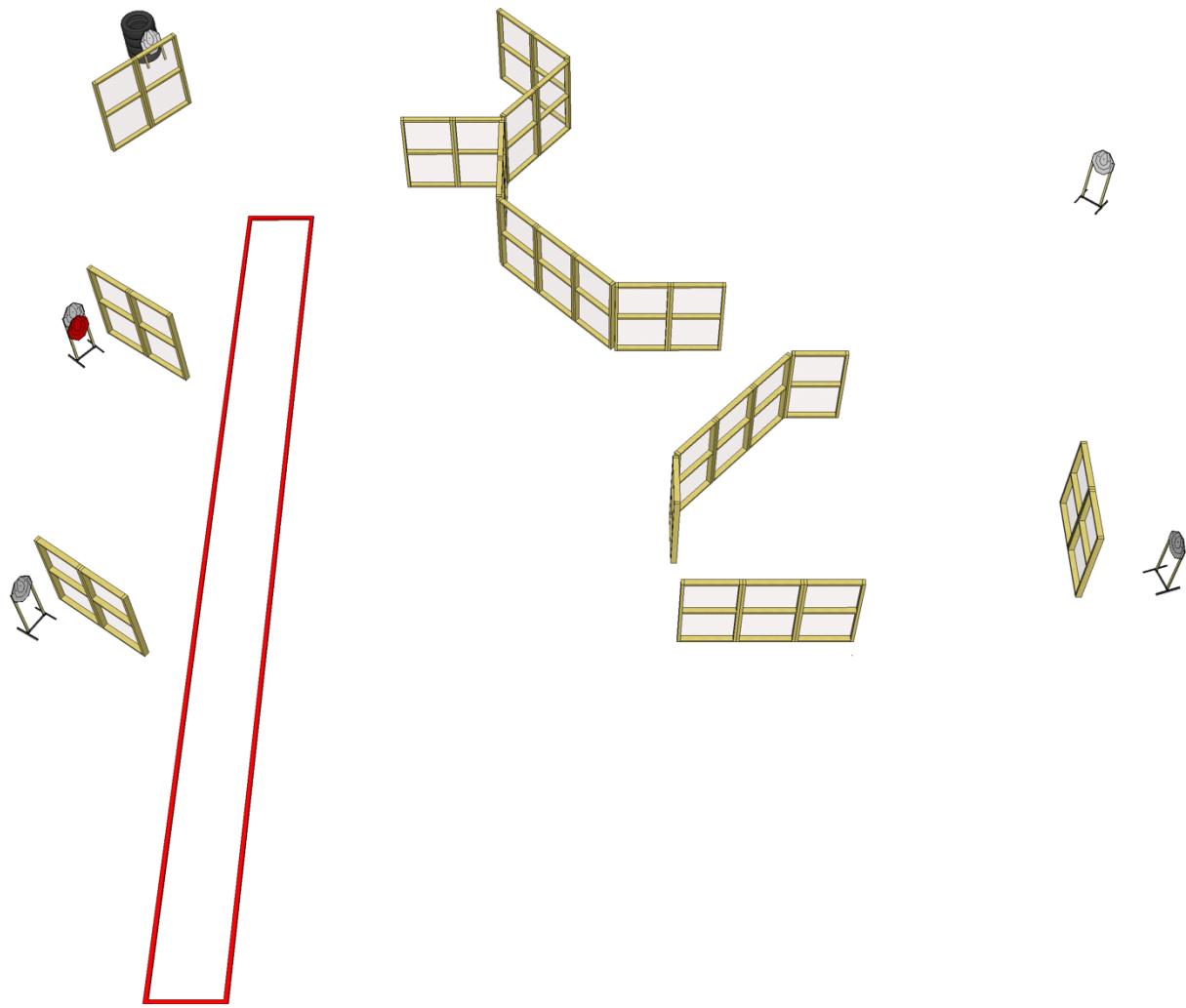


STAGE 1 – „Just Go”

START POSITION: Standing erect, firearm 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 with the fingers outside the trigger guard.

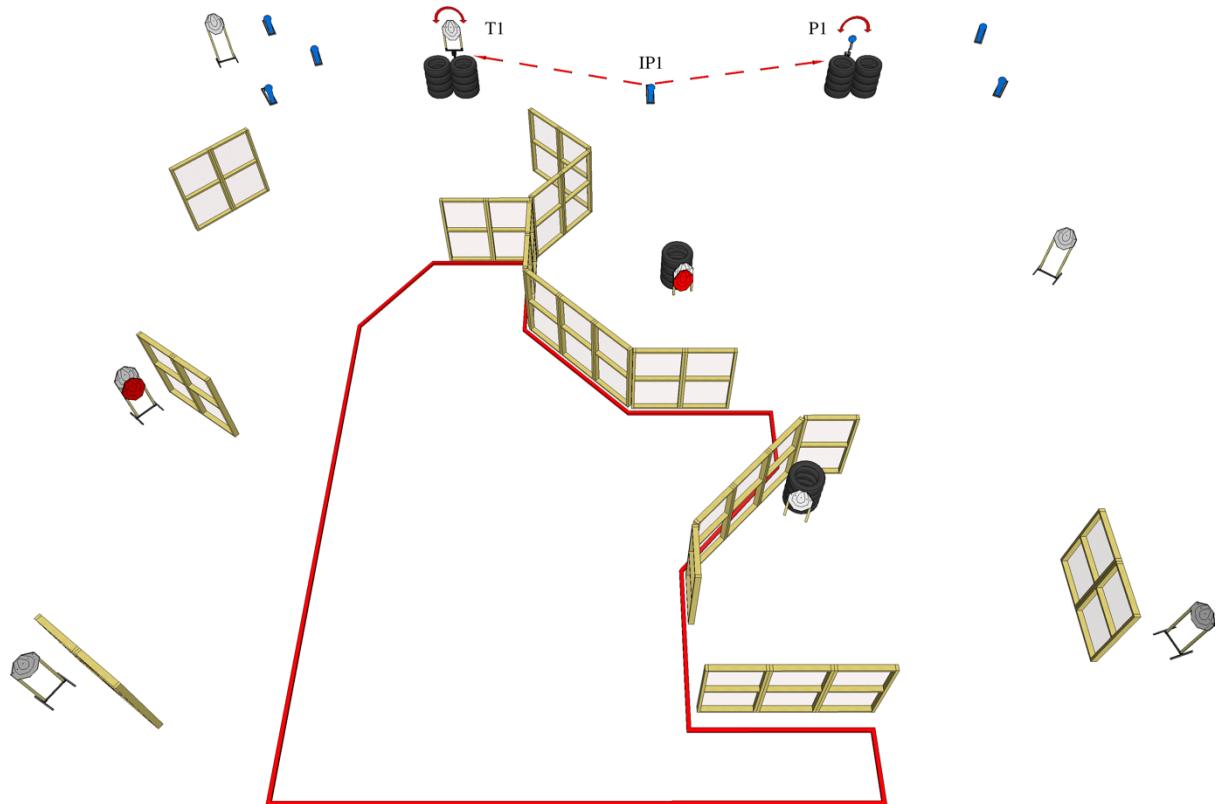
STAGE PROCEDURE	SCORING
FIREARM READY CONDITION: LOADED - Option 1	MINIMUM NUMBER OF ROUNDS: 10 rounds, 50 Points
TIME STARTS: Audible signal.	TARGETS: 5 IPSC Targets, 1 NS
PROCEDURE: Upon start signal, engage all targets.	



STAGE 2 – „Swingers Party”

START POSITION: Standing erect, firearm 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 with the fingers outside the trigger guard.

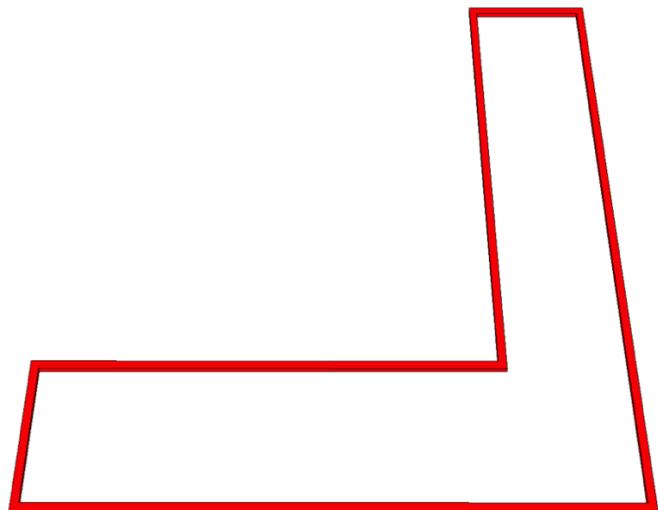
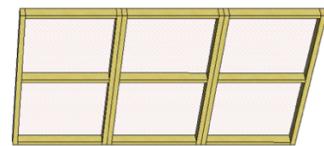
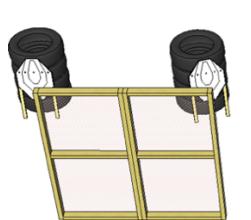
STAGE PROCEDURE	SCORING
FIREARM READY CONDITION: LOADED - Option 1	MINIMUM NUMBER OF ROUNDS: 23 rounds, 115 Points
TIME STARTS: Audible signal.	TARGETS:
PROCEDURE: Upon start signal, engage all targets. Popper IP1 will activate swing targets T1 and P1 that will be visible when stop.	8 IPSC Targets, 6 IPSC Poppers, 1 IPSC Plate, 2NS



STAGE 3 – „You Shall Not Pass”

START POSITION: Standing erect, firearm 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 with the fingers outside the trigger guard.

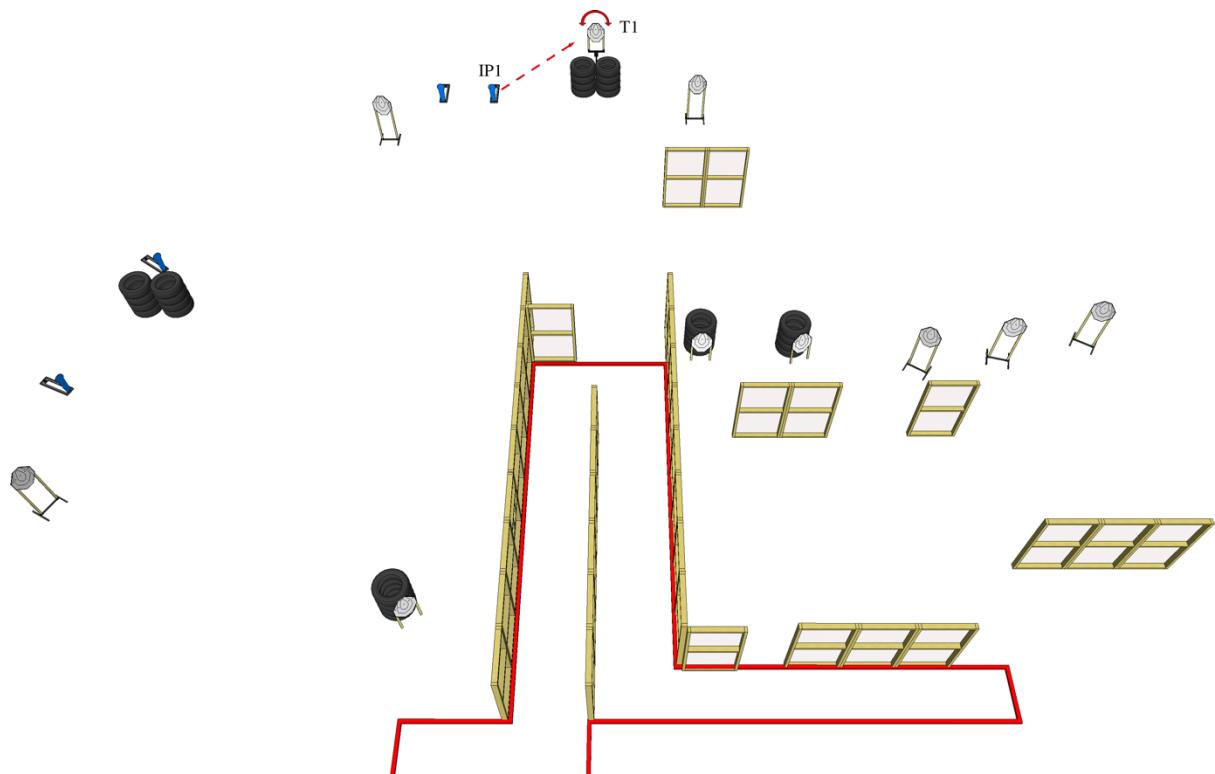
STAGE PROCEDURE	SCORING
FIREARM READY CONDITION: LOADED - Option 1	MINIMUM NUMBER OF ROUNDS: 10 rounds, 50 Points
TIME STARTS: Audible signal.	TARGETS: 5 IPSC Targets
PROCEDURE: Upon start signal, engage all targets.	



STAGE 4 – „Hobbit”

START POSITION: Standing erect, firearm 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 with the fingers outside the trigger guard.

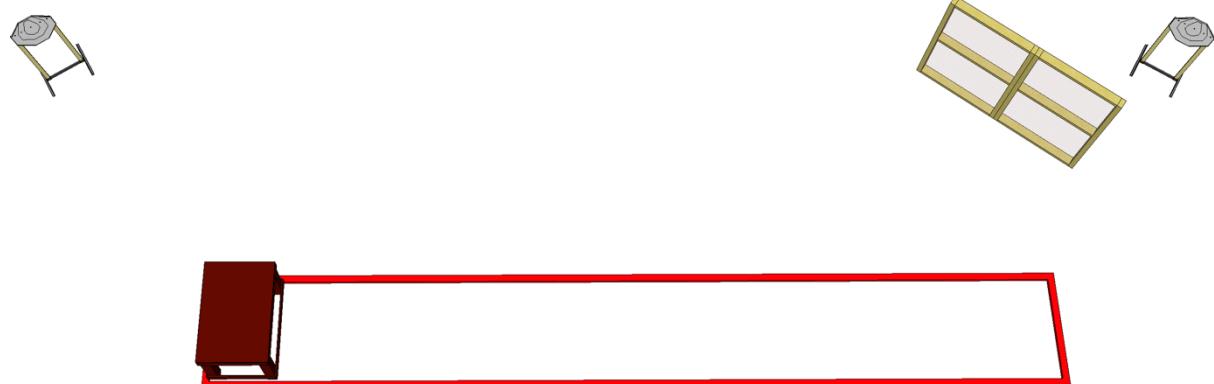
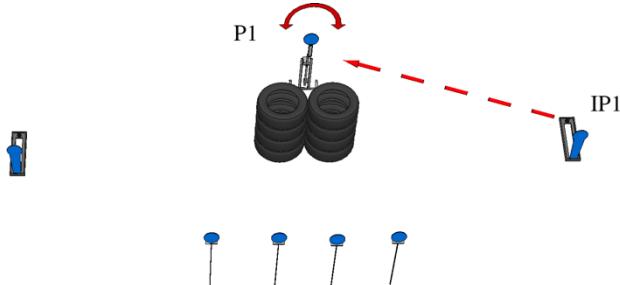
STAGE PROCEDURE	SCORING
FIREARM READY CONDITION: LOADED - Option 1	MINIMUM NUMBER OF ROUNDS: 24 rounds, 120 Points
TIME STARTS: Audible signal.	TARGETS: 10 IPSC Targets, 4 IPSC Poppers
PROCEDURE: Upon start signal, engage all targets. Popper IP1 will activate swing target T1 that will be visible when stop.	



STAGE 5 – „Stage Of Steel”

START POSITION: Standing erect, firearm unloaded held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard.

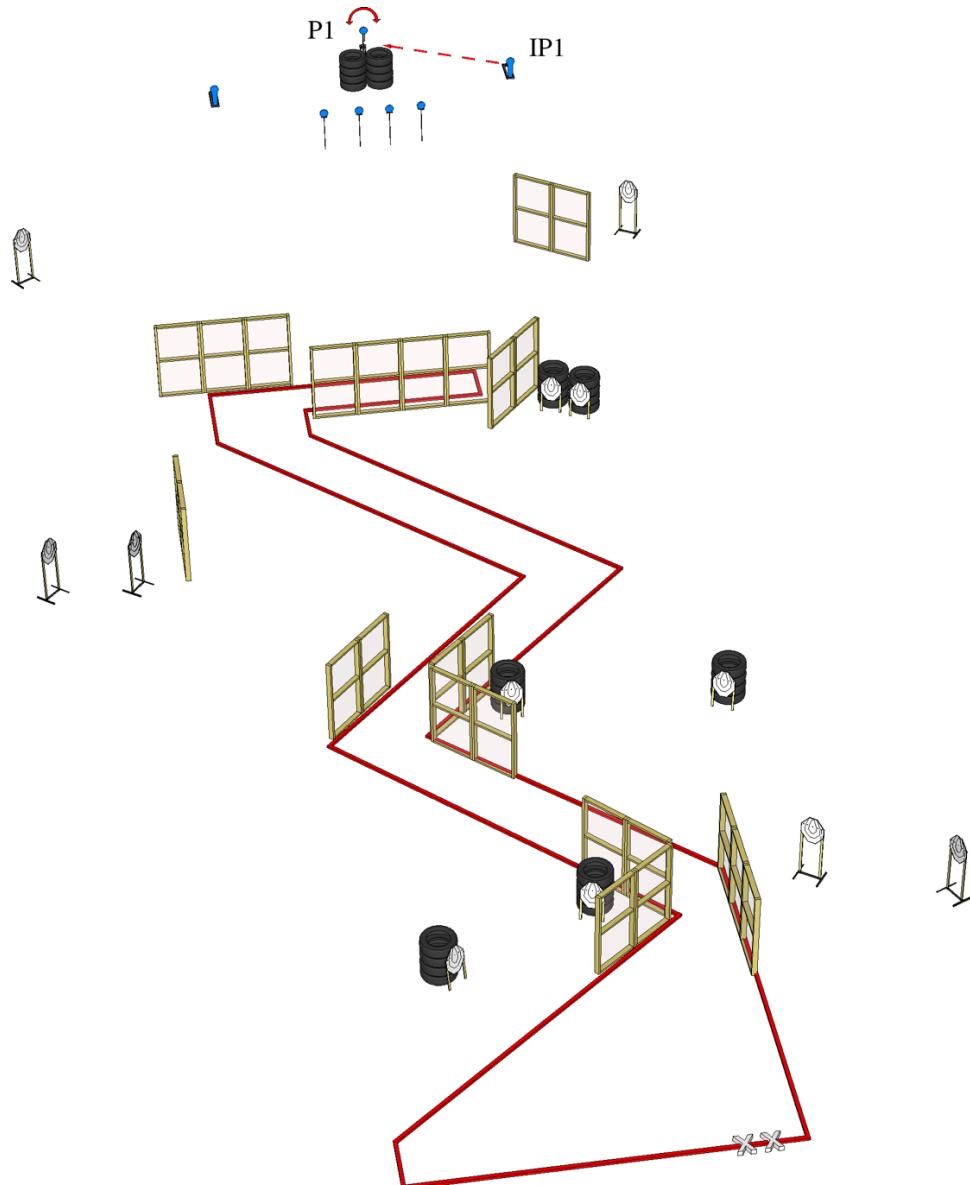
STAGE PROCEDURE	SCORING
<p>FIREARM READY CONDITION: UNLOADED - Option 3 All magazine flatly placed separately on table.</p> <p>PROCEDURE: Upon start signal, engage all targets. Popper IP1 will activate swing target P1 that will be visible when stop.</p>	<p>MINIMUM NUMBER OF ROUNDS: 11 rounds, 55 Points</p> <p>TARGETS: 2 IPSC Targets, 2 IPSC Poppers, 5 IPSC Plates</p>



STAGE 6 – „Fast And Furious”

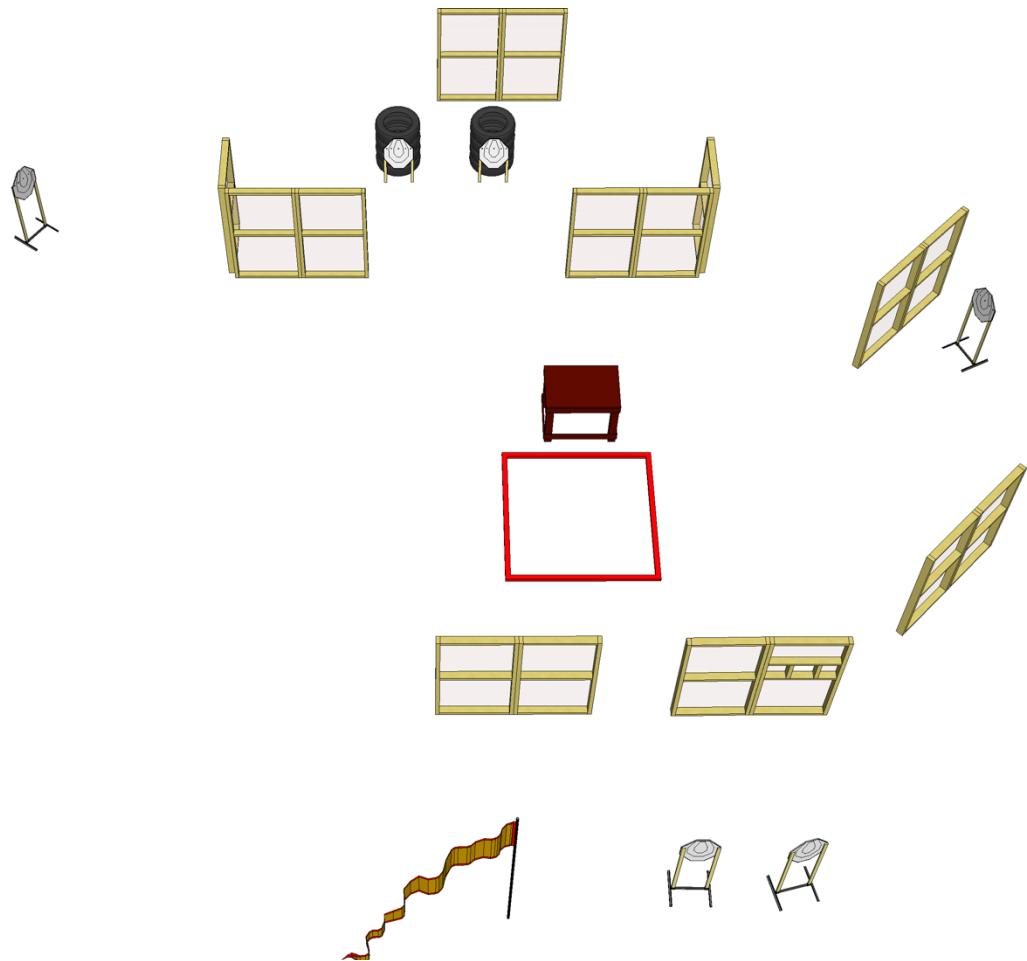
START POSITION: Standing erect with heels touching marks as demonstrated. Firearm in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard.

STAGE PROCEDURE	SCORING
FIREARM READY CONDITION: LOADED - Option 1 TIME STARTS: Audible signal. PROCEDURE: Upon start signal, engage all targets. Popper IP1 will activate swing target P1 that will be visible when stop.	MINIMUM NUMBER OF ROUNDS: 31 rounds, 155 Points TARGETS: 12 IPSC Targets, 2 IPSC Poppers, 5 IPSC Plates



STAGE 7 – „270 Square”

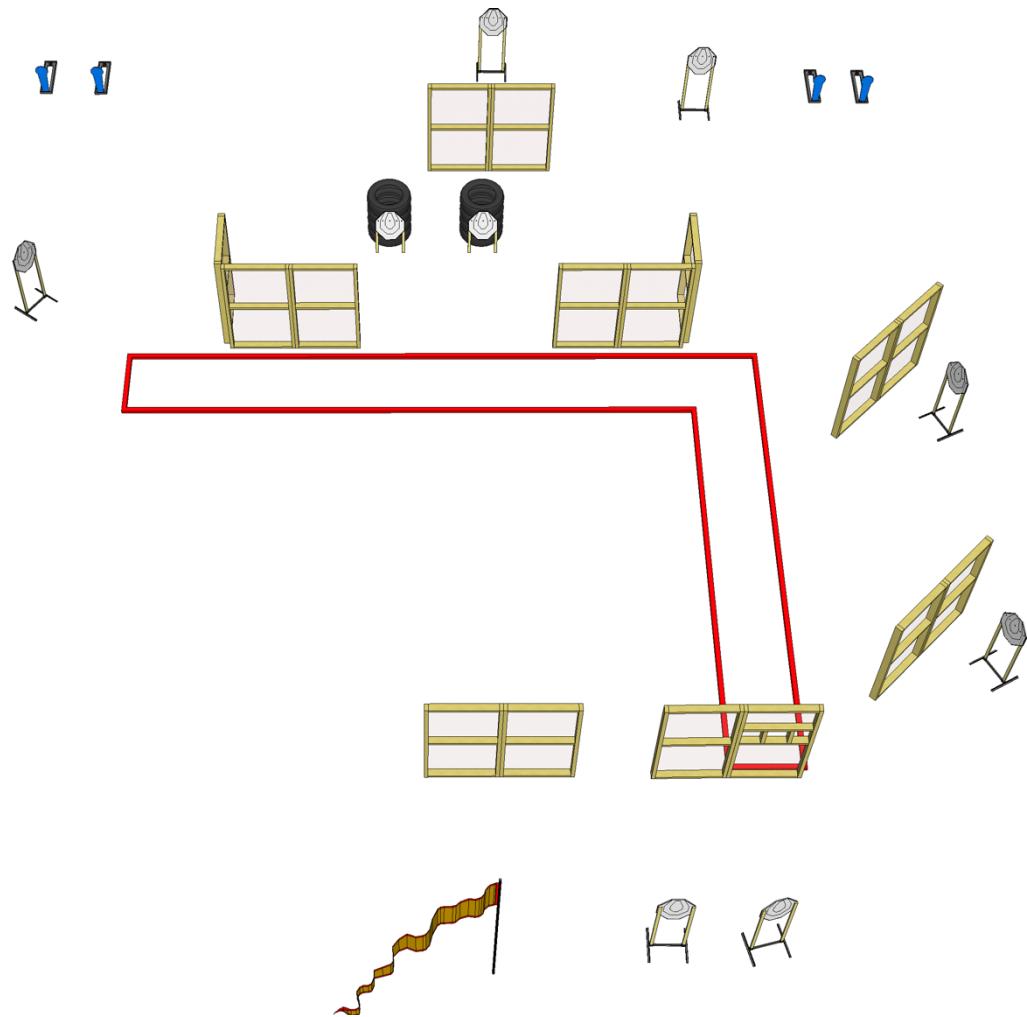
<p>START POSITION: Standing erect, firearm is lying on the table, barrel parallel to the ground, muzzle pointing downrange</p> <p>STAGE PROCEDURE</p> <p>FIREARM READY CONDITION: UNLOADED - Option 3 All magazine flatly placed separately on table.</p> <p>TIME STARTS: Audible signal.</p> <p>PROCEDURE: Upon start signal, engage all targets.</p> <p>SAFETY ANGLES: 90° left, narrowed down to the flag right and top of the backstop.</p>	<p>SCORING</p> <p>MINIMUM NUMBER OF ROUNDS: 12 rounds, 60 Points</p> <p>TARGETS: 6 IPSC Targets</p>
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STAGE 8 – „Inside Outside”

START POSITION: Standing erect, firearm 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 with the fingers outside the trigger guard.

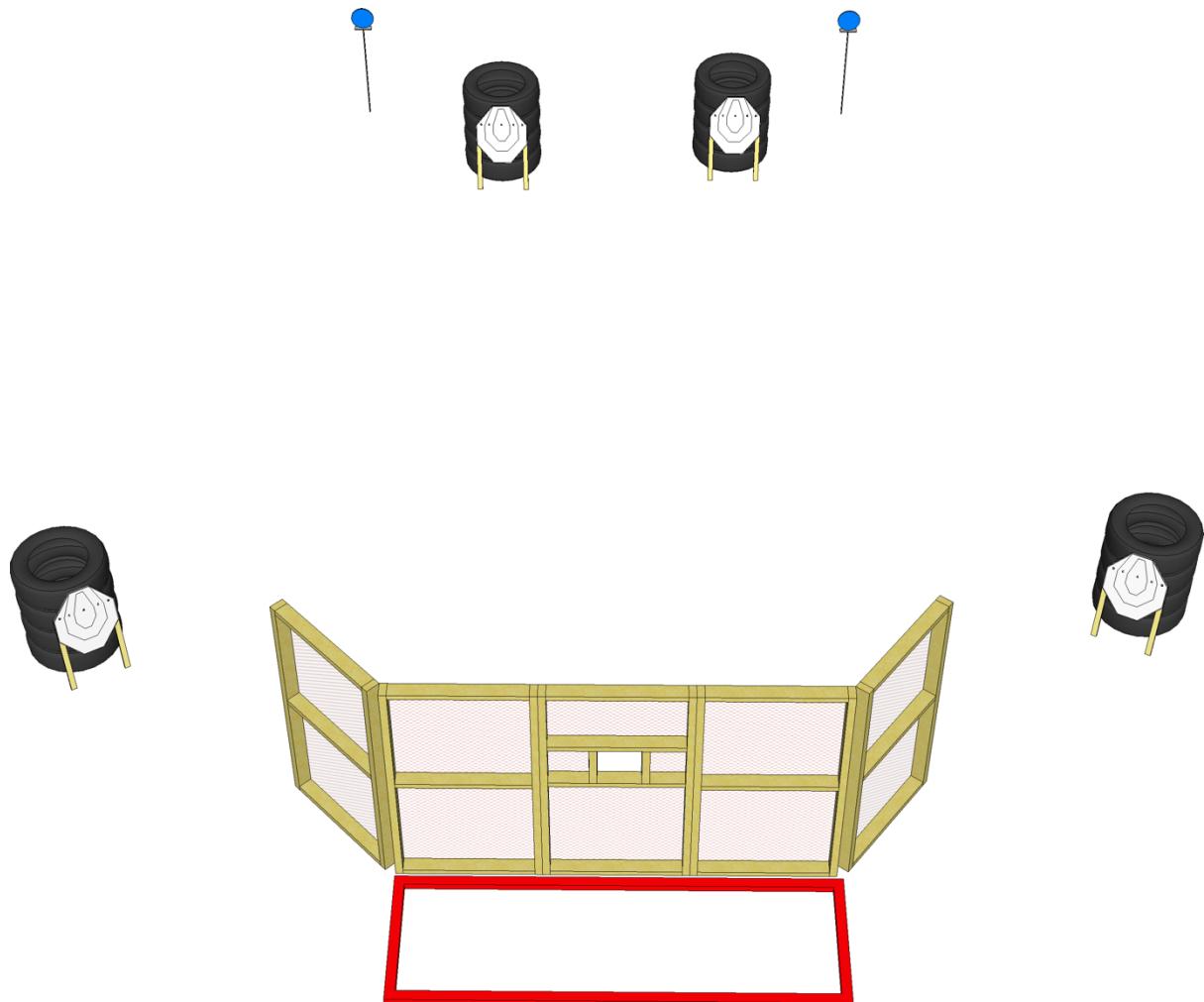
STAGE PROCEDURE	SCORING
FIREARM READY CONDITION: LOADED - Option 1	MINIMUM NUMBER OF ROUNDS: 22 rounds, 110 Points
TIME STARTS: Audible signal.	TARGETS: 9 IPSC Targets, 4 IPSC Poppers
PROCEDURE: Upon start signal, engage all targets.	
SAFETY ANGLES: 90° left, narrowed down to the flag right and top of the backstop.	



STAGE 9 – „Under The Window”

START POSITION: Standing erect, firearm 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 with the fingers outside the trigger guard.

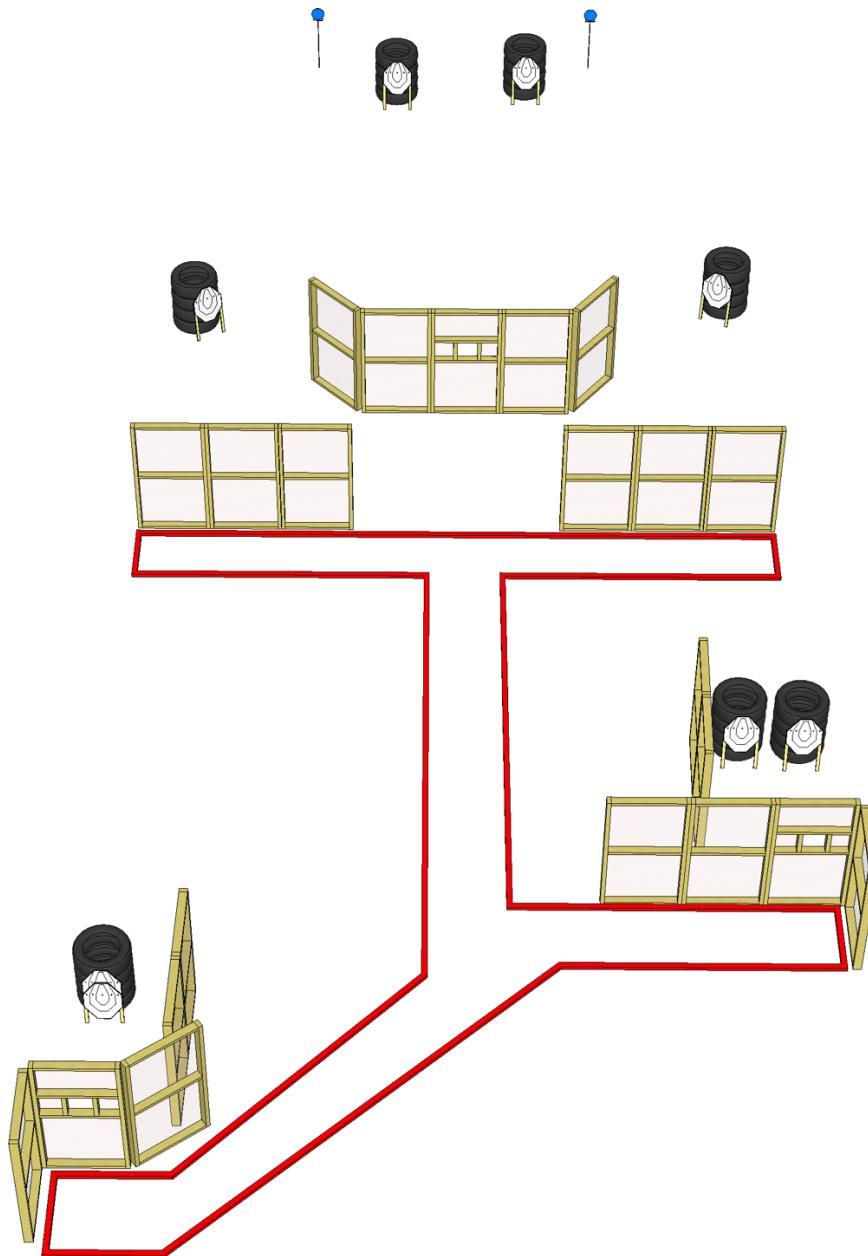
STAGE PROCEDURE	SCORING
FIREARM READY CONDITION: LOADED - Option 1	MINIMUM NUMBER OF ROUNDS: 10 rounds, 50 Points
TIME STARTS: Audible signal.	TARGETS: 4 IPSC Targets, 2 IPSC Plates
PROCEDURE: Upon start signal, engage all targets using strong hand only.	



STAGE 10 – „Squat It”

START POSITION: Standing erect, firearm 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 with the fingers outside the trigger guard.

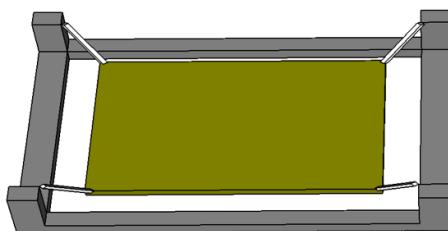
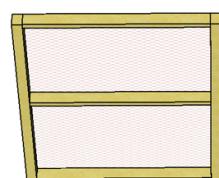
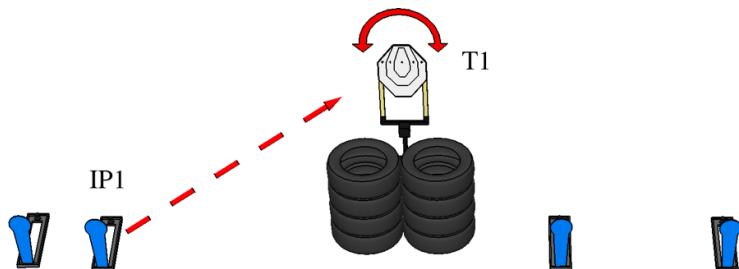
STAGE PROCEDURE	SCORING
FIREARM READY CONDITION: LOADED - Option 1	MINIMUM NUMBER OF ROUNDS: 18 rounds, 90 Points
TIME STARTS: Audible signal.	TARGETS: 8 IPSC Targets, 2 IPSC Plates
PROCEDURE: Upon start signal, engage all targets.	



STAGE 11 – „Shake It”

START POSITION: Standing erect, firearm 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 with the fingers outside the trigger guard.

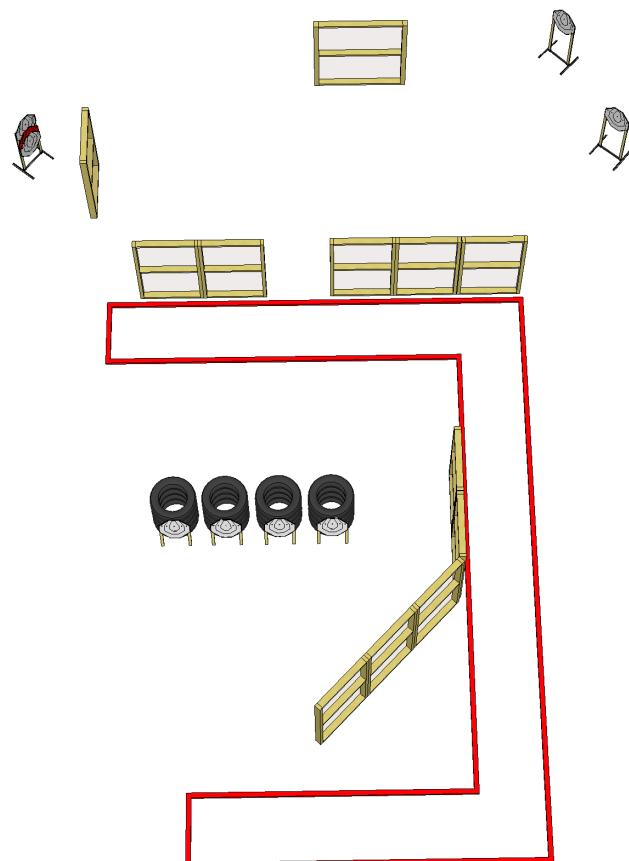
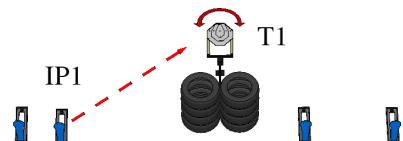
STAGE PROCEDURE	SCORING
FIREARM READY CONDITION: LOADED - Option 1	MINIMUM NUMBER OF ROUNDS: 10 rounds, 50 Points
TIME STARTS: Audible signal.	TARGETS: 3 IPSC Targets, 4 IPSC Poppers
PROCEDURE: Upon start signal, engage all targets. Popper IP1 will activate swing target T1 that will be visible when stop.	



STAGE 12 – „Spray And Pray”

START POSITION: Standing erect, firearm 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 with the fingers outside the trigger guard.

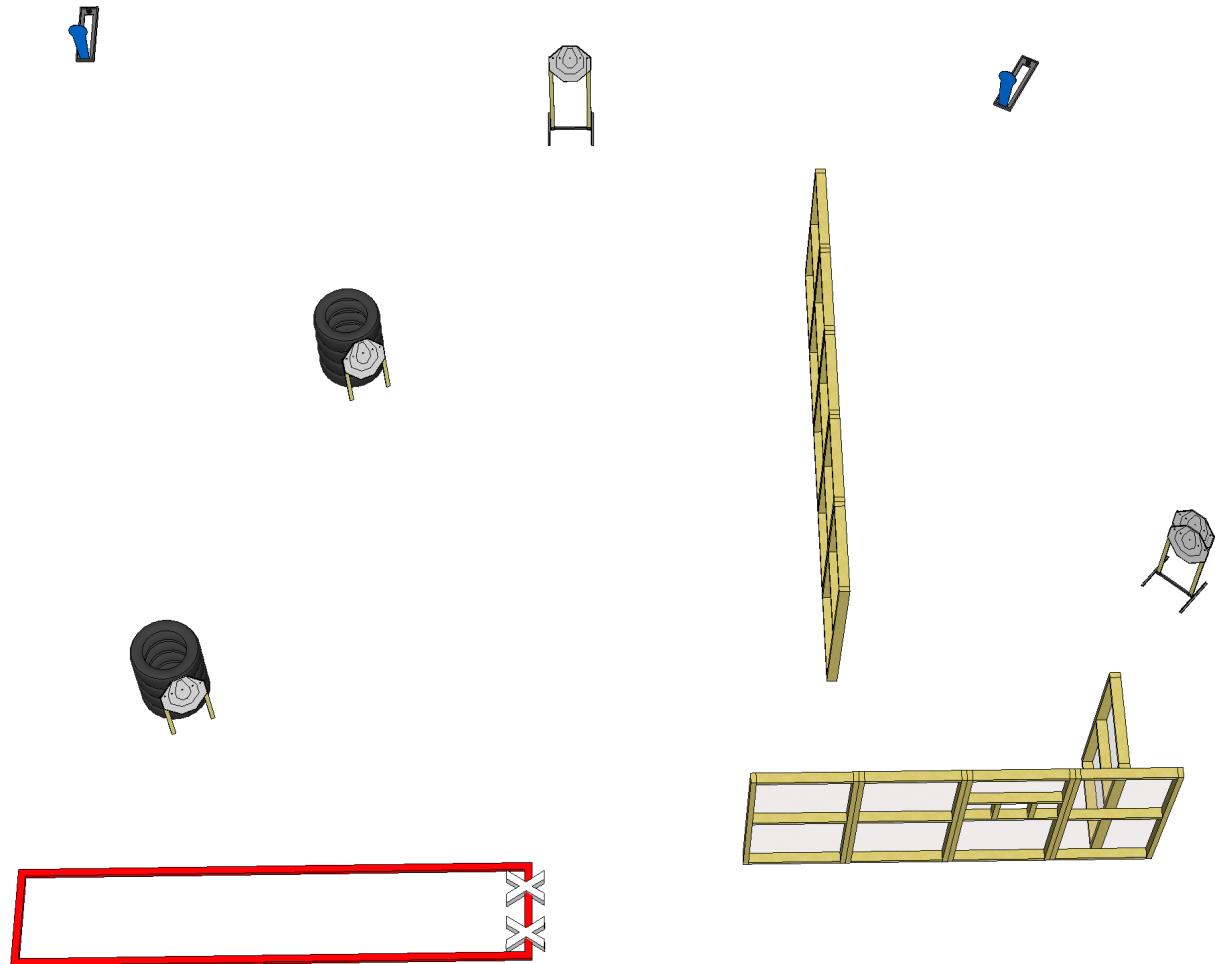
STAGE PROCEDURE	SCORING
FIREARM READY CONDITION: LOADED - Option 1	MINIMUM NUMBER OF ROUNDS: 22 rounds, 110 Points
TIME STARTS: Audible signal.	TARGETS: 9 IPSC Targets, 4 IPSC Poppers, 1 NS
PROCEDURE: Upon start signal, engage all targets. Popper IP1 will activate swing target T1 that will be visible when stop.	



STAGE 13 – „Right To Left”

START POSITION: Standing erect with toes touching marks as demonstrated. Firearm 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 with the fingers outside the trigger guard.

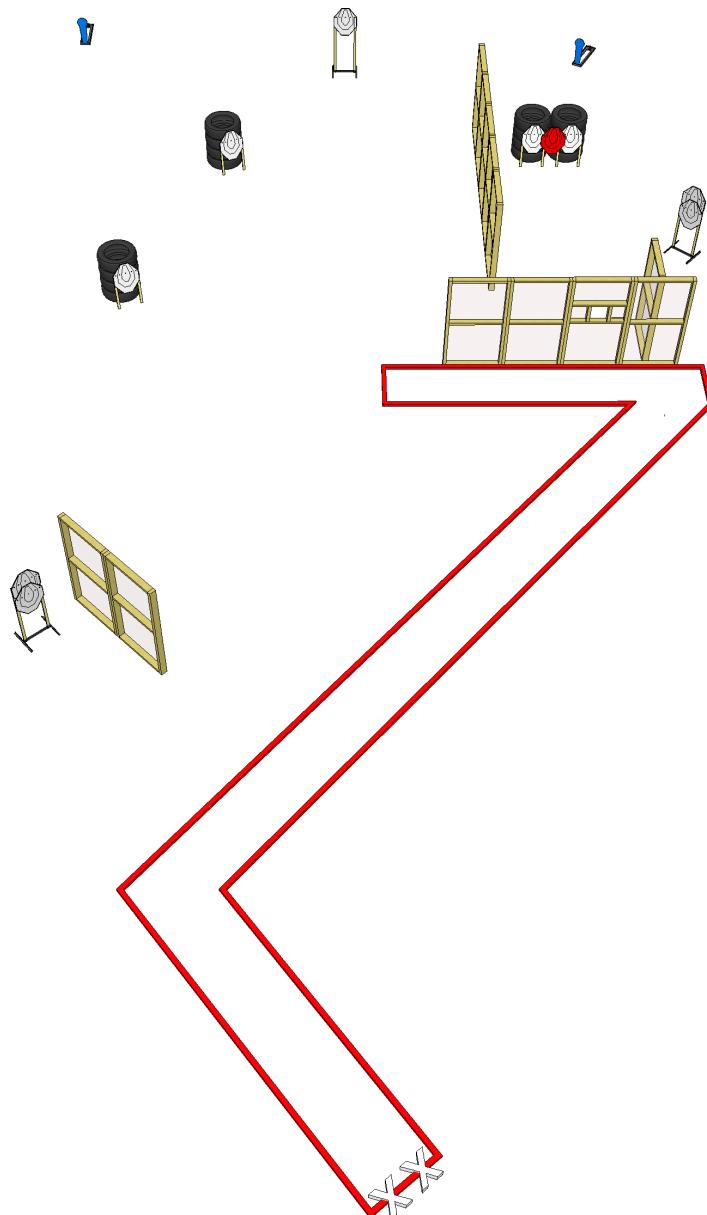
STAGE PROCEDURE	SCORING
FIREARM READY CONDITION: LOADED - Option 1	MINIMUM NUMBER OF ROUNDS: 12 rounds, 60 Points
TIME STARTS: Audible signal.	TARGETS: 5 IPSC Targets, 2 IPSC Poppers
PROCEDURE: Upon start signal, engage all targets.	



STAGE 14 – „Viper”

START POSITION: Standing erect with heels touching marks as demonstrated. Firearm 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 with the fingers outside the trigger guard.

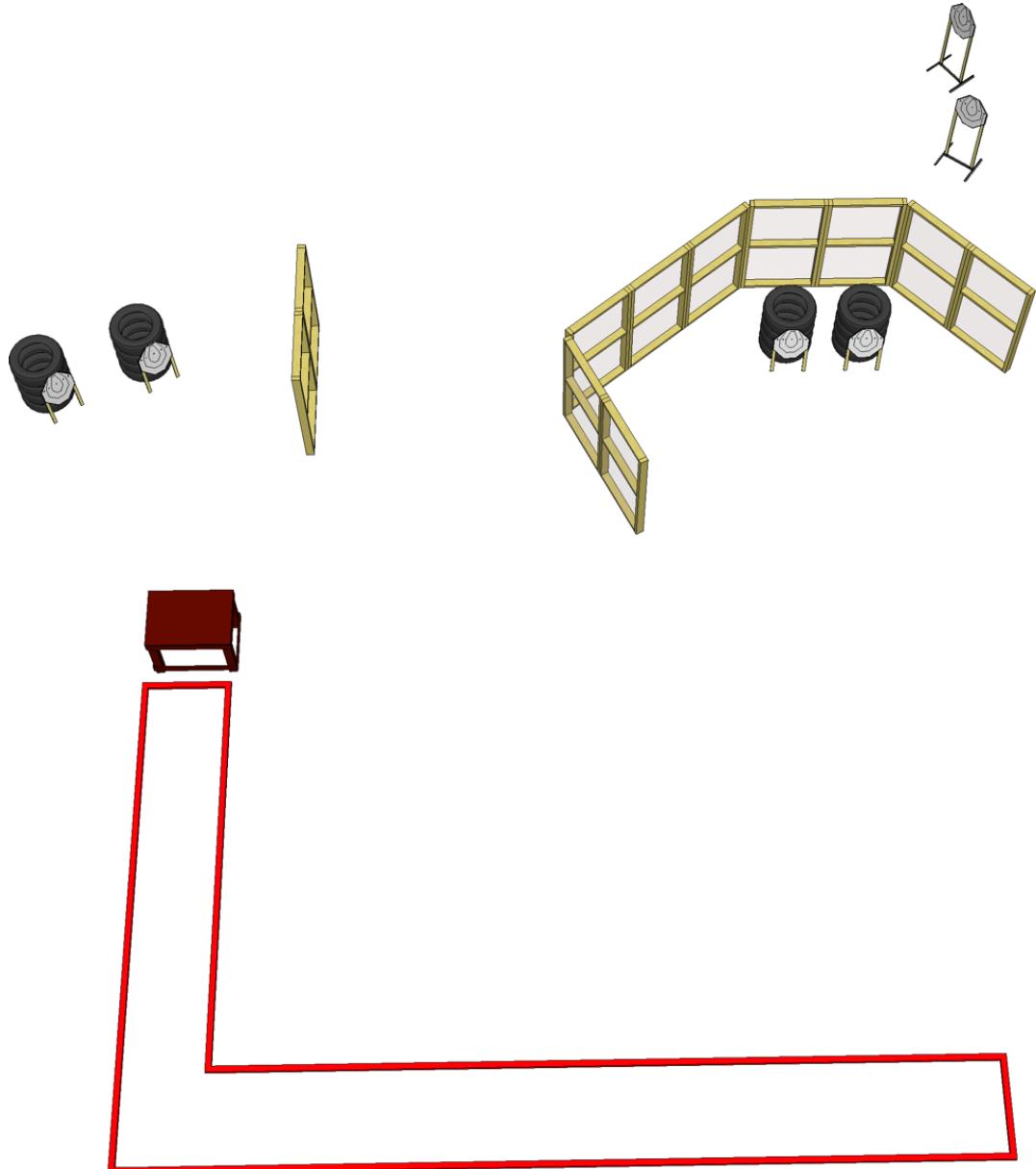
STAGE PROCEDURE	SCORING
FIREARM READY CONDITION: LOADED - Option 1	MINIMUM NUMBER OF ROUNDS: 20 rounds, 100 Points
TIME STARTS: Audible signal.	TARGETS:
PROCEDURE: Upon start signal, engage all targets.	9 IPSC Targets, 2 IPSC Poppers, 1 NS



STAGE 15 – „Lumbar Spine”

START POSITION: Standing erect, firearm is lying on the table, barrel parallel to the ground, muzzle pointing downrange

STAGE PROCEDURE	SCORING
<p>FIREARM READY CONDITION: UNLOADED - Option 3 All magazine flatly placed separately on table.</p> <p>TIME STARTS: Audible signal.</p> <p>PROCEDURE: Upon start signal, engage all targets.</p>	<p>MINIMUM NUMBER OF ROUNDS: 12 rounds, 60 Points</p> <p>TARGETS: 6 IPSC Targets</p>



STAGE 16 – „French Key”

START POSITION: Standing with one foot touching the marker, firearm 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 with the fingers outside the trigger guard.

STAGE PROCEDURE	SCORING
FIREARM READY CONDITION: LOADED - Option 1	MINIMUM NUMBER OF ROUNDS: 32 rounds, 160 Points
TIME STARTS: Audible signal.	TARGETS: 14 IPSC Targets, 4 IPSC Poppers
PROCEDURE: Upon start signal, engage all targets. Popper IP1 will activate swing targets T1 and T2 that will be visible when stop.	

