

Porsgrunn Pistolklubb

Invites to

Porsgrunn Open 2026 – NM Irons

Handgun Level 3



About the match:

Match consists of 13 stages with balance as shown below.

All paper targets are tan, while no-shoots are white.

All steel targets are white, while no-shoot steels are red.

Stage balance	
Short	6
Medium	5
Long	2

Food:

Food and beverage are available at the kiosk located close to the vendor area and admin.

Toilets:

Toilets are available at both north and south corner of the range.

Shootoff:

There will be a shoot off happening after last squad and before award ceremony. Please see PVAS tent for more information and rules regarding attending shoot off.

Special prizes are to be revealed during the match!

Our matchsponsors:



Main match Schedule:

Main Match - Saturday	Competitors: Be at your stage no later than 07.30. Briefing 10 min before start													
Start- End	Stage 01	Stage 02	Stage 03	Stage 04	Stage 05	Stage 06	Stage 07	Stage 08	Stage 09	Stage 10	Stage 11	Stage 12	Stage 13	Stage 14
08:00 – 08:30	SQ 01	SQ 02	SQ 03	SQ 04	SQ 05	SQ 06	SQ 07	SQ 08	SQ 09	SQ 10	SQ 11	SQ 12	SQ 13	SQ 14
08:30 – 09:00	SQ 14	SQ 01	SQ 02	SQ 03	SQ 04	SQ 05	SQ 06	SQ 07	SQ 08	SQ 09	SQ 10	SQ 11	SQ 12	SQ 13
09:00 – 09:30	SQ 13	SQ 14	SQ 01	SQ 02	SQ 03	SQ 04	SQ 05	SQ 06	SQ 07	SQ 08	SQ 09	SQ 10	SQ 11	SQ 12
09:30 – 10:00	SQ 12	SQ 13	SQ 14	SQ 01	SQ 02	SQ 03	SQ 04	SQ 05	SQ 06	SQ 07	SQ 08	SQ 09	SQ 10	SQ 11
10:00 – 10:30	SQ 11	SQ 12	SQ 13	SQ 14	SQ 01	SQ 02	SQ 03	SQ 04	SQ 05	SQ 06	SQ 07	SQ 08	SQ 09	SQ 10
10:30 – 11:00	SQ 10	SQ 11	SQ 12	SQ 13	SQ 14	SQ 01	SQ 02	SQ 03	SQ 04	SQ 05	SQ 06	SQ 07	SQ 08	SQ 09
11:00 – 11:30	SQ 09	SQ 10	SQ 11	SQ 12	SQ 13	SQ 14	SQ 01	SQ 02	SQ 03	SQ 04	SQ 05	SQ 06	SQ 07	SQ 08
11:30 – 12:00	SQ 08	SQ 09	SQ 10	SQ 11	SQ 12	SQ 13	SQ 14	SQ 01	SQ 02	SQ 03	SQ 04	SQ 05	SQ 06	SQ 07
12:00 – 12:30	SQ 07	SQ 08	SQ 09	SQ 10	SQ 11	SQ 12	SQ 13	SQ 14	SQ 01	SQ 02	SQ 03	SQ 04	SQ 05	SQ 06
12:30 – 13:30	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
13:30 – 14:00	SQ 15	SQ 16	SQ 17	SQ 18	SQ 19	SQ 20	SQ 21	SQ 22	SQ 23	SQ 24	SQ 25	SQ 26	SQ 27	SQ 28
14:00 – 14:30	SQ 28	SQ 15	SQ 16	SQ 17	SQ 18	SQ 19	SQ 20	SQ 21	SQ 22	SQ 23	SQ 24	SQ 25	SQ 26	SQ 27
14:30 – 15:00	SQ 27	SQ 28	SQ 15	SQ 16	SQ 17	SQ 18	SQ 19	SQ 20	SQ 21	SQ 22	SQ 23	SQ 24	SQ 25	SQ 26
15:00 – 15:30	SQ 26	SQ 27	SQ 28	SQ 15	SQ 16	SQ 17	SQ 18	SQ 19	SQ 20	SQ 21	SQ 22	SQ 23	SQ 24	SQ 25
15:30 – 16:00	SQ 25	SQ 26	SQ 27	SQ 28	SQ 15	SQ 16	SQ 17	SQ 18	SQ 19	SQ 20	SQ 21	SQ 22	SQ 23	SQ 24
16:00 – 16:30	SQ 24	SQ 25	SQ 26	SQ 27	SQ 28	SQ 15	SQ 16	SQ 17	SQ 18	SQ 19	SQ 20	SQ 21	SQ 22	SQ 23
16:30 – 17:00	SQ 23	SQ 24	SQ 25	SQ 26	SQ 27	SQ 28	SQ 15	SQ 16	SQ 17	SQ 18	SQ 19	SQ 20	SQ 21	SQ 22
17:00 – 17:30	SQ 22	SQ 23	SQ 24	SQ 25	SQ 26	SQ 27	SQ 28	SQ 15	SQ 16	SQ 17	SQ 18	SQ 19	SQ 20	SQ 21
17:30 – 18:00	SQ 21	SQ 22	SQ 23	SQ 24	SQ 25	SQ 26	SQ 27	SQ 28	SQ 15	SQ 16	SQ 17	SQ 18	SQ 19	SQ 20
18:00 – 18:30	Verify Day 1													
18:30 – 21:00	Crew Dinner													

Main Match - Sunday	Competitors: Be at your stage no later than 08.00. Briefing 10 min before start													
Start- End	Stage 01	Stage 02	Stage 03	Stage 04	Stage 05	Stage 06	Stage 07	Stage 08	Stage 09	Stage 10	Stage 11	Stage 12	Stage 13	Stage 14
08:30 – 09:00	SQ 20	SQ 21	SQ 22	SQ 23	SQ 24	SQ 25	SQ 26	SQ 27	SQ 28	SQ 15	SQ 16	SQ 17	SQ 18	SQ 19
09:00 – 09:30	SQ 19	SQ 20	SQ 21	SQ 22	SQ 23	SQ 24	SQ 25	SQ 26	SQ 27	SQ 28	SQ 15	SQ 16	SQ 17	SQ 18
09:30 – 10:00	SQ 18	SQ 19	SQ 20	SQ 21	SQ 22	SQ 23	SQ 24	SQ 25	SQ 26	SQ 27	SQ 28	SQ 15	SQ 16	SQ 17
10:00 – 10:30	SQ 17	SQ 18	SQ 19	SQ 20	SQ 21	SQ 22	SQ 23	SQ 24	SQ 25	SQ 26	SQ 27	SQ 28	SQ 15	SQ 16
10:30 – 11:00	SQ 16	SQ 17	SQ 18	SQ 19	SQ 20	SQ 21	SQ 22	SQ 23	SQ 24	SQ 25	SQ 26	SQ 27	SQ 28	SQ 15
11:00 – 12:00	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
12:00 – 12:30	SQ 06	SQ 07	SQ 08	SQ 09	SQ 10	SQ 11	SQ 12	SQ 13	SQ 14	SQ 01	SQ 02	SQ 03	SQ 04	SQ 05
12:30 – 13:00	SQ 05	SQ 06	SQ 07	SQ 08	SQ 09	SQ 10	SQ 11	SQ 12	SQ 13	SQ 14	SQ 01	SQ 02	SQ 03	SQ 04
13:00 – 13:30	SQ 04	SQ 05	SQ 06	SQ 07	SQ 08	SQ 09	SQ 10	SQ 11	SQ 12	SQ 13	SQ 14	SQ 01	SQ 02	SQ 03
13:30 – 14:00	SQ 03	SQ 04	SQ 05	SQ 06	SQ 07	SQ 08	SQ 09	SQ 10	SQ 11	SQ 12	SQ 13	SQ 14	SQ 01	SQ 02
14:00 – 14:30	SQ 02	SQ 03	SQ 04	SQ 05	SQ 06	SQ 07	SQ 08	SQ 09	SQ 10	SQ 11	SQ 12	SQ 13	SQ 14	SQ 01
14:30 – 15:30	Verify + Shootoff													
15:30 – 16:30	Award Ceremony													

Note: Stage 14 is a ghost stage. Please use waiting time to visit our kiosk or vendor area.

Range map:



Welcome to Stage 1

Scoring targets:

IPSC Targets - 11

IPSC Mini Poppers - 2

Minimum Number of Rounds required: 24

Firearm Ready Condition: Loaded and holstered

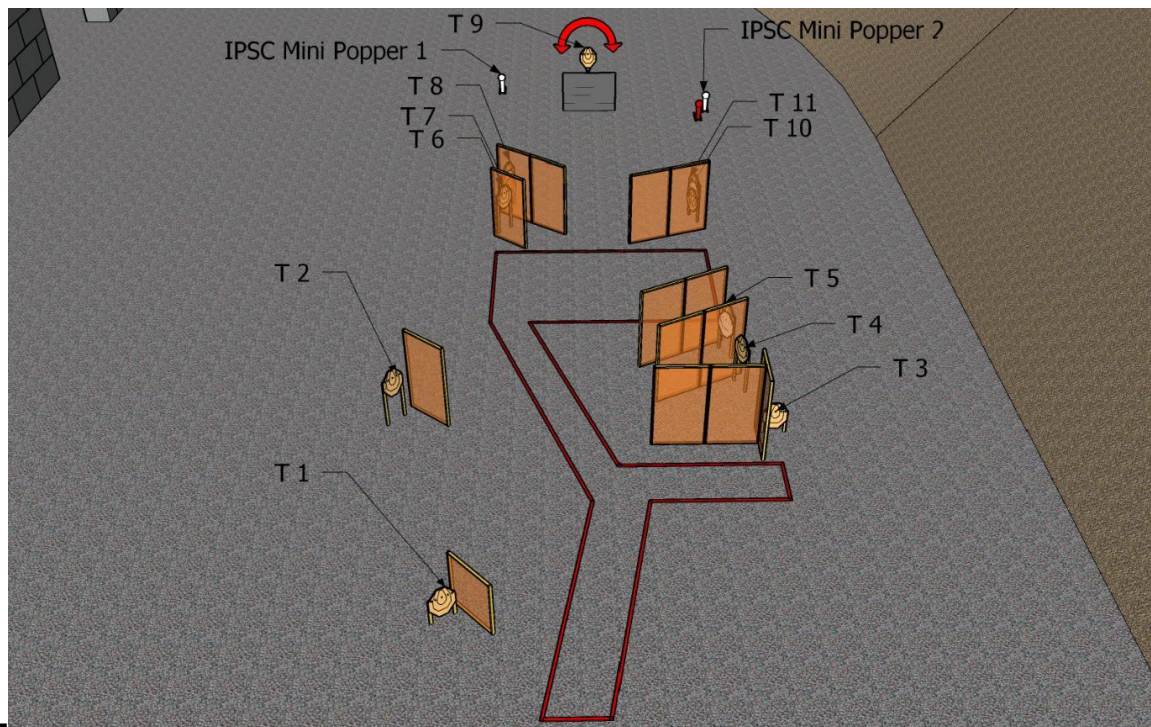
Competitor Ready Condition: Rule 3.2.2, Section 8.2, (Appendix E2)

Start position: Anywhere within designated area

Time starts on audible signal.

PROCEDURE: On Signal Engage All Targets. Popper P2 activates moving target T9, moving targets are visible at rest.

SAFETY ANGLES - Left/Right 90 degrees



Welcome to Stage 2

Scoring targets:

IPSC Targets – 10

IPSC Poppers - 3

Minimum Number of Rounds required: 23

Firearm Ready Condition: Loaded and holstered

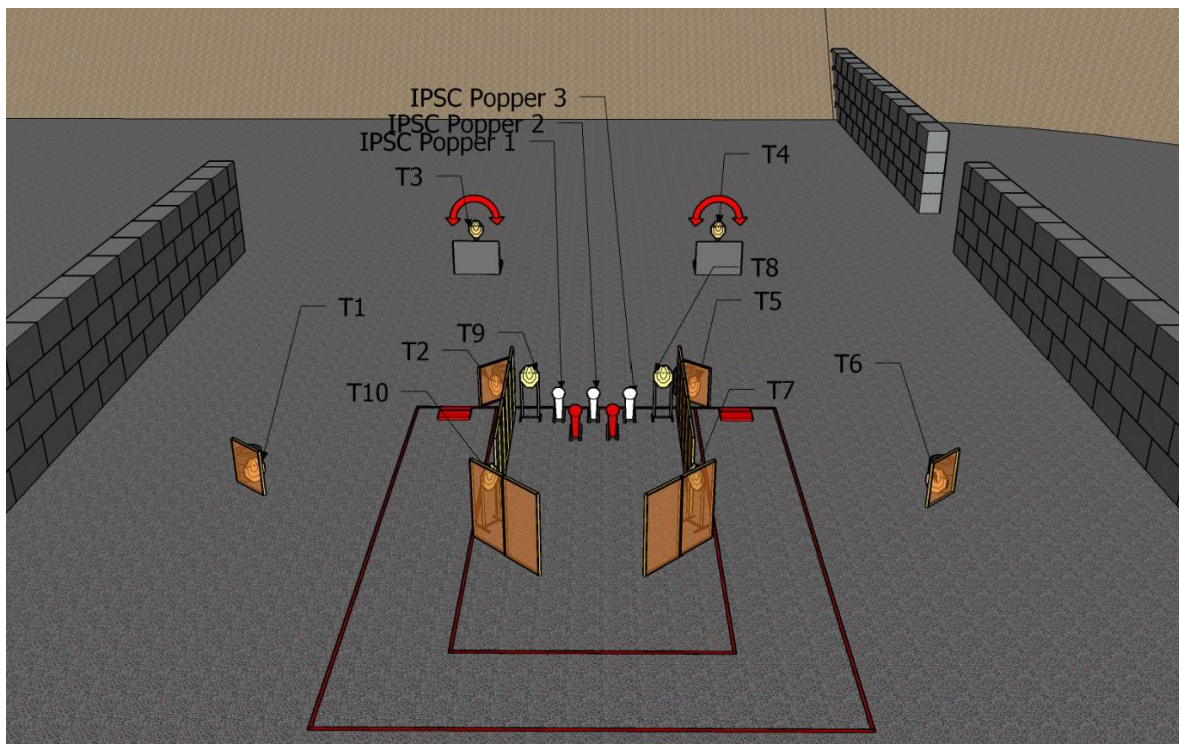
Competitor Ready Condition: Rule 3.2.2, Section 8.2, (Appendix E2)

Start position: Anywhere within designated area

Time starts on audible signal.

PROCEDURE: On Signal Engage All Targets. Left stomp plate will activate moving target T3, Right stomp plate will activate moving target T4. All moving targets are visible at rest.

SAFETY ANGLES - Left/Right 90 degrees



Welcome to Stage 3

Scoring targets

IPSC Targets - 11

IPSC Poppers - 2

Minimum Number of Rounds required: 24

Firearm Ready Condition: Loaded and holstered

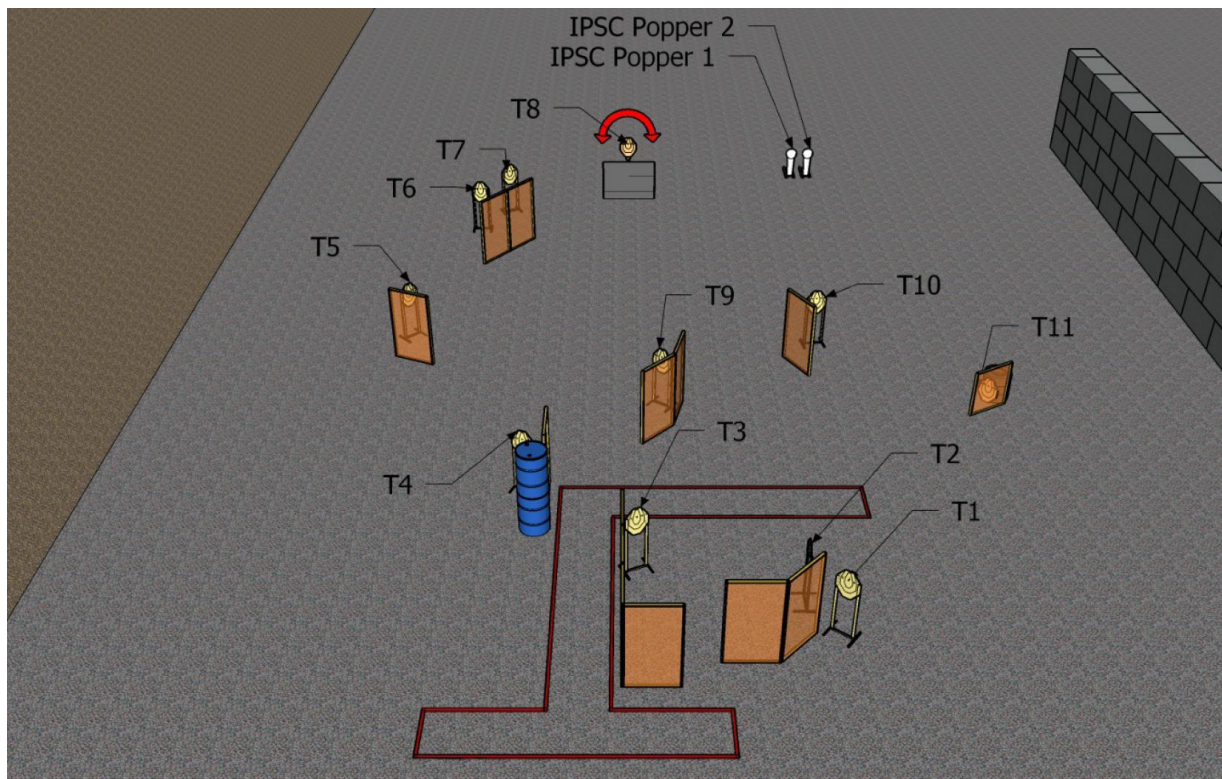
Competitor Ready Condition: Rule 3.2.2, Section 8.2, (Appendix E2)

Start position: Anywhere within designated area

Time starts on audible signal.

PROCEDURE: On Signal Engage All Targets. Popper P1 and P2 activates moving target T8. All moving targets are visible at rest.

SAFETY ANGLES - Left/Right 90 degrees



Welcome to Stage 4

Scoring targets:

IPSC Targets - 15

IPSC Metal Plates - 2

Minimum Number of Rounds required: 32

Firearm Ready Condition: Loaded and holstered

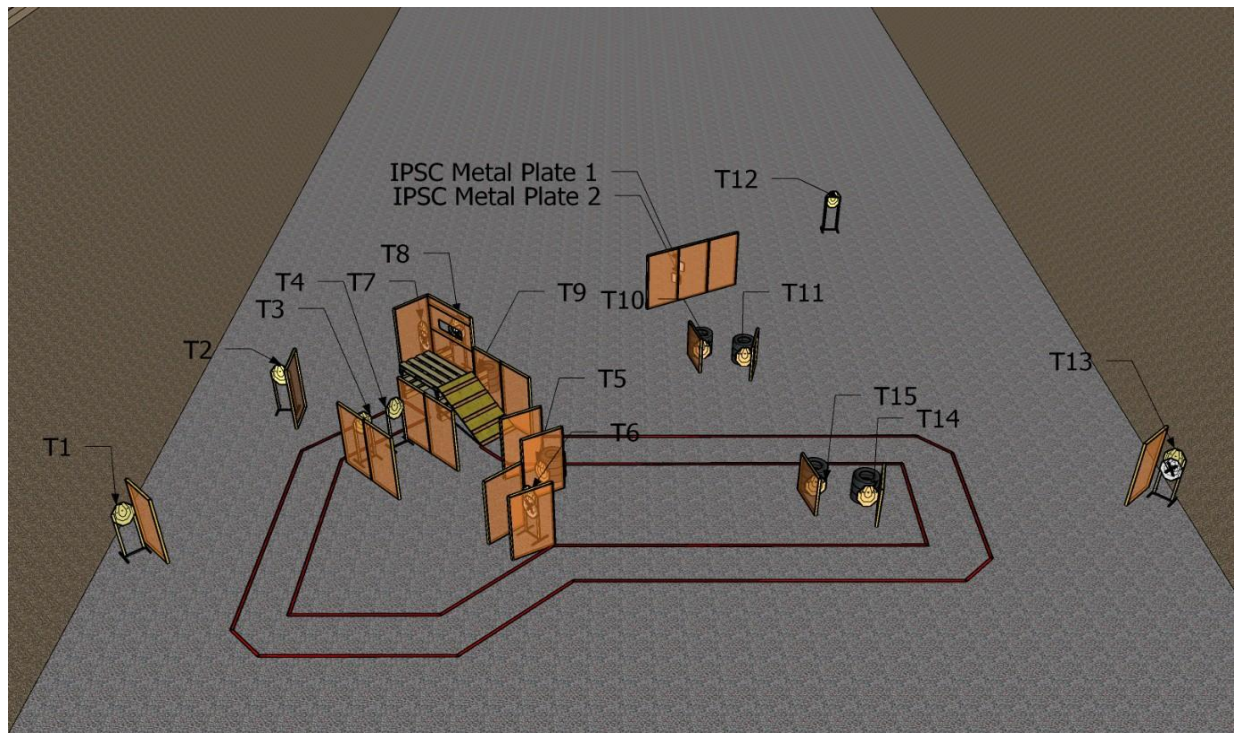
Competitor Ready Condition: Rule 3.2.2, Section 8.2, (Appendix E2)

Start position: Anywhere within designated area

Time starts on audible signal.

PROCEDURE: On Signal Engage All Targets.

SAFETY ANGLES - Left/Right 90 degrees



Welcome to Stage 5

Scoring targets:

IPSC Targets - 4

IPSC Popper - 2

Minimum Number of Rounds required: 10

Firearm Ready Condition: Loaded and holstered

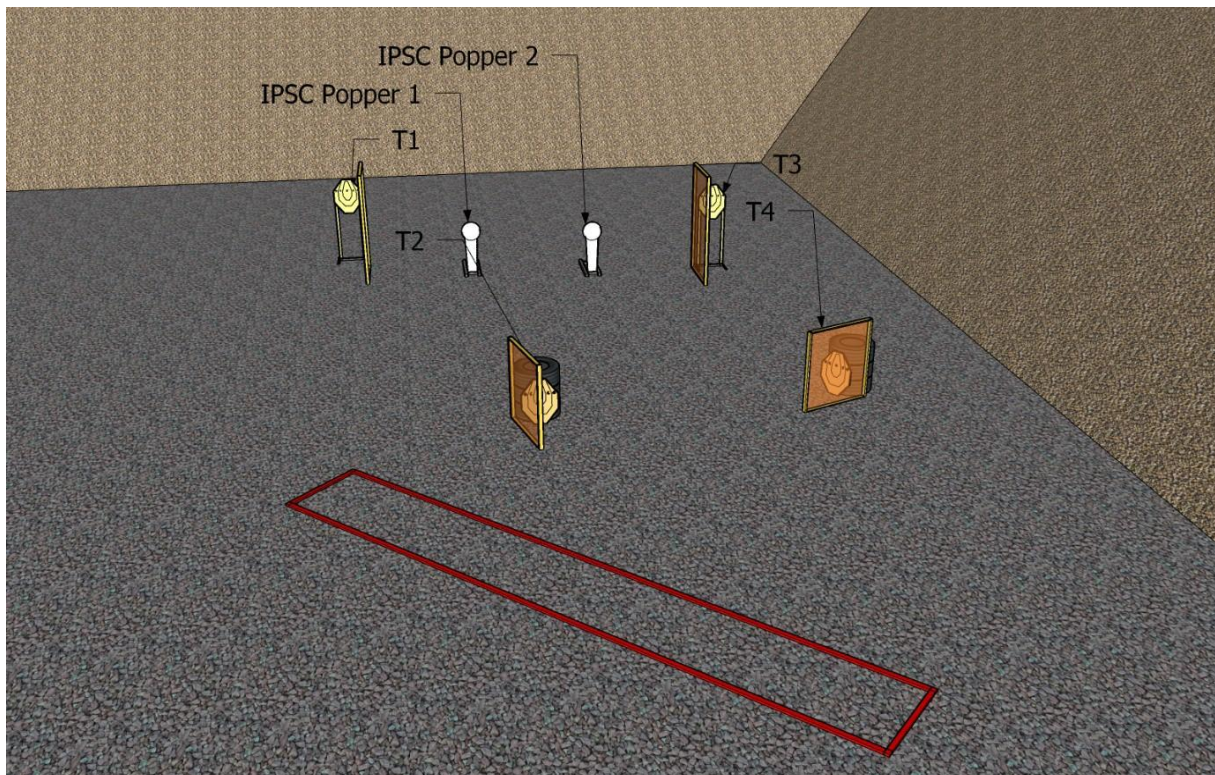
Competitor Ready Condition: Rule 3.2.2, Section 8.2, (Appendix E2)

Start position: Anywhere within designated area

Time starts on audible signal.

PROCEDURE: On Signal Engage All Targets.

SAFETY ANGLES - Left: Red Stick, Right 90 degrees



Welcome to Stage 6

Scoring targets

IPSC Targets - 5

IPSC Mini Popper - 2

Minimum Number of Rounds required: 12

Firearm Ready Condition: Loaded and holstered

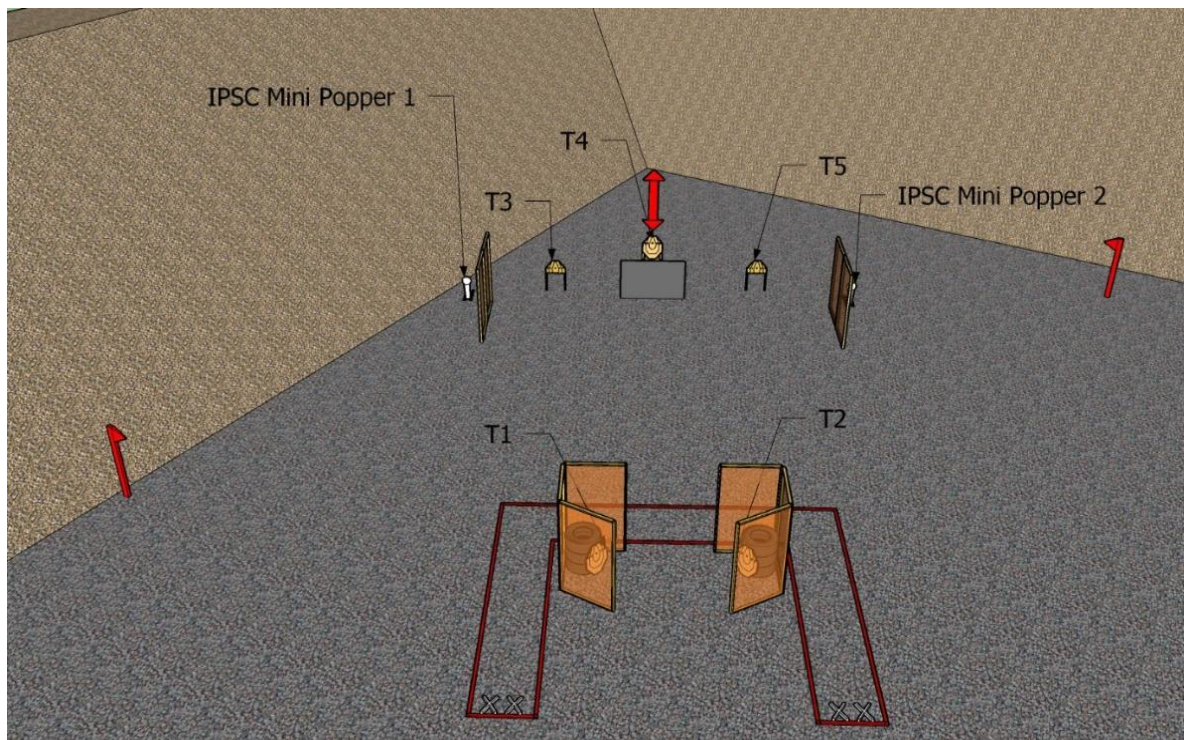
Competitor Ready Condition: Rule 3.2.2, Section 8.2, (Appendix E2)

Start position: Anywhere within designated area

Time starts on audible signal.

PROCEDURE: On Signal Engage All Targets. Popper P2 activates moving target T4, All moving targets are visible at rest.

SAFETY ANGLES: Left/Right 90 degrees



Welcome to Stage 7

Scoring targets:

IPSC Targets - 5

IPSC Mini Poppers - 2

Minimum Number of Rounds required: 12

Firearm Ready Condition: Loaded and holstered

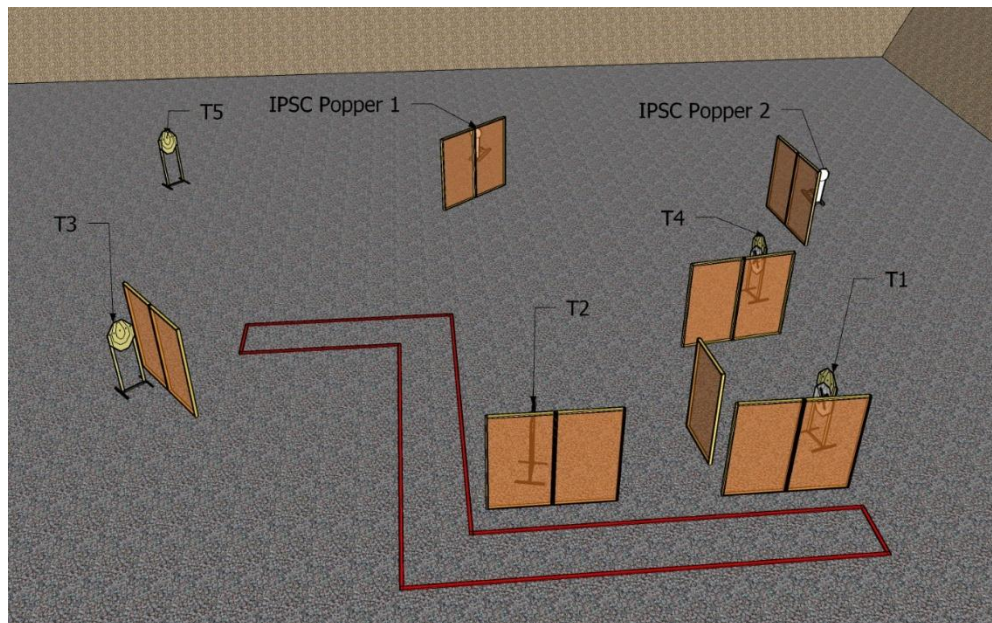
Competitor Ready Condition: Rule 3.2.2, Section 8.2, (Appendix E2)

Start position: Anywhere within designated area

Time starts on audible signal.

PROCEDURE: On Signal Engage All Targets.

SAFETY ANGLES: Left/Right 90 degrees



Welcome to Stage 8

Scoring targets:

IPSC Targets – 5

IPSC Mini Popper – 1

IPSC Metal Plate - 1

Minimum Number of Rounds required: 12

Firearm Ready Condition: Loaded and holstered

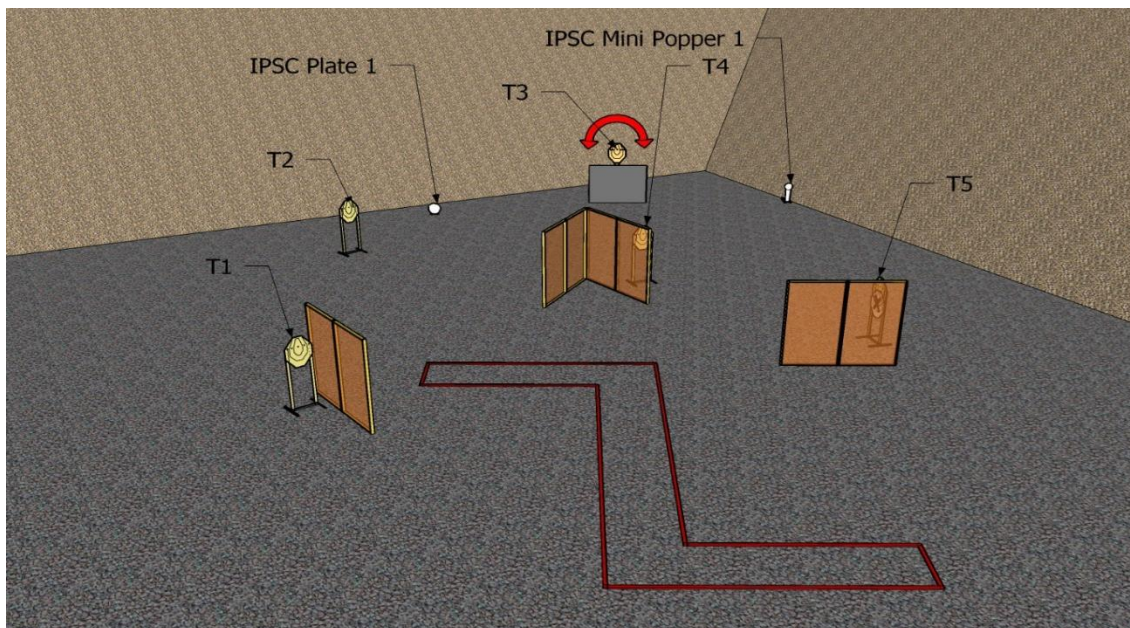
Competitor Ready Condition: Rule 3.2.2, Section 8.2, (Appendix E2)

Start position: Anywhere within designated area

Time starts on audible signal.

PROCEDURE: On Signal Engage Targets. Popper P1 activates moving target T3, All moving targets are visible at rest.

SAFETY ANGLES: Left 90 degrees, Right: Red stick



Welcome to Stage 9

Scoring targets:

IPSC Targets – 10

IPSC Poppers - 4

Minimum Number of Rounds required: 24

Firearm Ready Condition: Loaded and holstered

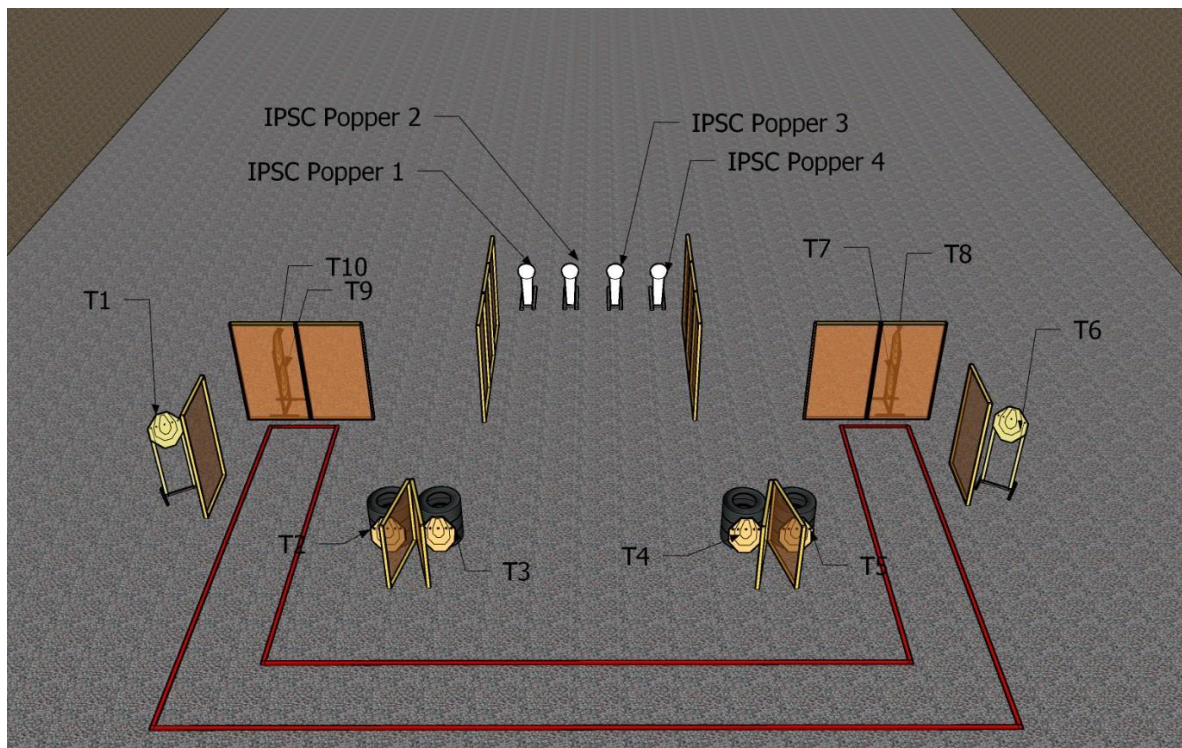
Competitor Ready Condition: Rule 3.2.2, Section 8.2, (Appendix E2)

Start position: Anywhere within designated area

Time starts on audible signal.

PROCEDURE: On Signal Engage All Targets.

SAFETY ANGLES: Left/Right 90 degrees



Welcome to Stage 10

Scoring targets:

IPSC Targets – 15

IPSC Poppers - 2

Minimum Number of Rounds required: 32

Firearm Ready Condition: Loaded and holstered

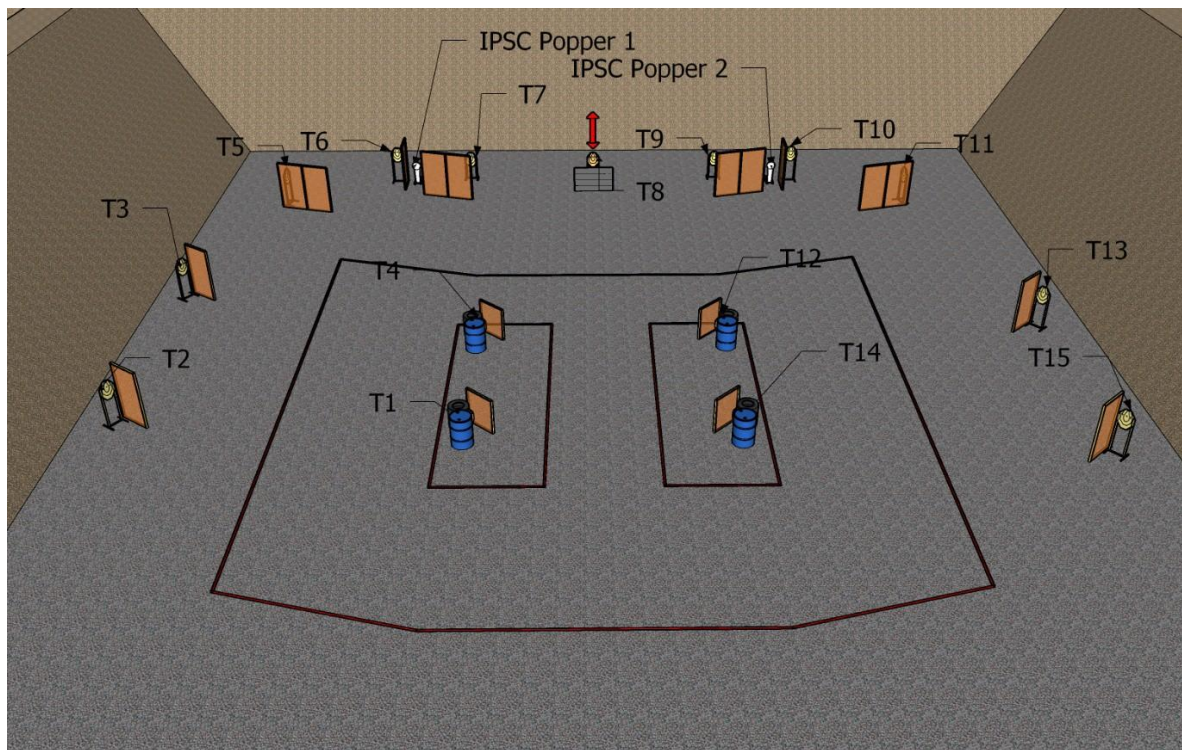
Competitor Ready Condition: Rule 3.2.2, Section 8.2, (Appendix E2)

Start position: Anywhere within designated area

Time starts on audible signal.

PROCEDURE: On Signal Engage All Targets. Popper P1 and P2 activates moving target T8. All moving targets are visible at rest.

SAFETY ANGLES: Left/Right 90 degrees



Welcome to Stage 11

Scoring targets:

IPSC Targets – 9

IPSC Poppers - 4

Minimum Number of Rounds required: 22

Firearm Ready Condition: Loaded and holstered

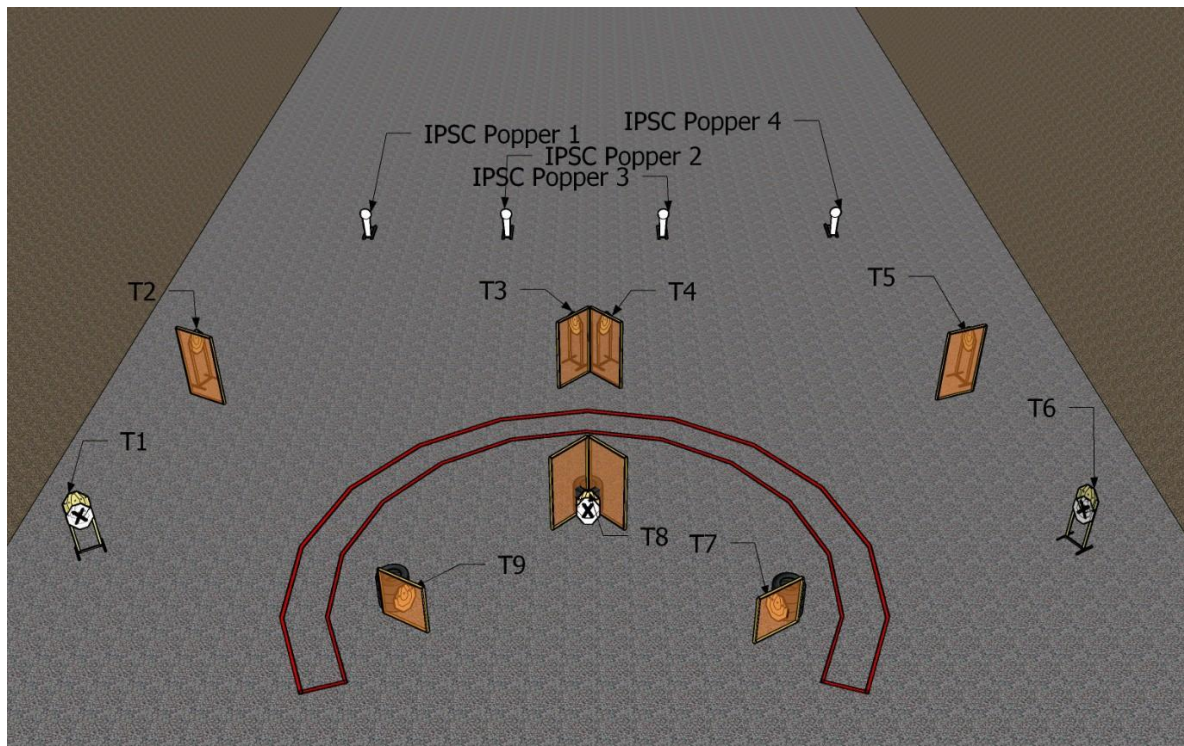
Competitor Ready Condition: Rule 3.2.2, Section 8.2, (Appendix E2)

Start position: Anywhere within designated area

Time starts on audible signal.

PROCEDURE: On Signal Engage All Targets.

SAFETY ANGLES: Left/Right 90 degrees



Welcome to Stage 12

Scoring targets

IPSC Targets - 4

IPSC Mini Poppers - 2

IPSC Metal Plates – 2

Minimum Number of Rounds required: 12

Firearm Ready Condition: Chamber and magwell empty. lying flat on either table,
All magazines to be used on either table.

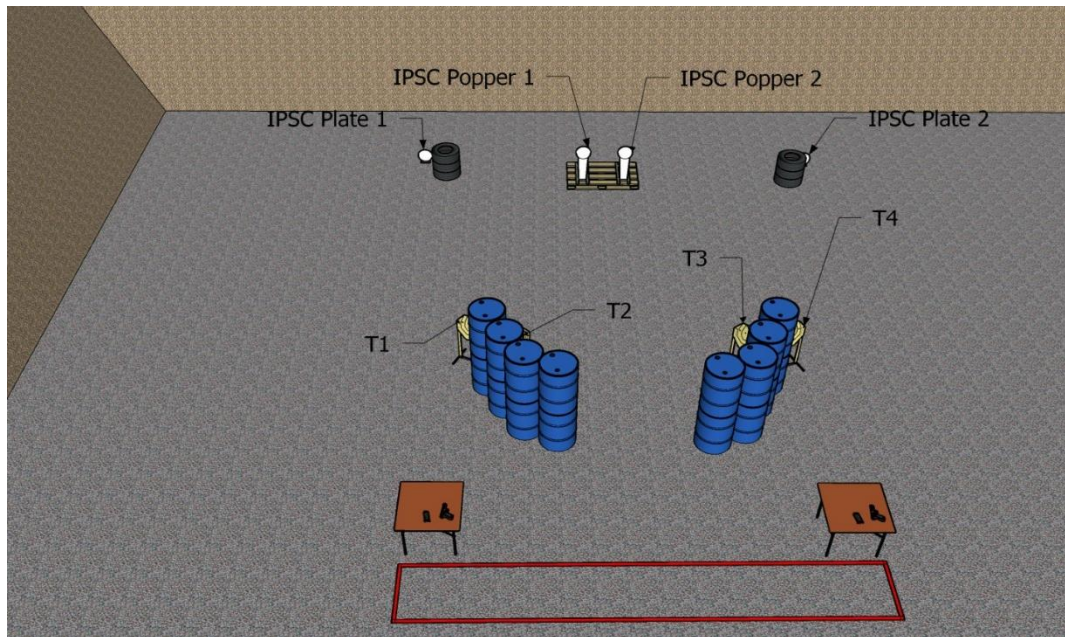
Competitor Ready Condition: Rule 3.2.2, Section 8.2, (Appendix E2)

Start position: Anywhere within designated area

Time starts on audible signal.

PROCEDURE: On Signal Engage All Targets.

SAFETY ANGELS: Left: Red stick. Right: 90 Degrees



Welcome to Stage 13

Scoring targets IPSC Targets – 5

IPSC Mini Popper – 1

IPSC Metal Plate - 1

Minimum Number of Rounds required: 12

Firearm Ready Condition: Loaded and holstered

Competitor Ready Condition: Rule 3.2.2, Section 8.2, (Appendix E2)

Start position: Anywhere within designated area

Time starts on audible signal.

PROCEDURE: On Signal Engage All Targets. Popper P1 activates moving target T1, All moving targets are visible at rest.

SAFETY ANGELS: Left: 90 Degrees. Right: Red stick

