



## Port Coquitlam & District Hunting and Fishing Club

PRESENTS

# Spring Ahead

March 31st, 2018 Qualifier #5

6 Stages

137 Rounds / 685 Points

Sign in Sunday. 7:00 AM . On stages at 7:45 AM. Competition starts at 8:00 AM.

Port Coquitlam & District Hunting and Fishing Club  
5000 Harper Rd, Coquitlam, BC V3E 3H1

Match Directors: Winston Mew, Adam Brawn  
ipsc@pcdhfc.com (Please put **March 31** Qualifiers in the Subject Line)



Match Sponsor

## GENERAL NOTES AND RULES

- Advanced registration is required, drop ins on the morning of the match will NOT be accepted
- Current IPSC 2017 Rules will be used**
- Competitors must have passed a Black Badge course at least 2 weeks prior to match day.
- A current IPSC BC membership is required.
- Drawings are not to scale but dimensions are accurate
- Due to range conditions, distances and actual layout may vary.
- All competitors, spectators and workers must wear hearing and eye protection.
- It is each competitor's responsibility to be on time for their scheduled shooting times.
- Brass picking will be allowed after the last shooter on the squad is finished and if time permits.
- One or more Safety Areas will be designated. No ammunition is allowed in a Safety Area.
- No alcoholic beverages will be allowed until all shooting is completed for the day AND approval from both the Match Director and the Range Master.
- No-Shoot steel and penalty paper targets will be white.
- Shooting starts at 8:00 a.m. sharp, competitors are to be at their designated stages no later than 7:45 am.
- The match fee is \$75 (\$55 if Paid prior to **Feb 18th**)
- Trophies to be awarded for:
  - Match Winner: Open, Standard, Production, Classic, Revolver (Based on number of entries)
  - 2nd Overall Open, Standard, Production, Classic, Revolver (Based on number of entries)
  - 1st & 2nd A, B, C, D, Open, Standard, Production, Classic, Revolver (if 5 or more entries per Division)
  - Top Unclassified Open, Standard, Production, Classic, Revolver (if 5 or more entries per Division)
- Trophies and draw prizes will be awarded 15 minutes after the last stage results have been posted.
- Tear down of stages will proceed after trophies and draw prizes are awarded.



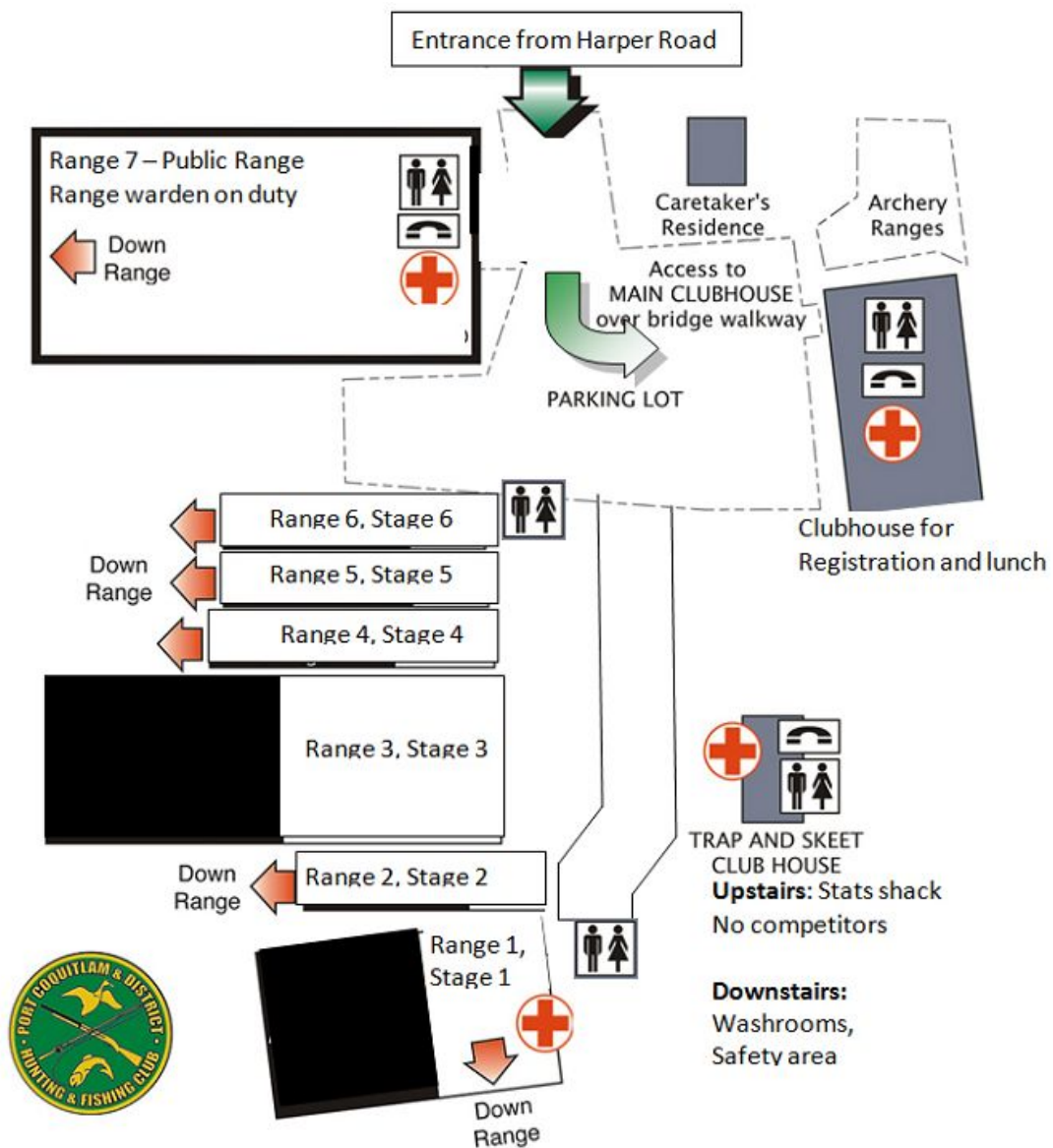
If you have any questions, e-mail: [ipsc@pcdhfc.com](mailto:ipsc@pcdhfc.com) (Please put **March 31** Qualifier in the subject line)

# Port Coquitlam District Hunting and Fishing Club

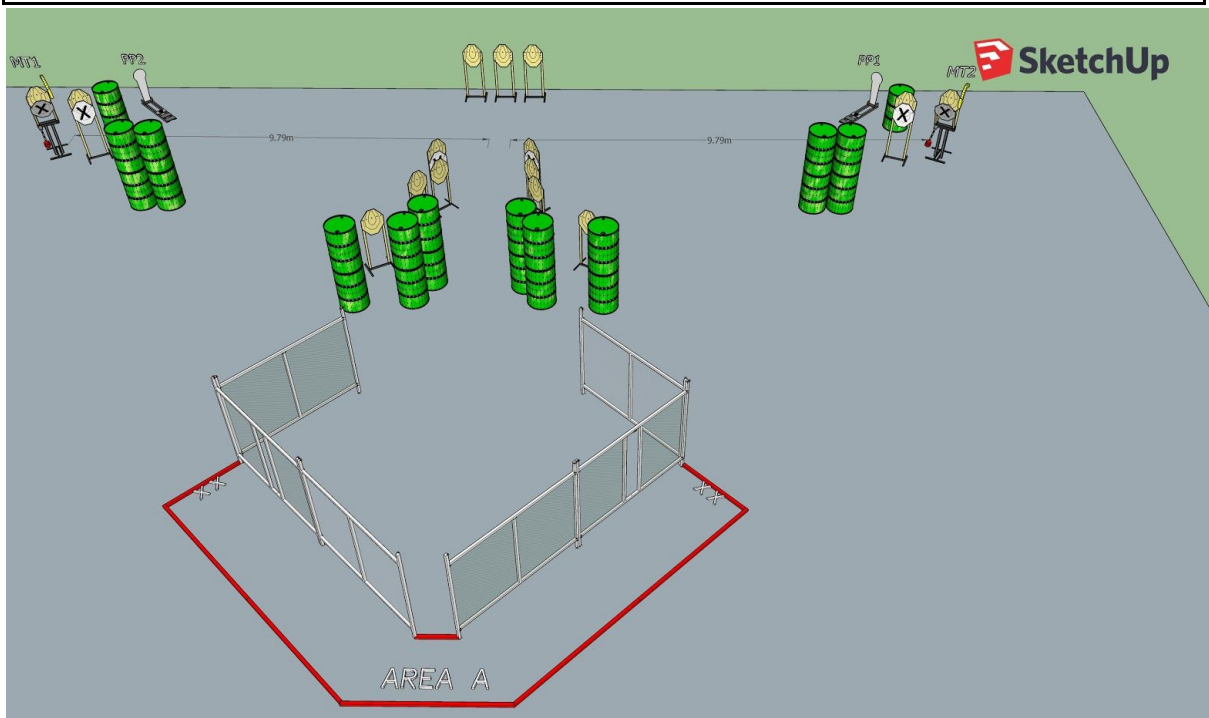
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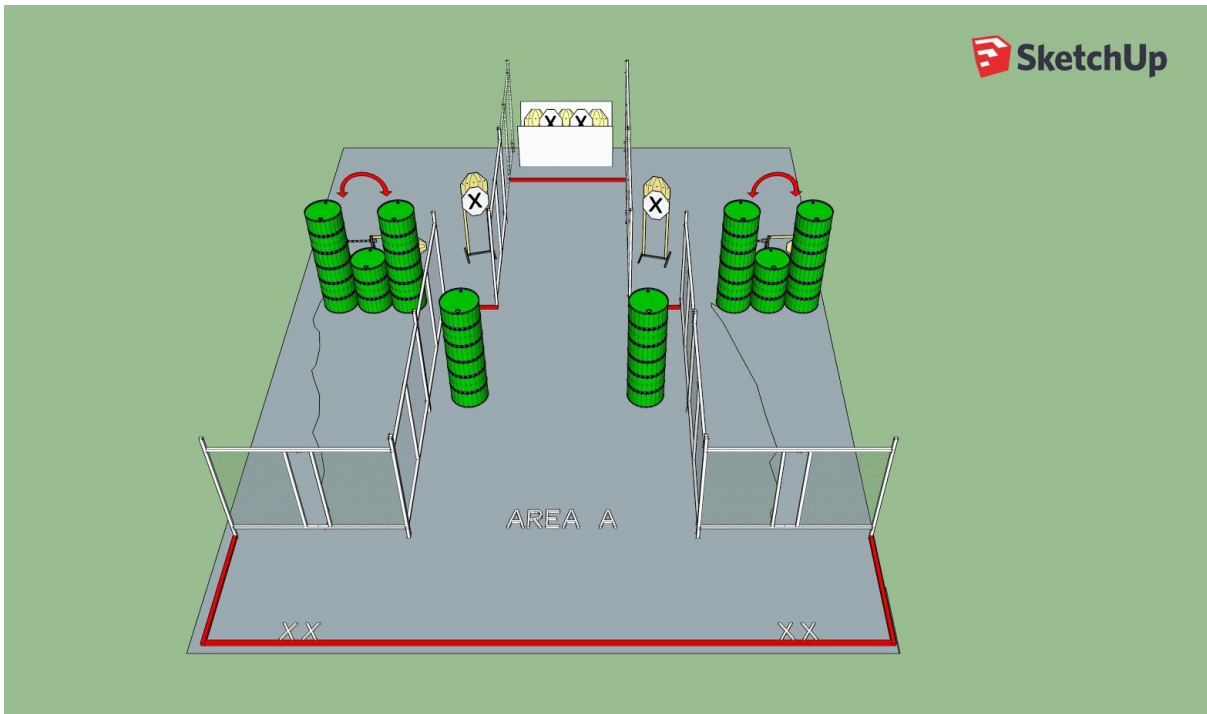
<b>Stage # 1</b>	<b>Range # 1</b>	<b>Stage Title:</b>	
<b>Min Rounds:</b> 32	<b>Max Points:</b> 160		
<b>Time starts:</b> Audible Signal	<b>Time stops:</b> Last shot	<b>Stage Design:</b> A Brawn	
<b>IPSC Targets:</b> 15	<b>IPSC Mini targets:</b>	<b>Distances:</b> - 8-10m	
<b>IPSC Poppers:</b> 2	<b>IPSC Mini Poppers:</b>	<b>Metal Plates:</b> 0	
<b>Start Position:</b> Toes touching either set of X's, hands relaxed as sides. Head and body facing straight ahead			
<b>Pistol Condition:</b> Loaded and holstered			
<b>Procedure:</b> On start signal, engage targets within Area A. Popper PP1 Activates Max Trap "MT1" and Popper "PP2" activates Max Trap "MT2"			



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**Stage Notes:**

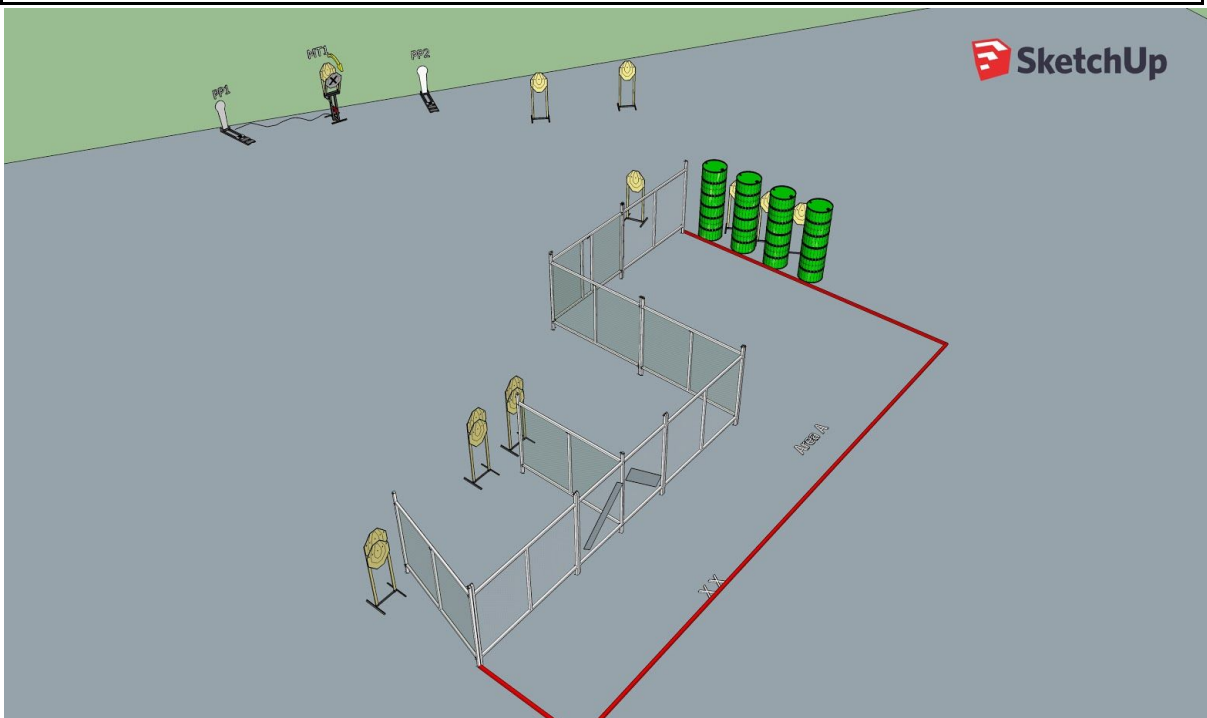
<b>Stage # 2</b>	<b>Range # 2</b>	<b>Stage Title:</b>	
<b>Min Rounds:</b> 14	<b>Max Points:</b> 70		
<b>Time starts:</b> Audible Signal	<b>Time stops:</b> Last shot	<b>Stage Design:</b> A Brawn	
<b>IPSC Targets:</b> 7	<b>IPSC Mini targets:</b> 0	<b>Distances:</b> 1-6m	
<b>IPSC Poppers:</b> 0	<b>IPSC Mini Poppers:</b> 0	<b>Metal Plates:</b> 0	
<b>Start Position:</b> Toes touching either set of X's, hands interlocked on top of head			
<b>Pistol Condition:</b> Loaded and holstered			
<b>Procedure:</b> On start signal, engage targets within Area A. Swingers are activated by handles located at the respective ports			



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Stage Notes:

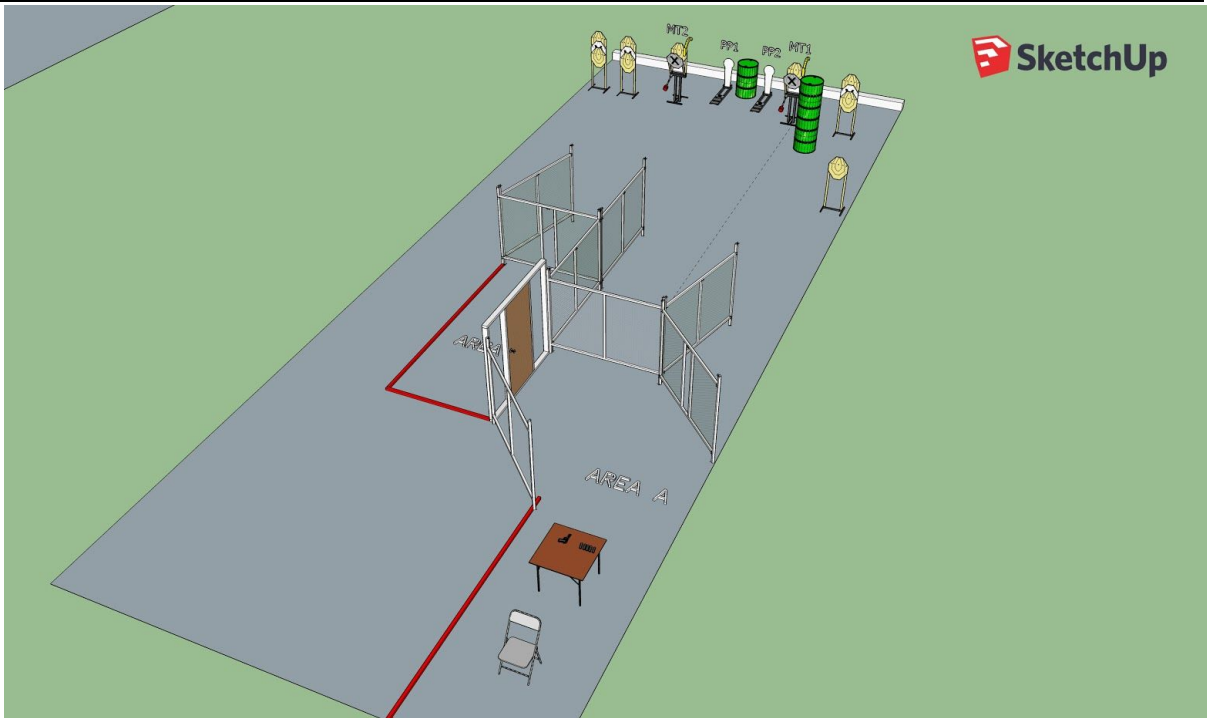
<b>Stage # 3</b>	<b>Range # 3</b>	<b>Stage Title:</b>
<b>Min Rounds:</b> 28	<b>Max Points:</b> 140	
<b>Time starts:</b> Audible Signal	<b>Time stops:</b> Last shot	<b>Stage Design:</b> A Brawn
<b>IPSC Targets:</b> 13	<b>IPSC Mini targets:</b> 0	<b>Distances:</b> 2-10m
<b>IPSC Poppers:</b> 2	<b>IPSC Mini Poppers:</b> 0	<b>Metal Plates:</b> 0
<b>Start Position:</b> Heels touching X's, hands relaxed at sides		
<b>Pistol Condition:</b> Loaded and holstered		
<b>Procedure:</b> On start signal, engage targets from within Area A. Popper PP1 activates Max Trap MT1		



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Stage Notes:

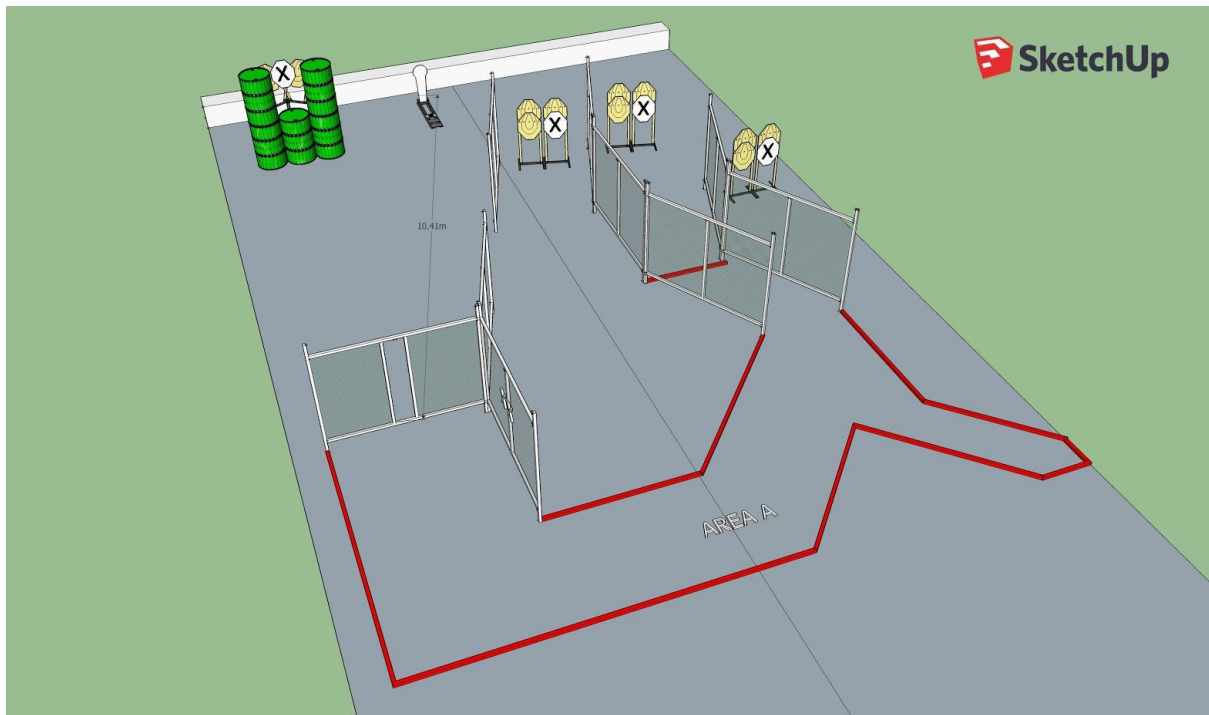
<b>Stage # 4</b>	<b>Range # 4</b>	<b>Stage Title:</b>	
<b>Min Rounds:</b> 20	<b>Max Points:</b> 100		
<b>Time starts:</b> Audible Signal	<b>Time stops:</b> Last shot	<b>Stage Design:</b> A Brawn	
<b>IPSC Targets:</b> 9	<b>IPSC Mini targets:</b> 0	<b>Distances:</b> 9-12m	
<b>IPSC Poppers:</b> 2	<b>IPSC Mini Poppers:</b> 0	<b>Metal Plates:</b> 0	
<b>Start Position:</b> Sitting on chair facing UPRANGE, feet straight ahead, fingers interlocked on lap			
<b>Pistol Condition:</b> Unloaded on table, slide forward/cylinder closed. All mags to be used are on table			
<b>Procedure:</b> On start signal, engage targets from with Area A. Popper "PP1" activates Max Trap "MT1" and Popper "PP2" activates Max Trap "MT2"			



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Stage Notes:

<b>Stage # 5</b>	<b>Range # 5</b>	<b>Stage Title:</b>	
<b>Min Rounds:</b> 23	<b>Max Points:</b> 115		
<b>Time starts:</b> Audible Signal	<b>Time stops:</b> Last shot	<b>Stage Design:</b> A Brawn	
<b>IPSC Targets:</b> 11	<b>IPSC Mini targets:</b> 0	<b>Distances:</b> 4-10m	
<b>IPSC Poppers:</b> 1	<b>IPSC Mini Poppers:</b> 0	<b>Metal Plates:</b> 0	
<b>Start Position:</b> Hands touching each X, palms flat on wall. Feet and body facing wall			
<b>Pistol Condition:</b> Loaded and holstered			
<b>Procedure:</b> On start signal, engage targets from within Area A. Popper activates double swinger			



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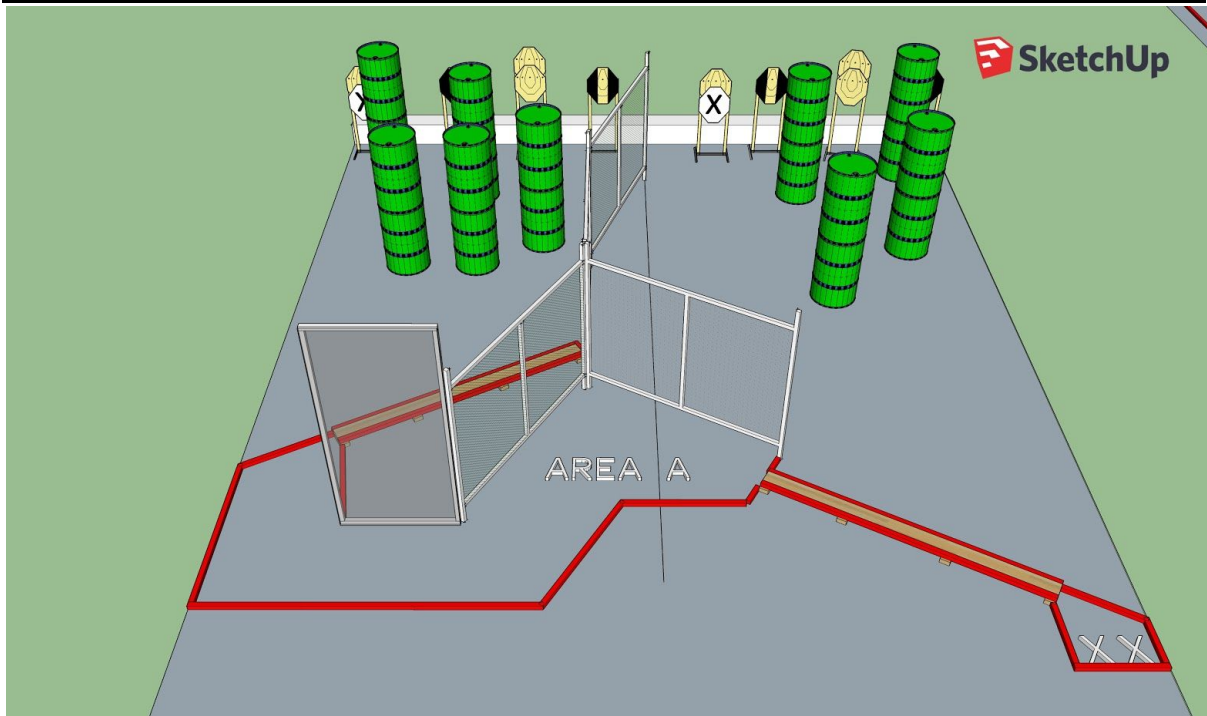


Stage Notes:

**TIGER ARMS**

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<b>Stage # 6</b>	<b>Range # 6</b>	<b>Stage Title:</b>	
<b>Min Rounds:</b> 20	<b>Max Points:</b> 100		
<b>Time starts:</b> Audible Signal	<b>Time stops:</b> Last shot	<b>Stage Design:</b> A Brawn	
<b>IPSC Targets:</b> 10	<b>IPSC Mini targets:</b> 0		
<b>IPSC Poppers:</b> 0	<b>IPSC Mini Poppers:</b> 0	<b>Metal Plates:</b> 0	
<b>Start Position:</b> Toes touching X's, hands relaxed at sides. Head and body facing uprange			
<b>Pistol Condition:</b> Loaded and holstered			
<b>Procedure:</b> On start signal, engage targets from within Area A			



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Stage Notes: