



IPSCNL - Level I

Stage number 1

Course Designer: paul barrow
Rules: IPSC Handgun Rules, Latest Edition



START POSITION: heels on the exes, loaded in holster, hands at surrender position

GUN READY CONDITION: Loaded in holster.

SCORING: Comstock, 22 rounds, 220pts

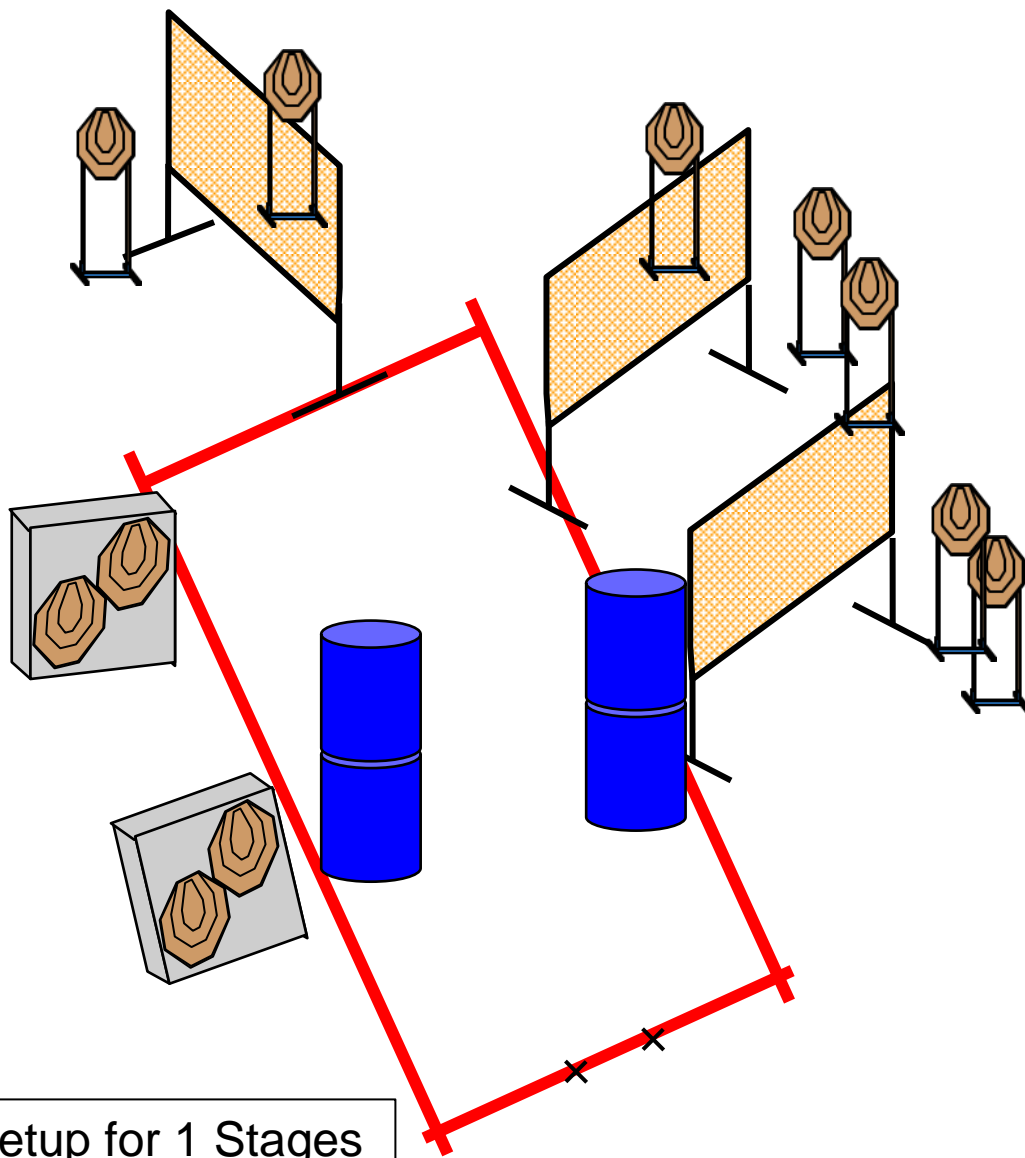
TARGETS: 11 paper

STAGE PROCEDURE: On signal, engage targets

SCORED HITS: best 2 per paper

START-STOP: On signal, last shot

PENALTIES: As per IPSC Handgun rules



Setup for 1 Stages

Setup Notes:



IPSCNL - Level I

Stage number 2

Course Designer: paul barrow

Rules: IPSC Handgun Rules, Latest Edition



START POSITION: sitting in Area A, Hands on knees

GUN READY CONDITION: Unloaded on the table

STAGE PROCEDURE: On signal, engage targets.

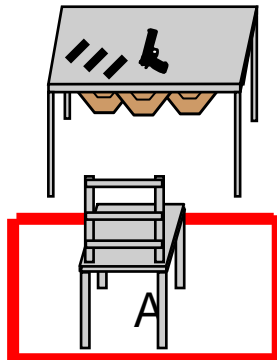
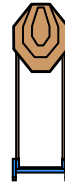
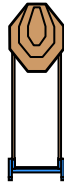
SCORING: Comstock, Short Course, 13 rounds, 65 pts

TARGETS: 4 paper, 3 steel

SCORED HITS: best 2 per paper, 5 pts for steel

START-STOP: On signal, last shot

PENALTIES: As per IPSC Handgun rules



Setup Notes:



Stage number 3

Course Designer: paul barrow
Rules: IPSC Handgun Rules, Latest Edition

START POSITION: Standing in Area A, Hands in the XX's.

GUN READY CONDITION: Loaded in holster.

STAGE PROCEDURE: On signal, engage targets.

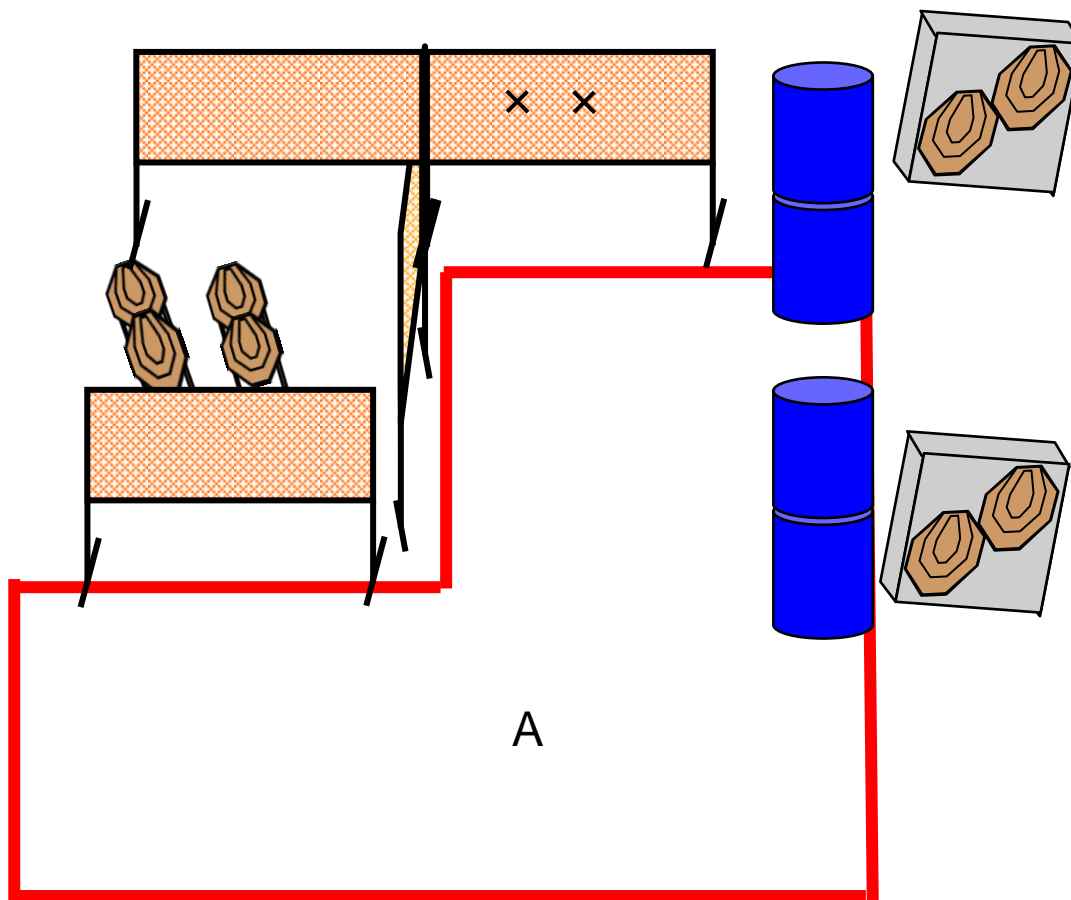
SCORING: Comstock, Medium, 24 rounds, 120 pts

TARGETS: 10 paper, 4 steel

SCORED HITS: best 2 per paper, 5 pts for steel

START-STOP: On signal, last shot

PENALTIES: As per IPSC Handgun rules



Setup Notes:



IPSCNL - Level I
Stage number 4,5 &6
Course Designer: paul barrow
Rules: IPSC Handgun Rules, Latest Edition



START POSITION: Standing, hands in surrender position

GUN READY CONDITION: Loaded in holster.

STAGE PROCEDURE: From Area A, stage 1 strong hand only, stage 2 weak hand only, stage 3 engaged targets

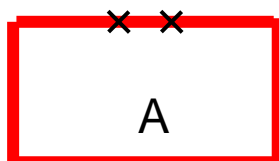
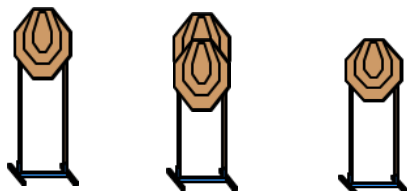
SCORING: Comstock, short Course, 8 rds, 80 pts

TARGETS: 4 paper,

SCORED HITS: best 2 per paper, 5 pts for steel

START-STOP: On signal, last shot

PENALTIES: As per IPSC Handgun rules



Setup Notes: The following targets are visible from the ports indicated: