

Triangle 10

Stage Number: 1 – GRGC 1
Targets: 16 IPSC
2 No Shoots

Distances: 4-10m

Possible Points: 160

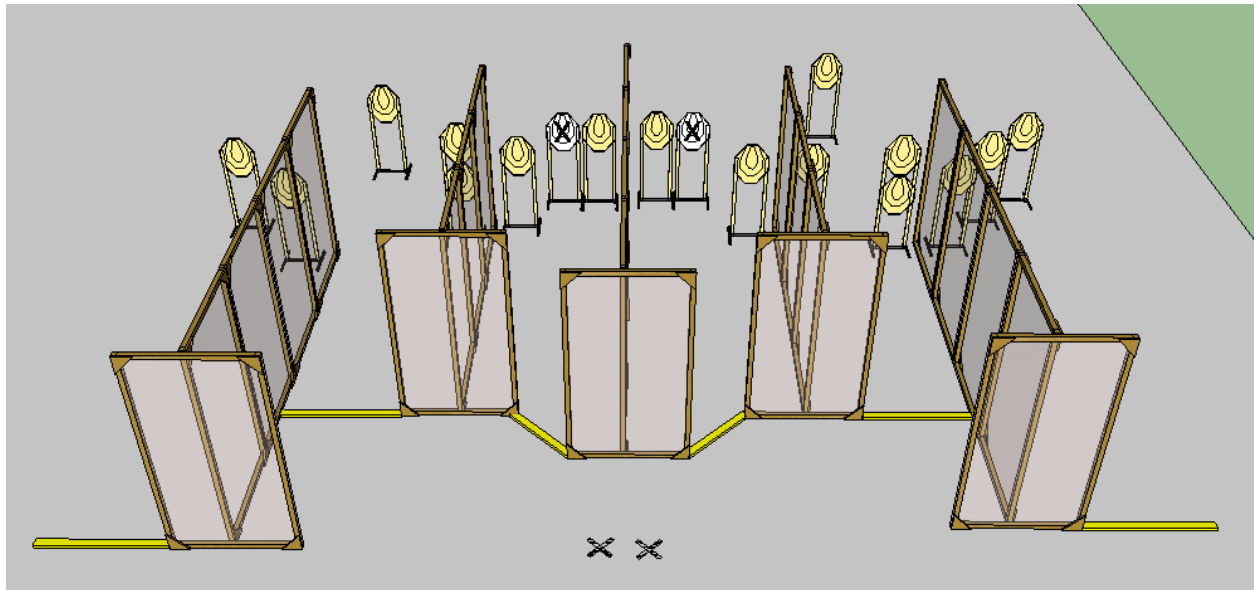
Number of Rounds to be Scored: 32

Starts: On Audible

Start Position: Standing on marks inside shooting area.

Procedure: On start signal, engage all targets.

Briefing Notes:



Triangle 10

Stage Number: 2 – GRGC 2

Targets: 10 IPSC Targets
2 IPSC Steel Plates

Distances: 3-11m

Possible Points: 110

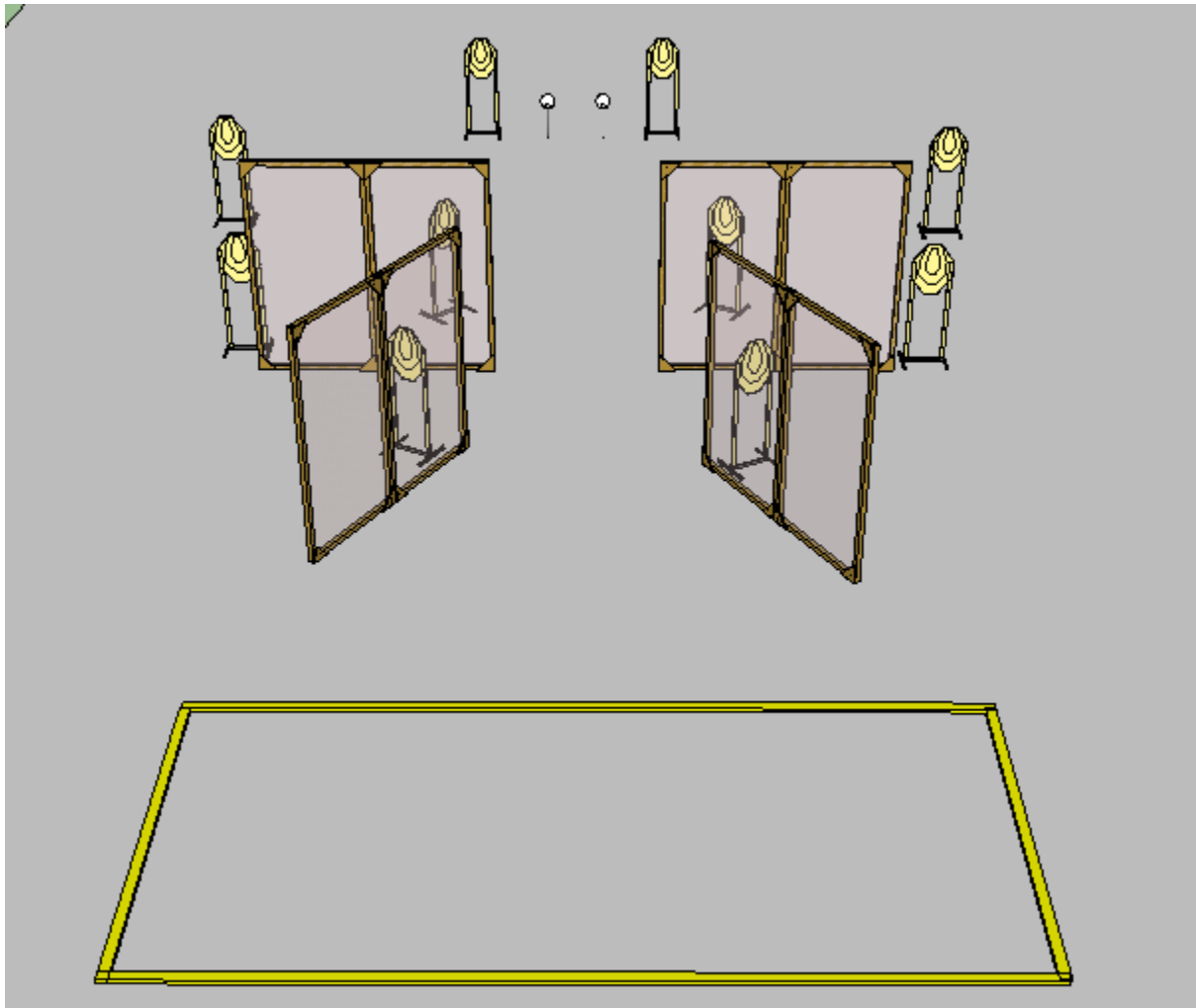
Number of Rounds to be Scored: 22

Starts: On Audible

Start Position: Standing inside shooting area.

Procedure: On start signal, engage all targets.

Briefing Notes:



Triangle 10

Stage Number: 3 – GRGC 3

Targets: 6 IPSC Targets

Distances: 6m

Possible Points: 60

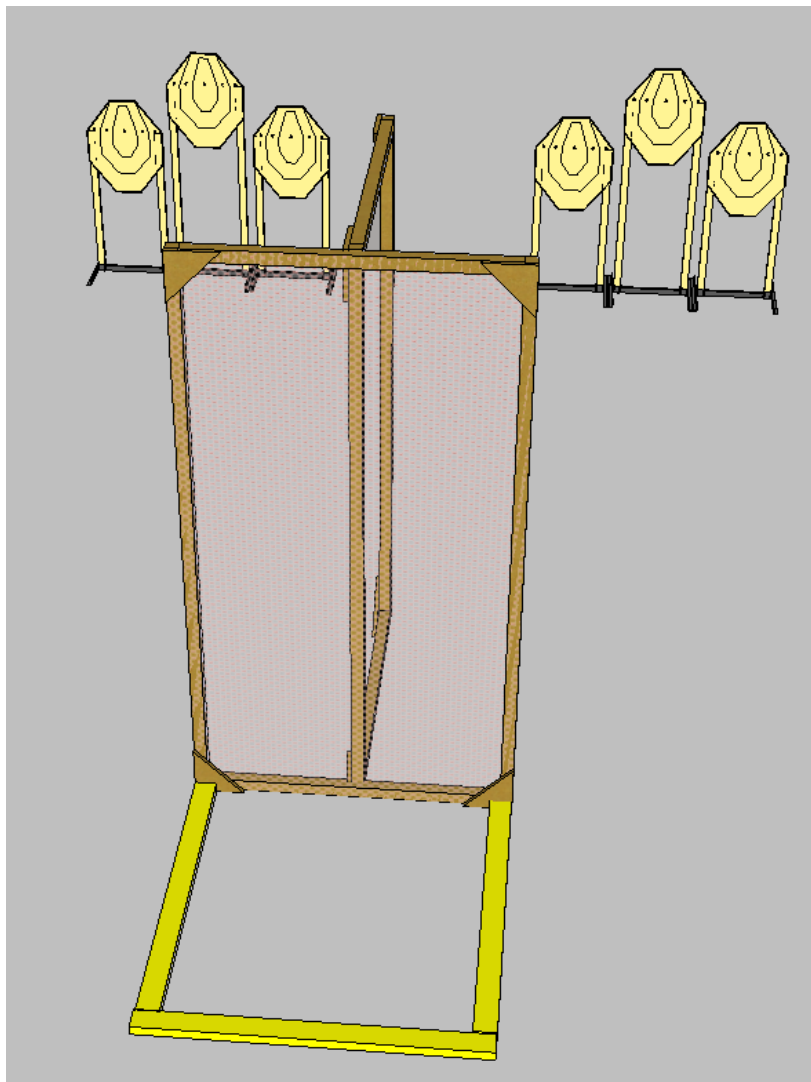
Number of Rounds to be Scored: 12

Starts: On Audible

Start Position: Standing inside shooting area.

Procedure: On start signal, engage all targets.

Briefing Notes:



Triangle 10

Stage Number: 4 – GRGC 4

Targets: 3 IPSC Targets

3 No Shoots

Distances: 6m

Possible Points: 60

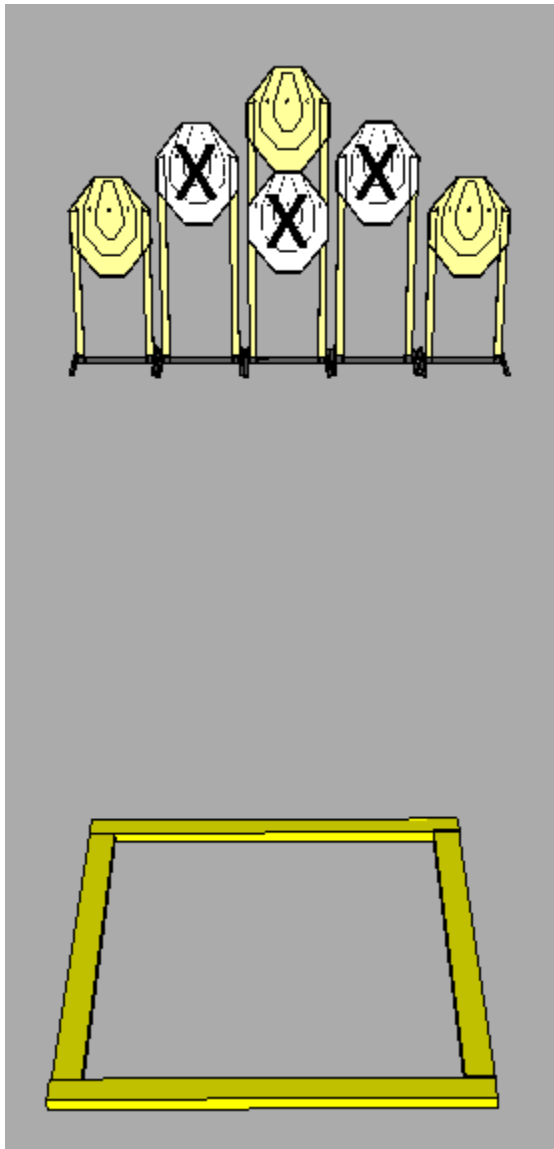
Number of Rounds to be Scored: 12

Starts: On Audible

Start Position: Standing inside the shooting area gun holstered, magazine inserted, empty chamber.

Procedure: On start signal, engage all targets with 2 rounds minimum, perform a mandatory magazine change, re-engage all targets with 2 rounds minimum weak hand only.

Briefing Notes:



Triangle 10

Stage Number: 5 – BRRC 1

Targets: 3 IPSC Targets
1 IPSC Mini Popper
1 IPSC Metal Plate

Distances: 11-12m

Possible Points: 40

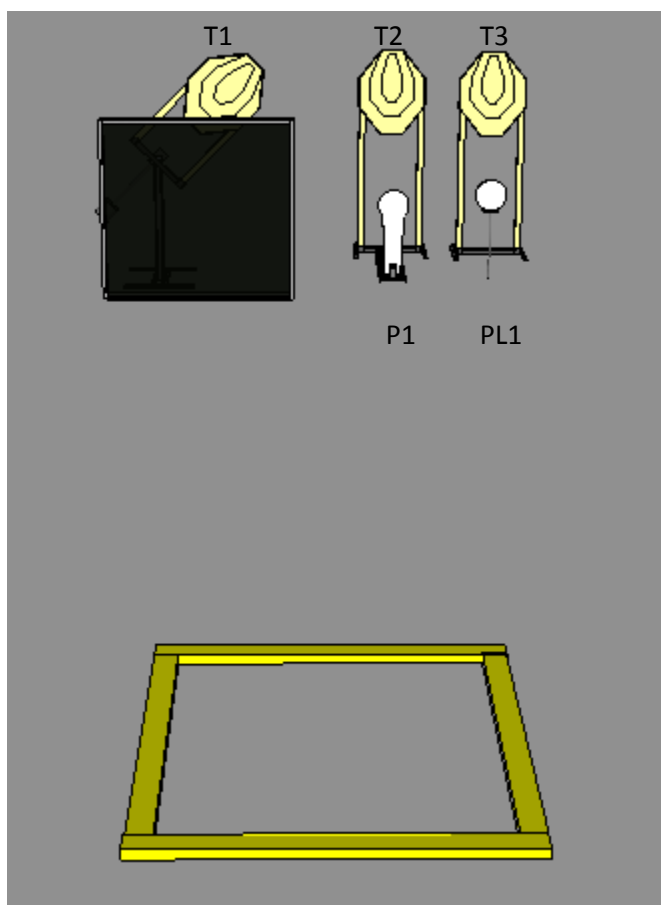
Number of Rounds to be Scored: 8

Starts: On Audible

Start Position: Standing inside the shooting area.

Procedure: On start signal, engage all targets.

Briefing Notes: IPSC Mini Popper P1 releases swinging IPSC Target T1. IPSC Target T1 remains visible at rest.



Triangle 10

Stage Number: 6 – BRRC 2

Targets: 4 IPSC Targets

Distances: 3-12m

Possible Points: 40

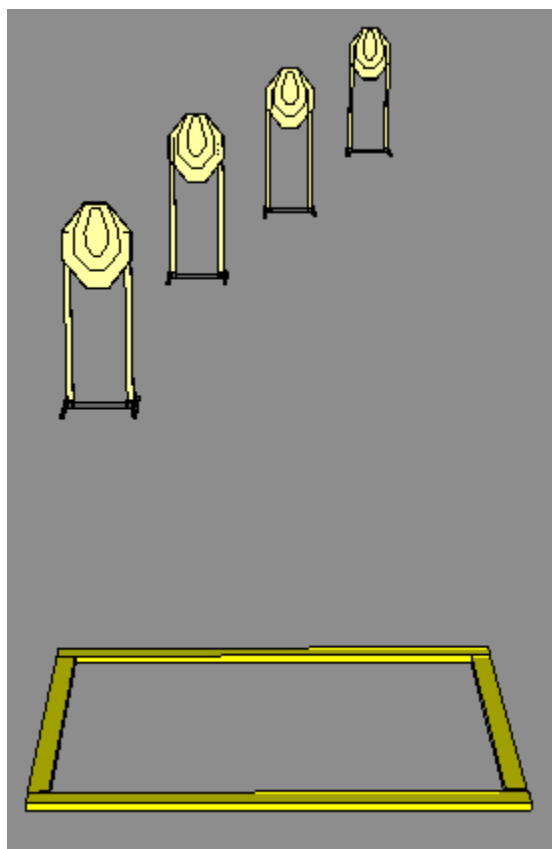
Number of Rounds to be Scored: 8

Starts: On Audible

Start Position: Standing inside shooting area.

Procedure: On start signal, engage all targets with a minimum two rounds strong hand only.

Briefing Notes:



Triangle 10

Stage Number: 7 – BRR3

Targets: 10 IPSC Targets
2 IPSC Mini Poppers

Distances: 2-11m

Possible Points: 110

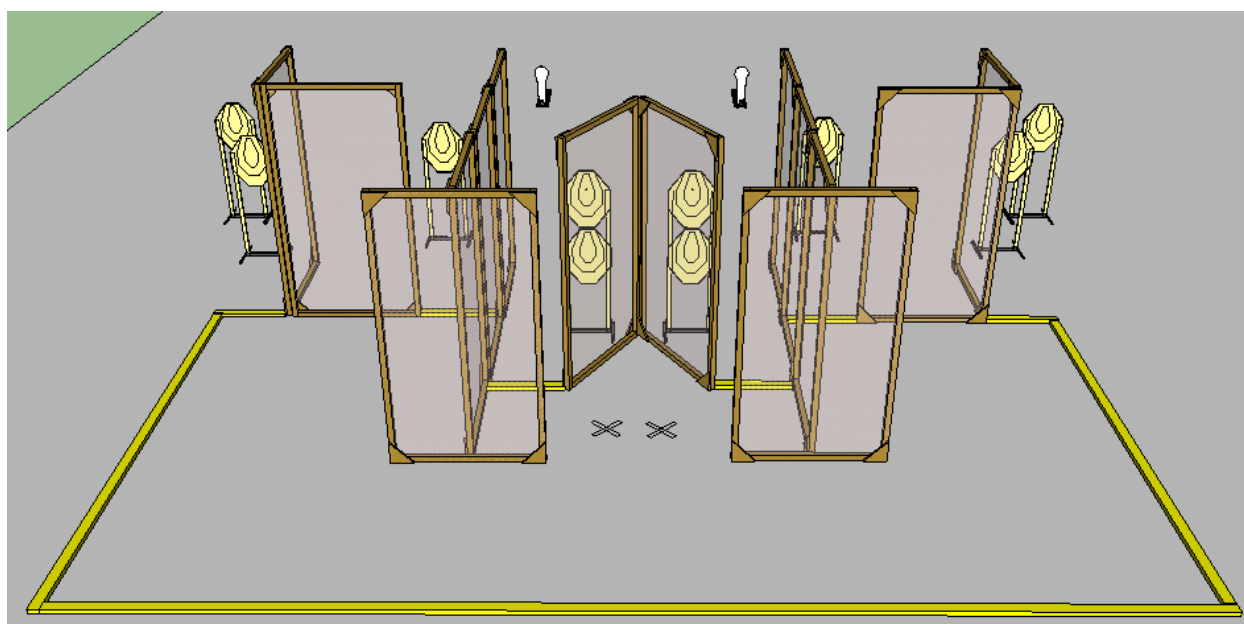
Number of Rounds to be Scored: 22

Starts: On Audible

Start Position: Standing on marks inside shooting area.

Procedure: On start signal, engage all targets.

Briefing Notes:



Triangle 10

Stage Number: 8 – BRRC 4

Targets: 11 IPSC Targets
1 IPSC Mini Popper
1 IPSC Steel Plate

Distances: 5-11m

Possible Points: 110

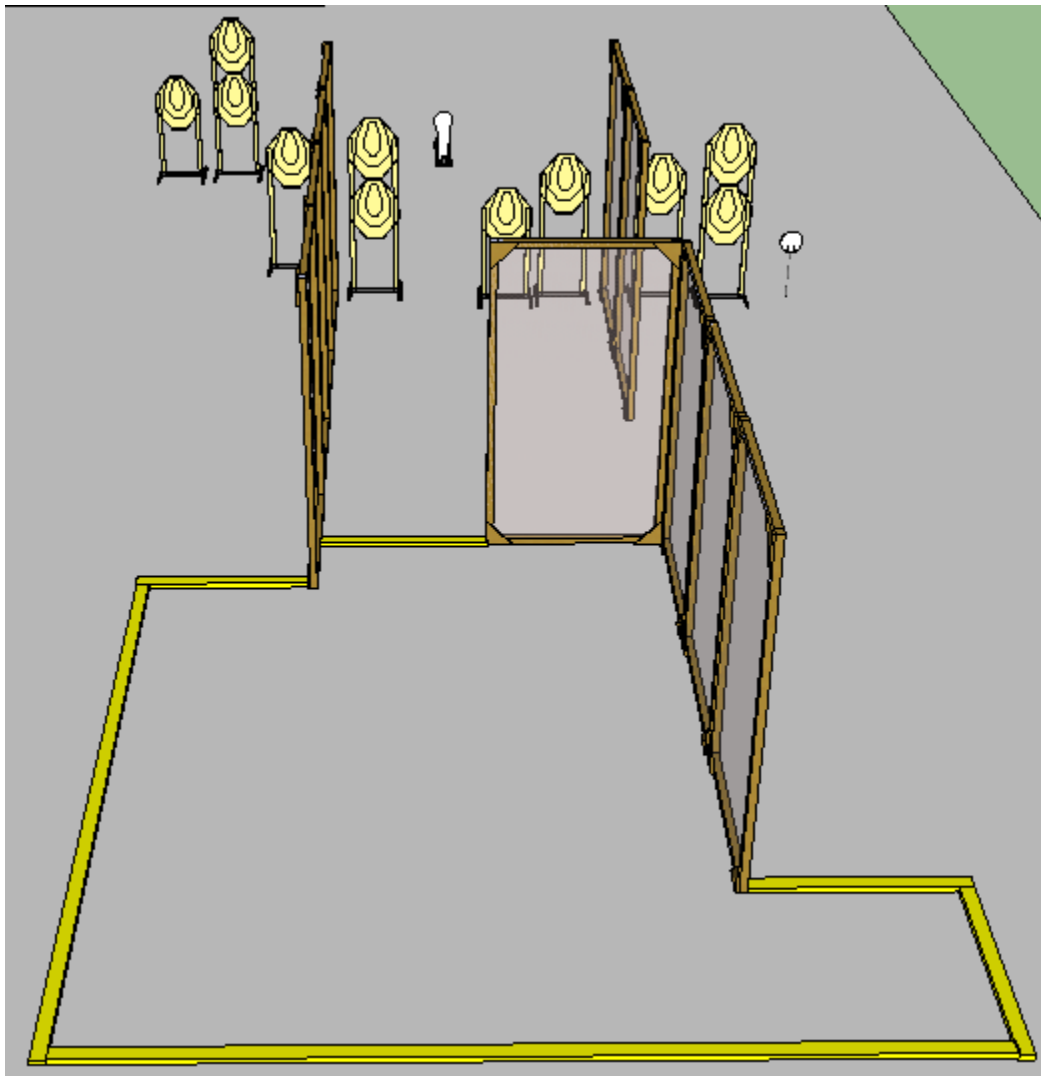
Number of Rounds to be Scored: 22

Starts: On Audible

Start Position: Standing inside shooting area.

Procedure: On start signal, engage all targets.

Briefing Notes:



Triangle 10

Stage Number: 9 – WSSC 1

Targets: 8 IPSC Targets

Distances: 6-7m

Possible Points: 80

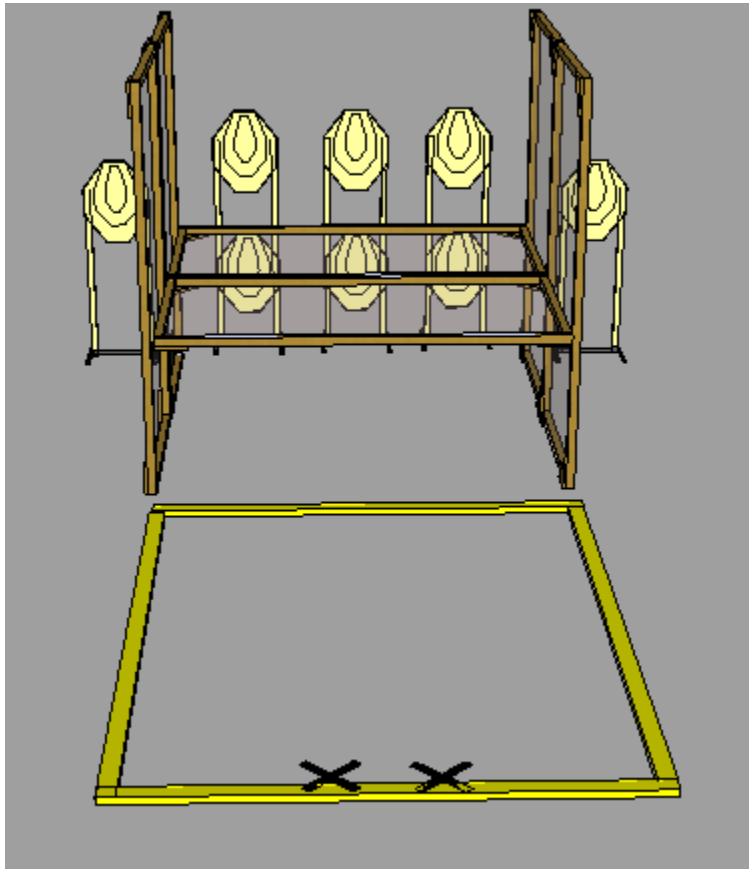
Number of Rounds to be Scored: 16

Starts: On Audible

Start Position: Standing inside shooting area, heels touching marks.

Procedure: On start signal, engage all targets.

Briefing Notes:



Triangle 10

Stage Number: 10 – WSSC 2

Targets: 3 IPSC Mini Targets

Distances: 7m

Possible Points: 45

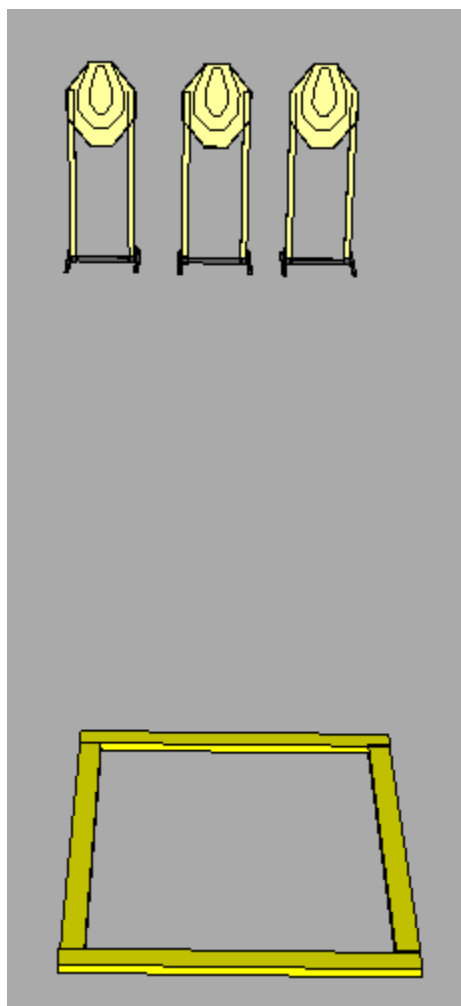
Number of Rounds to be Scored: 9

Starts: On Audible

Start Position: Standing inside shooting area, gun is unloaded and holstered, wrists above shoulders.

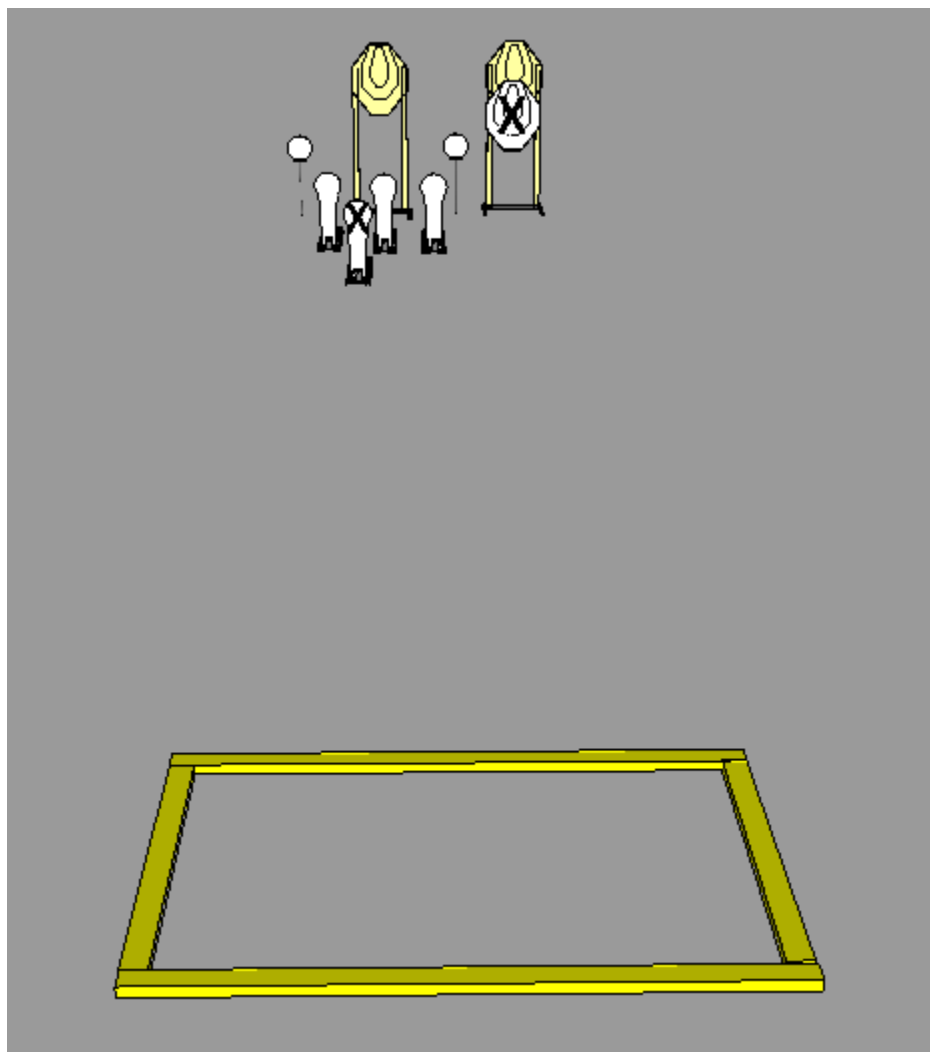
Procedure: On start signal engage all targets with a minimum of 3 rounds.

Briefing Notes:



Triangle 10

Stage Number: 11 – WSSC 3
Targets: 2 IPSC Targets
3 IPSC Mini Poppers
2 IPSC Metal Plates
1 IPSC Steel No Shoot
1 IPSC Mini Popper No Shoot
Distances: 11-13m
Possible Points: 45
Number of Rounds to be Scored: 9
Starts: On Audible
Start Position: Standing inside shooting area.
Procedure: On start signal, engage all targets.
Briefing Notes:



Triangle 10

Stage Number: 12 – WSSC 4

Targets: 16 IPSC Mini Targets

Distances: 10m

Possible Points: 160

Number of Rounds to be Scored: 32

Starts: On Audible

Start Position: Standing inside shooting area.

Procedure: On start signal, engage all targets.

Briefing Notes:

