

# HANDGUN Level II League and SAPS National Champs September

Stage No.	STAGE NAME	Starting Option	Type			Min No. Rds	Match Score		Paper Targets												
			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
1	Speed Kills	Loaded	1			9	45	5.2%	4												
2	On the Loo	Unloaded		1		18	90	10.4%	6												
3	Where to start	Loaded	1			10	50	5.8%	3												
4	How low can you go	Loaded	1			12	60	6.9%	5												
5	Check Mate	Loaded			1	32	160	18.5%	12							2					
6	Shooters Haven	Loaded	1			12	60	6.9%	4										1		
7	Quad Experts	Unloaded	1			10	50	5.8%	4												
8	Choices	Loaded			1	32	160	18.5%	14												
9	Strong & Weak Hand	Unloaded		1		16	80	9.2%	7												
10	Be Aware	Loaded		1		22	110	12.7%	11												
11																					
12																					
13																					
Totals			5	3	2	173	865	100%	70	0	0	0	0	0	0	2	0	0	1	0	0

Total Stages 10

Required stage ratio (App A4)

## REMARKS

Option 1 start 7  
Option 2 start 1  
Option 3 start 2  
10



ALL TARGETS IN THIS MATCH WILL BE BROWN TARGETS.



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



PI = PLATE

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		Metal			
Clay	NS	Poppers		Plate	
		Full	Mini	Round	Square
	0				1
	3	1	2		3
	0				4
	1	2			
	4	1			3
	3	1			1
	2	2			
	4	4			
	5	2			
	2				
0	24	13	2	0	12

**COURSE DESIGNER : TINUS**

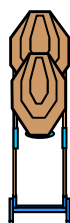
**STAGE NAME: SPEED KILLS**

**SHORT COURSE  
HANDGUN STAGE 1**

Targets:	4 IPSC targets
Poppers:	0
Plates:	1
No shoot targets:	0

Minimum rounds:	9
Possible points:	45
Distance:	10 -12m
Start:	On audible signal.
Stop:	On last shot.
Penalties:	As per latest IPSC rules.

Shooter starts standing relaxed in A. Gun is loaded and holstered. Hands at sides. On signal engage targets as they become visible from within the demarcated area,



**T1 & T2**

**PL1**



**T3 & T4**

**A**

Notes for stage builder

Notes for Range Officer

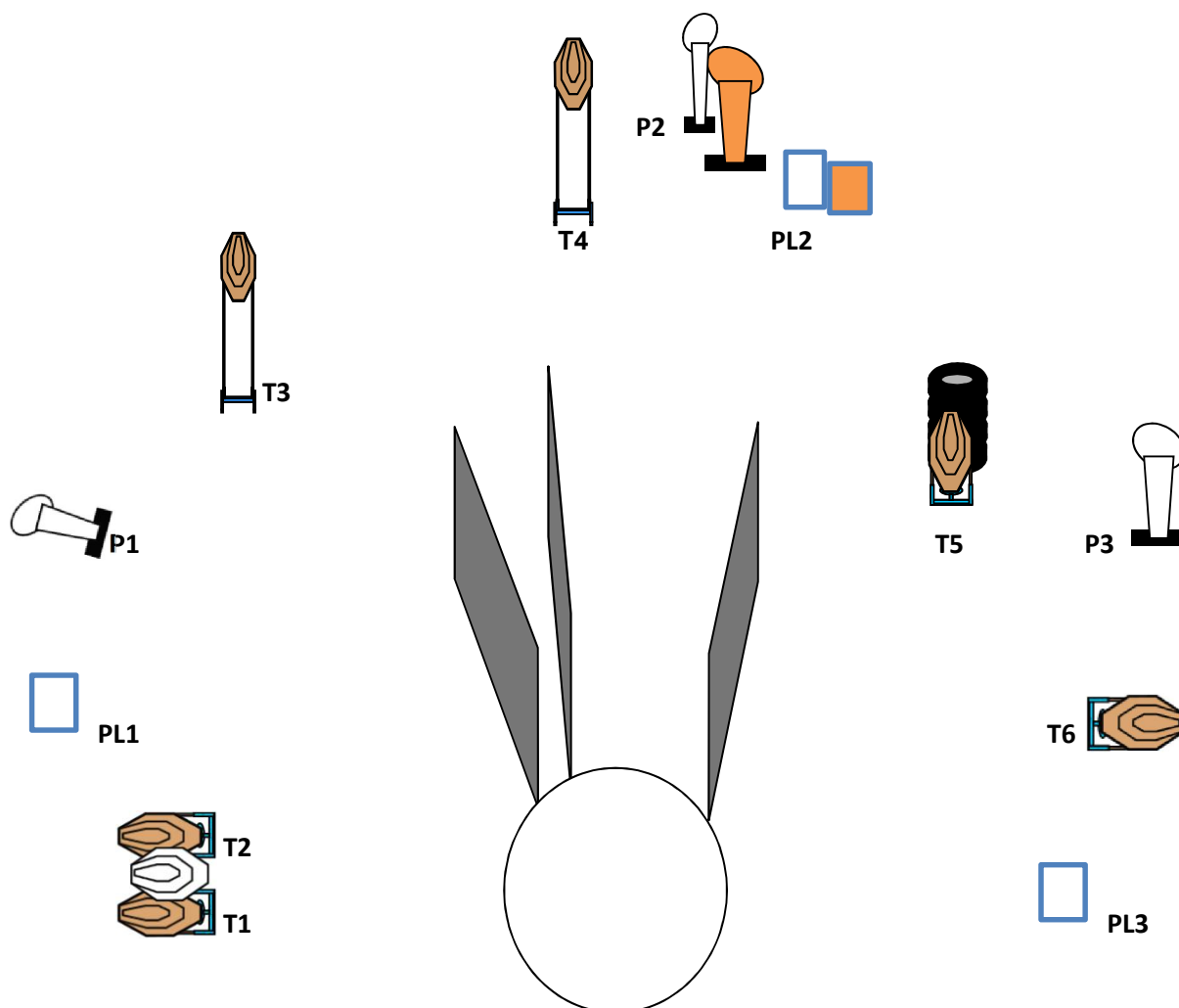
COURSE DESIGNER : TINUS

STAGE NAME: ON THE LOO

**MEDIUM COURSE**  
**HANDGUN STAGE 2**

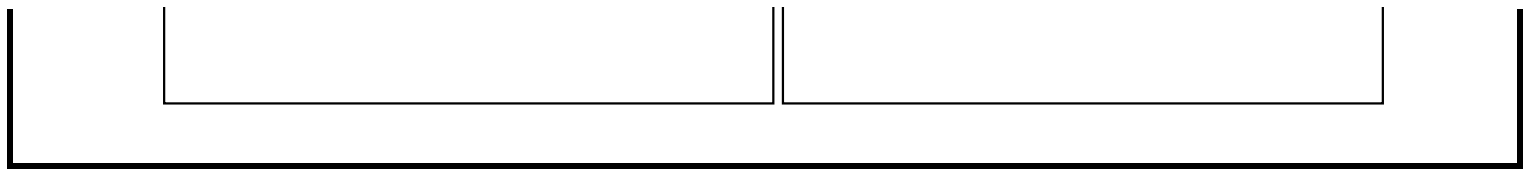
Targets:	6 IPSC Targets	Number of rounds to scored:	18
IPSC Mini Poppers	2	Possible points:	90
IPSC Poppers:	1	Distance:	2 - 15m
No shoot targets:	3	Start:	On audible
IPSC Plates:	3	signal.	

The competitor starts seated on chair with both hands on knees. Gun is loaded magazine inserted chamber empty and placed on table, barrel facing down range.  
On signal engage targets as they become visible from within the demarcated area.



Notes for Stage Builder

Notes for Range Officer



COURSE DESIGNER : TINUS

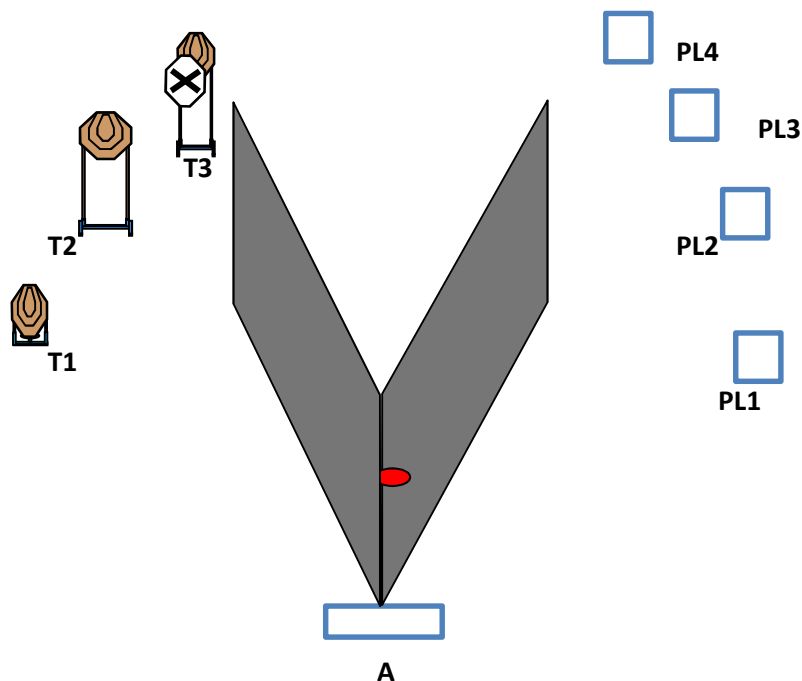
STAGE NAME: Where to start

**SHORT COURSE**  
**HANDGUN STAGE 3**

Type of course:	Comstock
Targets:	3 IPSC targets
IPSC Mini Poppers:	0
Plates:	4
No shoot targets:	0

Minimum rounds:	10
Possible points:	50
Distance:	10 - 18m
Start:	On audible signal.
Stop:	On last shot.
Penalties:	As per latest IPSC rules.

Shooter starts standing in shooting area A Relaxed, Hands on marked area  
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

1

COURSE DESIGNER : SAKKIE

STAGE NAME: HOW LOW CAN YOU GO

**SHORT COURSE**

**HANDGUN STAGE 4**

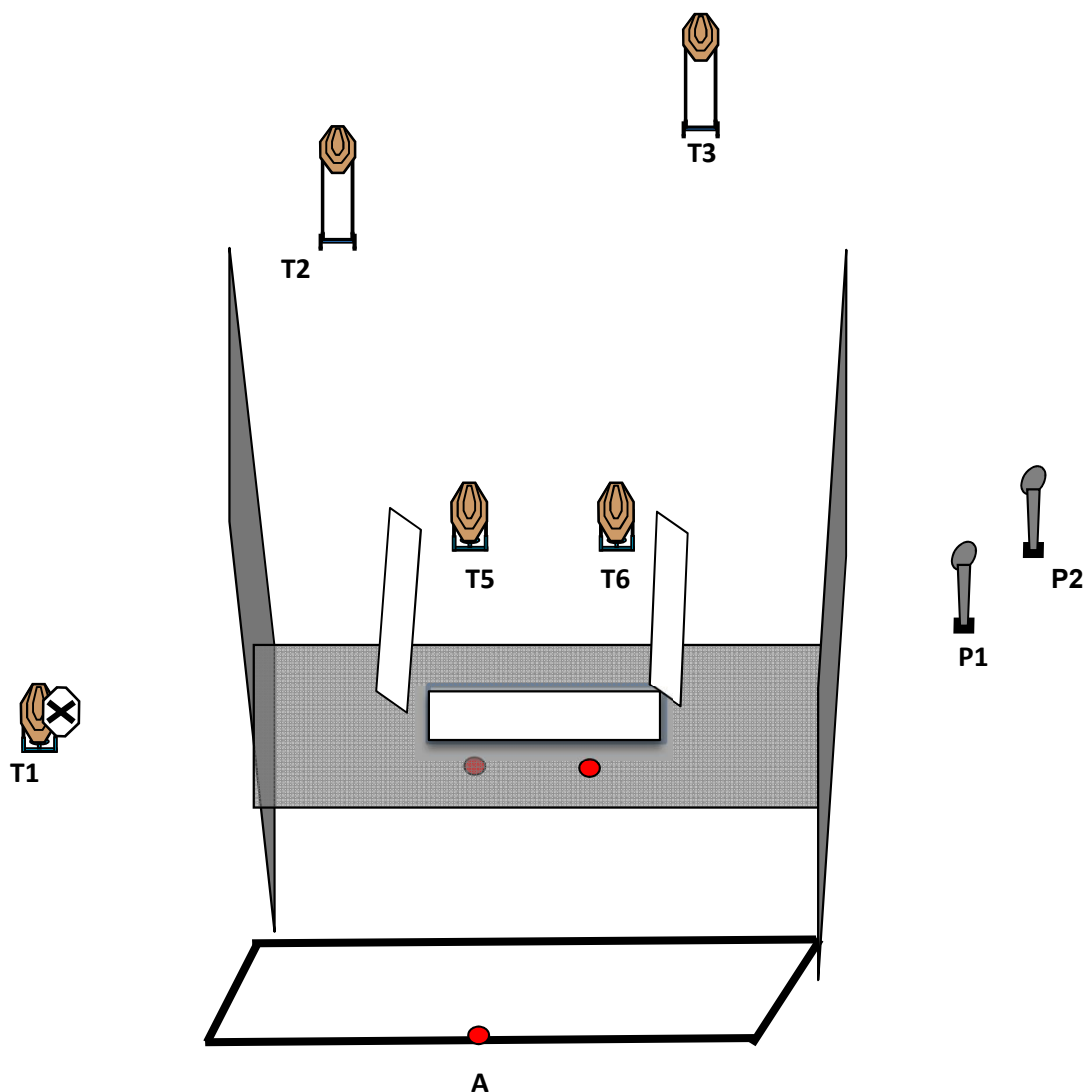
Targets:	5 IPSC targets	Poppers:
2		
Plates:	0	
No shoot targets:	1	

Minimum rounds:	12
Possible points:	60
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. Hands flat on marked area.

The gun is loaded and holstered.

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



**Notes for stage builder**

T5 and T6 must only be visible from prone position  
T5 and T6 must be covered, not to be visible through aperture

**Notes for Range Officer**



COURSE DESIGNER : TINUS 2

NAME: CHECK MATE

**LONG COURSE  
HANDGUN STAGE 5**

Targets:	14 IPSC targets
Poppers:	1 IPSC Poppers
Plates:	3
No shoot targets:	4

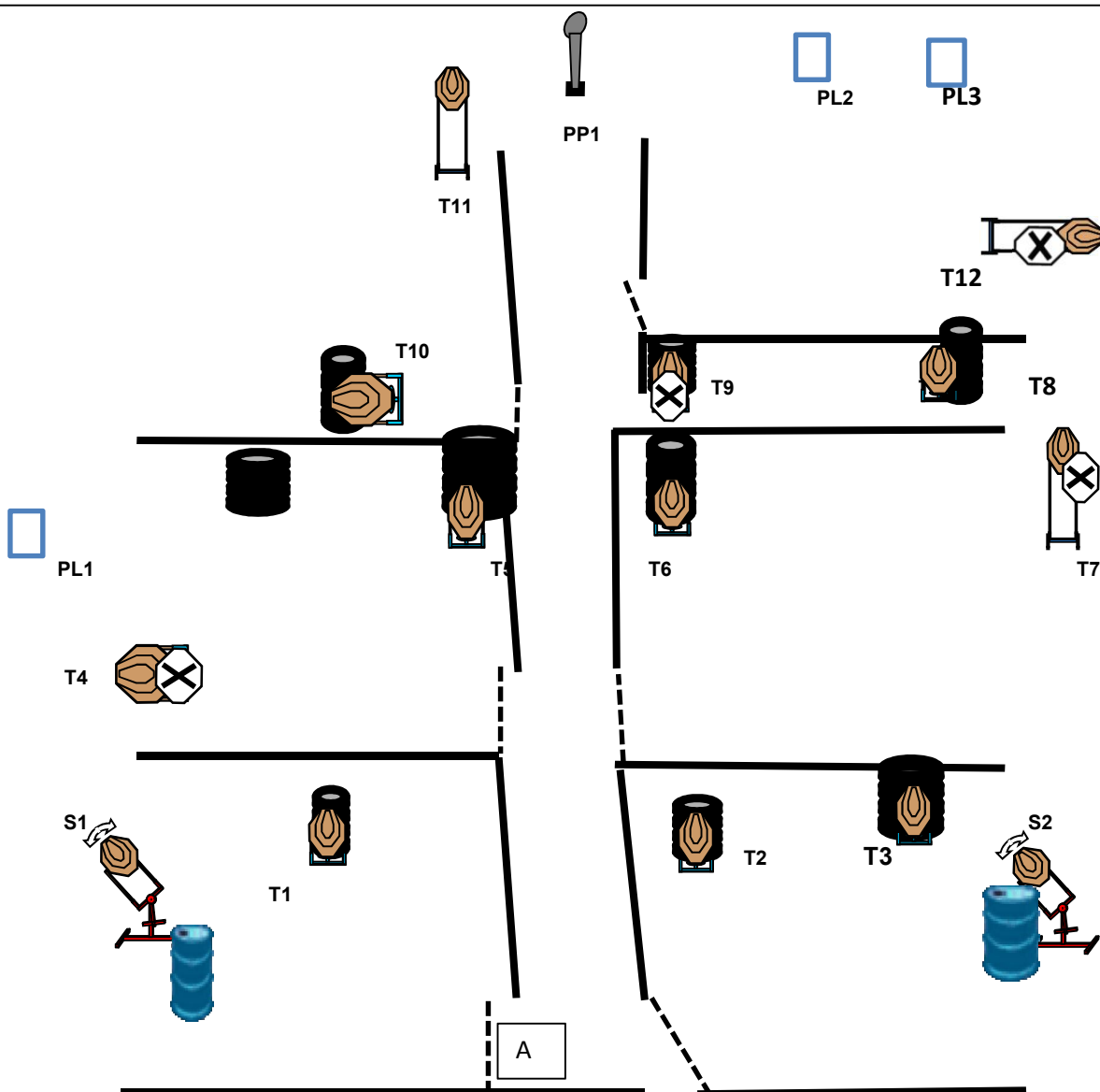
Minimum rounds:	32
Possible points:	160
Distance:	1 - 25m
Start:	On audible signal.
Stop:	On last shot.
Penalties:	As per latest IPSC rules.

Shooter starts standing relaxed in A. Hands surrender

The gun is loaded and holstered.

On signal engage targets as they become visible. PP1 activates S1 & S2

PP1 must be engaged from A



Notes for stage builder

Notes for Range Officer

COURSE DESIGNER : TINUS 2

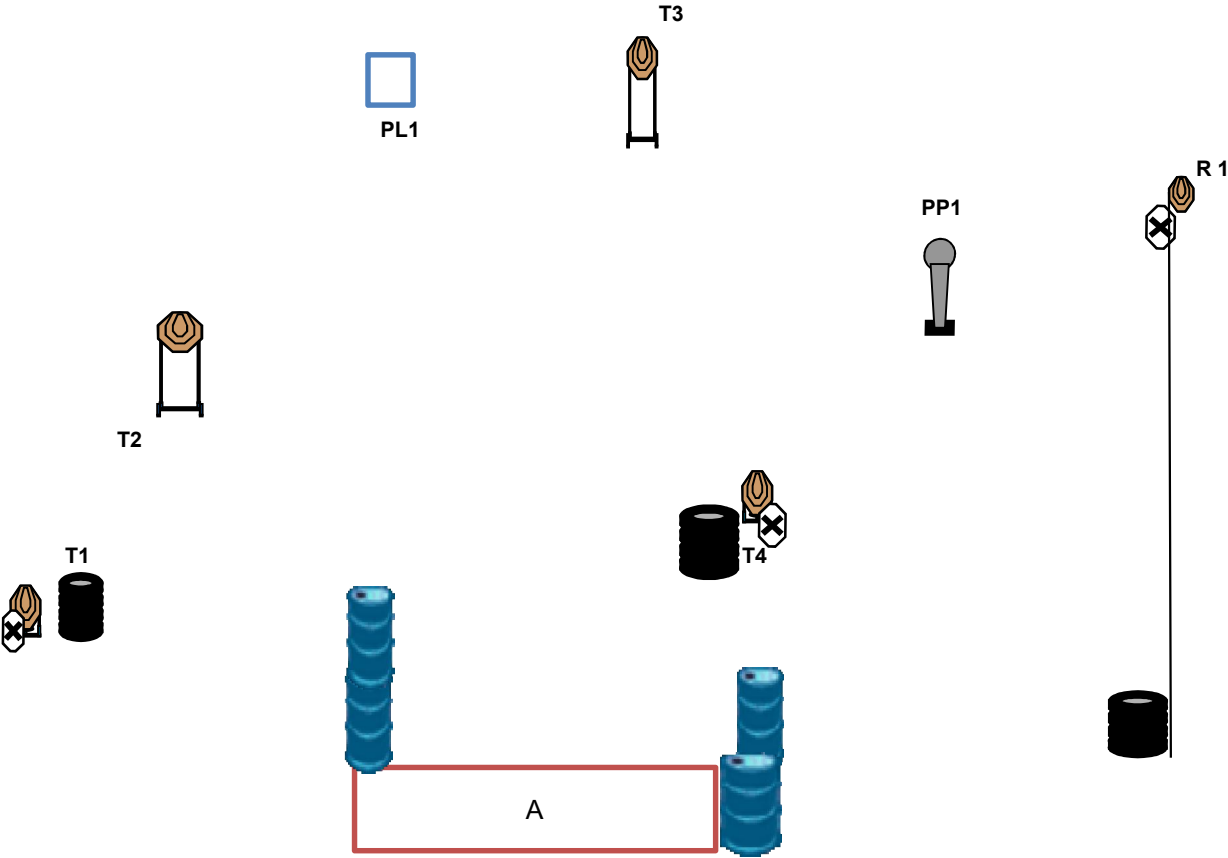
STAGE NAME: SHOOTERS HAVEN

SHORT COURSE

HANDGUN STAGE 6

Targets:	5 IPSC targets	Minimum rounds:	12
Poppers:	1	Possible points:	70
Plates:	1	Distance:	5 -15m
No shoot targets:	3	Start:	On audible signal.
		Stop:	On last shot.
		Penalties:	As per latest IPSC rules.

Shooter starts standing in A. Gun loaded and holstered. Hands at sides. On signal engage targets from within the demarcated area. PP1 will activate R1 which will dissapear and will score double.



Notes for stage builder

Notes for Range Officer

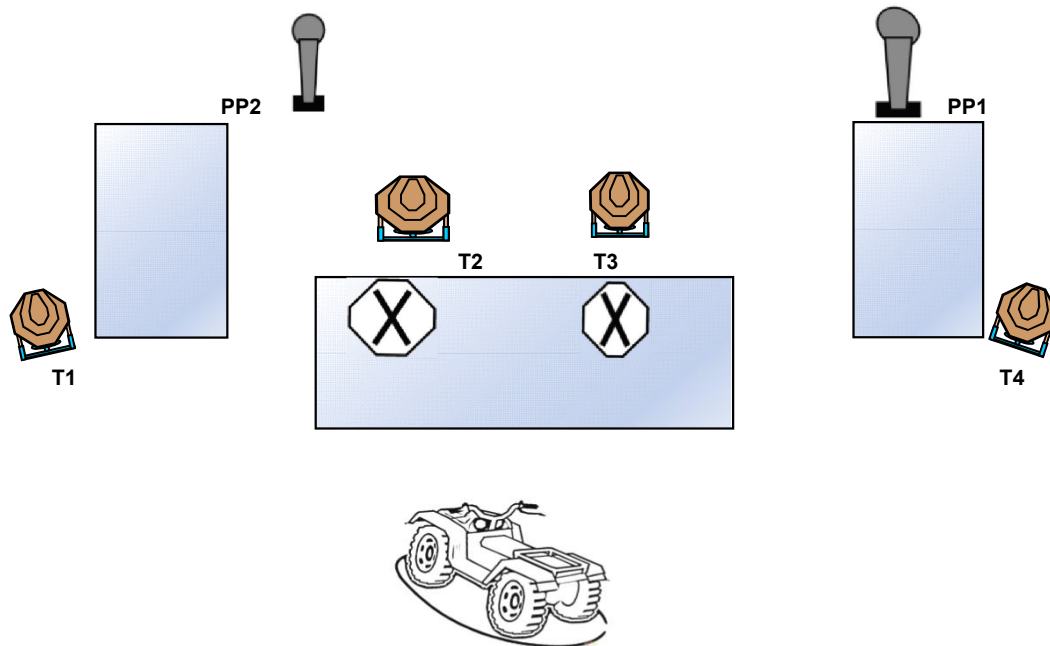
**COURSE DESIGNER : TINUS**

**RANGE NAME: QUAD EXPERTS**

**SHORT COURSE  
HANDGUN STAGE 7**

Targets:	4 IPSC Targets	Poppers:	Minimum rounds:	10
2			Possible points:	50
Plates:	0		Distance:	5-20m
No shoot targets:	2		Start:	On audible signal.
			Stop:	On last shot.
			Penalties:	As per latest IPSC rules.

Shooter starts seated on Quad hands on handlebars  
The gun is unloaded, and holstered.  
On signal engage targets as they become visible whilst remaining on Quadbike



**Notes for stage builder**

**Notes for Range Officer**

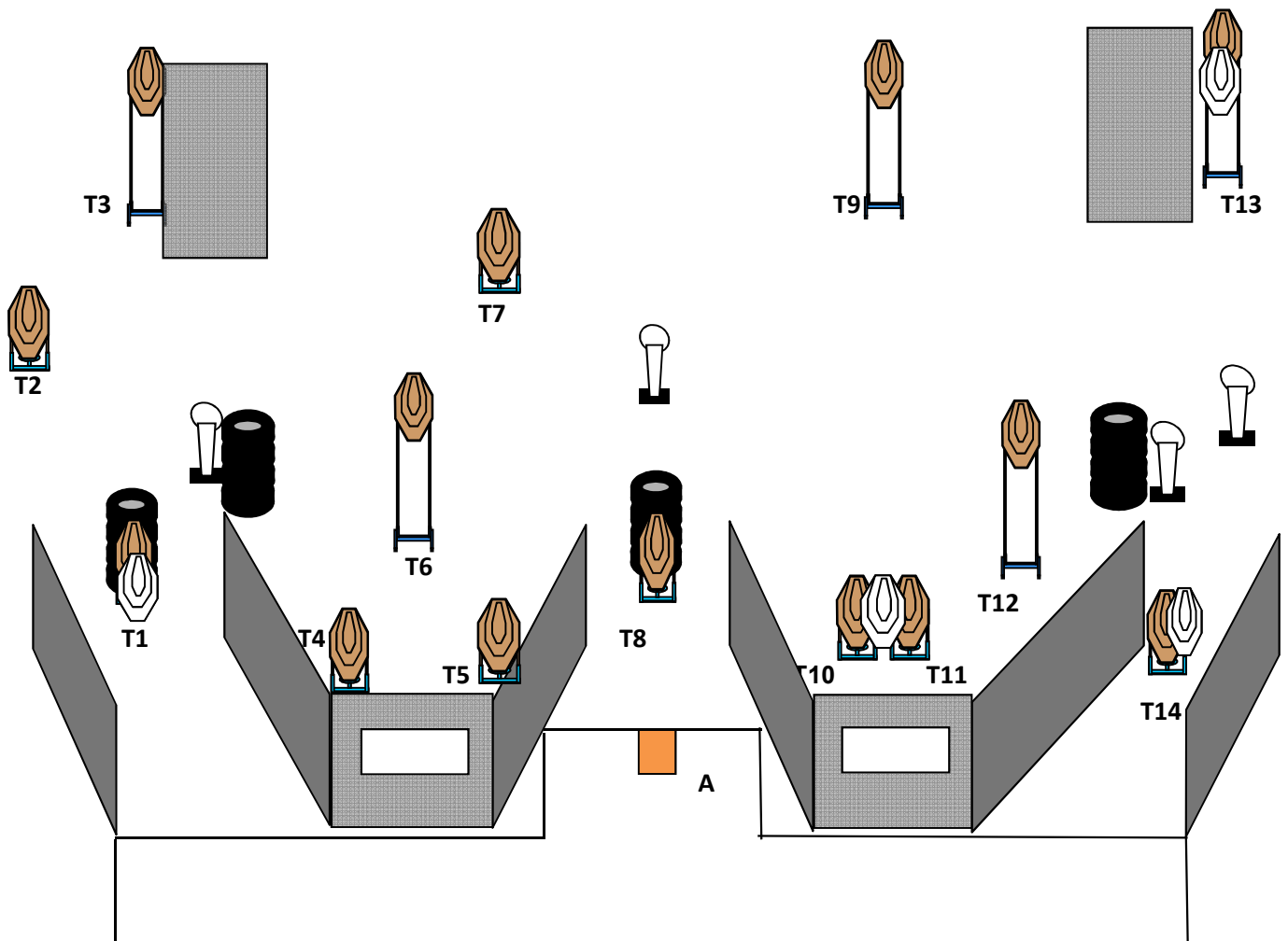
COURSE DESIGNER : SAKINUS

STAGE NAME: CHOICES

**LONG COURSE  
HANDGUN STAGE 8**

Targets:	14 IPSC Targets	Number of rounds to scored:	32
IPSC Poppers:	4	Possible points:	160
No shoot targets:	4	Distance:	2 - 20m
IPSC Plates:	0	Start:	On audible signal.

The competitor starts at A, hands relaxed at sides. 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

COURSE DESIGNER : TINUS

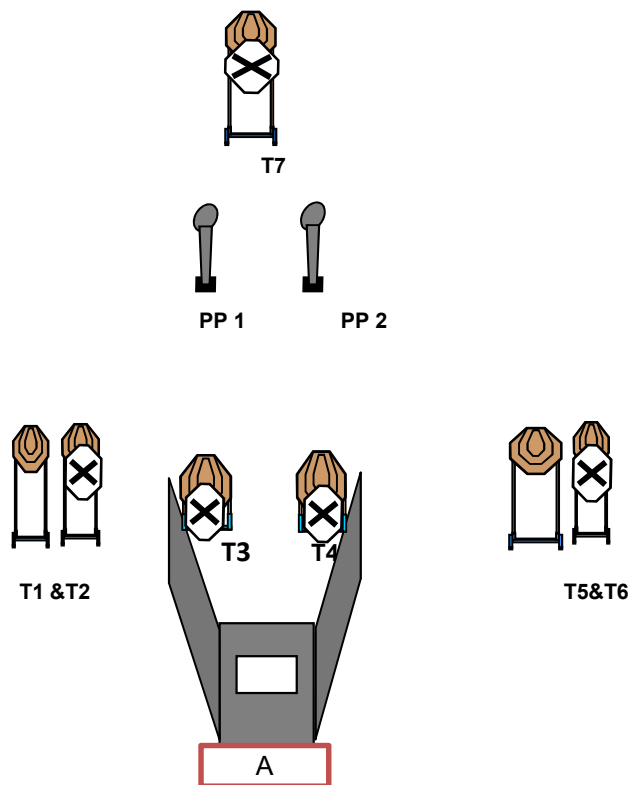
NAME: STRONG HAND ? WEAK HAND

**SHORT COURSE**  
**HANDGUN STAGE 9**

Targets:	7 IPSC targets
Poppers:	2 IPSC Poppers
Plates:	0
No shoot targets:	5

Minimum rounds:	16
Possible points:	80
Distance:	5 - 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). T5 & T6 Right Hand only (unsupported).



Notes for stage builder

Notes for Range Officer

COURSE DESIGNER : TINUS

STAGE NAME: BE AWARE

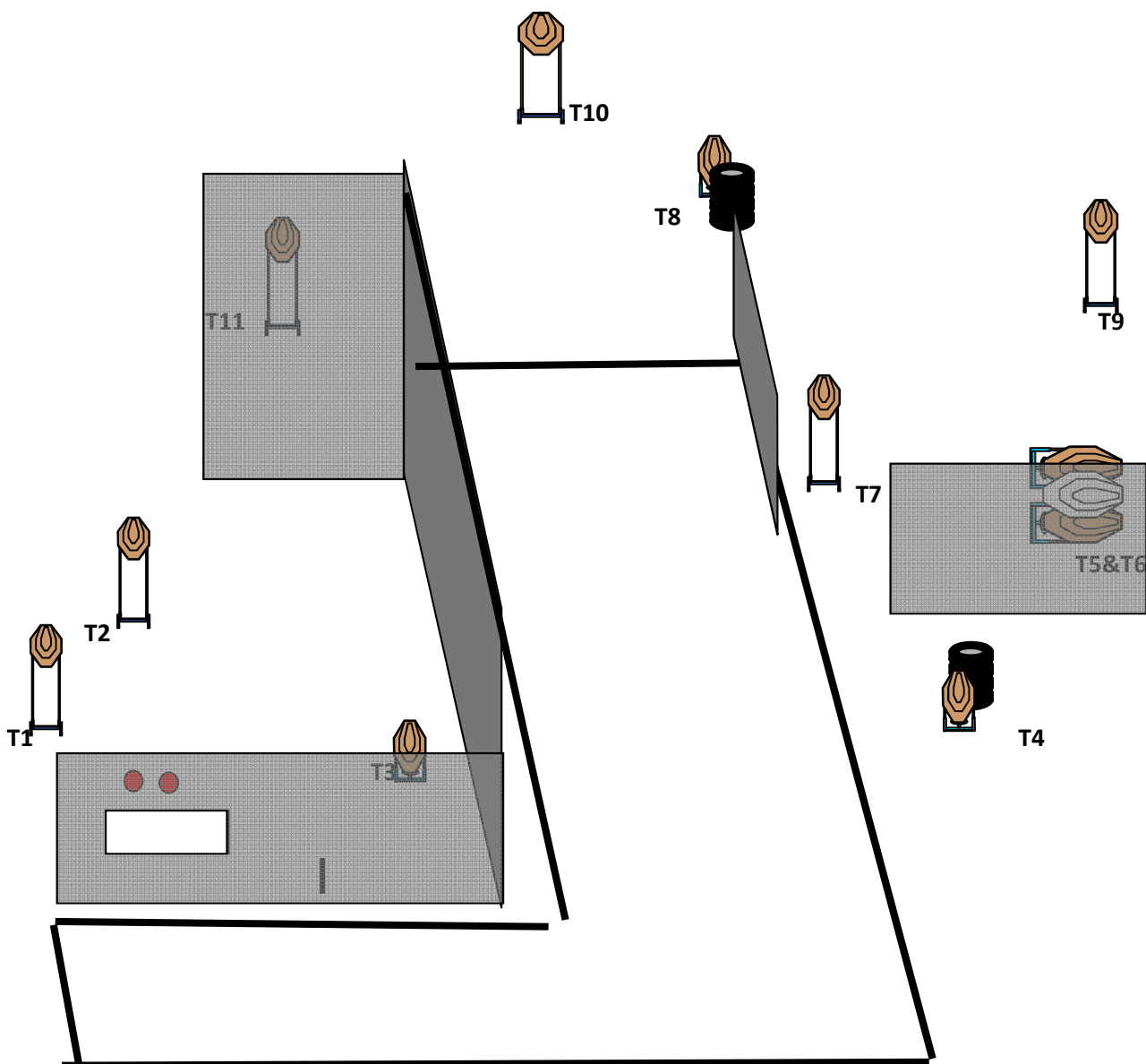
**MEDIUM COURSE**

**HANDGUN STAGE 10**

Targets:	11 IPSC targets
Poppers:	0
Plates:	0
No shoot targets:	1

Minimum rounds:	22
Possible points:	110
Distance:	3 - 10m
Start:	On audible signal.
Stop:	On last shot.
Penalties:	As per latest IPSC rules.

Shooter starts standing at point A both hands flat on marked area  
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