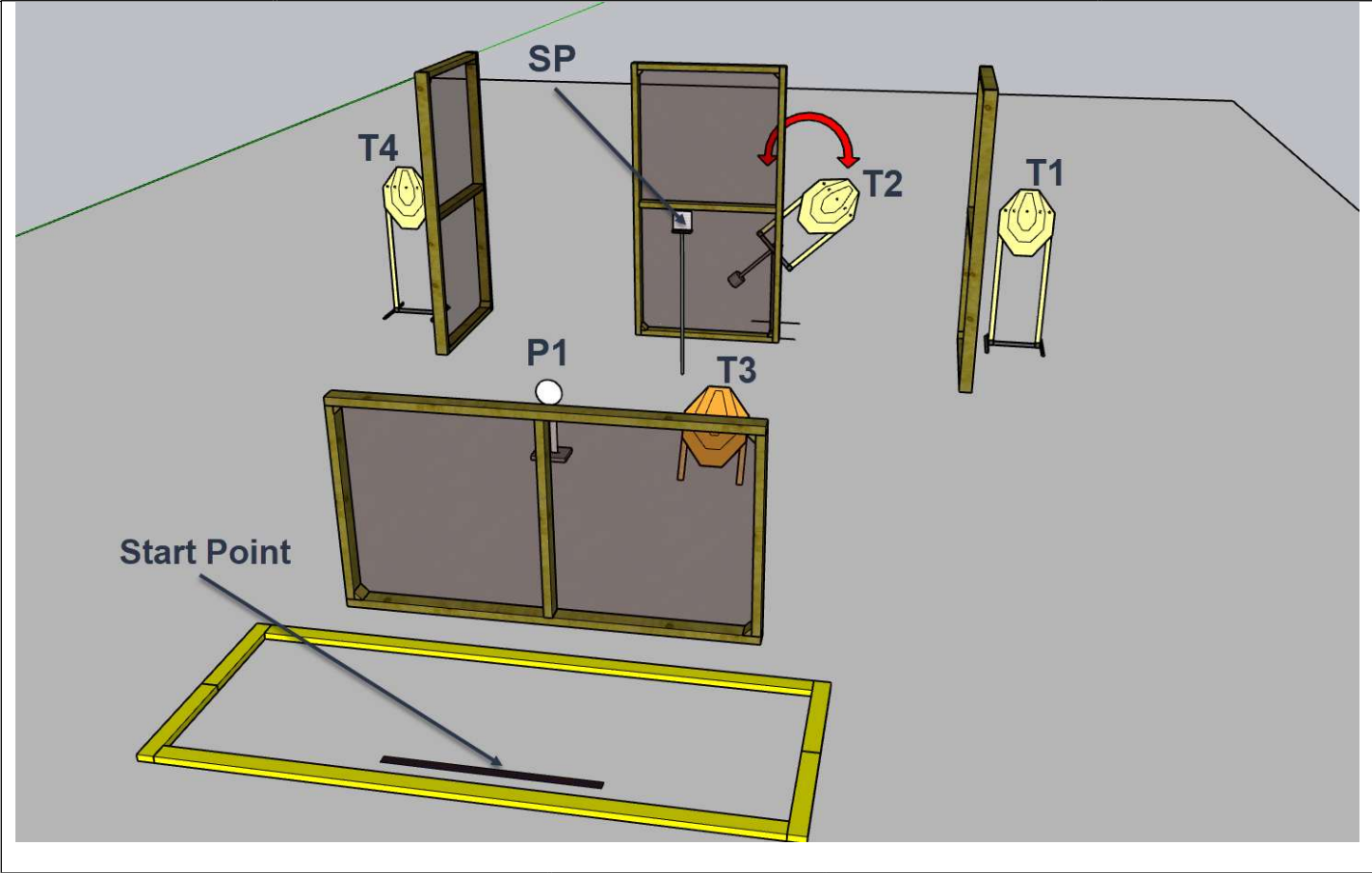




## BAS Championship 2026

<b>Date:</b> 17/01/2026 <b>Date:</b> 18/01/2026	<b>Time:</b> 14:00 – 18:30 <b>Time:</b> 09:00 – 18:30	<b>Location :</b> HKCSA
		
<b>Stage no. &amp; Course Designer</b>	Stage 1	Designed by: BAS
<b>Course of fire type</b>	Short	
<b>Targets</b>	4 x IPSC Action Air Paper Target 1 x IPSC Action Air Popper 1 x Stop plate	
<b>Number of projectiles to be scored</b>	9 rounds	
<b>Total score</b>	45 points	
<b>Start position</b>	Heels touch mark, facing downrange.	
<b>Handgun ready condition</b>		
<b>Time starts / Time stops</b>	On audio signal / last shot - stop plate	
<b>Procedure</b>	* After start signal, engage all targets within the designated area. * P1 activates swing target T2.	



## BAS Championship 2026

Date:17/01/2026

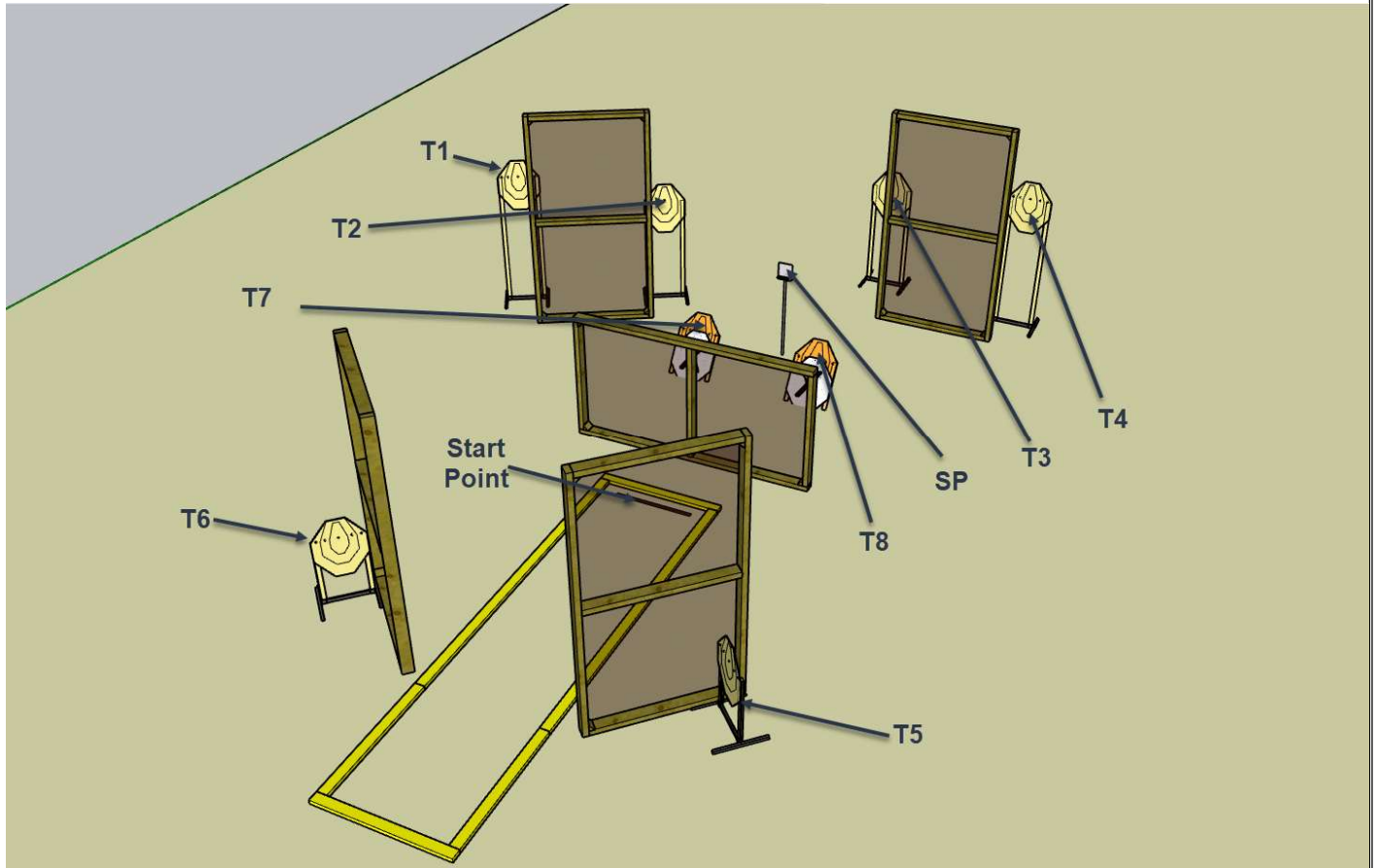
Date:18/01/2026

Time: 14:00 – 18:30

Time: 09:00 – 18:30

Location :

HKCSA



Stage no. & Course Designer	Stage 2	Designed by: BAS
Course of fire type	Medium	
Targets	8 x IPSC Action Air Paper Target 2 x IPSC Action Air No-Shoot Paper Target 1 x Stop plate	
Number of projectiles to be scored	16 rounds	
Total score	80 points	
Start position	Heels touch mark, facing downrange.	
Handgun ready condition		
Time starts / Time stops	On audio signal / last shot - stop plate	
Procedure	* After the start signal, engage all targets within the designated area.	



## BAS Championship 2026

Date:17/01/2026

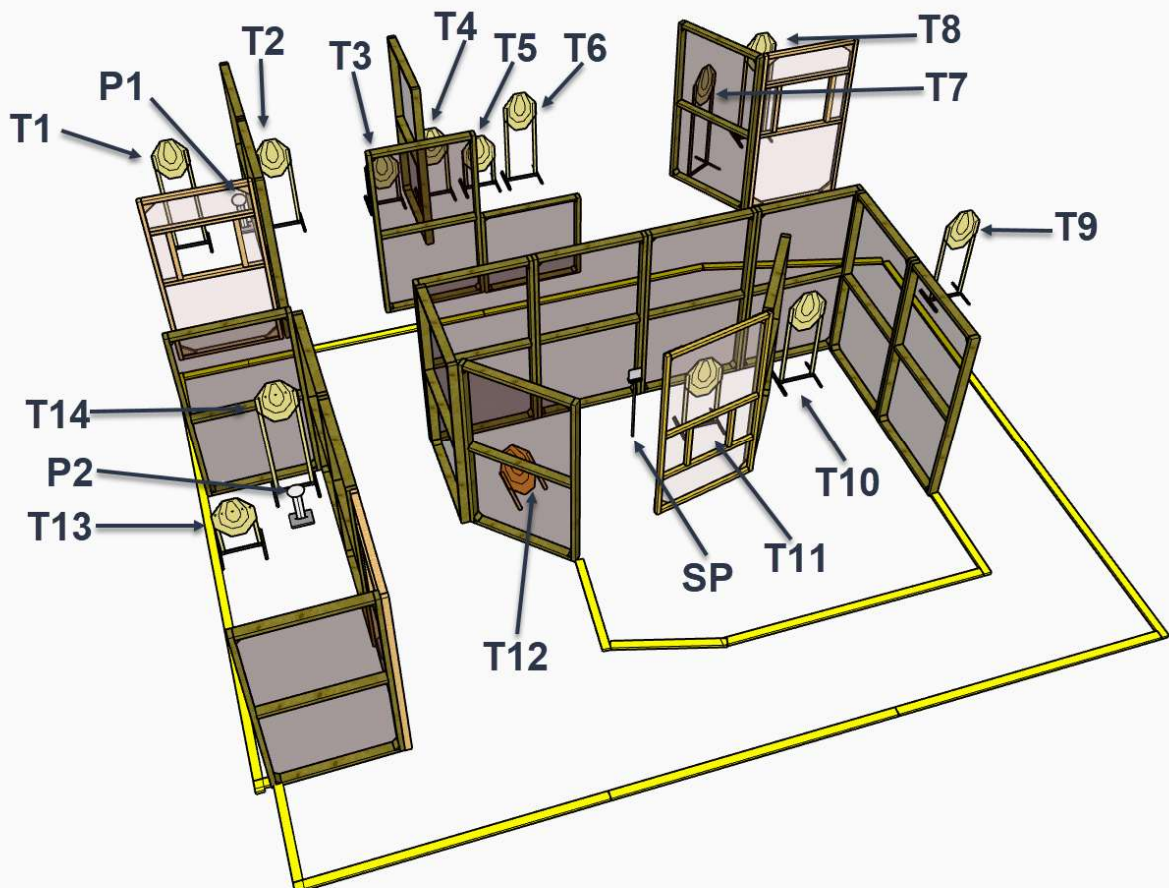
Time: 14:00 – 18:30

Location :

Date:18/01/2026

Time: 09:00 – 18:30

HKCSA

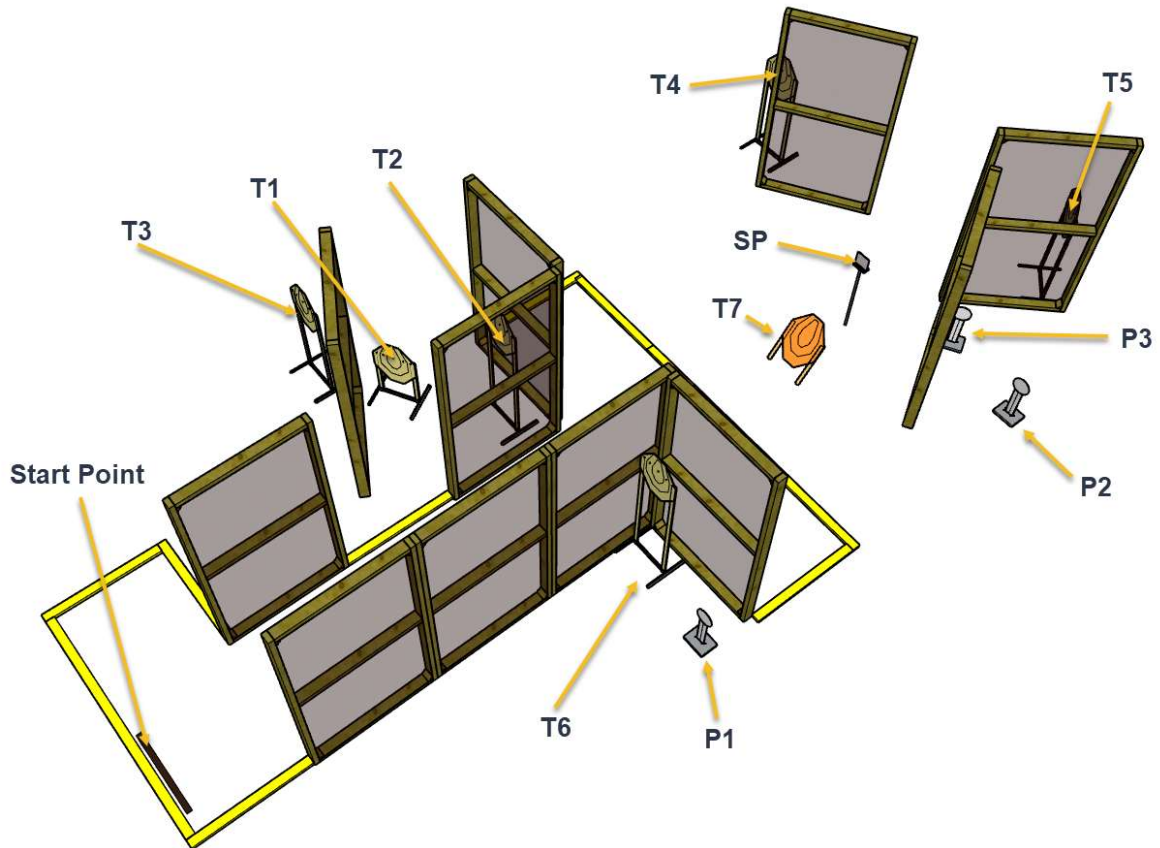


Stage no. & Course Designer	Stage 3	Designed by: BAS
Course of fire type	Long	
Targets	14 x IPSC Action Air Paper Target 2 x IPSC Action Air Popper 1 x Stop plate	
Number of projectiles to be scored	30 rounds	
Total score	150 points	
Start position	Start anywhere, facing down range.	
Handgun ready condition		
Time starts / Time stops	On audio signal / last shot - stop plate	
Procedure	* After start signal, all targets within the designated area	



## BAS Championship 2026

<b>Date:</b> 17/01/2026	<b>Time:</b> 14:00 – 18:30	<b>Location :</b>
<b>Date:</b> 18/01/2026	<b>Time:</b> 09:00 – 18:30	<b>HKCSA</b>



<b>Stage no. &amp; Course Designer</b>	Stage 4	Designed by: BAS
<b>Course of fire type</b>	Medium	
<b>Targets</b>	7 x IPSC Action Air Paper Target 3 x IPSC Action Air Popper 1 x Stop plate	
<b>Number of projectiles to be scored</b>	17 rounds	
<b>Total score</b>	85 points	
<b>Start position</b>	Heels touch mark, facing down range.	
<b>Handgun ready condition</b>		
<b>Time starts / Time stops</b>	On audio signal / last shot - stop plate	
<b>Procedure</b>	* After start signal, all targets within the designated area.	



## BAS Championship 2026

Date:17/01/2026

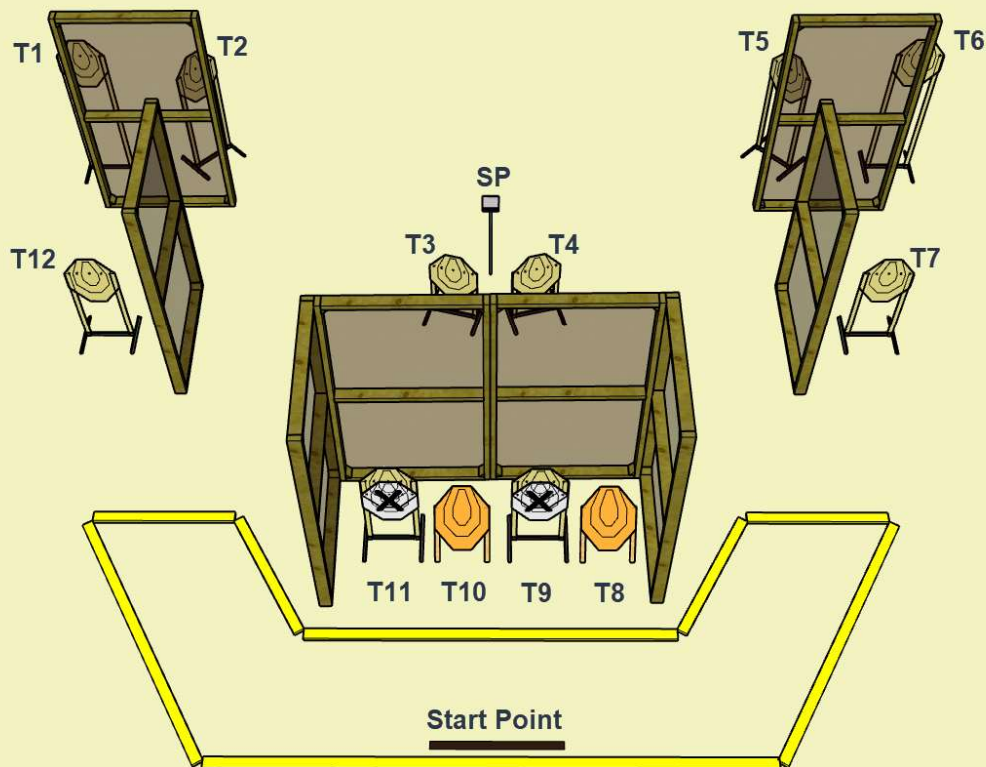
Date:18/01/2026

Time: 14:00 – 18:30

Time: 09:00 – 18:30

Location :

HKCSA



Stage no. & Course Designer	Stage 5	Designed by: BAS
Course of fire type	Medium	
Targets	12 x IPSC Action Air Paper Target 2 x IPSC Action Air No-Shoot Paper Target 1 x Stop plate	
Number of projectiles to be scored	24 rounds	
Total score	120 points	
Start position	Heels touch mark, facing down range.	
Handgun ready condition	Chamber and Magwell empty.	
Time starts / Time stops	On audio signal / last shot - stop plate	
Procedure	* After start signal, engage all targets within the designated area. * Before shooting, must rack the slide to load, who fails will incur 1 procedural penalty	

## BAS Championship 2026

Date: 17/01/2026

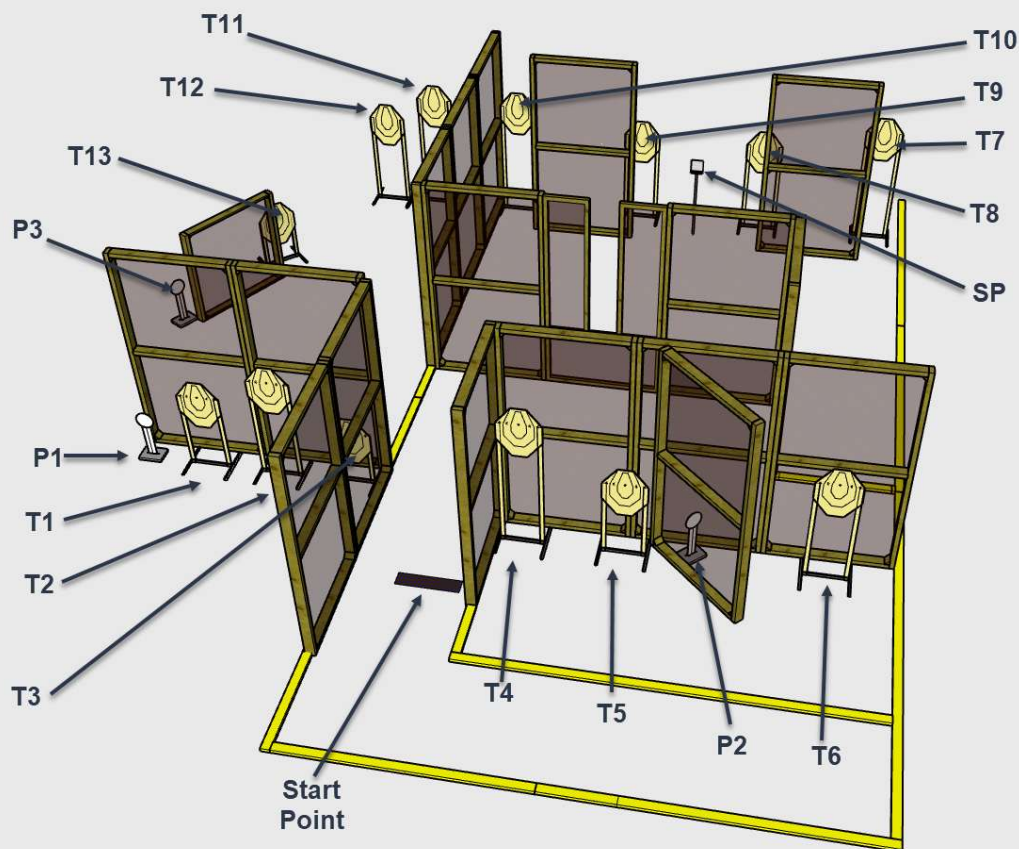
Date: 18/01/2026

Time: 14:00 – 18:30

Time: 09:00 – 18:30

Location :

HKCSA



Stage no. & Course Designer	Stage 6	Designed by: BAS
Course of fire type	Long	
Targets	13 x IPSC Action Air Paper Target 3 x IPSC Action Air Popper 1 x Stop plate	
Number of projectiles to be scored	29 rounds	
Total score	145 points	
Start position	Heels touch mark, facing down range.	
Handgun ready condition	Chamber and Magwell empty.	
Time starts / Time stops	On audio signal / last shot - stop plate	
Procedure	* After start signal, engage all targets within the designated area. * Before shooting, must rack the slide to load, who fails will incur 1 procedural penalty	