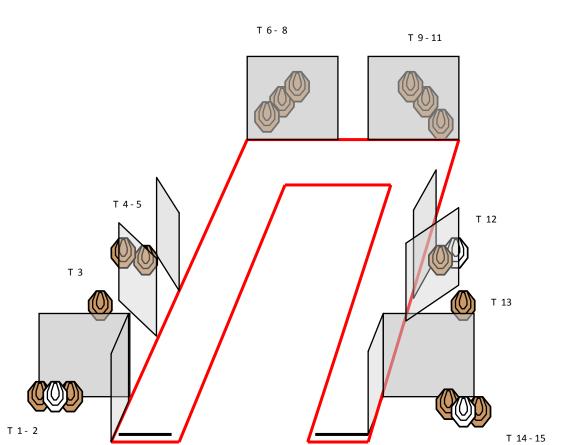


Type of Course	Medium course
Targets	10 IPSC Targets, 4 IPSC Poppers
Rounds to be scored	24
Possible points	120
Start position	Standing anywhere in marked area.
Gun state	Ready condition
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area.

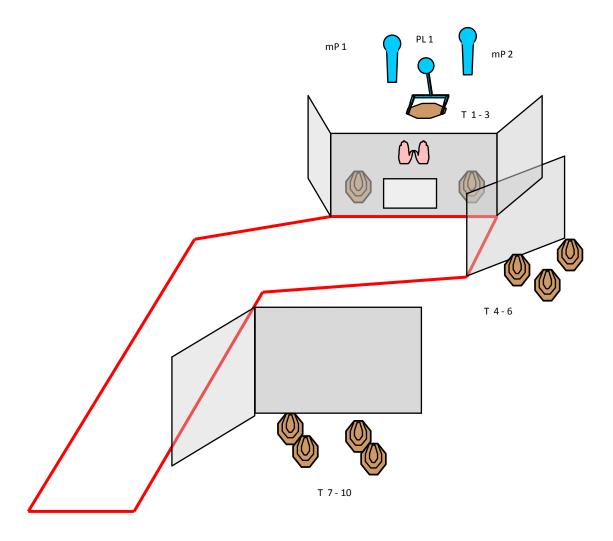
Stage 2 32 rounds





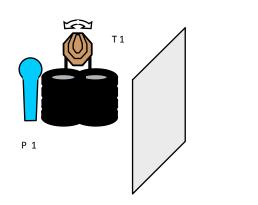
Type of Course	Long course
Targets	15 IPSC Targets, 2 IPSC Poppers, No Shoots
Rounds to be scored	32
Possible points	160
Start position	Standing , heels touching the black line.
Gun state	Ready condition
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area.

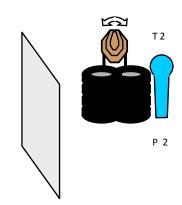
Stage 3 23 rounds

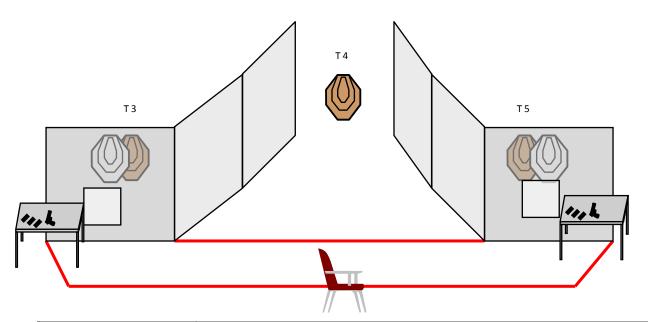


Type of Course	Medium course
Targets	10 IPSC Targets, 2 IPSC Mini Poppers, 1 Plate
Rounds to be scored	23
Possible points	115
Start position	Standing, hands on the marks.
Gun state	Ready condition
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area.

Stage 4 12 rounds

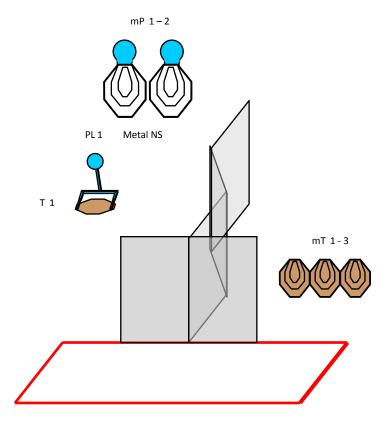






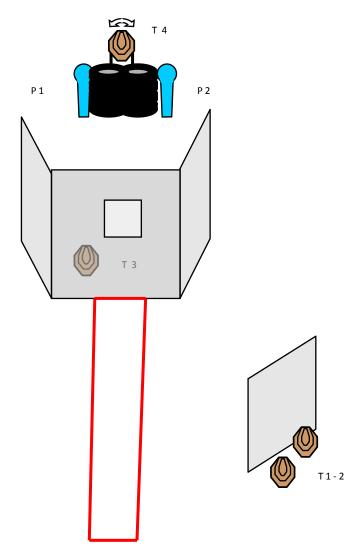
Type of Course	Short course
Targets	5 IPSC Targets, 2 IPSC Poppers, No Shoots
Rounds to be scored	12
Possible points	60
Start position	Sitting on the chair.
Gun state	Chamber and magwell empty laying on the left or right table downrange and all magazines on the other table.
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area. P1 and P2 activates T1 and T2. All moving targets remain visible at rest.

Stage 5 11 rounds



Type of Course	Short course
Targets	1 IPSC Target, 3 IPSC Mini Targets, 2 IPSC Mini Poppers, 1 Plate
Rounds to be scored	11
Possible points	55
Start position	Standing anywhere in marked area.
Gun state	Ready condition
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area.

Stage 6 10 rounds



Type of Course	Short course
Targets	4 IPSC Targets, 2 IPSC Poppers
Rounds to be scored	10
Possible points	50
Start position	Standing anywhere in marked area .
Gun state	Chamber empty, magazine inserted
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area.