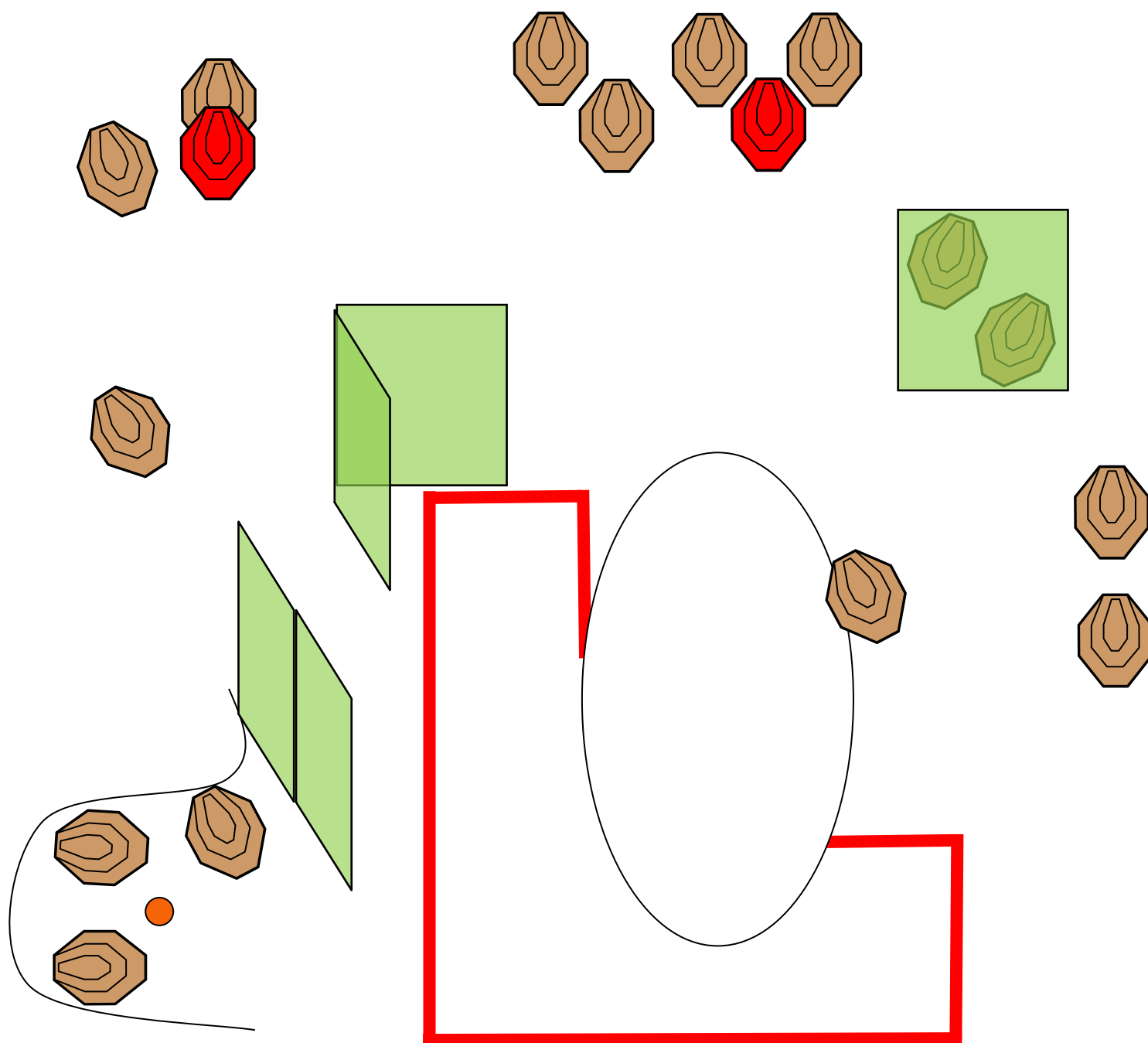
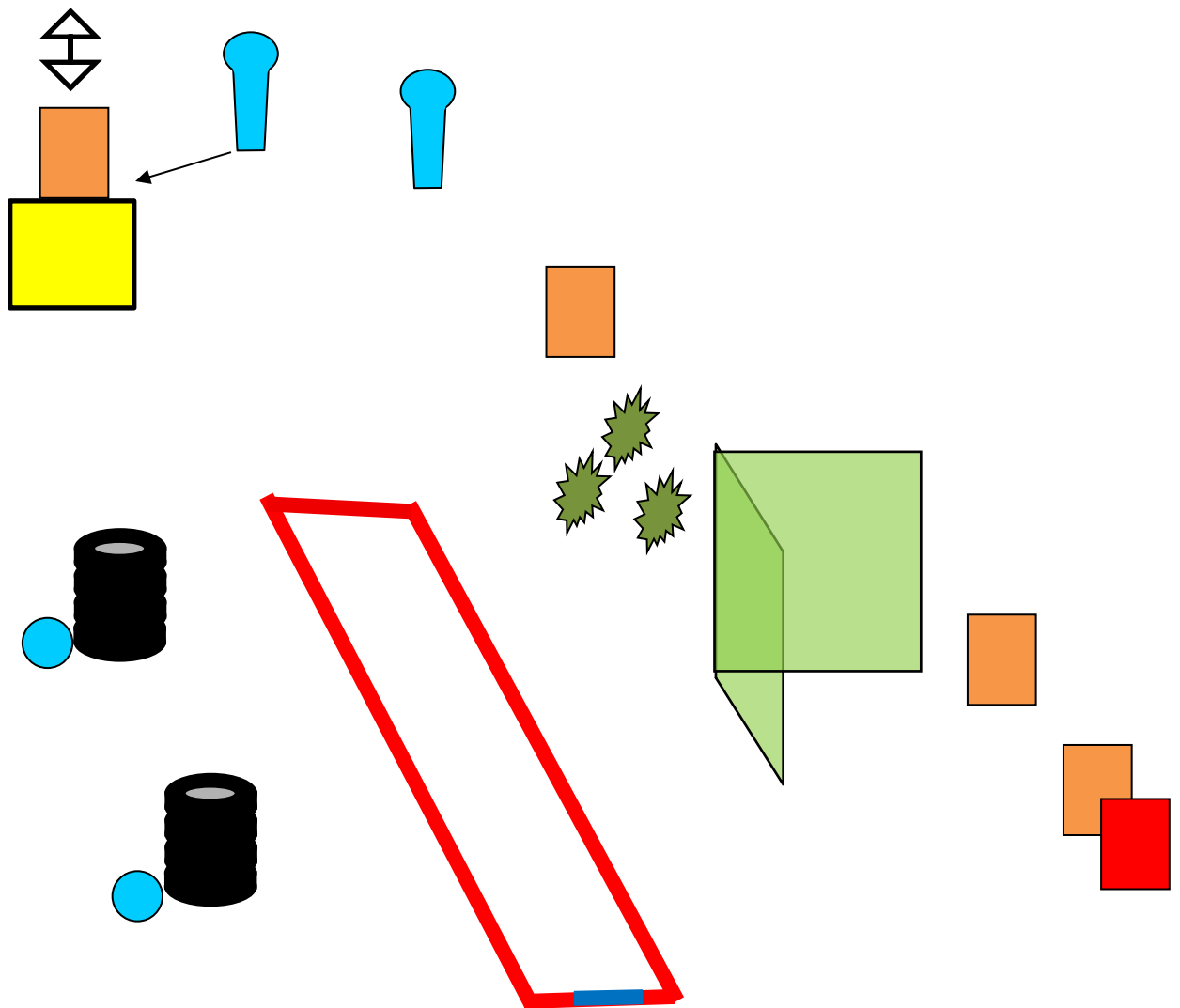


Stage 1 – Range 2



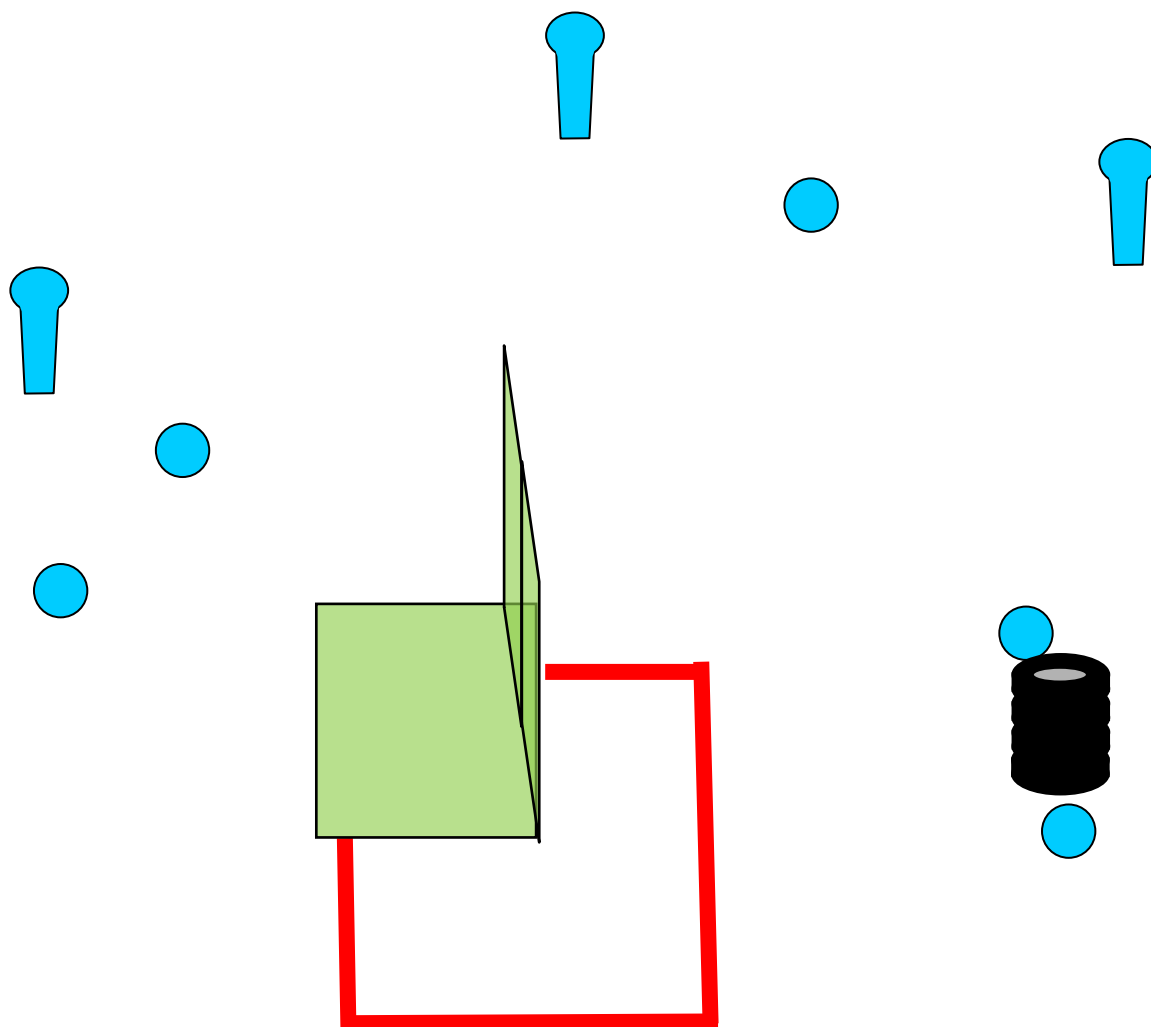
Targets:	15 IPSC targets, 1 frangible target, 2 NS
Minimum number of rounds:	16
Ammunition type:	Slug
Number of scoring hits for paper targets:	One hit on the target is scored
Firearm ready condition:	Loaded (Option 1)
Competitor ready condition:	See rule 3.2.2, Section 8.2., (Appendix E1), as demonstrated.
Start position:	Standing anywhere within the shooting area.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets.
Distances:	5 – 20 m

Stage 2 Range 3



Targets:	2 IPSC popper, 2 IPSC metal plates, 4 IPSC A4, 1 NS
Minimum number of rounds:	8 (12 hits)
Number of scoring hits for paper targets:	Two hits on the target is scored
Ammunition type:	Buckshot (9 pellet)
Firearm ready condition:	Loaded (Option 1)
Competitor ready condition:	See rule 3.2.2, Section 8.2., (Appendix E1), as demonstrated.
Start position:	Standing on blue mark, both heels touch the mark.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets. Popper 1 activate target T1, all targets visible at rest.
Distances:	6 – 9 m

Stage 3 – Range 4

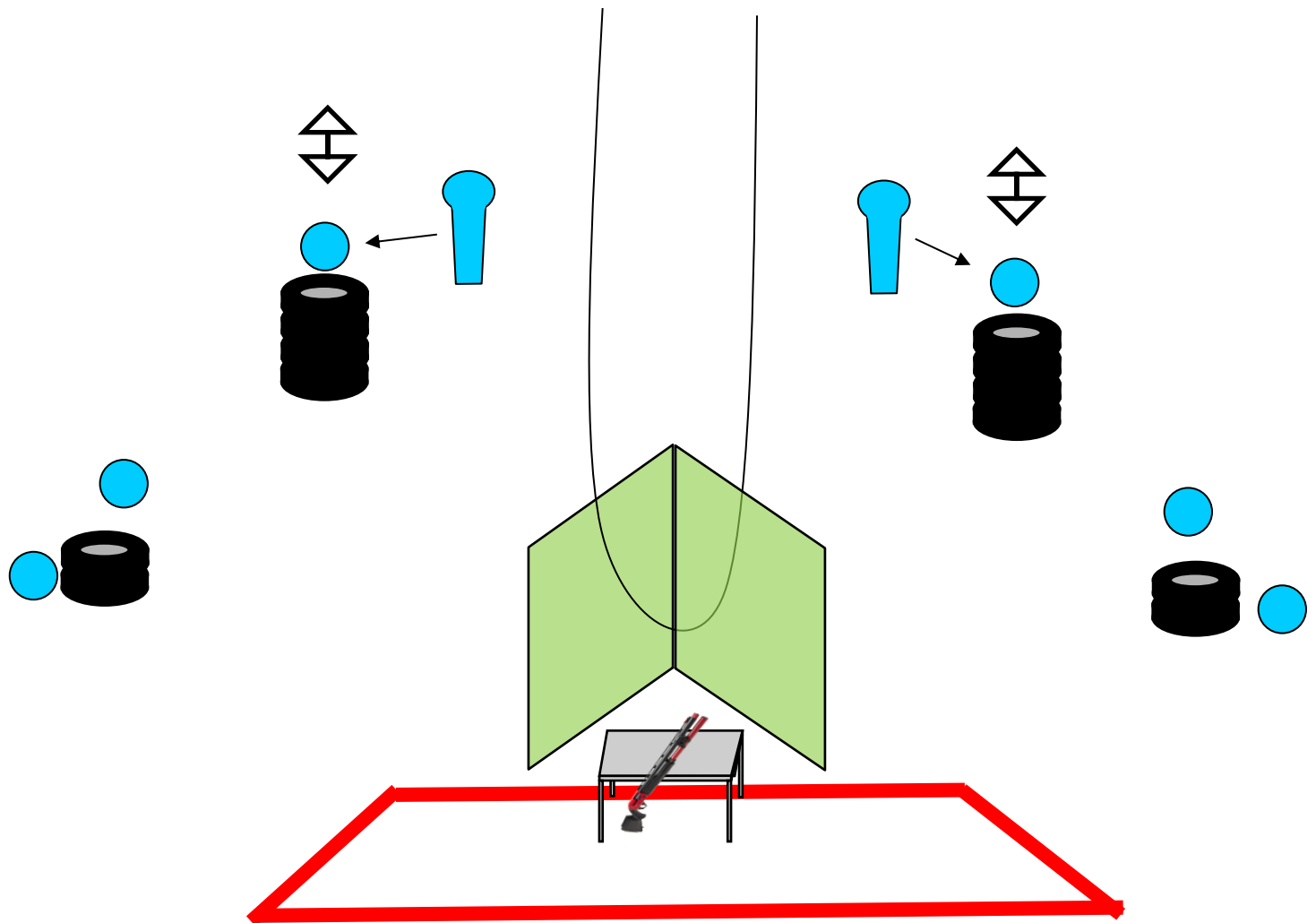


Targets:	3 IPSC poppers, 5 IPSC metal plates
Minimum number of rounds:	8
Ammunition type:	Birdshot
Firearm ready condition:	Loaded (Option 1)
Competitor ready condition:	See rule 3.2.2, Section 8.2., (Appendix E1), as demonstrated.
Start position:	Standing anywhere within the shooting area.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets.
Distances:	6 – 10 m

Stage 4 – Range 5,6

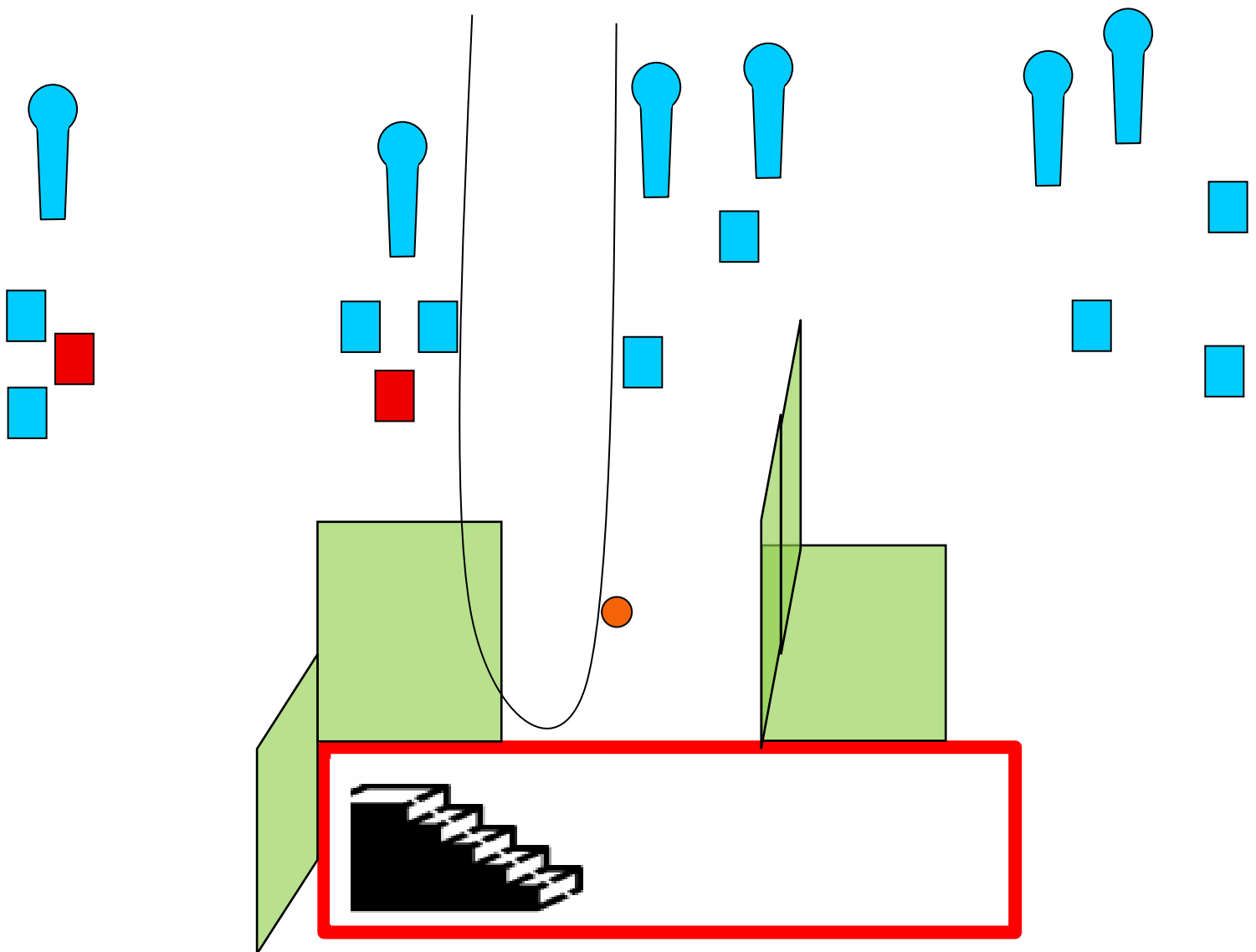
Targets:	10 IPSC poppers, 15 IPSC metal plates, 3 frangible targets, 2 NS
Minimum number of rounds:	28
Ammunition type:	Birdshot
Firearm ready condition:	Loaded (Option 1)
Competitor ready condition:	See rule 3.2.2, Section 8.2., (Appendix E1), as demonstrated.
Start position:	Standing anywhere within the shooting area.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets.
Distances:	6 – 10 m

Stage 5 – Range 7,8



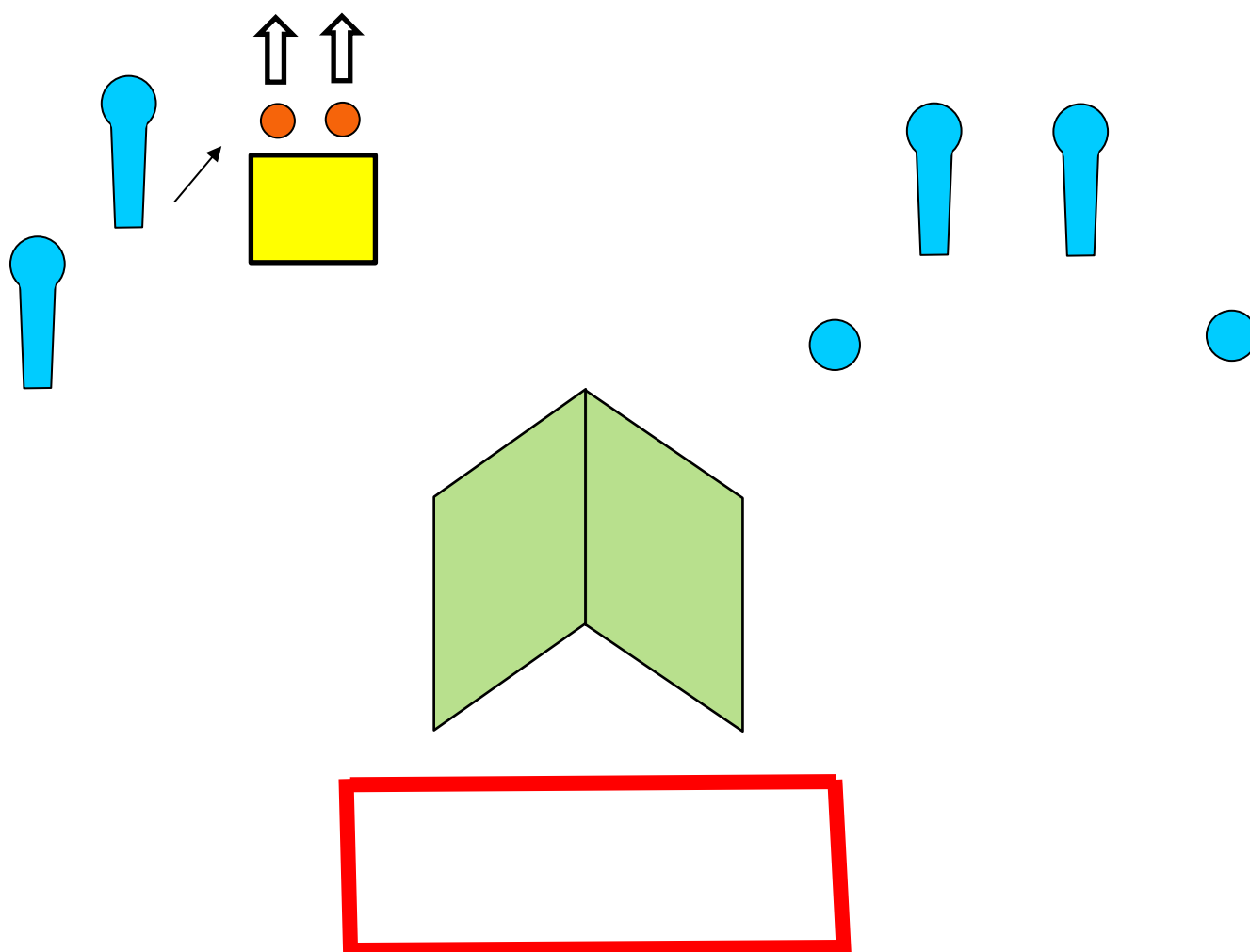
Targets:	2 IPSC poppers, 6 IPSC metal plates
Minimum number of rounds:	8
Ammunition type:	Birdshot
Firearm ready condition:	unloaded (Option 3)
Competitor ready condition:	See rule 3.2.2, as demonstrated.
Start position:	Standing anywhere within the shooting area.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets. Popper P1 activate metal plate M1 and Popper P2 activate metal plate M2, all targets visible at rest.
Distances:	6 – 10 m

Stage 6 – Range 9



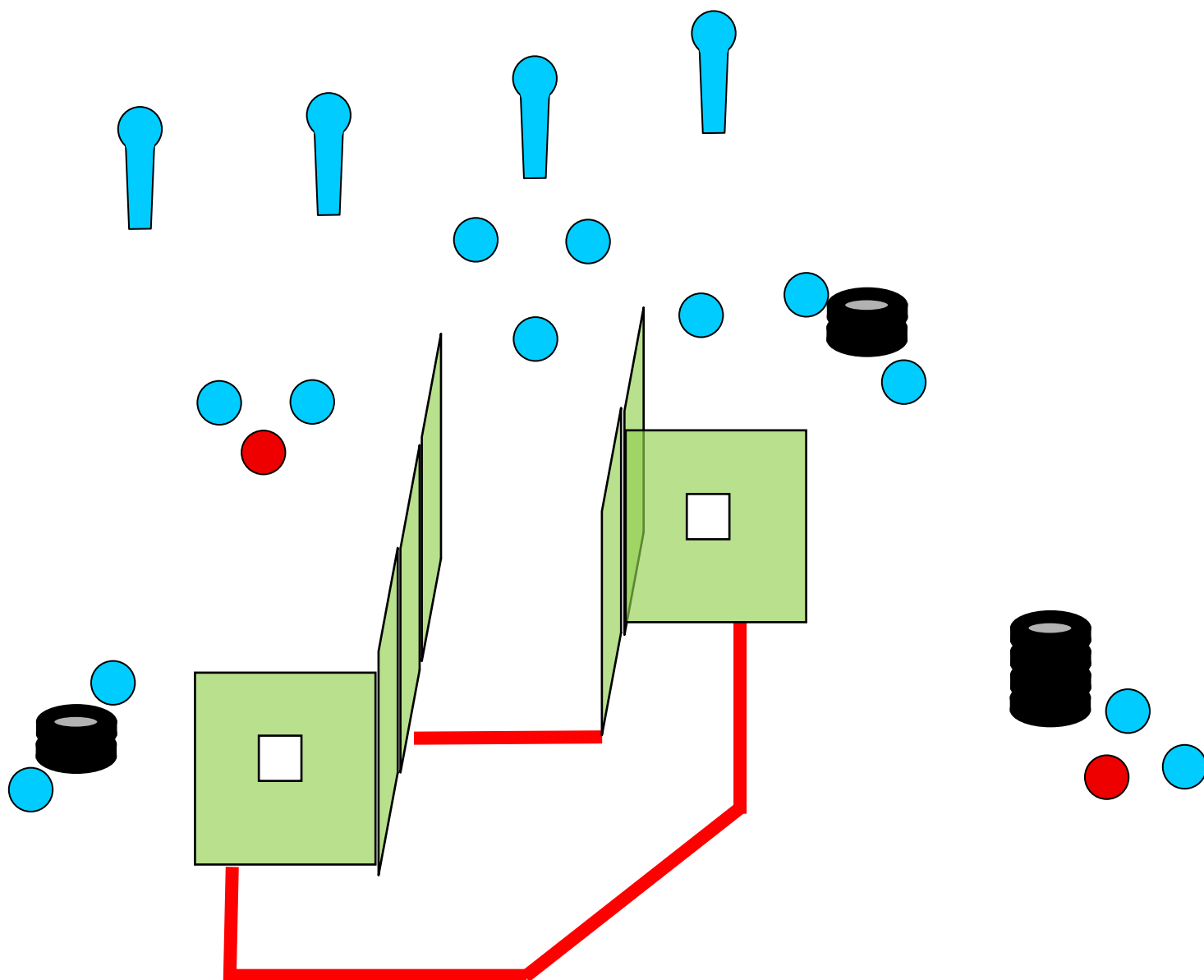
Targets:	5 IPSC poppers, 10 IPSC metal plates, 1 frangible targets, 2 NS
Minimum number of rounds:	16
Ammunition type:	Birdshot
Firearm ready condition:	Loaded (Option 1)
Competitor ready condition:	See rule 3.2.2, Section 8.2., (Appendix E1), as demonstrated.
Start position:	Standing anywhere within the shooting area.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets.
Distances:	3- 15 m

Stage 7 Range 10



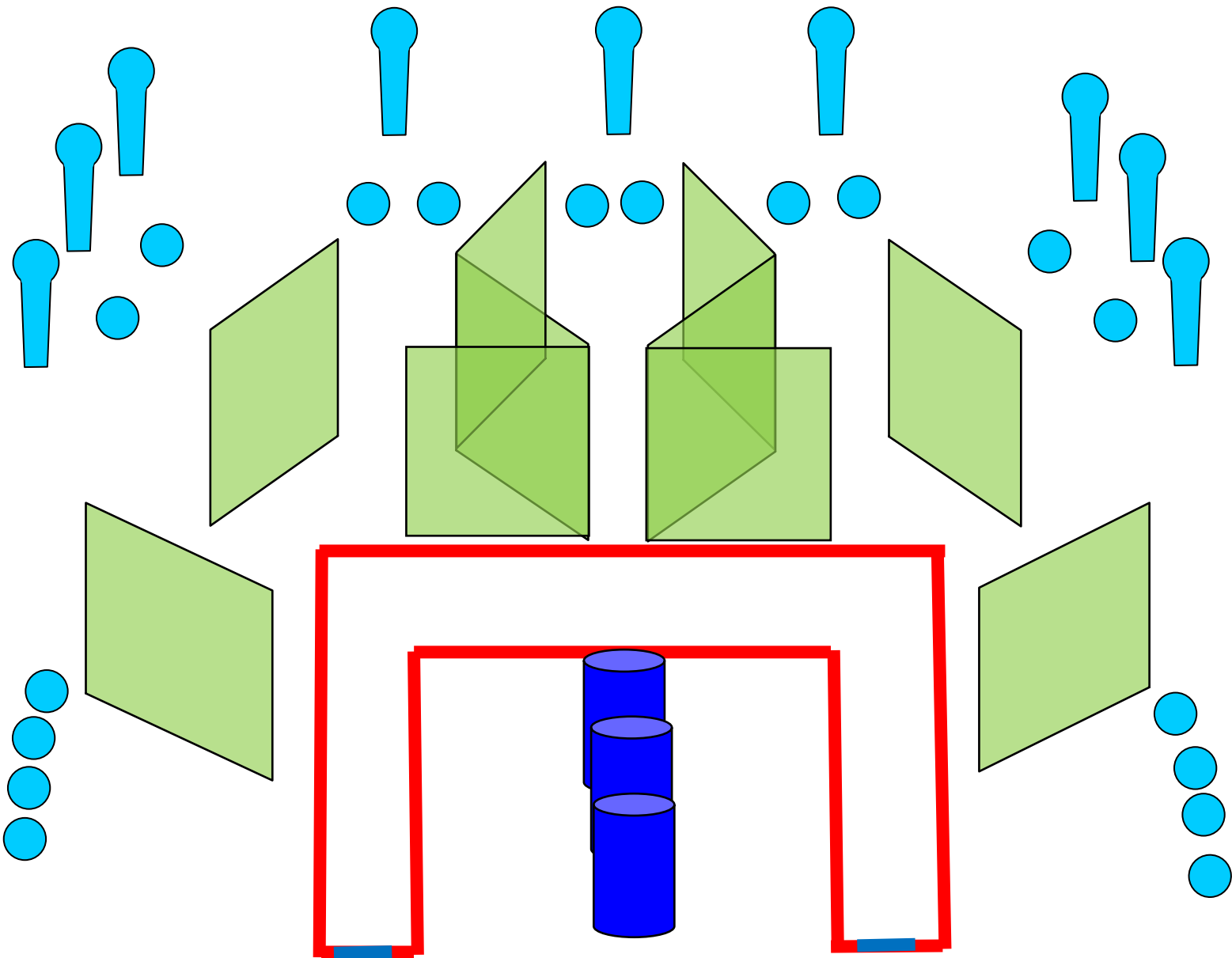
Targets:	4 IPSC poppers, 2 IPSC metal plates, 2 Frangible targets,
Minimum number of rounds:	8
Ammunition type:	Birdshot
Firearm ready condition:	Loaded (Option 1)
Competitor ready condition:	See rule 3.2.2, Section 8.2., (Appendix E1), as demonstrated.
Start position:	Standing anywhere within the shooting area.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets. Popper P1 activate disappearing frangible targets T1 and T2. Frangible targets are scored 10 points
Distances:	8 – 10 m

Stage 8 Range 12



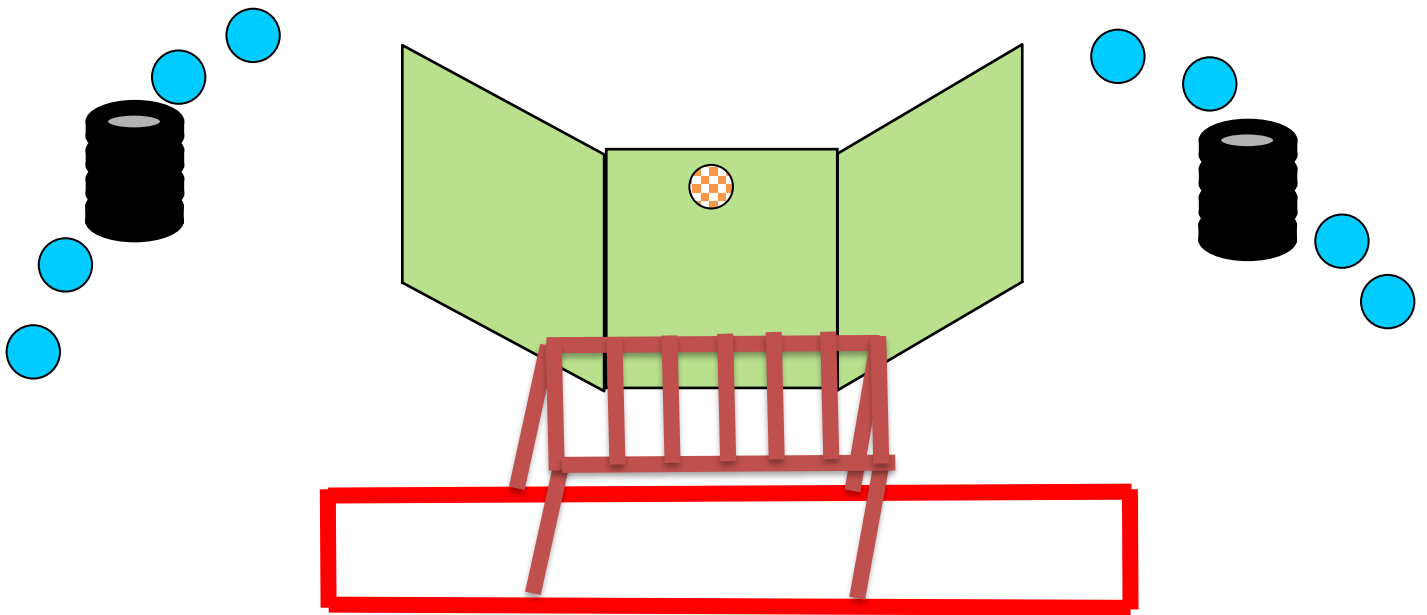
Targets:	4 IPSC poppers, 12 IPSC metal plates, 2 NS
Minimum number of rounds:	16
Ammunition type:	Birdshot
Firearm ready condition:	Loaded (Option 1)
Competitor ready condition:	See rule 3.2.2, Section 8.2., (Appendix E1), as demonstrated.
Start position:	Standing anywhere within the shooting area.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets.
Distances:	6 – 10 m

Stage 9 Range 13



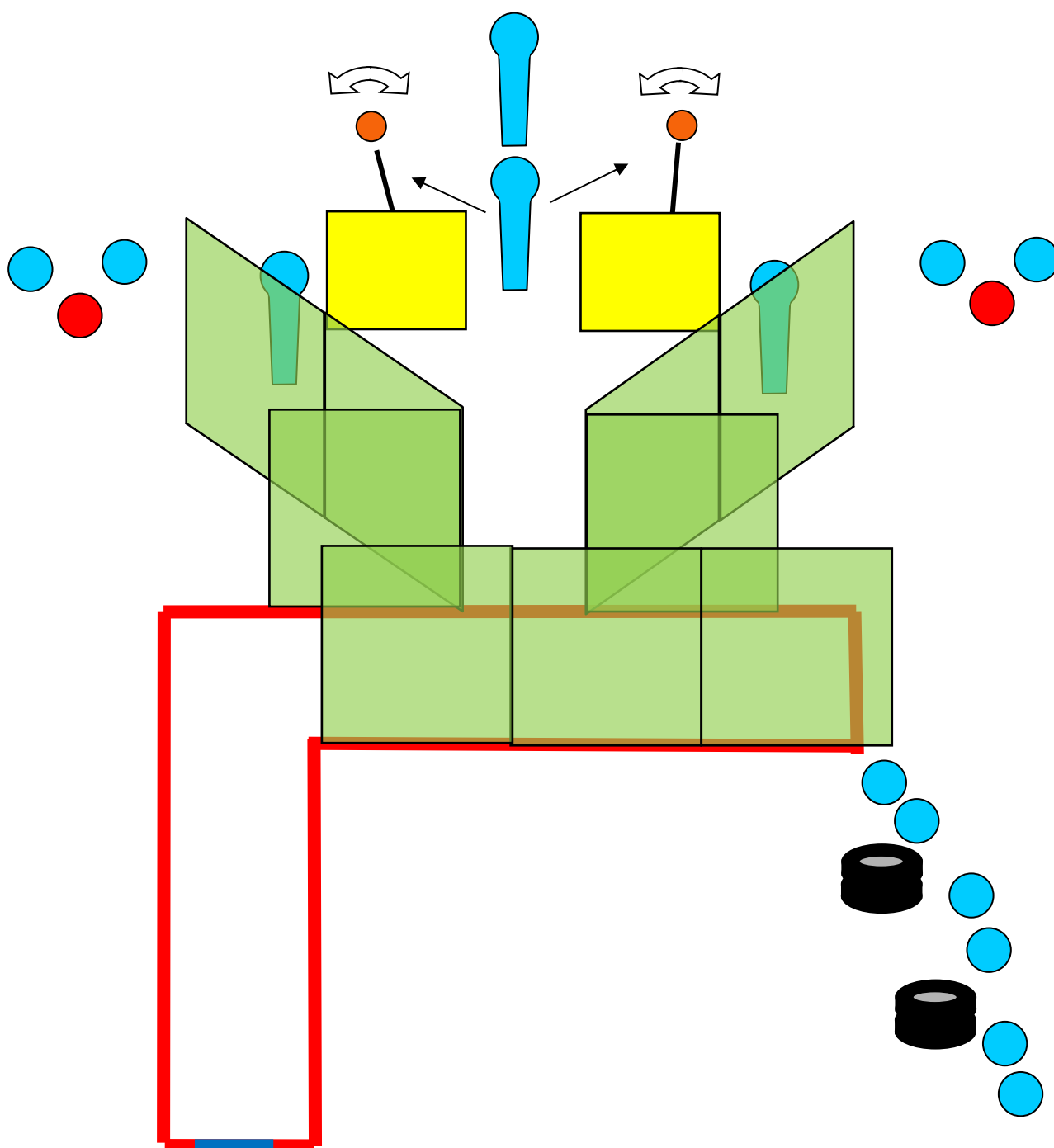
Targets:	9 IPSC poppers, 18 IPSC metal plates
Minimum number of rounds:	27
Ammunition type:	Birdshot
Firearm ready condition:	Loaded (Option 1)
Competitor ready condition:	See rule 3.2.2, Section 8.2., (Appendix E1), as demonstrated.
Start position:	Standing on blue mark on the left or right side, with one foot touching the mark.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets.
Distances:	6 – 12 m

Stage 10 Range 14



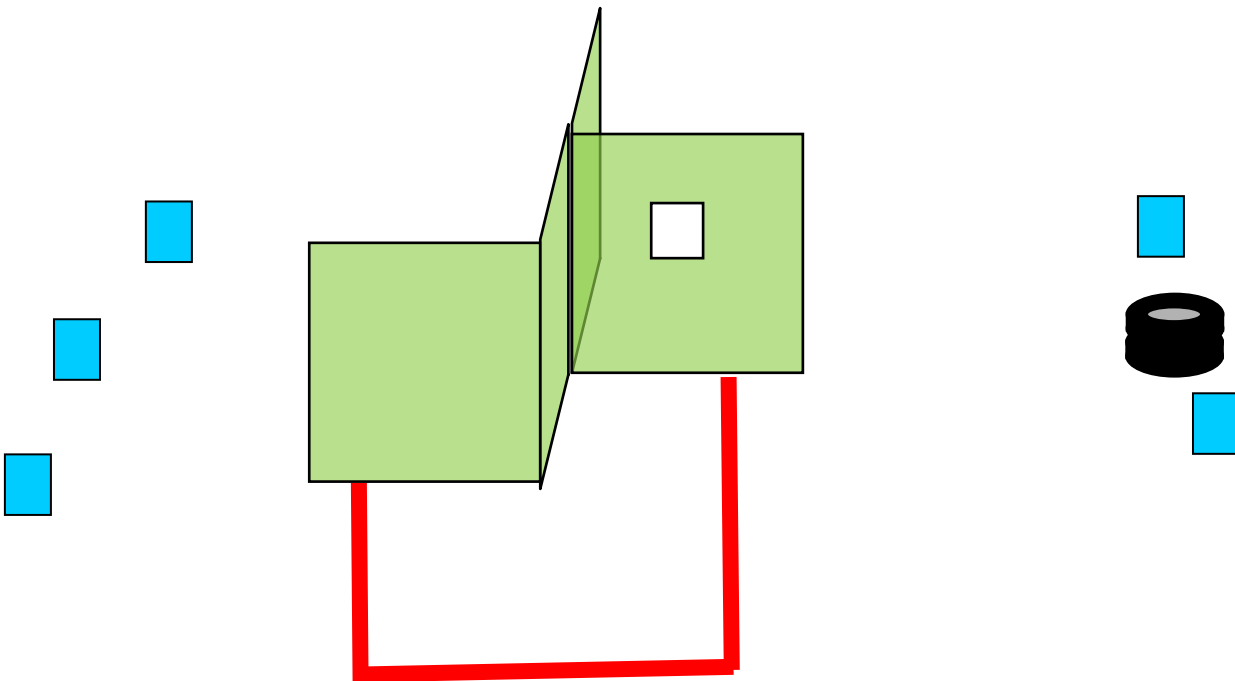
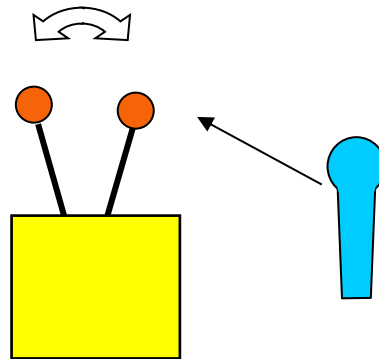
Targets:	8 IPSC metal plates
Minimum number of rounds:	8
Ammunition type:	Birdshot
Firearm ready condition:	Loaded (Option 2)
Competitor ready condition:	See rule 3.2.2, Section 8.2., (Appendix E1), as demonstrated.
Start position:	Standing anywhere within the shooting area.
Time starts:	Visual - Light signal
Procedure:	On the start signal, engage all targets.
Distances:	6 – 8 m
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Stage 11 Range 17



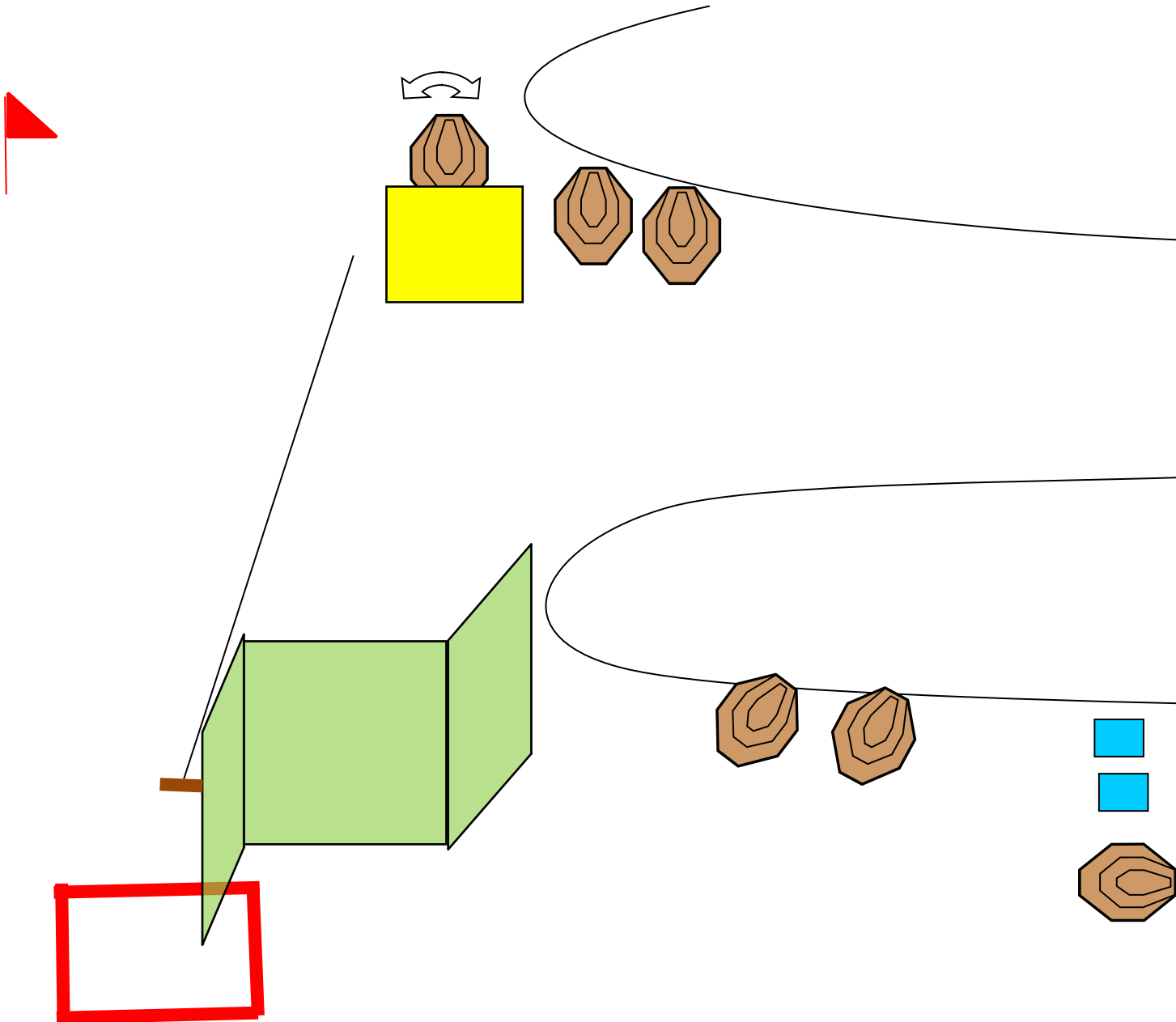
Targets:	4 IPSC poppers, 10 IPSC metal plates, 2 frangible targets, 2 NS
Minimum number of rounds:	16
Ammunition type:	Birdshot
Firearm ready condition:	Loaded (Option 1)
Competitor ready condition:	See rule 3.2.2, Section 8.2., (Appendix E1), as demonstrated.
Start position:	Standing on blue mark, both heels touch the mark.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets. Popper P1 activate frangible targets FR1 and FR2, all targets visible at rest.
Distances:	6 – 10 m

Stage 12 Range 18



Targets:	1 IPSC poppers, 5 IPSC metal plates, 2 frangible targets
Minimum number of rounds:	8
Ammunition type:	Birdshot
Firearm ready condition:	Loaded (Option 1)
Competitor ready condition:	See rule 3.2.2, Section 8.2., (Appendix E1), as demonstrated.
Start position:	Standing anywhere within the shooting area.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets. Popper P1 activate frangible targets FR1 and FR2, all targets visible at rest.
Distances:	6 – 10 m

Stage 13 Range 19-20



Targets:	6 IPSC targets, 2 metal plates
Minimum number of rounds:	8
Ammunition type:	Slug
Number of scoring hits for paper targets:	One hit on the target is scored
Firearm ready condition:	Loaded (Option 1)
Start position:	Standing anywhere within the shooting area.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets. Pulling the rope activates the moving target
Safe angles of fire:	Left angle reduced by flag.
Distances:	15 – 42 m