

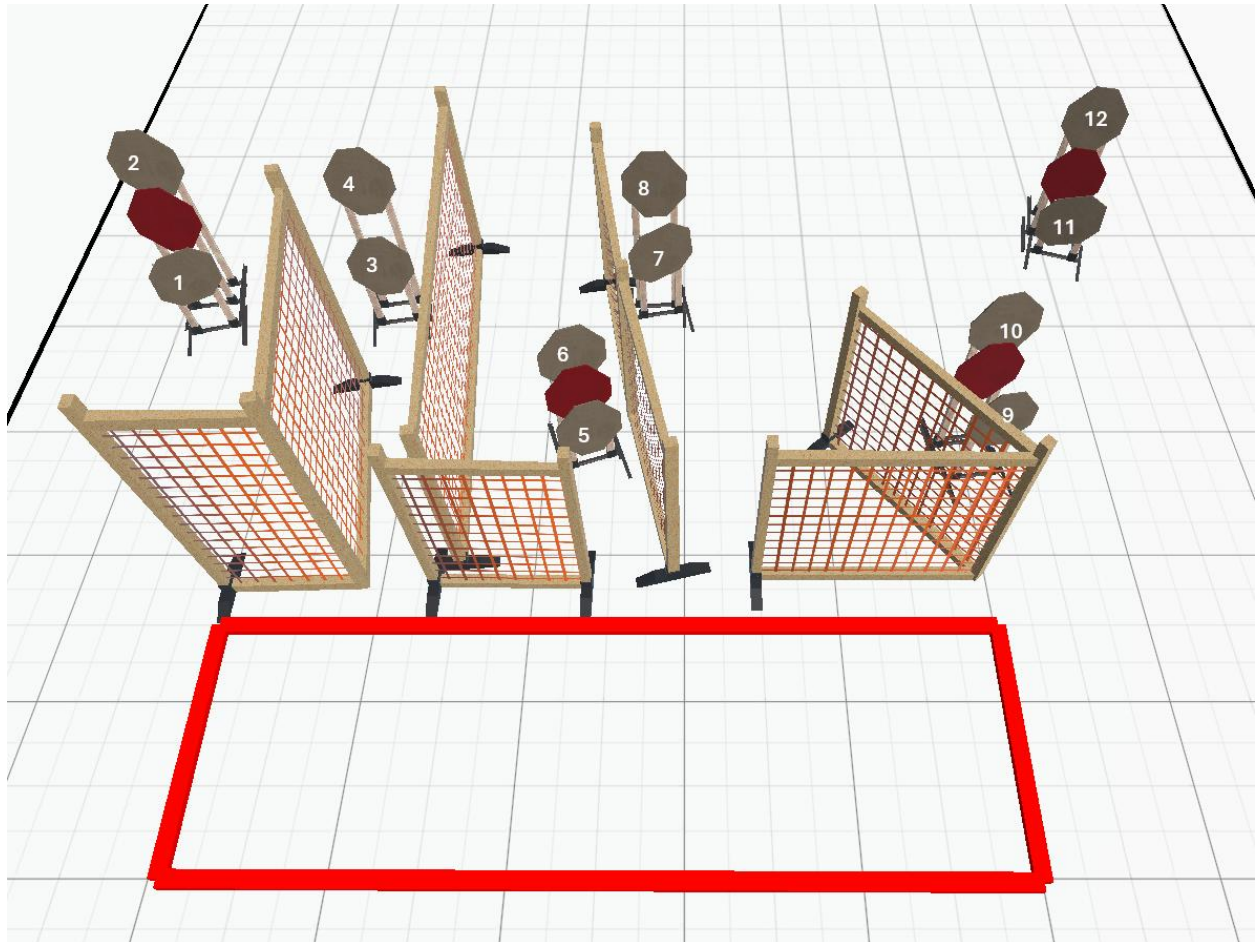


Stage 1

SCORING TARGETS: 12 IPSC Mini Targets
MINIMUM NUMBER OF ROUNDS REQUIRED: 24
TIME STARTS: Audible signal

FIREARM READY CONDITION:
COMPETITOR READY CONDITION:
As per Rule 3.2.2, Section 8.2 and Appendix E2

START POSITION:
Standing at A as demonstrated.
PROCEDURE:
Upon signal, engage targets.





Stage 2

SCORING TARGETS: 5 IPSC Targets, 2 IPSC Mini Poppers

MINIMUM NUMBER OF ROUNDS REQUIRED: 12

TIME STARTS: Audible signal

FIREARM READY CONDITION: Chamber and magwell empty, on the table, all magazines on the table.

COMPETITOR READY CONDITION:

As per Rule 3.2.2, Section 8.2 and Appendix E2

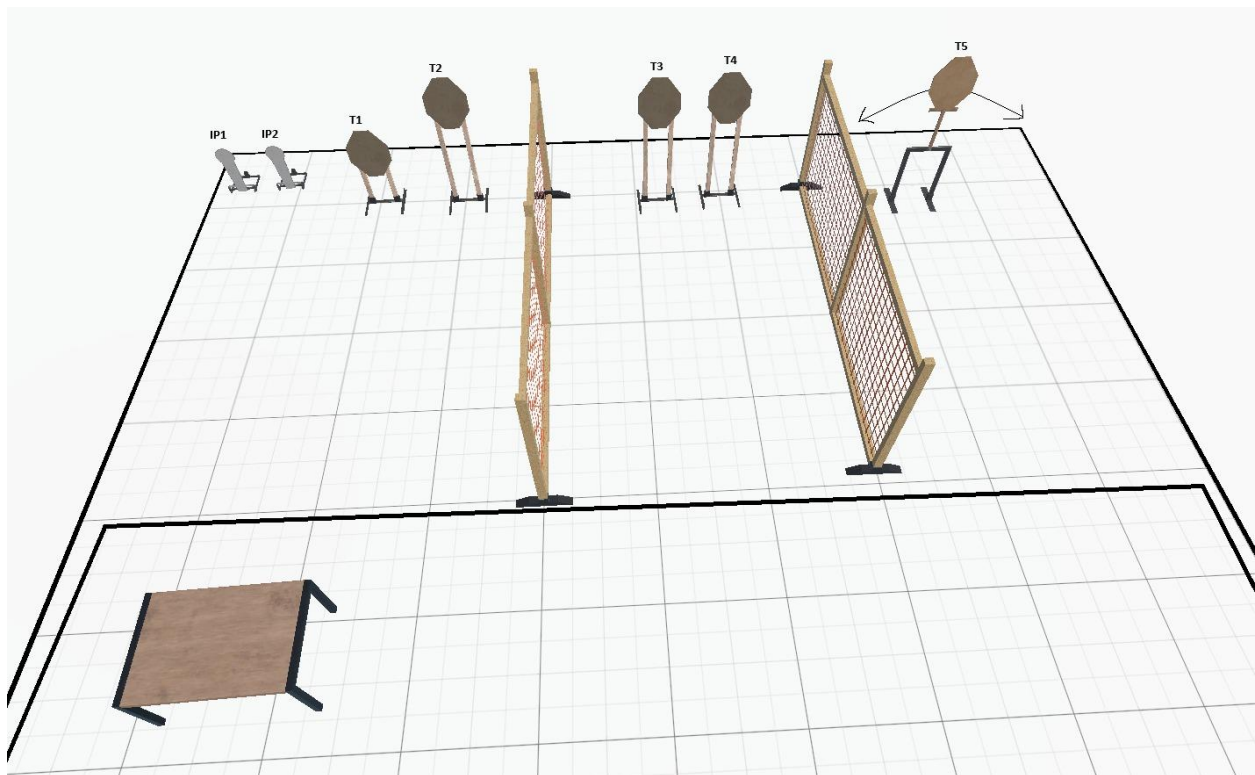
START POSITION:

Standing at A as demonstrated.

PROCEDURE:

Upon signal, engage targets.

IPSC Mini Popper IP1 or IP2 engages the swinger T5, which remains visible at rest





Stage 3

SCORING TARGETS: 5 IPSC Targets, 2 IPSC Poppers

MINIMUM NUMBER OF ROUNDS REQUIRED: 12

TIME STARTS: Audible signal

FIREARM READY CONDITION:

COMPETITOR READY CONDITION:

As per Rule 3.2.2, Section 8.2 and Appendix E2

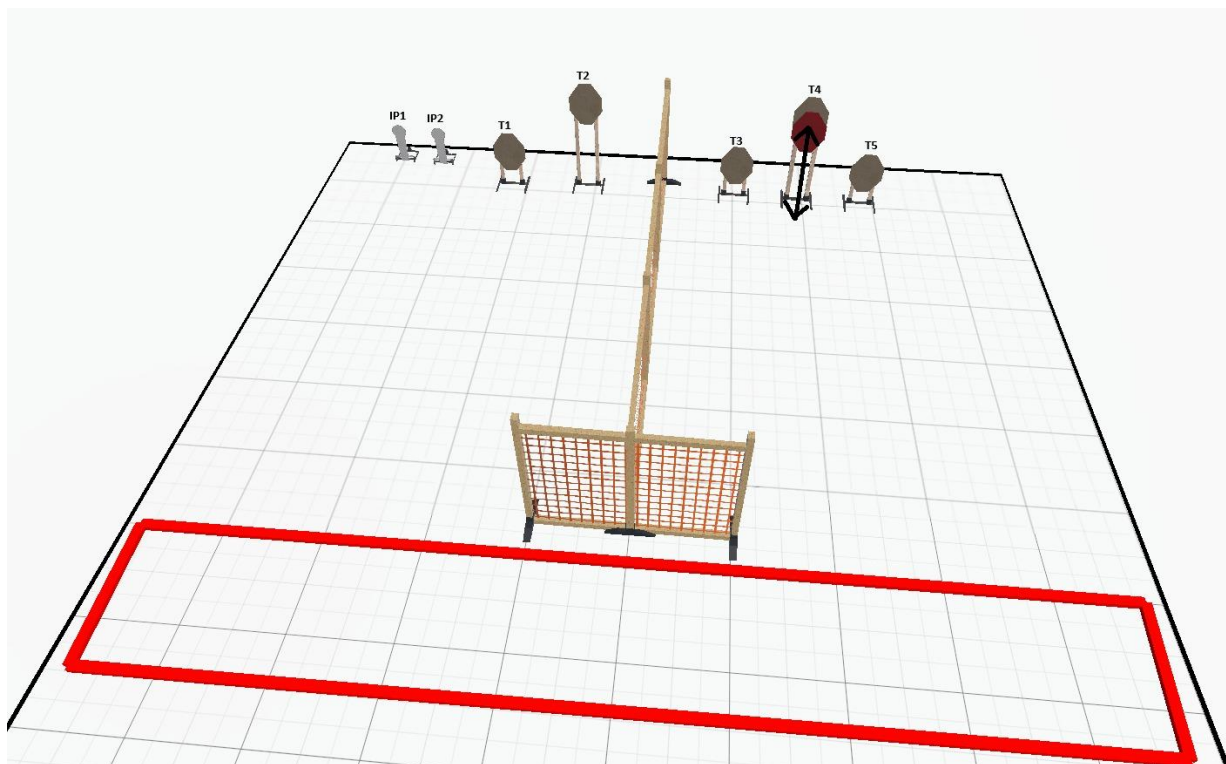
START POSITION:

Standing at A as demonstrated.

PROCEDURE:

Upon signal, engage targets.

IPSC Popper IP1 or IP2 engages the clamshell T4, which remains visible at rest





Stage 4

SCORING TARGETS: 15 IPSC Targets, 2 IPSC Poppers

MINIMUM NUMBER OF ROUNDS REQUIRED: 32

TIME STARTS: Audible signal

FIREARM READY CONDITION:

COMPETITOR READY CONDITION:

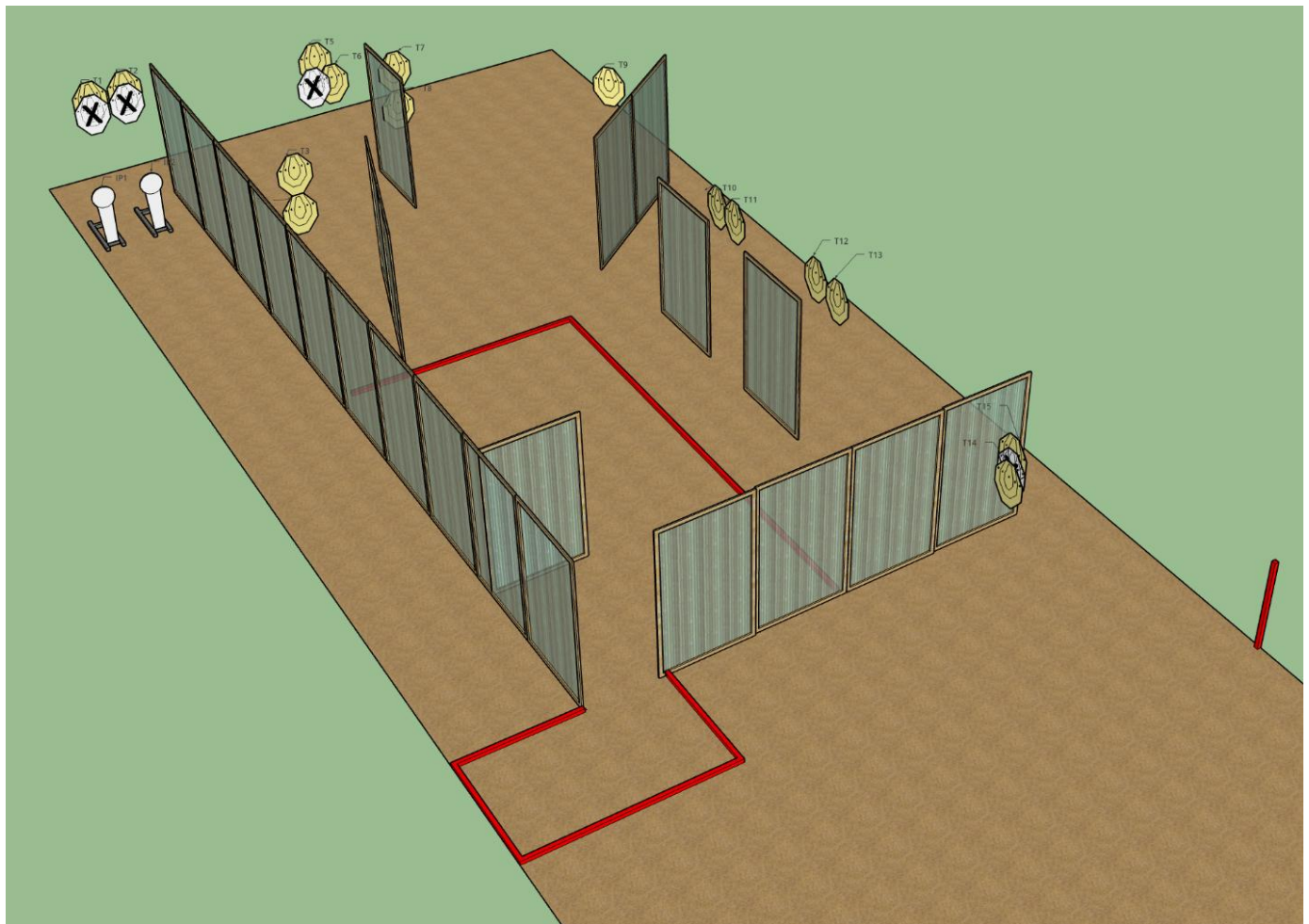
As per Rule 3.2.2, Section 8.2 and Appendix E2

START POSITION:

Standing at A as demonstrated.

PROCEDURE:

Upon signal, engage targets.





Stage 5

SCORING TARGETS: 9 IPSC Targets, 4 IPSC Metal Plates, 2 IPSC Poppers

MINIMUM NUMBER OF ROUNDS REQUIRED: 24

TIME STARTS: Audible signal

FIREARM READY CONDITION:

COMPETITOR READY CONDITION:

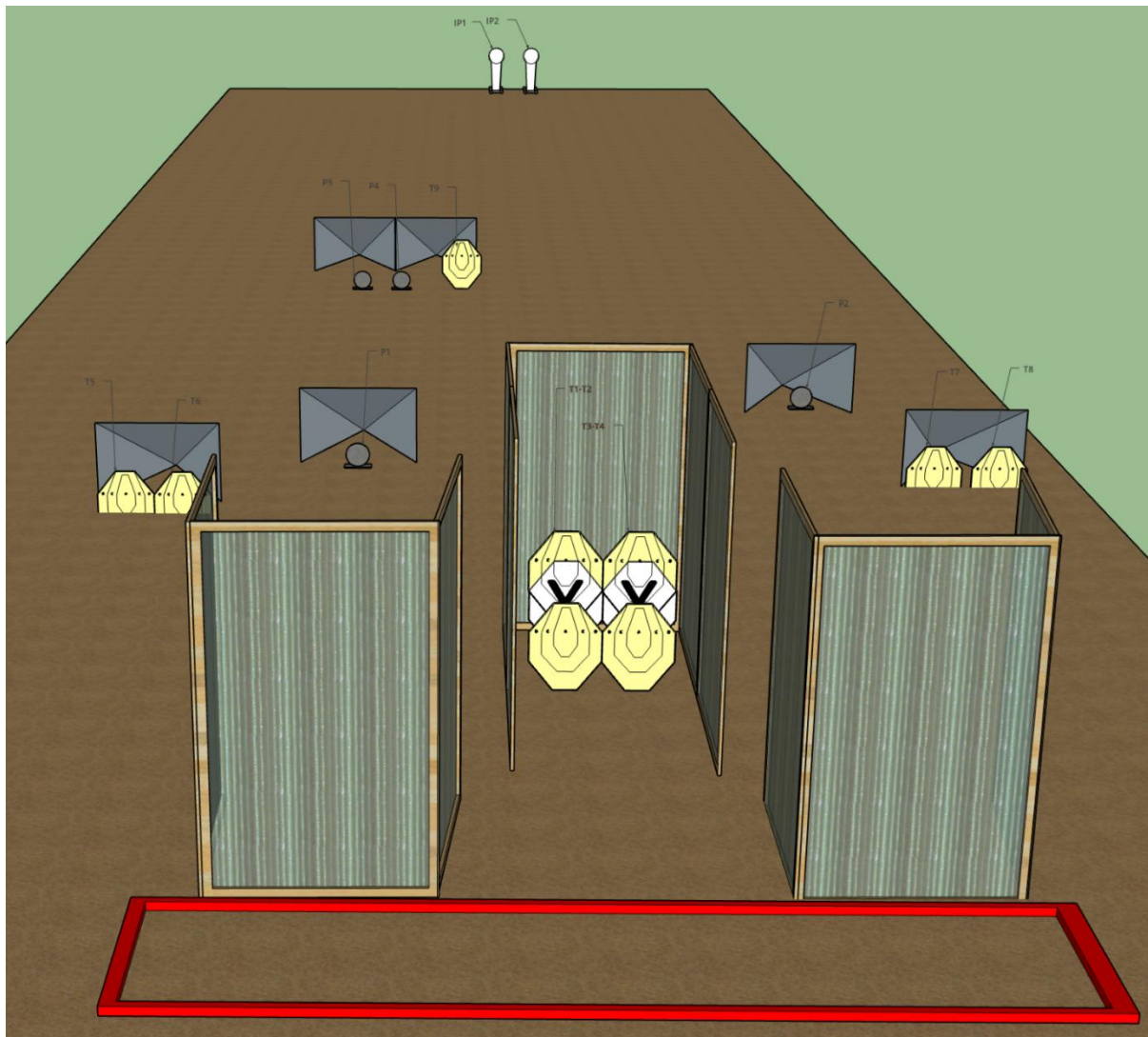
As per Rule 3.2.2, Section 8.2 and Appendix E2

START POSITION:

Standing at A as demonstrated.

PROCEDURE:

Upon signal, engage targets.





Stage 6

SCORING TARGETS: 3 IPSC Targets, 2 IPSC Mini Poppers

MINIMUM NUMBER OF ROUNDS REQUIRED: 8

TIME STARTS: Audible signal

FIREARM READY CONDITION:

COMPETITOR READY CONDITION:

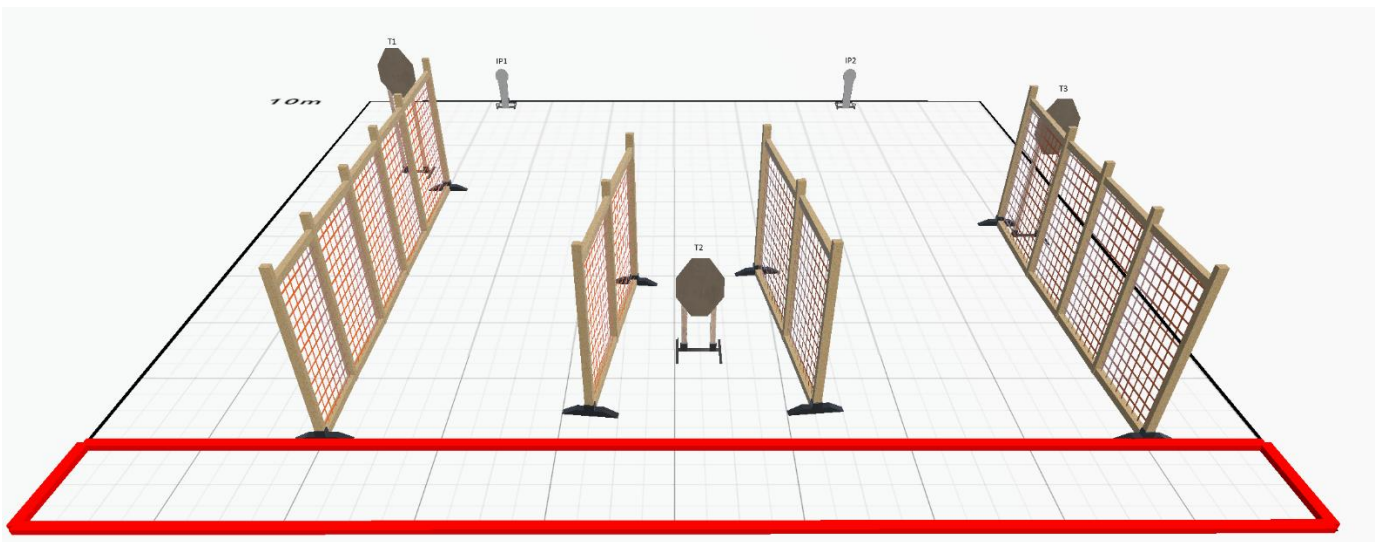
As per Rule 3.2.2, Section 8.2 and Appendix E2

START POSITION:

Standing at A as demonstrated.

PROCEDURE:

Upon signal, engage targets **using strong hand only**





Stage 7

SCORING TARGETS: 3 IPSC Targets, 2 IPSC Mini Poppers

MINIMUM NUMBER OF ROUNDS REQUIRED: 8

TIME STARTS: Audible signal

FIREARM READY CONDITION: Loaded, on the table

COMPETITOR READY CONDITION:

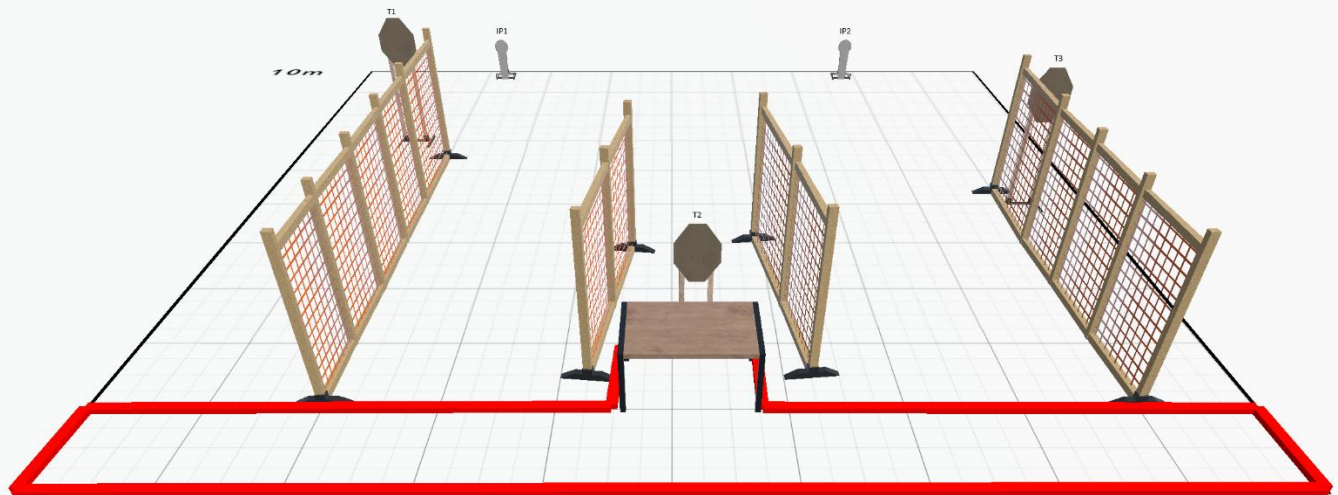
As per Rule 3.2.2, Section 8.2 and Appendix E2

START POSITION:

Standing at A as demonstrated.

PROCEDURE:

Upon signal, engage targets **using weak hand only**





Stage 8

SCORING TARGETS: 14 IPSC Targets, 2 IPSC Mini Poppers, 2 IPSC Metal Plates

MINIMUM NUMBER OF ROUNDS REQUIRED: 32

TIME STARTS: Audible signal

FIREARM READY CONDITION:

COMPETITOR READY CONDITION:

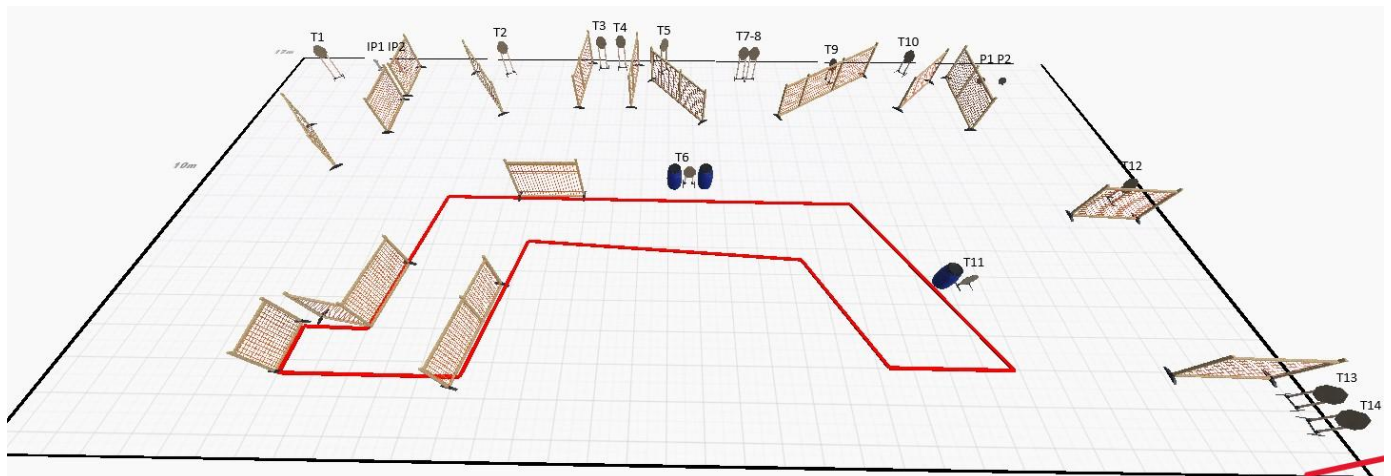
As per Rule 3.2.2, Section 8.2 and Appendix E2

START POSITION:

Standing at A as demonstrated.

PROCEDURE:

Upon signal, engage targets.



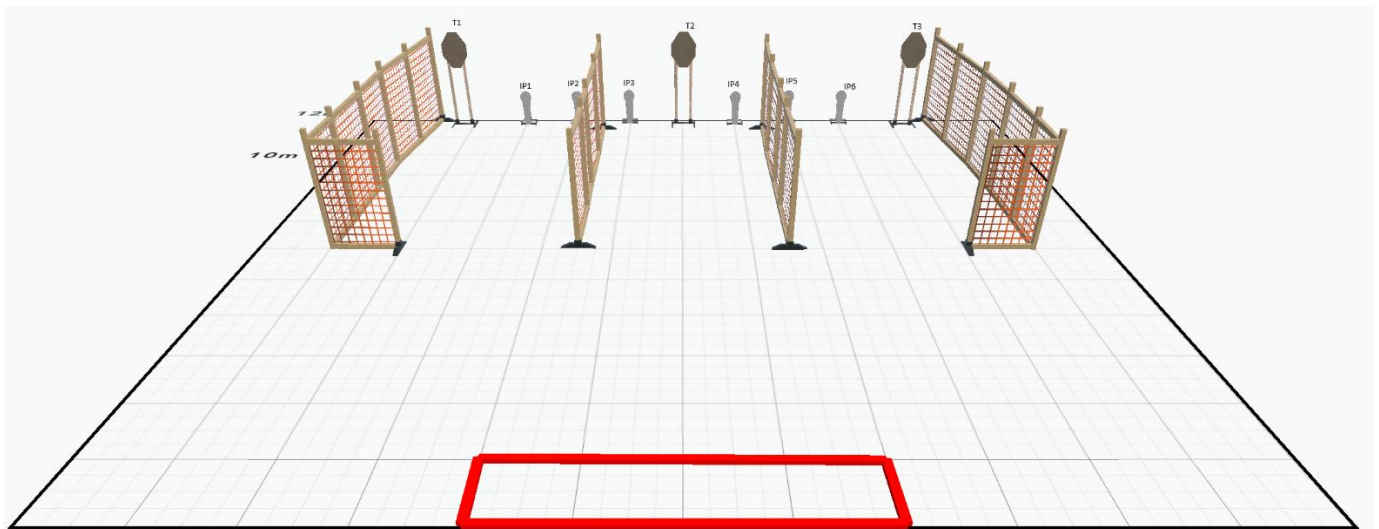


Stage 9

SCORING TARGETS: 3 IPSC Targets, 6 IPSC Poppers
MINIMUM NUMBER OF ROUNDS REQUIRED: 12
TIME STARTS: Audible signal

FIREARM READY CONDITION:
COMPETITOR READY CONDITION:
As per Rule 3.2.2, Section 8.2 and Appendix E2

START POSITION:
Standing at A as demonstrated.
PROCEDURE:
Upon signal, engage targets.



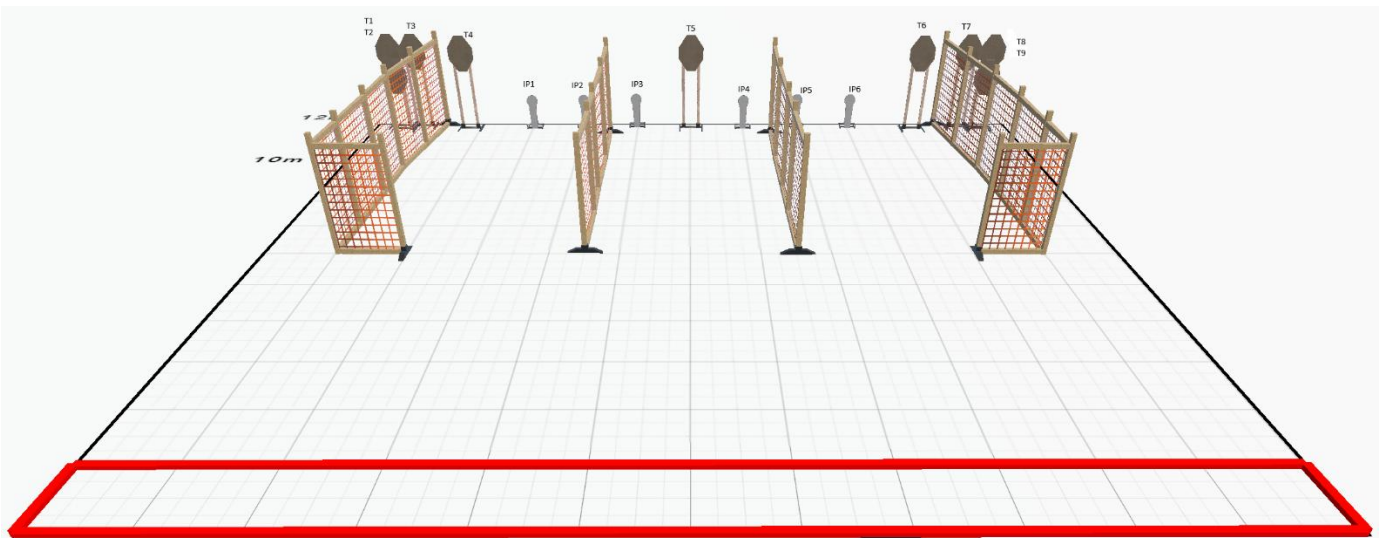


Stage 10

SCORING TARGETS: 9 IPSC Targets, 6 IPSC Poppers
MINIMUM NUMBER OF ROUNDS REQUIRED: 24
TIME STARTS: Audible signal

FIREARM READY CONDITION:
COMPETITOR READY CONDITION:
As per Rule 3.2.2, Section 8.2 and Appendix E2

START POSITION:
Standing at A as demonstrated.
PROCEDURE:
Upon signal, engage targets



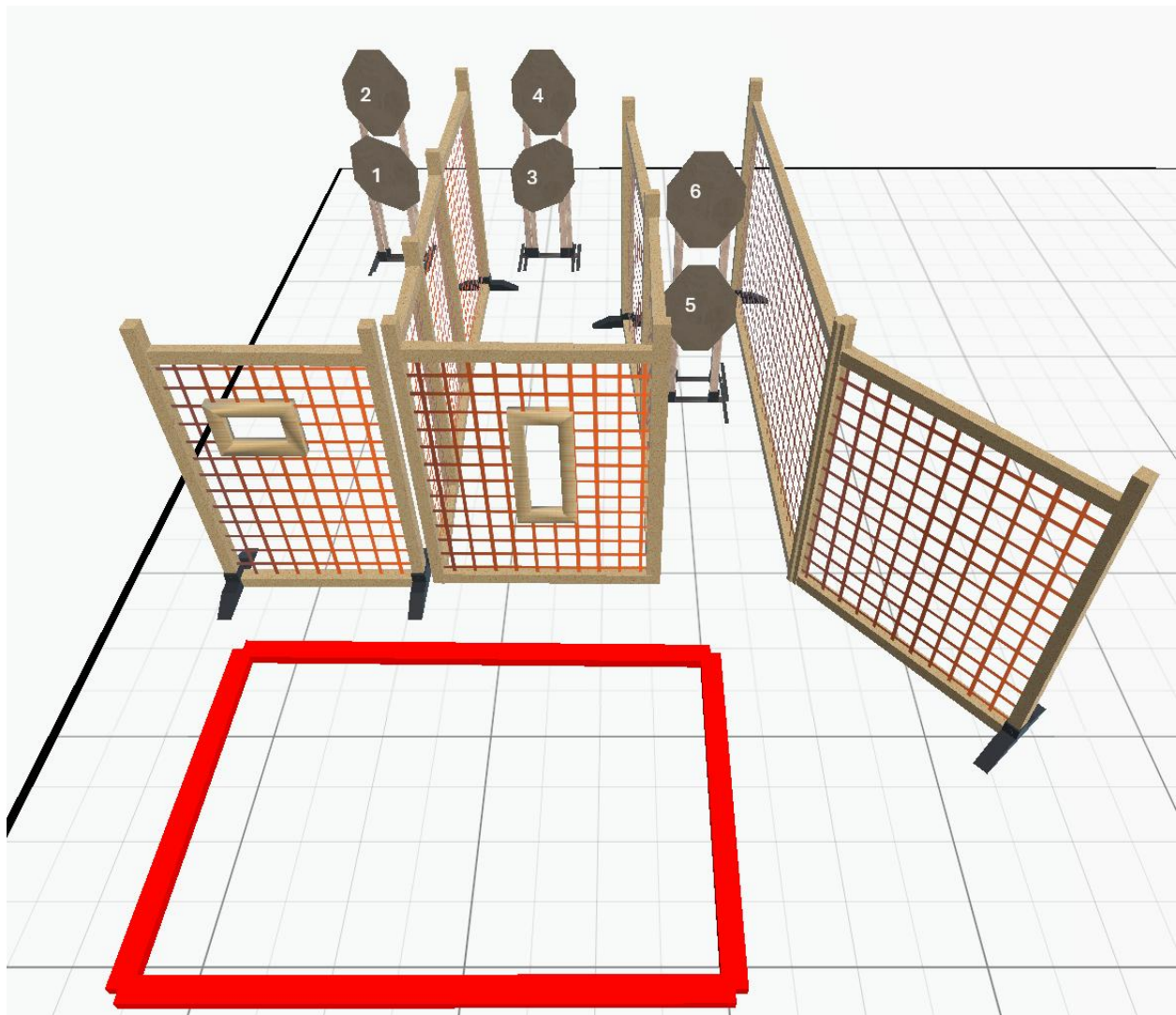


Stage 11

SCORING TARGETS: 6 IPSC Mini Targets
MINIMUM NUMBER OF ROUNDS REQUIRED: 12
TIME STARTS: Audible signal

FIREARM READY CONDITION:
COMPETITOR READY CONDITION:
As per Rule 3.2.2, Section 8.2 and Appendix E2

START POSITION:
Standing at A as demonstrated.
PROCEDURE:
Upon signal, engage targets.





Stage 12

SCORING TARGETS: 12 IPSC Mini Targets
MINIMUM NUMBER OF ROUNDS REQUIRED: 24
TIME STARTS: Audible signal

FIREARM READY CONDITION:
COMPETITOR READY CONDITION:
As per Rule 3.2.2, Section 8.2 and Appendix E2

START POSITION:
Standing at A as demonstrated.
PROCEDURE:
Upon signal, engage targets.

