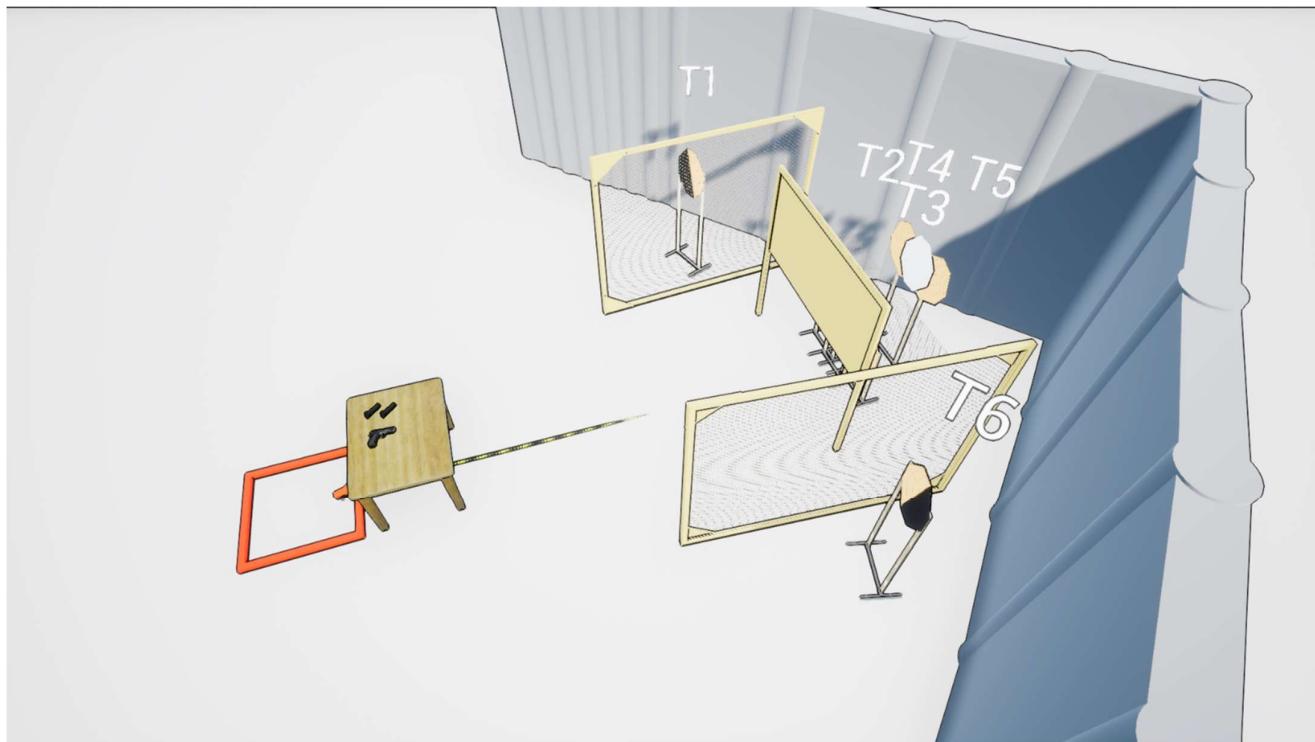


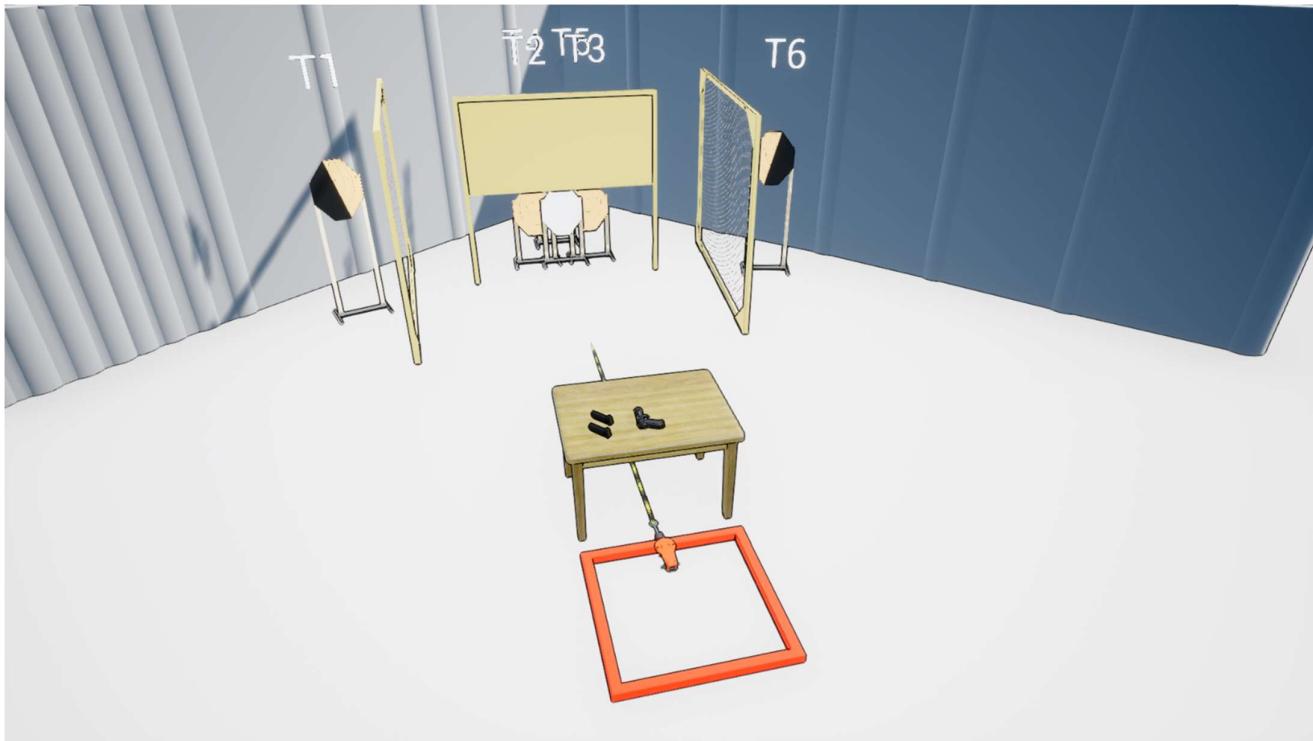
# ESs Ignite 2023 – Level 2 HANDGUN

Enköpings Skyttesällskap (17-18/6)

## Stage 1 – Look at me, I am the captain now

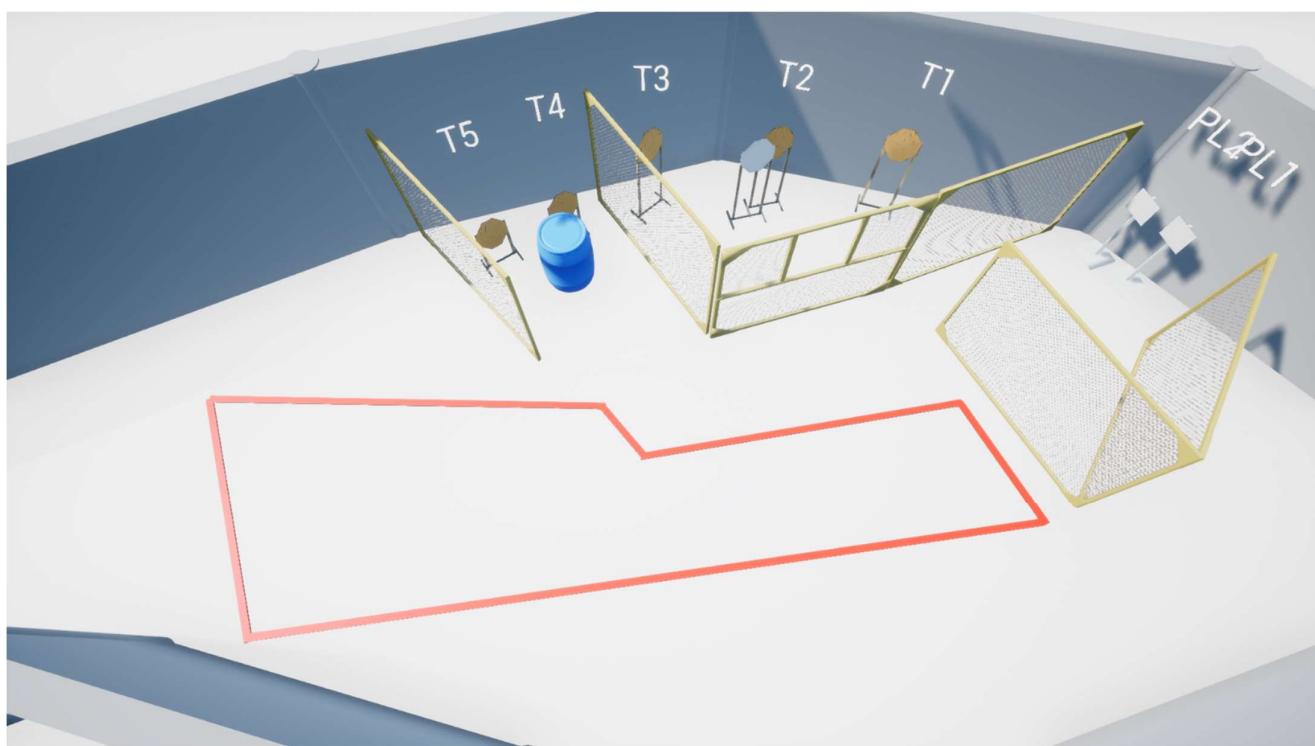
<b>Short course</b> <b>Rounds:</b> 12 <b>Max points:</b> 60 <b>Paper:</b> 6 <b>Poppers:</b> 0 <b>Plates:</b> 0 <b>No-Shoot:</b> 2 <b>Total targets:</b> 6	<b>Procedure:</b> On signal engage all targets, stomper reveals targets T4 & T5. Targets T2 & T3 will remain visible. <b>Starting position:</b> Anywhere within designated area, with wrists below belt. <b>Firearm ready condition:</b> Empty chamber, empty magwell, gun and all magazines to be used on the table. <b>Start on:</b> Audible signal <b>Stop on:</b> Last shot <b>Penalties:</b> As per current edition of rules <b>Safety angles:</b> L/R red sticks <b>Venue:</b> Bay 1
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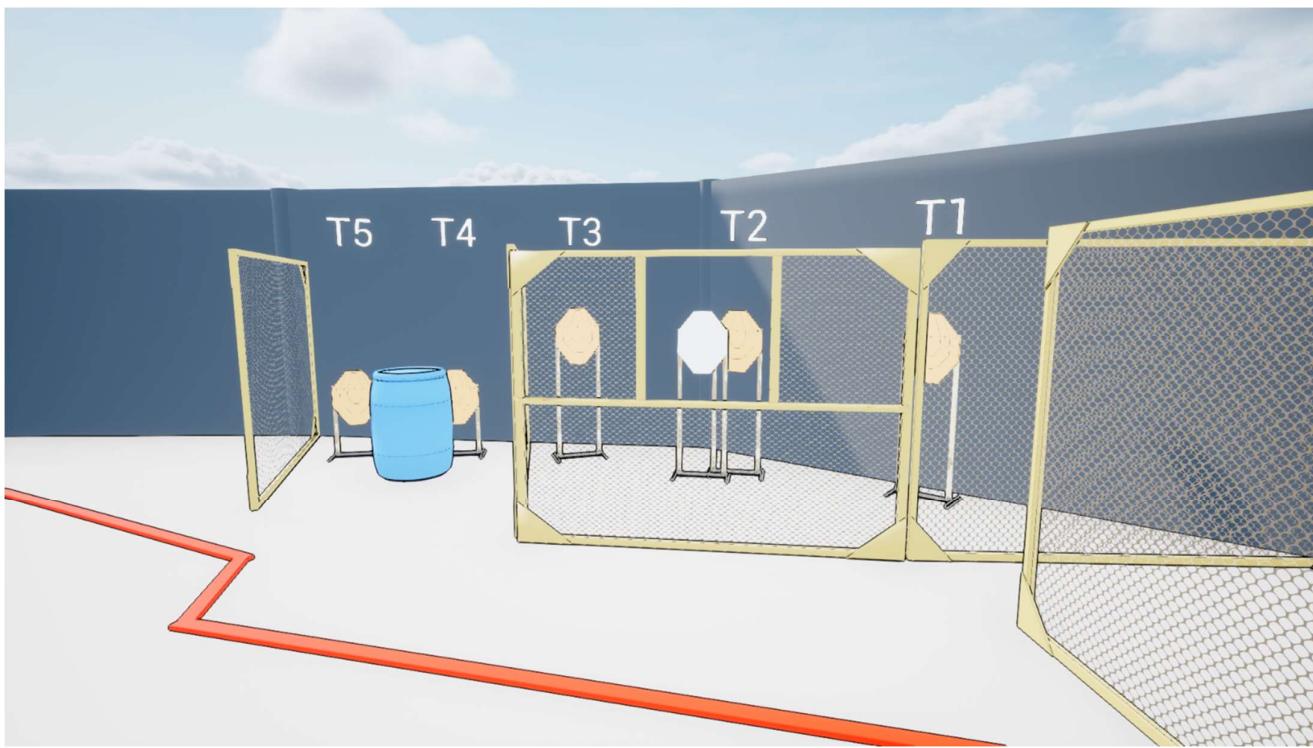
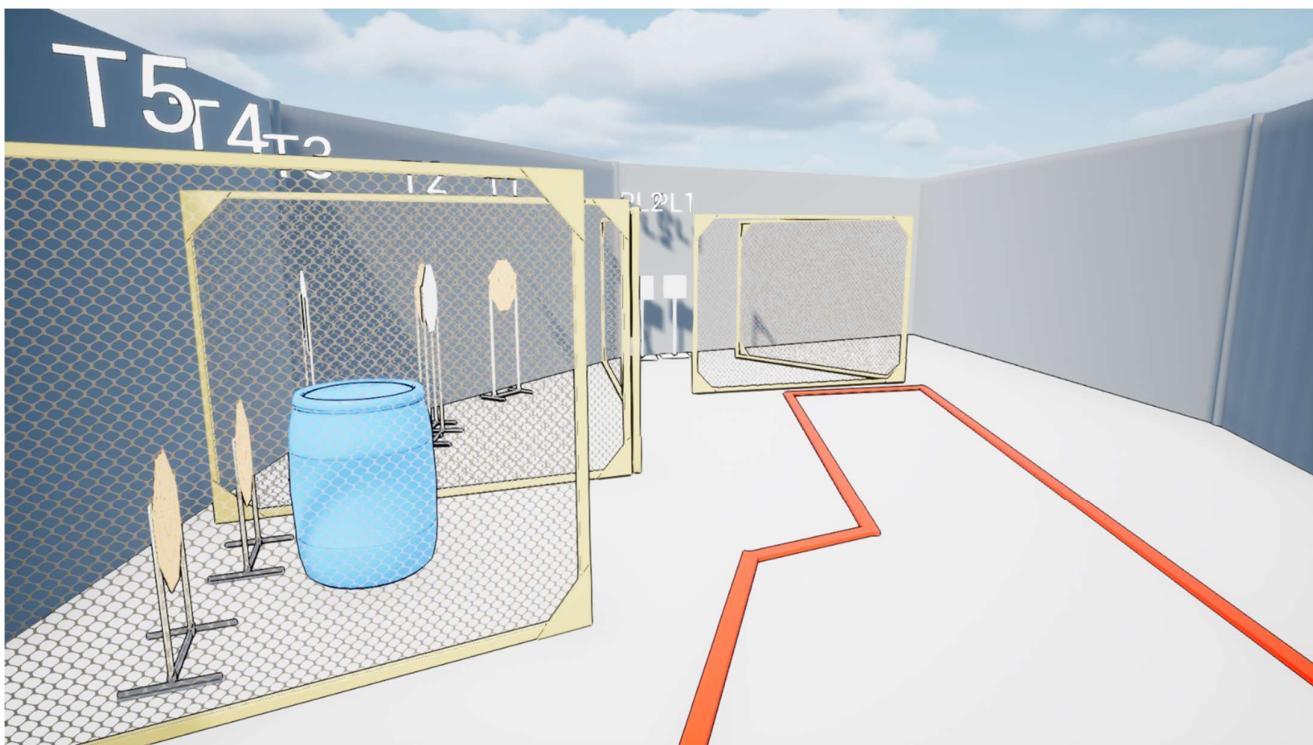




## Stage 2 – Monokelskytte

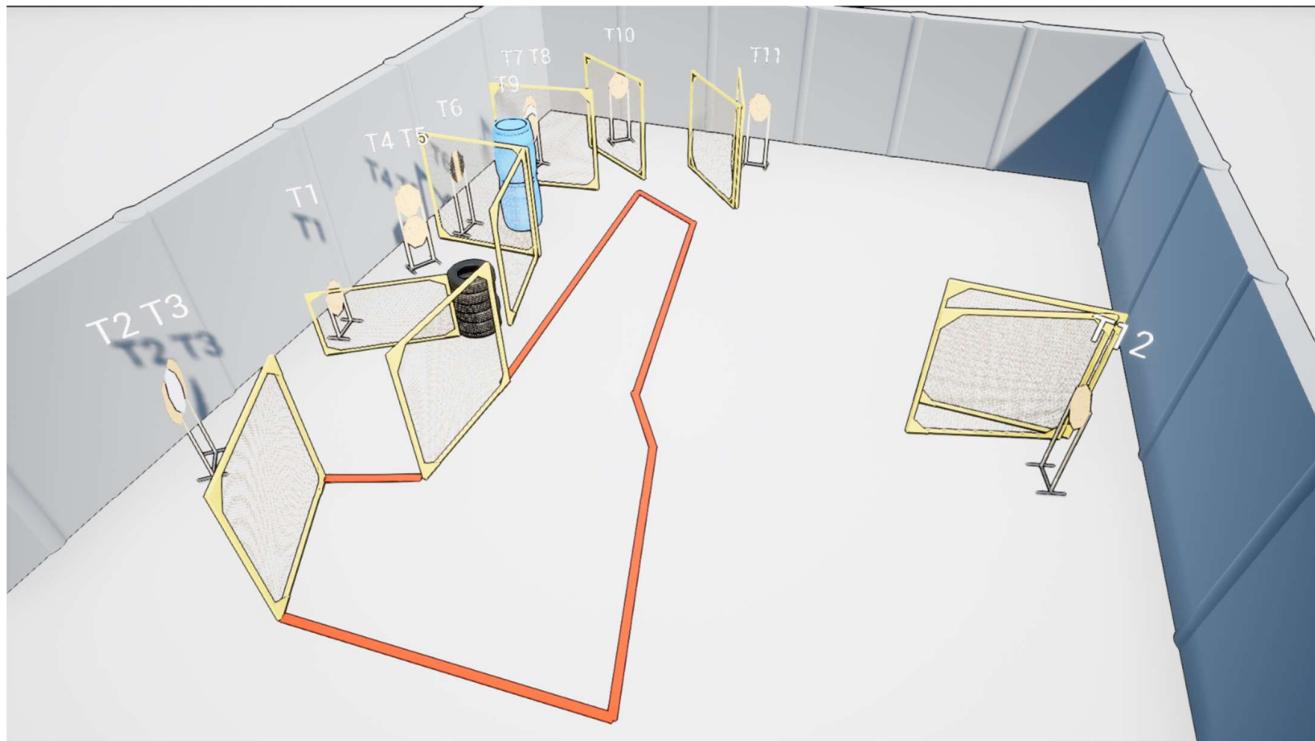
<b>Short course</b>	<b>Procedure:</b> On signal, engage all targets, using <u>strong hand only</u>
<b>Rounds:</b> 12	<b>Starting position:</b> Anywhere within designated area, with wrists below belt.
<b>Max points:</b> 60	<b>Firearm ready condition:</b> Loaded and holstered
<b>Paper:</b> 5	<b>Start on:</b> Audible signal
<b>Poppers:</b> 0	<b>Stop on:</b> Last shot
<b>Plates:</b> 2	<b>Penalties:</b> As per current edition of rules
<b>No-Shoot:</b> 1	<b>Safety angles:</b> L/R red sticks
<b>Total targets:</b> 7	<b>Venue:</b> Bay 2

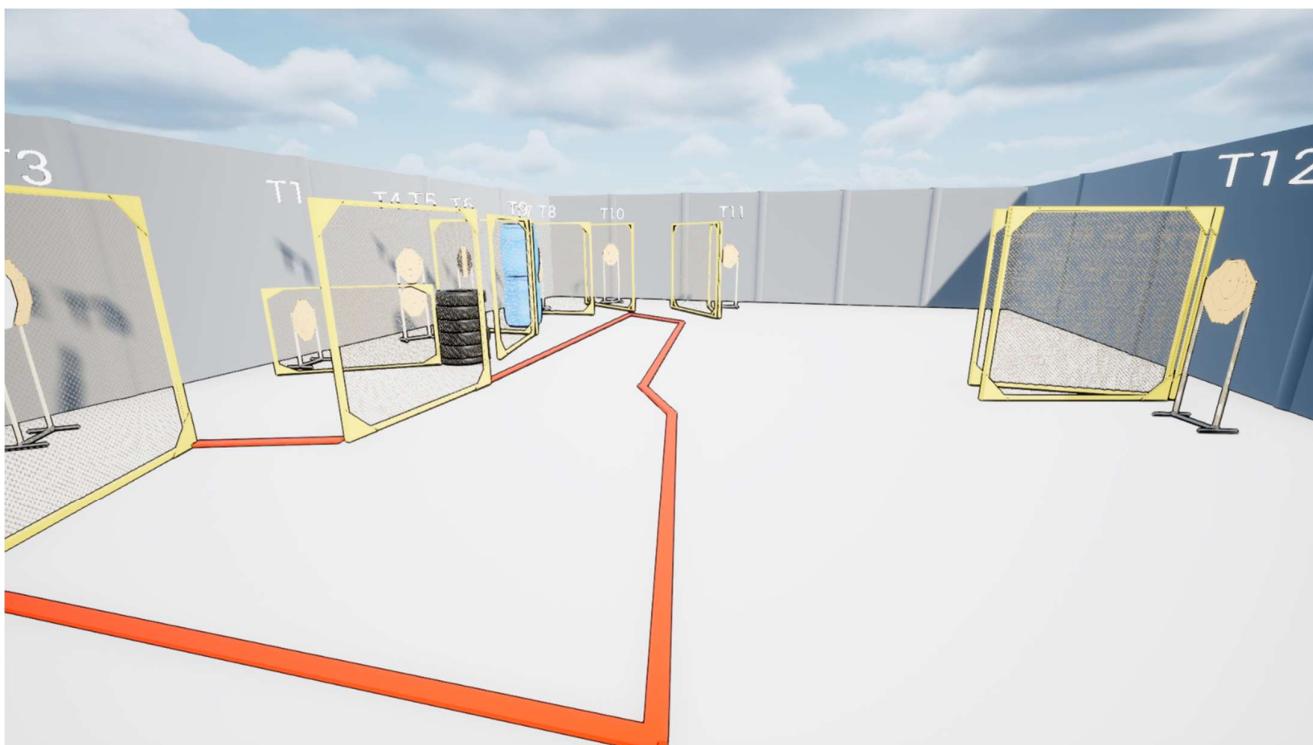
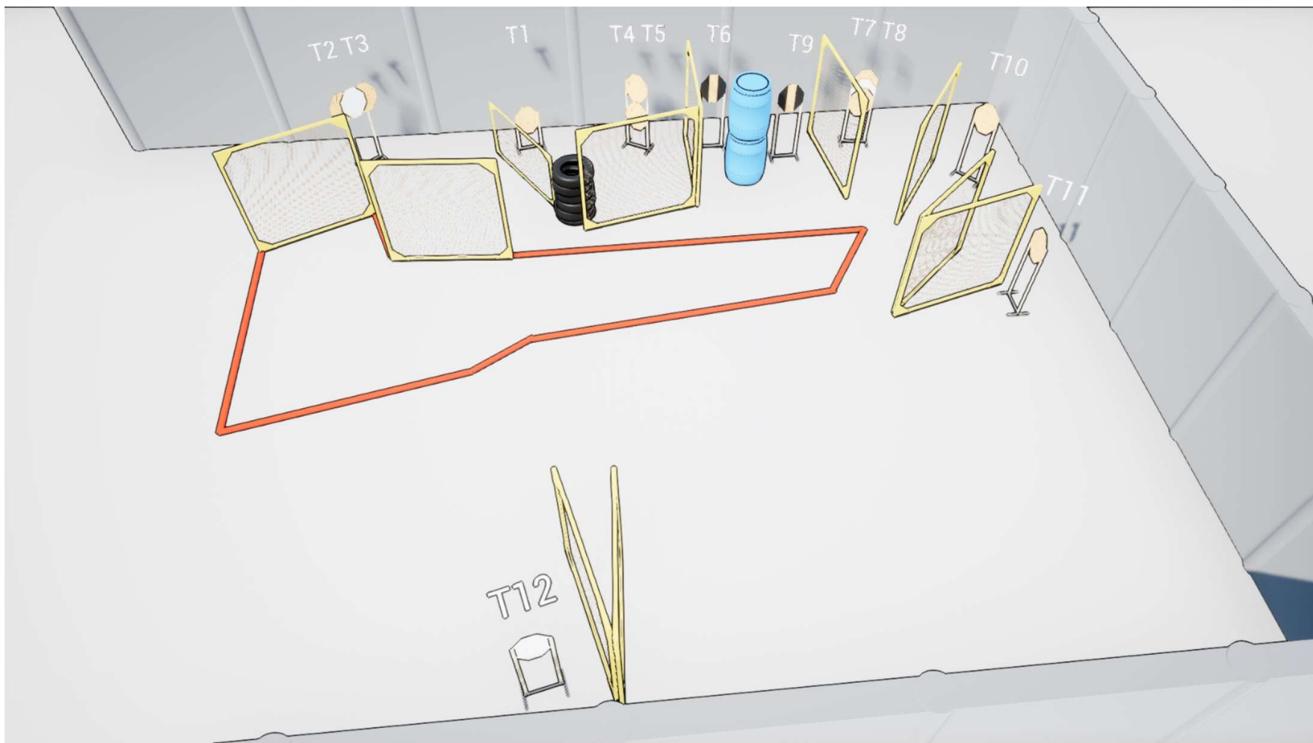




## Stage 3 – Sneden

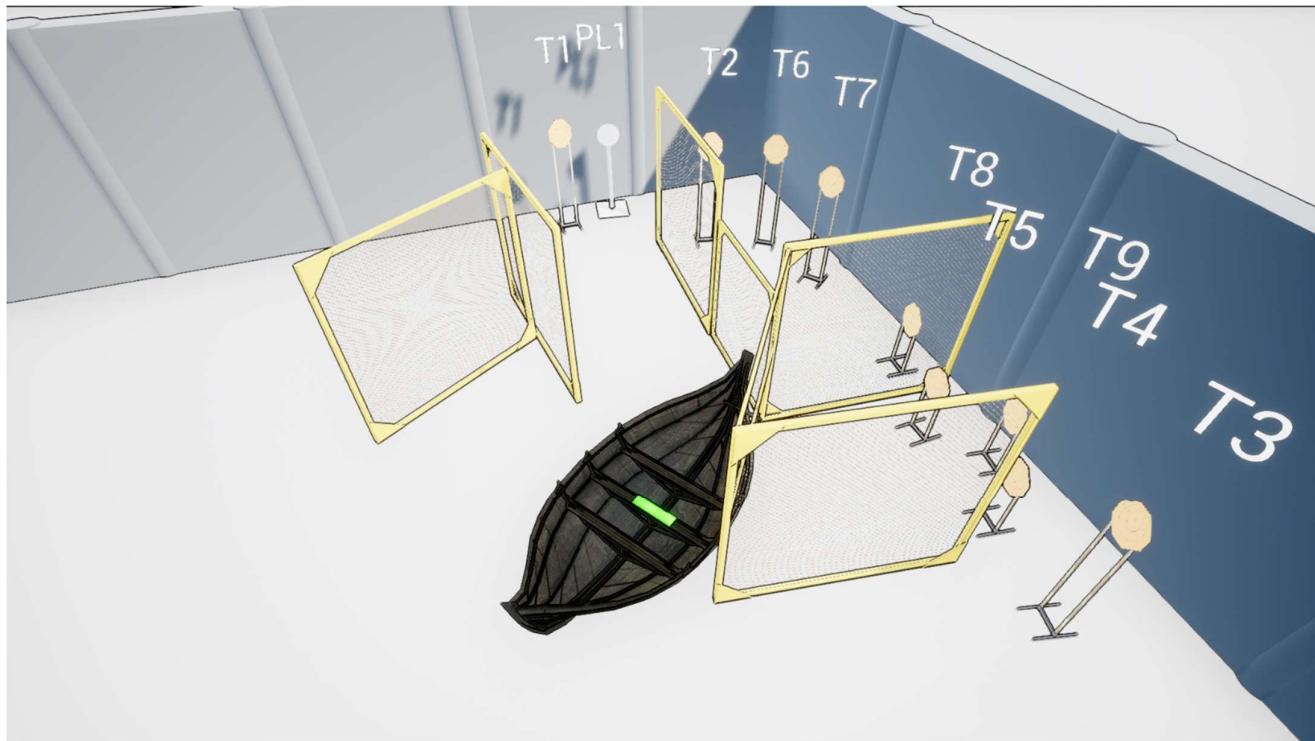
<b>Medium course</b>	<b>Procedure:</b> On signal, engage all targets.
<b>Rounds:</b> 24	<b>Starting position:</b> Anywhere within designated area, with wrists below belt.
<b>Max points:</b> 120	<b>Firearm ready condition:</b> Loaded and holstered
<b>Paper:</b> 12	<b>Start on:</b> Audible signal
<b>Poppers:</b> 0	<b>Stop on:</b> Last shot
<b>Plates:</b> 0	<b>Penalties:</b> As per current edition of rules
<b>No-Shoot:</b> 2	<b>Safety angles:</b> L red stick, R 90 degrees
<b>Total targets:</b> 12	<b>Venue:</b> Bay 3 (HOT-STAGE)

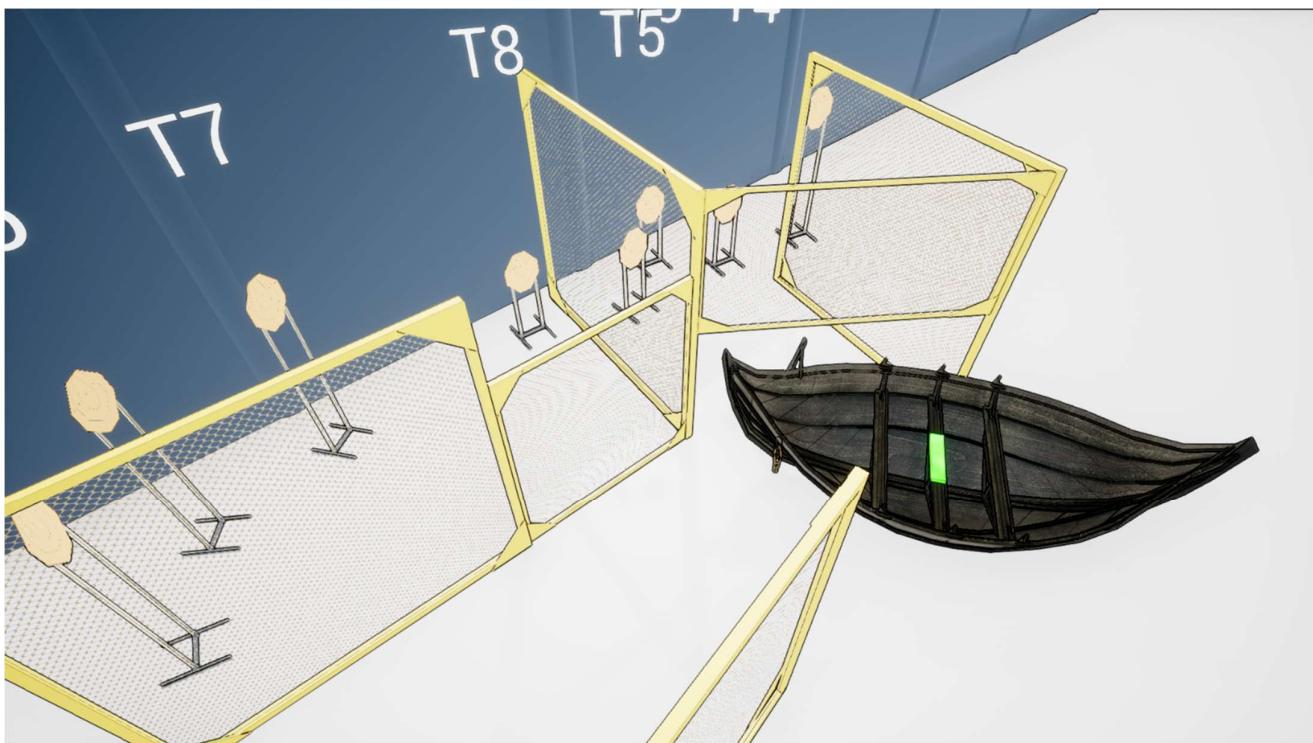
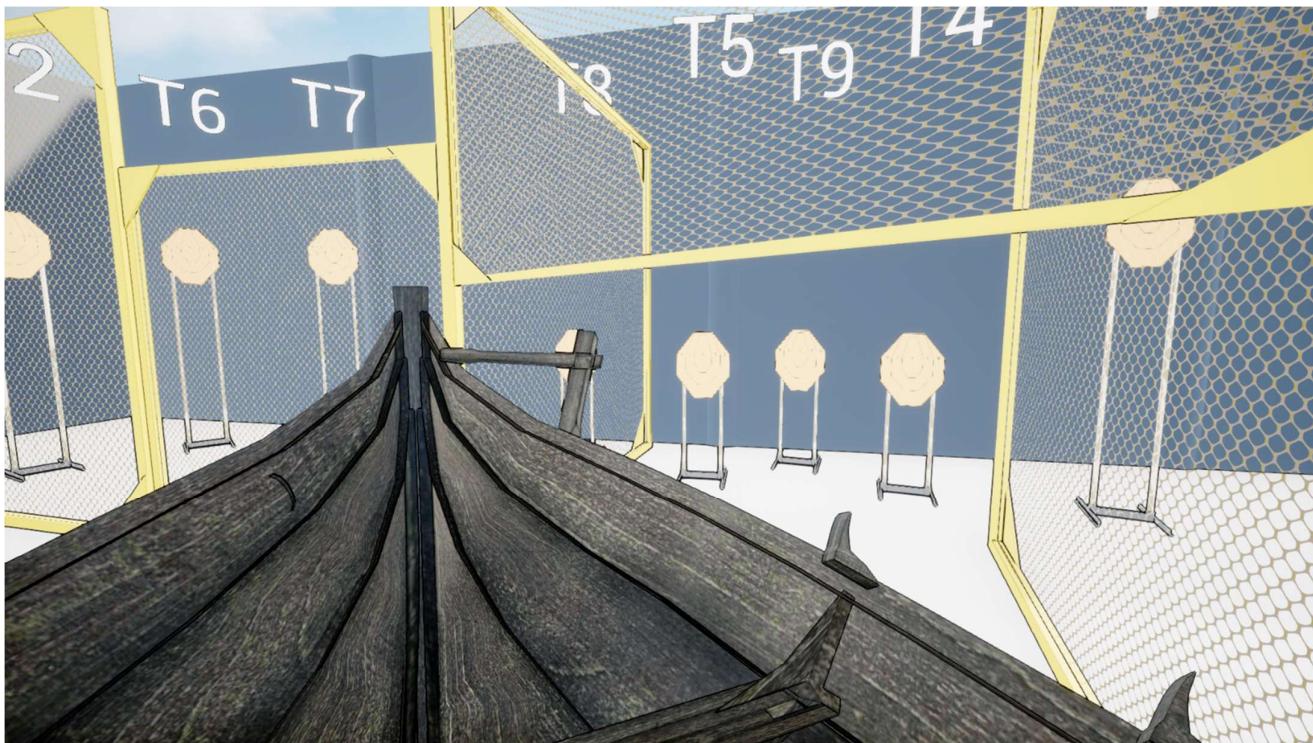




## Stage 4 – I'm On a Boat!

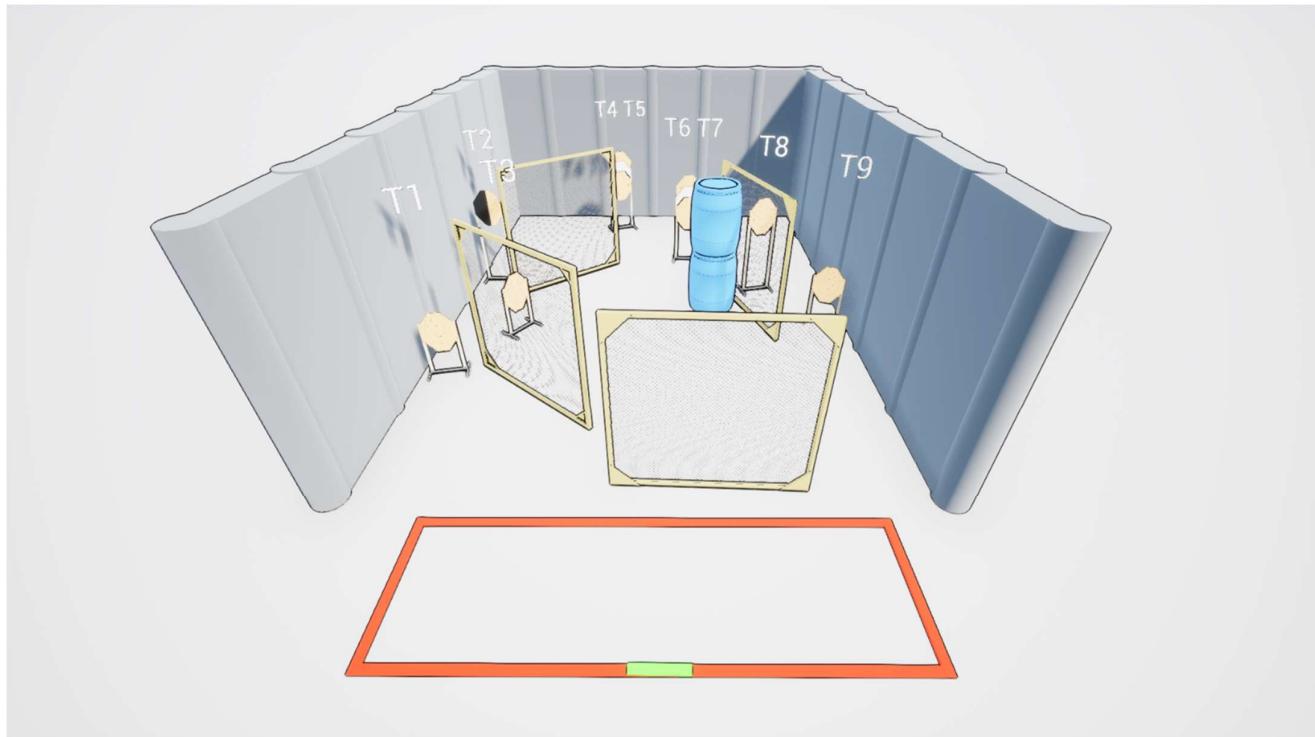
<b>Short course</b> <b>Rounds:</b> 10 <b>Paper:</b> 9 <b>Poppers:</b> 0 <b>Plates:</b> 1 <b>No-Shoot:</b> 0 <b>Total targets:</b> 10	<b>Procedure:</b> On signal, engage all targets, only <b>1</b> hit per target will be scored <b>Starting position:</b> Standing with heels touching mark and wrists below belt. As demonstrated by RO. <b>Firearm ready condition:</b> Loaded and holstered <b>Start on:</b> Audible signal <b>Stop on:</b> Last shot <b>Penalties:</b> As per current edition of rules <b>Safety angles:</b> L 90 degrees, R red stick <b>Venue:</b> Bay 3 (HOT-STAGE)
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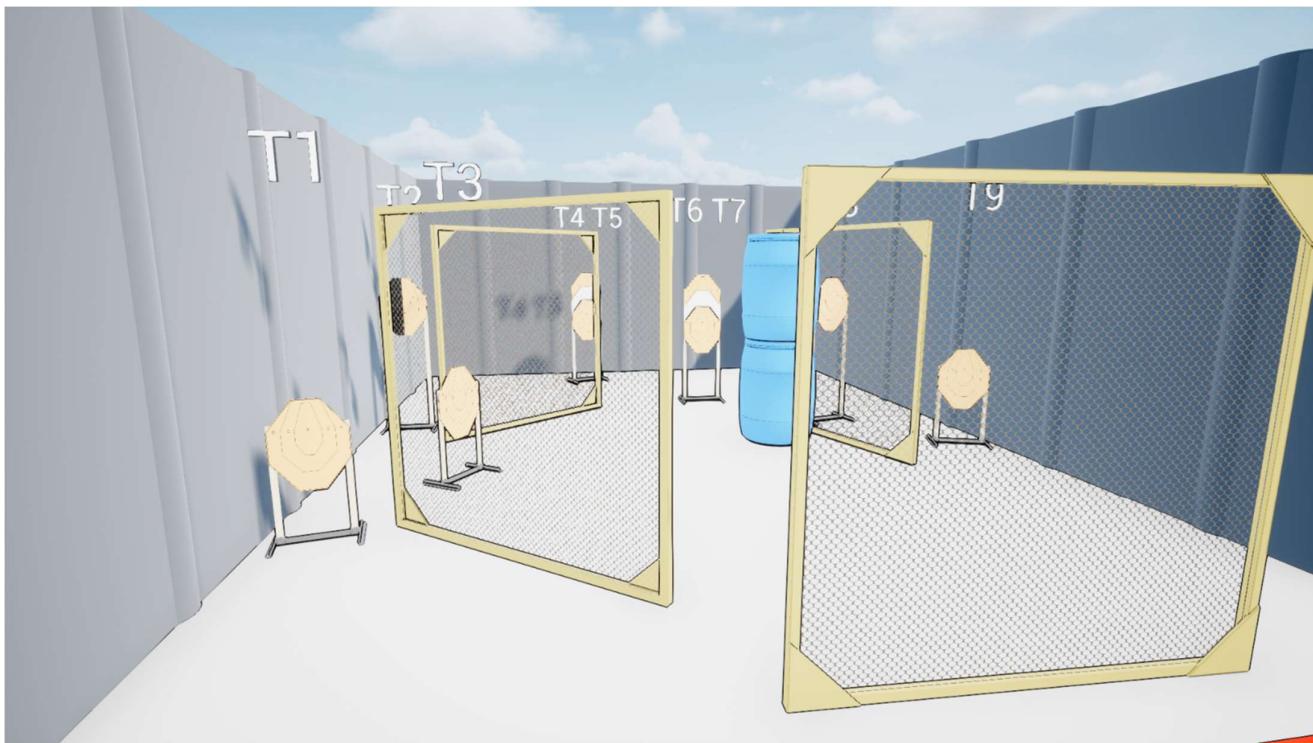




## Stage 5 – EasyPeasy

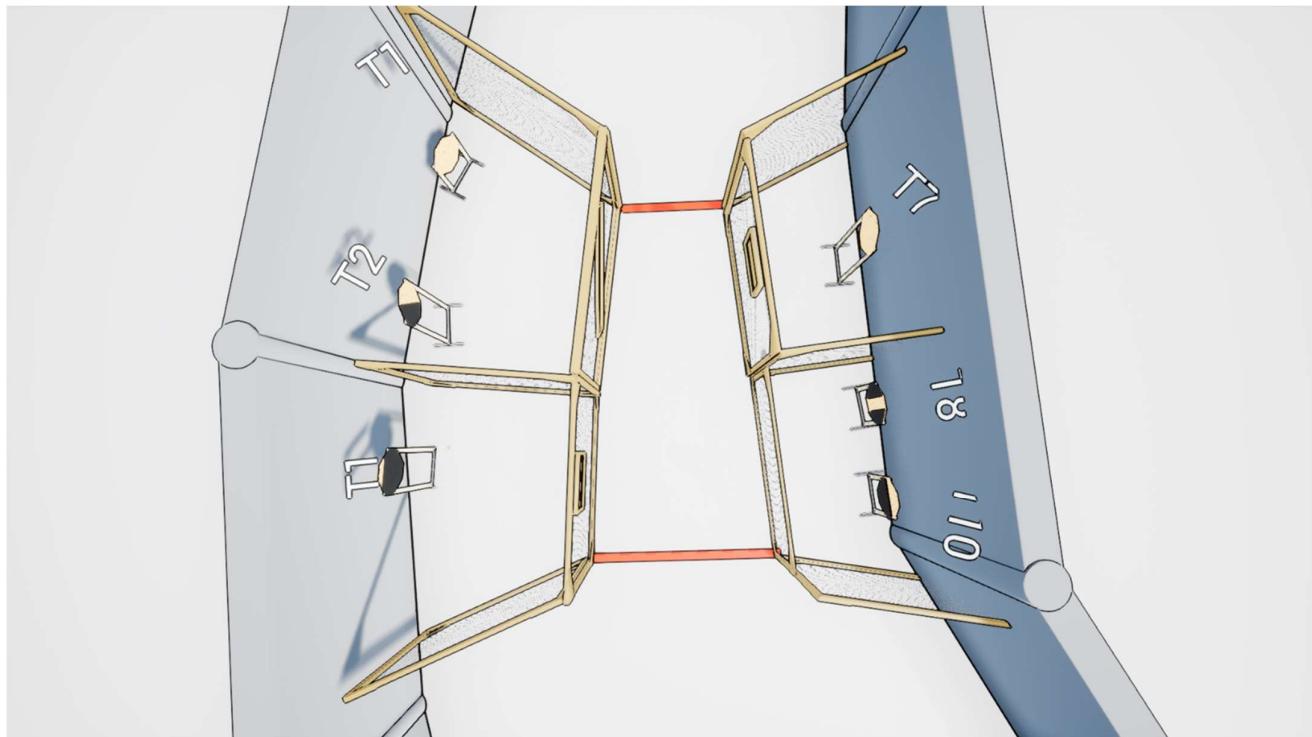
<b>Medium course</b> <b>Rounds:</b> 18 <b>Max points:</b> 90 <b>Paper:</b> 9 <b>Poppers:</b> 0 <b>Plates:</b> 0 <b>No-Shoot:</b> 2 <b>Total targets:</b> 9	<b>Procedure:</b> On start signal, engage all targets <b>Starting position:</b> Standing with one foot touching mark, with wrists below belt. As demonstrated by RO. <b>Firearm ready condition:</b> Loaded and holstered <b>Start on:</b> Audible signal <b>Stop on:</b> Last shot <b>Penalties:</b> As per current edition of rules <b>Safety angles:</b> L/R red sticks <b>Venue:</b> Bay 4
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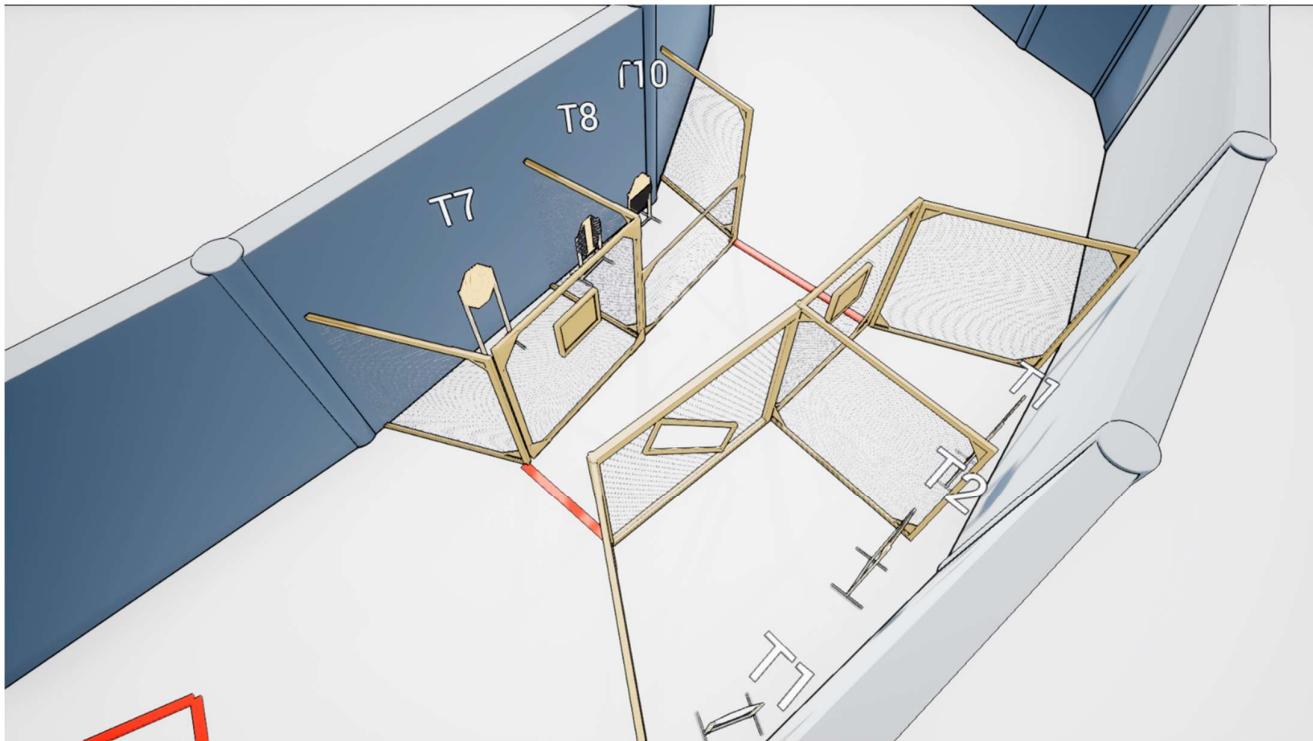




## Stage 6 – Wick 1

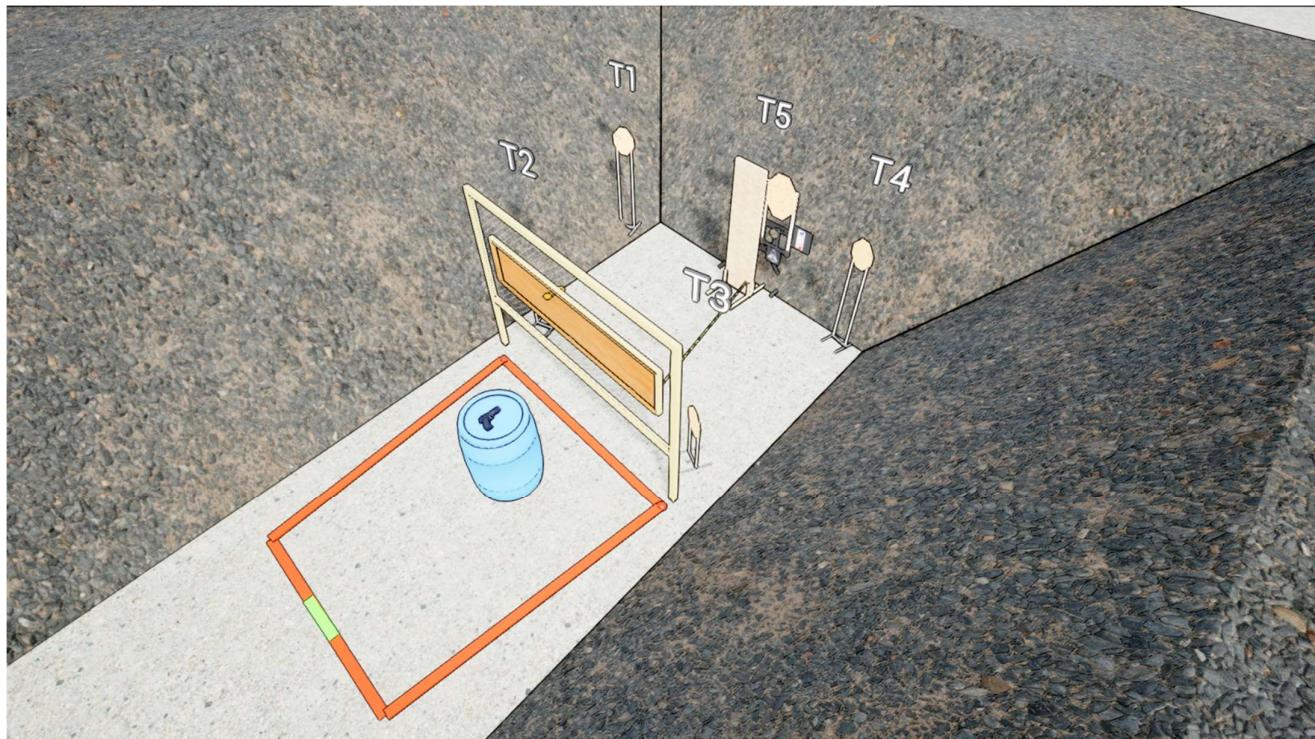
<b>Short course</b> <b>Rounds:</b> 12 <b>Max points:</b> 60 <b>Paper:</b> 6 <b>Poppers:</b> 0 <b>Plates:</b> 0 <b>No-Shoot:</b> 0 <b>Total targets:</b> 6	<b>Procedure:</b> On start signal, engage all targets <b>Starting position:</b> Anywhere within designated area, with wrists below belt. <b>Firearm ready condition:</b> Magazine inserted empty chamber <b>Start on:</b> Audible signal <b>Stop on:</b> Last shot <b>Penalties:</b> As per current edition of rules <b>Safety angles:</b> L/R red sticks <b>Venue:</b> Bay 5 (HOT-STAGE)
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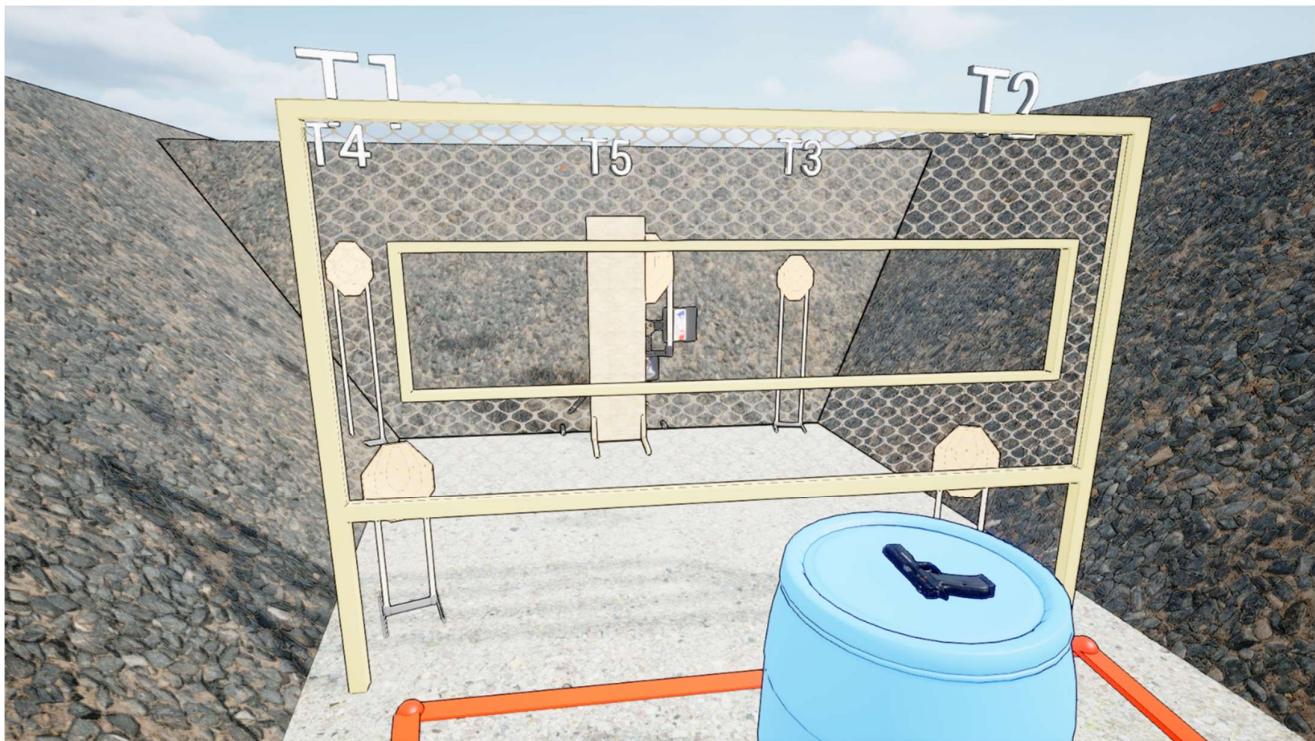
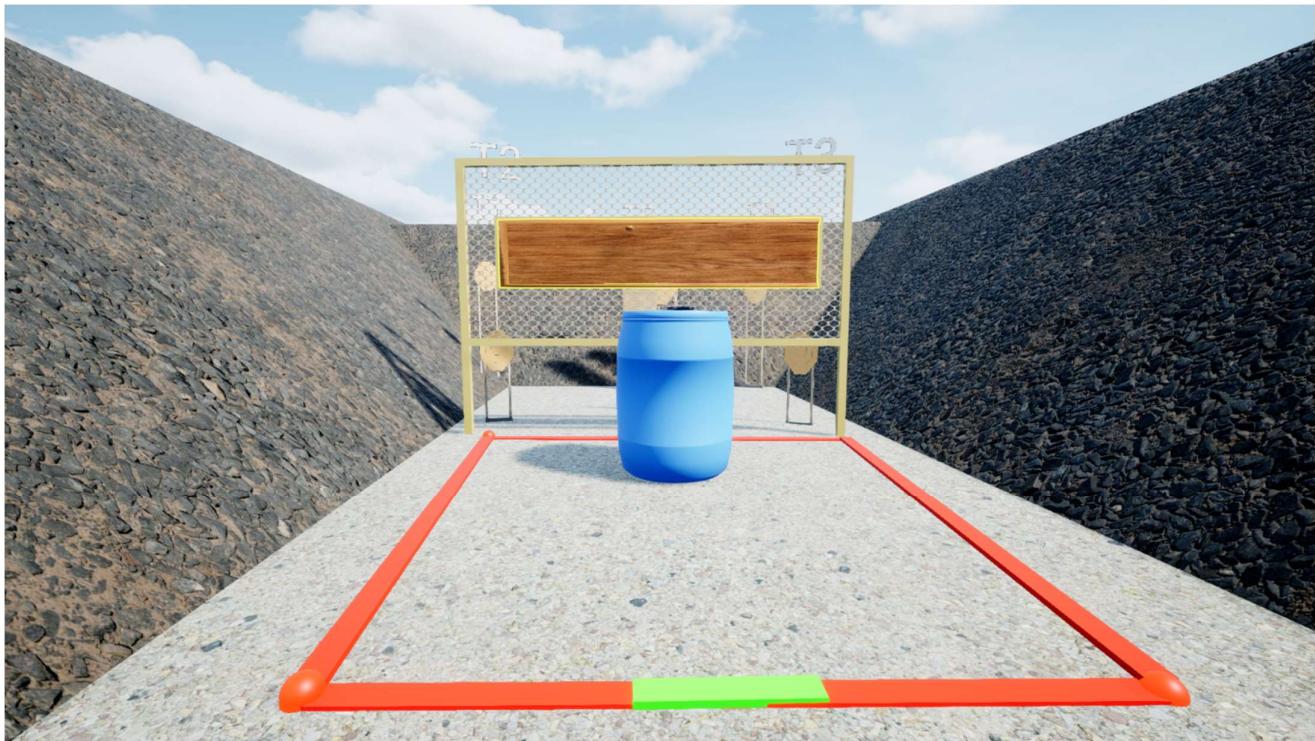




## Stage 7 – Wick 2

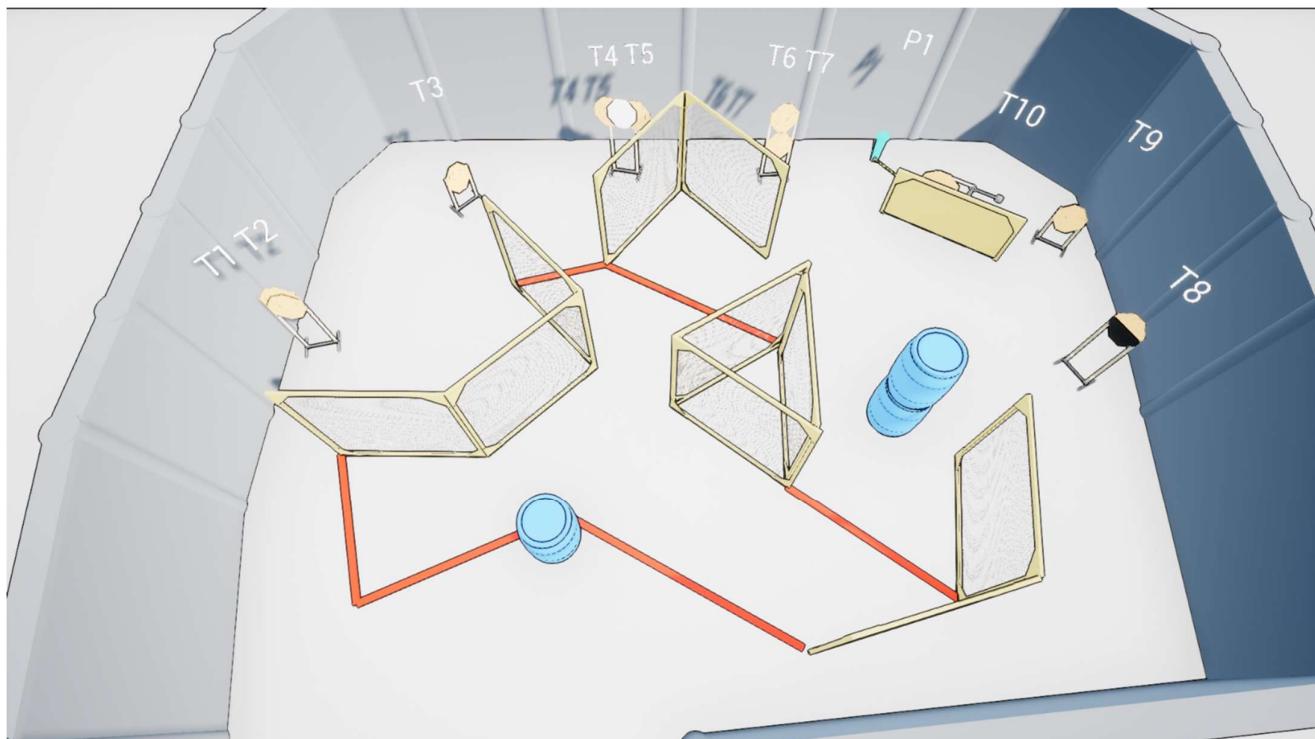
<b>Short course</b> <b>Rounds:</b> 10 <b>Max points:</b> 50 <b>Paper:</b> 5 <b>Poppers:</b> 0 <b>Plates:</b> 0 <b>No-Shoot:</b> 0 <b>Total targets:</b> 5	<b>Procedure:</b> On start signal, engage all targets, opening hatch engages moving target T5 <b>Starting position:</b> Standing with heels touching mark and wrists below belt. As demonstrated by RO. <b>Firearm ready condition:</b> Loaded, laying on table with all magazines to be used. <b>Start on:</b> Audible signal <b>Stop on:</b> Last shot <b>Penalties:</b> As per current edition of rules <b>Safety angles:</b> L/R 90/90 <b>Venue:</b> Bay 5 (HOT-STAGE)
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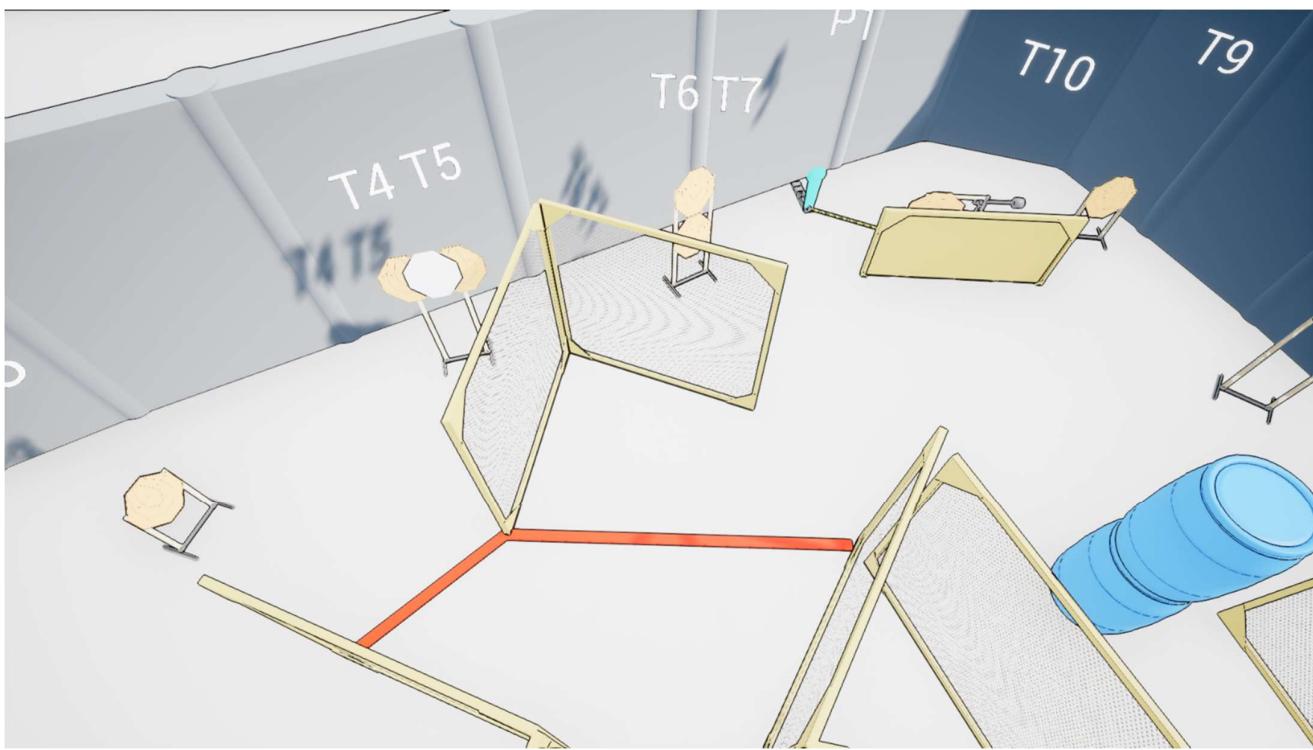
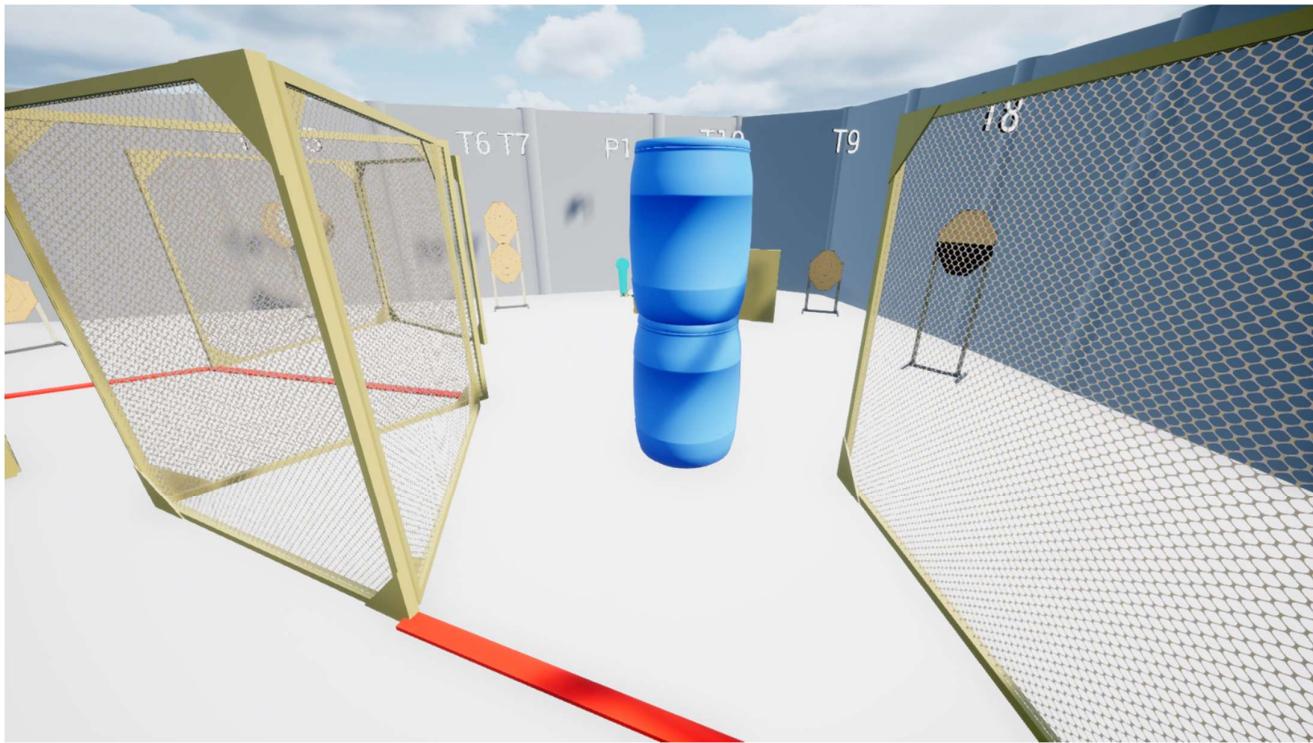




## Stage 8 – FintSkaDe'va

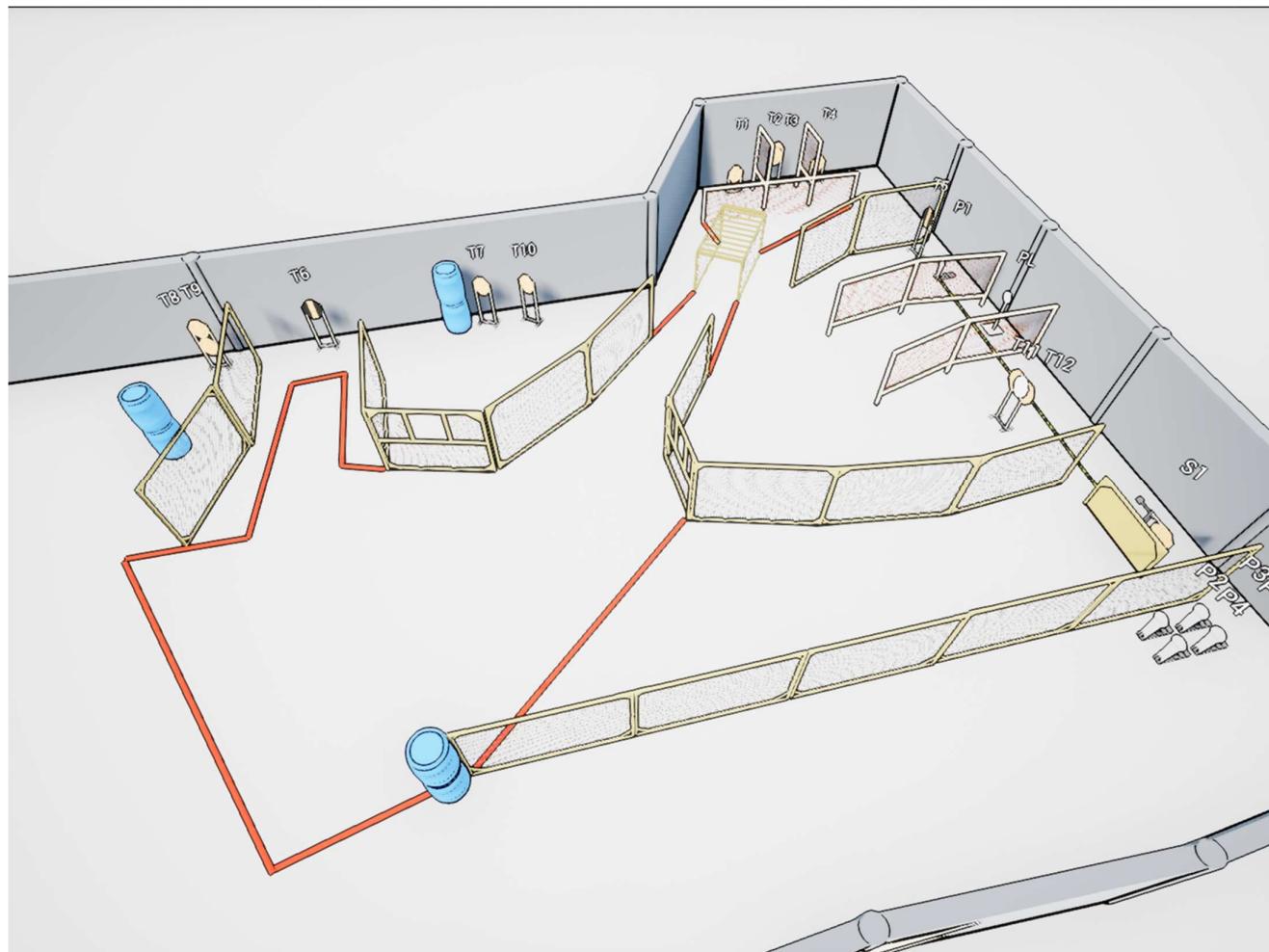
<b>Medium course</b> <b>Rounds:</b> 21 <b>Max points:</b> 105 <b>Paper:</b> 10 <b>Poppers:</b> 1 <b>Plates:</b> 0 <b>No-Shoot:</b> 1 <b>Total targets:</b> 11	<b>Procedure:</b> On start signal, engage all targets, popper 1 activates moving target T10 <b>Starting position:</b> Anywhere within designated area, with wrists below belt. <b>Firearm ready condition:</b> Loaded and holstered <b>Start on:</b> Audible signal <b>Stop on:</b> Last shot <b>Penalties:</b> As per current edition of rules <b>Safety angles:</b> L 90 degrees, R red stick <b>Venue:</b> Bay 6
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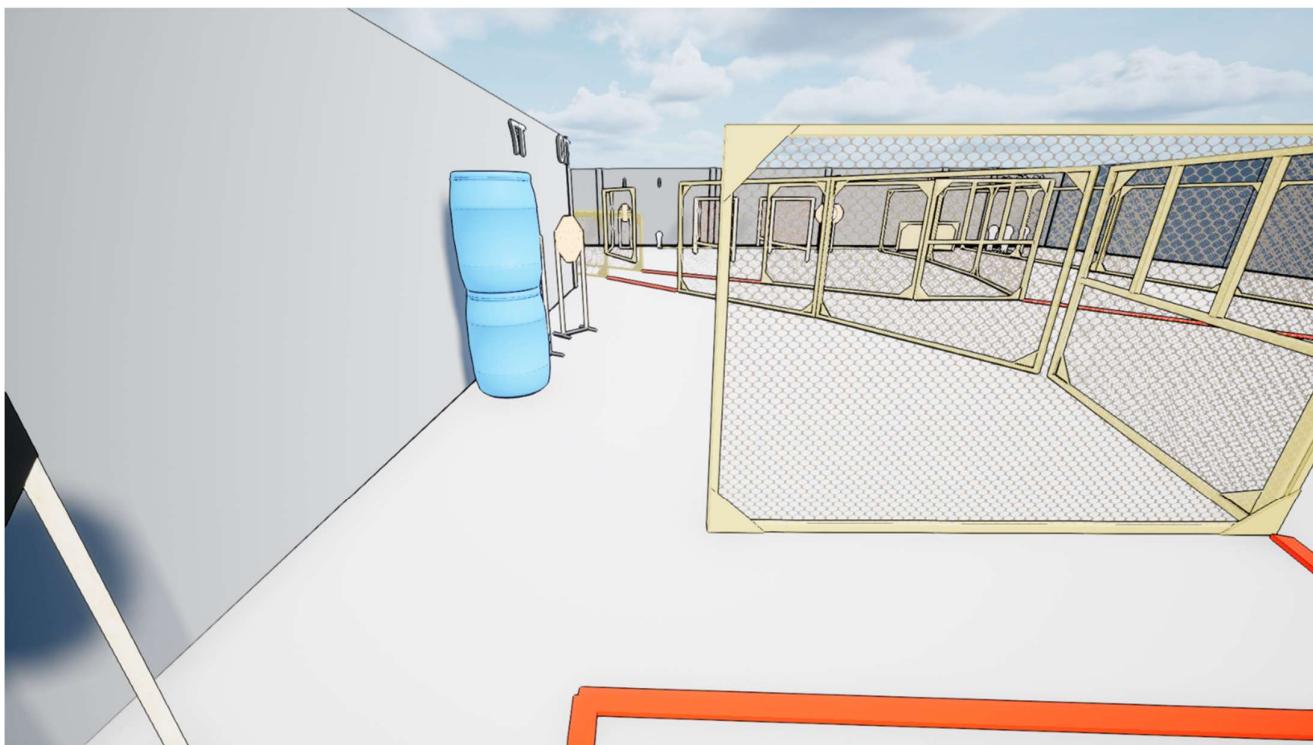
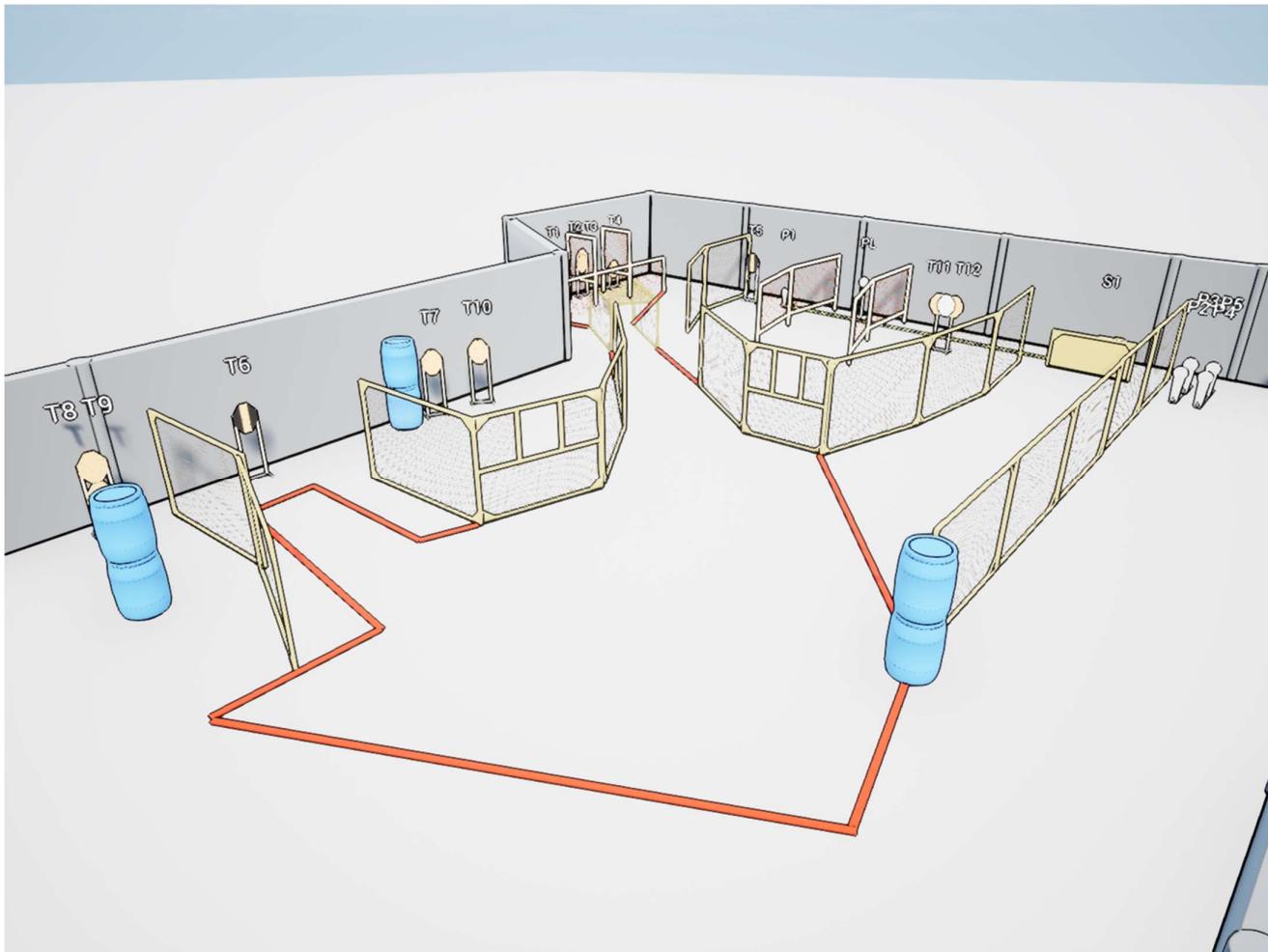


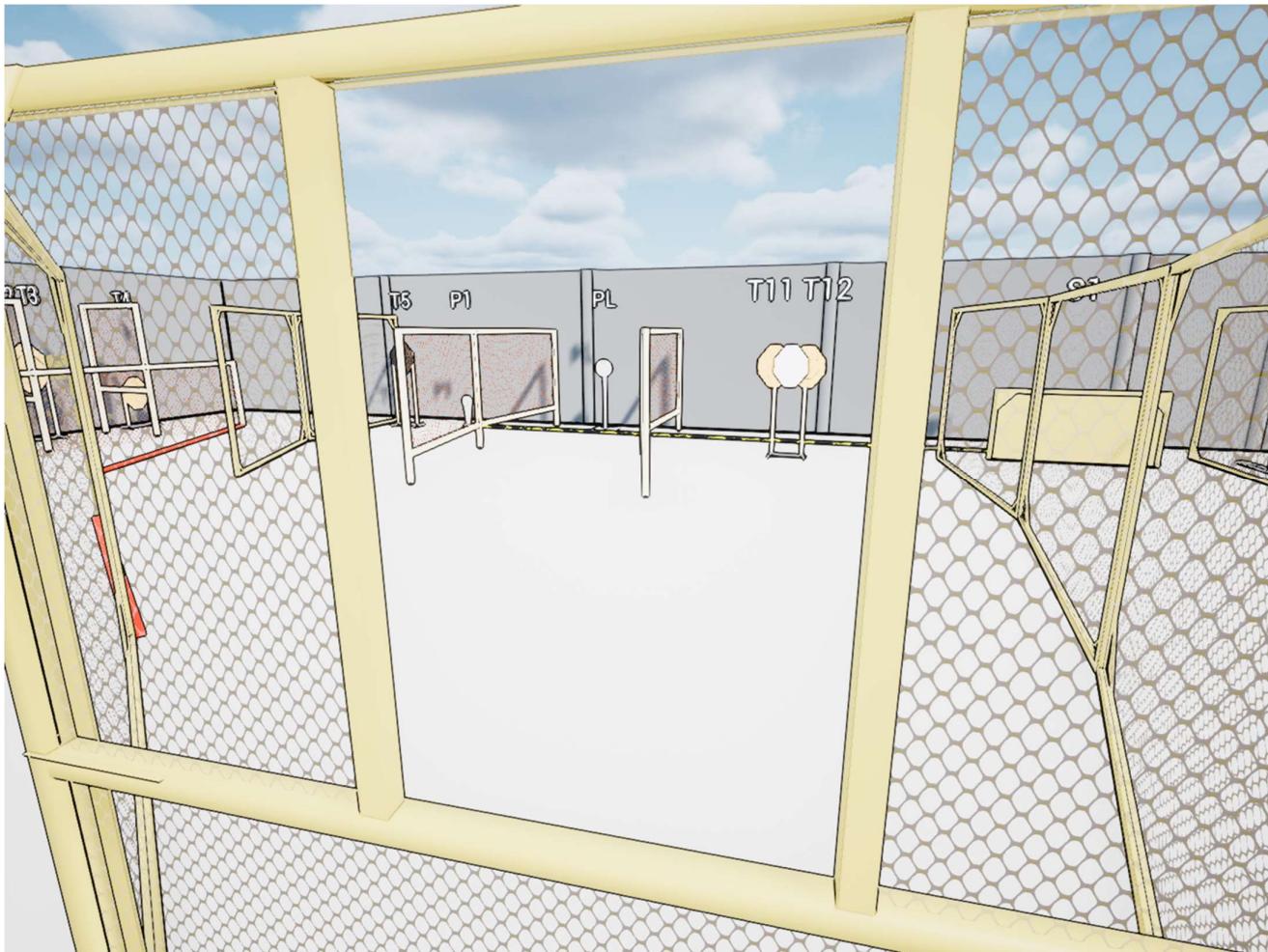


## Stage 9 – BrokeBack

<b>Long course</b> <b>Rounds:</b> 32 <b>Max points:</b> 160 <b>Paper:</b> 13 <b>Poppers:</b> 5 <b>Plates:</b> 1 <b>No-Shoot:</b> 1 <b>Total targets:</b> 19	<b>Procedure:</b> On start signal, engage all targets, popper 1 activates moving target S1 <b>Starting position:</b> Anywhere within designated area, with wrists below belt. <b>Firearm ready condition:</b> Loaded and holstered <b>Start on:</b> Audible signal <b>Stop on:</b> Last shot <b>Penalties:</b> As per current edition of rules <b>Safety angles:</b> L 90 degrees, R red stick <b>Venue:</b> Bay 7
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## Stage 10 – Vertigo

<b>Medium course</b> <b>Rounds:</b> 19 <b>Max points:</b> 95 <b>Paper:</b> 9 <b>Poppers:</b> 1 <b>Plates:</b> 0 <b>No-Shoot:</b> 0 <b>Total targets:</b> 10	<b>Procedure:</b> On start signal, engage all targets, popper 1 activates moving target S1 <b>Starting position:</b> Standing with one foot touching mark, with wrists below belt. As demonstrated by RO. <b>Firearm ready condition:</b> Loaded and holstered <b>Start on:</b> Audible signal <b>Stop on:</b> Last shot <b>Penalties:</b> As per current edition of rules <b>Safety angles:</b> L/R red sticks <b>Venue:</b> Bay 8
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