South Island Action Shooters

And The

Independent Shooters League

Present

FISH & GAME

"RUSSIAN ROULETTE V"

Sunday, May 26th, 2019 I.S.L. Qualifier #3 7 Stages, 155 rounds

victoria Fish & Game 700 Holker Place Malahat

Match Director: Oleg Jr

CRO: Oleg

General Notes and Rules

- Registration is from 8:30 am 9:15 am.
- start time is 9:30 am.
- Prior approval by the Match Director is required for late registration.
- Match Fee; \$30.00, \$5 discount for online preregistration.
- This match consists of 7 stages and 155 rounds, 775 points.
- I.S.L. membership is mandatory. Memberships will be available at the match.
- At registration competitors must indicate which division they would prefer to shoot in (Open, Standard, Classic, Production, Production optic or Revolver) and Power Factor of their ammunition.
- Rules as per current IPSC Rule Book and current I.S.L. house rules.
- No smoking in shooting bays
- Safety Areas will be designated. No handling of ammunition is allowed in the safety areas.
- Due to range conditions, distances and actual layout may vary.
- As a condition of entry, competitors will be required to work.
- All no-shoot targets will be white unless otherwise specified.
- Targets indicating hard cover will be painted black. The painted portion will not score.
- All targets will be IPSC classic targets unless otherwise specified.
- All competitors and spectators must wear hearing and eye protection while on the range.
- All steel shoot targets will be primer white and must fall to score.
- No alcoholic beverages will be allowed until shooting is completed for the day.
- Food service may be available, order forms must be done by 10:00, provided at match.
- No trophies will be awarded. cash draws for \$20 will be made with all participants eligible and the exact number of draws will be dependent on participation.

Stage 1 Bay A; Keep moving

COURSE DESIGNER: Thomas Crocker

START POSITION: Standing Facing downrange heels on X's, hands relaxed at sides. Gun loaded in holster.

STAGE PROCEDURE

On start signal engage the targets from shooting area.

Left popper activates max trap and has a pop-up

SCORING

SCORING: Comstock, 32 rounds, 160 points

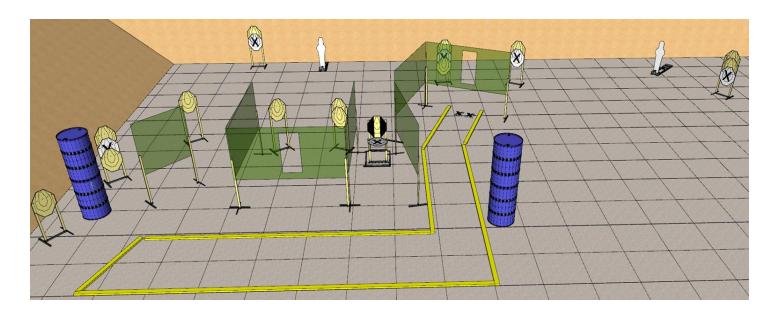
TARGETS: 15 IPSC, 2 steel

SCORED HITS: 2 Best per IPSC, steel down = 1A

PENALTIES: Procedural. -10

Miss. -10 No Shoot -10

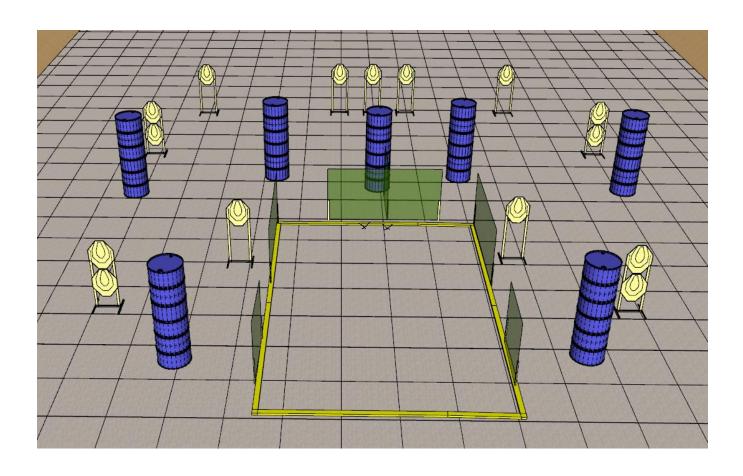
Distance 10-20 meters



Stage 2 Bay B; Any more barrels?

COURSE DESIGNER: Chandu Claver

ands relaxed at sides, faci	ng up-range gun loaded in holster
STAGE PROCEDURE SCORING	
SCORING:	Comstock, 30 rounds, 150 points
TARGETS:	15 IPSC
SCORED HITS:	2 Best per IPSC, steel down = $1A$
PENALTIES:	Procedural10
	Miss10
	No Shoot -10
	SCORING: TARGETS: SCORED HITS:



Stage 3 Bay 1; Long or short

COURSE DESIGNER: Andrew Betts

START POSITION: Standing with toes on start plate, back to targets, hands above shoulders, gun loaded and holstered.

STAGE PROCEDURE

SCORING

SCORING: Comstock, 22 rounds, 110 points

TARGETS: 11 IPSC, 7 NS

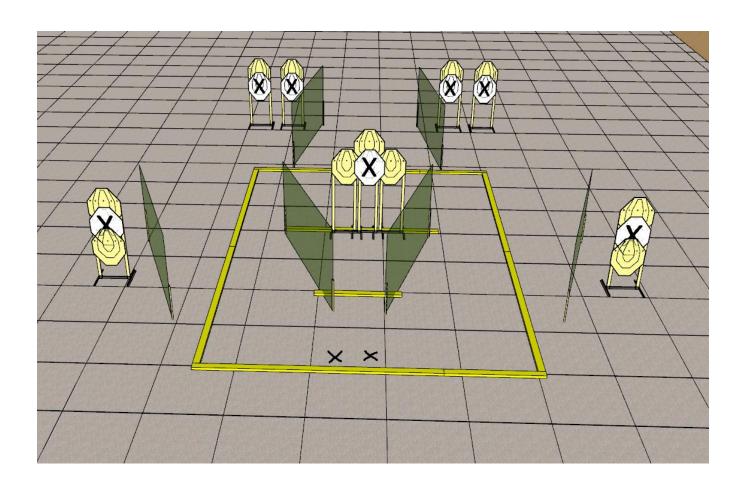
SCORED HITS: 2 Best per IPSC, steel down = 1A

PENALTIES: Procedural. -10

Miss. -10

No Shoot -10

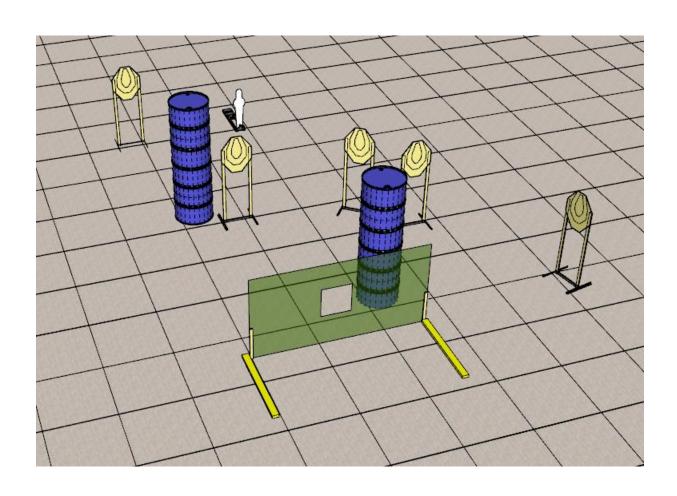
Distance 5-7 meters



Stage 4 Bay 2; Shooters dozen

COURSE DESIGNER: Oleg jr

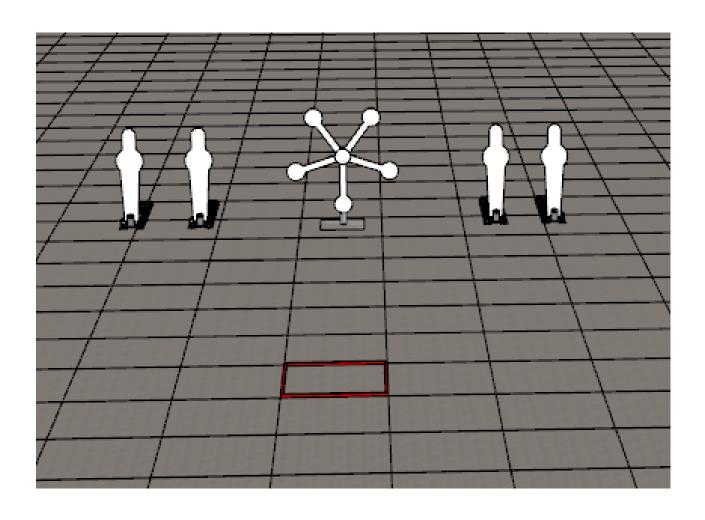
STAGE PROCEDURE		SCORING
On start signal engage the targets from shooting area.	TARGETS: SCORED HITS:	Comstock, 11 rounds, 55 points 5 IPSC, 1 Steel 2 Best per IPSC, steel down = 1A Procedural10 Miss10 No Shoot -10



Stage 5 Bay 5; Star of the show

COURSE DESIGNER: Oleg jr

STAGE PROCEDURE	SCORING	
	SCORING:	Comstock, 9 rounds, 45 points
On start signal engage the targets from shooting area.	TARGETS:	9 steel
	SCORED HITS:	2 Best per IPSC, steel down = $1A$
	PENALTIES:	Procedural10
		Miss10
		No Shoot -10

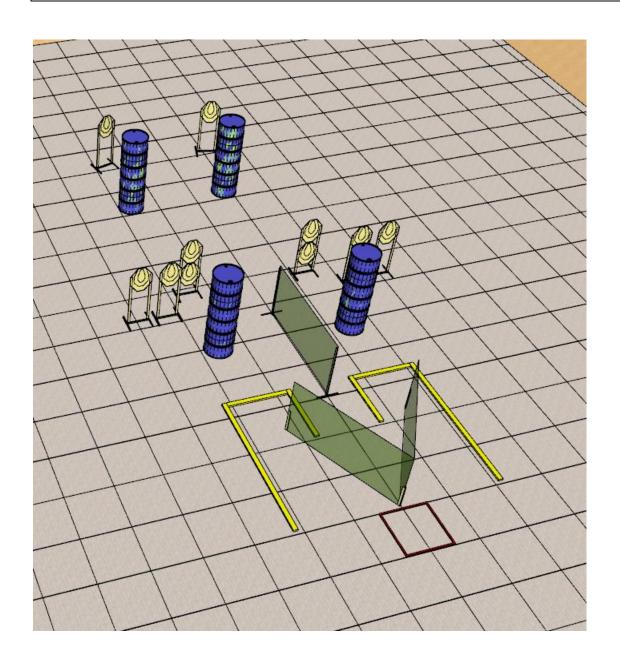


Stage 6 Bay 7; lefty, righty

COURSE DESIGNER: Oleg Matveenko

area strong hand only, one weak hand only. SCORED HITS: 2 Best per IPSC, steel PENALTIES: Procedural10
PENALTIES: Procedural10
Miss 10
WIISS10
No Shoot -10





Stage 7 Bay 8; Fluffy

COURSE DESIGNER: Oleg Matveenko

STAGE PROCEDURE		SCORING	
	SCORING:	Comstock,31 rounds, 120 points	
On start signal engage all targets from shooting area	TARGETS:	13 IPSC, 5 steel,1 NS	
	SCORED HITS:	2 Best per IPSC, steel down = $1A$	
Popper target activates max trap and swinger	PENALTIES:	Procedural10	
		Miss10	
		No Shoot -10	

