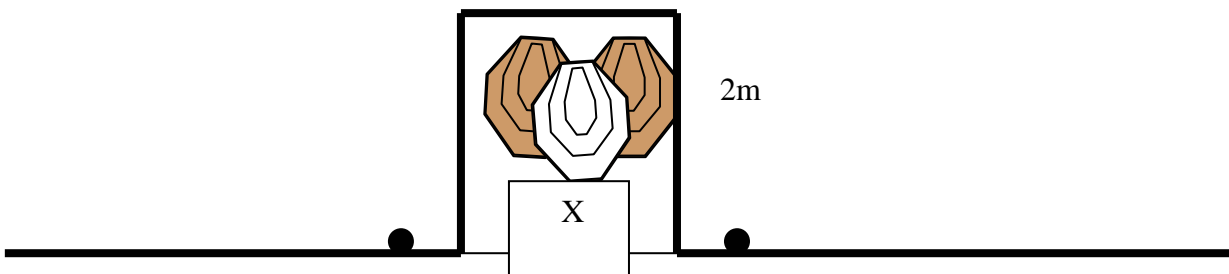
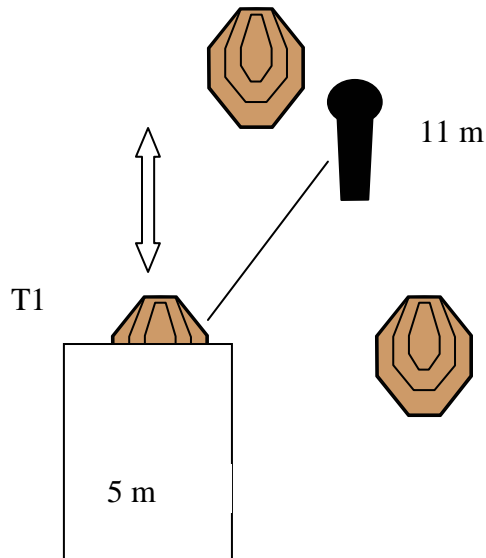


Stage 1



Stage: 1 lifter

Targets: 5 IPSC targets, 1 IPSC Popper

Possible points: 55

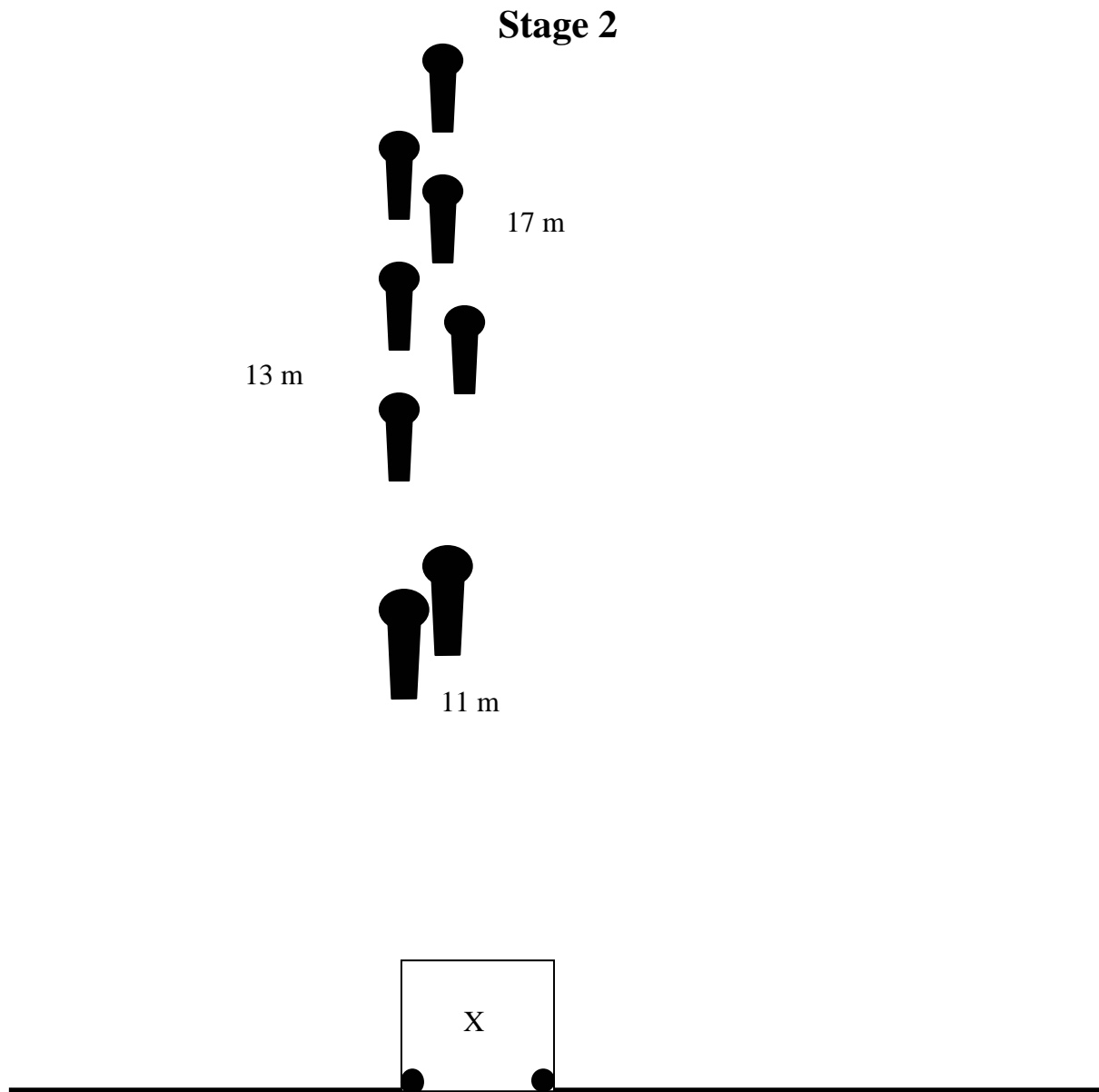
Number of rounds to be scored: 11

Start position: gun loaded flat on X pointing downrange. Thumbs on dots

Time starts: audible

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

Design: Guy Gauthier



Stage: 2 Weak Poppers

Targets: 2 IPSC Poppers, 6 IPSC mini Popper

Possible points: 40

Number of rounds to be scored: 8

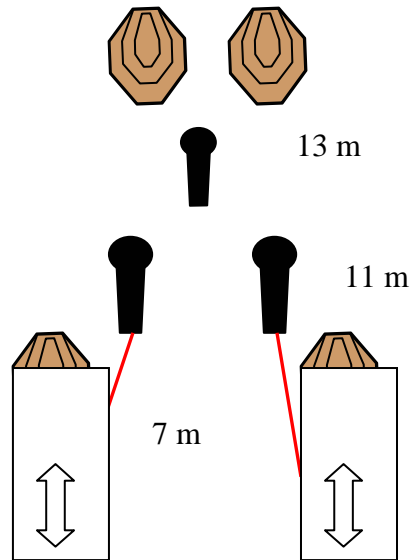
Start position: gun loaded flat on X pointing downrange. Thumbs on dots

Time starts: audible

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

Design: Guy Gauthier

Stage 3



Stage: 3, The timing stage

Targets: 4 IPSC targets, 2 IPSC Poppers, 1 IPSC mini poppers.

Possible points: 55

Number of rounds to be scored: 11

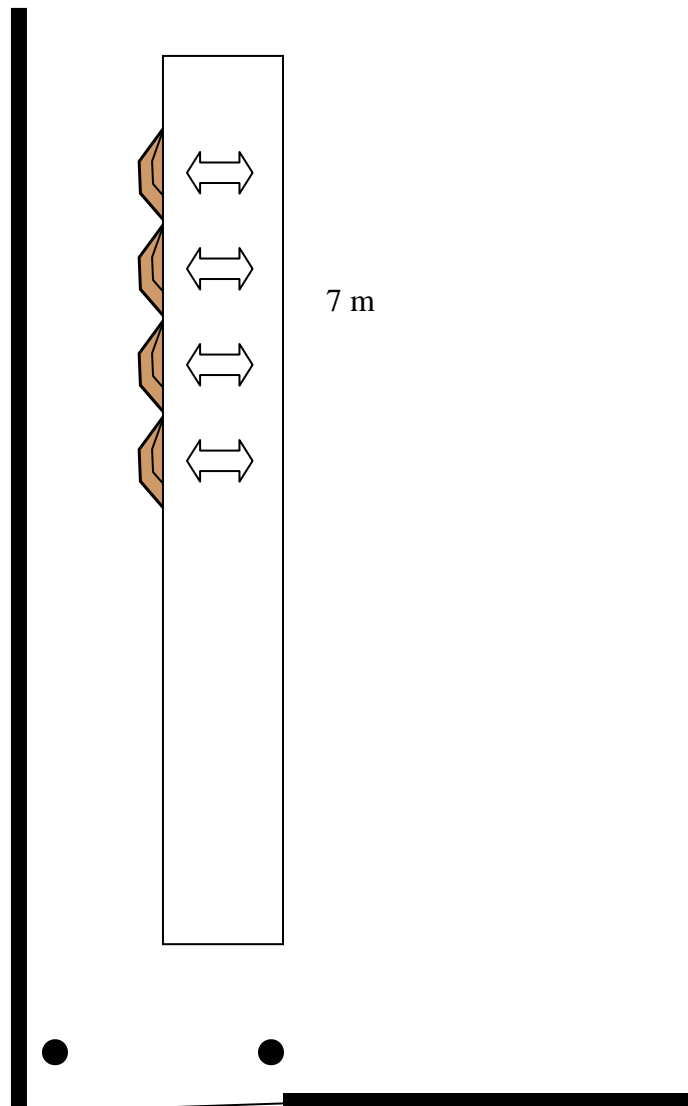
Time starts: audible

Procedure: , at signal, from start position, engage all targets as they become visible.

Mechanics: IPSC Poppers P1 and P2 activate respective moving targets that will remain visible at rest.

Design: Guy Gauthier

Stage 4



Stage: 4, Camshaft stage

Targets: 4 IPSC mini targets.

Possible points: 40

Number of rounds to be scored: 8

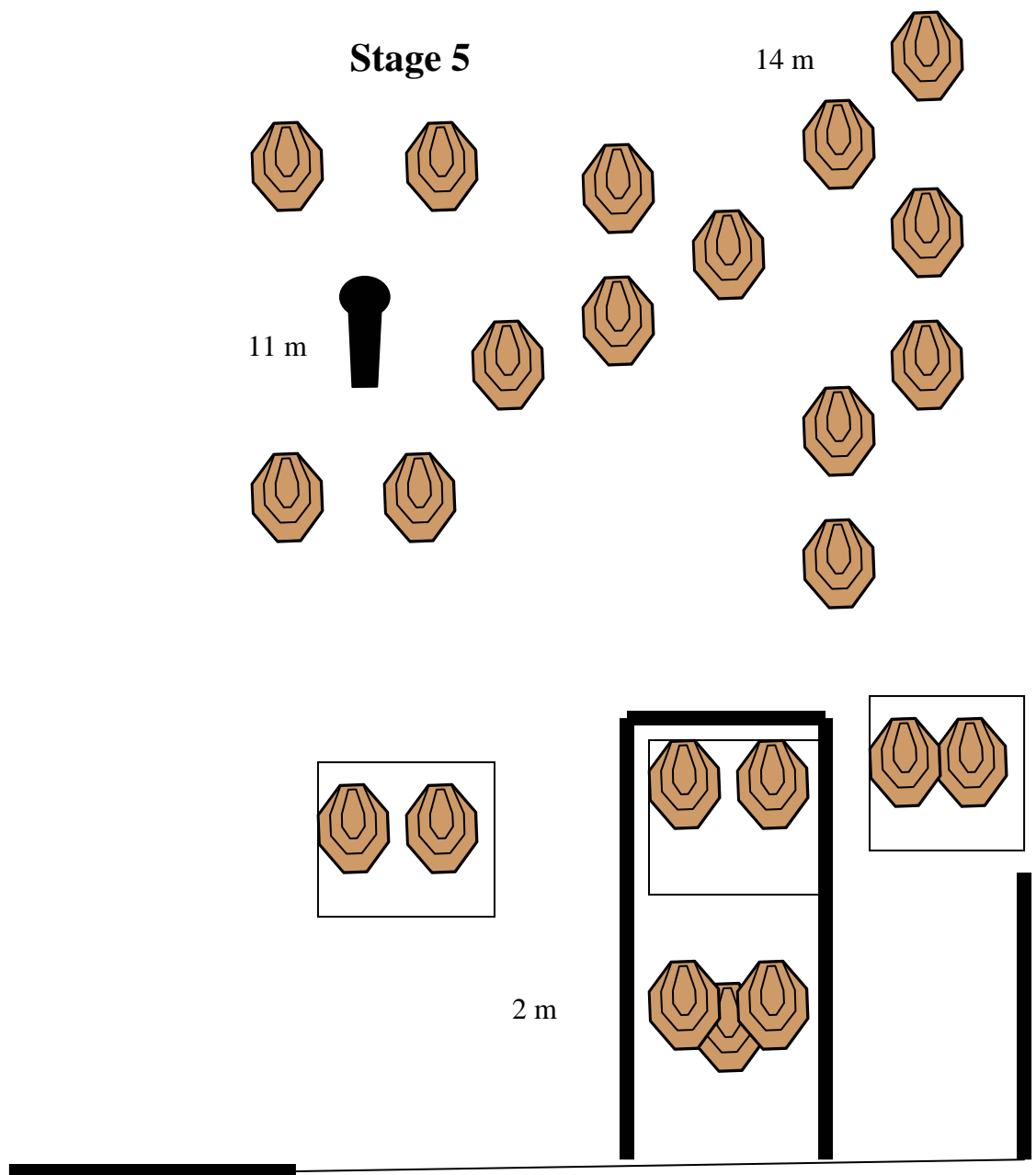
Start position: thumbs on start switches.

Time starts: at the releasing of one of the switches

Procedure: after releasing one of the 2 switches engage all targets as they become visible., there is no disappearing targets.

Mechanics: targets are motor driven. Targets appear and disappear in sequence

Design: Tom Sorger, Jacques Falardeau.



Stage: 5, Une balle chaque

Targets: 23 IPSC mini targets, 1 IPSC popper

Possible points: 120

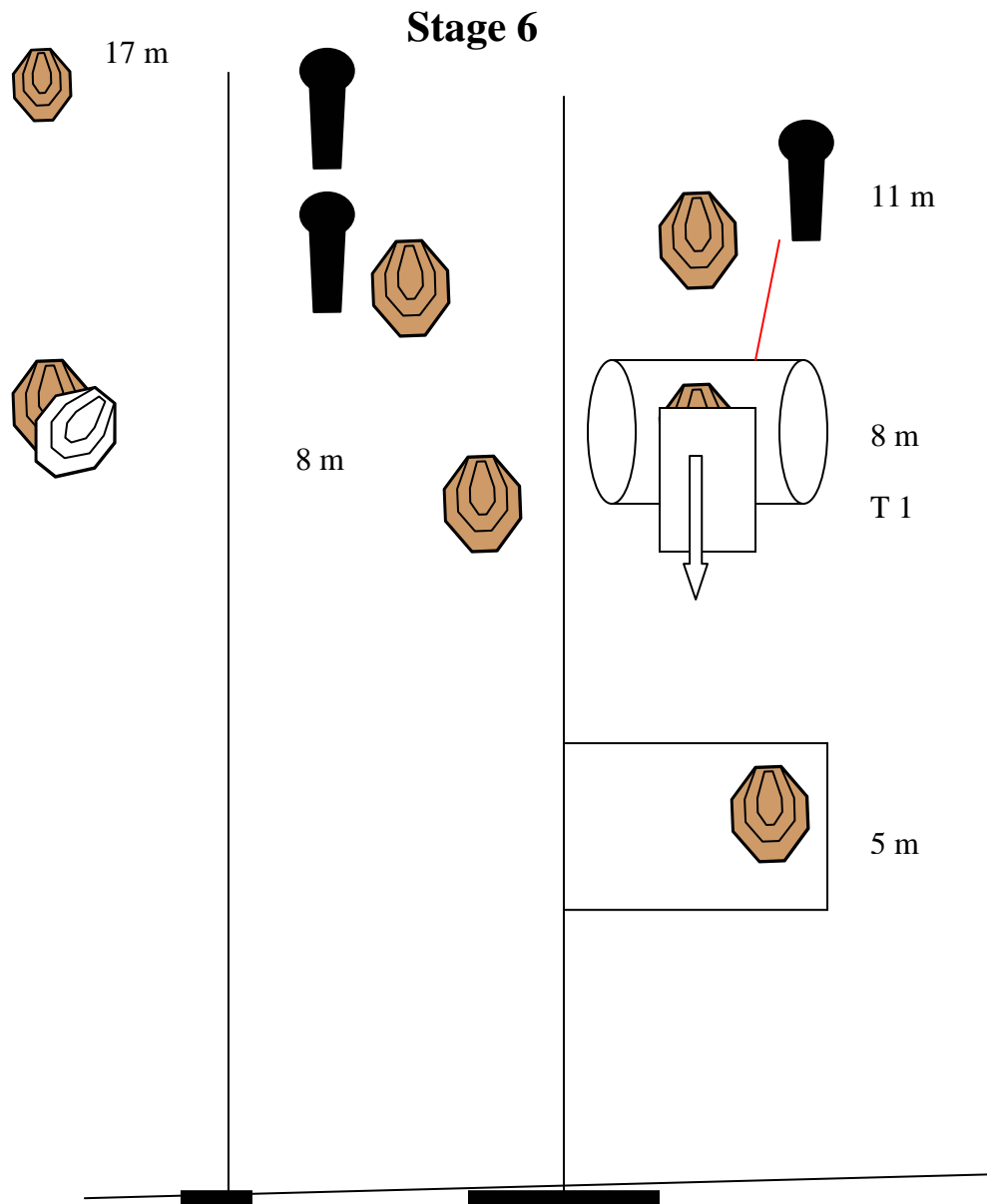
Number of rounds to be scored: 24

Start position: in shooting area

Time starts: audible

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

Design: Guy Gauthier



Stage: 6, Roll baby roll

Targets: 6 IPSC targets, 1 IPSC mini target, 3 IPSC popper

Possible points: 85

Number of rounds to be scored: 17

Start position: in shooting area

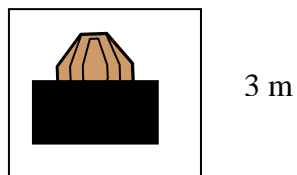
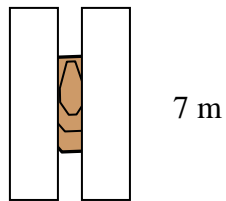
Time starts: audible

Procedure: at signal engage all targets as they become visible, there is no disappearing target.

Mechanics: P1 activate rolling target T1 towards shooter.

Design: Frank Nardi

Stage 7



Stage: 7 stage de partielle

Targets: 3 IPSC targets.

Possible points: 30

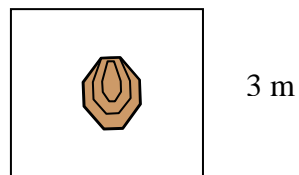
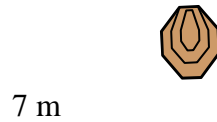
Number of rounds to be scored: 6

Time starts: audible

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

Design: Antoine Bertrand

Stage 8



Stage: 8 strong side

Targets: 3 IPSC mini targets, 2 IPSC mini popper.

Possible points: 40

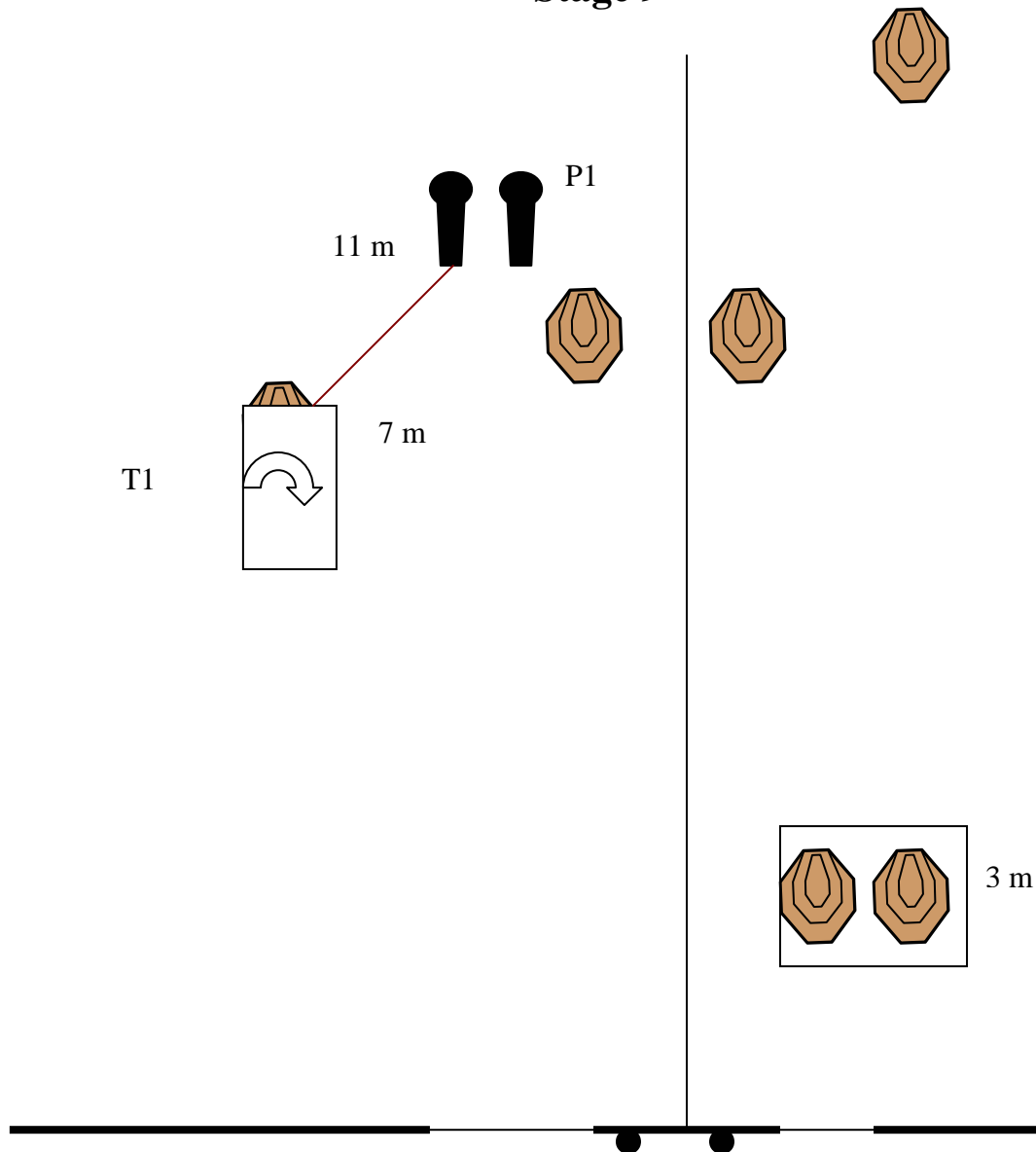
Number of rounds to be scored: 8

Time starts: audible

Procedure: At signal, from start position, engage all targets as they become visible, strong hand only

Design: Antoine Bertrand

Stage 9



Stage: 9 max trap

Targets: 6 IPSC targets, 2 IPSC Poppers.

Possible points: 70

Number of rounds to be scored: 14

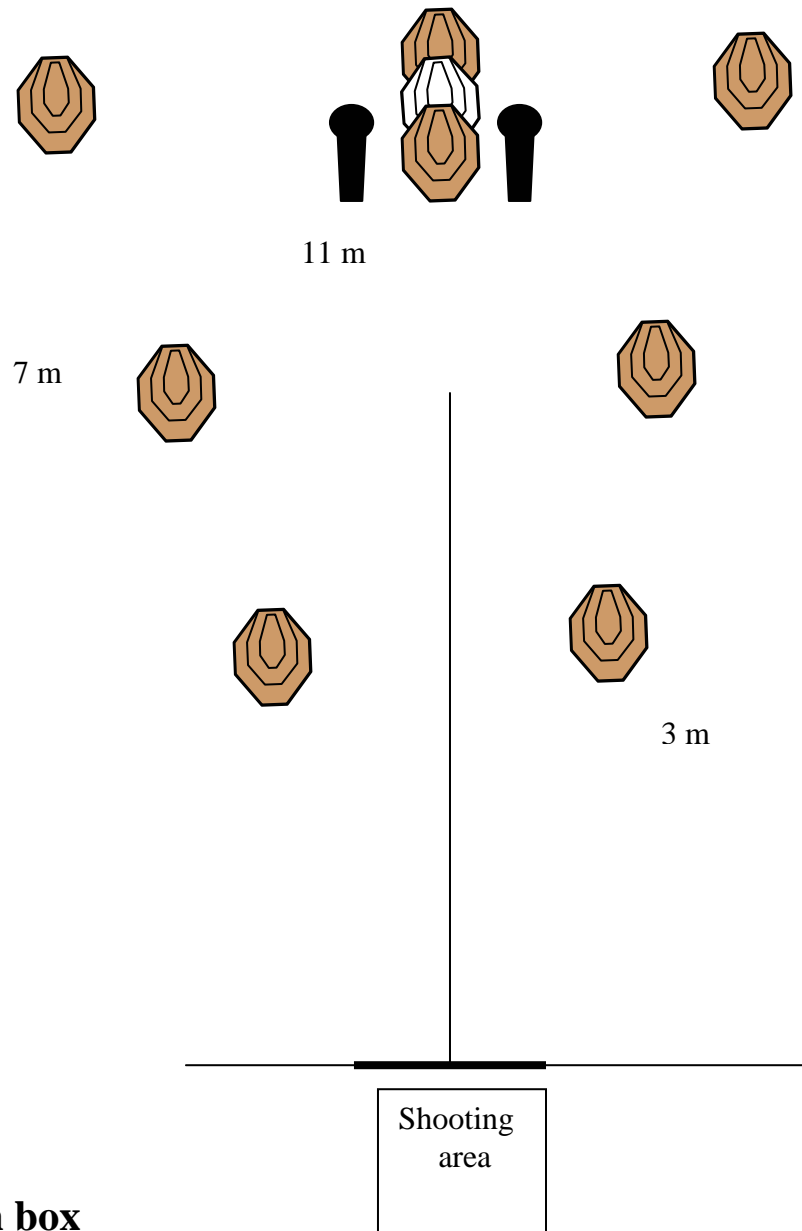
Start position: thumbs on dots.

Time starts: audible

Procedure: At signal, engage all targets as they become visible, P1 activate moving target T1, there is no disappearing target

Design: Antoine Bertrand

Stage 10



Stage: 10 In box

Targets: 8 IPSC targets, 2 IPSC Poppers.

Possible points: 90

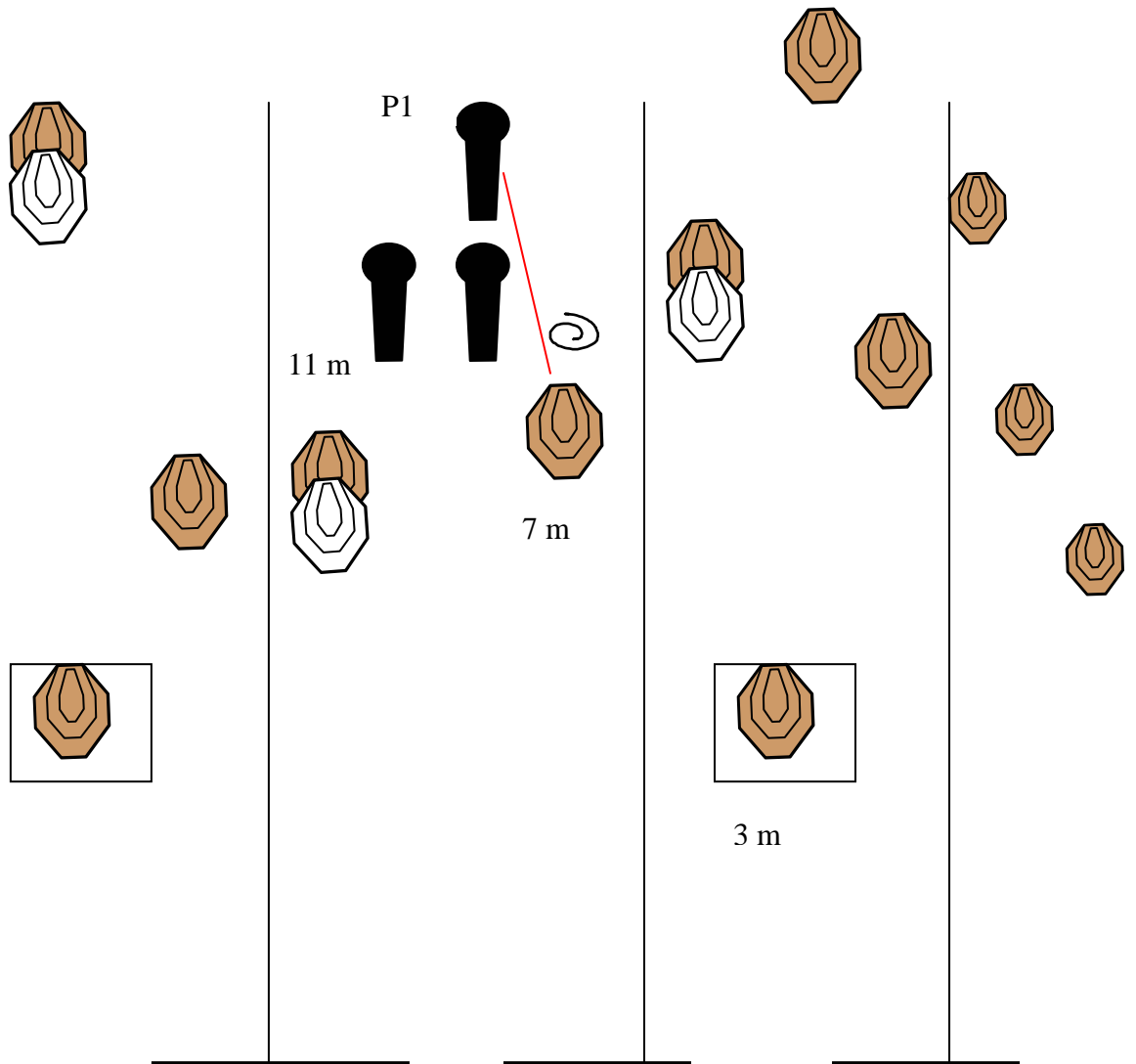
Number of rounds to be scored: 18

Time starts: audible

Procedure: At signal, engage all targets as they become visible from shooting area

Design: Frank Nardi

Stage 11



Stage: 11 The big score

Targets: 8 IPSC targets, 1 IPSC disappearing target, 3 IPSC mini targets, 3 IPSC Poppers,

Possible points: 135

Number of rounds to be scored: 27

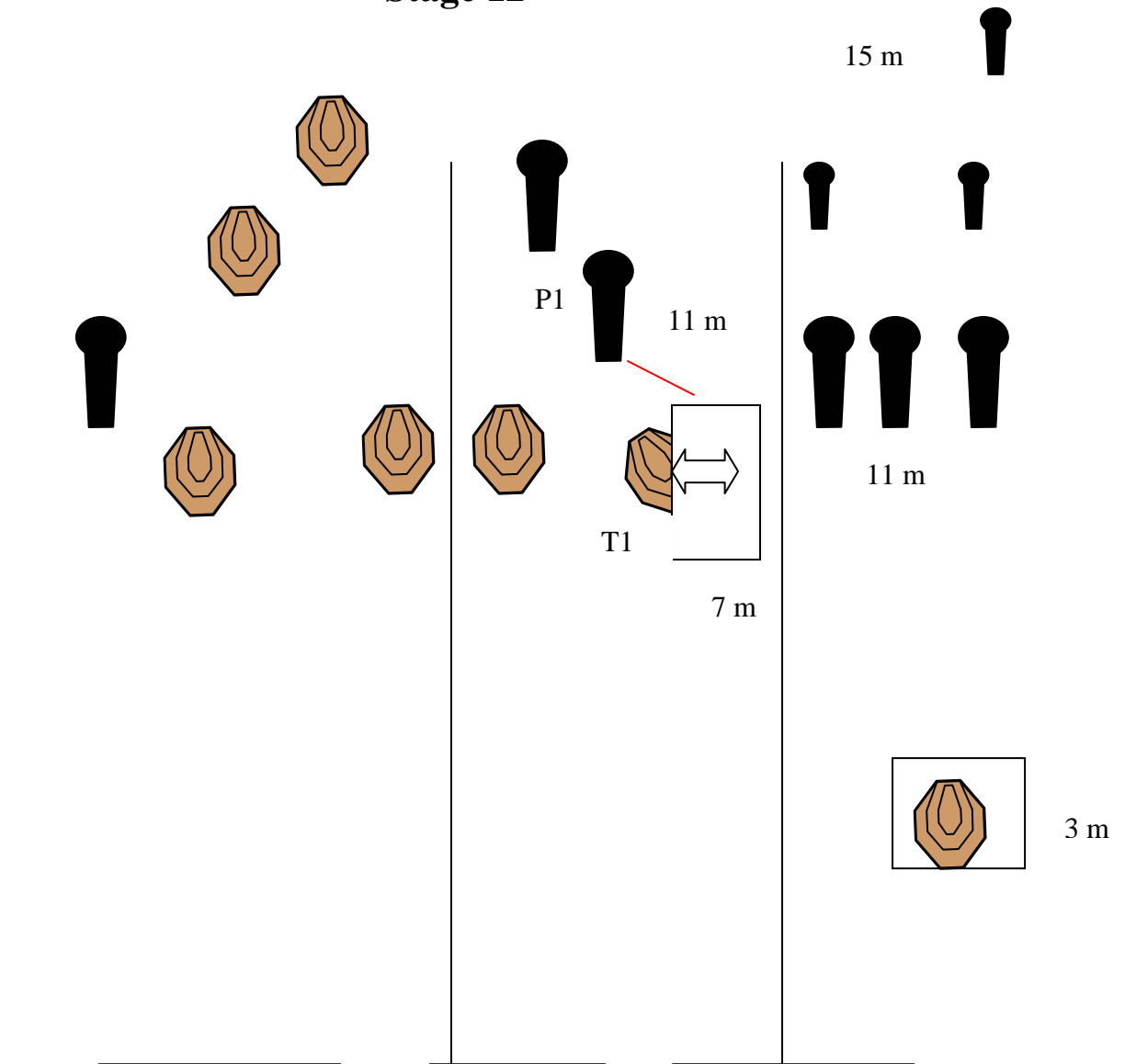
Start position: in shooting area.

Time starts: audible

Procedure: At signal engage all targets as they become visible. P1 activate disappearing target DT1

Design: Antoine Bertrand

Stage 12



Stage: 12 Mini stage

Targets: 8 IPSC targets, 6 IPSC Poppers, 3 IPSC mini Popper

Possible points: 125

Number of rounds to be scored: 25

Start position: in shooting area.

Time starts: audible

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

Design: Antoine Bertrand