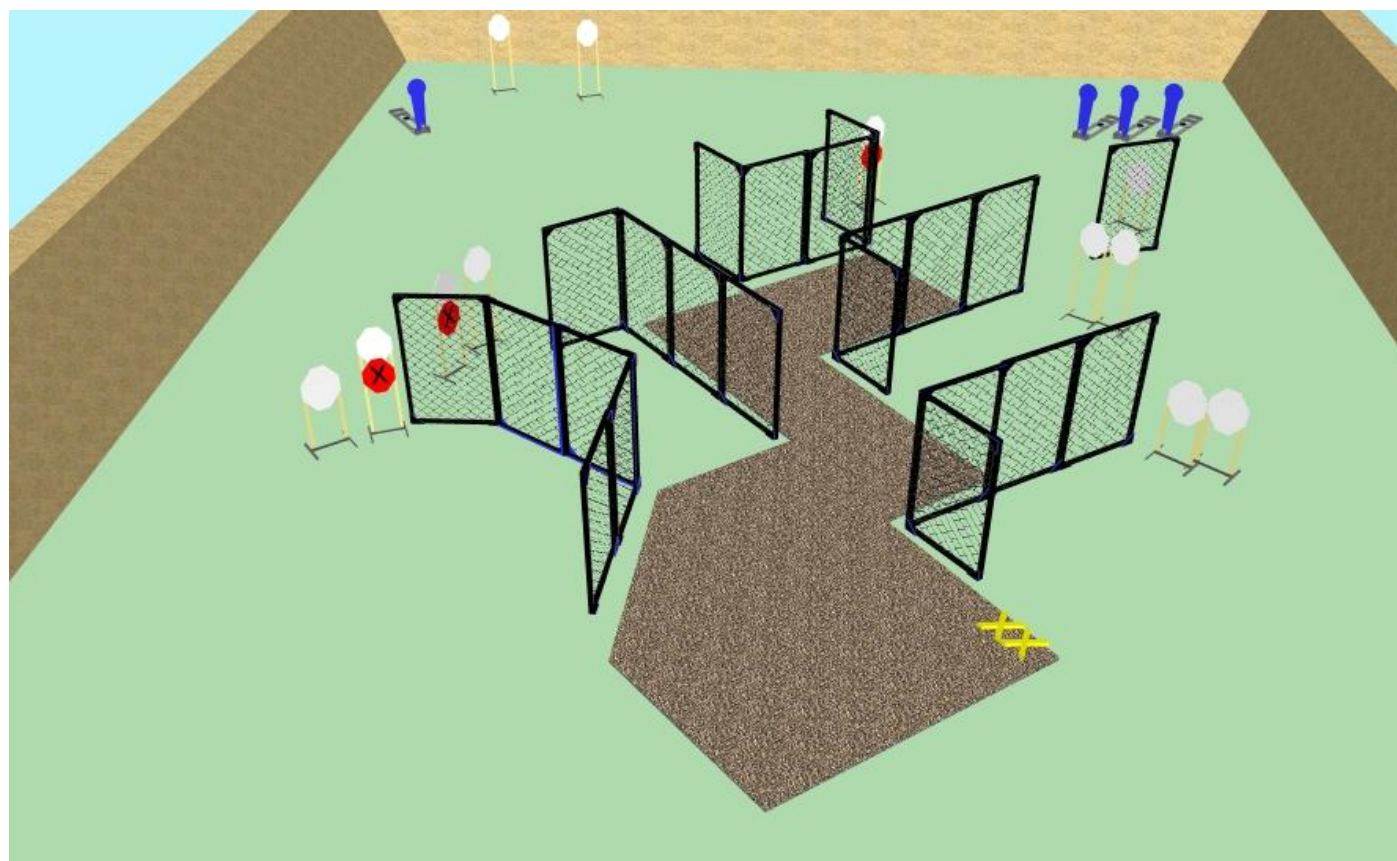
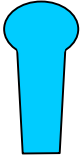
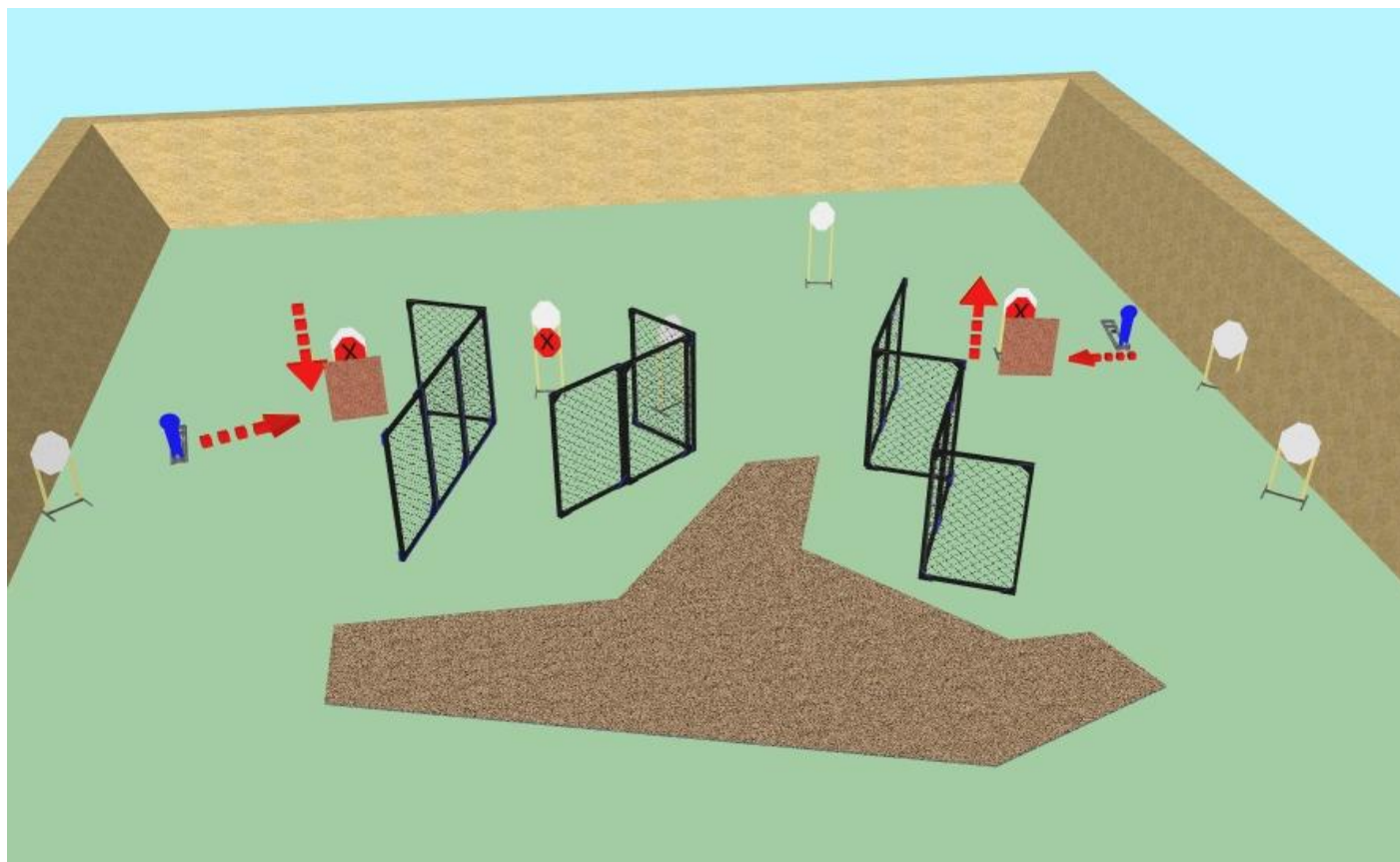
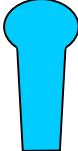


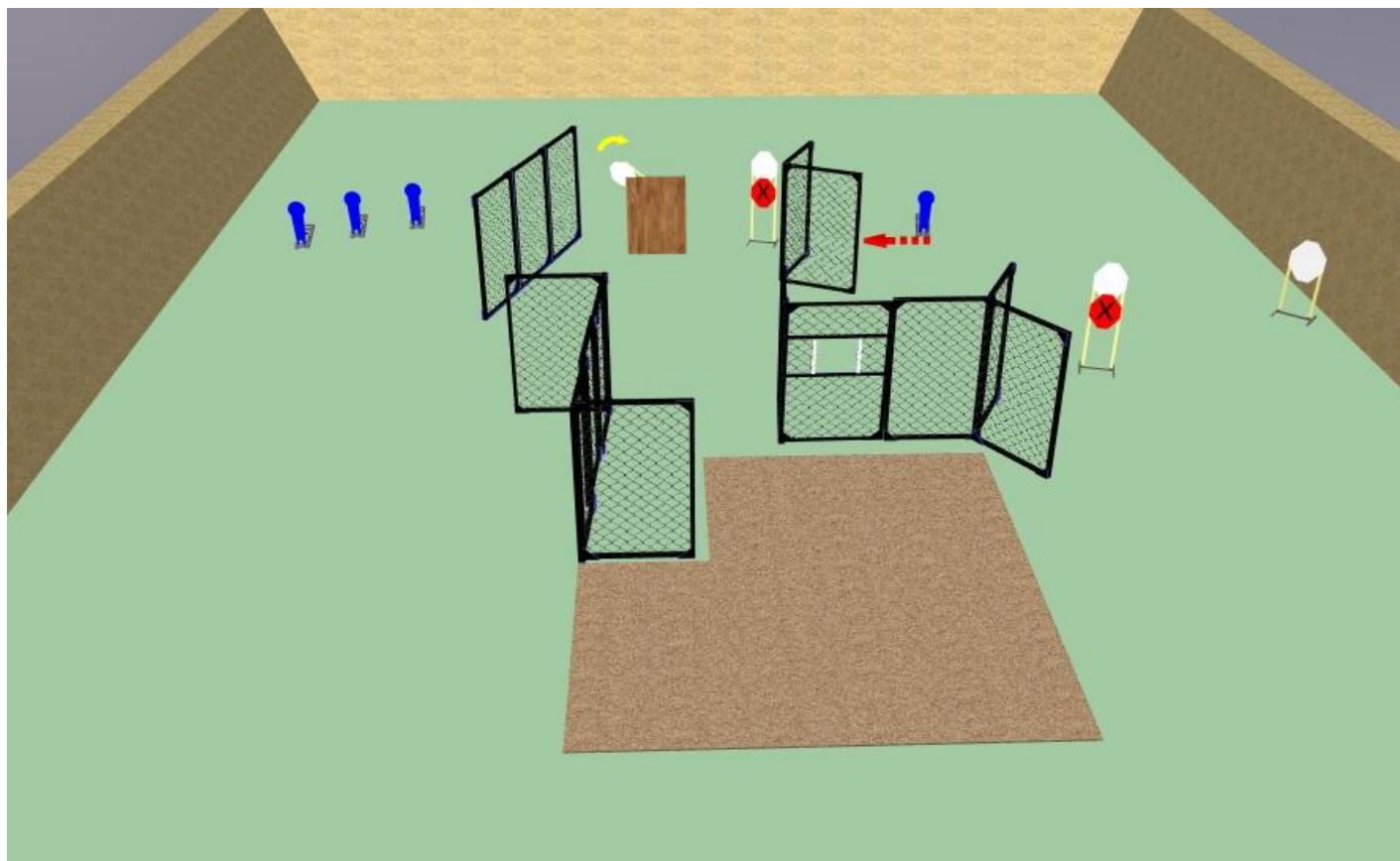
stage 1				
	28	12	4	
Scoring targets:	12 IPSC Targets, 4 IPSC Poppers			
Target distances and balance:				
Minimum number of rounds required:	28			
Number of scoring hits for paper targets:				
Firearm ready condition:	Rule 8.1. Option 1			
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2			
Start position:	Standing on mark			
Time starts:	Audible signal			
Procedure:	After start signal engage all the targets			
Safety angles:	90 degrees left/right, High of top of the backtop			

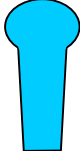


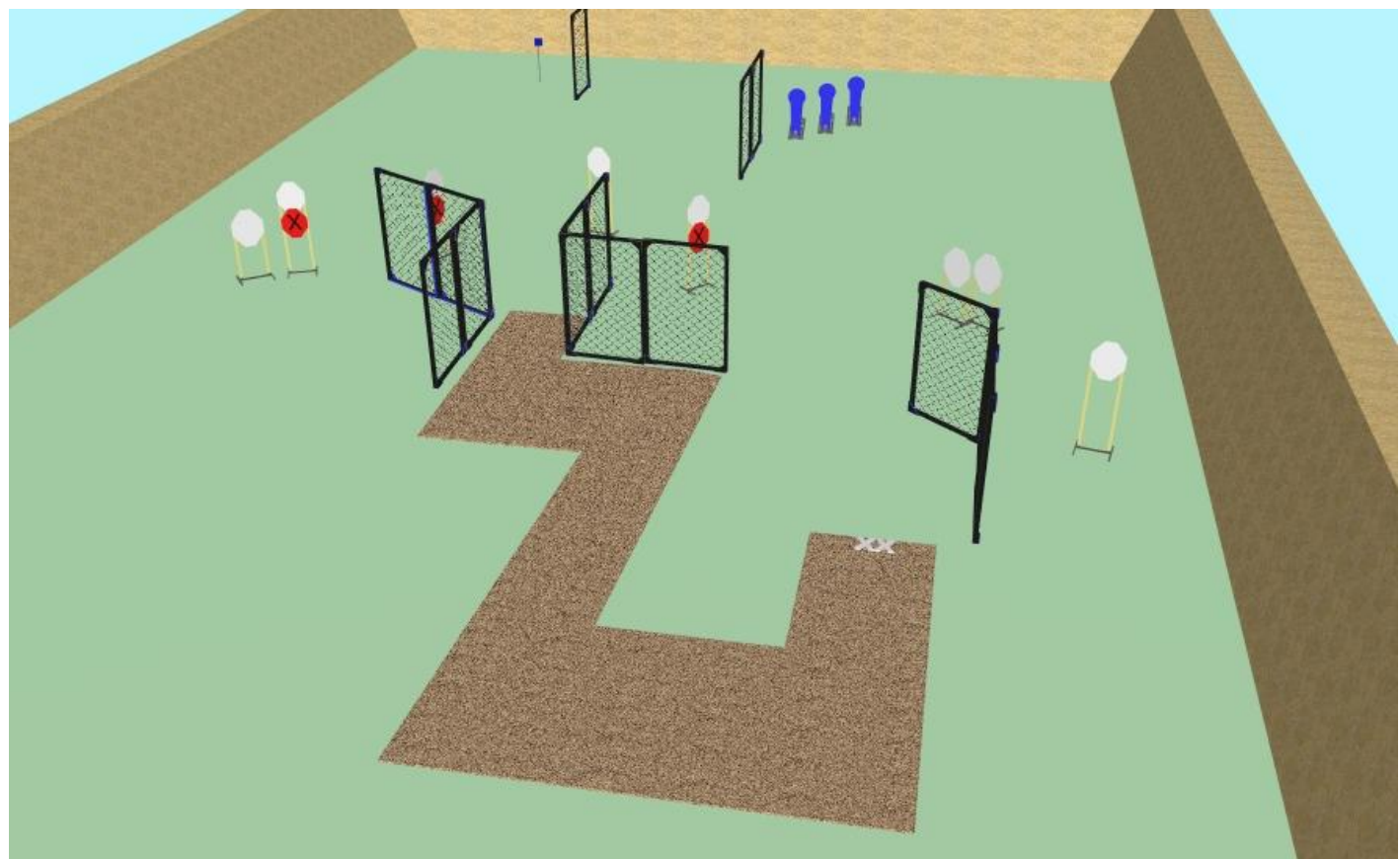
stage 2		  
	18	8 2
Scoring targets:	14 IPSC Targets, 2 IPSC Poppers	
Target distances and balance:		
Minimum number of rounds required:	18	
Number of scoring hits for paper targets:		
Firearm ready condition:	Rule 8.1. Option 1	
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2	
Start position:	Standing anywhere	
Time starts:	Audible signal	
Procedure:	Popper P1 and P2 activates moving targets All moving targets remains visible at the end of the movement.	
Safety angles:	90 degrees left/right, High of top of the backtop	

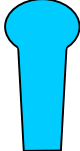


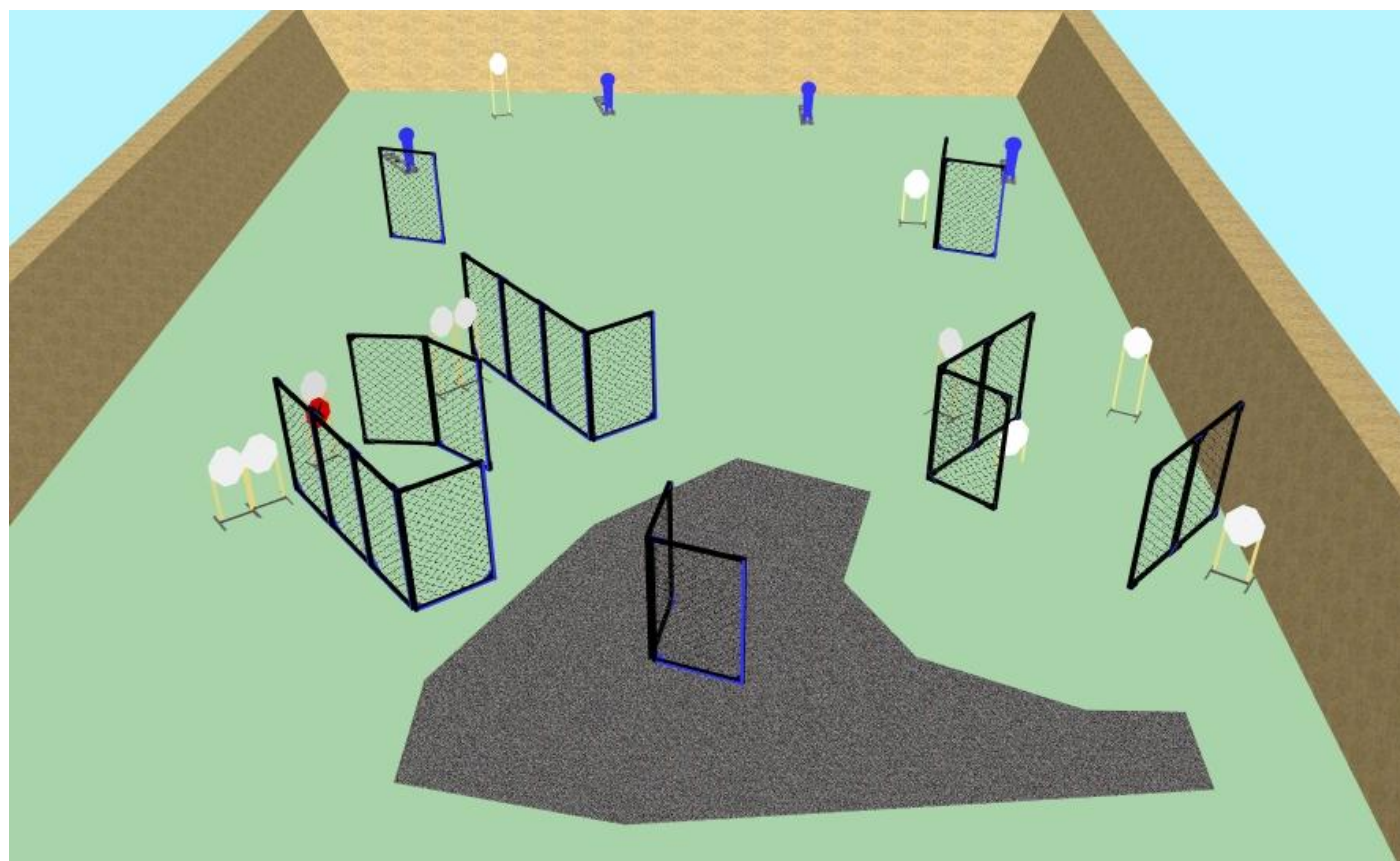
stage 3				
	12	4	4	
Scoring targets:	4 IPSC Targets, 4 IPSC Poppers			
Target distances and balance:				
Minimum number of rounds required:	12			
Number of scoring hits for paper targets:				
Firearm ready condition:	Rule 8.1. Option 1			
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2			
Start position:	Standing anywhere			
Time starts:	Audible signal			
Procedure:	Popper P1 activates moving targets All moving targets remains visible at the end of the movement.			
Safety angles:	90 degrees left/right, High of top of the backtop			

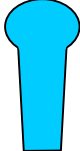


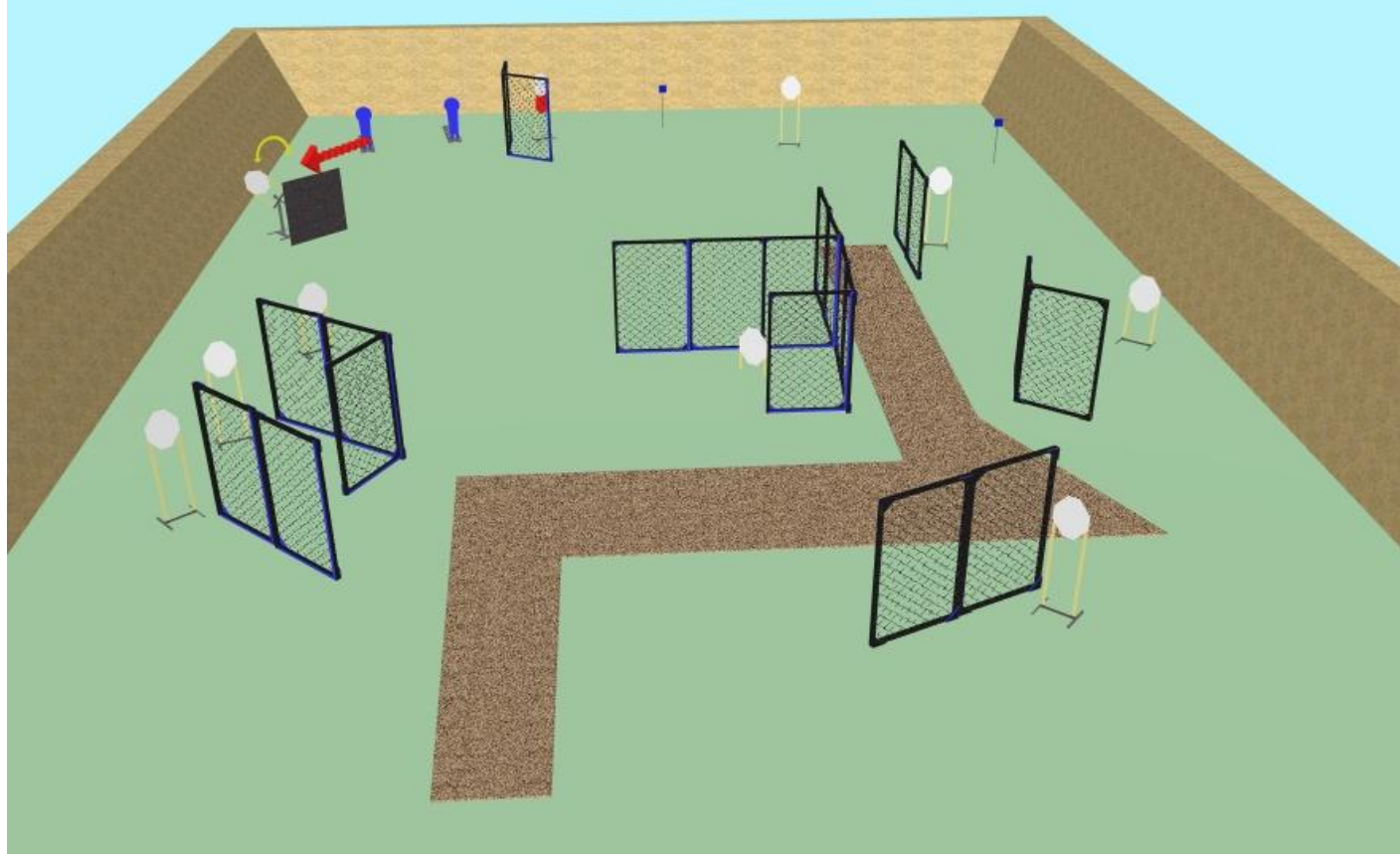
stage 4	   			
	20	8	3	1
Scoring targets:	8 IPSC Targets, 3 IPSC Poppers, 1 IPSC Plate			
Target distances and balance:				
Minimum number of rounds required:	20			
Number of scoring hits for paper targets:				
Firearm ready condition:	Rule 8.1. Option 1			
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2			
Start position:	Standing anywhere			
Time starts:	Audible signal			
Procedure:				
Safety angles:	90 degrees left/right, High of top of the backtop			

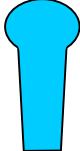


stage 5				
	26	11	4	
Scoring targets:	11 IPSC Targets, 4 IPSC Poppers			
Target distances and balance:				
Minimum number of rounds required:	26			
Number of scoring hits for paper targets:				
Firearm ready condition:	Rule 8.1. Option 1			
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2			
Start position:	Standing anywhere			
Time starts:	Audible signal			
Procedure:				
Safety angles:	90 degrees left/right, High of top of the backtop			

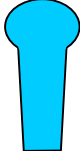


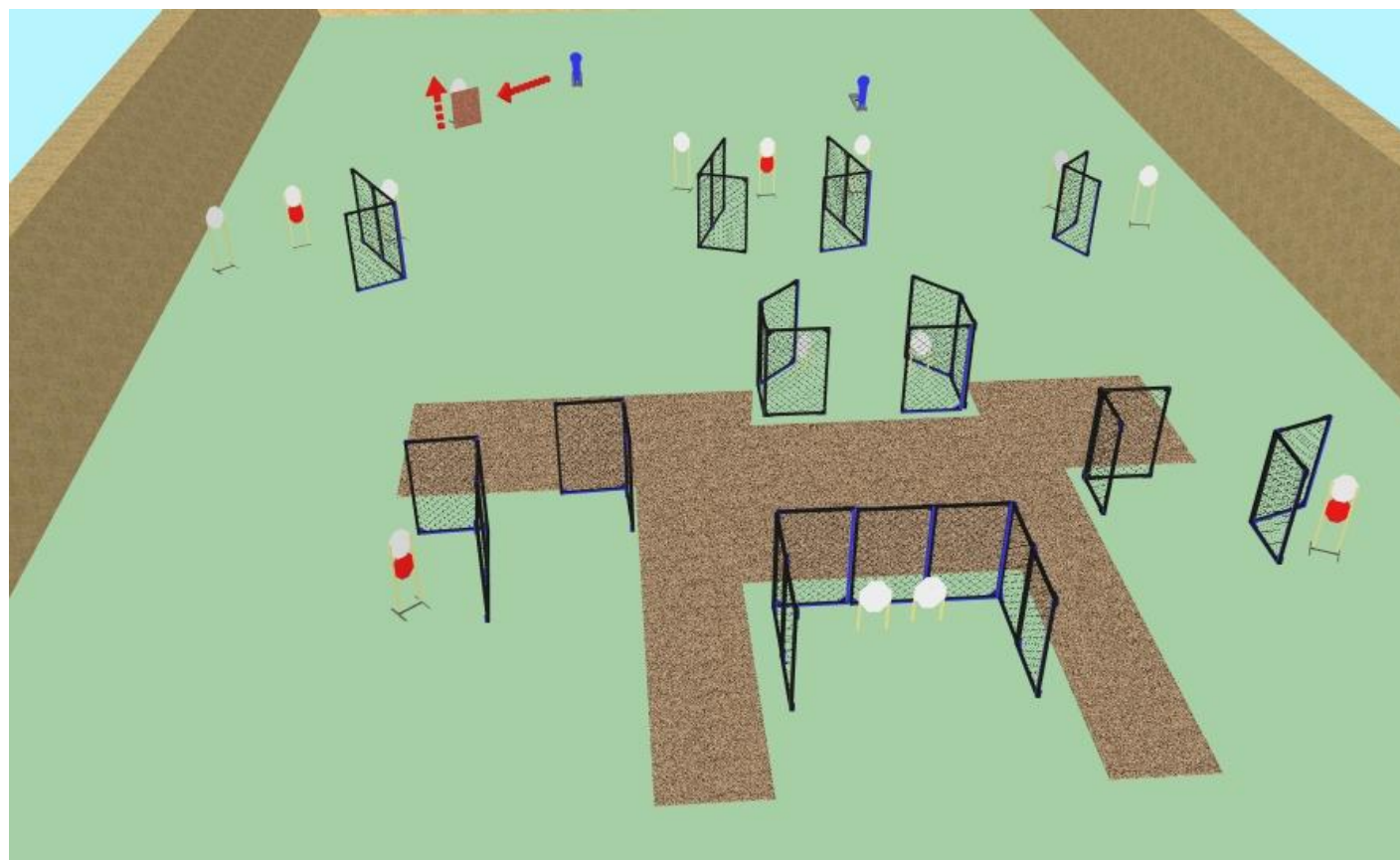
stage 6	   			
	24	10	2	2
Scoring targets:	10 IPSC Targets, 2 IPSC Poppers, 2 IPSC metal plates			
Target distances and balance:				
Minimum number of rounds required:	24			
Number of scoring hits for paper targets:				
Firearm ready condition:	Rule 8.1. Option 1			
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2			
Start position:	Standing anywhere			
Time starts:	Audible signal			
Procedure:	Popper P1 activates moving targets All moving targets remains visible at the end of the movement.			
Safety angles:	90 degrees left/right, High of top of the backtop			

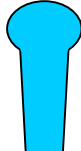


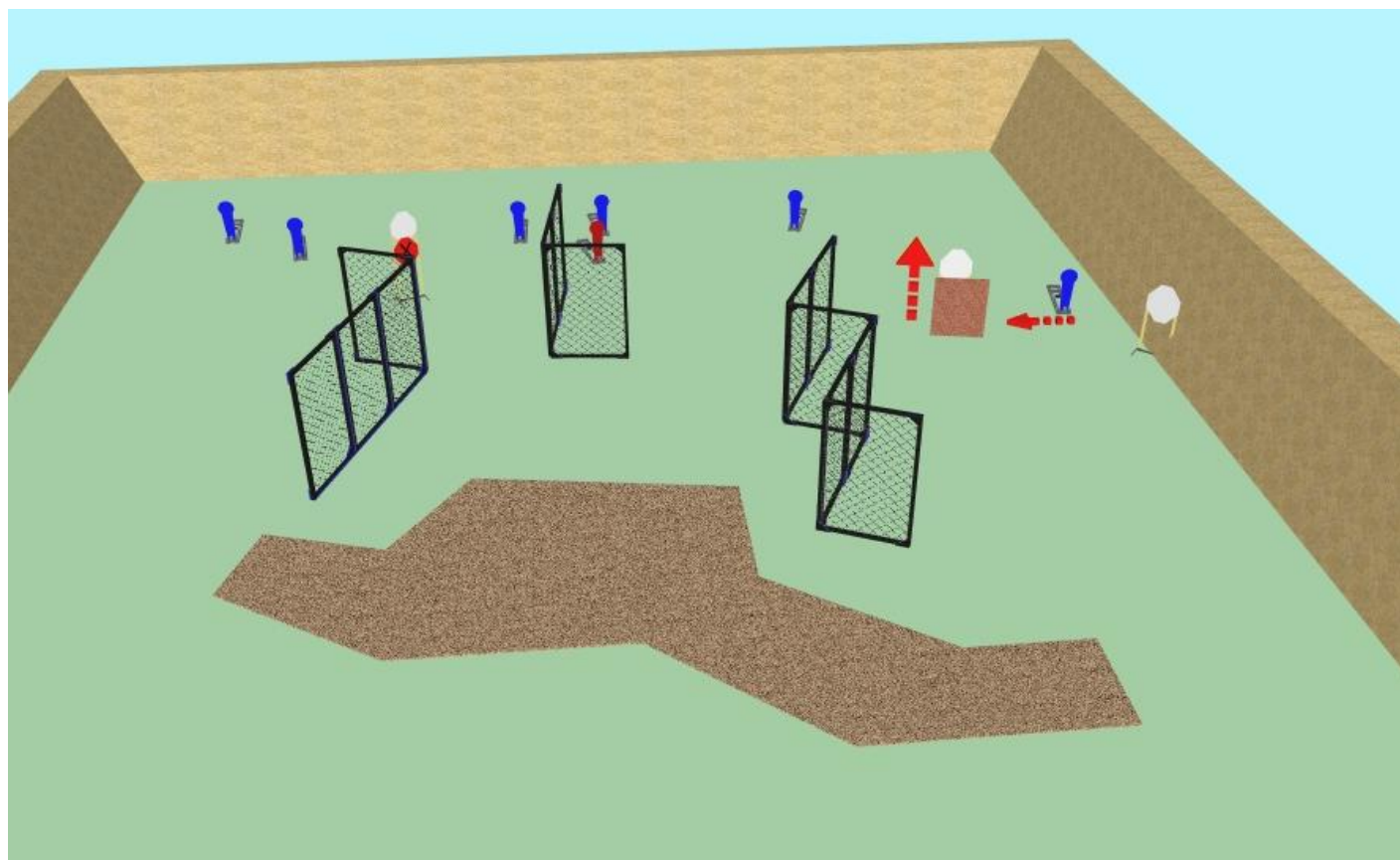
stage 7	   			
	19	8	1	2
Scoring targets:	8 IPSC Targets, 1 IPSC Popper, 2 IPSC Metal plates			
Target distances and balance:				
Minimum number of rounds required:	19			
Number of scoring hits for paper targets:				
Firearm ready condition:	Rule 8.1. Option 1			
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2			
Start position:	Standing anywhere			
Time starts:	Audible signal			
Procedure:	Popper P1 activates moving targets All moving targets remains visible at the end of the movement.			
Safety angles:	90 degrees left/right, High of top of the backtop			

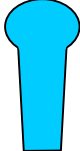


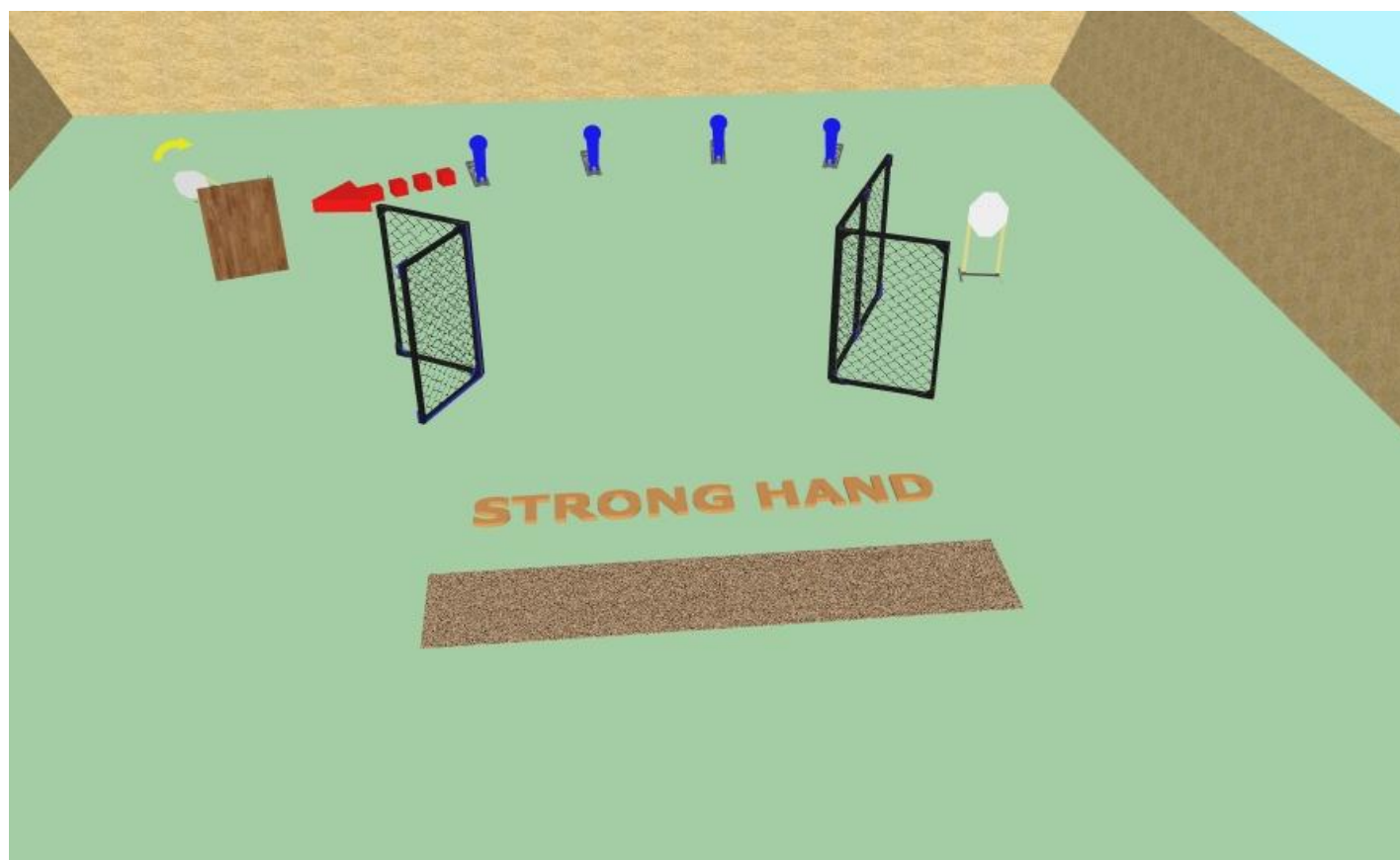
stage 8				
	32	15	2	
Scoring targets:	15 IPSC Targets, 2 IPSC Poppers			
Target distances and balance:				
Minimum number of rounds required:	32			
Number of scoring hits for paper targets:				
Firearm ready condition:	Rule 8.1. Option 1			
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2			
Start position:	Standing anywhere			
Time starts:	Audible signal			
Procedure:	Popper P1 activates moving targets All moving targets remains visible at the end of the movement.			
Safety angles:	90 degrees left/right, High of top of the backtop			

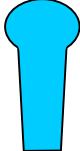


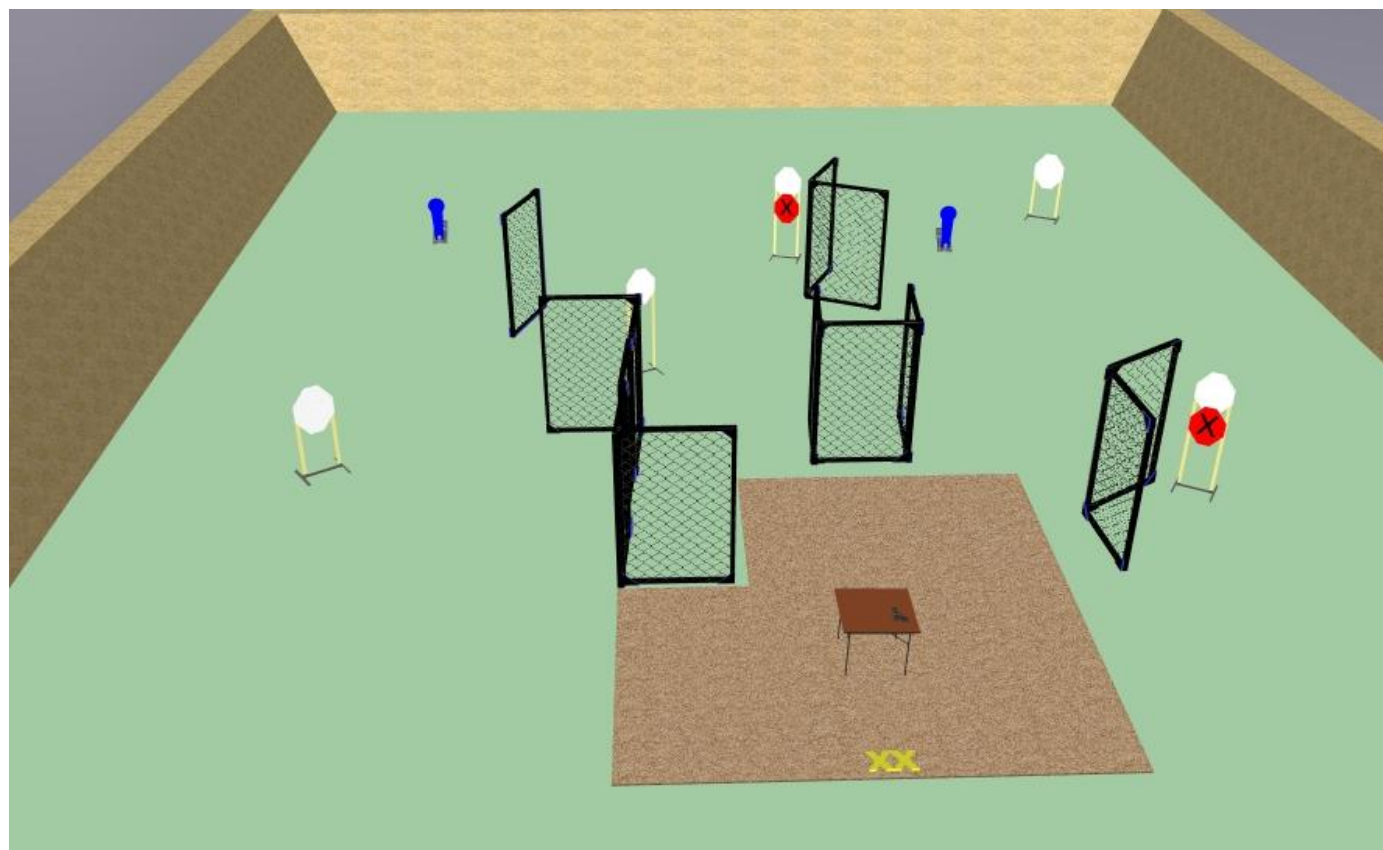
stage 9				
	12	3	6	
Scoring targets:		3 IPSC Targets, 6 IPSC Poppers		
Target distances and balance:				
Minimum number of rounds required:		12		
Number of scoring hits for paper targets:				
Firearm ready condition:		Rule 8.1. Option 1		
Competitor ready condition:		Rule 3.2.2, Section 8.2 and Appendix E1/E2		
Start position:		Standing anywhere		
Time starts:		Audible signal		
Procedure:		Popper P1 activates moving targets All moving targets remains visible at the end of the movement.		
Safety angles:		90 degrees left/right, High of top of the backtop		

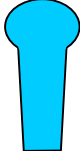


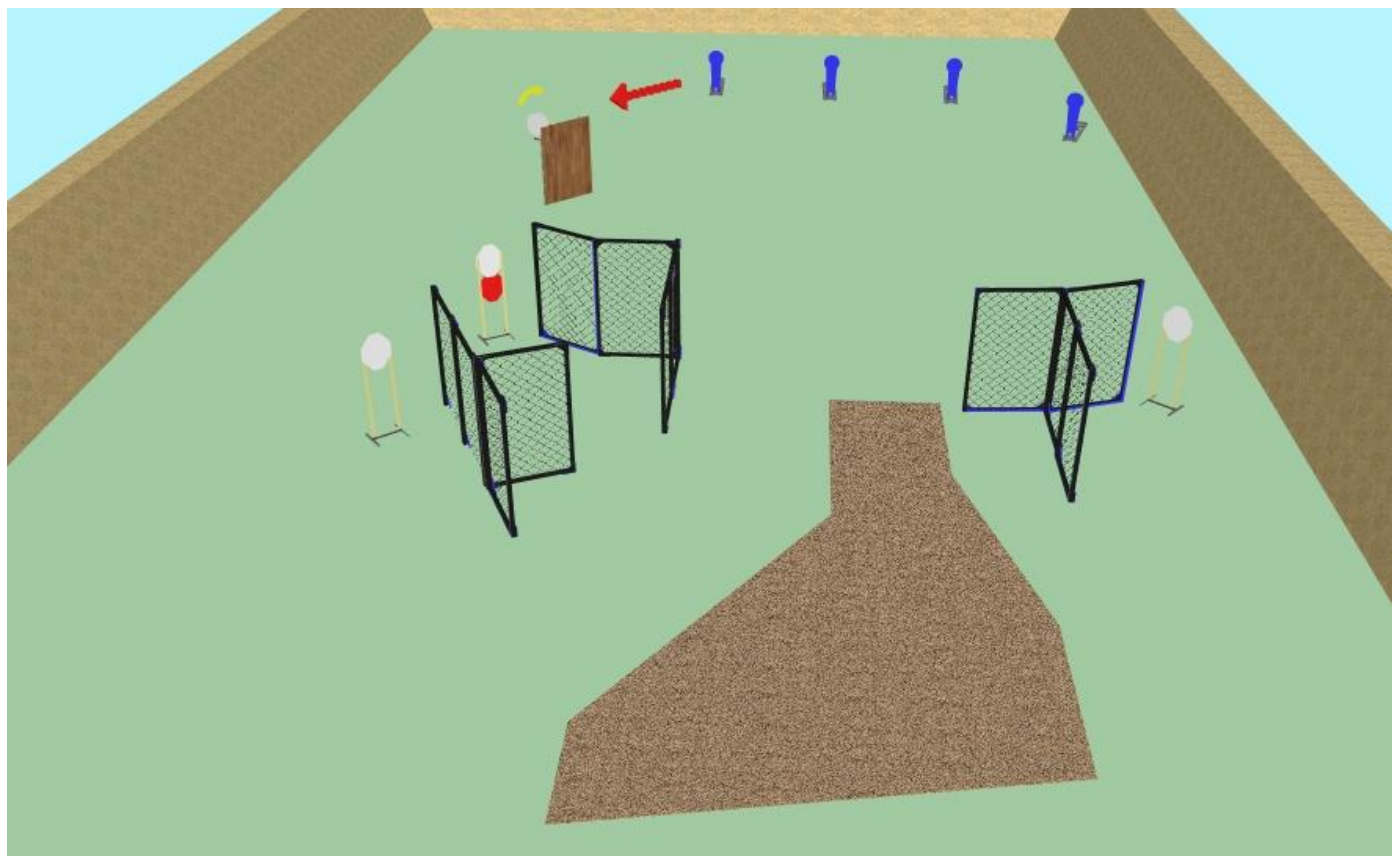
stage 10				
	8	2	4	
Scoring targets:	2 IPSC Targets, 4 IPSC Poppers			
Target distances and balance:				
Minimum number of rounds required:	8			
Number of scoring hits for paper targets:				
Firearm ready condition:	Rule 8.1. Option 1			
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2			
Start position:	Standing anywhere			
Time starts:	Audible signal			
Procedure:	Popper activates moving target STRONG HAND ONLY			
Safety angles:	90 degrees left/right, High of top of the backtop			

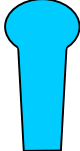


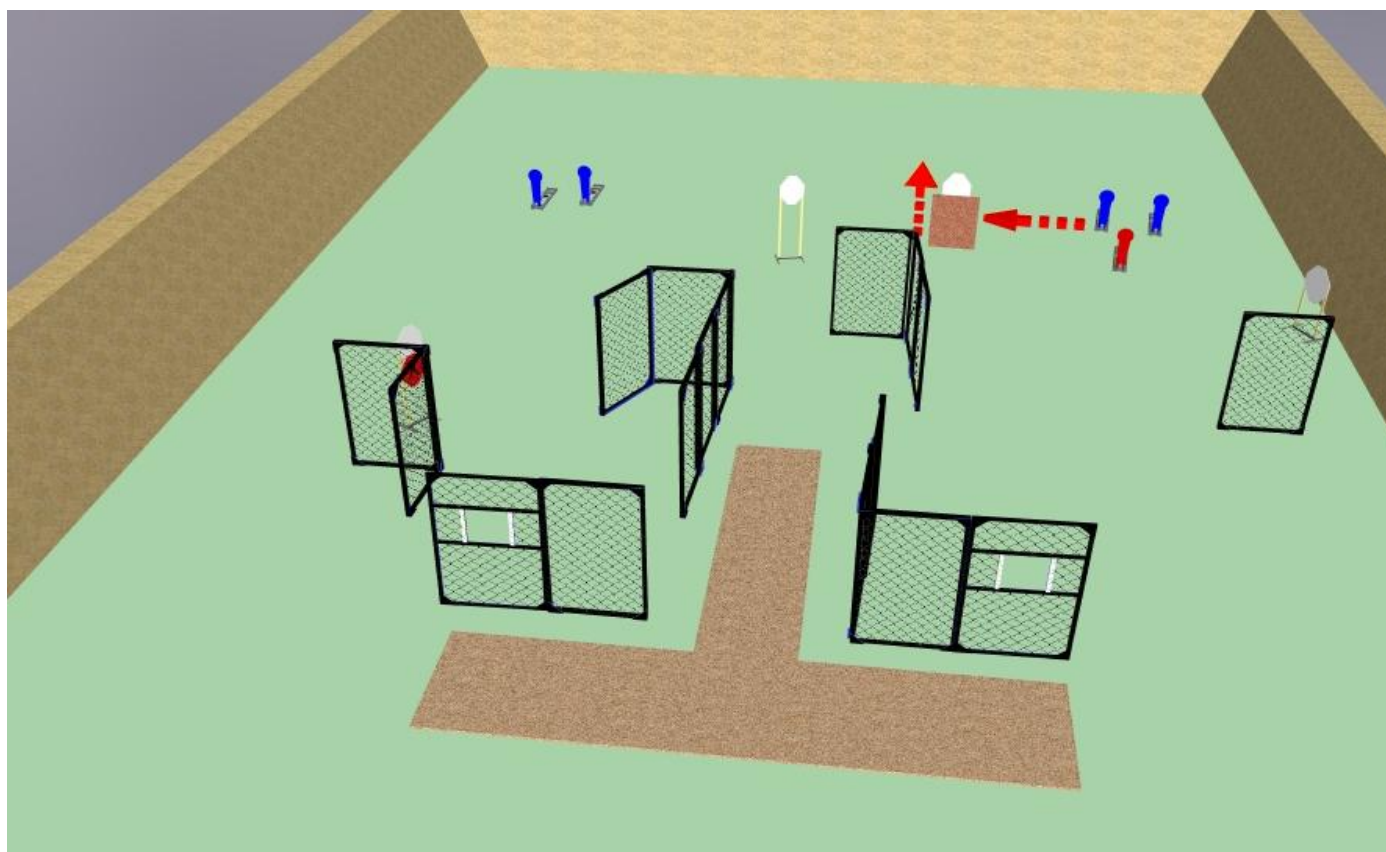
stage 11				
	12	5	2	
Scoring targets:	5 IPSC Targets, 2 IPSC Poppers			
Target distances and balance:				
Minimum number of rounds required:	12			
Number of scoring hits for paper targets:				
Firearm ready condition:	Rule 8.1. Option 2, on the table Chamber empty			
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2			
Start position:	Standing on mark			
Time starts:	Audible signal			
Procedure:				
Safety angles:	90 degrees left/right, High of top of the backtop			



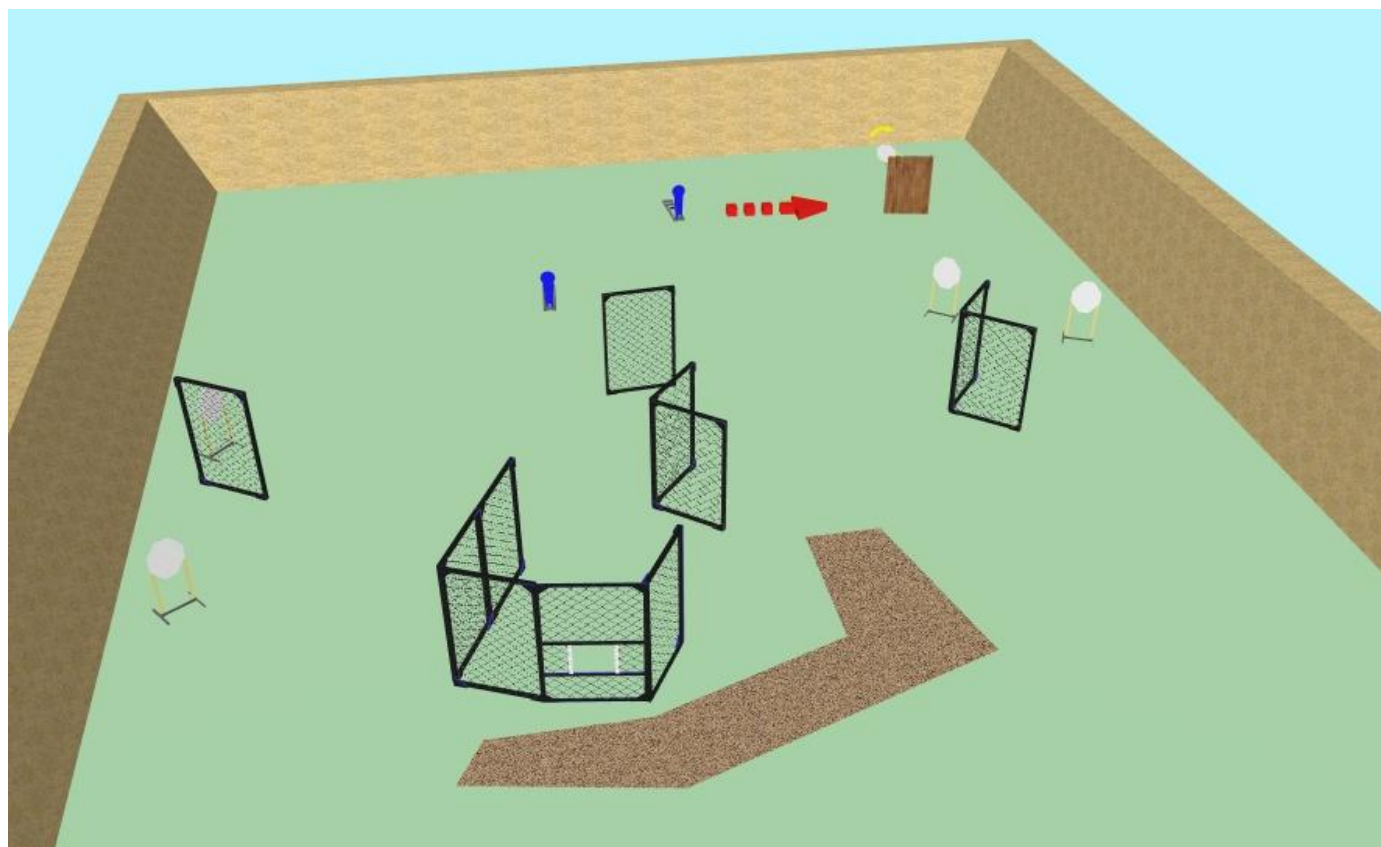
stage 12				
	12	4	4	
Scoring targets:	4 IPSC Targets, 4 IPSC poppers			
Target distances and balance:				
Minimum number of rounds required:	12			
Number of scoring hits for paper targets:				
Firearm ready condition:	Rule 8.1. Option 1			
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2			
Start position:	Standing anywhere			
Time starts:	Audible signal			
Procedure:	Popper P1 activates moving targets All moving targets remains visible at the end of the movement.			
Safety angles:	90 degrees left/right, High of top of the backtop			

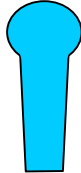


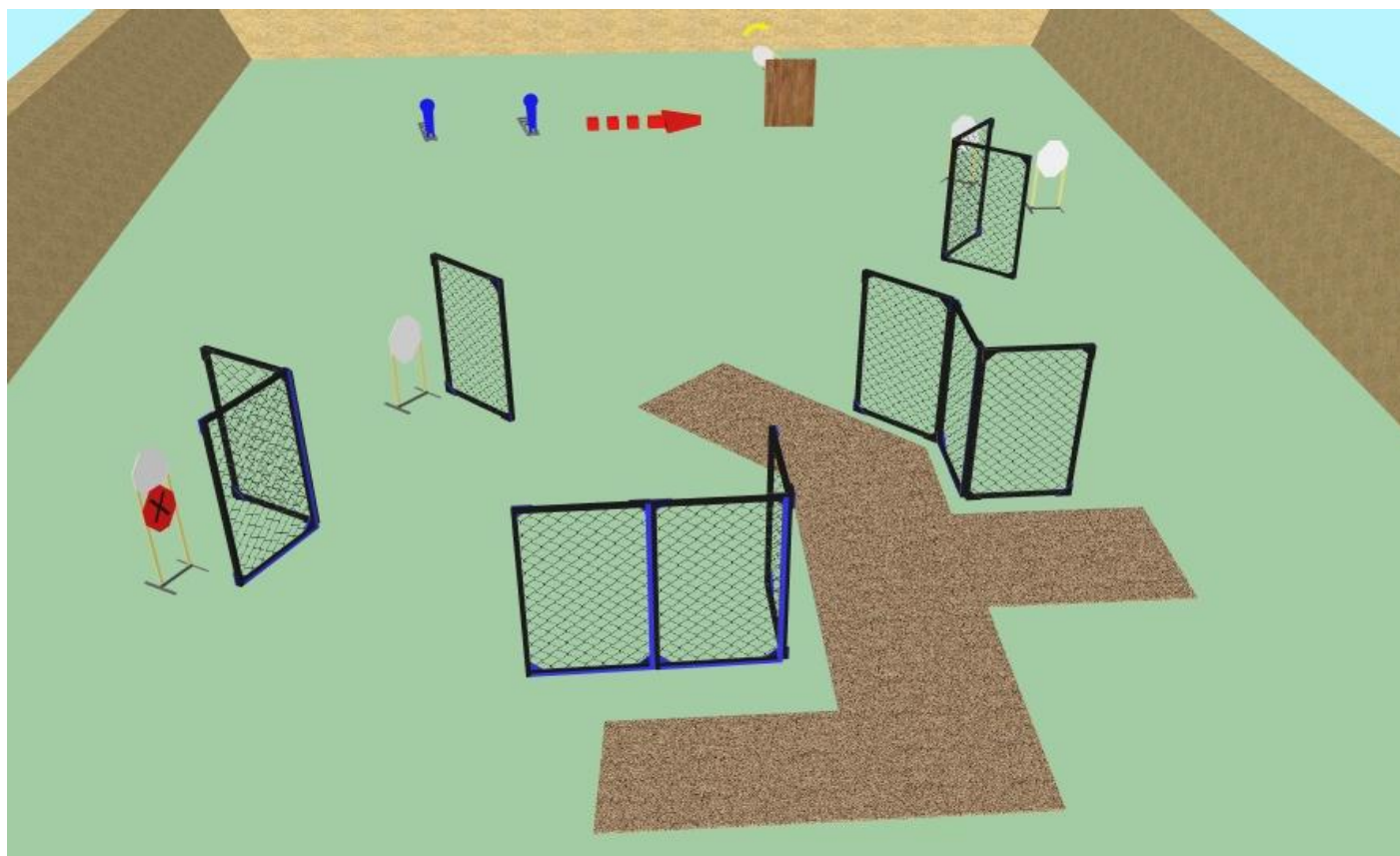
stage 13				
	12	4	4	
Scoring targets:	2 IPSC Targets, 4 IPSC Poppers			
Target distances and balance:				
Minimum number of rounds required:	12			
Number of scoring hits for paper targets:				
Firearm ready condition:	Rule 8.1. Option 1			
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2			
Start position:	Standing anywhere			
Time starts:	Audible signal			
Procedure:	Popper P1 activates moving targets All moving targets remains visible at the end of the movement.			
Safety angles:	90 degrees left/right, High of top of the backtop			



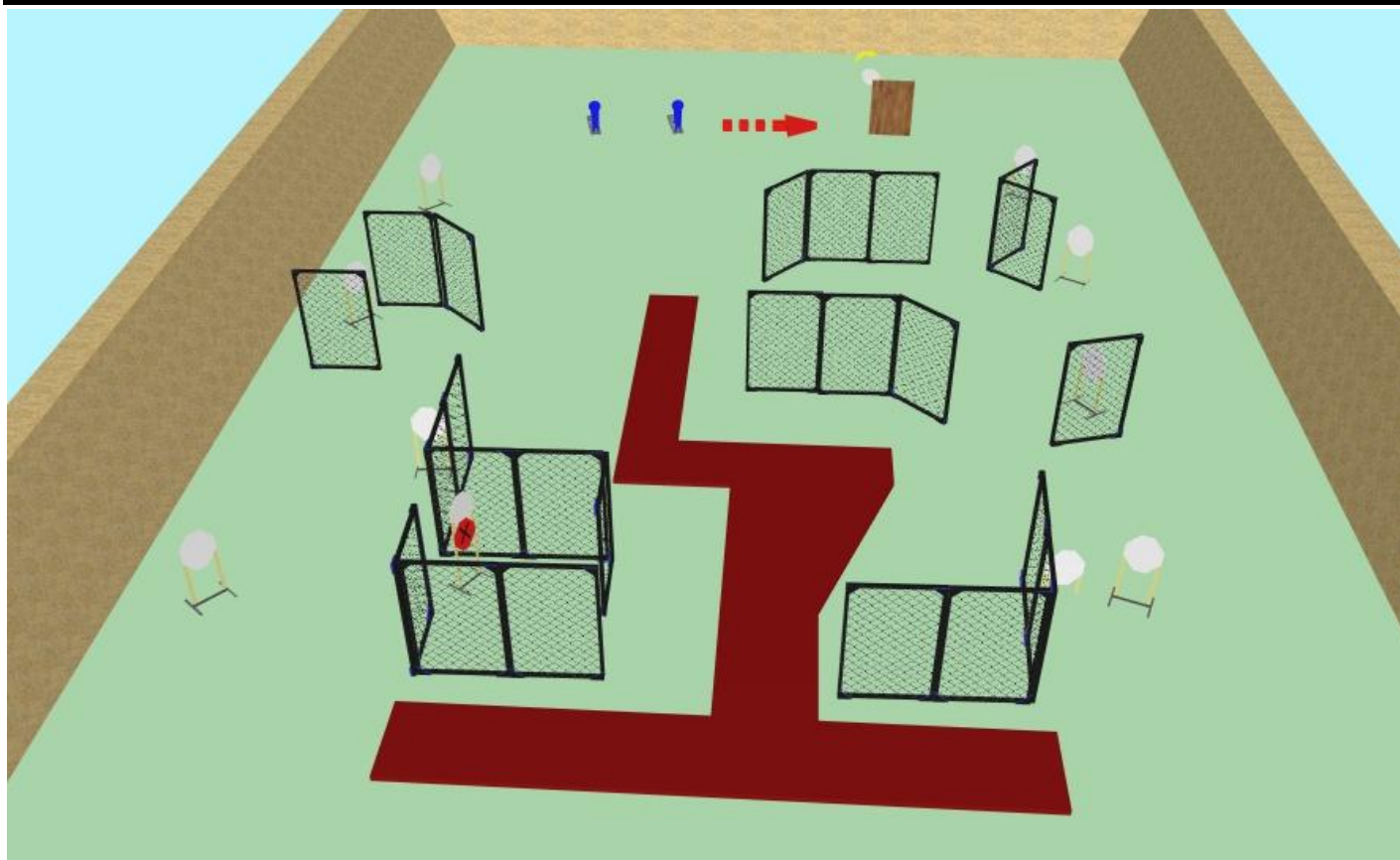
stage 14				
	12	5	2	
Scoring targets:		5 IPSC Targets, 2 IPSC Poppers		
Target distances and balance:				
Minimum number of rounds required:		12		
Number of scoring hits for paper targets:				
Firearm ready condition:		Rule 8.1. Option 1		
Competitor ready condition:		Rule 3.2.2, Section 8.2 and Appendix E1/E2		
Start position:		Standing anywhere		
Time starts:		Audible signal		
Procedure:		Popper P1 activates moving targets All moving targets remains visible at the end of the movement.		
Safety angles:		90 degrees left/right, High of top of the backtop		

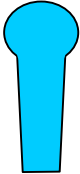


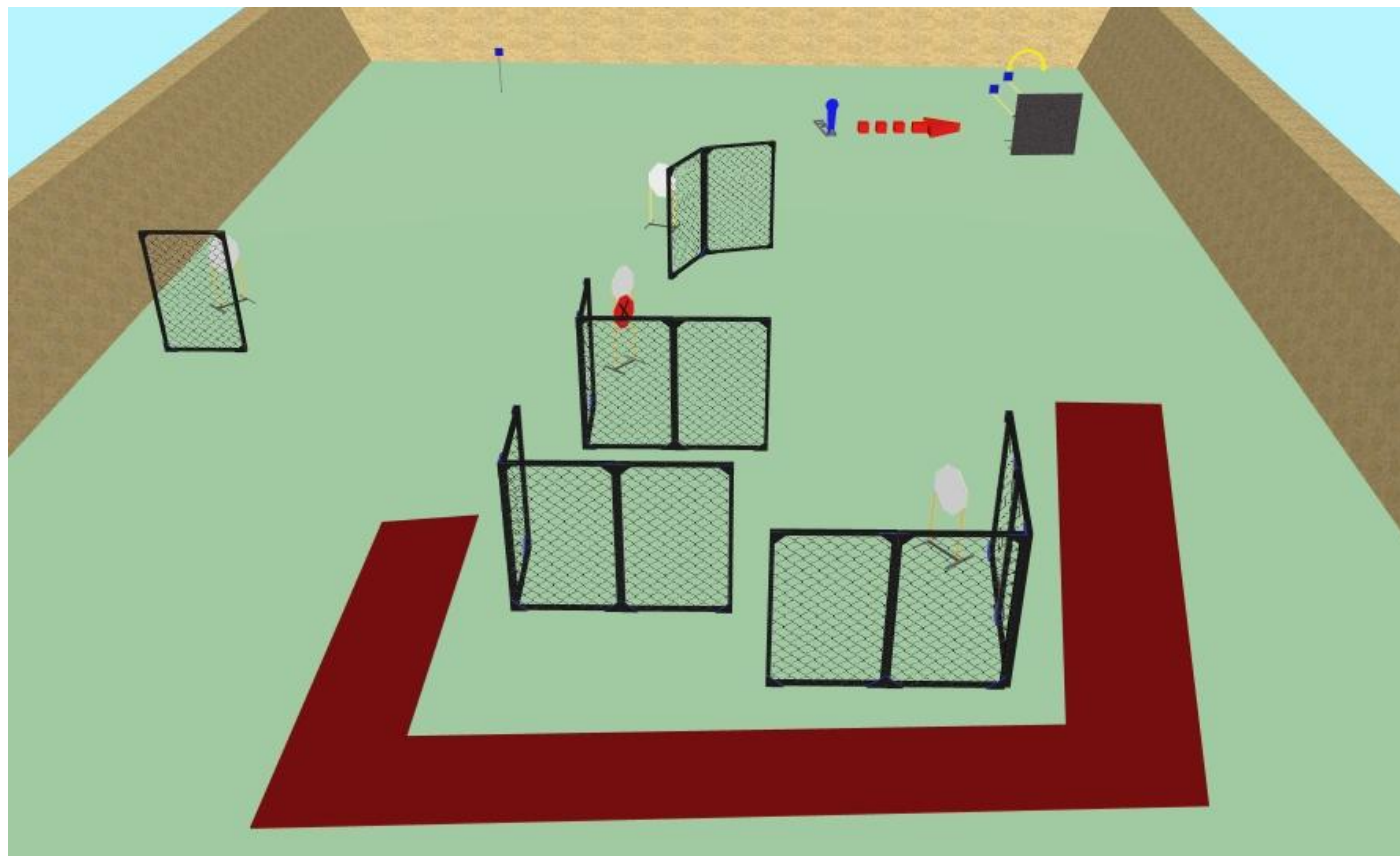
stage 15				
	12	5	2	
Scoring targets:		5 IPSC Targets, 2 IPSC poppers		
Target distances and balance:				
Minimum number of rounds required:		12		
Number of scoring hits for paper targets:				
Firearm ready condition:		Rule 8.1. Option 1		
Competitor ready condition:		Rule 3.2.2, Section 8.2 and Appendix E1/E2		
Start position:		Standing anywhere		
Time starts:		Audible signal		
Procedure:		Popper P1 activates moving targets All moving targets remains visible at the end of the movement.		
Safety angles:		90 degrees left/right, High of top of the backtop		



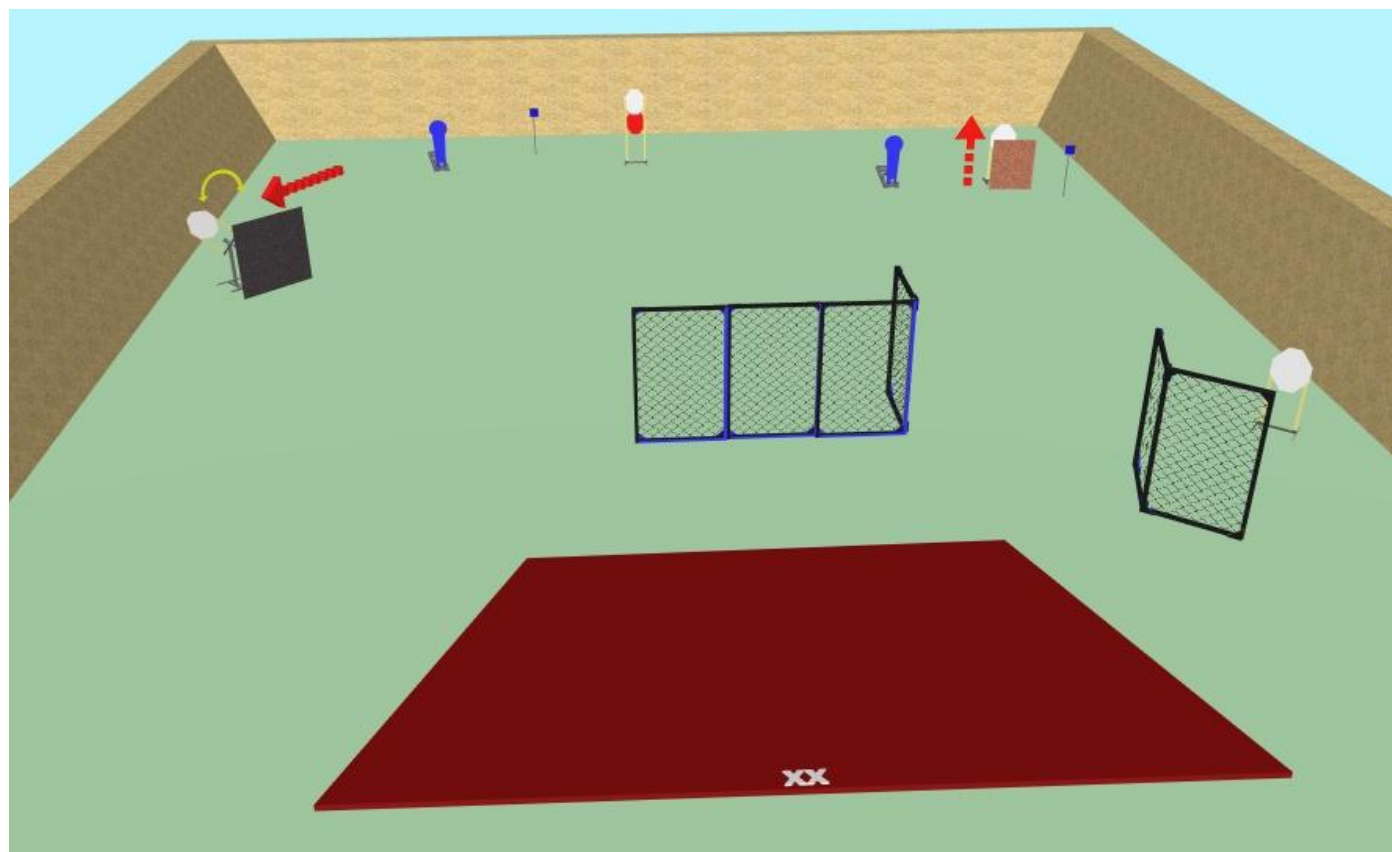
stage 16				
	24	11	2	
Scoring targets:	11 IPSC Targets, 2 IPSC Poppers			
Target distances and balance:				
Minimum number of rounds required:	24			
Number of scoring hits for paper targets:				
Firearm ready condition:	Rule 8.1. Option 1			
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2			
Start position:	Standing Anywhere			
Time starts:	Audible signal			
Procedure:	Popper P1 activates moving target All moving targets remains visible at the end of the movement.			
Safety angles:	90 degrees left/right, High of top of the backtop			

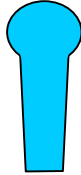


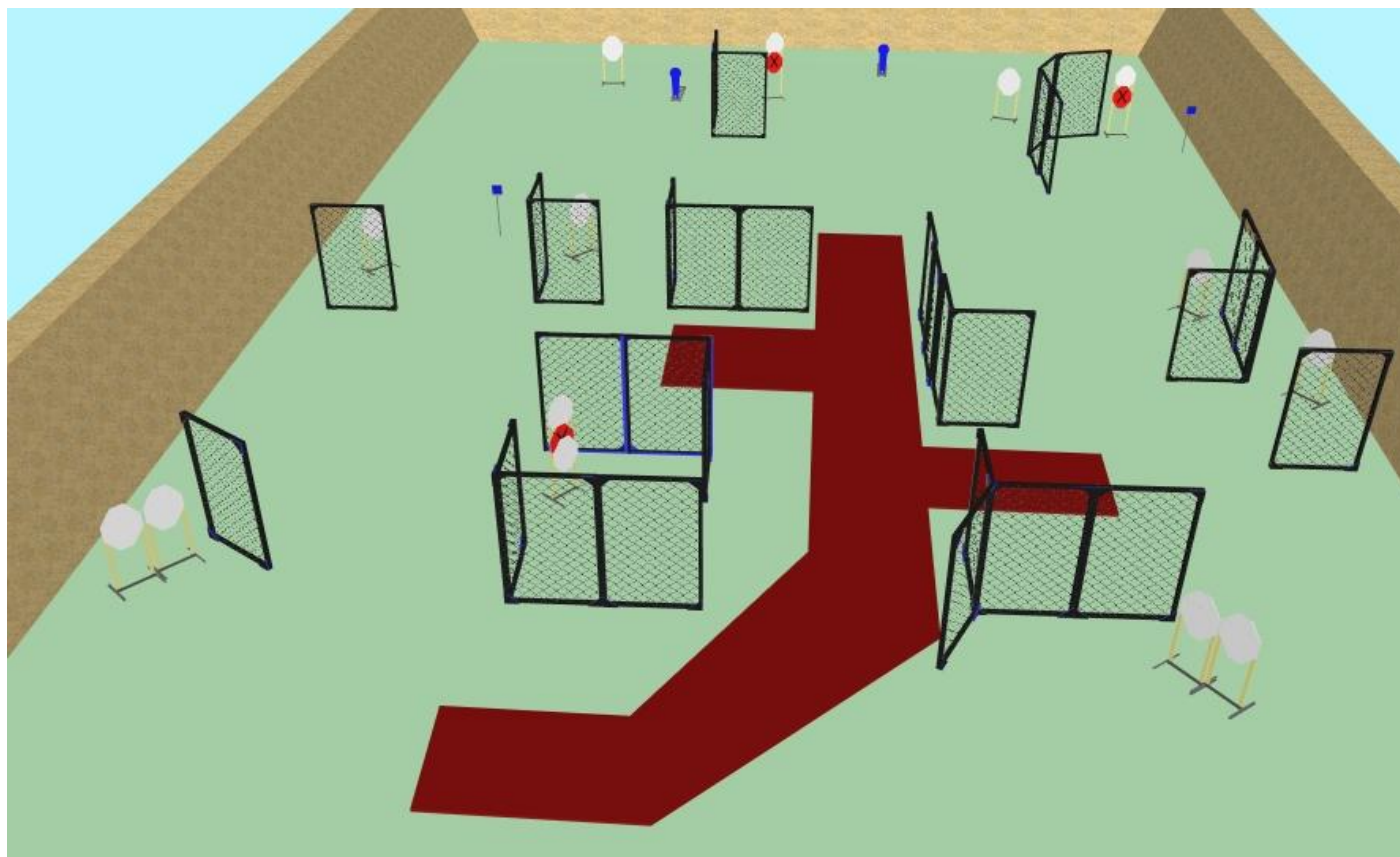
stage 17				
	12	4	1	3
Scoring targets:	4 IPSC Targets, 1 IPSC Popper, 3 IPSC Metal plates			
Target distances and balance:				
Minimum number of rounds required:	12			
Number of scoring hits for paper targets:				
Firearm ready condition:	Rule 8.1. Option 1			
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2			
Start position:	Standing anywhere			
Time starts:	Audible signal			
Procedure:	Popper P1 activates moving plates All moving targets remains visible at the end of the movement.			
Safety angles:	90 degrees left/right, High of top of the backtop			

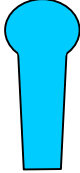


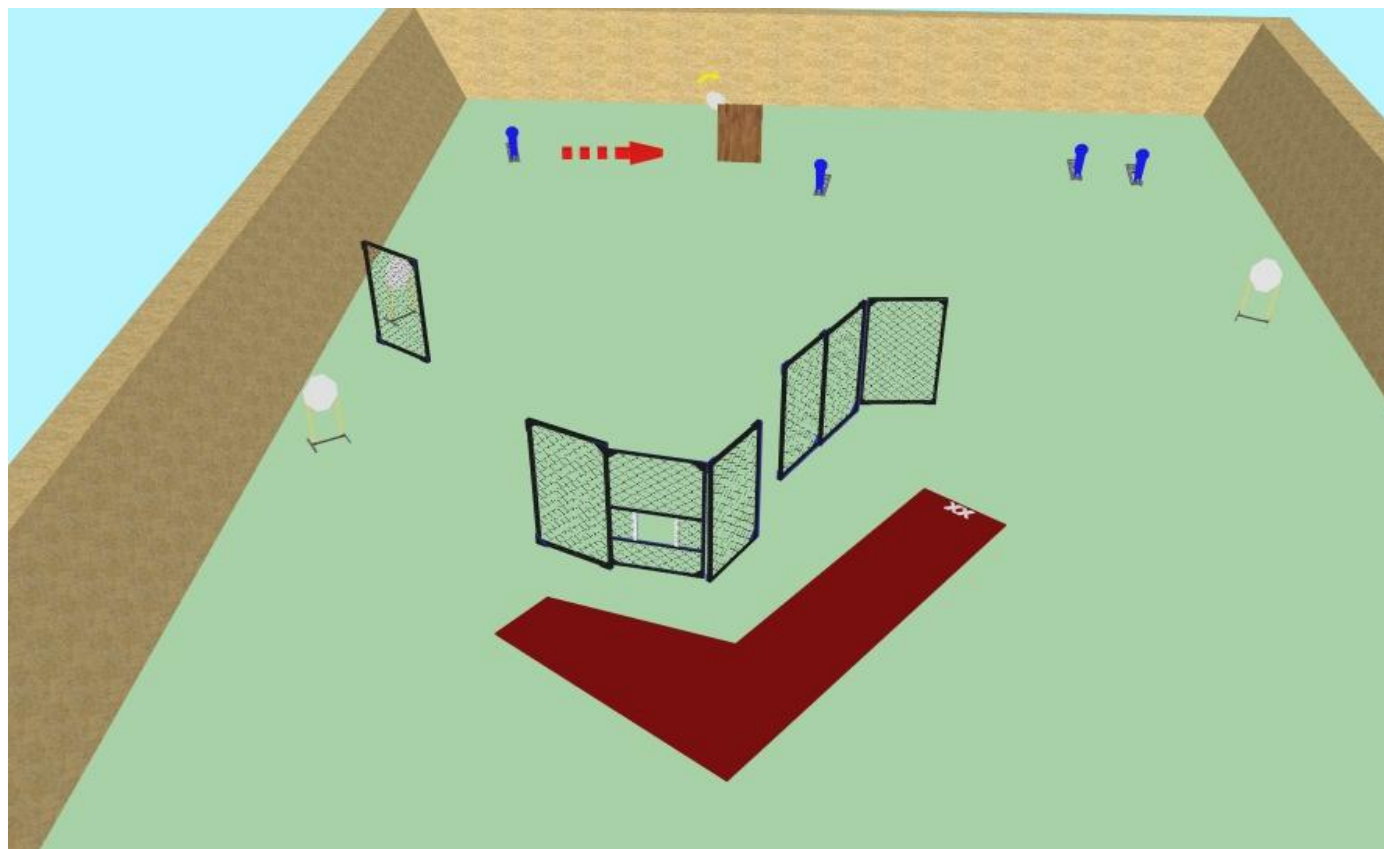
stage 18				
	12	4	2	2
Scoring targets:		4 IPSC Targets, 2 IPSC Poppers,2 IPSC Metal plates		
Target distances and balance:				
Minimum number of rounds required:		12		
Number of scoring hits for paper targets:				
Firearm ready condition:		Rule 8.1. Option 1		
Competitor ready condition:		Rule 3.2.2, Section 8.2 and Appendix E1/E2		
Start position:		Standing on mark		
Time starts:		Audible signal		
Procedure:		Popper P1 activates moving target All moving targets remains visible at the end of the movement.		
Safety angles:		90 degrees left/right, High of top of the backtop		

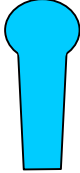


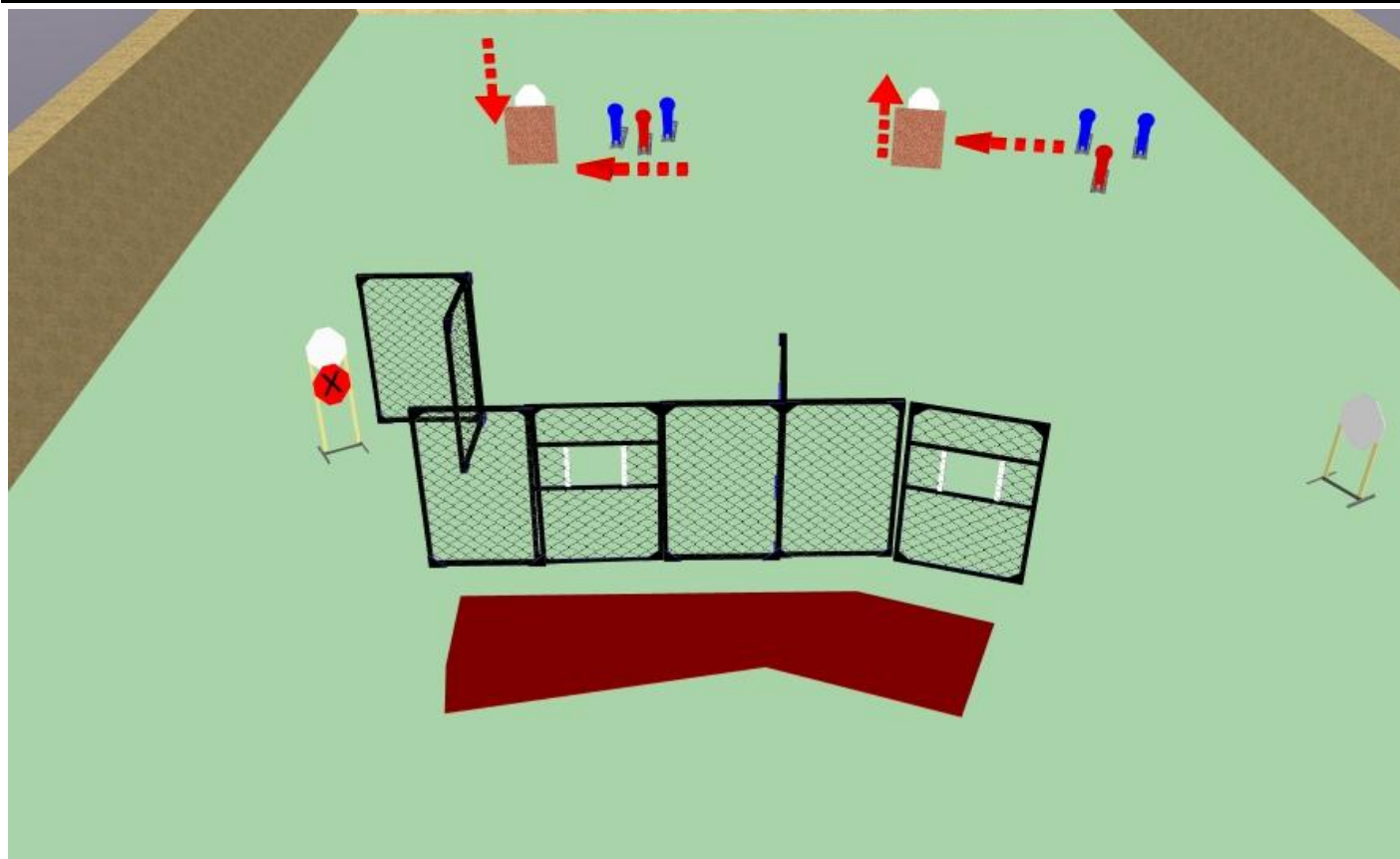
stage 19	   			
	32	14	2	2
Scoring targets:	8 IPSC Targets, 3 IPSC Poppers, 1 IPSC Plate			
Target distances and balance:				
Minimum number of rounds required:	32			
Number of scoring hits for paper targets:				
Firearm ready condition:	Rule 8.1. Option 1			
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2			
Start position:	Standing anywhere			
Time starts:	Audible signal			
Procedure:				
Safety angles:	90 degrees left/right, High of top of the backtop			

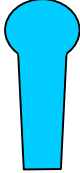


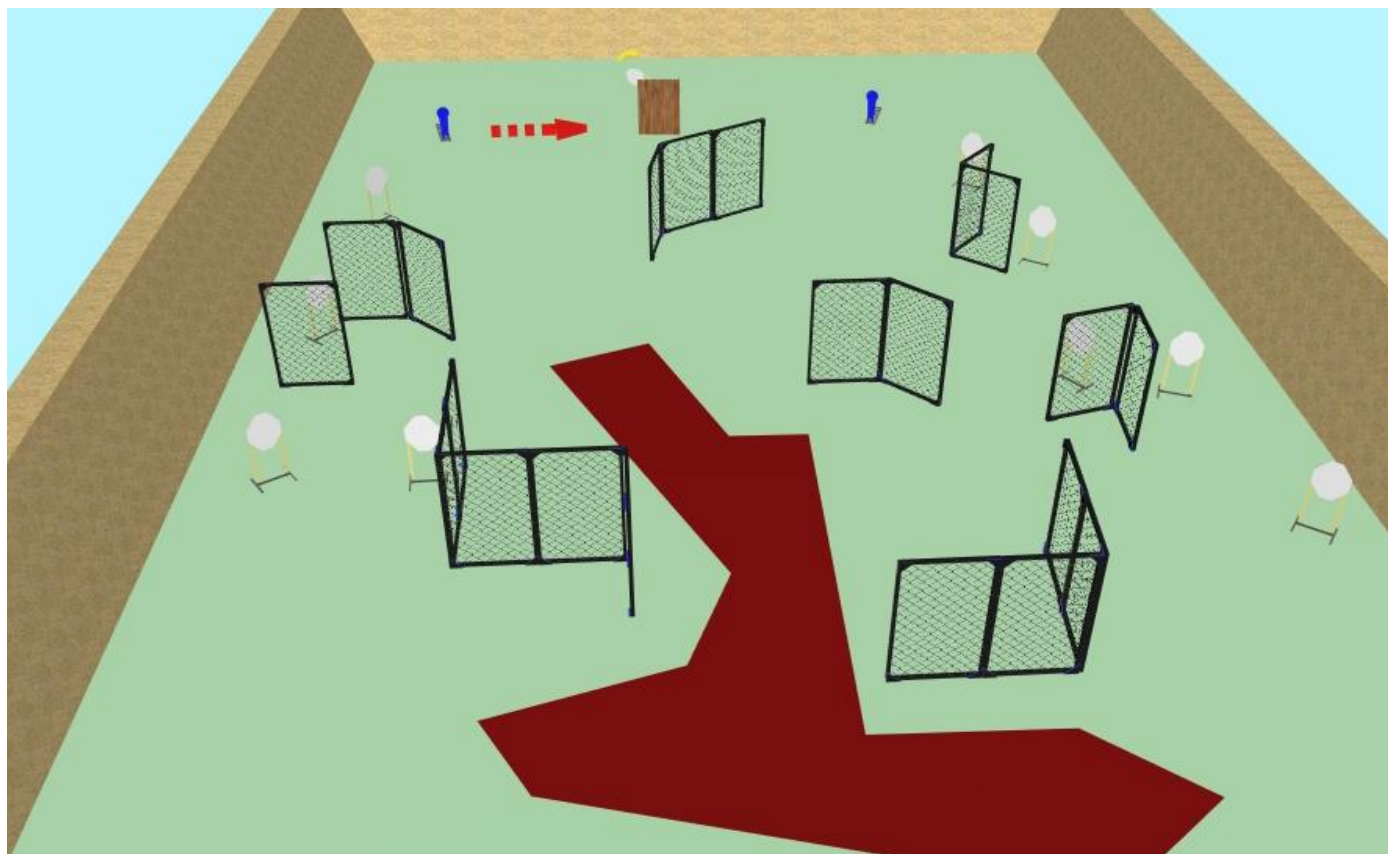
stage 20		  
	12	4 4
Scoring targets:	4 IPSC Targets, 4 IPSC Poppers	
Target distances and balance:		
Minimum number of rounds required:	12	
Number of scoring hits for paper targets:		
Firearm ready condition:	Rule 8.1. Option 1	
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2	
Start position:	Standing on mark	
Time starts:	Audible signal	
Procedure:	Popper P1 activates moving target All moving targets remains visible at the end of the movement.	
Safety angles:	90 degrees left/right, High of top of the backtop	

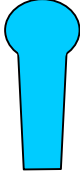


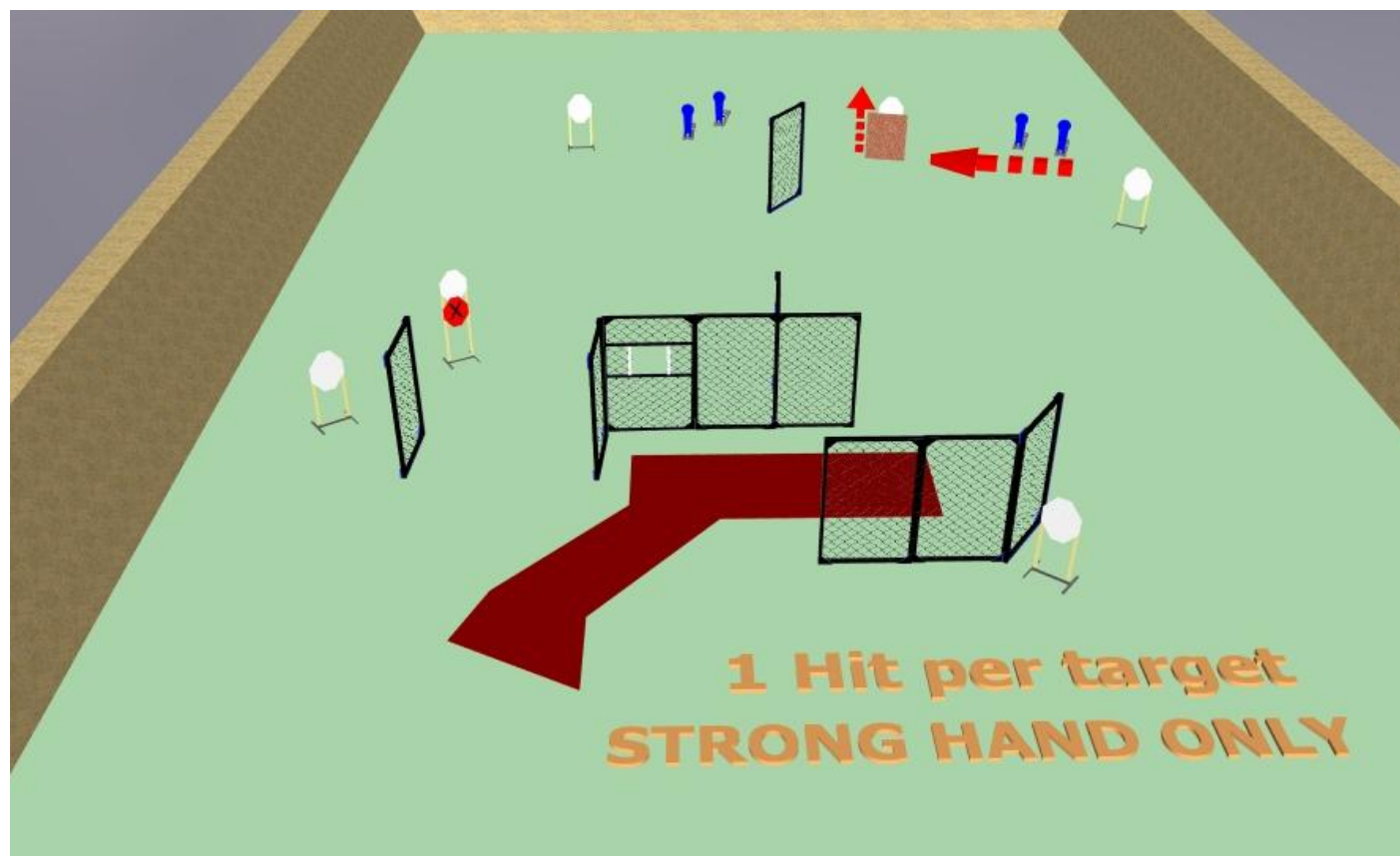
stage 21		  
	12	4 4
Scoring targets: Target distances and balance:	4 IPSC Targets, 4 IPSC Poppers	
Minimum number of rounds required:	12	
Number of scoring hits for paper targets:		
Firearm ready condition:	Rule 8.1. Option 1	
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2	
Start position:	Standing anywhere	
Time starts:	Audible signal	
Procedure:	Popper P1 and P2 activates moving target All moving targets remains visible at the end of the movement.	
Safety angles:	90 degrees left/right, High of top of the backtop	

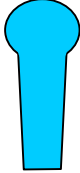


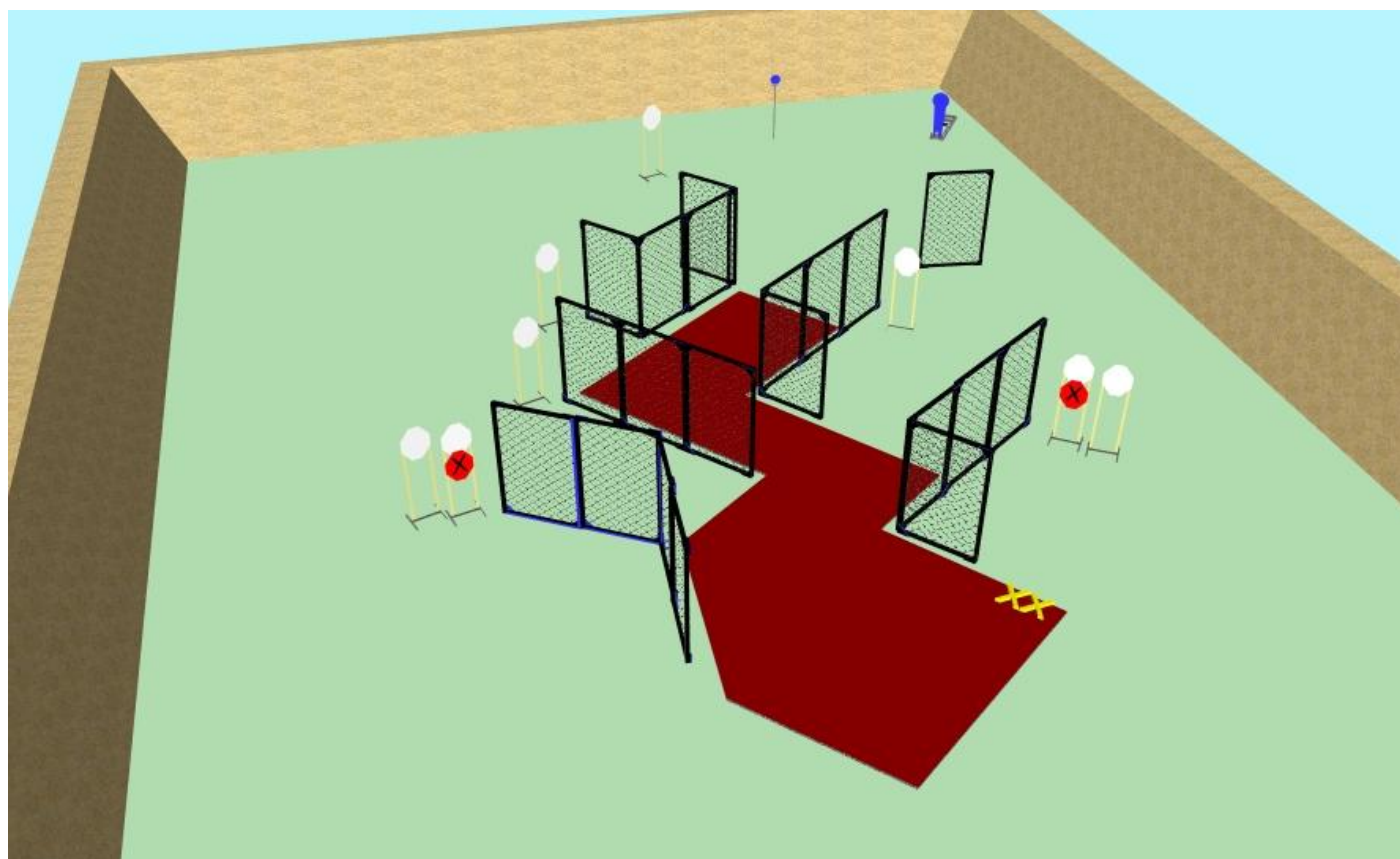
stage 22		  
	22	10 2
Scoring targets: Target distances and balance:	10 IPSC Targets, 2 IPSC Poppers	
Minimum number of rounds required:	22	
Number of scoring hits for paper targets:		
Firearm ready condition:	Rule 8.1. Option 1	
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2	
Start position:	Standing anywhere	
Time starts:	Audible signal	
Procedure:	Popper P1 activates moving target All moving targets remains visible at the end of the movement.	
Safety angles:	90 degrees left/right, High of top of the backtop	



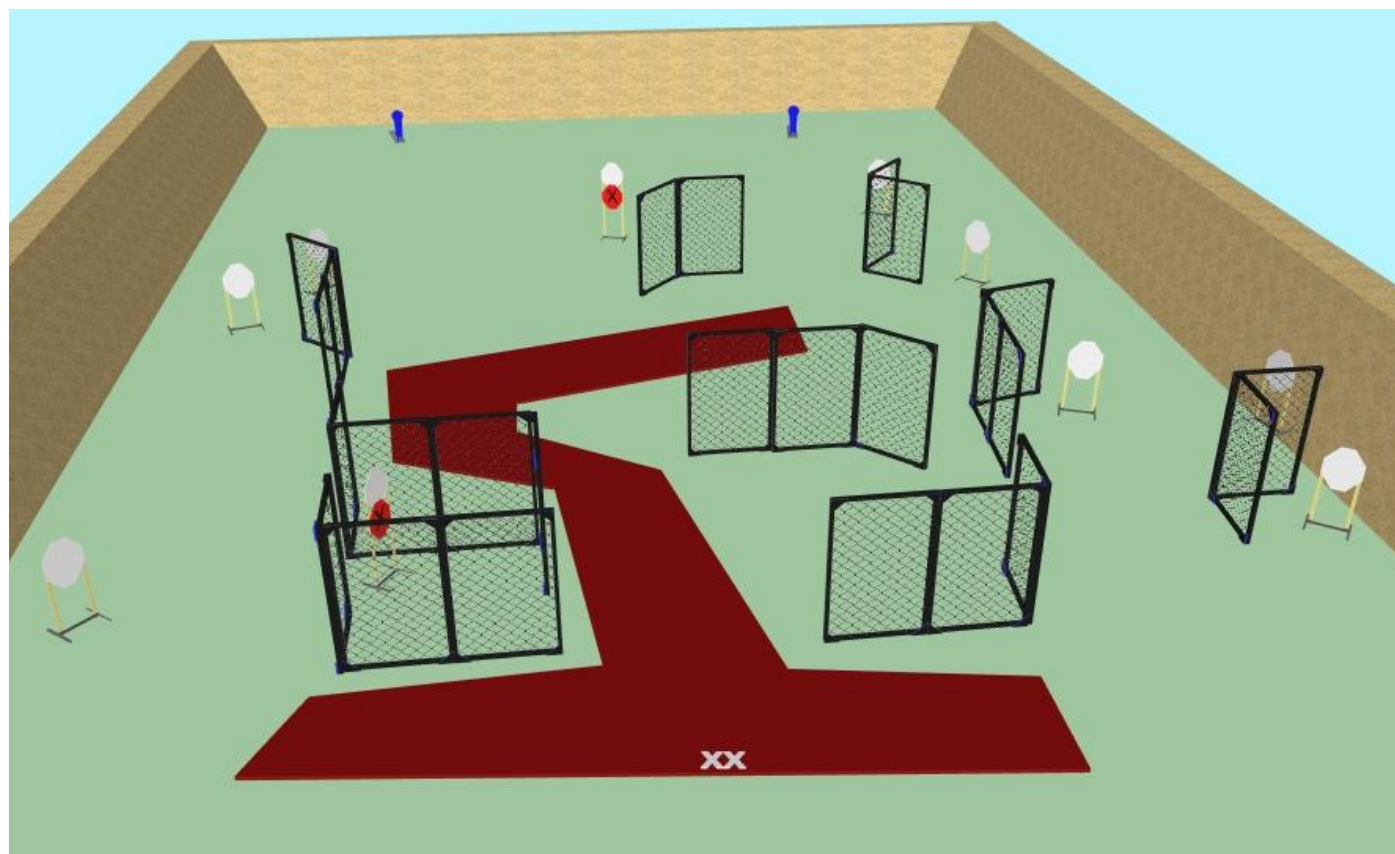
stage 23		  
	10	64
Scoring targets:	6 IPSC Targets, 4 IPSC Poppers	
Target distances and balance:		
Minimum number of rounds required:	10	
Number of scoring hits for paper targets:		
Firearm ready condition:	Rule 8.1. Option 1	
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2	
Start position:	Standing anywhere	
Time starts:	Audible signal	
Procedure:	Strong hand only, 1 hit per target	
Safety angles:	90 degrees left/right, High of top of the backtop	

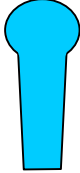


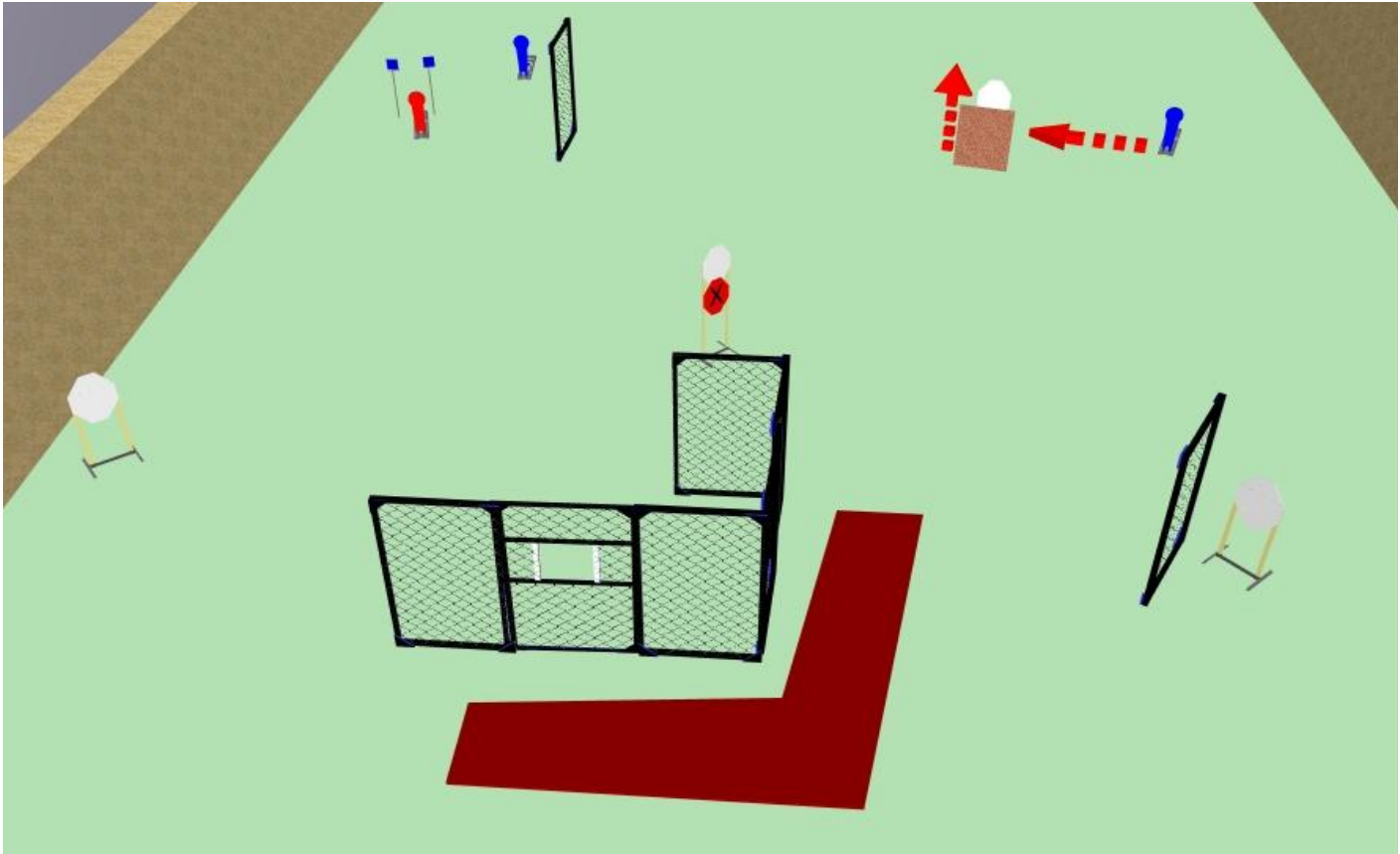
stage 24	   			
	18	8	1	1
Scoring targets:	8 IPSC Targets, 1 IPSC Popper, 1 IPSC metal plate			
Target distances and balance:				
Minimum number of rounds required:	18			
Number of scoring hits for paper targets:				
Firearm ready condition:	Rule 8.1. Option 1			
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2			
Start position:	Standing on mark			
Time starts:	Audible signal			
Procedure:				
Safety angles:	90 degrees left/right, High of top of the backtop			

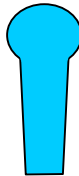


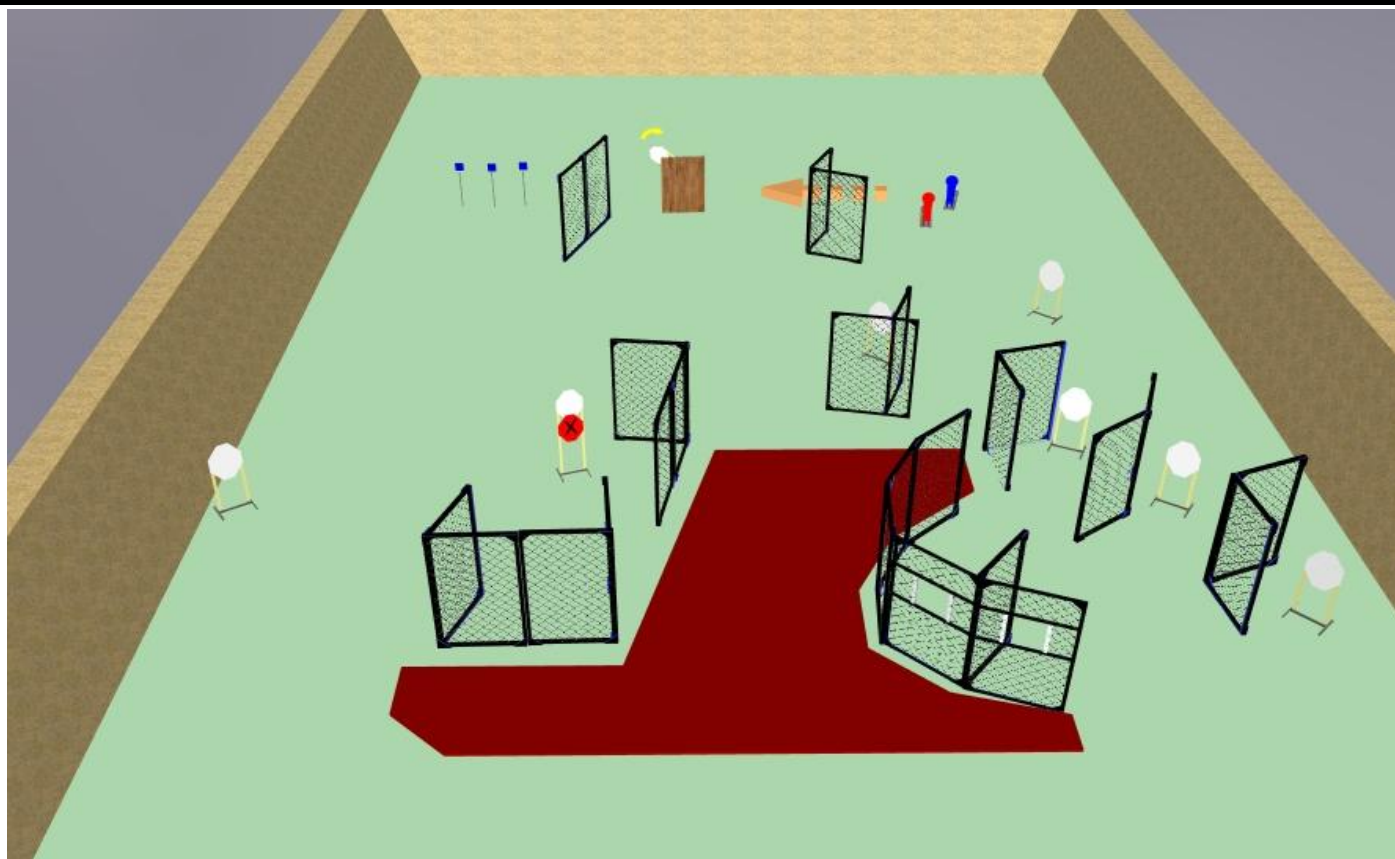
stage 25				
	22	10	2	
Scoring targets:		10 IPSC Targets, 2 IPSC Poppers		
Target distances and balance:				
Minimum number of rounds required:		22		
Number of scoring hits for paper targets:				
Firearm ready condition:		Rule 8.1. Option 1		
Competitor ready condition:		Rule 3.2.2, Section 8.2 and Appendix E1/E2		
Start position:		Standing anywhere		
Time starts:		Audible signal		
Procedure:				
Safety angles:		90 degrees left/right, High of top of the backtop		



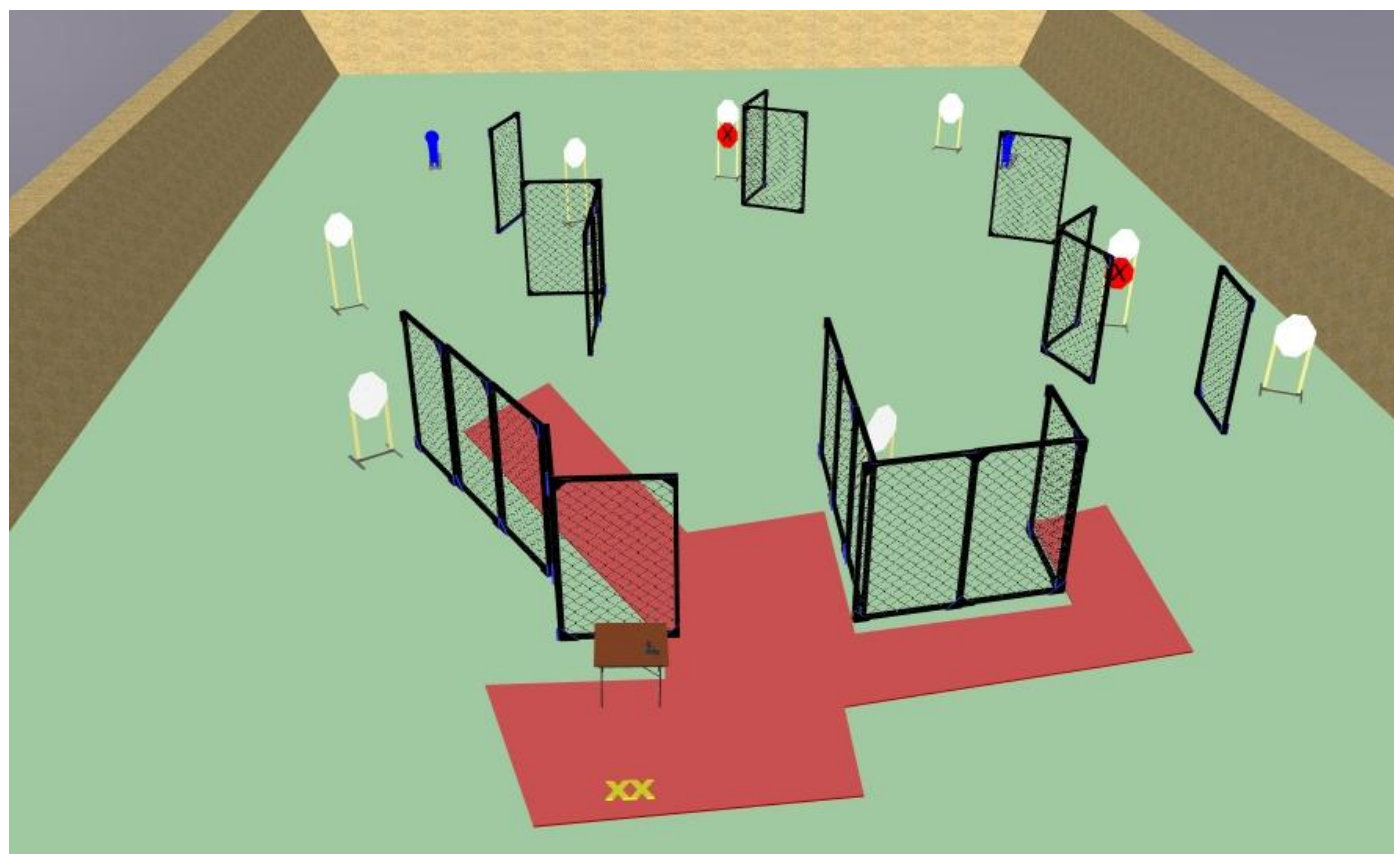
stage 26		  
	12	4 2 2
Scoring targets:	4 IPSC Targets, 2 IPSC Poppers, 2 IPSC metal plates	
Target distances and balance:		
Minimum number of rounds required:	12	
Number of scoring hits for paper targets:		
Firearm ready condition:	Rule 8.1. Option 2	
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2	
Start position:	Standing anywhere	
Time starts:	Audible signal	
Procedure:	Popper P1 activates moving target All moving targets remains visible at the end of the movement.	
Safety angles:	90 degrees left/right, High of top of the backtop	

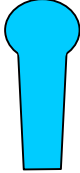


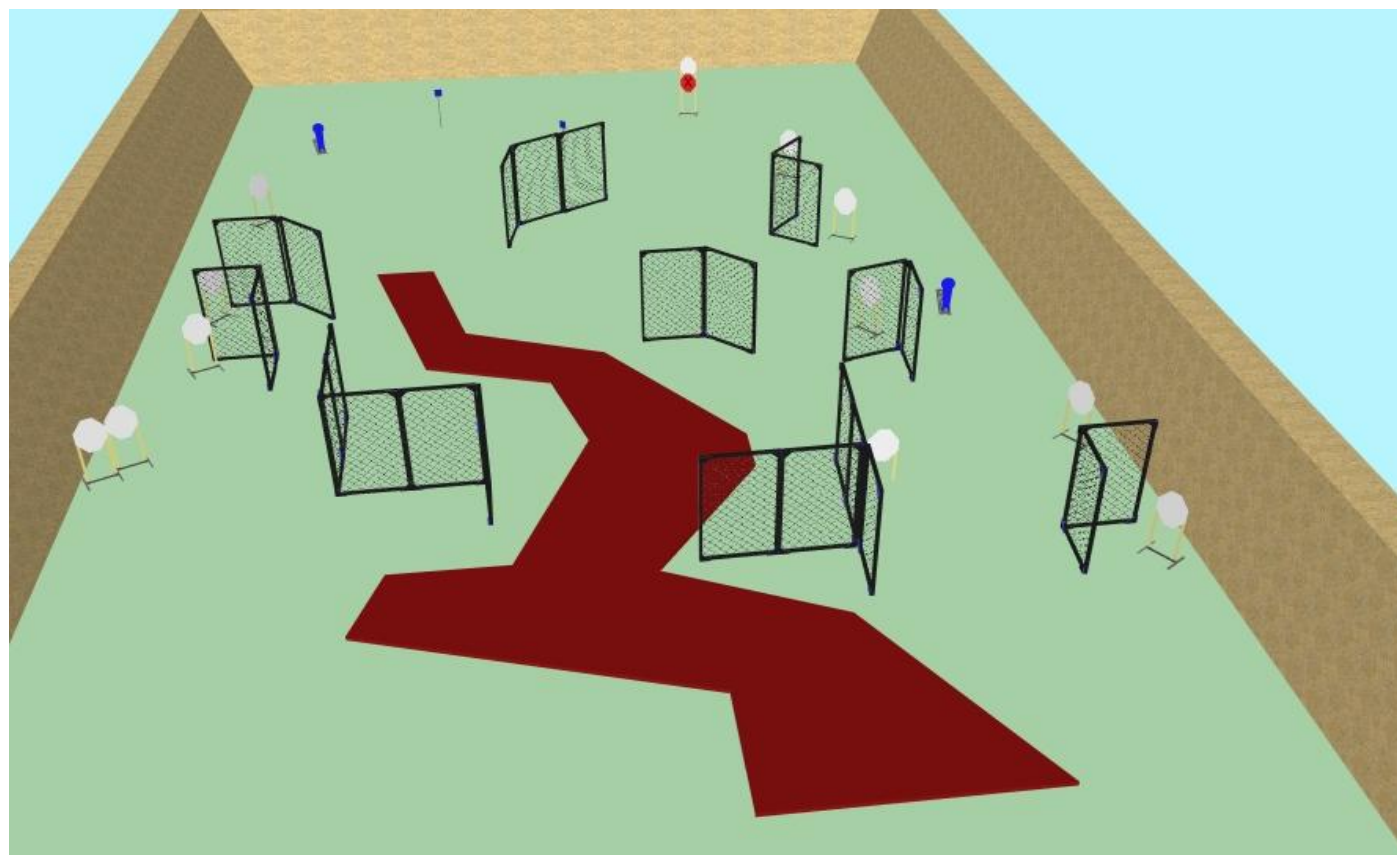
stage 27				
	20	8	1	3
Scoring targets:	8 IPSC Targets, 1 IPSC popper, 3 IPSC metal plates			
Target distances and balance:				
Minimum number of rounds required:	20			
Number of scoring hits for paper targets:				
Firearm ready condition:	Rule 8.1. Option 1			
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2			
Start position:	Standing anywhere			
Time starts:	Audible signal			
Procedure:	Popper P1 activates moving target All moving targets remains visible at the end of the movement.			
Safety angles:	90 degrees left/right, High of top of the backstop			

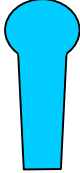


stage 28				
	18	8	2	
Scoring targets:		8 IPSC Targets, 2 IPSC Poppers		
Target distances and balance:				
Minimum number of rounds required:		18		
Number of scoring hits for paper targets:				
Firearm ready condition:		Rule 8.1. Option 3, gun on the table Chamber and magwell empty		
Competitor ready condition:		Rule 3.2.2, Section 8.2 and Appendix E1/E2		
Start position:		Standing on mark		
Time starts:		Audible signal		
Procedure:				
Safety angles:		90 degrees left/right, High of top of the backtop		



stage 29	   			
	28	12	2	2
Scoring targets:	12 IPSC Targets, 2 IPSC Poppers, 2 IPSC metal plates			
Target distances and balance:				
Minimum number of rounds required:	28			
Number of scoring hits for paper targets:				
Firearm ready condition:	Rule 8.1. Option 1			
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2			
Start position:	Standing anywhere			
Time starts:	Audible signal			
Procedure:				
Safety angles:	90 degrees left/right, High of top of the backtop			



stage 30		  
	12	4 4
Scoring targets: Target distances and balance:	4 IPSC Targets, 4 IPSC poppers	
Minimum number of rounds required:	12	
Number of scoring hits for paper targets:		
Firearm ready condition:	Rule 8.1. Option 1	
Competitor ready condition:	Rule 3.2.2, Section 8.2 and Appendix E1/E2	
Start position:	Standing anywhere	
Time starts:	Audible signal	
Procedure:	Popper P1 activates moving target All moving targets remains visible at the end of the movement.	
Safety angles:	90 degrees left/right, High of top of the backtop	

