COURSE DESIGNER: POLLA STAGE NAME: THIS IS MY HANDGUN... **MEDIUM COURSE**

HANDGUN STAGE 1

Targets: IPSC Poppers: 7 IPSC Targets

0

Plates:

3 square 300mmx300mm

No shoot targets:

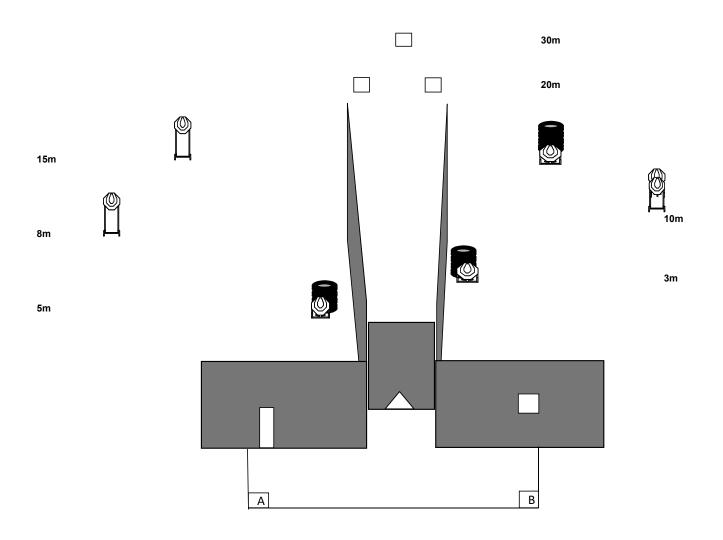
Minimum rounds: 17 85 Possible points:

Distance: 5 -40m Start: On audible signal.

The competitor starts standing relaxed facing downrange, with one foot on either A or B, hands at sides.

The handgun is loaded and holstered.

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

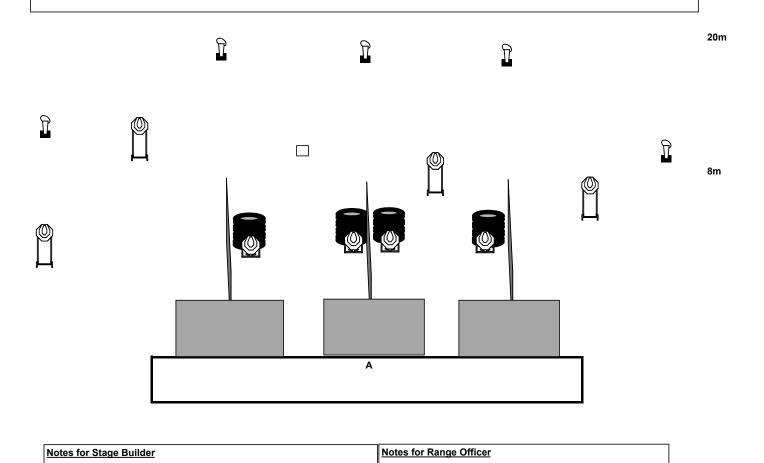


Notes for Stage Builder	Notes for Range Officer
Dimensions of shooting area: 1500mm x 6000mm	
P1 should only be visible from the prone position.	

COURSE DESIGNER : POLLA STAGE NAME: METALICCA LONG COURSE HANDGUN STAGE 2

Targets: 8 22 Minimum rounds: IPSC Poppers: 5 110 Possible points: Plates: 1 200mm square Distance: 3 - 20m 0 No shoot targets: Start: On audible signal.

The competitor starts standing relaxed facing downrange hands on marks at A. The handgun is unloaded and holstered. On signal engage targets as they become visible from within the demarcated area.



COURSE DESIGNER: POLLA STAGE NAME: MIXED UP **MEDIUM COURSE**

HANDGUN STAGE 3

IPSC Targets:

IPSC Poppers: Plates:

5 square plates (300 x 300mm)

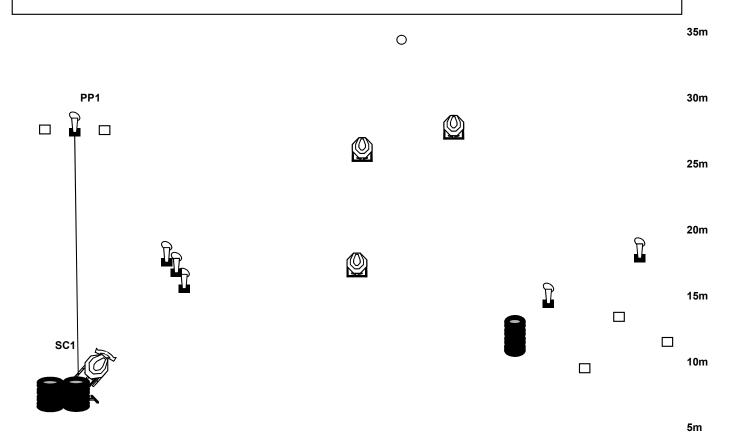
1 round plates of 200mm

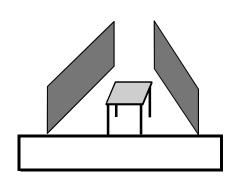
Minimum rounds: 20 Possible points: 100

Distance: 9-35m

Start: On audible signal.

The competitor starts standing relaxed facing uprange, hands hanging at sides, anywhere in shooting area. The handgun is loaded with magazine in and chamber empty, and placed on the table with all mags to be used. Engage targets as they become visible from within the demarcated area. PP1 will activate S1 which will remain visible and carry mis penalties.





Notes for Stage Builder

The round plates should be spiders.

AT THE TRIO OF POPPERS, SHOTGUN SHOULD BE ABLE TO SHOOT AT LEAST TWO DOWN WITH ONE SHOT.

Notes for Range Officer

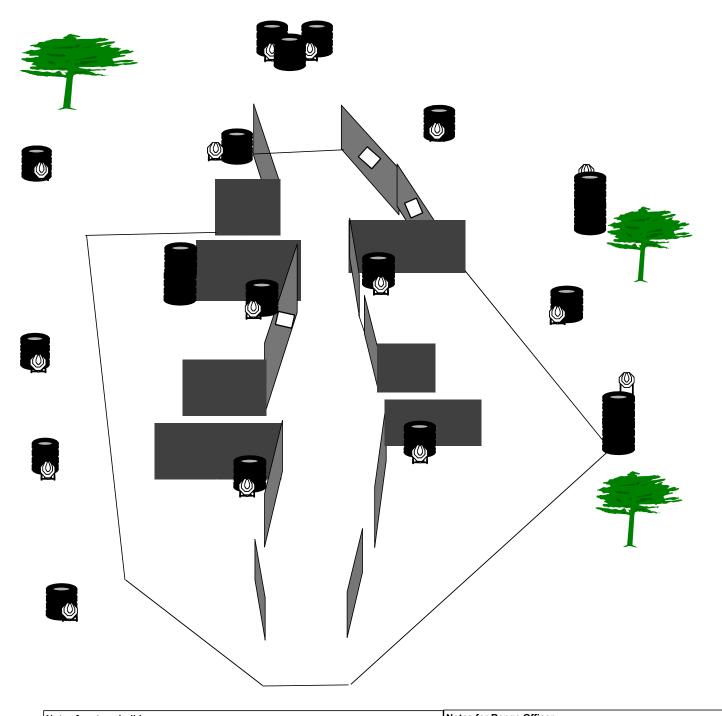
Loaded guns must be placed on the table, SAFETY ON.

COURSE DESIGNER : POLLA RANGE NAME: RUNNER LONG COURSE HANDGUN STAGE 4

Targets:	15 IPSC Targets	Minimum rounds:	30
Poppers:	0	Possible points:	150
No shoot targets:	0	Distance:	5 - 15m
-		Time start:	Audible signal

The competitor starts standing relaxed facing downrange, anywhere in the demarcated area. Hands surrender. 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
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COURSE DESIGNER: POLLA STAGE NAME: BUS-Y LONG COURSE

HANDGUN STAGE 5

Targets: 15 IPSC Targets

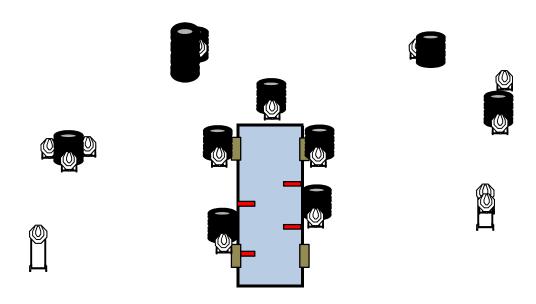
IPSC Poppers: 0 No shoot targets: 0

Minimum rounds: 30 Possible points: 150 Distance: 5 - 15m

Start: On audible signal.

The competitor starts standing relaxed facing downrange, anywhere inside the bus, hands on head. The handgun is loaded and holstered.

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



Notes for Stage Builder	Notes for Range Officer
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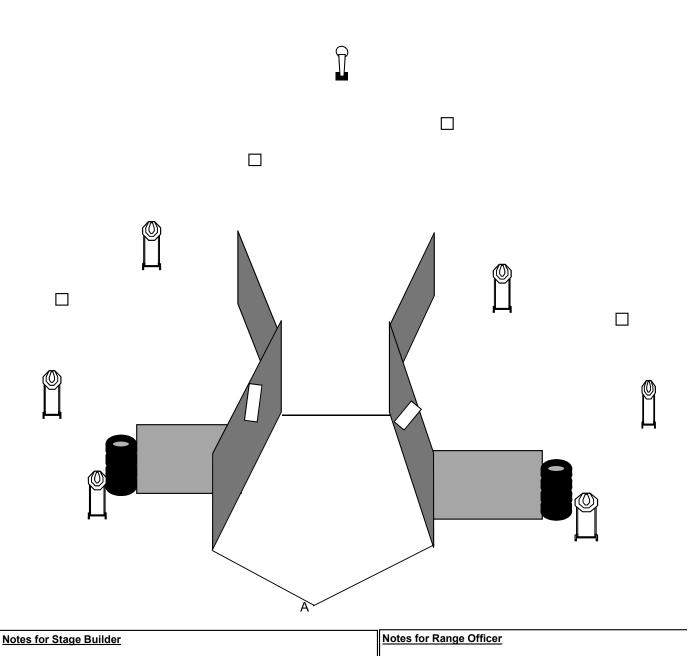
COURSE DESIGNER : POLLA STAGE NAME: BOB AND WEAVE MEDIUM COURSE HANDGUN STAGE 6

Targets: 6 Minimum rounds: 17
IPSC Poppers: 1 Possible points: 85
Plates: 4 square 200mm Distance: 7-25m

No shoot targets: 0 Start: On audible signal.

The competitor starts standing relaxed facing downrange with one heel touching at A. Hands at sides. The handgun is loaded and holstered

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



COURSE DESIGNER: POLLA STAGE NAME: RUN FORREST RUN **MEDIUM COURSE**

HANDGUN STAGE 7

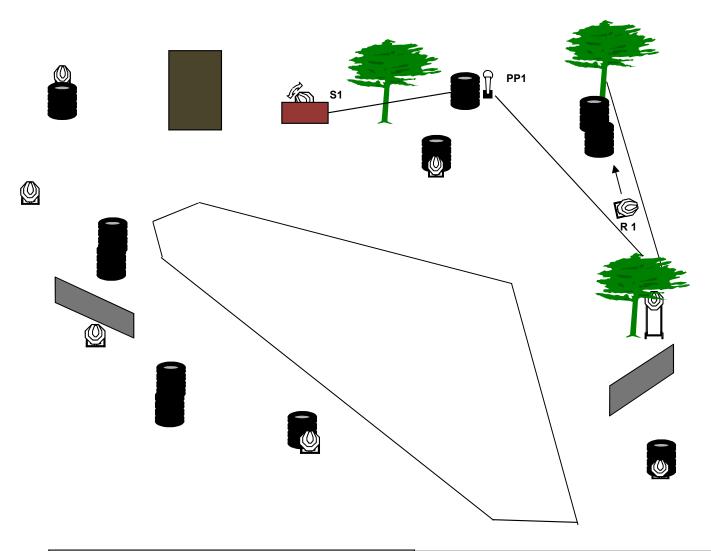
Targets: IPSC Poppers: 9 IPSC Targets Minimum rounds: 19 1 Possible points: 95 No shoot targets: 0

Distance: 6 - 15m On audible signal. Start:

The competitor starts standing relaxed with one heel touching A, hands at sides.

The handgun is loaded and holstered.

On signal engage all targets from within the demarcated area.
PP1 will activate moving targets R1 and S1 which will remain visible.



Notes for Stage Builder Notes for Range Officer

COURSE DESIGNER : POLLA COURSE NAME: VIETNAM! LONG COURSE HANDGUN STAGE 8

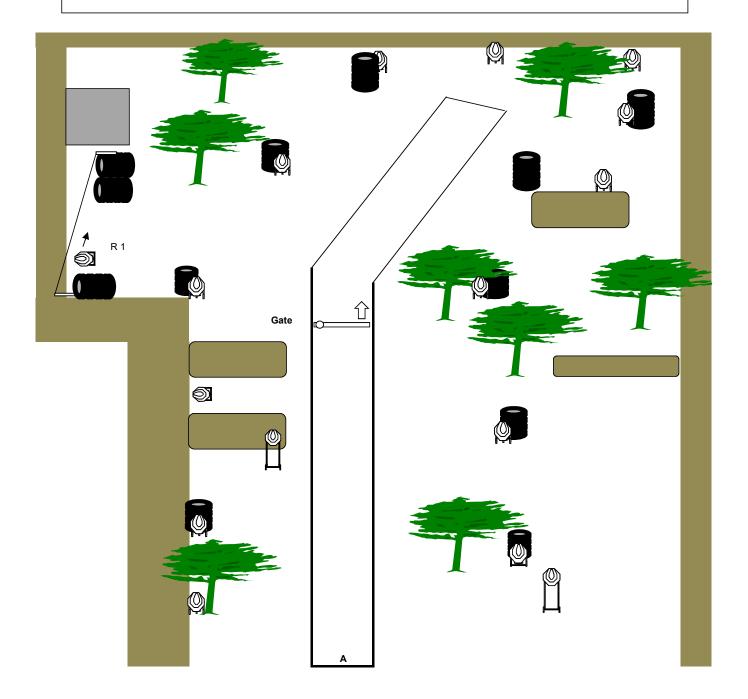
Targets:19 IPSC TargetsMinimum rounds:32IPSC Poppers:0Possible points:160Plates:0Distance:5 - 18mNo shoot targets:Start:On audible signal.

The competitor starts standing with one heel touching A.

The handgun is loaded holsterd.

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

Moving through the gate will activate moving target R1 which will disappear.



Notes for stage builder	Notes for Range Officer