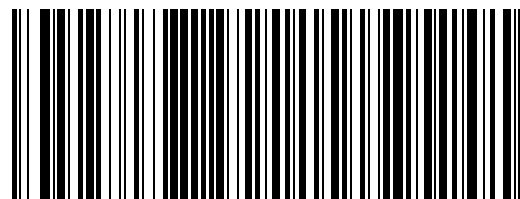


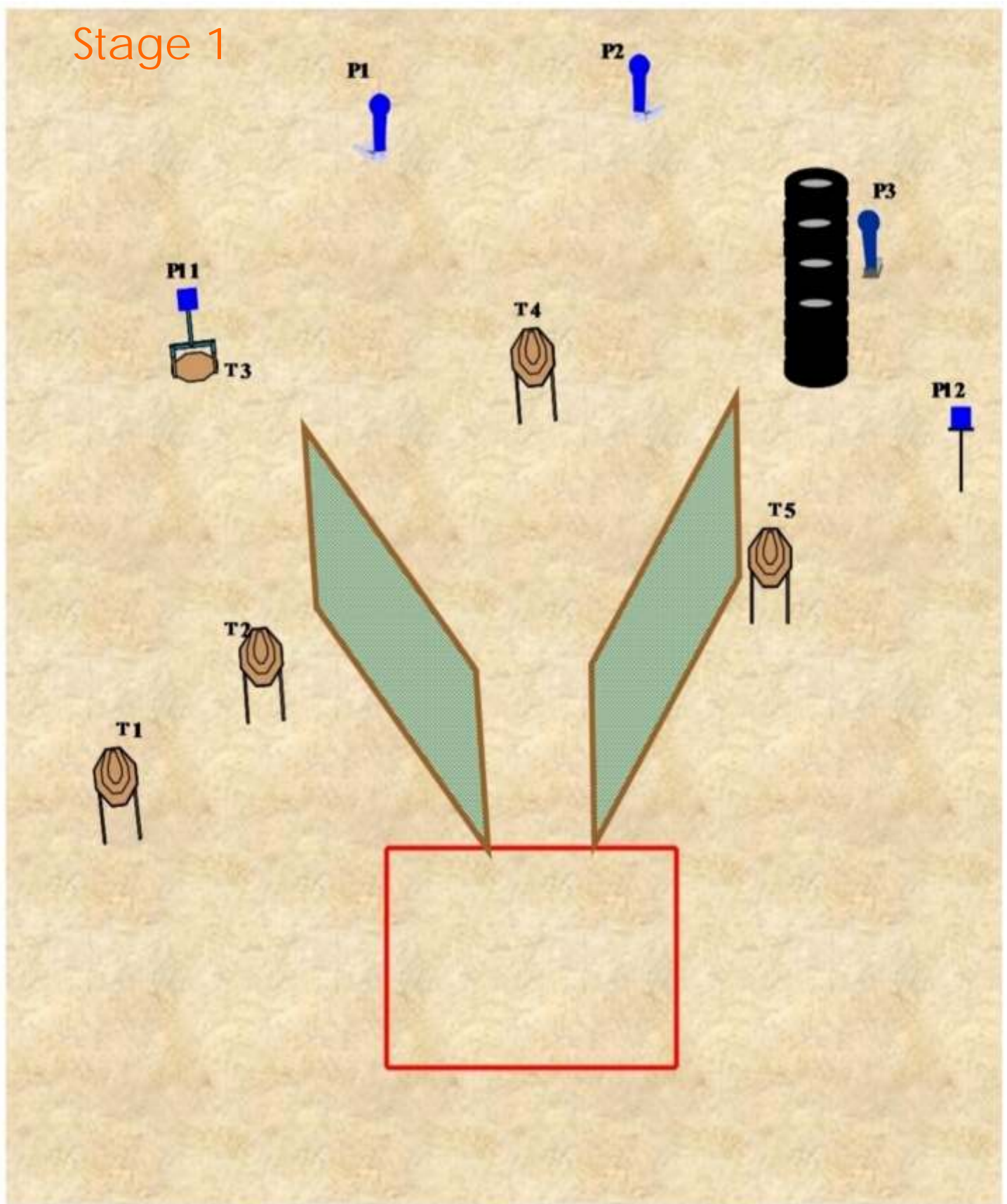
E. . . .

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Stage 1



START POSITION: Standing relaxed wherever into the designated area. Gun loaded and holstered.

STAGE PROCEDURE: On start signal shoot all targets from inside the designated area as they become visible!

*P1 1 fall reveals the appearing T3.

CoF type: Medium course.

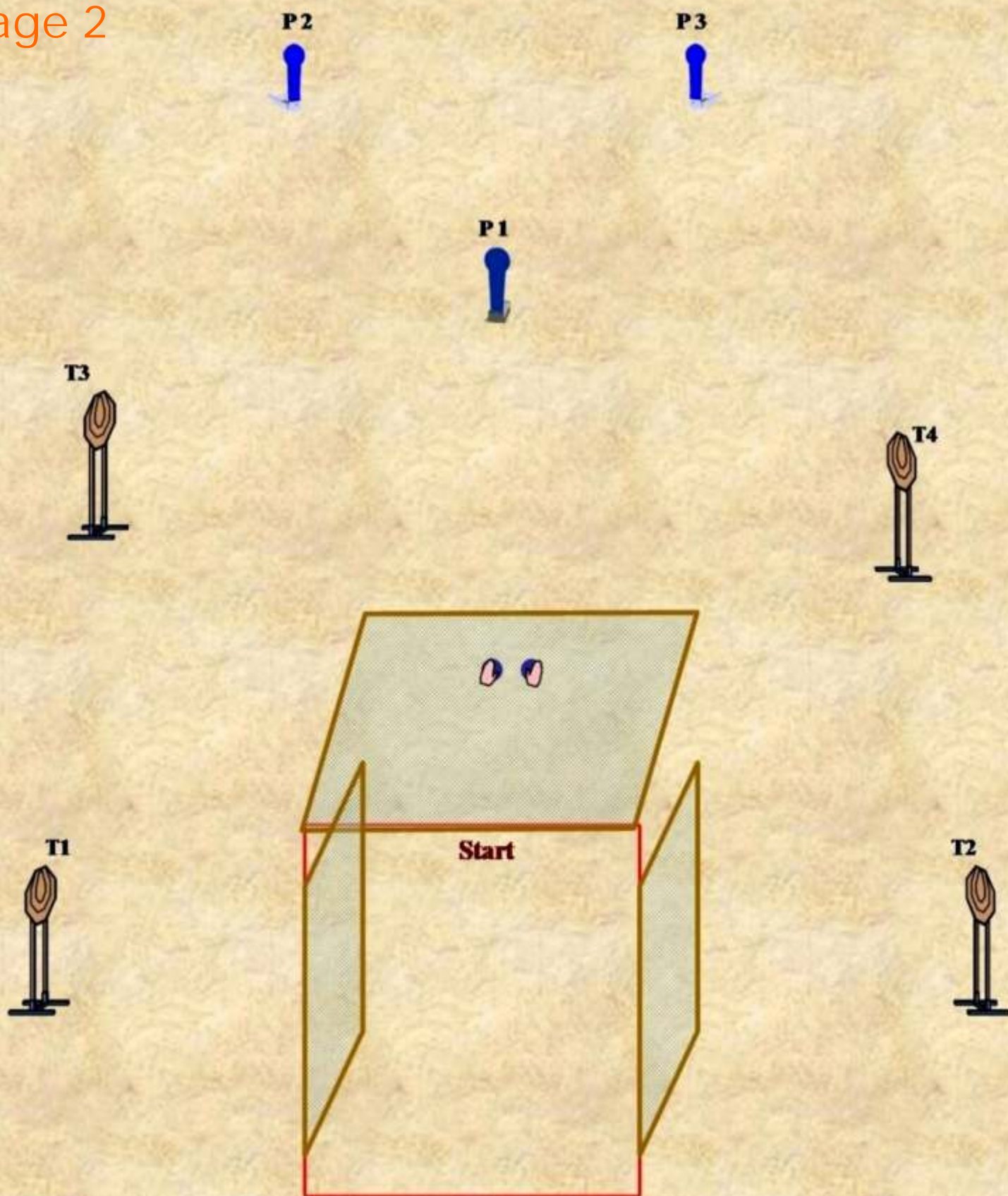
MIN. RDS: 15 rounds, **MAX PTS.:** 75 points

TARGETS: 5 IPSC targets, 3 Popper & 2 Plates.

START: Audible signal **STOP:** Last shot

PENALTIES: Latest IPSC Rules Edition

Stage 2



START POSITION: Standing relaxed at start, hands touching the marks on barricade. Gun loaded and holstered.

STAGE PROCEDURE: On start signal, shoot all targets as they become visible from within the designated area.

CoF type : Short course.

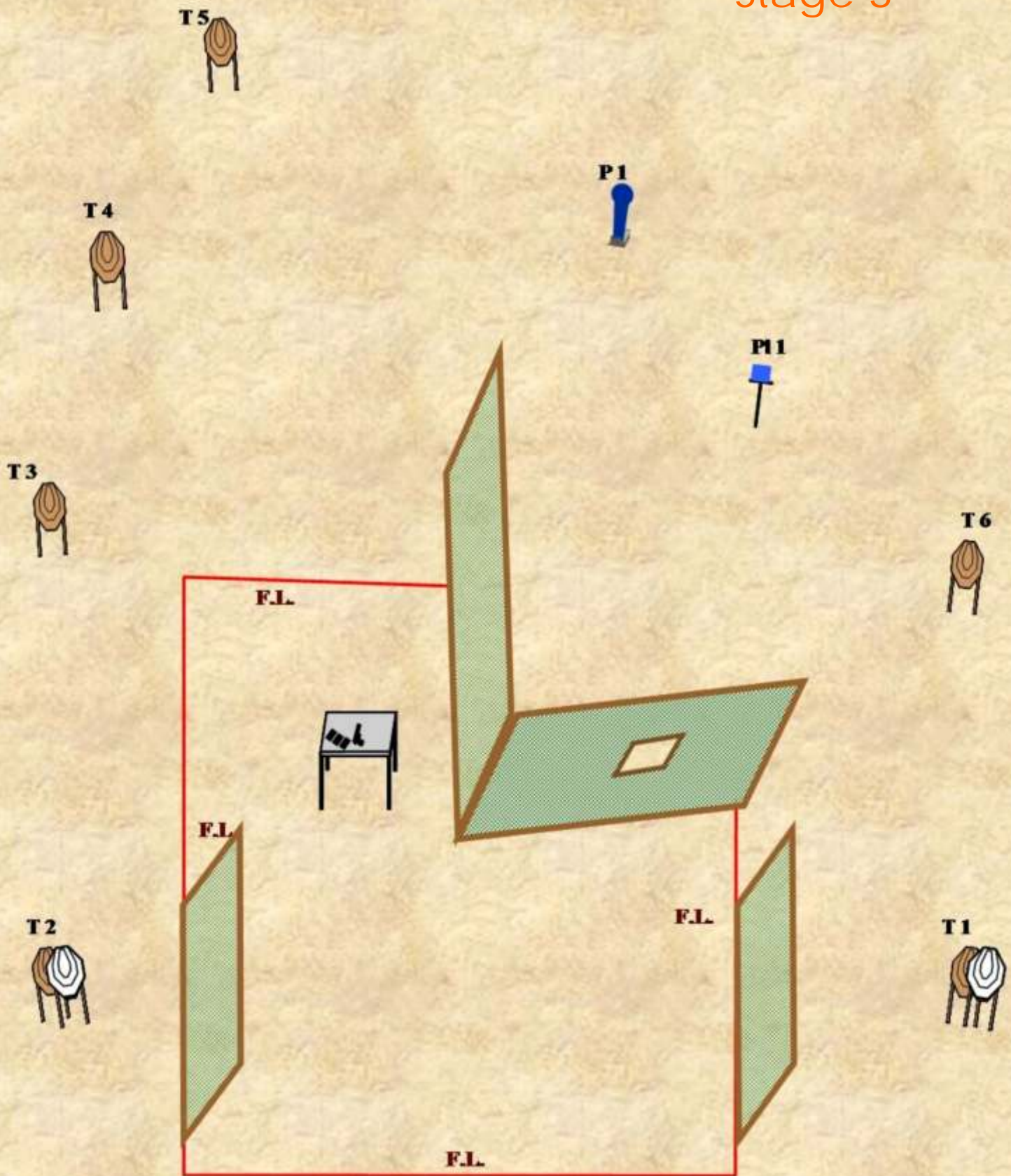
MIN. RDS: 11 rounds, **MAX PTS.:** 55 points

TARGETS: 4 IPSC Targets & 3 Poppers.

START: Audible signal **STOP:** Last shot

PENALTIES: Latest IPSC Rules Edition

Stage 3



START POSITION: Standing erect with hands relaxed by the sides, anywhere into the designated area. Gun unloaded and all magazines on table.

STAGE PROCEDURE: On start signal, shoot all targets when they become visible from within the designated area.

CoF type : Medium course .

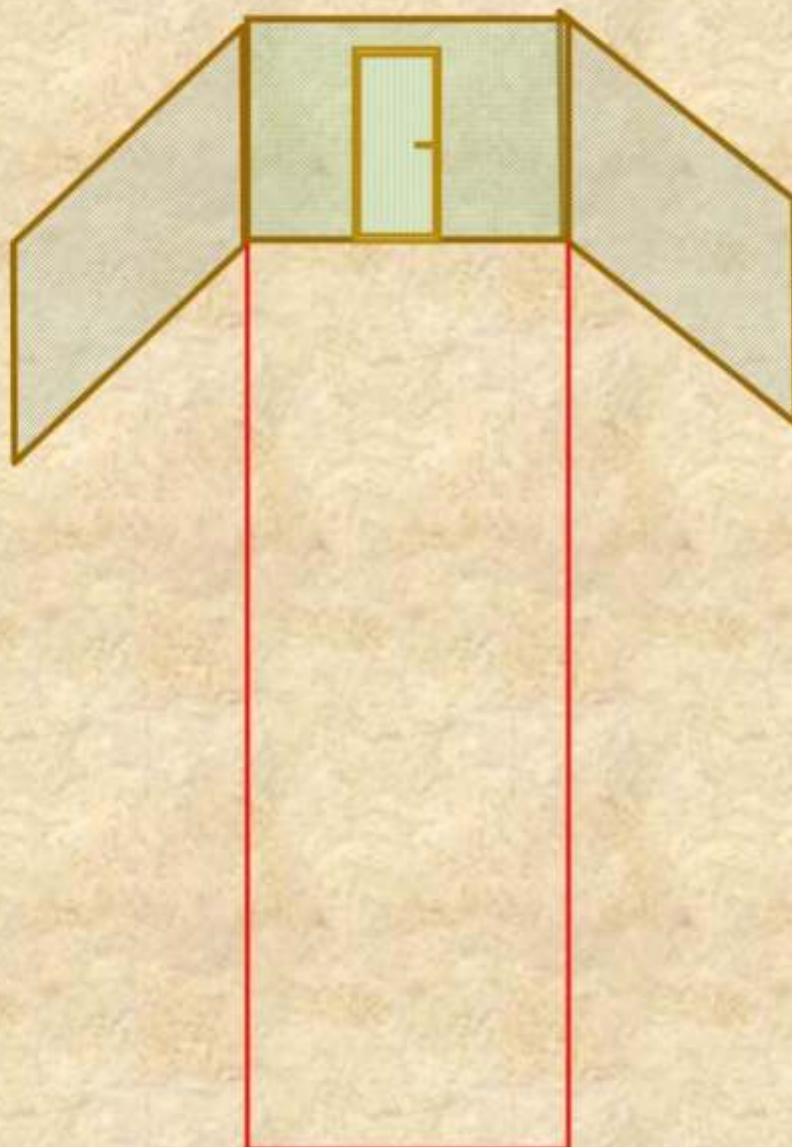
MIN. RDS: 14 rounds, **MAX PTS.:** 70 points

TARGETS: 6 IPSC Targets, 1 Popper, 1 Plate & 2 PTs.

START: Audible signal **STOP:** Last shot

PENALTIES: Latest IPSC Rules Edition

Stage 4



START POSITION: Standing relaxed, anywhere within the designated area. Gun loaded & holstered.

STAGE PROCEDURE: On start signal, shoot all targets from inside the designated area as they become visible!

CoF type: Medium course

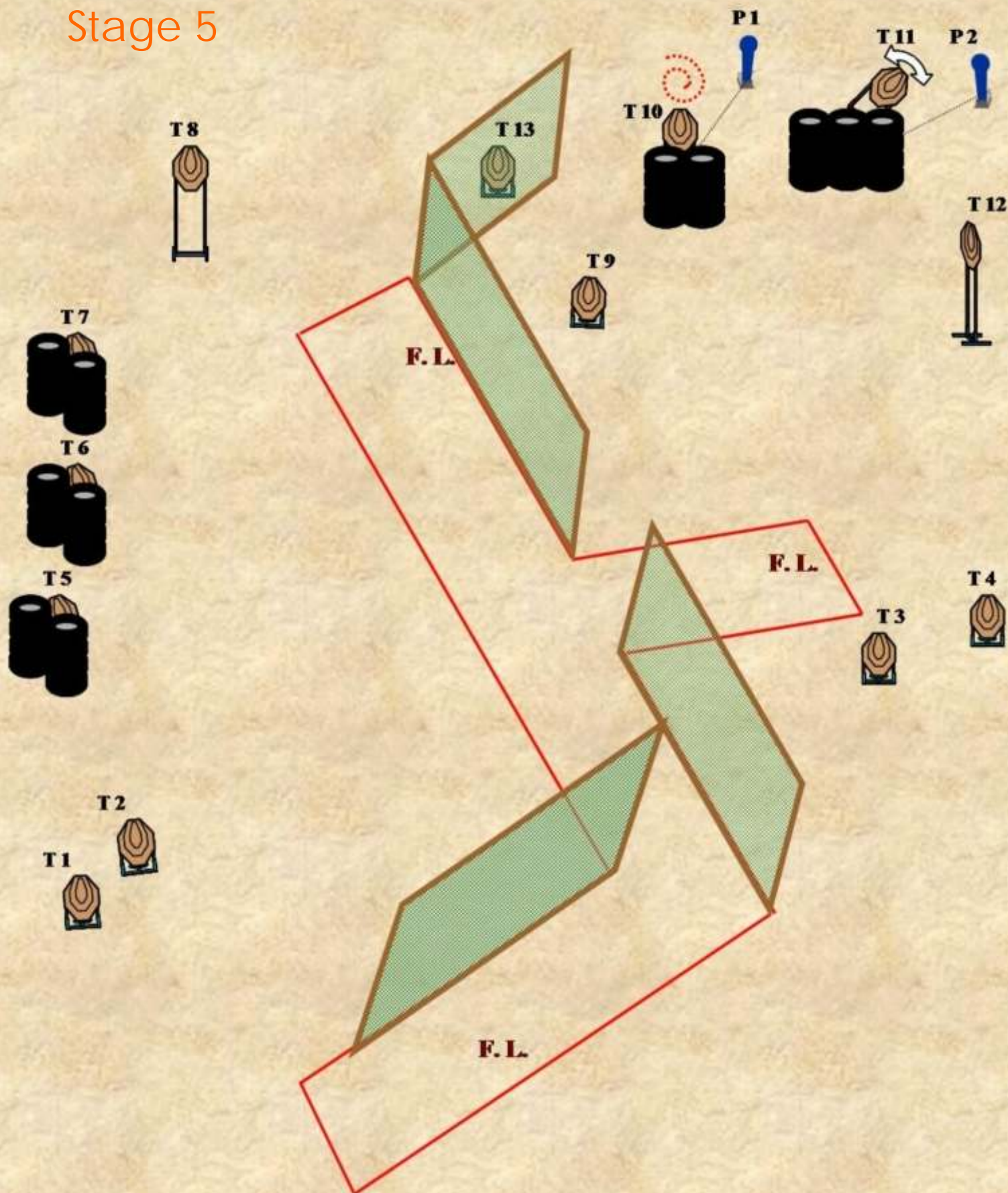
MIN. RDS: 19 rounds, **MAX PTS.:** 95 points

TARGETS: 8 IPSC targets, 3 Poppers & 4 PTs.

START: Audible signal **STOP:** Last shot

PENALTIES: Latest IPSC Rules Edition.

Stage 5



START POSITION: Standing relaxed anywhere inside the demarked area. Gun loaded and holstered.

STAGE PROCEDURE: On start signal shoot all targets from inside the designated area as they become visible!

* P1 activates the **disappearing** T10.

* P2 activates moving T11 which remains visible at rest.

CoF type: Long course.

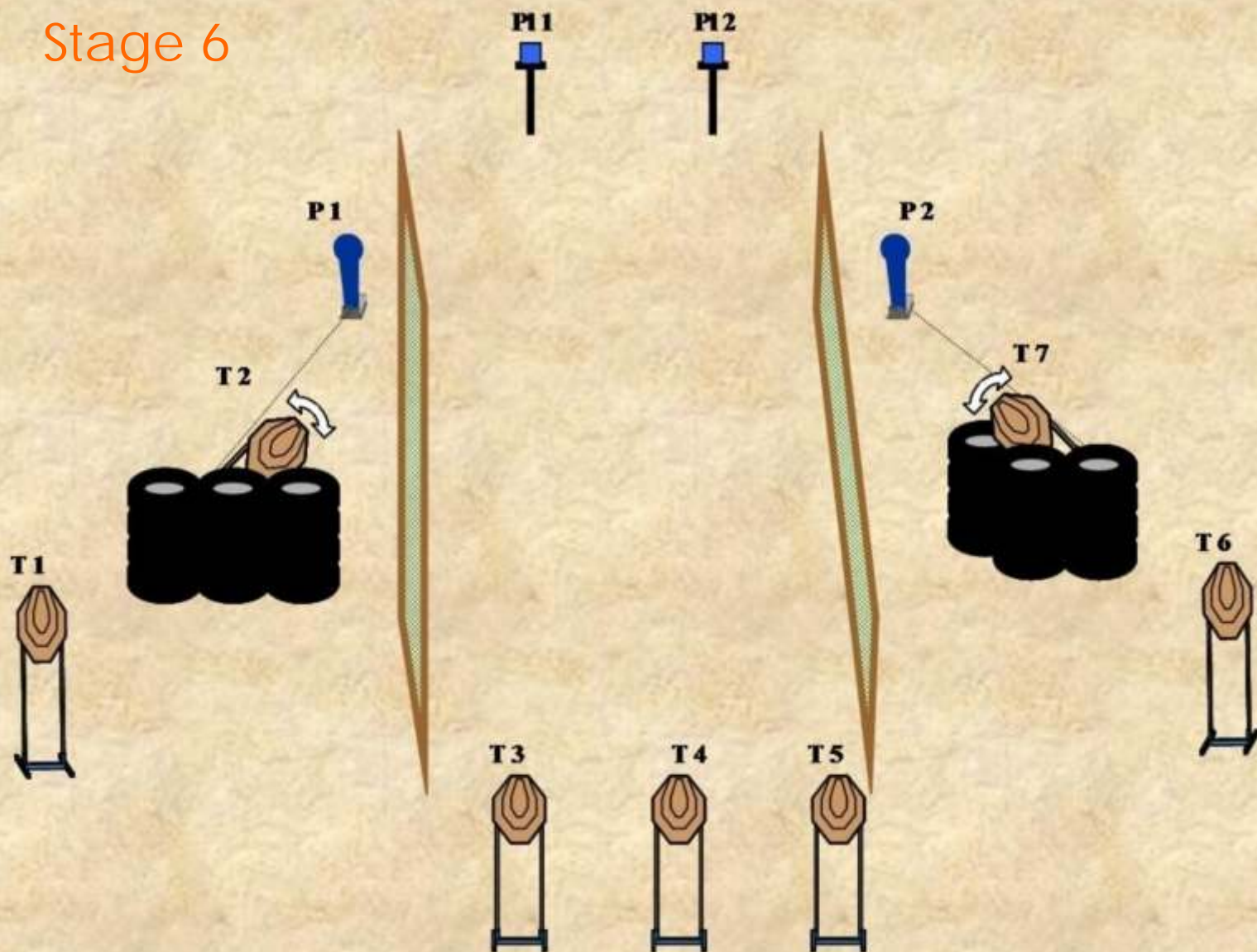
MIN. RDS: 28 rounds, **MAX PTS.:** 140 points.

TARGETS: 13 IPSC targets & 2 Popper.

START: Audible signal **STOP:** Last shot

PENALTIES: Latest IPSC Rules Edition

Stage 6



F. L.

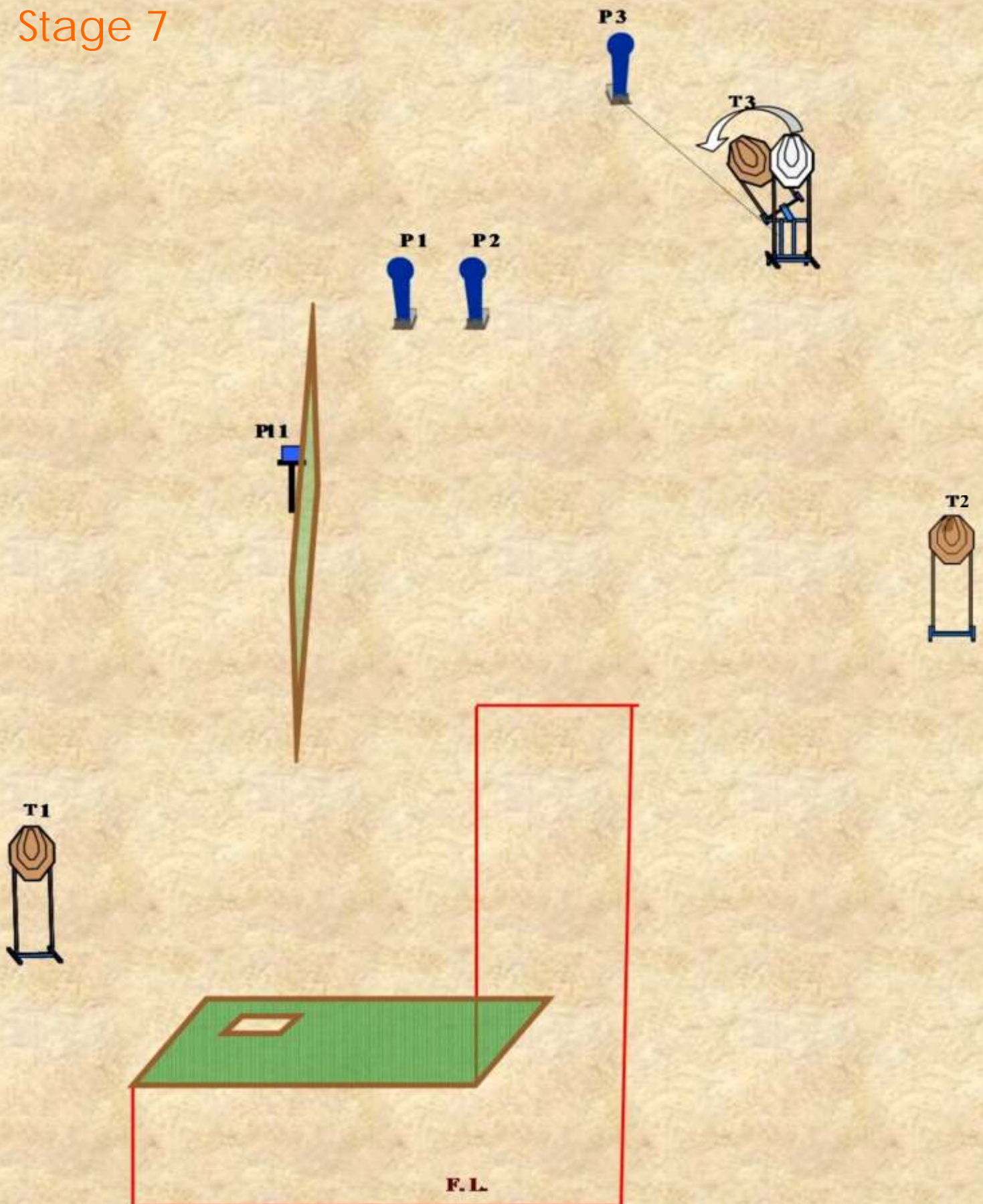
F. L.

START POSITION: Standing relaxed wherever into the area. Gun loaded and holstered.

STAGE PROCEDURE: On start signal, shoot all targets any order from behind the fault line.
P1 activates moving **T2** & **P2** activates moving **T7**, both moving targets remaining visible at rest.

CoF type: Medium course
MIN. RDS: 18 rounds, **MAX PTS.:** 90 points
TARGETS: 7 IPSC targets, 2 Popper & 2 plates.
START: Audible signal **STOP:** Last shot
PENALTIES: Latest IPSC Rules Edition

Stage 7



START POSITION: Standing erect with hands relaxed by the sides, anywhere into the designated area. Gun loaded and holstered.

STAGE PROCEDURE: On start signal, shoot all targets when they become visible from within the designated area.

* P3 activates the appearing T3.

CoF type: Short course.

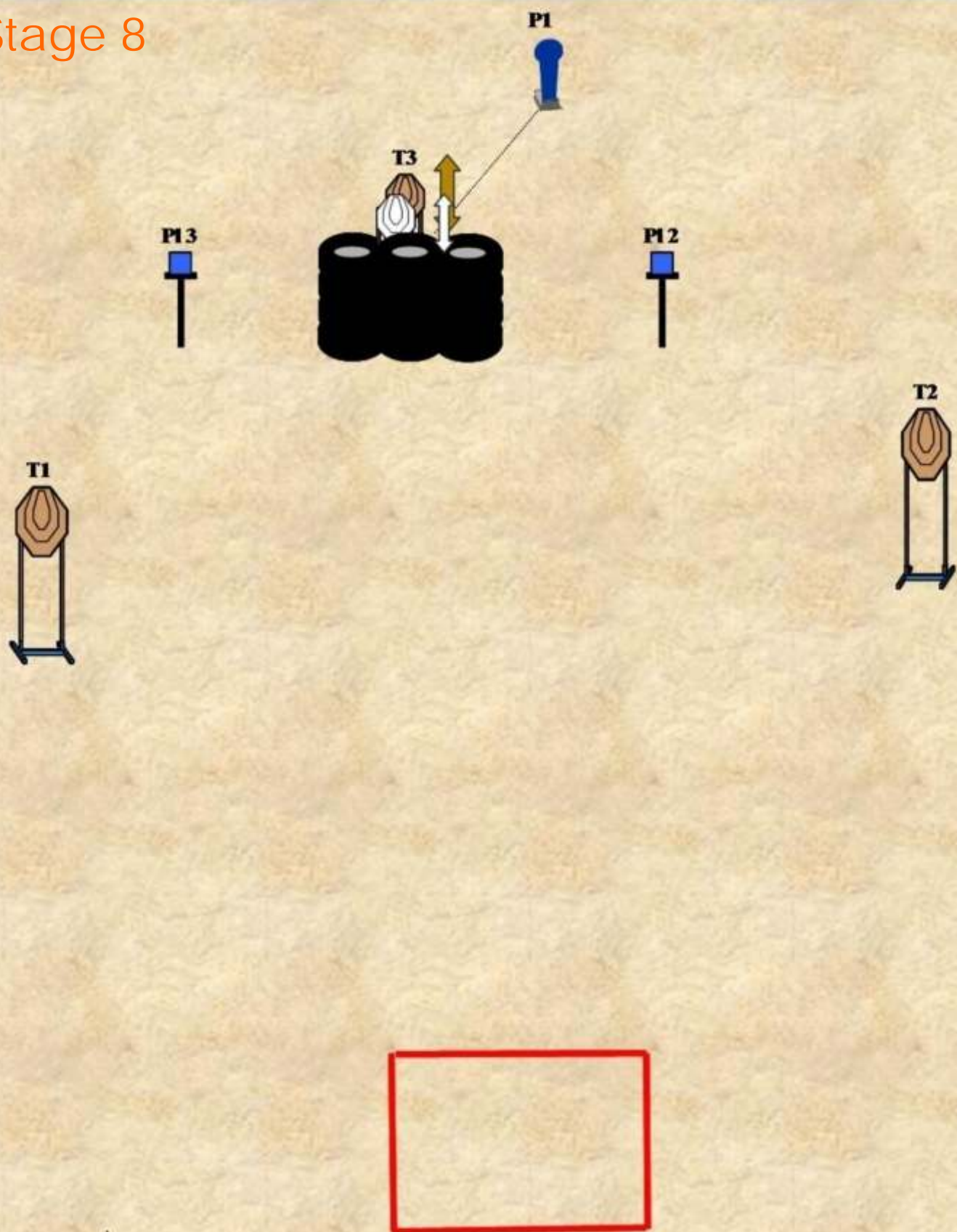
MIN. RDS: 10 rounds, **MAX PTS.:** 50 points

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

START: Audible signal **STOP:** Last shot

PENALTIES: Latest IPSC Rules Edition

Stage 8



START POSITION: Standing erect anywhere into area, facing Uprange, both hands touching the head. Gun loaded with empty chamber & holstered.

STAGE PROCEDURE: On start signal shoot all targets from inside the designated area as they become visible!

* P1 activates the balancing mini T3 and the mini PT, which leaves a part of the A scoring zone visible at rest.

CoF type: Short course.

MIN. RDS: 9 rounds, **MAX PTS.:** 45 points

TARGETS: 3 IPSC targets, 1 Popper, 2 Plates & 1 PT.

START: Audible signal **STOP:** Last shot

PENALTIES: Latest IPSC Rules Edition

Stage Profiles

LI ΕΛΠΣ 01.11.2015

Printed Οκτώβριος 28, 2015 at 14:15



STAGE #:	1	FIREARM:	Handgun	MAX PTS:	75
NAME:	Stage 1	TARGETS:	Classic	MIN RNDs:	15
LOCATION:	LAGADAS				
SCORING:	Comstock	PAPER	PLATE	POPPER	PENALTY
COURSE:	Medium Course	5	2	3	0
				DISAPPEARS	0

STAGE #:	2	FIREARM:	Handgun	MAX PTS:	55
NAME:	Stage 2	TARGETS:	Classic	MIN RNDs:	11
LOCATION:	LAGADAS				
SCORING:	Comstock	PAPER	PLATE	POPPER	PENALTY
COURSE:	Short Course	4	0	3	0
				DISAPPEARS	0

STAGE #:	3	FIREARM:	Handgun	MAX PTS:	70
NAME:	Stage 3	TARGETS:	Classic	MIN RNDs:	14
LOCATION:	LAGADAS				
SCORING:	Comstock	PAPER	PLATE	POPPER	PENALTY
COURSE:	Medium Course	6	1	1	2
				DISAPPEARS	0

STAGE #:	4	FIREARM:	Handgun	MAX PTS:	95
NAME:	Stage 4	TARGETS:	Classic	MIN RNDs:	19
LOCATION:	LAGADAS				
SCORING:	Comstock	PAPER	PLATE	POPPER	PENALTY
COURSE:	Medium Course	8	0	3	4
				DISAPPEARS	0

STAGE #:	5	FIREARM:	Handgun	MAX PTS:	140
NAME:	Stage 5	TARGETS:	Classic	MIN RNDs:	28
LOCATION:	LAGADAS				
SCORING:	Comstock	PAPER	PLATE	POPPER	PENALTY
COURSE:	Long Course	12	0	2	0
				DISAPPEARS	1

STAGE #:	6	FIREARM:	Handgun	MAX PTS:	90
NAME:	Stage 6	TARGETS:	Classic	MIN RNDs:	18
LOCATION:	LAGADAS				
SCORING:	Comstock	PAPER	PLATE	POPPER	PENALTY
COURSE:	Medium Course	7	2	2	0
				DISAPPEARS	0

STAGE #:	7	FIREARM:	Handgun	MAX PTS:	50
NAME:	Stage 7	TARGETS:	Classic	MIN RNDs:	10
LOCATION:	LAGADAS				
SCORING:	Comstock	PAPER	PLATE	POPPER	PENALTY
COURSE:	Short Course	3	1	3	1
				DISAPPEARS	0

STAGE #:	8	FIREARM:	Handgun	MAX PTS:	45
NAME:	Stage 8	TARGETS:	Classic	MIN RNDs:	9
LOCATION:	LAGADAS				
SCORING:	Comstock	PAPER	PLATE	POPPER	PENALTY
COURSE:	Short Course	3	2	1	1
				DISAPPEARS	0

TOTALS FOR SELECTED STAGES:

MAX PTS	MIN RNDs	PAPER	PLATE	POPPER	PENALTY	DISAPPEARS
620	124	48	8	18	8	1