

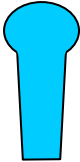

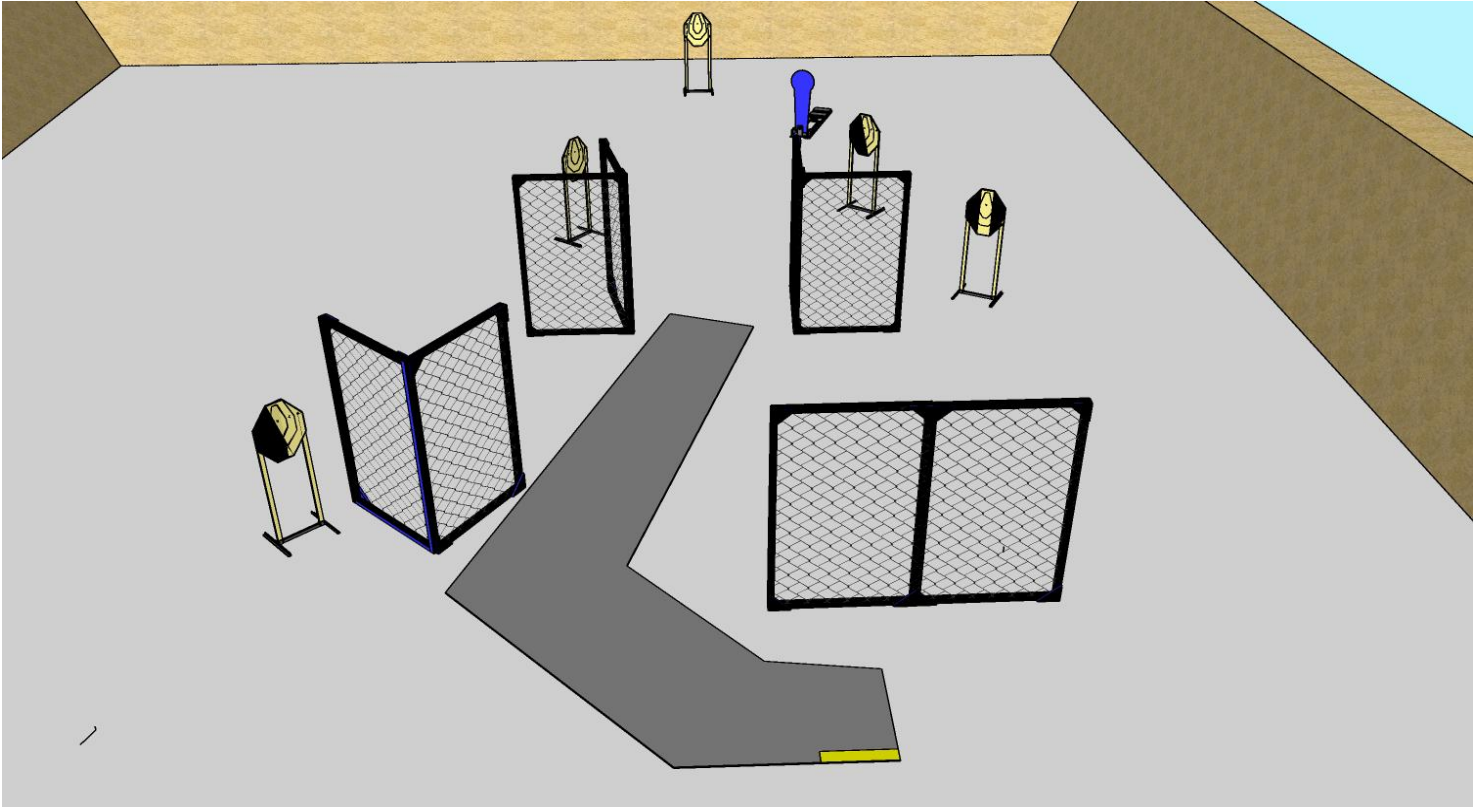


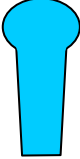

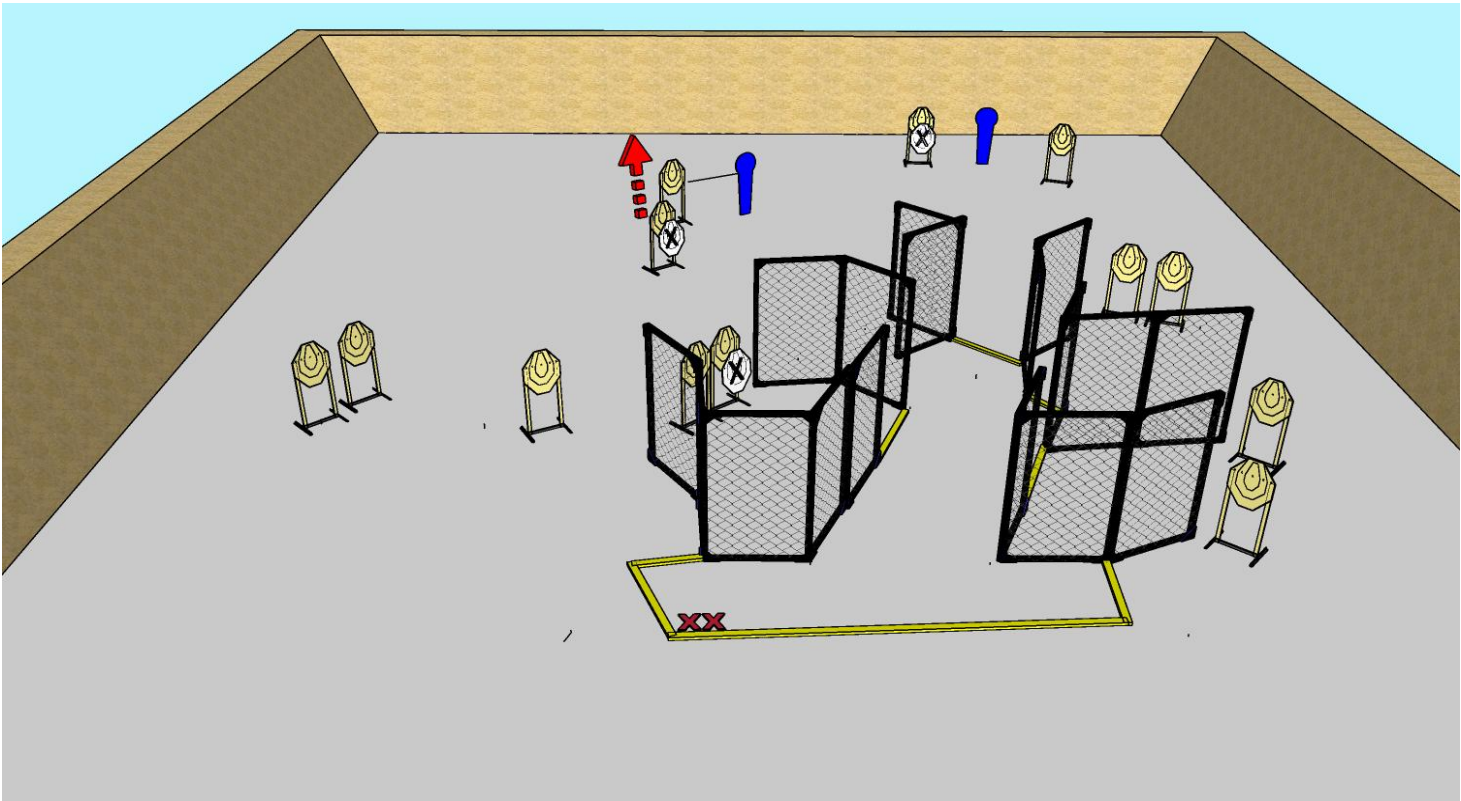


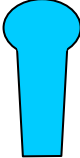



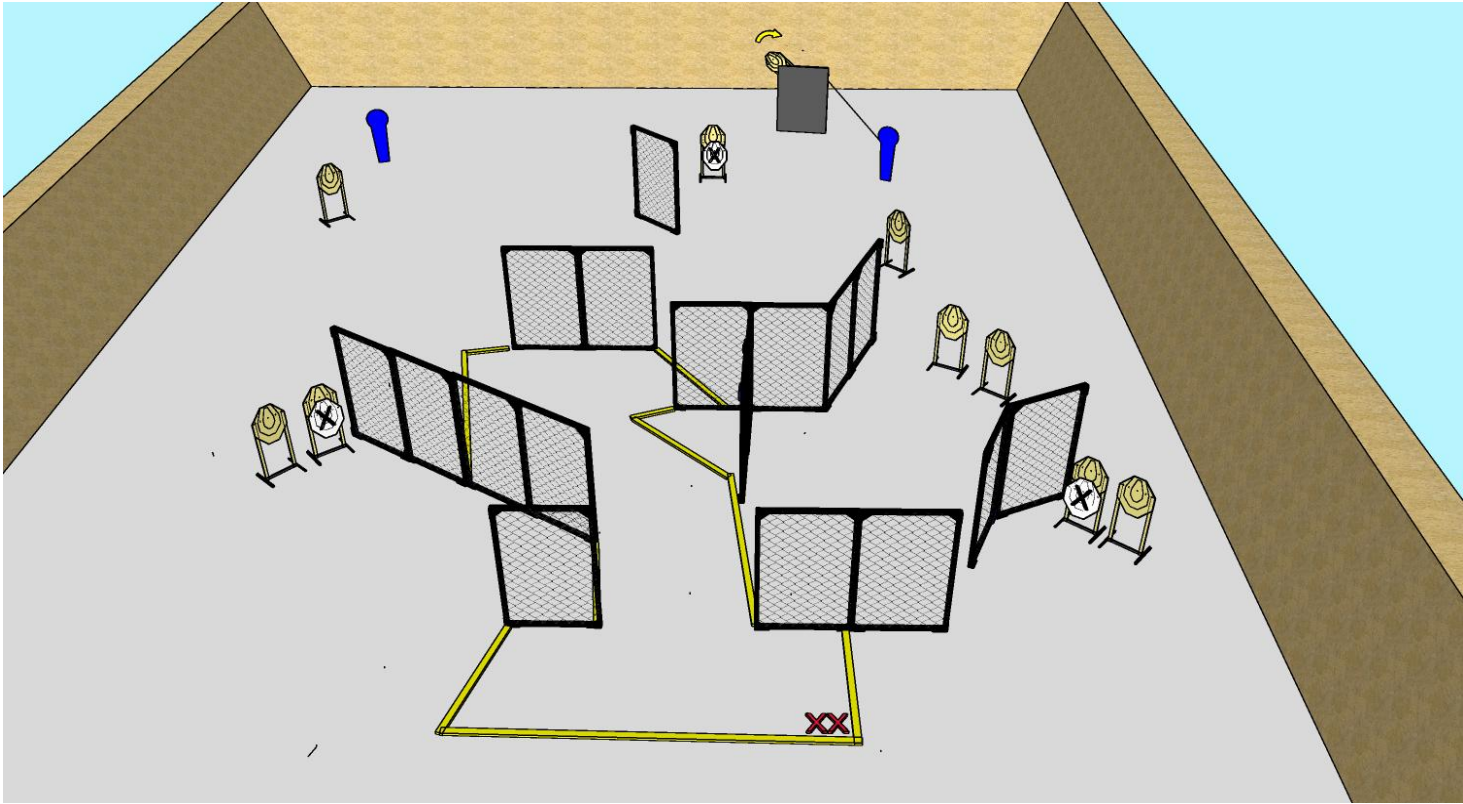
stage 1				
	11	5	1	
Number of rounds to be scored:	11			
Targets:	5 IPSC Targets, 1 IPSC Popper			
Start position:	Standing on mark			
Handgun Ready Condition				
Time Start:	Audible signal			
Procedure:	After start signal engage all the targets from designated area			
Safety angles:	90 degrees left/right, High of top of the backtop			



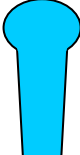



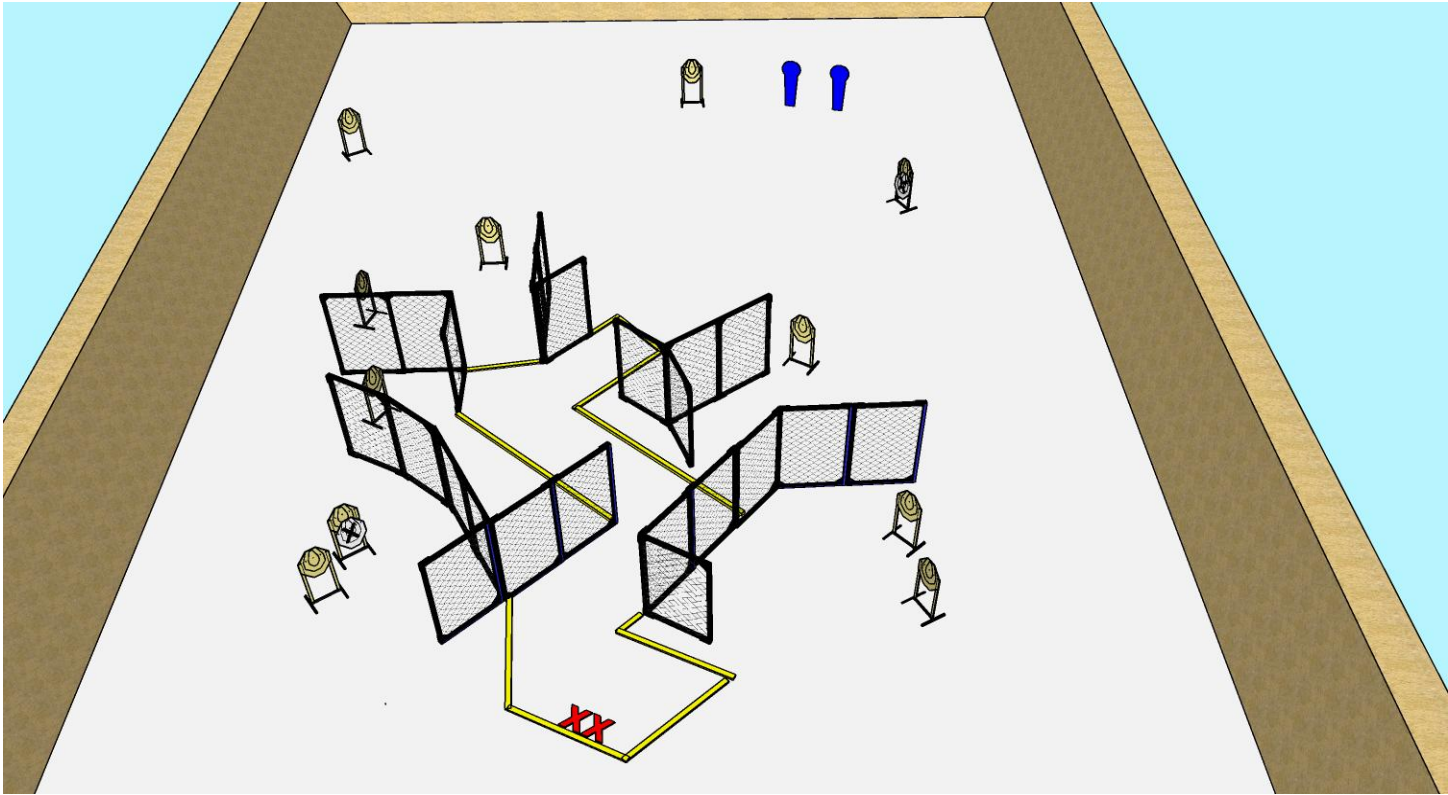
stage 2				
	28	13	2	
Number of rounds to be scored:	28			
Targets:	13 IPSC Targets, 2 IPSC Poppers			
Start position:	Standing on mark			
Handgun Ready Condition				
Time Start:	Audible signal			
Procedure:	After start signal engage all the targets from designated area Popper P1 activates moving target. All moving targets remains visible at the end of the movement.			
Safety angles:	90 degrees left/right, High of top of the backtop			







stage 3				
	22	10	2	
Number of rounds to be scored:	22			
Targets:	10 IPSC Targets, 2 IPSC Poppers			
Start position:	Standing on mark			
Handgun Ready Condition				
Time Start:	Audible signal			
Procedure:	After start signal engage all the targets from designated area 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			

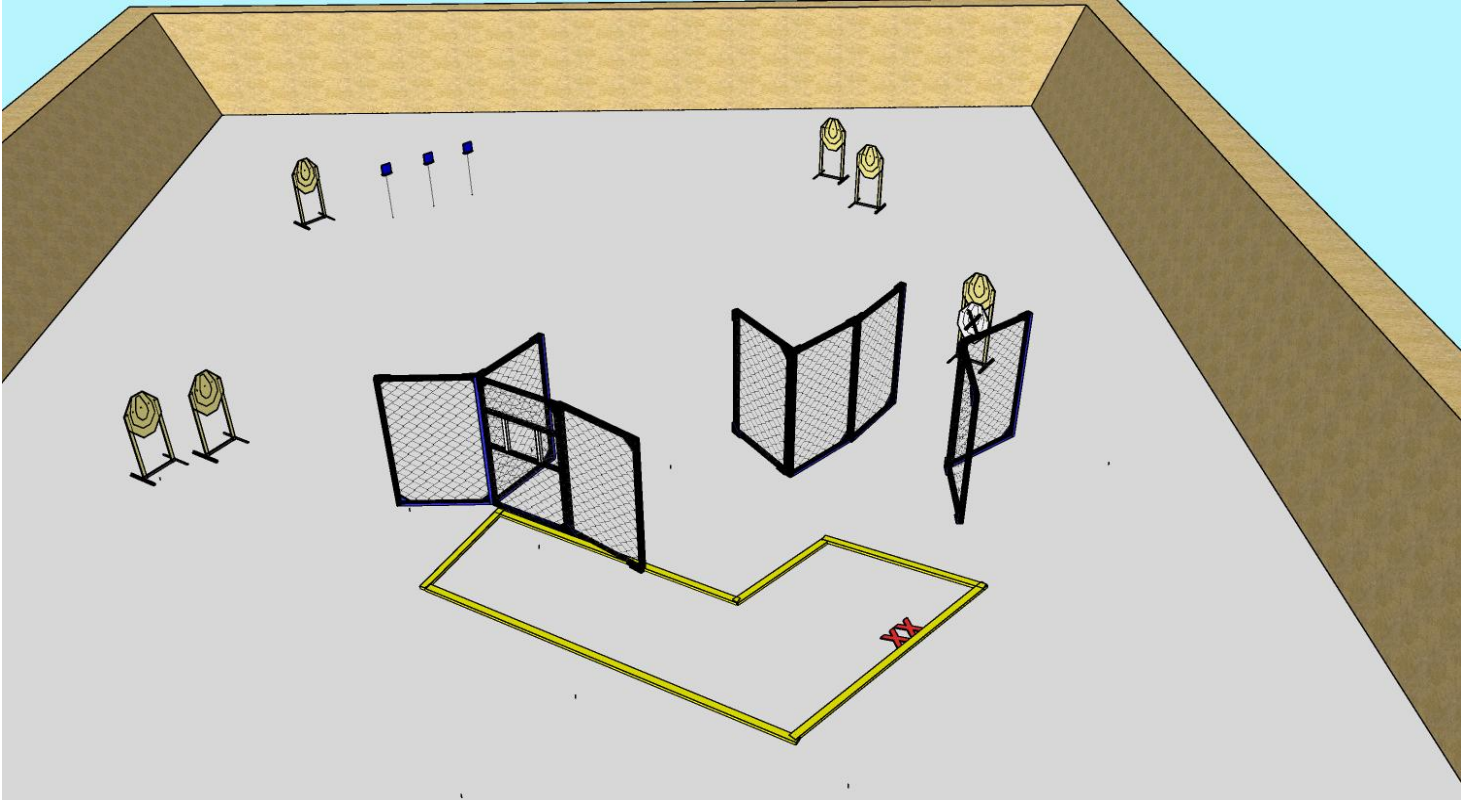




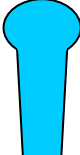

stage 4				
	24	11	2	
Number of rounds to be scored:	24			
Targets:	11 IPSC Targets, 2 IPSC Poppers			
Start position:	Standing on mark			
Handgun Ready Condition				
Time Start:	Audible signal			
Procedure:	After start signal engage all the targets from designated area			
Safety angles:	90 degrees left/right, High of top of the backtop			

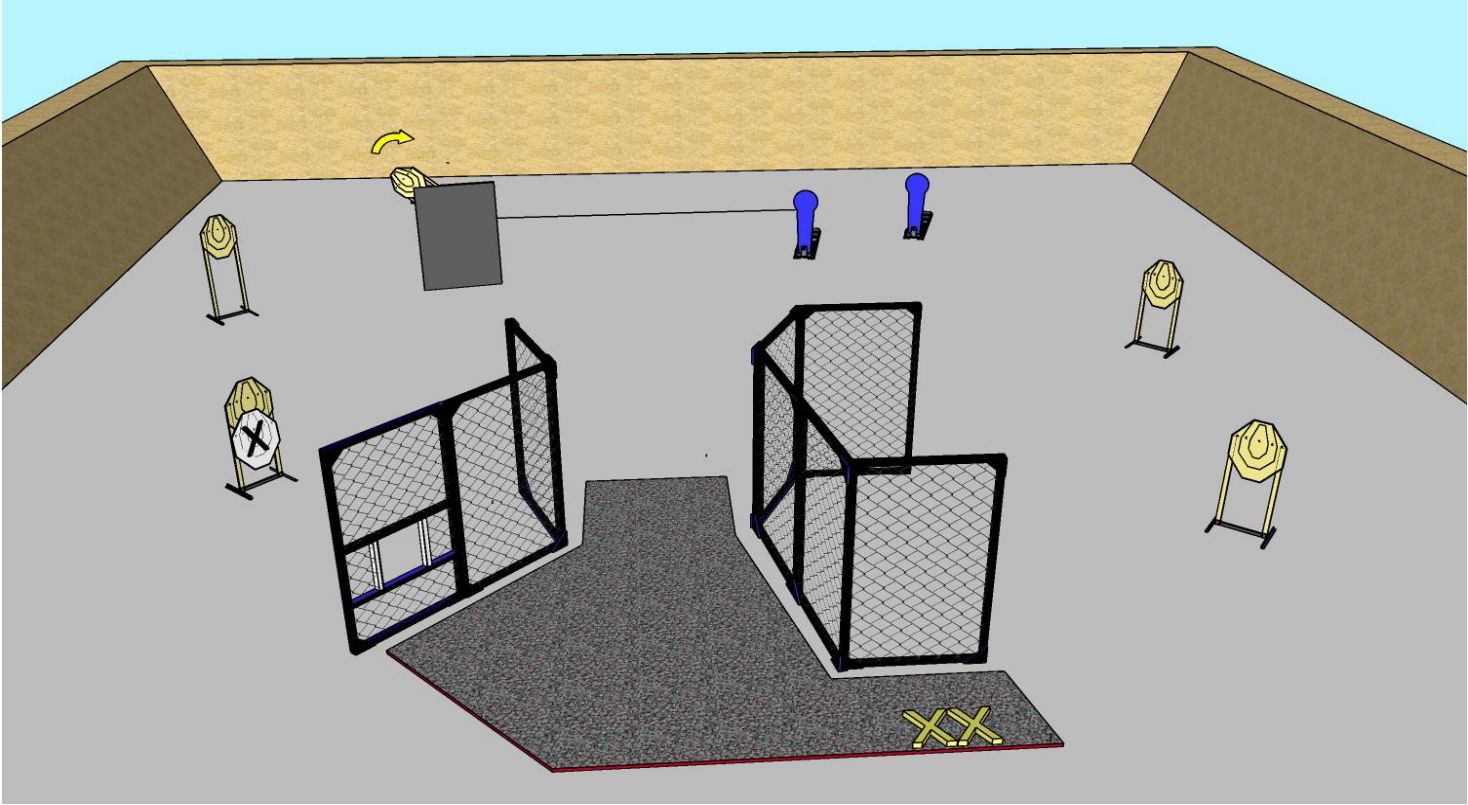




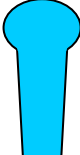



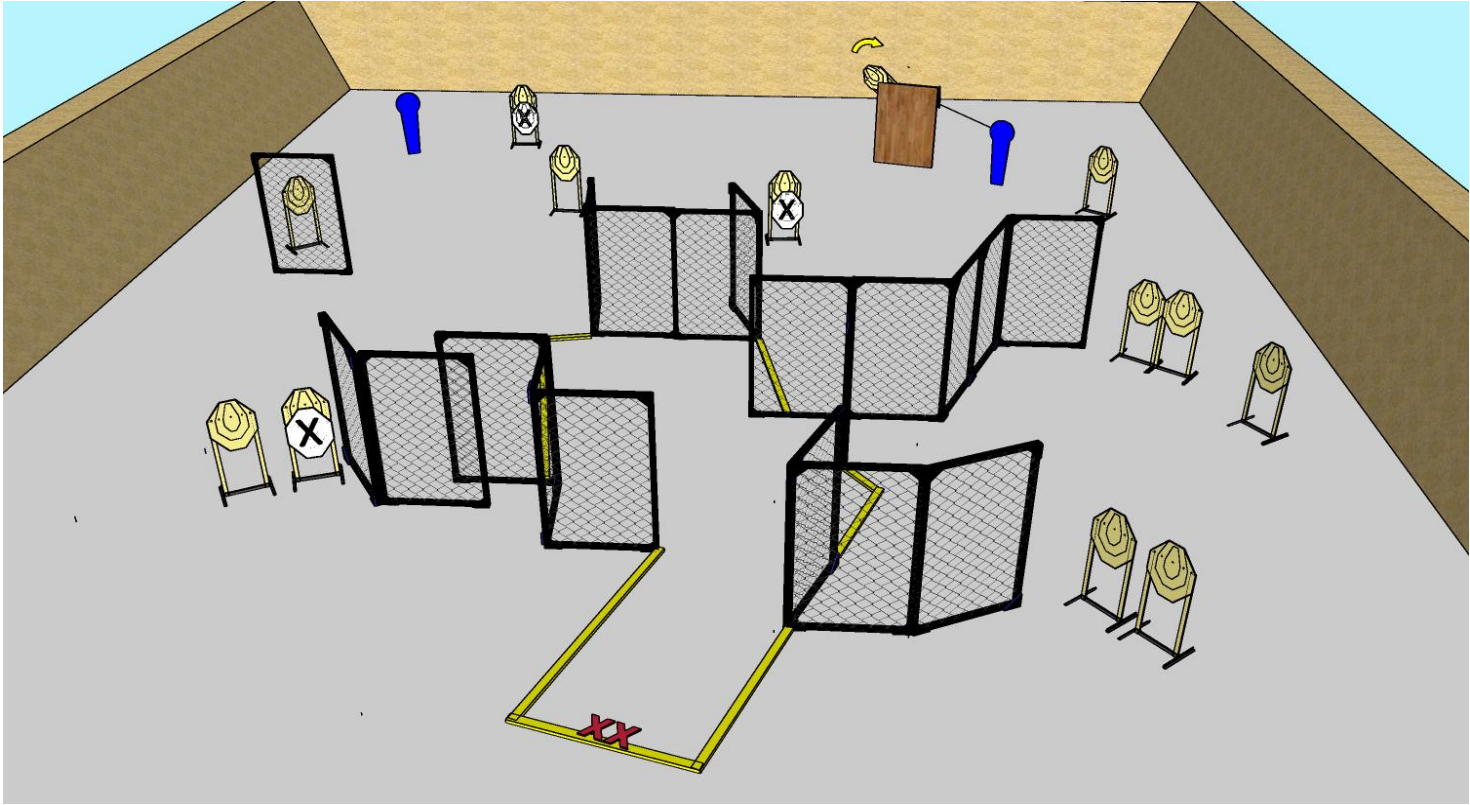
stage 5				
	15	6	3	
Number of rounds to be scored:	15			
Targets:	6 IPSC Targets, 3 IPSC Metal Plates			
Start position:	Standing on the mark			
Handgun Ready Condition				
Time Start:	Audible signal			
Procedure:	After start signal engage all the targets from designated area			
Safety angles:	90 degrees left/right, High of top of the backtop			



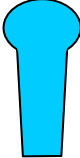



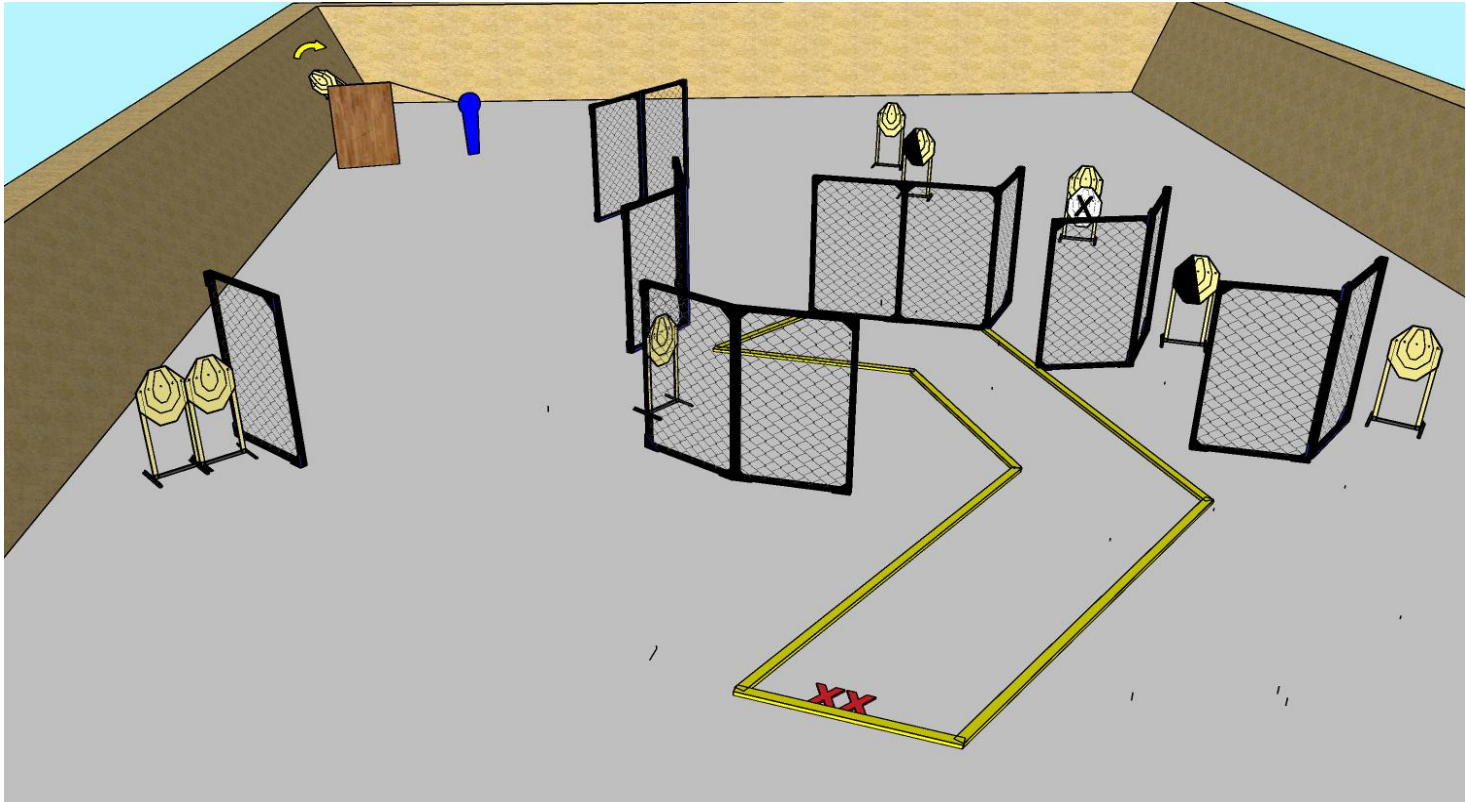
stage 6				
	12	5	2	
Number of rounds to be scored:	12			
Targets:	5 IPSC Targets, 2 IPSC poppers			
Start position:	Standing on mark			
Handgun Ready Condition				
Time Start:	Audible signal			
Procedure:	After start signal engage all the targets from designated area Popper P1 and P2 activates moving targets All moving targets remains visible at the end of the movement.			
Safety angles:	90 degrees left/right, High of top of the backstop			





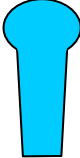

stage 7			  	
	28		13	2
Number of rounds to be scored:	28			
Targets:	13 IPSC Targets, 2 IPSC Poppers			
Start position:	Standing on the mark			
Handgun Ready Condition				
Time Start:	Audible signal			
Procedure:	After start signal engage all the targets from designated area Popper P1 activates moving target. All moving targets remains visible at the end of the movement.			
Safety angles:	90 degrees left/right, High of top of the backstop			

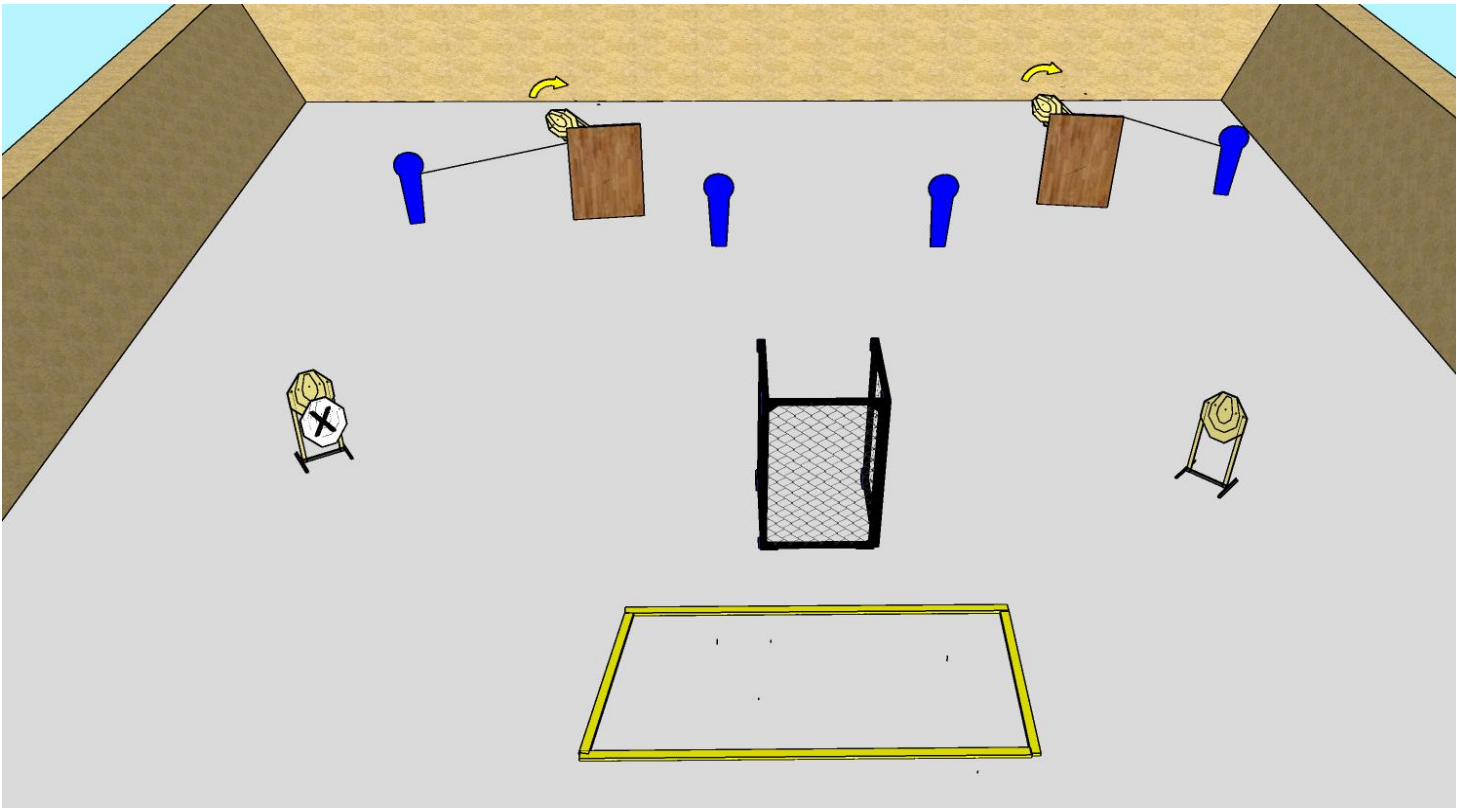




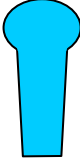

stage 8				
	  			
	19	9	1	
Number of rounds to be scored:	19			
Targets:	9 IPSC Targets, 1 IPSC popper			
Start position:	Standing on mark			
Handgun Ready Condition				
Time Start:	Audible signal			
Procedure:	After start signal engage all the targets from designated area Popper P1 activates moving target. All moving targets remains visible at the end of the movement.			
Safety angles:	90 degrees left/right, High of top of the backstop			

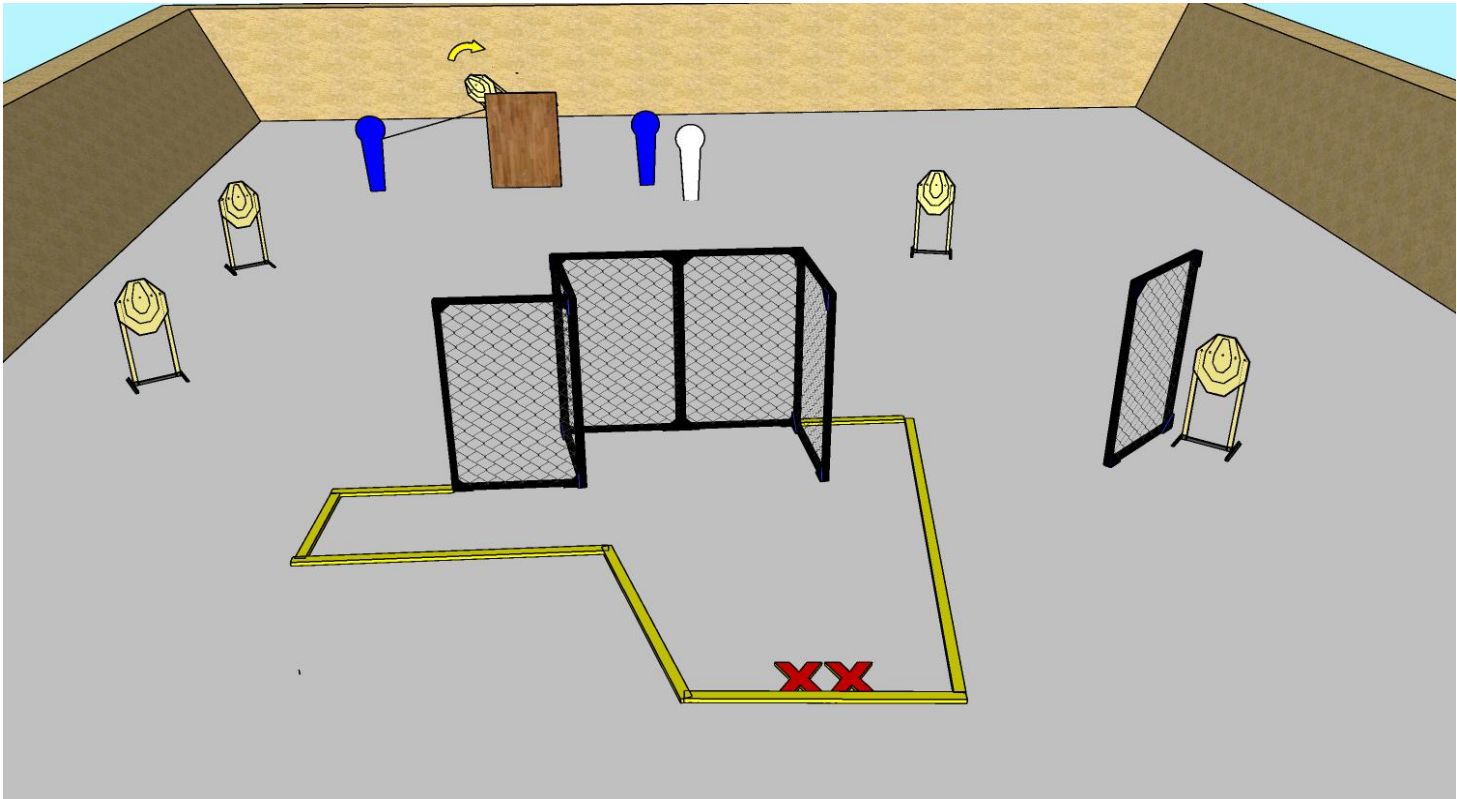




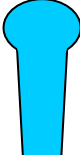



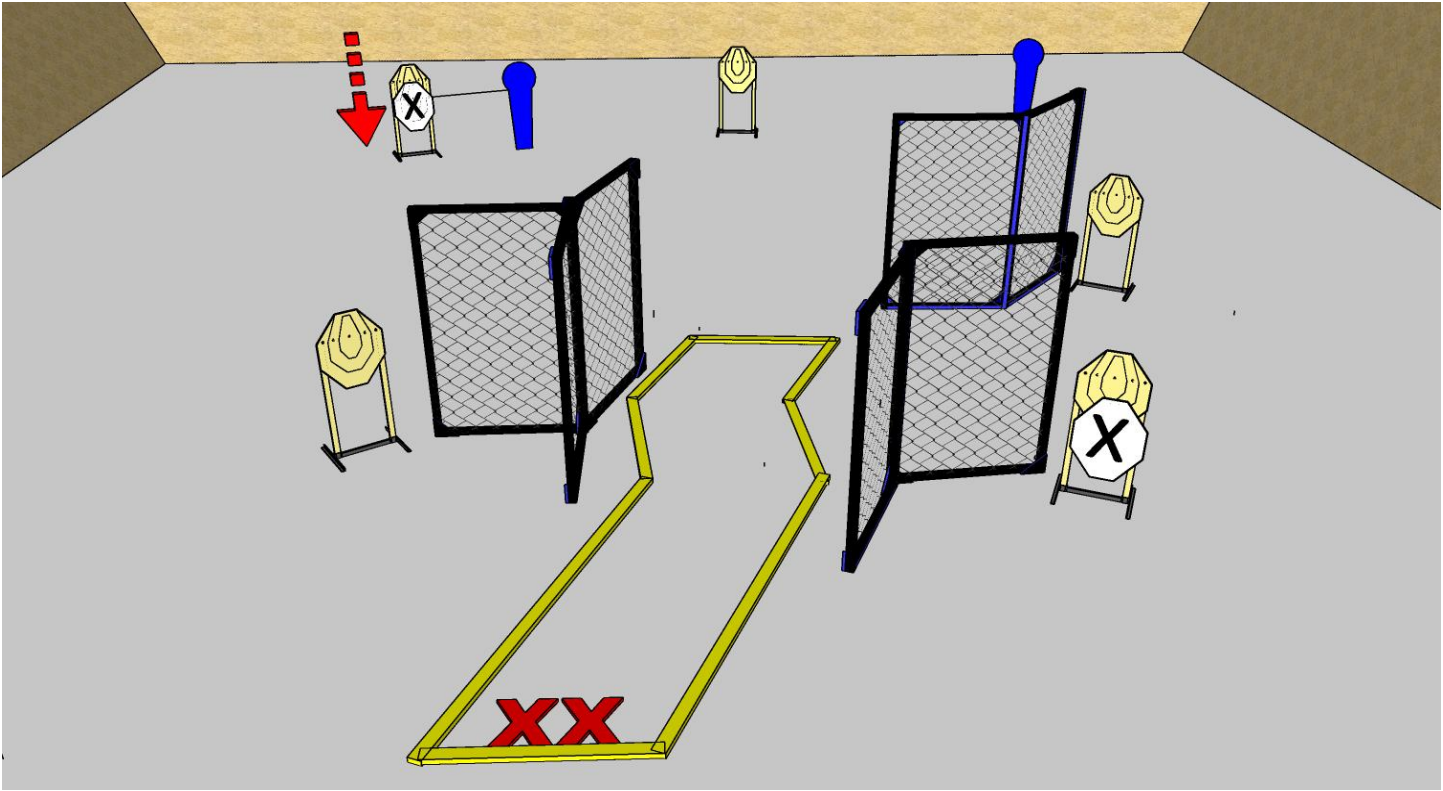
stage 9				
	12	4	4	
Number of rounds to be scored:	12			
Targets:	4 IPSC Targets, 4 IPSC Poppers			
Start position:	Standing anywhere			
Handgun Ready Condition				
Time Start:	Audible signal			
Procedure:	After start signal engage all the targets from designated area Popper P1 and P2 activates moving targets. All moving targets remains visible at the end of the movement.			
Safety angles:	90 degrees left/right, High of top of the backstop			



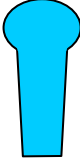



stage 10				
	12	5	2	
Number of rounds to be scored:	12			
Targets:	5 IPSC Targets, 2 IPSC Poppers			
Start position:	Standing on mark			
Handgun Ready Condition				
Time Start:	Audible signal			
Procedure:	After start signal engage all the targets from designated area Popper P1 activates moving target. All moving targets remains visible at the end of the movement.			
Safety angles:	90 degrees left/right, High of top of the backstop			



stage 11				
	12	5	2	
Number of rounds to be scored:	12			
Targets:	5 IPSC Targets, 2 IPSC Poppers			
Start position:	Standing on mark			
Handgun Ready Condition				
Time Start:	Audible signal			
Procedure:	After start signal engage all the targets from designated area Popper P1 activates moving target T2 All moving targets remains visible at the end of the movement.			
Safety angles:	90 degrees left/right, High of top of the backtop			



stage 12				
	  			
	9	3	3	
Number of rounds to be scored:	9			
Targets:	3 IPSC Targets, 3 IPSC Poppers			
Start position:	Standing on mark			
Handgun Ready Condition	Gun unloaded on the table, chamber and magwell empty, all magazines on the other table			
Time Start:	Audible signal			
Procedure:	After start signal engage all the targets from designated area Popper P1 activates moving target T2 All moving targets remains visible at the end of the movement.			
Safety angles:	90 degrees left/right, High of top of the backtop			

