

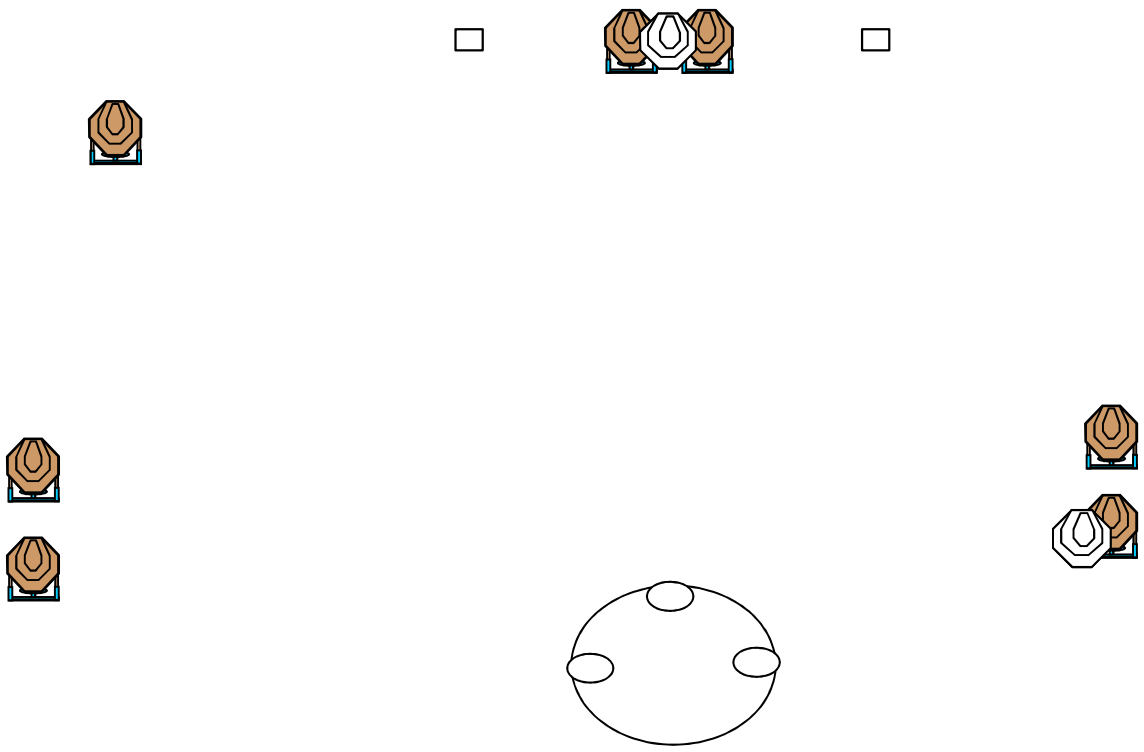
COURSE DESIGNER : Tinus

STAGE NAME: The Outhouse

**MEDIUM COURSE
HANDGUN STAGE 1**

Targets:	7 IPSC Targets	Number of rounds to scored:	16	Possible
IPSC Poppers:	0	points:	80	
No shoot targets:	2	Distance:	5 - 15m	
IPSC Plates:	2	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.



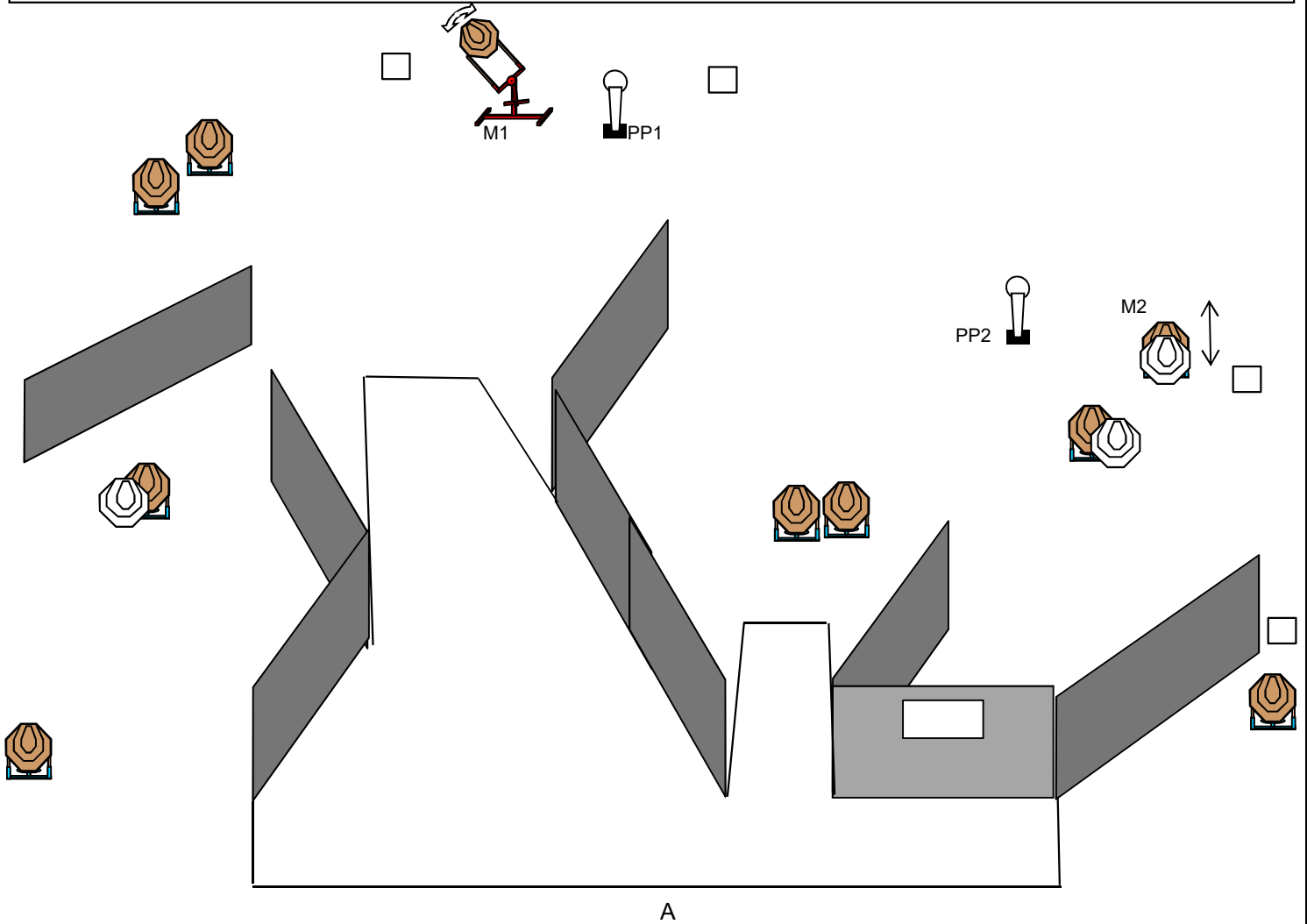
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STAGE NAME: Passage

LONG COURSE
HANDGUN STAGE 2

Targets:	10 IPSC Targets	Number of rounds to scored:	26	Possible Distance:
Poppers:	2	points:	130	
No shoot targets:	2		5 - 19m	
IPSC Plates:	4	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. PP1 activates M1 that remains visible.
PP2 activates M2 that will remains visible



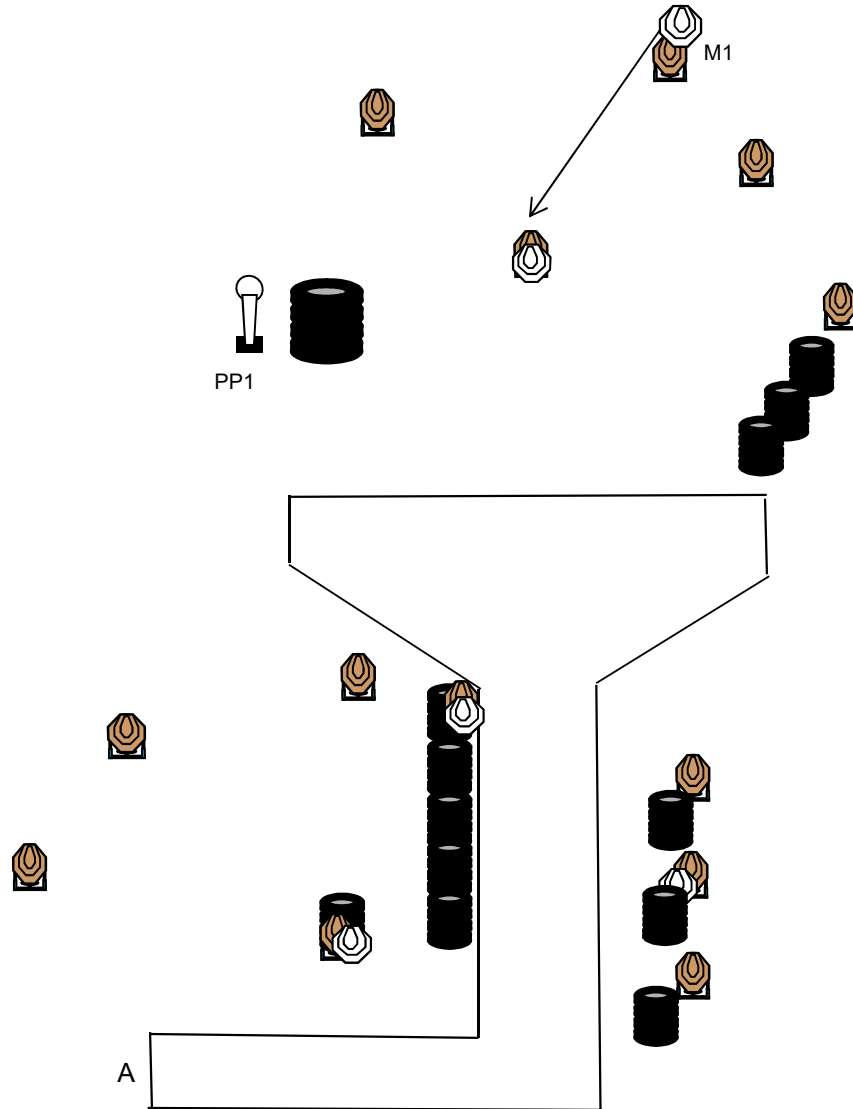
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STAGE NAME: Tyre Times

LONG COURSE
HANDGUN STAGE 3

Targets:	13 IPSC Targets	Number of rounds to scored:	27
No shoot targets:	5	Possible points:	135
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.



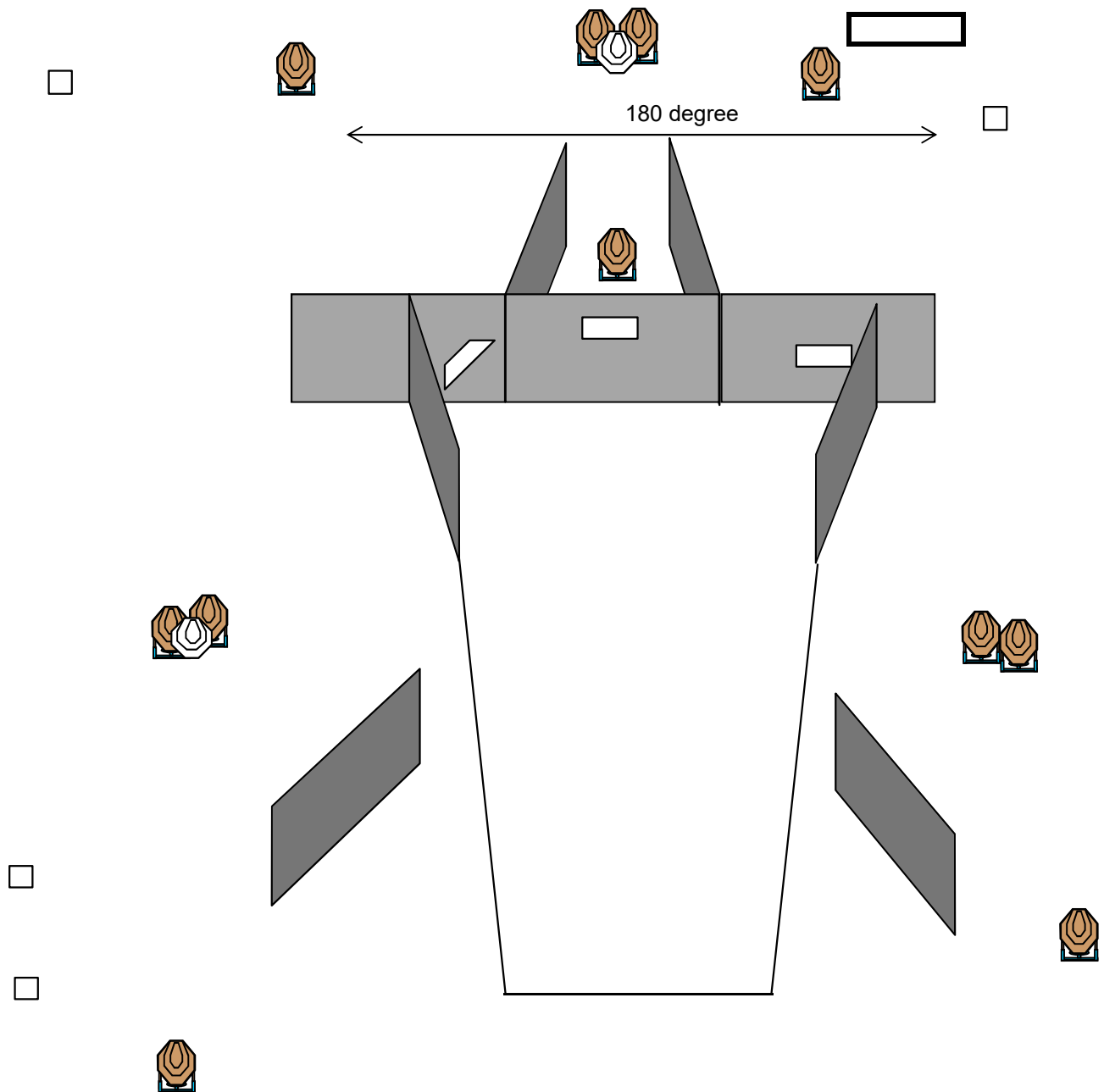
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STAGE NAME: Wackey Packey

LONG COURSE
HANDGUN STAGE 4

Targets:	11 IPSC Targets	Number of rounds to scored: 26
No shoot targets:	2	Possible points: 130
Plates:	4	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.



COURSE DESIGNER : Tinus

STAGE NAME: Long Shot

LONG 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.

