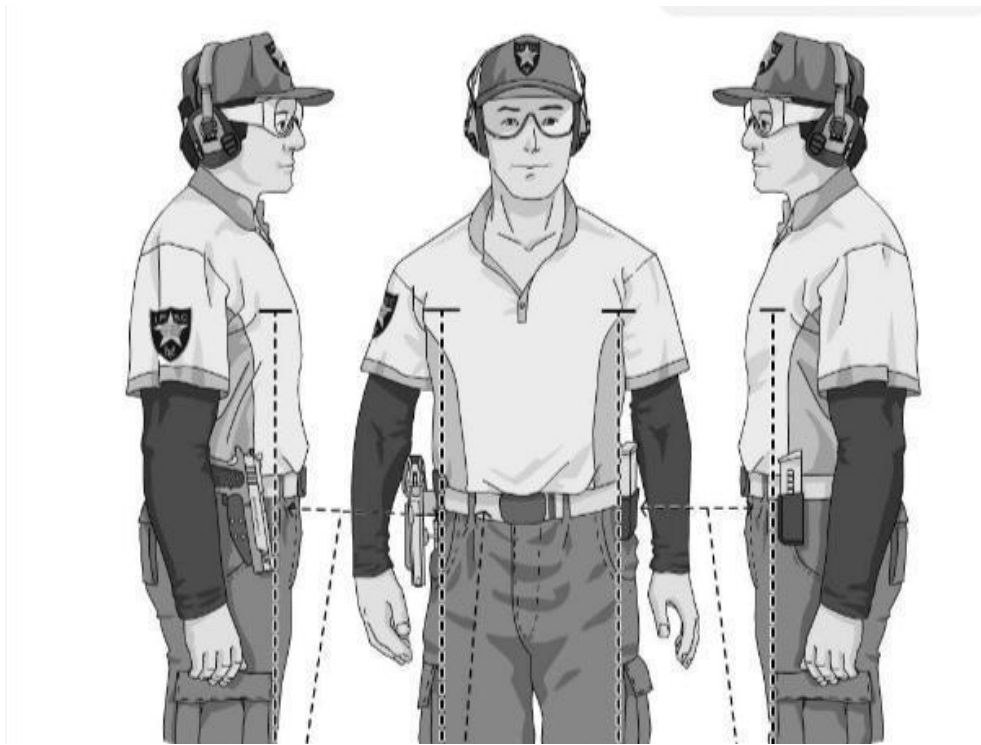


Handgun Start Position

8.2.2 The competitor assumes the start position as specified in the written stage briefing. Unless otherwise specified, the competitor must stand erect, facing downrange, with the handgun loaded and holstered, and arms hanging naturally by the sides (see Appendix E2).

A competitor who attempts or completes a course of fire where an incorrect start position was used may be required by a Range Officer to reshoot the course of fire.

Appendix E2:



Round Count					
Stage	Type	Count	Stage	Type	Count
1	Long	30	10	Short	9
2	Short	12	11	Medium	24
3	Short	10	12	Short	12
4	Medium	21	13	Short	12
5	Medium	24	14	Long	32
6	Medium	24	15	Short	12
7	Medium	23	16	Short	8
8	Short	8	17	Medium	24
9	Short	10	18	Long	32
Chrono	Chrono	(8)		Total	327

AREA 1 - 9 stages
143 rounds - 835 points
7 shooting bays

Stage 1
32 round

Stage 2 - 12
Stage 3 - 12

Stage 4
21 round

Stage 5 - 24 round

Stage 6 - 24 round

Stage 7 - 24 round

Stage 8 - 10 round
Stage 9 - 8 round
PARTS

Google



Stage 10 - 9 rounds

CHRONO

Stage 11
24 rounds

Stage 12 - 12
Stage 13 - 12

Stage 14
32 rounds

Stage 15 - 12
Stage 16 - 8

Area 2 - 9 stages +
chrono
165 rounds - 825
points
7 active bays

Stage 17
24 rounds

Sight-in area

Stage 18
32
rounds

Vendor Area

Google

Stage 1 - Bone Tomahawk

Long course of fire

START POSITION: Standing anywhere inside the shooting area; as per 8.2.2 Appendix E2

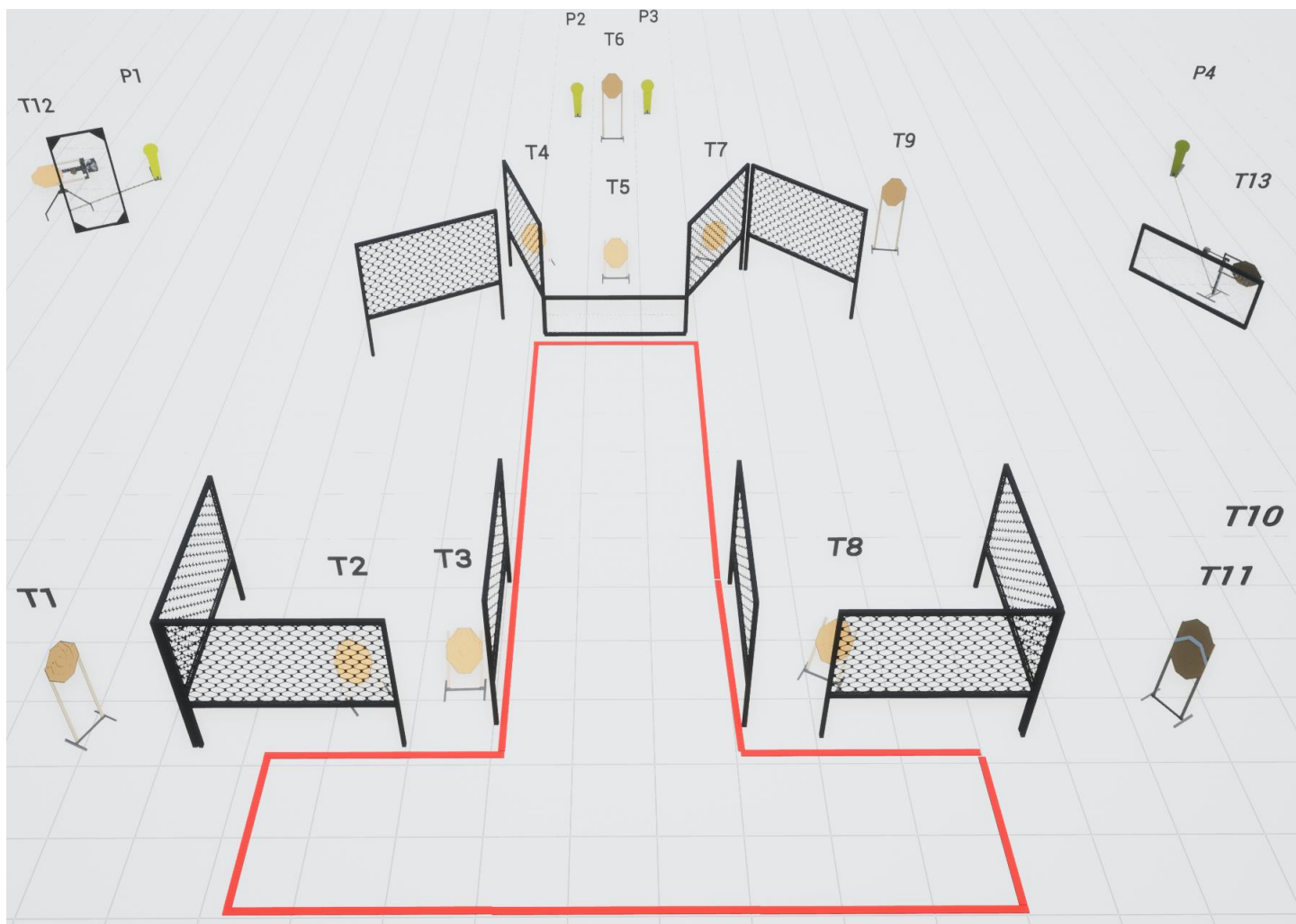
STAGE PROCEDURE:

Upon start signal engage all targets. P1 activates swinger S1 which remains visible at rest. P4 activates swinger S2 which remains visible at rest.

TARGETS: 13 IPSC Targets, 4 IPSC Poppers.

Number of ROUNDS to be scored: 30 (Points 150)

TIME Starts: Audible



SETUP NOTES: Ensure all activating cables run through conduits for smooth operation without tangles.

RO NOTES: Periodically verify activators are secured and in good running condition.

Short course of fire

START POSITION: Standing with heels on marks facing directly downrange.

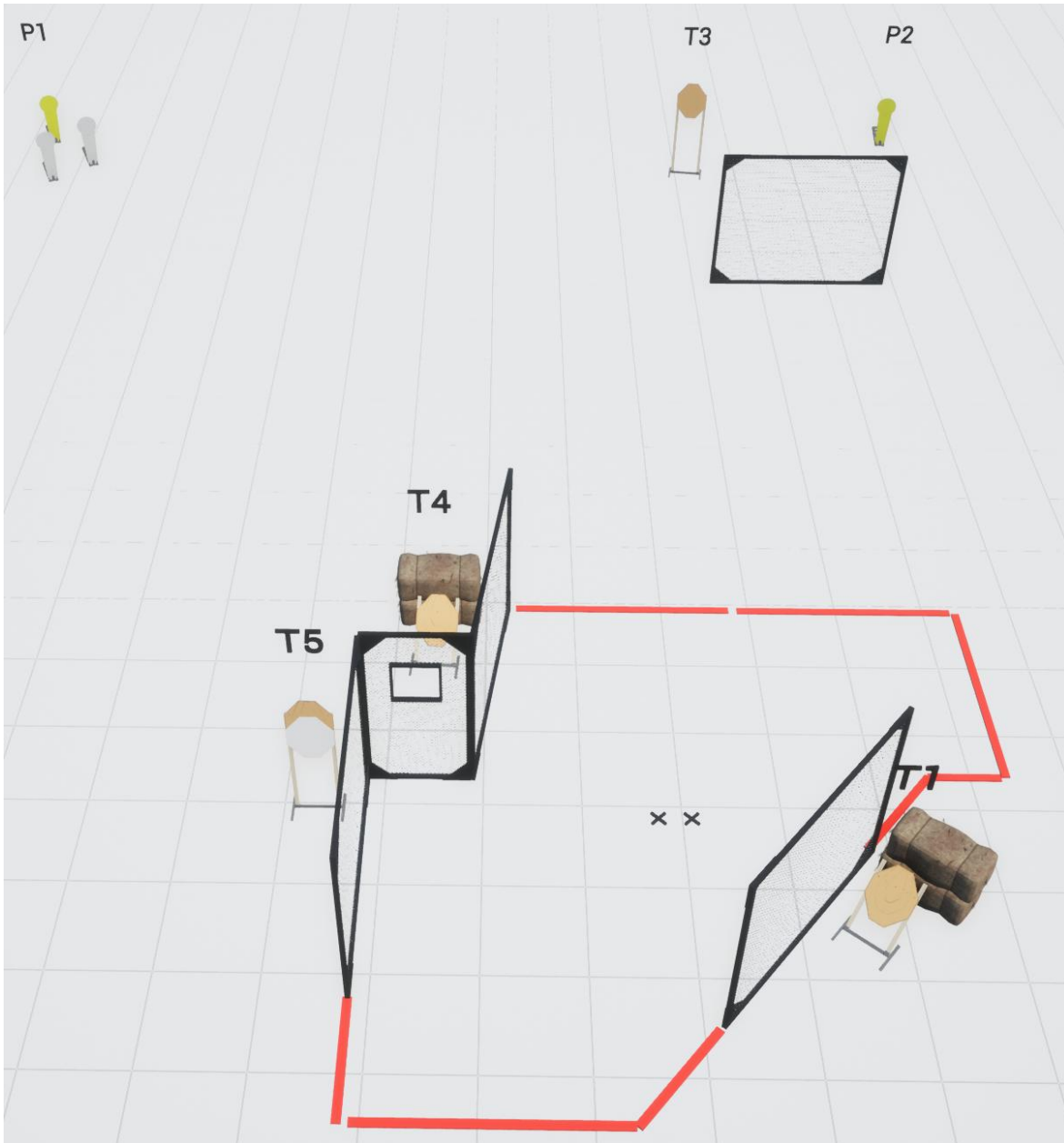
STAGE PROCEDURE:

Upon start signal engage all targets.

TARGETS: 5 IPSC Targets, 2 IPSC Poppers, 2 IPSC No-Shoot Poppers.

Number of ROUNDS to be scored: 12 (60 points)

TIME Starts: Audible.



SETUP NOTES:

RO NOTES:

Stage 3 - The Hateful Eight

Short course of fire

START POSITION: Standing with palms on marks facing directly downrange.

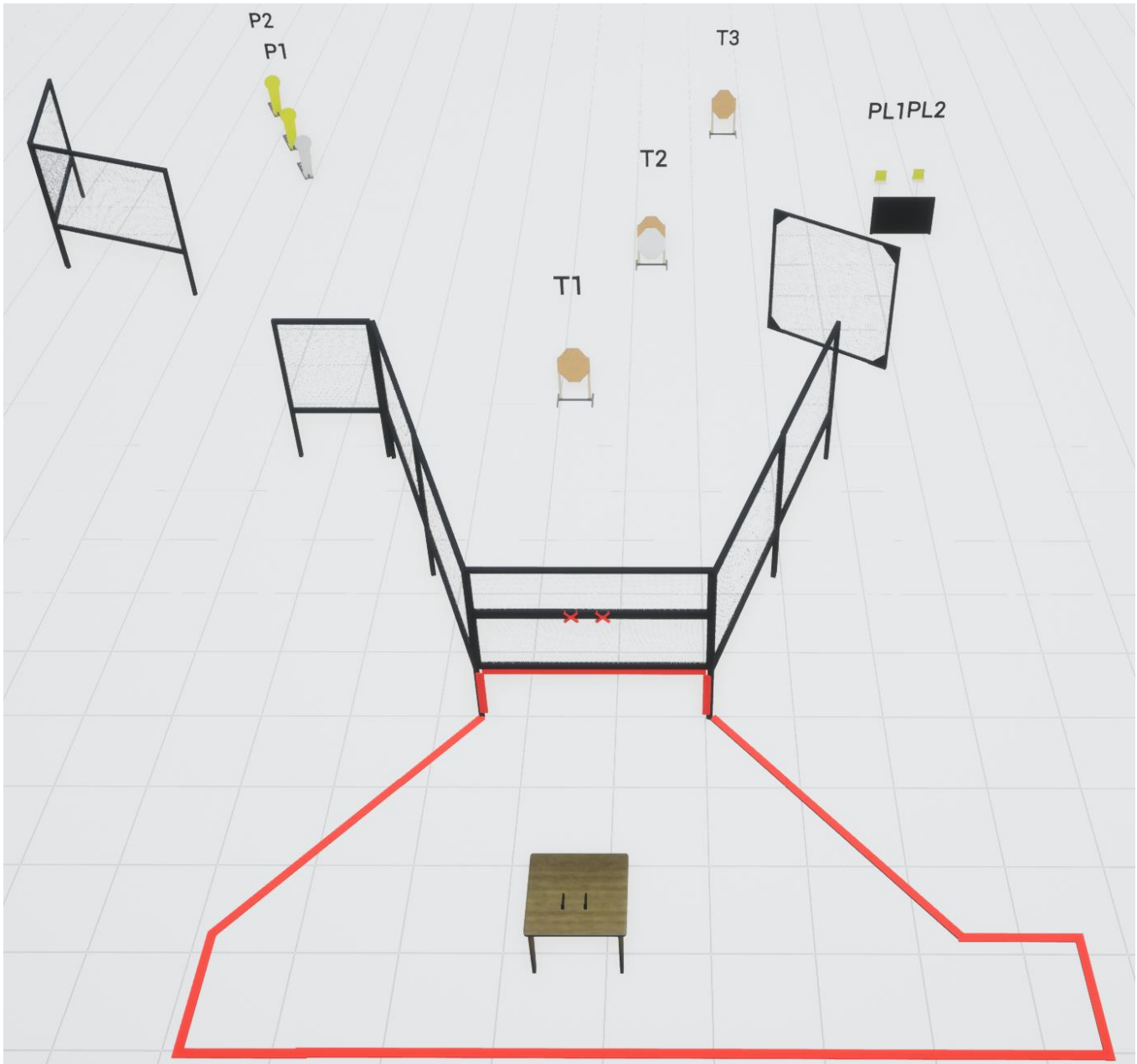
STAGE PROCEDURE:

All other magazines to be used placed on table.
Upon start signal engage all targets.

TARGETS: 3 IPSC Targets, 2 IPSC Poppers, 2 IPSC Plates, 1 IPSC No-Shoot Popper

Number of ROUNDS to be scored: 10 (50 points)

TIME Starts: Audible



SETUP NOTES: Ensure port must be used prone.
Use rearward falling poppers

RO NOTES:

Stage 4 - The Good

Medium course of fire

START POSITION: Standing anywhere inside the shooting area; as per 8.2.2 Appendix E2

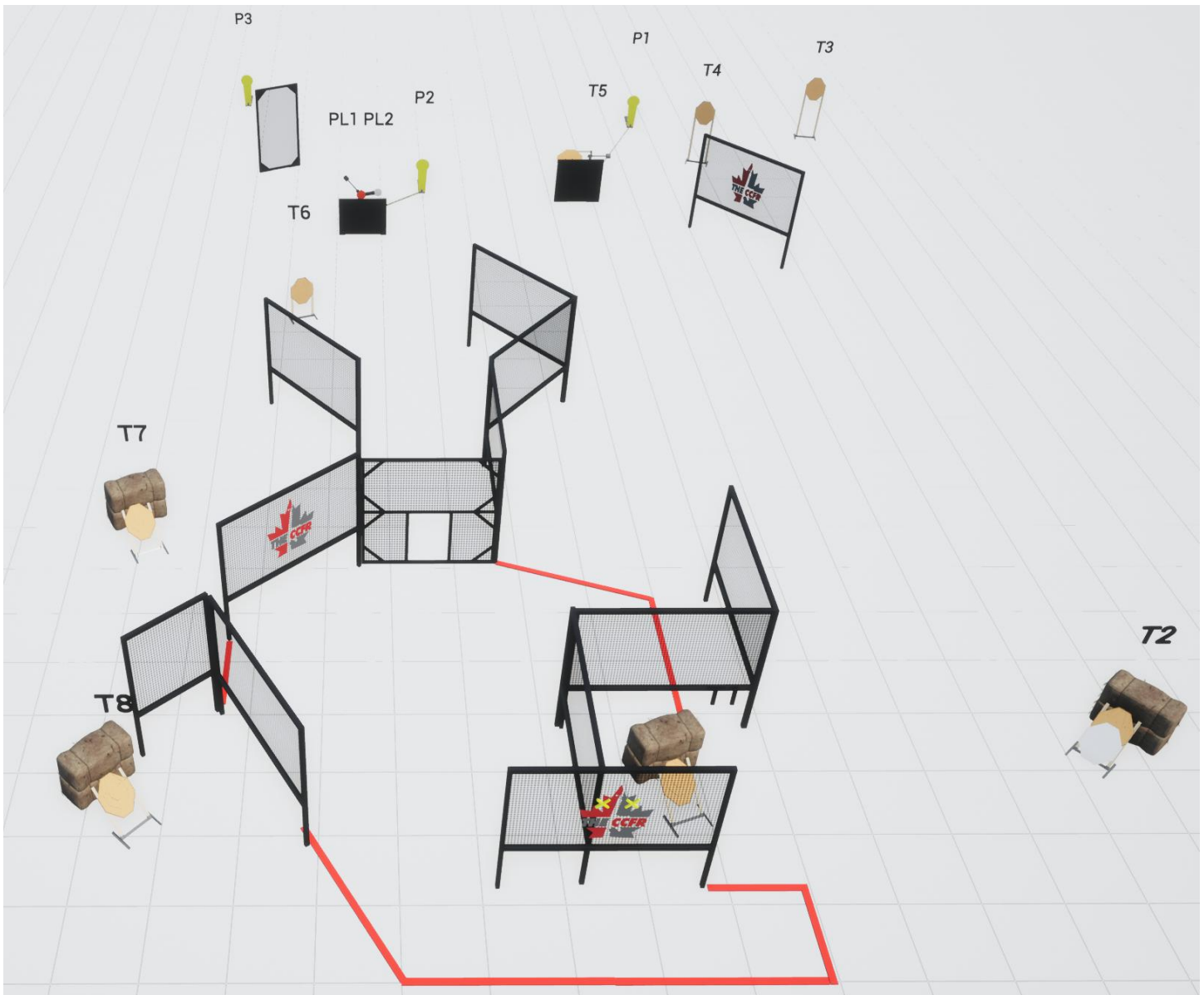
STAGE PROCEDURE:

Upon start signal engage all targets. Popper P2 activates swinging plates PL1 and PL2 which remain visible at rest. Popper P1 activates swinger T5 which remains visible at rest.

TARGETS: 8 IPSC Targets, 3 IPSC Poppers, 2 IPSC Plates.

Number of ROUNDS to be scored: 21 (105 points)

TIME STARTS: Audible.



SETUP NOTES: Separate build copy with dimensions.

RO NOTES:

Stage 5 - True Grit
Medium course of fire

START POSITION: Standing anywhere in shooting area; as per 8.2.2 Appendix E2

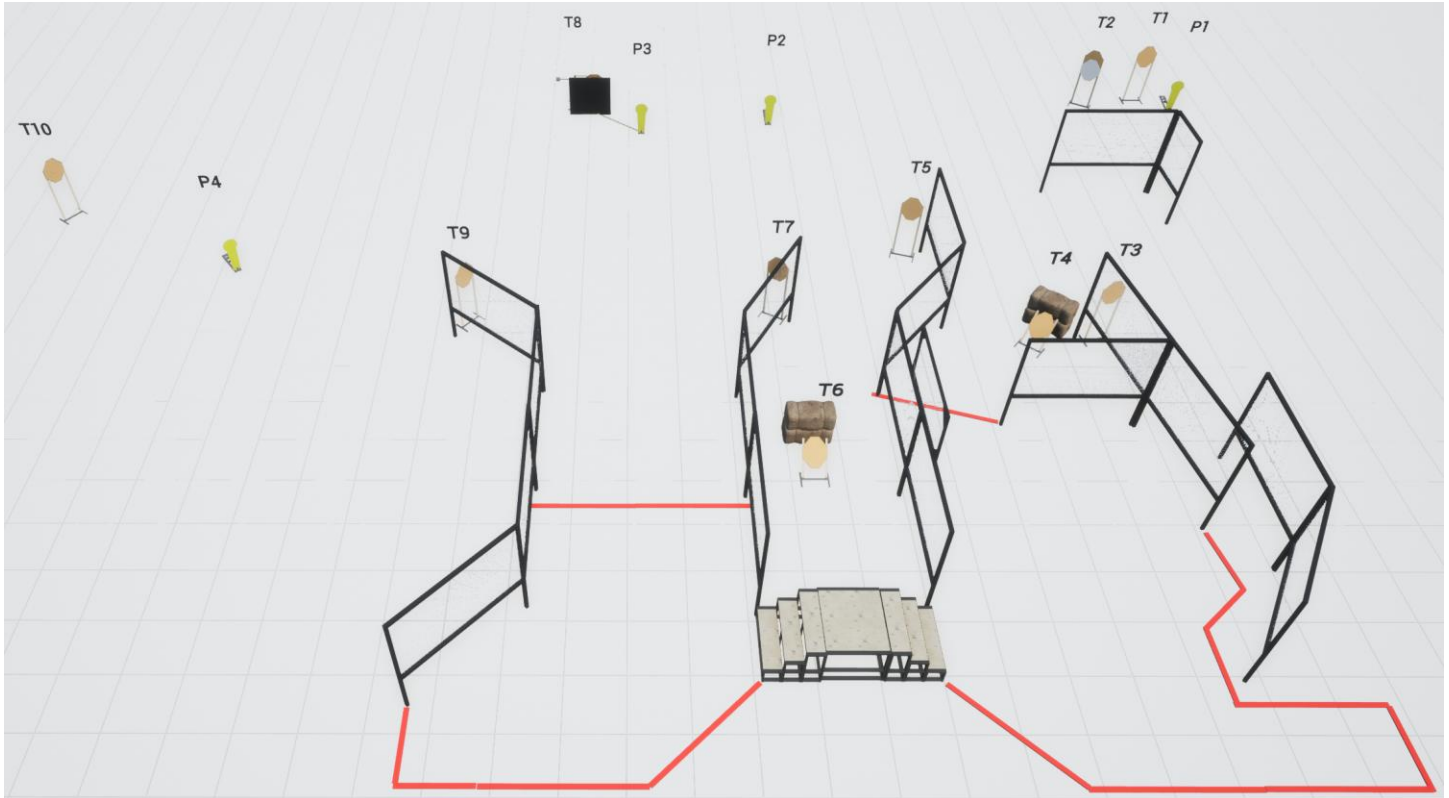
STAGE PROCEDURE:

Upon start signal engage all targets. Popper P3 activates swinging target T8 which remains visible at rest.

TARGETS: 10 IPSC Targets, 4 IPSC Poppers.

Number of ROUNDS to be scored: 24 (120 points)

TIME STARTS: Audible.



SETUP NOTES: Separate build copy with dimensions.

RO NOTES: Modified safe angle of fire indicated by red post.

Stage 6 - Butch Cassidy and the Sundance Kid

Medium course of fire

START POSITION: Standing anywhere in shooting area; as per 8.2.2 Appendix E2

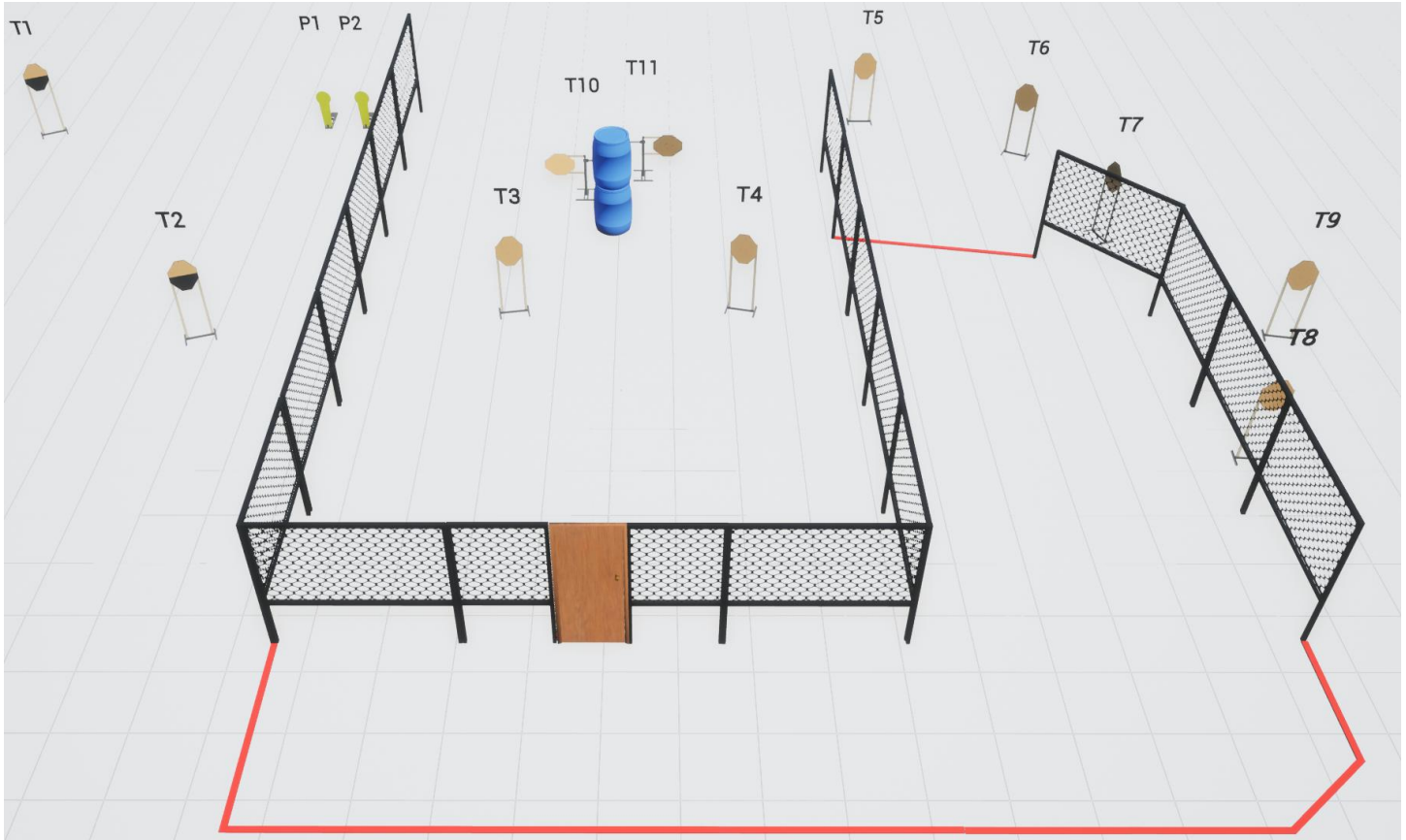
STAGE PROCEDURE:

Upon start signal engage all targets. Opening door activates swinging targets T10 and T11 which remain visible at rest.

TARGETS: 11 IPSC Targets. 2 IPSC Poppers.

Number of ROUNDS to be scored: 24 (Points 120)

TIME Starts: Audible



SETUP NOTES:

RO NOTES: Ensure door is properly reset after each shooter.

Stage 7 – Blazing Saddles

Medium course of fire

START POSITION: Palms flat on either set of markers as demonstrated

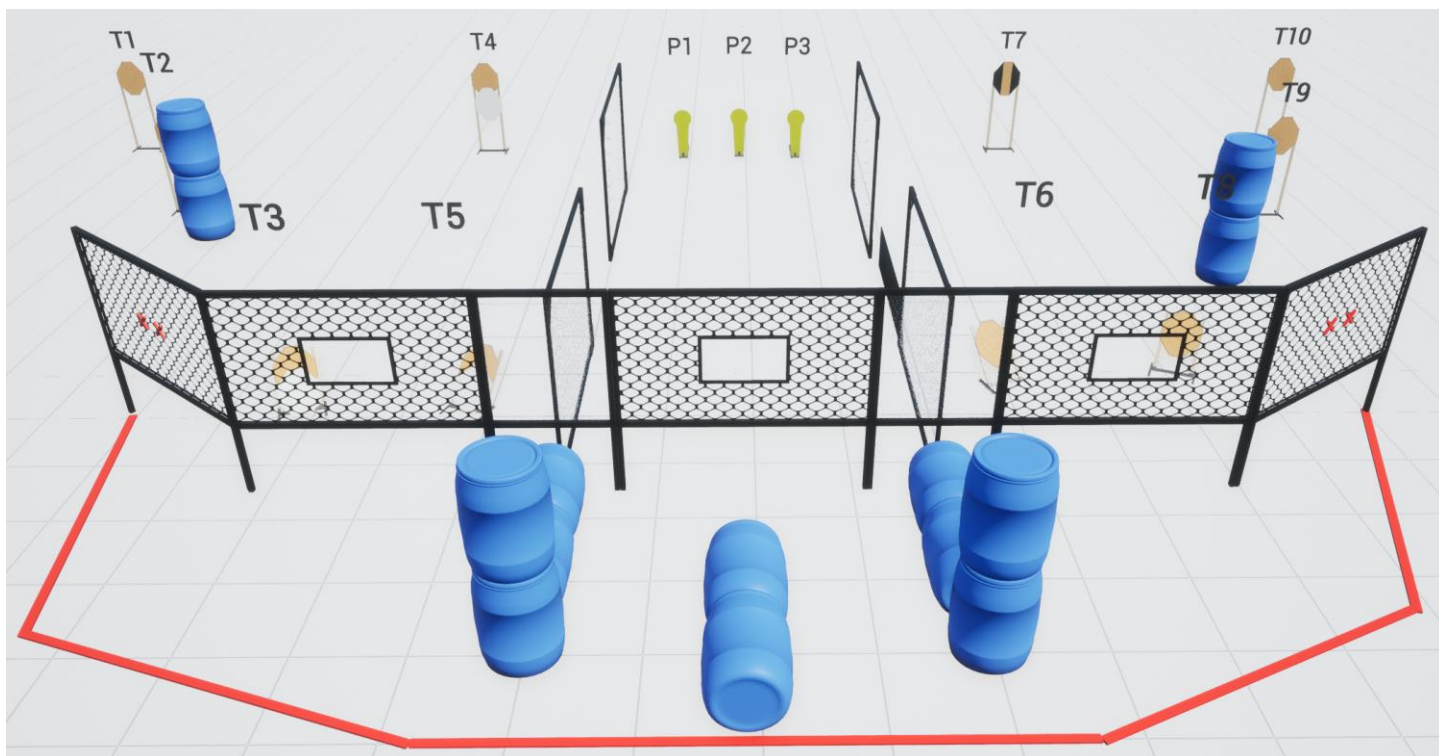
STAGE PROCEDURE:

Upon start signal engage all targets.

TARGETS: 10 IPSC Targets. 3 IPSC Poppers.

Number of ROUNDS to be scored: 23 (Points 115)

TIME Starts: Audible



SETUP NOTES: Ensure barrels used as scalable obstacles are not damaged and secured. Control for back splatter on low angled targets.

RO NOTES: Periodically verify barrels are secured and not shifting.

Stage 8 - Tombstone

Short course of fire

START POSITION: Standing inside the shooting area facing directly uprange with wrists above shoulders.

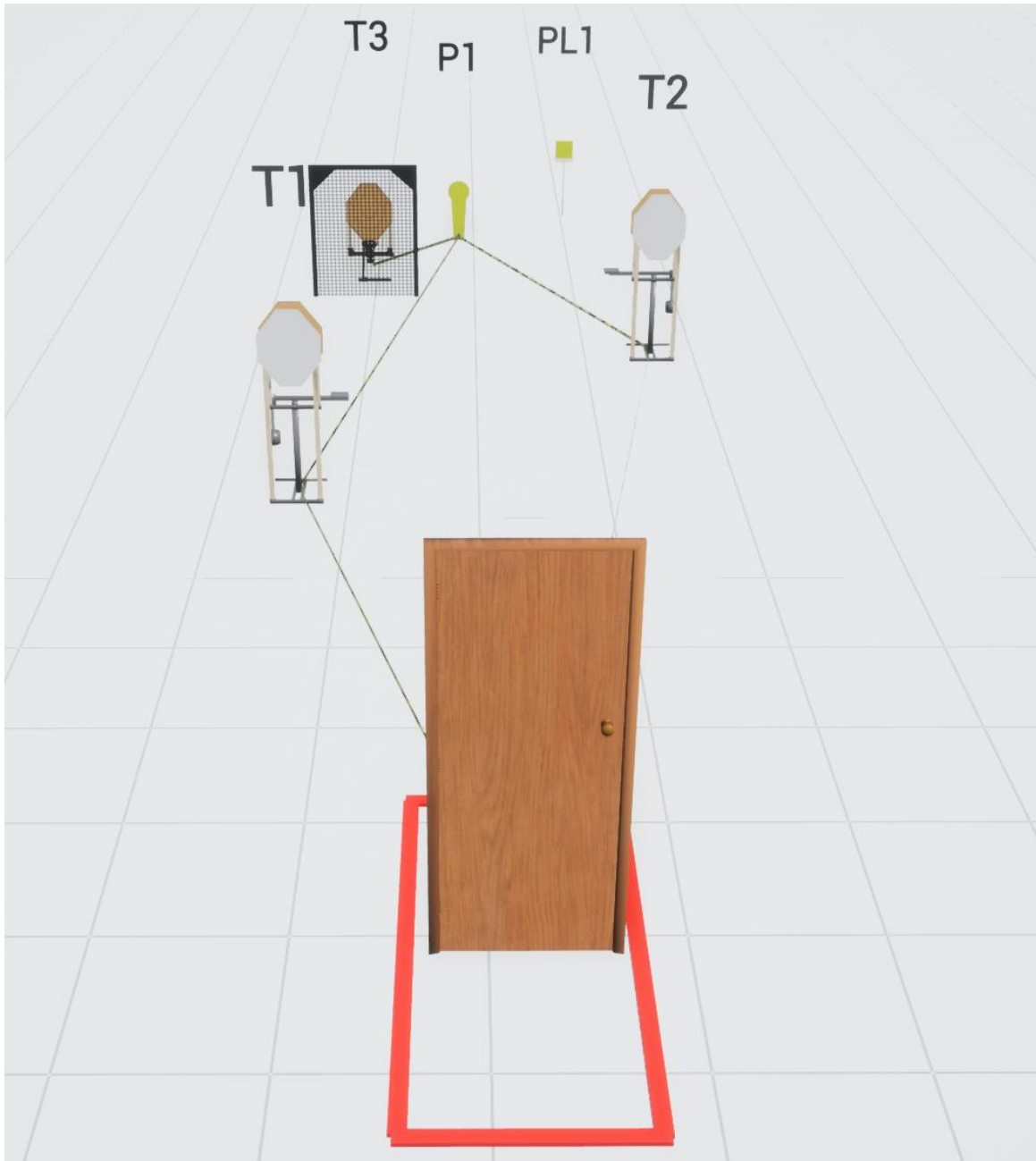
STAGE PROCEDURE:

Upon start signal engage targets. Opening door activates targets T1 & T2 which are **not** visible at rest. Popper P1 activates bobbing target T3 which remains visible at rest.

TARGETS: 3 IPSC Targets, 1 IPSC Poppers, 1 IPSC Plate.

Number of ROUNDS to be scored: 8 (Points 40)

TIME Starts: Audible



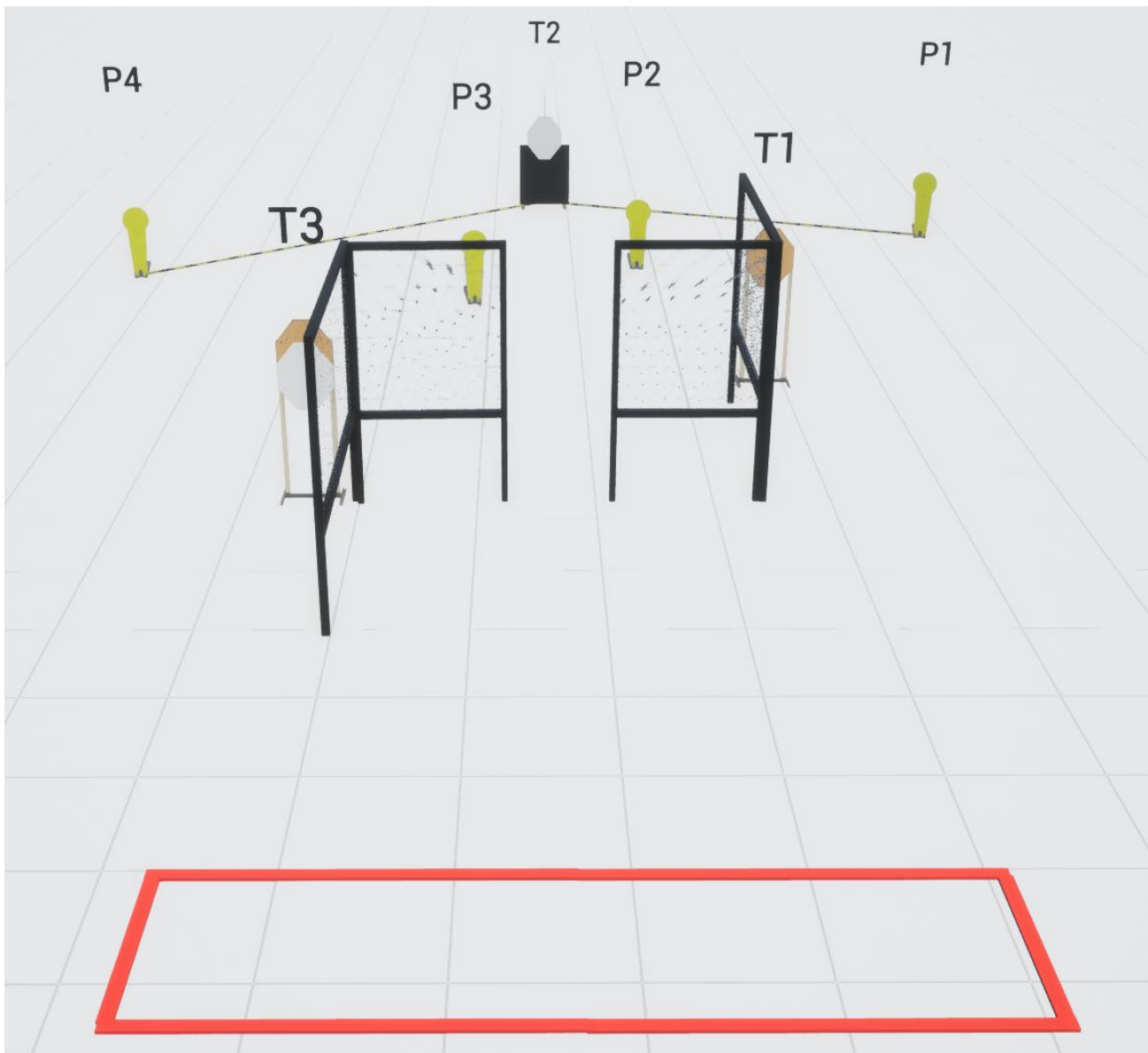
SETUP NOTES:

RO NOTES:

Stage 9 - The Magnificent Seven

Short course of fire

START POSITION: Standing anywhere in shooting area; as per 8.2.2 Appendix E2	
HANDGUN READY CONDITION: Magazine inserted, chamber empty.	
STAGE PROCEDURE: Upon start signal engage all targets. Popper P1 or P4 activates T2 which is not visible at rest.	TARGETS: 3 IPSC Targets, 4 IPSC Poppers. Number of ROUNDS to be scored: 10 (50 points) TIME Starts: Audible



SETUP NOTES: Separate build copy with dimensions.	RO NOTES:
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