

We are delighted to welcome you to our IPSC Handgun L2 match.

Here are a few important announcements,

Match info

- The use of polymer bullets is allowed, lead (uncoated) bullets are prohibited.
- Please arrive at least 30 minutes in advance.
- Check in at the bureau and join the range 10 minutes prior of the start of your squad.
- (Bullet)-hits into the floor, ceiling or other infrastructure not intended for shooting are considered shots in an unsafe direction and will result in a match DQ.
- For safety and prevention of time loss, brass picking is not allowed during the match process, All brass will be centrally collected, and can be retrieved after the squad is finished shooting.
- Dutch shooters must have their NPSA membership card, valid until 2025 with them.
- Link to squadding: <u>Live Squadding TRIGGER HG L2 2025</u>

House/Range rules

- Loading of the magazines is allowed in the cafeteria.
- Un-packing your gun is only allowed in the designated safety area. This area is indicated in the basement between the 2 shooting ranges.
- You can keep your weapon holstered when moving between the ranges. No weapons (handling) allowed in the cafeteria.
- Only the "active" squad is allowed on the shooting range. All others must wait in the cafeteria.
- When changing shooting ranges, please wait in the safety area until the match officials release the range.
- Please do not forget your payments, due NLT 24th Oct.
 on account BE94 9795 4420 0014 (BIC: ARSPBE22XXX) Trigger. For practical reasons there will be no refunds after the 1st of November.

After match info

- After shooting, please store your range bags (weapons) in the designated area (secured), or in your vehicle (only if your car is parked on the TRIGGER premises).
- We have an assortment of tasty and refreshing beers, but of course, consuming these is only allowed AFTER the match.
- Feedback is very much appreciated! Don't hesitate to talk to us after the match 😌

With Kind regards,

DVC

Trigger IPSC Team







Parking info

- Parking is allowed in the green areas



