



NPRGC

&

IPSCBC

LUBE IT UP

at FORT ST. JOHN

June 13 & 14, 2015

*The North Peace Rod and Gun Club,
Dressler Memorial Range, Fort St. John, BC*

Match Director - Mike Mercanti

Pump It Up - June 13 - Eight Stages, 189 rounds

*Slippery When Wet - June 14 - Eight Stages, 189
rounds*

**BACKCOUNTRY**

BackCountryFSJ.com

General Notes and Rules:

- Advance registration is required.
- Rules & penalties as per IPSC Rule Book - Current edition.
- IPSC membership required. Canadian competitors must have passed a Black Badge course.
- As condition of entry, competitors **are** required to work the match unless special circumstances are discussed with the Range Master **and** Match Director, prior to the match.
- Any competitor leaving the match early without permission will have their scores removed from the match.
- Drawings are not to scale but are representative.
- Due to range conditions, distances & actual layout may vary.
- Penalty targets and hardcover may be added to improve safety and the quality of the match.
- Paper targets may be substituted for steel, or steel for paper targets if required.
- All measurements are in meters unless otherwise specified.
- All competitors and spectators must wear hearing and eye protection.
- It is each competitor's responsibility to have their loads chronographed.
- It is each competitor's responsibility to be on time for their scheduled shooting times.
- 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.
- Penalty metal and paper targets will be white.
- Paper targets indicating hard cover will be painted black. The painted portion will not score.
- Full targets will be approximately 5' to the top unless otherwise shown or noted.
- All partial targets will show minimum 50% of the A zone.
- There is no target order from each position unless specified.
- Highest 2 rounds per paper target to score unless otherwise specified.
- Shooting boxes will be a minimum of 1m square unless otherwise specified.
- Distance between fixed shooting positions will be 3-5 m unless otherwise specified.
- Start signal is electronic buzzer and stop is last shot fired unless otherwise specified.
- Photo and video images from the matches may be used by IPSC or the NPRGC for non-commercial purposes.
- Registration at 7:00 a.m.
- Shooting starts at 9:00 a.m. NO shooting will take place prior to 9:00 a.m. due to range rules
- Registration fee is \$45.00 up to May 1, 2015. After that date a late registration fee of \$75.00 will apply.
- **Shirt orders must be received prior to April 15, 2015.**
- Arbitration fee is \$100.00, payable with an Arbitration form.
- Certificates to be awarded for:
 - Open, Standard, Production & Classic Divisions
1st & 2nd and top A, B, C, D, Unclassified (must be 3 competitors registered per classification)

A catered supper will be arranged for Saturday evening. Tickets must be purchased at the time of registration. The competitors dinner ticket will allow for entry into the DOOR PRIZE TABLE. Prizes will be awarded by RANDOM DRAW.

If you have any concerns or questions please contact :

Egan (250) 793-9932, Mike 250-263-1915, Chuck 250-261-2494 or email NEBC_IPSC@hotmail.com

Lunch will be available at the range.

Camping will be permitted at the range.



Pump



It Up

Match Director – Mike Mercanti
June 13 – 8 Stages, 189 rounds



Stage 1 – Spilt Down The Middle

SCORING: Comstock

TARGETS: 10 classic, 4 mini, 6 penalty

DISTANCE: 2 - 15 M

MINIMUM ROUNDS: 28

POSSIBLE POINTS: 140

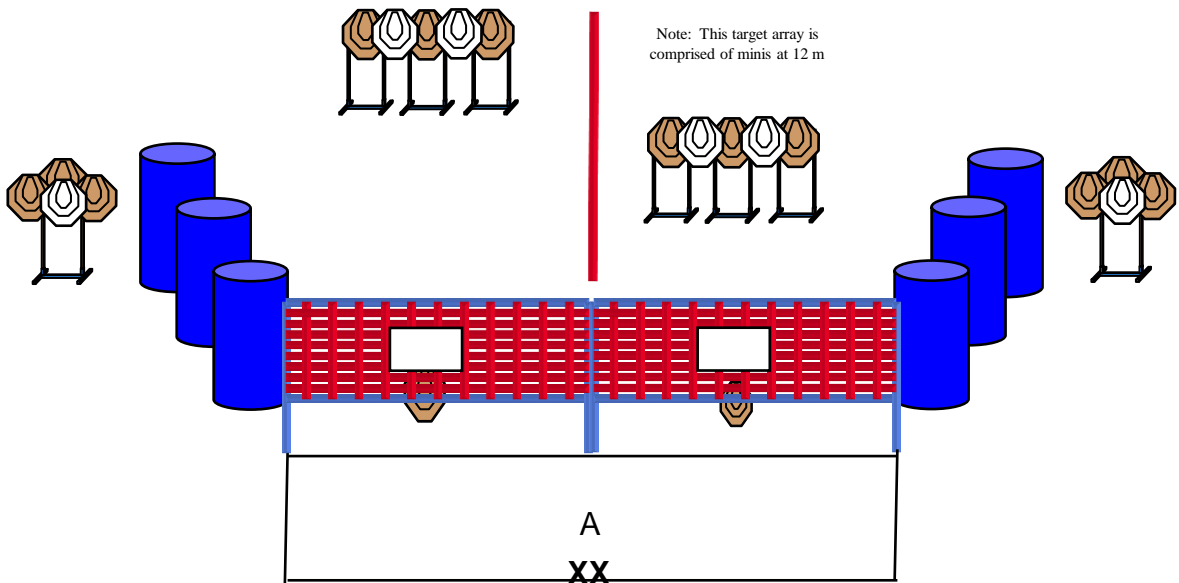
START-STOP: Audible - Last shot

PENALTIES: Per current IPSC Rule Book

STAGE PROCEDURE

START POSITION: Standing in area A facing up range, toes on X's, hands relaxed at sides (as demonstrated), gun loaded and holstered.

PROCEDURE: On signal, engage targets from within the shooting area.



Stage 2 – Mini Me

SCORING: Comstock

TARGETS: 8 C, 8 mini, 6 penalty

DISTANCE: 3-7 m

MINIMUM ROUNDS: 32

POSSIBLE POINTS: 160

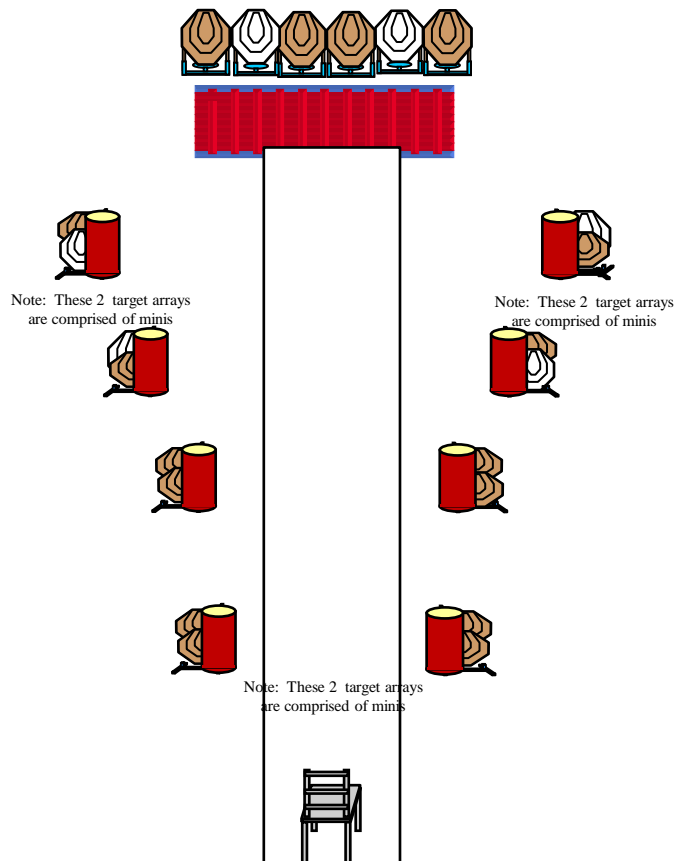
START-STOP: Audible - Last shot

PENALTIES: Per current IPSC Rule Book

STAGE PROCEDURE

START POSITION: Seated on chair, heels against chair legs, hands on knees (as demonstrated), gun loaded and holstered.

PROCEDURE: On signal, engage targets as they become visible from within the shooting area.



Stage 3 – A Walk on the Dark Side

SCORING: Comstock

TARGETS: 13 classic, 4 penalty

DISTANCE: 5 - 10 M

MINIMUM ROUNDS: 26

POSSIBLE POINTS: 130

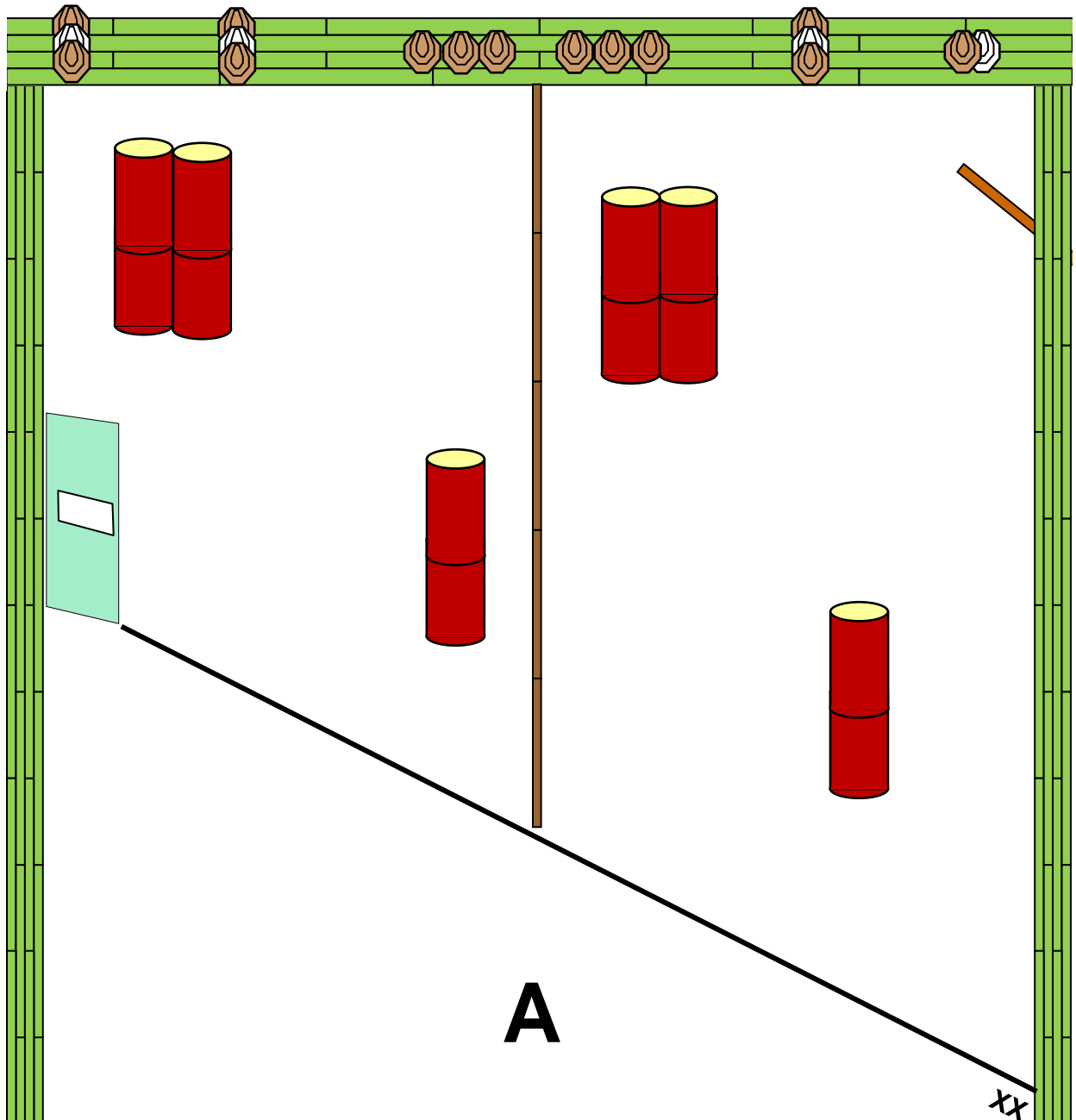
START-STOP: Audible - Last shot

PENALTIES: Per current IPSC Rule Book

STAGE PROCEDURE

START POSITION: Standing in area A, heels on X's, hands relaxed at sides (as demonstrated), gun loaded and holstered.

PROCEDURE: On signal, engage targets from within the shooting area.



Stage 4 – Mostly Conservative

SCORING: Comstock

TARGETS: 6 classic

DISTANCE: 7 M

MINIMUM ROUNDS: 12

POSSIBLE POINTS: 60

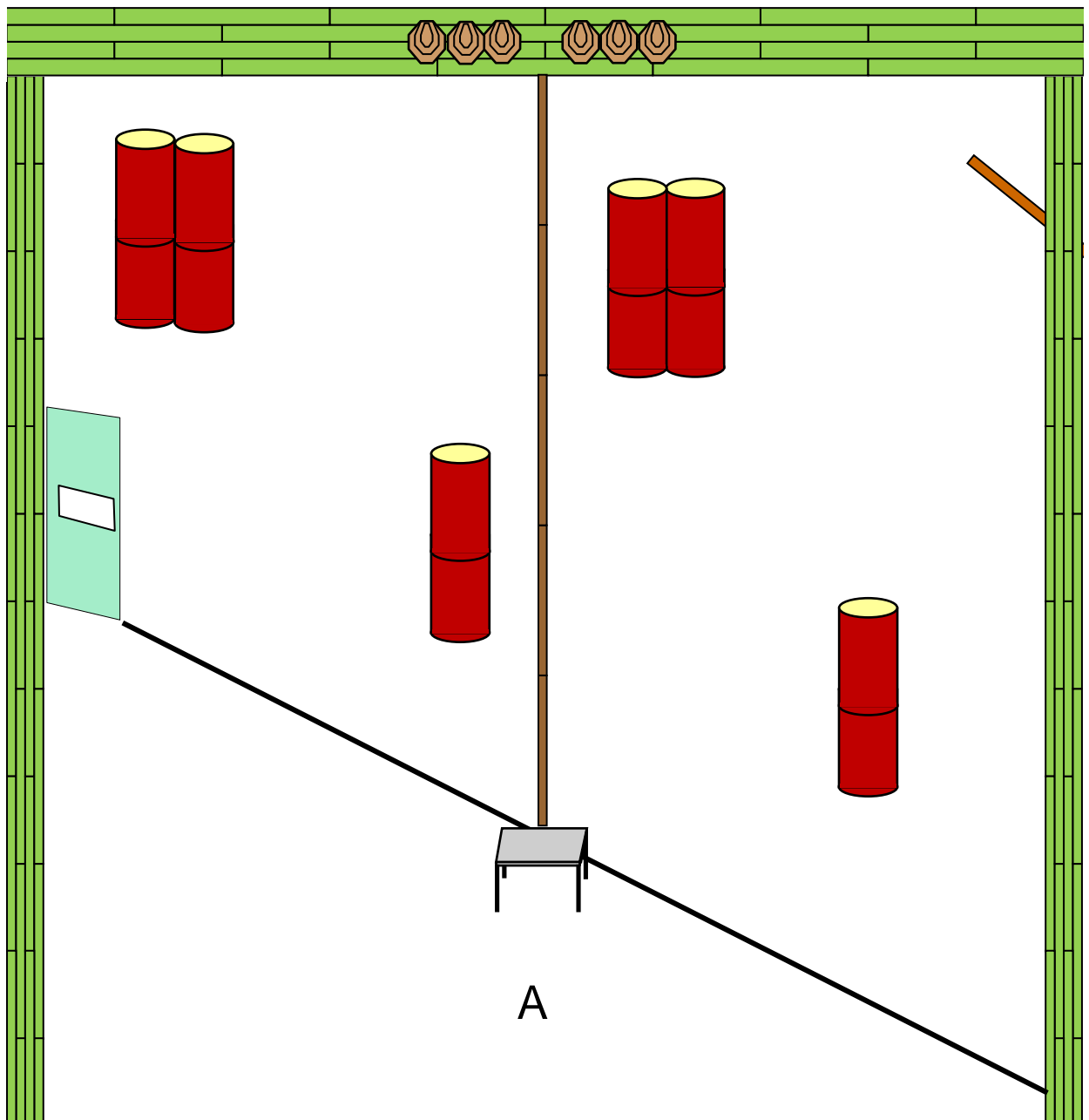
START-STOP: Audible - Last shot

PENALTIES: Per current IPSC Rule Book

STAGE PROCEDURE

START POSITION: Standing relaxed behind table, hands at sides, facing downrange, unloaded gun and ammunition on the table.

PROCEDURE: On signal, engage targets
Mandatory reload after sixth round and before seventh round, re-engage targets
STRONG HAND only.



Stage 5 – ETI Pinball

SCORING: Comstock

TARGETS: 11 classic, 3 poppers

DISTANCE: 11 - 15 M

MINIMUM ROUNDS: 25

POSSIBLE POINTS: 125

START-STOP: Audible - Last shot

PENALTIES: Per current IPSC Rule Book

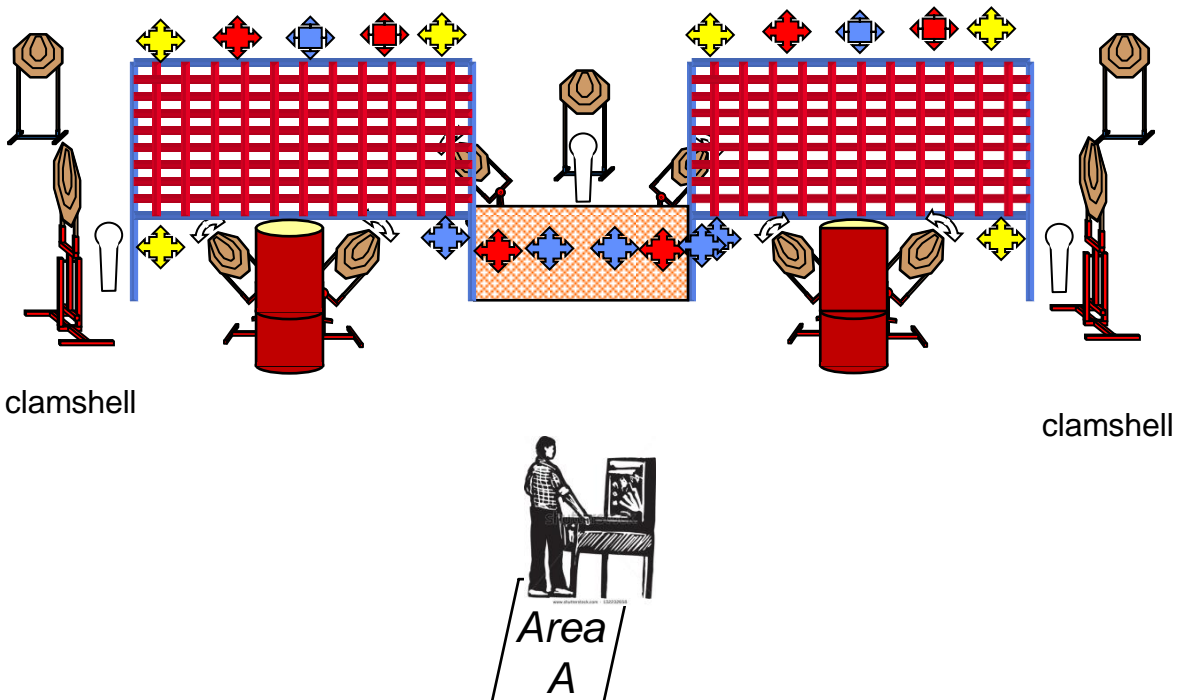
STAGE PROCEDURE

START POSITION: Standing at pin ball game with ball release pulled back with weak hand and strong hand on the corner of the pinball game. Loaded gun on top of the pin ball game.

PROCEDURE: On signal, engage targets as they become visible.

Setup Notes:

- (1) Release of the ball release starts lights & buzzer
- (2) All targets will have a portion visible at rest.
- (3) P1 activates two center swingers
- (4) P2 activates right side swingers and clamshell
- (5) P3 activates left side swingers and clamshell



Stage 6 – The Big Blind

SCORING: Comstock

TARGETS: 9 classic, 3 penalty

DISTANCE: 8 - 15 M

MINIMUM ROUNDS: 18

POSSIBLE POINTS: 90

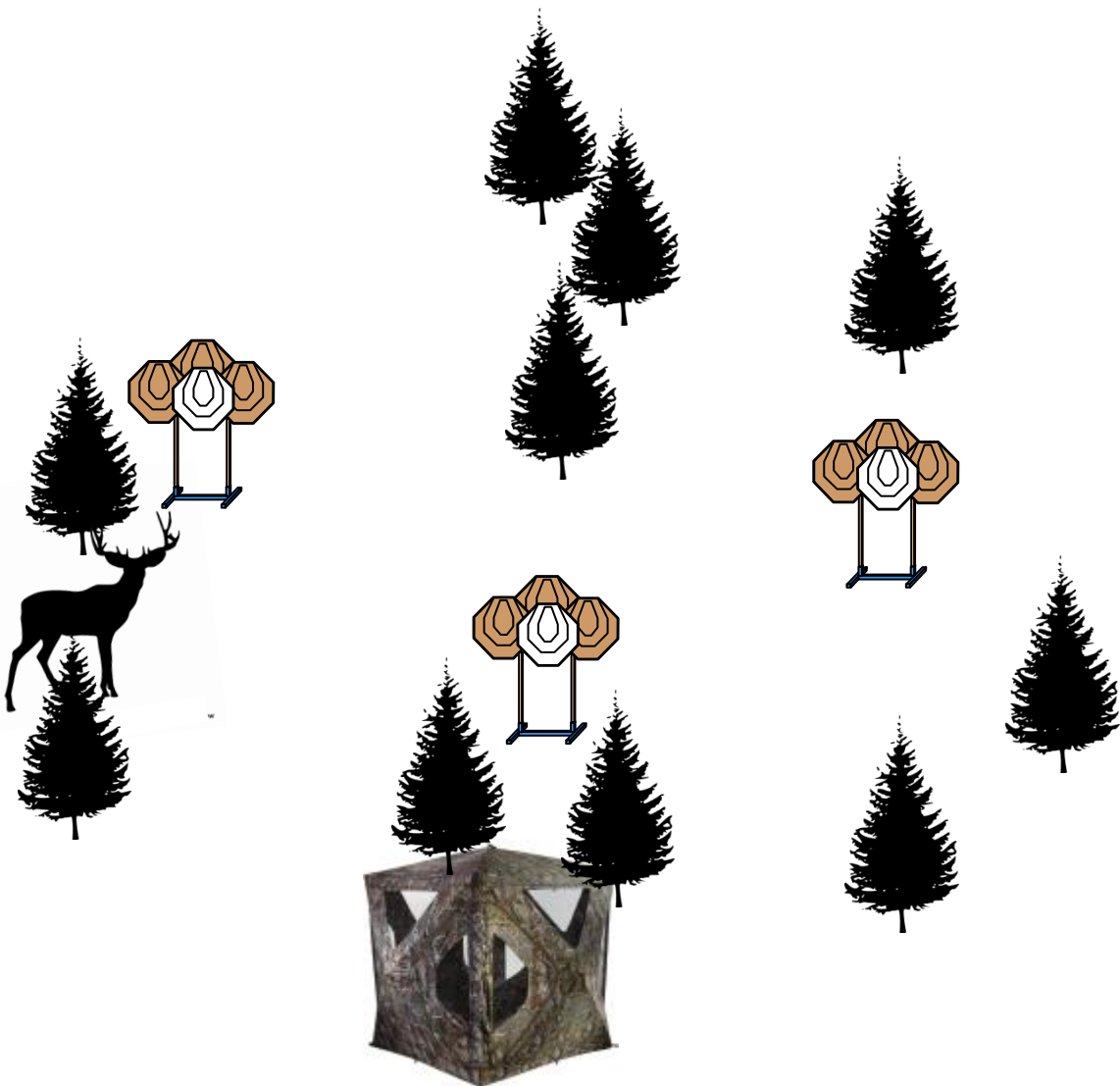
START-STOP: Audible - Last shot

PENALTIES: Per current IPSC Rule Book

STAGE PROCEDURE

START POSITION: Seated on stool, looking through binoculars at deer (as demonstrated), gun loaded and holstered.

PROCEDURE: On signal, engage targets from within the shooting area.



Stage 7 – Near & Far

SCORING: Comstock

TARGETS: 16 classic, 6 Penalty

DISTANCE: 5-15 m

MINIMUM ROUNDS: 32

POSSIBLE POINTS: 160

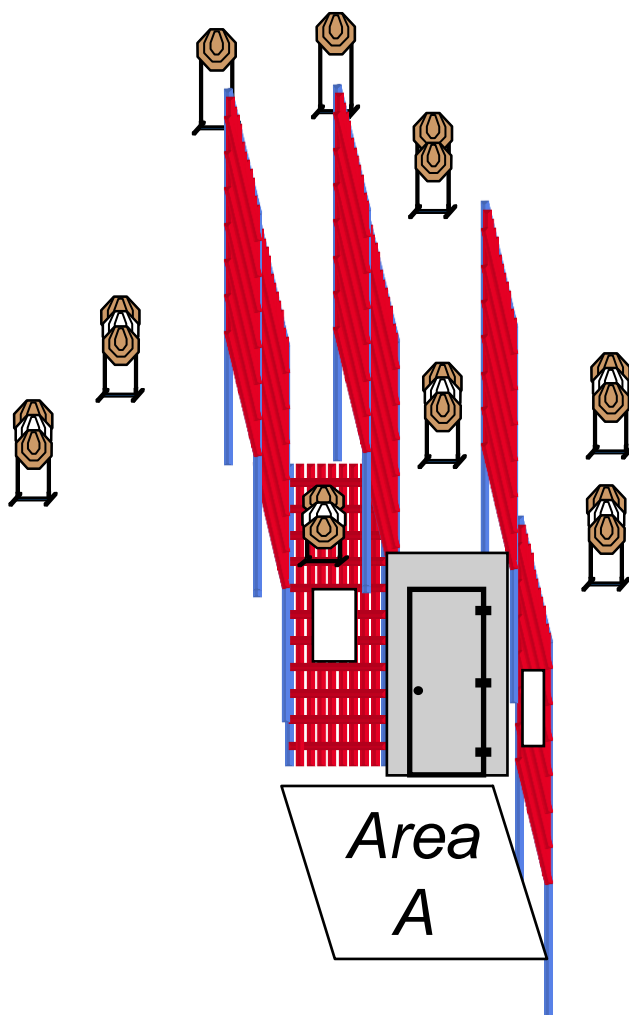
START-STOP: Audible - Last shot

PENALTIES: Per current IPSC Rule Book

STAGE PROCEDURE

START POSITION: Standing anywhere in area A, facing up range, hands relaxed at sides, gun loaded and holstered.

PROCEDURE: On signal, engage targets as they become visible from within the shooting area.



Stage 8 – The Weak End

SCORING: Comstock

TARGETS: 4 classic, 4 mini

DISTANCE: 7 - 15 M

MINIMUM ROUNDS: 16

POSSIBLE POINTS: 80

START-STOP: Audible - Last shot

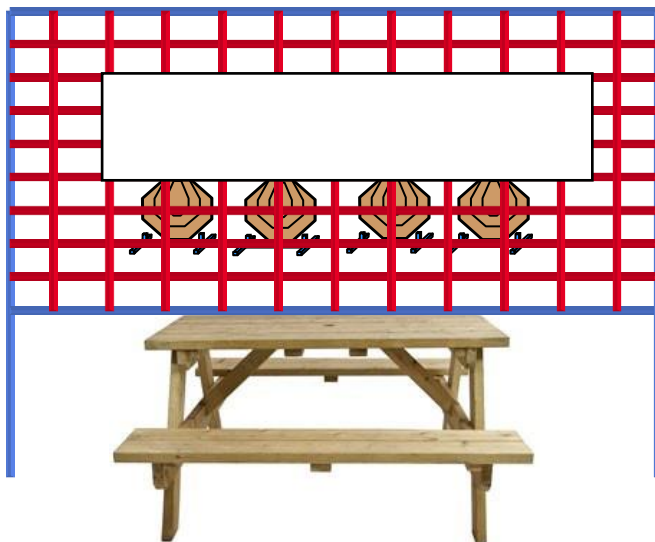
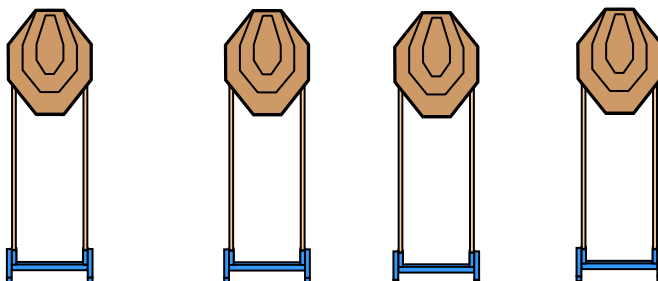
PENALTIES: Per current IPSC Rule Book

STAGE PROCEDURE

START POSITION: Standing at table, knees against bench, fingers interlaced on back of neck (as demonstrated), gun loaded and holstered.

PROCEDURE: On signal, engage targets as they are visible from within the shooting area.

Mandatory reload after eighth round and before ninth round, re-engage targets WEAK HAND only.



Note: This target array is comprised of minis at 7 m