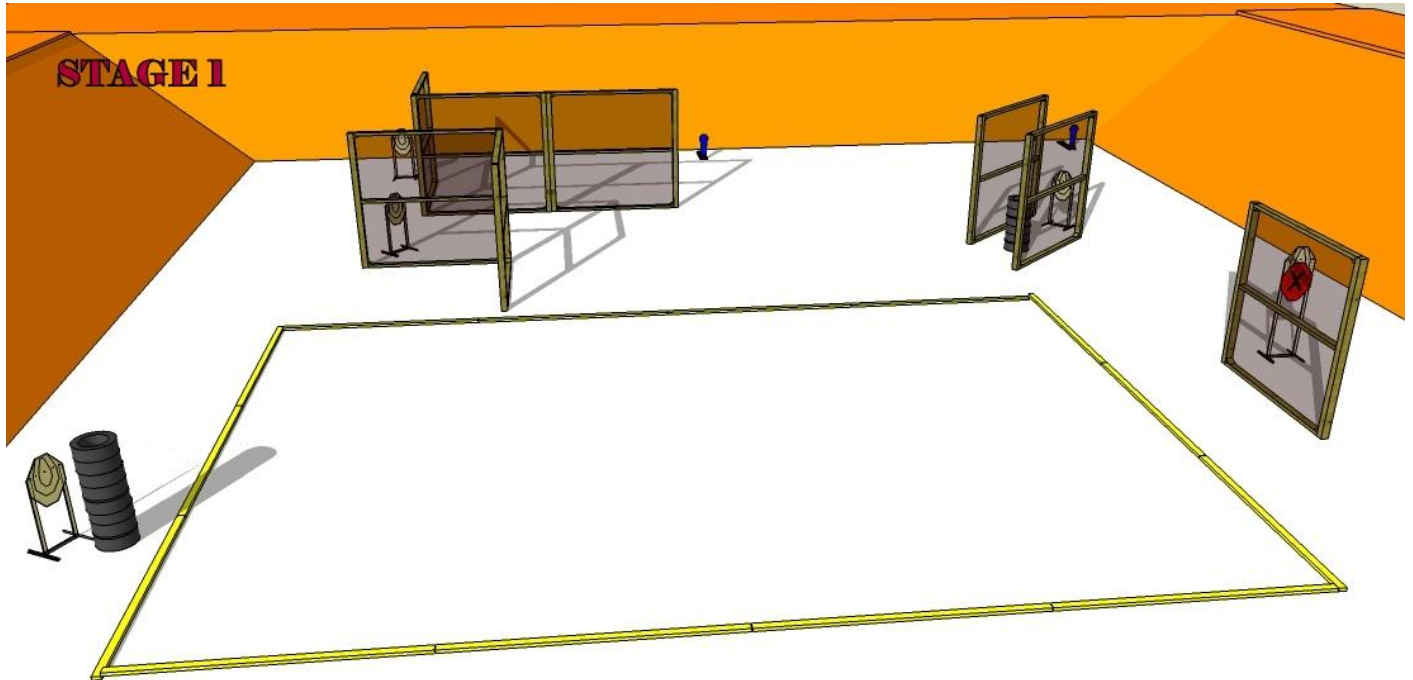


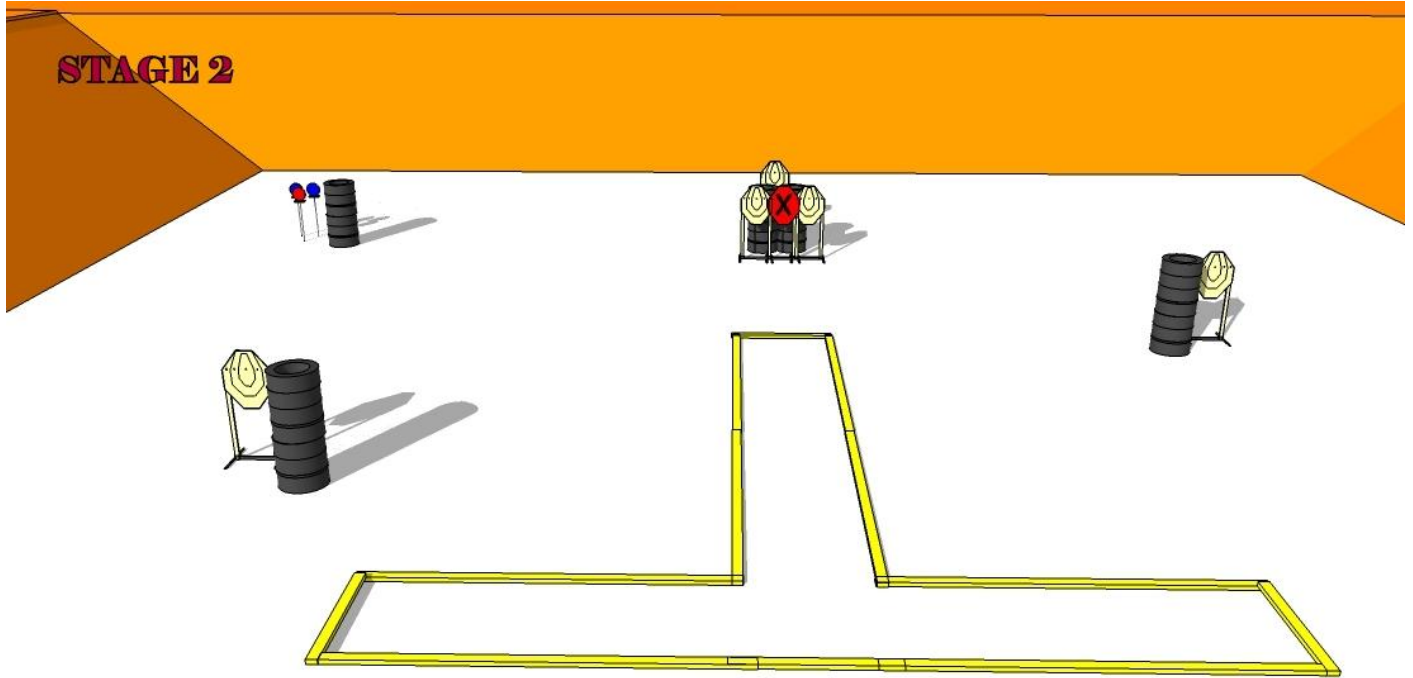
STAGE 1



2nd HORNED VIPER CUP

Type	Short stage
Number of rounds to be scored	12
Maximum points	60
Targets	5 IPSC Targets and 2 Mini Poppers
Start position	Standing anywhere in the demarcated area.
Time starts	Audible signal
Procedure	On start signal engage targets.

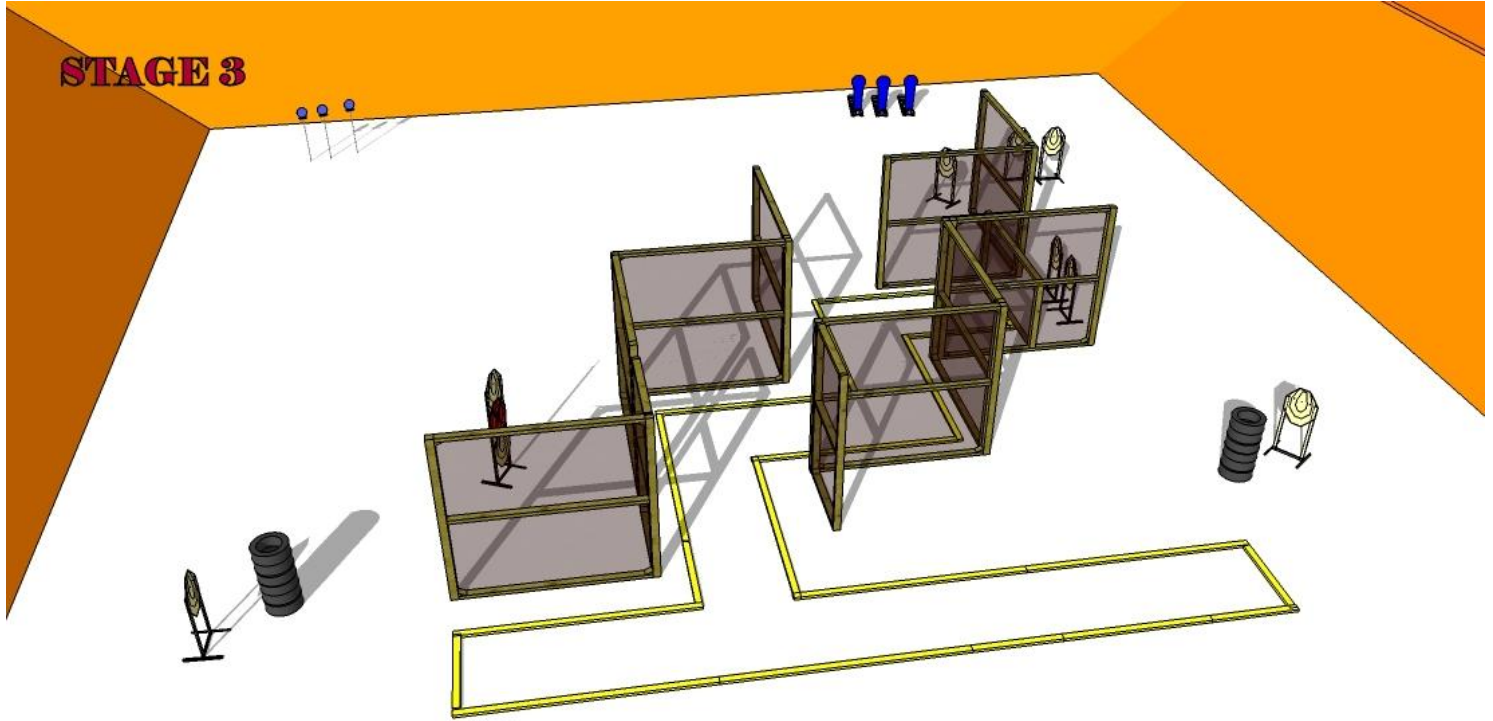
STAGE 2



2nd HORNED VIPER CUP

Type	Short stage
Number of rounds to be scored	12
Maximum points	60
Targets	5 IPSC Targets and 2 IPSC Plates
Start position	Standing anywhere in the demarcated area.
Time starts	Audible signal
Procedure	On start signal engage targets.

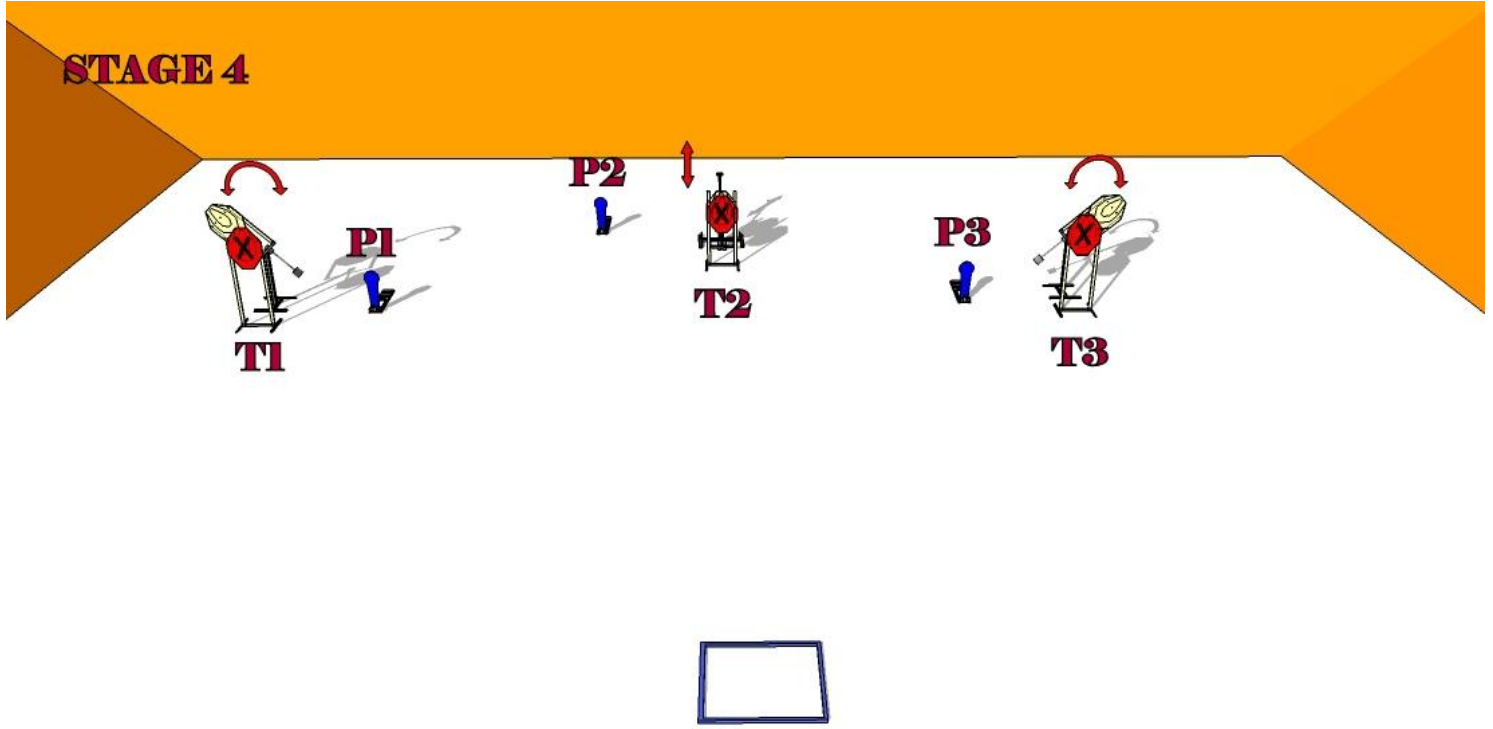
STAGE 3



2nd HORNED VIPER CUP

Type	Medium stage
Number of rounds to be scored	24
Maximum points	120
Targets	9 IPSC Targets, 3 IPSC Mini Poppers and 3 IPSC Plates
Start position	Standing anywhere in the demarcated area.
Time starts	Audible signal
Procedure	On start signal engage targets.

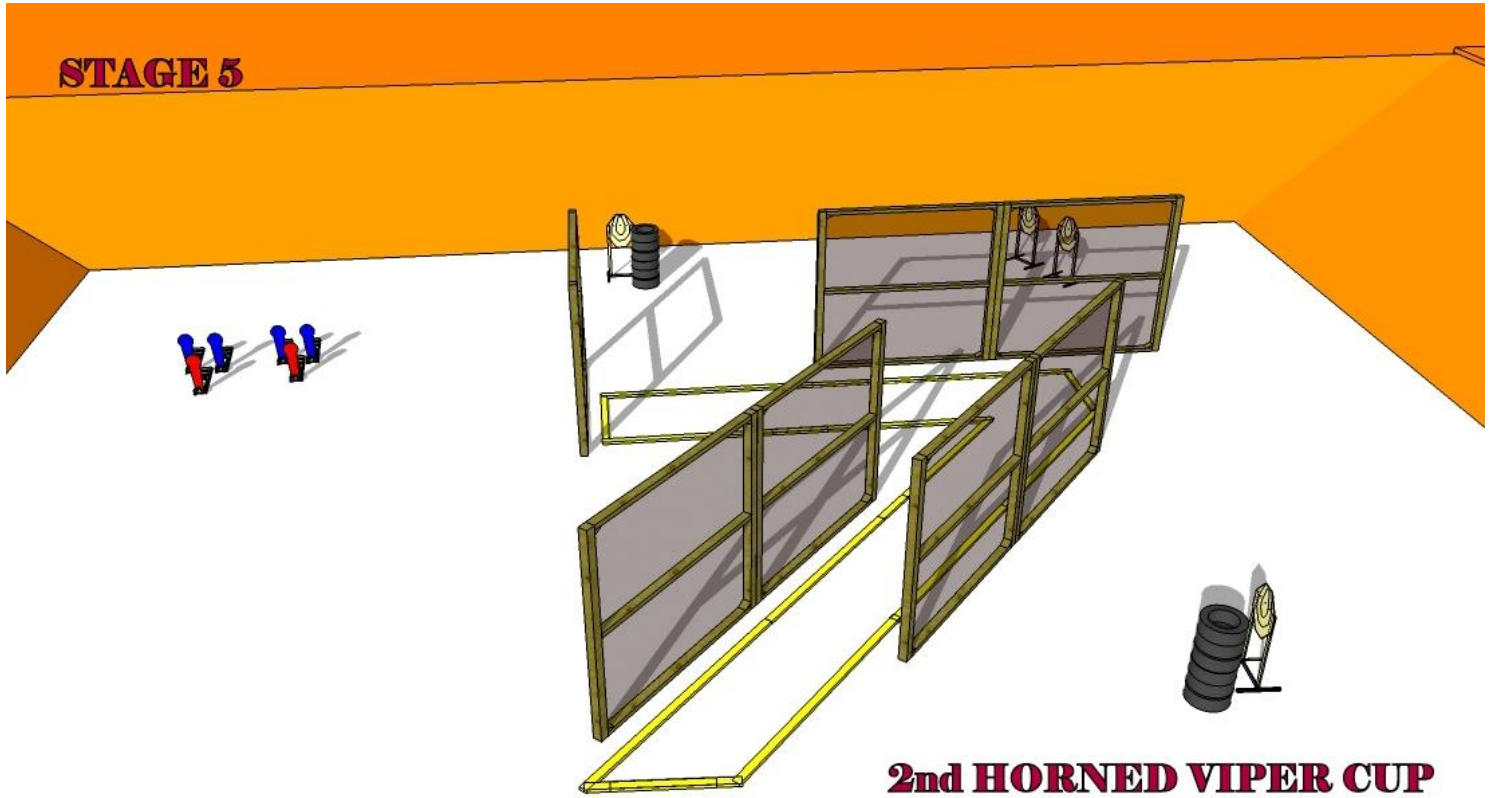
STAGE 4



2nd HORNED VIPER CUP

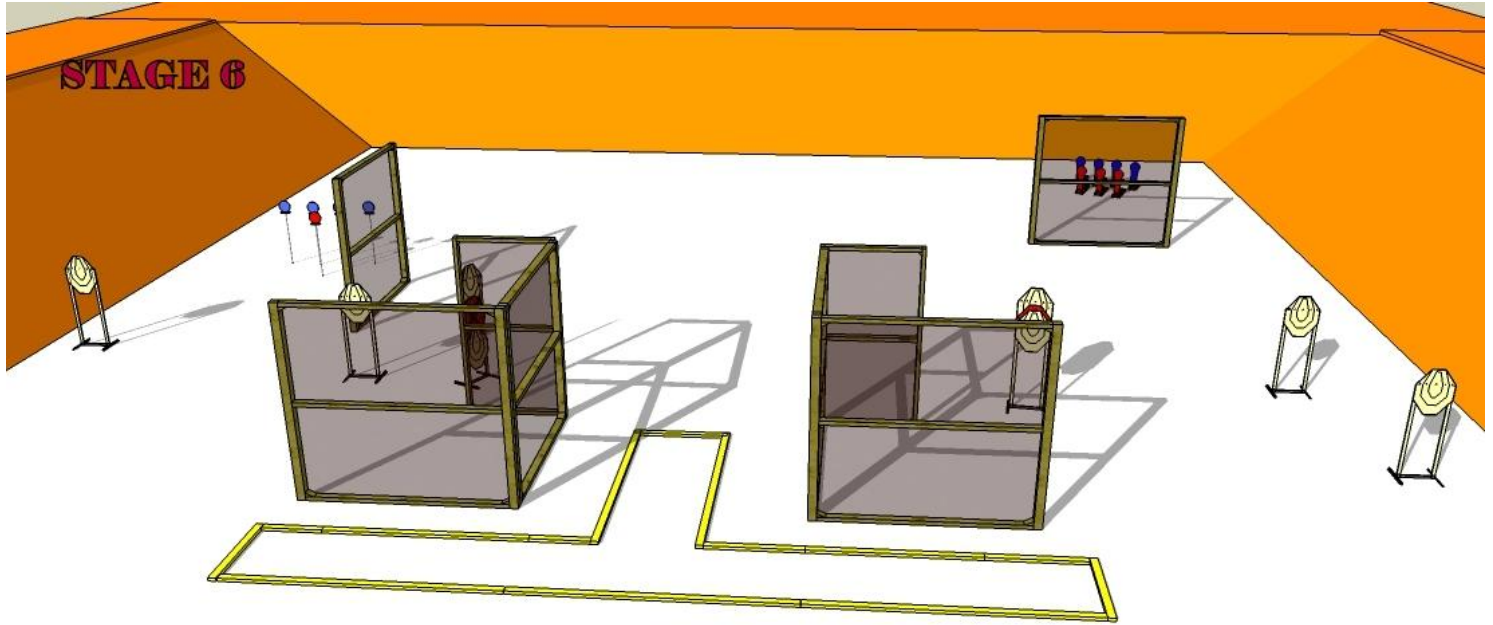
Type	Short stage
Number of rounds to be scored	9
Maximum points	45
Targets	3 IPSC Targets and 3 IPSC Poppers
Start position	Standing anywhere in demarcated area.
Time starts	Audible signal
Procedure	On start signal engage targets, P1 activate moving T1, P2 activate moving T2 and P3 activate moving T3. T1, T2 and T3 remain visible at the rest.

STAGE 5



Type	Short stage
Number of rounds to be scored	12
Maximum points	60
Targets	4 IPSC Targets and 4 IPSC Poppers
Start position	Standing anywhere in the demarcated area.
Time starts	Audible signal
Procedure	On start signal engage targets.

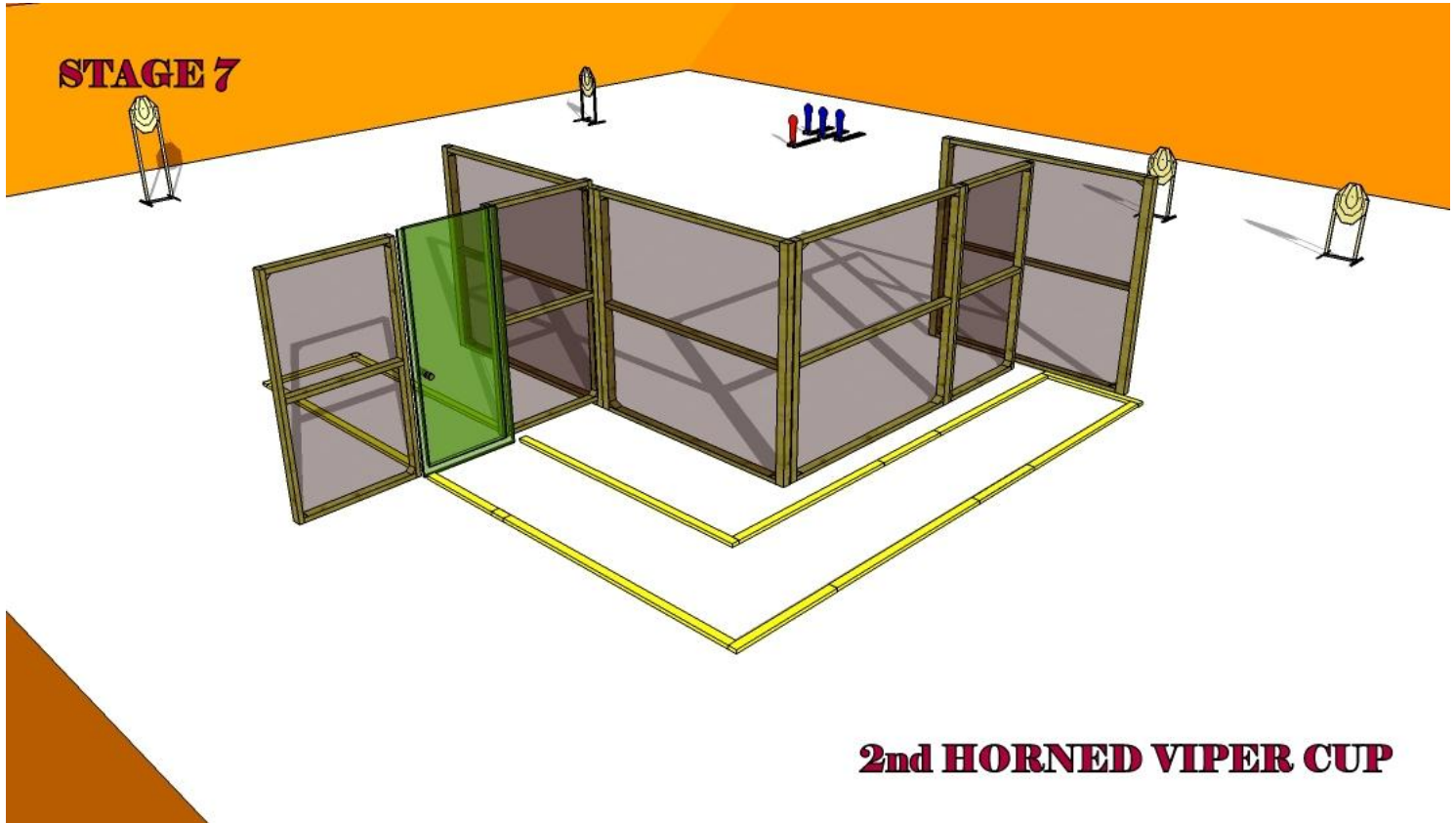
STAGE 6



2nd HORNED VIPER CUP

Type	Medium stage
Number of rounds to be scored	24
Maximum points	60
Targets	8 IPSC Targets, 4 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.

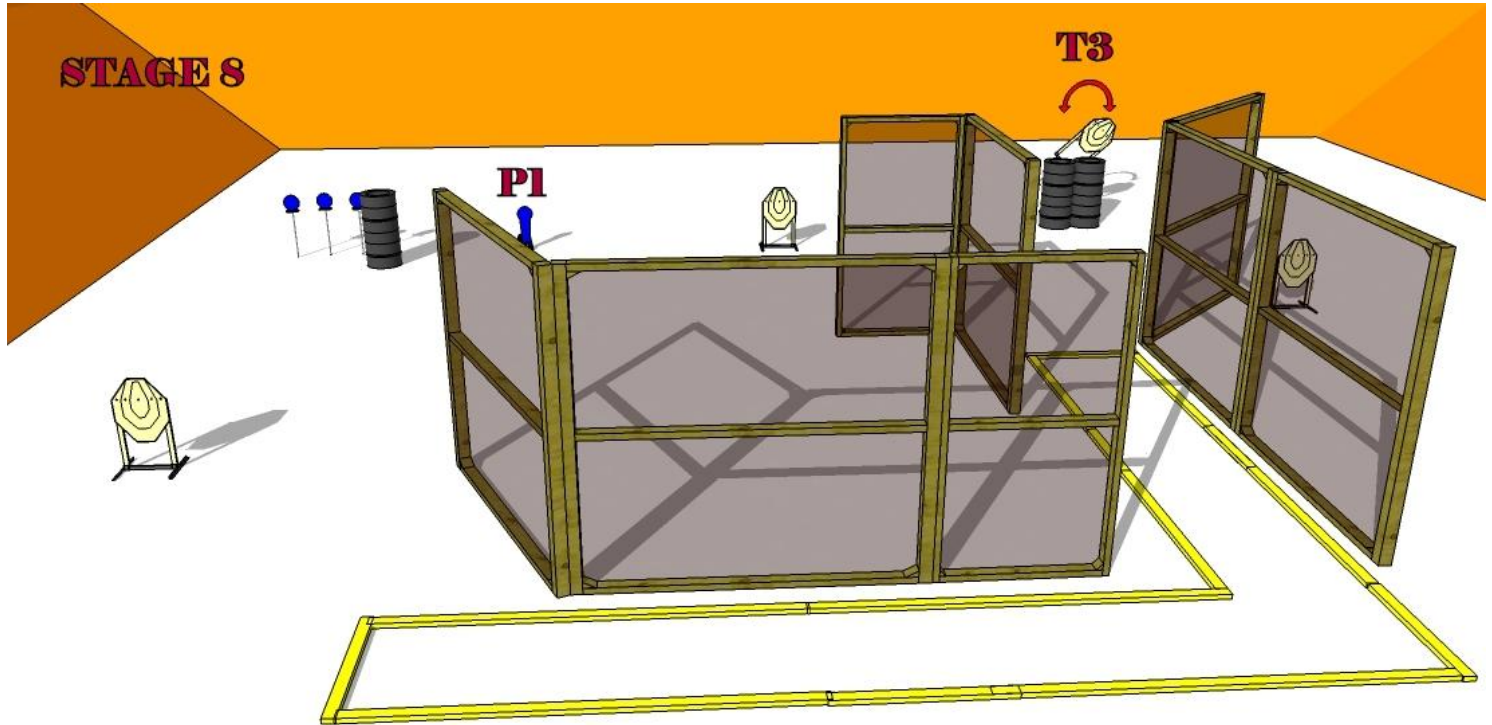
STAGE 7



2nd HORNED VIPER CUP

Type	Short Stage
Number of rounds to be scored	11
Maximum points	55
Targets	4 IPSC Targets, 3 IPSC Poppers.
Start position	Standing anywhere in the demarcated area.
Time starts	Audible signal
Procedure	On start signal engage targets.

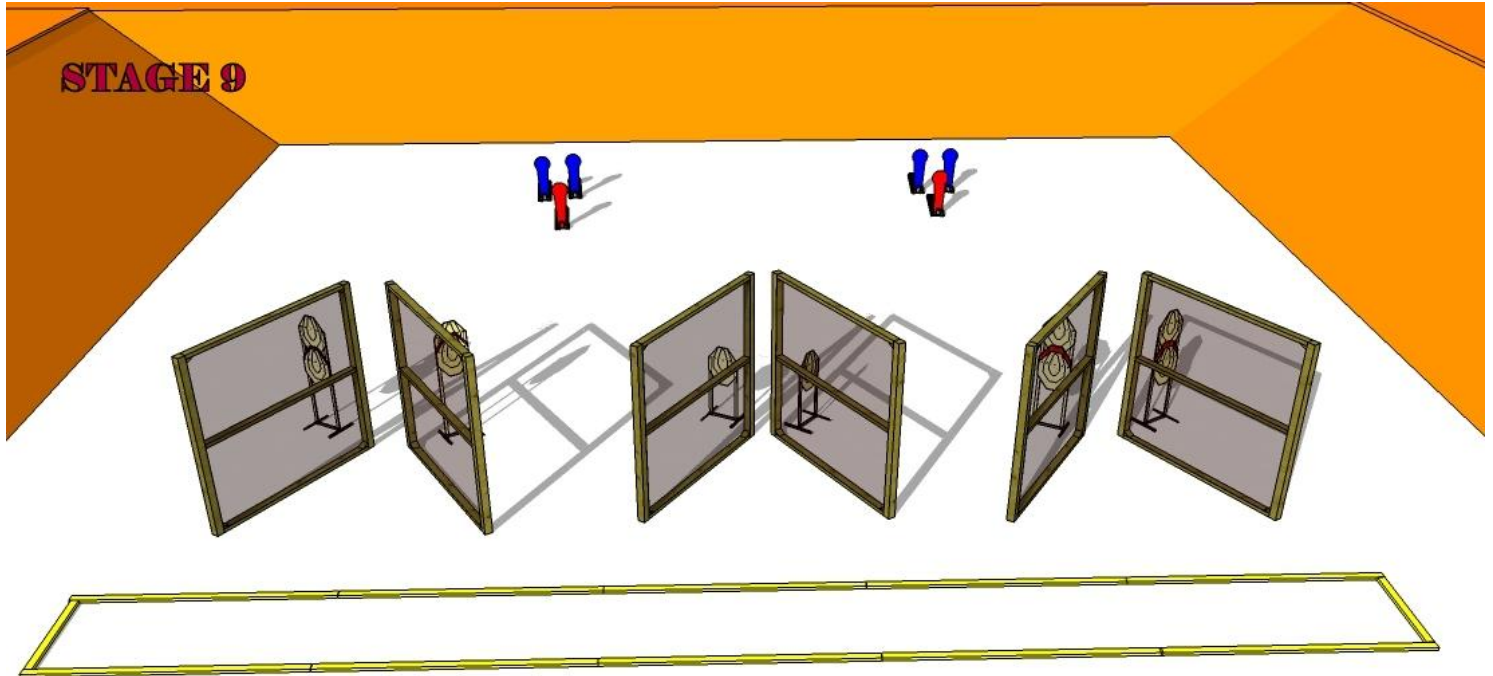
STAGE 8



2nd HORNED VIPER CUP

Type	Short Stage
Number of rounds to be scored	12
Maximum points	60
Targets	4 IPSC Targets 1 IPSC Popper and 3 IPSC Plates
Start position	Standing anywhere in demarcated area.
Time starts	Audible signal
Procedure	On start signal engage targets. P1 activates moving T3 which remains visible at rest.

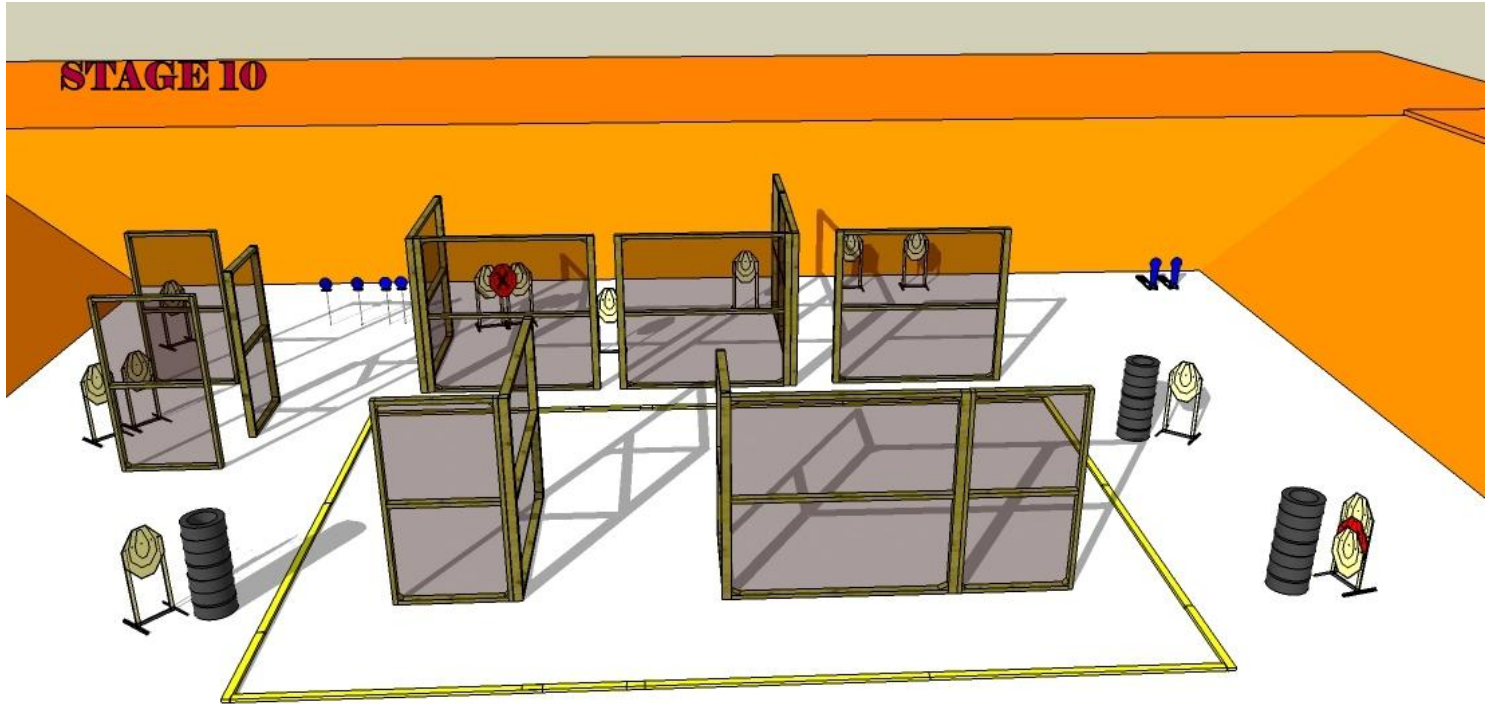
STAGE 9



2nd HORNED VIPER CUP

Type	Medium Stage
Number of rounds to be scored	24
Maximum points	120
Targets	10 IPSC targets and 4 IPSC Poppers
Start position	Standing anywhere in the demarcated.
Time starts	Audible signal
Procedure	On start signal engage targets.

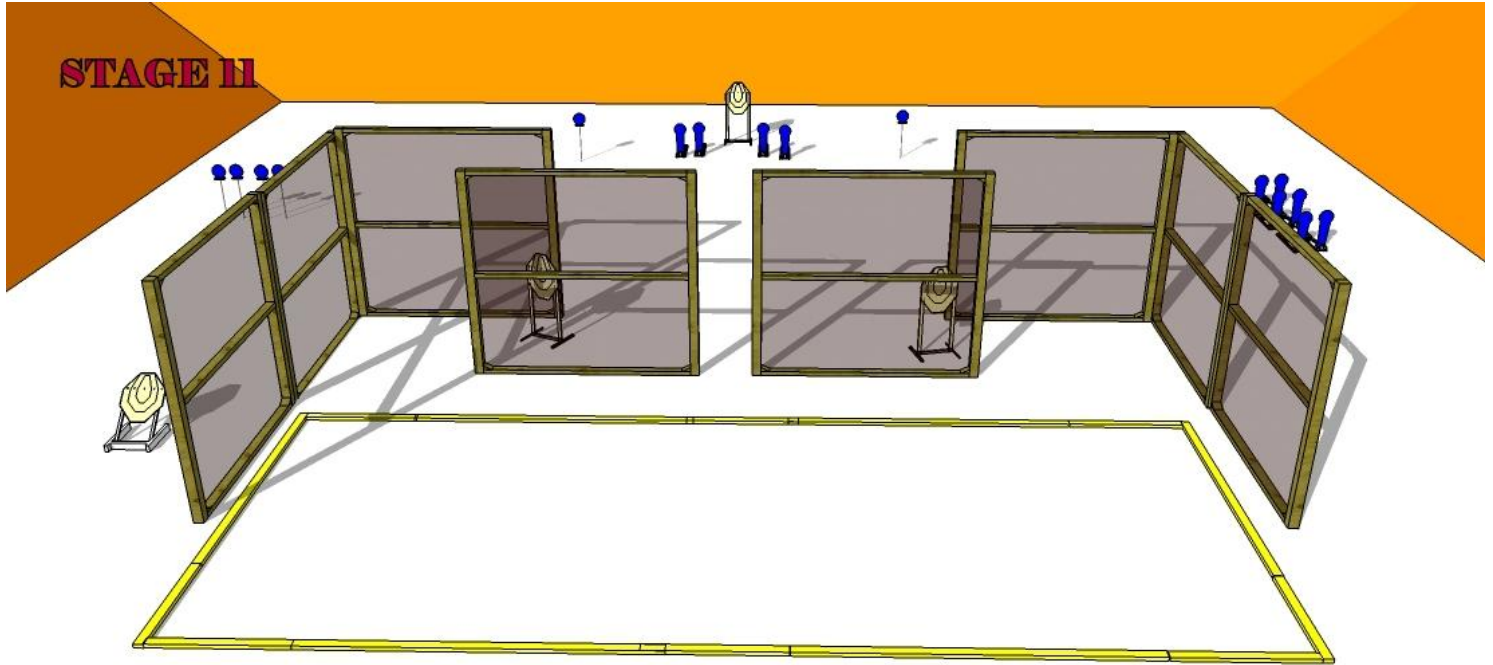
STAGE 10



2nd HORNED VIPER CUP

Type	Long Stage
Number of rounds to be scored	32
Maximum points	160
Targets	13 IPSC Targets, 2 Mini Poppers and 4 IPSC Plates
Start position	Standing anywhere in the demarcated area.
Time starts	Audible signal
Procedure	On start signal engage targets.

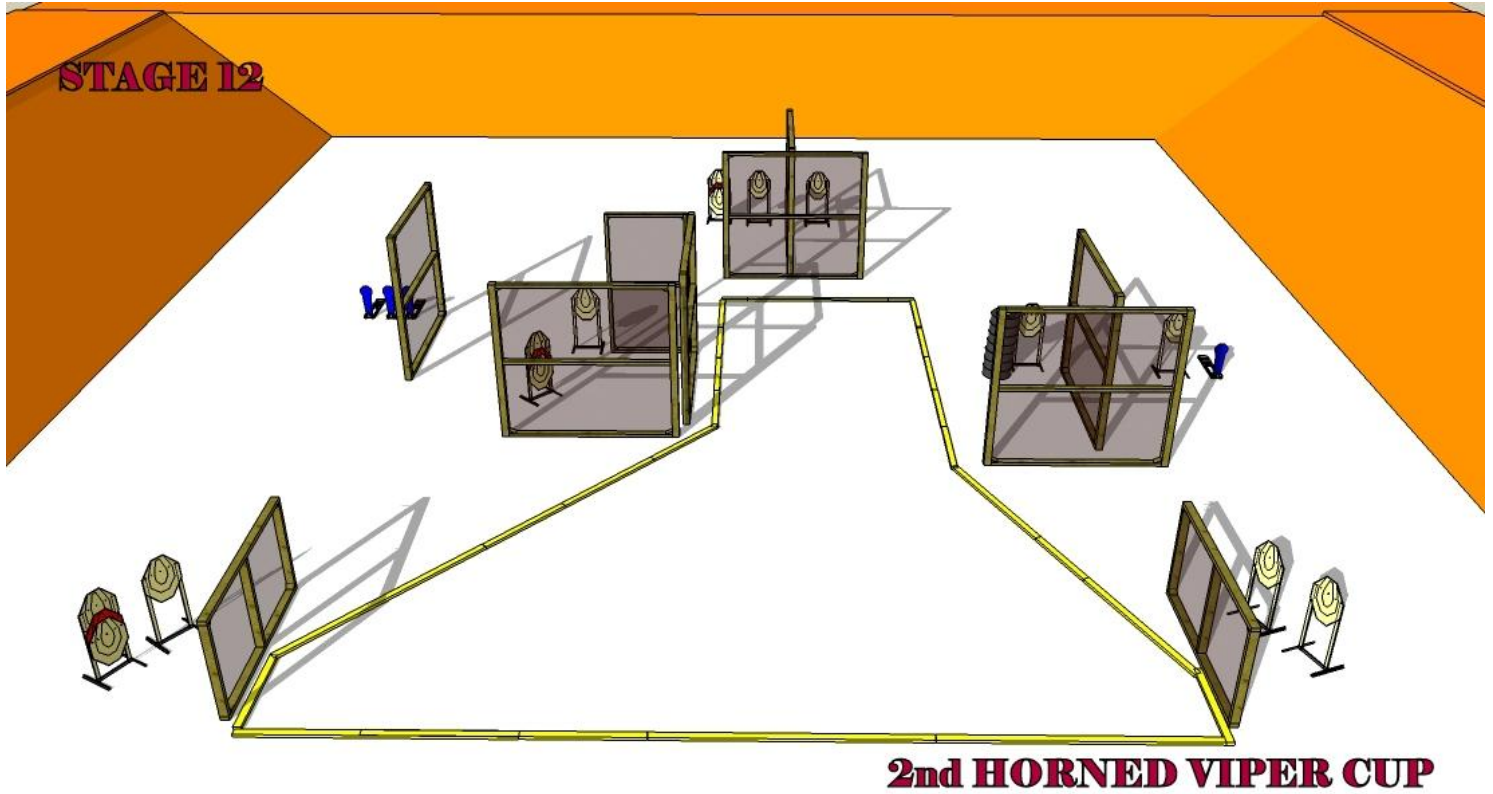
STAGE 11



2nd HORNED VIPER CUP

Type	Medium Stage
Number of rounds to be scored	24
Maximum points	120
Targets	4 IPSC targets, 10 IPSC Mini Poppers and 6 IPSC Plates
Start position	Standing anywhere in the demarcated area.
Time starts	Audible signal
Procedure	On start signal engage targets.

STAGE 12



Type	Long Stage
Number of rounds to be scored	32
Maximum points	160
Targets	14 IPSC Targets and 4 IPSC Poppers.
Start position	Standing anywhere in the demarcated.
Time starts	Audible signal
Procedure	On start signal engage targets.