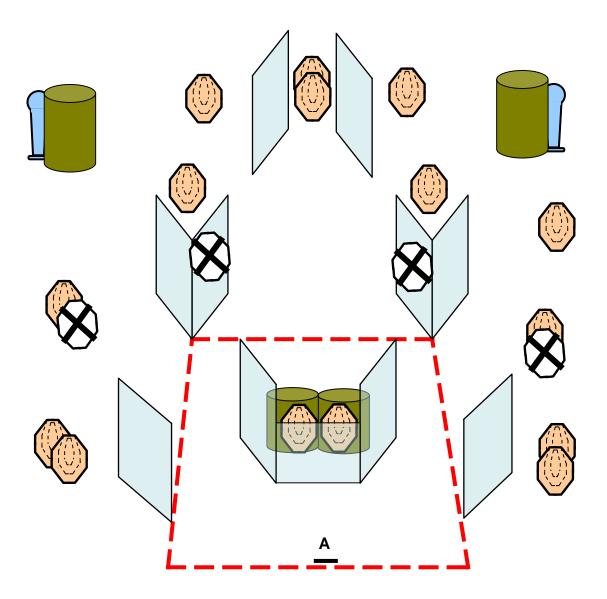
STAGE 1



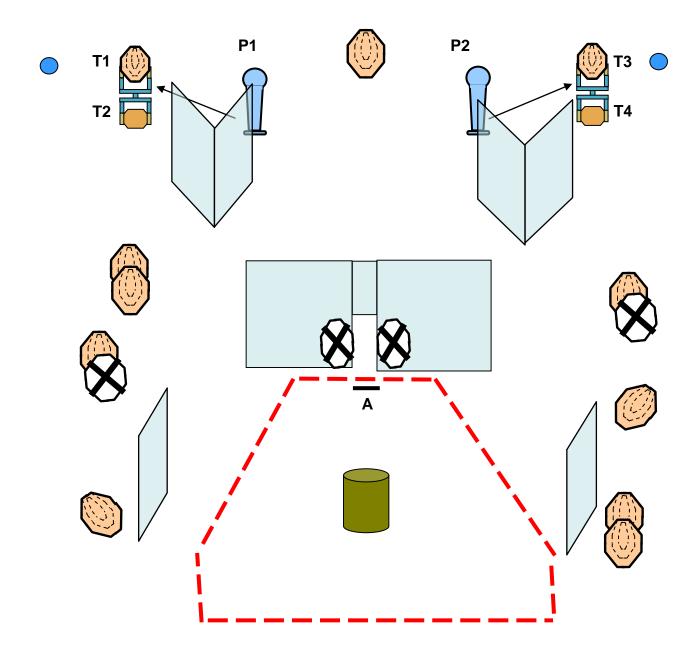
SA Handgun III 2018

STAGE: 1

COURSE: Long Course.

TARGETS: IPSC Targets 15, IPSC Poppers 2, No-Shoots 4. ROUNDS TO BE SCORED: 32.

ROUNDS TO BE SCORED: 32. MAXIMUM POINTS: 160. START POSITION: Standing at **A**. TIME START: Audible signal.



STAGE: 2

COURSE: Long Course.

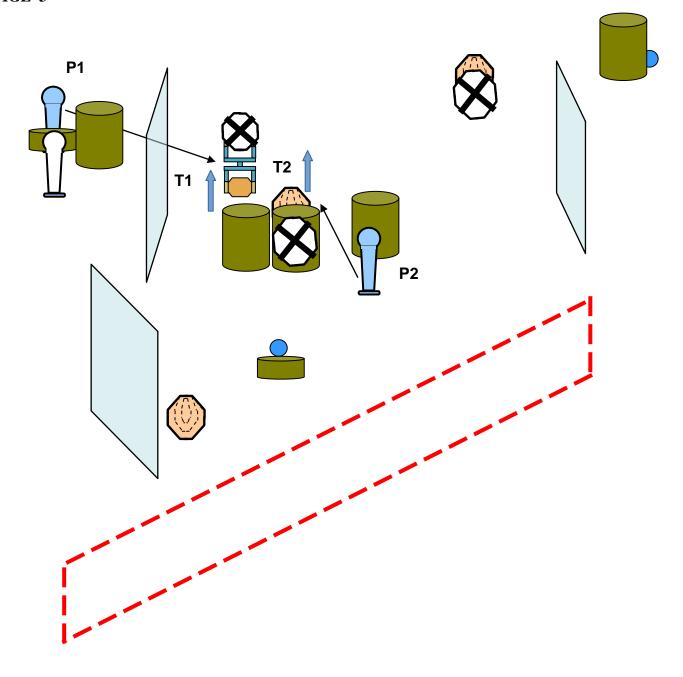
TARGETS: IPSC Targets 13, IPSC Poppers 2, IPSC Plates 2, No-Shoots 4. ROUNDS TO BE SCORED: 30.

ROUNDS TO BE SCORED: 30. MAXIMUM POINTS: 150. START POSITION: Standing at **A**. TIME START: Audible signal.

PROCEDURE: After start signal engage all targets.

SPECIAL EQUIPMENT: Popper P1 activates flipping targets T1-T2, popper P2 activates flipping targets T3-T4.

STAGE 3



SA Handgun III 2018

STAGE: 3

COURSE: Short course.

TARGETS: IPSC Targets 4, IPSC Poppers 2, IPSC Plates 2, No-Shoots 4 (1 falling metal No-shoot).

ROUNDS TO BE SCORED: 12. MAXIMUM POINTS: 60.

START POSITION: Standing anywhere in the designated area.

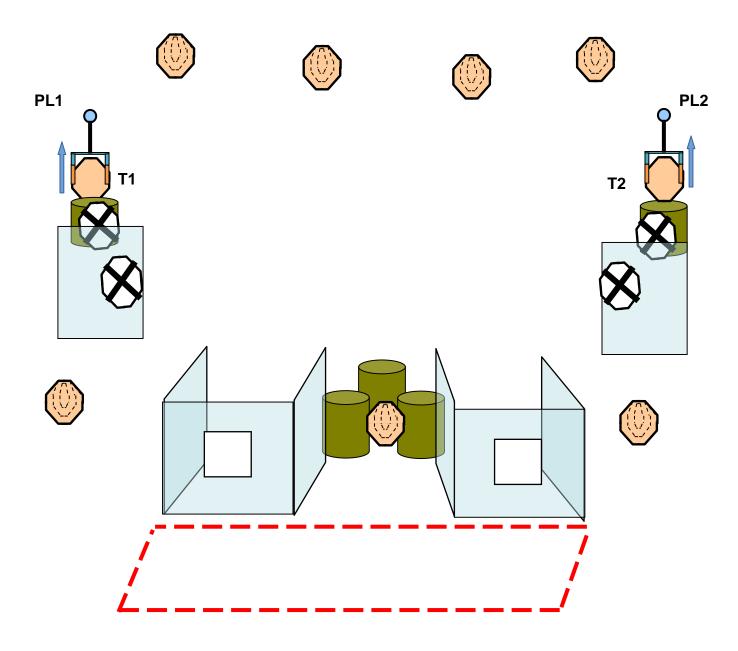
TIME START: Audible signal.

PROCEDURE: After start signal engage all targets.

SPECIAL EQUIPMENT: Popper P1 activates Flip-Up target T1, popper P2 activates Up-Down moving target T2. Moving targets

remain visible at rest.

STAGE 4



SA Handgun III 2018

STAGE: 4

COURSE: Medium Course.

TARGETS: IPSC Target 9, IPSC Plate 2, No-Shoots 4.

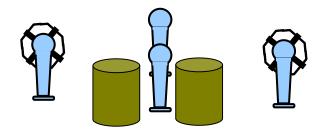
ROUNDS TO BE SCORED: 20. MAXIMUM POINTS: 100.

START POSITION: Standing anywhere in the designated area.

TIME START: Audible signal.

PROCEDURE: After start signal engage all targets.

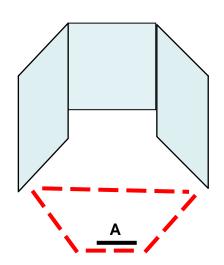
SPECIAL EQUIPMENT: Plate PL1 activates Flip-up target T1, plate PL2 activates Flip-up target T2.











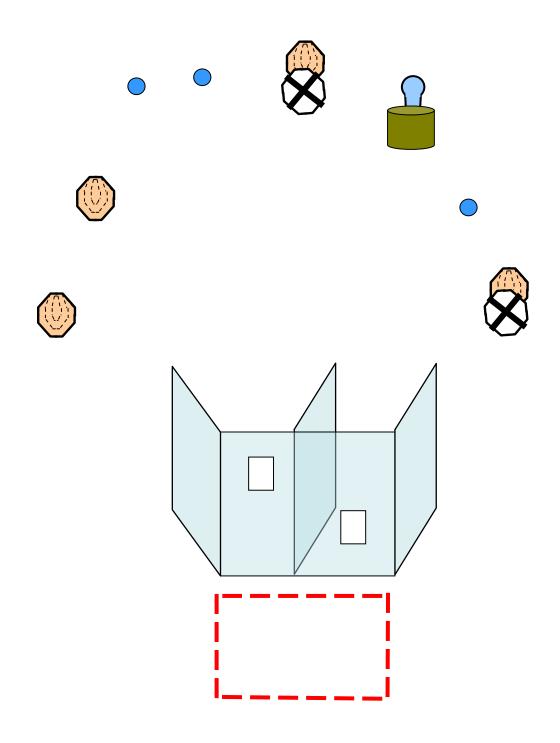


STAGE: 5

CCOURSE: Short course.

TARGETS: IPSC Targets 4, IPSC Poppers 4, No-Shoots 4.

ROUNDS TO BE SCORED: 12. MAXIMUM POINTS: 60. START POSITION: Standing at A. TIME START: Audible signal.



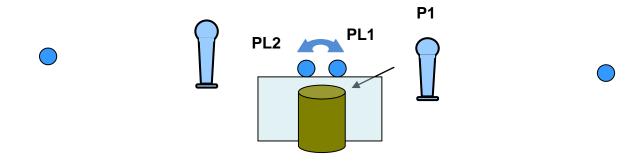
STAGE: 6

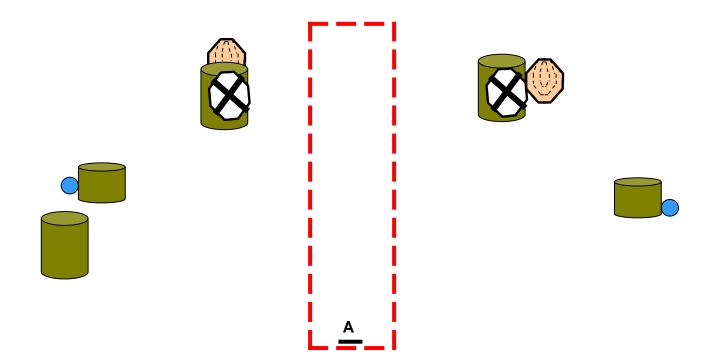
CCOURSE: Short course.

TARGETS: IPSC Targets 4, IPSC Poppers 1, IPSC Plates 3, No-Shoots 2. ROUNDS TO BE SCORED: 12.

MAXIMUM POINTS: 60.

START POSITION: Standing anywhere in the designated area. TIME START: Audible signal.





STAGE: 7

CCOURSE: Short course.

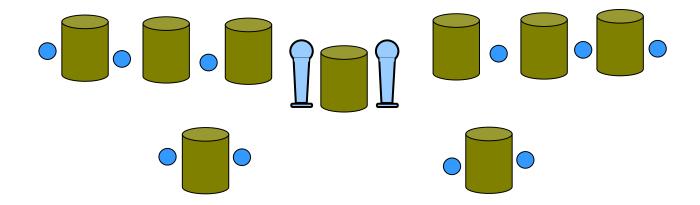
TARGETS: IPSC Targets 2, IPSC Poppers 2, IPSC Plates 6, No-Shoot 2. ROUNDS TO BE SCORED: 12.

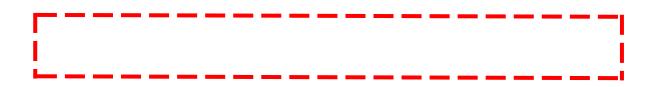
ROUNDS TO BE SCORED: 12. MAXIMUM POINTS: 60. START POSITION: Standing at A.

TIME START: Audible signal.

PROCEDURE: After start signal engage all targets.

SPECIAL EQUIPMENT: Popper P1 activates Swinging plates PL1-PL2 which remains visible at rest.





STAGE: 8

CCOURSE: Short course.

TARGETS: IPSC Poppers 2, IPSC Plates 10.

ROUNDS TO BE SCORED: 12. MAXIMUM POINTS: 60.

START POSITION: Standing anywhere in the designated area.

TIME START: Audible signal.