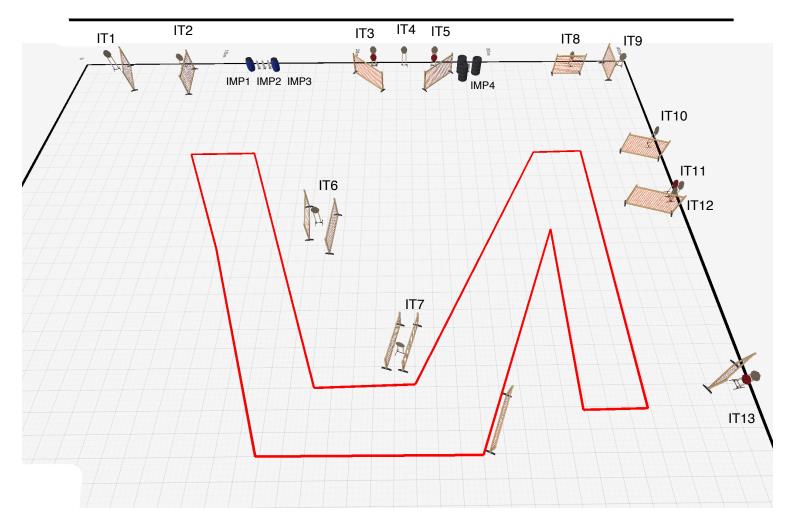
# **Stage 1 - long Course**



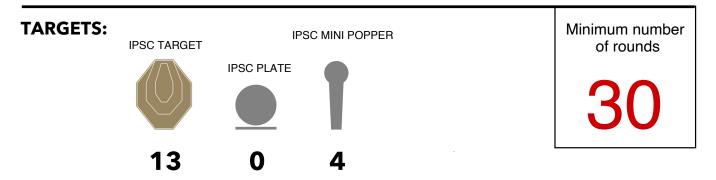
TIME STARTS:

On audible signal

**START POSITION:** Anywhere in the designated area as demonstrated. Rule

8.2.2 (Appendix E1)

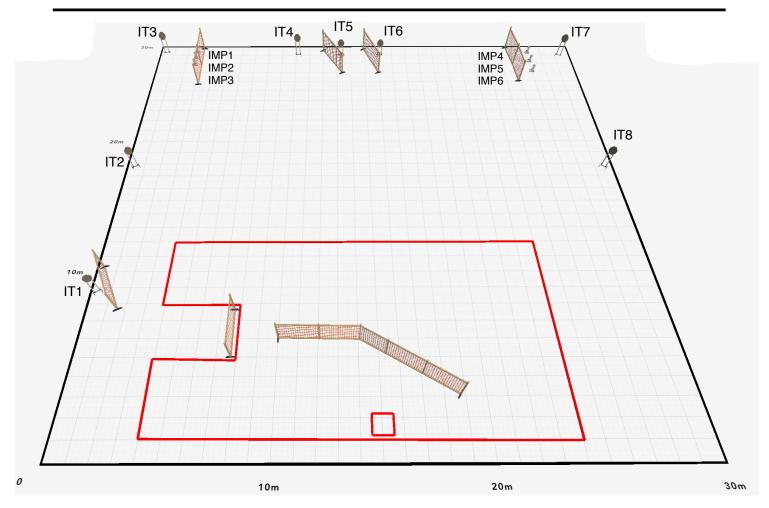
The Firearm ready condition: LOADED - option 1



PROCEDURE:

After the start signal, engage all targets.

# **Stage 2 - Medium Course**

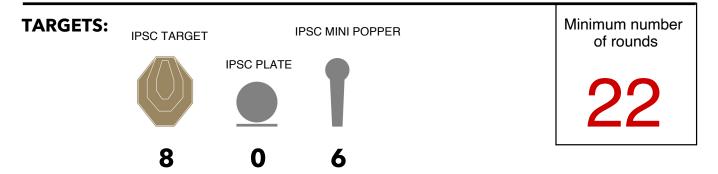


**TIME STARTS:** On audible signal

**START POSITION:** On mark in the designated area as demonstrated. Rule

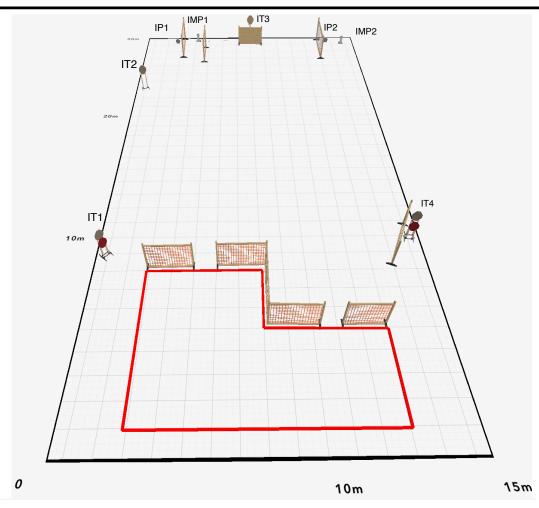
8.2.2 (Appendix E1)

The Firearm ready condition: LOADED - option 1



**PROCEDURE:** After the start signal, engage all targets.

## **Stage 3 - Short Course**



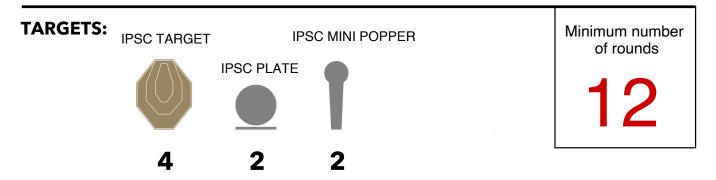
TIME STARTS:

On audible signal

**START POSITION:** Anywhere in the designated area as demonstrated. Rule

8.2.2 (Appendix E1)

The Firearm ready condition: LOADED - option 1

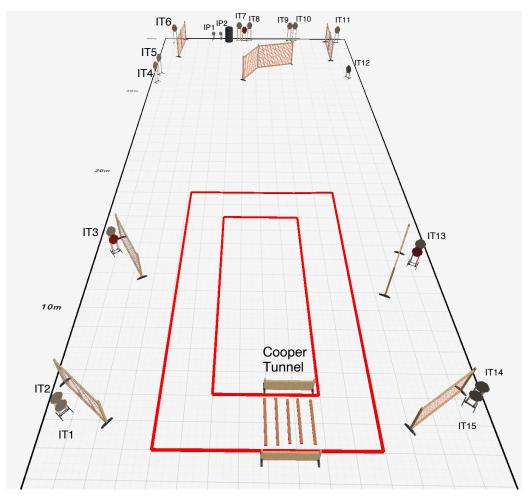


**PROCEDURE:** 

After the start signal, engage all targets. Popper IMP1 activates

moving target IT3 which remains visible at rest

#### **Stage 4 - Long Course**



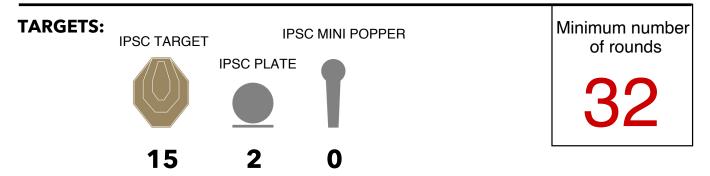
TIME STARTS:

On audible signal

**START POSITION:** Anywhere in the designated area as demonstrated. Rule

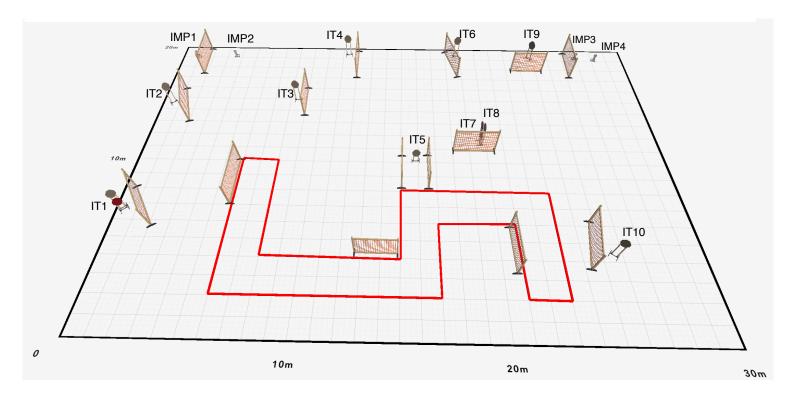
8.2.2 (Appendix E1)

The Firearm ready condition: LOADED - option 1



**PROCEDURE:** After the start signal, engage all targets.

## **Stage 5 - Medium Course**



TIME STARTS:

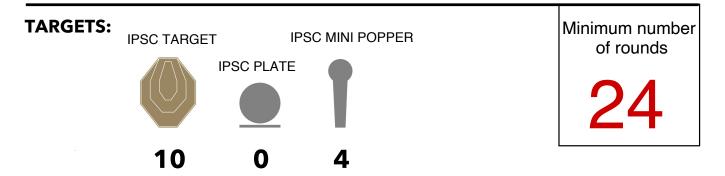
On audible signal

**START POSITION:** 

Anywhere in the designated area as demonstrated. Rule

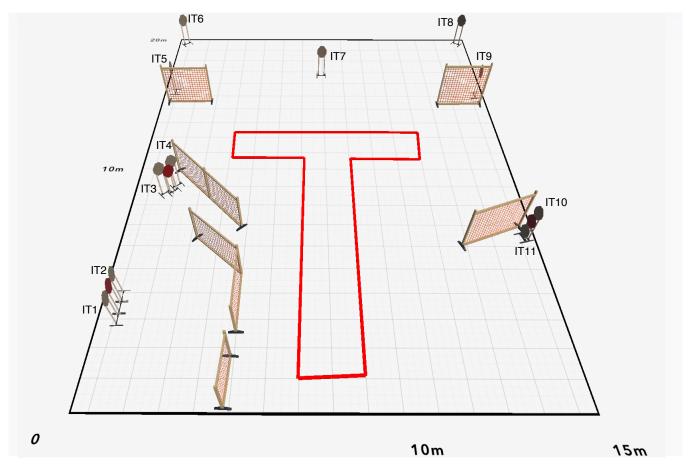
8.2.2 (Appendix E1)

The Firearm ready condition: LOADED - option 1



**PROCEDURE:** After the start signal, engage all targets.

## **Stage 6 - Medium Course**

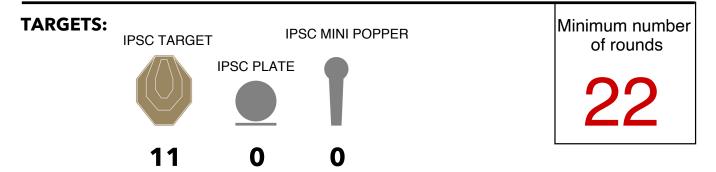


**TIME STARTS:** On audible signal

**START POSITION:** Anywhere in the designated area as demonstrated. Rule

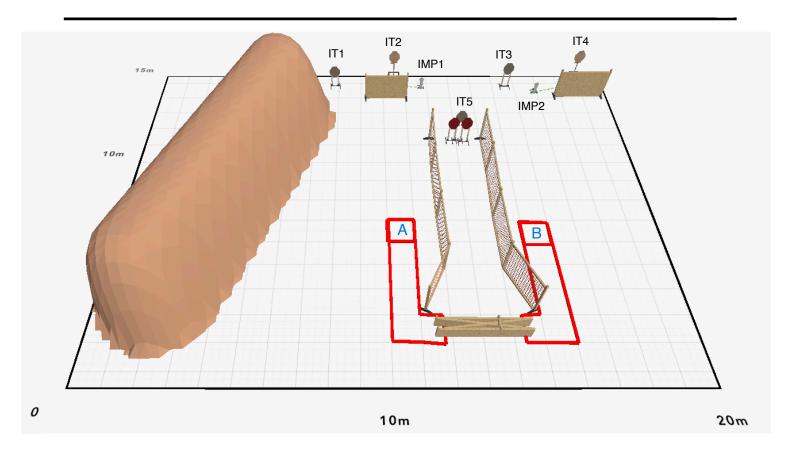
8.2.2 (Appendix E1)

The Firearm ready condition: LOADED - option 1



**PROCEDURE:** After the start signal, engage all targets.

## **Stage 7 - Short Course**

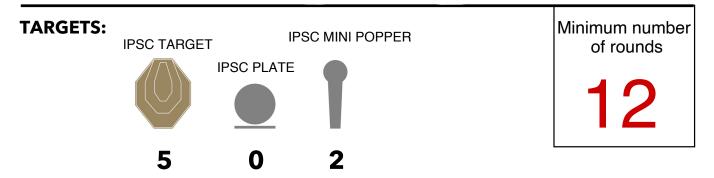


**TIME STARTS:** On audible signal

**START POSITION:** In box A or B as demonstrated.

Rule 8.2.2 (Appendix E1)

The Firearm ready condition: LOADED - option 1

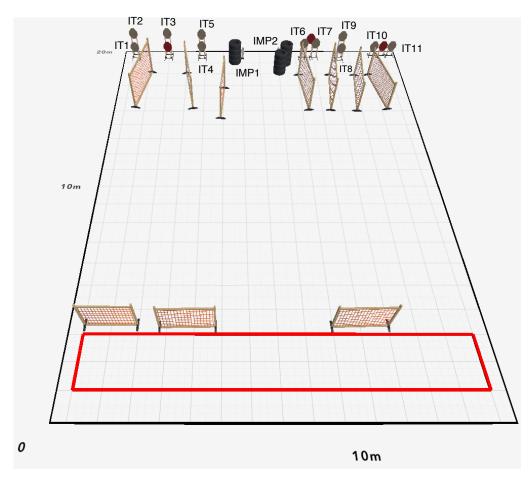


PROCEDURE: After the start signal, engage all targets. Popper IMP1 activates

moving target IT2, Popper IMP2 activates moving target IT4 which

remains visible at rest

## **Stage 8 - Medium Course**

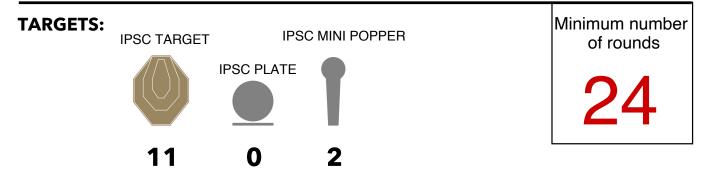


**TIME STARTS:** On audible signal

**START POSITION:** Anywhere in the designated area as demonstrated. Rule

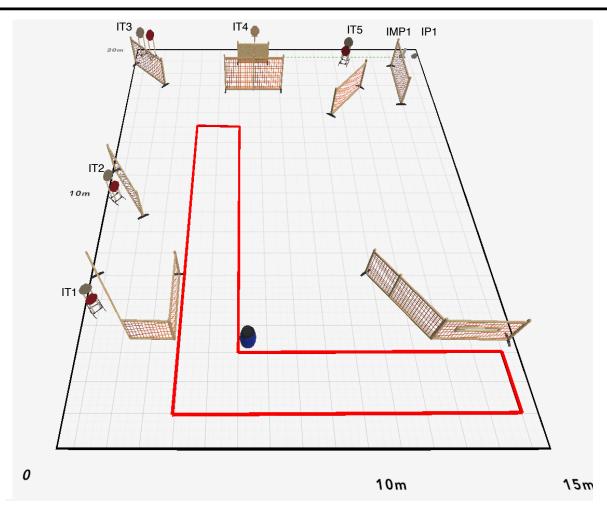
8.2.2 (Appendix E1)

The Firearm ready condition: LOADED - option 1



**PROCEDURE:** After the start signal, engage all targets.

# **Stage 9 - Short Course**

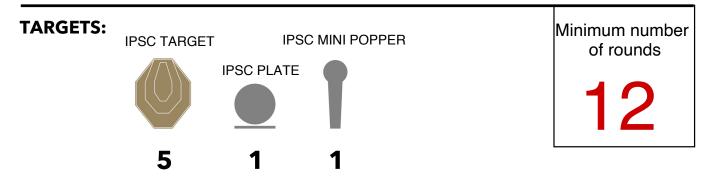


**TIME STARTS:** On audible signal

**START POSITION:** Anywhere in the designated area as demonstrated. Rule

8.2.2 (Appendix E1)

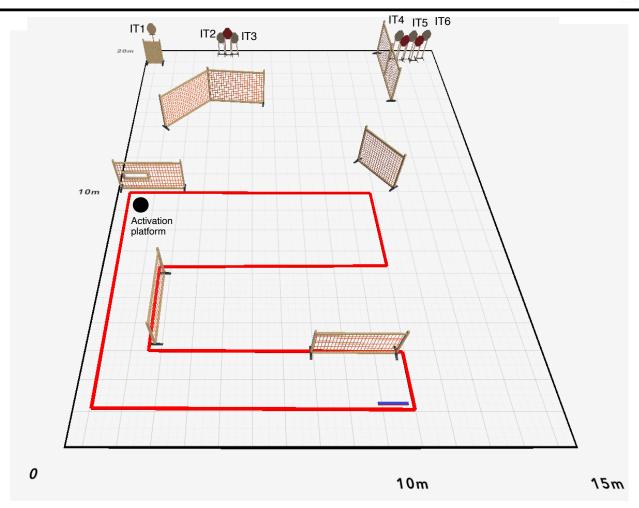
The Firearm ready condition: LOADED - option 1



**PROCEDURE:** After the start signal, engage all targets. Popper IMP1 activates

moving target IT4 which remains visible at rest

## **Stage 10 - Short Course**

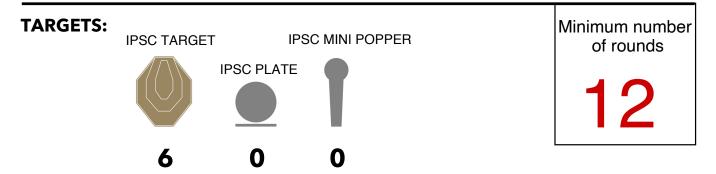


**TIME STARTS:** On audible signal

**START POSITION:** One feet touching the mark as demonstrated. Rule 8.2.2

(Appendix E1)

The Firearm ready condition: LOADED - option 1

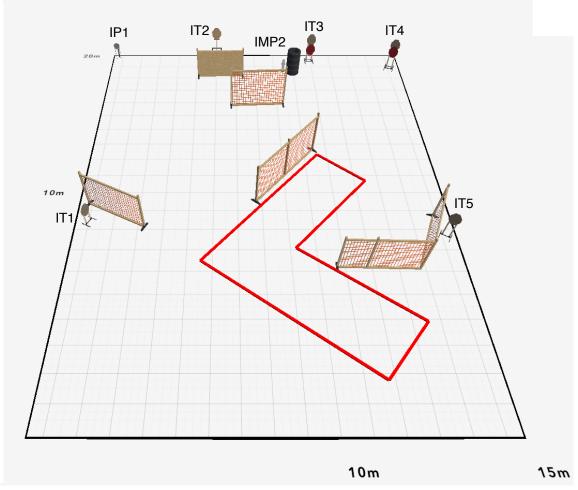


**PROCEDURE:** After the start signal, engage all targets. Step on the

platform activates moving target IT1 which remains visible at

rest

## **Stage 11 - Short Course**

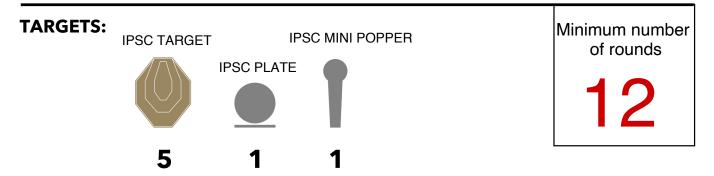


**TIME STARTS:** On audible signal

**START POSITION:** Anywhere in the designated area as demonstrated. Rule

8.2.2 (Appendix E1)

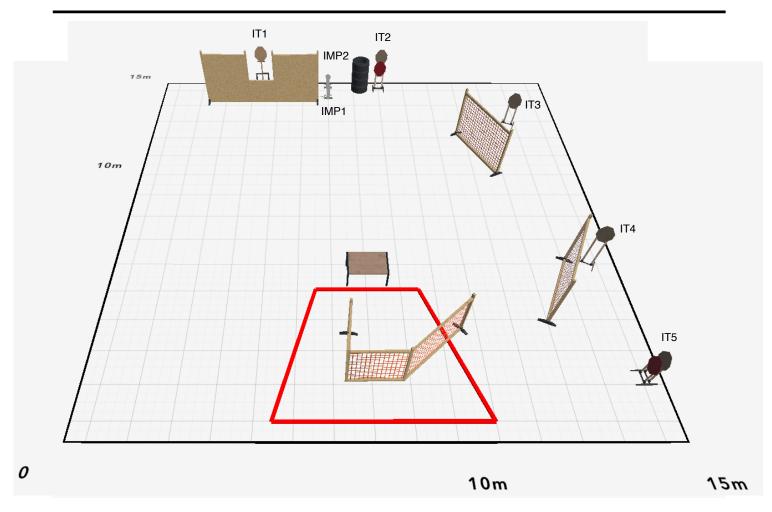
The Firearm ready condition: LOADED - option 1



PROCEDURE: After the start signal, engage all targets. Popper IMP2 activates

moving target IT2 which remains visible at rest

#### **Stage 12 - Short Course**



TIME STARTS:

On audible signal

**START POSITION:** Anywhere in the designated area as demonstrated. Gun

unloaded on the table, chamber, magwell empty, all

magazines on the table

The Firearm ready condition: UNLOADED - option 3



PROCEDURE:

After the start signal, engage all targets. Popper IMP1 activates

moving target IT1 which remains visible at rest