

STAGE ONE

RANGE ONE

START POSITION: Lying on sun lounge, feet crossed at ankles, hands interlocked on the head. Handgun has magazine well and chamber empty and is placed on table with muzzle pointing downrange, all magazines to be used placed anywhere on table.

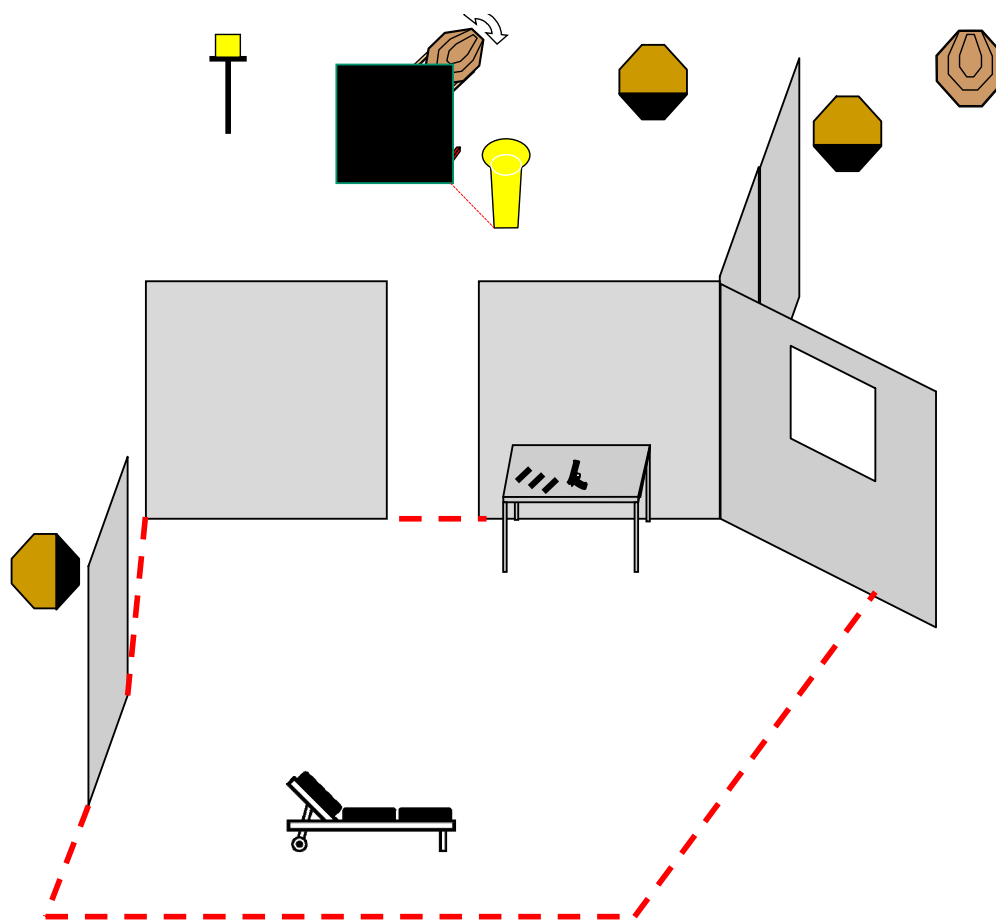
STAGE PROCEDURE: On the signal engage all targets as seen from within the designated area.

Felling popper activates swinging target which remains visible at rest.

SCORING

TARGETS: 5 IPSC paper targets, 1 IPSC Plate, 1 IPSC Popper

Rounds to be scored: 12 rounds, 60 points



SETUP NOTES:

Felling popper activates swinger target which remains visible at rest.

RO NOTES:

STAGE TWO

RANGE TWO

START POSITION: Standing with heels touching mark.

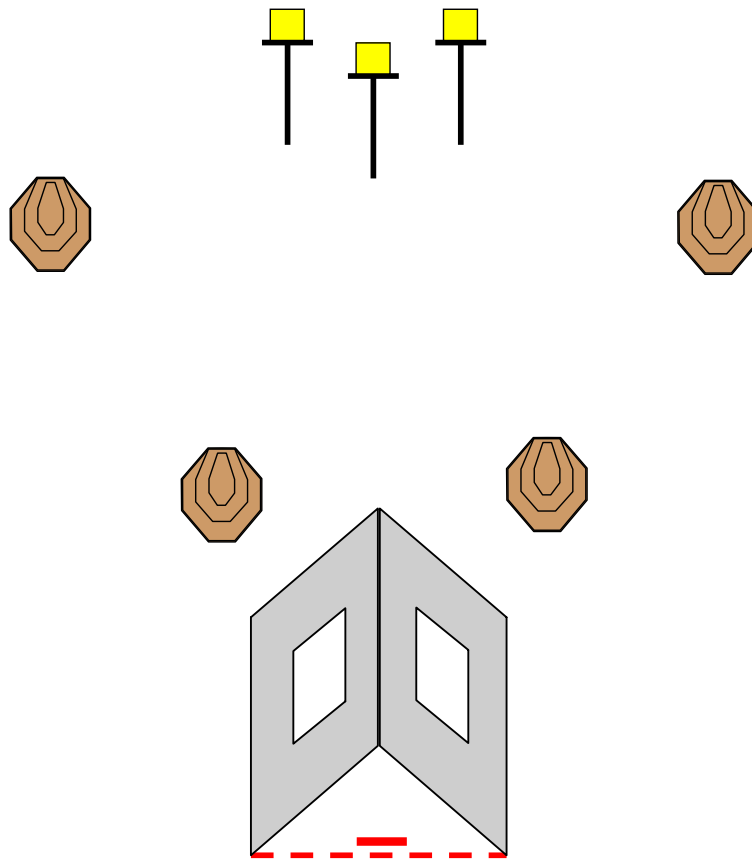
STAGE PROCEDURE:

On signal engage targets from within the designated area.

SCORING

TARGETS: 4 IPSC paper targets, 3 IPSC plates

No of rounds to be scored: 11



SETUP NOTES:

RO NOTES:

STAGE THREE

RANGE THREE

START POSITION: Gripping door handle with **BOTH** hands.

STAGE PROCEDURE:

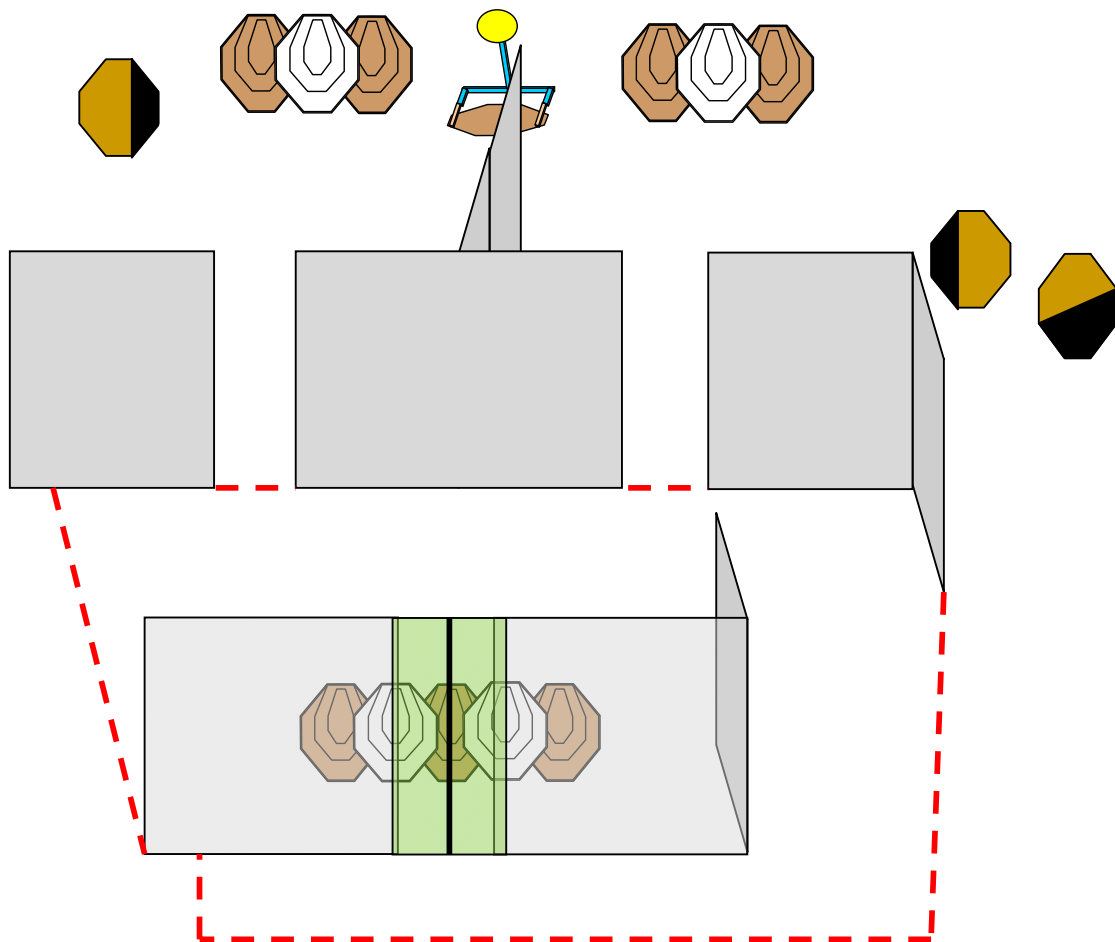
On signal engage all targets from within the designated area.

Felling plate activates pop up target which remains visible at rest.

SCORING

TARGETS: 11 IPSC paper targets, 1 IPSC plate

No of rounds to be scored: 23



SETUP NOTES:

Felling plate activates pop up target.

All targets remain visible at rest.

Sliding door must be opened in either direction to expose targets.

RO NOTES:

STAGE FOUR

RANGE FOUR

START POSITION: Standing anywhere within the designated area.

STAGE PROCEDURE:

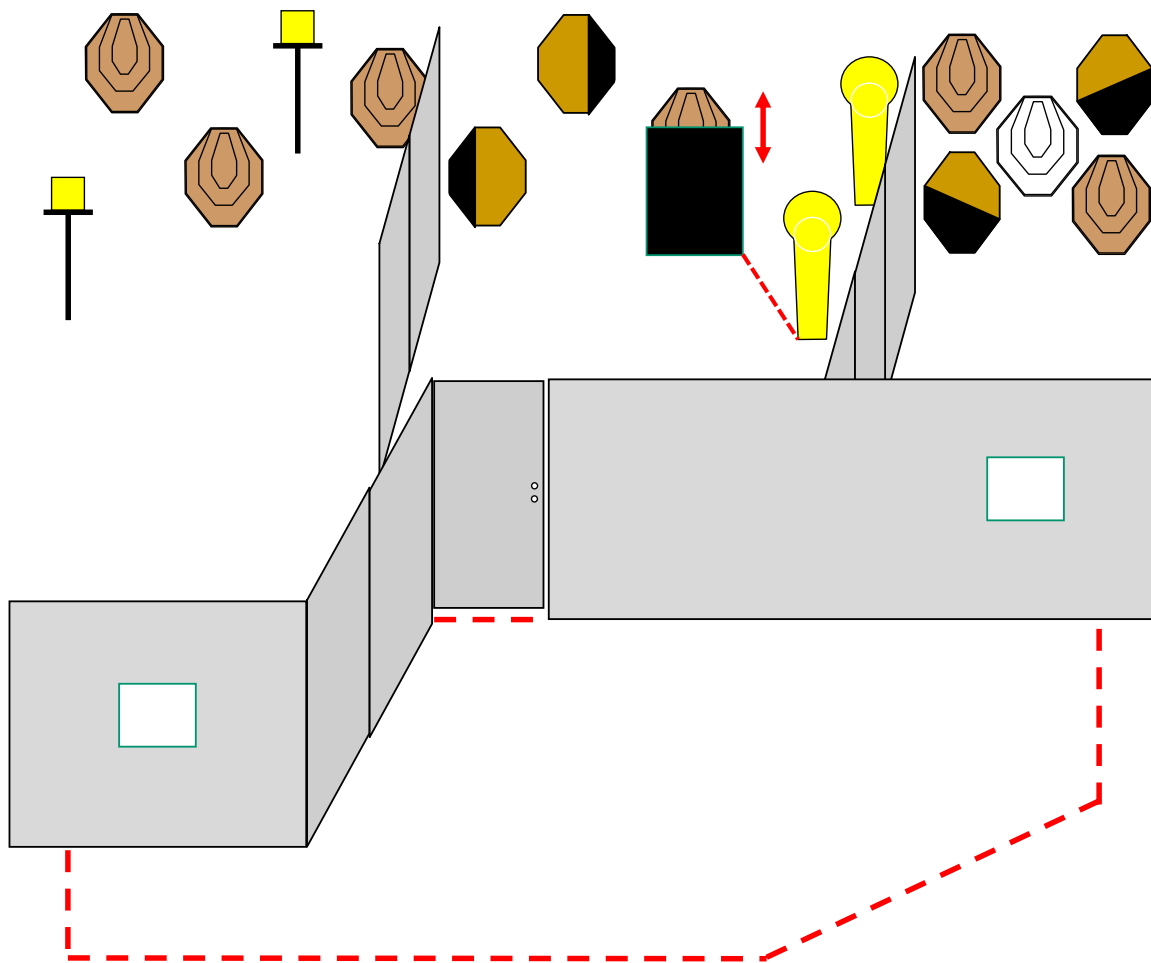
On signal engage all targets from within the designated area.

Felling popper activates bobber target which remains visible at rest.

SCORING

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

No of rounds to be scored: 24



SETUP NOTES:

Felling popper activates bobber target which remains visible at rest.

Door to open **AWAY FROM COMPETITOR.**

RO NOTES:

Must **NOT** be kicked, procedural penalty to be applied for unsportsmanlike behavior if kicked.

STAGE FIVE

RANGE FIVE

START POSITION: Standing anywhere within the designated area.

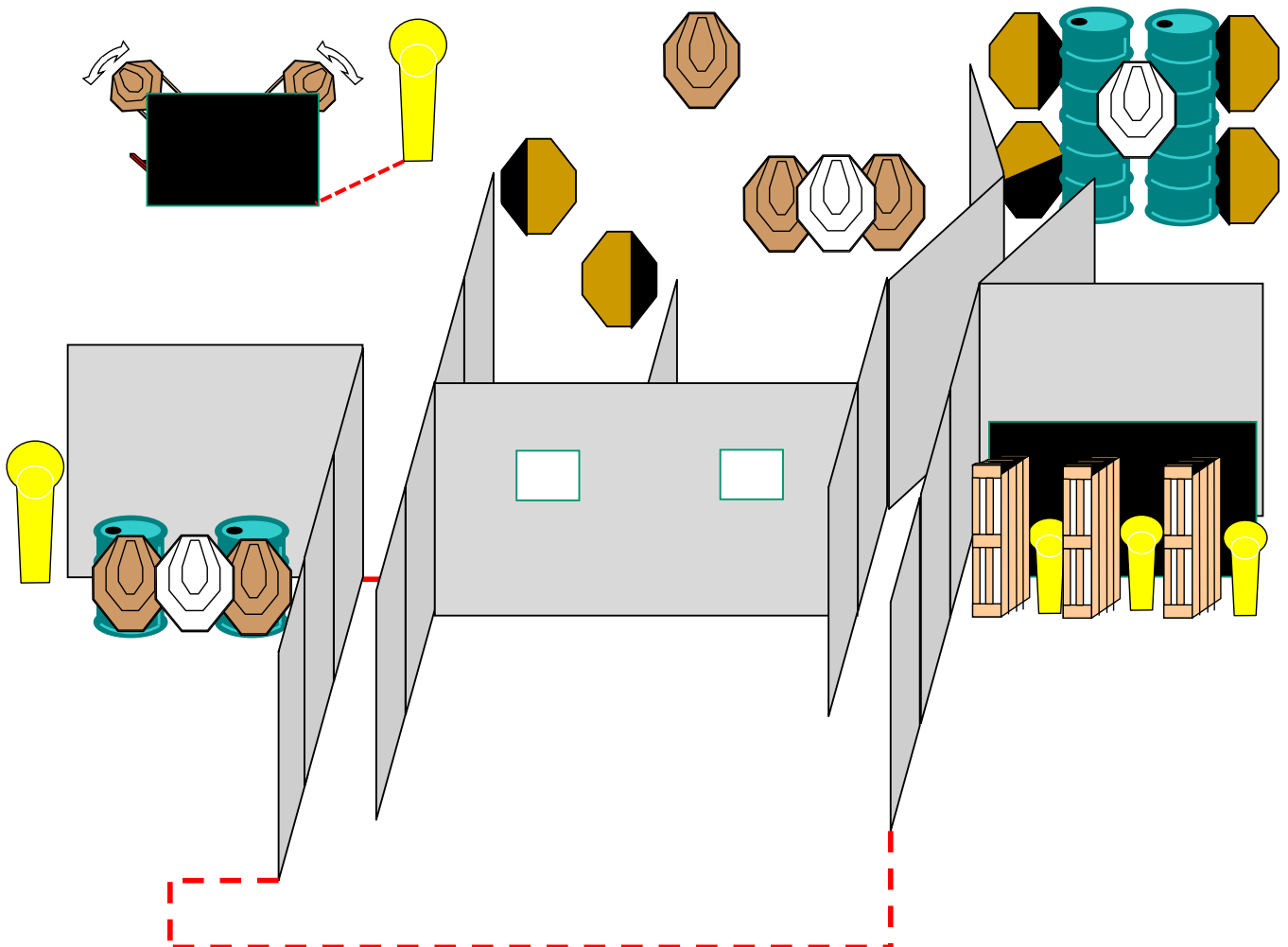
STAGE PROCEDURE:

On signal engage all targets from within the designated area.
Felling poppers activates swinging targets which remain visible at rest.

SCORING

TARGETS: 13IPSC paper targets, 5 IPSC poppers

No of rounds to be scored: 31



SETUP NOTES:

Felling poppers activates swinging targets which remain visible at rest.

Right array of poppers are MINI IPSC Poppers.

RO NOTES:

STAGE SIX

RANGE SIX

START POSITION: Standing with heels touching mark.

STAGE PROCEDURE:

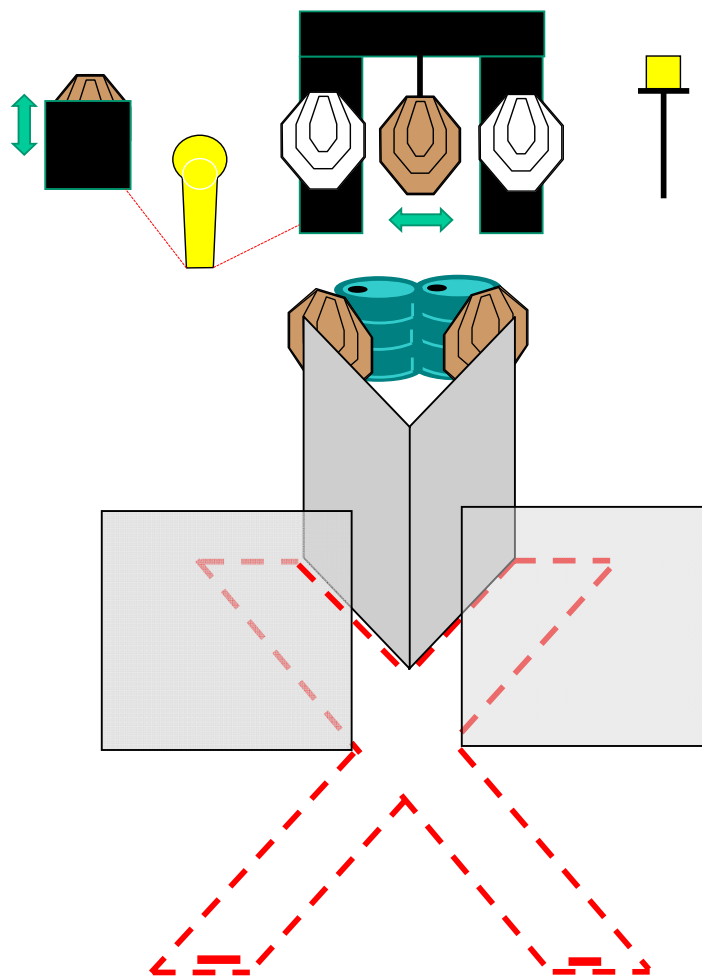
On signal engage all targets from within the designated area.

Felling popper activates bobber and swinger. All targets remain visible at rest

SCORING

TARGETS: 4 IPSC paper targets, 1 IPSC poppers, 1 IPSC plate

No of rounds to be scored: 10



SETUP NOTES:

Felling popper activates bobber and swinger. All targets remain visible at rest

RO NOTES:

STAGE SEVEN

RANGE SEVEN

START POSITION: Strong hand gripping door handle.

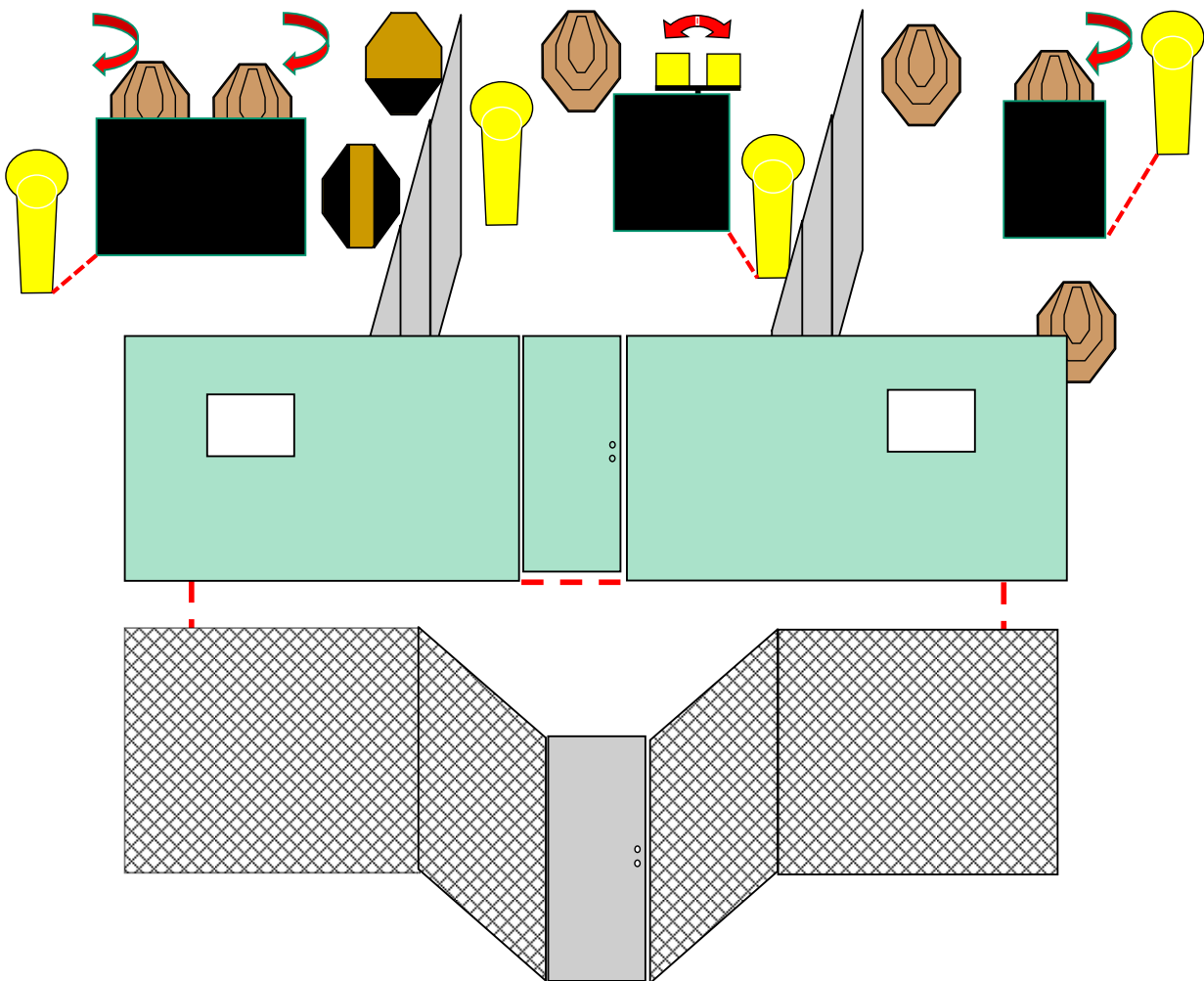
STAGE PROCEDURE:

On signal engage all targets from within the designated area.
Felling poppers activates moving targets, moving paper targets will disappear at rest, double plate swinger will remain visible at rest. One left side drop turner will be presented twice before disappearing.

SCORING

TARGETS: 8 IPSC paper targets, 4 IPSC poppers, 2 IPSC Plates

No of rounds to be scored: 22



SETUP NOTES:

Front door opens **TOWARDS** competitor, rear door opens **AWAY** from competitor.

Windows will have flaps that will have to be opened to engage targets.

Felling poppers activates moving targets, moving paper targets will disappear at rest, double plate swinger will remain visible at rest. One left side drop turner will be presented twice before disappearing.

RO NOTES:

Door **MUST NOT** be kicked to open it. One procedural error to be awarded for unsportsmanlike behavior if it happens.

STAGE EIGHT

RANGE EIGHT

START POSITION: Standing anywhere within the designated area.

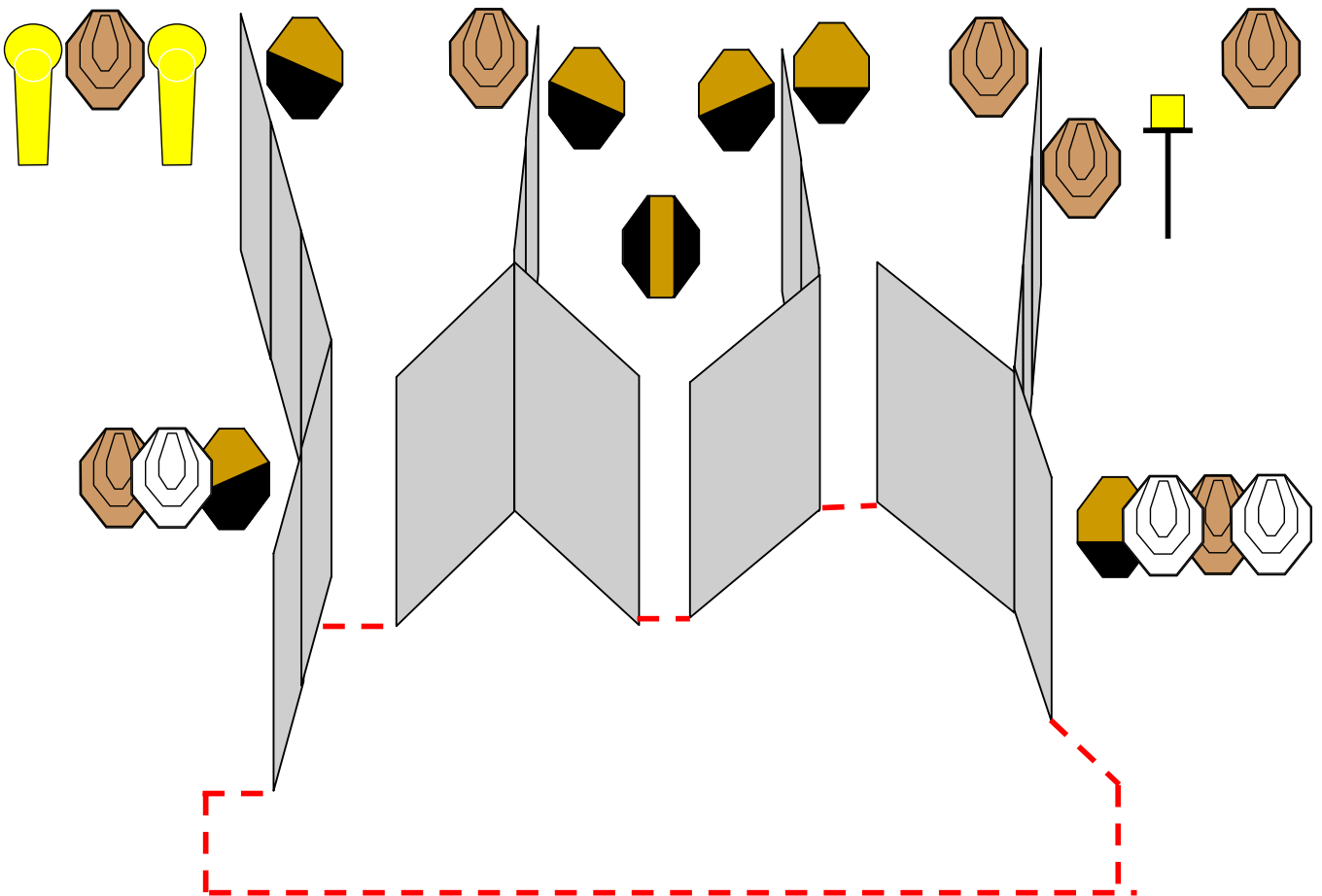
STAGE PROCEDURE:

On signal engage all targets from within the designated area.

SCORING

TARGETS: 14 IPSC paper targets, 2 IPSC poppers, 1 IPSC Plate

No of rounds to be scored: 31



SETUP NOTES:

RO NOTES:

STAGE NINE

RANGE NINE

START POSITION: Standing anywhere within the designated area.

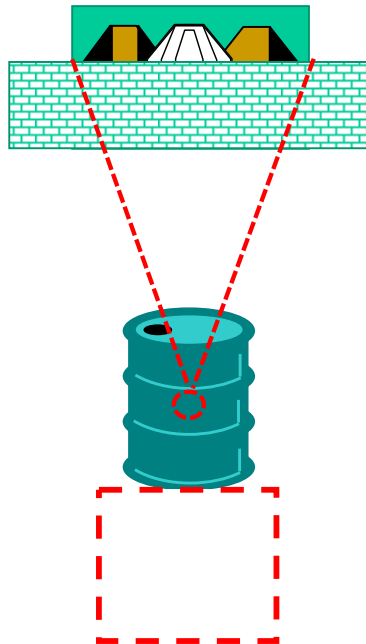
STAGE PROCEDURE:

On signal engage all targets from within the designated area, **STRONG HAND ONLY.**

SCORING

TARGETS: 6 IPSC paper targets,

No of rounds to be scored: 12



SETUP NOTES:

Pulling rope will bring targets in view.

RO NOTES:

STAGE TEN

RANGE TEN

START POSITION: Seated on chair, hands **FLAT** on thighs. Handgun is on the table in the marked position, muzzle pointing directly downrange and all magazines to be used placed anywhere on the table

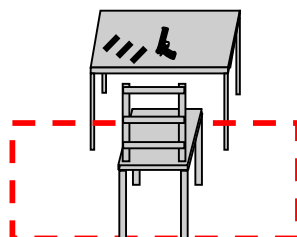
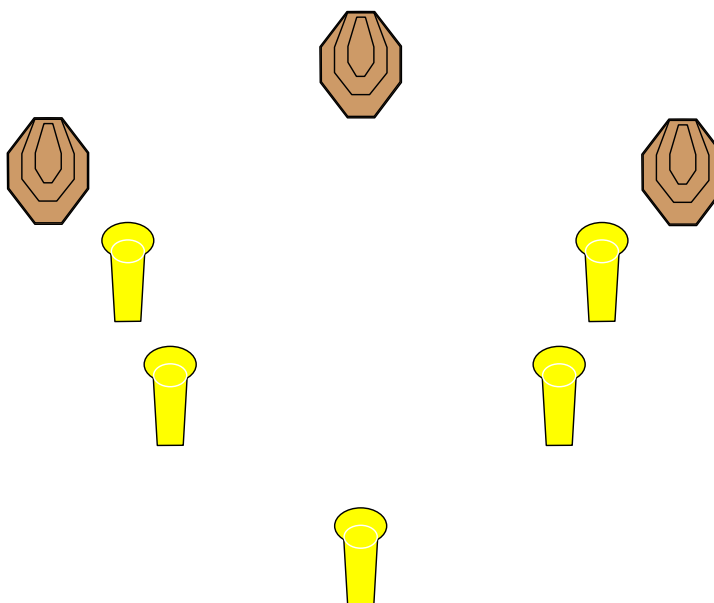
STAGE PROCEDURE:

On signal engage all targets from within the designated area.

SCORING

TARGETS: 3 IPSC MINI paper targets, 5 IPSC MINI poppers

No of rounds to be scored: 11



SETUP NOTES:

RO NOTES:

STAGE ELEVEN

RANGE TWELVE

START POSITION: Standing anywhere within the designated area.

STAGE PROCEDURE:

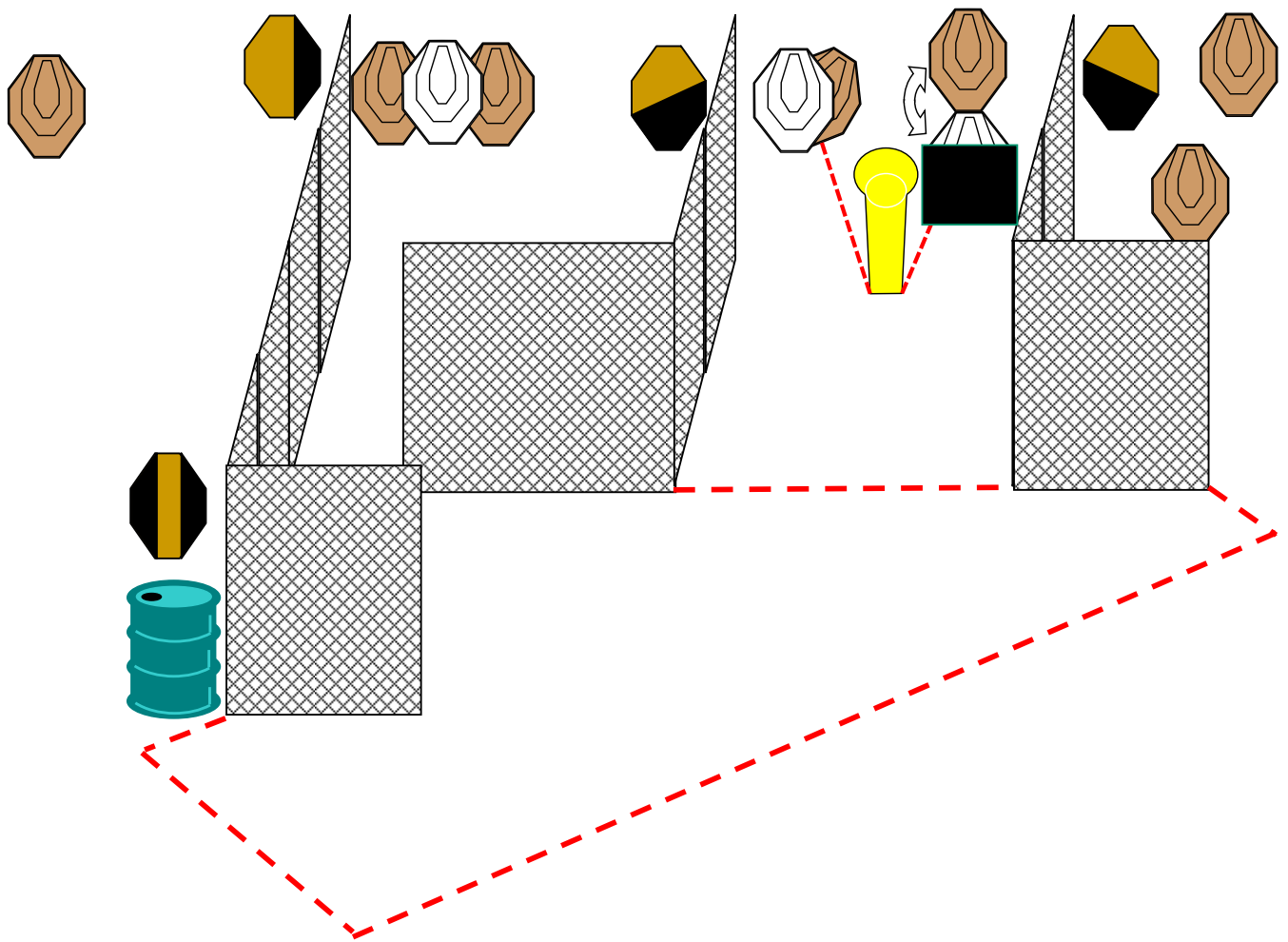
On signal engage all targets from within the designated area.

Felling popper activates clam shell target and drop out target. All targets remain visible at rest.

SCORING

TARGETS: 11 IPSC paper targets, 1 IPSC poppers

No of rounds to be scored: 23



SETUP NOTES:

Felling popper activates clam shell target and drop out target. All targets remain visible at rest.

RO NOTES:

STAGE TWELVE

RANGE THIRTEEN

START POSITION: Standing anywhere within the designated area. Handgun and all magazines to be used placed on the table.

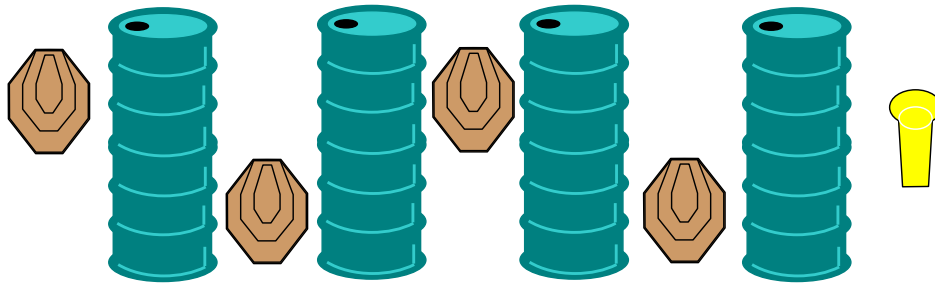
STAGE PROCEDURE:

On signal engage all targets from within the designated area, **WEAK HAND ONLY.**

SCORING

TARGETS: 4 IPSC paper targets, 1 IPSC MINI poppers

No of rounds to be scored: 9



SETUP NOTES:

RO NOTES: