

# Ε.Λ.Π.Σ.

## LI Handgun match

### March 15th 2015



### 09:00 π.μ.

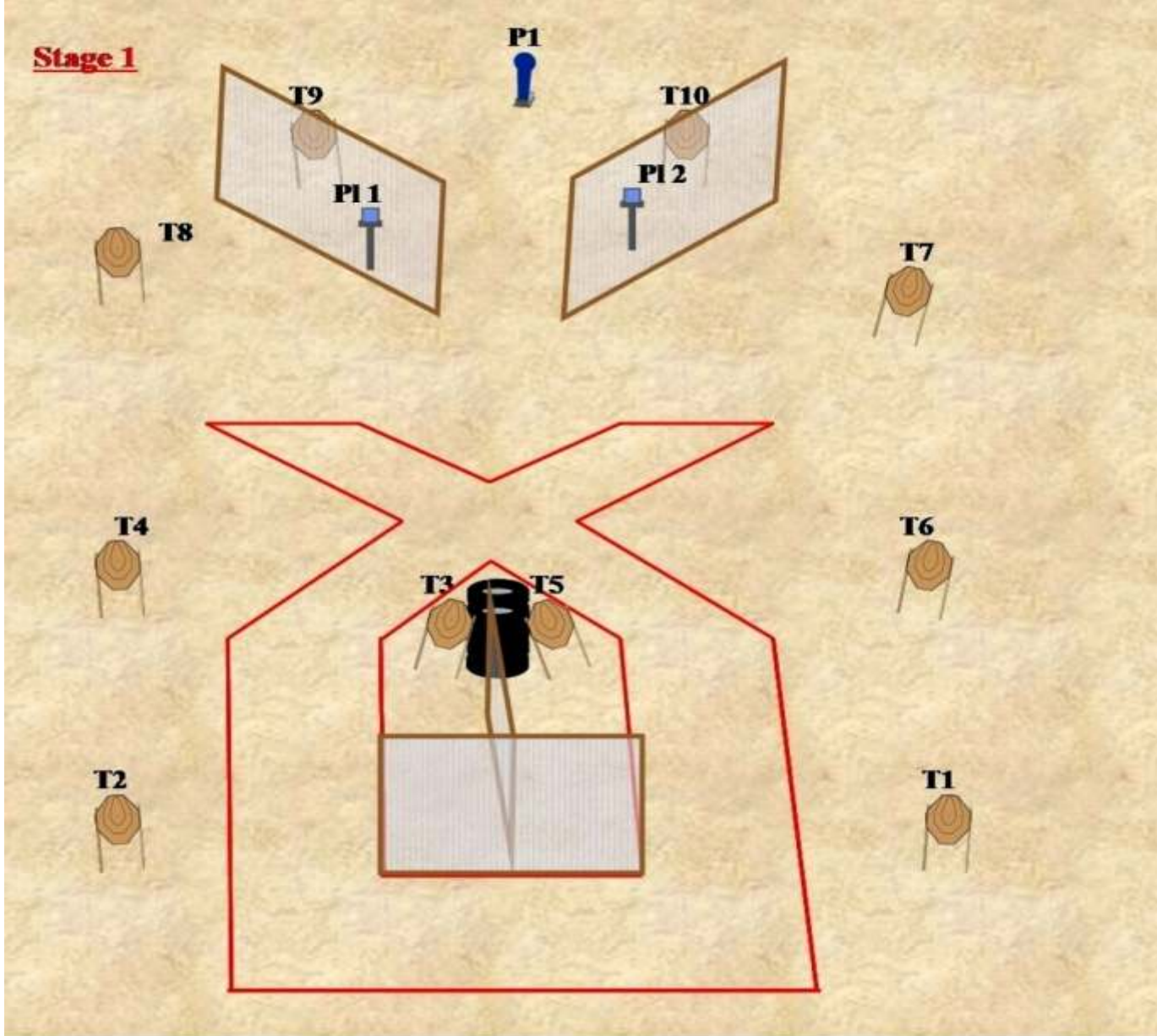
## ΣΚΟΠΕΥΤΗΡΙΟ

### “Ζεστά Νερά” Λαγκαδά.



LI ELPS 15 MARCH 2015

## Stage 1



## Stage Briefing



STAGE #: 1  
NAME: Stage 1  
LOCATION: LAGADAS

SCORING: Comstock  
COURSE: Medium Course

READY CONDITION: 1. Firearm and chamber loaded with safeties engaged.

TIME STARTS: 1. Audible signal.

MINIMUM ROUNDS: 23

MAXIMUM POINTS: 115

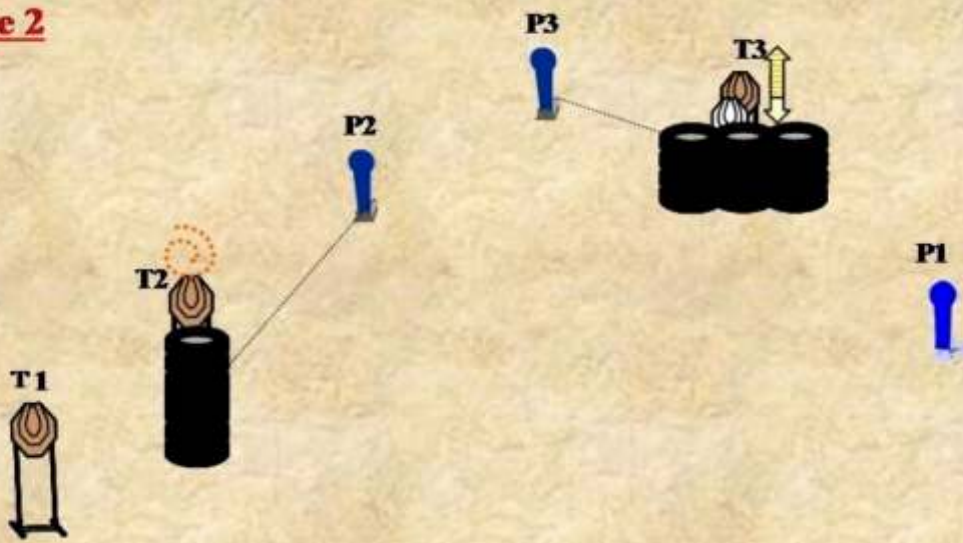
TARGET TYPE: Classic

PAPER	PLATE	POPPER	PENALTY	DISAPPEARING
10	2	1	0	0

**Start Position:** Standing erect anywhere into designated area, facing downrange, with arms hanging naturally by the sides.

**Procedure:** Engage targets as they become visible from inside the designated area.

## Stage 2



## Stage Briefing



STAGE #: 2  
NAME: Stage 2  
LOCATION: LGADAS

SCORING: Comstock  
COURSE: Short Course

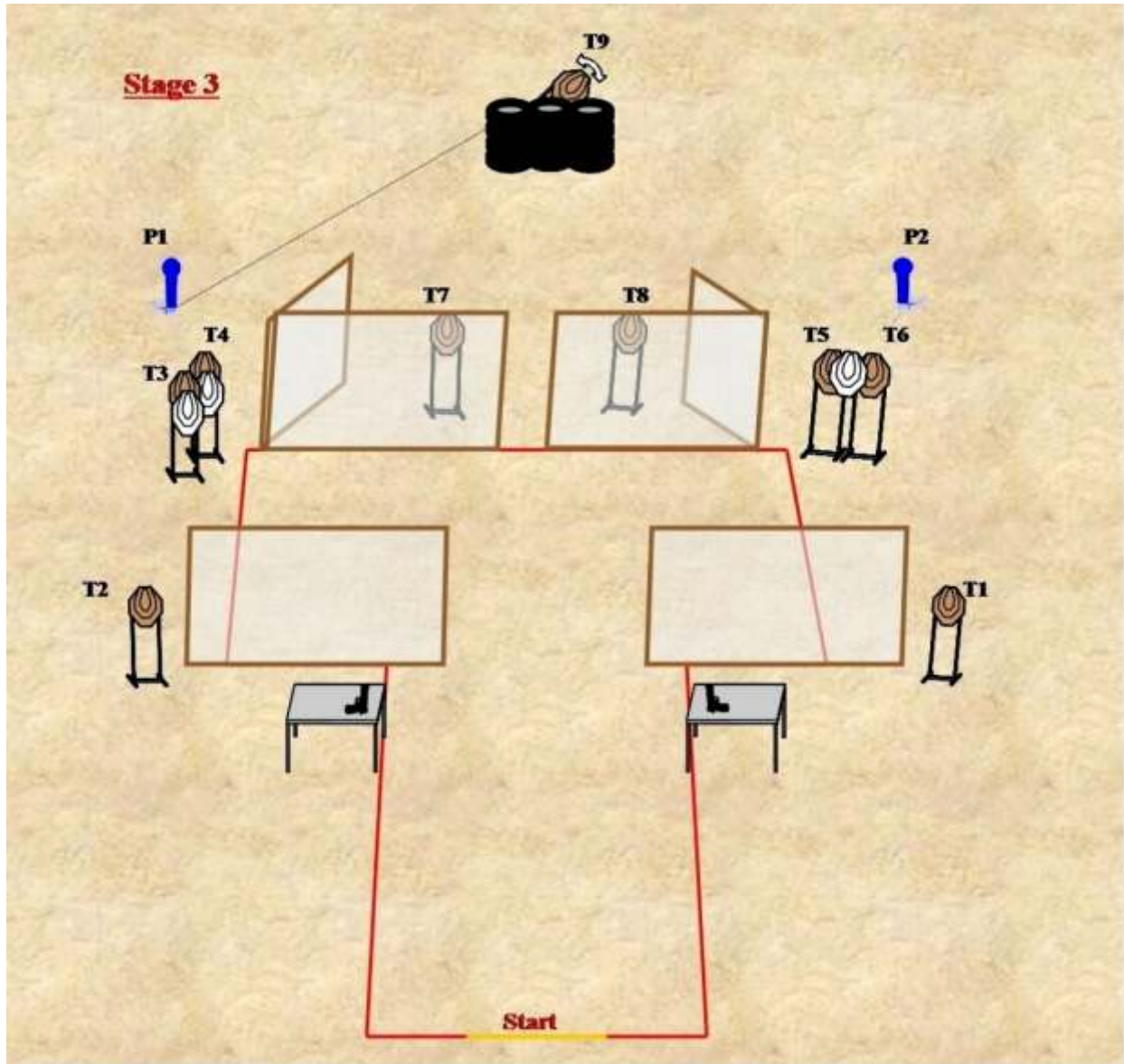
READY CONDITION: 1. Firearm and chamber loaded with safeties engaged.

TIME STARTS: 1. Audible signal.

MINIMUM ROUNDS: 9

MAXIMUM POINTS: 45

TARGET TYPE: Classic				
PAPER	PLATE	POPPER	PENALTY	DISAPPEARING
2	0	3	1	1
<p><b>Start Position:</b> Standing erect into the designated area , facing downrange, with arms hanging naturally by the sides.</p> <p><b>Procedure:</b> Engage targets as they become visible from inside the designated area. *P2 activates the disappearing turner T2. *P3 activates the balancing mini T3 with the covering mini PT, T3 remains partially visible when at rest.</p>				



## Stage Briefing



STAGE #: 3  
 NAME: Stage 3  
 LOCATION: LAGADAS

SCORING: Comstock  
 COURSE: Medium Course

READY CONDITION: 3. Firearm completely unloaded.

TIME STARTS: 1. Audible signal.

MINIMUM ROUNDS: 20

MAXIMUM POINTS: 100

TARGET TYPE: Classic				
PAPER	PLATE	POPPER	PENALTY	DISAPPEARING
9	0	2	3	0
<p>Start Position: Standing erect, facing downrange, heels tuching the start line, with arms hanging naturally by the sides. * Gum empty on either the left or the right table, all magazines on shooters belt.</p> <p>Procedure: Engage targets as they become visible from inside the designated area.          * P1 activates the moving T9 which remains visible when at rest.</p>				

# Stage 4

P2

P4

P1

P3

T1



T2



## Stage Briefing



STAGE #: 4  
 NAME: Stage 4  
 LOCATION: LAGADAS

SCORING: Comstock  
 COURSE: Short Course

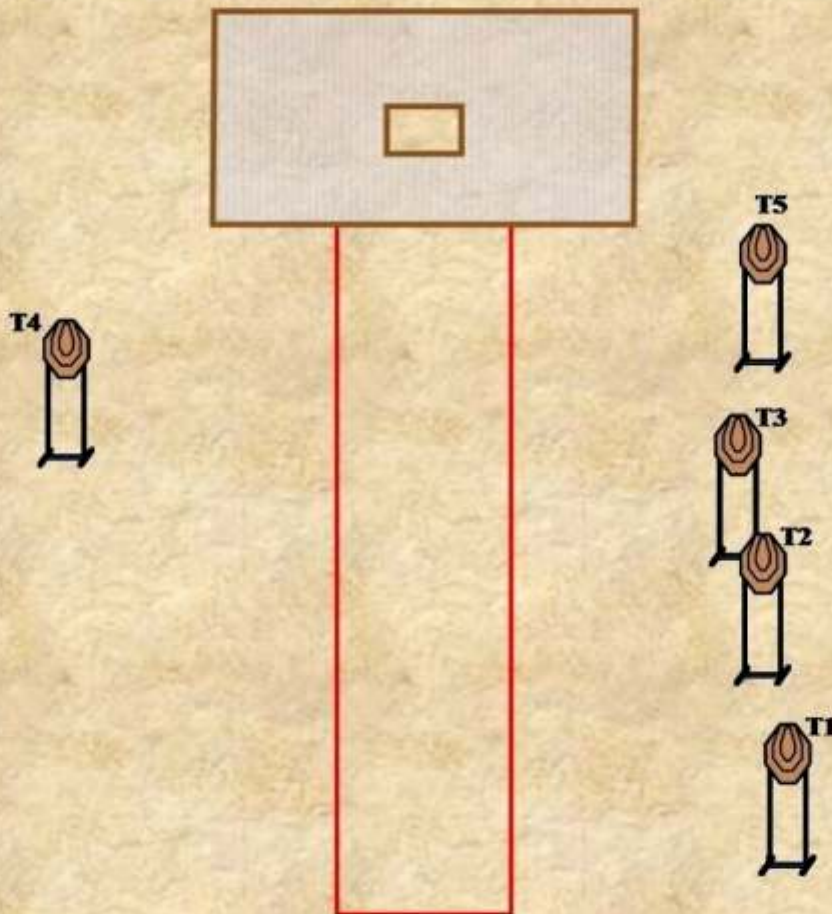
READY CONDITION: 3. Firearm completely unloaded.  
 TIME STARTS: 1. Audible signal.

MINIMUM ROUNDS: 8  
 MAXIMUM POINTS: 40

TARGET TYPE: Classic				
PAPER	PLATE	POPPER	PENALTY	DISAPPEARING
2	0	4	0	0
<p><b>Start Position:</b> Standing erect anywhere into the designated area, facing downrange, with arms hanging naturally by the sides.*Gun completely empty &amp; Holstered.</p> <p><b>Procedure:</b> Engage targets as they become visible from inside the designated area.</p>				

## Stage 5

P1 P2 P3 P4



## Stage Briefing



STAGE #: 5  
NAME: Stage 5  
LOCATION: LAGADAS

SCORING: Comstock  
COURSE: Medium Course

READY CONDITION: 2. Firearm loaded, but chamber unloaded.

TIME STARTS: 1. Audible signal.

MINIMUM ROUNDS: 14

MAXIMUM POINTS: 70

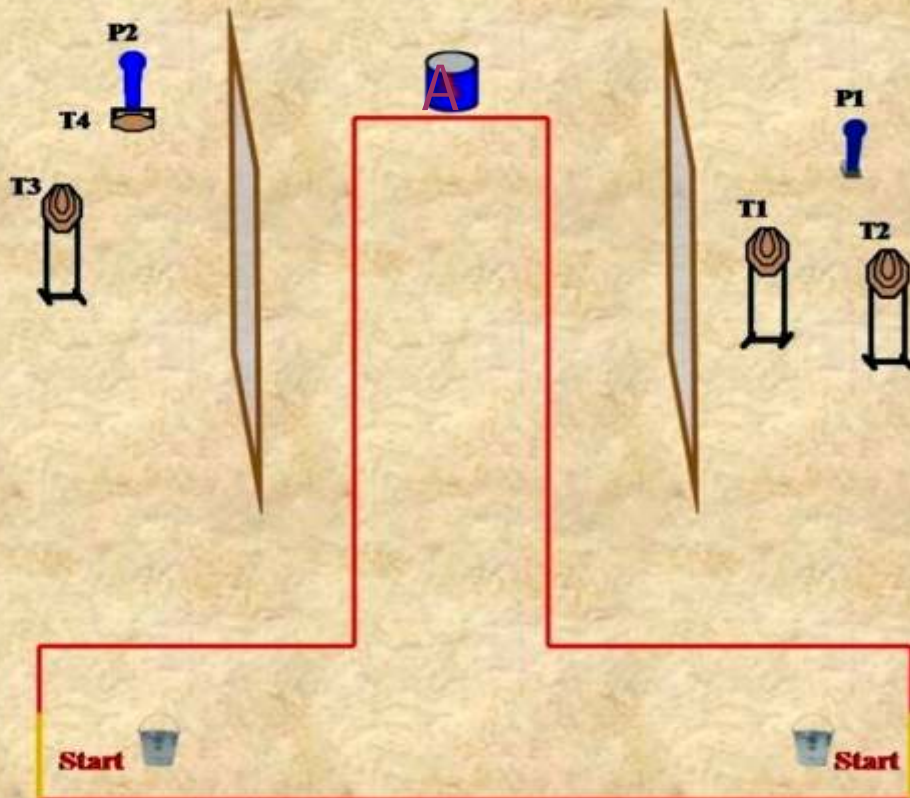
TARGET TYPE: Classic

PAPER	PLATE	POPPER	PENALTY	DISAPPEARING
5	0	4	0	0

Start Position: Standing erect anywhere into designated area, facing downrange, with arms hanging naturally by the sides. \*Gun loaded - Chamber Empty!

Procedure: Engage targets as they become visible from inside the designated area.  
\* OBLIGATORY Weak Hand Only WHILE Shooting through the window.

## Stage 6



## Stage Briefing



STAGE #: 6  
NAME: Stage 6  
LOCATION: LAGADAS

SCORING: Comstock  
COURSE: Medium Course

READY CONDITION: 1. Firearm and chamber loaded with safeties engaged.

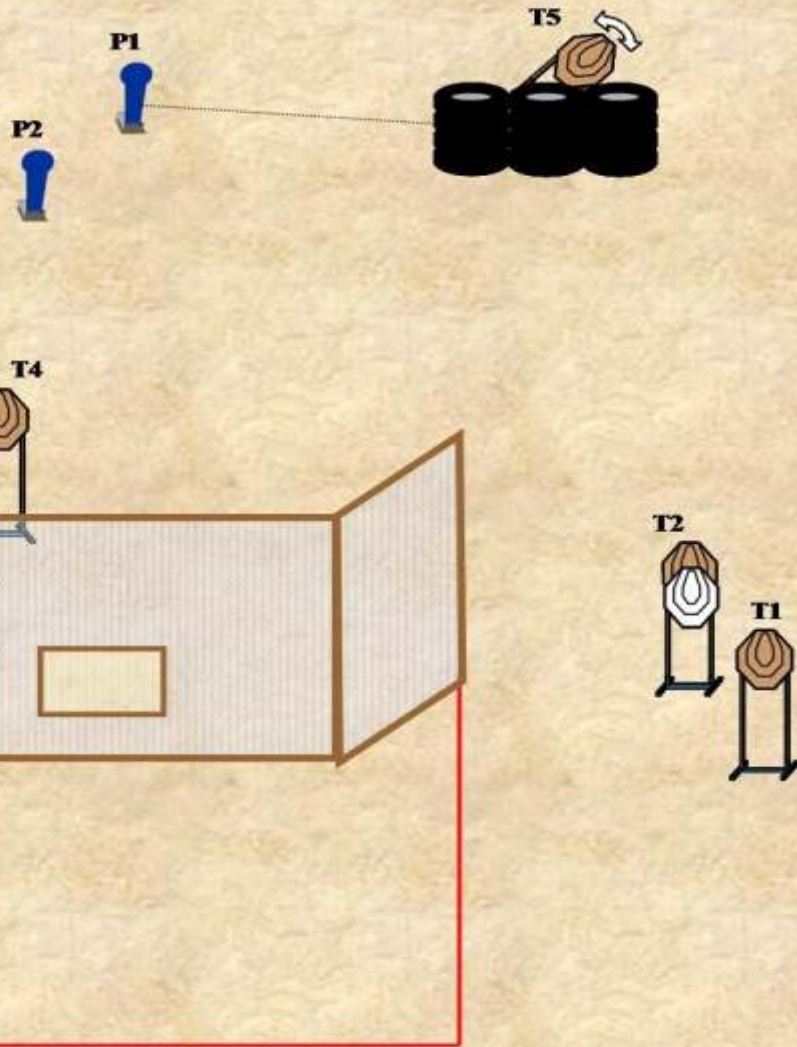
TIME STARTS: 1. Audible signal.

MINIMUM ROUNDS: 13

MAXIMUM POINTS: 65

TARGET TYPE: Classic				
PAPER	PLATE	POPPER	PENALTY	DISAPPEARING
4	3	2	0	0
<p>Start Position: Standing erect with either the left or the right foot touching the start line, facing downrange, weak hand holding the bucket.</p> <p>Procedure: Engage targets as they become visible from inside the designated area. The shooter can use both hands ONLY after leaving the bucket into the container A. *P2 reveals the appearing T4.</p>				

## Stage 7



### Stage Briefing



STAGE #: 7  
 NAME: Stage 7  
 LOCATION: LAGADAS

SCORING: Comstock  
 COURSE: Short Course

READY CONDITION: 1. Firearm and chamber loaded with safeties engaged.

TIME STARTS: 1. Audible signal.

MINIMUM ROUNDS: 12

MAXIMUM POINTS: 60

TARGET TYPE: Classic

PAPER	PLATE	POPPER	PENALTY	DISAPPEARING
10	0	2	1	0

**Start Position:** Standing erect anywhere into the designated area, facing downrange, with arms hanging naturally by the sides.

**Procedure:** Engage targets as they become visible from inside the designated area.  
 \*P1 activates moving T5 which remains visible when at rest.



**Stage Profiles**  
**LI ΕΛΠΣ 15-03-2015**



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<b>STAGE #:</b>	1	<b>FIREARM:</b>	Handgun	<b>MAX PTS:</b>	115
<b>NAME:</b>	Stage 1	<b>TARGETS:</b>	Classic	<b>MIN RND:</b>	23
<b>LOCATION:</b>	LAGADAS				
<b>SCORING:</b>	Comstock	<b>PAPER</b>	<b>PLATE</b>	<b>POPPER</b>	<b>PENALTY</b>
<b>COURSE:</b>	Medium Course	10	2	1	0
				<b>DISAPPEARS</b>	0

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<b>STAGE #:</b>	2	<b>FIREARM:</b>	Handgun	<b>MAX PTS:</b>	45
<b>NAME:</b>	Stage 2	<b>TARGETS:</b>	Classic	<b>MIN RND:</b>	9
<b>LOCATION:</b>	LAGADAS				
<b>SCORING:</b>	Comstock	<b>PAPER</b>	<b>PLATE</b>	<b>POPPER</b>	<b>PENALTY</b>
<b>COURSE:</b>	Short Course	2	0	3	1
				<b>DISAPPEARS</b>	1

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<b>STAGE #:</b>	3	<b>FIREARM:</b>	Handgun	<b>MAX PTS:</b>	100
<b>NAME:</b>	Stage 3	<b>TARGETS:</b>	Classic	<b>MIN RND:</b>	20
<b>LOCATION:</b>	LAGADAS				
<b>SCORING:</b>	Comstock	<b>PAPER</b>	<b>PLATE</b>	<b>POPPER</b>	<b>PENALTY</b>
<b>COURSE:</b>	Medium Course	9	0	2	3
				<b>DISAPPEARS</b>	0

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<b>STAGE #:</b>	4	<b>FIREARM:</b>	Handgun	<b>MAX PTS:</b>	40
<b>NAME:</b>	Stage 4	<b>TARGETS:</b>	Classic	<b>MIN RND:</b>	8
<b>LOCATION:</b>	LAGADAS				
<b>SCORING:</b>	Comstock	<b>PAPER</b>	<b>PLATE</b>	<b>POPPER</b>	<b>PENALTY</b>
<b>COURSE:</b>	Short Course	2	0	4	0
				<b>DISAPPEARS</b>	0

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<b>STAGE #:</b>	5	<b>FIREARM:</b>	Handgun	<b>MAX PTS:</b>	70
<b>NAME:</b>	Stage 5	<b>TARGETS:</b>	Classic	<b>MIN RND:</b>	14
<b>LOCATION:</b>	LAGADAS				
<b>SCORING:</b>	Comstock	<b>PAPER</b>	<b>PLATE</b>	<b>POPPER</b>	<b>PENALTY</b>
<b>COURSE:</b>	Medium Course	5	0	4	0
				<b>DISAPPEARS</b>	0

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<b>STAGE #:</b>	6	<b>FIREARM:</b>	Handgun	<b>MAX PTS:</b>	65
<b>NAME:</b>	Stage 6	<b>TARGETS:</b>	Classic	<b>MIN RND:</b>	13
<b>LOCATION:</b>	LAGADAS				
<b>SCORING:</b>	Comstock	<b>PAPER</b>	<b>PLATE</b>	<b>POPPER</b>	<b>PENALTY</b>
<b>COURSE:</b>	Medium Course	4	3	2	0
				<b>DISAPPEARS</b>	0

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<b>STAGE #:</b>	7	<b>FIREARM:</b>	Handgun	<b>MAX PTS:</b>	60
<b>NAME:</b>	Stage 7	<b>TARGETS:</b>	Classic	<b>MIN RND:</b>	12
<b>LOCATION:</b>	LAGADAS				
<b>SCORING:</b>	Comstock	<b>PAPER</b>	<b>PLATE</b>	<b>POPPER</b>	<b>PENALTY</b>
<b>COURSE:</b>	Short Course	10	0	2	1
				<b>DISAPPEARS</b>	0

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**TOTALS FOR SELECTED STAGES:**

<u>MAX PTS</u>	<u>MIN RND</u>	<u>PAPER</u>	<u>PLATE</u>	<u>POPPER</u>	<u>PENALTY</u>	<u>DISAPPEARS</u>
495	99	42	5	18	5	1