



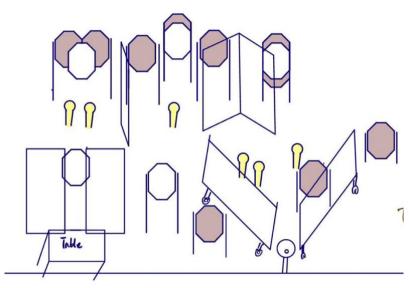
Stage 1			
Course of fire type	Medium		
Targets	5 x IPSC Action Air Paper Target		
	1 x IPSC Action Air Paper No-Shoot Target		
	6 x IPSC Action Air Mini Popper		
	0 x IPSC Mini Plate		
	1 x Stop Plate		
Number of Projectiles	16 +1	score 80	
Handgun Ready condition	Gun load chamber empty. Gun holstered		
Start position	Stand relaxed on marking, facing downrange.		
Time starts / Time stops	On audio signal / last shot – stop plate		
Procedure	After the start signal, engage targets within demarcated		
	area.		





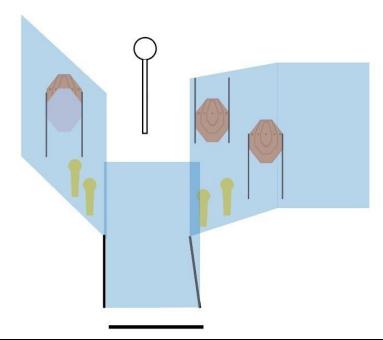
Stage 2			
Course of fire type	Short		
Targets	3 x IPSC Action Air Paper Target		
	0 x IPSC Action Air Paper No-Shoot Target		
	3 x IPSC Action Air Mini Popper		
	1 x IPSC Mini Plate		
	1 x Stop Plate		
Number of Projectiles	10 + 1 score 50		
Handgun Ready condition	Gun load chamber load. Gun holstered		
Start position	Stand relaxed on marking, facing downrange.		
Time starts / Time stops	On audio signal / last shot – stop plate		
Procedure	After the start signal, engage targets within demarcated		
	area.		





Stage 3			
Course of fire type	Long		
Targets	10 x IPSC Action Air Paper Target		
	5 x IPSC Action Air Paper No-Shoot Target		
	6	6 x IPSC Action Air Mini Popper	
	0	x IPSC Mir	ni Plate
	1	x Stop Pla	te
Number of Projectiles	26	+ 1	score 130
Handgun Ready condition	Gun empty chamber empty. Gun and all magazines on table.		
Start position	Stand relaxed on marking, facing downrange.		
Time starts / Time stops	On audio signal / last shot – stop plate		
Procedure	After the start signal, engage targets within demarcated area.		





Stage 4			
Course of fire type	Short		
Targets	3 x IPSC Action Air Paper Target		
	1 x IPSC Action Air Paper No-Shoot Target		
	4 x IPSC Action Air Mini Popper		
	0 x IPSC Mini Plate		
	1 x Stop Plate		
Number of Projectiles	10 + 1 score 50		
Handgun Ready condition	Gun load chamber load. Gun holstered		
Start position	Stand relaxed on marking, facing downrange.		
Time starts / Time stops	On audio signal / last shot – stop plate		
Procedure	After the start signal, engage targets within demarcated		
	area.		