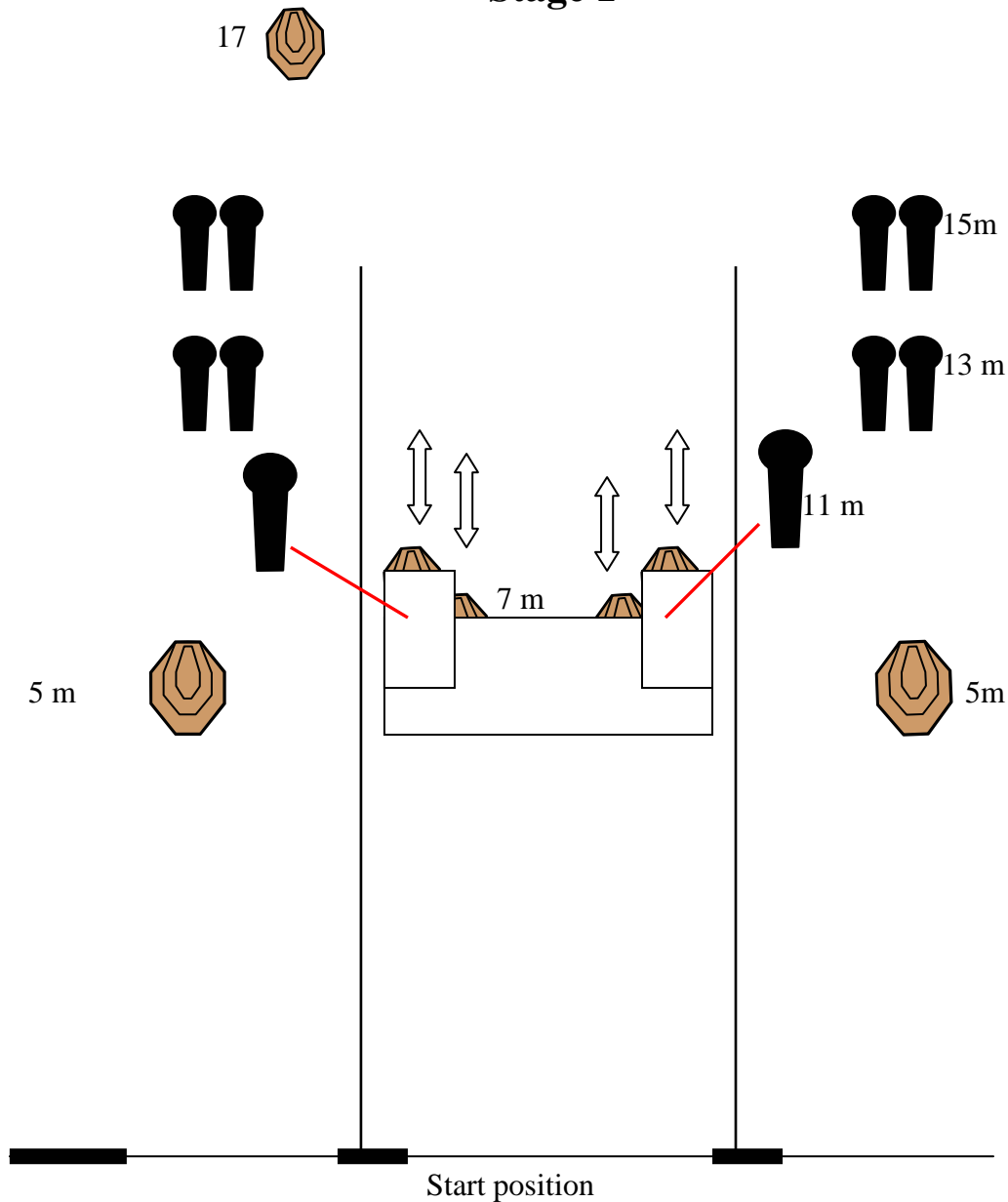


Stage 1



Stage: 1, 2 lifters

Targets: 2 IPSC targets, 5 mini IPSC targets, 2 IPSC Poppers, 8 IPSC mini Poppers

Possible points: 120

Number of rounds to be scored: 24

Start position: gun loaded and holstered at start position.

Time starts: audible

Procedure: At signal, engage all targets as they become visible.

Mechanics: full size IPSC Poppers activate respective twin moving targets that will remain visible at rest.

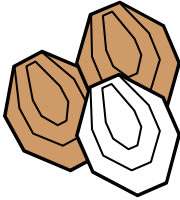
Design: Miguel Gagnon.

Stage 2

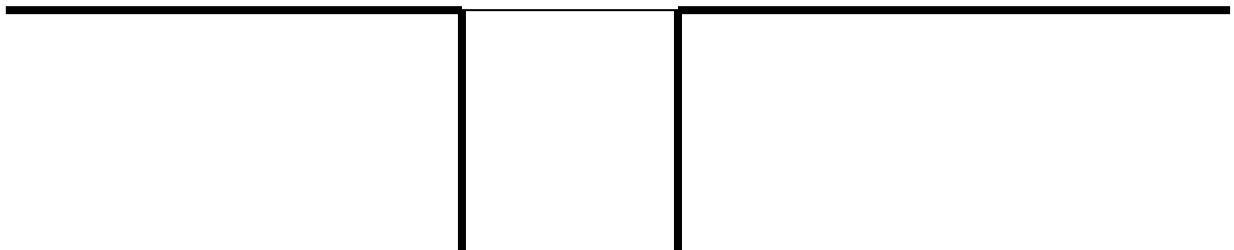
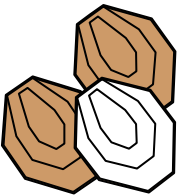
11 m



5 m



3m



start

Stage: 2 move, avance !

Targets: 4 IPSC targets, 1 IPSC Popper

Possible points: 45

Number of rounds to be scored: 9

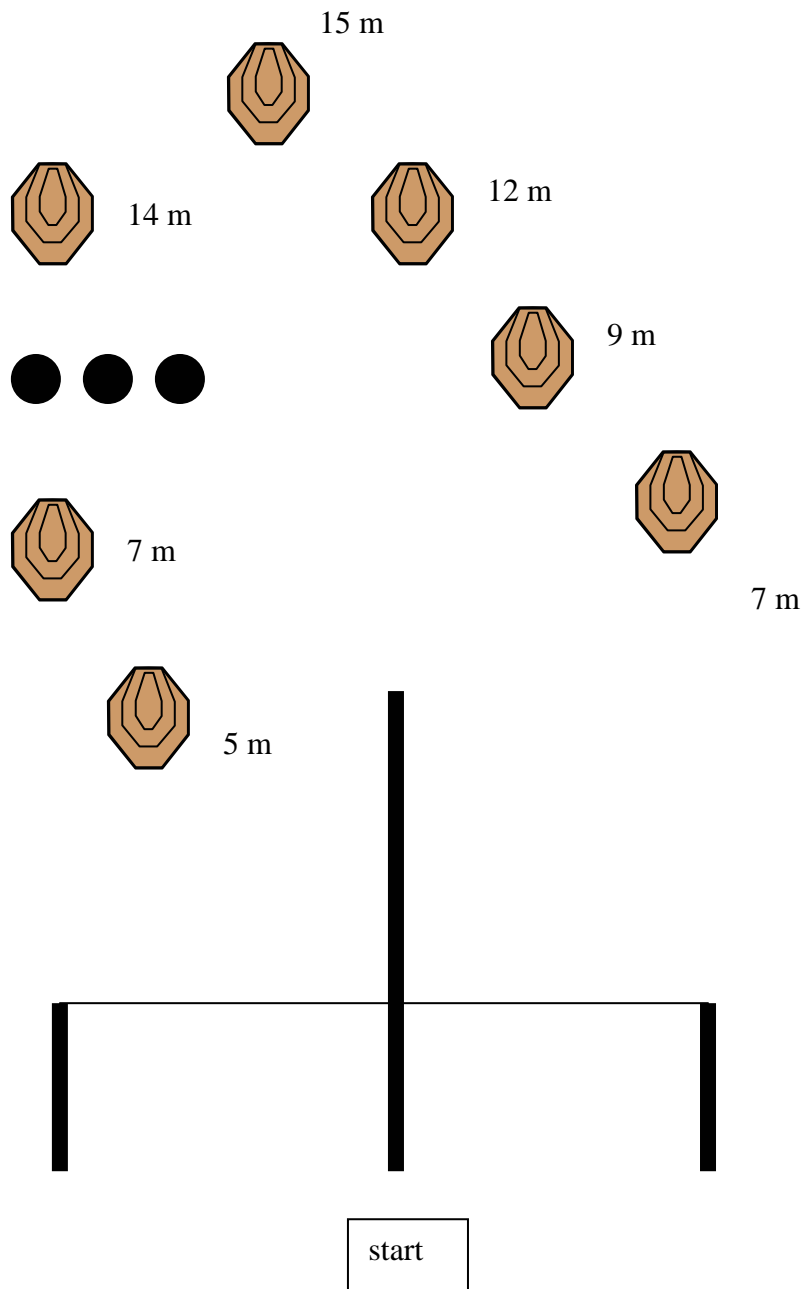
Start position: gun loaded and holstered at start position.

Time starts: audible

Procedure: At signal engage all targets as they become visible.

Design: Guy Gauthier

Stage 3



Stage: 3 one round each

Targets: 7 IPSC mini targets, 3 IPSC plates.

Possible points: 50

Number of rounds to be scored: 10

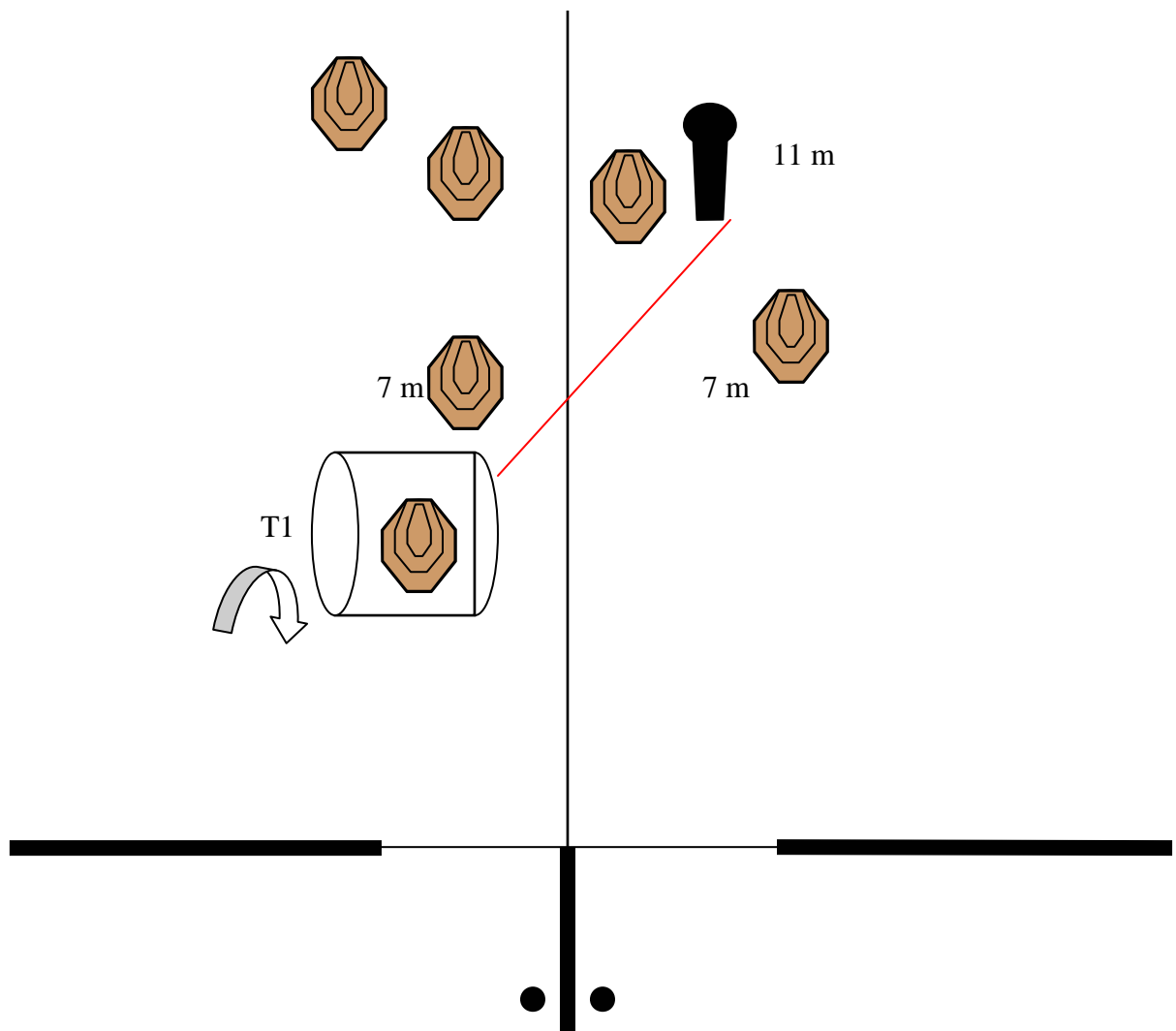
Start position: gun loaded and holstered, at start position.

Time starts: audible

Procedure: At signal engage all targets as they become visible. All mini IPSC targets require one hit each.

Design: Miguel Gagnon

Stage 4



Stage: 4 barrel spin

Targets: 6 IPSC targets, 1 IPSC Popper.

Possible points: 65

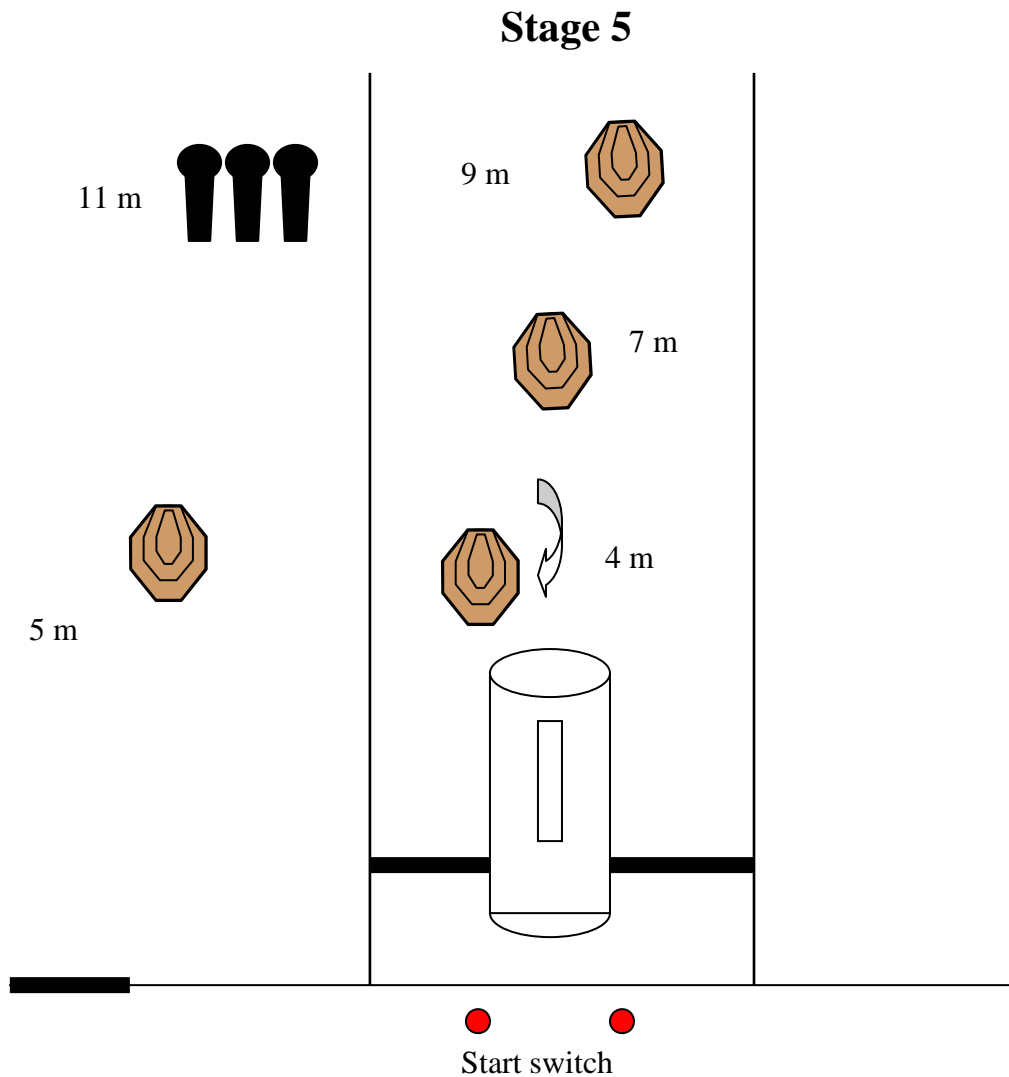
Number of rounds to be scored: 13

Start position: gun loaded and holstered , thumbs on dots.

Time starts: audible

Procedure: At signal engage all targets as they become visible, Popper activate moving target T1. T1 is visible at rest.

Design: Guy Gauthier



Stage: 5 Spinning barrel # 2

Targets: 4 IPSC targets, 3 IPSC Poppers.

Possible points: 55

Number of rounds to be scored: 11

Start position: gun loaded and holstered, thumbs pushing respective self start switch.

Time starts: audible, by releasing one of the self start switch.

Procedure: At signal, engage all targets as they become visible.

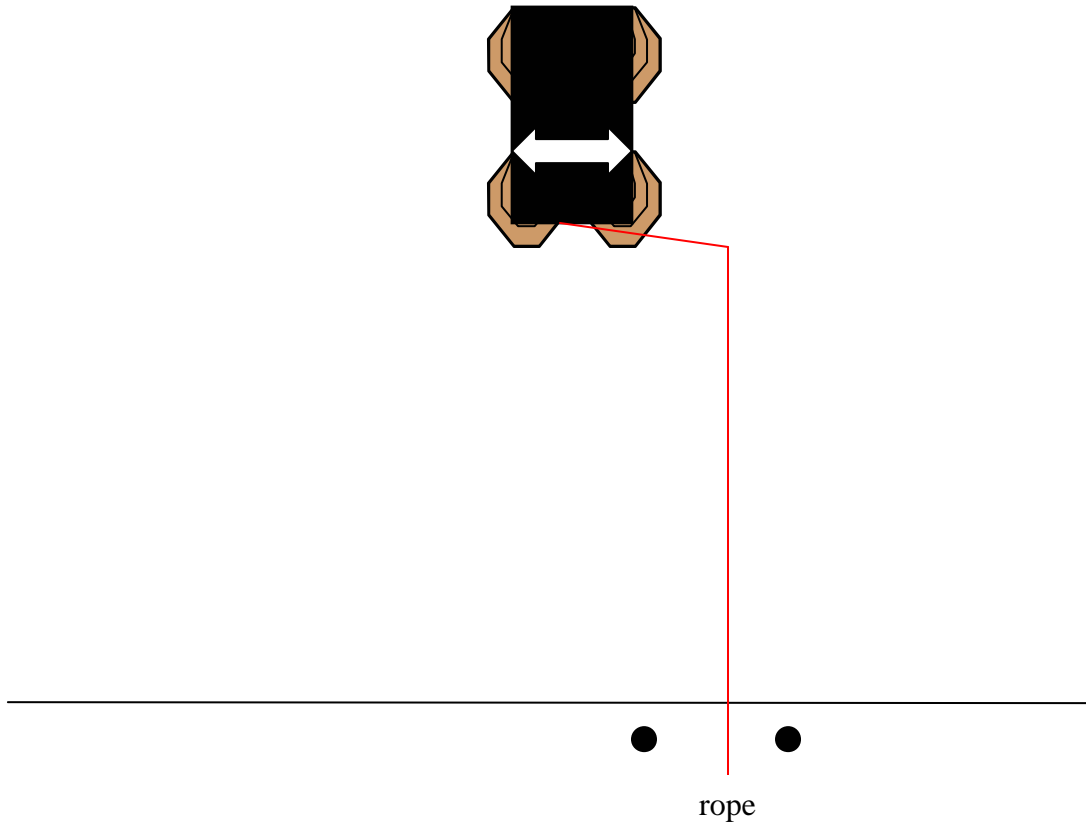
Mechanics: barrel is hard cover, motor driven and always turning

Note: rule 9.1.6.1 will apply, touching or stopping barrel will end the stage and be score as is.

Design: Guy Gauthier

Stage 6

10 m



Stage: 6 Moving hard cover

Targets: 4 IPSC targets.

Possible points: 40

Number of rounds to be scored: 8

Start position: gun loaded and holstered , thumbs on dots.

Time starts: audible

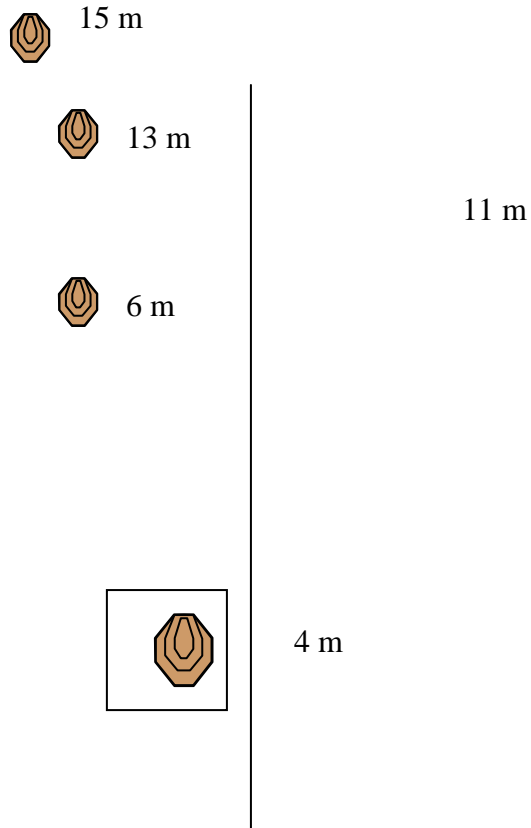
Procedure: At signal engage all targets as they become visible, pulling rope activate moving hard cover.

Design: Miguel Gagnon



25 m

Stage 7



Stage: 7 non, pas 25 mètre !

Targets: 1 IPSC targets, 4 IPSC mini targets.

Possible points: 30

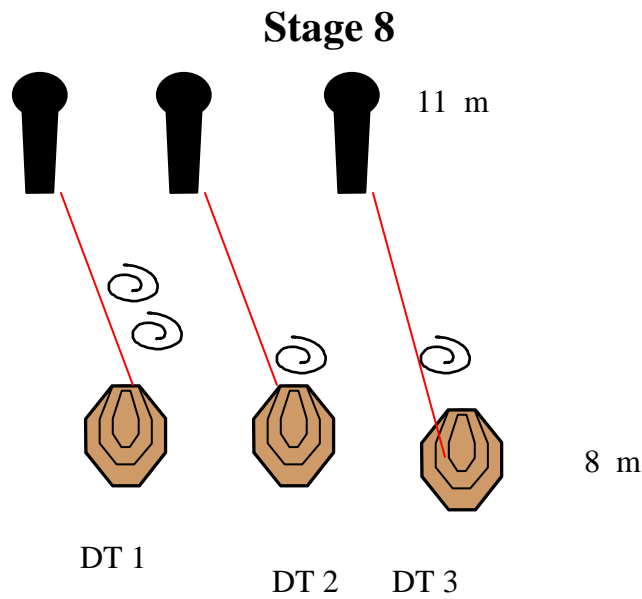
Number of rounds to be scored: 6

Start position: gun loaded and holstered

Time starts: audible

Procedure: At signal engage all targets as they become visible, full size IPSC targets score for 2 hits, mini IPSC targets score for 1 hit.

Design: Antoine Bertrand



Stage: 8 3 by 6

Targets: 3 IPSC targets, 3 mini IPSC Poppers

Possible points: 45

Number of rounds to be scored: 9

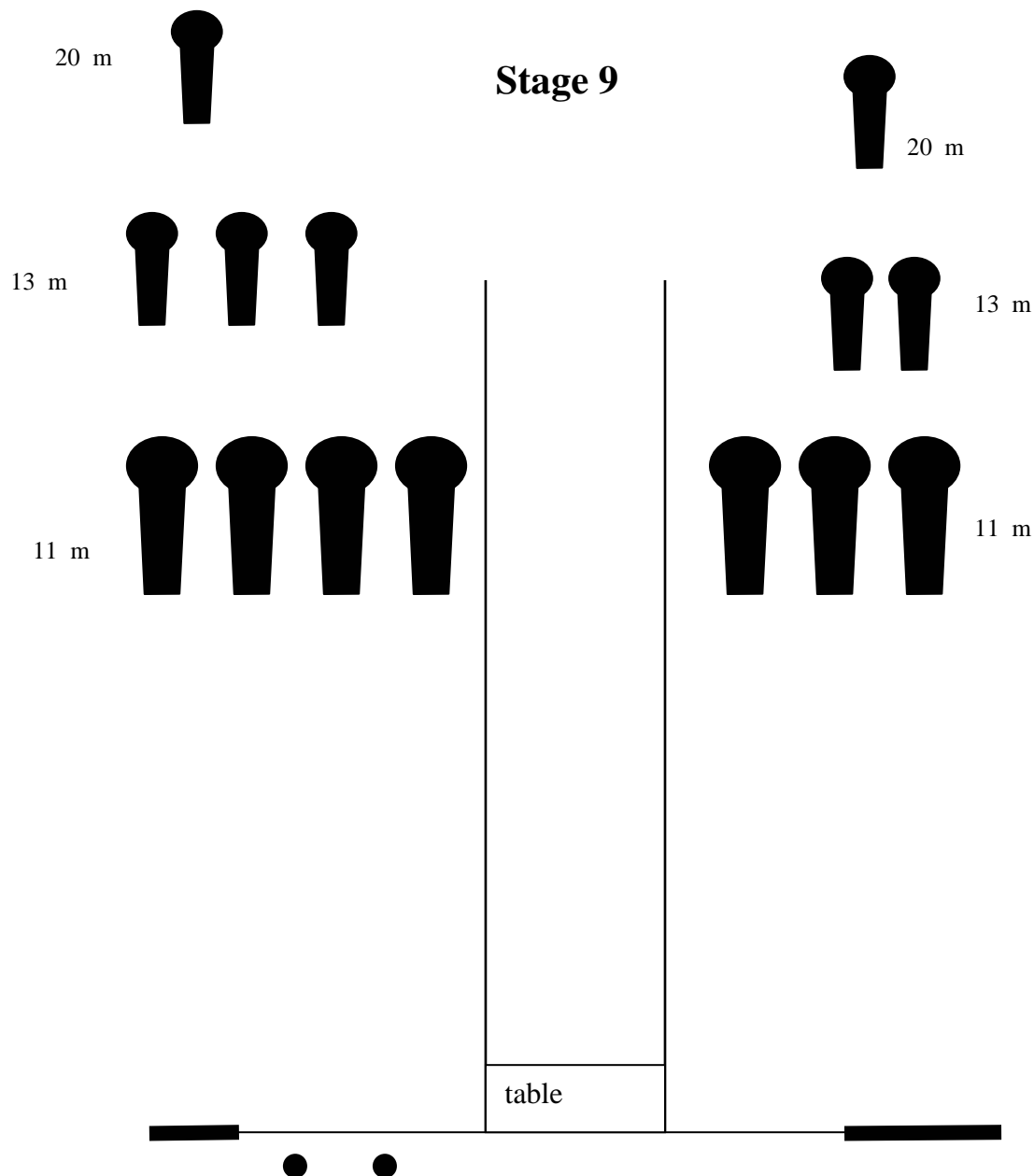
Start position: Gun loaded and holstered, hands above shoulder.

Time starts: audible

Procedure: At signal engage targets as they become visible.

Mechanics: each mini IPSC Poppers activate respective disappearing targets.

Design: Frank Nardi



Stage: 9 Far away Poppers.

Targets: 7 IPSC Poppers, 7 mini IPSC Poppers.

Possible points: 70

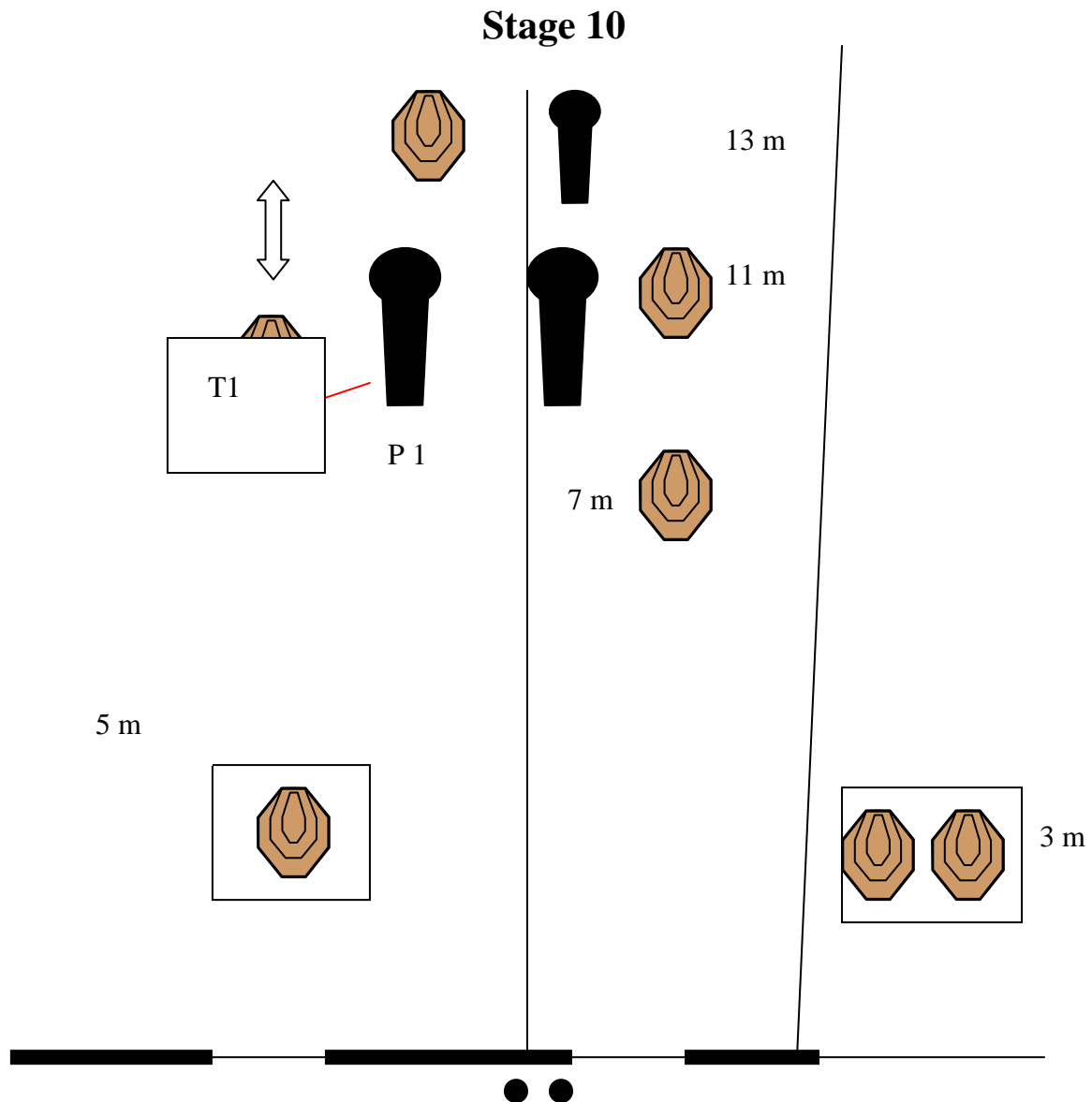
Number of rounds to be scored: 14

Start position: thumbs on dots, gun with an empty chamber, mag inserted, slide forward and holstered, all other mags to be used on table

Time starts: audible

Procedure: At signal engage all targets as they become visible.

Design: Guy Gauthier



Stage: 10 cible proche

Targets: 7 IPSC targets, 2 IPSC Poppers, 1 mini IPSC Popper

Possible points: 85

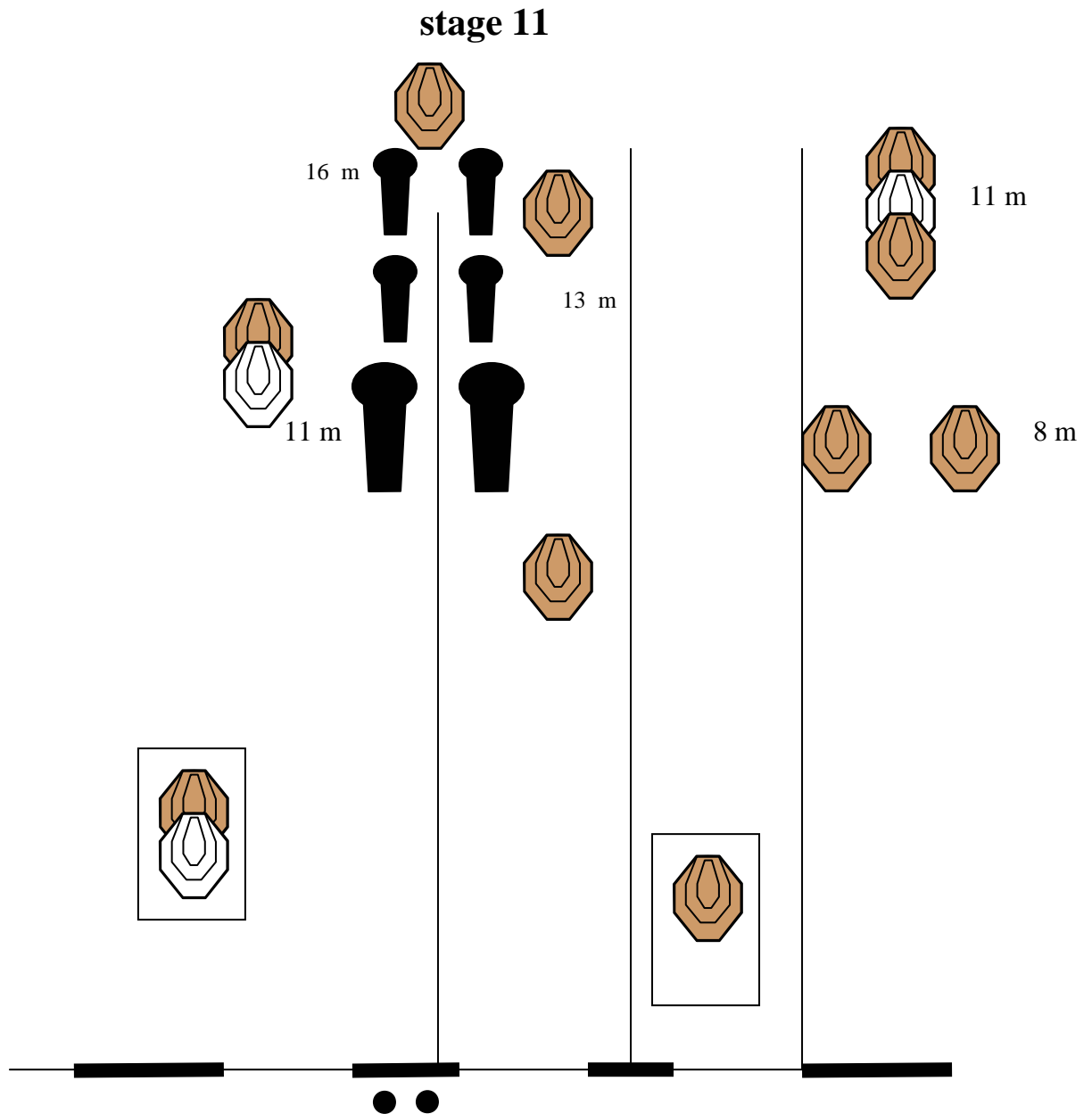
Number of rounds to be scored: 17

Start position: gun loaded and holstered, thumbs on dots.

Time starts: audible

Procedure: At signal engage targets as they become visible. P1 activate moving target T1. T1 is visible at rest.

Design: Antoine Bertrand



Stage: 11 3 in a row

Targets: 2 IPSC poppers, 4 mini IPSC Poppers, 10 IPSC targets.

Possible points: 130

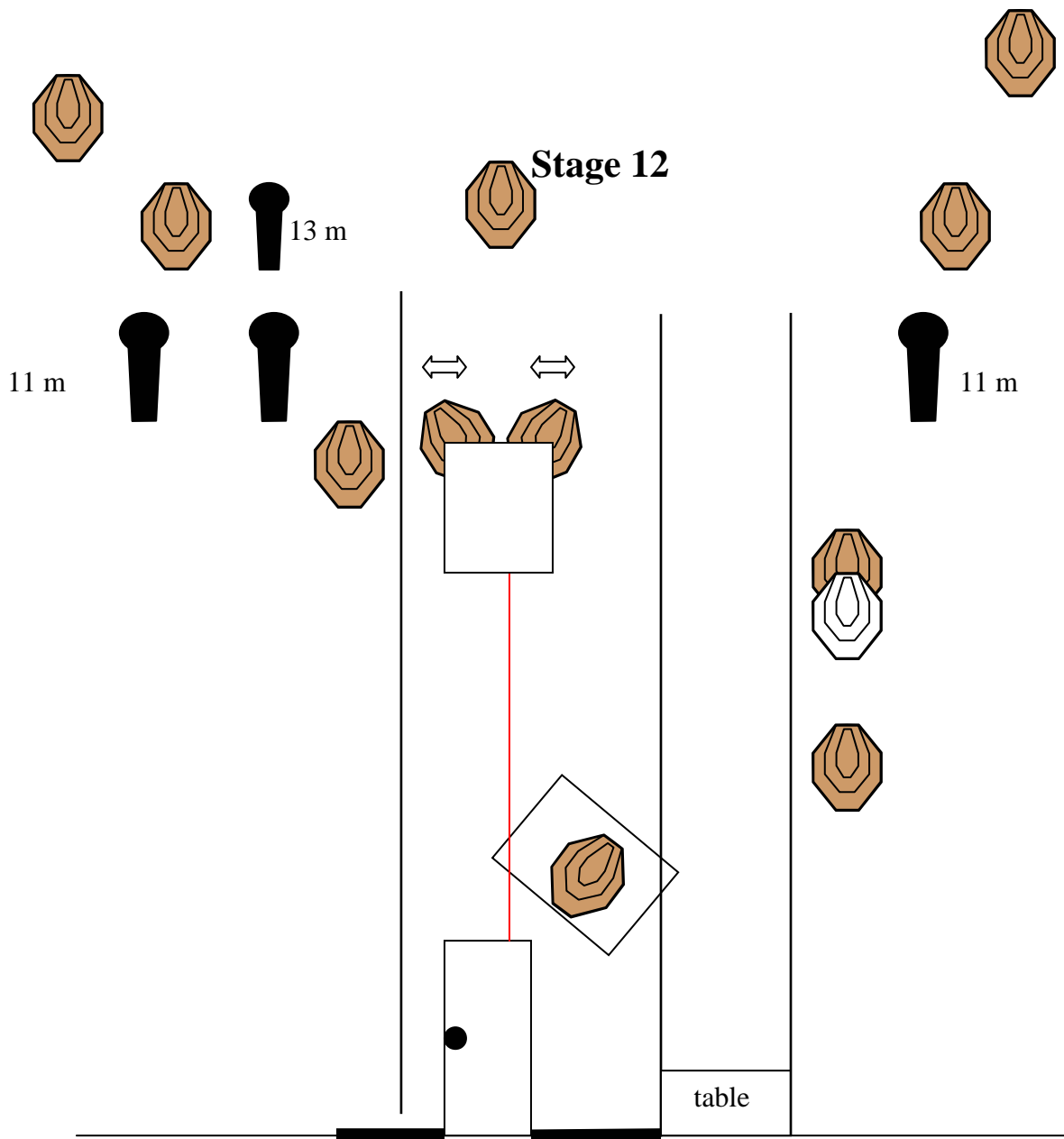
Number of rounds to be scored: 26

Start position: Gun loaded and holstered hands touch marks.

Time starts: audible

Procedure: At signal engage all targets as they become visible, while respecting fault line.

Design: Antoine Bertrand



Stage: 12 Double Max Trap

Targets: 11 IPSC targets, 3 IPSC Poppers, 1 IPSC mini IPSC Popper.

Possible points: 130

Number of rounds to be scored: 26

Start position: gun empty and holstered, strong hand on door knob, all mags to be used on table.

Time starts: audible

Procedure: At signal engage all targets as they become visible.

Mechanics: door activate double moving target that will remain visible at rest.

Design: Guy Gauthier