

# KO 2023

## IPSC Level 3



## Match Sanction for D28413524

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Match Name: Kongsvinger Open (ko)

Discipline: Handgun

Region: Norway

City: Kongsvinger

Club: Kpk og Landslaget

Match Date: 2022-06-02



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STAGES

Stage ratio 3-2-1 (Short: 7, Medium: 5 and Long: 2)

#	Rounds	Short	Medium	Long
Stage 1	8	1		
Stage 2	12	1		
Stage 3	29			1
Stage 4	23		1	
Stage 5	24		1	
Stage 6	11	1		
Stage 7	12	1		
Stage 8	30			1
Stage 9	12	1		
Stage 10	11	1		
Stage 11	23		1	
Stage 12	19		1	
Stage 13	7	1		
Stage 14	24		1	
	245			



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STAGE 1

TYPE: Short course

TARGETS: 4 IPSC MINI Targets

NUMBER OF ROUNDS TO BE SCORED: 8 rounds

THE HANDGUN READY CONDITION:

START POSITION: anywhere inside the demarcated area

TIME STARTS: audible

PROCEDURE: on signal engage all targets with from within demarcated area

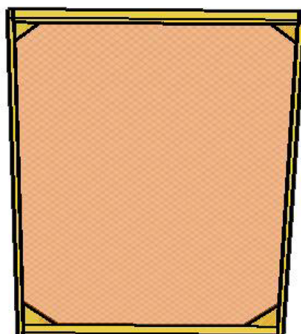
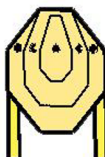
T2



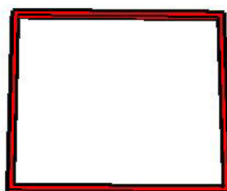
T3



T1



T4





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STAGE 2

TYPE: Short course

TARGETS: 5 IPSC MINI Targets and 2 IPSC Mini Poppers

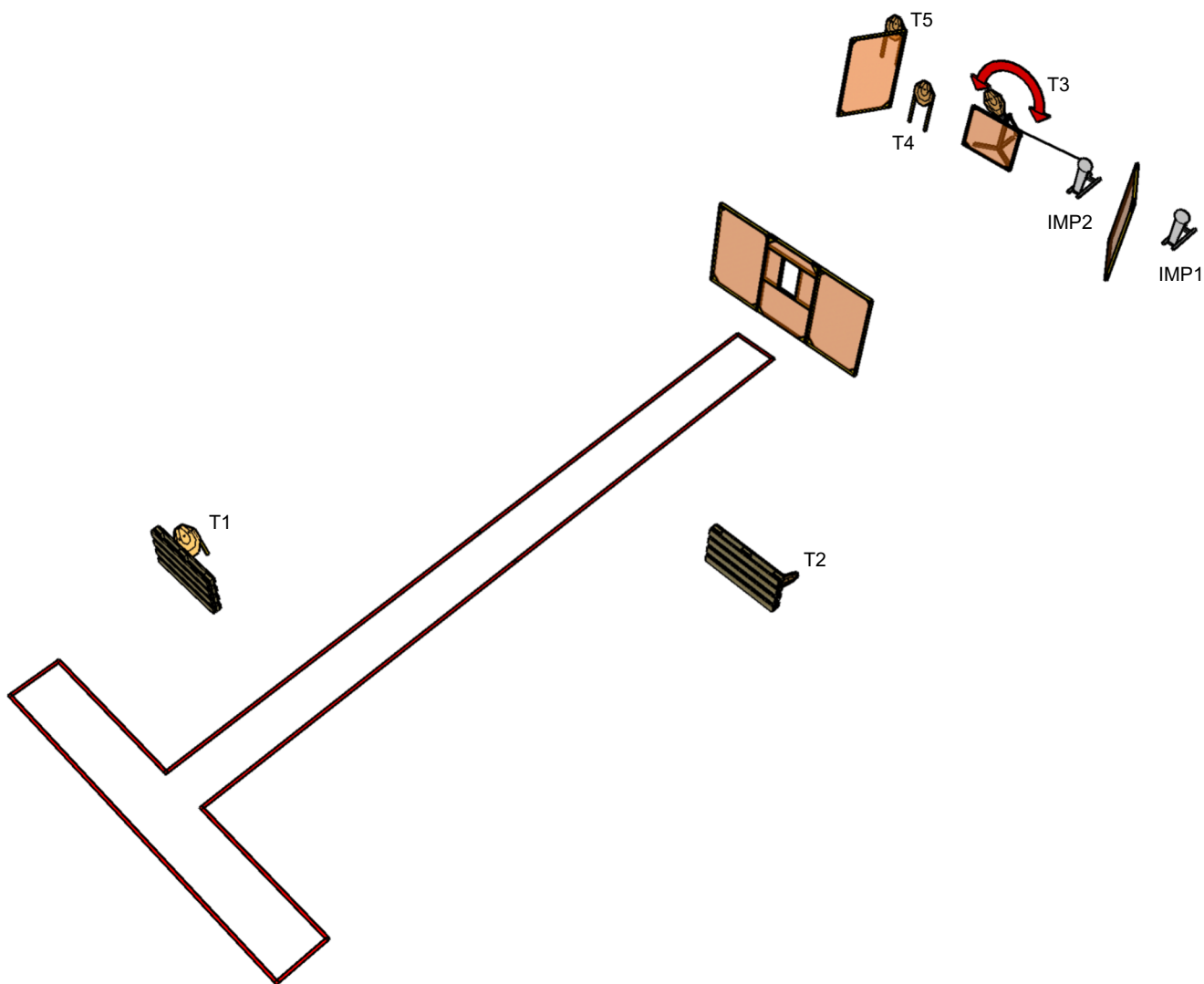
NUMBER OF ROUNDS TO BE SCORED: 12 rounds

THE HANDGUN READY CONDITION:

START POSITION: anywhere inside the demarcated area

TIME STARTS: audible

PROCEDURE: on signal engage all targets from within demarcated area. IMP 2 activates moving target 3. Moving target will be visible at rest.







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## STAGE 3

TYPE: Long course

TARGETS: 14 IPSC targets, 1 IPSC Mini popper

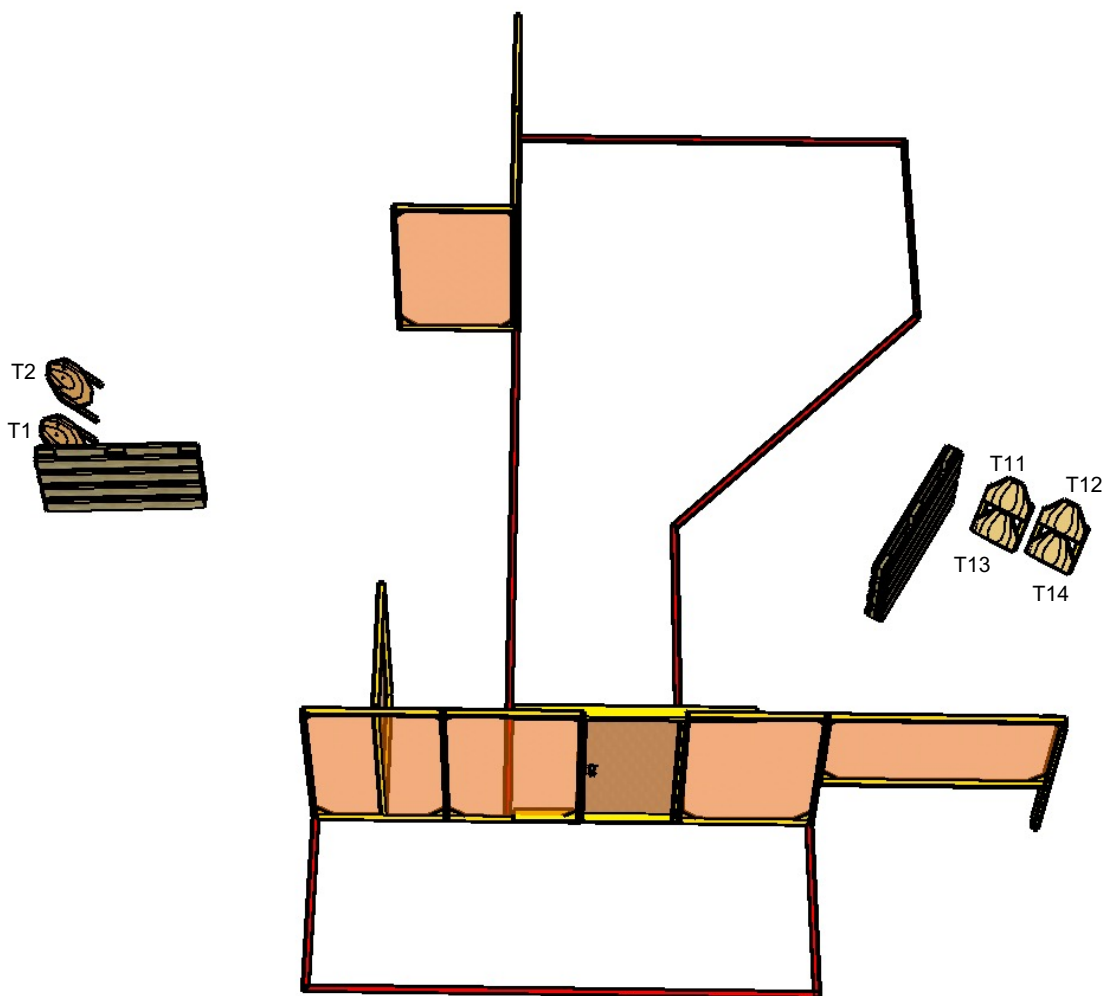
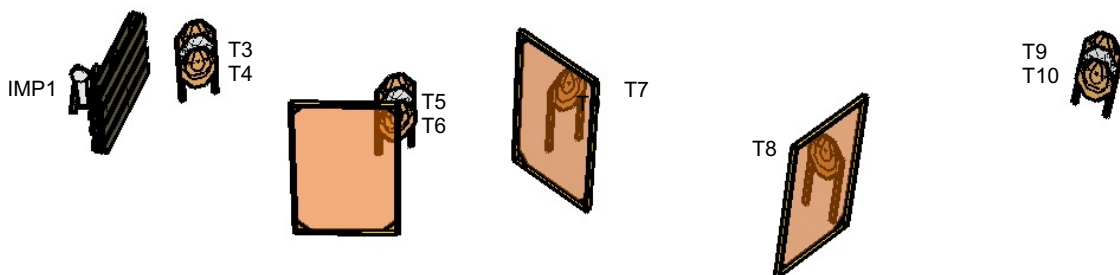
NUMBER OF ROUNDS TO BE SCORED: 29 rounds

THE HANDGUN READY CONDITION:

START POSITION: anywhere inside the demarcated area

TIME STARTS: audible

PROCEDURE: on signal engage all targets from within demarcated area.





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STAGE 4

TYPE: Medium course

TARGETS: 10 IPSC targets and 3 IPSC Mini Poppers

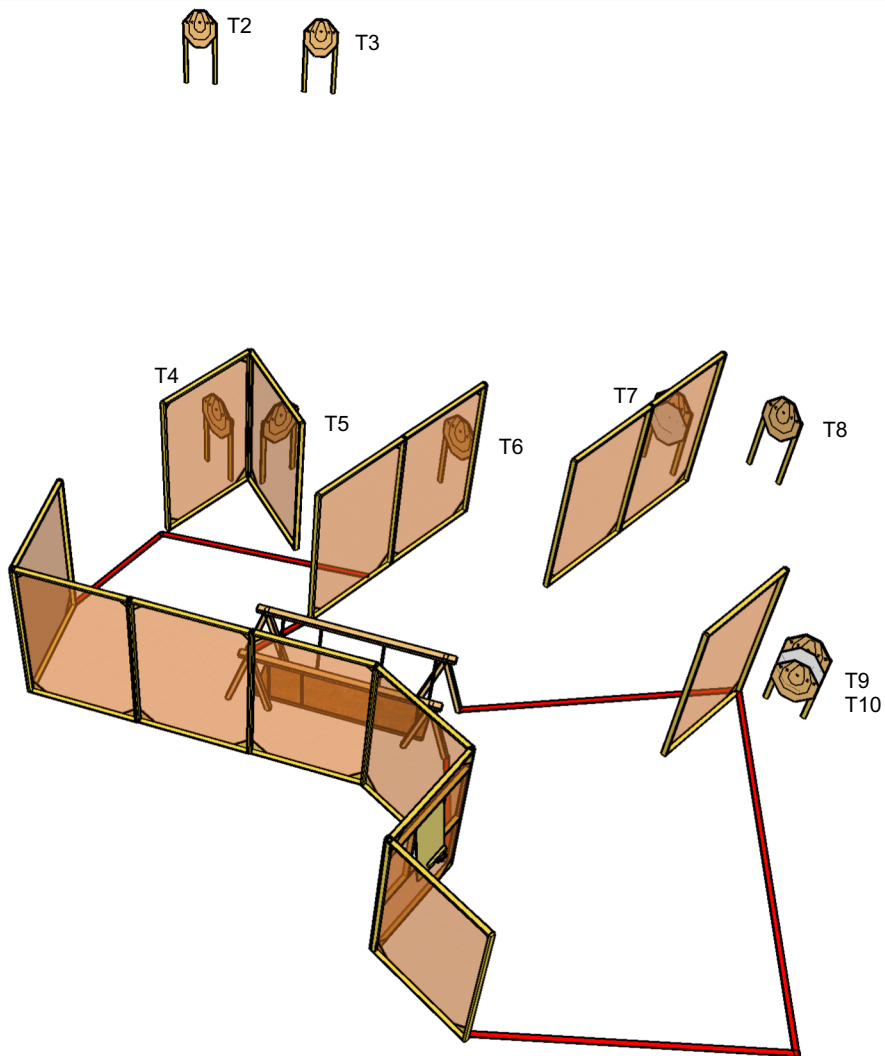
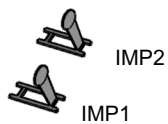
NUMBER OF ROUNDS TO BE SCORED: 23 rounds

THE HANDGUN READY CONDITION:

START POSITION:

TIME STARTS: audible

PROCEDURE: on signal engage all targets from within demarcated area.





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STAGE 5

TYPE: Medium course

TARGETS: 11 IPSC targets and 2 IPSC Mini Poppers

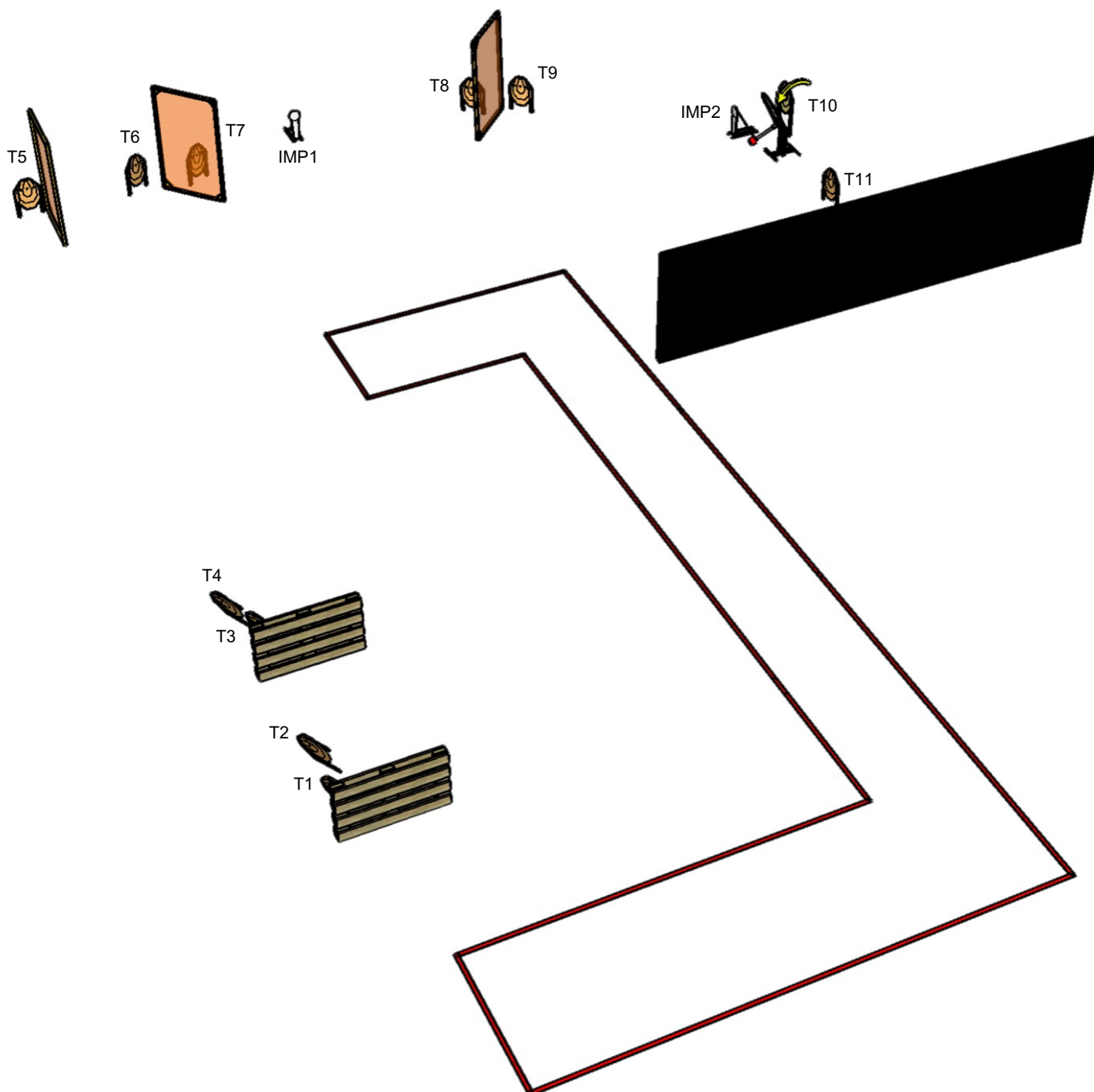
NUMBER OF ROUNDS TO BE SCORED: 24 rounds

THE HANDGUN READY CONDITION:

START POSITION: anywhere inside the demarcated area

TIME STARTS: audible

PROCEDURE: on signal engage all targets from within demarcated area. IMP2 activates moving target T9. Moving target will be visible at rest.





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## STAGE 6

TYPE: Short course

TARGETS: 4 IPSC targets, 1 IPSC Popper and 2 IPSC Plates

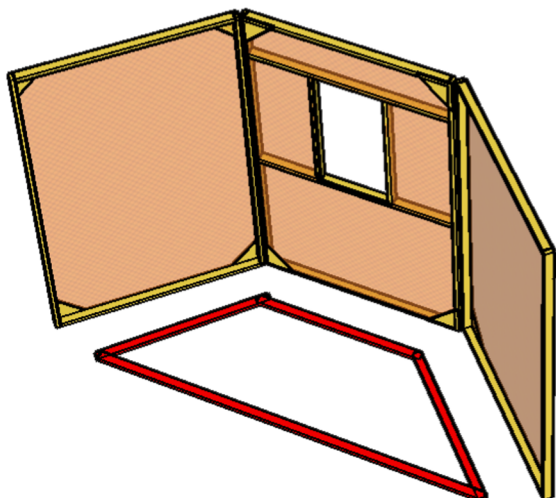
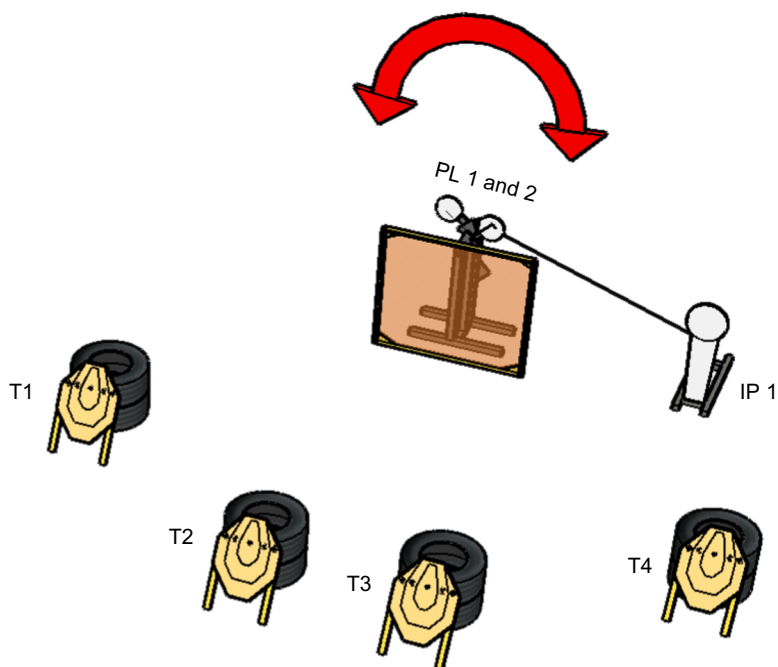
NUMBER OF ROUNDS TO BE SCORED: 11 rounds

THE HANDGUN READY CONDITION:

START POSITION: anywhere inside the demarcated area.

TIME STARTS: audible

PROCEDURE: on signal engage all targets from within demarcated area. IP1 activates moving plates 1 and 2. Moving targets will be visible at rest.





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STAGE 7

TYPE: Short course

TARGETS: 6 IPSC targets

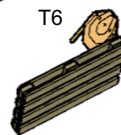
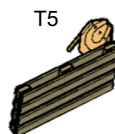
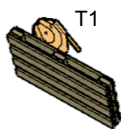
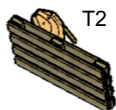
NUMBER OF ROUNDS TO BE SCORED: 12 rounds

THE HANDGUN READY CONDITION: : Handgun loaded on tabel A or B.

START POSITION: Heels touching yellow mark

TIME STARTS: audible

PROCEDURE: On signal engage all targets from within demarcated area.





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## STAGE 8

TYPE: Long course

TARGETS: 14 IPSC targets and 2 IPSC Mini Poppers

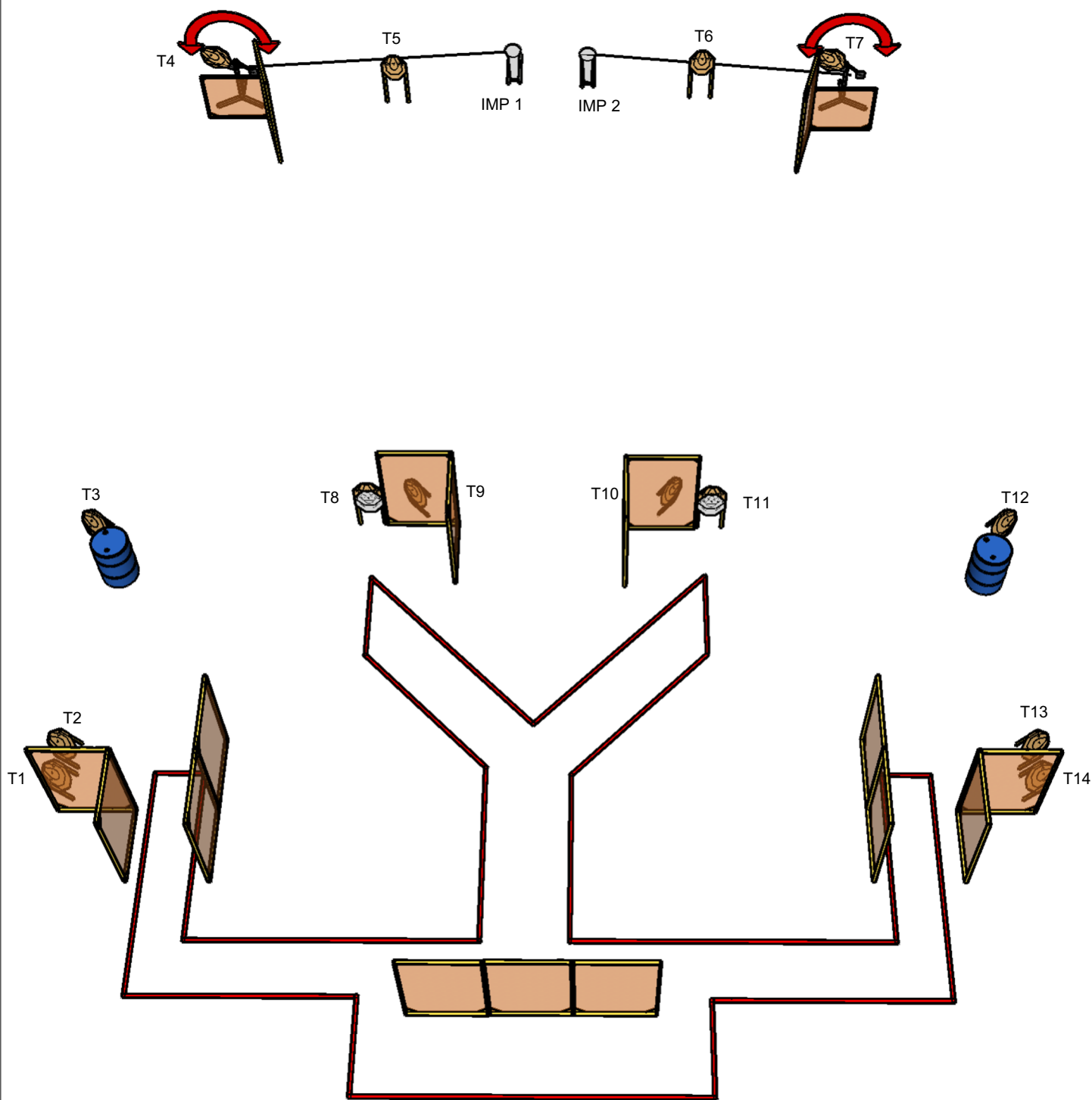
NUMBER OF ROUNDS TO BE SCORED: 30 rounds

THE HANDGUN READY CONDITION:

START POSITION: anywhere inside the demarcated area

TIME STARTS: audible

PROCEDURE: on signal engage all targets from within demarcated area. Popper 1 will release target T4. Popper 2 will release target T7. Targets will be visible at rest.





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STAGE 9

TYPE: Short Course

TARGETS: 4 IPSC targets and 4 IPSC plates

NUMBER OF ROUNDS TO BE SCORED: 12 rounds

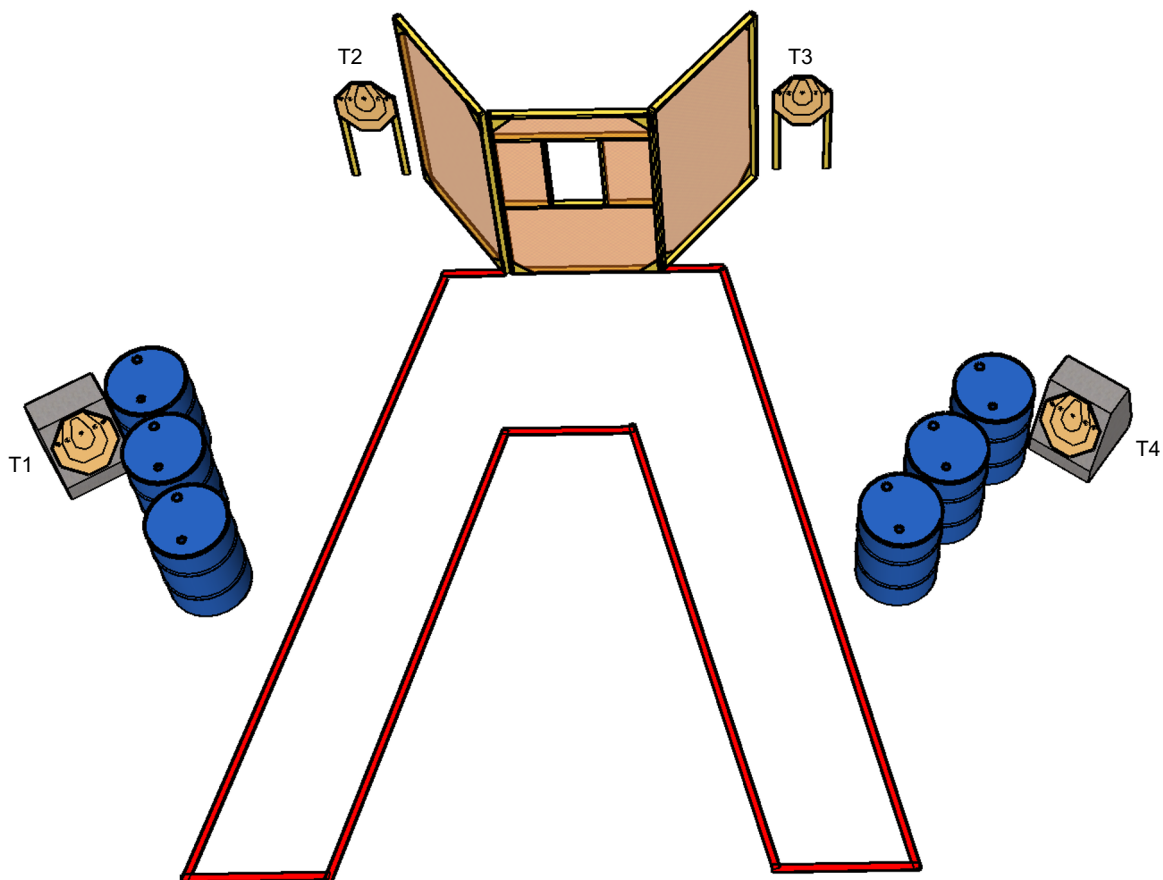
THE HANDGUN READY CONDITION:

START POSITION: anywhere inside the demarcated area

TIME STARTS: audible

PROCEDURE: on signal engage all targets from within demarcated area.

PL1 PL2 PL3 PL4





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## STAGE 10

TYPE: Short course

TARGETS: 5 IPSC targets and 1 IPSC Popper

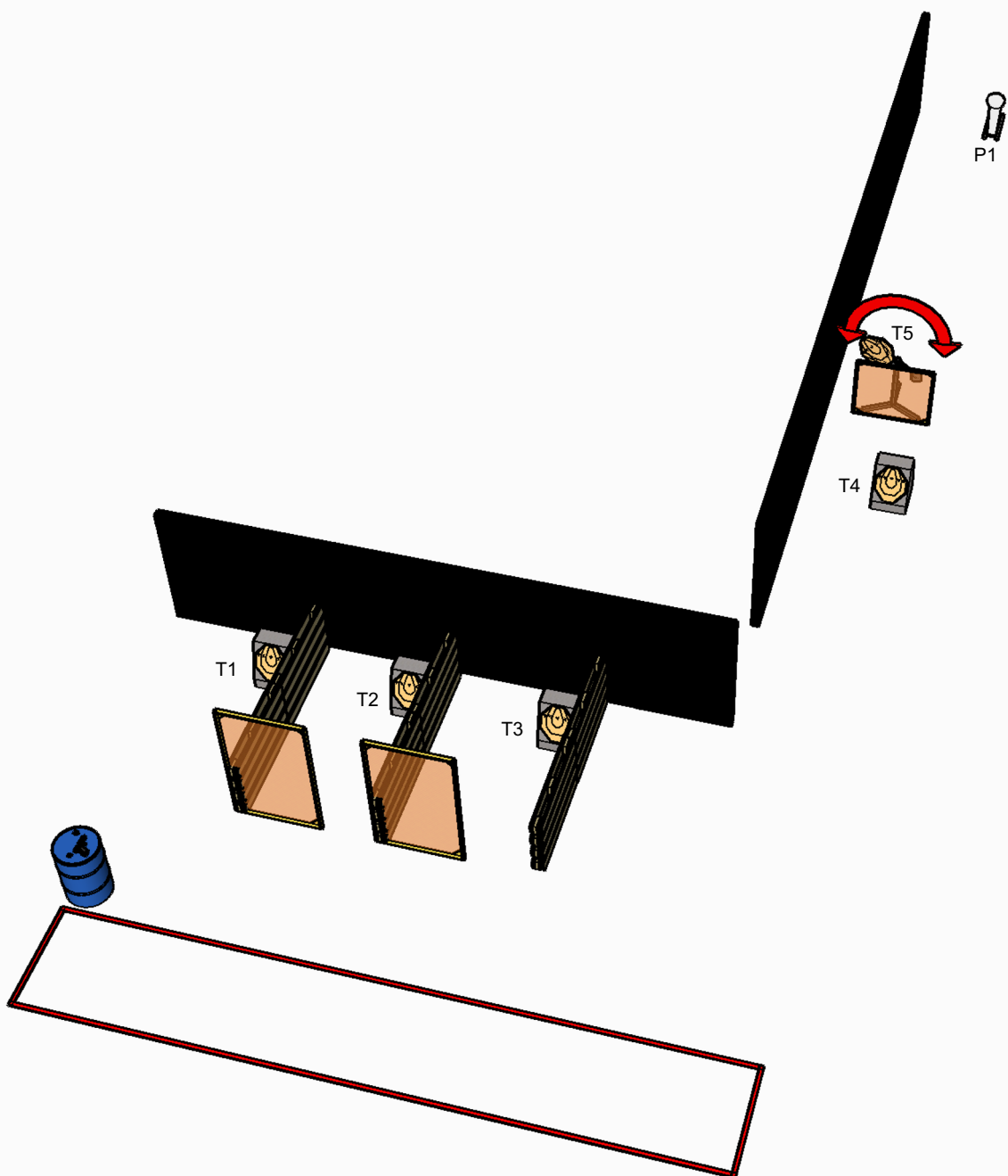
NUMBER OF ROUNDS TO BE SCORED: 11 rounds

THE HANDGUN READY CONDITION: Gun unloaded on barrel

START POSITION: anywhere inside the demarcated area

TIME STARTS: audible

PROCEDURE: on signal engage all targets from within demarcated area **with strong hand only**. Popper 1 activates moving target T5. Moving target will be visible at rest







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## STAGE 11

TYPE: Medium course

TARGETS: 10 IPSC targets and 3 IPSC Mini Poppers

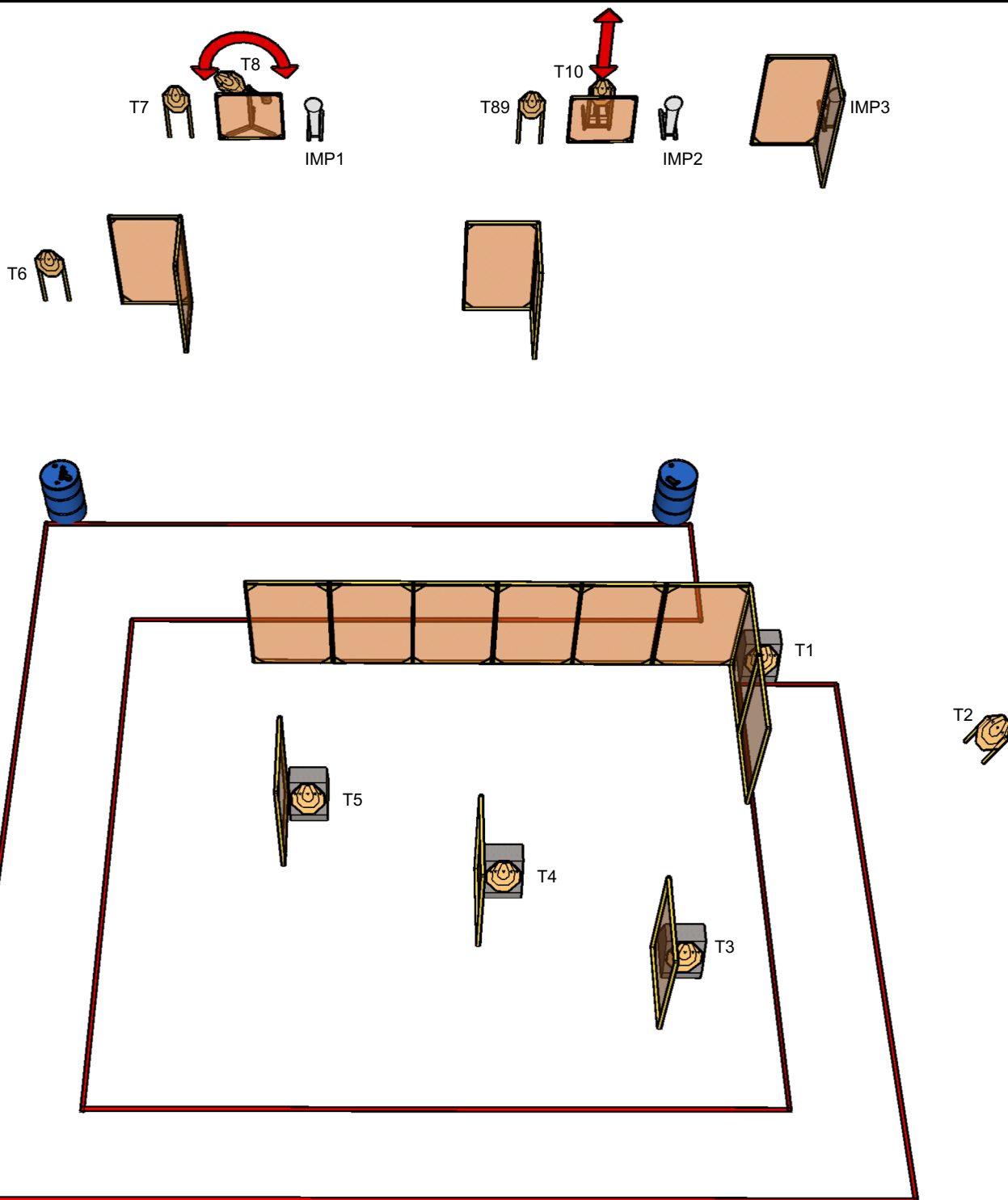
NUMBER OF ROUNDS TO BE SCORED: 23 rounds

THE HANDGUN READY CONDITION:

START POSITION: anywhere inside the demarcated area

TIME STARTS: audible

PROCEDURE: on signal engage all targets from within demarcated area. Popper 1 will release target T7. Popper 2 will release target T9. Targets will be visible at rest.





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## STAGE 12

TYPE: Medium course

TARGETS: 9 IPSC targets, 1 IPSC Popper and 1 Bouns Target

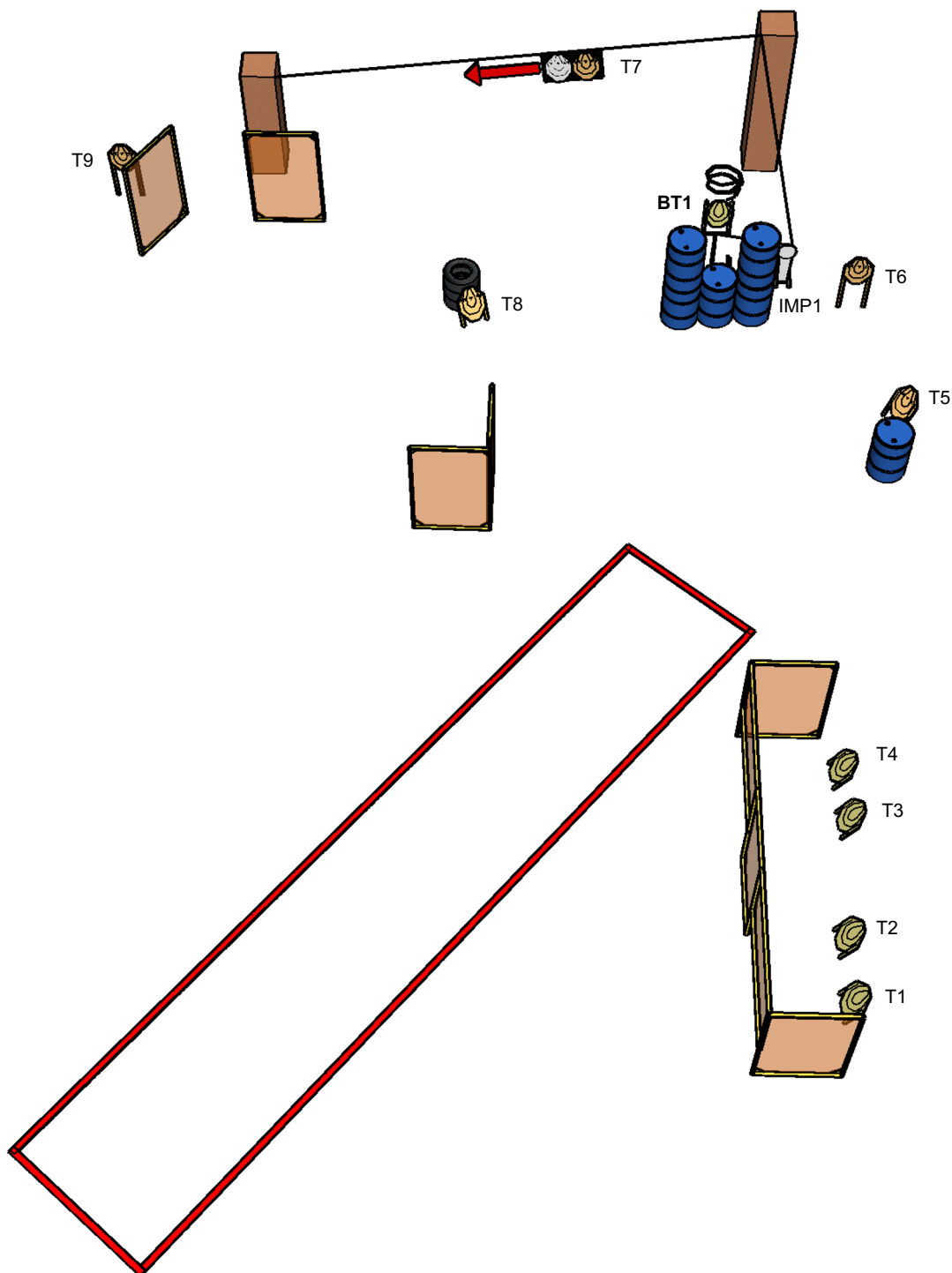
NUMBER OF ROUNDS TO BE SCORED: 19 rounds

THE HANDGUN READY CONDITION:

START POSITION: anywhere inside the demarcated area.

TIME STARTS: audible

PROCEDURE: on signal engage all targets from within demarcated area. Popper 1 will release Moving target T7 and Bonus Target BT1 . Moving target T7 will be visible at rest. Bonus Target BT1 will not visible at rest. BT1 is a bonus target.





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## STAGE 13

TYPE: Short course

TARGETS: 3 IPSC targets and 1 IPSC Popper

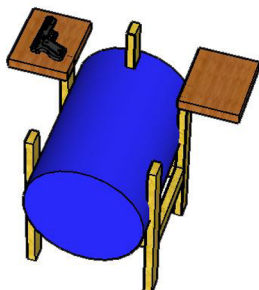
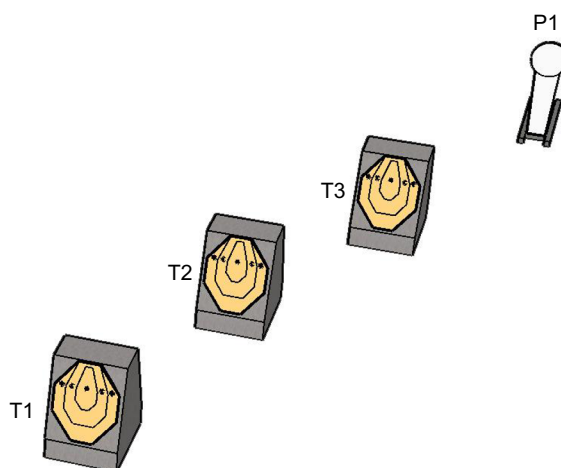
NUMBER OF ROUNDS TO BE SCORED: 7 rounds

THE HANDGUN READY CONDITION: Gun loaded on table

START POSITION: anywhere inside the demarcated area

TIME STARTS: audible

PROCEDURE: on signal engage all targets from within demarcated area **with strong hand holding stick**



- Stage 13 3st IPSC T inte 1st



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## STAGE 14

TYPE: Medium course

TARGETS: 10 IPSC Mini targets and 4 IPSC Mini poppers

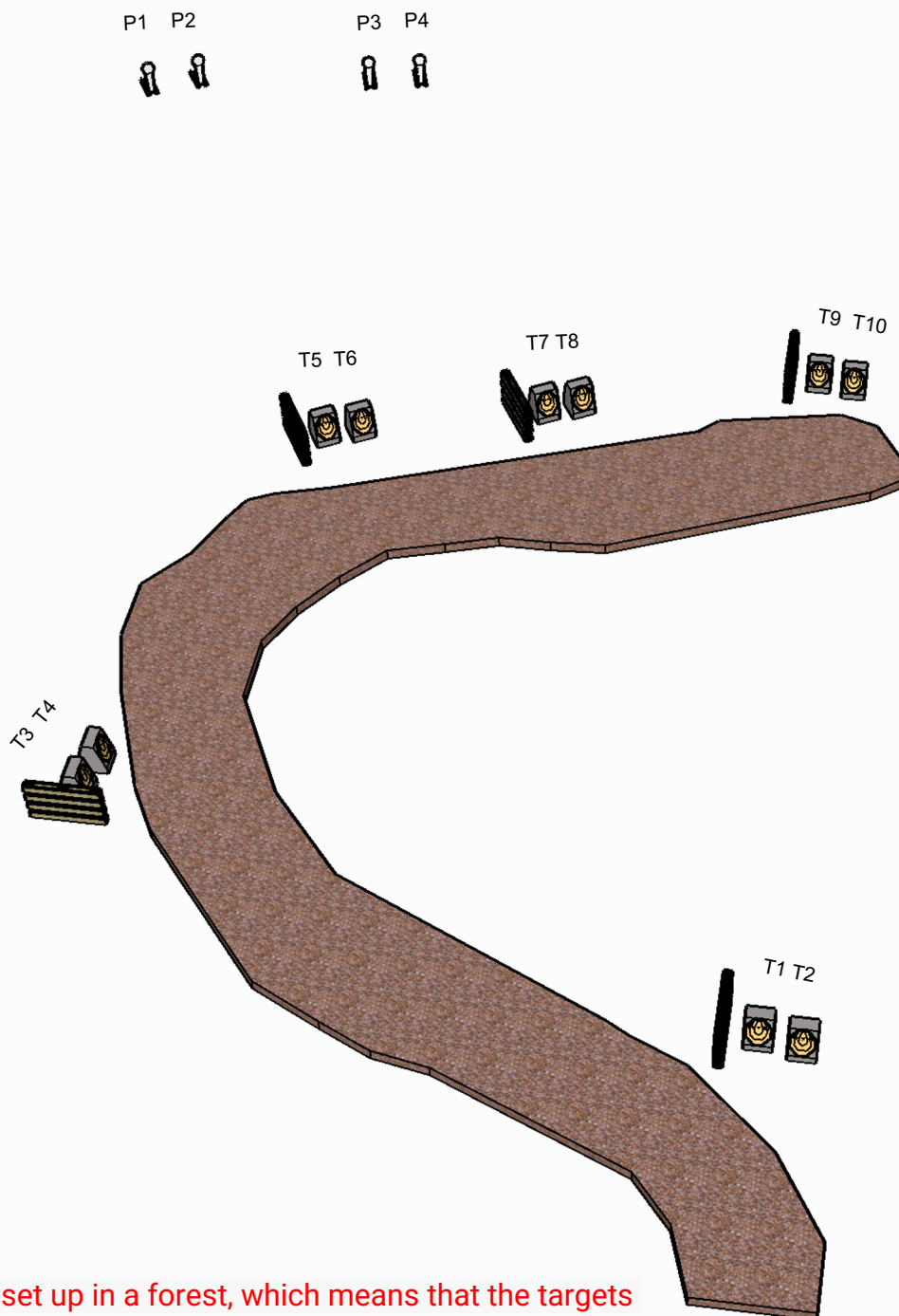
NUMBER OF ROUNDS TO BE SCORED: 24 rounds

THE HANDGUN READY CONDITION:

START POSITION: anywhere inside the demarcated area

TIME STARTS: audible

PROCEDURE: on signal engage all targets from within demarcated area.



This stage is set up in a forest, which means that the targets will be naturally hidden.