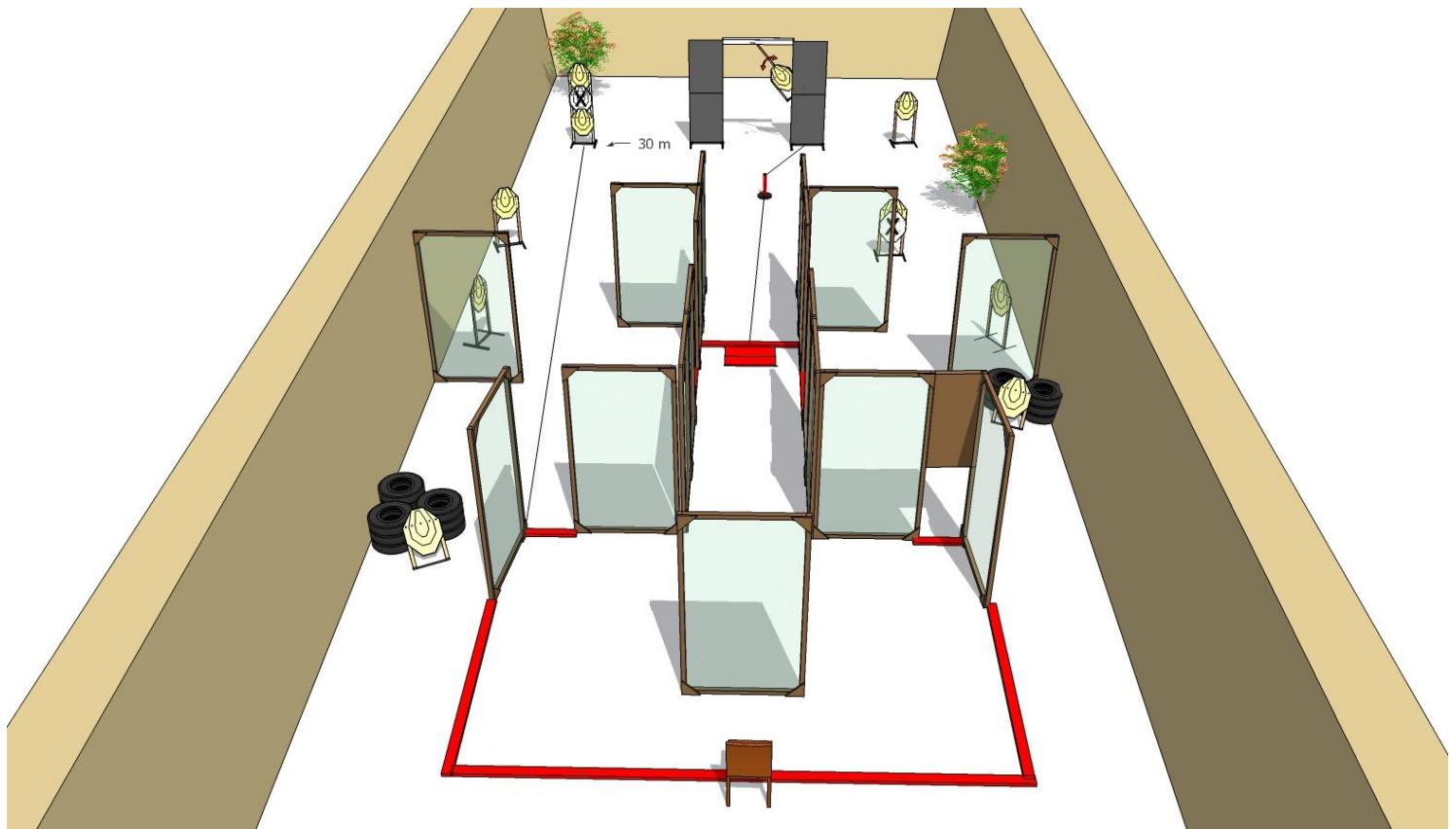


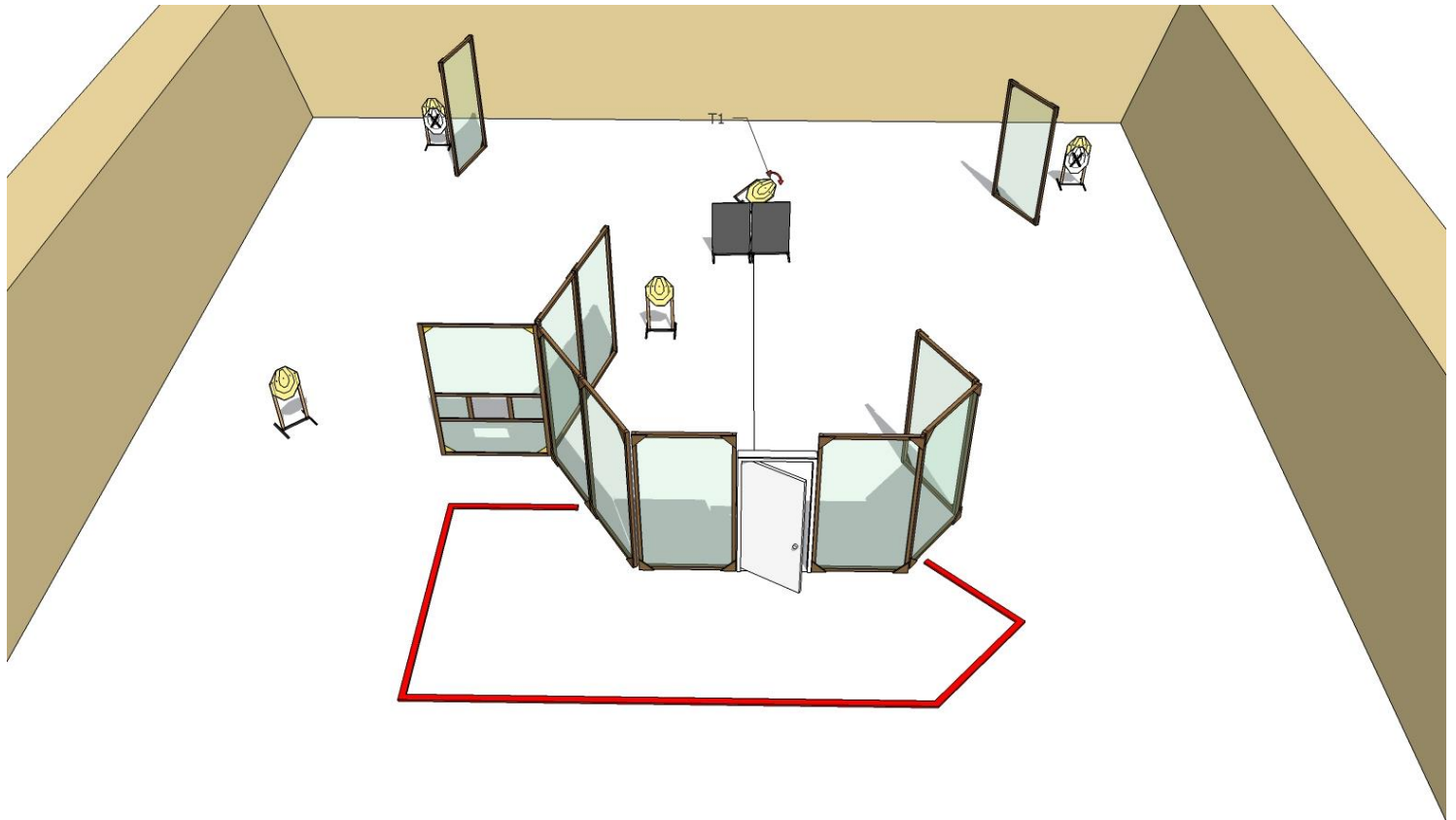
STAGE 1



Type:	Medium course of fire
Minimum number of rounds:	20
Targets:	10 IPSC Mini Targets, 2 NO-SHOOTS
Possible points:	100
Start position:	Sitting on the chair, with the rifle held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard as demonstrated
Gun condition:	Loaded (Option 2). Magazine filled and fitted, chamber empty and the action closed.
Time Starts:	On audible signal
Safety angles:	90 degrees left/right and top of the backstop, if finger is inside the trigger guard.
Procedure:	After the starting signal, engage all targets. Steping on metal activator activates moving target. All moving targets remains visible at the end of the movement.

If not stated otherwise, all walls are infinite from the bottom to the top.
We are scoring while you are still shooting, please delegate a colleague to check your score, otherwise you accepted the score as we take it.
Activating Metal or Handle activator is on the behalf of the shooter, use enough force to activate.

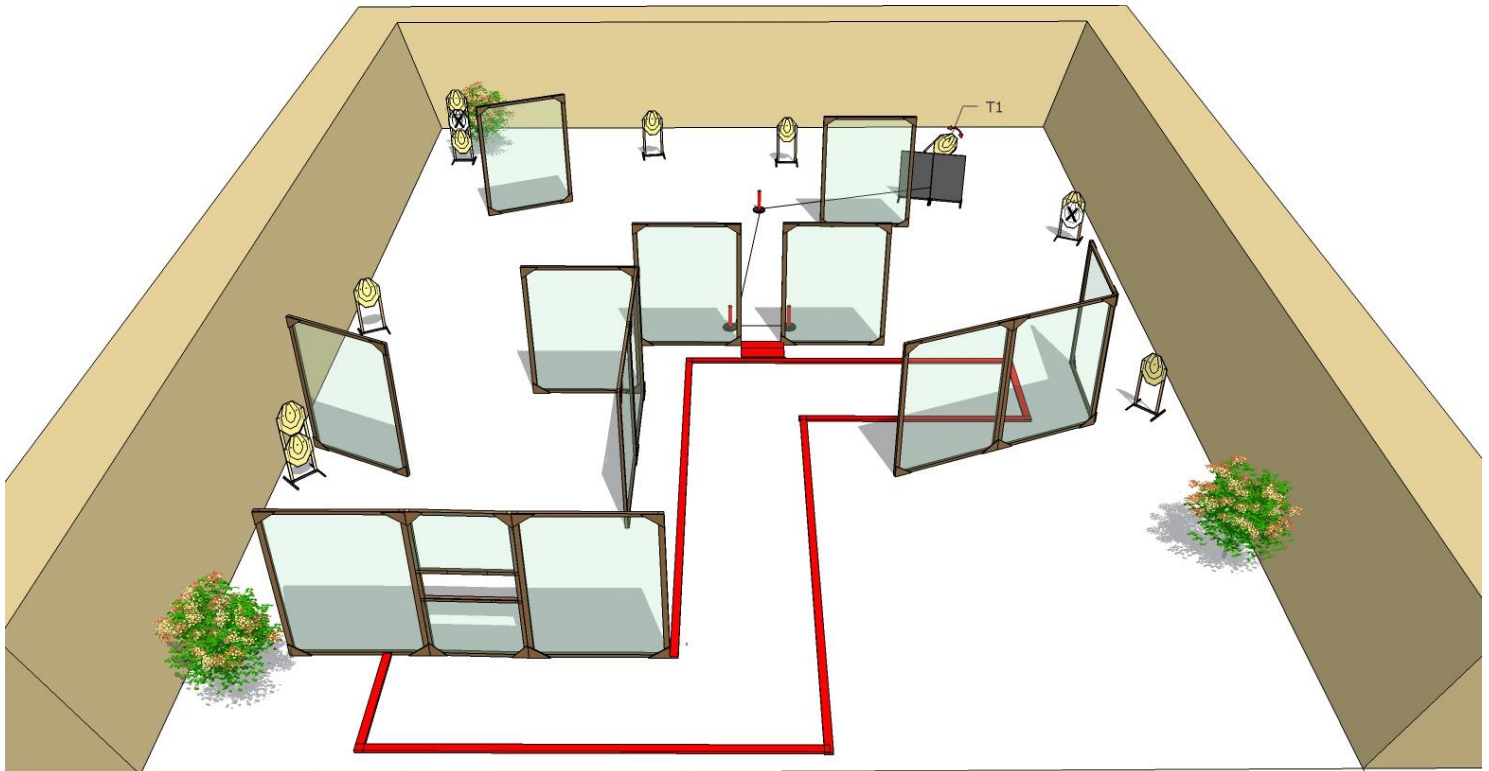
STAGE 2



Type:	Short course of fire
Minimum number of rounds:	10
Targets:	5IPSC Mini Targets, 2 NO-SHOOTS
Possible points:	50
Start position:	Standing erect, with the rifle in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard as denmonstrated
Gun condition:	Loaded (Option 1).
Time Starts:	On audible signal
Safety angles:	90 degrees left/right and top of the backstop, if finger is inside the trigger guard.
Procedure:	After the starting signal, engage targets. Opening the door activates moving target. All moving targets remains visible at the end of the movement.

If not stated otherwise, all walls are infinite from the bottom to the top.
We are scoring while you are still shooting, please delegate a colleague to check your score, otherwise you accepted the score as we take it.
Activating Metal or Handle activator is on the behalf of the shooter, use enough force to activate.

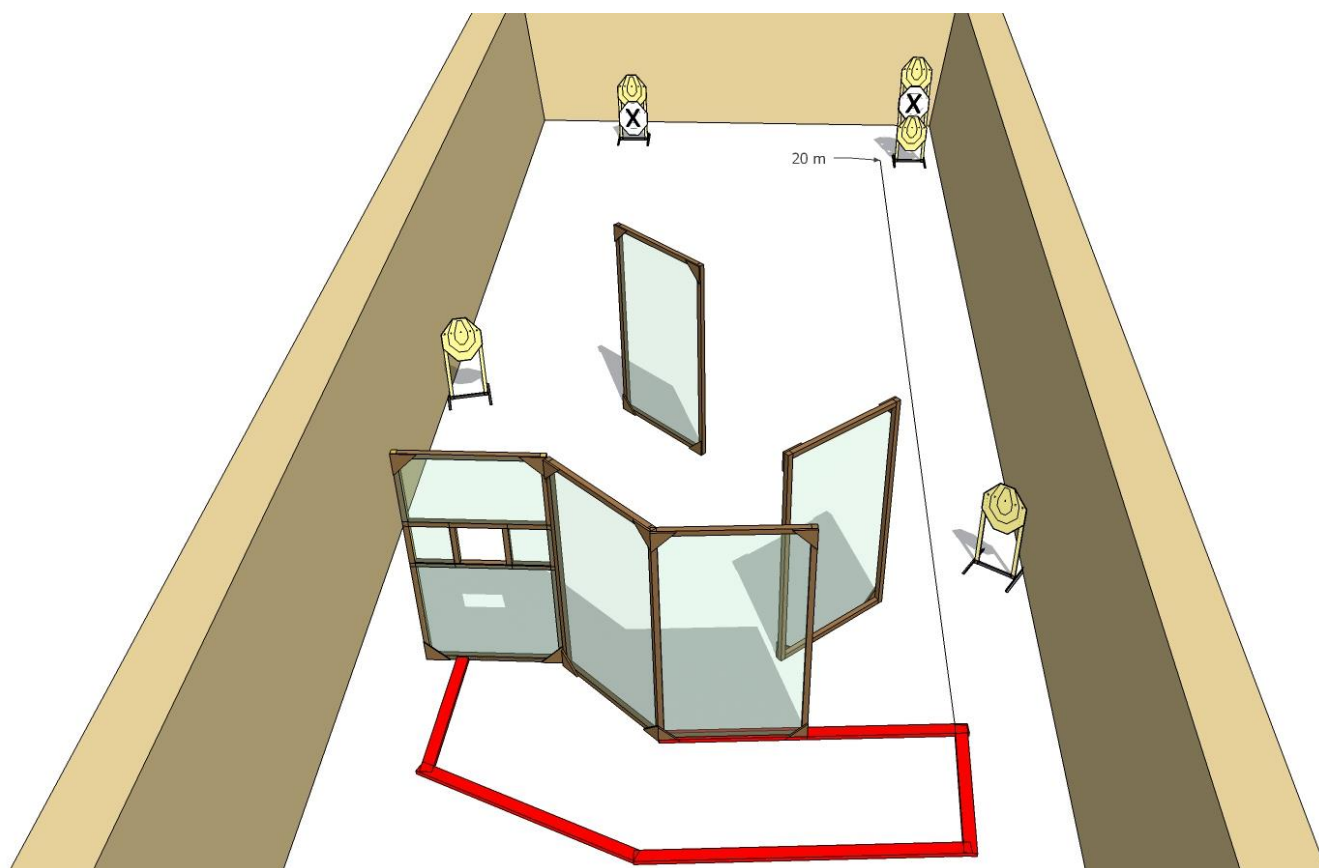
STAGE 3



Type:	Short course of fire
Minimum number of rounds:	10
Targets:	10 IPSC Mini Targets and 3 NO-SHOOTS
Possible points:	50
Start position:	Standing erect, with the rifle in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard as demonstrated
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right. Top of the backstop, if finger is inside the trigger guard.
Procedure:	After the starting signal, engage targets with minimum one round per target. Stepping on metal activator activates moving target. All moving targets remains visible at the end of the movement.

If not stated otherwise, all walls are infinite from the bottom to the top.
 We are scoring while you are still shooting, please delegate a colleague to check your score, otherwise you accepted the score as we take it.
 Activating Metal or Handle activator is on the behalf of the shooter, use enough force to activate.

STAGE 4



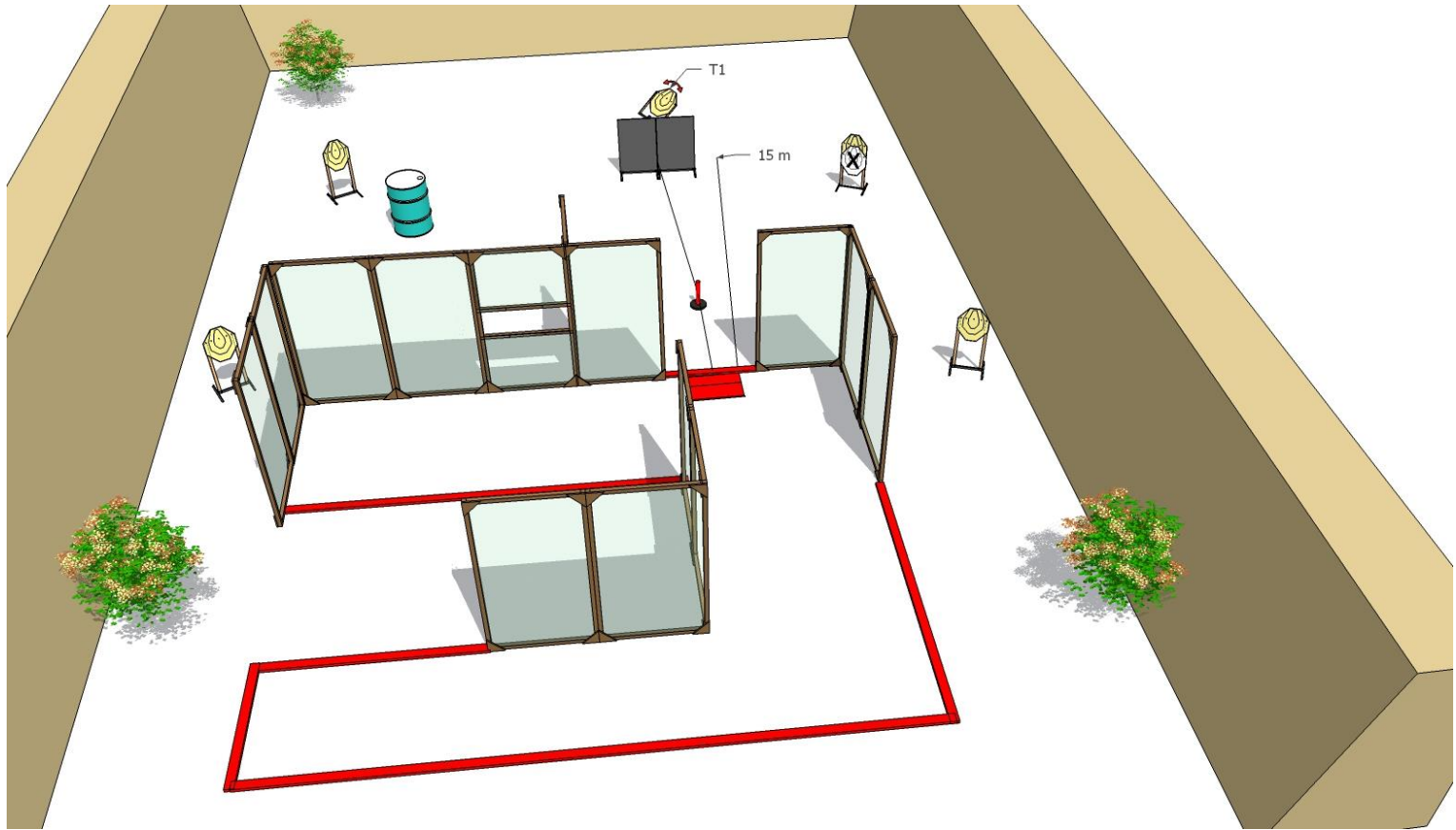
Type:	Short course of fire
Minimum number of rounds:	10
Targets:	5 IPSC Mini Targets and 2 NO-SHOOTS
Possible points:	50
Start position:	Standing erect, with the rifle in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard as demonstrated
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right and top of the backstop , if finger is inside the trigger guard.
Procedure:	After the starting signal, engage all targets.

If not stated otherwise, all walls are infinite from the bottom to the top.

We are scoring while you are still shooting, please delegate a colleague to check your score, otherwise you accepted the score as we take it.

Activating Metal or Handle activator is on the behalf of the shooter, use enough force to activate.

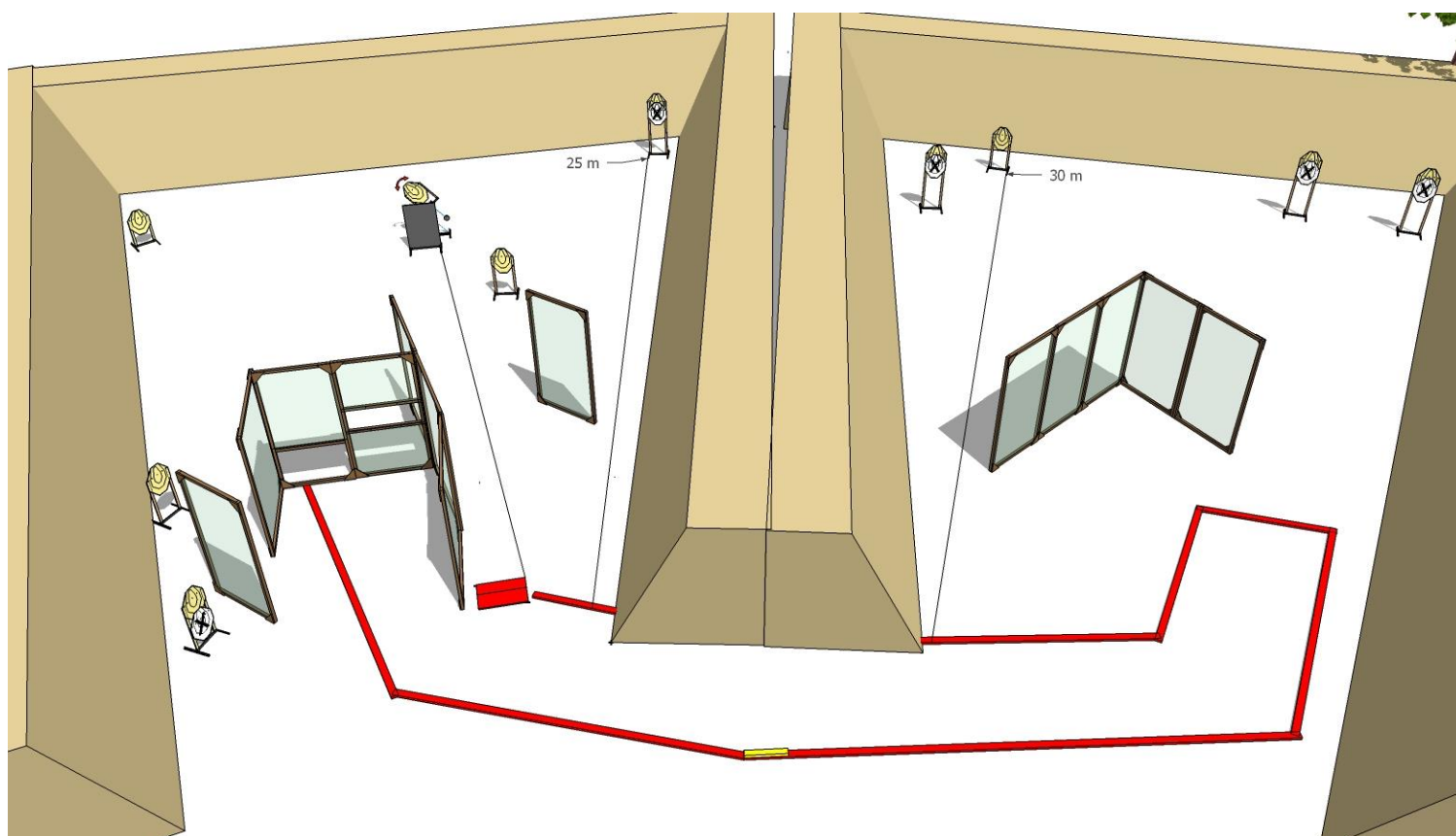
STAGE 5



Type:	Short course of fire
Minimum number of rounds:	10
Targets:	5 IPSC Mini Targets, 1 NO-SHOOTS
Possible points:	50
Start position:	Standing erect, with the rifle in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard as demonstrated
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right. Top of the backstop, if finger is inside the trigger guard.
Procedure:	After the starting signal, engage all targets. Stepping on metal activator activates moving target. All moving targets remains visible at the end of the movement.

If not stated otherwise, all walls are infinite from the bottom to the top.
We are scoring while you are still shooting, please delegate a colleague to check your score, otherwise you accepted the score as we take it.
Activating Metal or Handle activator is on the behalf of the shooter, use enough force to activate.

STAGE 6



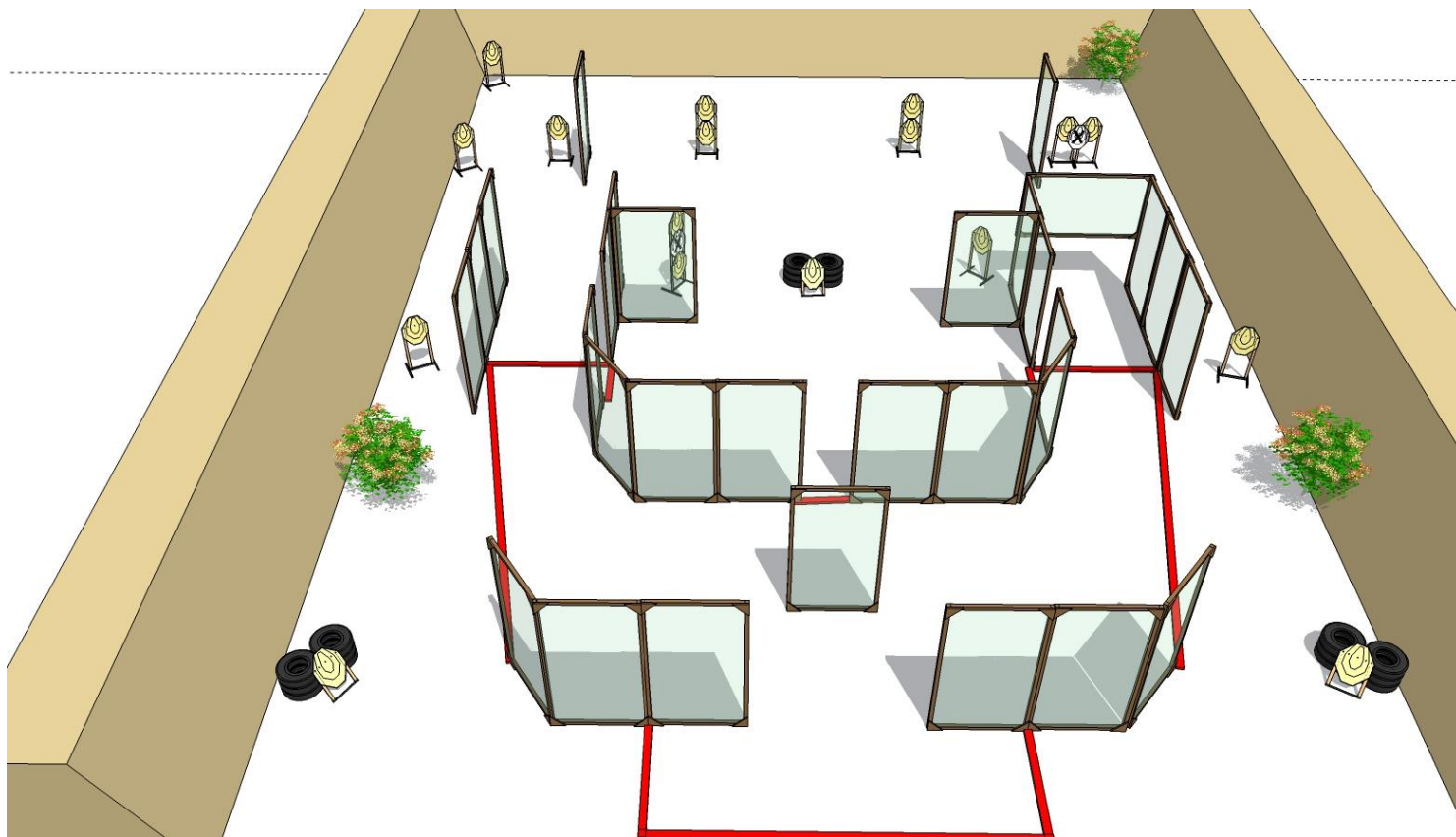
Type:	Medium course of fire
Minimum number of rounds:	20
Targets:	10 IPSC Mini Targets, and 5 NO-SHOOTS
Possible points:	100
Start position:	Standing erect, both feet touching yellow mark, with the rifle in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard as demonstrated
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right. Top of the backstop, if finger is inside the trigger guard.
Procedure:	After the starting signal, engage targets from within designated area. Stepping on the metal activators will activate moving targets. All moving targets remain visible at the end of the movement.

If not stated otherwise, all walls are infinite from the bottom to the top.

We are scoring while you are still shooting, please delegate a colleague to check your score, otherwise you accepted the score as we take it.

Activating Metal or Handle activator is on the behalf of the shooter, use enough force to activate.

STAGE 7



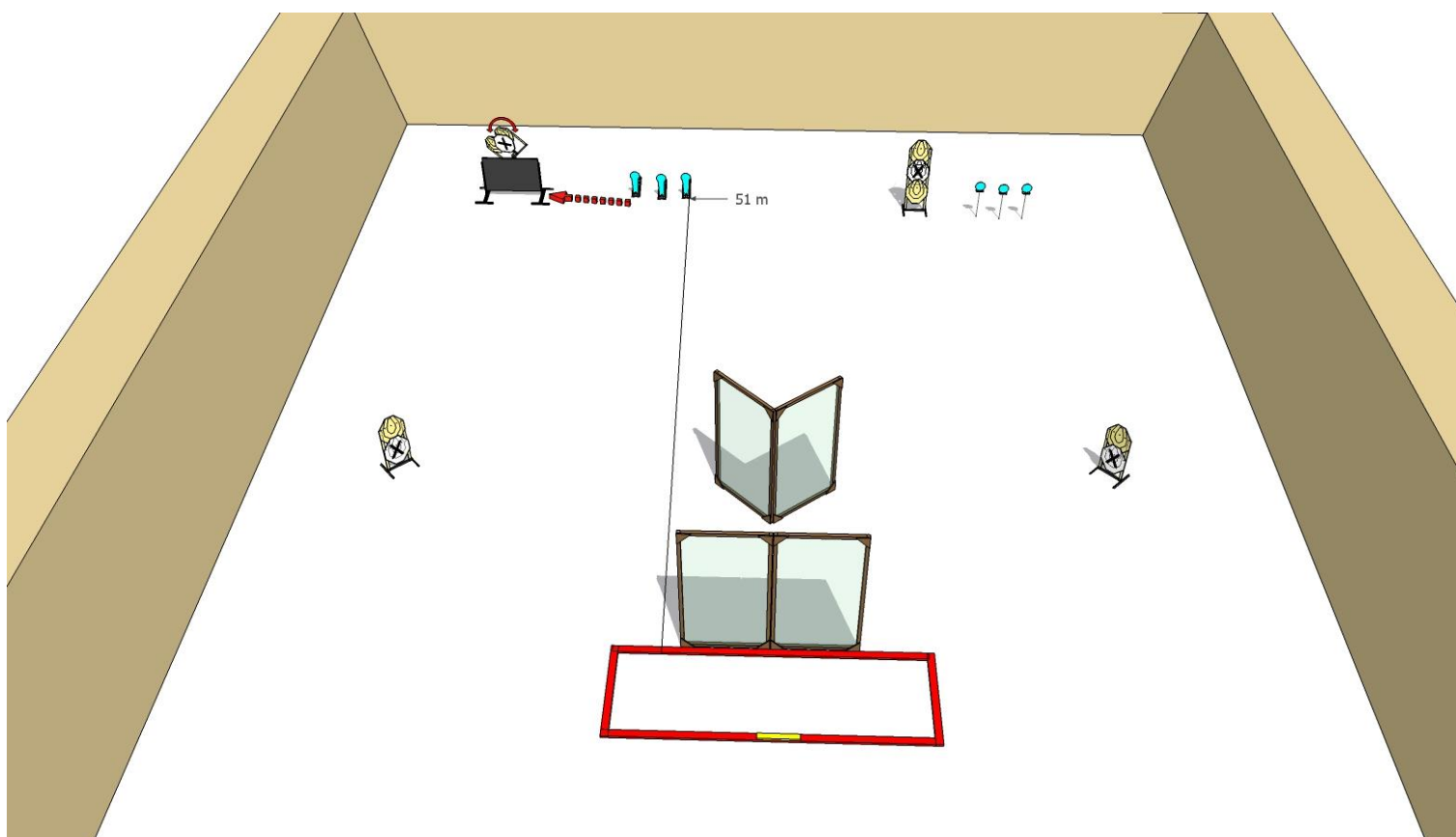
Type:	Long course of fire
Minimum number of rounds:	34
Targets:	17 IPSC Mini Targets and 2NO-SHOOTS
Possible points:	100
Start position:	Standing erect, with the rifle in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard as demonstrated
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right. Top of the backstop, if finger is inside the trigger guard.
Procedure:	After the starting signal, engage targets from within designated area.

If not stated otherwise, all walls are infinite from the bottom to the top.

We are scoring while you are still shooting, please delegate a colleague to check your score, otherwise you accepted the score as we take it.

Activating Metal or Handle activator is on the behalf of the shooter, use enough force to activate.

STAGE 8



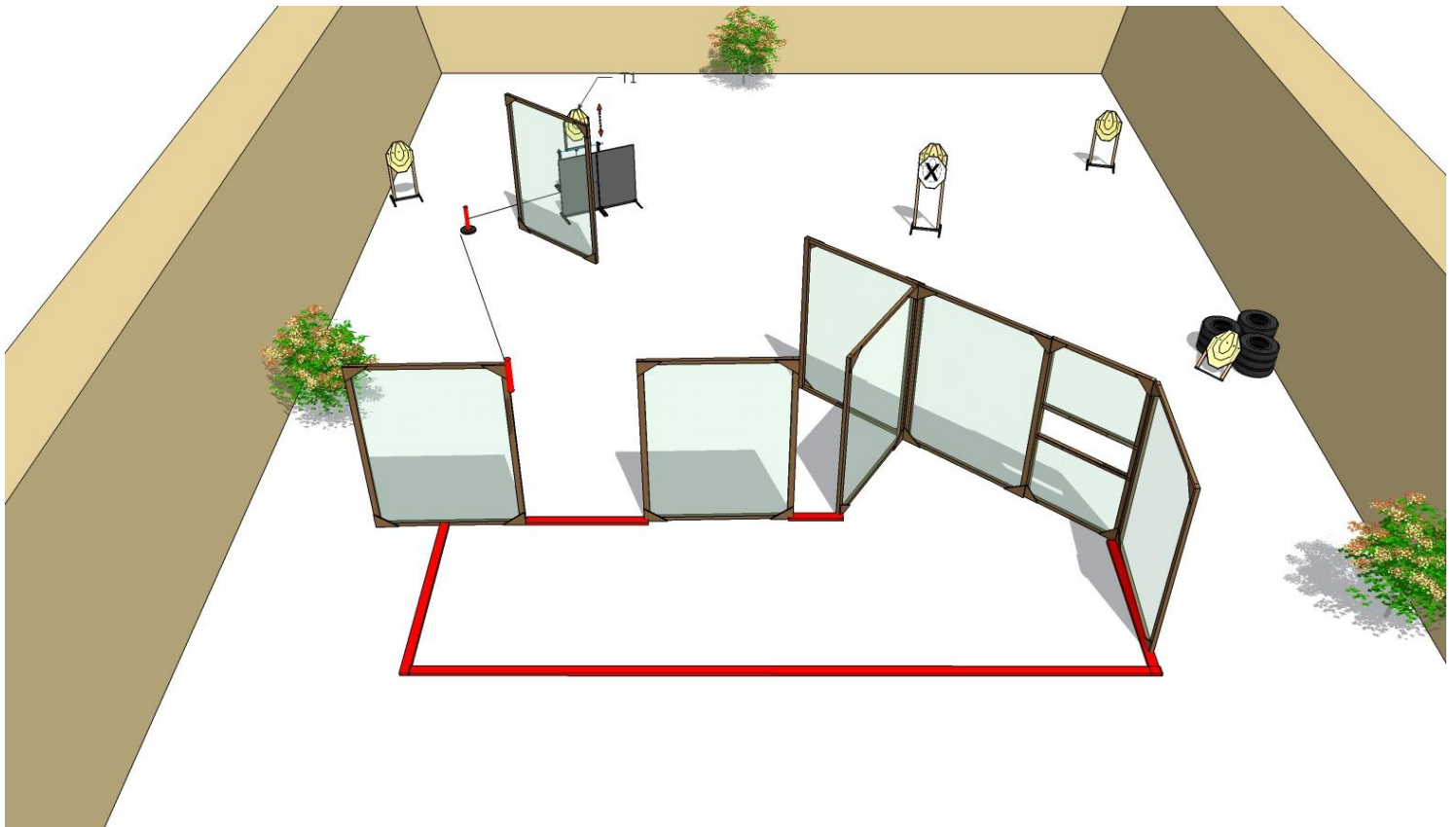
Type:	Medium course of fire
Minimum number of rounds:	18
Targets:	6 IPSC Targets, 3 IPSC MiniPopper, 3 IPSC metal plates, 4 NO-SHOOTS
Possible points:	90
Start position:	Standing erect, one foot touching yellow mark, with the rifle in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard as denmonstrated
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right. Top of the backstop, if finger is inside the trigger guard.
Procedure:	After the starting signal, engage all targets Popper P1 activates moving targets, which remains visible at the end of the movement.

If not stated otherwise, all walls are infinite from the bottom to the top.

We are scoring while you are still shooting, please delegate a colleague to check your score, otherwise you accepted the score as we take it.

Activating Metal or Handle activator is on the behalf of the shooter, use enough force to activate.

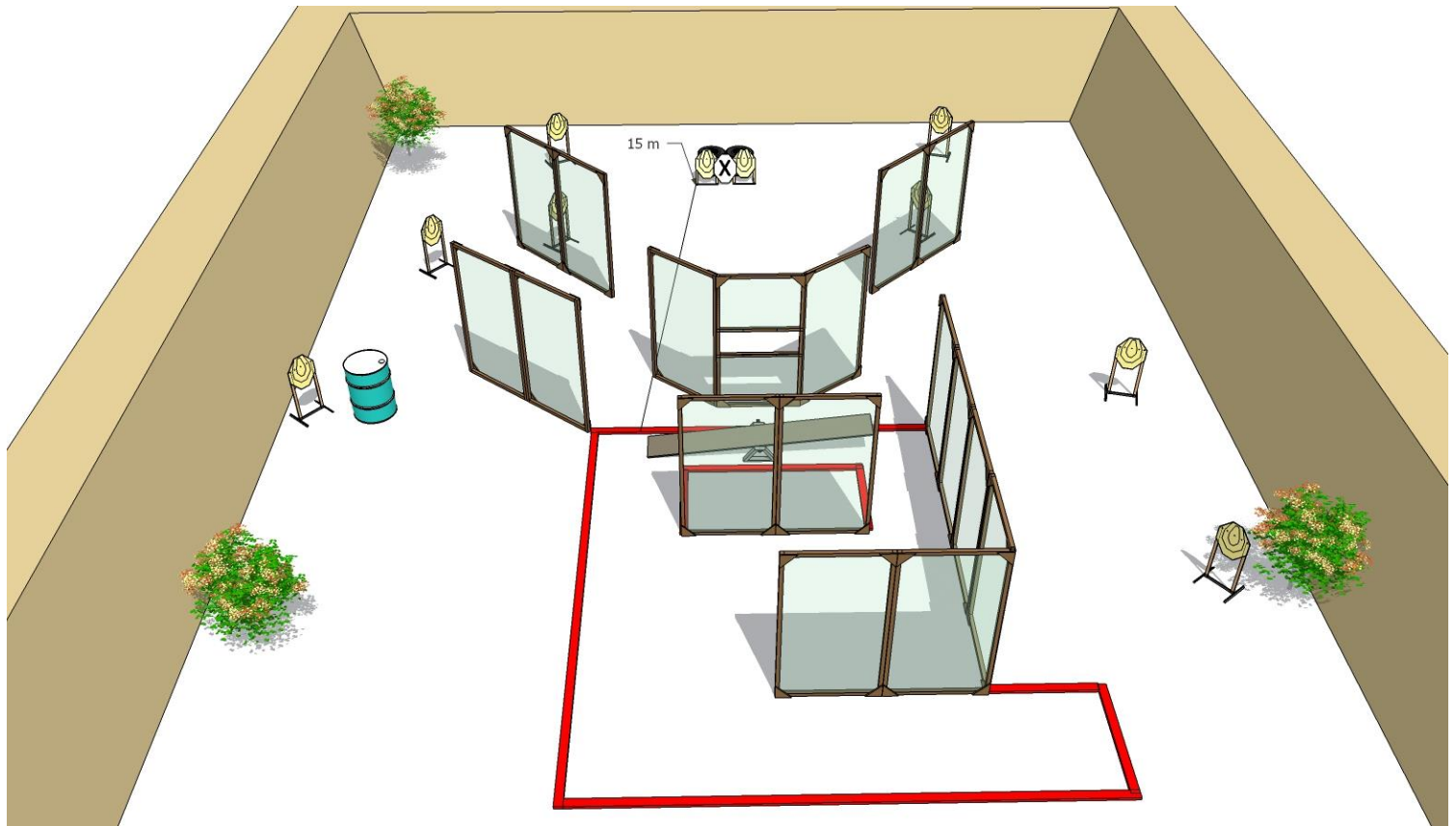
STAGE 9



Type:	Short course of fire
Minimum number of rounds:	10
Targets:	5 IPSC Mini Targets and 1 NO-SHOOTS
Possible points:	90
Start position:	Standing erect, with the rifle in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard as denmonstrated
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right and top of the backstop.
Procedure:	After the starting signal, engage all targets. Pulling the handle activates moving target, which remains visible at the end of the movement.

If not stated otherwise, all walls are infinite from the bottom to the top.
We are scoring while you are still shooting, please delegate a colleague to check your score, otherwise you accepted the score as we take it.
Activating Metal or Handle activator is on the behalf of the shooter, use enough force to activate.

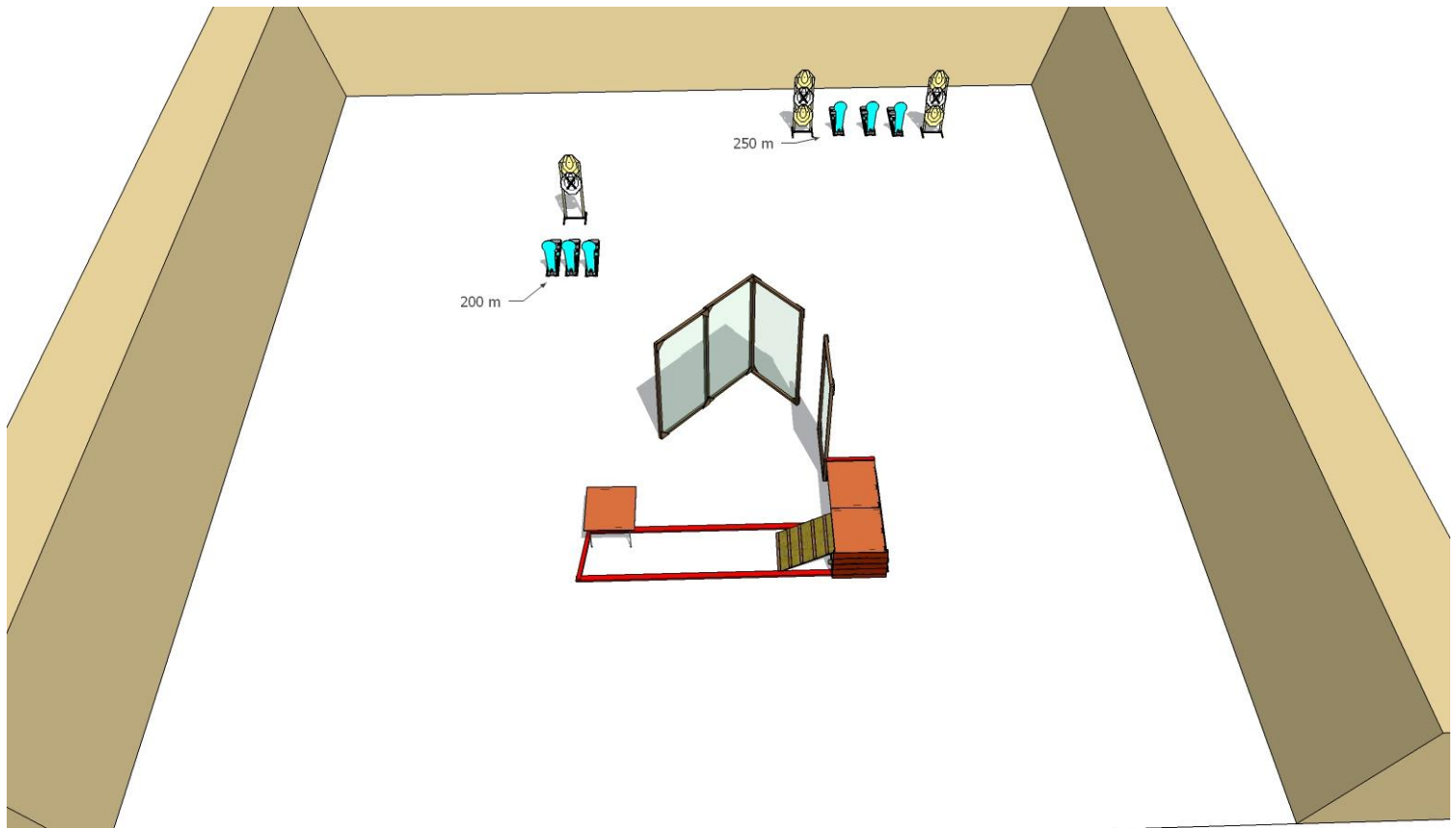
STAGE 10



Type:	Medium course of fire
Minimum number of rounds:	20
Targets:	10 IPSC Mini Targets and 1 NO-SHOOTS
Possible points:	100
Start position:	Standing erect, with the rifle in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard as demonstrated
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left/right and top of the backstop..
Procedure:	After the starting signal, engage all targets.

If not stated otherwise, all walls are infinite from the bottom to the top.
We are scoring while you are still shooting, please delegate a colleague to check your score, otherwise you accepted the score as we take it.
Activating Metal or Handle activator is on the behalf of the shooter, use enough force to activate.

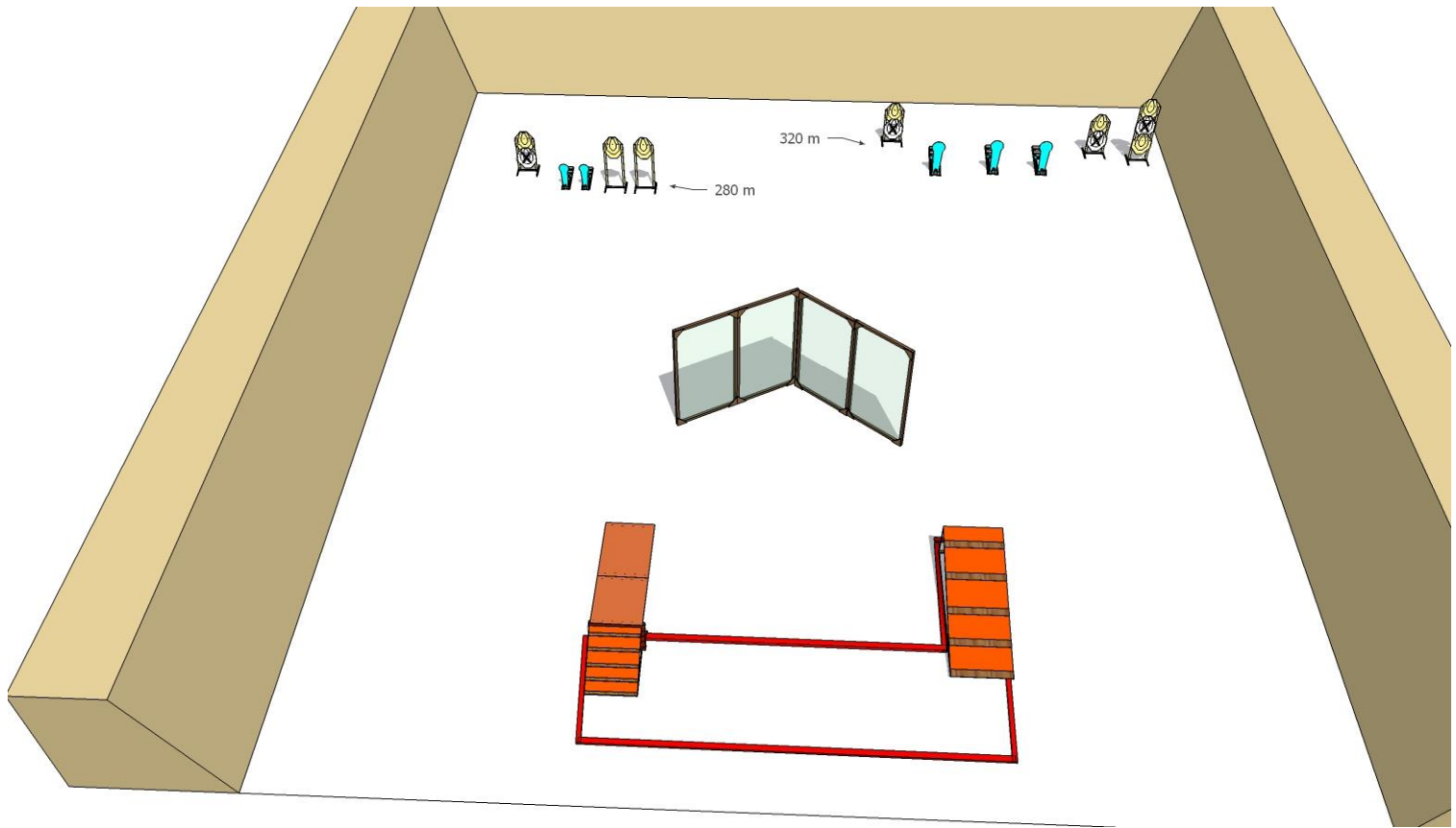
STAGE 11



Type:	Medium course of fire
Minimum number of rounds:	16
Targets:	5 IPSC Targets, 6 IPSC Popper , 3 NO-SHOOTS
Possible points:	80
Start position:	Standing erect, with the rifle in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard as denmonstrated
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	45 degrees left/right and top of the backstop.
Procedure:	After the starting signal, engage all targets

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Activating Metal or Handle activator is on the behalf of the shooter, use enough force to activate.

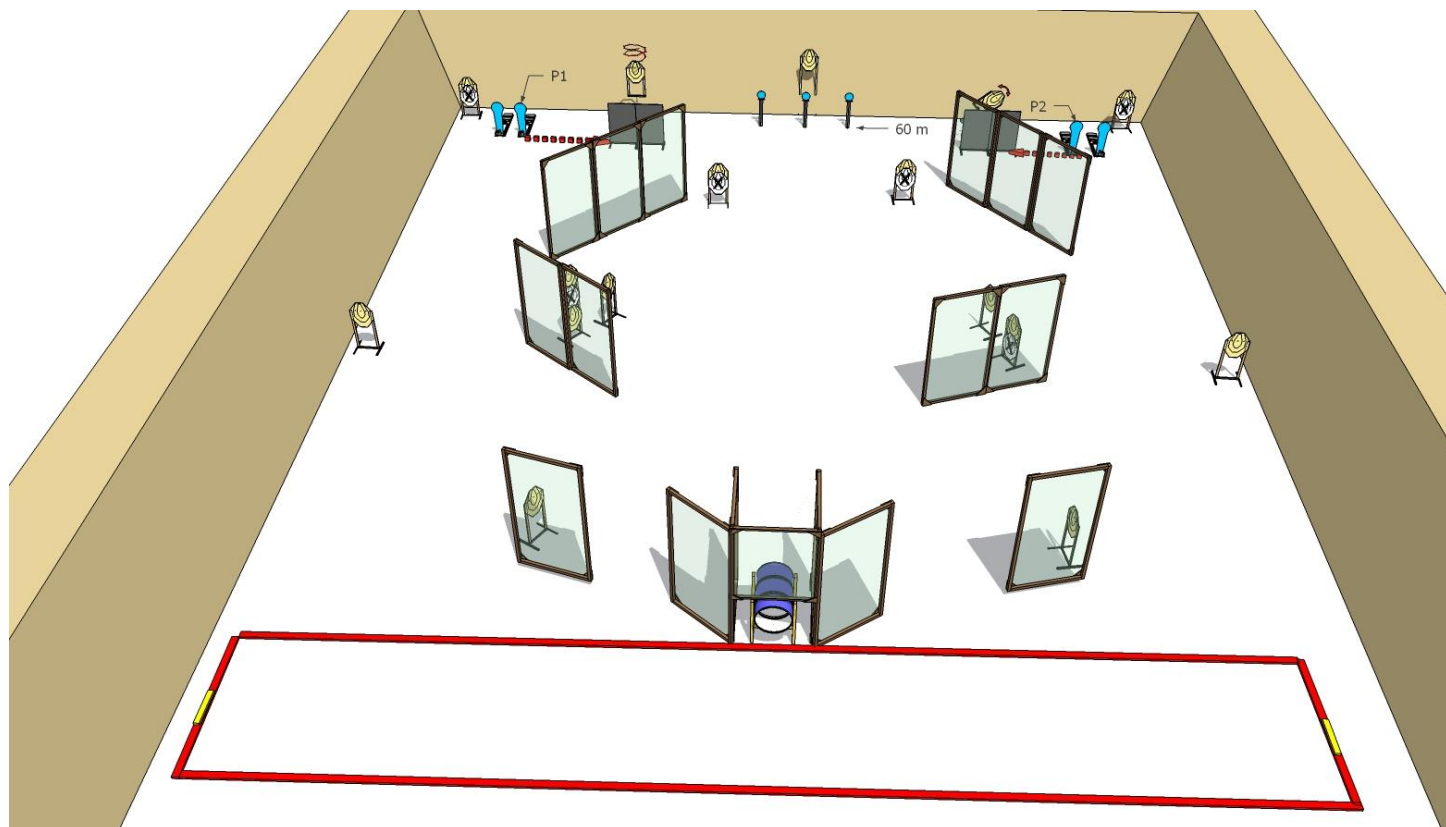
STAGE 12



Type:	Medium course of fire
Minimum number of rounds:	19
Targets:	7 IPSC Targets, 5 IPSC Poppers and 4 NO-SHOOTS
Possible points:	95
Start position:	Standing erect, with the rifle in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard as demonstrated
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	45 degrees left/right and top of the backstop
Procedure:	After the starting signal, engage all targets

If not stated otherwise, all walls are infinite from the bottom to the top.
We are scoring while you are still shooting, please delegate a colleague to check your score, otherwise you accepted the score as we take it.
Activating Metal or Handle activator is on the behalf of the shooter, use enough force to activate.

STAGE 13



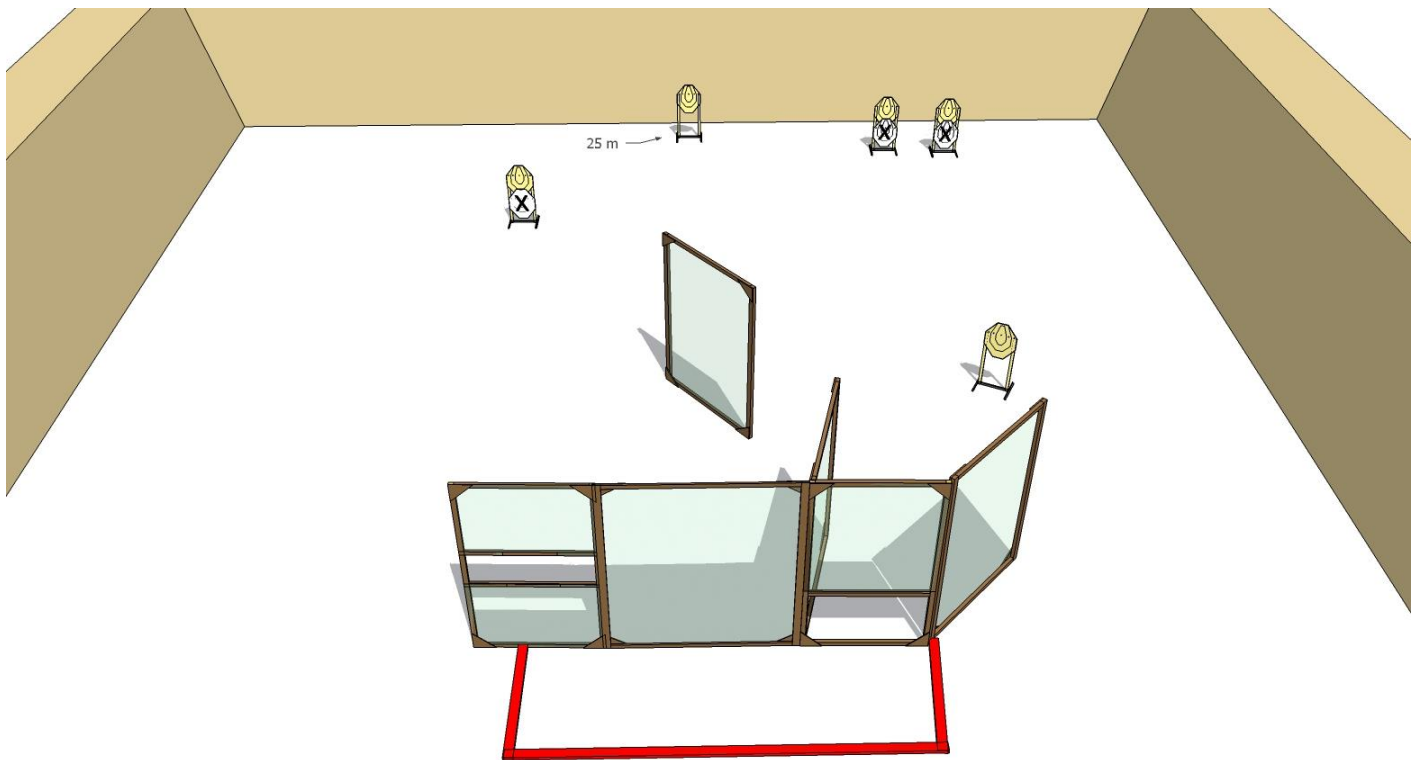
Type:	Long course of fire
Minimum number of rounds:	39
Targets:	16 IPSC Targets, 4 IPSC Mini Poppers, 3 IPSC Metal Plates and 6 NO-SHOOTS
Possible points:	195
Start position:	Standing erect, one foot touching the yellow line, with the rifle in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard as demonstrated
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	90 degrees left, right flag and top of the backstop
Procedure:	After the starting signal, engage all targets. Popper P1 activates bonus disappearing moving target. Popper P2 activates moving target which remains visible at the end of the movement

If not stated otherwise, all walls are infinite from the bottom to the top.

We are scoring while you are still shooting, please delegate a colleague to check your score, otherwise you accepted the score as we take it.

Activating Metal or Handle activator is on the behalf of the shooter, use enough force to activate.

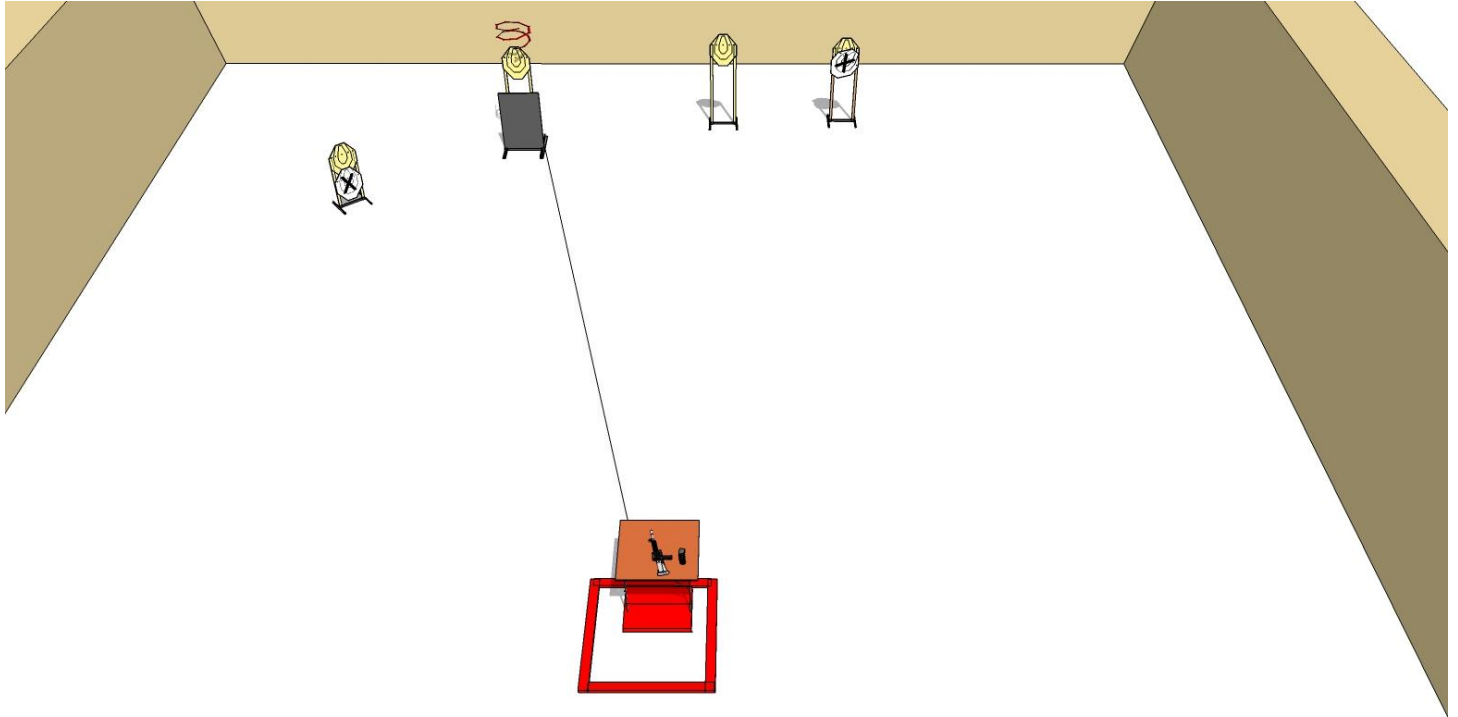
STAGE 14



Type:	Short course of fire
Minimum number of rounds:	10
Targets:	5 IPSC Mini Targets, and 3 NO-SHOOTS
Possible points:	50
Start position:	Standing erect, with the rifle in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard as demonstrated
Gun condition:	Loaded (Option 1)
Time Starts:	On audible signal
Safety angles:	Flag Left, 90 degrees right and top of the backstop.
Procedure:	After the starting signal, engage targets from within designated area

If not stated otherwise, all walls are infinite from the bottom to the top.
We are scoring while you are still shooting, please delegate a colleague to check your score, otherwise you accepted the score as we take it.
Activating Metal or Handle activator is on the behalf of the shooter, use enough force to activate.

STAGE 15



Type:	Short course of fire
Minimum number of rounds:	8
Targets:	4 IPSC Mini Targets and 2 NO-SHOOTS
Possible points:	40
Start position:	Standing erect, facing uprange as demonstrated.
Gun condition:	Loaded (Option 2) gun is laying flat on the table in-between the yellow marks, with muzzle pointing downrange.
Time Starts:	On audible signal
Safety angles:	90 degrees right, left flag and top of the backstop.
Procedure:	After the starting signal, engage targets. Stepping on the platform activates bonus disappearing target.

If not stated otherwise, all walls are infinite from the bottom to the top.
We are scoring while you are still shooting, please delegate a colleague to check your score, otherwise you accepted the score as we take it.
Activating Metal or Handle activator is on the behalf of the shooter, use enough force to activate.