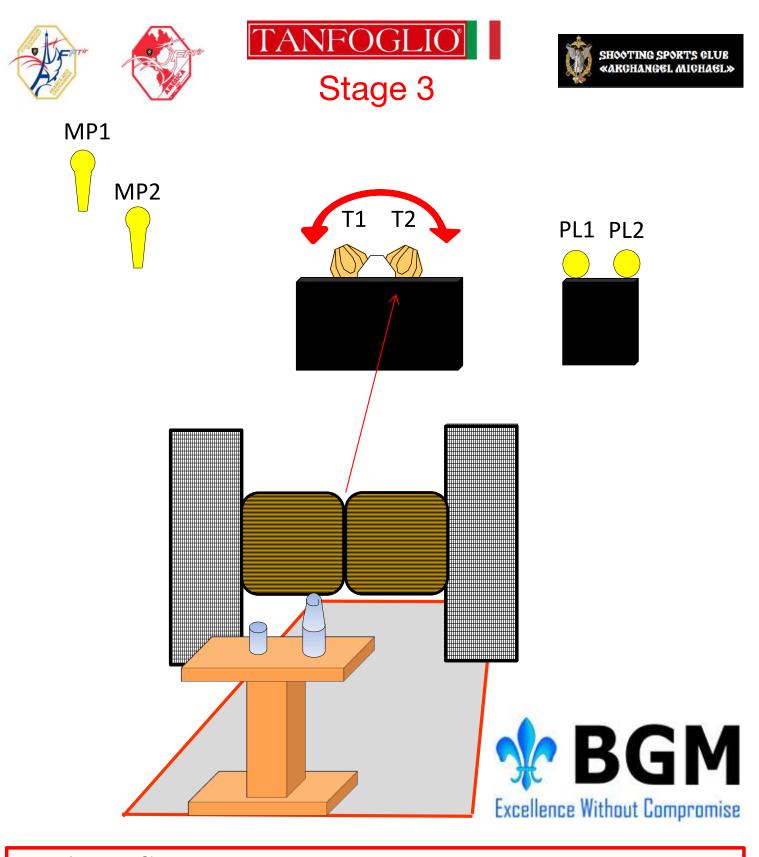
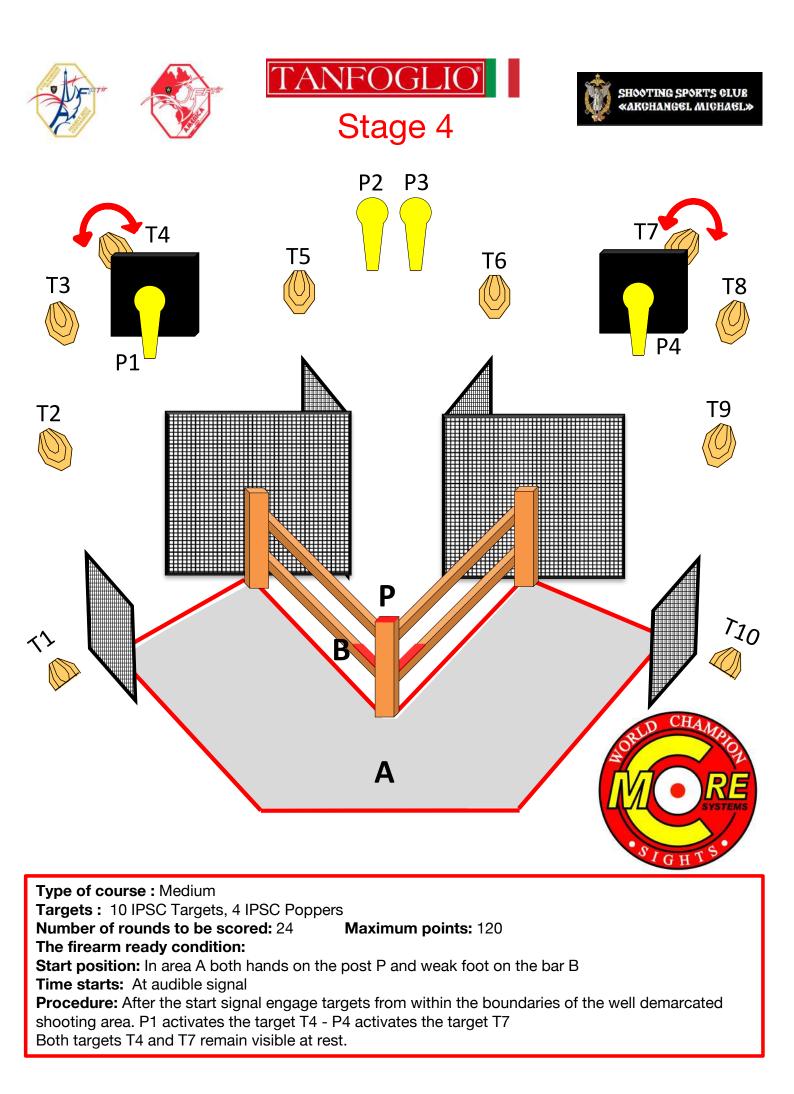
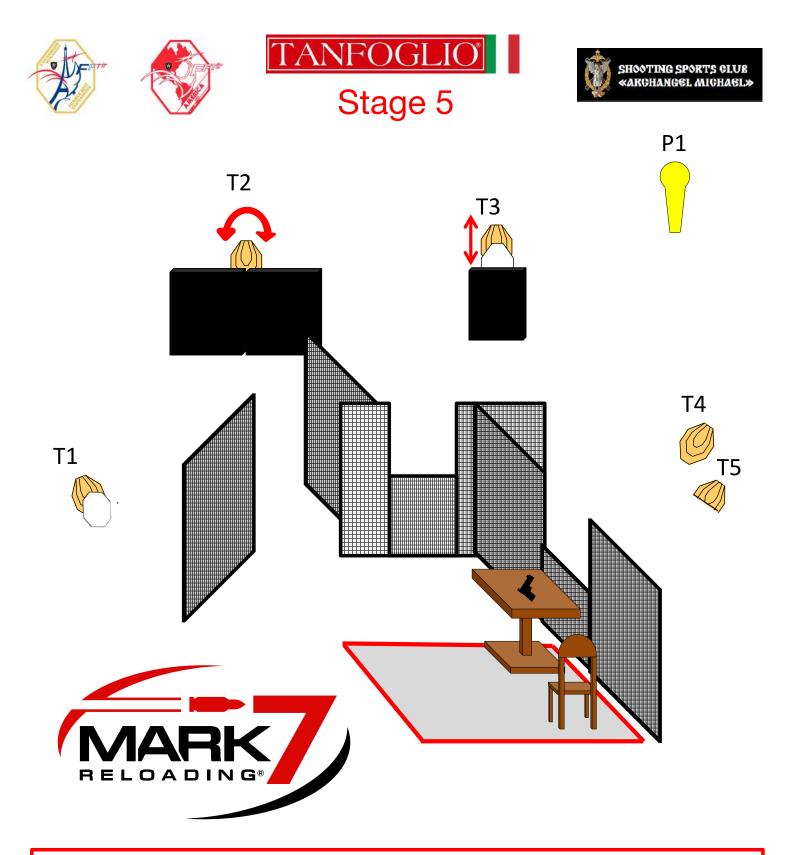


Type of course : LongTargets : 10 IPSC Targets, 7 IPSC Poppers, 2 IPSC Mini PoppersNumber of rounds to be scored: 29Maximum points: 145The firearm ready condition:Start position: In area A, holding the wheel both handsTime starts: At audible signalProcedure: After the start signal engage targets from within the boundaries of the well demarcated shooting area.

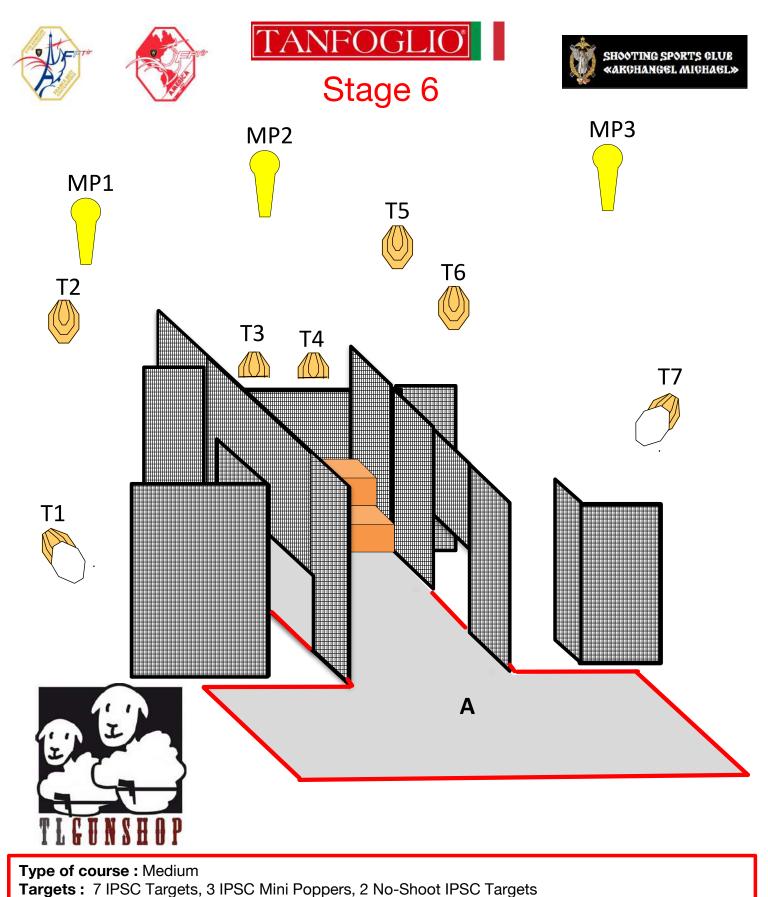


Type of course : Short Targets : 2 IPSC Targets, 2 IPSC Mini Poppers, 2 IPSC Plates, 1 No-Shoot IPSC Target Number of rounds to be scored: 8 Maximum points: 40 The firearm ready condition: Holstered, chamber empty / magazine inserted Start position: In front of the table facing up range holding the glass and the bottle Time starts: At audible signal Procedure: After the start signal engage targets « STRONG HAND ONLY », from within the boundaries of the well demarcated shooting area. Opening the doors activates T1 and T2. Both targets T1 and T2 remain visible at rest





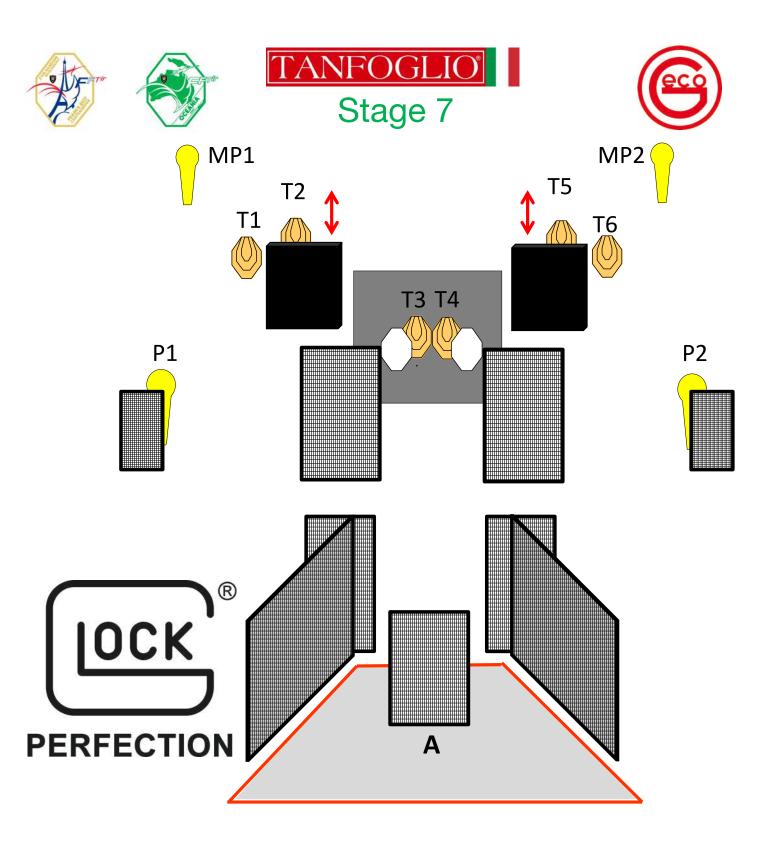
Type of course : ShortTargets : 5 IPSC Targets, 1 IPSC Popper, 2 No-Shoot IPSC Targets,Number of rounds to be scored: 11Maximum points: 55The firearm ready condition: Loaded flat on the tableStart position: Seated on the chair both hands on the kneesTime starts: At audible signalProcedure: After the start signal engage targets from within the boundaries of the well demarcatedshooting area. P1 activates targets T2 and T3. Both targets T2 and T3 remain visible at rest.



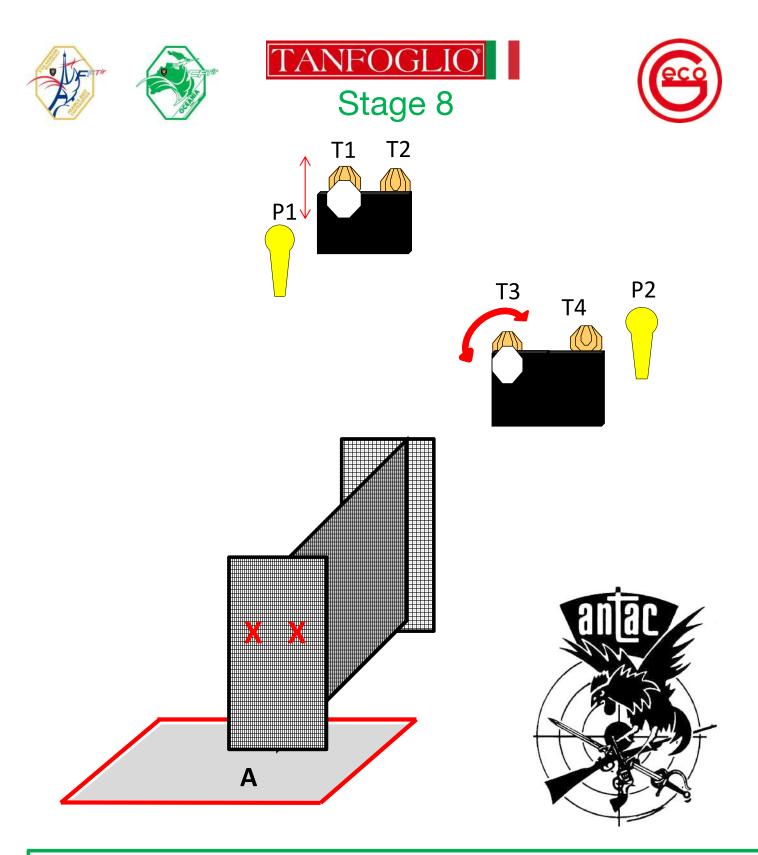
Number of rounds to be scored: 17 Maximum points: 85 The firearm ready condition:

Start position: Anywhere in A

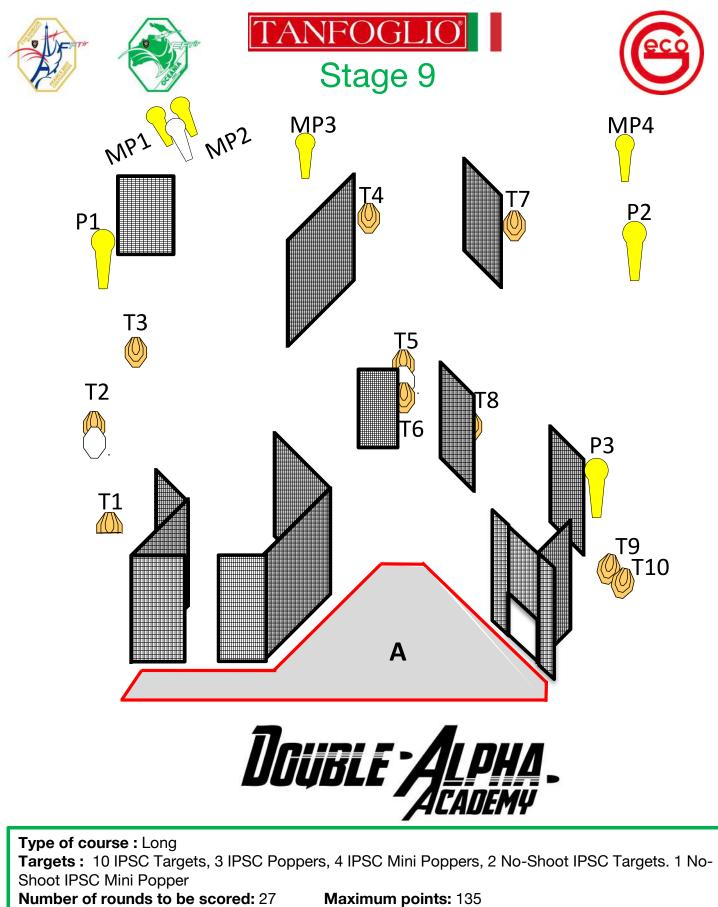
Time starts: At audible signal



Type of course : MediumTargets : 6 IPSC Targets, 2 IPSC Poppers, 2 IPSC Mini Poppers, 2 No-Shoot IPSC TargetsNumber of rounds to be scored: 16Maximum points: 80The firearm ready condition:Start position: In area ATime starts: At audible signalProcedure: After the start signal engage targets from within the boundaries of the well demarcatedshooting area. MP1 activates the target T2 - MP2 activates the target T5. Both targets T2 and T5remain visible at rest.



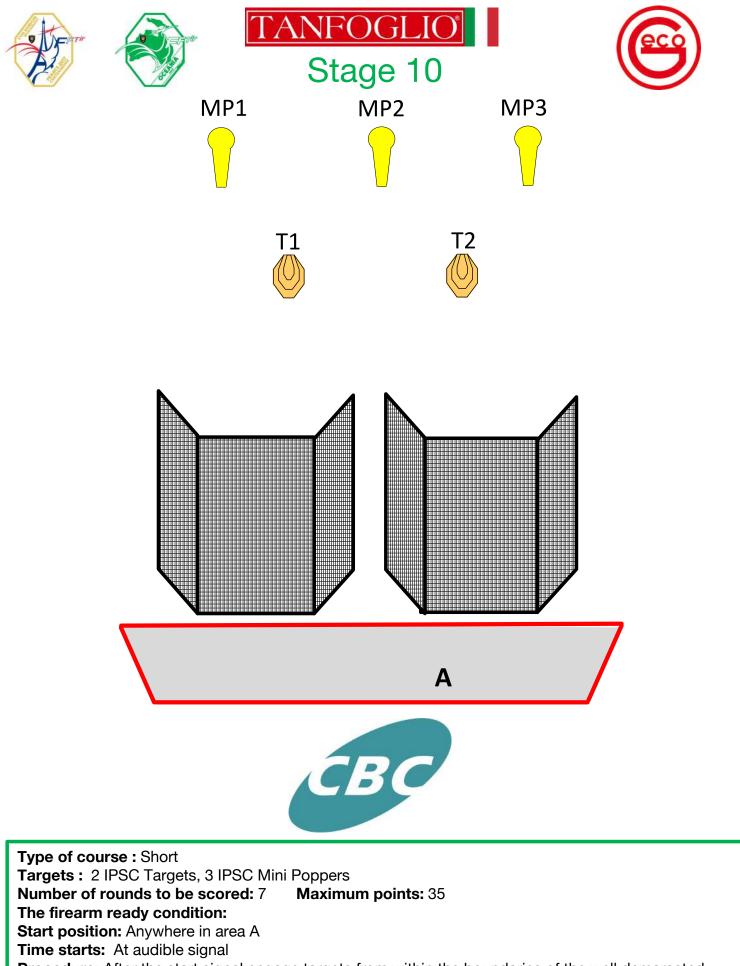
Type of course : Short Targets : 4 IPSC Targets, 2 IPSC Poppers, 2 metal No-Shoot IPSC targets Number of rounds to be scored: 10 Maximum points: 50 The firearm ready condition: Start position: In area A both hands touching the marks X Time starts: At audible signal Procedure: After the start signal engage targets from within the boundaries of the well demarcated shooting area. P1 activates the target T1 - P2 activates the target T3. Both targets T2 and T3 remain visible at rest.

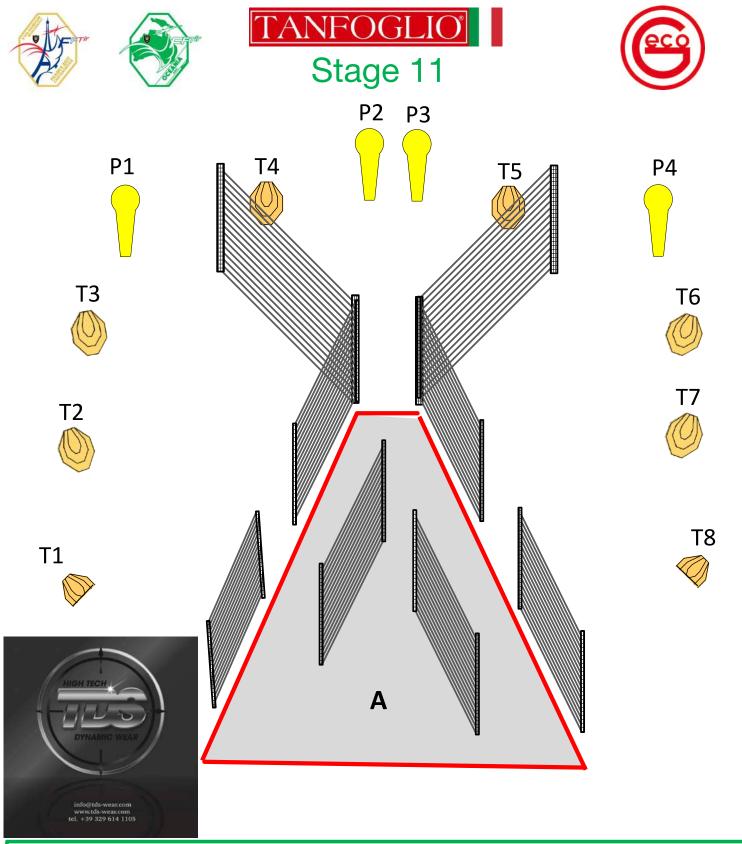


The firearm ready condition:

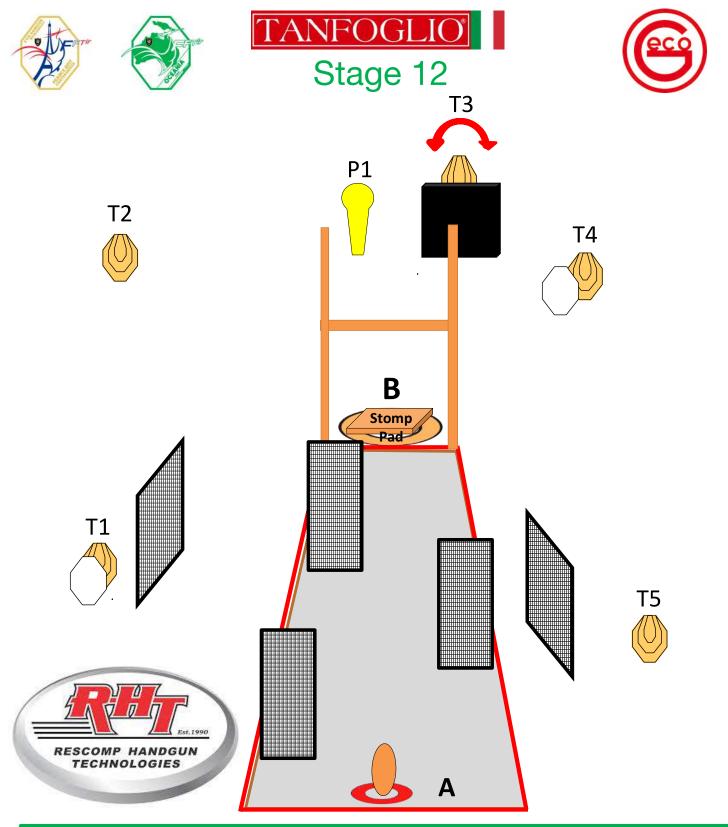
Start position: Anywhere in area A

Time starts: At audible signal

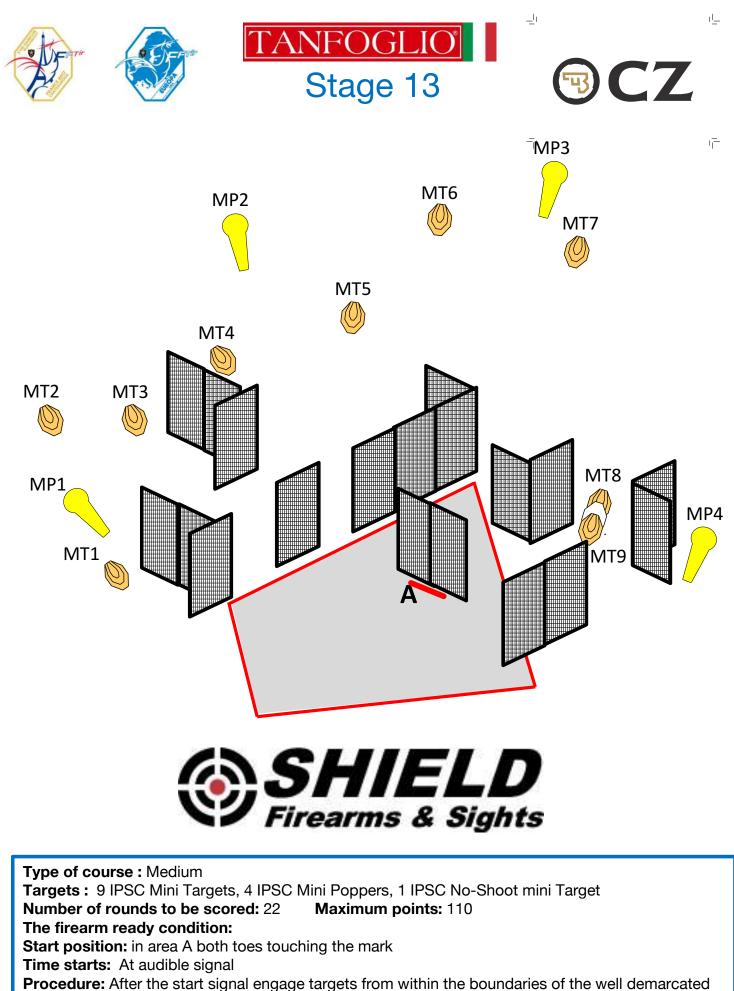




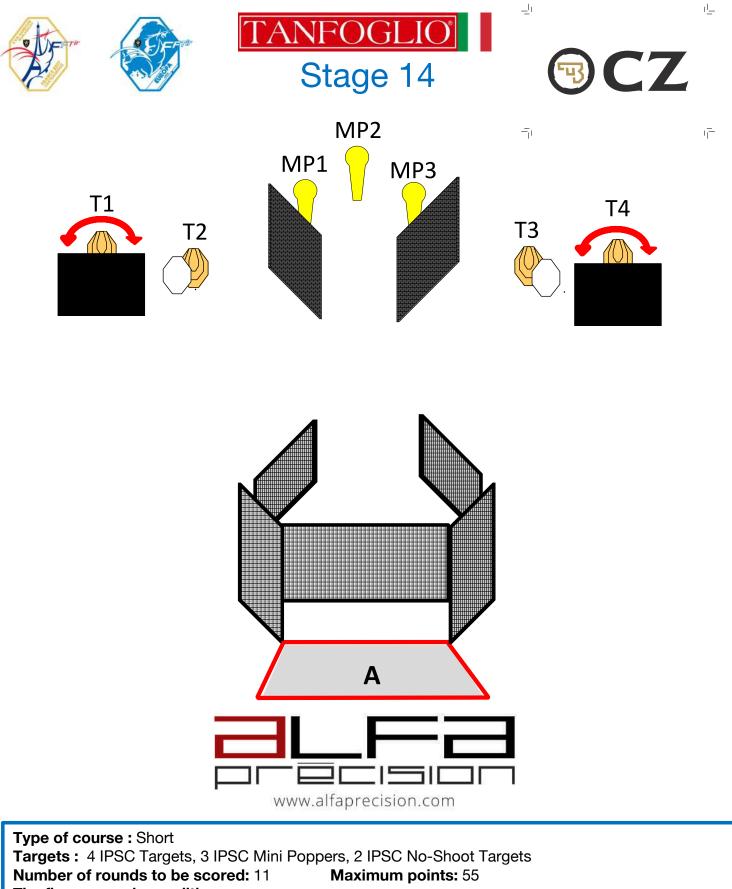
Type of course : Medium Targets : 8 IPSC Targets, 4 IPSC Poppers Number of rounds to be scored: 20 Maximum points: 100 The firearm ready condition: Start position: Anywhere in area A Time starts: At audible signal Procedure: After the start signal engage targets from within the boundaries of the well demarcated shooting area.



Type of course : ShortTargets : 5 IPSC Targets, 1 IPSC Popper, 2 IPSC Non shoot TargetsNumber of rounds to be scored: 11Maximum points: 55The firearm ready condition:Start position: In area A holding the ball under the weak armTime starts: At audible signalProcedure: After the start signal engage targets from within the boundaries of the well demarcatedshooting area. The ball must be carried throughout the COF and deposited in Area B. Touchdown ofthe ball in B activates target T3 which will remain visible at rest.



shooting area.

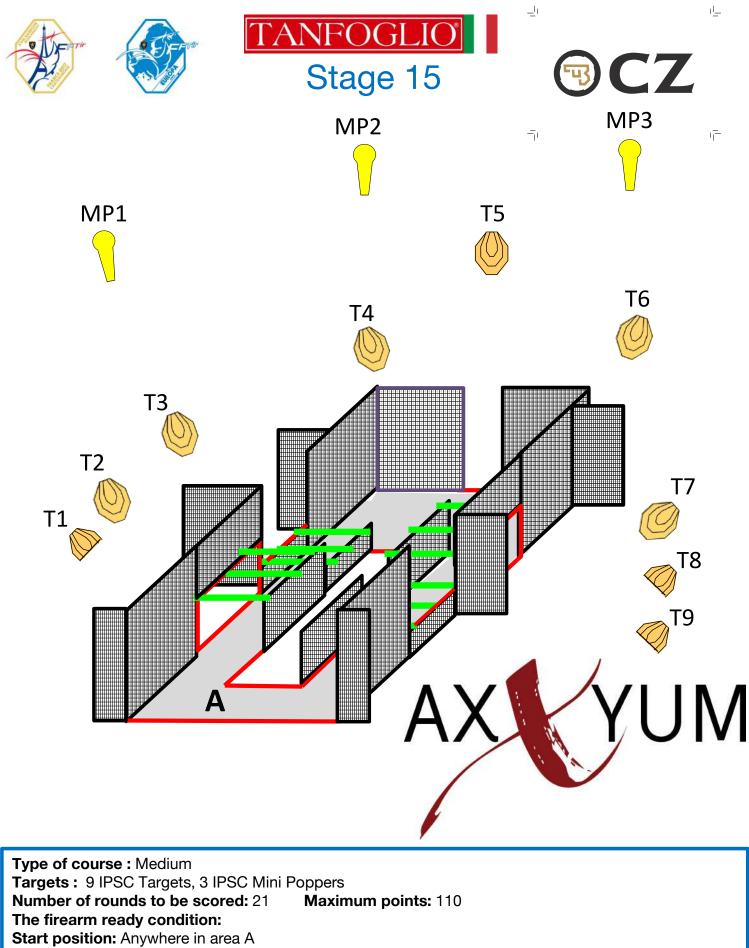


The firearm ready condition:

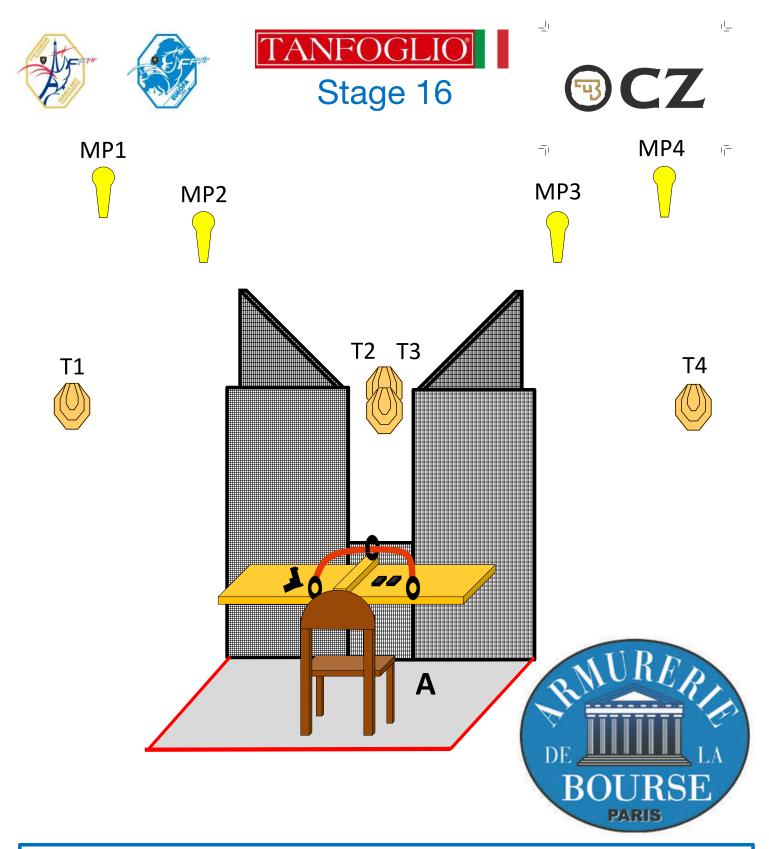
Start position: Anywhere in area A

Time starts: At audible signal

Procedure: After the start signal engage targets from within the boundaries of the well demarcated shooting area. MP1 activates the target T1 - MP3 activates the target T4. Targets T1 and T4 remain visible at rest.



Time starts: At audible signal



Type of course : Short

Targets: 4 IPSC Targets, 4 IPSC Mini Poppers

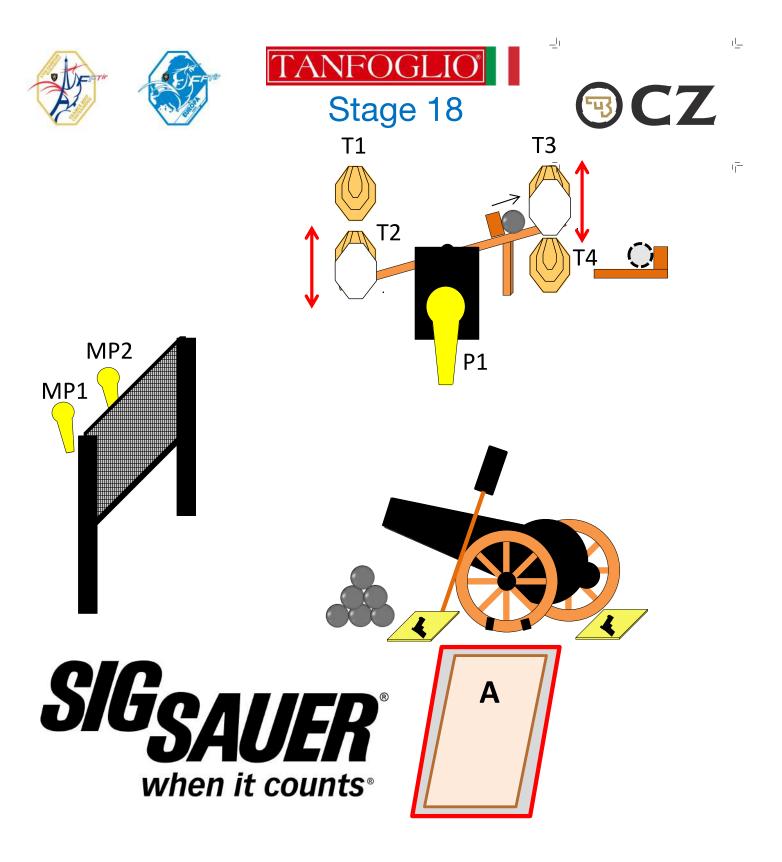
Number of rounds to be scored: 12 Maximum points: 60

The firearm ready condition: Chamber and magwell empty flat on the table with all magazines. **Start position:** Seated in area A both wrist in the knots of the rope, both elbows on the table hands clasped

Time starts: At audible signal



Type of course : LongTargets : 16 IPSC TargetsNumber of rounds to be scored: 32Maximum points: 160The firearm ready condition:Start position: In area A, both heels touching the markTime starts: At audible signalProcedure: After the start signal engage targets from within the boundaries of the well demarcated shooting area.



Type of course : Short

 Targets : 4 IPSC Targets, 1 IPSC Popper, 2 IPSC Mini Poppers, 2 metal No-Shoot IPSC Targets

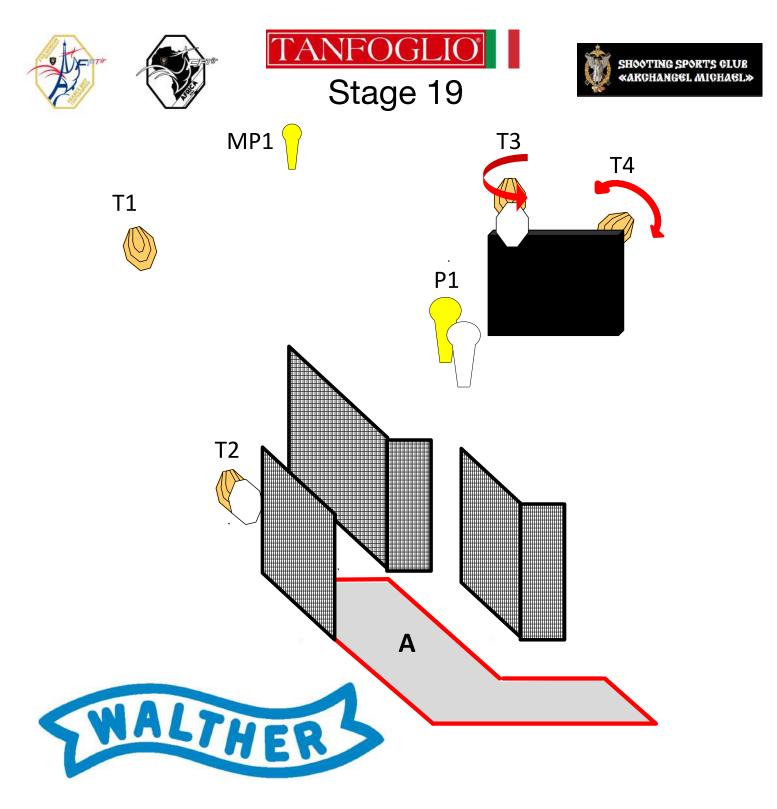
 Number of rounds to be scored:11

 Maximum points: 55

 The firearm ready condition: Chamber and magwell empty flat on one of the designated areas

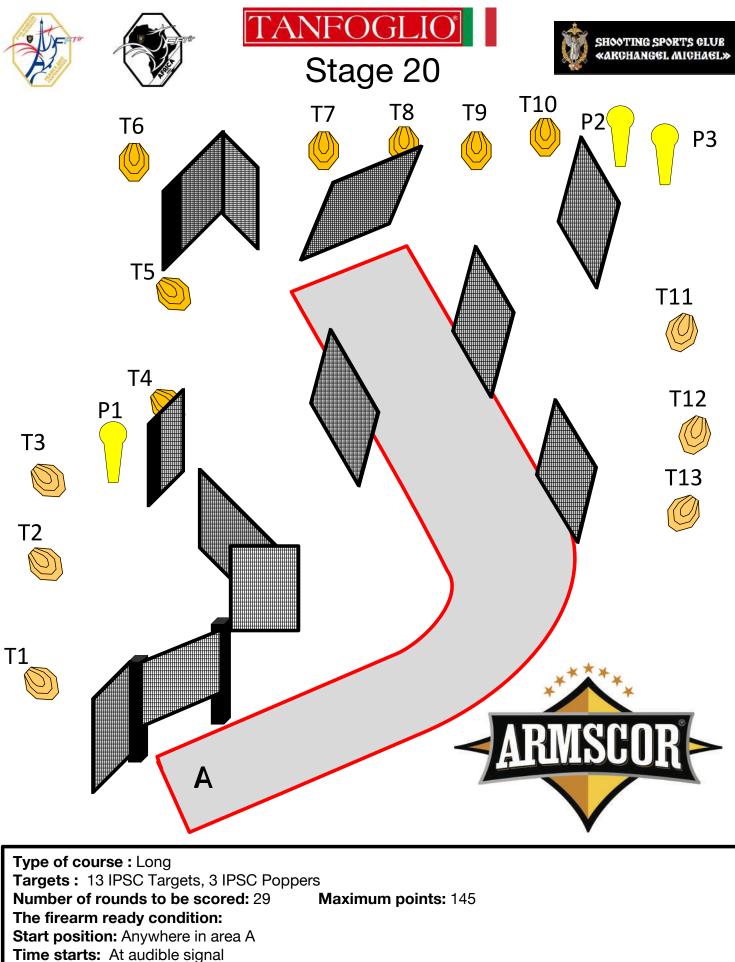
The firearm ready condition: Chamber and magwell empty flat on one of the designated areas **Start position:** Lying in area A facing the blanket both hands holding the wheel of the canon **Time starts:** At audible signal

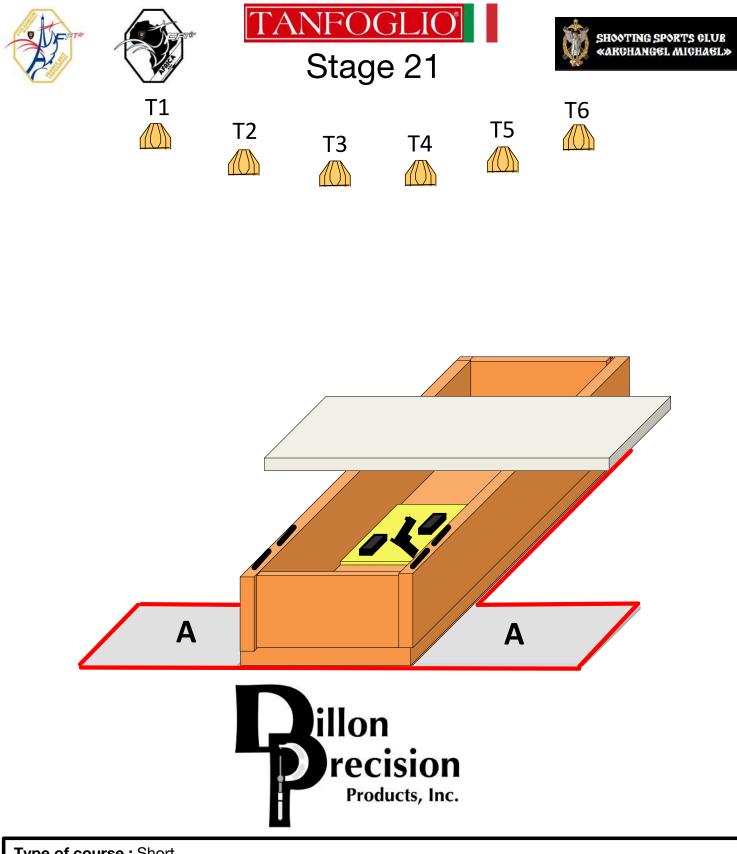
Procedure: After the start signal engage targets from within the boundaries of the well demarcated shooting area. P1 activates the metal No-Shoot IPSC Targets. All IPSC Targets remain visible at rest



BEST PERFCRMANCE

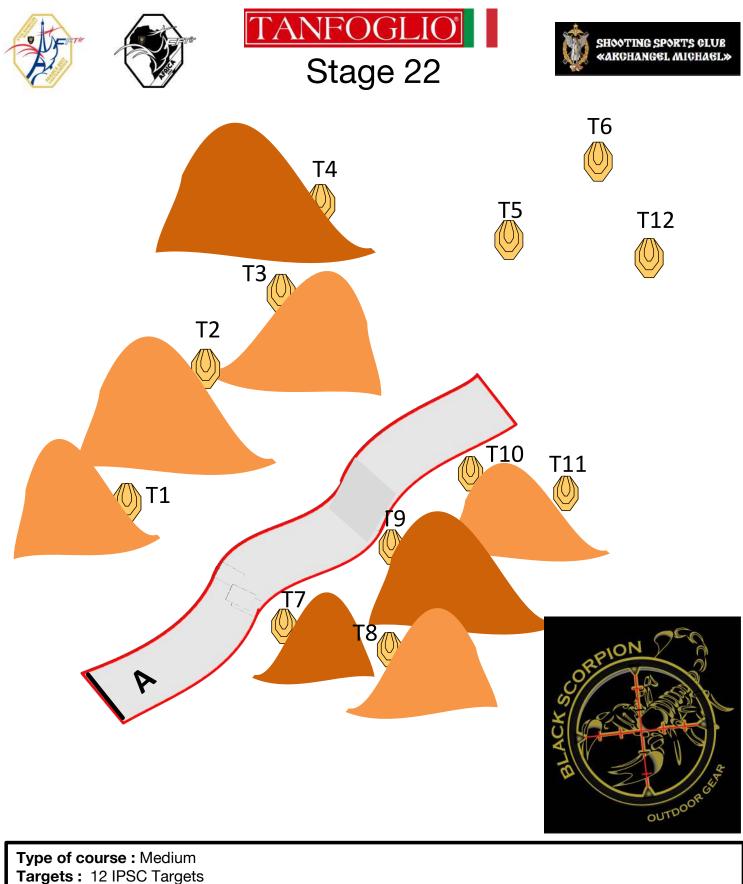
Type of course : Short Targets : 4 IPSC Targets, 1 IPSC Popper, 1 IPSC Mini Popper, 1 IPSC No-Shoot target, 1 Metal No-Shoot IPSC Targets, 1 IPSC No-Shoot popper Number of rounds to be scored: 10 Maximum points: 50 The firearm ready condition: Start position: Anywhere in area A Time starts: At audible signal Procedure: After the start signal engage targets from within the boundaries of the well demarcated shooting area. P1 activates the target T3 and T4. Both targets T3 and T4 remain visible at rest.





Type of course : ShortTargets : 6 IPSC TargetsNumber of rounds to be scored: 6Maximum points: 30The firearm ready condition: Flat in the sarcofagus chamber and magwell empty. All magazines in the sarcofagus as demonstratedStart position: Kneeling in area A both hands on the marksTime starts: At audible signalProcedure: After the start signal engage targets, with a minimum of one shot, « WEAK HAND

ONLY » from within the boundaries of the well demarcated shooting area.



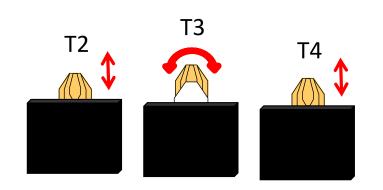
Targets: 12 IPSC Targets
Number of rounds to be scored: 24 Maximum points: 120
The firearm ready condition:
Start position: In area A both heels touching the Fault Line
Time starts: At audible signal
Procedure: After the start signal engage targets from within the boundaries of the well demarcated shooting area.



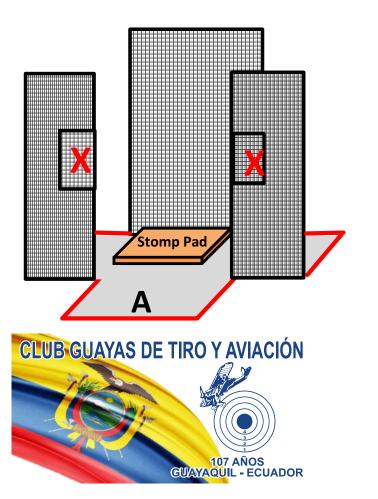




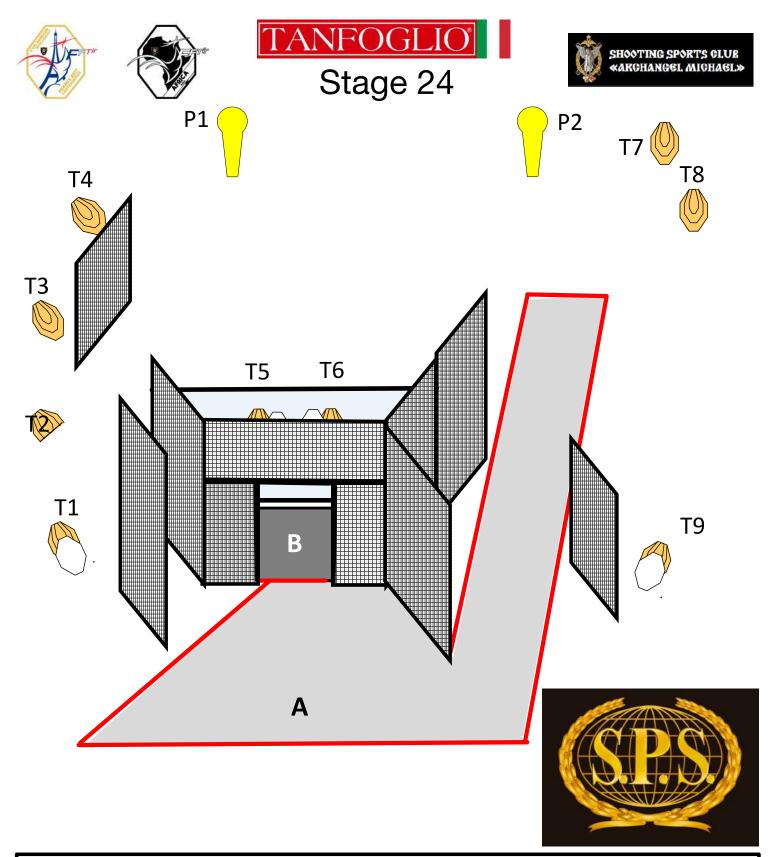
T5



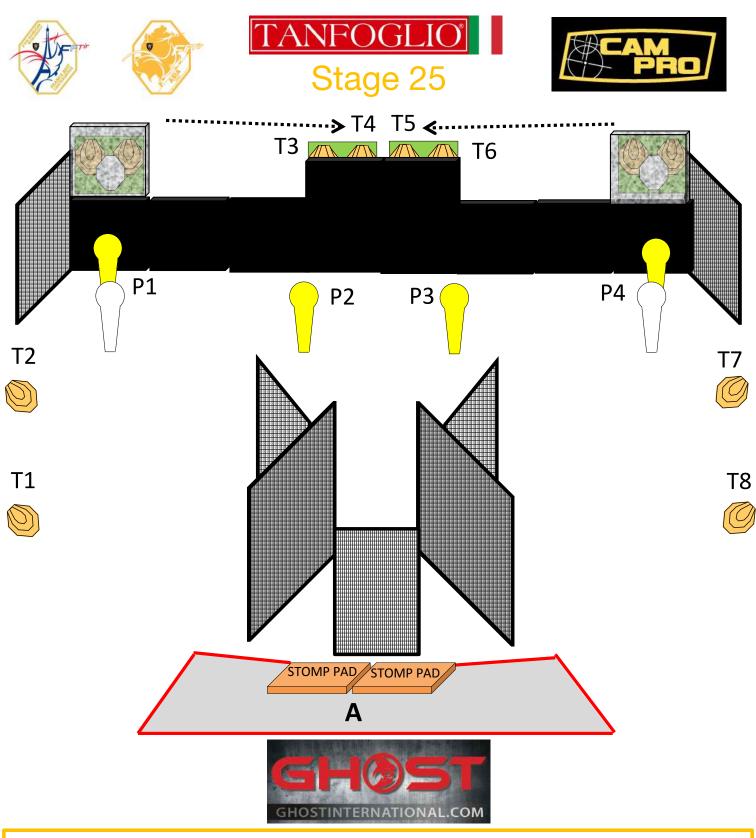




Type of course : ShortTargets : 5 IPSC Targets, 1 IPSC No-Shoot TargetsNumber of rounds to be scored: 10Maximum points: 50The firearm ready condition:Start position: In front of the Stomp Pad in area A both hands touching the Marks (X)Time starts: At audible signalProcedure: After the start signal engage targets from within the boundaries of the well demarcatedshooting area. Walking on the Stomp Pad activates targets T2, T3 and T4 which remain visible at rest.



Type of course : MediumTargets : 9 IPSC Targets, 2 IPSC Poppers, 4 IPSC No-Shoot TargetsNumber of rounds to be scored: 20Maximum points: 100The firearm ready condition:Start position: Anywhere in area ATime starts: At audible signalProcedure: After the start signal engage targets from within the boundaries of the well demarcatedshooting area. Opening the door B makes targets T5 and T6 visible.



Type of course : Medium

Targets : 8 IPSC Targets, 4 IPSC Poppers, 2 IPSC No-Shoot Poppers, 2 IPSC No-Shoot TargetsNumber of rounds to be scored: 20Maximum points: 100The firsterm ready condition:

The firearm ready condition:

Start position: Anywhere in area A

Time starts: At audible signal

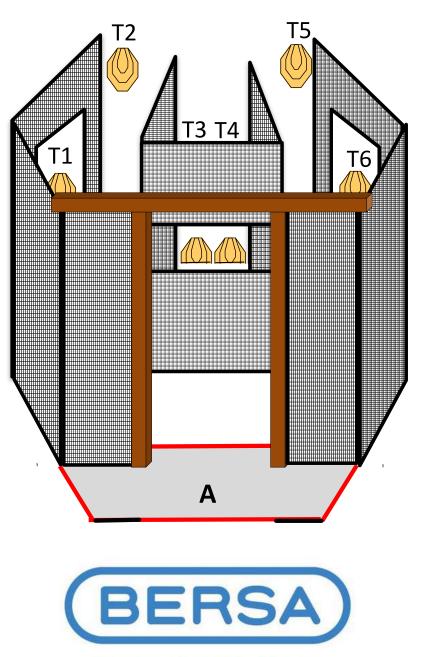
Procedure: After the start signal engage targets from within the boundaries of the well demarcated shooting area. Walking on the Stomp Pads activates the moving targets T3, T4, T5 and T6. All moving targets remain visible at rest.











YOU CAN TRUST

 Type of course : Short

 Targets : 6 IPSC Targets

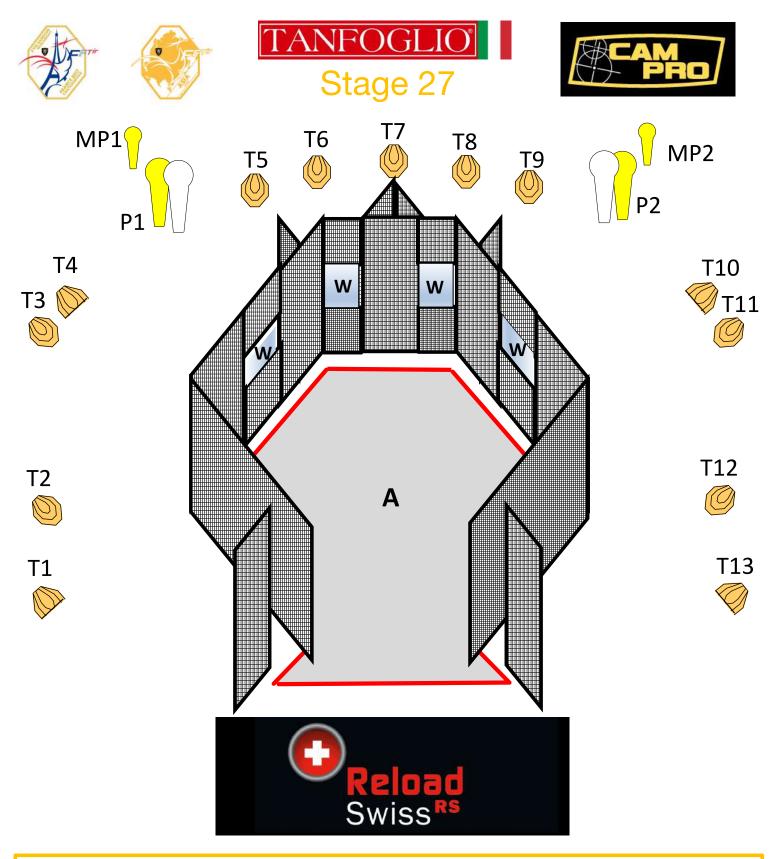
 Number of rounds to be scored: 12
 Maximum points: 60

 The firearm ready condition:

 Start position: In area A both heels touching the Fault Line at either mark

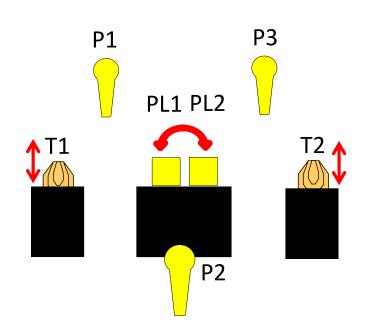
 Time starts: At audible signal

 Procedure: After the start signal engage targets from within the boundaries of the well demarcated shooting area.



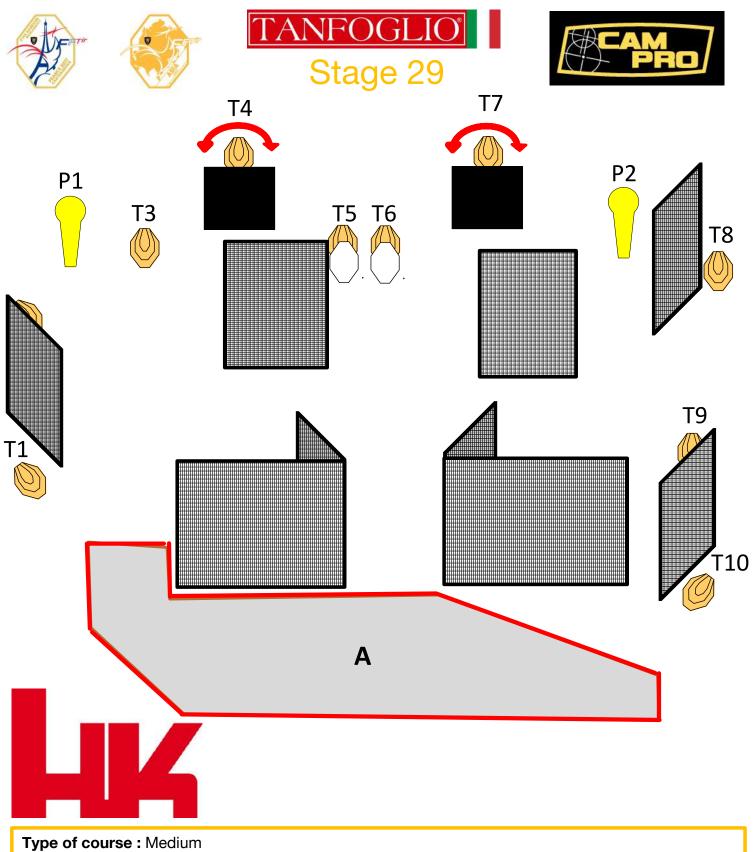
Type of course : LongTargets : 13 IPSC Targets, 2 IPSC Poppers, 2 IPSC Mini Poppers, 2 IPSC No-Shoot PoppersNumber of rounds to be scored: 30Maximum points: 150The firearm ready condition:Start position: Anywhere in area ATime starts: At audible signalProcedure: After the start signal engage targets from within the boundaries of the well demarcated shooting area.







Type of course : Short Targets : 2 IPSC Targets, 2 IPSC Plates, 3 IPSC Poppers Number of rounds to be scored: 9 Maximum points: 45 The firearm ready condition: Holstered, Chamber empty / Magazine inserted Start position: Seated in A Time starts: At audible signal Procedure: After the start signal engage targets from within the boundaries of the well demarcated shooting area. Leaving the seat activates targets T1, T2 and Plates PL1, PL2. All Targets T1, T2 and Plates PL1, PL2 remain visible at rest.



Type of course : Medium Targets : 10 IPSC Targets, 2 IPSC Poppers, 2 IPSC No-Shoot Targets Number of rounds to be scored: 22 Maximum points: 110 The firearm ready condition: Start position: Anywhere in area A Time starts: At audible signal Procedure: : After the start signal engage targets from within the boundaries of the well demarcated shooting area. P1 activates the target T4 - P2 activates the target T7. Targets T4 and T7 remain visible at rest.

