



PBGEN JASON L CAPOY

Handgun & PCC Challenge

Courses of Fire PCC

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

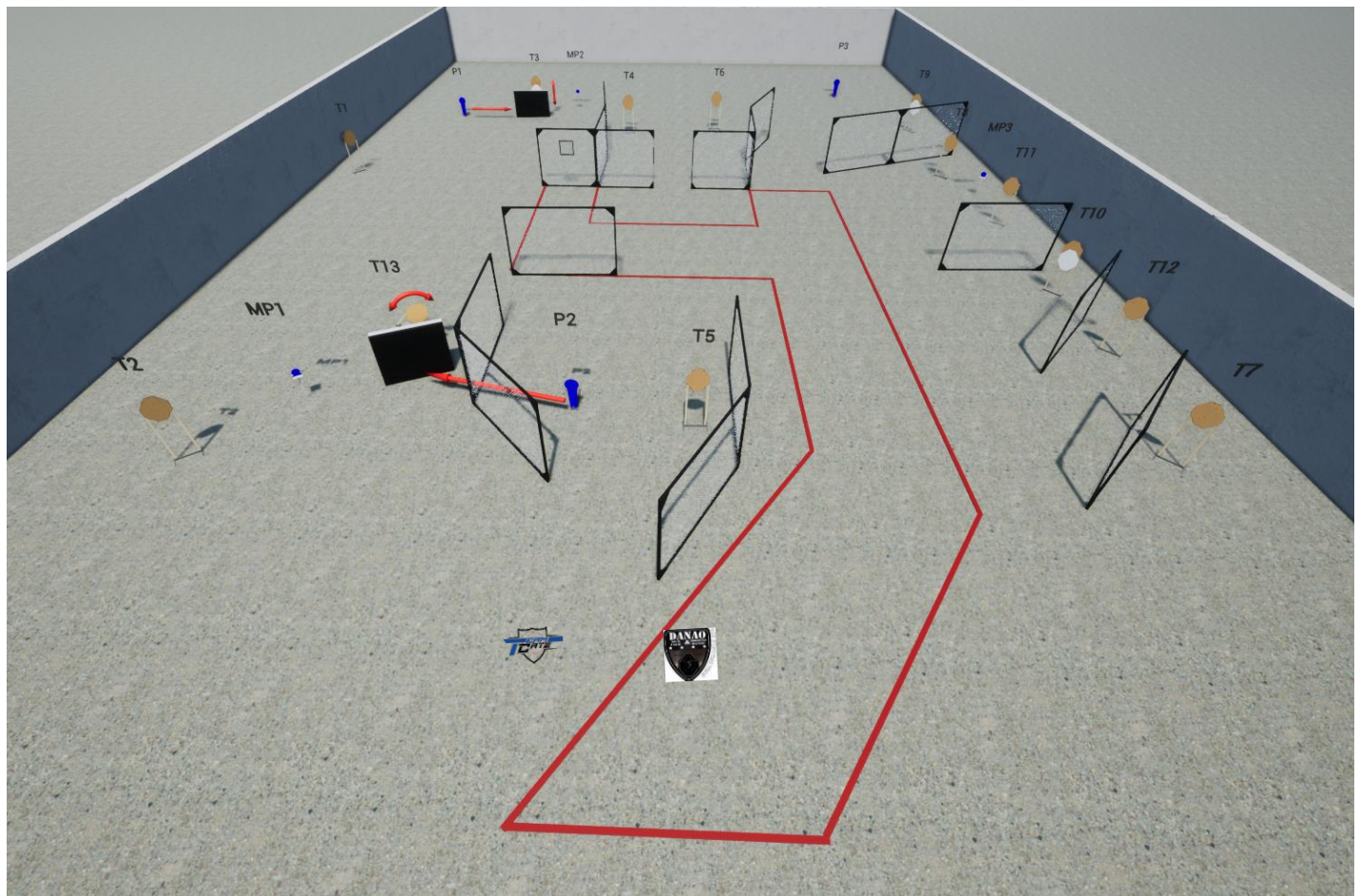
Total Rounds 216



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STAGE 1	
TYPE	LONG
TARGETS	13 IPSC Targets, 3 IPSC Poppers, 3 IPSC Metal Plates and 3 No-Shoots
Minimum Number of Rounds	32
FIREARM READY CONDITION	Loaded, option 1
START POSITION	Standing anywhere within the designated area as demonstrated. PCC in both hands with the stock touching the competitor at hip level. Muzzle down range, with the trigger guard parallel to the ground
TIME STARTS	AUDIBLE
PROCEDURE	On audible signal, engage 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.	

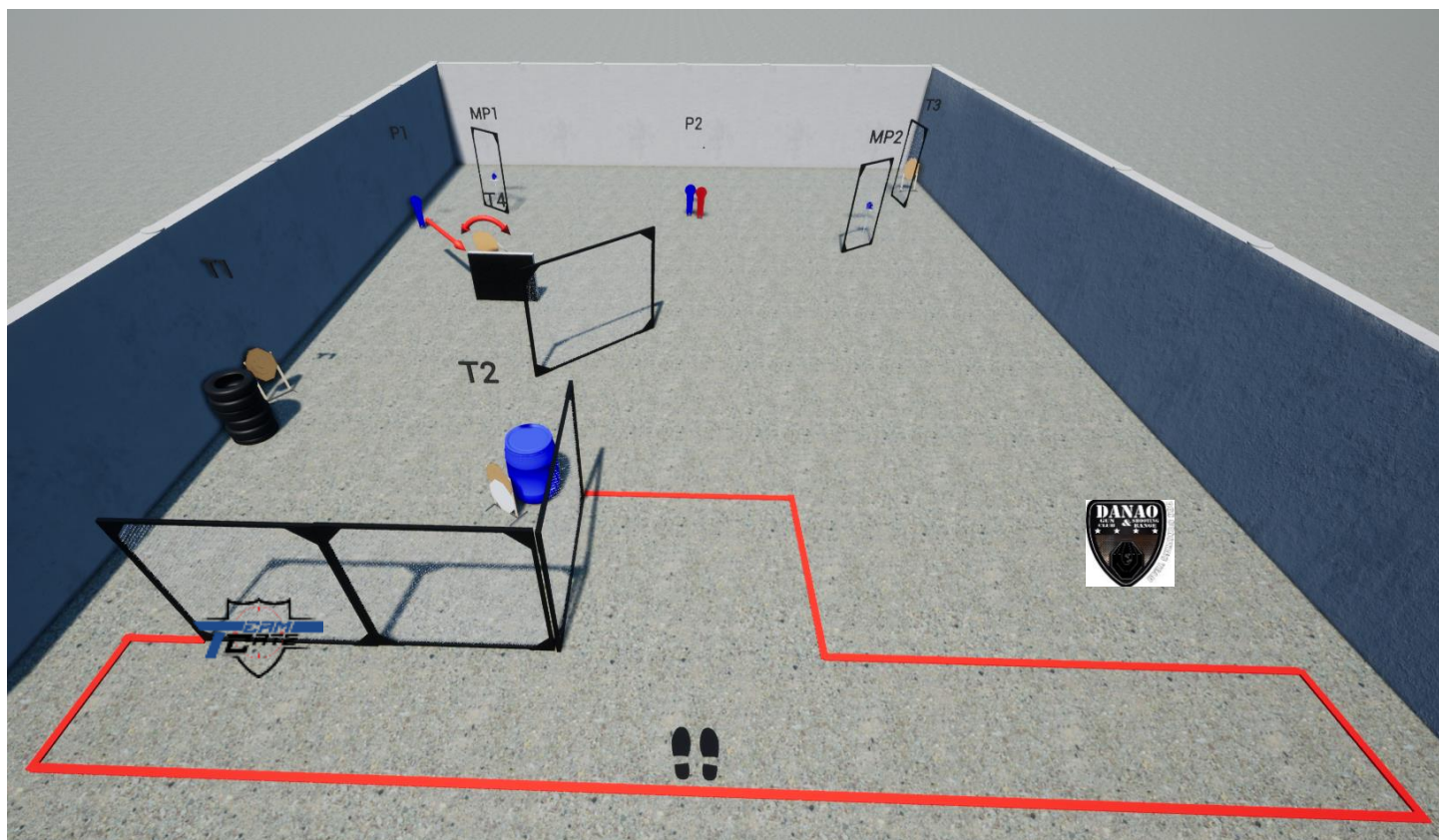




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STAGE 3	
TYPE	SHORT
TARGETS	4 IPSC Targets, 2 IPSC Poppers, 2 IPSC Metal Plates and 2 No-Shoots
Minimum Number of Rounds	12
FIREARM READY CONDITION	Loaded, option 1
START POSITION	Standing on mark as demonstrated. PCC in both hands with the stock touching the competitor at hip level. Muzzle down range, with the trigger guard parallel to the ground
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.	

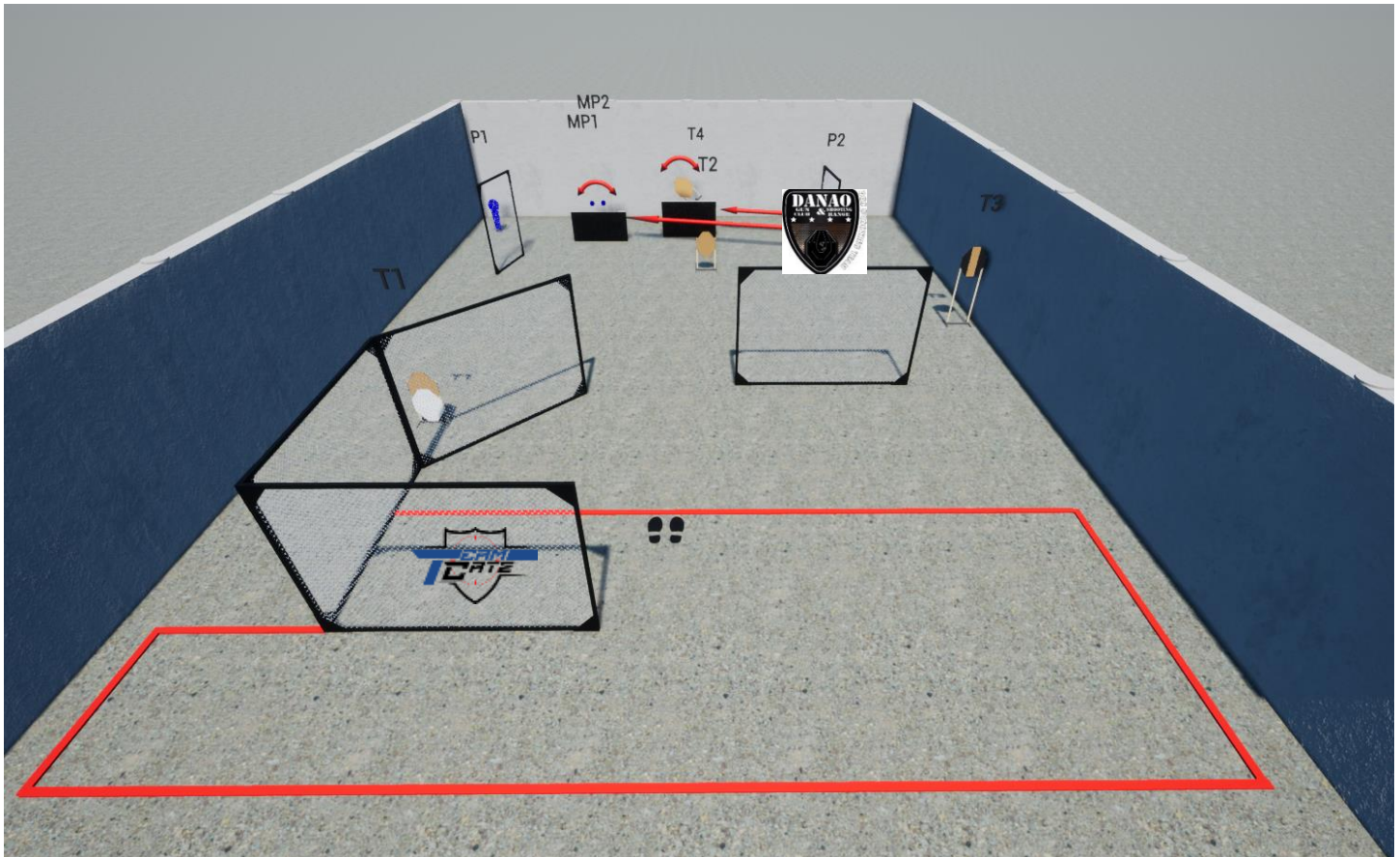




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STAGE 4	
TYPE	SHORT
TARGETS	4 IPSC Targets, 2 IPSC Poppers, 2 IPSC Metal Plates, 1 No-Shoot
Minimum Number of Rounds	12
FIREARM READY CONDITION	Loaded, option 1
START POSITION	Standing on mark as demonstrated. PCC in both hands with the stock touching the competitor at hip level. Muzzle down range, with the trigger guard parallel to the ground
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.	

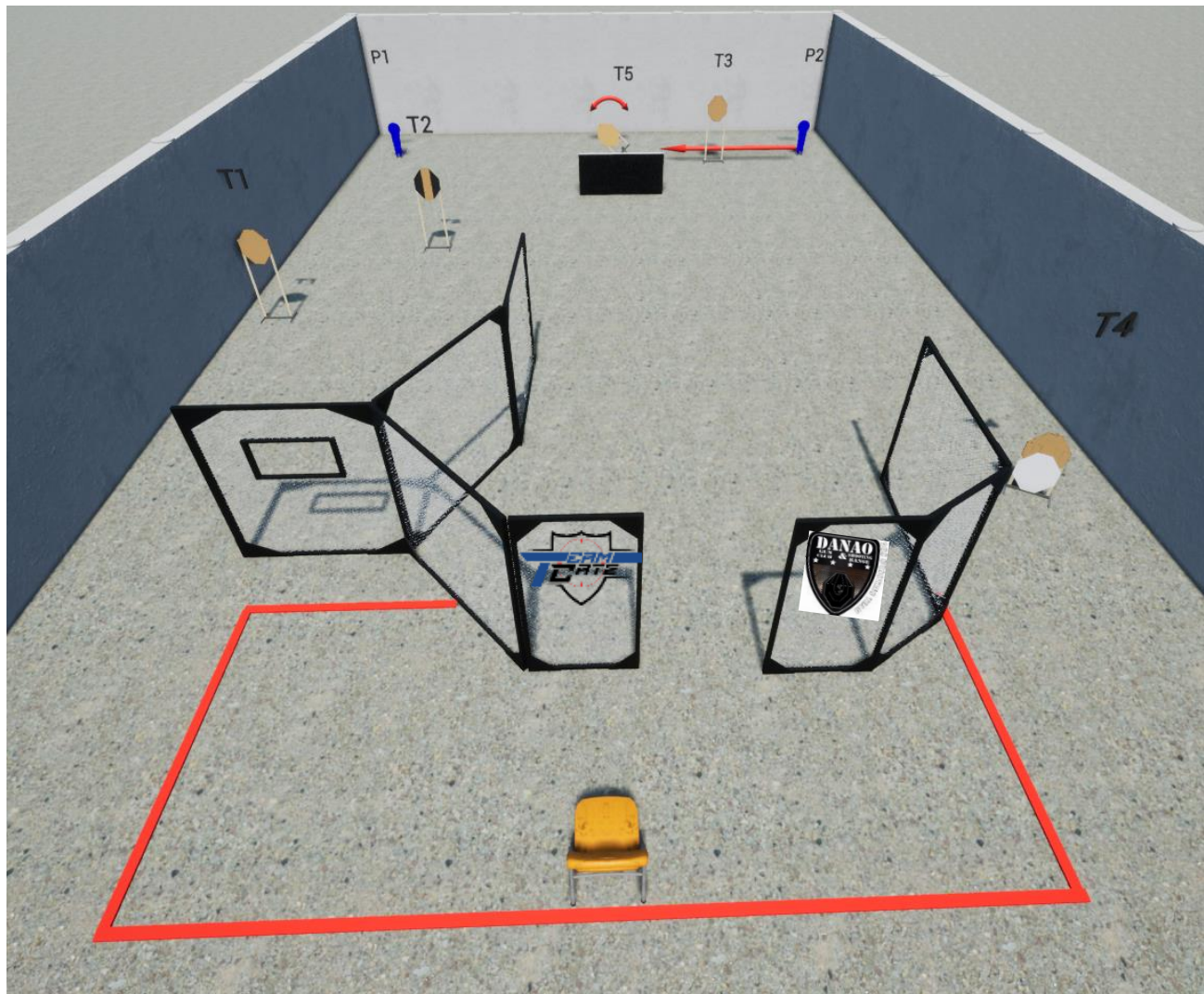




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STAGE 5	
TYPE	SHORT
TARGETS	5 IPSC Targets, 2 IPSC Poppers and 1 No-Shoot
Minimum Number of Rounds	12
FIREARM READY CONDITION	Loaded, option 1
START POSITION	Competitor seated on the chair as demonstrated. PCC in both hands with the stock touching the competitor at hip level. Muzzle down range, with the trigger guard parallel to the ground
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.	

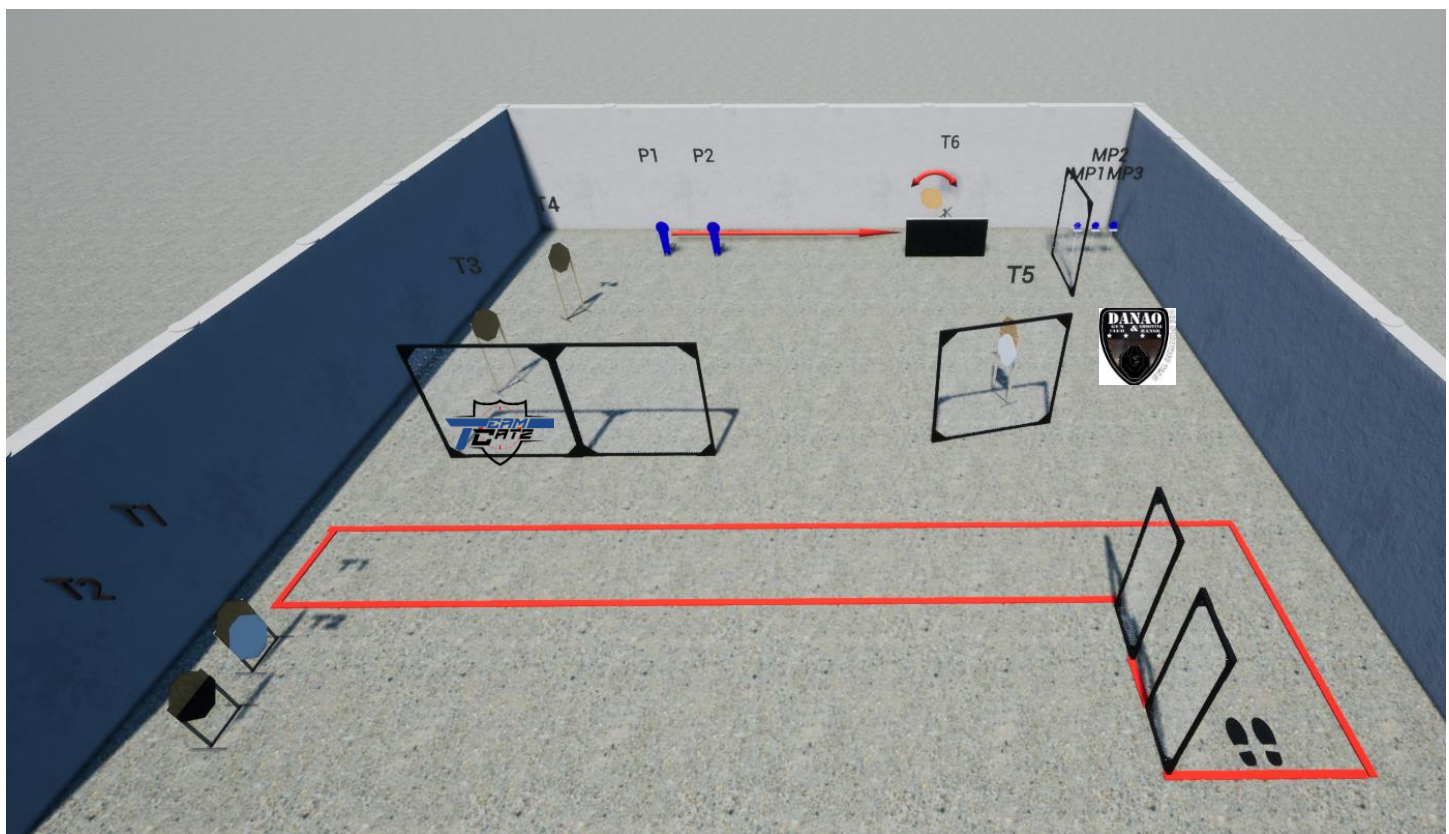




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STAGE 6	
TYPE	MEDIUM
TARGETS	6 IPSC Targets, 2 IPSC Poppers, 3 IPSC Metal Plates and 2 No-Shoots
Minimum Number of Rounds	17
FIREARM READY CONDITION	Loaded, option 1
START POSITION	Standing on mark as demonstrated. PCC in both hands with the stock touching the competitor at hip level. Muzzle down range, with the trigger guard parallel to the ground
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.	

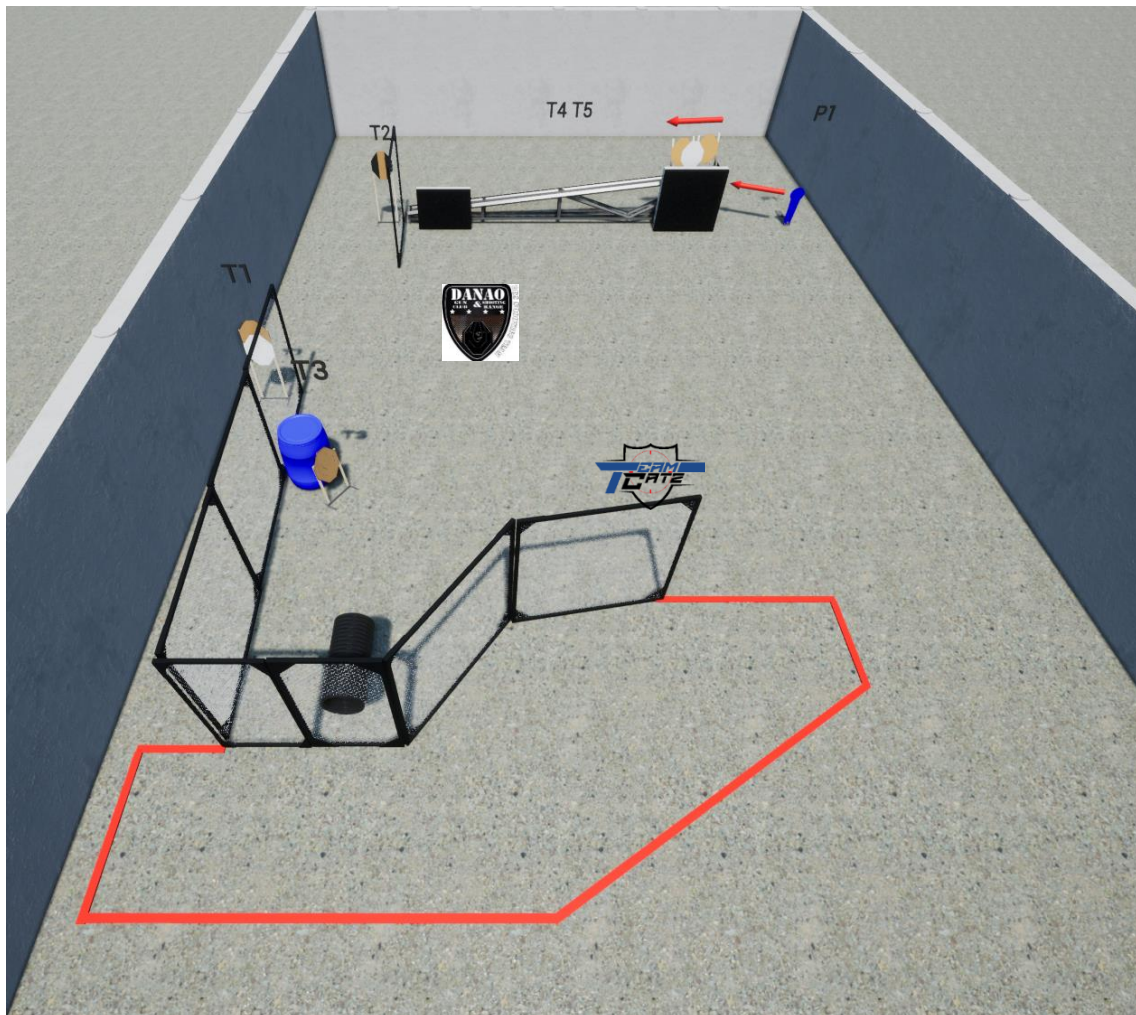




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STAGE 7	
TYPE	SHORT
TARGETS	5 IPSC Targets, 1 IPSC Popper and 2 No-Shoots
Minimum Number of Rounds	11
FIREARM READY CONDITION	Loaded, option 1
START POSITION	Standing anywhere within the designated area as demonstrated. PCC in both hands with the stock touching the competitor at hip level. Muzzle down range, with the trigger guard parallel to the ground
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.	

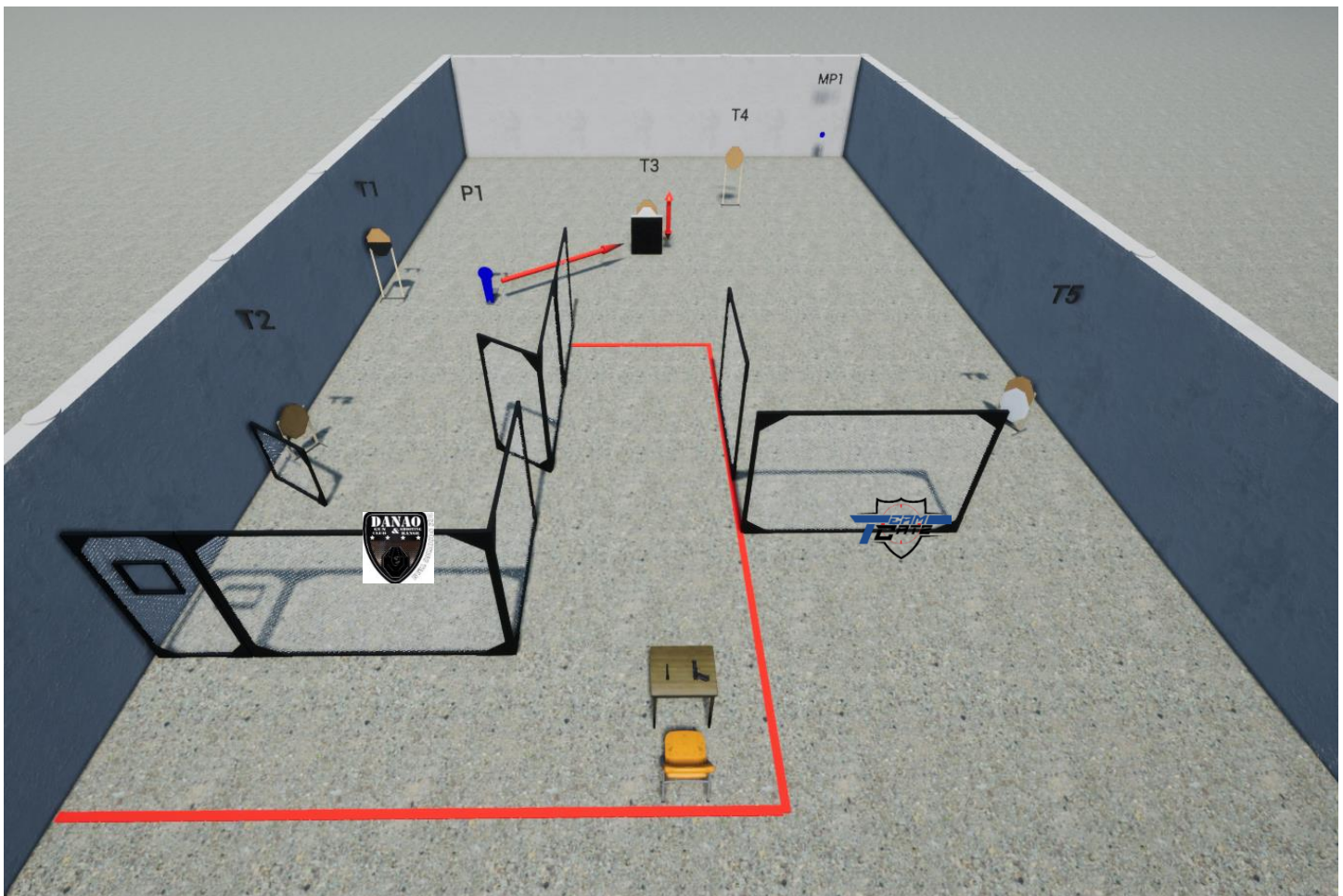




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STAGE 8	
TYPE	SHORT
TARGETS	5 IPSC Targets, 1 IPSC Popper, 1 IPSC Metal Plate and 2 No-Shoots
Minimum Number of Rounds	12
FIREARM READY CONDITION	Unloaded, option 3
START POSITION	Gun empty and all magazines on table. Upon start signal, engage all targets.
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.	

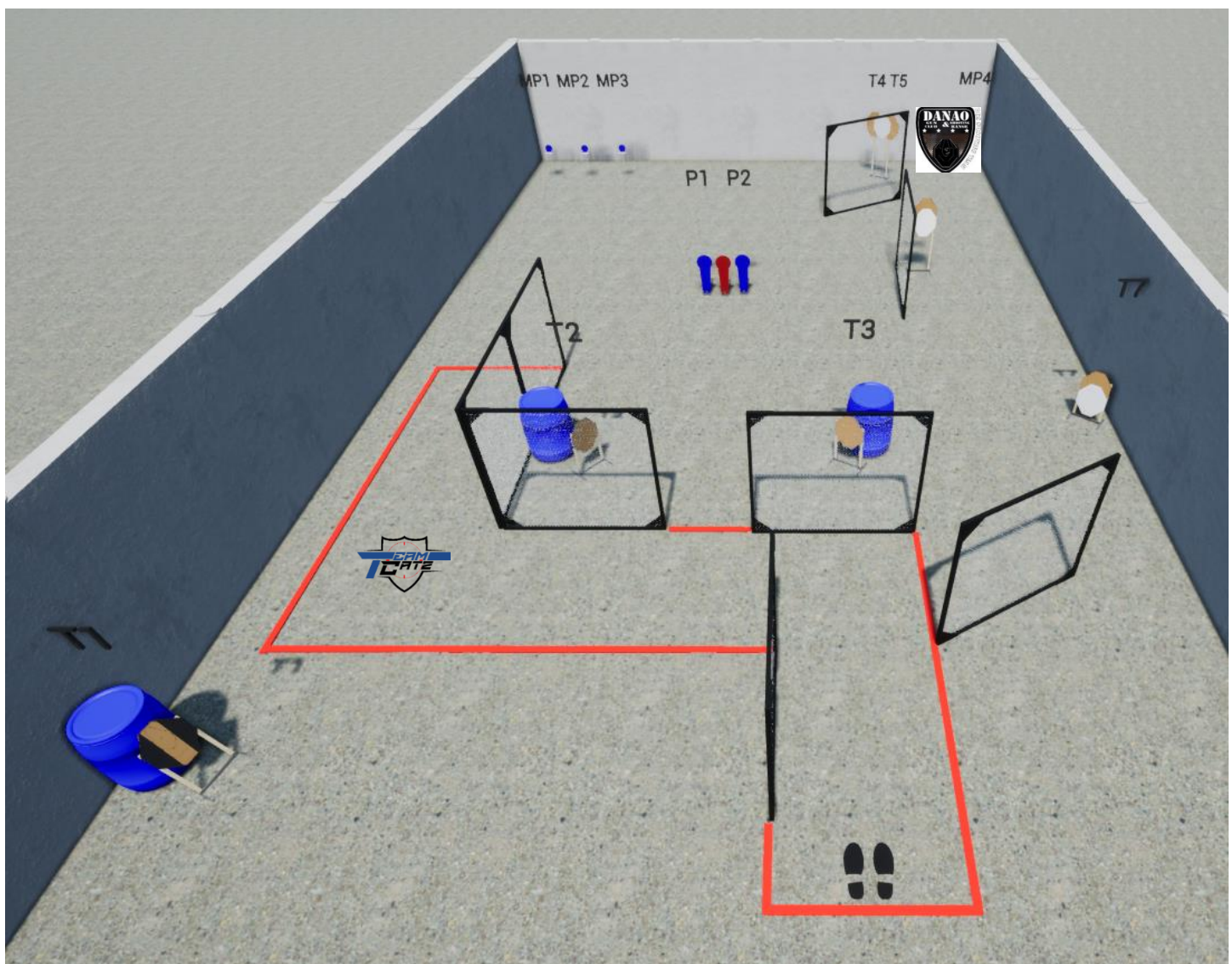




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STAGE 9	
TYPE	MEDIUM
TARGETS	7 IPSC Targets, 2 IPSC Poppers, 4 IPSC Metal Plates and 3 No-Shoots
Minimum Number of Rounds	20
FIREARM READY CONDITION	Loaded, option 1
START POSITION	Standing on mark as demonstrated. PCC in both hands with the stock touching the competitor at hip level. Muzzle down range, with the trigger guard parallel to the ground.
TIME STARTS	AUDIBLE
PROCEDURE	Upon start signal, engage all targets.

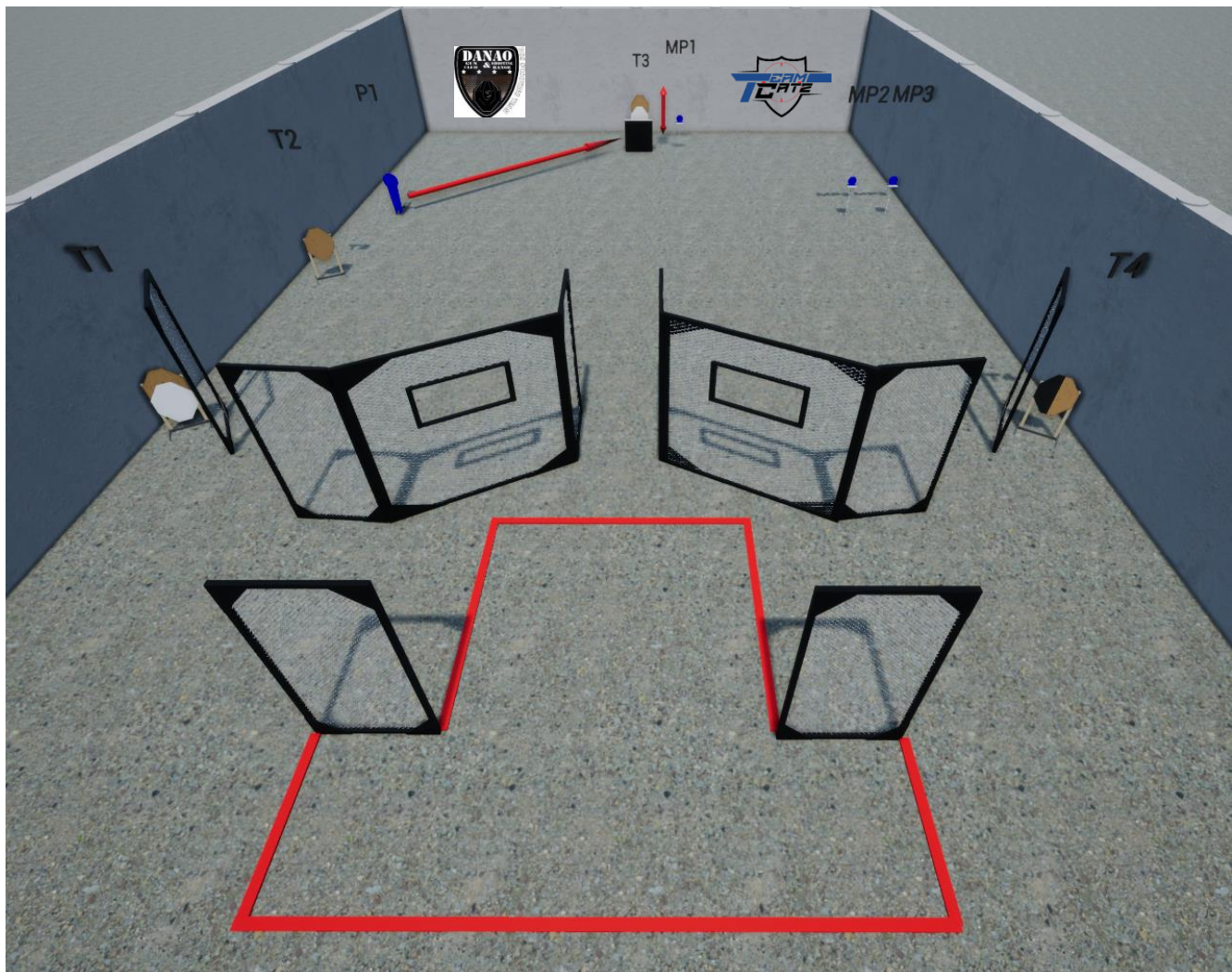




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STAGE 10	
TYPE	SHORT
TARGETS	4 IPSC Targets, 1 IPSC Poppers, 3 IPSC Metal Plates, 2 No-Shoots
Minimum Number of Rounds	12
FIREARM READY CONDITION	Loaded, option 1
START POSITION	Standing anywhere within the designated area as demonstrated. PCC in both hands with the stock touching the competitor at hip level. Muzzle down range, with the trigger guard parallel to the ground
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.	

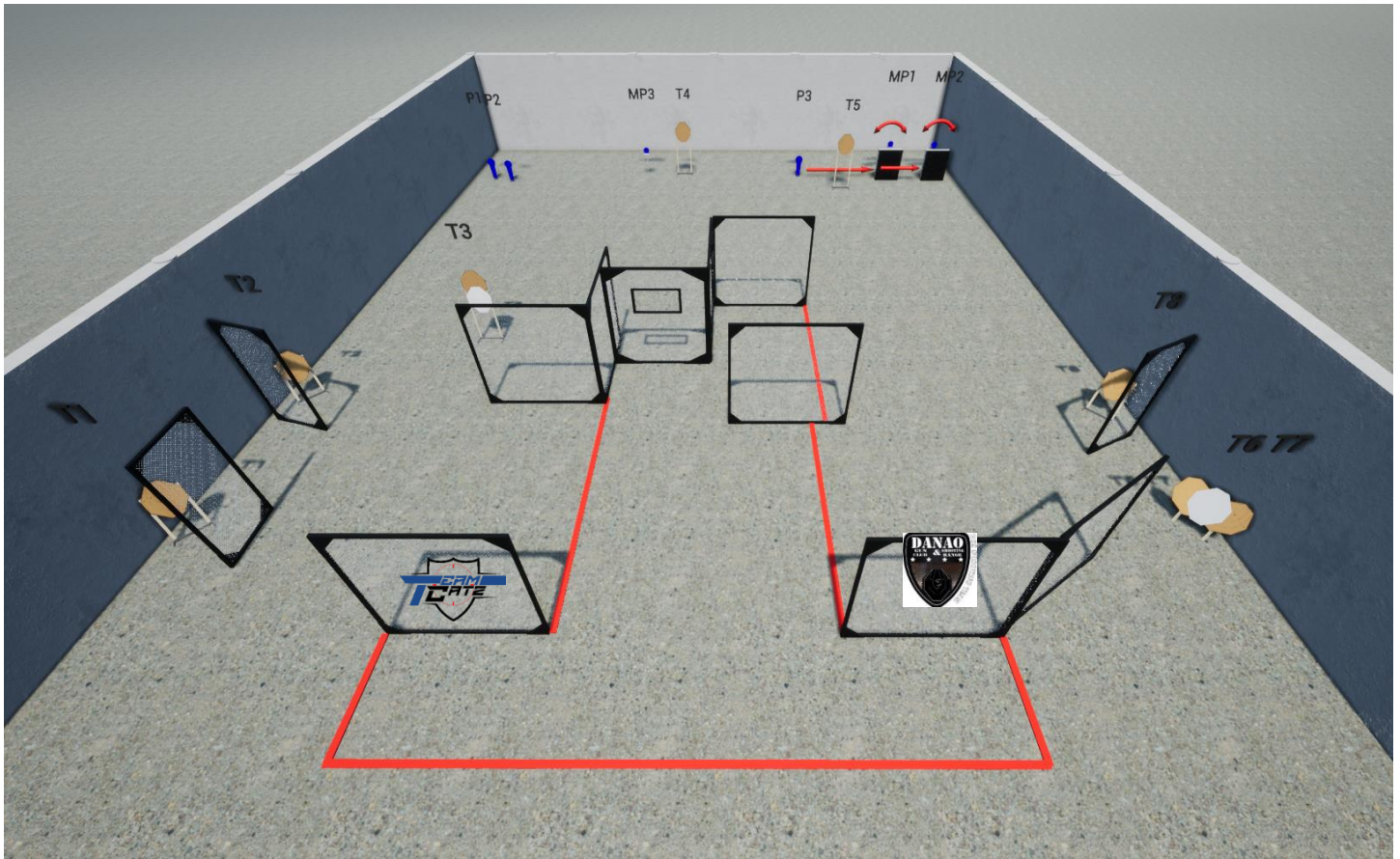




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STAGE 11	
TYPE	MEDIUM
TARGETS	8 IPSC Targets, 3 IPSC Popper, 3 IPSC Metal Plates and 2 No-Shoots
Minimum Number of Rounds	22
FIREARM READY CONDITION	Loaded, option 1
START POSITION	Standing anywhere within the designated area as demonstrated. PCC in both hands with the stock touching the competitor at hip level. Muzzle down range, with the trigger guard parallel to the ground.
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	
TYPE	LONG
TARGETS	12 IPSC Targets, 2 IPSC Poppers, 5 IPSC Metal Plates 3 No-Shoots
Minimum Number of Rounds	31
FIREARM READY CONDITION	Loaded, option 1
START POSITION	Standing anywhere within the designated area as demonstrated. PCC in both hands with the stock touching the competitor at hip level. Muzzle down range, with the trigger guard parallel to the ground
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.	

