

# IPSC MATCH REFERENCE NOTES

## 1. **“If you can see the targets, you can shoot the targets”**

As a course designer this is one of the most important fundamentals. See item # 05 on Form [A].

## 2. **Stage definitions and guidelines:**

2.1 - No stage shall require more than 9 rounds from any one position except as allowed in 1.2.1.2/3

2.2 - Long courses shall not require any more than 32 rounds to complete.

2.3 –Medium courses shall not require any more than 16 rounds and no more than 3 shooting locations to complete.

2.4 –Short courses shall not require any more than 9 rounds and no more than 2 shooting locations.

## 3. **Try using vision barriers instead of boxes.**

3.1 The use of vision barriers will allow competitors freedom of movement and will not restrict them to the specific positions (boxes).

3.2 Use vision barriers will prevent competitors from seeing targets that should not be shot. See item # 05 on Form [A].

## 4. **“On the start signal, shoot all paper targets with a minimum two rounds each in any order. Steel must fall to score”**

This is the perfect “briefing”. Whenever possible, stage instructions will include no more than the above statement.

## 5. **A course of fire should always be freestyle.**

See item # 04 on Form [A].

## 6. **Take caution when choosing stage names.**

## 7. **Poppers are scored as 5 points in all cases.**

## 8. **Take caution in design and construction to prevent “shoot-throughs”.**

## 9. **Moving targets should either completely “disappear” or present at least a portion of the “A’ zone after the designed movement.** While this is not mandatory, if a target does not present a portion of the “A” zone, Minor Power Factor shooters do not have the same opportunity to score as Major Power Factor shooters

## 10. **For safety reasons:**

10.1 Where the start position for a course of fire is seated, it is recommended that the stage instructions require the holster to be moved to the side with the muzzle pointing in a safe direction.

10.2 Metal targets and metal hard cover shall not be closer than 7m from the shooter. Where charge lines are used to enforce this, the charge lines must be a minimum distance of 8m from the target to prevent the competitor from inadvertently breaking the 7m safety area.

10.3 Course design should attempt to prevent the competitor from breaking the 180 degree rule.

## 11. **Classic Poppers may be used on the same stage as Pepper Poppers.** Forward falling Poppers are recommended.

## 12. **Metric and Classic paper targets shall not be used in the same course of fire.**

## 13. **Painting or cutting targets** to simulate targets behind hard cover is permitted provided the target(s) actually simulate a hard cover situation. When targets are cut they still must have a non-scoring zone along the cut edge. Use tape or another suitable method.