

• Type of course : Medium

• Targets: 7 IPSC Targets, 3 IPSC Plates

• Number of rounds to be scored: 17

• Maximum points: 85

The firearm ready condition:

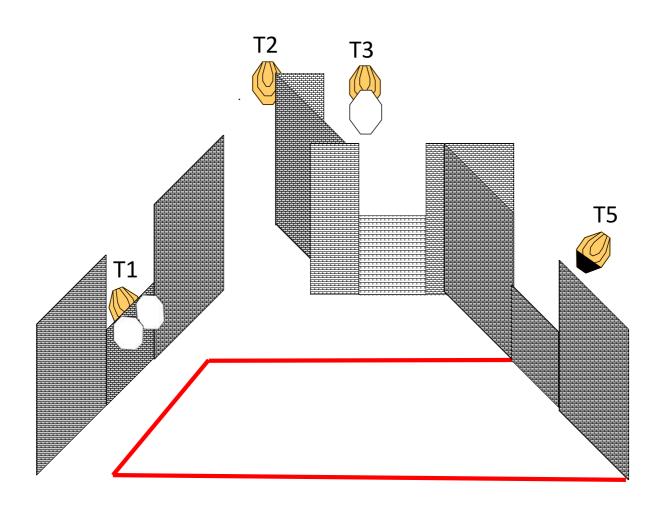
• Start position: In area A both heels touching the Fault Line

• Time starts: At audible signal

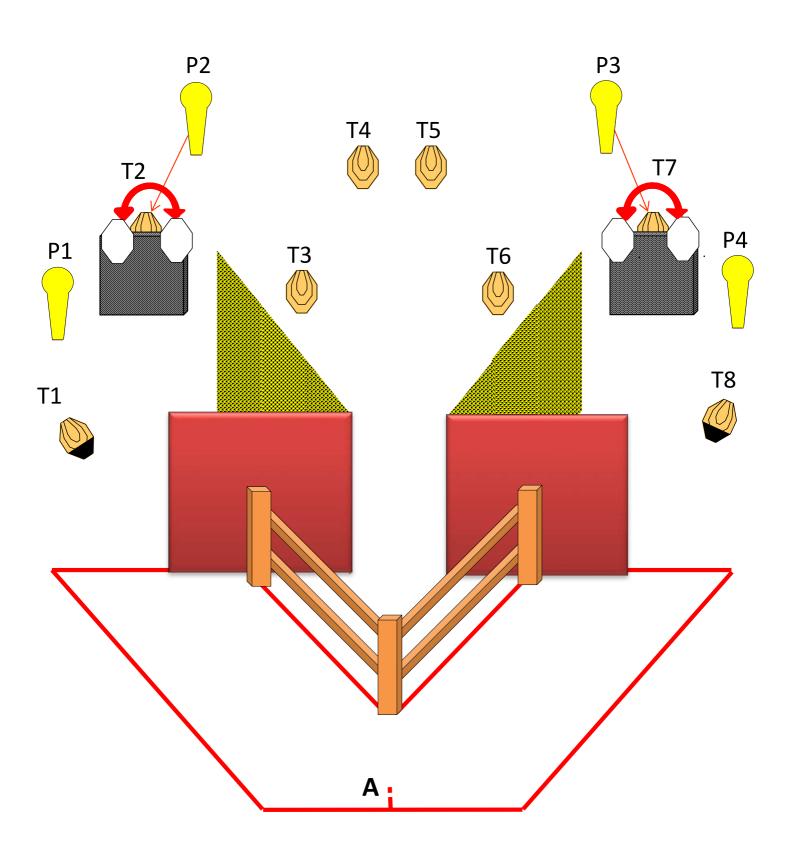
• **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area.

MP1
T4





- Type of course : Short
- Targets: 5 IPSC Targets, 1 IPSC plate, 1 IPSC Mini Popper, 3 IPSC Non Shoot Targets, 1 IPSC Non Shoot Mini Popper
- Number of rounds to be scored: 12
- Maximum points: 60
- The firearm ready condition:
- Start position: Anywhere in area A
- Time starts: At audible signal
- **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area.



• Type of course : Medium

• Targets: 8 IPSC Targets, 4 IPSC Poppers, 4 IPSC Non Shoot Targets

• Number of rounds to be scored: 20

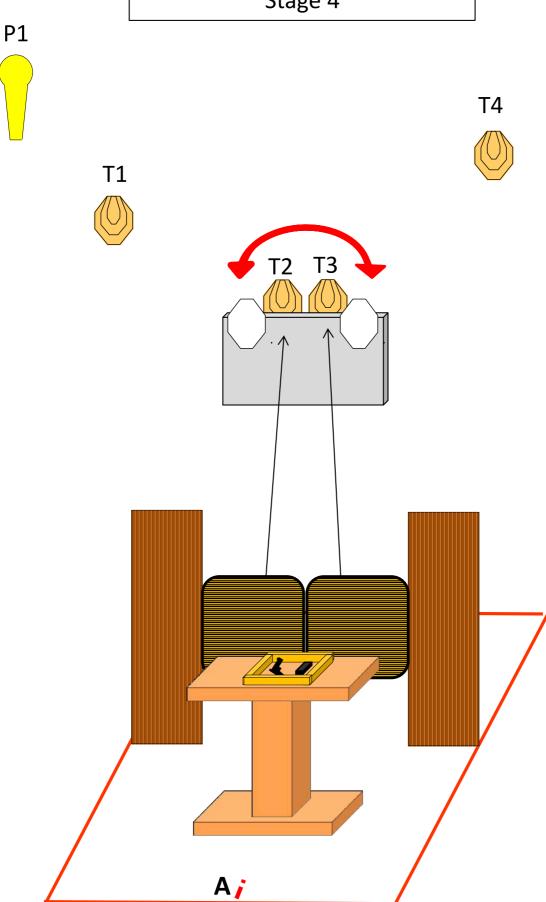
• Maximum points: 100

• The firearm ready condition:

• Start position: In area A both heels touching the Fault Line

• Time starts: At audible signal

• **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area. P2 activates the target T2 - P3 activates the target T7. Both targets T2 and T7 remains visibles at rest.



• Type of course : Short

• Targets: 4 IPSC Targets, 1 IPSC Popper, 2 IPSC Non Shoot Targets

Number of rounds to be scored: 9

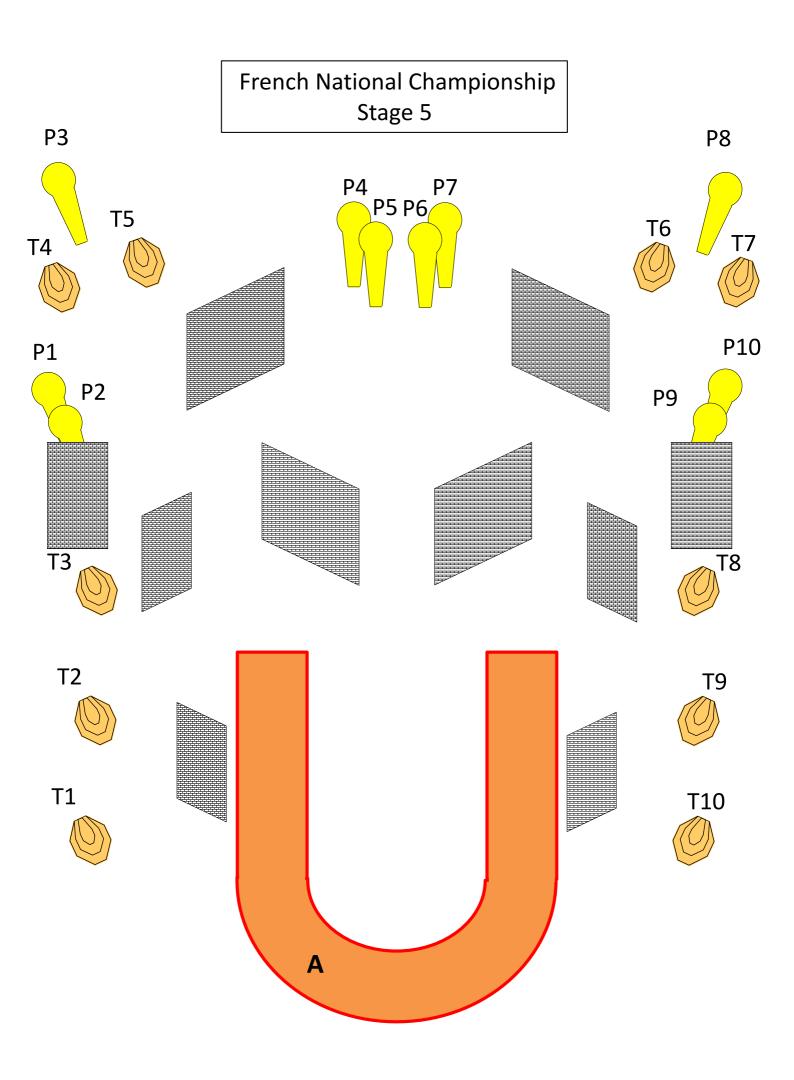
Maximum points: 45

• The firearm ready condition: Chamber and magwell empty flat in the box

• Start position: In area A both heels touching the Fault Line

• Time starts: At audible signal

• **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area. Opening the doors activates the targets T2-T3. Both targets T2 and T3 remains visibles at rest.



• Type of course : Long

• Targets: 10 IPSC Targets, 10 IPSC Poppers

• Number of rounds to be scored: 30

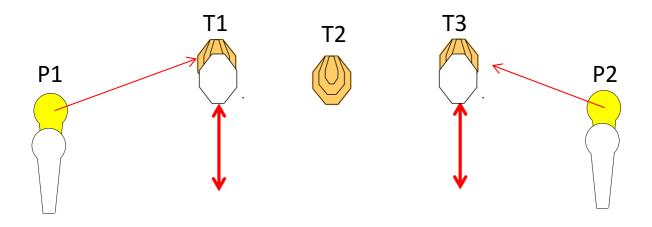
• Maximum points: 150

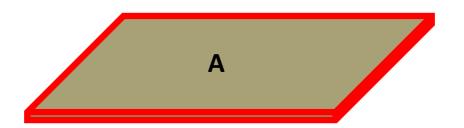
The firearm ready condition:

• Start position: Anywhere in area A

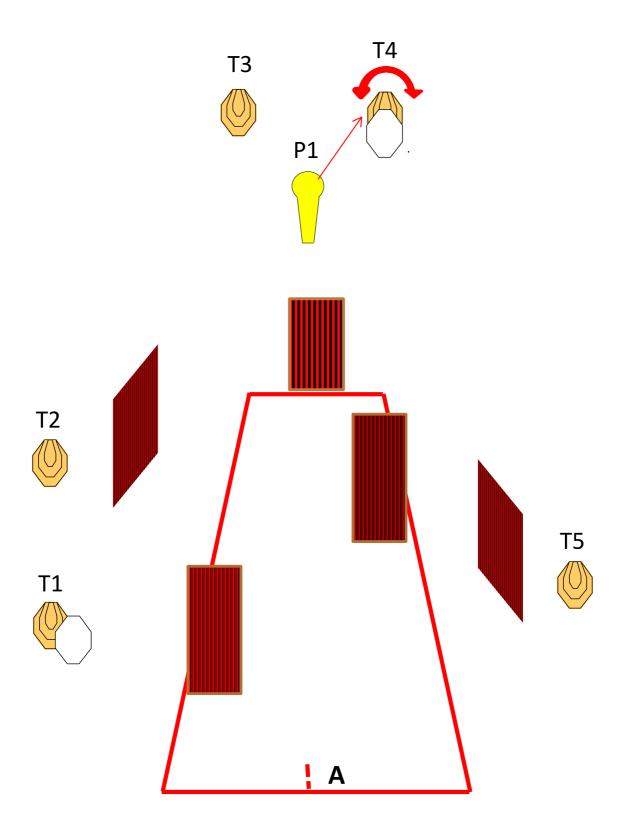
• Time starts: At audible signal

• **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area.





- Type of course : Short
- Targets: 3 IPSC Targets, 2 IPSC Poppers, 2 IPSC Non Shoot Targets, 2 IPSC Non Shoot Poppers
- Number of rounds to be scored: 8
- Maximum points: 40
- The firearm ready condition:
- Start position: Anywhere in area A
- Time starts: At audible signal
- **Procedure:** At start signal competitor engages all targets « **STRONG HAND ONLY** » within the boundaries of the well demarcated shooting area. P1 activates the target T1 P2 activates the target T3. Both targets T1 and T3 remains visibles at rest.



• Type of course : Short

• Targets: 5 IPSC Targets, 1 IPSC Popper, 2 IPSC Non Shoot Targets

• Number of rounds to be scored: 11

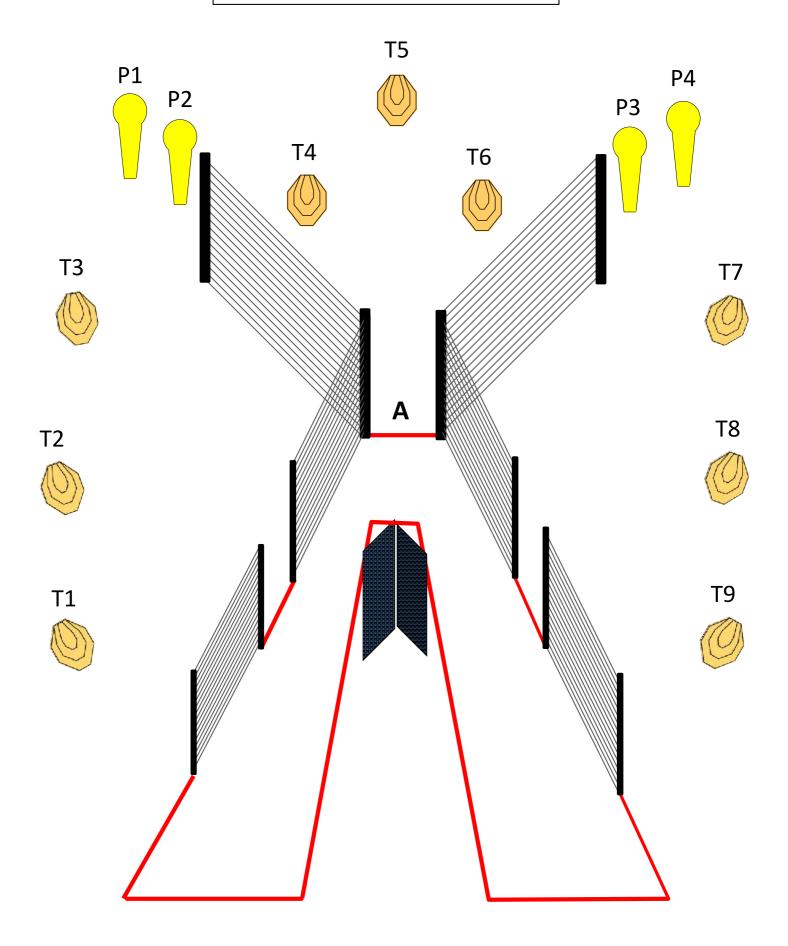
• Maximum points: 55

• The firearm ready condition:

• Start position: In area A both heels touching the Fault Line

• Time starts: At audible signal

• **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area. P1 activates the target T4 who remain visible at rest.



• Type of course : Medium

• Targets: 9 IPSC Targets, 4 IPSC Poppers

• Number of rounds to be scored: 22

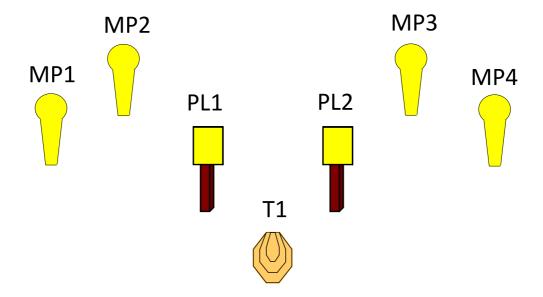
• Maximum points: 110

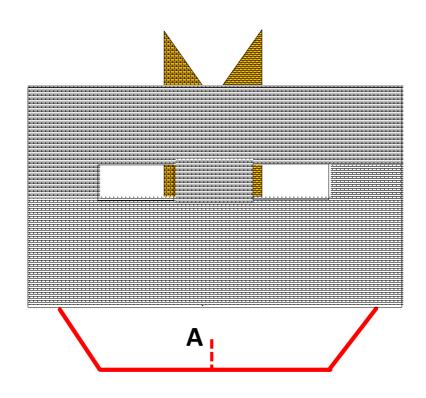
• The firearm ready condition:

• Start position: In area A both toes touching the Fault Line

• Time starts: At audible signal

• **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area.





• Type of course : Short

• Targets: 1 IPSC Target, 4 IPSC Mini Poppers, 2 IPSC Plates

Number of rounds to be scored: 8

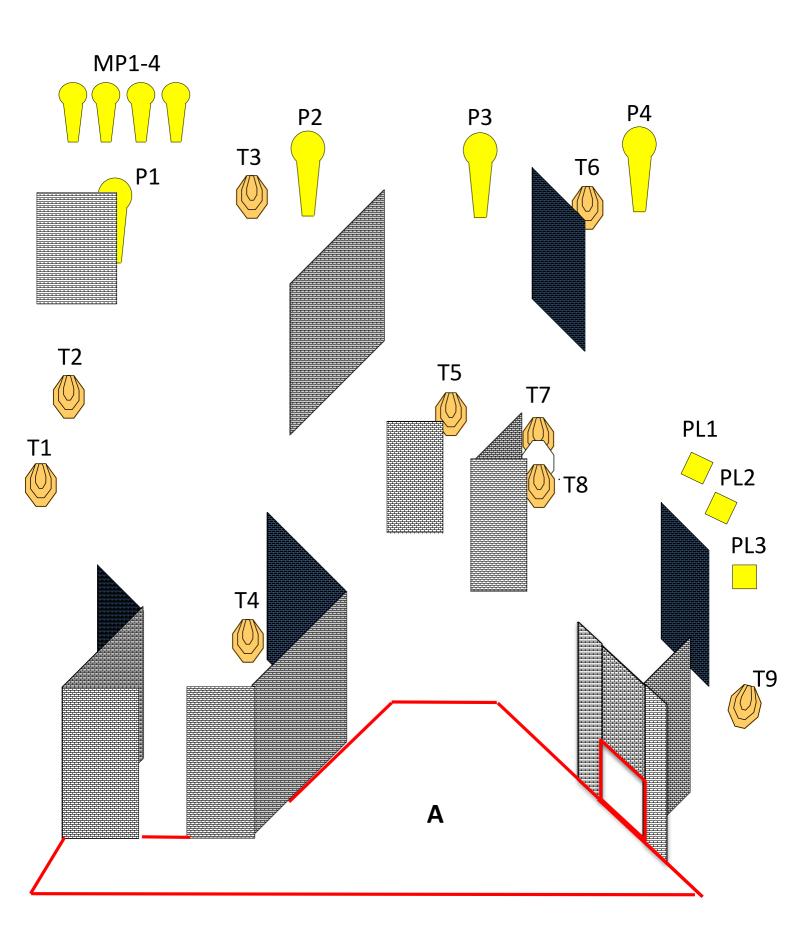
• Maximum points: 40

• The firearm ready condition:

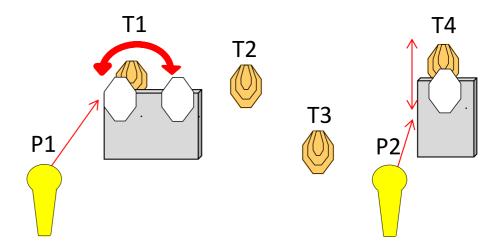
• Start position: In area A both heels touching the Fault Line

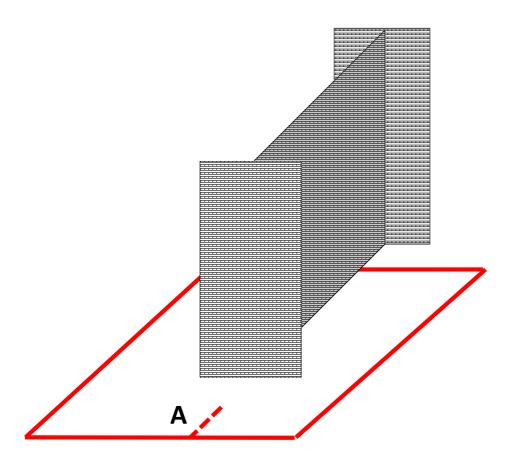
• Time starts: At audible signal

• **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area.



- Type of course : Long
- Targets: 9 IPSC Targets, 4 IPSC Poppers, 4 IPSC Mini Poppers, 3 IPSC Plates, 1 IPSC Non Shoot Target.
- Number of rounds to be scored: 29
- Maximum points: 145
- The firearm ready condition:
- Start position: Anywhere in area A
- Time starts: At audible signal
- **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area.





• Type of course : Short

Targets: 4 IPSC Targets, 2 IPSC Poppers, 3 IPSC Non Shoot Targets

• Number of rounds to be scored: 10

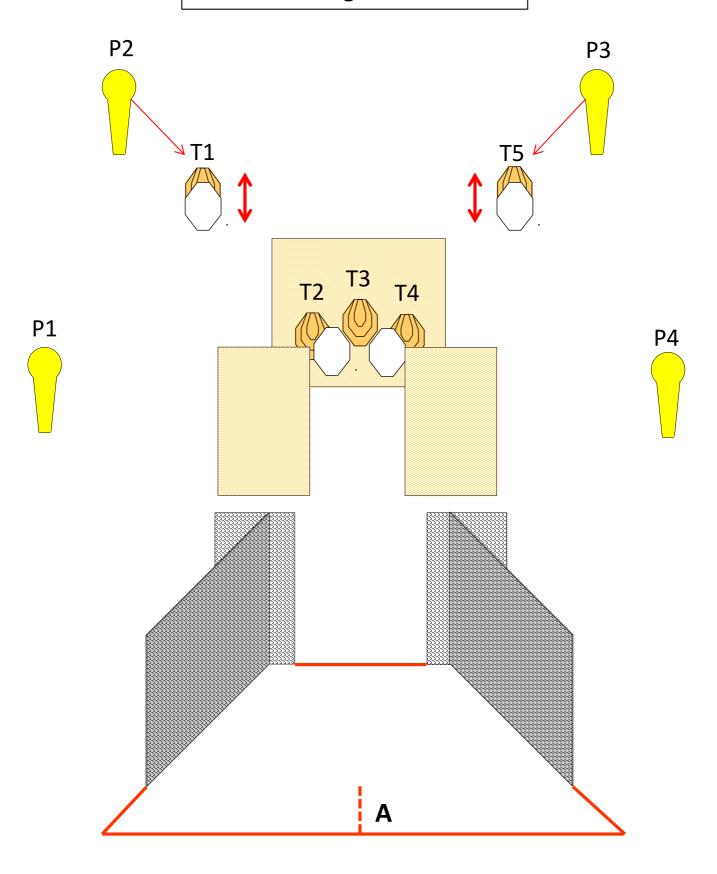
• Maximum points: 50

The firearm ready condition:

• Start position: In area A both heels touching the Fault Line

• Time starts: At audible signal

• **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area. P1 activates the target T1 - P2 activates the target T4. Both targets T1 and T4 remains visibles at rest.



• Type of course : Medium

• Targets: 5 IPSC Targets, 4 IPSC Poppers 4 IPSC Non Shoot Targets

• Number of rounds to be scored: 14

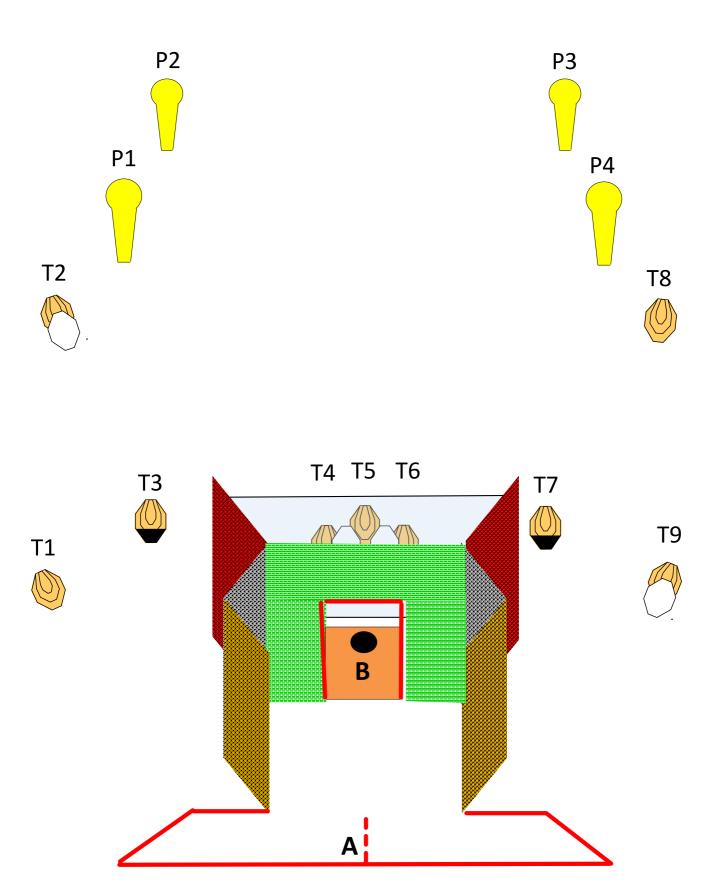
• Maximum points: 70

The firearm ready condition:

• Start position: In area A both heels touching the Fault Line

• Time starts: At audible signal

• **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area. P2 activates the target T1 - P3 activates the target T5. Both targets T1 and T5 remains visibles at rest.



• Type of course : Medium

Targets: 9 IPSC Targets, 4 IPSC Poppers 4 IPSC Non Shoot Targets

• Number of rounds to be scored: 22

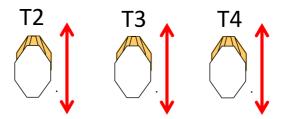
• Maximum points: 110

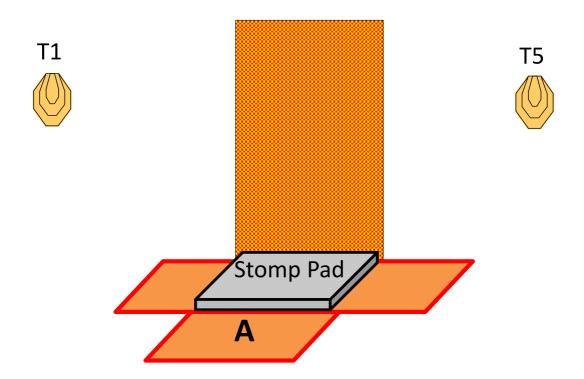
The firearm ready condition:

• Start position: In area A both heels touching the Fault Line

Time starts: At audible signal

• **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area. Opening the door B makes targets T4, T5 and T6 visibles.





• Type of course : Short

Targets: 5 IPSC Targets, 3 IPSC Non Shoot Targets

• Number of rounds to be scored: 10

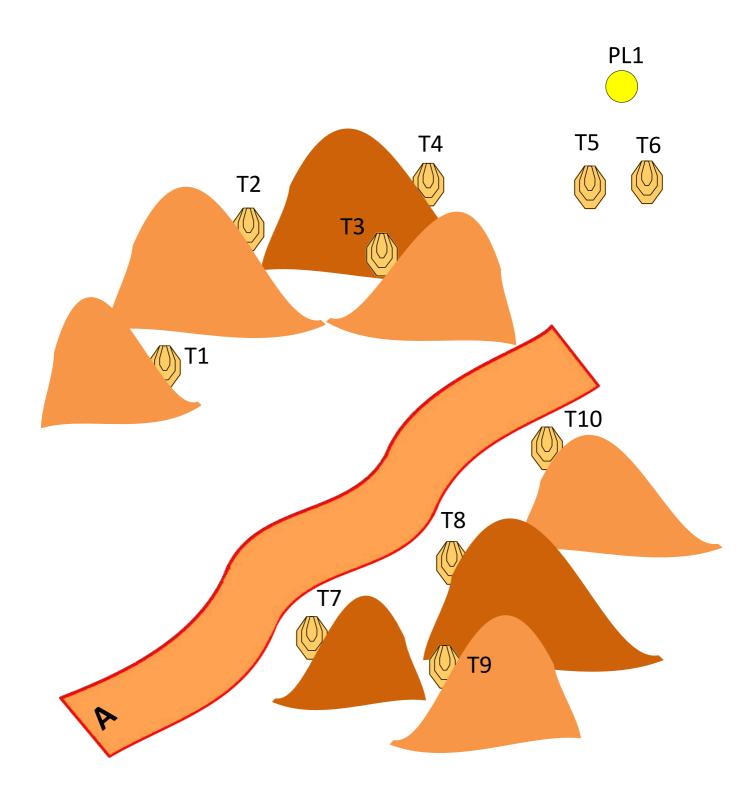
• Maximum points: 50

The firearm ready condition: Holstered, chamber and magwell empty,

• Start position: Anywhere in area A

Time starts: At audible signal

• **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area. Walking on the Stomp Pad activates targets T2, T3 and T4 who remains visibles at rest.



• Type of course : Medium

• Targets: 10 IPSC Targets, 1 IPSC Plate

• Number of rounds to be scored: 21

• Maximum points: 105

• The firearm ready condition:,

• Start position: In area A both heels touching the Fault Line

• Time starts: At audible signal

• **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area.

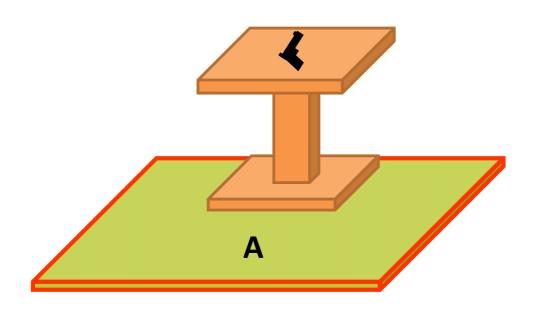












• Type of course : Short

Targets: 3 IPSC Targets

Number of rounds to be scored: 6

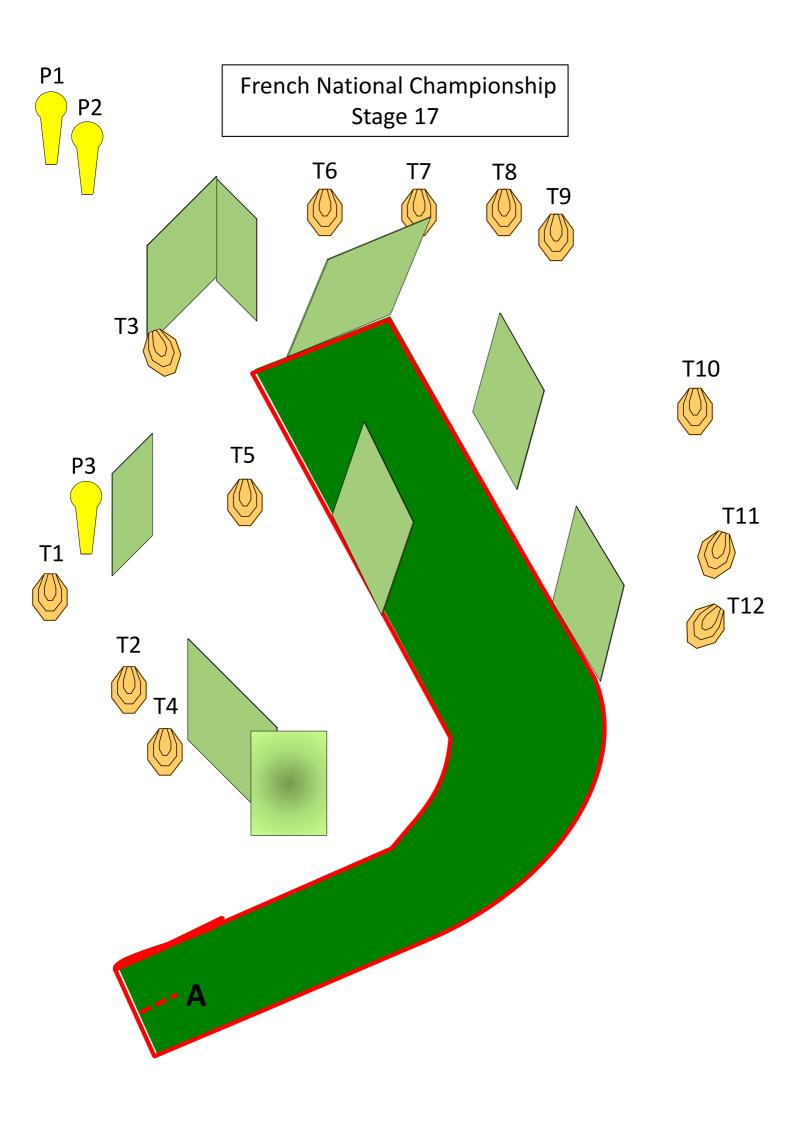
• Maximum points: 30

• The firearm ready condition: Loaded, flat on the table

Start position: Kneeling in area A

• Time starts: At audible signal

• **Procedure:** At start signal competitor engages all targets **WEAK HAND ONLY** within the boundaries of the well demarcated shooting area.



• Type of course : Long

• Targets: 12 IPSC Targets, 3 IPSC Poppers

• Number of rounds to be scored: 27

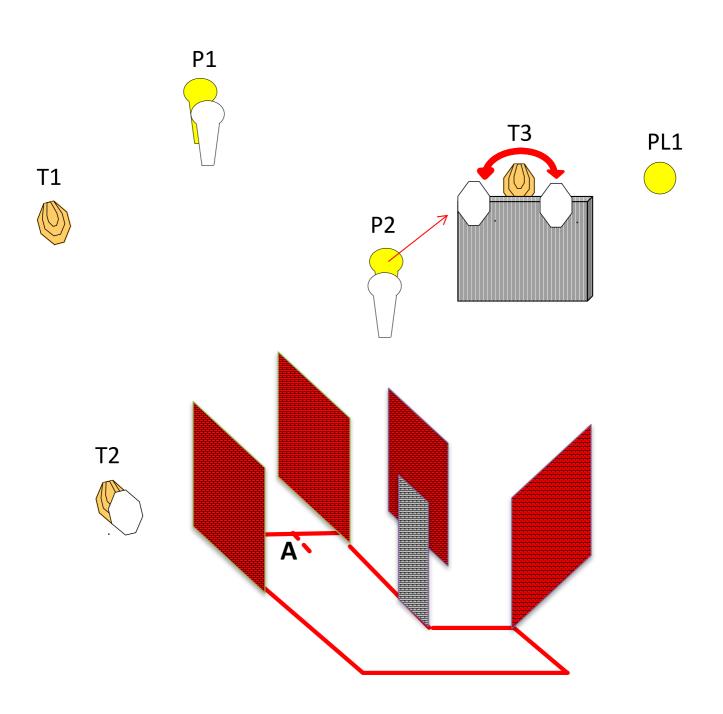
• Maximum points: 135

• The firearm ready condition:

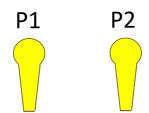
• Start position: In area A both heels touching the Fault Line

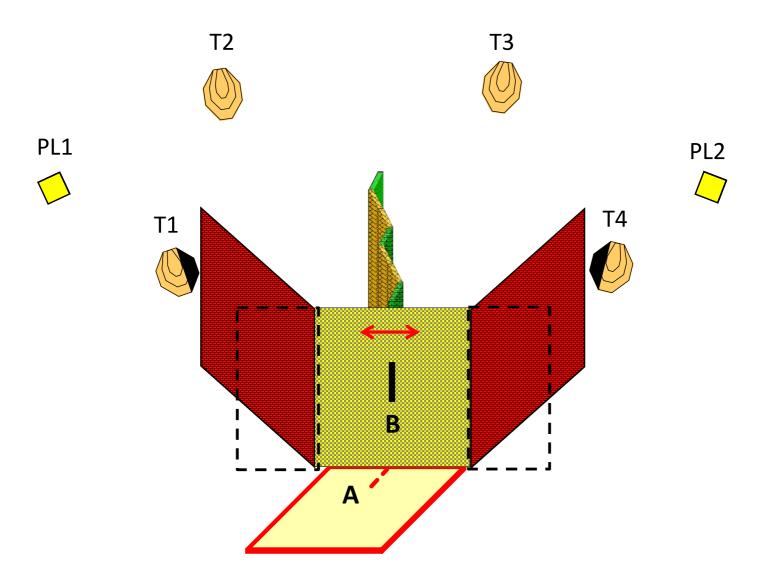
• Time starts: At audible signal

• **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area.



- Type of course : Short
- Targets: 3 IPSC Targets, 2 IPSC Poppers, 1 IPSC Plate, 3 IPSC non shoot targets, 2 IPSC non shoot poppers
- Number of rounds to be scored: 9
- Maximum points: 45
- The firearm ready condition:
- Start position: In area A both heels touching the Fault Line
- Time starts: At audible signal
- **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area. P2 activates the target T3 who remain visible at rest.





• Type of course : Short

Targets: 4 IPSC Targets, 2 IPSC Poppers, 2 IPSC Plates

• Number of rounds to be scored: 12

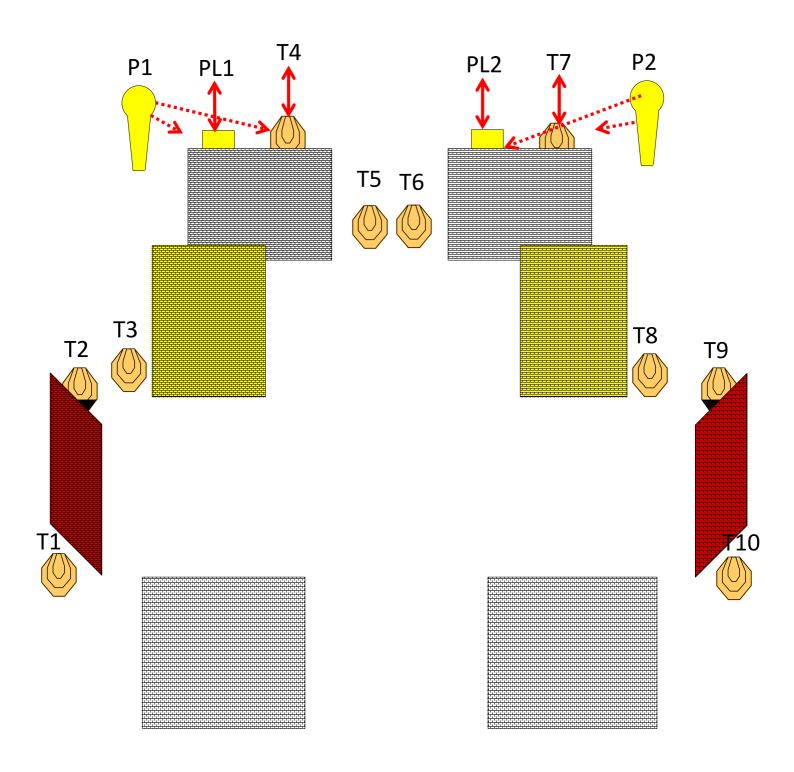
• Maximum points: 60

The firearm ready condition:

Start position: In area A strong hand holding the button of the door

• Time starts: At audible signal

• **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area. Sliding the door left and right makes the targets T2, T3 and the Poppers P1, P2 visibles.



• Type of course : Medium

Targets: 10 IPSC Targets, 2 IPSC Poppers, 2 IPSC Plates

• Number of rounds to be scored: 24

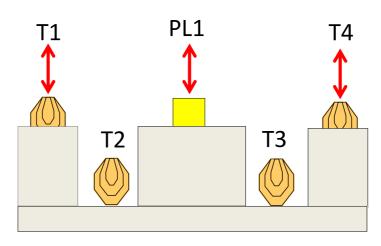
• Maximum points: 120

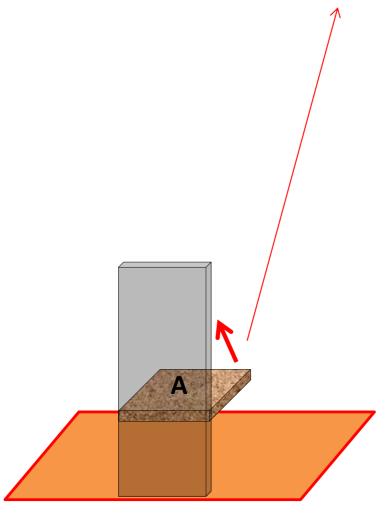
The firearm ready condition:

Start position: Anywhere in area A

Time starts: At audible signal

• **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area. P1 activates the target T4 and the plate PL1 - P2 activates the target T7 and the plate PL2. All targets T4, T7 and plates PL1, PL2 remains visibles at rest.





• Type of course : Short

Targets: 4 IPSC Targets, 1 IPSC Plate

Number of rounds to be scored: 9

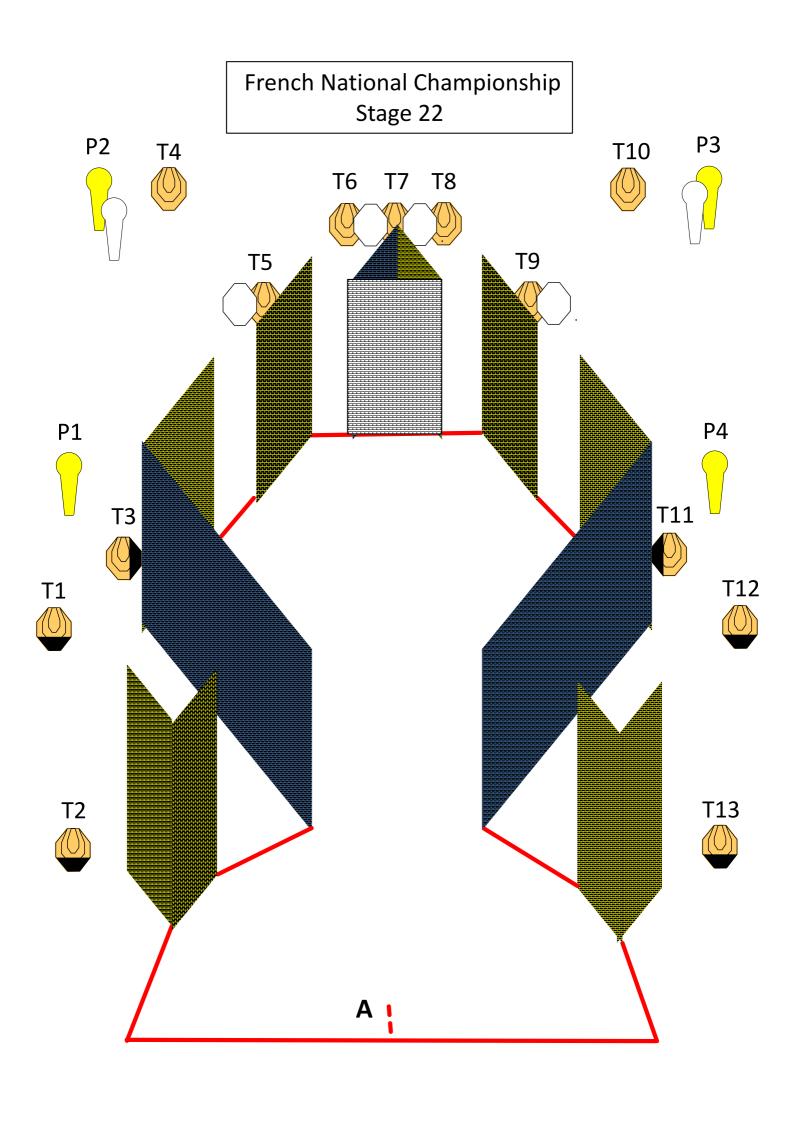
Maximum points: 45

The firearm ready condition: Holstered, chamber and magwell empty,

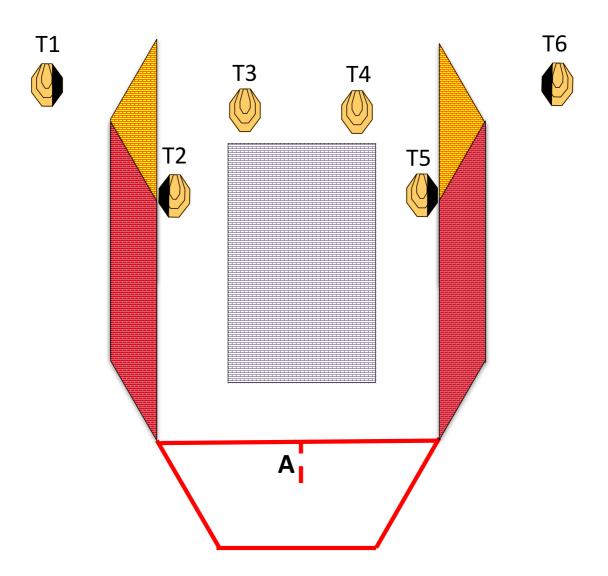
• Start position: Seated in A

• Time starts: At audible signal

 Procedure: At start signal competitor engages all targets within the boundaries of the well demarcated shooting area. Standing from the seat activates targets T1, T4 and the plate PL1 who all remains visibles at rest.



- Type of course : Long
- Targets: 13 IPSC Targets, 4 IPSC Poppers, 4 IPSC Non Shoot Targets, 2 IPSC Non Shoot Poppers
- Number of rounds to be scored: 30
- Maximum points: 150
- The firearm ready condition:
- Start position: In area A both heels touching the Fault Line
- Time starts: At audible signal
- **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area.



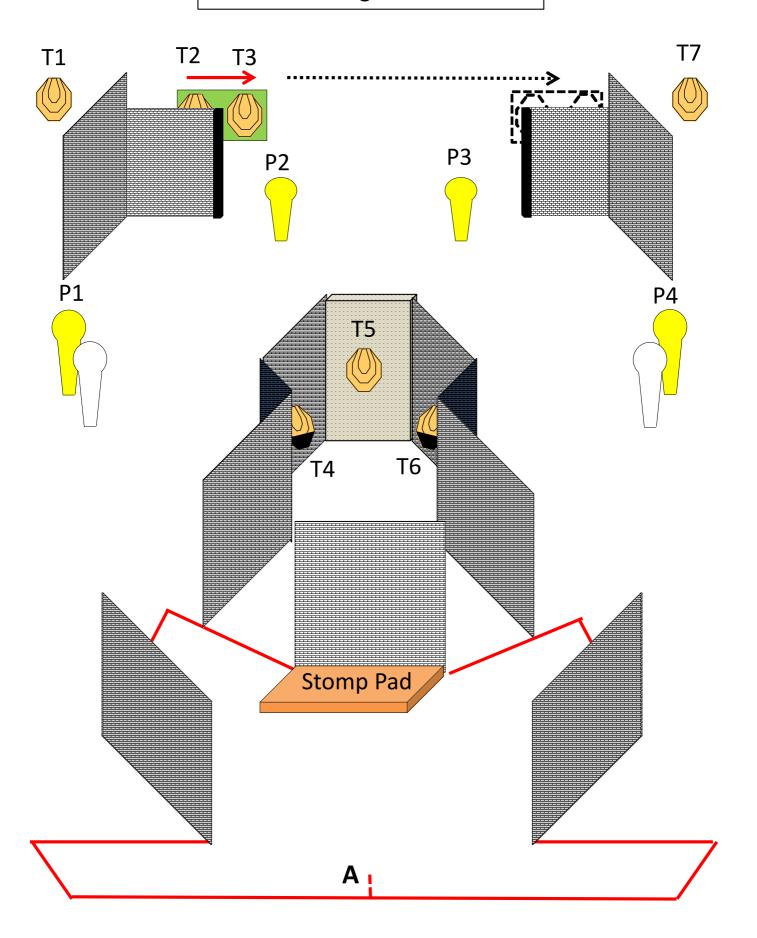
• Type of course : Short

• Targets: 6 IPSC Targets

• Number of rounds to be scored: 12

• Maximum points: 60

- The firearm ready condition:
- Start position: In area A both toes touching the Fault Line
- Time starts: At audible signal
- **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area.



• Type of course : Medium

Targets: 7 IPSC Targets, 4 IPSC Poppers, 2 IPSC Non Shoot Poppers

• Number of rounds to be scored: 18

• Maximum points: 90

• The firearm ready condition:

• Start position: In area A both heels touching the Fault Line

• Time starts: At audible signal

• **Procedure:** At start signal competitor engages all targets within the boundaries of the well demarcated shooting area. Walking on the Stomp Pad activates the moving targets T2 and T3. Both targets T2 and T3 remains visibles at rest.