

STAGE 1

Range 1

START POSITION:

Standing with toes touching Mark A

HANDGUN READY CONDITION:

Default

STAGE PROCEDURE

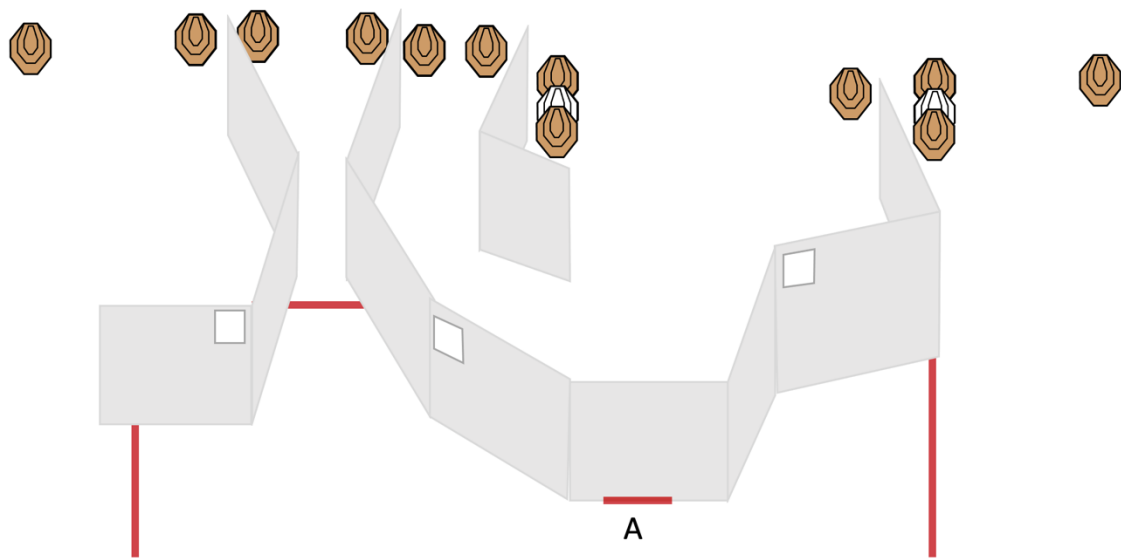
On the audible signal engage all targets while remaining with the designated area

SCORING

Rounds to be scored: 24 Rounds
120 Points

Targets: 12 IPSC Paper Targets

Time Starts: Audible



NOTES:

STAGE 2 Range 3

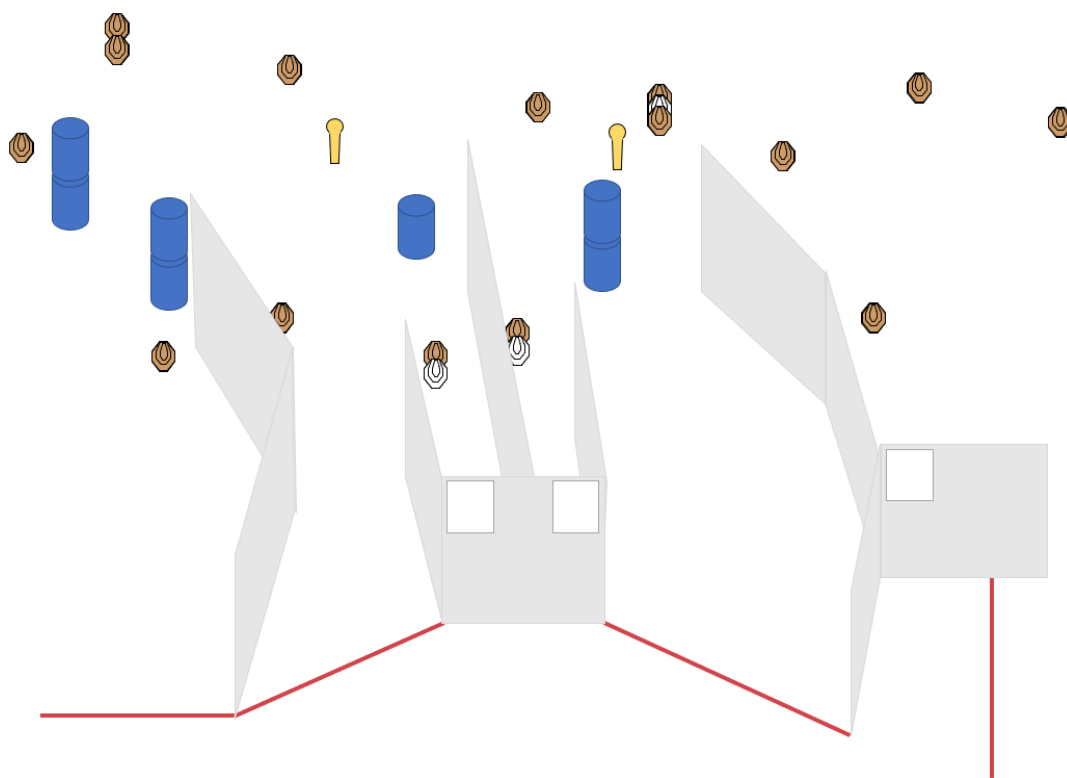
START POSITION:
Standing anywhere within the designated area

HANDGUN READY CONDITION:
Default

STAGE PROCEDURE
On the audible signal engage all targets while remaining within the designated area

SCORING

Rounds to be scored:	32 Rounds 160 Points
Targets:	15 IPSC Paper Targets 2 IPSC Poppers
Time Starts:	Audible



NOTES:

STAGE 3

Range 4

START POSITION:
Standing at Mark A

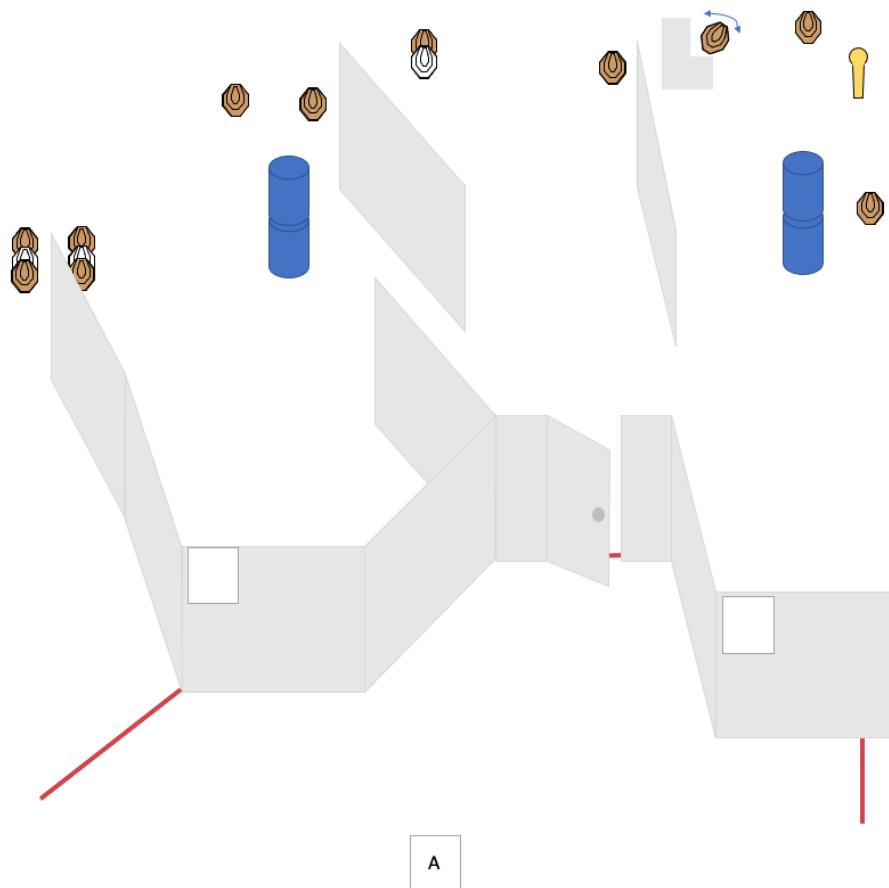
HANDGUN READY CONDITION:
Handgun has magazine inserted and chamber empty

STAGE PROCEDURE
On the audible signal engage all targets while remaining with the designated area.

Popper P1 activates Swinging Target 9, which remains visible at rest.

SCORING

Rounds to be scored:	23 Rounds 115 Points
Targets:	11 IPSC Paper Targets 2 IPSC Poppers
Time Starts:	Audible



NOTES:

STAGE 4

Range 5

START POSITION:

Standing anywhere within the designated area

HANDGUN READY CONDITION:

Default

STAGE PROCEDURE

On the audible signal engage all targets while remaining within the designated area.

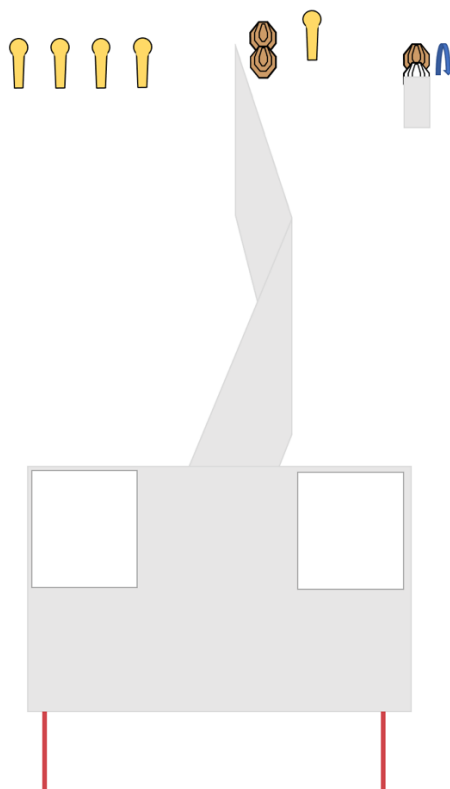
Popper P5 activates Clam Shell Target T3, which remains visible at rest.

SCORING

Rounds to be scored: 11 Rounds
55 Points

Targets: 3 IPSC Paper Targets
1 IPSC Popper
4 IPSC Mini Poppers

Time Starts: Audible



NOTES:

STAGE 5

Range 7

START POSITION:

Standing at Mark with hands at **shoulder height** and **flat** on wall

HANDGUN READY CONDITION:

Default

STAGE PROCEDURE

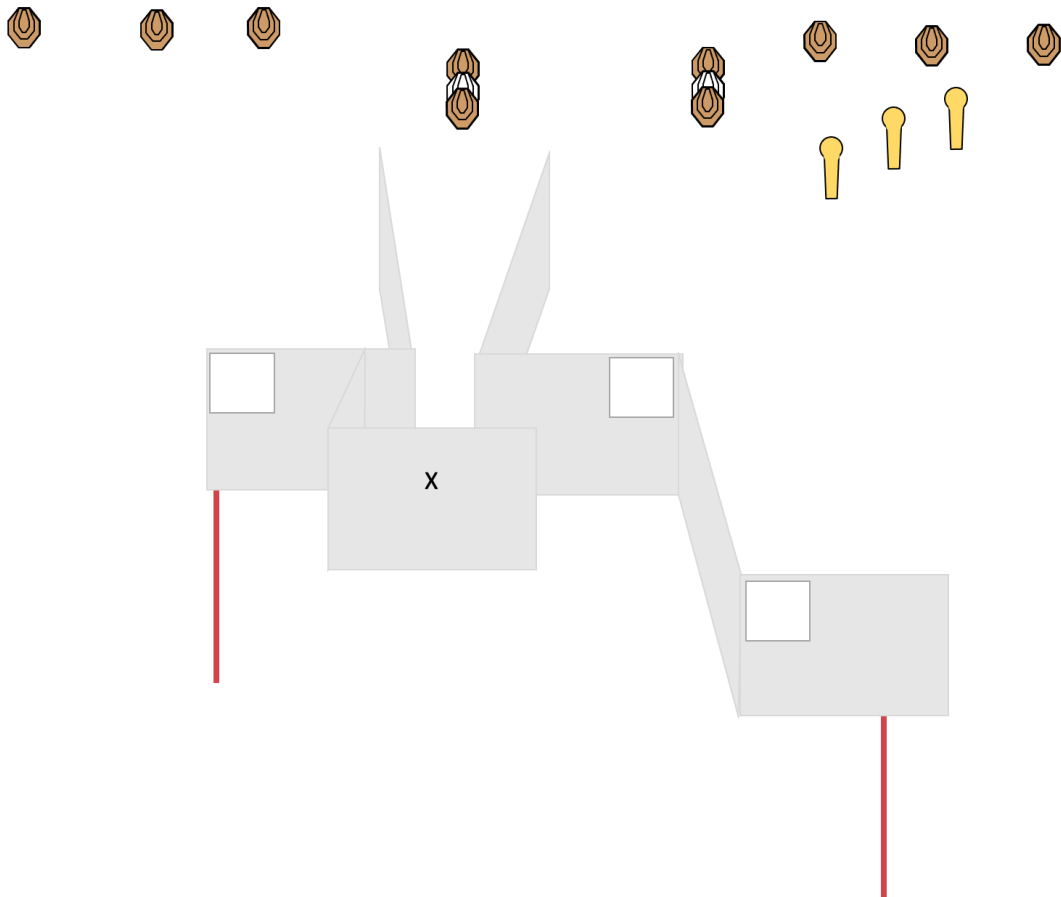
On the audible signal engage all targets while remaining with the designated area

SCORING

Rounds to be scored: 23 Rounds
115 Points

Targets: 7 IPSC Paper Targets
3 IPSC Mini Paper Targets
3 IPSC Mini Poppers

Time Starts: Audible



NOTES:

STAGE 6

Range 8

START POSITION:

Standing with toes touching Mark A

HANDGUN READY CONDITION:

Default

STAGE PROCEDURE

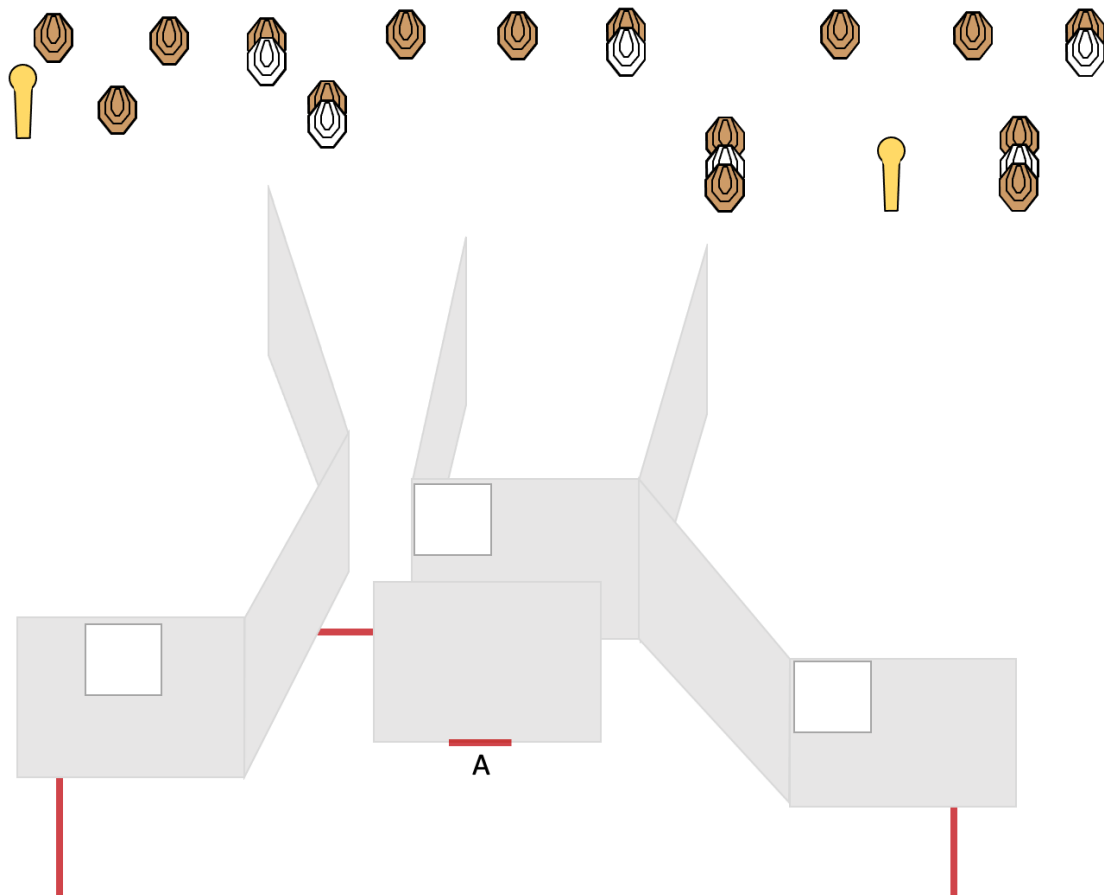
On the audible signal engage all targets while remaining with the designated.

SCORING

Rounds to be scored: 32 Rounds
160 Points

Targets: 15 IPSC Paper Targets
1 IPSC Popper
1 IPSC Mini Popper

Time Starts: Audible



NOTES:

STAGE 7

Range 1

START POSITION:

Standing with toes touching Mark A

HANDGUN READY CONDITION:

Handgun has magazine well and chamber empty

STAGE PROCEDURE

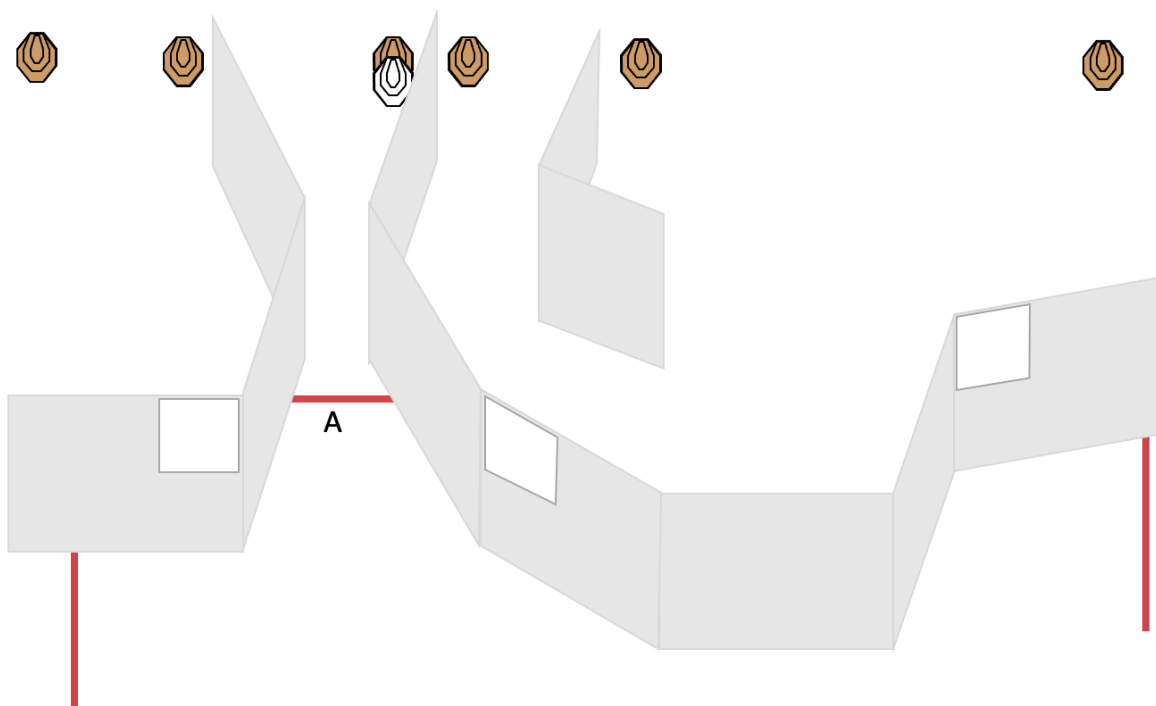
On the audible signal engage all targets while remaining with the designated area

SCORING

Rounds to be scored: 12 Rounds
60 Points

Targets: 6 IPSC Paper Targets

Time Starts: Audible



NOTES:

STAGE 8

Range 2

START POSITION:

Standing anywhere within the designated area

HANDGUN READY CONDITION:

Default

STAGE PROCEDURE

On the audible signal engage all targets while remaining within the designated area.

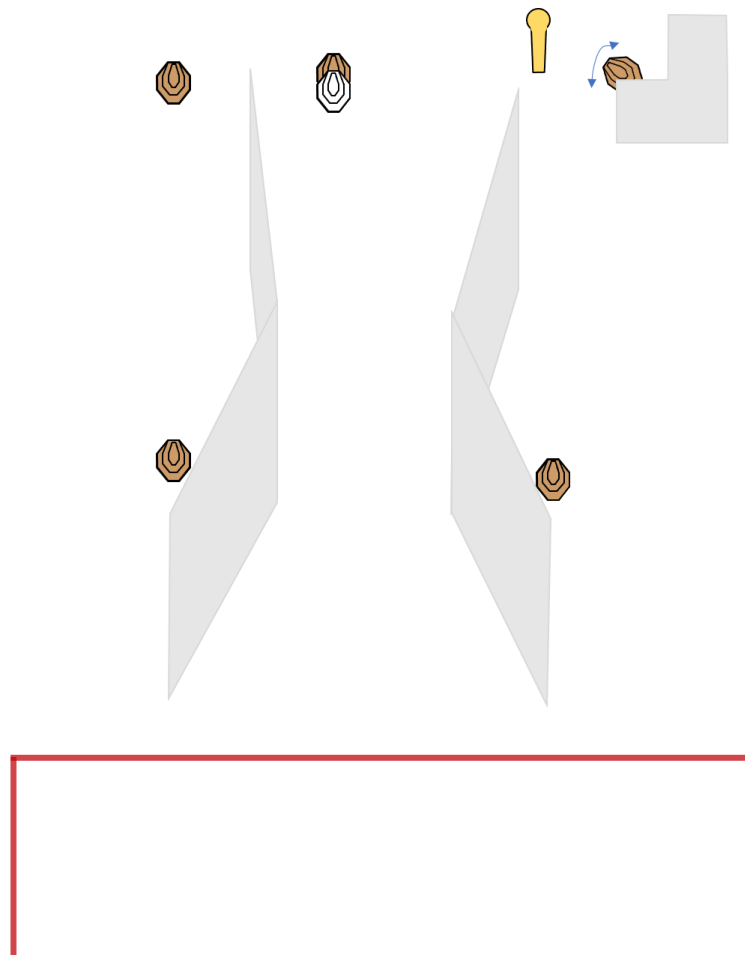
Popper P1 activates Swinging Target T5, which remains visible at rest.

SCORING

Rounds to be scored: 11 Rounds
55 Points

Targets: 5 IPSC Paper Targets
1 IPSC Popper

Time Starts: Audible



NOTES:

STAGE 9

Range 3

START POSITION:

Standing with toes touching Mark A

HANDGUN READY CONDITION:

Default

STAGE PROCEDURE

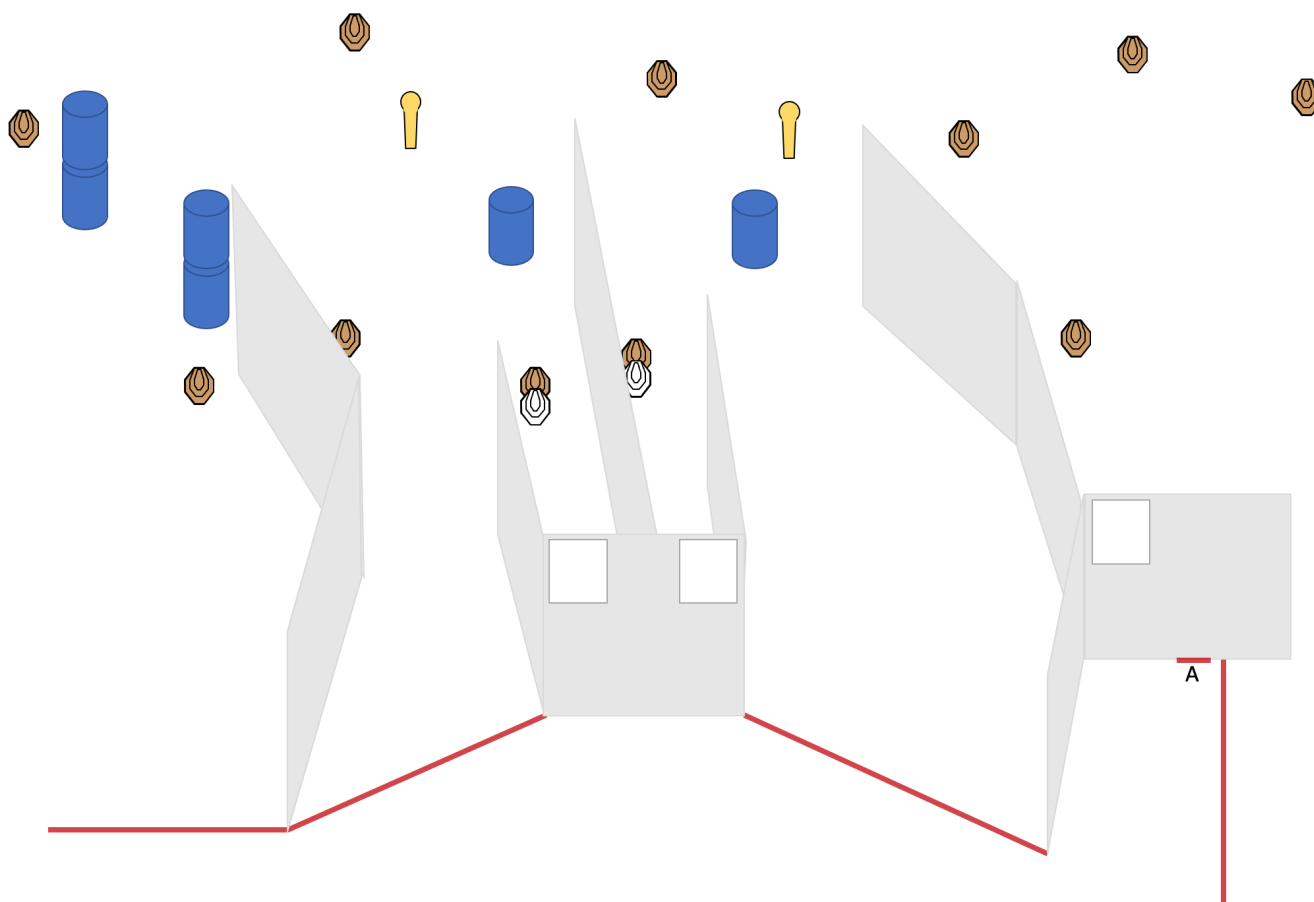
On the audible signal engage all targets while remaining with the designated area

SCORING

Rounds to be scored: 24 Rounds
120 Points

Targets: 11 IPSC Paper Targets
2 IPSC Poppers

Time Starts: Audible



NOTES:

STAGE 10

Range 5

START POSITION:

Standing anywhere within the designated area

HANDGUN READY CONDITION:

Default

STAGE PROCEDURE

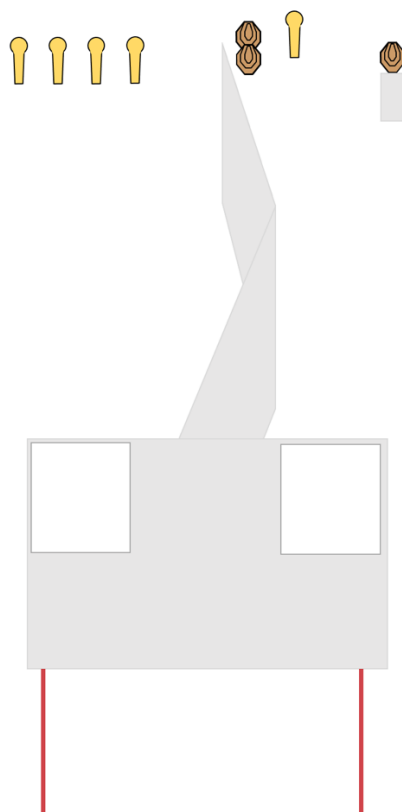
On the audible signal, engage all targets with **STRONG HAND ONLY**

SCORING

Rounds to be scored: 11 Rounds
55 Points

Targets: 3 IPSC Paper Targets
1 IPSC Popper
4 IPSC Mini Poppers

Time Starts: Audible



NOTES:

STAGE 11

Range 6

START POSITION:

Standing with heels touching Mark A

HANDGUN READY CONDITION:

Default

STAGE PROCEDURE

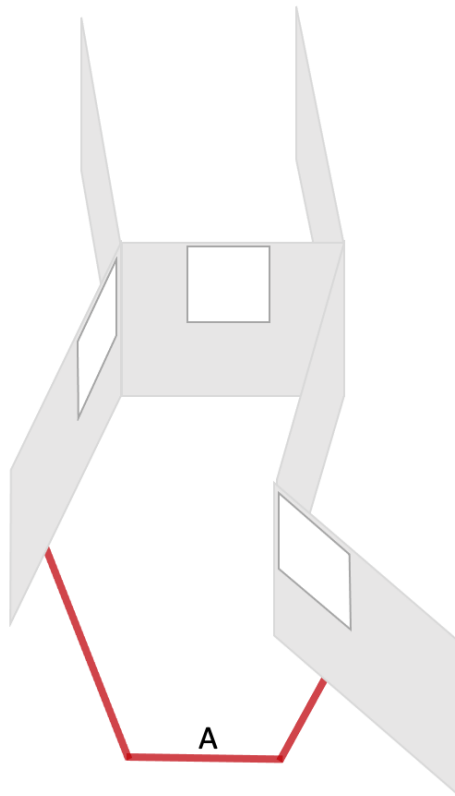
On the audible signal engage all targets while remaining with the designated area

SCORING

Rounds to be scored: 12 Rounds
60 Points

Targets: 6 IPSC Mini Paper Targets

Time Starts: Audible



NOTES:

STAGE 12

Range 8

START POSITION:

Standing anywhere within the designated area

HANDGUN READY CONDITION:

Default

STAGE PROCEDURE

On the audible signal engage all targets while remaining within the designated area

SCORING

Rounds to be scored:

11 Rounds

55 Points

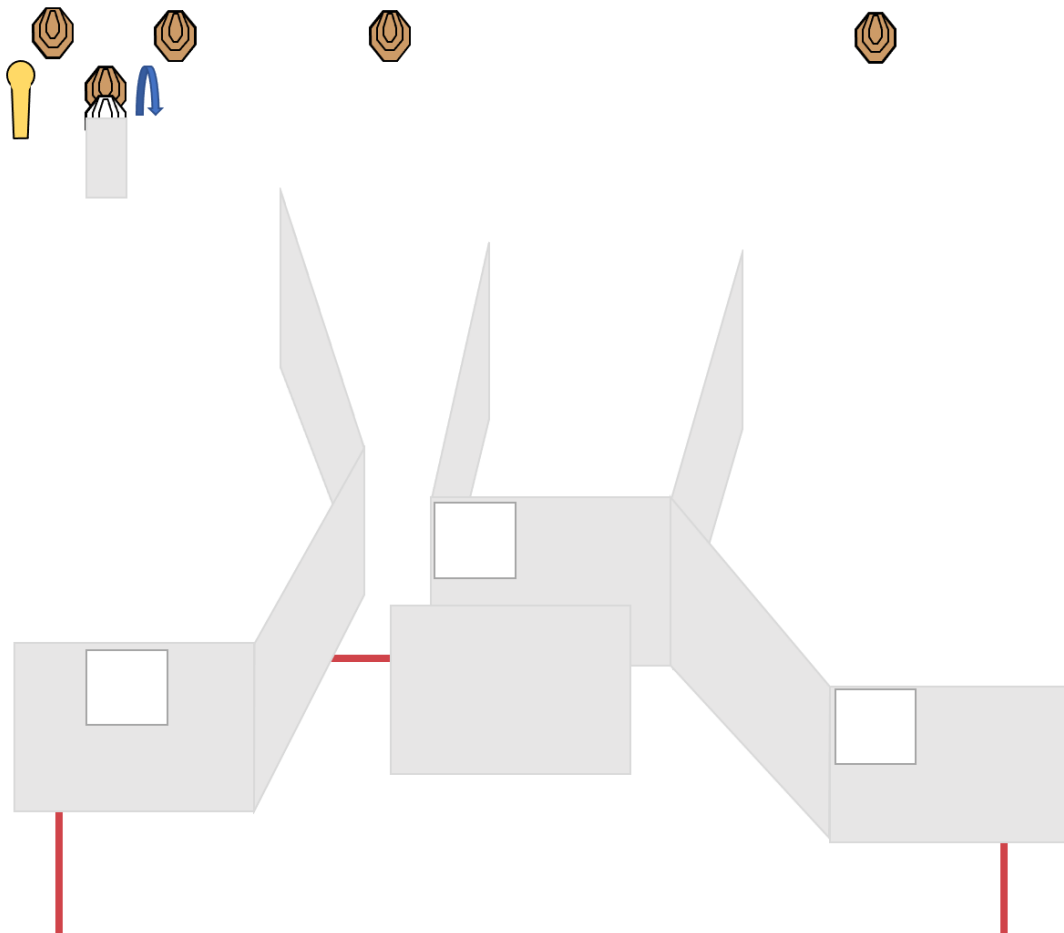
Targets:

5 IPSC Paper Targets

1 IPSC Poppers

Time Starts:

Audible



NOTES: