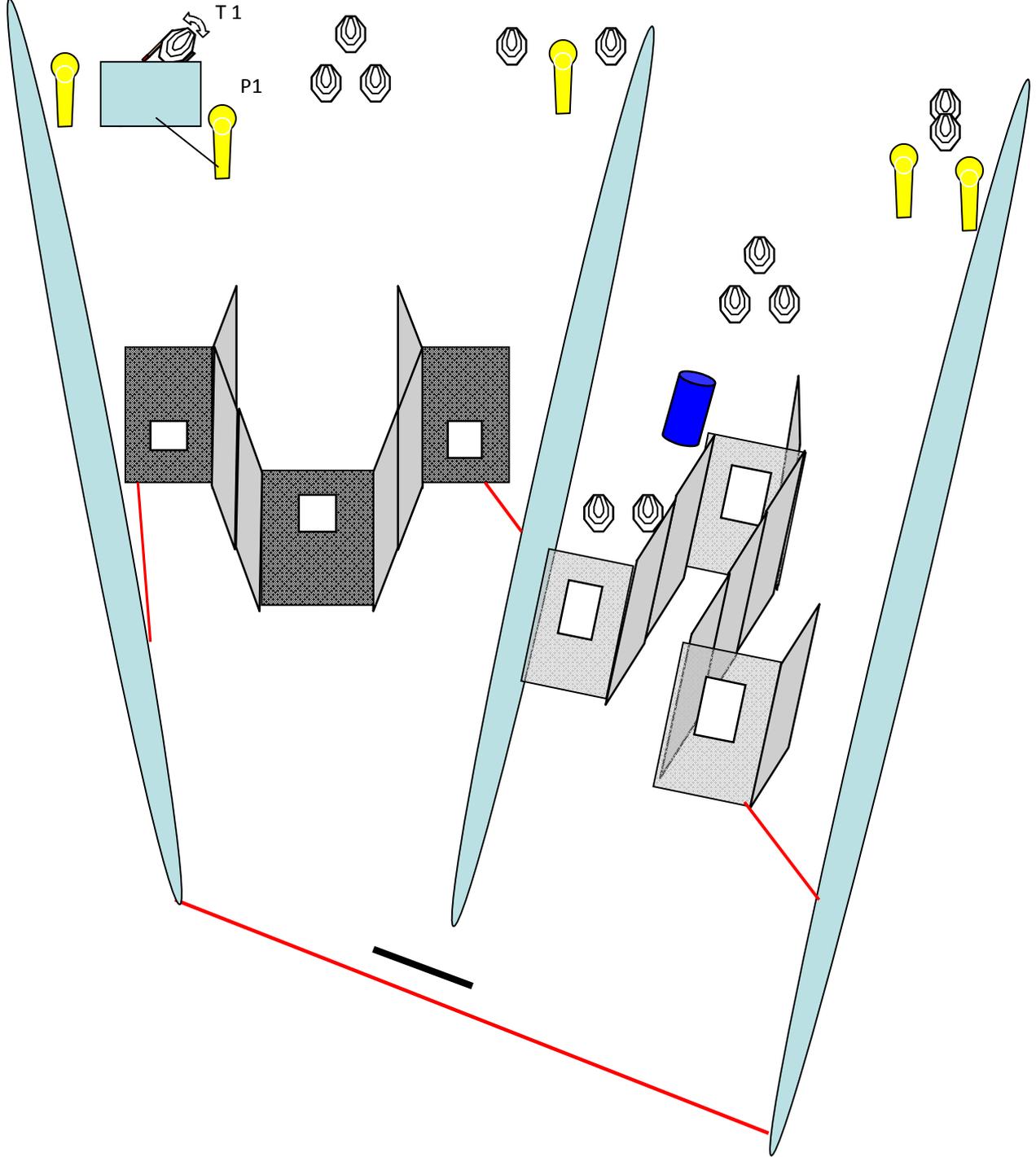


Stage 1

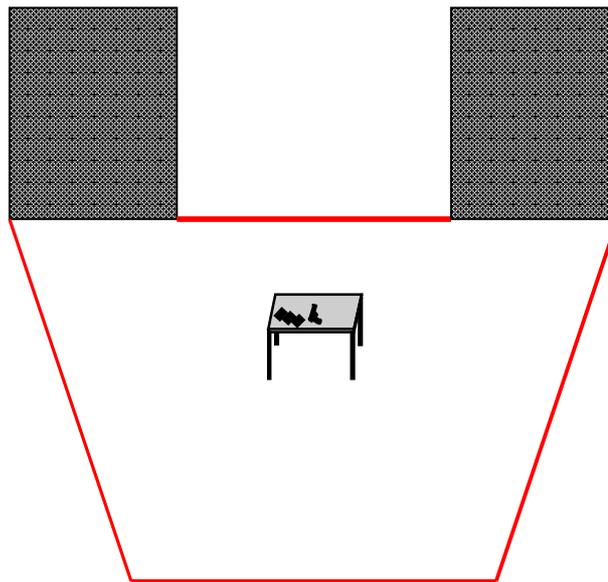
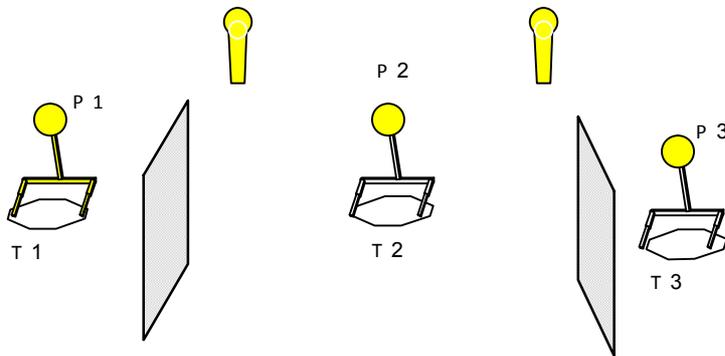
31 rounds



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

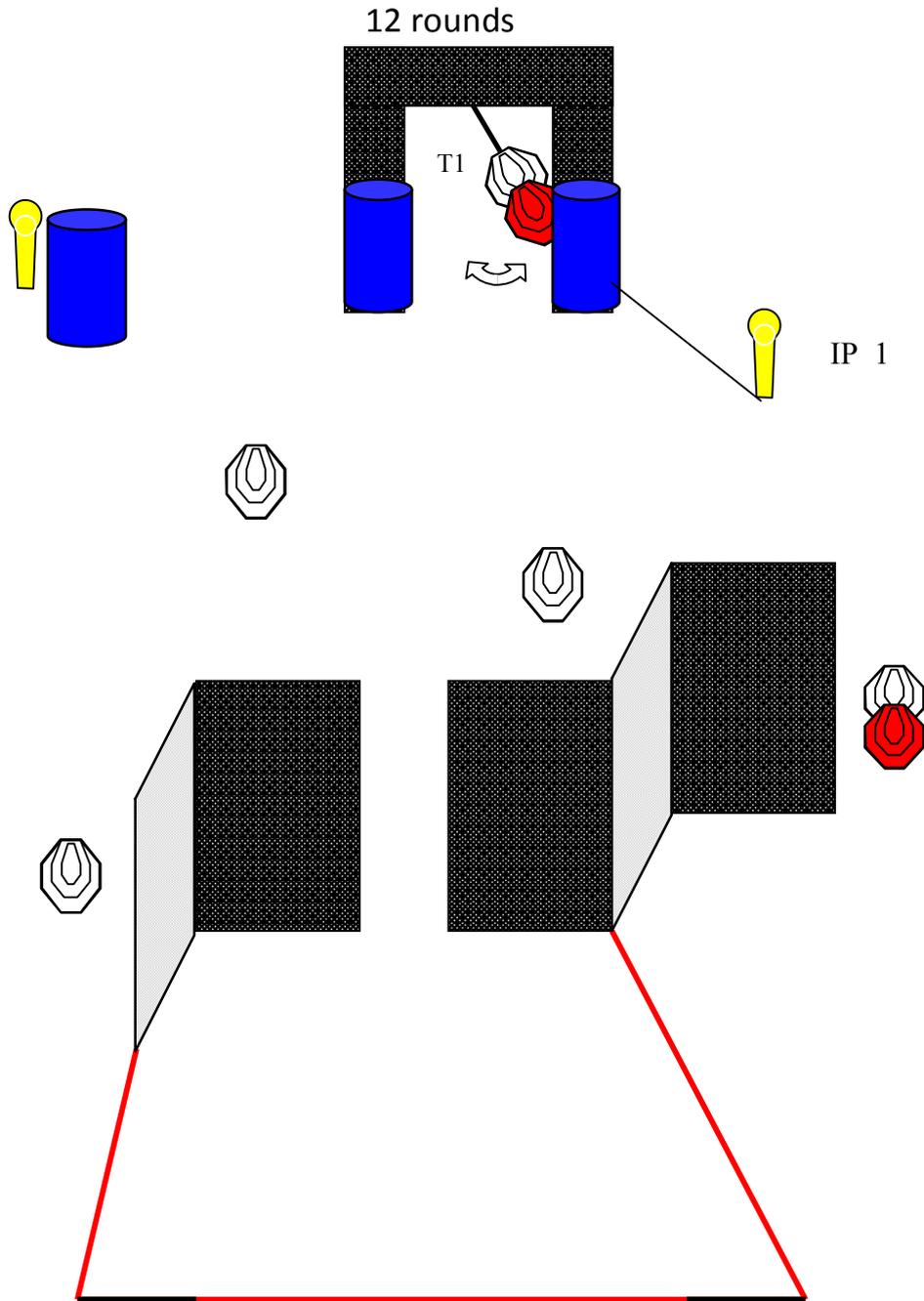
Stage 2

11 rounds



<b>Targets</b>	<b>3 IPSC Targets, 2 Mini Poppers, 3 IPSC Plates</b>
<b>Rounds to be scored</b>	<b>11</b>
<b>Start position</b>	<b>Standing anywhere in the marked area</b>
<b>Gun state</b>	<b>Gun empty, chamber empty, all magazines on the table</b>
<b>Time starts</b>	<b>Audible signal</b>
<b>Procedure</b>	<b>At the start signal engage targets from within the designated area. P1 activate T1. P2 activate T2. P3 activate T3. All moving targets remain visible at rest.</b>

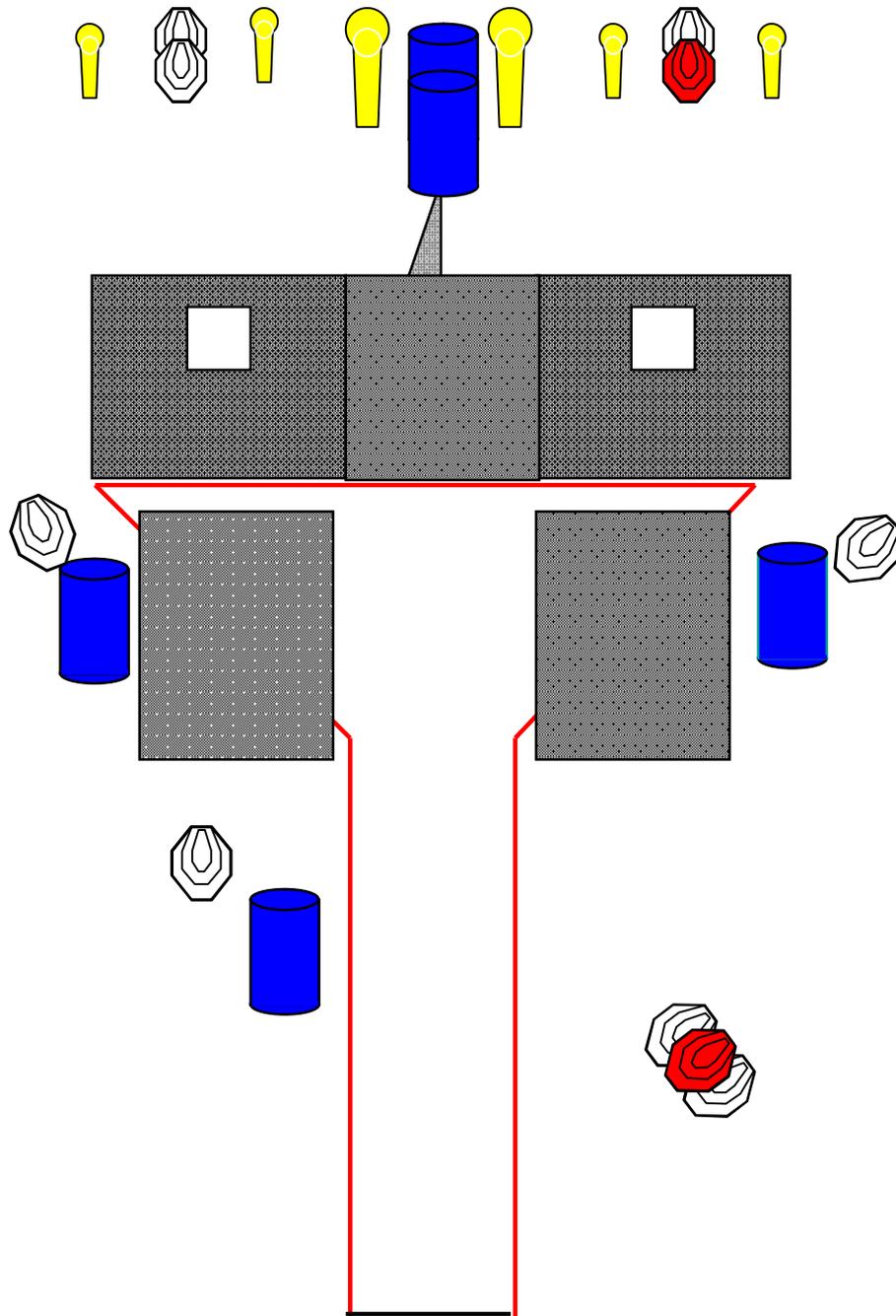
Stage 3



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

Stage 4

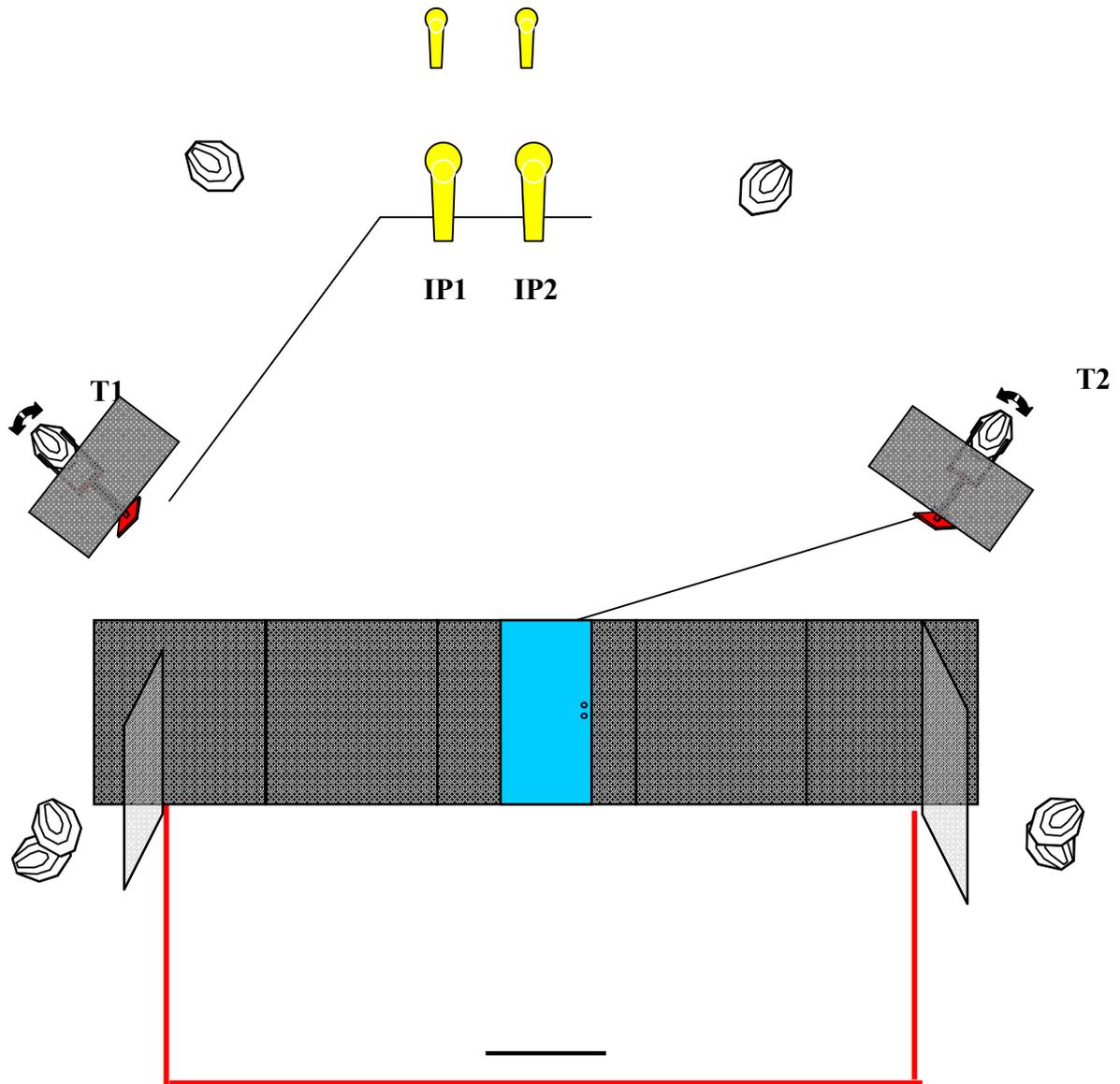
22 rounds



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

Stage 5

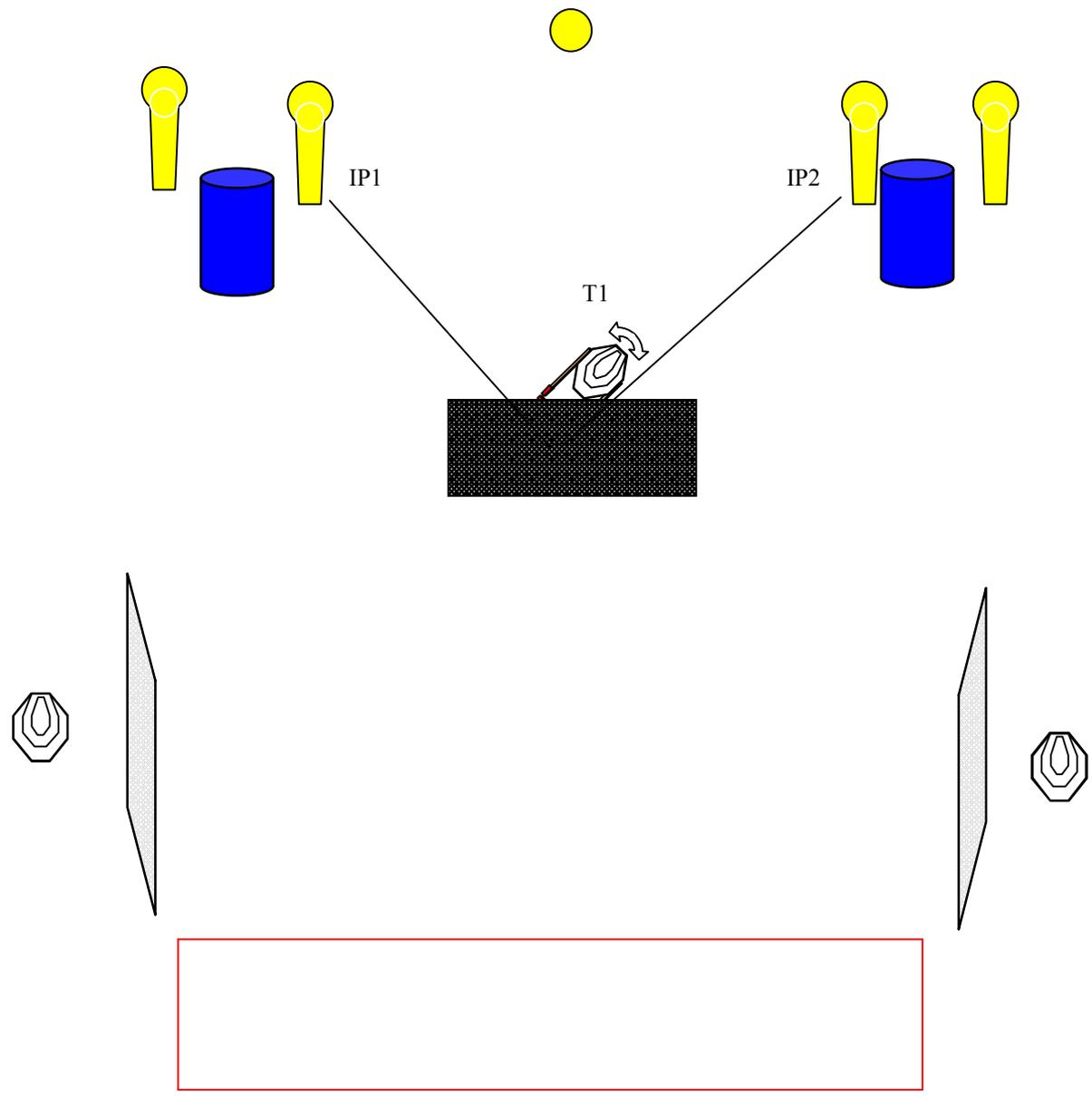
20 rounds



<b>Targets</b>	8 IPSC Targets, 2 IPSC Poppers, 2 Mini Poppers
<b>Rounds to be scored</b>	20
<b>Start position</b>	Standing , heels touching the black line.
<b>Time starts</b>	Audible signal
<b>Procedure</b>	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

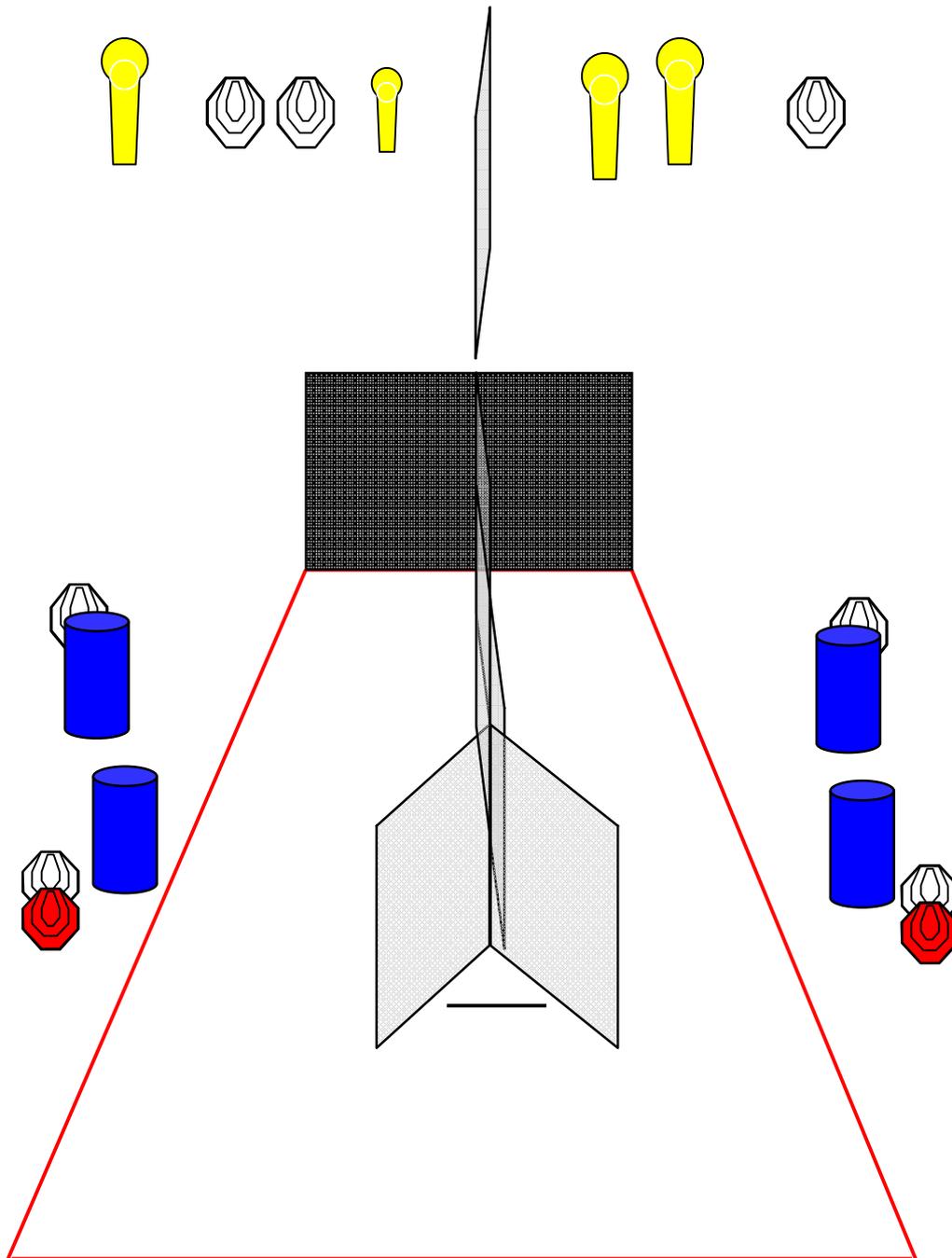
11 round



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

Stage 7

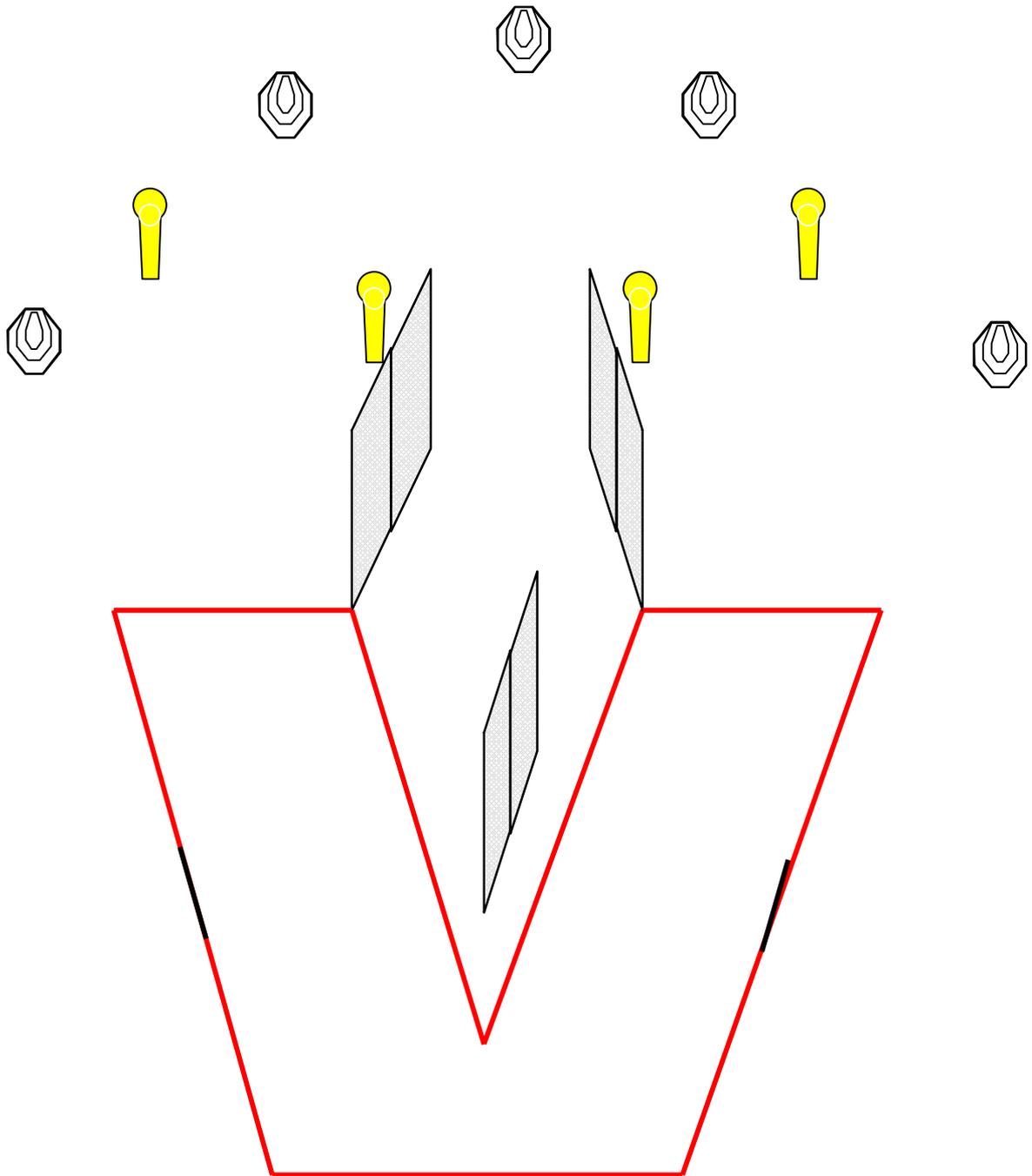
18 rounds



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

Stage 8

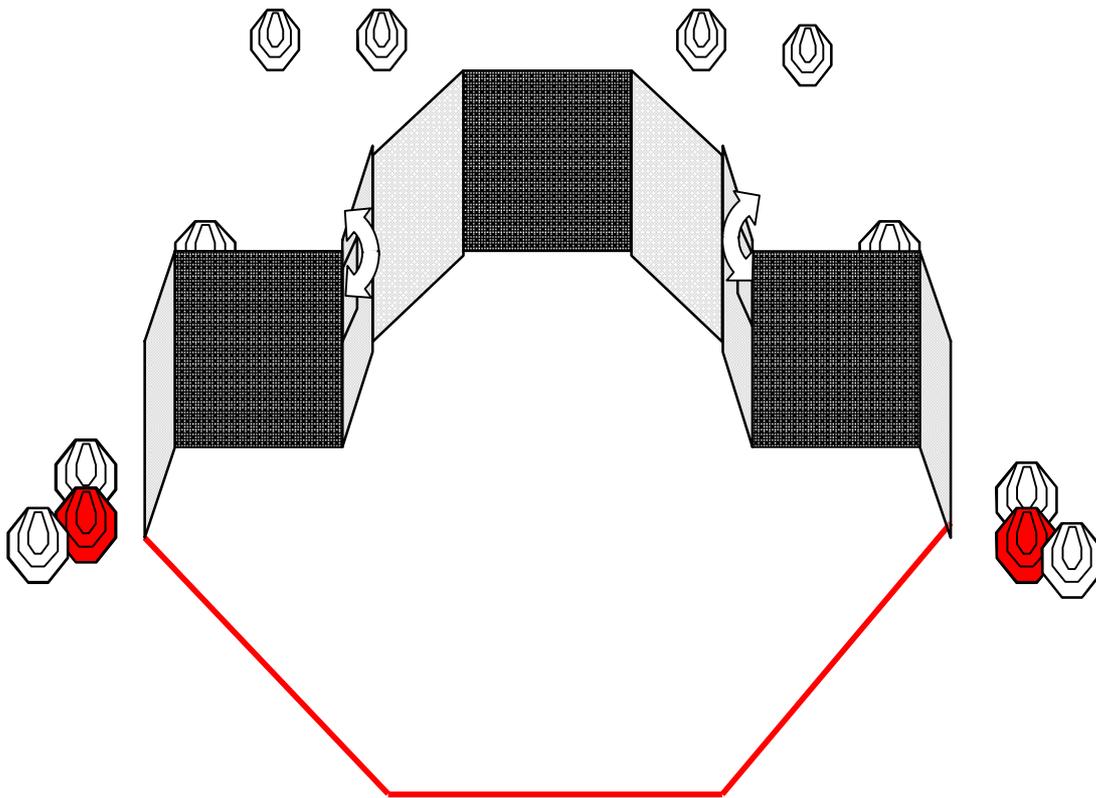
9 rounds



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

Stage 9

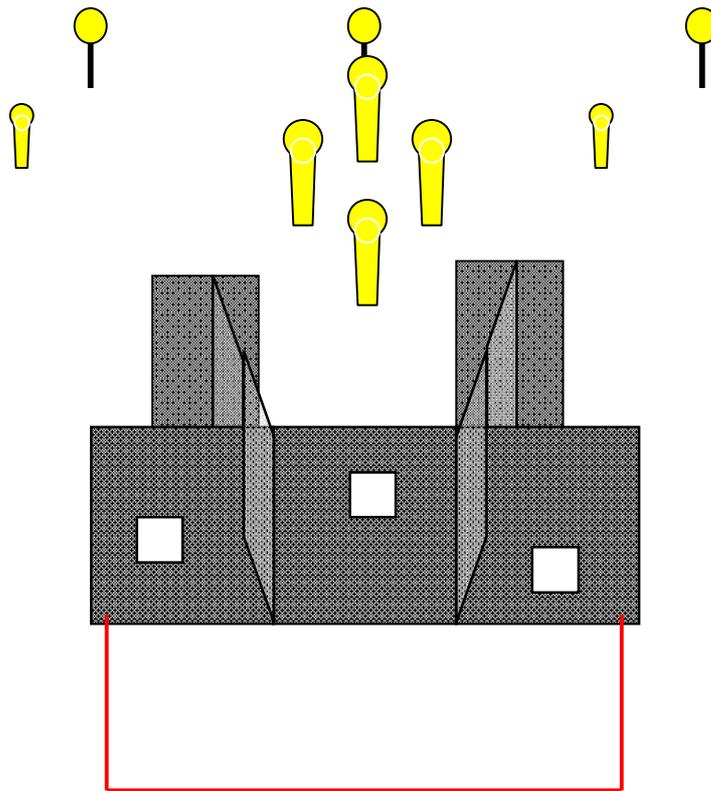
20 rounds



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

Stage 10

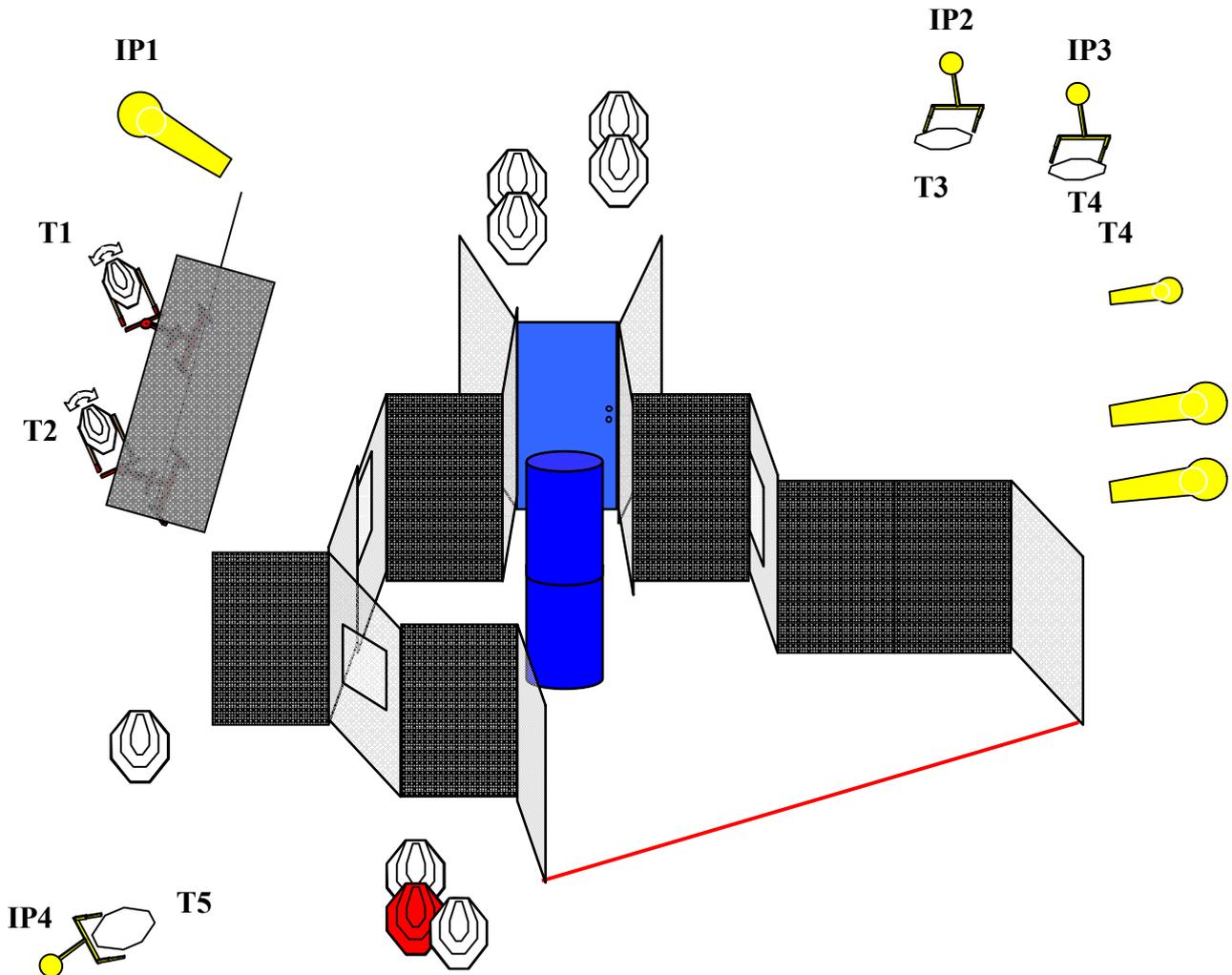
9 rounds



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

Stage 11

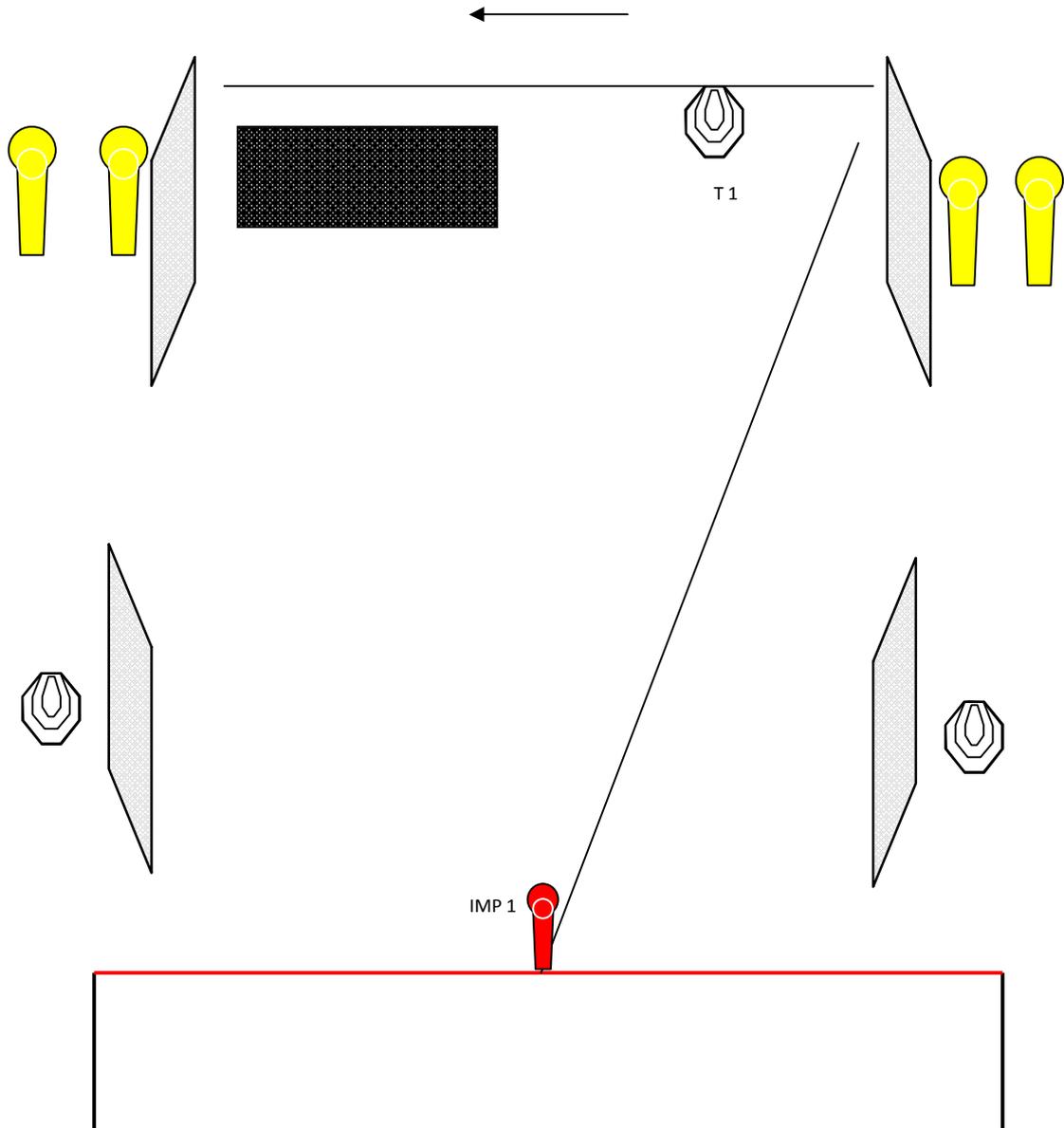
31 rounds



<b>Targets</b>	12 IPSC Targets, 3 IPSC Poppers, 1 Mini Popper, 3 IPSC Plates
<b>Rounds to be scored</b>	31
<b>Start position</b>	Standing, toe-cup touching the barrel
<b>Time starts</b>	Audible signal
<b>Procedure</b>	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



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