

**PROVINCIALS 2013**  
**FRPC** 5<sup>TH</sup>  
**SUMMER FUN WITH A GUN**



**June 20-23, 2013**

**Twelve Stages - 210 Rounds**

**6 Short, 4 Medium, 2 Long Courses**

**IPSC Level III**

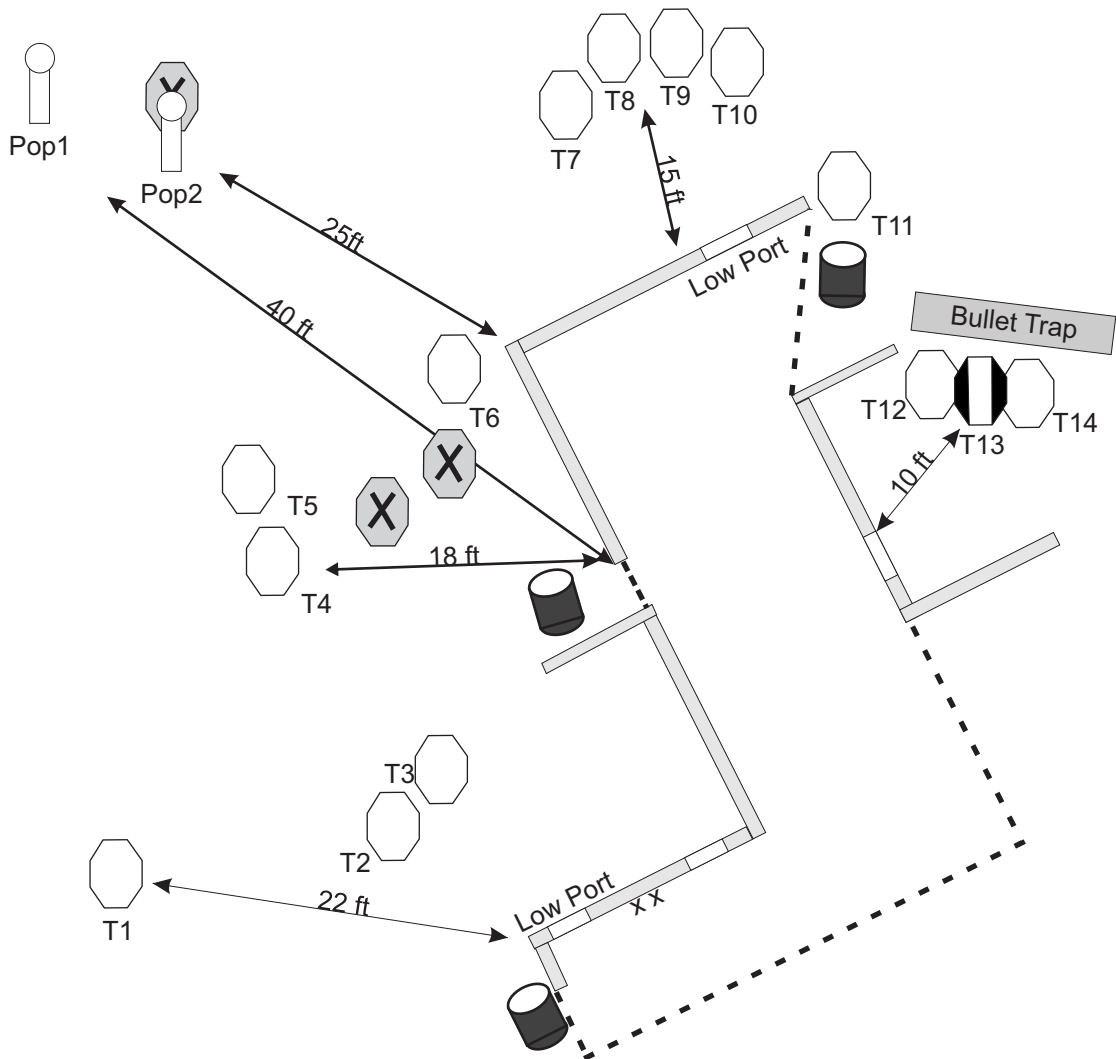
**START POSITION:** Hands on marks (X X) in area A. Firearm loaded in holster.

### STAGE PROCEDURE

On start signal, engage T1 - T14 and Pop 1-2 as they come visible staying inside the fault lines.

### SCORING

SCORING: 30 rounds, 150 points  
TARGETS: 14 IPSC & 2 Poppers



**SETUP NOTES:** Shepherd Range

### RO NOTES:

- - - - - <= Fault Line
- X < No Shoot
- ⬛ < Hard Cover

RULES: IPSC Rules, January 2012 Edition

COURSE DESIGNER: Mark Graham

**START POSITION:** Heels on marks (X X) in area A. Firearm unloaded in holster. Hands on hips. All ammunition will be placed on the barrel for this stage.

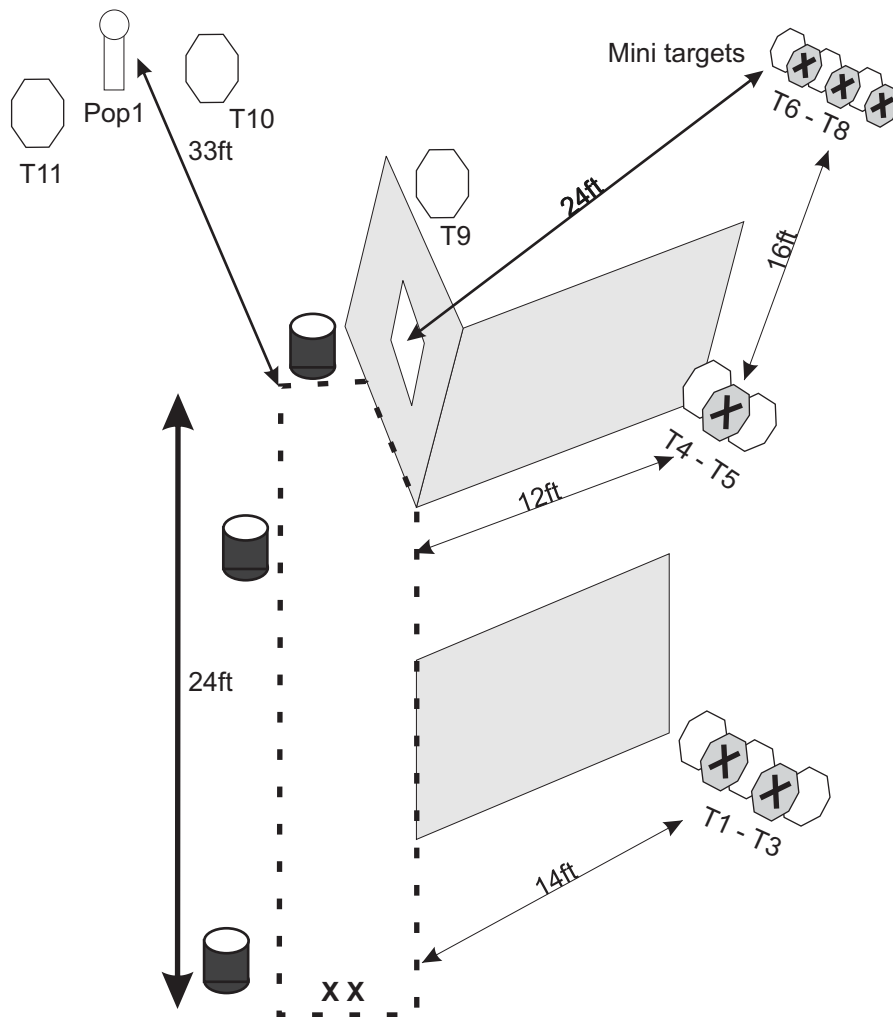
### STAGE PROCEDURE

On start signal, engage T1 - T11 & Pop 1 as they come visible staying inside the fault lines.

### SCORING

SCORING: 23 rounds, 115 points

TARGETS: 11 IPSC, 3 IPSC Mini & 1 Pop & 6 No Shoot



**SETUP NOTES:** Shepherd Range

**RO NOTES:**

- - - - - <= Fault Line
- (X) < No Shoot
- (X) < Hard Cover

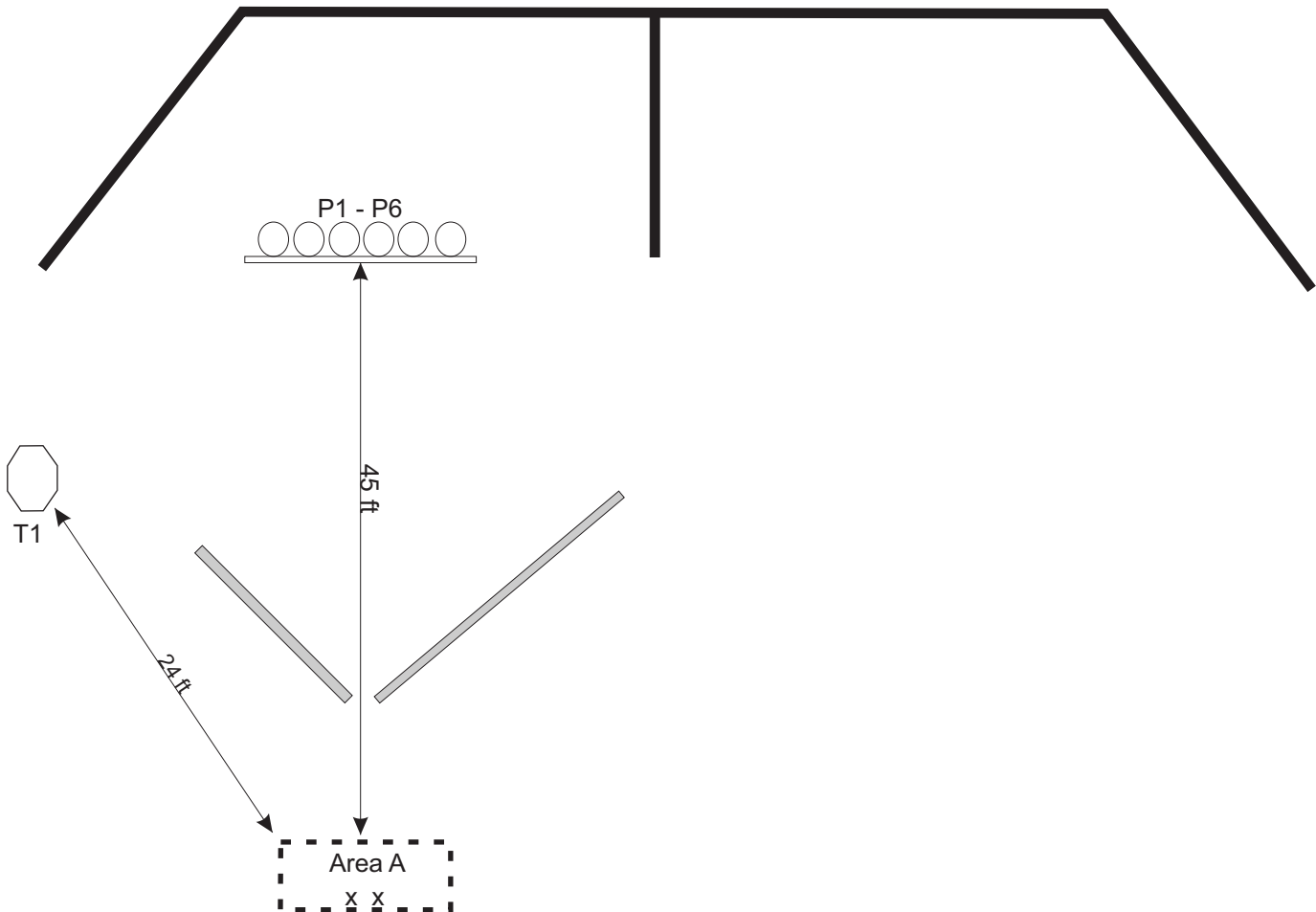
**START POSITION:** Facing up range in area A toes touching X's, finger tips above shoulders will indicate shooter is ready. Firearm loaded in holster

### STAGE PROCEDURE

On Start signal, engage T1 and P1- P6 as they come visible while staying within the fault lines.

### SCORING


SCORING: 8 rounds, 40 points  
TARGETS: 1 IPSC, 6 Steel Plates



**SETUP NOTES:** Bunker

**RO NOTES:**

----- <= Fault Line

 < No Shoot

 < Hard Cover

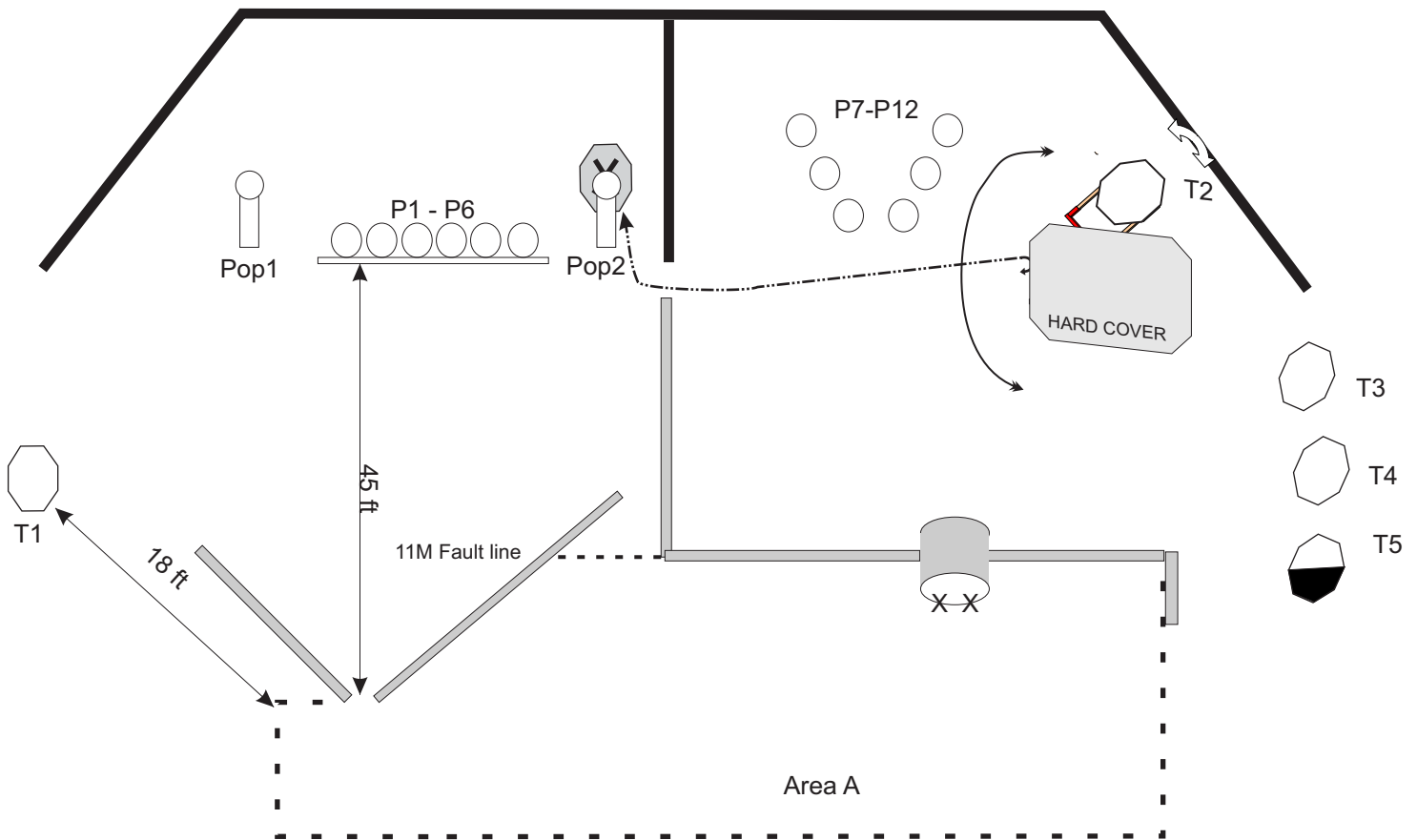
**START POSITION:** Fingers touching barrel on X's indicates shooter is ready.  
Firearm loaded in holster.

### STAGE PROCEDURE

On start signal, engage T1 -T5 and Pop1- Pop2 and P1-P12 as they come visible while stay within the fault lines.  
Engaging Pop2 will activate the swinger (T2) for engagement.

### SCORING

SCORING: 24 rounds, 120 points  
TARGETS: 5 IPSC, 12 Plates 2 popper's 1 No shoot



#### SETUP NOTES:

Bunker  
The swinging target will not interfere with the plates.  
no shoot through will be possible.

#### RO NOTES:

----- <= Fault Line  
 < No Shoot       < Hard Cover

RULES: IPSC Rules, January 2012 Edition

COURSE DESIGNER: Henri Cardinal

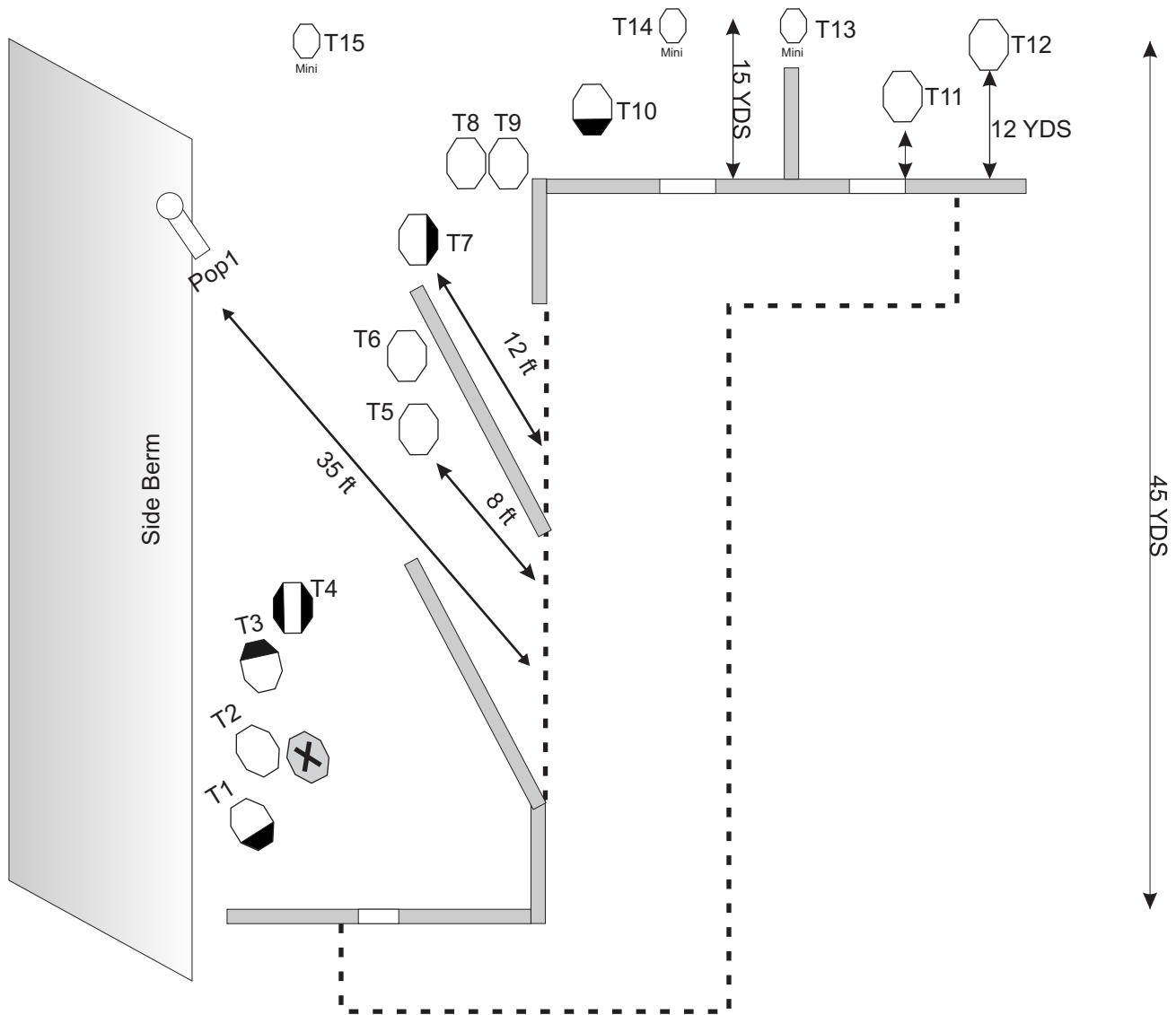
**START POSITION:** Standing anywhere in area A, strong hand on top of opposite shoulder.  
Firearm loaded in holster

### STAGE PROCEDURE

On the start signal, engage targets T1- T15 as they come visible.

### SCORING

SCORING: 31 rounds, 155 points  
TARGETS: 12 IPSC, 3 Mini IPSC, 1 Pop & 1 no shoot



**SETUP NOTES:** A3 Range

**RO NOTES:**

----- => Fault Line  
 (X) => No Shoot      (●) => Hard Cover

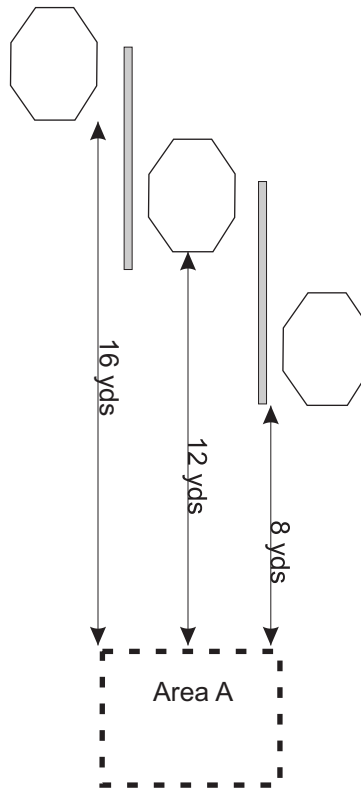
**START POSITION:** Standing in Area A, Firearm loaded in holster. Holding a hamburger (dog toy) in strong hand in front of the mouth, pop can in weak hand. Shooter will determine which targets will be shot for freestyle, strong hand and weak hand.

### STAGE PROCEDURE

On start signal, engage target T1 with 4 rounds freestyle.  
Engage T2 with 4 rounds strong hand only.  
Engage T3 with 4 rounds weak hand only.  
While staying within the fault lines.

### SCORING


SCORING: 12 rounds, 60 points  
TARGETS: 3 IPSC  
SCORED HITS: Best 4 per target




**SETUP NOTES:** A3 Range

**RO NOTES:**

----- <= Fault Line

 < No Shoot

 < Hard Cover

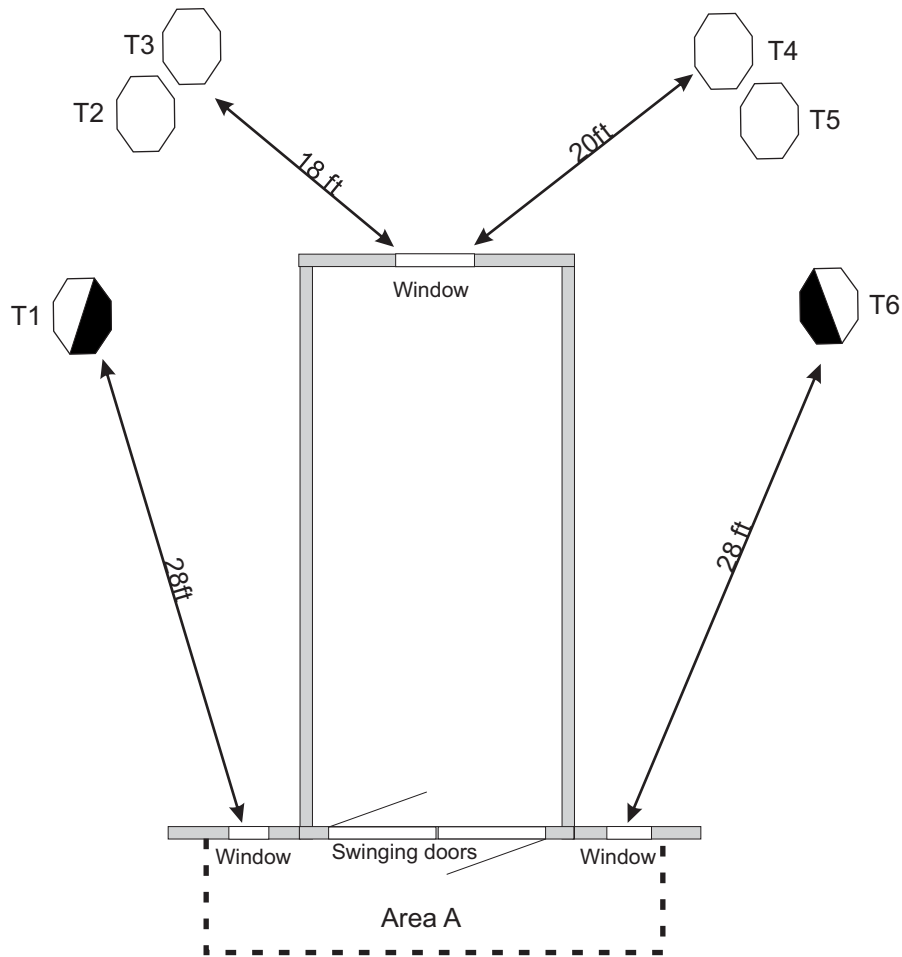
**START POSITION:** Facing down range any where inside area A  
 Firearm loaded in holster  
 Hands on top of your head indicates shooter is ready

### STAGE PROCEDURE

On the start signal, engage targets T1- T6 as they come visible.

### SCORING

SCORING: 12 rounds, 60 points  
 TARGETS: 6 IPSC



**SETUP NOTES:** B Range

**RO NOTES:**



< No Shoot

----- < = Fault Line



< Hard Cover



RULES: IPSC Rules, January 2012 Edition

COURSE DESIGNER: Mark Graham

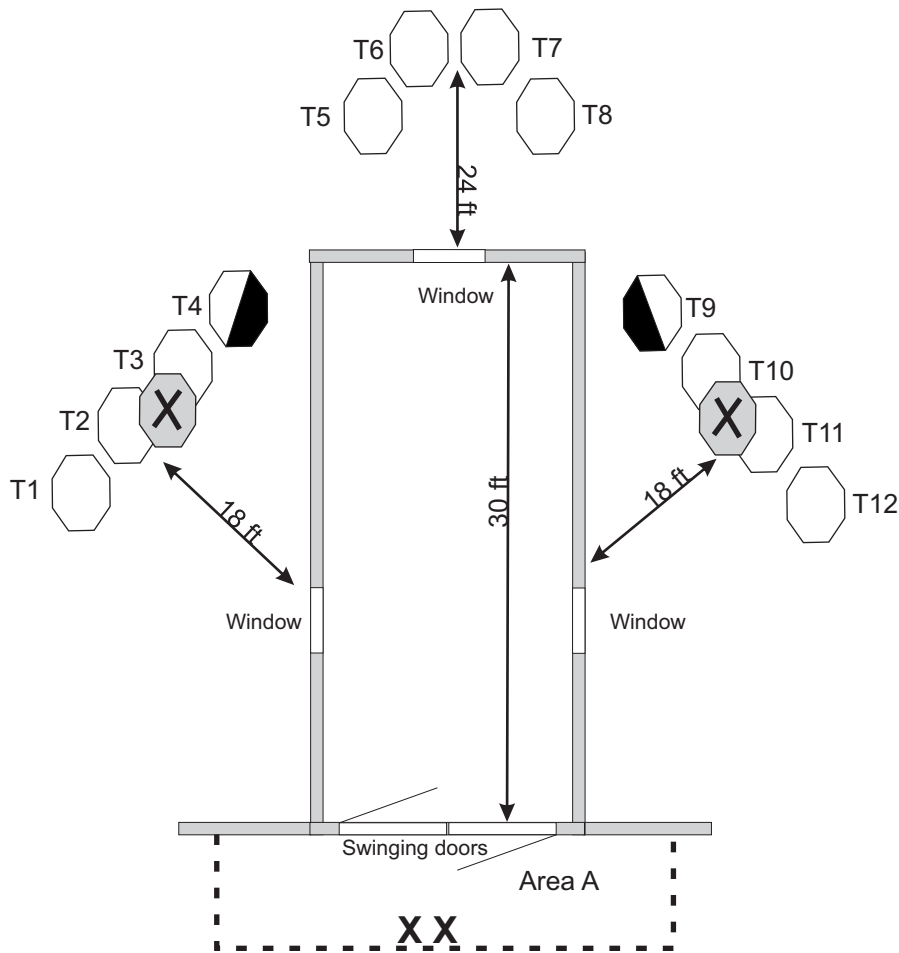
**START POSITION:** Facing down range heels on X's, hands on knees indicates shooter is ready  
Firearm loaded in holster.

### STAGE PROCEDURE

On start signal, engage targets T1-T12 as they become visible.

### SCORING

SCORING: 24 rounds, 120 points  
TARGETS: 12 IPSC, 2 no-shoot



**SETUP NOTES:** B Range

**RO NOTES:**

----- <= Fault Line  
 X < No Shoot      ● < Hard Cover

RULES: IPSC Rules, January 2012 Edition

COURSE DESIGNER: Mark Graham

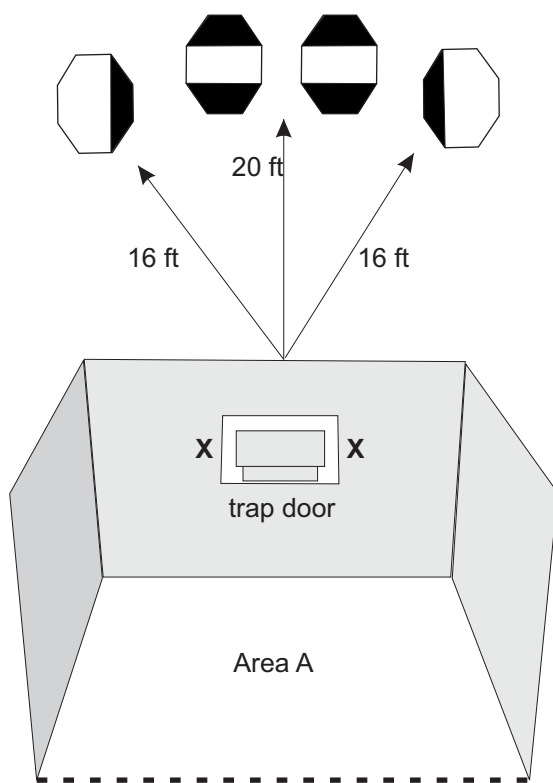
**START POSITION:** Facing down range inside Area A with palms on X's, Firearm unloaded in holster

### STAGE PROCEDURE

On start signal, engage targets T1-T4 as they become visible after the shooter opens the trap door. While staying within the fault lines.

### SCORING

SCORING: 8 rounds, 40 points  
TARGETS: 4 IPSC





### SETUP NOTES:

C Range

### RO NOTES:

----- <= Fault Line

 < No Shoot

 < Hard Cover

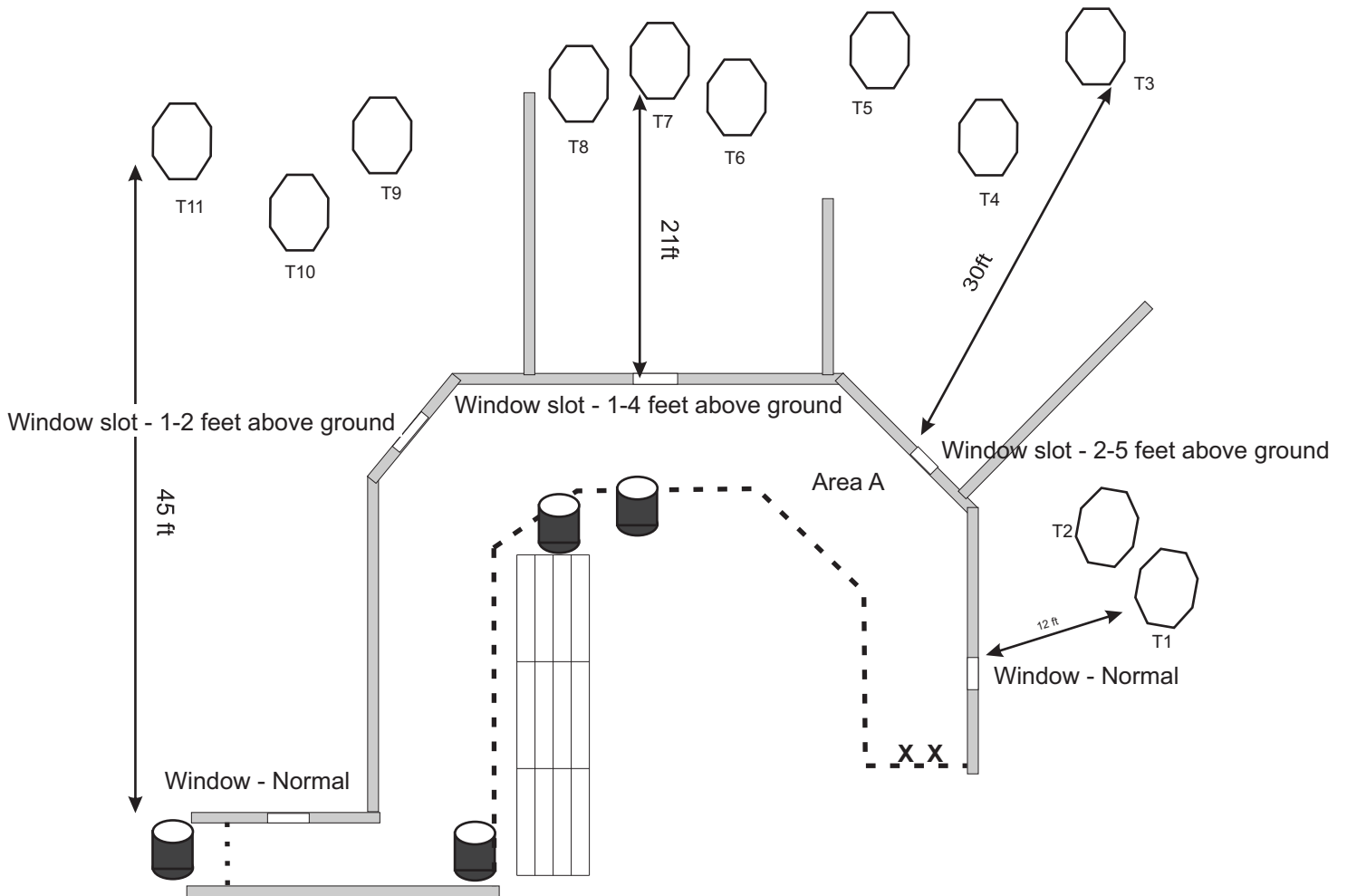
**START POSITION:** Starting with heels on X's in Area A .Firearm is loaded and holstered.  
Strong hand on opposite shoulder.

### STAGE PROCEDURE

On start signal, engage targets T1 - T11 as they come visible.

### SCORING

SCORING: Comstock, 22 rounds, 110 points  
TARGETS: 11 IPSC



### SETUP NOTES:

C Range

### RO NOTES:

----- <= Fault Line  
 X < No Shoot      ■ < Hard Cover

RULES: IPSC Rules, January 2012 Edition

COURSE DESIGNER: Mark Graham

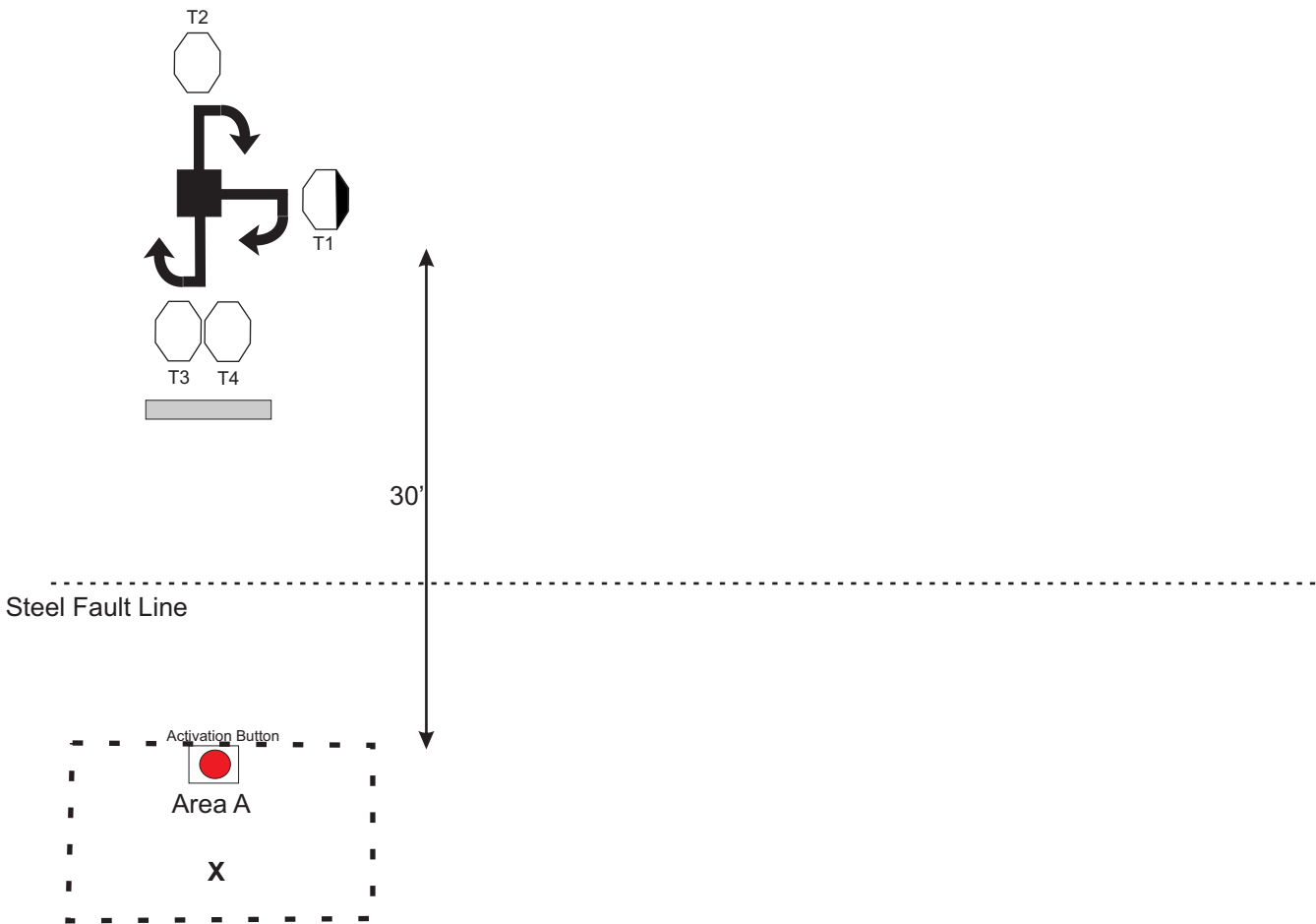
**START POSITION:** Facing down range inside Area A  
 Firearm is unloaded in holster  
 Both hands holding a cane place on the X on the floor indicates shooter is ready

### STAGE PROCEDURE

On start signal, from Area A, engage targets T1-T4 as they become visible. The Activation Button must be held to ensure a shootable presentation of T2-T4. The targets are not disappearing they rotate 90 degrees.

### SCORING

SCORING: Comstock, 8 rounds, 40 points  
 TARGETS: 4 IPSC mini



### SETUP NOTES:

indoor  
 Shooter will shoot 11&12

### RO NOTES:

----- <= Fault Line  
 < No Shoot       < Hard Cover

RULES: IPSC Rules, January 2012 Edition

COURSE DESIGNER: Mark Graham

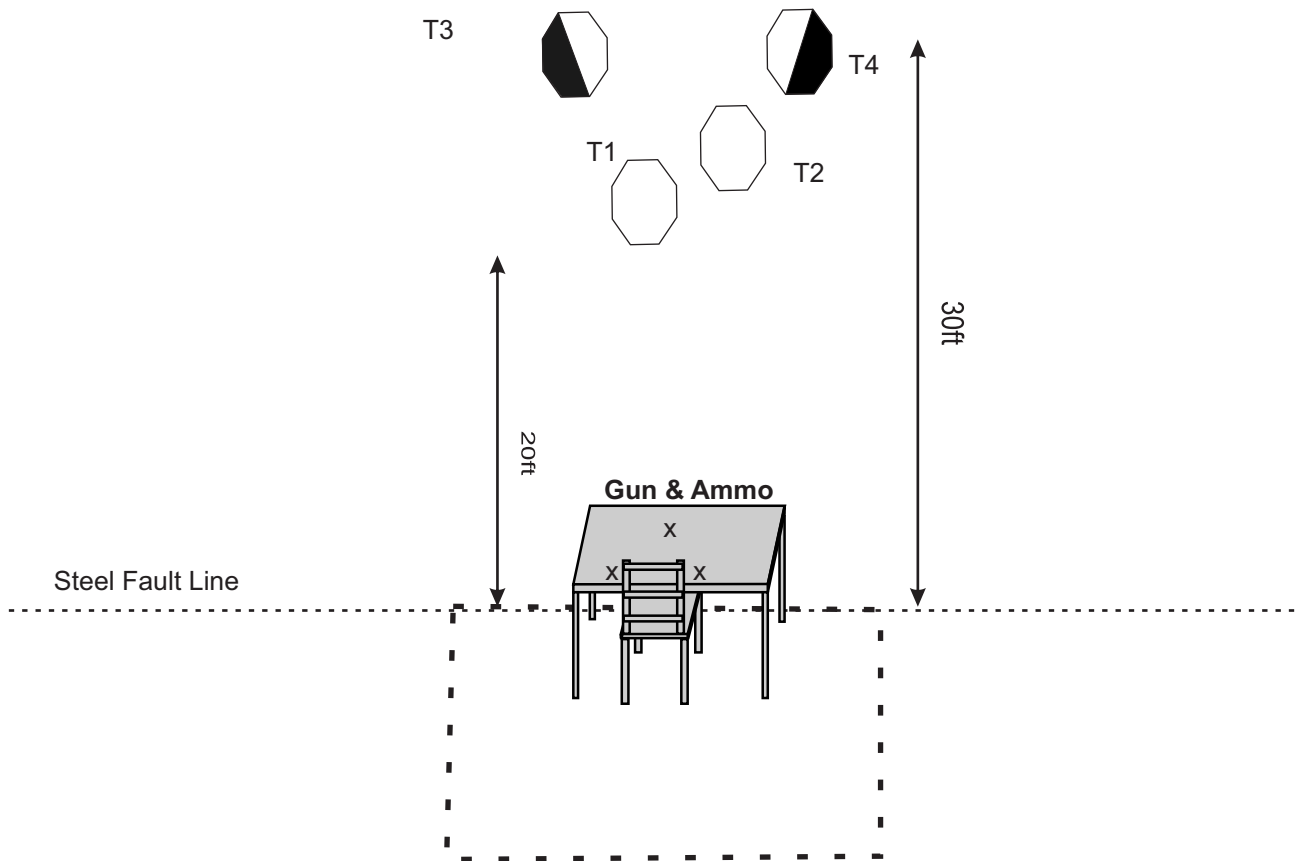
**START POSITION:** Sitting on chair holding 5 playing cards in both hands elbows resting on X's.  
Firearm unloaded on X and on a table and ALL ammo to be use is on the table.

### STAGE PROCEDURE

On Start signal, engage T1- T4 staying within the fault lines

### SCORING

SCORING: Comstock, 8 rounds, 40 points  
TARGETS: 4 Mini IPSC,



### SETUP NOTES:

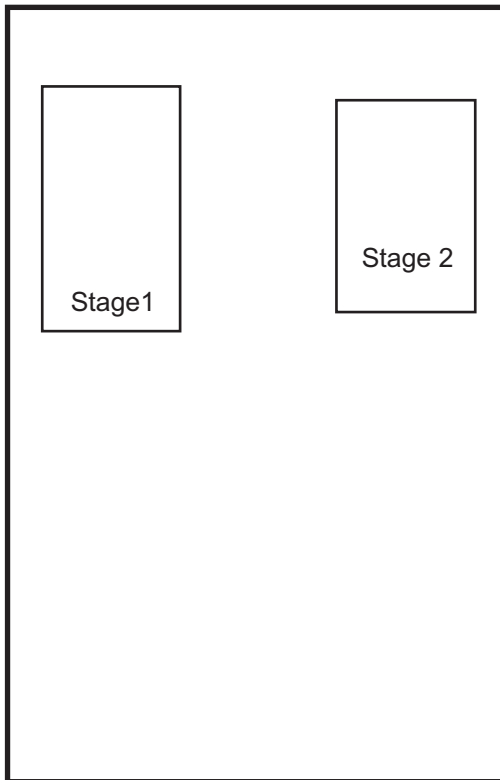
indoor

### RO NOTES:

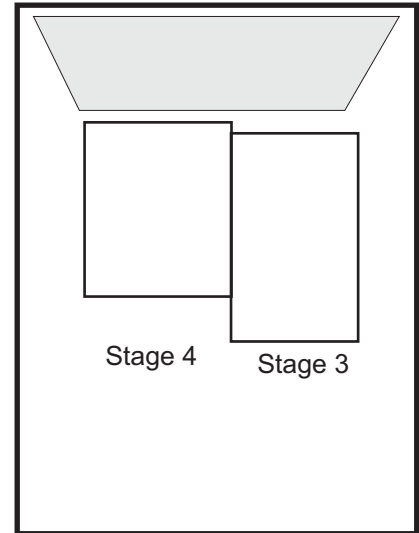
- - - - - < = Fault Line

# RANGE CONFIGURATION

## Shepard Range

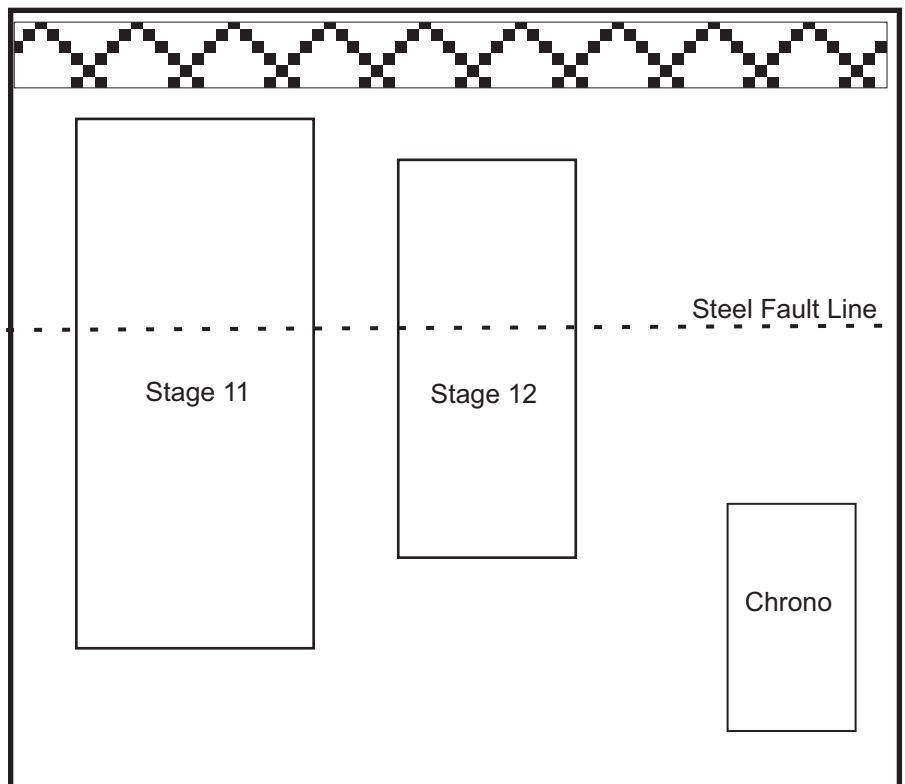


## Bunker



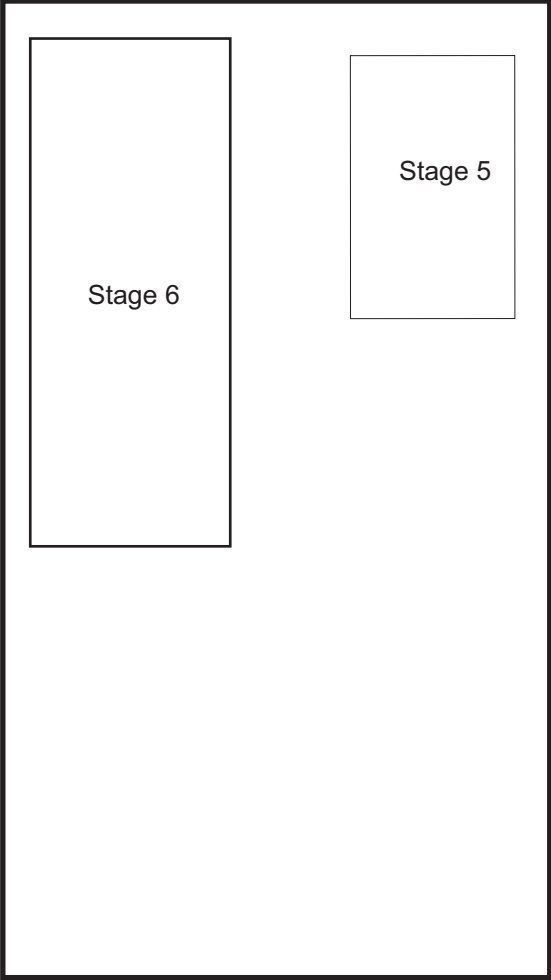
## Indoor

- Stage 1-30 rounds Long
- Stage 2-23 rounds Med
- Stage 3- 8 rounds Short
- Stage 4-24 rounds Med
- Stage 5-31 rounds Long
- Stage 6-12 rounds Short
- Stage 7-12 rounds Short
- Stage 8-24 rounds Med
- Stage 9- 8 rounds Short
- Stage 10-22 rounds Med
- Stage 11-8 rounds Short
- Stage 12-8 rounds Short

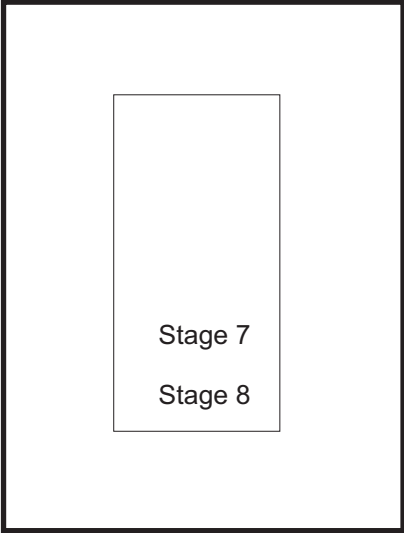


# RANGE CONFIGURATION

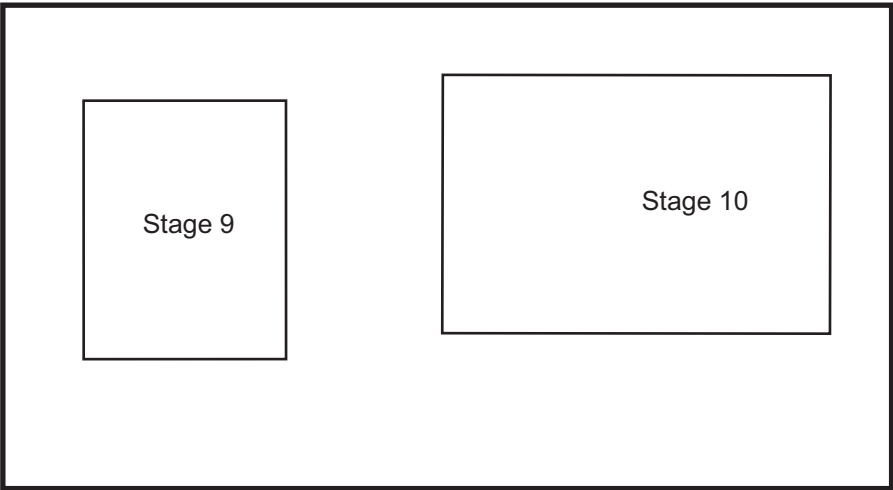
Range A4



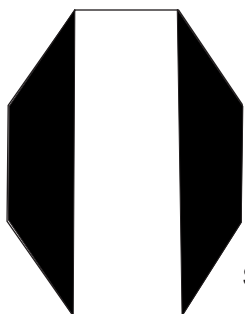
Range B



Range C

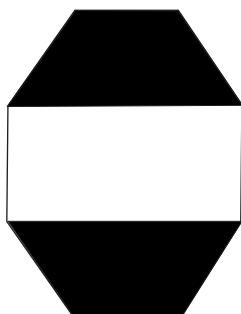


# TARGET CONFIGURATION PAINTING



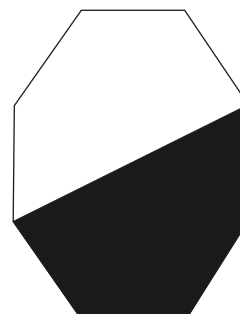
x 20

Stage 1,5



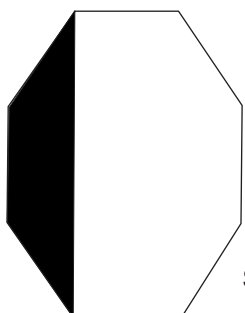
x 20

Stage 9



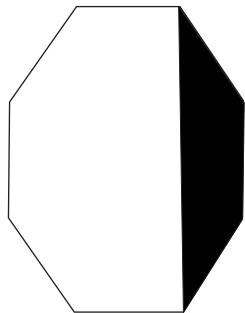
x 10

Stage 4



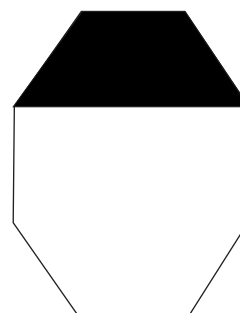
x 10

Stage 9



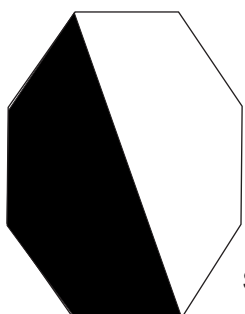
x 20

Stage 5,9



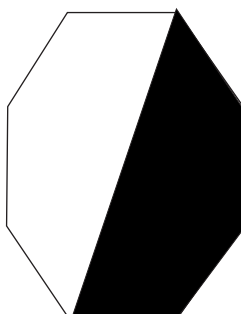
x 10

Stage 5



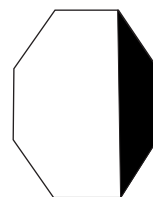
x 20

Stage 7,8



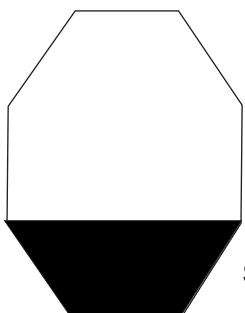
x 20

Stage 7,8



Mini  
x 10

Stage 11

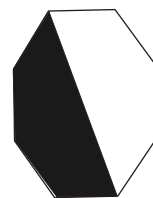


x 20

Stage 5

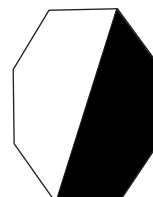


x 0



Mini  
x 10

Stage 12



Mini  
x 10

Stage 12