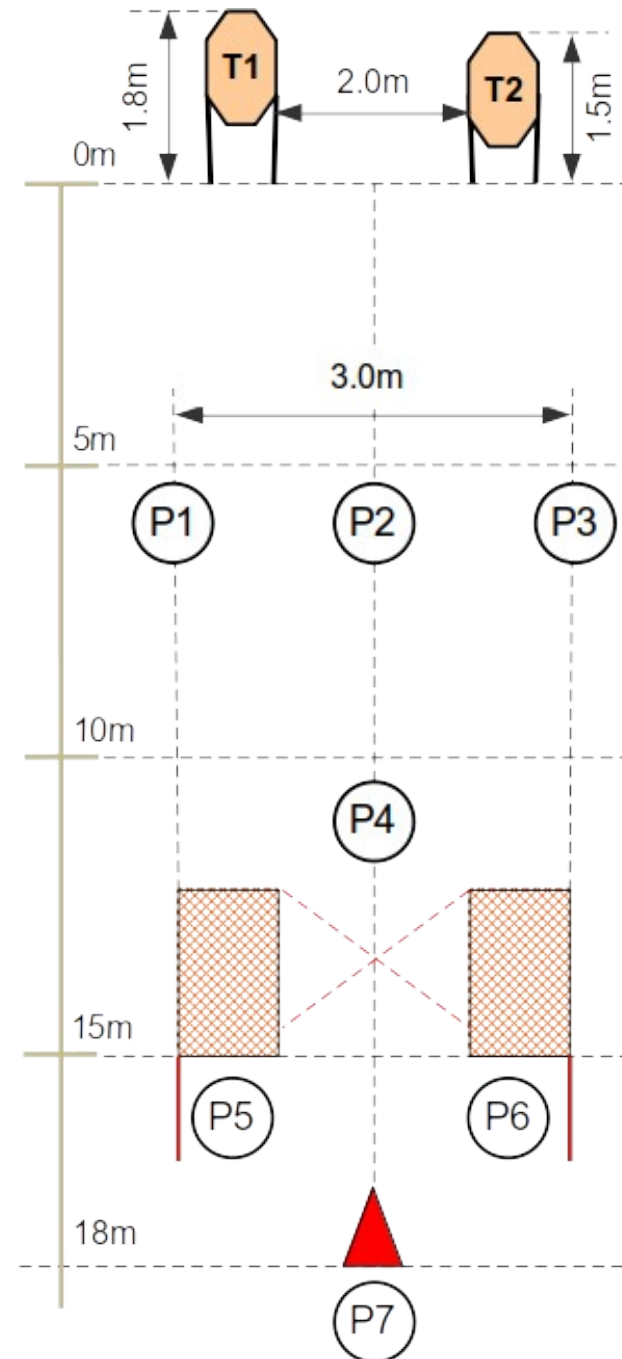


String	Start Condition	Procedure	Rounds
Stage 1			20
1	P1, standing, facing left, both feet pointed left, holster	Turn 90° right, draw, fire 2 B on T1	2
2	P3, standing, facing right, both feet pointed right, holster	Turn 90° left, draw, fire 2 B on T2	2
3	P4, standing, facing uprange, both feet pointed uprange, empty chamber, holster	Turn 180°, draw, fire 2 on each T1-2	4
4	P4, standing, holster	Draw, fire 3 on each T1-2, while moving straight forward to P2	6
5	P2, standing, holster	Draw, fire 3 on each T1-2, while moving straight backward to P4	6
Stage 2			16
1	P2, standing, ready strong hand, barrel 45° downwards	Fire 2 on each T1-2, strong hand only	4
2	P2, standing, ready weak hand, barrel 45° downwards	Fire 2 on each T1-2, weak hand only	4
3	P4, standing, exactly 4 loaded, ready, barrel 45° downwards	Go to kneeling position, fire 4 on T1, reload and go to prone position, fire 4 on T2	8
Stage 3			16
1	P7, standing, 5 or more loaded, holster	Draw, move to P5, fire 2 on each T1-2, move via P7 to P6 and mag change, fire 2 on each T1-2	8
2	P7, standing, 5 or more loaded, holster	Draw, move to P6, fire 2 on each T1-2, move via P7 to P5 and mag change, fire 2 on each T1-2	8
Total			52



Remarks:
 Scoring is limited!
 Use IDPA scoring with time and points down.
 Use with IDPA targets: the complete head area counts as 0 down.
 If nothing other is specified, shooter starts with the required number of rounds or more loaded, including one round in the chamber.
 Ready position is firearms close to chest, barrel towards the ground at 45° downwards angle
 Mag change is with retaining the mag

	CO	SSP	CCP	BUG
MA (Master)	≤62	≤67	≤72	≤79
EX (Expert)	79	85	92	101
PRO (Professional)	113	122	132	145
AM (Amateur)	165	178	192	211
RK (Rookie)	>165	>178	>192	>211