

SUMMER FUN 6TH
FRPC
WITH A GUN-2014



WIN!



Top Shooter in Open, Standard and Production will Win* a Pink Cadillac

* some restriction may apply, Winner will have to pay H.S.T. as well as the retail price of the car to claim their prize

June 20-22, 2014

Twelve Stages - 193 Rounds

6 Short, 4 Medium, 2 Long Courses

IPSC Level III

RULES: IPSC Rules, January 2012 Edition

COURSE DESIGNER: Mark Graham

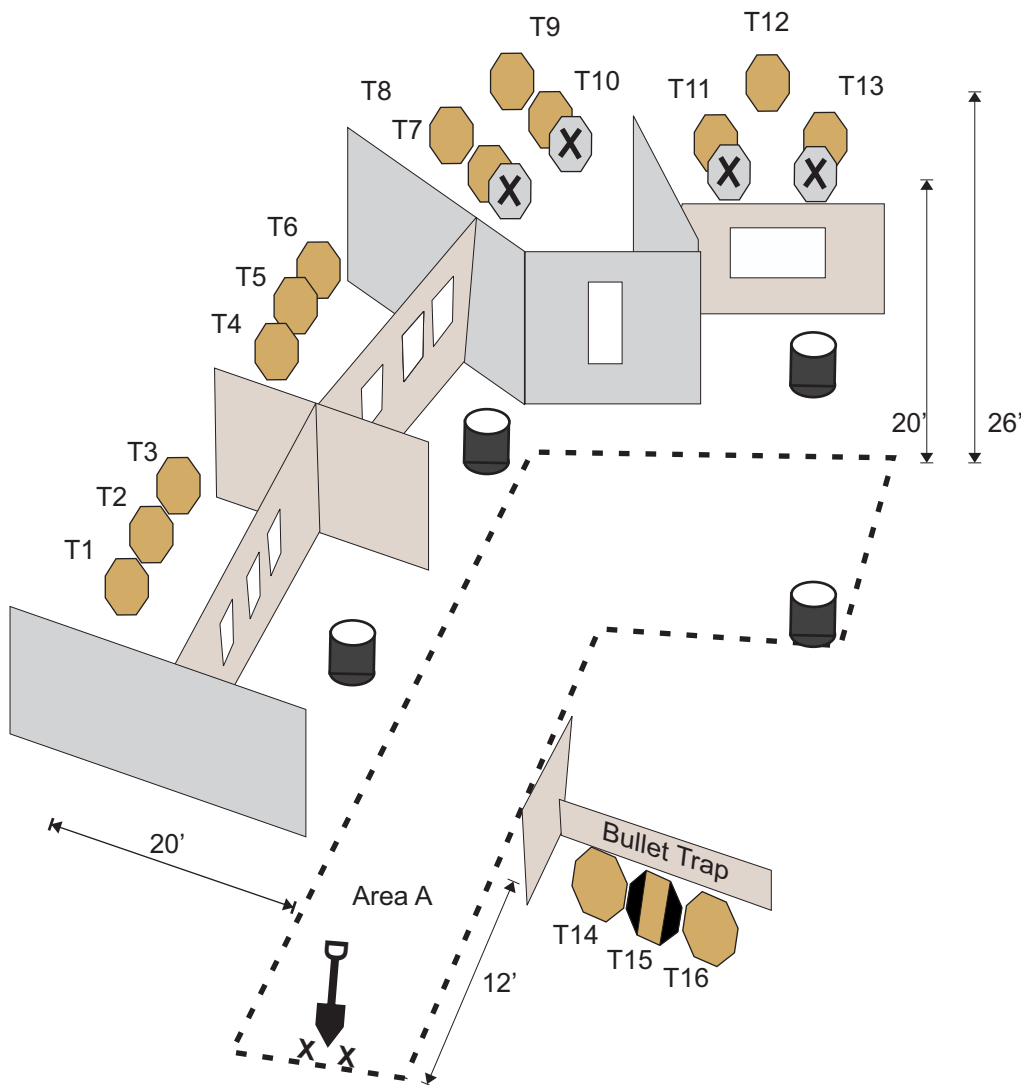
START POSITION: Heels on marks (X X) in Area A. Firearm loaded in holster Both hands holding the shovel into the ground will indicate you are ready .

STAGE PROCEDURE

On start signal, engage T1 - T16 when they become visible.

SCORING

SCORING: 32 rounds, 160 points
TARGETS: 16 IPSC & 4 no shoots



SETUP NOTES: Shepherd Range

RO NOTES:

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

RULES: IPSC Rules, January 2012 Edition

COURSE DESIGNER: Mark Graham

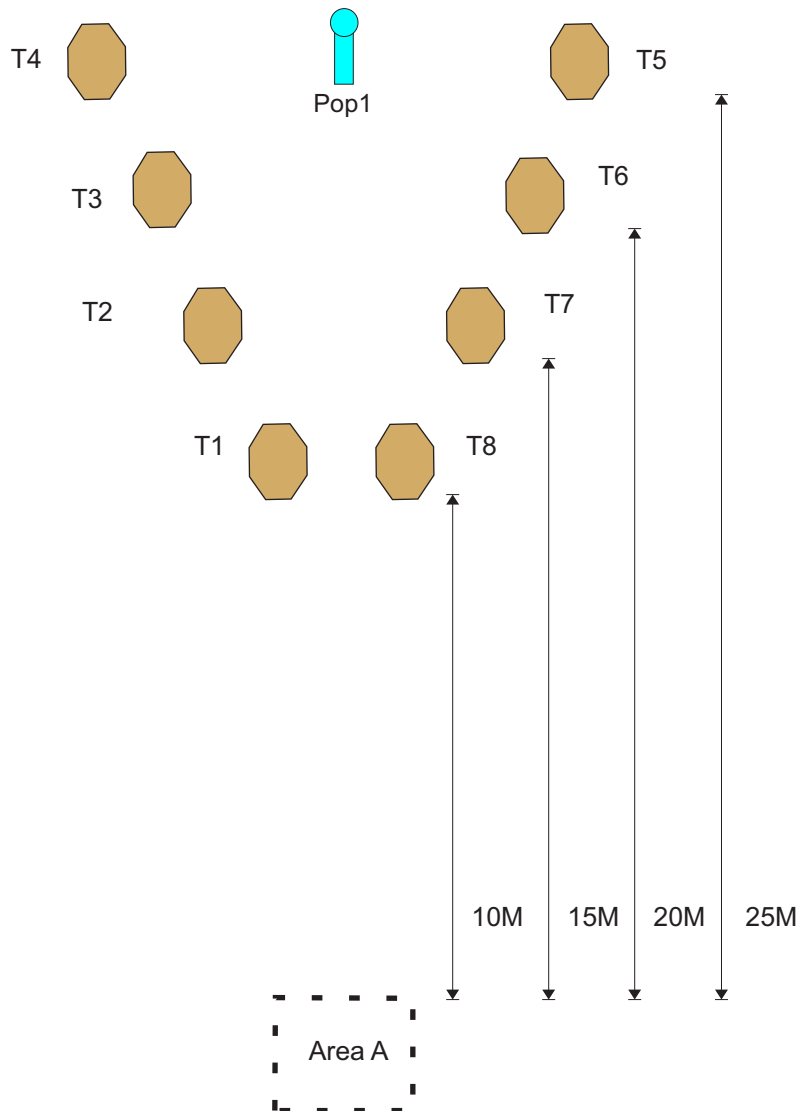
START POSITION: Standing in area A. Firearm loaded in holster. Hands covering your eyes will indicate you are ready.

STAGE PROCEDURE

On start signal, from Area A, engage targets T1-T8 as they become visible with a minimum of one round each.



SCORING

SCORING: 9 rounds, 45 points.
TARGETS: 8 IPSC & 1 Popper



SETUP NOTES: Shepherd Range

RO NOTES:

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

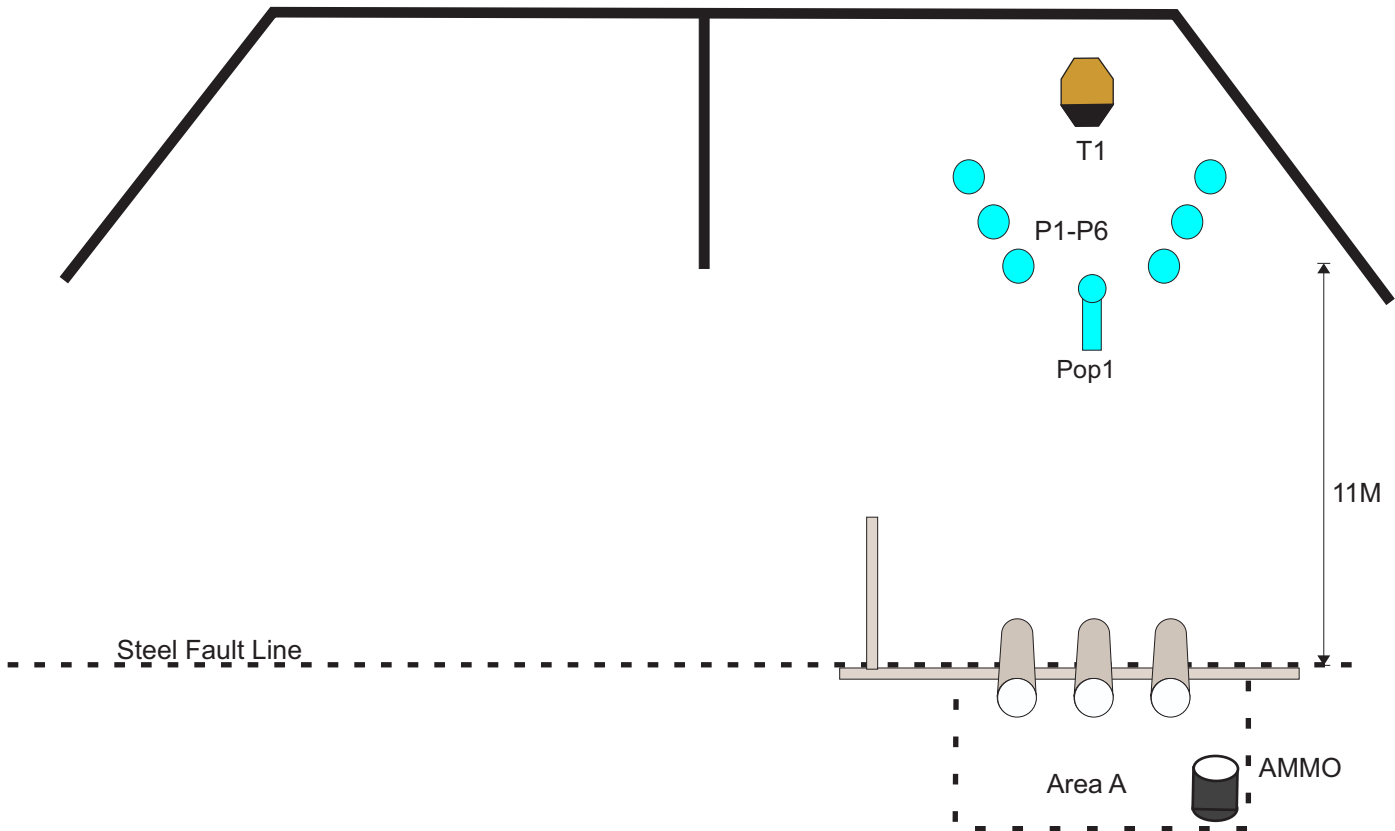
START POSITION: Facing up range area A, hands above shoulders will indicate shooter is ready. Firearm is unloaded in holster all ammo will be placed on barrel.

STAGE PROCEDURE

On Start signal, engage T1 and P1- P6 and 1 popper as they come visible.

SCORING

SCORING: 9 rounds, 45 points
TARGETS: 1 IPSC, 6 Steel Plates 1 Popper



SETUP NOTES: Bunker

RO NOTES:

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

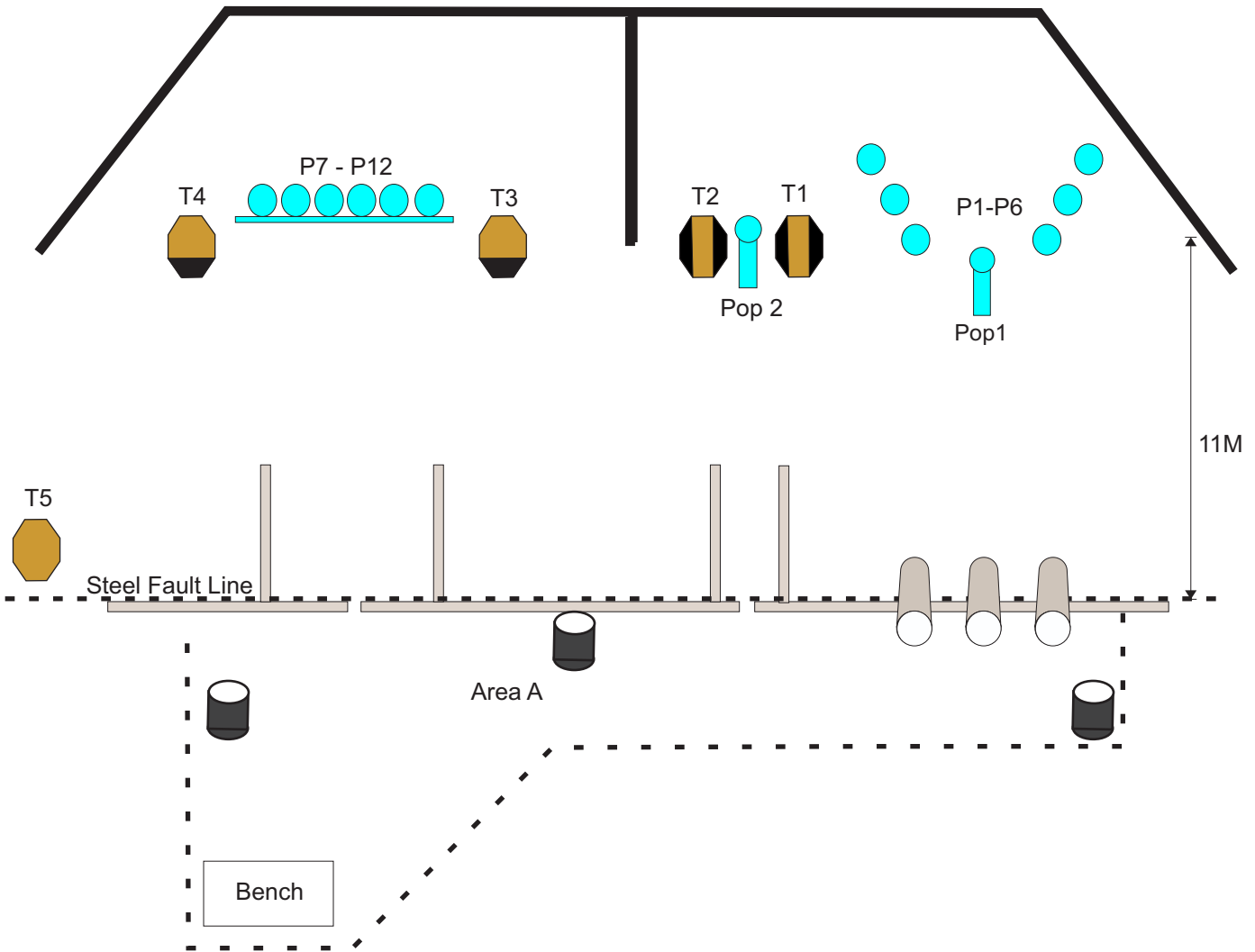
START POSITION: Sitting on bench hands on knees indicates shooter is ready.
Firearm loaded in holster.

STAGE PROCEDURE

On start signal, engage T1 -T5 and Pop1- Pop2 and P1-P12 as they come visible.

SCORING

SCORING: 24 rounds, 120 points
TARGETS: 5 IPSC, 12 Plates 2 popper's



SETUP NOTES: Bunker

RO NOTES:

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

RULES: IPSC Rules, January 2012 Edition

COURSE DESIGNER: Henri Cardinal

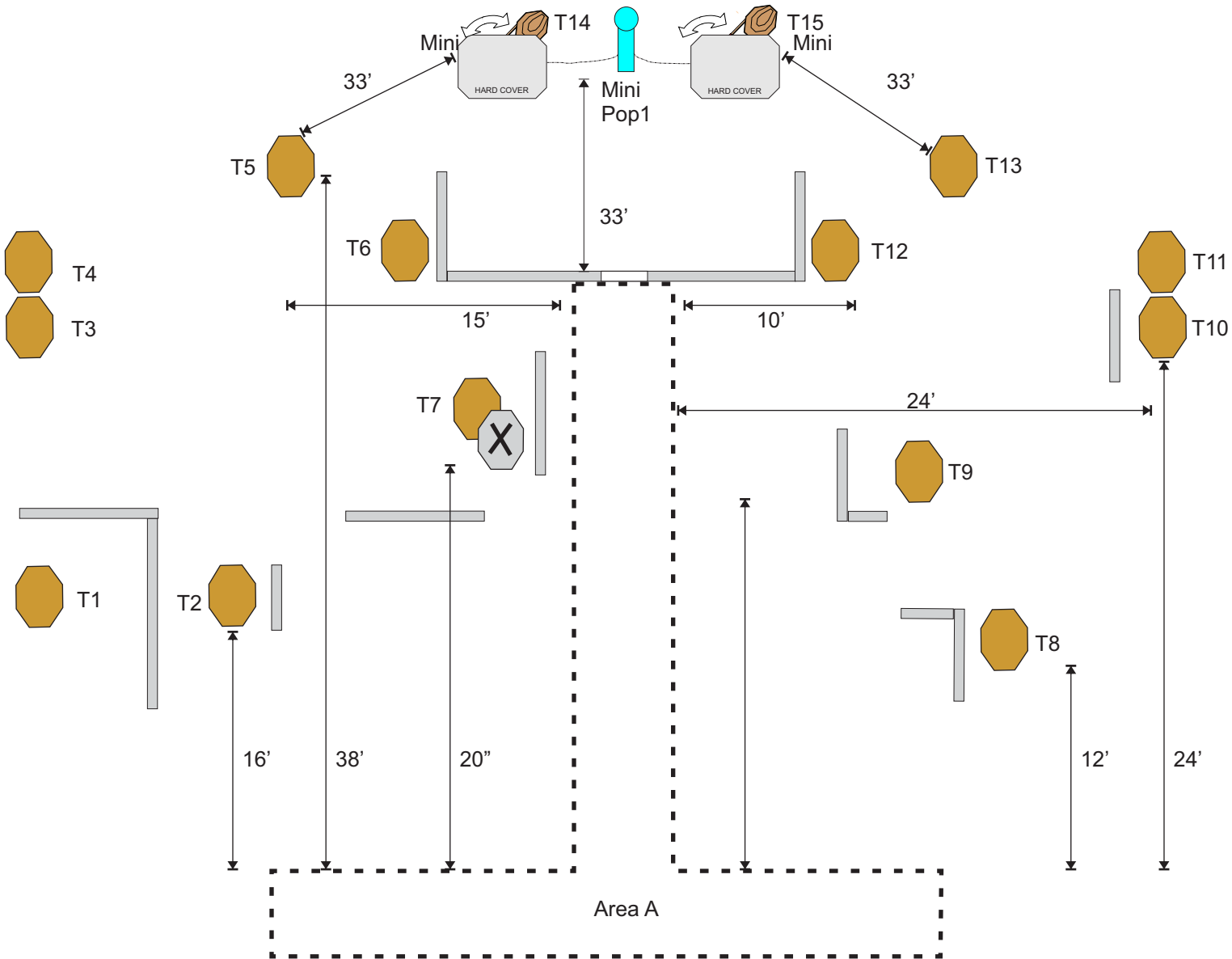
START POSITION: Standing anywhere in area A, strong hand on top of opposite shoulder.
Firearm loaded in holster

STAGE PROCEDURE

On the start signal, engage targets T1- T15 and mini popper as they come visible. Mini popper will activate the 2 swinging targets they are not disappearing.

SCORING

SCORING: 31 rounds, 155 points
TARGETS: 13 IPSC, 2 Mini 1 Small Pop & 1 No shoots



SETUP NOTES: A3 Range

RO NOTES:

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

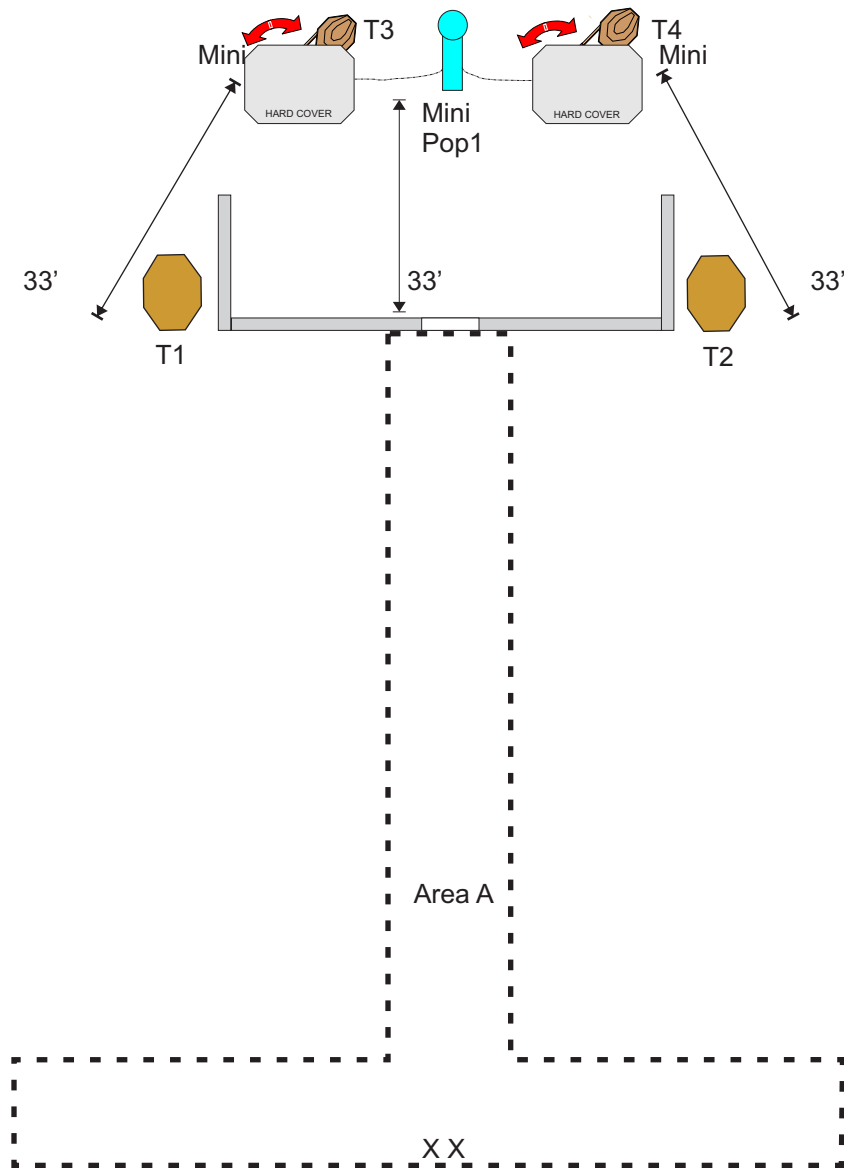
START POSITION: Standing in Area A Heels on X's, Firearm loaded in holster arms resting at sides.

STAGE PROCEDURE

On start signal, engage target T1-T4 and popper as they come visible. Mini popper will activate the 2 swinging targets they are not disappearing

SCORING


SCORING: 9 rounds, 45 points
TARGETS: 2 IPSC, 2 Mini & 1 Mini Popper




SETUP NOTES: A3 Range

RO NOTES:

----- <= Fault Line

 < No Shoot

 < Hard Cover

STAGE 7 - Going Through the door

RULES: IPSC Rules, January 2012 Edition

COURSE DESIGNER: Mark Graham

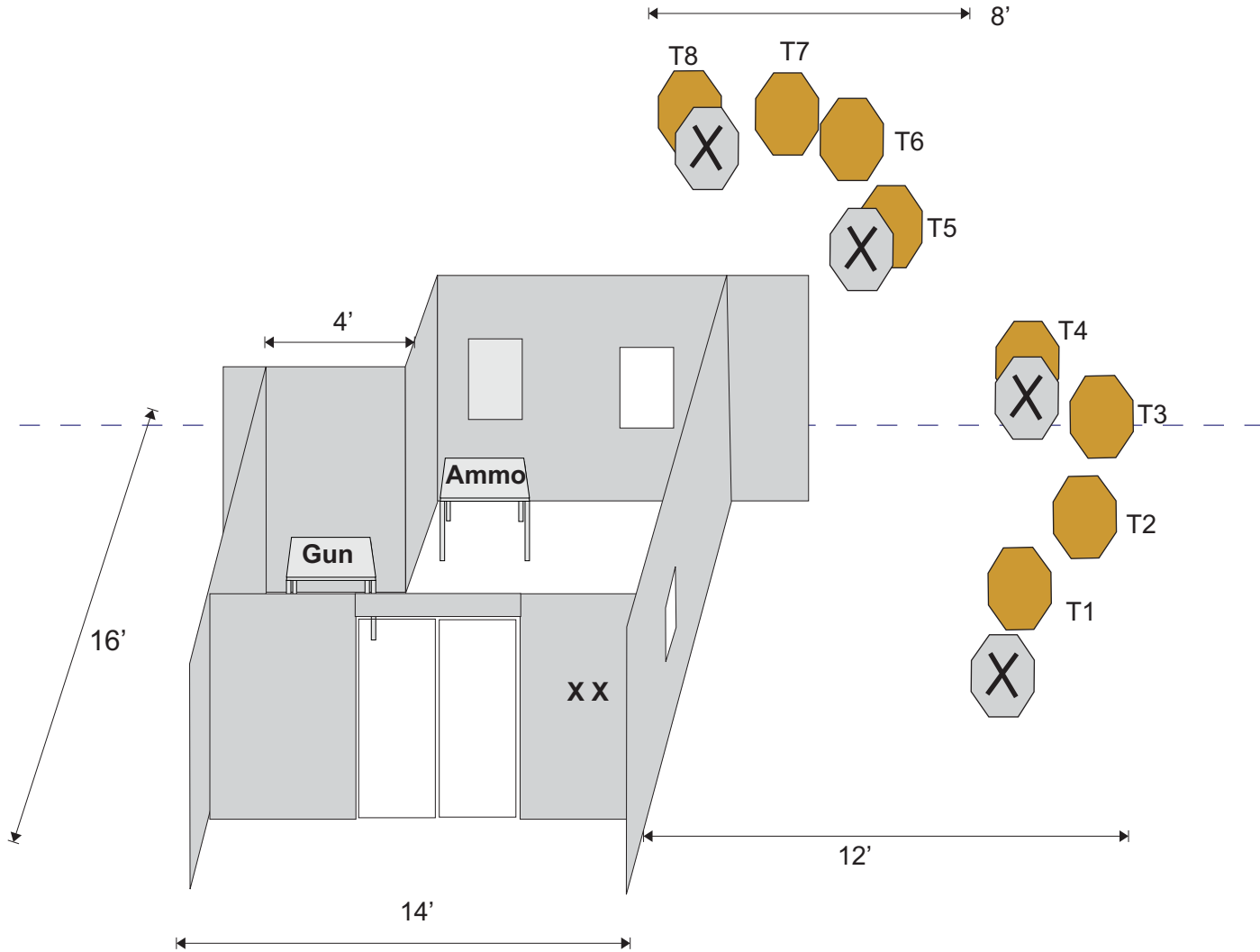
START POSITION: Standing with hands against X's on wall Firearm unloaded and on table 1 and ALL ammo to be used is on the table #2.

STAGE PROCEDURE

On start signal, engage targets T1-T8 as they come visible.

SCORING

SCORING: 16 rounds, 80 points
TARGETS: 8 MINI IPSC



SETUP NOTES: B Range

RO NOTES:

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

RULES: IPSC Rules, January 2012 Edition

COURSE DESIGNER: Mark Graham

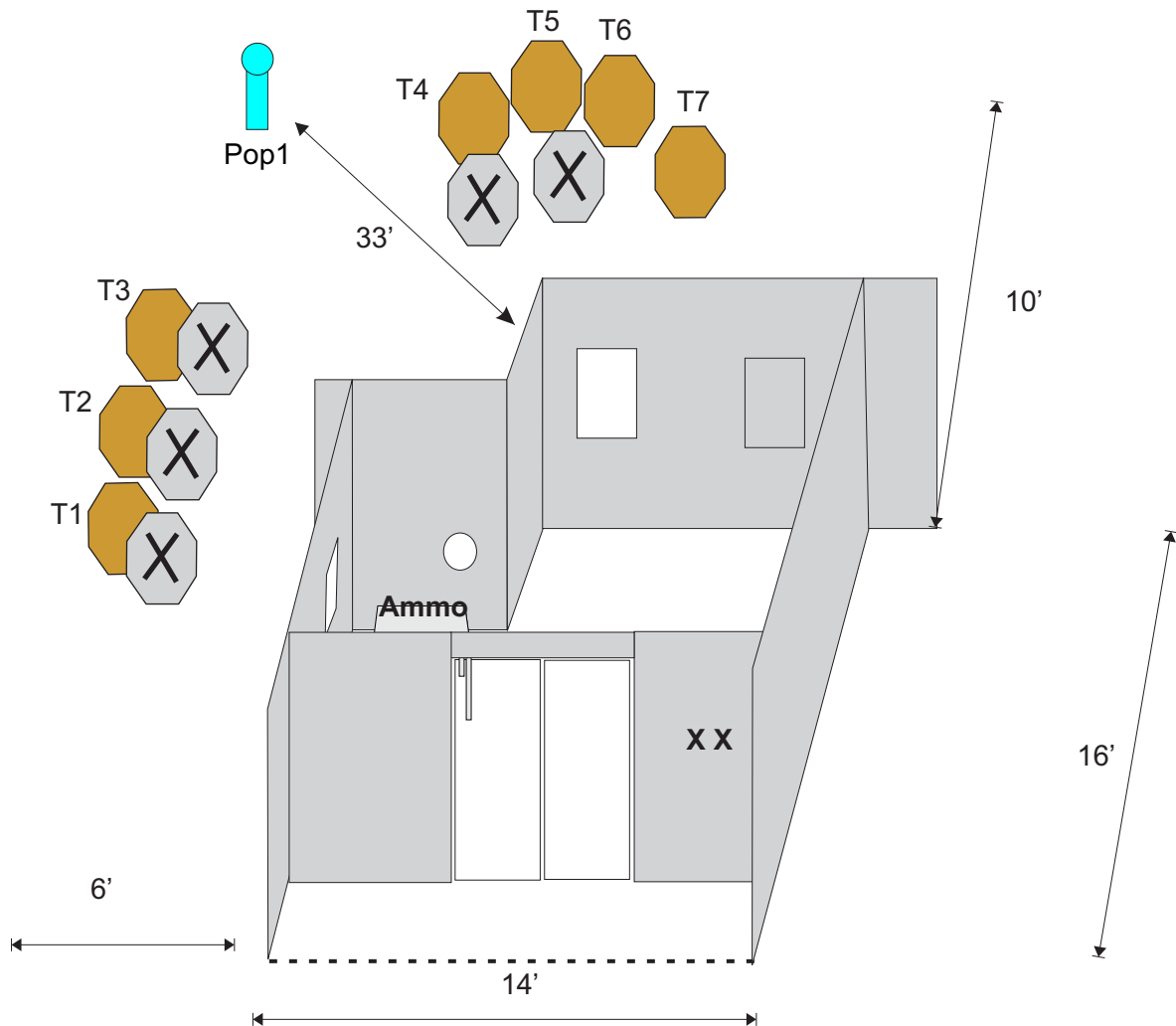
START POSITION: Standing with hands against X's on wall Firearm unloaded in holster and ALL ammo to be used is on the table inside the swinging doors.

STAGE PROCEDURE

On start signal, engage targets T1 -T7 and popper as they come visible.

SCORING

SCORING: 15 rounds, 75 points
TARGETS: 7 IPSC & 1 Popper & 5 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

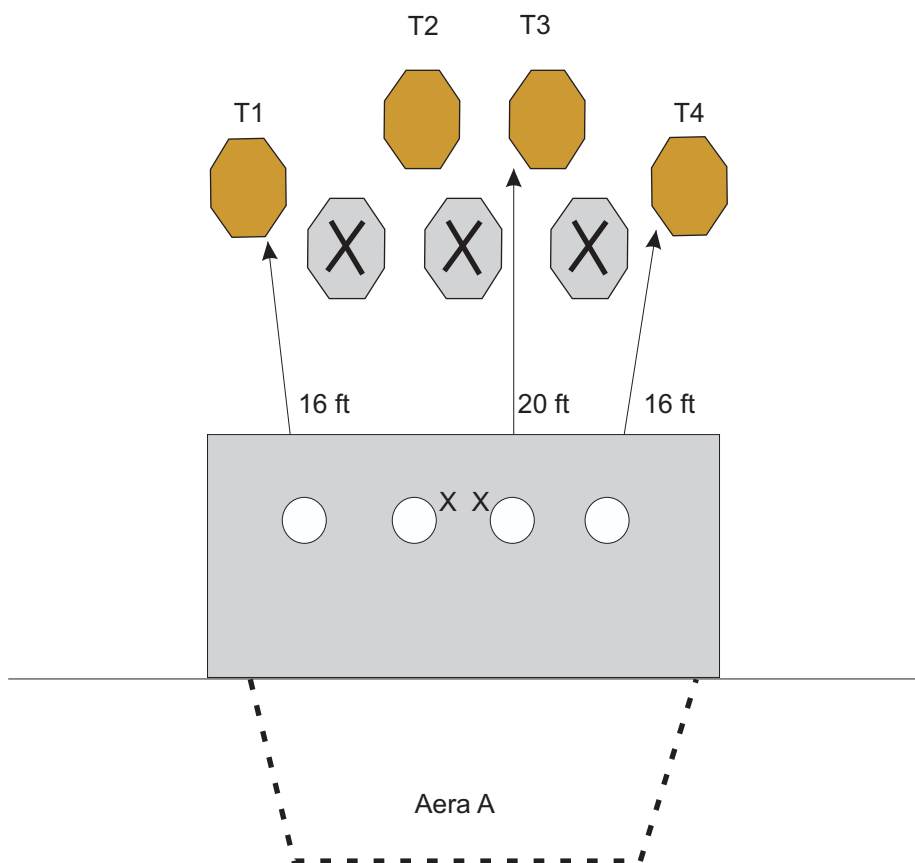
START POSITION: Facing down range inside Area A with palms on X's, Firearm unloaded in holster

STAGE PROCEDURE

On start signal, engage targets T1-T4 as they become visible.

SCORING

SCORING: 8 rounds, 40 points
TARGETS: 4 IPSC





SETUP NOTES:

C Range

RO NOTES:

----- <= Fault Line

 < No Shoot

 < Hard Cover

RULES: IPSC Rules, January 2012 Edition

COURSE DESIGNER: Mark Graham

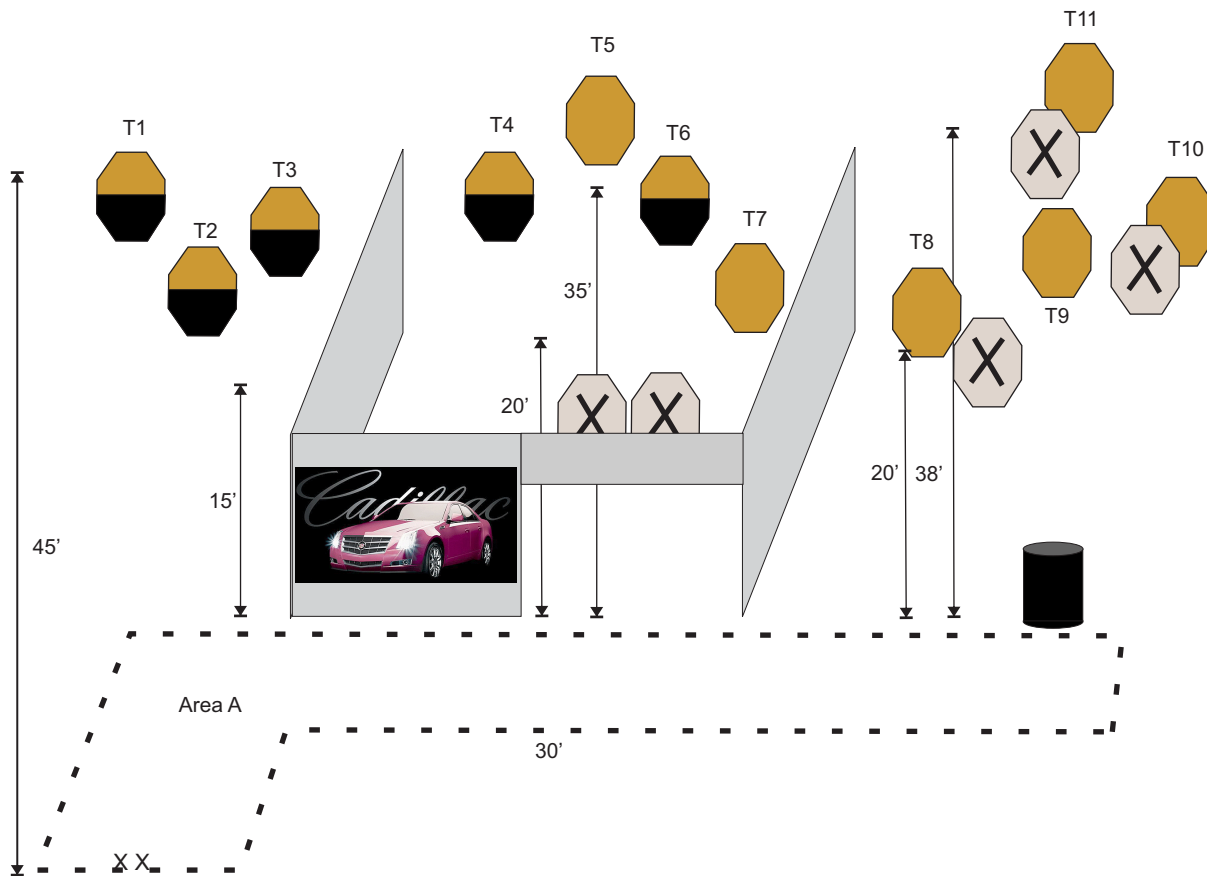
START POSITION: Facing down range with heels on the marks inside Area A
Firearm is loaded and holstered.
Palm on knees to indicate shooter is ready

STAGE PROCEDURE

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

SCORING

SCORING: 22 rounds, 105 points
TARGETS: 11IPSC & 5 No shoots



SETUP NOTES:

C Range

RO NOTES:

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

RULES: IPSC Rules, January 2012 Edition

COURSE DESIGNER: Henri Cardinal

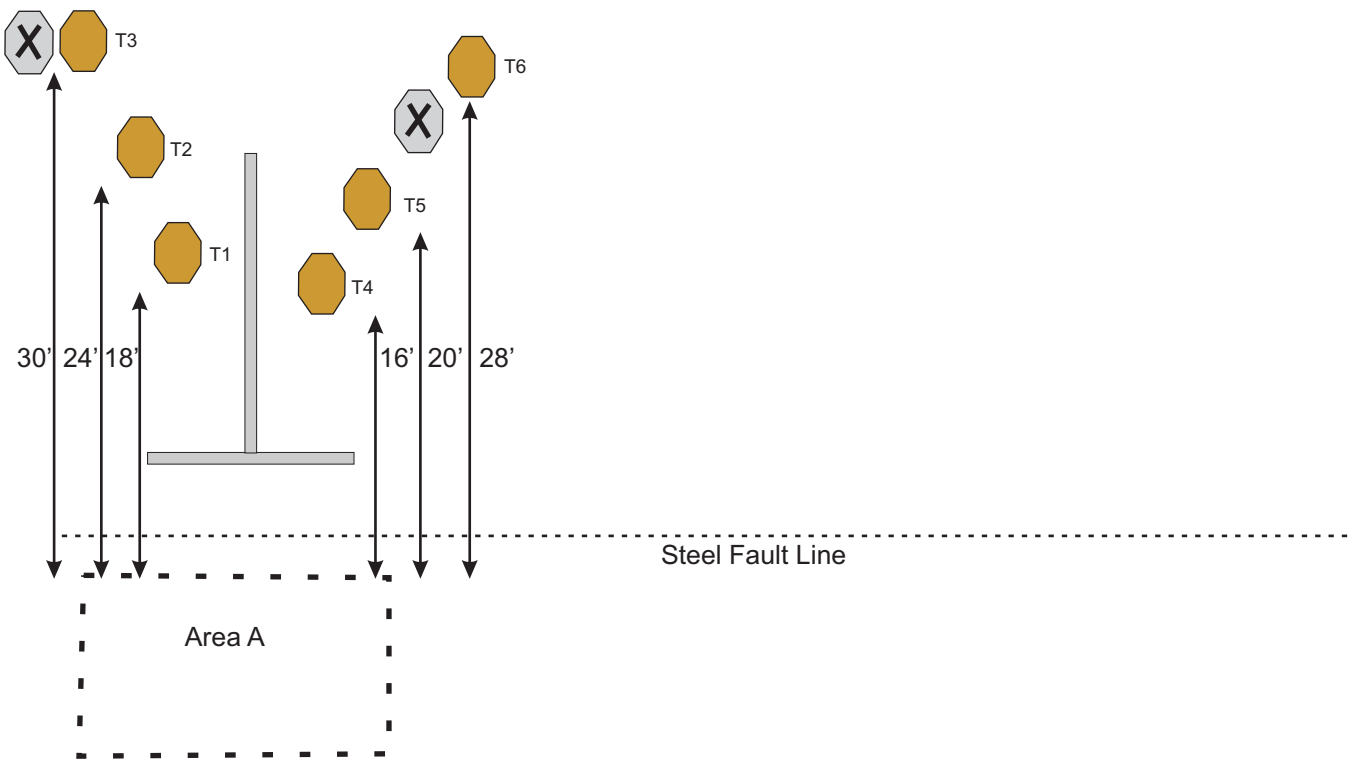
START POSITION: Facing down range inside Area A arms extended to the side above your shoulders. Firearm is loaded and holstered.

STAGE PROCEDURE

On start signal, from Area A, engage targets T1-T6 as they become visible.

SCORING

SCORING: 12 rounds, 60 points
TARGETS: 6 IPSC 2 No-Shoots



SETUP NOTES:

indoor - Lighting will be a Strobe Light for this stage

RO NOTES:

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

RULES: IPSC Rules, January 2012 Edition

COURSE DESIGNER: Henri Cardinal

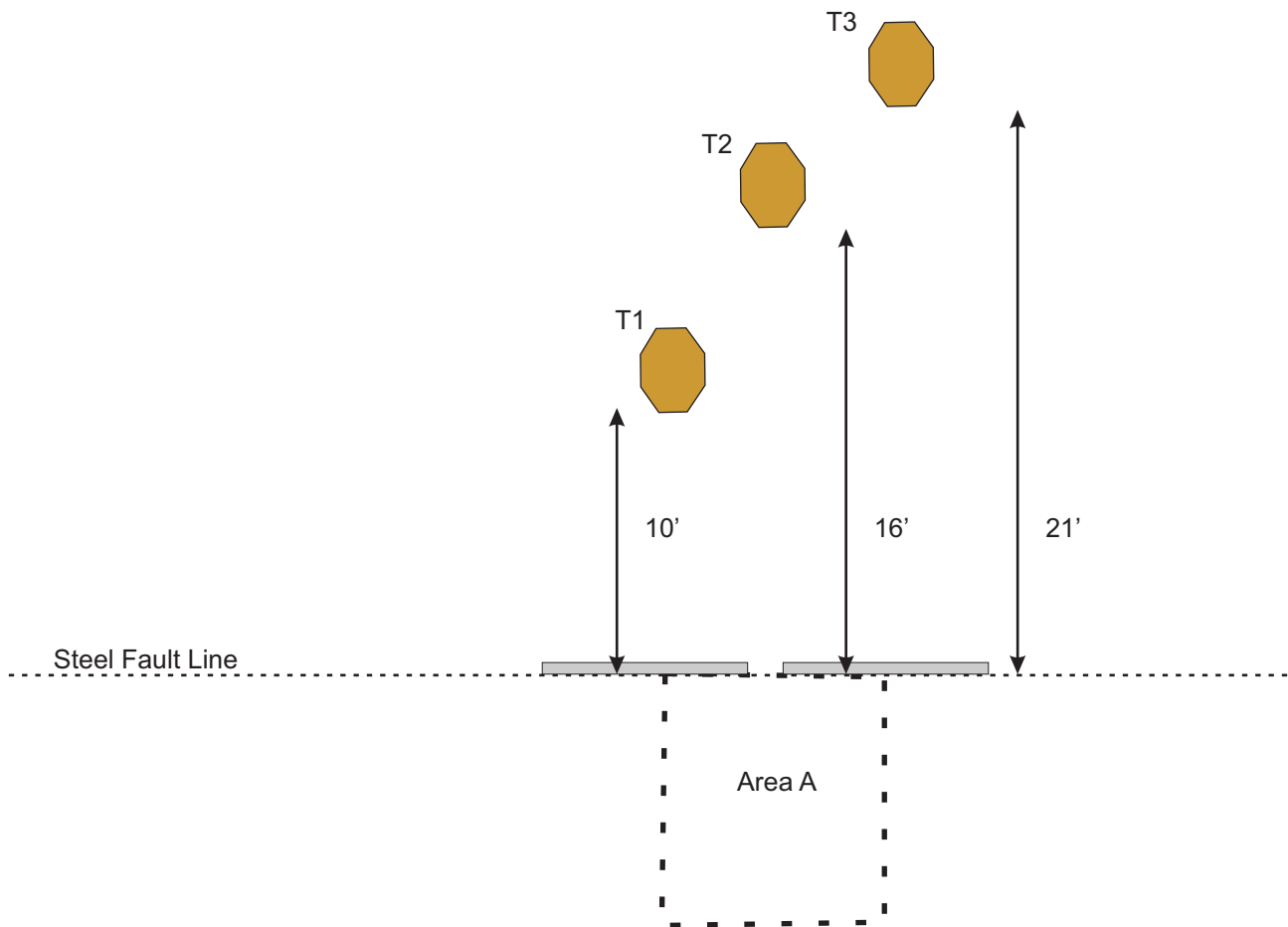
START POSITION: Facing down range in Area A arms relaxed at side, holding unlit flashlight in weak hand. Firearm is loaded and holstered.

STAGE PROCEDURE

On Start signal, engage T1- T3 while holding the flashlight in your weak hand and staying within Area A.

SCORING

SCORING: 6 rounds, 30 points
TARGETS: 3 IPSC



SETUP NOTES:

indoor

RO NOTES:



< No Shoot

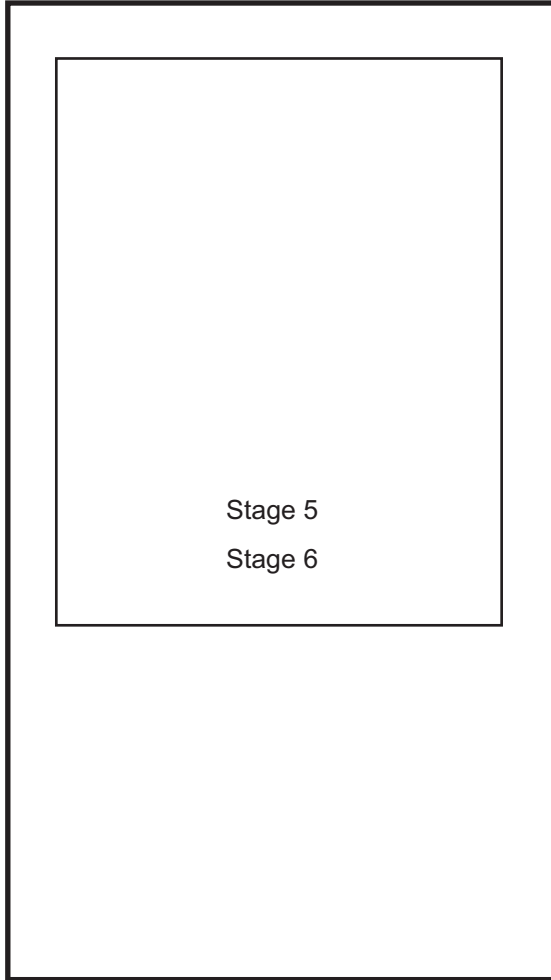
- - - - - <= Fault Line



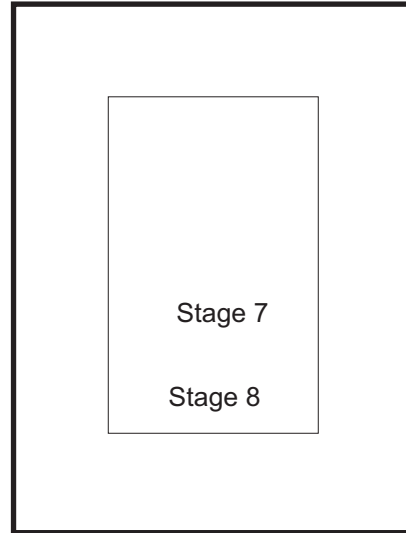
< Hard Cover

RANGE CONFIGURATION

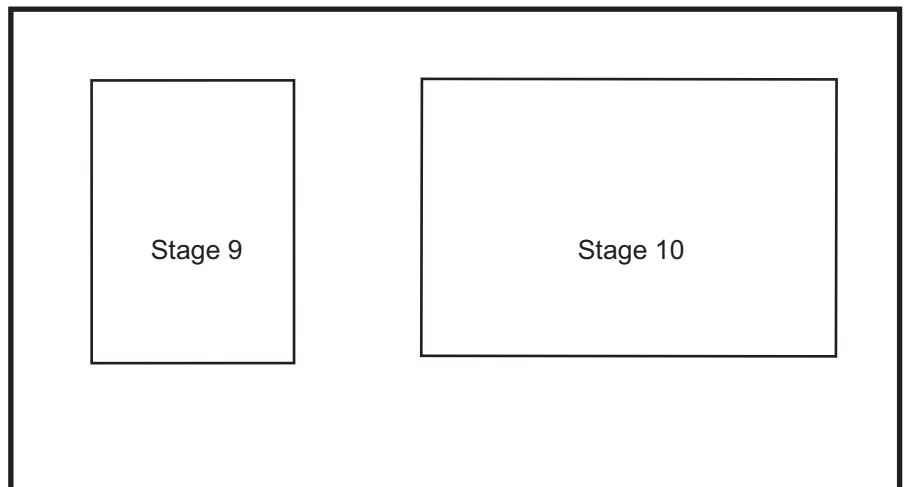
Range A3



Range B

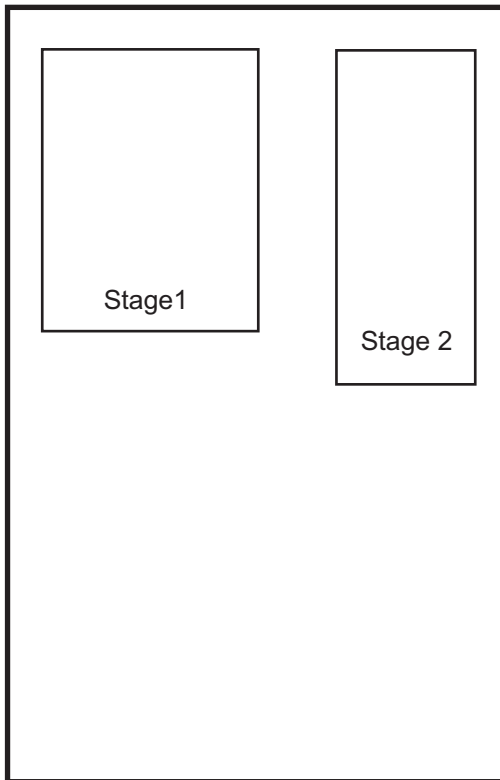


Range C

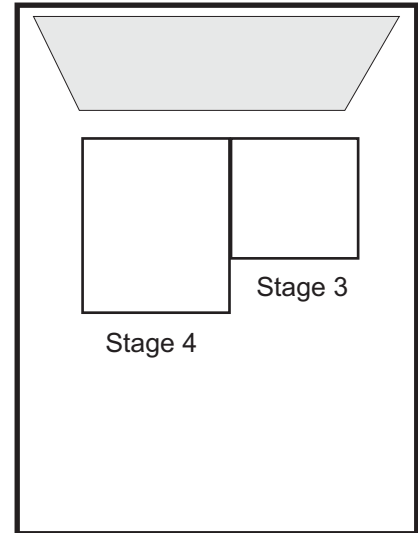


RANGE CONFIGURATION

Shepard Range

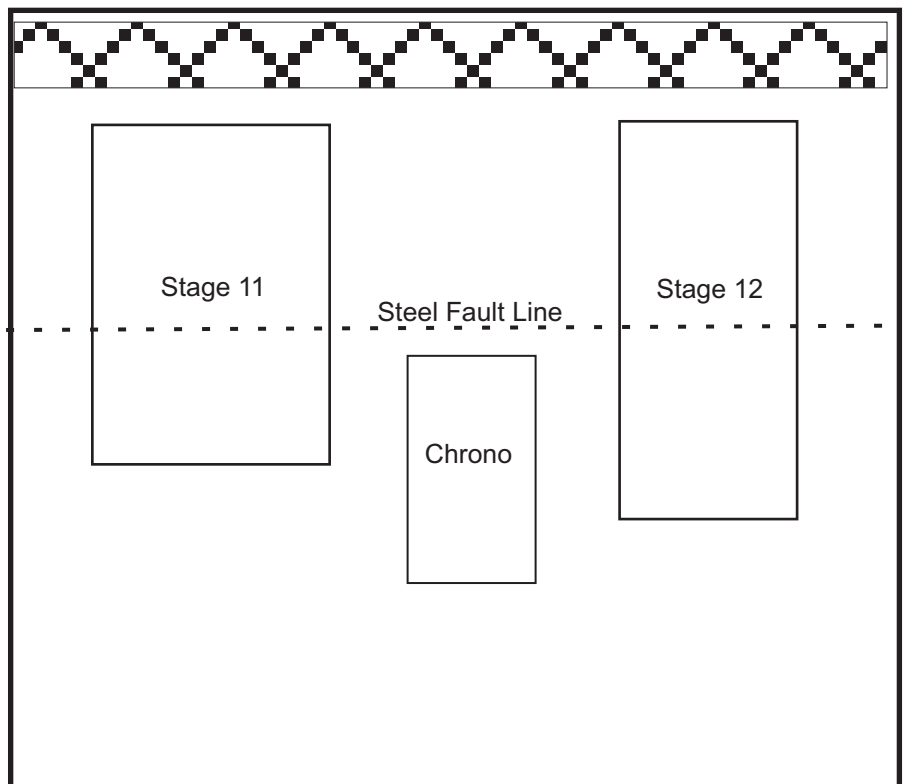


Bunker

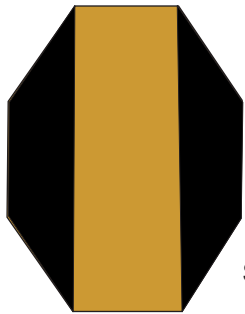


Indoor

- Stage 1- 32 rounds L
- Stage 2- 9 rounds S
- Stage 3- 9 rounds S
- Stage 4- 24 rounds M
- Stage 5- 31 rounds L
- Stage 6- 9 rounds S
- Stage 7- 16 rounds M
- Stage 8- 15 rounds M
- Stage 9- 8 rounds S
- Stage 10- 22 rounds M
- Stage 11-12 rounds S
- Stage 12-6 rounds S

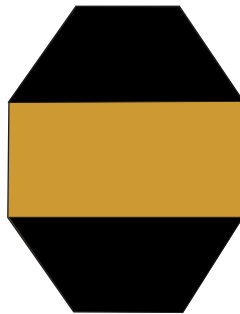


TARGET CONFIGURATION PAINTING



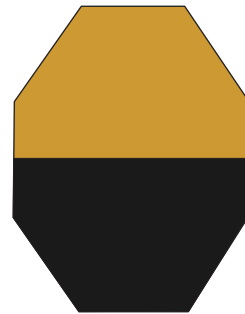
x 15

Stage 1 (5)
4 (10)



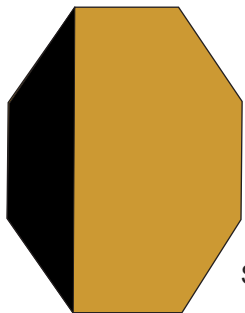
x 0

Stage:



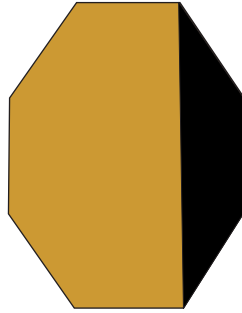
x 10

Stage: 4



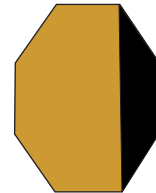
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Stage:



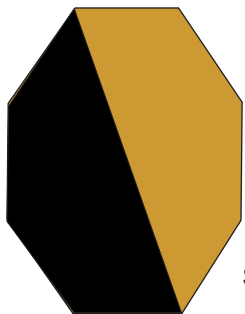
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Stage:



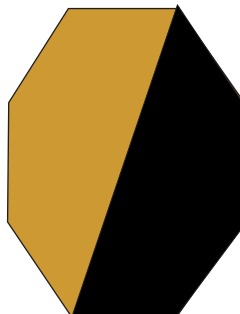
Mini
x 0

Stage:



x 0

Stage:



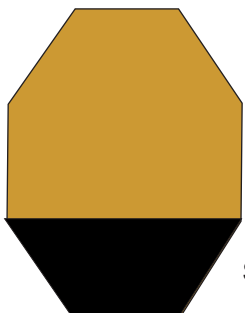
x 0

Stage:



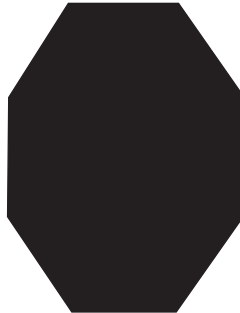
Mini
x 0

Stage:



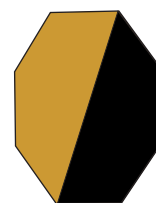
x 15

Stage: 3 (5)
4 (10)



x 0

Stage:



Mini
x 0

Stage:

NO VIDEO RECORDING

**NO HOLSTERED GUNS
IN THE VENDOR AREA**

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