JPSC HANDGUN MATCH





24 STAGES
436 ROUNDS MIN
JULY, 2025
CABANELAS – PORTUGAL



Match Name: Bracara Augusta Match

Region: Portugal

City: Vila Verde

Club: Clube Tiro Bracara Augusta

Prematch date: 2025 July, 10-11

Match date: 2025 July, 12-13

Discipline: Handgun

Minimum Rounds: 442

Stages Number: 24



01 - MEDIUM

TARGETS: 11 IPSC targets, 01 IPSC Mini Popper, and 01 IPSC Plate.

NUMBER OF ROUNDS TO BE SCORED: 24 rounds.

HANDGUN READY CONDITION:

START POSITION: Standing heels touching the black

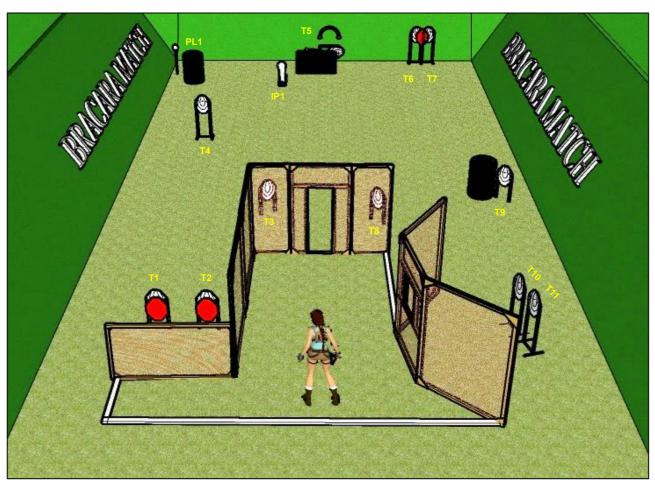
mark.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage targets. (Target T5 is activated by popper IP1, and

stay visible on rest).





NOTES: Target T5 is activated by mini popper IP1, and stay visible on rest. **Arbitration Fee 150,00 €**



TARGETS: 05 IPSC targets, 01 IPSC Mini Popper, and 01 IPSC Plate.

NUMBER OF ROUNDS TO BE SCORED: 12 rounds.

HANDGUN READY CONDITION:

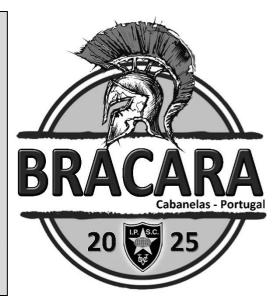
START POSITION: Standing heels touching the black

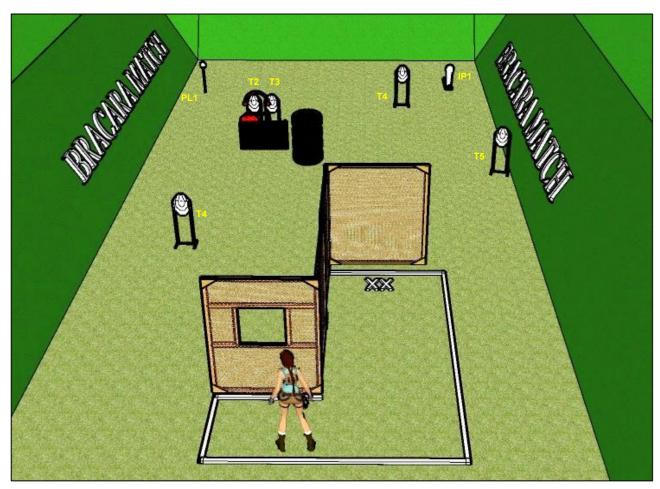
mark.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage targets. (Target N/S is activated by popper IP1, and

T2 T3 stay visible on rest).





NOTES: Target N/S is activated by popper IP1, and T2 T3 stay visible on rest. **Arbitration Fee 150,00 €**



03 - SHORT

TARGETS: 06 IPSC targets.

NUMBER OF ROUNDS TO BE SCORED: 12 rounds.

HANDGUN READY CONDITION: Unload and

holstered (with chamber and magwell empty).

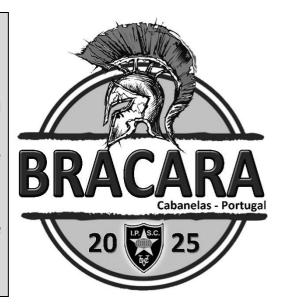
START POSITION: Standing anywhere inside

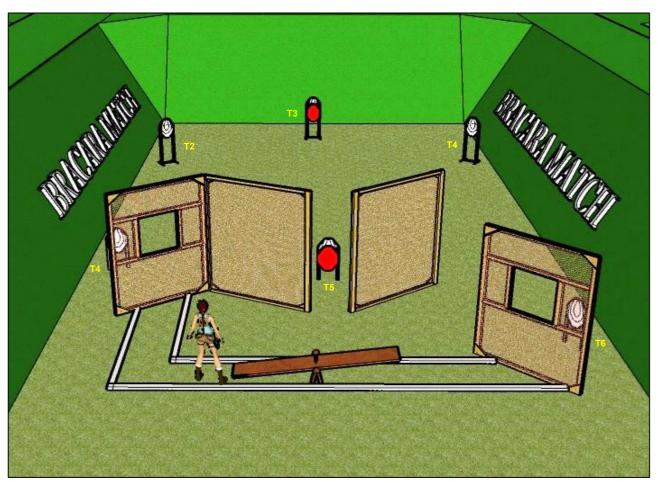
designated area.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage

targets.





NOTES:



TARGETS: 11 IPSC targets and 02 IPSC plates **NUMBER OF ROUNDS TO BE SCORED:** 22 rounds.

HANDGUN READY CONDITION:

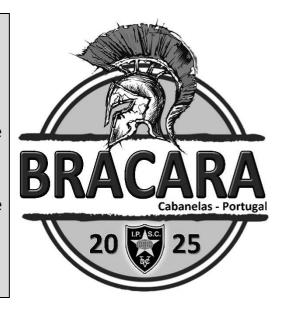
START POSITION: Standing anywhere inside

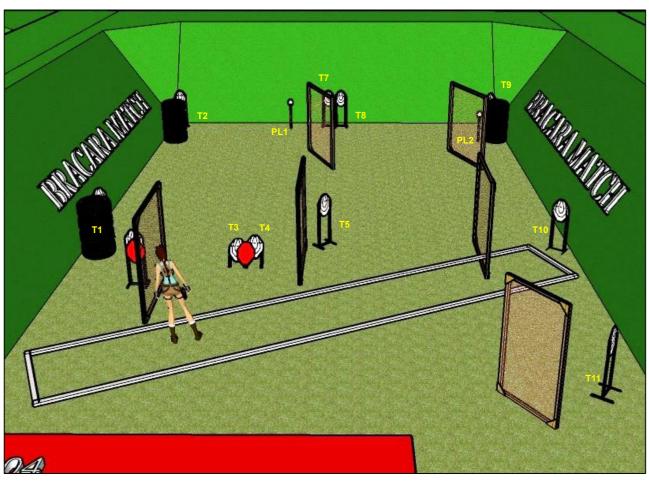
designated area.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage

targets.





NOTES:



05 - LONG COURSE

TARGETS: 15 IPSC targets and 02 IPSC Poppers. **NUMBER OF ROUNDS TO BE SCORED:** 32 rounds.

HANDGUN READY CONDITION:

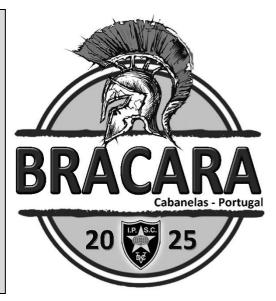
START POSITION: Standing anywhere inside

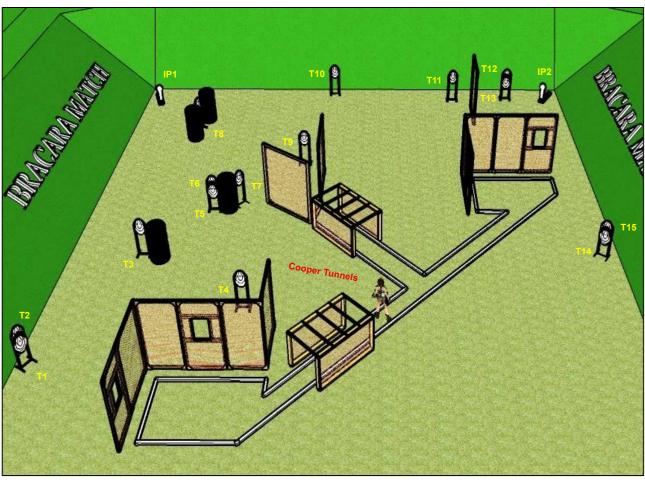
designated area.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage

targets.





NOTES:



TARGETS: 05 IPSC mini targets and 02 IPSC plates. **NUMBER OF ROUNDS TO BE SCORED:** 12 rounds.

HANDGUN READY CONDITION:

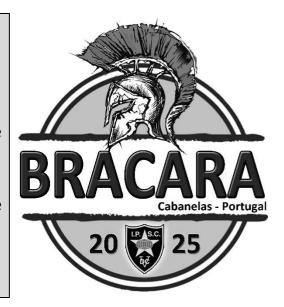
START POSITION: Standing anywhere inside

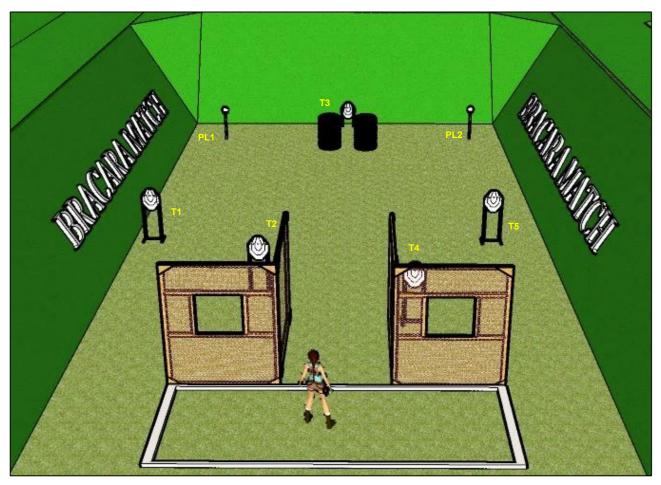
designated area.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage

targets.





NOTES:





TARGETS: 04 IPSC targets, 01 IPSC popper and 01 IPSC plate.

NUMBER OF ROUNDS TO BE SCORED: 10 rounds.

HANDGUN READY CONDITION:

START POSITION: Standing anywhere inside

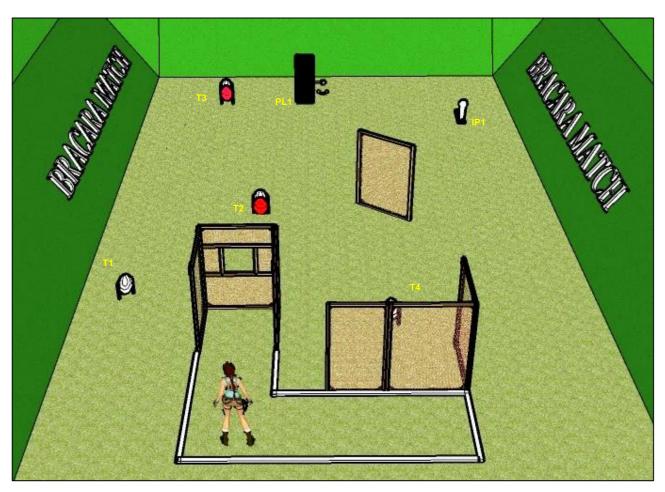
designated area.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage targets. (Target PL1 is activated by popper IP1, and

stay visible on rest).





NOTES:



TARGETS: 09 IPSC targets, 01 IPSC popper and 04 IPSC plates.

NUMBER OF ROUNDS TO BE SCORED: 23 rounds.

HANDGUN READY CONDITION:

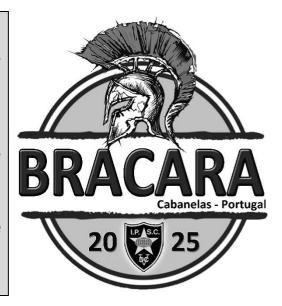
START POSITION: Standing anywhere inside

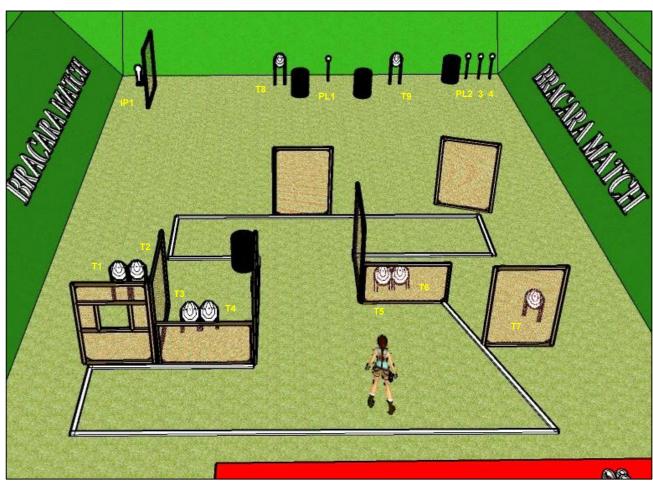
designated area.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage

targets.





NOTES:



09 - LONG COURSE

TARGETS: 14 IPSC targets and 02 IPSC poppers. **NUMBER OF ROUNDS TO BE SCORED:** 30 rounds.

HANDGUN READY CONDITION:

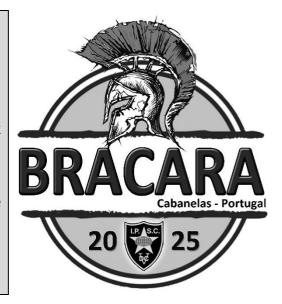
START POSITION: Standing heels touching the black

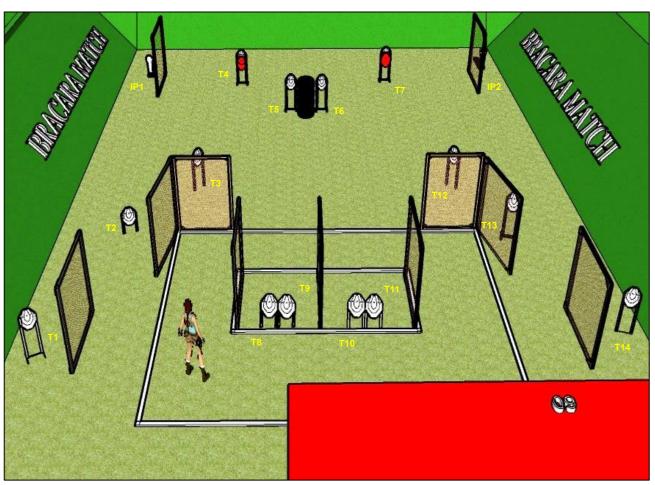
mark.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage

targets.





NOTES:



TARGETS: 05 IPSC targets and 02 IPSC plates.

NUMBER OF ROUNDS TO BE SCORED: 12 rounds.

HANDGUN READY CONDITION: flat on the table

with chamber and magwell empty, all magazines on

the table

START POSITION: With knees on the floor and

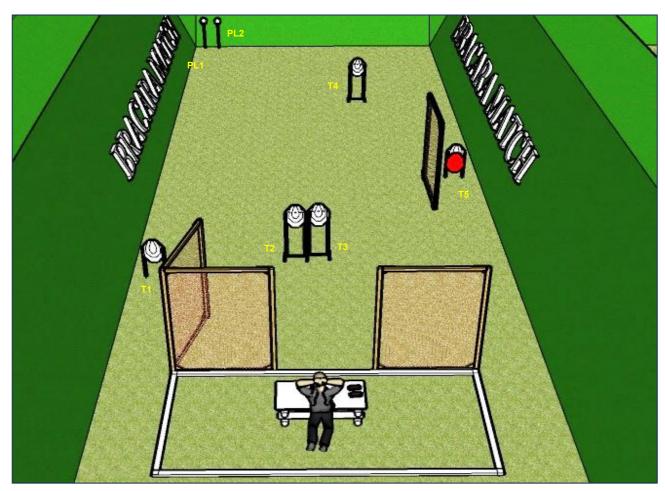
hands clasped against the back of the neck.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage

targets.





NOTES:



TARGETS: 05 IPSC targets and 02 IPSC mini poppers. **NUMBER OF ROUNDS TO BE SCORED:** 12 rounds.

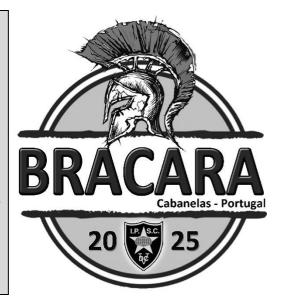
HANDGUN READY CONDITION:

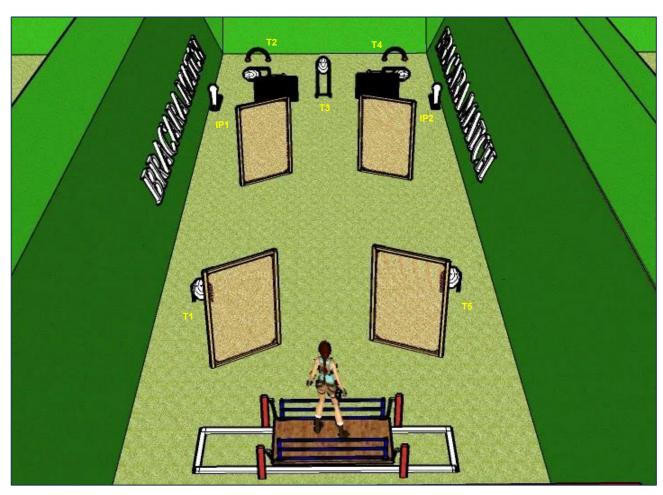
START POSITION: Standing anywhere inside

designated area.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage targets. (*Target T2 is activated by mini popper IP1, and target T4 b IP2 and they stay visible on rest*).





NOTES: (Target T2 is activated by mini popper IP1, and target T4 b IP2 and they stay visible on rest).



TARGETS: 10 IPSC targets, 01 IPSC popper and 02 IPSC plates.

NUMBER OF ROUNDS TO BE SCORED: 23 rounds.

HANDGUN READY CONDITION:

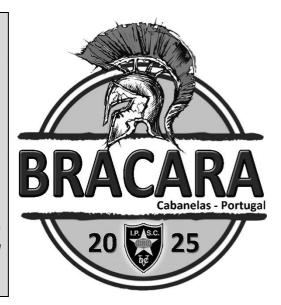
START POSITION: Standing anywhere inside

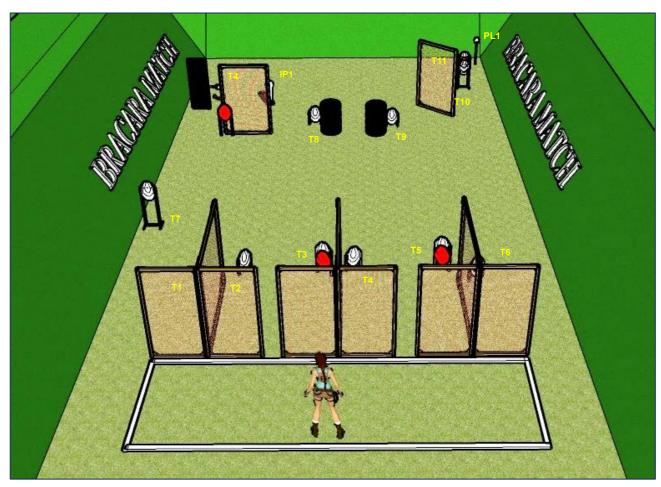
designated area.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage targets (*Plate PL1 is activated by popper IP1 and*

stay visible on rest).





NOTES: (Plate PL1 is activated by popper IP1 and stay visible on rest). **Arbitration Fee 150,00 €**





13 - LONG COURSE

TARGETS: 14 IPSC targets, 03 IPSC poppers and 01 IPSC plate.

NUMBER OF ROUNDS TO BE SCORED: 32 rounds.
HANDGUN READY CONDITION: flat on the table A or

B with chamber and magwell empty.

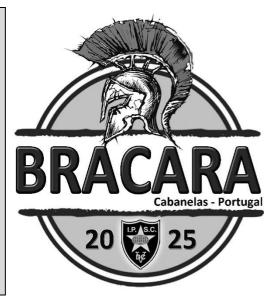
START POSITION: Standing anywhere inside

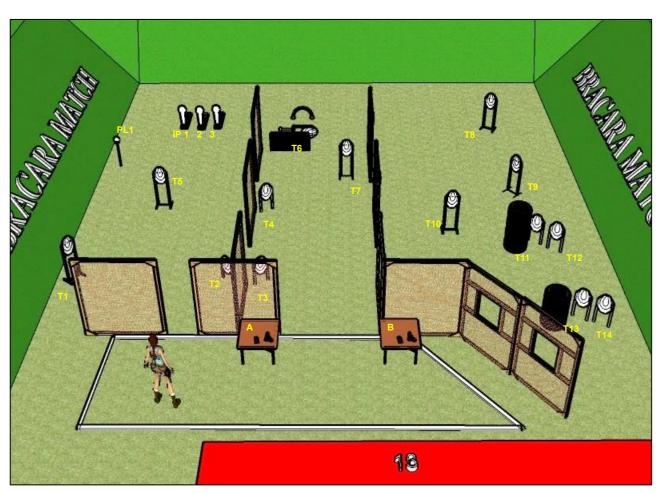
designated area.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage targets (*Target T6 is activated by popper IP3 and stay visible on*

rest).





NOTES: (Target T6 is activated by popper IP3 and stay visible on rest). **Arbitration Fee 150,00 €**



TARGETS: 05 IPSC targets and 02 IPSC plates. **NUMBER OF ROUNDS TO BE SCORED:** 12 rounds.

HANDGUN READY CONDITION:

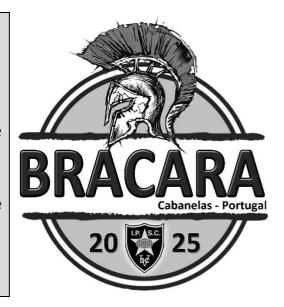
START POSITION: Standing anywhere inside

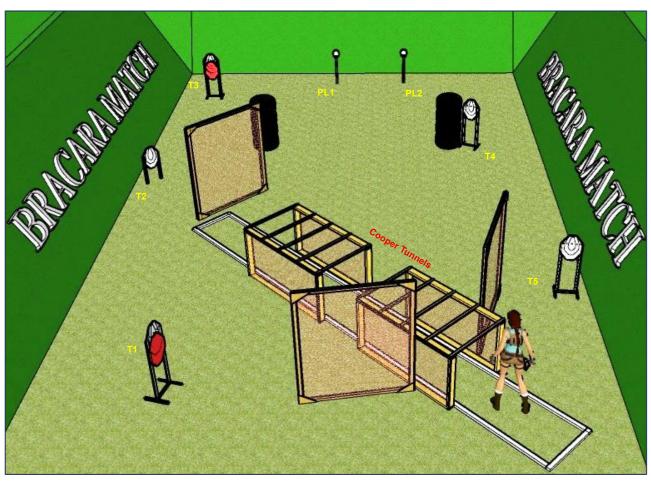
designated area.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage

targets.





NOTES:



TARGETS: 08 IPSC targets, 02 IPSC Mini poppers and 02 IPSC plates.

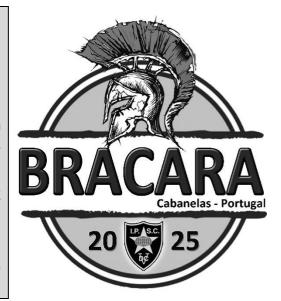
NUMBER OF ROUNDS TO BE SCORED: 20 rounds. **HANDGUN READY CONDITION:** flat on the table with chamber and magwell empty, all magazines on the table.

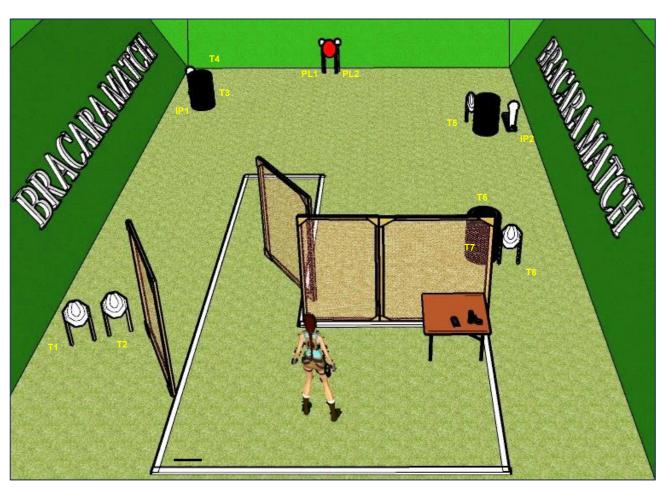
START POSITION: Standing heels touching the black mark.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage

targets.





NOTES:



TARGETS: 04 IPSC targets, 01 IPSC Mini popper. **NUMBER OF ROUNDS TO BE SCORED:** 09 rounds.

HANDGUN READY CONDITION:

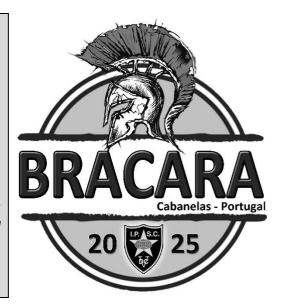
START POSITION: Standing anywhere inside

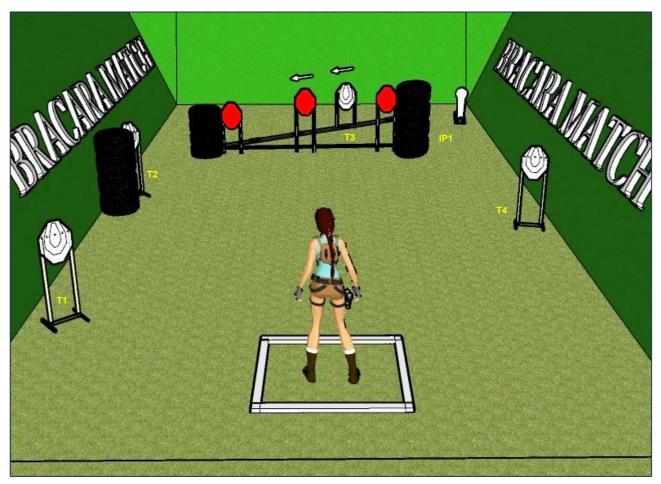
designated area.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage targets (*Target T3 is activated by popper IP1 and*

stay visible on rest).





NOTES: (Target T3 is activated by popper IP1 and stay visible on rest). **Arbitration Fee 150,00 €**



(16A) – SHORT COURSE

TARGETS: 06 IPSC targets.

NUMBER OF ROUNDS TO BE SCORED: 12 rounds.

HANDGUN READY CONDITION:

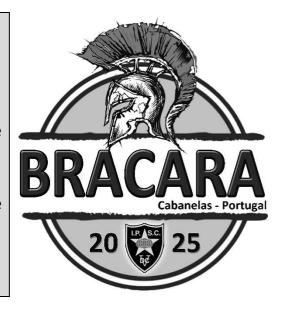
START POSITION: Standing anywhere inside

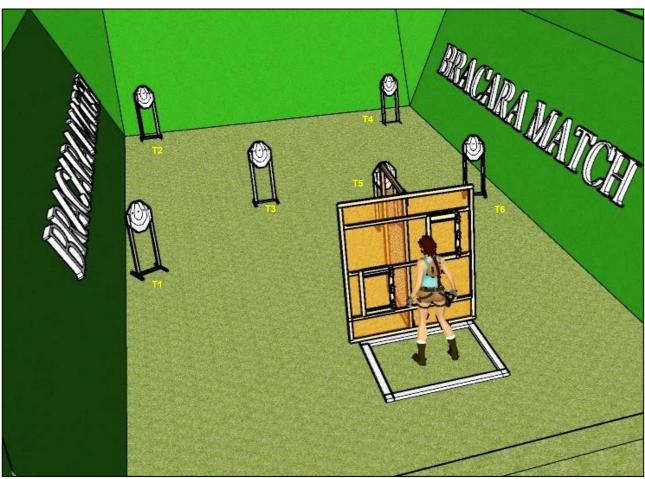
designated area.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage

targets.





NOTES:



TARGETS: 10 IPSC targets, 02 IPSC Mini popper and 02 IPSC plates.

NUMBER OF ROUNDS TO BE SCORED: 24 rounds.

HANDGUN READY CONDITION:

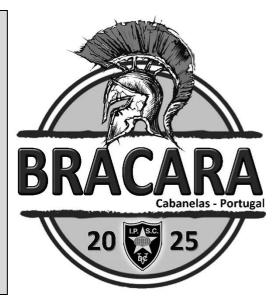
START POSITION: Standing heels touching the black

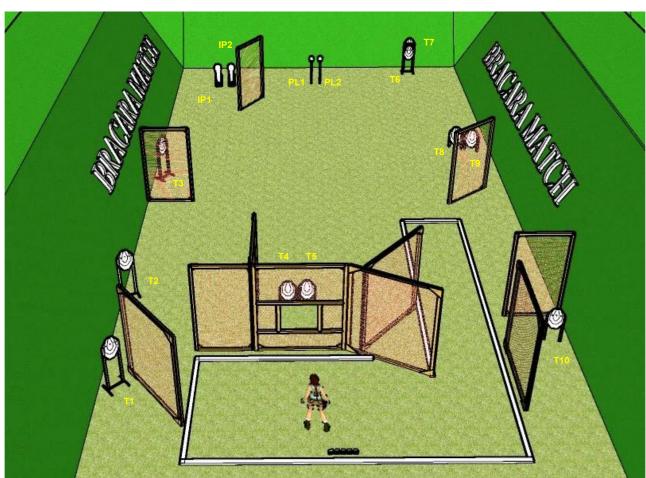
mark.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage

targets.





NOTES:





TARGETS: 05 IPSC targets, 01 IPSC mini Popper and 01 IPSC plate.

NUMBER OF ROUNDS TO BE SCORED: 12 rounds.

HANDGUN READY CONDITION:

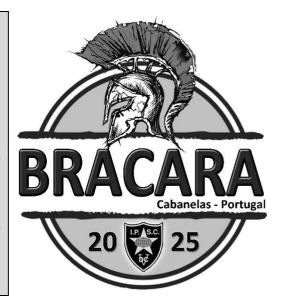
START POSITION: Standing toes touching the black

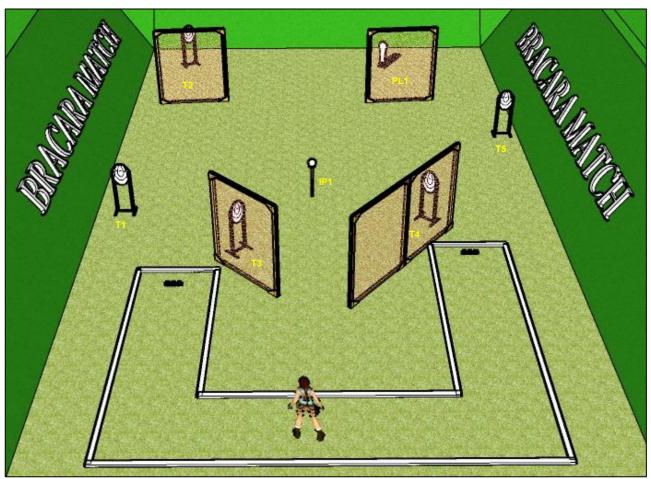
mark.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage

targets.





NOTES:



TARGETS: 11 IPSC targets and 01 IPSC popper. **NUMBER OF ROUNDS TO BE SCORED:** 23 rounds.

HANDGUN READY CONDITION:

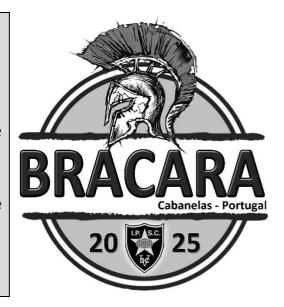
START POSITION: Standing anywhere inside

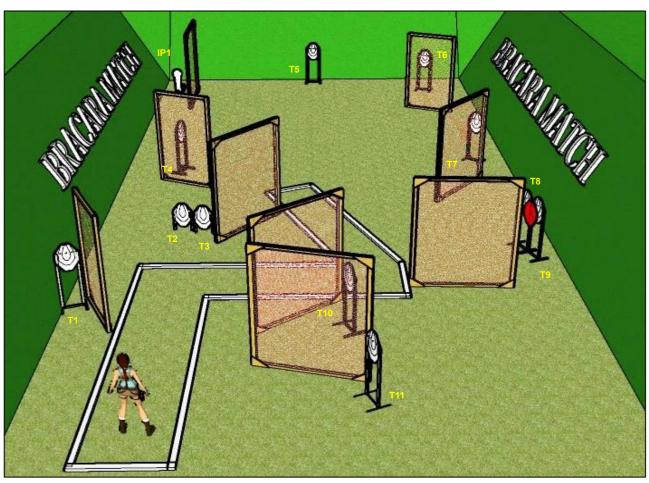
designated area.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage

targets.





NOTES:



TARGETS: 04 IPSC targets and 01 IPSC plate.

NUMBER OF ROUNDS TO BE SCORED: 09 rounds.

HANDGUN READY CONDITION: Holstered with

empty **c**hamber, magazine inserted.

START POSITION: Sitting on watercraft with hands

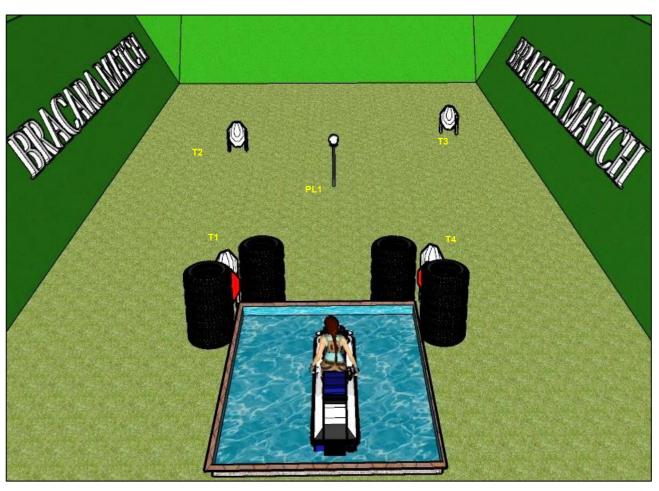
on steering wheel.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage

targets.





NOTES:



TARGETS: 10 IPSC targets, 01 IPSC Mini popper and 01 IPSC plate.

NUMBER OF ROUNDS TO BE SCORED: 22 rounds.

HANDGUN READY CONDITION:

START POSITION: Standing anywhere inside

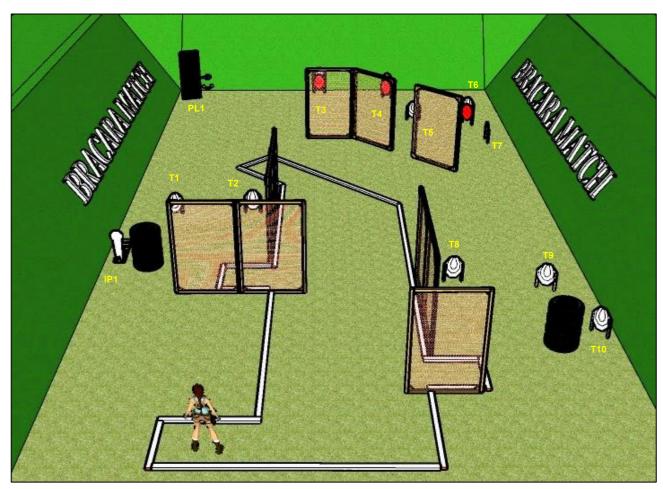
designated area.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage targets (*Plate PL1 is activated by popper IP1 and*

stay visible on rest).





NOTES: (Plate PL1 is activated by popper IP1 and stay visible on rest). Arbitration Fee 150,00 €



22 - LONG COURSE

TARGETS: 15 IPSC targets and 02 IPSC poppers. **NUMBER OF ROUNDS TO BE SCORED:** 32 rounds.

HANDGUN READY CONDITION:

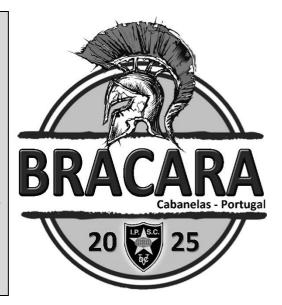
START POSITION: Standing anywhere inside

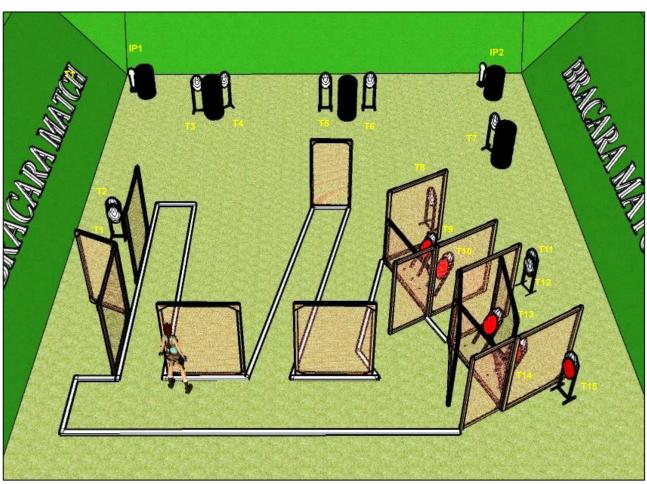
designated area.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage

targets.





NOTES:



TARGETS: 04 IPSC targets, 02 IPSC poppers and 01

IPSC plate.

NUMBER OF ROUNDS TO BE SCORED: 11 rounds.

HANDGUN READY CONDITION:

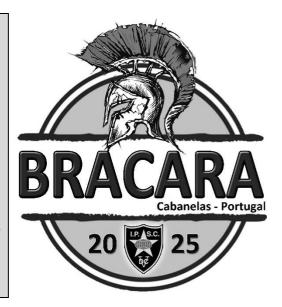
START POSITION: Standing anywhere inside

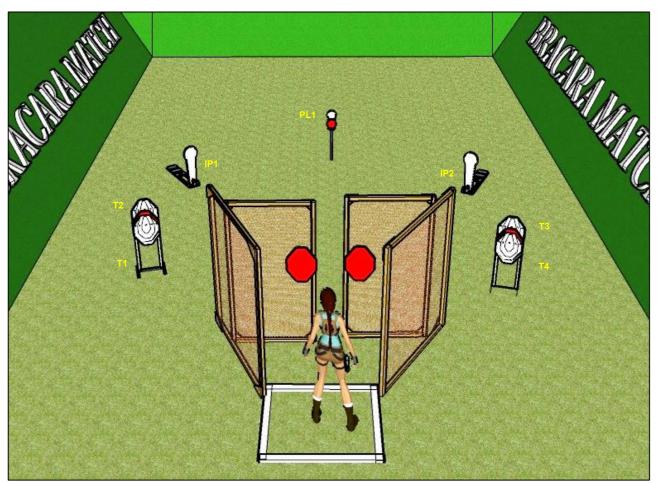
designated area.

TIME STARTS: Audible.

STAGE PROCEDURE: Upon start signal, engage

targets.





NOTES:

