

LONG

Targets: 16 IPSC Plates

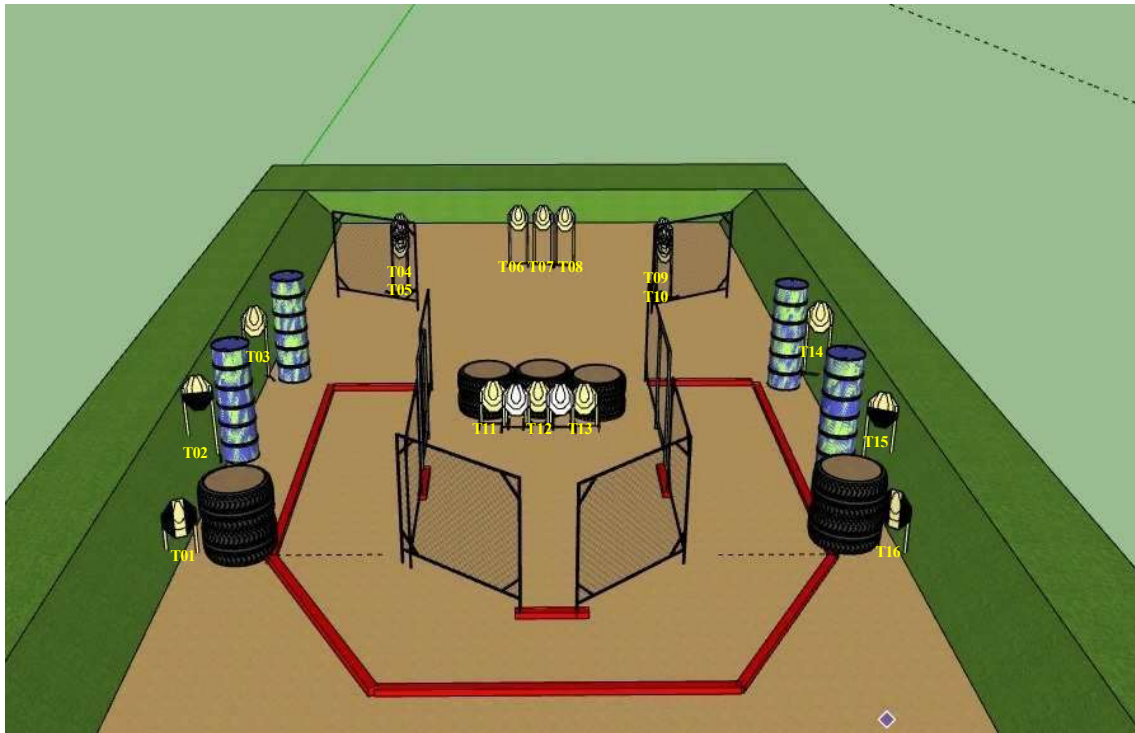
Number of rounds to be scored: 32

Firearm Ready Condition:

Start Position: Standing erect, as demonstrated by RO.

Time Start: Audible Signal

Procedure: At Start Signal, engage targets.



LONG

Targets: 16 IPSC Targets

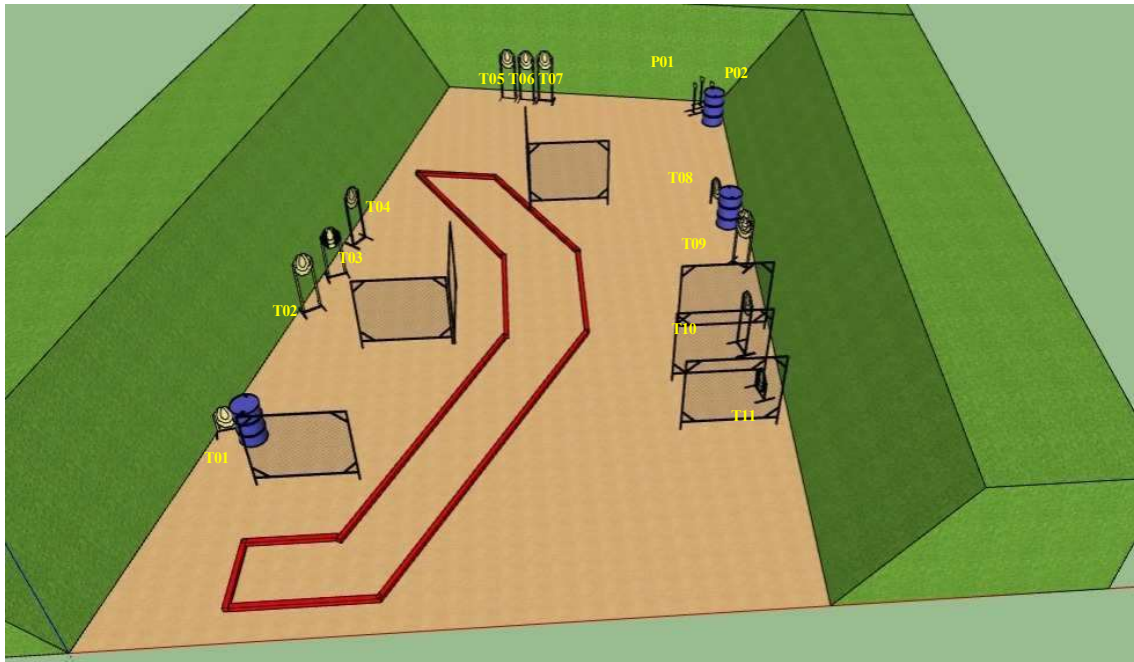
Number of rounds to be scored: 32

Firearm Ready Condition:

Start Position: Standig, erect, as demonstrated by RO

Time Start: Audible signal

Procedure: At start signal, engage targets



## MEDIUM

Targets: 11 IPSC Targets, 2 IPSC Plates.

Number of rounds to be scored: 24

Firearm Ready Condition:

Start Position: Standing erect, as demonstrated by RO

Time Start: Audible Signal

Procedure: At Start Signal, engage targets



## MEDIUM

Targets: 8 IPSC Targets, 8 IPSC Plates

Number of rounds to be scored: 24

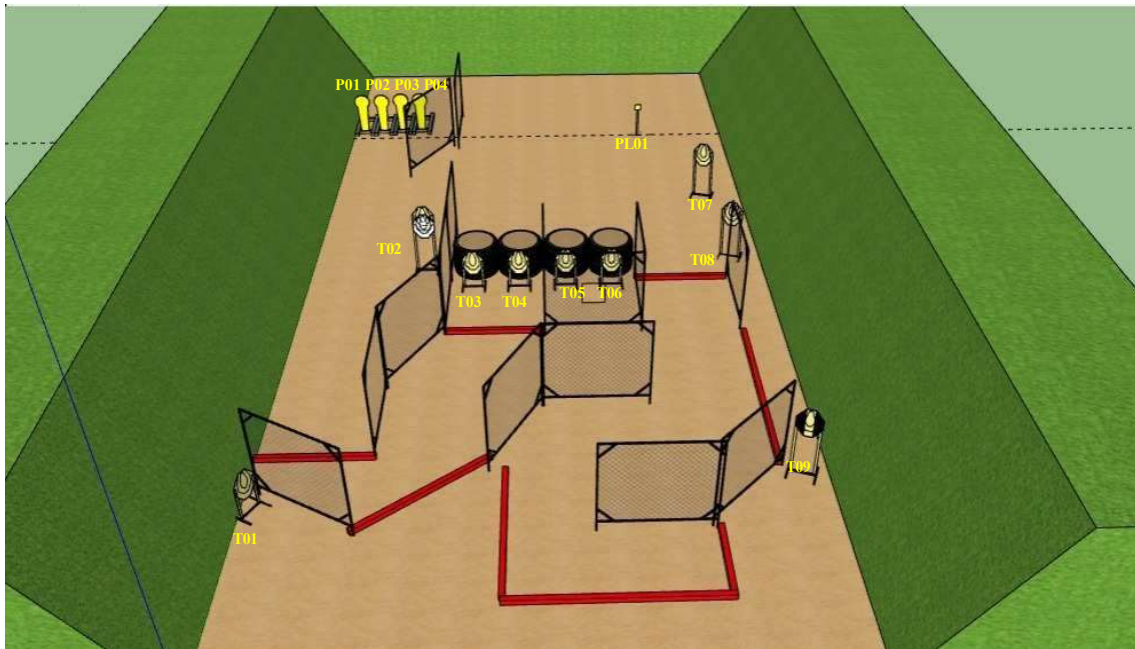
Firearm Ready Condition: Firearm and all magazines on the table, on marks, firearm unloaded (Chamber and magwell empty)

Start Position: Stranding, ercet, heels touching the start line, as demonstrated by RO.

Time Start: Audible Signal

Procedure: At start signal, engage targets





## MEDIUM

Targets: 9 IPSC Targets, 4 IPSC Popper and 1 IPSC Plate

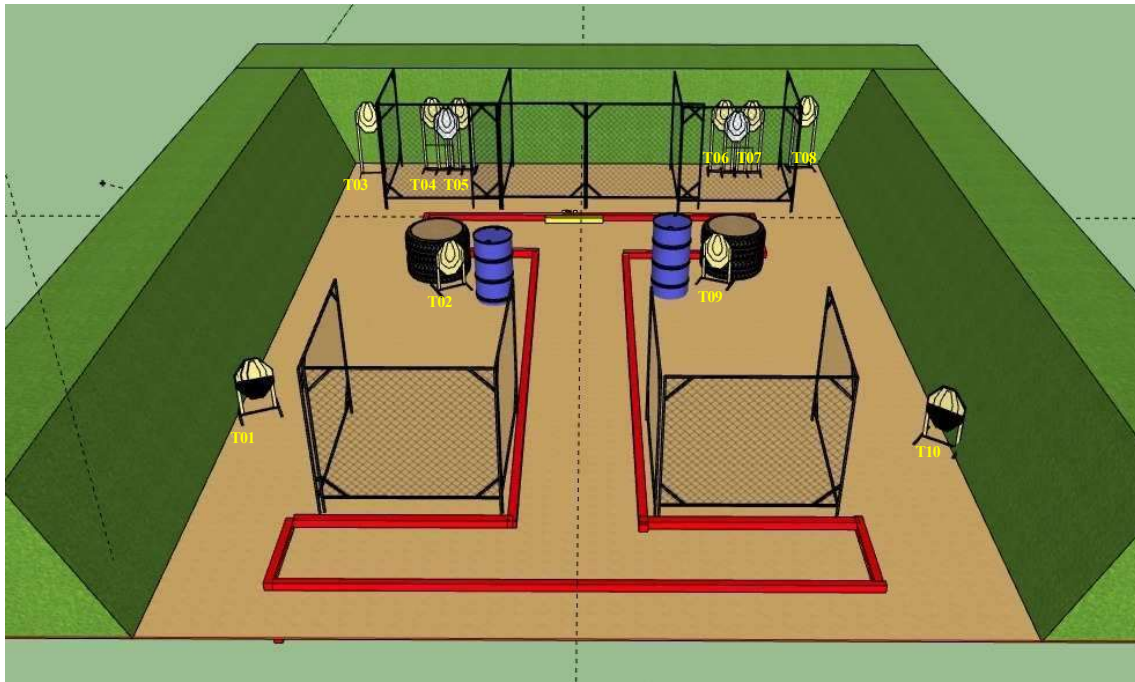
Number of rounds to be scored: 23

Firearm Ready Condition:

Start Position: Standing, erect, as demonstrated by RO

Time Start: Audible Signal

Procedure: At start signal, engage targets



## MEDIUM

Targets: 10 IPSC Targets

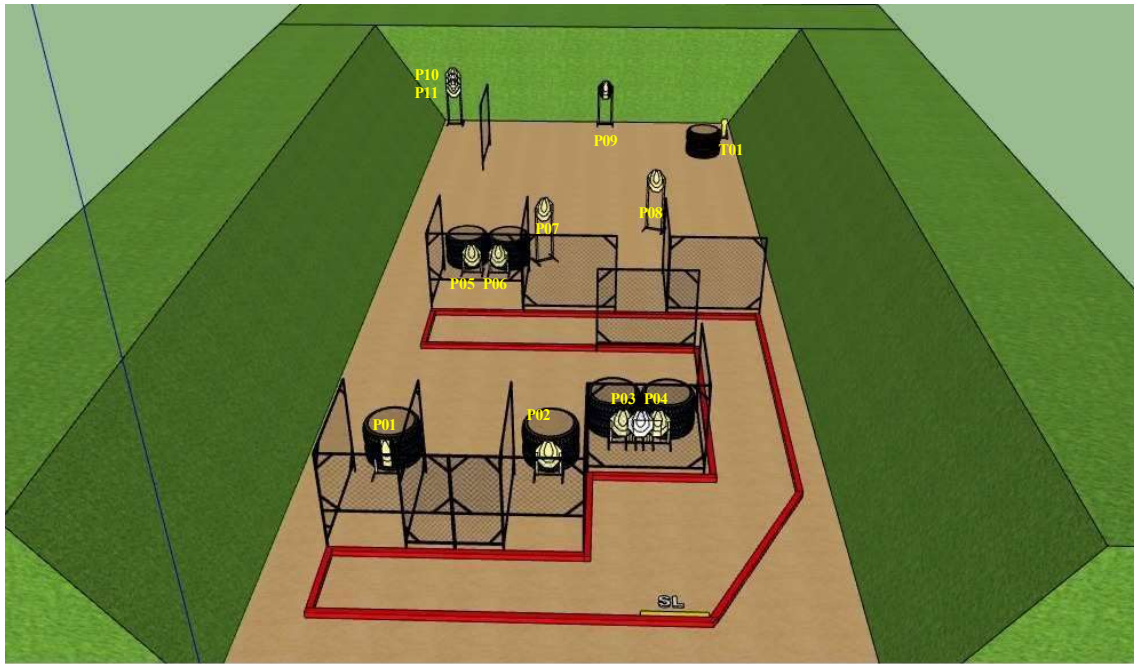
Number of rounds to be scored: 20

Firearm Ready Condition:

Start Position: Standig, erect, as demonstrated by RO

Time Start: Audible Signal

Procedure: At start signal, engage targets



## MEDIUM

Targets: 11 IPSC Targets, 1 IPSC Popper

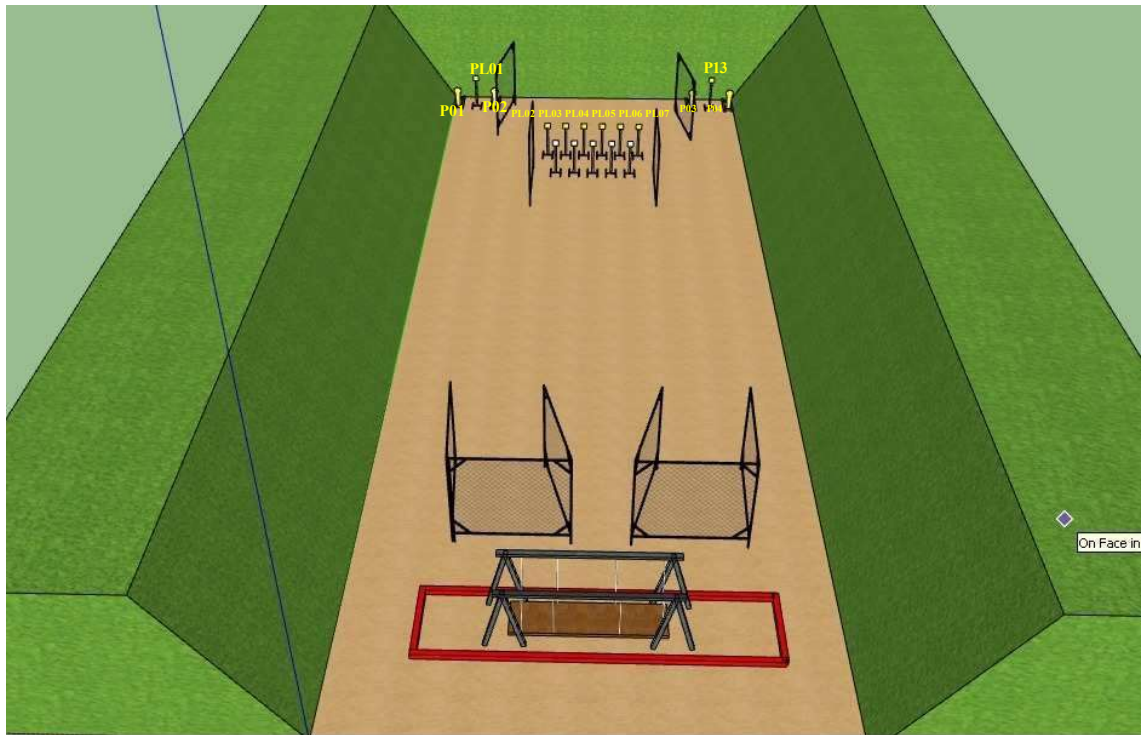
Number of rounds to be scored: 23

Firearm Ready Condition:

Start Position: Standing erect, heels touching the start line,  
as demonstrated by RO

Time Start: Audible Signal.

Procedure: At start signal, engage targets



## MEDIUM

Targets: 4 IPSC Poppers, 13 IPSC Plates

Number of rounds to be scored: 17

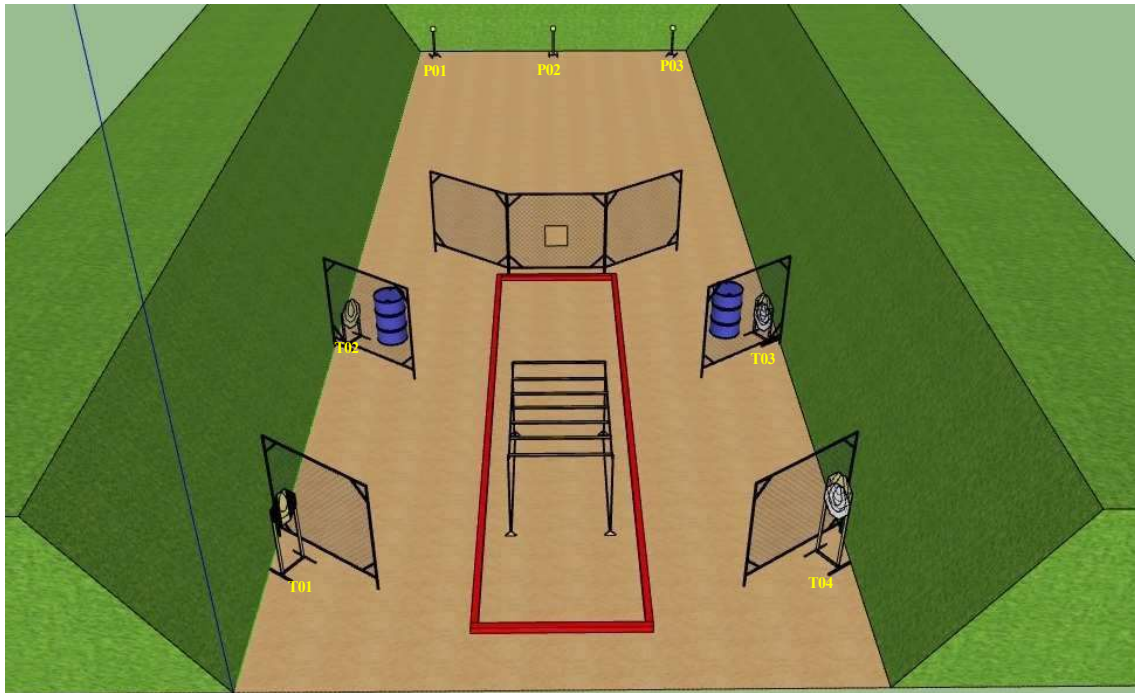
Firearm Ready Condition:

Start Position: Standing, erect, as demonstrated by RO

Time Start: Audible Signal

Procedure: At start signal, engage targets





## SHORT

Targets: 4 IPSC Targets, 3 IPSC Plates.

Number of rounds to be scored: 11

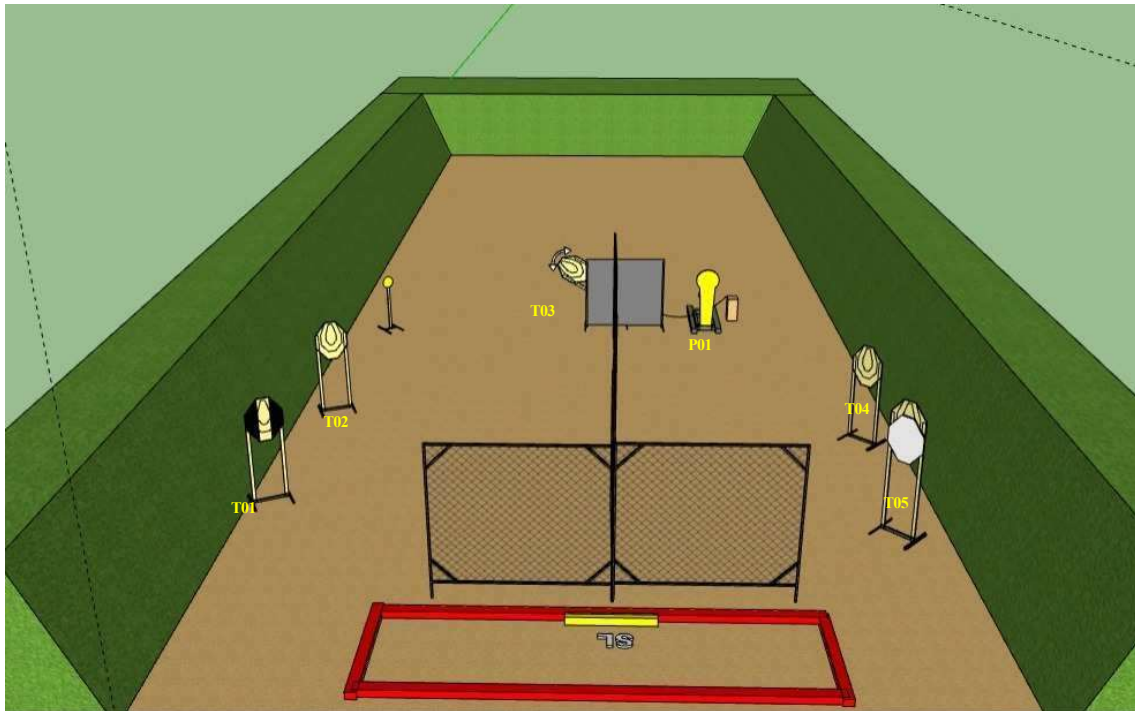
Firearm Ready Condition:

Start Position: Standing erect, as demonstrated by RO.

Time Start: Audible Signal

Procedure: At Start Signal, engage targets.

NOTE: Has a Cooper tunnel.



## SHORT

Targets: 5 IPSC Targets, 1 IPSC Popper

Number of rounds to be scored: 11

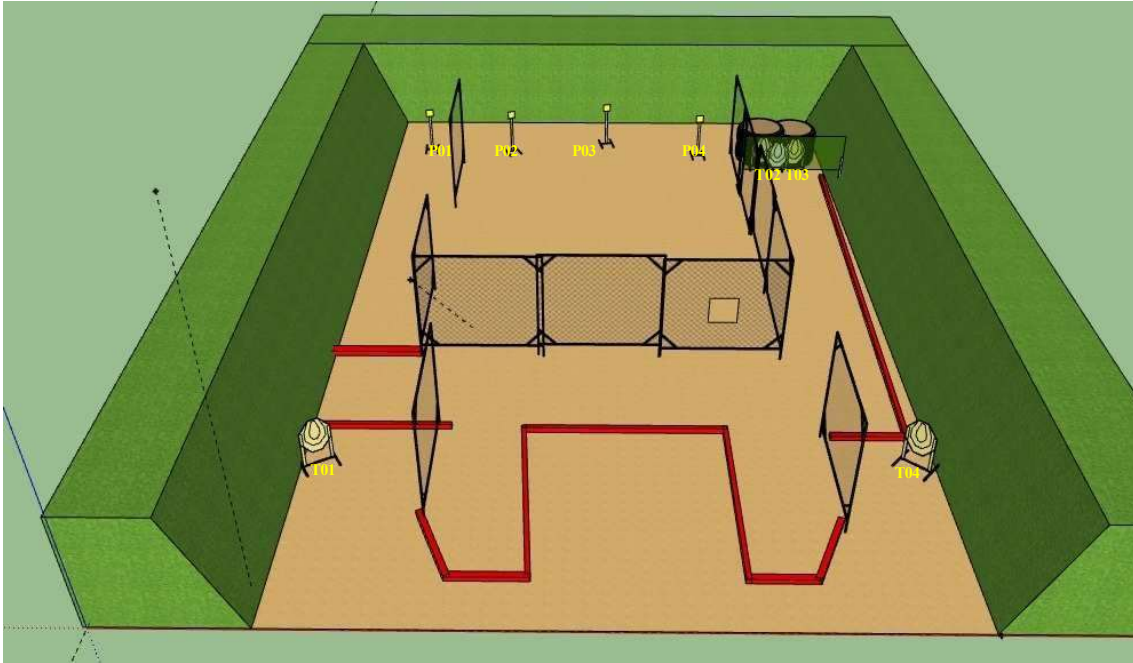
Firearm Ready Condition:

Start Position: Standign erect, toes touching the start line, as demonstrated by RO

Time Start: Audible Signal

Procedure: At start signal, engage targets

NOTE: P1 activates T3, thats remains visible at rest



## SHORT

Targets: 4 IPSC Targets, 4 IPSC Plates

Number of rounds to be scored: 12

Firearm Ready Condition:

Start Position: Start Position: Standing, erect, as demonstrated by RO

Time Start: Audible Signal

Procedure: at start signal, engage targets



## SHORT

Targets: 6 IPSC Targets

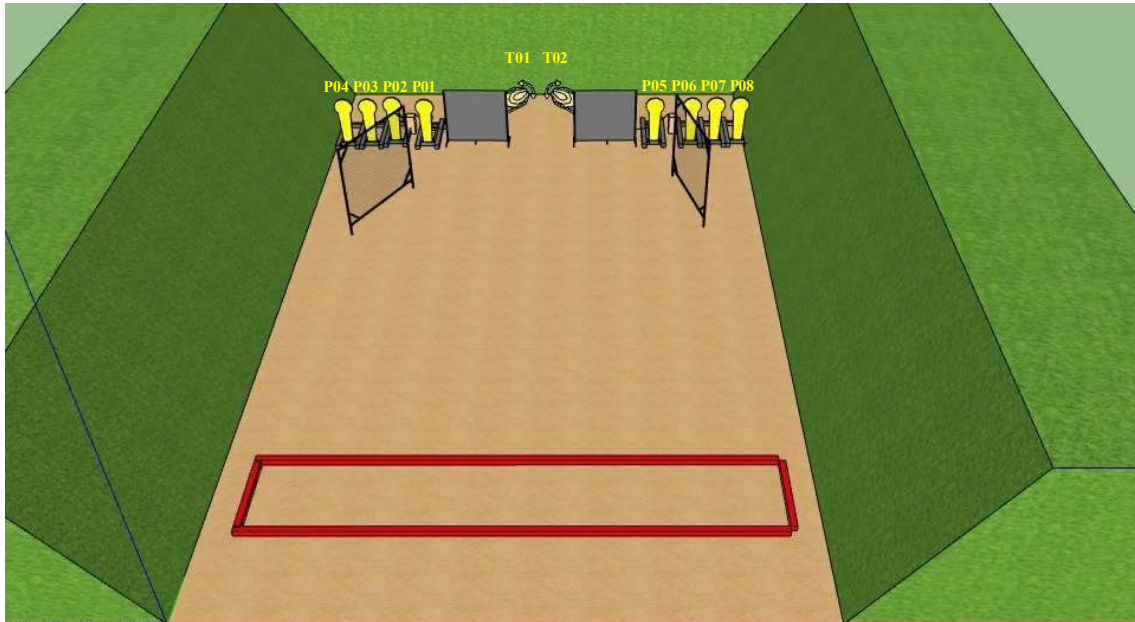
Number of rounds to be scored: 12

Firearm Ready Condition: Firearm and all magazines on the table, on marks, unloaded (chamber and magwell empty).

Start Position: SFirearm Ready Condition: Firearm and all magazines on the table, on marks, unloaded (chamber and magwell empty).

Time Start: Audible Signal

Procedure: At start signal, engage targets



## SHORT

Targets: 2 IPSC Targets, 8 IPSC Poppers

Number of rounds to be scored: 12

Firearm Ready Condition:

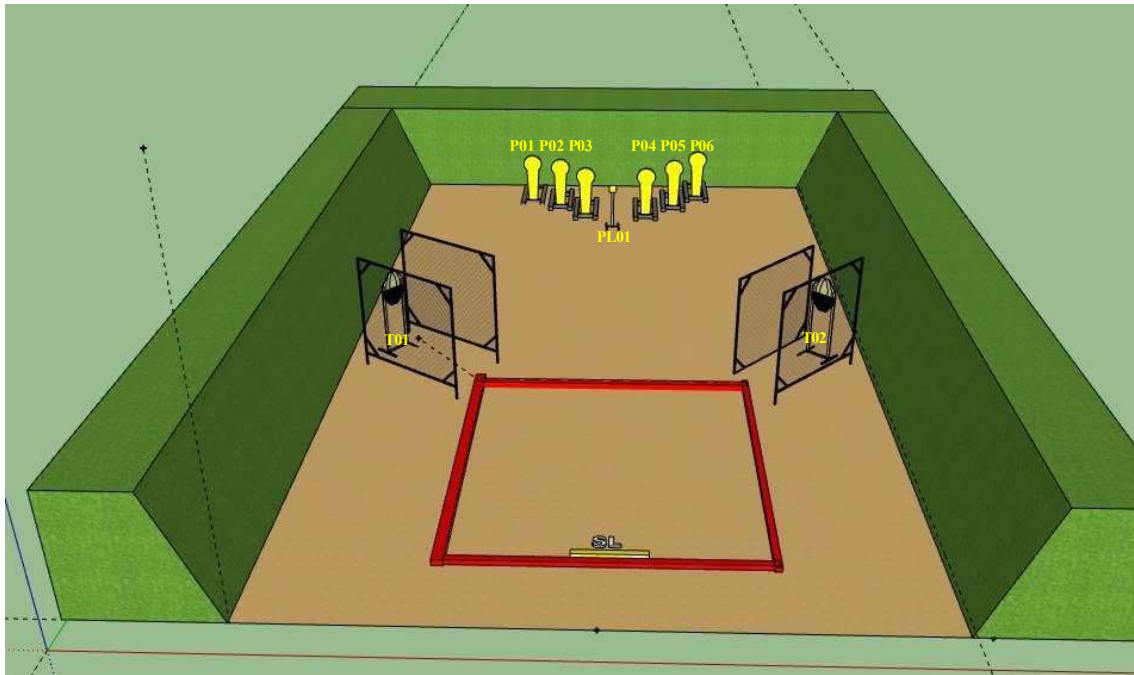
Start Position: Standig, erect, as demonstrated by RO

Time Start: Audible Signal

Procedure: At start signal, engage targets.

NOTE: P1 Activates T1, and P5 activates T2, both remains visible at rest.





## SHORT

Targets: 2 IPSC Targets, 6 IPSC Poppers, and 1 IPSC Plate

Number of rounds to be scored: 11

Firearm Ready Condition: Holstered, Loaded

Start Position: Standing erect, heels touching the start line, as demonstrated by RO

Time Start: Audible Signal

Procedure: At start signal, engage targets, with **strong hand Only**.