



**Nanaimo Action Shooters
and
The Independent Shooters League**

present

“Bring on the Heat”

Sunday, August 5th, 2018

7 Stages, 155 rounds

at

Nanaimo Fish & Game

1325 Nanaimo Lakes Road

Nanaimo, BC

Match Director: Kevin Wheatcroft

CRO: Jerry Wong

General Notes and Rules

- Registration is from 8:30 am – 9:30 am. Prior approval by the Match Director is required for late registration. Match Fee; \$25.00 with pre-registration at www.islbc.ca, \$30 on match day.
- This match consists of 6 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 Optics, or Revolver) and Power Factor of their ammunition. (Major, Minor).
- Rules as per current IPSC Rule Book and current I.S.L. house rules.
- Safety Areas will be designated. No handling of ammunition is allowed in the safety areas.
- It is each competitor's responsibility to have their loads chronographed through their own gun. Six rounds are required.
- 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 red and must fall to score.
- No alcoholic beverages will be allowed until shooting is completed for the day and all ranges cleared.
- No trophies will be awarded. A cash draw for \$20 will be made with all participants eligible and the exact number of draws will be dependent on participation.

- For more information phone Kevin at 250-754-4543 before 9:00 PM or email kevin@actionshooters.org.
- Information will also be posted on our website; www.islbc.ca

Stage 1

Bob and Weave

Alley 1

Design: Robert C. / Jürgen B.

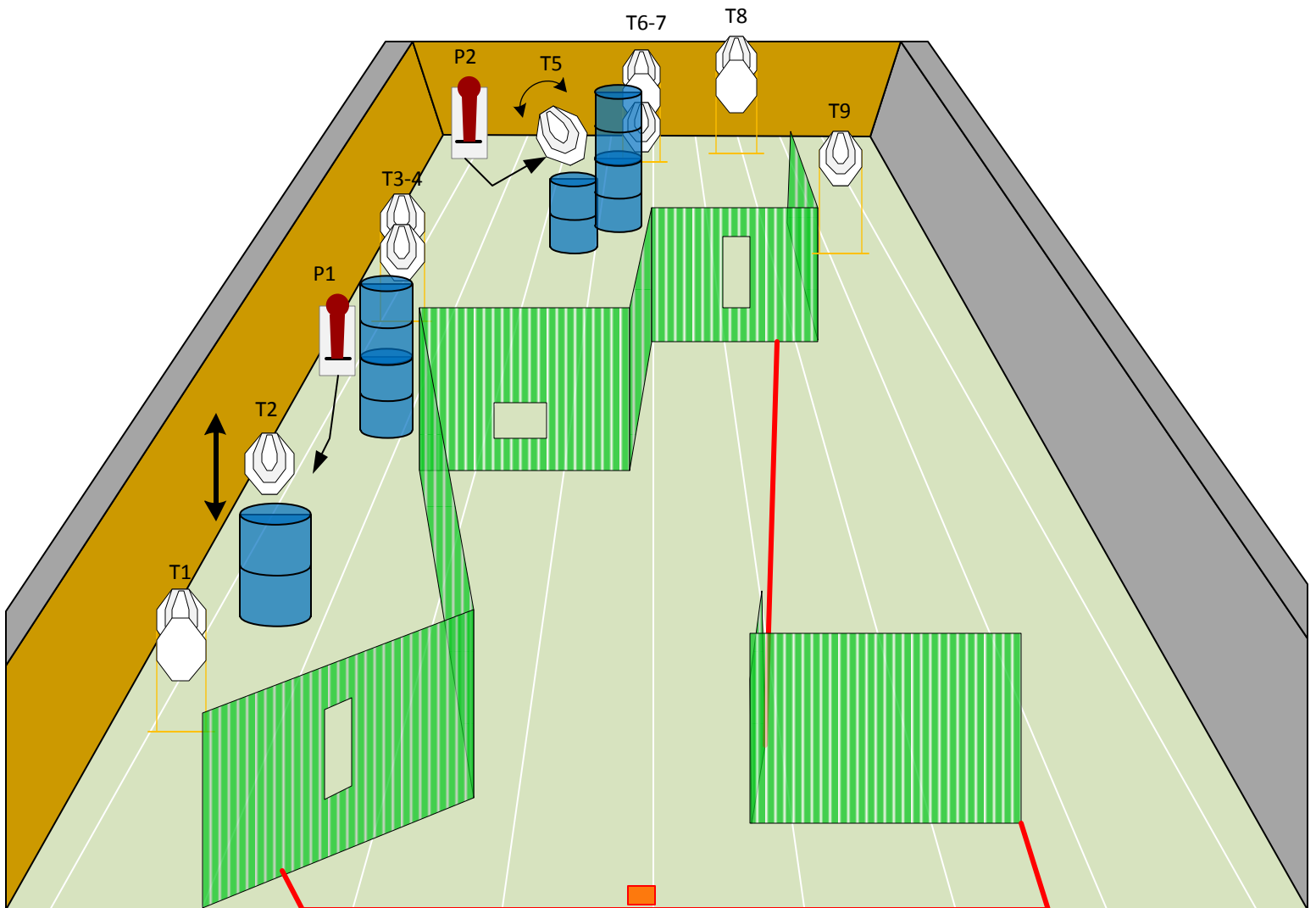
Rounds: 20 Points: 100 Scoring: Comstock Start Signal: Audible Stop Signal: Last Shot Range: 3 to 15m

Targets: 9 IPSC, 3 No-Shoots, 2 Pepper Poppers

Start position: Standing on orange plate, facing down range with hands relaxed at sides. Firearm is un-loaded and holstered.

Procedure: On start signal engage all targets as they become visible within shooting area.

Notes: Popper P1 activates bobber target T2. Popper P2 activates swinger target T5



Stage 2

Any port in a storm

Alley 2

Design: JurgenB.

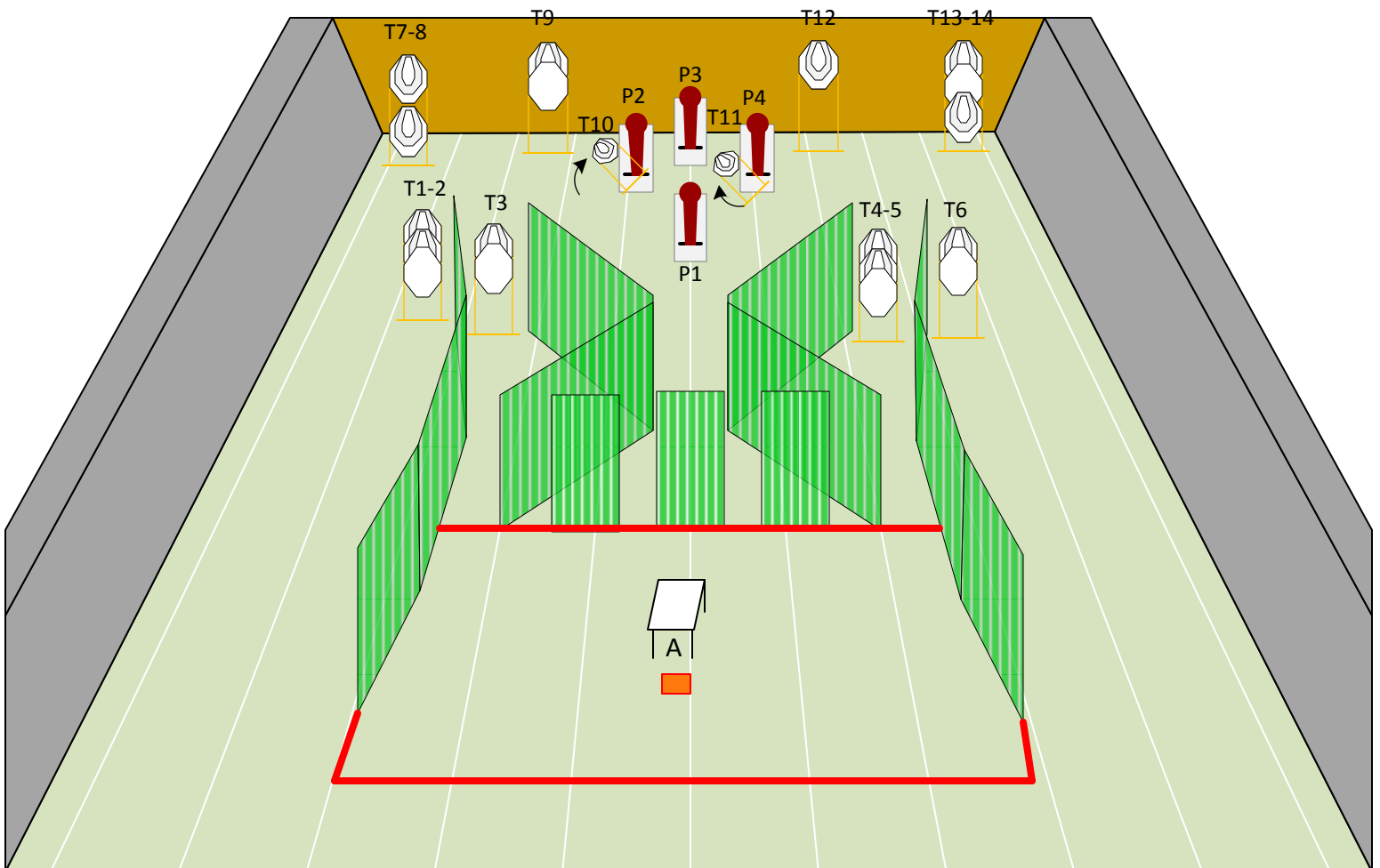
Rounds: 32 Points: 160 Scoring: Comstock Start Signal: Audible Stop Signal: Last Shot Range: 5 to 15m

Targets: 14 IPSC Classic, 6 No-Shoots, 4 Pepper Poppers

Start position: Standing on orange plate with hands relaxed at sides. Firearm is placed on table facing down action open and empty.

Procedure: On start signal engage all targets as they become visible from within shooting area.

Notes: Popper P2 reveals target T10. Popper P4 reveals target T11. Targets T10 and T11 may only be engaged after corresponding popper P2 or P4 has been activated.



Stage 3

Cling & Clang

Alley 3 (PPC Range)

Design: Kevin W.

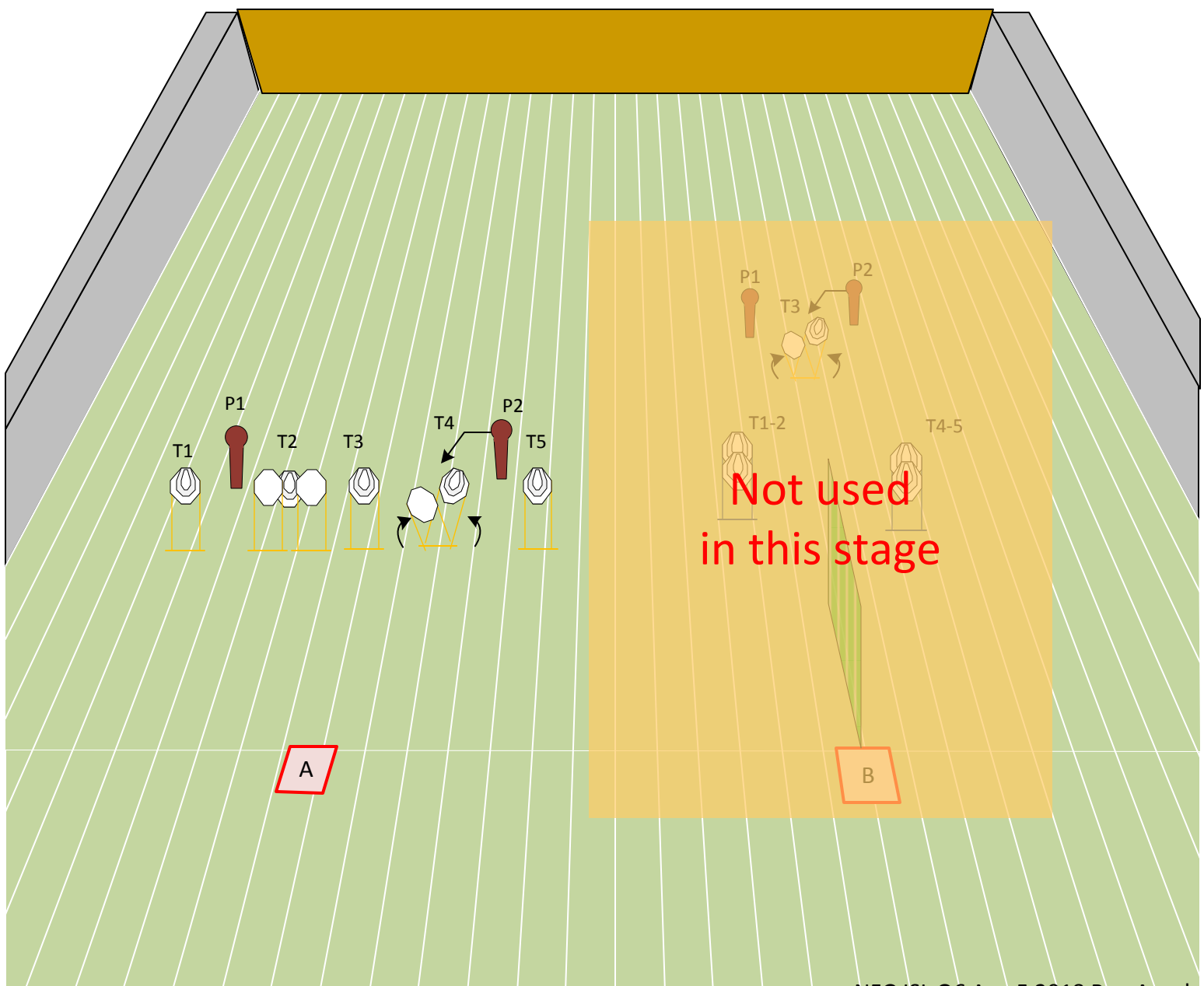
Rounds: 12 Points: 60 Scoring: Comstock Start Signal: Audible Stop Signal: Last Shot Range: 5 to 15m

Targets: 5 IPSC, 3 No-Shoots, 2 Pepper Poppers

Start position: Standing within shooting area A facing targets, hands relaxed at sides. Firearm is loaded and holstered.

Procedure: On start signal engage all targets from within shooting box,

Notes: Pepper popper 2 activates Max Trap T4. T4 is visible at rest.



Stage 4

Left, Right, Up & Down

Alley 3 (PPC Range)

Design: Kevin W.

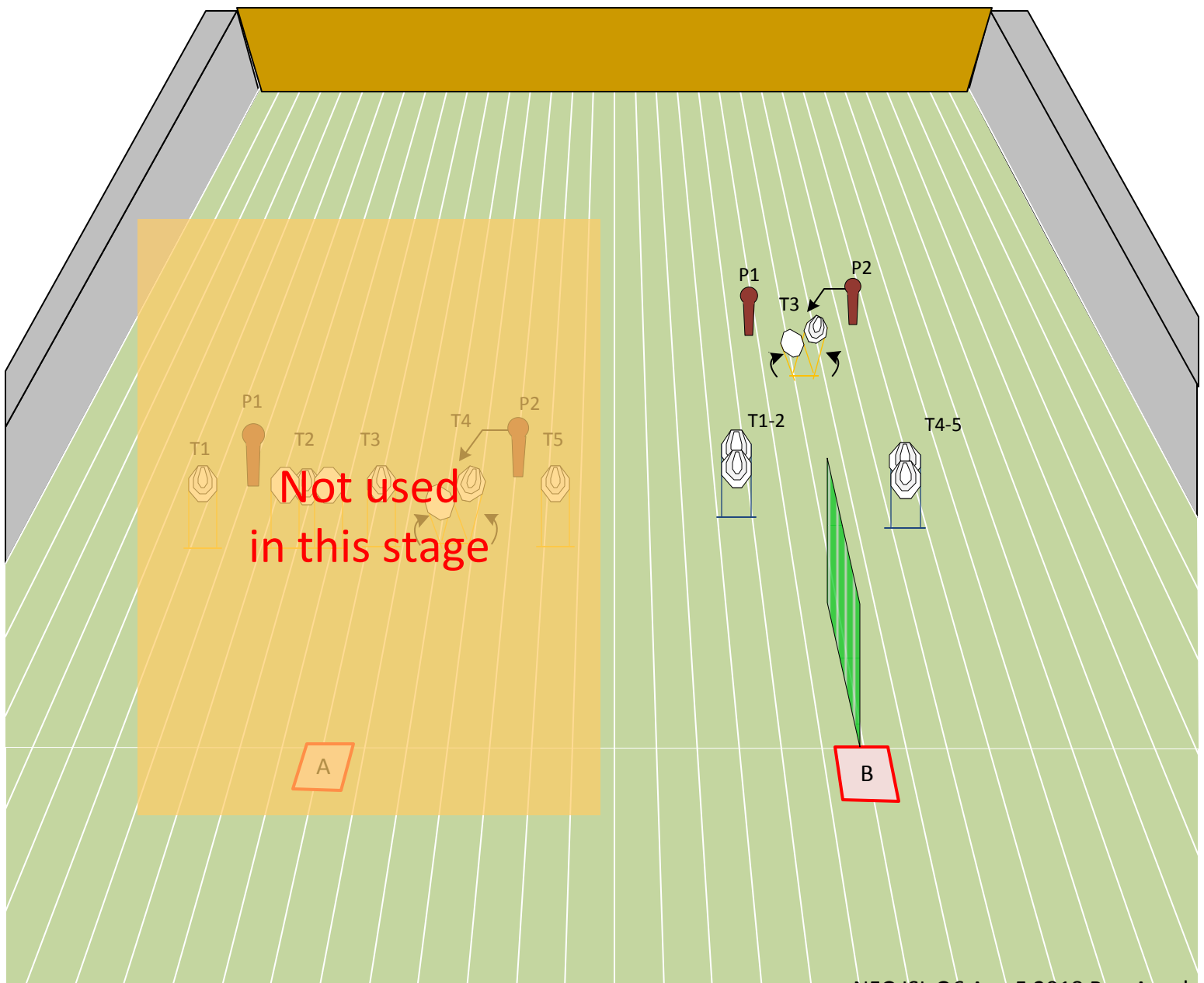
Rounds: 12 Points: 60 Scoring: Comstock Start Signal: Audible Stop Signal: Last Shot Range: 5 to 15m

Targets: 5 IPSC, 1 No-Shoots, 2 Pepper Poppers

Start position: Standing within shooting area B facing targets, hands relaxed at sides. Firearm is loaded and holstered.

Procedure: On start signal engage all targets as they become visible within Shooting Box.

Notes: Popper P2 activates Max Trap T3. T3 is visible at rest.



Stage 5

Speed matters

Alley 4

Design: Group Effort

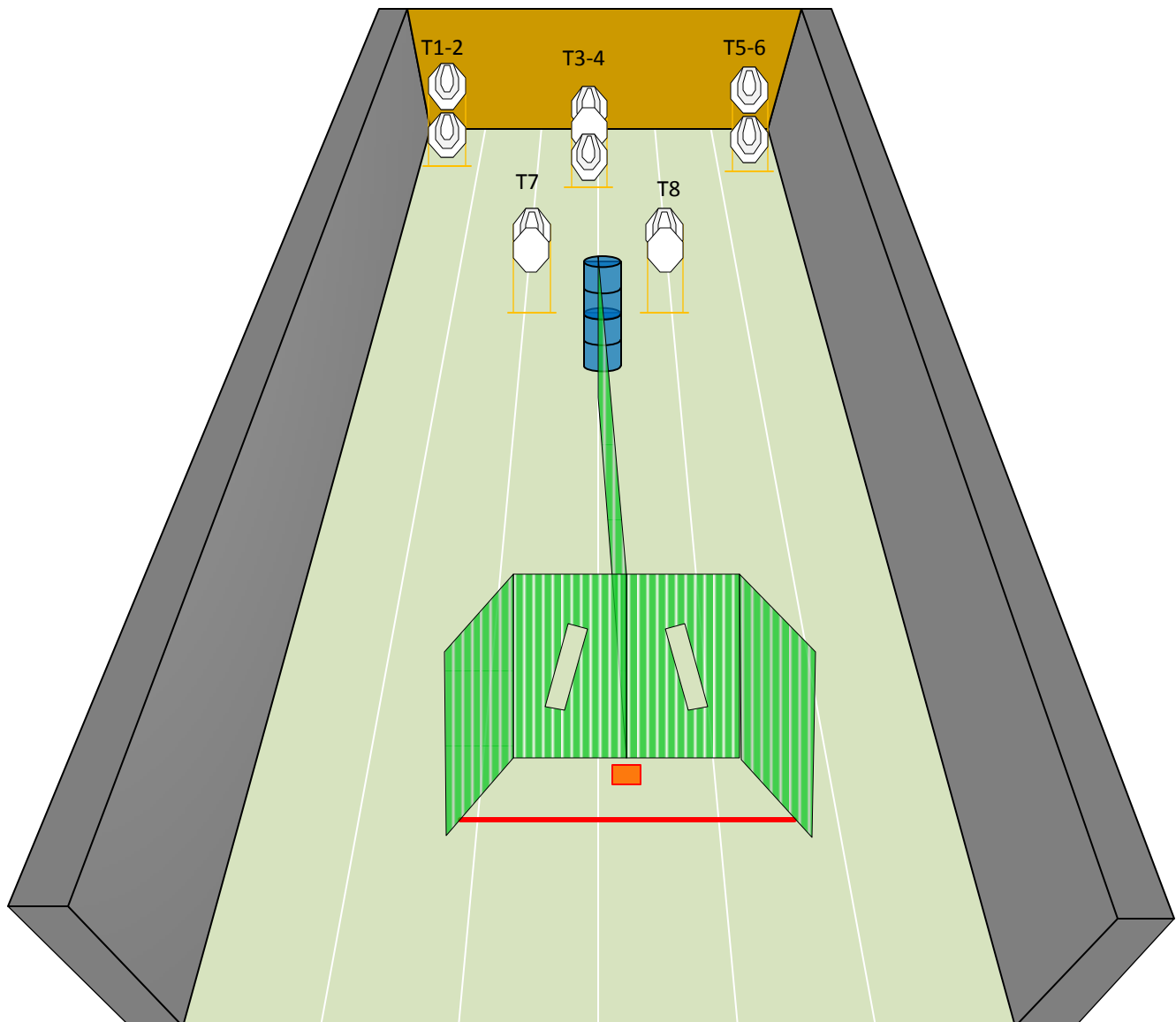
Rounds: 16 Points: 80 Scoring: Comstock Start Signal: Audible Stop Signal: Last Shot Range: 5 to 20m

Targets: 8 IPSC, 3 No-Shoot

Start position: Standing on orange plate, back to targets, palms flat against barricade. Firearm is loaded and holstered.

Procedure: On start signal engage all targets from within shooting area.

Notes: None



Stage 6

Cross Fire

Alley 5

Design: Kevin W.

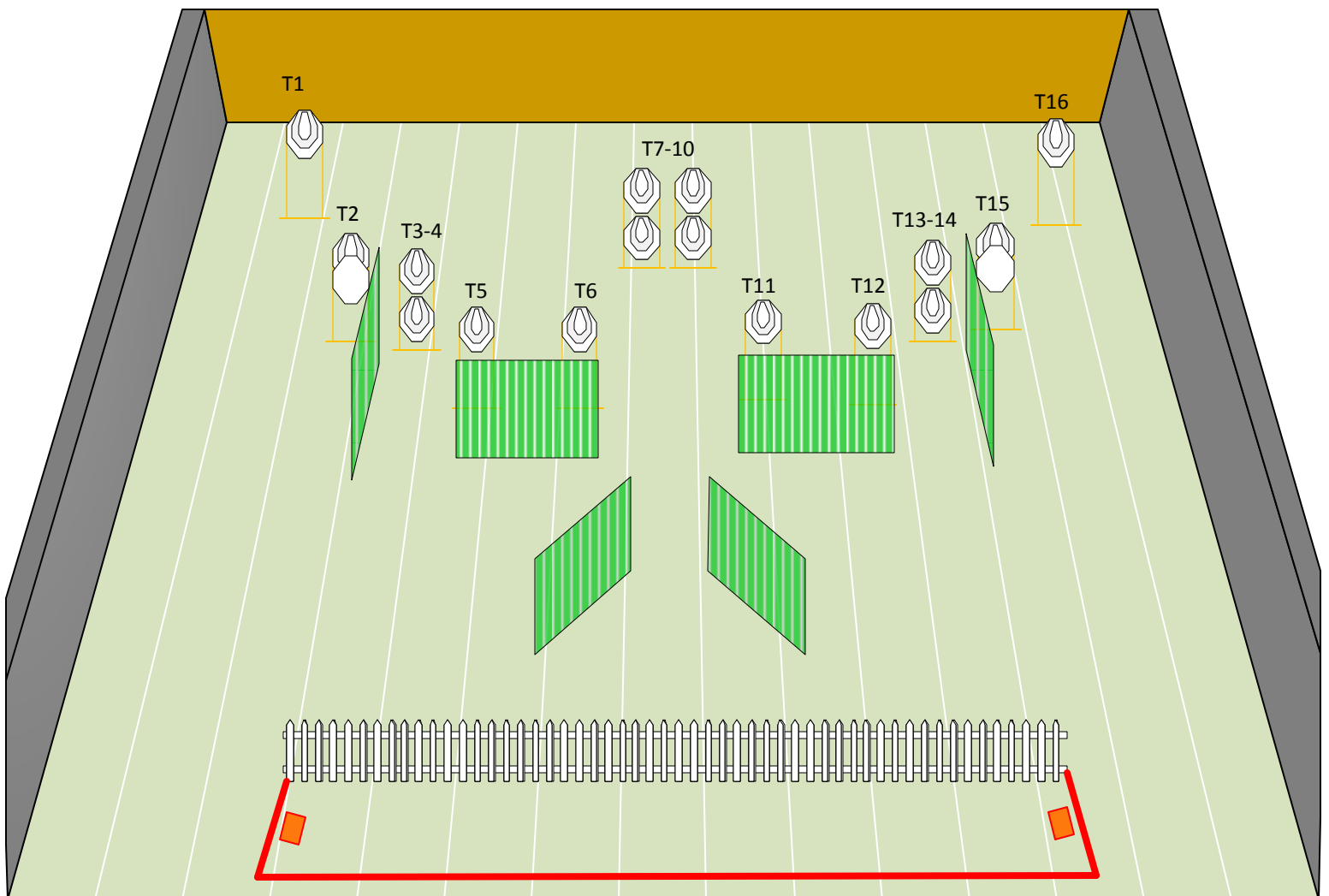
Rounds: 32 Points: 160 Scoring: Comstock Start Signal: Audible Stop Signal: Last Shot Range: 5 to 15m

Targets: 16 IPSC, 2 No-Shoots

Start position: Standing on either orange plate with back to targets and hands relaxed at sides. Firearm is loaded and holstered.

Procedure: On start signal engage all targets as they become visible from within shooting area.

Notes: None



Stage 7

Do the Hall

Alley 6

Design: Kevin W.

Rounds: 31 Points: 155 Scoring: Comstock Start Signal: Audible Stop Signal: Last Shot Range: 5 to 15m

Targets: 15 IPSC, 2 No-Shoots, 1 Pepper Poppers

Start position: Standing on orange plate, facing targets with hands relaxed at sides. Firearm is loaded and holstered.

Procedure: On start signal engage targets as they become visible from within shooting area.

Notes: Popper P1 activates Max Trap T9. T9 is visible at rest.

