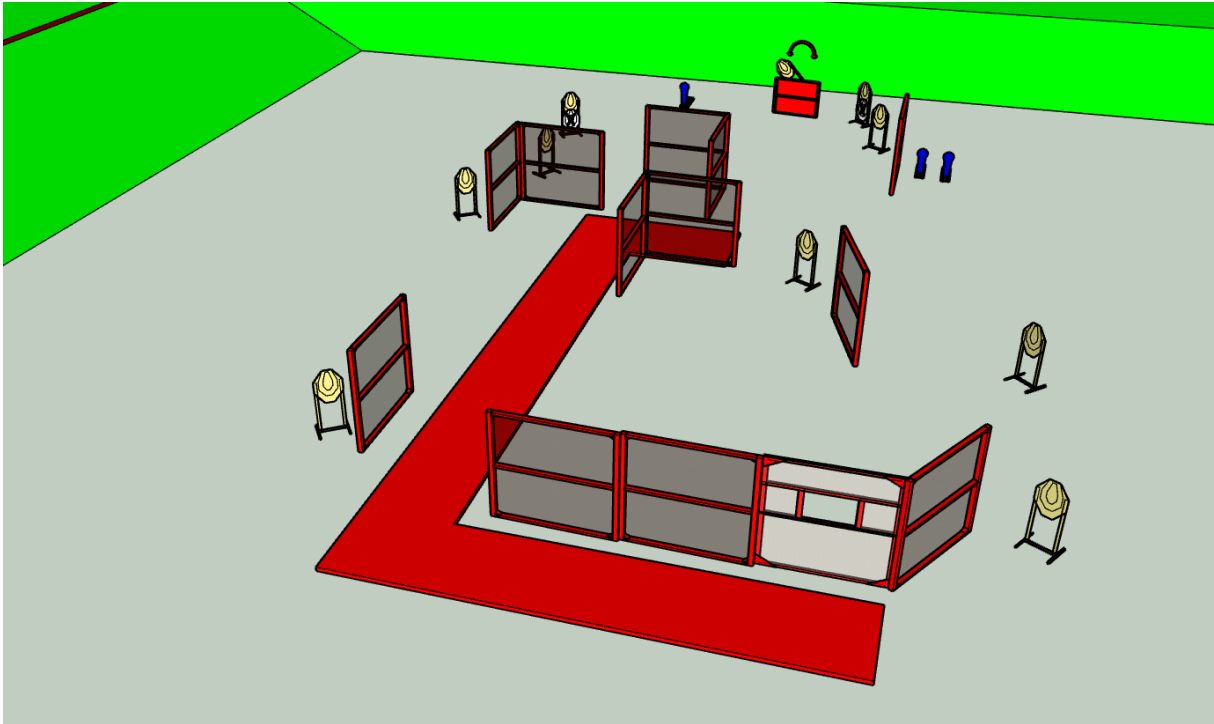


1



**Scoring targets:** 10 IPSC Targets, 3 IPSC Poppers

**Minimum number of rounds required:** 23

**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1.

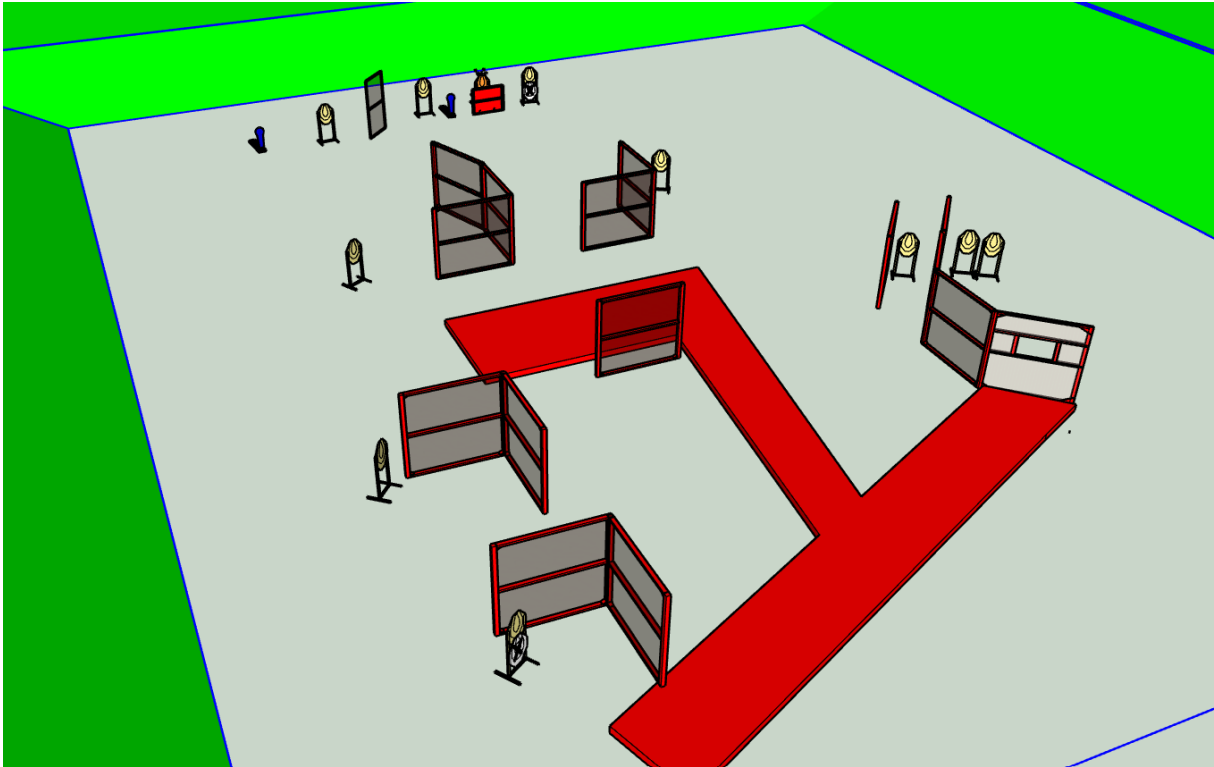
**Start position:** Anywhere inside marked area.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets. Popper P1 activates moving target T1. Target T1 stays visible at the rest.

**Safety angles:** 90 degrees left/right and high top of the backstop.

2



**Scoring targets:** 11 IPSC Targets, 2 IPSC Poppers

**Minimum number of rounds required:** 24

**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1.

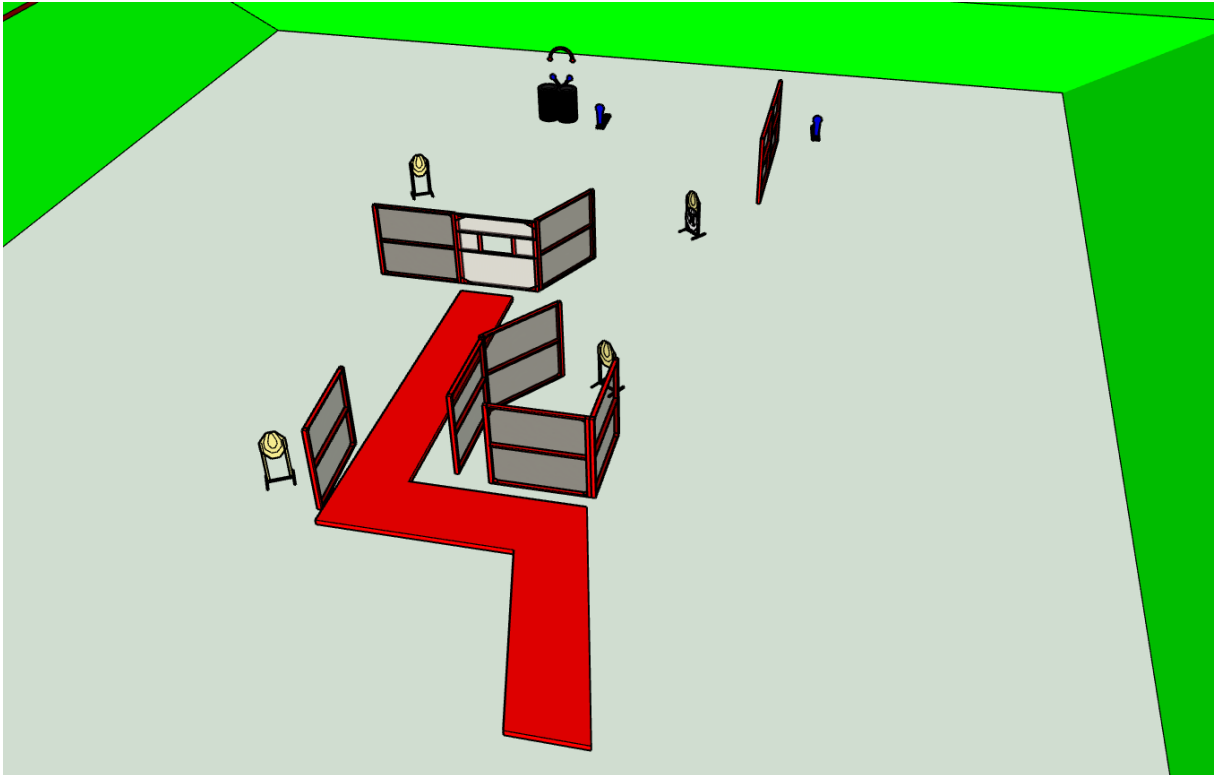
**Start position:** Anywhere inside marked area.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets. Popper P1 activates moving target T1. Target T1 stays visible at the rest.

**Safety angles:** 90 degrees left/right and high top of the backstop.

3



**Scoring targets:** 4 IPSC Targets, 2 IPSC Poppers, 2 IPSC Metal Plates

**Minimum number of rounds required:** 12

**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1.

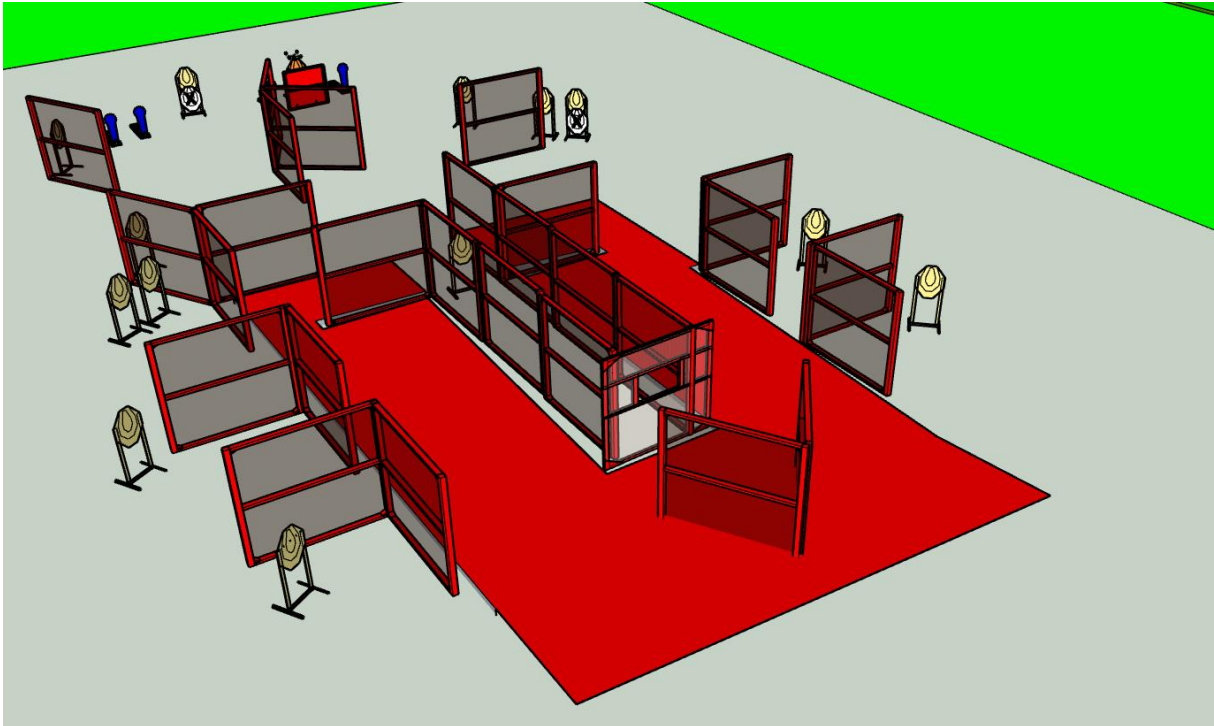
**Start position:** Anywhere inside marked area.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets. Popper P1 activates moving targets T1 and T2.

**Safety angles:** 90 degrees left/right and high top of the backstop.

# 4



**Scoring targets:** 14 IPSC Targets, 3 IPSC Poppers

**Minimum number of rounds required:** 31

**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1.

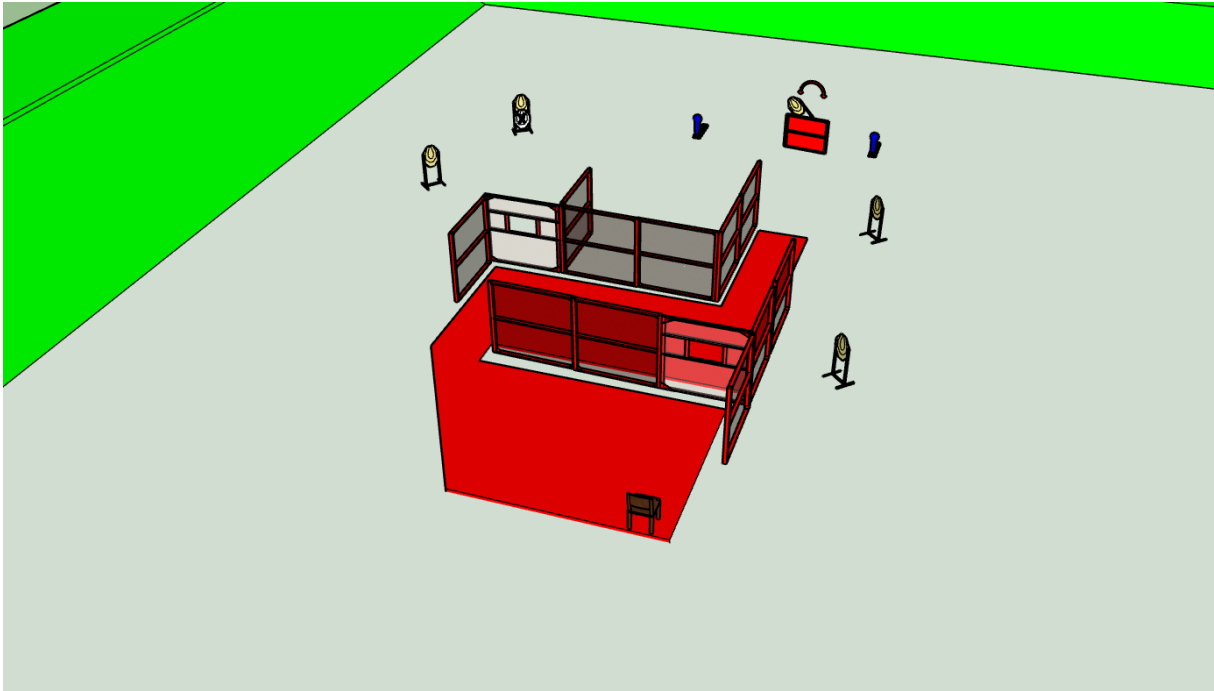
**Start position:** Anywhere inside marked area.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets. Popper P1 activates moving target T1. Target T1 stays visible at the rest.

**Safety angles:** 90 degrees left/right and high top of the backstop.

5



**Scoring targets:** 5 IPSC Targets, 2 IPSC Poppers

**Minimum number of rounds required:** 12

**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1. Chamber empty, magazine inserted, holstered

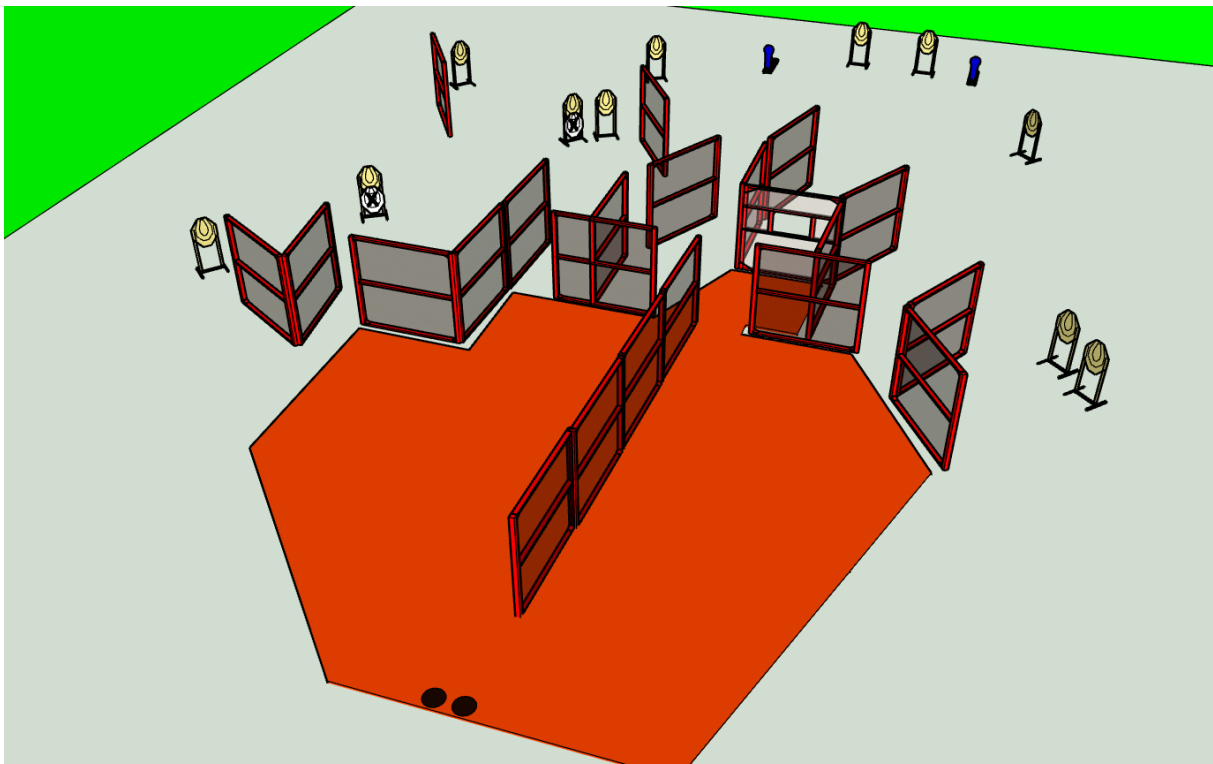
**Start position:** Sitting on the chair as demonstrated, where back is touching the chair, hands on knees.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets. Popper P1 activates moving target T1. Target T1 stays visible at the rest.

**Safety angles:** 90 degrees left/right and high top of the backstop.

# 6



**Scoring targets:** 11 IPSC Targets, 2 IPSC Poppers

**Minimum number of rounds required:** 24

**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1.

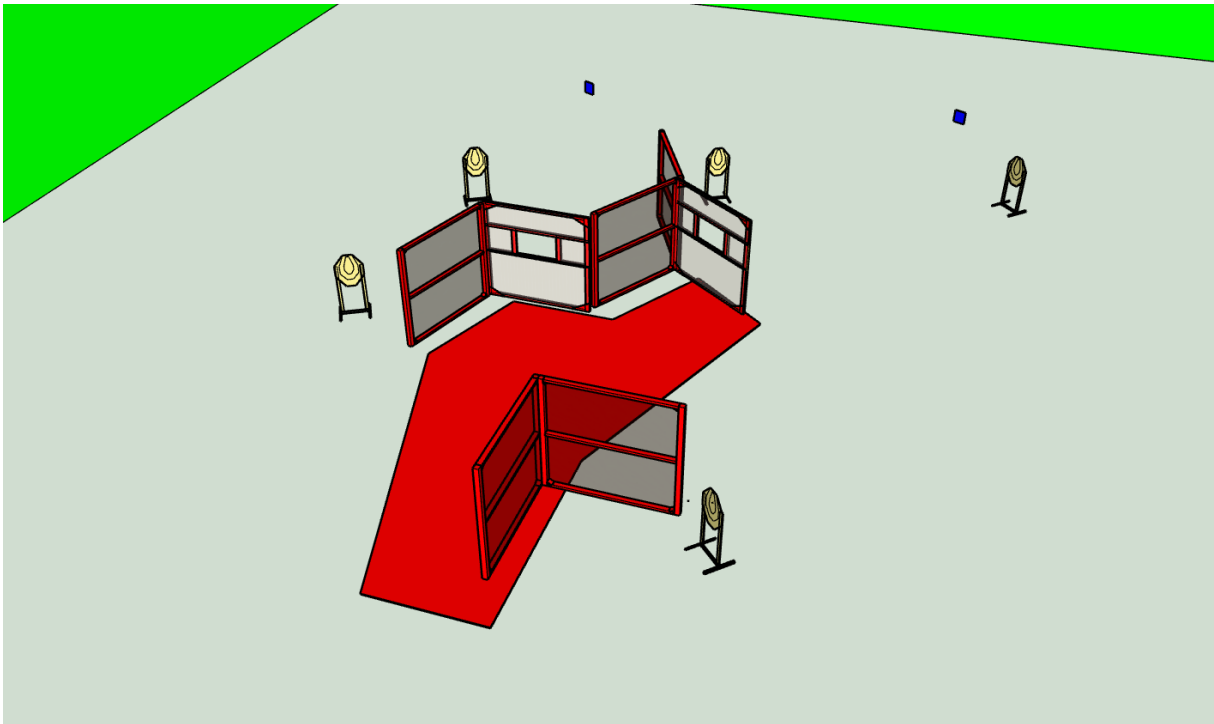
**Start position:** Heels touching the marks as demonstrated.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets.

**Safety angles:** 90 degrees left/right and high top of the backstop.

7



**Scoring targets:** 5 IPSC Targets, 2 IPSC Metal Plates

**Minimum number of rounds required:** 12

**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1.

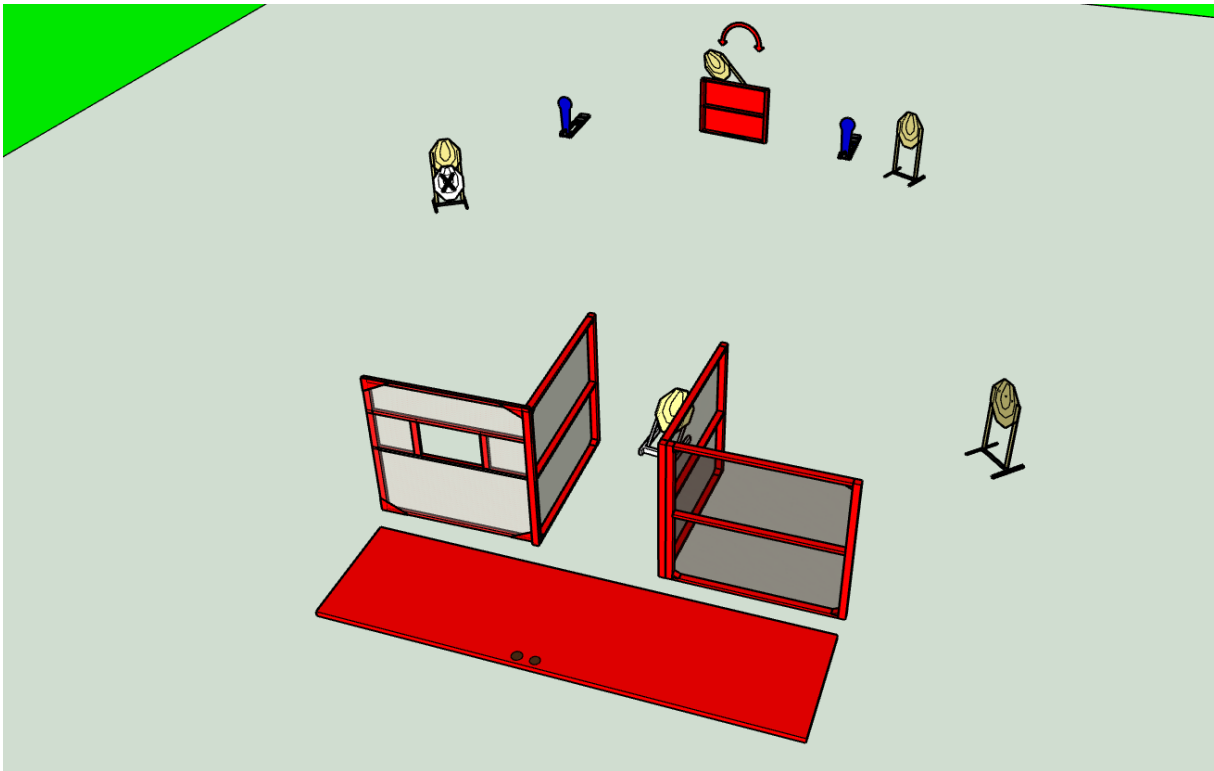
**Start position:** Anywhere inside marked area.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets.

**Safety angles:** 90 degrees left/right and high top of the backstop.

# 8



**Scoring targets:** 5 IPSC Targets, 2 IPSC Metal Plates

**Minimum number of rounds required:** 12

**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1.

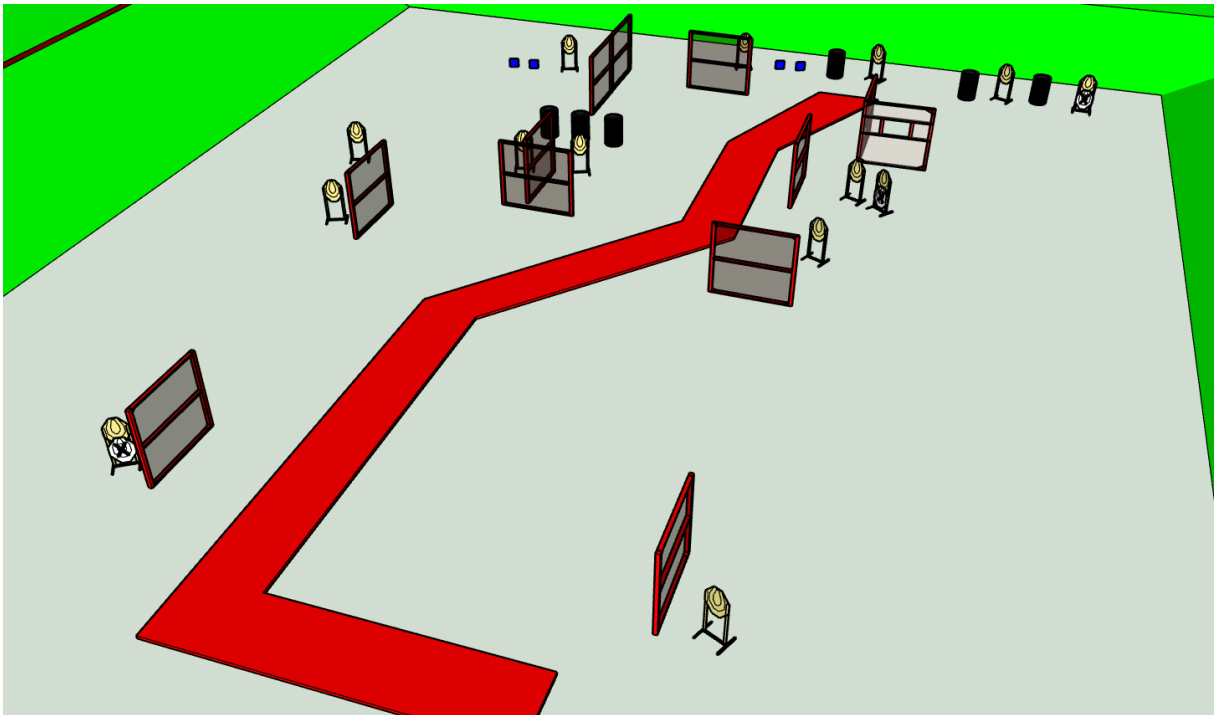
**Start position:** Heels touching the marks as demonstrated.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets. Popper P1 activates moving target T1. Target T1 stays visible at the rest.

**Safety angles:** 90 degrees left/right and high top of the backstop.

9



**Scoring targets:** 14 IPSC Targets, 4 IPSC Metal Plates

**Minimum number of rounds required:** 32

**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1.

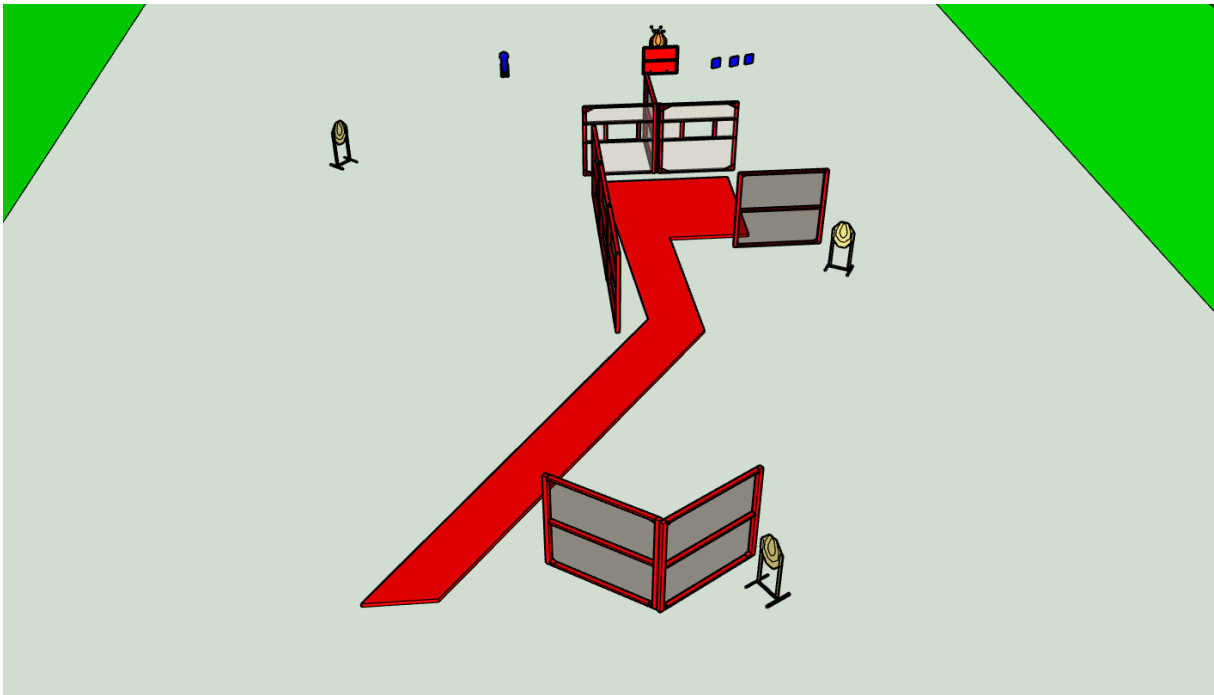
**Start position:** Anywhere inside marked area.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets.

**Safety angles:** 90 degrees left/right and high top of the backstop.

10



**Scoring targets:** 4 IPSC Targets, 1 IPSC Popper, 3 IPSC Metal Plates

**Minimum number of rounds required:** 12

**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1.

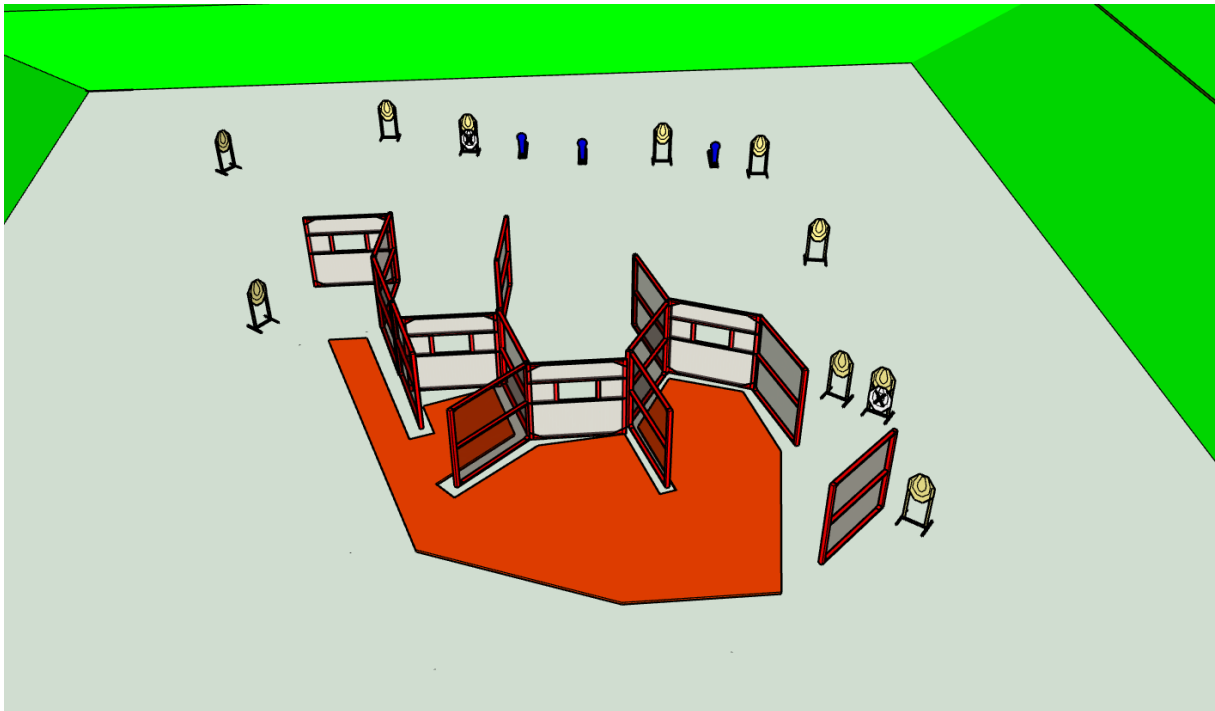
**Start position:** Anywhere inside marked area.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets. Popper P1 activates moving target T1. Target T1 stays visible at the rest.

**Safety angles:** 90 degrees left/right and high top of the backstop.

# 11



**Scoring targets:** 1 IPSC Targets, 3 IPSC Poppers

**Minimum number of rounds required:** 23

**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1.

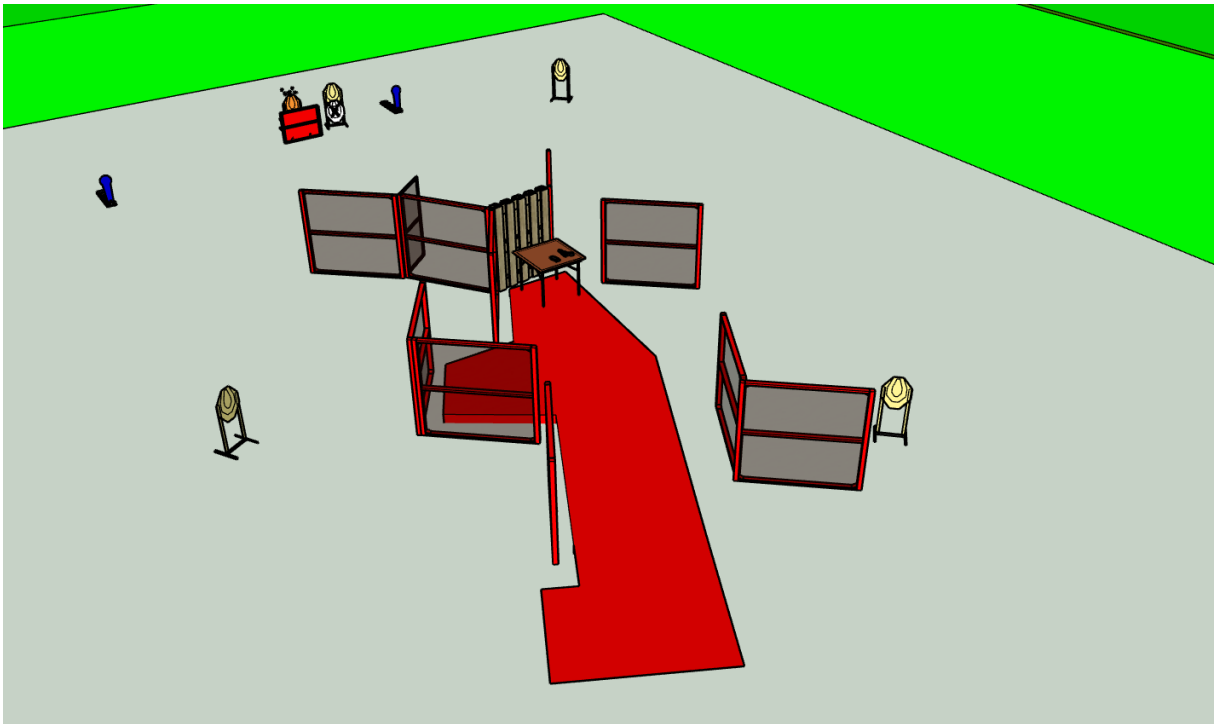
**Start position:** Anywhere inside marked area.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets.

**Safety angles:** 90 degrees left/right and high top of the backstop.

# 12



**Scoring targets:** 5 IPSC Targets, 2 IPSC Poppers

**Minimum number of rounds required:** 12

**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1. Chamber empty, magazine inserted, lying on one table. All magazines are lying on the table too

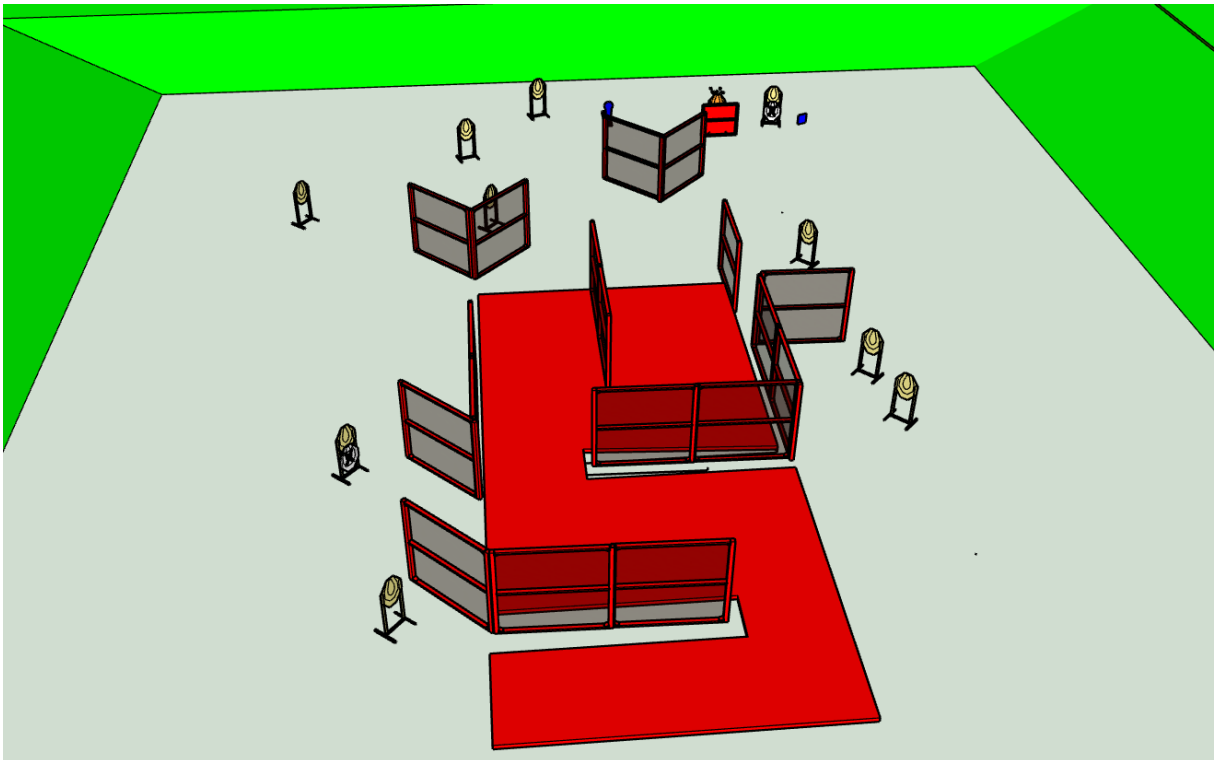
**Start position:** Anywhere inside marked area.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets with WEAK HAND ONLY. Popper P1 activates moving target T1. All moving targets stays visible at the end of their movement.

**Safety angles:** 90 degrees left/right and high top of the backstop.

# 13



**Scoring targets:** 11 IPSC Targets, 1 IPSC Popper, 1 IPSC Metal Plate

**Minimum number of rounds required:** 24

**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1.

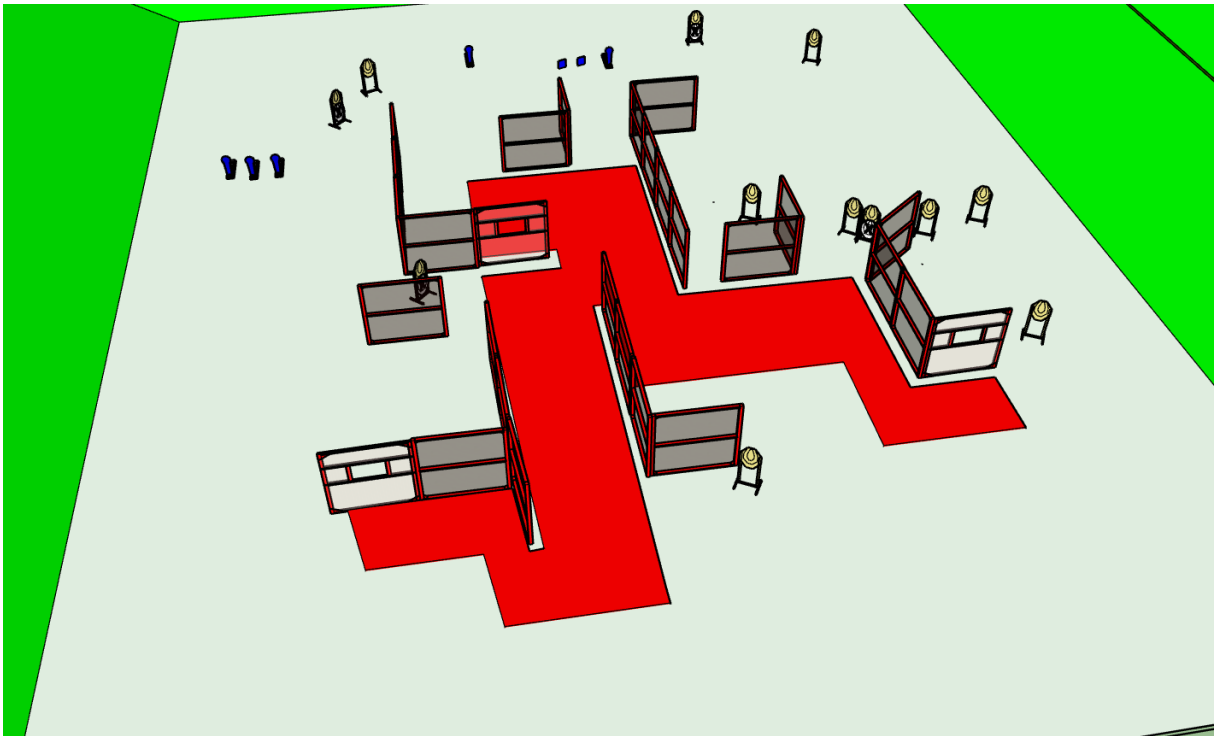
**Start position:** Anywhere inside marked area.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets. Popper P1 activates moving target T1 . All moving targets stays visible at the end of their movement.

**Safety angles:** 90 degrees left/right and high top of the backstop.

# 14



**Scoring targets:** 12 IPSC Targets, 5 IPSC Popper, 2 IPSC Metal Plate

**Minimum number of rounds required:** 31

**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1.

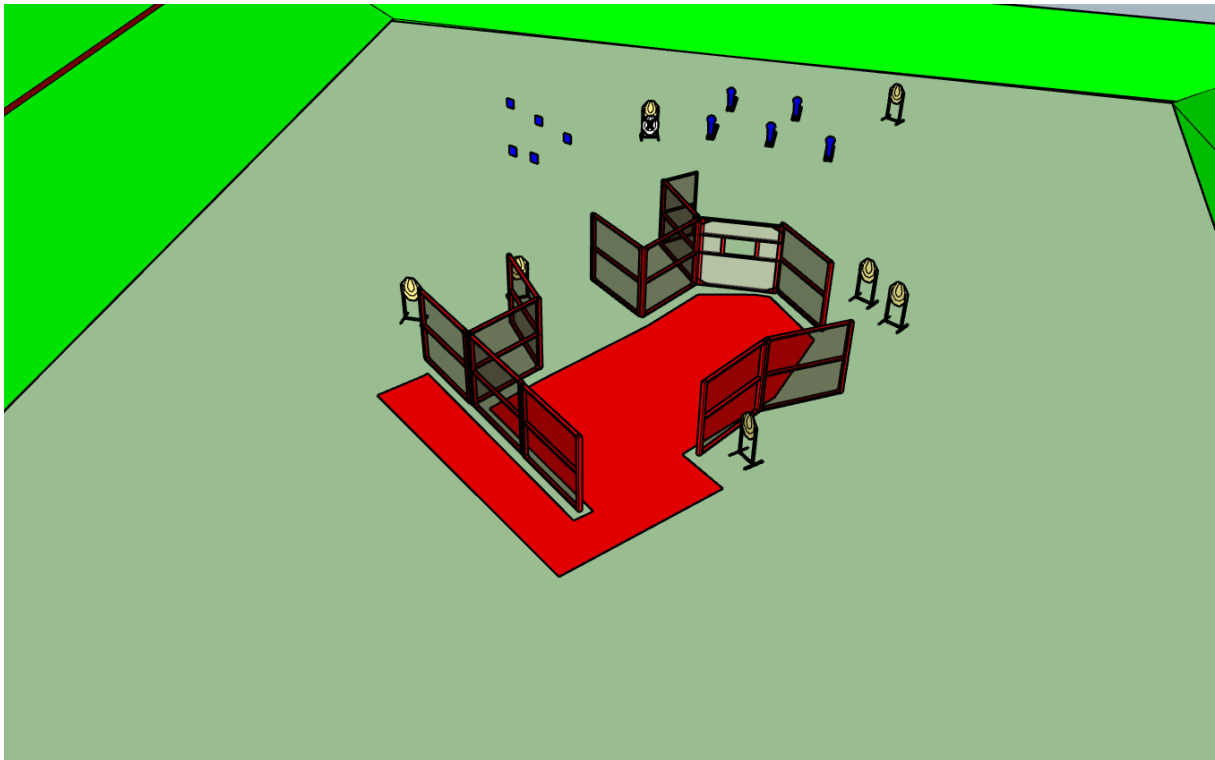
**Start position:** Anywhere inside marked area.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets.

**Safety angles:** 90 degrees left/right and high top of the backstop.

# 15



**Scoring targets:** 7 IPSC Targets, 5 IPSC Popper, 5 IPSC Metal Plate

**Minimum number of rounds required:** 24

**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1.

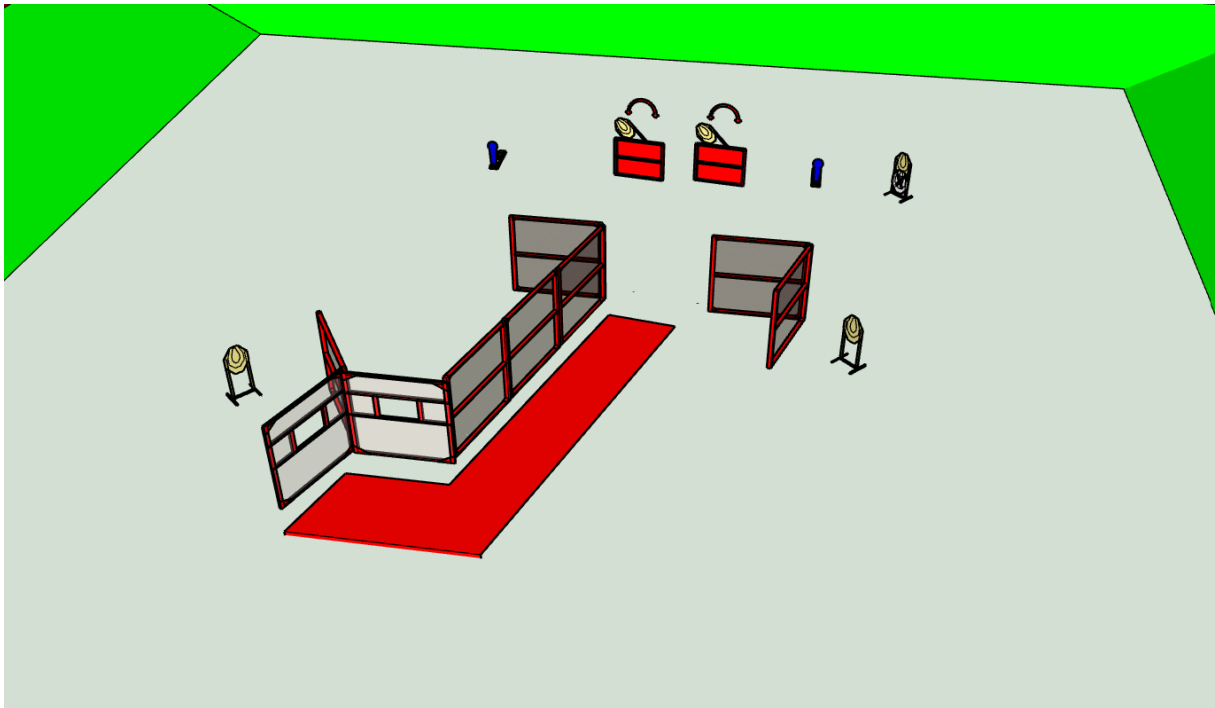
**Start position:** Anywhere inside marked area.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets.

**Safety angles:** 90 degrees left/right and high top of the backstop.

# 16



**Scoring targets:** 5 IPSC Targets, 2 IPSC Popper

**Minimum number of rounds required:** 12

**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1.

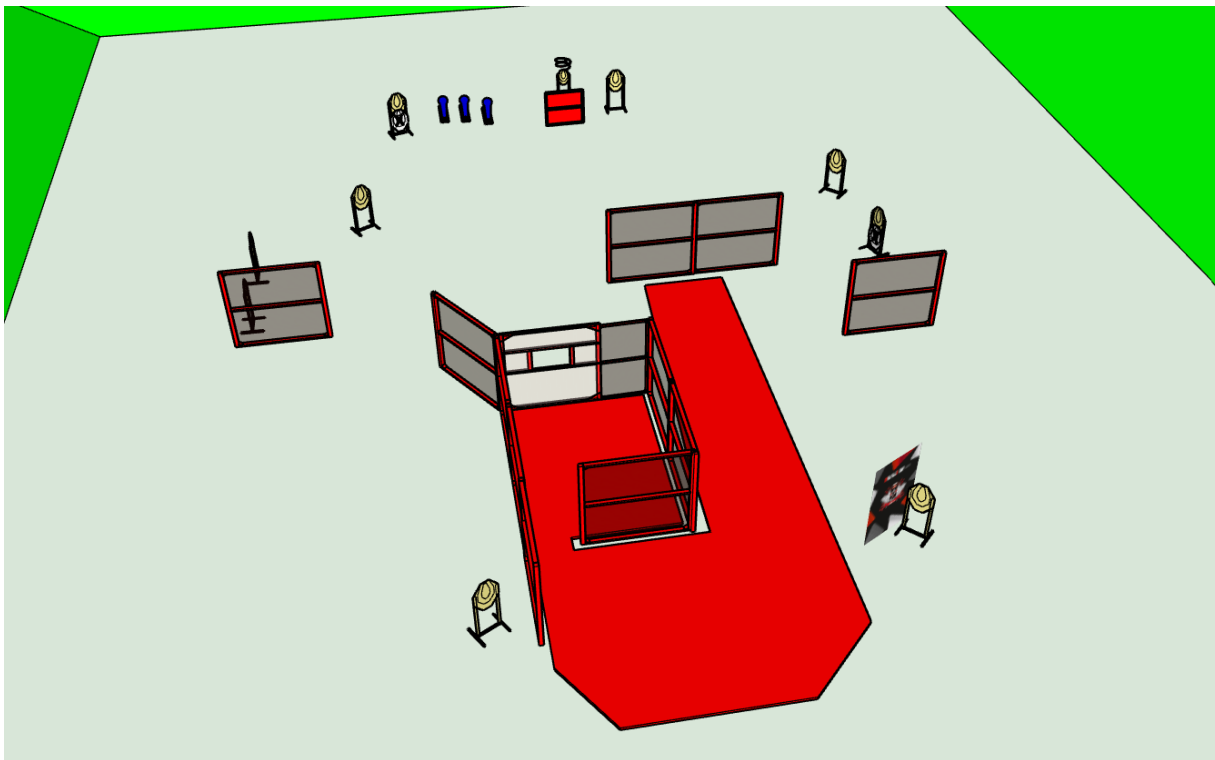
**Start position:** Anywhere inside marked area.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets. Popper P1 activates moving target T1 . Popper P2 activates moving target T2 . All moving targets stays visible at the end of their movement.

**Safety angles:** 90 degrees left/right and high top of the backstop.

17



**Scoring targets:** 10 IPSC Targets, 3 IPSC Popper

**Minimum number of rounds required:** 23

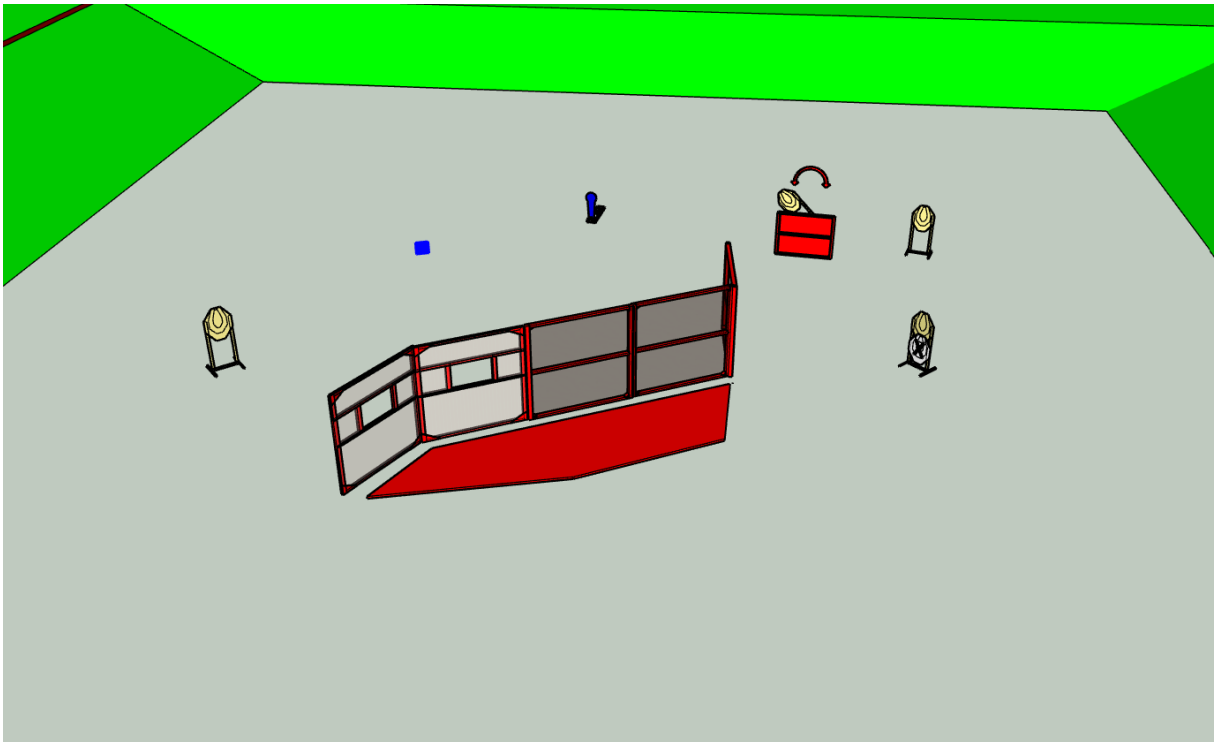
**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1.

**Start position:** Anywhere inside marked area.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets. Popper P1 activates moving target T1 – bonus target.

**Safety angles:** 90 degrees left/right and high top of the backstop.



**Scoring targets:** 4 IPSC Targets, 1 IPSC Popper, 1 IPSC Metal Plate

**Minimum number of rounds required:** 10

**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1. Chamber empty, magazine inserted, holstered.

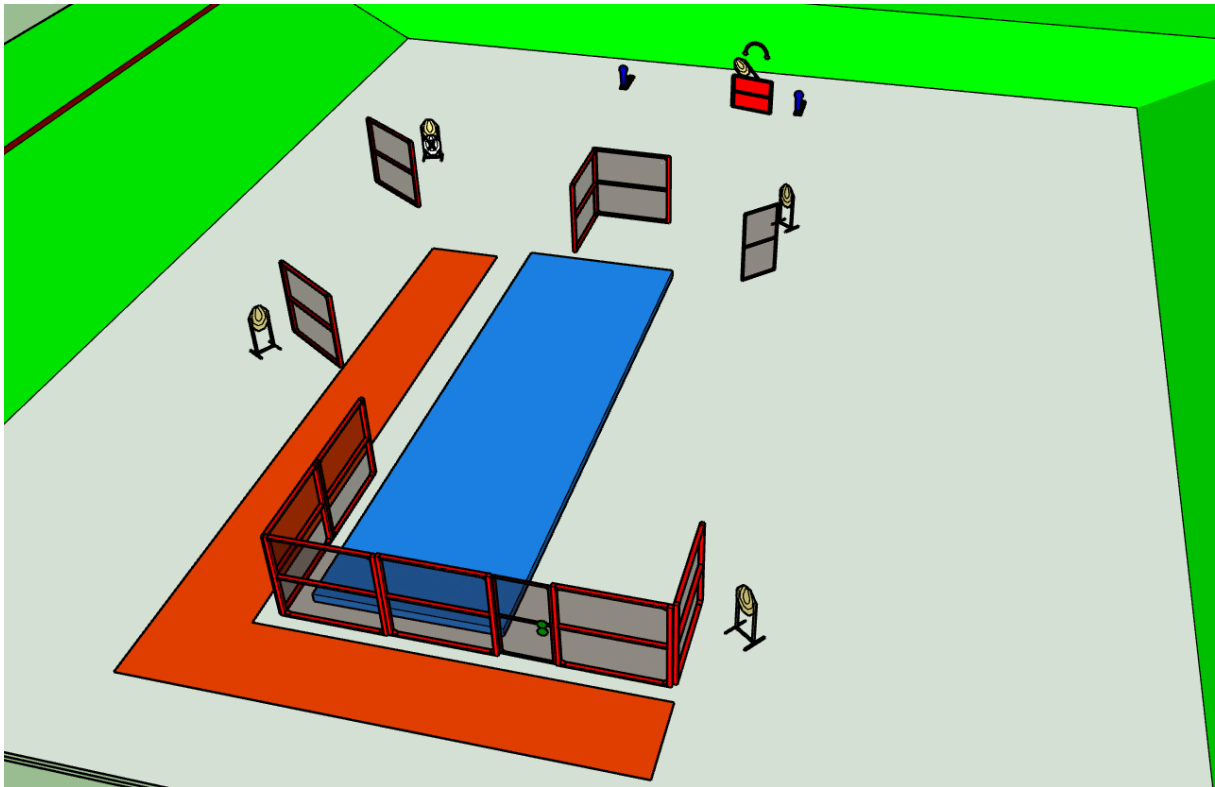
**Start position:** Anywhere inside marked area with strong hand only.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets. Popper P1 activates moving target T1 . All moving targets stays visible at the end of their movement.

**Safety angles:** 90 degrees left/right and high top of the backstop.

19



**Scoring targets:** 5 IPSC Targets, 2 IPSC Popper

**Minimum number of rounds required:** 12

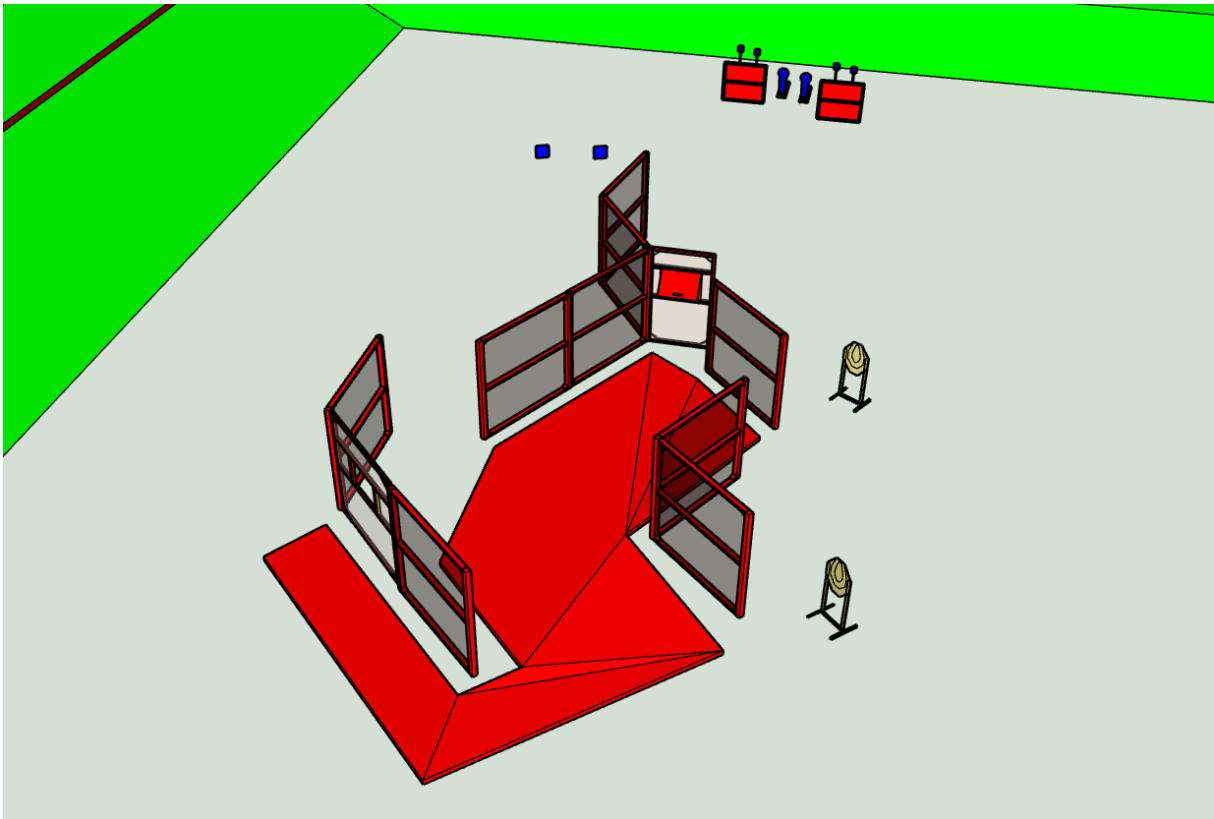
**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1.

**Start position:** Anywhere inside marked area.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets. Popper P1 activates moving target T1 . All moving targets stays visible at the end of their movement.

**Safety angles:** 90 degrees left/right and high top of the backstop.



**Scoring targets:** 2 IPSC Targets, 2 IPSC Popper, 6 IPSC Metal Plates

**Minimum number of rounds required:** 12

**Competitor ready condition:** As per rule 3.2.3 section 8.2 and Appendix E1.

**Start position:** Anywhere inside marked area.

**Time starts:** Audible signal.

**Procedure:** After the start signal engage all the targets. Popper P1 activates moving target T1 and Popper P2 activates moving target T2.

**Safety angles:** 90 degrees left/right and high top of the backstop.