

# SNO Level 2018

Norwegian National Championship Production Optics



# Stage 1 – Short Course

**RULES:** Handgun Competition Rules, Latest Edition

**COURSE DESIGNER:** Rune Arnesen (NOR)

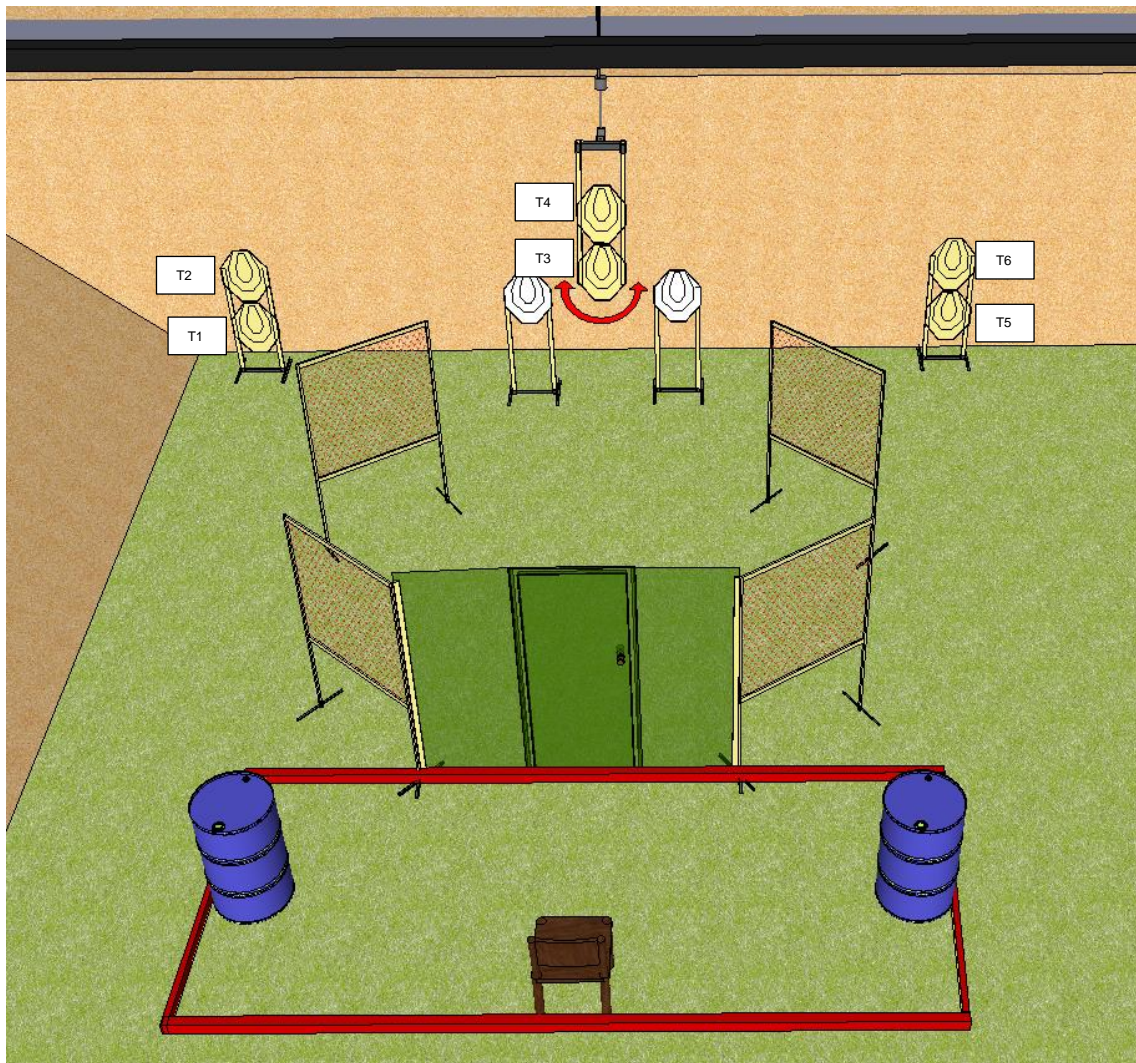
**START POSITION:** Sitting on chair, gun unloaded on barrel A or B, all magazines to be used on opposite barrel.

## STAGE PROCEDURE

On signal engage all targets free style from within the designated area.

## SCORING

**ROUNDS TO BE SCORED:** Rounds to be scored  
12, 60 points  
**TARGETS:** 6 IPSC Paper  
**START:** Audible



## SETUP NOTES:

**Stage 1** - the No-Shoots in front of the pendulum must be impenetrable. You need to add to the descriptions (1) **HOW** the pendulum is activated, and (2) **whether** it will remain visible at rest

## RO NOTES:



# Stage 2

**RULES:** Handgun Competition Rules, Latest Edition    **COURSE DESIGNER:** Rune Vikeby (NOR)

**START POSITION:** Anywhere inside the designated area

## STAGE PROCEDURE

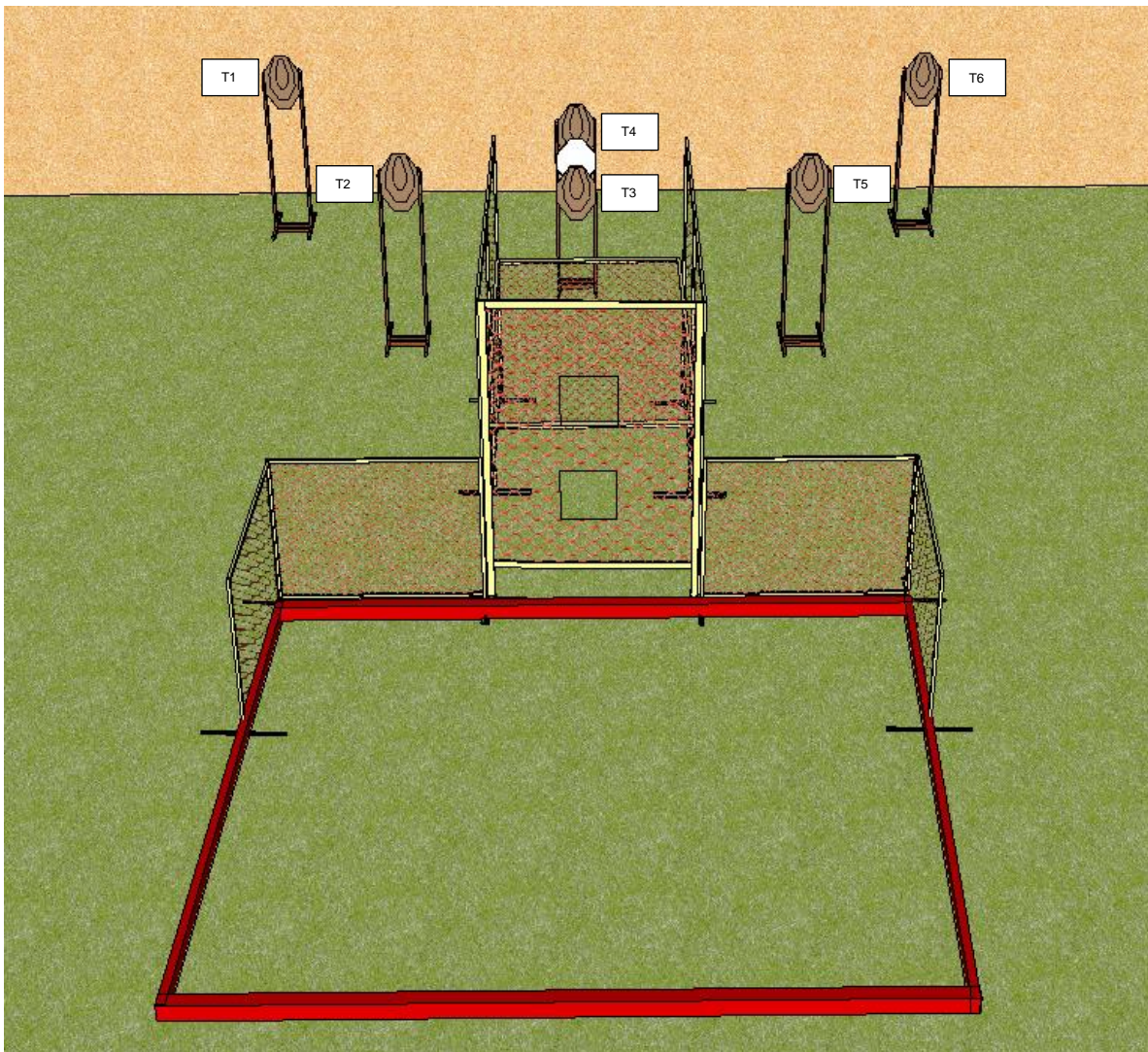
On signal engage all targets free style within the designated area.

## SCORING

**ROUNDS TO BE SCORED:** 12, 60 points

**TARGETS:** 6 IPSC Paper mini, 1 IPSC Paper mini NO-Shoot

**START:** Audible



**SETUP NOTES:**

**RO NOTES:**



# Stage 3

**RULES:** Handgun Competition Rules, Latest Edition    **COURSE DESIGNER:** Rune Vikeby (NOR)

**START POSITION:** Anywhere inside the designated area

## STAGE PROCEDURE

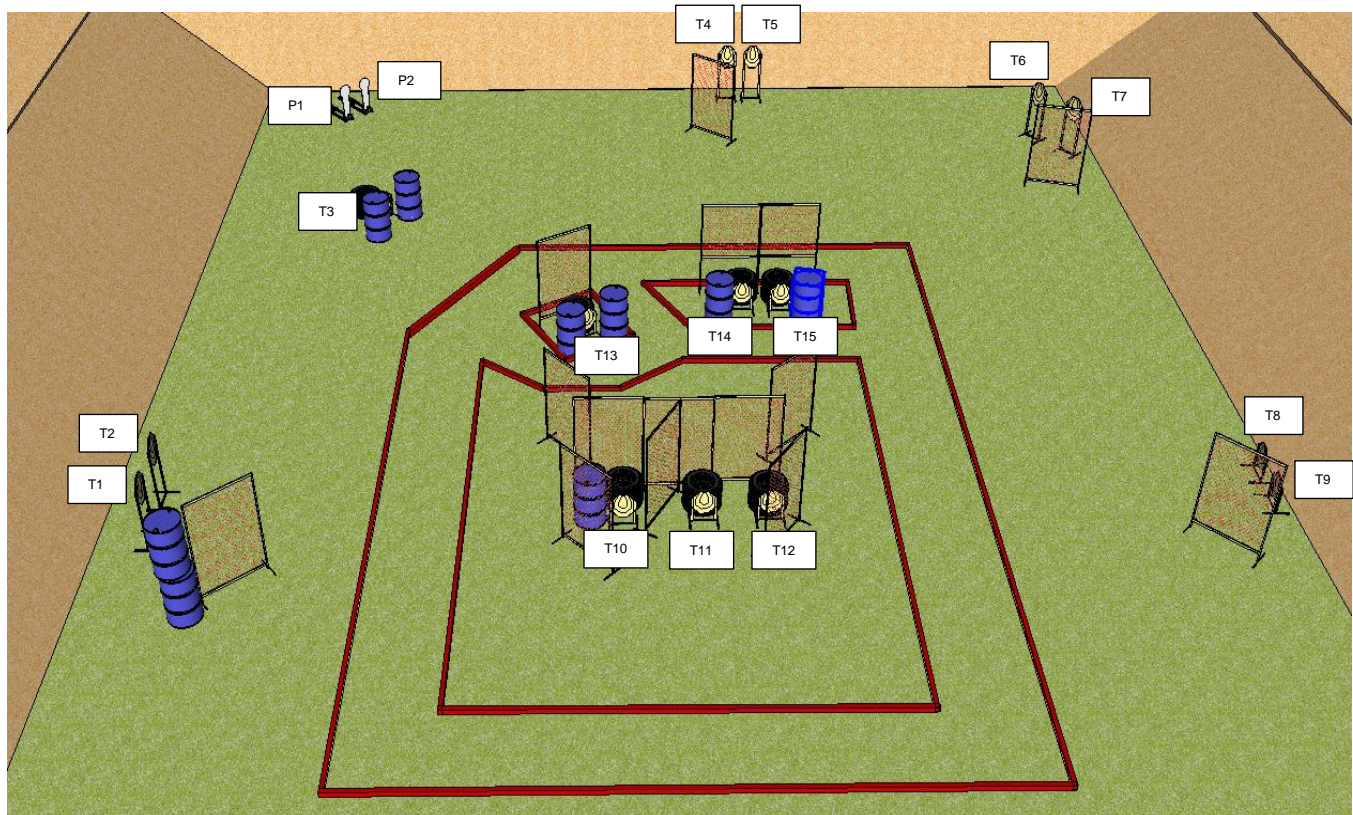
On signal engage all targets free style within the designated area.

## SCORING

**ROUNDS TO BE SCORED:** 32, 160 points

**TARGETS:** 15 IPSC Paper, 2 IPSC Popper

**START:** Audible



**SETUP NOTES:**

**RO NOTES:**



# Stage 4

**RULES:** Handgun Competition Rules, Latest Edition    **COURSE DESIGNER:** Rune Vikeby (NOR)

**START POSITION:** Anywhere inside the designated area. Gun loaded on barrel with all magazine to be used.

## STAGE PROCEDURE

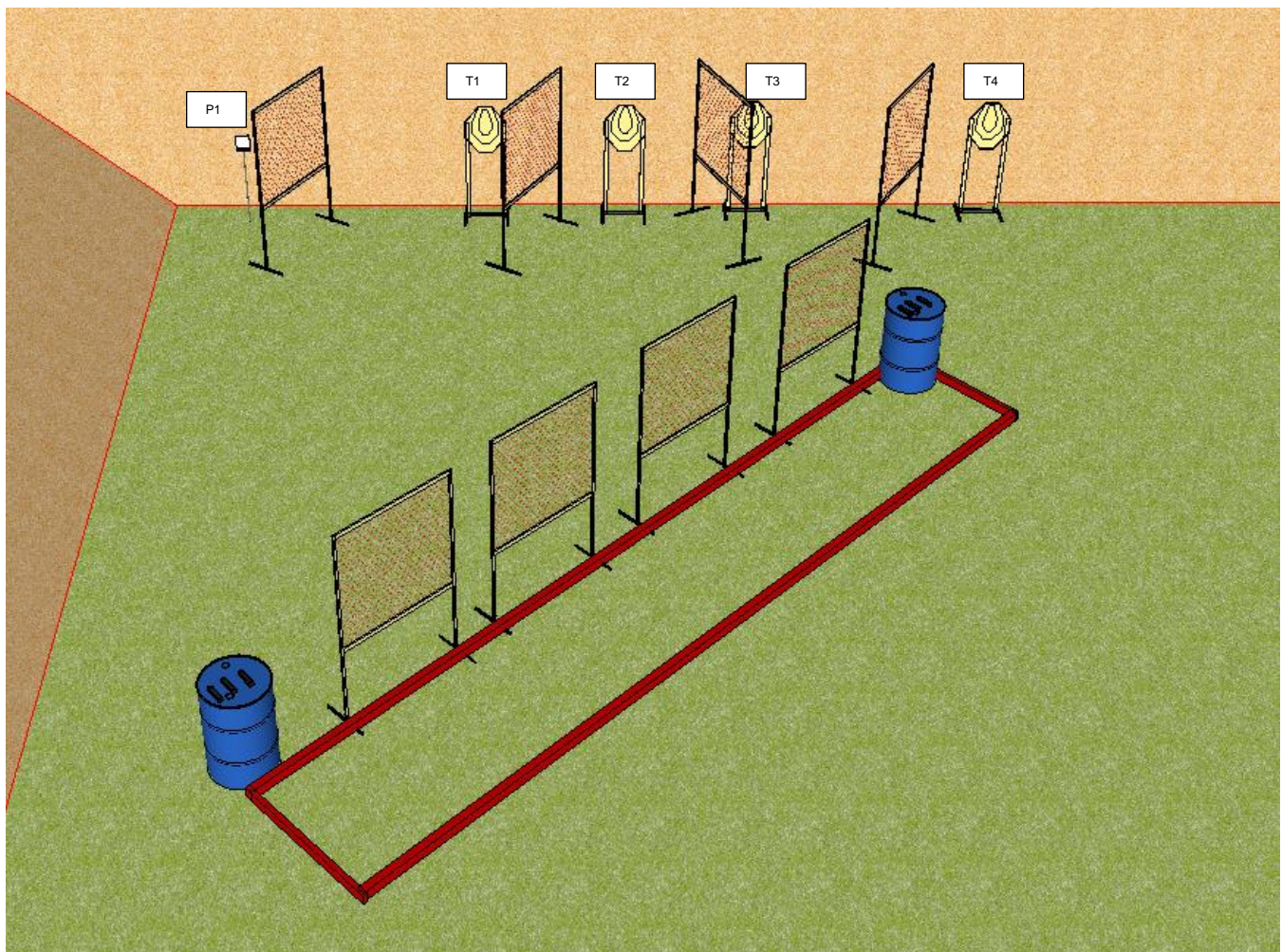
On signal engage all targets free style **with weak hand** within the designated area.

## SCORING

**ROUNDS TO BE SCORED:** 9, 45 points

**TARGETS:** 4 IPSC Paper, 1 IPSC plate

**START-STOP:** Audible



**SETUP NOTES:**

**RO NOTES:**



# Stage 5

**RULES:** Handgun Competition Rules, Latest Edition    **COURSE DESIGNER:** Jan Stian Fiskerstrand (NOR)

**START POSITION:** Gun and all magazines to be used lying flat on table. Gun unloaded. Heels touching the blue marks.

## STAGE PROCEDURE

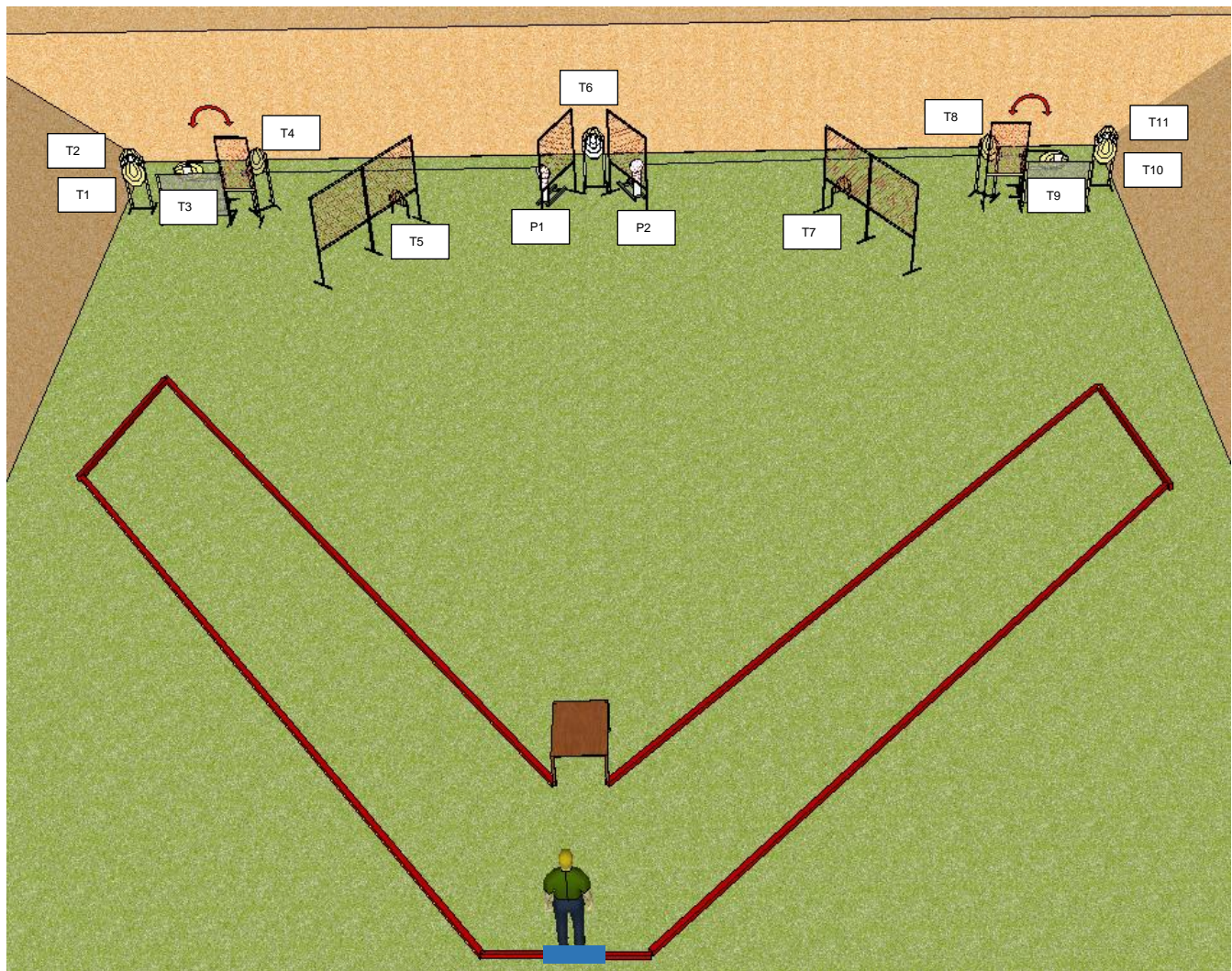
On signal engage all targets free style within the designated area. Popper (P1) will release Moving Target (T3). Popper (P2) will release Moving Target (T9). All Moving targets will be visible at rest.

## SCORING

**ROUNDS TO BE SCORED:** 24, 120 points

**TARGETS:** 11 IPSC Paper, 3 IPSC No-Shoot, 2 IPSC Poppers

**START:** Audible



**SETUP NOTES:**

**RO NOTES:**



# Stage 6

**RULES:** Handgun Competition Rules, Latest Edition    **COURSE DESIGNER:** Roy Thorud (NOR)

**START POSITION:** Gun loaded and holstered, toes touching marks

## STAGE PROCEDURE

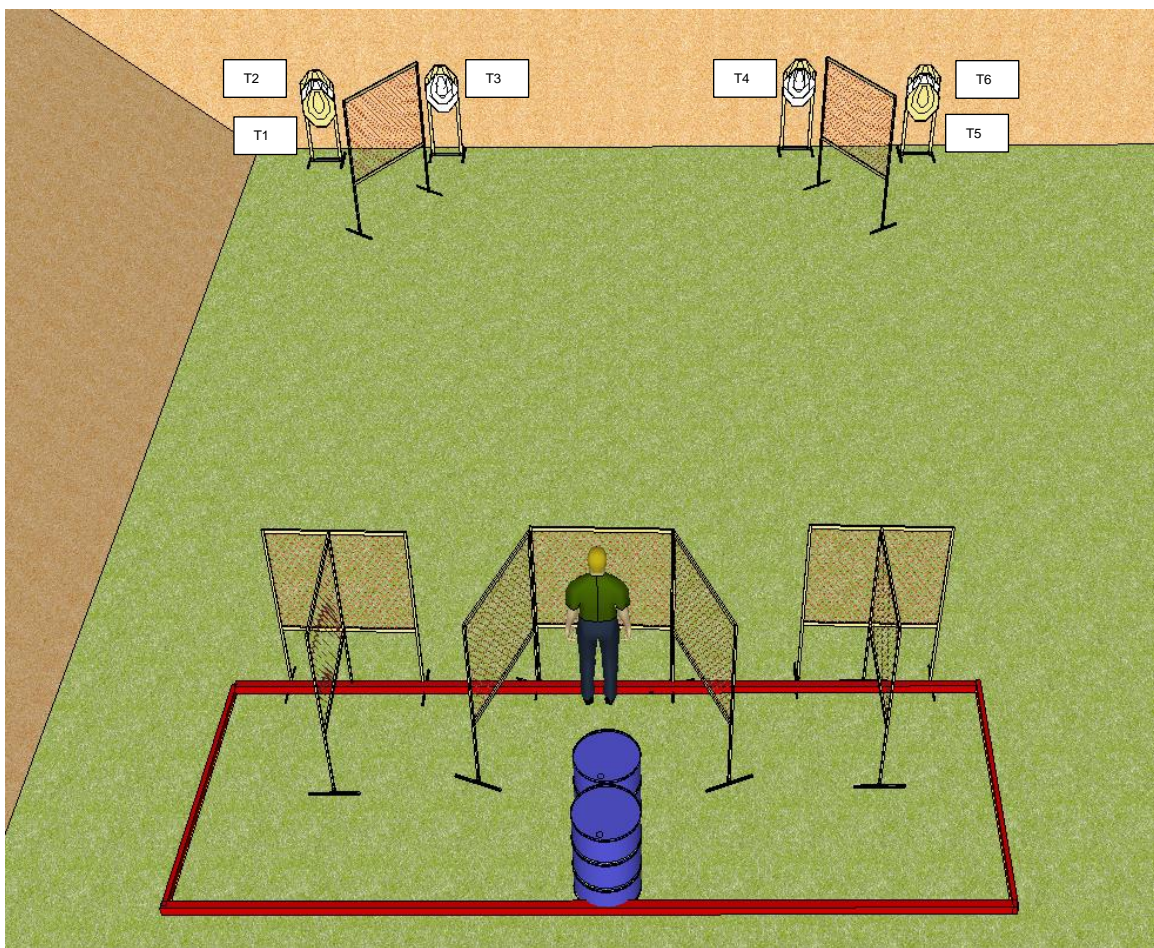
On signal engage all targets **with strong hand** from within the designated area.

## SCORING

**ROUNDS TO BE SCORED:** 12, 60 points

**TARGETS:** 6 IPSC Paper, 4 No Shoot

**START:** Audible signal



**SETUP NOTES:**

**RO NOTES:**



# Stage 7

**RULES:** Handgun Competition Rules, Latest Edition    **COURSE DESIGNER:** Roy Thorud (NOR)

**START POSITION:** Gun loaded on one of the barrels, box on the other barrel. Heels touching marks.

## STAGE PROCEDURE

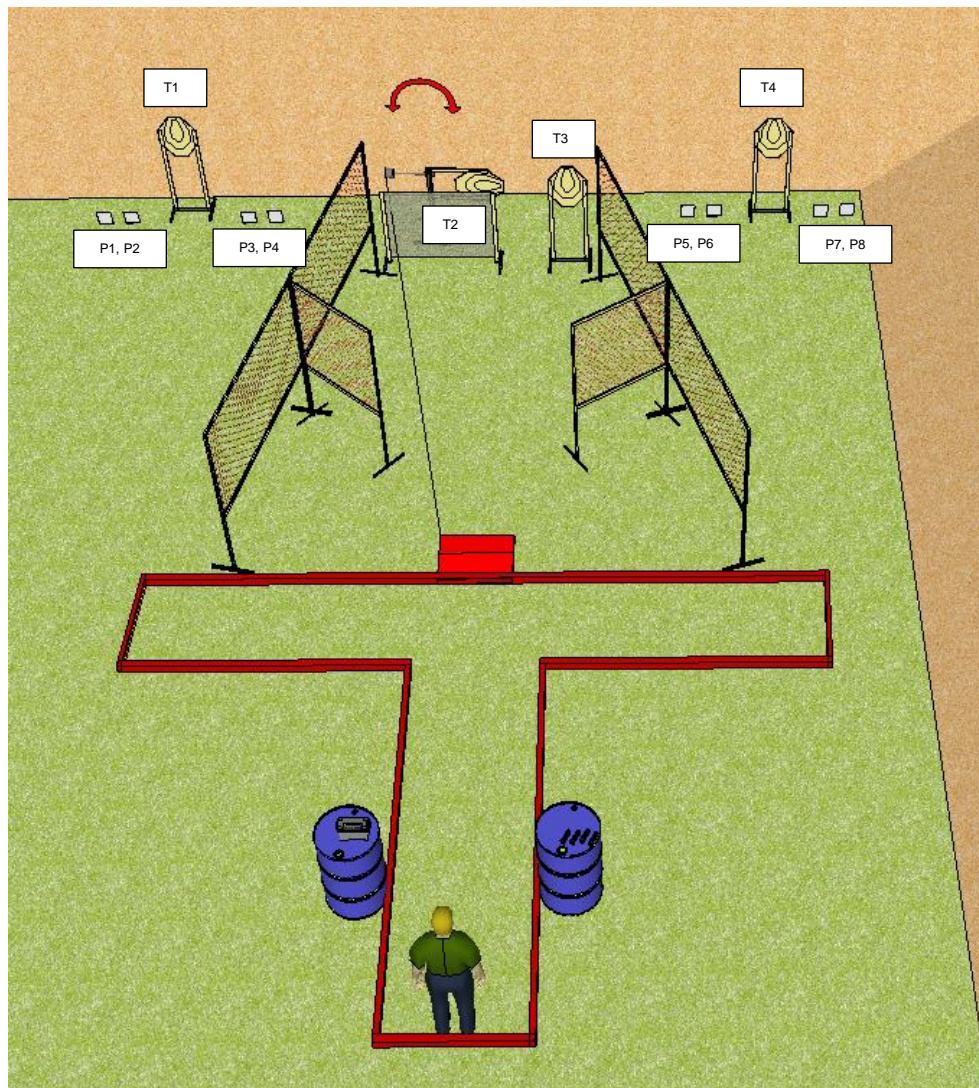
On signal engage all targets free style within the designated area. The box must be placed on the stomp pad to release the Moving Target (T2). Moving Target will be visible at rest.

## SCORING

**ROUNDS TO BE SCORED:** 12, 60 points

**TARGETS:** 4 IPSC Paper, 8 IPSC Plate

**START:** Audible



**SETUP NOTES:**

**RO NOTES:**



# Stage 8

**RULES:** Handgun Competition Rules, Latest Edition    **COURSE DESIGNER:** Espen Fiskebeck (NOR)

**START POSITION:** Gun loaded in holster. Heels touching the blue marks.

## STAGE PROCEDURE

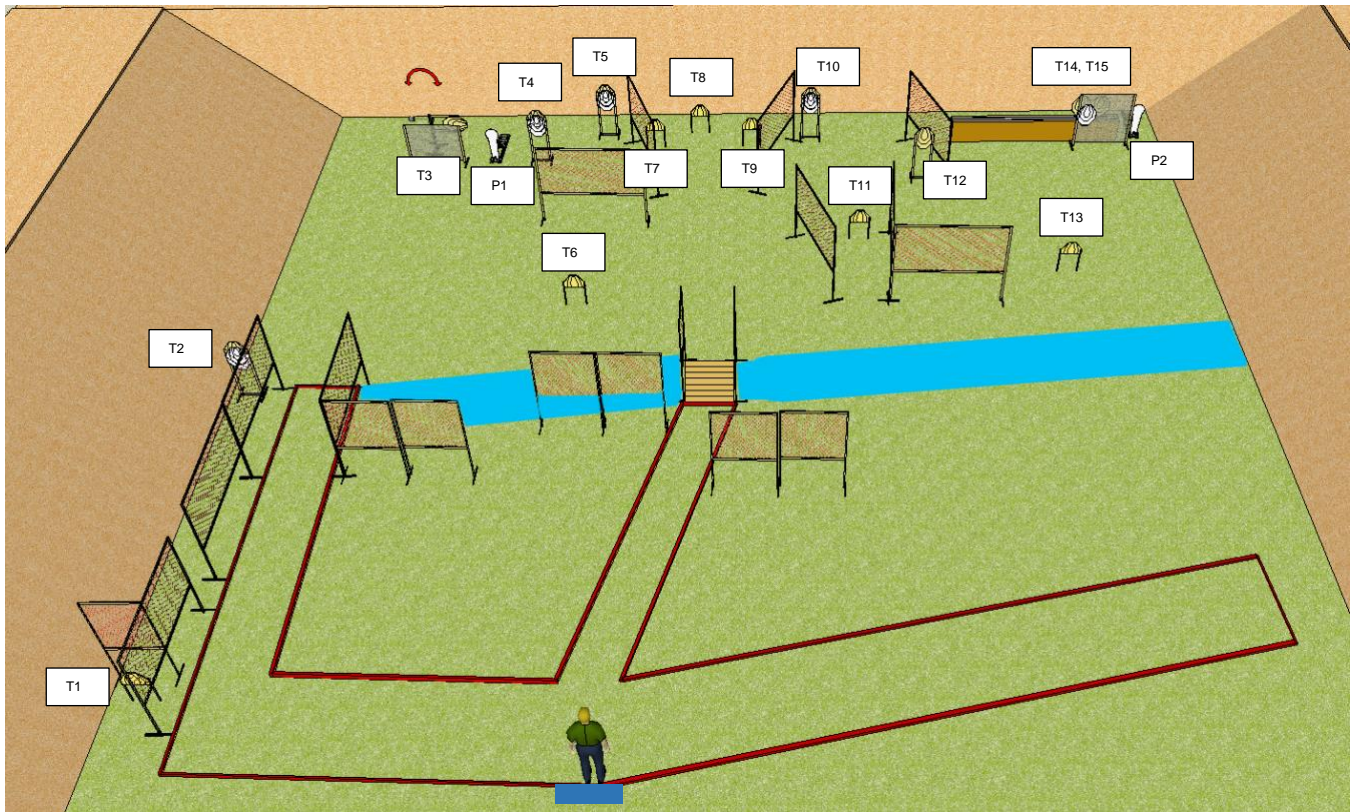
On signal engage all targets within the designated area.  
Popper (P1) will release Moving Target (T3). Popper (P2) release Moving Targets (T14 and T15). All Moving Targets will be visible at rest.

## SCORING

**ROUNDS TO BE SCORED:** 32, 160 points

**TARGETS:** 15 IPSC Paper, 4 No-Shoot, 2 IPSC Poppers

**START:** Audible



**SETUP NOTES:**

**RO NOTES:**



# Stage 9

**RULES:** Handgun Competition Rules, Latest Edition    **COURSE DESIGNER:** Tore Haugli (NOR)

**START POSITION:** Heels touching the blue marks.

## STAGE PROCEDURE

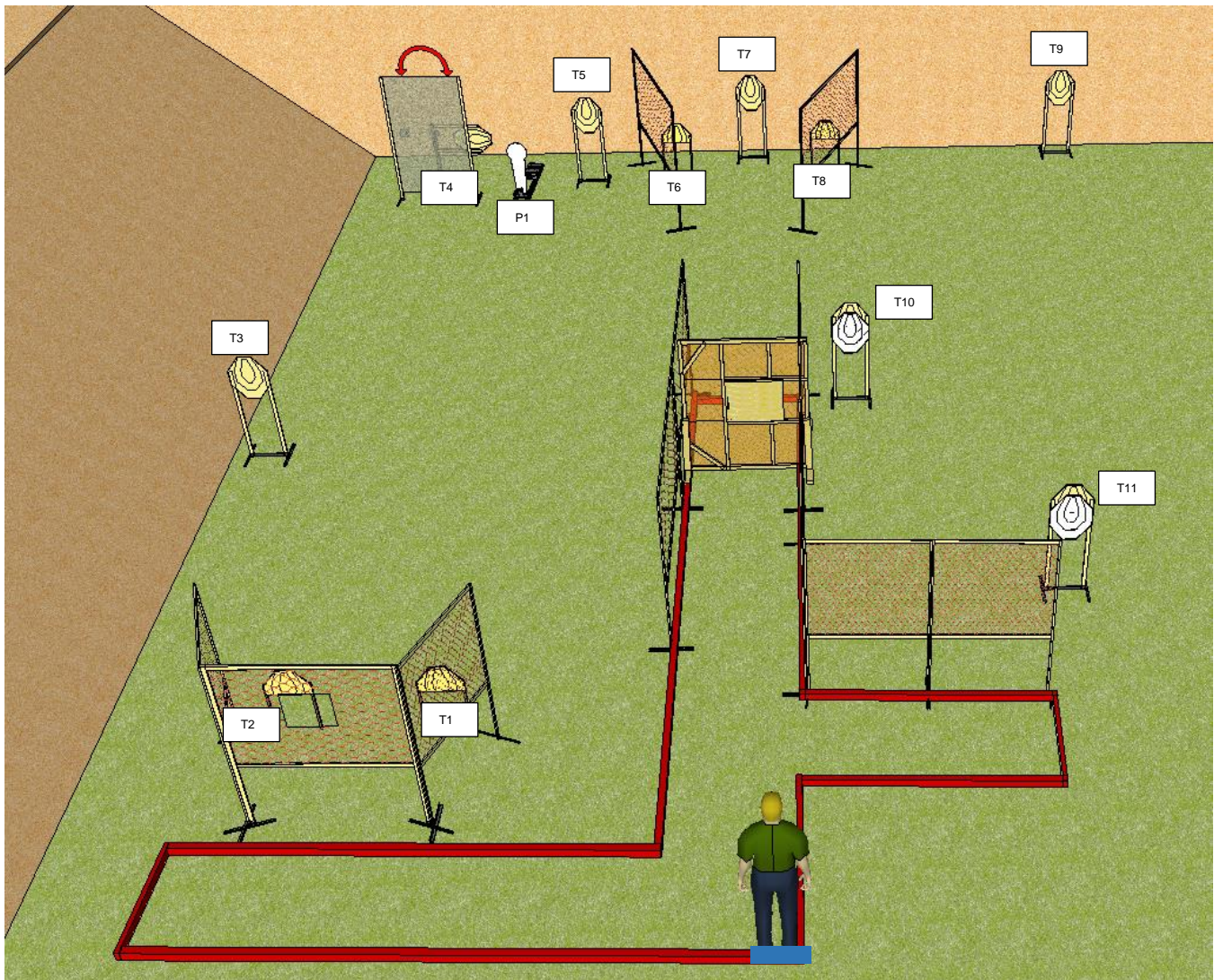
On signal engage all targets free style within the designated area. Popper (P1) will release Moving Target (T4). Moving Target will be visible at rest.

## SCORING

**ROUNDS TO BE SCORED:** 23, 115 points

**TARGETS:** 11 IPSC, 2 IPSC NS, 1 POPPER

**START:** Audible



**SETUP NOTES:**

**RO NOTES:**



# Stage 10

**RULES:** Handgun Competition Rules, Latest Edition    **COURSE DESIGNER:** Joakim Lied Haga (NOR)

**START POSITION:** Heels touching the blue marks.

## STAGE PROCEDURE

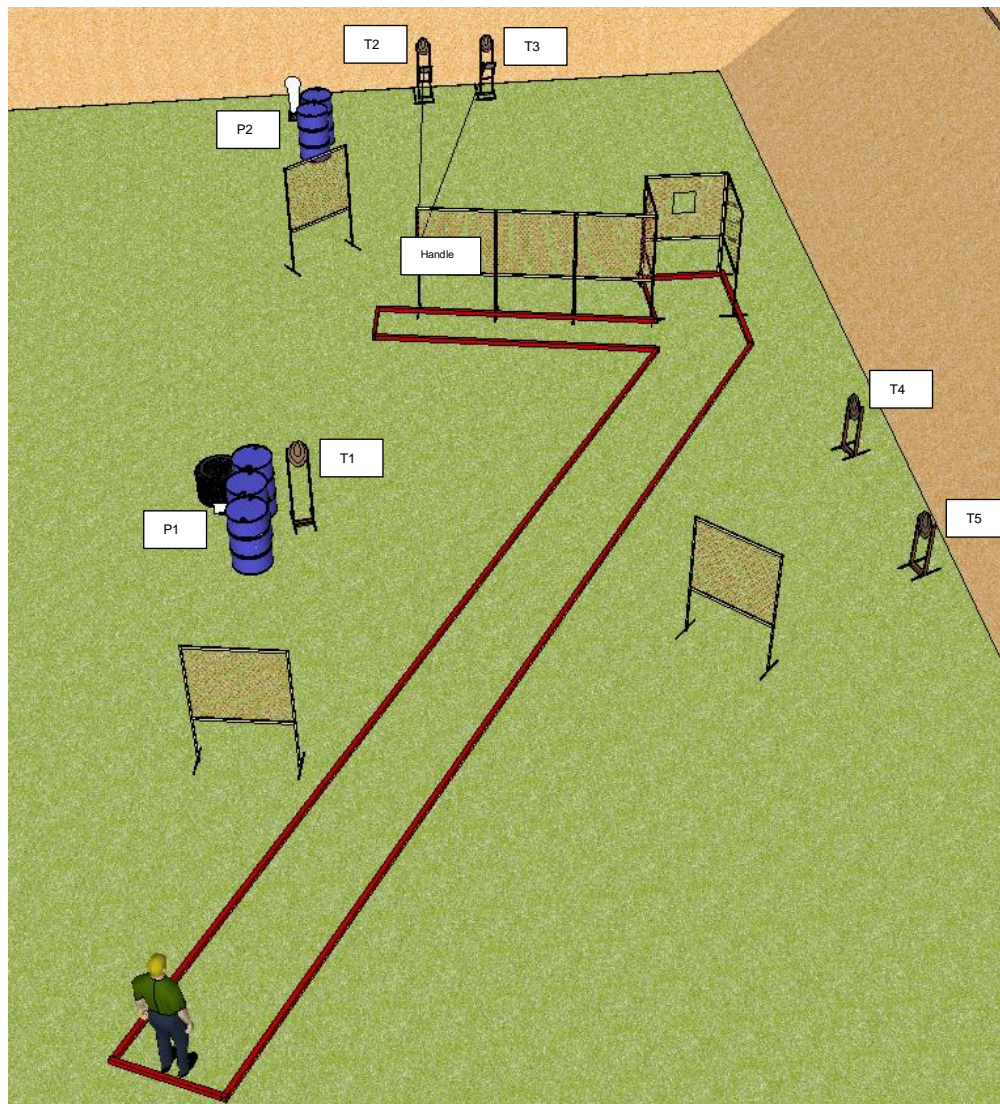
On signal engage all targets free style within the designated area. NO-Shoot on Targets (T2 and T3) can be removed by activating the handle

## SCORING

**ROUNDS TO BE SCORED:** 12, 60 points

**TARGETS:** 5 IPSC Paper mini, 1 IPSC Popper, 1 IPSC plate

**START:** Audible



**SETUP NOTES:**

**RO NOTES:**



# Stage 11

**RULES:** Handgun Competition Rules, Latest Edition    **COURSE DESIGNER:** Rune Arnesen (NOR)

**START POSITION:** Anywhere inside the designated area.

## STAGE PROCEDURE

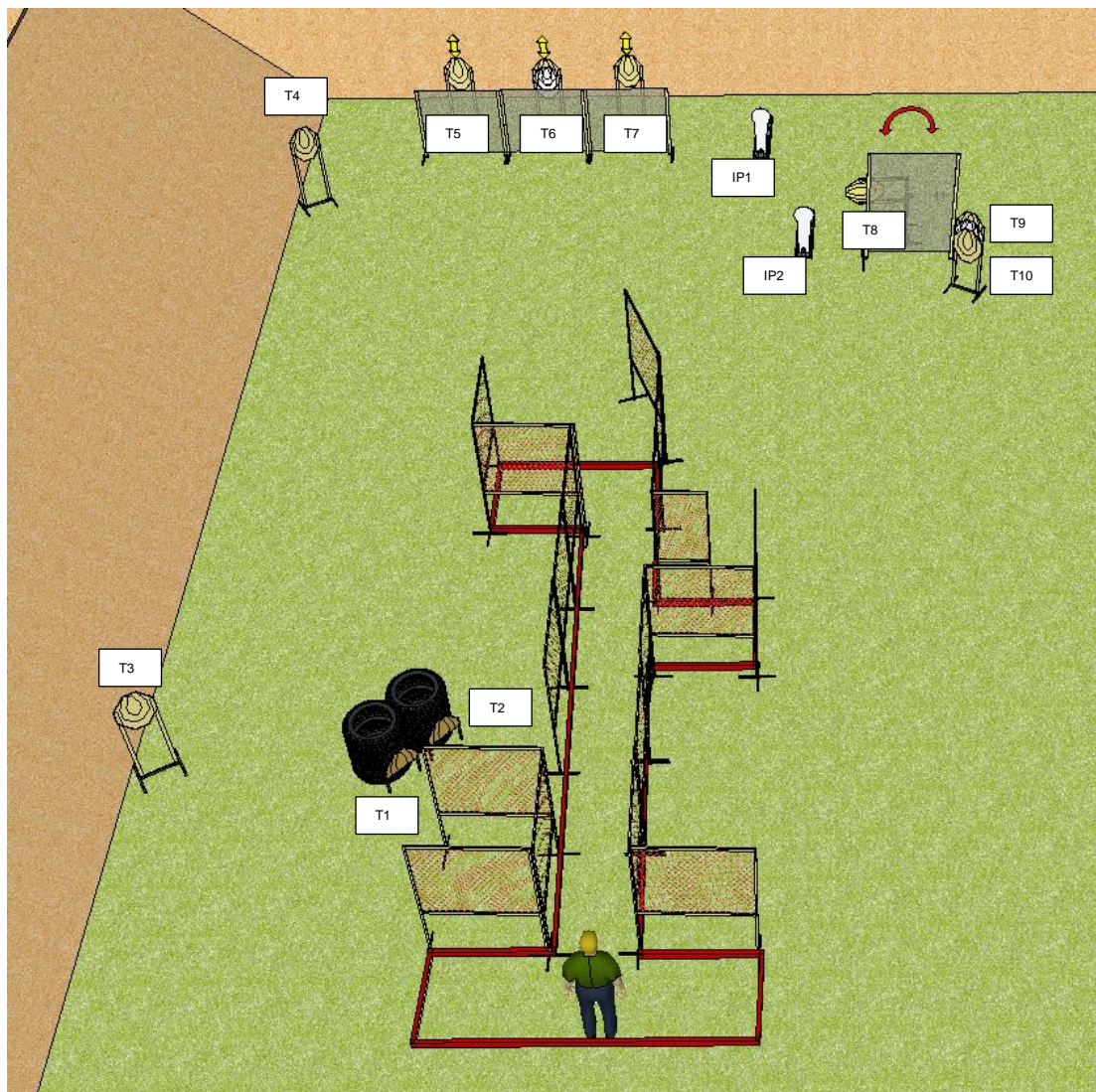
On signal engage all targets free style within the designated area. Popper (P1) will release Moving Targets (T5, T6, T7). Popper (P2) release Targets (T8). All Moving Targets will be visible at rest.

## SCORING

**ROUNDS TO BE SCORED:** 22, 110 points

**TARGETS:** 12 IPSC Paper, 2 IPSC Poppers

**START:** Audible



**SETUP NOTES:**

**RO NOTES:**



# Stage 12

**RULES:** Handgun Competition Rules, Latest Edition    **COURSE DESIGNER:** Rune Vikeby (NOR)

**START POSITION:** Heels touching the blue marks.

## STAGE PROCEDURE

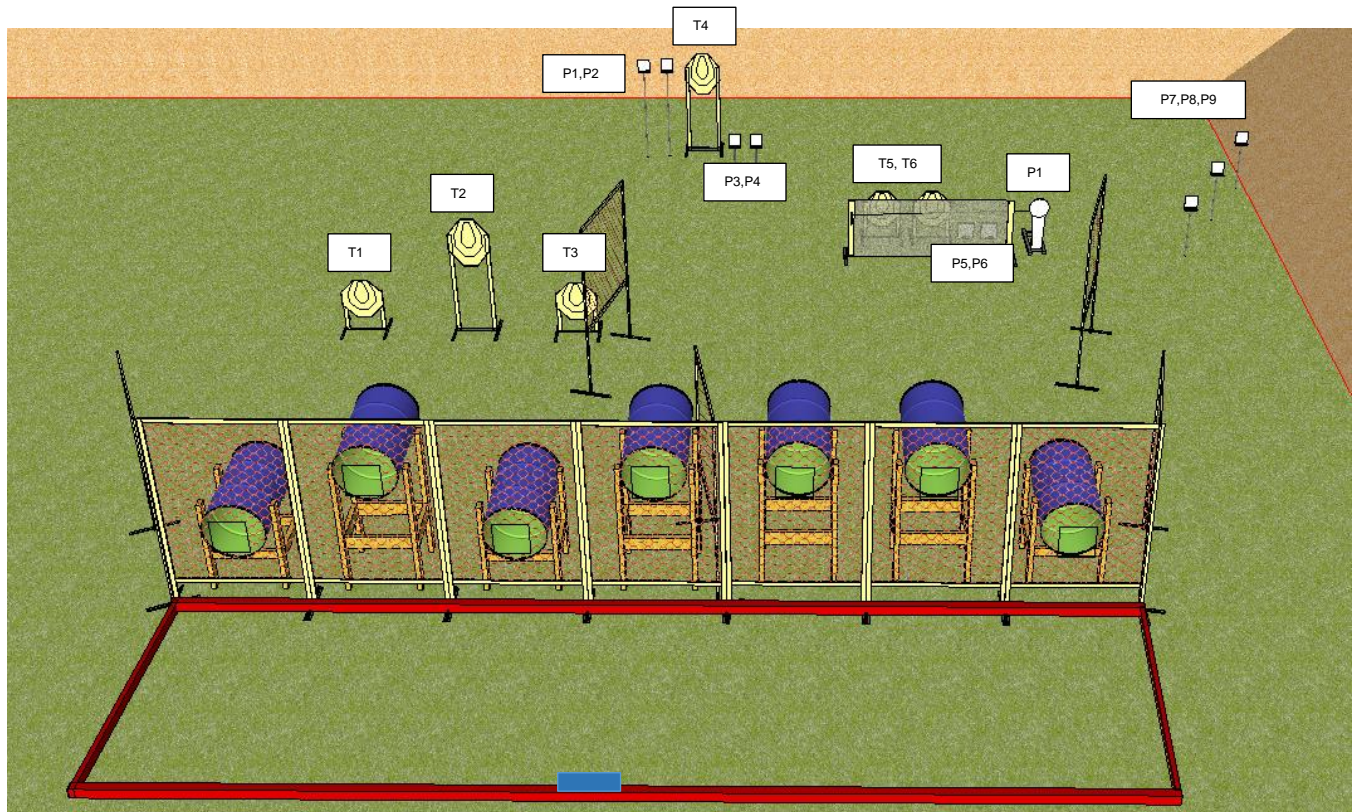
On signal engage all targets free style within the designated area. Popper (P1) will release Targets (T5, T6). All Targets will be visible at rest.

## SCORING

**ROUNDS TO BE SCORED:** 22, 110 points

**TARGETS:** 6 IPSC Paper, 1 IPSC Popper, 9 IPSC Plates

**START:** Audible



**SETUP NOTES:**

**RO NOTES:**