

3D Visualization : Stavros Stavridis
<http://skopovoli.com>

Level III Handgun Match



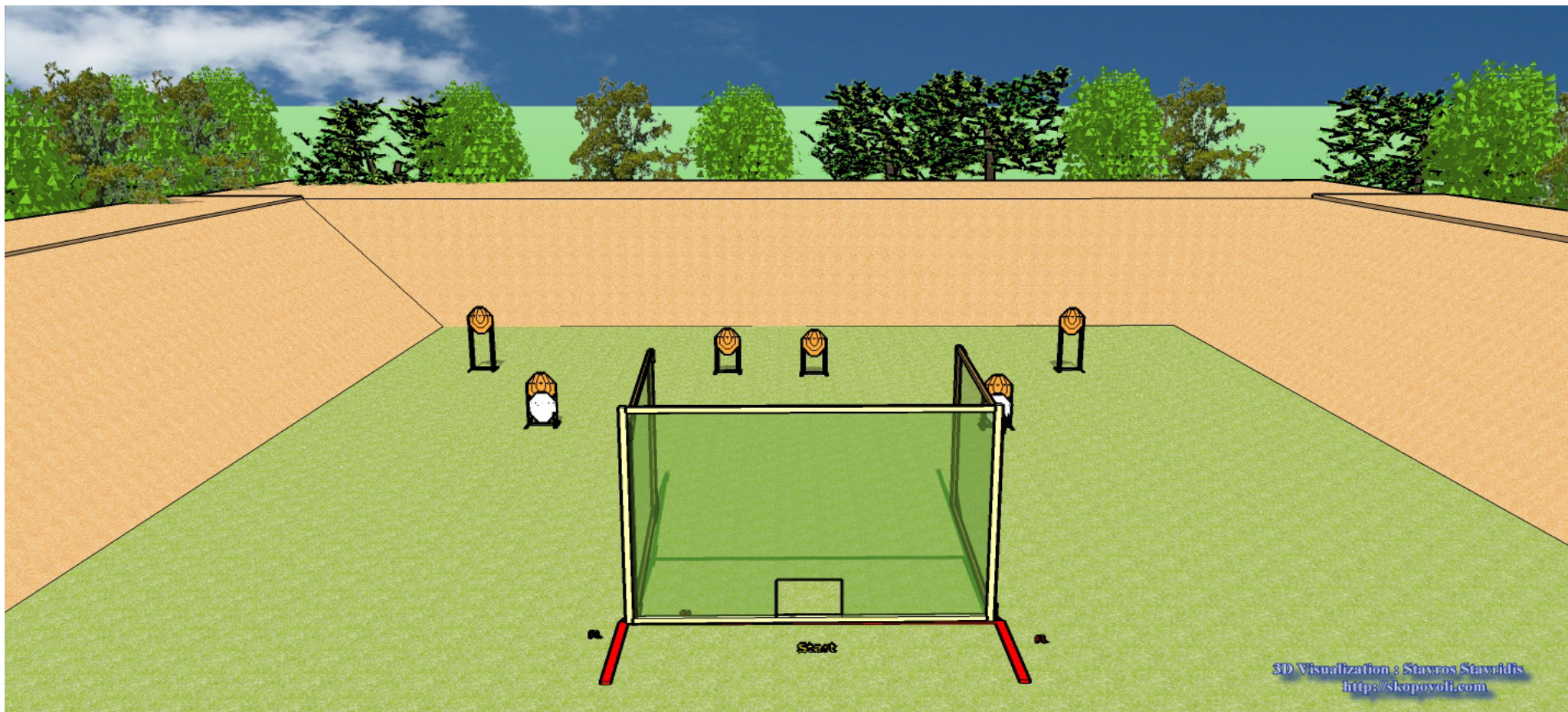
Stage 1



NAME: Stage 1
 TYPE: Short Course
 TARGETS: 4 IPSC, 2 Metal Plates.
 SCORED HITS: 2 Best per IPSC, steel down = 1A,
 DISTANCE: 8 - 12 m
 MINIMUM ROUNDS: 10
 POSSIBLE POINTS: 50
 START - STOP: Audible signal – Last shot
 PENALTIES: As per current I.P.S.C. rules

START POSITION: The competitor is standing relaxed into the demarcated area. Gun loaded , holstered.

PROCEDURE: On the start signal the competitor engage the targets with two rounds and the metals until they fall, any order , remaining into the demarcated area.



Level III Handgun Match



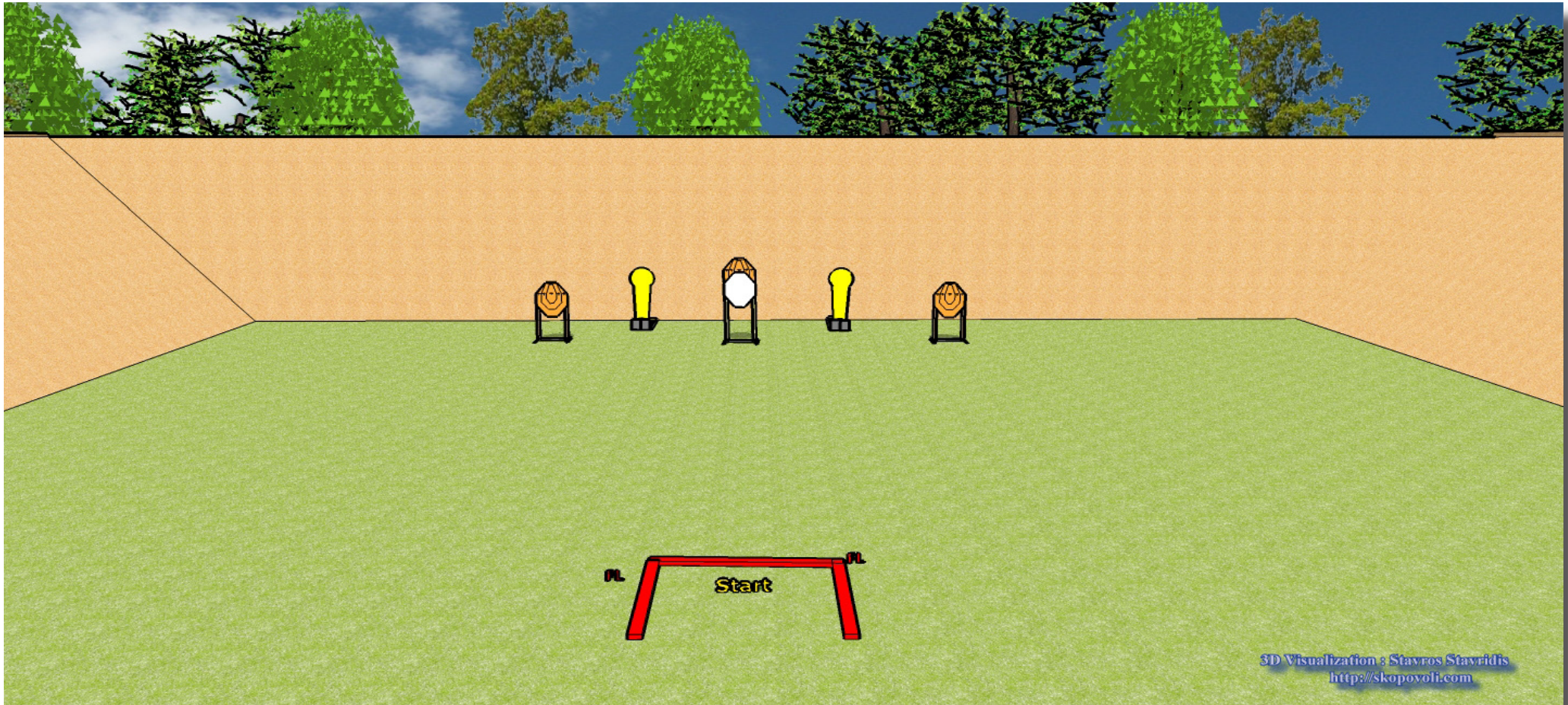
Stage 2



NAME: Stage 2
 TYPE: Short Course
 TARGETS: 6 IPSC, 2 N/S.
 SCORED HITS: 2 Best per IPSC.
 DISTANCE: 6 - 12 m
 MINIMUM ROUNDS: 12
 POSSIBLE POINTS: 60
 START - STOP: Audible signal – Last shot
 PENALTIES: As per current I.P.S.C. rules

START POSITION: The competitor is standing relaxed into the demarcated area. Gun loaded , holstered.

PROCEDURE: On the start signal the competitor engage the targets with two rounds remaining into the demarcated area



Level III Handgun Match



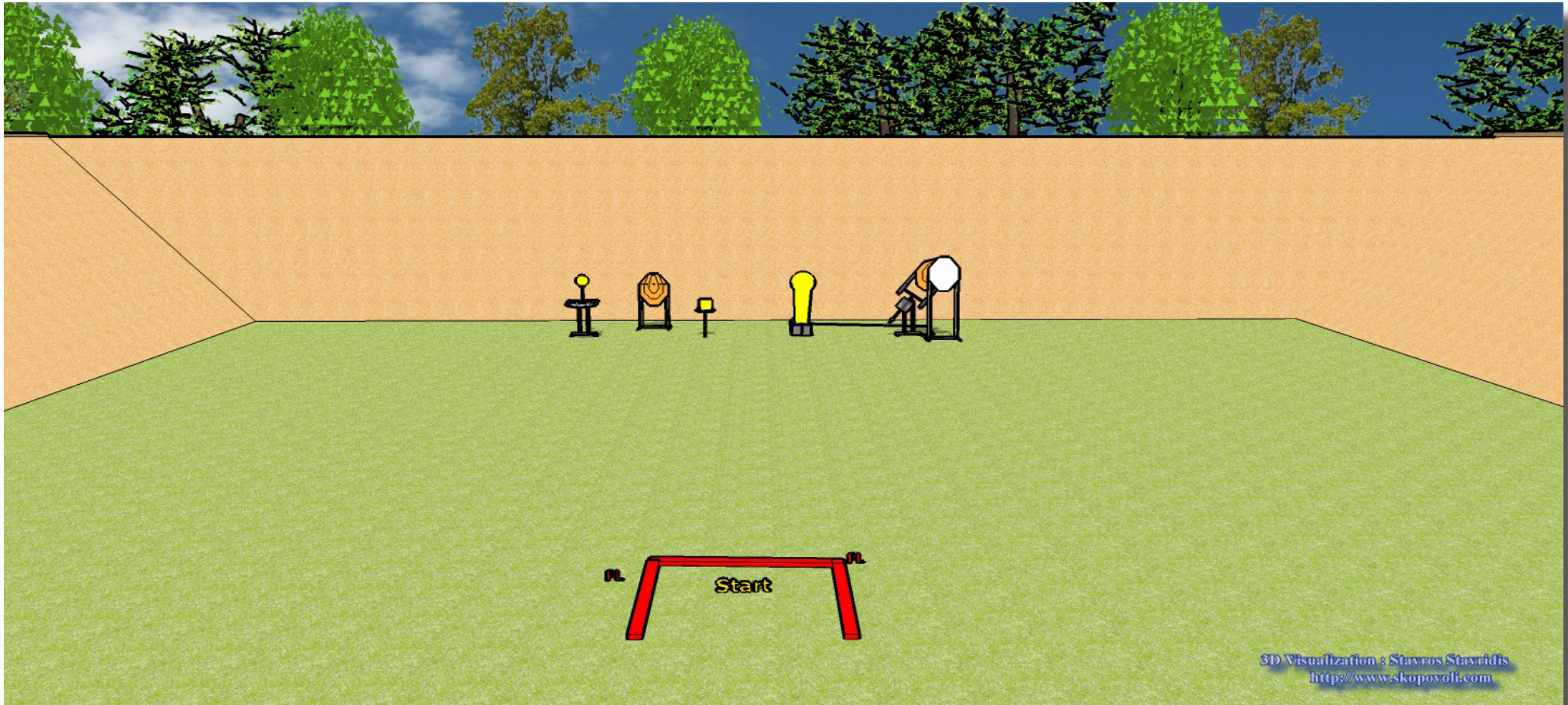
Stage 3



NAME: Stage 3
 TYPE: Short Course
 TARGETS: 3 IPSC, 2 IPSC Poppers, 1 N/S.
 SCORED HITS: 2 Best per IPSC, steel down = 1A,
 DISTANCE: 12 m
 MINIMUM ROUNDS: 8
 POSSIBLE POINTS: 40
 START - STOP: Audible signal – Last shot
 PENALTIES: As per current I.P.S.C. rules

START POSITION: The competitor is standing relaxed into the demarcated area. Gun loaded , holstered.

PROCEDURE: On the start signal the competitor engage the target with two rounds and the metals until they fall, any order only with weak hand. Any shot fired otherwise will be penalized per occurrence.



Level III Handgun Match



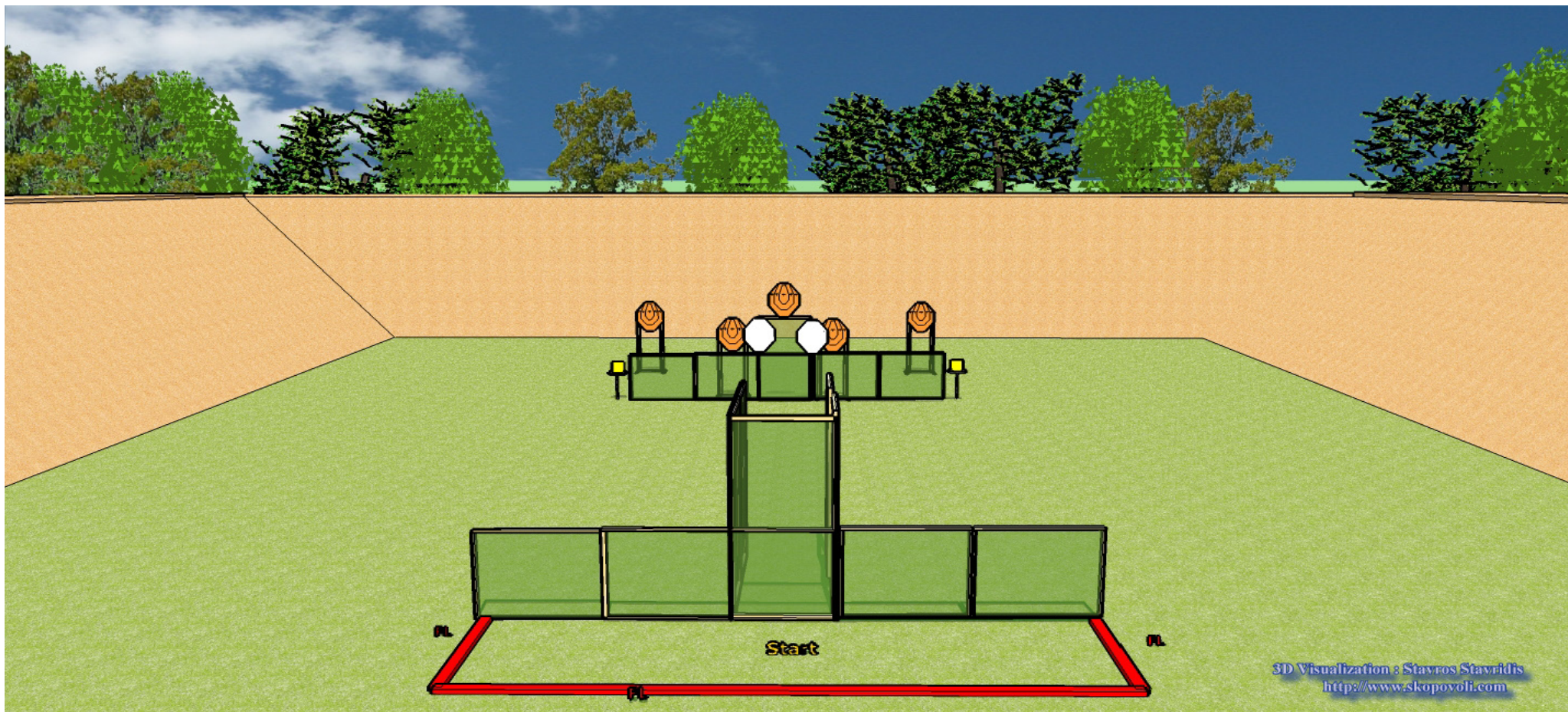
Stage 4



NAME: Stage 4
 TYPE: Short Course
 TARGETS: 3 IPSC, 1 IPSC Popper, 2 Metal Plates, 1 metal N/S.
 SCORED HITS: 2 Best per IPSC, steel down = 1A,
 DISTANCE: 9 - 12 m
 MINIMUM ROUNDS: 9
 POSSIBLE POINTS: 45
 START - STOP: Audible signal – Last shot
 PENALTIES: As per current I.P.S.C. rules

START POSITION: The competitor is standing relaxed into the demarcated area. Gun loaded , holstered.

PROCEDURE: On the start signal the competitor engage the metals until they fall, any order . The fall of left metal plate appears an IPSC target and the fall of IPSC Popper activates a bobber target, who remains visible when rest.



Level III Handgun Match



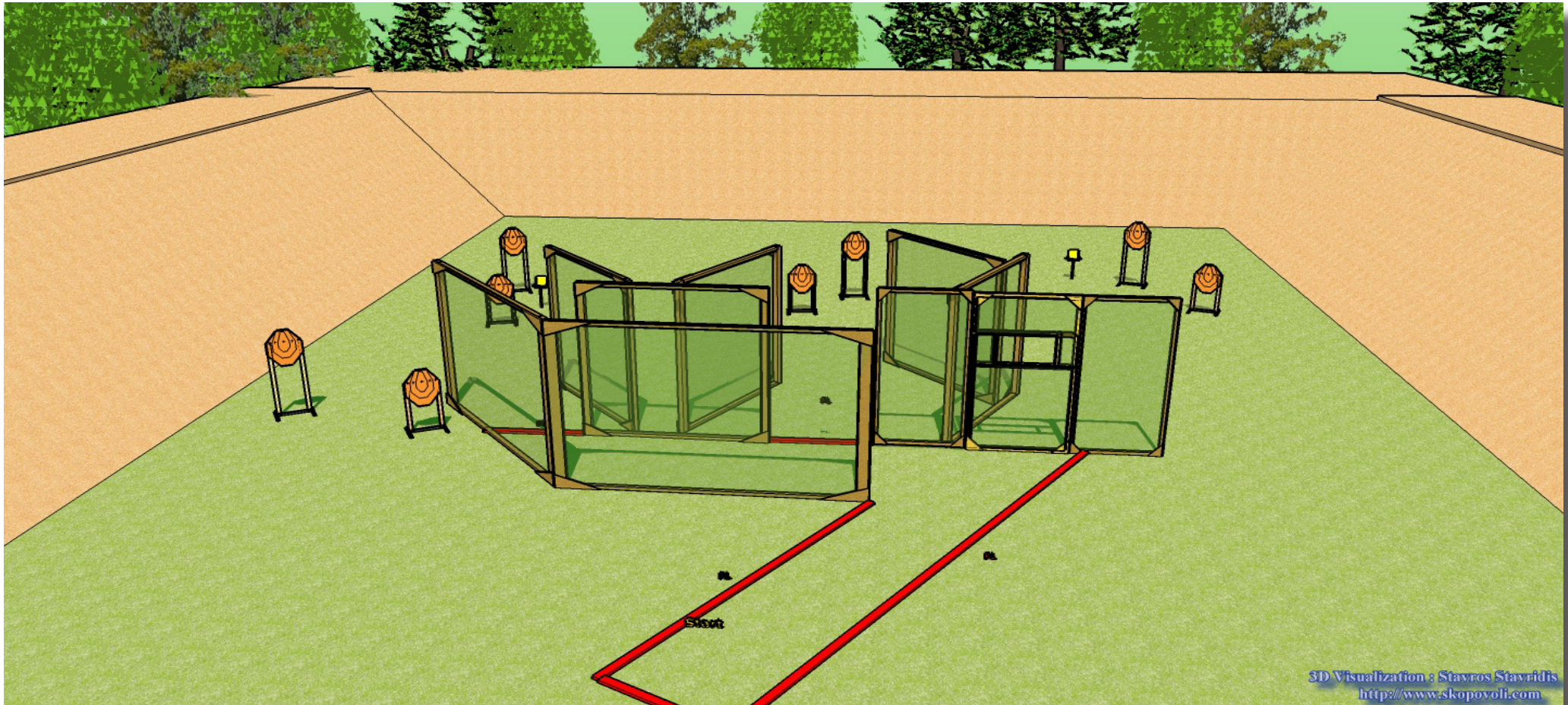
Stage 5



NAME: Stage 5
 TYPE: Short Course
 TARGETS: 5 IPSC, 2 Metal Plates, 2 N/S.
 SCORED HITS: 2 Best per IPSC, steel down = 1A,
 DISTANCE: 12 m
 MINIMUM ROUNDS: 12
 POSSIBLE POINTS: 60
 START - STOP: Audible signal – Last shot
 PENALTIES: As per current I.P.S.C. rules

START POSITION: The competitor is standing relaxed into the demarcated area. Gun loaded, holstered.

PROCEDURE: On the start signal the competitor engage the targets with two rounds and metals until they fall remaining into the demarcated area.



3D Visualization : Stavros Stavridis
<http://www.skopovoli.com>

Level III Handgun Match



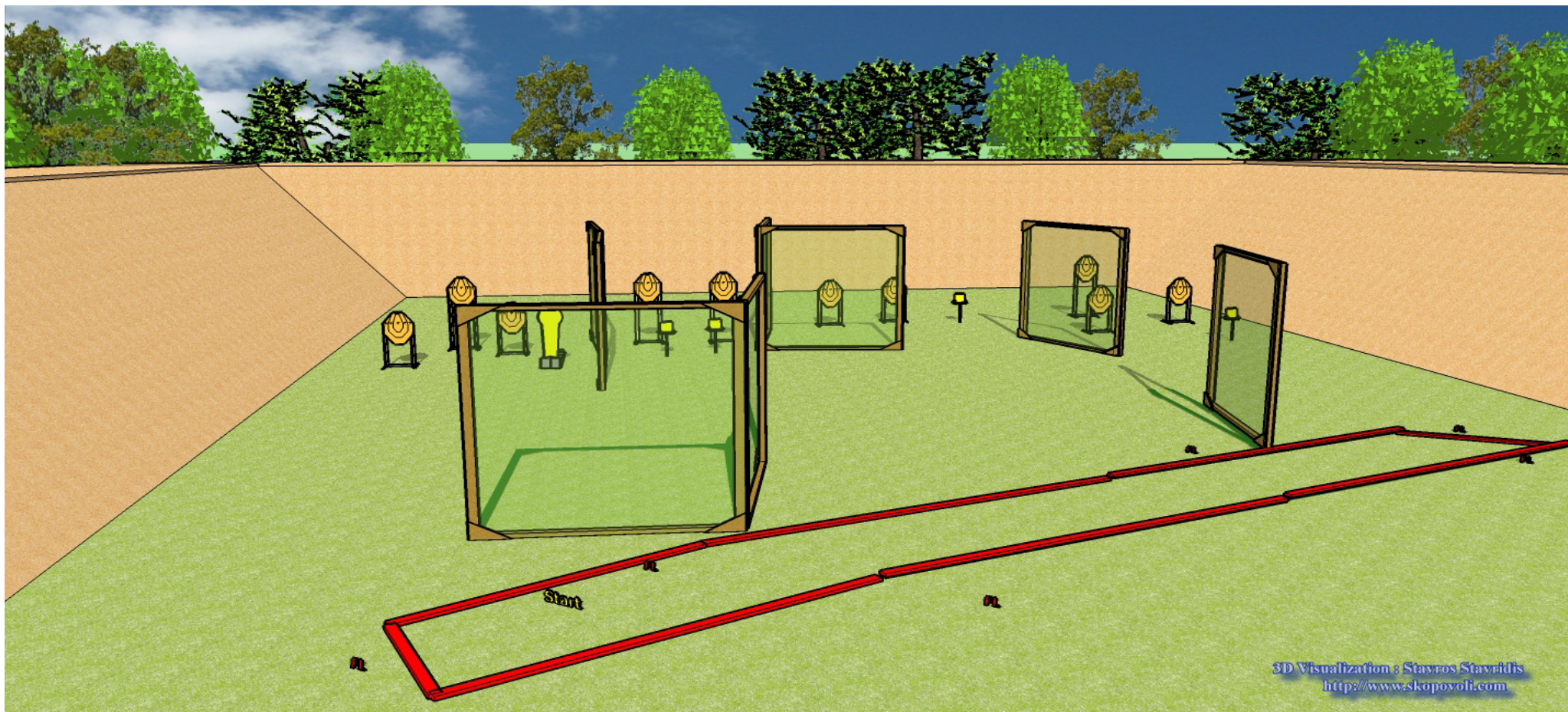
Stage 6



NAME: Stage 6
 TYPE: Medium Course
 TARGETS: 8 IPSC, 2 Metal Plates.
 SCORED HITS: 2 Best per IPSC, steel down = 1A,
 DISTANCE: 6 - 13 m
 MINIMUM ROUNDS: 18
 POSSIBLE POINTS: 90
 START - STOP: Audible signal – Last shot
 PENALTIES: As per current I.P.S.C. rules

START POSITION: The competitor is standing relaxed into the demarcated area. Gun loaded , holstered.

PROCEDURE: On the start signal the competitor engage the targets with two rounds and metals until they fall remaining into the demarcated area.



Level III Handgun Match



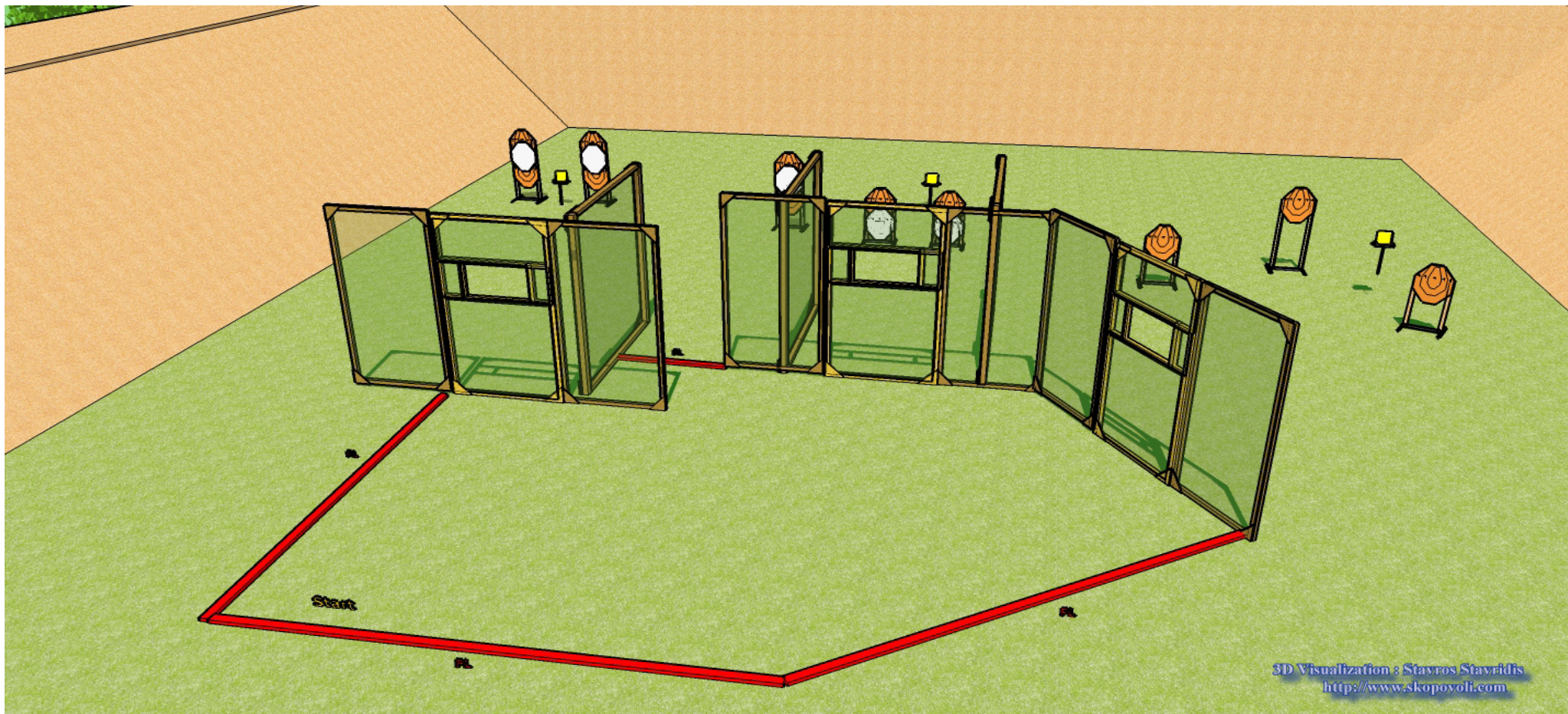
Stage 7



NAME: Stage 7
 TYPE: Long Course
 TARGETS: 10 IPSC, 4 Metal Plates, 1IPSC Popper.
 SCORED HITS: 2 Best per IPSC, steel down = 1A,
 DISTANCE: 10 - 17 m
 MINIMUM ROUNDS: 25
 POSSIBLE POINTS: 125
 START - STOP: Audible signal – Last shot
 PENALTIES: As per current I.P.S.C. rules

START POSITION: The competitor is standing relaxed into the demarcated area. Gun loaded , holstered.

PROCEDURE: On the start signal the competitor engage the targets with two rounds and metals until they fall remaining into the demarcated area



3D Visualization : Stavros Stavridis
<http://www.skopovoli.com>

Level III Handgun Match



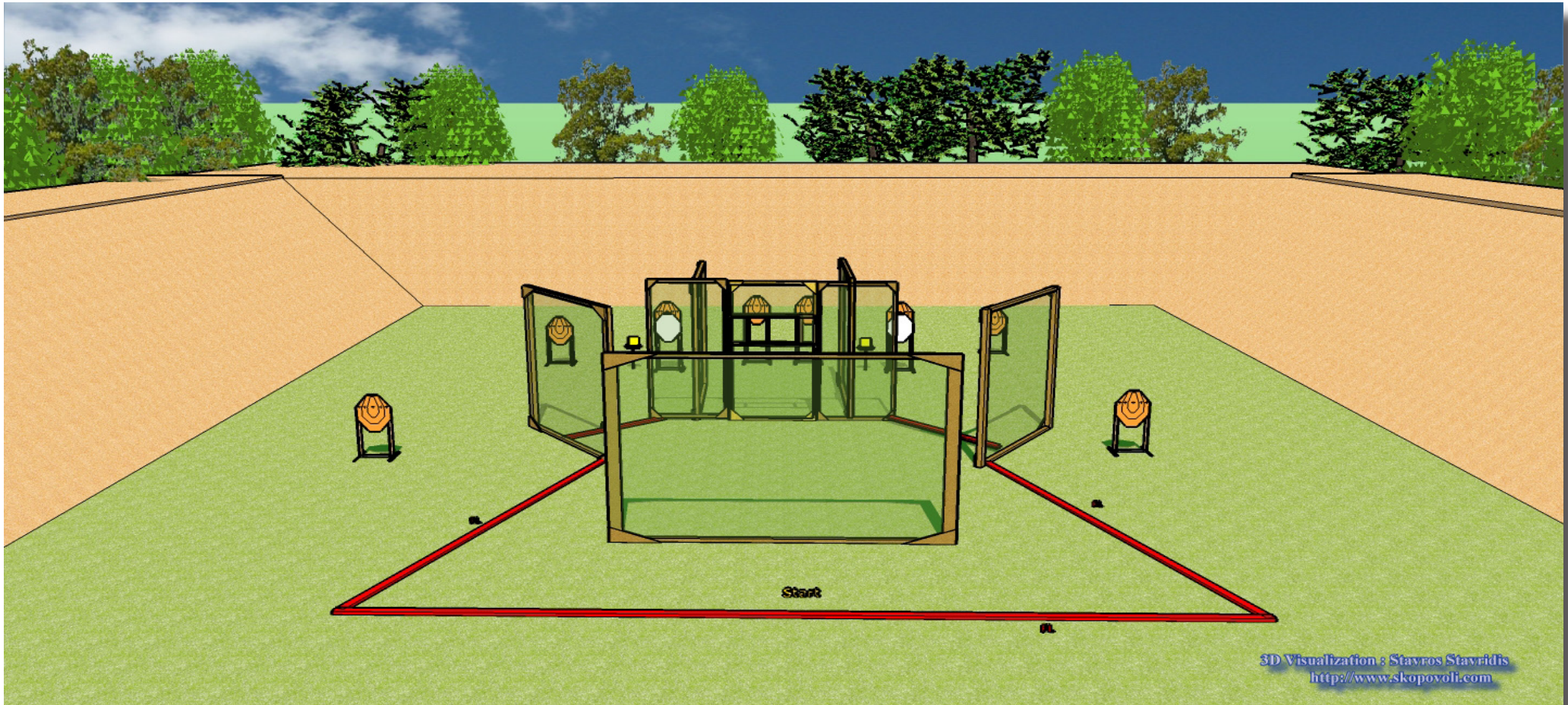
Stage 8



NAME: Stage 8
 TYPE: Long Course
 TARGETS: 11 IPSC, 3 Metal Plates, 5 N/S.
 SCORED HITS: 2 Best per IPSC, steel down = 1A,
 DISTANCE: 7 - 17 m
 MINIMUM ROUNDS: 25
 POSSIBLE POINTS: 125
 START - STOP: Audible signal – Last shot
 PENALTIES: As per current I.P.S.C. rules

START POSITION: The competitor is standing relaxed into the demarcated area. Gun loaded , holstered.

PROCEDURE: On the start signal the competitor engage the targets with two rounds and metals until they fall remaining into the demarcated area



Level III Handgun Match



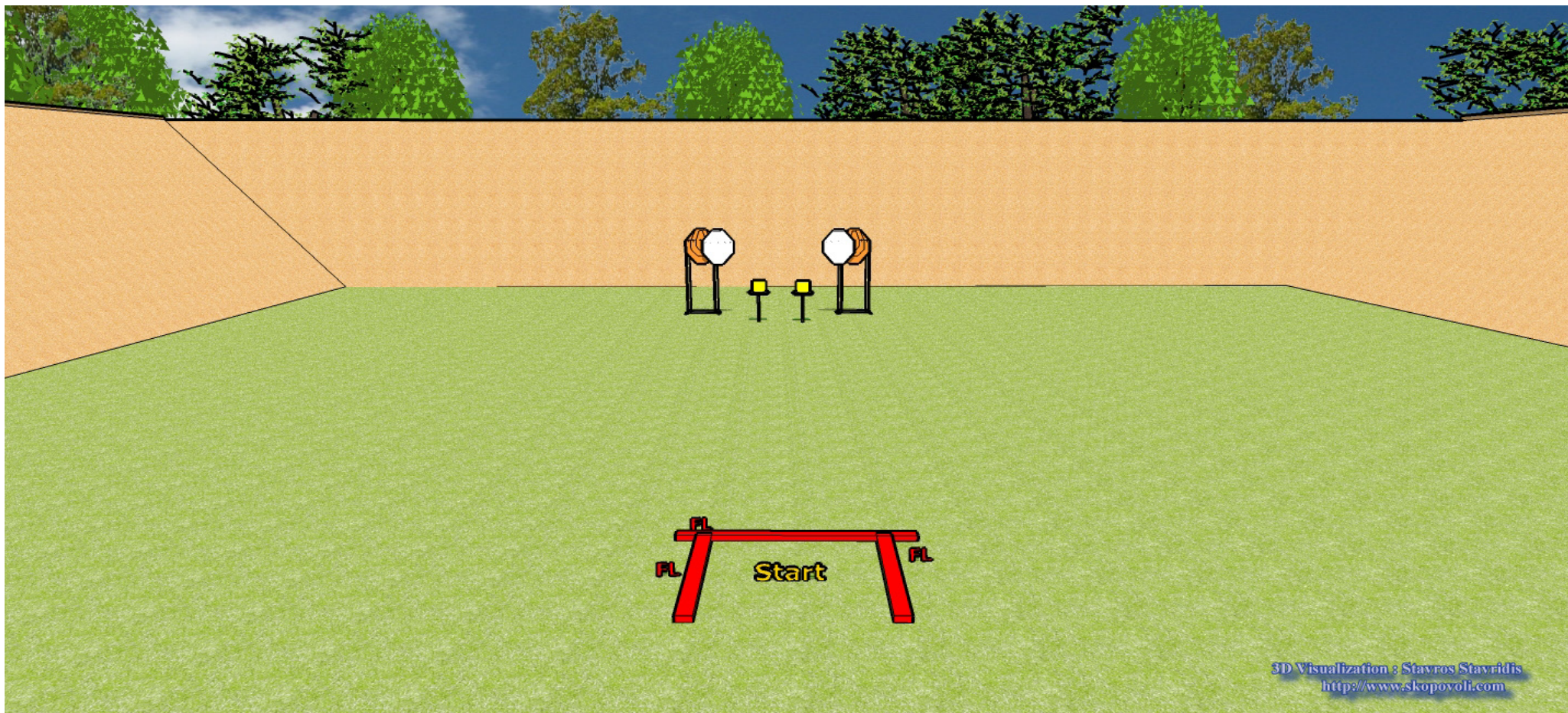
Stage 9



NAME: Stage 9
 TYPE: Medium Course
 TARGETS: 8 IPSC, 2 Metal Plates, 2 N/S.
 SCORED HITS: 2 Best per IPSC, steel down = 1A,
 DISTANCE: 7 - 17 m
 MINIMUM ROUNDS: 18
 POSSIBLE POINTS: 90
 START - STOP: Audible signal – Last shot
 PENALTIES: As per current I.P.S.C. rules

START POSITION: The competitor is standing relaxed into the demarcated area. Gun loaded , holstered.

PROCEDURE: On the start signal the competitor engage the targets with two rounds and metals until they fall ,remaining into the demarcated area.



3D Visualization : Stavros Stavridis
<http://www.skopovoli.com>

Level III Handgun Match



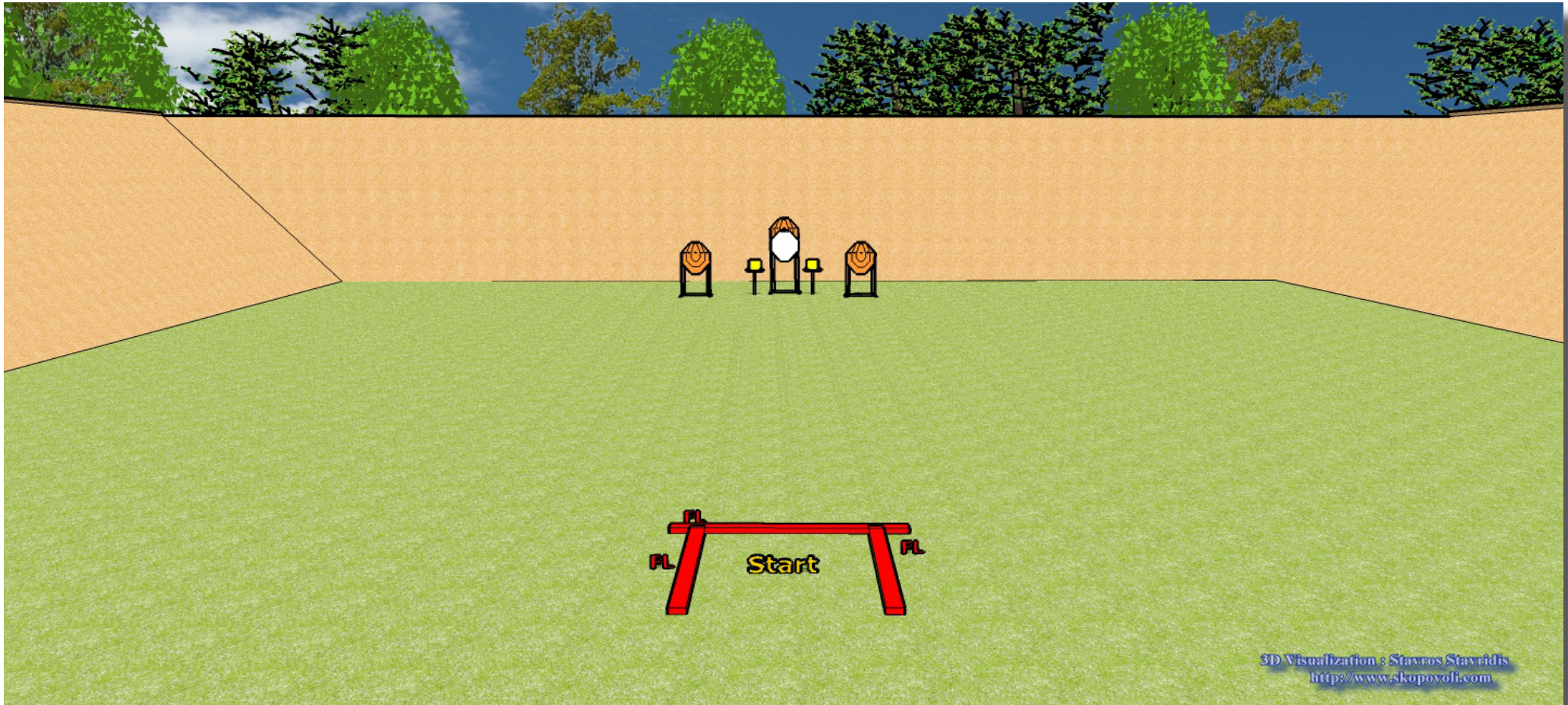
Stage 10



NAME: Stage 10
 TYPE: Short Course
 TARGETS: 2 IPSC, 2 Metal Plates, 2 N/S.
 SCORED HITS: 2 Best per IPSC, steel down = 1A,
 DISTANCE: 12 m
 MINIMUM ROUNDS: 6
 POSSIBLE POINTS: 30
 START - STOP: Audible signal – Last shot
 PENALTIES: As per current I.P.S.C. rules

START POSITION: The competitor standing relaxed in the box facing down range. Gun loaded and holstered.

PROCEDURE: On the start signal the competitor engage the targets with two rounds and metals until they fall remaining into the demarcated area.



Level III Handgun Match



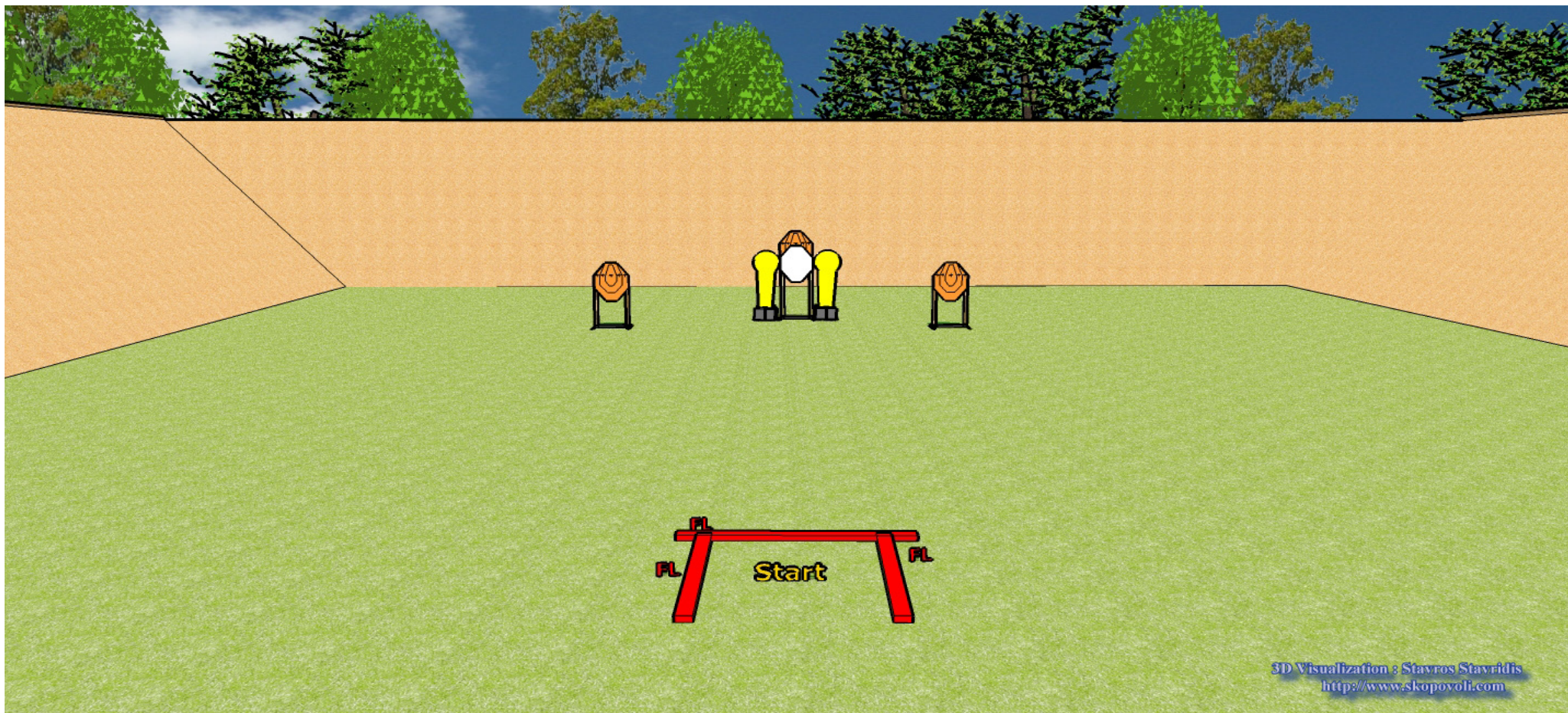
Stage 11



NAME: Stage 11
 TYPE: Short Course
 TARGETS: 3 IPSC, 2 Metal Plates, 1 N/S.
 SCORED HITS: 2 Best per IPSC, steel down = 1A,
 DISTANCE: 12 m
 MINIMUM ROUNDS: 8
 POSSIBLE POINTS: 40
 START - STOP: Audible signal – Last shot
 PENALTIES: As per current I.P.S.C. rules

START POSITION: The competitor is standing relaxed into the demarcated area. Gun loaded , holstered.

PROCEDURE: On the start signal the competitor engage the targets with two rounds and metals until they fall ,only with the strong hand remaining into the demarcated area. Any shot fired with both hands will penalized per occurrence.



3D Visualization : Stavros Stavridis
<http://www.skopovoli.com>

Level III Handgun Match



Stage 12



NAME: Stage12
 TYPE: Short Course
 TARGETS: 3 IPSC, 2 IPSC Poppers, 1 N/S.
 SCORED HITS: 2 Best per IPSC, steel down = 1A,
 DISTANCE: 12 m
 MINIMUM ROUNDS: 8
 POSSIBLE POINTS: 40
 START - STOP: Audible signal – Last shot
 PENALTIES: As per current I.P.S.C. rules

START POSITION: The competitor is standing relaxed into the demarcated area. Gun loaded , holstered.

PROCEDURE: On the start signal the competitor engage the targets with two rounds and metals until they fall remaining into the demarcated area.