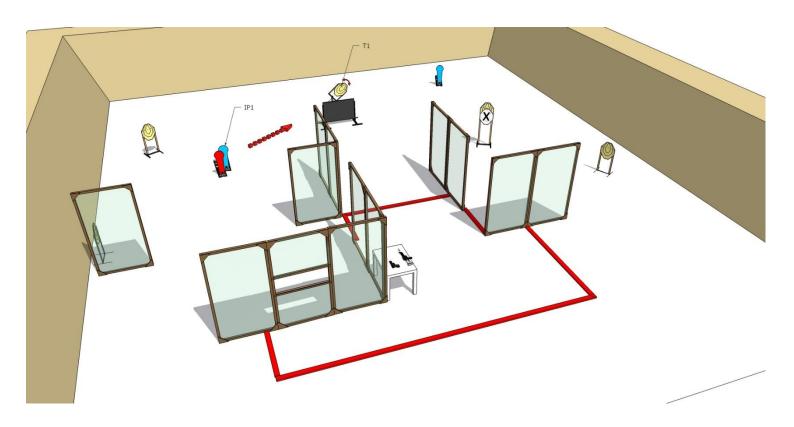
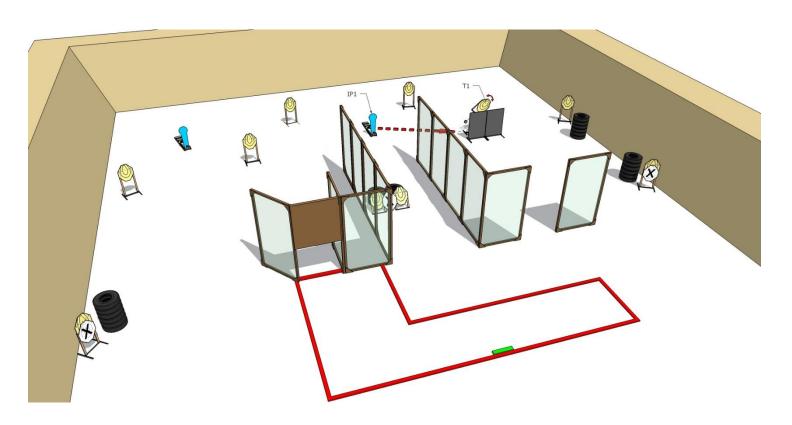
Targets:	5 IPSC Targets, 2 IPSC poppers,
Number of rounds to be scored:	12
Start position:	Standing anywhere
HANDGUN condition:	Lying on the table, magazine insered, chamber empty
FIREARM condition:	Lying on the table ,Option 2
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop

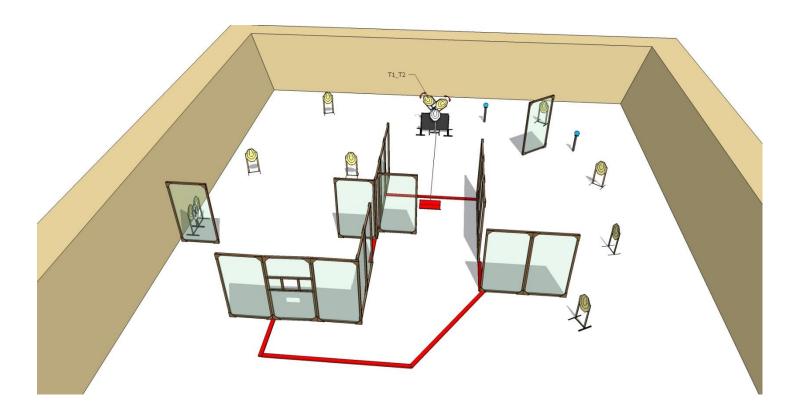


Targets:	10 IPSC Targets, 2 IPSC poppers,
Number of rounds to be scored:	22
Start position:	Standing at marks
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop

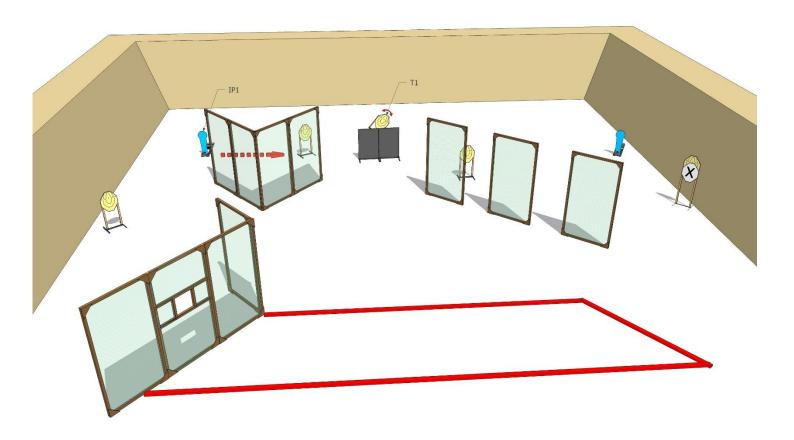


Stage 3

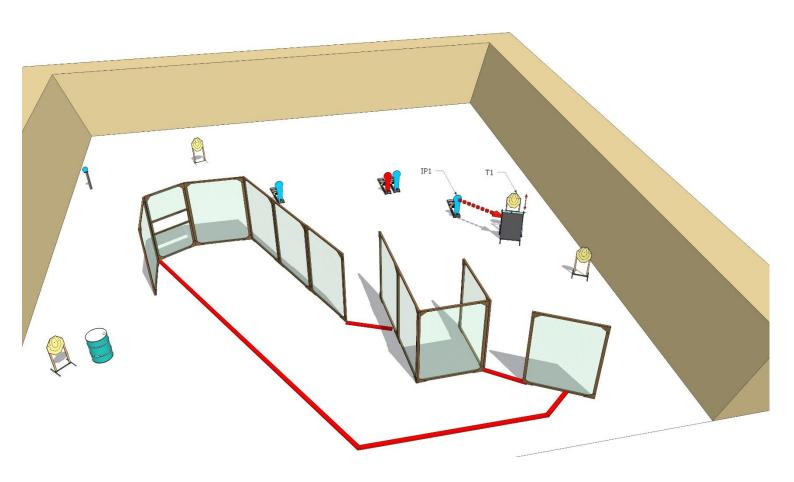
Targets:	11 IPSC Targets, 2 IPSC metal plate
Number of rounds to be scored:	24
Start position:	Standing anywhere
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. Activate platform
Procedure:	activate target T1 and T2. All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop



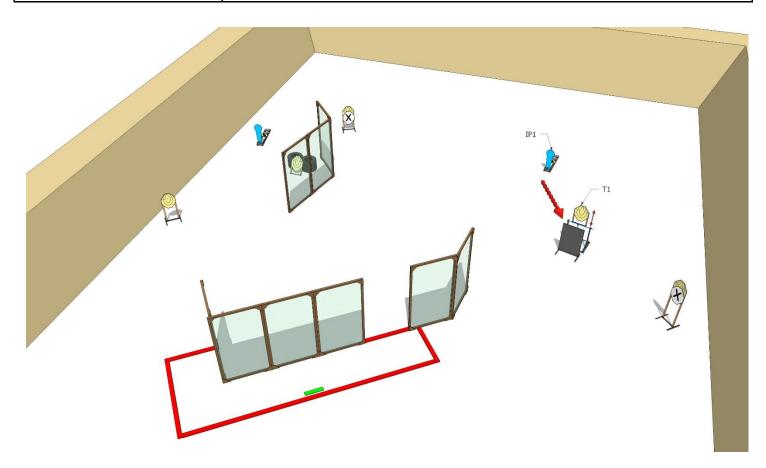
Targets:	5 IPSC Targets, 2 IPSC poppers
Number of rounds to be scored:	12
Start position:	Standing anywhere
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop



Targets:	4 IPSC Targets, 3 IPSC poppers, 1 IPSC metal plate
Number of rounds to be scored:	12
Start position:	Standing anywhere
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop

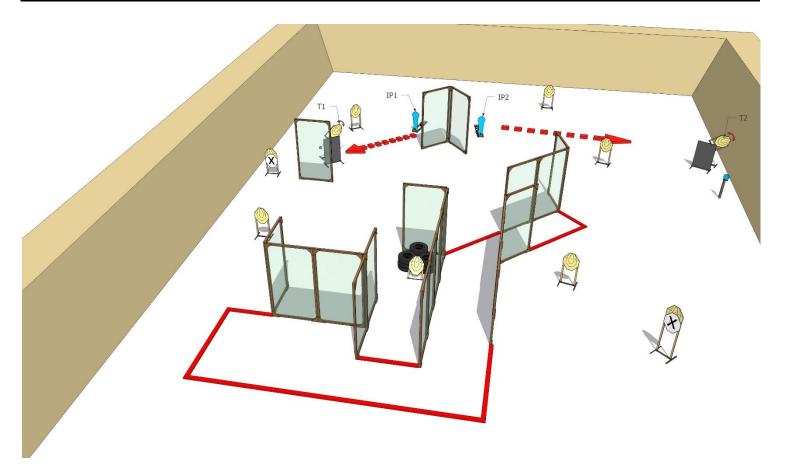


Targets:	5 IPSC Targets, 2 IPSC poppers
Number of rounds to be scored:	12
Start position:	Standing at marks
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop

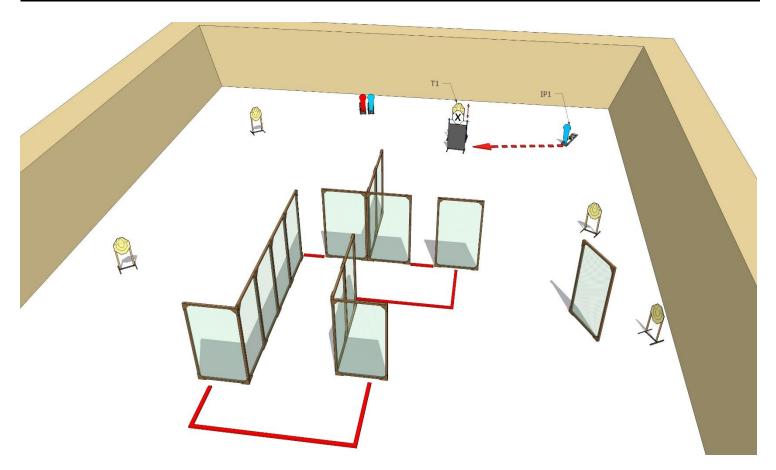


Stage 7

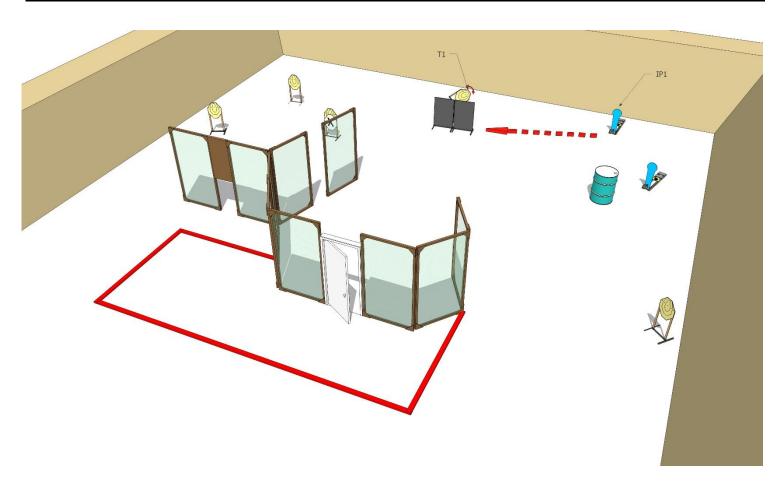
Targets:	10 IPSC Targets, 2 IPSC poppers, 1 IPSC metal plate
Number of rounds to be scored:	32
Start position:	Standing anywhere
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	IP2 activate target T2. All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop



Targets:	5 IPSC Targets, 2 IPSC poppers,
Number of rounds to be scored:	12
Start position:	Standing anywhere
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop

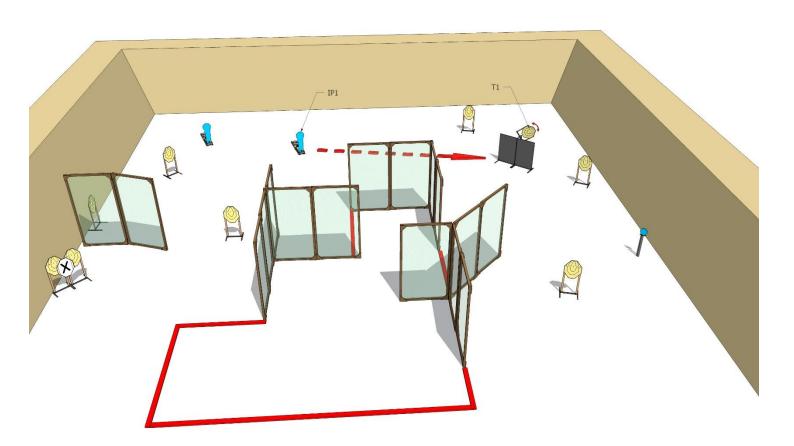


Targets:	5 IPSC Targets, 2 IPSC poppers
Number of rounds to be scored:	12
Start position:	Standing anywhere
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop



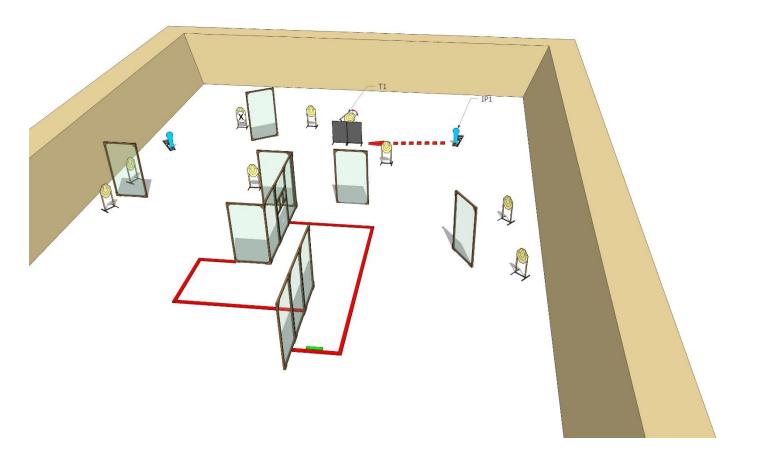
Stage 10

Targets:	9 IPSC Targets, 2 IPSC poppers, 1 IPSC metal plate
Number of rounds to be scored:	21
Start position:	Standing anywhere
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop



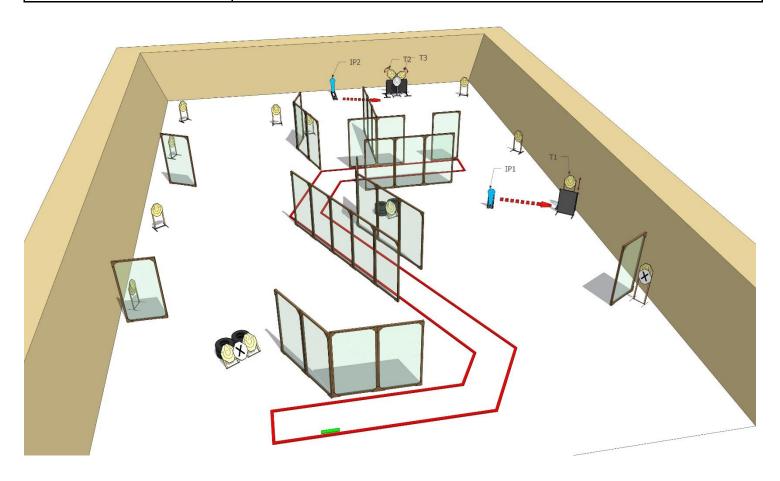
Stage 11

Targets:	9 IPSC Targets, 2 IPSC poppers
Number of rounds to be scored:	20
Start position:	Standing at marks
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1. All
Procedure:	moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop



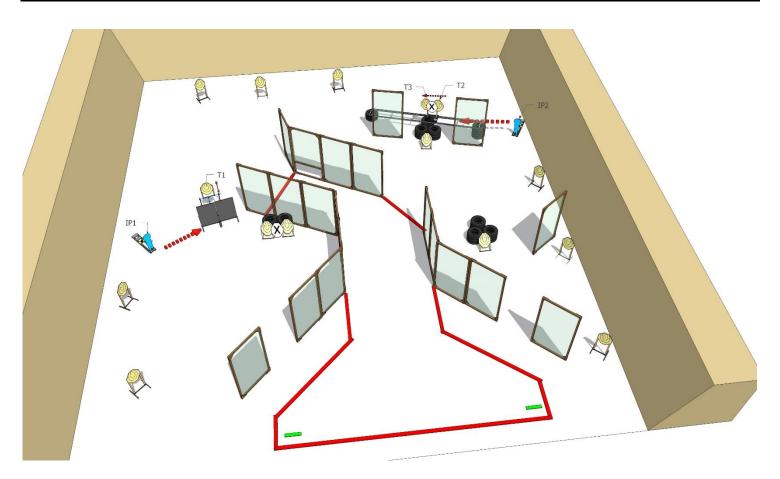
Stage 12

Targets:	15 IPSC Targets, 2 IPSC poppers
Number of rounds to be scored:	32
Start position:	Standing at marks
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	IP2 activate target T2 and T3. All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop



Stage 13

Targets:	15 IPSC Targets, 2 IPSC poppers
Number of rounds to be scored:	32
Start position:	Standing at marks (right or left)
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	IP2 activate target T2 and T3. All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop



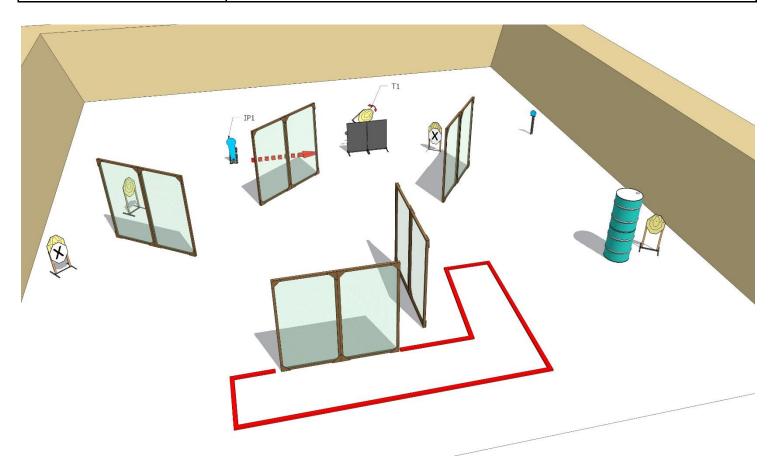
Stage 14

Targets:	4 IPSC Targets, 3 IPSC poppers, 1 IPSC metal plate
raigets.	+ if 3C Targets, 3 if 3C poppers, 1 if 3C metal plate
Number of rounds to be scored:	12
Start position:	Standing anywhere
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop



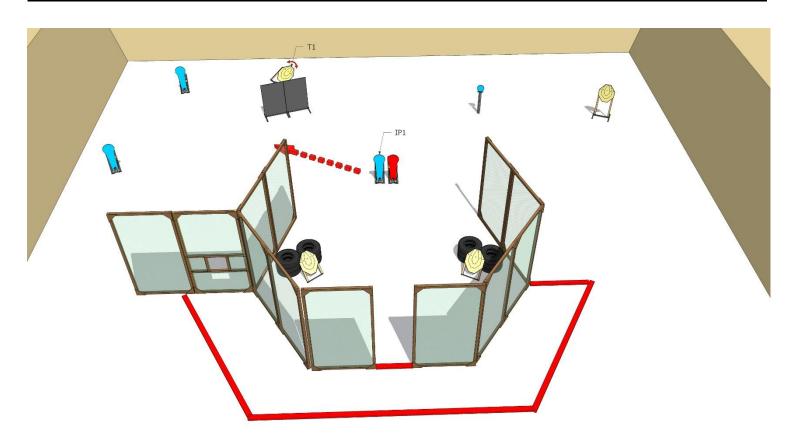
Stage 15

Targets:	5 IPSC Targets, 1 IPSC popper, 1 IPSC metal plate
Number of rounds to be scored:	12
Start position:	Standing anywhere
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop



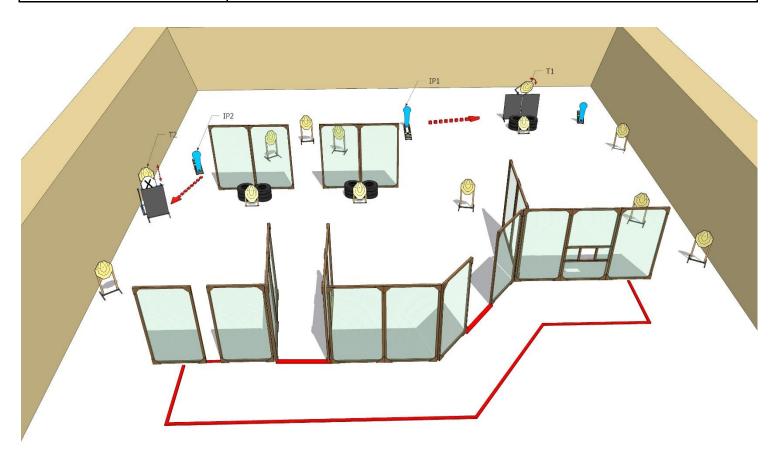
Stage 16

Targets:	4 IPSC Targets, 3 IPSC poppers, 1 IPSC metal plate
Number of rounds to be scored:	12
Start position:	Standing anywhere
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop



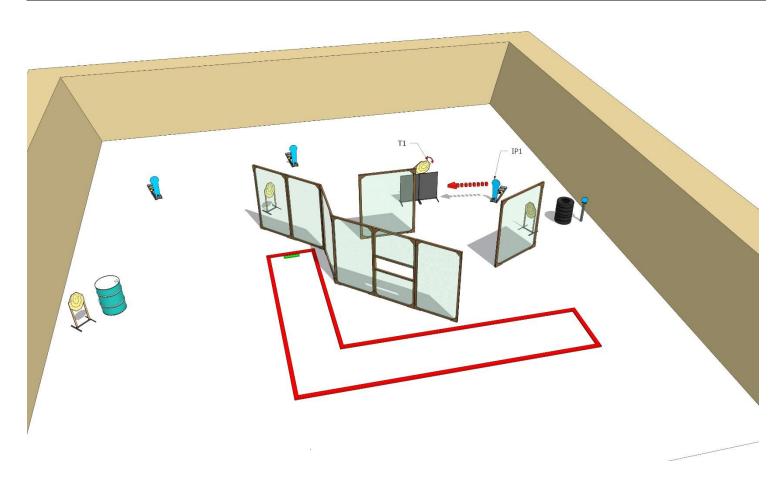
Stage 17

Targets:	13 IPSC Targets, 3 IPSC poppers
Number of rounds to be scored:	29
Start position:	Standing anywhere
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	IP2 activate target T2. All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop



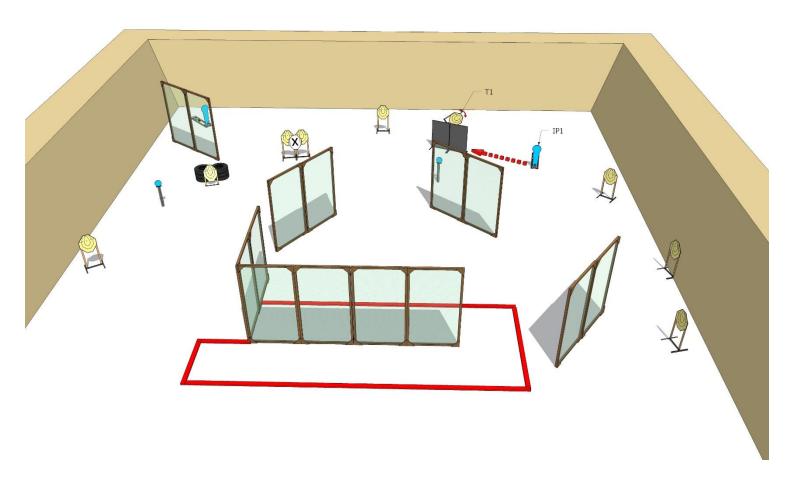
Stage 18

Targets:	4 IPSC Targets, 3 IPSC poppers, 1 IPSC metal plate
Number of rounds to be scored:	12
Start position:	Standing at marks
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop



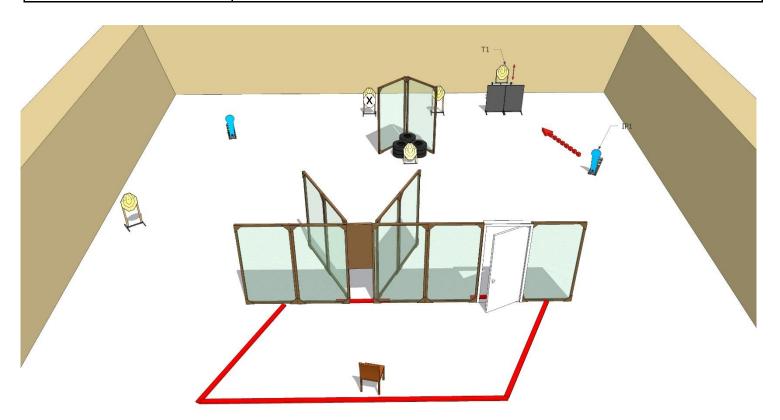
Stage 19

Targets:	9 IPSC Targets, 2 IPSC poppers, 2 IPSC metal plates
Number of rounds to be scored:	22
Start position:	Standing anywhere
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop



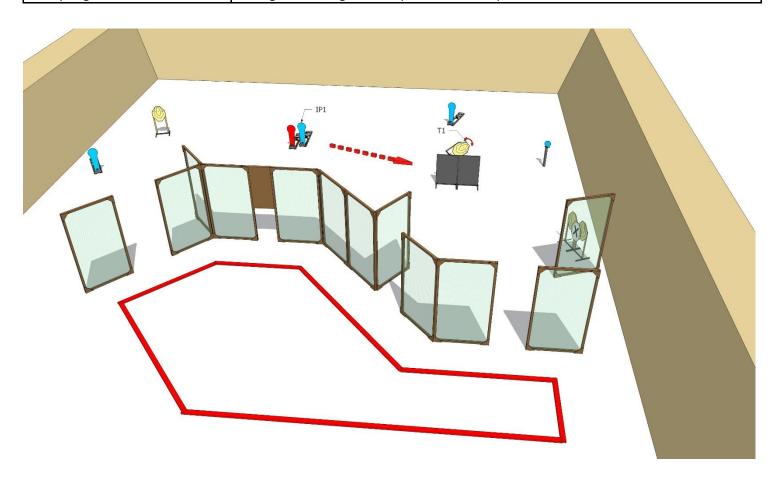
Stage 20

Targets:	5 IPSC Targets, 2 IPSC poppers
Number of rounds to be scored:	12
Start position:	Sitting on the chair, as demonstrated.
HANDGUN condition:	Holstered, magazine insered, chamber empty
FIREARM condition:	Option 2
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop



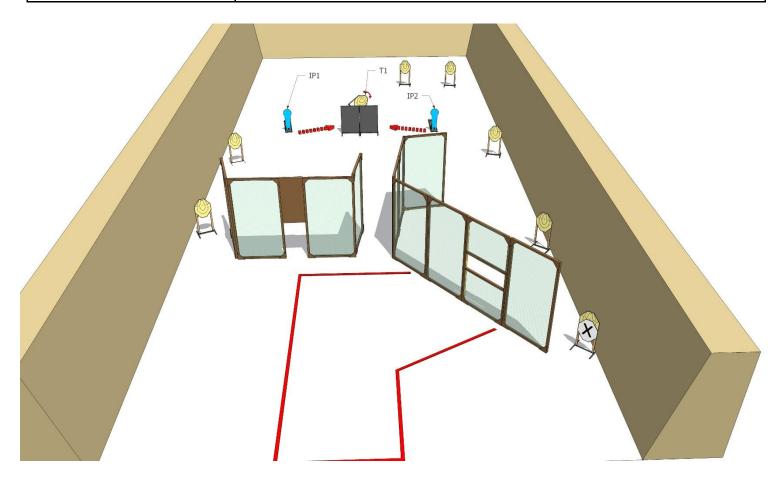
Stage 21

Targets:	4 IPSC Targets, 3 IPSC poppers, 1 IPSC metal plate
Number of rounds to be scored:	12
Start position:	Standing anywhere
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop



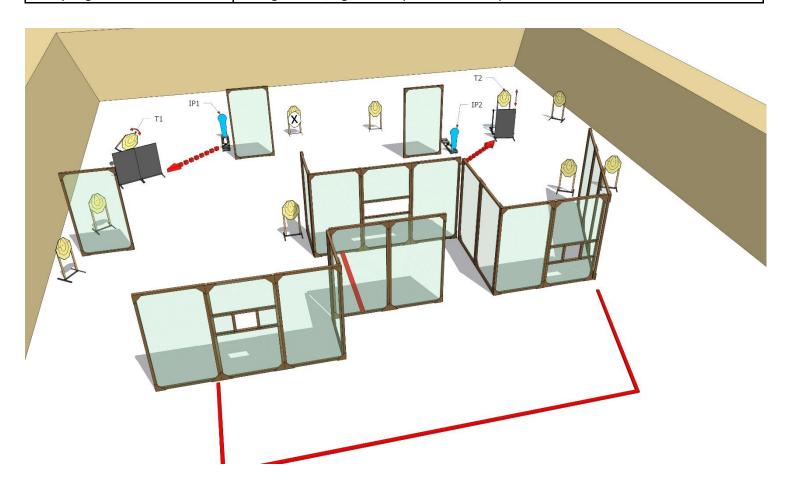
Stage 22

Targets:	8 IPSC Targets, 2 IPSC poppers
Number of rounds to be scored:	18
Start position:	Standing anywhere
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 or IP2 activate target
Procedure:	T1. All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop



Stage 23

Targets:	10 IPSC Targets, 2 IPSC poppers
Number of rounds to be scored:	22
Start position:	Standing anywhere
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	IP2 activate target T2. All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop



Stage 24

Targets:	13 IPSC Targets, 5 IPSC poppers, 1
Number of rounds to be scored:	32
Start position:	Standing anywhere
HANDGUN condition:	
FIREARM condition:	Option 1
Start:	Audible
	After start signal engage all the targets from designated area. IP1 activate target T1.
Procedure:	IP2 activate target T2. All moving targets stays visible at end of their movement
Safety angles:	90 degrees left/right and top of the backstop

