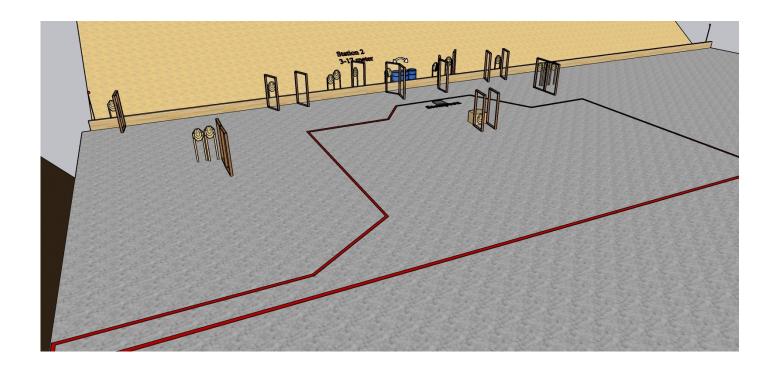
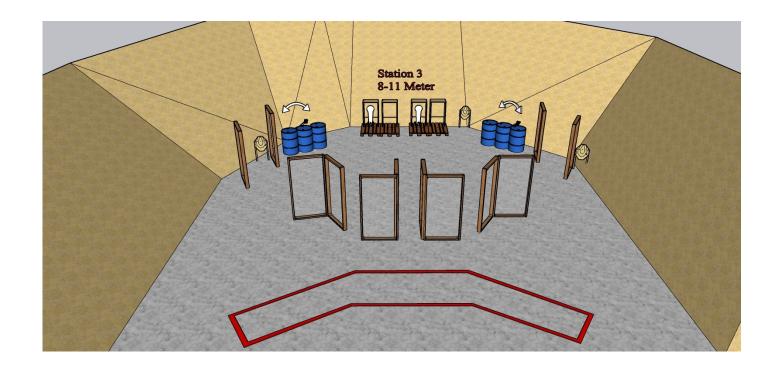


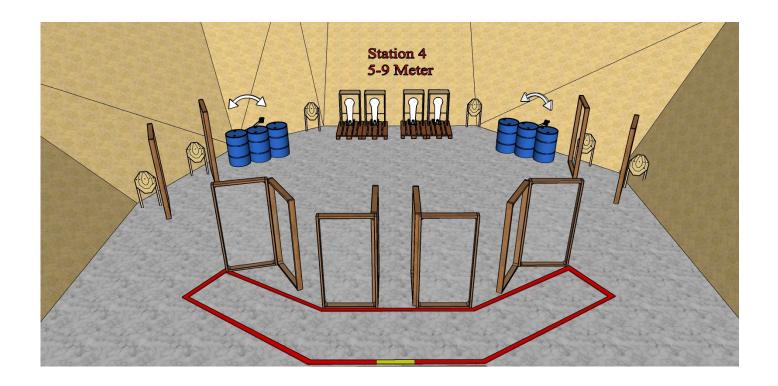
| | STAGE | 1, B100 Right | | |
|----------|-----------------|--|----------------------------|--------------|
| z | COURSE TYPE | Short | DISTANCES | 5-6 m |
| ō | MAXIMUM POINTS | 60 | ROUNDS TO BE SCORED | 12 |
| PT | TARGETS | 6 IPSC Targets | | |
| S | START POSITION | Standing | | |
| DESCRIPT | READY CONDITION | Gun loaded and holstered | | |
| | TIME STARTS | On audible signal | TIME ENDS | On last shot |
| SE. | PROCEDURE | After audible signal engage all targets. | | |
| COURSE | SAFETY ANGLES | Flag to the left and flag to the right | | |
| 0 | NOTES | This stage should be built so that there's always something to | | |
| | | shoot at during the whole movement but no sweetspots. | | |
| | | There must be mov | ement to reach all targets | • |



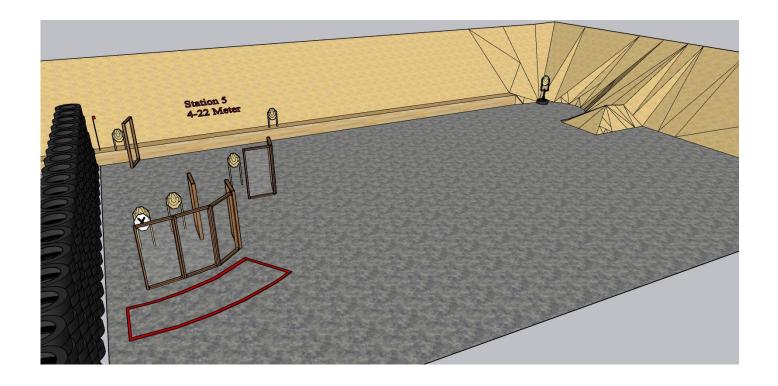
| | STAGE | 2, B100 Left | | |
|----------|-----------------|---|---------------------|--------------|
| NO | COURSE TYPE | Long | DISTANCES | 3-17 m |
| | MAXIMUM POINTS | 160 | ROUNDS TO BE SCORED | 32 |
| IPTI | TARGETS | 16 IPSC Targets | | |
| <u>~</u> | START POSITION | Standing | | |
| DESCR | READY CONDITION | Gun loaded and holstered | | |
| | TIME STARTS | On audible signal | TIME ENDS | On last shot |
| COURSE | PROCEDURE | After audible signal engage all targets. Stepping on Stompbox | | |
| 2 | | will release moving target. All moving targets will be visible at | | |
| 8 | | rest. | | |
| | SAFETY ANGLES | Flag to the left and | flag to the right | |
| | NOTES | | | |



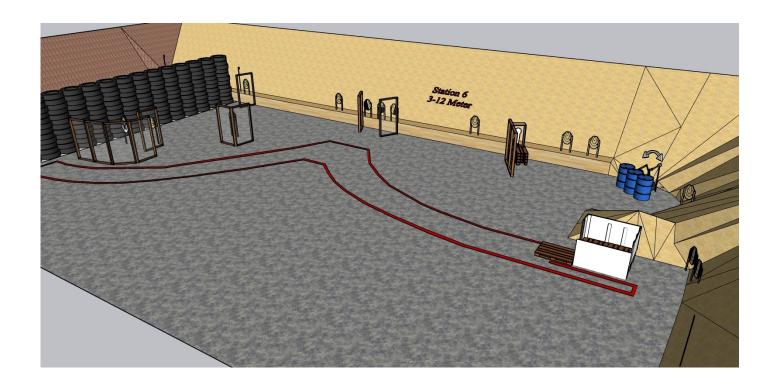
| 7 | STAGE | 3, B6 Rear | | |
|----------|-----------------|--|---------------------|--------------|
| NO NO | COURSE TYPE | Short | DISTANCES | 8-11 m |
| PT | MAXIMUM POINTS | 60 | ROUNDS TO BE SCORED | 12 |
| DESCRIPT | TARGETS | 5 IPSC Targets and 2 IPSC Poppers | | |
| ESC | START POSITION | Standing | | |
| | READY CONDITION | Gun loaded and holstered | | |
| URSE | TIME STARTS | On audible signal | TIME ENDS | On last shot |
| P | PROCEDURE | After audible signal engage all targets. | | |
| 8 | SAFETY ANGLES | Flag to the left and flag to the right | | |
| | NOTES | | | |



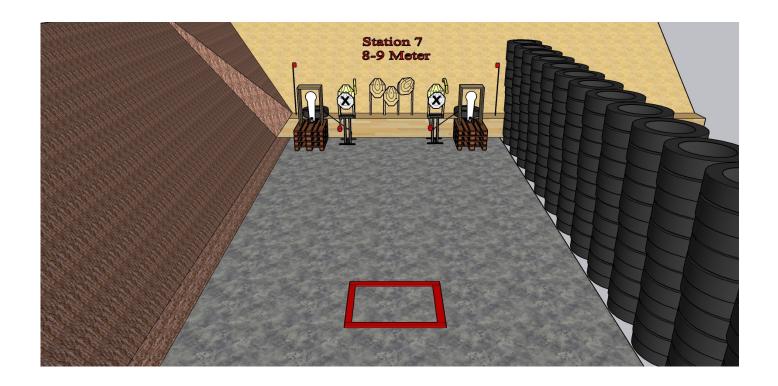
| | STAGE | 4, B6 Front | | |
|------------|-----------------|--|---------------------|--------------|
| | COURSE TYPE | Medium | DISTANCES | 6-9 m |
| Z | MAXIMUM POINTS | 100 | ROUNDS TO BE SCORED | 20 |
| ĭ | TARGETS | 8 IPSC Targets and 4 | 4 IPSC Poppers | |
| ₽ | START POSITION | Standing, foot touching mark | | |
| SCF | READY CONDITION | Gun loaded and holstered | | |
| DESCRIPTIO | TIME STARTS | On audible signal | TIME ENDS | On last shot |
| | PROCEDURE | After audible signal engage all targets. Hitting Popper P1 or P2 | | |
| JRS | | will release Moving target T3 and hitting popper P3 or P4 will | | |
| COURSE | | release moving target T6. All moving targets will be visible at | | |
| O | | rest. | | |
| | SAFETY ANGLES | Flag to the left and | flag to the right | |
| | NOTES | | | |



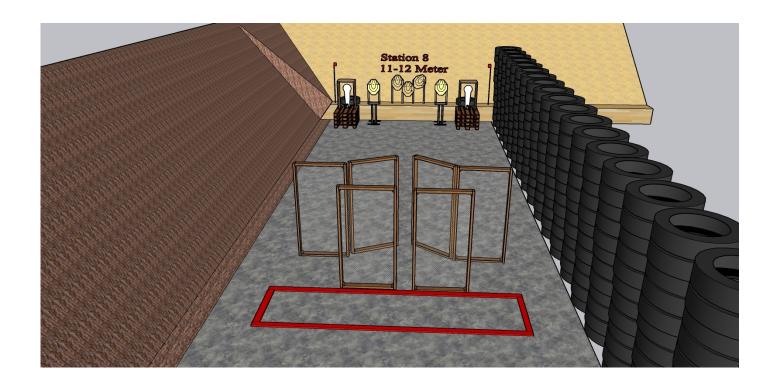
| z | STAGE | 5, B5 Left | | |
|------------|-----------------|--|---------------------|--------------|
| PTIO | COURSE TYPE | Short | DISTANCES | 4-22 m |
| | MAXIMUM POINTS | 60 | ROUNDS TO BE SCORED | 12 |
| Z | TARGETS | 6 IPSC Targets | | |
| DESCR | START POSITION | Standing | | |
| | READY CONDITION | Gun loaded and holstered | | |
| ISE | TIME STARTS | On audible signal | TIME ENDS | On last shot |
| URS | PROCEDURE | After audible signal engage all targets. | | |
| 00 | SAFETY ANGLES | Flag to the left and | flag to the right | |
| | NOTES | | | |



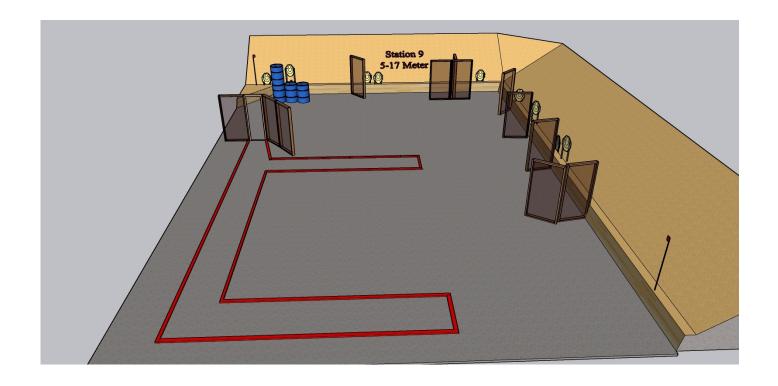
| | STAGE | 6, B5 All | | | |
|-------------|-----------------|---|-----------------------------------|--------------|--|
| NC | COURSE TYPE | Long | DISTANCES | 3-12 m | |
| | MAXIMUM POINTS | 155 | ROUNDS TO BE SCORED | 31 | |
| | TARGETS | 15 IPSC Targets and | 15 IPSC Targets and 1 IPSC Popper | | |
| = | START POSITION | Standing | | | |
| S | READY CONDITION | Gun loaded and holstered | | | |
| SCF | TIME STARTS | On audible signal | TIME ENDS | On last shot | |
| DESCRIPTION | PROCEDURE | After audible signal engage all targets. Hitting Popper P1 will | | | |
| | | release Moving target T12. All moving targets will be visible at | | | |
| JRS | | rest. | | | |
| COURSE | SAFETY ANGLES | Flag to the left and flag to the right | | | |
| O | NOTES | The Popper will only be able to be shot either from or from | | | |
| | | behind the platform. 6 of the paper targets will be partly cut/taped with hardcover, two to the right of the platform, three in the middle and one to the left. | | | |



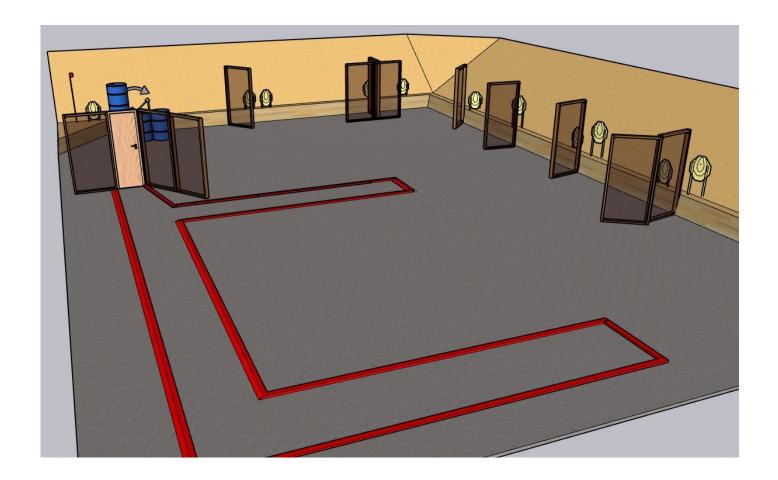
| | STAGE | 7, B4 Front | | | |
|--------|-----------------|---|-----------------------------------|------------------|--|
| z | COURSE TYPE | Short | DISTANCES | 8-9 m | |
| ō | MAXIMUM POINTS | 60 | ROUNDS TO BE SCORED | 12 | |
| PT | TARGETS | 5 IPSC Targets and 2 | 5 IPSC Targets and 2 IPSC Poppers | | |
| | START POSITION | Standing | | | |
| DESCR | READY CONDITION | Gun loaded and holstered | | | |
| | TIME STARTS | On audible signal | TIME ENDS | On last shot | |
| COURSE | PROCEDURE | After audible signal | engage all targets. Hitting | g Popper P1 will | |
| P. | | release Moustrap T1 and hitting Popper P2 wil release | | | |
| 8 | | mousetrap T5. All moving targets will be visible at rest. | | | |
| | SAFETY ANGLES | Flag to the left and | flag to the right | | |
| | NOTES | | | | |



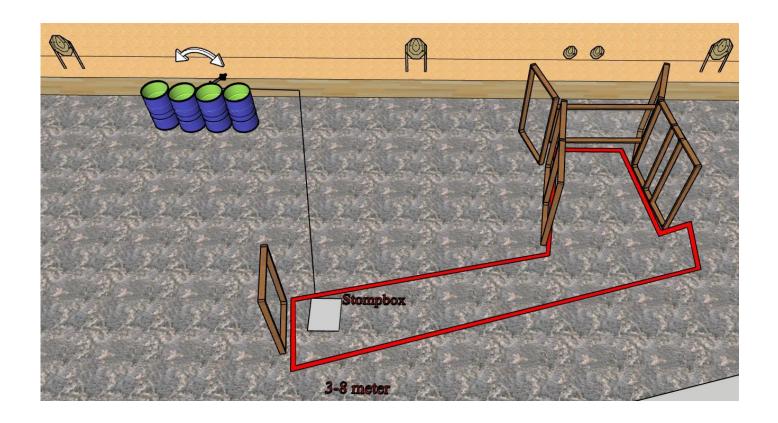
| | STAGE | 8, B4 Rear | | |
|---|-----------------|--|---------------------|--------------|
| | COURSE TYPE | Short | DISTANCES | 11-12 m |
| DESCRIPTION | MAXIMUM POINTS | 60 | ROUNDS TO BE SCORED | 12 |
| | TARGETS | 5 IPSC Targets and 2 IPSC Poppers | | |
| | START POSITION | Standing | | |
| | READY CONDITION | Gun loaded and holstered | | |
| | TIME STARTS | On audible signal | TIME ENDS | On last shot |
| ш | PROCEDURE | After audible signal engage all targets. | | |
| COURS | SAFETY ANGLES | Flag to the left and flag to the right | | |
| 7 | NOTES | Stage must be built so that no one position allows the shooter | | |
| 0 | | to hit all targets and that not both end positions must be used. | | |
| The left popper should be able to be shot diagonally fi | | | gonally from the | |
| | | right and vice versa | | |



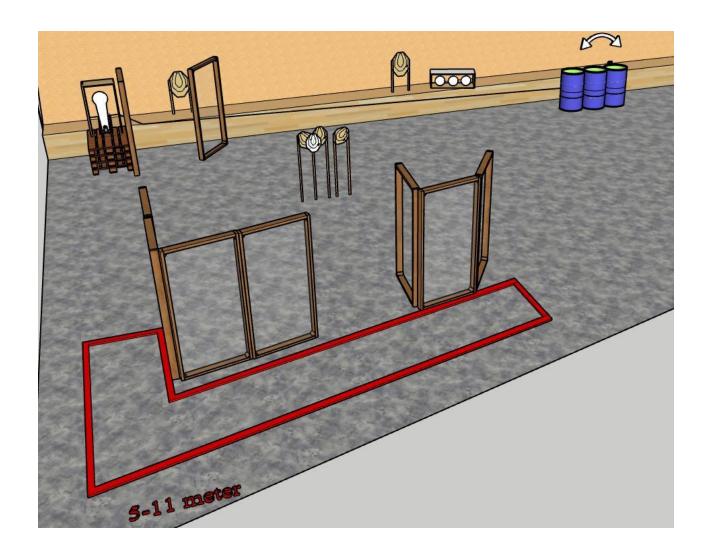
| Z | STAGE | 9, B3-1 | | |
|-------|-----------------|--|--|--------------|
| PTIO | COURSE TYPE | Medium | DISTANCES | 5-17 m |
| | MAXIMUM POINTS | 90 | ROUNDS TO BE SCORED | 18 |
| N. | TARGETS | 9 IPSC Targets | | |
| DESCR | START POSITION | Standing | | |
| | READY CONDITION | Gun loaded and holstered | | |
| SE | TIME STARTS | On audible signal | TIME ENDS | On last shot |
| URS | PROCEDURE | After audible signal engage all targets. | | |
| 00 | SAFETY ANGLES | Flag to the left and | Flag to the left and flag to the right | |
| | NOTES | | | |



| | STAGE | 10, B3 | | | |
|----------|---|--|--|-------------------|--|
| NO | COURSE TYPE | Medium | DISTANCES | 5-17 m | |
| | MAXIMUM POINTS | 120 | ROUNDS TO BE SCORED | 24 | |
| PT | TARGETS | 12 IPSC Targets | | | |
| DESCRIPT | START POSITION | Standing | | | |
| ESC | READY CONDITION | Gun loaded and holstered | | | |
| | TIME STARTS | On audible signal | TIME ENDS | On last shot | |
| COURSE | PROCEDURE | After audible signal | After audible signal engage all targets. Opening door will | | |
| 2 | | release moving target. All moving targets will be visible at rest. | | | |
| 2 | SAFETY ANGLES | Flag to the left and flag to the right | | | |
| | NOTES The door must be built so that once the competitor lets a | | | etitor lets go of | |
| | | the handle the doo | the handle the door will remain open. | | |



| | STAGE | 11, B2 Right | | |
|------------|-----------------|---|---------------------|--------------|
| | COURSE TYPE | Short | DISTANCES | 3-8 m |
| Z | MAXIMUM POINTS | 60 | ROUNDS TO BE SCORED | 12 |
| ō | TARGETS | 4 IPSC Targets and 2 IPSC Mini Targets | | |
| PT | START POSITION | Standing | | |
| S | READY CONDITION | Gun loaded and holstered | | |
| ESCRIPTION | TIME STARTS | On audible signal | TIME ENDS | On last shot |
| | PROCEDURE | After audible signal engage all targets. Stepping on Stompbox | | |
| SE. | | will release moving target T2. All moving targets will be visible | | |
| COURSE | | at rest. | | |
| 0 | SAFETY ANGLES | Flag to the left and flag to the right | | |
| | NOTES | The mini targets must be shot kneeling or prone under the | | |
| | | wall and no other targets should be able to engage from the | | |
| | | same location. | | |



| | STAGE | 12, B2 V | | |
|--|-----------------|---|----------------------------|--------------|
| | COURSE TYPE | Medium | DISTANCES | 5-11 m |
| 7 | MAXIMUM POINTS | 80 | ROUNDS TO BE SCORED | 16 |
| NO NO | TARGETS | 3 IPSC Targets, 3 IPSC Mini Targets, 1 IPSC Popper and 3 IPSC | | |
| PT | | Metal Plates | | |
| DESCRIPT | START POSITION | Standing | | |
| ES | READY CONDITION | Gun loaded and holstered | | |
| _ | TIME STARTS | On audible signal | TIME ENDS | On last shot |
| COURSE | PROCEDURE | After audible signal engage all targets. Hitting Popper P1 will | | |
| Ď | | release moving target T6. All moving targets will be visible at | | |
| 8 | | rest. | | |
| | SAFETY ANGLES | Flag to the left and flag to the right | | |
| NOTES Targets T2-T4 (mini targets) and Target T5 and P | | | d Pl1-Pl3 should | |
| | | not be able to be sh | not from the same location | ո. |