

VERSION 1.4

UPDATED 26.08.26

Stages 13 to 19 renumbered
Chronograph moved, now shot last
Stage 17 rebuilt, photograph added
Stage briefs are now authoritative



OFFICIAL MATCH BOOK

IPSC Nordic Handgun Championship 2026

27-30 August 2026
Holtefjell, Hokksund, Norway

MAIN SPONSORS



NOR ARM



TESS
HOKKSUND

Welcome to Holtefjell

Above everything else, we want you to enjoy yourself here, and to go home safely. If you leave on Sunday having shot well, or at least having persuaded yourself that you did, laughed a fair bit and made a few new friends, we will count the weekend a success. Everything else is detail.

None of this exists by accident. The range you are standing on was built by members over many years of *dugnad*, the Nordic habit of turning up and working for free because the club needs it.

Thousands of unpaid hours went into these bays, and it is the only reason a club our size can put 20 stages in front of you and call it a Nordic Championship.

Thank you to the crew running this match. They arrive before you and leave after you, and most of them will shoot less than anyone here.

Thank you to the Nordic shooting community for trusting us with this one.

And thank you to our sponsors, who have built a prize table we think you will still be talking about in a few years.

Now go and shoot well. Or at least fast. Enjoy it either way.

Fredrik Glette

Match Director

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Four days of shooting

 STAGE TIME 45min	 WALKTHROUGH 4min	 LUNCH As you go	 CHRONOGRAPH Counts as a stage
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PRE-MATCH

DAY	DATE	START	CONTENT	END
Thursday	27 August	09:00	10 stages + chronograph	17:00
Friday	28 August	09:00	10 stages + chronograph	17:00

MAIN MATCH

DAY	DATE	START	CONTENT	END
Saturday	29 August	08:00	12 stages	17:00
Sunday	30 August	08:00	9 stages	15:00

SUNDAY AFTERNOON

APPROX.	ITEM
13:00	KMR Orca ticket sales close
15:30	Everyone gathers, sponsors thanked
15:35	KMR Orca draw
15:45	Orca shoot-off
16:00	Award ceremony
17:00	Prize table draw , directly after the ceremony
18:15	Close

Sunday afternoon times are provisional and will be confirmed on the day.

AWARDS

Awards are made in accordance with the IPSC Handgun Competition Rules (January 2026), Appendix A2. A division is recognised with a minimum of 10 shooters who start, and categories are awarded in divisions where the category has a minimum of 5 shooters who start, after any automatic transfers under Appendix A2. The final award list is set from the actual number of shooters who start.

In addition, the organiser presents its own junior award in divisions with junior starters that do not reach a category of their own.

Saturday

29 August

12 STAGES · 08:00 TO 17:00

Find your squad in the left column and read across. The number in each cell is the stage you shoot in that time slot. **C** is the chronograph.

Squad	08:00	08:45	09:30	10:15	11:00	11:45	12:30	13:15	14:00	14:45	15:30	16:15
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	3	4	5	6	7	8	9	10	11	12	13
3	3	4	5	6	7	8	9	10	11	12	13	14
4	4	5	6	7	8	9	10	11	12	13	14	15
5	5	6	7	8	9	10	11	12	13	14	15	16
6	6	7	8	9	10	11	12	13	14	15	16	17
7	7	8	9	10	11	12	13	14	15	16	17	18
8	8	9	10	11	12	13	14	15	16	17	18	19
9	9	10	11	12	13	14	15	16	17	18	19	20
10	10	11	12	13	14	15	16	17	18	19	20	C
11	11	12	13	14	15	16	17	18	19	20	C	1
12	12	13	14	15	16	17	18	19	20	C	1	2
13	13	14	15	16	17	18	19	20	C	1	2	3
14	14	15	16	17	18	19	20	C	1	2	3	4
15	15	16	17	18	19	20	C	1	2	3	4	5
16	16	17	18	19	20	C	1	2	3	4	5	6
17	17	18	19	20	C	1	2	3	4	5	6	7
18	18	19	20	C	1	2	3	4	5	6	7	8
19	19	20	C	1	2	3	4	5	6	7	8	9
20	20	C	1	2	3	4	5	6	7	8	9	10
21	C	1	2	3	4	5	6	7	8	9	10	11

Sunday

30 August

9 STAGES · 08:00 TO 15:00

Find your squad in the left column and read across. The number in each cell is the stage you shoot in that time slot. **C** is the chronograph.

Squad	08:00	08:45	09:30	10:15	11:00	11:45	12:30	13:15	14:00
1	13	14	15	16	17	18	19	20	C
2	14	15	16	17	18	19	20	C	1
3	15	16	17	18	19	20	C	1	2
4	16	17	18	19	20	C	1	2	3
5	17	18	19	20	C	1	2	3	4
6	18	19	20	C	1	2	3	4	5
7	19	20	C	1	2	3	4	5	6
8	20	C	1	2	3	4	5	6	7
9	C	1	2	3	4	5	6	7	8
10	1	2	3	4	5	6	7	8	9
11	2	3	4	5	6	7	8	9	10
12	3	4	5	6	7	8	9	10	11
13	4	5	6	7	8	9	10	11	12
14	5	6	7	8	9	10	11	12	13
15	6	7	8	9	10	11	12	13	14
16	7	8	9	10	11	12	13	14	15
17	8	9	10	11	12	13	14	15	16
18	9	10	11	12	13	14	15	16	17
19	10	11	12	13	14	15	16	17	18
20	11	12	13	14	15	16	17	18	19
21	12	13	14	15	16	17	18	19	20

Shooting ends at 15:00. The afternoon programme is on page 3.

Everything else you need

CONTACTS

Match Director	Fredrik Glette	+47 932 83 826
Range Master	Kyrre Lee	+47 403 01 031
Stats Officer	Kjell Kjørstad	+47 926 44 167
Quartermaster	Ole-Ejvind Hære	+47 978 70 215

VENUE

Hokksund Pistolklubb

Rakkestadseterveien 190, 3330 Skotselv
About one hour from Oslo. Also findable as
Hokksund Pistolklubb in Google Maps.

COORDINATES

59.817239, 9.818838

EMERGENCY NUMBERS, NORWAY

113 Medical · 110 Fire · 112 Police

FIRST AID ON SITE

Contact the staff at the clubhouse if you need first aid. For emergencies call **113**. A defibrillator is mounted on the range side of the clubhouse.

NEAREST HOSPITAL

Drammen Sykehus, Jacob Borchs gate 10
Approximately 30 km away

GETTING AROUND THE RANGE

Most of the area is accessible with a trolley, though a few paths are a little bumpy. The stages sit close together, and the longest walk is from the clubhouse out to the far end of the range, stages 9, 10, 16, 17 and 18, which takes 10 to 15 minutes depending on your pace.

REGISTRATION AND EQUIPMENT CHECK

Meet directly at your first stage. Equipment check takes place on your first stage and at the chronograph.

SAFETY AREAS

Spread out between the stages and clearly marked.

KIOSK

Cash, card and Vipps accepted.

Waffle 30 kr · Soda 30 kr · Coffee 25 kr · Hotdog 30 kr · Hamburger 90 kr · Pizza 140 kr

Selection may vary with availability and demand.

ACCOMMODATION

Campervans park on the **upper parking area**.

Power is available in the middle of the road running down to the clubhouse. **63 A is the total supply for everyone**, so please go easy on what you draw.

Tenting is allowed in the forest on the far side of the main road, Rakkestadseterveien. **No tenting or sleeping inside the range area**, other than in campervans on the camping lot.

WIFI AND MOBILE COVERAGE

There is WiFi at the range, but it must be reserved for running the match. Mobile and internet coverage is available in the upper part of the range, around the higher stage numbers, and can be spotty further down by the clubhouse.

NO SMOKING

Smoking is **not permitted anywhere at the range** except in the two designated areas: one at the 25 m range by the clubhouse, and one in the open area in the upper part of the range near the toilets. Both are marked on the map on page 7. Since 1 January 2026 Norwegian law bans smoking at outdoor sports venues outside designated areas, so please respect this. It has also been a dry summer, so take extra care with anything that burns.

PARKING

Park only in the designated spots, as directed by the crew. No parking at the clubhouse except with a special permit. There is also an **extra parking area** on the right-hand side of the road a few hundred metres past the turn-off to Hokksund Pistolklubb. See the map on page 7.



① – ②① Stages ① Chronograph

P Parking **WC** Toilets Food Shop Designated smoking areas

Hokksund Pistolklubb, Hokksund. Coordinates [59.817239, 9.818838](https://www.google.com/maps/place/59.817239,9.818838). Most of the area is accessible with a trolley, though a few paths are a little bumpy. Map is provisional and may be updated before the match.



EXTRA PARKING

We also need to use an extra parking area. It is on the right-hand side of the road, a few hundred metres past the turn-off to Hokksund Pistolklubb, and it is a 5 to 10 minute walk from there to the clubhouse. Follow the directions from the crew when you park.



The match at a glance

 STAGES	 MINIMUM ROUNDS	 PAPER TARGETS	 STEEL TARGETS	 WALKTHROUGH
20	366	161	44	4min

STAGE	ROUNDS	PAPER	STEEL	TYPE	
1	12	5	2	SHORT	
2	24	11	2	MEDIUM	
3	24	8	8	MEDIUM	
4	12	5	2	SHORT	
5	30	14	2	LONG	★ Stage is sponsored by PVAS
6	23	10	3	MEDIUM	
7	31	14	3	LONG	★ Stage is sponsored by JB Shooting
8	12	5	2	SHORT	
9	12	6	—	SHORT	
10	11	5	1	SHORT	
11	32	15	2	LONG	★ Stage is sponsored by NorArm
12	24	11	2	MEDIUM	
13	12	6	—	SHORT	
14	12	5	2	SHORT	
15	12	6	—	SHORT	
16	12	4	4	SHORT	
17	12	2	8	SHORT	
18	23	11	1	MEDIUM	
19	24	12	—	MEDIUM	
20	12	6	—	SHORT	
Total	366	161	44	11 short · 6 medium · 3 long	

SHORT up to 12 rounds
 MEDIUM up to 24 rounds
 LONG up to 32 rounds ·

Round counts are the minimum required.

MAIN SPONSOR



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ORDER BY THE END OF MONDAY 24 AUGUST 2026

ON THE PRIZE TABLE

Expect to see some very nice products on the prize table, thanks to these brands.



Stage 1

			
ROUNDS	PAPER	STEEL	TYPE
12	5	2	SHORT



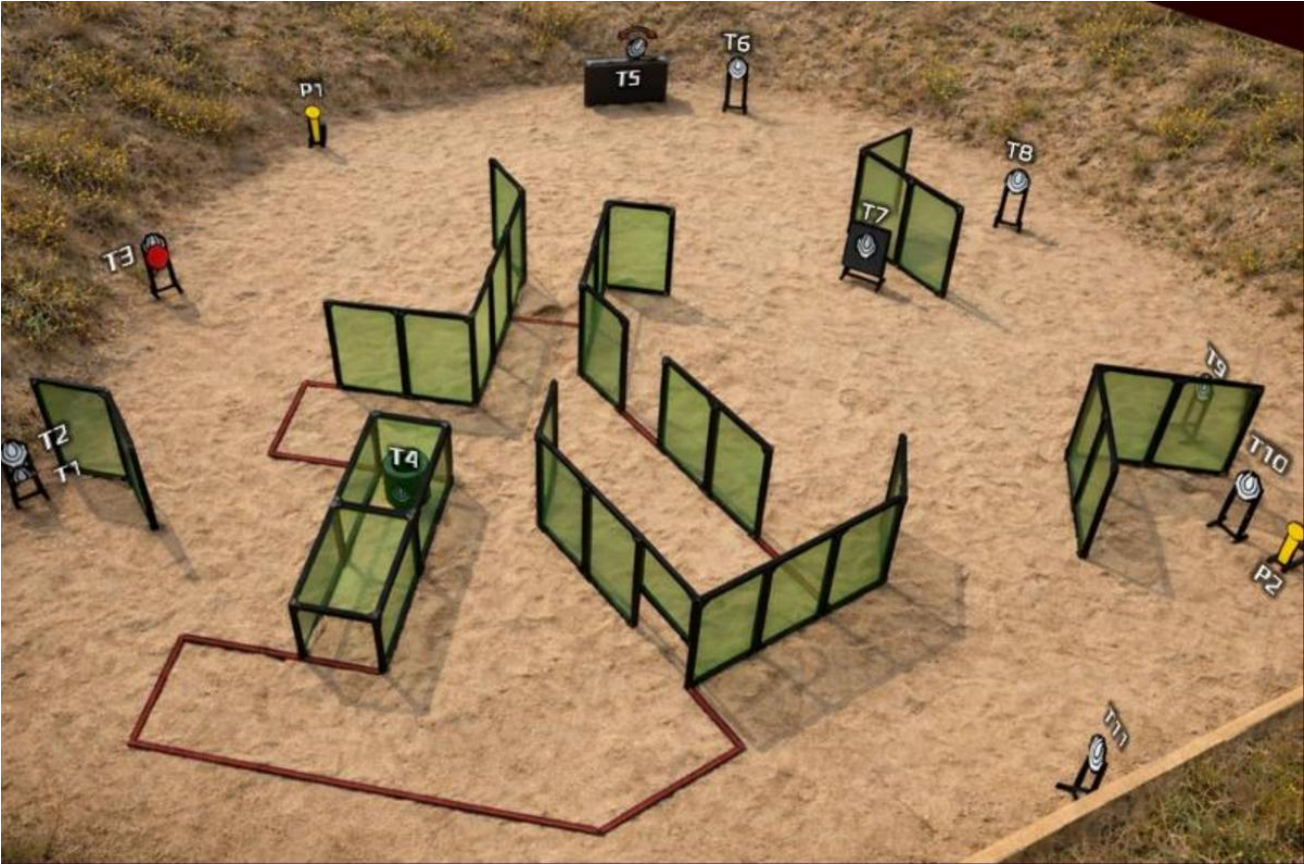
Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

SCORING TARGETS	5 IPSC scoring targets, 1 IPSC Popper and 1 IPSC metal plate		
MINIMUM NUMBER OF ROUNDS REQUIRED	12	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Loaded and holstered		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Anywhere in the designated area as demonstrated.		
PROCEDURE	After the start signal, engage all targets. P1 activates moving target T3, which remains visible at rest.		
SAFETY ANGLES	Flag left and right		

Stage design by Nicola

Stage 2

 ROUNDS	 PAPER	 STEEL	 TYPE
24	11	2	MEDIUM



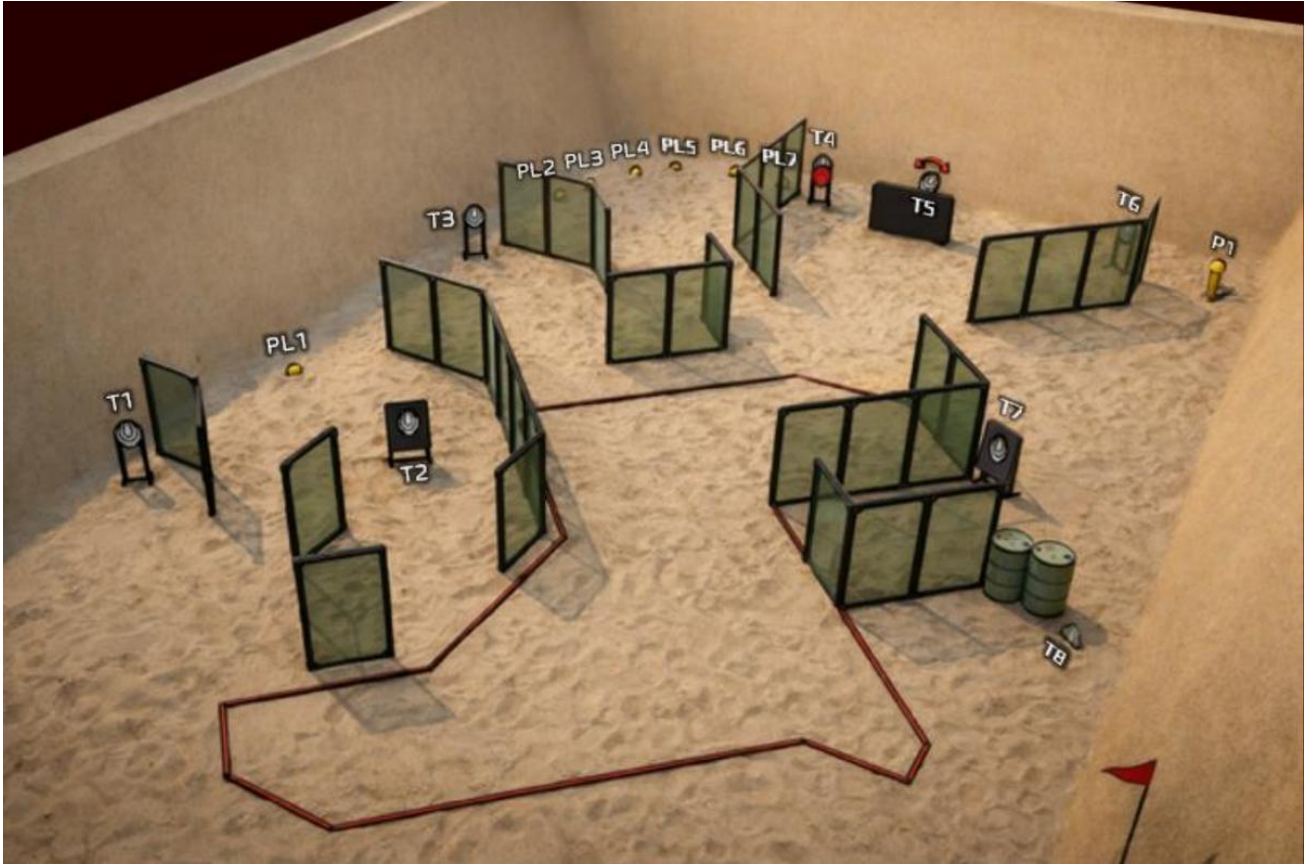
Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

SCORING TARGETS	11 IPSC scoring targets, 2 IPSC Poppers		
MINIMUM NUMBER OF ROUNDS REQUIRED	24	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Loaded and holstered		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Anywhere in the designated area as demonstrated.		
PROCEDURE	After the start signal, engage all targets. P1 activates moving target T5, which remains visible at rest.		
SAFETY ANGLES	Flag left, 90 degrees passing the flag. Right flag is fixed.(Over 90 degrees).		

Stage design by Nicola

Stage 3

			
ROUNDS	PAPER	STEEL	TYPE
24	8	8	MEDIUM



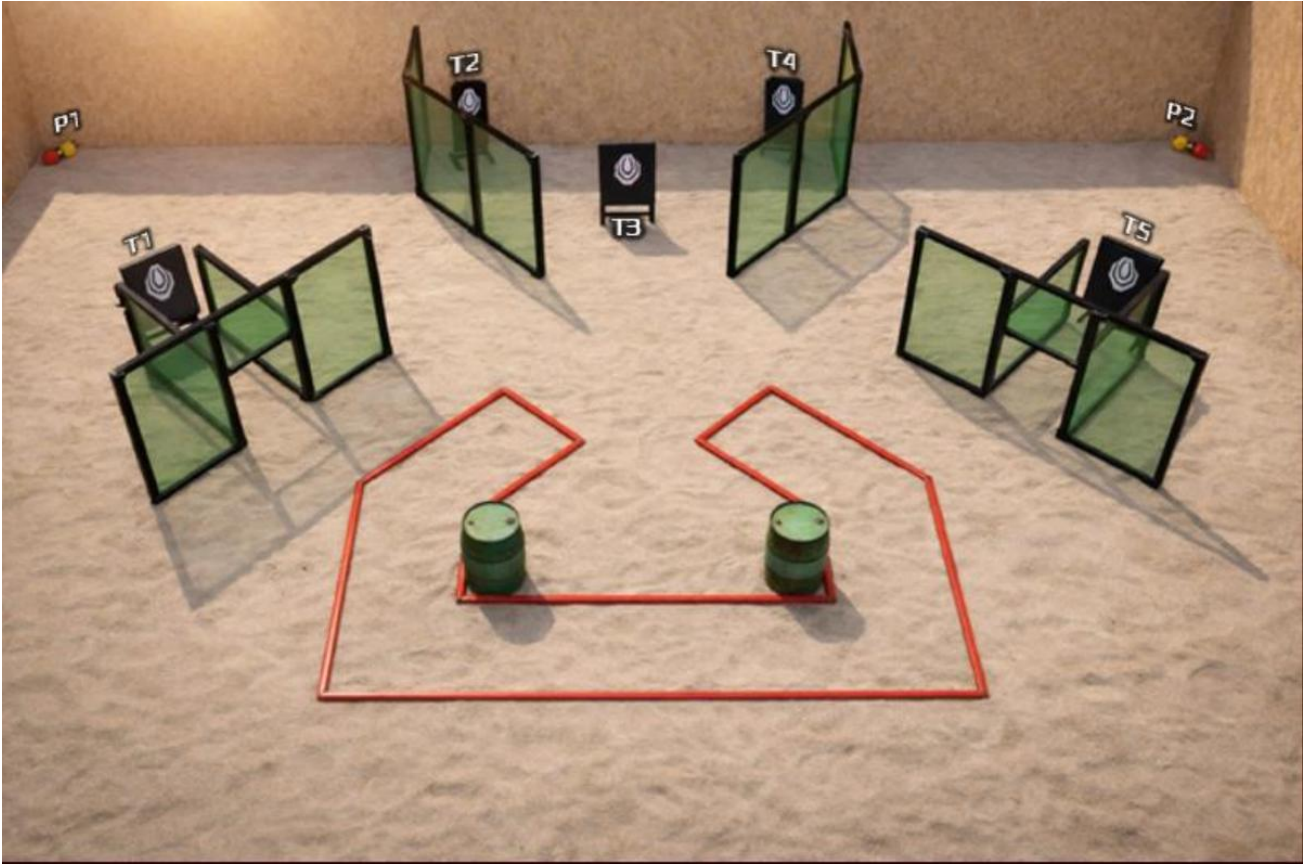
Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

SCORING TARGETS	8 IPSC scoring targets, 1 IPSC Popper and 7 IPSC metal plates		
MINIMUM NUMBER OF ROUNDS REQUIRED	24	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Loaded and holstered		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Anywhere in the designated area as demonstrated.		
PROCEDURE	After the start signal, engage all targets. P1 activates moving target T5, which remains visible at rest.		
SAFETY ANGLES	Flag left and right, 90 degrees after passing the flags. Pointing over the backstop and side berms with the finger inside the trigger guard, is deemed unsafe.		

Stage design by Nicola

Stage 4

			
ROUNDS	PAPER	STEEL	TYPE
12	5	2	SHORT



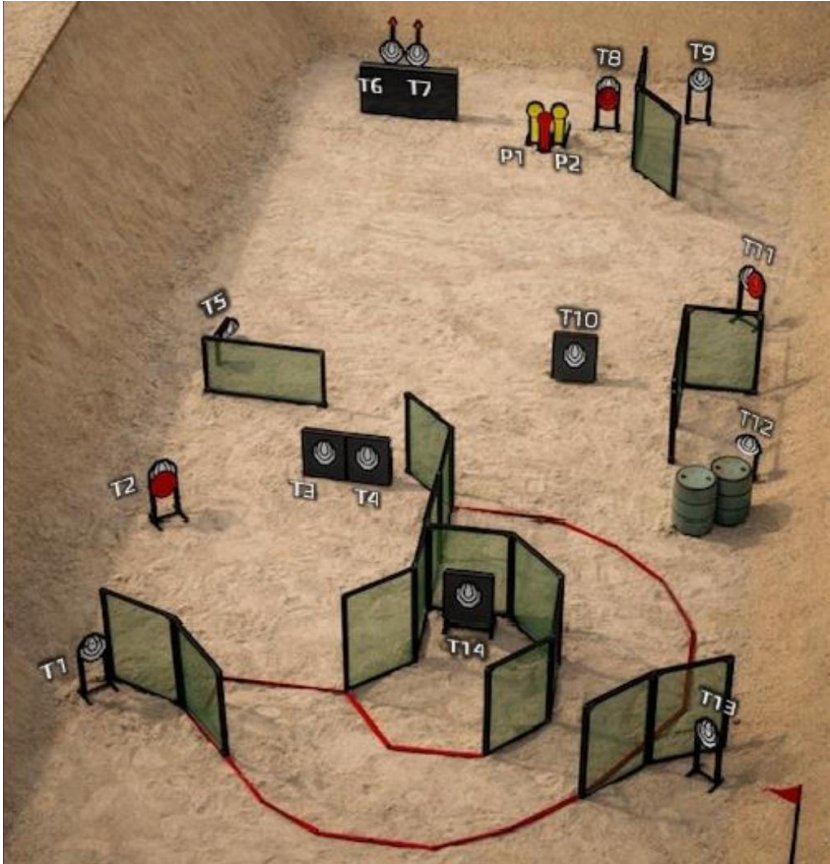
Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

SCORING TARGETS	5 IPSC scoring targets and 2 IPSC metal plate		
MINIMUM NUMBER OF ROUNDS REQUIRED	12	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Loaded. Laying flat on barrel A or B. Spare magazines to be used, on other barrel.		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Anywhere in the designated area as demonstrated.		
PROCEDURE	After the start signal, engage all targets. WEAK HAND ONLY.		
SAFETY ANGLES	Flag left and right		

Stage design by **Nicola**

Stage 5

 ROUNDS	 PAPER	 STEEL	 TYPE
30	14	2	LONG



Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

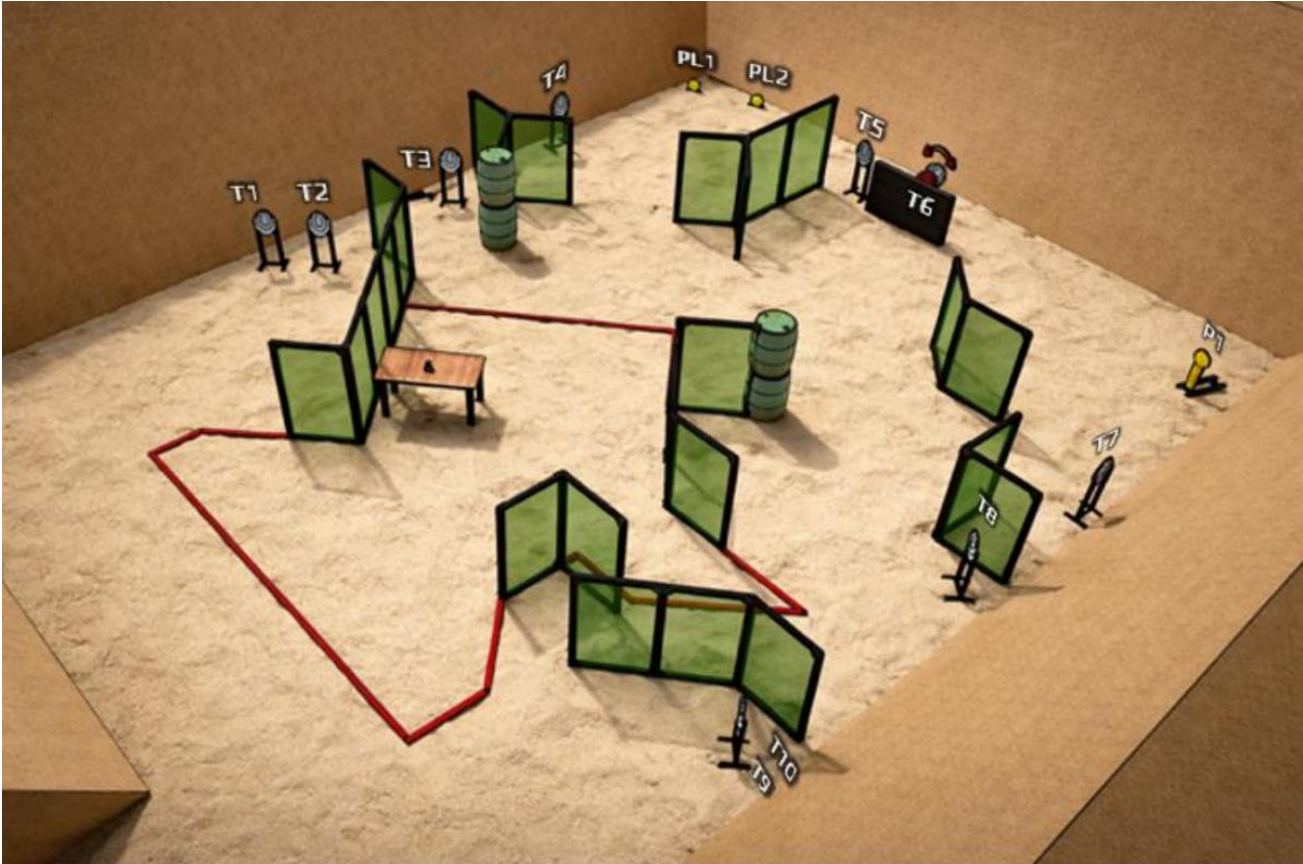
SCORING TARGETS	14 IPSC scoring targets and 2 IPSC Poppers.		
MINIMUM NUMBER OF ROUNDS REQUIRED	30	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Loaded and holstered		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Anywhere in the designated area as demonstrated.		
PROCEDURE	After the start signal, engage all targets. P1 and/or 2 activates moving target T6 and T7, which remains visible at rest.		
SAFETY ANGLES	Flag left and right. 90 degrees after passing flags.		

Stage design by Nicola · Stage sponsored by PVAS



Stage 6

			
ROUNDS	PAPER	STEEL	TYPE
23	10	3	MEDIUM



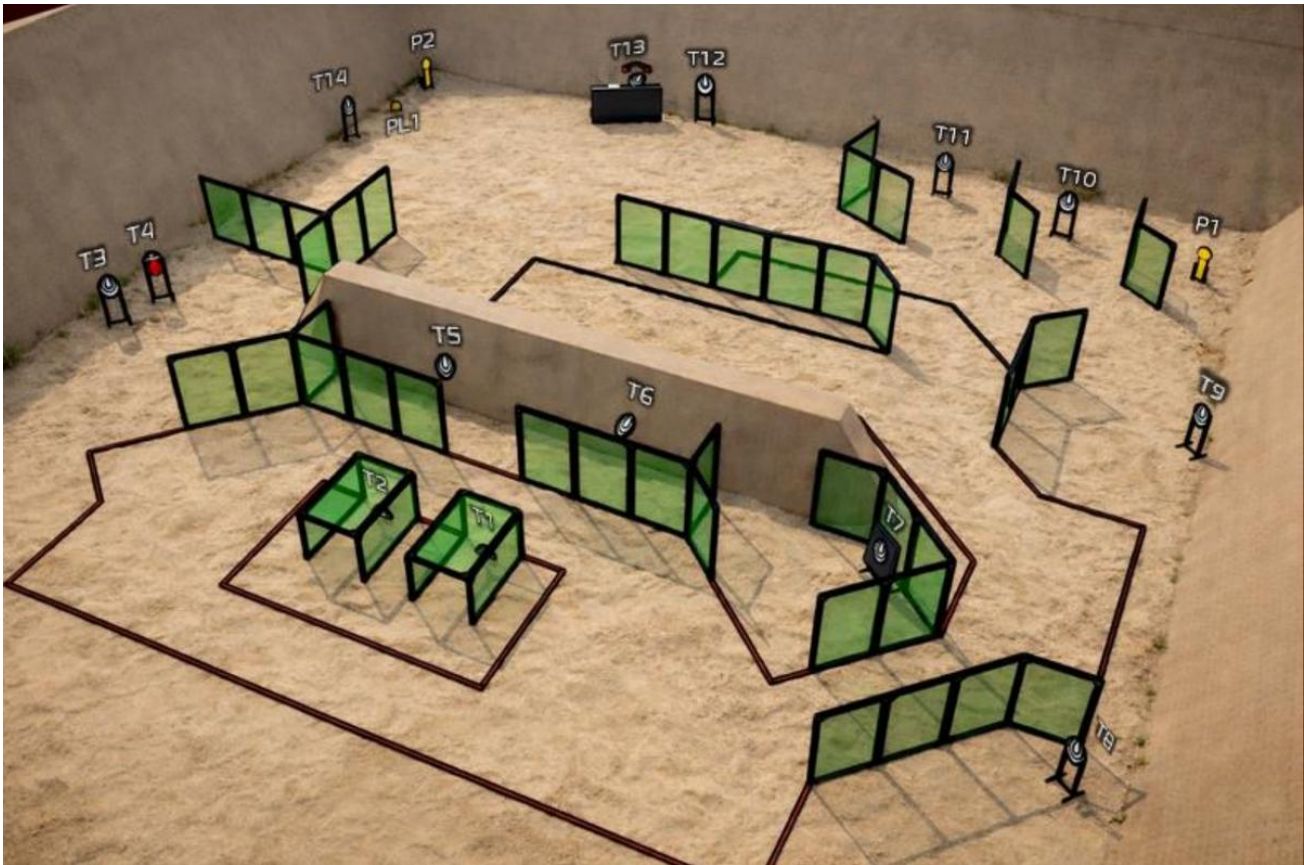
Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

SCORING TARGETS	10 IPSC scoring targets, 1 IPSC Popper and 2 IPSC metal plates.		
MINIMUM NUMBER OF ROUNDS REQUIRED	23	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Loaded, laying flat on marks on table.		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Anywhere in the designated area as demonstrated.		
PROCEDURE	After the start signal, engage all targets. P1 activates moving target T6, which remains visible at rest.		
SAFETY ANGLES	Flag left and right. 90 degrees after passing flags.		

Stage design by Nicola

Stage 7

 ROUNDS	 PAPER	 STEEL	 TYPE
31	14	3	LONG



Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

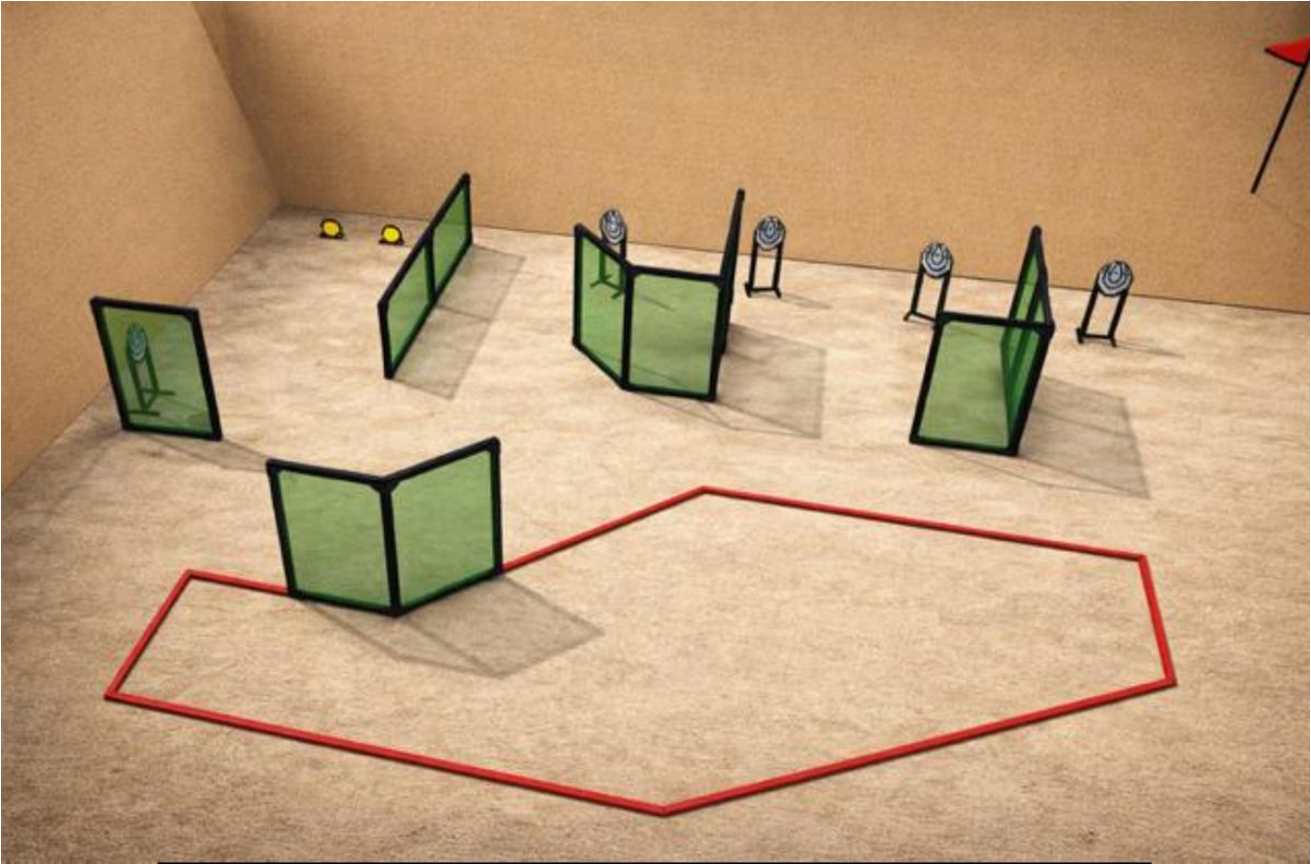
SCORING TARGETS	14 IPSC scoring targets, 2 IPSC Poppers and 1 IPSC metal plate.		
MINIMUM NUMBER OF ROUNDS REQUIRED	31	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Loaded and holstered.		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Anywhere in the designated area as demonstrated.		
PROCEDURE	After the start signal, engage all targets. P1 activates moving target T13, which remains visible at rest.		
SAFETY ANGLES	Flag left and right. 90 degrees after passing flags.		

Stage design by Nicola · Stage sponsored by JB Shooting



Stage 8

			
ROUNDS	PAPER	STEEL	TYPE
12	5	2	SHORT



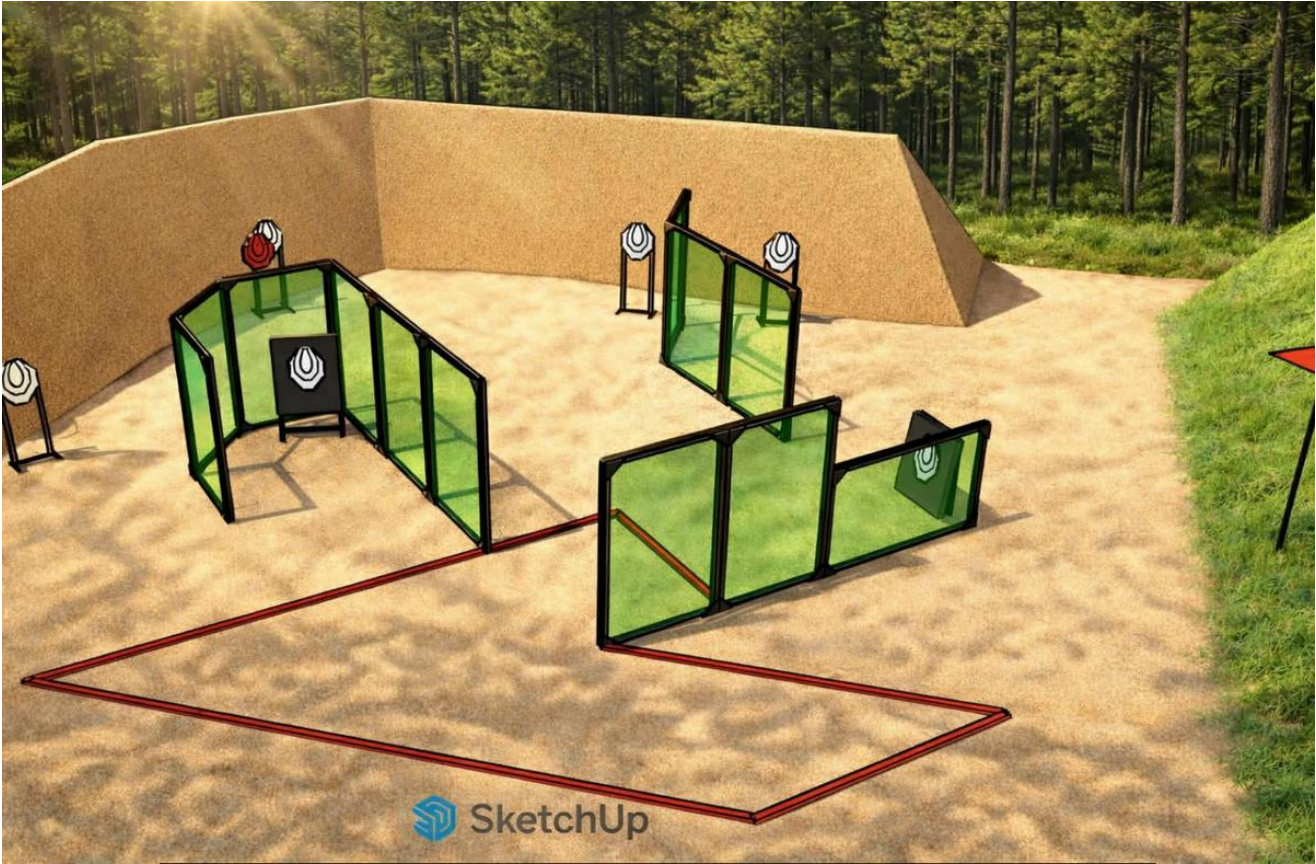
Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

SCORING TARGETS	5 IPSC scoring targets and 2 IPSC metal plates.		
MINIMUM NUMBER OF ROUNDS REQUIRED	12	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Loaded and holstered		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Anywhere in the designated area as demonstrated.		
PROCEDURE	After the start signal, engage all targets.		
SAFETY ANGLES	Flag left and right		

Stage design by Nicola

Stage 9

			
ROUNDS	PAPER	STEEL	TYPE
12	6	—	SHORT



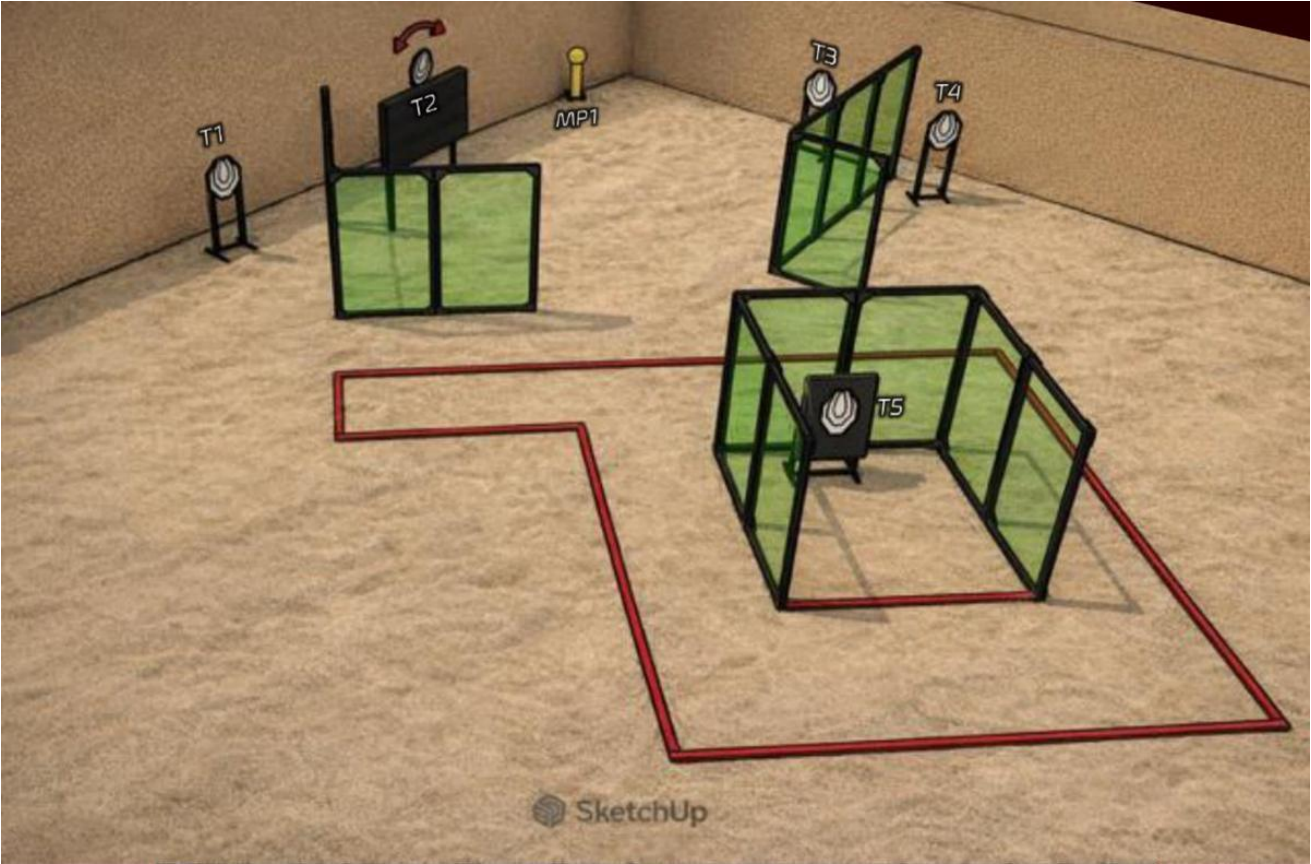
Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

SCORING TARGETS	6 IPSC scoring targets.		
MINIMUM NUMBER OF ROUNDS REQUIRED	12	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Loaded and holstered		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Anywhere in the designated area as demonstrated.		
PROCEDURE	After the start signal, engage all targets.		
SAFETY ANGLES	Flag left and right		

Stage design by Nicola

Stage 10

			
ROUNDS	PAPER	STEEL	TYPE
11	5	1	SHORT



Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

SCORING TARGETS	5 IPSC scoring targets and 1 IPSC popper.		
MINIMUM NUMBER OF ROUNDS REQUIRED	11	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Loaded and holstered.		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Anywhere in the designated area as demonstrated.		
PROCEDURE	After the start signal, engage all targets. P1 activates moving target T2, which remains visible at rest.		
SAFETY ANGLES	Flag left and right		

Stage design by Nicola

Stage 11

 ROUNDS	 PAPER	 STEEL	 TYPE
32	15	2	LONG



Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

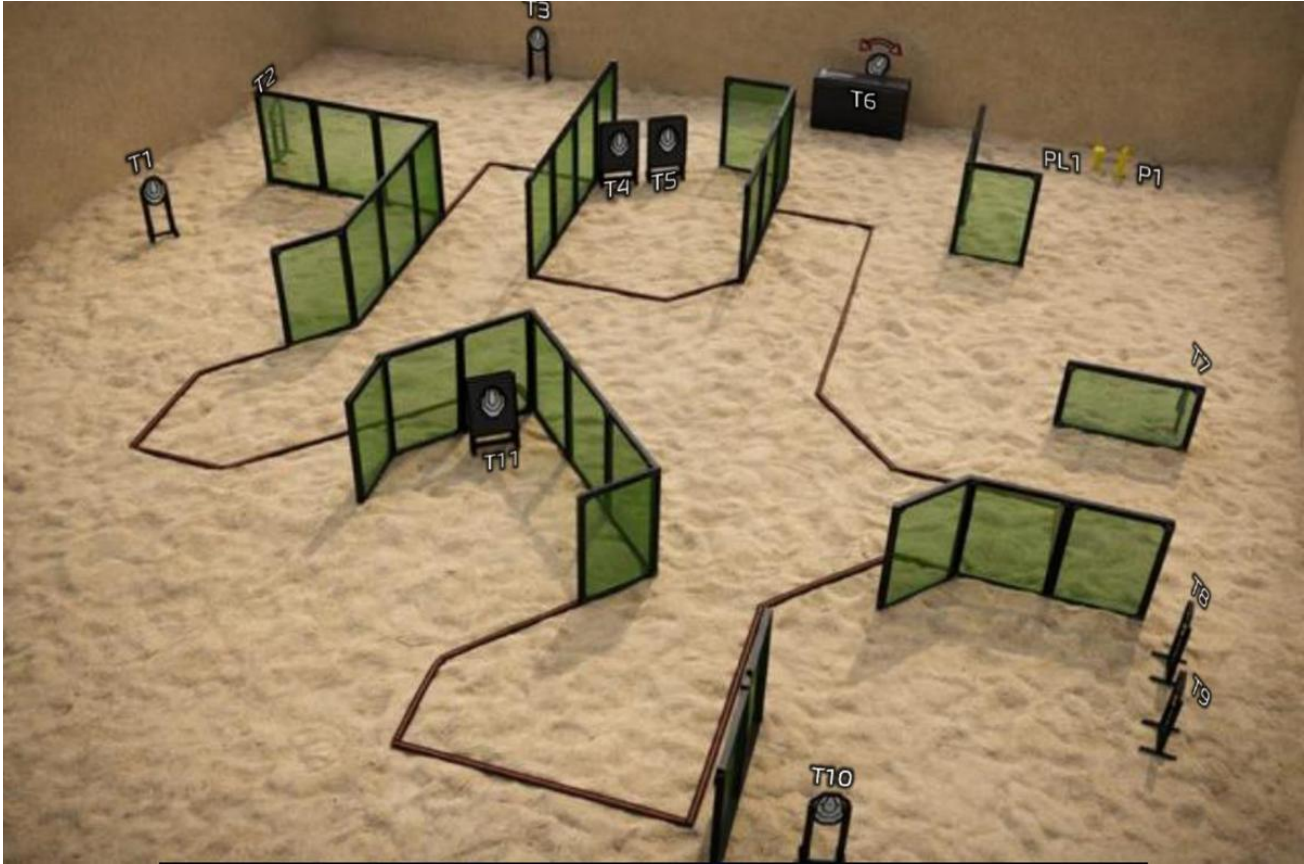
SCORING TARGETS	15 IPSC scoring targets. 1 IPSC Popper and 1 IPSC plate.		
MINIMUM NUMBER OF ROUNDS REQUIRED	32	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Loaded and holstered		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Heels touching mark, as demonstrated.		
PROCEDURE	After the start signal, engage all targets. P1 activates moving targets T8. Moving target will be visible at rest.		
SAFETY ANGLES	Flag left and right. 90 degrees after passing flags.		

Stage design by Nicola · Stage sponsored by NorArm



Stage 12

			
ROUNDS	PAPER	STEEL	TYPE
24	11	2	MEDIUM



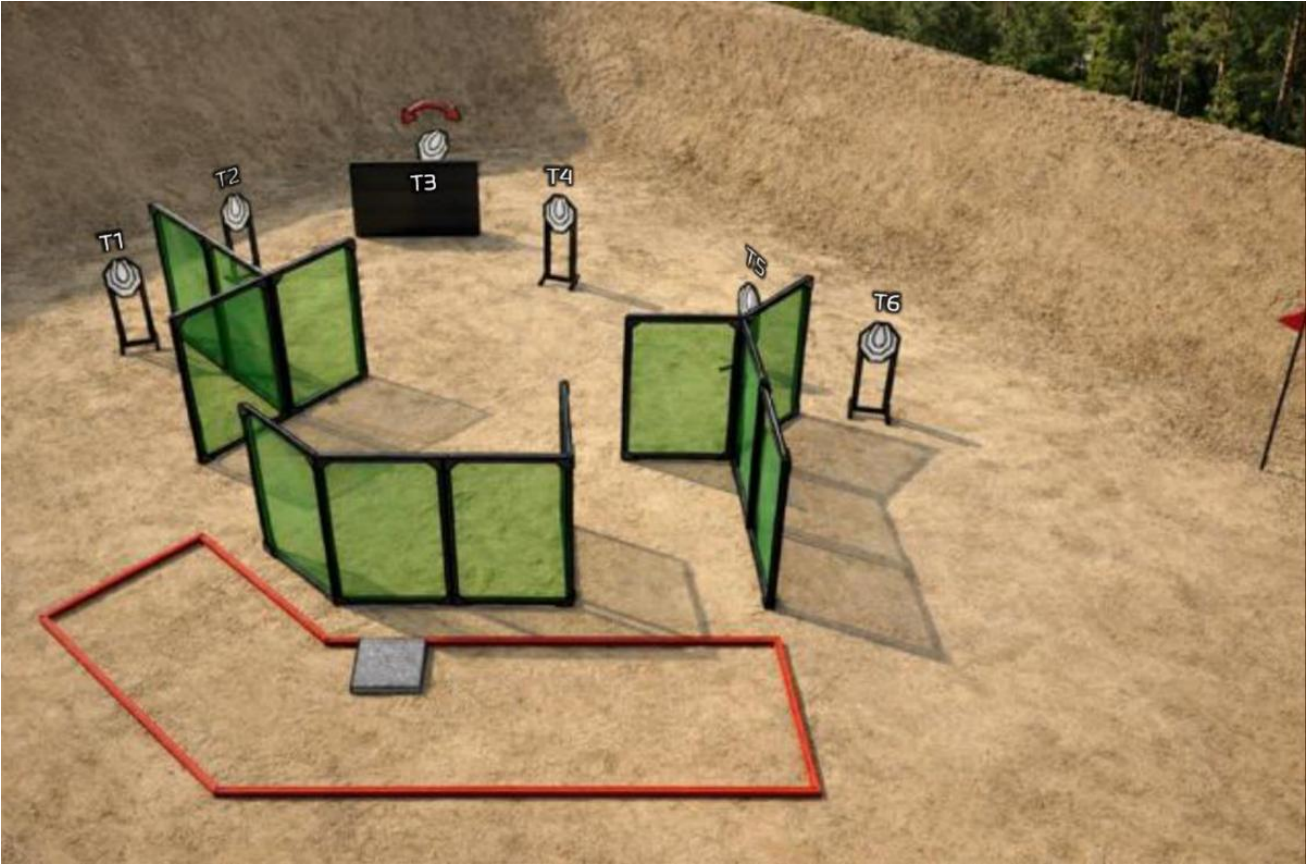
Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

SCORING TARGETS	11 IPSC scoring targets, 1 IPSC popper and 1 IPSC metal plate		
MINIMUM NUMBER OF ROUNDS REQUIRED	24	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Loaded and holstered		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Anywhere in the designated area as demonstrated.		
PROCEDURE	After the start signal, engage all targets. P1 activates moving target T6, which will be visible at rest.		
SAFETY ANGLES	Flag left and right. Both are fixed. (More than 90 degrees)		

Stage design by Nicola

Stage 13

			
ROUNDS	PAPER	STEEL	TYPE
12	6	—	SHORT



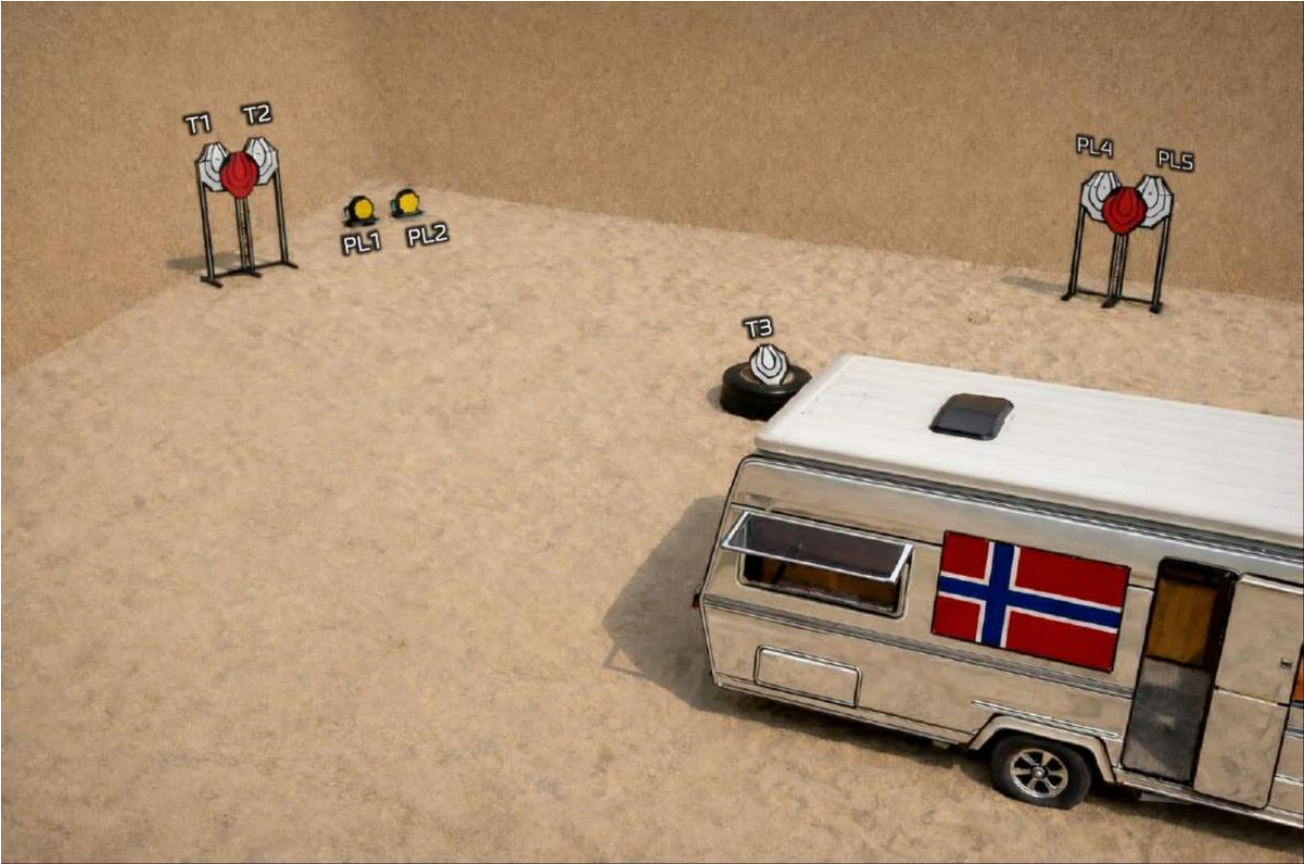
Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

SCORING TARGETS	6 IPSC scoring targets.		
MINIMUM NUMBER OF ROUNDS REQUIRED	12	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Loaded and holstered		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Anywhere in the designated area as demonstrated. (Shooter can NOT start on the stomp box)		
PROCEDURE	After the start signal, engage all targets. Stomp box activates moving targets T6. Moving target will be visible at rest.		
SAFETY ANGLES	Flag left and right.		

Stage design by Nicola

Stage 14

			
ROUNDS	PAPER	STEEL	TYPE
12	5	2	SHORT



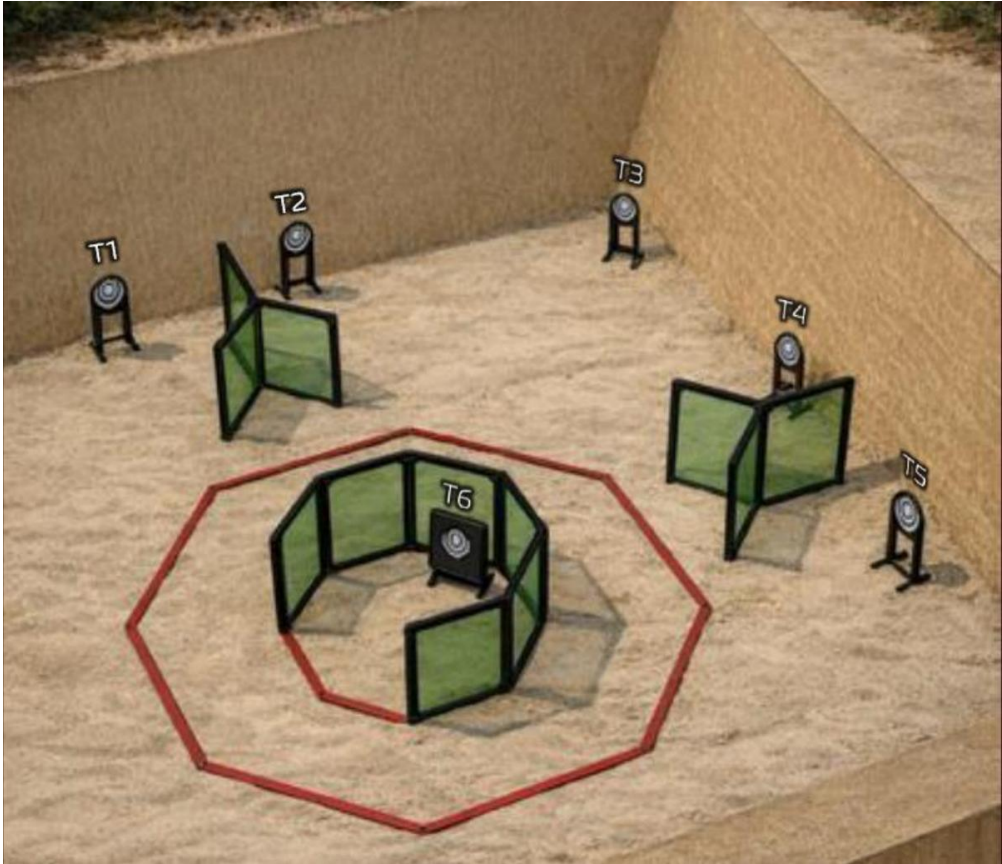
Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

SCORING TARGETS	5 IPSC scoring targets and 2 IPSC metal plate		
MINIMUM NUMBER OF ROUNDS REQUIRED	12	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Unloaded, laying flat inside drawer.(On mark). All magazines to be used on marks. (Unloaded: Chamber and magwell empty) (Drawer must be closed at start signal)		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Laying flat on bed (inside mark). Hands on ears. (Earmuffs), as demonstrated.		
PROCEDURE	After the start signal, engage all targets.		
SAFETY ANGLES	Flag left and right.		

Stage design by Nicola

Stage 15

			
ROUNDS	PAPER	STEEL	TYPE
12	6	—	SHORT



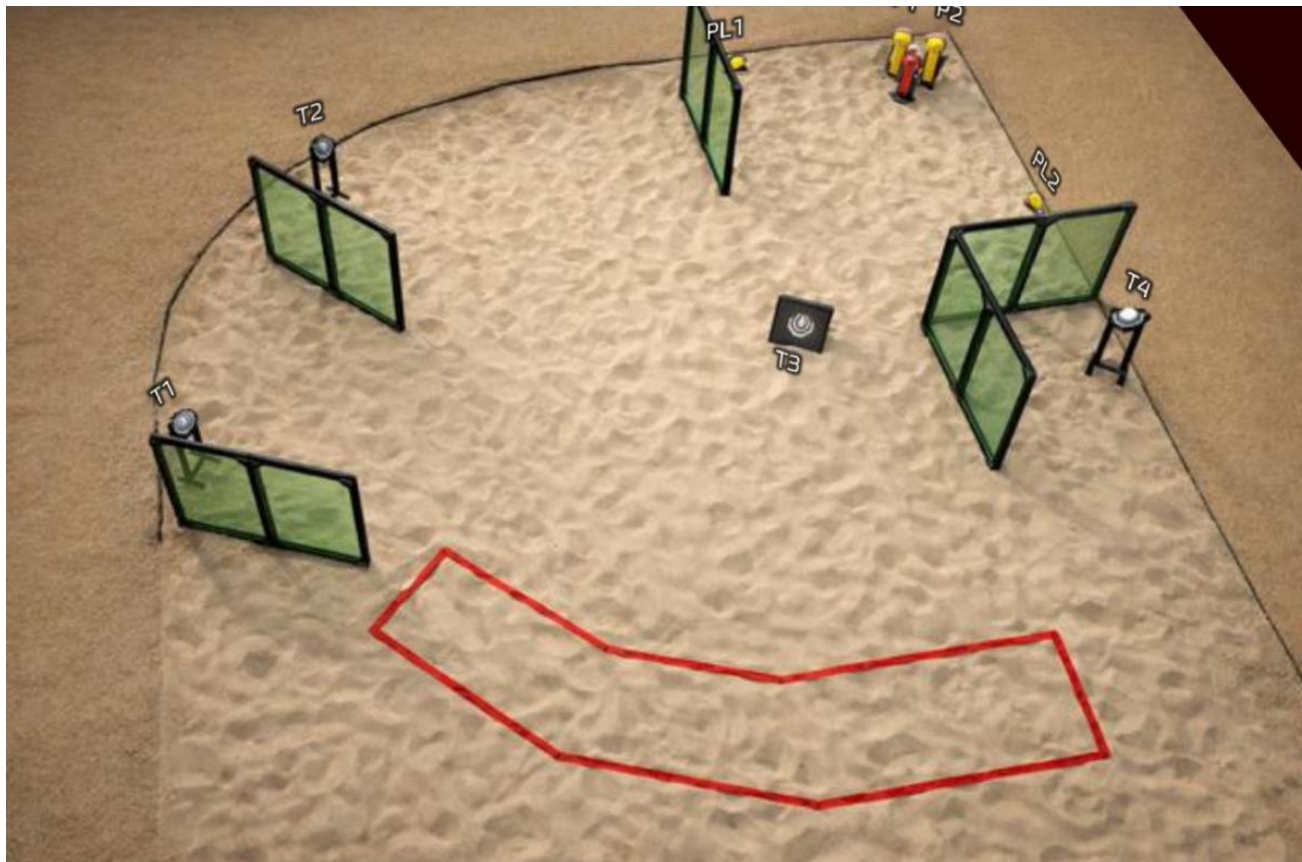
Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

SCORING TARGETS	6 IPSC scoring targets.		
MINIMUM NUMBER OF ROUNDS REQUIRED	12	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Loaded and holstered		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Anywhere in the designated area as demonstrated.		
PROCEDURE	After the start signal, engage all targets, STRONG HAND ONLY.		
SAFETY ANGLES	90 degrees right, and fixed flag on left. (More than 90 degrees)		

Stage design by Nicola

Stage 16

 ROUNDS 12	 PAPER 4	 STEEL 4	 TYPE SHORT
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Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

SCORING TARGETS	4 IPSC scoring targets, 2 IPSC Poppers and 2 IPSC metal plates.		
MINIMUM NUMBER OF ROUNDS REQUIRED	12	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Unloaded, chamber and magwell empty and holstered. Magazines in belt.		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Behind barrel. Hands on marks, as demonstrated.		
PROCEDURE	After the start signal, engage all targets.		
SAFETY ANGLES	90/90		

Stage design by **Nicola**

Stage 17

			
ROUNDS	PAPER	STEEL	TYPE
12	2	8	SHORT



Photograph of the stage as built. Details may be adjusted before the match.

SCORING TARGETS	2 IPSC scoring targets. 8 IPSC plates.		
MINIMUM NUMBER OF ROUNDS REQUIRED	12	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Loaded and holstered		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Anywhere in the designated area as demonstrated.		
PROCEDURE	After the start signal, engage all targets.		
SAFETY ANGLES	90/90		

Stage design by Nicola

Stage 18

			
ROUNDS	PAPER	STEEL	TYPE
23	11	1	MEDIUM



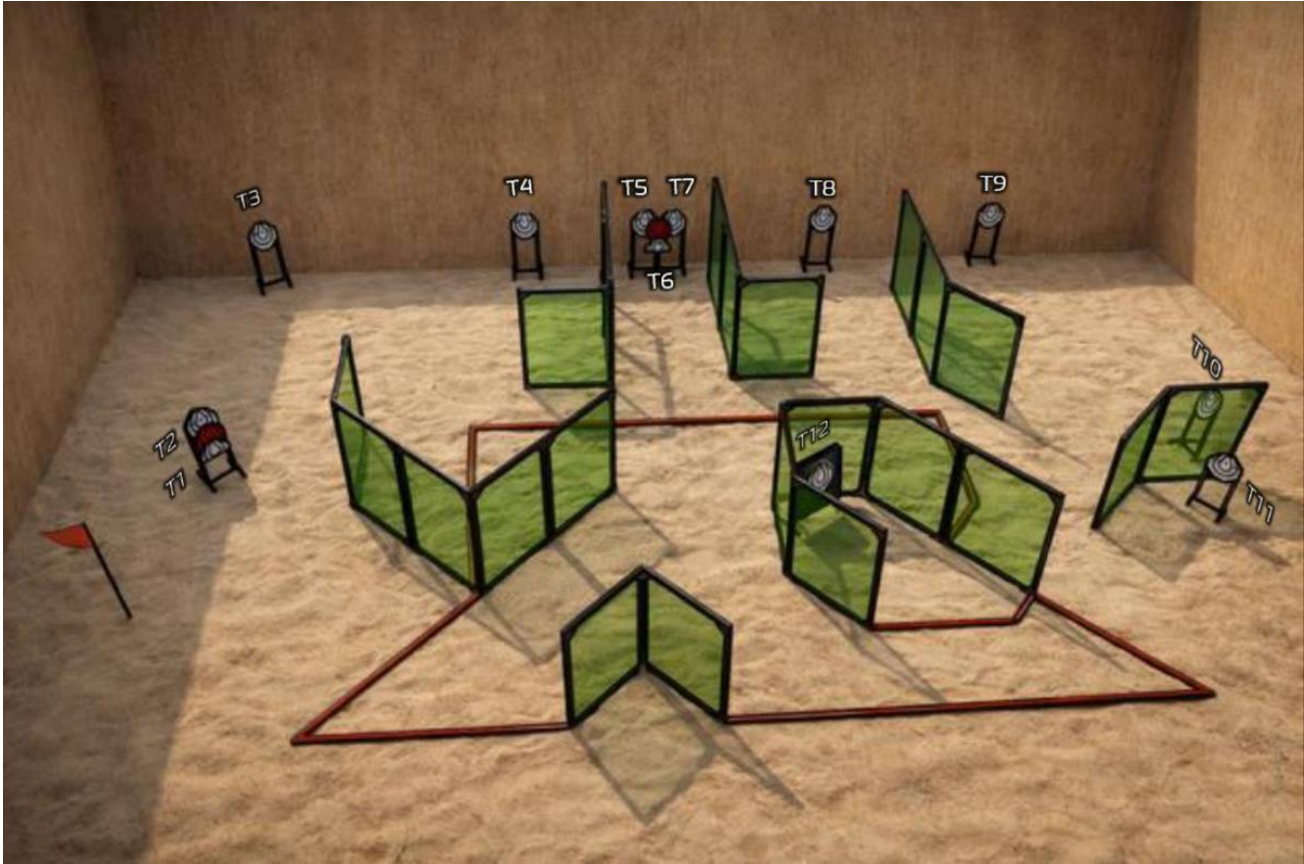
Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

SCORING TARGETS	11 IPSC scoring targets and 1 IPSC metal plates		
MINIMUM NUMBER OF ROUNDS REQUIRED	23	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Loaded, empty chamber, laying flat on marks on table.		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Sitting on stump. Hands on knees, as demonstrated. (Heels touching stump)		
PROCEDURE	After the start signal, engage all targets.		
SAFETY ANGLES	90/90		

Stage design by Nicola

Stage 19

			
ROUNDS	PAPER	STEEL	TYPE
24	12	—	MEDIUM



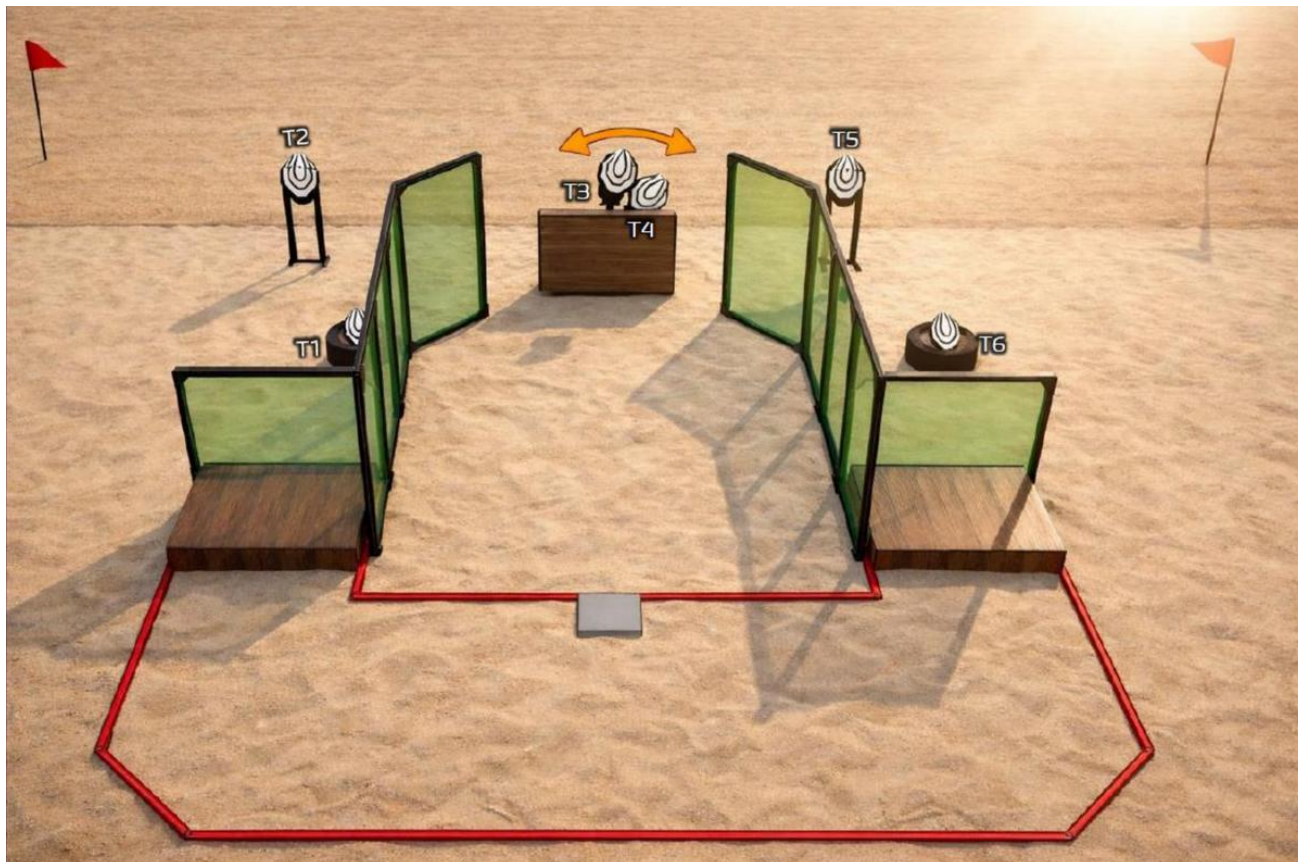
Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

SCORING TARGETS	12 IPSC mini scoring targets.		
MINIMUM NUMBER OF ROUNDS REQUIRED	24	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Loaded and holstered		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Anywhere in the designated area as demonstrated.		
PROCEDURE	After the start signal, engage all targets.		
SAFETY ANGLES	Flag left and right. 90 degrees after passing flags.		

Stage design by Nicola

Stage 20

ROUNDS	PAPER	STEEL	TYPE
12	6	—	SHORT



Stage diagrams are for illustration. The stage as built on the day may differ from the drawing.

SCORING TARGETS	6 IPSC mini scoring targets.		
MINIMUM NUMBER OF ROUNDS REQUIRED	12	TIME STARTS	On audible signal.
FIREARM READY CONDITION	Loaded and holstered		
COMPETITOR READY CONDITION	Rule 8.2.2 and Appendix E2, as demonstrated		
START POSITION	Anywhere in the designated area as demonstrated. (Shooter can NOT start on the stomp box)		
PROCEDURE	After the start signal, engage all targets. Stomp box activates moving targets T3 and T4. All targets will be visible at rest.		
SAFETY ANGLES	Flag left and right		

Stage design by Nicola

Everything goes back to you

Every product on the prize table has been donated by our sponsors, and every single item goes back to you. Nothing is held back.

100,000
NOK+

of prizes given by our sponsors (**excluding** the KMR pistol, valued at 44,590 NOK), and **everyone in the match can win**. Competitors and crew, every single name is in the draw.

You do NOT want to miss this.

HOW IT WORKS

Directly after the award ceremony, names are drawn at random from all competitors and all match staff. Each person drawn walks up and **chooses one item** from the table. The draw continues until every prize has been claimed.

Know what you want before the draw starts. When your name is called, step up, take your item and step back out. If everyone browses at the table the draw grinds to a halt, so do your shopping in advance and keep it moving.

Once your name has been drawn, it is out. You cannot be drawn a second time, unless we go the full circle and everybody has picked a prize, at which point the draw starts over.

You must be present when your name is called. Prizes cannot be collected on behalf of anyone else, and a prize cannot be claimed later. You do not need to have placed well, and you do not need to have bought anything.

WHAT IS ON THE TABLE, AND DO YOUR HOMEWORK

Optics, tools, parts, bags, clothing, apparel, and every kind of eye candy tailor-made for this audience.

The table is built up towards the end of the match, so **take a peek before the ceremony** and pick out your favourites. When your name is called, you want to know exactly what you are walking up for.

PRIZES DONATED BY



Win a pistol

One pistol. Four finalists. One shoot-off. Everyone in the match starts with a ticket in the hat.



KMR ORCA · 9×19 · HOLOSUN 507 PROMAX INCLUDED

TOTAL VALUE

44,590 NOK

TICKETS

Every competitor and every member of match staff gets **one free ticket***, tied to your competitor number. Extra tickets are **50 NOK each**, on sale at the kiosk.

More tickets, better odds.

Ticket sales close **at 13:00 on Sunday**.

Every krone from ticket sales goes straight back into the club, funding better facilities and equipment for members, visitors and future matches.

TICKETS BOUGHT	YOUR ENTRIES	CHANCE OF REACHING THE FINAL
None, free ticket only	1	0.3%
5 tickets · 250 NOK	6	2.0%
15 tickets · 750 NOK	16	5.2%

Based on an estimated 1,230 total entries. Actual odds depend on final ticket sales.



* Open to competitors resident in Norway

Norwegian firearm export rules make it impossible for us to send a pistol out of the country, so only competitors resident in Norway can enter the draw for the KMR Orca. We are sorry, and we wish it were otherwise.

Everyone else, the prize table is still yours. Well over 100,000 NOK of gear, and every single competitor in the match is in that draw.

The draw and the shoot-off

THE DRAW

Four finalists are drawn at random, weighted by the number of tickets held.

- **Open to competitors resident in Norway only**, because a pistol cannot be exported. See page 31.
- **A place in the final is personal**. It cannot be given away or transferred to anyone else.
- **You must be present when your name is called**. If you are not there, another name is drawn in your place.
- If you do not wish to shoot, say so immediately when your name is drawn.
- If a finalist is not present at the shoot-off, or unwilling to shoot, a replacement is drawn by the same process.
- All four finalists receive a goodie bag.

THE SHOOT-OFF

Held at the **25 m range by the clubhouse**. The four finalists shoot in the order they were drawn.

All four finalists shoot **the KMR Orca itself**, the very pistol on the line. Pistol, magazine and ammunition are all provided. You do not use your own firearm or your own gear.

1. The pistol lies unloaded on its mark on the table, with one magazine loaded with 10 rounds on its mark beside it.
2. The Range Officer stages the pistol identically for every shooter.
3. Start position: standing at the table, hands on the marks on the table.
4. On the start signal, load the pistol and engage the three steel targets.
5. All three steel targets must go down.
6. Standard IPSC rules apply. If the procedure is not followed or a rule is broken, the run is void and does not count. **There is no re-run.**
7. **The fastest valid time wins the KMR Orca.**

Same pistol, same magazine and same ammunition for all four. Run under the direction of the Range Master.

THE KMR ORCA IS PROVIDED BY



KMR
PRECISION ARMS

MAIN SPONSOR



KMR L-02 Spectra package deal

THE PACKAGE INCLUDES

- KMR L-02 Spectra 9×19 mm
- Complete CR-Speed Ultra rig
- Holosun 407Comp fitted

PACKAGE PRICE

38,990 NOK

Normally 48,506 NOK

Save 9,516 NOK



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HOLTEFJELL2026

VALID TO AND INCLUDING 6 SEPTEMBER 2026

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Enter the code at checkout and gear up for your next adventure

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THANK YOU FOR COMING

IPSC Nordic Handgun Championship 2026
27-30 August 2026 · Holtefjell, Hokksund, Norway



Buskerud
fylkeskommune

Special thanks to **Buskerud fylkeskommune** for contributing funds towards the match, allowing us to upgrade the range and the equipment to the benefit of all members and visitors.

THANK YOU TO OUR SPONSORS



**NOR
ARM**



TESS
HOKKSUND

MATCH BOOK DESIGN BY



TONY RENSTROM SHOOTING