

Briefing IPSC Match « La Défense » March 2023

152 shots, 2 medium courses, 4 long courses

Any shot in the walls or the ceiling means a DQ.

Stage 1

Stage one is a medium course, Comstock.

Eight (8) classic IPSC targets, one (1) mini popper, three (3) round plates. Twenty (20) shots minimum, one hundred (100) points.

Starting position is gun ready, holstered, standing relaxed, anywhere on the range.

Start is an audible signal and stop is last shot.

At the beep, engage all targets free style.

Penalties occur according the current IPSC rule book.

Stage 2

Stage two is a long course, Comstock.

Twelve (12) classic IPSC targets, two (2) mini poppers, six (6) round plates. Thirty-two (32) shots minimum, one hundred sixty (160) points.

Starting position is gun ready, holstered, standing relaxed, anywhere on the range.

Start is an audible signal and stop is last shot.

At the beep, engage all targets free style.

Penalties occur according the current IPSC rule book.

Stage 3

Stage one is a long course, Comstock.

Twelve (10) classic IPSC targets, five (5) mini poppers, five (5) round plates. Thirty (30) shots minimum, one hundred fifty (150) points.

Starting position is gun ready, holstered, standing relaxed, anywhere on the range.

Start is an audible signal and stop is last shot.

At the beep, engage all targets free style from the designated area or aperture.

Popper one (left of the stage facing downrange) activates a bobber. Popper two (mid of the stage) activates a swinger with two round plates. Popper three (right of the stage) activates a bobber.

Penalties occur according the current IPSC rule book.

Stage 4

Stage one is a long course, Comstock.

Ten (10) classic IPSC targets, One (1) mini popper, three (3) round plates. Twenty-four (24) shots minimum, one hundred twenty (120) points.

Starting position is gun ready, holstered, standing relaxed, anywhere on the range.

Start is an audible signal and stop is last shot.

At the beep, engage all targets free style from the designated area or aperture.

Popper activates a runner. A pressure of foot activates a drop turner.

Penalties occur according the current IPSC rule book.

Stage 5

Stage one is a long course, Comstock.

Ten (10) classic IPSC targets, two (2) mini poppers, three (3) round plates. Twenty-five (25) shots minimum, one hundred twenty-five (125) points.

Starting position is gun ready, holstered, standing relaxed, anywhere on the range.

Start is an audible signal and stop is last shot.

At the beep, engage all targets free style from the designated area or aperture.

Popper one (right of the stage) activates the disappearance of two classic paper targets (which cannot be shot anymore) and the appearance of two other classic targets.

Penalties occur according the current IPSC rule book.

Stage 6

Stage one is a medium course, Comstock.

Twelve (8) classic IPSC targets, two (2) mini poppers, three (3) round plates. Twenty-one (21) shots minimum, one hundred five (105) points.

Starting position is gun ready, holstered, standing relaxed, anywhere on the range.

Start is an audible signal and stop is last shot.

At the beep, engage all targets free style from the designated area or aperture.

Penalties occur according the current IPSC rule book.