

STAGE ONE

RANGE ONE

START POSITION: At marked position, heels touching mark. Handgun and ALL magazines to be used, placed anywhere on the table, handgun pointing directly downrange.

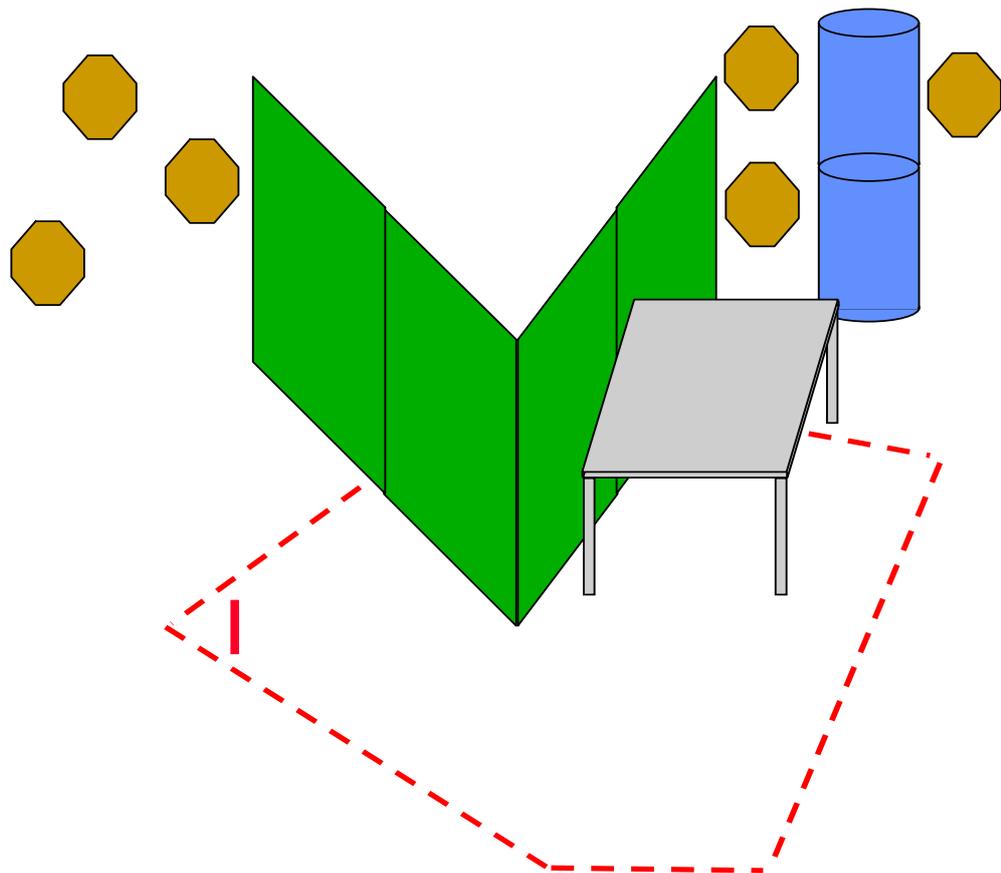
STAGE PROCEDURE:

On signal, engage all targets. .

SCORING

TARGETS: 6 IPSC MINI targets

No of rounds to be scored: 12



SETUP NOTES:

ALL TARGETS ARE MINI TARGETS

RO NOTES:

STAGE TWO

RANGE TWO

START POSITION: Standing anywhere within the designated area.

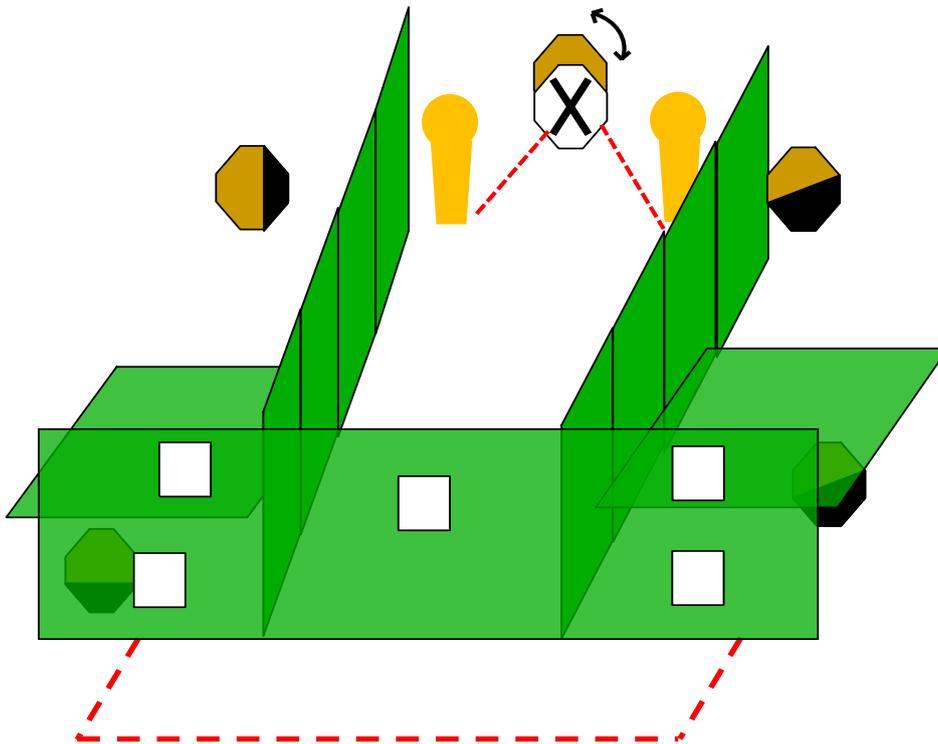
STAGE PROCEDURE:

On signal, engage all targets.
Centre target is a clamshell target activated by felling either popper and remains visible at rest.

SCORING

TARGETS: 5 IPSC, 2 IPSC poppers

No of rounds to be scored: 12



SETUP NOTES:

On left and right-side, only one target is visible from each port.

Centre target is a clamshell target activated by felling either popper. It does NOT disappear at rest.

RO NOTES:

STAGE FOUR

RANGE FOUR

START POSITION: At marked position, heels touching mark.

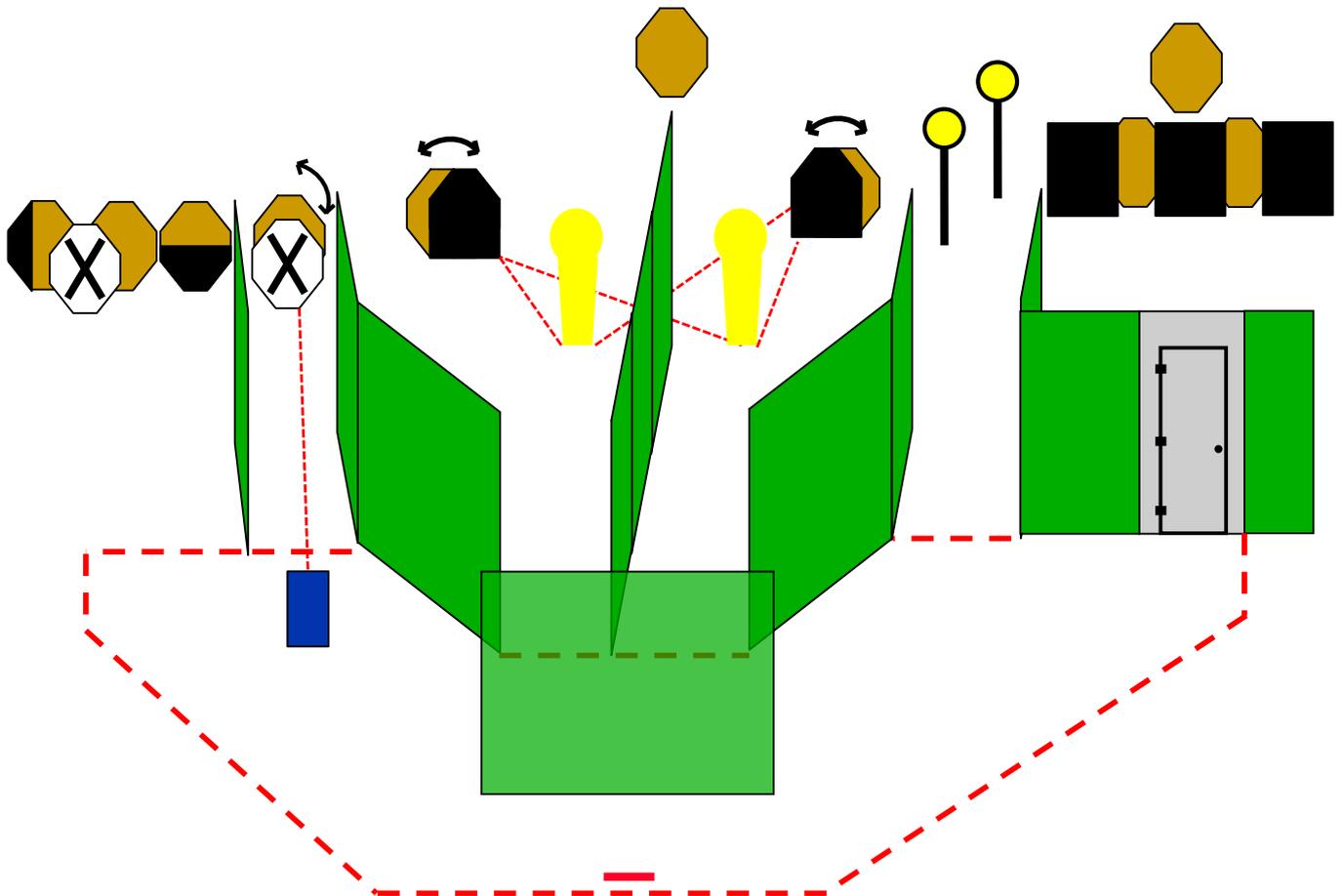
STAGE PROCEDURE:

On signal, engage all targets.
Clamshell target activated by stomp plate,
swingers activated together by felling either
popper, all targets remain visible at rest.

SCORING

TARGETS: 10 IPSC paper targets, 2
IPSC poppers, 2 IPSC plates

No of rounds to be scored: 24



SETUP NOTES:

Clamshell target activated by stomp plate, swingers
activated together by felling either
popper, There are NO disappearing targets.

RO NOTES:

STAGE FIVE

RANGE FIVE

START POSITION: Standing anywhere within the designated area.

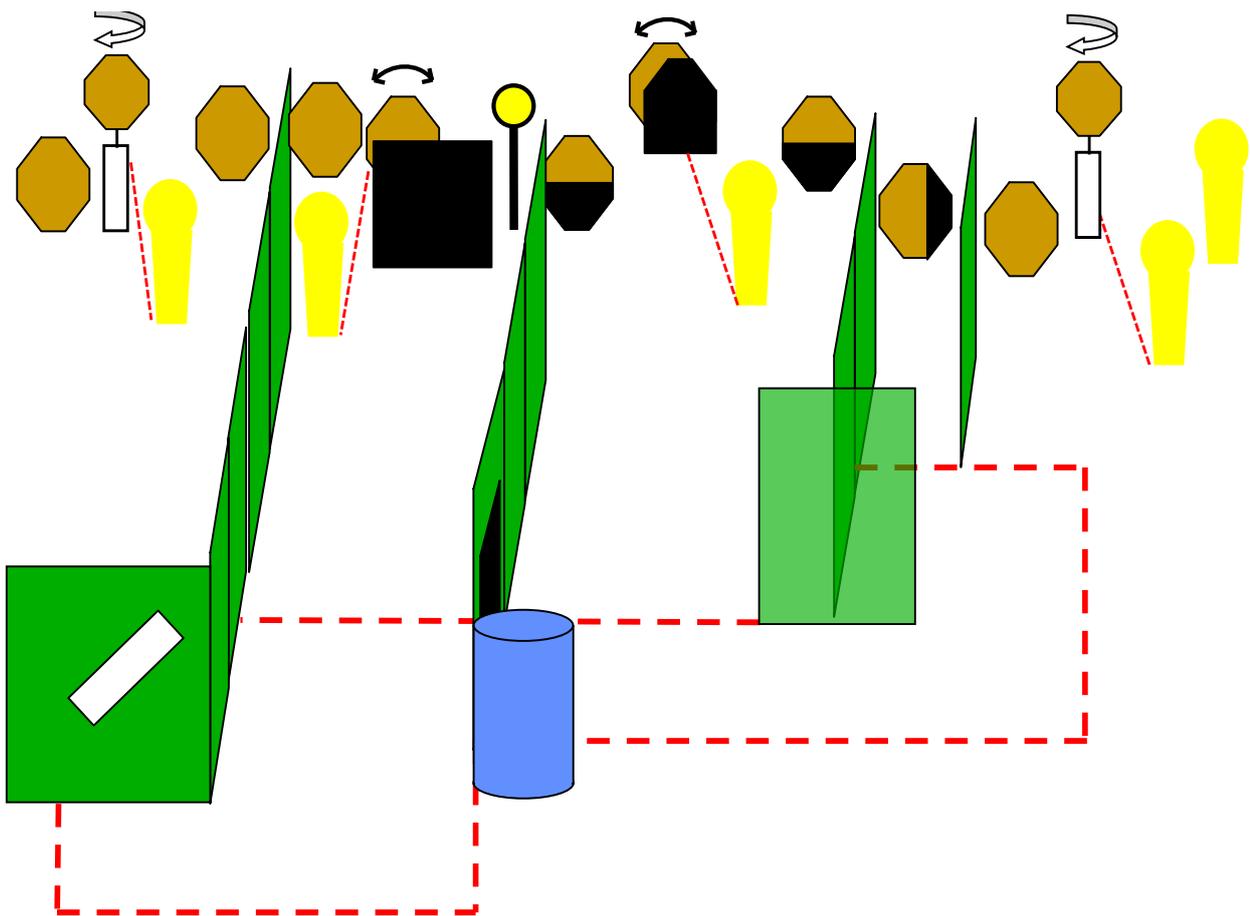
STAGE PROCEDURE:

On signal, engage all targets.
Drop turner and swinger targets are activated by felling respective poppers. Swinger target does NOT disappear; drop turner targets disappear and do not attract penalties for misses.

SCORING

TARGETS: 11 IPSC paper targets, 5 IPSC poppers, 1 IPSC plate

No of rounds to be scored: 28



SETUP NOTES:

Drop turner and swinger targets are activated by felling respective poppers. Swinger target does NOT disappear, drop turner targets disappear and do not attract penalties for misses.

Barrier near drum has a door that competitors are required to pass through. Door opens away from competitor from left side of stage.

RO NOTES:

STAGE SIX

RANGE SIX

START POSITION: At marked position, heels touching mark.

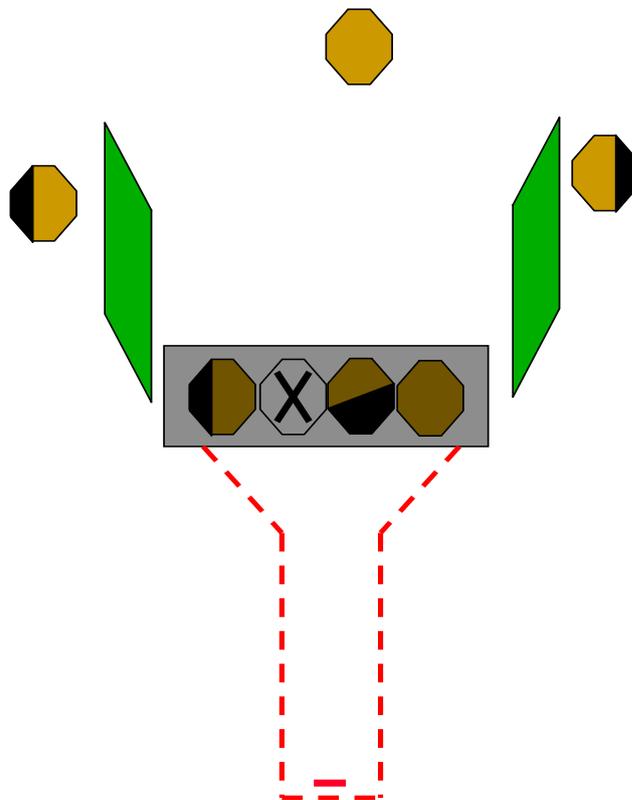
STAGE PROCEDURE:

On signal, engage all targets.

SCORING

TARGETS: 6 IPSC paper targets

No of rounds to be scored: 12



SETUP NOTES:

Left and right targets are not visible from in front of low barricade.

Centre 4 target array is on the ground behind the low barricade and only visible when competitor is at the low barricade.

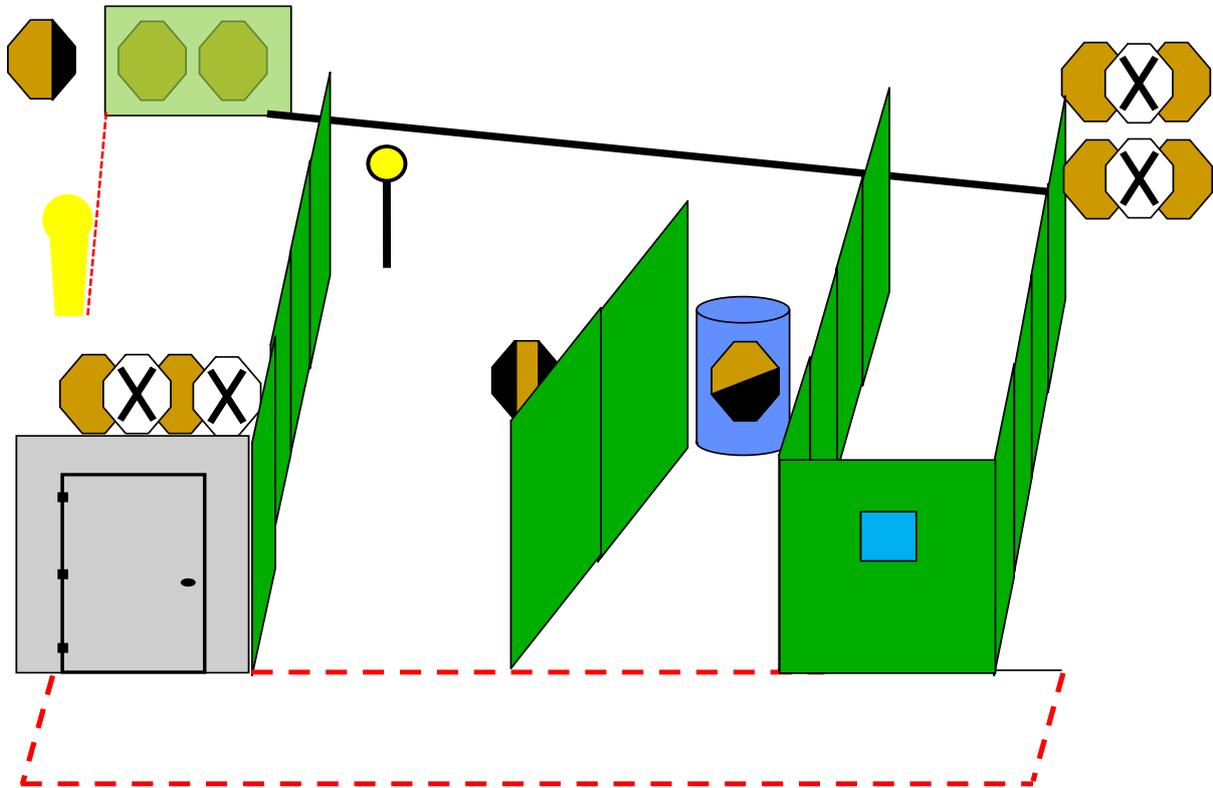
RO NOTES:

STAGE SEVEN

RANGE SEVEN

START POSITION: Standing anywhere within the designated area.

STAGE PROCEDURE:	SCORING
<p>On signal, engage all targets.</p> <p>Felling popper activates moving targets which remain visible at rest by opening flap in right port.</p> <p>Moving targets are behind cover until activated.</p>	<p>TARGETS: 11 IPSC paper targets, 1 IPSC poppers, 1 IPSC plate</p> <p>No of rounds to be scored: 24</p>

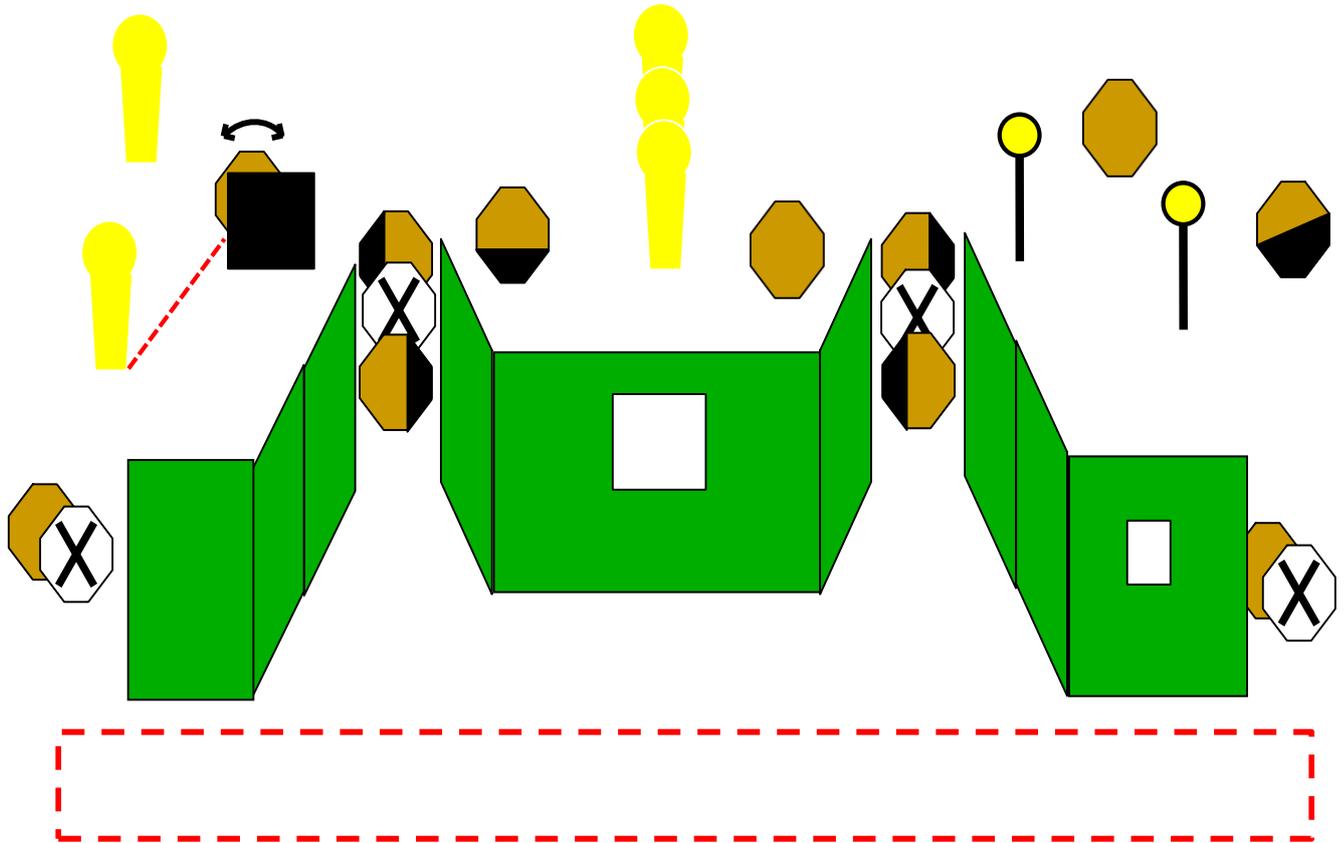


SETUP NOTES:	RO NOTES:
<p>Felling popper activates moving targets which remain visible at rest by opening flap in right port.</p> <p>Moving targets are behind cover until activated.</p>	

STAGE EIGHT RANGE EIGHT

START POSITION: Standing anywhere within the designated area.

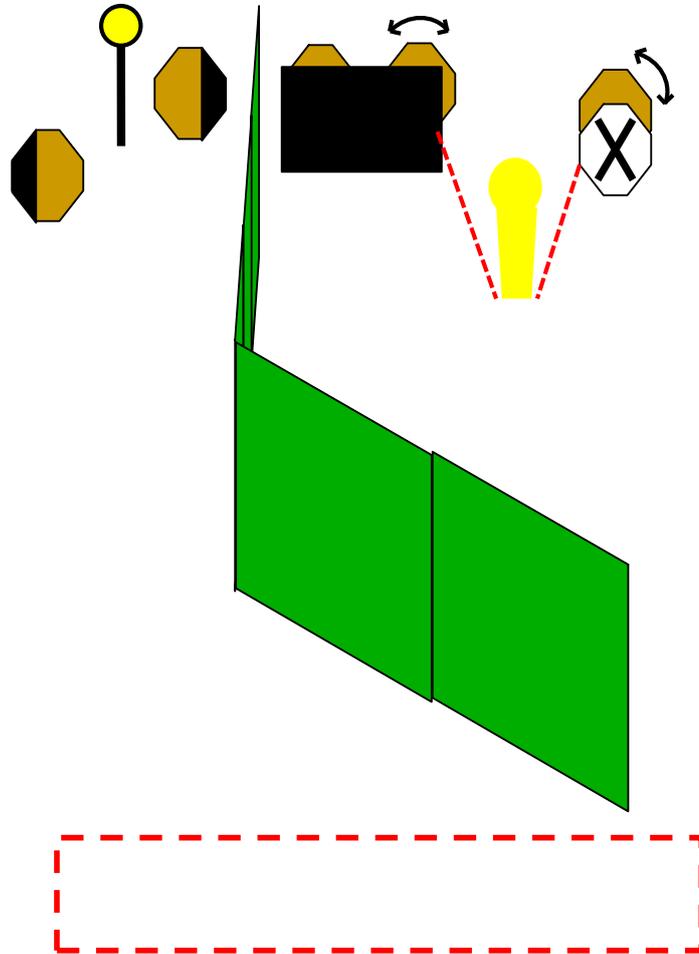
<p>STAGE PROCEDURE:</p> <p>On signal, engage all targets. Felling popper activates swinging target which does NOT disappear at rest.</p>	<p style="text-align: center;">SCORING</p> <p>TARGETS: 11 IPSC paper targets, 5 IPSC poppers, 2 IPSC plates</p> <p>No of rounds to be scored: 29</p>
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<p>SETUP NOTES:</p> <p>Felling popper activates swinging target which does NOT disappear at rest.</p>	<p>RO NOTES:</p>
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STAGE NINE	RANGE NINE
<p>START POSITION: Standing anywhere within the designated area. Handgun is chamber <i>and</i> magwell <i>EMPTY</i> and all magazines are on belt</p>	

<p>STAGE PROCEDURE:</p> <p>On signal, engage all targets. Clamshell and swinger targets are activated by felling popper and do NOT disappear at rest.</p>	<p style="text-align: right;">SCORING</p> <p>TARGETS: 5 IPSC paper targets, 1 IPSC popper, 1 IPSC plate</p> <p>No of rounds to be scored: 12</p>
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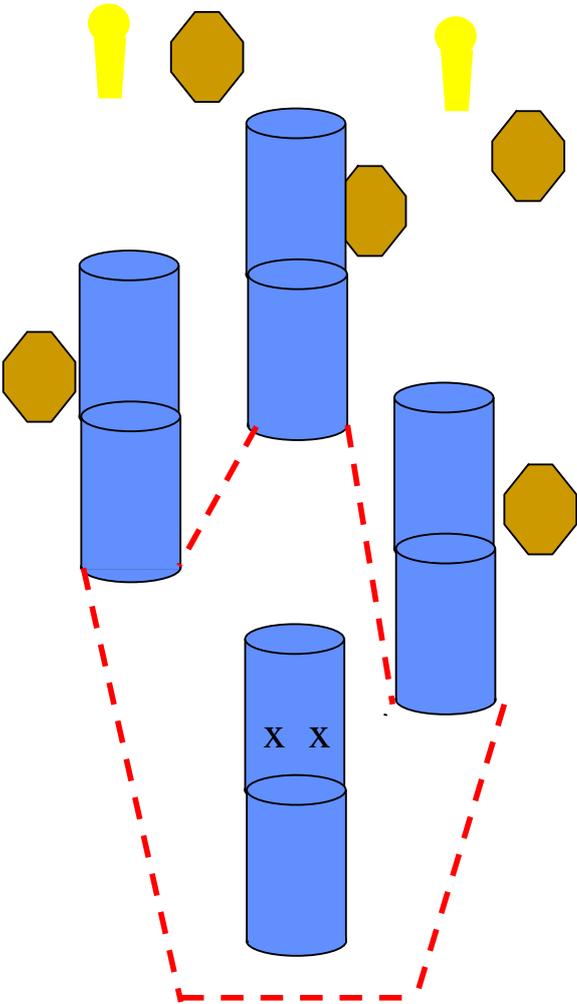
<p>SETUP NOTES:</p> <p>Clamshell and swinger targets are activated by felling popper and do NOT disappear at rest.</p>	<p>RO NOTES:</p>
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STAGE TEN **RANGE TEN**

START POSITION: Standing at drum with hands placed on 'X' mark.

<p>STAGE PROCEDURE:</p>	<p>SCORING</p>
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<p>On signal, engage all targets STRONG hand ONLY.</p>	<p>TARGETS: 5 IPSC paper targets, 2 IPSC mini poppers</p>
	<p>No of rounds to be scored: 12</p>



<p>SETUP NOTES: Rear most poppers and paper target are IPSC MINI targets and must be placed a minimum of 2 metres behind closest full IPSC Target.</p>	<p>RO NOTES:</p>
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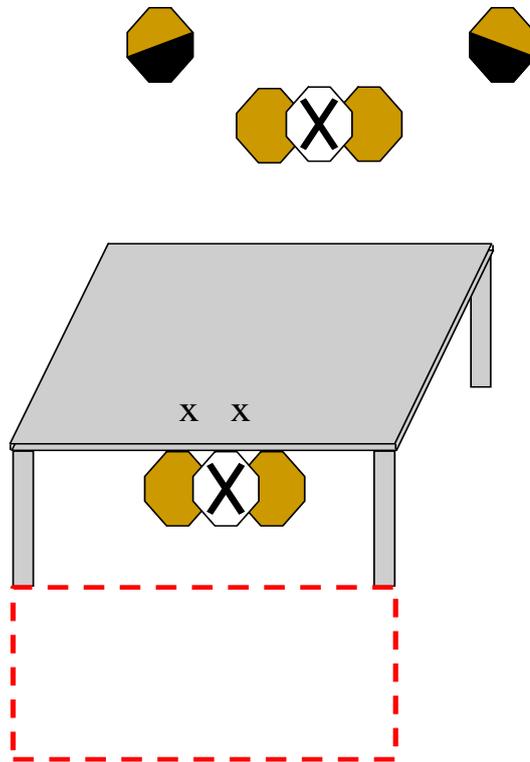
STAGE ELEVEN **RANGE ELEVEN**

START POSITION: Standing at table with hands **FLAT** on 'X' marks. Handgun is placed on the table.

<p>STAGE PROCEDURE:</p>	<p>SCORING</p>
	<p>TARGETS: 6 IPSC paper targets</p>

On signal, engage all targets **WEAK** hand **ONLY**.

No of rounds to be scored: 12



SETUP NOTES:

High targets are to be setup to ensure no 'shoot throughs' occur when lower targets are engaged.

RO NOTES:

STAGE TWELVE

RANGE TWELVE

START POSITION: Handgun is chamber empty/magazine inserted and placed on marked position pointing directly downrange. All magazines are on the belt.

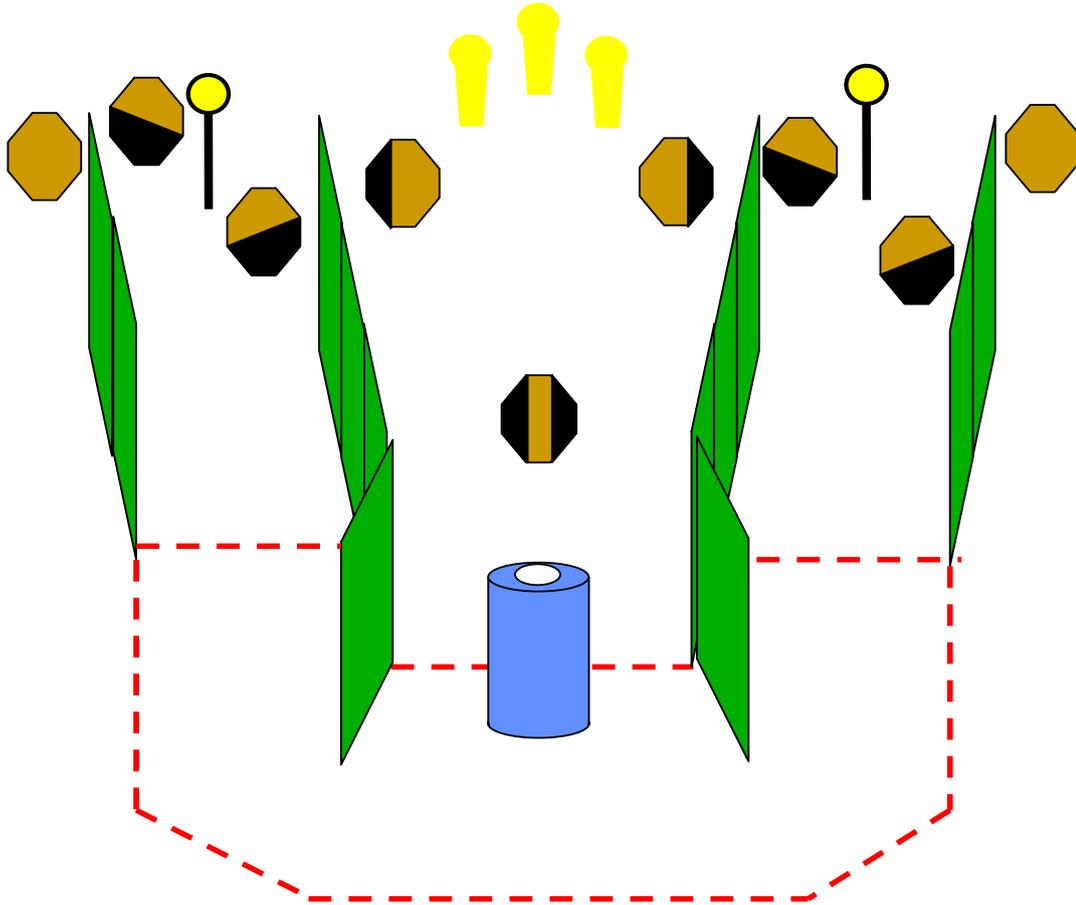
STAGE PROCEDURE:

SCORING

On signal, engage all targets.

TARGETS: 9 IPSC paper targets, 3 IPSC mini poppers, 2 IPSC plates

No of rounds to be scored: 23



SETUP NOTES:

Mini poppers are to be placed a minimum of 2 meters to the rear of closest full IPSC target.

RO NOTES: