

Hringariki Open 2019 - Squadding Main Match:

Early shift starts 08:00

Late Shift Starts 13:00

SpeedSquad Starts 08:00

Meet at stage at least 15 minutes before start.

Squads 1 - 4 Early Saturday & Late Sunday

Squads 5 - 8 Late Saturday & Early

Squads 9 & 10 - SpeedSquads

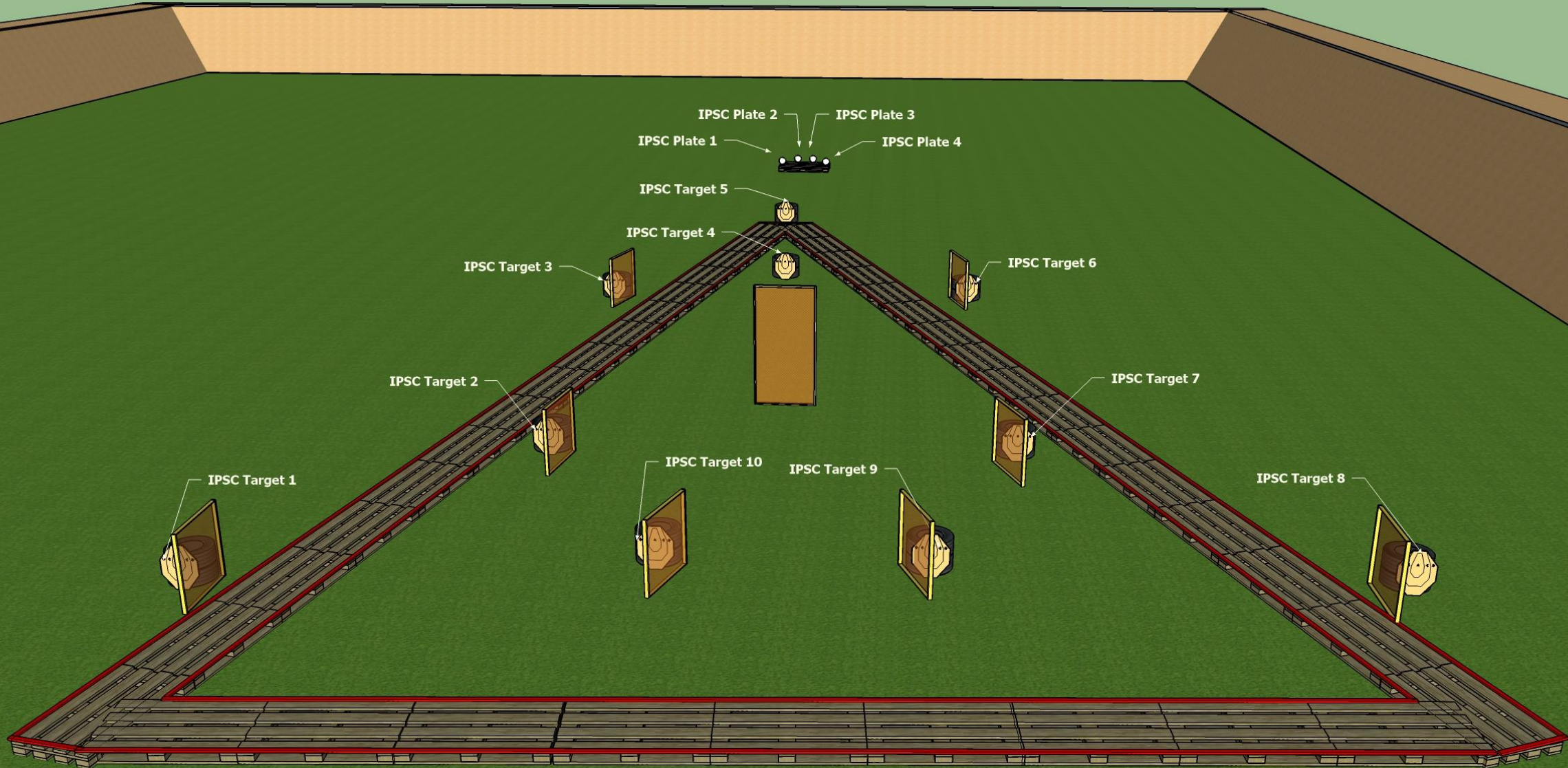
Saturday from time 08:00 (07:45 at stage)				
Squad 1	Stage 1	Stage 2-3	Stage 4-5	Stage 6
Squad 2	Stage 6	Stage 1	Stage 2-3	Stage 4-5
Squad 3	Stage 4-5	Stage 6	Stage 1	Stage 2-3
Squad 4	Stage 2-3	Stage 4-5	Stage 6	Stage 1
Squad 9	Stage 7-8	Stage 9	Stage 10	Stage 11-12
Saturday from time 13:00 (12:45 at stage)				
Squad 5	Stage 7-8	Stage 9	Stage 10	Stage 11-12
Squad 6	Stage 11-12	Stage 7-8	Stage 9	Stage 10
Squad 7	Stage 10	Stage 11-12	Stage 7-8	Stage 9
Squad 8	Stage 9	Stage 10	Stage 11-12	Stage 7-8
Squad 9	Stage 1	Stage 2-3	Stage 4-5	Stage 6
Sunday from time 08:00 (07:45 at stage)				
Squad 5	Stage 1	Stage 2-3	Stage 4-5	Stage 6
Squad 6	Stage 6	Stage 1	Stage 2-3	Stage 4-5
Squad 7	Stage 4-5	Stage 6	Stage 1	Stage 2-3
Squad 8	Stage 2-3	Stage 4-5	Stage 6	Stage 1
Squad 10	Stage 7-8	Stage 9	Stage 10	Stage 11-12
Sunday from time 13:00 (12:45 at stage)				
Squad 1	Stage 7-8	Stage 9	Stage 10	Stage 11-12
Squad 2	Stage 11-12	Stage 7-8	Stage 9	Stage 10
Squad 3	Stage 10	Stage 11-12	Stage 7-8	Stage 9
Squad 4	Stage 9	Stage 10	Stage 11-12	Stage 7-8
Squad 10	Stage 1	Stage 2-3	Stage 4-5	Stage 6

Stage 1

Area: Felt Bane

Medium course

Targets:	10 IPSC targets 4 IPSC Plates
Minimum rounds:	24
Maximum point:	120
Start position:	Anywhere inside designated area.
Start Condition:	Gun loaded and holstered
Procedure:	On signal engage all targets within designated area.
Safety Angels:	Indicated by flags.

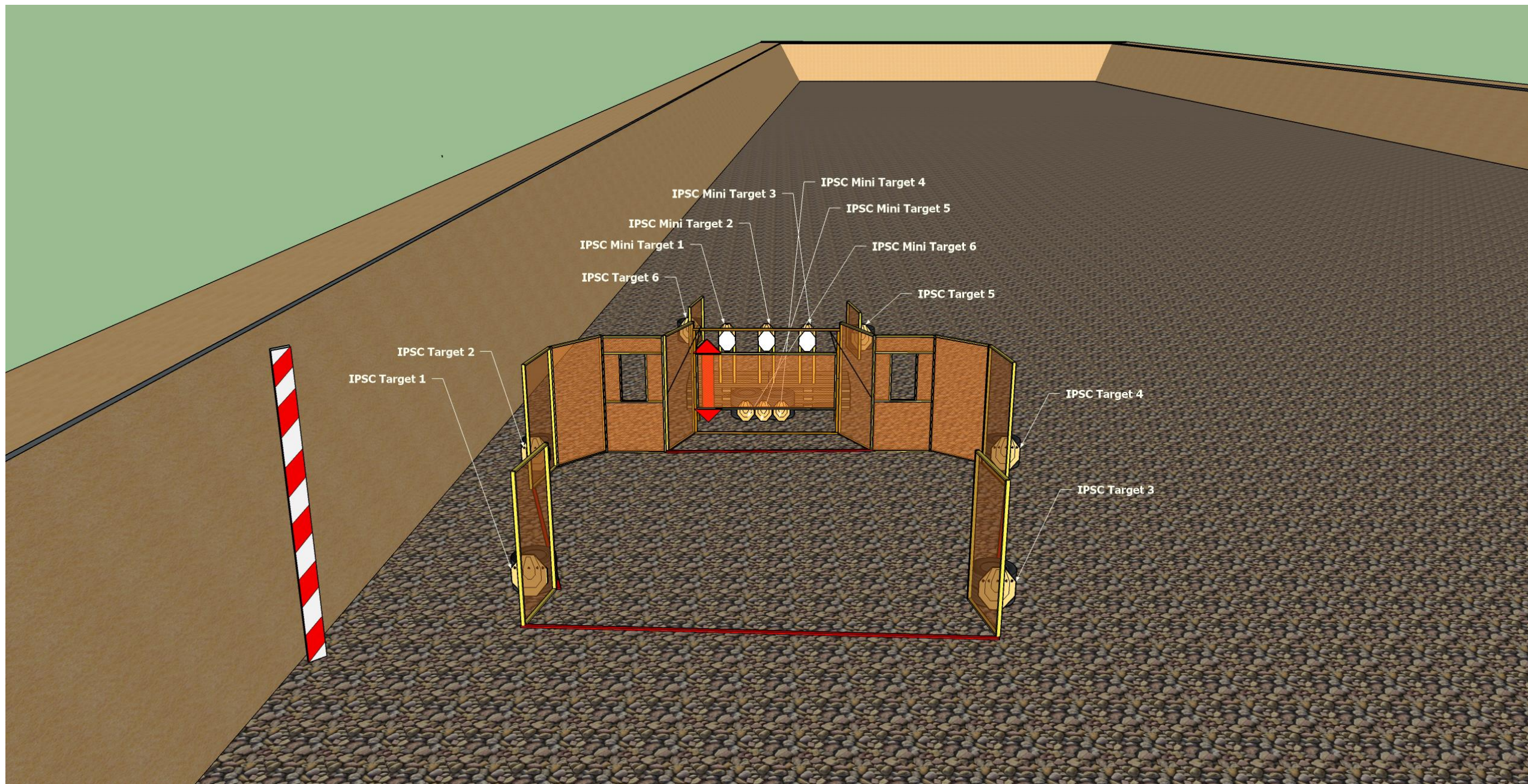


Stage 2

Area: Bane 6

Medium course

Targets:	6 IPSC targets And 6 IPSC Mini targets
Minimum rounds:	24
Maximum point:	120
Start position:	Anywhere inside designated area.
Start Condition:	Gun loaded and holstered
Procedure:	On signal engage all targets within designated area. Pulling rope on either side will reveal Mini-target 4-6, and hide Mini-target 1-3
Safety Angels:	Indicated by flags.

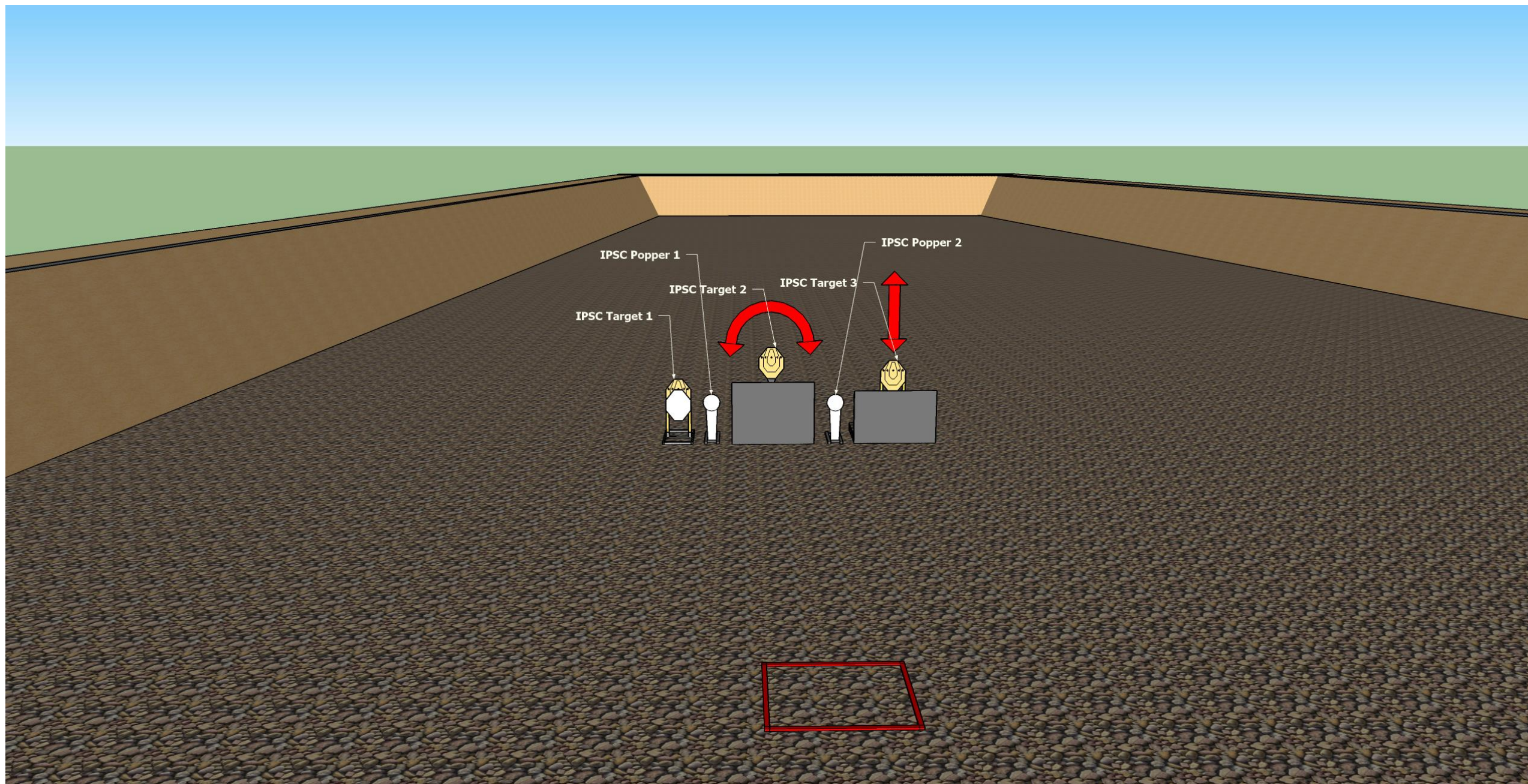


Stage 3

Area: Bane 6

Short course

Targets:	3 IPSC targets 2 IPSC Poppers and One No-shot
Minimum rounds:	8
Maximum point:	40
Start position:	Anywhere inside designated area.
Start Condition:	Gun loaded and holstered
Procedure:	On signal engage all targets within designated area. Popper 1 activates moving target T3 and Popper 2 activates moving target T1 and target T3 activates moving target T3.
Safety Angels:	Indicated by flags.

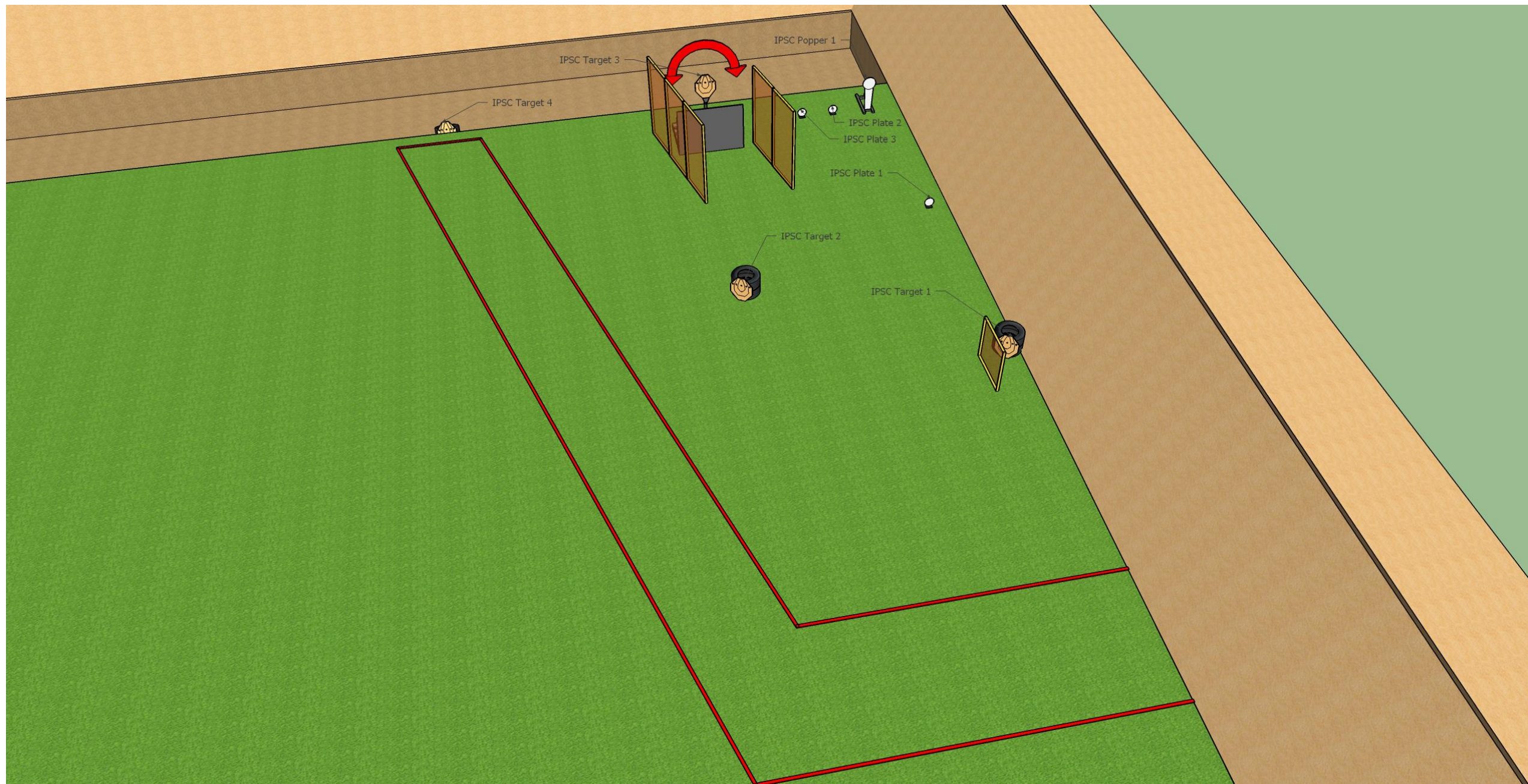


Stage 4

Area: Bane 5

Short course

Targets:	4 IPSC targets, 1 IPSC Popper and 3 IPSC Plates
Minimum rounds:	12
Maximum point:	60
Start position:	Anywhere inside designated area.
Start Condition:	Gun loaded and holstered
Procedure:	On signal engage all targets within designated area. Popper P1 activates moving target T3.
Safety Angels:	Indicated by flags.

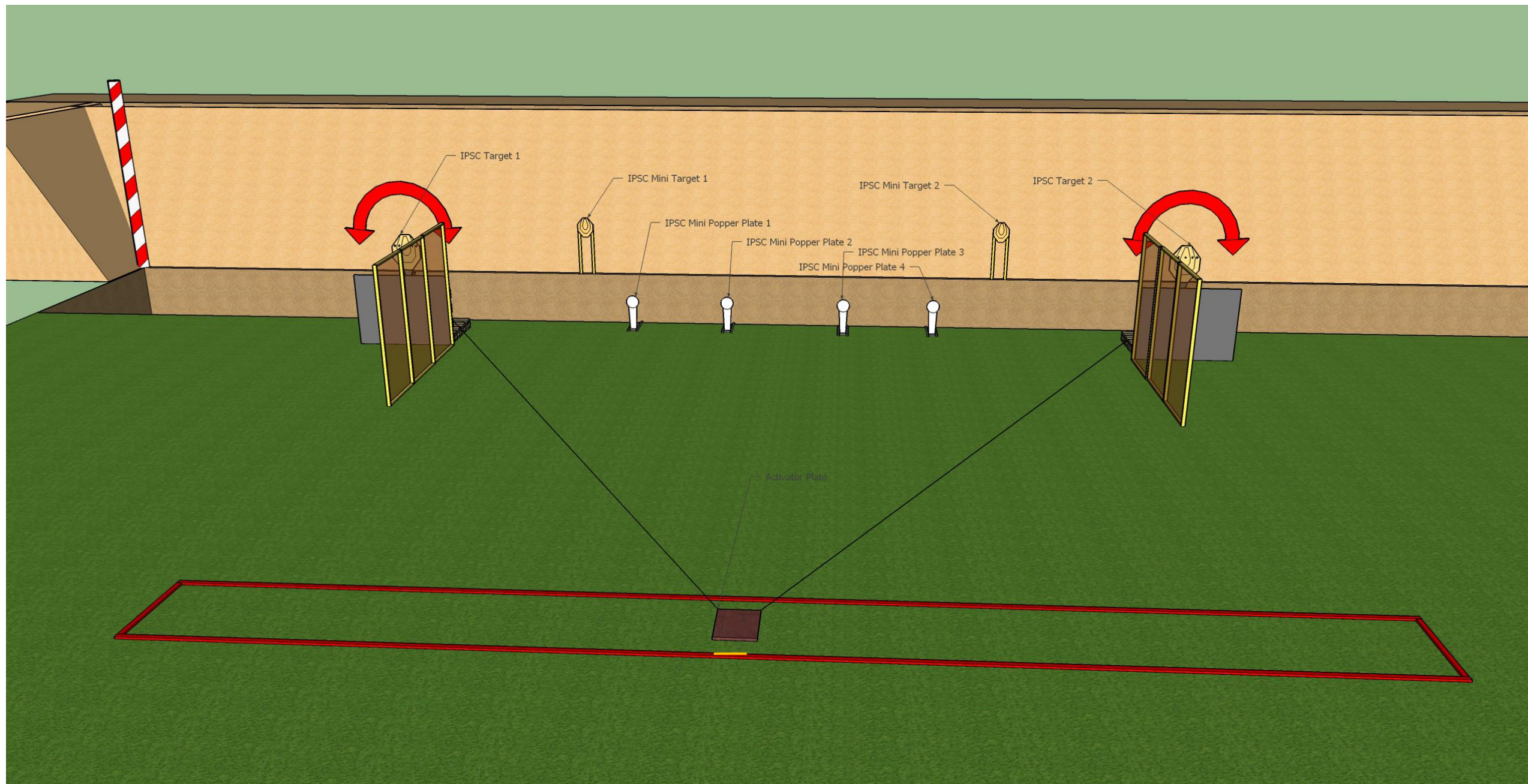


Stage 5

Area: Bane 5

Short course

Targets:	4 IPSC targets and 4 IPSC Mini-Poppers
Minimum rounds:	12
Maximum point:	60
Start position:	Anywhere inside designated area.
Start Condition:	Gun Unloaded and holstered, Heels touching mark
Procedure:	On signal engage all targets within designated area. Activator plate activates moving target T1 and T2.
Safety Angels:	Indicated by flags.

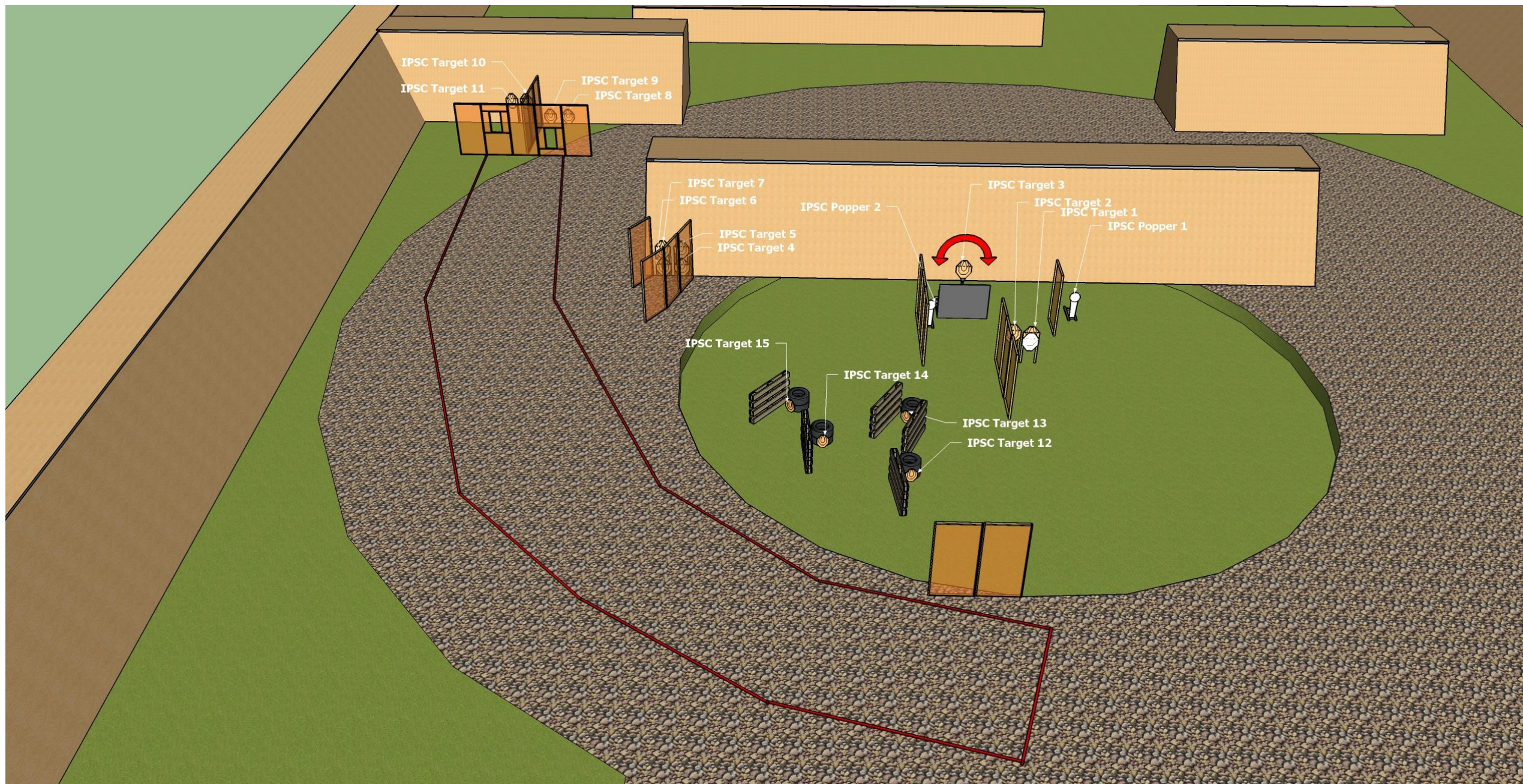


Stage 6

Area: Elg Bane

Long course

Targets:	15 IPSC targets and 2 IPSC Poppers
Minimum rounds:	32
Maximum point:	160
Start position:	Anywhere inside designated area.
Start Condition:	Gun loaded and holstered
Procedure:	On signal engage all targets within designated area. Popper P2 activates moving target T3.
Safety Angels:	Indicated by flags.

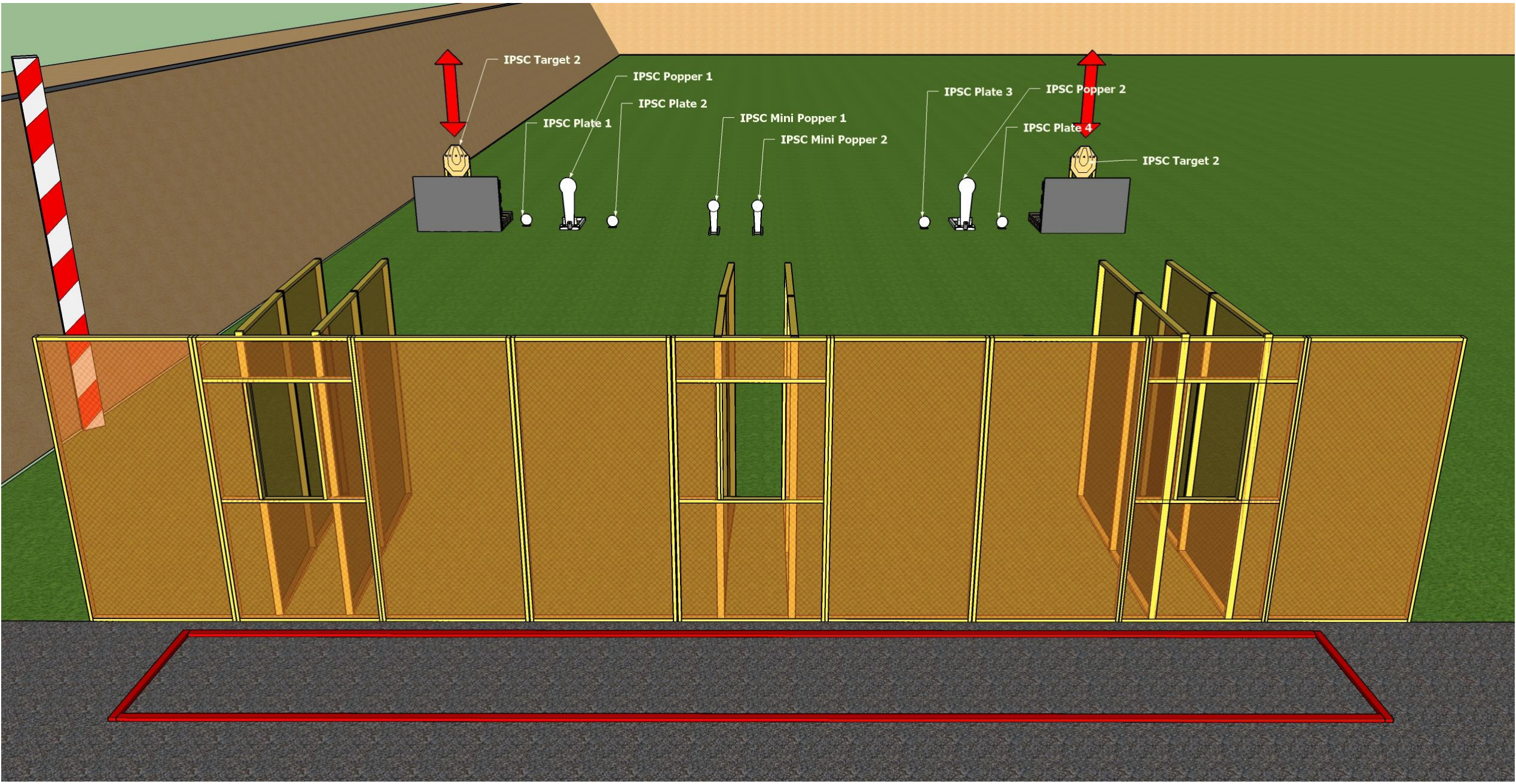


Stage 7

Area: Felt Bane

Short course

Targets:	2 IPSC targets, 4 IPSC Poppers and 4 IPSC Plates
Minimum rounds:	12
Maximum point:	60
Start position:	Anywhere inside designated area.
Start Condition:	Gun loaded and holstered
Procedure:	On signal engage all targets within designated area. Popper P1 will reveal moving target T1 and Popper P2 will reveal moving target T2.
Safety Angels:	Indicated by flags.

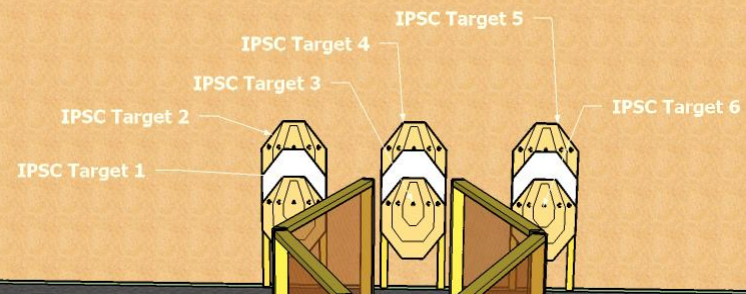


Stage 8

Area: Felt Bane

Short course

Targets:	6 IPSC targets and 3 No-shots
Minimum rounds:	12
Maximum point:	60
Start position:	Anywhere inside designated area.
Start Condition:	Gun unloaded lying flat on table, all magazines to be used on the other table.
Procedure:	On signal engage all targets within designated area. Engage all targets while holding rope in one hand.
Safety Angels:	Indicated by flags.

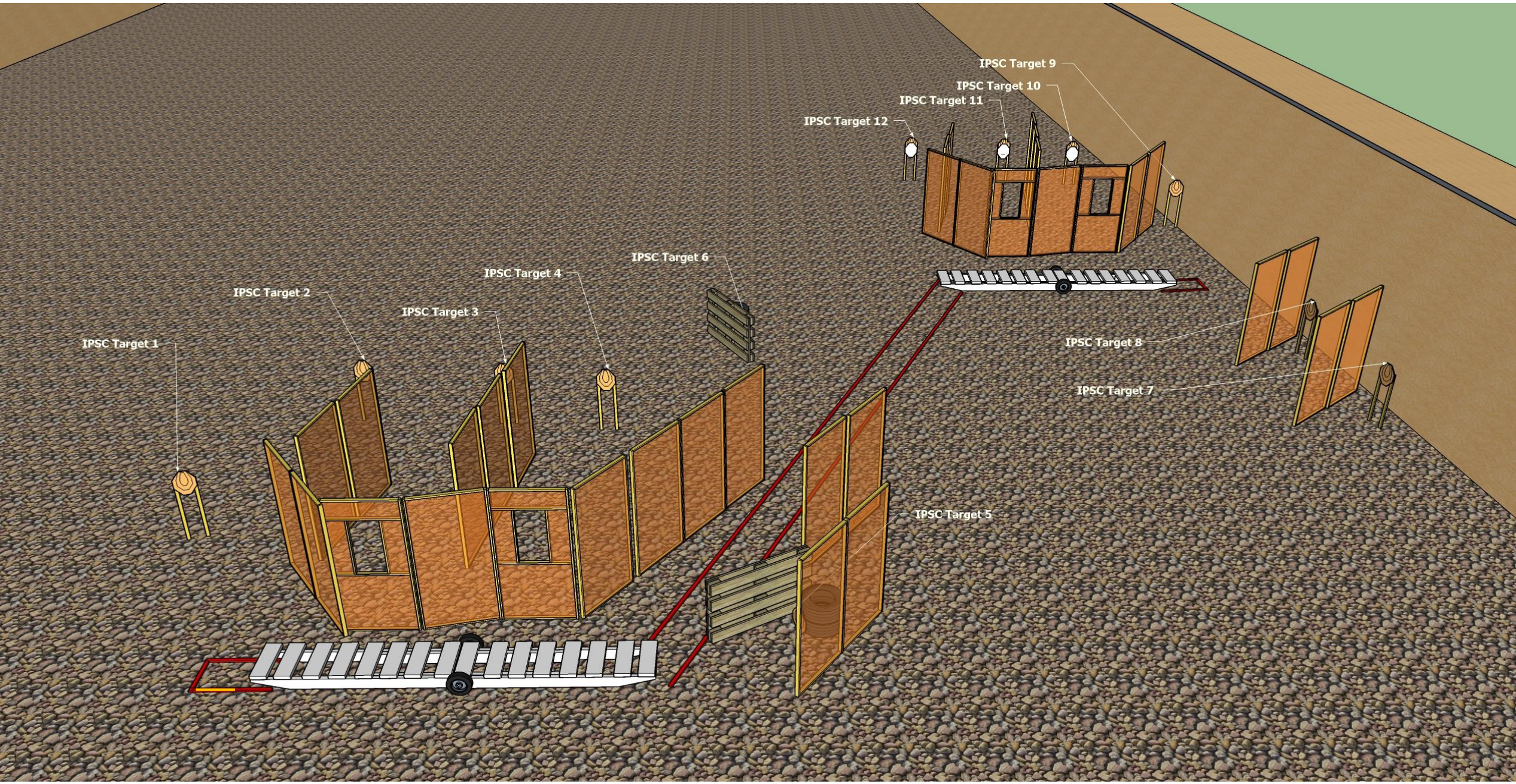


Stage 9

Area: Bane 6

Medium course

Targets:	12 IPSC targets and 3 No-shots
Minimum rounds:	24
Maximum point:	120
Start position:	Heels touching mark.
Start Condition:	Gun loaded and holstered
Procedure:	On signal engage all targets within designated area.
Safety Angels:	Indicated by flags.

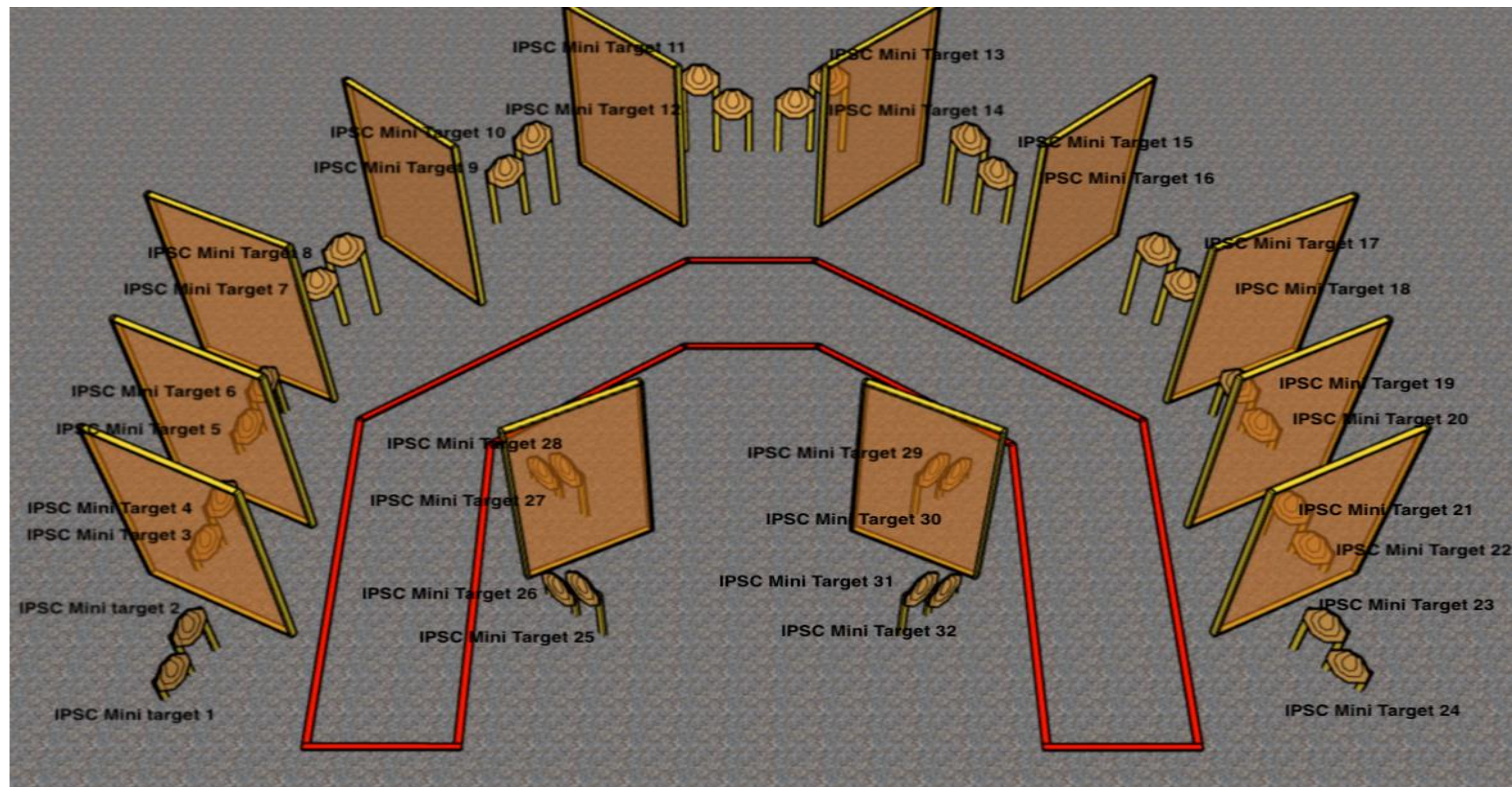


Stage 10

Area: Bane 5

Long course

Targets:	32 IPSC Mini-Targets
Minimum rounds:	32
Maximum point:	160
Start position:	Anywhere inside designated area.
Start Condition:	Gun loaded and holstered
Procedure:	On signal engage all targets within designated area one shot each.
Safety Angels:	Indicated by flags.

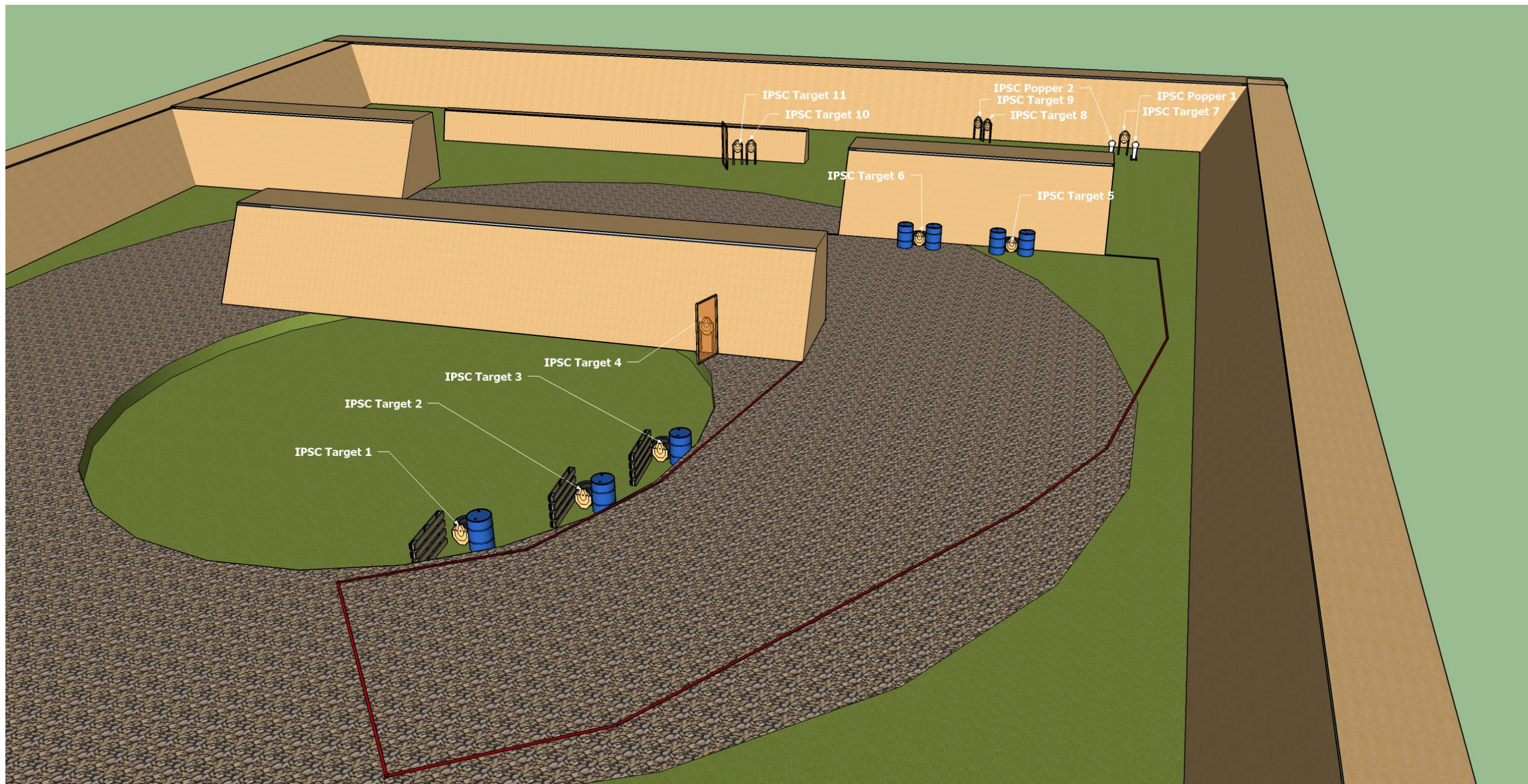


Stage 11

Area: Elg Bane

Medium course

Targets:	11 IPSC targets, 2 IPSC Mini Poppers
Minimum rounds:	24
Maximum point:	120
Start position:	Anywhere inside designated area.
Start Condition:	Gun loaded and holstered
Procedure:	On signal engage all targets within designated area.
Safety Angels:	Indicated by flags.

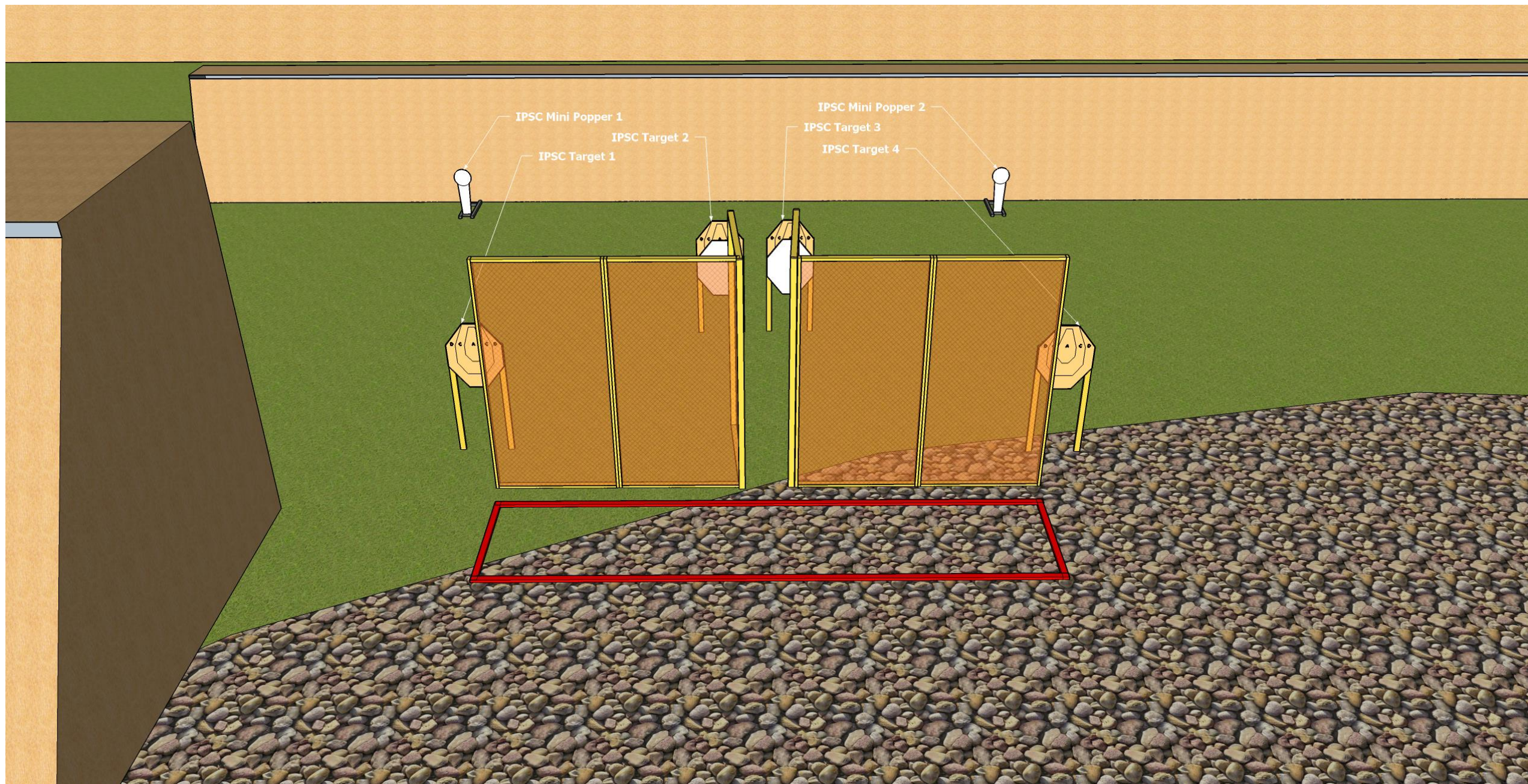


Stage 12

Area: Elg Bane

Short course

Targets:	4 IPSC targets, 2 IPSC Mini-Poppers and 2 No-shots
Minimum rounds:	12
Maximum point:	60
Start position:	Anywhere inside designated area.
Start Condition:	Gun loaded and holstered
Procedure:	On signal engage all targets within designated area. Strong hand only.
Safety Angels:	Indicated by flags.



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