

EVENT SCHEDULE

Wednesday, 24 January 2024

12:30 Pre-Match starts – Day 1

Thursday, 25 January 2024

08:30 Pre-Match starts – Day 2

13:00 - 18:00 Registration open

Friday, 26 January 2024

07:00 Breakfast available on the range

07:00 - 08:00 Registration (prior arrangement only)

08:15 Competitor Briefing

08:30 Competition starts – Day 1

Saturday, 27 January 2024

07:00 Breakfast available on the range

08:30 Competition starts – Day 2

15:30 Results & Awards

2024 SA STATE TITLES

AREA	STAGE	RANGE	Rounds	COF	Shots Per	Target (T)	Target (DT)	Popper (P)	Plate (PL)	POINTS	%
A	1	1	10	S	2	4			2	50	4.2
	2	2	16	M	1	14		2		80	6.8
	3	3	12	S	2	6				60	5.1
	4	4	18	M	2	7		4		90	7.6
	5	5	9	S	2	4		1		45	3.8
	6	7	21	M	2	10		1		105	8.9
	7	8	30	L	2	15				150	12.7
B	8	9	32	L	2	16				160	13.5
	9	11	9	S	2	4		1		45	3.8
	10	12	8	S	2	3			2	40	3.4
	11	13	20	M	2	9		2		100	8.4
	12	14	24	M	2	12				120	10.1
	13	15	17	M	2	8		1		85	7.2
	14	16	11	S	2	5		1		55	4.6
2	14	16	237	3:3:1		117	0	13	4	1185	100.0
B	Chrono	11	8								

STAGE 1

RANGE 1

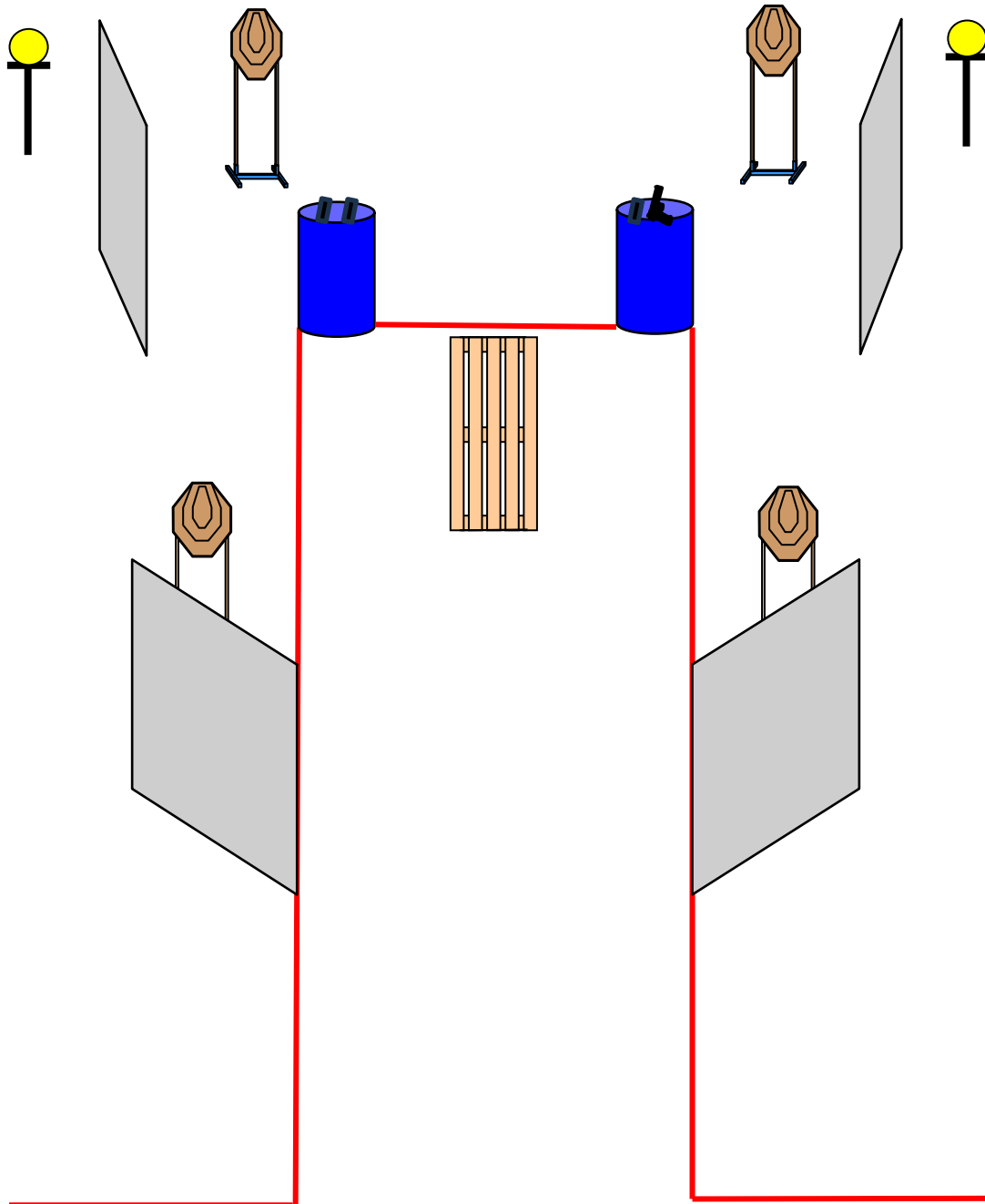
START POSITION: Lying flat on back on bed, feet downrange, both hands on chest - as demonstrated.
HANDGUN READY CONDITION: Magwell and chamber empty, placed flat, pointing directly downrange, on one of the drums along with one magazine. All other magazines to be used placed on the other drum.

PROCEDURE

On the Start Signal, Engage targets.

SCORING

Targets: 4 IPSC Targets, 2 IPSC Plates.
Rounds to be scored: 10.
Scoring points: 50.
Time starts: Audible signal.



STAGE 2

RANGE 2

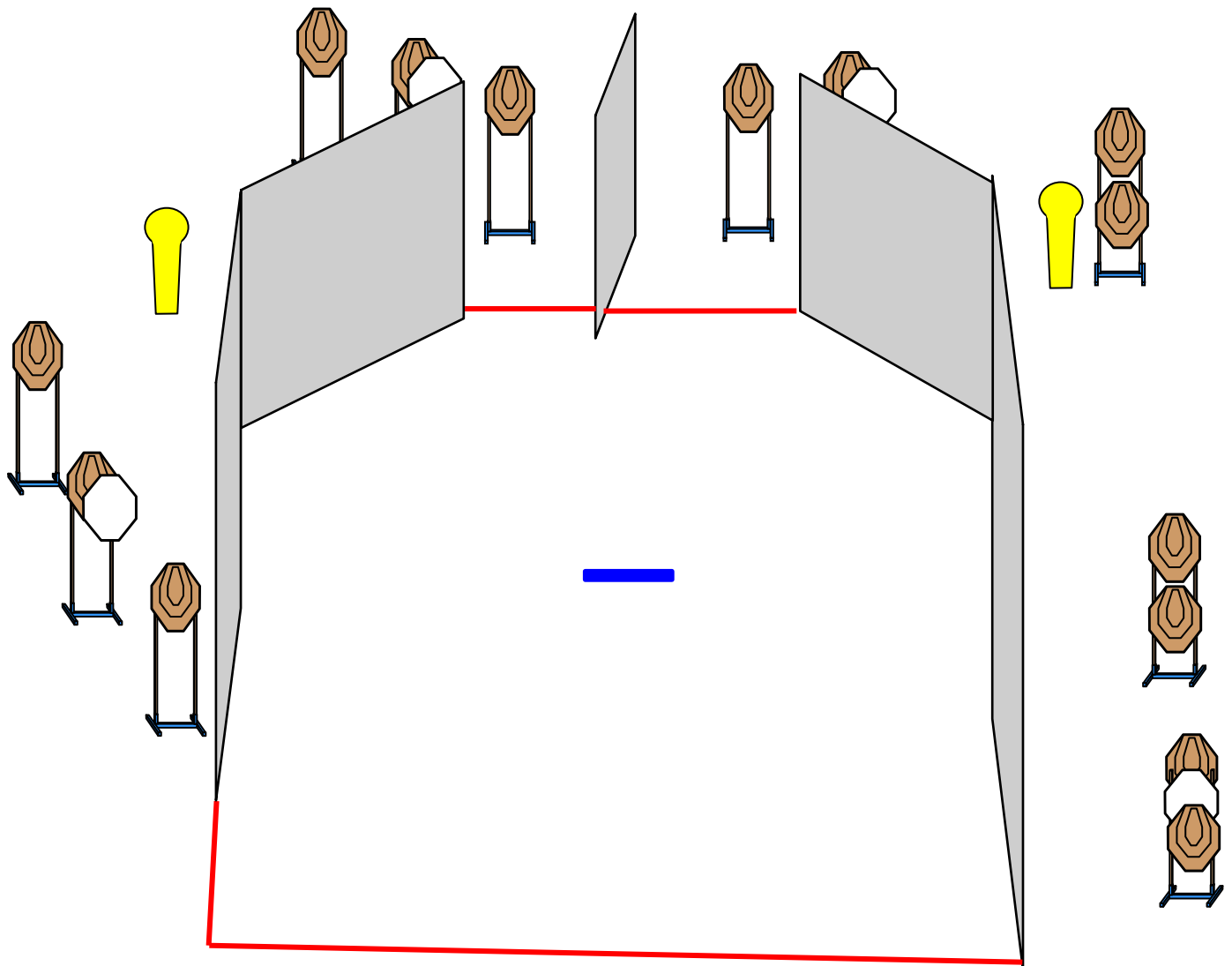
START POSITION: Standing facing directly downrange with toes touching mark - as demonstrated.
HANDGUN READY CONDITION: Default.

PROCEDURE

On the Start Signal, Engage targets with one scoring shot per target.

SCORING

Targets: 14 IPSC Mini Targets, 2 IPSC Mini Poppers.
Rounds to be scored: 16.
Scoring points: 80.
Time starts: Audible signal.



STAGE 3

RANGE 3

START POSITION: Standing facing directly downrange with both heels touching mark - as demonstrated.

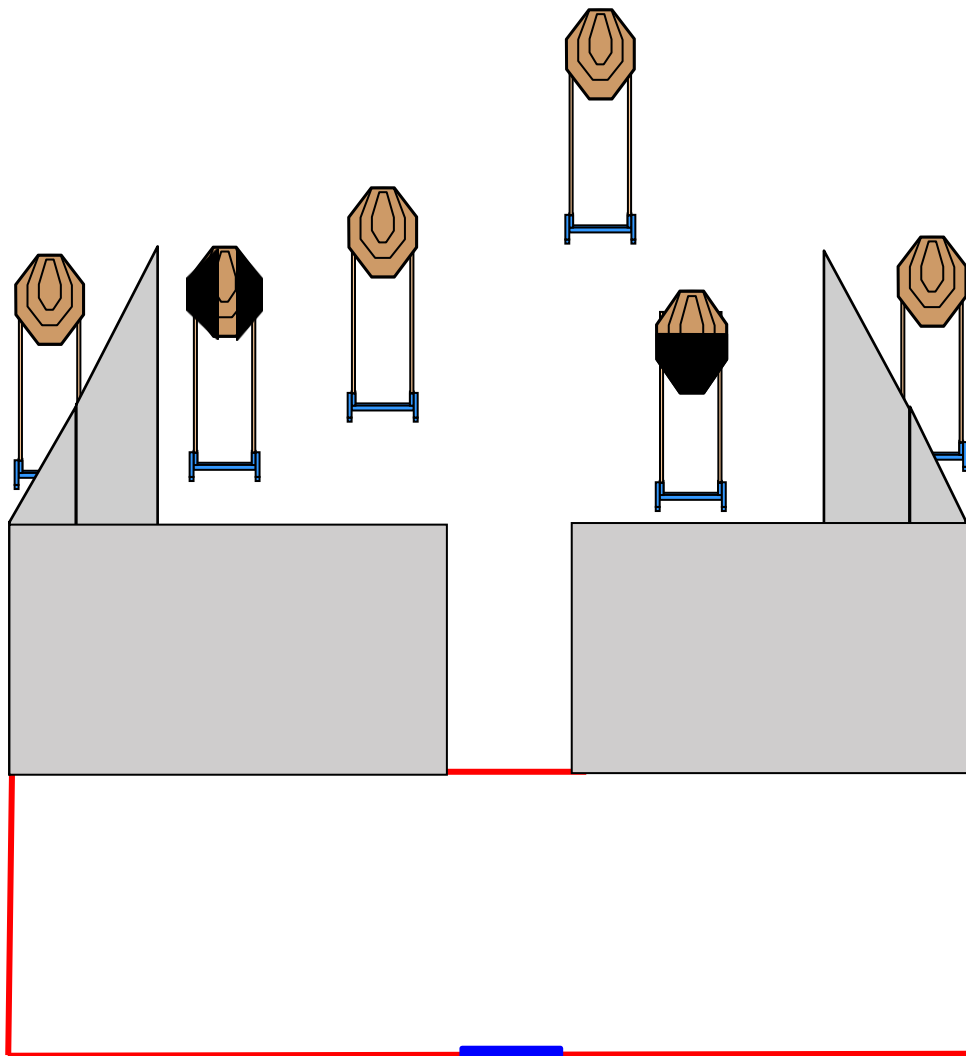
HANDGUN READY CONDITION: Default.

PROCEDURE

On the Start Signal, Engage targets.

SCORING

Targets: 6 IPSC Targets.
Rounds to be scored: 12.
Scoring points: 60.
Time starts: Audible signal.



STAGE 4

RANGE 4

START POSITION: Standing facing directly downrange with both heels touching mark – as demonstrated.

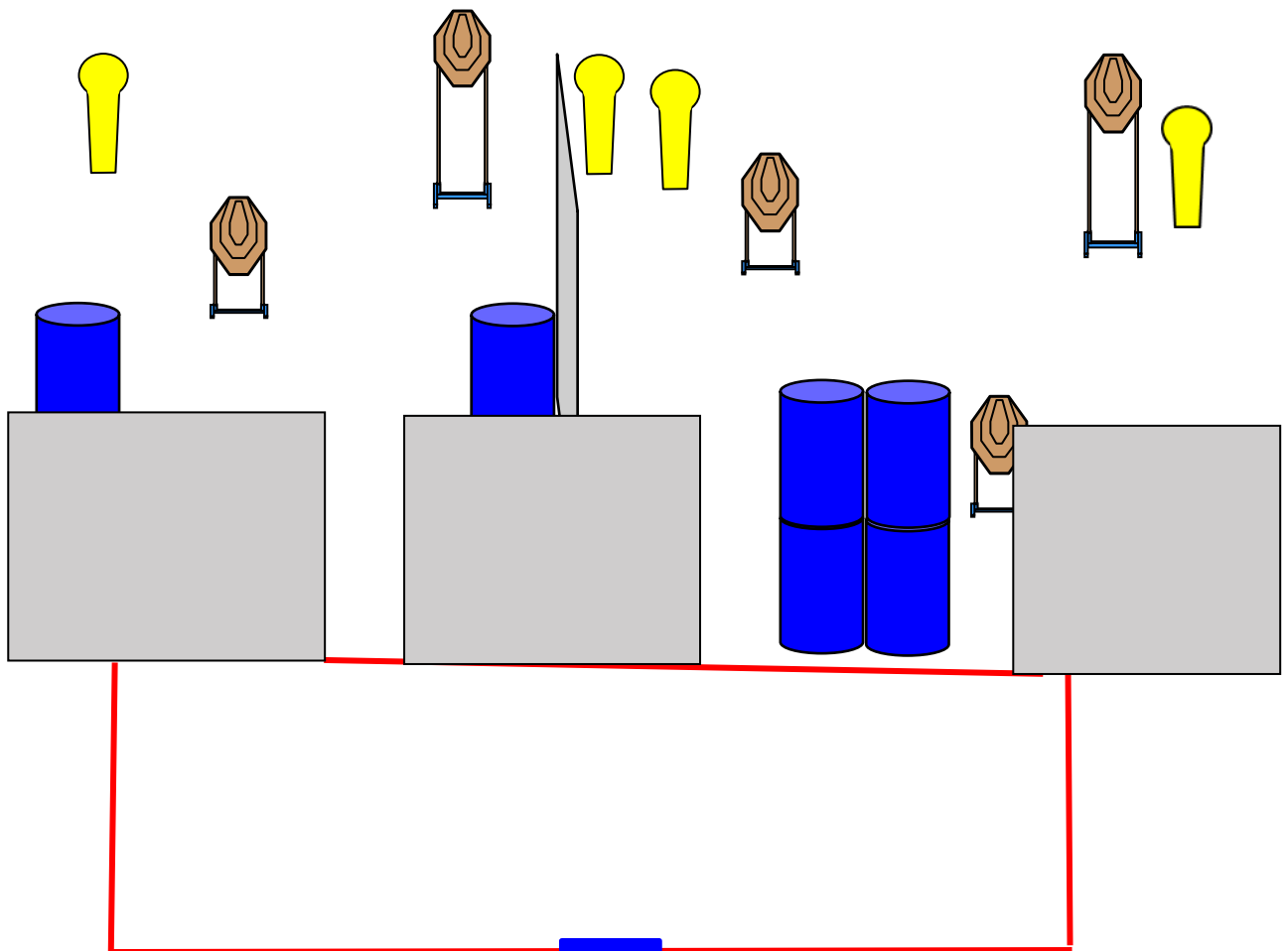
HANDGUN READY CONDITION: Default.

PROCEDURE

On the Start Signal, Engage targets.

SCORING

Targets: 7 IPSC Targets, 4 IPSC Poppers.
Rounds to be scored: 18.
Scoring points: 90.
Time starts: Audible signal.



STAGE 5

RANGE 5

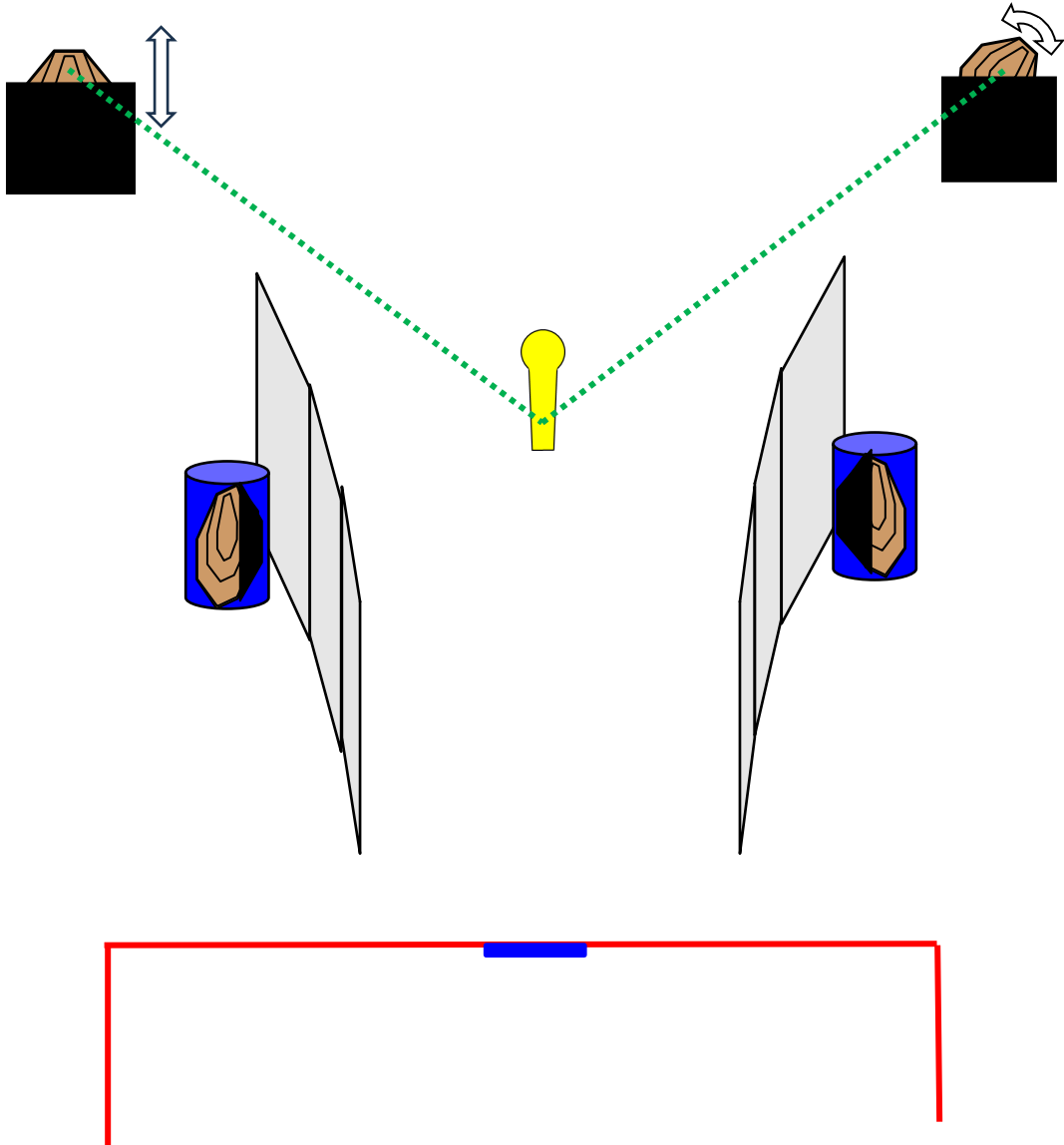
START POSITION: Standing facing downrange with toes touching mark – as demonstrated.
HANDGUN READY CONDITION: Default.

PROCEDURE

On the Start Signal, Engage targets.
Felling popper activates swinging target and bobbing target
– both of which remain visible at rest.

SCORING

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



STAGE 6

RANGE 7

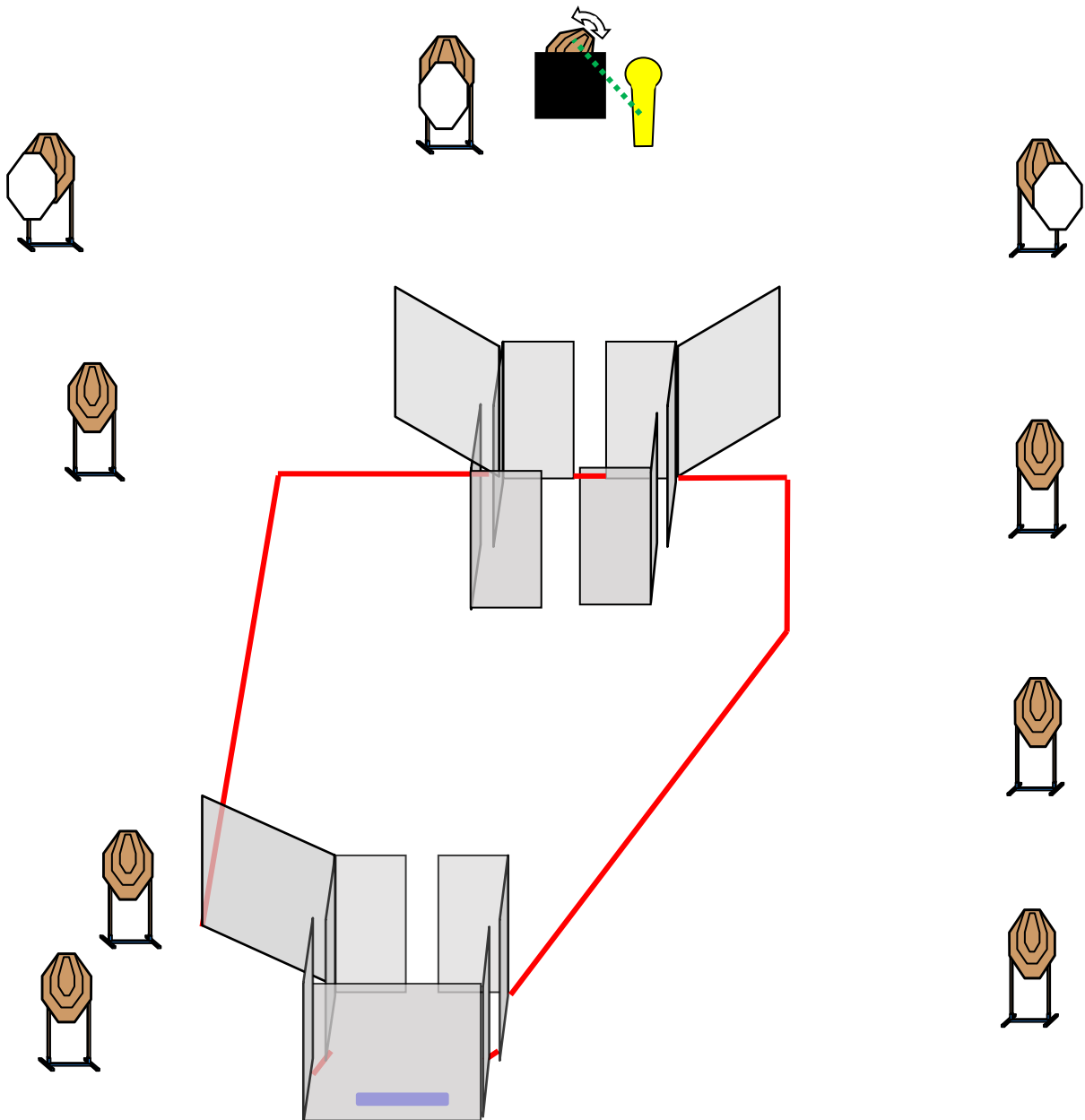
START POSITION: Standing facing directly downrange with heels touching mark – as demonstrated.
HANDGUN READY CONDITION: Default.

PROCEDURE

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

SCORING

Targets: 10 IPSC Targets, 1 IPSC Popper.
Rounds to be scored: 21.
Scoring points: 105.
Time starts: Audible signal.



STAGE 7

RANGE 8

START POSITION:

Standing facing directly downrange with heels touching mark – as demonstrated.

HANDGUN READY CONDITION:

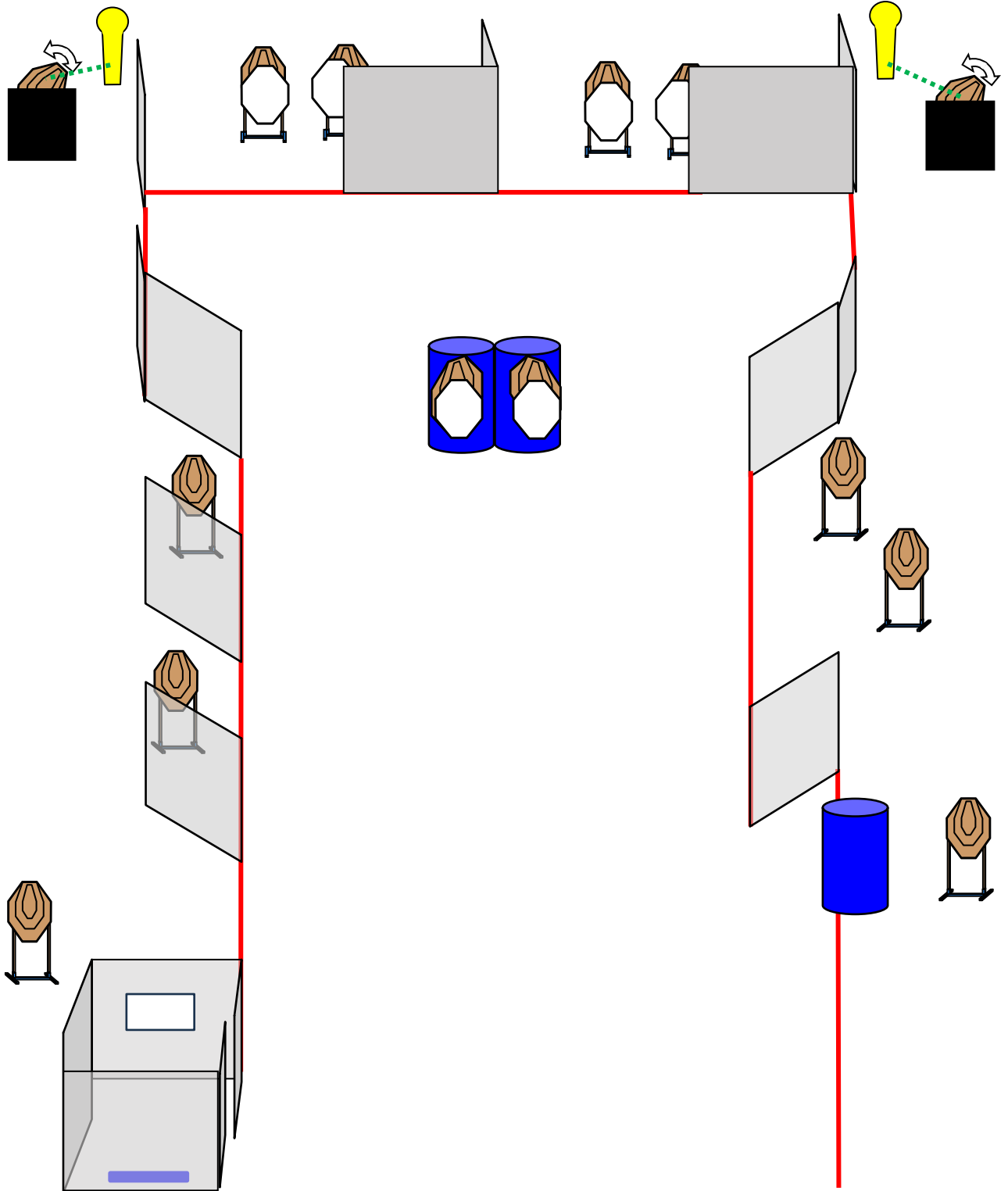
Default.

PROCEDURE

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

SCORING

Targets: 14 IPSC Targets, 2 IPSC Poppers.
Rounds to be scored: 30.
Scoring points: 150.
Time starts: Audible signal.



STAGE 8

RANGE 9

START POSITION: Standing facing directly downrange with both heels touching any one of the three marks – as demonstrated.

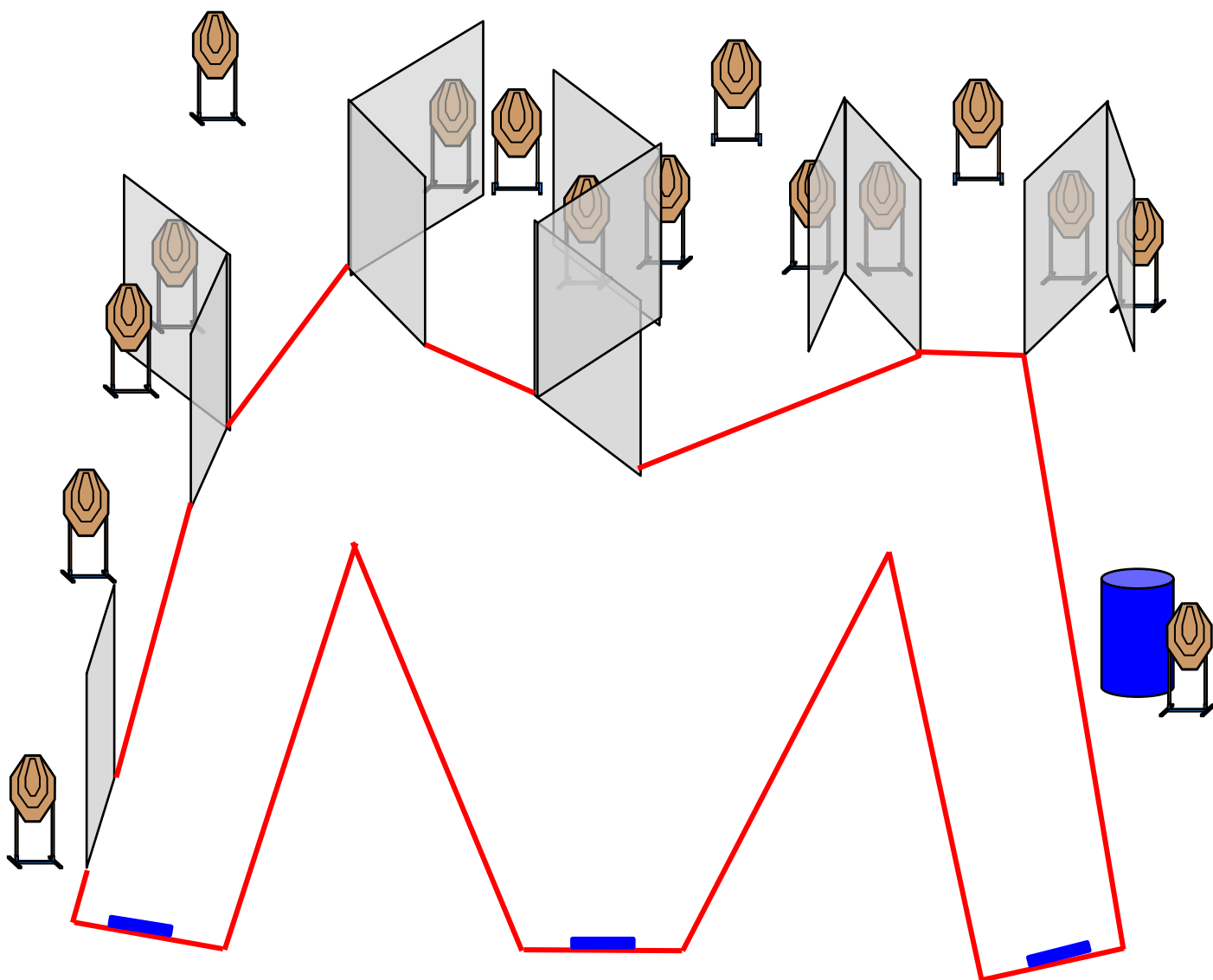
HANDGUN READY CONDITION: Default.

PROCEDURE

On the Start Signal, Engage targets.

SCORING

Targets: 16 IPSC Targets.
Rounds to be scored: 32.
Scoring points: 160.
Time starts: Audible signal.



STAGE 9

RANGE 11

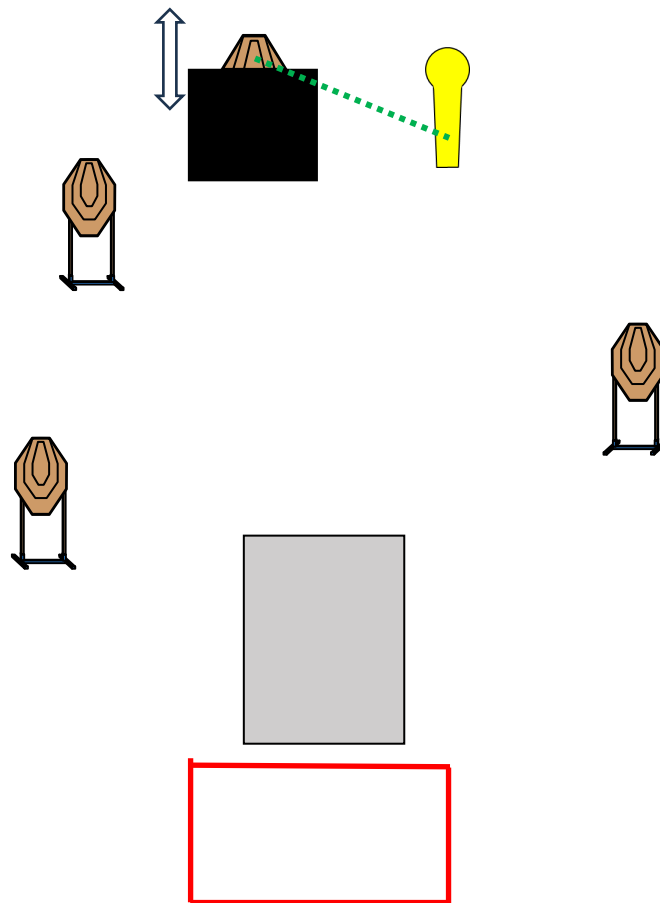
START POSITION: Standing anywhere within the demarcated area.
HANDGUN READY CONDITION: Default.

PROCEDURE

On the Start Signal, Engage targets using Strong Hand only.
Felling popper activates bobbing target which remains visible at rest.
Touching a magazine or speed-loader with the Weak Hand prior to Reloading is not permitted.

SCORING

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



STAGE 10

RANGE 12

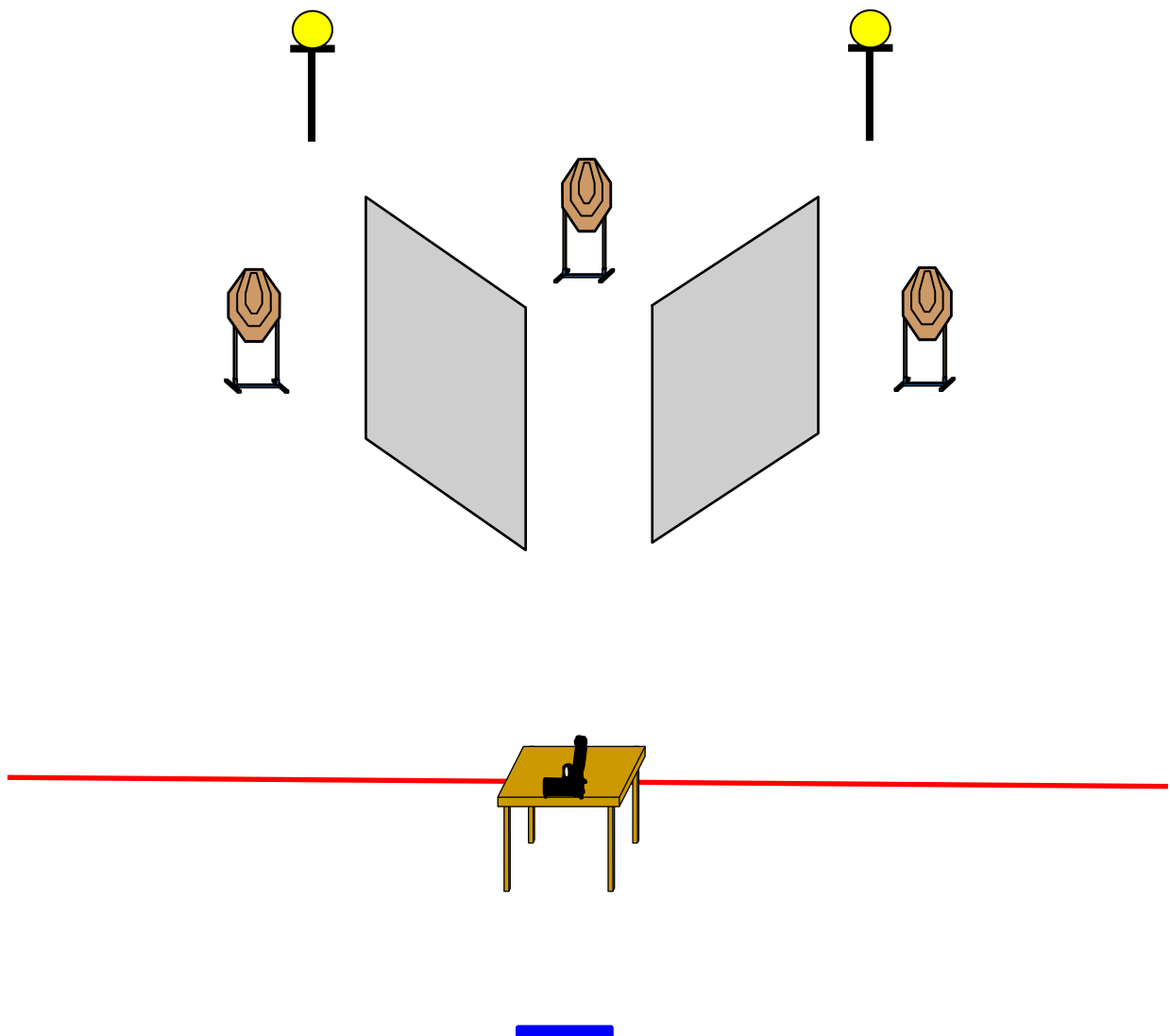
START POSITION: Standing facing directly downrange with heels touching mark – as demonstrated.
HANDGUN READY CONDITION: Magazine inserted and chamber loaded and placed flat on table pointing directly downrange.

PROCEDURE

On the Start Signal, Engage targets using Weak Hand only.
Touching a magazine or speed-loader with the Strong Hand prior to Reloading is not permitted.

SCORING

Targets: 3 IPSC Targets, 2 IPSC Plates.
Rounds to be scored: 8.
Scoring points: 40.
Time starts: Audible signal.



STAGE 11

RANGE 13

START POSITION: Standing facing directly downrange with toes touching either mark – as demonstrated.

HANDGUN READY CONDITION: Default.

PROCEDURE

On the Start Signal, Engage targets.

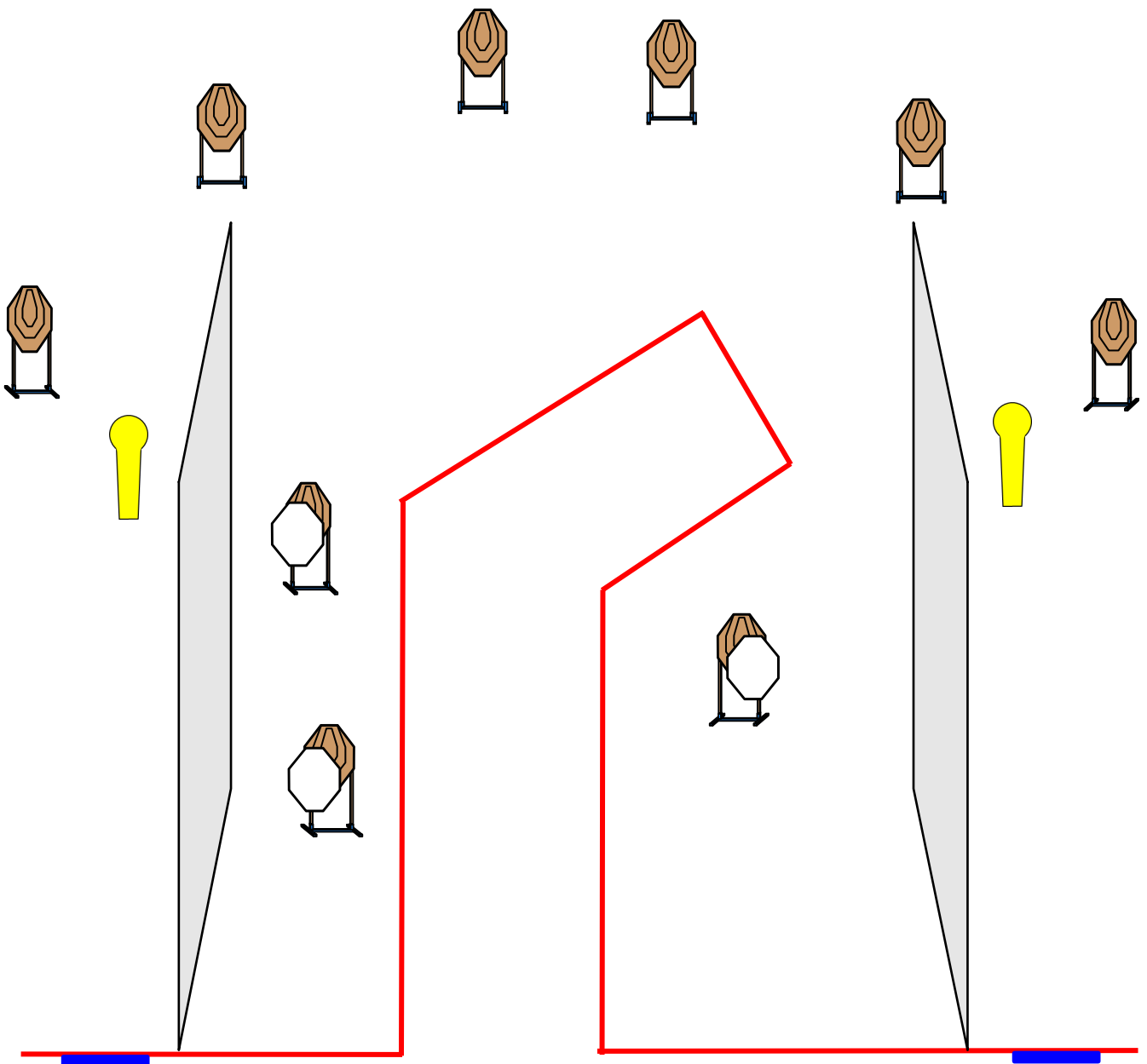
SCORING

Targets: 9 IPSC Targets, 2 IPSC Poppers.

Rounds to be scored: 20.

Scoring points: 100.

Time starts: Audible signal.

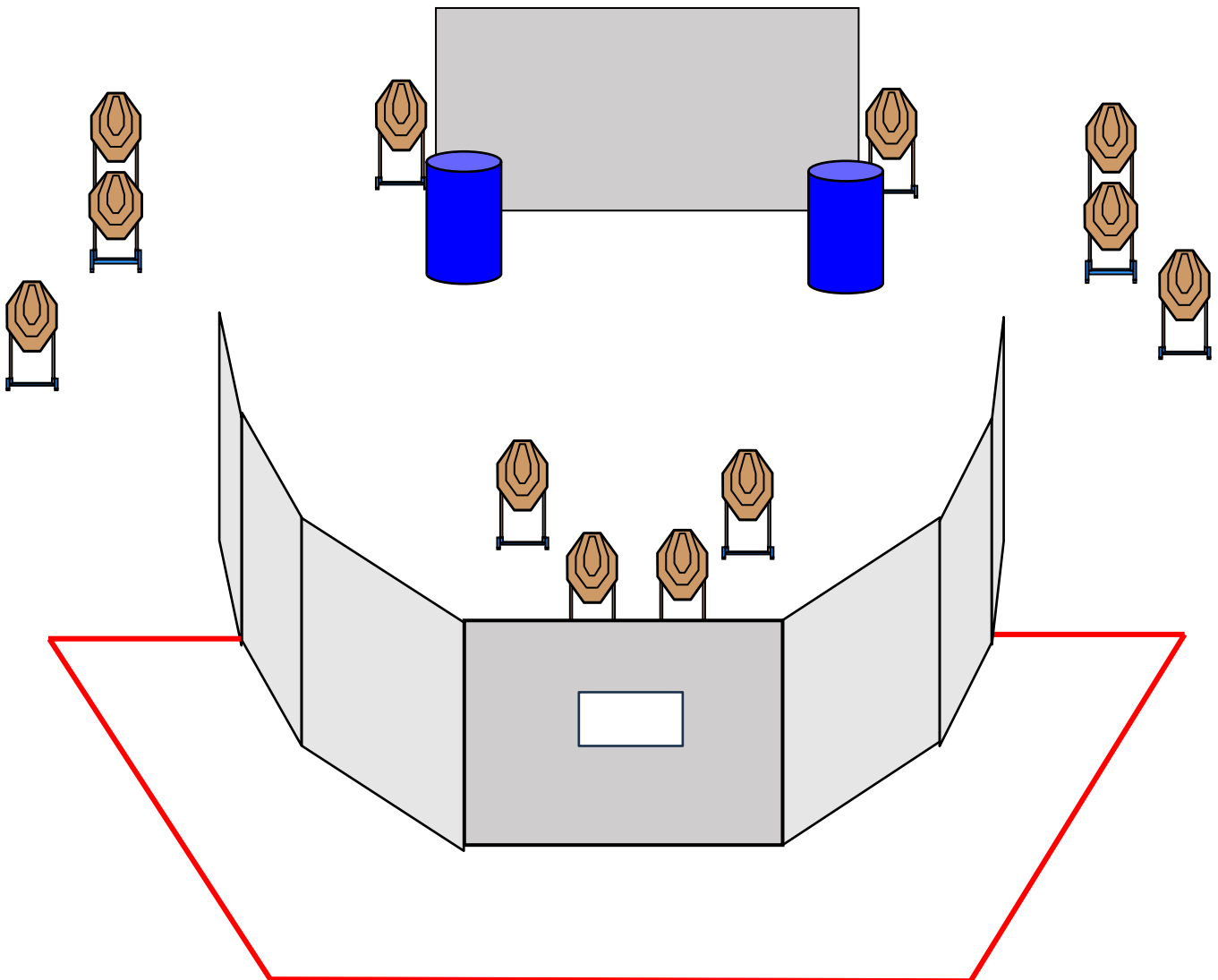


STAGE 12

RANGE 14

START POSITION: Standing anywhere within the demarcated area.
HANDGUN READY CONDITION: Default.

PROCEDURE	SCORING
On the Start Signal, Engage targets.	Targets: 12 IPSC Targets. Rounds to be scored: 24. Scoring points: 120. Time starts: Audible.



STAGE 13

RANGE 15

START POSITION: Standing on the ground, facing directly downrange, anywhere within the demarcated area.

HANDGUN READY CONDITION: Default.

PROCEDURE

On the Start Signal, Engage targets.

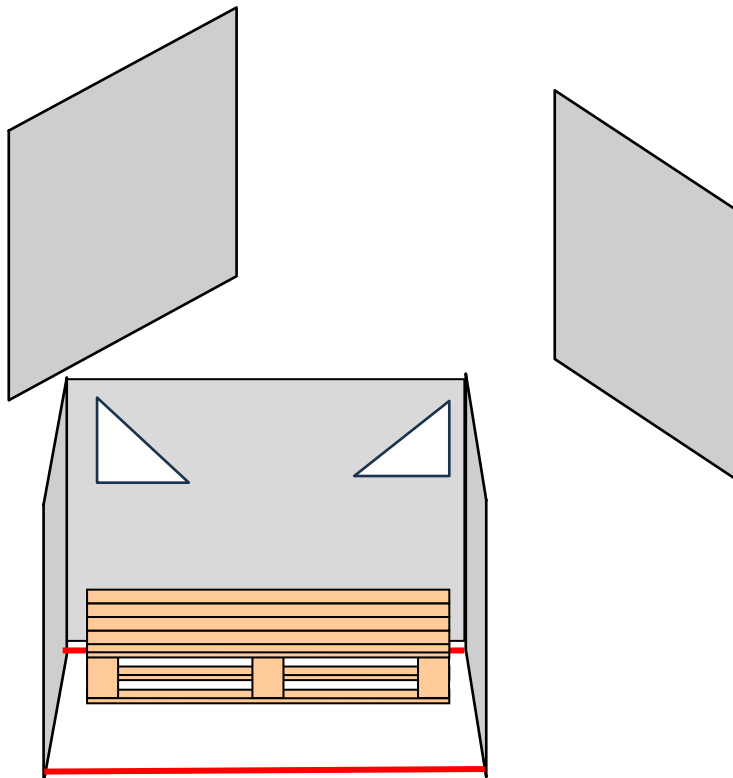
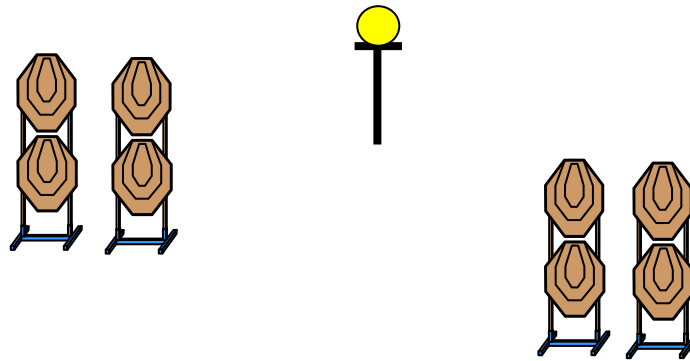
SCORING

Targets: 8 IPSC Targets, 1 IPSC Plate.

Rounds to be scored: 17.

Scoring points: 85.

Time starts: Audible signal.



STAGE 14

RANGE 16

START POSITION: Standing anywhere within the demarcated area.
HANDGUN READY CONDITION: Default.

PROCEDURE

On the Start Signal, Engage targets.
Felling popper activates swinging target and bobbing target
– both of which remain visible at rest.

SCORING

Targets: 5 IPSC Targets, 1 IPSC Popper.
Rounds to be scored: 11.
Scoring points: 55.
Time starts: Audible signal.

