

STAGE: 1. COURSE: Long.

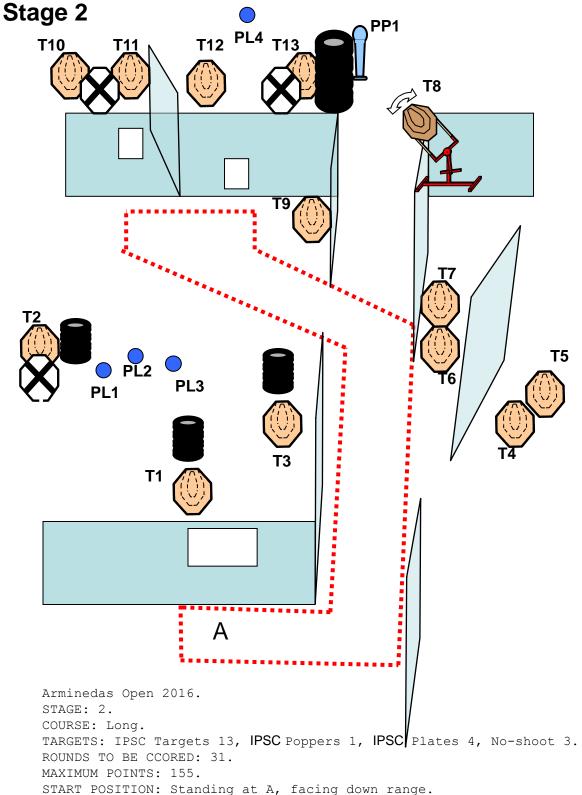
TARGETS: IPSC Targets 10, IPSC Poppers 5, IPSC Plates 3, No-Shoot 6.

ROUNDS TO BE CCORED: 28. MAXIMUM POINTS: 140.

START POSITION: Standing relaxed at A facing down range.

GUN CONDITION: Loaded and holstered

TIME START: Audible signal.

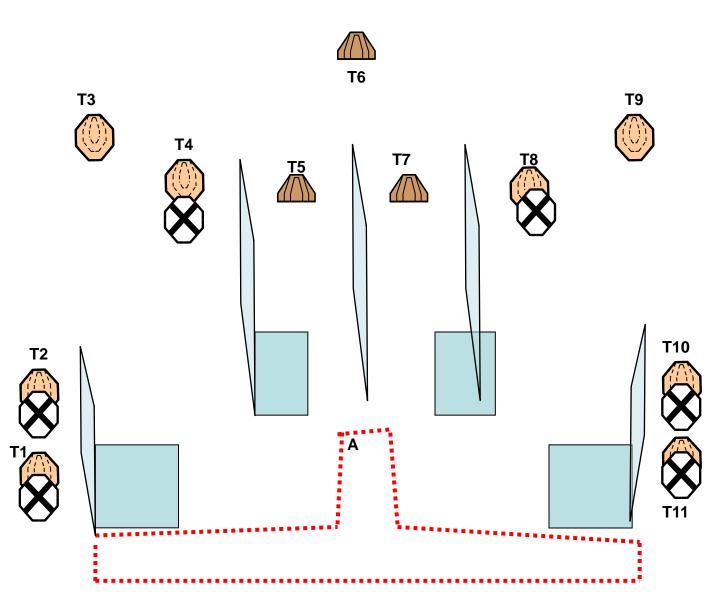


START POSITION: Standing at A, facing down range. GUN CONDITION: Loaded and holstered.

TIME START: Audible signal.

PROCEDURE: After start signal engage targets

SPECIAL EQUIPMENT: Popper 1 activates moving target T8, which stays visible at its final position.



Arminedas Open 2016.

STAGE: 3.

COURSE: Medium.

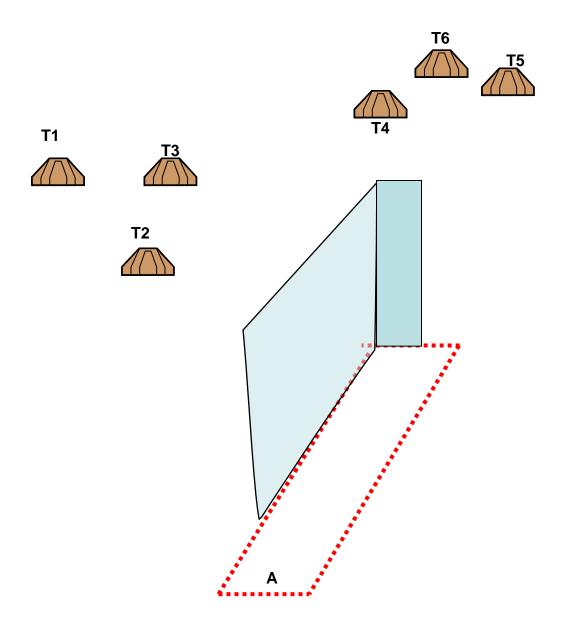
TARGETS: IPSC Targets 11, No-shoot 6.

ROUNDS TO BE CCORED: 22. MAXIMUM POINTS: 110.

START POSITION: Standing at A, facing down range.

GUN CONDITION: Loaded and holstered.

TIME START: Audible signal.



Arminedas Open 2016.

STAGE: 4.

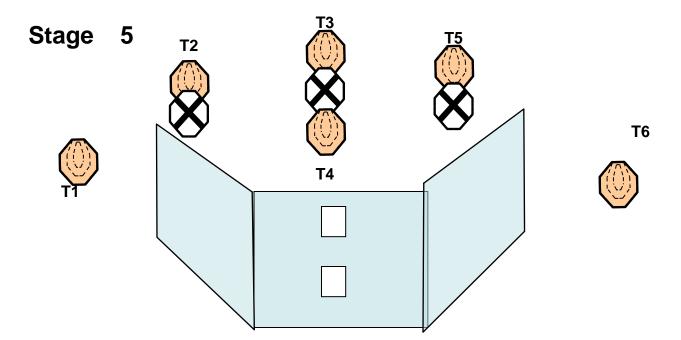
COURSE: Short.

TARGETS: IPSC Targets 6.
ROUNDS TO BE CCORED: 12.
MAXIMUM POINTS: 60.

START POSITION: Standing at A, facing down range.

GUN CONDITION: Loaded and holstered.

TIME START: Audible signal.





STAGE: 5.

COURSE: Short.

TARGETS: IPSC Targets 6, No-shoot 3.

ROUNDS TO BE CCORED: 12.

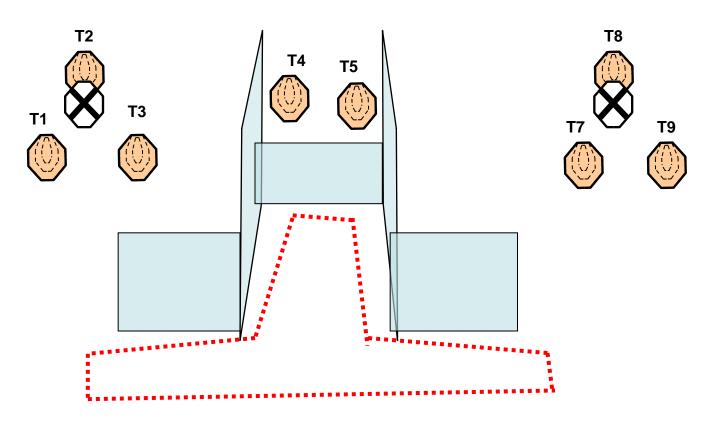
MAXIMUM POINTS: 60.

START POSITION: Standing at A, facing downrange.

GUN CONDITION: Loaded and holstered.

TIME START: Audible signal.





STAGE: 6.

COURSE: Medium.

TARGETS: IPSC Targets 9, No-shoots 3.

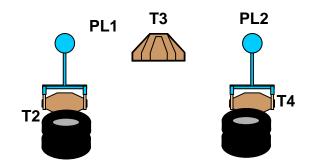
ROUNDS TO BE CCORED: 18. MAXIMUM POINTS: 90.

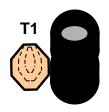
START POSITION: Standing relaxed anywhere in the marked area, facing down

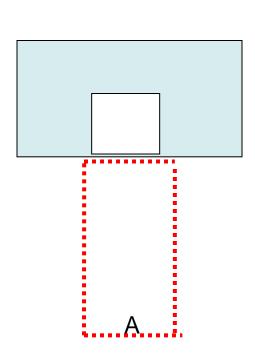
range.

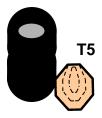
GUN CONDITION: Loaded and holstered.

TIME START: Audible signal.









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STAGE: 7.

COURSE: Short.

TARGETS: IPSC Targets 5, IPSC Plates 2.

ROUNDS TO BE CCORED: 12.

MAXIMUM POINTS: 60.

START POSITION: Standing at A, facing down range.

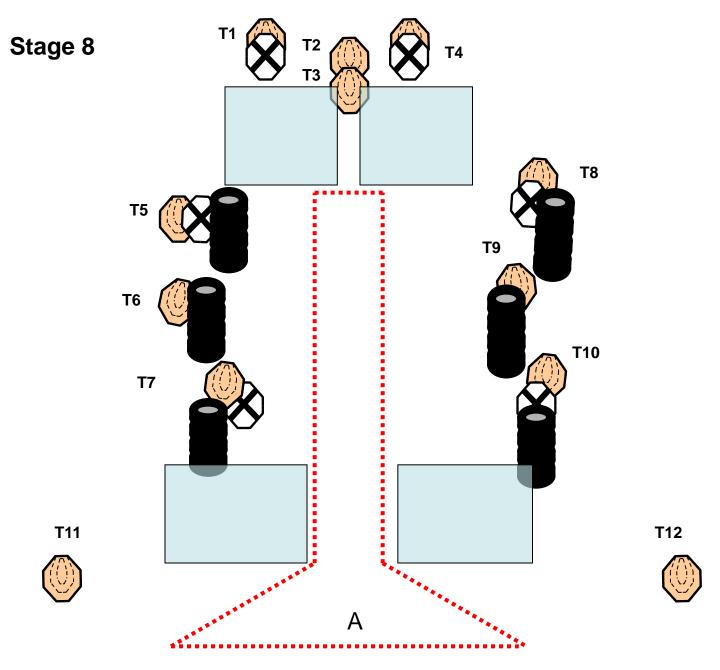
GUN CONDITION: Loaded and holstered.

TIME START: Audible signal.

PROCEDURE: After start signal engage all targets.

SPECIAL EQUIPMENT: Falling Plate 1 activates Flip-up target T2, falling Plate 2 activates Flip-up targets T4. Flip-up targets stay visible at their

final position.



STAGE: 8.

COURSE: Medium.

TARGETS: IPSC Targets 12, No-shoots 6.

ROUNDS TO BE CCORED: 24. MAXIMUM POINTS: 120.

START POSITION: Standing at A, facing down range.

GUN CONDITION: Loaded and holstered.

TIME START: Audible signal.

PROCEDURE: After start signal engage all targets using strong hand only.







PL3

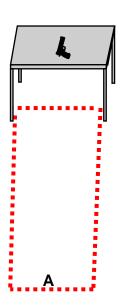
PL1



PL4







Arminedas Open 2016.

STAGE: 9.

COURSE: Short.

TARGETS: IPSC Targets 3, IPSC Plates 4, No-shoots 1.

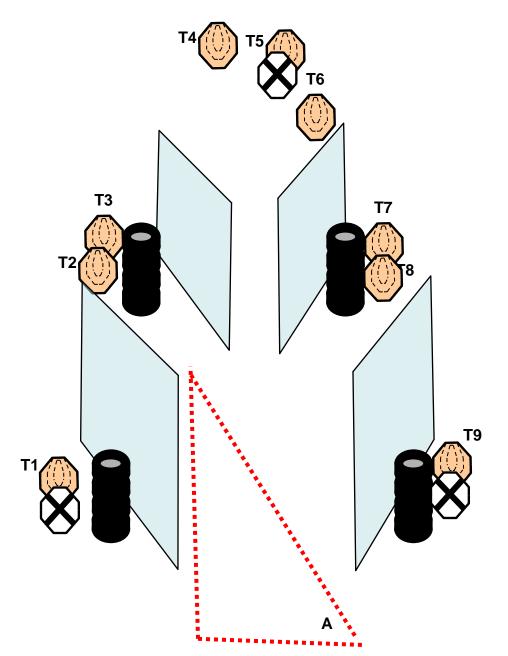
ROUNDS TO BE CCORED: 10.

MAXIMUM POINTS: 50.

START POSITION: Standing at A, facing down range.

GUN CONDITION: Unloaded, laying on the table, all magazines on the belt.

TIME START: Audible signal.



Arminedas Open 2016.

STAGE: 10.

COURSE: Medium.

TARGETS: IPSC Targets 9, No-shoots 3.

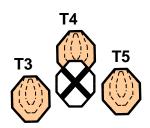
ROUNDS TO BE CCORED: 18.

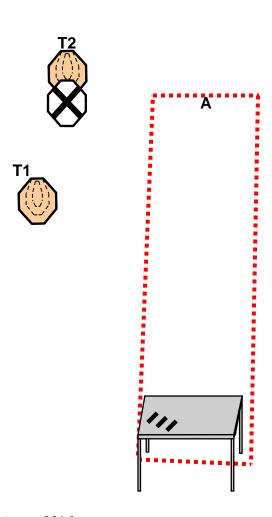
MAXIMUM POINTS: 90.

START POSITION: Standing at A, facing down range.

GUN CONDITION: Loaded and holstered.

TIME START: Audible signal.





Arminedas Open 2016.

STAGE: 11.
COURSE: Short.

TARGETS: IPSC Targets 5, No-shoots 2.

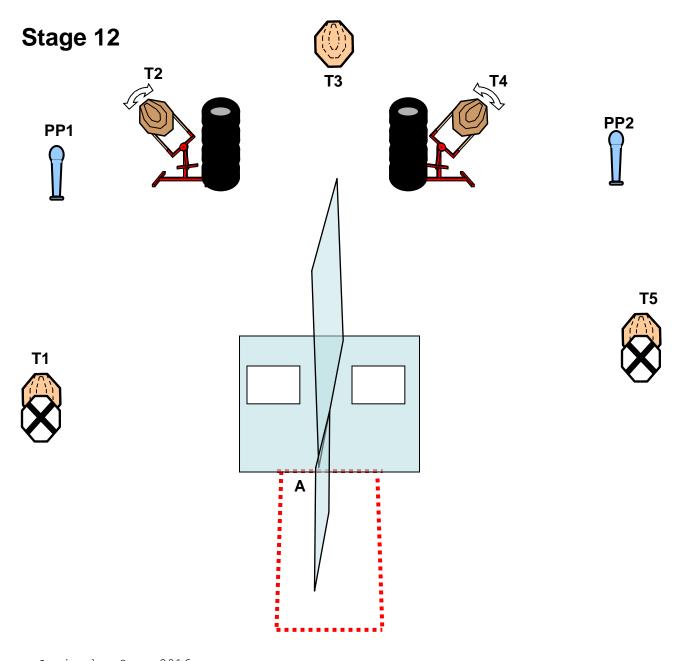
ROUNDS TO BE CCORED: 10.

MAXIMUM POINTS: 50.

START POSITION: Standing at A, facing down range.

GUN CONDITION: Unloaded and holstered, all magazines on the table.

TIME START: Audible signal.



STAGE: 12. COURSE: Short.

TARGETS: IPSC Targets 5, IPSC Poppers 2, No-shoots 2.

ROUNDS TO BE CCORED: 12.

MAXIMUM POINTS: 60.

START POSITION: Standing at A, facing down range.

GUN CONDITION: Unloaded and holstered.

TIME START: Audible signal.

PROCEDURE: After start signal engage all targets.

SPECIAL EQUIPMENT: Popper 1 activates moving target T2, Popper 2

activates moving target T4. Moving targets stay visible at their final

positions.

#### Arminedas Open 2016-07-23

All stages: 2 Long, 4 Medium, 6 Short

minimum rounds	209
IPSC Target	94
IPSC Poppers	8
IPSC Plates	13
No-Shoots	35

Exposition: IPSC Targets:



**IPSC Poppers** 



**IPSC Plates** 



No-Shoot

