

# Stage 1

# Range 1

**START POSITION:** Seated in chair, hands on knees. Handgun is placed flat on table with magazine inserted and chamber empty.

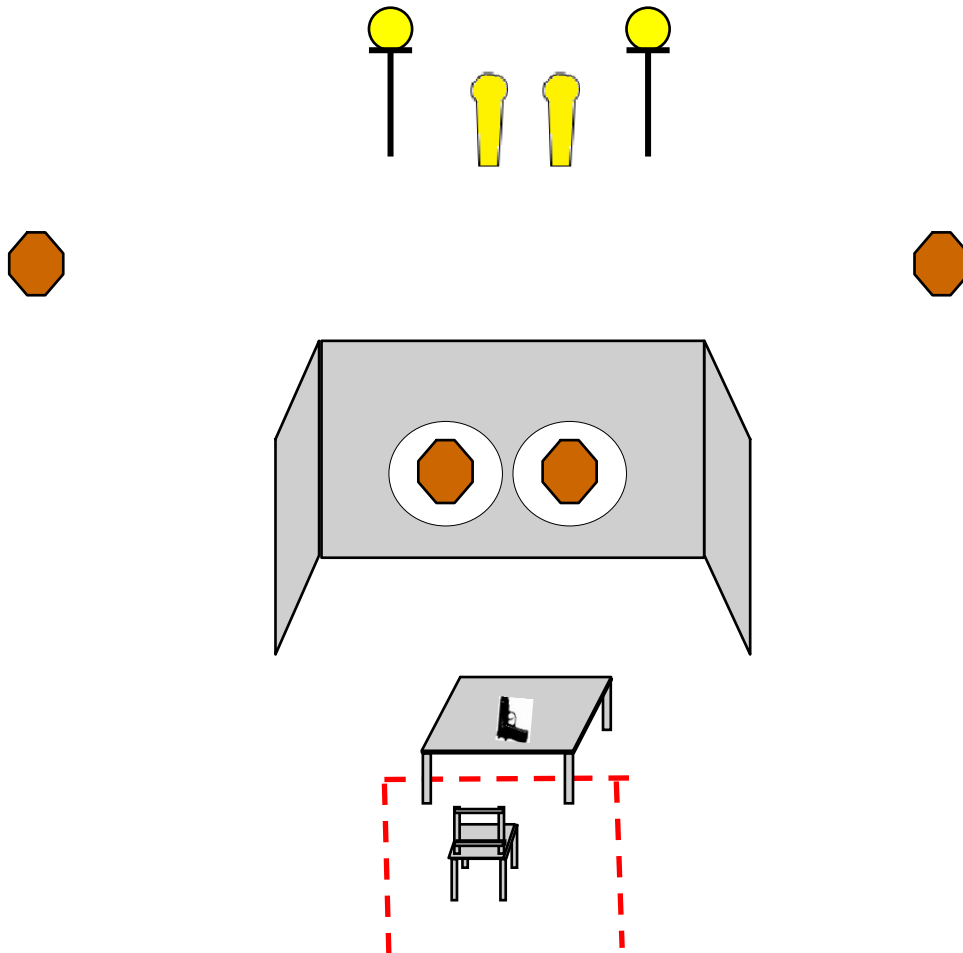
### STAGE PROCEDURE

On the audible Start Signal, engage targets with 3 scoring shots per IPSC Target.

### SCORING

**Rounds To Be Scored:** 16 Rounds, 80 Points.

**Targets:** 4 IPSC Targets,  
2 IPSC Poppers,  
2 IPSC Plates.



# Stage 2

# Range 2

**START POSITION:** Heels touching either mark.

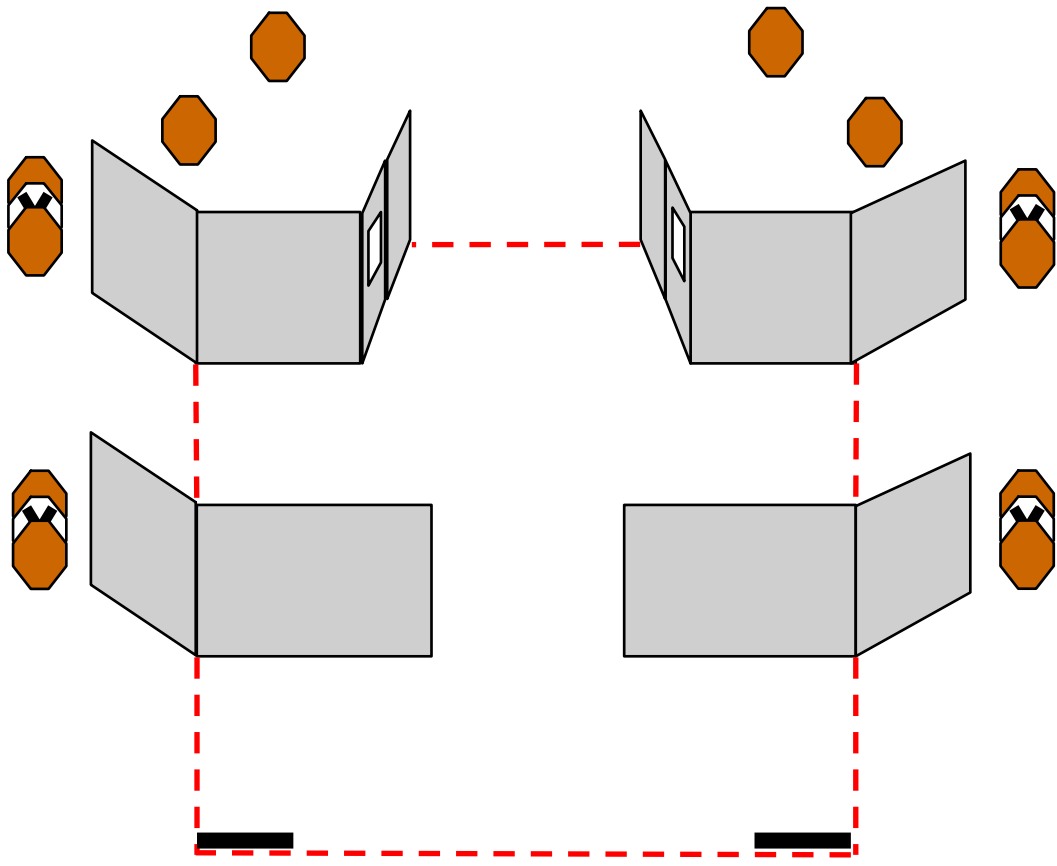
### STAGE PROCEDURE

On the audible Start Signal, engage targets.

### SCORING

**Rounds To Be Scored:** 24 Rounds, 120 Points

**Targets:** 12 IPSC Targets



# Stage 3

# Range 3

**START POSITION:** Heels touching mark.

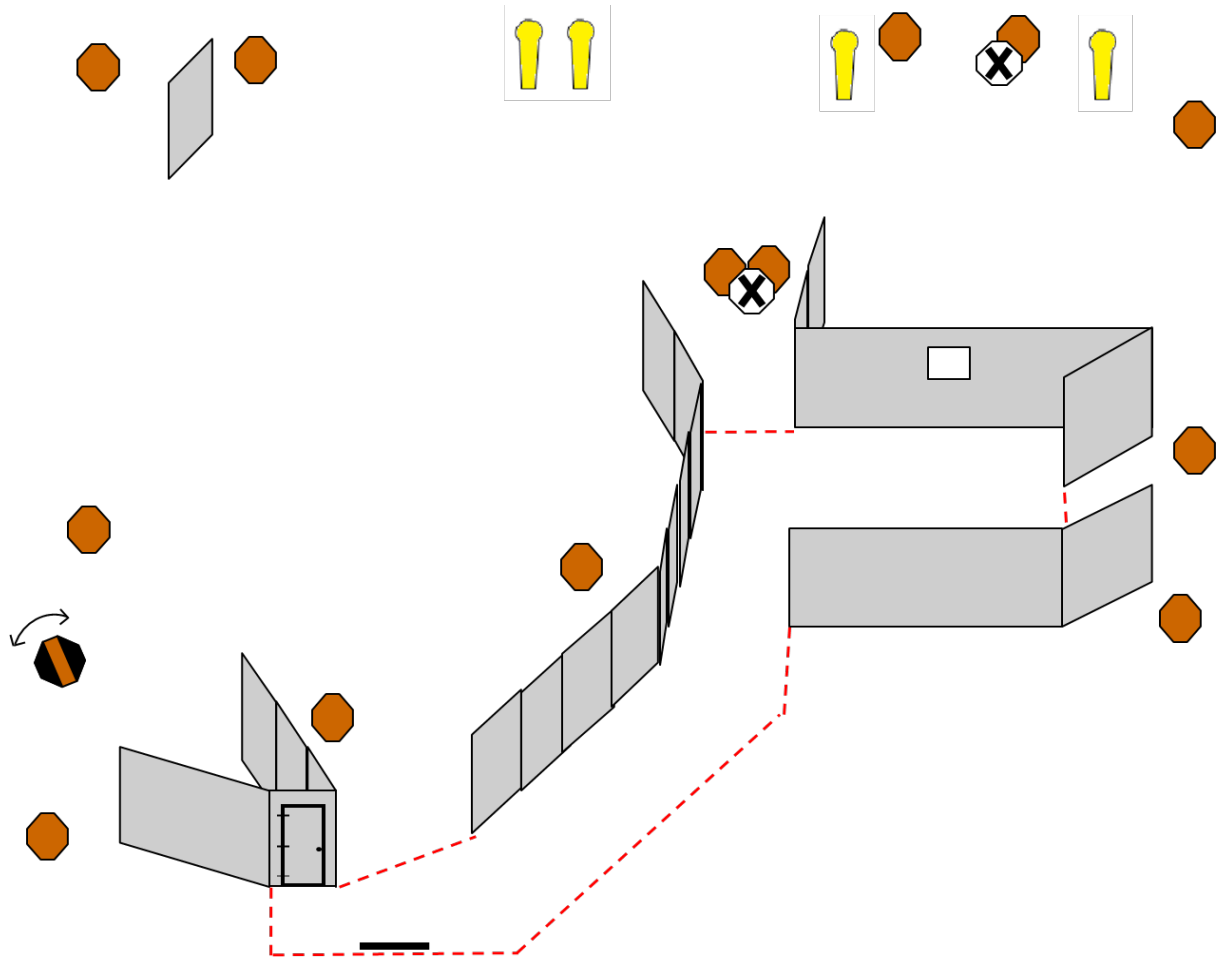
### STAGE PROCEDURE

On the audible Start Signal, engage targets.  
Opening door activates swinging target that remains visible at rest.

### SCORING

**Rounds To Be Scored:** 32 Rounds, 160 Points.

**Targets:** 14 IPSC Targets,  
4 IPSC Poppers.



# Stage 4

# Range 4L

**START POSITION:** Anywhere in the demarcated area.

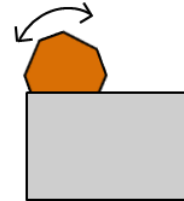
### STAGE PROCEDURE

On the audible Start Signal, engage targets.  
Swinging target is activated by far-left popper and remains visible at rest.

### SCORING

**Rounds To Be Scored:** 9 Rounds, 45 Points.

**Targets:** 1 IPSC Targets,  
7 IPSC Poppers.



# Stage 5

# Range 4R

**START POSITION:** Anywhere in the demarcated area.

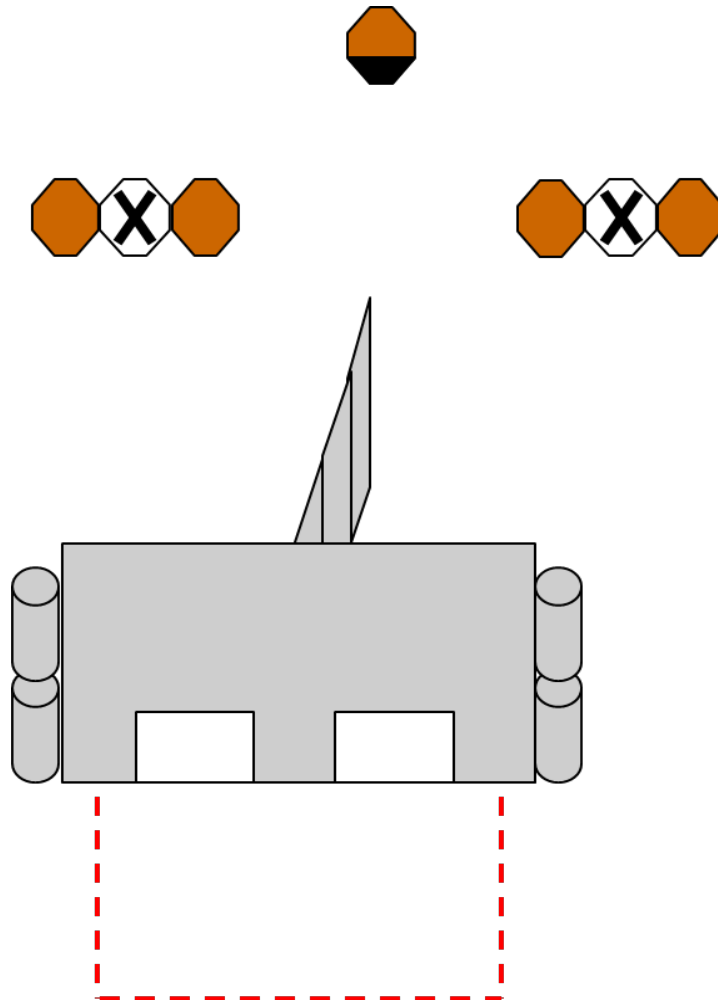
### STAGE PROCEDURE

On the audible Start Signal, engage targets.

### SCORING

**Rounds To Be Scored:** 10 Rounds, 50 Points.

**Targets:** 5 IPSC Targets.



# Stage 6

# Range 5

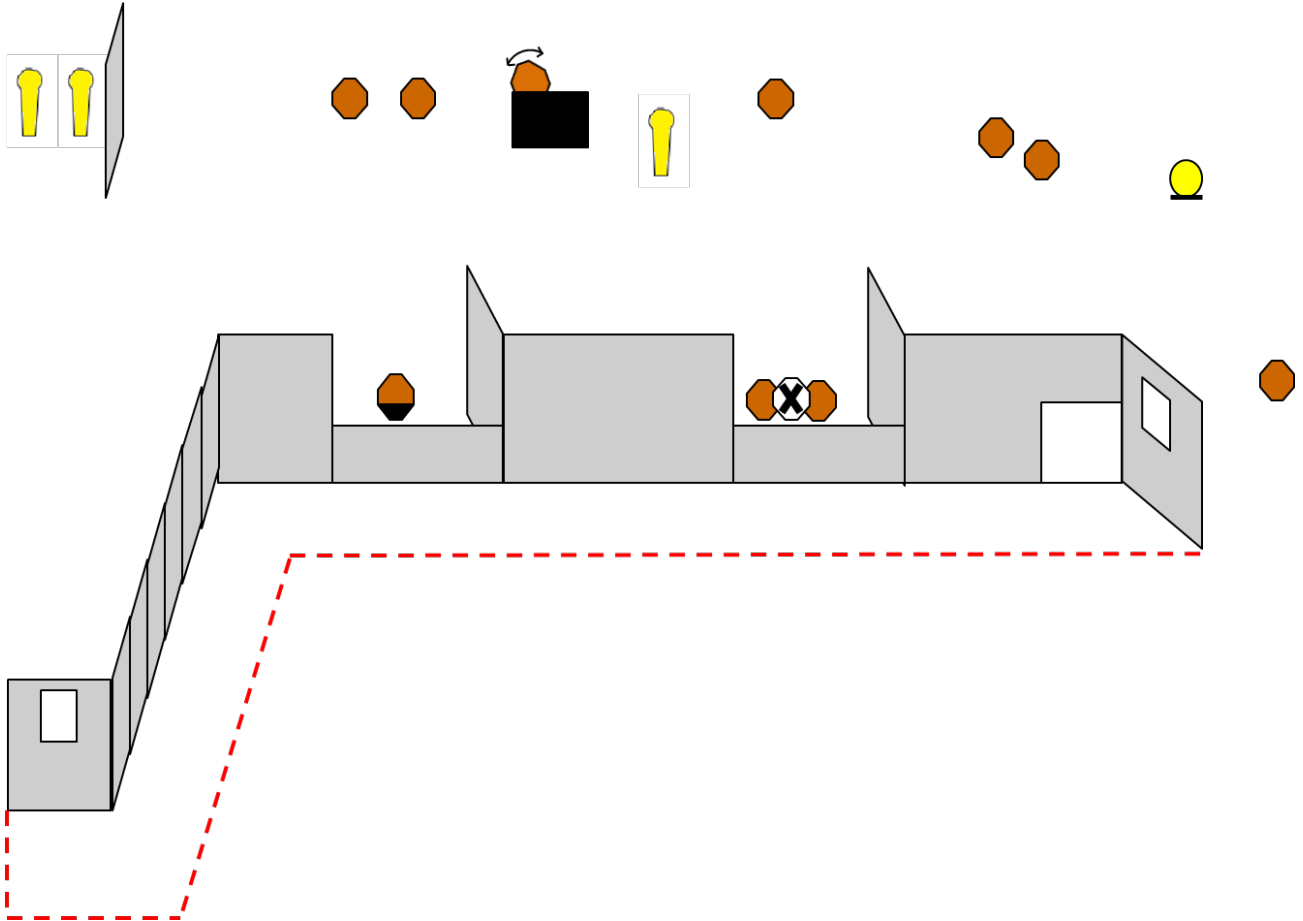
**START POSITION:** Anywhere in the demarcated area.

### STAGE PROCEDURE

On the audible Start Signal, engage targets.  
Swinging target is activated by the popper closest to it and remains visible at rest.

### SCORING

**Rounds To Be Scored:** 24 Rounds, 120 Points.  
**Targets:** 10 IPSC Targets, 3 IPSC Poppers, 1 IPSC Plate.



# Stage 7

# Range 6

**START POSITION:** Anywhere in the demarcated area.

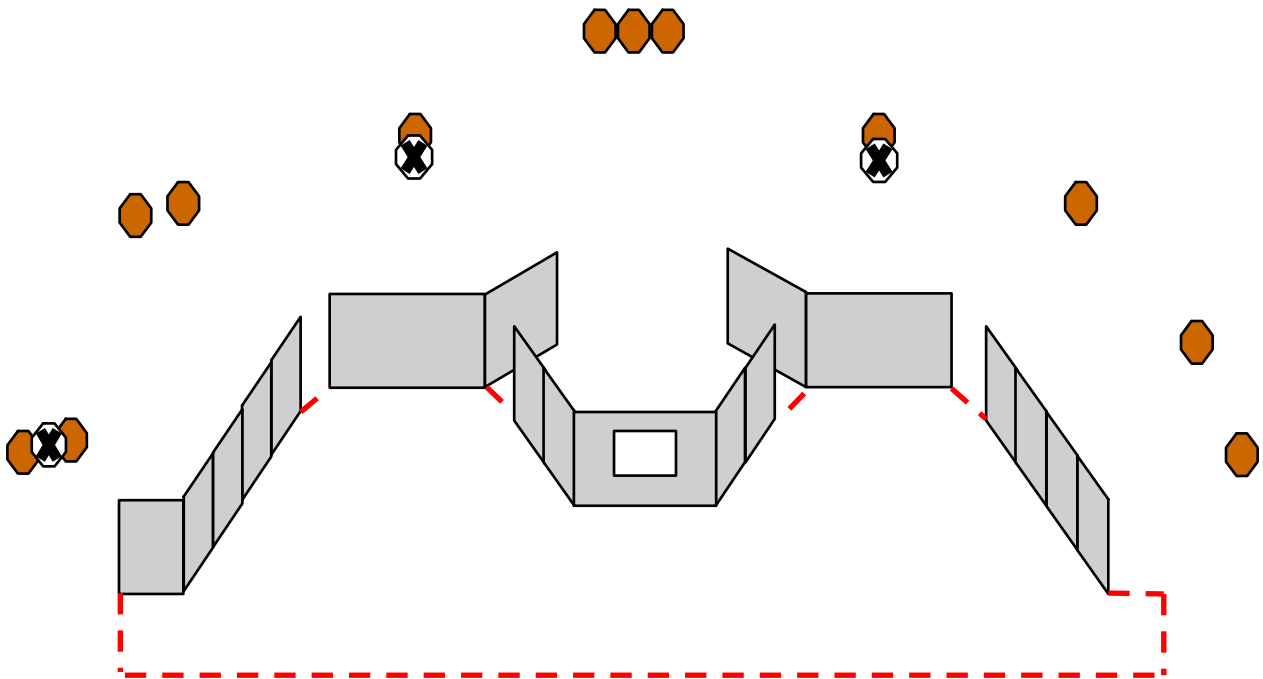
### STAGE PROCEDURE

On the audible Start Signal, engage targets.

### SCORING

**Rounds To Be Scored:** 24 Rounds, 120 Points.

**Targets:** 12 IPSC Targets.



# Stage 8

# Range 7

**START POSITION:** Anywhere in the demarcated area.

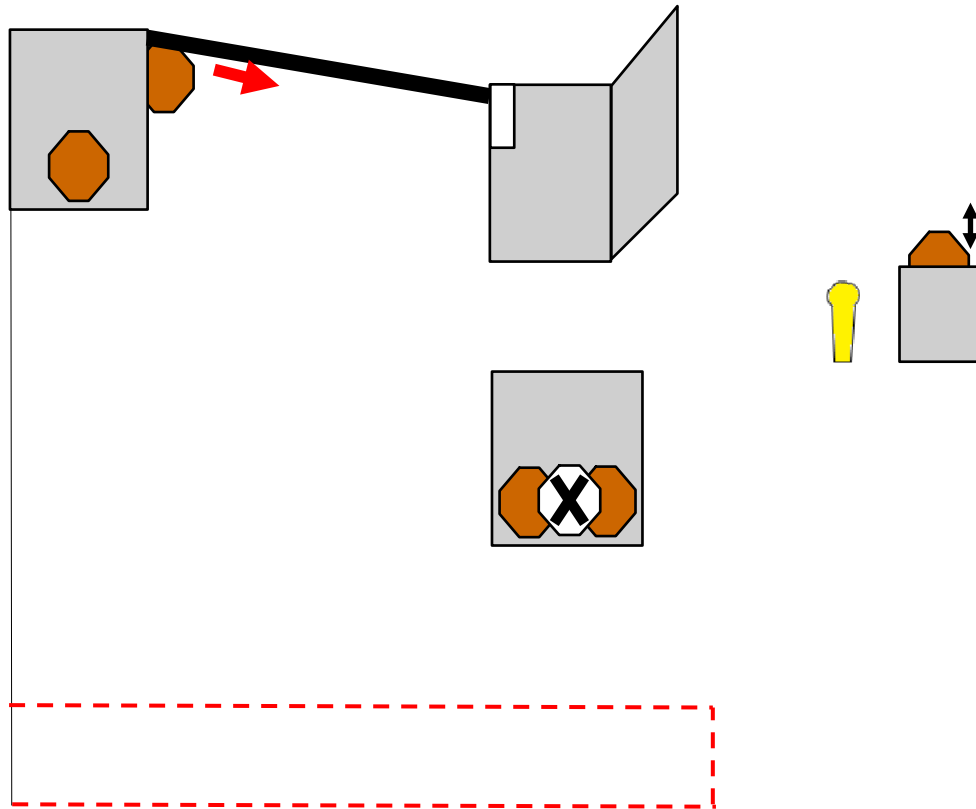
### STAGE PROCEDURE

On the audible Start Signal, engage targets.  
Popper activates bobber target & moving target -  
both remain visible at rest.

### SCORING

**Rounds To Be Scored:** 11 Rounds, 55 Points.

**Targets:** 5 IPSC Targets,  
1 IPSC Popper.





**START POSITION:** Heels touching mark.

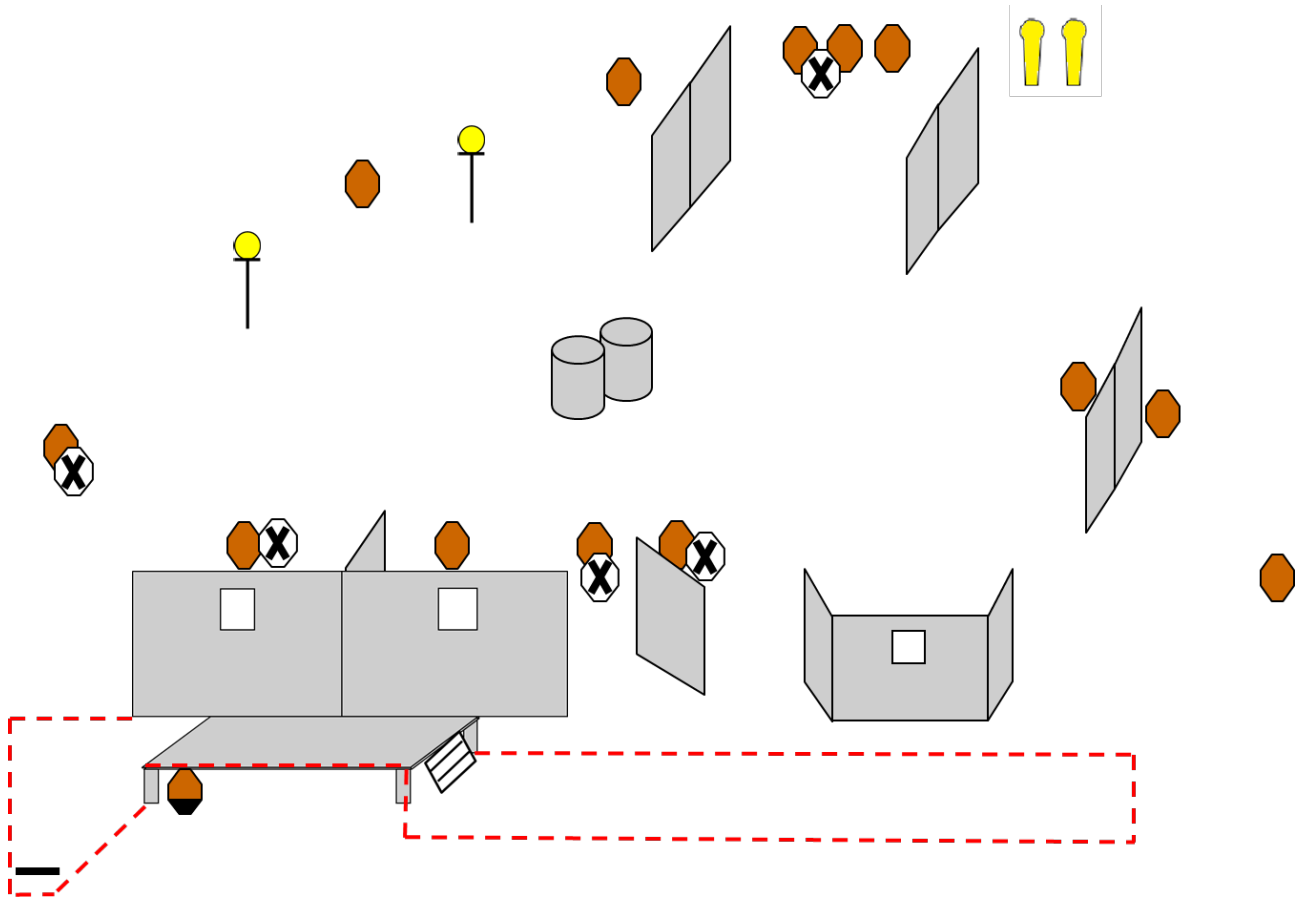
**STAGE PROCEDURE**

On the audible Start Signal, engage targets.

**SCORING**

**Rounds To Be Scored:** 32 Rounds, 160 Points.

**Targets:** 14 IPSC Targets,  
2 IPSC Poppers,  
2 IPSC Plates.



# Stage 10

# Range 9

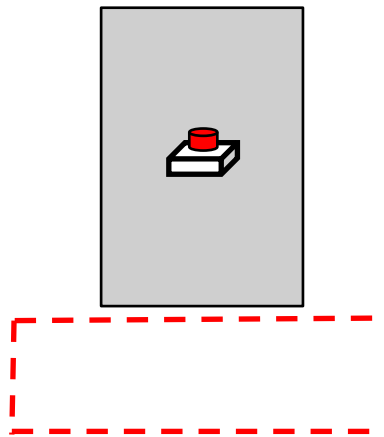
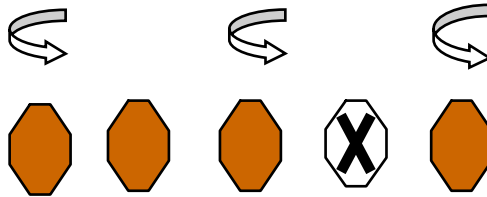
**START POSITION:** Heels against mark. Handgun has magazine well and chamber empty.

### STAGE PROCEDURE

On the audible Start Signal, engage targets.  
Turning targets are activated by the button and are not disappearing - they can be made to reappear by further activation of the button.

### SCORING

**Rounds To Be Scored:** 8 Rounds, 40 Points.  
**Targets:** 4 IPSC Targets.



# Stage 11

# Range 10L

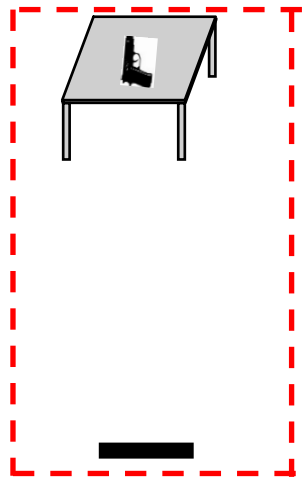
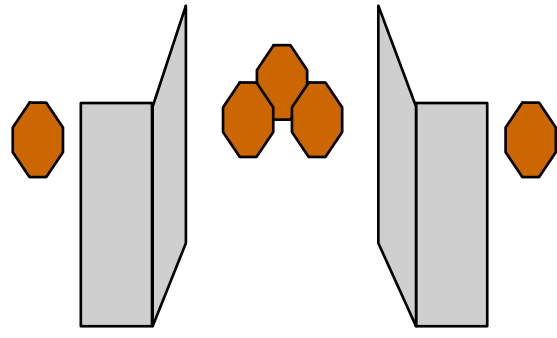
**START POSITION:** Heels touching mark. Handgun is loaded and placed flat on table where indicated.

### STAGE PROCEDURE

On the audible Start Signal, engage targets using Weak Hand only.

### SCORING

**Rounds To Be Scored:** 10 Rounds, 50 Points.  
**Targets:** 5 IPSC Targets.



# Stage 12

# Range 10R

**START POSITION:** Toes touching mark.

### STAGE PROCEDURE

On the audible Start Signal, engage targets with 1 scoring hit per IPSC Target and using Strong Hand only.  
Felling each plate exposes its associated target.

### SCORING

**Rounds To Be Scored:** 12 Rounds, 60 Points.  
**Targets:** 10 IPSC Targets,  
2 IPSC Plates.

