDIUM COURSE

HANDGUN STAGE 10

Targets: 9 IPSC targets
Poppers: 3
Plates: 1
No shoot targets: 3

Minimum rounds: 22
Possible points: 110
Distance: 3 - 20m
Start: On audible signal.
Stop: On last shot.
Penalties: As per latest IPSC rules.

Shooter starts standing at point A facing down range
The gun is loaded and holstered.
On signal engage targets as they become visible whilst staying in the demarcated area.



Notes for stage builder

Notes for Range Officer