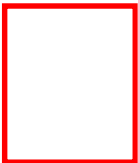
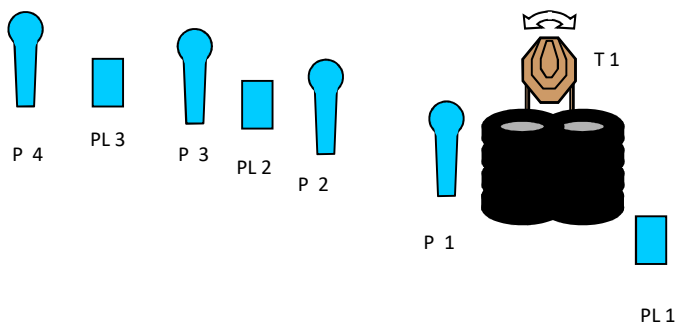


Stage 1

9 rounds

Handgun

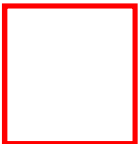
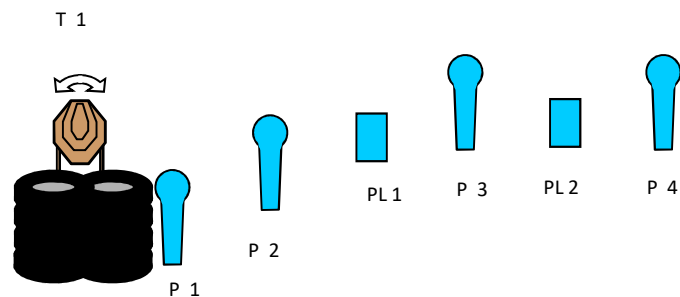


Type of Course	Short course
Targets; Distance	1 IPSC Targets, 4 IPSC Poppers, 3 IPSC Plates
Number of rounds to be scored	9
Possible points	45
Start position	Standing anywhere within marked area.
Handgun Ready Condition	Chamber and magwell empty
Time starts	Audible signal
Procedure	On signal, engage all targets STRONG HAND ONLY . P 1 activate T 1. T 1 remain visible at rest.

Stage 2

8 rounds

Handgun

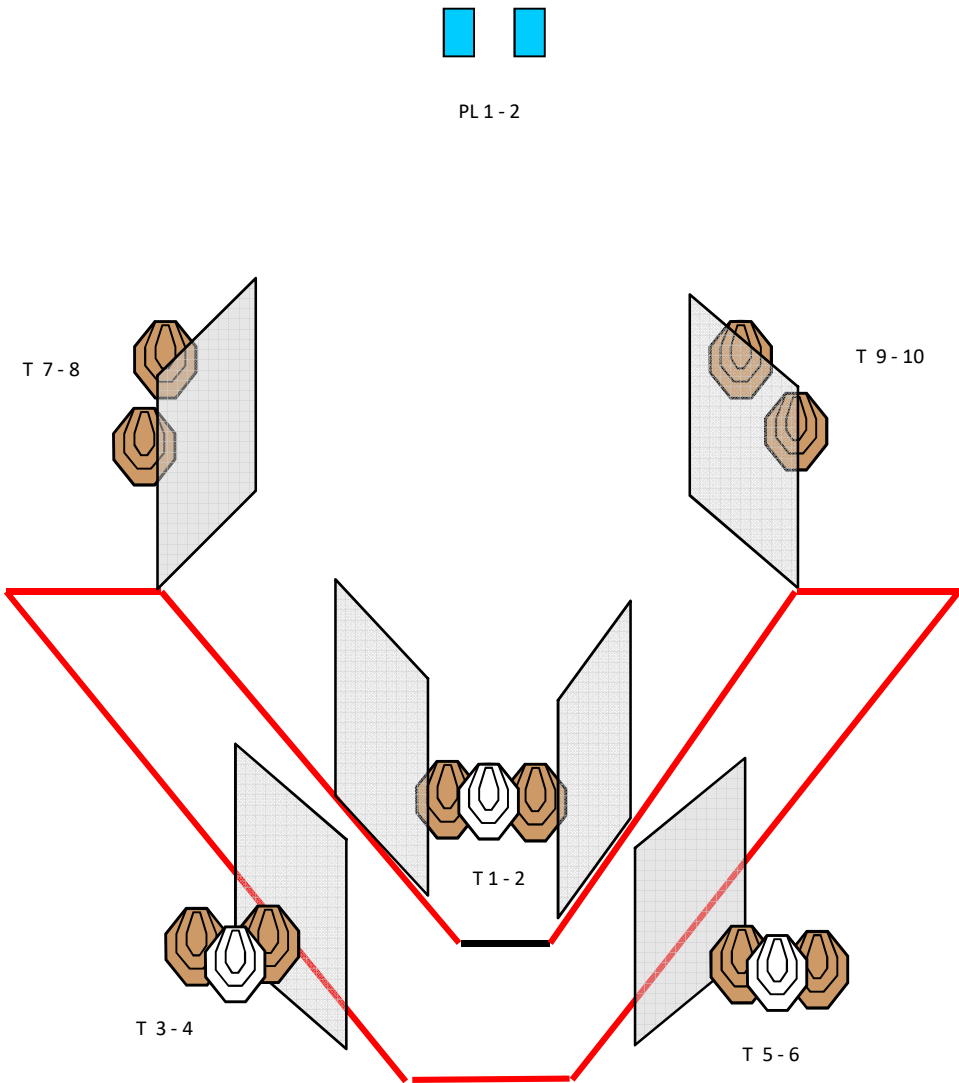


Type of Course	Short course
Targets	1 IPSC Target, 4 IPSC Poppers, 2 IPSC Plates
Number of rounds to be scored	8
Possible points	40
Start position	Standing anywhere within marked area.
Time starts	Audible signal.
Procedure	On signal, engage all targets WEAK HAND ONLY . P 1 activate T1. T1 remain visible at rest.

Stage 3

22 rounds

Handgun

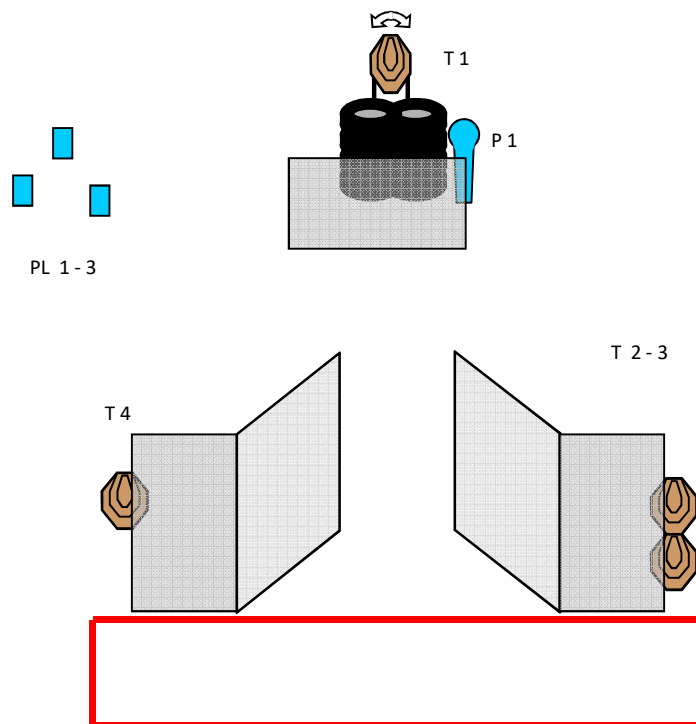


Type of Course	Medium course
Targets; Distance	10 IPSC Targets, 2 IPSC Plates, No Shoots
Number of rounds to be scored	22
Possible points	110
Start position	Standing , toes touching the black line.
Time starts	Audible signal
Procedure	On signal, engage all targets.

Stage 4

12 rounds

Handgun

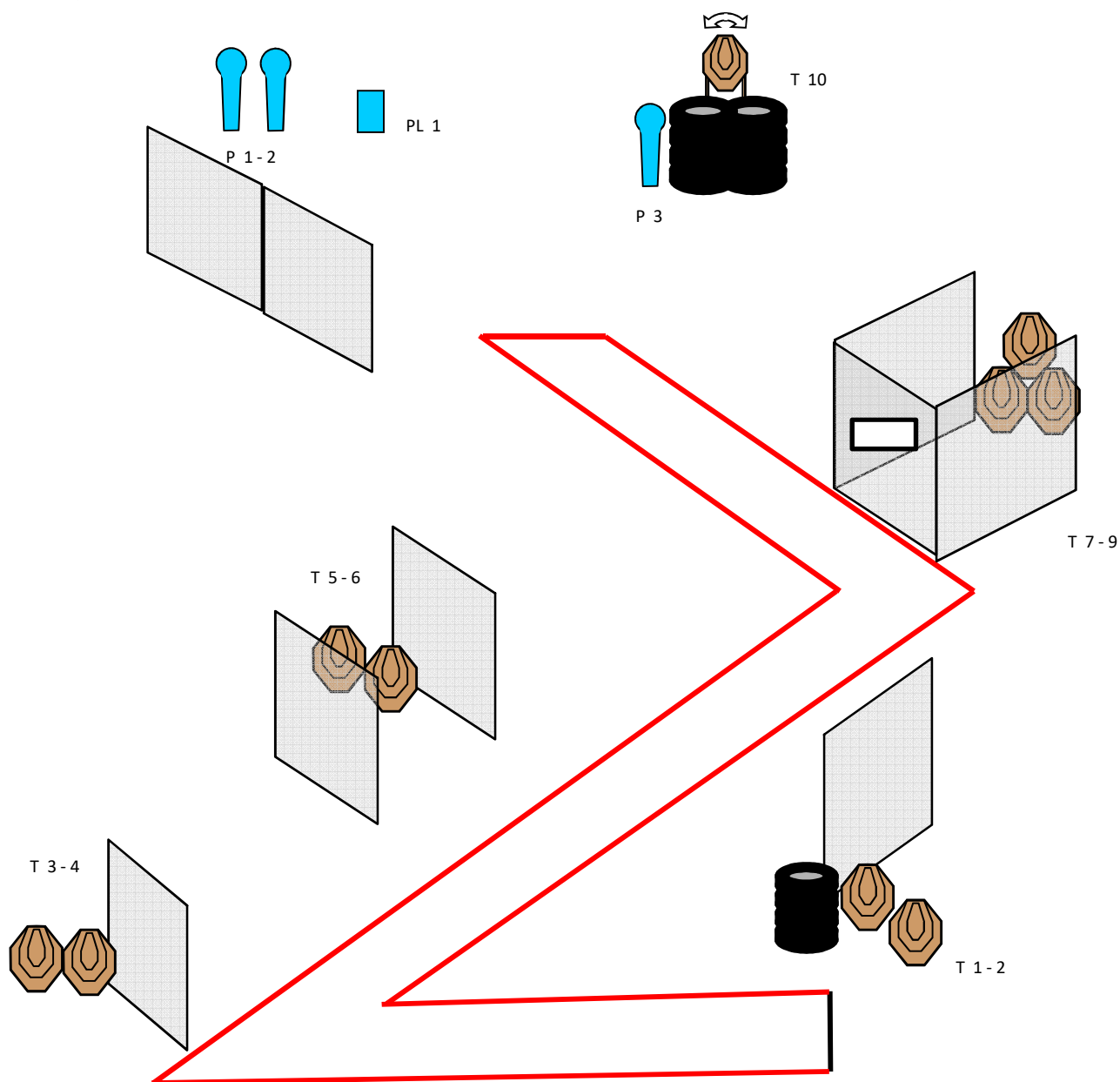


Type of Course	Short course
Targets; Distance	4 IPSC Targets, 1 IPSC Popper, 3 Plates
Number of rounds to be scored	12
Possible points	60
Start position	Standing anywhere within marked area.
Handgun Ready Condition	Chamber empty
Time starts	Audible signal
Procedure	On signal engage all targets. P 1 activate T1. T1 remain visible at rest.

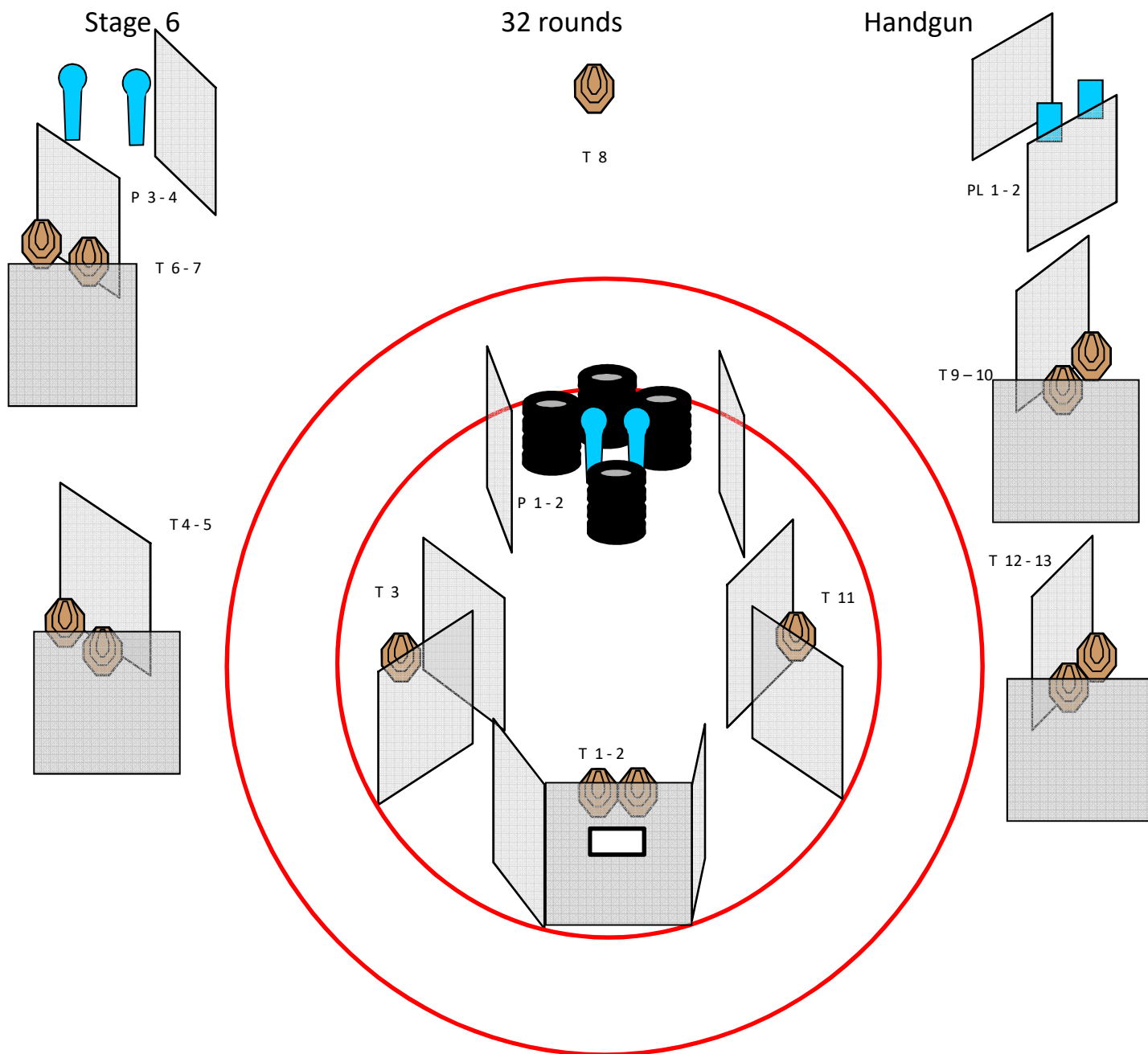
Stage 5

24 rounds

Handgun



Type of Course	Medium course
Targets; Distance	10 IPSC Targets, 3 IPSC Poppers, 1 IPSC Plate
Number of rounds to be scored	24
Possible points	120
Start position	Standing , one foot touching the black line.
Time starts	Audible signal
Procedure	On signal, engage all targets.



Type of Course	Long course
Targets; Distance	13 IPSC Targets, 4 IPSC Poppers, 2 IPSC Plates
Number of rounds to be scored	32
Possible points	160
Start position	Standing anywhere within marked area.
Time starts	Audible signal
Procedure	On signal, engage all targets.