

AREA 01 - STAGE 01

TARGETS: 12 IPSC TARGETS

NUMBER OF ROUNDS TO BE SCORED: 24

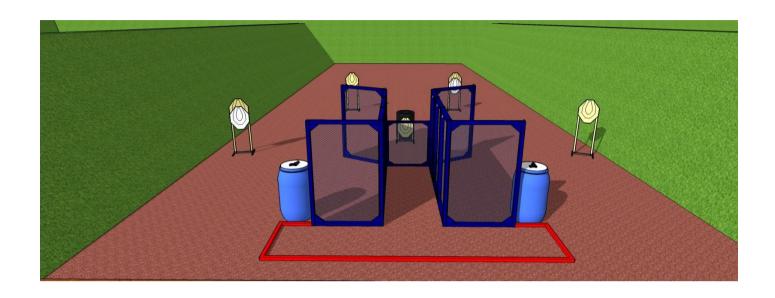
START POSITION: STANDING, INSIDE THE AREA

START: AUDIBLE









AREA 01 – STAGE 02

TARGETS: 05 IPSC TARGETS

NUMBER OF ROUNDS TO BE SCORED: 10

HANDGUN READY CONDICTION: LOADED, EMPTY CHAMBER, FLAT ON THE

BARREL

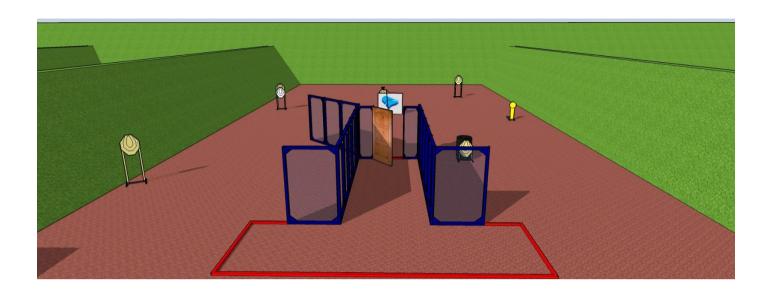
START POSITION: STANDING, INSIDE THE AREA

START: AUDIBLE









AREA 01 - STAGE 03

TARGETS: 05 IPSC TARGETS AND 01 IPSC POPPER

NUMBER OF ROUNDS TO BE SCORED: 11

START POSITION: STANDING, INSIDE THE AREA

START: 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

NUMBER OF ROUNDS TO BE SCORED: 32

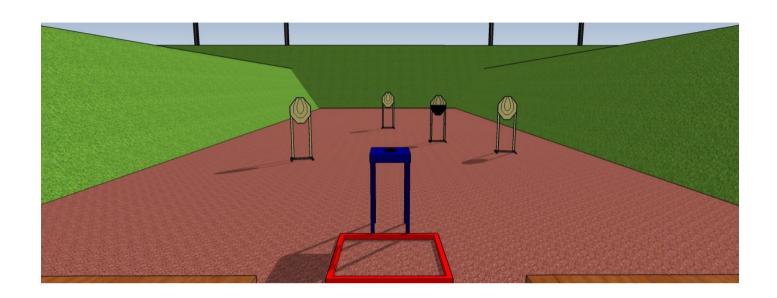
START POSITION: STANDING, INSIDE THE AREA.

START: AUDIBLE









AREA 01 - STAGE 05

TARGETS: 04 IPSC TARGETS

NUMBER OF ROUNDS TO BE SCORED: 08

START POSITION: STANDING, INSIDE THE AREA.

HANDGUN READY CONDICTION: LOADED FLAT IN THE MARK ON THE TABLE

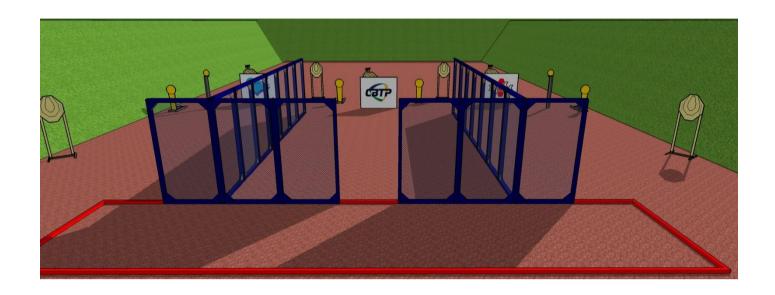
START: AUDIBLE

PROCEDURE: AT START SIGNAL, ENGAGE TARGETS. WEAK HAND ONLY









AREA 01 - STAGE 06

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

NUMBER OF ROUNDS TO BE SCORED: 20

START POSITION: STANDING, INSIDE THE AREA.

START: 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

NUMBER OF ROUNDS TO BE SCORED: 12

START POSITION: STANDING INSIDE THE AREA.

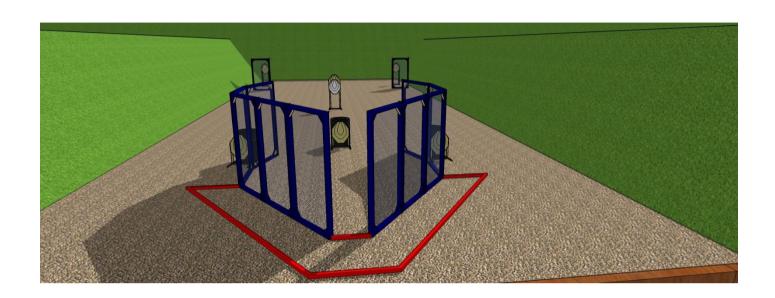
START: AUDIBLE

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

NUMBER OF ROUNDS TO BE SCORED: 12

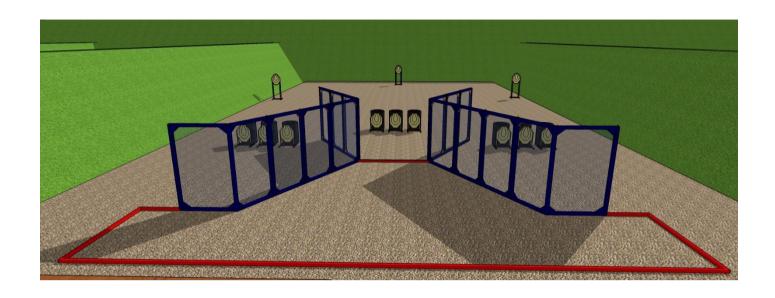
START POSITION: STANDINGINSIDE THE AREA.

START: AUDIBLE









AREA 02 - STAGE 09

TARGETS: 12 IPSC TARGETS

NUMBER OF ROUNDS TO BE SCORED: 24

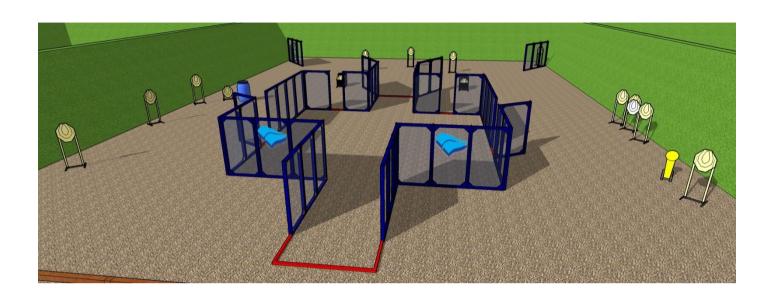
START POSITION: STANDING INSIDE THE AREA.

START: AUDIBLE









AREA 02 - STAGE 10

TARGETS: 15 IPSC TARGETS AND 01 IPSC POPPER

NUMBER OF ROUNDS TO BE SCORED: 31

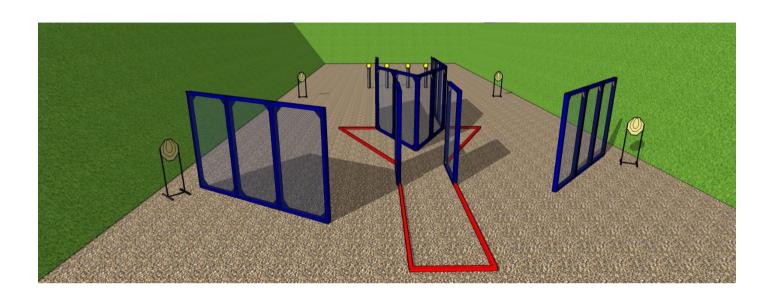
START POSITION: STANDING INSIDE THE AREA.

START: AUDIBLE









AREA 02 - STAGE 11

TARGETS: 04 IPSC MINI TARGETS AND 04 IPSC PLATES

NUMBER OF ROUNDS TO BE SCORED: 12

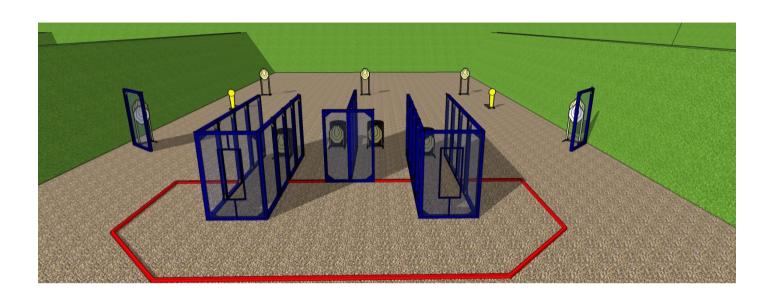
START POSITION: STANDING, INSIDE THE AREA.

START: AUDIBLE









AREA 02 - STAGE 12

TARGETS: 09 IPSC TARGETS AND 02 IPSC POPPERS

NUMBER OF ROUNDS TO BE SCORED: 20

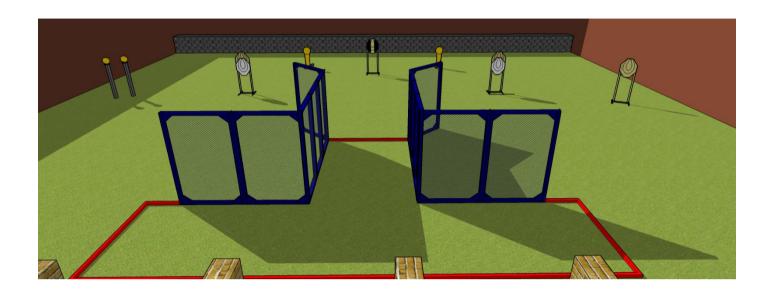
START POSITION: STANDING INSIDE THE AREA.

START: AUDIBLE









AREA 03 - STAGE 13

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

NUMBER OF ROUNDS TO BE SCORED: 12

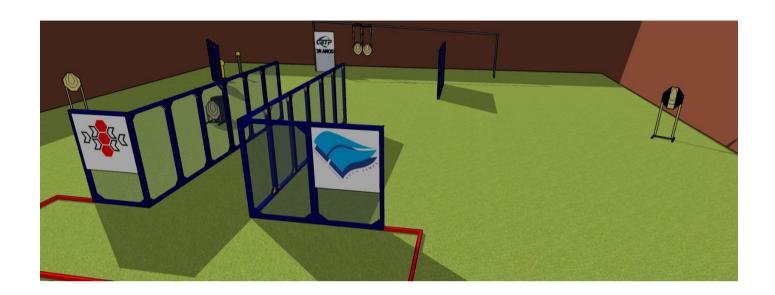
START POSITION: STANDING, INSIDE THE AREA.

START: AUDIBLE









STAGE 14

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

NUMBER OF ROUNDS TO BE SCORED: 12

START POSITION: STANDING, INSIDE THE AREA

START: AUDIBLE

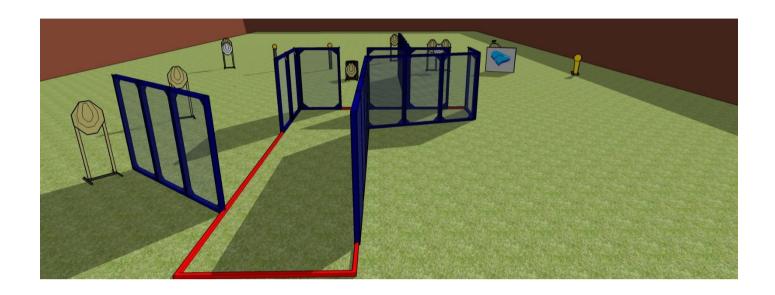
PROCEDURE: AT START SIGNAL, ENGAGE TARGETS. NOTE: P1 ACTIVATE

MT1 AND MT2, THE MTs ARE VISIBLE AT REST.









AREA 03 - STAGE 15

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

NUMBER OF ROUNDS TO BE SCORED: 19

START POSITION: STANDING, INSIDE THE AREA.

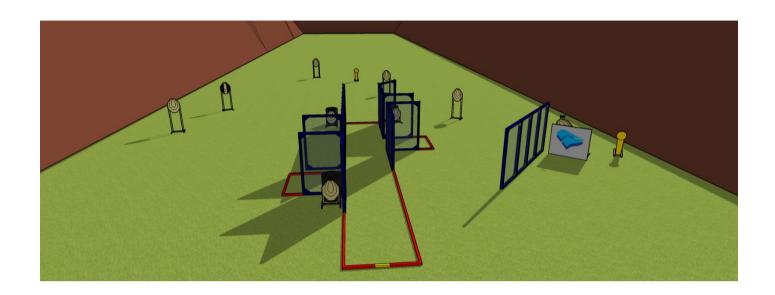
START: AUDIBLE

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

NUMBER OF ROUNDS TO BE SCORED: 20

START POSITION: STANDING, HEELS TOUCHING THE START LINE.

START: AUDIBLE

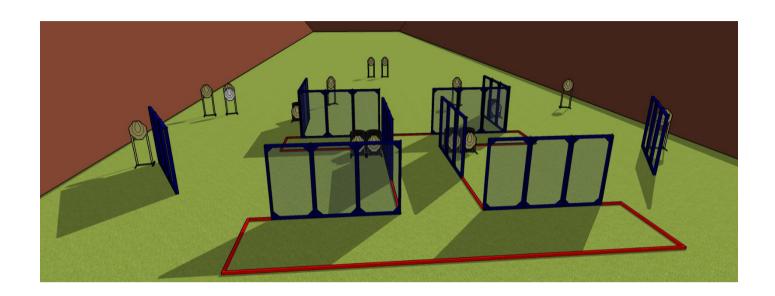
PROCEDURE: AT START SIGNAL, ENGAGE TARGETS. NOTE: P1 ACTIVATES

MT1, WHICH REMAINS VISIBLE AT REST.









AREA 03 - STAGE 17

TARGETS: 15 IPSC TARGETS

NUMBER OF ROUNDS TO BE SCORED: 30

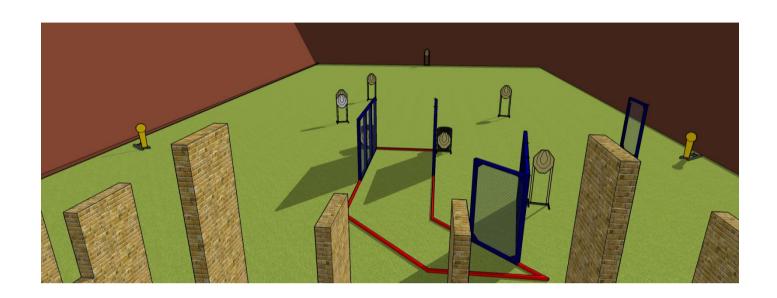
START POSITION: STANDING, INSIDE THE AREA.

START: AUDIBLE









AREA 03 - STAGE 18

TARGETS: 06 IPSC TARGETS AND 02 IPSC POPPERS

NUMBER OF ROUNDS TO BE SCORED: 08

START POSITION: STANDING, INSIDE THE AREA.

START: AUDIBLE

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

SHOOT WILL BE SCORED.