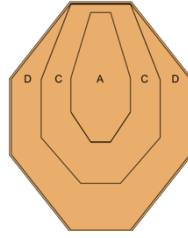




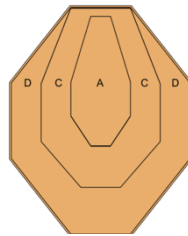
Stage 1 – Double Tap



Starting Position	Gun Condition	Distance	Shots per Target	Length of Exposures	Shots per Exposure	Number of Exposures	Time Between Exposures	Stage Round Count
Standing, gun at low-ready (45°)	IPSC Option 1 (fully loaded magazine and chamber, safety on)	5 metres	10	2 seconds	Any	5	Random	10

IPSC Standard Targets	IPSC Mini Targets	IPSC Micro Targets	IPSC No-Shoot Targets
0	1	0	0

Stage 2 – Countdown

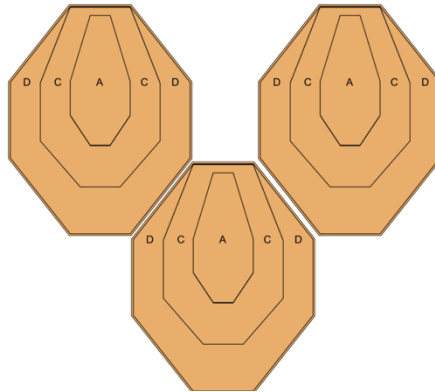


Starting Position	Gun Condition	Distance	Shots per Target	Length of Exposures	Shots per Exposure	Number of Exposures	Time Between Exposures	Stage Round Count
Standing, gun at low-ready (45°)	IPSC Option 2 (fully loaded magazine, empty chamber)	25 metres	15	5 seconds then 4 then 3 then 2 then 1	5 then 4 then 3 then 2 Then 1	5	5 seconds then 4 then 3 then 2	15

IPSC Standard Targets	IPSC Mini Targets	IPSC Micro Targets	IPSC No-Shoot Targets
0	1	0	0



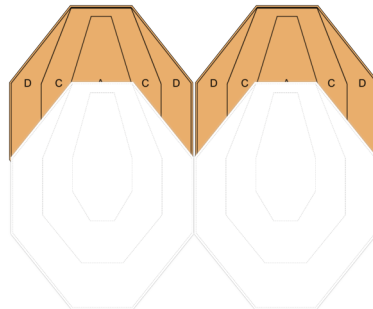
Stage 3 – Seeing Triple



Starting Position	Gun Condition	Distance	Shots per Target	Length of Exposures	Shots per Exposure	Number of Exposures	Time Between Exposures	Stage Round Count
Standing, gun at low-ready (45°)	IPSC Option 1 (fully loaded magazine and chamber, safety on)	15 metres	2	2 seconds	Any	2	Random	6

IPSC Standard Targets	IPSC Mini Targets	IPSC Micro Targets	IPSC No-Shoot Targets
0	0	3	0

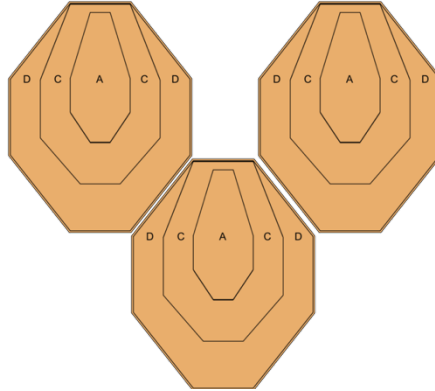
Stage 4 – High Stakes



Starting Position	Gun Condition	Distance	Shots per Target	Length of Exposures	Shots per Exposure	Number of Exposures	Time Between Exposures	Stage Round Count
Standing, gun at low-ready (45°)	IPSC Option 1 (fully loaded magazine and chamber, safety on)	15 metres	4	2 seconds	Any	2	Random	4

IPSC Standard Targets	IPSC Mini Targets	IPSC Micro Targets	IPSC No-Shoot Targets
0	0	2	2

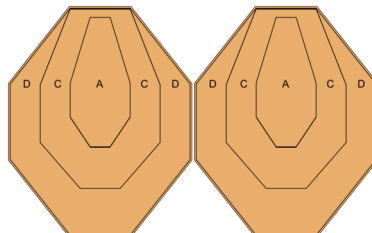
Stage 5 – Sleight of Hand



Starting Position	Gun Starting Condition	Distance	Shots per Target	Length of Exposures	Shots per Exposure	Number of Exposures	Time Between Exposures	Stage Round Count
Standing, gun at low-ready (45°)	IPSC Option 1. No more than 8 rounds in the gun.	10 metres	6	3 seconds	Any	3	5 seconds	18

IPSC Standard Targets	IPSC Mini Targets	IPSC Micro Targets	IPSC No-Shoot Targets
0	0	3	0

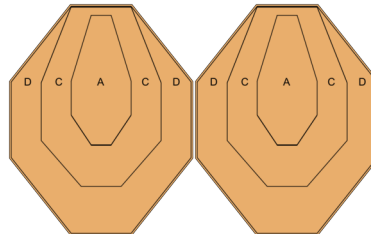
Stage 6 – Quickdraw



Starting position	Gun Condition	Distance	Shots per Target	Length of Exposures	Shots per Exposure	Number of Exposures	Time Between Exposures	Stage Round Count
Standing, gun at low-ready (45°)	IPSC Option 3 (no rounds in the gun)	5 metres	2	5 seconds	Any	1	N/A	4

IPSC Standard Targets	IPSC Mini Targets	IPSC Micro Targets	IPSC No-Shoot Targets
0	0	2	0

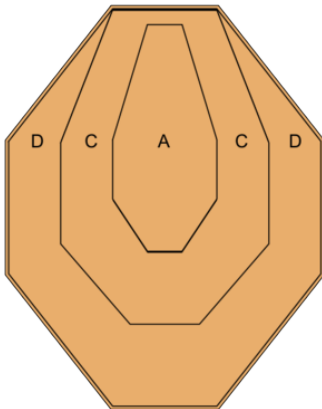
Stage 7 – Marksman



Starting Position	Gun Starting Condition	Distance	Shots per Target	Length of Exposures	Shots per Exposure	Number of Exposures	Time Between Exposures	Stage Round Count
Standing, gun at low-ready (45°)	IPSC Option 1 (fully loaded magazine and chamber, safety on)	25 metres	5	10 seconds	Any	1	N/A	10

IPSC Standard Targets	IPSC Mini Targets	IPSC Micro Targets	IPSC No-Shoot Targets
0	0	2	0

Scoring



A = 5 points
C = 3 points
D = 1 point

Best of the round count to score
e.g. best 6 on a 6-round stage

Penalties

Extra shot on target: 3 points
No-shoot hit: 5 points