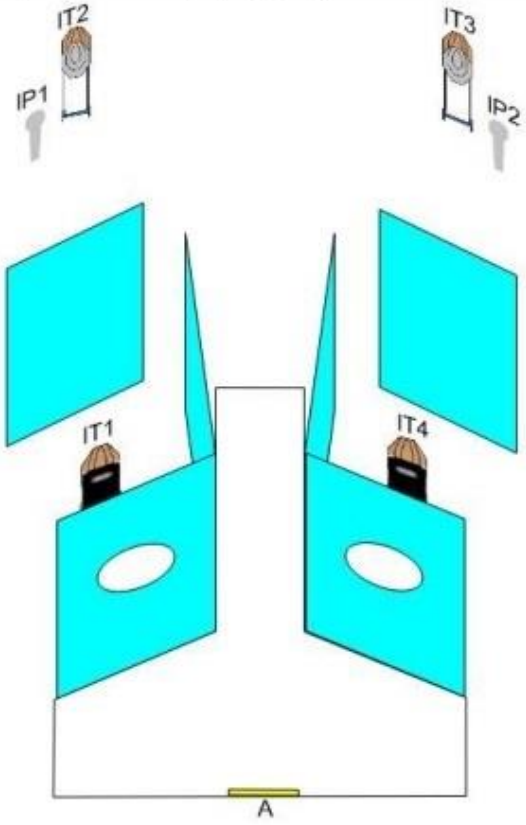
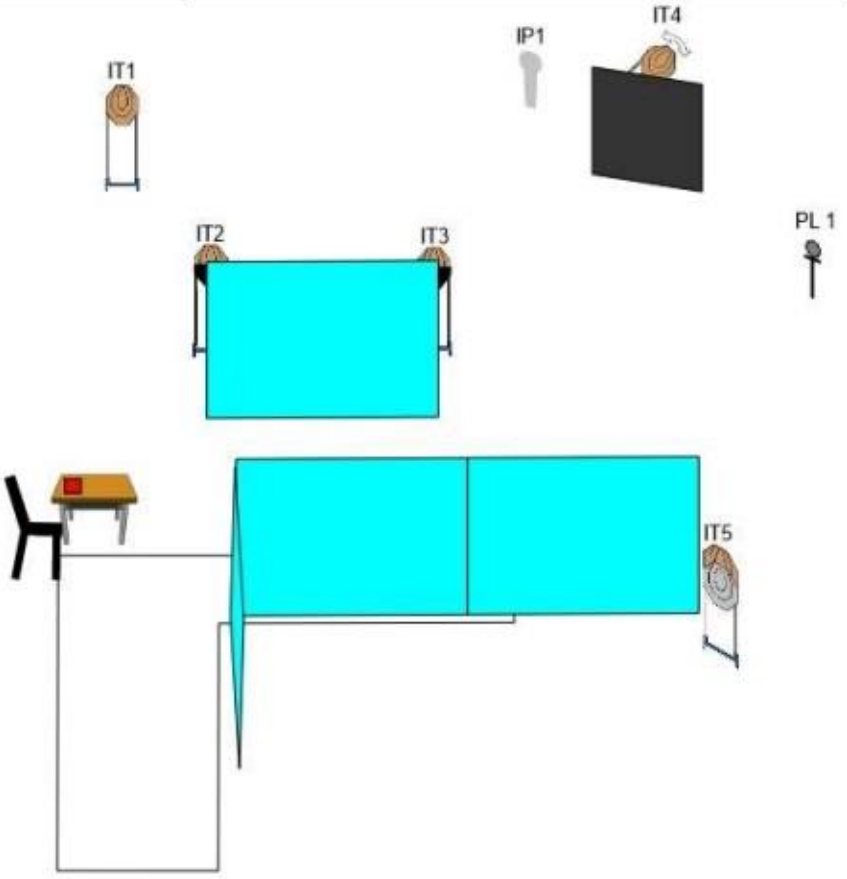
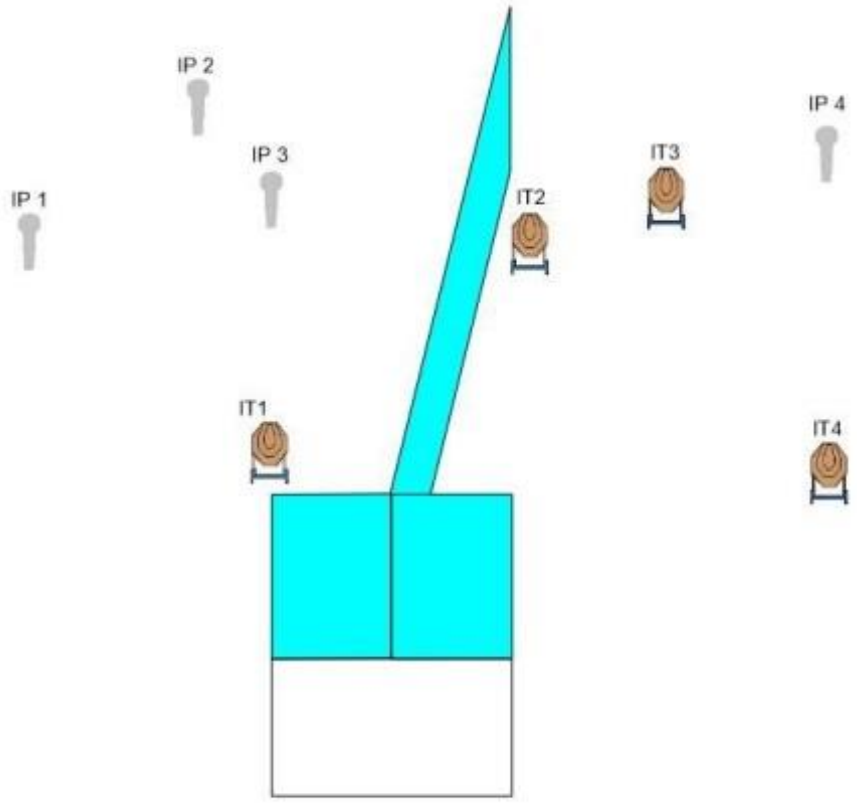
Targets	4 IPSC Targets,0 IPSC Metal Plates,2 IPSC Poppers.
Number of Rounds to be scored	10
Distance	7-12m
Start position	Competitor starts with heels touching at A as demonstrated.
Time starts	Audible signal
Procedure	On audible start signal, engage targets.



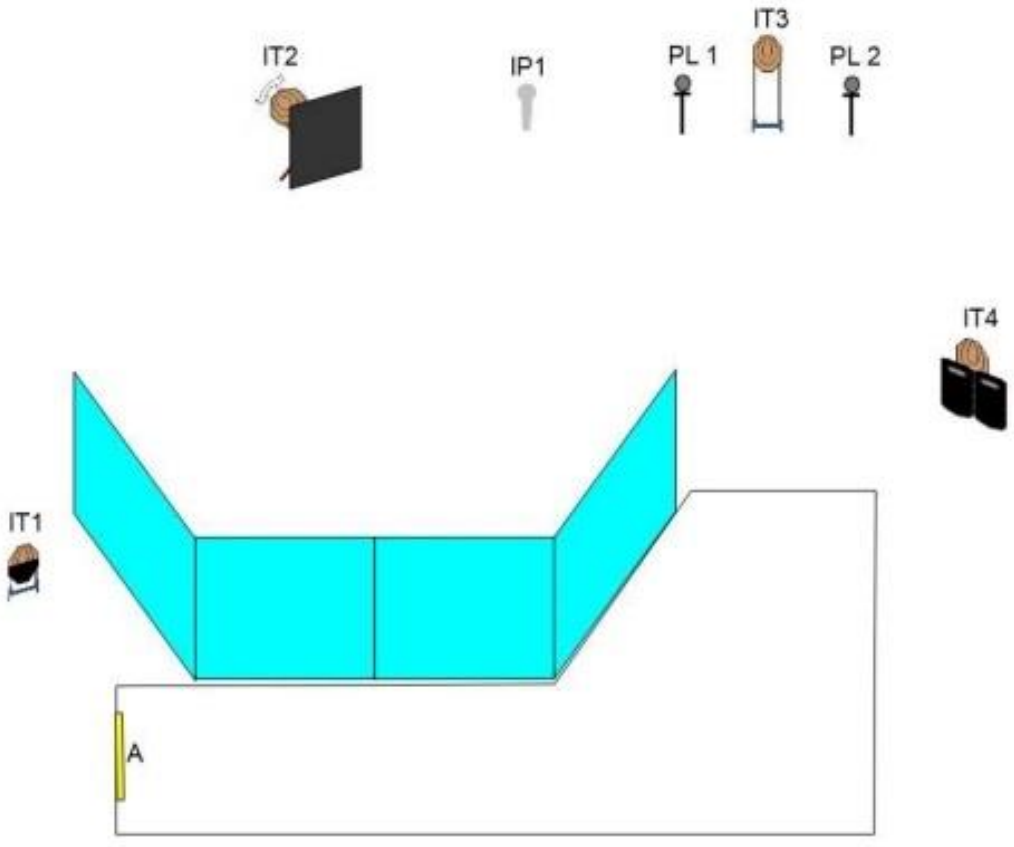
Targets	5 IPSC Targets, 1 IPSC Metal Plate, 1 IPSC Popper.
Number of Rounds to be scored	12
Distance	5 - 10 m
Start position	Competitor starts seated erect on the chair, with both hands-on knees, with heels touching the front legs of the chair as demonstrated. Handgun loaded and placed on the demarcated area on table. All magazines to be used on table.
Time starts	Audible signal
Procedure	On audible start signal, engage targets. IP1 activates IT4 which remain visible at rest



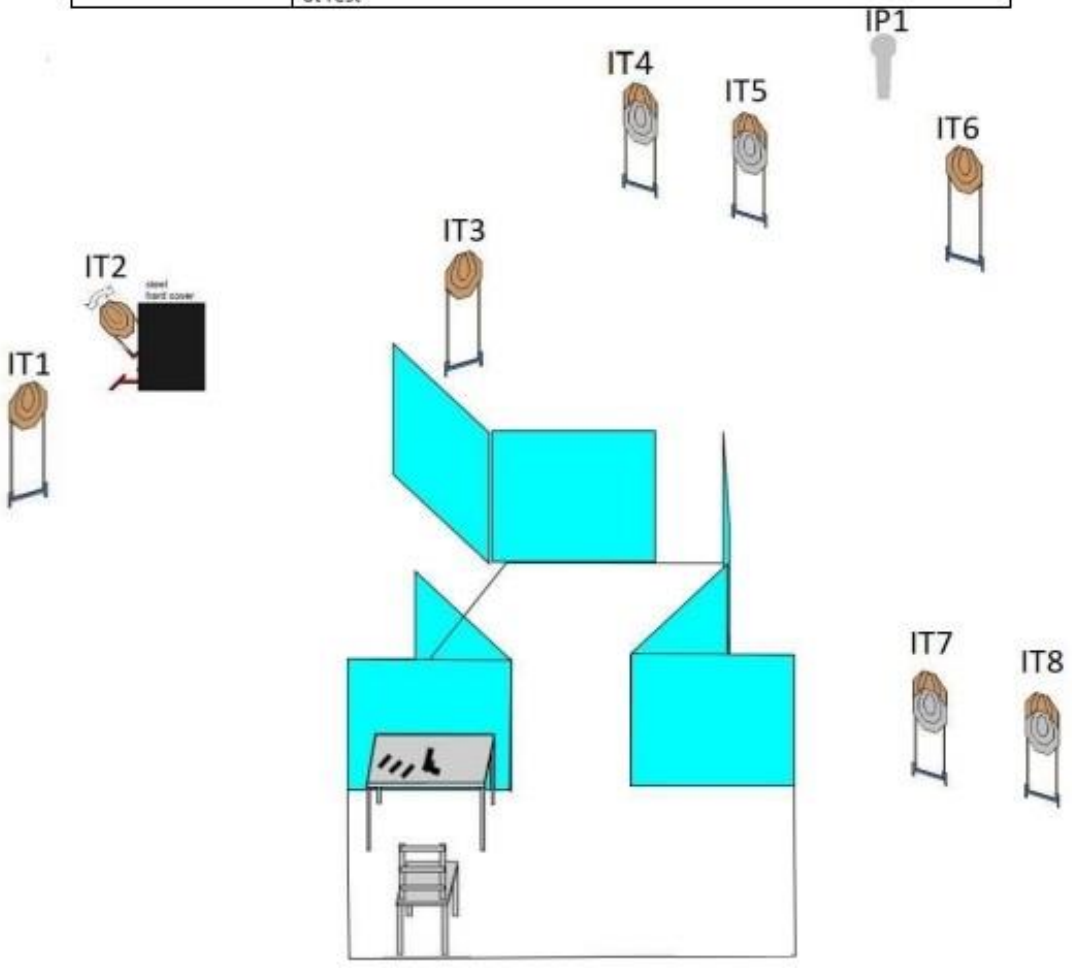
Targets	4 IPSC Targets, 0 IPSC Metal Plates, 4 IPSC Poppers.
Number of Rounds to be scored	12
Distance	3-12m
Start position	Competitor starts anywhere in demarcated area as demonstrated.
Time starts	Audible signal
Procedure	On audible start signal, engage targets.



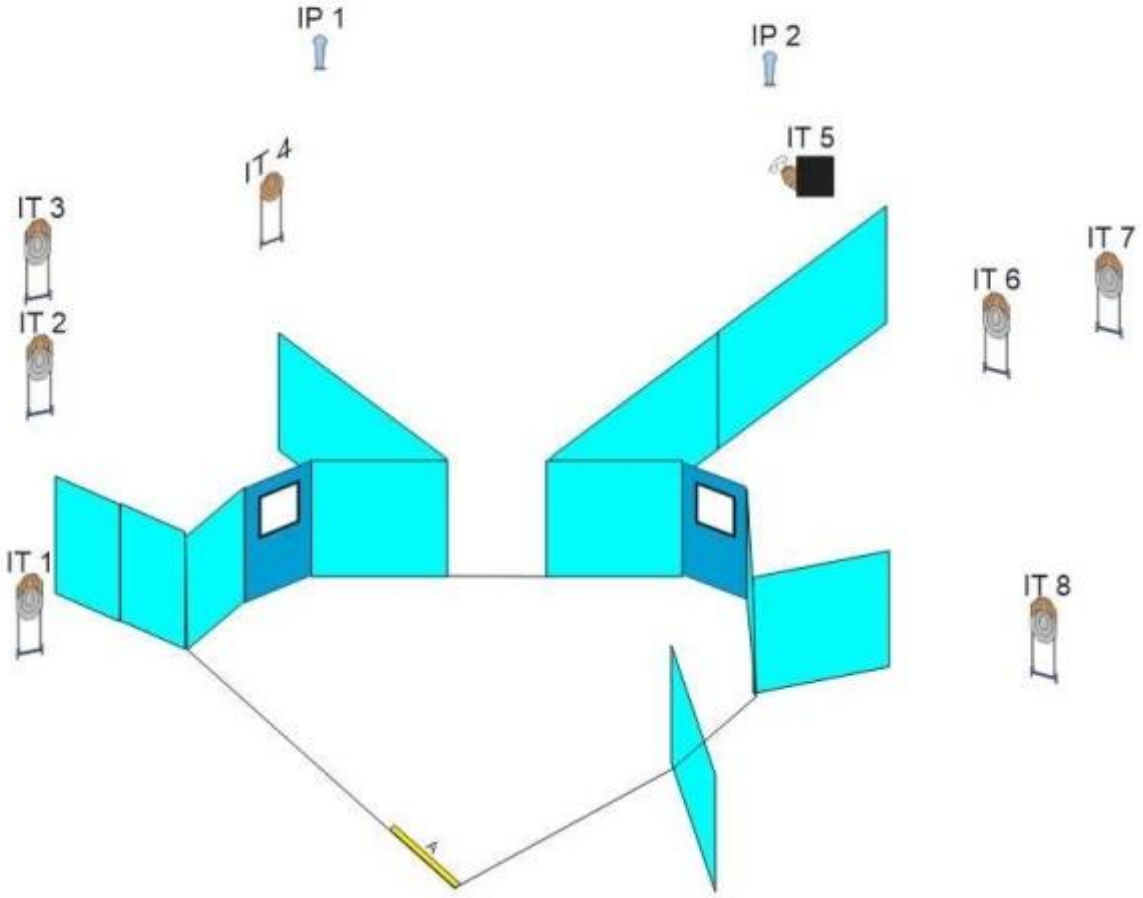
Targets	4 IPSC Targets, 2 IPSC Metal Plates, 1 IPSC Popper.
Number of Rounds to be scored	11
Distance	3-11m
Start position	Competitor starts with heels touching at A as demonstrated.
Time starts	Audible signal
Procedure	On audible start signal, engage targets. IP1 activates IT2 which remain visible at rest



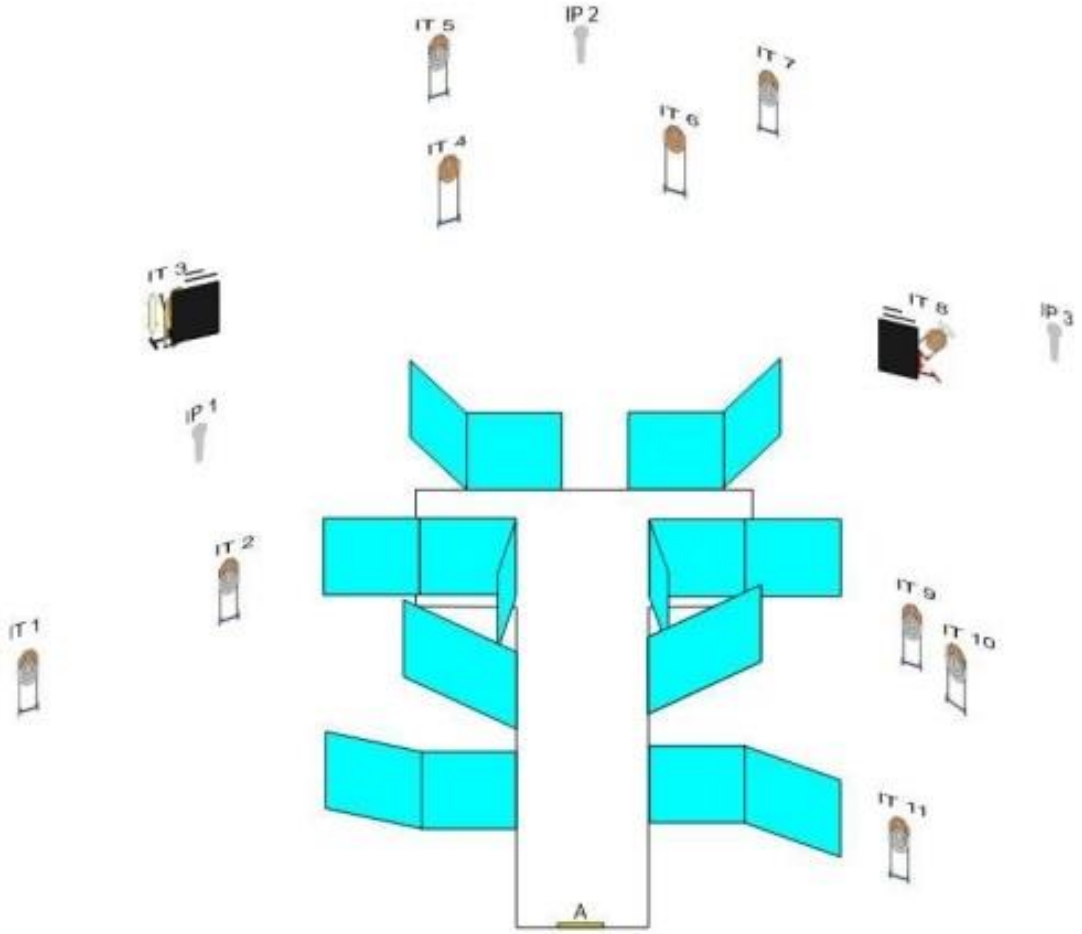
Targets	8 IPSC Targets, 0 IPSC Metal Plates, 1 IPSC Popper.
Number of Rounds to be scored	17
Distance	8-12m
Start position	Competitor starts seated erect on the chair, with both hands-on knees, with heels touching the front of the chair as demonstrated. Handgun loaded and placed on demarcated area with all the magazines to be used on table.
Time starts	Audible signal
Procedure	On audible start signal, engage targets. IP1 activates IT2 which remain visible at rest



Targets	8 IPSC Targets, 0 IPSC Metal Plates, 2 IPSC Poppers.
Number of Rounds to be scored	18
Distance	3-10m
Start position	Competitor starts with heels touching at A as demonstrated.
Time starts	Audible signal
Procedure	On audible start signal, engage targets. IP2 activates IT5 which remain visible at rest



Targets	11 IPSC Targets, 0 IPSC Metal Plates, 3 IPSC Poppers.
Number of Rounds to be scored	25
Distance	5-13m
Start position	Competitor starts with heels touching at A as demonstrated.
Time starts	Audible signal
Procedure	On audible start signal, engage targets. IP1 activates IT3 which remain visible. IP3 activates IT8 which remain visible at rest



Targets	11 IPSC Targets, 0 IPSC Metal Plates, 1 IPSC Popper.
Number of Rounds to be scored	23
Distance	3-13 m
Start position	Competitor starts anywhere in demarcated area.
Time starts	Audible signal
Procedure	On audible start signal, engage targets. IP 1 activates IT 5 remains visible at rest

