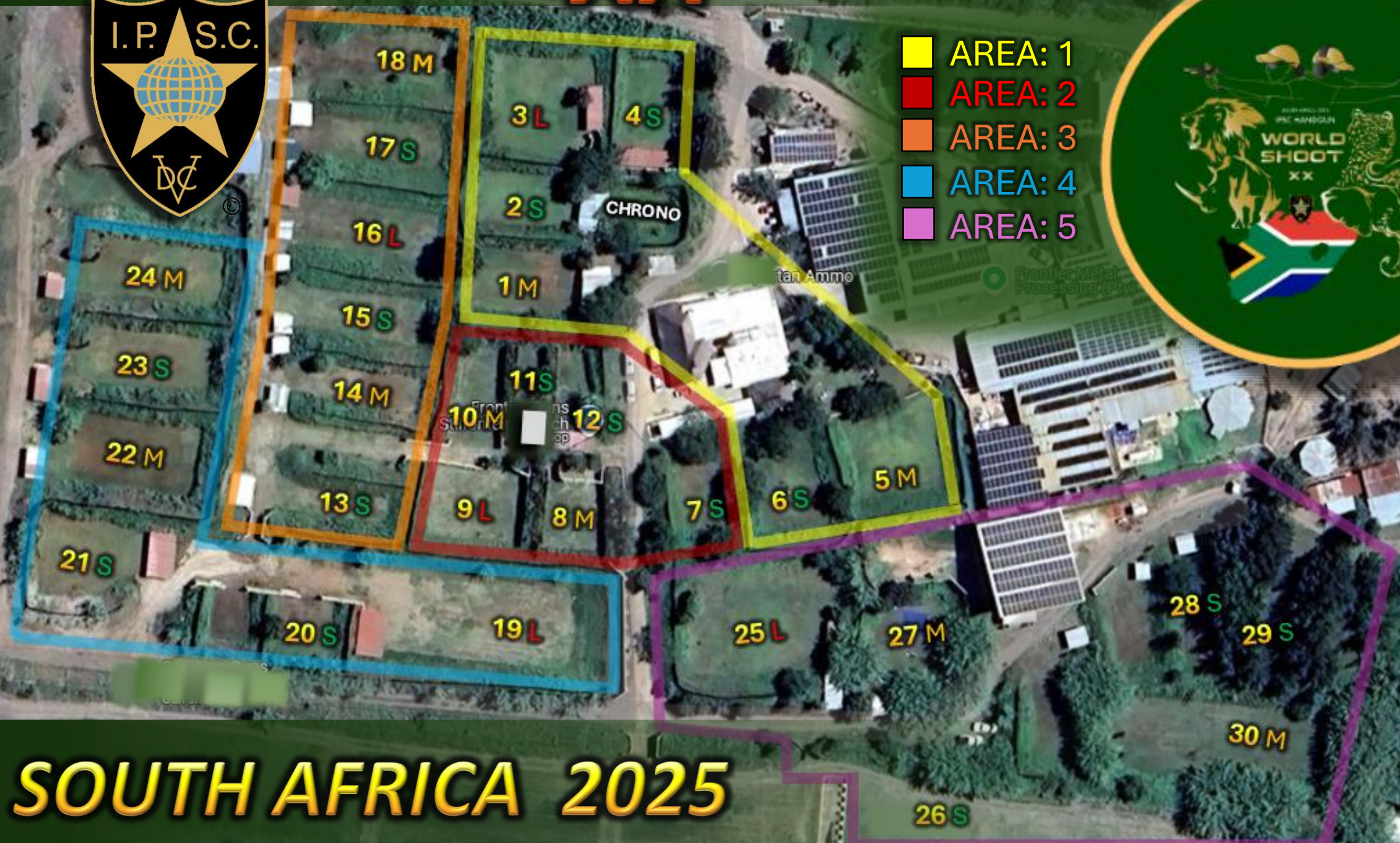


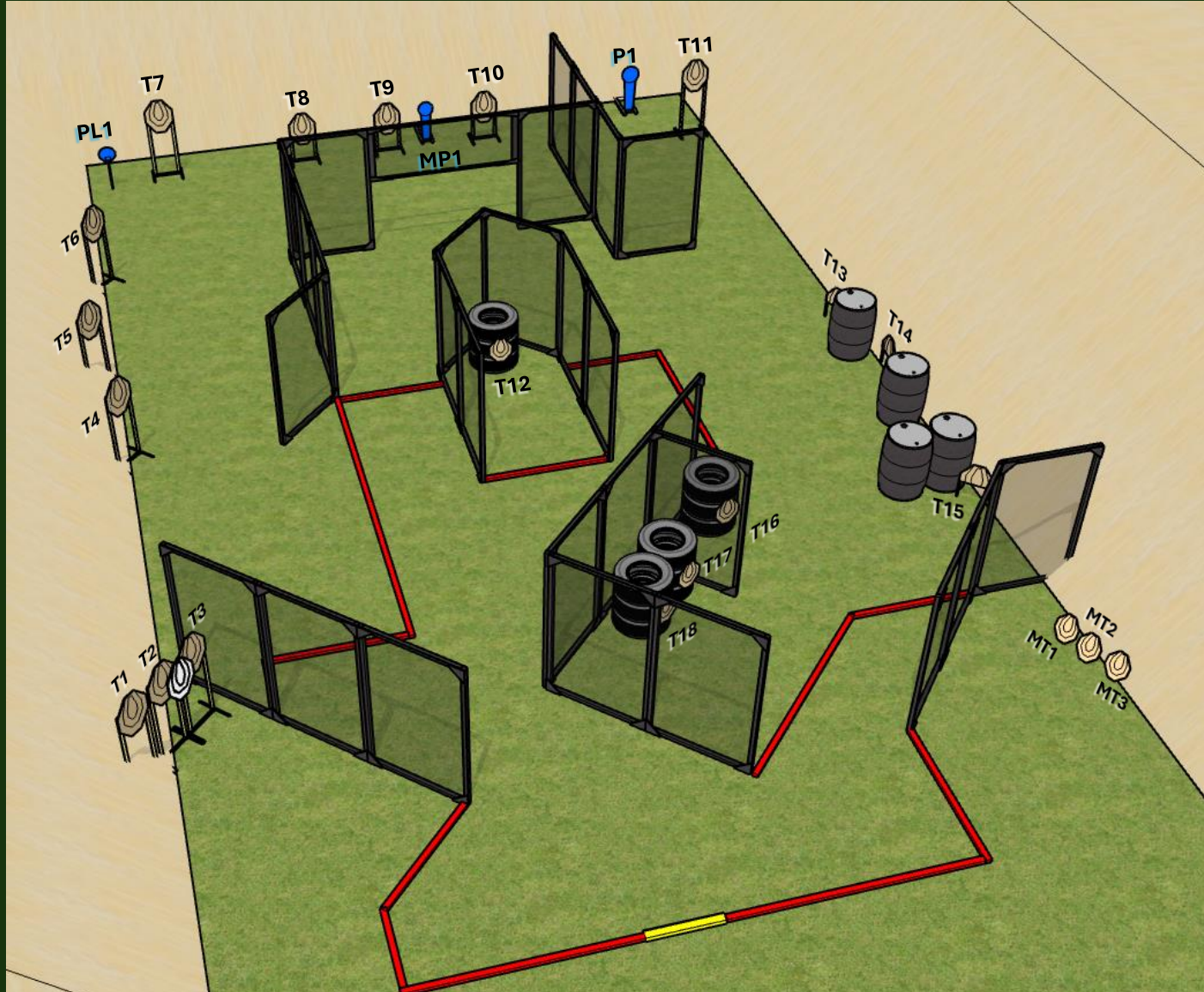
WORLD SHOOT XX



- AREA: 1
- AREA: 2
- AREA: 3
- AREA: 4
- AREA: 5



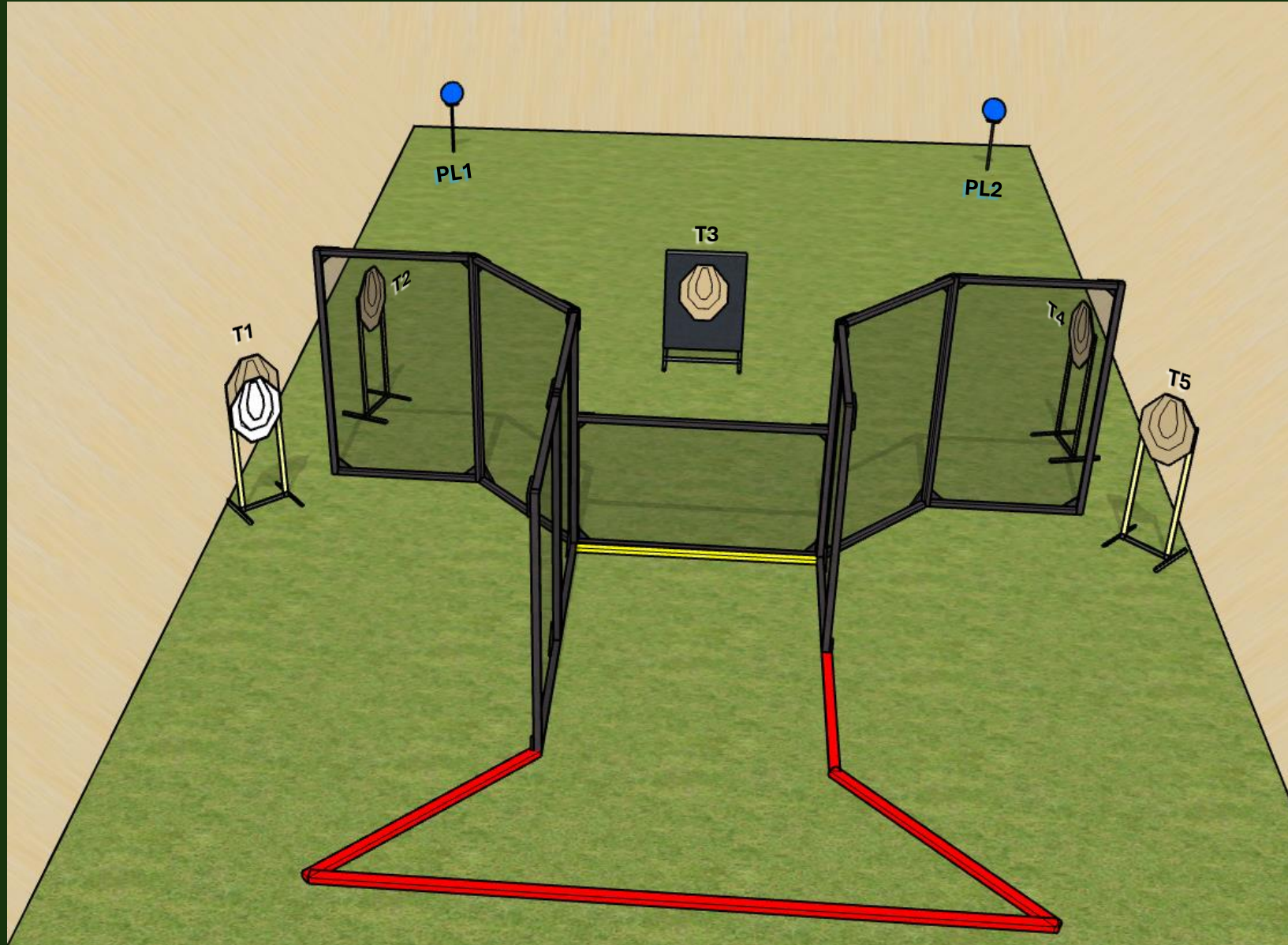
SOUTH AFRICA 2025



Stage: 1

Targets:	18 IPSC targets, 3 IPSC mini targets, 1 IPSC popper, 1 IPSC mini popper and 1 IPSC metal plate.
Number of rounds to be scored:	24
The handgun ready condition:	
Start position:	Heels touching mark.
Time starts:	Audible
Procedure:	At start signal engage targets. Best 1 hit per target will count.

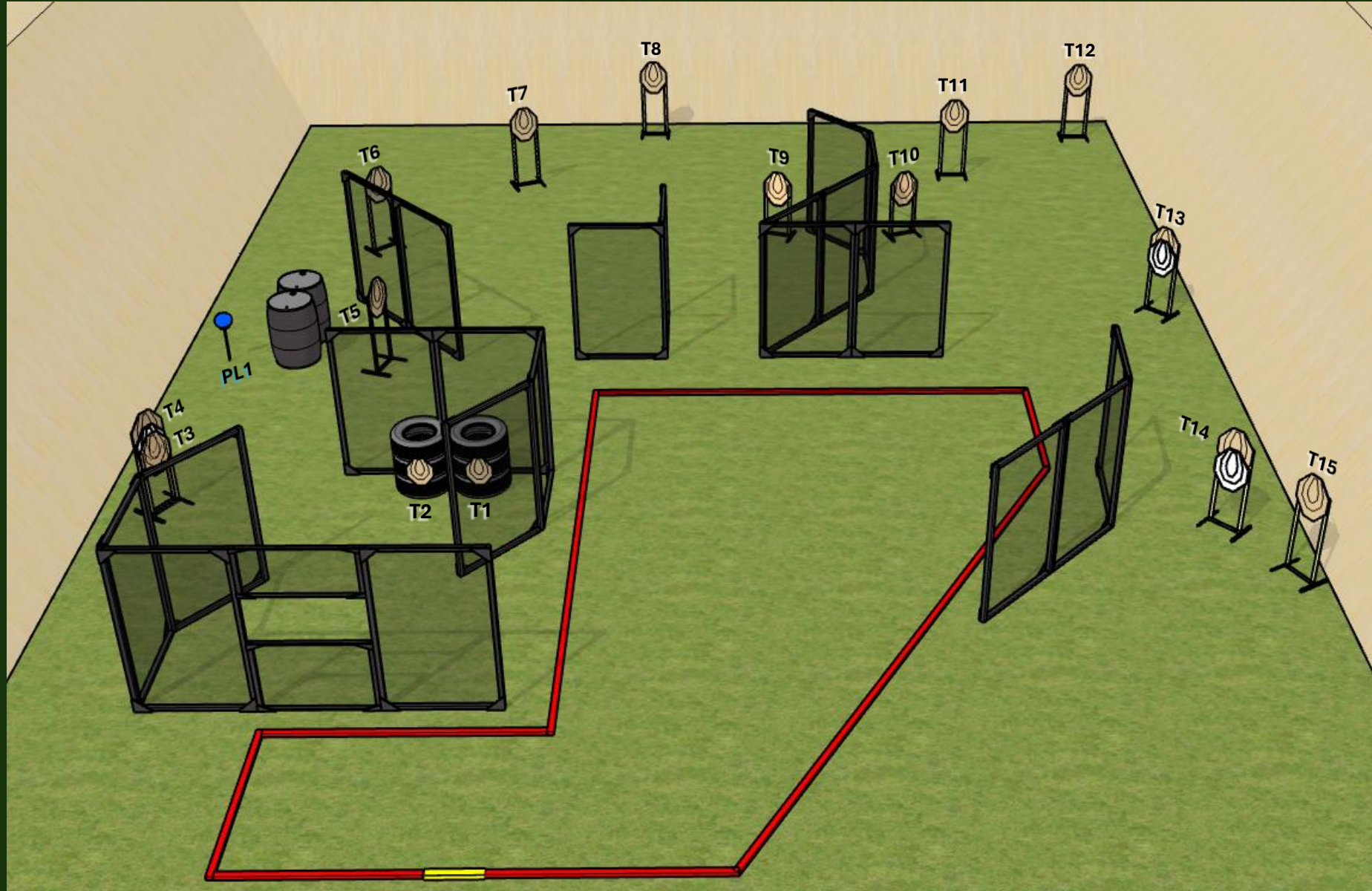




Stage: 2

Targets:	5 IPSC targets and 2 IPSC metal plates.
Number of rounds to be scored:	12
The handgun ready condition:	
Start position:	Feet touching mark.
Time starts:	Audible
Procedure:	At start signal engage targets.

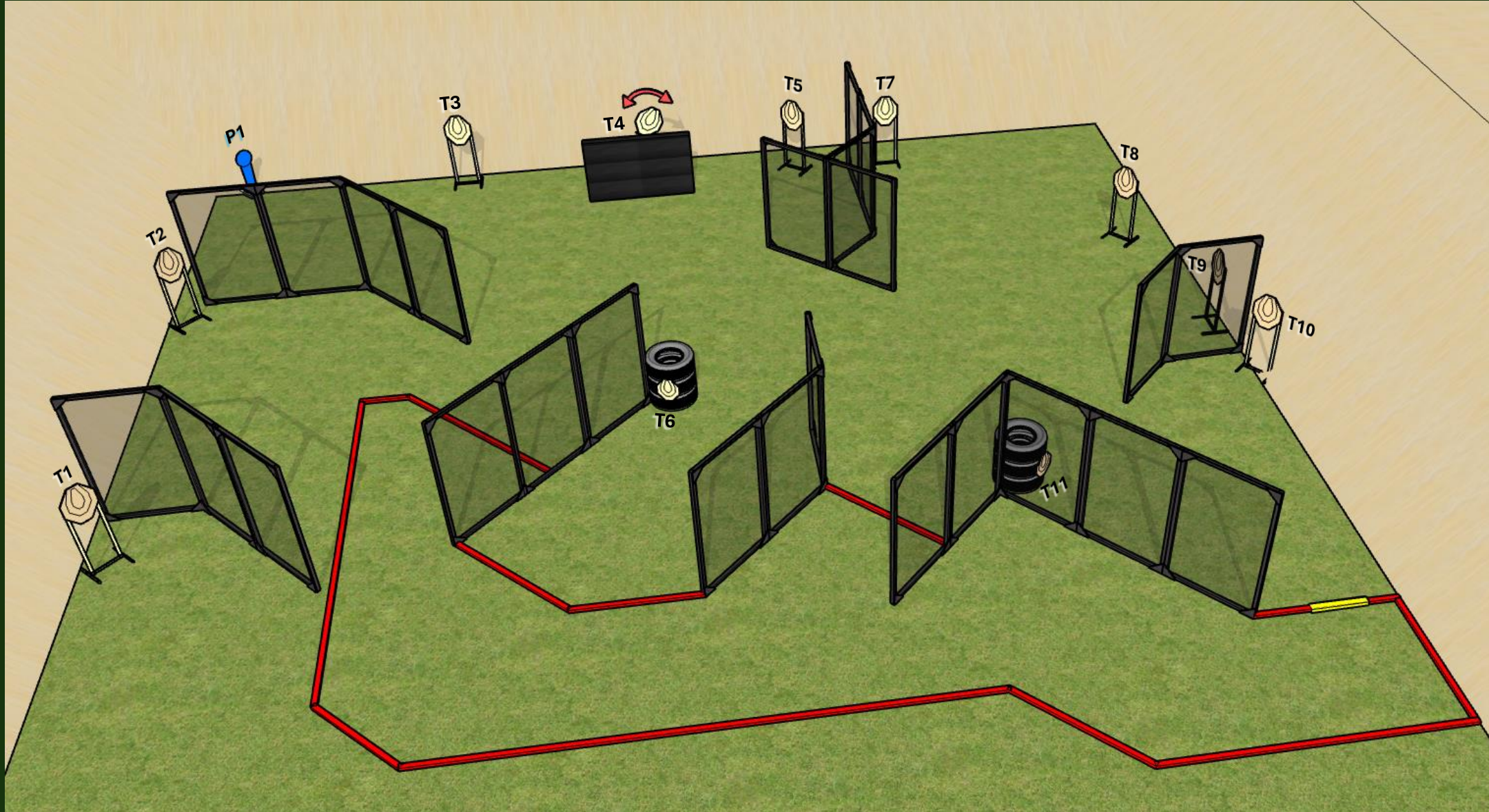




Stage: 3

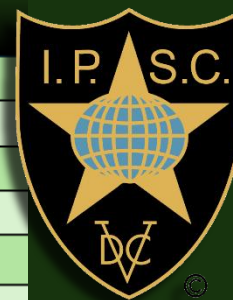
Targets:	15 IPSC targets and 1 IPSC metal plate.
Number of rounds to be scored:	31
The handgun ready condition:	
Start position:	Heels touching mark.
Time starts:	Audible
Procedure:	At start signal engage targets.

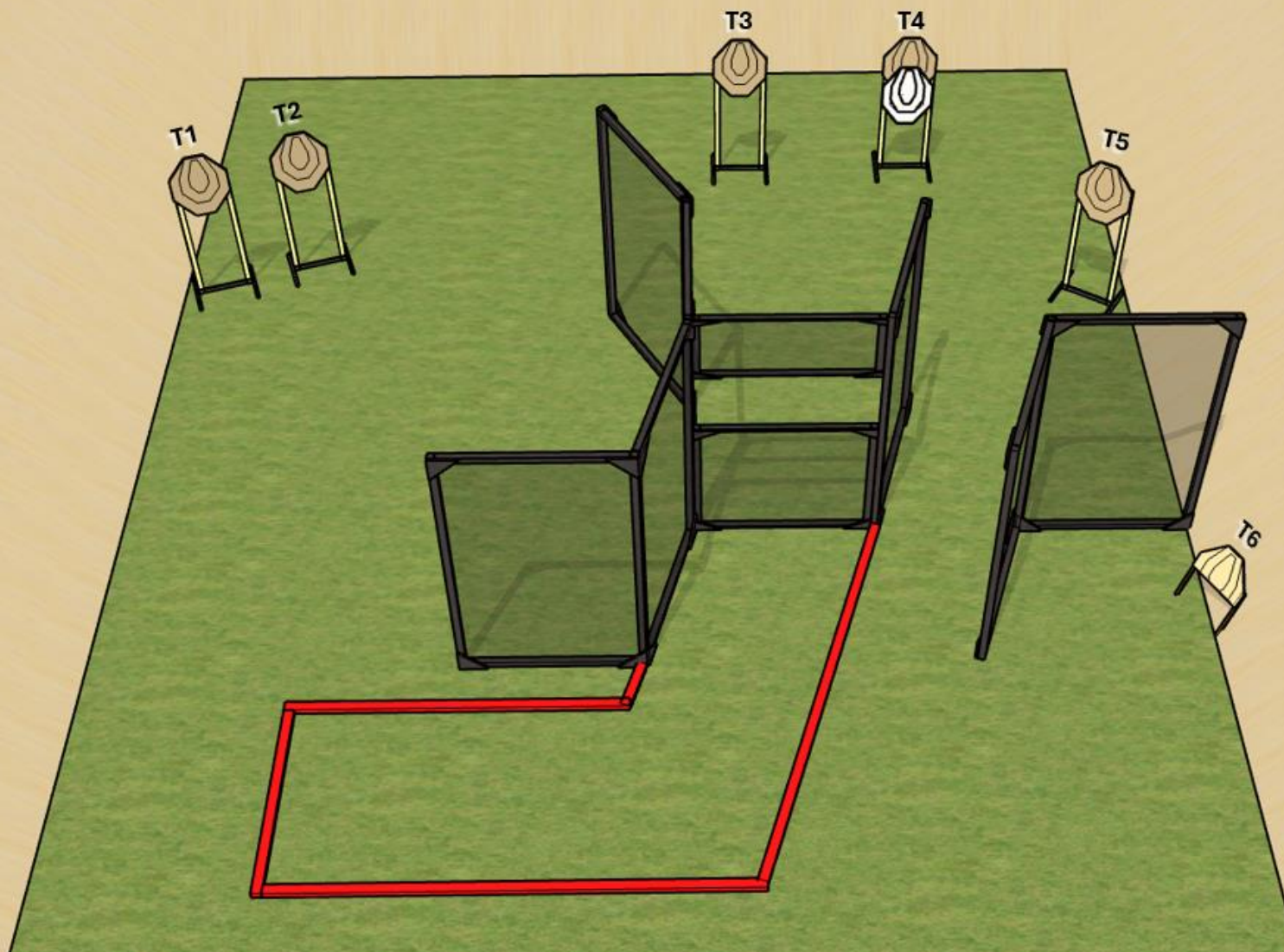




Stage: 5

Targets:	11 IPSC targets and 1 IPSC popper.
Number of rounds to be scored:	23
The handgun ready condition:	
Start position:	Feet touching mark.
Time starts:	Audible
Procedure:	At start signal engage targets. P1 activates moving target T4 which will be visible at rest.

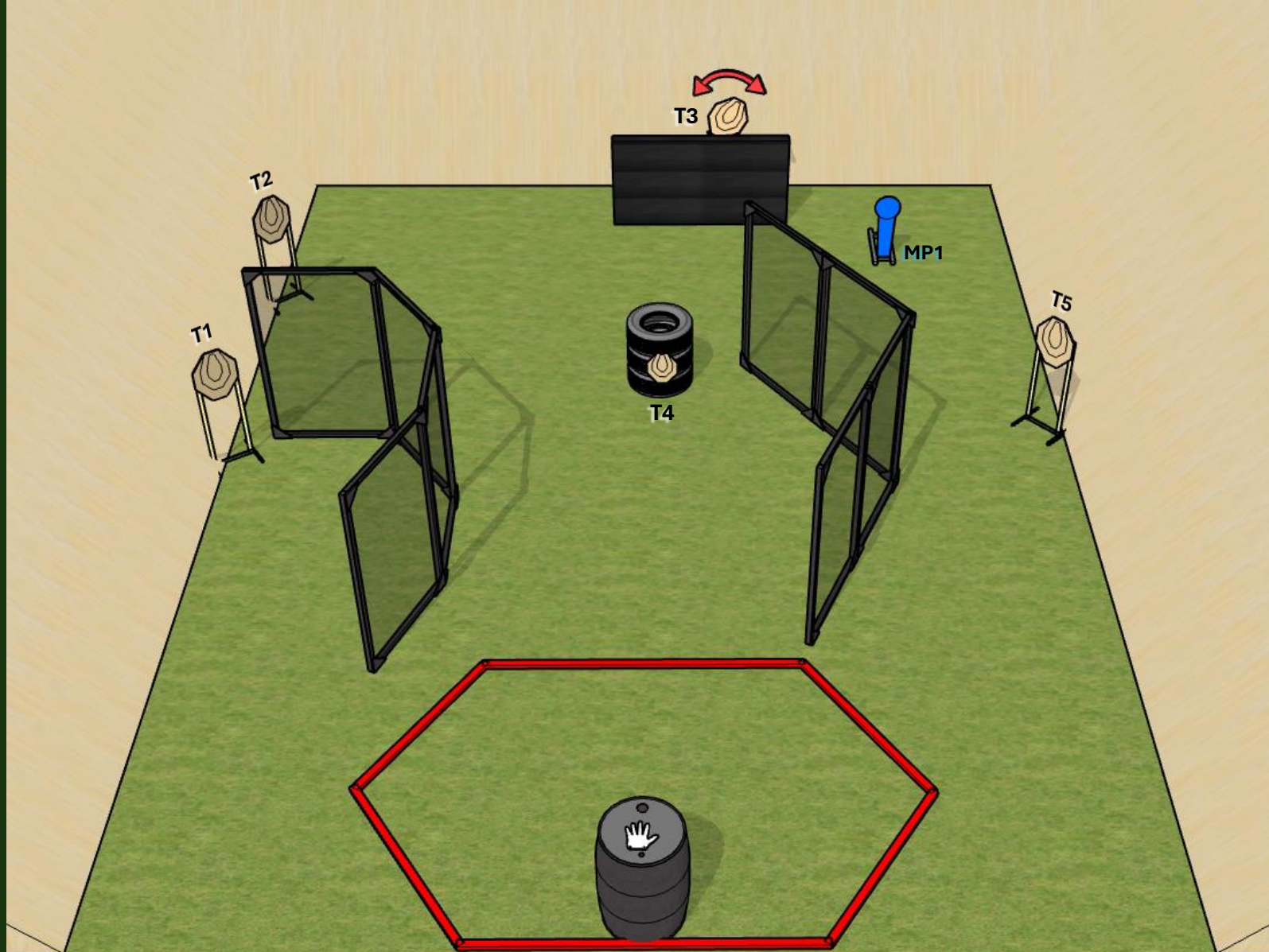




Stage: 6

Targets:	6 IPSC targets.
Number of rounds to be scored:	12
The handgun ready condition:	
Start position:	Standing as demonstrated.
Time starts:	Audible
Procedure:	At start signal engage targets.

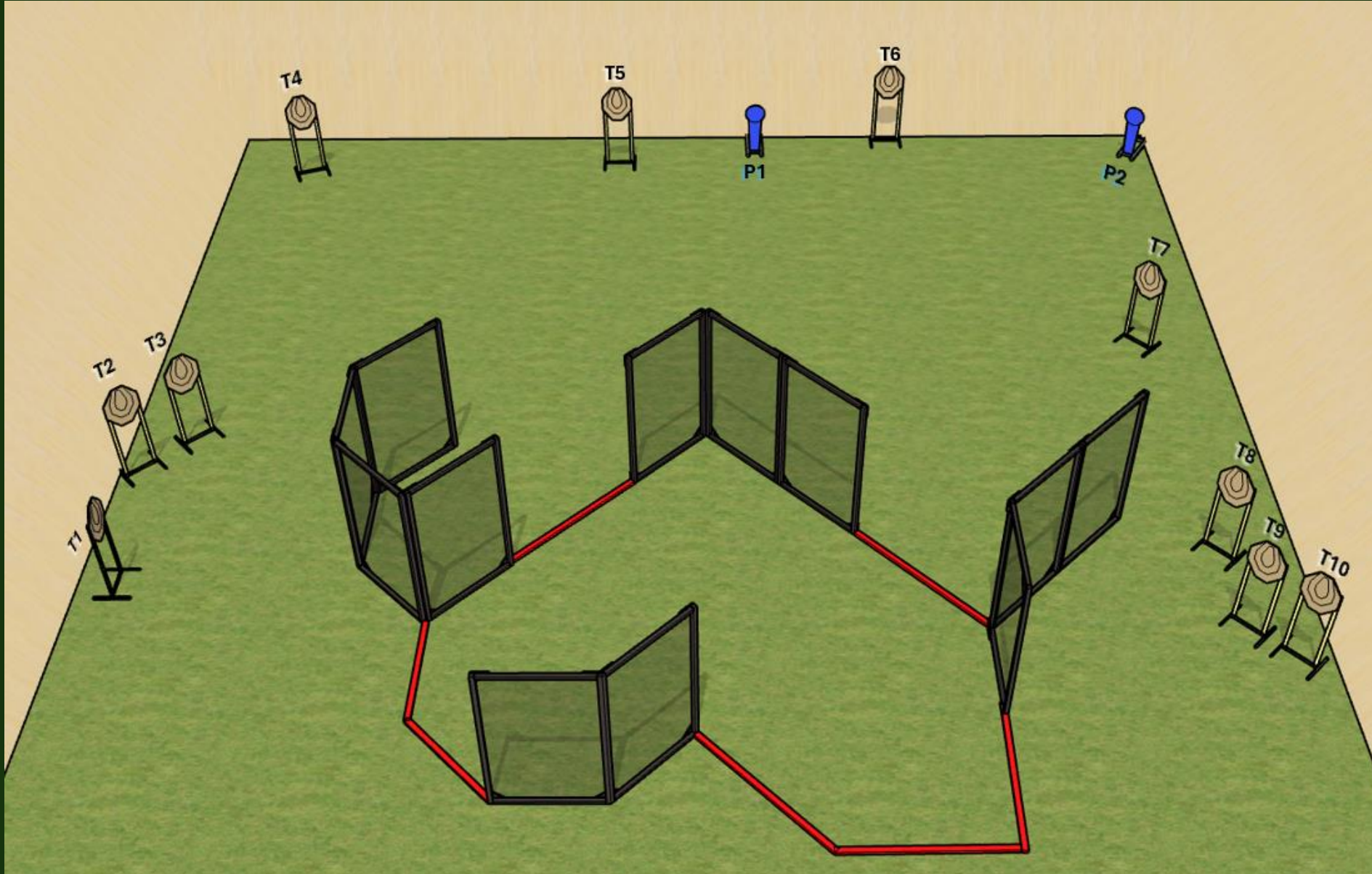




Stage: 7

Targets:	5 IPSC targets and 1 IPSC mini popper.
Number of rounds to be scored:	11
The handgun ready condition:	
Start position:	One hand touching barrel.
Time starts:	Audible
Procedure:	At start signal engage targets. MP1 activates moving target T3 which will be visible at rest.

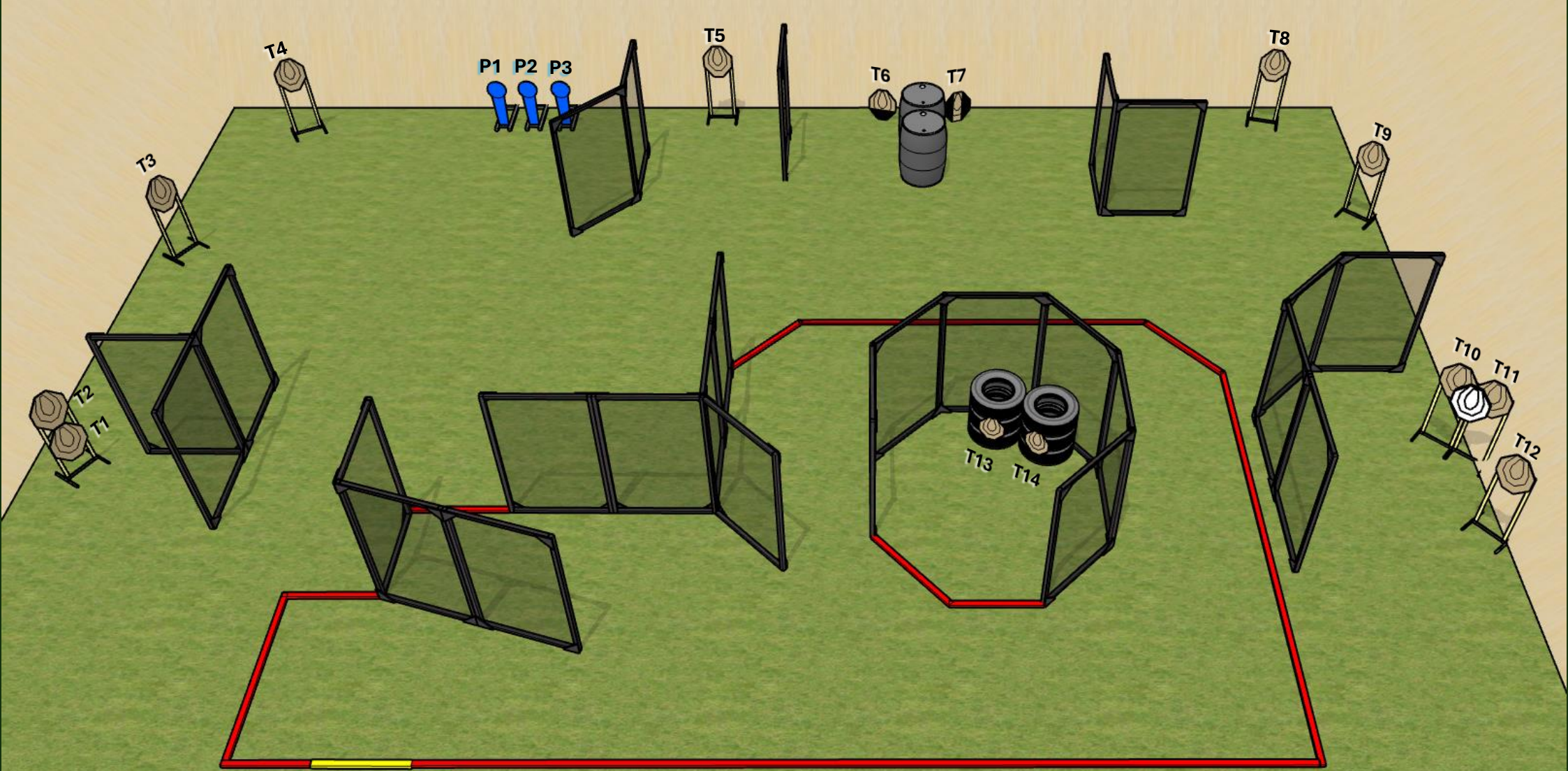




Stage: 8

Targets:	10 IPSC targets and 2 IPSC poppers.
Number of rounds to be scored:	22
The handgun ready condition:	
Start position:	Standing as demonstrated.
Time starts:	Audible
Procedure:	At start signal engage targets, strong hand only.

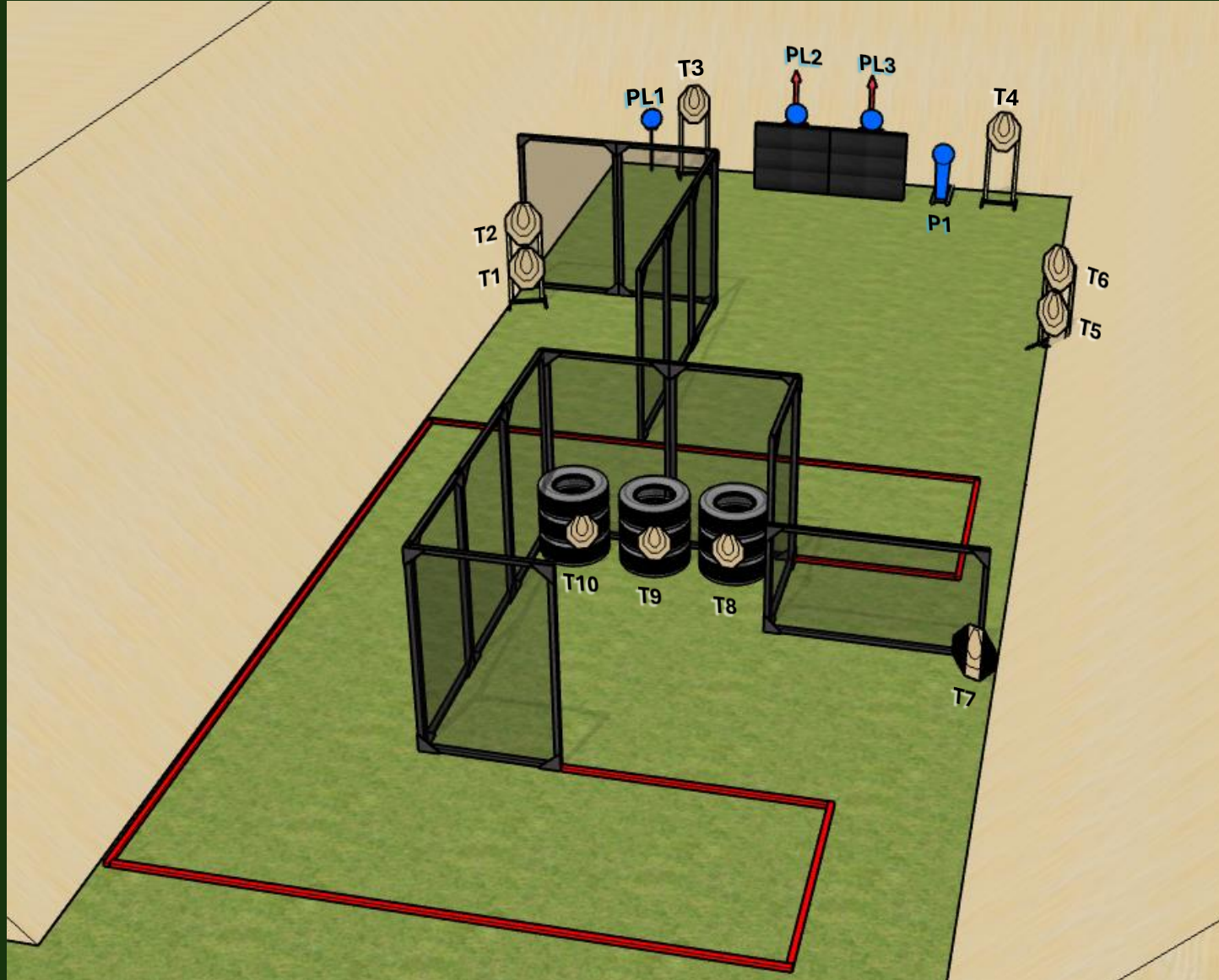




Stage: 9

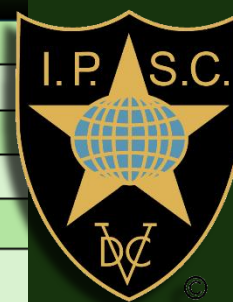
Targets:	14 IPSC targets and 3 IPSC popper.
Number of rounds to be scored:	31
The handgun ready condition:	
Start position:	Heels touching mark.
Time starts:	Audible
Procedure:	At start signal engage targets.

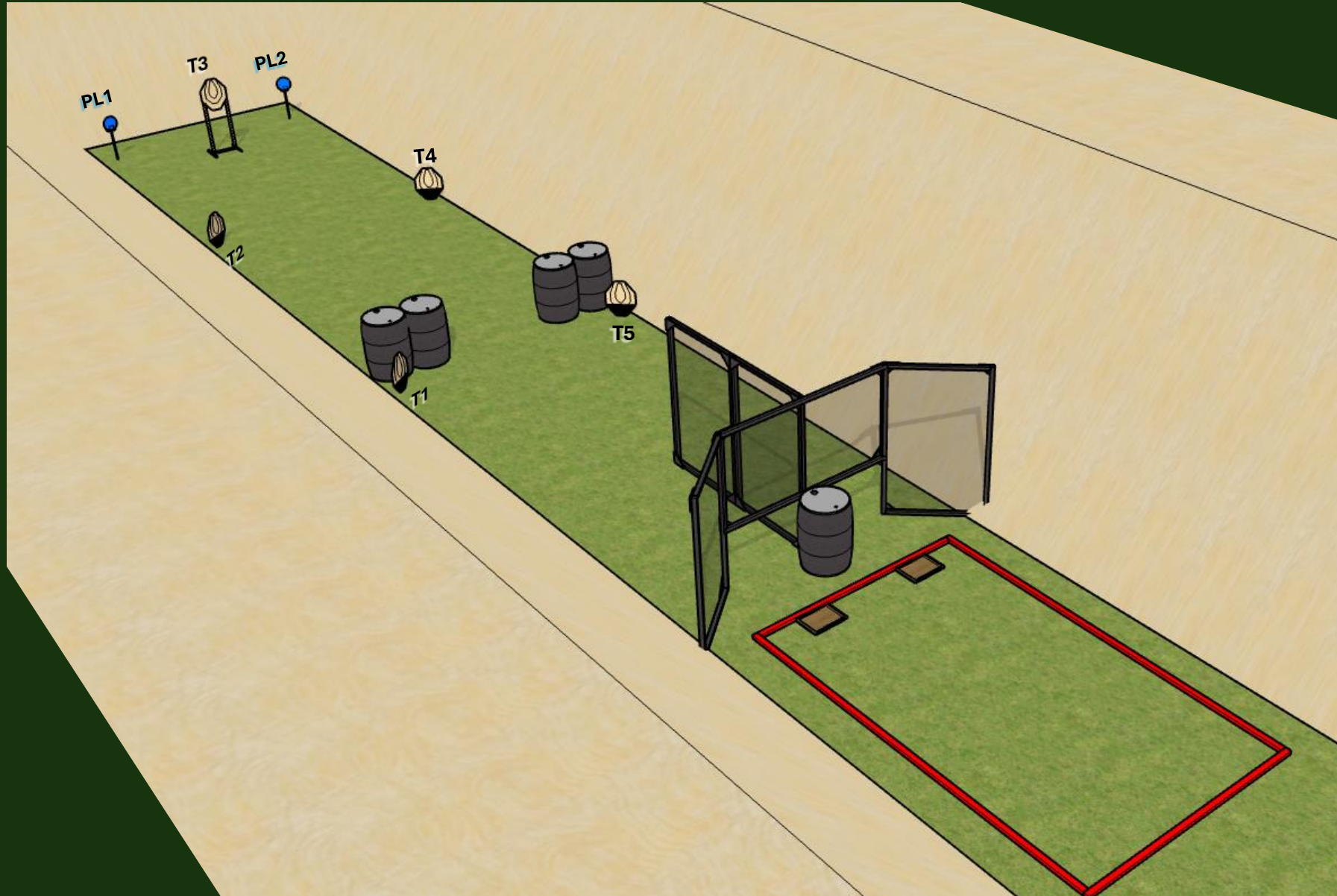




Stage: 10

Targets:	10 IPSC targets, 1 IPSC popper and 3 IPSC metal plates.
Number of rounds to be scored:	24
The handgun ready condition:	
Start position:	Standing as demonstrated.
Time starts:	Audible
Procedure:	At start signal engage targets. P1 activates moving targets PL2 and PL3. All moving targets will be visible at rest.

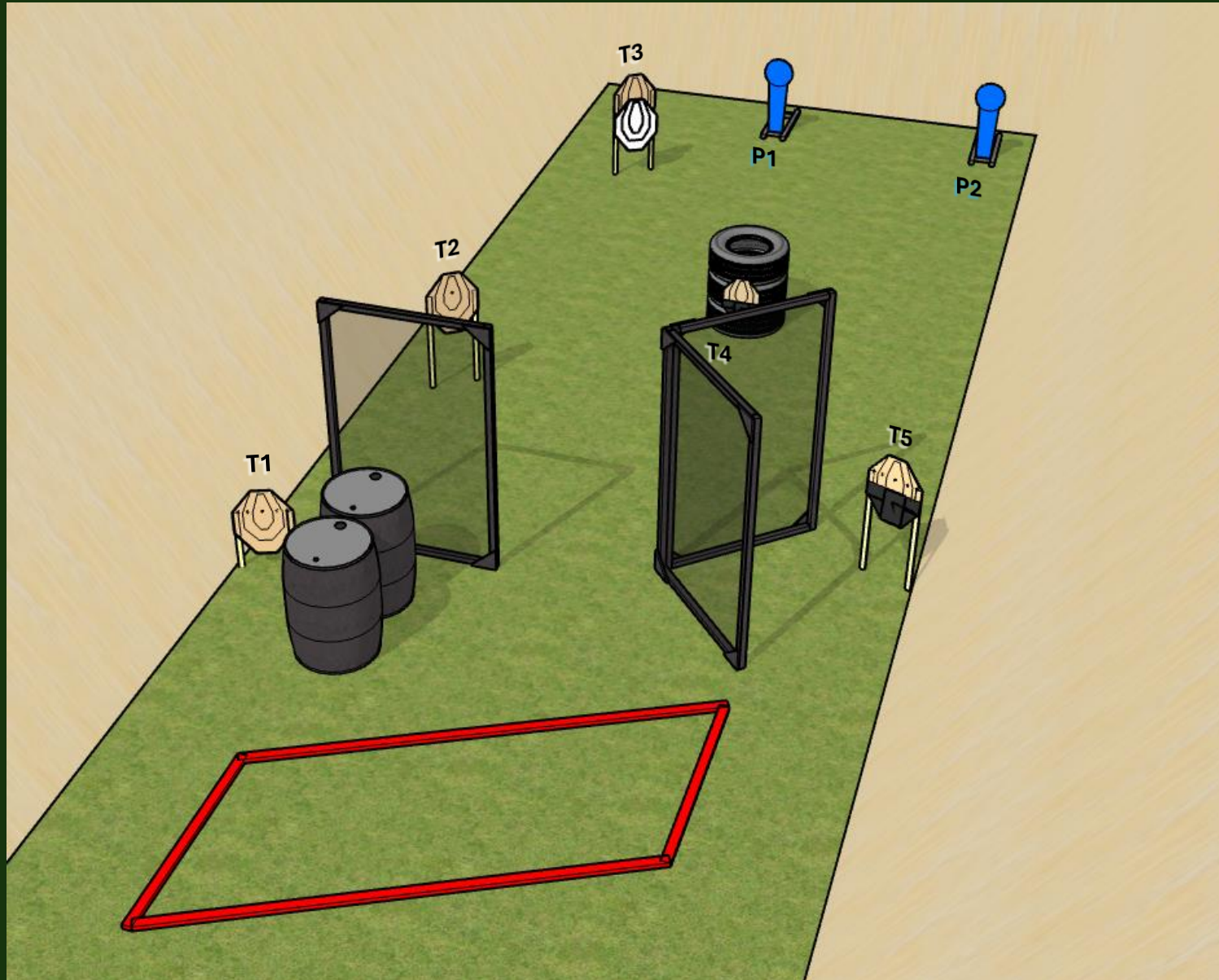




Stage: 11

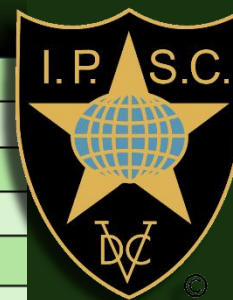
Targets:	5 IPSC targets and 2 IPSC metal plates.
Number of rounds to be scored:	12
The handgun ready condition:	Loaded laying flat in either box. All magazines laying flat in either box.
Start position:	Standing as demonstrated.
Time starts:	Audible
Procedure:	At start signal engage targets.

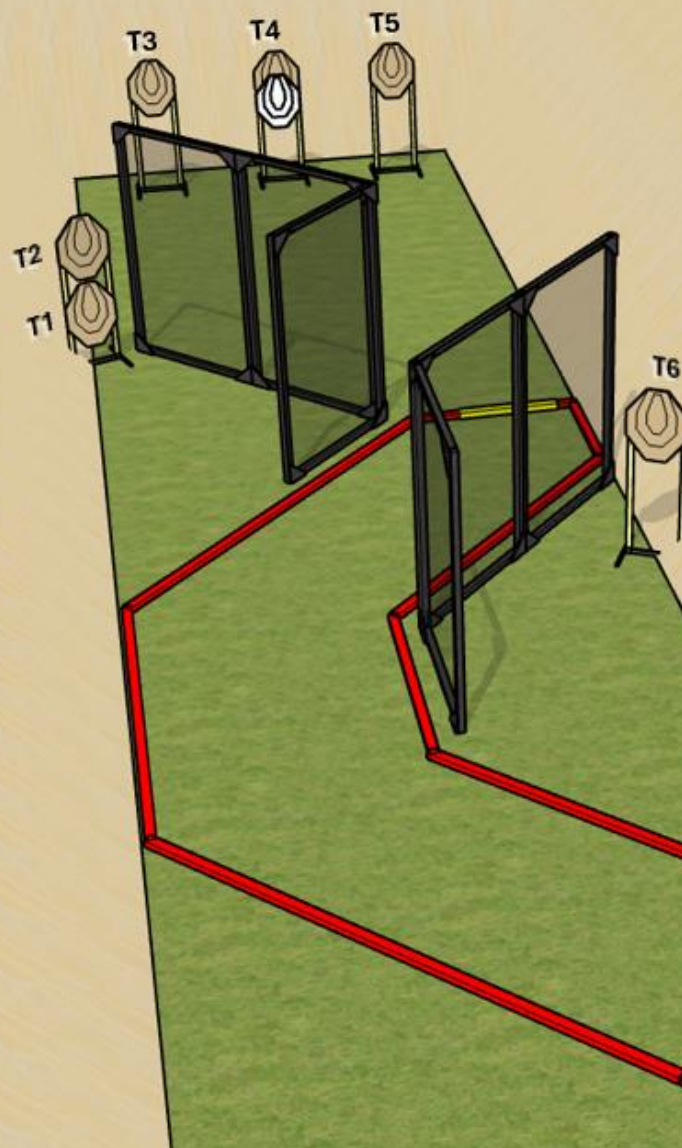




Stage: 12

Targets:	5 IPSC targets and 2 IPSC poppers.
Number of rounds to be scored:	12
The handgun ready condition:	
Start position:	Standing as demonstrated.
Time starts:	Audible
Procedure:	At start signal engage targets.

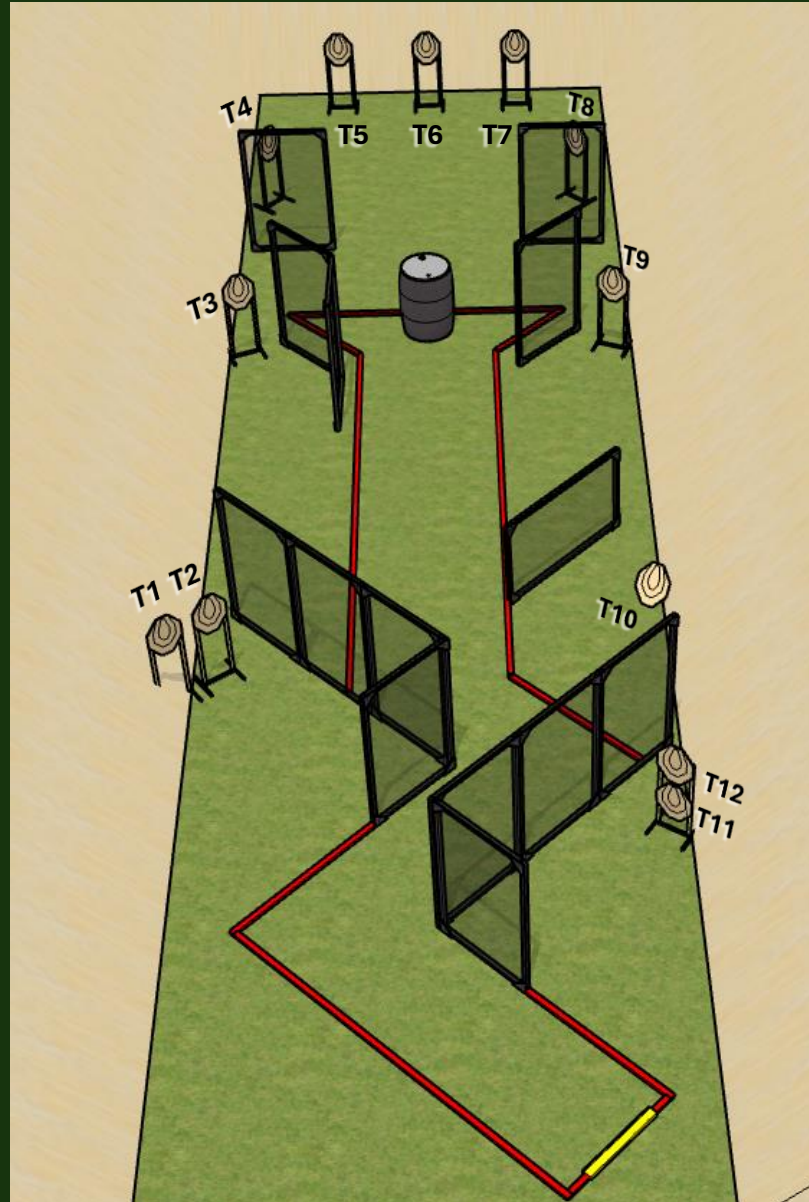




Stage: 13

Targets:	6 IPSC targets.
Number of rounds to be scored:	12
The handgun ready condition:	Chamber empty, magazine inserted and holstered.
Start position:	Feet touching mark.
Time starts:	Audible
Procedure:	At start signal engage targets.

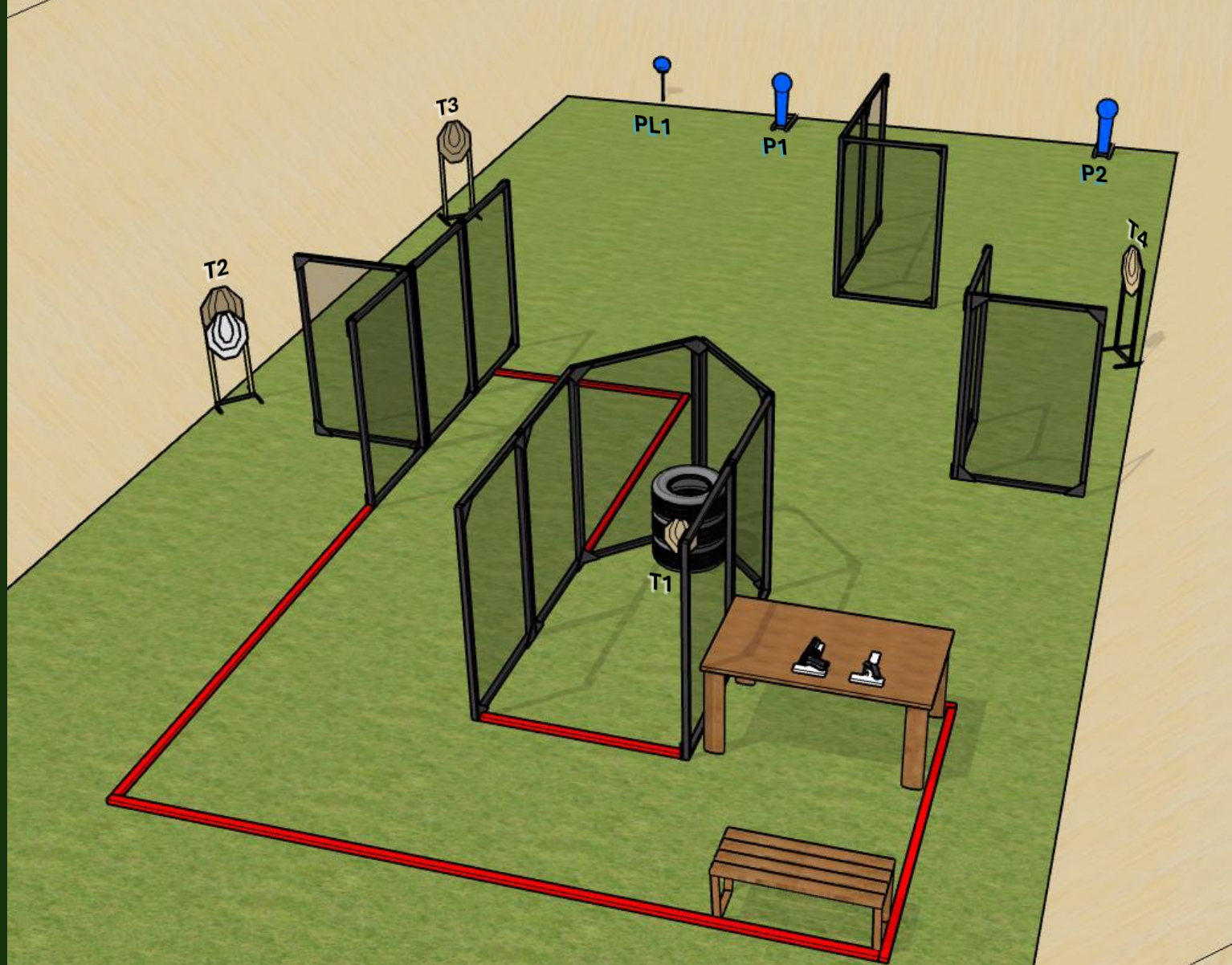




Stage: 14

Targets:	12 IPSC targets.
Number of rounds to be scored:	24
The handgun ready condition:	
Start position:	One foot touching mark.
Time starts:	Audible
Procedure:	At start signal engage targets.

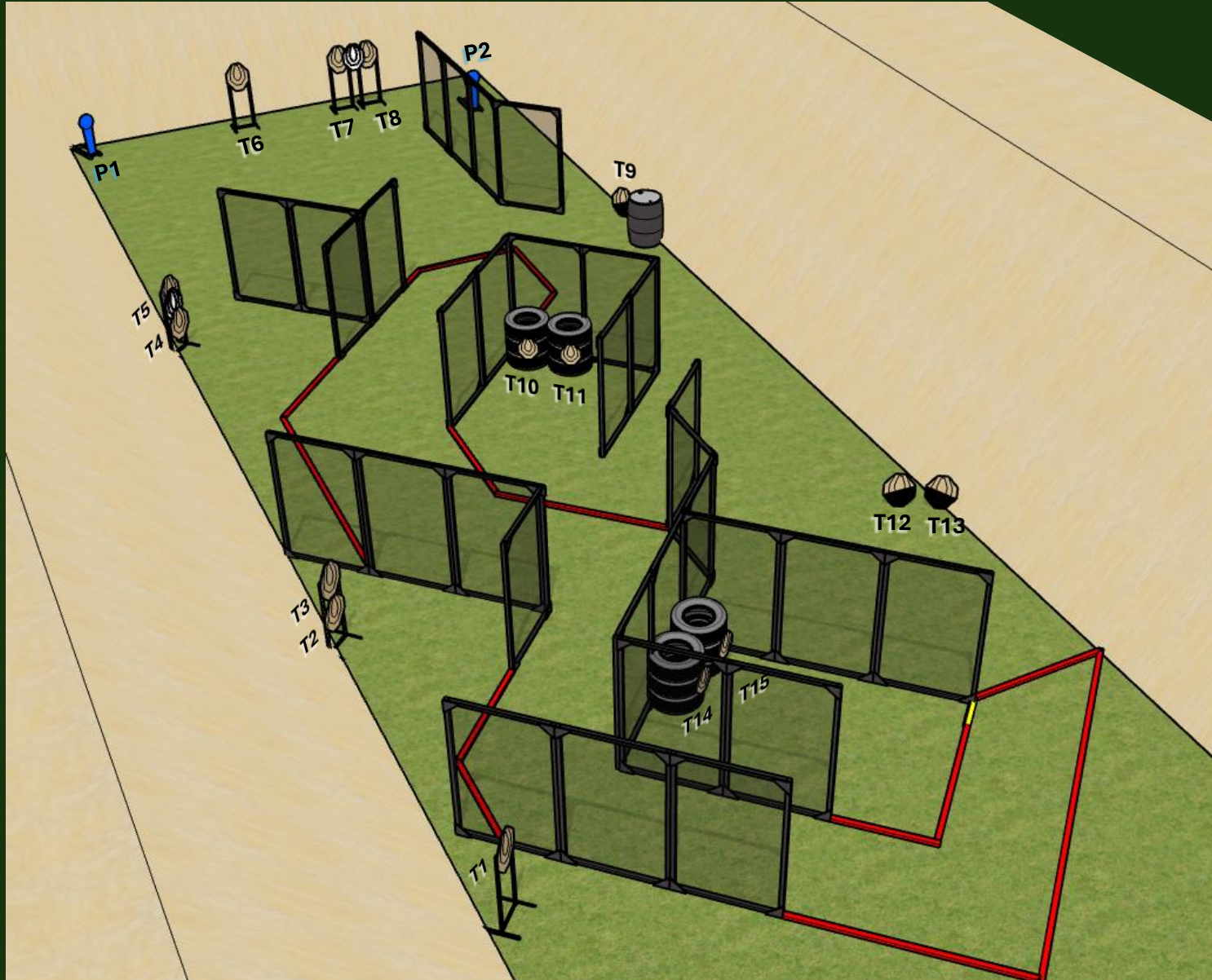




Stage: 15

Targets:	4 IPSC targets, 2 IPSC poppers and 1 IPSC metal plate.
Number of rounds to be scored:	11
The handgun ready condition:	Loaded laying flat on mark on table. All magazines laying flat on table on the other mark.
Start position:	Sitting on bench, hands on knees.
Time starts:	Audible
Procedure:	At start signal engage targets, weak hand only.

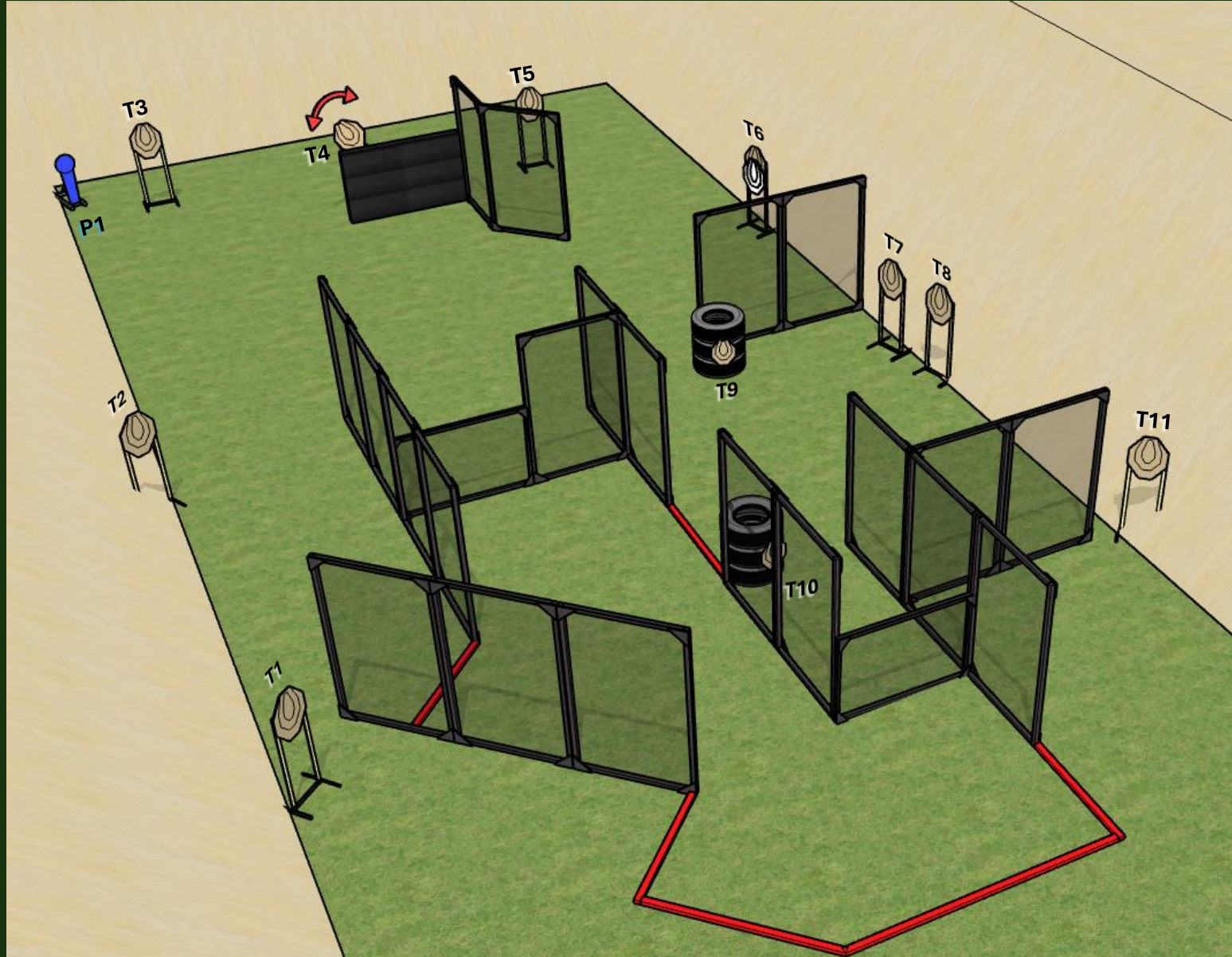




Stage: 16

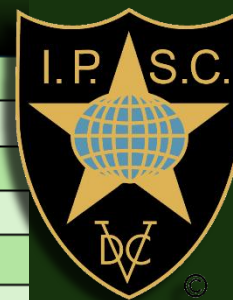
Targets:	15 IPSC targets and 2 IPSC poppers.
Number of rounds to be scored:	32
The handgun ready condition:	
Start position:	One foot touching mark.
Time starts:	Audible
Procedure:	At start signal engage targets.

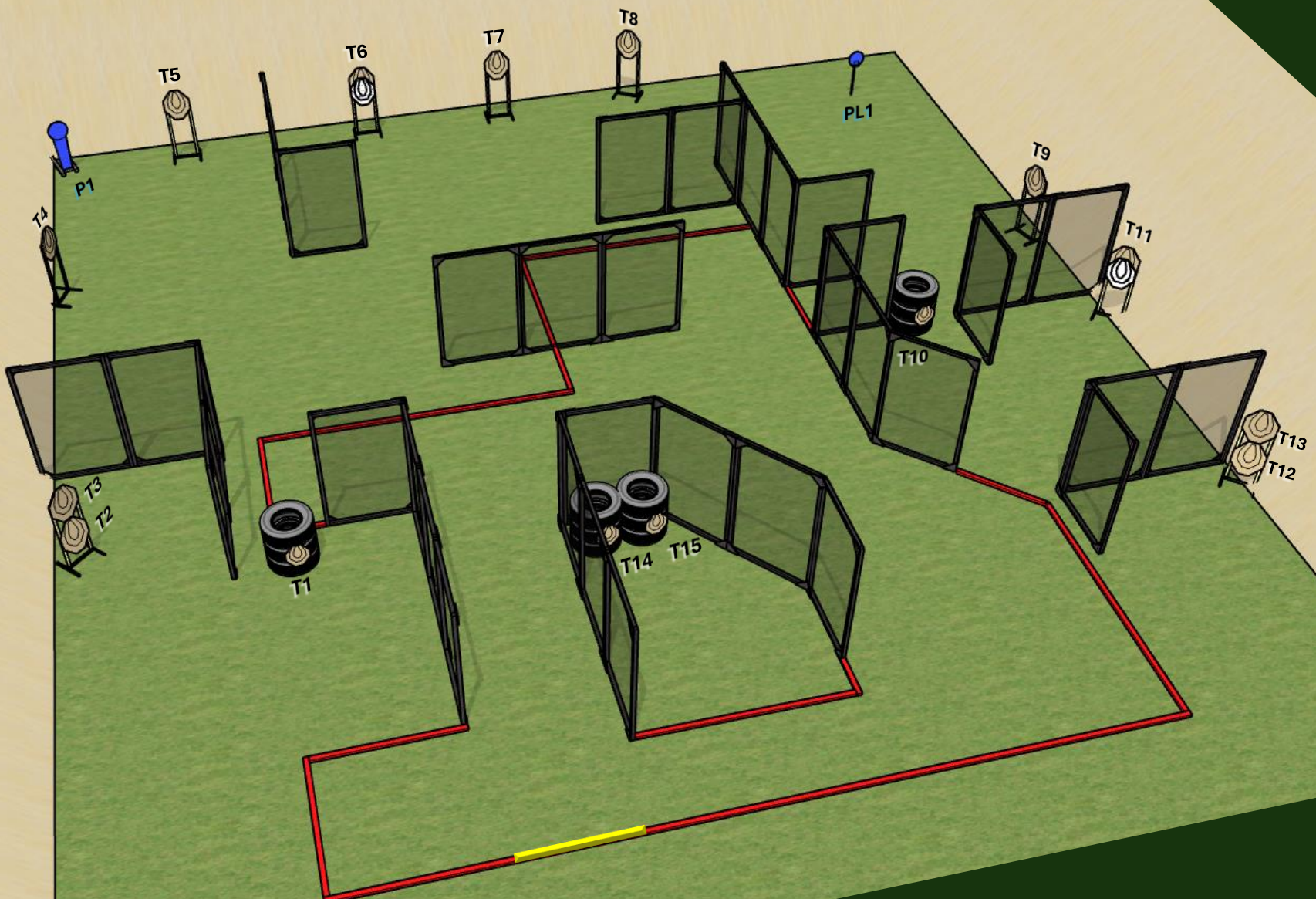




Stage: 18

Targets:	11 IPSC targets and 1 IPSC popper.
Number of rounds to be scored:	23
The handgun ready condition:	
Start position:	Standing as demonstrated.
Time starts:	Audible
Procedure:	At start signal engage targets. P1 activates moving target T4 which will be visible at rest.

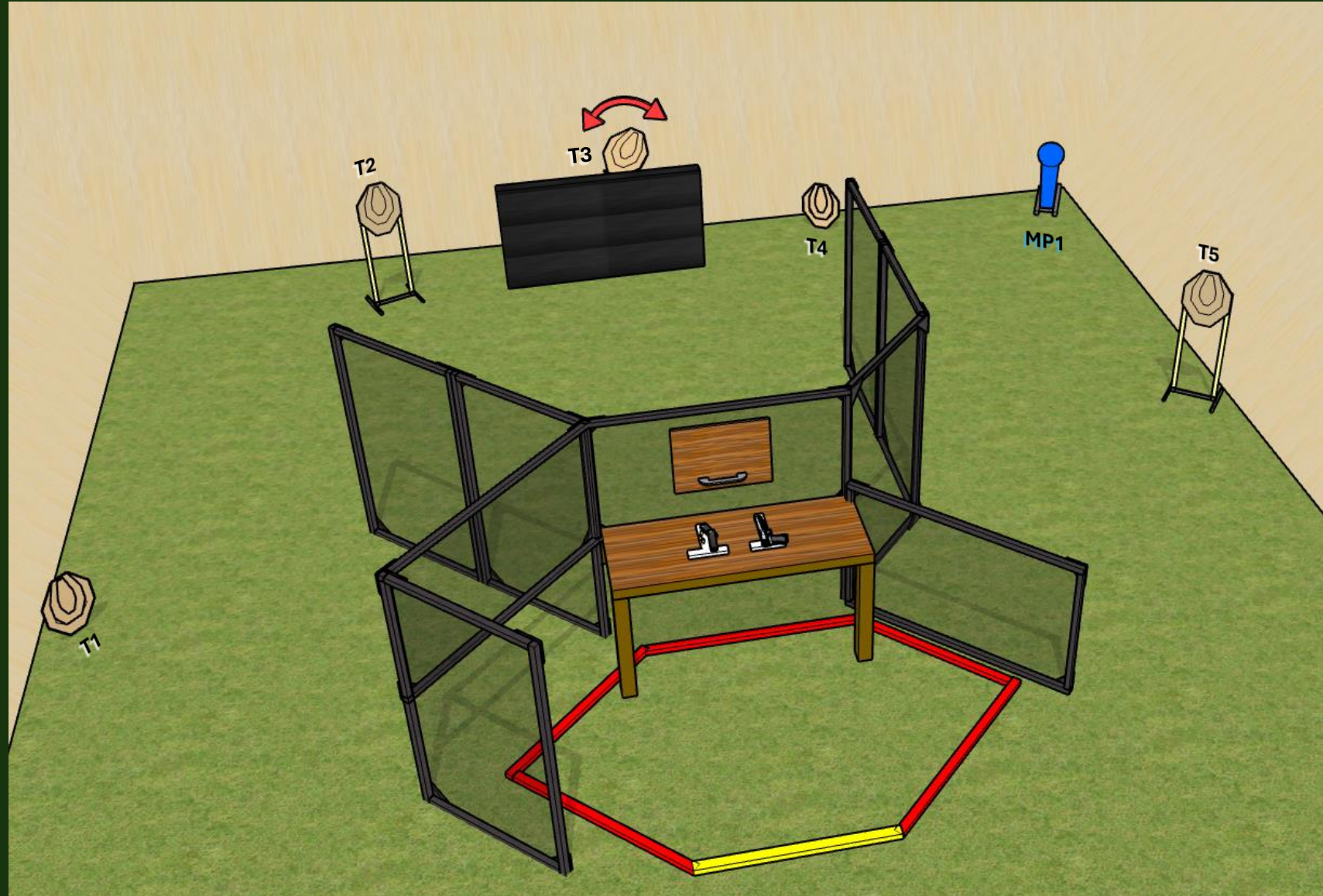




Stage: 19

Targets:	15 IPSC targets, 1 IPSC popper and 1 IPSC metal plate.
Number of rounds to be scored:	32
The handgun ready condition:	
Start position:	Heels touching mark.
Time starts:	Audible
Procedure:	At start signal engage targets.

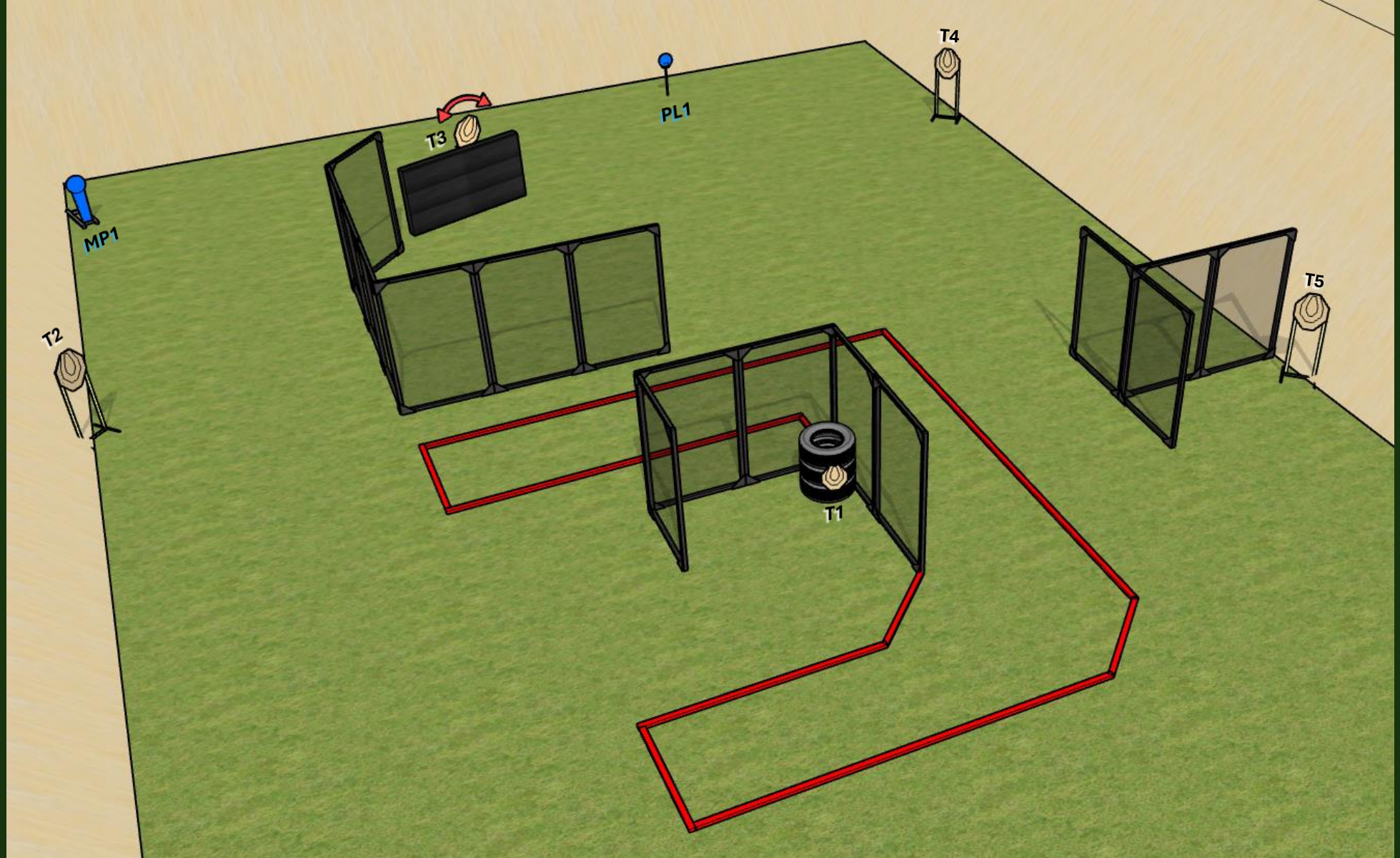




Stage: 20

Targets:	5 IPSC targets, 1 IPSC mini popper.
Number of rounds to be scored:	11
The handgun ready condition:	Chamber and magwell empty. Laying flat on mark on table. All magazines laying flat on table on the other mark.
Start position:	Heels touching mark.
Time starts:	Audible
Procedure:	At start signal engage targets. MP1 activates moving target T3 which will be visible at rest.

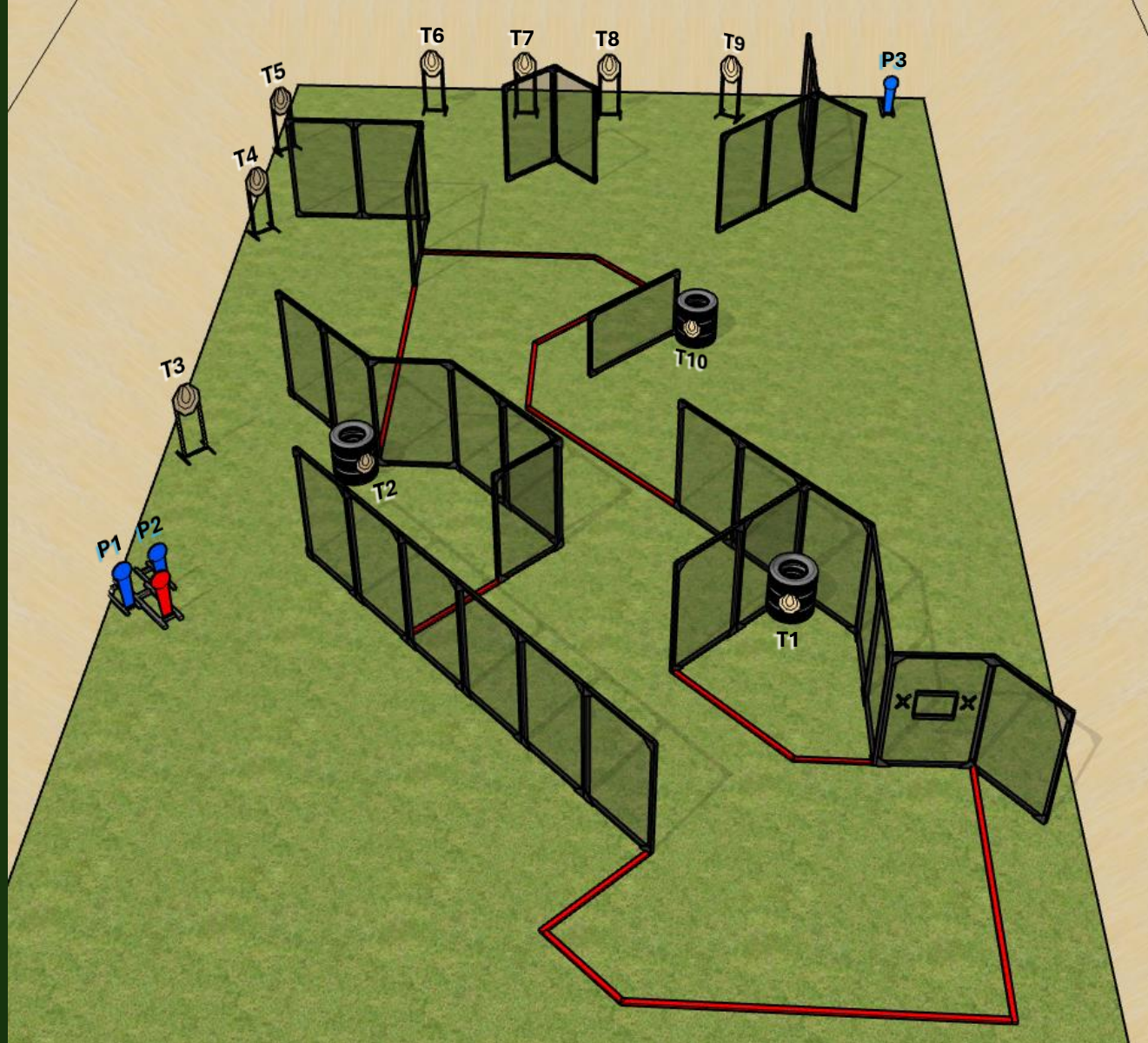




Stage: 21

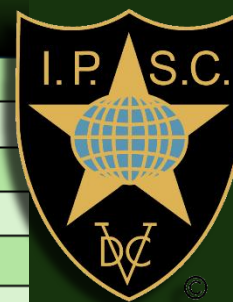
Targets:	5 IPSC targets, 1 IPSC mini popper and 1 IPSC metal plate.
Number of rounds to be scored:	12
The handgun ready condition:	
Start position:	Standing as demonstrated.
Time starts:	Audible
Procedure:	At start signal engage targets. MP1 activates moving target T3 which will be visible at rest.

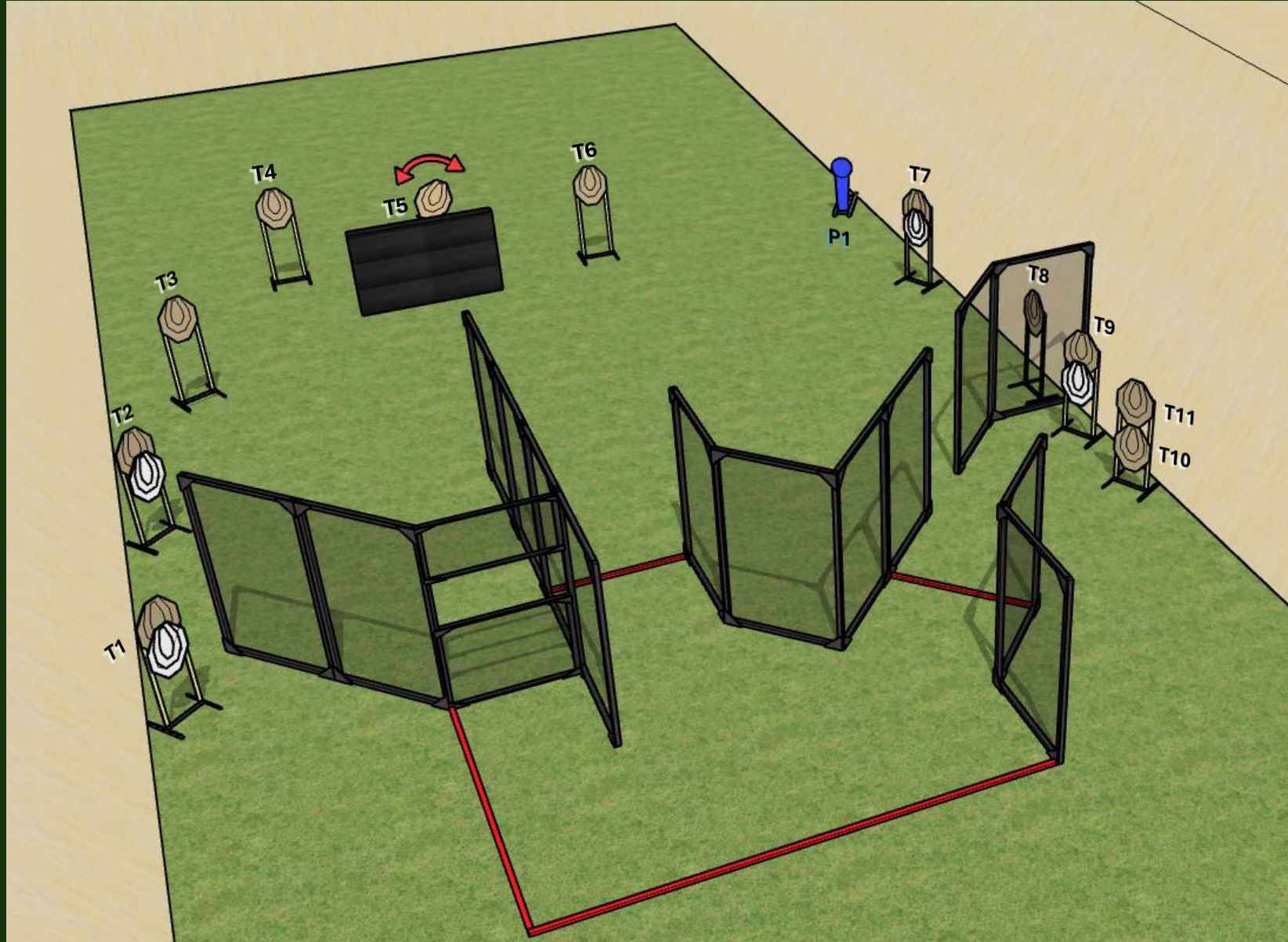




Stage: 22

Targets:	10 IPSC targets and 3 IPSC poppers.
Number of rounds to be scored:	23
The handgun ready condition:	Chamber empty, magazine inserted and holstered.
Start position:	Kneeling, hands on X.
Time starts:	Audible
Procedure:	At start signal engage targets.

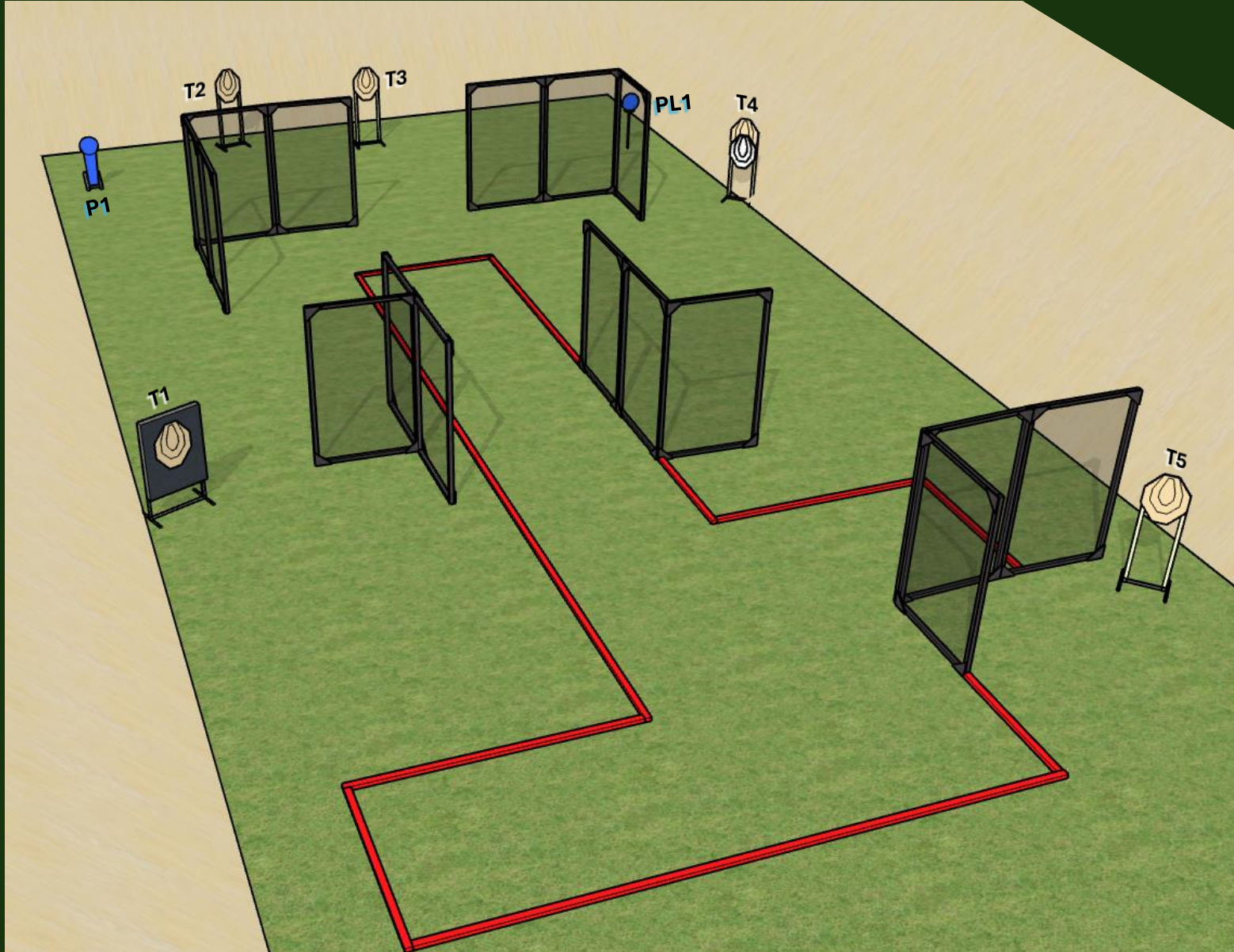




Stage: 23

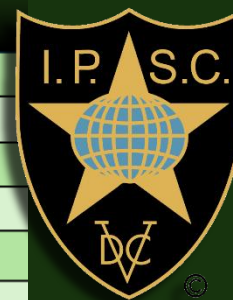
Targets:	11 IPSC targets and 1 IPSC popper.
Number of rounds to be scored:	23
The handgun ready condition:	
Start position:	Standing as demonstrated.
Time starts:	Audible
Procedure:	At start signal engage targets. P1 activates moving target T5 which will be visible at rest.

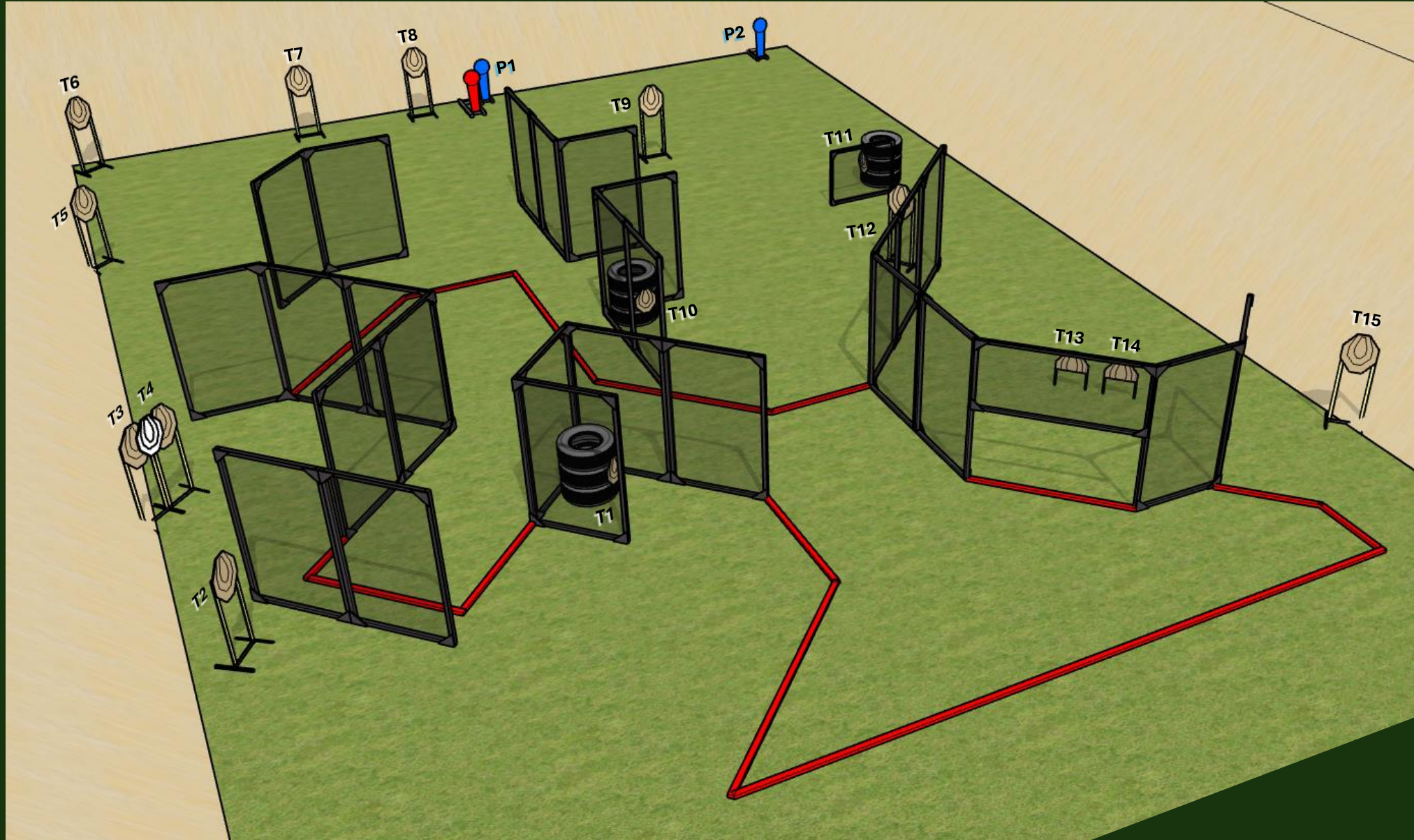




Stage: 24

Targets:	5 IPSC targets, 1 IPSC popper and 1 IPSC metal plate.
Number of rounds to be scored:	12
The handgun ready condition:	
Start position:	Standing as demonstrated.
Time starts:	Audible
Procedure:	At start signal engage targets, strong hand only

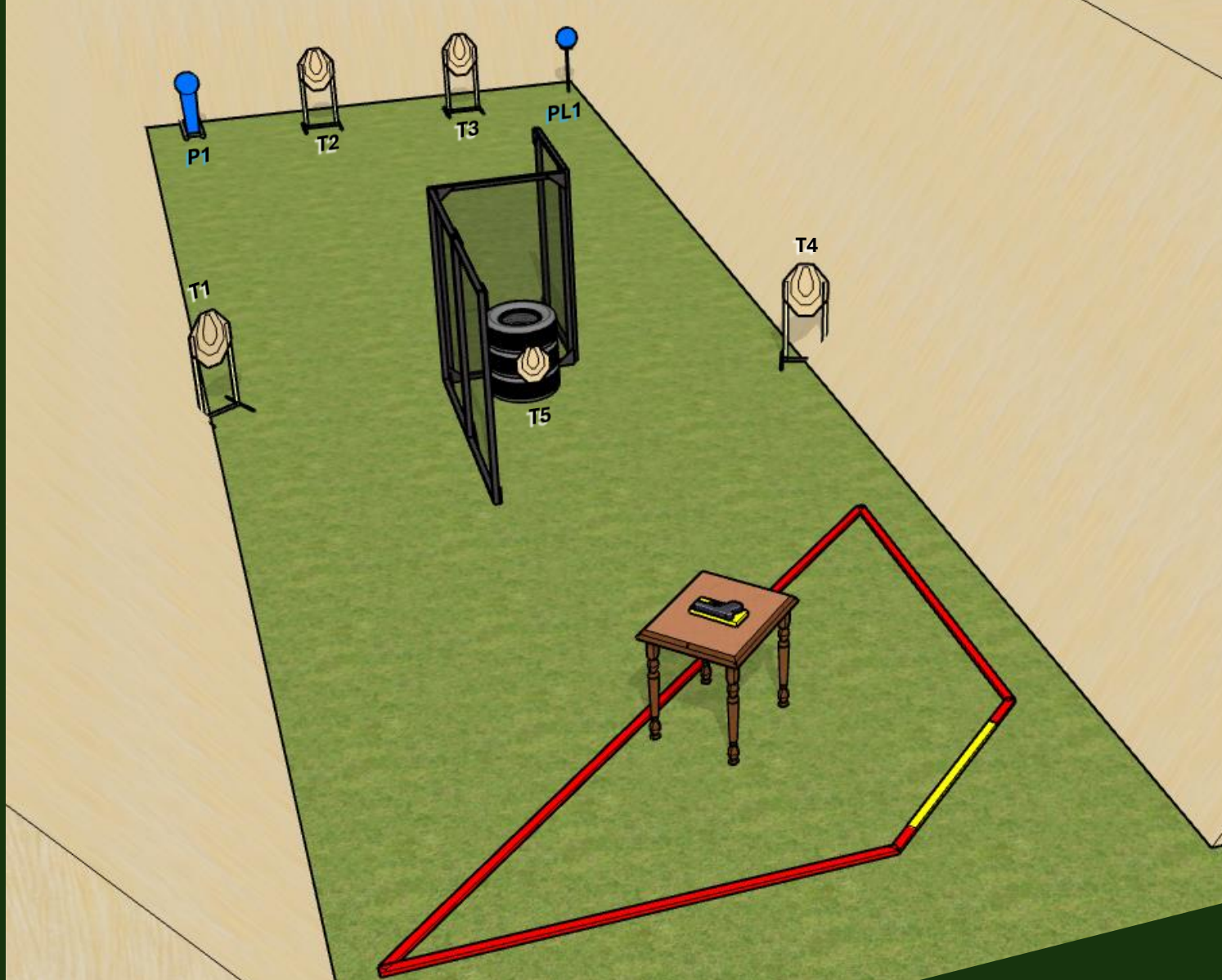




Stage: 25

Targets:	15 IPSC targets and 2 IPSC poppers.
Number of rounds to be scored:	32
The handgun ready condition:	
Start position:	Standing as demonstrated.
Time starts:	Audible
Procedure:	At start signal engage targets.

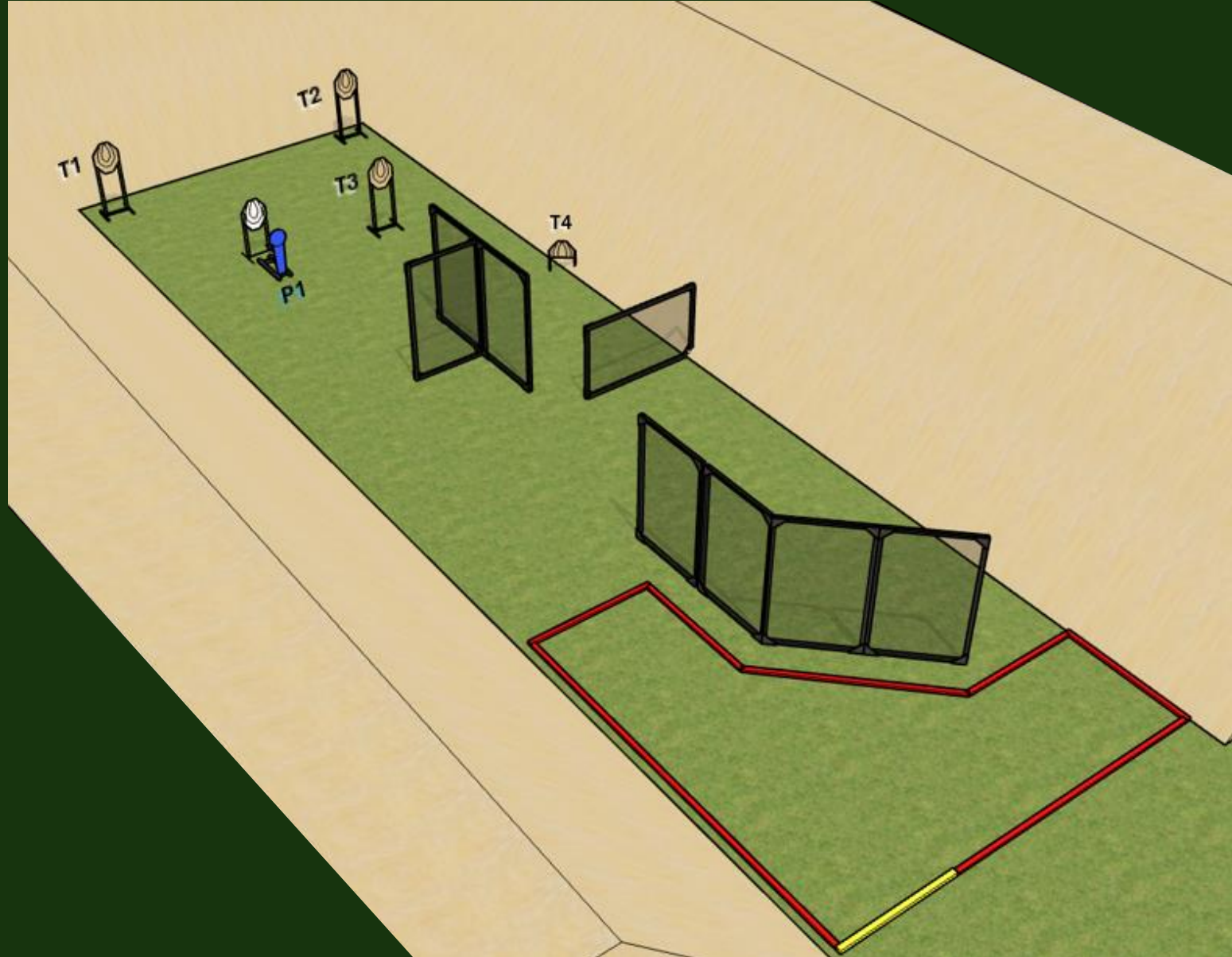




Stage: 26

Targets:	5 IPSC targets, 1 IPSC popper and 1 IPSC metal plate.
Number of rounds to be scored:	12
The handgun ready condition:	Loaded laying flat on mark on table. All magazines laying flat on table on the other mark.
Start position:	Heels touching mark.
Time starts:	Audible
Procedure:	At start signal engage targets, weak hand only.

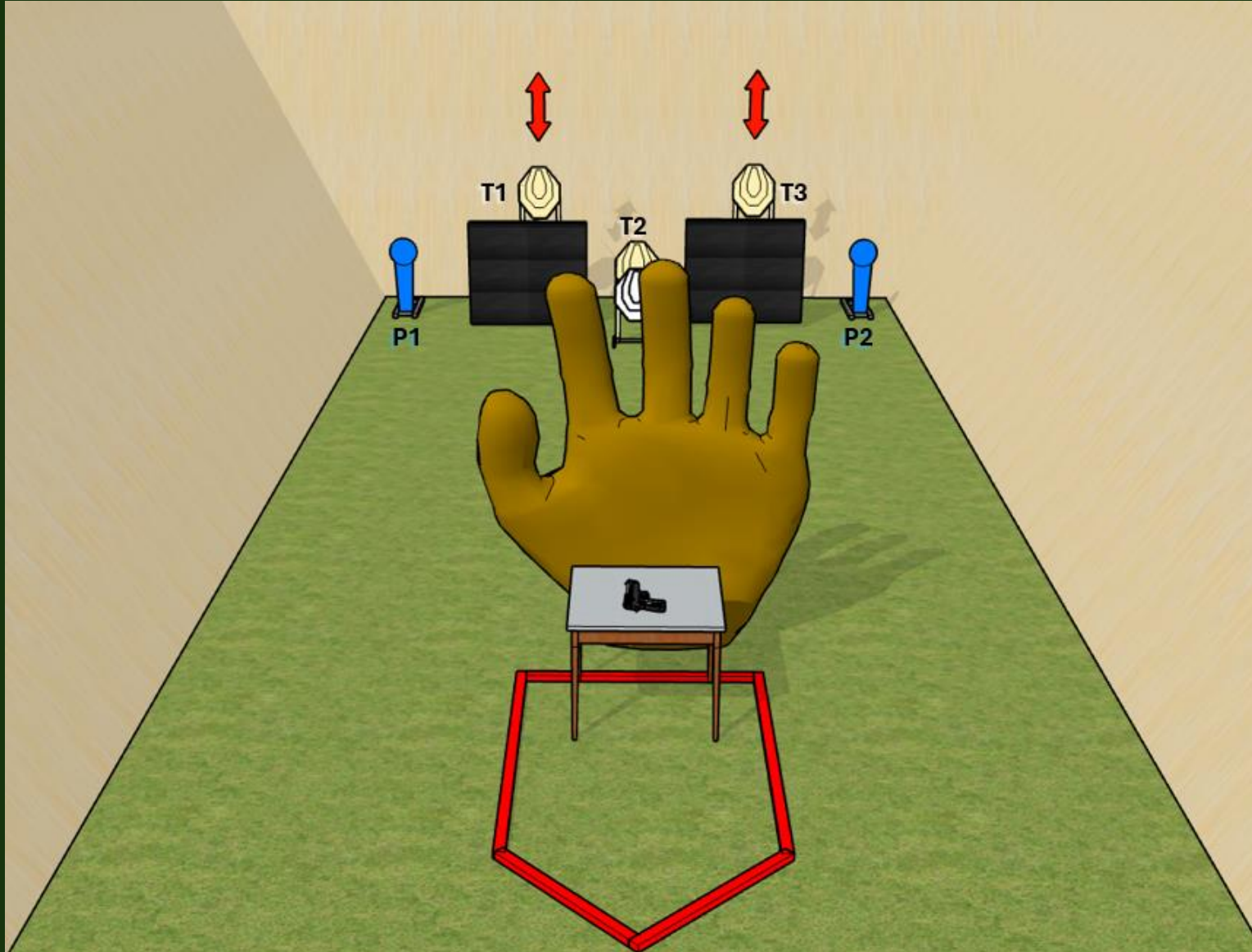




Stage: 28

Targets:	4 IPSC targets and 1 IPSC popper.
Number of rounds to be scored:	9
The handgun ready condition:	
Start position:	Heels touching mark.
Time starts:	Audible
Procedure:	At start signal engage targets.

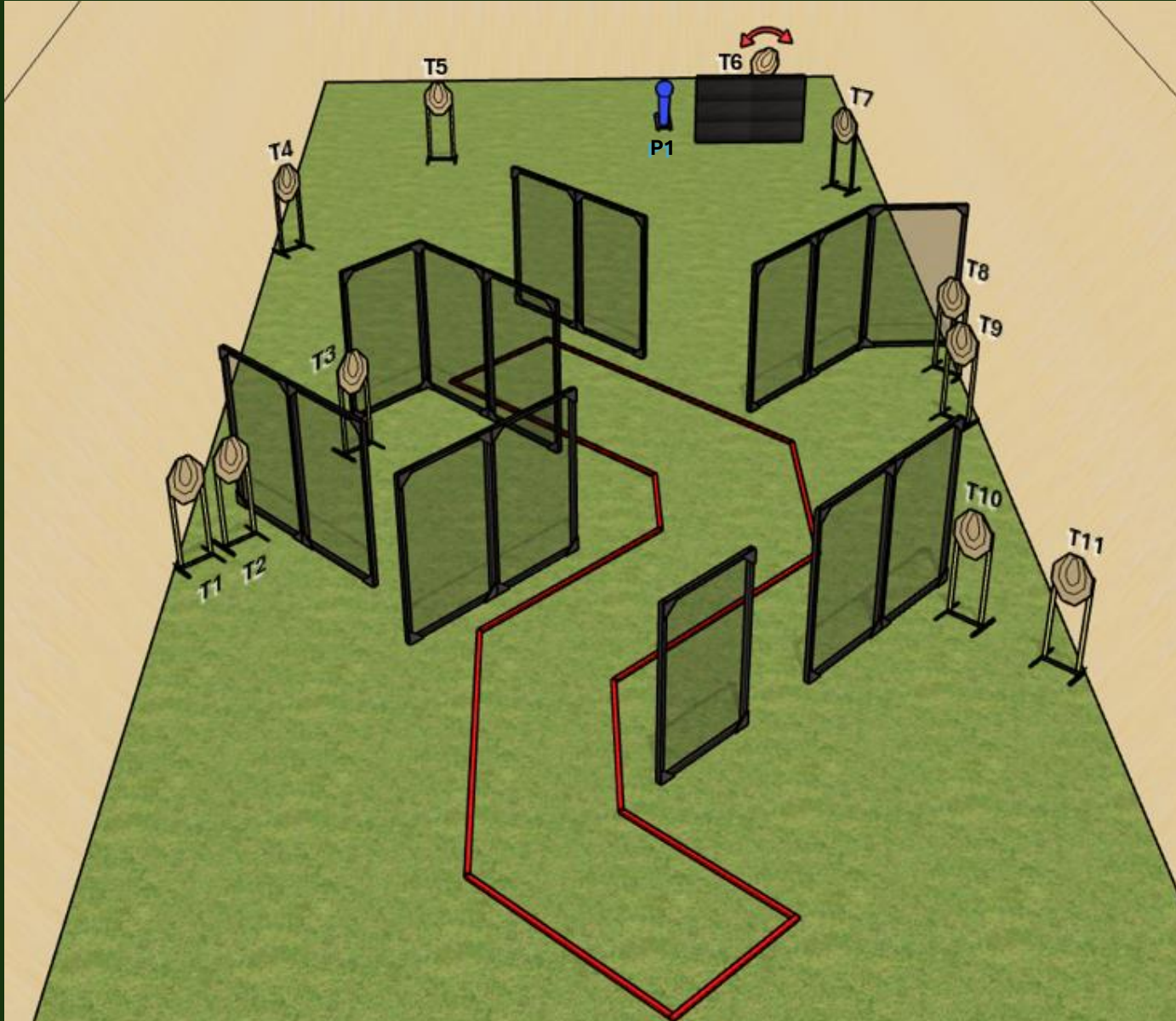




Stage: 29

Targets:	3 IPSC targets and 2 IPSC poppers.
Number of rounds to be scored:	8
The handgun ready condition:	Loaded laying flat on mark on table. All magazines laying flat on table on the other mark.
Start position:	Standing as demonstrated.
Time starts:	Audible
Procedure:	At start signal engage targets. P1 activates moving target T1. P2 activates moving target T3. All moving targets will be visible at rest.





Stage: 30

Targets:	11 IPSC targets and 1 IPSC popper.
Number of rounds to be scored:	23
The handgun ready condition:	
Start position:	Standing as demonstrated.
Time starts:	Audible
Procedure:	At start signal engage targets. P1 activates moving target T6 which will be visible at rest.

