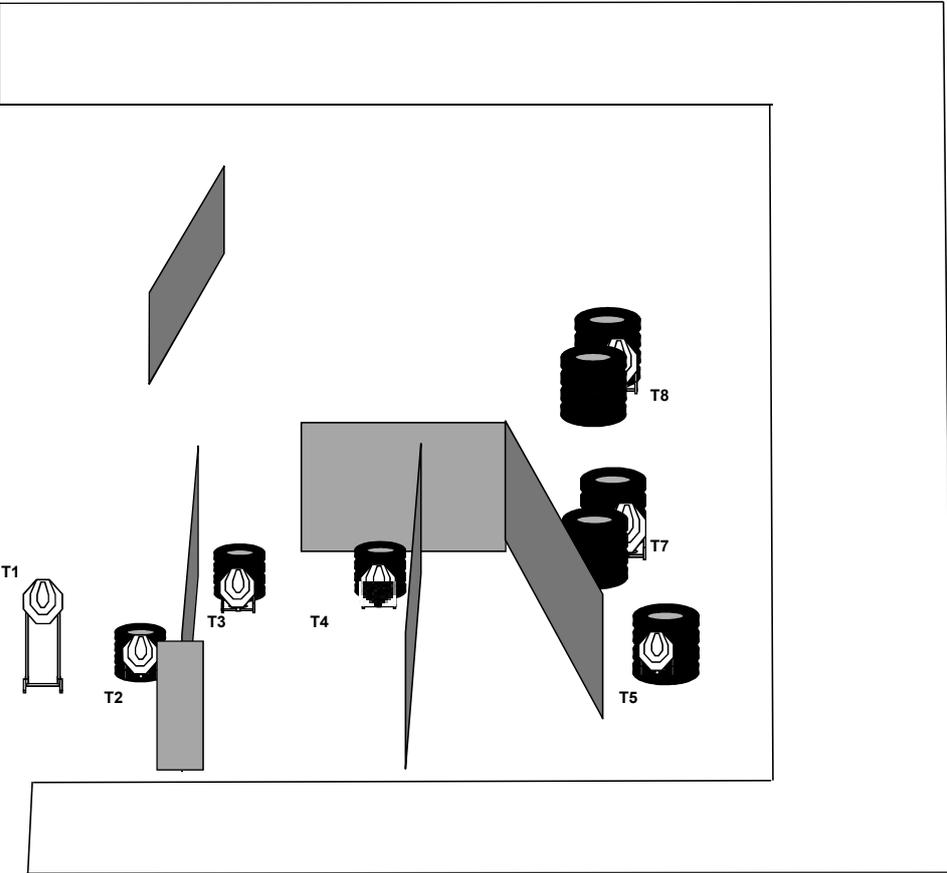
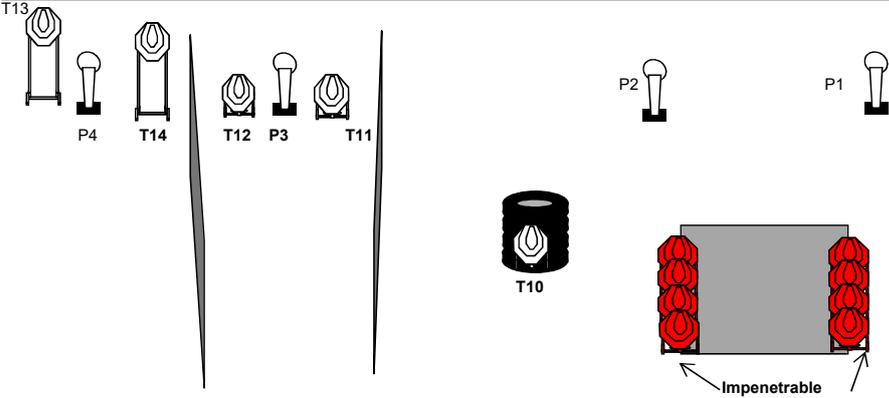


Stage 1 LONG COURSE

<p>Targets: 14 IPSC Target</p> <p>Poppers: 4</p> <p>No shoot targets: 8</p>	<p>Minimum rounds: 32</p> <p>Possible points: 160</p> <p>Distance: 3-30m</p> <p>Start: On audible signal.</p>
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The competitor starts anywhere in the demarcated area.
On signal engage targets as they become visible from within the demarcated area.



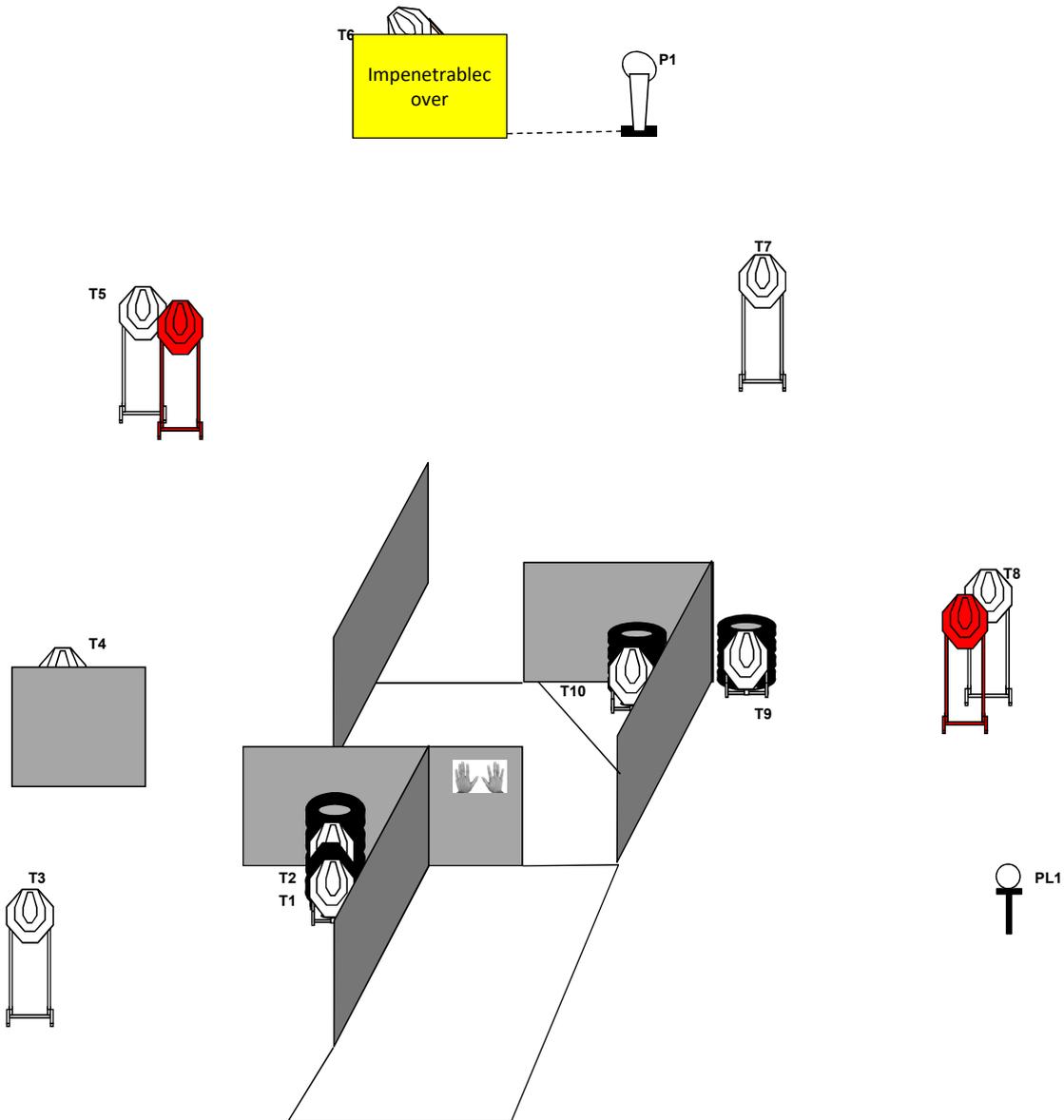
Notes for Stage Builder
Targets will be visible from further or closer positions offering time rewards but having risks.
The 9 shot rule will be adhered to.

Notes for Range Officer
Advise all competitors that a delegate be appointed by the competitor to verify his scores. A competitor or deligate who fails to verify his scores during the scoring process loses all right of appeal in respect of scored targets. Rule 9.6.2, 3, 4, 5

Stage 2 MEDIUM COURSE

Targets:	10 IPSC Targets	Minimum rounds:	22
Plates:	1	Possible points:	110
Poppers:	1	Distance:	5-20m
No shoot targets:	2	Start:	On audible signal.

The competitor starts with both hands on the demarcated area as demonstrated.
 The gun is unloaded and holstered.
 On signal engage targets as they become visible from within the demarcated area.
 P1 will activate T6.



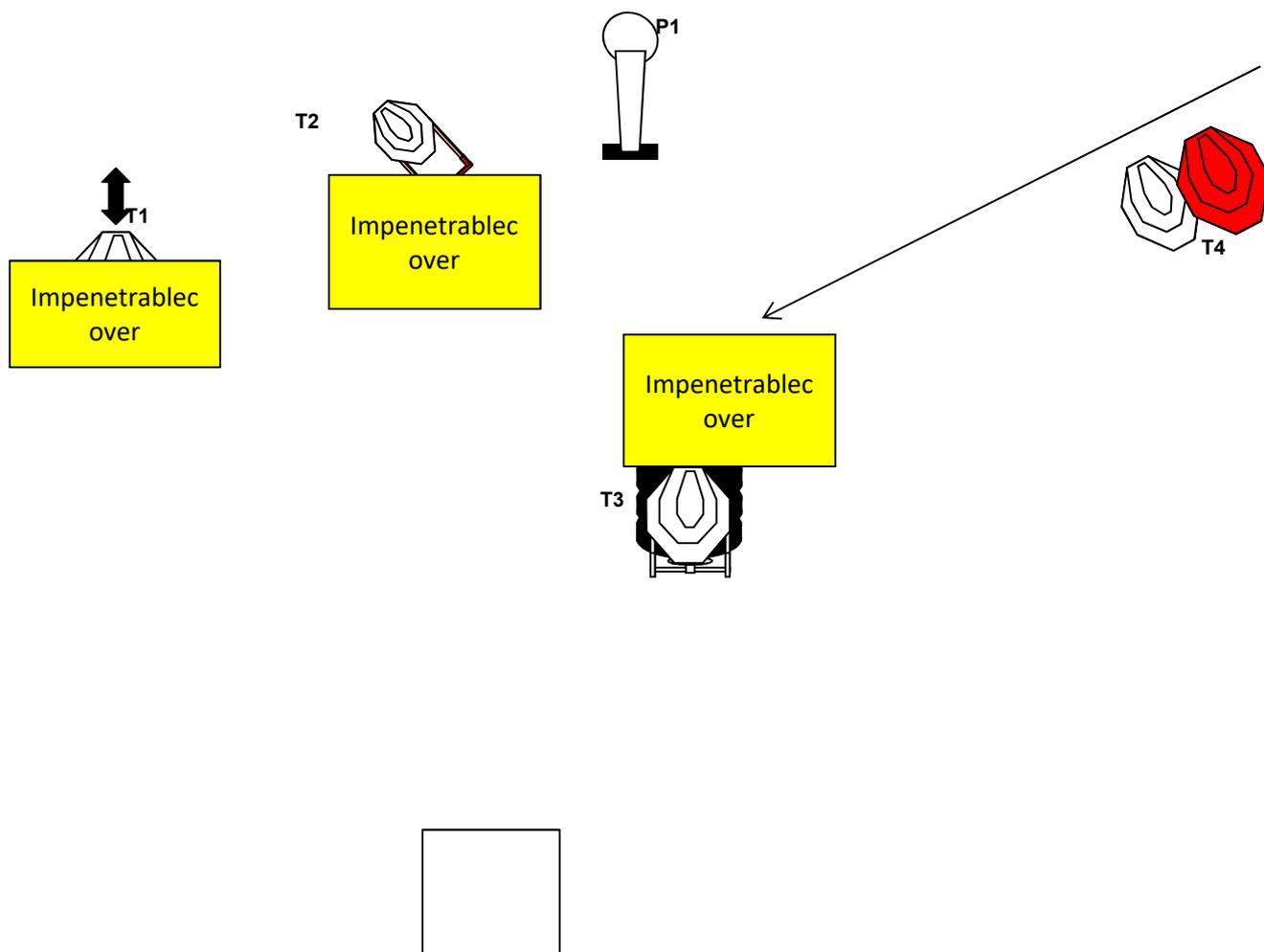
Notes for Stage Builder
 Plain forward fun stage.

Notes for Range Officer
 Advise all competitors that a delegate be appointed by the competitor to verify his scores. A competitor or deligate who fails to verify his scores during the scoring process loses all right of appeal in respect of scored targets. Rule 9.6.2, 3, 4, 5

Stage 3 SHORT COURSE

Targets: 4 IPSC Targets Plates: 0 Poppers: 1 No shoot targets: 1	Minimum rounds: 9 Possible points: 45 Distance: 5- 12m Start: On audible signal.
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The competitor starts anywhere in demarcated area.
 On signal engage targets as they become visible from within the demarcated area.
 P1 will activate T1, T2. T4 will disappear.

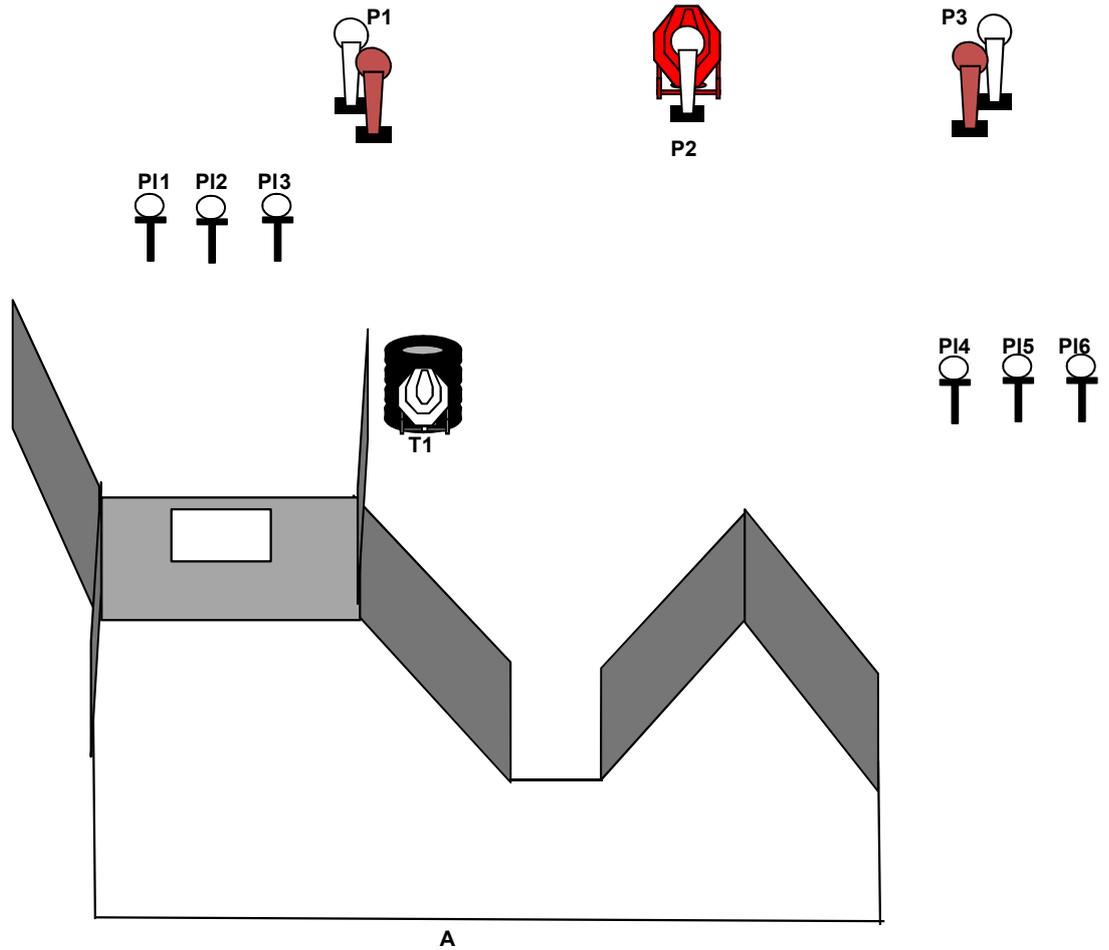


<p>Notes for Stage Builder Different shooting speeds will dictate how the stage will be shot. The competitor that over estimates his ability will suffer the consequences.</p>	<p>Notes for Range Officer Advise all competitors that a delegate be appointed by the competitor to verify his scores. A competitor or deligate who fails to verify his scores during the scoring process loses all right of appeal in respect of scored targets. Rule 9.6.2, 3, 4, 5</p>
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Stage 4
SHORT COURSE

Targets:	1 IPSC Targets	Minimum rounds:	11
Plates:	6	Possible points:	55
Poppers:	3	Distance:	7- 18m
No shoot targets:	3	Start:	On audible signal.

The competitor starts with heels touching at A.
On signal engage targets as they become visible from within the demarcated area.

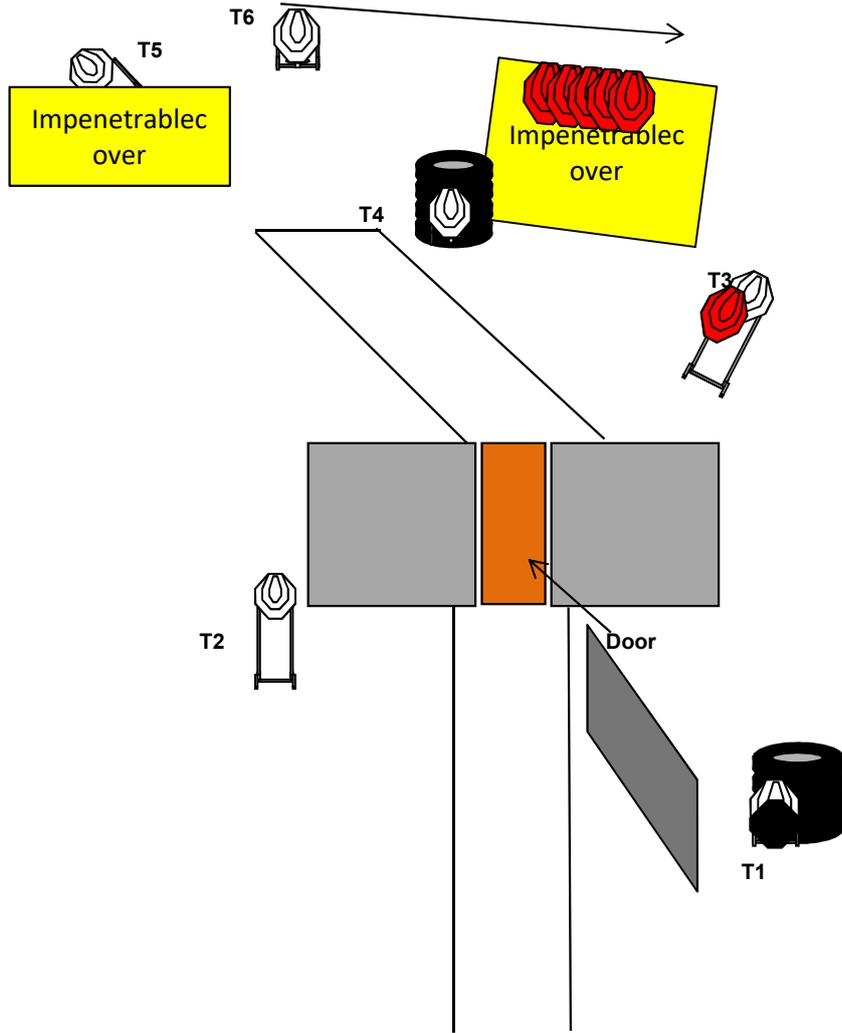


<p>Notes for Stage Builder No shoot plates in front of P1 & P3 will be placed that it is tight shots from the middle aperture but easiers from the outer edges. Thus offering risky shots for time reward.</p>	<p>Notes for Range Officer Advise all competitors that a delegate be appointed by the competitor to verify his scores. A competitor or deligate who fails to verify his scores during the scoring process loses all right of appeal in respect of scored targets. Rule 9.6.2, 3, 4, 5</p>
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Stage 5 SHORT COURSE

Targets: 6 IPSC Targets Plates: 0 Poppers: 0 No shoot targets: 6	Minimum rounds: 12 Possible points: 60 Distance: 5- 17m Start: On audible signal.
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The competitor starts anywhere in the demarcated area.
 On signal engage targets as they become visible from within the demarcated area.
 Moving through the door will activate T6. T6 will activate T5.

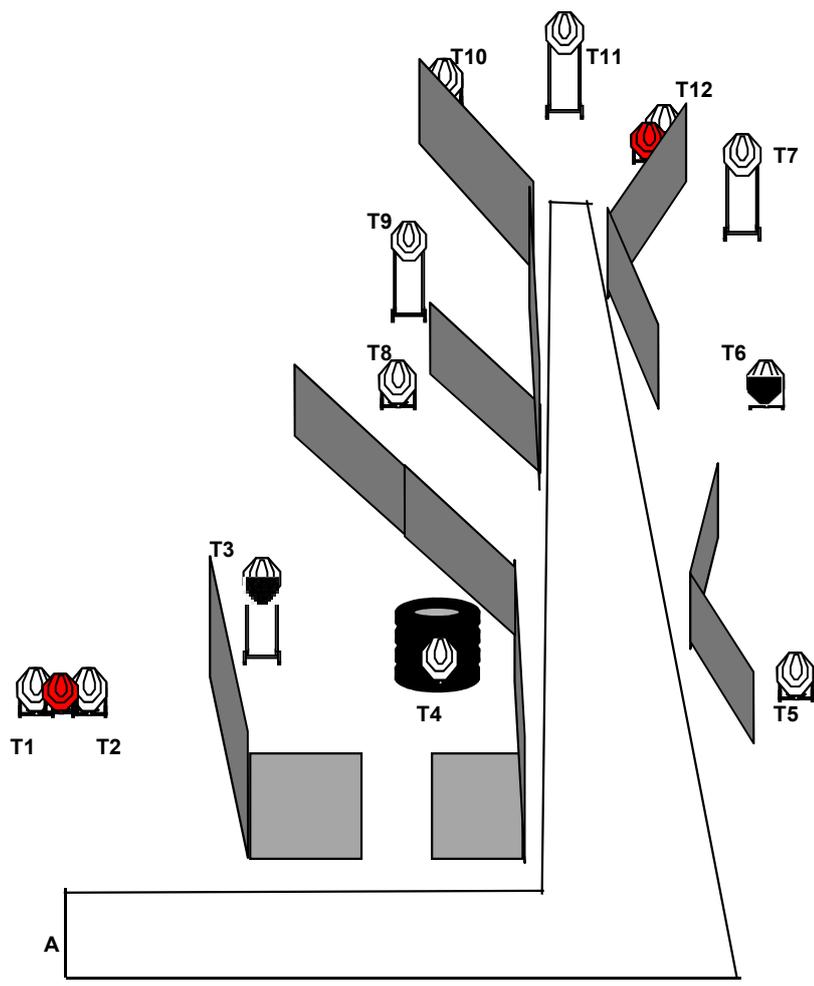


<p>Notes for Stage Builder From the time the door is opened it will be the decision of the competitor when to engage the runner.</p>	<p>Notes for Range Officer Advise all competitors that a delegate be appointed by the competitor to verify his scores. A competitor or delegate who fails to verify his scores during the scoring process loses all right of appeal in respect of scored targets. Rule 9.6.2, 3, 4, 5</p>
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Stage 6 MEDIUM COURSE

Targets: 12 IPSC Targets Plates: 0 Poppers: 0 No shoot targets: 2	Minimum rounds: 24 Possible points: 120 Distance: 3-15m Start: On audible signal.
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The competitor starts with toes touching at A as demonstrated.
 On signal engage targets as they become visible from within the demarcated area.



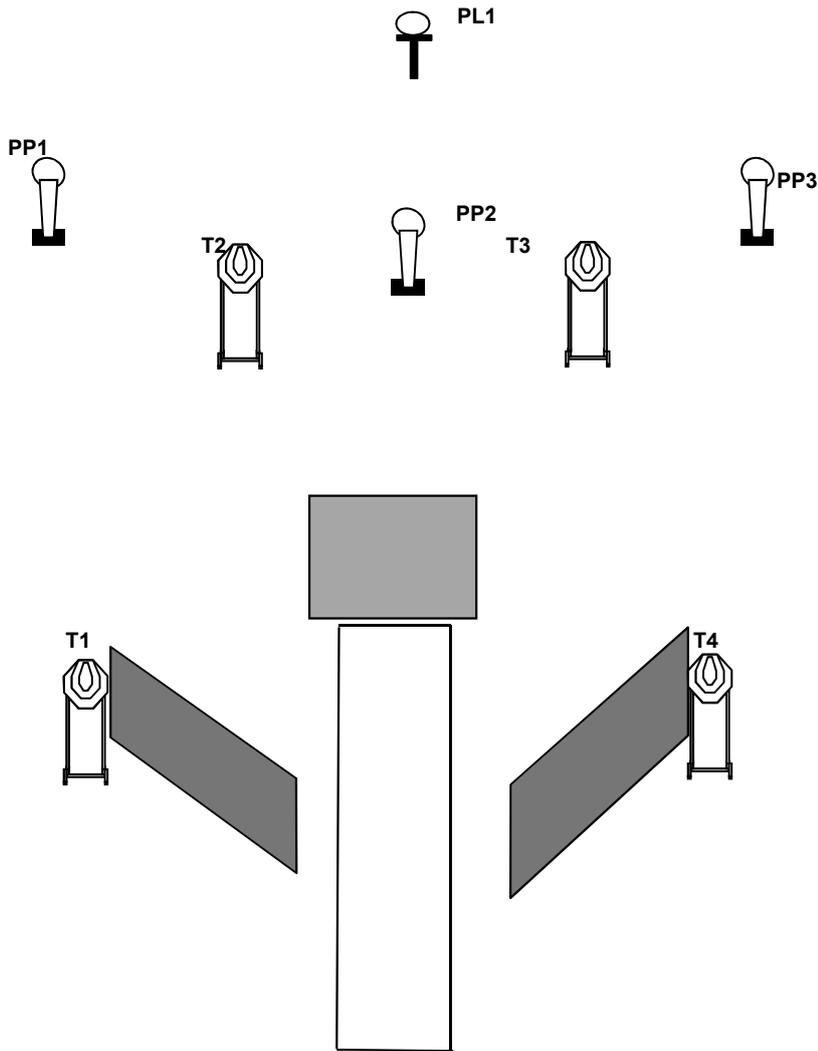
Notes for Stage Builder
 One of those "how fast can you go without making mistakes" stages.

Notes for Range Officer
 Advise all competitors that a delegate be appointed by the competitor to verify his scores. A competitor or delegate who fails to verify his scores during the scoring process loses all right of appeal in respect of scored targets. Rule 9.6.2, 3, 4, 5

Stage 7 SHORT COURSE

Targets: 4 IPSC Targets Plates: 1 Poppers: 3 No shoot targets: 0	Minimum rounds: 12 Possible points: 60 Distance: 5- 20m Start: On audible signal.
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The competitor starts anywhere in the demarcated area.
 On signal engage targets as they become visible from within the demarcated area.



Notes for Stage Builder

Offering either longer range freestyle shooting or weakhand, strong hand around the barricade.

Notes for Range Officer

Advise all competitors that a delegate be appointed by the competitor to verify his scores. A competitor or deligate who fails to verify his scores during the scoring process loses all right of appeal in respect of scored targets. Rule 9.6.2, 3, 4 ,5

Barricades are not part of the shooting area.