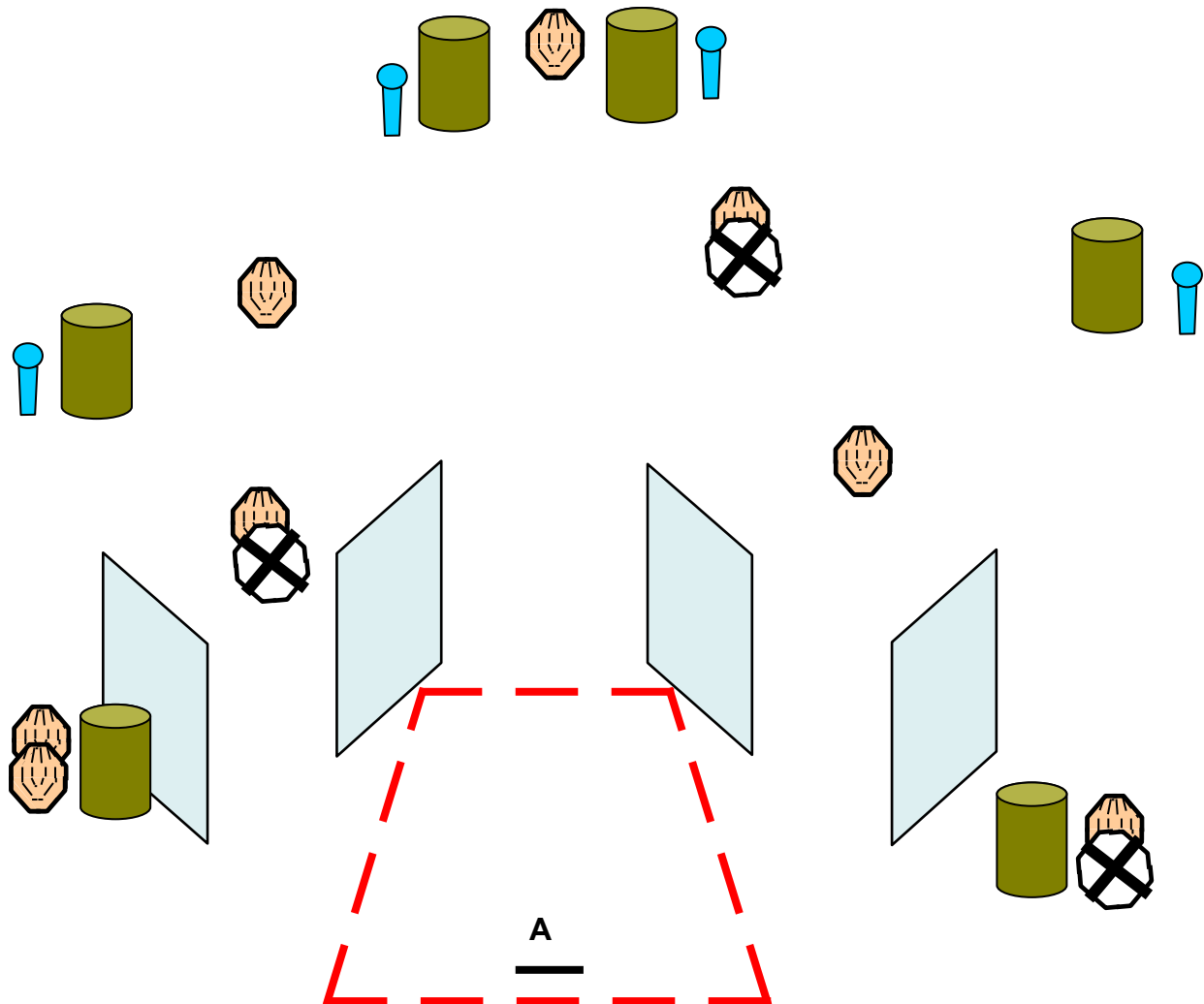


HANDGUN I

2018-04-22

STAGE 1



HANDGUN

STAGE: 1

COURSE: **Medium Course.**

TARGETS: IPSC Targets 8, IPSC Poppers 4, No-Shoots 3.

ROUNDS TO BE SCORED: 20.

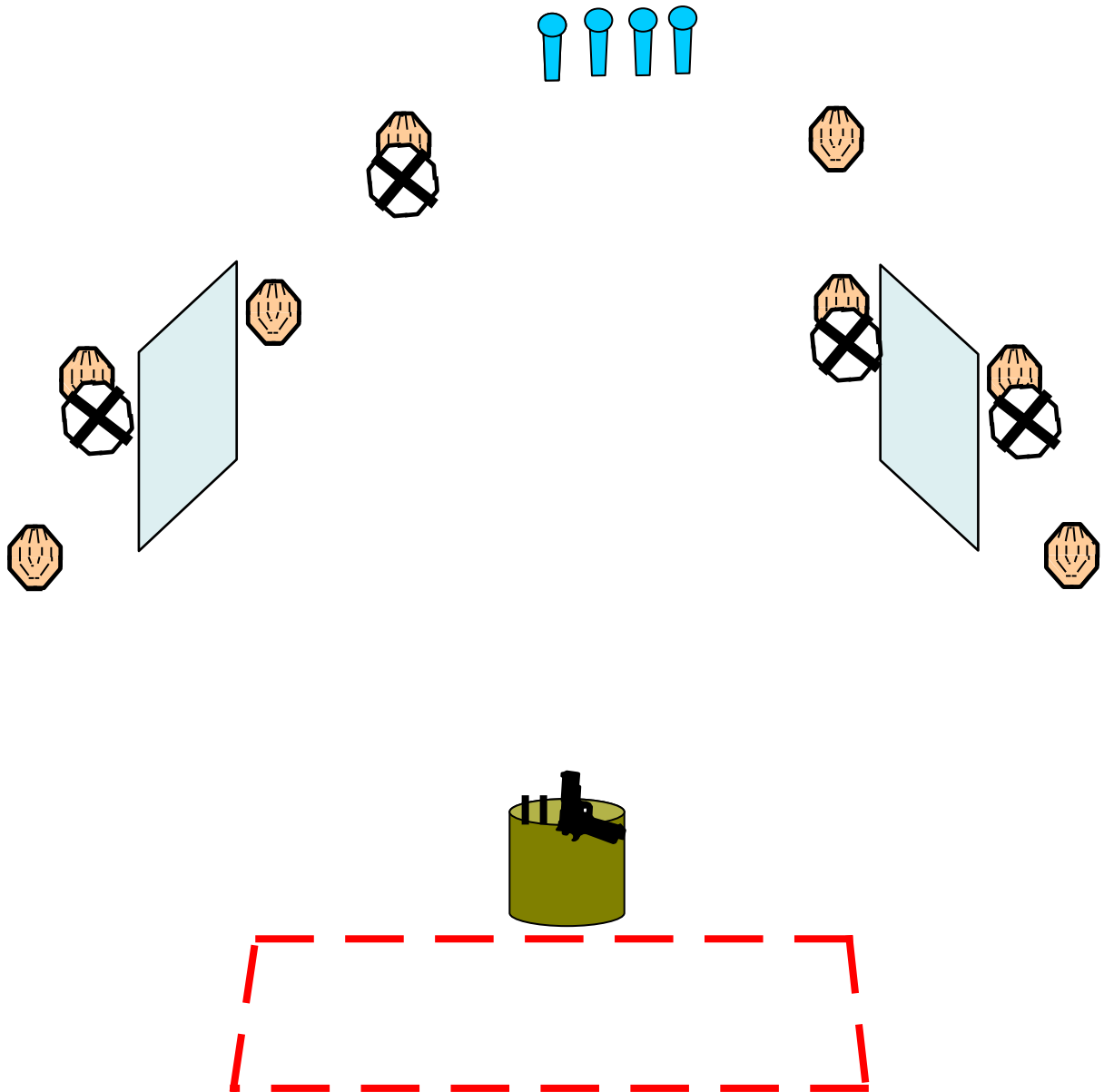
MAXIMUM POINTS: 100.

START POSITION: Standing at A.

TIME START: Audible signal.

PROCEDURE: After start signal engage all targets.

STAGE 2



HANDGUN

STAGE: 2

COURSE: **Medium Course.**

TARGETS: IPSC Targets 8, IPSC Poppers 4, No-Shoots 4.

ROUNDS TO BE SCORED: 20.

MAXIMUM POINTS: 100.

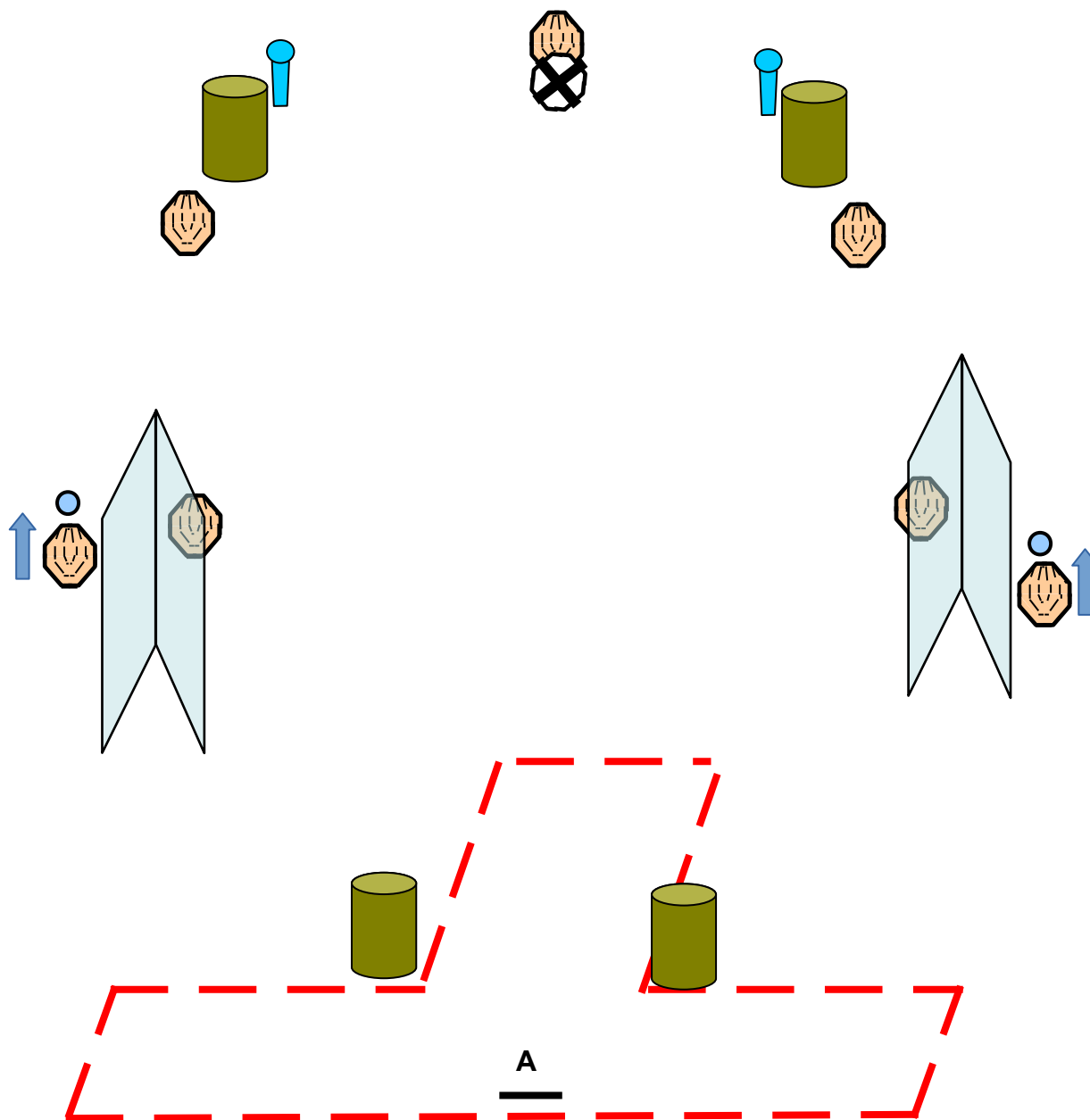
START POSITION: Standing anywhere in the designated area, facing downrange.

GUN CONDITION: Gun loaded, lying on the table. All usable magazines are on the table.

TIME START: Audible signal.

PROCEDURE: After start signal engage all targets.

STAGE 3



HANDGUN

STAGE: 3

COURSE: **Medium Course.**

TARGETS: IPSC Targets 7, IPSC Poppers 2, IPSC Plate 2, No-Shoots 1.

ROUNDS TO BE SCORED: 18.

MAXIMUM POINTS: 90.

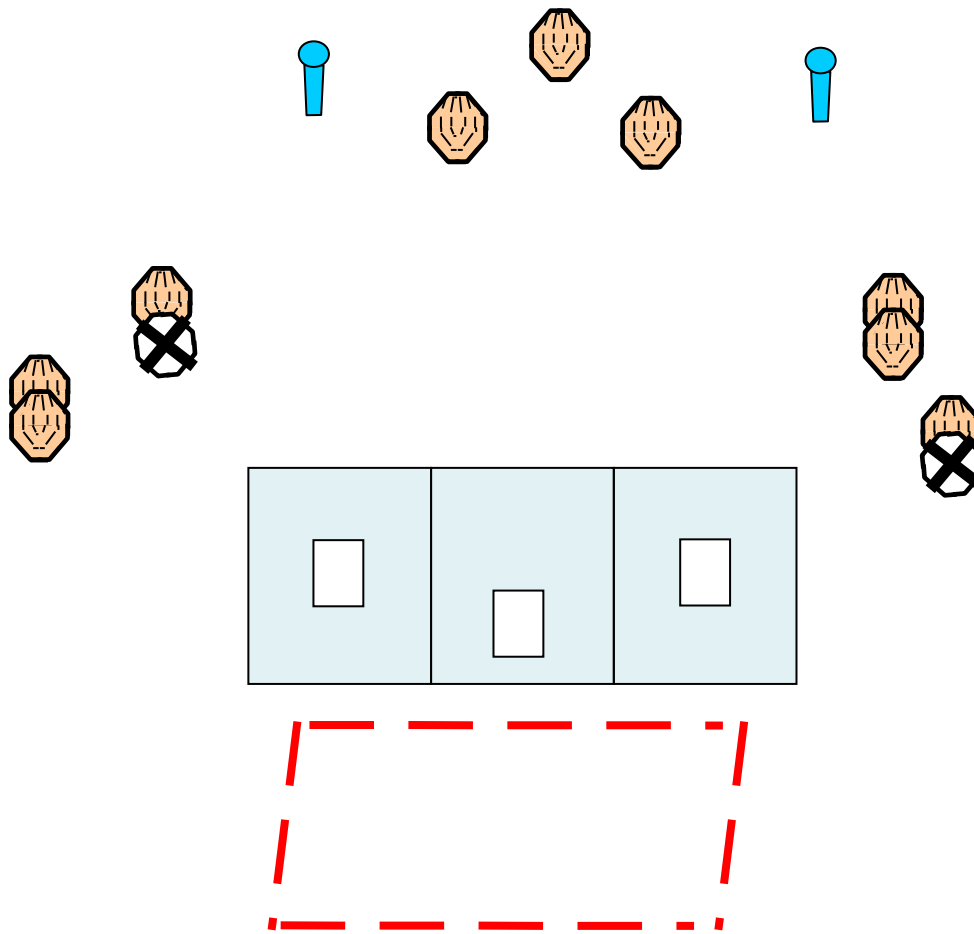
START POSITION: Standing at **A**.

TIME START: Audible signal.

PROCEDURE: After start signal engage all targets.

SPECIAL EQUIPMENT: Plates activate Flip-up targets.

STAGE 4



HANDGUN

STAGE: 4

COURSE: **Medium Course.**

TARGETS: IPSC Targets 9, IPSC Poppers 2, No-Shoots 2.

ROUNDS TO BE SCORED: 20.

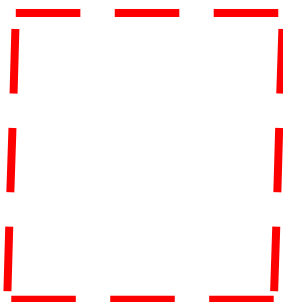
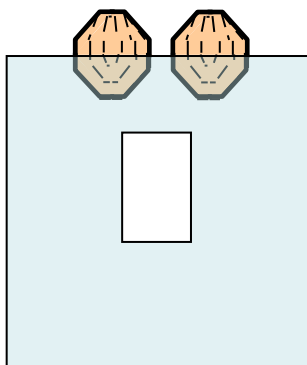
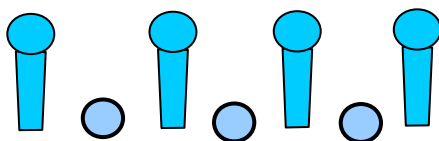
MAXIMUM POINTS: 100.

START POSITION: Standing anywhere in the designated area, facing downrange.

TIME START: Audible signal.

PROCEDURE: After start signal engage all targets.

STAGE 5



HANDGUN

STAGE: 5

COURSE: **Medium Course.**

TARGETS: IPSC Targets 6, IPSC Poppers 4, IPSC Plate 3, No-Shoots 2.

ROUNDS TO BE SCORED: 19.

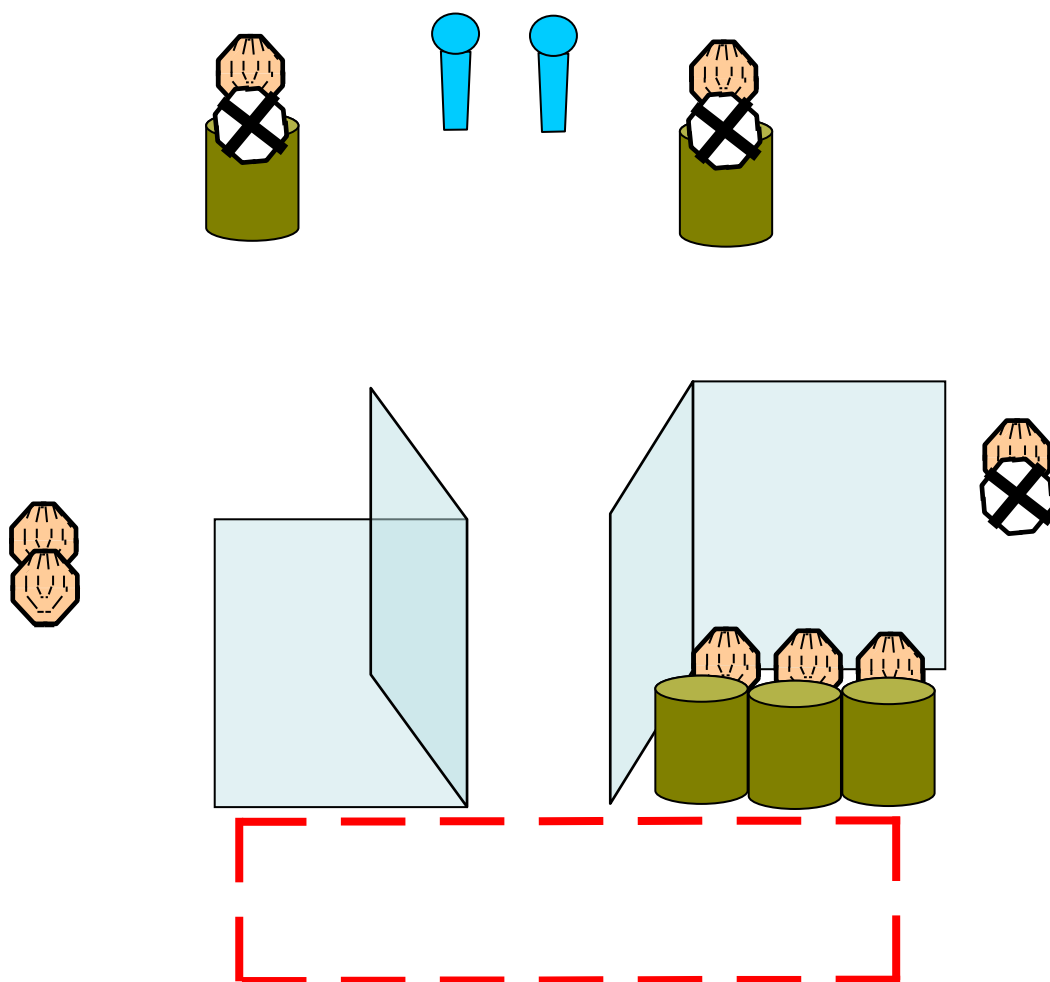
MAXIMUM POINTS: 95.

START POSITION: Standing anywhere in the designated area, facing downrange.

TIME START: Audible signal.

PROCEDURE: After start signal engage all targets.

STAGE 6



HANDGUN

STAGE: 6

COURSE: **Medium Course.**

TARGETS: IPSC Targets 8, IPSC Poppers 2, No-Shoots 3.

ROUNDS TO BE SCORED: 18.

MAXIMUM POINTS: 90.

START POSITION: Standing anywhere in the designated area, facing downrange.

TIME START: Audible signal.

PROCEDURE: After start signal engage all targets.