

STAGE 01 – PISTOL CALIBER CARABINE

TARGETS: 5 IPSC TARGETS, 1 NO SHOOT IPSC TARGET AND 2 IPSC MINI POPPERS

MINIMUM NUMBER OF ROUNDS: 12

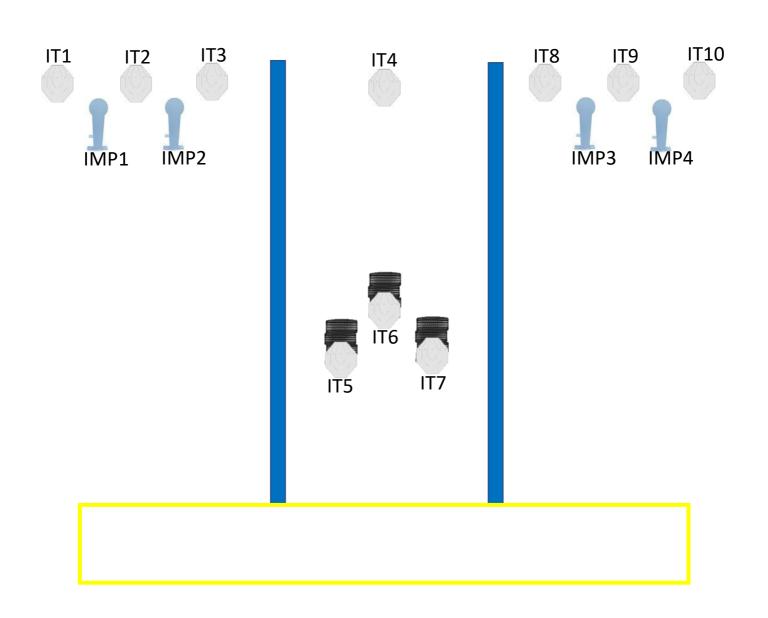
THE FIREARM READY CONDITION: LOADED (OPTION 1)

START POSITION: STEING ERECT INSIDE THE DESIGNATED AREA, HEELS TOUCHING ONE OF THE START LINE, FIREARM IN THE READY CONDITION, HELD IN BOTH HES, 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, AS DEMONSTRATED BY RO

TIME STARTS: AUDIBLE SIGNAL

PROCEDURE: AFTER START SIGNAL, ENGAGE TARGETS FROM INSIDE OF THE DEMARCATED

AREA



STAGE 02 – PISTOL CALIBER CARABINE

TARGETS: 10 IPSC TARGETS AND 4 IPSC MINI POPPERS

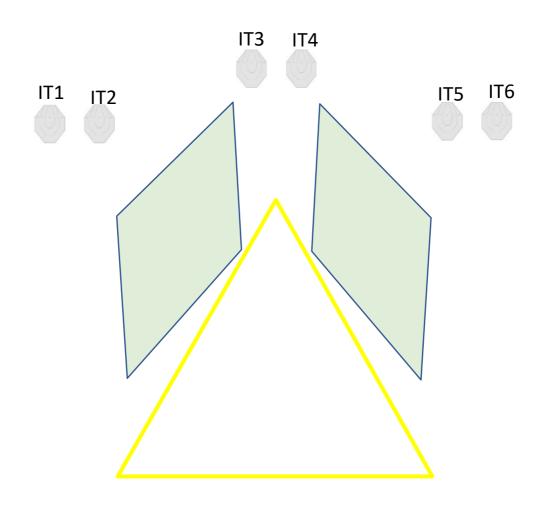
MINIMUM NUMBER OF ROUNDS: 24

THE FIREARM READY CONDITION: LOADED (OPTION 1)

START POSITION: STEING ERECT INSIDE THE DESIGNATED AREA, FIREARM IN THE READY CONDITION, HELD IN BOTH HES, 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, AS DEMONSTRATED BY RO

TIME STARTS: AUDIBLE SIGNAL



STAGE 03 – PISTOL CALIBER CARABINE

TARGETS: 6 IPSC TARGETS

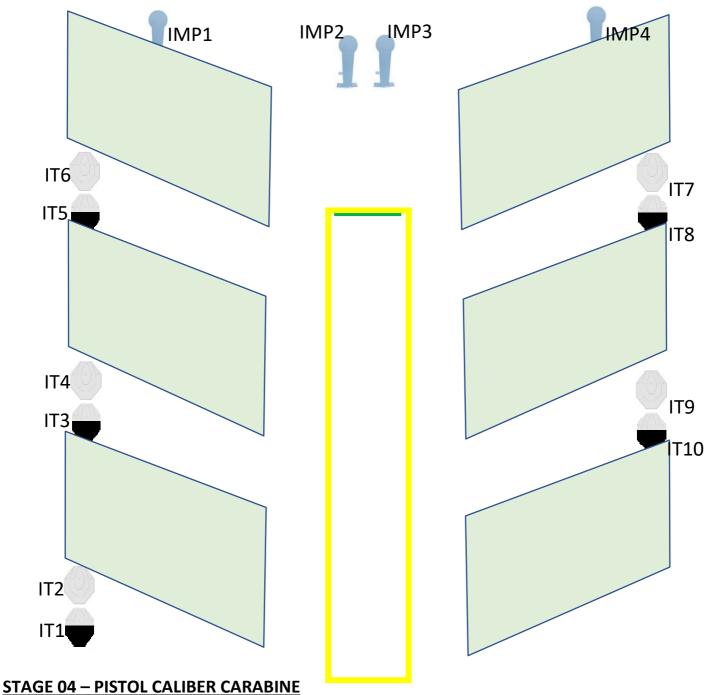
MINIMUM NUMBER OF ROUNDS: 12

THE FIREARM READY CONDITION: LOADED (OPTION 1)

START POSITION: STEING ERECT INSIDE THE DESIGNATED AREA, FIREARM IN THE READY CONDITION, HELD IN BOTH HES, 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, AS DEMONSTRATED BY RO

TIME STARTS: AUDIBLE SIGNAL



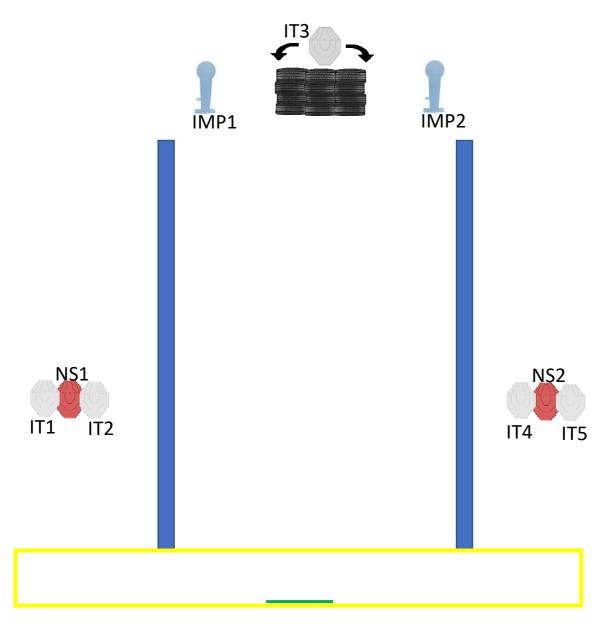
TARGETS: 10 IPSC TARGETS AND 4 IPSC MINI POPPERS

MINIMUM NUMBER OF ROUNDS: 24

THE FIREARM READY CONDITION: LOADED (OPTION 1)

START POSITION: STEING ERECT INSIDE THE DESIGNATED AREA, HEELS TOUCHING START LINE, FIREARM IN THE READY CONDITION, HELD IN BOTH HES, 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, AS DEMONSTRATED BY RO

TIME STARTS: AUDIBLE SIGNAL



<u>STAGE 05 – PISTOL CALIB</u>ER CARABINE

TARGETS: 05 IPSC TARGETS, 2 IPSC MINI POPPERS AND 2 NO SHOOT IPSC TARGET

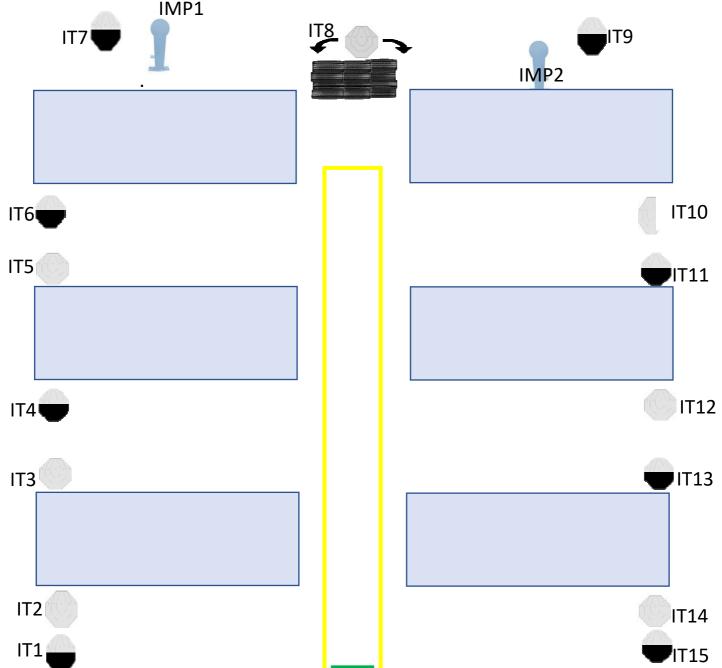
MINIMUM NUMBER OF ROUNDS: 12

THE FIREARM READY CONDITION: LOADED (OPTION 1)

START POSITION: STEING ERECT INSIDE THE DESIGNATED AREA, HEELS TOUCHING THE START LINE, FIREARM IN THE READY CONDITION, HELD IN BOTH HES, 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, AS DEMONSTRATED BY RO

TIME STARTS: AUDIBLE SIGNAL

PROCEDURE: AFTER START SIGNAL, ENGAGE TARGETS FROM INSIDE OF THE DEMARCATED AREA
→ (IMP1) AND (IMP2) ACTIVATES (IT3), WICH KEEPS VISIBLE WHILE RESTED



STAGE 06 – PISTOL CALIBER CARABINE

TARGETS: 15 IPSC TARGETS AND 2 MINI IPSC POPPERS

MINIMUM NUMBER OF ROUNDS: 32

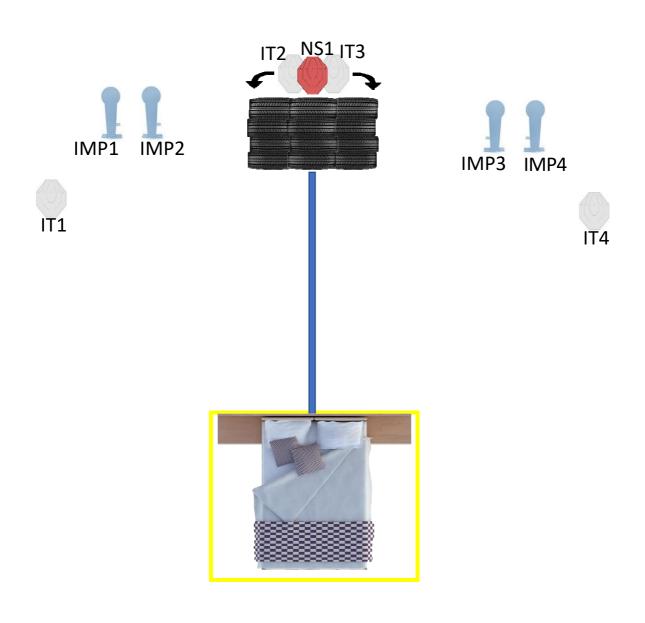
THE FIREARM READY CONDITION: LOADED (OPTION 1)

START POSITION: STEING ERECT INSIDE THE DESIGNATED AREA, FIREARM IN THE READY CONDITION, HELD IN BOTH HES, 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, AS DEMONSTRATED BY RO

TIME STARTS: AUDIBLE SIGNAL

PROCEDURE: AFTER START SIGNAL, ENGAGE TARGETS FROM INSIDE OF THE DEMARCATED AREA

→ (IMP1) AND (IMP2) ACTIVATES (IT8), WICH KEEPS VISIBLE WHILE RESTED



STAGE 07 – PISTOL CALIBER CARABINE

TARGETS: 4 IPSC TARGETS, 4 IPSC MINI POPPERS AND 1 NO SHOOT IPSC TARGET

MINIMUM NUMBER OF ROUNDS: 12

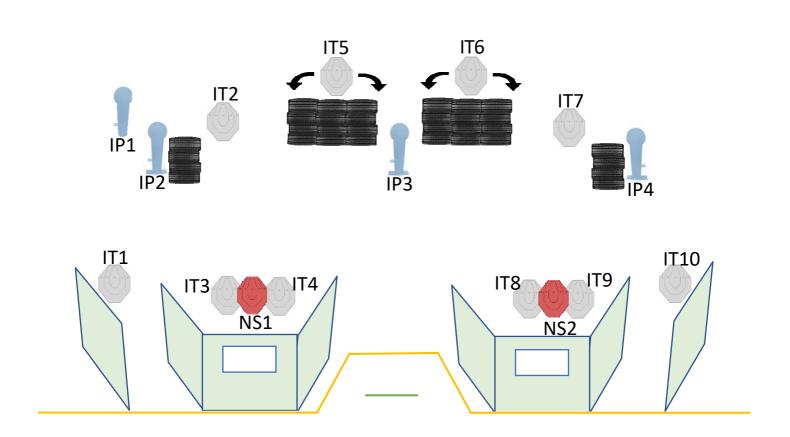
THE FIREARM READY CONDITION: LOADED (OPTION 1)

START POSITION: LAYING ON THE BED INSIDE THE DESIGNATED AREA, FIREARM IN THE READY CONDITION, **GUN AND ALL MAGAZINES TO BE USED SEPARATE OVER MARKS ON BEDSIDES**

TABLE, AS DEMONSTRATED BY RO **TIME STARTS:** AUDIBLE SIGNAL

PROCEDURE: AFTER START SIGNAL, ENGAGE TARGETS FROM INSIDE OF THE DEMARCATED AREA

→ (IMP1) AND (IMP2) ACTIVATES (IT2)/(NS1)/(IT3), WICH KEEPS VISIBLE WHILE RESTED



STAGE 08 – PISTOL CALIBER CARABINE

TARGETS: 10 IPSC TARGETS, 4 IPSC POPPERS AND 2 NO SHOOT IPSC TARGET

MINIMUM NUMBER OF ROUNDS: 24

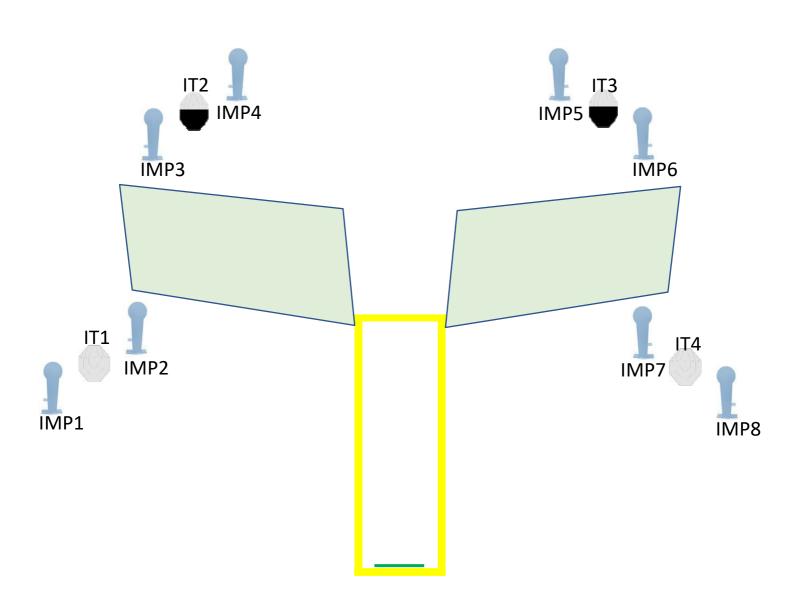
THE FIREARM READY CONDITION: LOADED (OPTION 1)

START POSITION: STEING ERECT INSIDE THE DESIGNATED AREA, TOES TOUCHING THE START LINE, FIREARM IN THE READY CONDITION, HELD IN BOTH HES, 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, AS DEMONSTRATED BY RO

TIME STARTS: AUDIBLE SIGNAL

PROCEDURE: AFTER START SIGNAL, ENGAGE TARGETS FROM INSIDE OF THE DEMARCATED AREA

→ (IMP3) ACTIVATE (IT5)/(IT6), WICH KEEPS VISIBLE WHILE RESTED



STAGE 09 – PISTOL CALIBER CARABINE

TARGETS: 4 IPSC TARGETS AND 8 IPSC MINI POPPERS

MINIMUM NUMBER OF ROUNDS: 12

THE FIREARM READY CONDITION: LOADED (OPTION 1)

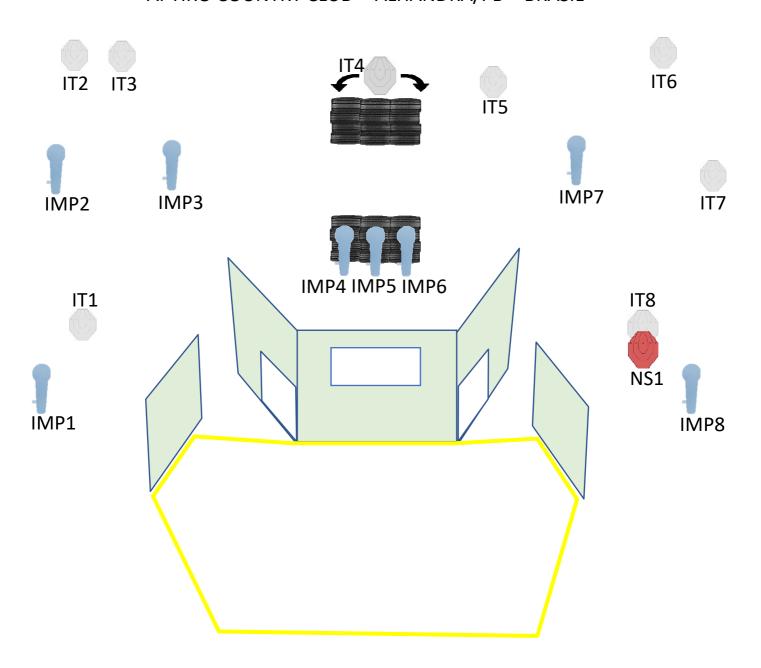
START POSITION: STEING ERECT INSIDE THE DESIGNATED AREA, HEELS TOUCHING THE START LINE, FIREARM IN THE READY CONDITION, HELD IN BOTH HES, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD, AS

DEMONSTRATED BY RO

TIME STARTS: AUDIBLE SIGNAL

PROCEDURE: AFTER START SIGNAL, ENGAGE TARGETS FROM INSIDE OF THE DEMARCATED AREA

→PAPER TARGETS REQUIRE 1 HIT ONLY



STAGE 10 – PISTOL CALIBER CARABINE

TARGETS: 8 IPSC TARGETS, 8 IPSC MINI POPPERS AND 1 NO SHOOT IPSC TARGET

MINIMUM NUMBER OF ROUNDS: 24

THE FIREARM READY CONDITION: LOADED (OPTION 1)

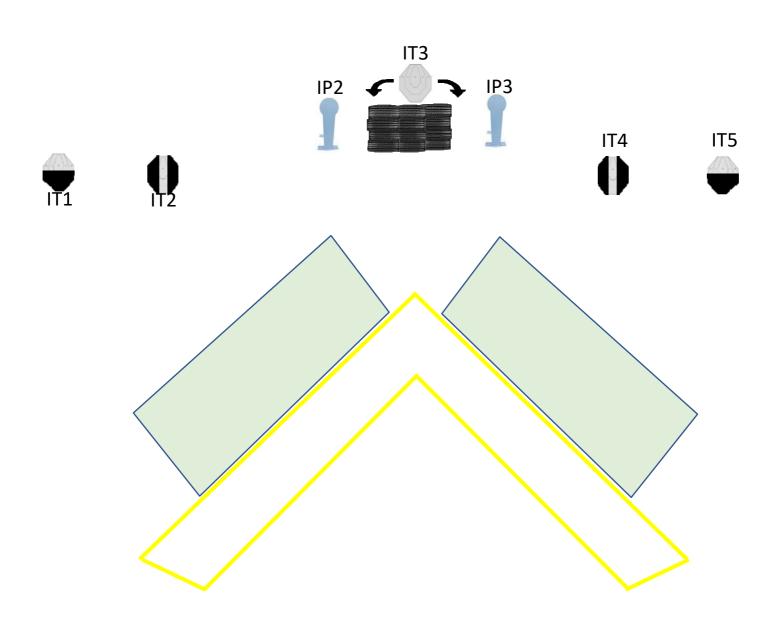
START POSITION: STEING ERECT INSIDE THE DESIGNATED AREA, FIREARM IN THE READY CONDITION, HELD IN BOTH HES, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE

WITH THE FINGERS OUTSIDE THE TRIGGER GUARD, AS DEMONSTRATED BY RO

TIME STARTS: AUDIBLE SIGNAL

PROCEDURE: AFTER START SIGNAL, ENGAGE TARGETS FROM INSIDE OF THE DEMARCATED AREA

→ (IMP3) AND (IMP7) ACTIVATE (IT4), WICH KEEPS VISIBLE WHILE RESTED



STAGE 11 – PISTOL CALIBER CARABINE

TARGETS: 5 IPSC TARGETS AND 2 IPSC POPPERS

MINIMUM NUMBER OF ROUNDS: 12

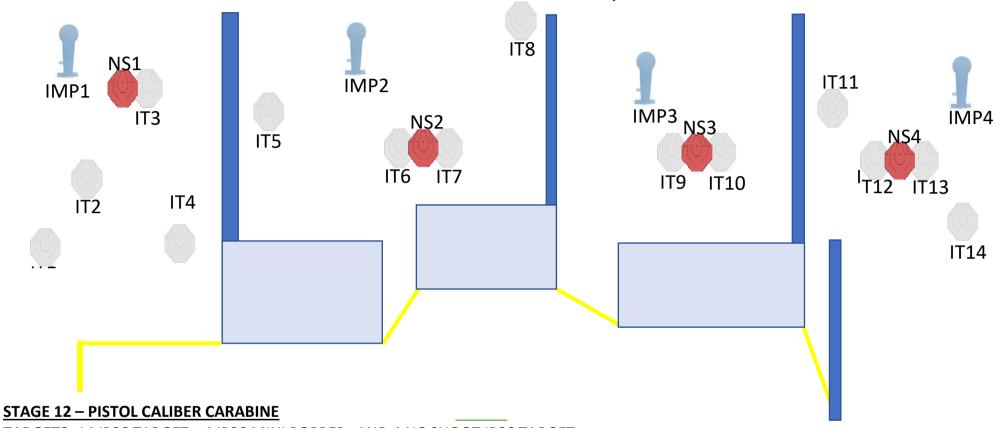
THE FIREARM READY CONDITION: LOADED (OPTION 1)

START POSITION: STEING ERECT INSIDE THE DESIGNATED AREA, FIREARM IN THE READY CONDITION, HELD IN BOTH HES, 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, AS DEMONSTRATED BY RO

TIME STARTS: AUDIBLE SIGNAL

PROCEDURE: AFTER START SIGNAL, ENGAGE TARGETS FROM INSIDE OF THE DEMARCATED AREA
→ (IP2) AND (IP3) ACTIVATE (IT3), WICH KEEPS VISIBLE WHILE RESTED



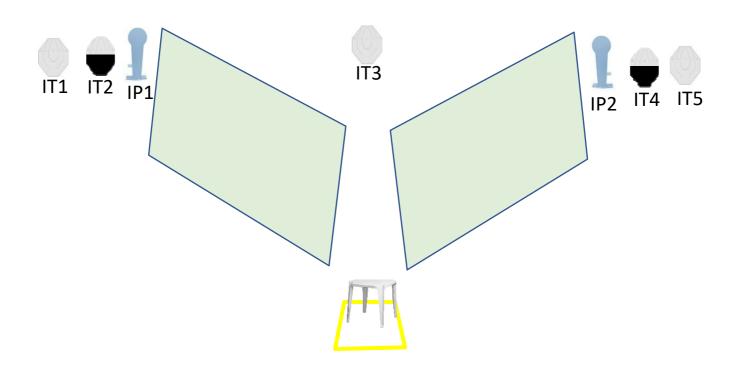
TARGETS: 14 IPSC TARGETS, 4 IPSC MINI POPPERS AND 4 NO SHOOT IPSC TARGETS

MINIMUM NUMBER OF ROUNDS: 32

THE FIREARM READY CONDITION: LOADED (OPTION 1)

START POSITION: STEING ERECT INSIDE THE DESIGNATED AREA, HEELS TOUCHING THE START LINE, FIREARM IN THE READY CONDITION, HELD IN BOTH HES, 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, AS DEMONSTRATED BY RO

TIME STARTS: AUDIBLE SIGNAL



STAGE 13 – PISTOL CALIBER CARABINE

TARGETS: 5 IPSC TARGETS AND 2 IPSC POPPERS

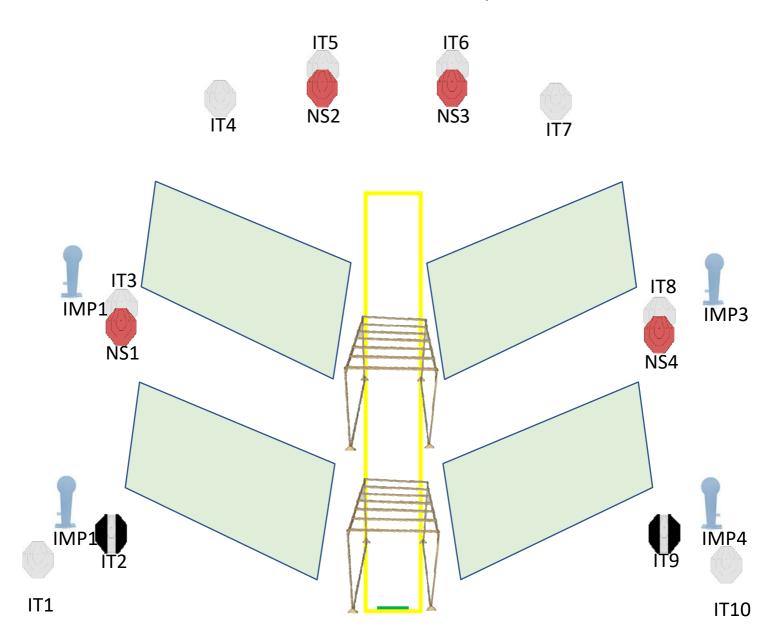
MINIMUM NUMBER OF ROUNDS: 12

THE FIREARM READY CONDITION: LOADED (OPTION 1)

START POSITION: STEING ERECT INSIDE THE DESIGNATED AREA, FIREARM IN THE READY CONDITION, GUN AND ALL MAGAZINES TO BE USED OVER MARKS ON THE TABLE, AS

DEMONSTRATED BY RO

TIME STARTS: AUDIBLE SIGNAL



STAGE 14 – PISTOL CALIBER CARABINE

TARGETS: 10 IPSC TARGETS, 4 IPSC MINI POPPERS AND 4 NO SHOOT IPSC TARGETS

MINIMUM NUMBER OF ROUNDS: 24

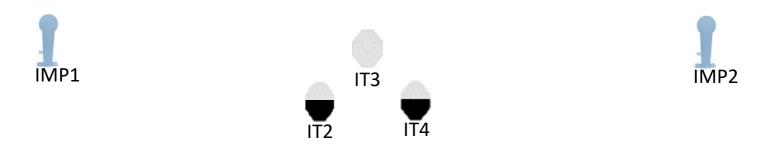
THE FIREARM READY CONDITION: LOADED (OPTION 1)

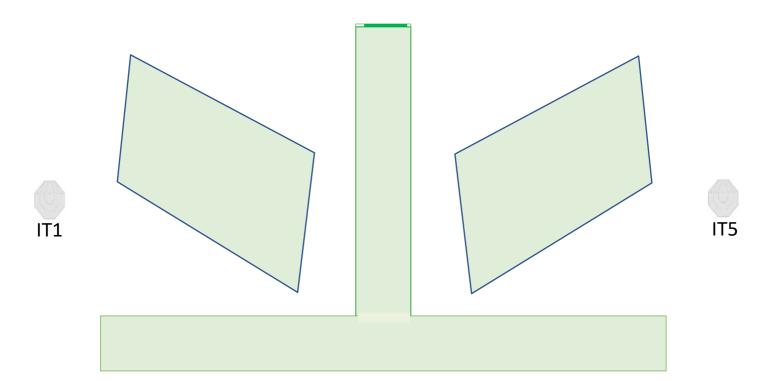
START POSITION: STEING ERECT INSIDE THE DESIGNATED AREA, HEELS TOUCHING THE START LINE, FIREARM IN THE READY CONDITION, HELD IN BOTH HES, STOCK TOUCHING THE COMPETITOR AT HIP LEVEL, BARREL PARALLEL TO THE GROUND, TRIGGER GUARD DOWNWARDS, MUZZLE POINTING DOWNRANGE WITH THE FINGERS OUTSIDE THE TRIGGER GUARD, AS DEMONSTRATED BY RO

TIME STARTS: AUDIBLE SIGNAL

PROCEDURE: AFTER START SIGNAL, ENGAGE TARGETS FROM INSIDE OF THE DEMARCATED AREA

→ THERE ARE TWO COOPER TUNNELS





STAGE 15 – PISTOL CALIBER CARABINE

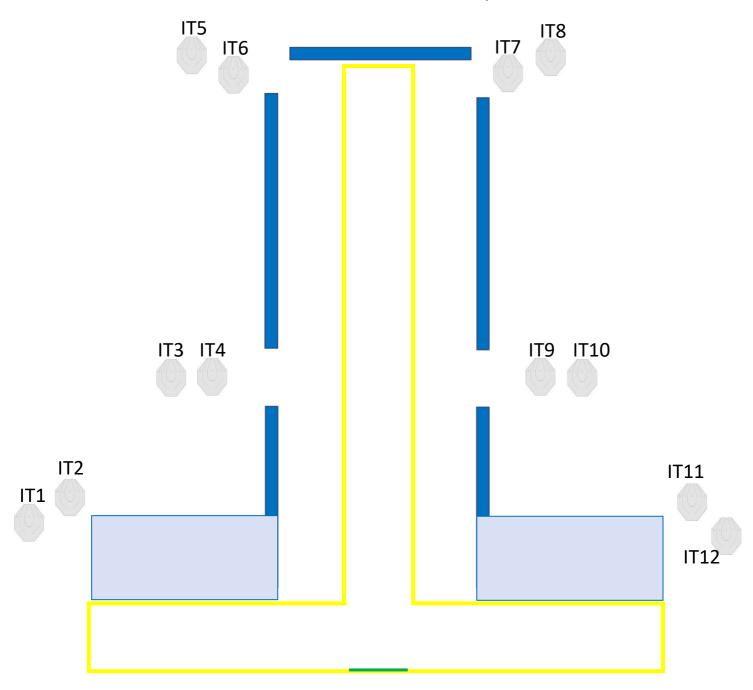
TARGETS: 5 IPSC TARGETS AND 2 IPSC MINI POPPERS

MINIMUM NUMBER OF ROUNDS: 12

THE FIREARM READY CONDITION: LOADED (OPTION 1)

START POSITION: STEING ERECT INSIDE THE DESIGNATED AREA, TOES TOUCHING THE START LINE, FIREARM IN THE READY CONDITION, HELD IN BOTH HES, 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, AS DEMONSTRATED BY RO

TIME STARTS: AUDIBLE SIGNAL



STAGE 16 – PISTOL CALIBER CARABINE

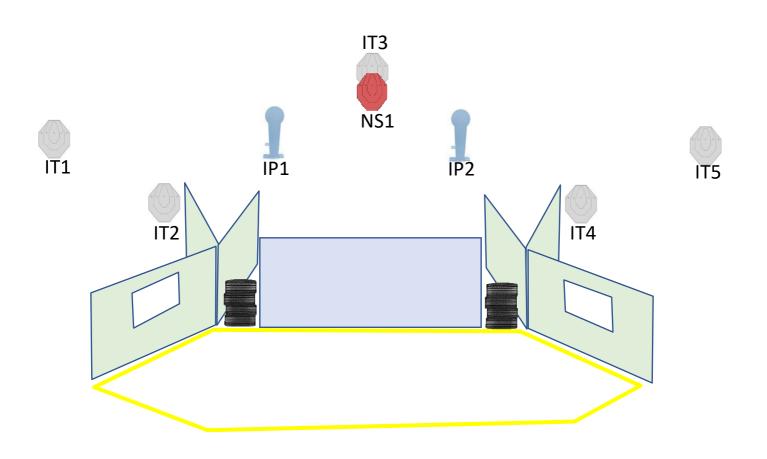
TARGETS: 12 IPSC TARGETS

MINIMUM NUMBER OF ROUNDS: 24

THE FIREARM READY CONDITION: LOADED (OPTION 1)

START POSITION: STEING ERECT INSIDE THE DESIGNATED AREA, HELLS TOUCHING THE START LINE, FIREARM IN THE READY CONDITION, HELD IN BOTH HES, 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, AS DEMONSTRATED BY RO

TIME STARTS: AUDIBLE SIGNAL



STAGE 17 – PISTOL CALIBER CARABINE

TARGETS: 5 IPSC TARGETS, 2 IPSC POPPERS AND 1 NO SHOOT

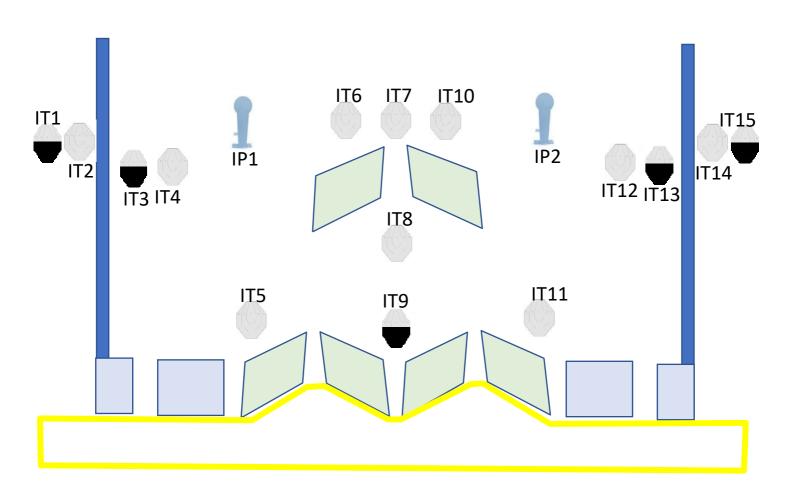
MINIMUM NUMBER OF ROUNDS: 12

THE FIREARM READY CONDITION: LOADED (OPTION 1)

START POSITION: STEING ERECT INSIDE THE DESIGNATED AREA, FIREARM IN THE READY CONDITION, HELD IN BOTH HES, 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, AS DEMONSTRATED BY RO

TIME STARTS: AUDIBLE SIGNAL



STAGE 18 – PISTOL CALIBER CARABINE

TARGETS: 15 IPSC TARGETS AND 2 IPSC POPPERS

MINIMUM NUMBER OF ROUNDS: 32

THE FIREARM READY CONDITION: LOADED (OPTION 1)

START POSITION: STEING ERECT INSIDE THE DESIGNATED AREA, FIREARM IN THE READY CONDITION, HELD IN BOTH HES, 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, AS DEMONSTRATED BY RO

TIME STARTS: AUDIBLE SIGNAL