

STAGE 1 – „Just Go”

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

STAGE PROCEDURE

TIME STARTS: Audible signal.

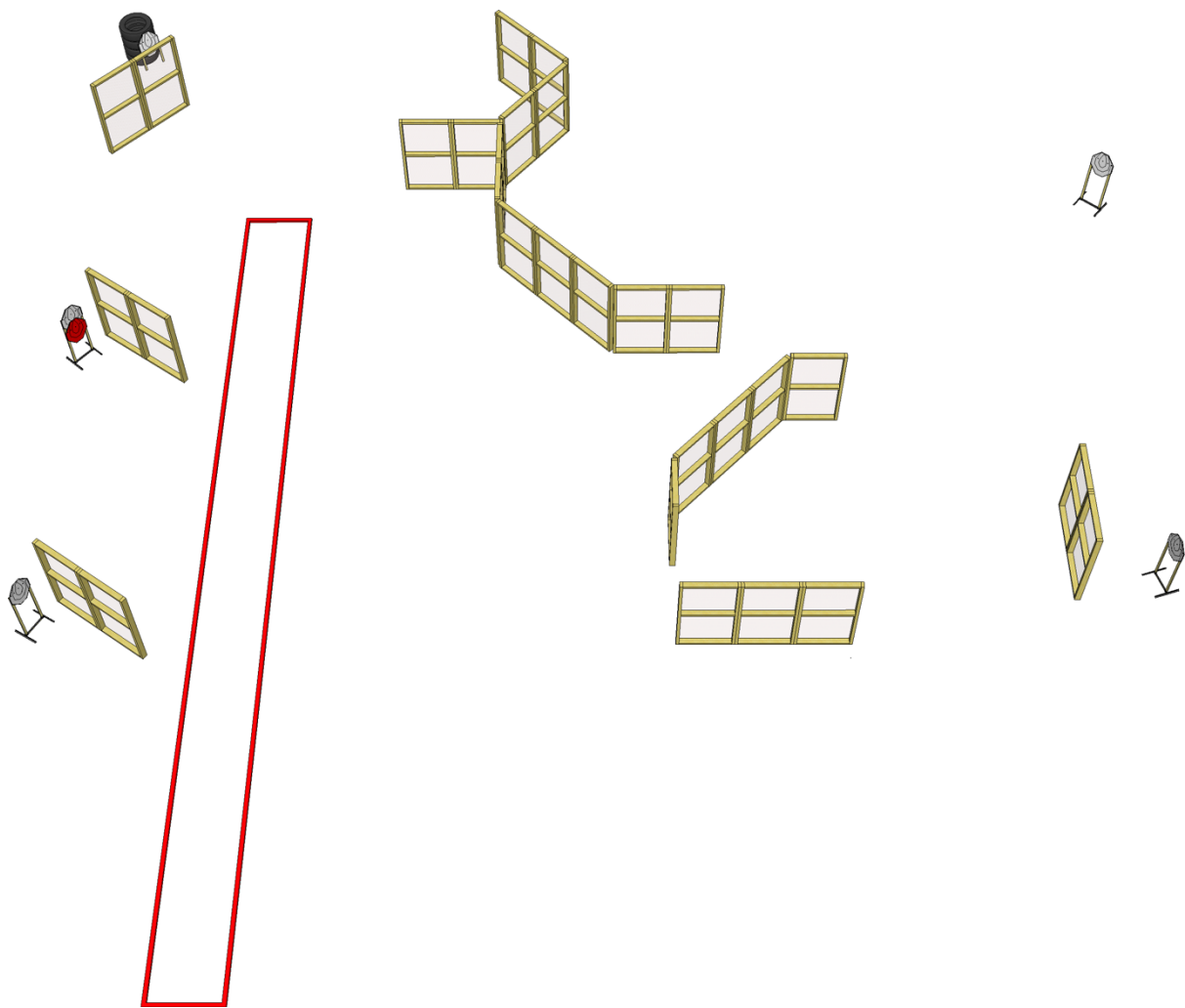
PROCEDURE: Upon start signal, engage all targets.

SCORING

ROUND TO BE SCORED:

10 rounds, 50 Points

TARGETS: 5 IPSC Targets, 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.

<p>STAGE PROCEDURE</p> <p>TIME STARTS: Audible signal.</p>
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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

SCORING

ROUND TO BE SCORED:
23 rounds, 115 Points

SCORING

ROUND TO BE SCORED:
23 rounds, 115 Points

SCORING

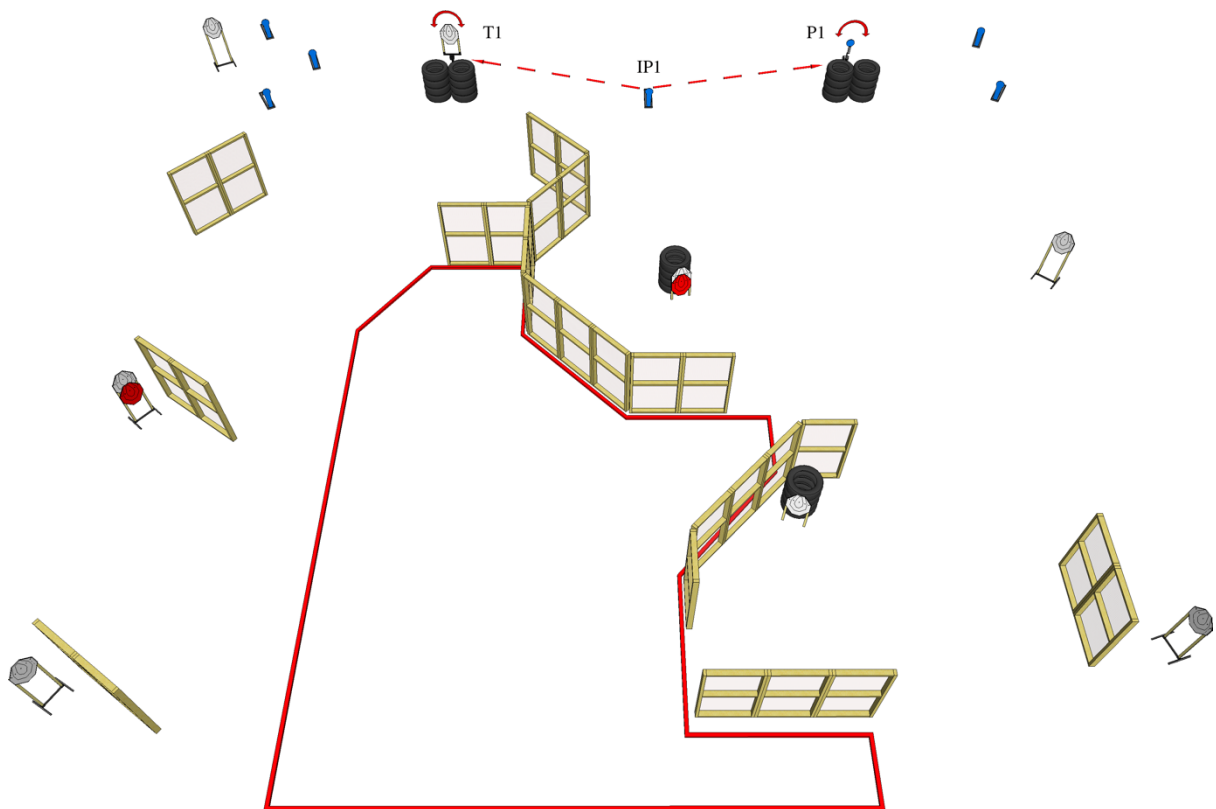
ROUND TO BE SCORED:
23 rounds, 115 Points

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

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.

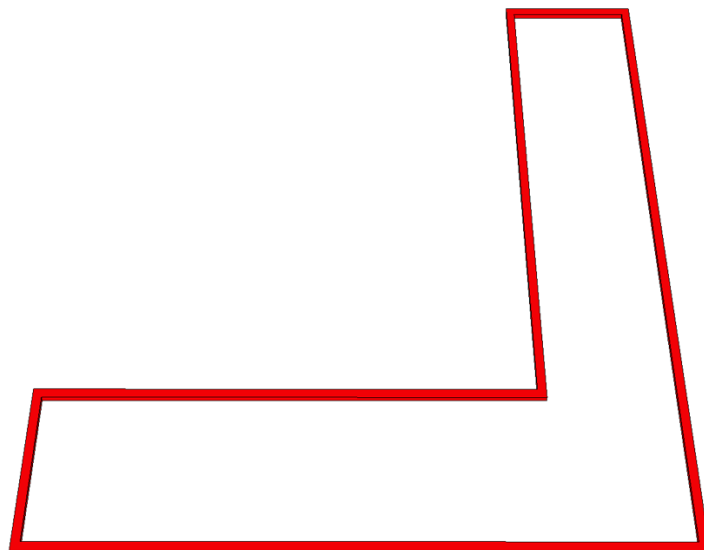
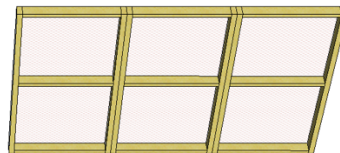
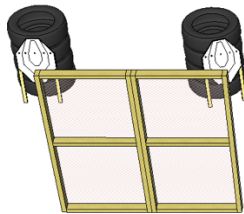
PROCEDURE: Upon start signal, engage all targets.

SCORING

ROUND TO BE SCORED:

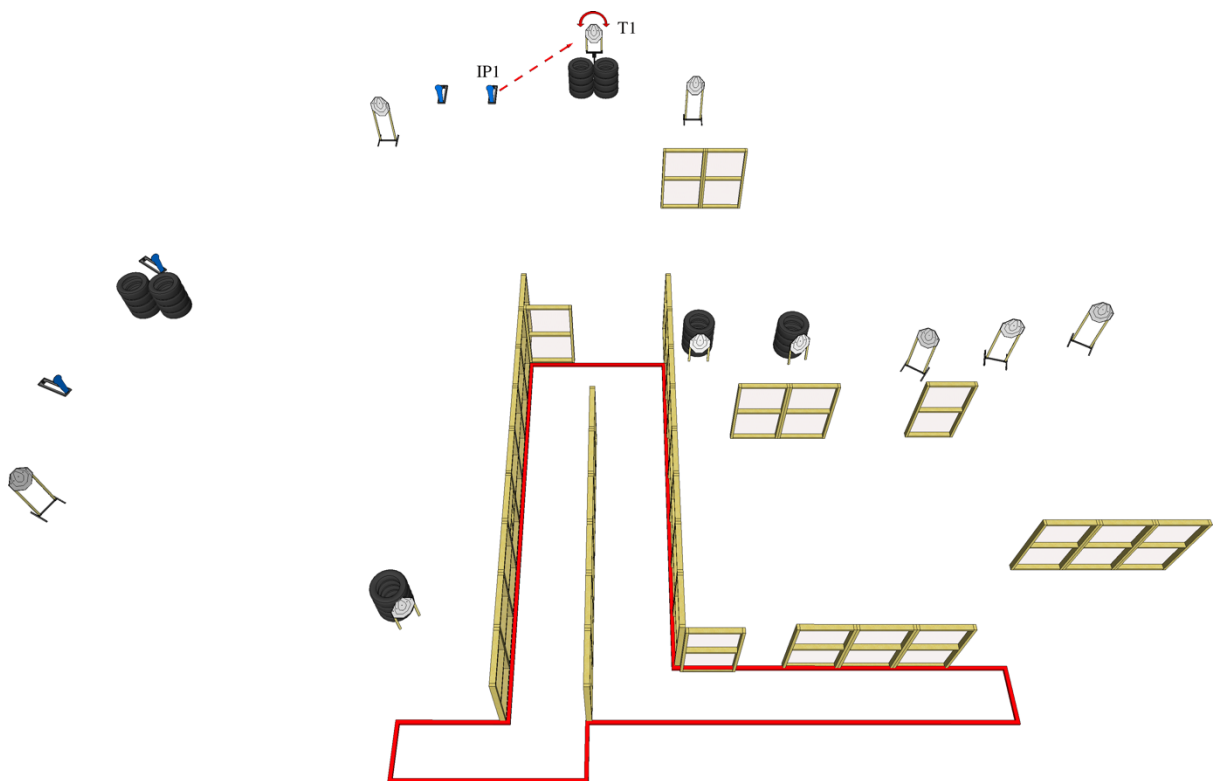
10 rounds, 50 Points

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

HANDGUN READY CONDITION: Gun unloaded and holstered with chamber and magwell empty.
All magazine flatly placed separately on table.

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

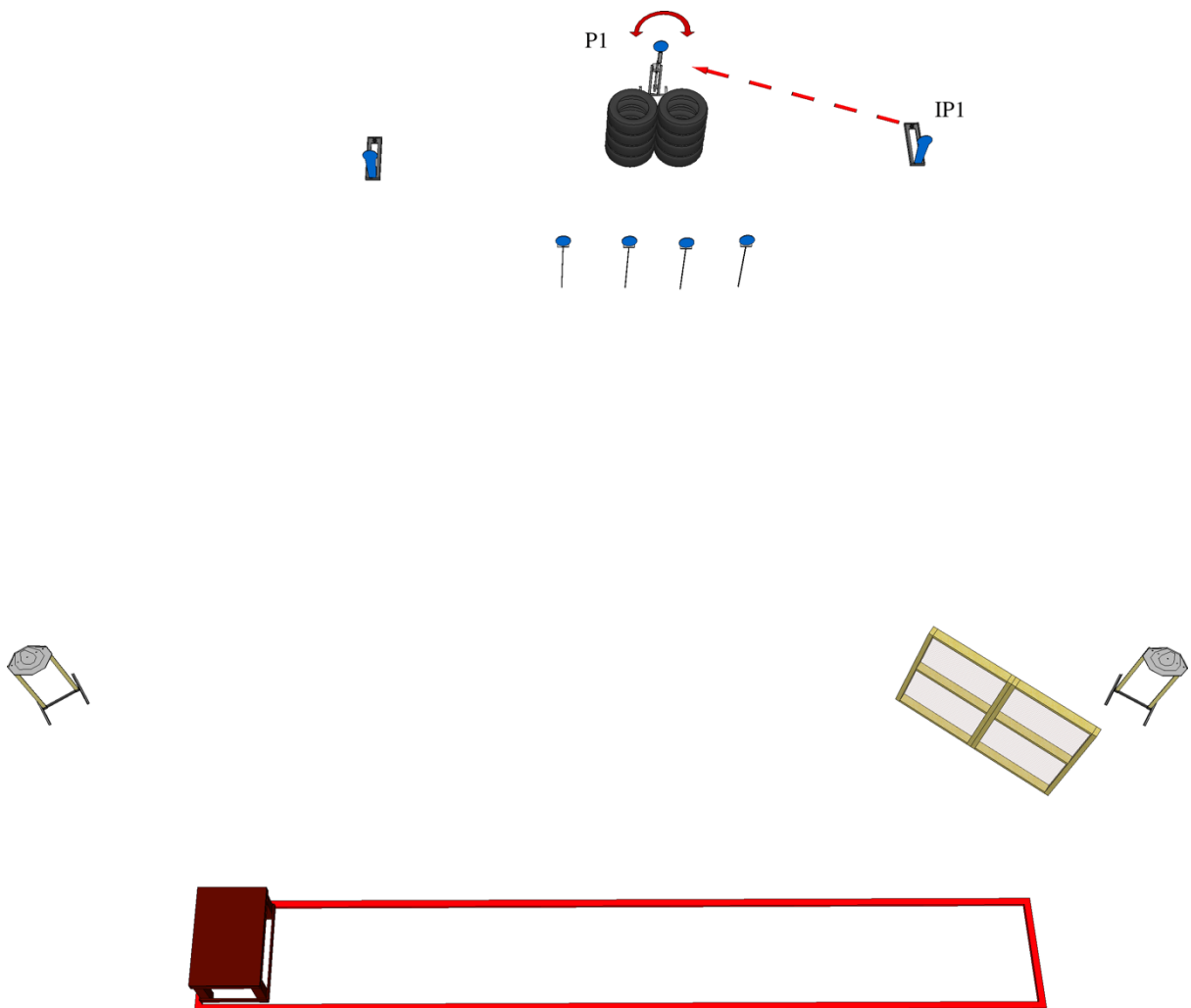
SCORING

ROUND TO BE SCORED:

11 rounds, 55 Points

TARGETS:

2 IPSC Targets, 2 IPSC Poppers, 5 IPSC Plates



STAGE 6 – „Fast And Furious”

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

STAGE PROCEDURE

TIME STARTS: Audible signal.

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

STAGE PROCEDURE
TIME STARTS: Audible signal.

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

SCORING

ROUND TO BE SCORED:
31 rounds, 155 Points

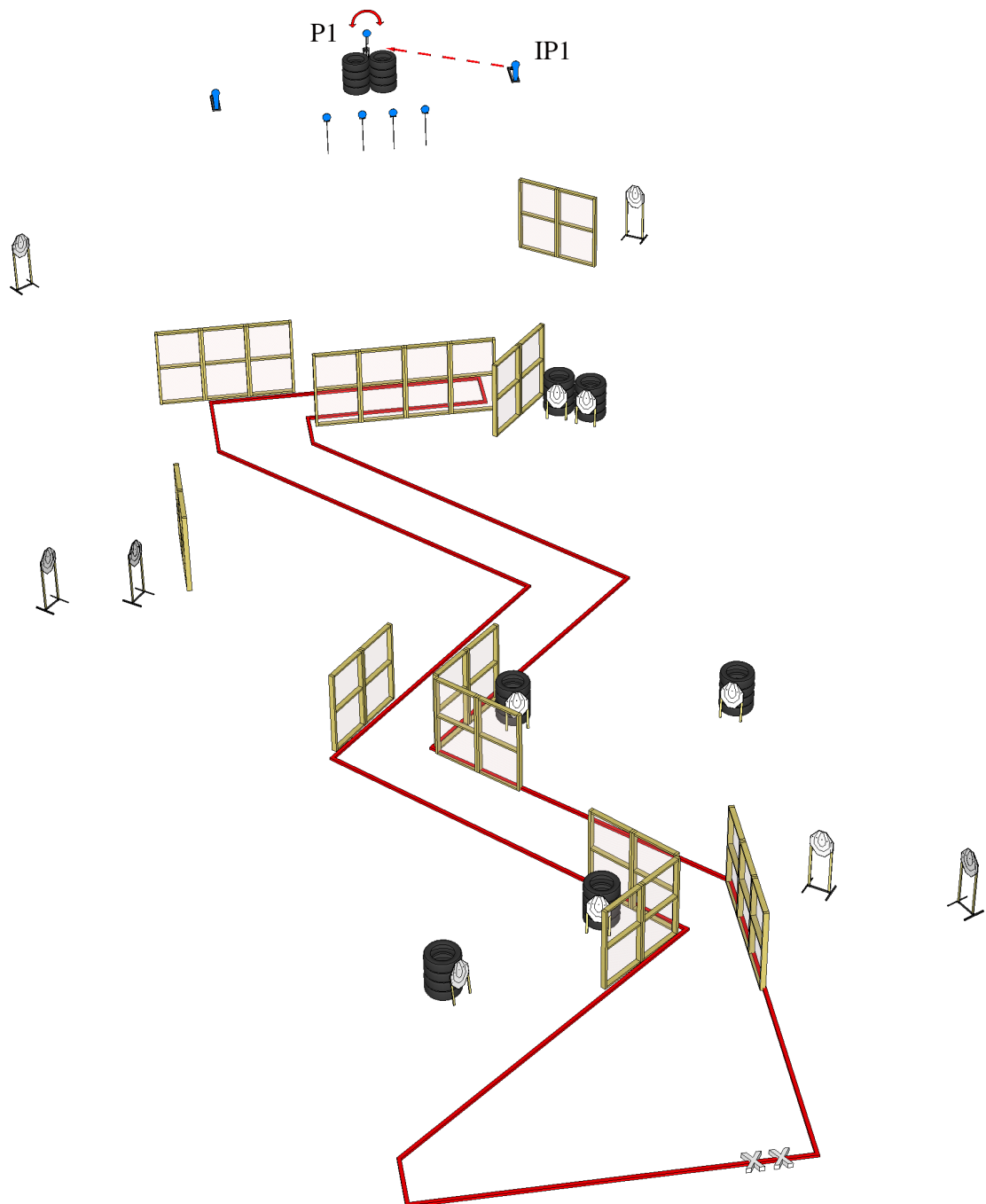
TARGETS:
12 IPSC Targets, 2 IPSC Poppers, 5 IPSC Plates

SCORING

ROUND TO BE SCORED:
31 rounds, 155 Points

TARGETS:

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

HANDGUN READY CONDITION: Gun unloaded is lying on table with chamber and magwell empty.
All magazine flatly placed separately on table.

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.

STAGE PROCEDURE

HANDGUN READY CONDITION: Gun unloaded is lying on table with chamber and magwell empty.
All magazine flatly placed separately on table.

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

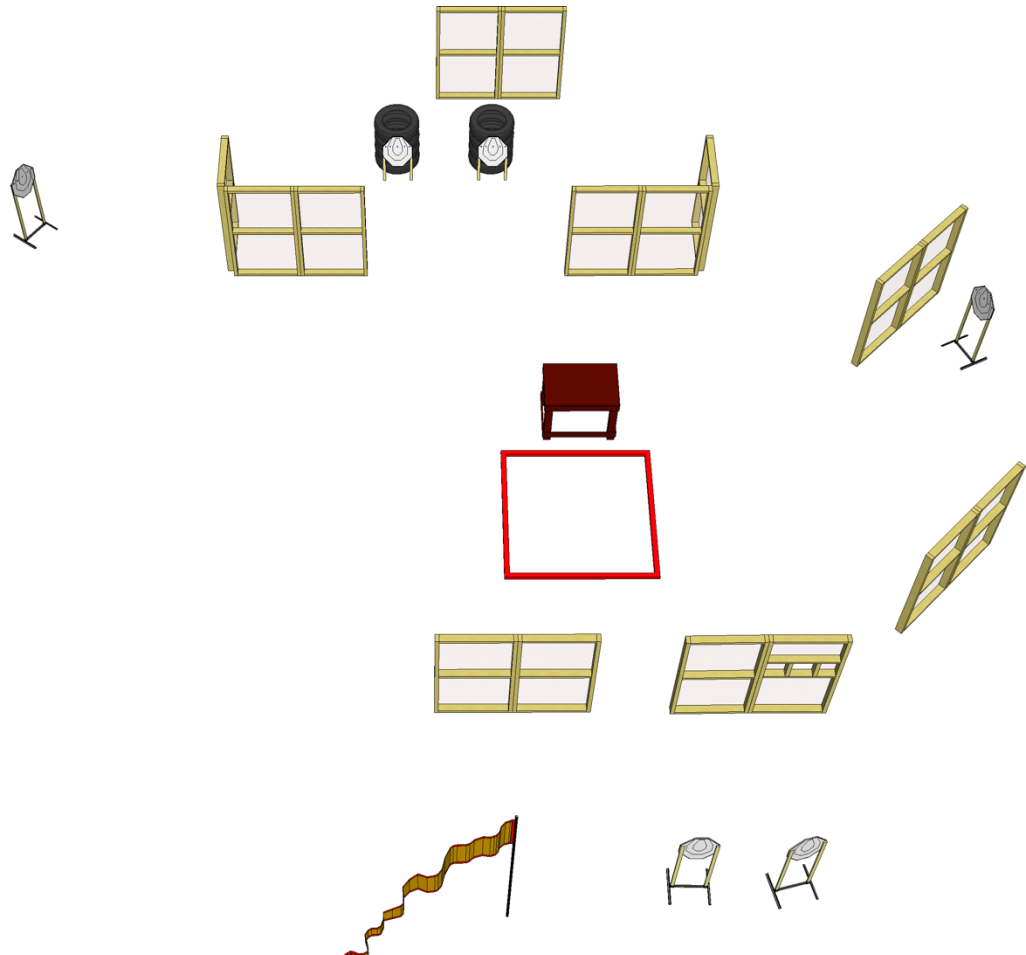
ROUND TO BE SCORED:
12 rounds, 60 Points

TARGETS: 6 IPSC Targets

SCORING

ROUND TO BE SCORED:
12 rounds, 60 Points

TARGETS: 6 IPSC Targets



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.

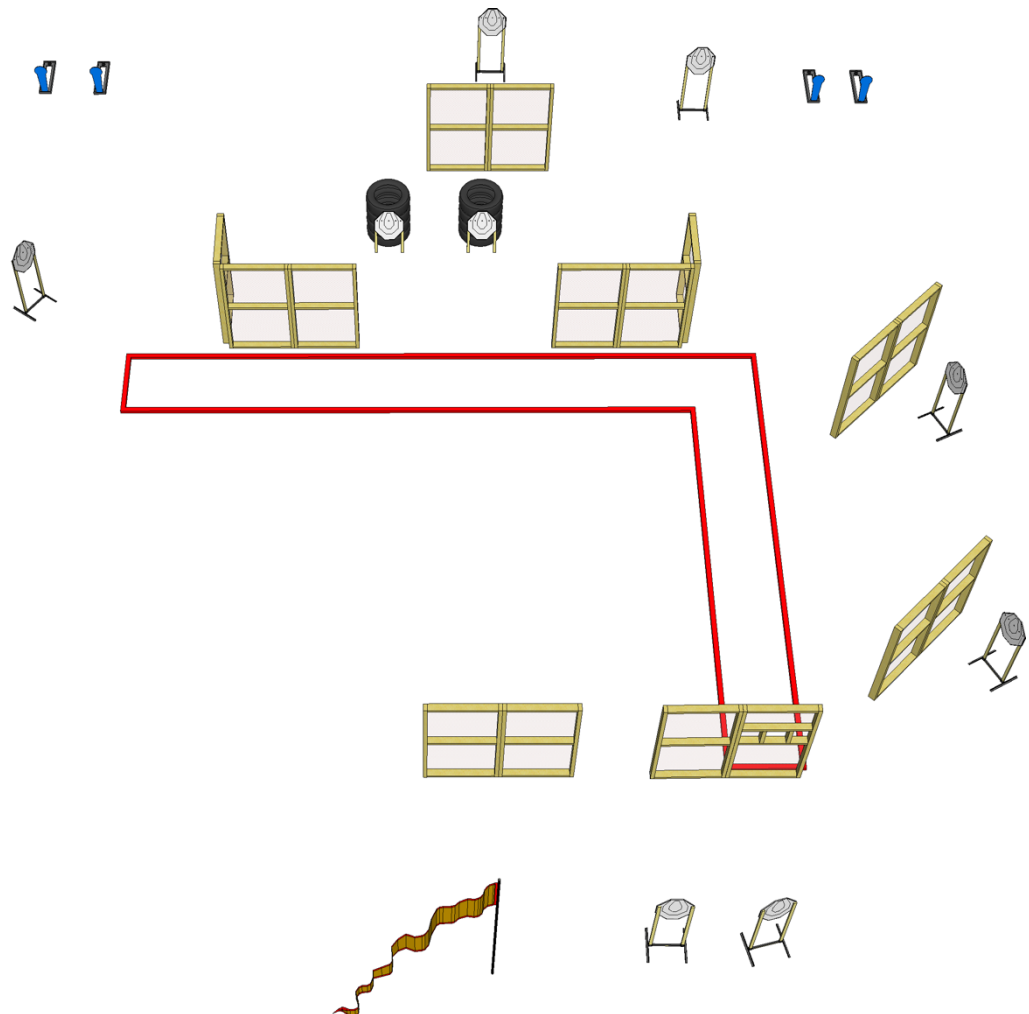
SAFETY ANGLES: 90° left, narrowed down to the flag right and top of the backstop.

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.

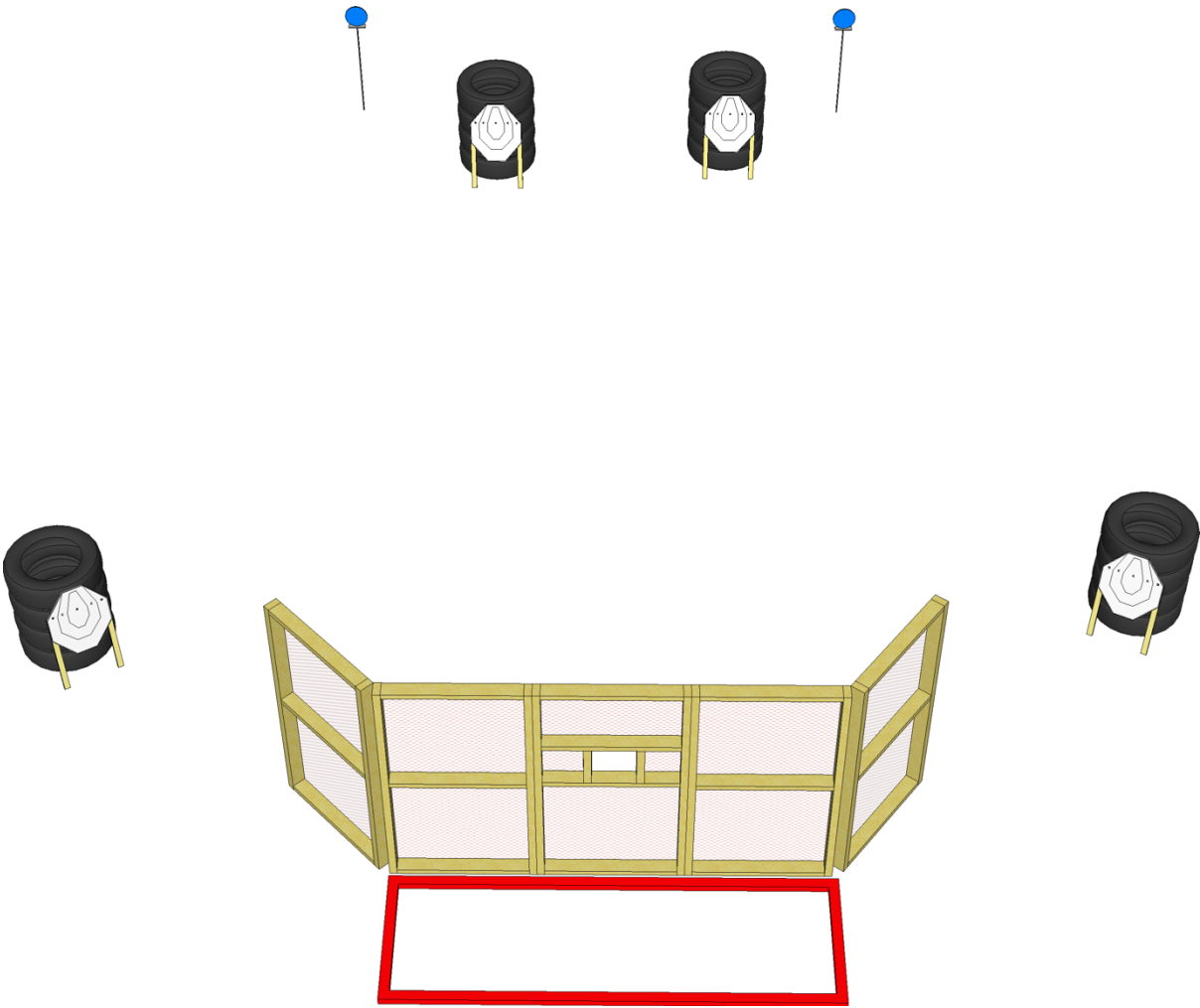
PROCEDURE: Upon start signal, engage all targets using strong hand only.

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.

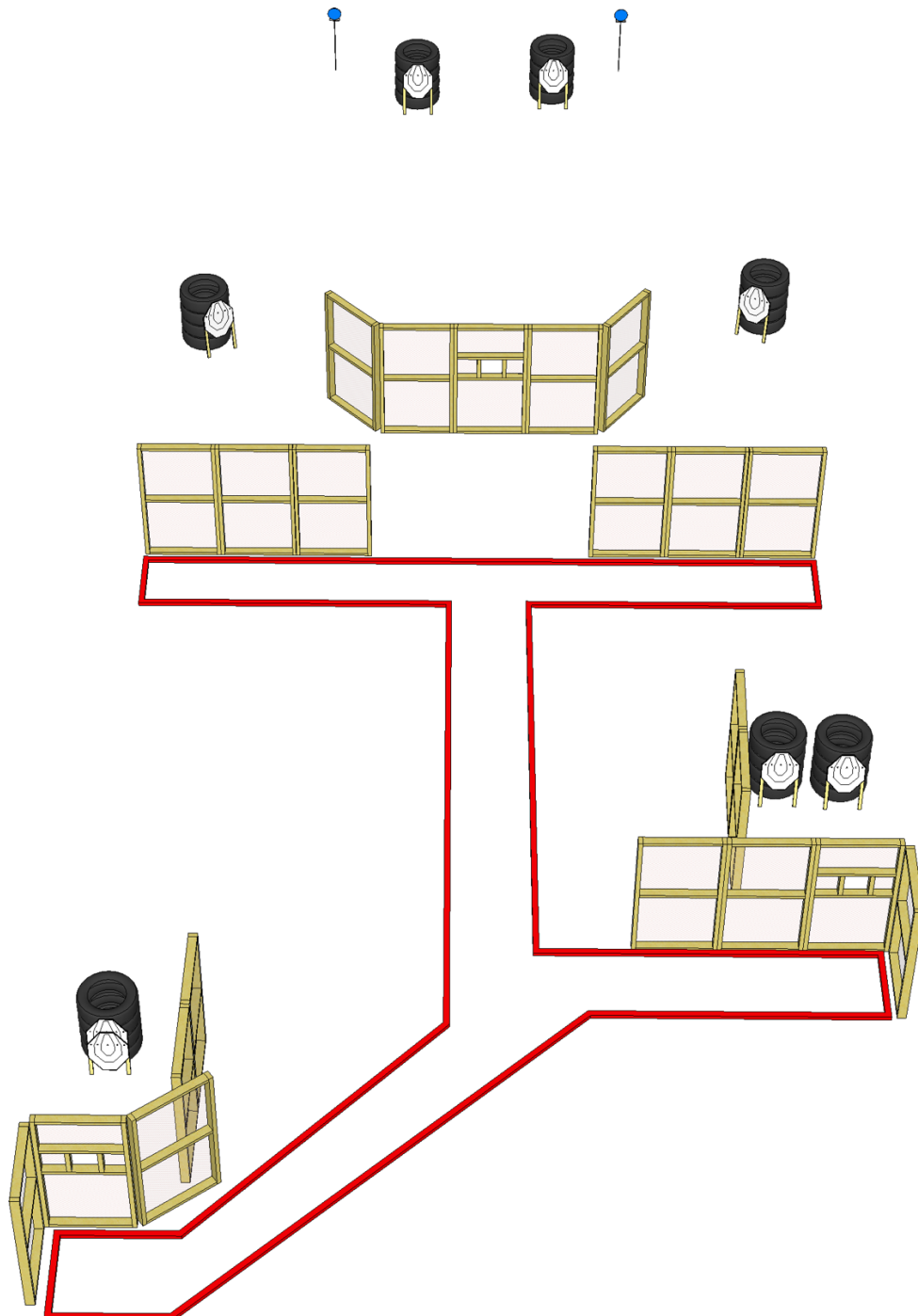
PROCEDURE: Upon start signal, engage all targets.

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.

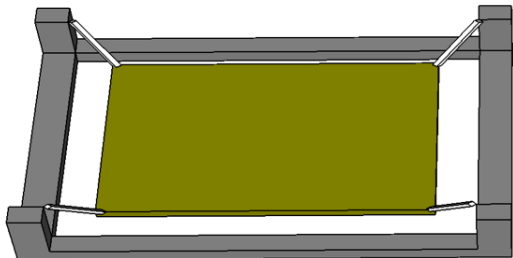
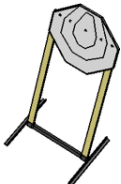
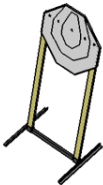
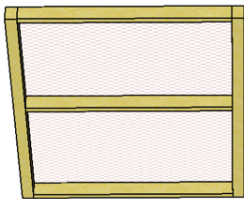
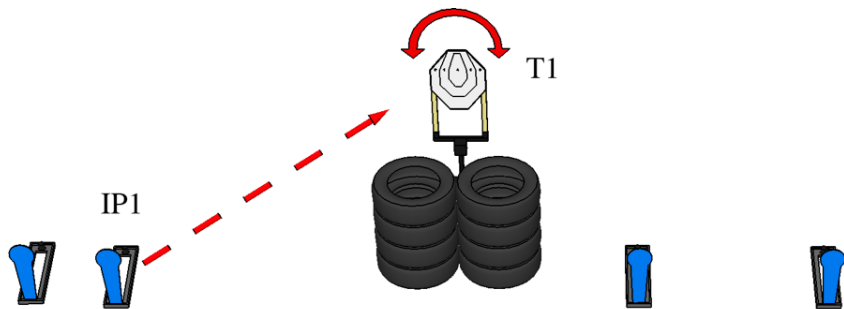
PROCEDURE: Upon start signal, engage all targets. Popper IP1 will activate swing target T1 that will be visible when stop.

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

TIME STARTS: Audible signal.

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

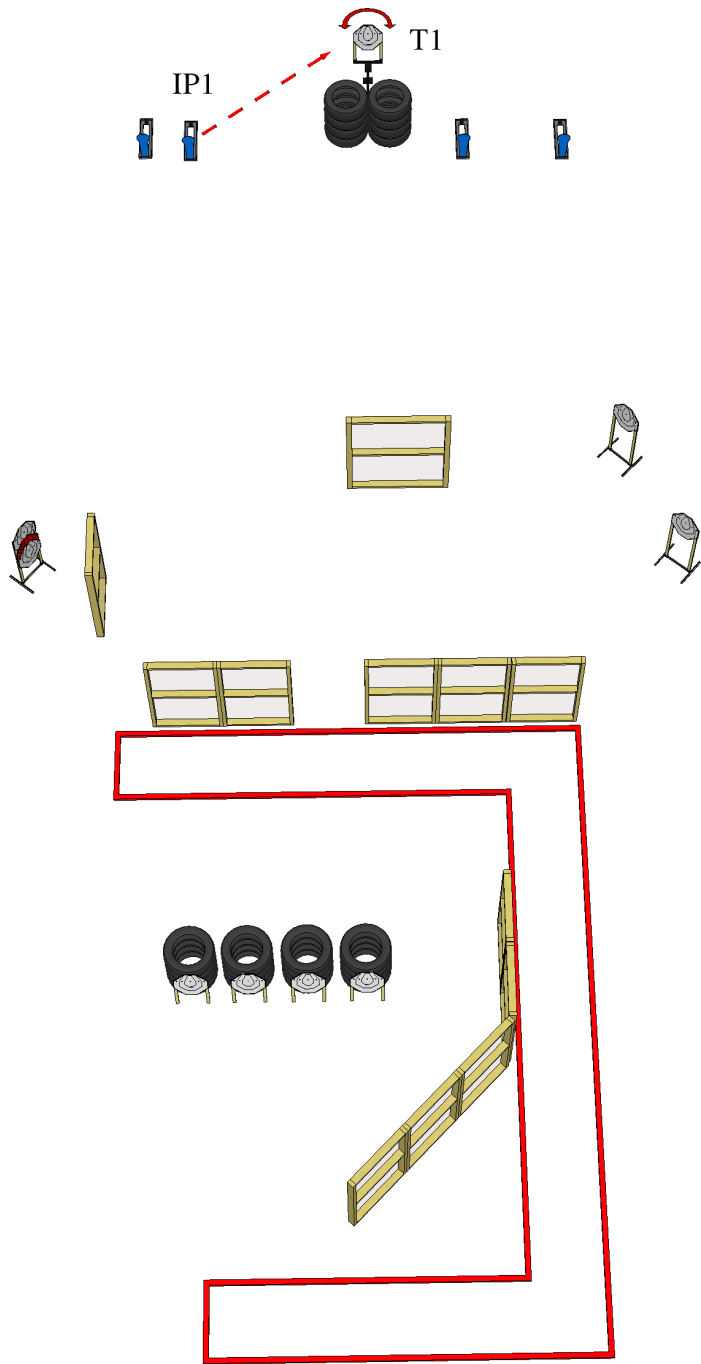
SCORING

ROUND TO BE SCORED:

22 rounds, 110 Points

TARGETS:

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.

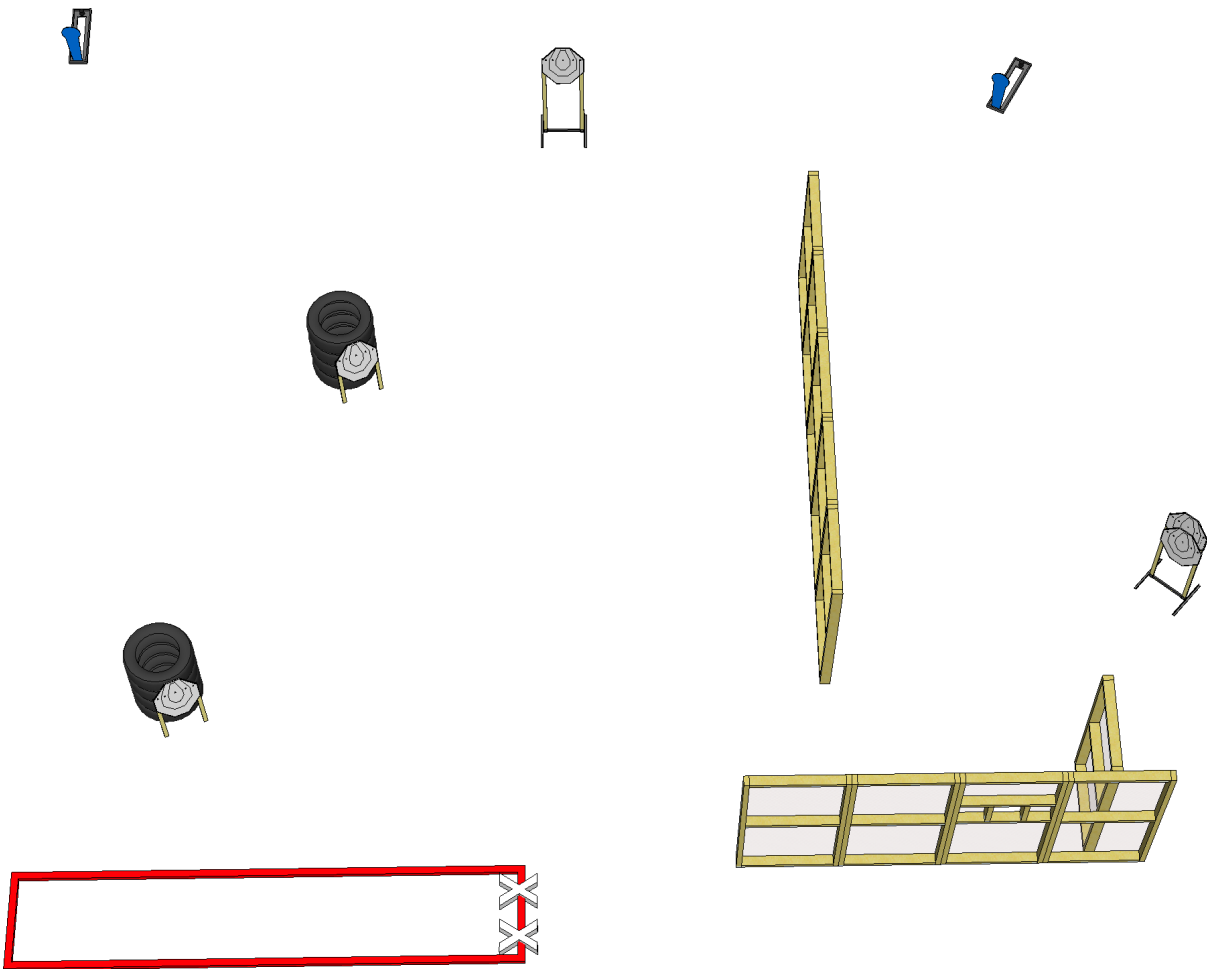
PROCEDURE: Upon start signal, engage all targets.

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.

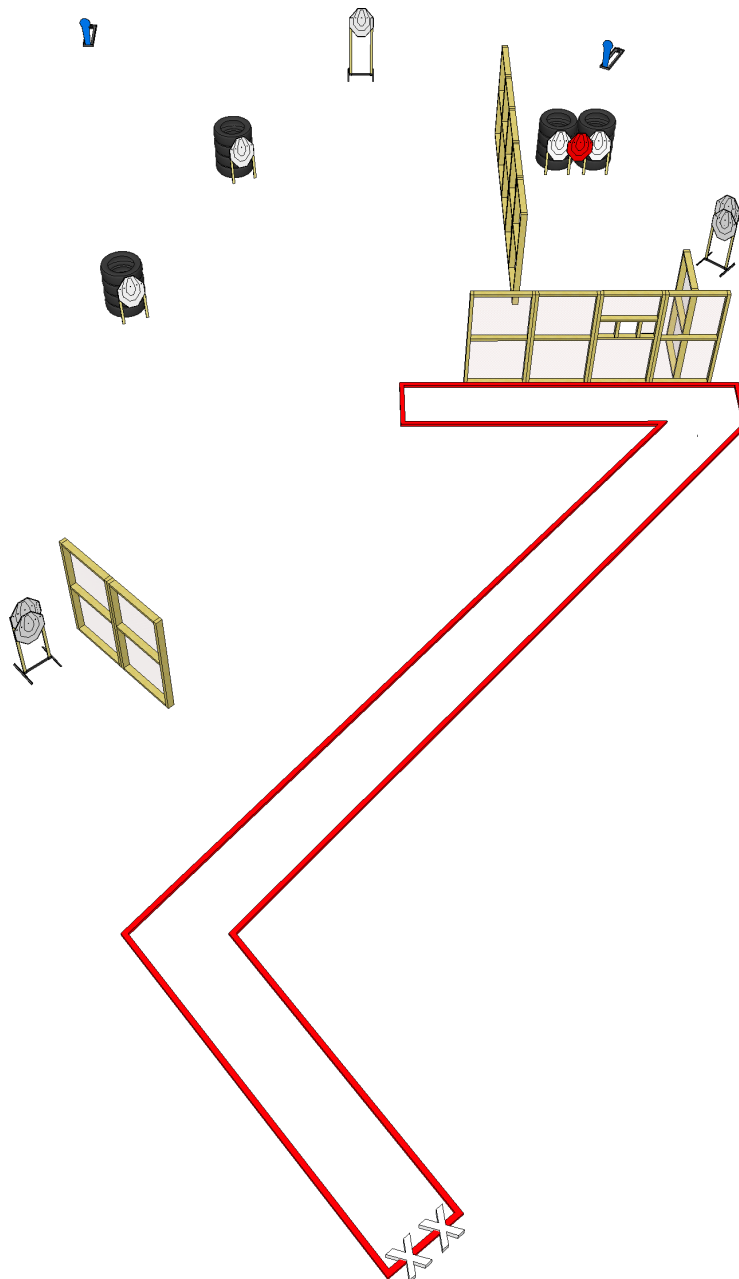
SCORING

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

HANDGUN READY CONDITION: Gun unloaded is lying on table with chamber and magwell empty.
All magazine flatly placed separately on table.

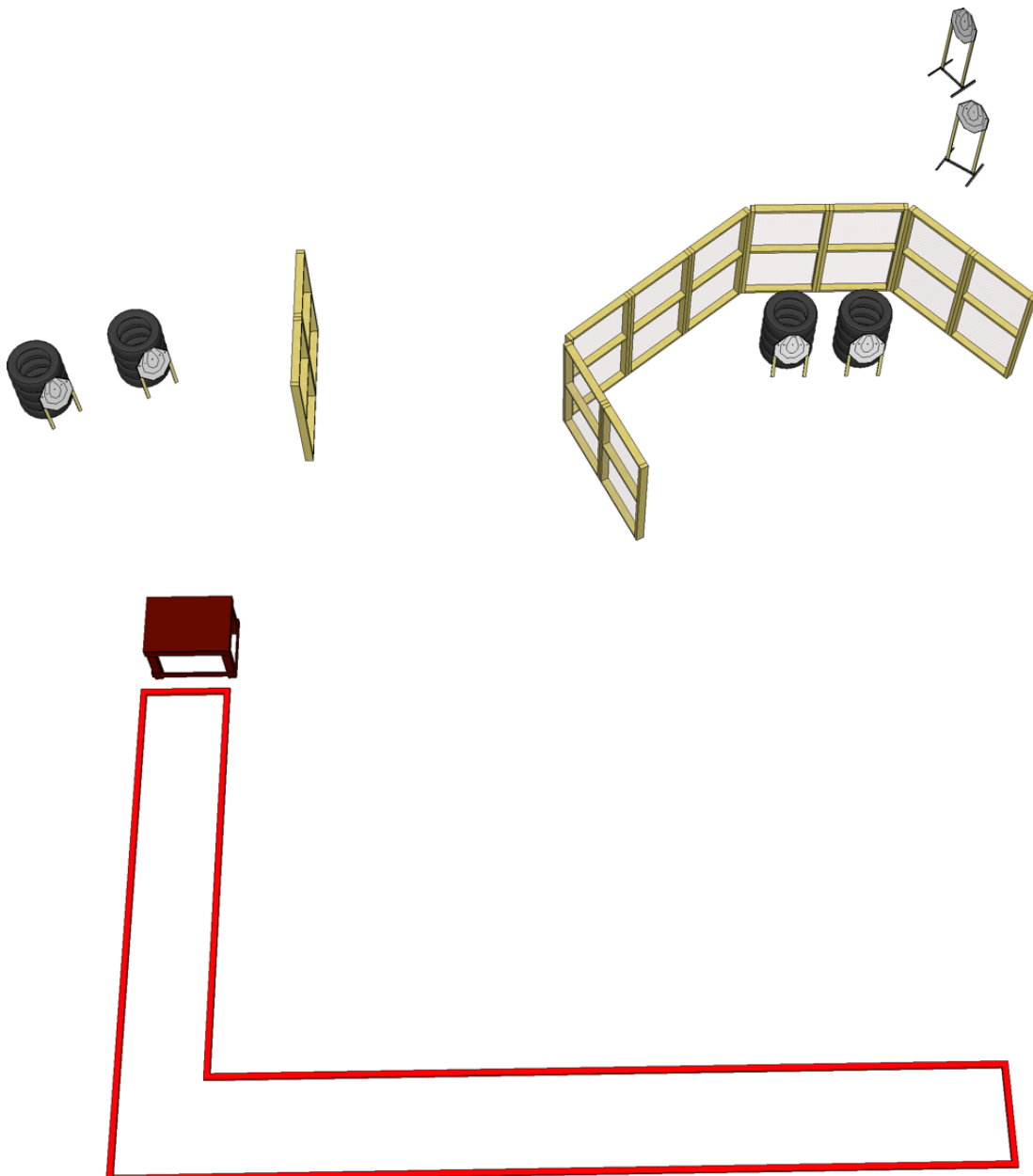
TIME STARTS: Audible signal.

PROCEDURE: Upon start signal, engage all targets.

SCORING

ROUND TO BE SCORED:
12 rounds, 60 Points

TARGETS: 6 IPSC Targets



STAGE 16 – „French Key”

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

STAGE PROCEDURE

TIME STARTS: Audible signal.

PROCEDURE: Upon start signal, engage all targets. Popper IP1 will activate swing targets T1 and T2 that will be visible when stop.

STAGE PROCEDURE

TIME STARTS: Audible signal.

PROCEDURE: Upon start signal, engage all targets. Popper IP1 will activate swing targets T1 and T2 that will be visible when stop.

STAGE PROCEDURE

TIME STARTS: Audible signal.

PROCEDURE: Upon start signal, engage all targets. Popper IP1 will activate swing targets T1 and T2 that will be visible when stop.

SCORING

ROUND TO BE SCORED:
32 rounds, 160 Points

TARGETS: 14 IPSC Targets, 4 IPSC Poppers

SCORING

ROUND TO BE SCORED:
32 rounds, 160 Points

TARGETS: 14 IPSC Targets, 4 IPSC Poppers

SCORING

ROUND TO BE SCORED:
32 rounds, 160 Points

TARGETS: 14 IPSC Targets, 4 IPSC Poppers

SCORING

ROUND TO BE SCORED:
32 rounds, 160 Points

TARGETS: 14 IPSC Targets, 4 IPSC Poppers

