



PBGEN JASON L CAPOY

Handgun & PCC Challenge

Courses of Fire HG

Stage No.	Type of Course	No. of Rounds
1	Long	32
2	Medium	23
3	Short	12
4	Short	12
5	Short	12
6	Medium	17
7	Short	11
8	Short	12
9	Medium	20
10	Short	12
11	Medium	22
12	Long	31

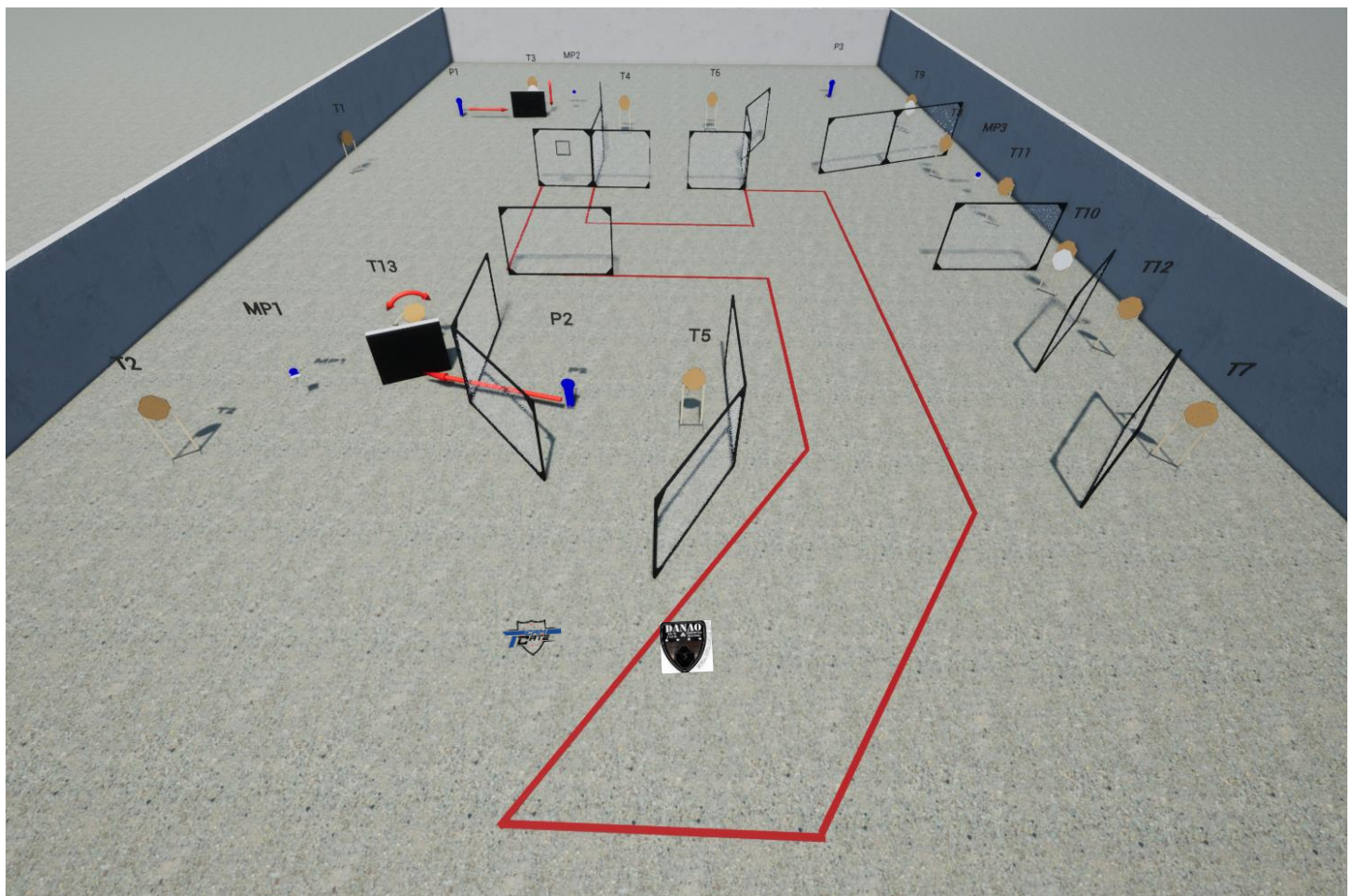
Total Rounds 216



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STAGE 1	
TARGETS	13 IPSC Targets, 3 IPSC Poppers, 3 IPSC Metal Plates and 3 No-Shoots
ROUNDS TO BE SCORED	32
GUN READY CONDITION	
START POSITION	Competitor standing anywhere as demonstrated
TIME STARTS	AUDIBLE
PROCEDURE	Upon start signal, engage all targets.
NOTE: IPSC Popper P1 will activate moving IPSC Target T3 and IPSC Popper P2 will activate moving IPSC Target T13 which will remain visible at rest.	

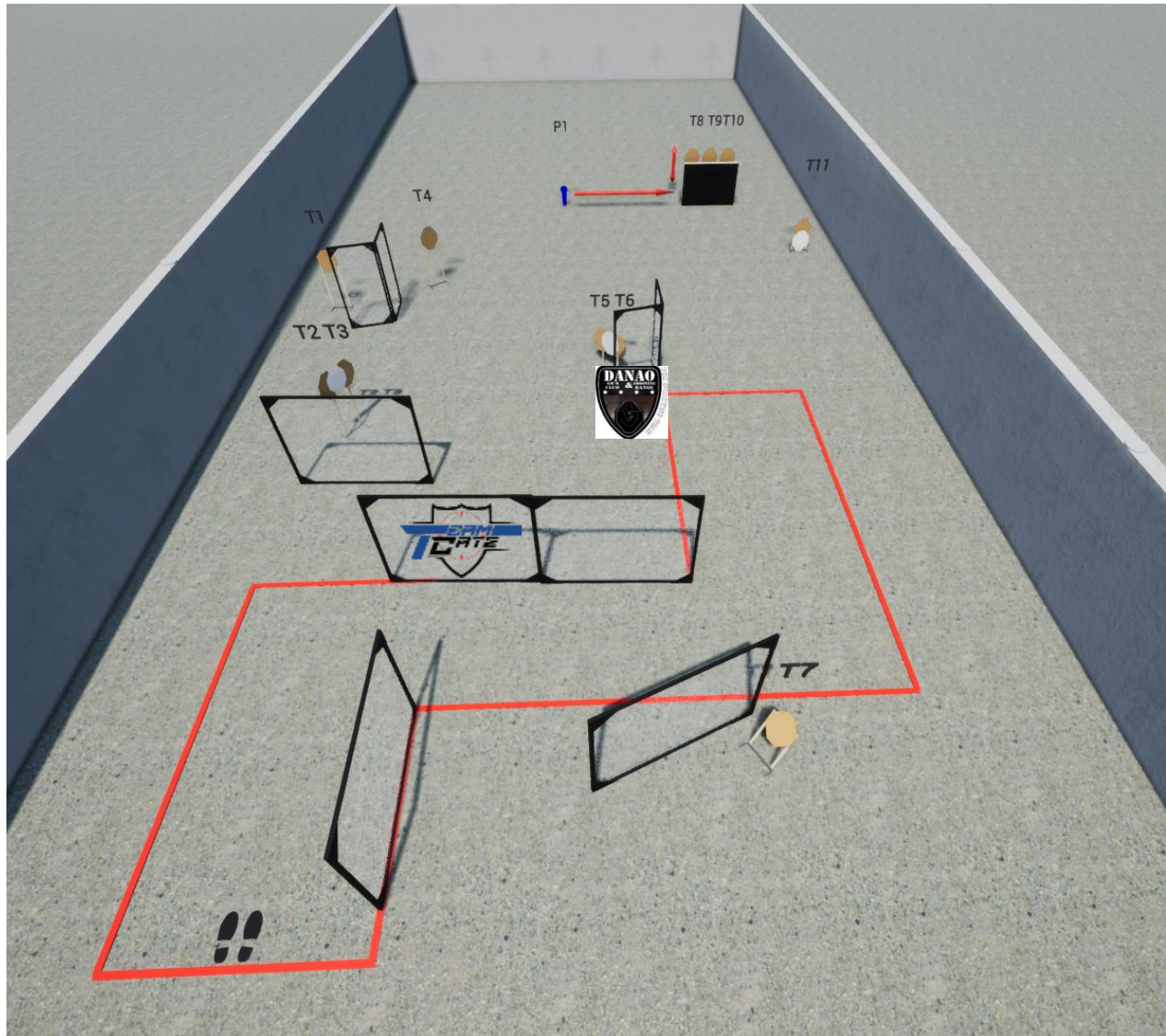




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STAGE 2	
TARGETS	11 IPSC Targets, 1 IPSC Popper and 2 No-Shoot
ROUNDS TO BE SCORED	23
GUN READY CONDITION	
START POSITION	Competitor standing relaxed on mark as demonstrated.
TIME STARTS	AUDIBLE
PROCEDURE	Upon start signal, engage all targets.
Note: IPSC Popper P1 will activate moving IPSC Target T8, T9 & T10 which will remain visible at rest.	

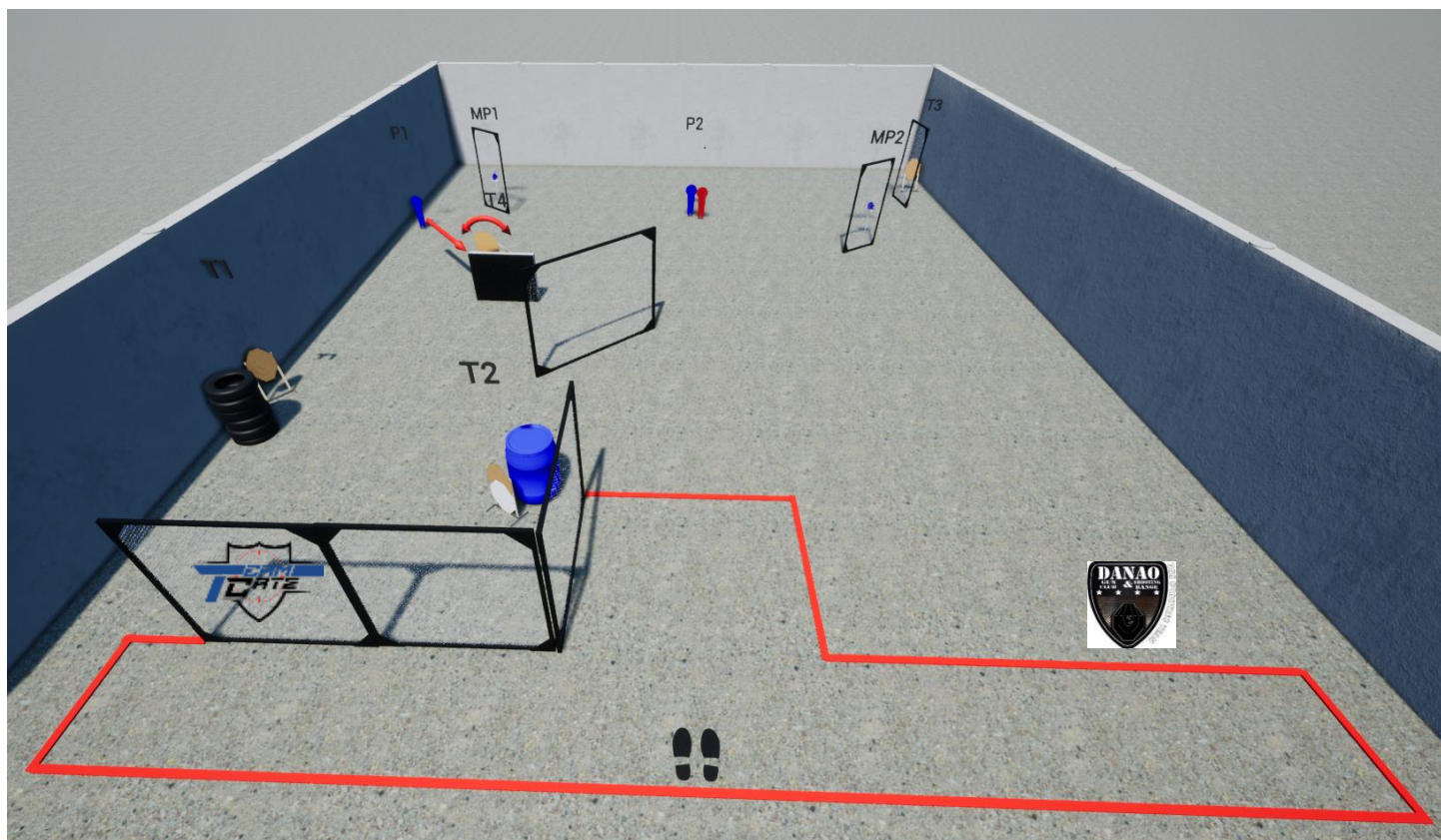




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STAGE 3	
TARGETS	4 IPSC Targets, 2 IPSC Poppers, 2 IPSC Metal Plates and 2 No-Shoots
ROUNDS TO BE SCORED	12
GUN READY CONDITION	
START POSITION	Competitor standing relaxed on mark as demonstrated.
TIME STARTS	AUDIBLE
PROCEDURE	Upon start signal, engage all targets.
NOTE: IPSC Popper P1 will activate moving IPSC Target T4 which will remain visible at rest.	

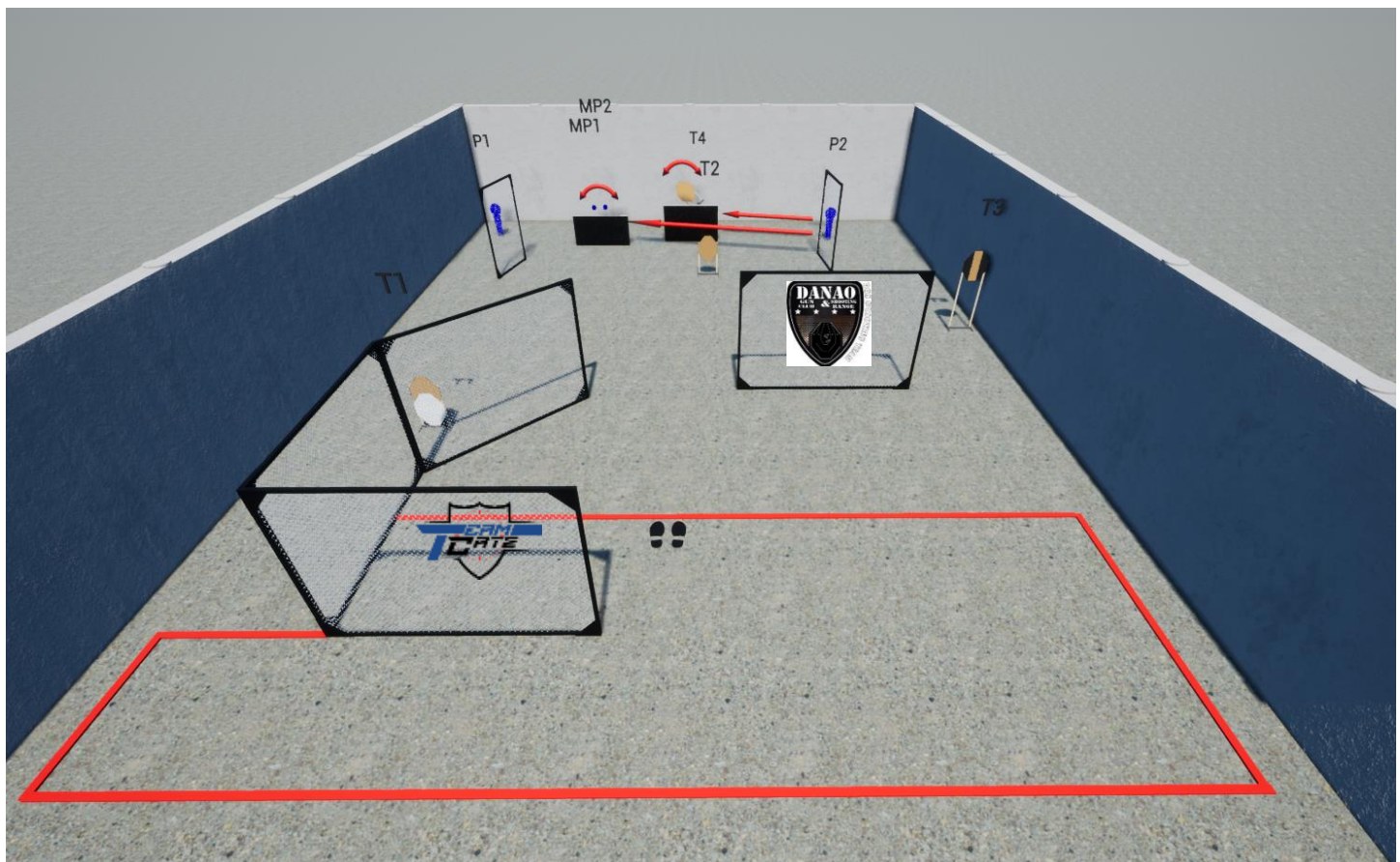




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STAGE 4	
TARGETS	4 IPSC Targets, 2 IPSC Poppers, 2 IPSC Metal Plates, 1 No-Shoot
ROUNDS TO BE SCORED	12
GUN READY CONDITION	
START POSITION	Competitor standing relaxed on mark as demonstrated.
TIME STARTS	AUDIBLE
PROCEDURE	Upon start signal, engage all targets.
NOTE:	IPSC Popper P2 will activate moving IPSC Targets T4, MP1 & MP2 which will remain visible at rest.

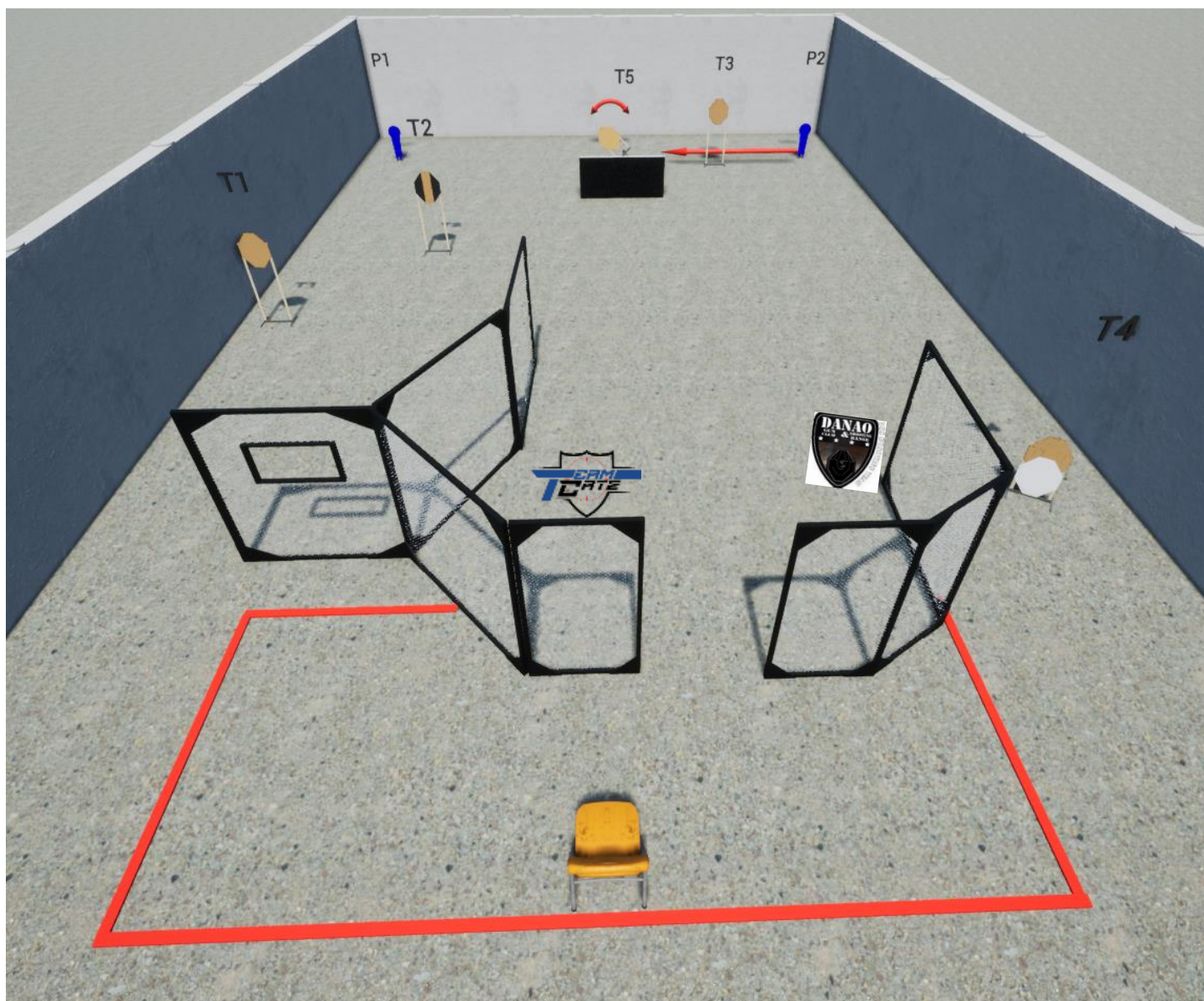




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STAGE 5	
TARGETS	5 IPSC Targets, 2 IPSC Poppers and 1 No-Shoot
ROUNDS TO BE SCORED	12
GUN READY CONDITION	
START POSITION	Competitor seated on the chair as demonstrated
TIME STARTS	AUDIBLE
PROCEDURE	Upon start signal, engage all targets.
NOTE: IPSC Popper P2 will activate moving IPSC Target T5 which will remain visible at rest.	

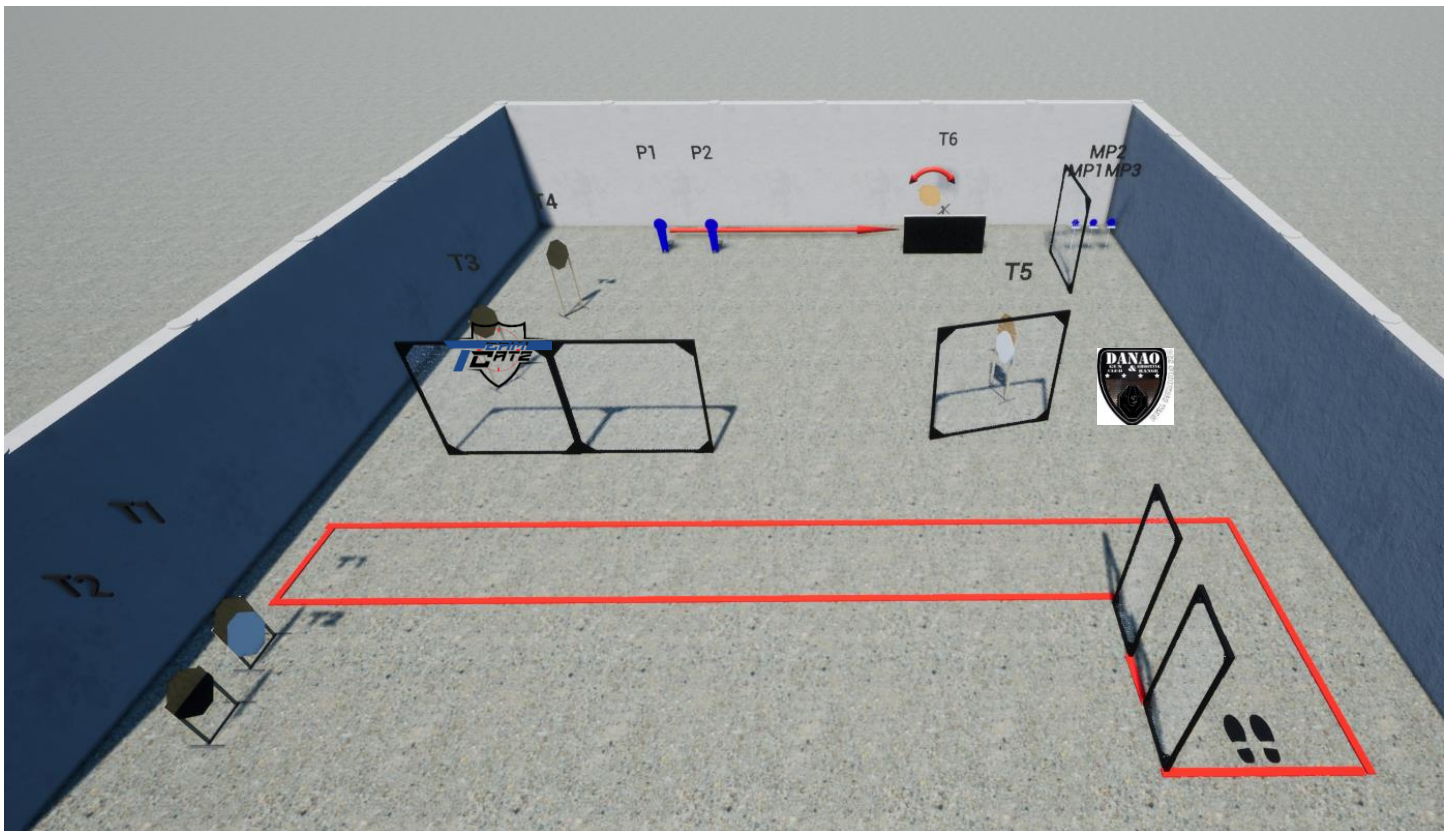




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STAGE 6	
TARGETS	6 IPSC Targets, 2 IPSC Poppers, 3 IPSC Metal Plates and 2 No-Shoots
ROUNDS TO BE SCORED	17
GUN READY CONDITION	
START POSITION	Competitor standing relaxed on marker as demonstrated.
TIME STARTS	AUDIBLE
PROCEDURE	Upon start signal, engage all targets.
NOTE: IPSC Popper P1 will activate moving IPSC Target T6 which will remain visible at rest.	

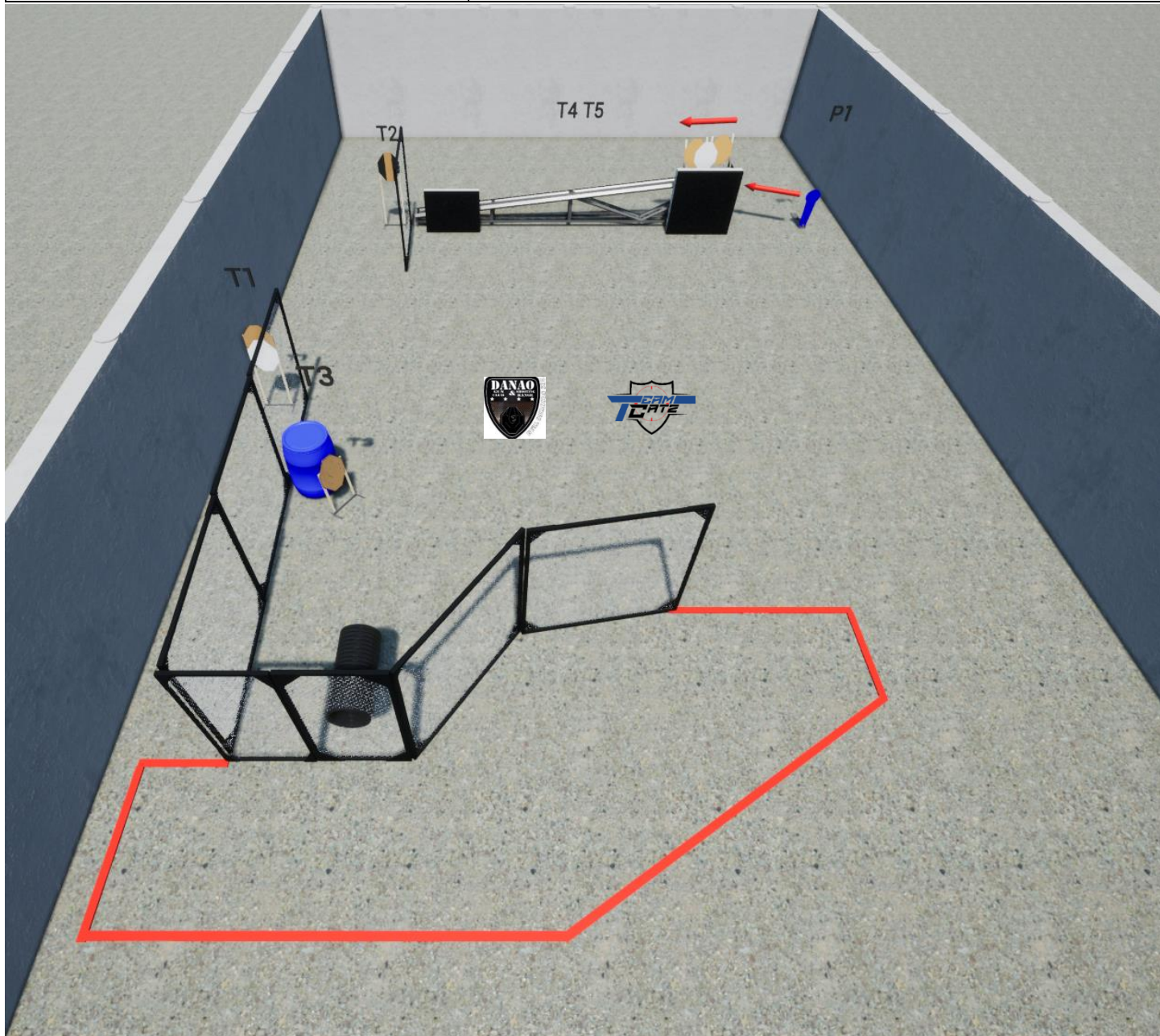


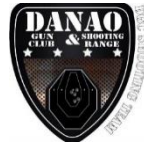


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STAGE 7	
TARGETS	5 IPSC Targets, 1 IPSC Popper and 2 No-Shoots
ROUNDS TO BE SCORED	11
GUN READY CONDITION	
START POSITION	Competitor standing relaxed on marker as demonstrated.
TIME STARTS	AUDIBLE
PROCEDURE	Upon start signal, engage all targets.
NOTE: IPSC Popper P1 will activate moving IPSC Targets T4 & T5 which will remain visible at rest.	

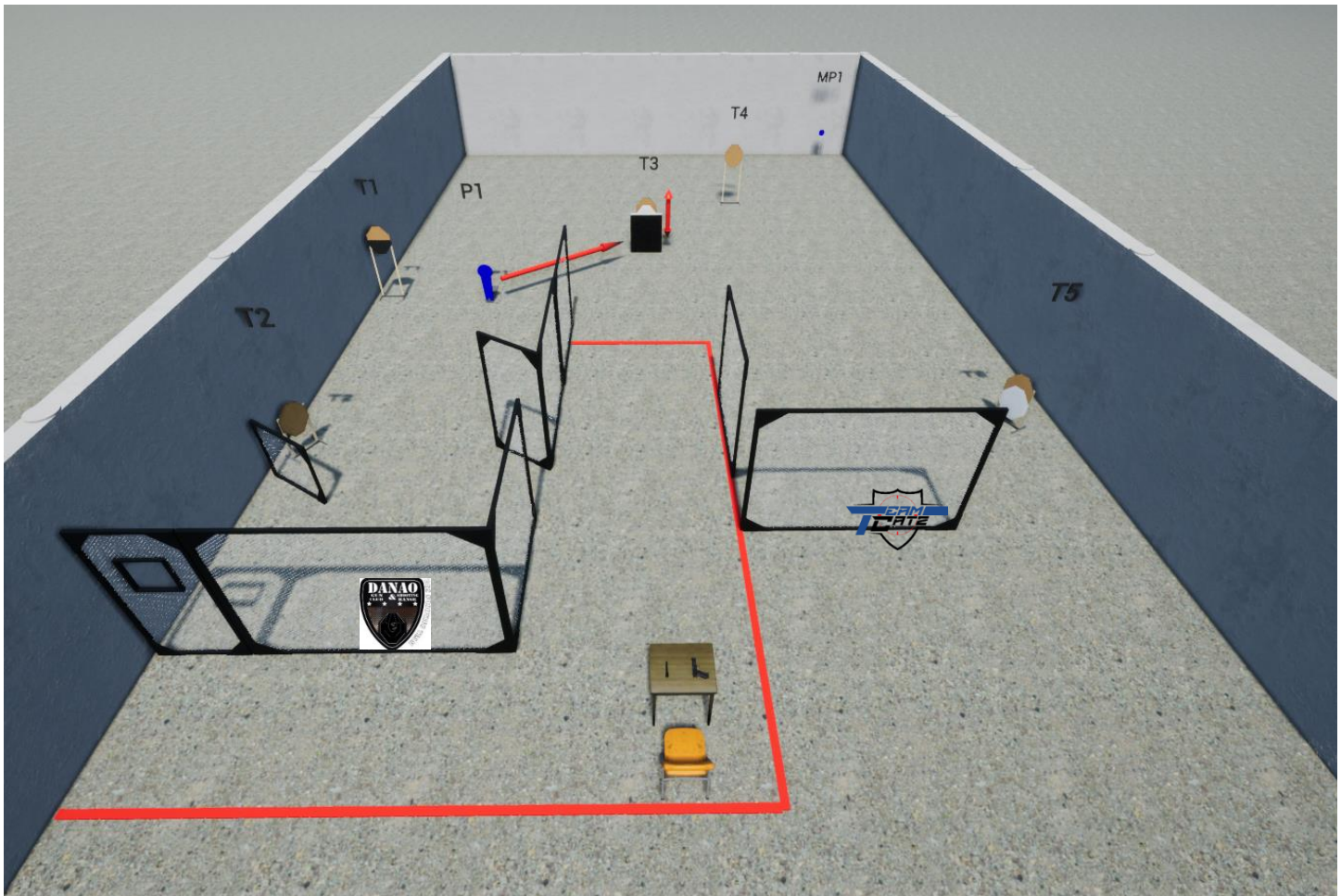




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STAGE 8	
TARGETS	5 IPSC Targets, 1 IPSC Popper, 1 IPSC Metal Plate and 2 No-Shoots
ROUNDS TO BE SCORED	12
GUN READY CONDITION	
START POSITION	Competitor seated on the chair as demonstrated.
TIME STARTS	AUDIBLE
PROCEDURE	Gun empty and all magazines on table. Upon start signal, engage all targets..
NOTE:	IPSC Popper P1 will activate moving IPSC Target T3 which will remain visible at rest.

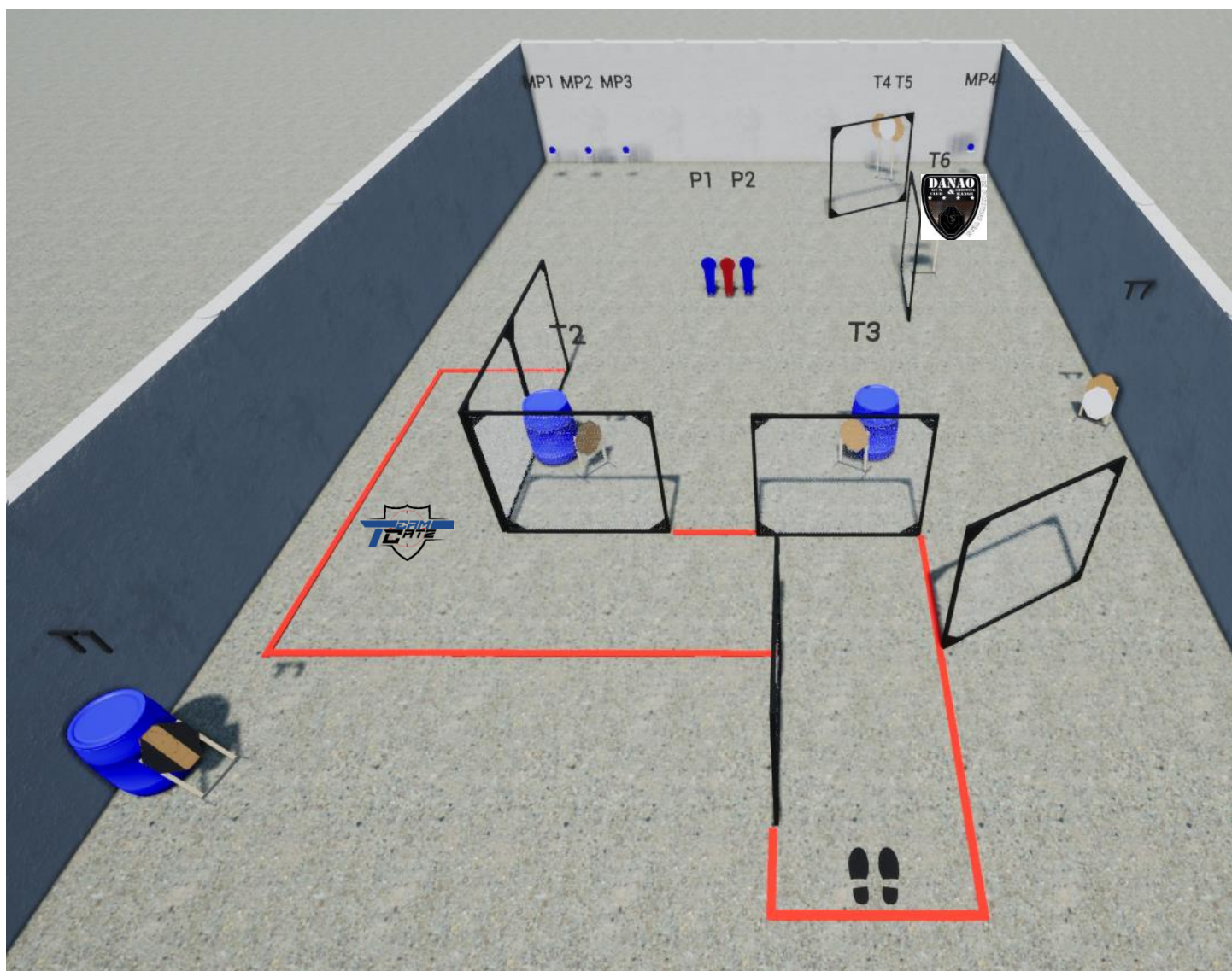




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STAGE 9	
TARGETS	7 IPSC Targets, 2 IPSC Poppers, 4 IPSC Metal Plates and 3 No-Shoots
ROUNDS TO BE SCORED	20
GUN READY CONDITION	
START POSITION	Competitor standing relaxed on marker as demonstrated.
TIME STARTS	AUDIBLE
PROCEDURE	Upon start signal, engage all targets.

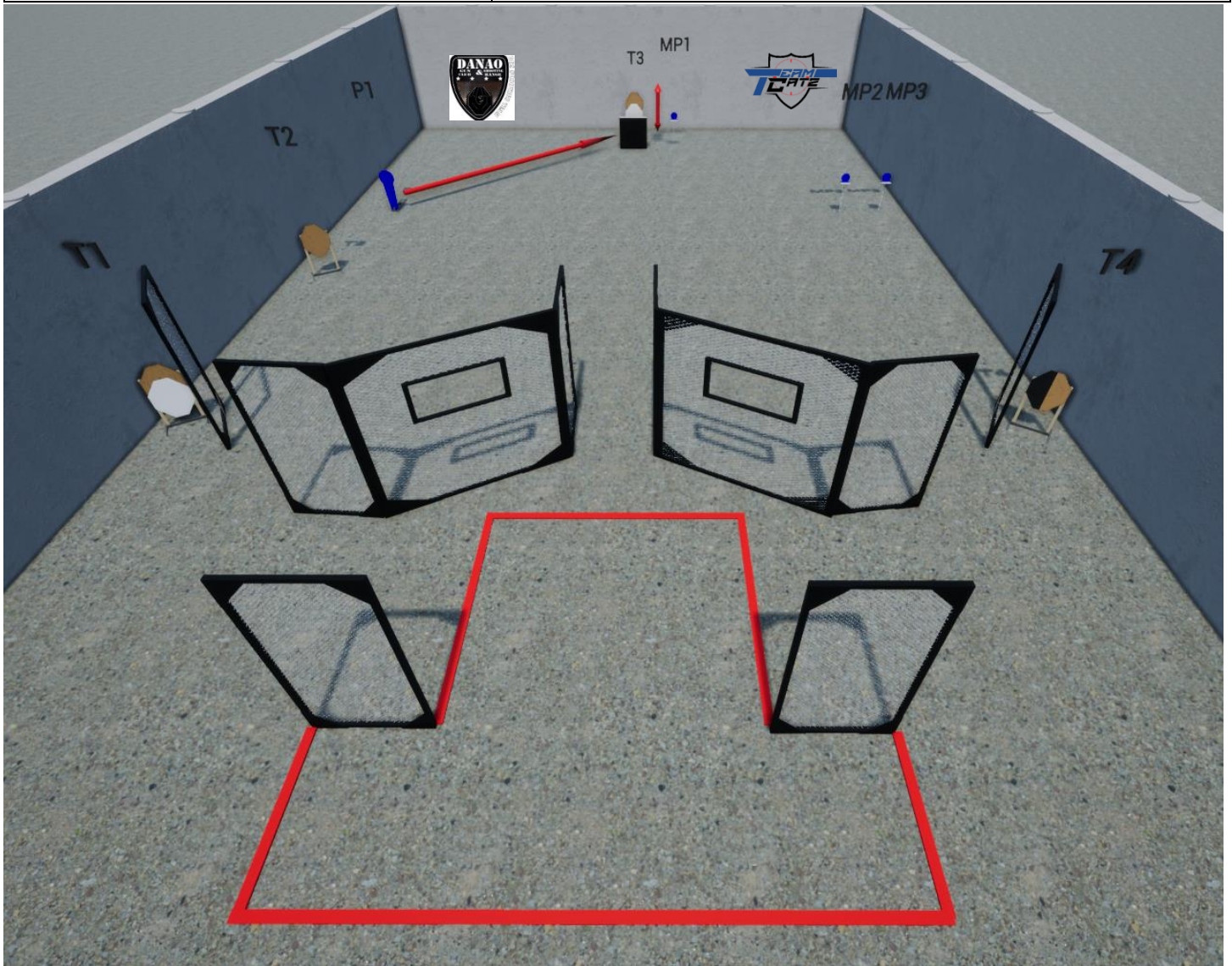




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STAGE 10	
TARGETS	4 IPSC Targets, 1 IPSC Poppers, 3 IPSC Metal Plates, 2 No-Shoots
ROUNDS TO BE SCORED	12
GUN READY CONDITION	
START POSITION	Competitor standing anywhere as demonstrated.
TIME STARTS	AUDIBLE
PROCEDURE	Upon start signal, engage all targets.
NOTE: IPSC Popper P1 will activate moving IPSC Target T3 which will remain visible at rest.	

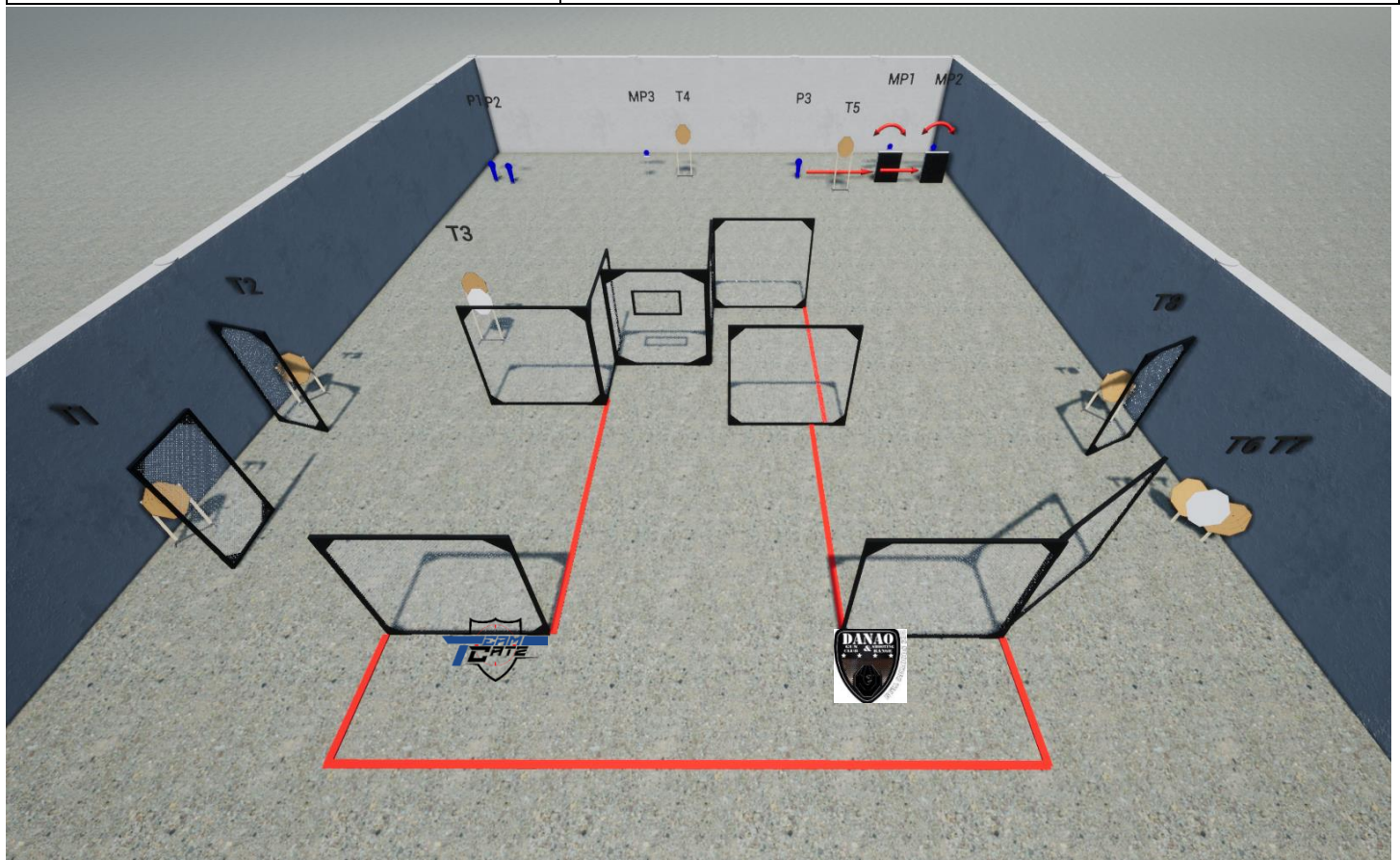




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STAGE 11	
TARGETS	8 IPSC Targets, 3 IPSC Popper, 3 IPSC Metal Plates and 2 No-Shoots
ROUNDS TO BE SCORED	22
GUN READY CONDITION	
START POSITION	Competitor standing anywhere as demonstrated.
TIME STARTS	AUDIBLE
PROCEDURE	Upon start signal, engage all targets.
NOTE:	IPSC Popper P3 will activate moving IPSC Targets MP1 & MP2 which will remain visible at rest.





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STAGE 12	
TARGETS	12 IPSC Targets, 2 IPSC Poppers, 5 IPSC Metal Plates 3 No-Shoots
ROUNDS TO BE SCORED	31
GUN READY CONDITION	
START POSITION	Competitor standing anywhere as demonstrated.
TIME STARTS	AUDIBLE
PROCEDURE	Upon start signal, engage all targets.
NOTE: IPSC Popper P2 will activate moving IPSC Target T12 which will remain visible at rest.	

