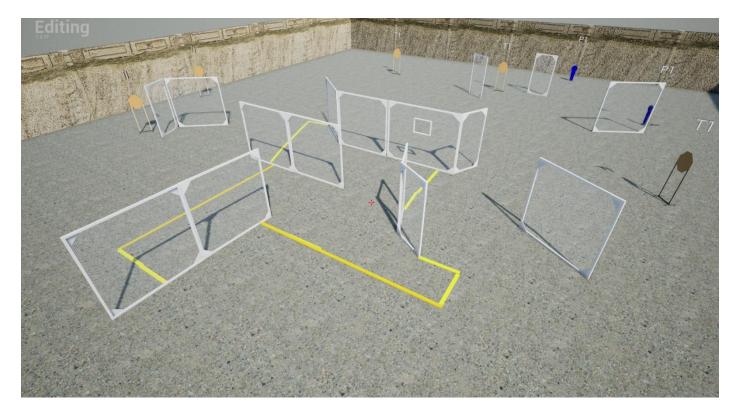
LEVEL III IPSC HANDGUN NATIONAL CHAMPIONSHIP

## **STAGE 1**



TARGETS	<b>5 IPSC TARGETS, 2 MINI POPERS</b>
NUMBER OF ROUNDS TO BE	12
SCORED	14
START POSITION	ANYWHERE INSIDE DESIGNATED AREA, AS
	DEMONSTRATED
GUN READY CONDITION	

TIME START

AUDIBLE

PROCEDURE

After start signal engage all the targets from designated area.

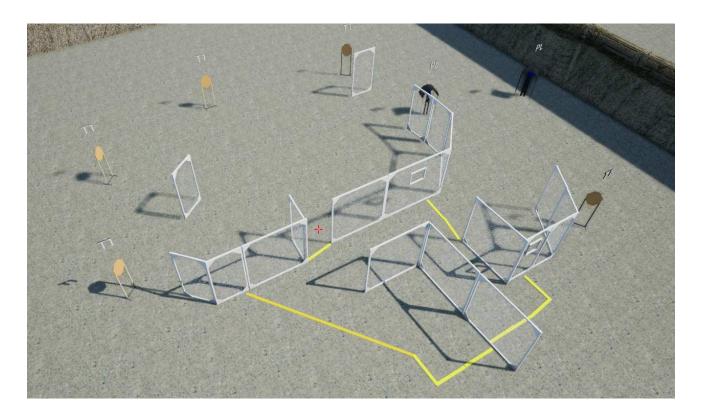
We start scoring while you still shooting, shooter can send delegate to control scoring.











TARGETS
NUMBER OF ROUNDS TO BE
SCORED
START POSITION

5 IPSC TARGETS, 2 METAL PLATES

12

ANYWHERE INSIDE DESIGNATED AREA, AS DEMONSTRATED

GUN READY CONDITION TIME START

AUDIBLE

PROCEDURE

After start signal engage all the targets from designated area. We start scoring while you still shooting, shooter can send delegate to control scoring.

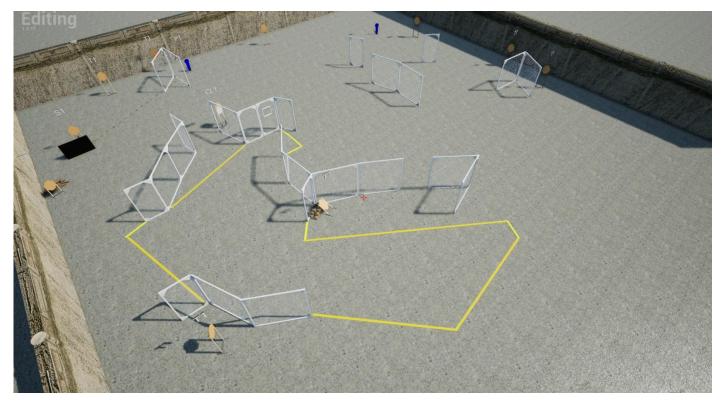






### LEVEL III IPSC HANDGUN NATIONAL CHAMPIONSHIP

## **STAGE 3**



TARGETS

11 IPSC TARGETS, 2 MINI POPERS, SOME NS

24

NUMBER OF ROUNDS TO BE SCORED

START POSITION

ANYWHERE INSIDE DESIGNATED AREA, AS DEMONSTRATED

GUN READY CONDITION TIME START

AUDIBLE

### PROCEDURE

After start signal engage all the targets from designated area.

Poper activates moving target, moving target stay visible at rest.

We start scoring while you still shooting, shooter can send delegate to control scoring.









TARGETS

5 IPSC TARGETS, 2 MINI POPERS, 1 METAL PLATE

12

NUMBER OF ROUNDS TO BE SCORED START POSITION

ANYWHERE INSIDE DESIGNATED AREA, AS DEMONSTRATED

GUN READY CONDITION TIME START

AUDIBLE

### PROCEDURE

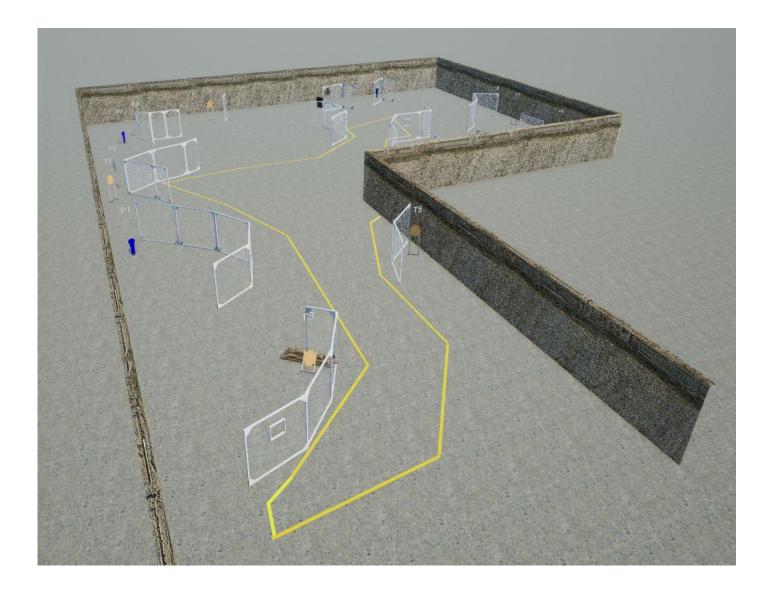
After start signal engage all the targets from designated area. Poper activates moving target, moving target stay visible at rest.

We start scoring while you still shooting, shooter can send delegate to control scoring.









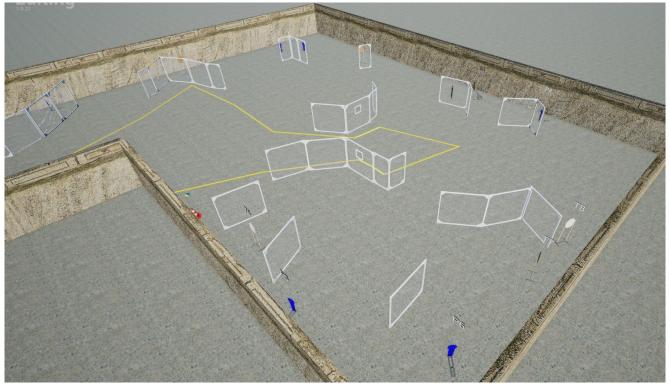






## LEVEL III IPSC HANDGUN NATIONAL CHAMPIONSHIP

## **STAGE 5**



TARGETS

### 9 IPSC TARGETS, 6 MINI POPERS, SOME NS

24

NUMBER OF ROUNDS TO BE SCORED START POSITION

ANYWHERE INSIDE DESIGNATED AREA, AS DEMONSTRATED

GUN READY CONDITION TIME START SAFETY ANGLES

AUDIBLE 90 LEFT, RIGHT AT MARK

#### PROCEDURE

After start signal engage all the targets from designated area.

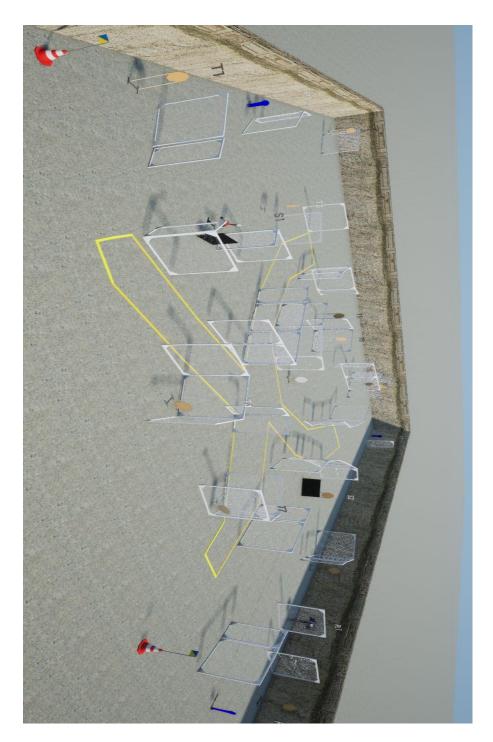
Poper activates moving target, moving target stay visible at rest.

We start scoring while you still shooting, shooter can send delegate to control scoring.















LEVEL III IPSC HANDGUN NATIONAL CHAMPIONSHIP

## **STAGE 6**

TARGETS

13 IPSC TARGETS, 3 MINI POPERS, 3 METAL PLATES, SOME NS

NUMBER OF ROUNDS TO BE SCORED

START POSITION

ANYWHERE INSIDE DESIGNATED AREA, AS DEMONSTRATED

GUN READY CONDITION TIME START SAFETY ANGLES

AUDIBLE

90 LEFT, RIGHT AT MARK

PROCEDURE

After start signal engage all the targets from designated area. Poper 1 AND 2 activates moving targets, moving targets stay visible at rest.

We start scoring while you still shooting, shooter can send delegate to control scoring



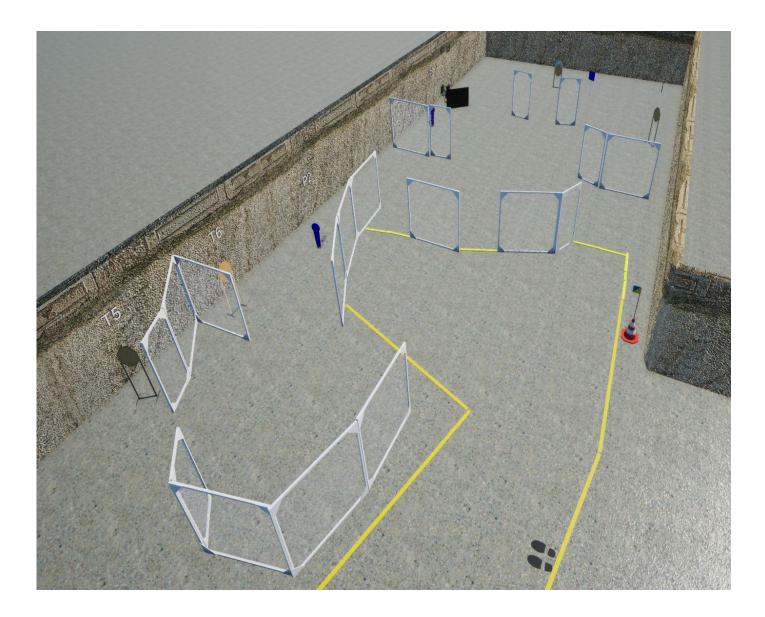




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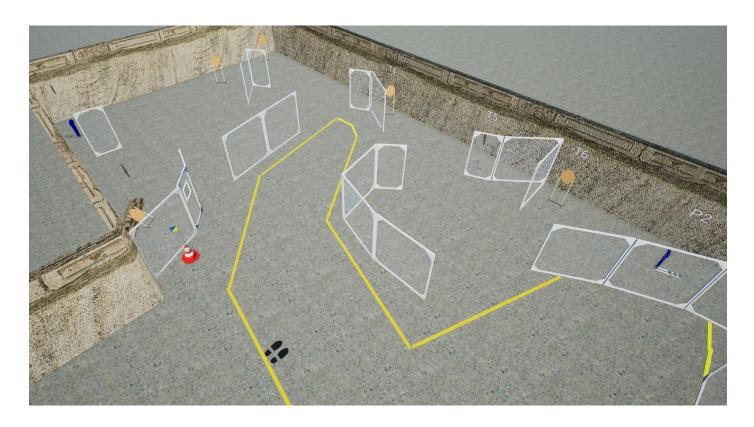
## **STAGE 7**











#### TARGETS

#### 9 IPSC TARGETS, 3 MINI POPERS, 3 METAL PLATES, SOME NS

24

NUMBER OF ROUNDS TO BE SCORED START POSITION GUN READY CONDITION TIME START

SAFETY ANGLES

STANDING AT MARKS, AS DEMONSTRATED

AUDIBLE LEFT AND RIGHT AT MARK

#### PROCEDURE

After start signal engage all the targets from designated area.

Poper activates moving target, moving target stay visible at rest.

We start scoring while you still shooting, shooter can send delegate to control

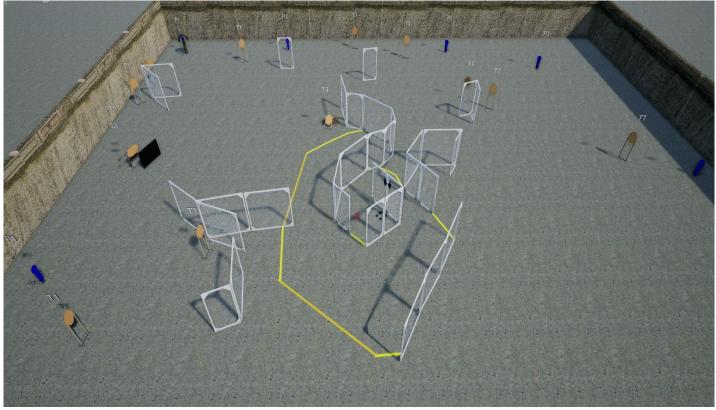






### LEVEL III IPSC HANDGUN NATIONAL CHAMPIONSHIP

## **STAGE 8**



TARGETS	13 IPSC TARGETS, 5 MINI POPERS, 1 METAL PLATE
NUMBER OF ROUNDS TO BE SCORED	32
START POSITION	RIGHT FOOT AT MARK, AS DEMONSTRATED
GUN READY CONDITION	
TIME START	AUDIBLE

#### PROCEDURE

After start signal engage all the targets from designated area.

Poper activates moving target, moving target stay visible at rest.

We start scoring while you still shooting, shooter can send delegate to control scoring







### LEVEL III IPSC HANDGUN NATIONAL CHAMPIONSHIP

## **STAGE 9**



10
SOME NS
5 IPSC TARGETS, 2 MINI POPERS,

NUMBER OF ROUNDS TO BE SCORED START POSITION GUN READY CONDITION

TARGETS

STANDING AT MARKS, AS DEMONSTRATED

TIME START

AUDIBLE

PROCEDURE

After start signal engage all the targets from designated area.

We start scoring while you still shooting, shooter can send delegate to control scoring.







## LEVEL III IPSC HANDGUN NATIONAL CHAMPIONSHIP

## **STAGE 10**



TARGETS

11 IPSC TARGETS, 2 MINI POPERS, SOME NS

24

NUMBER OF ROUNDS TO BE SCORED

START POSITION

ANYWHERE INSIDE DESIGNATED AREA, AS DEMONSTRATED

AUDIBLE

LEFT AND RIGHT AT MARK

GUN READY CONDITION TIME START SAFETY ANGLES

#### PROCEDURE

After start signal engage all the targets from designated area.

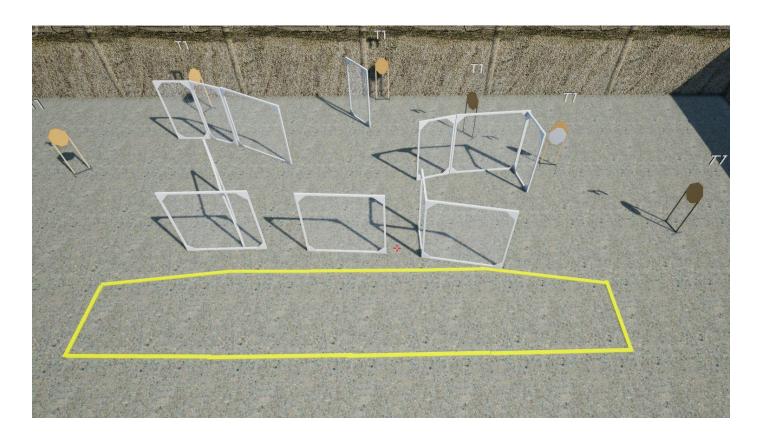
Poper activates moving target, moving target stay visible at rest.

We start scoring while you still shooting, shooter can send delegate to control scoring.









TARGETS NUMBER OF ROUNDS TO BE SCORED START POSITION 6 IPSC TARGETS, SOME NS

12

ANYWHERE INSIDE DESIGNATED AREA, AS DEMONSTRATED

GUN READY CONDITION TIME START

AUDIBLE

PROCEDURE

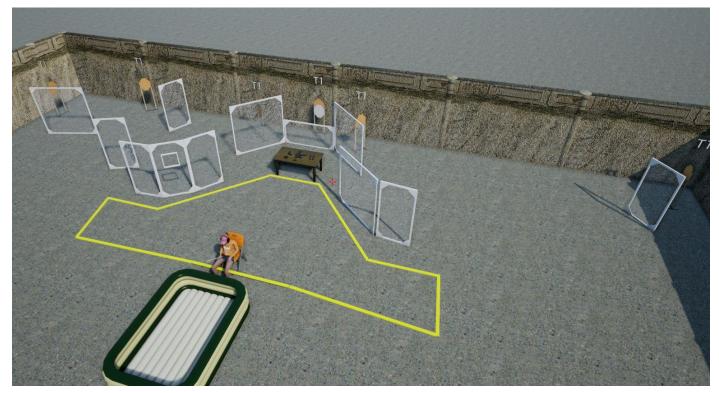
After start signal engage all the targets from designated area. We start scoring while you still shooting, shooter can send delegate to control scoring.







## **STAGE 12**



TARGETS	6 IPSC TARGETS, SOME NS
NUMBER OF ROUNDS TO BE	12
SCORED	14
START POSITION	SITTING ON CHAIR,
	HOLDING FISHING ROD IN BOTH HANDS
GUN READY CONDITION	UNLOADED, CHAMBER AND MAGWELL EMPTY
	ARE ON THE TABLE AND ALL MAGAZINES ON
	THE TABLE
TIME START	AUDIBLE

#### PROCEDURE

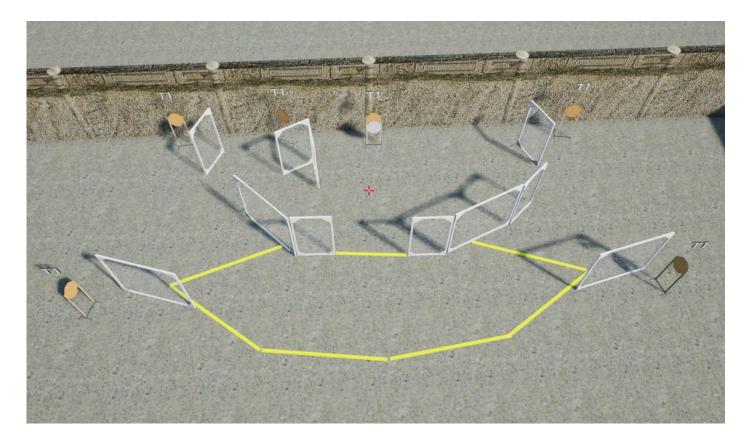
After start signal engage all the targets from designated area.

We start scoring while you still shooting, shooter can send delegate to control scoring









TARGETS NUMBER OF ROUNDS TO BE SCORED START POSITION 6 IPSC TARGETS, SOME NS

12

ANYWHERE INSIDE DESIGNATED AREA, AS DEMONSTRATED

GUN READY CONDITION TIME START

AUDIBLE

### PROCEDURE

After start signal engage all the targets from designated area. We start scoring while you still shooting, shooter can send delegate to control scoring.







## LEVEL III IPSC HANDGUN NATIONAL CHAMPIONSHIP

## **STAGE 14**



TARGETS	6 IPSC TARGETS, SOME NS
NUMBER OF ROUNDS TO BE	12
SCORED	
START POSITION	SITTING ON CHAIR, BOTH HAND ON THE KNEES
GUN READY CONDITION	UNLOADED, CHAMBER AND MAGWELL EMPTY
	ARE ON THE TABLE AND ALL MAGAZINES ON
	THE OPPOSITE TABLE
TIME START	AUDIBLE
SAFETY ANGLES	LEFT AT MARK, RIGHT 90

### PROCEDURE

After start signal engage all the targets from designated area.

We start scoring while you still shooting, shooter can send delegate to control scoring







## LEVEL III IPSC HANDGUN NATIONAL CHAMPIONSHIP

## **STAGE 15**



#### TARGETS

#### 10 IPSC TARGETS, 2 MINI POPERS, 2 METAL PLATES, SOME NS

24

NUMBER OF ROUNDS TO BE SCORED START POSITION

ANYWHERE INSIDE DESIGNATED AREA, AS DEMONSTRATED

GUN READY CONDITION TIME START

AUDIBLE

#### PROCEDURE

After start signal engage all the targets from designated area.

Poper activates moving target, moving target stay visible at rest.

We start scoring while you still shooting, shooter can send delegate to control scoring.







## LEVEL III IPSC HANDGUN NATIONAL CHAMPIONSHIP

## **STAGE 16**



#### TARGETS

#### 10 IPSC TARGETS, 3 MINI POPERS, 1 METAL PLATE, SOME NS

NUMBER OF ROUNDS TO BE SCORED START POSITION

ANYWHERE INSIDE DESIGNATED AREA, AS DEMONSTRATED

GUN READY CONDITION TIME START

AUDIBLE

### PROCEDURE

After start signal engage all the targets from designated area.

Poper activates moving target, moving target stay visible at rest.

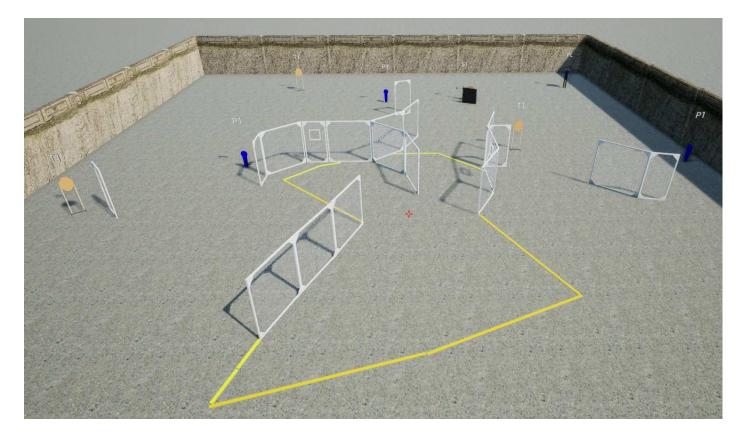
We start scoring while you still shooting, shooter can send delegate to control scoring.







## **STAGE 17**



#### TARGETS

### 4 IPSC TARGETS, 3 MINI POPERS, 1 METAL PLATE, SOME NS

12

NUMBER OF ROUNDS TO BE SCORED

START POSITION

ANYWHERE INSIDE DESIGNATED AREA, AS DEMONSTRATED

GUN READY CONDITION TIME START

AUDIBLE

#### PROCEDURE

After start signal engage all the targets from designated area.

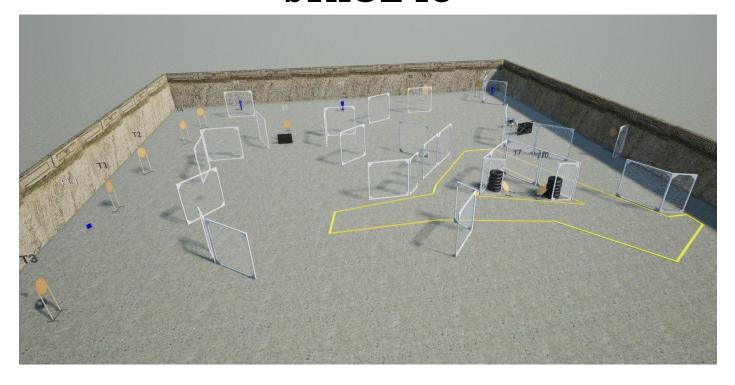
Poper activates moving target, moving target stay visible at rest.

We start scoring while you still shooting, shooter can send delegate to control scoring.









TARGETS	13 IPSC TARGETS, 3 MINI POPERS, 3 METAL PLATES, SOME NS
NUMBER OF ROUNDS TO BE SCORED	32
START POSITION	ANYWHERE INSIDE DESIGNATED AREA, AS DEMONSTRATED
GUN READY CONDITION	
TIME START	AUDIBLE

#### PROCEDURE

After start signal engage all the targets from designated area.

Popers activates moving targets, moving targets stay visible at rest.

We start scoring while you still shooting, shooter can send delegate to control scoring.







## LEVEL III IPSC HANDGUN NATIONAL CHAMPIONSHIP STAGE 19



TARGETS

5 IPSC TARGETS, 1 MINI POPER, 1 METAL PLATES, SOME NS

12

NUMBER OF ROUNDS TO BE SCORED START POSITION GUN READY CONDITION

STANDING AT MARKS, AS DEMONSTRATED

TIME START

AUDIBLE

#### PROCEDURE

After start signal engage all the targets from designated area. We start scoring while you still shooting, shooter can send delegate to control scoring.







## LEVEL III IPSC HANDGUN NATIONAL CHAMPIONSHIP STAGE 20



TARGETS	11 IPSC TARGETS, 2 MINI POPERS, SOME NS
NUMBER OF ROUNDS TO BE SCORED	24
START POSITION	ANYWHERE INSIDE DESIGNATED AREA, AS
	DEMONSTRATED
GUN READY CONDITION	
TIME START	AUDIBLE

#### PROCEDURE

After start signal engage all the targets from designated area.

Poper activates moving target, moving target stay visible at rest.

We start scoring while you still shooting, shooter can send delegate to control scoring.









TARGETS	5 IPSC TARGETS, 2 MINI POPER
NUMBER OF ROUNDS TO BE	12
SCORED	
START POSITION	SITTING ON CHAIR, BOTH HAND ON THE KNEES
GUN READY CONDITION	LOADED, CHAMBER EMPTY, HOLSTERED
TIME START	AUDIBLE

#### PROCEDURE

After start signal engage all the targets from designated area.

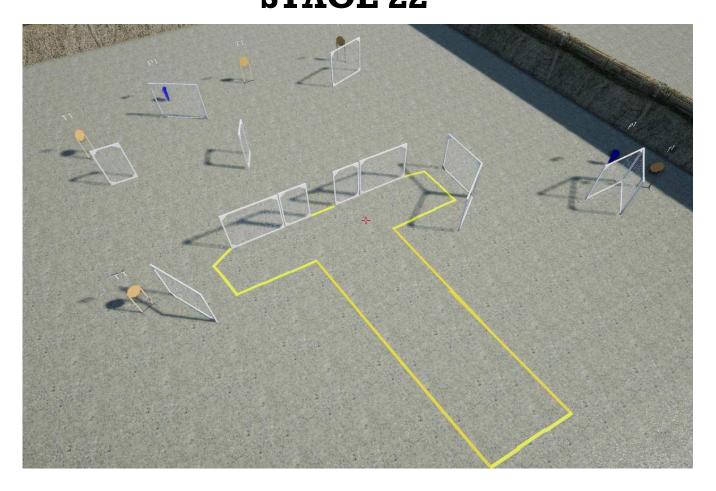
Poper activates moving target, moving target stay visible at rest.

We start scoring while you still shooting, shooter can send delegate to control scoring









TARGETS NUMBER OF ROUNDS TO BE SCORED START POSITION 5 IPSC TARGETS, 2 MINI POPERS

12

ANYWHERE INSIDE DESIGNATED AREA, AS DEMONSTRATED

GUN READY CONDITION TIME START

AUDIBLE

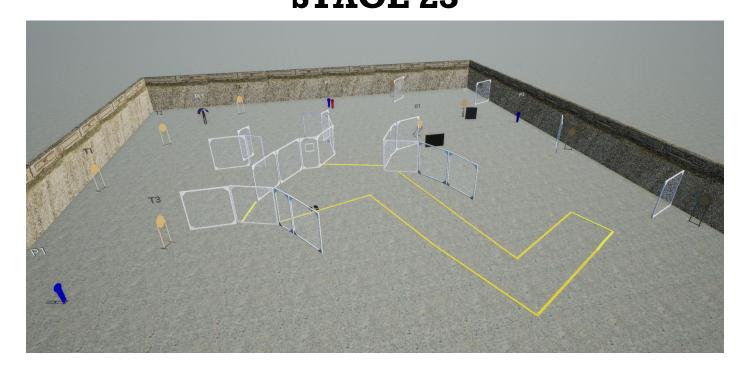
PROCEDURE

After start signal engage all the targets from designated area. We start scoring while you still shooting, shooter can send delegate to control scoring.









TARGETS

#### 10 IPSC TARGETS, 3 MINI POPERS, 1 METAL PLATE, SOME NS

NUMBER OF ROUNDS TO BE SCORED

START POSITION

ANYWHERE INSIDE DESIGNATED AREA, AS DEMONSTRATED

**GUN READY CONDITION** TIME START SAFETY ANGLES

AUDIBLE 90 LEFT, RIGHT AT MARK

### PROCEDURE

After start signal engage all the targets from designated area.

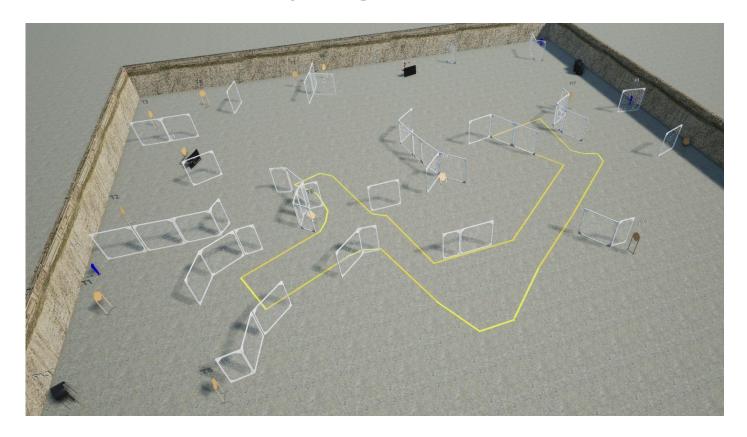
Popers activates moving targets, moving targets stay visible at rest.

We start scoring while you still shooting, shooter can send delegate to control scoring.









TARGETS

#### 13 IPSC TARGETS, 3 MINI POPERS, 3 METAL PLATES, SOME NS

32

NUMBER OF ROUNDS TO BE SCORED START POSITION

ANYWHERE INSIDE DESIGNATED AREA, AS DEMONSTRATED

GUN READY CONDITION TIME START SAFETY ANGLES

AUDIBLE LEFT AT MARK, RIGHT 90

### PROCEDURE

After start signal engage all the targets from designated area. Popers activates moving targets, moving targets stay visible at rest. We start scoring while you still shooting, shooter can send delegate to control scoring.





