

Laholm Sandsational '26

Level III Match — Sanction Package

DATE	2026-07-17 – 2026-07-19
VENUE	Laholms Pistolskytteklubb, Laholm, Sweden
ORGANIZED BY	Laholms Pistolskytteklubb
STAGES	13 stages

MATCH INFORMATION

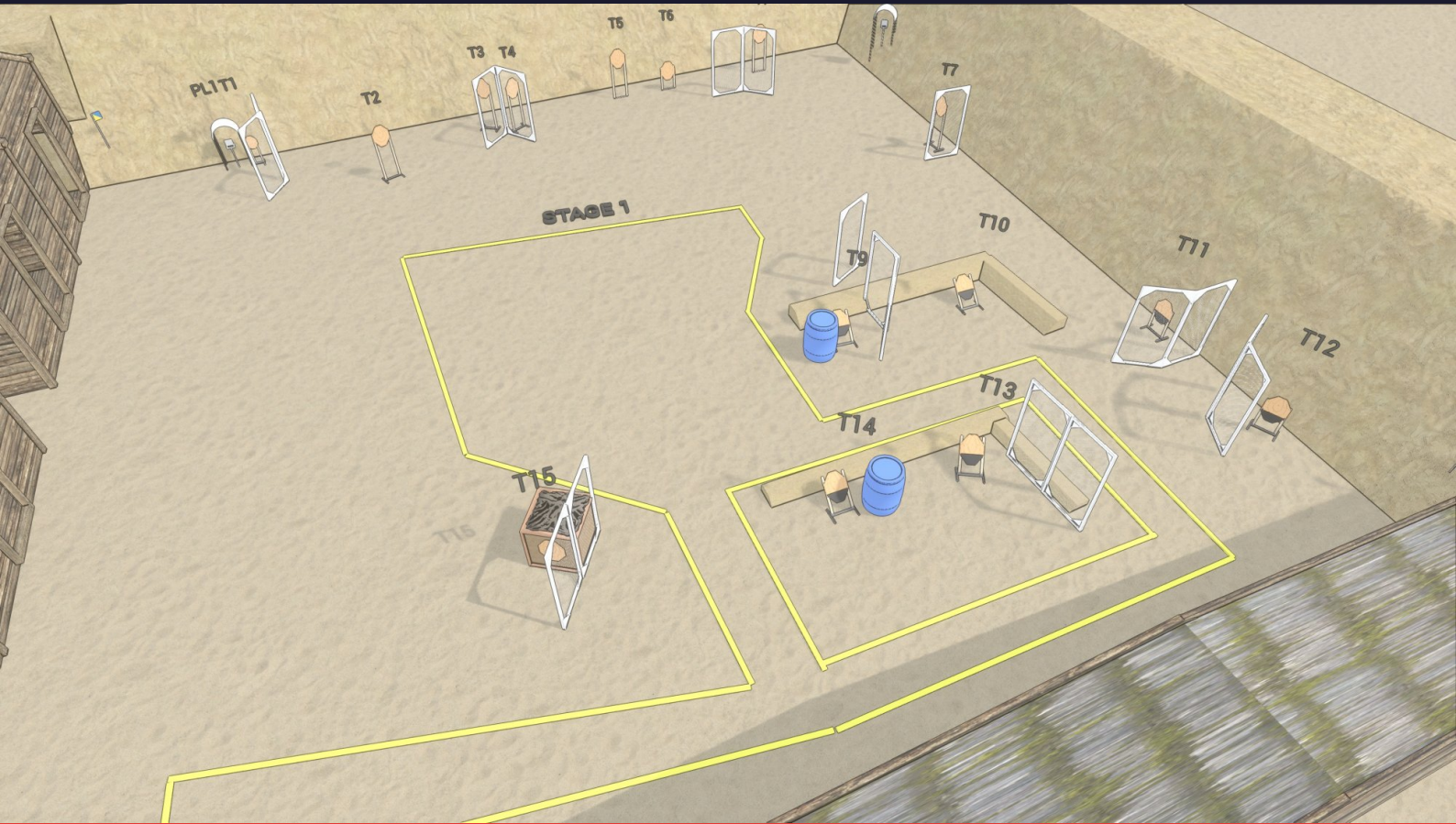
MATCH NAME	Laholm Sandsational '26
IPSC.ORG MATCH ID	—
MATCH TYPE	Handgun
MATCH LEVEL	Level III
MATCH START DATE	2026-07-17
MATCH END DATE	2026-07-19
VENUE / LOCATION	Laholms Pistolskytteklubb
CITY	Laholm
COUNTRY	Sweden
MATCH WEBSITE	—

ORGANIZER INFORMATION

HOST CLUB / ORGANIZATION	Laholms Pistolskytteklubb
MATCH DIRECTOR NAME	Pär Hylander
MATCH DIRECTOR EMAIL	par.hylander@gmail.com
MATCH DIRECTOR PHONE	0793587627
MATCH DIRECTOR IPSC ID	190
RANGE MASTER NAME	Jonas Forslund
RANGE MASTER EMAIL	lfr.forslund@yahoo.se
RANGE MASTER IPSC ID	—

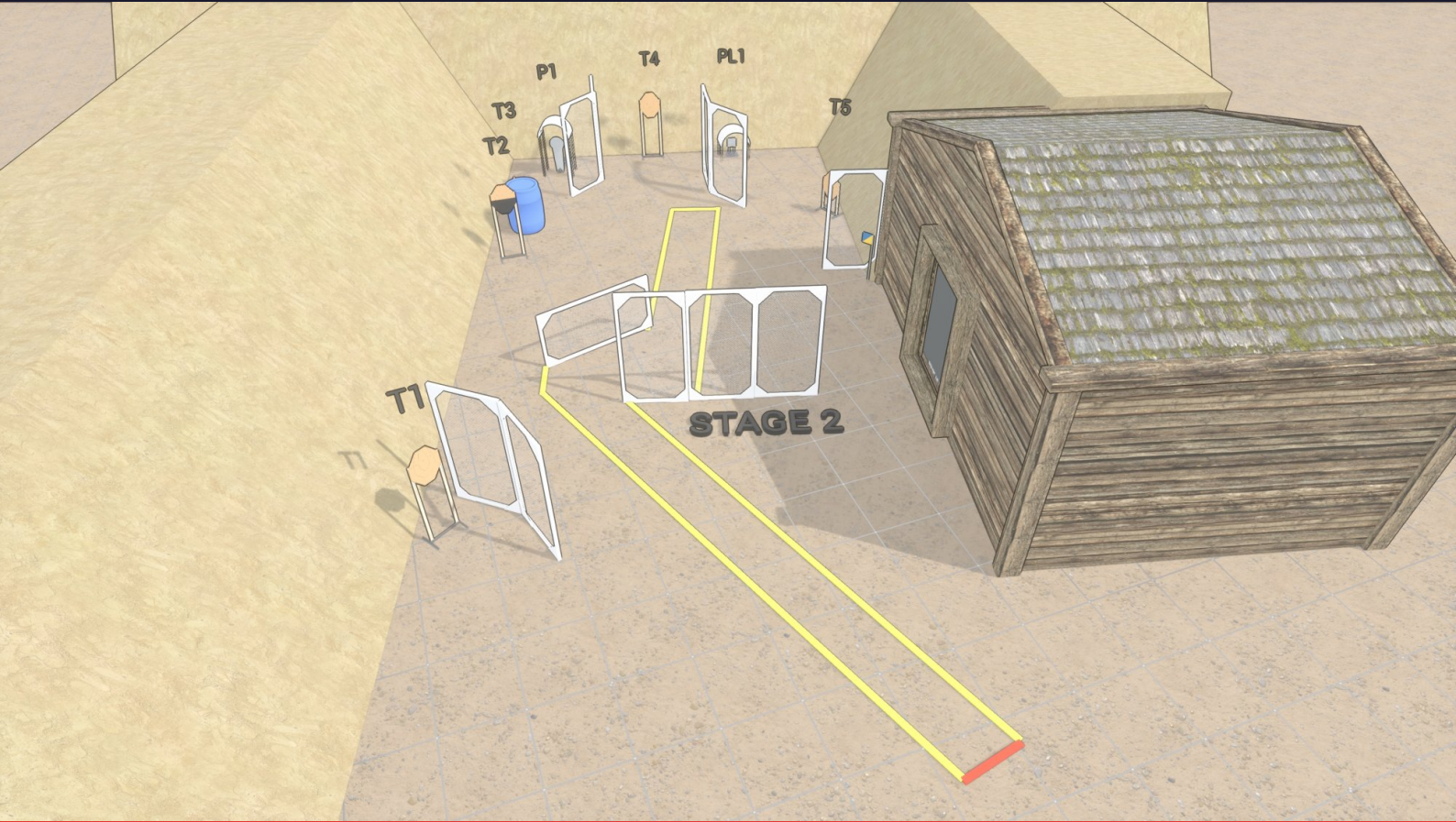
MATCH DETAILS

NUMBER OF STAGES (SET TO GENERATE STAGES)	13
MINIMUM ROUND COUNT	229
COMPETITORS (MAIN-MATCH)	126
COMPETITORS (PRE-MATCH)	45
DIVISIONS	Open, Standard, Production, Production Optics, Optics, Classic, Revolver
CATEGORIES	Overall, Lady, Grand Junior, Lady Grand Junior, Super Junior, Lady Super Junior, Junior, Lady Junior, Senior, Lady Senior, Super Senior, Grand Senior



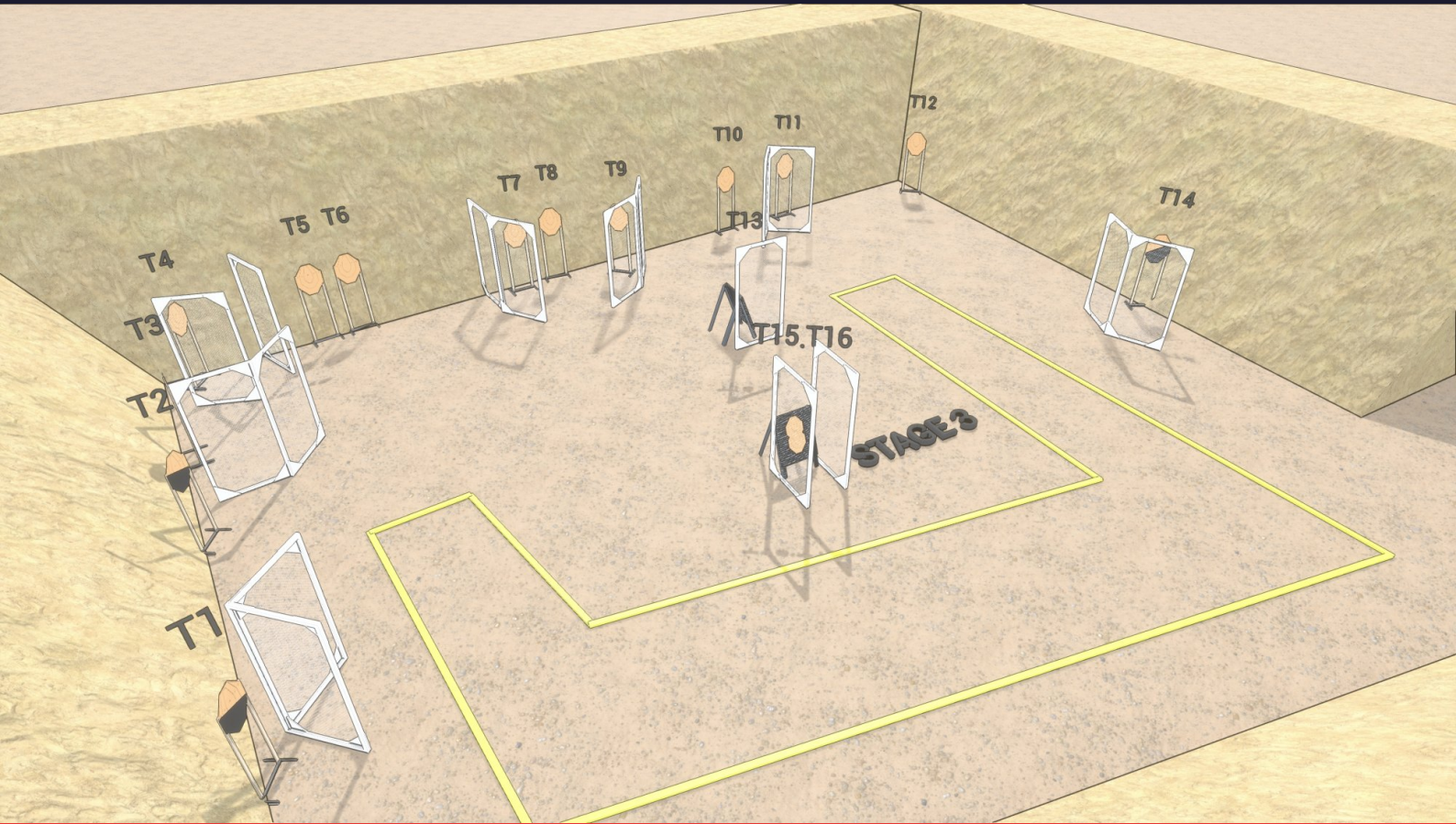
MINIMUM NUMBER OF ROUNDS REQUIRED	32
FIREARM READY CONDITION	Loaded and holstered
COMPETITOR READY CONDITION	Standing as per Rule 3.2.2, Section 8.2 and Appendix E2
START POSITION	Anywhere within designated area
TIME STARTS	On audible start signal
PROCEDURE	On signal engage all targets

SCORING TARGETS	
IPSC Target	15
IPSC Mini Target	—
IPSC Popper	—
IPSC Mini Popper	—
IPSC Metal Plate	2



MINIMUM NUMBER OF ROUNDS REQUIRED	12
FIREARM READY CONDITION	Loaded and holstered
COMPETITOR READY CONDITION	Standing as per Rule 3.2.2, Section 8.2 and Appendix E2
START POSITION	Standing, foot touching mark
TIME STARTS	On audible start signal
PROCEDURE	On signal engage all targets

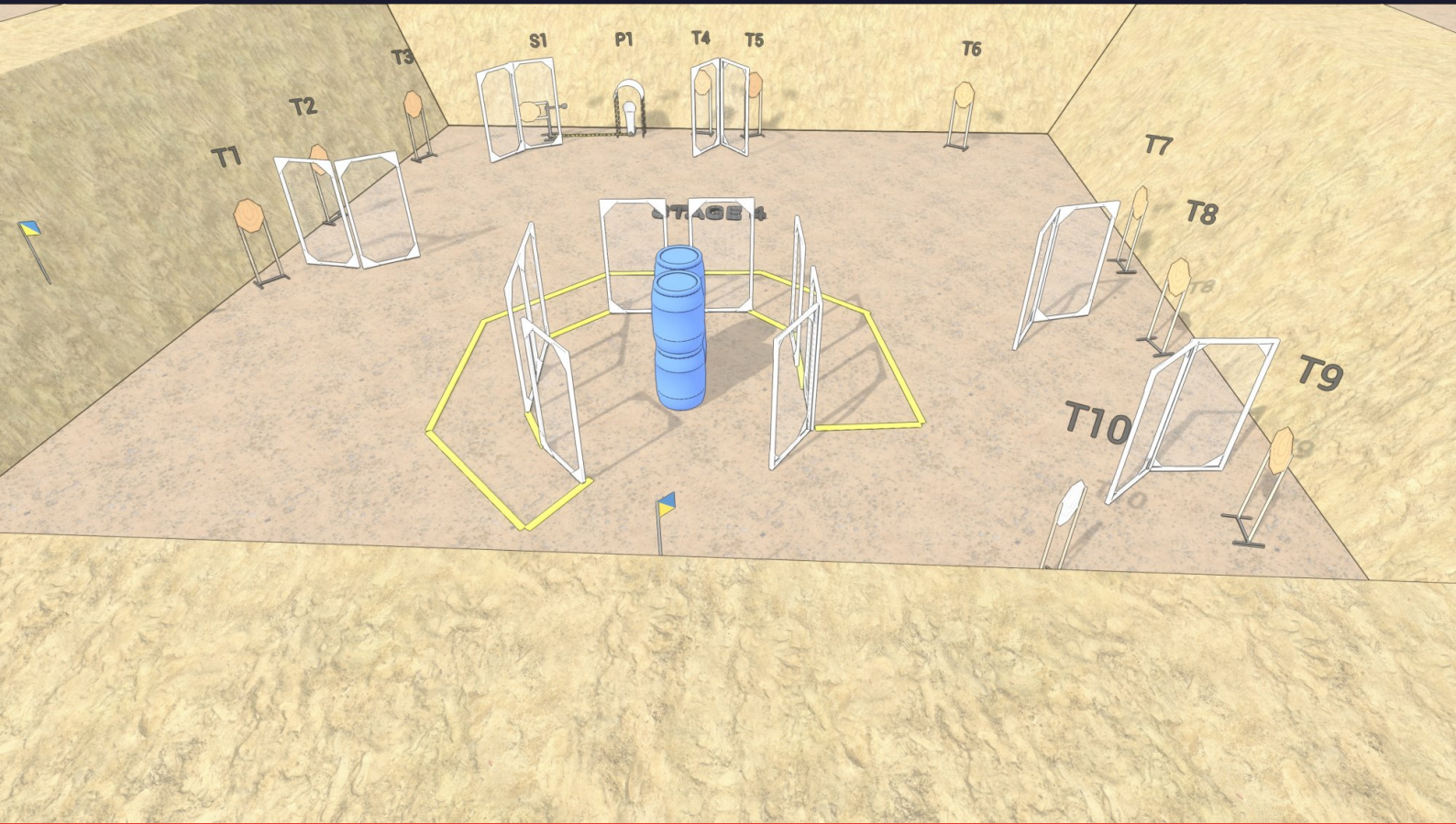
SCORING TARGETS	
IPSC Target	5
IPSC Mini Target	—
IPSC Popper	1
IPSC Mini Popper	—
IPSC Metal Plate	1



MINIMUM NUMBER OF ROUNDS REQUIRED	32
FIREARM READY CONDITION	Loaded and holstered
COMPETITOR READY CONDITION	Standing as per Rule 3.2.2, Section 8.2 and Appendix E2
START POSITION	Anywhere within designated area
TIME STARTS	On audible start signal
PROCEDURE	On signal engage all targets

SCORING TARGETS

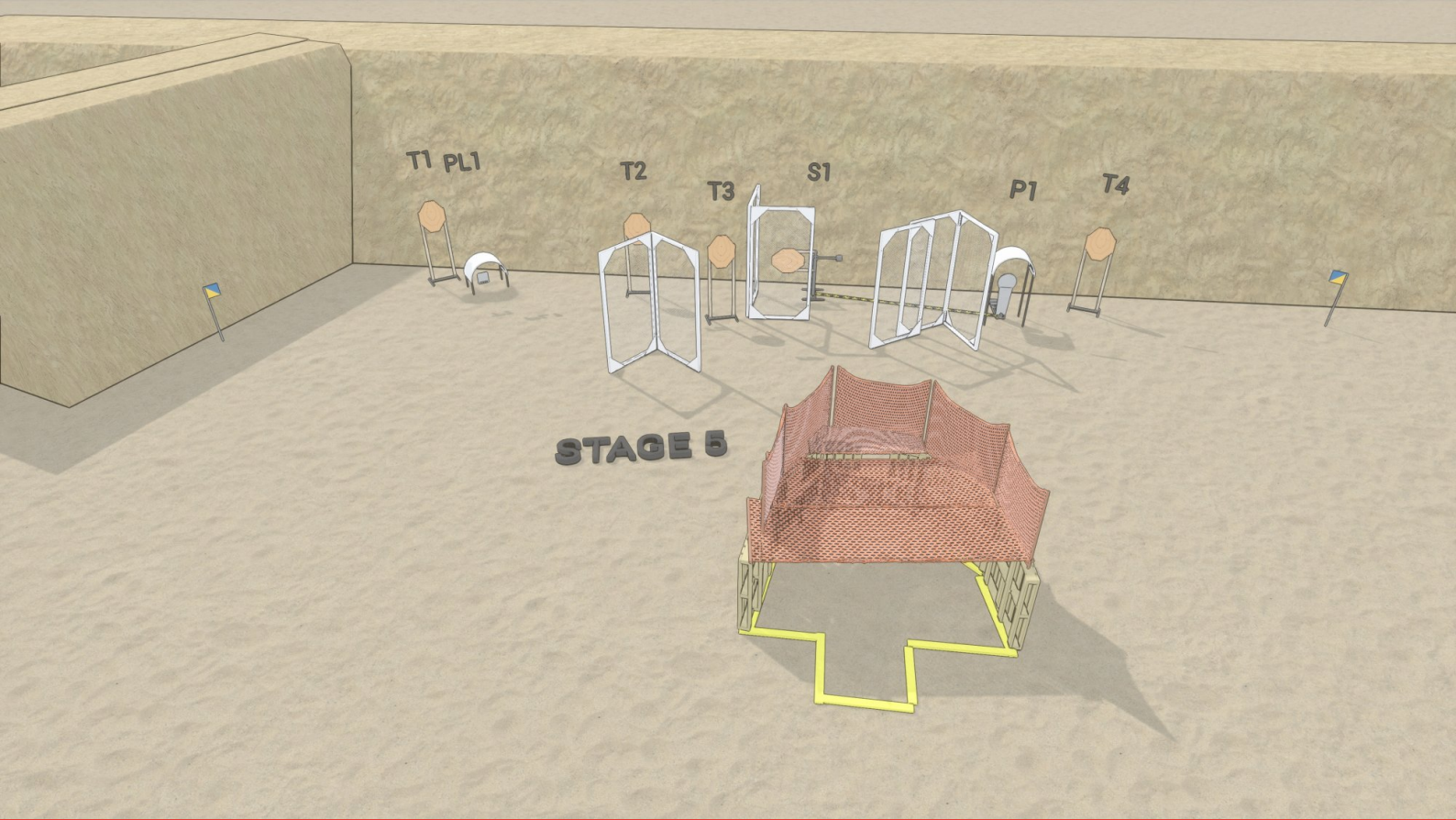
IPSC Target	16
IPSC Mini Target	—
IPSC Popper	—
IPSC Mini Popper	—
IPSC Metal Plate	—



MINIMUM NUMBER OF ROUNDS REQUIRED	23
FIREARM READY CONDITION	Loaded and holstered
COMPETITOR READY CONDITION	Standing as per Rule 3.2.2, Section 8.2 and Appendix E2
START POSITION	Anywhere within designated area
TIME STARTS	On audible start signal
PROCEDURE	On signal engage all targets, Popper 1 activates S1 which remains visible at rest

SCORING TARGETS

IPSC Target	11
IPSC Mini Target	—
IPSC Popper	1
IPSC Mini Popper	—
IPSC Metal Plate	—



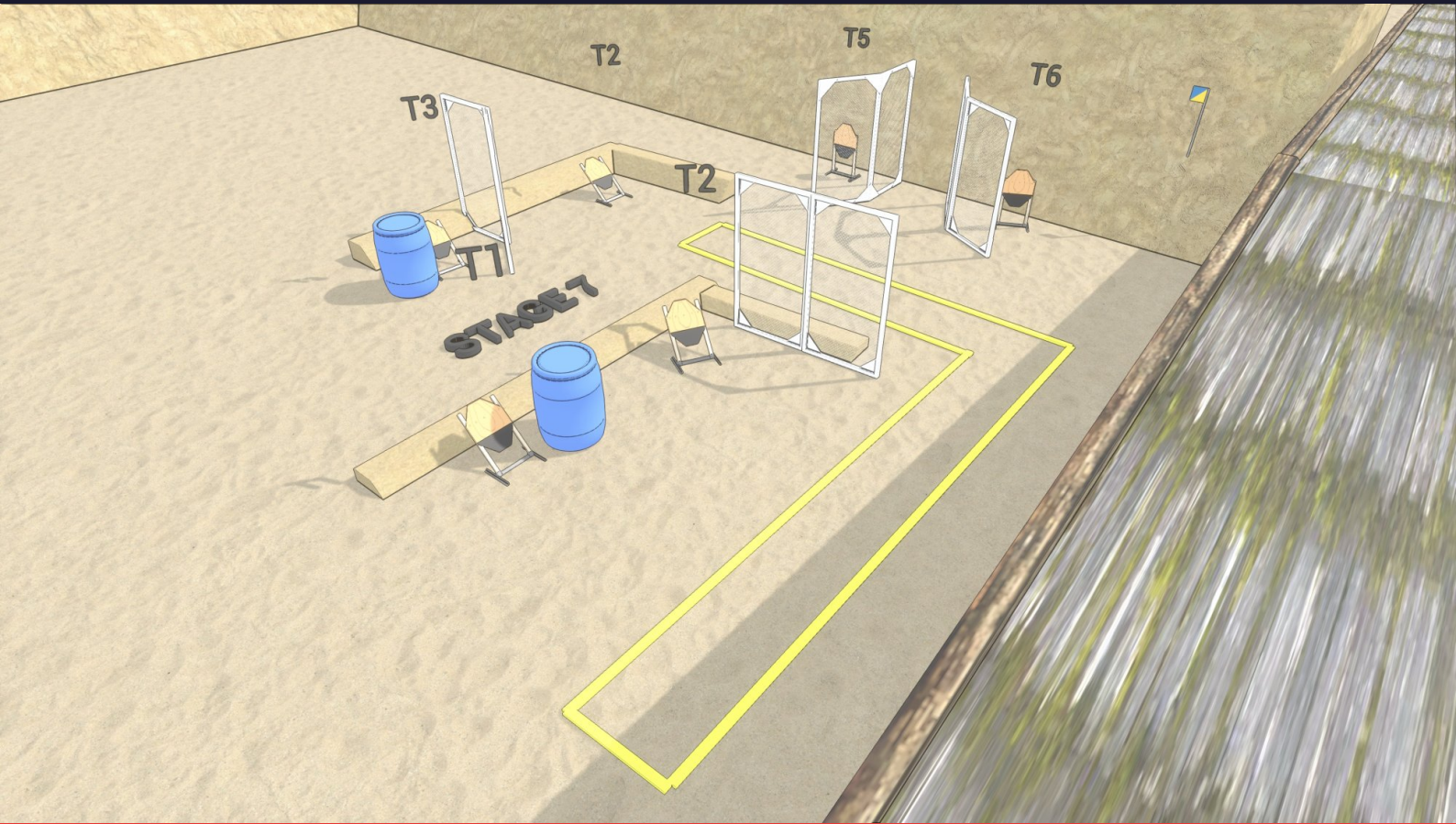
MINIMUM NUMBER OF ROUNDS REQUIRED	12
FIREARM READY CONDITION	Loaded and holstered
COMPETITOR READY CONDITION	Standing as per Rule 3.2.2, Section 8.2 and Appendix E2
START POSITION	Anywhere within designated area
TIME STARTS	On audible start signal
PROCEDURE	On signal engage all targets, Popper P1 activates moving target S1 which remains visible at rest

SCORING TARGETS	
IPSC Target	5
IPSC Mini Target	—
IPSC Popper	1
IPSC Mini Popper	—
IPSC Metal Plate	1



MINIMUM NUMBER OF ROUNDS REQUIRED	12
FIREARM READY CONDITION	Loaded and holstered, empty chamber
COMPETITOR READY CONDITION	Standing as per Rule 3.2.2, Section 8.2 and Appendix E2
START POSITION	Anywhere within designated area
TIME STARTS	On audible start signal
PROCEDURE	On signal engage all targets

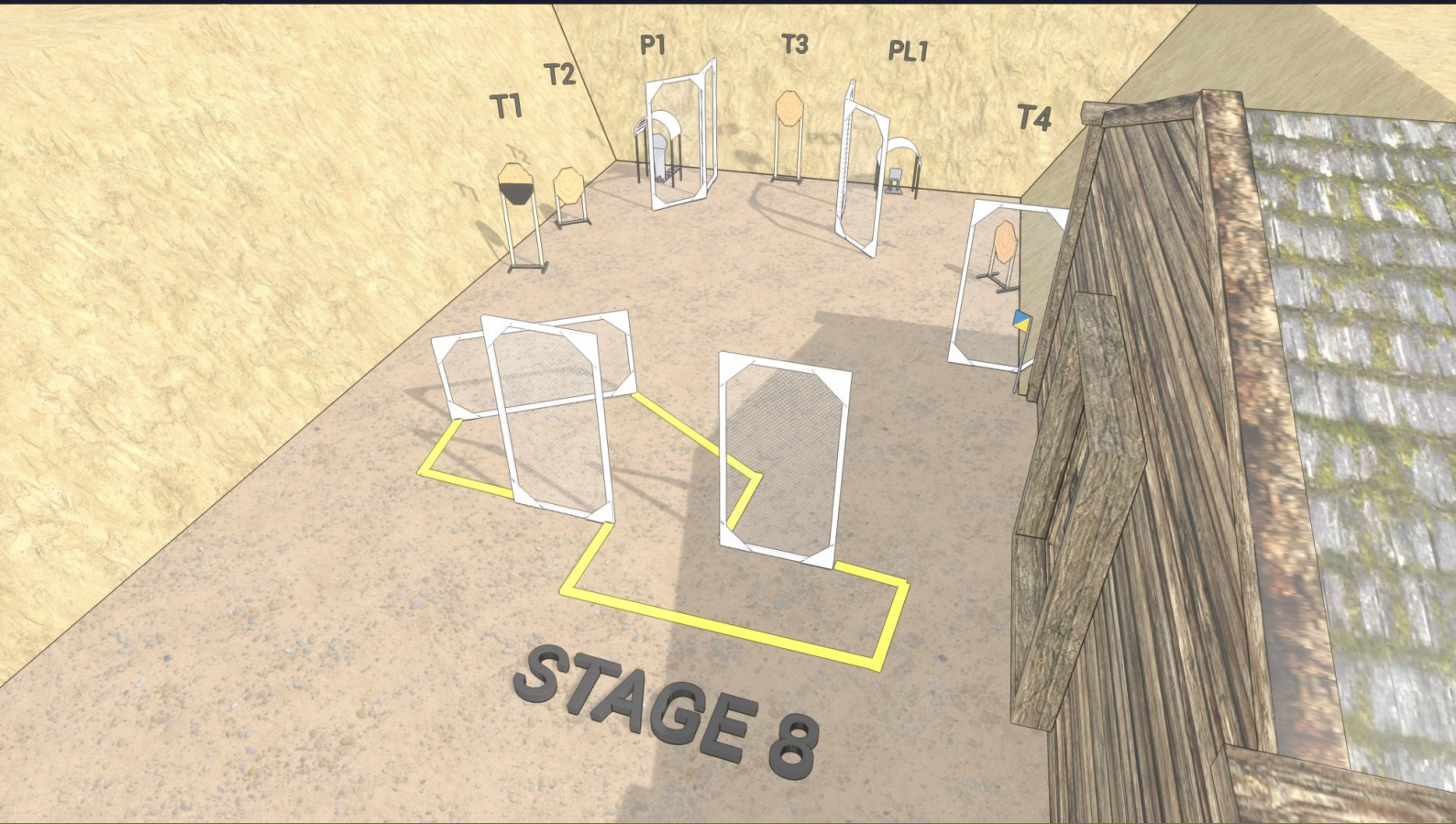
SCORING TARGETS	
IPSC Target	6
IPSC Mini Target	—
IPSC Popper	—
IPSC Mini Popper	—
IPSC Metal Plate	—



MINIMUM NUMBER OF ROUNDS REQUIRED	12
FIREARM READY CONDITION	Loaded and holstered
COMPETITOR READY CONDITION	Standing as per Rule 3.2.2, Section 8.2 and Appendix E2
START POSITION	Anywhere within designated area
TIME STARTS	On audible start signal
PROCEDURE	On signal engage all targets

SCORING TARGETS

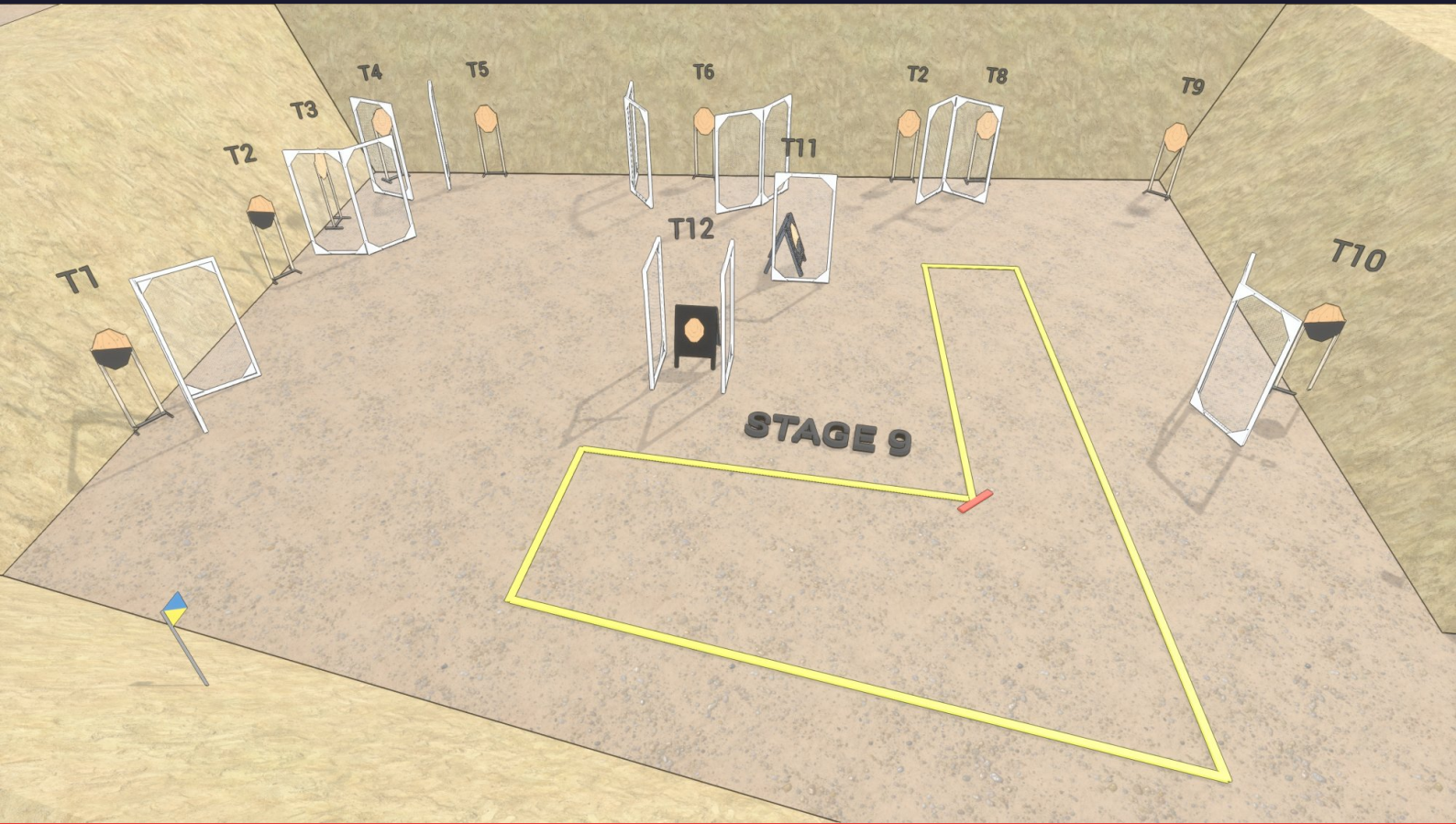
IPSC Target	6
IPSC Mini Target	—
IPSC Popper	—
IPSC Mini Popper	—
IPSC Metal Plate	—



MINIMUM NUMBER OF ROUNDS REQUIRED	10
FIREARM READY CONDITION	Loaded and holstered
COMPETITOR READY CONDITION	Standing as per Rule 3.2.2, Section 8.2 and Appendix E2
START POSITION	Anywhere within designated area
TIME STARTS	On audible start signal
PROCEDURE	On signal engage all targets

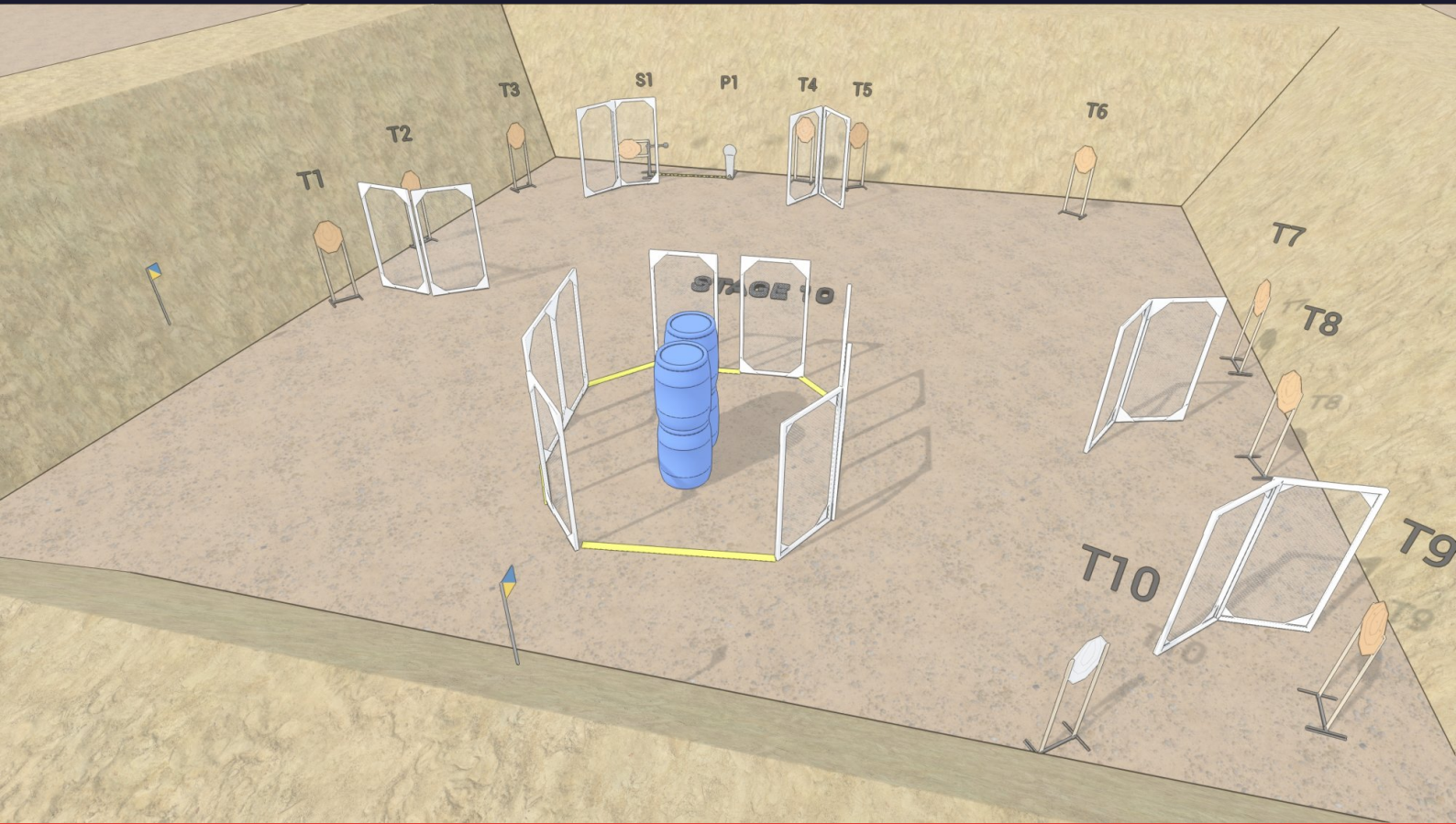
SCORING TARGETS

IPSC Target	4
IPSC Mini Target	—
IPSC Popper	1
IPSC Mini Popper	—
IPSC Metal Plate	1



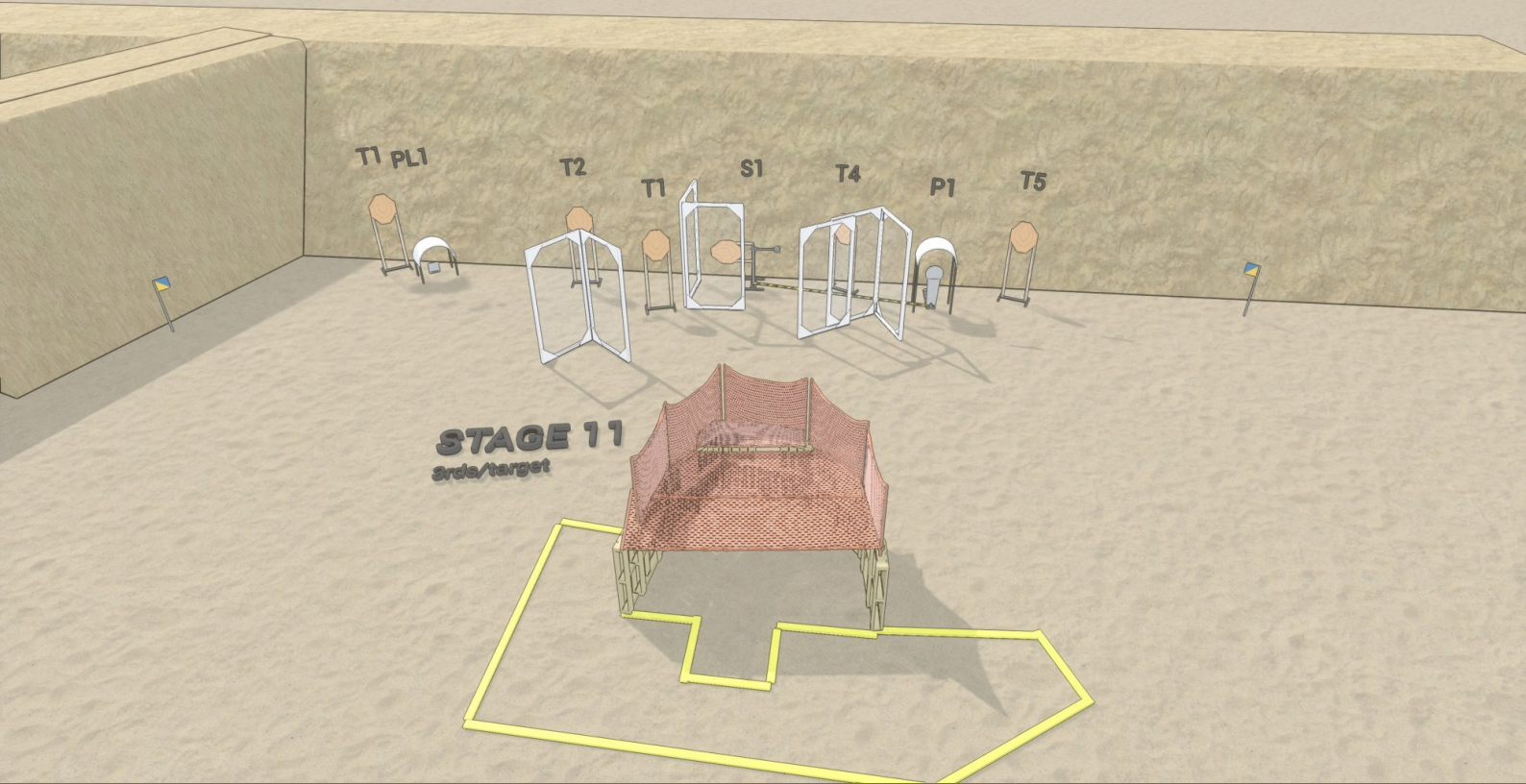
MINIMUM NUMBER OF ROUNDS REQUIRED	24
FIREARM READY CONDITION	Loaded and holstered
COMPETITOR READY CONDITION	Standing as per Rule 3.2.2, Section 8.2 and Appendix E2
START POSITION	Standing, foot touching mark
TIME STARTS	On audible start signal
PROCEDURE	On signal engage all targets

SCORING TARGETS	
IPSC Target	12
IPSC Mini Target	—
IPSC Popper	—
IPSC Mini Popper	—
IPSC Metal Plate	—



MINIMUM NUMBER OF ROUNDS REQUIRED	23
FIREARM READY CONDITION	Loaded and holstered
COMPETITOR READY CONDITION	Standing as per Rule 3.2.2, Section 8.2 and Appendix E2
START POSITION	Anywhere within designated area
TIME STARTS	On audible start signal
PROCEDURE	On signal engage all targets. Popper P1 activates moving target S1 that remains visible at rest.

SCORING TARGETS	
IPSC Target	11
IPSC Mini Target	—
IPSC Popper	1
IPSC Mini Popper	—
IPSC Metal Plate	—



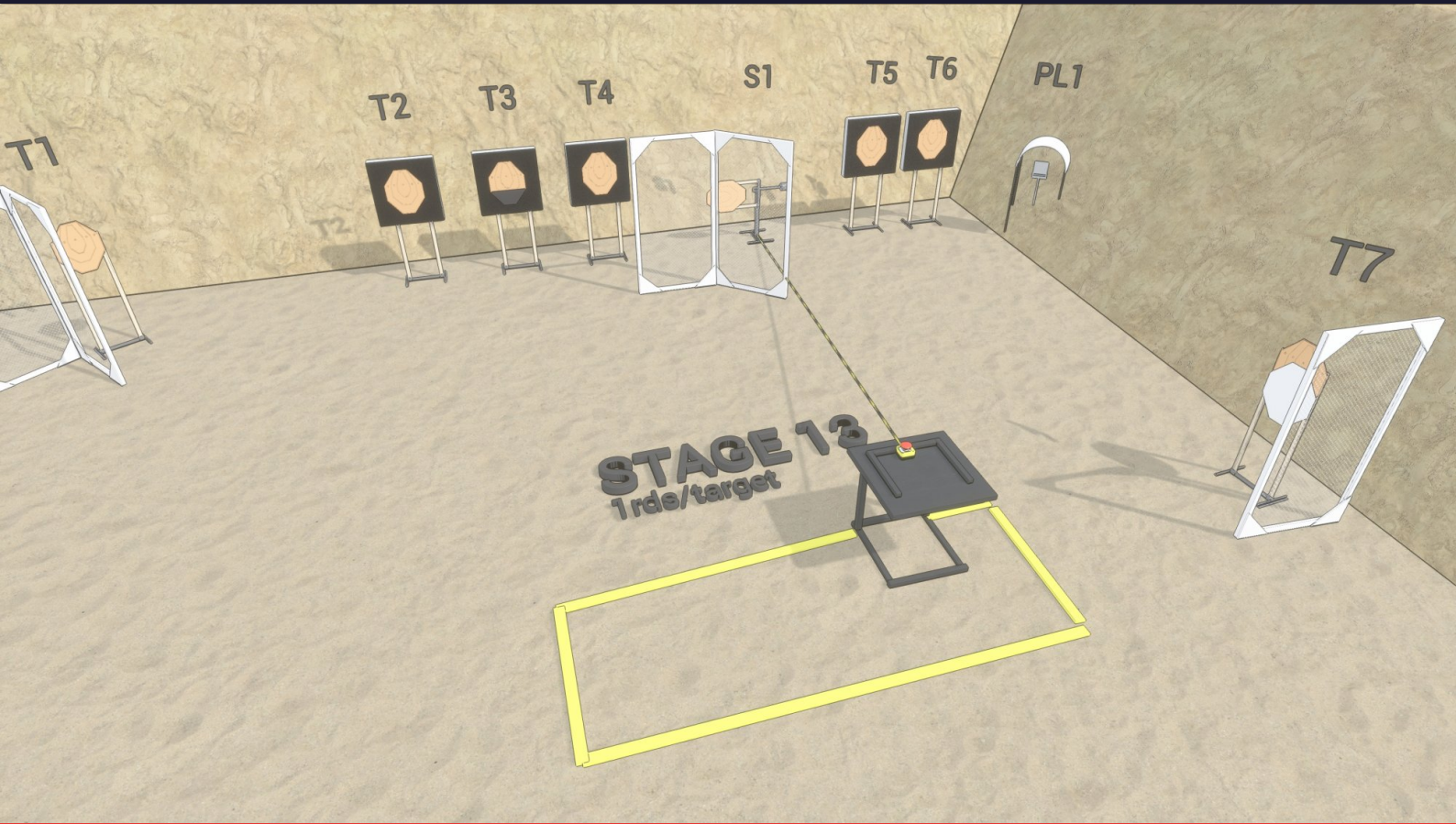
MINIMUM NUMBER OF ROUNDS REQUIRED	20
SCORING HITS FOR PAPER TARGET	3
FIREARM READY CONDITION	Loaded and holstered
COMPETITOR READY CONDITION	Standing as per Rule 3.2.2, Section 8.2 and Appendix E2
START POSITION	Anywhere within designated area
TIME STARTS	On audible start signal
PROCEDURE	On signal engage target, Popper P1 activates moving target S1 which remains visible at rest

SCORING TARGETS	
IPSC Target	6
IPSC Mini Target	—
IPSC Popper	1
IPSC Mini Popper	—
IPSC Metal Plate	1



MINIMUM NUMBER OF ROUNDS REQUIRED	8
FIREARM READY CONDITION	Loaded, on table, gun pointed downrange
COMPETITOR READY CONDITION	Standing as per Rule 3.2.2, Section 8.2 and Appendix E2
START POSITION	Standing, fingers touching marks
TIME STARTS	On audible start signal
PROCEDURE	On signal engage all targets. Pulling rope shows T3 and hides T2.

SCORING TARGETS	
IPSC Target	4
IPSC Mini Target	—
IPSC Popper	—
IPSC Mini Popper	—
IPSC Metal Plate	—



MINIMUM NUMBER OF ROUNDS REQUIRED	9
SCORING HITS FOR PAPER TARGET	1
FIREARM READY CONDITION	Loaded and holstered
COMPETITOR READY CONDITION	Standing as per Rule 3.2.2, Section 8.2 and Appendix E2
START POSITION	Anywhere within designated area
TIME STARTS	On audible start signal
PROCEDURE	On signal engage all targets. Pushing button shows (faces) target T2 to T6 for a brief period of time and activates moving target S1. T2 to T6 are disappearing and S1 is visible at rest. Sequence can only be activated once.

SCORING TARGETS	
IPSC Target	9
IPSC Mini Target	—
IPSC Popper	—
IPSC Mini Popper	—
IPSC Metal Plate	—