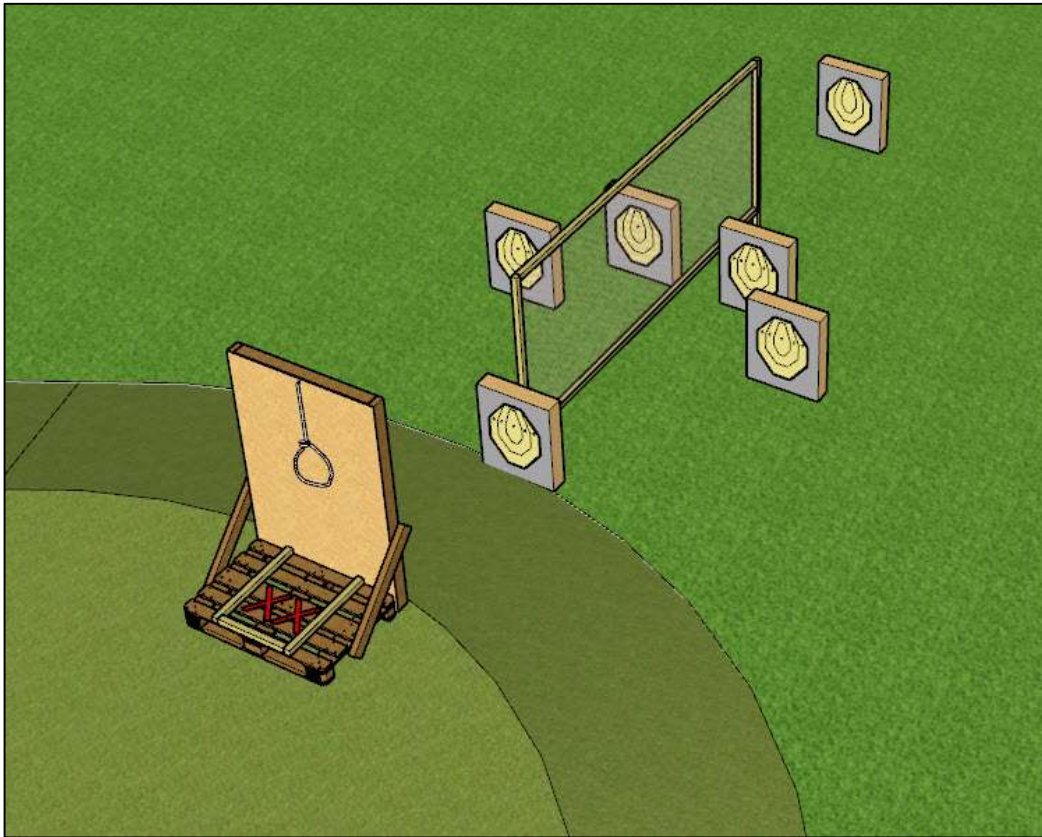
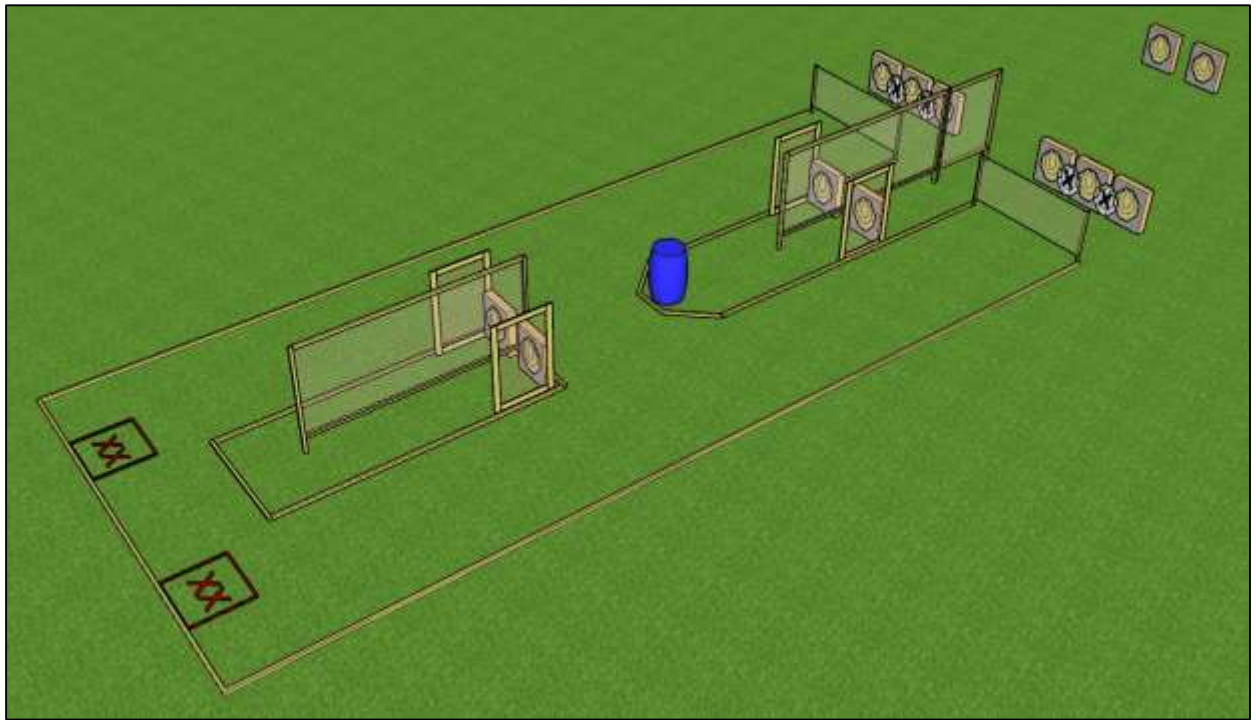


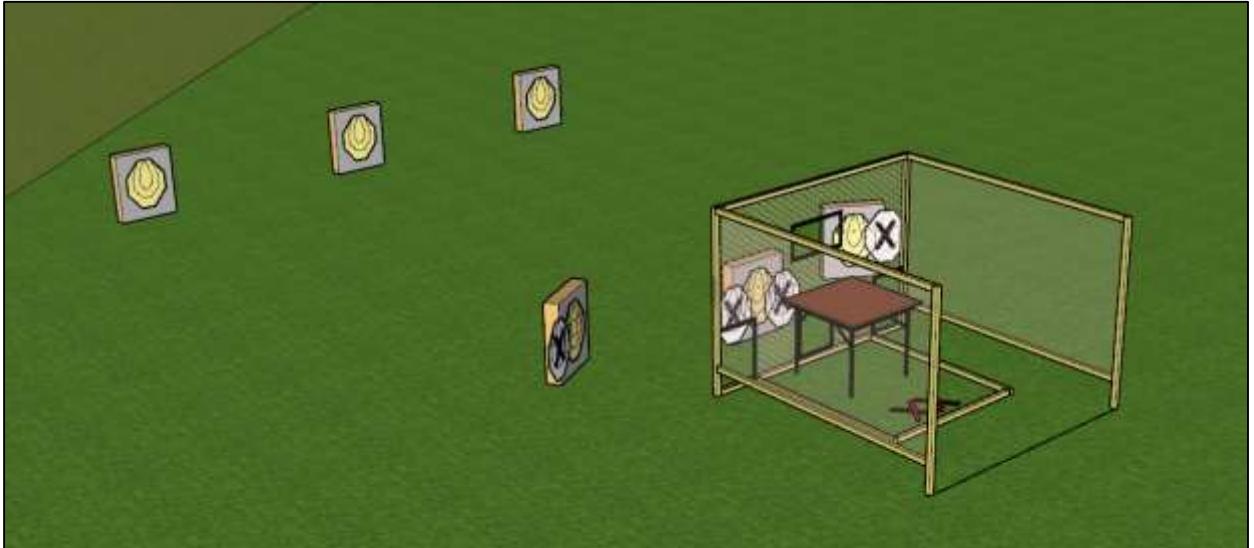
|                       |   |
|-----------------------|---|
| <b>Stage Number</b>   | <b>1</b>  |
| <b>Type of Course</b> | Medium  |
| <b>Minimum Rounds</b> | 24  |
| <b>Targets</b>        | 10 IPSC target, 4 Popper  |
| <b>Maximum Points</b> | 120   |
| <b>Distances</b>      | 1-8m  |
| <b>Start Position</b> | Normal standing on marked position facing downrange, gun loaded and holstered.  |
| <b>Start</b>          | Audible signal  |
| <b>Procedure</b>      | After the start signal, engage all targets with minimum of two hits each. Metals must fall.   |
| <b>Penalties</b>      | According to latest rules   |
| <b>Muzzle angles</b>  | Left and right marked with posts. 90 degrees up, however reduced vertical muzzle angle when a finger is inside the trigger guard (2.1.2.1)  |
| <b>Notes</b>          | Hot Scoring in use (9.6.2)<br>Firing a shot towards unsafe structure will lead to disqualification (10.4.1)<br>Marked shallow wall is soft cover<br>Shooting under walls is not allowed |



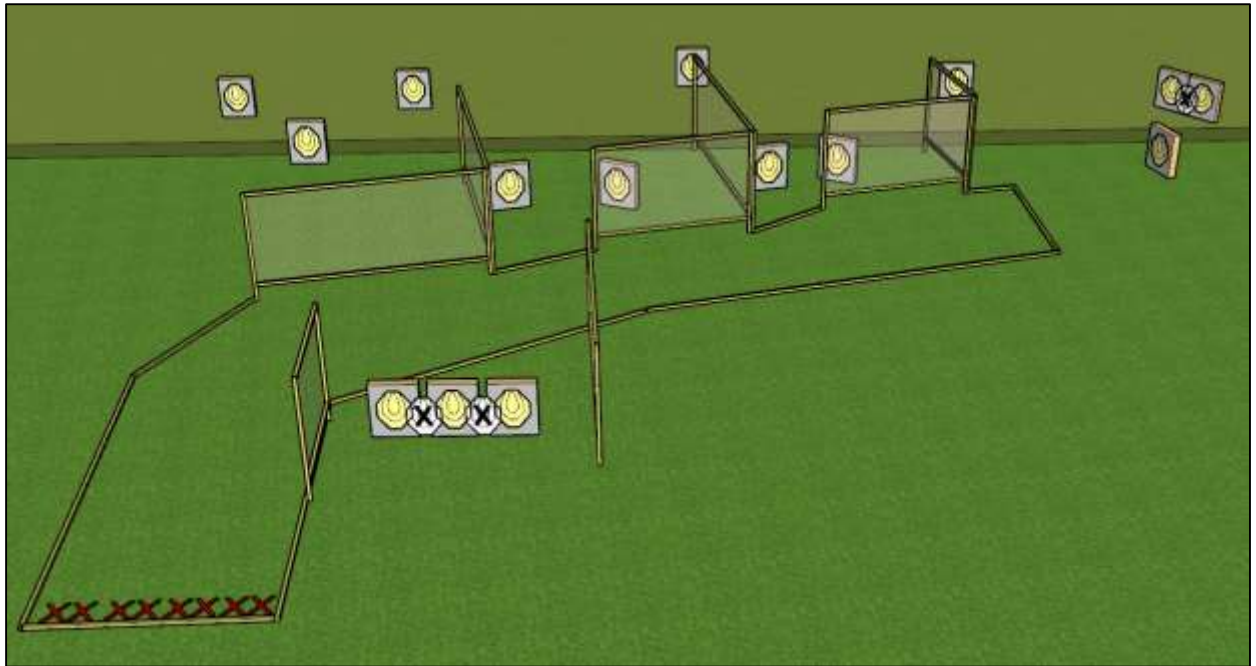
|                       |  |
|-----------------------|--|
| <b>Stage Number</b>   | <b>2</b>   |
| <b>Type of Course</b> | Short  |
| <b>Minimum Rounds</b> | 12   |
| <b>Targets</b>        | 6 IPSC target  |
| <b>Maximum Points</b> | 60   |
| <b>Distances</b>      | 3-8m   |
| <b>Start Position</b> | Normal standing on marked position facing downrange. Gun loaded and holstered.   |
| <b>Start</b>          | Audible signal   |
| <b>Procedure</b>      | After the start signal, engage all targets with minimum of two hits each.  |
| <b>Penalties</b>      | According to latest rules  |
| <b>Muzzle angles</b>  | Left and right marked with posts. 90 degrees up, however reduced vertical muzzle angle when a finger is inside the trigger guard (2.1.2.1) |
| <b>Notes</b>          | Firing a shot towards unsafe structure will lead to disqualification (10.4.1)  |



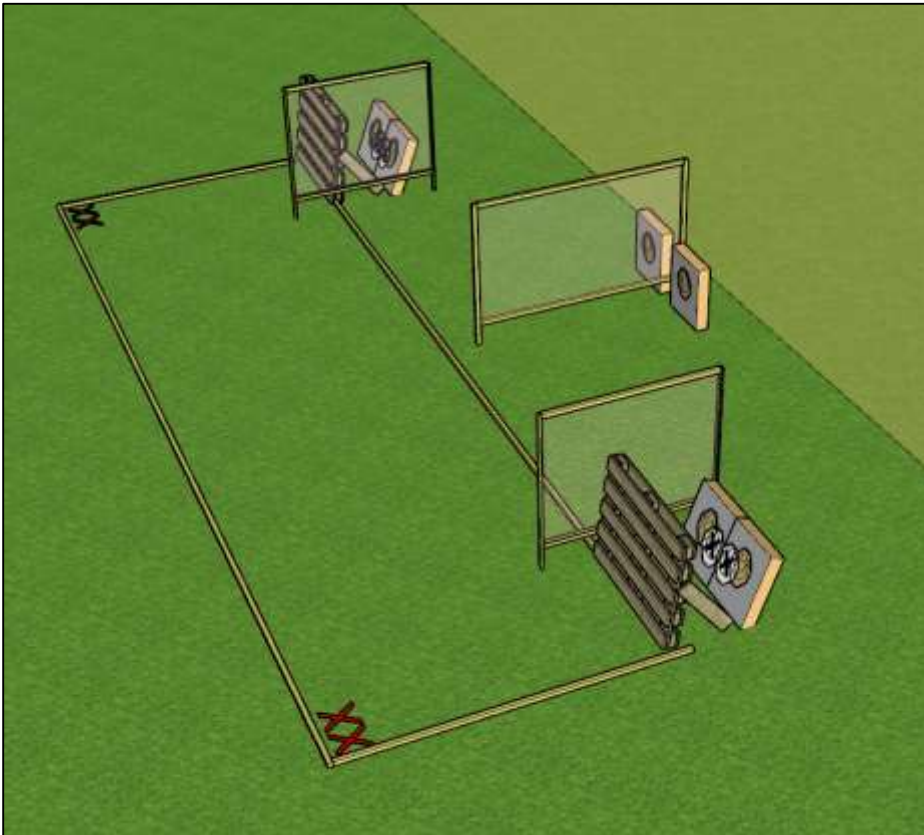
|                       |  |
|-----------------------|--|
| <b>Stage Number</b>   | <b>3</b>   |
| <b>Type of Course</b> | Medium   |
| <b>Minimum Rounds</b> | 24   |
| <b>Targets</b>        | 12 IPSC target, 4 Penalty target   |
| <b>Maximum Points</b> | 120  |
| <b>Distances</b>      | 2-8m   |
| <b>Start Position</b> | Normal standing on marked position facing downrange, gun loaded and holstered.   |
| <b>Start</b>          | Audible signal   |
| <b>Procedure</b>      | After the start signal, engage all targets with minimum of two hits each.  |
| <b>Penalties</b>      | According to latest rules  |
| <b>Muzzle angles</b>  | Left and right marked with posts. 90 degrees up, however reduced vertical muzzle angle when a finger is inside the trigger guard (2.1.2.1)                 |
| <b>Notes</b>          | Hot Scoring in use (9.6.2)<br><br>Firing a shot towards unsafe structure will lead to disqualification (10.4.1)<br><br>Shooting under walls is not allowed |



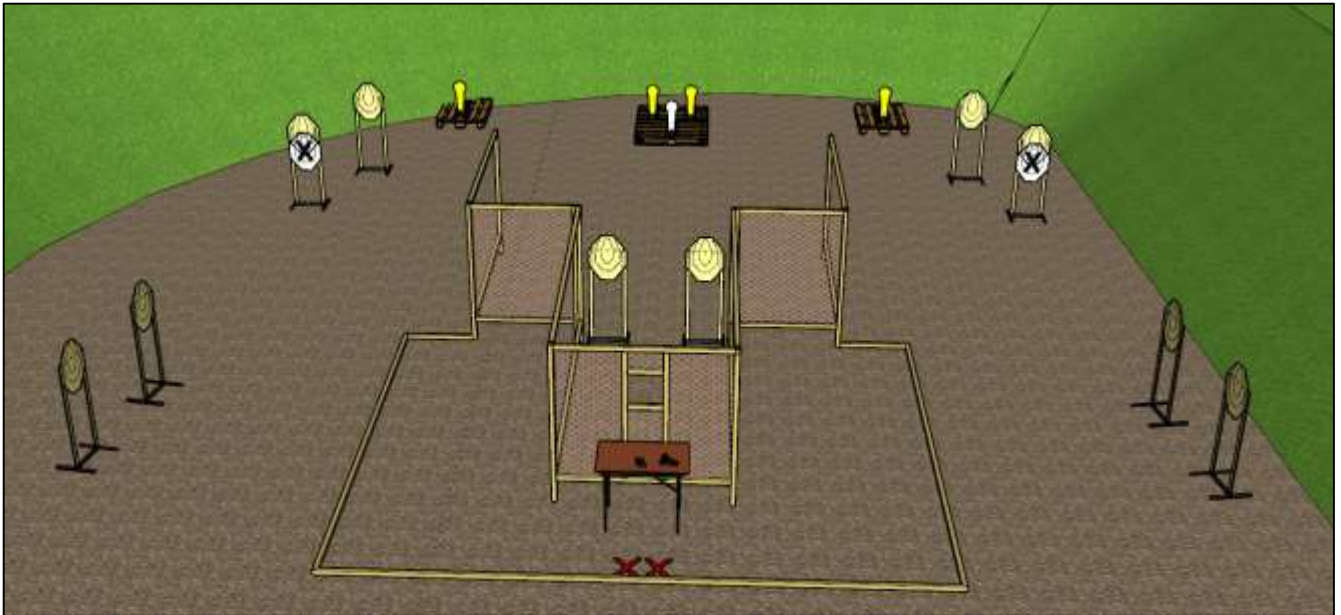
|                       |  |
|-----------------------|--|
| <b>Stage Number</b>   | <b>4</b>   |
| <b>Type of Course</b> | Short  |
| <b>Minimum Rounds</b> | 12   |
| <b>Targets</b>        | 6 IPSC target, 4 Penalty target  |
| <b>Maximum Points</b> | 60   |
| <b>Distances</b>      | 2-10m  |
| <b>Start Position</b> | Normal standing on marked position facing downrange, gun loaded and holstered.   |
| <b>Start</b>          | Audible signal   |
| <b>Procedure</b>      | After the start signal, engage all targets with minimum of two hits each.  |
| <b>Penalties</b>      | According to latest rules  |
| <b>Muzzle angles</b>  | Left and right marked with posts. 90 degrees up, however reduced vertical muzzle angle when a finger is inside the trigger guard (2.1.2.1) |
| <b>Notes</b>          | Firing a shot towards unsafe structure will lead to disqualification (10.4.1)<br><br>Shooting under walls is not allowed                   |



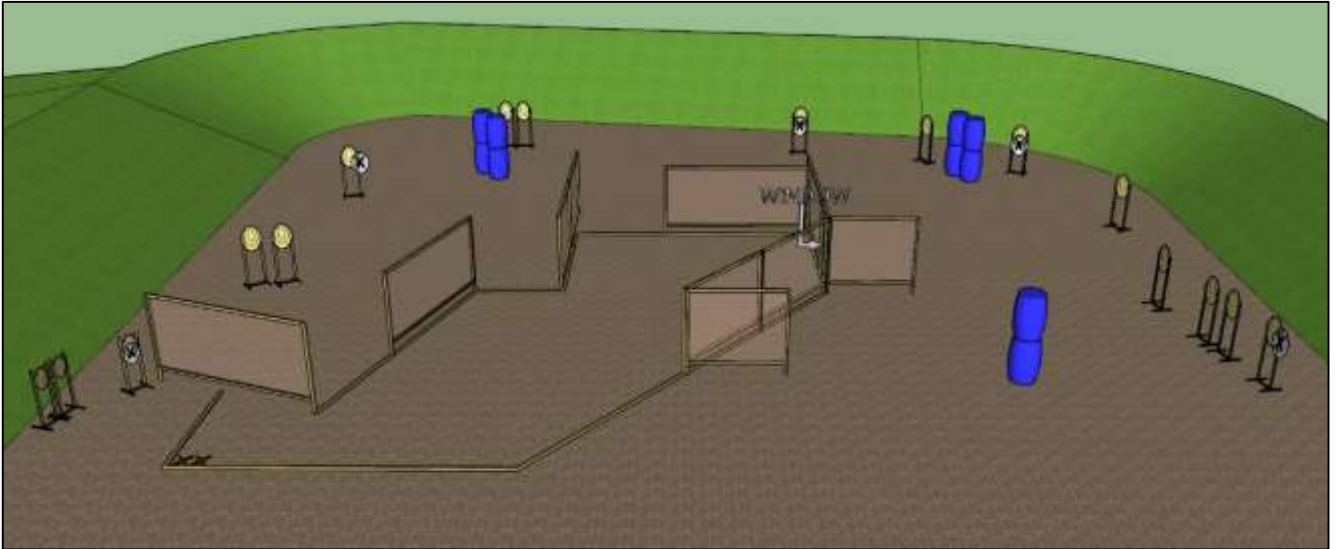
|                       |  |
|-----------------------|--|
| <b>Stage Number</b>   | <b>5</b>   |
| <b>Type of Course</b> | Long   |
| <b>Minimum Rounds</b> | 30   |
| <b>Targets</b>        | 15 IPSC target, 3 Penalty target   |
| <b>Maximum Points</b> | 150  |
| <b>Distances</b>      | 2-15m  |
| <b>Start Position</b> | Normal standing on marked position facing downrange, gun loaded and holstered.   |
| <b>Start</b>          | Audible signal   |
| <b>Procedure</b>      | After the start signal, engage all targets with minimum of two hits each.  |
| <b>Penalties</b>      | According to latest rules  |
| <b>Muzzle angles</b>  | Left and right marked with posts. 90 degrees up, however reduced vertical muzzle angle when a finger is inside the trigger guard (2.1.2.1)                 |
| <b>Notes</b>          | Hot Scoring in use (9.6.2)<br><br>Firing a shot towards unsafe structure will lead to disqualification (10.4.1)<br><br>Shooting under walls is not allowed |



|                       |  |
|-----------------------|--|
| <b>Stage Number</b>   | <b>6</b>   |
| <b>Type of Course</b> | Short  |
| <b>Minimum Rounds</b> | 12   |
| <b>Targets</b>        | 6 IPSC target, 4 Penalty target  |
| <b>Maximum Points</b> | 120  |
| <b>Distances</b>      | 1-3m   |
| <b>Start Position</b> | Normal standing on marked position facing downrange, gun loaded and holstered.   |
| <b>Start</b>          | Audible signal   |
| <b>Procedure</b>      | After the start signal, engage all targets with minimum of two hits each.  |
| <b>Penalties</b>      | According to latest rules  |
| <b>Muzzle angles</b>  | Left and right marked with posts. 90 degrees up, however reduced vertical muzzle angle when a finger is inside the trigger guard (2.1.2.1) |
| <b>Notes</b>          | Shooting under walls is not allowed  |



|                       |  |
|-----------------------|--|
| <b>Stage Number</b>   | <b>7</b>   |
| <b>Type of Course</b> | Medium   |
| <b>Minimum Rounds</b> | 24   |
| <b>Targets</b>        | 10 IPSC target, 2 Penalty target, 4 Popper, 1 Penalty popper (white)   |
| <b>Maximum Points</b> | 120  |
| <b>Distances</b>      | 3-10m  |
| <b>Start Position</b> | Normal standing on marked position facing downrange. Empty gun and magazines flat on table.  |
| <b>Start</b>          | Audible signal   |
| <b>Procedure</b>      | After the start signal, engage all targets with minimum of two hits each. Metals must fall.  |
| <b>Penalties</b>      | According to latest rules  |
| <b>Muzzle angles</b>  | Left and right marked with posts. 90 degrees up, however reduced vertical muzzle angle when a finger is inside the trigger guard (2.1.2.1) |
| <b>Notes</b>          | Hot Scoring in use (9.6.2)<br>Shooting under walls is not allowed  |



|                       |  |
|-----------------------|--|
| <b>Stage Number</b>   | <b>8</b>   |
| <b>Type of Course</b> | Long   |
| <b>Minimum Rounds</b> | 32   |
| <b>Targets</b>        | 16 IPSC target, 5 Penalty target   |
| <b>Maximum Points</b> | 160  |
| <b>Distances</b>      | 1-10m  |
| <b>Start Position</b> | Normal standing on marked position facing downrange, gun loaded and holstered.   |
| <b>Start</b>          | Audible signal   |
| <b>Procedure</b>      | After the start signal, engage all targets with minimum of two hits each.  |
| <b>Penalties</b>      | According to latest rules  |
| <b>Muzzle angles</b>  | Left and right marked with posts. 90 degrees up, however reduced vertical muzzle angle when a finger is inside the trigger guard (2.1.2.1) |
| <b>Notes</b>          | Hot Scoring in use (9.6.2)<br><br>Shooting under walls is not allowed<br><br>Barrels are soft cover  |