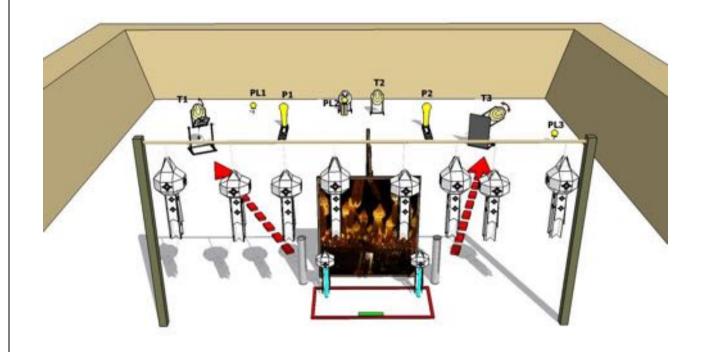


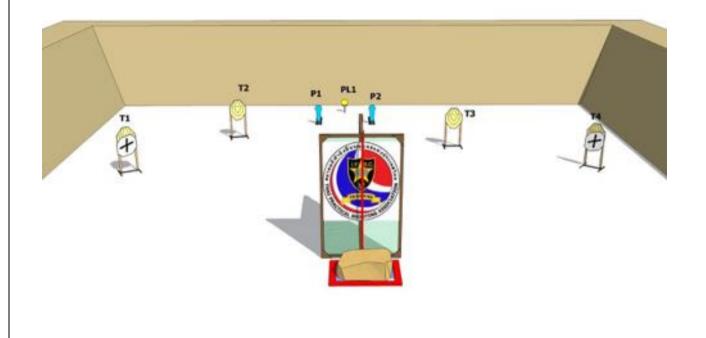


STAGE: 1 NAME: SKY LANTERN **DESIGNED BY: Lim 4** PROCEDURE: Upon signal, engage all targets. Poppers P1 and P2 will activate Swing Targets T2 and T3 which will START POSITION: Gun loaded and holstered. Shooter stands relaxed facing downrange at marker with both hands remain visible at rest. holding the lantern. SCORING: 10 Rounds 50 Points **TARGETS: 4 IPSC Targets and 2 Poppers**

STAGE: 2	NAME: YEE - PENG LAMP		DESIGNED BY: Lim4
Shooter stands re	l: Gun loaded and holstered. elaxed facing downrange at marker g Lamp in both hands.	Putting Yee-Peng	on signal, engage all targets. Lamp in places to activate Swing which will remain visible at rest.
SCORING: 11 Ro	unds 55 Points	TARGETS: 3 IPSC	Targets, 2 Poppers and 3 Plates



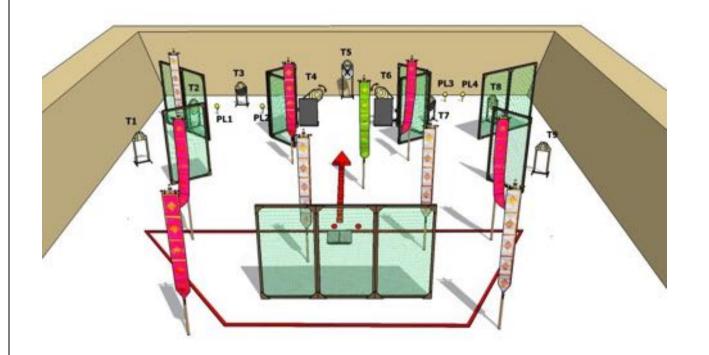
STAGE: 3	NAME: ROCK CLIMBING		DESIGNED BY: Lim4
	l: Gun loaded and holstered. elaxed facing downrange on the nated area.	PROCEDURE: Upo	on signal, engage all targets.
SCORING: 11 Ro	unds 55 Points	TARGETS: 4 IPSC	Targets, 2 Poppers and 1 Plate.



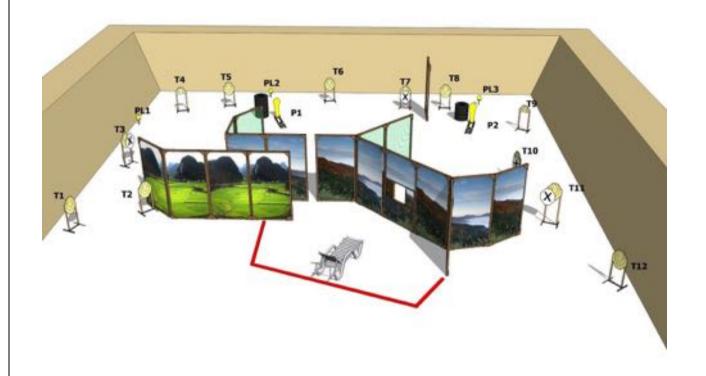
STAGE: 4	NAME: UMBRELLA MAKING		DESIGNED BY: Lim4
Shooter stands re	l: Gun loaded and holstered. elaxed facing downrange at marker ella in strong hand.		on signal, engage all targets. orm to activate Swing Target T4 and ain visible at rest.
SCORING: 22 Ro	unds 110 Points	TARGETS: 10 IPS	C Targets and 2 Poppers



STAGE: 5	NAME: NORTHERN FLAG		DESIGNED BY: Lim4
chamber empty a	l: Gun with magazine inserted, nd holstered. Shooter stands wnrange with both hands at	Stepping on platfo	on signal, engage all targets. orm to activate Swing Targets T4 remain visible at rest.
SCORING: 22 Ro	unds 110 Points	TARGETS: 9 IPSC	Targets, and 4 Plates

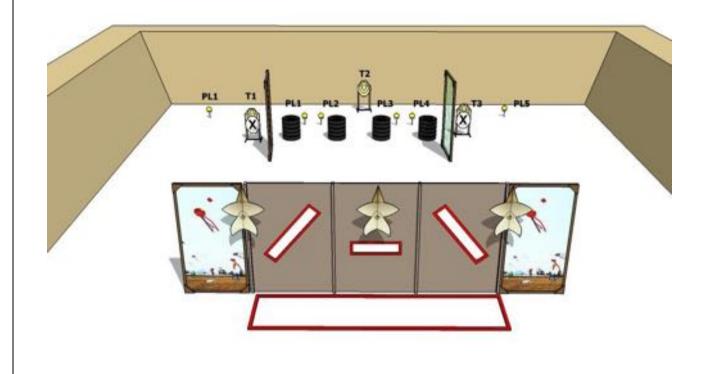


STAGE: 6	NAME: MOUNTAIN RESORT		DESIGNED BY: Lim4
	l: Gun with magazine inserted, nd holstered. Shooter fully lies sun bed.	PROCEDURE: Upo	on signal, engage all targets.
SCORING: 29 Ro	unds 145 Points	TARGETS: 12 IPS	C Targets, 2 Poppers and 3 Plates





STAGE: 7	NAME: THAI KITE FESTIVAL		DESIGNED BY: Lim4
	l: Gun loaded and holstered. elaxed facing downrange anywhere l area.	PROCEDURE: Upo	on signal, engage all targets.
SCORING: 12 Ro	unds 60 Points	TARGETS: 3 IPSC	Targets and 6 Plates

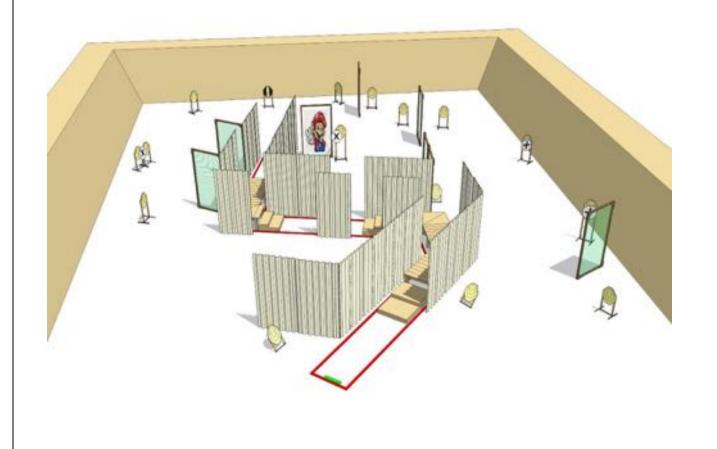


STAGE: 8 NAME: Slum DESIGNED BY: Lim4

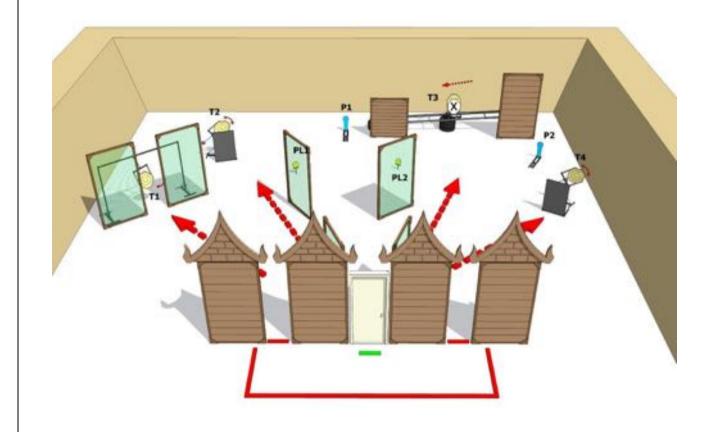
START POSITION: Gun loaded and holstered. Shooter stands relaxed facing downrange at marker.

PROCEDURE: Upon signal, engage all targets.

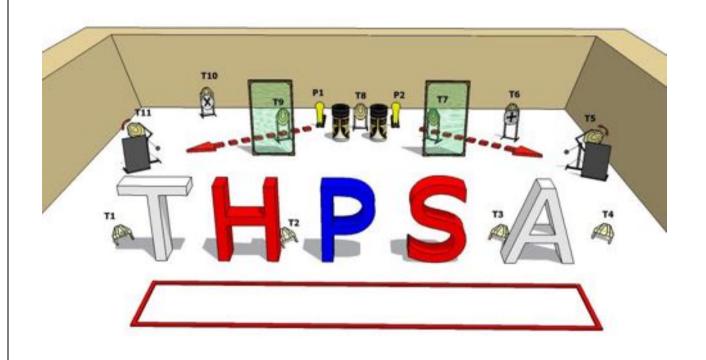
SCORING: 32 Rounds 160 Points TARGETS: 16 IPSC Targets



STAGE: 9	NAME: AYUTHAYA ANCIENT CITY		DESIGNED BY: Lim4
	I: Gun loaded and holstered. elaxed facing downrange at marker.	the door to activat	on signal, engage all targets. Open te Swing Targets T1, T2, T4 and which will remain visible at rest.
SCORING: 12 Ro	unds 60 Points	TARGETS: 4 IPSC	Targets, 2 Poppers and 2 Plates



STAGE: 10	NAME: THPSA		DESIGNED BY: Lim4
	l: Gun loaded and holstered. nywhere facing downrange within	Poppers P1 and P	on signal, engage all targets. 2 will activate Swing Targets T11 remain visible at rest.
SCORING: 24 Ro	unds 120 Points	TARGETS: 11 IPS	C Targets and 2 Poppers



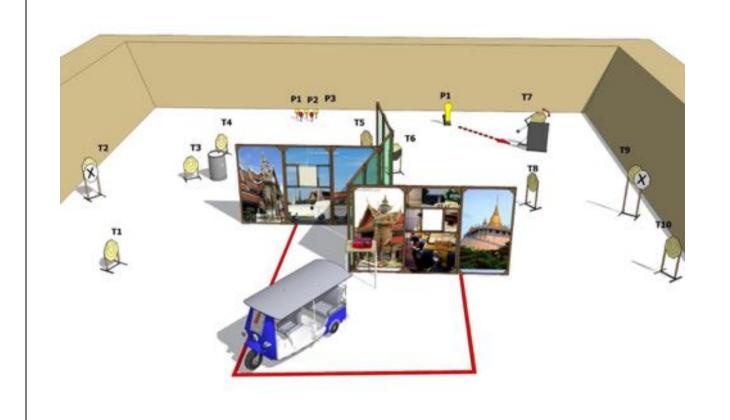
STAGE: 11 NAME: TUK - TUK

START POSITION: Gun empty and place in bag on table. Shooter fully sits in Tuk-Tuk with both hands on bars at markers.

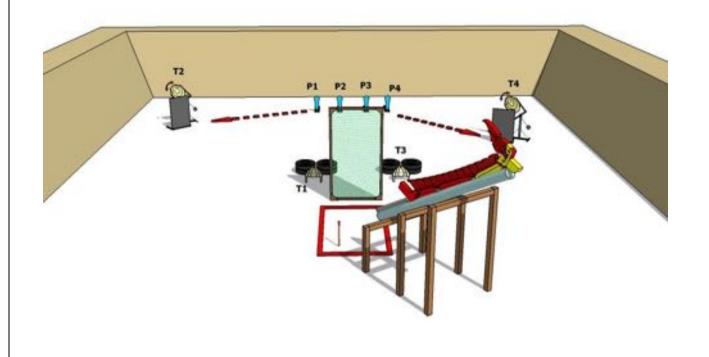
PROCEDURE: Upon signal, engage all targets. Popper P1 will activate Swing Target T7 which will remain visible at rest.

SCORING: 24 Rounds 120 Points

TARGETS: 10 IPSC Targets, 1 Poppers and 3 Plates

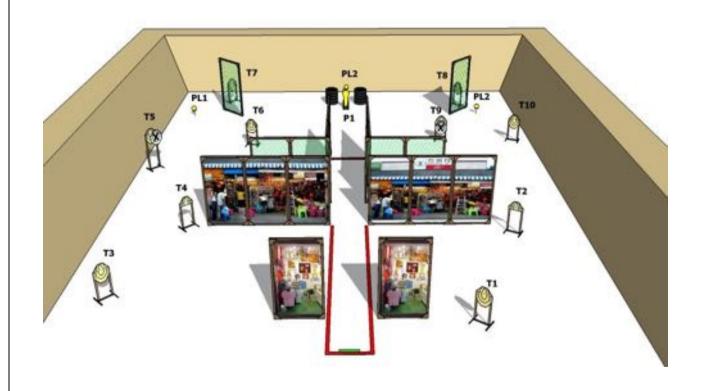


STAGE: 12	NAME: BANG – FIRE ROCKET		DESIGNED BY: Lim4
chamber empty a	: Gun with magazine inserted, nd holstered. Shooter stands with strong hand holding fire stick		on signal, engage all targets. 4 will activate Swing Targets T2 and ain visible at rest.
SCORING: 12 Rou	unds 60 Points	TARGETS: 4 IPSC	Targets and 4 Poppers

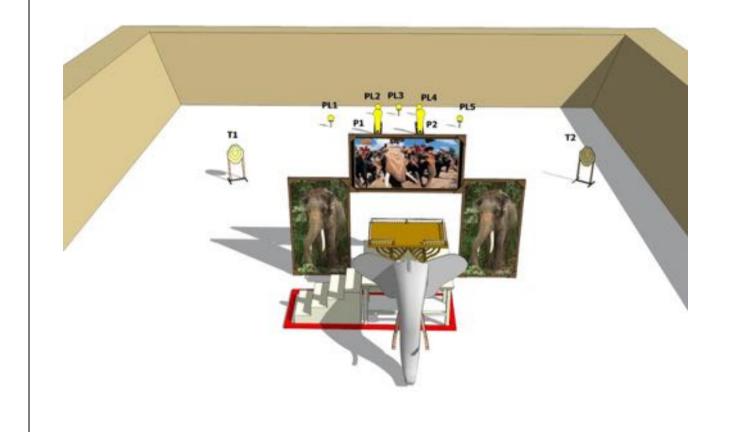




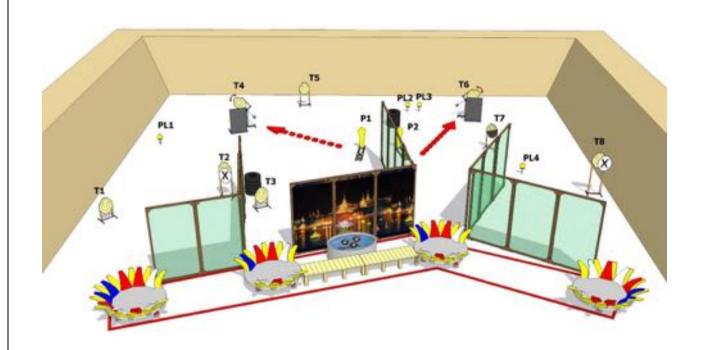
STAGE: 13	NAME: JATUJAK MARKET		DESIGNED BY: Lim4
	l: Gun loaded and holstered. elaxed facing downrange at marker.	PROCEDURE: Upo	on signal, engage all targets.
SCORING: 24 Ro	unds 120 Points	TARGETS: 10 IPS	C Targets, 1 Popper and 3 Plates



STAGE: 14	NAME: ELEPHANT RIDING		DESIGNED BY: Lim4
	l: Gun empty and holstered. stool facing up range with both	PROCEDURE: Upo	on signal, engage all targets.
SCORING: 11 Ro	unds 55 Points	TARGETS: 2 IPSC	Targets, 2 Poppers and 5 Plates



STAGE: 15	NAME: LOY - KRA -TONG FESTIVA	L	DESIGNED BY: Lim4	
Shooter stands re	: Gun loaded and holstered. Plaxed facing downrange with both a-Tong at marker.	the pool and enga	on signal, put Kra-Tong properly in age all targets. Poppers P1 and P2 g Targets T4 and T6 which will rest.	
SCORING: 22 Rou	unds 110 Points	TARGETS: 8 IPSC	Targets, 2 Poppers and 4 Plates	



STAGE: 16

NAME: THAI TRADITIONAL MASSAGE

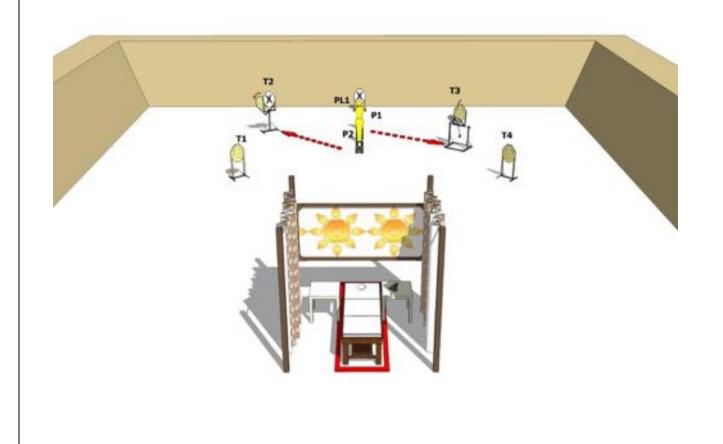
DESIGNED BY: Lim4

START POSITION: Gun empty and all magazines place separately on either side of table. Shooter lies facing down on bed with hands and legs along body.

PROCEDURE: Upon signal, engage all targets. Poppers P1 and P2 will activate Swing Targets T2 and T3 which will remain visible at rest.

SCORING: 11 Rounds 55 Points

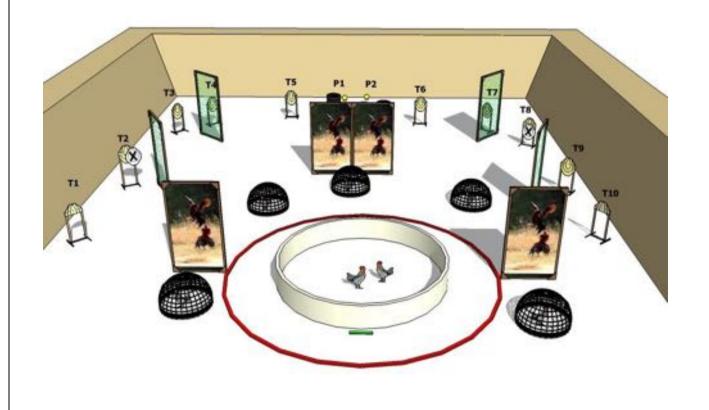
TARGETS: 4 IPSC Targets, 2 Poppers and 1 Plate



STAGE: 17	NAME: TA - KHON GHOST	DESIGNED BY: Lim4			
START POSITION: Gun loaded and holstered. Shooter stands relaxed facing up range with face through marked hole.		PROCEDURE: Upon signal, engage all targets.			
SCORING: 30 Ro	unds 150 Points	TARGETS: 12 IPSC Targets, 2 Popper and 4 Plate			

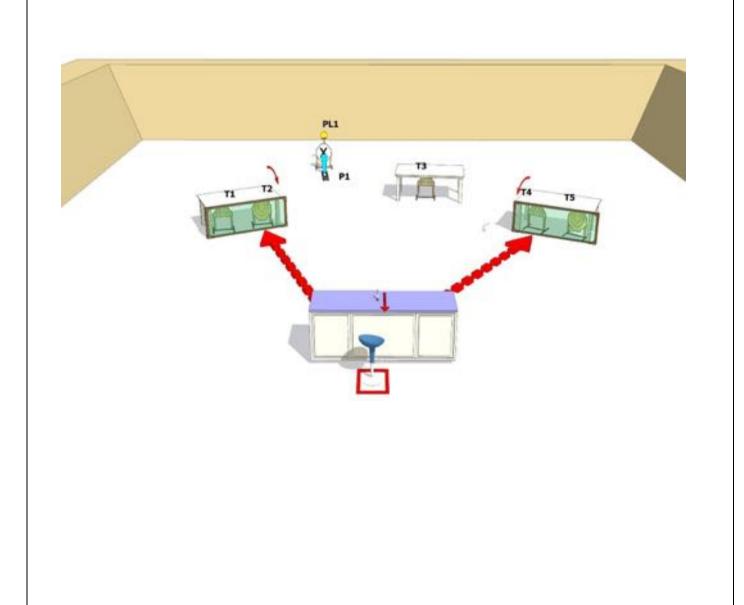


STAGE: 18	NAME: COCK FIGHTING	DESIGNED BY: Lim4			
START POSITION: Gun with magazine inserted, chamber empty and holstered. Shooter stands relaxed facing downrange holding fighting cock with both hands.		PROCEDURE: Upon signal, properly put fighting cocl in the coop and engage all targets.			
SCORING: 22 Rounds 110 Points		TARGETS: 10 IPSC Targets and 2 Plates			

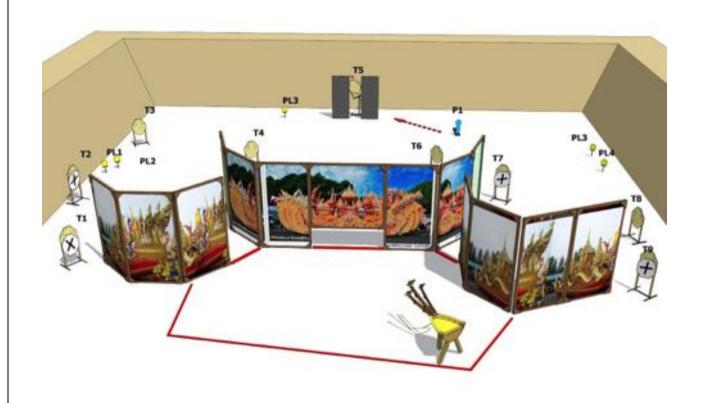




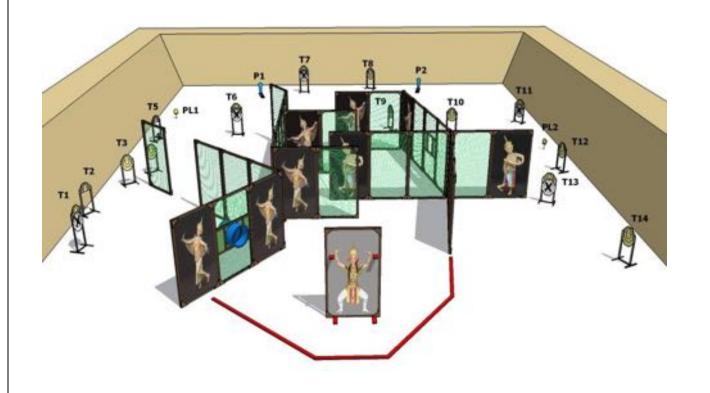
STAGE: 19	NAME: SAMUI BEER BAR	DESIGNED BY: Lim4			
START POSITION: Gun with magazine inserted, chamber empty and holstered. Shooter sits facing downrange with both legs up on stool holding the marked handle with strong hand.			on signal, engage all targets. Pull o activate doors opened to Targets		
SCORING: 12 Rounds 60 Points		TARGETS: 5 IPSC Targets, 1 Popper and 1 Plate			



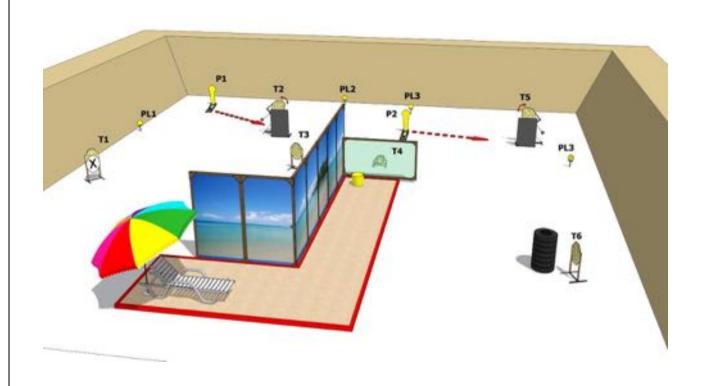
STAGE: 20	NAME: CHAK - PHRA TRADITION	DESIGNED BY: Jack				
Shooter stands re	l: Gun loaded and holstered. elaxed facing downrange at marker nolding the rope above shoulder.	PROCEDURE: Upon signal, engage all targets. Popper P1 will activate Swing Target T5 which will remain visible at rest.				
SCORING: 24 Rounds 120 Points		TARGETS: 9 IPSC Targets, 1 Popper and 5 Plates				



STAGE: 21	NAME: MANORHA DANCE	DESIGNED BY: Jack			
START POSITION: Gun with magazine inserted, chamber empty and holstered. Shooter stands facing up range with both hands and legs at markers.		PROCEDURE: Upon signal, engage all targets.			
SCORING: 32 Rounds 160 Points		TARGETS: 14 IPS	C Targets, 2 Poppers and 2 Plates		



STAGE: 22	NAME: SOUTHERN RESORT	DESIGNED BY: Lim4				
START POSITION: Gun with magazine inserted, chamber empty and placed in the bucket. Shooter fully lies with both legs on sun bed.		PROCEDURE: Upon signal, engage all targets. Poppers P1 and P2 will activate Swing Targets T2 and T5 which will remain visible at rest.				
SCORING: 18 Rounds 90 Points		TARGETS: 6 IPSC Targets, 2 Poppers and 4 Plates				



STAGE: 23

NAME: BULL FIGHTING

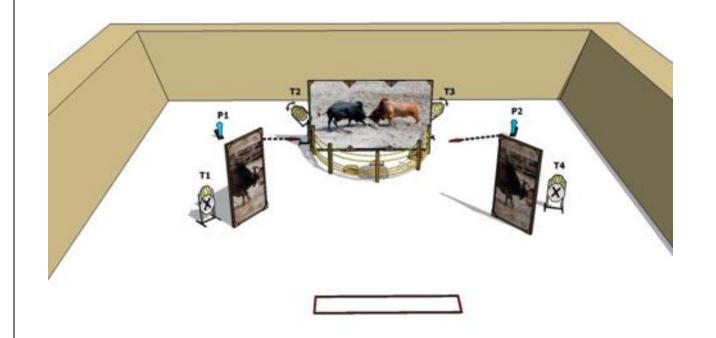
DESIGNED BY: Jack

START POSITION: Gun loaded and holstered.
Shooter stands relaxed facing downrange anywhere within designated area.

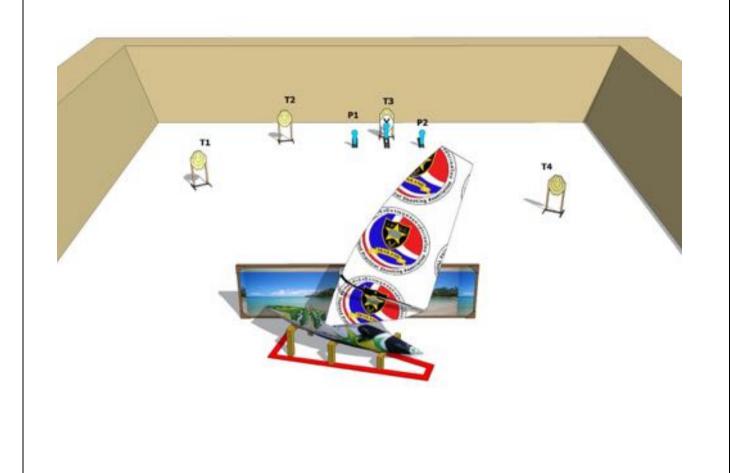
PROCEDURE: Upon signal, engage all targets.
Poppers P1 and P2 will activate Swing Targets T2 and T3 which will remain visible at rest.

SCORING: 10 Rounds 50 Points

TARGETS: 4 IPSC Targets and 2 Poppers



STAGE: 24	NAME: PHUKET SURFING	DESIGNED BY: Lim4			
START POSITION: Gun loaded and holstered. Shooter stands on surfboard with both hands at markers.		PROCEDURE: Upo	on signal, engage all targets.		
SCORING: 11 Rounds 55 Points		TARGETS: 4 IPSC Targets and 3 Poppers			



Far East Asia Handgun Championship 2013 Level IV

24-30 November 2013

		Stage Profile						Officers					
		Target	Swing	Moving	Popper	Plate	Round	Point	%Point	IROA CRO	NROI RO	RO	Sticker
Stage 1 SK	Y LANTERN	2	2		2		10	50	2%	1	1		3
Stage 2 YEE	E - PENG LAMP	1	2		2	3	11	55	2%	1	1		3
Stage 3 ROC	CK CLIMBING	4			2	1	11	55	2%	1	1		3
Stage 4 UM	BRELLA MAKING	8	2		2		22	110	5%	1	1	1	3
Stage 5 NOI	RTHERN FLAG	7	2			4	22	110	5%	1	1	1	3
Stage 6 MO	UNTAIN RESORT	12			2	3	29	145	6%	1	2	1	4
Stage 7 THA	AI KITE FESTIVAL	3				6	12	60	3%	1	1		3
Stage 8 SLU	JM	16					32	160	7%	1	2	1	4
Stage 9 AYU	JTHAYA ANCIENT CITY		3	1	2	2	12	60	3%	1	1		3
Stage 10 TH	IPSA	9	2		2		24	120	5%	1	1	1	4
Stage 11 TU	JK - TUK	9	1		1	3	24	120	5%	1	1	1	4
Stage 12 BA	ANG - FIRE ROCKET	2	2		4		12	60	3%	1	1		3
Satge 13 JA	TUJAK MARKET	10			1	3	24	120	5%	1	1	1	4
Stage 14 EL	EPHANT RIDING	2			2	5	11	55	2%	1	1		3
Stage 15 LO	Y - KRA - TONG FESTIVAL	6	2		2	4	22	110	5%	1	1	1	3
Stage 16 TH	IAI TRADITIONAL MASSAGE	2	2		2	1	11	55	2%	1	1		3
Stage 17 TA	A - KHON GHOST	12			2	4	30	150	7%	1	2	1	4
Stage 18 CC	OCK FIGHTING	10				2	22	110	5%	1	1	1	3
Stage 19 SA	MUI BEER BAR	5			1	1	12	60	3%	1	1		3
Stage 20 CH	IAK - PHRA TRADITION	8	1		1	5	24	120	5%	1	1	1	4
Stage 21 M/	ANORHA DANCE	12	1	1	2	2	32	160	7%	1	2	1	4
Stage 22 SC	OUTHERN RESORT	4	2		2	4	18	90	4%	1	1		3
Satge 23 BU	JLL FIGHTING	2	2		2		10	50	2%	1	1		3
Stage 24 PH	IUKET SURFING	4			3		11	55	2%	1	1		3
Stage CHRO	DNO						8		0%	0	1	1	1
	total	150	26	2	39	53	456	2240	100%	24	29	13	81