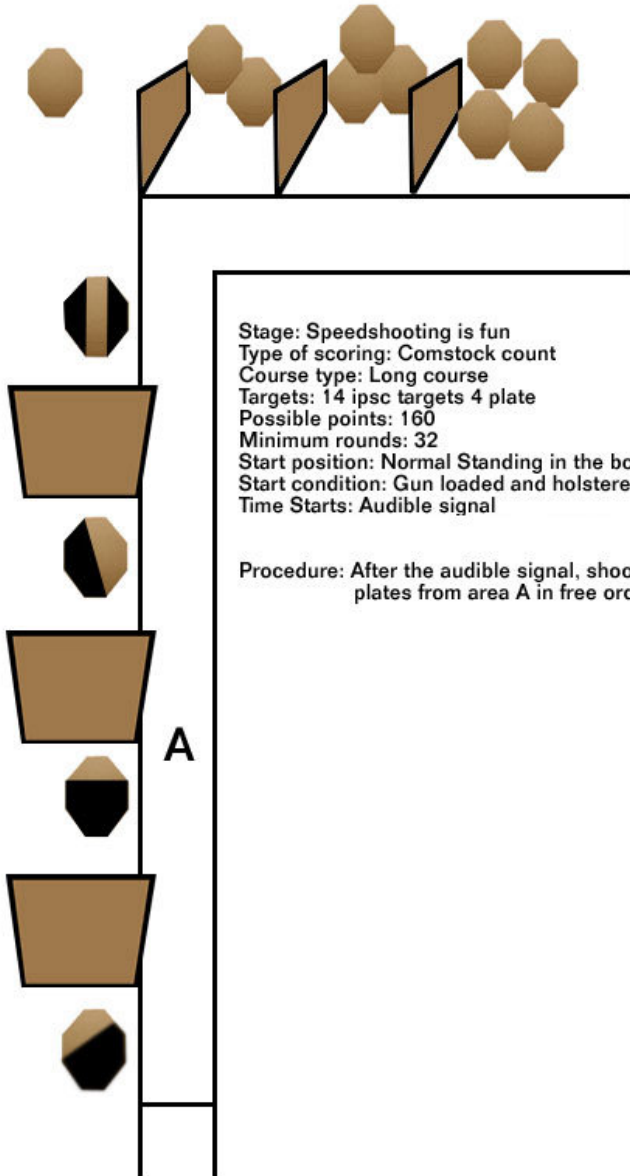


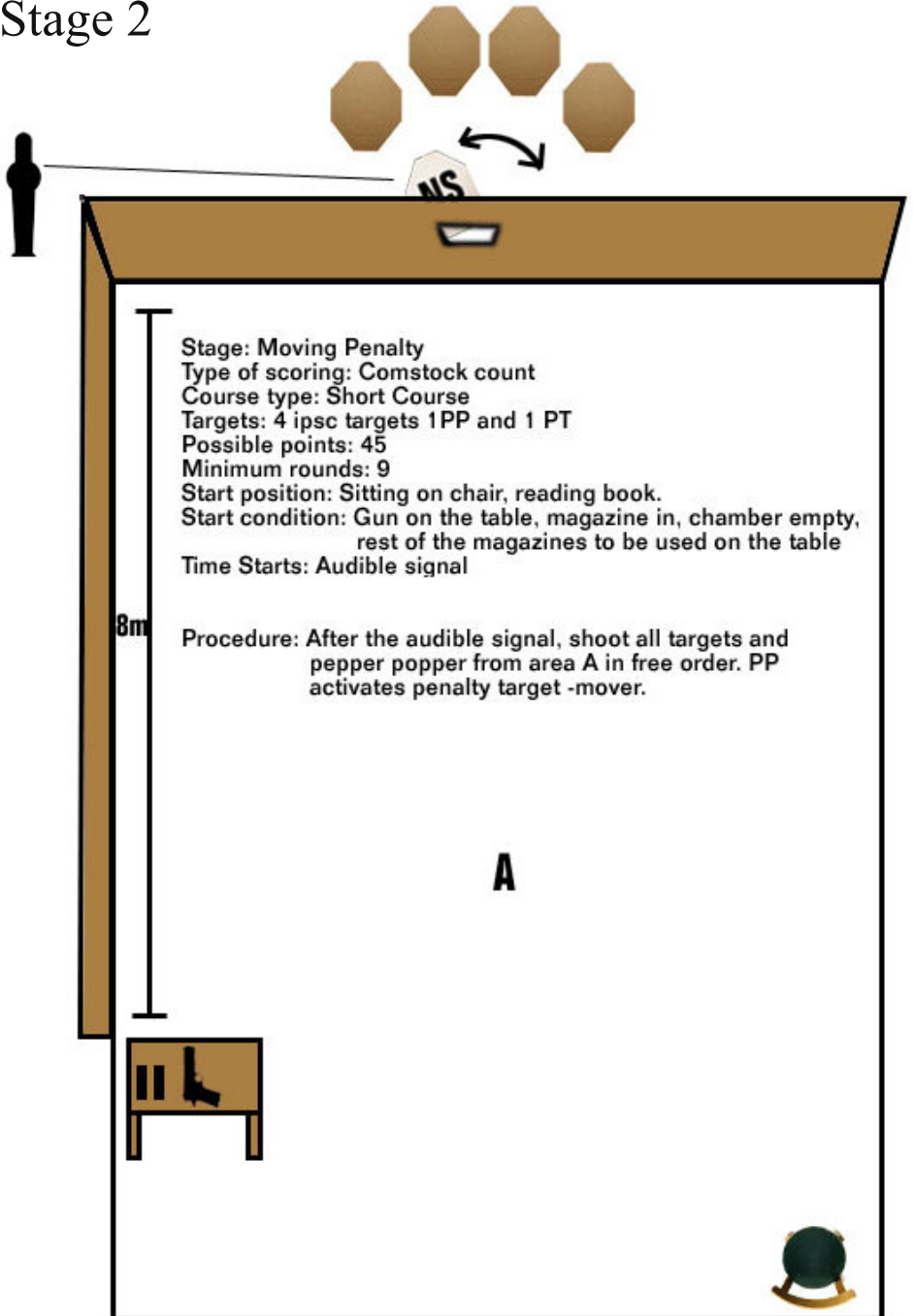
Stage 1



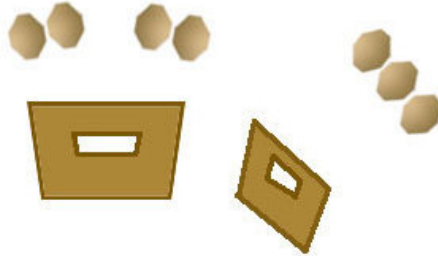
Stage: Speedshooting is fun
Type of scoring: Comstock count
Course type: Long course
Targets: 14 ipsc targets 4 plate
Possible points: 160
Minimum rounds: 32
Start position: Normal Standing in the box, facing targets.
Start condition: Gun loaded and holstered
Time Starts: Audible signal

Procedure: After the audible signal, shoot all targets and plates from area A in free order.

Stage 2

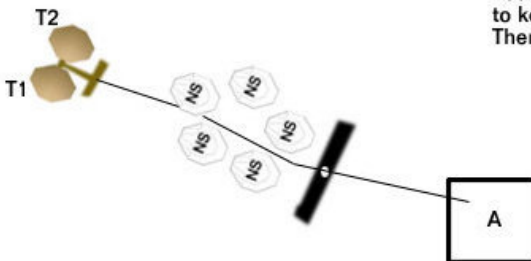


Stage 3

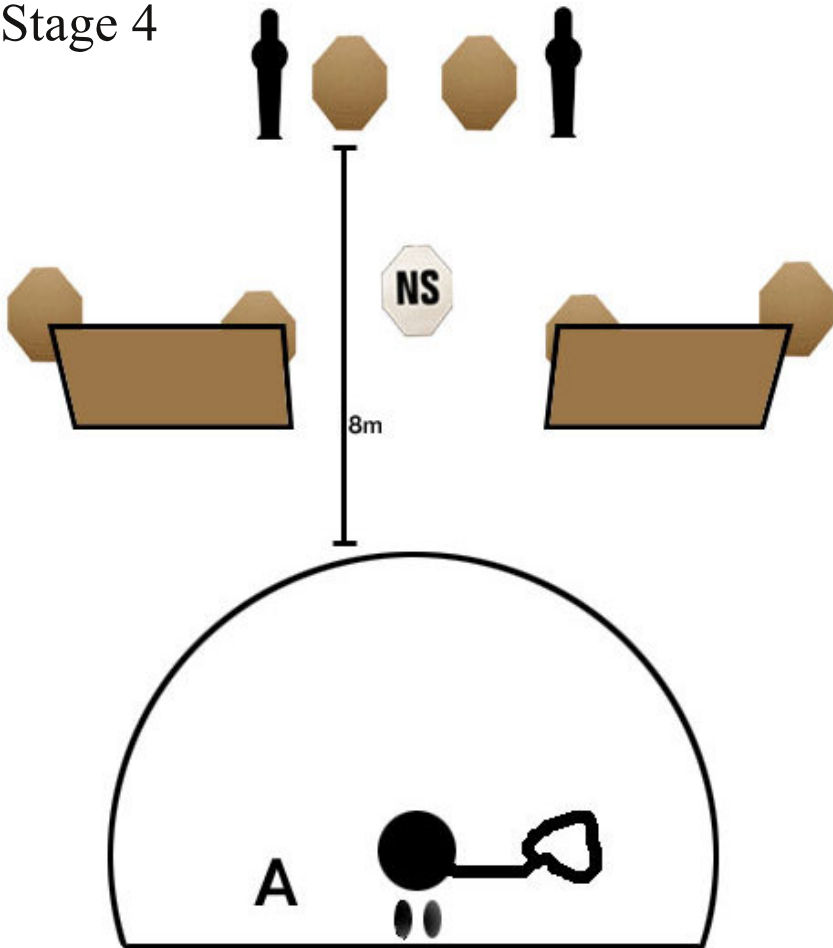


Stage:
Type of scoring: Comstock count
Course type: Long course
Targets: 14 ipsc targets 5 Penalty targets
Possible points: 140
Minimum rounds: 28
Start position: Normal Standing in the box, facing targets.
Start condition: Gun loaded and holstered
Time Starts: Audible signal

Procedure: After signal take the string and pull up two classic targets T1 and T2. You must keep tension on the string to keep T1 and T2 visible. Then shoot all targets in free order.



Stage 4



Stage: Human Jojo

Type of scoring: Comstock count

Course type: Medium course

Targets: 6 ipsc targets 2PP and 1 PT

Possible points: 70

Minimum rounds: 14

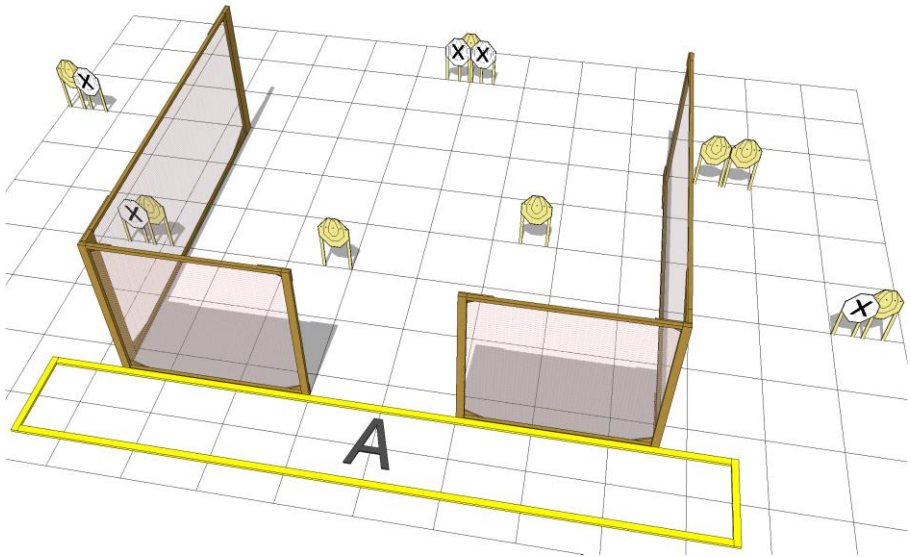
Start position: Normal Standing, feet on marked place, rubber band attached on the shooter

Start condition: Gun loaded and holstered

Time Starts: Audible signal

Procedure: After the audible signal, shoot all targets and poppers from area A in free order

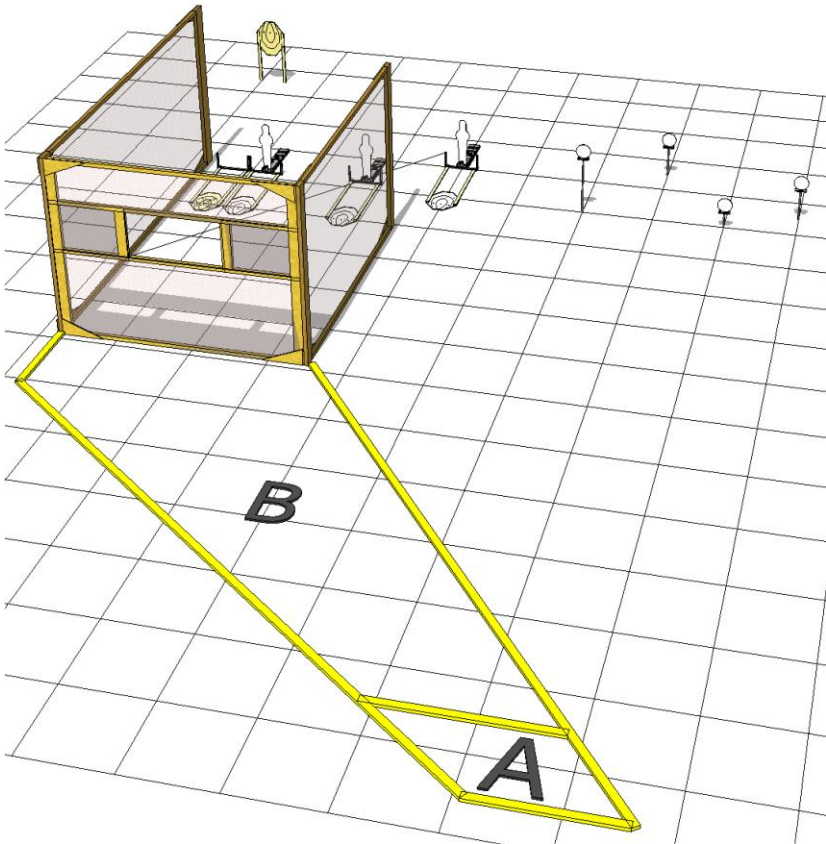
Stage 5



Course type:	Medium course, Comstock count		
Targets:	8 IPSC, no-shoots		
Distance to targets:	2–15 m	Start signal:	Audible signal
Maximum points:	80	Minimum rounds:	16

Gun ready condition: magazine and chamber loaded, safety on
Start position: Normal standing inside area A, gun holstered
Procedure: Shoot all targets free order and free style from area A. Two best hits per paper target are scored.

Stage 6



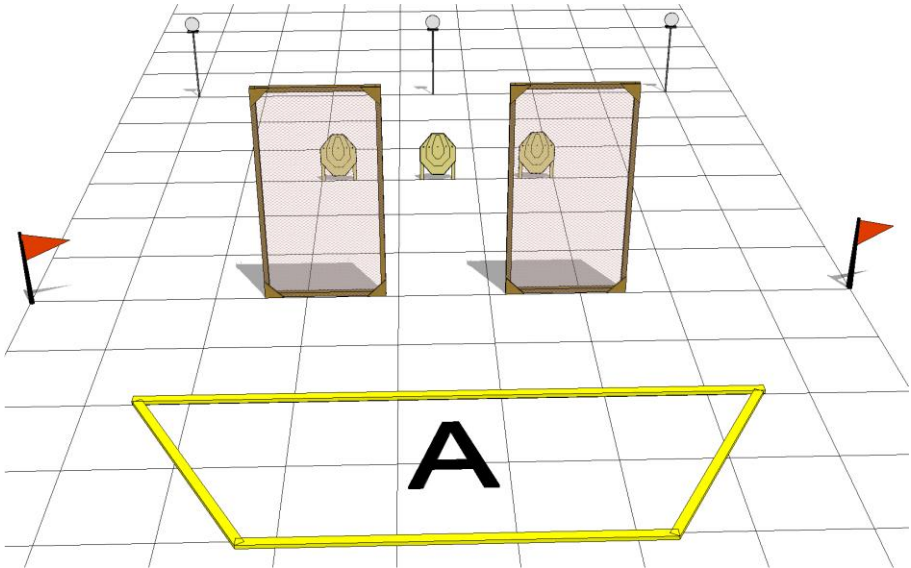
Course type:	Medium course, Comstock count
Targets:	4 IPSC, 4 plates, 3 pepper poppers, no-shoots
Distance to targets:	5–15 m
Start signal:	Audible signal
Maximum points:	75
Minimum rounds:	15

Gun ready condition: completely unloaded

Start position: Normal standing inside area A, gun holstered

Procedure: Shoot all targets free order and free style from area A and/or B. Pepper poppers raise IPSC targets and open the window hatch. Two best hits per paper target are scored.

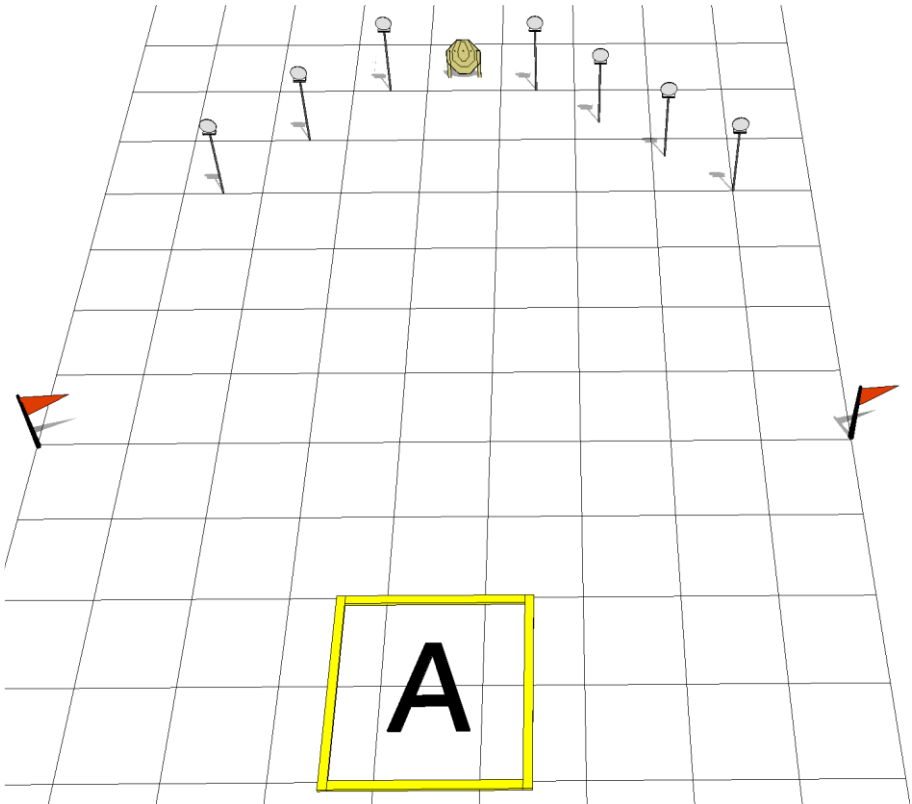
Stage 7



Course type:	Short course, Comstock count		
Targets:	3 IPSC, 3 plates		
Distance to targets:	5–15 m	Start signal:	Audible signal
Maximum points:	45	Minimum rounds:	9

Gun ready condition: magazine and chamber loaded, safety on
Start position: Normal standing inside area A, gun holstered
Procedure: Shoot all targets free order and free style from area A. Two best hits per paper target are scored.

Stage 8



Course type:	Short course, Comstock count		
Targets:	1 IPSC, 7 plates		
Distance to targets:	8–12 m	Start signal:	Audible signal
Maximum points:	45	Minimum rounds:	9

Gun ready condition: magazine and chamber loaded, safety on

Start position: Normal standing inside area A, gun holstered, holding an open umbrella in hand above head

Procedure: Shoot all targets from area A, while holding on to the umbrella. One procedural penalty is given for each shot fired while the umbrella is touching the ground. Two best hits per paper target are scored.