

HKPS x ZONES RIFLE CHALLENGE 2023

Match Book

HKPS X ZONES

RIFLE CHALLENGE

2023

10.21

九龍灣宏照道38號企業廣場五期

MEGABOX

18樓 RED ZONE



立即報名

5 STAGES

截止報名日期
10.14

第一時段
9AM ✦ 1PM

第二時段
1PM ✦ 5PM

第三時段
5PM ✦ 9PM

報名費 成人 **HK\$350** • 21歲以下 **HK\$250** • 租裝 **HK\$100** • RO 豁免費用

賽例 參考IPSC賽例

JUNIOR
比賽第一天未滿 21 歲

SENIOR
比賽第一天年滿 60 歲

AEG - IRON SIGHT
(Overall, Junior, Lady)

GBB - IRON SIGHT
(Overall, Senior, Junior, Lady)

BEGINNER - IRON SIGHT (RENTAL)
(Overall, Lady)

AEG - OPTIC
(Overall, Junior, Lady)

GBB - OPTIC
(Overall, Senior, Junior, Lady)

⊕IPSC新手及租裝人士注意⊕

比賽須知 / Rifle Shooting Tutorial將於第二及第三時段開始前一小時進行(12nn-1pm / 4pm-5pm)

頒獎時段 | 網上公佈 / 另擇日子進行

比賽當日為節省時間沒有General Briefing時段, 而General Briefing細節會在網上公報, 敬請大家留意。



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General Briefing

1. 歡迎大家參加 HKPS x Zones Rifle Challenge 2023
2. 是次比賽是HOT RANGE
3. 是次比賽的CRO - LAI PAK LAM
4. 請各參賽者留意自己的資料是否正確
5. 如賽程中發現槍枝規格有不符者，則會轉到Open Division內計算成績，但參賽者必須使用原有槍枝及準星作賽
6. 安全區內不能取出或操作或處理彈匣不能取出壓縮氣樽及BB彈否則會作DQ處理)
7. 如RO宣告參賽者作賽時，該參賽者並沒有出現，將不會安排他 / 她作賽並交由 CRO 處理
8. 每一個Squad到達不同Stage時，大會已編排好參賽者作賽次序，故參賽者在沒有特別理由下，不能轉換作賽次序。
9. 於完成COF後，參賽者可自行清槍膛動作，如期間不小心槍咀指向身體任何部位，而當時扣板機的手指沒有明顯移離扳機護環者可判DQ。如有需要可向RO要求協助清空槍膛
10. 參賽者有責任在非COF中確保清空槍膛，如發現違反將會判取消資格 (DQ)
11. 彈孔只會計算擊中位置直徑6mm範圍，其他撕裂不會計算
12. 射手完成每個Stage個人作賽部份後必須留低幫手patch直到整個Squad所有參賽者全部完成方可離去否則CRO有權暫停賽事直到召回該Squad所有參賽者到齊才繼續請配合互相幫忙以令賽事順利及加快進行
13. 比賽時間 Competition Time : 21/10/2023 09:00 ~ 13:00, 13:00 ~ 17:00, 17:30 ~ 21:00。
14. Walk Through 時間 25 槍或以上 8 分鐘， 24槍或以下 5 分鐘



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注意事項

- 比賽場地於購物商場，請參賽者切勿於靶場範圍以外地方展示比賽器材或裝備。

MEGABOX
18樓 RED ZONE

- 比賽當日於商場地下入口旁邊設有接待處，參加者如使用較大型的槍盒，請到接待處讓我們的工作人員為你進行運槍工作。

立即報名

第一時段
9AM + 1PM

第二時段
5PM + 9PM

報名費	成人 HK\$350	21歲以下 HK\$250	租裝 HK\$100	RO 豁免費用
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- 作賽途中，如有需要離開場地，敬請各位參賽者卸下身上的比賽器材及裝備方可離開場地。

賽例	參考IPSC賽例	AEG - IRON SIGHT (Overall, Junior, Lady)	AEG - OPTIC (Overall, Junior, Lady)
比賽第 一天	比賽第 二天	比賽第 三天	比賽第 四天

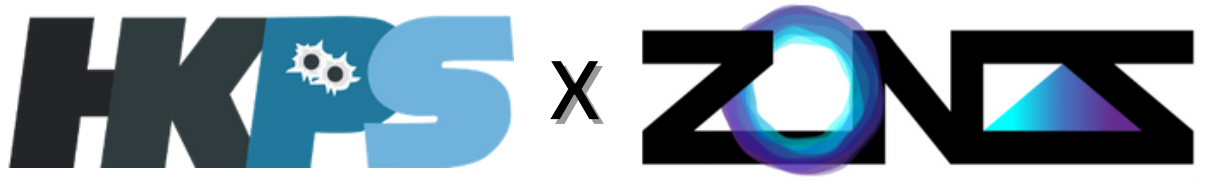
◎IPSC新手及租裝人士注意◎

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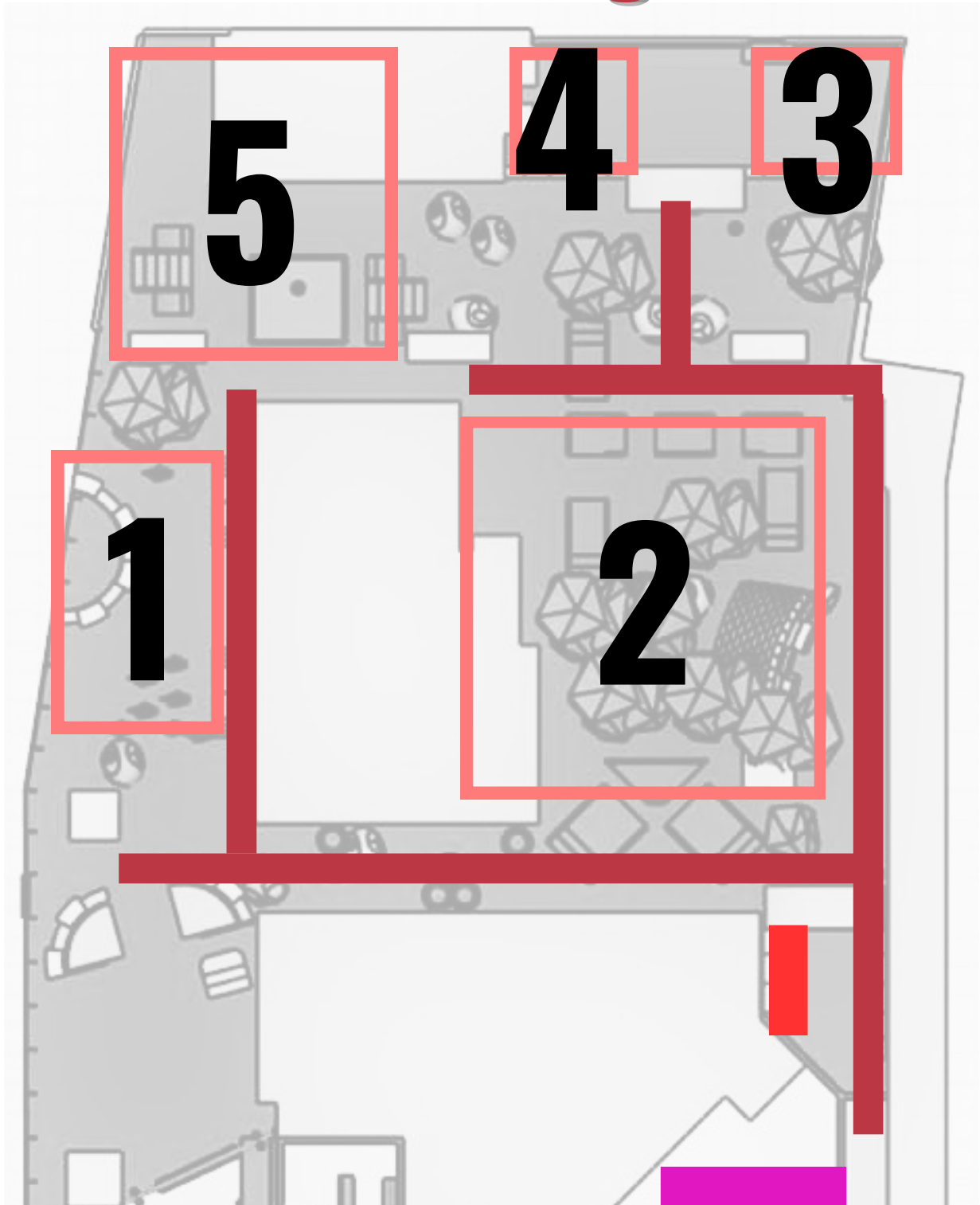
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Rifle Challenge 2023



Stage



安全區
Safety Area

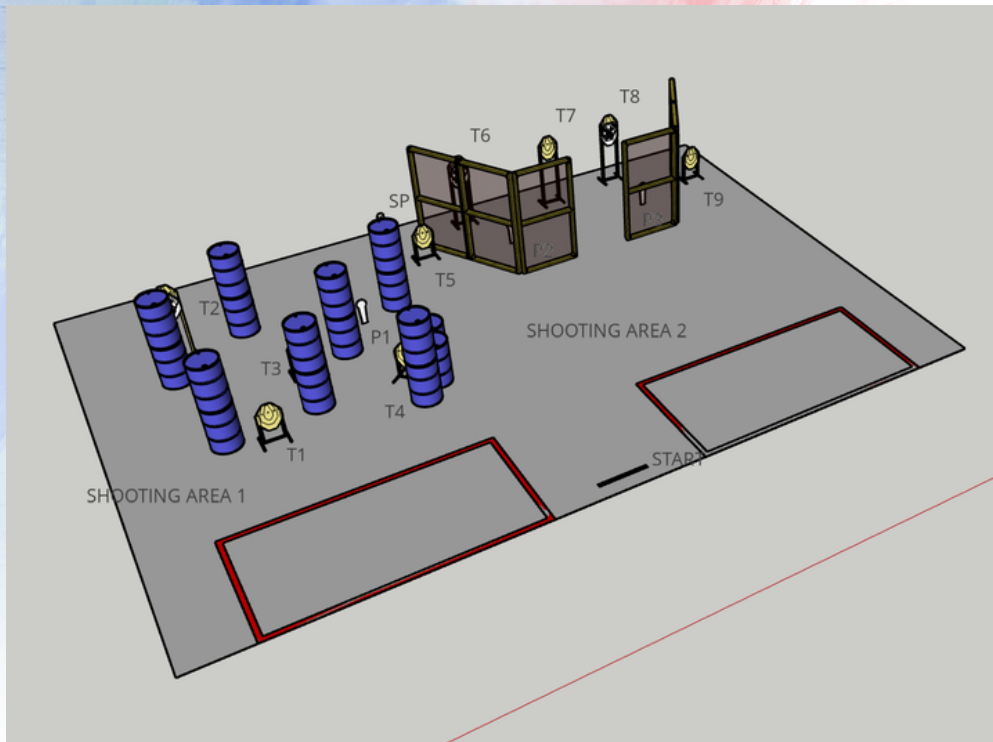


試槍區
Fire Testing



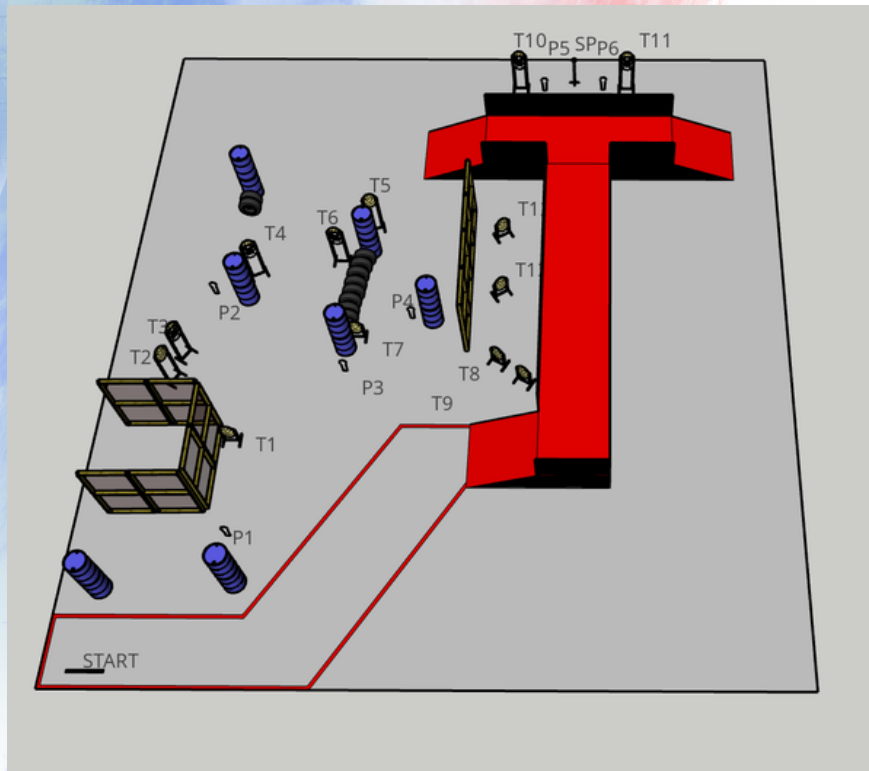
通道
Aisle

Stage 1



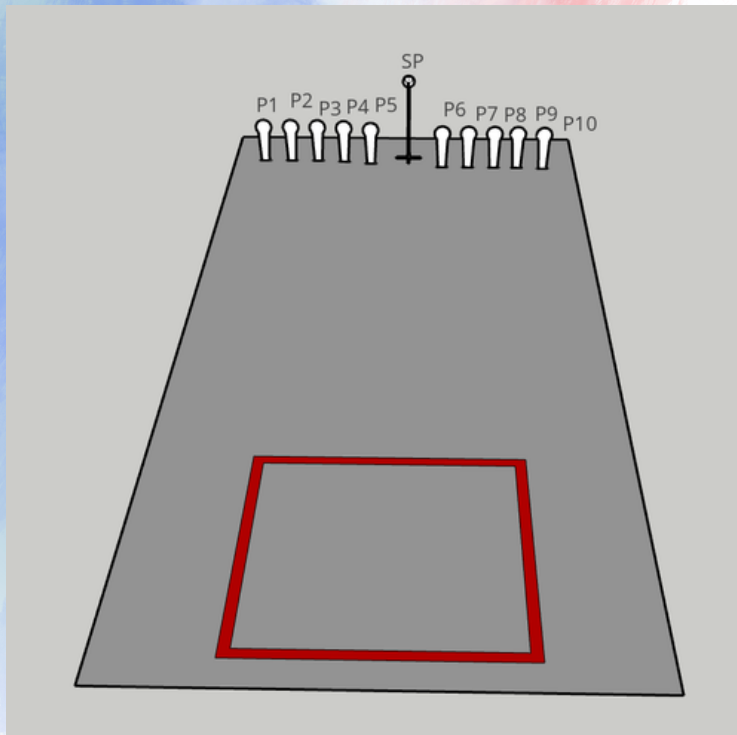
Location:	Wonderland
Stage Designer:	HKPS
Course Type:	Medium
Targets:	Paper Target:9 No shoot: 3 Popper:3 Stop plate: 1
Number of projectiles to be scored:	21 Projectiles
Ready condition:	Gun and chamber loaded
Start Position:	Hip level port arm Heels touching marks
Time Start:	Audible
Time End:	Stop Plate (SP)
Procedure:	After start signal, engage all targets from within the designated area
Remarks:	Must engage all the targets within the shooting area 1 and shooting area 2

Stage 2



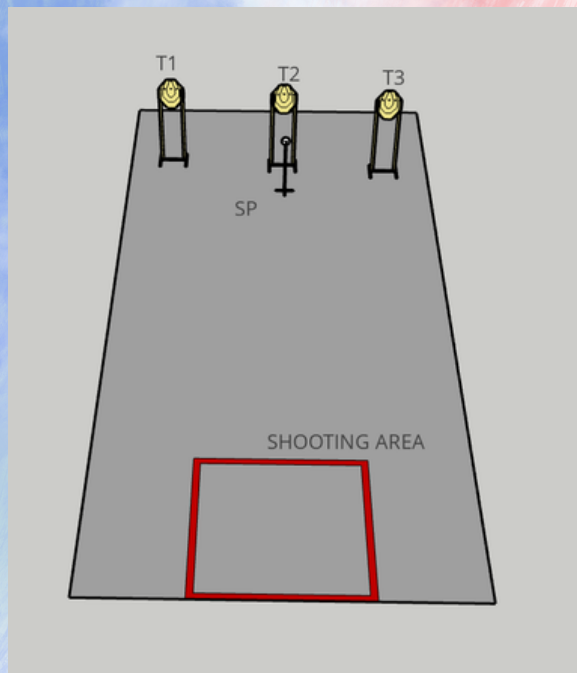
Location:	Wonderland
Stage Designer:	HKPS
Course Type:	Long
Targets:	Paper Target: 13 No shoot:5 Popper:6 Stop plate: 1
Number of projectiles to be scored:	32 Projectiles
Ready condition:	Gun and chamber loaded
Start Position:	Hip level port arm Heels touching marks
Time Start:	Audible
Time End:	Stop Plate (SP)
Procedure:	After start signal, engage all targets from within the designated area
Remarks:	N/A

Stage 3



Location:	Wonderland
Stage Designer:	HKPS
Course Type:	Short
Targets:	Popper: 10 Stop plate: 1
Number of projectiles to be scored:	10 Projectiles
Ready condition:	Gun and chamber loaded
Start Position:	Hip level port arm Stand relaxed within the designated area as demonstrated
Time Start:	Audible
Time End:	Stop Plate (SP)
Procedure:	After start signal, engage all targets from within the designated area
Remarks:	Must reload the magazine between P5 and P6

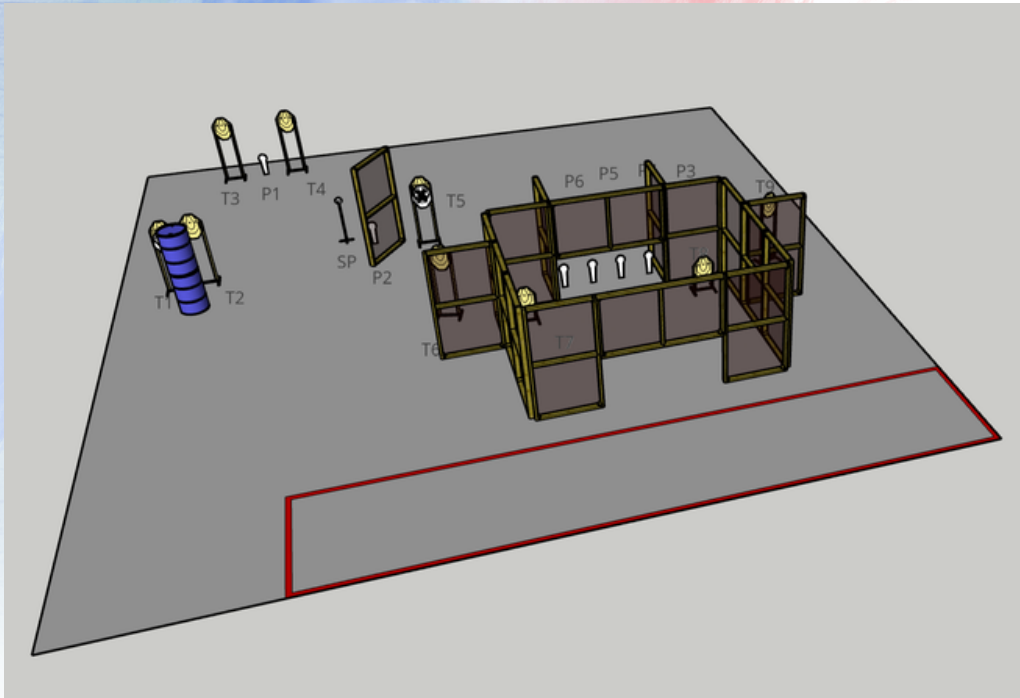
Stage 4



Location:	Wonderland
Stage Designer:	HKPS
Course Type:	Long
Targets:	Paper Target: 3 Stop plate: 1
Number of projectiles to be scored:	12 Projectiles
Ready condition:	Gun and chamber loaded
Start Position:	Hip level port arm Stand relaxed within the designated area as demonstrated
Time Start:	Audible
Time End:	Stop Plate (SP)
Procedure:	After start signal, engage all targets from within the designated area
Remarks:	Two shots on T1, T2 and T3 Reloading the magazine Two Shots on T1, T2 and T3



Stage 5



Location:	Wonderland
Stage Designer:	HKPS
Course Type:	Medium
Targets:	Paper Target: 9 No shoot: 2 Popper:6 Stop plate: 1
Number of projectiles to be scored:	24 Projectiles
Ready condition:	Gun and chamber loaded
Start Position:	Hip level port arm Start anywhere
Time Start:	Audible
Time End:	Stop Plate (SP)
Procedure:	After start signal, engage all targets from within the designated area
Remarks:	N/A