



XXX TCC-Cup 2017

STAGE 1

Type: Long course

Targets: 14 paper targets, 3 IPSC Poppers, 3 n/s targets

Minimum rounds: 31

Maximum points: 155

Distance: 2-15 m

Pistol ready condition: Loaded

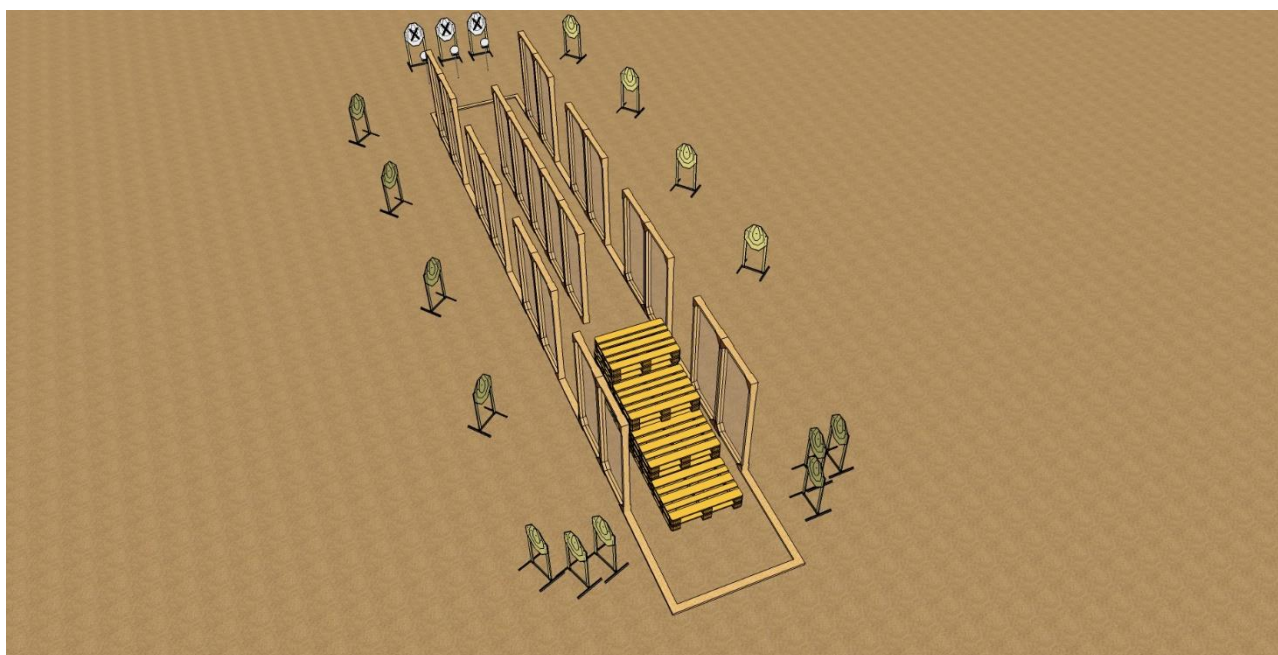
Start position: Anywhere in demarcated area, except stares; normal standing

Time starts at: Audible signal

Procedure: After start signal engage all targets from the designated area

Safe angle of fire: 90+90+90 degrees

Note: All walls and structures are hard cover



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STAGE 2

Type: Medium course

Targets: 6 paper targets, 2 plates, 2 n/s targets

Minimum rounds: 14

Maximum points: 70

Distance: 6-15 m

Pistol ready condition: Loaded

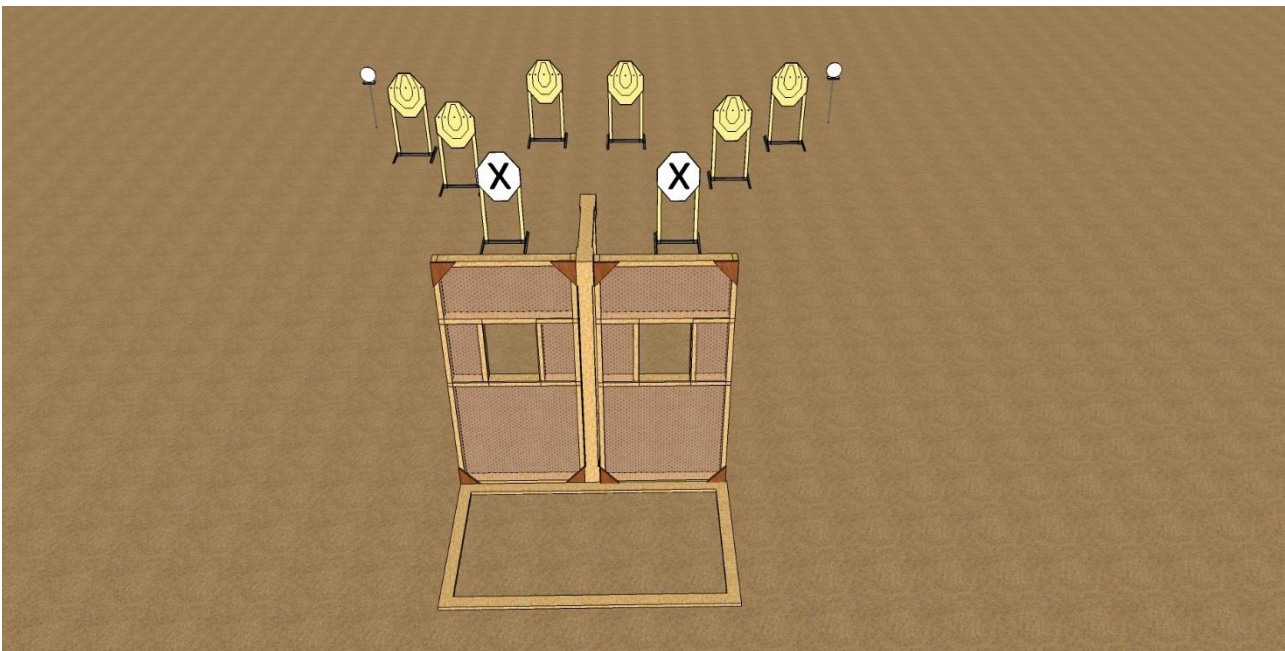
Start position: Area A; normal standing

Time starts at: Audible signal

Procedure: After start signal engage all targets from the designated area

Safe angle of fire: Left and right marked with red markings; 90 degree up and down

Note: All walls and structures are hard cover





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STAGE 3

Type: Short course

Targets: 6 paper targets, 6 n/s targets

Minimum rounds: 12

Maximum points: 60

Distance: 5-8 m

Pistol ready condition: Loaded

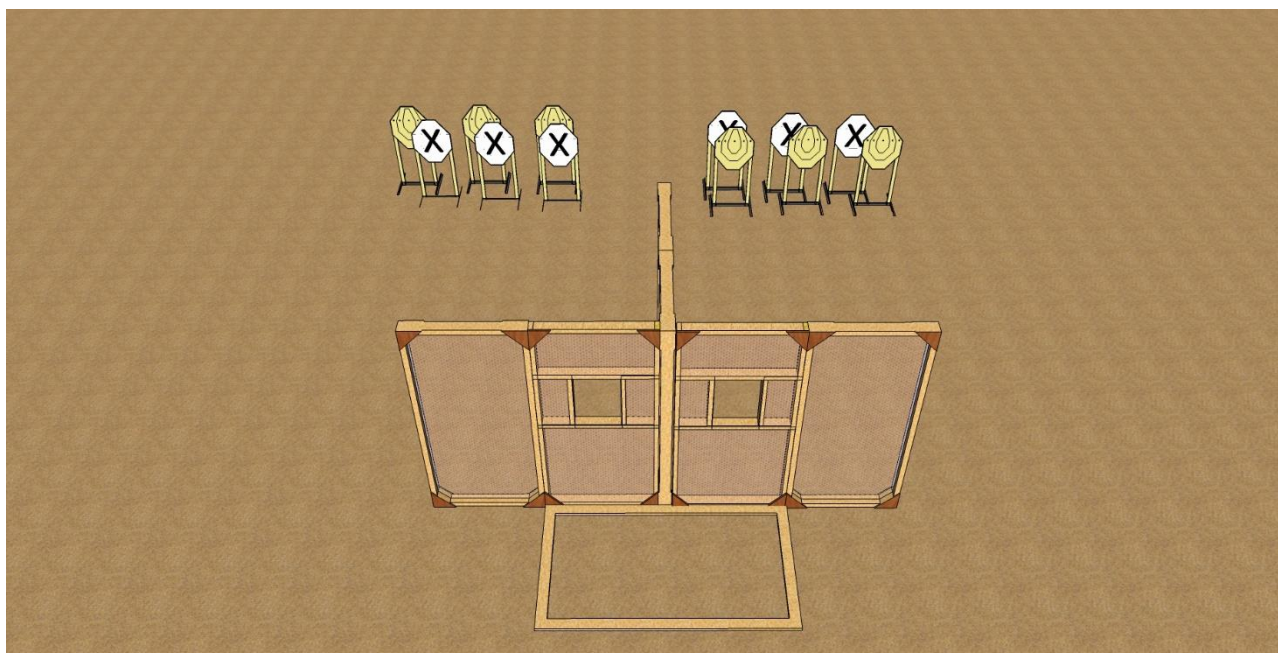
Start position: Anywhere in demarcated area; normal standing

Time starts at: Audible signal

Procedure: After start signal engage all targets from the designated area through the windows

Safe angle of fire: Left and right marked with red markings; 90 degree up and down

Note: All walls and structures are hard cover





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STAGE 4

Type: Medium course

Targets: 8 paper targets, 8 n/s targets

Minimum rounds: 16

Maximum points: 80

Distance: 2-5 m

Pistol ready condition: Loaded

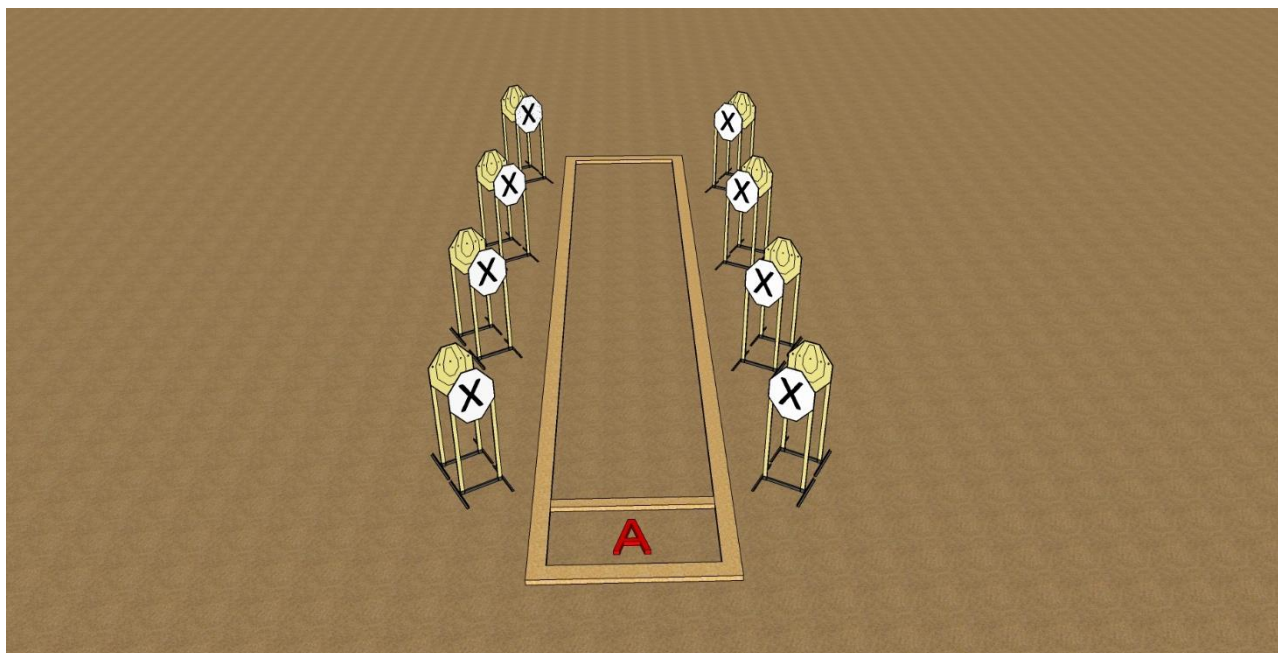
Start position: Area A; normal standing

Time starts at: Audible signal

Procedure: After start signal engage all targets from the designated area

Safe angle of fire: 90+90+90 degrees

Note: -





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STAGE 5

Type: Short course

Targets: 4 paper targets, 4 IPSC Poppers

Minimum rounds: 12

Maximum points: 60

Distance: 8-12 m

Pistol ready condition: Loaded

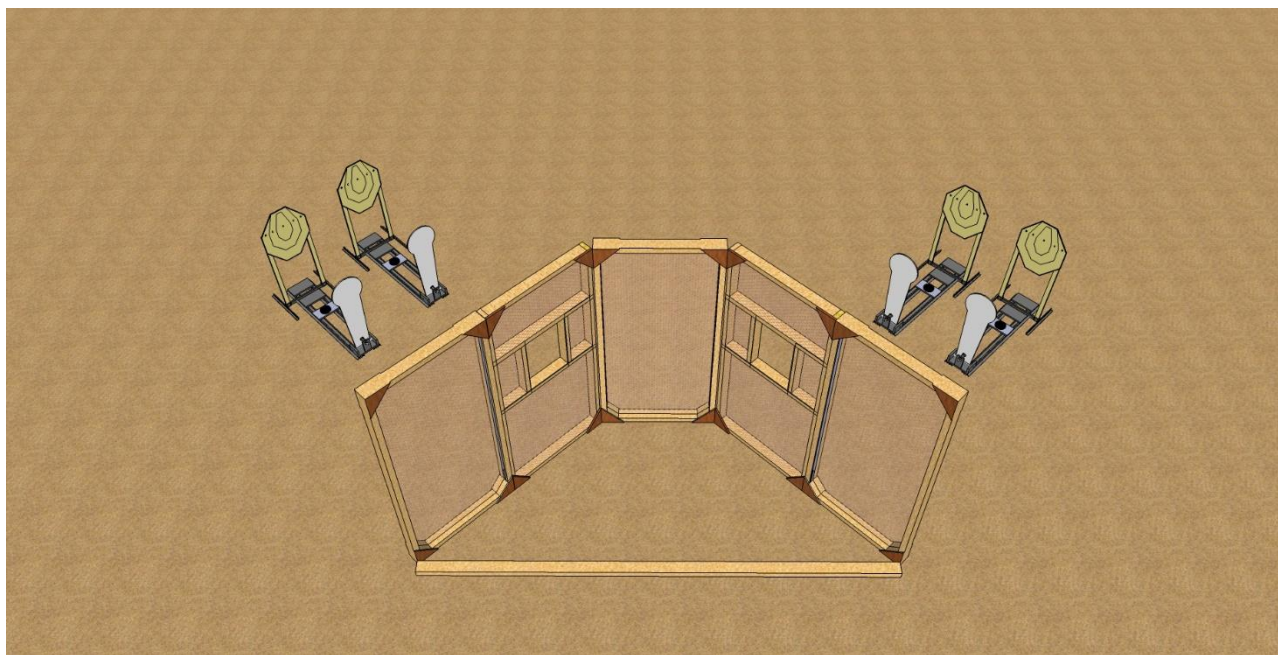
Start position: Demarcated area; normal standing

Time starts at: Audible signal

Procedure: After start signal engage all targets from the designated area

Safe angle of fire: Left and right marked with red markings; 90 degree up and down

Note: All walls and structures are hard cover





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STAGE 6

Type: Medium course

Targets: 6 paper targets, 4 plates, 2 n/s targets

Minimum rounds: 16

Maximum points: 80

Distance: 3-15 m

Pistol ready condition: Loaded

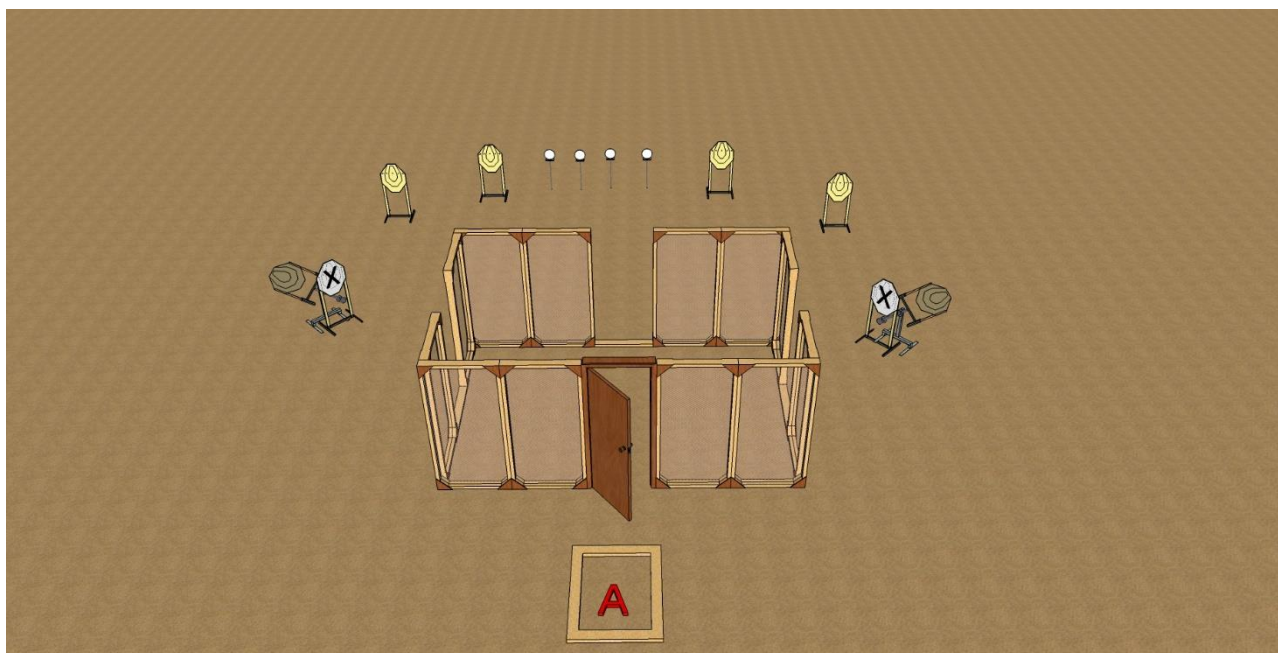
Start position: Area A; normal standing

Time starts at: Audible signal

Procedure: After start signal engage all targets from the designated area; opening the door will activate swinging targets

Safe angle of fire: Left and right marked with red markings; 90 degree up and down

Note: All walls and structures are hard cover





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STAGE 7

Type: Long course

Targets: 12 paper targets, 3 IPSC Poppers, 3 n/s targets

Minimum rounds: 27

Maximum points: 135

Distance: 3-12 m

Pistol ready condition: Loaded

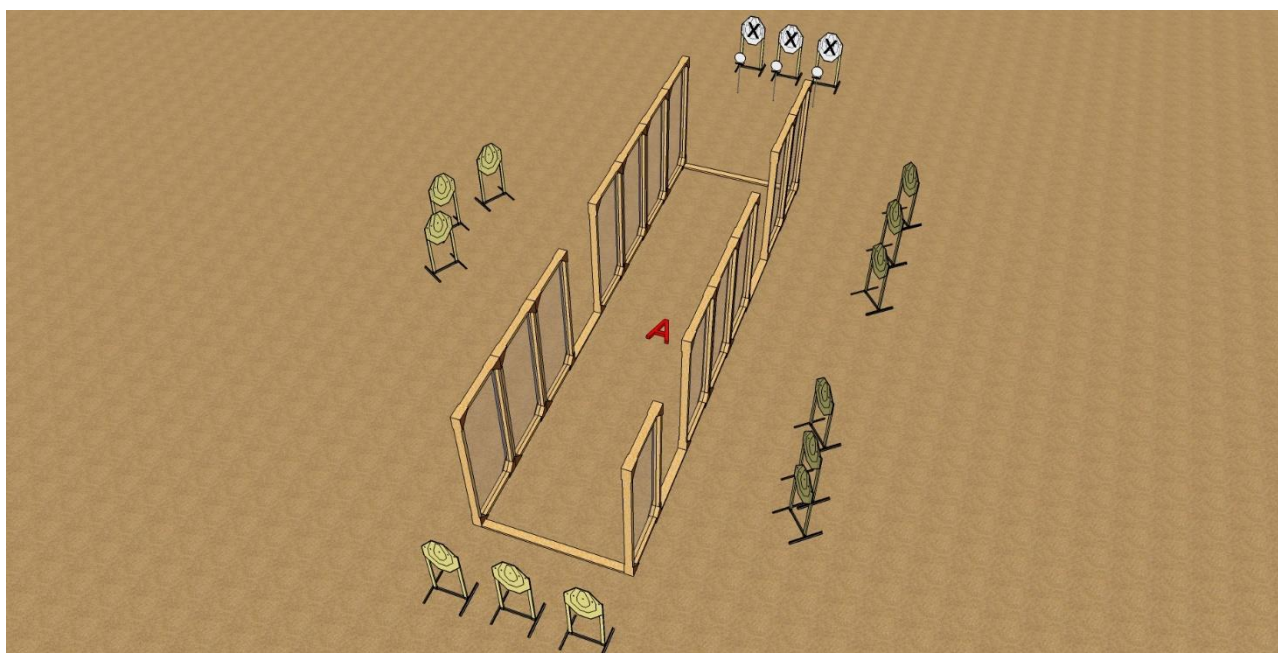
Start position: Anywhere in demarcated area A; normal standing

Time starts at: Audible signal

Procedure: After start signal engage all targets from the designated area

Safe angle of fire: Left and right marked with red markings; 90 degree up and down

Note: All walls and structures are hard cover



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STAGE 8

Type: Medium course

Targets: 7 paper targets, 2 Plates, 4 n/s targets

Minimum rounds: 16

Maximum points: 80

Distance: 3-12 m

Pistol ready condition: Magazine fitted, chamber empty in marked place

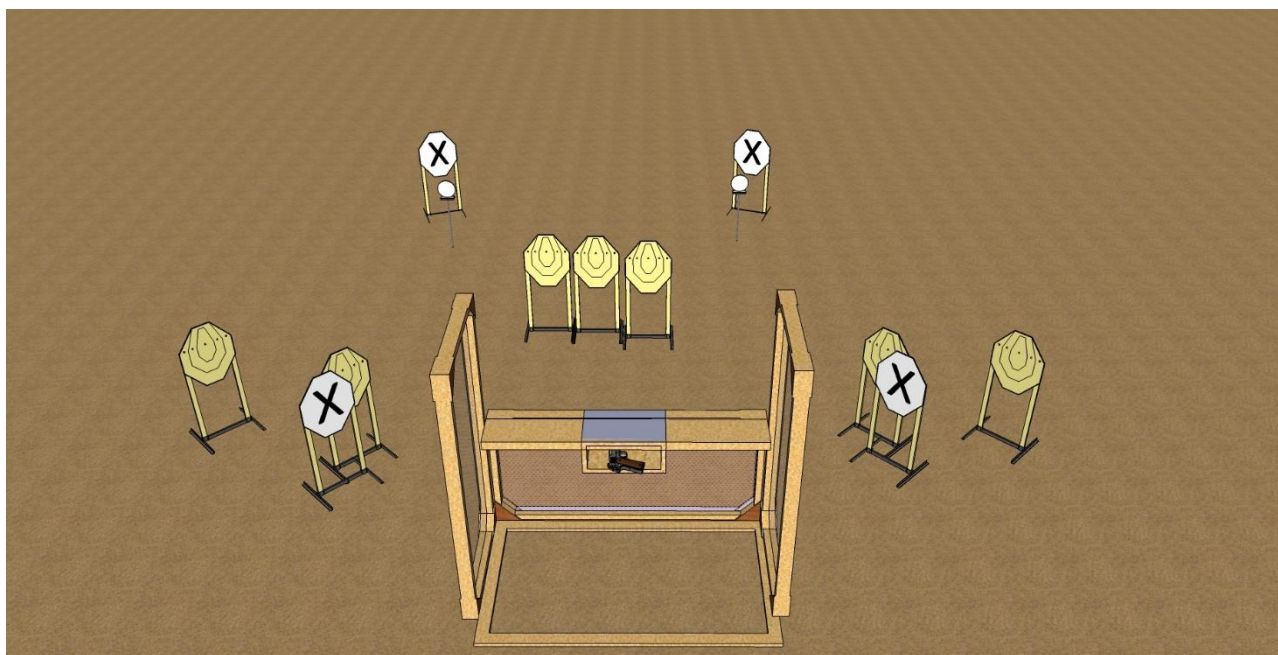
Start position: Standing behind the desk in the designated area; holding the tray with both hands

Time starts at: Audible signal

Procedure: After start signal engage all targets from the designated area

Safe angle of fire: 90+90+90 degrees

Note: All walls and structures are hard cover



	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8
Squad 1	9.00	10.00	11.00	12.00	13.00	14.00	15.00	16.00
Squad 2	16.00	9.00	10.00	11.00	12.00	13.00	14.00	15.00
Squad 3	15.00	16.00	9.00	10.00	11.00	12.00	13.00	14.00
Squad 4	14.00	15.00	16.00	9.00	10.00	11.00	12.00	13.00
Squad 5	13.00	14.00	15.00	16.00	9.00	10.00	11.00	12.00
Squad 6	12.00	13.00	14.00	15.00	16.00	9.00	10.00	11.00
Squad 7	11.00	12.00	13.00	14.00	15.00	16.00	9.00	10.00
Squad 8	10.00	11.00	12.00	13.00	14.00	15.00	16.00	9.00

