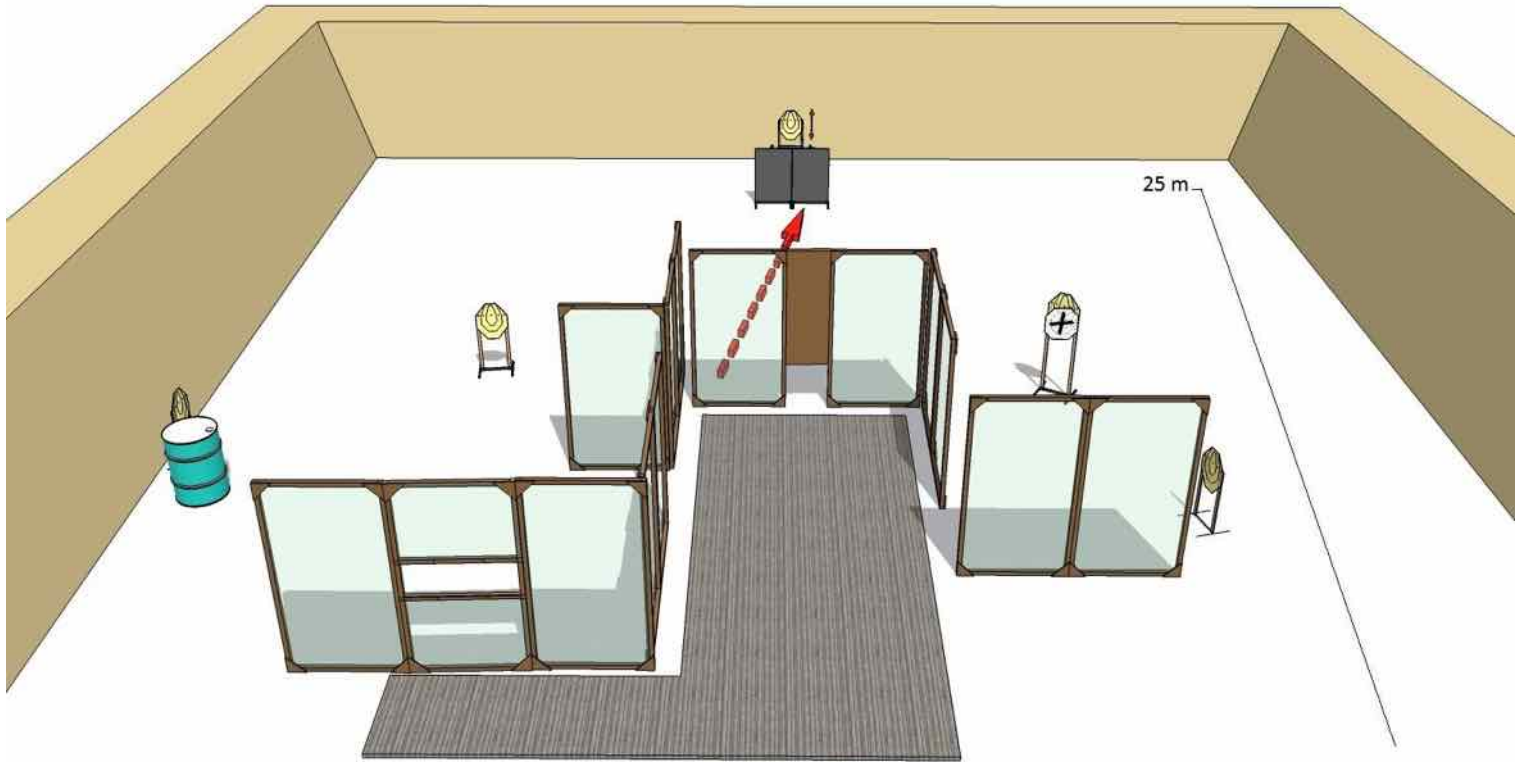


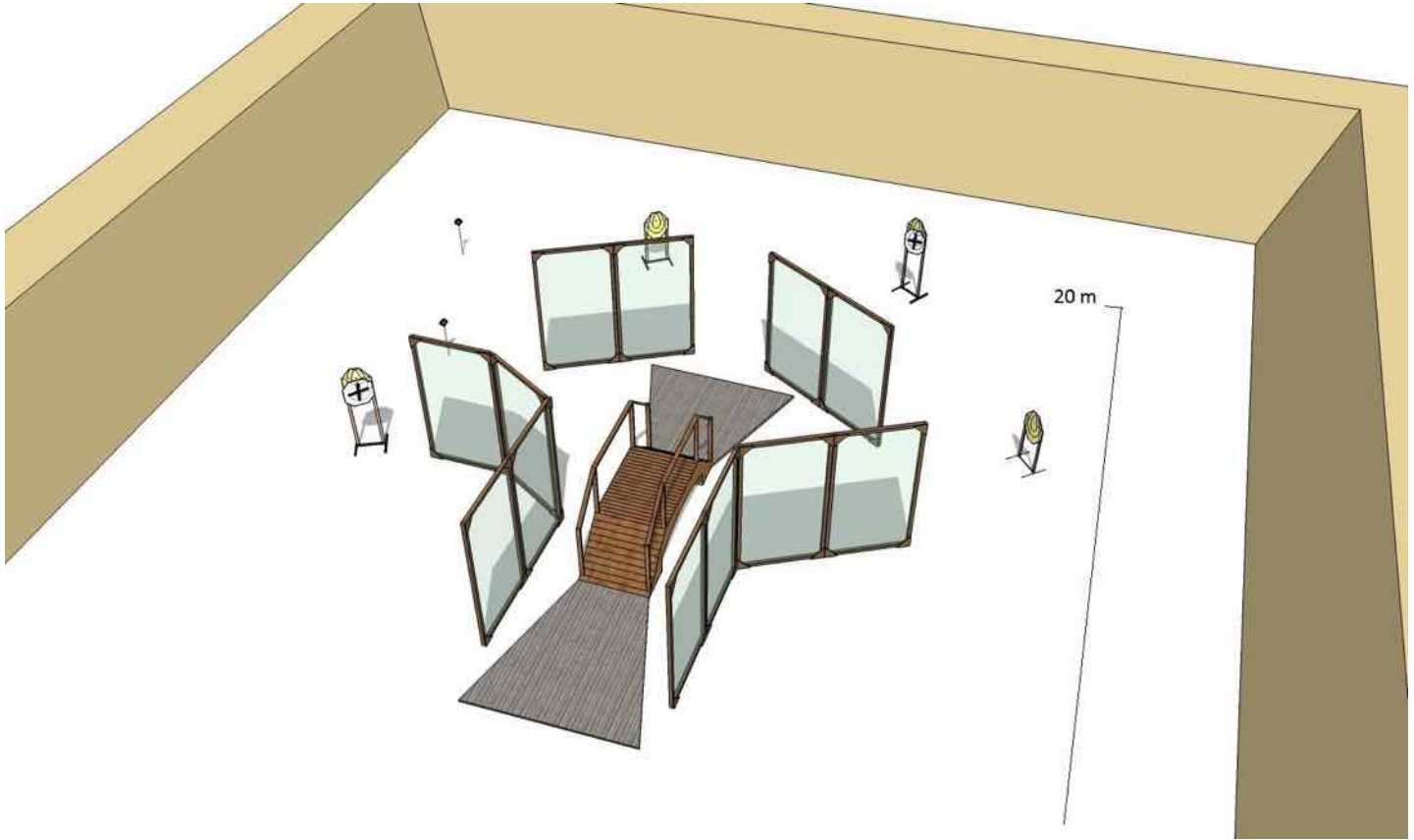
STAGE 1



Type:	Short course of fire
Number of rounds to be scored:	10
Targets:	5 IPSC Mini Targets, some NO-SHOOTS
Possible points:	50
Start position:	Standing erect, with the rifle in the ready condit, anywhere within designated area .
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right and top of the backstop.
Procedure:	After the starting signal, engage targets from within designated area. Pulling the handle activates moving target. All moving targets remains visible at the end of the movement.



STAGE 2



Type:	Short course of fire
Number of rounds to be scored:	10
Targets:	4IPSC Mini Targets, 2 Frangible targets and some NO-SHOOTS
Possible points:	50
Start position:	Standing erect, with the rifle in the ready condition, anywhere within designated area .
Gun condition:	Loaded (Option 1).
Time Starts:	On audible signal
Safety angles:	90 degrees left/right and top of the backstop, if finger is on the trigger.
Procedure:	After the starting signal, engage targets from within designated area.



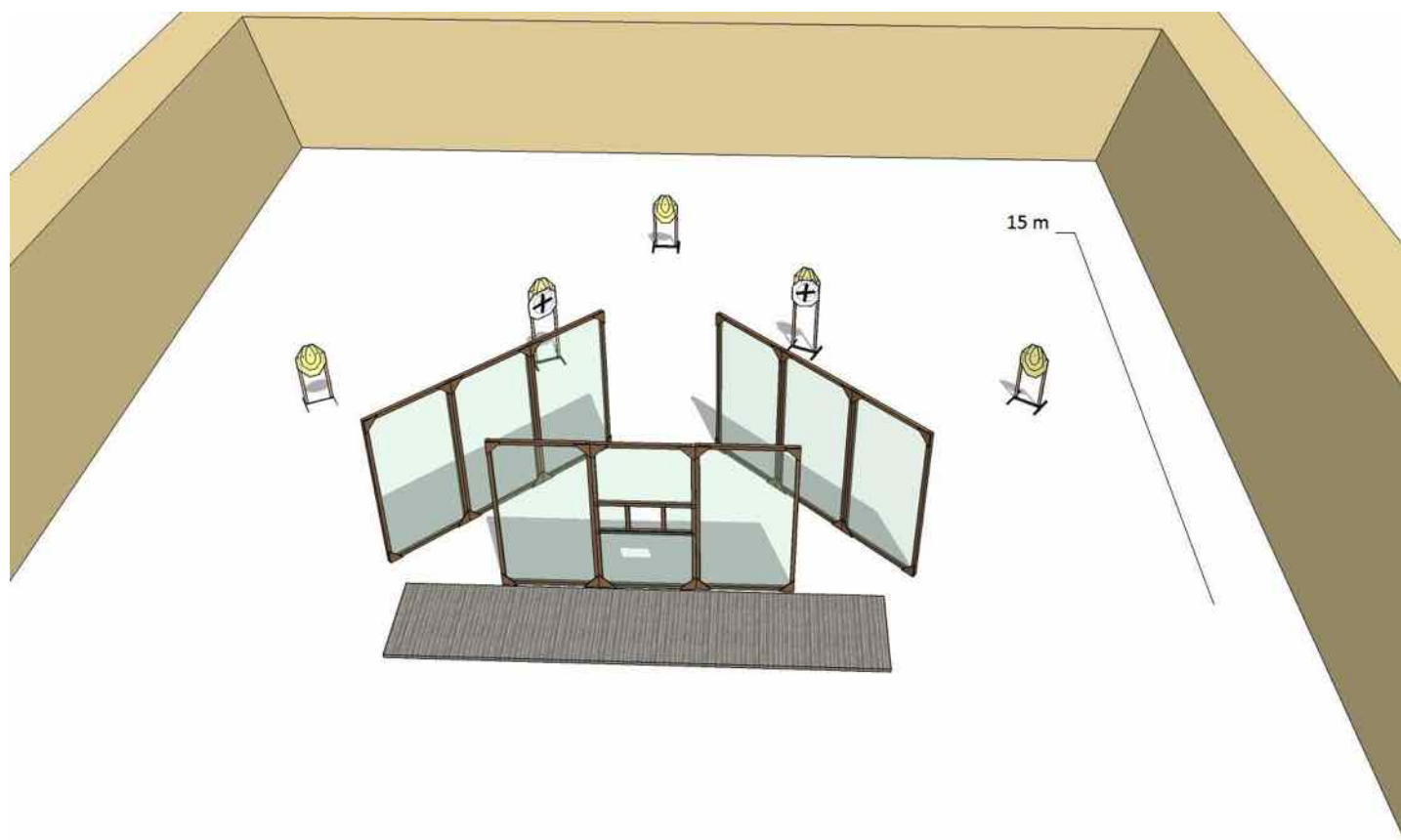
STAGE 3



Type:	Medium course of fire
Number of rounds to be scored:	20
Targets:	10 IPSC Mini Targets and some NO-SHOOTS
Possible points:	100
Start position:	Standing erect, anywhere within designated area
Gun condition:	Loaded (Option 2). Rifle is laying flat on the table, with muzzle pointing to a safe direction.
Time Starts:	On audible signal
Safety angles:	90 degrees left/right. Top of the backstop, if finger is on the trigger.
Procedure:	After the starting signal, engage targets from within designated area. Opening the door activates moving target. All moving targets remains visible at the end of the movement.



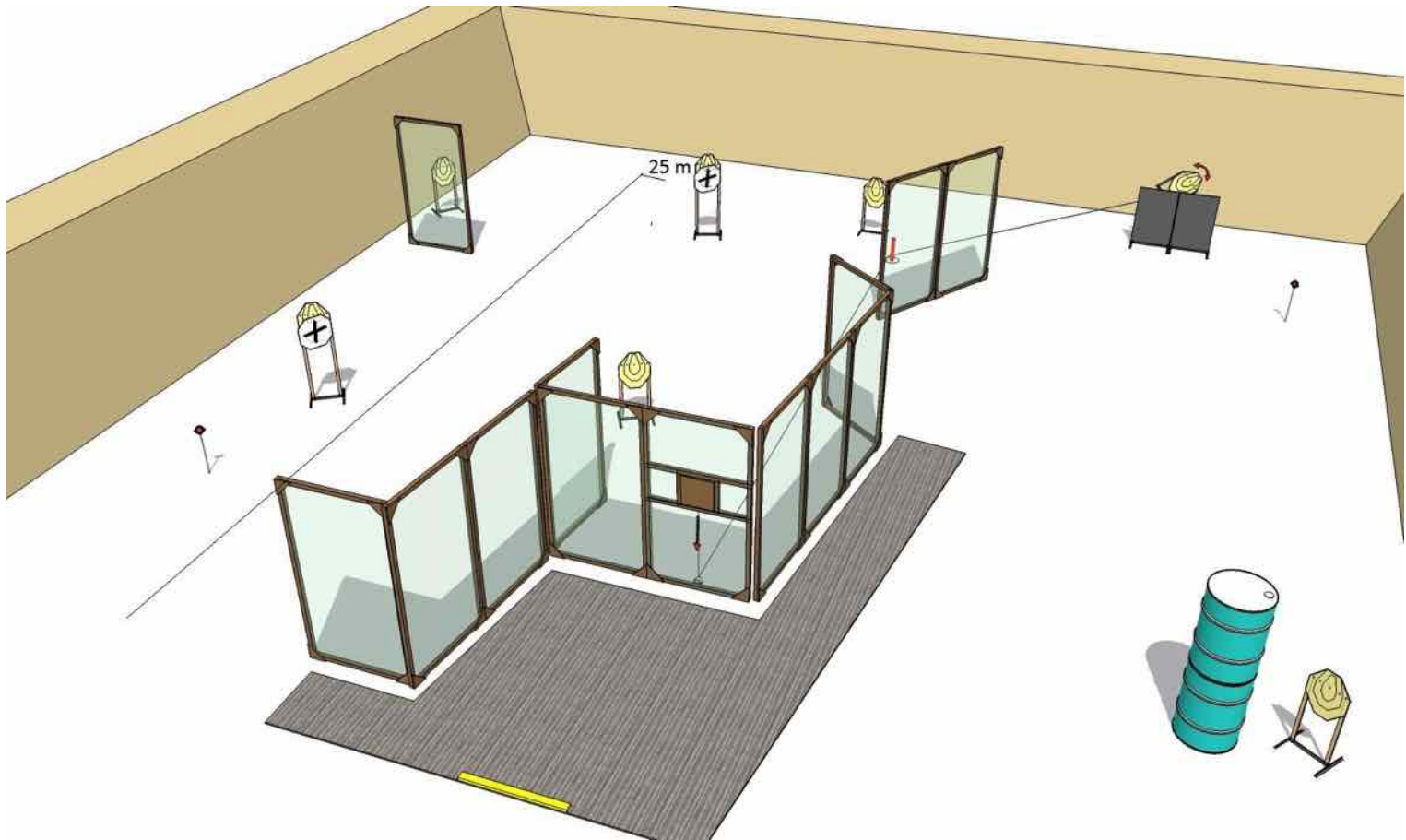
STAGE 4



Type:	Short course of fire
Number of rounds to be scored:	10
Targets:	5 IPSC Mini Targets and some NO-SHOOTS
Possible points:	50
Start position:	Standing erect, with the rifle in the ready condition anywhere within designated area
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right and top of the backstop.
Procedure:	After the starting signal, engage targets from within designated area.



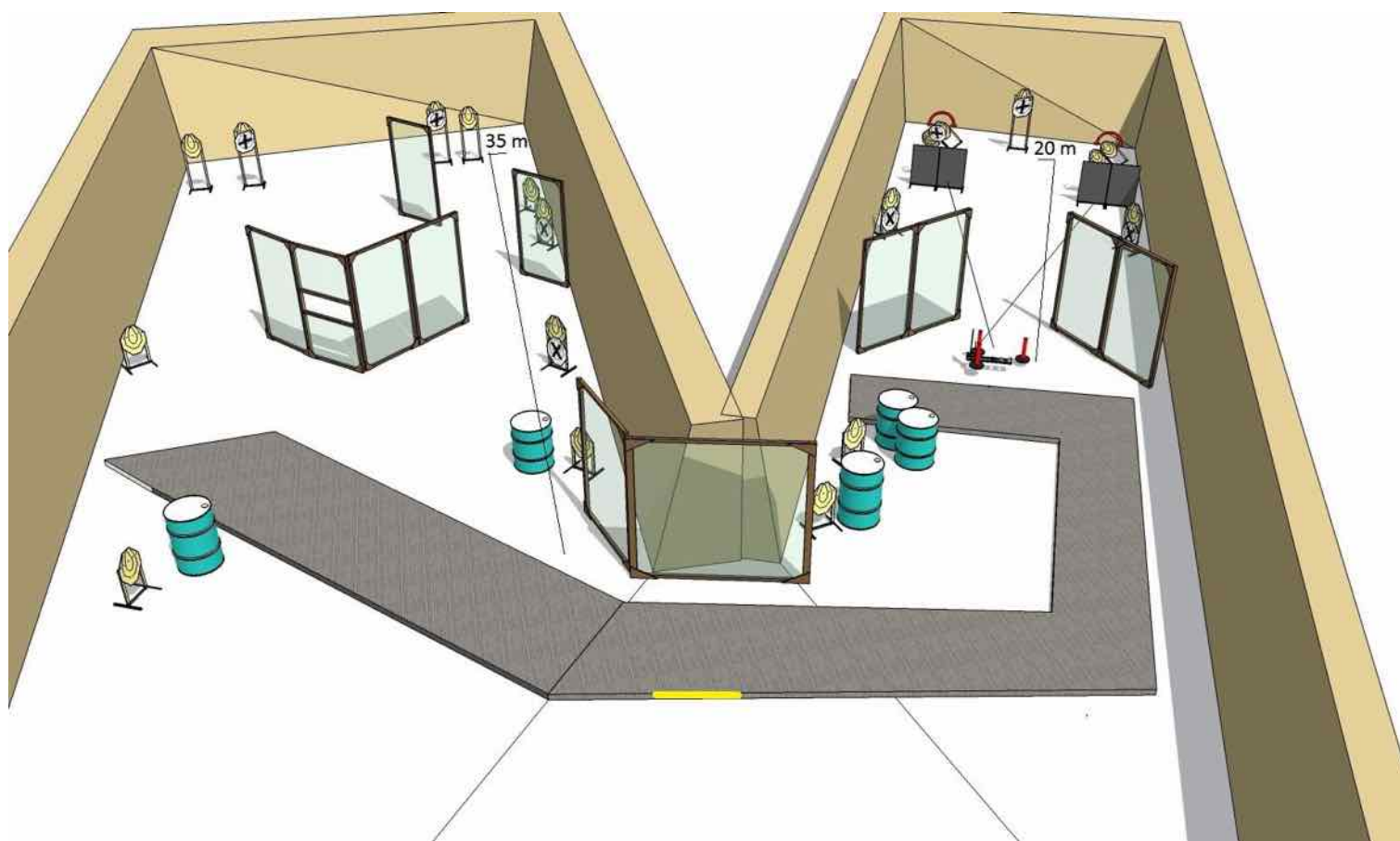
STAGE 5



Type:	Medium course of fire
Number of rounds to be scored:	16
Targets:	7 IPSC Mini Targets, 2 Frangible targets, some NO-SHOOTS
Possible points:	80
Start position:	Standing erect, with the rifle in the ready condition, one foot is touching the yellow line.
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right. Top of the backstop, if finger is on the trigger.
Procedure:	After the starting signal, engage targets from within designated area. Pulling the handle activates moving target, which remains visible at the end of the movement.



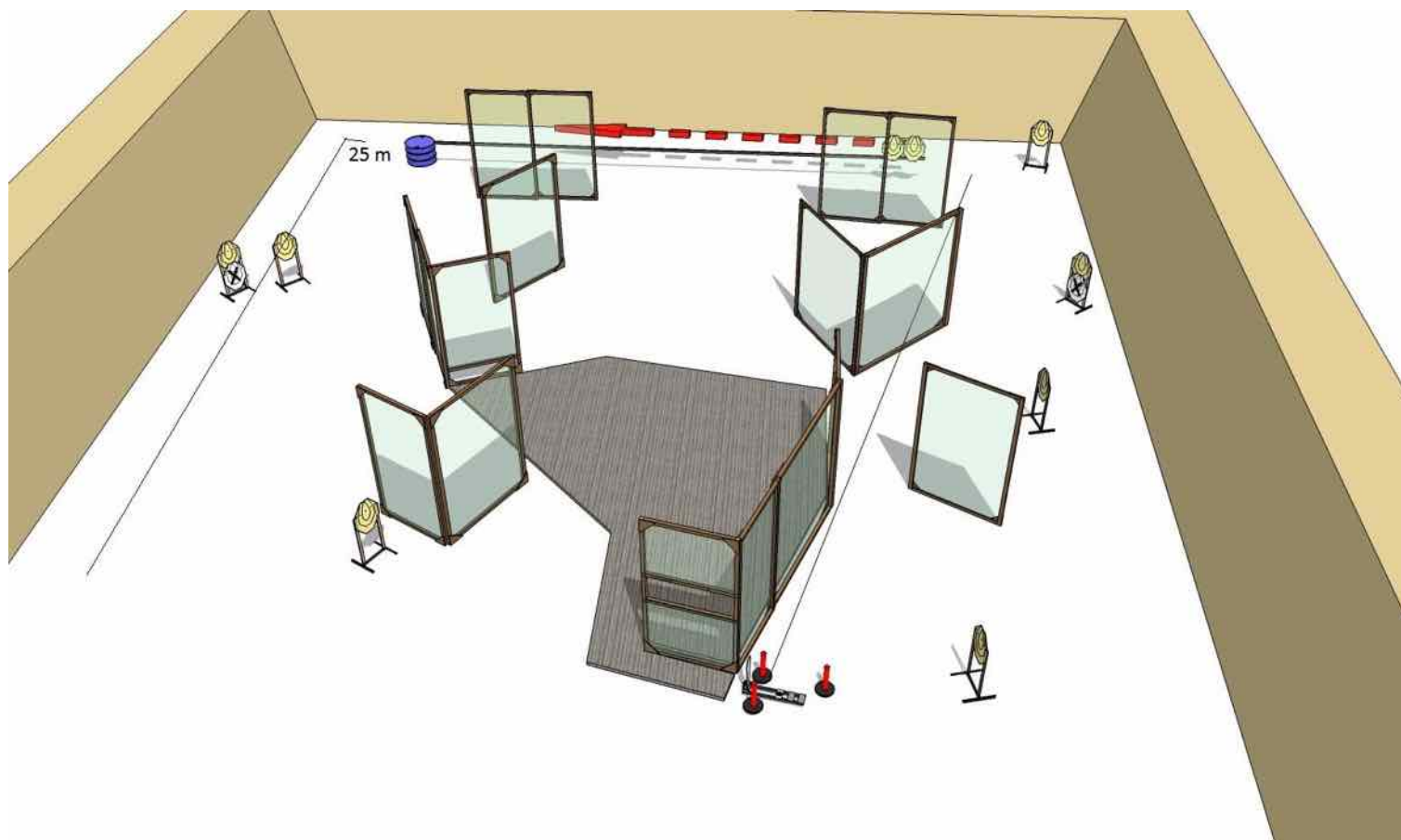
STAGE 6



Type:	Long course of fire
Number of rounds to be scored:	38
Targets:	19 IPSC Mini Targets, and some NO-SHOOTS
Possible points:	190
Start position:	Standing erect, with the rifle in the ready condition, one heel is touching yellow line.
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right . Top of the backstop, if finger is on the trigger.
Procedure:	After the starting signal, engage targets from within designated area. Touching metal activator activates moving targets. All moving targets remains visible at the end of the movement.



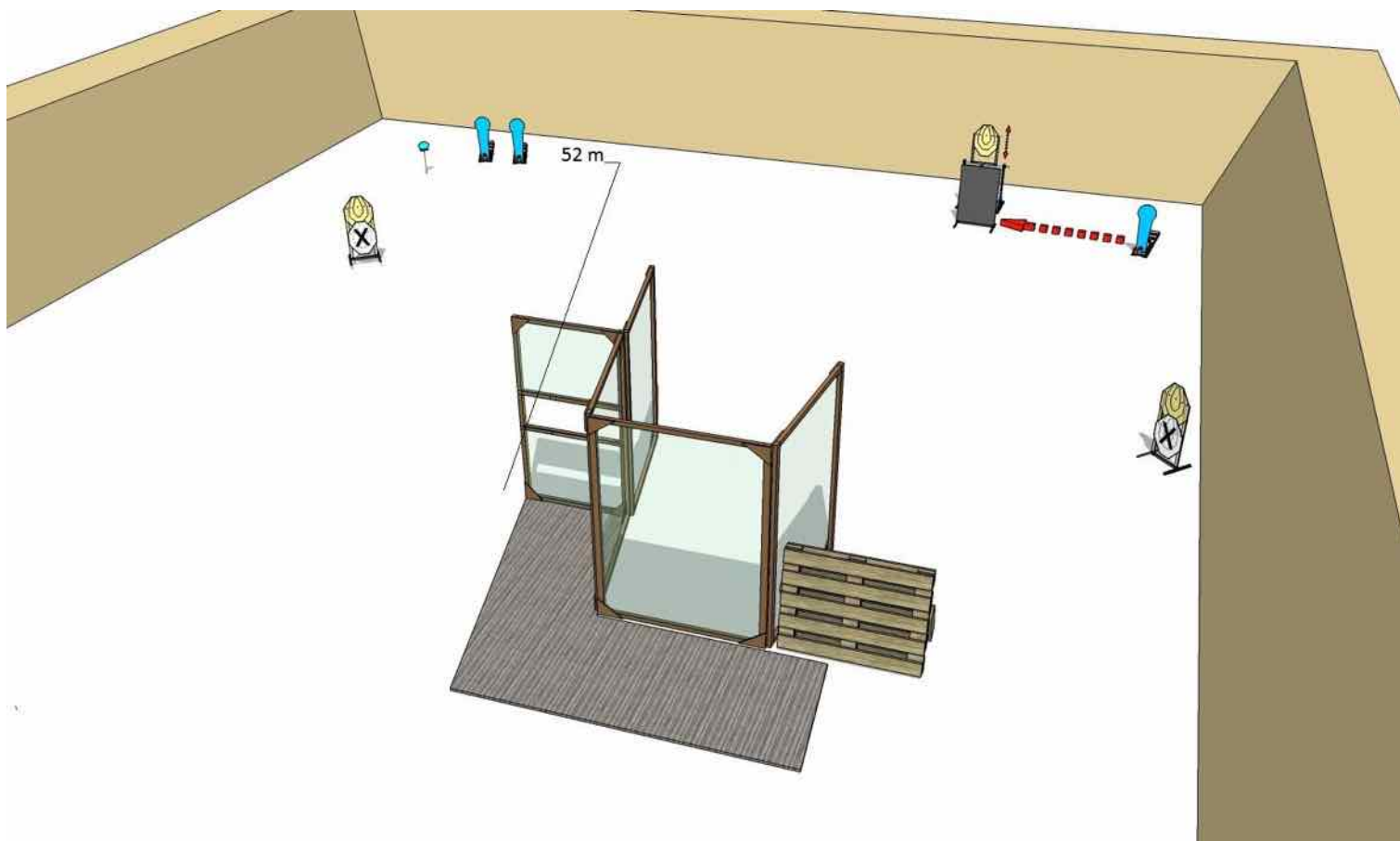
STAGE 7



Type:	Medium course of fire
Number of rounds to be scored:	18
Targets:	9 IPSC Mini Targets and some NO-SHOOTS
Possible points:	90
Start position:	Standing erect, with the rifle in the ready condition, anywhere within designated area
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right. Top of the backstop, if finger is on the trigger.
Procedure:	After the starting signal, engage targets from within designated area. Touching metal activator activates moving targets, which remains visible at the end of the movement.



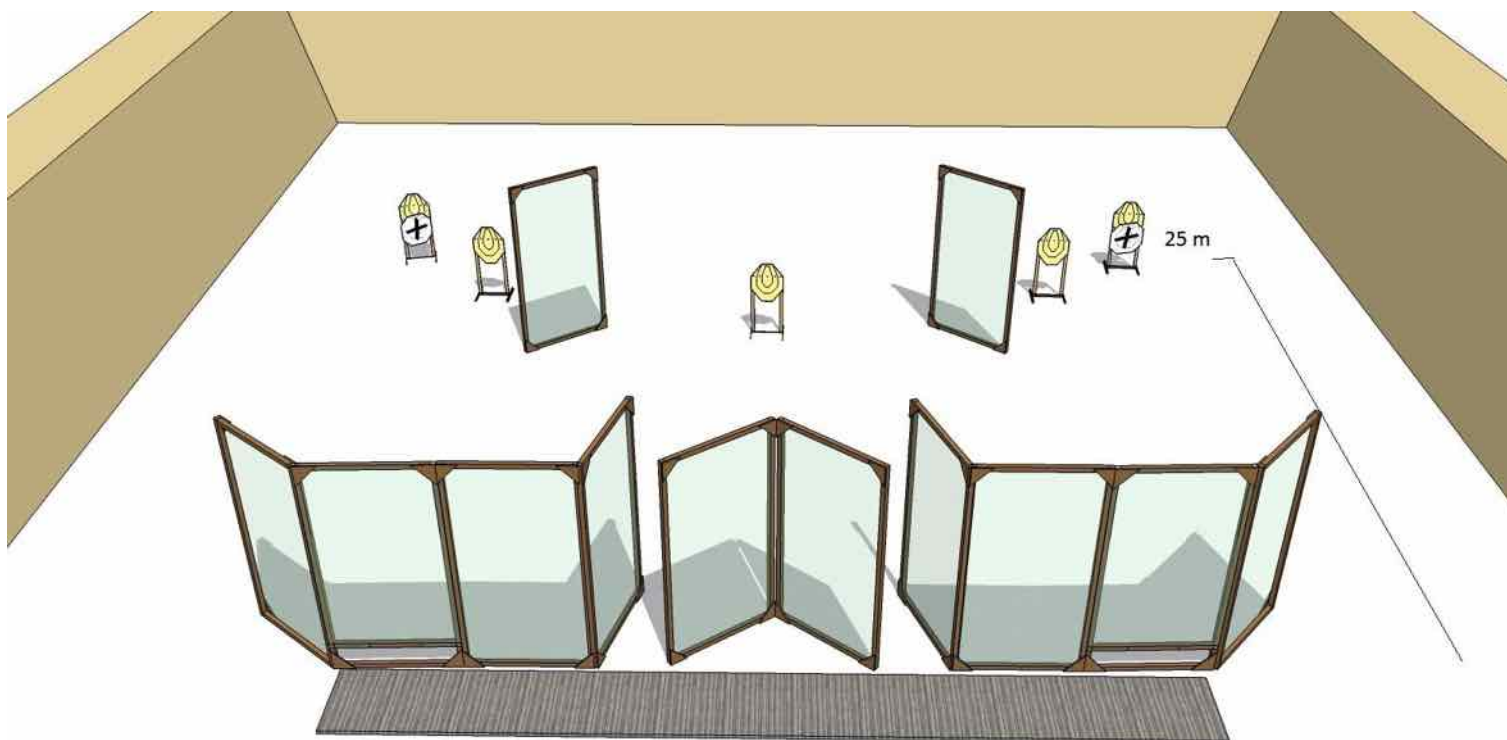
STAGE 8



Type:	Short course of fire
Number of rounds to be scored:	10
Targets:	3 IPSC Targets, 3 IPSC Popper, 1 IPSC metal plates, some NO-SHOOTS
Possible points:	50
Start position:	Standing erect, with the rifle in the ready condition anywhere within designated area
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right. Top of the backstop, if finger is on the trigger.
Procedure:	After the starting signal, engage targets from within designated area. Popper P1 activates moving target, which remains visible at the end of the movement.



STAGE 9



Type:	Short course of fire
Number of rounds to be scored:	10
Targets:	5 IPSC Mini Targets and some NO-SHOOTS
Possible points:	50
Start position:	Standing erect, with the rifle in the ready condition, anywhere within designated area
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right and top of the backstop.
Procedure:	After the starting signal, engage targets from within designated area.



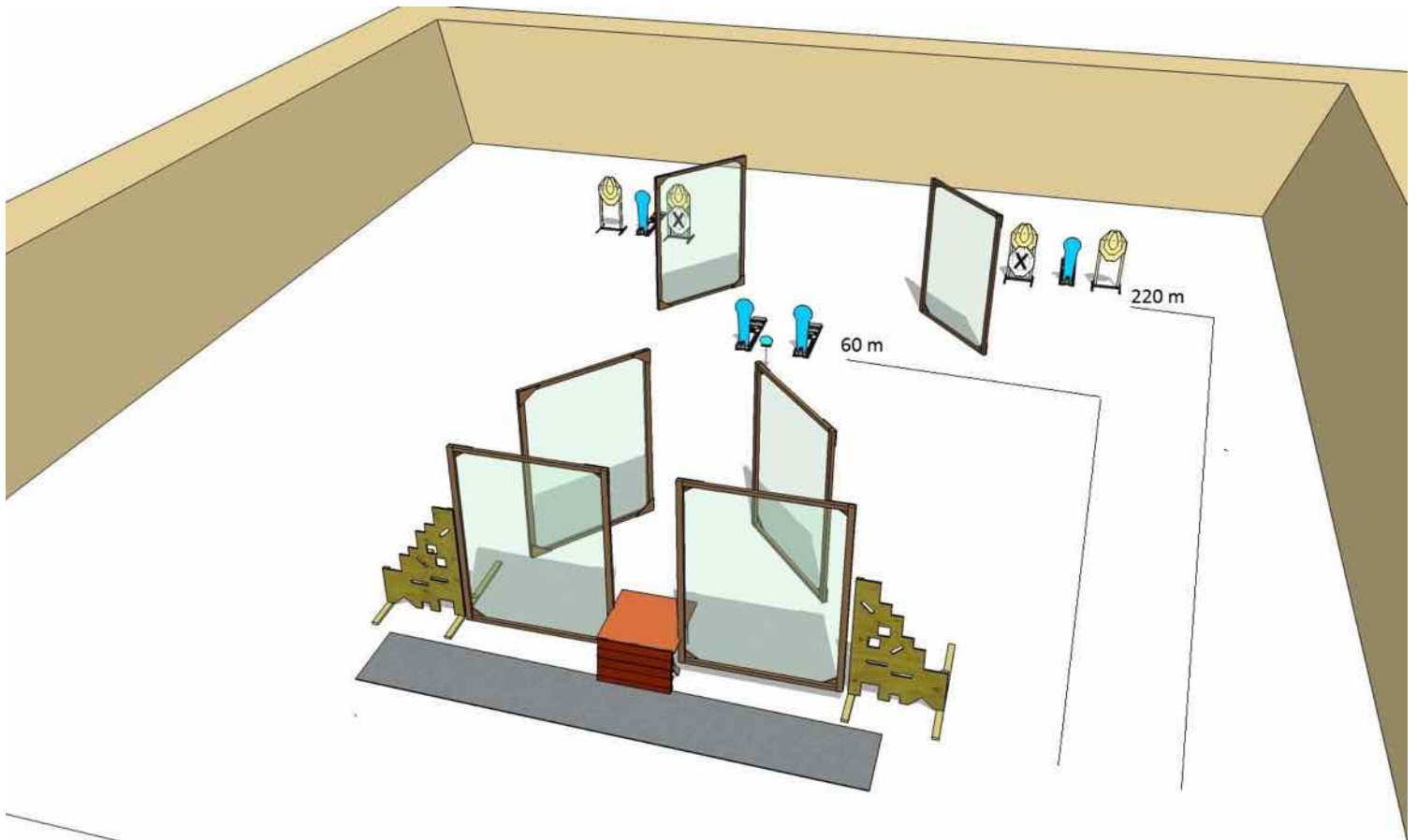
STAGE 10



Type:	Medium course of fire
Number of rounds to be scored:	16
Targets:	16 IPSC Mini Targets and some NO-SHOOTS
Possible points:	80
Start position:	Standing erect, with the rifle in the ready condition, anywhere within the designated area.
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right and top of the backstop..
Procedure:	After the starting signal, engage targets from within designated area with at least one shot per target.



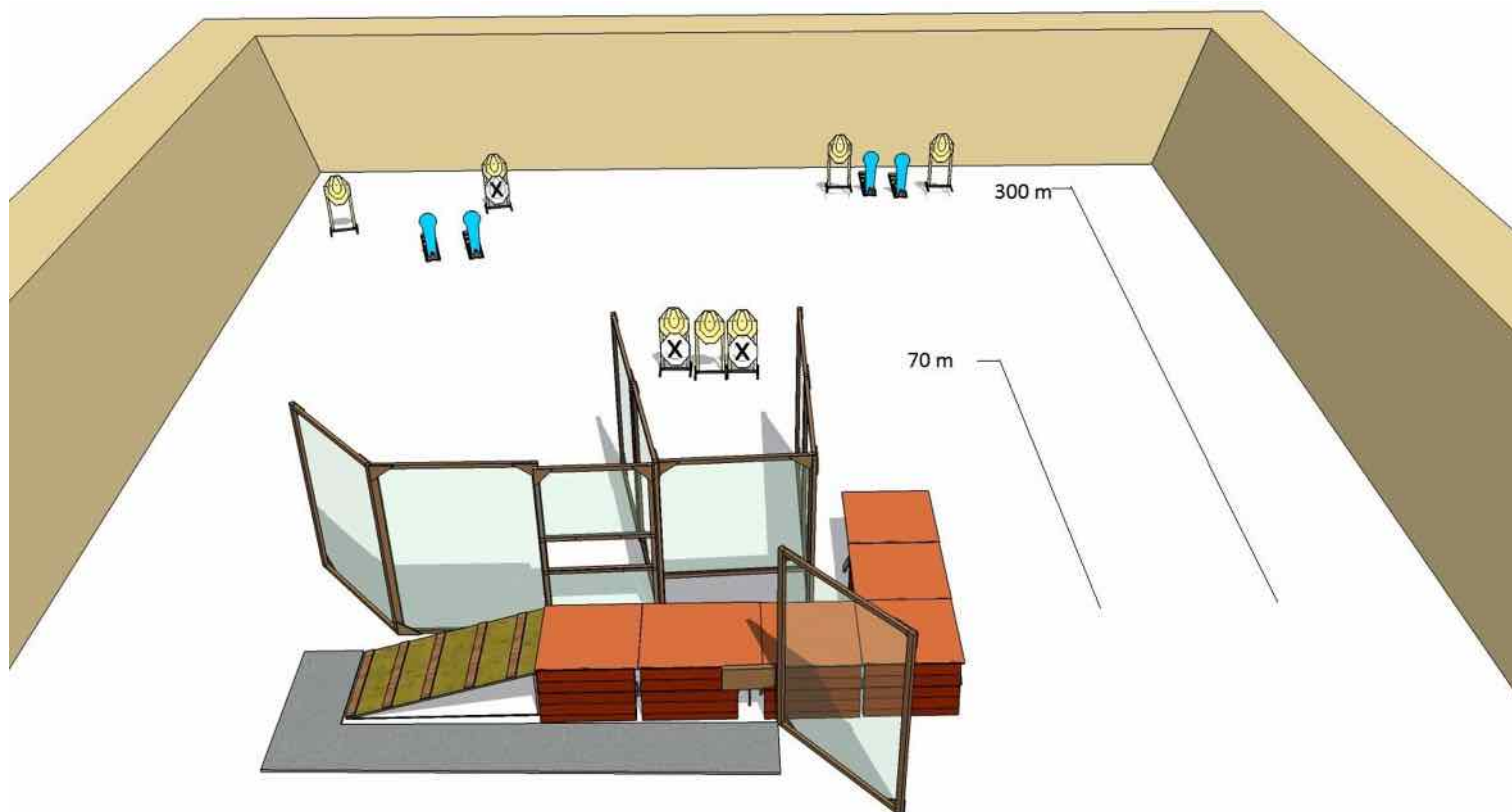
STAGE 11



Type:	Medium course of fire
Number of rounds to be scored:	13
Targets:	4 IPSC Targets, 4 IPSC Mini Poppers, 1 IPSC Metal plate, some NO-SHOOTS
Possible points:	65
Start position:	Standing erect, with the rifle in the ready condition anywhere within the designated area.
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right and top of the backstop.
Procedure:	After the starting signal, engage targets from within designated area



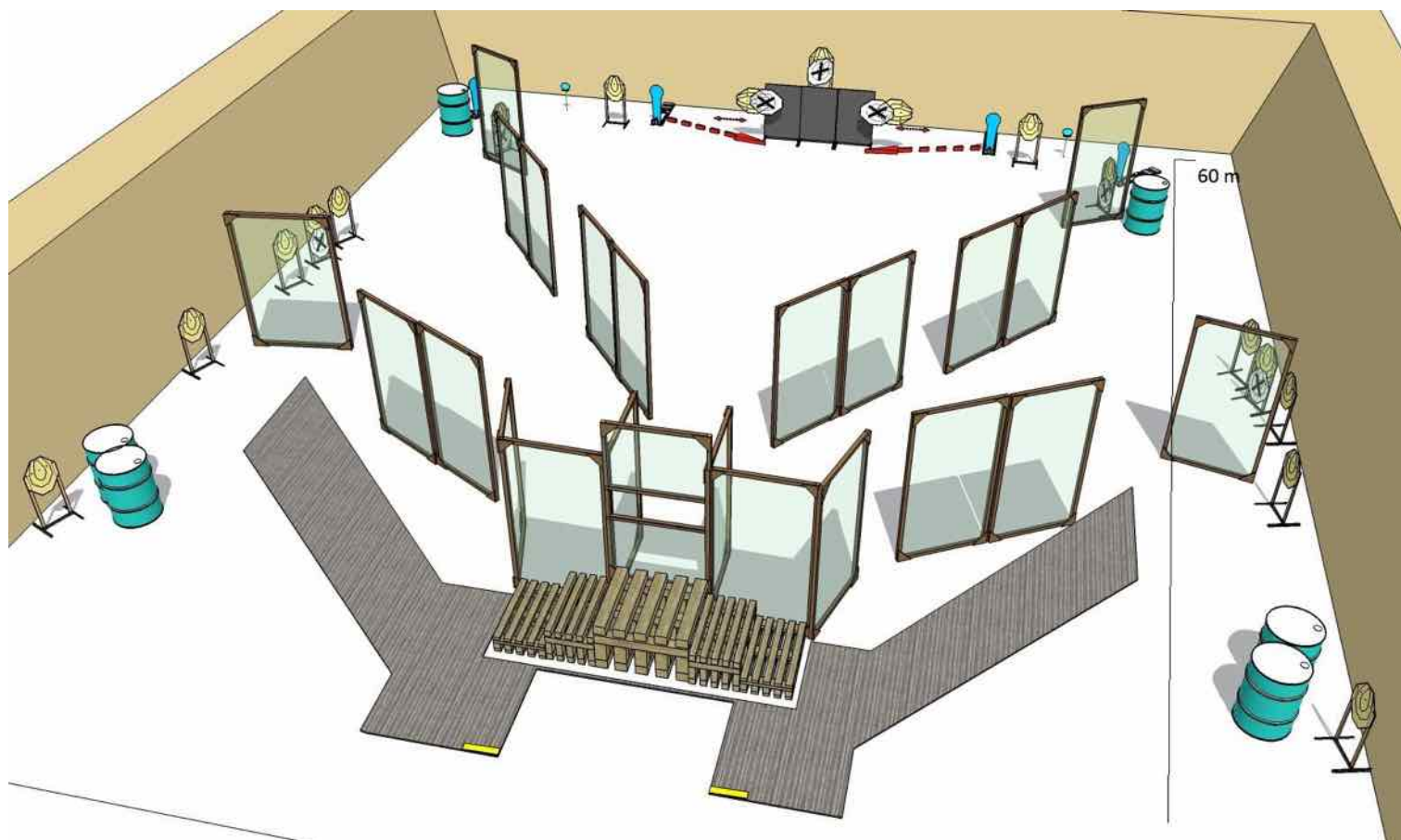
STAGE 12



Type:	Medium course of fire
Number of rounds to be scored:	18
Targets:	7 IPSC Targets, 4 IPSC Poppers and some NO-SHOOTS
Possible points:	90
Start position:	Standing erect, with the rifle in the ready condition anywhere within the designated area.
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right and top of the backstop
Procedure:	After the starting signal, engage targets from within designated area.



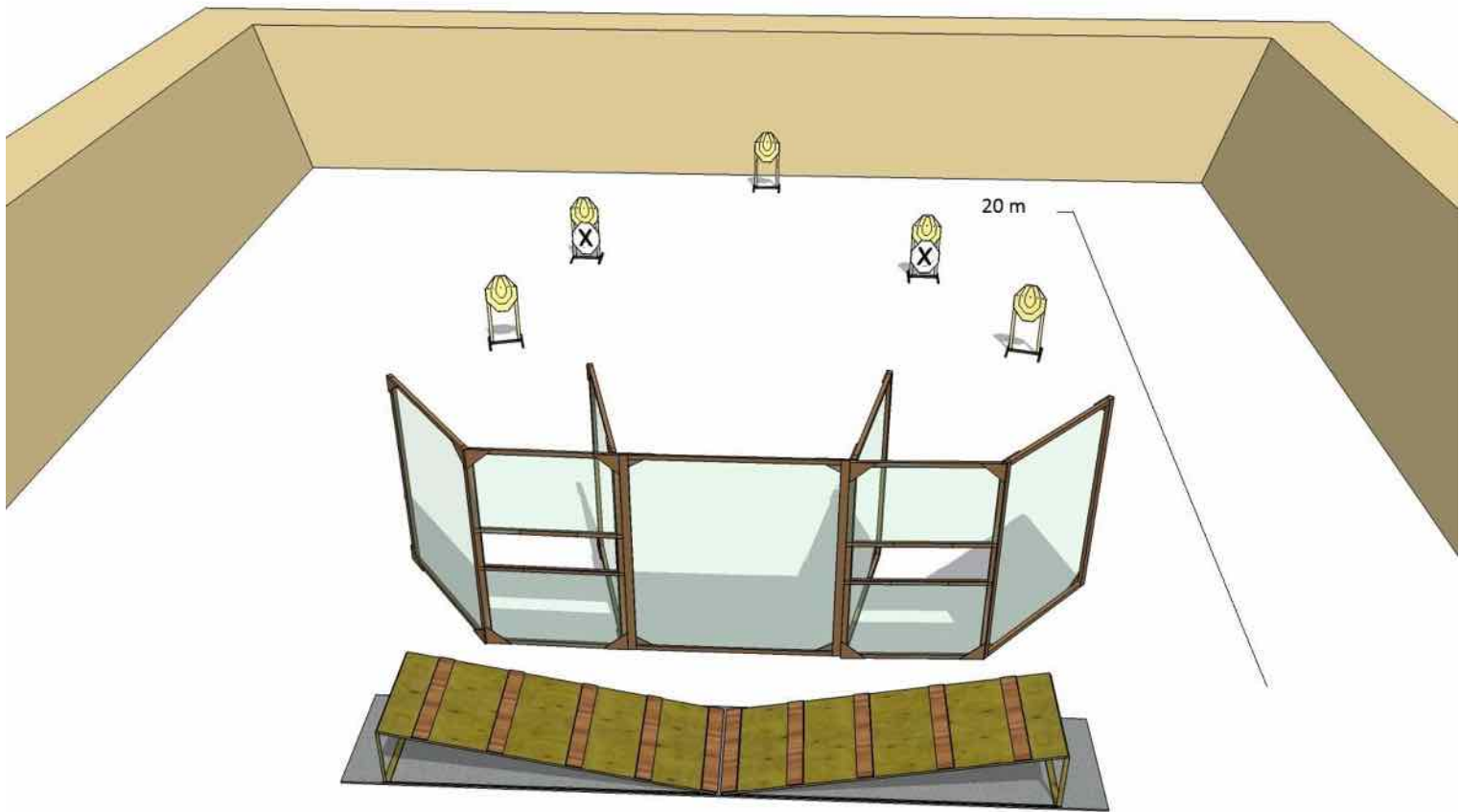
STAGE 13



Type:	Long course of fire
Number of rounds to be scored:	40
Targets:	17 IPSC Targets, 4 IPSC Mini Poppers, 2 IPSC metal plates, and some NO-SHOOTS
Possible points:	200
Start position:	Standing erect, with the rifle in the ready condition, one heel is touching yellow line.
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right and top of the backstop
Procedure:	After the starting signal, engage targets from within designated area. Popper P1 or P2 activates moving targets. All moving targets remains visible at the end of the movement



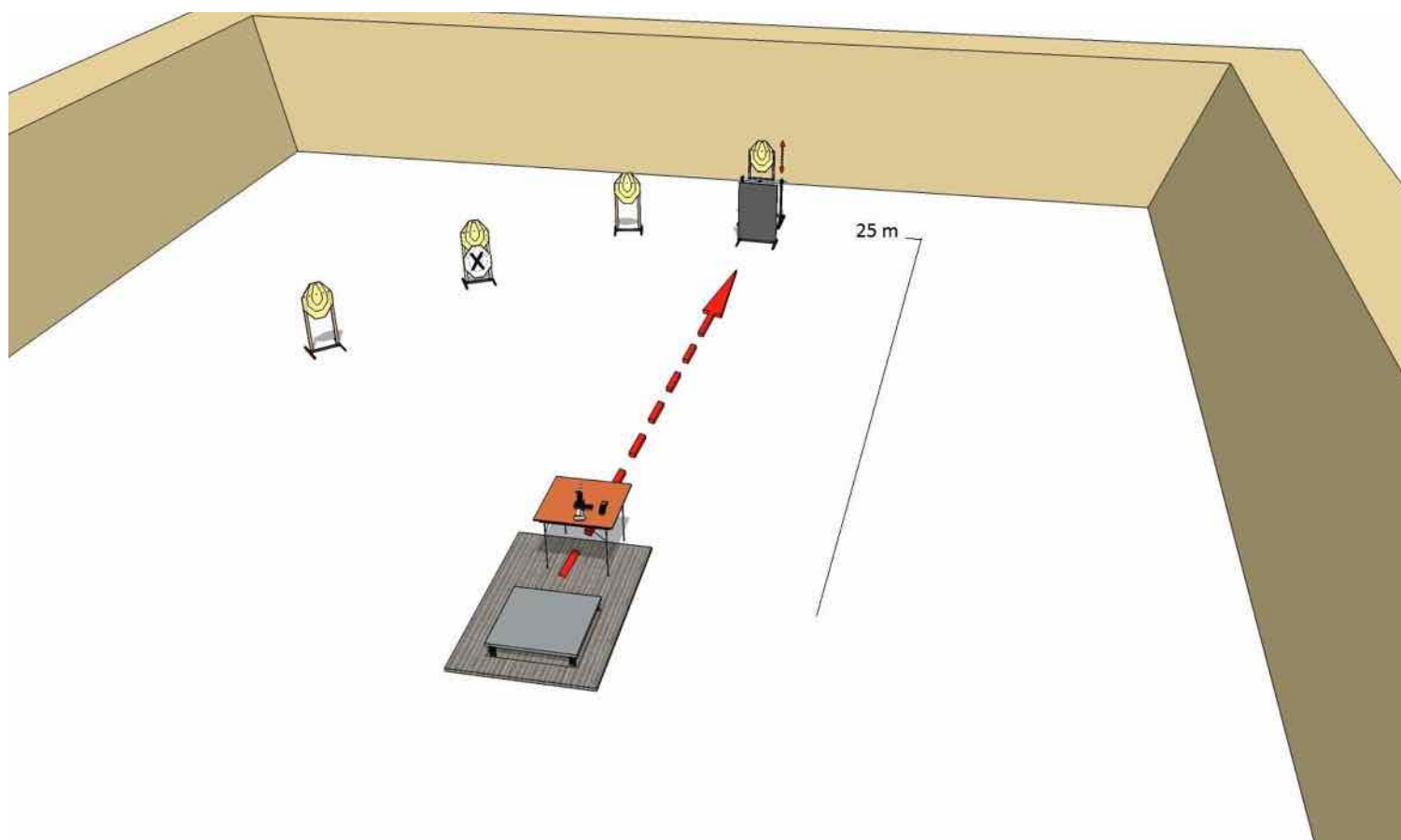
STAGE 14



Type:	Short course of fire
Number of rounds to be scored:	10
Targets:	5 IPSC Mini Targets, and some NO-SHOOTS
Possible points:	50
Start position:	Standing erect, with the rifle in the ready condition anywhere within the designated area.
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right and top of the backstop.
Procedure:	After the starting signal, engage targets from within designated area



STAGE 15



Type:	Short course of fire
Number of rounds to be scored:	8
Targets:	4 IPSC Mini Targets and some NO-SHOOTS
Possible points:	40
Start position:	Standing erect, facing downrange, with both feet on the platform.
Gun condition:	Loaded (Option 2)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right and top of the backstop.
Procedure:	After the starting signal, engage targets from within designated area. Descending from the platform will activate moving target, which remains visible at the end of the movement.

