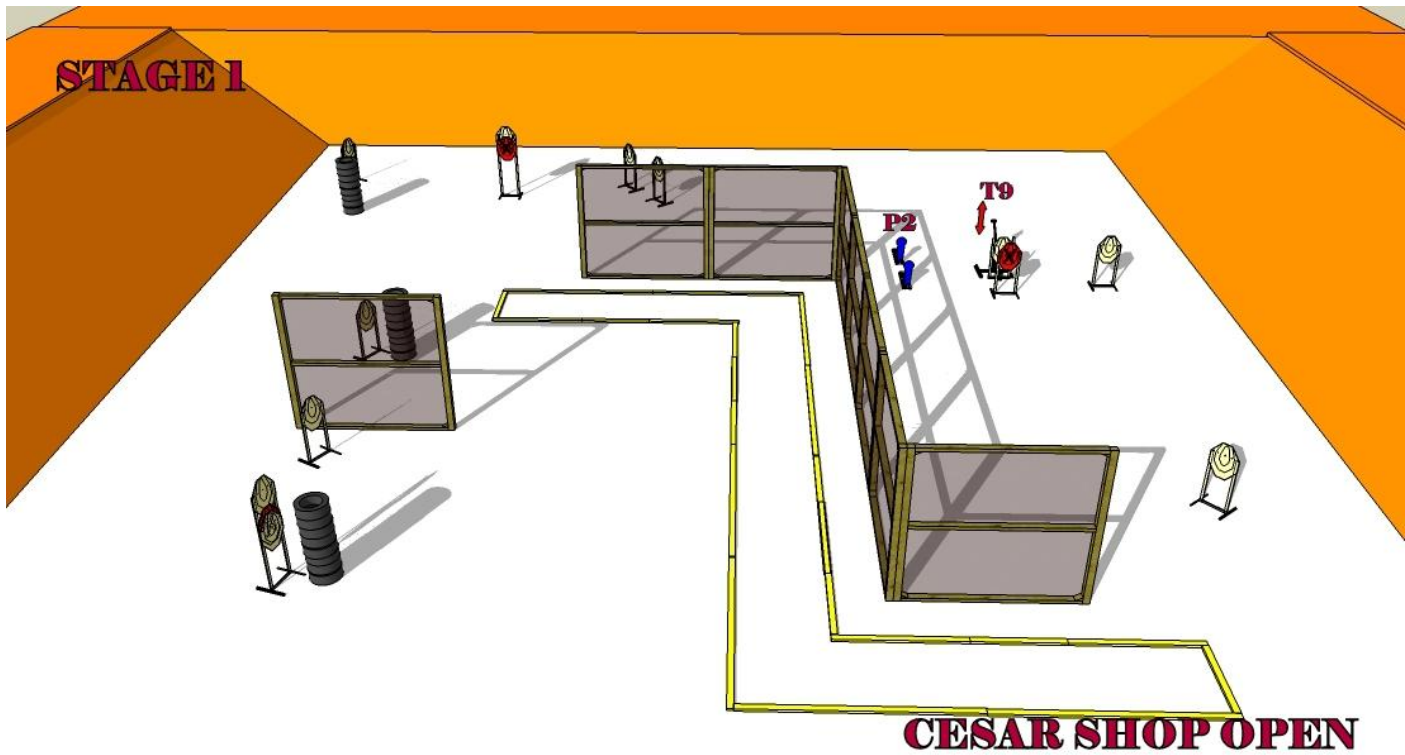


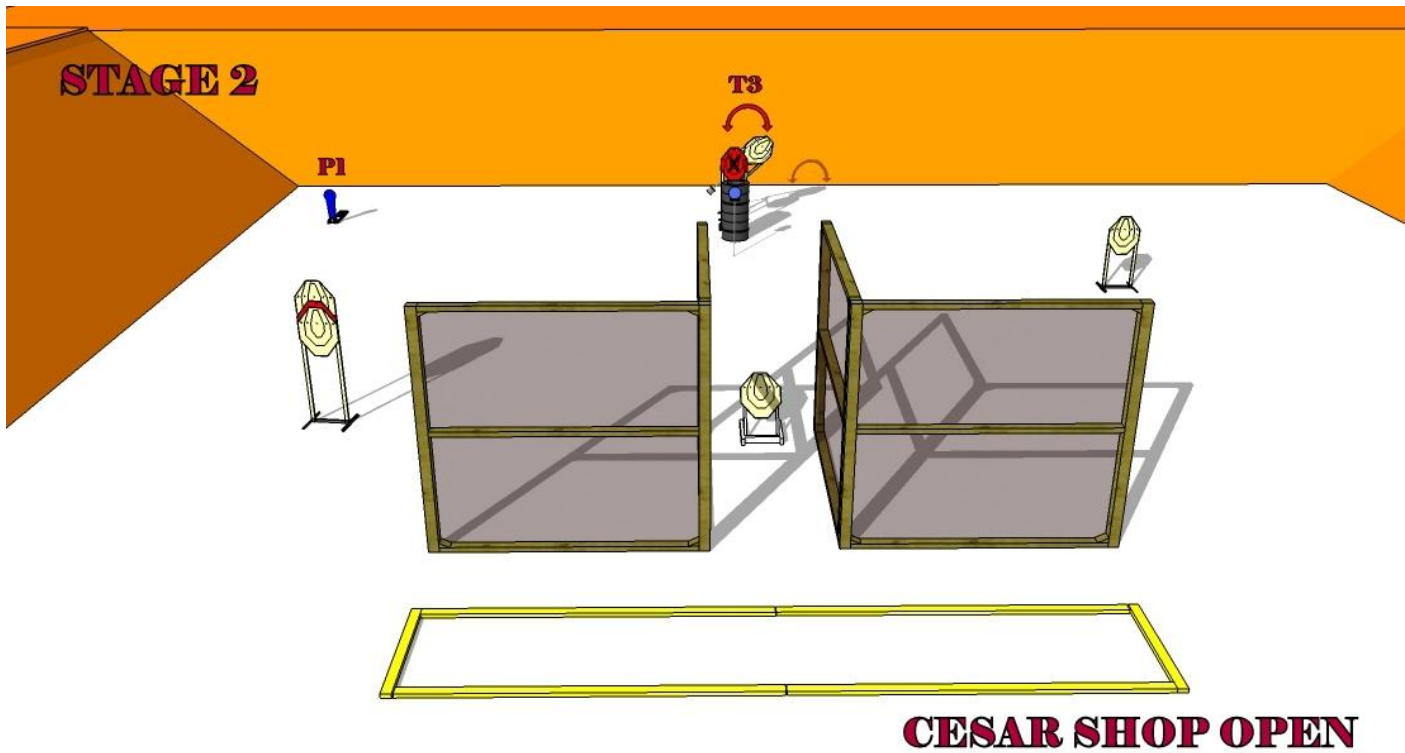


# STAGE 1



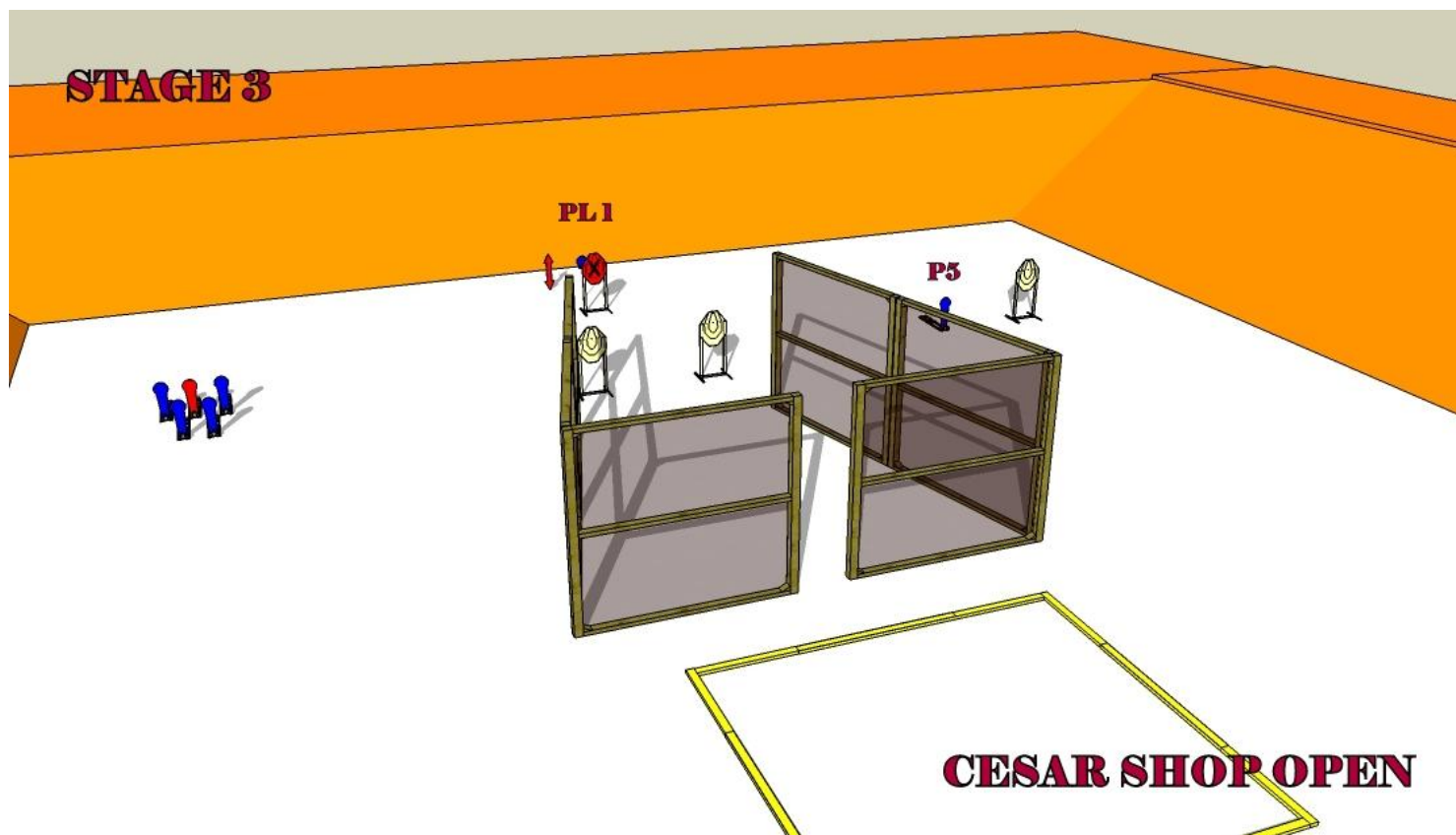
<b>Type</b>	Medium course
<b>Number of rounds to be scored</b>	24
<b>Targets</b>	11 IPSC Targets, 2 Poppers and some no shoots
<b>Start position</b>	Standing anywhere in the demarcated area.
<b>Time starts</b>	Audible signal
<b>Procedure</b>	On start signal engage targets. P2 activates moving T9 which remains visible at rest.

## STAGE 2



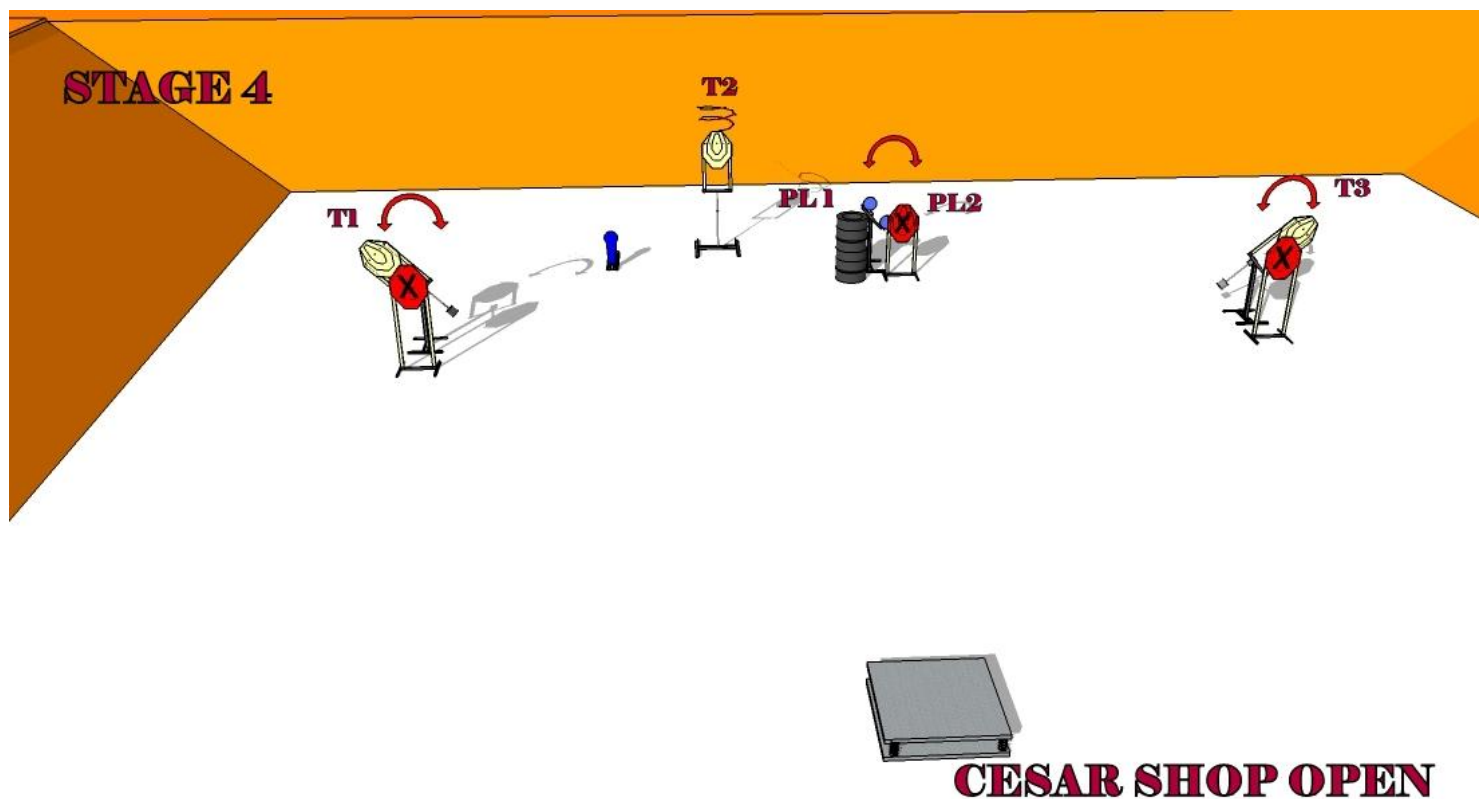
Type	Short course
Number of rounds to be scored	12
Targets	5 IPSC Targets, 1 IPSC Popper, 1 IPSC Plates and some no shoots
Start position	Standing anywhere in the demarcated area.
Time starts	Audible signal
Procedure	On start signal engage targets. P1 activates moving T3 which remains visible at rest.

# STAGE 3



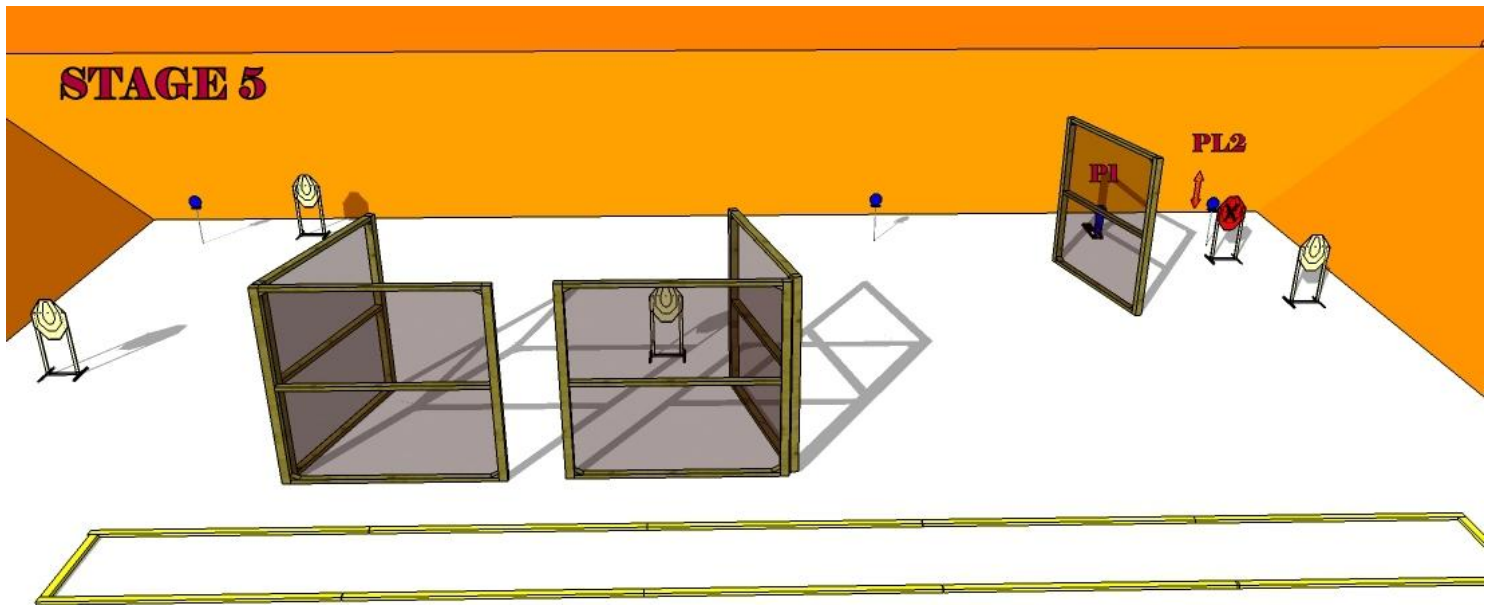
Type	Short course
Number of rounds to be scored	12
Targets	3 IPSC Targets, 5 IPSC Mini Poppers, 1 IPSC Plate and some no shoots
Start position	Standing anywhere in the demarcated area.
Time starts	Audible signal
Procedure	On start signal engage targets. P5 activates moving PLATE 1 which remains visible at rest.

# STAGE 4



Type	Short course
Number of rounds to be scored	9
Targets	3 IPSC Targets, 1 IPSC Popper, 2 IPSC plates and some no shoots
Start position	Standing anywhere in the demarcated area.
Time starts	Audible signal
Procedure	On start signal engage targets. Pooling the rope activates moving T1,T2 (disappearing), T3, PL1 and PL3. T1, T3, PL1 and PL2 remain visible at rest.

# STAGE 5

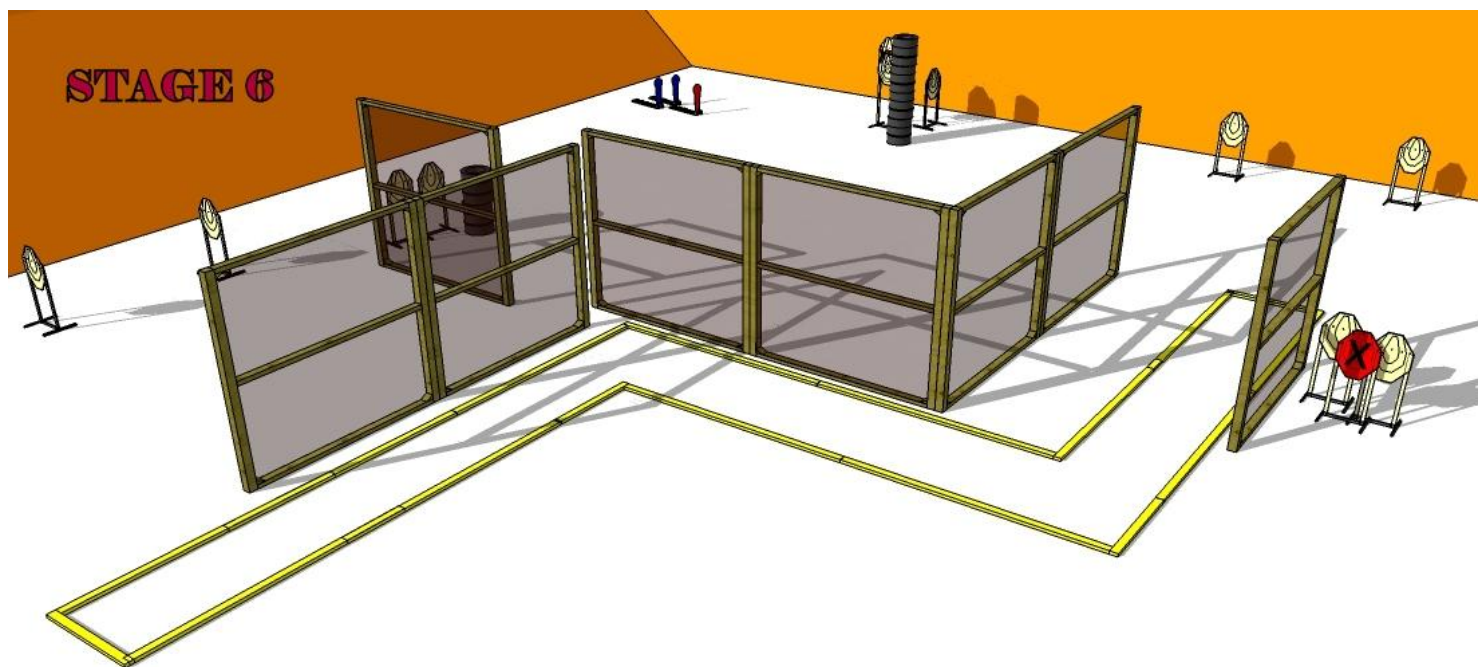


## CESAR SHOP OPEN

Type	Short course
Number of rounds to be scored	12
Targets	4 IPSC Targets, 1 IPSC Mini Popper, 3 IPSC Plates and some no shoots
Start position	Standing anywhere in the demarcated area.
Time starts	Audible signal
Procedure	On start signal engage targets. P1 activates moving PL2 which remains visible at rest.



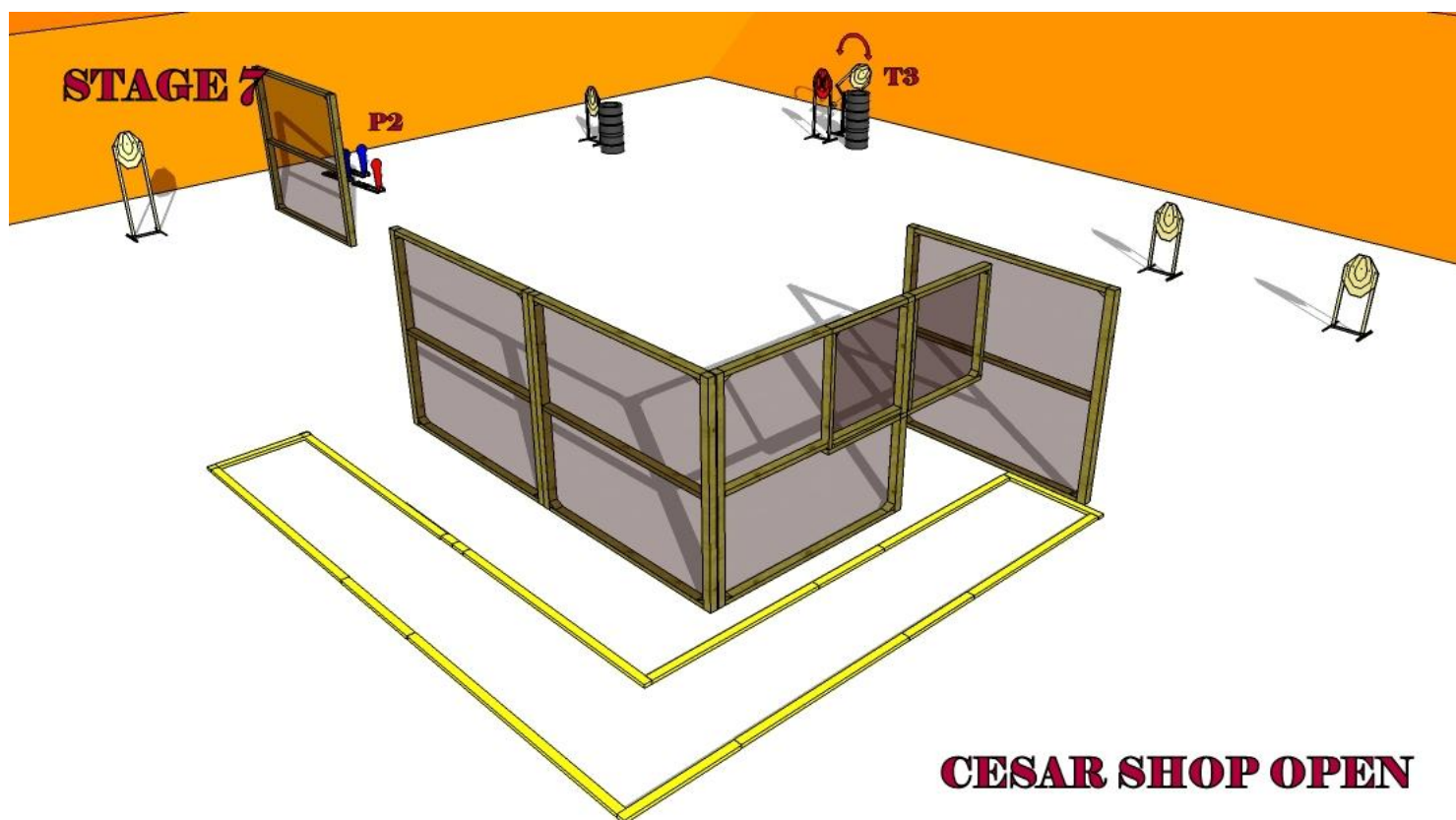
# STAGE 6



## CESAR SHOP OPEN

Type	Medium stage
Number of rounds to be scored	24
Targets	11 IPSC Targets, 2 IPSC Mini Poppers and some no shoots
Start position	Standing anywhere in the demarcated area.
Time starts	Audible signal
Procedure	On start signal engage targets.

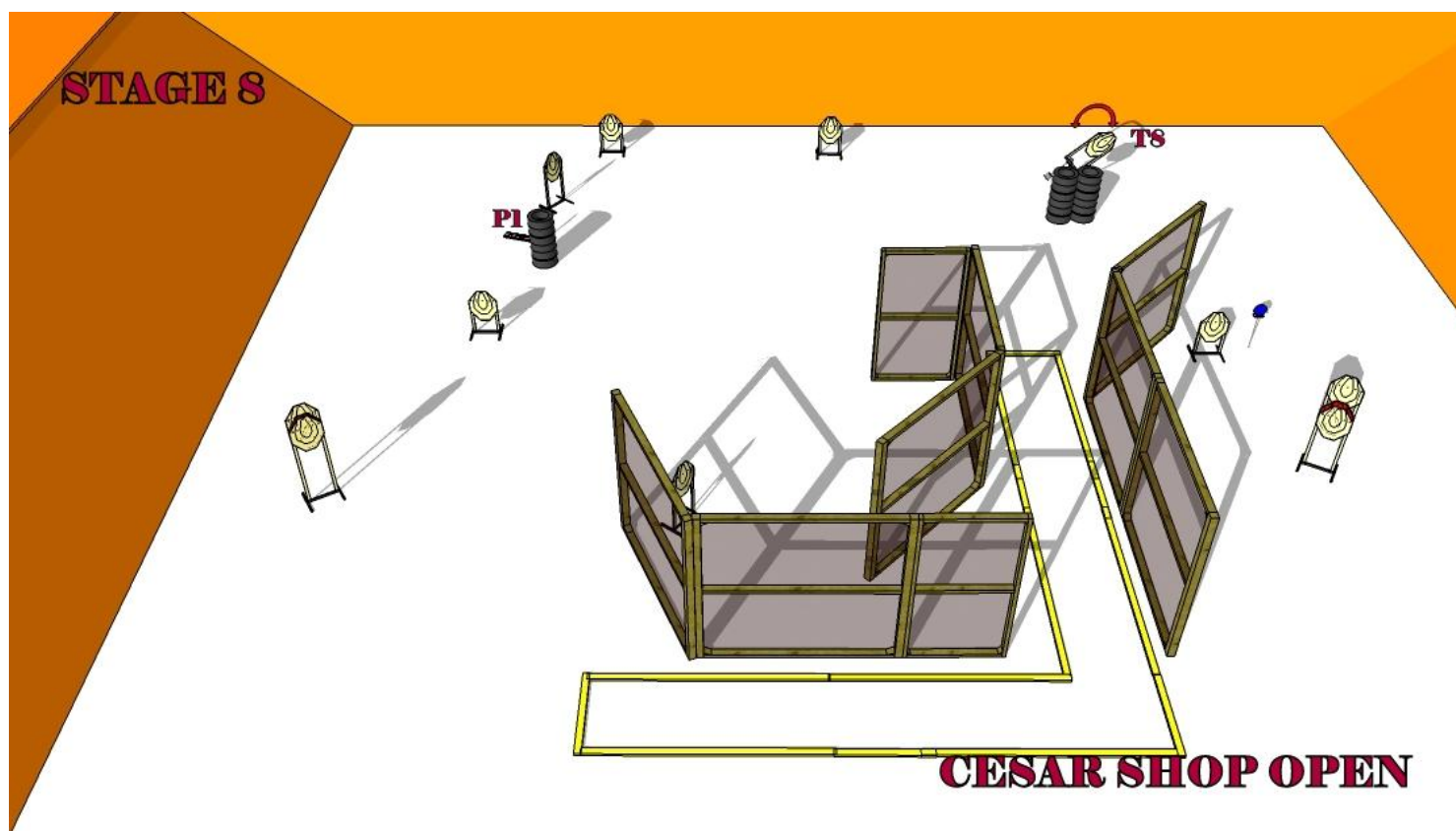
# STAGE 7



<b>Type</b>	Short course
<b>Number of rounds to be scored</b>	12
<b>Targets</b>	5 IPSC Targets 2 IPSC Mni Poppers and some no shoots
<b>Start position</b>	Standing anywhere in the demarcated area.
<b>Time starts</b>	Audible signal
<b>Procedure</b>	On start signal engage targets. P2 activates moving T3 which remains visible at rest.

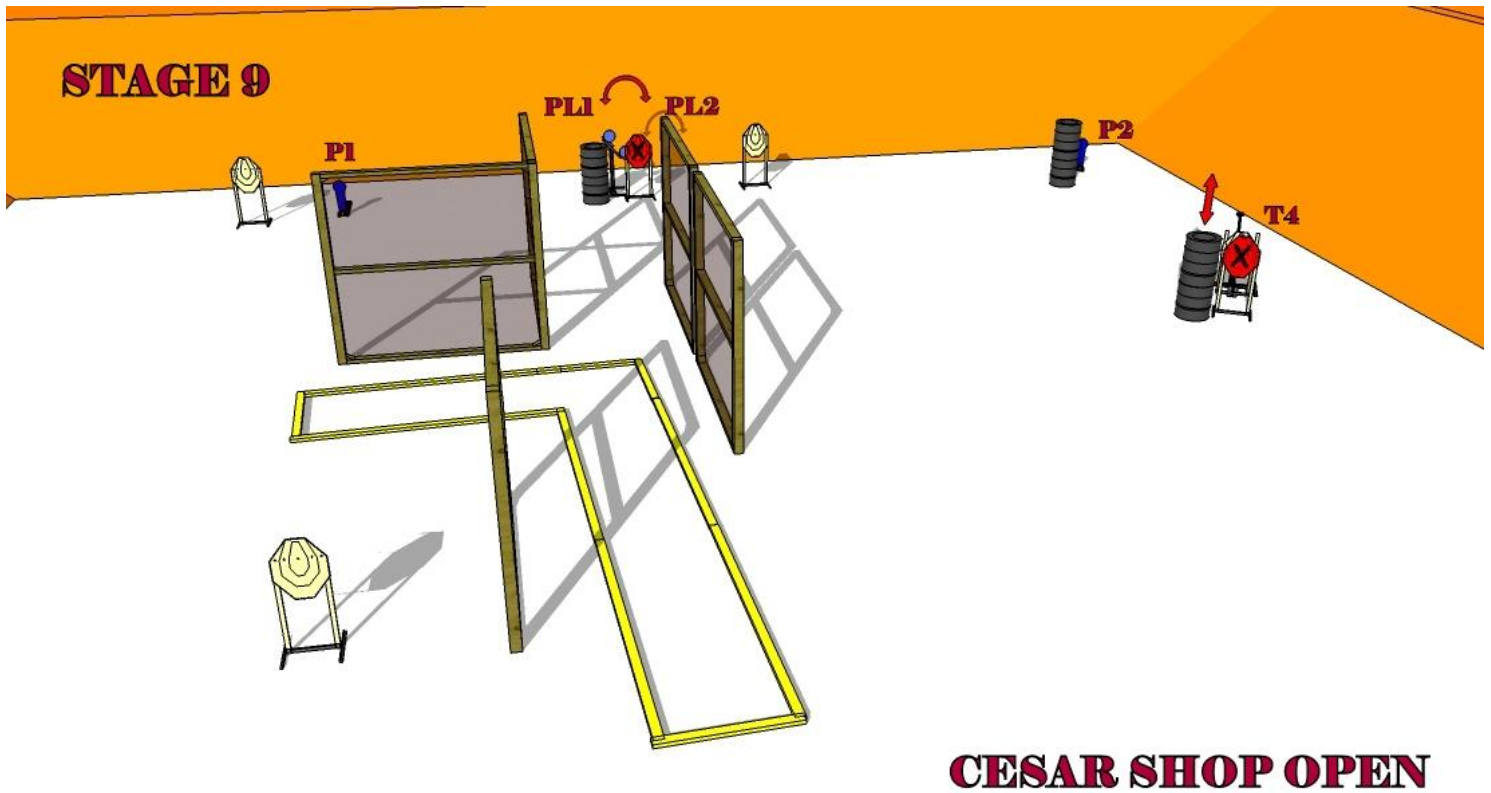


# STAGE 8



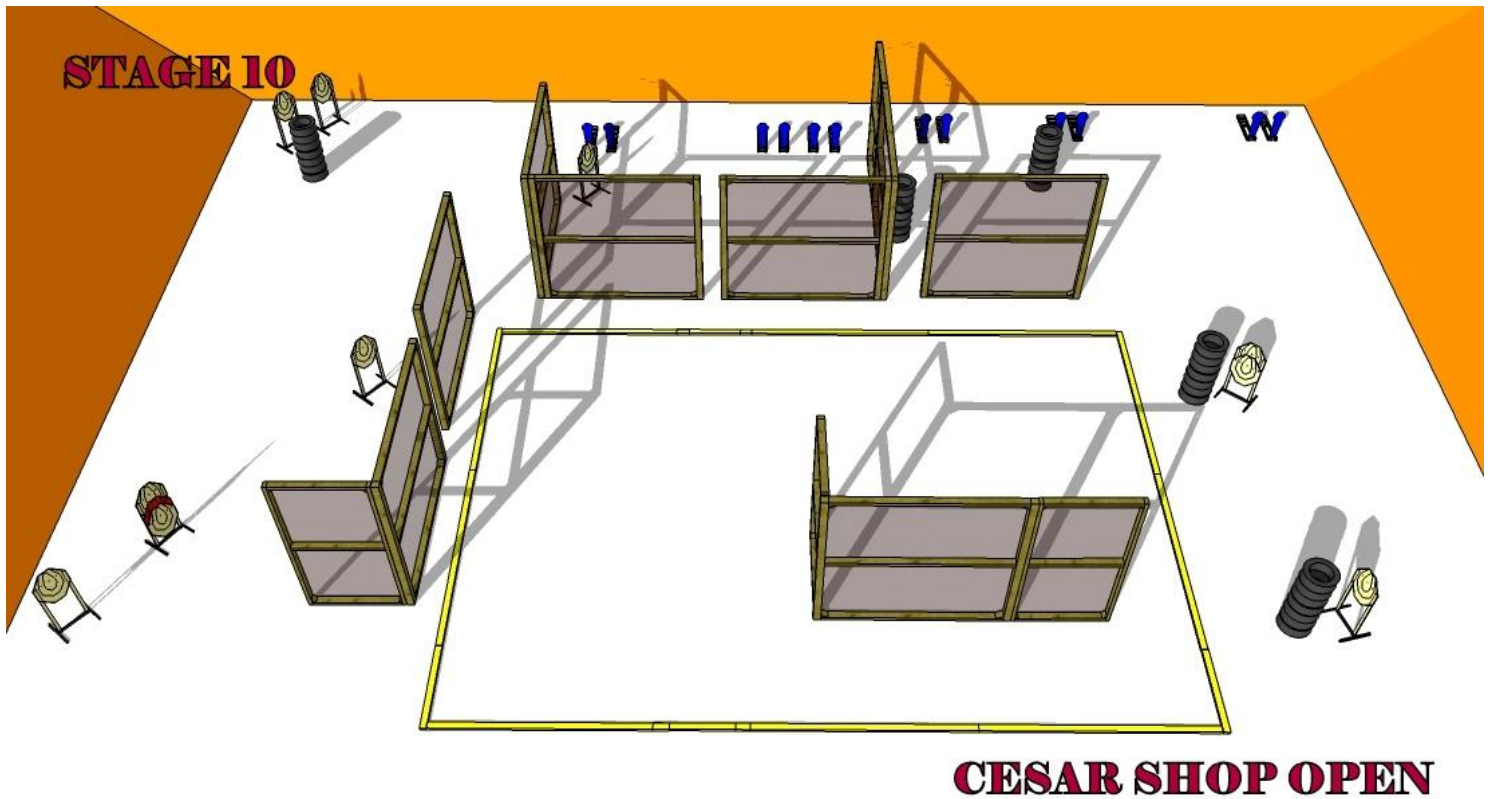
<b>Type</b>	Medium course
<b>Number of rounds to be scored</b>	24
<b>Targets</b>	11 IPSC Targets, 1 IPSC Mini Popper 1 IPSC Plate and some no shoots
<b>Start position</b>	Standing anywhere in the demarcated area.
<b>Time starts</b>	Audible signal
<b>Procedure</b>	On start signal engage targets. P1 activates moving T8 which remains visible at rest.

# STAGE 9



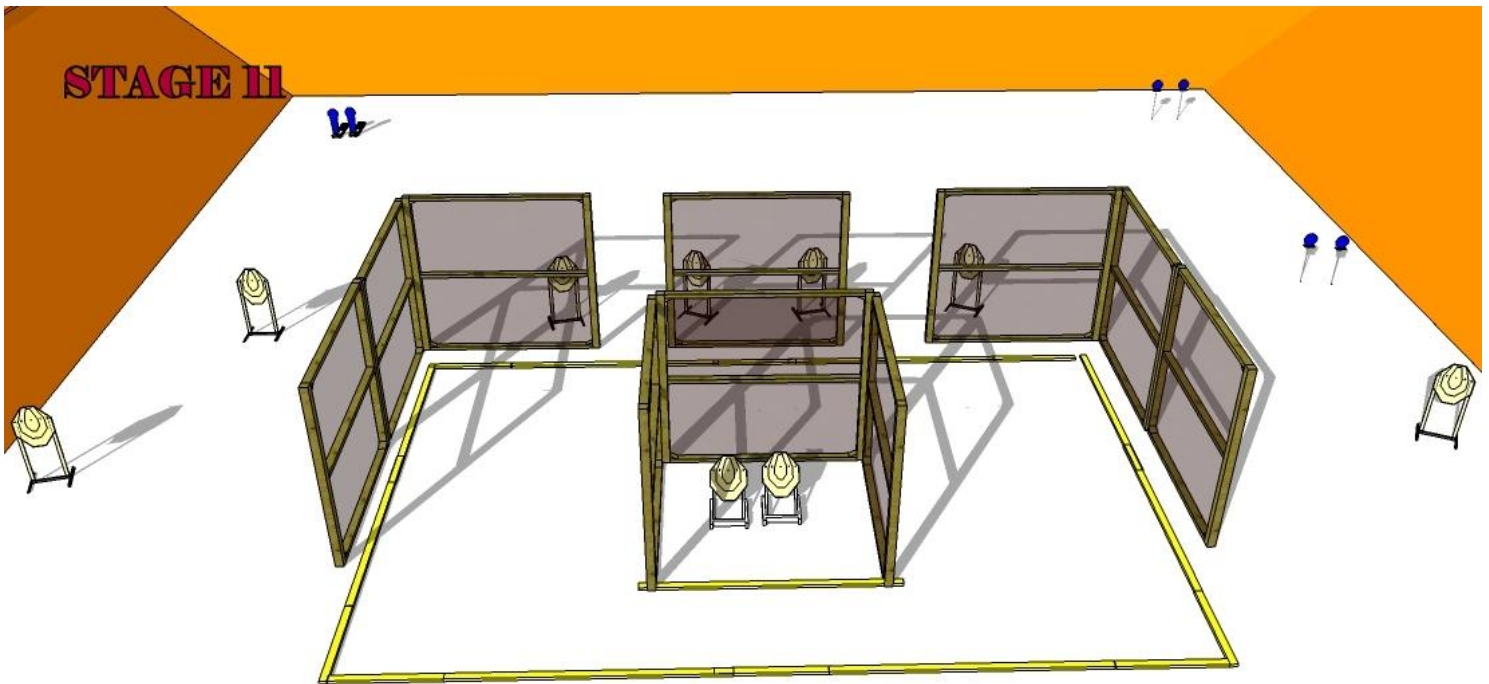
Type	Short course
Number of rounds to be scored	12
Targets	4 IPSC targets, 2 IPSC Mini Poppers, 2 IPSC Plates and some no shoots
Start position	Standing anywhere in the demarcated area
Time starts	Audible signal
Procedure	On start signal engage targets. P1 activates moving PL1 and PL2 and P2 activates moving T4. PL1, PL2 and T4 remain visible at rest.

# STAGE 10



Type	Long course
Number of rounds to be scored	32
Targets	10 IPSC Targets 12 Mini Poppers and some no shoots
Start position	Standing anywhere in the demarcated area.
Time starts	Audible signal
Procedure	On start signal engage targets.

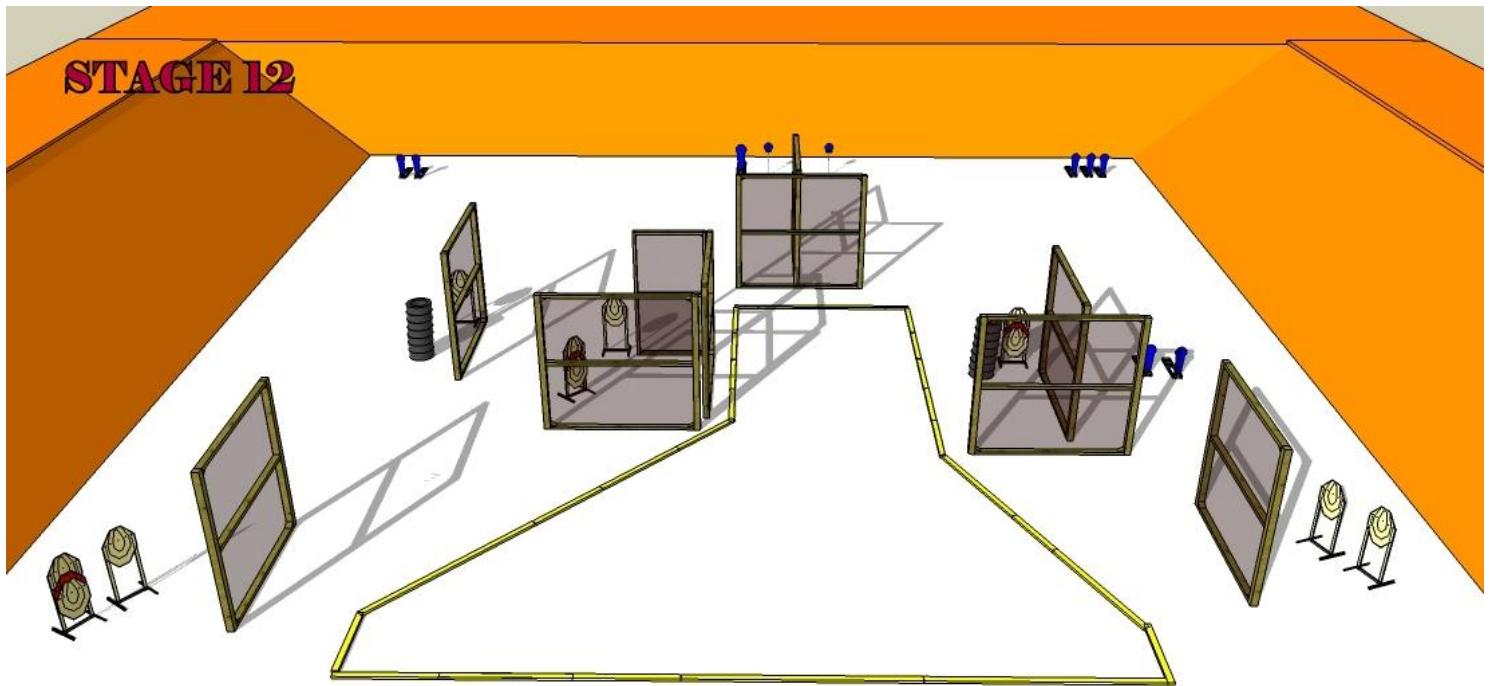
# STAGE 11



## CESAR SHOP OPEN

Type	Medium course
Number of rounds to be scored	24
Targets	9 IPSC targets, 2 IPSC Mini Poppers and 4 IPSC Plates
Start position	Standing anywhere in the demarcated area.
Time starts	Audible signal
Procedure	On start signal engage targets.

# STAGE 12



## CESAR SHOP OPEN

Type	Long course
Number of rounds to be scored	32
Targets	11 IPSC Target, 8 Mini IPSC Poppers, 2 IPSC Plates and some no shoots
Start position	Standing anywhere in the demarcated area.
Time starts	Audible signal
Procedure	On start signal engage targets.