

# STAGE 1

# RANGE 1

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

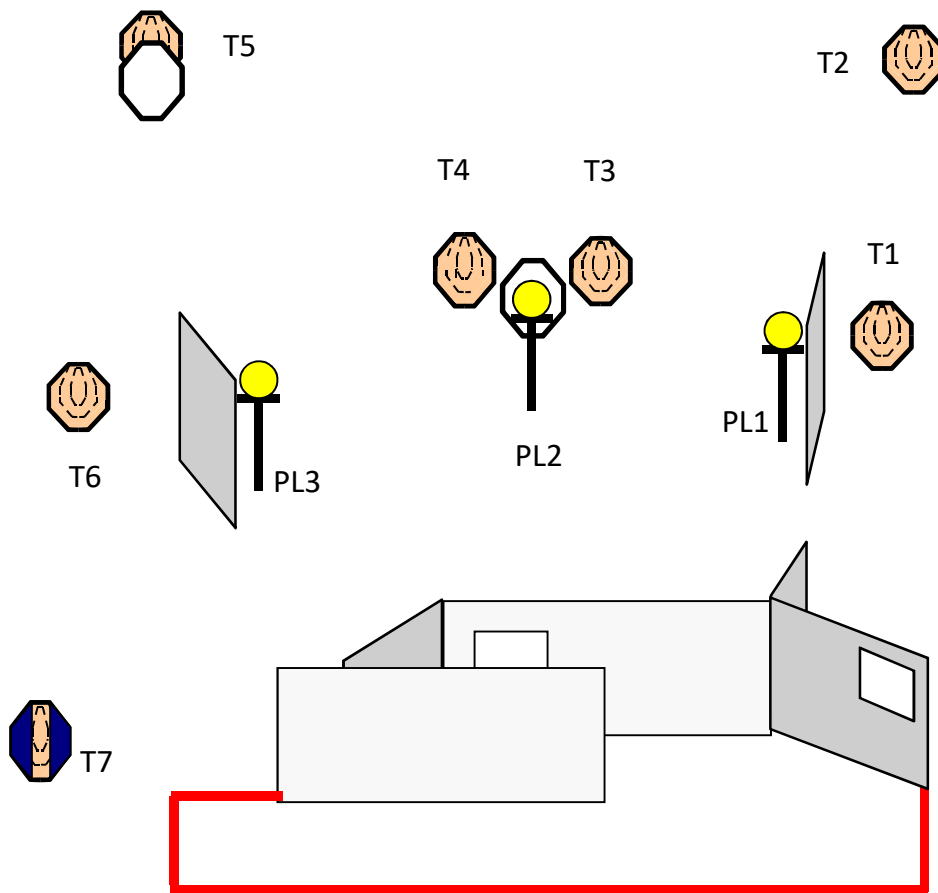
**HANDGUN CONDITION:** Default.

### STAGE PROCEDURE

At the audible Start Signal, engage targets.

### SCORING

**Rounds to be scored:** 17 Rounds, 85 Points  
**Targets:** 7 IPSC Targets, 3 IPSC Plates  
**Time starts:** Audible



**NOTES:**

# STAGE 2

# RANGE 2

**START POSITION:** Heels to mark.

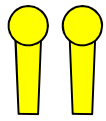
**HANDGUN CONDITION:** Default.

### STAGE PROCEDURE

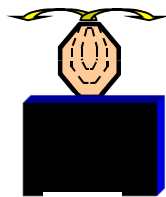
At the audible Start Signal, engage targets. P1 activates swinging target T4 and P2 activates bobbing target T3 both of which remain visible at rest.

### SCORING

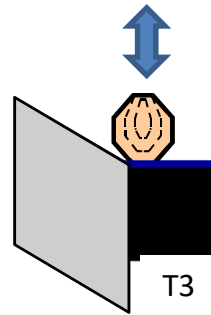
**Rounds to be scored:** 10 Rounds, 50 Points  
**Targets:** 4 IPSC Targets, 2 IPSC Mini Poppers  
**Time starts:** Audible



P2 P1

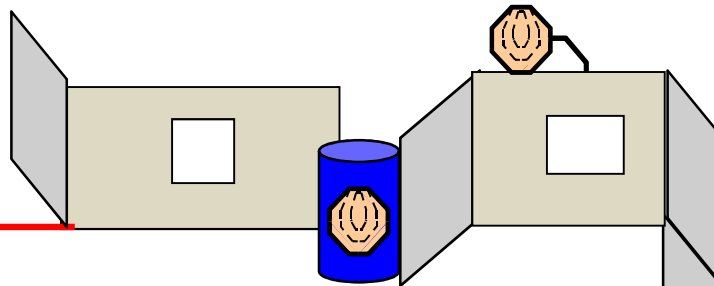


T4



T3

T2



T1

Tunnel  
Cooper

**NOTES:**

# STAGE 3

# RANGE 3

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

**HANDGUN CONDITION:** Default.

### STAGE PROCEDURE

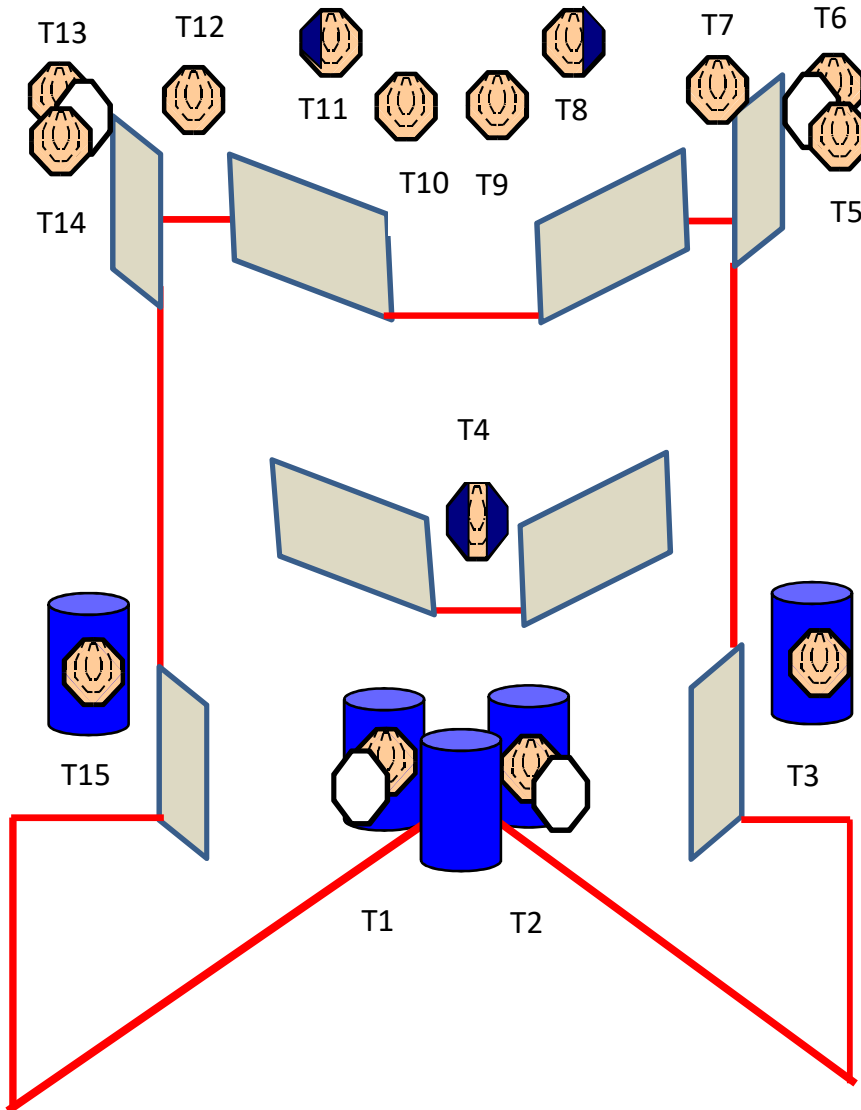
At the audible Start Signal, engage targets.

### SCORING

**Rounds to be scored:** 30 Rounds, 150 Points

**Targets:** 15 IPSC Targets

**Time starts:** Audible



**NOTES:**

# STAGE 4

# RANGE 4

**START POSITION:** Toes touching mark, head and body facing wall.

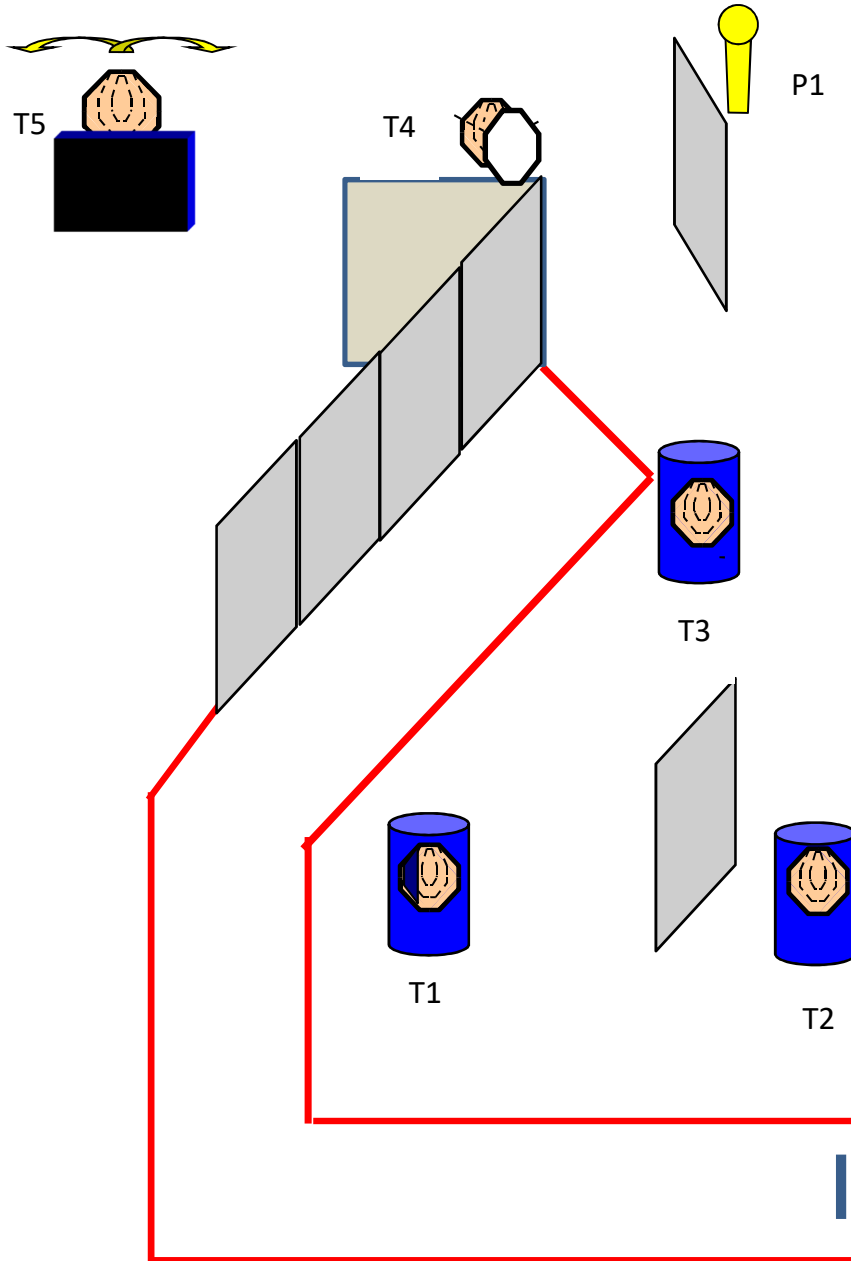
**HANDGUN CONDITION:** Handgun has magazine inserted, chamber empty.

### STAGE PROCEDURE

At the audible Start Signal, engage targets. P1 activates swinging target T5 which remains visible at rest.

### SCORING

**Rounds to be scored:** 11 Rounds, 55 Points  
**Targets:** 5 IPSC Targets, 1 IPSC Mini Popper  
**Time starts:** Audible



**NOTES:**

# STAGE 5

# RANGE 5

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

**HANDGUN CONDITION:** Default.

### STAGE PROCEDURE

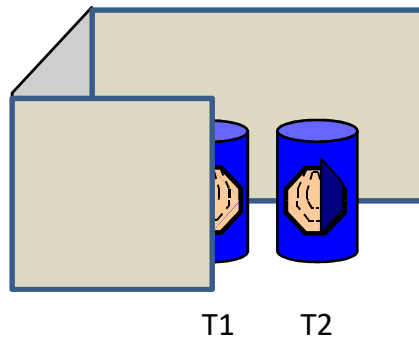
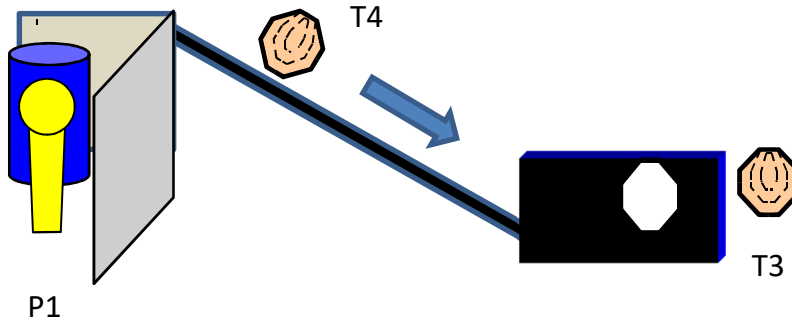
At the audible Start Signal, engage targets. P1 activates the running target T4 which remains visible at rest.

### SCORING

**Rounds to be scored:** 9 Rounds, 45 Points

**Targets:** 4 IPSC Targets, 1 IPSC Mini Popper

**Time starts:** Audible



**NOTES:**

# STAGE 6

# RANGE 6

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

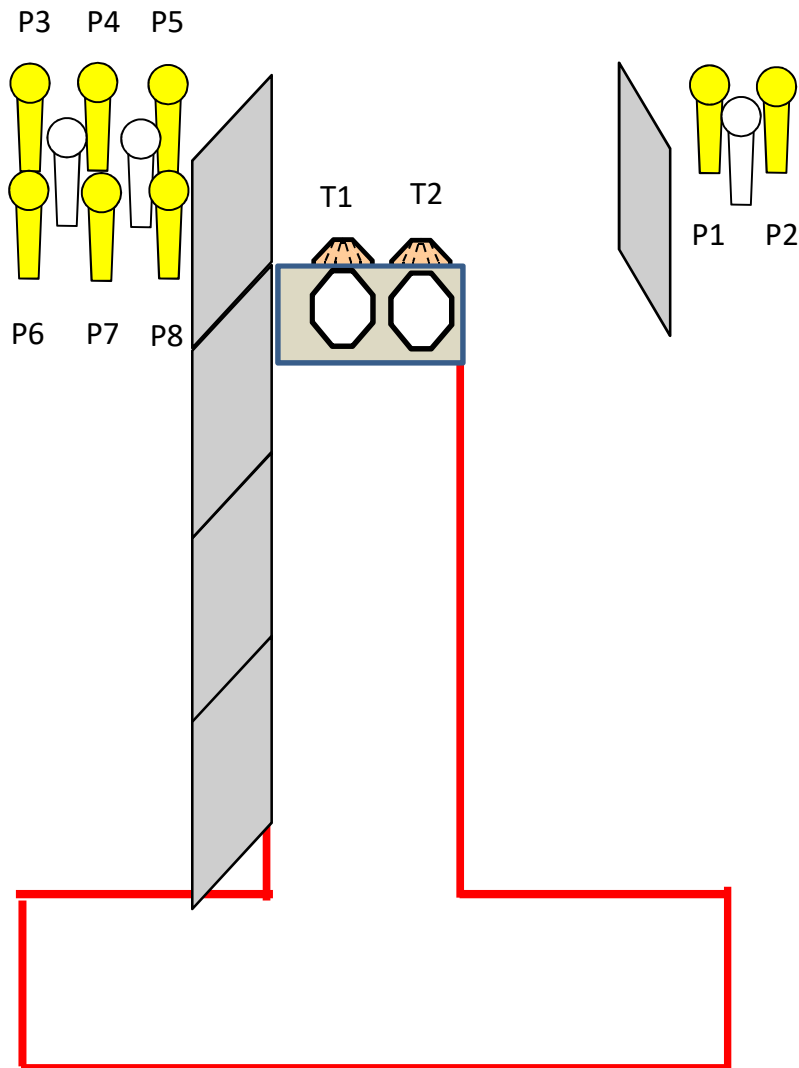
**HANDGUN CONDITION:** Default.

### STAGE PROCEDURE

At the audible Start Signal, engage targets using STRONG HAND only.

### SCORING

**Rounds to be scored:** 12 Rounds, 60 Points  
**Targets:** 2 IPSC Targets, 8 IPSC Poppers  
**Time starts:** Audible



**NOTES:**

# STAGE 7

# RANGE 7

**START POSITION:** Seated with hands on knees.

**HANDGUN CONDITION:** Handgun has magazine well and chamber empty and placed flat on table facing directly downrange. All magazines to be used placed flat on table.

## STAGE PROCEDURE

At the audible Start Signal, engage targets.

## SCORING

**Rounds to be scored:**

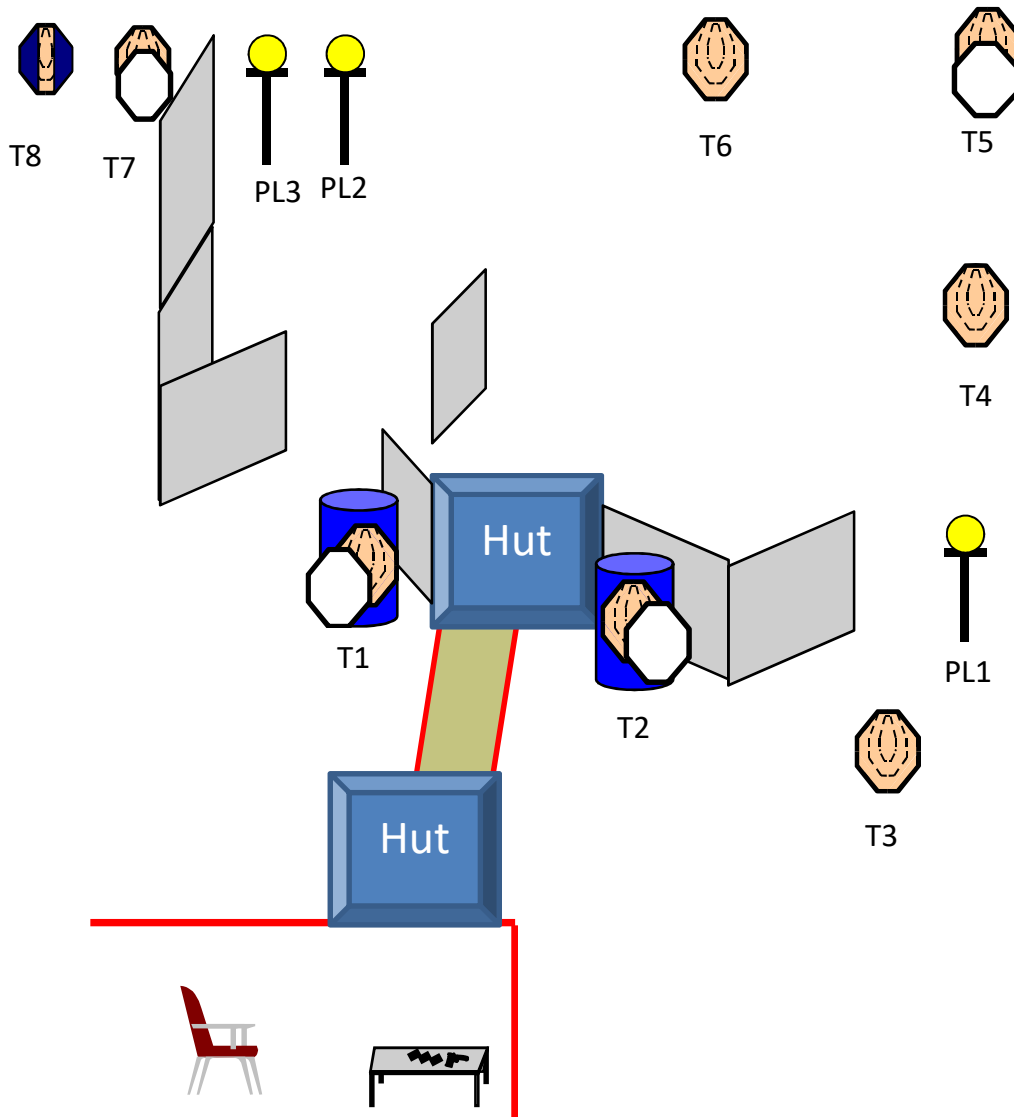
19 Rounds, 95 Points

**Targets:**

8 IPSC Targets, 3 IPSC Plates

**Time starts:**

Audible



**NOTES:**

# STAGE 8

# RANGE 8

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

**HANDGUN CONDITION:** Default.

### STAGE PROCEDURE

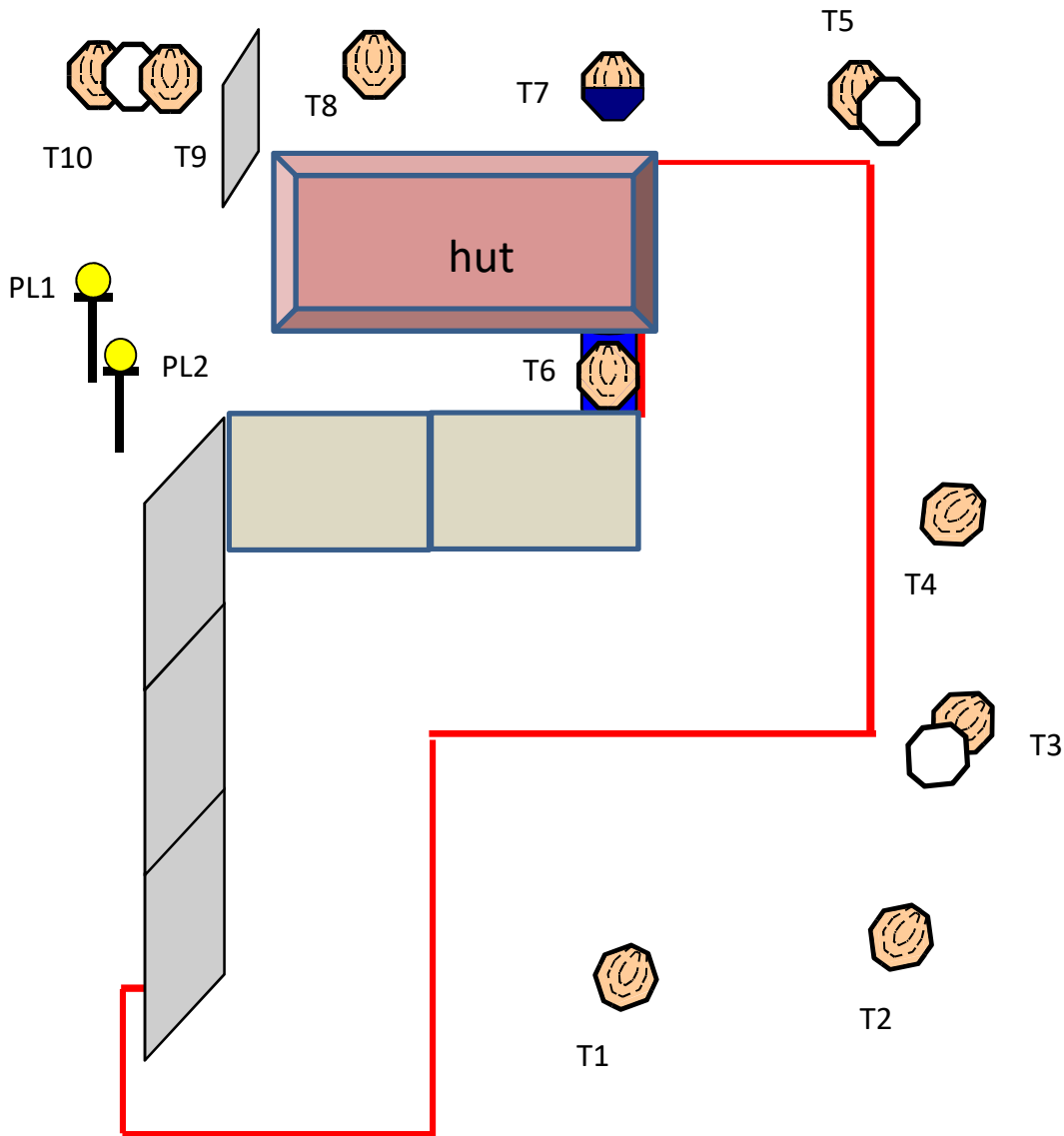
At the audible Start Signal, engage targets.

### SCORING

**Rounds to be scored:** 22 Rounds, 110 Points

**Targets:** 10 IPSC Targets, 2 IPSC Plates

**Time starts:** Audible



**NOTES:**



# STAGE 9

# RANGE 9

**START POSITION:** Both hands holding mark on railing.

**HANDGUN CONDITION:** Default.

### STAGE PROCEDURE

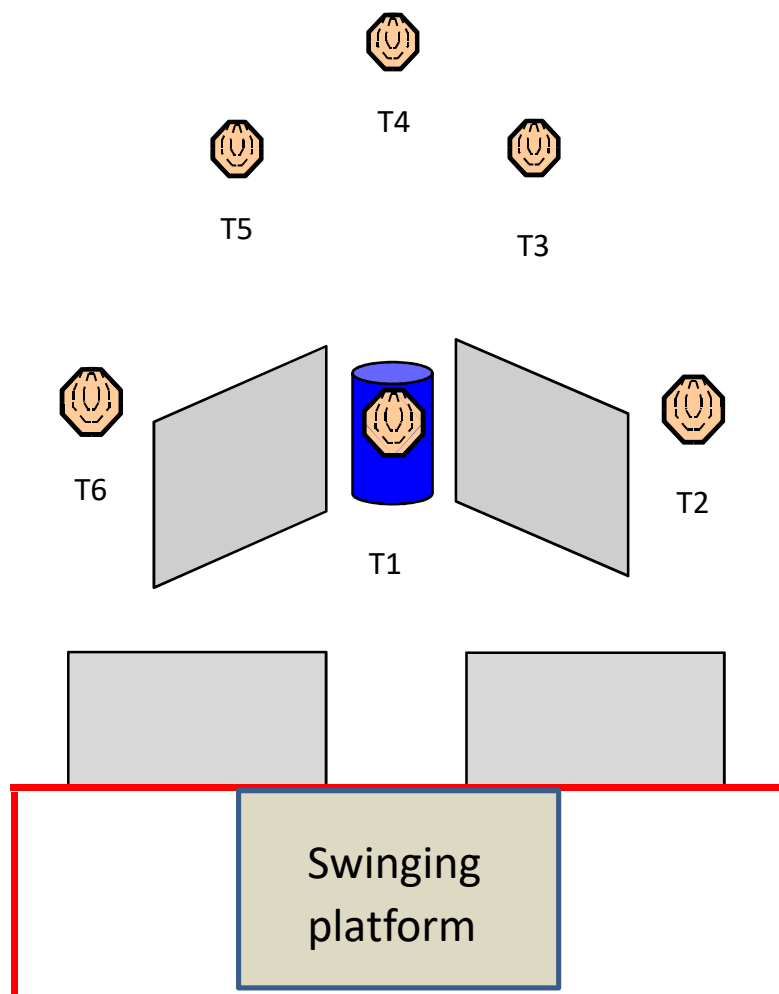
At the audible Start Signal, engage targets.

### SCORING

**Rounds to be scored:** 12 Rounds, 60 Points

**Targets:** 6 IPSC Targets

**Time starts:** Audible



### NOTES:

Swinging platform has a railing front and rear.

# STAGE 10

# RANGE 12

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

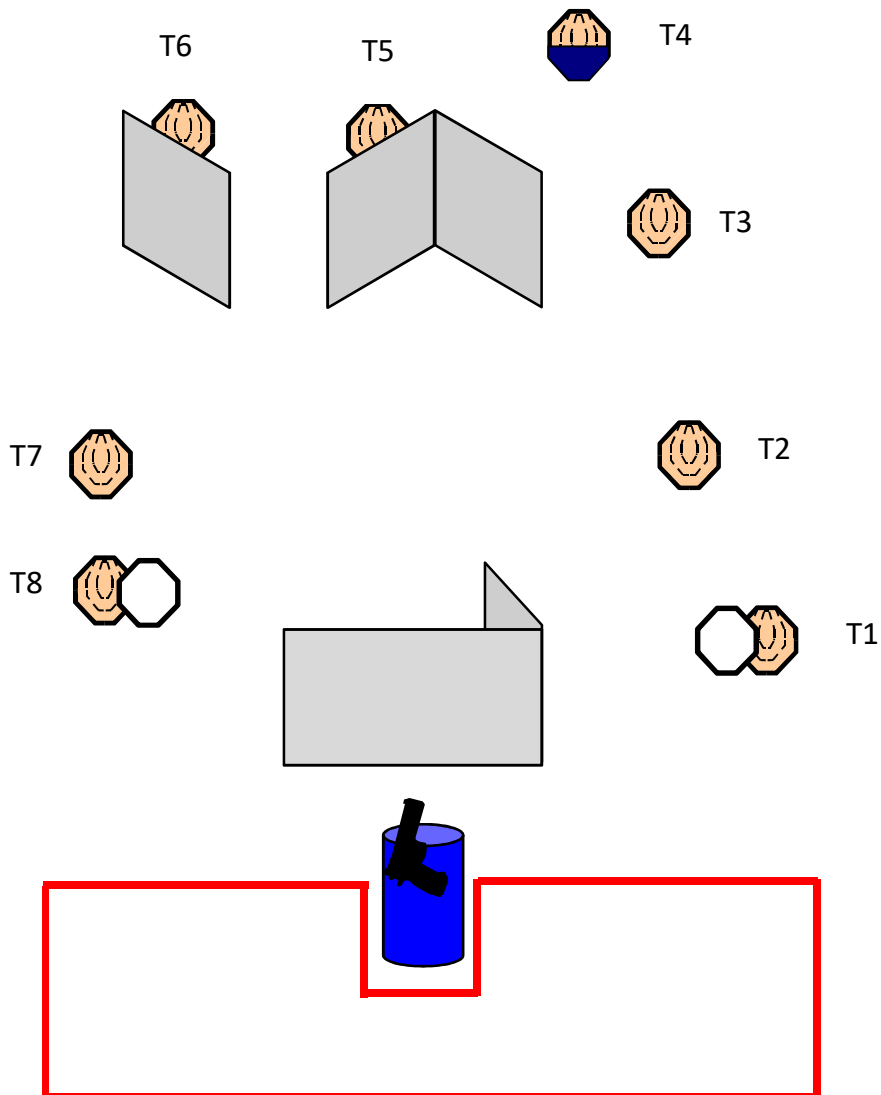
**HANDGUN CONDITION:** Handgun loaded, placed flat on barrel with muzzle pointing directly downrange.

### STAGE PROCEDURE

At the audible Start Signal, engage targets with ONE SCORING SHOT per target using WEAK HAND only.

### SCORING

**Rounds to be scored:** 8 Rounds, 40 Points  
**Targets:** 8 IPSC Targets  
**Time starts:** Audible



**NOTES:**

# STAGE 11

# RANGE 13

**START POSITION:** Toes touching mark, facing uprange.

**HANDGUN CONDITION:** Handgun has magazine well and chamber empty.

### STAGE PROCEDURE

At the audible Start Signal, engage targets.

### SCORING

**Rounds to be scored:**

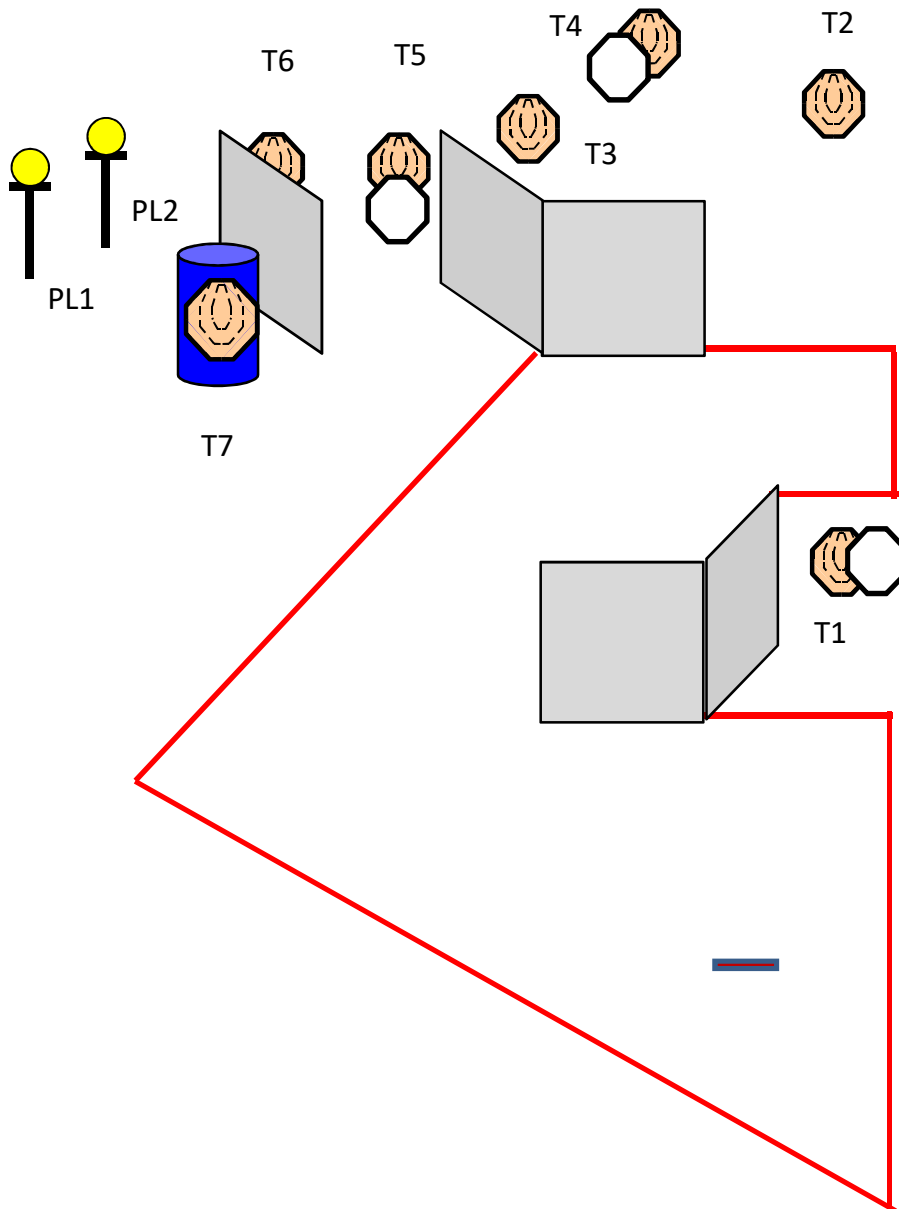
16 Rounds, 80 Points

**Targets:**

7 IPSC Targets, 2 IPSC Plates

**Time starts:**

Audible



**NOTES:**

# STAGE 12

# RANGE 14

**START POSITION:** Anywhere in the demarcated area, clear of the Pad.

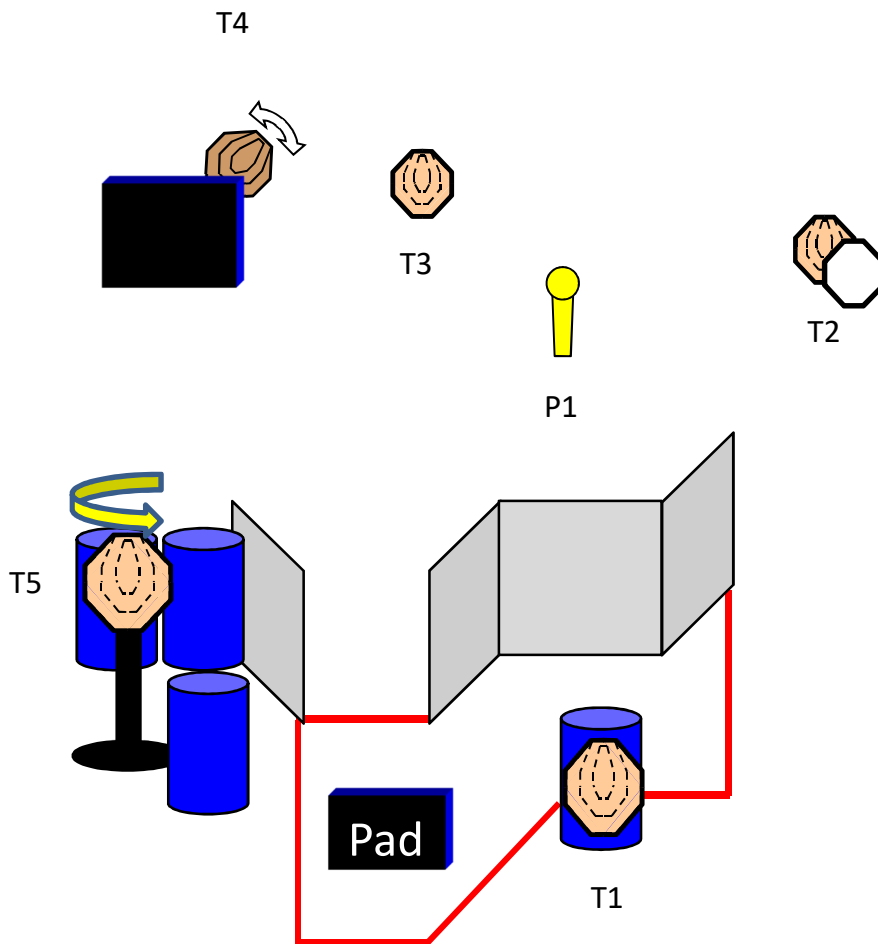
**HANDGUN CONDITION:** Default.

### STAGE PROCEDURE

At the audible Start Signal, engage targets. Stepping on the Pad activates the drop-turner target T5 which disappears at rest. P1 activates swinging target T4 which remains visible at rest.

### SCORING

**Rounds to be scored:** 11 Rounds, 55 Points  
**Targets:** 5 IPSC Targets, 1 IPSC Mini Popper  
**Time starts:** Audible



**NOTES:**

# STAGE 13

# RANGE 15

**START POSITION:** Heels touching mark.

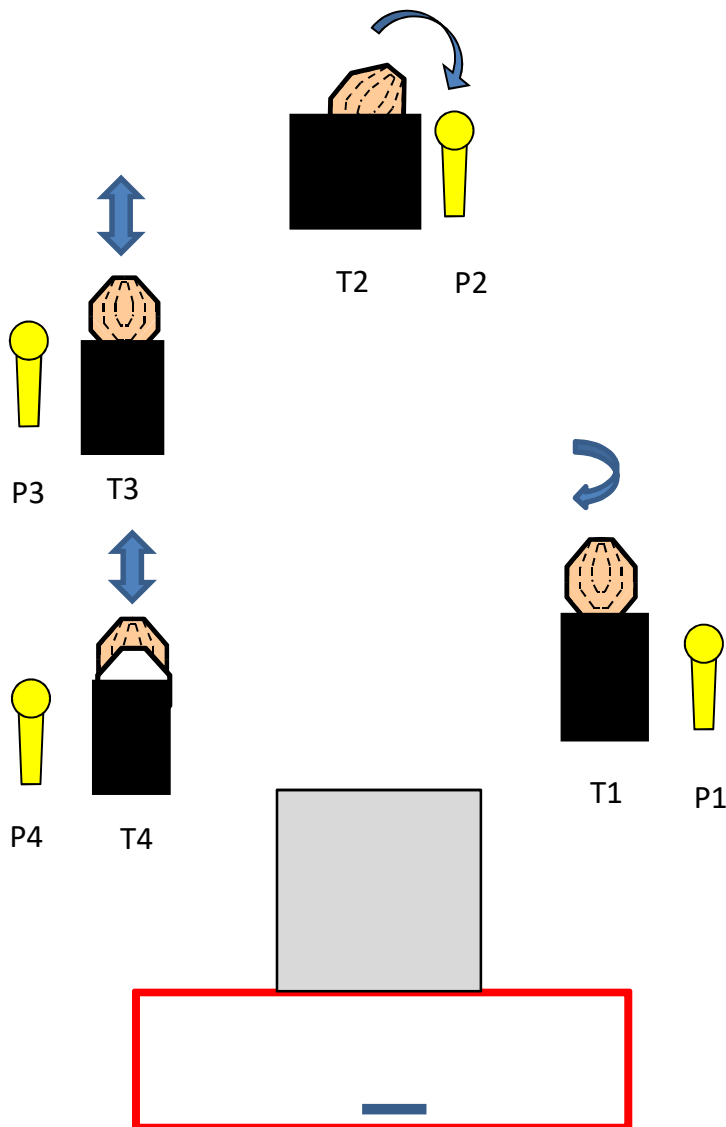
**HANDGUN CONDITION:** Default.

### STAGE PROCEDURE

At the audible Start Signal, engage targets. P1 activates drop-turner target T1 which disappears at rest. P2 activates swinging target T2, P3 activates bobbing target T3 and P4 activates bobbing target T4 – these 3 targets remain visible at rest.

### SCORING

**Rounds to be scored:** 12 Rounds, 60 Points  
**Targets:** 4 IPSC Targets, 4 IPSC Poppers  
**Time starts:** Audible



**NOTES:**

# STAGE 14

# RANGE 16

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

**HANDGUN CONDITION:** Default.

### STAGE PROCEDURE

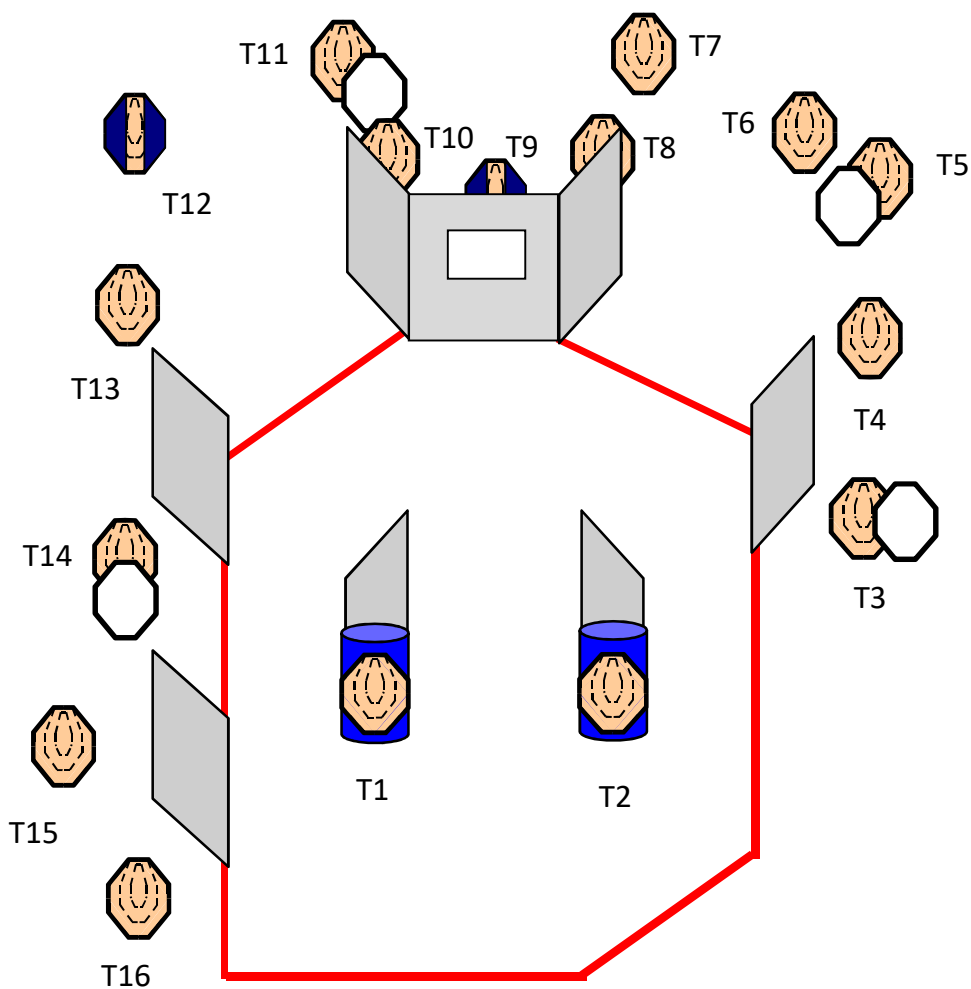
At the audible Start Signal, engage targets.

### SCORING

**Rounds to be scored:** 32 Rounds, 160 Points

**Targets:** 16 IPSC Targets

**Time starts:** Audible



**NOTES:**