

Stage 1

RANGE 1

START POSITION: Standing on mark

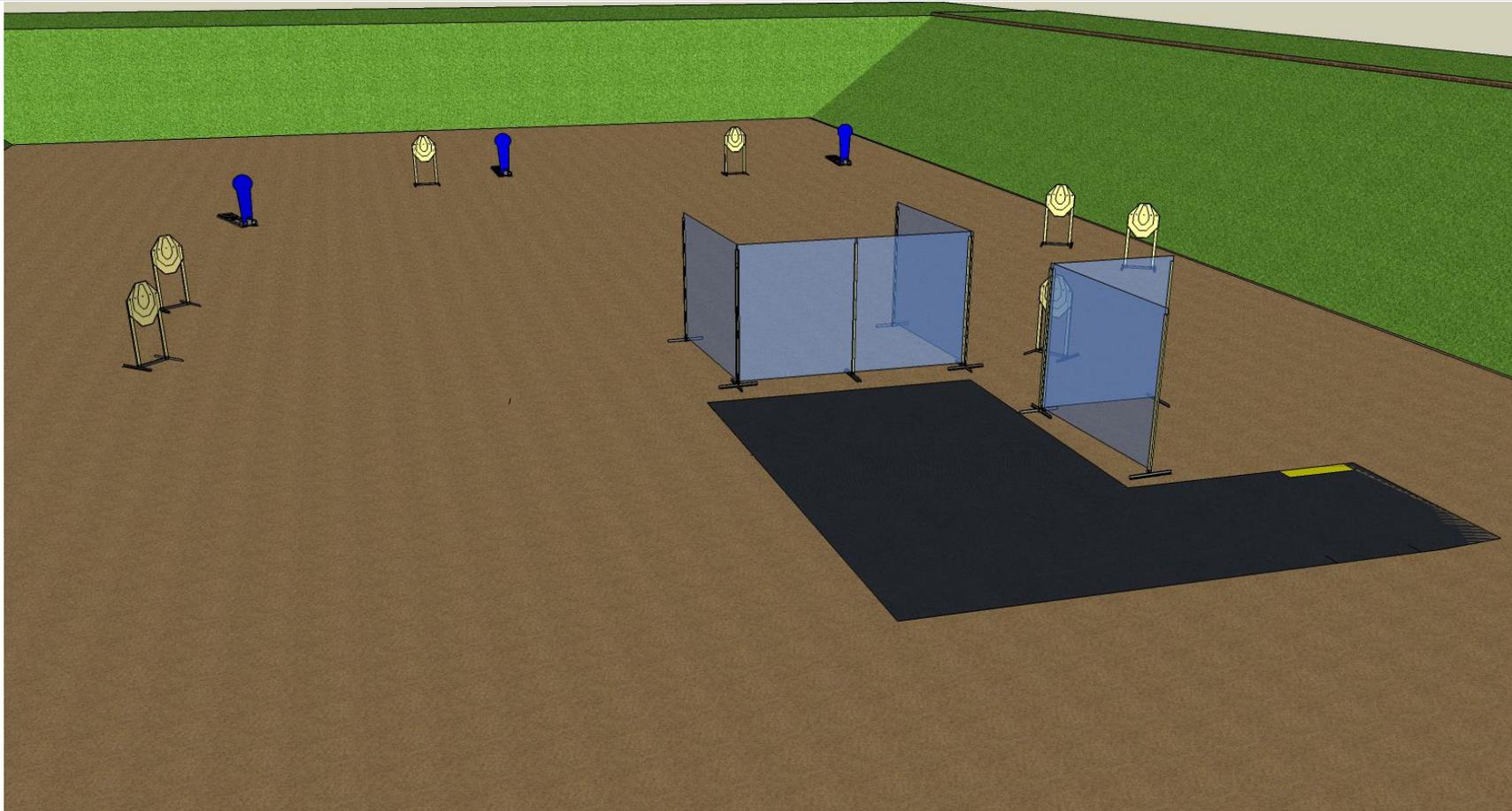
FIREARMS READY CONDITION: Gun loaded and holstered

STAGE PROCEDURE: At the start signal, engage targets from within the designated area.

ROUNDS TO BE SCORED: 17 rounds

TARGETS: 7 IPSC targets, 3 IPSC Popper

TIME STARTS : audible signal



Stage 2

RANGE 2

START POSITION: Standing on mark.

FIREARMS READY CONDITION: Gun loaded and holstered

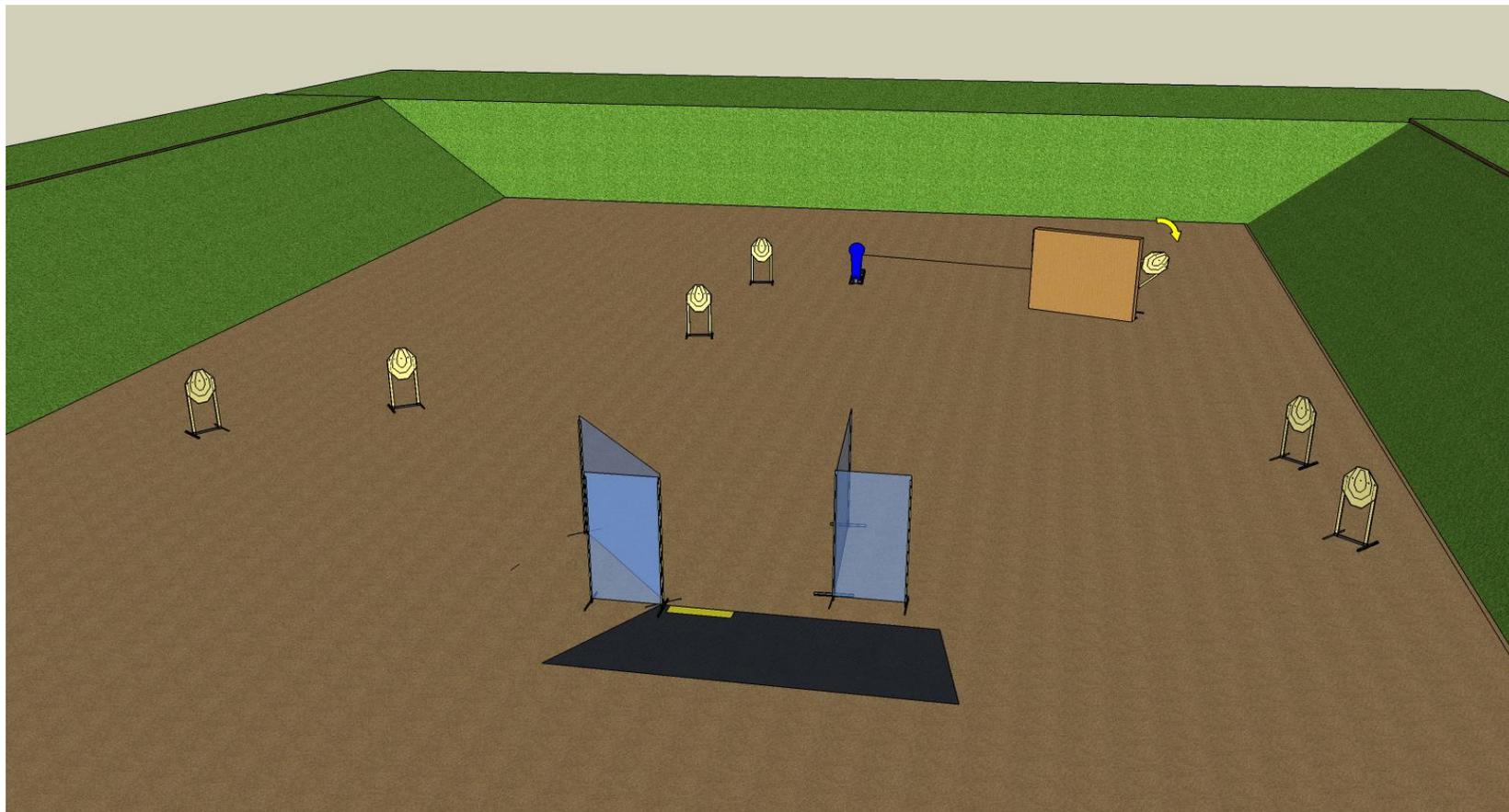
STAGE PROCEDURE: At the start signal, engage targets from within the designated area.

ROUNDS TO BE SCORED: 15 rounds

Popper P1 activate T3
whether the moving target will remain visible at rest

TARGETS: 7 IPSC targets, 1 IPSC Popper

TIME STARTS : audible signal



Stage 3

RANGE 3

START POSITION: Standing on mark

FIREARMS READY CONDITION: Gun loaded and holstered

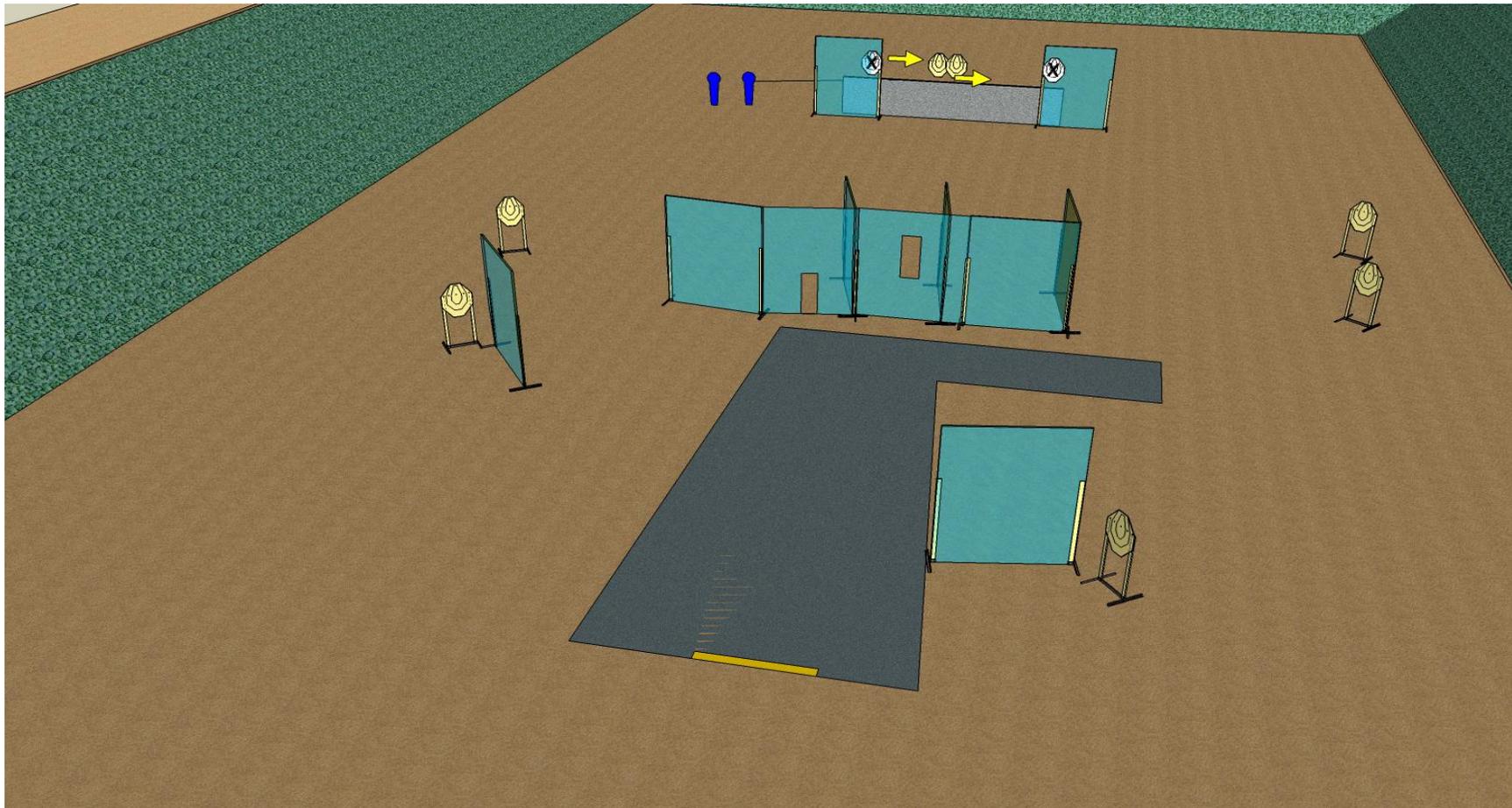
STAGE PROCEDURE: At the start signal, engage targets from within the designated area.

ROUNDS TO BE SCORED: 16 rounds

Popper P2 activate T3,T4
whether the moving target will remain visible at rest

TARGETS: 7 IPSC targets, 2 IPSC Poppers
and some no-shoots

TIME STARTS : audible signal



Stage 4

RANGE 4

START POSITION: Standing anywhere in designated area

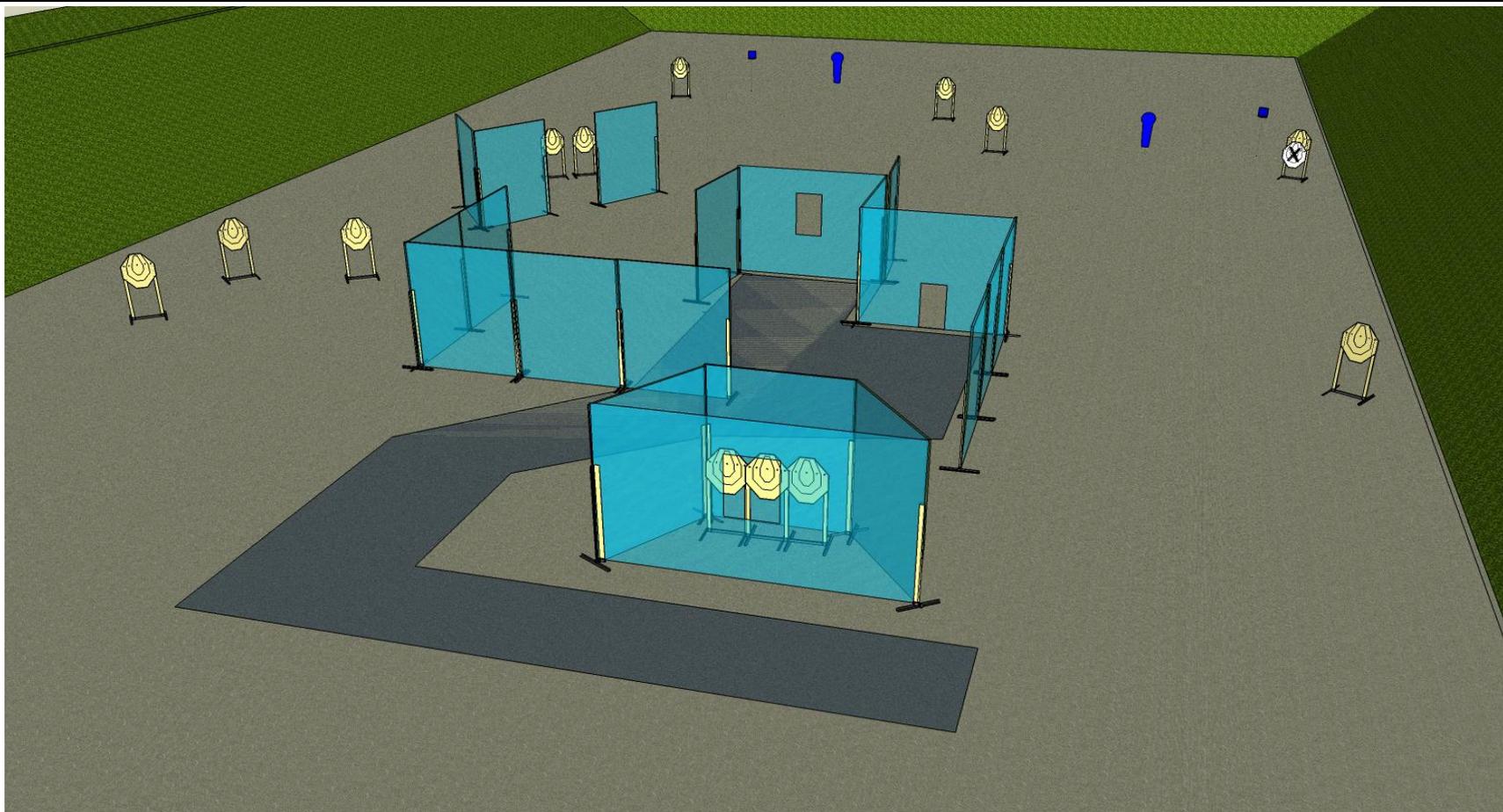
FIREARMS READY CONDITION: Gun loaded and holstered

STAGE PROCEDURE: At the start signal, engage targets from within the designated area.
Scoring will be done immediately in the course of your shooting.
Delegate your colleague to check a scoring.

ROUNDS TO BE SCORED: 30 rounds

TARGETS: 13 IPSC targets, 2 IPSC Popper, 2 Plates and some no-shoots

TIME STARTS : audible signal



Stage 5

RANGE 5

START POSITION: Standing on mark

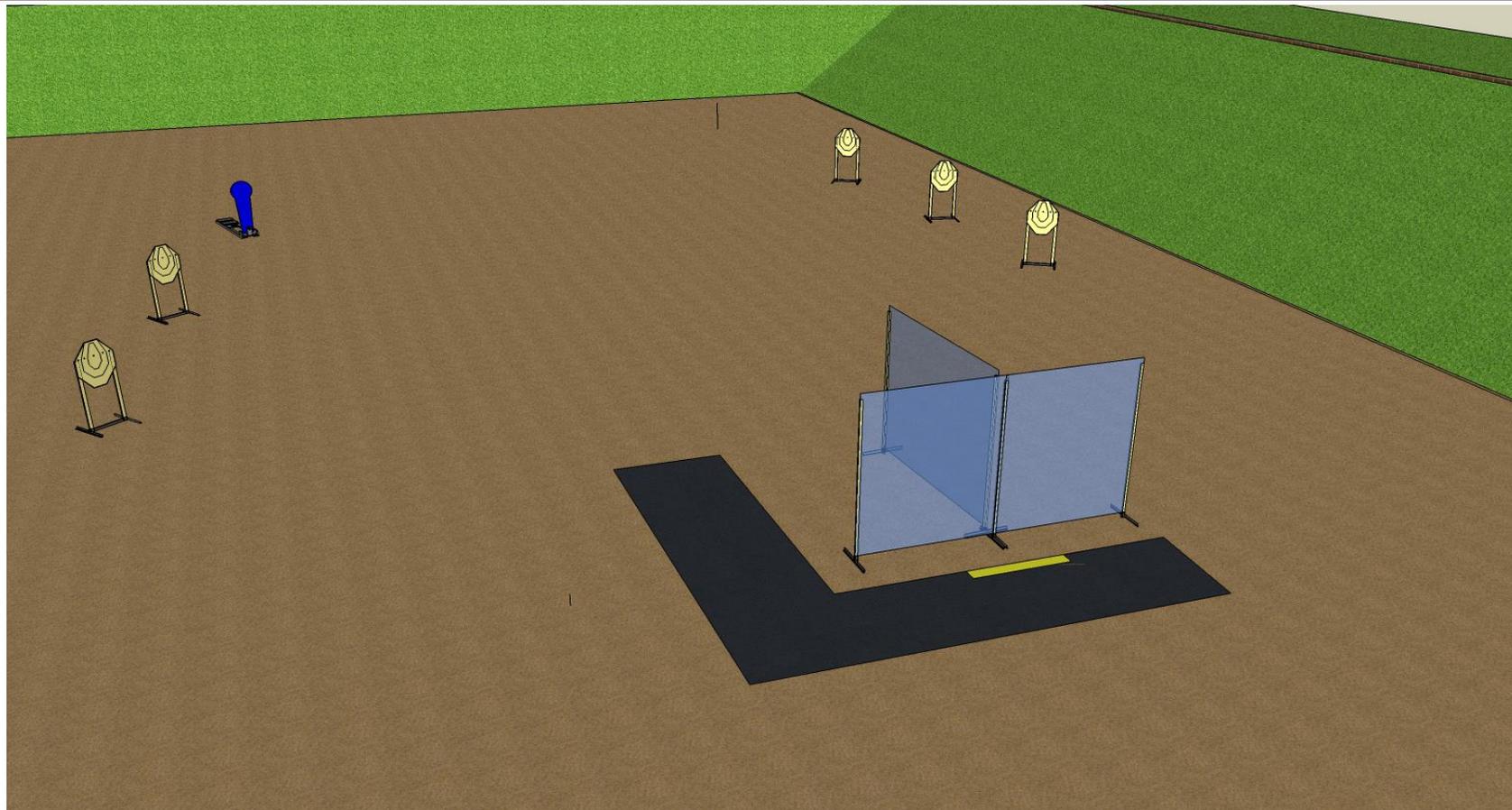
FIREARMS READY CONDITION: Gun loaded and holstered

STAGE PROCEDURE: At the start signal, engage targets from within the designated area.

ROUNDS TO BE SCORED: 11 rounds

TARGETS: 5 IPSC targets, 1 IPSC Popper

TIME STARTS : audible signal



Stage 6

RANGE 5

START POSITION: Standing on mark

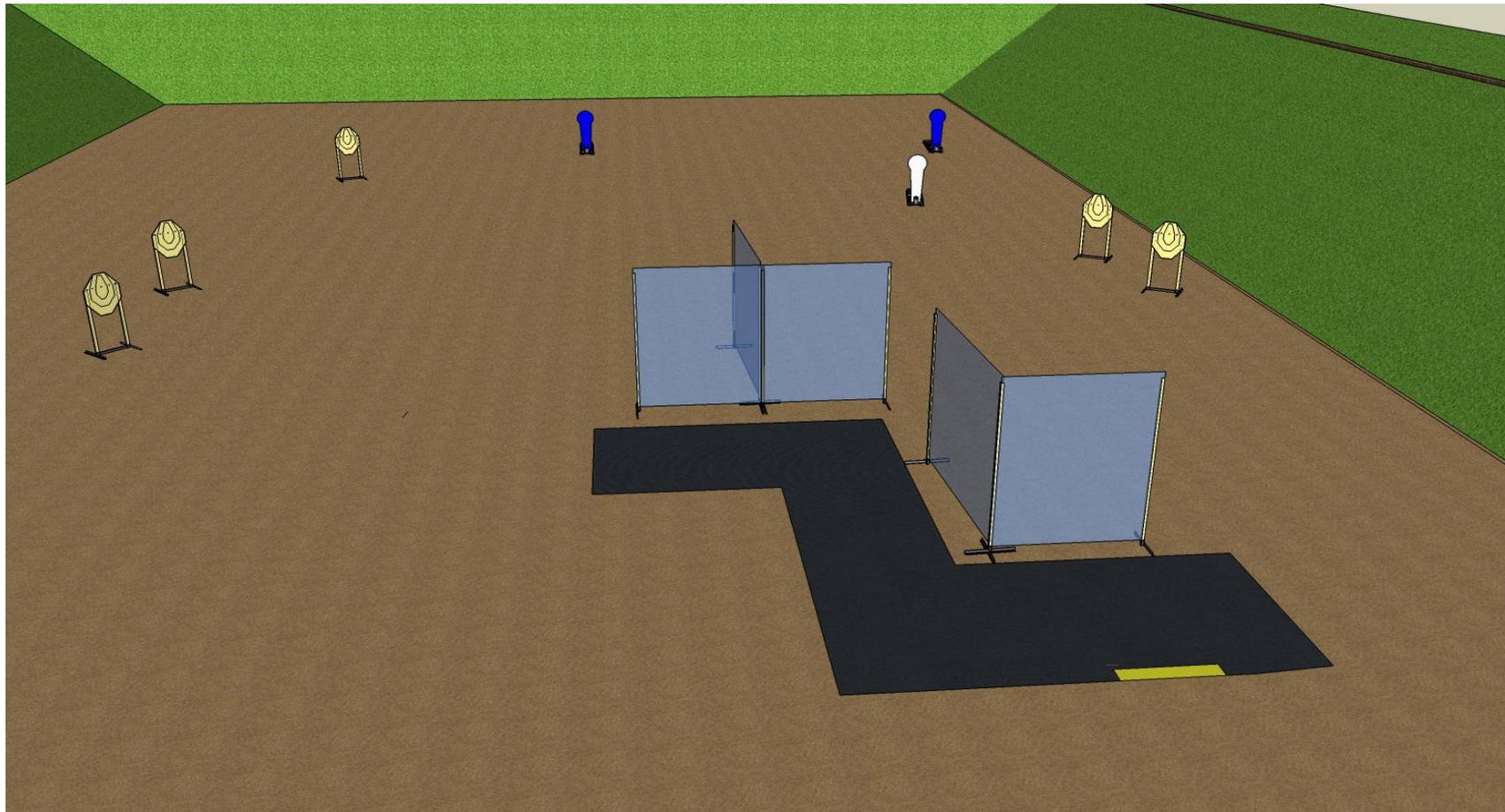
FIREARMS READY CONDITION: Gun loaded and holstered

STAGE PROCEDURE: At the start signal, engage targets from within the designated area.
Scoring will be done immediately in the course of your shooting.
Delegate your colleague to check a scoring.

ROUNDS TO BE SCORED: 12 rounds

TARGETS: 5 IPSC targets, 2 IPSC Poppers and some no-shoots

TIME STARTS : audible signal



Stage 7

RANGE 6

START POSITION: Sitting on chair, both hands on knees

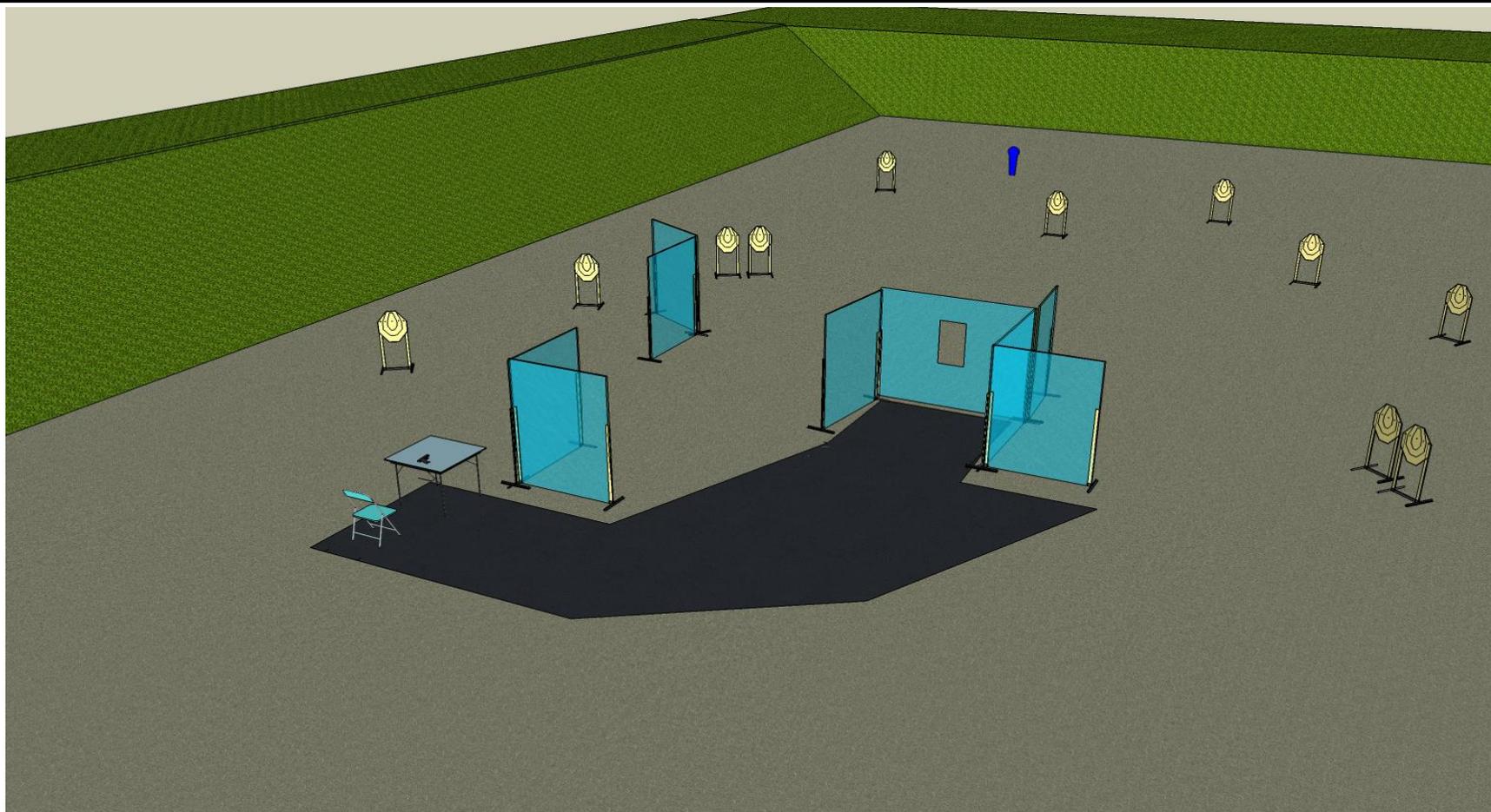
FIREARMS READY CONDITION: Gun on table on the mark
Chamber empty, magazine inserted

STAGE PROCEDURE: At the start signal, engage targets from within the designated area.

ROUNDS TO BE SCORED: 23 rounds

TARGETS: 11 IPSC targets, 1 IPSC Poppers

TIME STARTS : audible signal



Stage 8

RANGE 7

START POSITION: Standing in designated area, both toes touching yellow line.

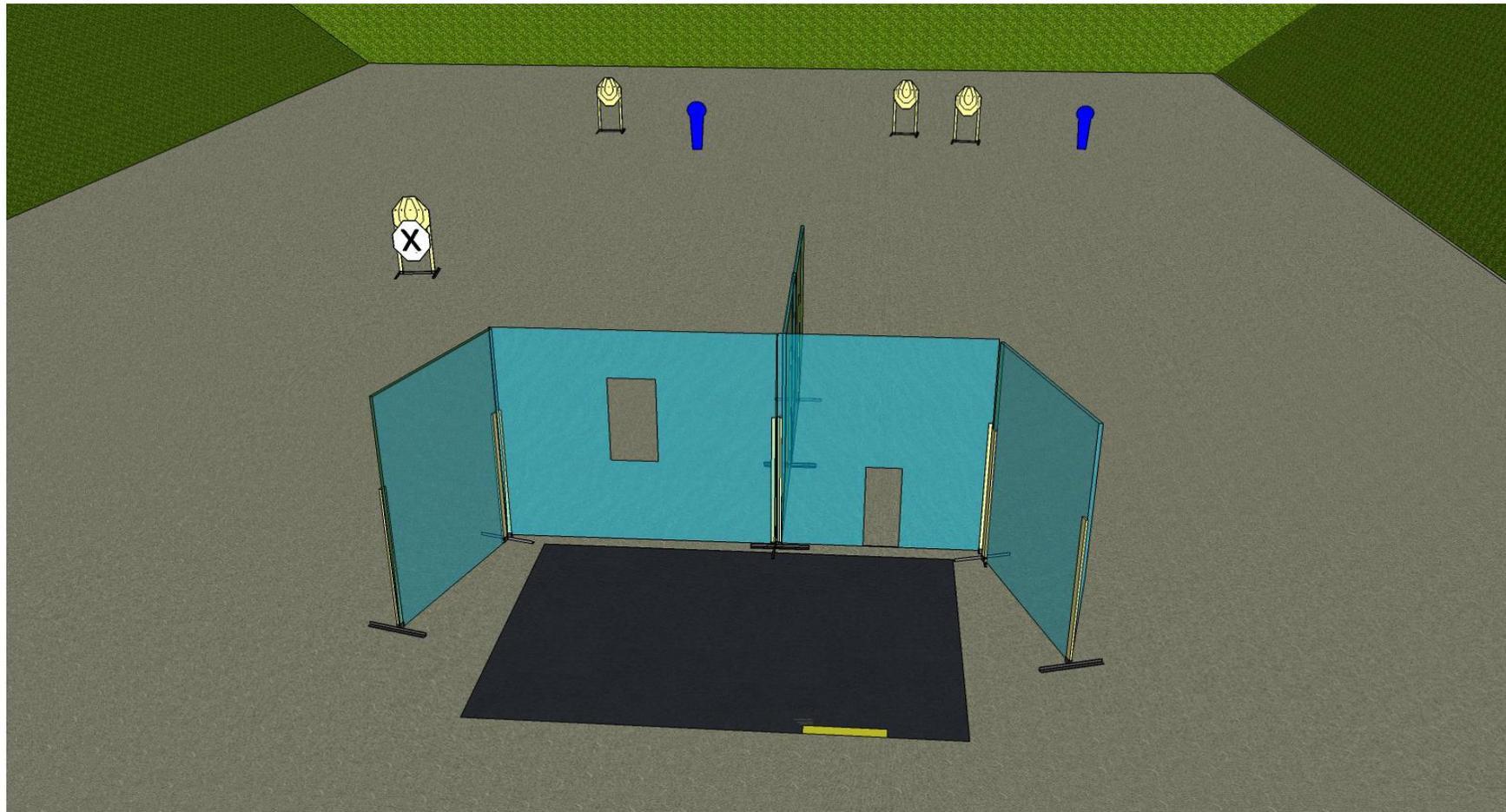
FIREARMS READY CONDITION: Gun holstered
Chamber empty, magazine inserted

STAGE PROCEDURE: At the start signal, engage targets from within the designated area.

ROUNDS TO BE SCORED: 10 rounds

TARGETS: 4 IPSC targets, 2 IPSC Poppers

TIME STARTS : audible signal



Stage 9

RANGE 7

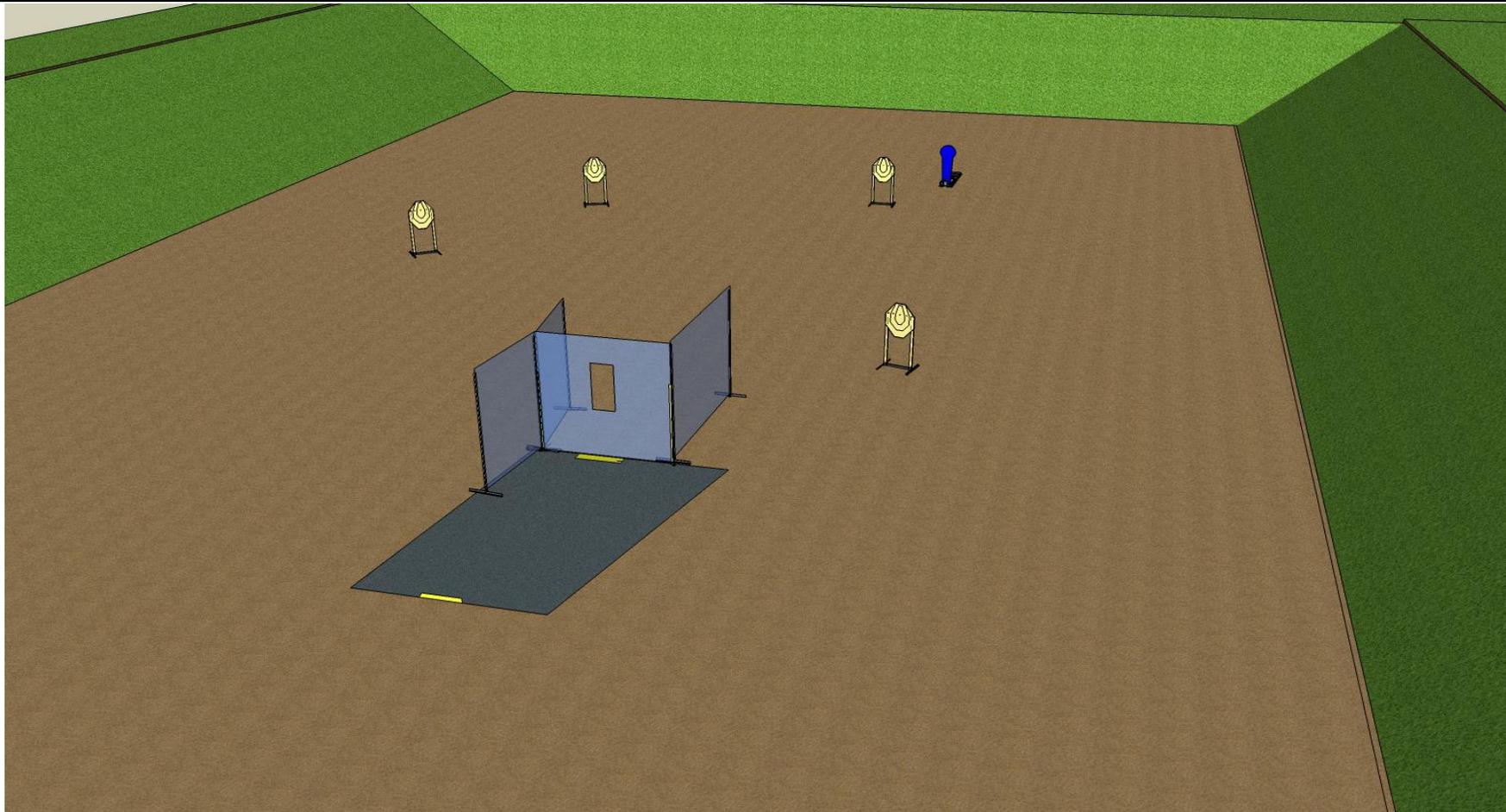
START POSITION: Standing on mark A or B

FIREARMS READY CONDITION: Gun loaded and holstered

STAGE PROCEDURE: At the start signal, engage targets from within designed area.

ROUNDS TO BE SCORED: 9 rounds

TARGETS: 4 IPSC targets, 1 IPSC Popper



Stage 10

RANGE 8

START POSITION: Standing on mark A or B

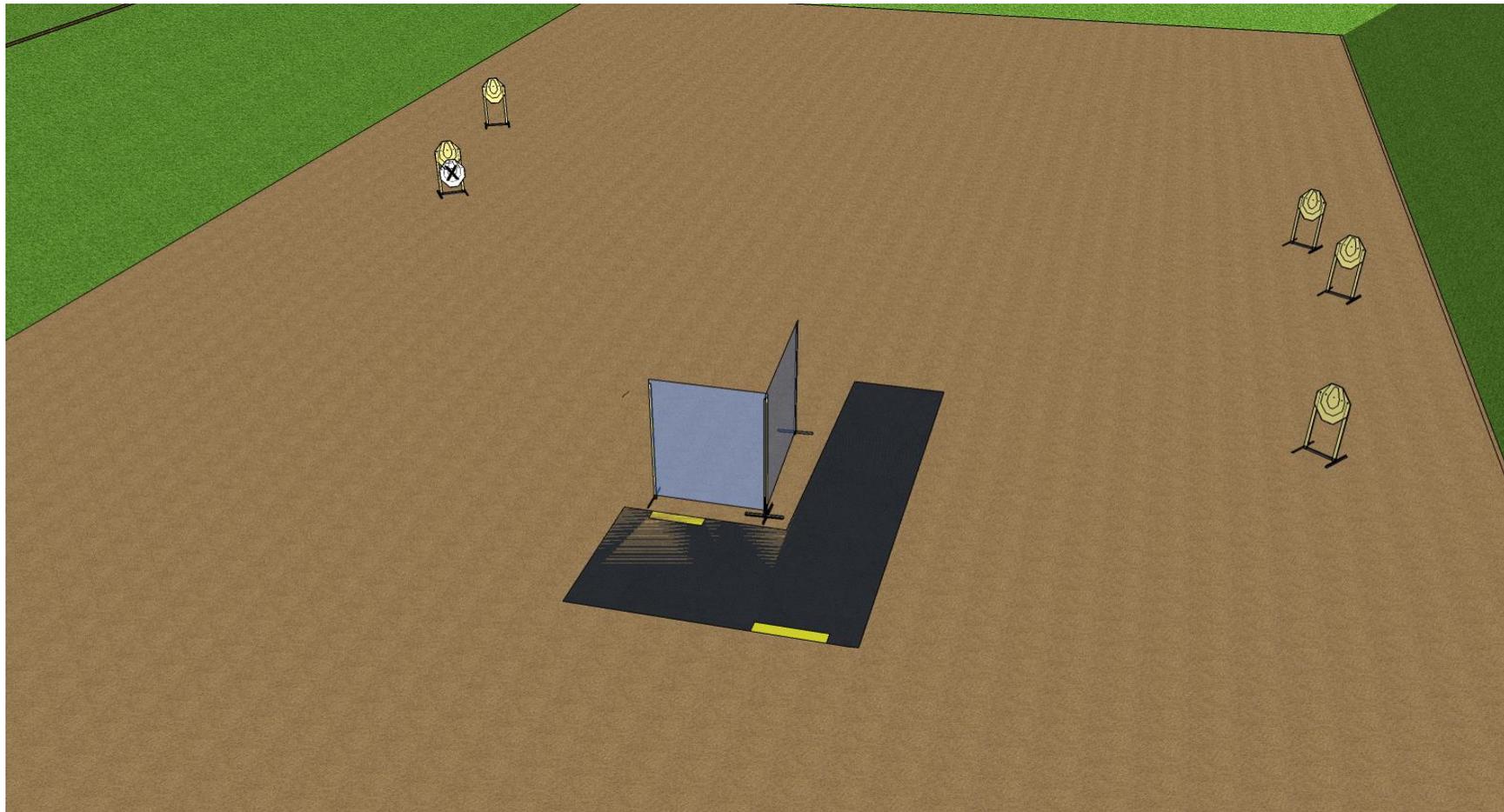
FIREARMS READY CONDITION: Gun loaded and holstered

STAGE PROCEDURE: At the start signal, engage targets from within the designated area.
Scoring will be done immediately in the course of your shooting.
Delegate your colleague to check a scoring.

ROUNDS TO BE SCORED: 10 rounds

TARGETS: 5 IPSC targets and some no-shoots

TIME STARTS : audible signal



Stage 11

RANGE 8

START POSITION: Standing in designed area

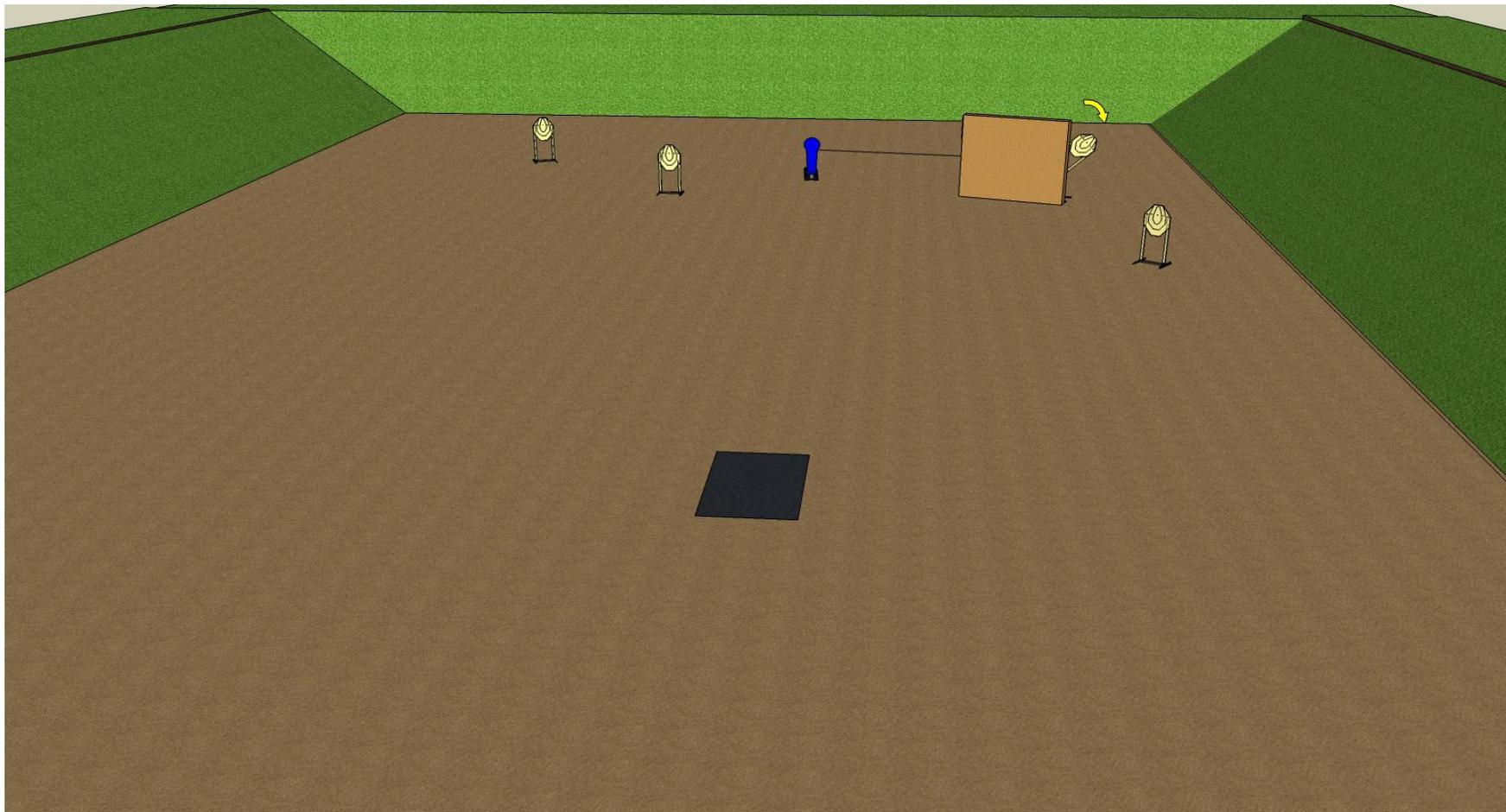
FIREARMS READY CONDITION: Gun loaded and holstered

STAGE PROCEDURE: At the start signal, engage targets from within the designated area.

ROUNDS TO BE SCORED: 9 rounds

TARGETS: 4 IPSC targets, 1 IPSC Popper

TIME STARTS : audible signal



Stage 12

RANGE 9

START POSITION: Standing on mark.

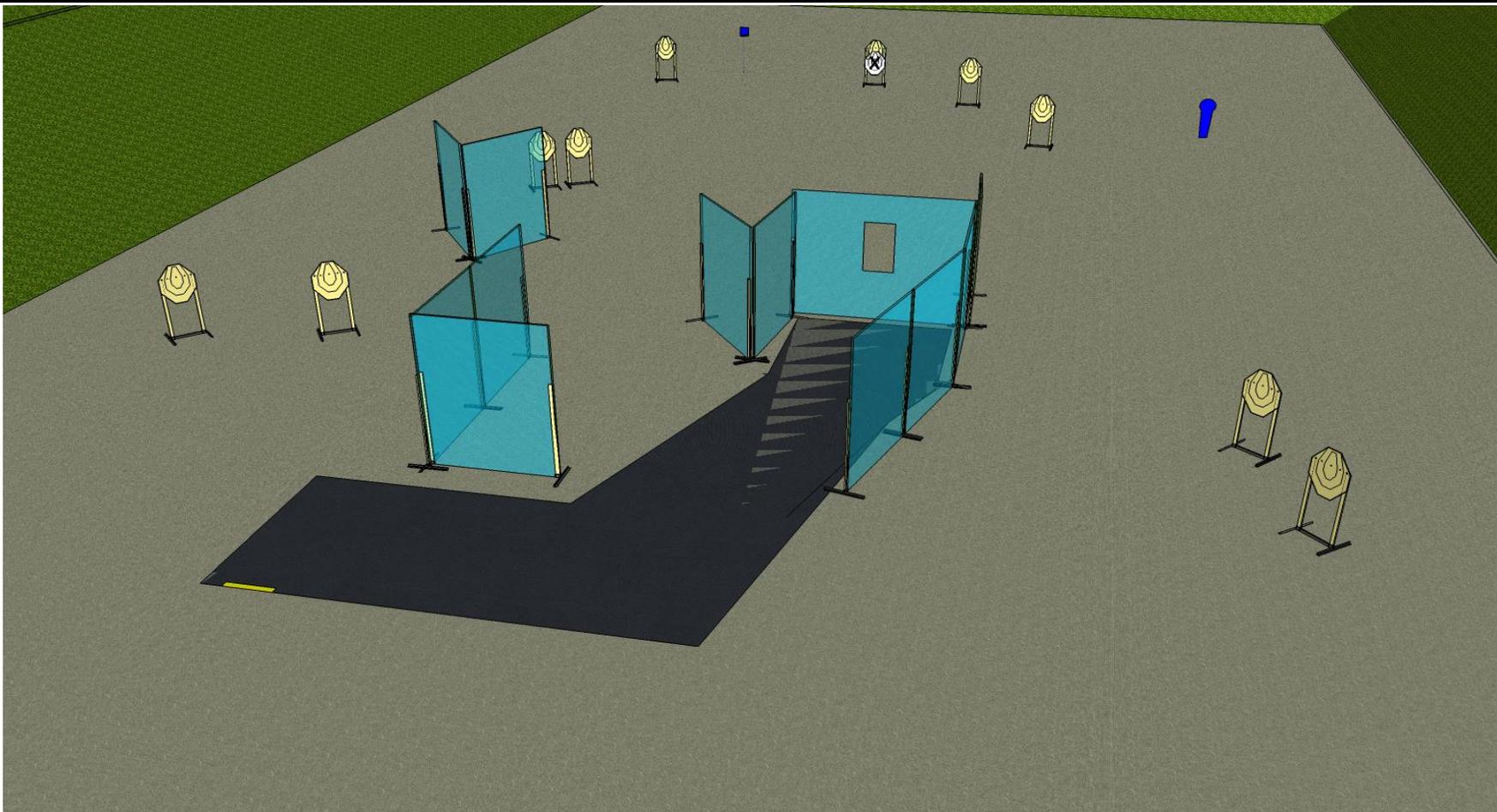
FIREARMS READY CONDITION: Gun loaded and holstered

STAGE PROCEDURE: At the signal, engage targets from within the designated area.
Scoring will be done immediately in the course of your shooting.
Delegate your colleague to check a scoring.

ROUNDS TO BE SCORED: 22 rounds

TARGETS: 10 IPSC targets, 1 IPSC Popper, 1 Plate and some no-shoots

TIME STARTS : audible signal



Stage 13

RANGE 10

START POSITION: Standing on mark A or B in designed area

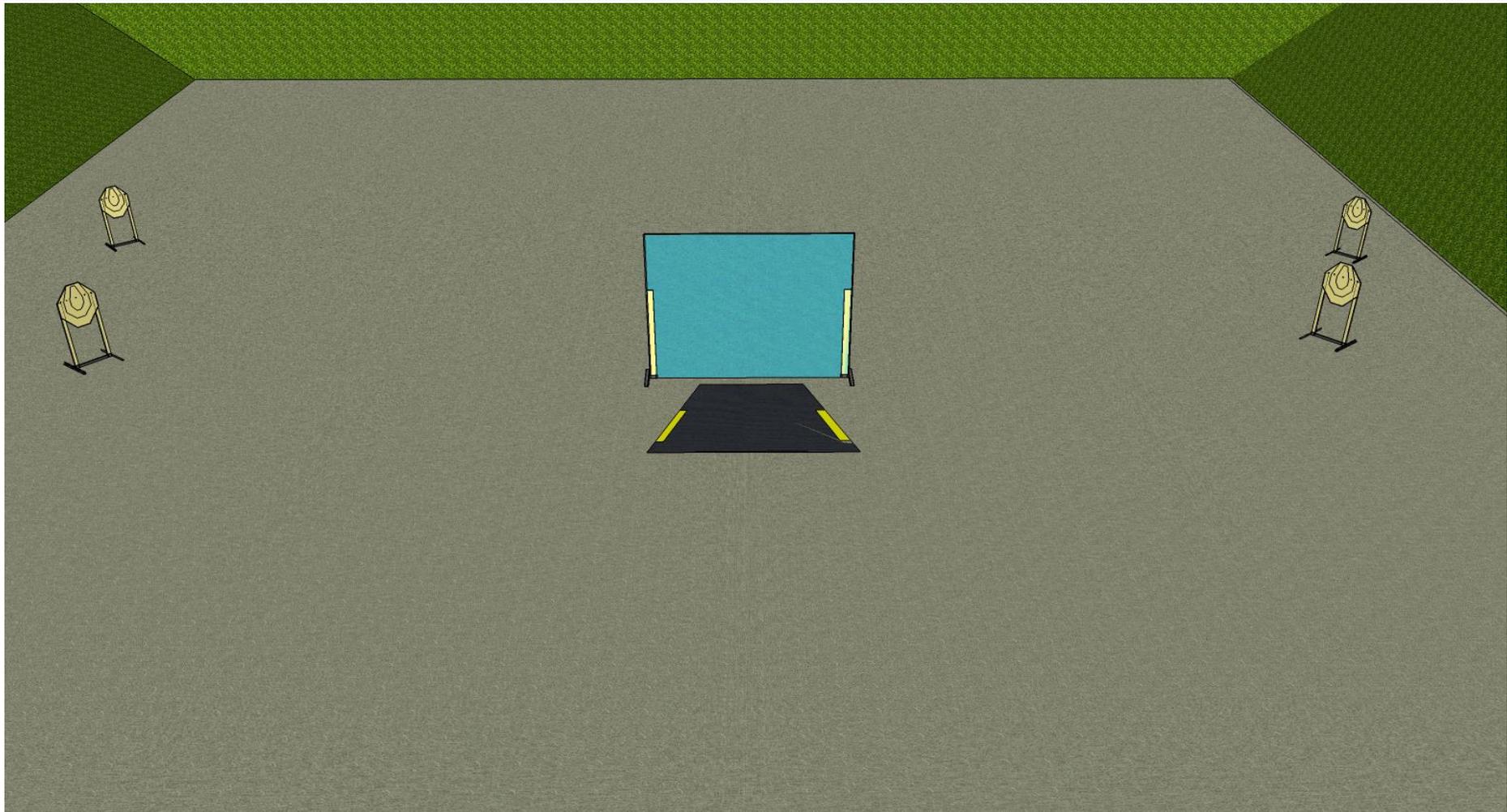
FIREARMS READY CONDITION: Gun loaded and holstered

STAGE PROCEDURE: At the signal, engage targets from within
Shooting Strong hand only

ROUNDS TO BE SCORED: 8 rounds

TARGETS: 4 IPSC targets

TIME STARTS : audible signal



Stage 14

RANGE 10

START POSITION: Sitting on chair, both hand on knees

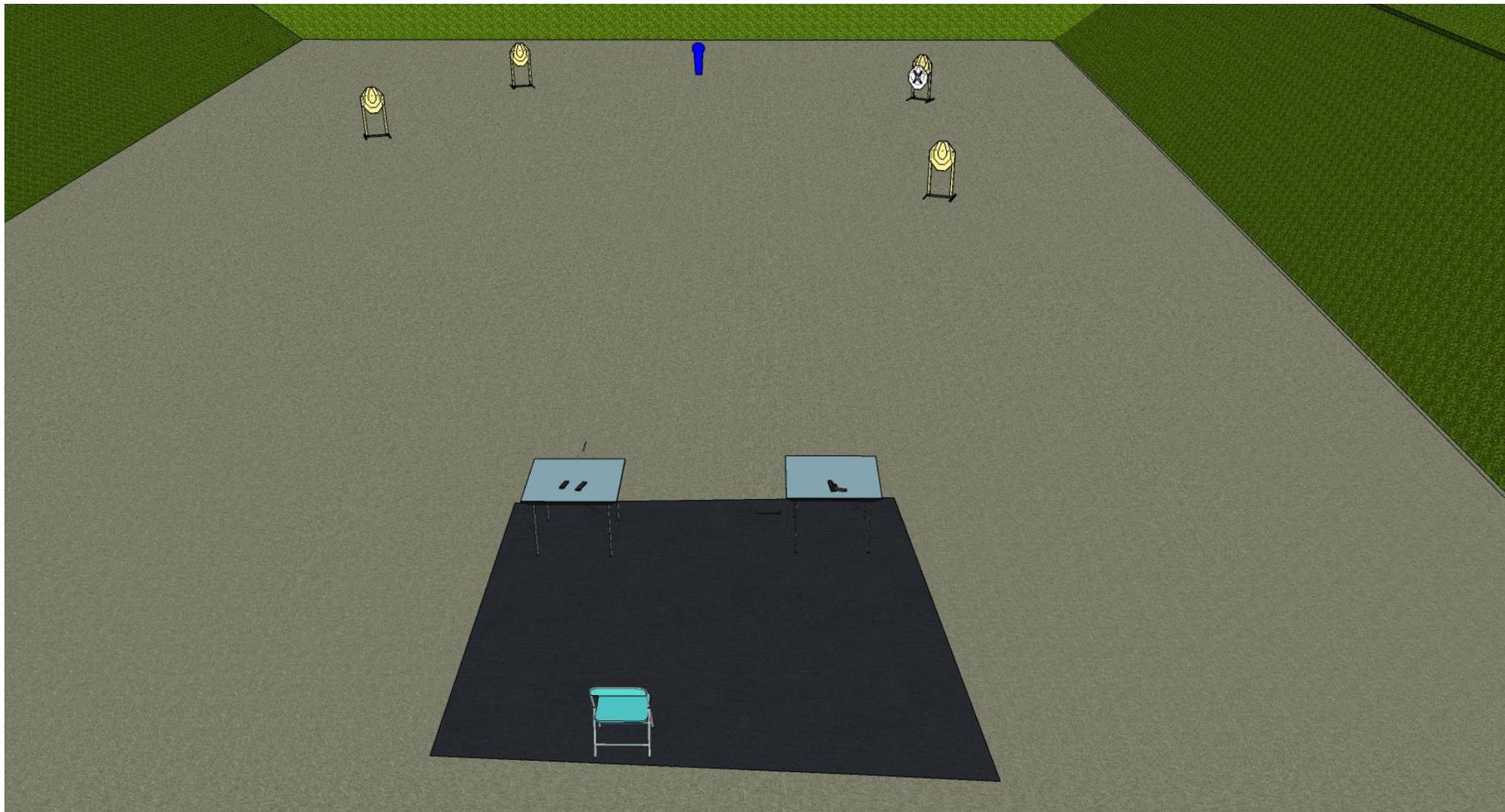
FIREARMS READY CONDITION: Gun empty on table A or B
all magazine on other table

STAGE PROCEDURE: At the signal, engage targets from within
the designated area.
Gun on table A or table B

ROUNDS TO BE SCORED: 9 rounds

TARGETS: 4 IPSC targets, 1 IPSC Popper and 1 no-shoot

TIME STARTS : audible signal



Stage 15

RANGE 11

START POSITION: Standing anywhere in designated area.

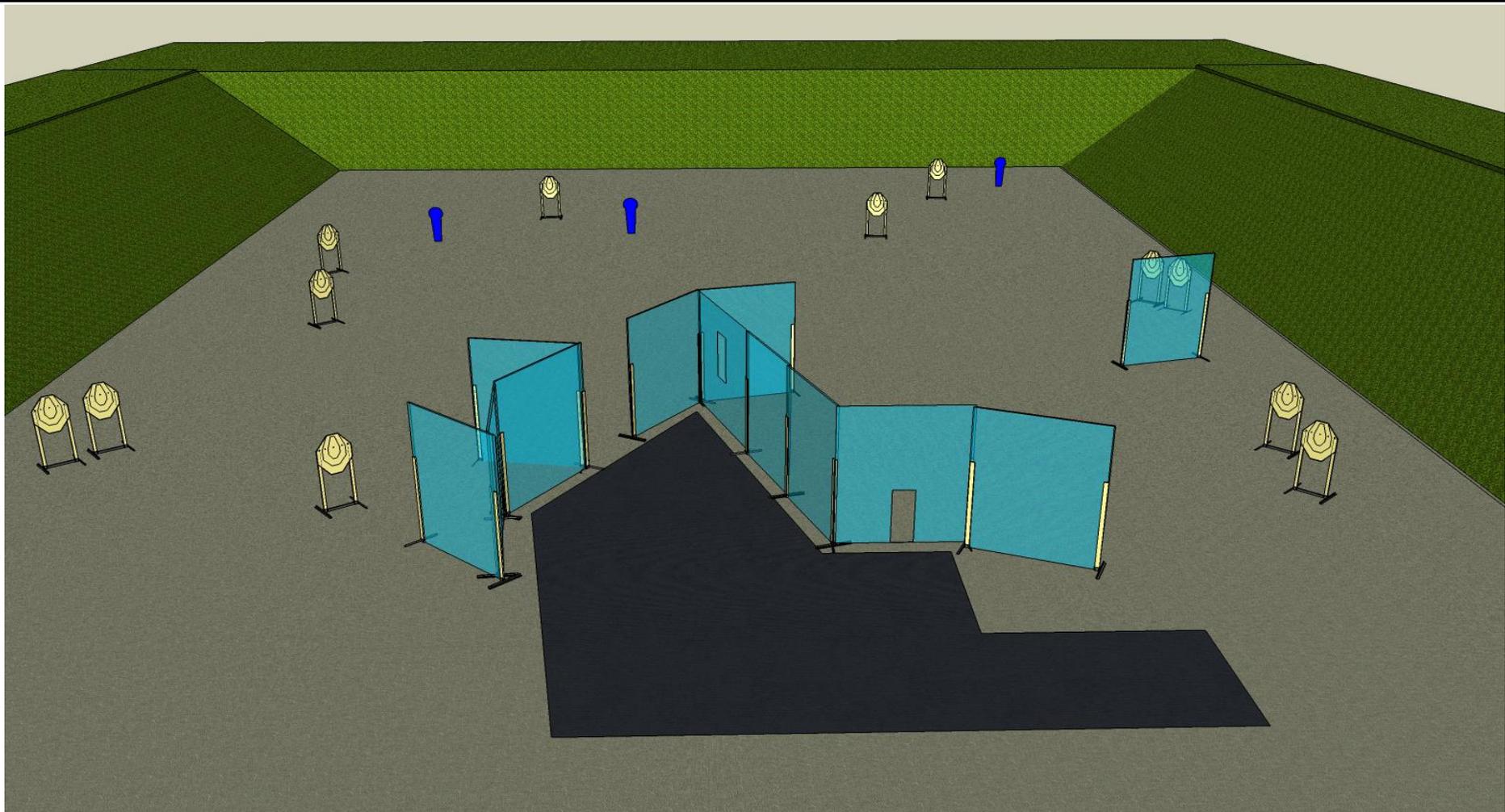
FIREARMS READY CONDITION: Gun loaded and holstered

STAGE PROCEDURE: At the signal, engage targets from within the designated area.
Scoring will be done immediately in the course of your shooting.
Delegate your colleague to check a scoring.

ROUNDS TO BE SCORED: 27 rounds

TARGETS: 12 IPSC targets, 3 IPSC Popper

TIME STARTS : audible signal



Stage 16

RANGE 12

START POSITION: Standing anywhere in designated area.

FIREARMS READY CONDITION: Gun loaded and holstered

STAGE PROCEDURE: At the signal, engage targets from within the designated area.
Scoring will be done immediately in the course of your shooting.
Delegate your colleague to check a scoring.

ROUNDS TO BE SCORED: 22 rounds

TARGETS: 10 IPSC targets, 2 IPSC Poppers and some no-shoots

TIME STARTS : audible signal

