IPSC Handgun Hellenic Nationals 2023



Match Director: George Vlamakis
Range Master: John Matsas
MATCH ID NUMBER: D88811049

https://www.ipsc.org/ipsc-matches/ipsc-match-calendar/







SKINES SHOOTING RANGE
Municipality Of Platanias
Chania-CRETE
GREECE



AIR PHOTO OF THE SHOOTING RANGE



STAGES CONFIGURATION



The road from Chania Airport to the range Google Map Range Location Coordination 35.43029 , 23.89110





Stage 1- GET THEM QUICK

START POSITION: Standing with the heels touching the yellow marks.

HANDGUN READY CONDITION: Loaded and holstered.

TIME STARTS : Audible Signal

STAGE PROCEDURE: Upon signal engage targets.

Popper IP1 will activate both Metal Plates (PL1) and (PL2). Popper (IP3) will activate Paper Target1 (IT3).All moving Targets remain

VISIBLE.

ROUNDS TO BE SCORED: 11 rounds

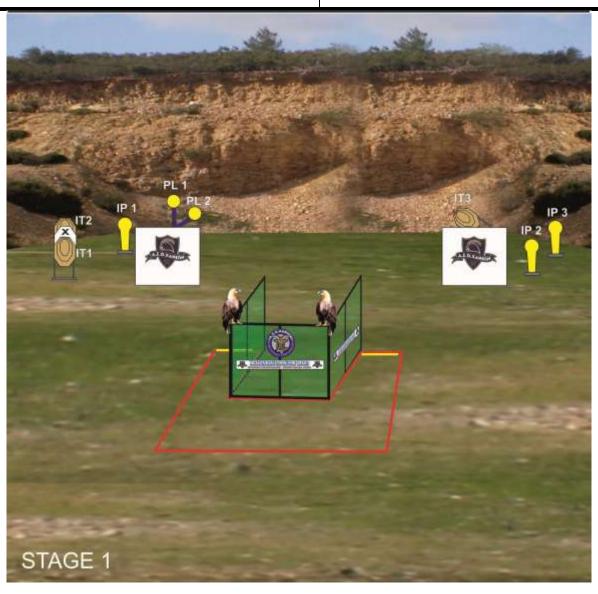
TARGETS ANALYSIS:

3 IPSC Paper Targets (IT)

3 IPSC Poppers (IP)

0 IPSC Mini Poppers (IMP) 2 IPSC Metal Plates (PL)

1 No Shoot (N/S)







Stage 2- Milk the Nanny Goat

START POSITION: Sitting on the chair milking the goat.

HANDGUN READY CONDITION: Chamber empty magazine inserted. Gun lying on the cask-barrel.

TIME STARTS : Audible Signal

STAGE PROCEDURE: Upon signal engage targets

ROUNDS TO BE SCORED: 20 rounds

- 9 IPSC Paper Targets (IT)
- 0 IPSC Poppers (IP)
- 2 IPSC Mini Poppers (IMP)
- 0 IPSC Metal Plates (PL)
- 1 No Shoot (N/S)







Stage 3- Hold The Goat

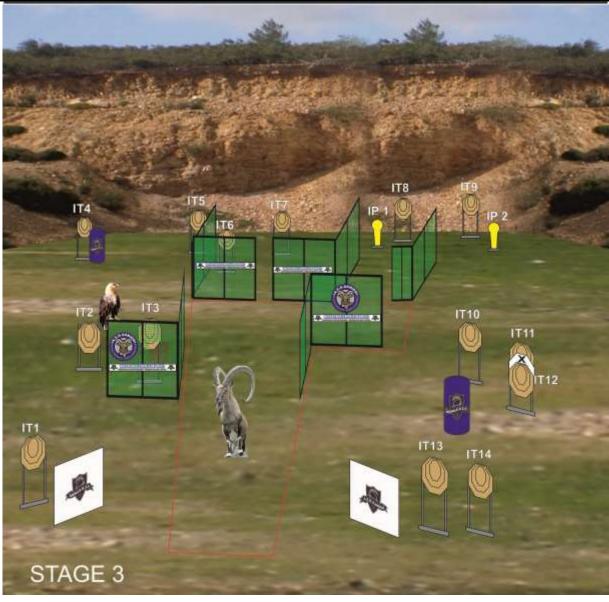
START POSITION: Standing anywhere within the designated area. **HANDGUN READY CONDITION:** Chamber empty magwell empty.

TIME STARTS : Audible Signal.

STAGE PROCEDURE: Upon signal engage targets.

ROUNDS TO BE SCORED: 30 rounds

- 14 IPSC Paper Targets (IT)
- 2 IPSC Poppers (IP)
- 0 IPSC Mini Poppers (IMP)
- 0 IPSC Metal Plates (PL)
- 1 No Shoot (N/S)







Stage 4- Searching The Wild Goats

START POSITION: Sitting upon the hay.

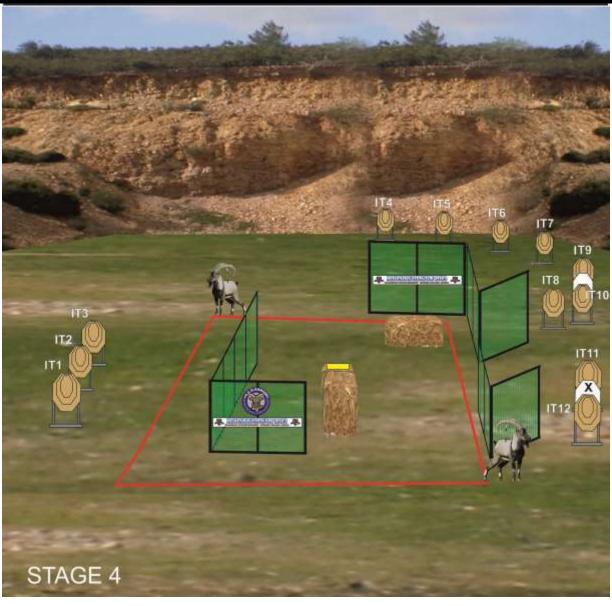
HANDGUN READY CONDITION: Chamber empty, magazine inserted. Gun holstered.

TIME STARTS : Audible Signal.

STAGE PROCEDURE: Upon signal engage targets.

ROUNDS TO BE SCORED: 24 rounds

- 12 IPSC Paper Targets (IT)
- 0 IPSC Poppers (IP)
- 0 IPSC Mini Poppers (IMP)
- 0 IPSC Metal Plates (PL)
- 2 No Shoot (N/S)







Stage 5- With The "Good" Hand

START POSITION: Standing anywhere within the designated area.

HANDGUN READY CONDITION: Loaded and holstered.

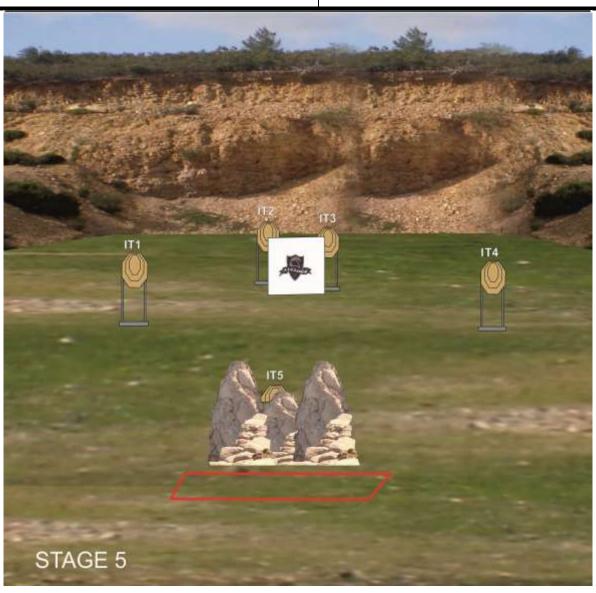
TIME STARTS : Audible Signal

STAGE PROCEDURE: Upon signal engage targets only with the

strong hand.

ROUNDS TO BE SCORED: 10 rounds

- 5 IPSC Paper Targets (IT)
- 0 IPSC Poppers (IP)
- 0 IPSC Mini Poppers (IMP)
- 0 IPSC Metal Plates (PL)
- 0 No Shoot (N/S)







Stage 6– Feeding The Goat

START POSITION: Standing and feeding the goat with the strong hand.

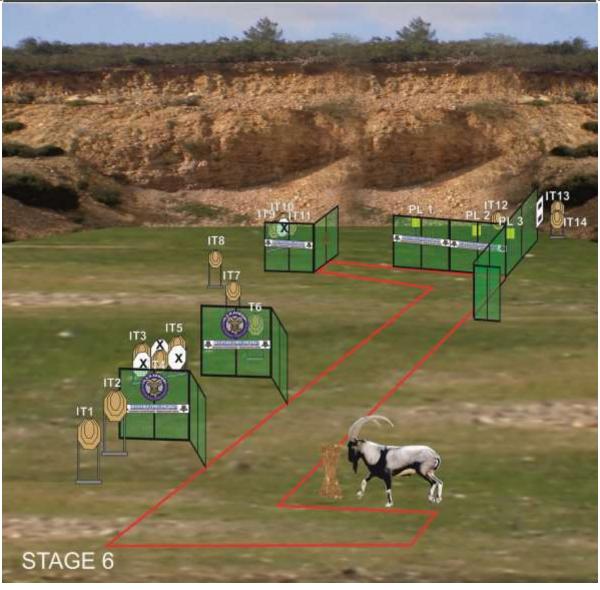
HANDGUN READY CONDITION: Chamber empty magazine inserted. Gun holstered.

TIME STARTS : Audible Signal.

STAGE PROCEDURE: Upon signal engage targets.

ROUNDS TO BE SCORED: 31 rounds

- 14 IPSC Paper Targets (IT)
- 0 IPSC Poppers (IP)
- 0 IPSC Mini Poppers (IMP)
- 3 IPSC Metal Plates (PL)
- 4 No Shoot (N/S)







Stage 7- In The Paddock

START POSITION: Standing anywhere within the designated area.

HANDGUN READY CONDITION: Loaded and holstered.

TIME STARTS : Audible Signal.

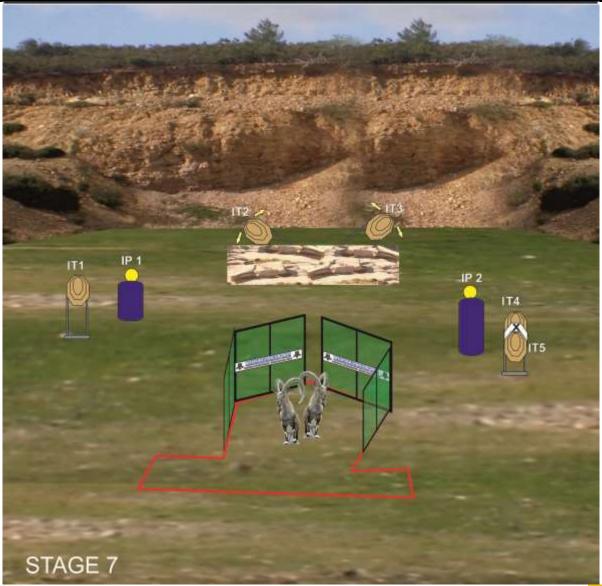
STAGE PROCEDURE: Upon signal engage targets. Popper (IP1) will activate Paper Target1 (IT2). Popper (IP2) will activate Paper Target1 (IT3).

All moving Targets remain VISIBLE.

ROUNDS TO BE SCORED: 12 rounds

TARGETS ANALYSIS:

- 5 IPSC Paper Targets (IT)
- 2 IPSC Poppers (IP)
- 0 IPSC Mini Poppers (IMP)
- 0 IPSC Metal Plates (PL)
- 1 No Shoot (N/S)





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Stage 8- I Can't See

START POSITION: Standing anywhere within the designated area.

HANDGUN READY CONDITION: Loaded and holstered.

TIME STARTS : Audible Signal.

STAGE PROCEDURE: Upon signal engage targets. Popper (IMP2) will activate both Paper Target 3 and

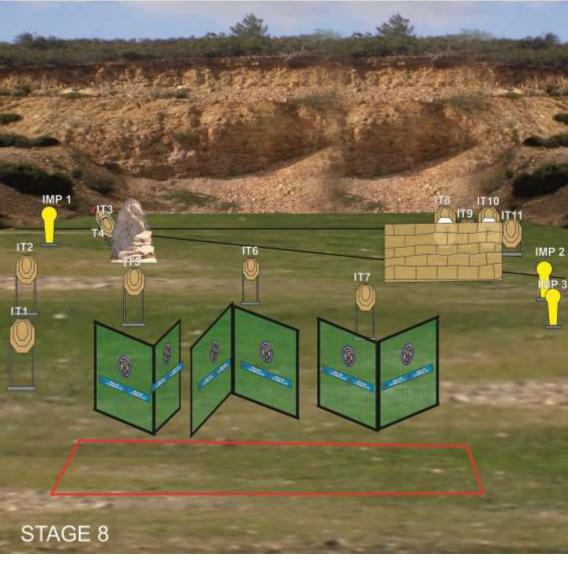
Paper Target 4 (IT3)(IT4).

All moving Targets remain VISIBLE.

Popper 1 (IMP1) will activate the wall to falls and stay down.

ROUNDS TO BE SCORED: 25 rounds

- 11 IPSC Paper Targets (IT)
- 2 IPSC Poppers (IP)
- 3 IPSC Mini Poppers (IMP)
- 0 IPSC Metal Plates (PL)
- 3 No Shoot (N/S)







Stage 9-4 x 4

START POSITION: Standing anywhere within the designated area.

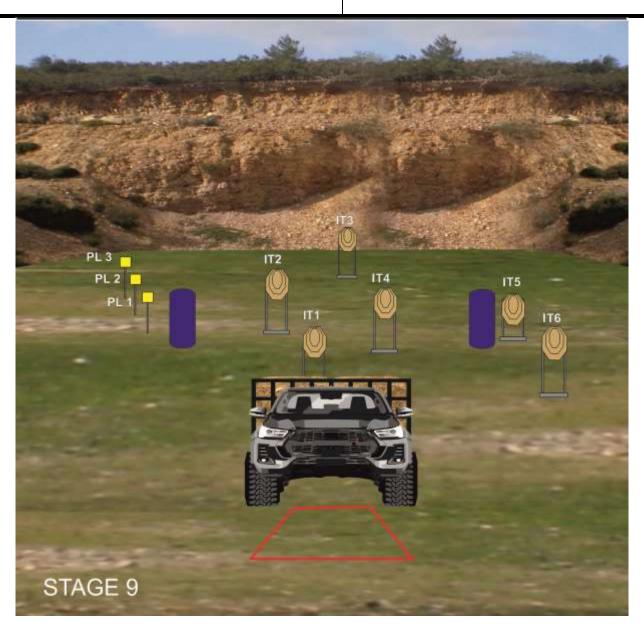
HANDGUN READY CONDITION: Loaded and holstered.

TIME STARTS : Audible Signal.

STAGE PROCEDURE: Upon signal engage targets.

ROUNDS TO BE SCORED: 15 rounds

- 6 IPSC Paper Targets (IT)
- 0 IPSC Poppers (IP)
- 0 IPSC Mini Poppers (IMP)
- 3 IPSC Metal Plates (PL)
- 0 No Shoot (N/S)







Stage 10- With The "South Pole"

START POSITION: Standing anywhere within the designated area. **HANDGUN READY CONDITION:** Gun loaded lying on the table.

TIME STARTS : Audible Signal.

STAGE PROCEDURE: Upon signal engage targets only with the weak hand.

ROUNDS TO BE SCORED: 9 rounds

- 4 IPSC Paper Targets (IT)
- 1 IPSC Poppers (IP)
- 0 IPSC Mini Poppers (IMP)
- 0 IPSC Metal Plates (PL)
- 0 No Shoot (N/S)







Stage 11- If you Find It Whistle

START POSITION: Standing anywhere within the designated area. **HANDGUN READY CONDITION:** Chamber empty, magwell empty.

TIME STARTS : Audible Signal.

STAGE PROCEDURE: The gun is on the one rock and the magwells are on the other rock. Upon signal engage targets.

ROUNDS TO BE SCORED: 14 rounds

- 4 IPSC Paper Targets (IT)
- 6 IPSC Poppers (IP)
- 0 IPSC Mini Poppers (IMP)
- 0 IPSC Metal Plates (PL)
- 1 No Shoot (N/S)







Stage 12- Holding The "KATSOUNA" (Stick)

START POSITION: Holding the stick witch activates the window in front of it.

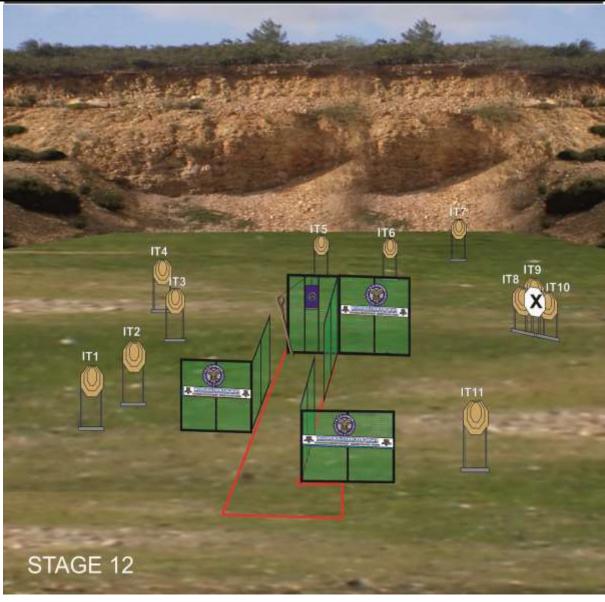
HANDGUN READY CONDITION: Loaded and holstered.

TIME STARTS : Audible Signal.

STAGE PROCEDURE: Upon signal engage targets. The window remains open only when you pull the stick.

ROUNDS TO BE SCORED: 22 rounds

- 11 IPSC Paper Targets (IT)
- 0 IPSC Poppers (IP)
- 0 IPSC Mini Poppers (IMP)
- 0 IPSC Metal Plates (PL)
- 1 No Shoot (N/S)







Stage 13- Underground

START POSITION: Standing anywhere within the designated area.

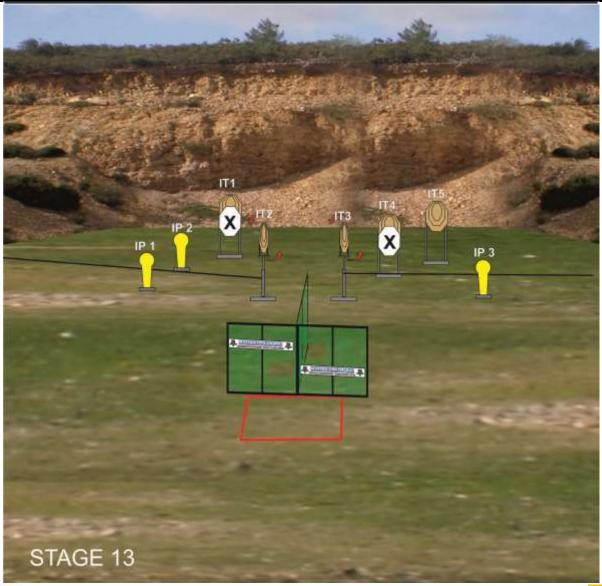
HANDGUN READY CONDITION: Loaded and holstered.

TIME STARTS : Audible Signal.

STAGE PROCEDURE: Upon signal engage targets. Popper 1 (IP1) will activate Paper Target 2 (IT2) and Popper 3 (IP3) will activate Paper Target 3 (IT3). Paper Targets 2-3 (IT2),(IT3) are Disappearing Targets

ROUNDS TO BE SCORED: 13 rounds

- 5 IPSC Paper Targets (IT) (Two of them Disappearing)
- 3 IPSC Poppers (IP)
- 0 IPSC Mini Poppers (IMP)
- 0 IPSC Metal Plates (PL)
- 2 No Shoot (N/S)







Stage 14- Pentozali (Dance)

START POSITION: Standing with the heels touching the yellow marks.

HANDGUN READY CONDITION: Loaded and holstered.

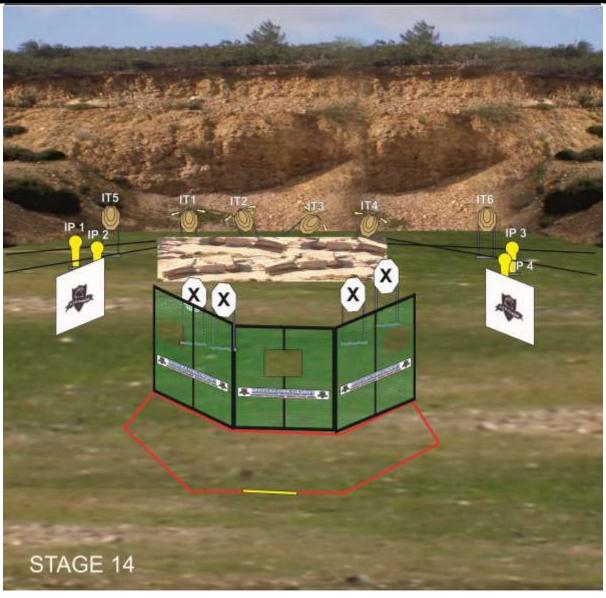
TIME STARTS: Audible Signal.

STAGE PROCEDURE: Upon signal engage targets. Popper (IMP1) will activate Paper Target 1 (IT1), Popper (IMP2) will activate Paper Target 2 (IT2), Popper (IMP3) will activate Paper Target 3 (IT3), and

Popper (IMP4) will activate Paper Target 4 (IT4)).

ROUNDS TO BE SCORED: 16 rounds

- 6 IPSC Paper Targets (IT)
- 4 IPSC Poppers (IP)
- 0 IPSC Mini Poppers (IMP)
- 0 IPSC Metal Plates (PL)
- 4 No Shoot (N/S)







Stage 15- Beware The Rams

START POSITION: Standing with the heels touching the yellow marks.

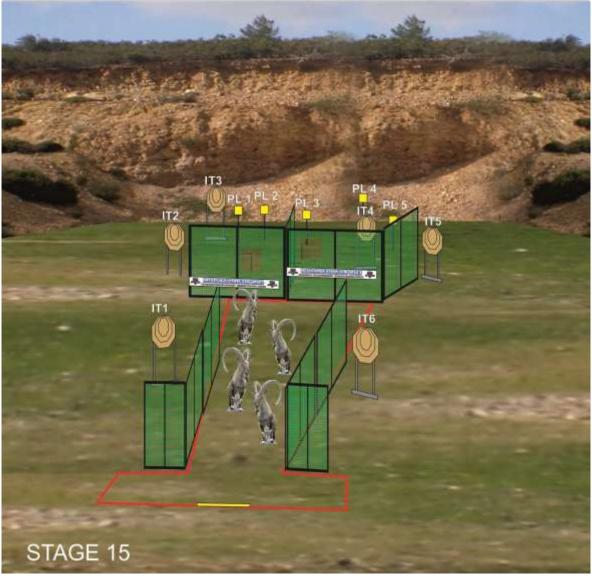
HANDGUN READY CONDITION: Loaded and holstered.

TIME STARTS : Audible Signal.

STAGE PROCEDURE: Upon signal engage targets.

ROUNDS TO BE SCORED: 17 rounds

- 6 IPSC Paper Targets (IT)
- 0 IPSC Poppers (IP)
- 0 IPSC Mini Poppers (IMP)
- 5 IPSC Metal Plates (PL)
- 0 No Shoot (N/S)







Stage 16- Awaiting Them

START POSITION: Standing with the heels touching the yellow marks.

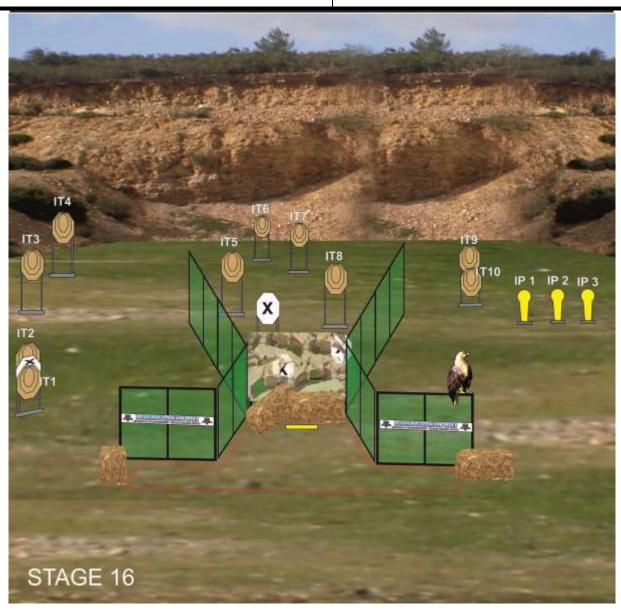
HANDGUN READY CONDITION: Loaded and holstered.

TIME STARTS : Audible Signal.

STAGE PROCEDURE: Upon signal engage targets.

ROUNDS TO BE SCORED: 23 rounds

- 10 IPSC Paper Targets (IT)
- 3 IPSC Poppers (IP)
- 0 IPSC Mini Poppers (IMP)
- 0 IPSC Metal Plates (PL)
- 4 No Shoot (N/S) (2 of them behind the wall)







Stage 17- Get Them If You Can

START POSITION: Standing anywhere within the designated area.

HANDGUN READY CONDITION: Loaded and holstered.

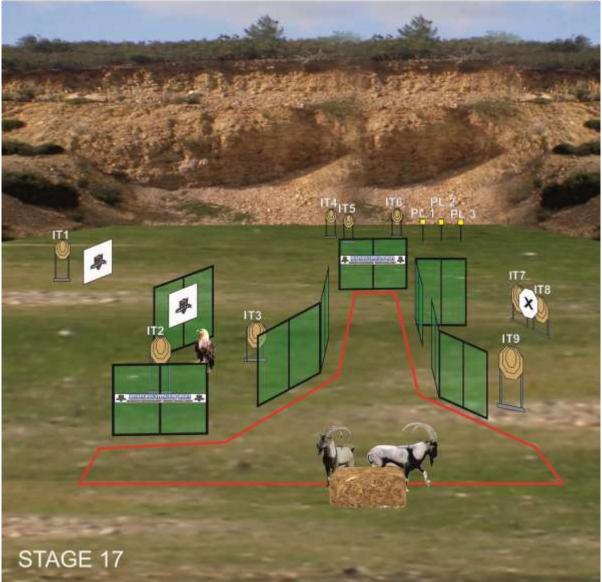
TIME STARTS: Audible Signal.

STAGE PROCEDURE: Upon signal engage targets.

ROUNDS TO BE SCORED: 21 rounds

TARGETS ANALYSIS:

- 9 IPSC Paper Targets (IT)
- 0 IPSC Poppers (IP)
- 0 IPSC Mini Poppers (IMP)
- 3 IPSC Metal Plates (PL)
- 1 No Shoot (N/S)





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Stage 18- With The Lyre

START POSITION: Holding the lyre on the chair.

HANDGUN READY CONDITION: Loaded and holstered.

TIME STARTS: Audible Signal.

STAGE PROCEDURE: Upon signal engage targets.

ROUNDS TO BE SCORED: 32 rounds

TARGETS ANALYSIS:

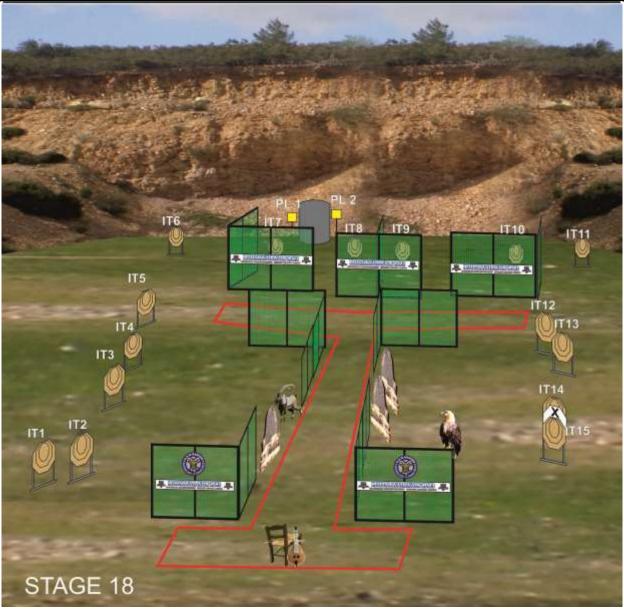
15 IPSC Paper Targets (IT)

0 IPSC Poppers (IP)

0 IPSC Mini Poppers (IMP)

2 IPSC Metal Plates (PL)

No Shoot (N/S)









DILIGENTIA VIS CELERITAS

Edited by

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