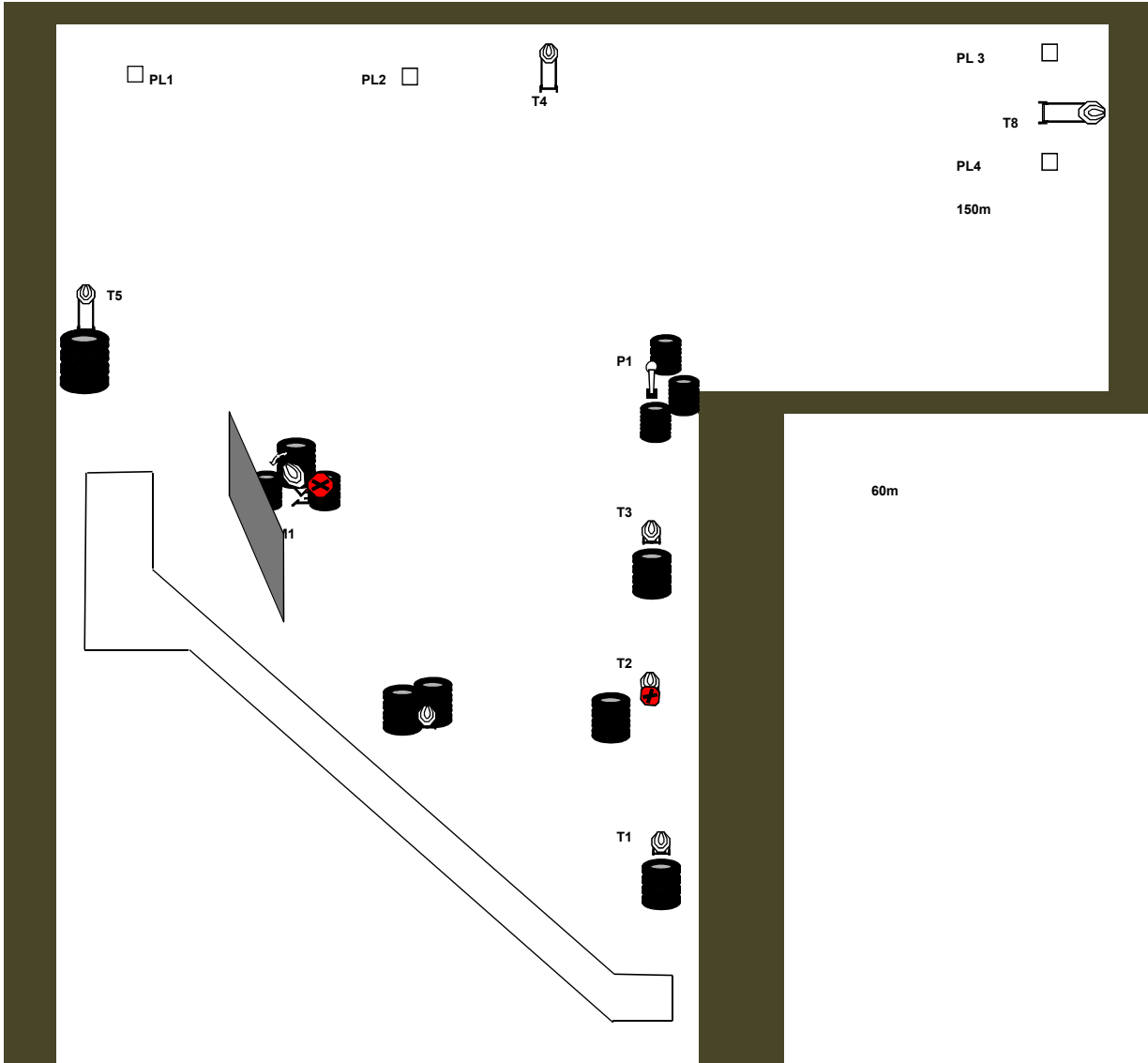


RIFLE STAGE 1
LONG COURSE

Targets:	8 IPSC Targets	Number of rounds to be scored:	SA 22 Manual 13
IPSC Poppers:	1	Possible points:	SA 110 Manual 65
Plates:	4 plates of 30cm	Distance:	5-151m
No shoot targets:	2	Start:	On audible signal.

The competitor starts standing anywhere in the demarcated area.
On signal engage targets as they become visible from within the demarcated area.
P1 activates moving target M1 which will remain visible and carry miss penalties.



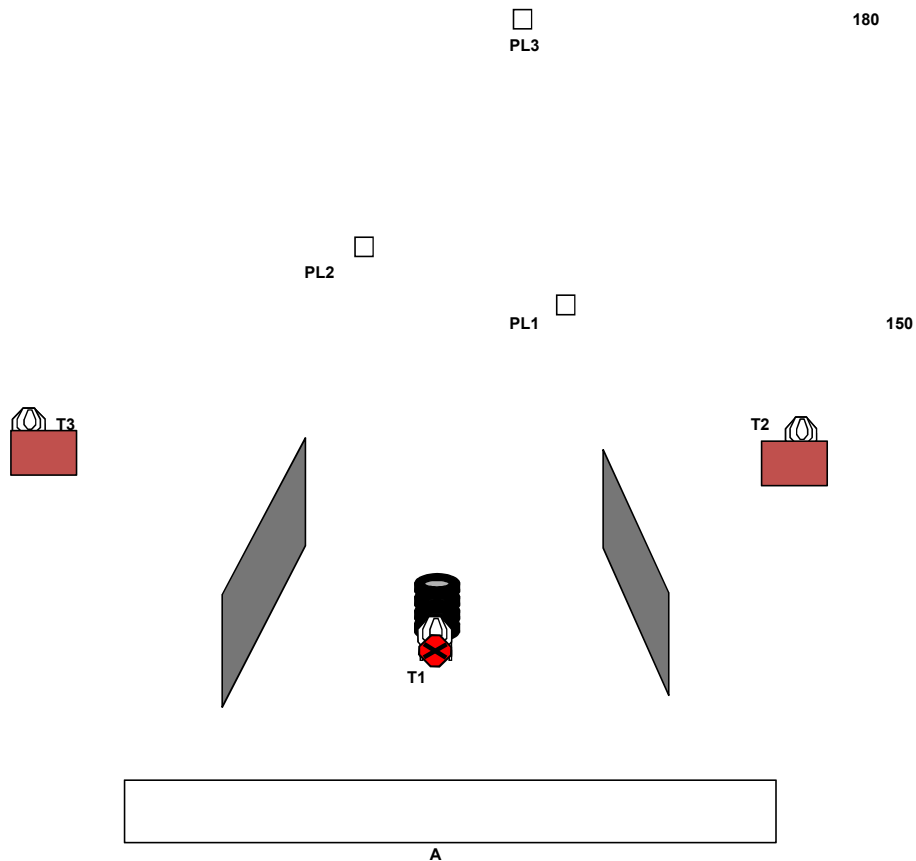
Notes for Stage Builder

Notes for Range Officer

RIFLE STAGE 2
SHORT COURSE

Targets:	3 IPSC targets	Number of rounds to be scored:	SA 9 Manual 9
Plates:	3 plates of 20cm dia.	Possible points:	SA 45 Manual 45
No shoot targets:		Distance:	15-180m
		Start:	On audible signal.

The competitor starts standing with one heel touching at A.
On signal engage targets whilst remaining in the demarcated area. Manual action will require two scoring shots per paper target.



Notes for stage builder

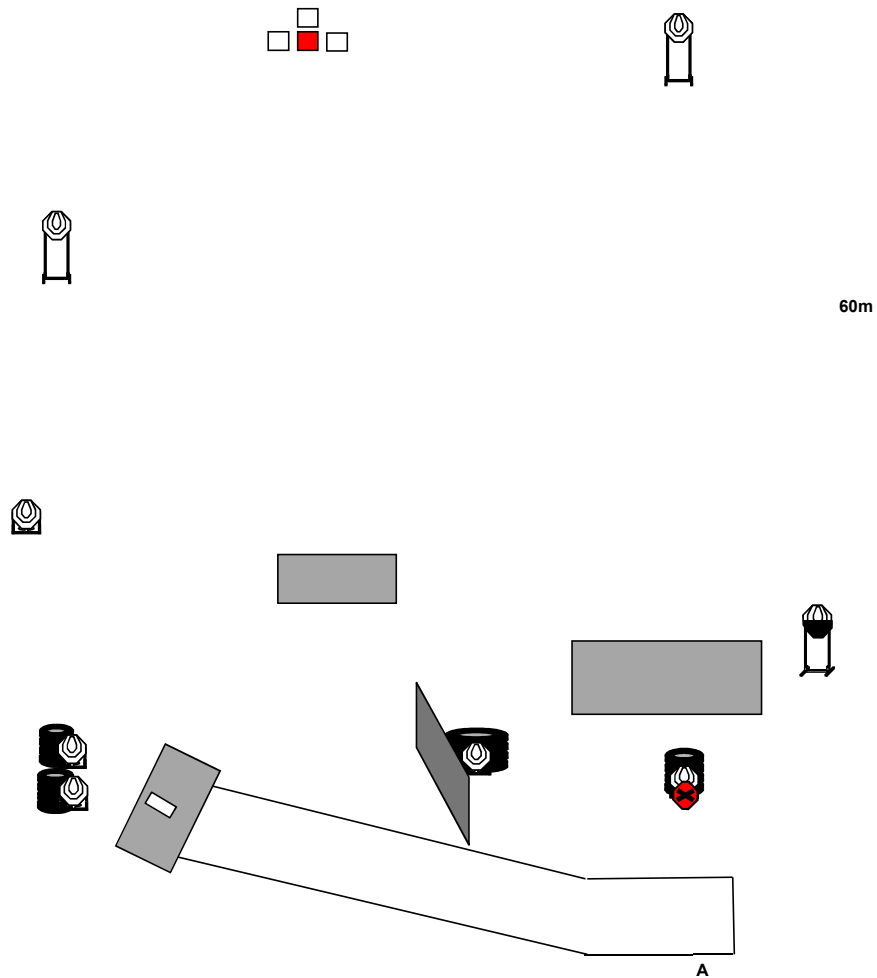
T2 & T3 only visible from standing position.

Notes for Range Officer

RIFLE STAGE 3
MEDIUM COURSE

Targets:	8 IPSC targets	Number of rounds to be scored: SA 19 Manual 11
Poppers:		Possible points: SA 95 Manual 55
Plates:	3 plates of 20cm	Distance: 5 - 100m
No shoot targets:	2	Start: On audible signal.

The competitor is standing with one heel touching at A.
On signal engage targets as they become visible from within the demarcated area.

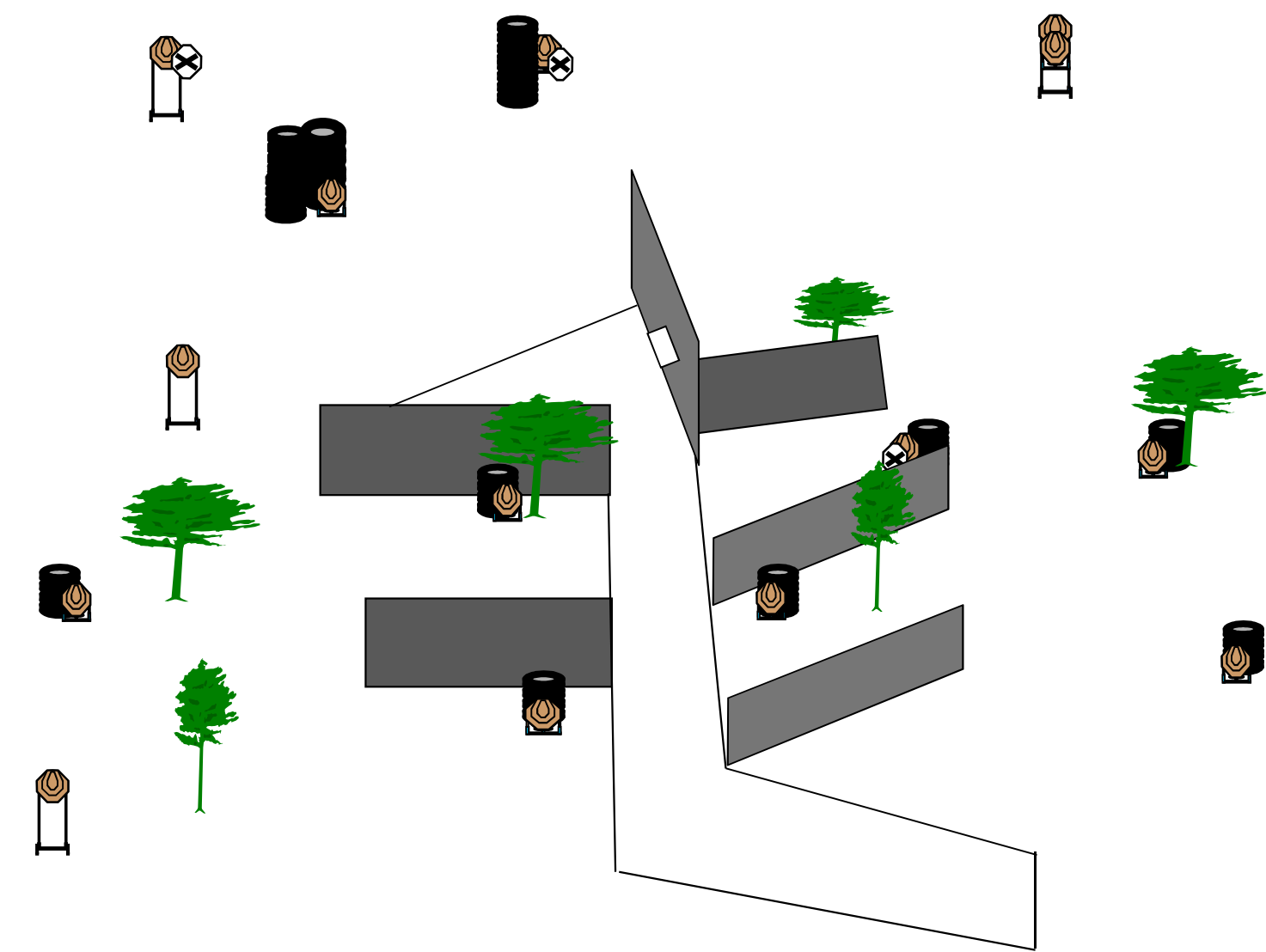


<u>Notes for stage builder</u>	<u>Notes for Range Officer</u>

RIFLE STAGE 4
LONG STAGE

Targets:	14 IPSC Targets	Number of rounds to be scored: SA 28 Manual 28
Plates:	0	Possible points: SA 140 Manual 140
No shoot targets:	3	Distance: 5 - 40m
		Time start: Audible signal

Shooter starts standing anywhere in the demarcated area.
At the start signal engage targets from within the designated area. Manual action will require 2 shots per target.



Notes for stage builder

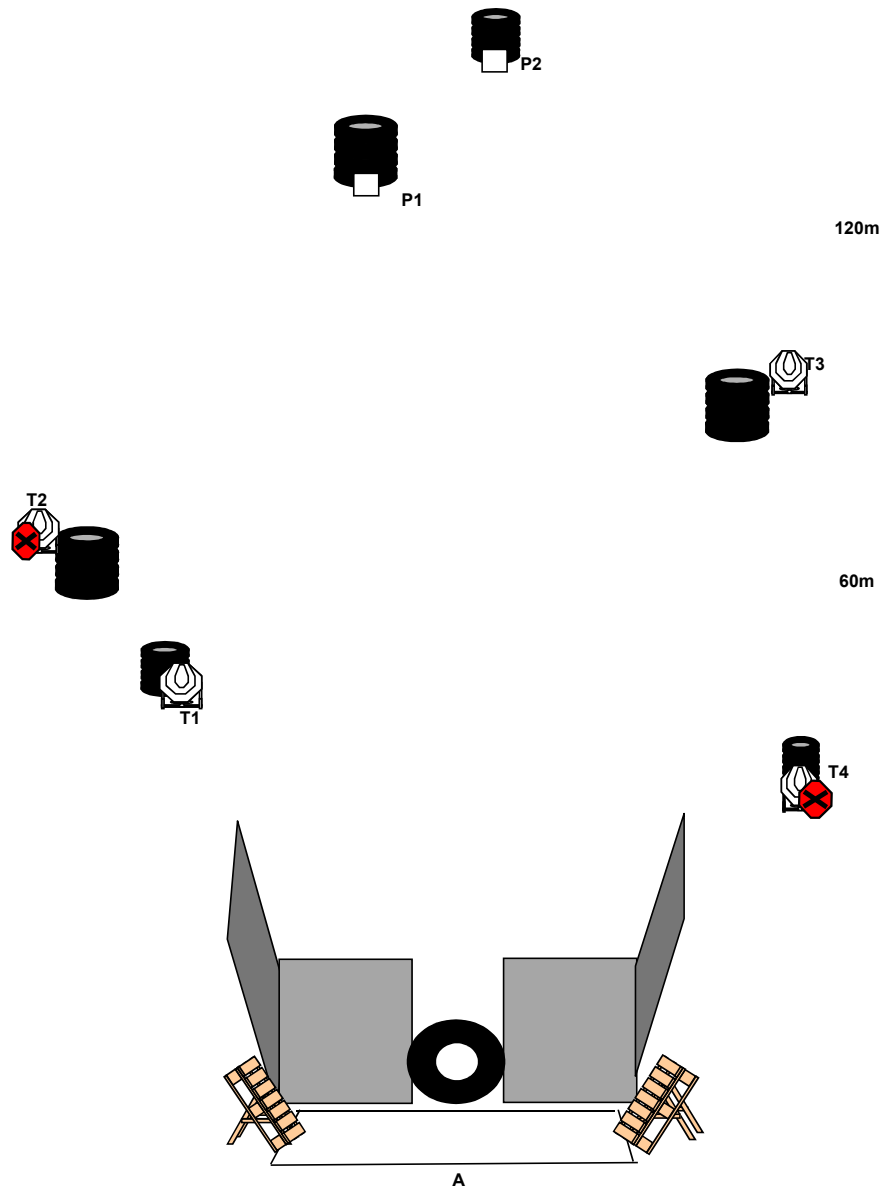
T7 & T8 must be visible from the back of demarcated area and from the prone position in front.

Notes for Range Officer

RIFLE STAGE 5 SHORT COURSE

Targets:	4 IPSC targets	Number of rounds to be scored: SA 10 Manual 10
Plates:	2 plate of 30cm	Possible points: SA 50 Manual 50
No shoot targets:	2	Distance: 40-120m
		Start: On audible signal.

The competitor starts standing with one heel touching at A.
The rifle is loaded with magazine inserted and chamber empty and held horizontally in the strong hand only. Weak arm at side.
On signal engage targets whilst remaining in the demarcated area. Manual action will require 2 scoring shots per paper target.



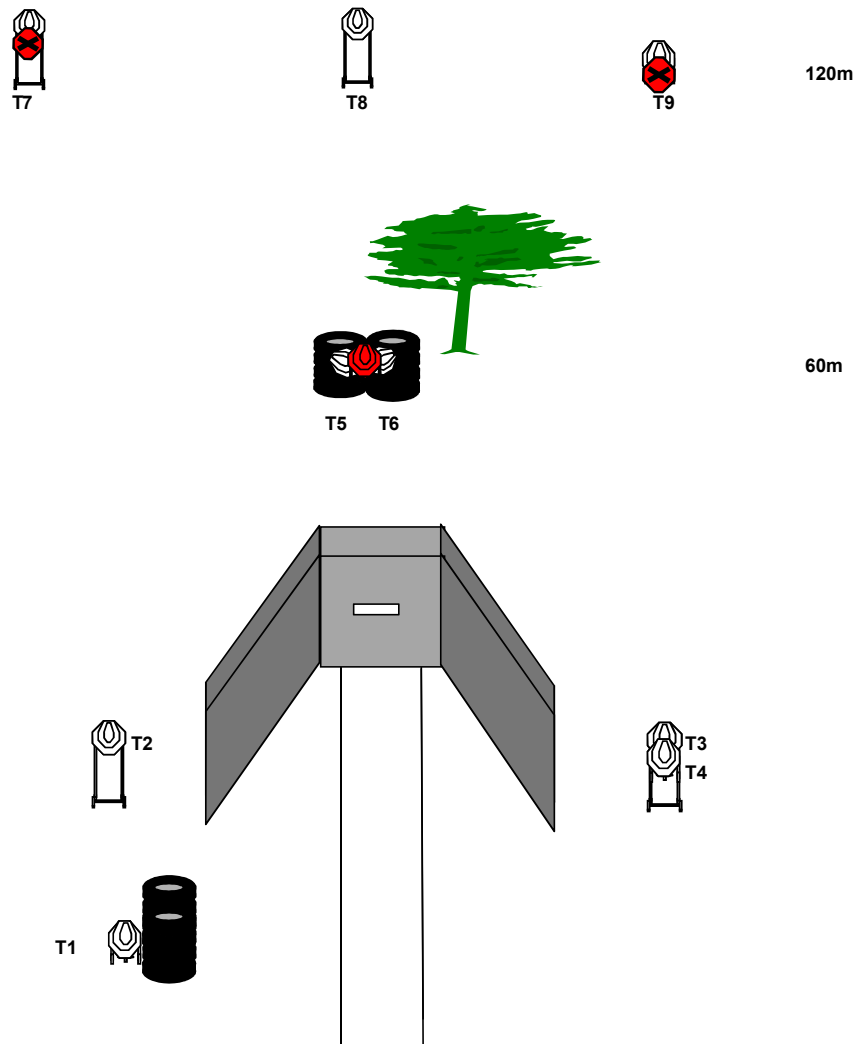
Notes for stage builder

Notes for Range Officer

Brief the competitors about the barricade which is NOT part of the demarcated area + penalties involved....

RIFLE STAGE 6 **MEDIUM COURSE**

Targets:	9 IPSC Targets	Number of rounds to be scored: SA18 Man 9
No shoot targets:	3	Possible points: S 90 Manual 45
		Distance: 10 - 120m
		Start: On audible signal.
The competitor starts standing facing downrange anywhere in the demarcated area. On signal engage targets as they become visible from within the demarcated area.		

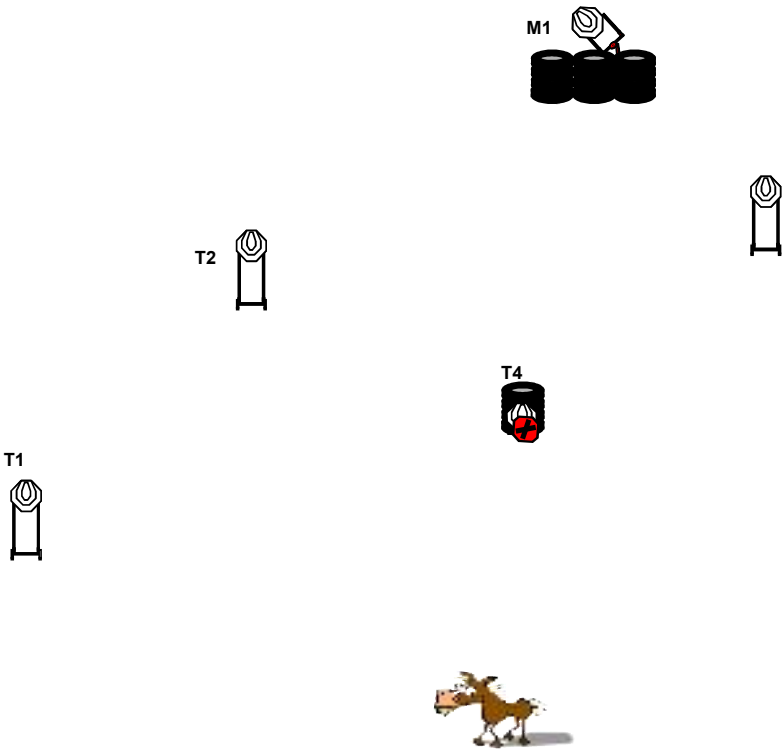


<u>Notes for Stage Builder</u>	<u>Notes for Range Officer</u>
	!

HANDGUN STAGE 1
SHORT COURSE

Targets:	5 IPSC Targets	Number of rounds to be scored: 10	Possible
IPSC Poppers:	0	points: 50	
Plates:	0	Distance: 10 - 25m	
No shoot targets:	1	Start: On audible signal.	

The competitor starts sitting on the horse holding the reins in both hands. Hand gun is loaded with magazine inserted, chamber empty and holstered.
On signal engage targets as they become visible from the horse. Pulling the reins will activate the moving target M1 that will stay visible and carry miss penalties.

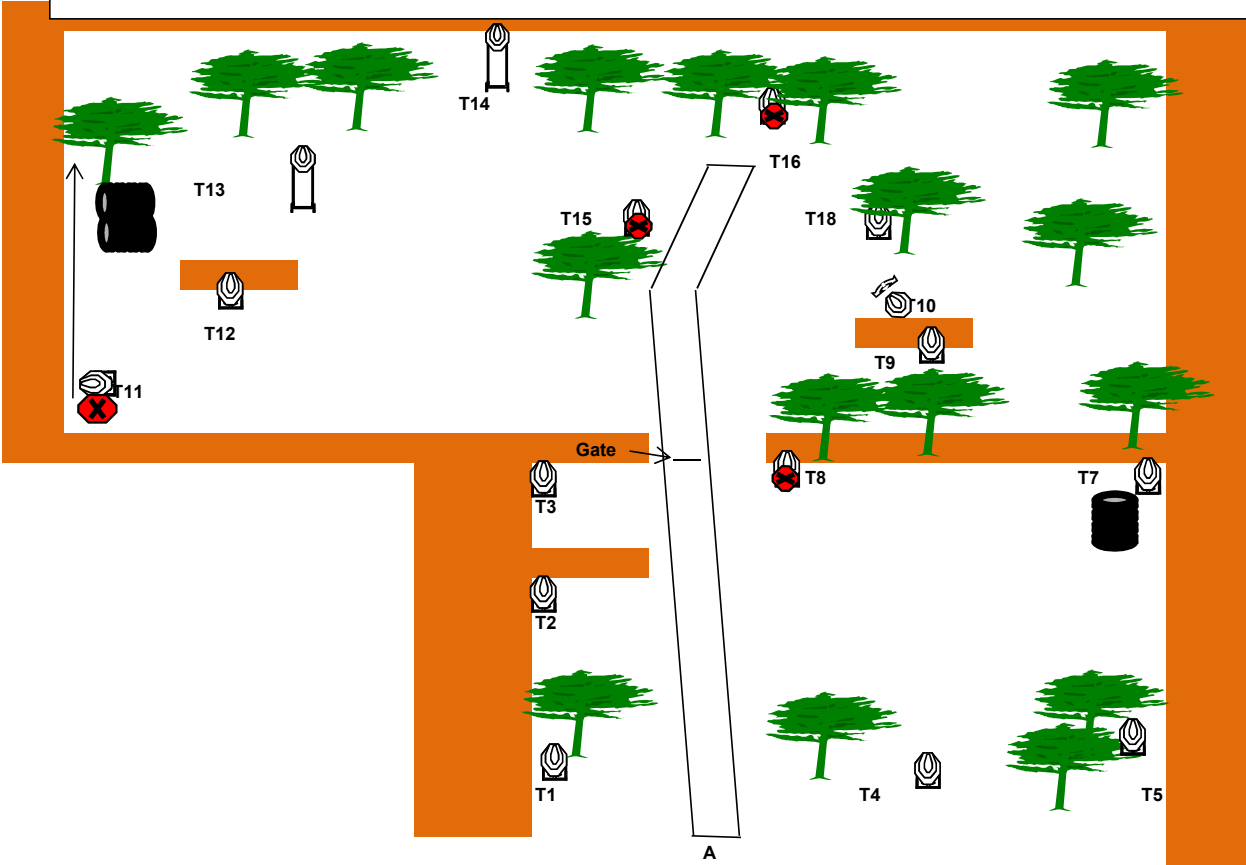


<u>Notes for Stage Builder</u>	<u>Notes for Range Officer</u>

HANDGUN STAGE 2
LONG COURSE

Targets:	18 IPSC Targets	Number rounds to be scored:	32
IPSC Poppers:	0	Possible points:	160
No shoot targets:	4	Distance:	5 - 30m
		Start:	On audible signal.

The competitor starts standing anywhere in demarcated area. The handgun is loaded and holstered. On signal engage targets from the demarcated area. Gate activates T11 and T10. T11 will disappear and not score miss penalties T10 will stay visible and carry miss penalties.



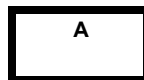
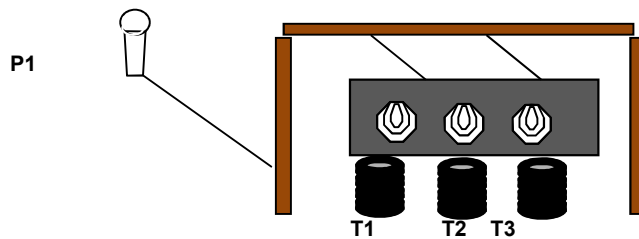
Notes for Stage Builder

Notes for Range Officer

HANDGUN STAGE 3 SHORT COURSE

Targets:	4 IPSC Targets	Number of rounds to be scored:	9
Poppers:	1 IPSC Poppers	Possible points:	45
No shoot targets:	1	Distance:	5 to 18 m
		Time start:	Audible signal

The competitor starts standing with both feet inside the demarcated area, facing downrange.
On signal engage targets from within designated area.
P1 will activate moving Targets T1 to T3 which will stay visible at rest.



<u>Notes for stage builder</u>	<u>Notes for Range Officer</u>

HANDGUN STAGE 4
MEDIUM COURSE

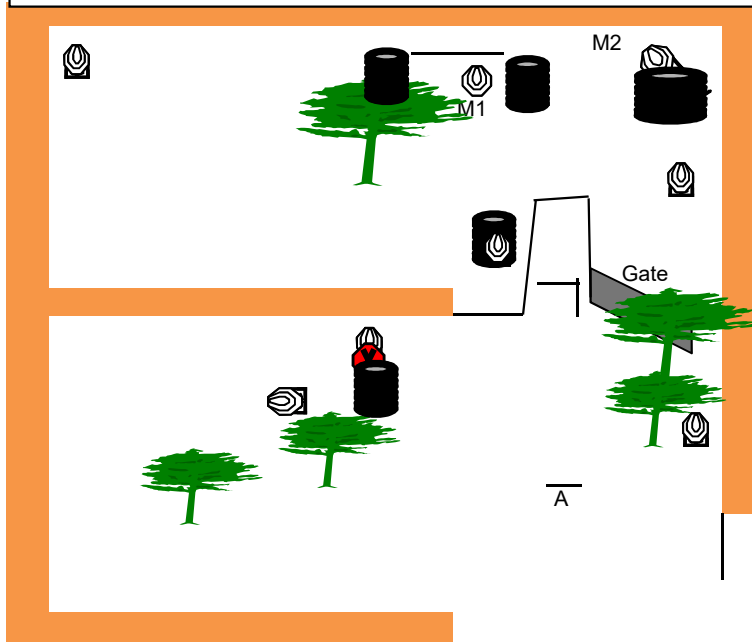
Targets:	8 IPSC Targets	Number of rounds to be scored:	16
Poppers:		Possible points:	80
Plates:		Distance:	5 - 25m
No shoot targets:	1	Start:	On audible signal.

The competitor standing with one heel touching at A.

The handgun is loaded and holstered.

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

Gate will activate M1 that will activate M2. M1 will disappear and not score miss penalties, M2 will stay visible and



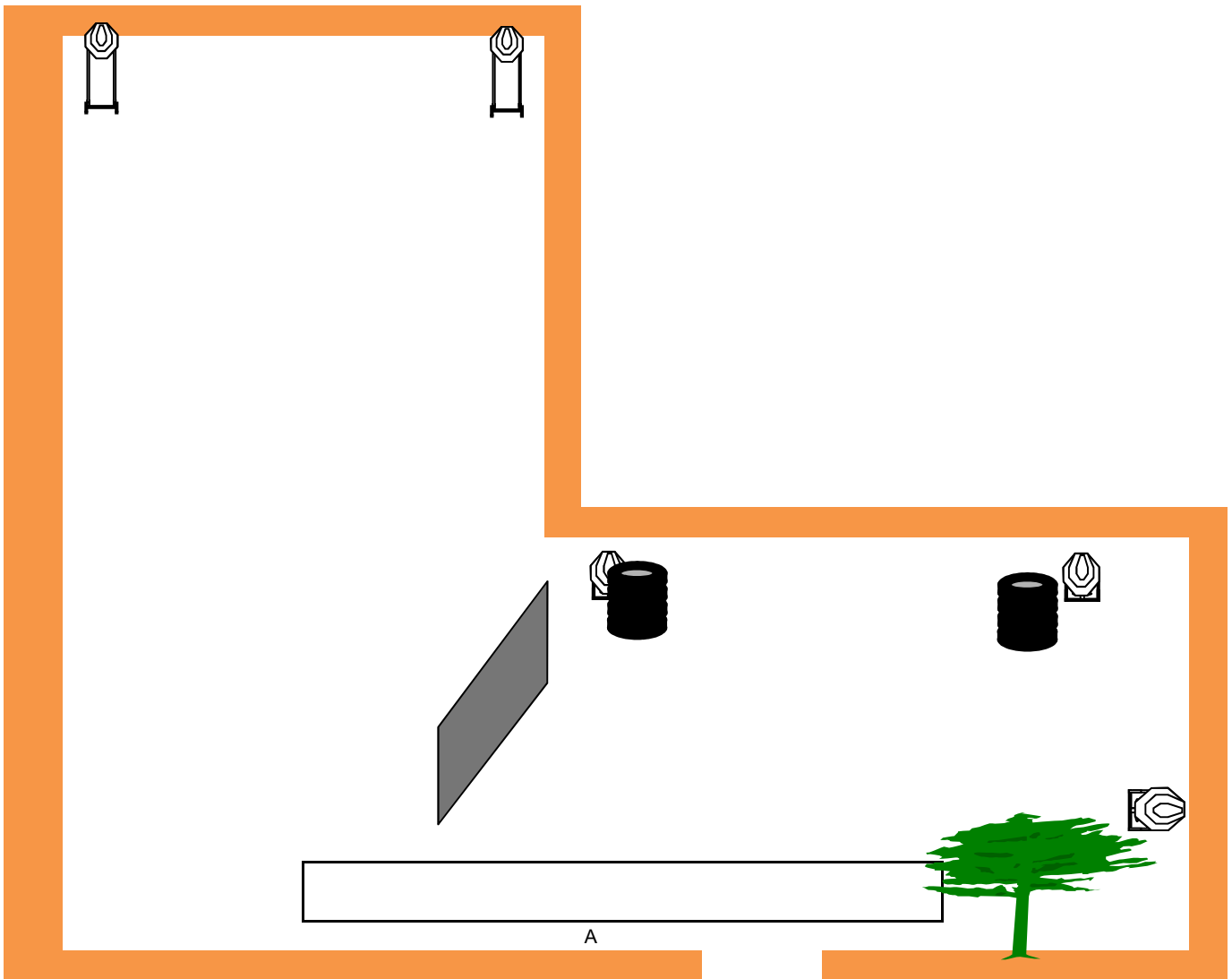
Notes for Stage Builder

Notes for Range Officer

HANDGUN STAGE 5
SHORT COURSE

Targets: 5 IPSC Targets	Number of rounds to be scored: 10
Poppers:	Possible points: 50
No shoot targets:	Distance: 10 - 35m
	Start: On audible signal.

The competitor starts standing with one heel touching at A.
The handgun is loaded and holstered, hands surrender
On signal engage targets as they become visible from within the demarcated area.



Notes for Stage Builder

Notes for Range Officer

HANDGUN STAGE 6
SHORT COURSE

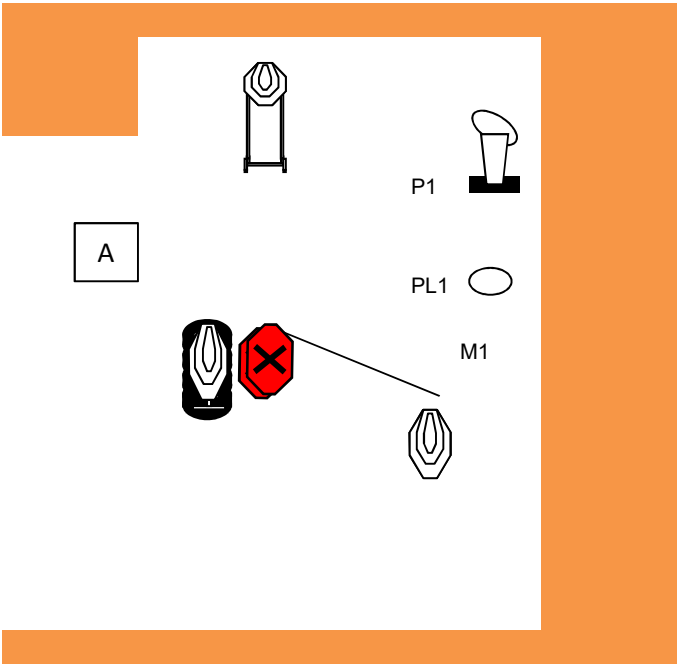
Targets:	3 IPSC Targets	Number of rounds to be scored:	8
Poppers:	1 IPSC Popper	Possible points:	40
Plates:	1 Plate	Distance:	5 - 18m
No shoot targets:		Start:	On audible signal.

The competitor standing within demarcated area.

The handgun is loaded and holstered. Hands at sides.

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

P1 will activate M1. M1 will disappear and not score miss penalties.



Notes for Stage Builder

Notes for Range Officer

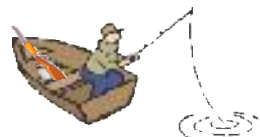
SHOTGUN STAGE 1 **SHORT COURSE of SLUG AMMO**

Targets:	3 IPSC Targets	Number of rounds to be scored: 5
Poppers:	2 IPSC Poppers	Possible points: 25
No shoot targets:	3	Distance: 25 - 45 m
		Start: On audible signal.

The competitor starts sitting facing uprange on the boat, with strong hand on motor control.
The shotgun is loaded option 2 and placed flat in the boat with barrel pointing downrange as demonstrated.
On signal engage targets as they become visible from within the demarcated area.(the boat)
Either P1 or P2 will activate M1 that will remain visible and carry miss penalties.



T1



Notes for Stage Builder :

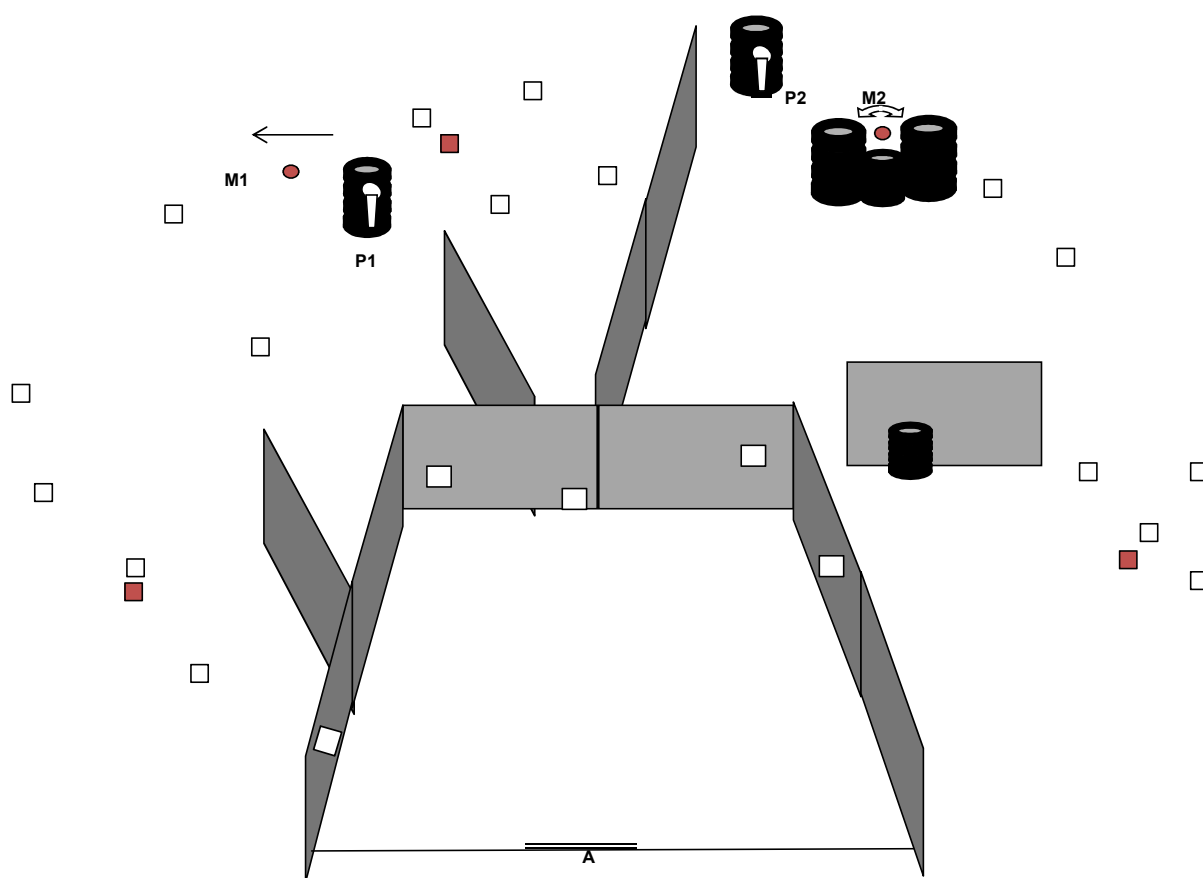
M1 is the Mini Target.

Notes for Range Officer

SHOTGUN STAGE 2 LONG COURSE Bird Shot

IPSC Poppers:	2	Number of rounds to be scored:	20
Plates:	17	Possible points:	100
No Shoots:	4	Distance:	7 - 20m
		Start:	On audible signal.

The competitor starts standing with both heels touching at A.
The Shotgun is completely unloaded option 3.
On signal engage targets as they become visible from within the demarcated area.
P1 will activate M1 that will disappear and score double and P2 will activate M2, that will stay visible and carry miss penalties.



Notes for Stage Builder

T9 & T10 are the Mini Targets. Make sure they are more than 2m behind the last IPSC target.

Non Shoots in front of runner must be impenetrable, and at 50m.
P11 and P12 must be at least 75m.

Notes for Range Officer

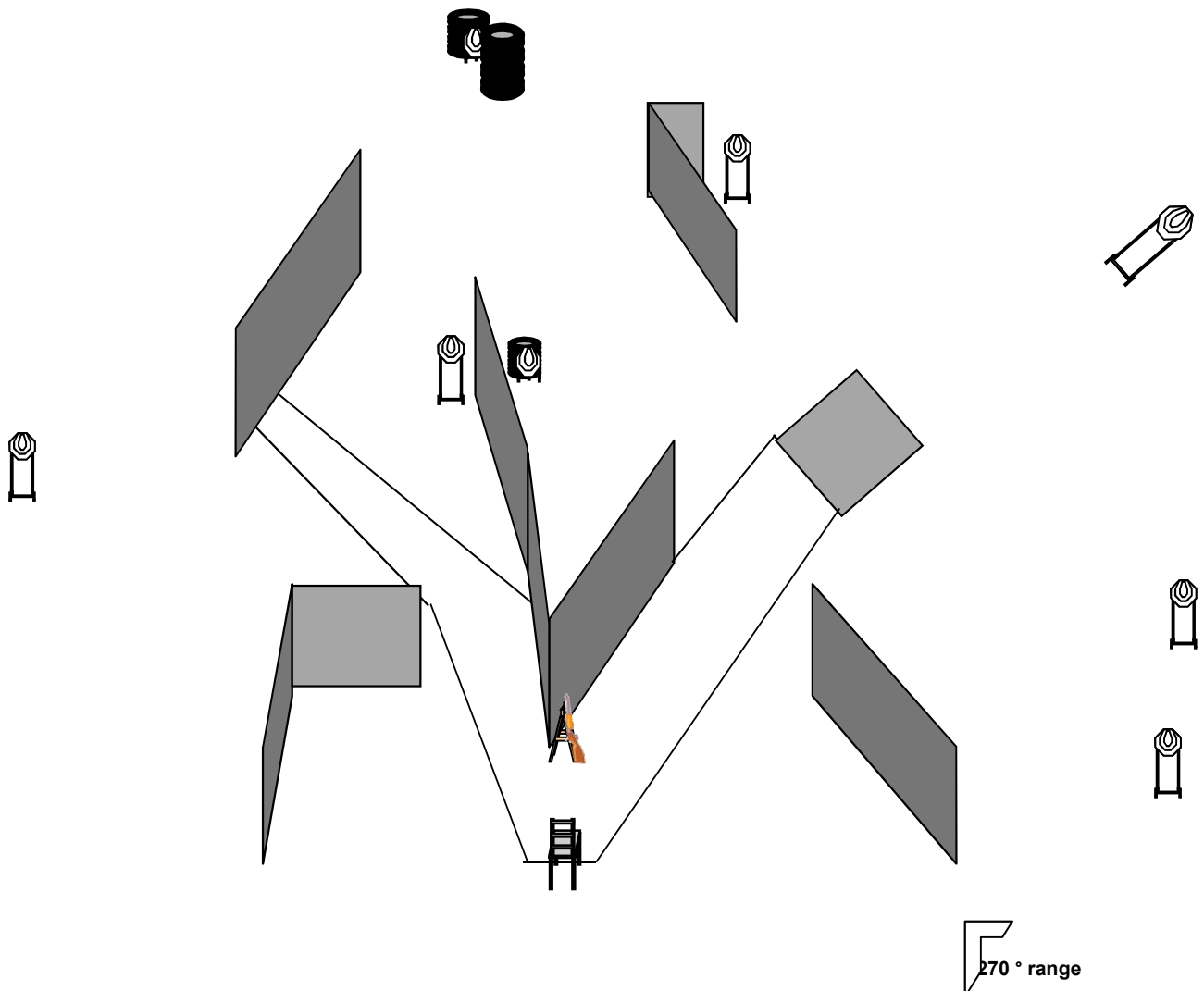
SHOTGUN STAGE 3 **MEDIUM COURSE for BUCKSHOT AMMO**

Targets:	8 IPSC Targets	Number of rounds to be scored: 8	Possible
Poppers:		points:	80
Plates:		Distance:	12 35m
No shoot targets:		Time start:	Audible signal

Shooter starts seated on chair with back touching, legs straight with ankles crossed and both hands on head as indicated by Range Official.

The shotgun is loaded option 2 and placed in gun rack with muzzle up .

On signal engage targets from within the designated area.

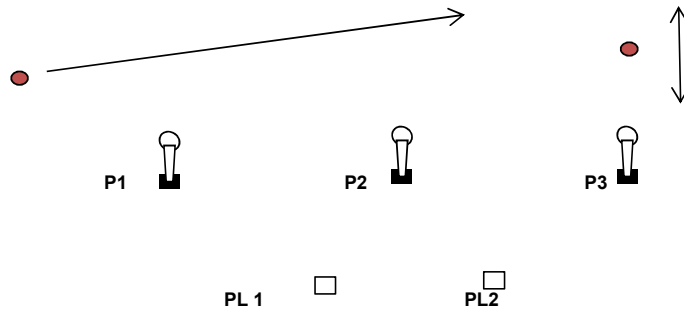


<u>Notes for stage builder</u>	<u>Notes for Range Officer</u>
	This is a 270° range.

SHOTGUN STAGE 4
SHORT COURSE Bird shot

Poppers: 3	Number of rounds to be scored: 7
Plates: 2	Possible points: 45
Frangibles: 2	Distance: 12 to 20m
	Start: On audible signal.

The competitor starts standing anywhere in the demarcated area.
On signal engage targets as they become visible from within the demarcated area.
P1 will activate C1 and P3 will activate C2 both will score double. The RO's call on the frangibles is final

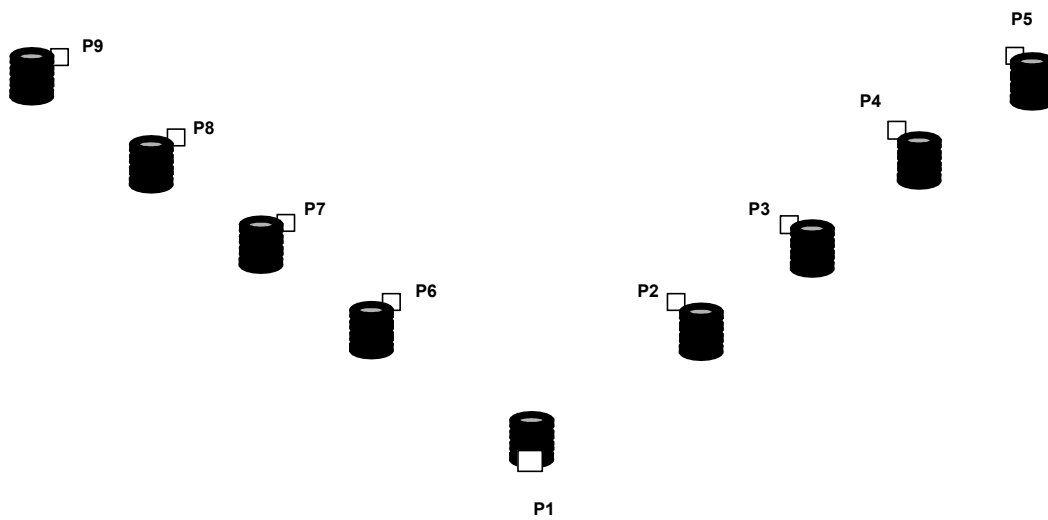


Notes for Stage Builder	Notes for Range Officer

SHOTGUN STAGE 5
SHORT COURSE Bird Shot

IPSC Poppers: 0	Number of rounds to be scored: 9
Plates: 9	Possible points: 45
No Shoots: 0	Distance: 7 - 20m
	Start: On audible signal.

The competitor starts standing any where in demarcated area.
The Shotgun is loaded option 1.
On signal engage targets as they become visible from within the demarcated area.

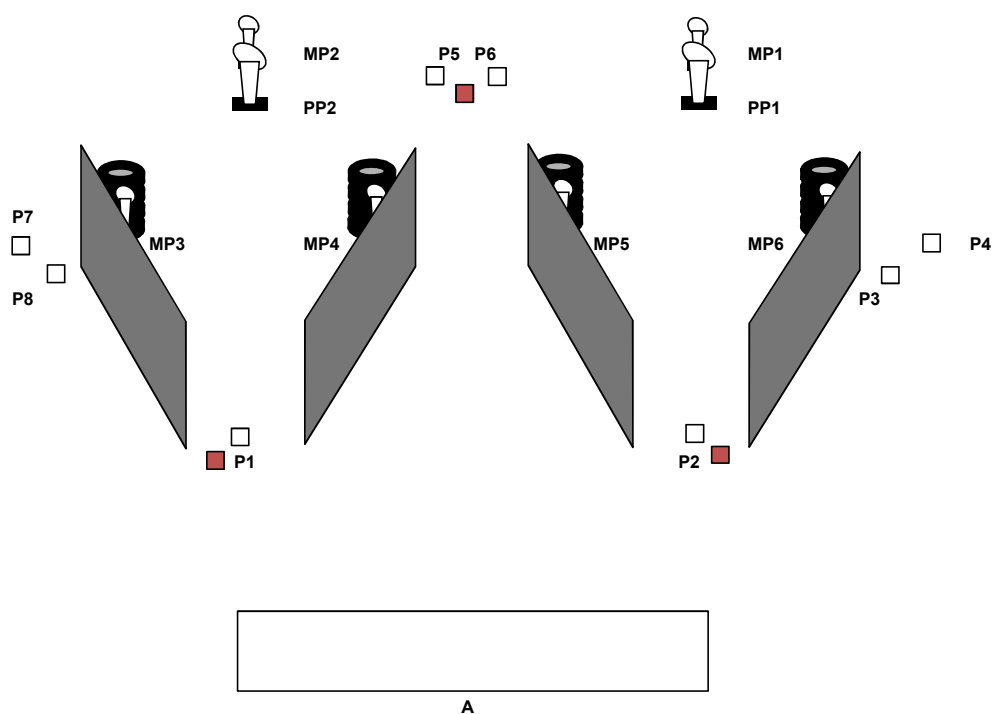


Notes for Stage Builder Place plates that no more than three plates are vissible ay any one time	Notes for Range Officer
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SHOTGUN STAGE 6
MEDIUM COURSE Bird Shot

IPSC Poppers:	2	Number of rounds to be scored:	16
IPSC Mini Poppers:	6	Possible points:	80
Plates:	8	Distance:	7 - 20m
No Shoots:	3	Start:	On audible signal.

The competitor starts standing with both heels touching at A.
The Shotgun is loaded option 2.
On signal engage targets as they become visible from within the demarcated area.



Notes for Stage Builder

MP4 and MP5 must be a tight shot for both left handed and right handed shooters (Weak shoulder ???)

Notes for Range Officer