

Nanaimo Fish & Game  
and  
Independent Shooters League

Present

Fun in the Sun  
August 8, 2010

at

Nanaimo Fish & Game Range

Eight Stages, 151 Rounds

Match Director: Kevin Wheatcroft

CRO: Jim Wilbur

Competitor walk-through at 9:30 AM  
Shooting starts at 10:00 AM sharp

**General Notes and Rules**

- 8 Prior approval by the Match Director is required for late registration.
- 8 This match consists of 8 stages and 151 rounds.
- 8 I.S.L. membership is mandatory. Memberships will be available at the match.
- 8 At registration competitors must indicate if shooting Open, Standard, Revolver or Production.
- 8 Rules as per current IPSC Rule Book and current I.S.L. house rules.
- 8 Safety Areas will be designated. No handling of ammunition is allowed in the safety areas.
- 8 Due to range conditions, distances and actual layout may vary.
- 8 As a condition of entry, competitors **will** be required to work.
- 8 All no-shoot targets will be white unless otherwise specified.
- 8 Targets indicating hard cover will be painted black. The painted portion will not score.
- 8 All targets will be IPSC classic targets unless otherwise specified.
- 8 All competitors and spectators must wear hearing and eye protection while on the range.
- 8 All steel shoot targets will be primer red and must fall to score.
- 8 Lunch will be available at the range.
- 8 No alcoholic beverages will be allowed until shooting is completed for the day and all ranges cleared.
- 8 Trophies will not be awarded. Instead there will be a cash draw for your match fee as per I.S.L. directives. Number of draws is dependent on participation.
- 8 For more information phone Kevin at 250-754-4543 before 9:00 PM or email [kevin@actionshooters.org](mailto:kevin@actionshooters.org).
- 8 *Information will also be posted on our website: [www.islbc.ca](http://www.islbc.ca)*

## Stage One Left, Right

Rounds: 16      Points: 80      Scoring: Comstock      Range 10 m.

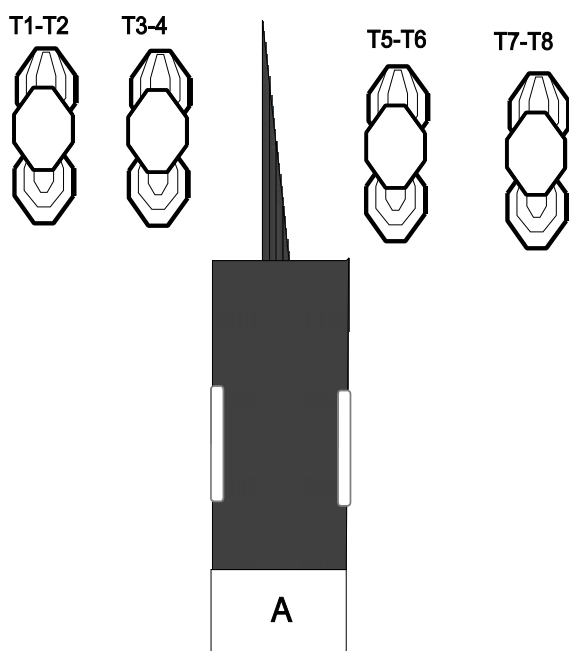
Targets: 8 IPSC Classic, 4 no-shoot

Start signal: Audible    Stop Signal: Last shot

Start position:    Standing in Area A, facing targets with hands touching both marks on the barricade.  
Firearm is loaded and holstered.

Procedure:    On signal, engage all targets as they become visible from within Area A.

Note: Barricade is 4 feet wide.



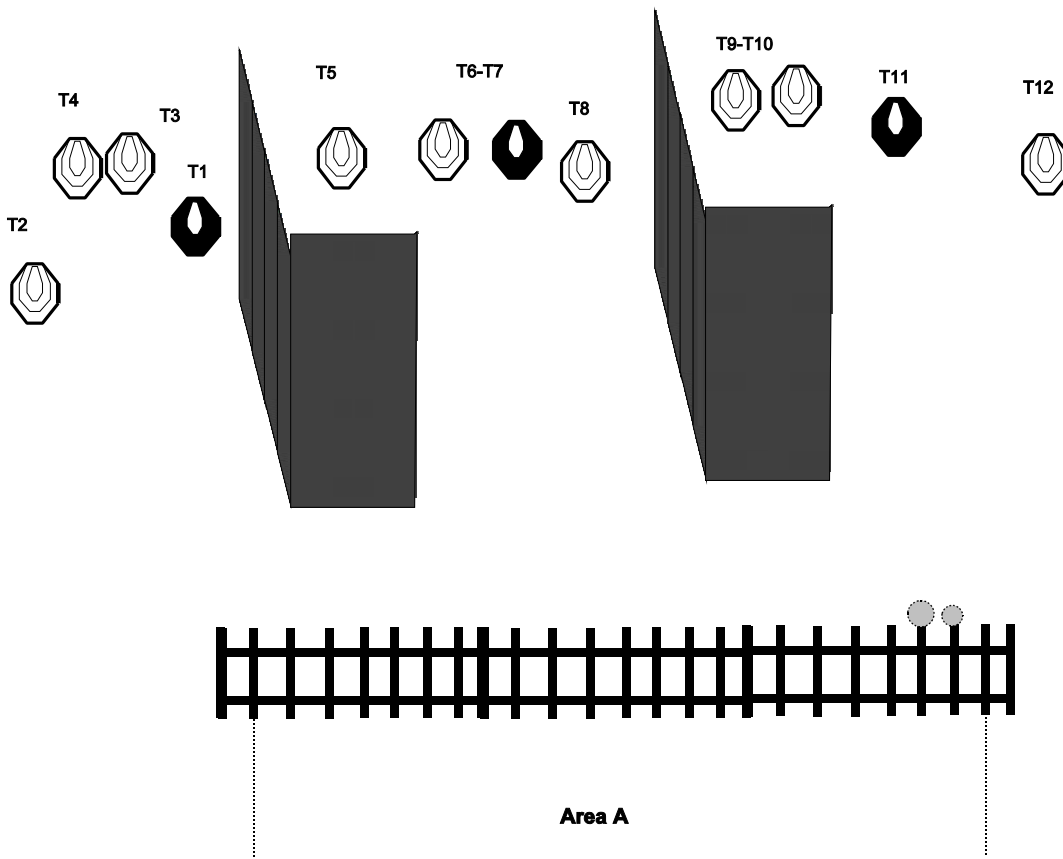
# Stage Two Picket Fences

Rounds: 21      Points: 120      Scoring: Comstock      Range: 5 to 10 metres  
Targets: 12 IPSC Classic  
Start signal: Audible    Stop Signal: Last shot

Start position:    Standing in Area A with hands on marks on fence.

Procedure:    On signal, engage all targets as they become visible from within Area A. Firearm is loaded and holstered.

Notes: T1, 7 and T11 are partial targets and require one hit only. Only one hit will score.



# Stage Three

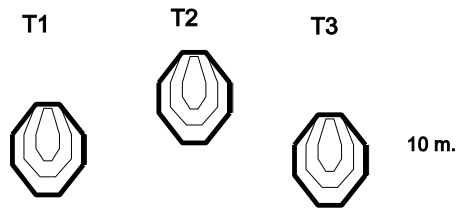
# A.B.C.

Rounds: 12      Points: 60      Scoring: Virginia Count      Range: 10 meters  
Targets: 3 IPSC Classic  
Start Signal: Audible      Stop Signal: Last shot

Start position:    Standing, facing targets with hands on top of your head for each string. Firearm is loaded and holstered.

Procedure:    String one:    On signal, engage T1-T3 with two rounds each, freestyle. Make a mandatory reload between the 6<sup>th</sup> and 7<sup>th</sup> rounds and engage T1-T3 with two rounds each, weak hand only.

Notes: Targets will score a maximum of 4 rounds each.



Charge Line

Area A

# Stage Four Quick

Rounds: 9 Points: 45

Targets: 3 IPSC Classic, 3 Pepper Poppers

Range: 10 to 15 metres.

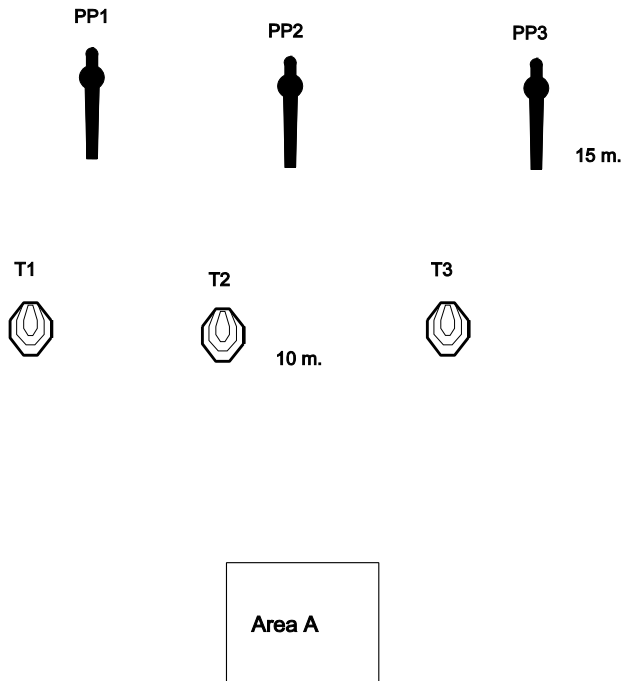
Scoring: Comstock

Start signal: Audible Stop signal: Last shot

Start Position: Standing, facing targets with both hands relaxed at sides. Firearm is loaded and holstered.

Procedure: On signal, engage all targets as they become visible from within Area A.

Notes: T2 is a turning target (drop turner) that appears only when activated by PP2 and is invisible at rest.



## Stage Five & Dirty

Rounds: 5 Points: 25 Scoring: Comstock Range: 10 metres

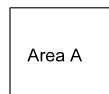
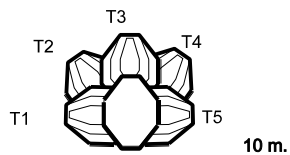
Targets: 5 IPSC Classic, 1 Penalty

Start signal: Audible Stop Signal: Last shot

Stat position: Kneeling on marks in Area A, back to targets with both hands touching your heels.  
Firearm is loaded and holstered.

Procedure: On signal, engage all targets as they become visible from within Area A with one round each.

Notes: One round per target will score. At least ½ of the A zone of each target will be available.



## Stage Six In & Out

Rounds: 24 Points: 120 Scoring: Comstock Range: 2 to 5 metres

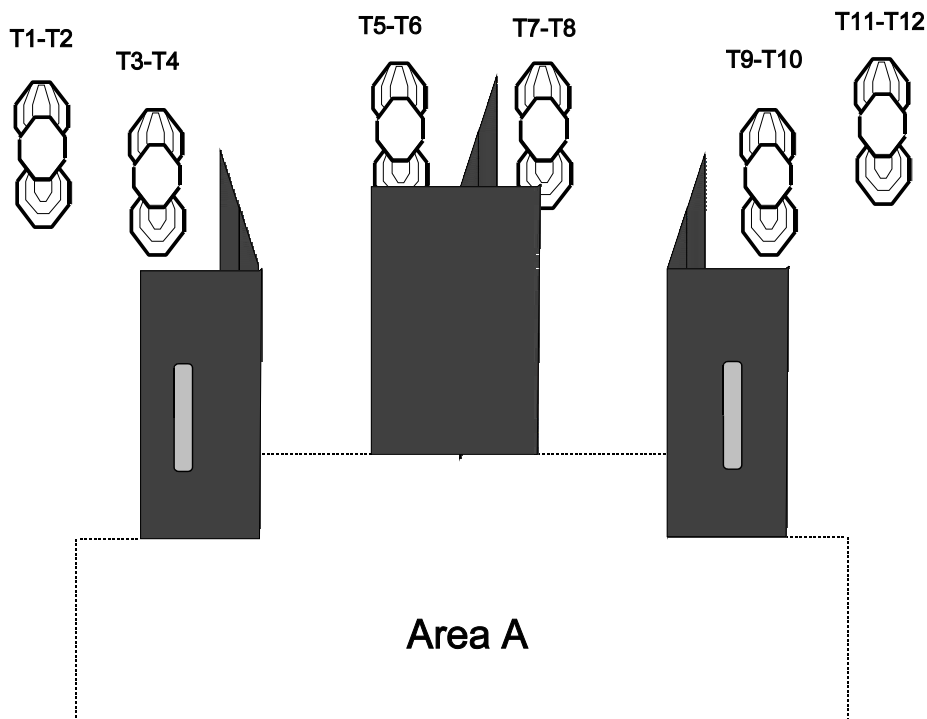
Targets: 12 IPSC Classic, 6 No-shoots

Start Signal: Timer Beep

Stop Signal: Last shot

Start position: Standing in Area A, back touching either mark on wall and hands relaxed at sides.  
Firearm is loaded and holstered.

Procedure: On signal, engage all targets from within Area A.



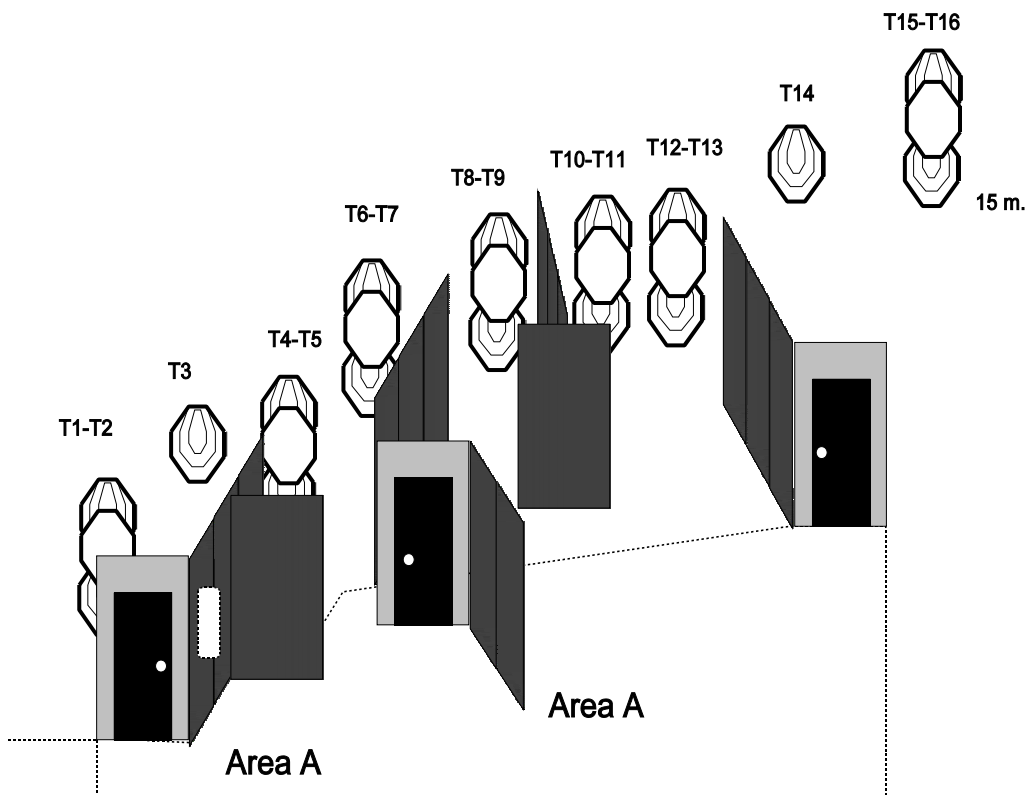
## Stage Seven Doors-R-Us

Rounds: 32      Points: 160      Scoring: Comstock      Range: 2 to 15 m.  
Targets: 16 IPSC Classic, 7 No-shoots  
Start signal: Timer Beep      Stop Signal: Last shot

Start position:      Standing in Area A, back to mark on the wall and hands relaxed at your sides.  
Firearm is loaded and holstered.

Procedure:      On signal, engage all targets as they become visible from within Area A.

Notes:      Doors open towards the shooter.



# Stage Eight      Angle This

Rounds: 32      Points: 160      Scoring: Comstock      Range: 2 to 12 metres  
Targets: 16 IPSC Classic, 6 penalty

Start position:      Standing in Area A, back touching mark on wall with hands relaxed at your sides.  
Firearm is loaded and holstered.

Procedure:      On signal, engage all targets as they become visible from within Area A.

