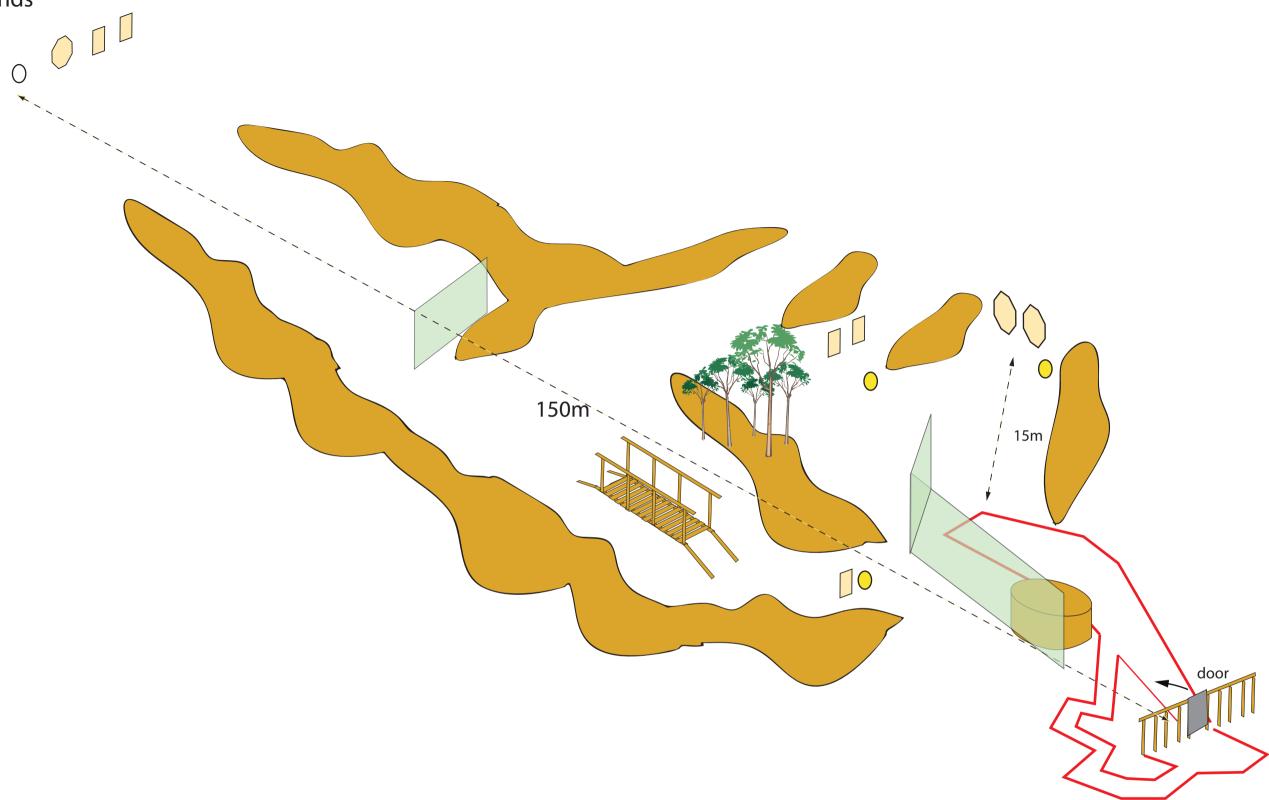
Stage 1 20 rounds



Targets: 3 IPSC mini paper targets, 5 IPSC A4/A targets, 3 frangible

targets, 1 plate 20cm.

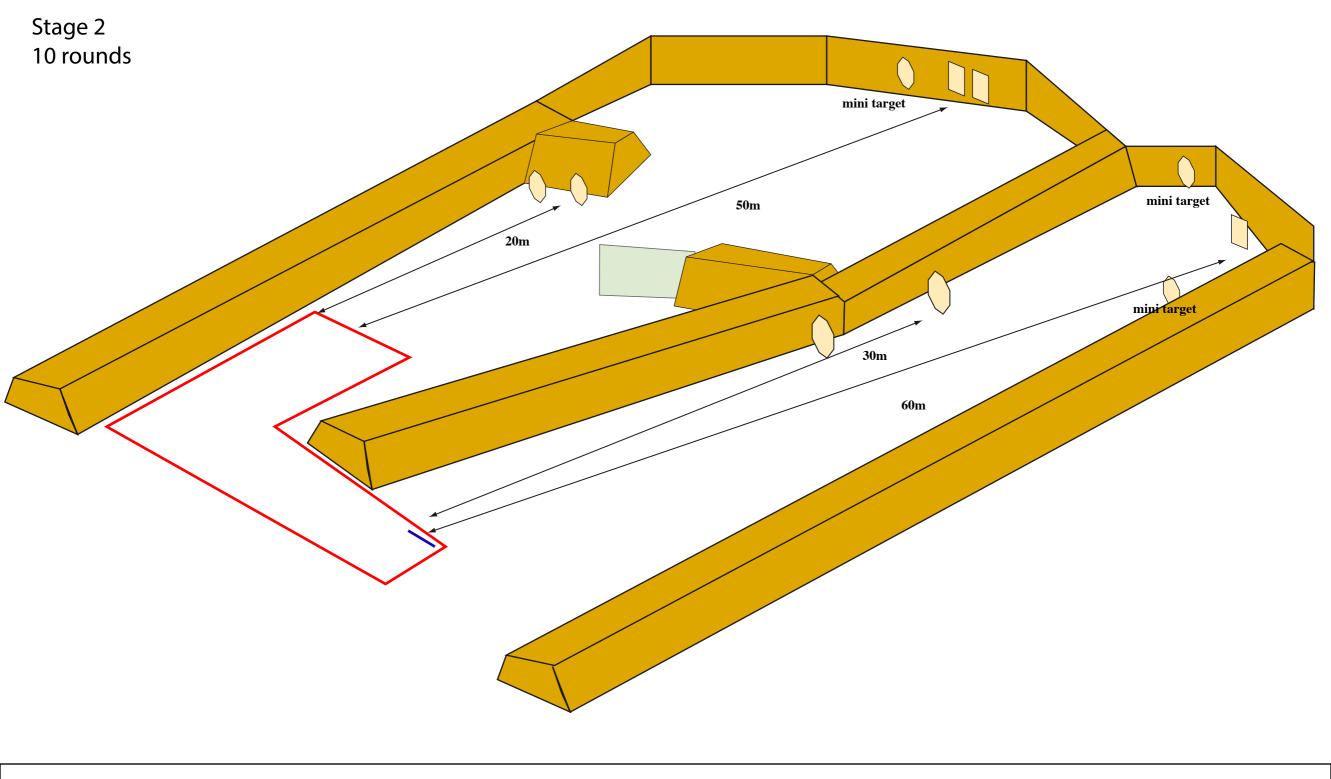
Minimum rounds: 20

Rifle ready condition: option 1

Start position: behind the door.

Time starts: audible

Procedure: At start signal the competitor engages all targets as seen, inside the boudaries of the demarcated firing zone. The door will open when the plate falls.



Targets: 4 IPSC paper targets, 3 mini IPSC paper targets, 3 IPSC A4/A.

Minimum rounds: 10

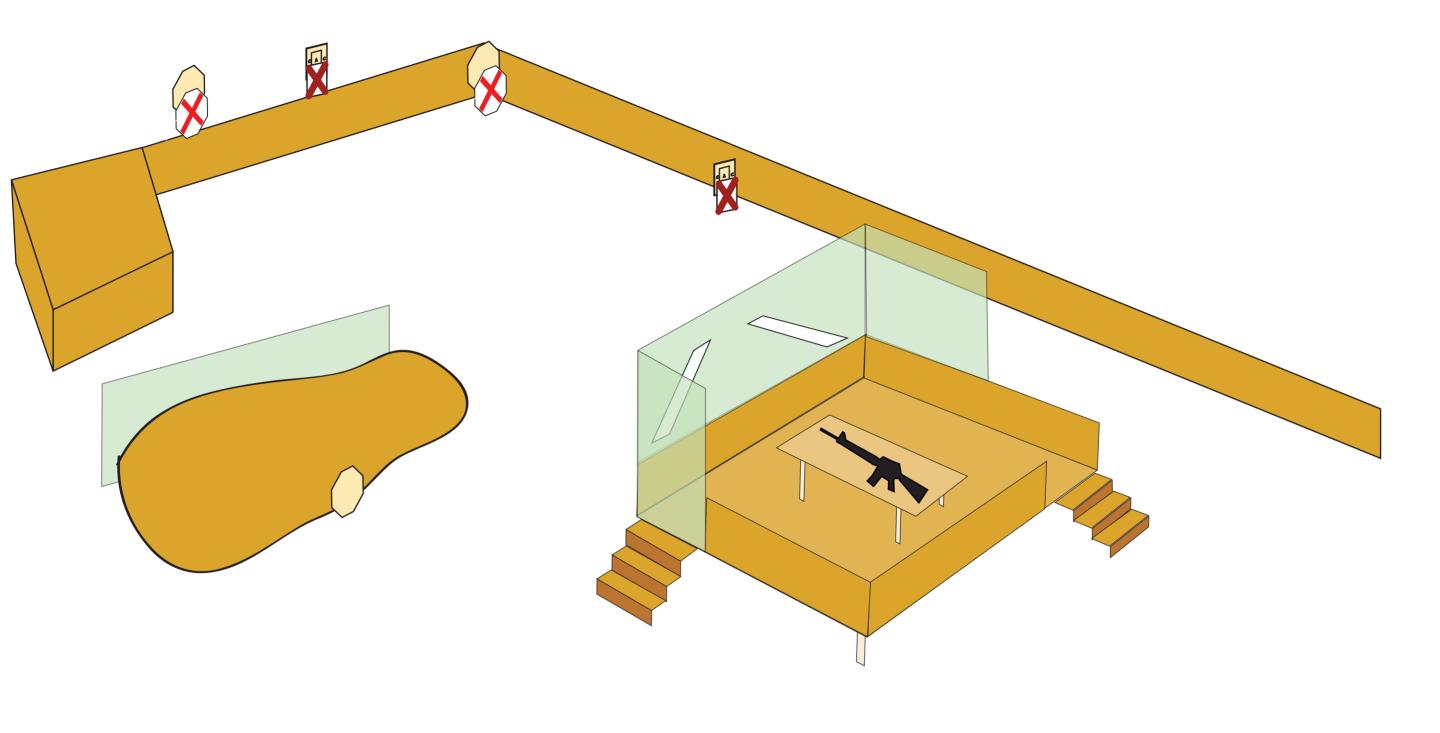
Rifle ready condition: option 1.

Start position: inside the boundaries of the firing zone, one feet on the blue line

Time starts: audible

Procedure: At start signal the competitor engages targets as seen.

Stage 3 10 rounds



Targets: 3 IPSC mini targets, 2 IPSC A4/A targets.

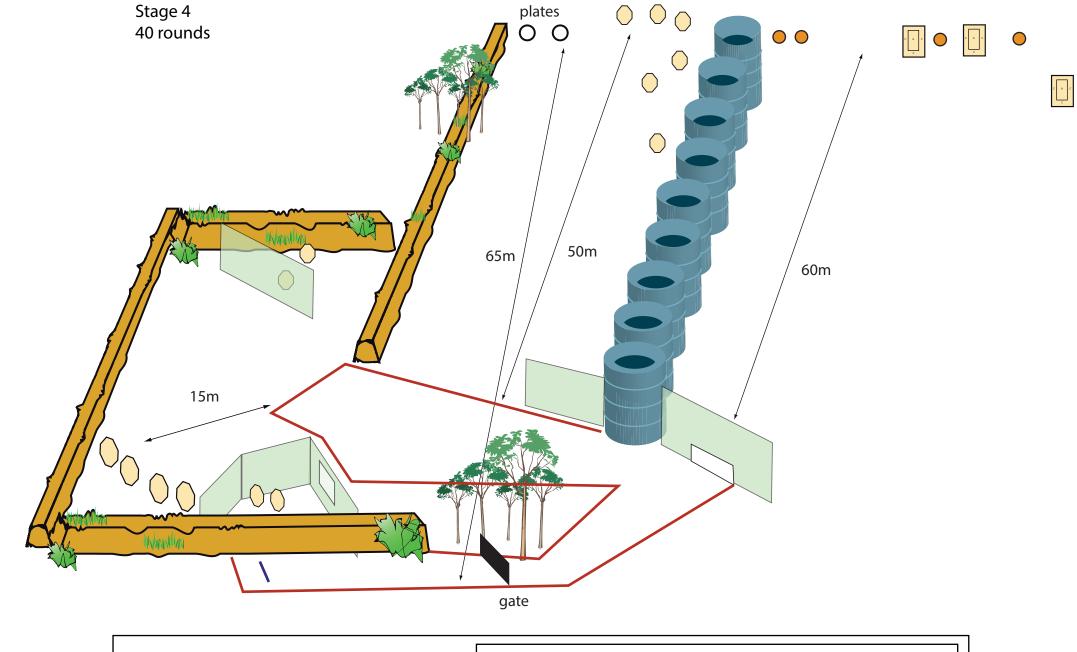
Minimum rounds: 10

Rifle ready condition: on the table, option 3, muzzle pointing downrange.

Start position: one feet on the blue line.

Time starts : audible

Procedure: At start signal the competitor engages targets as they become visible, from inside the platform.



Targets: 14 IPSC mini-targets, 3 IPSC A4/A targets, 2 plates, 4 frangibles targets.

Minimum rounds: 40

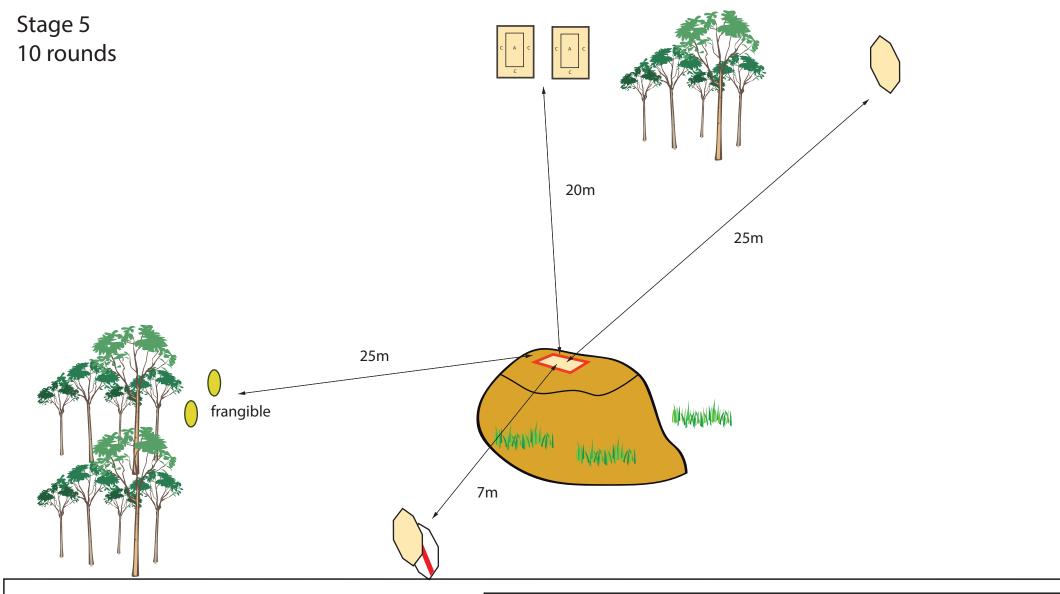
Rifleready condition: option 3

Start position :one feet on the blue line

Time starts: audible

Procedure :

At start signal the competitor engages the targets as and when they becomes visible inside the boundaries of the firing zone. The gate will open when the two plates has been hit.



Targets: 2 IPSC mini targets, 2 IPSC A4/A targets, 2 frangible targets

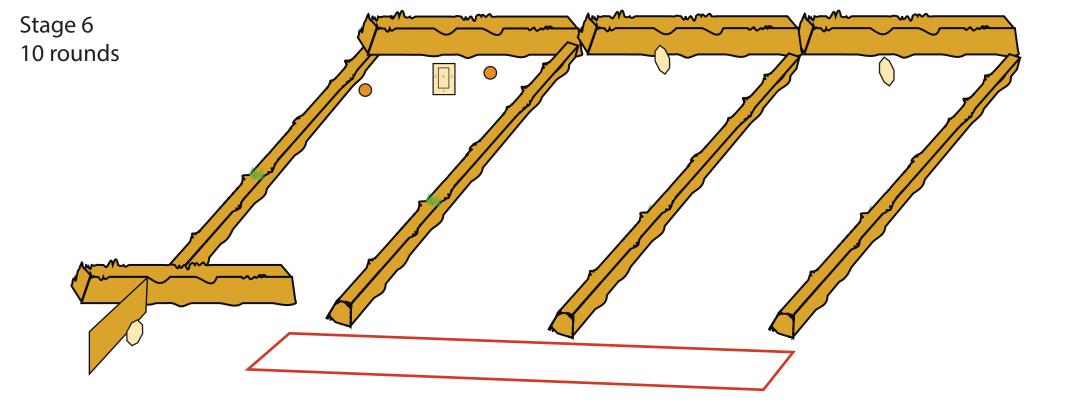
Minimum rounds: 10

Rifle ready condition: option 1

Start position: anywhere inside the boundaries of the firing zone.

Time starts : audible

Procedure: At start signal the competitor engages targets as they become visible.



Targets: 3 IPSC mini targets,1 IPSC A4/A targets,, 2 frangible targets

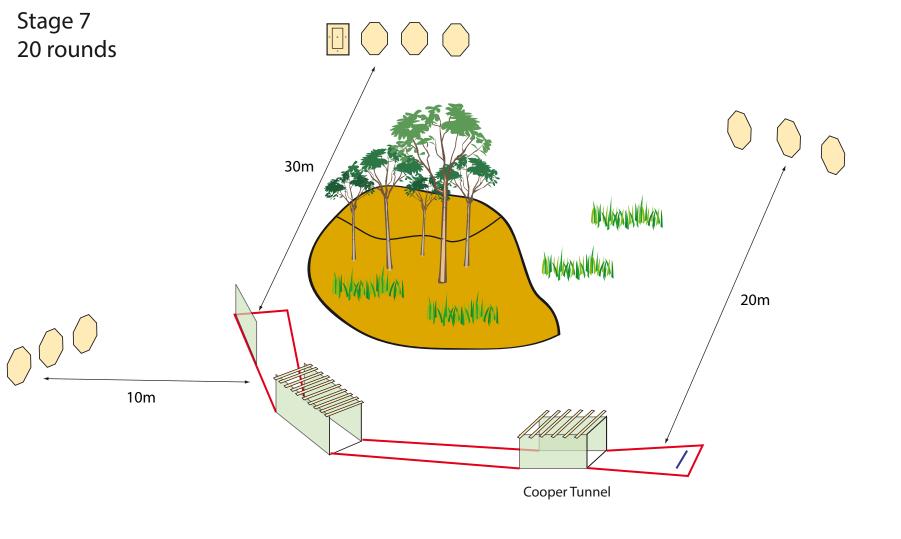
Minimum rounds: 10

 $\textbf{Rifle ready condition}: option \ 1$

Start position: anywhere inside the boundaries of the firing zone.

Time starts : audible

Procedure: At start signal the competitor engages targets as they become visible.



Targets: 9 IPSC paper targets, 1IPSC A4/A target.

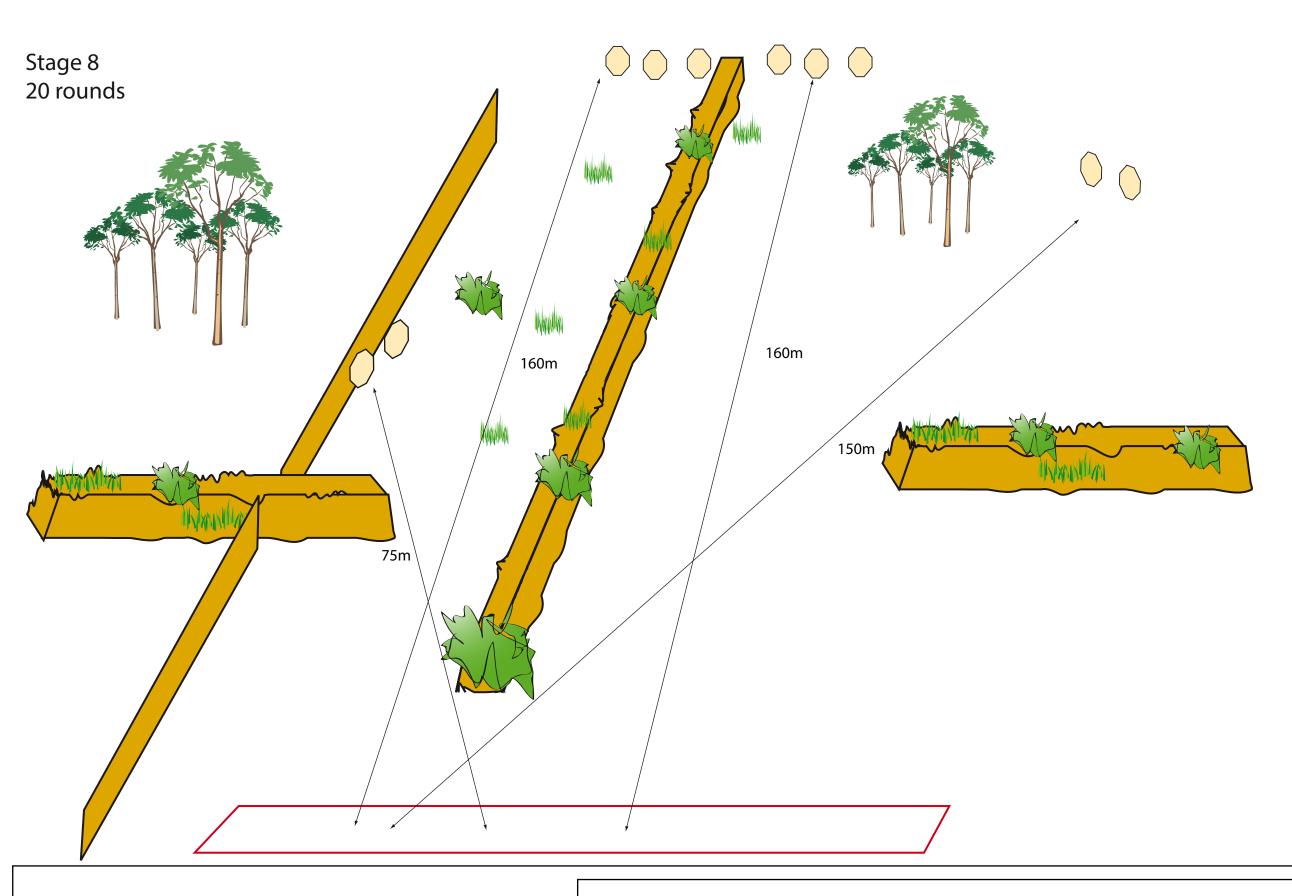
Minimum rounds: 20

Rifle ready condition : Option 2

Start position: one foot on the blue line.

Time starts: audible

Procedure: At start signal the competitor engages the targets as and when they become visible inside the demarcated firing zone.



Targets: 10 IPSC mini-targets.

Minimum rounds: 20

 $\textbf{Rifle ready condition}: option \ 1$

Start position: anywhere in the firing zone

Time starts: audible

Procedure:

At start signal the competitor engages the targets as and when they become visible.

Stage 9 10 rounds

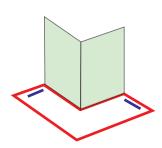












Targets: 4 IPSC A4/A targets, 2 frangible targets.

Minimum rounds: 10

 $\textbf{Rifle ready condition}: option \ 1$

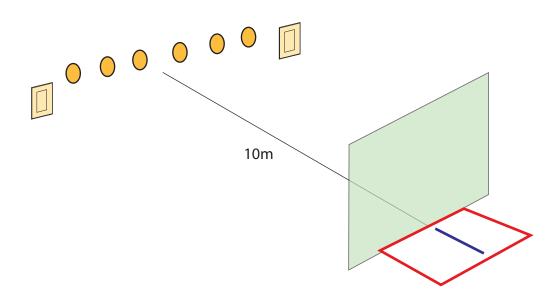
Start position: one foot on a blue line (competitor's choice)

Time starts: audible

Procedure

At start signal the competitor engages the targets as and when they become visible.

Stage 10 10 rounds



Targets: 2 IPSC A4/A targets, 6 frangible targets.

Minimum rounds: 10

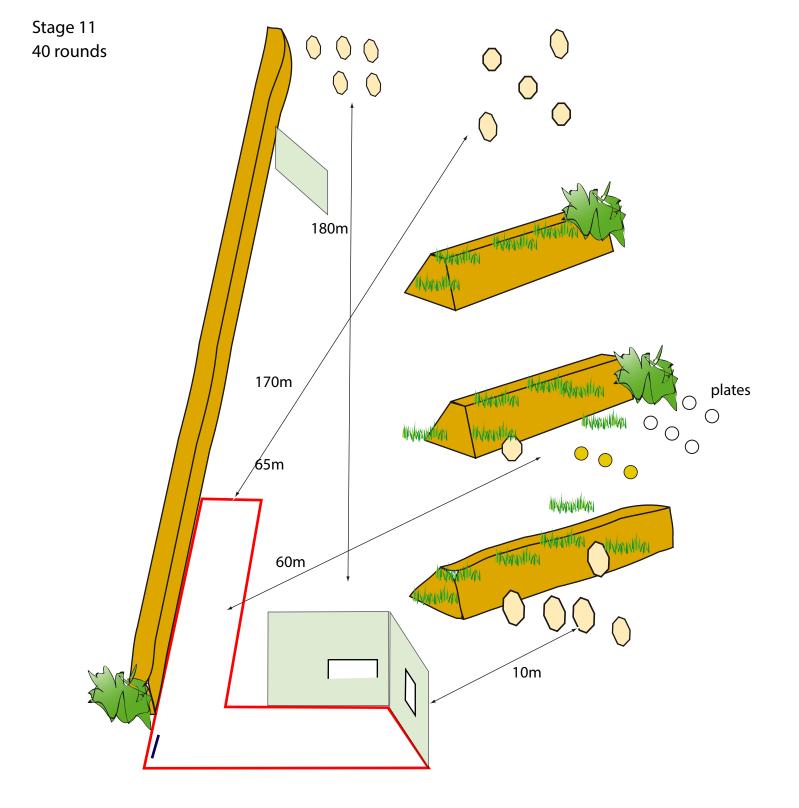
Rifle ready condition : option 1

Start position: one foot on each side of the blue line.

Time starts: audible

Procedure:

At start signal the competitor engages the targets as and when they become visible from inside the firing zone.



 $\textbf{Targets}: 16 \ IPSC \ targets, 5 plates, 3 \ frangible \ targets.$

Minimum rounds :40

 $\textbf{Rifle ready condition}: option \ 1$

Start position: one foot on the blue line.

Time starts: audible

${\bf Procedure}:$

At start signal the competitor engages the targets as and when they become visible.

Stage 12 10 rounds



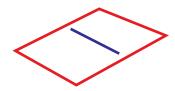












Targets: 2 IPSC mini-targets, 2 IPSC A4/A targets, 2 frangible targets.

Minimum rounds: 10

Rifle ready condition: option 2

Start position: one foot on each side of the blue line.

Time starts: audible

Procedure:

At start signal the competitor engages the targets as and when they become visible from inside the boubaries of the firing zone.