

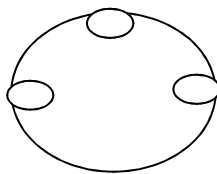
COURSE DESIGNER : Tinus

STAGE NAME: The Outhouse

**MEDIUM COURSE
HANDGUN STAGE 1**

Targets:	7 IPSC Targets	Number of rounds to scored:	14	Possible
IPSC Poppers:	0	points:	70	
No shoot targets:	2	Distance:	5 - 15m	
IPSC Plates:		Start:	On audible signal.	

The competitor starts sitting relaxed back touching the chair facing downrange..
The Handgun loaded mag in chamber empty and holstered.
On signal engage targets as they become visible from within the demarcated area.



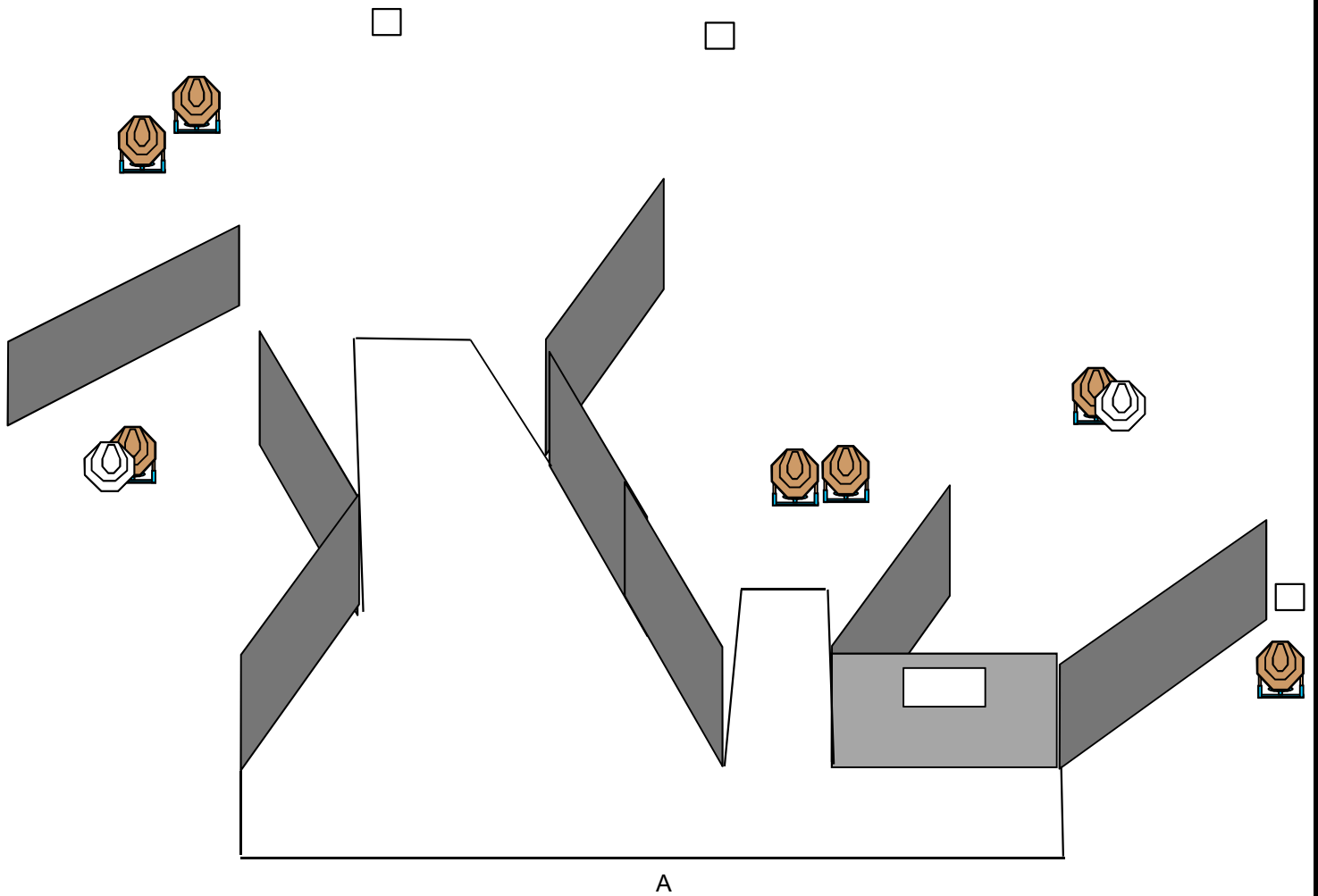
COURSE DESIGNER : Tinus

STAGE NAME: Passage

**MEDIUM COURSE
HANDGUN STAGE 2**

Targets:	7 IPSC Targets	Number of rounds to scored:	17
No shoot targets:	2	Possible points:	85
IPSC Plates:	3	Distance:	5 - 19m
		Start:	On audible signal.

The competitor starts with both heels at A facing down range. Gun is loaded and holstered
On signal engage targets as they become visible from within the demarcated area.



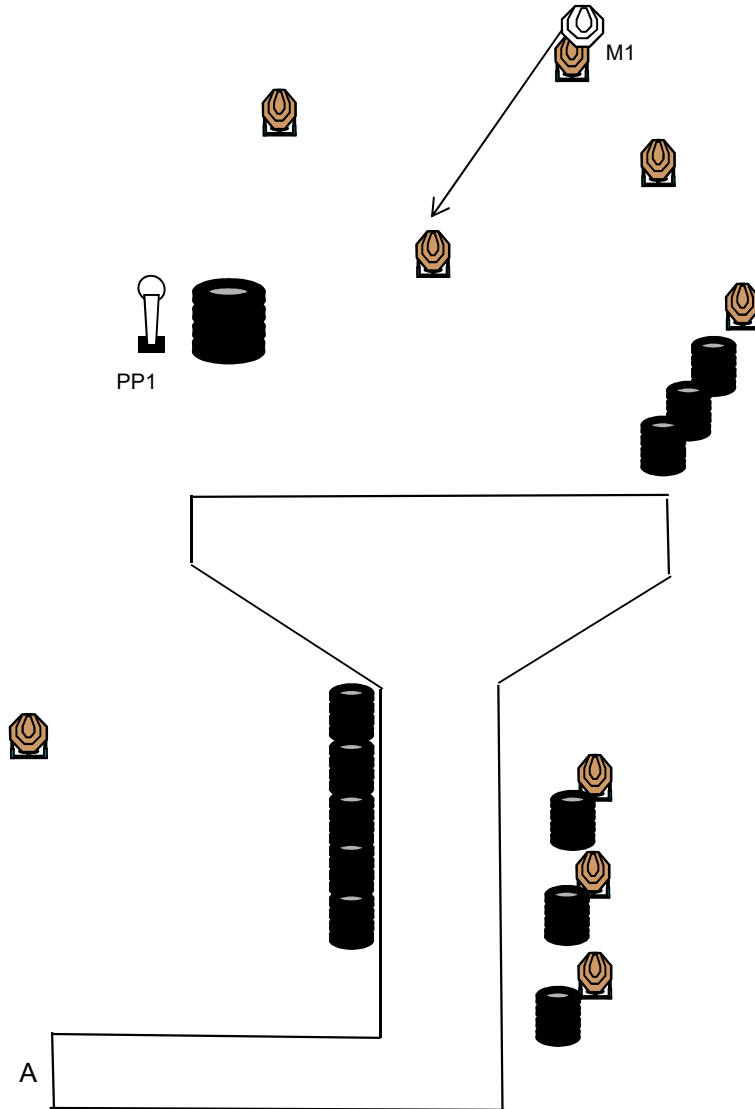
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STAGE NAME: Tyre Times

**MEDIUM COURSE
HANDGUN STAGE 3**

Targets:	9 IPSC Targets	Number of rounds to scored:	19
No shoot targets:	1	Possible points:	95
Pepper Popper:	1	Distance:	5 - 19m
		Start:	On audible signal.

The competitor starts with one foot at A facing down range. Gun loaded and holstered
On signal engage targets as they become visible from within the demarcated area. PP1 will activate M1 that will disappear and not incur miss penalties.



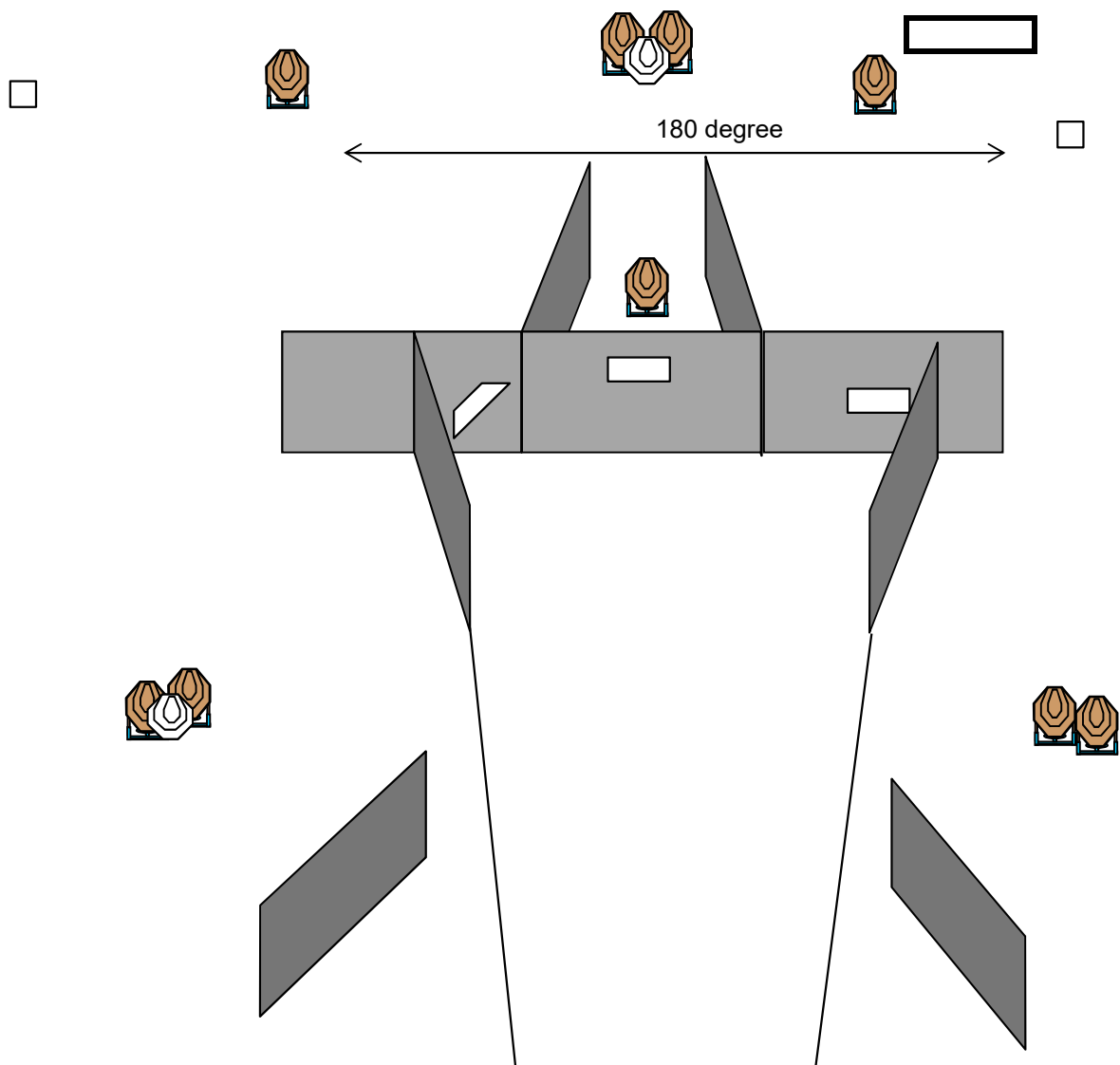
COURSE DESIGNER : Tinus

STAGE NAME: Wackey Packey

MEDIUM COURSE
HANDGUN STAGE 4

Targets:	9 IPSC Targets	Number of rounds to scored: 20 2
No shoot targets:	2	Possible points: 100
Plates:	2	Distance: 5 - 19m
		Start: On audible signal.

The competitor starts with both hands on aperture A facing down range. Gun is completely unloaded and holstered
On signal engage targets as they become visible from within the demarcated area.
180 degree runs along the flat front of the barricade.



MEDIUM COURSE
HANDGUN STAGE 5

Targets:	12 IPSC Targets	Number of rounds to scored:	25
No shoot targets:	2	Possible points:	125
Poppers	1	Distance:	5 - 32m
		Start:	On audible signal.

The competitor starts standing anywhere in area A. Gun is loaded and holstered.
On signal engage targets as they become visible from within the demarcated area.
PP1 will activate M1 that will stay visible at rest and carry miss penalties.

