

Hamar Praktiske Skyttere

Presents

Angry Moose Extreme 2018

Handgun : Level 3

2018-08-25 (2 days)

Hamar, Norway



Our Main Sponsors:



ZALFA

Document Date:

17-Jul-2018

Match ID: D75243552

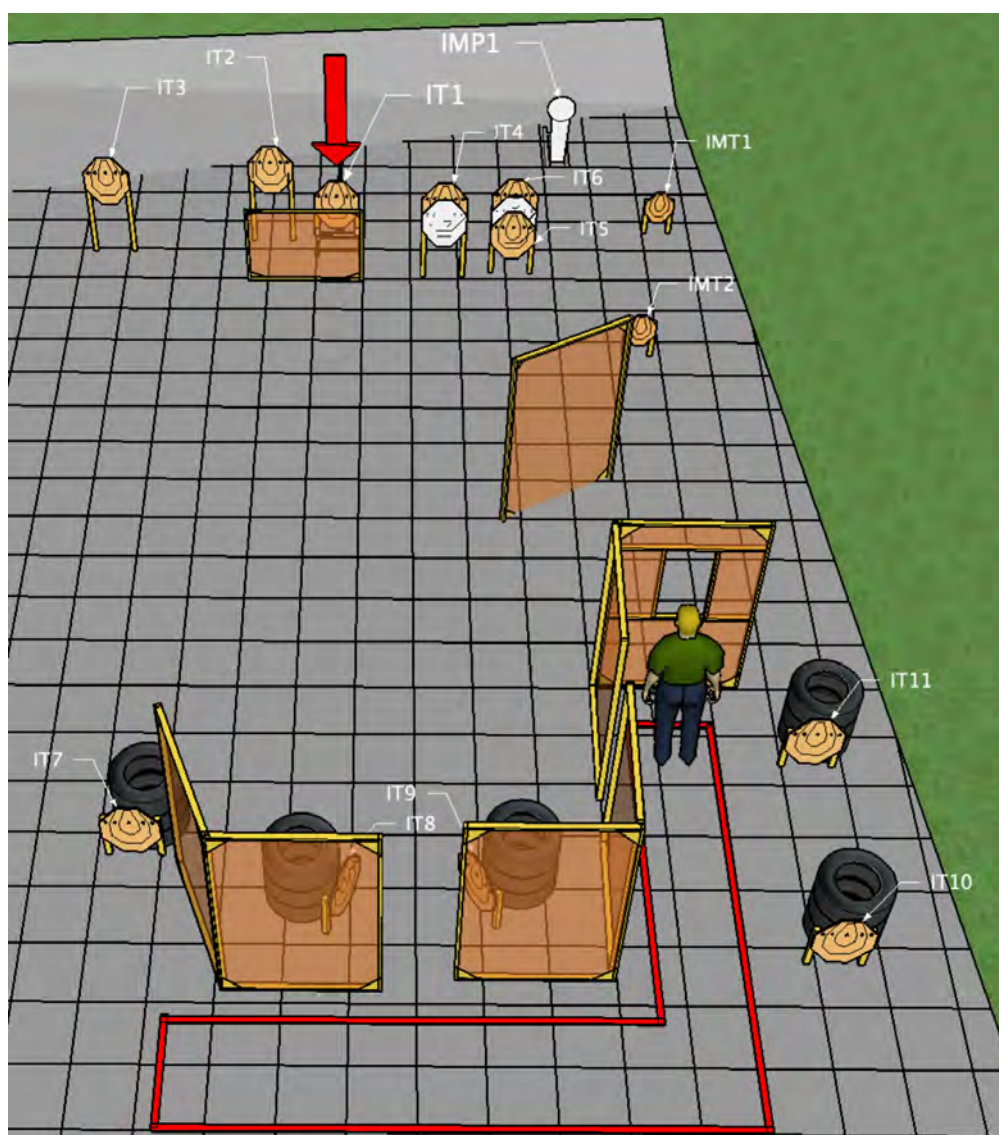
Angry Moose Extreme 2018 : Handgun : Level 3 : Hamar, Norway

Bay#	Stage#	Type [S/M/L]	IT	IMT	IP	IMP	PL	NS	Rounds To Be Scored	Firearm Ready Condition	Start Position	Time Starts
1	1	Long	11	2		1		2	27	-	TT	A
	2	Long		16					32	-	TT	A
2	3	Short	4				2	1	10	-	HHB	A
	4	Medium	5	6	1		1		24	-	HT	A
3	5	Medium	10				2	2	22	-	HT	A
	6	Medium	10				2	2	22	-	HT	A
4	7	Short	3		1		2		9	LOT	SOC	A
	8	Medium	8					4	16	IS	HT	A
5	9	Short	1	1					12	-	HT	A
	10	Short	4		1				9	-	-	A
6	11	Short		4					8	FOB	HT	A
	12	Short		4					8	FOB	HT	A
	13	Long		16					32	-	HT	A
7	14	Short	5					2	10	IS	SOC	A
	15	Short		4			1		9	FOB	SOC	A
8	16	Medium		8					16	-	TT	A
	17	Medium		7					14	-	HT	A
9	18	Long		15				3	30	-	HT	A
	19	Short		4				1	8	-	-	A
10	20	Medium	7	4	1			5	23	-	HT	A
	21	Short		5				1	10	-	-	A
11	22	Medium		6			4		16	-	HT	A
	23	Short		6				4	12	-	HT	A
12	24	Short	5		1			2	11	-	-	A
	25	Short		5					10	-	HT	A
	Total	[13/8/4]	73	113	5	1	14	29	400			

Abbreviations	
-	Default Condition / Freestyle
IT	IPSC Target(s)
IMT	IPSC Mini Target(s)
IP	IPSC Popper(s)
IMP	IPSC Mini Popper(s)
PL	IPSC Plate(s)
NS	No-Shoot Target(s)
HT	Heels Touching Mark
TT	Toes Touching Mark
SOC	Sitting on Chair
HHB	Standing on Pressure Plate, Hands Holding Left- and Rightside Handlebars
LOT	Gun Loaded Laying Flat On Table, Slide on Mark
FOB	Gun Loaded Laying Flat On Barrel, Slide on Mark
IS	Gun Inside Case, Magazine Well and Chamber Empty

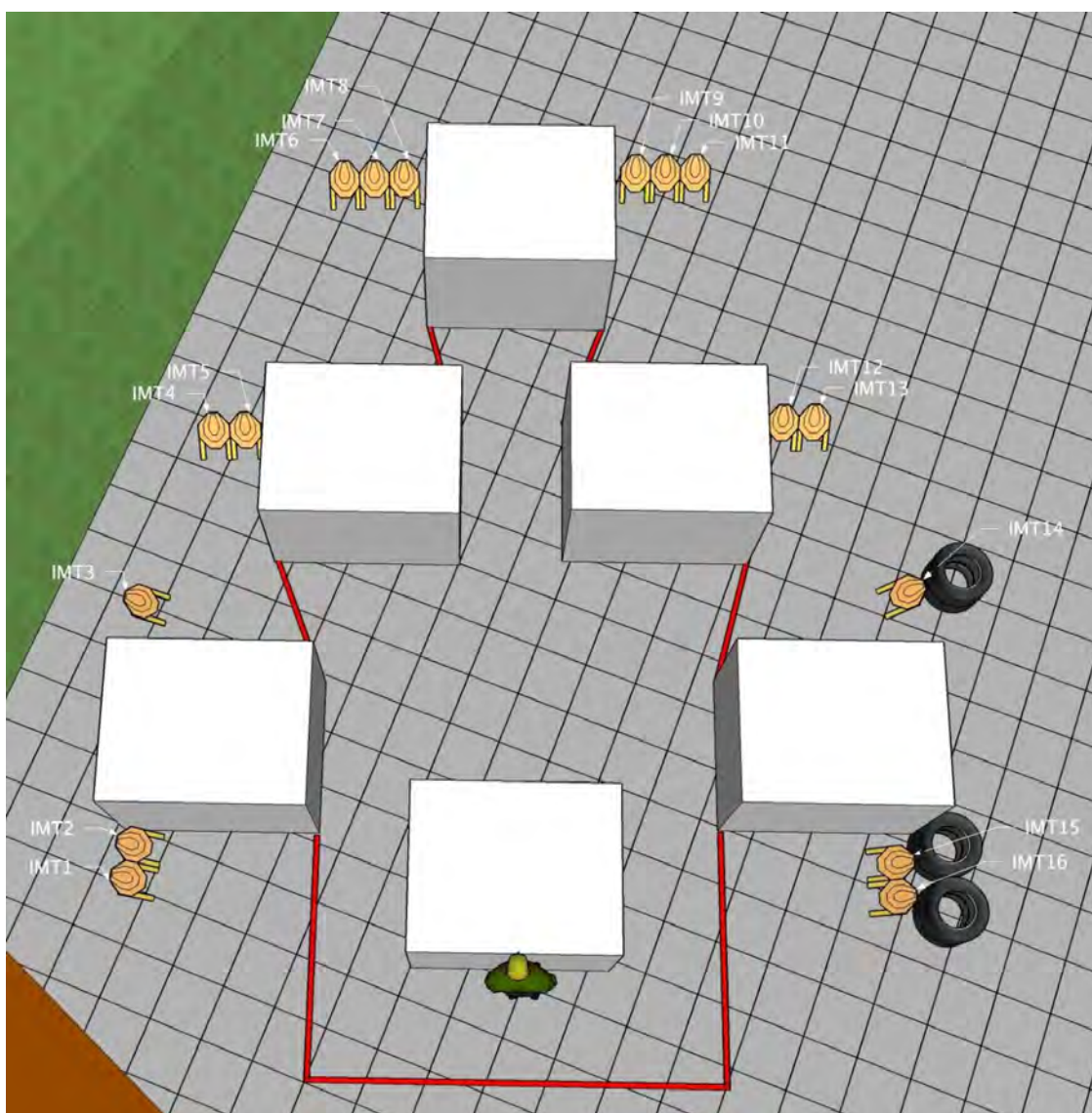
STAGE 1

Type:	Long Course
Targets:	11 IPSC Target(s) 2 IPSC Mini Target(s) 1 IPSC Mini Popper(s) 2 No-Shoot Target(s)
Rounds to be Scored:	27
Firearm Ready Condition:	-
Start Position:	Toes Touching Mark
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area. Popper (IP1) Activates Moving Target (IT1). The Moving Target is Visible at Rest.



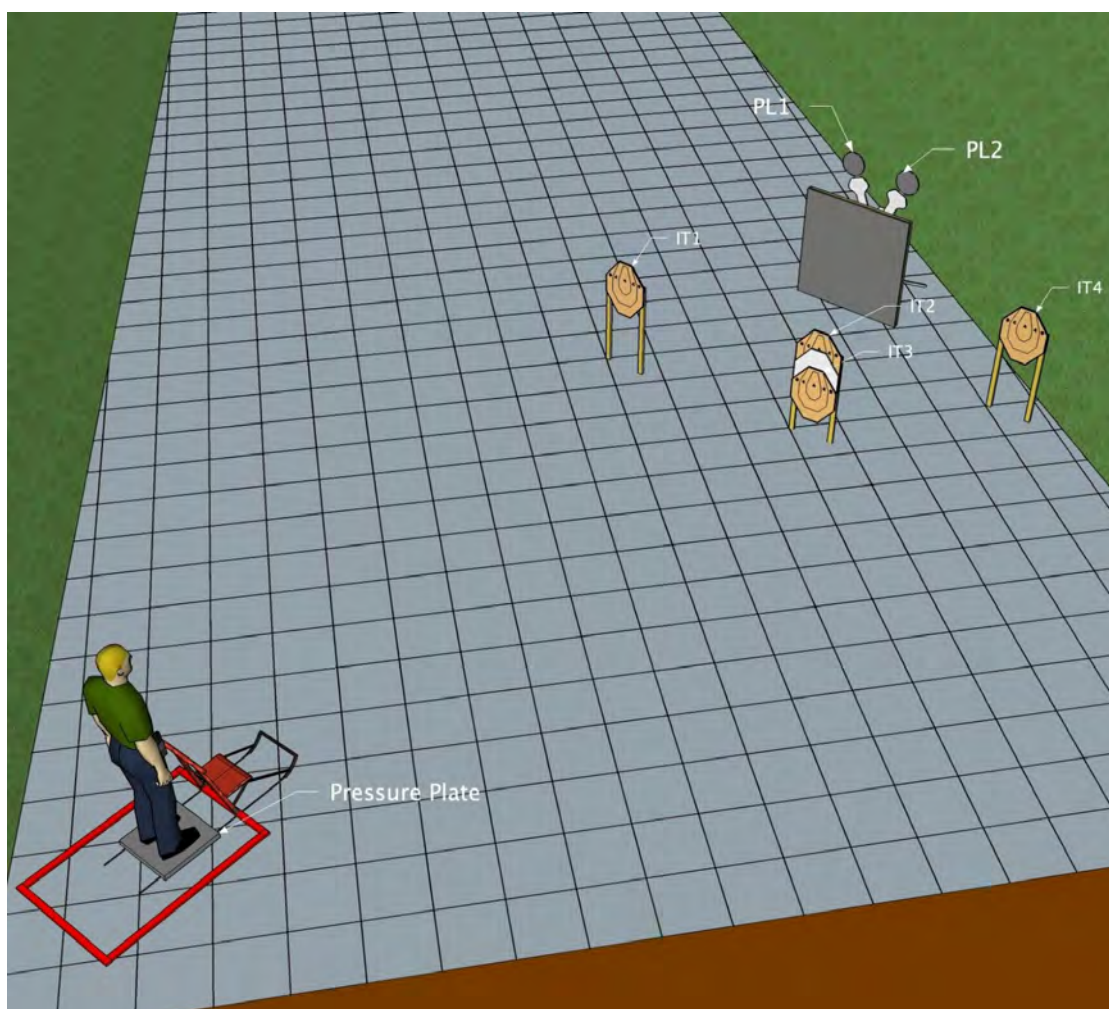
STAGE 2

Type:	Long Course
Targets:	16 IPSC Mini Target(s)
Rounds to be Scored:	32
Firearm Ready Condition:	-
Start Position:	Toes Touching Mark
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area.



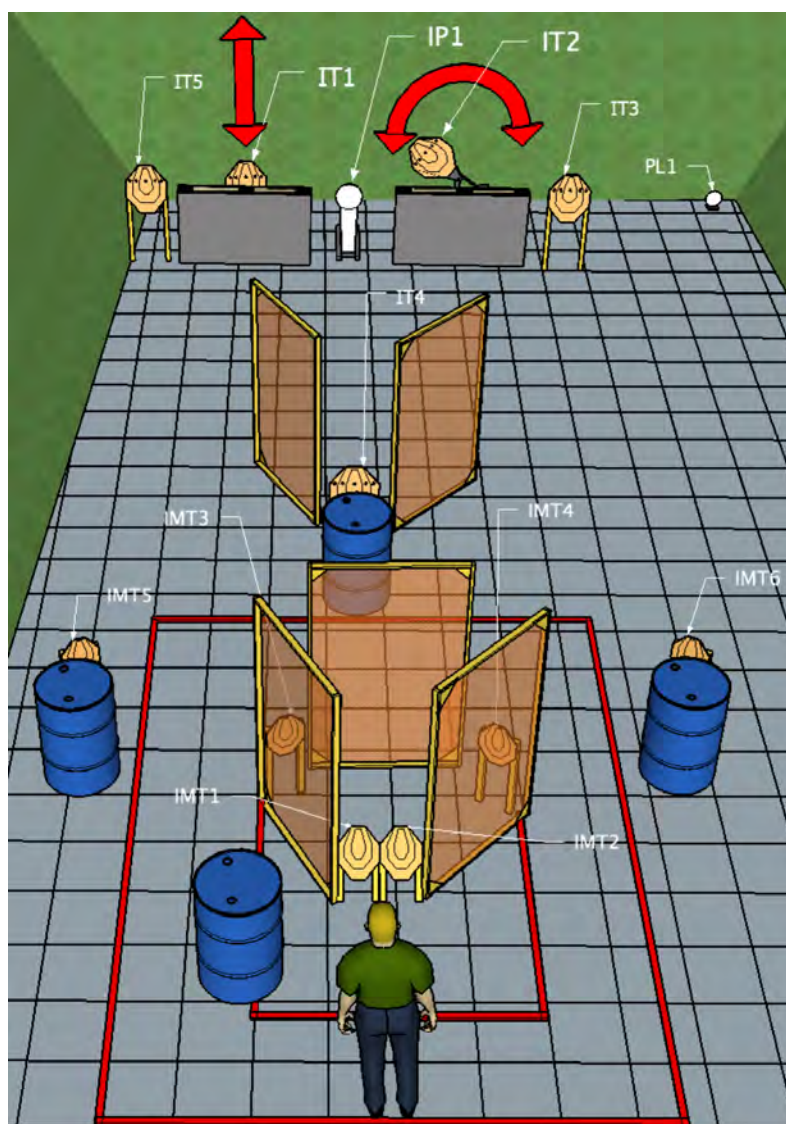
STAGE 3

Type:	Short Course
Targets:	4 IPSC Target(s) 2 IPSC Plate(s) 1 No-Shoot Target(s)
Rounds to be Scored:	10
Firearm Ready Condition:	-
Start Position:	Standing on Pressure Plate, Hands Holding Left- and Rightside Handlebars
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area. Both Moving Targets are Visible at Rest.



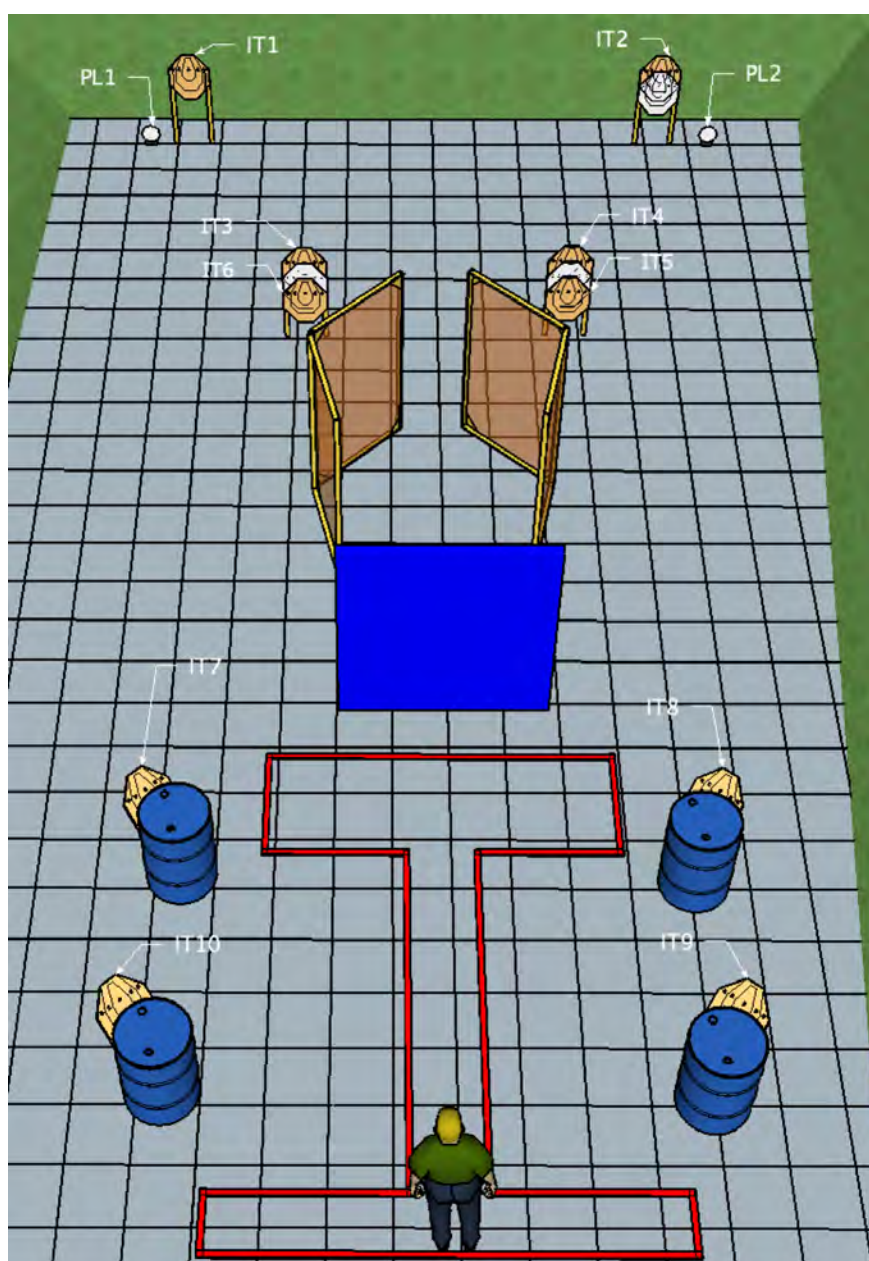
STAGE 4

Type:	Medium Course
Targets:	5 IPSC Target(s) 6 IPSC Mini Target(s) 1 IPSC Popper(s) 1 IPSC Plate(s)
Rounds to be Scored:	24
Firearm Ready Condition:	-
Start Position:	Heels Touching Mark
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area. Popper (IP1) Activates Moving Targets IT1 and IT2. Both Moving Targets are Visible at Rest.



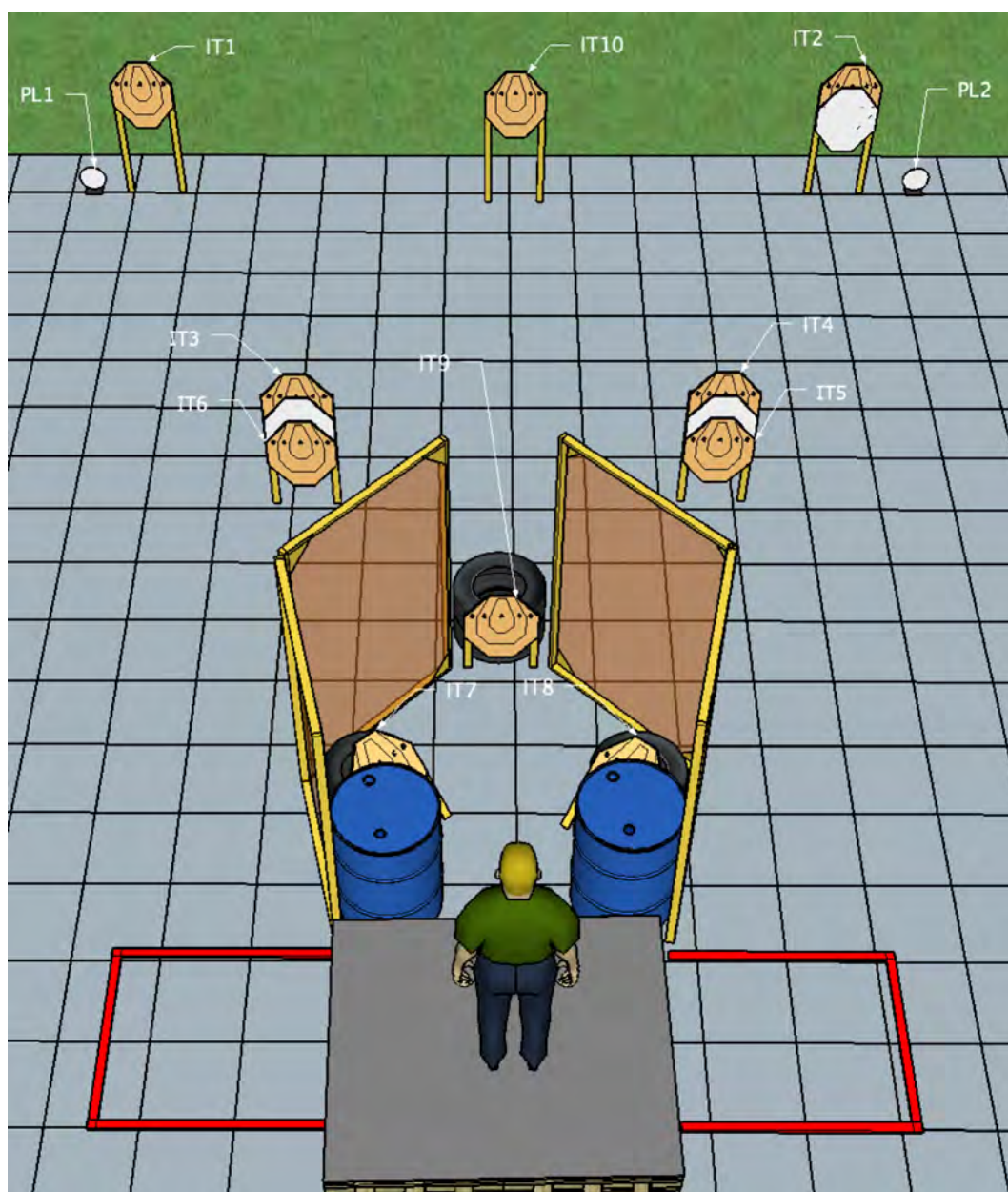
STAGE 5

Type:	Medium Course
Targets:	10 IPSC Target(s) 2 IPSC Plate(s) 2 No-Shoot Target(s)
Rounds to be Scored:	22
Firearm Ready Condition:	-
Start Position:	Heels Touching Mark
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area.



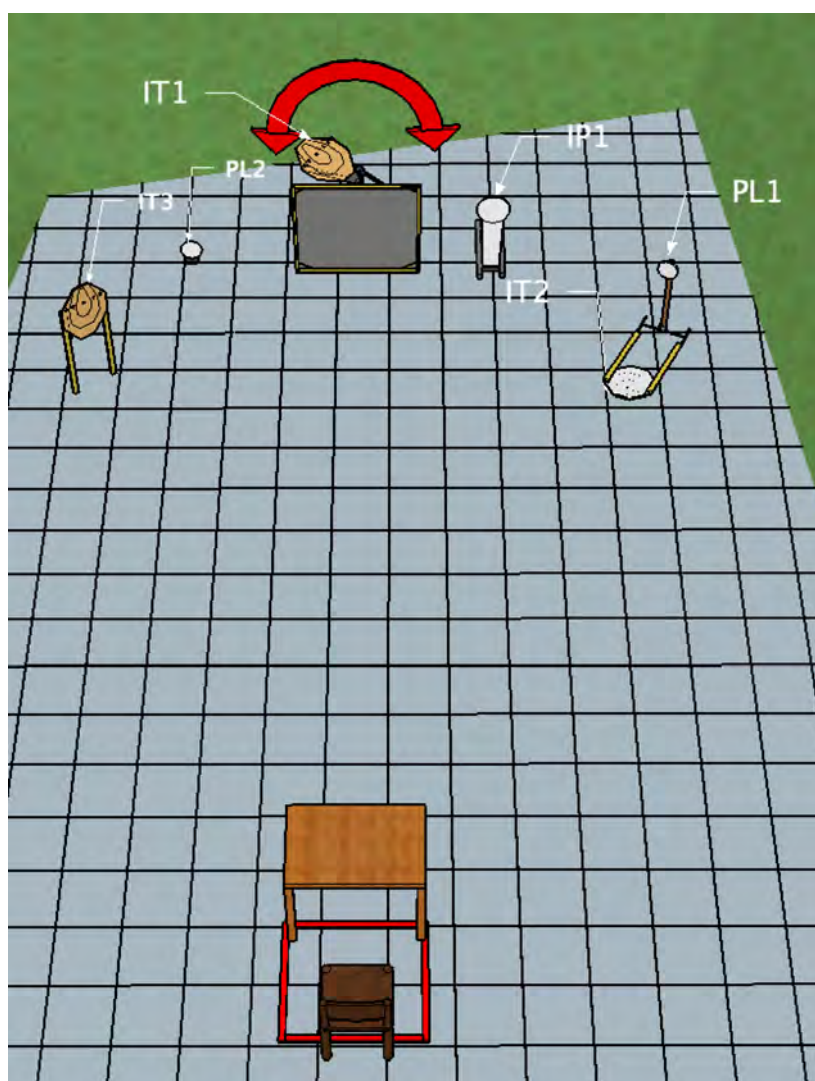
STAGE 6

Type:	Medium Course
Targets:	10 IPSC Target(s) 2 IPSC Plate(s) 2 No-Shoot Target(s)
Rounds to be Scored:	22
Firearm Ready Condition:	-
Start Position:	Heels Touching Mark
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area.



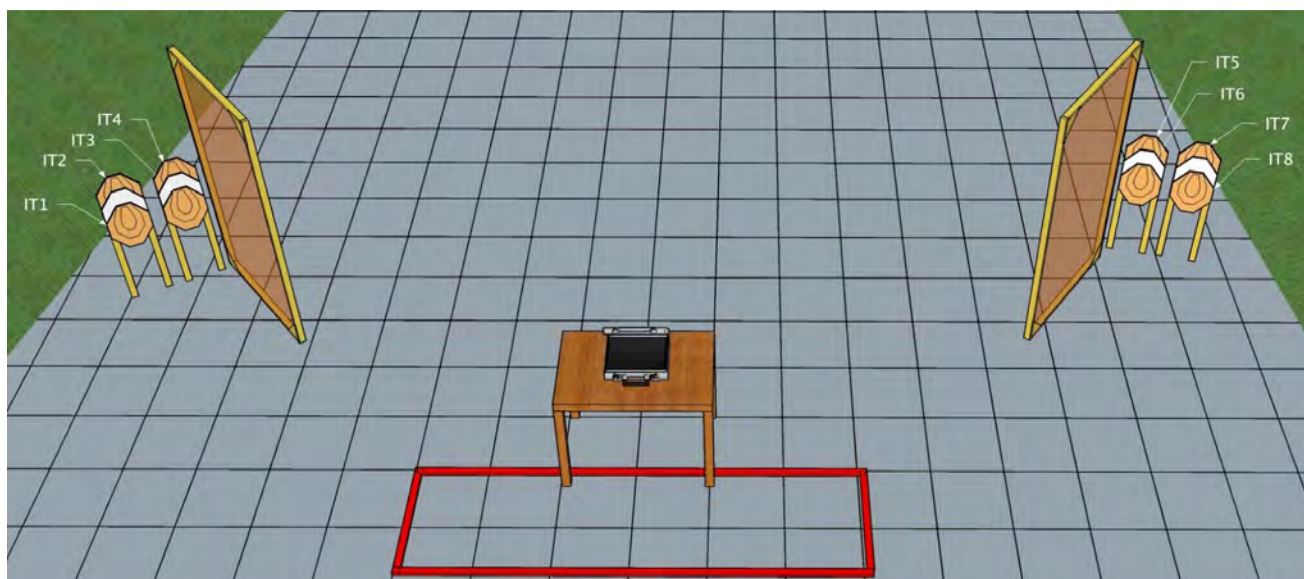
STAGE 7

Type:	Short Course
Targets:	3 IPSC Target(s) 1 IPSC Popper(s) 2 IPSC Plate(s)
Rounds to be Scored:	9
Firearm Ready Condition:	Gun Loaded Laying Flat On Table, Slide on Mark
Start Position:	Sitting on Chair
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area. Popper (IP1) Activates Moving Target IT1. IPSC Plate (PL1) Reveals Target IT2. The Moving Target is Visible at Rest. The Table may NOT be Used for Support while firing shots as it is located OUTSIDE the area.



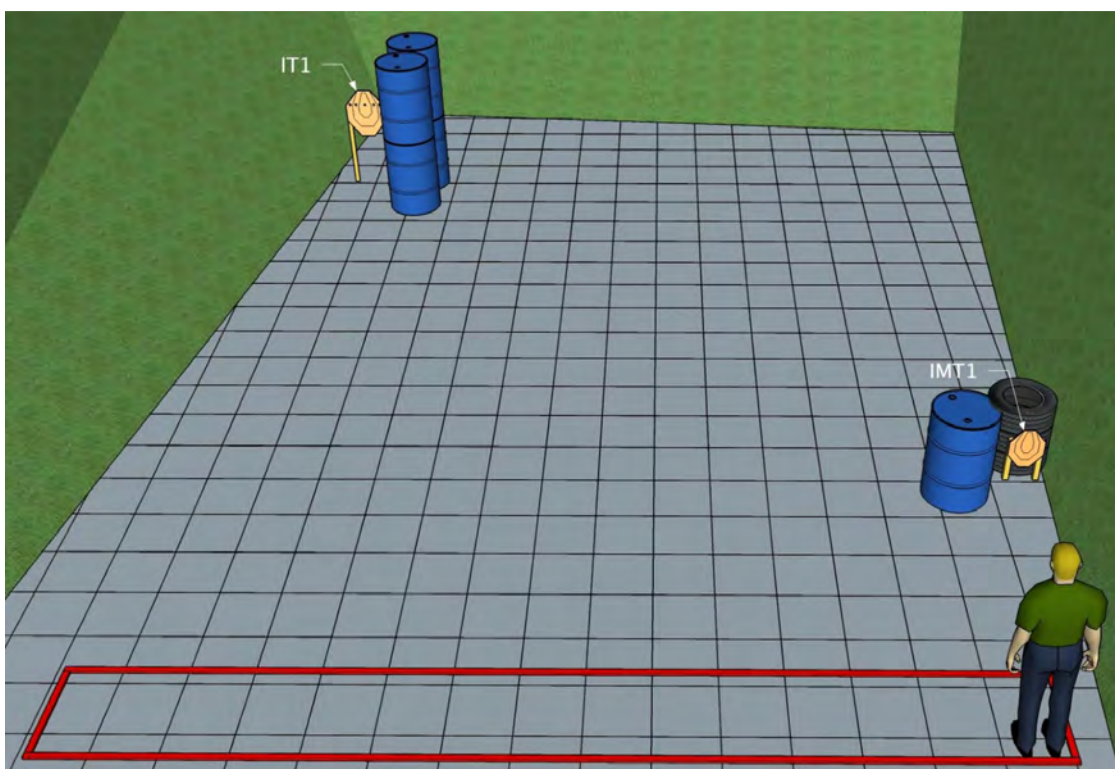
STAGE 8

Type:	Medium Course
Targets:	8 IPSC Target(s) 4 No-Shoot Target(s)
Rounds to be Scored:	16
Firearm Ready Condition:	Gun Inside Case, Magazine Well and Chamber Empty
Start Position:	Heels Touching Mark
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area. The Table may NOT be Used for Support while firing shots as it is located OUTSIDE the area.



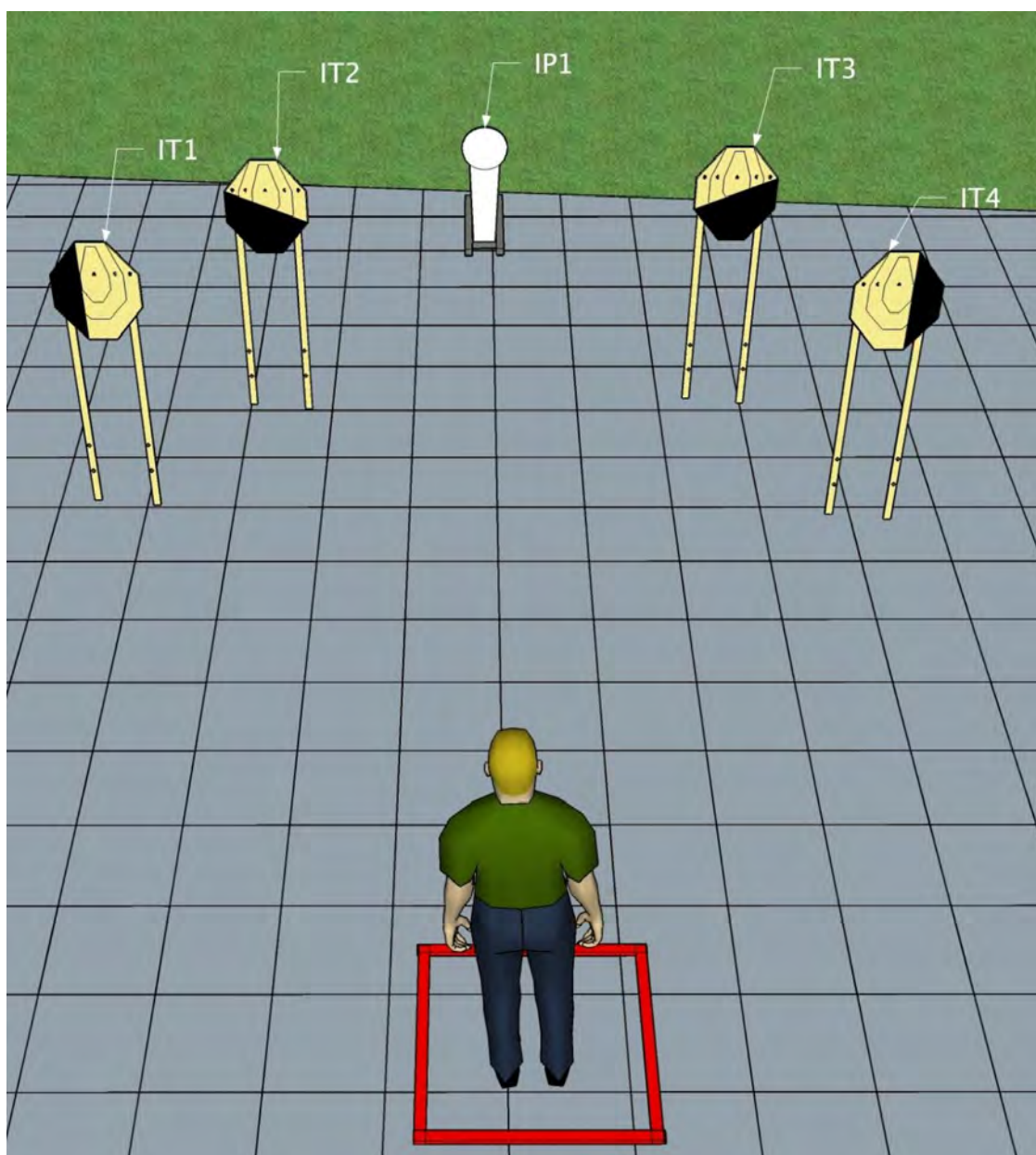
STAGE 9

Type:	Short Course
Targets:	1 IPSC Target(s) 1 IPSC Mini Target(s)
Rounds to be Scored:	12
Firearm Ready Condition:	-
Start Position:	Heels Touching Mark
Time Starts:	Audible Signal
Procedure:	On signal engage both targets with 6 ROUNDS EACH from within designated area.



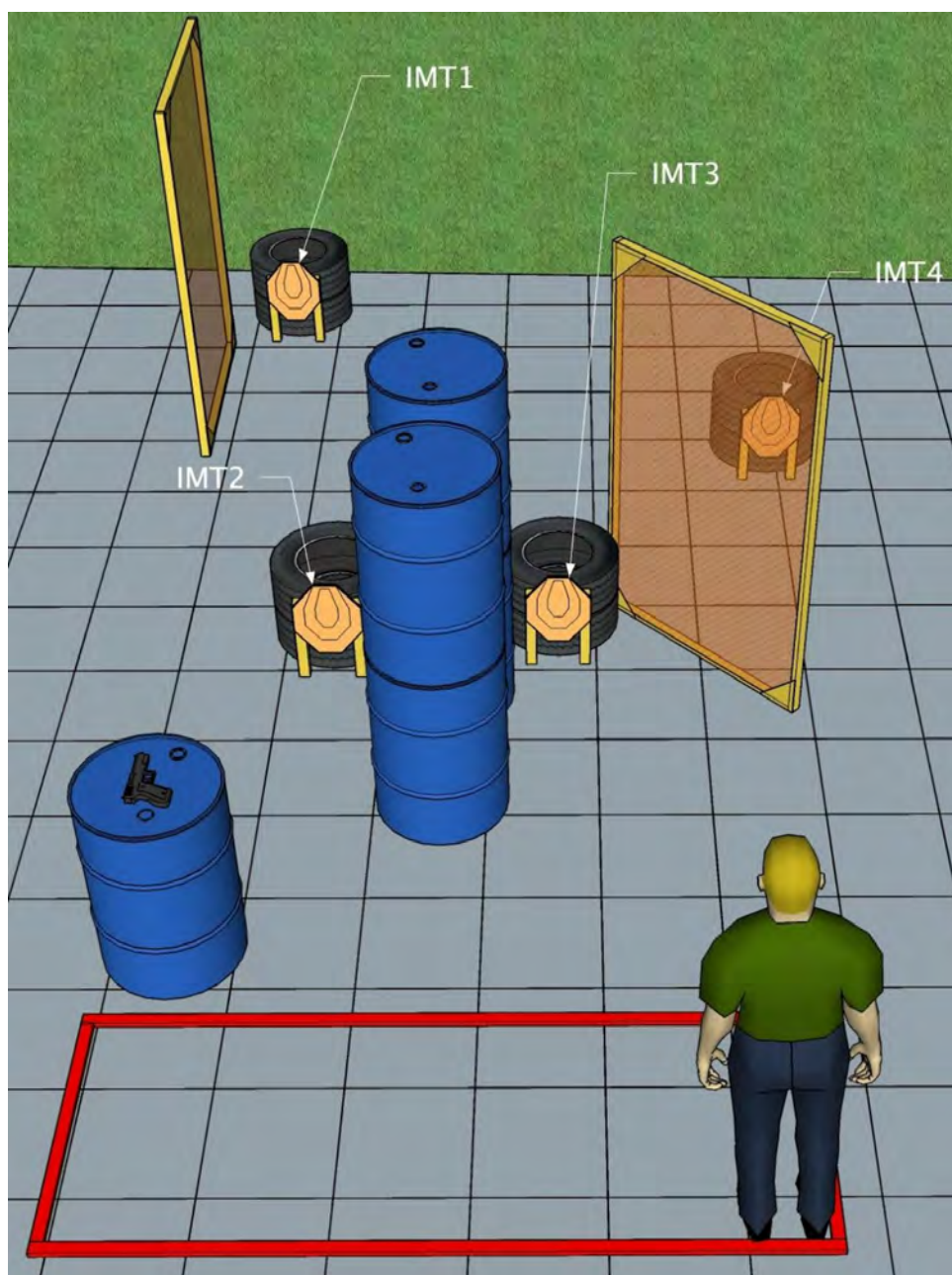
STAGE 10

Type:	Short Course
Targets:	4 IPSC Target(s) 1 IPSC Popper(s)
Rounds to be Scored:	9
Firearm Ready Condition:	-
Start Position:	-
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area.



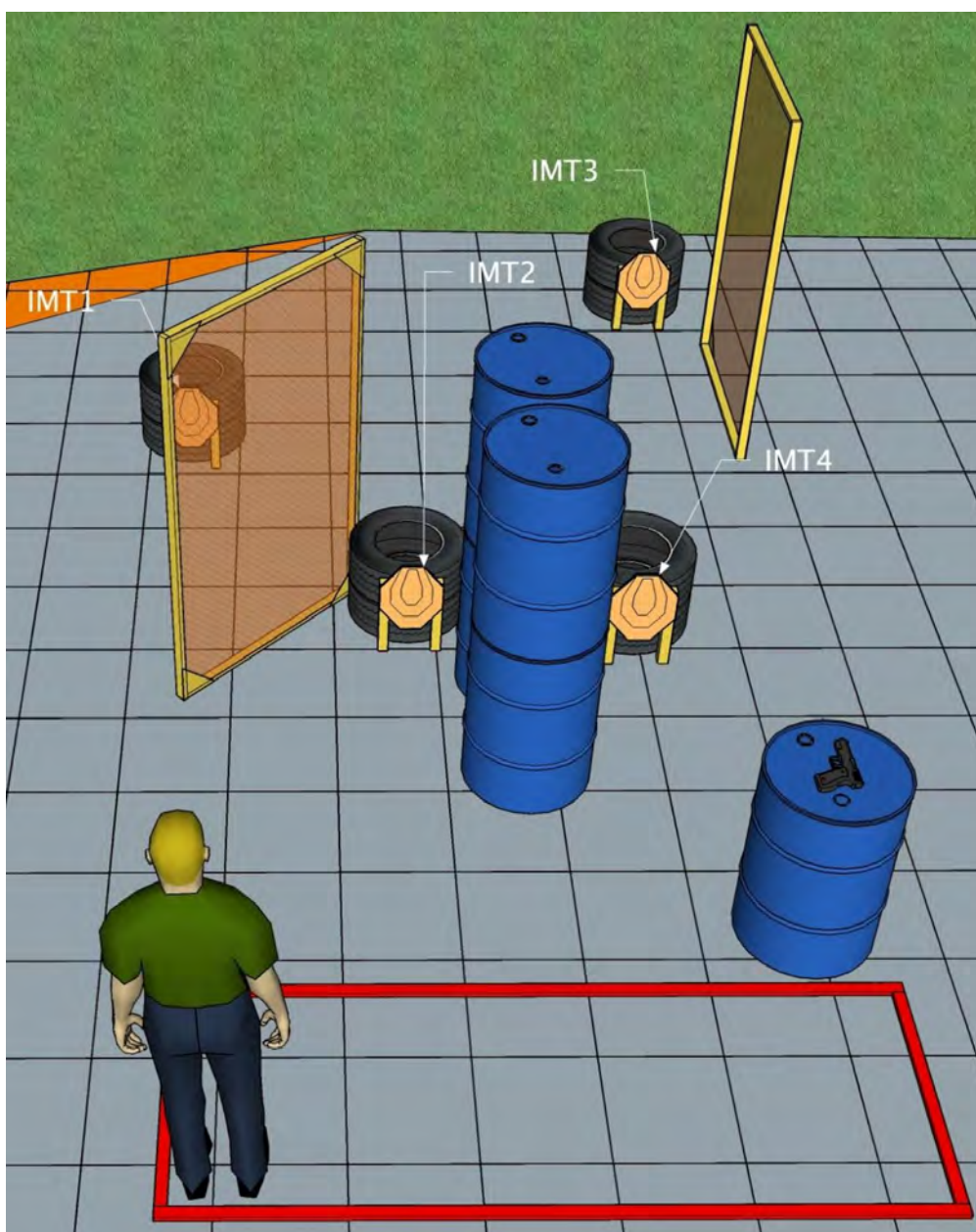
STAGE 11

Type:	Short Course
Targets:	4 IPSC Mini Target(s)
Rounds to be Scored:	8
Firearm Ready Condition:	Gun Loaded Laying Flat On Barrel, Slide on Mark
Start Position:	Heels Touching Mark
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area STRONG HAND ONLY



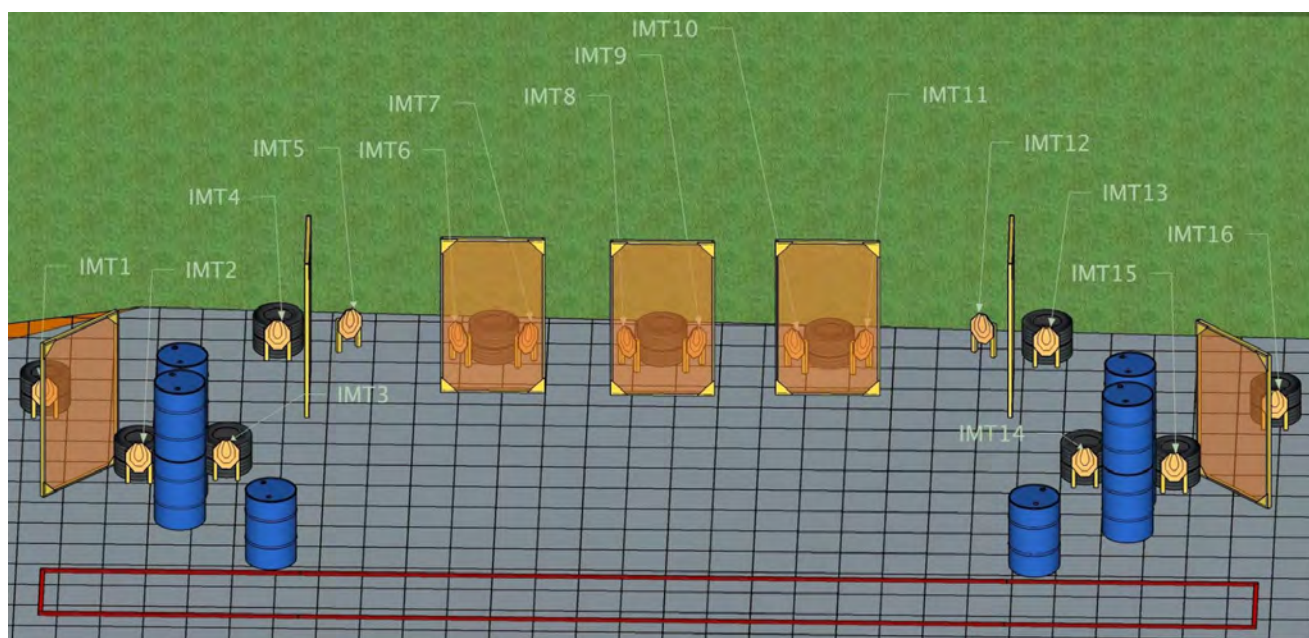
STAGE 12

Type:	Short Course
Targets:	4 IPSC Mini Target(s)
Rounds to be Scored:	8
Firearm Ready Condition:	Gun Loaded Laying Flat On Barrel, Slide on Mark
Start Position:	Heels Touching Mark
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area WEAK HAND ONLY



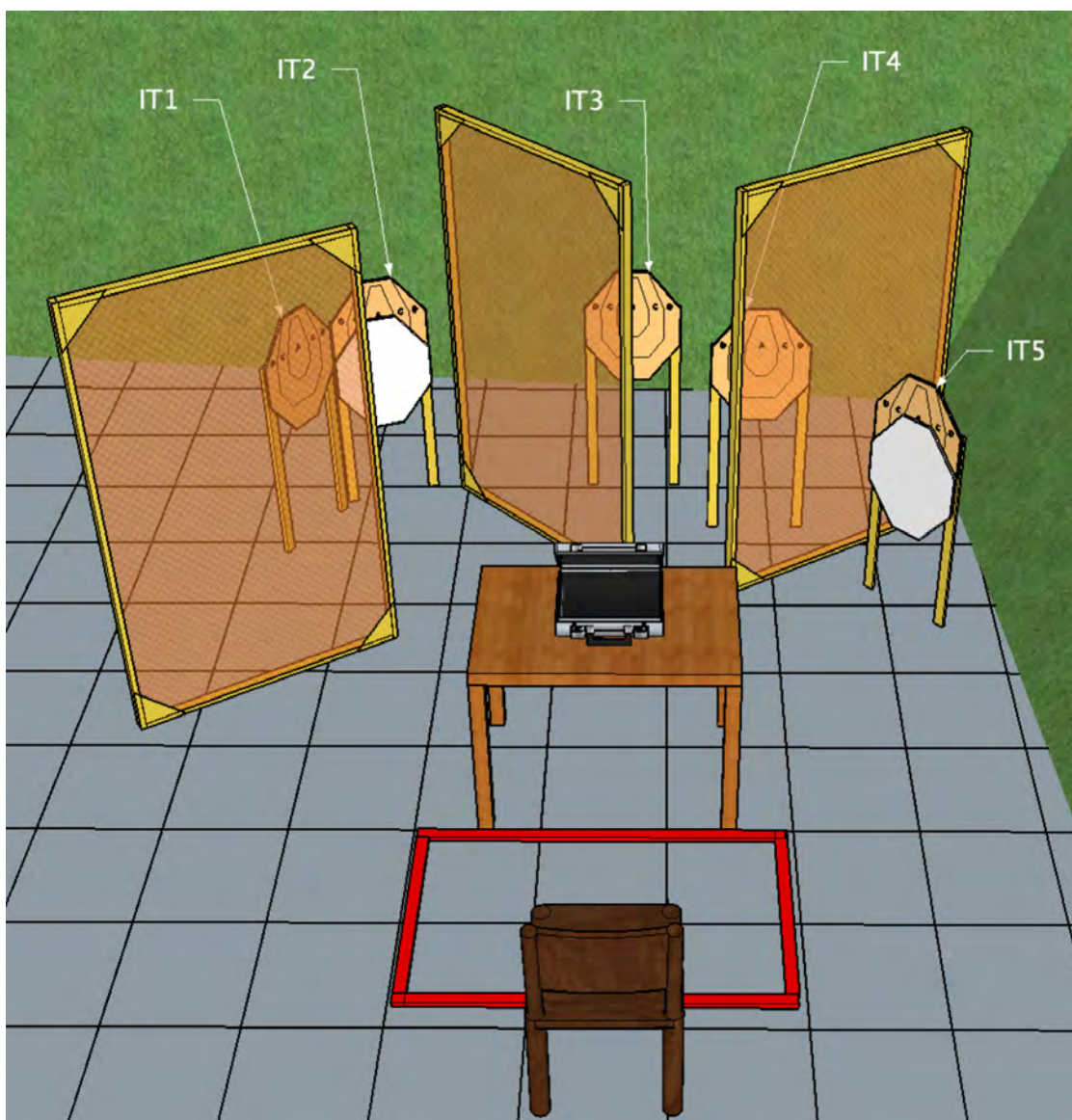
STAGE 13

Type:	Long Course
Targets:	16 IPSC Mini Target(s)
Rounds to be Scored:	32
Firearm Ready Condition:	-
Start Position:	Heels Touching Mark
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area.



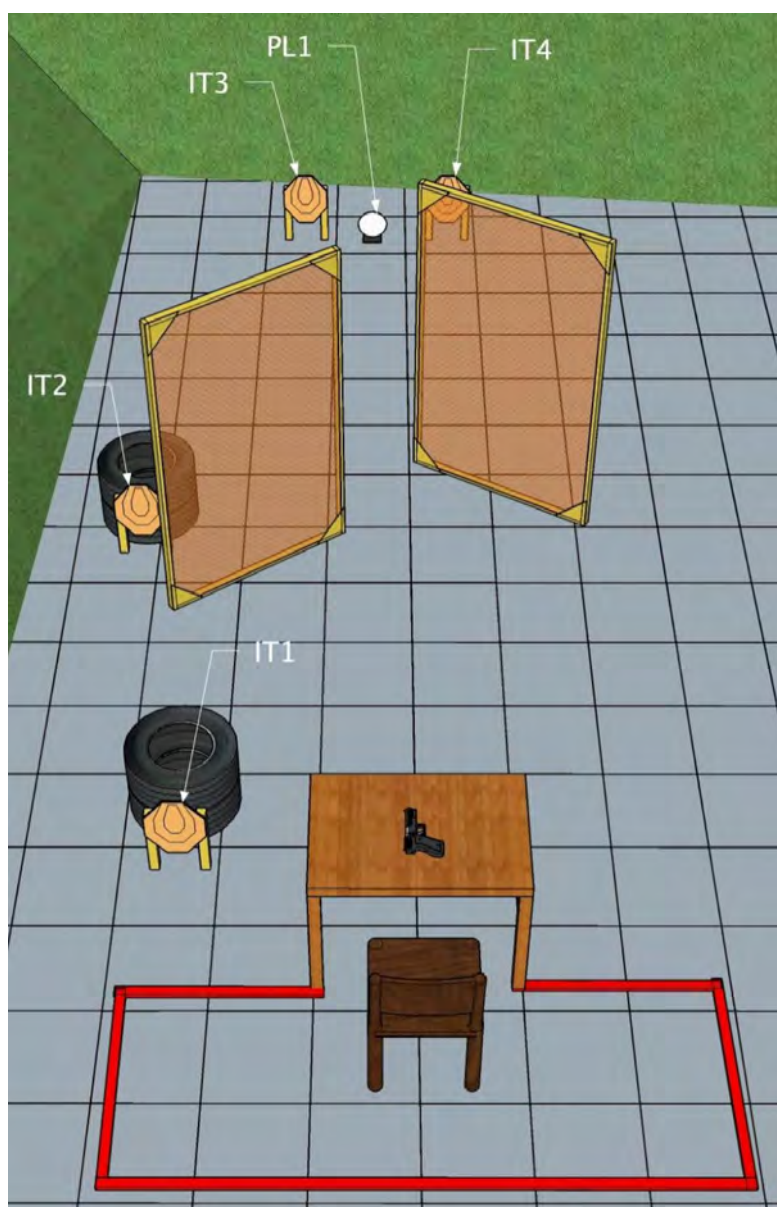
STAGE 14

Type:	Short Course
Targets:	5 IPSC Target(s) 2 No-Shoot Target(s)
Rounds to be Scored:	10
Firearm Ready Condition:	Gun Inside Case, Magazine Well and Chamber Empty
Start Position:	Sitting on Chair
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area. The Table may NOT be Used for Support while firing shots as it is located OUTSIDE the area.



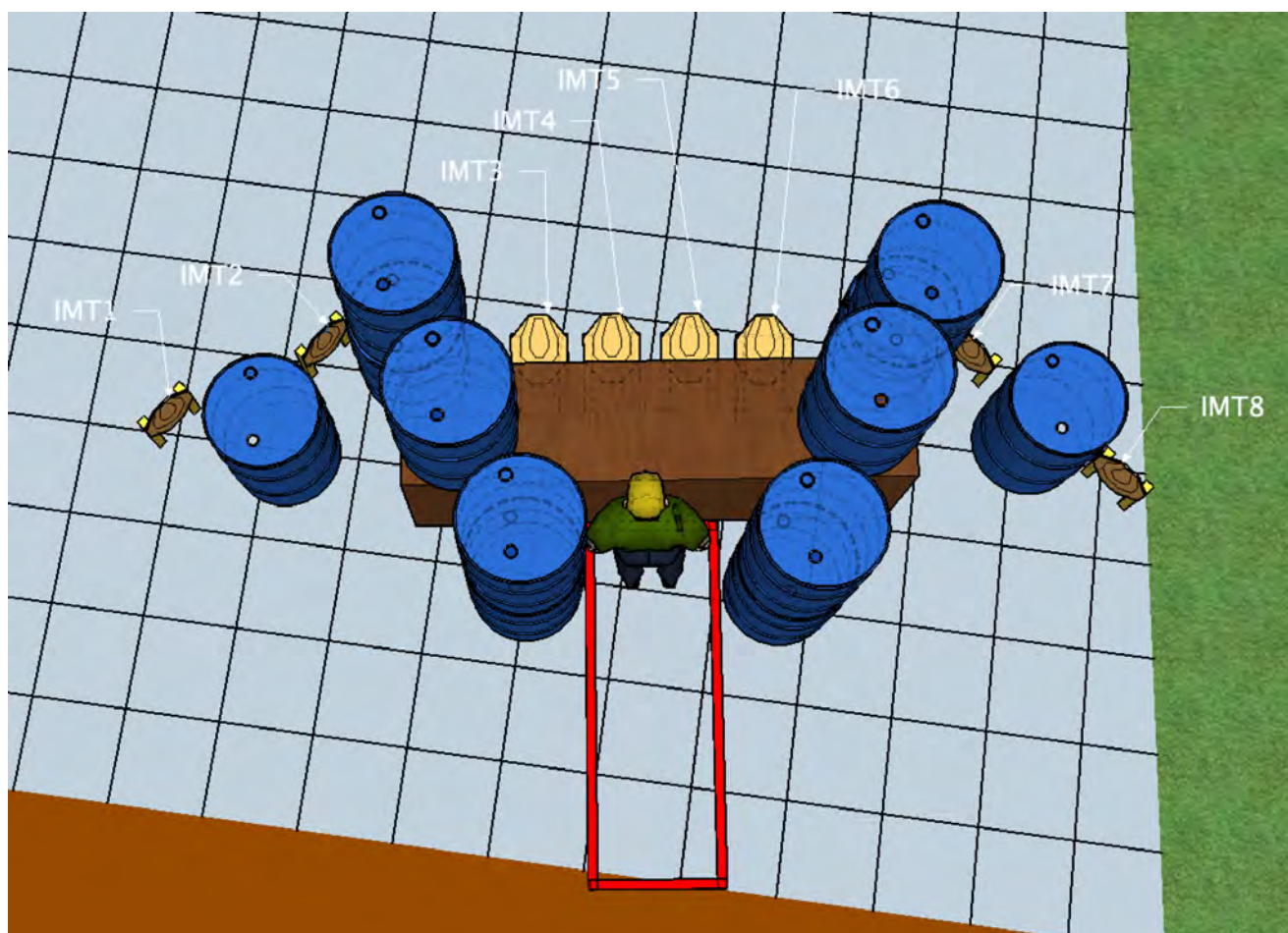
STAGE 15

Type:	Short Course
Targets:	4 IPSC Mini Target(s) 1 IPSC Plate(s)
Rounds to be Scored:	9
Firearm Ready Condition:	Gun Loaded Laying Flat On Barrel, Slide on Mark
Start Position:	Sitting on Chair
Time Starts:	Audible Signal
Procedure:	On signal engage targets from within demarcated area. The Table may NOT be Used for Support while firing shots as it is located OUTSIDE the area.



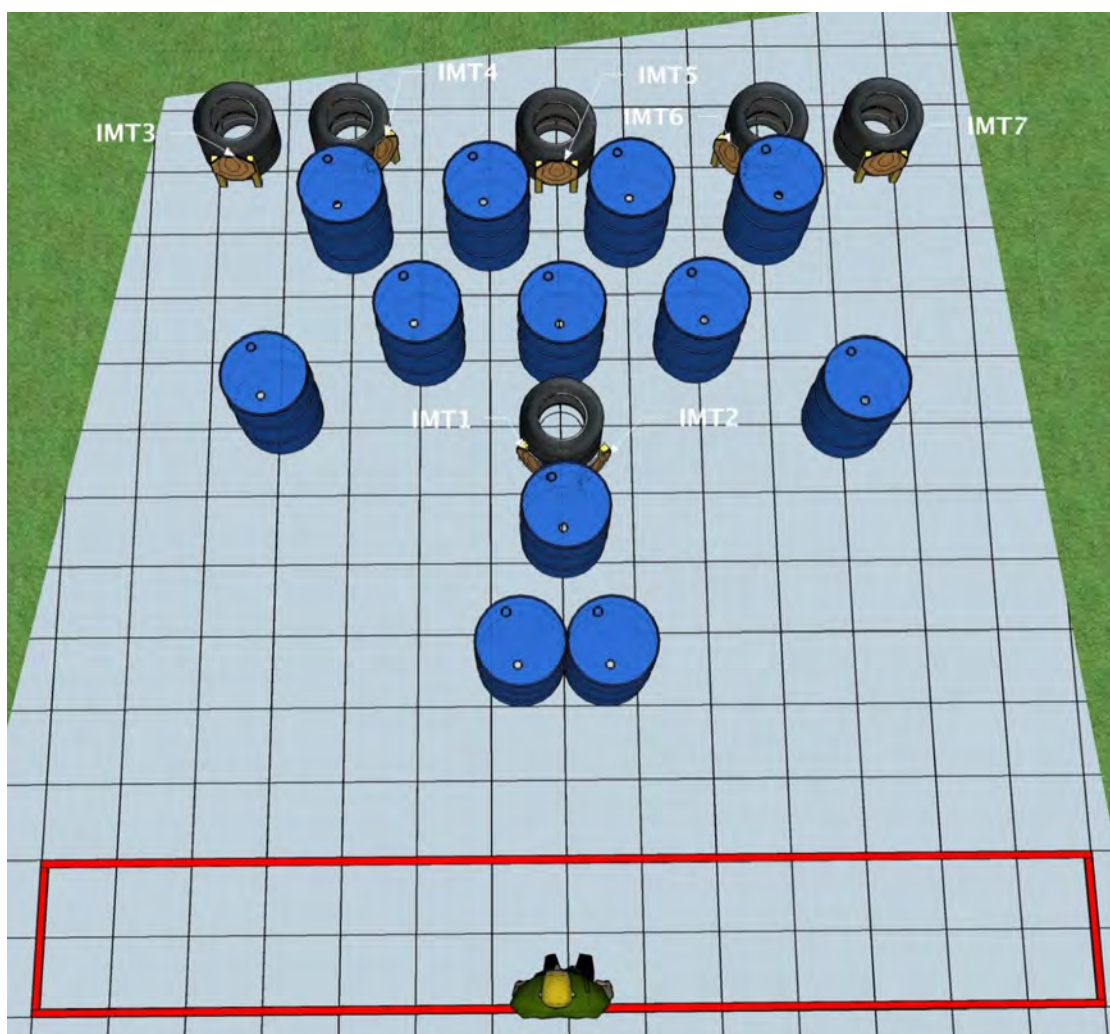
STAGE 16

Type:	Medium Course
Targets:	8 IPSC Mini Target(s)
Rounds to be Scored:	16
Firearm Ready Condition:	-
Start Position:	Toes Touching Mark
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area.



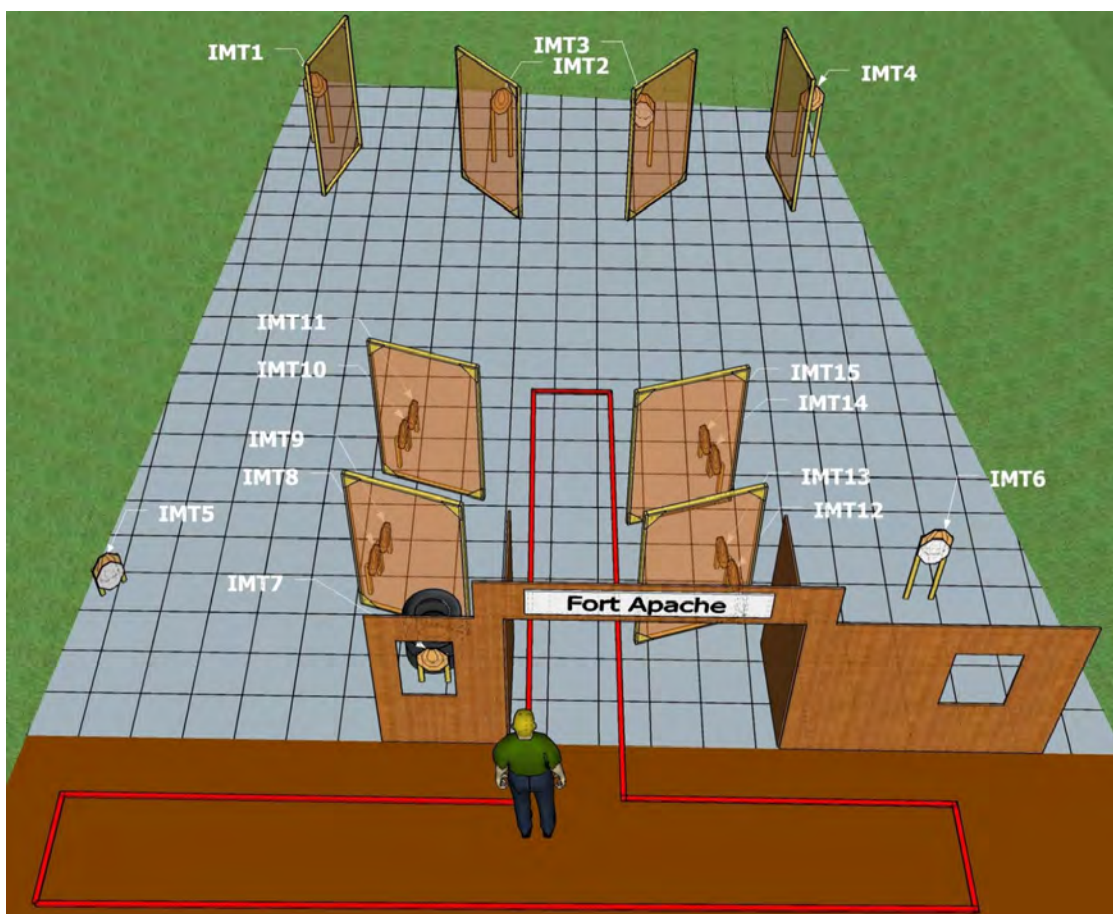
STAGE 17

Type:	Medium Course
Targets:	7 IPSC Mini Target(s)
Rounds to be Scored:	14
Firearm Ready Condition:	-
Start Position:	Heels Touching Mark
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area.



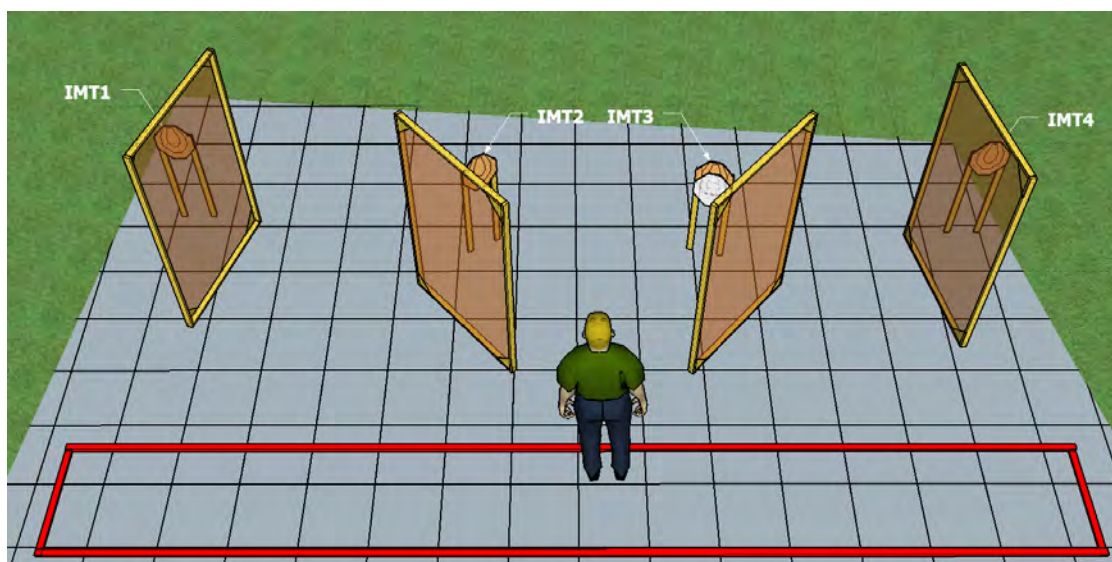
STAGE 18

Type:	Long Course
Targets:	15 IPSC Mini Target(s) 3 No-Shoot Target(s)
Rounds to be Scored:	30
Firearm Ready Condition:	-
Start Position:	Heels Touching Mark
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area.



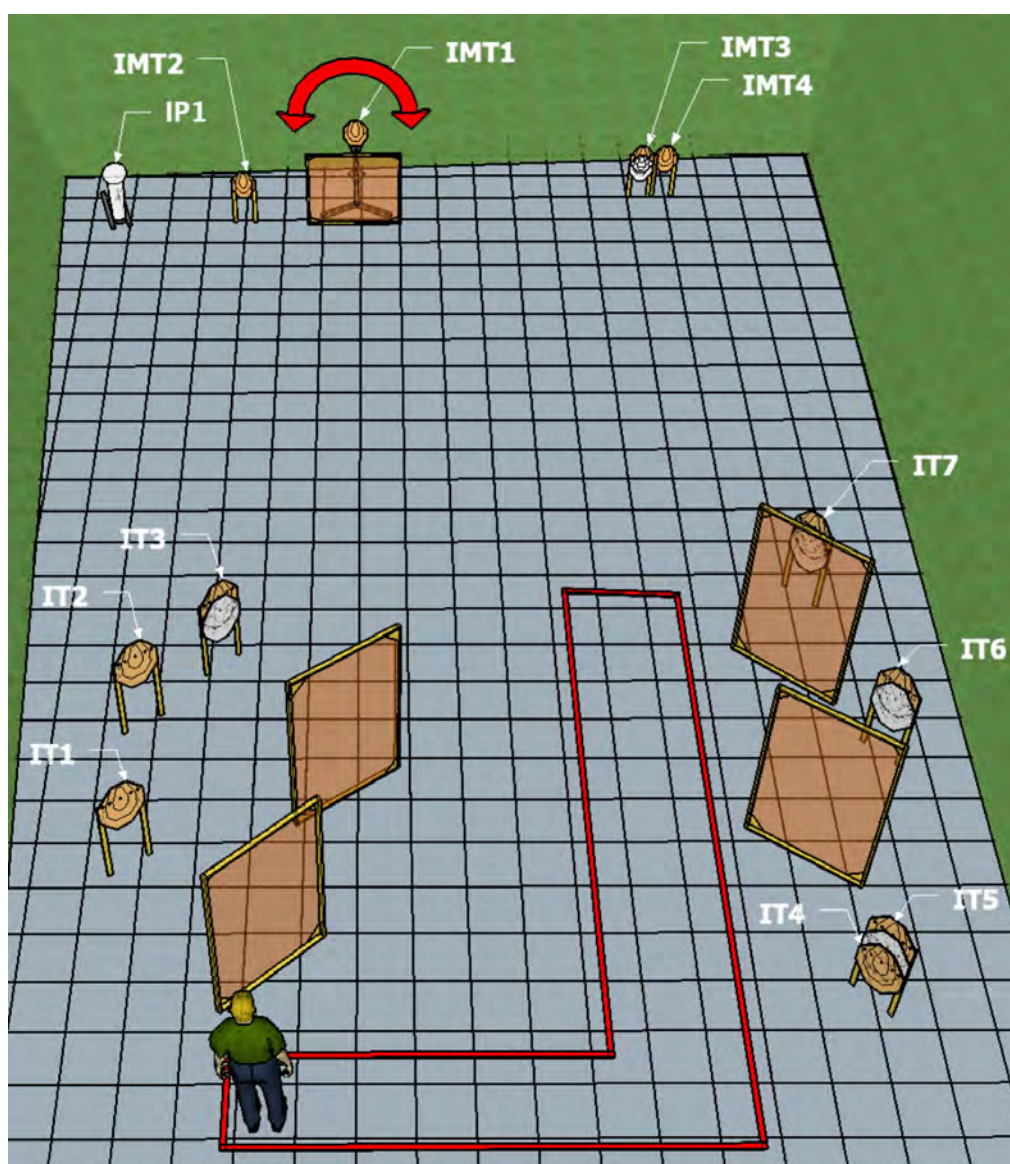
STAGE 19

Type:	Short Course
Targets:	4 IPSC Mini Target(s) 1 No-Shoot Target(s)
Rounds to be Scored:	8
Firearm Ready Condition:	-
Start Position:	-
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area.



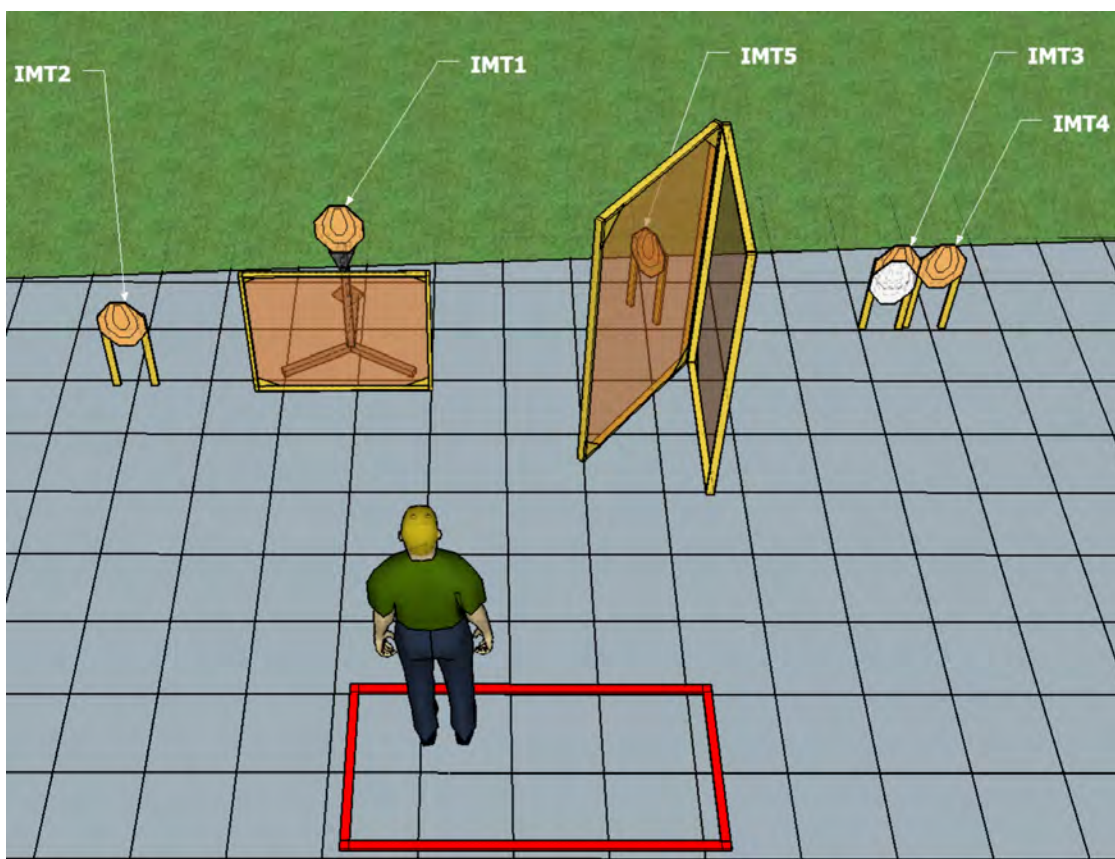
STAGE 20

Type:	Medium Course
Targets:	7 IPSC Target(s) 4 IPSC Mini Target(s) 1 IPSC Popper(s) 5 No-Shoot Target(s)
Rounds to be Scored:	23
Firearm Ready Condition:	-
Start Position:	Heels Touching Mark
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area. Popper (IP1) Activates Moving Target IT1. The Moving Target is Visible at Rest.



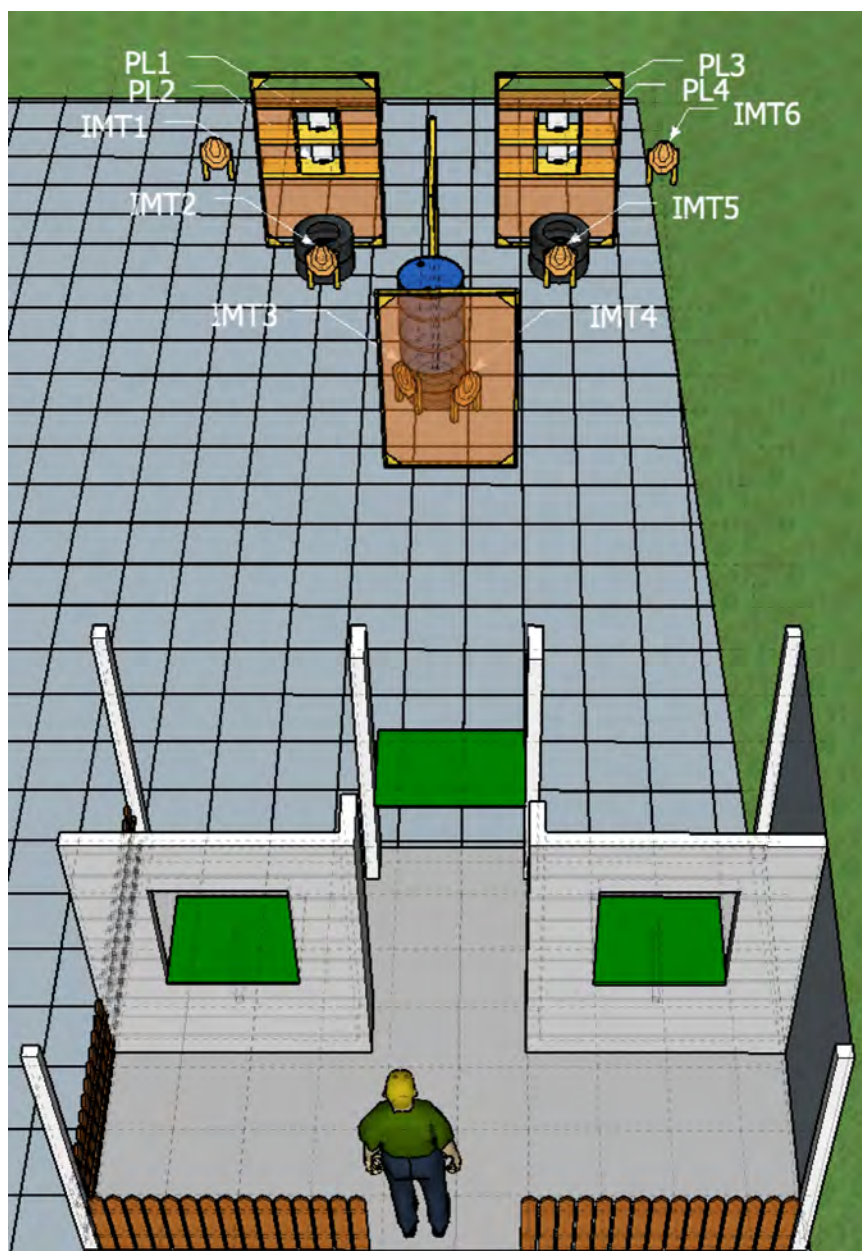
STAGE 21

Type:	Short Course
Targets:	5 IPSC Mini Target(s) 1 No-Shoot Target(s)
Rounds to be Scored:	10
Firearm Ready Condition:	-
Start Position:	-
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area.



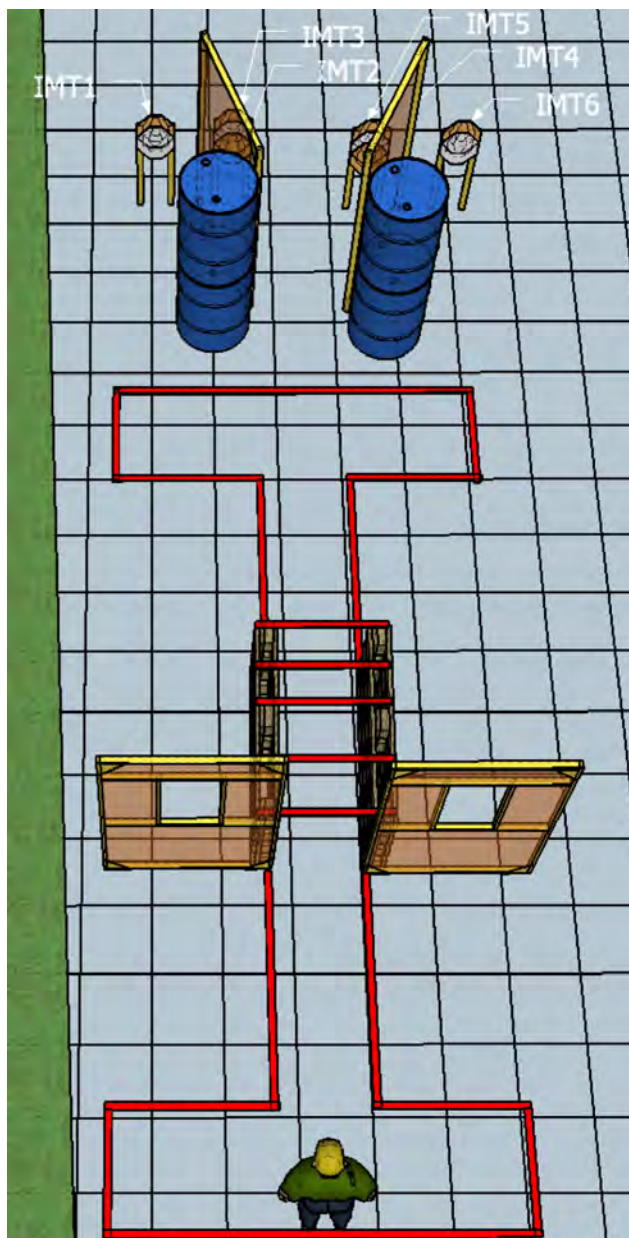
STAGE 22

Type:	Medium Course
Targets:	6 IPSC Mini Target(s) 4 IPSC Plate(s)
Rounds to be Scored:	16
Firearm Ready Condition:	-
Start Position:	Heels Touching Mark
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area.



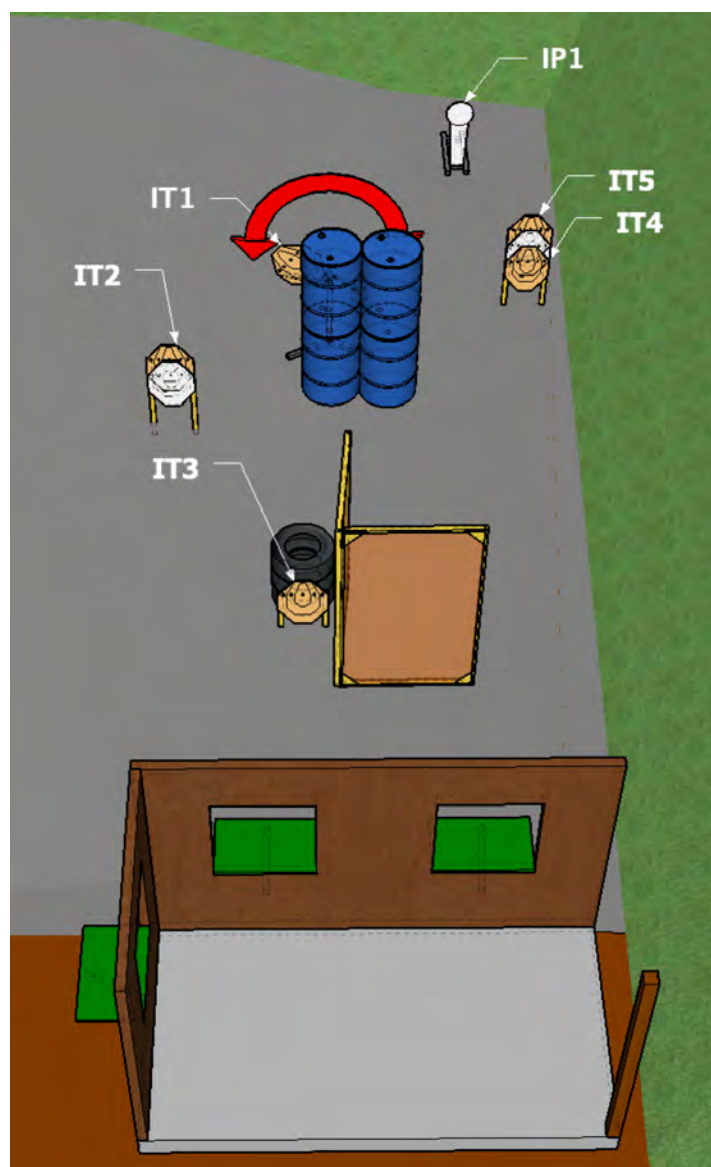
STAGE 23

Type:	Short Course
Targets:	6 IPSC Mini Target(s) 4 No-Shoot Target(s)
Rounds to be Scored:	12
Firearm Ready Condition:	-
Start Position:	Heels Touching Mark
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area.



STAGE 24

Type:	Short Course
Targets:	5 IPSC Target(s) 1 IPSC Popper(s) 2 No-Shoot Target(s)
Rounds to be Scored:	11
Firearm Ready Condition:	-
Start Position:	-
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area. Popper (IP1) Activates Moving Target IT1. The Moving Target is Visible at Rest.



STAGE 25

Type:	Short Course
Targets:	5 IPSC Mini Target(s)
Rounds to be Scored:	10
Firearm Ready Condition:	-
Start Position:	Heels Touching Mark
Time Starts:	Audible Signal
Procedure:	On Signal Engage Targets from within Demarcated Area.

