

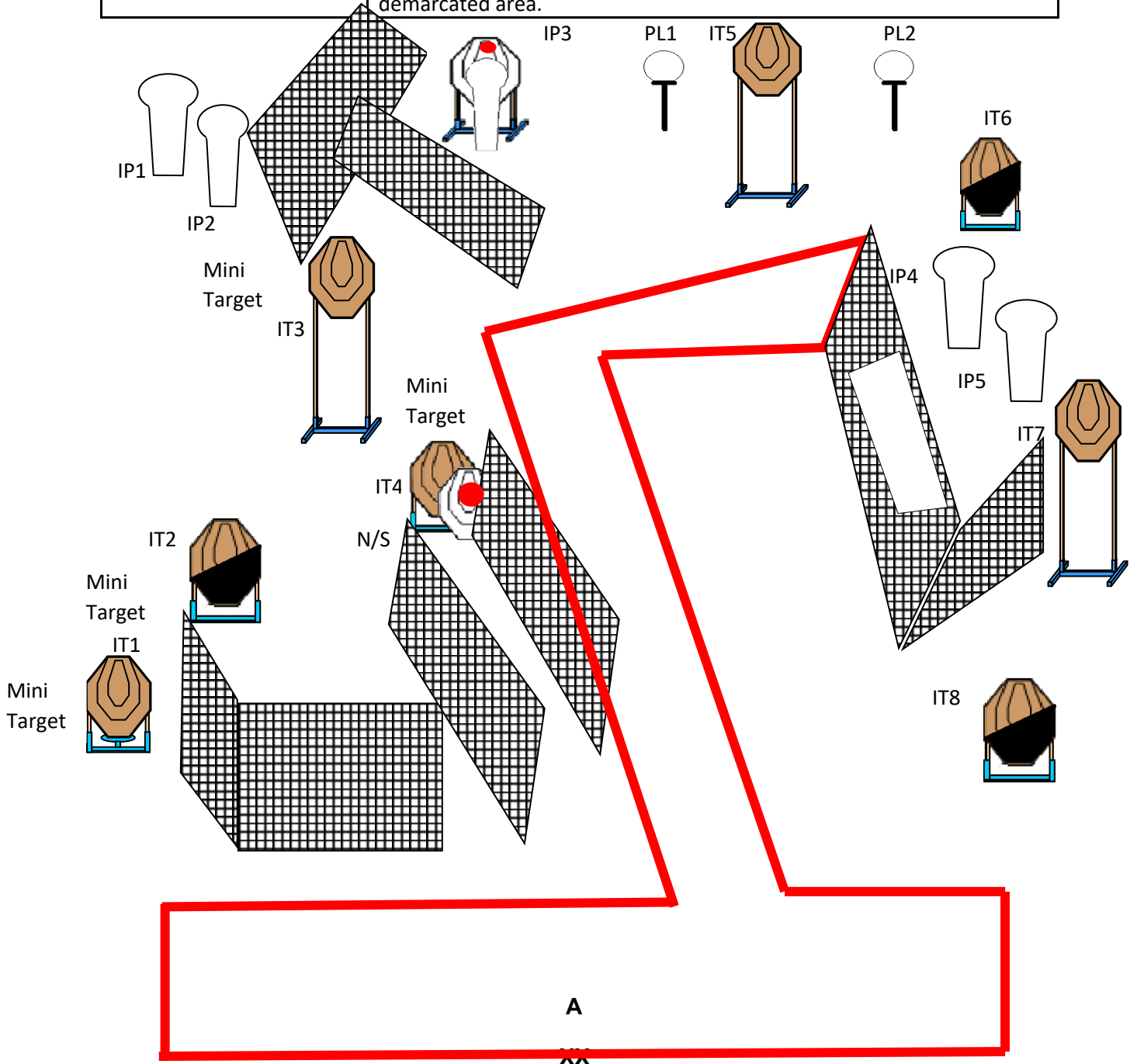
Stage number	Range number	Stage type	Rounds	Points
1	1	M	23	115
2	2	S	12	60
3	3	L	30	150
4	4	M	24	120
5	5	M	20	100
6	7	S	12	60
7+Crono	9	S	9	45
8	10	S	12	60
9	17	S	12	60
10	18	M	22	110
11	19	S	12	60
12	20	M	24	120
13	21	S	8	40
14	22	S	12	60
15	23	M	22	110
16	24	L	32	160
Total			294	

Stage Number 1

Range 1

Type of course - Medium Course

Targets	8 x IPSC Targets, 5 x IPSC Poppers, 2 x IPSC Plates, 2 X No-shoot targets		
Number of Rounds to be Scored	23	Distances	5 – 20 m
Competitor ready condition	Heels touching demarcated area at A.		
Time starts	Audible signal		
Procedure	On audible start signal engage targets while remaining in the demarcated area.		

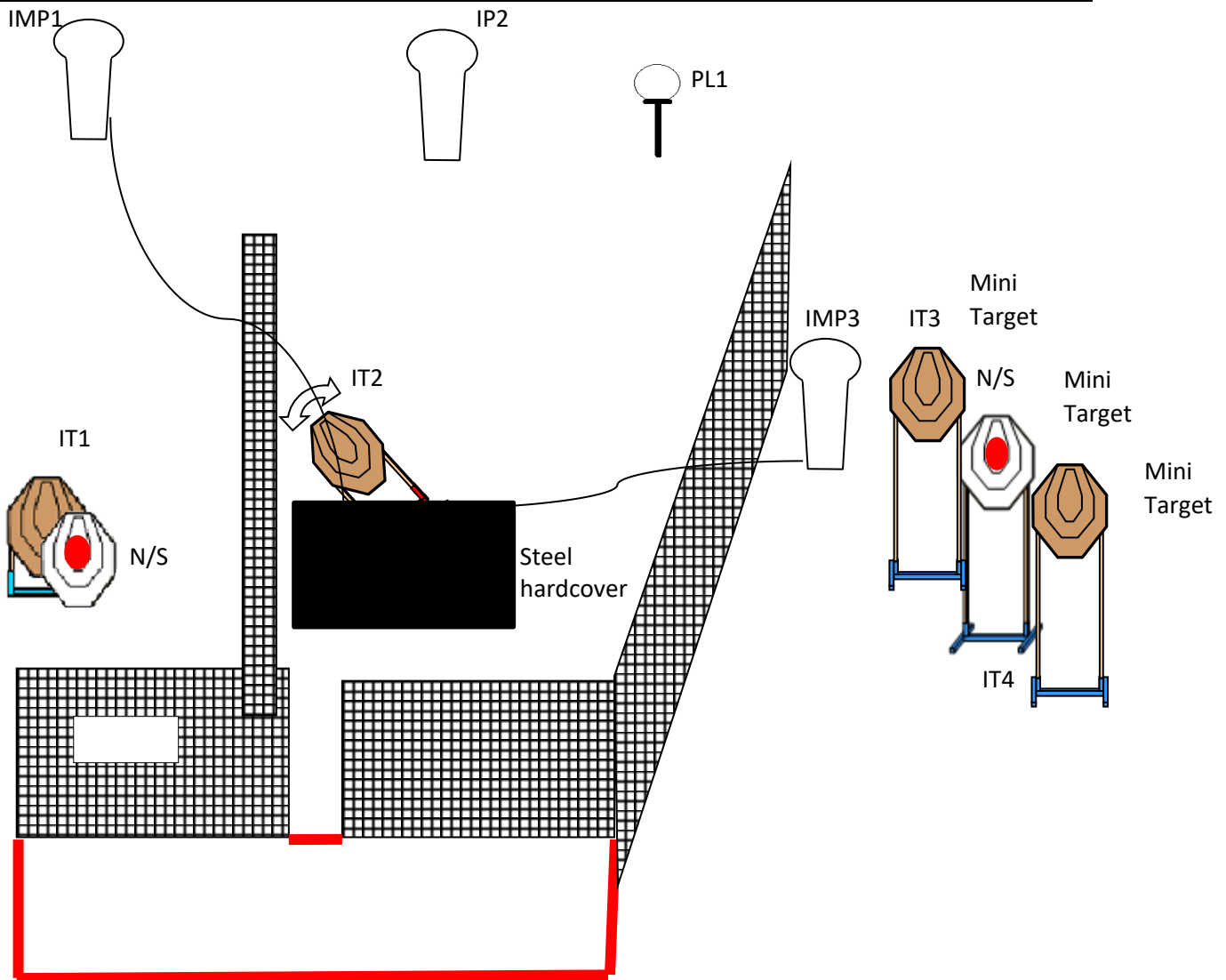


Stage Number 2

Range 2

Type of course - Short Course

Targets	4 x IPSC Targets, 3 x IPSC Popper, 1 x IPSC Plate, 2 X No-shoot target		
Number of Rounds to be Scored	12	Distances	7 – 15m
Competitor ready condition	Shooter starts anywhere in demarcated area.		
Time start	Audible signal		
Procedure	On audible start signal engage targets while remaining in the demarcated area. Both IP1 and IP3 activate Swinger IT2 which remains visible.		

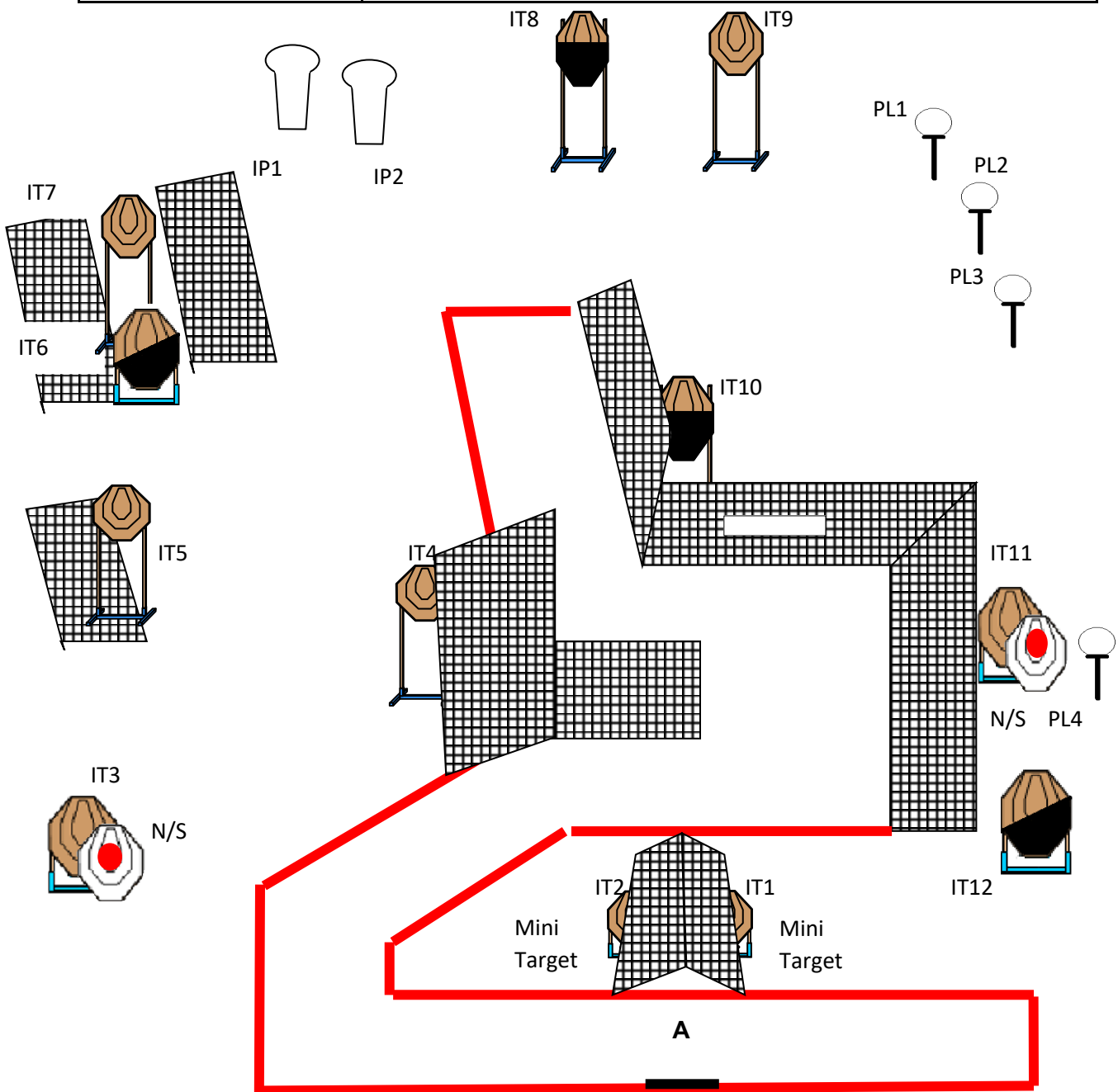


Stage Number 3

Range 3

Type of course - Long Course

Targets	12 x IPSC Targets, 2 x IPSC Poppers, 4 x IPSC Plates, 2 X No-shoot		
Number of Rounds to be Scored	30	Distances	5 – 30 m
Competitor ready condition	Heels touching demarcated area at A.		
Time starts	Audible signal		
Procedure	On audible start signal engage targets while remaining in the demarcated area.		

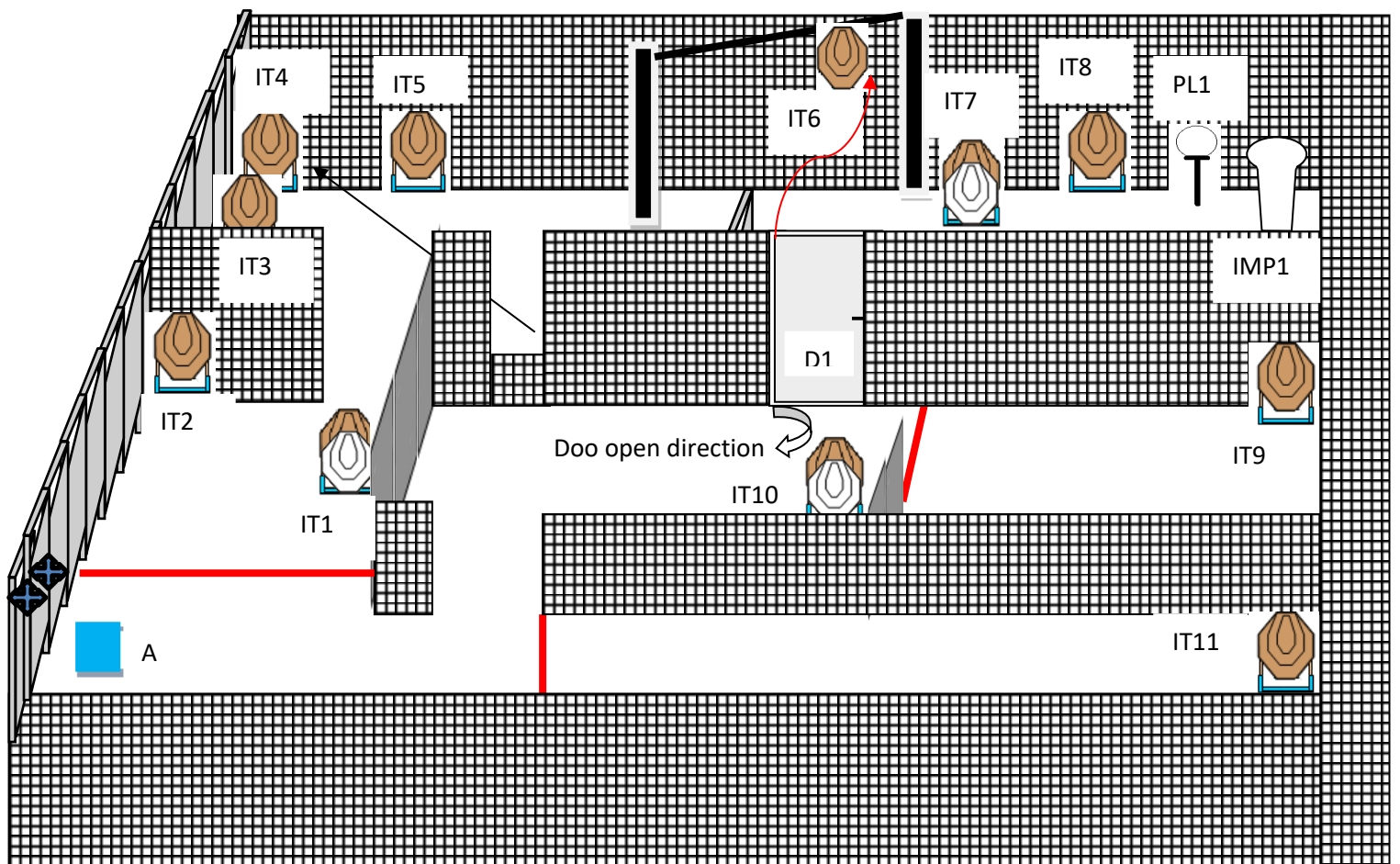


Stage Number 4

Range 4

Type of course - Medium Course

Targets	11 x IPSC Targets, 1 x IPSC Poppers, 1 x IPSC Plates, 3 x No-Shoot Targets		
Number of Rounds to be Scored	24	Distances	2 – 15 m
Competitor ready condition	Shooter starts with both feet on A and hands flat on demarcation as demonstrated.		
Time starts	Audible signal		
Procedure	On audible start signal engage targets while remaining in demarcated area. D1 activates Runner IT6 which remains visible at rest.		

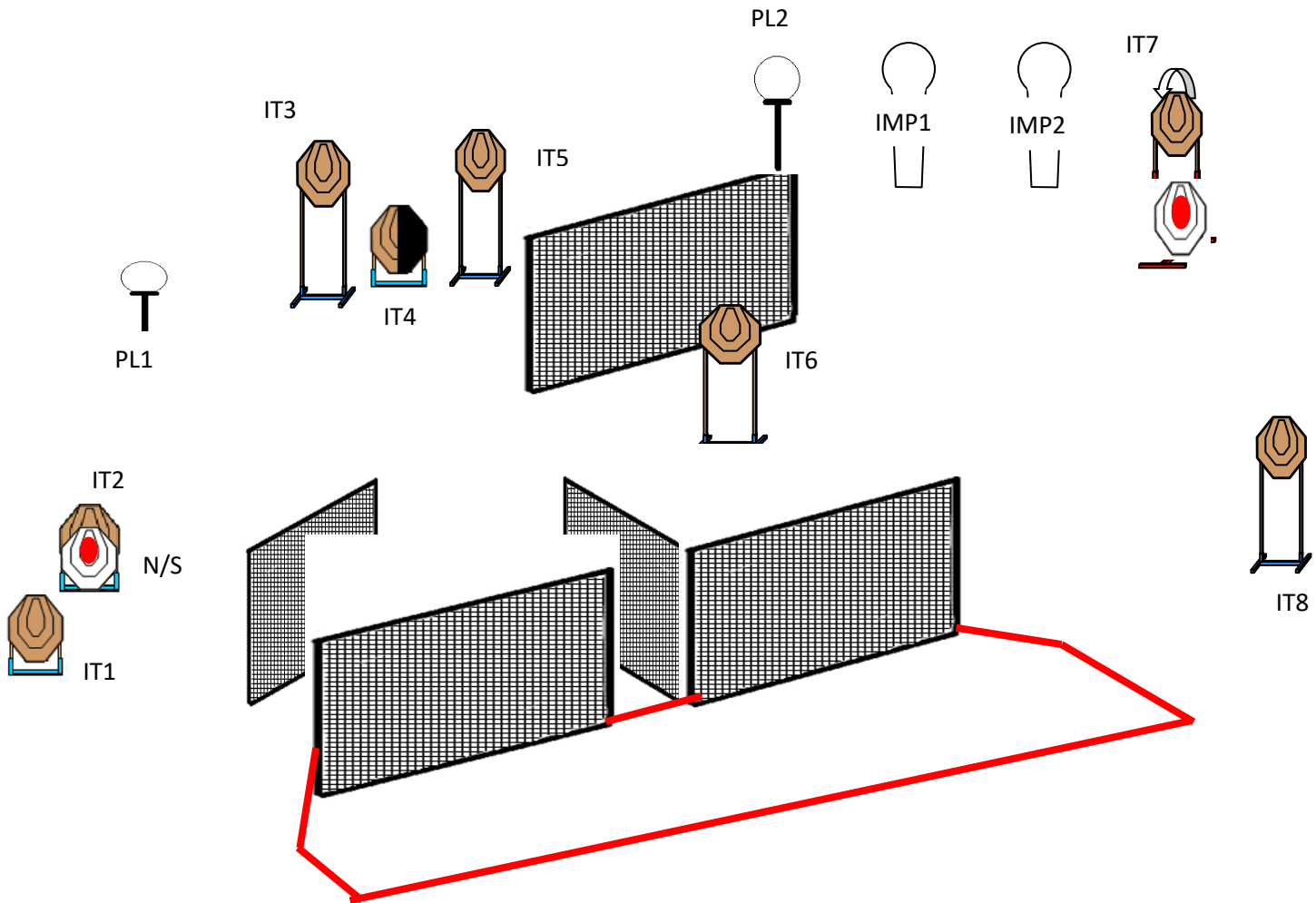


Stage Number 5

Range 5

Type of course - Medium Course

Targets	8 x IPSC Targets, 2 x IPSC Poppers, 2 x IPSC Plates, 3 x No-Shoot Targets		
Number of Rounds to be Scored	20	Distances	2 – 15 m
Competitor ready condition	Shooter starts anywhere in demarcated area.		
Time starts	Audible signal		
Procedure	On audible start signal engage targets while remaining in demarcated area. IP1 activates Bobber IT7 which remains visible.		

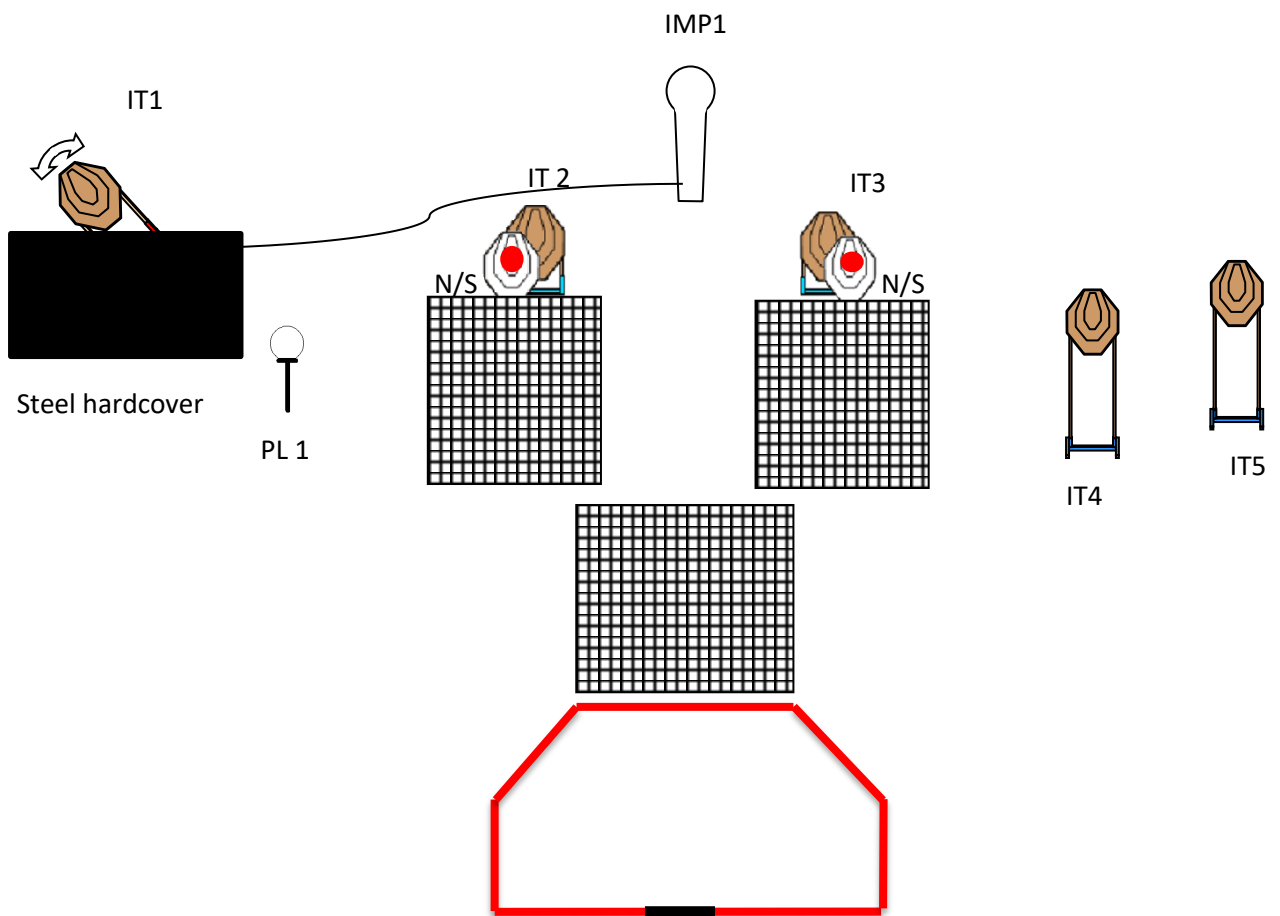


Stage Number 6

Range 7

Type of course - Short Course

Targets	5 x IPSC Targets, 1 x IPSC Popper, 1 x IPSC Plate, 2 x No-Shoot Targets		
Number of Rounds to be Scored	12	Distances	7 – 14 m
Handgun ready condition	Chamber empty and magazine inserted.		
Competitor ready condition	Shooter starts with heels touching mark as demonstrated.		
Time starts	Audible signal		
Procedure	On audible start signal engage targets while remaining in the demarcated area. IP1 activates Swinger IT1 which remains visible.		

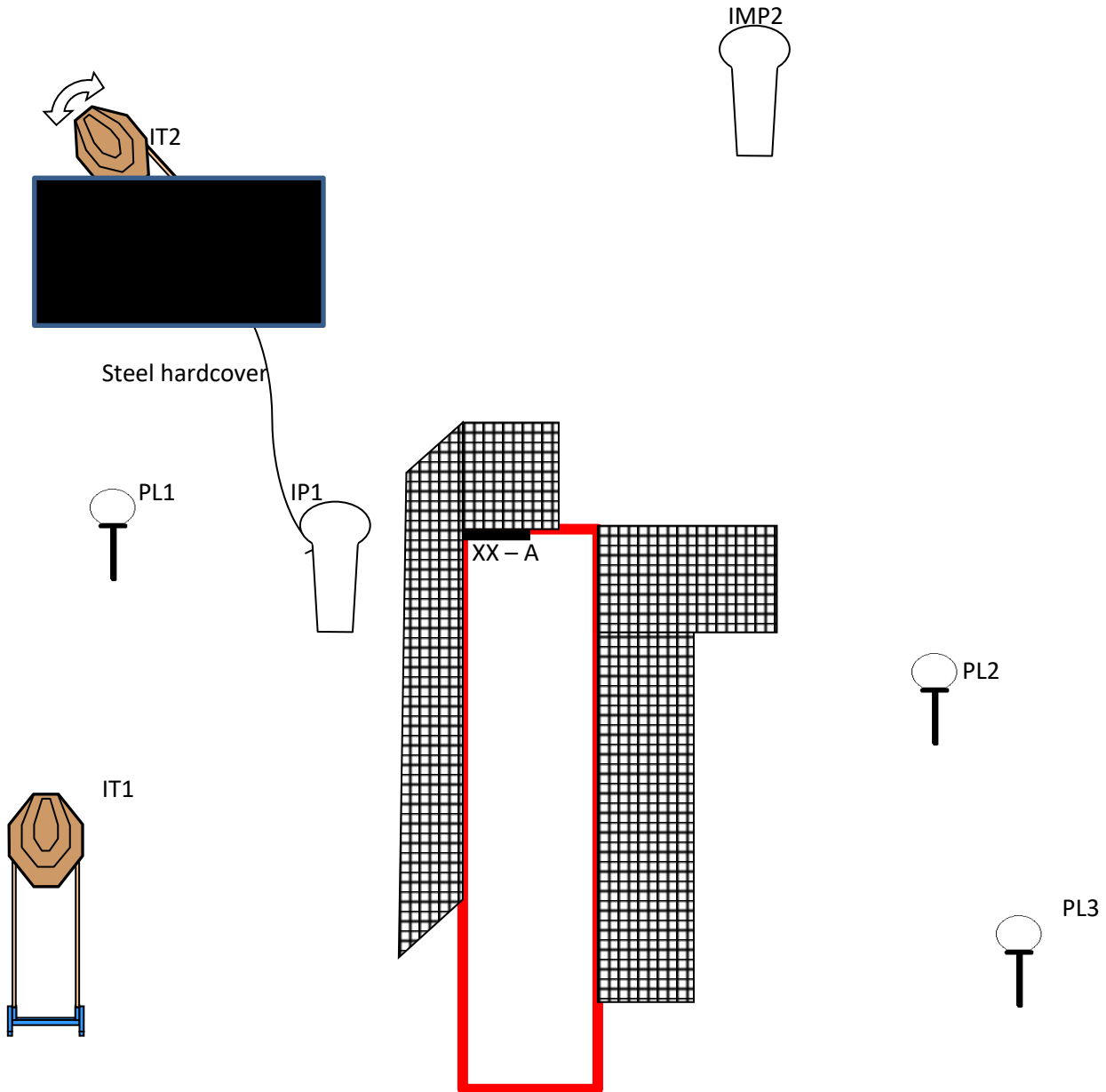


Stage Number 7

Range 9

Type of course - Short Course

Targets	2 x IPSC Targets, 2 x IPSC Poppers, 3 x IPSC Plates,		
Number of Rounds to be Scored	9	Distances	7 – 15 m
Competitor ready condition	Toes touching mark at A.		
Time starts	Audible signal		
Procedure	On audible start signal engage targets while remaining in the demarcated area. IP1 activates Swinger IT2 which remains visible.		

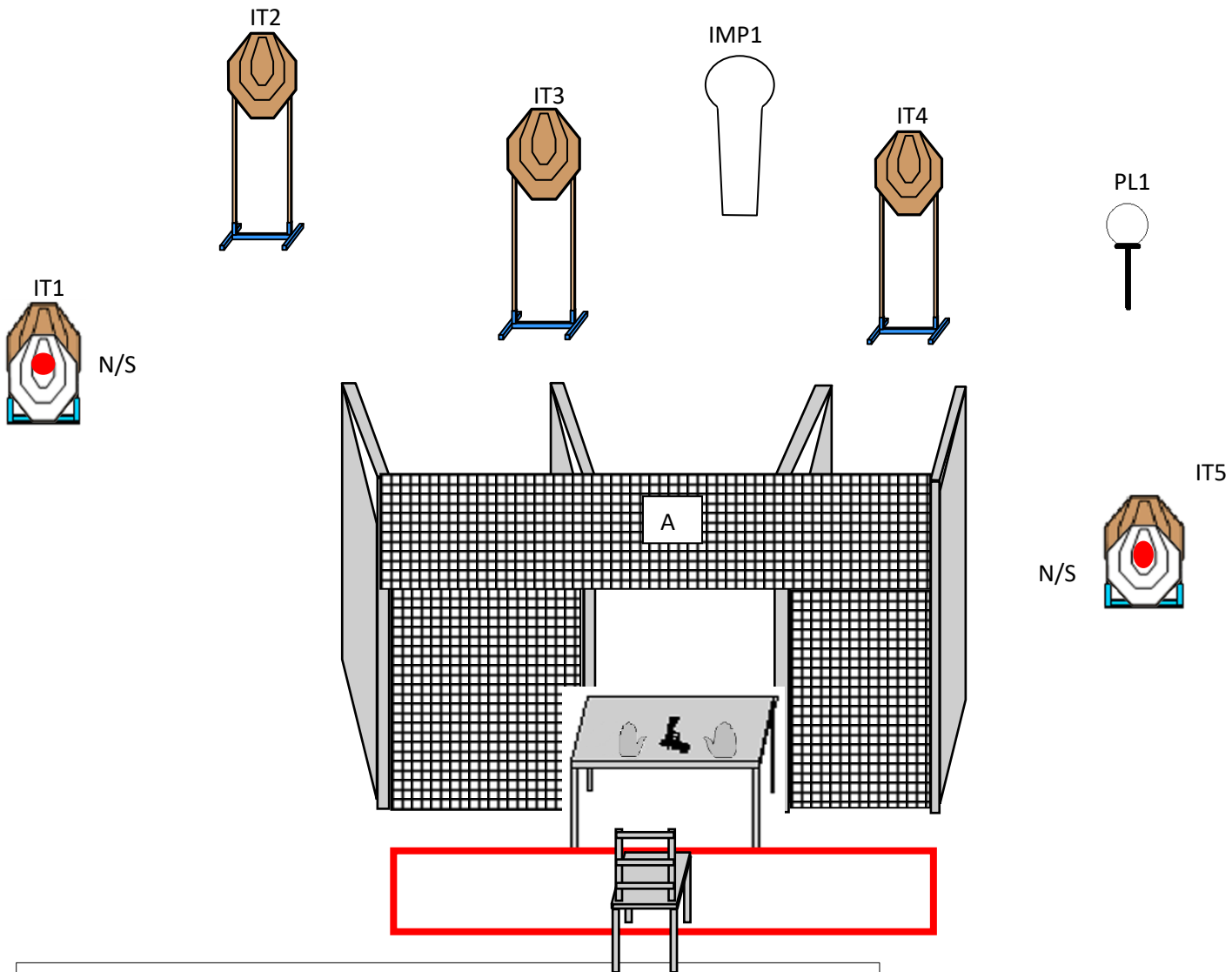


Stage Number 8

Range 10

Type of course - Short Course

Targets	5 x IPSC Target, 1 x IPSC Popper, 1 x IPSC Plate, 2 x No-Shoot Targets.		
Number of Rounds to be Scored	12	Distances	8 – 15 M
Competitor ready condition	Shooter starts seated, holding cold drink in right hand. Handgun placed flat on table.		
Time starts	Audible signal		
Procedure	On audible start signal engage targets while remaining in the demarcated area.		



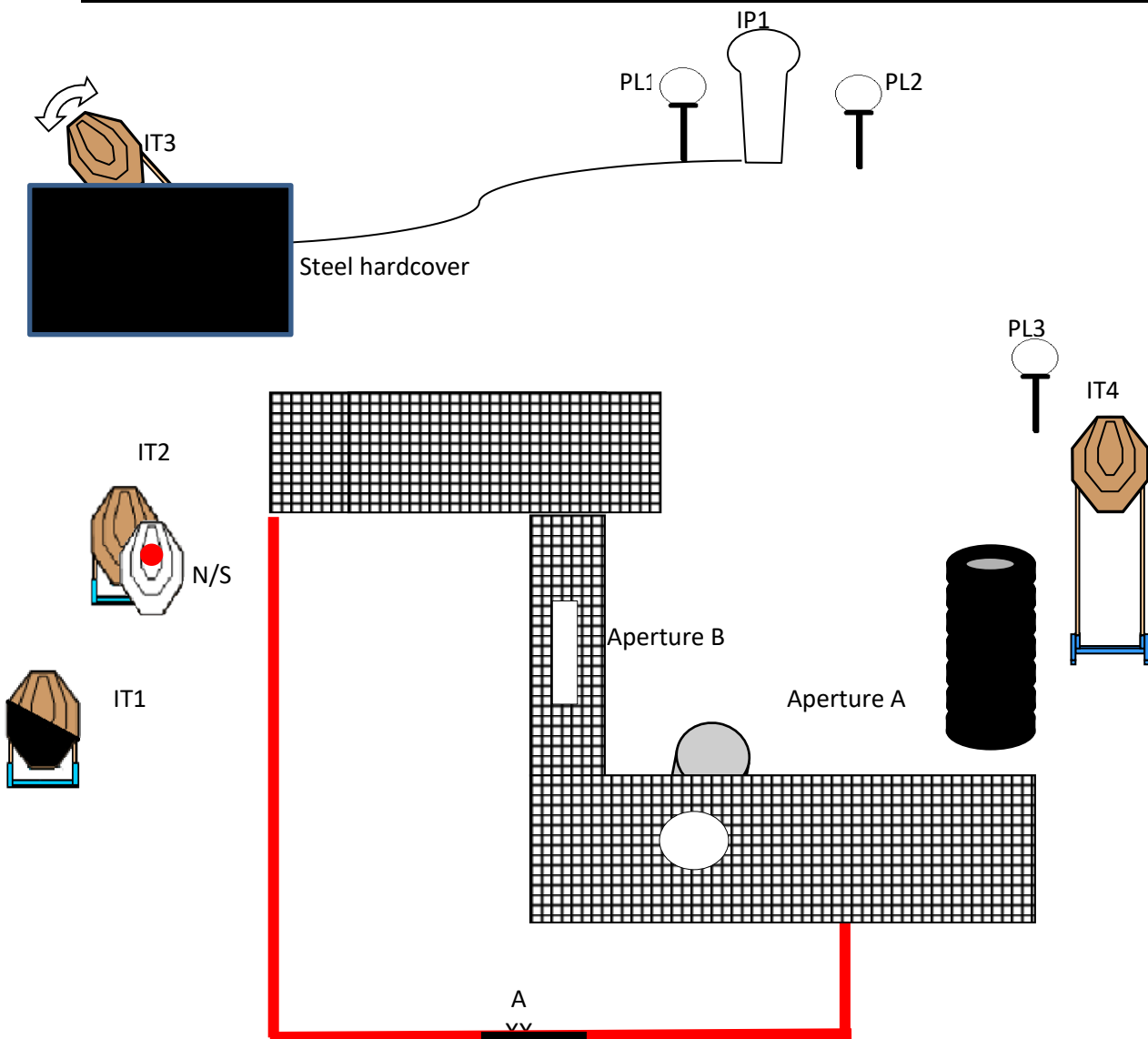
Building note: Screen A forces the shooter to squat for targets IT3, IT4 and IP1

Stage Number 9

Range 17

Type of course - Short Course

Targets	4 x IPSC Targets, 1 x IPSC Popper, 3 x IPSC Plates, 1 X No-shoot target		
Number of Rounds to be Scored	12	Distances	5 – 15 m
Handgun ready condition	Chamber empty and magazine inserted.		
Competitor ready condition	Shooter starts with heels touching mark at A.		
Time starts	Audible signal		
Procedure	On audible start signal engage targets while remaining in the demarcated area. IP1 activates Swinger IT3 which remains visible.		



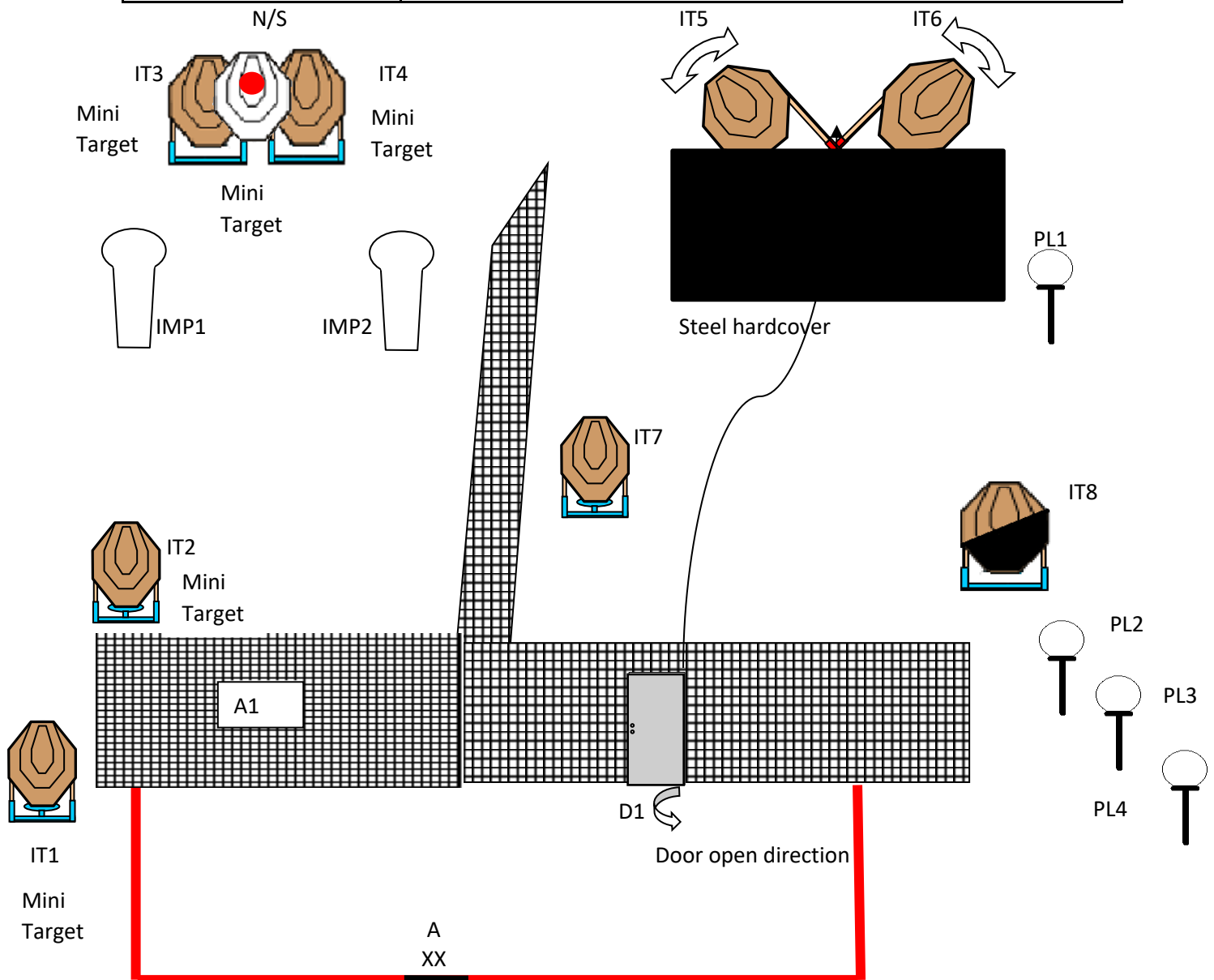
Range building note: PL3 and IT4 only visible from Aperture B

Stage Number 10

Range 18

Type of course - Medium Course

Targets	8 x IPSC Targets, 2 x IPSC Poppers, 4 IPSC Plates, 1 X No-shoot target		
Number of Rounds to be Scored	22	Distances	7 – 15m
Competitor ready condition	Shooter starts with heels touching mark at A.		
Time start	Audible signal		
Procedure	On audible start signal engage targets while remaining in the demarcated area. Door D1 activates moving targets IT5 and IT6 which remain visible.		

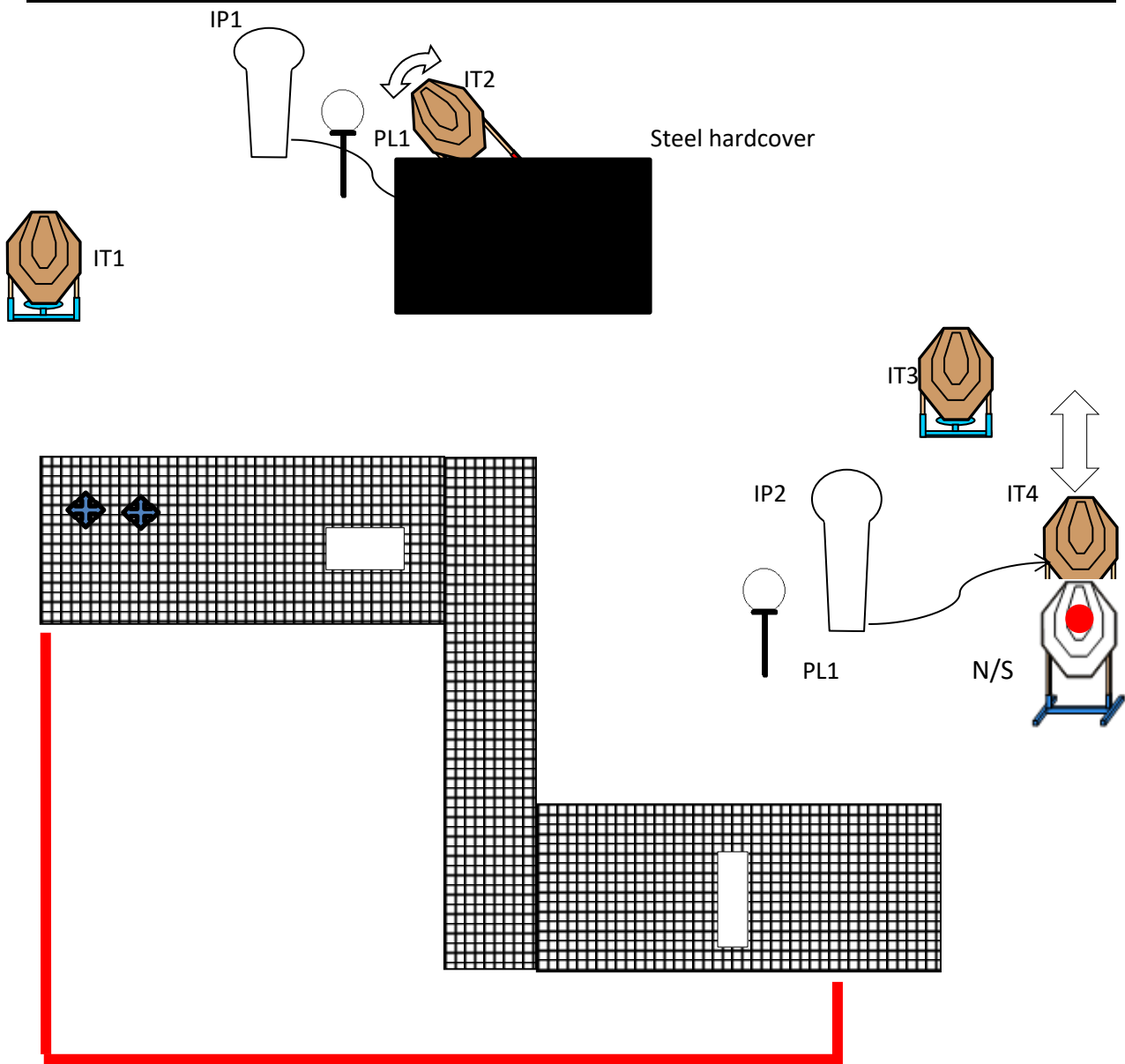


Stage Number 11

Range 19

Type of course - Short Course

Targets	4 x IPSC Targets, 2 x IPSC Poppers, 2 x IPSC Plates, 1 x No-shoot		
Number of Rounds to be Scored	12	Distances	7 – 20 m
Handgun ready condition	Chamber empty and magazine inserted.		
Competitor ready condition	Hands flat on demarcated area as demonstrated.		
Time starts	Audible signal		
Procedure	On audible start signal engage targets while remaining in the demarcated area. IP1 activates Swinger IT2 which remains visible. IP2 activates Bobber IT4 which remains visible.		



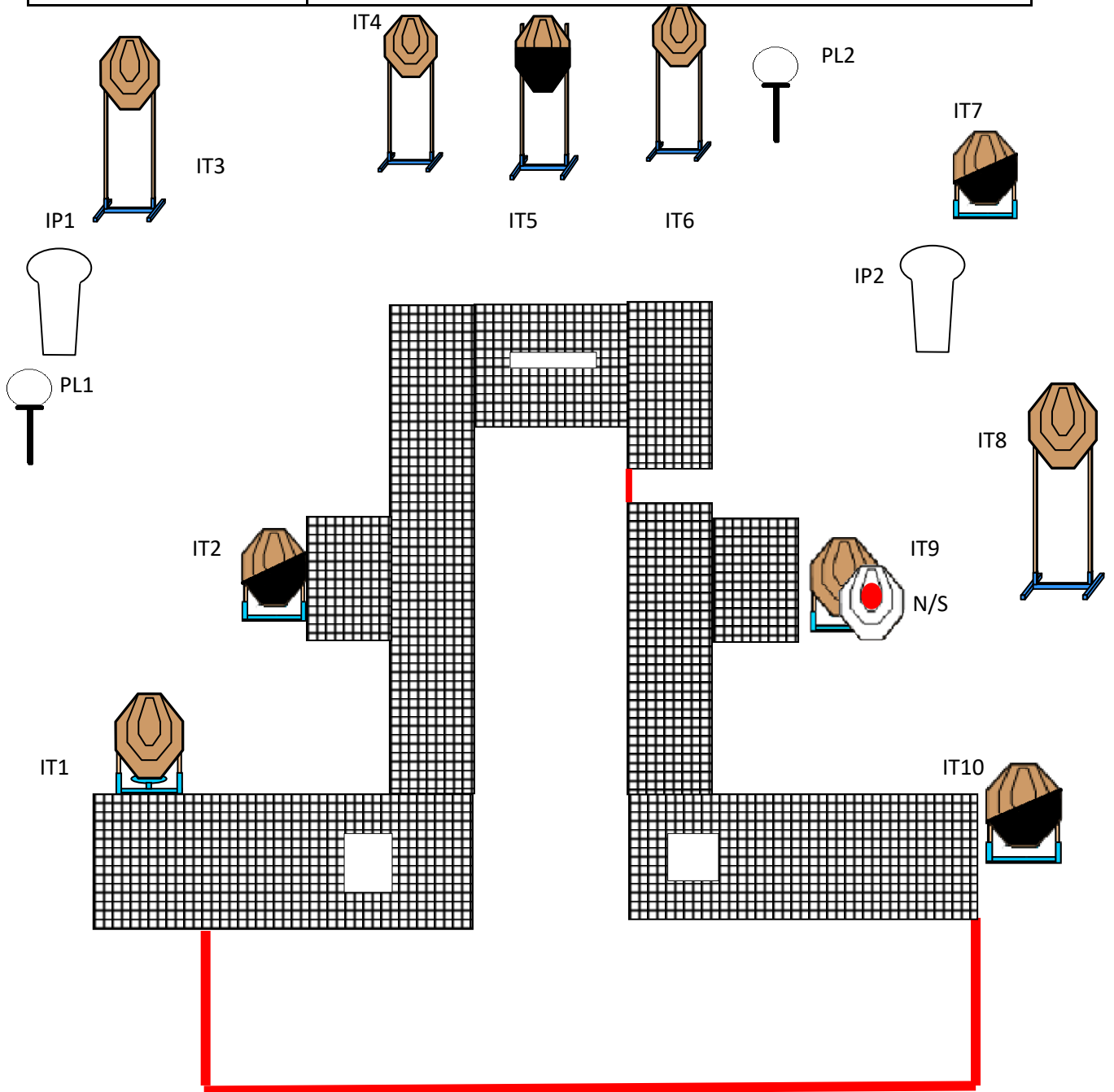
Range building note: IT2 (Swinger) visible from both windows.

Stage Number 12

Range 20

Type of course - Medium Course

Targets	10 x IPSC Targets, 2 x IPSC Poppers, 2 x IPSC Plates, 1 X No-shoot		
Number of Rounds to be Scored	24	Distances	5 – 20 m
Competitor ready condition	Shooter starts anywhere inside demarcated area as demonstrated.		
Time starts	Audible signal		
Procedure	On audible start signal engage targets while remaining in the demarcated area.		

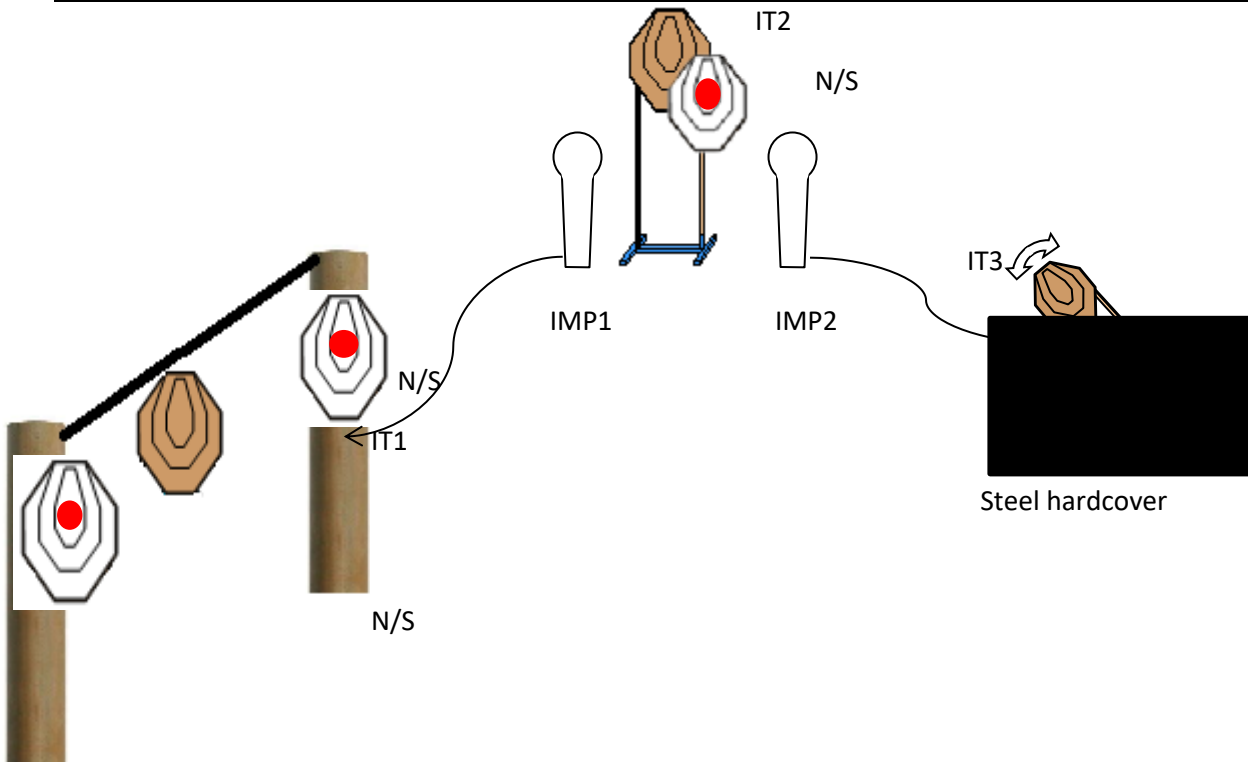


Stage Number 13

Range 21

Type of course - Short Course

Targets	3 x IPSC Targets, 2 x IPSC Mini Poppers, , 3 x No-Shoot Targets		
Number of Rounds to be Scored	8	Distances	8 – 15m
Handgun ready condition	Shooter starts anywhere in demarcated area.		
Time starts	Audible signal		
Procedure	On audible start signal engage targets while remaining in the demarcated area. IMP1 activates Runner IT1 which remains visible. IMP2 activates Swinger IT3 which remains visible.		



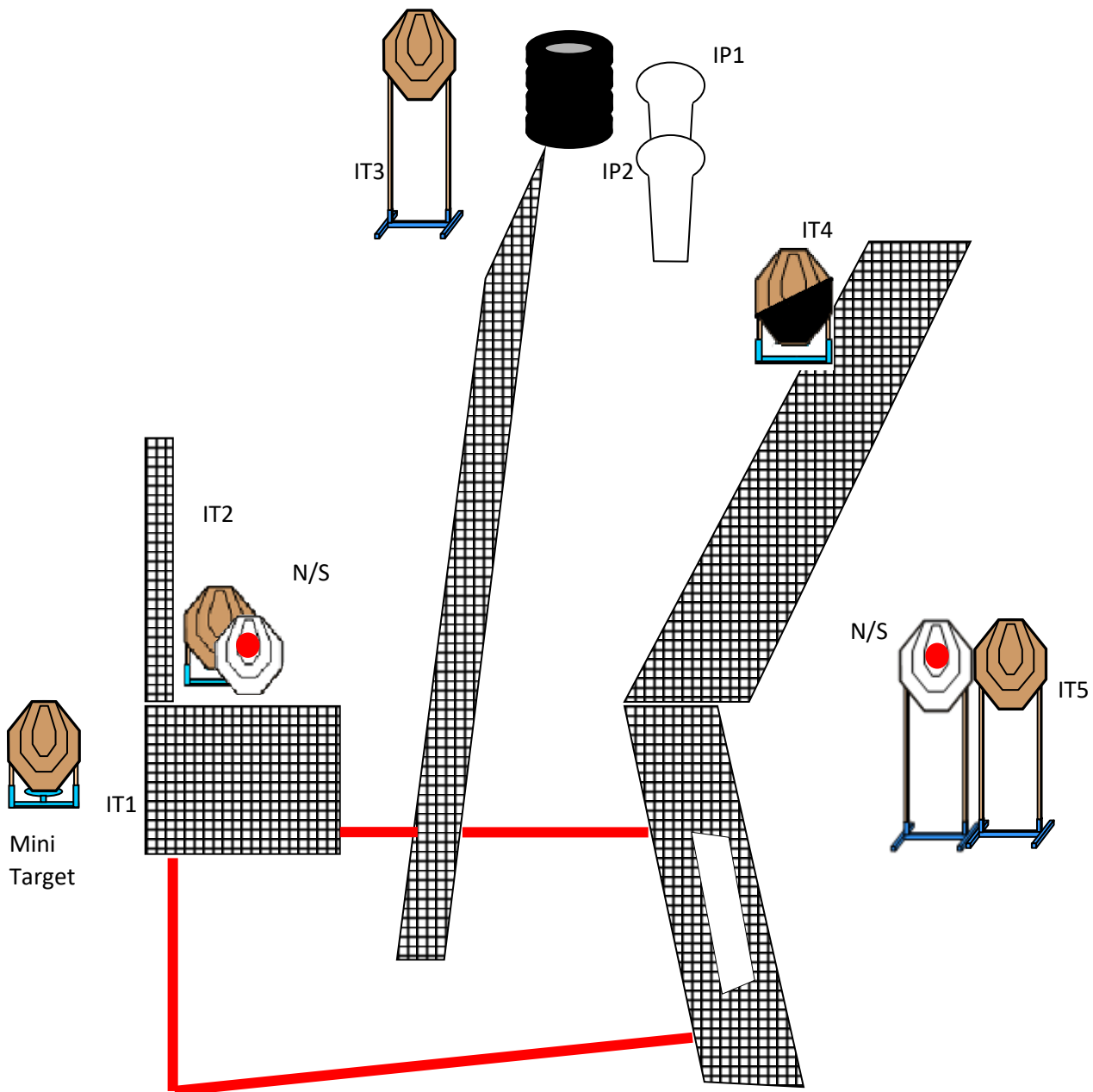
A

Stage Number 14

Range 22

Type of course - Short Course

Targets	5 x IPSC Targets, 2 x IPSC Poppers, 2 X No-shoot targets		
Number of Rounds to be Scored	12	Distances	7 – 20 m
Competitor ready condition	Shooter starts anywhere inside demarcated area.		
Time starts	Audible signal		
Procedure	On audible start signal engage targets while remaining in the demarcated area.		

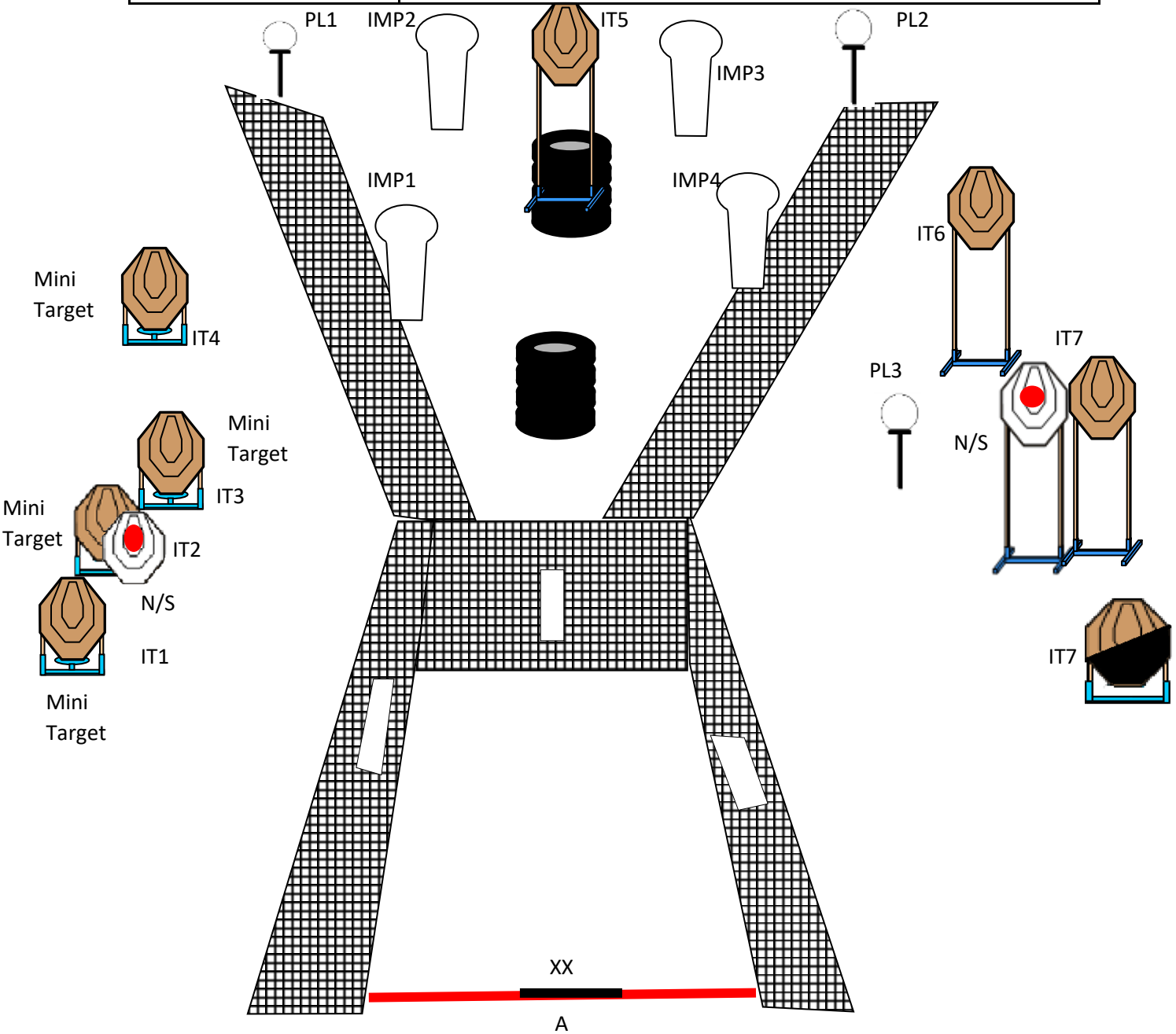


Stage Number 15

Range 23

Type of course - Medium Course

Targets	8 x IPSC Targets, 4 x IPSC Poppers, 3 x IPSC Plates, 2 X No-shoot targets		
Number of Rounds to be Scored	23	Distances	5 – 18 m
Competitor ready condition	Heels touching the mark at A.		
Time starts	Audible signal.		
Procedure	On audible start signal engage targets while remaining in the demarcated area.		



Stage Number 16

Range 24

Type of course - Long Course

Targets	13 x IPSC Targets, 4 x IPSC Poppers, 2 x IPSC Plates, 2 x No Shoot Targets		
Number of Rounds to be Scored	32	Distances	2 – 18 m
Competitor ready condition	Shooter starts anywhere in demarcated area.		
Time starts	Audible signal		
Procedure	On audible start signal engage targets while remaining in the demarcated area. IP4 activates bobber IT11 which will remain visible.		

