

2023 NATIONAL HANDGUN CHAMPIONSHIPS

AREA	STAGE	RANGE	Rounds	COF	Shots Per	Target (T)	Popper (P)	Plate (PL)	POINTS	%	Stage Sponsor
A	1	1	12	S	2	4	2	2	60	3.5	Beretta Australia
	2	2	9	S	2	3	3		45	2.6	SA Rifle Association (SARA)
	3	4	20	M	2	10			100	5.8	Winchester Australia
	4	8	28	L	2	12	2	2	140	8.1	Frontier Arms
	5	9	24	M	2	9	1	5	120	6.9	Outdoor Sporting Agencies (OSA)
	6	10	10	S	2	3	1	3	50	2.9	BUL Armory
B	7	20A	12	S	2	3	3	3	60	3.5	Frontier Arms
	8	20	22	M	2	8	5	1	110	6.3	Outdoor Sporting Agencies (OSA)
	9	19A	23	M	2	9	5		115	6.6	David Bailey Shooting Supplies
	10	19	21	M	2	8	1	4	105	6.1	Beretta Australia
	11	18	32	L	2	14	4		160	9.2	BUL Armory
	12	17	9	S	2	3	2	1	45	2.6	Just Bobcats
	13		9	S	2	4	1		45	2.6	Winchester Australia
C	14	12	20	M	2	9	2		100	5.8	BUL Armory
	15	13	11	S	2	4	3		55	3.2	Demon Projectiles
	16	13A	12	S	2	3	6		60	3.5	Winchester Australia
	17	14	11	S	2	2	3	4	55	3.2	Outdoor Sporting Agencies (OSA)
	18		11	S	2	5		1	55	3.2	Beretta Australia
	19	16	19	M	2	7	2	3	95	5.5	Frontier Arms
	20	16A	32	L	2	16			160	9.2	Frontline Construction Services
3	20	18	347	10:7:3		136	46	29	1,735	100.0	
A	Chrono	3	8	Run in single timeslot with Stage 2 / Range 2							

AREA A

STAGE 1

RANGE 1

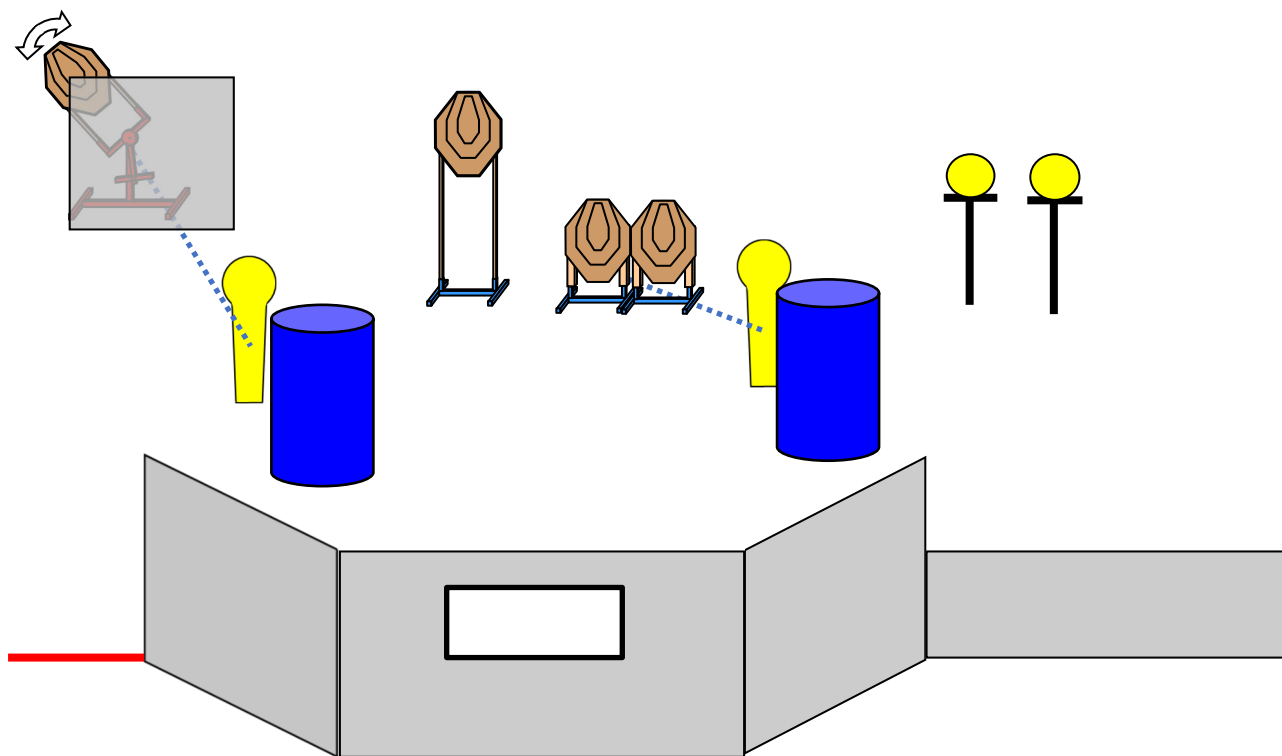
START POSITION: Heels against the mark – as demonstrated.
HANDGUN READY CONDITION: Default.

STAGE PROCEDURE

On the Start Signal, Engage targets.
Left-hand popper activates swinging target which remains visible at rest. Right-hand popper activates 2 pop-up targets which remain visible after activation.

SCORING

Rounds to be scored: 12 Rounds, 60 Points.
Targets: 4 IPSC Targets, 2 IPSC Poppers, 2 IPSC Plates.
Time starts: Audible.



AREA A

STAGE 2

RANGE 2

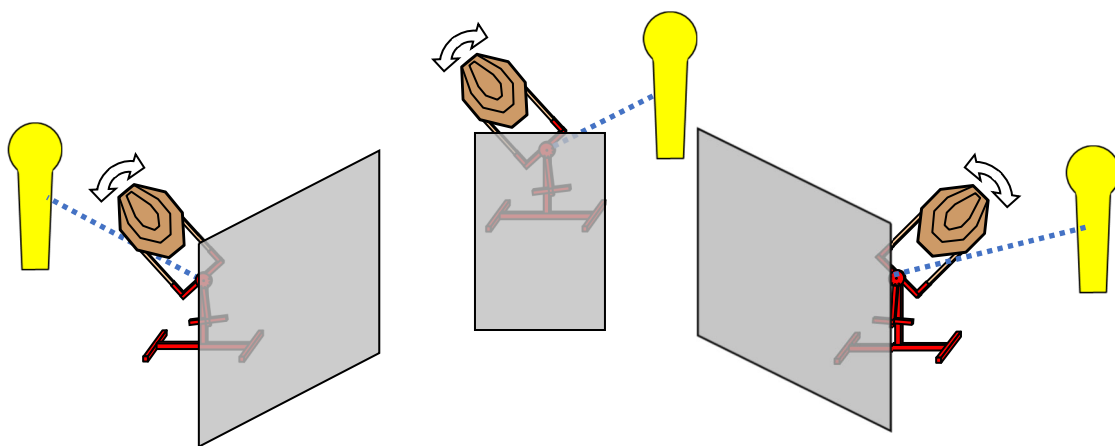
START POSITION: Anywhere in the demarcated area.
HANDGUN READY CONDITION: Default.

STAGE PROCEDURE

On the Start Signal, Engage targets.
Each popper activates the adjacent swinging target which remains visible at rest.

SCORING

Rounds to be scored: 9 Rounds, 45 Points.
Targets: 3 IPSC Targets, 3 IPSC Poppers.
Time starts: Audible.



AREA A

STAGE 3

RANGE 4

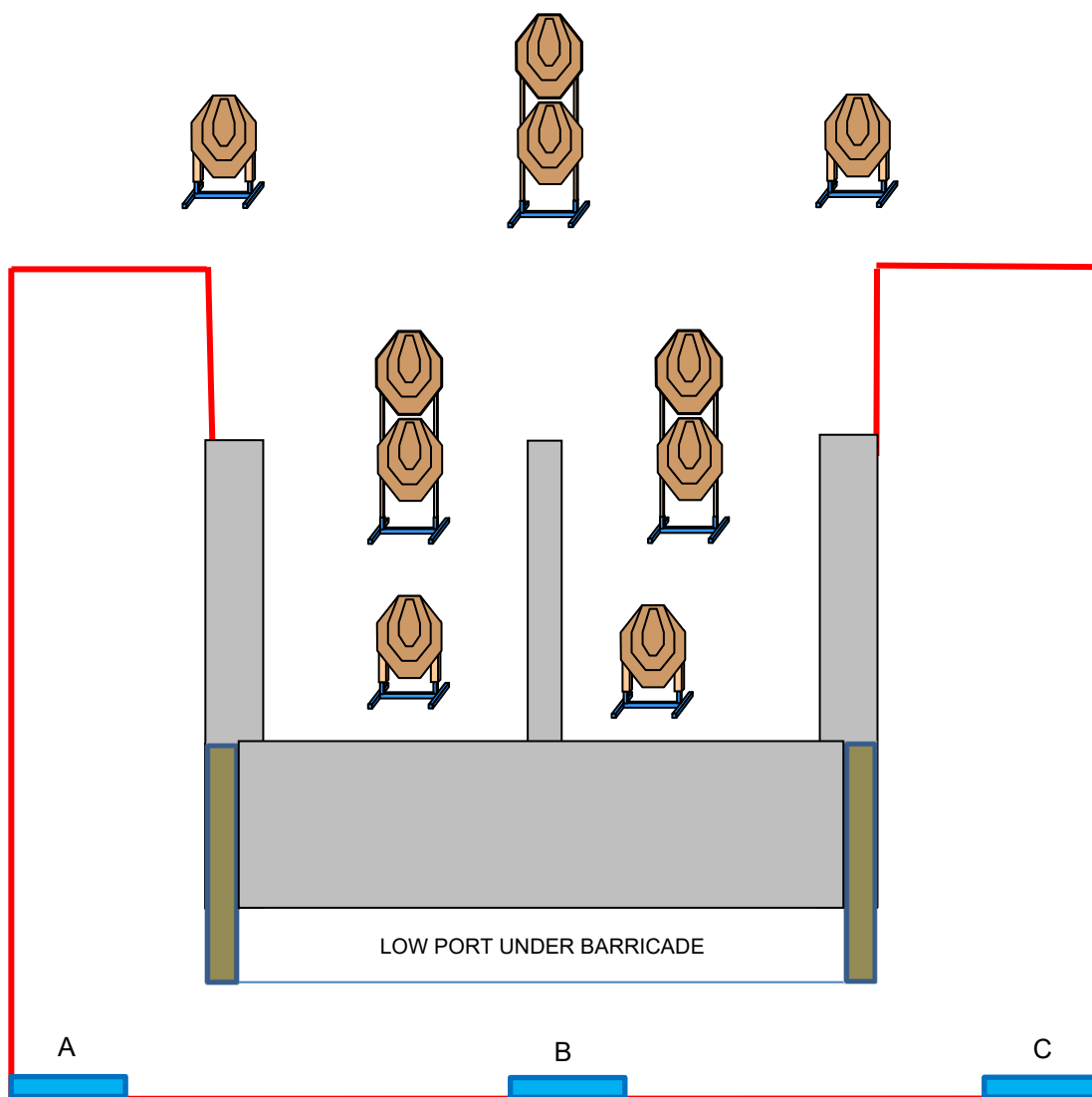
START POSITION: Heels against one of the marks A, B or C – as demonstrated.
HANDGUN READY CONDITION: Default.

STAGE PROCEDURE

On the Start Signal, Engage targets.

SCORING

Rounds to be scored: 20 Rounds, 100 Points.
Targets: 10 IPSC Targets.
Time starts: Audible.



AREA A

STAGE 4

RANGE 8

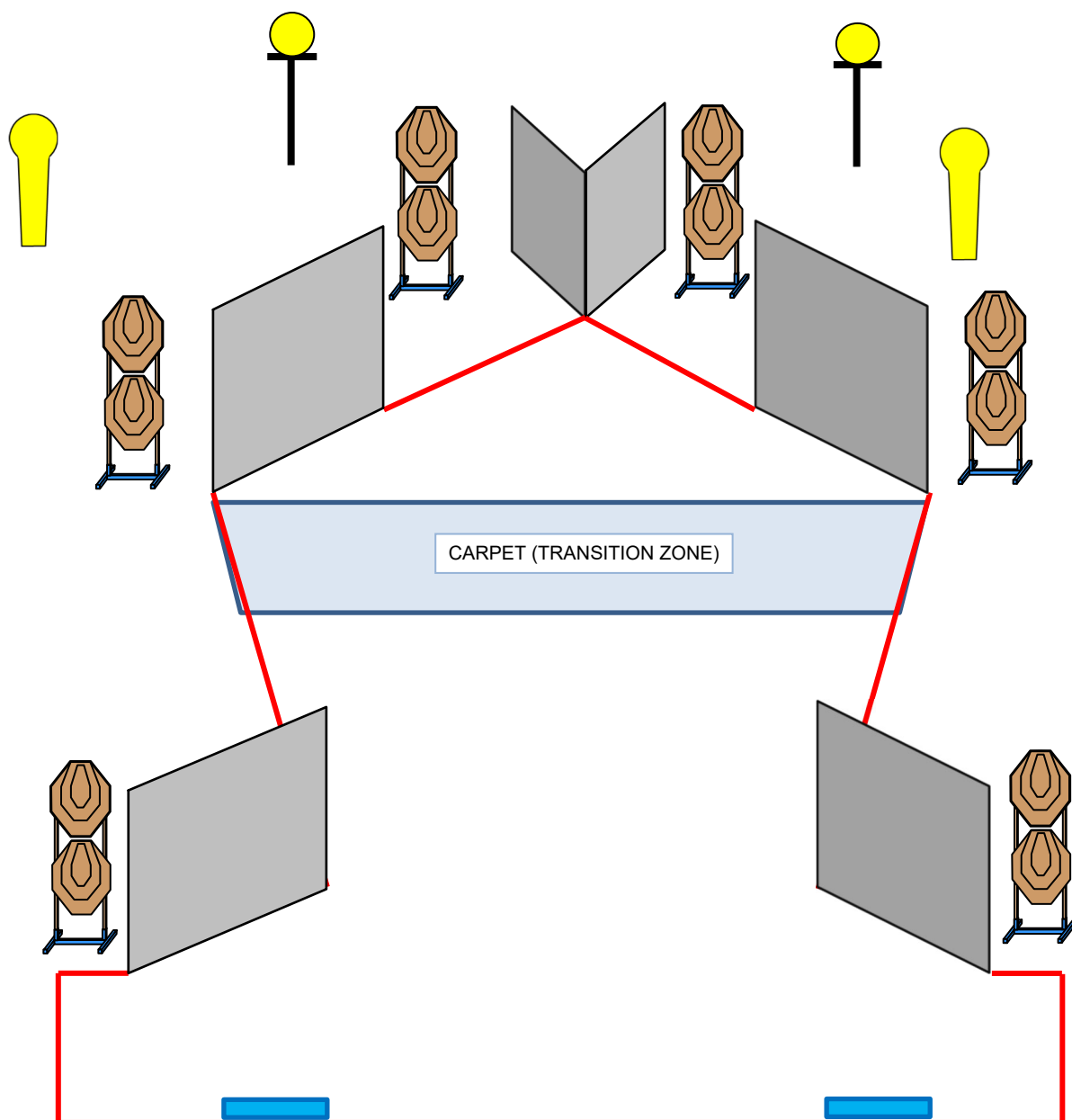
START POSITION: Heels against either mark – as demonstrated.
HANDGUN READY CONDITION: Default.

STAGE PROCEDURE

On the Start Signal, Engage targets.
Once you cross the Carpet (Transition Zone) all targets must be Engaged using Strong Hand only.

SCORING

Rounds to be scored: 28 Rounds, 140 Points.
Targets: 12 IPSC Targets, 2 IPSC Poppers, 2 IPSC Plates.
Time starts: Audible.



AREA A

STAGE 5

RANGE 9

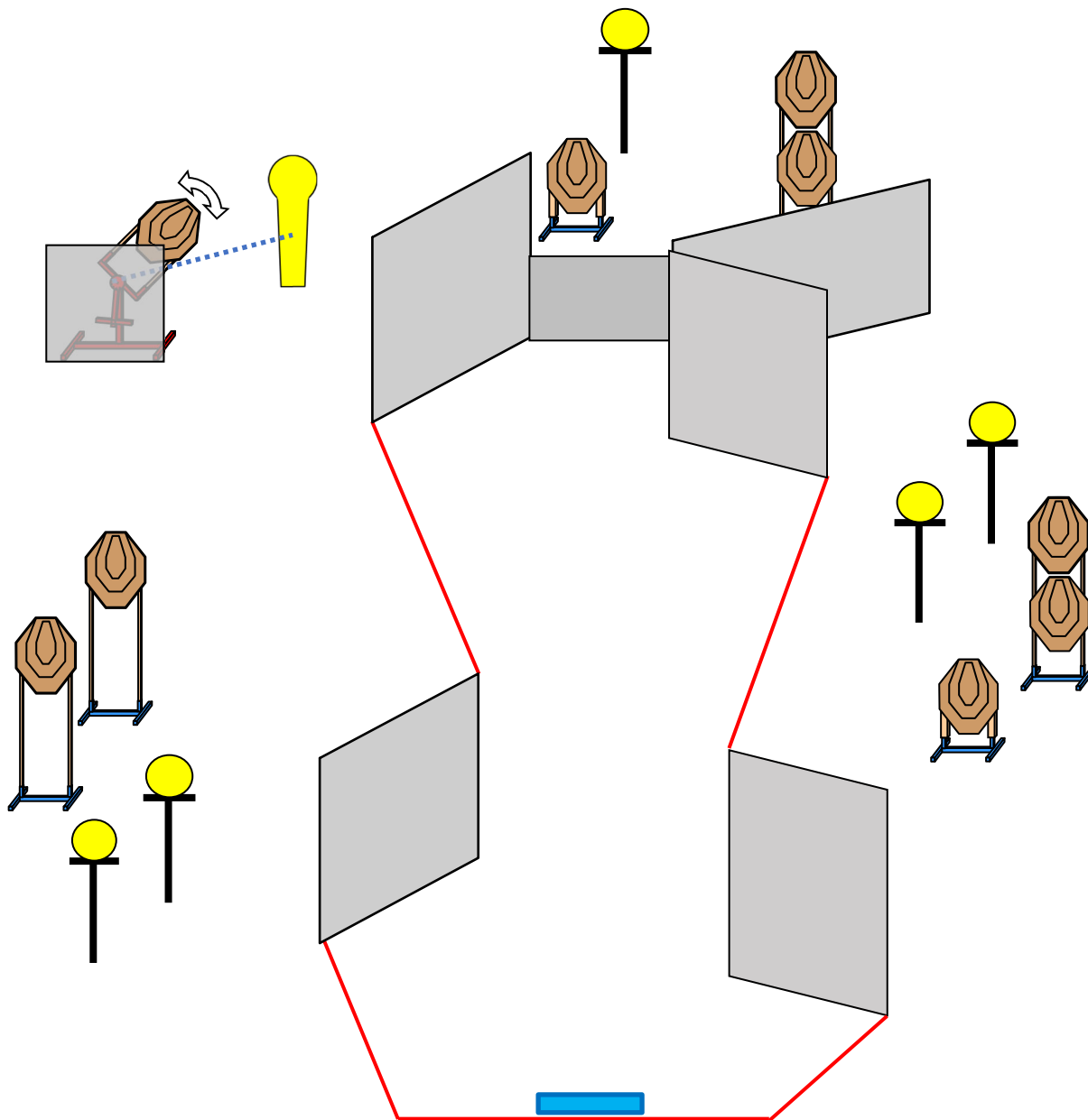
START POSITION: Heels against the mark - as demonstrated.
HANDGUN READY CONDITION: Default.

STAGE PROCEDURE

On the Start Signal, Engage targets.
Popper activates swinging target which remains visible at rest.

SCORING

Rounds to be scored: 24 Rounds, 120 Points.
Targets: 9 IPSC Targets, 1 IPSC Popper, 5 IPSC Plates.
Time starts: Audible.



AREA A

STAGE 6

RANGE 10

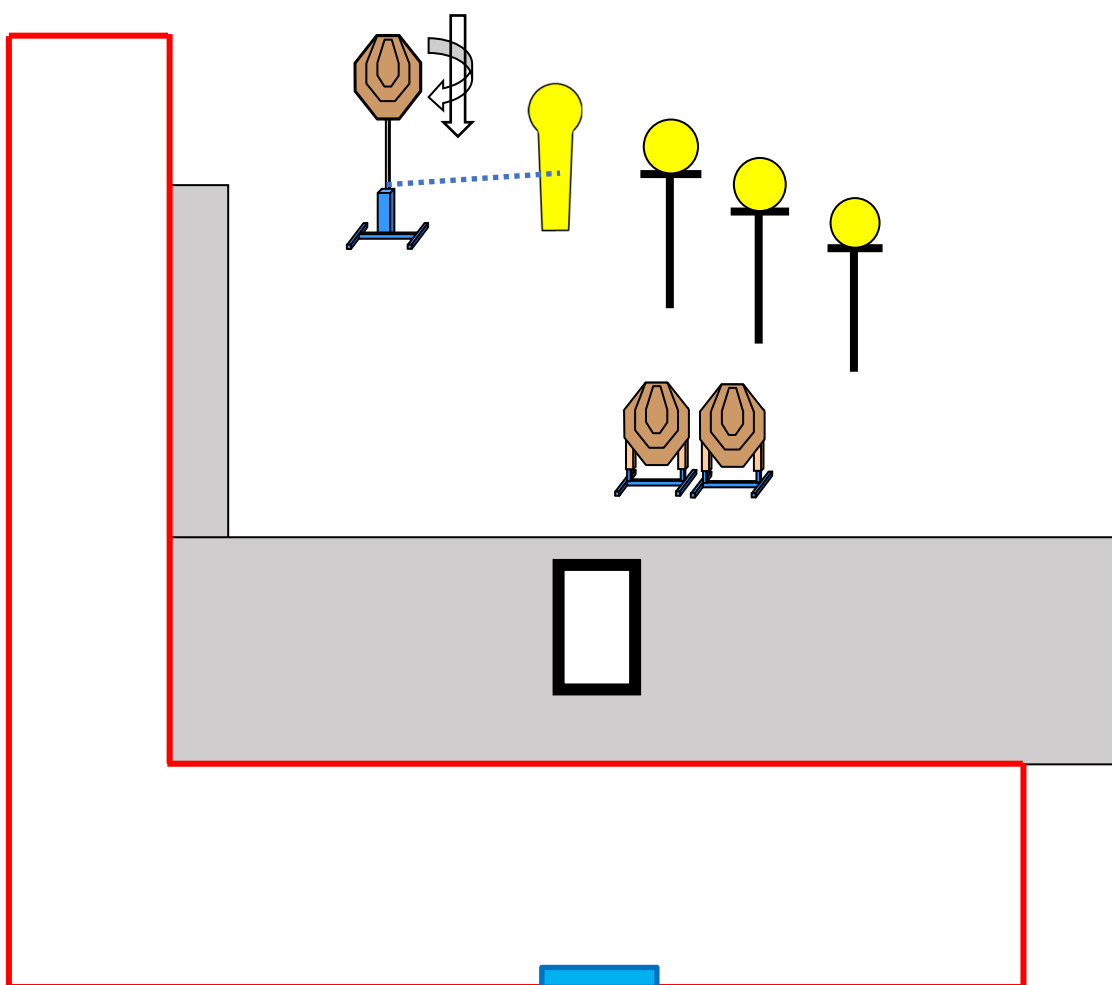
START POSITION: Heels against the mark - as demonstrated.
HANDGUN READY CONDITION: Default.

STAGE PROCEDURE

On the Start Signal, Engage targets.
Popper activates drop-turning target which is visible at rest.

SCORING

Rounds to be scored: 10 Rounds, 50 Points.
Targets: 3 IPSC Targets, 1 IPSC Popper, 3 IPSC Plates.
Time starts: Audible.



AREA B

STAGE 7

RANGE 20A

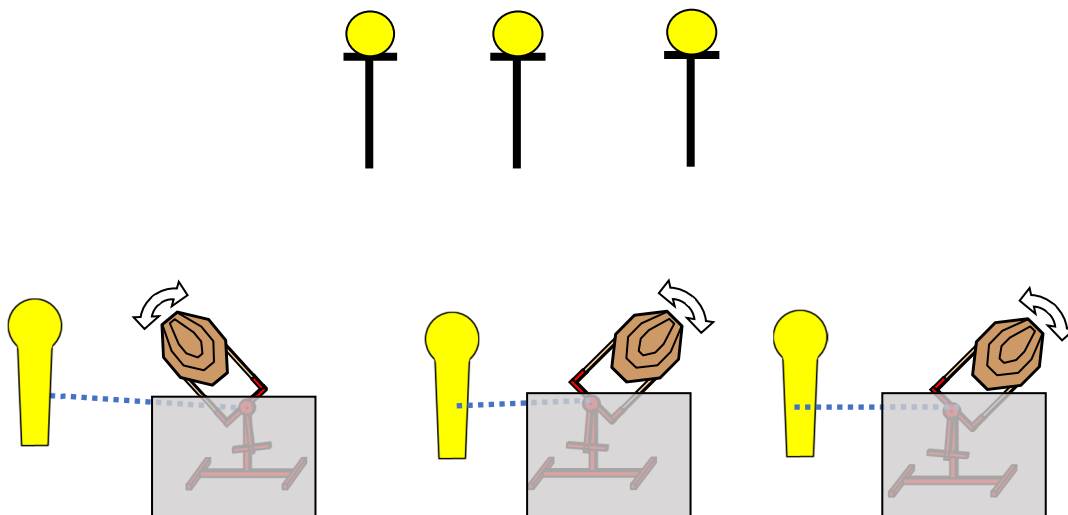
START POSITION: Heels against mark - as demonstrated.
HANDGUN READY CONDITION: Default.

STAGE PROCEDURE

On the Start Signal, Engage targets.
Each popper activates the adjacent swinging target which remain visible at rest

SCORING

Rounds to be scored: 12 Rounds, 60 Points.
Targets: 3 IPSC Targets, 3 IPSC Poppers, 3 IPSC Plates.
Time starts: Audible.



AREA B

STAGE 8

RANGE 20

START POSITION: Heels against mark - as demonstrated.

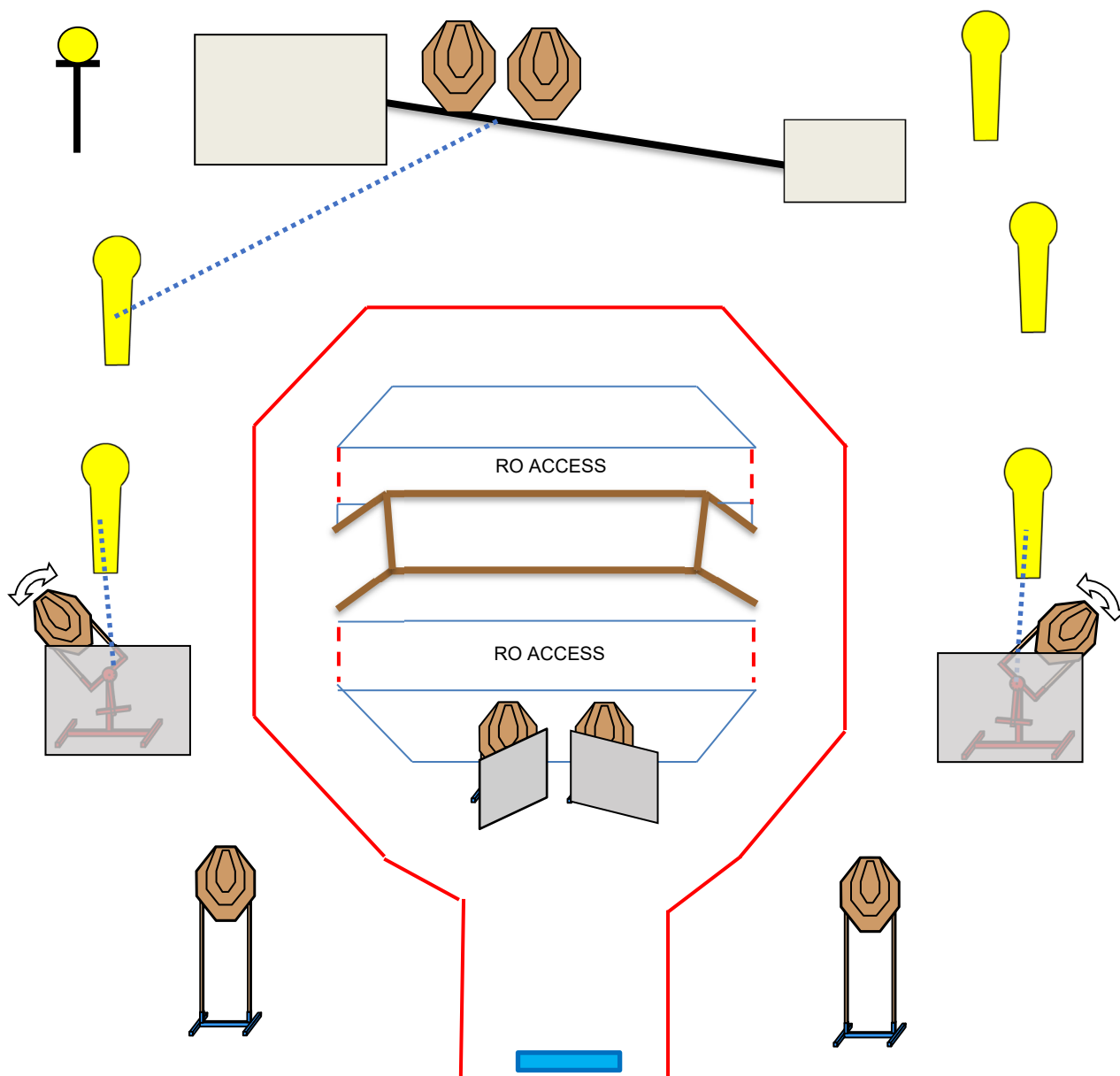
HANDGUN READY CONDITION: Default.

STAGE PROCEDURE

On the Start Signal, Engage targets.
Front left-hand popper activates adjacent swinging target and front right-hand popper activates adjacent swinging target which both remain visible at rest.
Rear left-hand popper activates 2 running targets which both remain visible at rest.

SCORING

Rounds to be scored: 22 Rounds, 110 Points.
Targets: 8 IPSC Targets, 5 IPSC Poppers, 1 IPSC Plate.
Time starts: Audible.



AREA B

STAGE 9

RANGE 19A

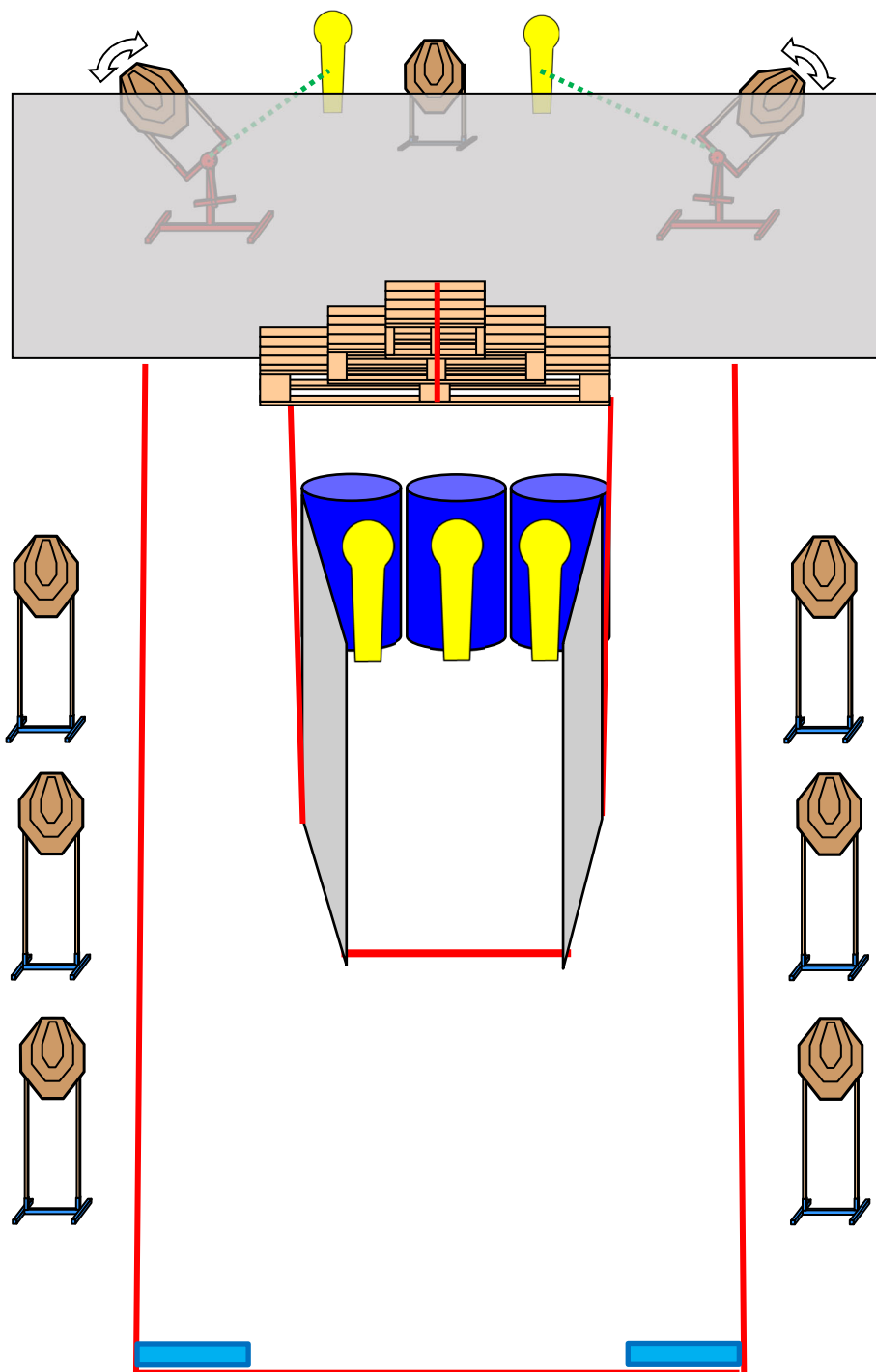
START POSITION: Heels against either mark - as demonstrated.
HANDGUN READY CONDITION: Default.

STAGE PROCEDURE

On the Start Signal, Engage targets.
Left-hand popper activates left-hand swinging target and
right-hand popper activates right-hand swinging target both
of which remain visible at rest.

SCORING

Rounds to be scored: 23 Rounds, 115 Points.
Targets: 9 IPSC Targets, 5 IPSC Poppers.
Time starts: Audible.



AREA B

STAGE 10

RANGE 19

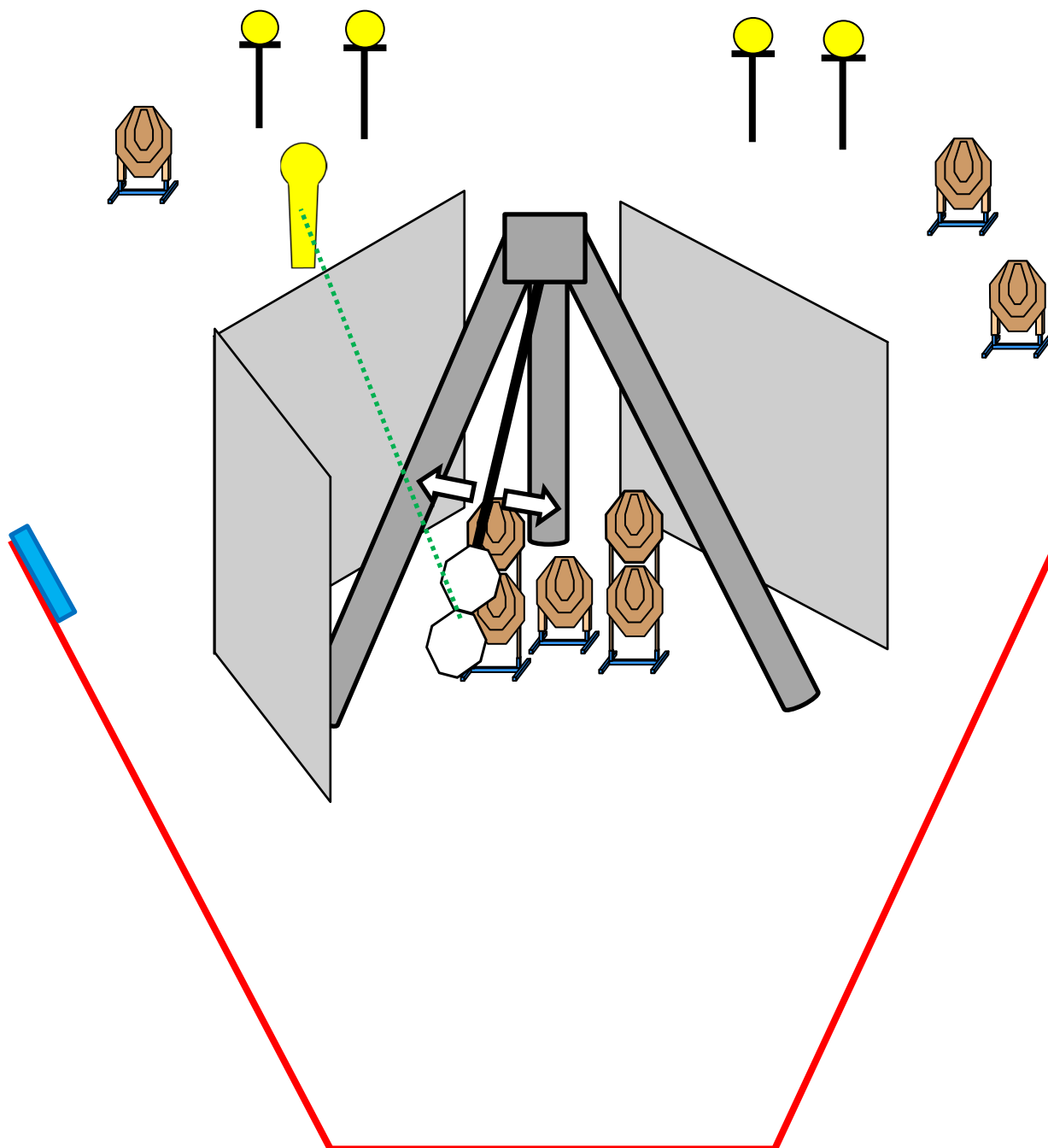
START POSITION: Heels against mark - as demonstrated.
HANDGUN READY CONDITION: Default.

STAGE PROCEDURE

On the Start Signal, Engage targets.
Popper activates swinging No Shoots.

SCORING

Rounds to be scored: 21 Rounds, 105 Points.
Targets: 8 IPSC Targets, 1 IPSC Popper, 4 IPSC Plates.
Time starts: Audible.



AREA B

STAGE 11

RANGE 18

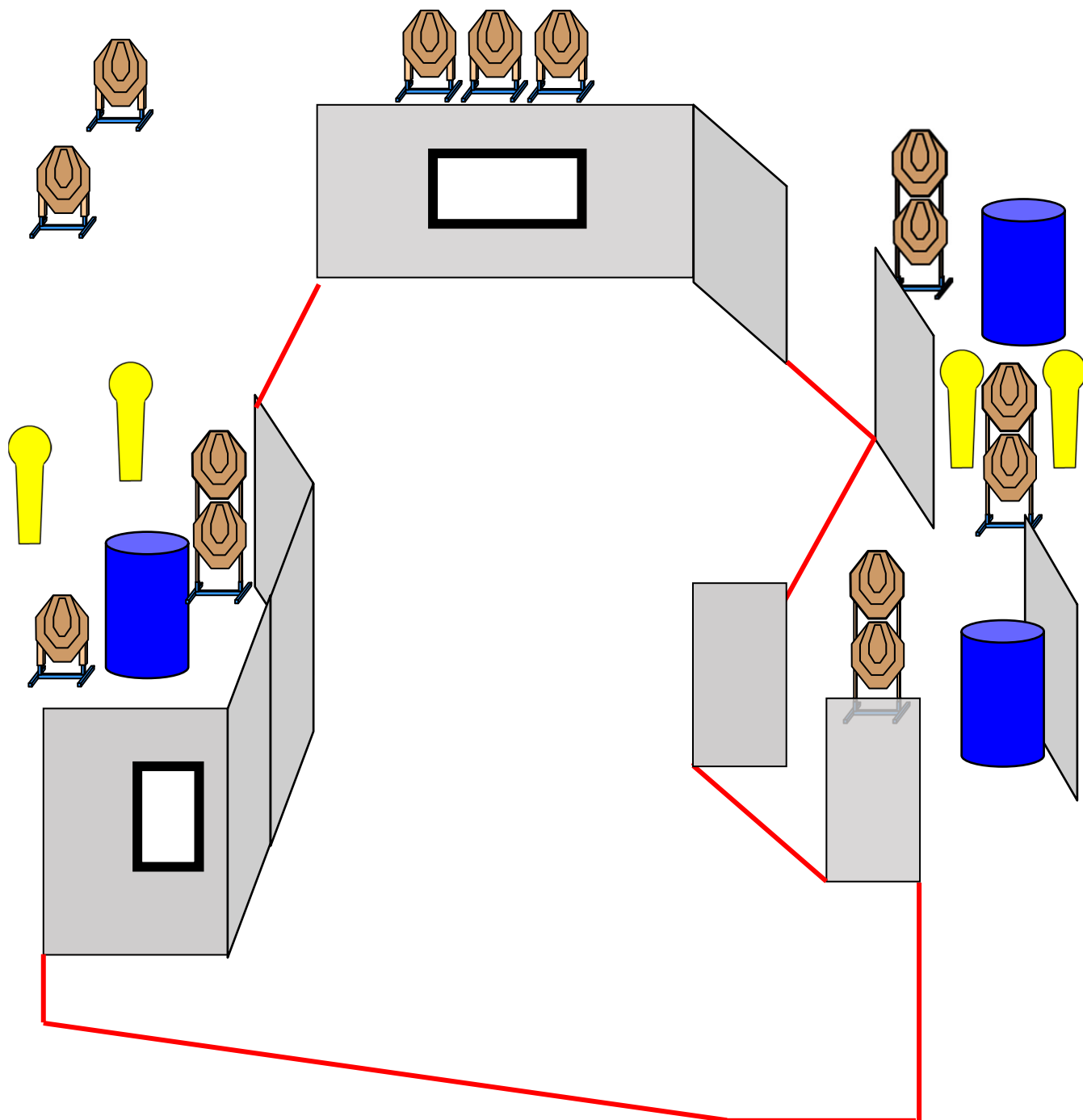
START POSITION: Anywhere in the demarcated area.
HANDGUN READY CONDITION: Default.

STAGE PROCEDURE

On the Start Signal, Engage targets.

SCORING

Rounds to be scored: 32 Rounds, 160 Points.
Targets: 14 IPSC Targets, 4 IPSC Poppers.
Time starts: Audible.



AREA B

STAGE 12

RANGE 17

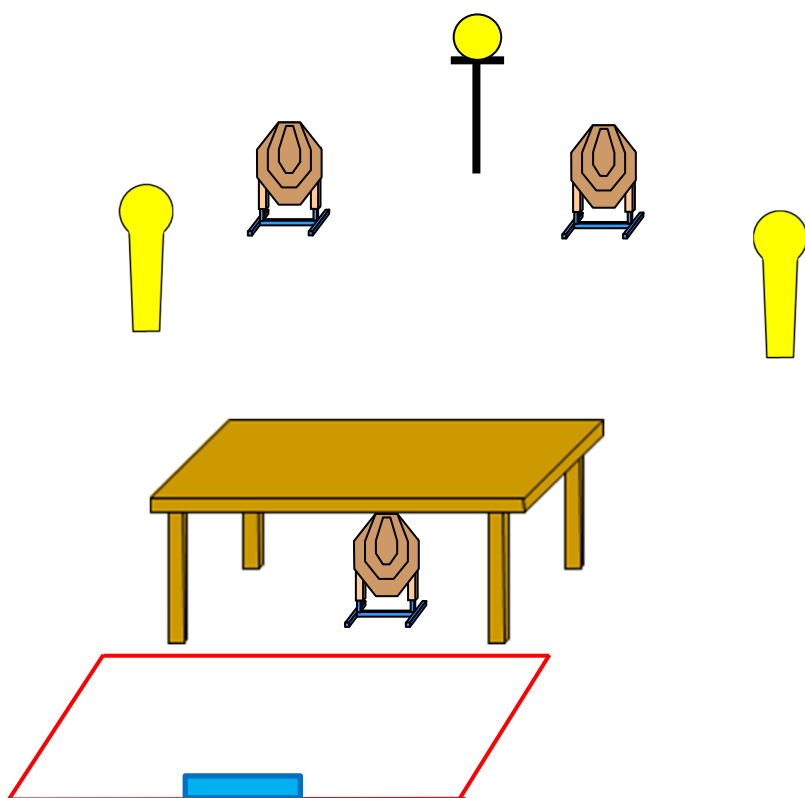
START POSITION: Heels against mark - as demonstrated.
HANDGUN READY CONDITION: Default

STAGE PROCEDURE

On the Start Signal, Engage targets.

SCORING

Rounds to be scored: 9 Rounds, 45 Points
Targets: 3 IPSC Targets, 2 IPSC Poppers, 1 IPSC Plate.
Time starts: Audible.



AREA B

STAGE 13

RANGE 17

START POSITION: Standing on the bridge holding either rope, bridge pulled to one side - as demonstrated.

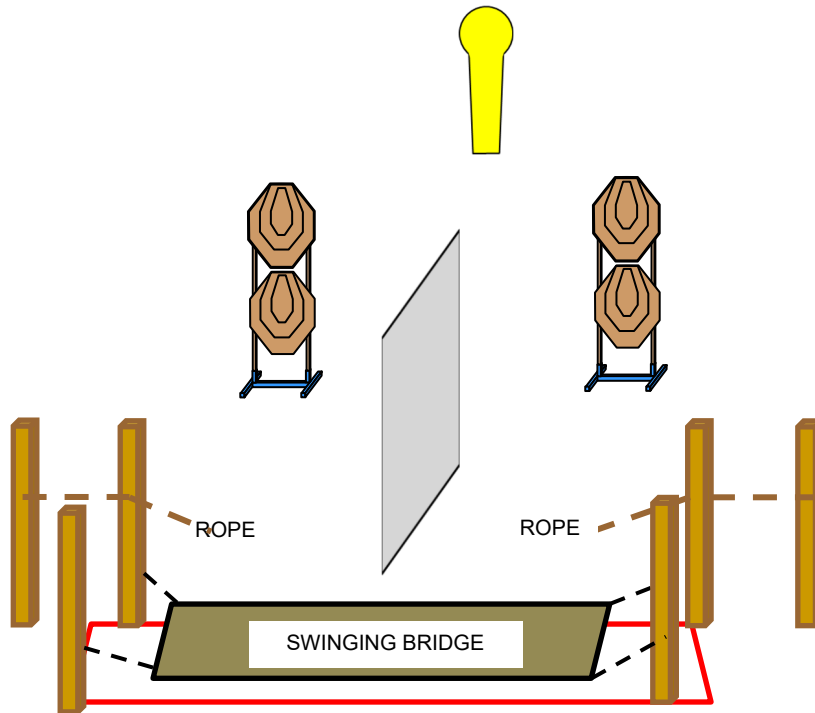
HANDGUN READY CONDITION: Default.

STAGE PROCEDURE

On the Start Signal, release the rope which activates the swinging bridge. Engage targets.

SCORING

Rounds to be scored: 9 Rounds, 45 Points.
Targets: 4 IPSC Targets, 1 IPSC Popper.
Time starts: Audible.



AREA C

STAGE 14

RANGE 12

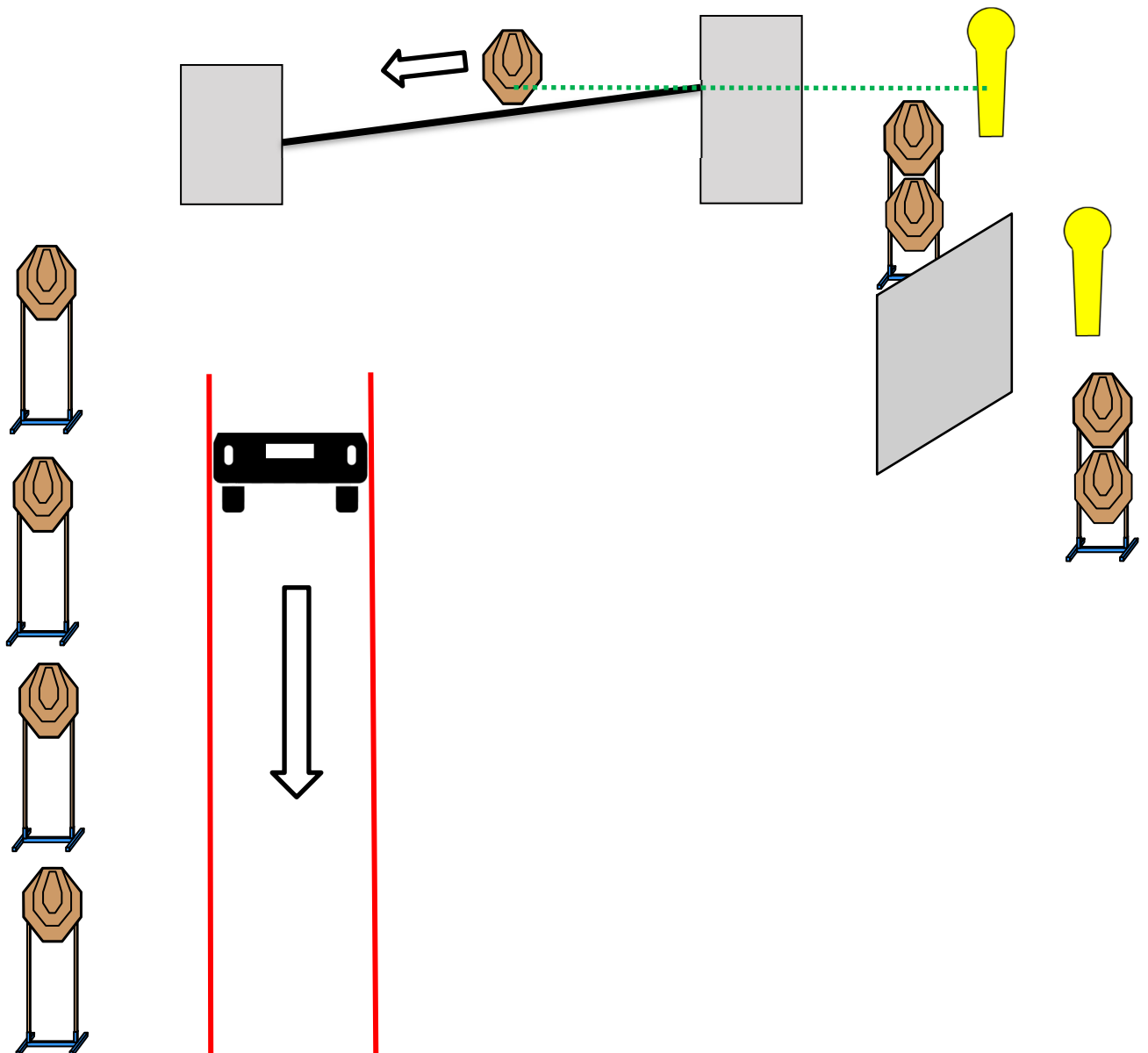
START POSITION: Sitting in cart, (cart at front of rail) - as demonstrated.
HANDGUN READY CONDITION: Magazine inserted, chamber empty. Handgun flat on dash facing directly down the range. All magazines to be used on dash.

STAGE PROCEDURE

On the Start Signal, Engage targets while remaining seated in the cart.
The cart may be pushed backwards or forwards by use of your feet.
The rear popper activates the sliding target which remains visible at rest.

SCORING

Rounds to be scored: 20 Rounds, 100 Points.
Targets: 9 IPSC Targets, 2 IPSC Poppers.
Time starts: Audible.



AREA C

STAGE 15

RANGE 13

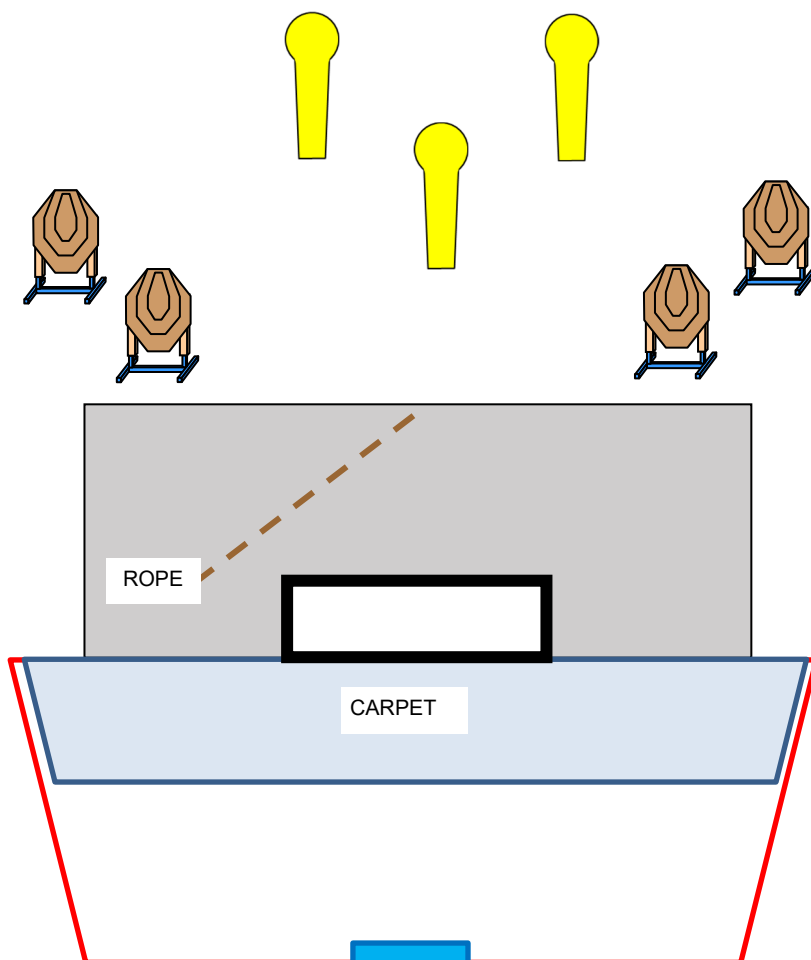
START POSITION: Heels against mark - as demonstrated.
HANDGUN READY CONDITION: Default

STAGE PROCEDURE

On the Start Signal, Engage targets.
Targets must be engaged through the low port or around the sides of the barrier whilst holding the rope.

SCORING

Rounds to be scored: 11 Rounds, 55 Points.
Targets: 4 IPSC Targets, 3 IPSC Poppers.
Time starts: Audible.



AREA C

STAGE 16

RANGE 13A

START POSITION:

Seated on bench on either mark, hands on knees – as demonstrated.

HANDGUN READY CONDITION:

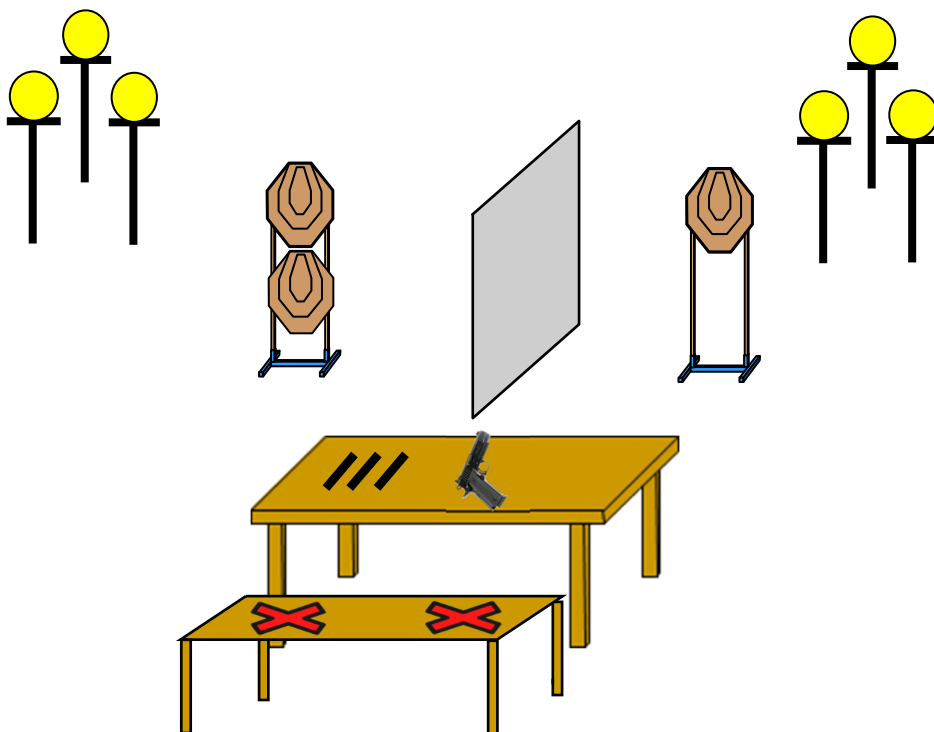
Magwell and chamber empty. Handgun flat on table facing directly down the range. All magazines to be used on table.

STAGE PROCEDURE

On the Start Signal, Engage targets while remaining seated.

SCORING

Rounds to be scored: 12 Rounds, 60 Points.
Targets: 3 IPSC Targets, 6 IPSC Plates.
Time starts: Audible.



AREA C

STAGE 17

RANGE 14

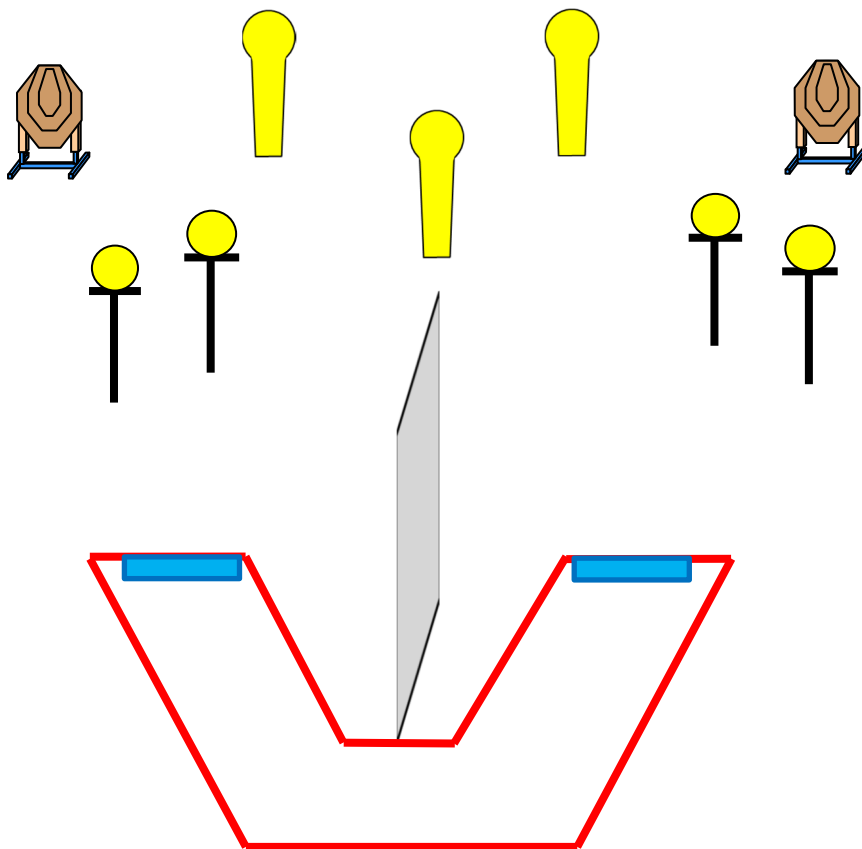
START POSITION: Toes against either mark - as demonstrated.
HANDGUN READY CONDITION: Default.

STAGE PROCEDURE

On the Start Signal, Engage targets.

SCORING

Rounds to be scored: 11 Rounds, 55 Points.
Targets: 2 IPSC Targets, 3 IPSC Poppers, 4 IPSC Plates.
Time starts: Audible.



AREA C

STAGE 18

RANGE 14

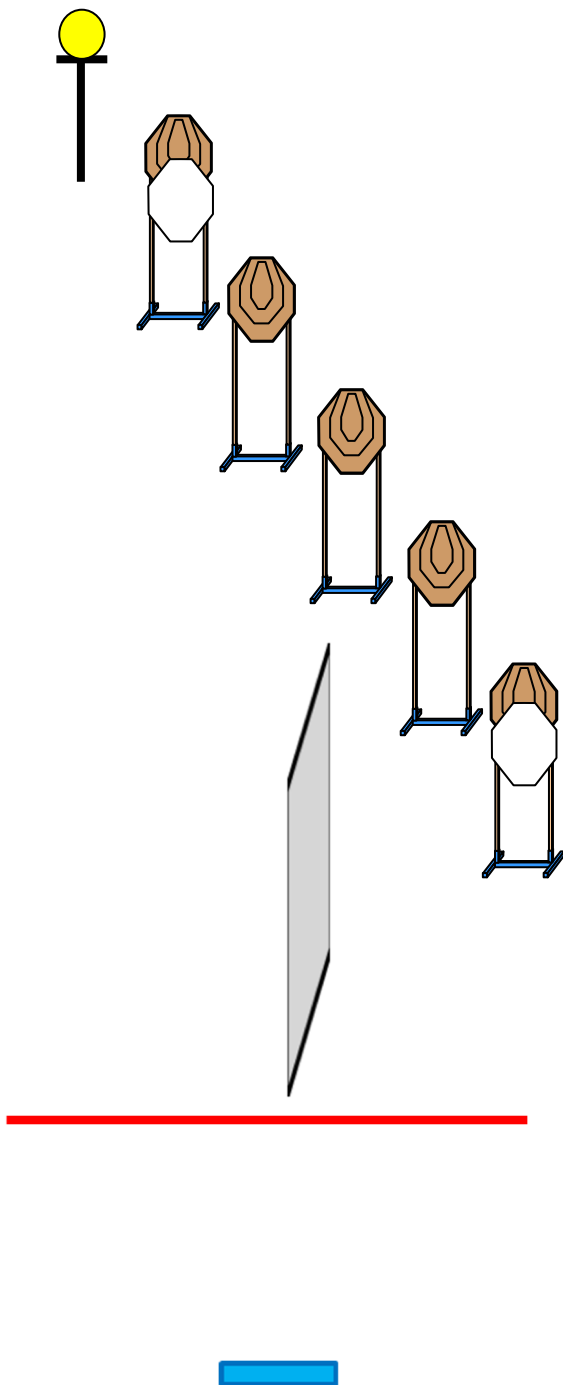
START POSITION: Heels against mark - as demonstrated.
HANDGUN READY CONDITION: Default.

STAGE PROCEDURE

On the Start Signal Engage targets.

SCORING

Rounds to be scored: 11 Rounds.
Targets: 5 IPSC Targets, 1 IPSC Plate.
Time starts: Audible.



AREA C

STAGE 19

RANGE 16

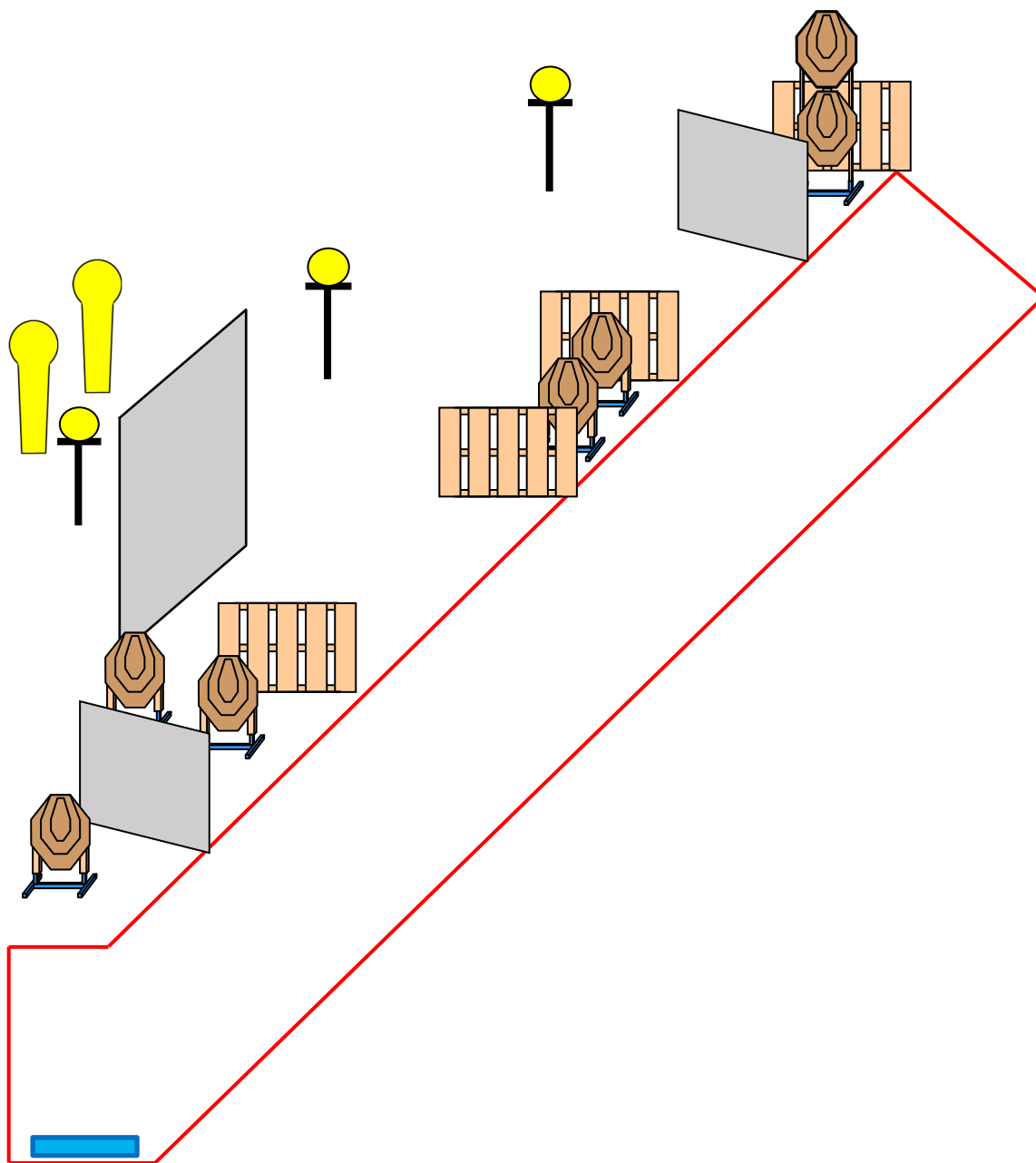
START POSITION: Heels against the mark - as demonstrated.
HANDGUN READY CONDITION: Default.

STAGE PROCEDURE

On the Start Signal, Engage targets.

SCORING

Rounds to be scored: 19 Rounds, 95 Points.
Targets: 7 IPSC Targets, 2 IPSC Poppers, 3 IPSC Plate.
Time starts: Audible.



AREA C

STAGE 20

RANGE 16A

START POSITION: Heels against the mark - as demonstrated.
HANDGUN READY CONDITION: Default.

STAGE PROCEDURE

On the Start Signal, Engage targets.

SCORING

Rounds to be scored: 32 Rounds, 160 Points.
Targets: 16 IPSC Targets.
Time starts: Audible.

