

AREA 01 - STAGE 01

**TARGETS: 12 IPSC TARGETS** 

MINIMUM NUMBER OF ROUNDS: 24

FIREARM READY CONDITION: OPTION 1 - LOADED

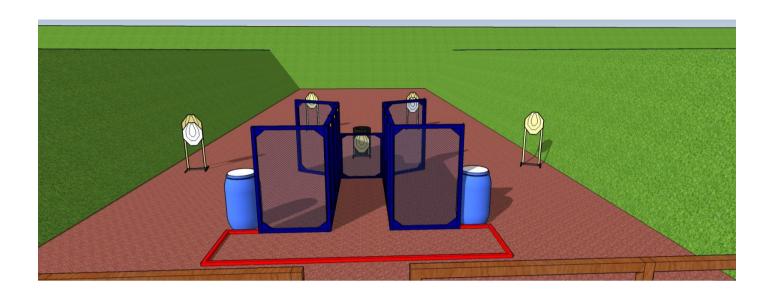
START POSITION: COMPETITOR STANDING ERECT, INSIDE THE AREA, WITH THE FIREARM IN THE READY CONDITION, HELD IN BOTH HANDS, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD.

TIME STARTS: AUDIBLE









AREA 01 – STAGE 02

TARGETS: 05 IPSC TARGETS

MINIMUM NUMBER OF ROUNDS: 10

FIREARM READY CONDITION: OPTION 1 - LOADED

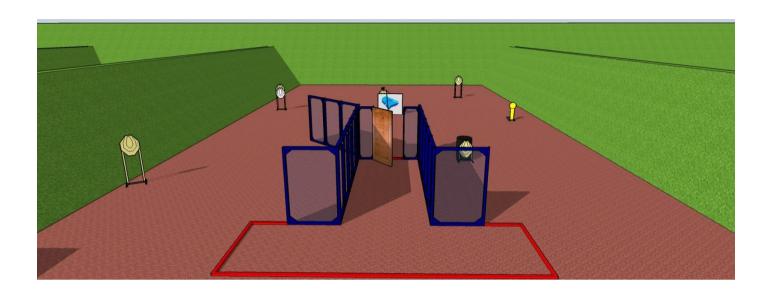
START POSITION: COMPETITOR STANDING ERECT, INSIDE THE AREA, WITH THE FIREARM IN THE READY CONDITION, HELD IN BOTH HANDS, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD.

TIME STARTS: AUDIBLE









AREA 01 - STAGE 03

TARGETS: 05 IPSC TARGETS AND 01 IPSC POPPER

MINIMUM NUMBER OF ROUNDS: 11

FIREARM READY CONDITION: OPTION 1 - LOADED

START POSITION: COMPETITOR STANDING ERECT, INSIDE THE AREA, WITH THE FIREARM IN THE READY CONDITION, HELD IN BOTH HANDS, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD.

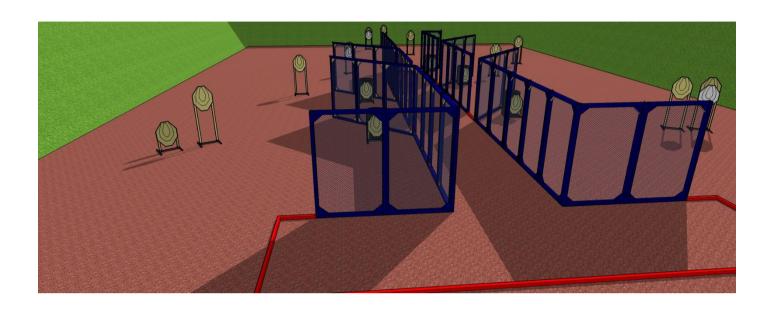
TIME STARTS: AUDIBLE

PROCEDURE: AT START SIGNAL, ENGAGE TARGETS. NOTE: THE DOOR ACIVATES MT1, WHICH REMAINS VISIBLE AT REST.









AREA 01 - STAGE 04

**TARGETS: 16 IPSC TARGETS** 

MINIMUM NUMBER OF ROUNDS: 32

FIREARM READY CONDITION: OPTION 1 - LOADED

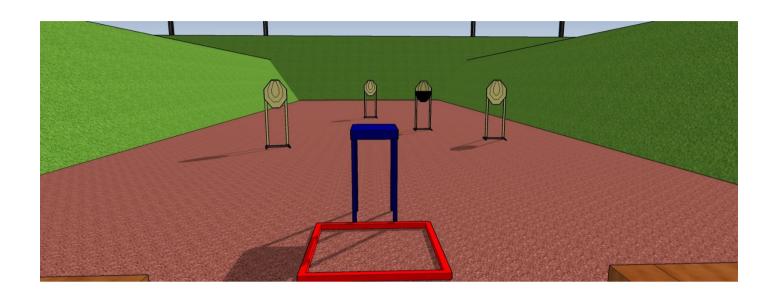
START POSITION: COMPETITOR STANDING ERECT, INSIDE THE AREA, WITH THE FIREARM IN THE READY CONDITION, HELD IN BOTH HANDS, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD.

TIME STARTS: AUDIBLE









AREA 01 - STAGE 05

TARGETS: 04 IPSC TARGETS

MINIMUM NUMBER OF ROUNDS: 08

FIREARM READY CONDITION: OPTION 3 UNLOADED, FLAT ON THE TABLE

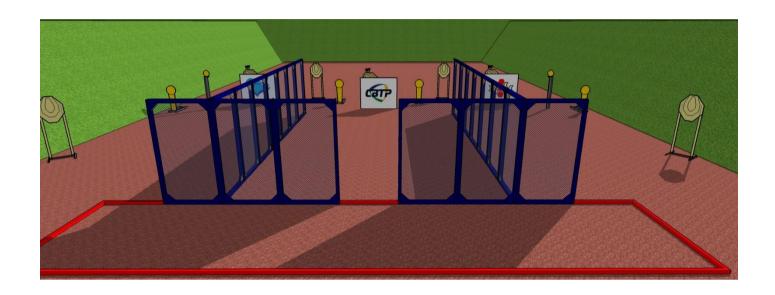
START POSITION: COMPETITOR STANDING ERECT, INSIDE THE AREA, WITH THE FIREARM IN THE READY CONDITION.

TIME STARTS: AUDIBLE









AREA 01 - STAGE 06

TARGETS: 07 IPSC TARGETS, 04 IPSC POPPERS AND 02 IPSC PLATES

MINIMUM NUMBER OF ROUNDS: 20

FIREARM READY CONDITION: OPTION 1 - LOADED

START POSITION: COMPETITOR STANDING ERECT, INSIDE THE AREA, WITH THE FIREARM IN THE READY CONDITION, HELD IN BOTH HANDS, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD.

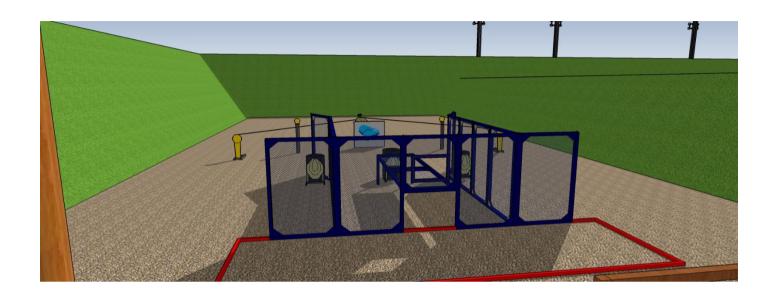
TIME STARTS: AUDIBLE

PROCEDURE: AT START SIGNAL, ENGAGE TARGETS. NOTE: P1 ACTIVATES MT1, P2 ACTIVATES MT2 AND P3 ACTIVATES MT3, ALL MTs ARE VISIBLE AT REST.









AREA 02 - STAGE 07

TARGETS: 04 IPSC TARGETS, 02 IPSC POPPERS AND 02 IPSC PLATES

MINIMUM NUMBER OF ROUNDS: 12

FIREARM READY CONDITION: OPTION 1 - LOADED

START POSITION: COMPETITOR STANDING ERECT, INSIDE THE AREA, WITH THE FIREARM IN THE READY CONDITION, HELD IN BOTH HANDS, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD.

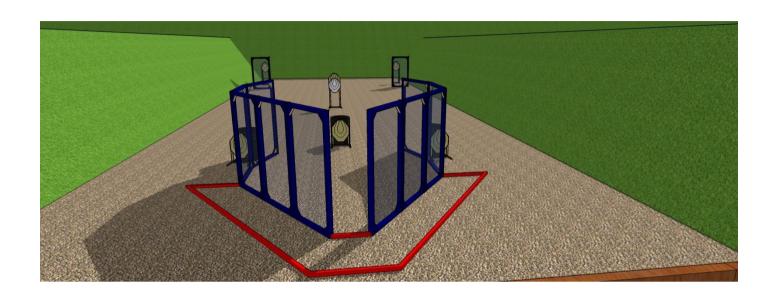
TIME STARTS: AUDIBLE

PROCEDURE: AT START SIGNAL, ENGAGE TARGETS. NOTE P1 OR P2 ACTIVATE MT1, WHICH REMAINS VISIBLE AT REST.









AREA 02 - STAGE 08

**TARGETS: 06 IPSC TARGETS** 

MINIMUM NUMBER OF ROUNDS: 12

FIREARM READY CONDITION: OPTION 1 - LOADED

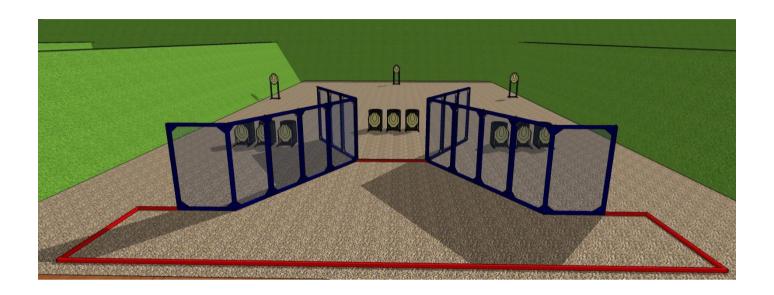
START POSITION: COMPETITOR STANDING ERECT, INSIDE THE AREA, WITH THE FIREARM IN THE READY CONDITION, HELD IN BOTH HANDS, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD.

TIME STARTS: AUDIBLE









AREA 02 - STAGE 09

**TARGETS: 12 IPSC TARGETS** 

MINIMUM NUMBER OF ROUNDS: 24

FIREARM READY CONDITION: OPTION 1 - LOADED

START POSITION: COMPETITOR STANDING ERECT, INSIDE THE AREA, WITH THE FIREARM IN THE READY CONDITION, HELD IN BOTH HANDS, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD.

TIME STARTS: AUDIBLE









AREA 02 - STAGE 10

TARGETS: 15 IPSC TARGETS AND 01 IPSC POPPER

MINIMUM NUMBER OF ROUNDS: 31

FIREARM READY CONDITION: OPTION 1 - LOADED

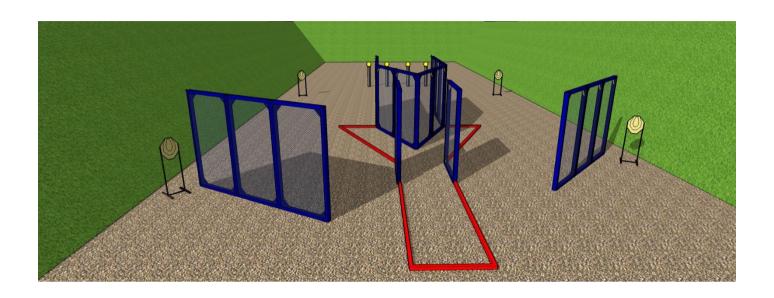
START POSITION: COMPETITOR STANDING ERECT, INSIDE THE AREA, WITH THE FIREARM IN THE READY CONDITION, HELD IN BOTH HANDS, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD.

TIME STARTS: AUDIBLE









AREA 02 - STAGE 11

TARGETS: 04 IPSC MINI TARGETS AND 04 IPSC PLATES

MINIMUM NUMBER OF ROUNDS 12

FIREARM READY CONDITION: OPTION 1 - LOADED

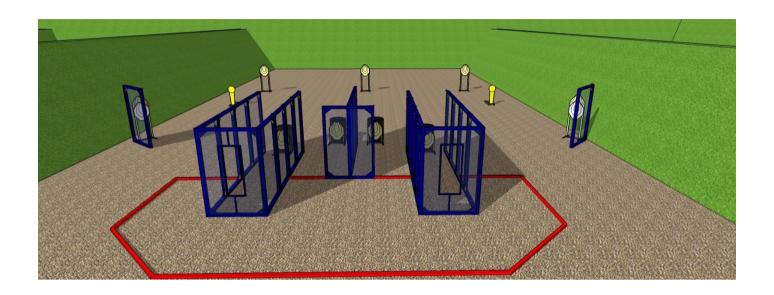
START POSITION: COMPETITOR STANDING ERECT, INSIDE THE AREA, WITH THE FIREARM IN THE READY CONDITION, HELD IN BOTH HANDS, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD.

TIME STARTS: AUDIBLE









AREA 02 - STAGE 12

TARGETS: 09 IPSC TARGETS AND 02 IPSC POPPERS

MINIMUM NUMBER OF ROUNDS: 20

FIREARM READY CONDITION: OPTION 1 - LOADED

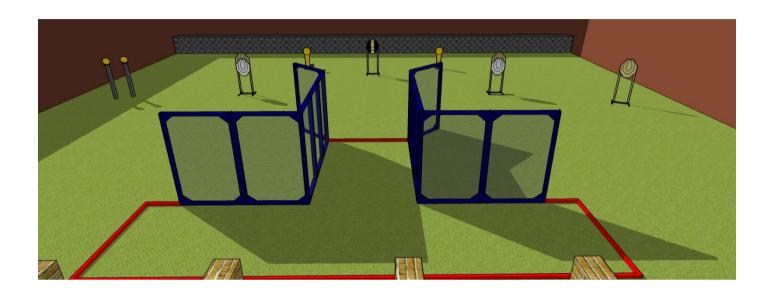
START POSITION: COMPETITOR STANDING ERECT, INSIDE THE AREA, WITH THE FIREARM IN THE READY CONDITION, HELD IN BOTH HANDS, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD.

TIME STARTS: AUDIBLE









AREA 03 - STAGE 13

TARGETS: 04 IPSC TARGETS, 02 IPSC POPPERS AND 02 IPSC PLATES

MINIMUM NUMBER OF ROUNDS: 12

FIREARM READY CONDITION: OPTION 1 - LOADED

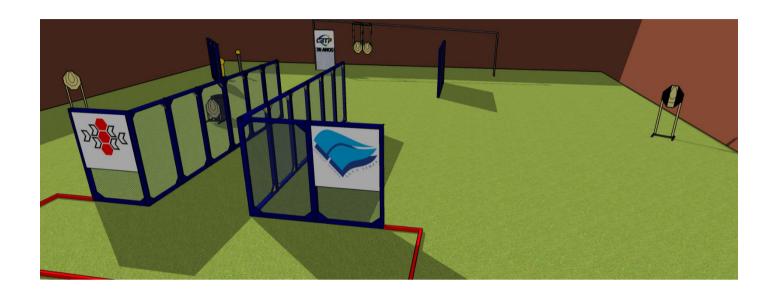
START POSITION: COMPETITOR STANDING ERECT, INSIDE THE AREA, WITH THE FIREARM IN THE READY CONDITION, HELD IN BOTH HANDS, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD.

TIME STARTS: AUDIBLE









STAGE 14

TARGETS: 05 IPSC TARGETS, 01 IPSC POPPER AND 01 IPSC PLATE

MINIMUM NUMBER OF ROUNDS: 12

FIREARM READY CONDITION: OPTION 1 - LOADED

START POSITION: COMPETITOR STANDING ERECT, INSIDE THE AREA, WITH THE FIREARM IN THE READY CONDITION, HELD IN BOTH HANDS, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD.

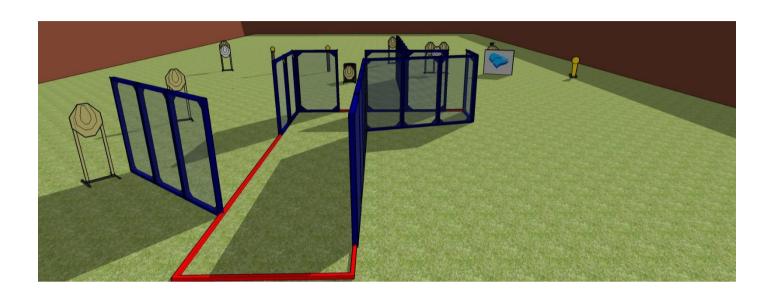
TIME STARTS: AUDIBLE

PROCEDURE: AT START SIGNAL, ENGAGE TARGETS. NOTE: P1 ACTIVATE MT1 AND MT2, MTs ARE VISIBLE AT REST.









AREA 03 - STAGE 15

TARGETS: 08 IPSC TARGETS, 01 IPSC POPPERS AND 02 IPSC PLATES

MINIMUM NUMBER OF ROUNDS: 19

FIREARM READY CONDITION: OPTION 1 - LOADED

START POSITION: COMPETITOR STANDING ERECT, INSIDE THE AREA, WITH THE FIREARM IN THE READY CONDITION, HELD IN BOTH HANDS, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD.

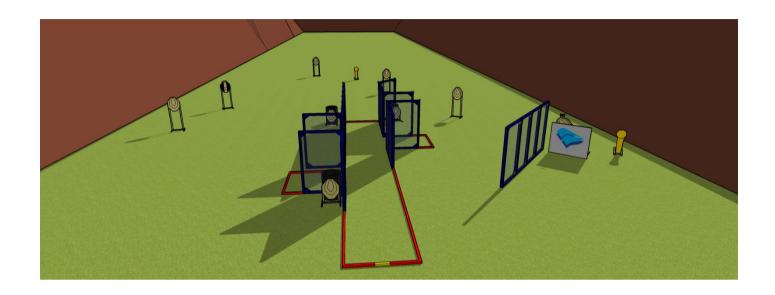
TIME STARTS: AUDIBLE

PROCEDURE: AT START SIGNAL, ENGAGE TARGETS. NOTE: P1 ACTIVATES MT1, WHICH REMAINS VISIBLE AT REST.









AREA 03 - STAGE 16

TARGETS: 09 IPSC TARGETS AND 02 IPSC POPPERS

MINIMUM NUMBER OF ROUNDS: 20

FIREARM READY CONDITION: OPTION 1 - LOADED

START POSITION: COMPETITOR STANDING ERECT, HEELS TOUCHING THE START LINE, WITH THE FIREARM IN THE READY CONDITION, HELD IN BOTH HANDS, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD.

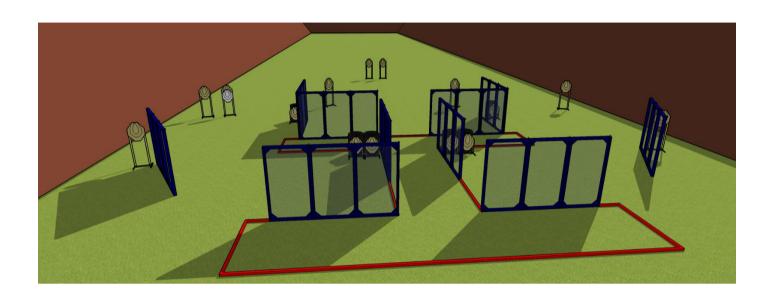
TIME STARTS: AUDIBLE

PROCEDURE: AT START SIGNAL, ENGAGE TARGETS. NOTE: P1 ACTIVATES MT1, WHICH REMAINS VISIBLE AT REST.









AREA 03 - STAGE 17

**TARGETS: 15 IPSC TARGETS** 

MINIMUM NUMBER OF ROUNDS: 30

FIREARM READY CONDITION: OPTION 1 - LOADED

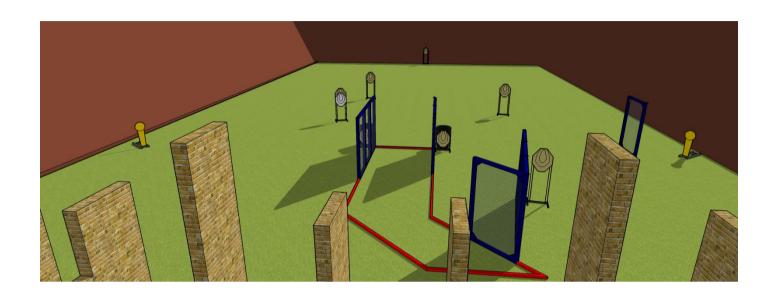
START POSITION: COMPETITOR STANDING ERECT, INSIDE THE AREA, WITH THE FIREARM IN THE READY CONDITION, HELD IN BOTH HANDS, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD.

TIME STARTS: AUDIBLE









AREA 03 - STAGE 18

TARGETS: 06 IPSC TARGETS AND 02 IPSC POPPERS

MINIMUM NUMBER OF ROUNDS: 08

FIREARM READY CONDITION: OPTION 1 - LOADED

START POSITION: COMPETITOR STANDING ERECT, INSIDE THE AREA, WITH THE FIREARM IN THE READY CONDITION, HELD IN BOTH HANDS, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD.

TIME STARTS: AUDIBLE

PROCEDURE: AT START SIGNAL, ENGAGE TARGETS. NOTE: THE BEST

SHOOT WILL BE SCORED.