

Stage 1

Metro Range 6

COURSE DESIGNER: Grant Mitchell

START POSITION: The competitor commences standing with hands relaxed at sides anywhere in demarcated shoot area, handgun loaded and holstered

STAGE PROCEDURE

On the audible start signal engage all targets from within demarcated area as they become visible.

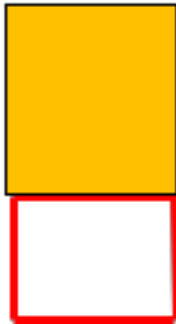
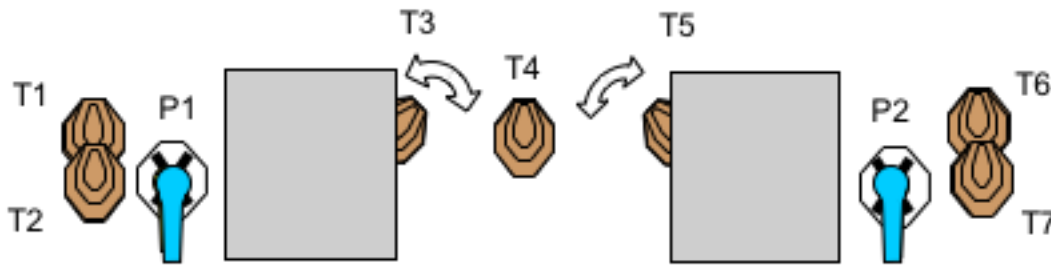
P1 activates T5 which is not disappearing
P2 activates T3 which is not disappearing

SCORING

Rounds to be scored: 16 rounds, 80 points

TARGETS: 7 IPSC paper targets, 2 IPSC Popper

START: Audible



SETUP NOTES:

P1 activates T5 which is not disappearing
P2 activates T3 which is not disappearing

Stage 2

Metro Range 6

COURSE DESIGNER: Grant Mitchell

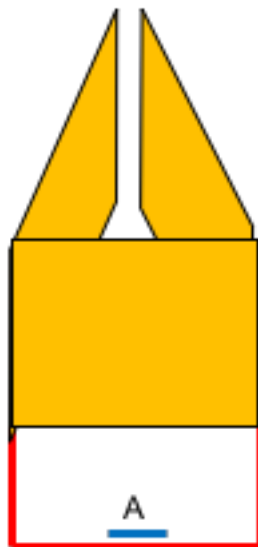
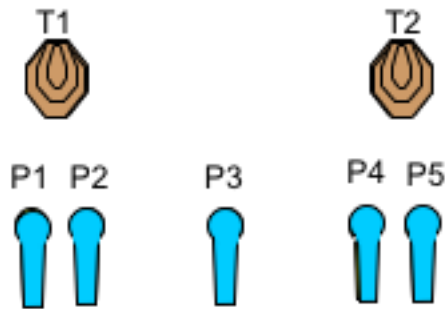
START POSITION: Standing with heels touching position A facing down range with hands by sides, handgun loaded and holstered

STAGE PROCEDURE

On the audible start signal engage all targets from within demarcated area.

SCORING

Rounds to be scored: 9 rounds, 45 points
TARGETS: 2 IPSC paper targets, 5 IPSC Popper
START: Audible



SETUP NOTES:

Stage 3

Metro Range 5

COURSE DESIGNER: Grant Mitchell

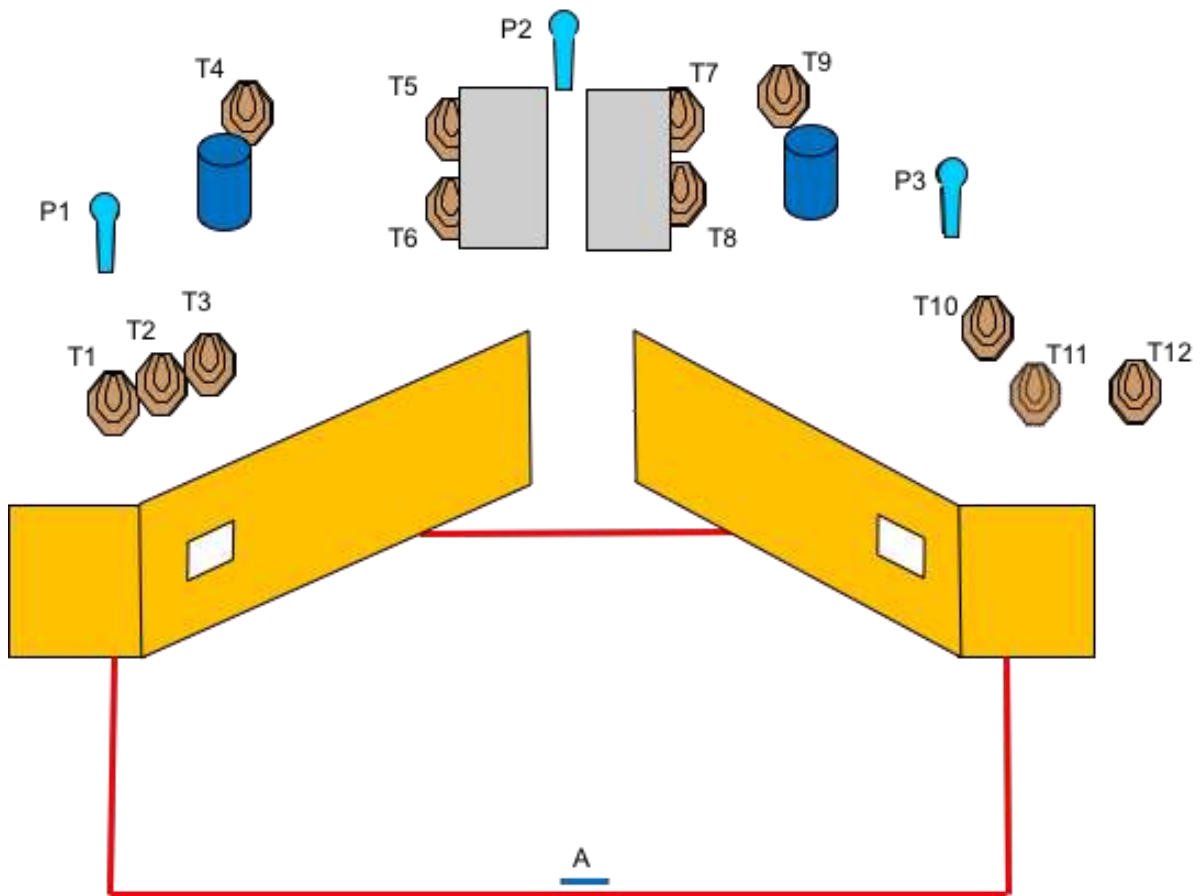
START POSITION: Standing with heels touching position A with hands relaxed at sides, Handgun loaded and holstered.

STAGE PROCEDURE

On the audible start signal engage all targets from within demarcated area..

SCORING

Rounds to be scored: 27 rounds, 135 points
TARGETS: 12 IPSC paper targets, 3 IPSC Popper
START: Audible



SETUP NOTES:

Stage 4

Metro Range 3

COURSE DESIGNER: Grant Mitchell

START POSITION: Standing with heels touching either position A with hands relaxed at sides, Handgun loaded and holstered.

STAGE PROCEDURE

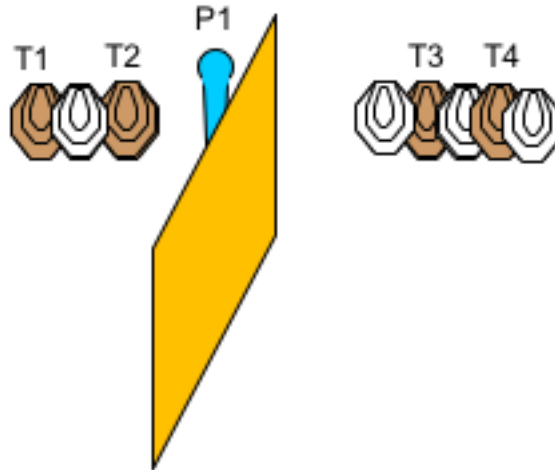
On the audible start signal engage all targets from within demarcated area.

SCORING

Rounds to be scored: 9 rounds, 45 points

TARGETS: 4 IPSC paper targets, 1 IPSC Popper

START: Audible



SETUP NOTES:

T1, T2 & P1 should not be visible from right position A

T3 & T4 should not be visible from left position A

Stage 5

Metro Range 2

COURSE DESIGNER: Grant Mitchell

START POSITION: Standing with hands relaxed at sides anywhere in the demarcated area, facing down range, handgun loaded and holstered.

STAGE PROCEDURE

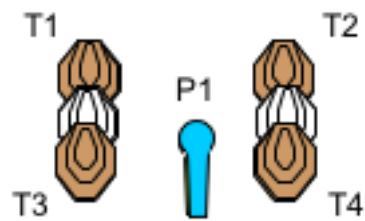
On the audible start signal engage all targets from within demarcated area.

SCORING

Rounds to be scored: 9 rounds, 45 points

TARGETS: 4 IPSC paper targets, 1 IPSC Popper

START: Audible



SETUP NOTES:

Stage 6

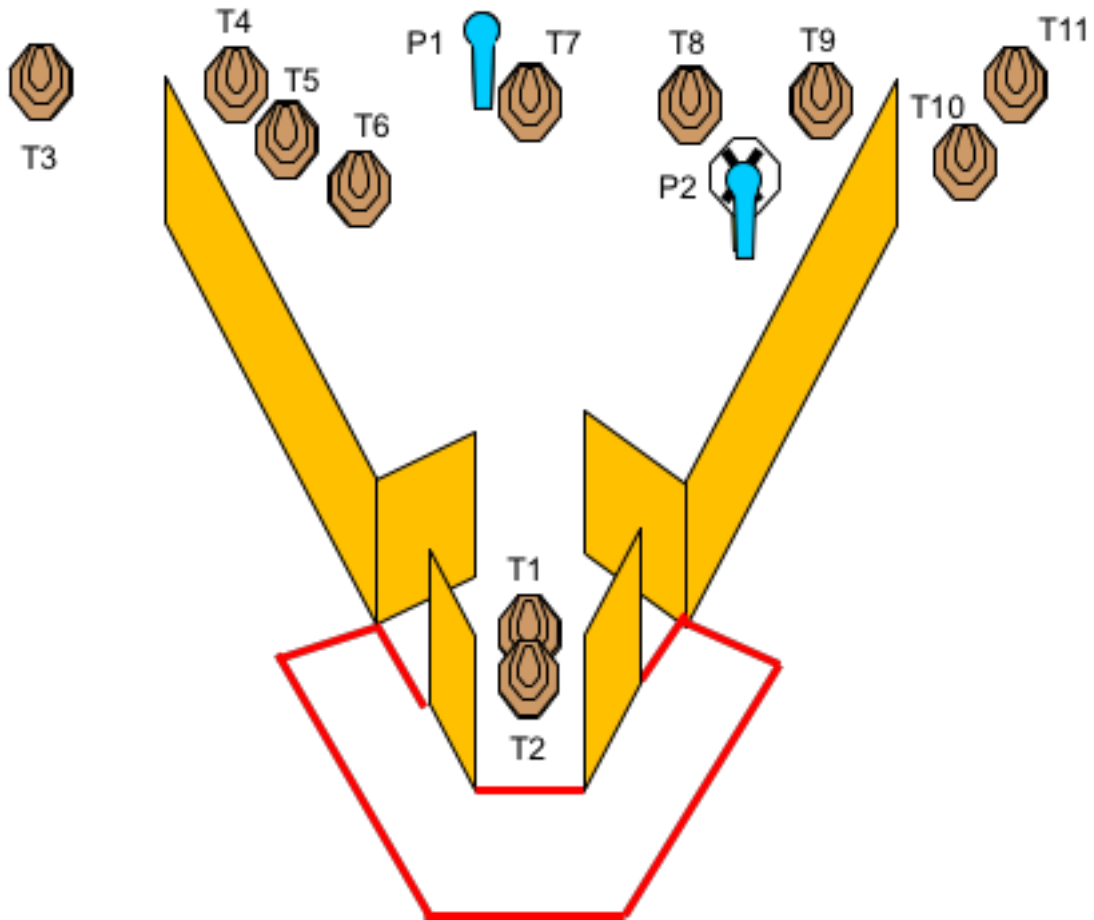
Metro Range 1

COURSE DESIGNER: Grant Mitchell

START POSITION: Standing with hands relaxed at sides anywhere in the demarcated area, facing down range, handgun loaded and holstered.

STAGE PROCEDURE
On the audible start signal engage all targets from within demarcated area.

SCORING
Rounds to be scored: 24 rounds, 120 points
TARGETS: 11 IPSC paper targets, 2 IPSC Poppers
START: Audible



SETUP NOTES:

Stage 7

COB Range 7L

COURSE DESIGNER: Matt Giarola

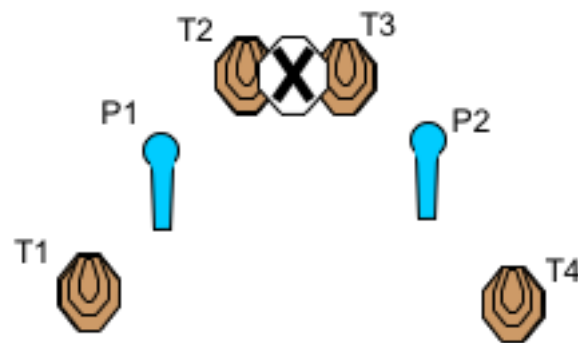
START POSITION: Standing with hands relaxed at sides anywhere in the demarcated area, facing down range, handgun loaded and holstered.

STAGE PROCEDURE

On the audible start signal engage all targets from within demarcated area.

SCORING

Rounds to be scored: 10 rounds, 50 points
TARGETS: 4 IPSC paper targets, 2 IPSC Popper
START: Audible



SETUP NOTES:

Stage 8

COB Range 7R

COURSE DESIGNER: Matt Giarola

START POSITION: Standing with heels touching position A, facing down range with hands relaxed at sides, handgun UNLOADED

STAGE PROCEDURE

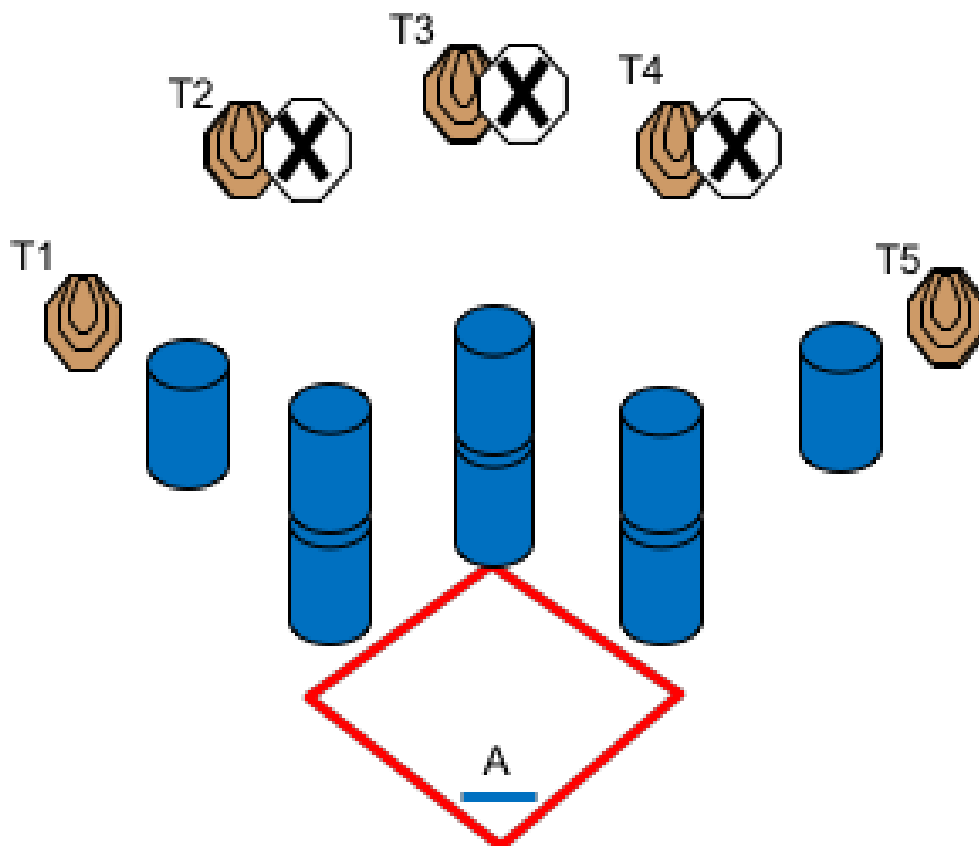
On the audible start signal engage all targets from within demarcated area.

SCORING

Rounds to be scored: 10 rounds, 50 points

TARGETS: 5 IPSC paper targets

START: Audible



SETUP NOTES:

Stage 9

COB Range 8A

COURSE DESIGNER: Matt Giarola

START POSITION: Standing with heels touching position A with hands relaxed at sides, Handgun loaded and holstered

STAGE PROCEDURE

On the audible start signal engage all targets from within demarcated area as they become visible.

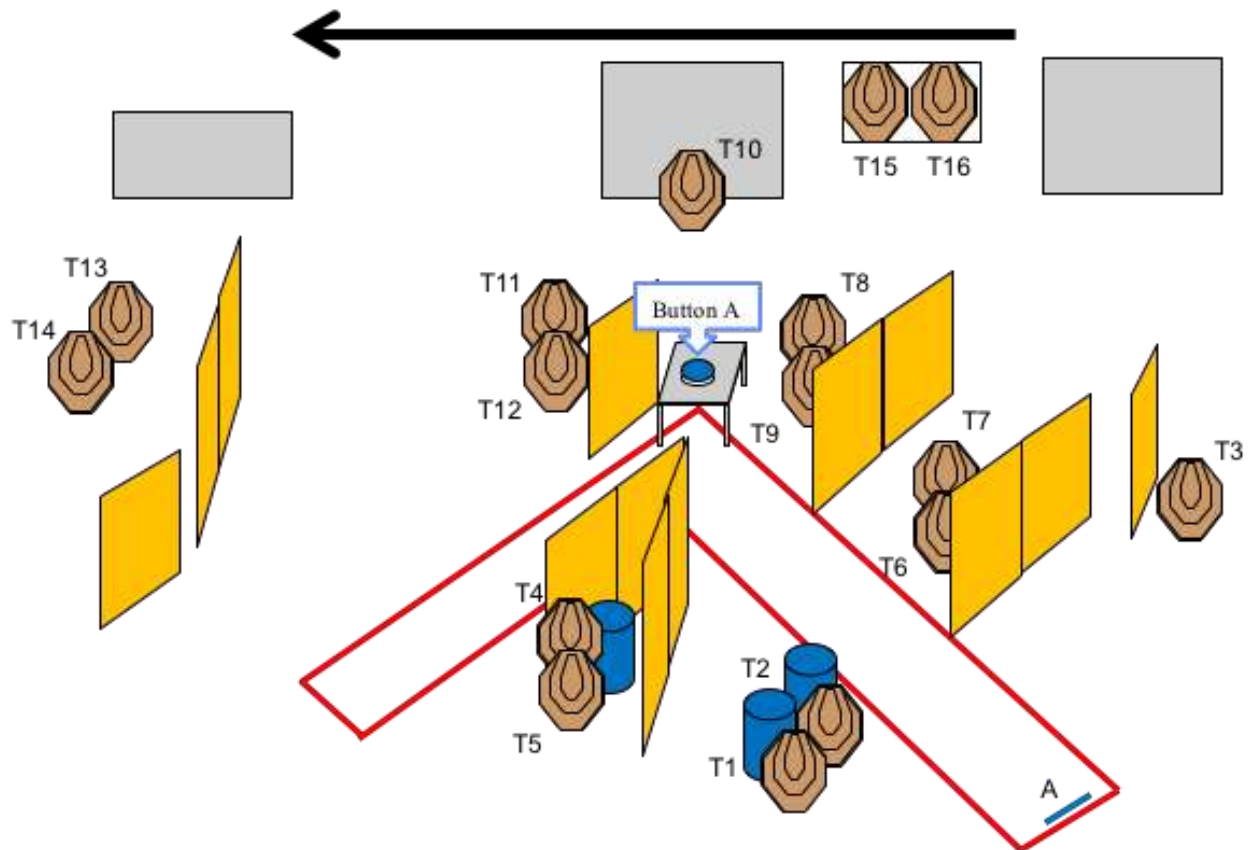
Button 1 activates moving targets T15 and T16 which are not disappearing

SCORING

Rounds to be scored: 32 rounds, 160 points

TARGETS: 16 IPSC paper targets

START: Audible



SETUP NOTES:

Button 1 activates moving targets T15 and T16 which are not disappearing

Drums behind targets T1, T2, T4 & T5 filled with impenetrable material (shredded rubber).

Stage 10

Range 10L

COURSE DESIGNER: Matt Giarola

START POSITION: Standing with hands relaxed at sides anywhere in the demarcated area, facing down range, handgun loaded and holstered.

STAGE PROCEDURE

On the audible start signal engage all targets from within demarcated area as they become visible.

P1 activates T1 & T4 which are not disappearing.

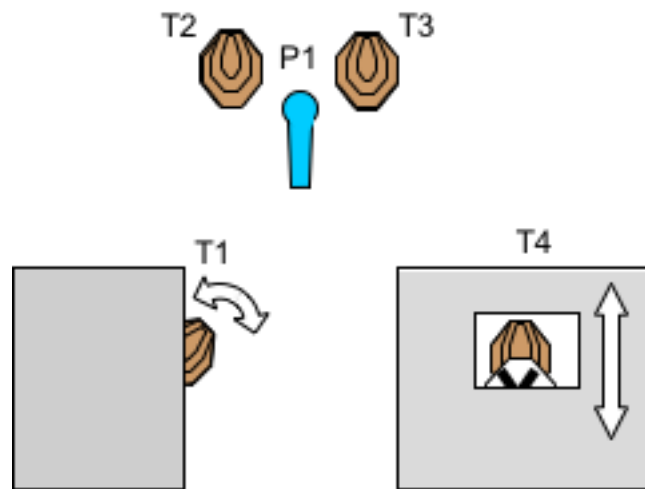
SCORING

Rounds to be scored: 9 rounds, 45 points

TARGETS: 4 IPSC paper targets, 1 IPSC

Popper

START: Audible



SETUP NOTES:

P1 activates T1 & T4 which are not disappearing.

Stage 11

COB Range 10R

COURSE DESIGNER: Matt Giarola

START POSITION: Standing with heels touching either position A, hands with fingers interlocked on top of head, facing up range. handgun UNLOADED and holstered.

STAGE PROCEDURE

On the audible start signal engage all targets from within demarcated area.

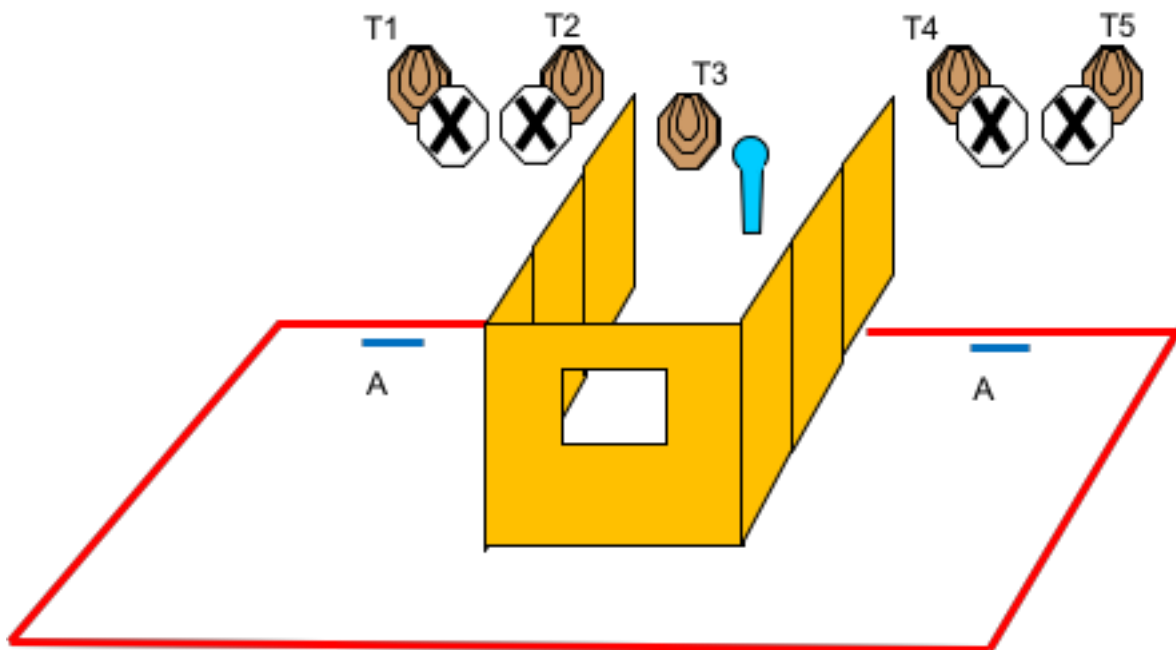
SCORING

Rounds to be scored: 11 rounds, 55 points

TARGETS: 5 IPSC mini paper targets, 1 IPSC

Popper

START: Audible



SETUP NOTES:

All Mini targets

Stage 12

Range R11

COURSE DESIGNER: Matt Giarola

START POSITION: Standing with toes touching position A and hands flat on marks on the wall, handgun loaded and holstered.

STAGE PROCEDURE

On the audible start signal engage all targets from within demarcated area as they become visible.

P4 activates T1 which is not disappearing

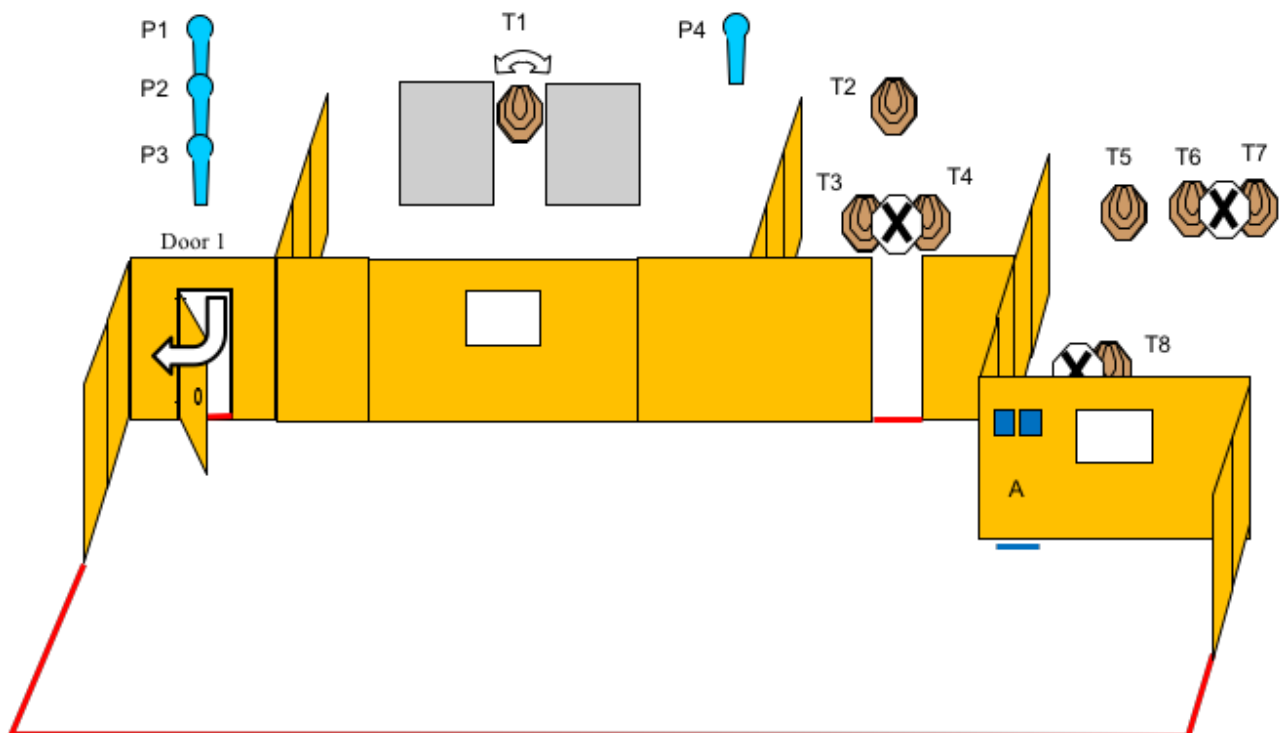
SCORING

Rounds to be scored: 20 rounds, 100 points

TARGETS: 8 IPSC paper targets, 4 IPSC

Poppers

START: Audible



SETUP NOTES:

P4 activates T1 which is not disappearing

Door 1 should be closed on start, fault line should be set on the far side of the door opening

Stage 13

COB Range R12

COURSE DESIGNER: Matt Giarola

START POSITION: : Standing with heels touching either position A with hands relaxed at sides, Handgun loaded and holstered.

STAGE PROCEDURE

On the audible start signal engage all targets from within demarcated area as they become visible.

P1 activates T3 which is not disappearing
P2 activates T4 which is not disappearing

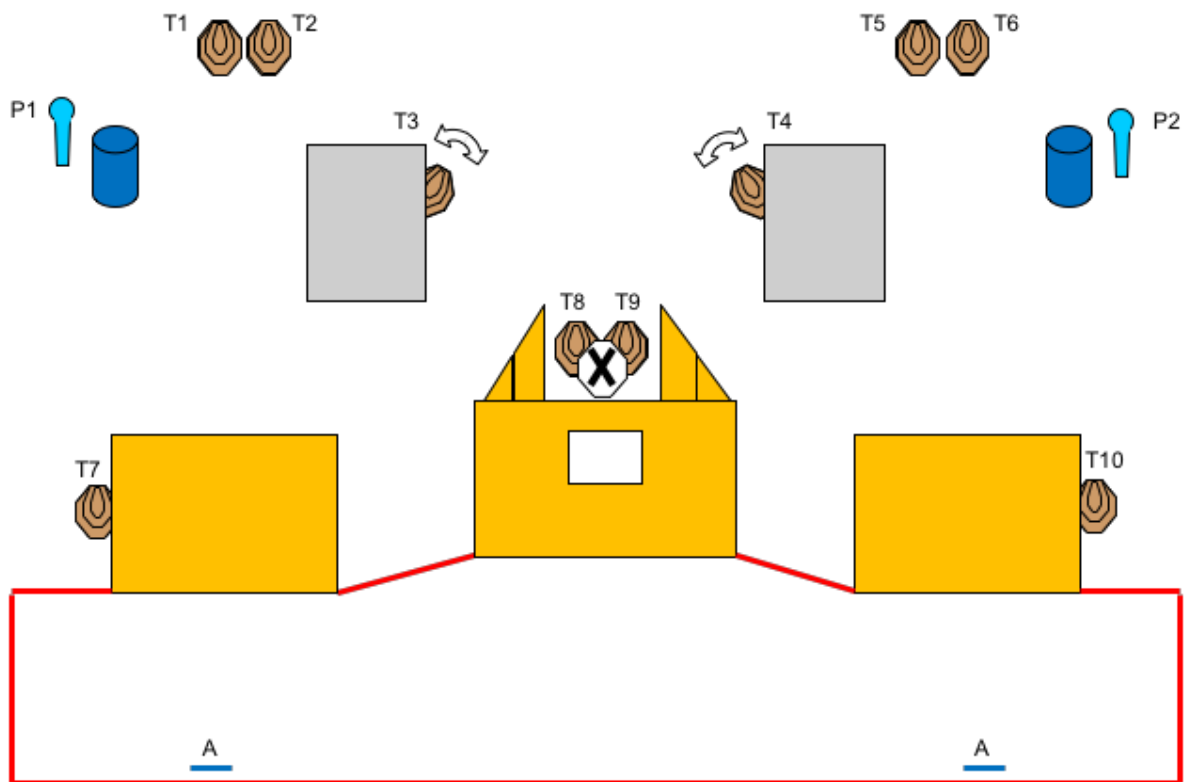
SCORING

Rounds to be scored: 22 rounds, 110 points

TARGETS: 10 IPSC paper targets, 2 IPSC

Poppers

START: Audible



SETUP NOTES:

P1 activates T3 which is not disappearing

P2 activates T4 which is not disappearing