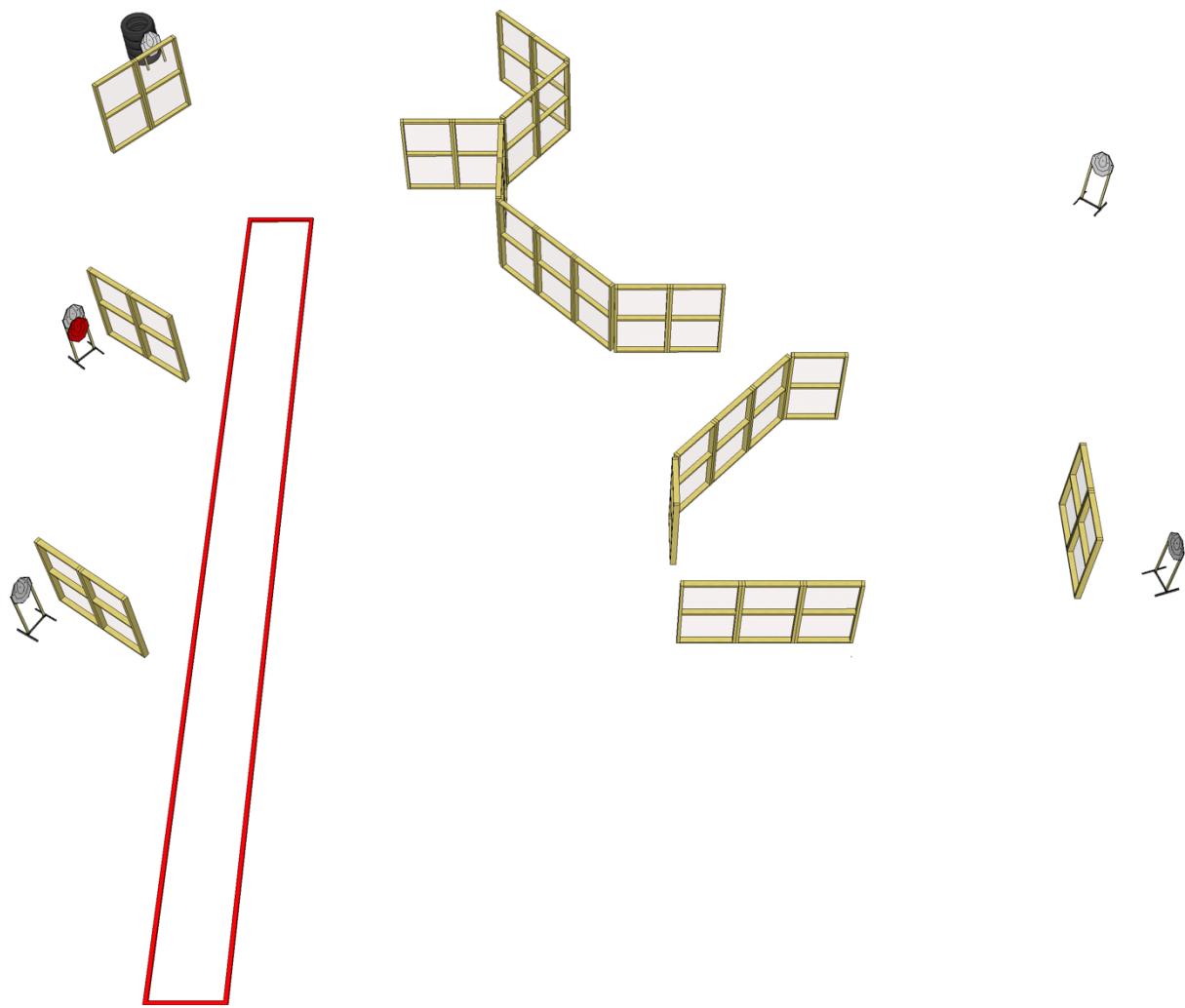


## STAGE 1 – „Just Go”

<b>START POSITION:</b> Competitor stand relaxed anywhere within designated area as demonstrated.	
<b>STAGE PROCEDURE</b>	<b>SCORING</b>
<b>TIME STARTS:</b> Audible signal.	<b>ROUND TO BE SCORED:</b> 10 rounds, 50 Points
<b>PROCEDURE:</b> Upon start signal, engage all targets.	<b>TARGETS:</b> 5 IPSC Targets, 1 NS



## STAGE 2 – „Swingers Party”

**START POSITION:** Competitor stand relaxed anywhere within designated area as demonstrated.

### STAGE PROCEDURE

**TIME STARTS:** Audible signal.

**PROCEDURE:** Upon start signal, engage all targets. Popper IP1 will activate swing targets T1 and P1 that will be visible when stop.

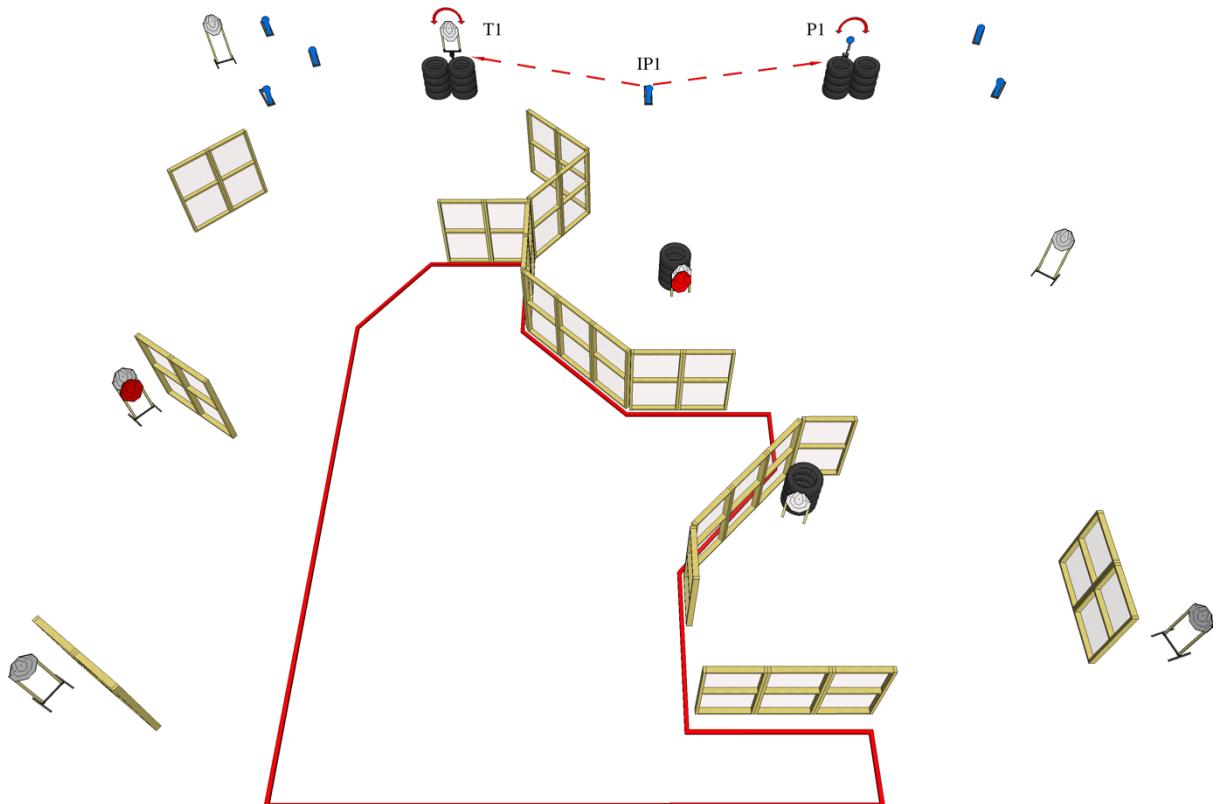
### SCORING

#### ROUND TO BE SCORED:

23 rounds, 115 Points

#### TARGETS:

8 IPSC Targets, 6 IPSC Poppers, 1 IPSC Plate, 2NS



### STAGE 3 – „You Shall Not Pass”

**START POSITION:** Competitor stand relaxed anywhere within designated area as demonstrated.

#### STAGE PROCEDURE

**TIME STARTS:** Audible signal.

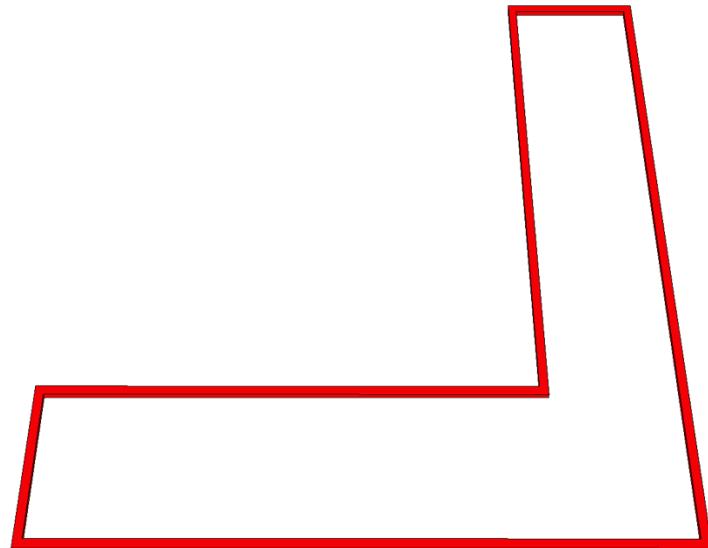
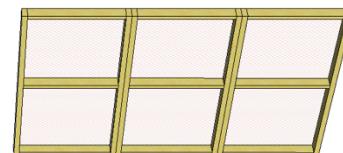
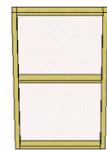
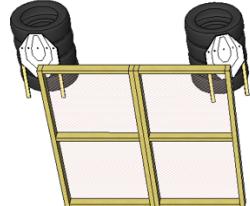
**PROCEDURE:** Upon start signal, engage all targets.

#### SCORING

##### ROUND TO BE SCORED:

10 rounds, 50 Points

**TARGETS:** 5 IPSC Targets



## STAGE 4 – „Hobbit”

**START POSITION:** Competitor stand relaxed anywhere within designated area as demonstrated.

### STAGE PROCEDURE

**TIME STARTS:** Audible signal.

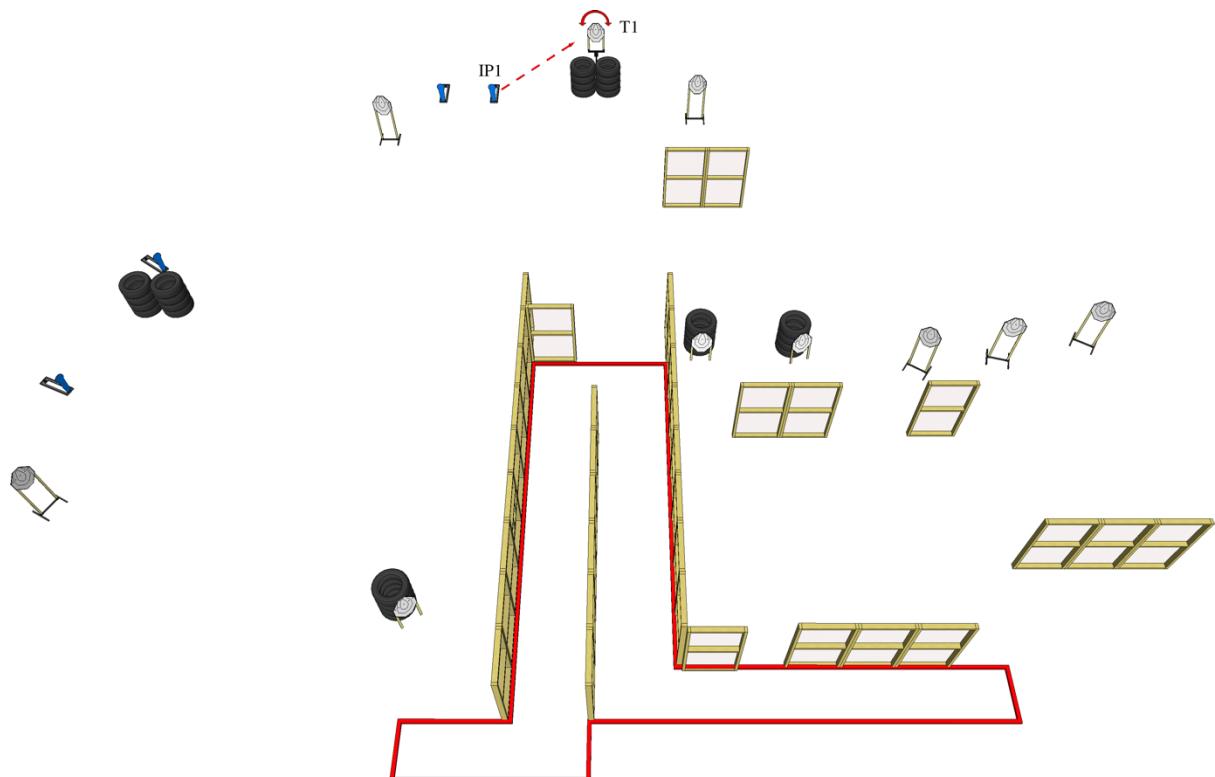
**PROCEDURE:** Upon start signal, engage all targets. Popper IP1 will activate swing target T1 that will be visible when stop.

### SCORING

#### ROUND TO BE SCORED:

24 rounds, 120 Points

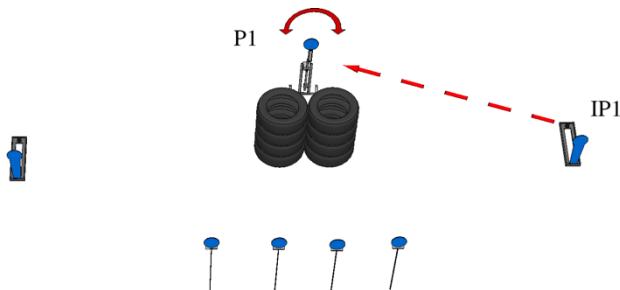
**TARGETS:** 10 IPSC Targets, 4 IPSC Poppers



## STAGE 5 – „Stage Of Steel”

**START POSITION:** Competitor stand relaxed anywhere within designated area as demonstrated.

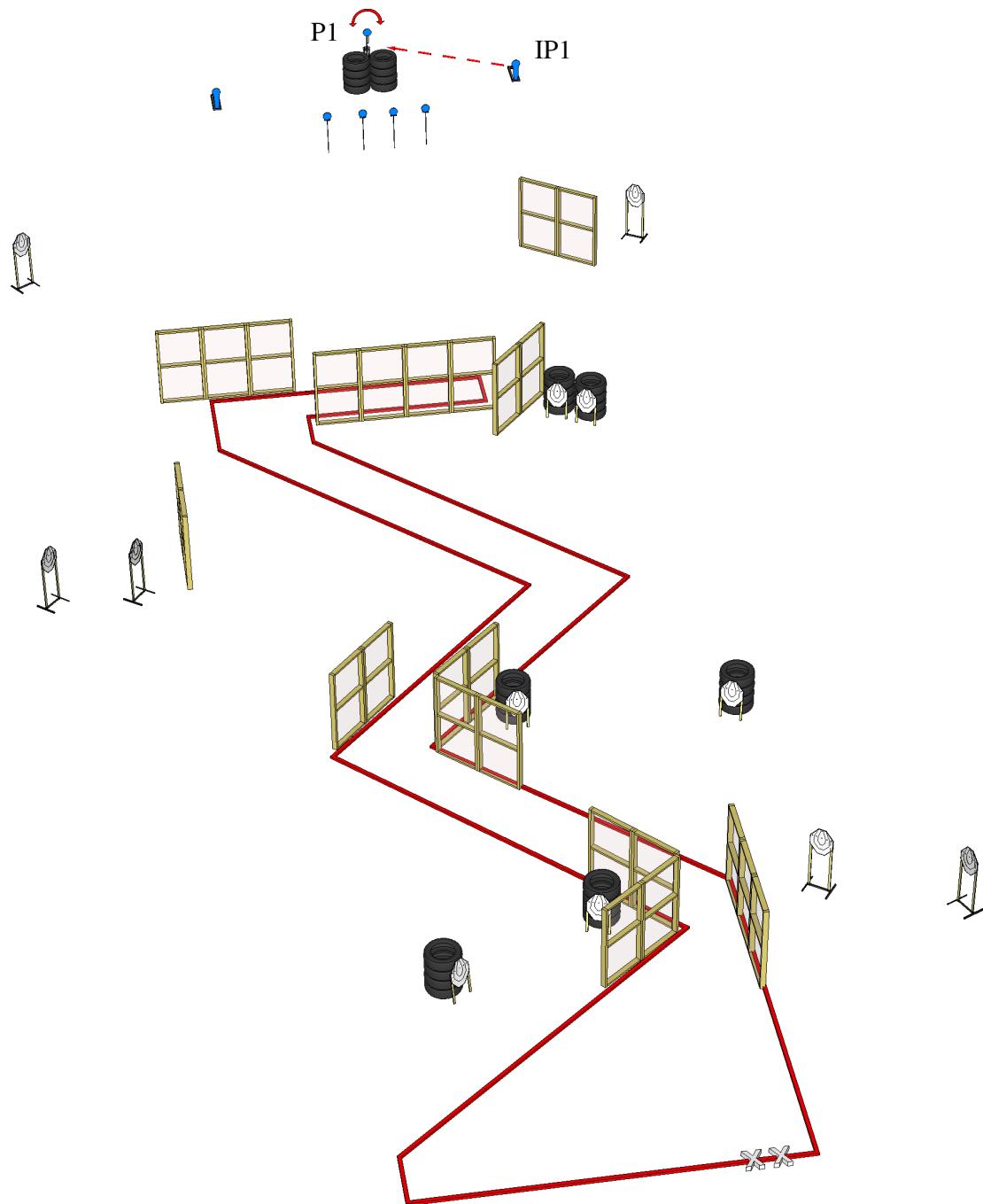
STAGE PROCEDURE	SCORING
<p><b>HANDGUN READY CONDITION:</b> Gun unloaded and holstered with chamber and magwell empty. All magazine flatly placed separately on table.</p> <p><b>PROCEDURE:</b> Upon start signal, engage all targets. Popper IP1 will activate swing target P1 that will be visible when stop.</p>	<p><b>ROUND TO BE SCORED:</b> 11 rounds, 55 Points</p> <p><b>TARGETS:</b> 2 IPSC Targets, 2 IPSC Poppers, 5 IPSC Plates</p>



## STAGE 6 – „Fast And Furious”

**START POSITION:** Standing with heels touching marks, as demonstrated.

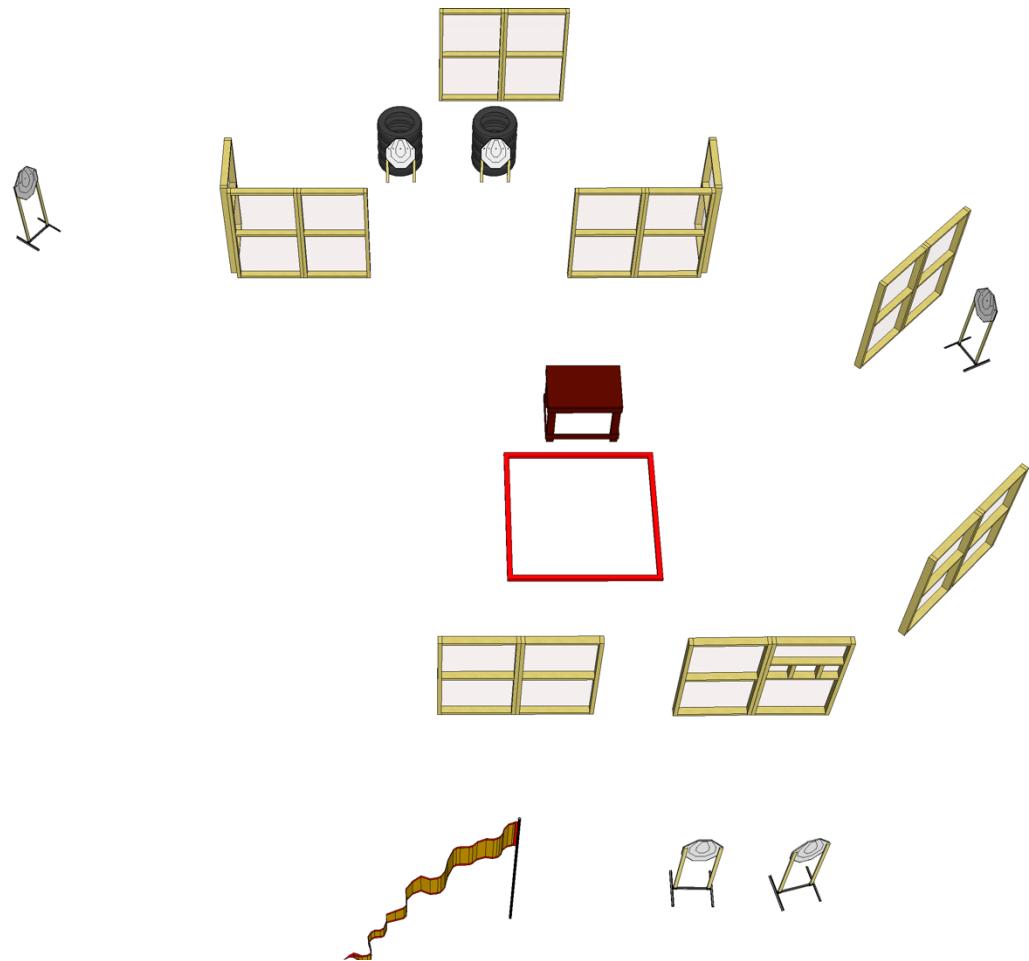
STAGE PROCEDURE	SCORING
<b>TIME STARTS:</b> Audible signal. <b>PROCEDURE:</b> Upon start signal, engage all targets. Popper IP1 will activate swing target P1 that will be visible when stop.	<b>ROUND TO BE SCORED:</b> 31 rounds, 155 Points <b>TARGETS:</b> 12 IPSC Targets, 2 IPSC Poppers, 5 IPSC Plates



## STAGE 7 – „270 Square”

**START POSITION:** Competitor stand relaxed anywhere within designated area as demonstrated.

STAGE PROCEDURE	SCORING
<p><b>HANDGUN READY CONDITION:</b> Gun unloaded is lying on table with chamber and magwell empty. All magazine flatly placed separately on table.</p> <p><b>TIME STARTS:</b> Audible signal.</p> <p><b>PROCEDURE:</b> Upon start signal, engage all targets.</p> <p><b>SAFETY ANGLES:</b> 90° left, narrowed down to the flag right and top of the backstop.</p>	<p><b>ROUND TO BE SCORED:</b> 12 rounds, 60 Points</p> <p><b>TARGETS:</b> 6 IPSC Targets</p>



## STAGE 8 – „Inside Outside”

**START POSITION:** Competitor stand relaxed anywhere within designated area as demonstrated.

### STAGE PROCEDURE

**TIME STARTS:** Audible signal.

**PROCEDURE:** Upon start signal, engage all targets.

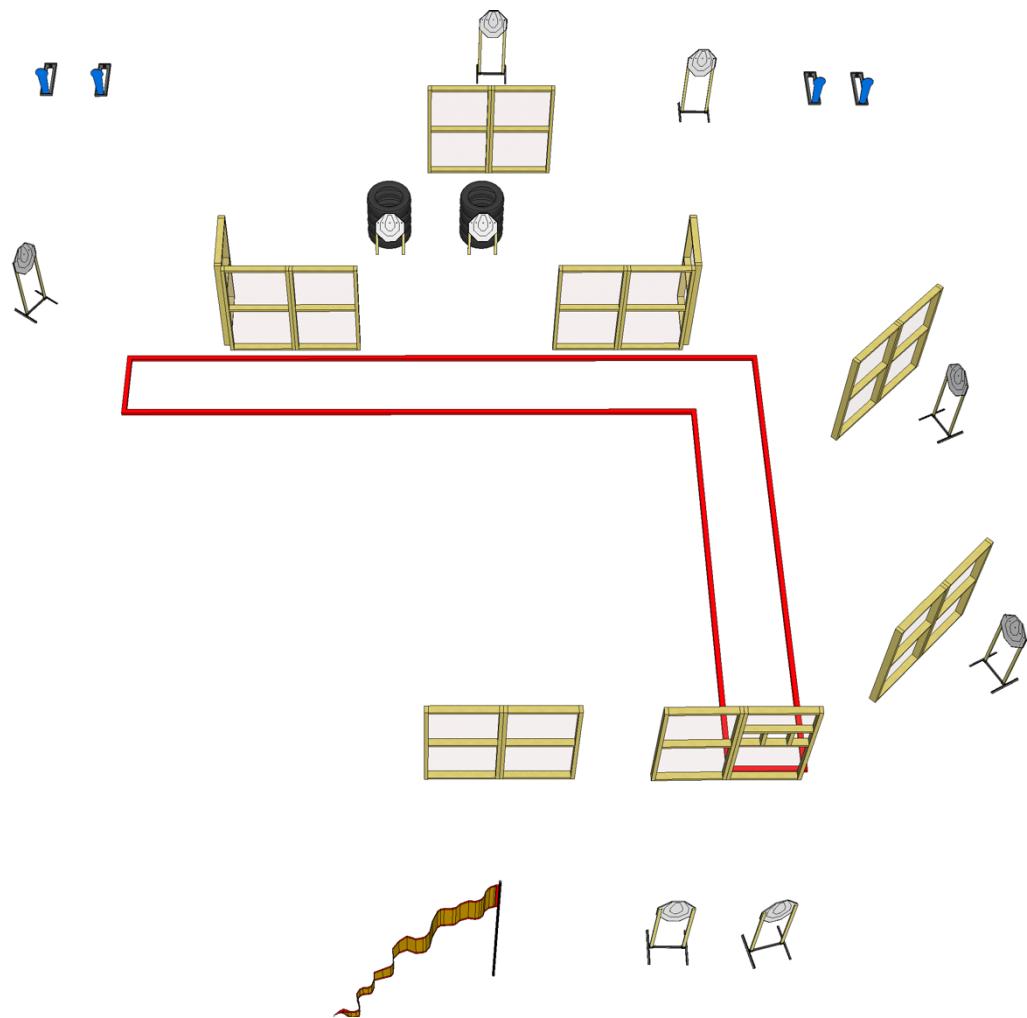
**SAFETY ANGLES:** 90° left, narrowed down to the flag right and top of the backstop.

### SCORING

**ROUND TO BE SCORED:**

22 rounds, 110 Points

**TARGETS:** 9 IPSC Targets, 4 IPSC Poppers



## STAGE 9 – „Under The Window”

**START POSITION:** Competitor stand relaxed anywhere within designated area as demonstrated.

### STAGE PROCEDURE

**TIME STARTS:** Audible signal.

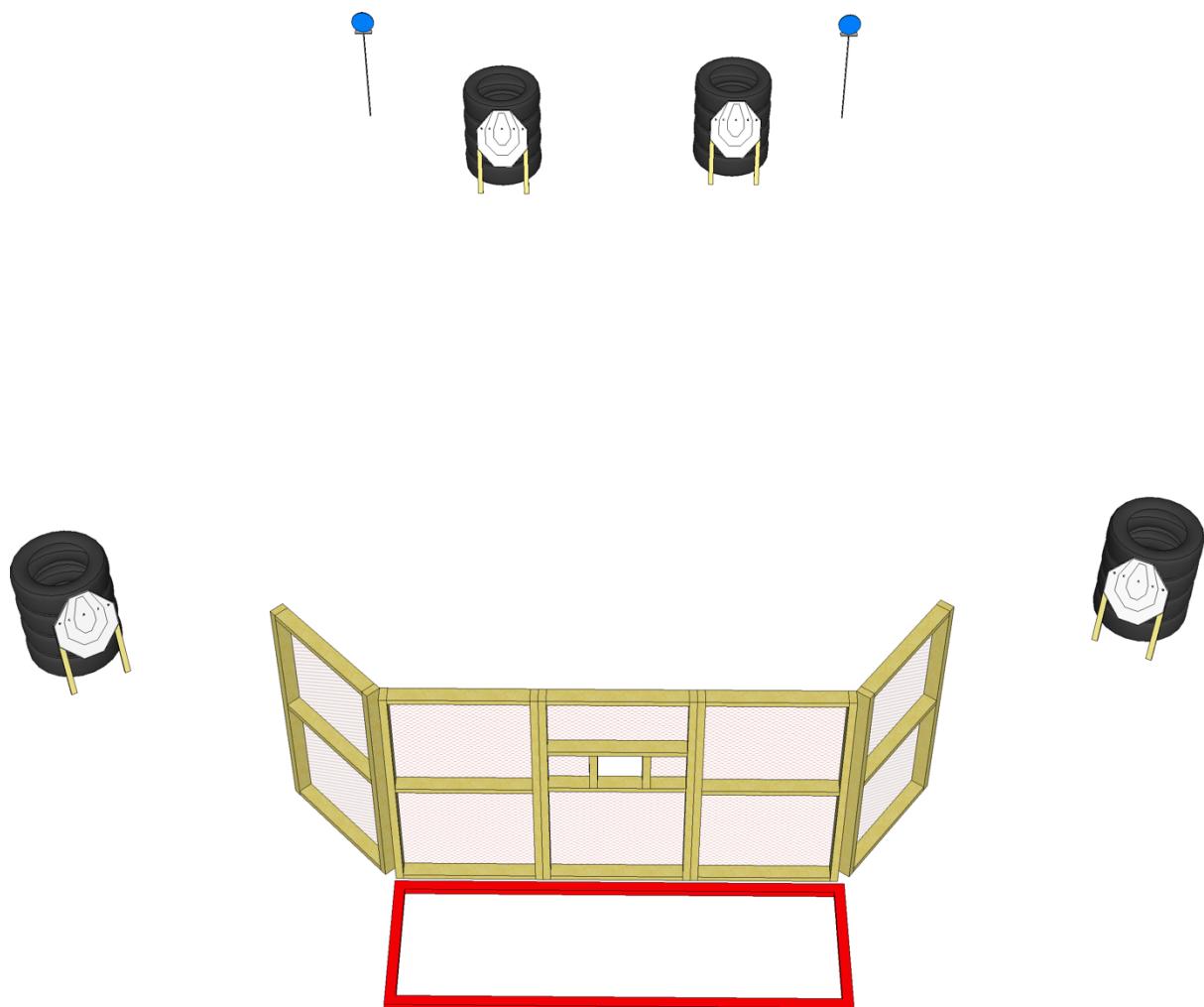
**PROCEDURE:** Upon start signal, engage all targets using strong hand only.

### SCORING

**ROUND TO BE SCORED:**

10 rounds, 50 Points

**TARGETS:** 4 IPSC Targets, 2 IPSC Plates



## STAGE 10 – „Squat It”

**START POSITION:** Competitor stand relaxed anywhere within designated area as demonstrated.

### STAGE PROCEDURE

**TIME STARTS:** Audible signal.

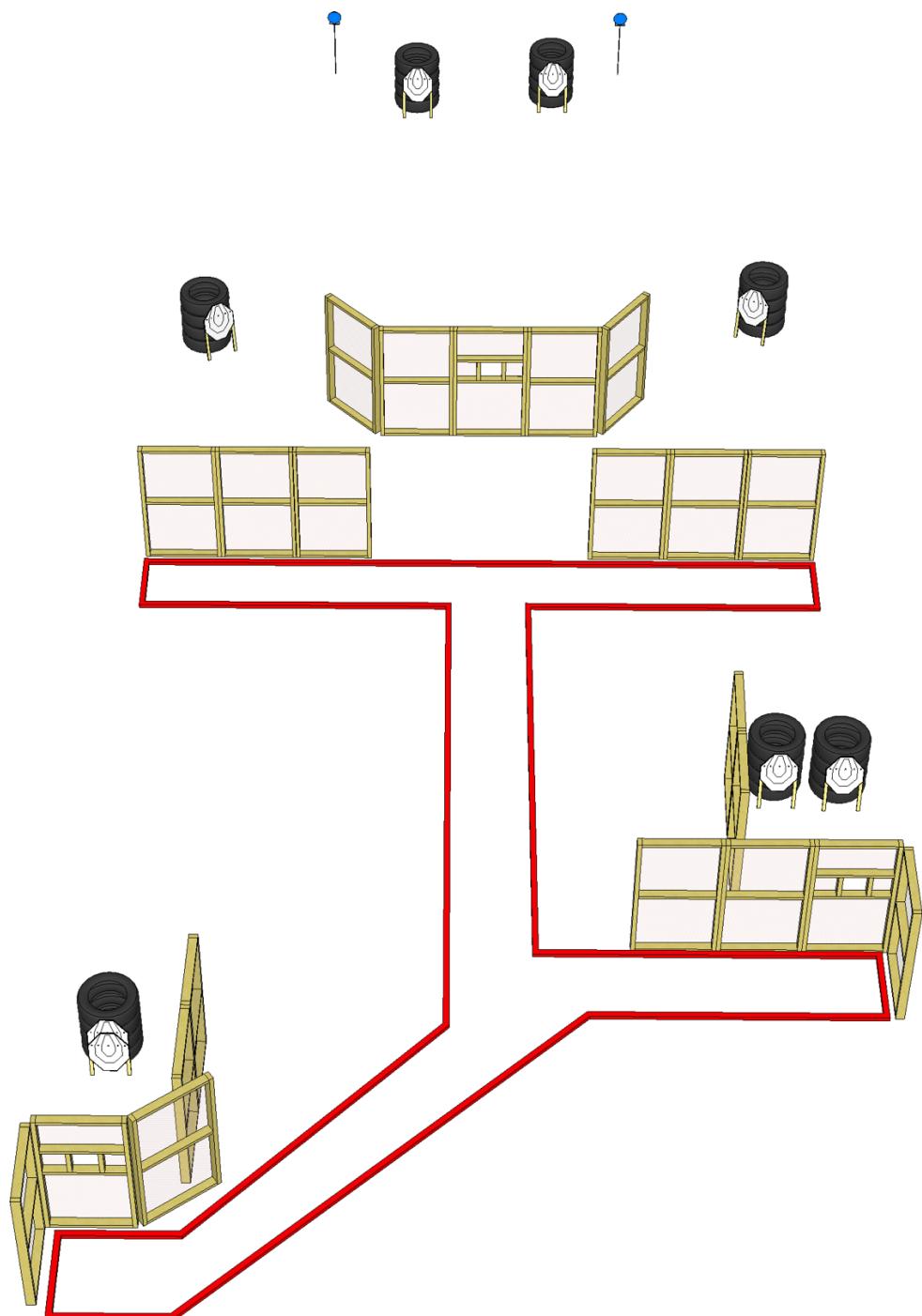
**PROCEDURE:** Upon start signal, engage all targets.

### SCORING

**ROUND TO BE SCORED:**

18 rounds, 90 Points

**TARGETS:** 8 IPSC Targets, 2 IPSC Plates



## STAGE 11 – „Shake It”

**START POSITION:** Competitor stand relaxed anywhere within designated area as demonstrated.

### STAGE PROCEDURE

**TIME STARTS:** Audible signal.

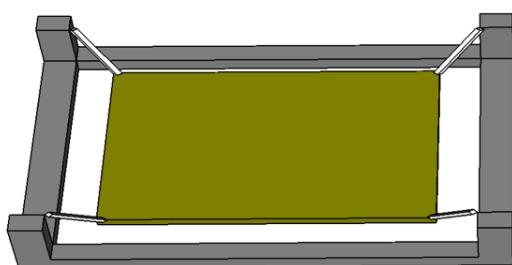
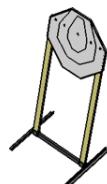
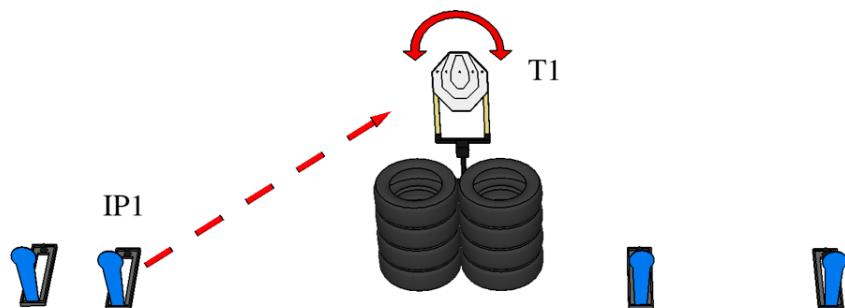
**PROCEDURE:** Upon start signal, engage all targets. Popper IP1 will activate swing target T1 that will be visible when stop.

### SCORING

**ROUND TO BE SCORED:**

10 rounds, 50 Points

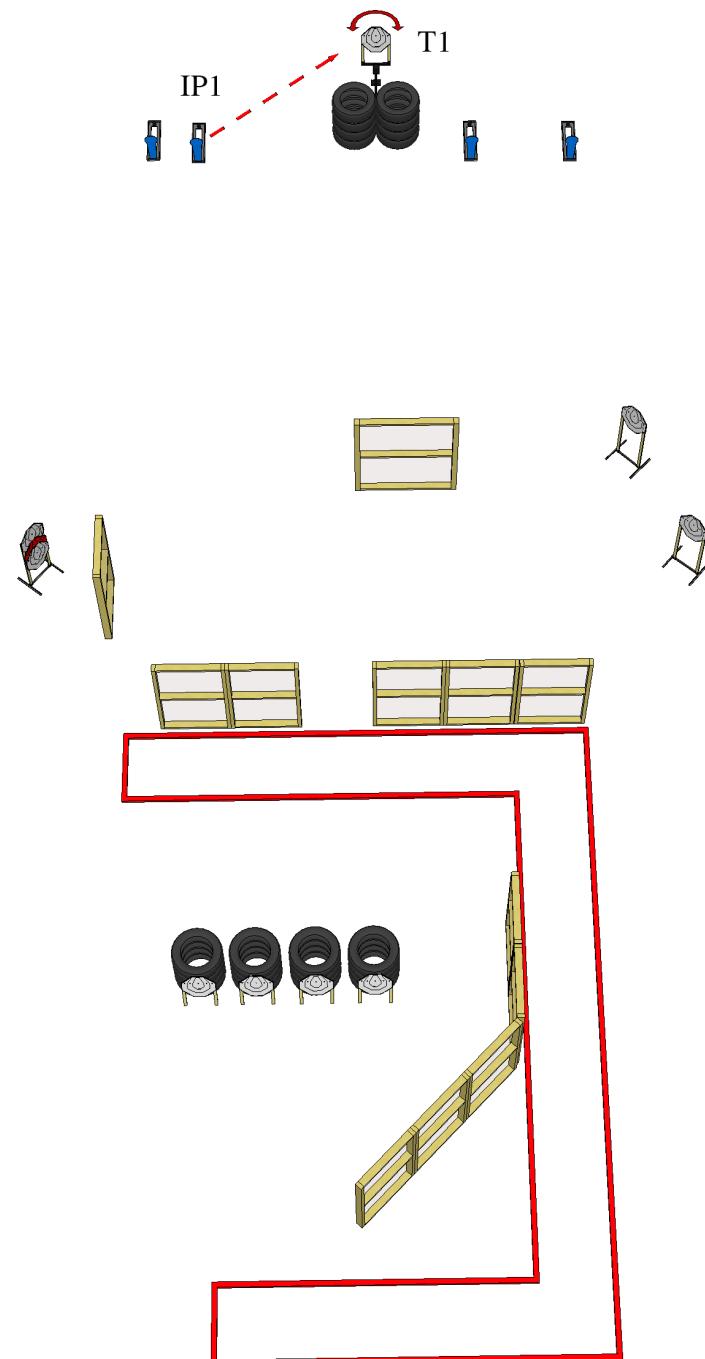
**TARGETS:** 3 IPSC Targets, 4 IPSC Poppers



## STAGE 12 – „Spray And Pray”

**START POSITION:** Competitor stand relaxed anywhere within designated area as demonstrated.

STAGE PROCEDURE	SCORING
<b>TIME STARTS:</b> Audible signal. <b>PROCEDURE:</b> Upon start signal, engage all targets. Popper IP1 will activate swing target T1 that will be visible when stop.	<b>ROUND TO BE SCORED:</b> 22 rounds, 110 Points <b>TARGETS:</b> 9 IPSC Targets, 4 IPSC Poppers, 1 NS



## STAGE 13 – „Right To Left”

**START POSITION:** Competitor stand with toes touching marks as demonstrated.

### STAGE PROCEDURE

**TIME STARTS:** Audible signal.

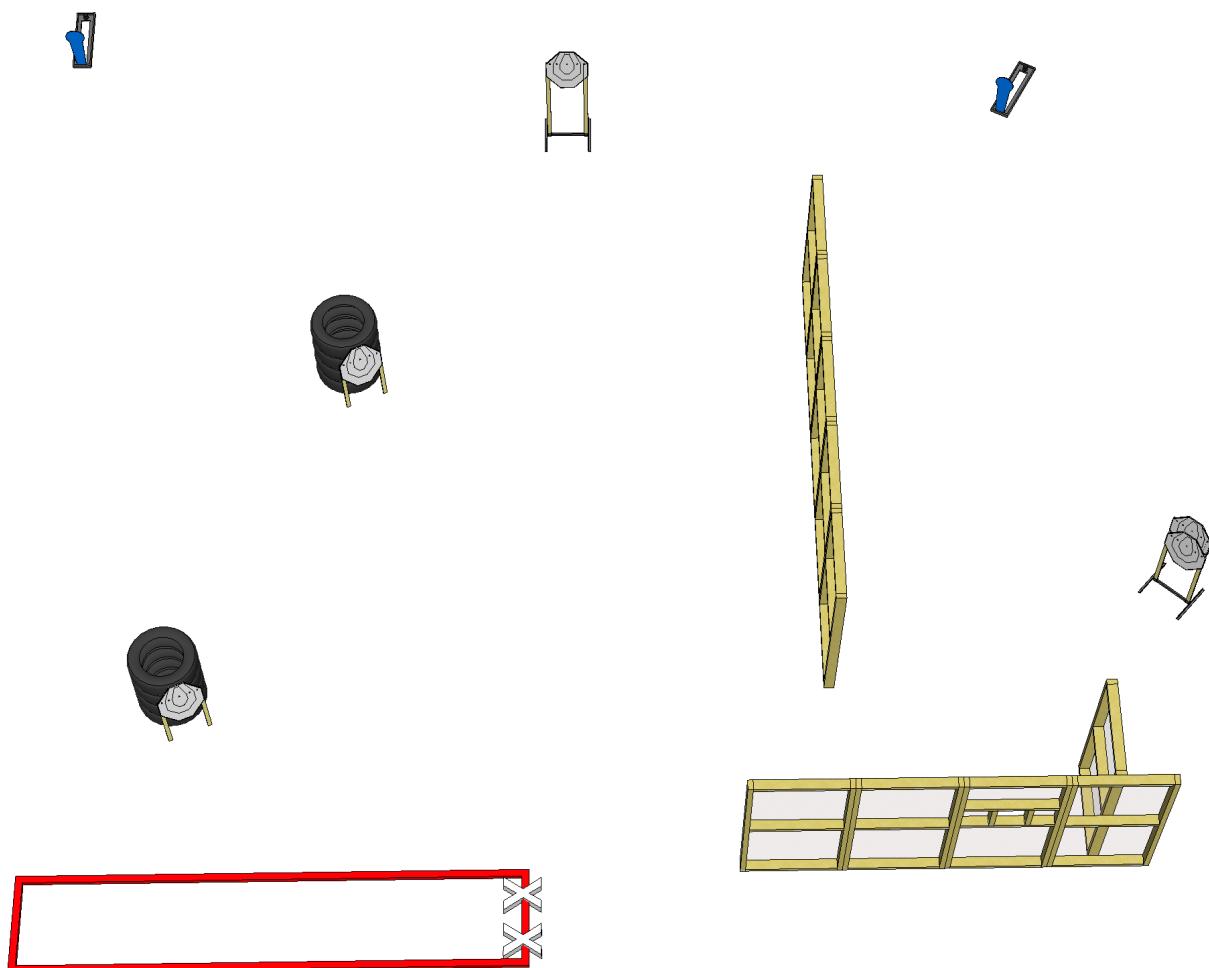
**PROCEDURE:** Upon start signal, engage all targets.

### SCORING

#### ROUND TO BE SCORED:

12 rounds, 60 Points

**TARGETS:** 5 IPSC Targets, 2 IPSC Poppers



## STAGE 14 – „Viper”

**START POSITION:** Standing with heels touching marks, as demonstrated.

### STAGE PROCEDURE

**TIME STARTS:** Audible signal.

**PROCEDURE:** Upon start signal, engage all targets.

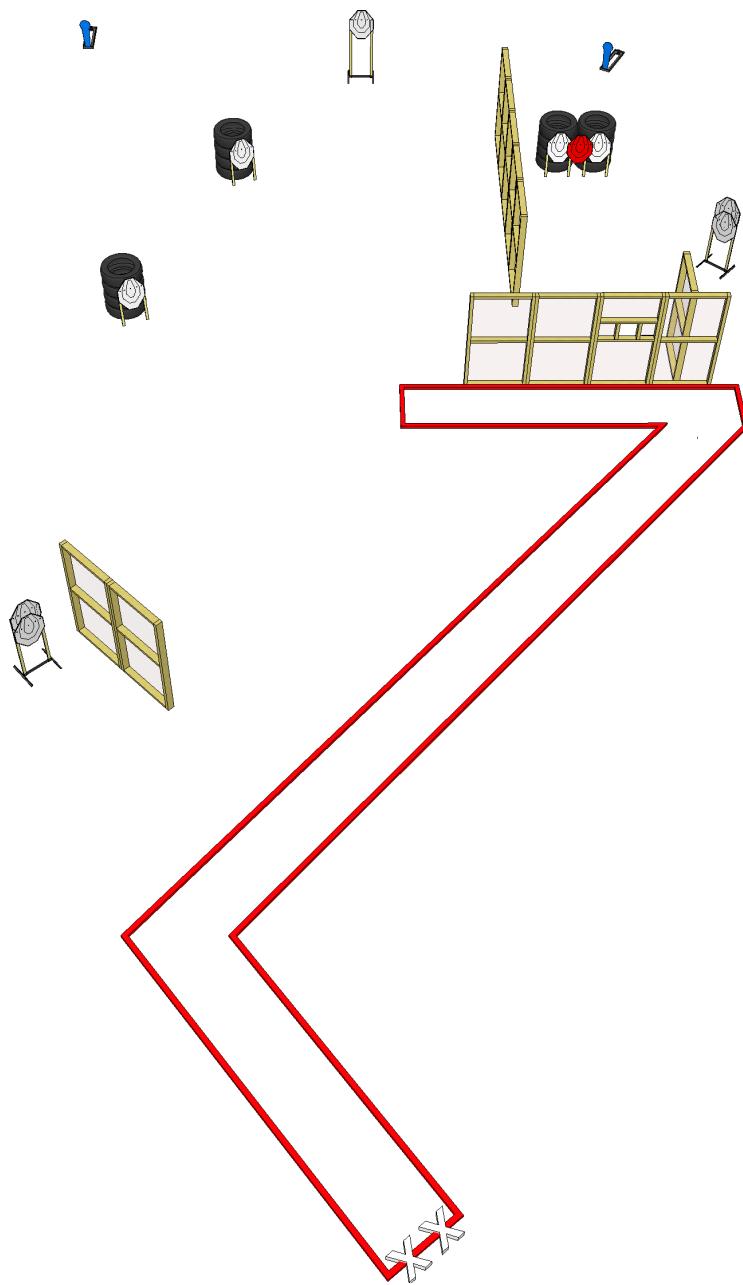
### SCORING

#### ROUND TO BE SCORED:

20 rounds, 100 Points

#### TARGETS:

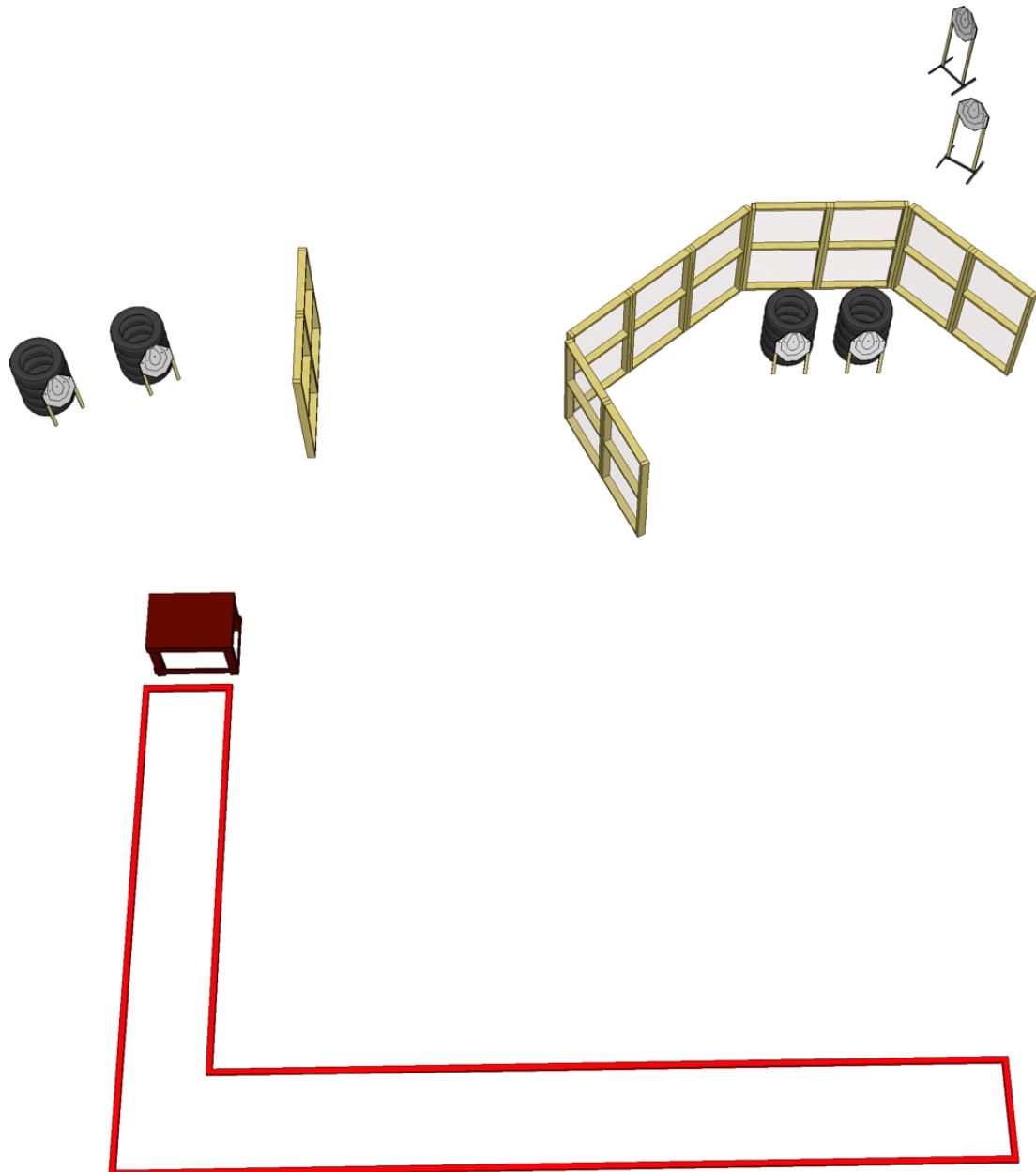
9 IPSC Targets, 2 IPSC Poppers, 1 NS



## STAGE 15 – „Lumbar Spine”

**START POSITION:** Competitor stand relaxed anywhere within designated area as demonstrated.

STAGE PROCEDURE	SCORING
<p><b>HANDGUN READY CONDITION:</b> Gun unloaded is lying on table with chamber and magwell empty. All magazine flatly placed separately on table.</p> <p><b>TIME STARTS:</b> Audible signal.</p> <p><b>PROCEDURE:</b> Upon start signal, engage all targets.</p>	<p><b>ROUND TO BE SCORED:</b> 12 rounds, 60 Points</p> <p><b>TARGETS:</b> 6 IPSC Targets</p>



## STAGE 16 – „French Key”

**START POSITION:** Standing with one foot touching the marker, as demonstrated.

STAGE PROCEDURE	SCORING
<b>TIME STARTS:</b> Audible signal.	
<b>PROCEDURE:</b> Upon start signal, engage all targets. Popper IP1 will activate swing targets T1 and T2 that will be visible when stop.	<b>ROUND TO BE SCORED:</b> 32 rounds, 160 Points <b>TARGETS:</b> 14 IPSC Targets, 4 IPSC Poppers

