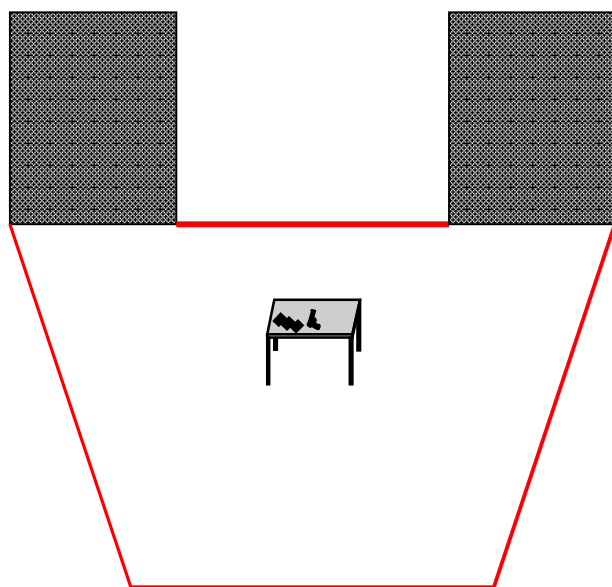
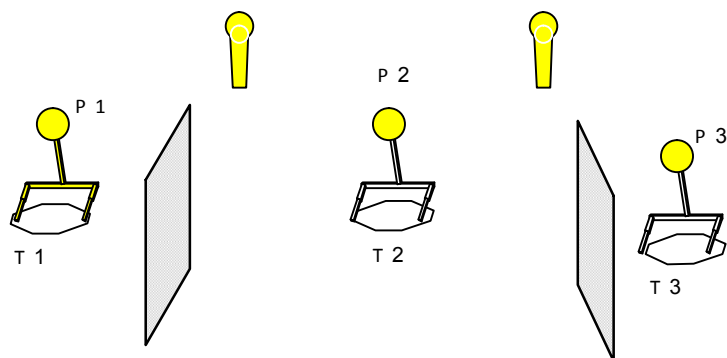


Targets	13 IPSC Targets, 5 IPSC Poppers
Rounds to be scored	31
Start position	Standing , heels touching the black line.
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area.P1 activated T1. All moving targets remain visible at rest.

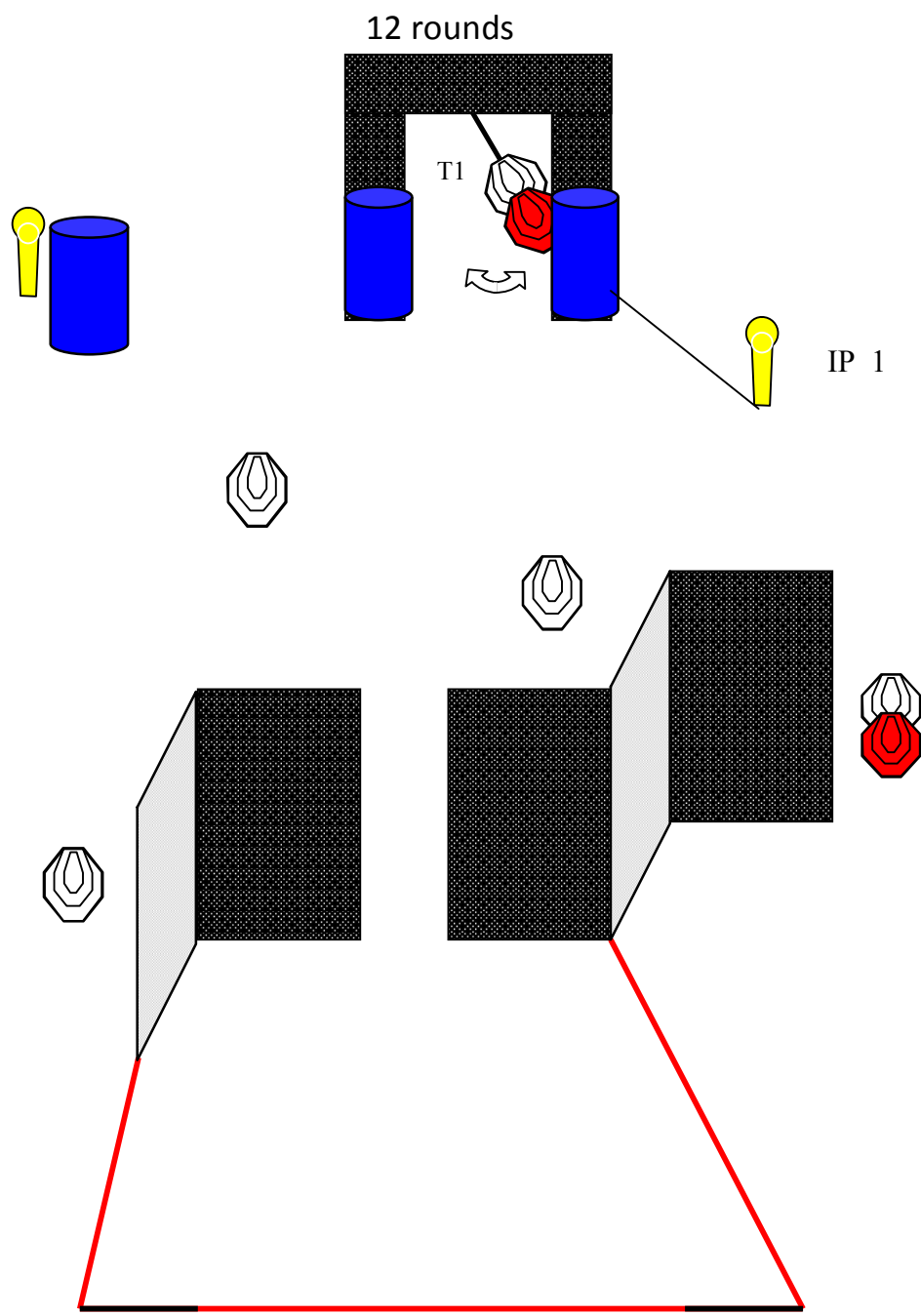
Stage 2

11 rounds



Targets	3 IPSC Targets, 2 Mini Poppers, 3 IPSC Plates
Rounds to be scored	11
Start position	Standing anywhere in the marked area
Gun state	Gun empty, chamber empty, all magazines on the table
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area. P1activate T1. P2 activate T2. P3 activate T3. All moving targets remain visible at rest.

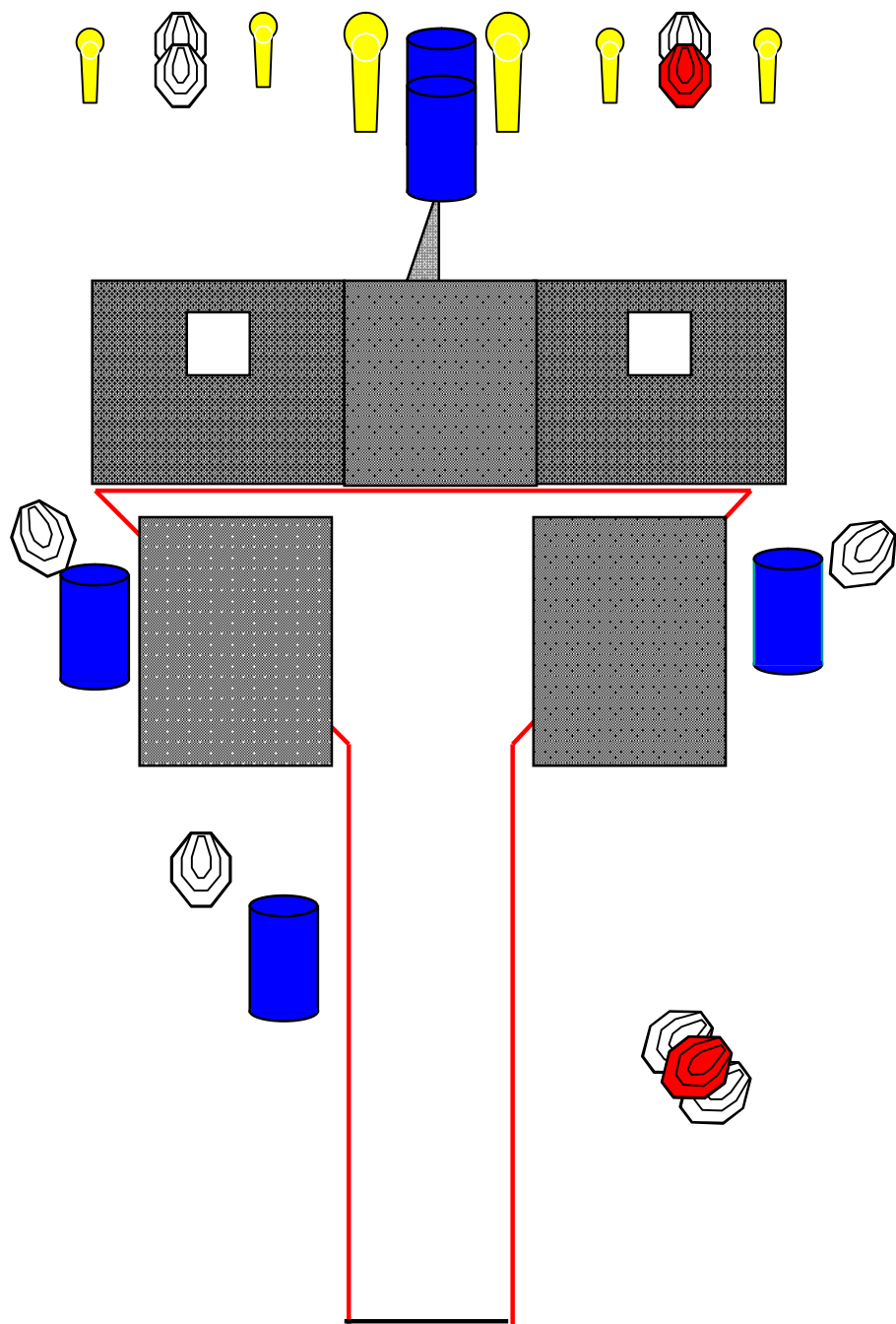
Stage 3



Targets	5 IPSC Targets, 2 IPSC Mini Poppers
Rounds to be scored	12
Start position	Standing, hills touching the black line
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area. IP1 activate T1. All moving target remain visible at rest.

Stage 4

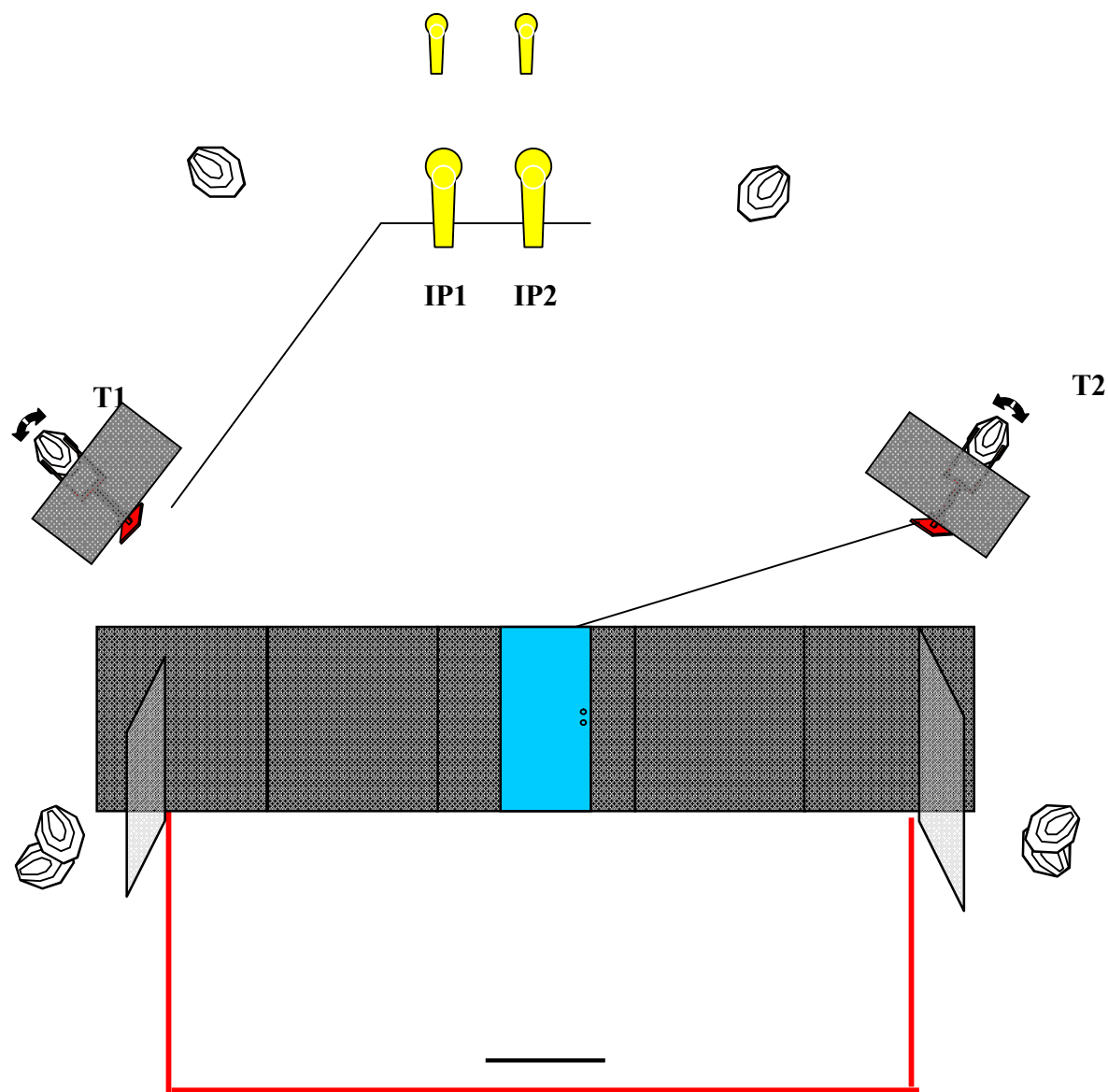
22 rounds



Targets	8 IPSC Targets, 2 IPSC Poppers, 4 IPSC Mini Poppers, NO Shoots
Rounds to be scored	22
Start position	Hills touching the black line
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area.

Stage 5

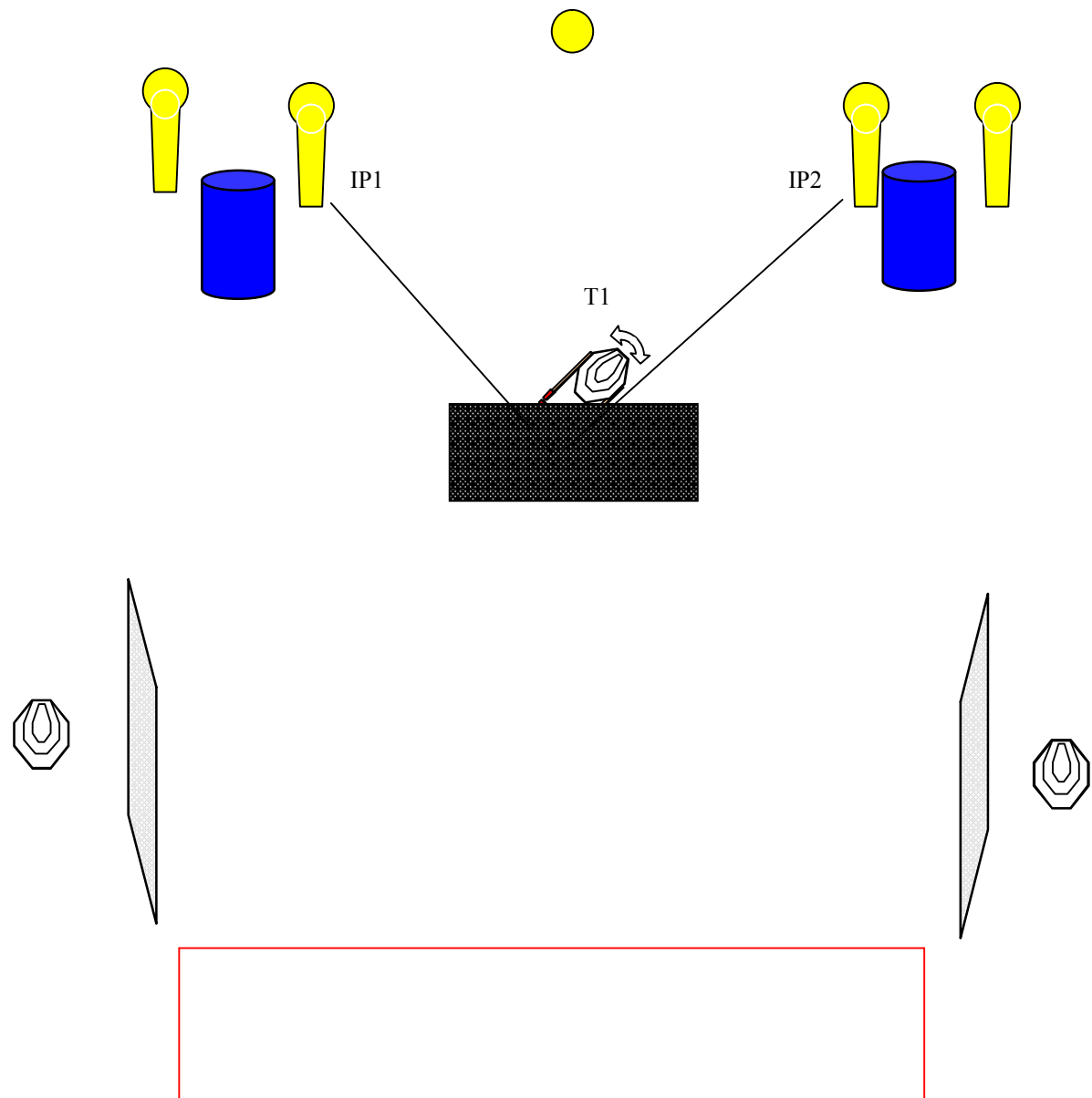
20 rounds



Targets	8 IPSC Targets, 2 IPSC Poppers, 2 Mini Poppers
Rounds to be scored	20
Start position	Standing , heels touching the black line.
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area. The door activate T2, IP1 & IP2 activate T1. All moving targets remain visible at rest.

Stage 6

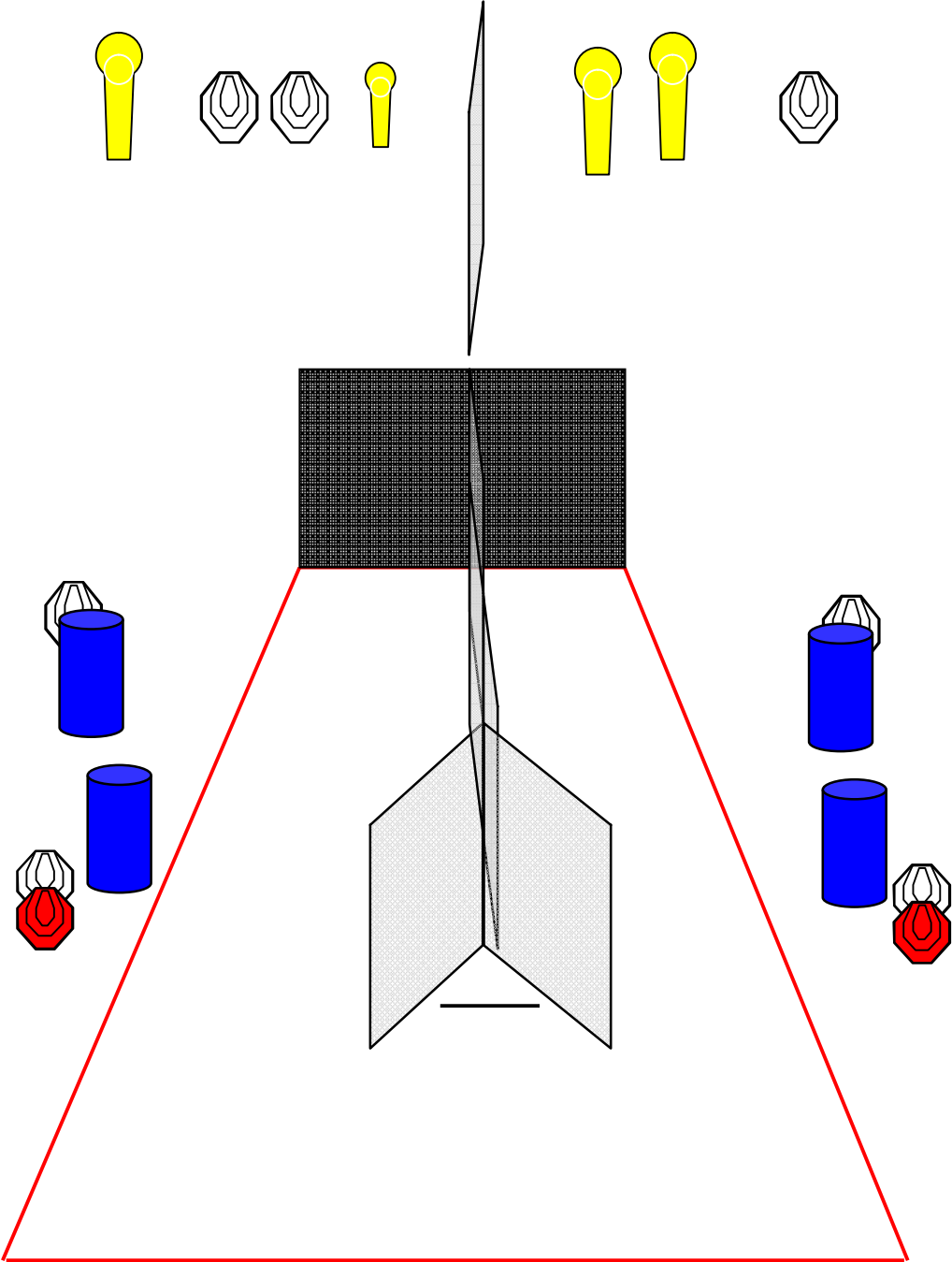
11 round



Targets	3 IPSC Targets, 1 IPSC Plate, 4 IPSC Poppers
Rounds to be scored	11
Start position	Standing anywhere
Gun state	Chamber empty, magazine inserted
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area. IP1 and IP2 activate T1 All moving targets remain visible at rest.

Stage 7

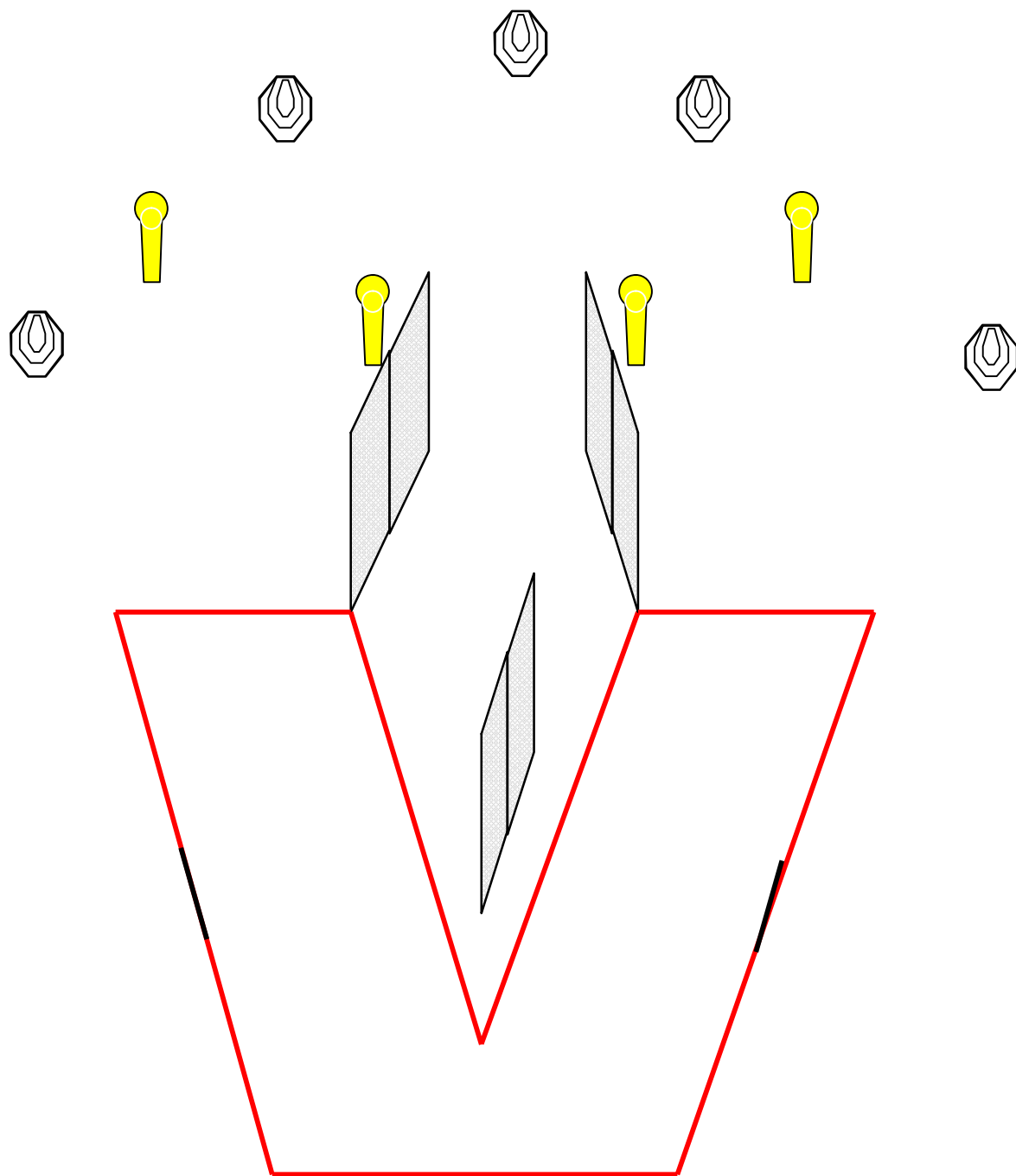
18 rounds



Targets	7 IPSC Targets, 3 IPSC Poppers, 1 Mini Popper
Rounds to be scored	18
Start position	Standing, toe-cap touching the black line
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area.

Stage 8

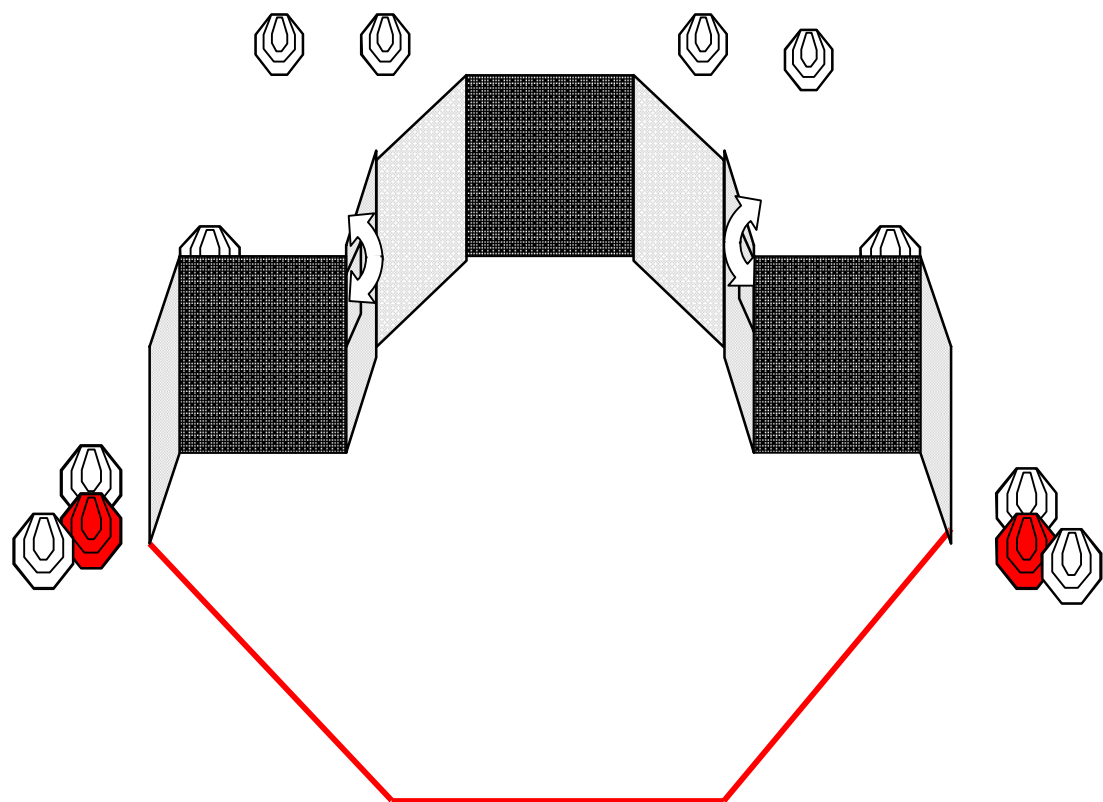
9 rounds



Targets	5 IPSC Targets, 4 IPSC Poppers,
Rounds to be scored	9
Start position	Standing, hills touching the black line
Time starts	Audible signal
Procedure	At the start signal engage targets minimum ONE SHOOT ONLY per target from within the designated area.

Stage 9

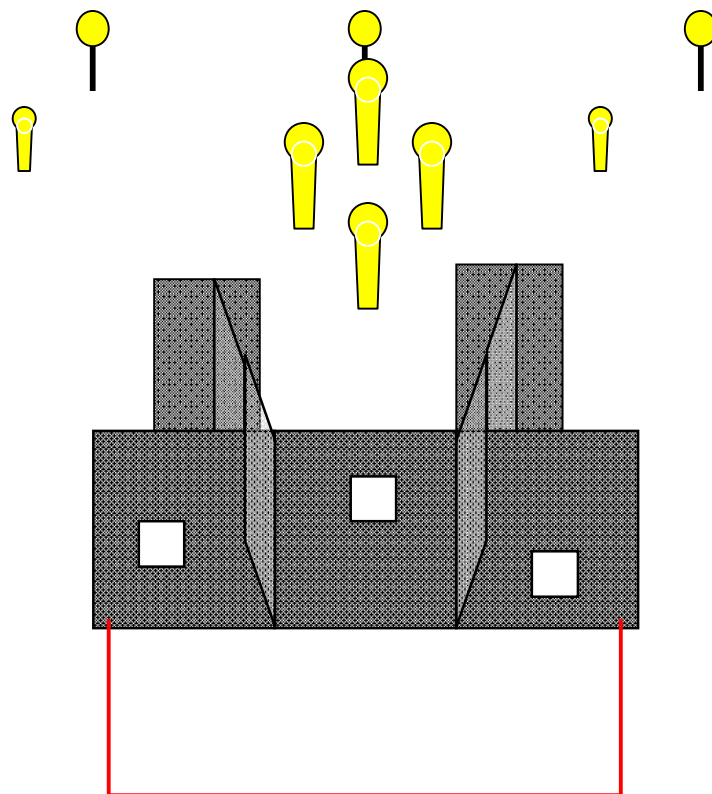
20 rounds



Targets	10 IPSC Targets, NO shoots
Rounds to be scored	20
Start position	Standing anywhere
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area.

Stage 10

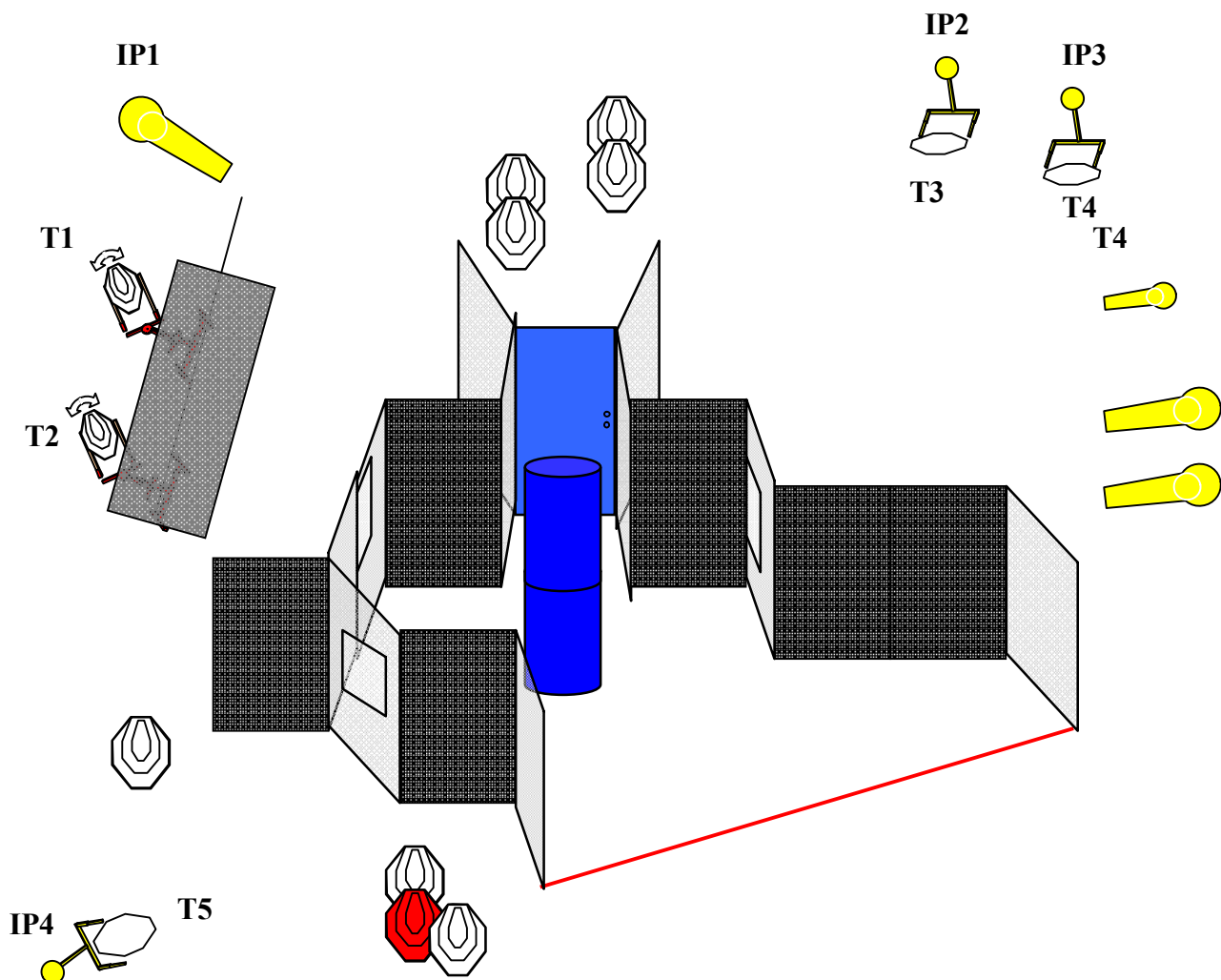
9 rounds



Targets	3 IPSC Metal plates, 4 IPSC Poppers, 2 Pini Poppers
Rounds to be scored	9
Start position	Standing, anywhere
Gun state	Chamber empty, magazine inserted
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area.

Stage 11

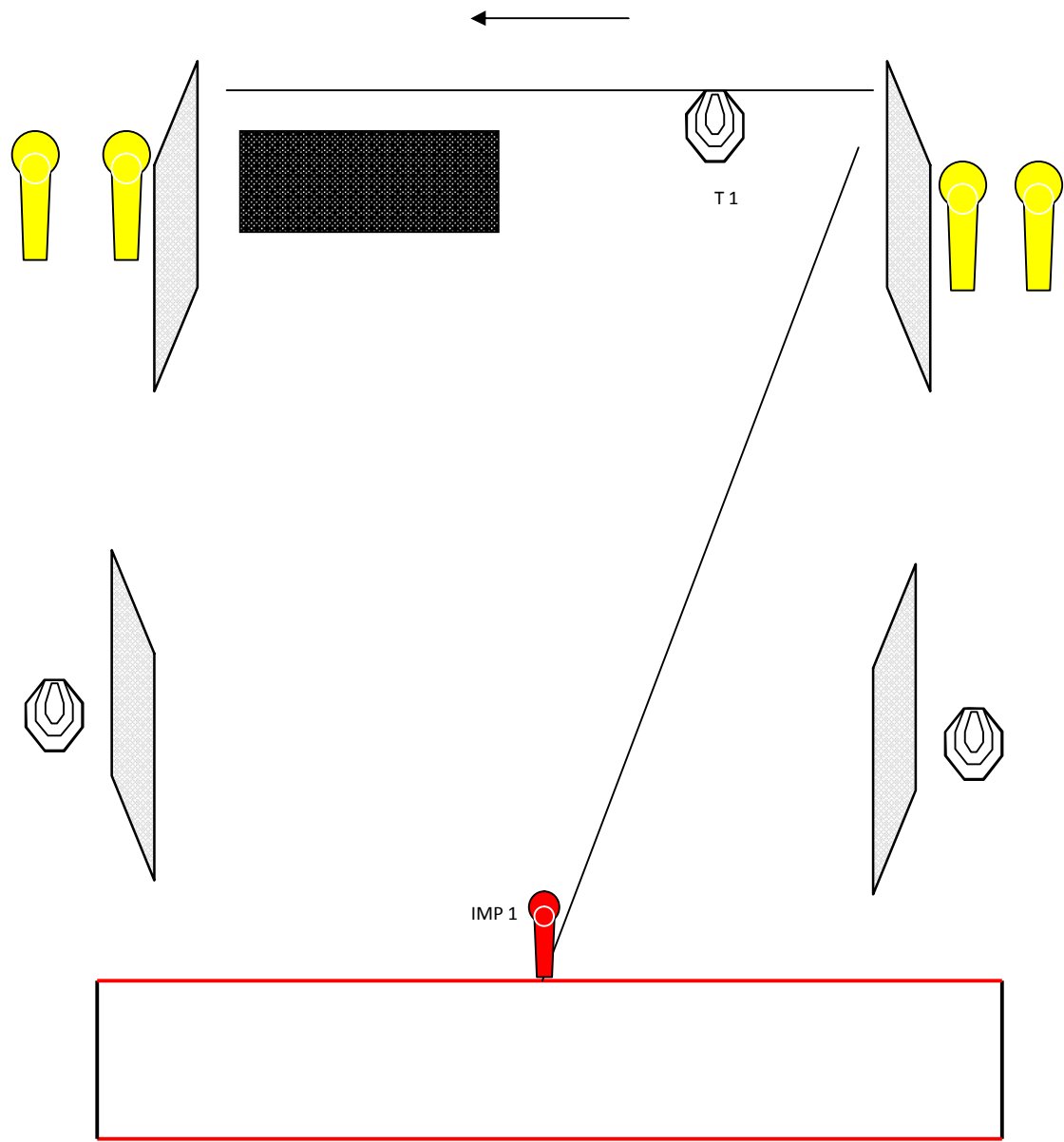
31 rounds



Targets	12 IPSC Targets, 3 IPSC Poppers, 1 Mini Popper, 3 IPSC Plates
Rounds to be scored	31
Start position	Standing, toe-cup touching the barrel
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area. IP1 activate T1 & T2, IP2 & IP3 activate T3 & T4, IP4 activate T5. All moving targets remain visible at rest.

Stage 12

10 round



Targets	3 IPSC Targets, 4 IPSC Poppers, Hard cover, 1 IPSC Mini popper
Rounds to be scored	10
Start position	Standing, one foot touching the black line
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area. Pushing Red Mini Popper activate T1. All moving target remain visible at rest.