

HKPS x ZONES YOUTH CLUB 2023

Course of fire

HKPS X ZONES

YOUTH CLUB 2023

10.21

九龍灣宏照道38號企業廣場五期

MEGABOX

18樓 RED ZONE

截止報名日期
10.14

5 STAGES

立即報名



第一時段

第二時段

9AM



1PM

2PM



6PM

組別

PRODUCTION

(Overall, 高小, 初中, 高中, 大專[U24])

STANDARD

(Overall, 高小, 初中, 高中, 大專[U24], Lady)

OPEN

(Overall, 高小, 初中, 高中, 大專[U24], Lady)

賽例
參考IPSC賽例



報名費

HK\$200

頒獎時段
比賽時段後 (21/10/2023) ~6:30pm



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。



HKPS x ZONES RIFLE CHALLENGE 2023

General Briefing

1. 歡迎大家參加 HKPS x Zones Youth Cup 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, 14:00 ~ 18:00
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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Match Book

YOUTH CLUB

注意事項

10.21

- 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。

截止報名日期
10.14

- 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。

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(高中, 大專[U24], Lady)

- 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。

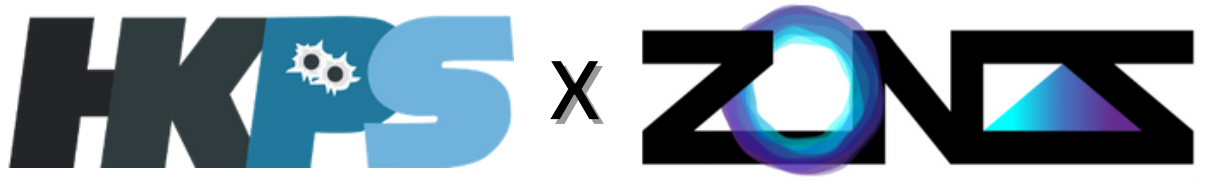
頒獎時段

比賽時段後 (21/10/2023) ~6:30pm

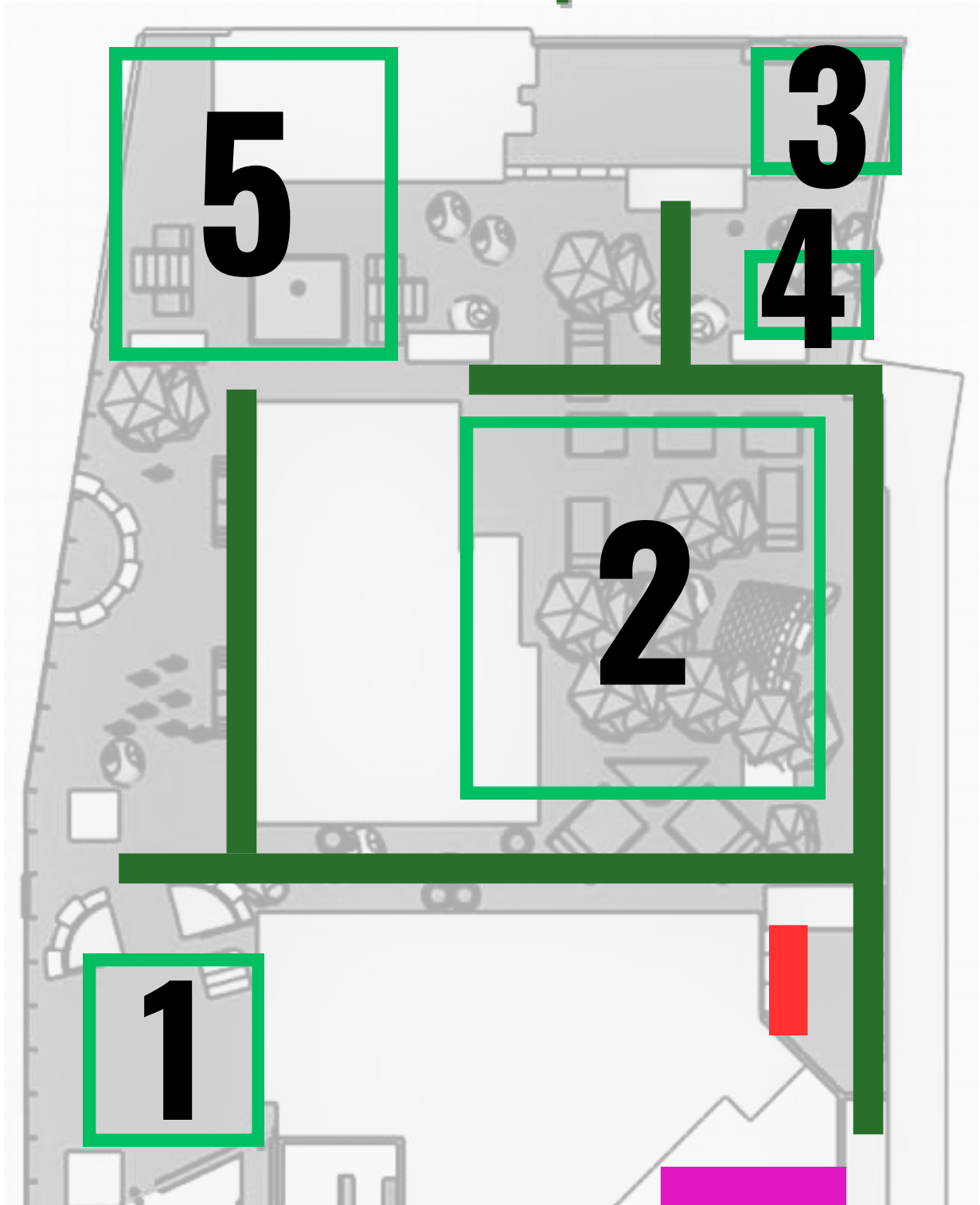
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Youth Cup 2023



Stage



安全區
Safety Area

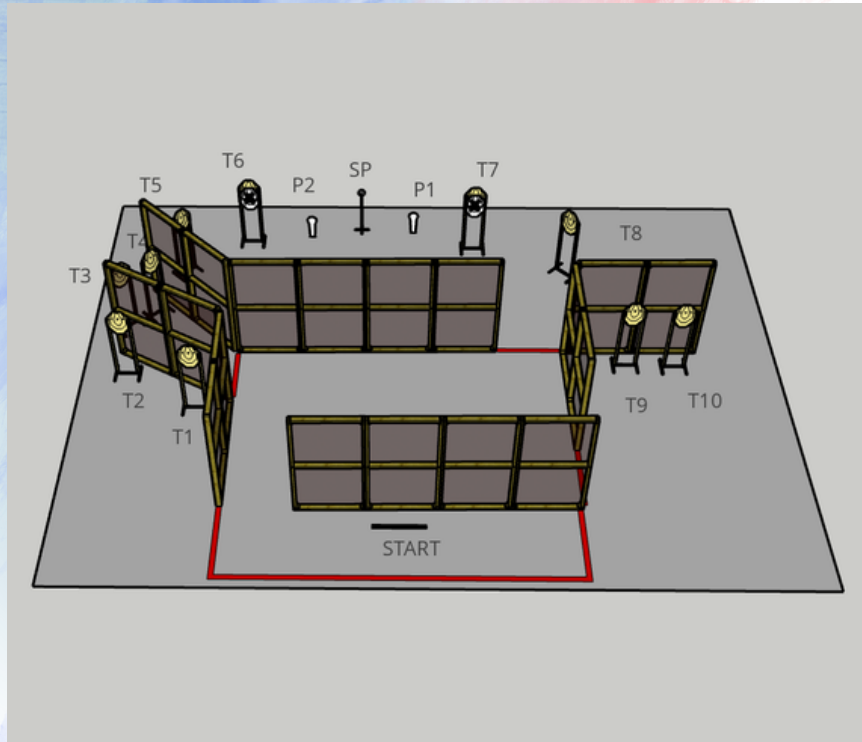


試槍區
Fire Testing



通道
Aisle

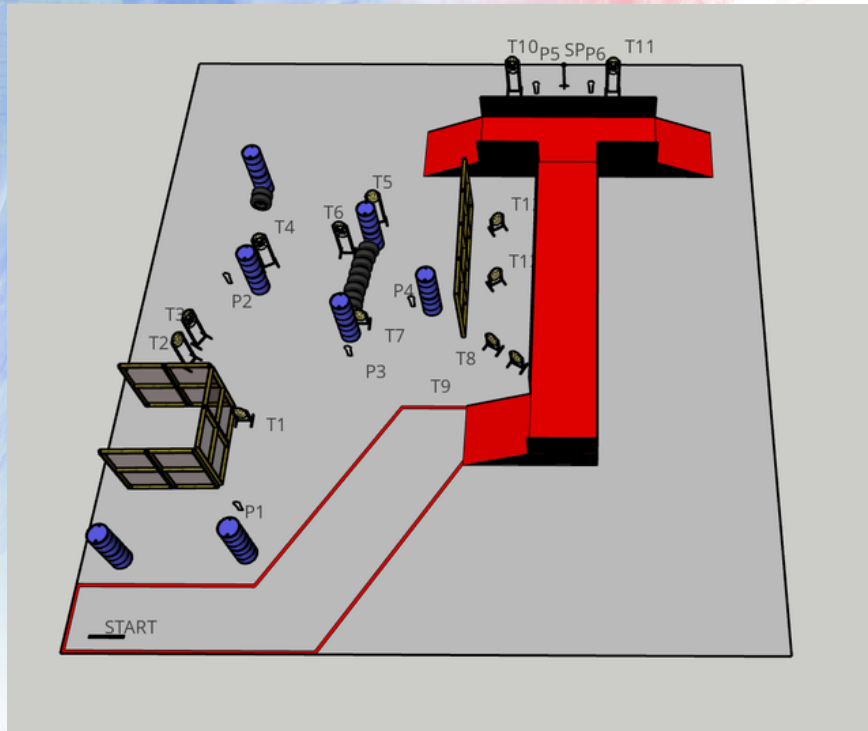
Stage 1



Location:	Wonderland
Stage Designer:	HKPS
Course Type:	Short
Targets:	Paper Target: 10 Popper: 2 No shoot: 2 Stop plate: 1
Number of projectiles to be scored:	22 Projectiles
Ready condition:	Chamber empty and magazine inserted, holstered
Start Position:	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

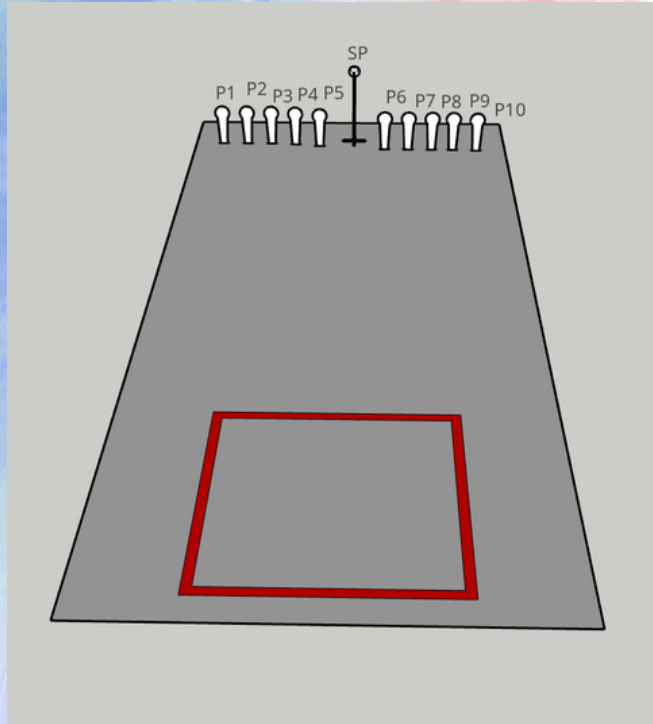


Stage 2



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, holstered
Start Position:	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

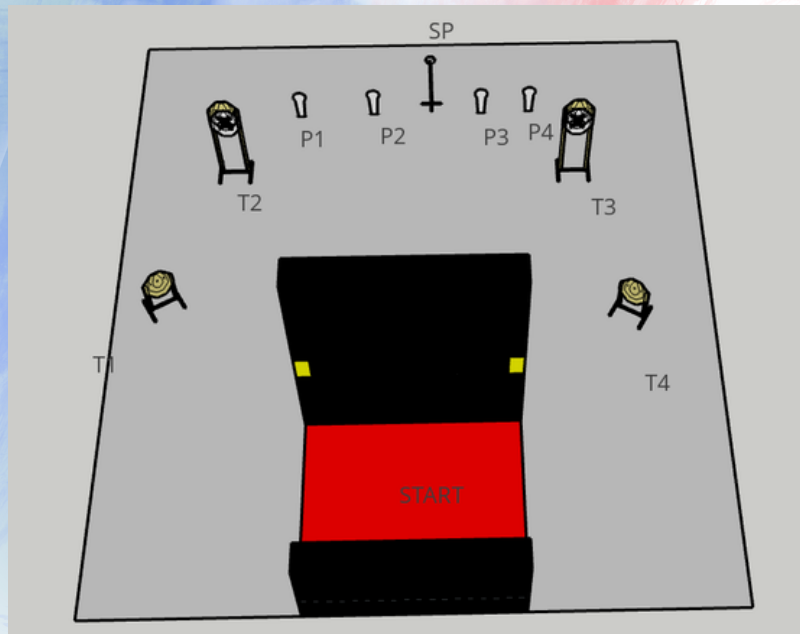
Stage 3



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 empty and chamber empty, holstered
Start Position:	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



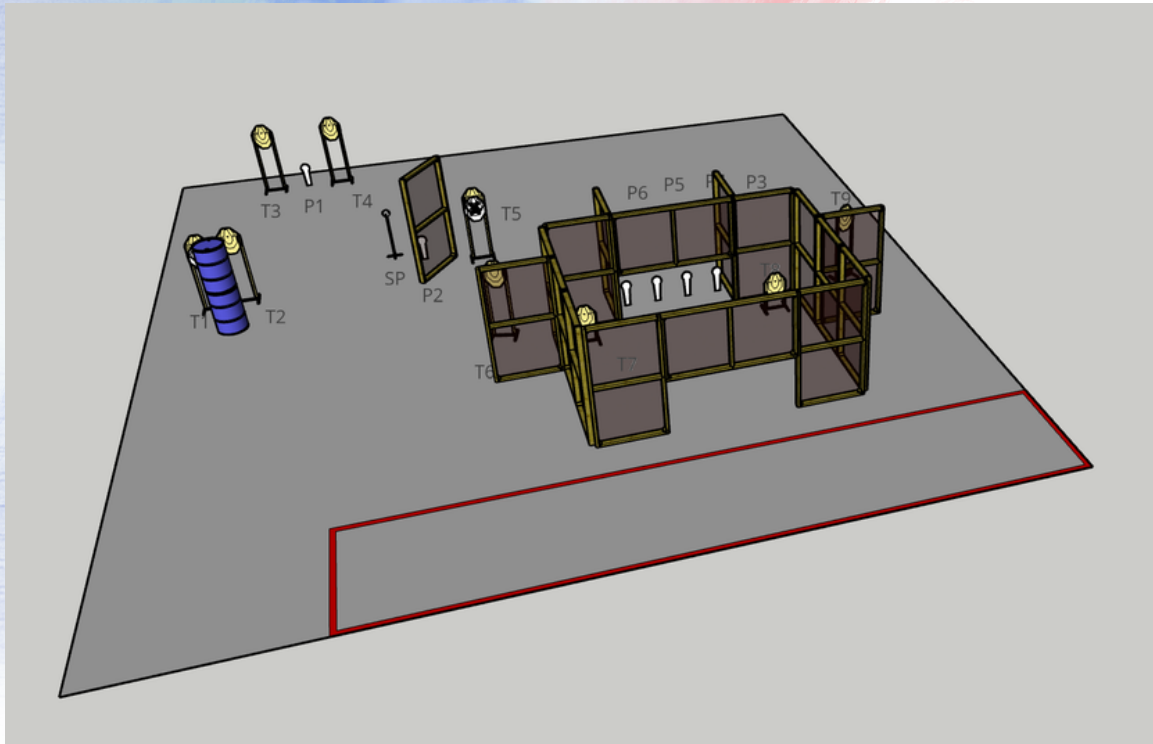
Stage 4



Location:	Wonderland
Stage Designer:	HKPS
Course Type:	Short
Targets:	Paper Target: 4 No shoot:2 Popper:4 Stop plate: 1
Number of projectiles to be scored:	12 Projectiles
Ready condition:	Gun and chamber loaded, holstered
Start Position:	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:	Strong hand only to engage right side targets (P3 P4 T3 T4) Weak hand only to engage left side targets (P1 P2 T1 T2)



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, holstered
Start Position:	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