

IPSC PCC NATIONALS MATCH

MAY 4-5th, 2024
Kamloops Target Sports Association
Kamloops, BC



16 Stages, 314 Rounds, 1570 points
Match Director: Nick King

Match copy is subject to change.



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They CHANGE so you don't have to."



SILVER SPONSORS

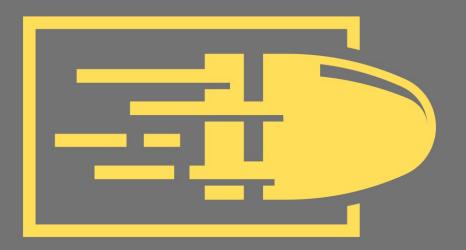






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PENNER PRECISION



HI-TEK COATED HARD CAST PROJECTILES

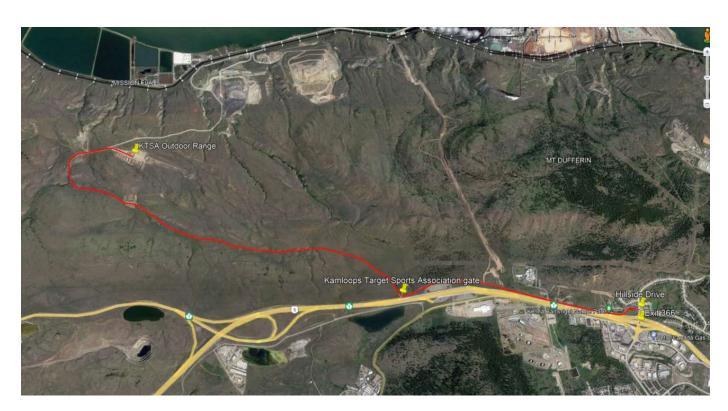


General Notes and Rules

- Advance registration required.
- Competitors must have passed a Black badge course.
- IPSC membership required.
- As a condition of entry, competitors SHALL be required to work the match.
- Squadding shall be at the Match Directors sole discretion; however, competitors' preferences will be considered.
- Drawings are not to scale.
- Due to range conditions actual layout may vary.
- Water will be available at the range, please bring a water bottle.
- All competitors and spectators must wear hearing and eye protection.
- Brass picking MAY be allowed if time permits, with stage CRO approval.
- One or more Safety Areas will be designated.
- No alcoholic beverages or other intoxicants (legalized drugs) will be allowed until all shooting completed for the day and approval from the Range Master.
- Full targets will be approximately 1.5 meters to the top unless otherwise noted.
- Start signal is electronic buzzer and stop is last shot fired unless otherwise specified.
- Shooting starts at 8:00 AM Sharp, competitors are to be at their designated stages NO LATER 7:45 AM.
- This is a published match.
- Arbitration fee is \$135.00, payable with arbitration form.
- Club location 50' 40.954'N / -120' 27.988'W



Map to KTSA Range



Take exit 366 off Trans-Canada Highway/ BC-1 West/ BC-97 North. Turn North onto Copperhead Drive. Turn Left onto Hillside Drive and travel West to end of the road. Arrived at KTSA Range gate. Follow signs to the Range.



Stage 1 Bay 1

TITLE: Quickly COURSE DESIGNER: Nick King

START POSITION: Standing with heels on X's. FIREARM READY CONDITION: LOADED Option 1

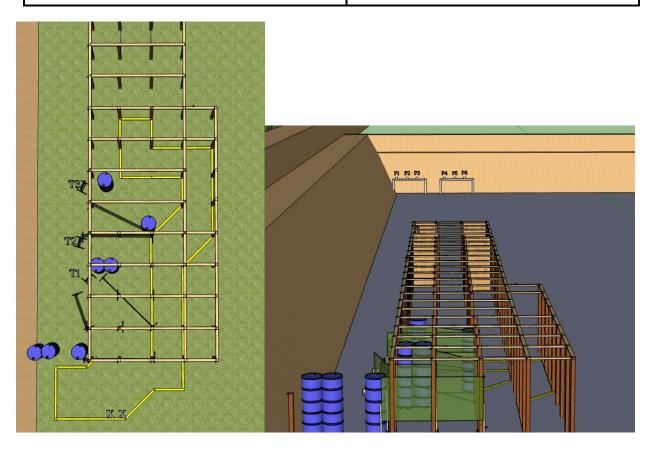
STAGE PROCEDURE: At the start signal engage targets. Top view and cut away of a building.

SCORING: Minimum number of

rounds: 12, 60 points

TARGETS: 3 IPSC Mini Target, 6 IPSC Plates (2 Plate racks). START-STOP: Audible Signal

DISTANCE: 3m - 70m





Stage 2 Bay 1

TITLE: Riding the tube COURSE DESIGNER: Nick King

START POSITION: Standing with heels on X's. Tubes must be placed centre of wall.

FIREARM READY CONDITION: LOADED Option 1

STAGE PROCEDURE: At the start signal engage targets. All targets are to be engaged through the tubes. Moving tubes will show targets.

SCORING: Minimum number of

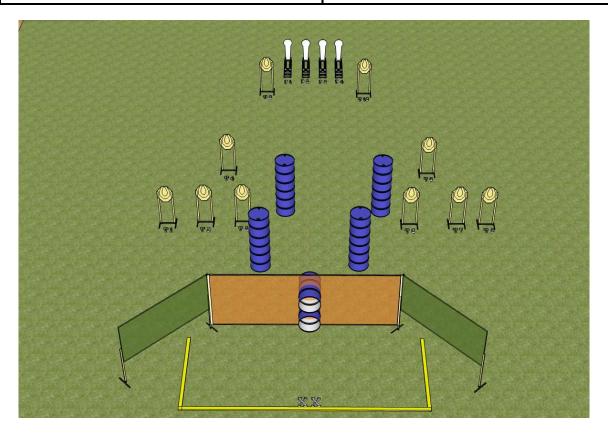
rounds: 24, 120 points

TARGETS: 10 IPSC Target, 4

IPSC Popper.

START-STOP: Audible Signal

DISTANCE: 5m - 15m





Stage 3 Bay 2

TITLE: SSSppppeeeddd COURSE DESIGNER: Nick King

START POSITION: Standing Heels on either X's. FIREARM READY CONDITION: LOADED Option 1

STAGE PROCEDURE: At the start | SCORING: Minimum number of

signal engage targets.

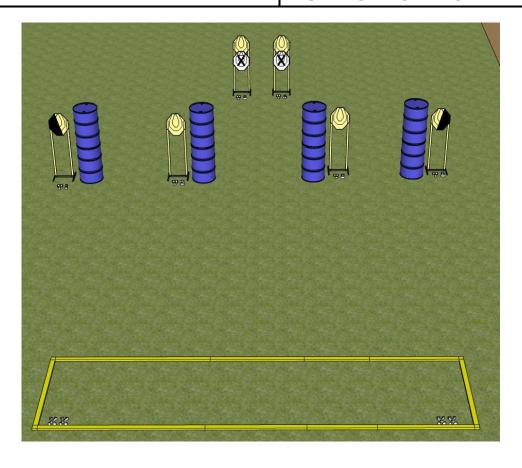
rounds: 12, 60 points

TARGETS: 6 IPSC Target, 2 No

Shoot targets

START-STOP: Audible Signal

DISTANCE: 10m - 20m





Stage 4 Bay 2

TITLE: Quick One COURSE DESIGNER: Geoff House

START POSITION: Standing within designated area.

FIREARM READY CONDITION: LOADED Option 1

STAGE PROCEDURE: At the start

signal engage targets.

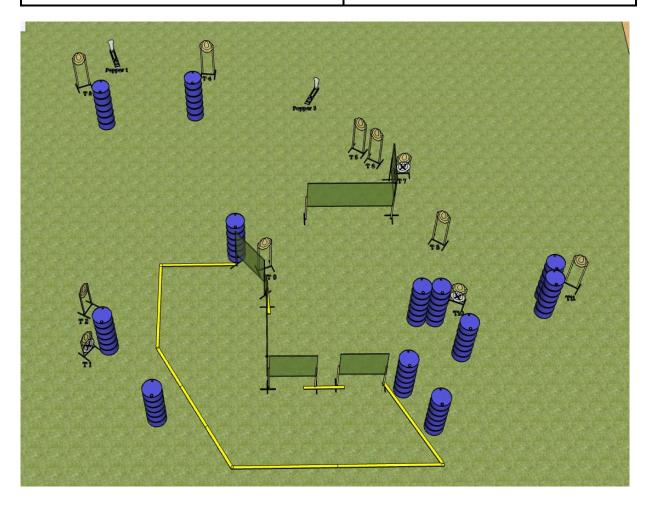
SCORING: Minimum number of

rounds: 24, 120 points

TARGETS: 11 IPSC Target, 2

Popper, 3 No shoot target, START-STOP: Audible Signal

DISTANCE: 5m - 15m





Stage 5 Bay 3

TITLE: Bow Down COURSE DESIGNER: Nick King

START POSITION: Standing within designated area. FIREARM READY CONDITION: LOADED Option 2

STAGE PROCEDURE: At the start signal engage targets. IPSC Poppper 1 activates Max Trap/ T1. Popper 2 activates Max Trap/ T4. All targets are visible at rest.

SCORING: Minimum number of

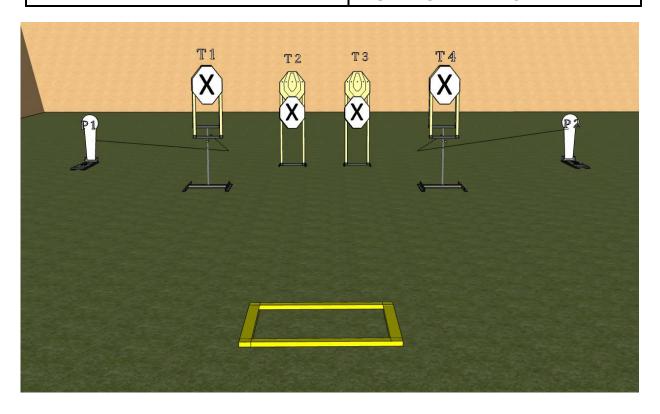
rounds: 10, 50 points

TARGETS: 4 IPSC Target, 2 IPSC Poppers, 4 No Shoot

targets

START-STOP: Audible Signal

DISTANCE: 7m - 15m





Stage 6 Bay 3

TITLE: Simple One COURSE DESIGNER: Geoff House

START POSITION: Standing within designated area. FIREARM READY CONDITION: LOADED Option 1

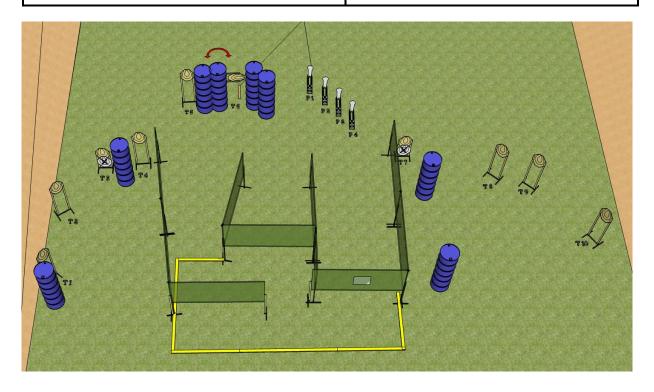
STAGE PROCEDURE: At the start signal engage targets. IPSC Popper 1 activates Target 6. All targets visible at rest.

SCORING: Minimum number of

rounds 24, 120 points

TARGETS: 10 IPSC Target, 4
Mini Poppers, 2 No shoot target
START-STOP: Audible Signal

DISTANCE: 3m - 15m





Stage 7 Bay 4

TITLE: Frustration COURSE DESIGNER: Nick King

START POSITION: Standing within designated area. FIREARM READY CONDITION: LOADED Option 1

STAGE PROCEDURE: At the start signal engage targets. IPSC Popper 1 activates T1 – T4. Maximum 10 rds visible from any position.

Targets are visible at rest.

SCORING: Minimum number of

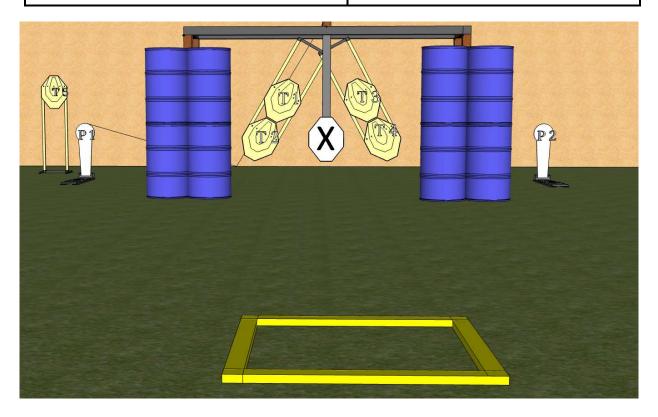
rounds: 12, 60 points

TARGETS: 5 IPSC Target, 2

Poppers, 1 No shoot target

START-STOP: Audible Signal

DISTANCE: 15m - 18m





Stage 8 Bay 4

TITLE: Swing Time COURSE DESIGNER: Geoff House

START POSITION: Standing on lowest step.

FIREARM READY CONDITION: LOADED Option 1

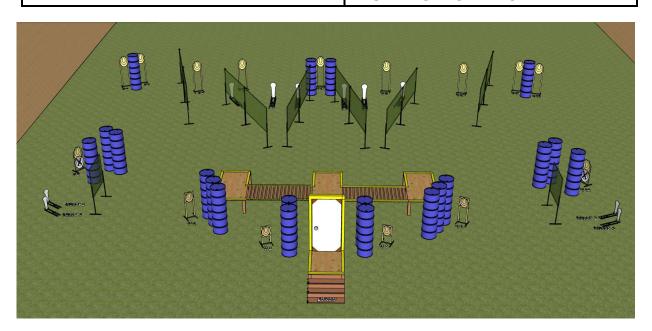
STAGE PROCEDURE: At the start | SCORING: Minimum number of

signal engage targets.

rounds 40, 200 points

TARGETS: 11 IPSC Target, 4 Mini IPSC Target, 6 Popper, 4 Mini Popper, 2 No shoot target **START-STOP: Audible Signal**

DISTANCE: 3m - 15m





Stage 9 Bay 5

TITLE: SWINGING BY COURSE DESIGNER: Geoff House

START POSITION: Standing within designated area.

FIREARM READY CONDITION: Loaded Option 1

STAGE PROCEDURE: At the start signal engage targets. Popper 4 activates T1 & T2.

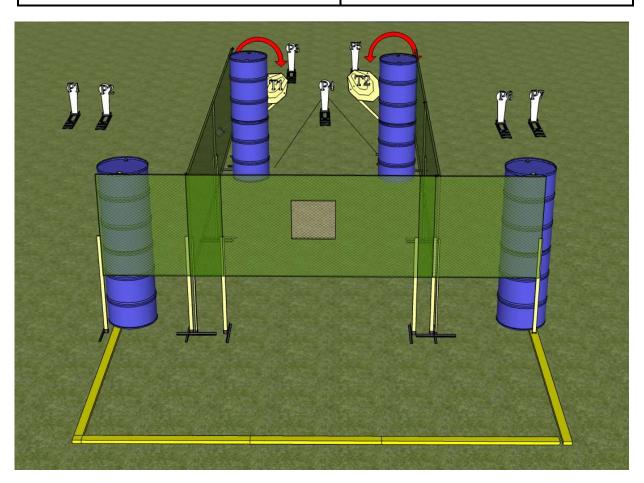
SCORING: Minimum number of Rounds: 11 rounds, 55 points

TARGETS: 2 IPSC Target, 7

Popper.

START-STOP: Audible signal

DISTANCE: 8m - 10m





Stage 10 Bay 5

TITLE: On the Move COURSE DESIGNER: Geoff House

START POSITION: Standing within designated area.

FIREARM READY CONDITION: LOADED Option 1

STAGE PROCEDURE: On signal

engage targets.

SCORING: Minimum number of

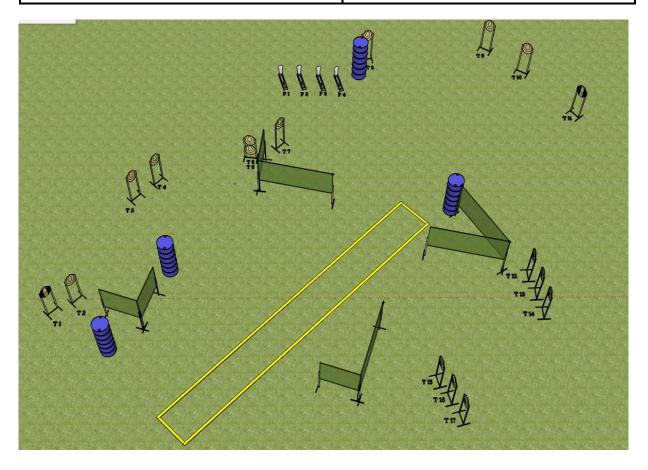
rounds: 38, 190 points

TARGETS: 14 IPSC Target, 4

IPSC Poppers

START-STOP: Audible Signal

DISTANCE: 6m - 13m





Stage 11 Bay 7

TITLE: C Shaped COURSE DESIGNER: Geoff House

START POSITION: Standing within designated area. FIREARM READY CONDITION: UNLOADED Option 3

STAGE PROCEDURE: At the start signal engage targets. All ammunition to be used must be staged on table A/B. Firearm is to be staged on table A/B.

SCORING: Minimum number of

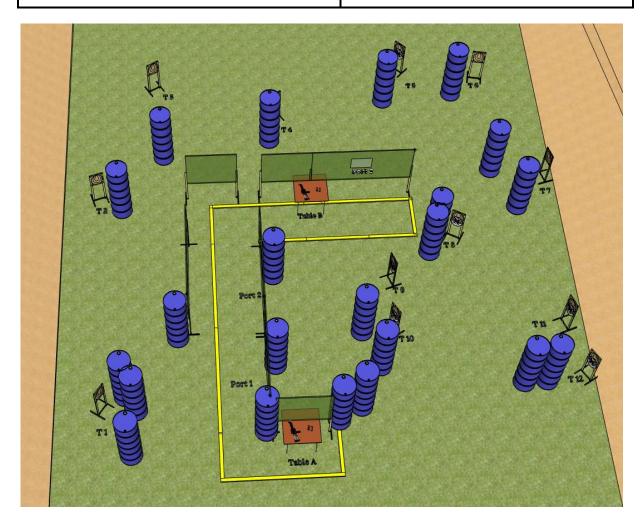
rounds: 24, 120 points

TARGETS: 12 IPSC Mini Target,

5 No Shoot Target.

START-STOP: Audible Signal

DISTANCE: 3m - 9m





Stage 12 Bay 8

TITLE: Quick One COURSE DESIGNER: Geoff House

START POSITION: Standing within designated area.

FIREARM READY CONDITION: LOADED Option 1

STAGE PROCEDURE: At the start

signal engage targets.

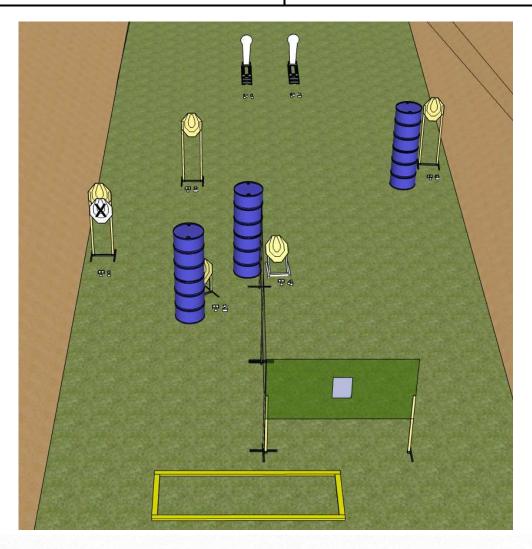
SCORING: Minimum number of

rounds: 12, 60 points

TARGETS: 5 IPSC Target, 2

Poppers, 1 No shoot targets.
START-STOP: Audible Signal

DISTANCE: 5m - 12m



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Stage 13 Bay 8

TITLE: Unstable Ground COURSE DESIGNER: Nick King

START POSITION: Toes on X's either side.

FIREARM READY CONDITION: UNLOADED Option 3

STAGE PROCEDURE: At the start signal engage targets. All targets must be engaged from the swinging bridge. Handrails are for safety only. P1 hides T9-T10, P2 hides T1-T3. P3 hides T7-T8. P4 hides T4-T6. Maximum of 10 rds visible from any position.

SCORING: Minimum number of

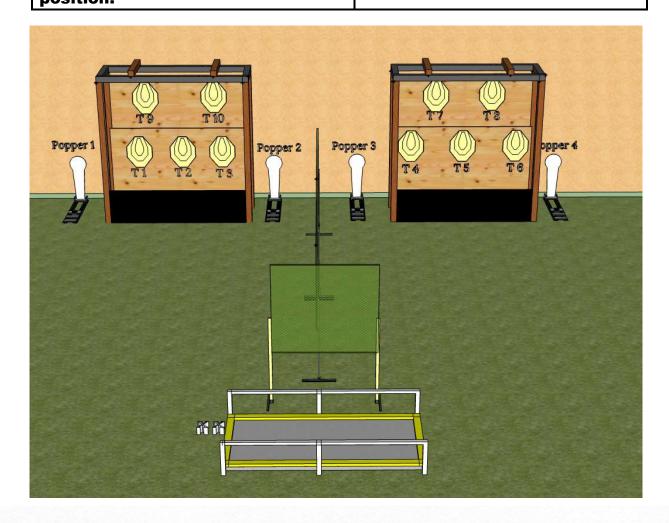
rounds: 24, 120 points

TARGETS: 10 IPSC Target, 4

Poppers

START-STOP: Audible Signal

DISTANCE: 10m - 12m





Stage 14 Bay 9

TITLE: Tight Angles COURSE DESIGNER: Geoff House

START POSITION: Standing within designated area.

FIREARM READY CONDITION: LOADED Option 1

STAGE PROCEDURE: At the start

signal engage targets.

SCORING: Minimum number of

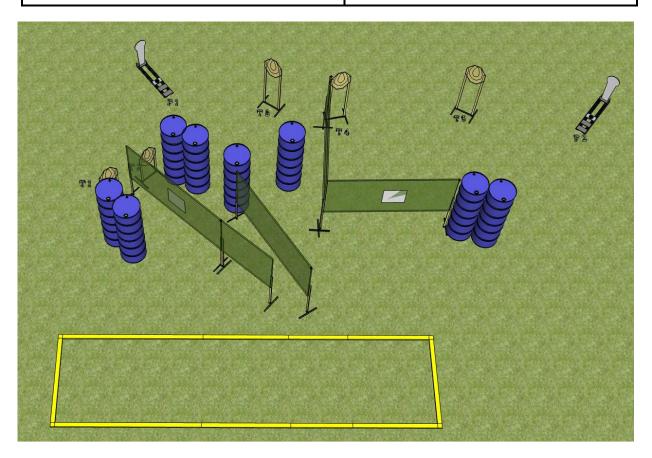
rounds: 12, 60 points

TARGETS: 5 IPSC Target, 2

Popper

START-STOP: Audible Signal

DISTANCE: 3m - 15m





Stage 15 Bay 9

TITLE: Uppity COURSE DESIGNER: Geoff House

START POSITION: Standing within designated area.

FIREARM READY CONDITION: LOADED Option 1

STAGE PROCEDURE: At the start signal engage targets. IPSC Popper 1 activates T 2 & T 3. T2 and T3 will be disappearing.

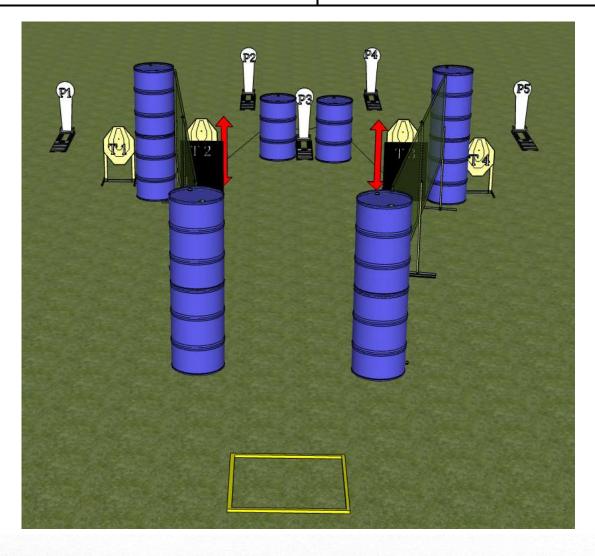
SCORING: Minimum number of

rounds: 12, 60 points

TARGETS: 4 IPSC Targets (2

are disappearing), 5 Popper. START-STOP: Audible Signal

DISTANCE: 8m - 11m





Stage 16 Bay 10

TITLE: Double up COURSE DESIGNER: Geoff House

START POSITION: Standing within designated area. FIREARM READY CONDITION: LOADED Option 1

STAGE PROCEDURE: At the start signal engage targets. IPSC Mini P3 activates T3. P1 activates T8. Targets will be visible at rest.

SCORING: Minimum number of rounds: 23, Possible 115 points TARGETS: 5 IPSC Target, 4 Mini IPSC Target, 4 Mini Popper, 1 Popper. T3 and T8 disappear. START-STOP: Audible Signal

DISTANCE: 5m - 15m

