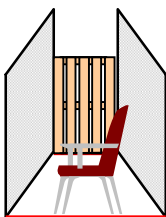
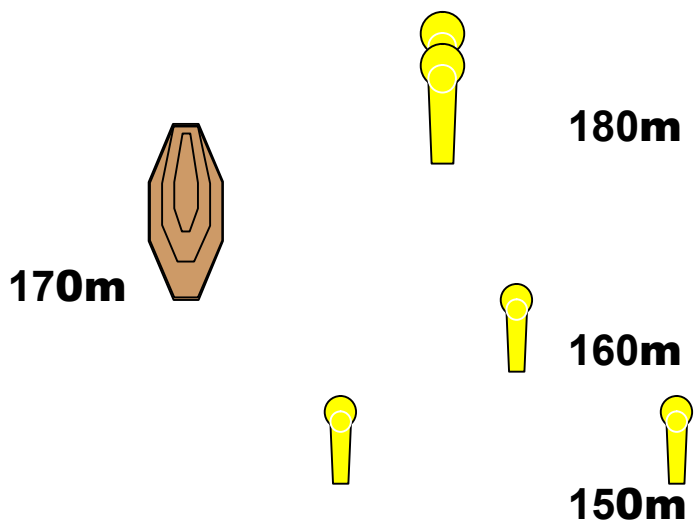


Stage 1

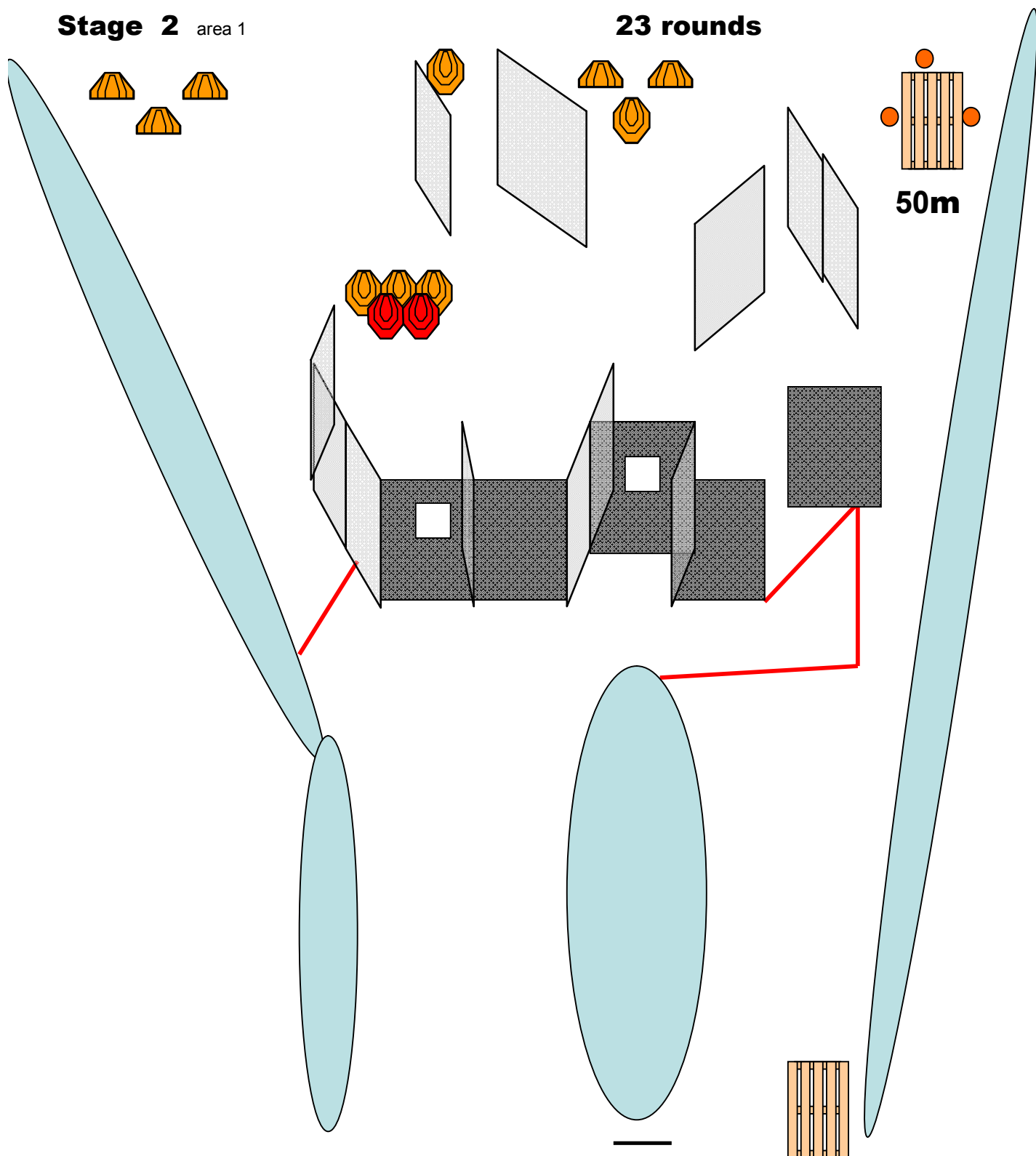
7 rounds



Targets	2 IPSC Poppers, 3 IPSC mini Poppers, 1 IPSC Rifle target
Rounds to be scored	7
Start position	Inside marked area, sitting on the chair
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area.

Stage 2 area 1

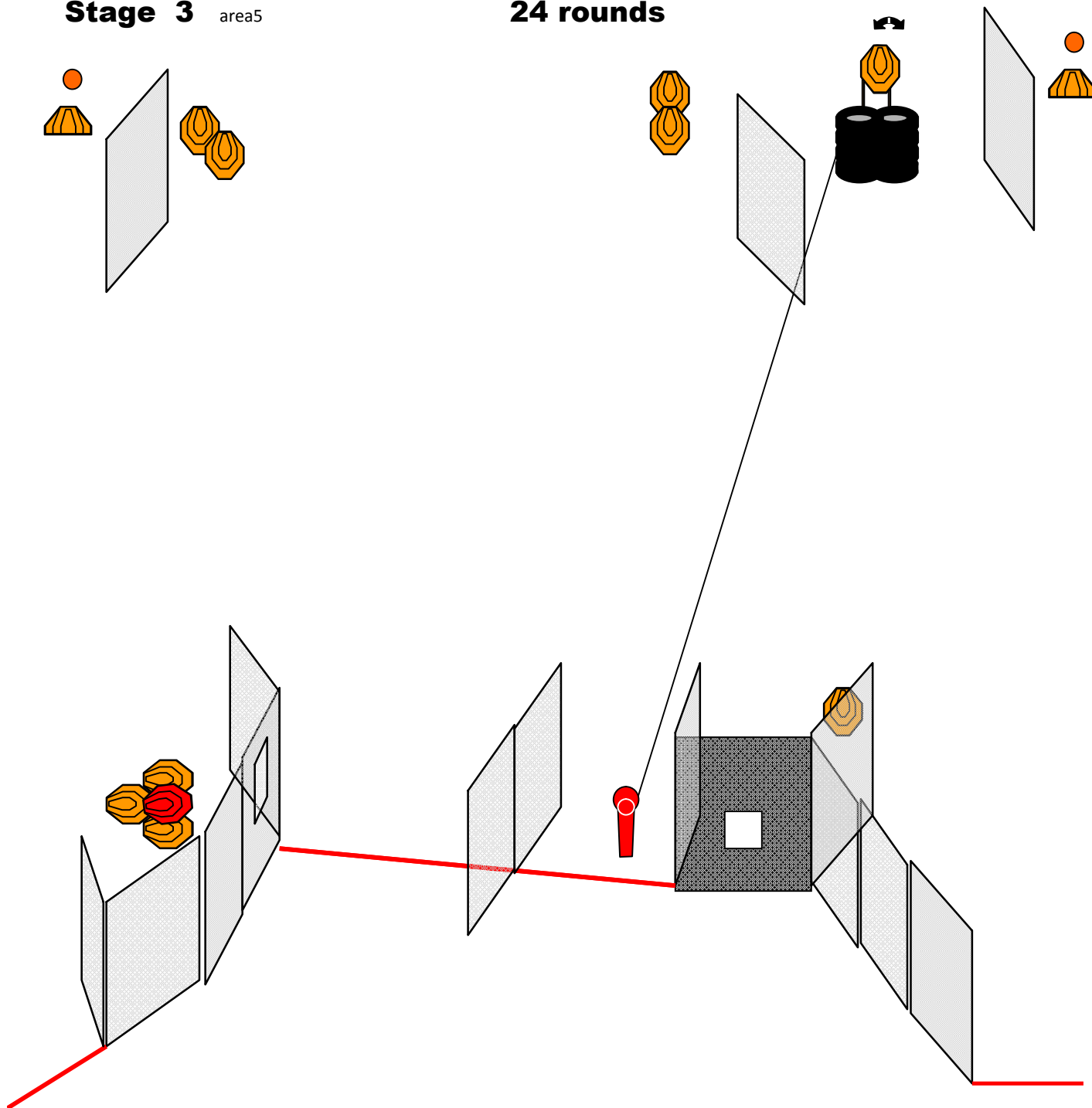
23 rounds



Targets	10 IPSC Mini Targets, 3 Plastic targets 10 sm, NO Shoots
Rounds to be scored	23
Start position	One foot touching the black line
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area

Stage 3 area5

24 rounds

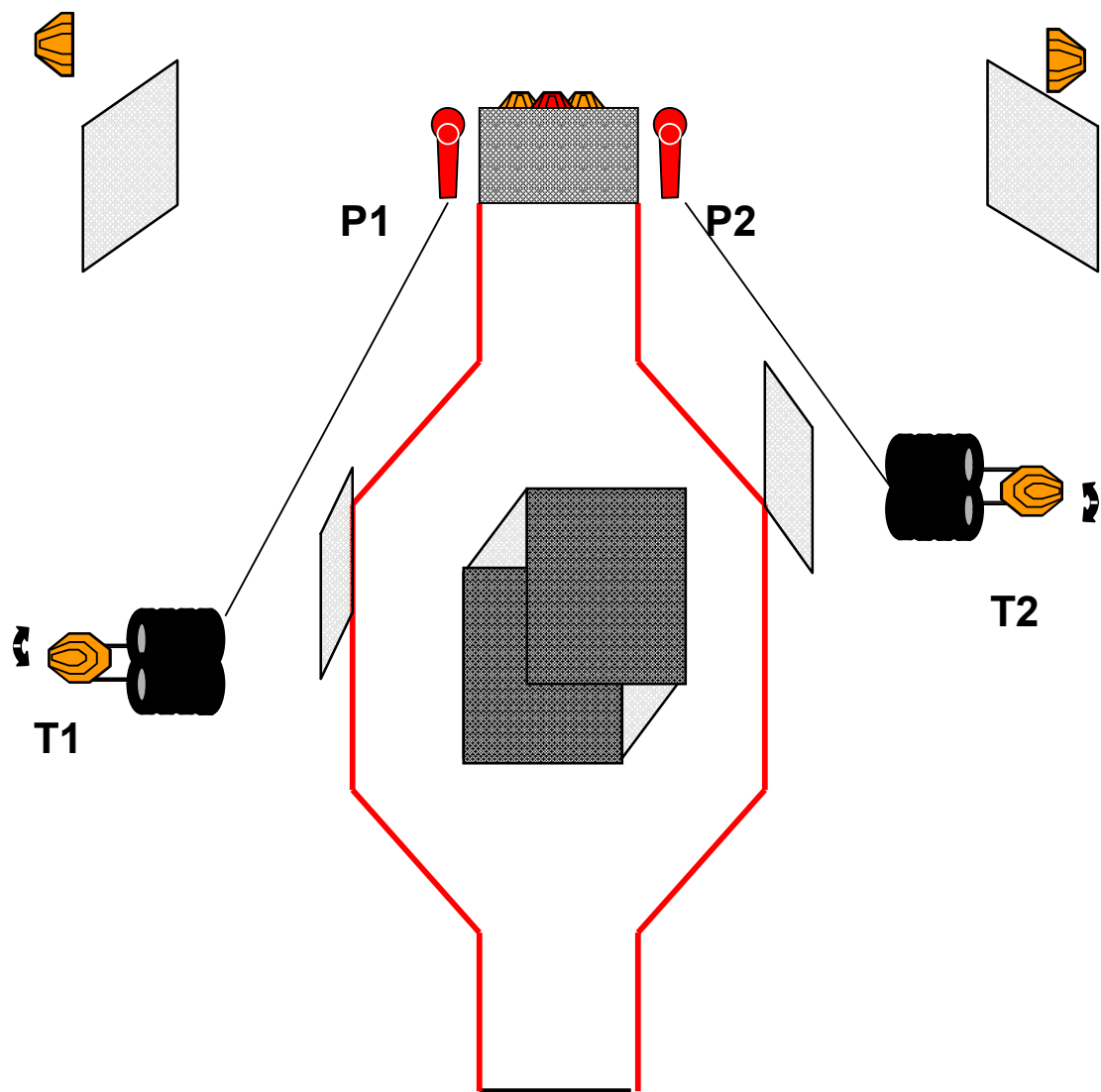


Targets	11 IPSC Mini Targets, 2 Plastic Targets
Rounds to be scored	24
Start position	Standing one foot touching black line
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area.

Stage 4

area 6

12 rounds

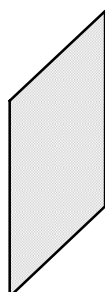
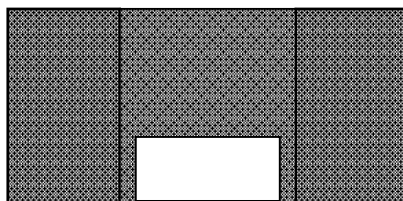


Targets	6 IPSC Mini Targets, NO shoots
Rounds to be scored	12
Start position	Standing , heels touching the black line.
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area. P1 &P2 activate T1&T2. All targets stay visible at rest

Stage 5

area 7

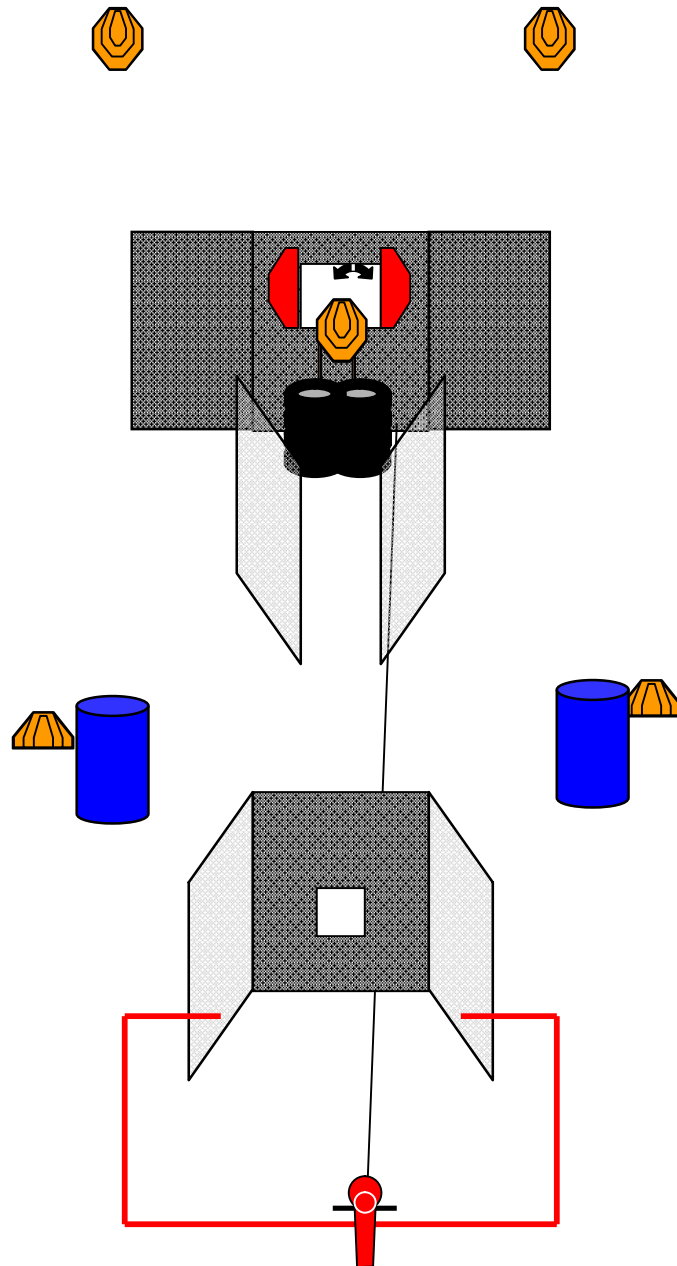
16 rounds



Targets	6 IPSC Mini Targets, 4 Plates
Rounds to be scored	16
Start position	Standing in the market area
Gun state	Gun is empty
Time starts	Audible signal
Procedure	At the start signal engage targets from the cradle.

Stage 6

area 9

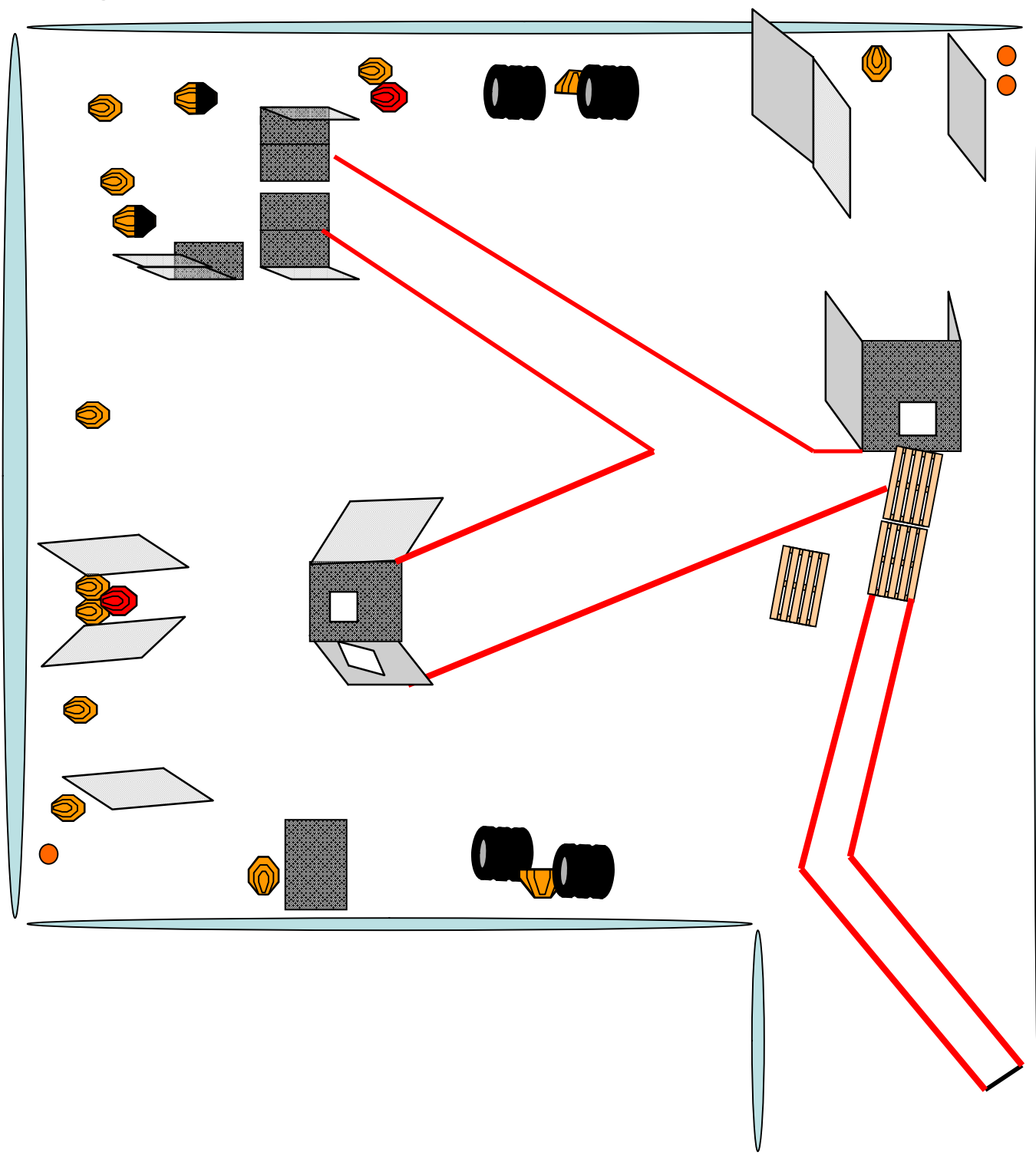
10 rounds

Targets	5 Mini target, NO shoot
Rounds to be scored	10
Gun state	Loaded, chamber empty
Start position	Standing , one foot touching black line
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area.

Stage 7

area11

33 rounds



Targets	15 IPSC Mini Targets, 3 Plates, NO shoots
Rounds to be scored	33
Start position	One foot touching the black line
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area. P1 activate T1, All moving targets remain visible at rest.