

STAGE 1

RULES: IPSC Latest Edition

RANGE 1A

COURSE DESIGNER: Gary Mapes

START POSITION: Standing anywhere within the demarcated area

HANDGUN READY CONDITION Default:

STAGE PROCEDURE: On the signal engage all targets as seen from within the demarcated area

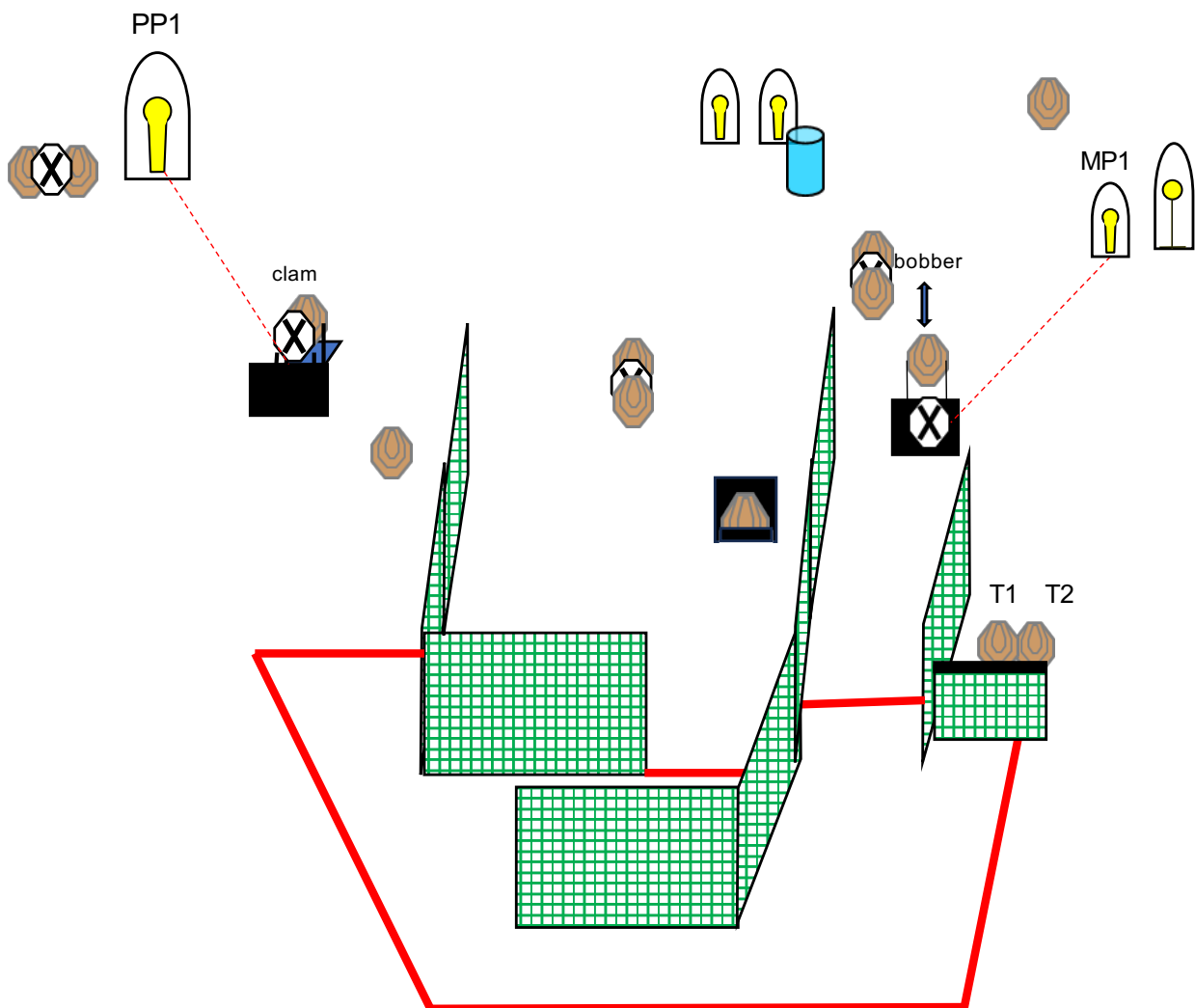
PP1 activates the Clam which remains visible at rest

MP1 activates the Bobber which remains visible at rest

SCORING: 31 rounds, 155 points

TARGETS: 13 IPSC paper targets (classic),
2 Mini-poppers
2 Poppers
1 Plate

START: Audible



DAY 1

31

SETUP NOTES: T1 & T2 are hidden behind low wall

RO NOTES:

STAGE 2

RULES: IPSC Latest Edition

RANGE 2A

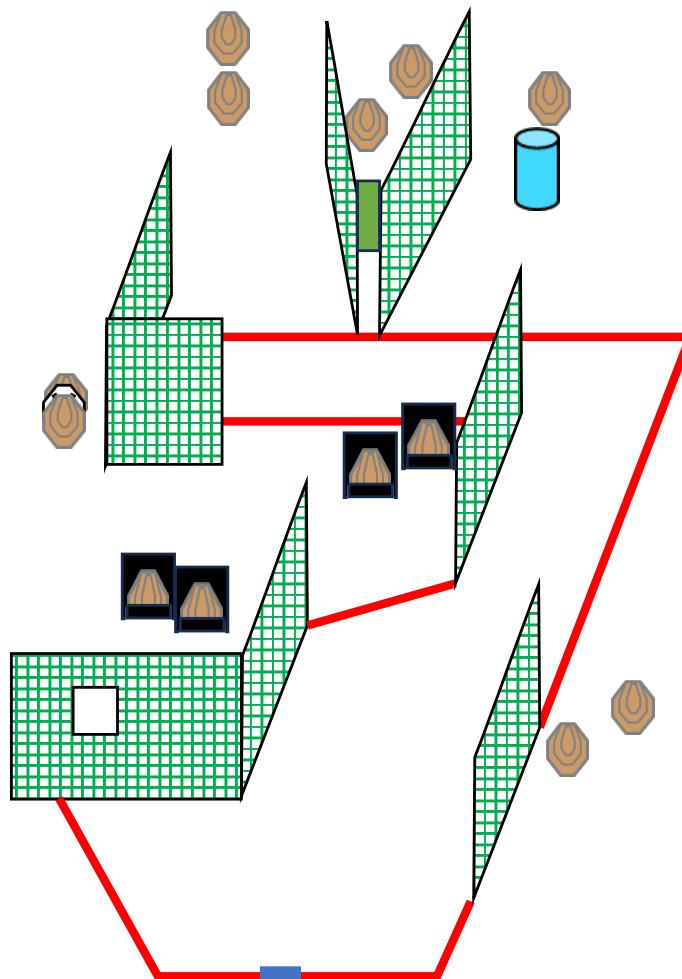
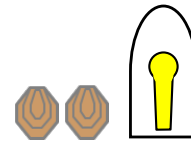
COURSE DESIGNER: Gary Mapes

START POSITION: Standing with heels touching the blue mark

HANDGUN READY CONDITION Default:

STAGE PROCEDURE: On the signal engage all targets as seen from within the demarcated area

SCORING: 32 rounds, 160 points
TARGETS: 15 IPSC paper targets (classic), 2 Mini-poppers
START: Audible



DAY 1

32

SETUP NOTES:

RO NOTES:

STAGE 3

RULES: IPSC Latest Edition

RANGE 3A

COURSE DESIGNER: Gary Mapes

START POSITION: Standing with hands flat on the wall as demonstrated

HANDGUN READY CONDITION Default:

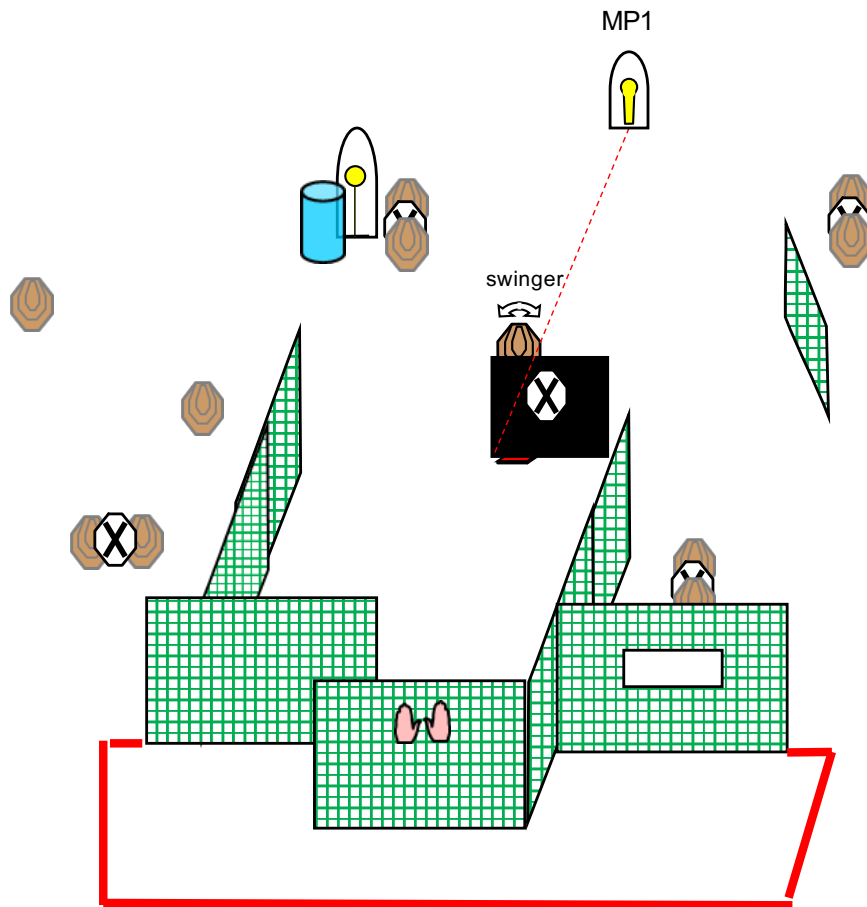
STAGE PROCEDURE: On the signal engage all targets as seen from within the demarcated area

MP1 activates swinger which remains visible at rest

SCORING: 24 rounds, 120 points

TARGETS: 11 IPSC paper targets (classic),
1 Poppers
1 Plate

START: Audible



DAY 1

24

SETUP NOTES:

RO NOTES:

STAGE 4

RULES: IPSC Latest Edition

RANGE 3B

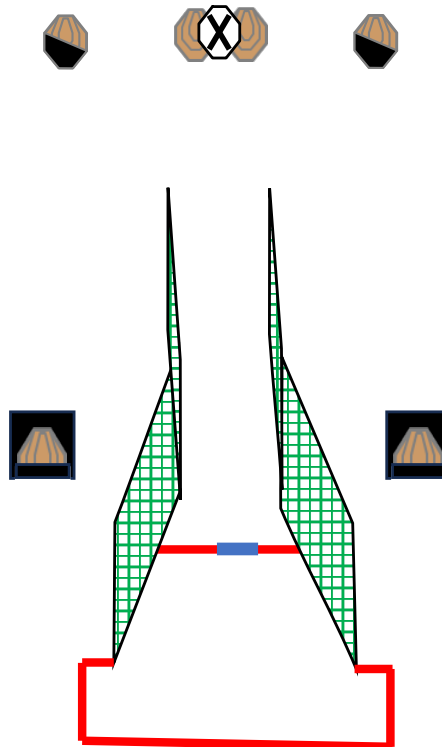
COURSE DESIGNER: Gary Mapes

START POSITION: Standing with toes touching the blue mark

HANDGUN READY CONDITION Holstered with magwell and chamber empty

STAGE PROCEDURE: On the signal engage all targets as seen from within the demarcated area

SCORING: 12 rounds, 60 points
TARGETS: 6 IPSC paper targets (classic),
START: Audible



DAY 1

12

SETUP NOTES:

RO NOTES: shot immediately after stage 3

STAGE 5

RULES: IPSC Latest Edition

RANGE 4A

COURSE DESIGNER: Gary Mapes

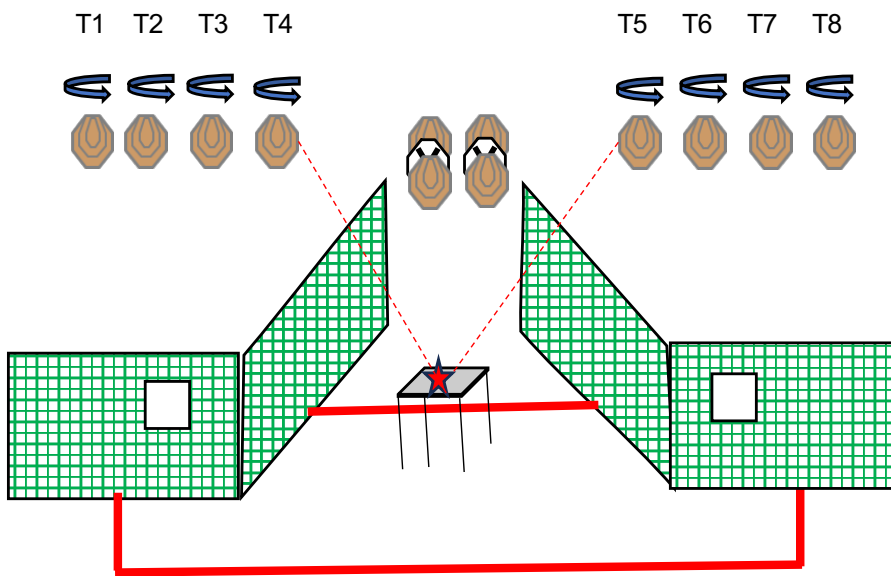
START POSITION: Standing anywhere within the demarcated area

HANDGUN READY CONDITION Default:

STAGE PROCEDURE: On the signal engage all targets as seen from within the demarcated area **WITH A MINIMUM OF ONE SHOT EACH TARGET**

PRESSING THE SWITCH ON THE TABLE ACTIVATES TURNING TARGETS T1 to T8 ALL OF WHICH WILL KEEP TURNING UNTIL THE COURSE IS COMPLETED

SCORING: 12 rounds, 60 points
TARGETS: 12 IPSC mini paper targets
START: Audible



DAY 1

12

SETUP NOTES: MINI PAPERS

RO NOTES:

STAGE 6

RULES: IPSC Latest Edition

RANGE 4B

COURSE DESIGNER: Gary Mapes

START POSITION: Standing, with heels touching either blue mark

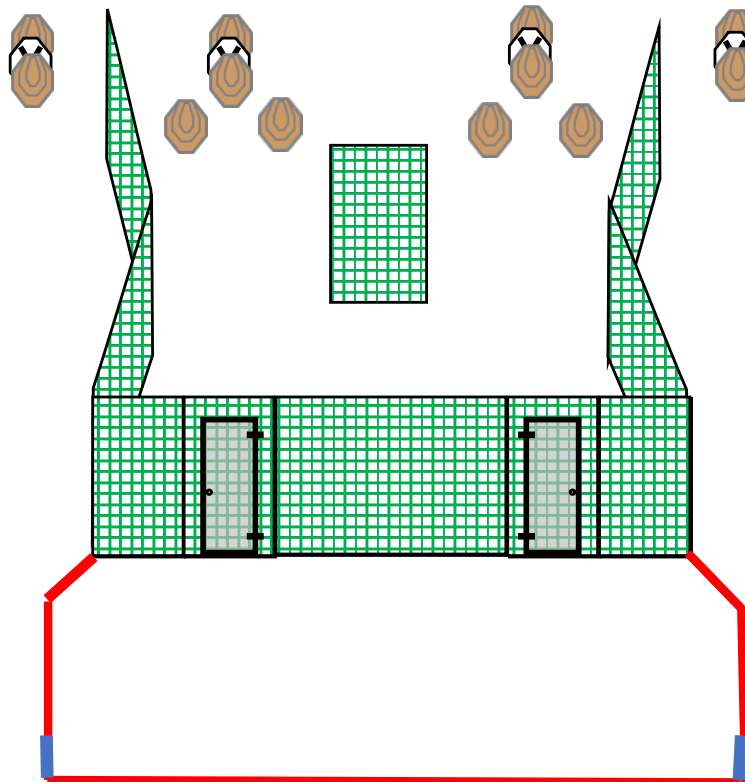
HANDGUN READY CONDITION: Magazine inserted, chamber empty

STAGE PROCEDURE: On the signal engage all targets as seen from within the demarcated area

DOORS MUST BE OPENED BY HANDS ONLY.

Procedural will apply for kicking doors

SCORING: 24 rounds, 120 points
TARGETS: 12 IPSC paper targets (classic),
START: Audible



DAY 1

24

SETUP NOTES:

RO NOTES:

STAGE 7

RULES: IPSC Latest Edition

RANGE 1A

COURSE DESIGNER: Gary Mapes

START POSITION: Standing with toes touching the blue mark

HANDGUN READY CONDITION Default:

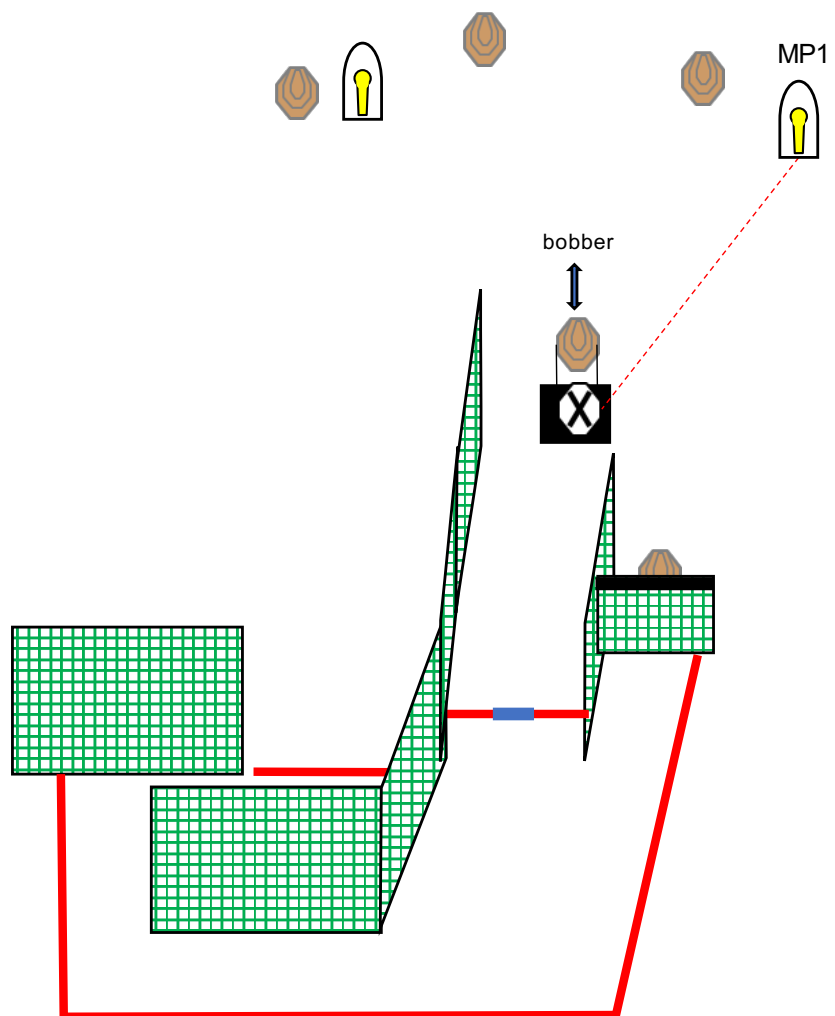
STAGE PROCEDURE: On the signal engage all targets as seen from within the demarcated area

MP1 activates bobber which remains visible at rest

SCORING: 12 rounds, 60 points

TARGETS: 5 IPSC paper targets (classic), 2 Mini-poppers

START: Audible



DAY 2

12

SETUP NOTES: From stage 1

RO NOTES:

STAGE 8

RULES: IPSC Latest Edition

RANGE 1B

COURSE DESIGNER: Gary Mapes

START POSITION: Standing anywhere within the demarcated area

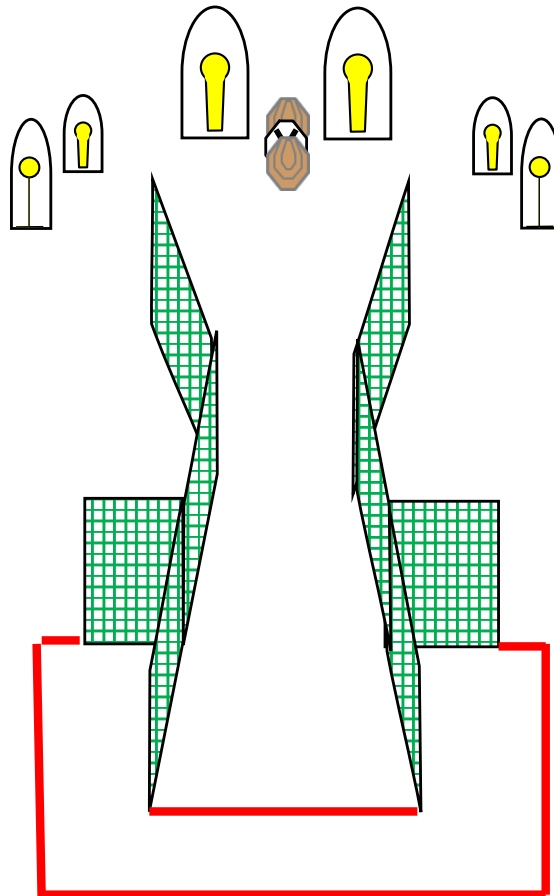
HANDGUN READY CONDITION Default:

STAGE PROCEDURE: On the signal engage all targets as seen from within the demarcated area **STRONG HAND ONLY**

SCORING: 10 rounds, 50 points

TARGETS: 2 IPSC paper targets (classic),
2 Poppers
2 Mini poppers
2 plates

START: Audible



DAY 2

10

SETUP NOTES:

RO NOTES: shot immediately after stage 7

STAGE 9

RULES: IPSC Latest Edition

RANGE 2B

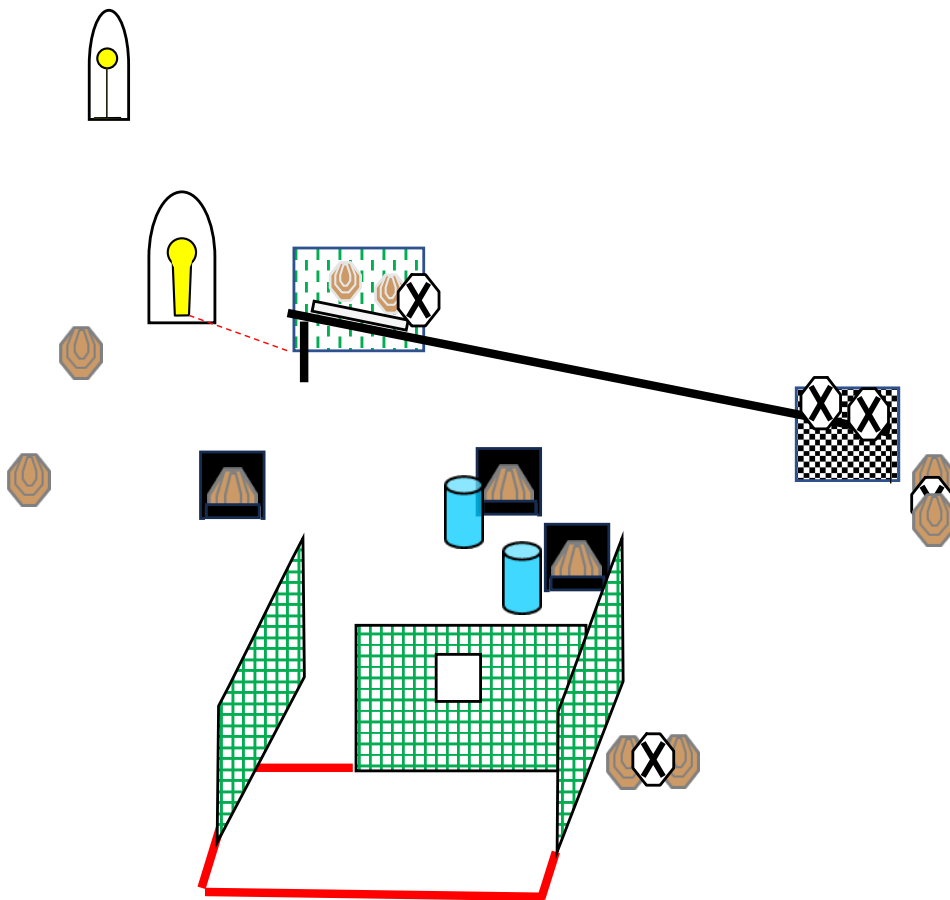
COURSE DESIGNER: Gary Mapes

START POSITION: Standing anywhere within the demarcated area

HANDGUN READY CONDITION Default:

STAGE PROCEDURE: On the signal engage all targets as seen from within the demarcated area

SCORING:	SCORING:
24 rounds,	120 points
TARGETS:	11 IPSC paper targets (classic),
	1 Poppers
	1 Plate
START:	Audible



DAY 2

24

SETUP NOTES: targets behind drums only available through window

RO NOTES

STAGE 10

RULES: IPSC Latest Edition

RANGE 3A

COURSE DESIGNER: Gary Mapes

START POSITION: Standing with hands flat on the wall as demonstrated

HANDGUN READY CONDITION Default:

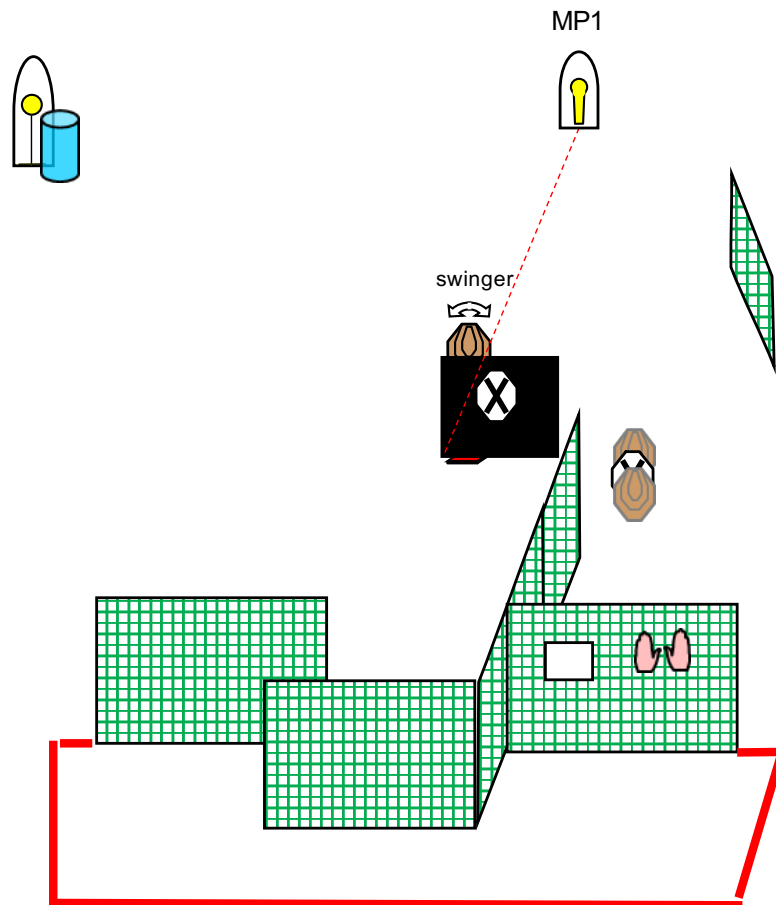
STAGE PROCEDURE: On the signal engage all targets as seen from within the demarcated area

MP1 activates swinger which remains visible at rest

SCORING: 12 rounds, 60 points

TARGETS: 5 IPSC paper targets (classic),
1 Mini Poppers
1 Plate

START: Audible



DAY 2

12

SETUP NOTES: From stage 3

RO NOTES:

STAGE 11

RULES: IPSC Latest Edition

RANGE 3D

COURSE DESIGNER: Gary Mapes

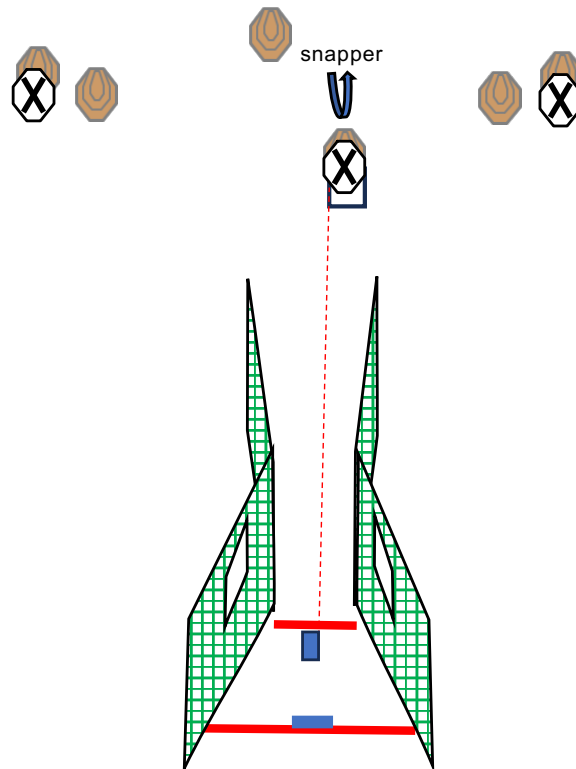
START POSITION: Standing with toes touching blue mark, facing directly uprange

HANDGUN READY CONDITION: Magazine inserted, chamber empty

STAGE PROCEDURE: On the signal engage all targets as seen from within the demarcated area

Stomp plate activates the snapper which remains visible at rest

SCORING: 12 rounds, 60 points
TARGETS: 6 IPSC paper targets (classic)
START: Audible



DAY 2

12

SETUP NOTES:

RO NOTES: shot immediately after stage 10

STAGE 12

RULES: IPSC Latest Edition

RANGE 4B

COURSE DESIGNER: Gary Mapes

START POSITION: Seated at table, with both hands on knees

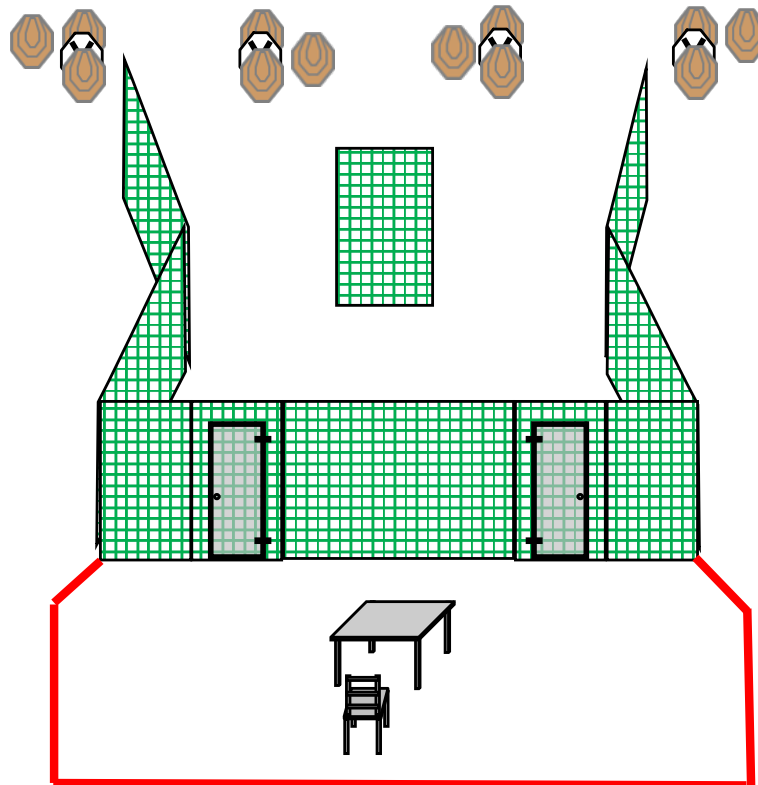
HANDGUN READY CONDITION: Laying on table, pointing downrange, mag well & chamber empty

STAGE PROCEDURE: On the signal engage all targets as seen from within the demarcated area

DOORS MUST BE OPENED BY HANDS ONLY.

Procedural will apply for kicking doors

SCORING: 24 rounds, 120 points
TARGETS: 12 IPSC mini paper targets
START: Audible



DAY 2

24

SETUP NOTES: FROM STAGE 6

RO NOTES: