

COURSE DESIGNER : Franco

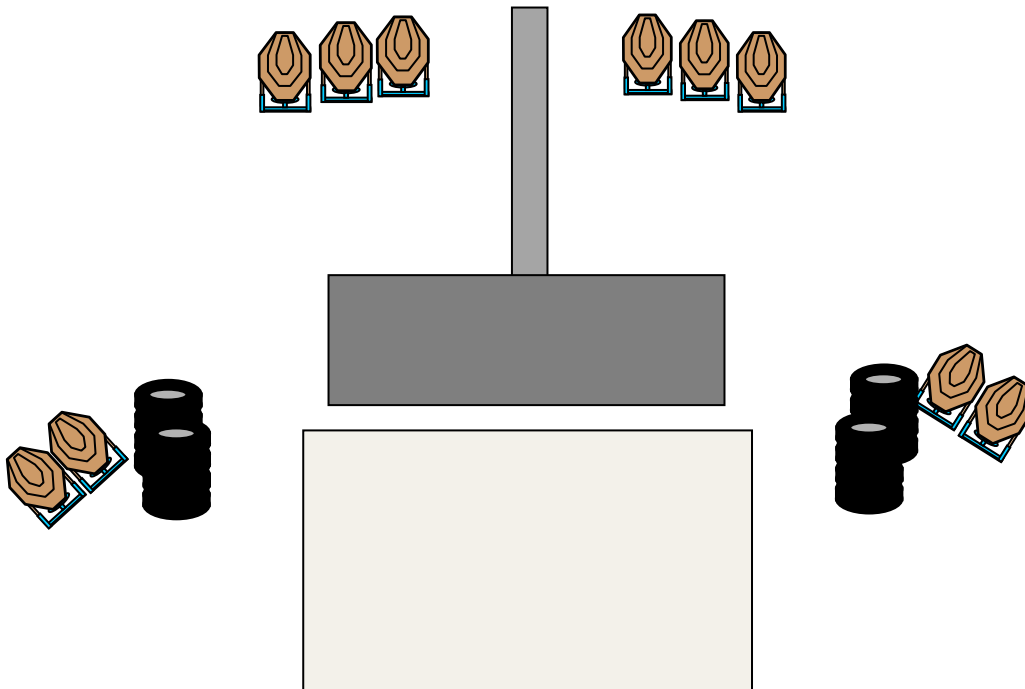
STAGE NAME: CLASSICA

**MEDIUM COURSE
HANDGUN STAGE 1**

Targets: 10 IPSC Targets
IPSC Poppers: 0
No shoot targets: 0
PSC Plates: 0

Number of rounds to scored: 20
Possible points: 100
Distance: 10m
Start: On audible
signal.

The competitor starts standing with both hands on A as indicated. Gun is unloaded and holstered. On signal engage targets as they become visible from within the demarcated area.



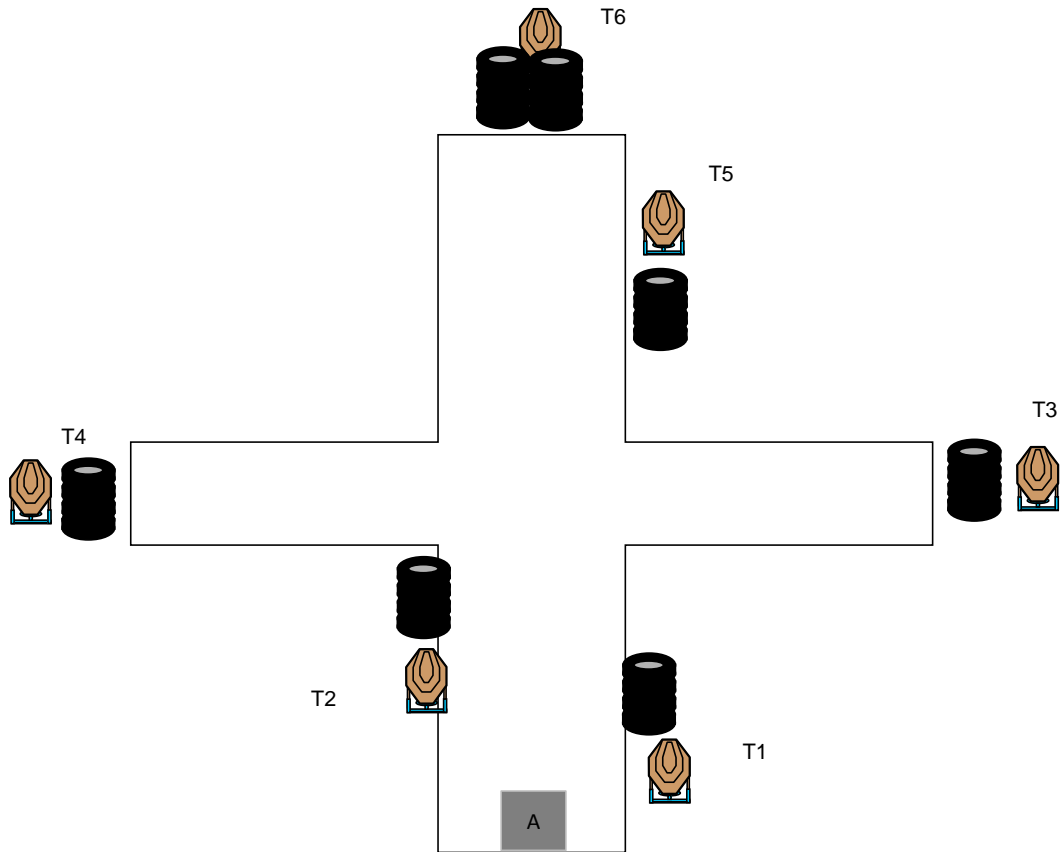
Notes for Stage Builder

Notes for Range Officer

COURSE DESIGNER : Franco **STAGE NAME: Shuffle**
SHORT COURSE
HANDGUN STAGE 2

Targets:	6 IPSC Targets	Number of rounds to scored:	12
IPSC Poppers:		Possible points:	60
No shoot targets:		Distance:	3 - 8m
IPSC Plates:		Start:	On audible signal.

The competitor starts with one foot on A. Gun is loaded and holstered.
On signal engage targets as they become visible from within the demarcated area.



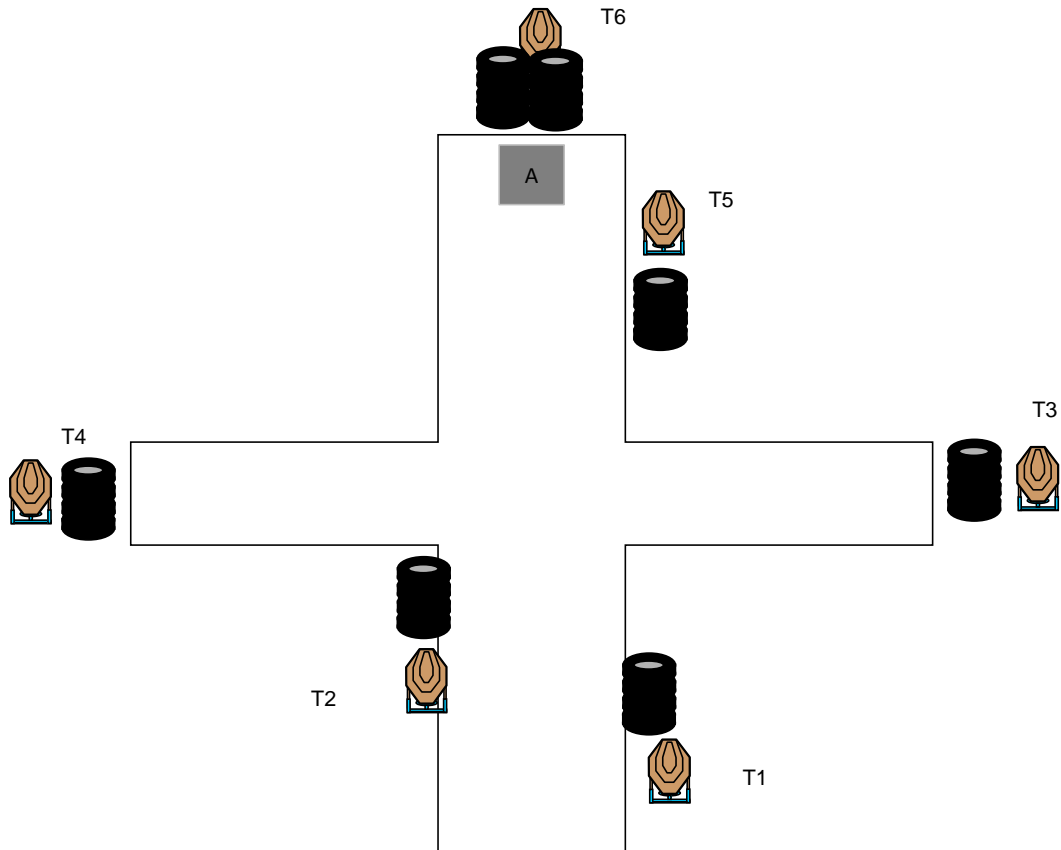
Notes for Stage Builder

Notes for Range Officer

COURSE DESIGNER : Franco **STAGE NAME: Keep shuffling**
SHORT COURSE
HANDGUN STAGE 3

Targets:	6 IPSC Targets	Number of rounds to scored:	12
IPSC Poppers:		Possible points:	60
No shoot targets:		Distance:	3 - 8m
IPSC Plates:		Start:	On audible signal.

The competitor starts with one foot on A. Gun is loaded and holstered.
On signal engage targets as they become visible from within the demarcated area.



Notes for Stage Builder

Notes for Range Officer

COURSE DESIGNER : Franco

STAGE NAME: Winter Warmer

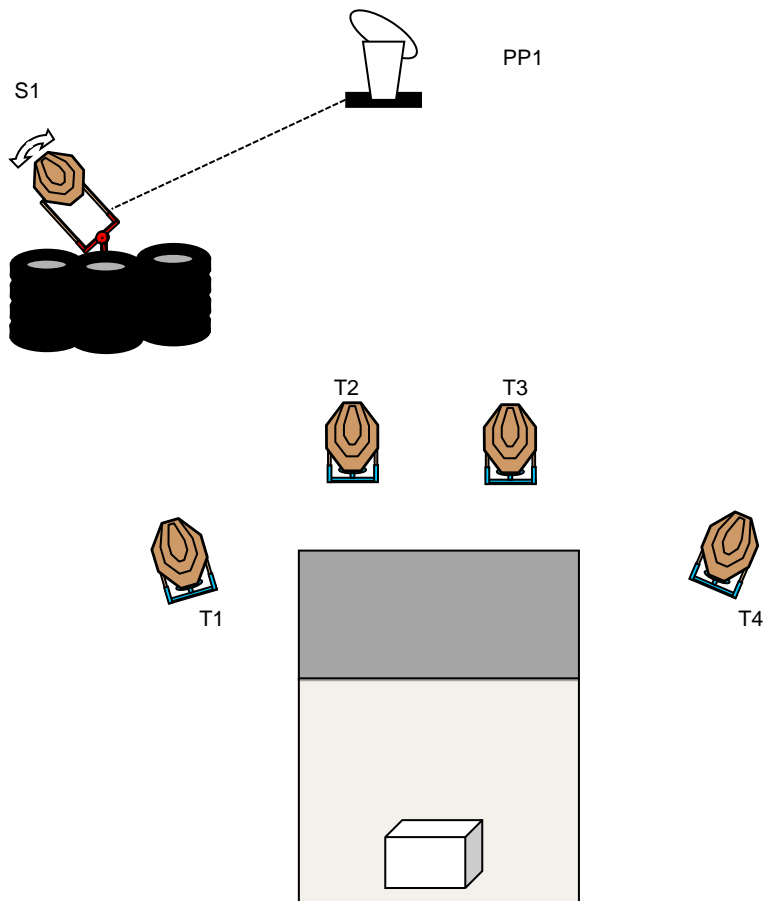
**SHORT COURSE
HANDGUN STAGE 4**

Targets:	5 IPSC Targets	Number of rounds to scored:	11
IPSC Poppers:	1	Possible points:	55
No shoot targets:	0	Distance:	2 - 15m
PSC Plates:	0	Start:	On audible signal.

The competitor starts sitting on box with mug held in both hands. Gun is unloaded with magazine inserted placed on table as indicated.

On signal engage targets as they become visible from within the demarcated area.

PP1 will activate S1 which will remain visible.



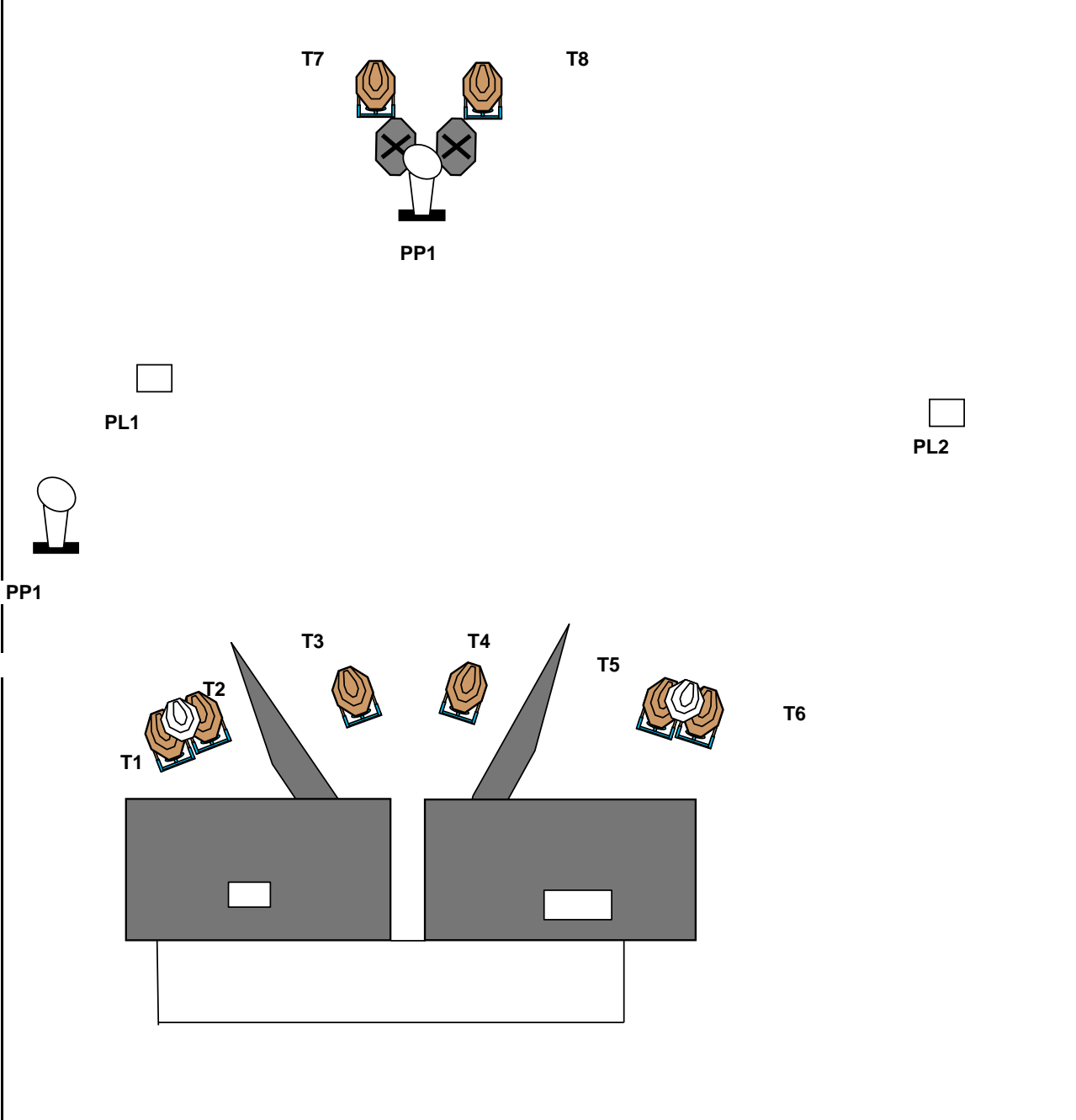
Notes for Stage Builder

Notes for Range Officer

COURSE DESIGNER : FRANCO STAGE NAME: NEAR & FAR
MEDIUM COURSE
HANDGUN STAGE 5

Targets: 8 IPSC Classic Targets IPSC Poppers: 2 Plates: 2 No shoot targets: 4	Number of round to be scored: 20 Possible points: 100 Distance: 5 - 20m Start: On audible signal.
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The competitor starts standing relaxed anywhere in demarcated area facing downrange.
 The handgun is loaded and holstered.
 On signal engage targets as they become visible from within the demarcated area.



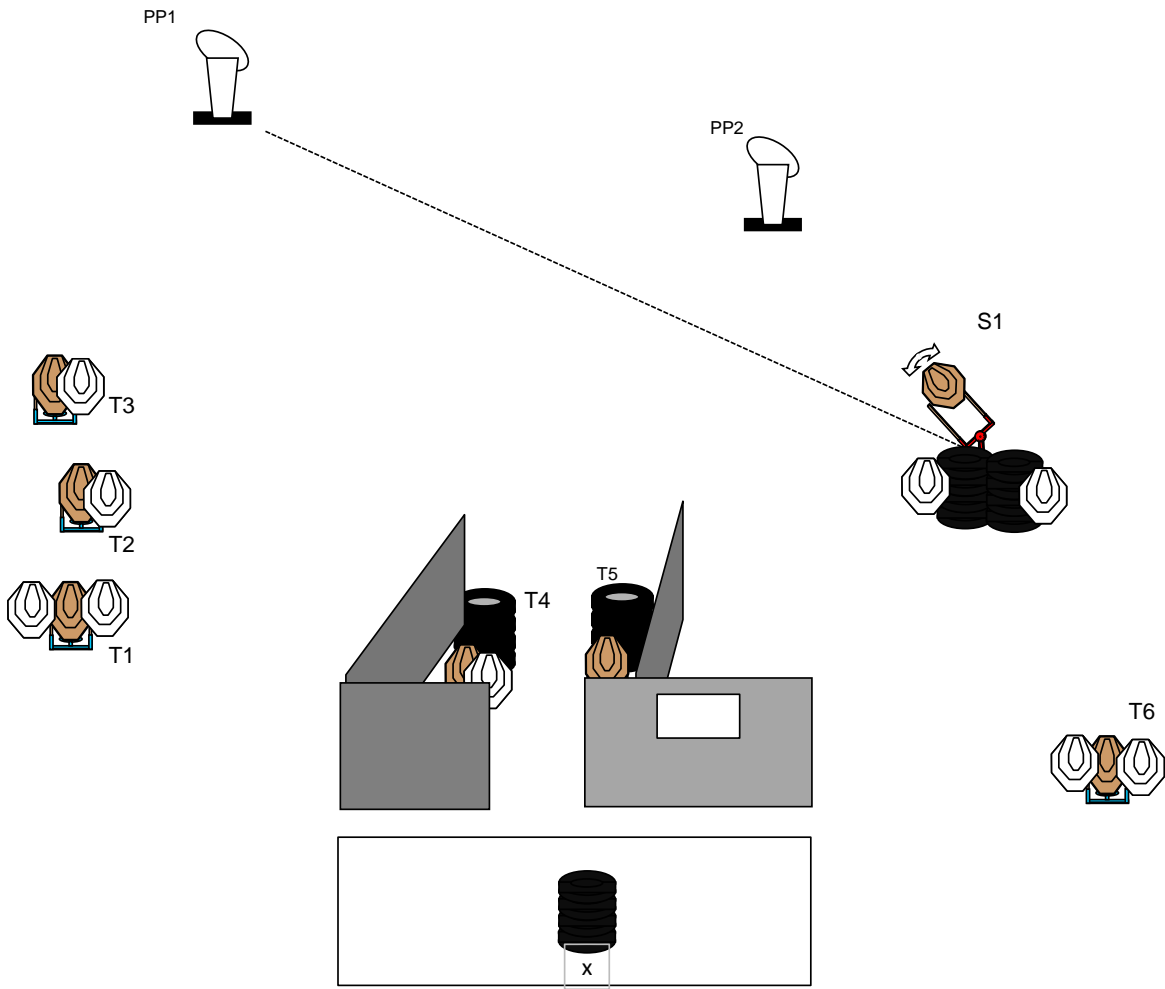
Notes for Stage Builder

Notes for Range Officer

COURSE DESIGNER : **STAGE NAME: HOZZIE GALORE**
MEDIUM COURSE
HANDGUN STAGE 6

IPSC Targets`	7	Number of rounds to scored:	16
IPSC Poppers:	2	Possible points:	80
No shoot targets:	9	Distance:	5 - 30m
IPSC Plates:	0	Start:	On audible signal.

The competitor starts with both hands on X facing down range. Gun is unloaded with magazine inserted and placed on X where indicated.
 On signal engage targets as they become visible from within the demarcated area.
 PP1 activates S1 which remains visible



Notes for Stage Builder

Notes for Range Officer

COURSE DESIGNER : Franco

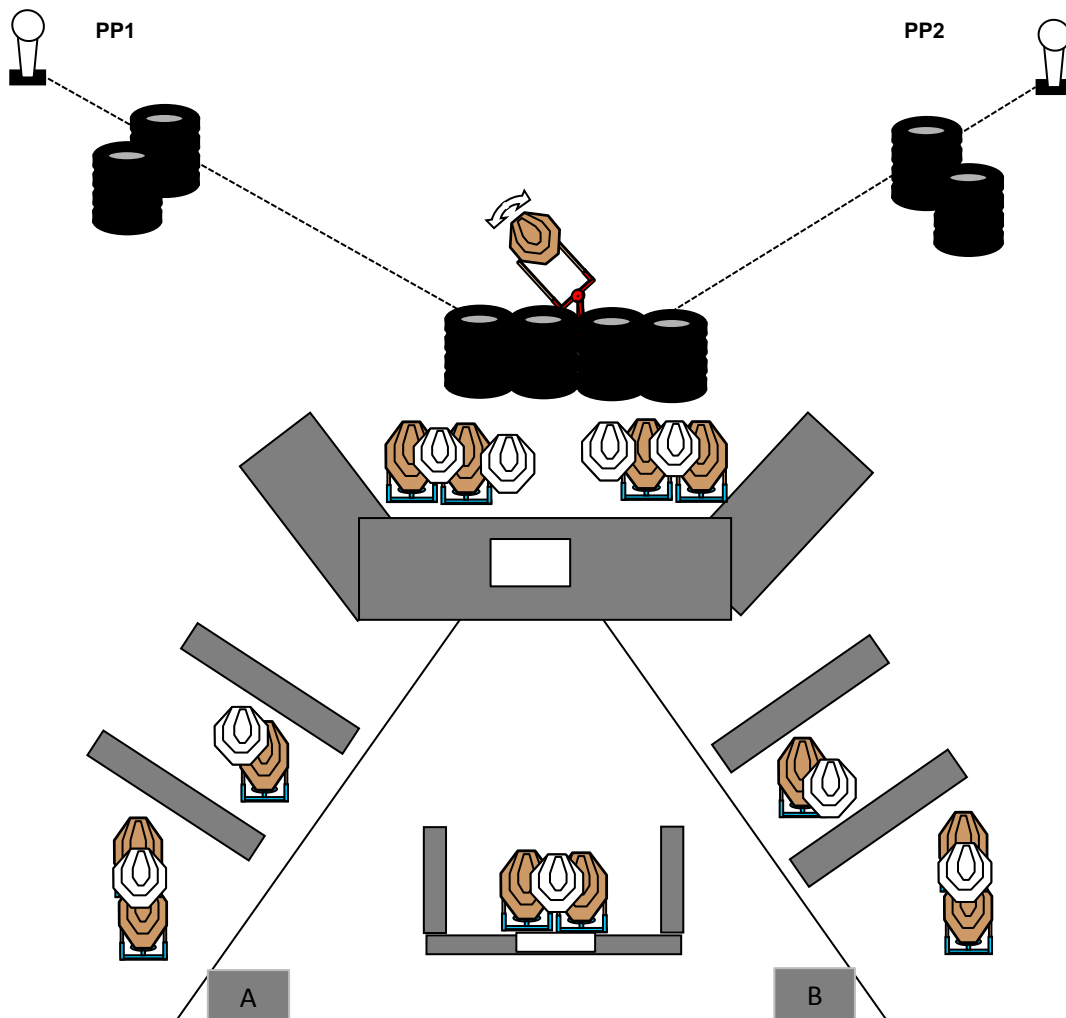
STAGE NAME: CORNERS

**LONG COURSE
HANDGUN STAGE 7**

Targets: 13 IPSC Targets
IPSC Poppers: 2
No shoot targets: 9
IPSC Plates: 0

Number of rounds to scored: 28
Possible points:
Distance: 2-40m
Start: On audible
signal.

The competitor starts standing with one foot in either A or B. Gun is loaded and holstered.
On signal engage targets as they become visible from within the demarcated area.
PP1 and PP2 will activate S1 which will remain visible



Notes for Stage Builder

Notes for Range Officer