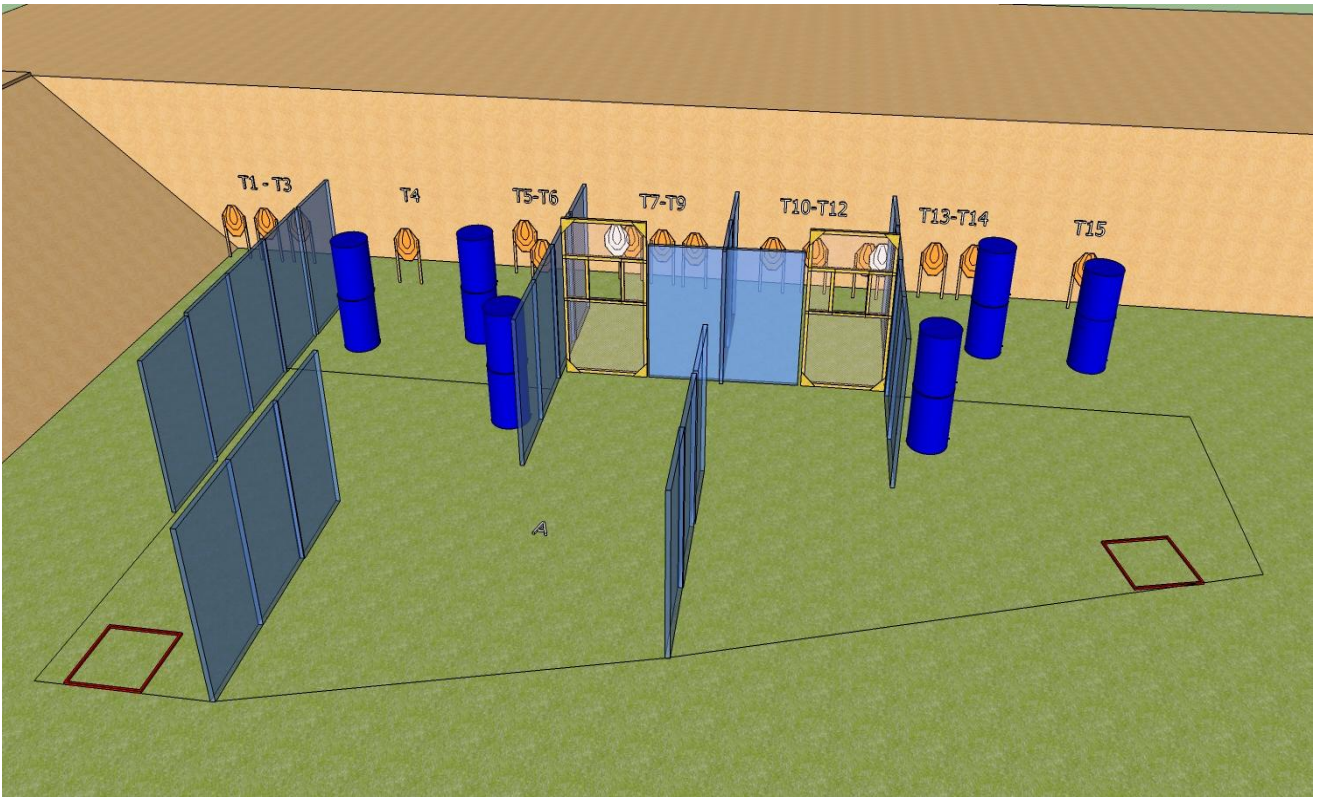




[B] Stage Information Sheet

Stage Number	1
Stage Name	Don't lose your position!
Targets (type & number)	15 IPSC targets, 2 No Shoots
Distances	8 – 20 meters
Possible Points	150
Minimum Rounds	30
Start Position	Normal standing feet at marked place either in left or right box. Loaded and safety gun in hands. Option 1
Starts	On audible signal
Procedure	After audible signal engage all targets from area A, otherwise free style and order. Paper targets with minimum of two rounds. All walls are hard cover.
Briefing	
Design Notes	Shooter doesn't see too many targets from same position.

STAGE 1

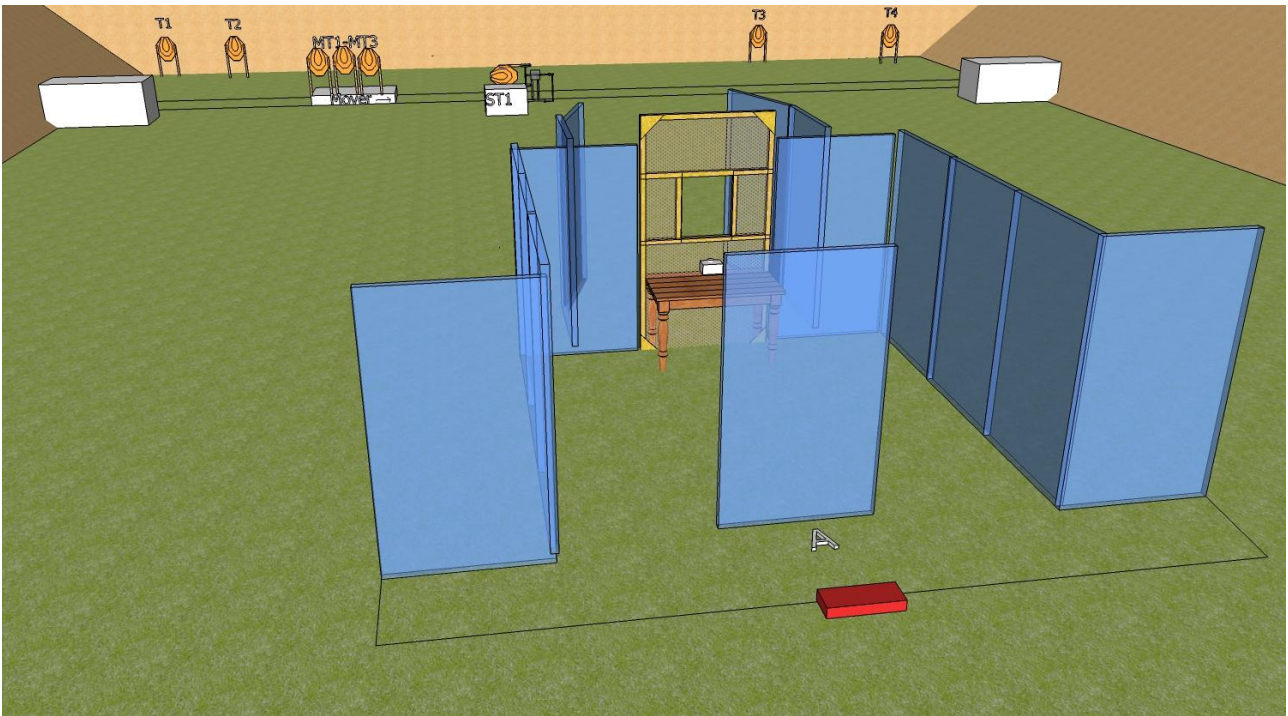




[B] Stage Information Sheet

Stage Number	2
Stage Name	When you move it you lose it.
Targets (type & number)	8 IPSC targets
Distances	25-30 meters
Possible Points	80
Minimum Rounds	16
Start Position	Normal standing in area A, feet at marked place. Loaded and safety gun in hands. Option 1.
Starts	On audible signal
Procedure	After audible signal engage all targets from area A, otherwise free style and order. Paper targets with minimum of two rounds. All walls are hard cover. Button on the table engages moving targets MT1-MT3. Moving sledge engages swinging target ST1.
Briefing	ST1 remains visible.
Design Notes	Swinger on the middle can't be shot from the far left or right corner.

STAGE 2

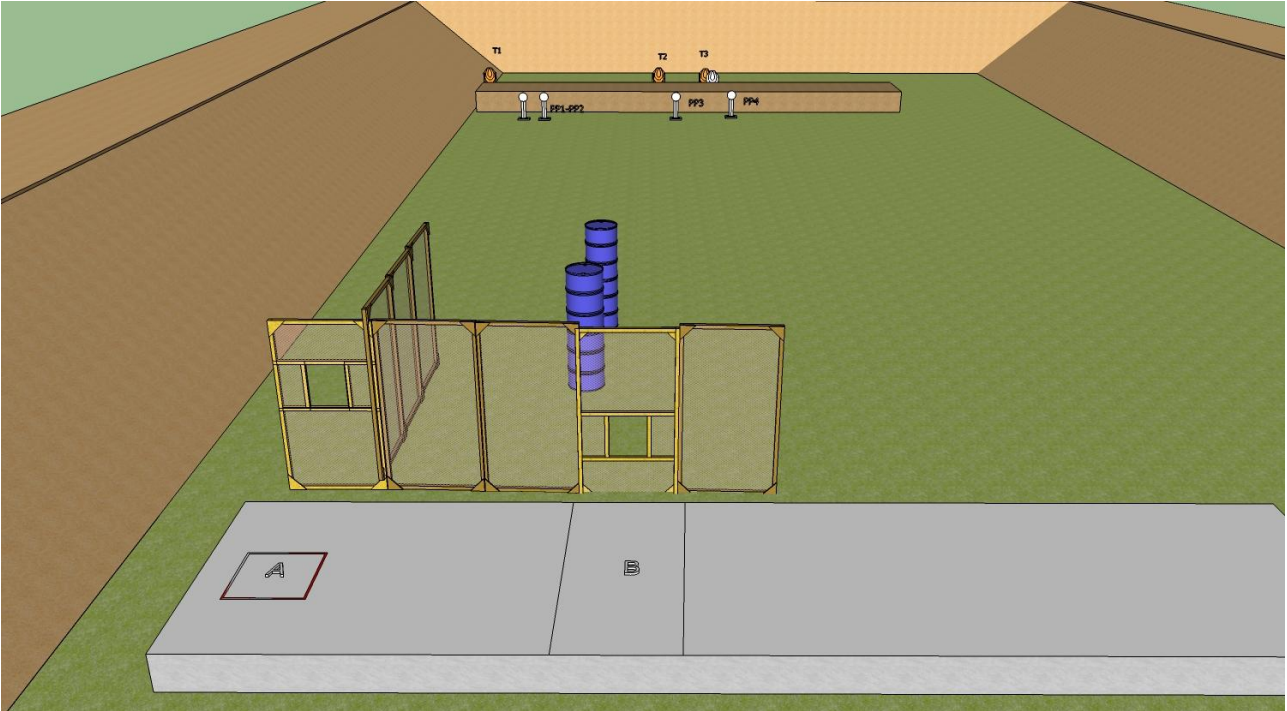




[B] Stage Information Sheet

Stage Number	3
Stage Name	From the holes.
Targets (type & number)	4 IPSC targets, 1 No Shoot, 4 Poppers
Distances	100 meters
Possible Points	60
Minimum Rounds	12
Start Position	Normal standing in area A and B, feet at marked place. Loaded and safety gun in hands. Option 1
Starts	On audible signal
Procedure	After audible signal engage all targets from area A, otherwise free style and order. Paper targets with minimum of two rounds. All walls are hard cover.
Briefing	
Design Notes	

STAGE 3

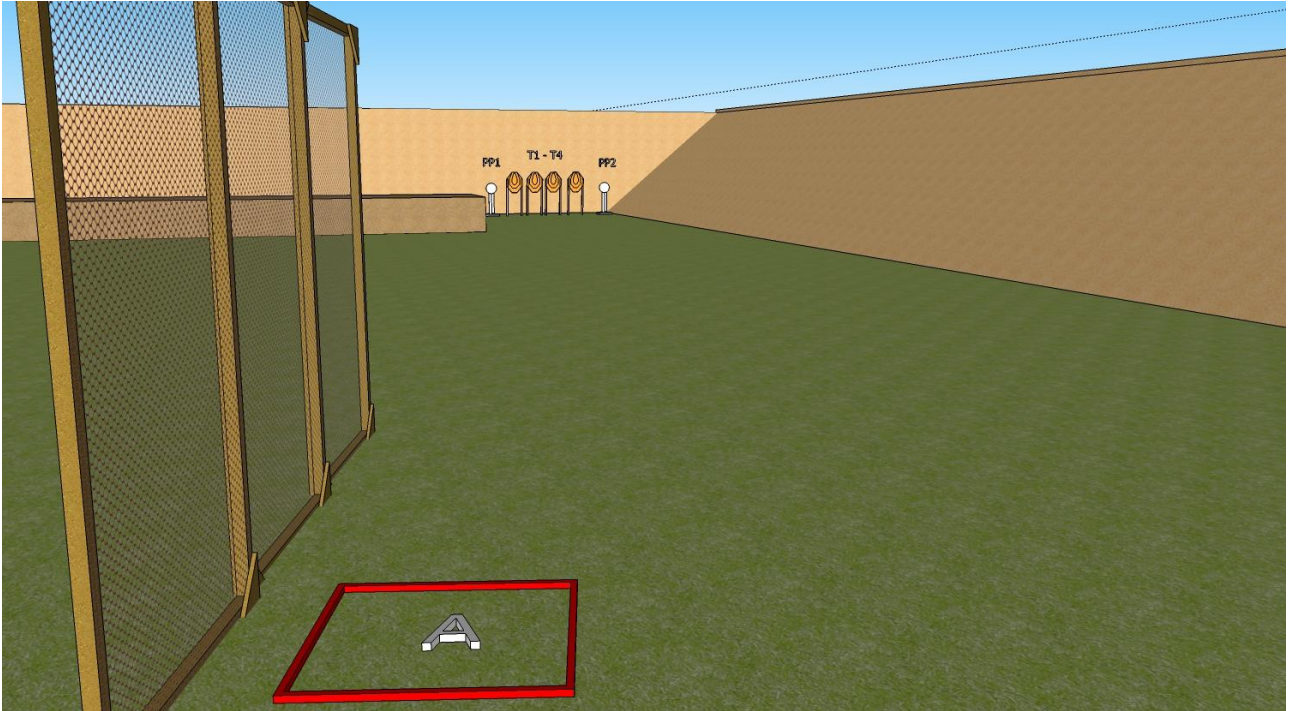




[B] Stage Information Sheet

Stage Number	4
Stage Name	Quick run through.
Targets (type & number)	3 IPSC targets, 2 poppers
Distances	70 meters
Possible Points	40
Minimum Rounds	8
Start Position	Normal standing in area A, feet at marked places. Gun empty in hands. No magazine inserted. Option 3
Starts	On audible signal
Procedure	After audible signal engage all targets from area A, otherwise free style and order. Paper targets with minimum of two rounds. All walls are hard cover.
Briefing	
Design Notes	Very small box which makes shooting from crouch or prone difficult.

STAGE 4

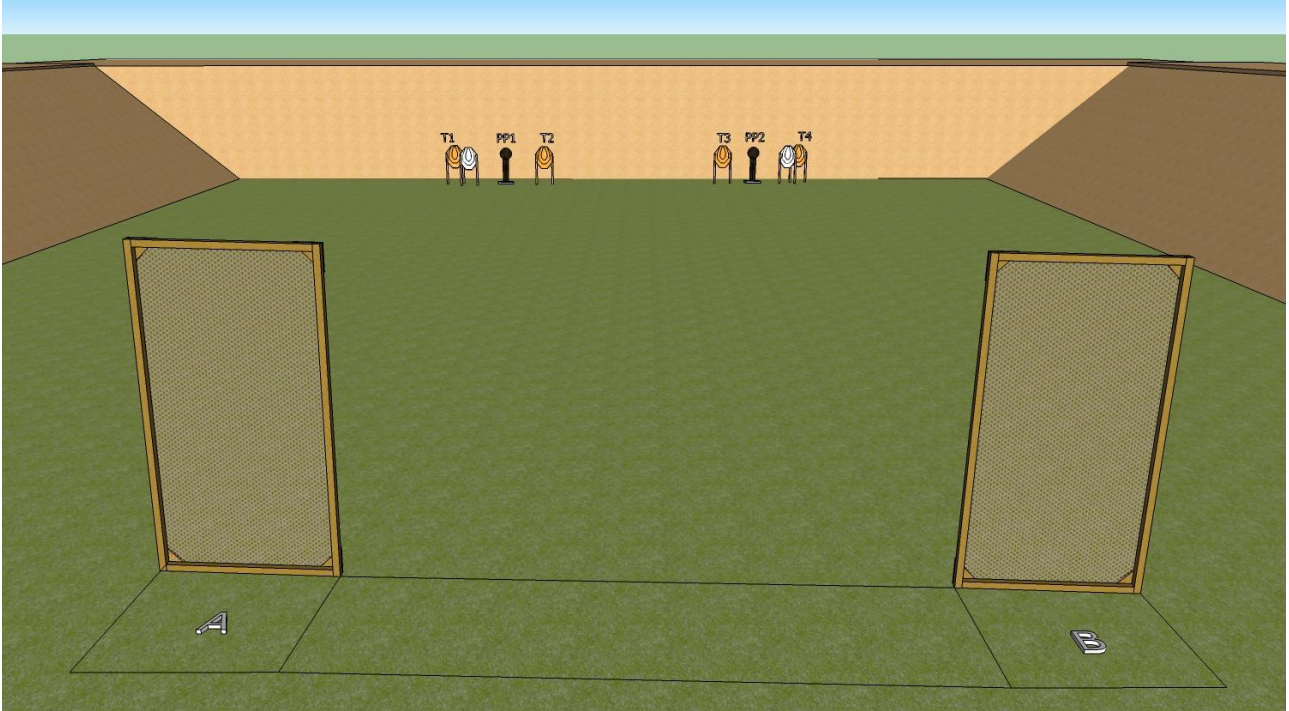




[B] Stage Information Sheet

Stage Number	5
Stage Name	All Around the walls.
Targets (type & number)	4 IPSC targets, 2 No Shoots, 2 poppers
Distances	75 meters
Possible Points	50
Minimum Rounds	10
Start Position	Normal standing in area A or B, feet at marked places. Loaded and safety gun in hands. Option 1
Starts	On audible signal
Procedure	After audible signal engage all targets from area A and B, otherwise free style and order. Paper targets with minimum of two rounds. All walls are hard cover.
Briefing	Targets must be shot only from areas A and B!
Design Notes	

STAGE 5

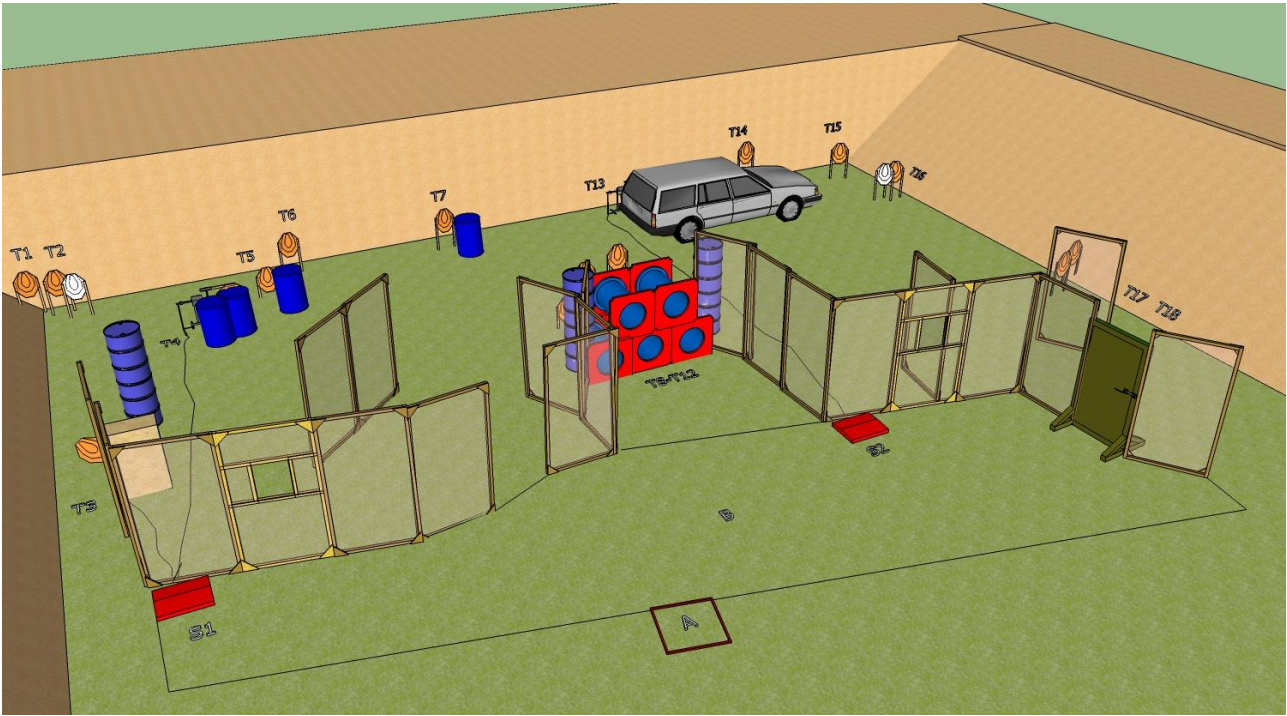




[B] Stage Information Sheet

Stage Number	6
Stage Name	Not everything is as it seems.
Targets (type & number)	18 Mini-IPSC targets, 2 No Shoots
Distances	15 – 20 meters
Possible Points	180
Minimum Rounds	36
Start Position	Normal standing in area A, feet at marked places. Loaded and safety gun in hands. Option 1
Starts	On audible signal
Procedure	After audible signal engage all targets from area B, otherwise free style and order. Paper targets with minimum of two rounds. All walls are hard cover. Switch 1 engages swinging target ST1 and dropping target DT1. Switch 2 engages swinging target ST2.
Briefing	DT1, ST1 and ST2 remain visible.
Design Notes	

STAGE 6

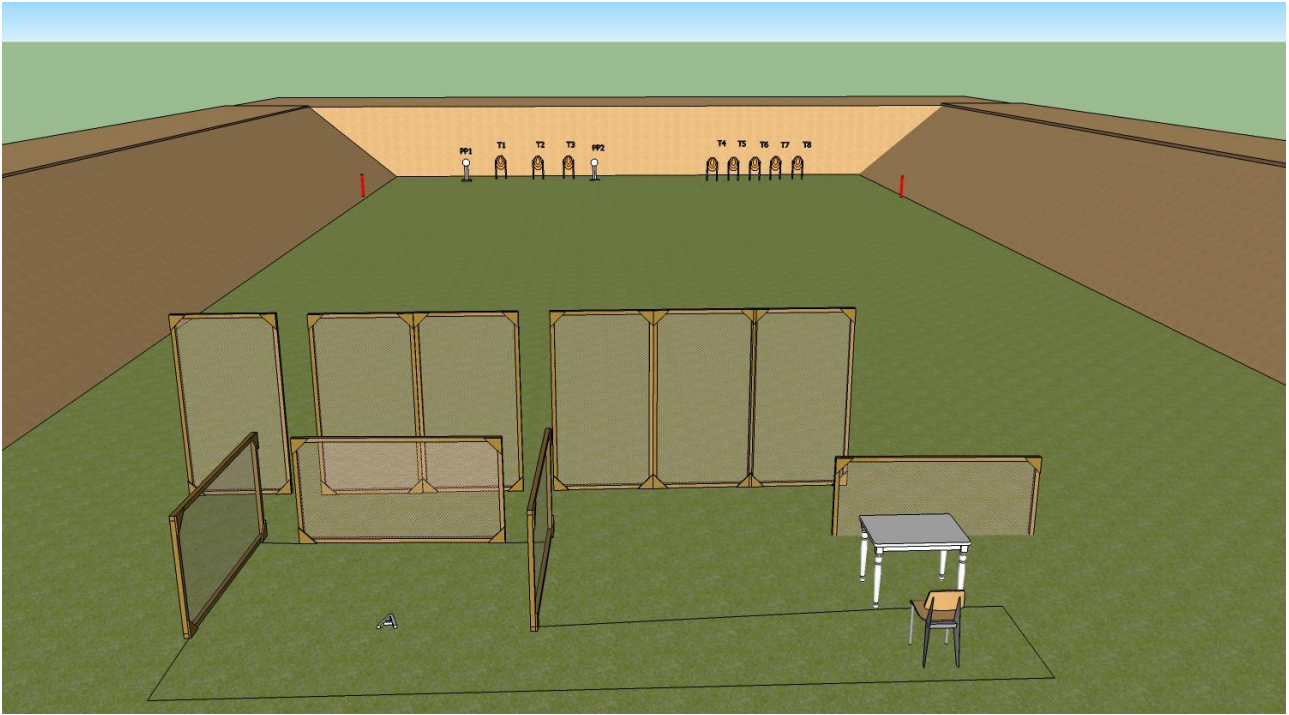




[B] Stage Information Sheet

Stage Number	7
Stage Name	Surprise trip to far away targets.
Targets (type & number)	8 IPSC targets, 2 poppers
Distances	300 meters
Possible Points	90
Minimum Rounds	18
Start Position	Sitting in the chair. Hands on knees. Gun empty on the table. All magazines also on the table. Option 3.
Starts	On audible signal
Procedure	After audible signal engage all metal targets from area A. Paper targets with minimum of two rounds, otherwise free style and order. All walls are hard cover.
Briefing	
Design Notes	

STAGE 7





[B] Stage Information Sheet

Stage Number	8
Stage Name	Don't get used to good.
Targets (type & number)	7 IPSC targets, 6 poppers
Distances	300 meters
Possible Points	100
Minimum Rounds	20
Start Position	Normal standing in a box in a middle. Loaded and safety gun in hands.
Starts	On audible signal
Procedure	After audible signal shoot all paper targets with minimum of two rounds from areas A, B and C, otherwise free style and order. All walls are hard cover.
Briefing	
Design Notes	

STAGE 8

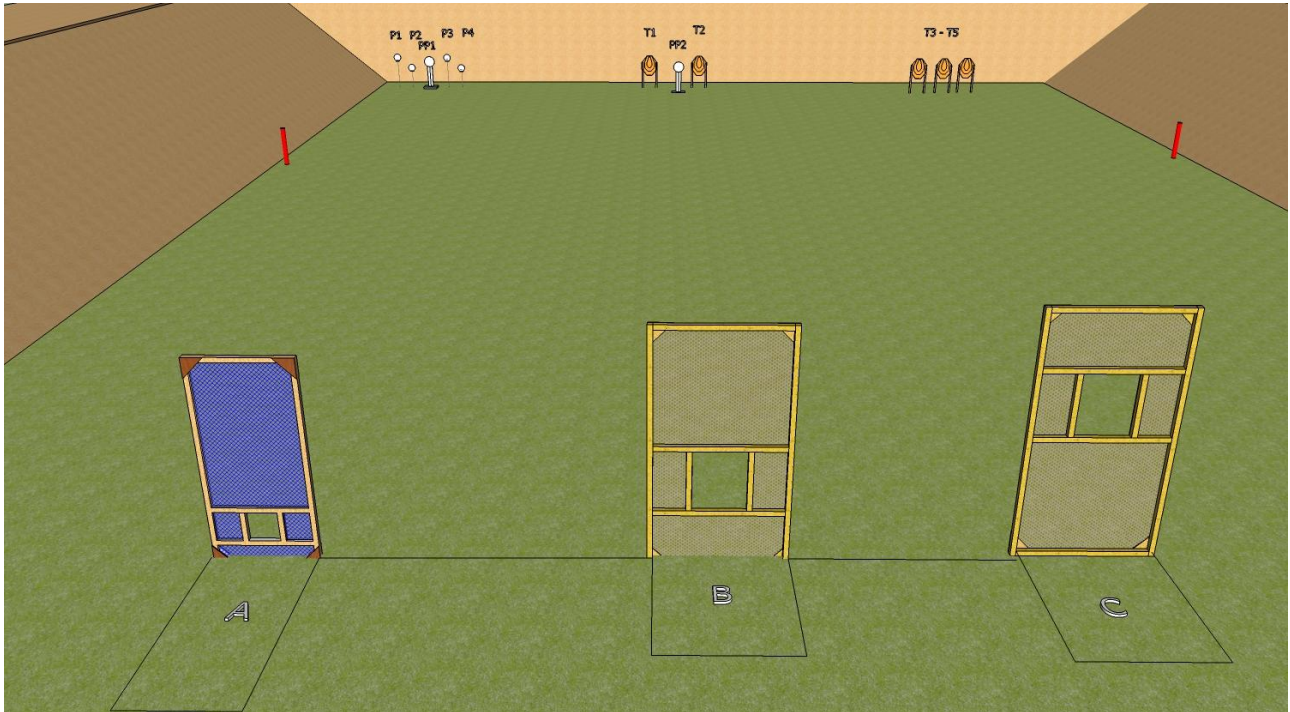




[B] Stage Information Sheet

Stage Number	9
Stage Name	Position battle.
Targets (type & number)	5 IPSC targets, 2 popper and 4 plates
Distances	100 meters
Possible Points	80
Minimum Rounds	16
Start Position	Normal standing in area A, B or C, feet at marked place. Loaded and safety gun in hands. Option 1
Starts	On audible signal
Procedure	After audible signal engage all targets through the apertures, otherwise free style and order. Paper targets with minimum of two rounds. All walls are hard cover.
Briefing	
Design Notes	

STAGE 9

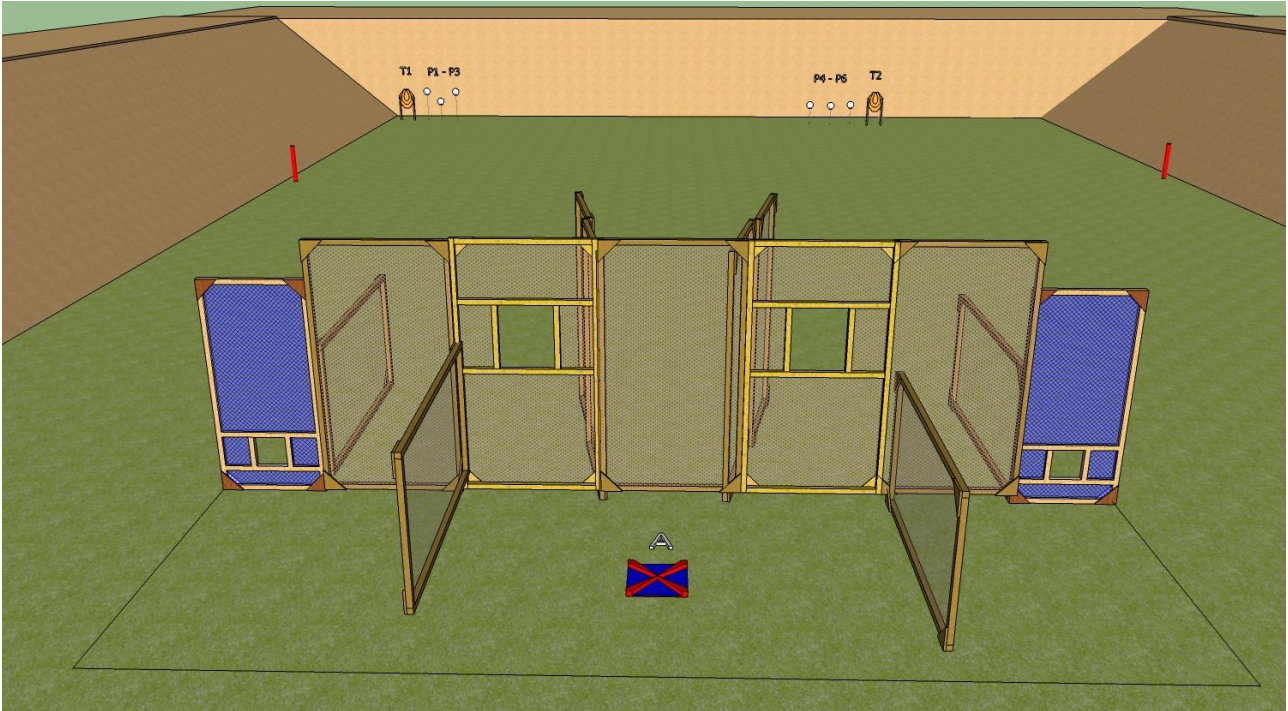




[B] Stage Information Sheet

Stage Number	10
Stage Name	Options make the difference.
Targets (type & number)	4 IPSC targets, 6 plates
Distances	100 meters
Possible Points	70
Minimum Rounds	14
Start Position	Normal standing in a box in a middle Loaded gun in hands. Option 1
Starts	On audible signal
Procedure	After audible signal engage all targets through the apertures, otherwise free style and order. Paper targets with minimum of two rounds. All walls are hard cover.
Briefing	
Design Notes	

STAGE 10





[B] Stage Information Sheet

Stage Number	11
Stage Name	Bend it like masters.
Targets (type & number)	10 Mini-IPSC targets
Distances	150 meters
Possible Points	100
Minimum Rounds	20
Start Position	Normal standing in area A. Loaded and safety gun in hands. Option 1
Starts	On audible signal
Procedure	After audible signal engage all targets from area A, otherwise free style and order. Paper targets with minimum of two rounds. All walls are hard cover.
Briefing	
Design Notes	Walls in left and right are high enough shooter can't shoot over them.

STAGE 11





[B] Stage Information Sheet

Stage Number	12
Stage Name	You always have a choice.
Targets (type & number)	3 IPSC targets, 4 plates
Distances	150 meters
Possible Points	50
Minimum Rounds	10
Start Position	Normal standing in a box in left. Gun on the ground. Magazine inserted, empty chamber. Barrel on marked place. Option 2
Starts	On audible signal
Procedure	After audible signal engage all targets from area A, otherwise free style and order. All walls are hard cover.
Briefing	
Design Notes	

STAGE 12

