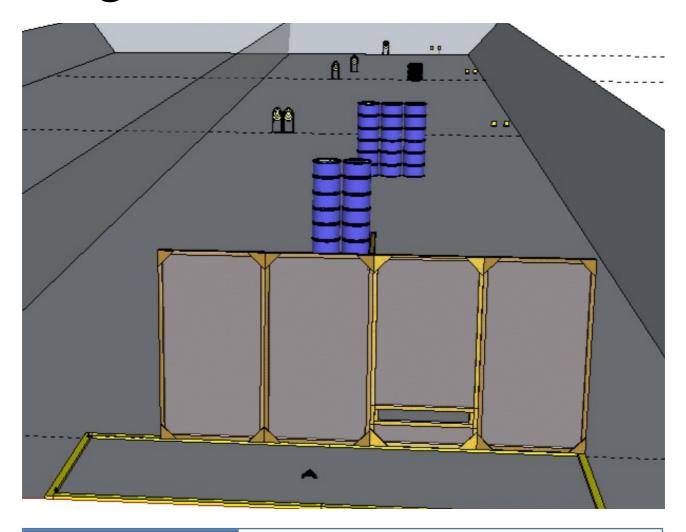
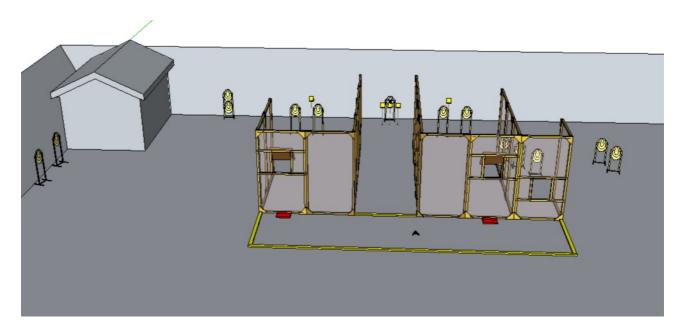


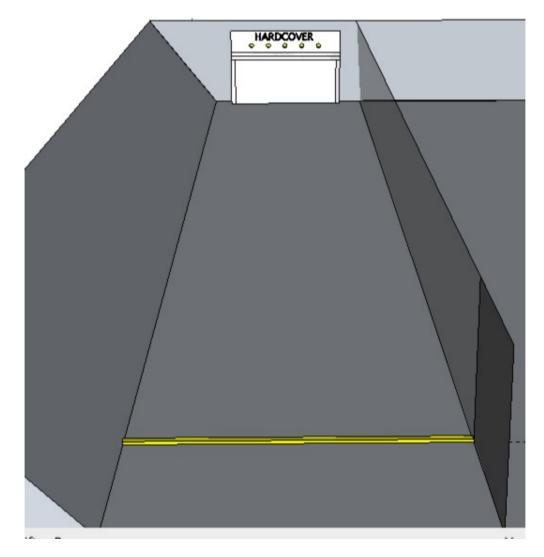
Stage number	1
Stage name	Moving forward.
Type of course	Medium course.
Targets	6 IPSC Mini Targets, 2 Plates.
Maximum points	70
Minimum rounds	14
Distances	15-60m
Starting condition	Normal standing at X facing downrange. Rifle loaded (Option 1), held with both hands.
Time starts	Audible signal
Procedure	After start signal engage all targets, as they become visible when moving down range in designated area



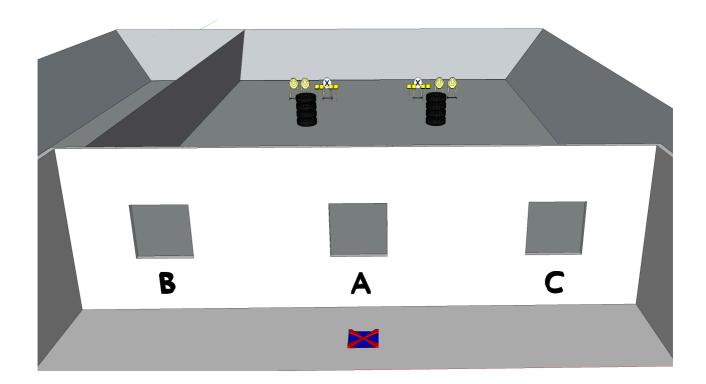
Stage number	2
Stage name	Shooting sideways.
Type of course	Medium course.
Targets	5 IPSC Mini Targets, 6 Plates.
Maximum points	80
Minimum rounds	16
Distances	30-60m
Starting condition	Normal standing at Area A facing downrange. Rifle loaded (Option 1), held with both hands.
Time starts	Audible signal
Procedure	After start signal engage all targets, staying inside area A.



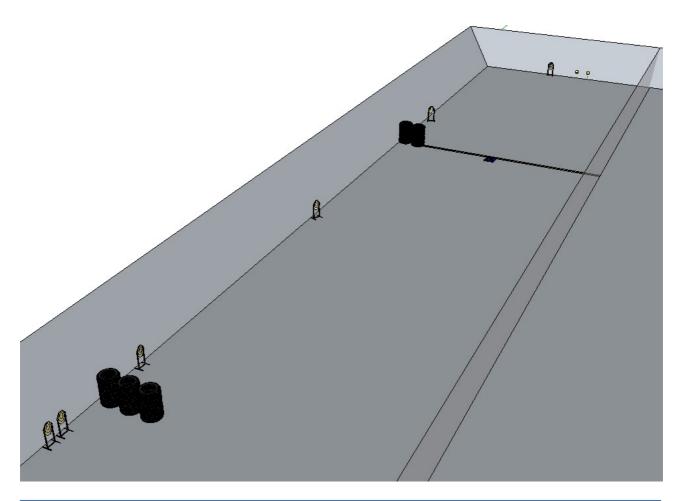
Stage number	3
Stage name	Stepping on pedals
Type of course	Long course.
Targets	13 IPSC Mini Targets, 5 Plates, 1 no-shoot.
Maximum points	155
Minimum rounds	31
Distances	3-9m
Starting condition	Normal standing at Area A facing downrange. Rifle loaded (Option 1), held with both hands.
Time starts	Audible signal
Procedure	After start signal engage all targets, as they become visible when moving in designated area. The port hatches are operated by foot pedal. The foot pedal must be pressed down to open and keep open port hatch.



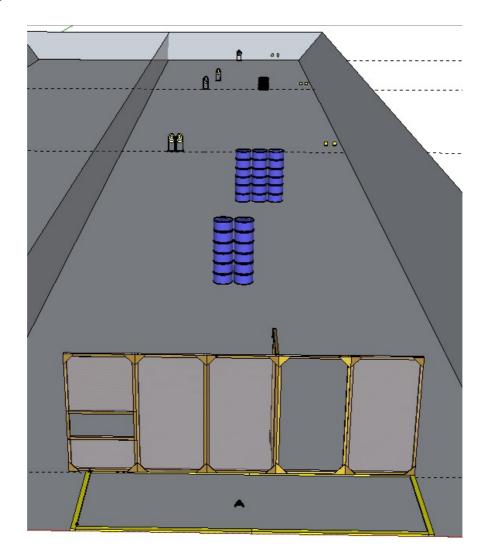
Stage number	4
Stage name	Pop the plates
Type of course	Short course.
Targets	5 Plates.
Maximum points	25
Minimum rounds	5
Distances	20m
Starting condition	Normal standing at designated area facing downrange. Rifle loaded (Option 1), held with both hands.
Time starts	Audible signal
Procedure	After start signal engage all targets in designated area.



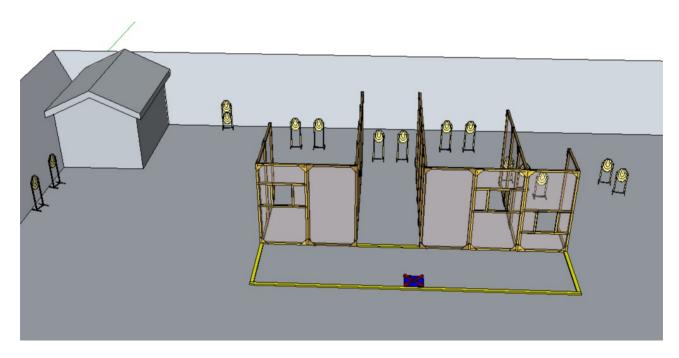
Stage number	5
Stage name	Three ports.
Type of course	Medium course.
Targets	4 IPSC Mini Targets, 8 Plates, 2 No-Shoots
Maximum points	80
Minimum rounds	16
Distances	15-20m
Starting condition	Normal standing at X facing downrange. Rifle loaded (Option 1), held with both hands.
Time starts	Audible signal
Procedure	After start signal engage all targets, shots must be fired through ports A, B or C.



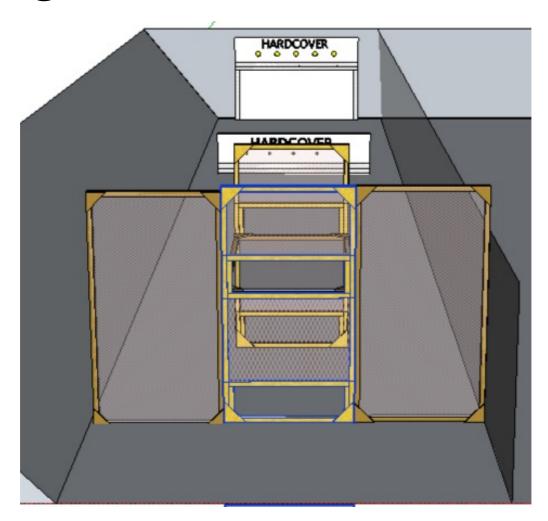
Stage number	6
Stage name	Moving backwards
Type of course	Medium course.
Targets	6 IPSC Mini Targets, 2 Plates.
Maximum points	70
Minimum rounds	14
Distances	15-60m
Starting condition	Normal standing at X facing downrange. Rifle loaded (Option 1), held with both hands.
Time starts	Audible signal
Procedure	After start signal engage all targets, as they become visible when moving up range in designated area.



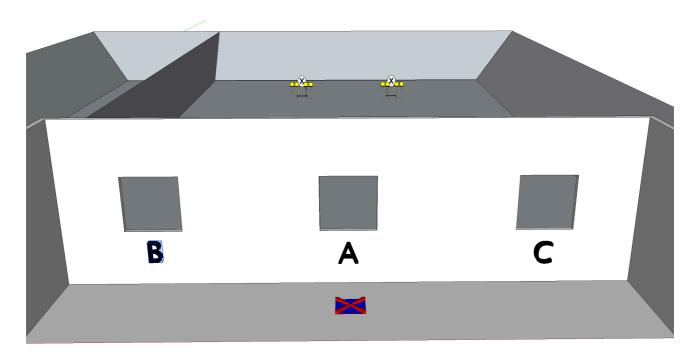
Stage number	7
Stage name	Three distances.
Type of course	Medium course.
Targets	5 IPSC Mini Targets, 6 Plates.
Maximum points	80
Minimum rounds	16
Distances	30-60m
Starting condition	Normal standing at Area A facing downrange. Rifle loaded (Option 1), held with both hands.
Time starts	Audible signal
Procedure	After start signal engage all targets, staying inside area A.



Stage number	8
Stage name	Moving around
Type of course	Long course.
Targets	15 IPSC Mini Targets.
Maximum points	150
Minimum rounds	30
Distances	3-9m
Starting condition	Normal standing at X facing downrange. Rifle loaded (Option 1), held with both hands.
Time starts	Audible signal
Procedure	After start signal engage all targets, as they become visible when moving in designated area.



Stage number	9
Stage name	Double pop
Type of course	Medium course.
Targets	10 Plates.
Maximum points	50
Minimum rounds	10
Distances	20m
Starting condition	Normal standing at designated area facing downrange. Rifle loaded (Option 1), held with both hands.
Time starts	Audible signal
Procedure	After start signal engage all targets in designated area.



Stage number	10
Stage name	Plates through ports.
Type of course	Short course.
Targets	8 Plates, 2 No-shoots
Maximum points	40
Minimum rounds	8
Distances	15-20m
Starting condition	Normal standing at X facing downrange. Rifle loaded (Option 1), held with both hands.
Time starts	Audible signal
Procedure	After start signal engage all targets, shots must be fired through ports A, B or C.