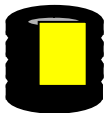
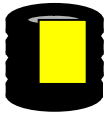


Stage 1

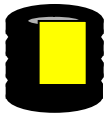
11 rounds



300m



250m

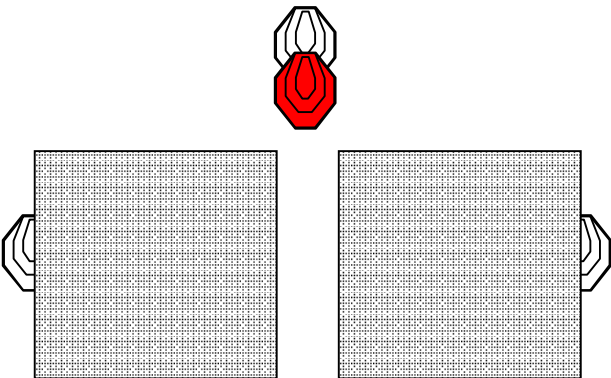


200m

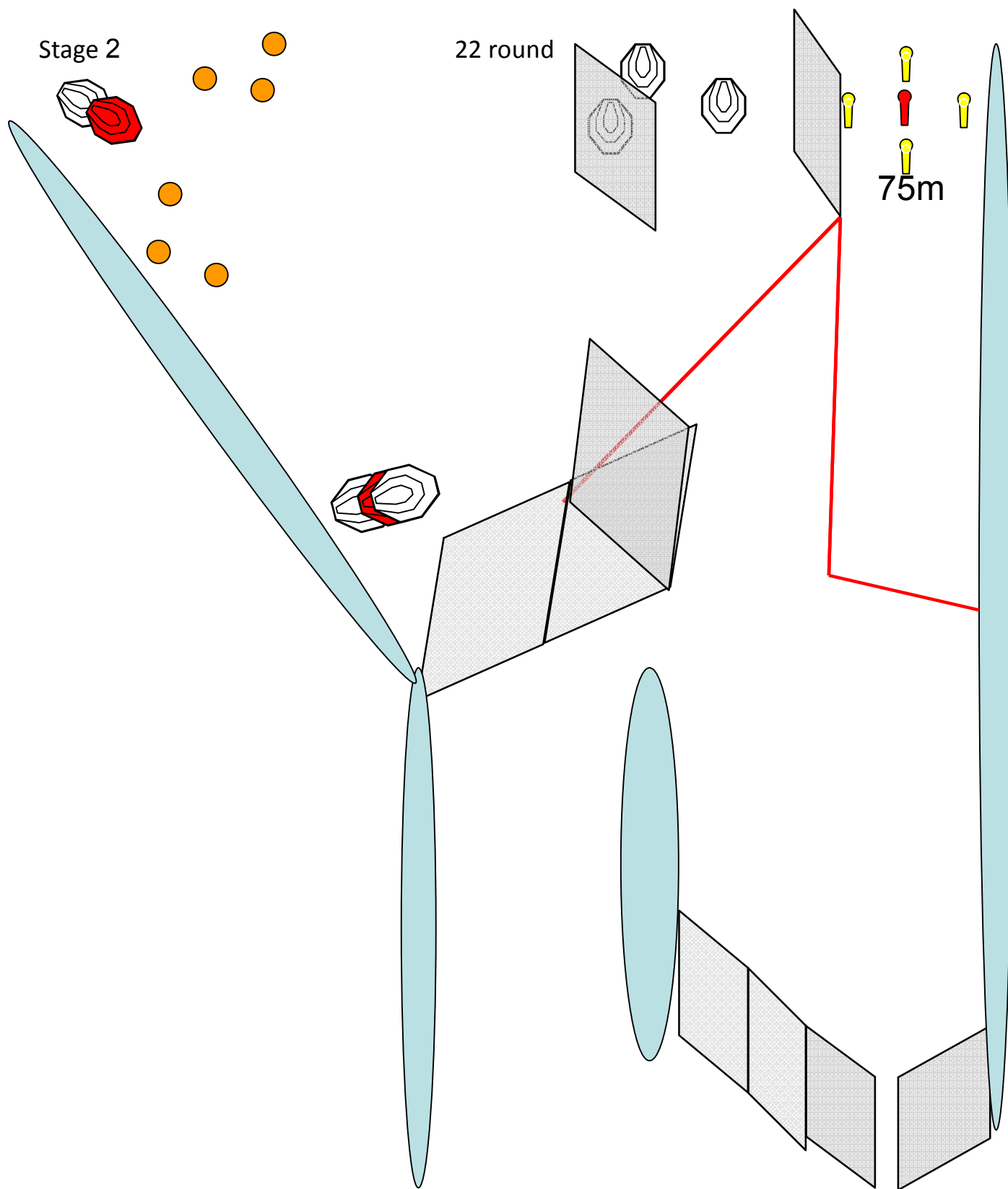


150m

90m



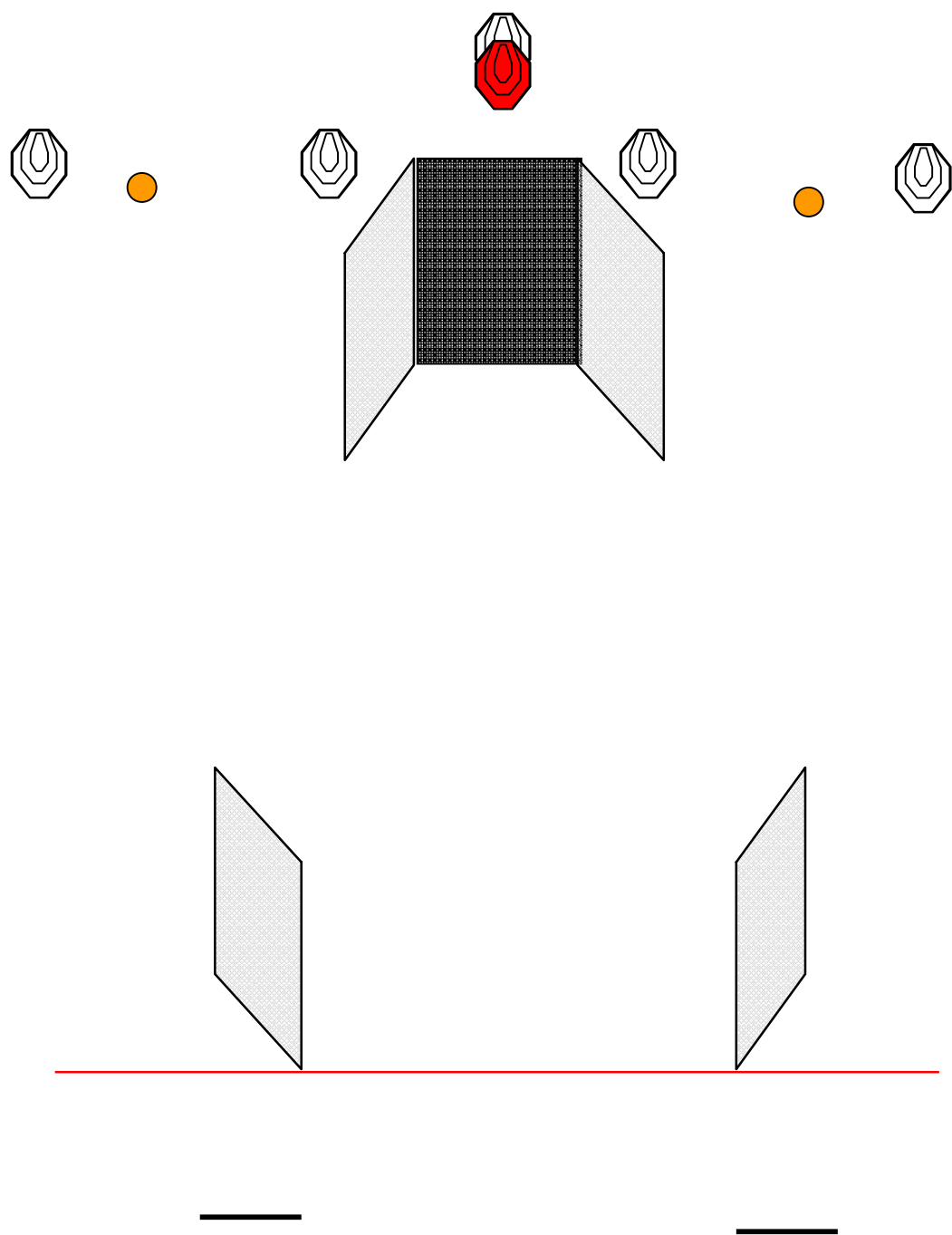
Targets	5 IPSC Plates, 3 IPSC Targets, No shoots
Rounds to be scored	12
Start position	Standing , heels touching the black line.
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area.



Targets	6 IPSC Targets, 4 IPSC Mini Poppers, 6 Clay Targets, No shoots, 1 Metal No shoot
Rou to be scored	22
Start position	Standing , heels touching the black line.
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area.

Stage 3

12 round

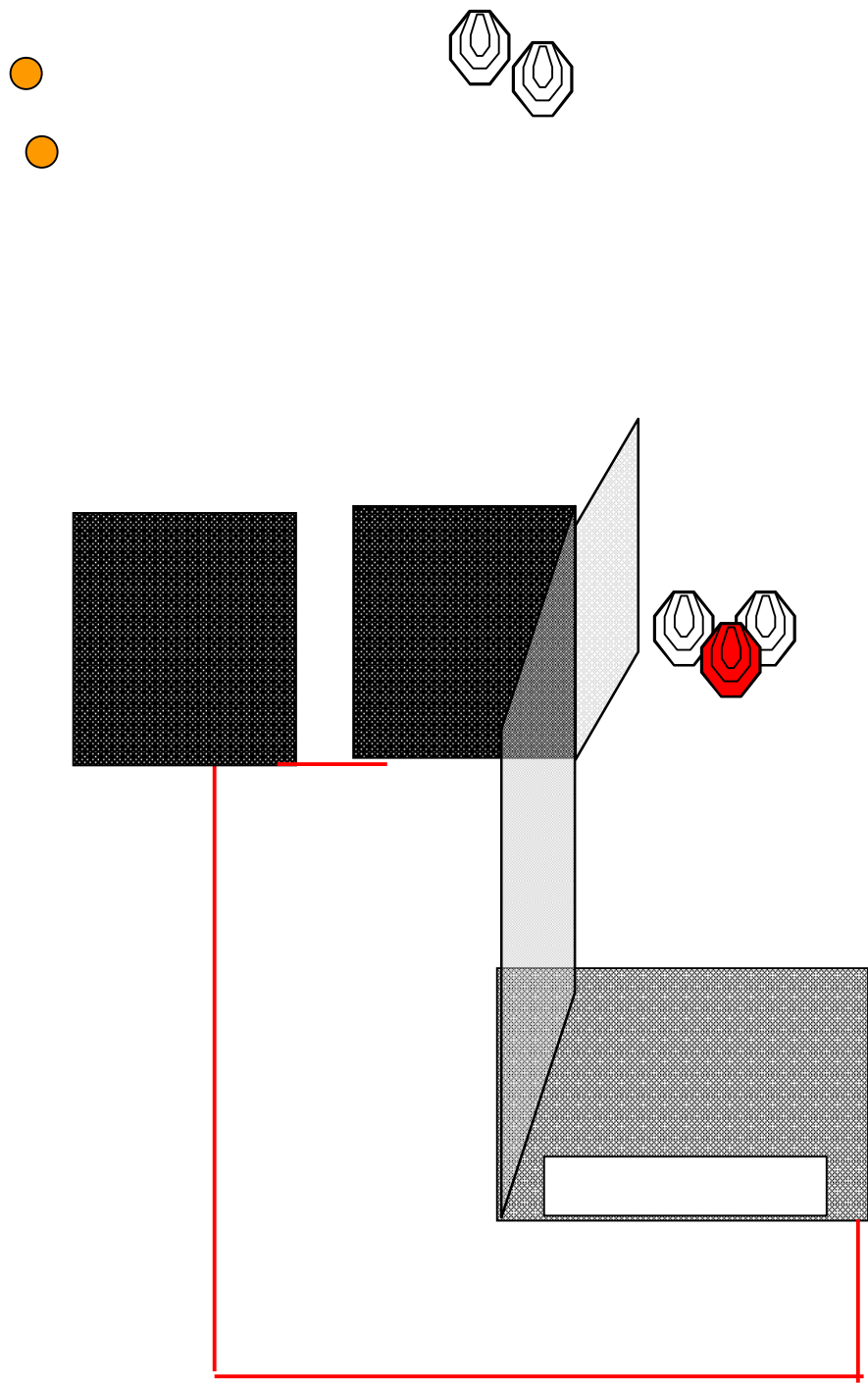


Targets	5 IPSC Targets, 2 Clay Targets, 1 IPSC No shoot
Rounds to be scored	12
Start position	Standing , heels touching the black line.
Gun conditions	Loaded, chamber empty
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area.

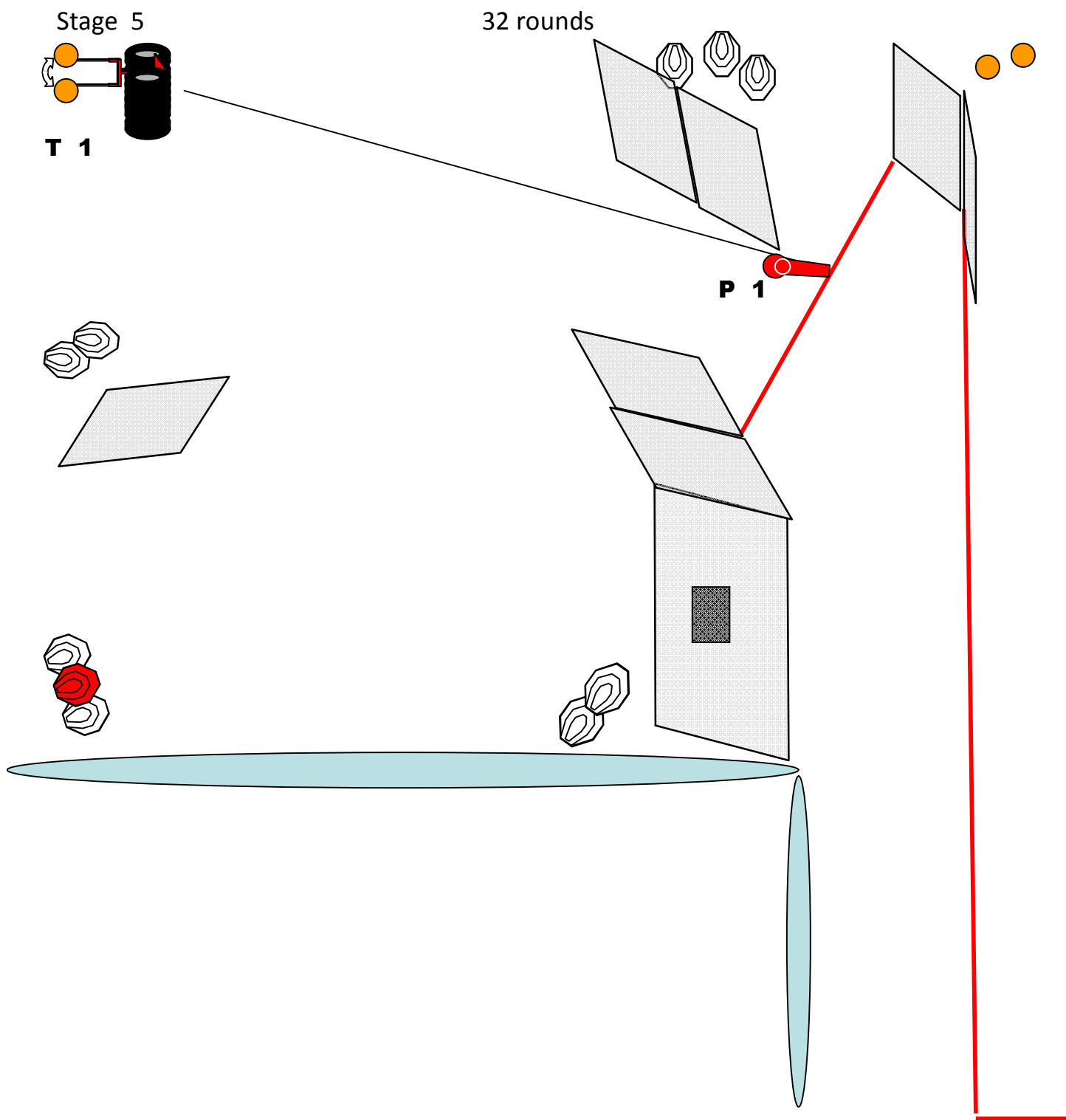
Stage 4

Area9

10 round



Targets	4 IPSC Targets, 2 Clay T, 1 NS,
Rounds to be scored	10
Start position	Standing anywhere in the marked area
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area.



Targets	9 IPSC Targets, 4 Clay targets, NO shoots
Rounds to be scored	32
Start position	Standing , heels touching the black line.
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area. P 1 activate T 1. All moving targets remain visible at rest. Min. 3 shots per target