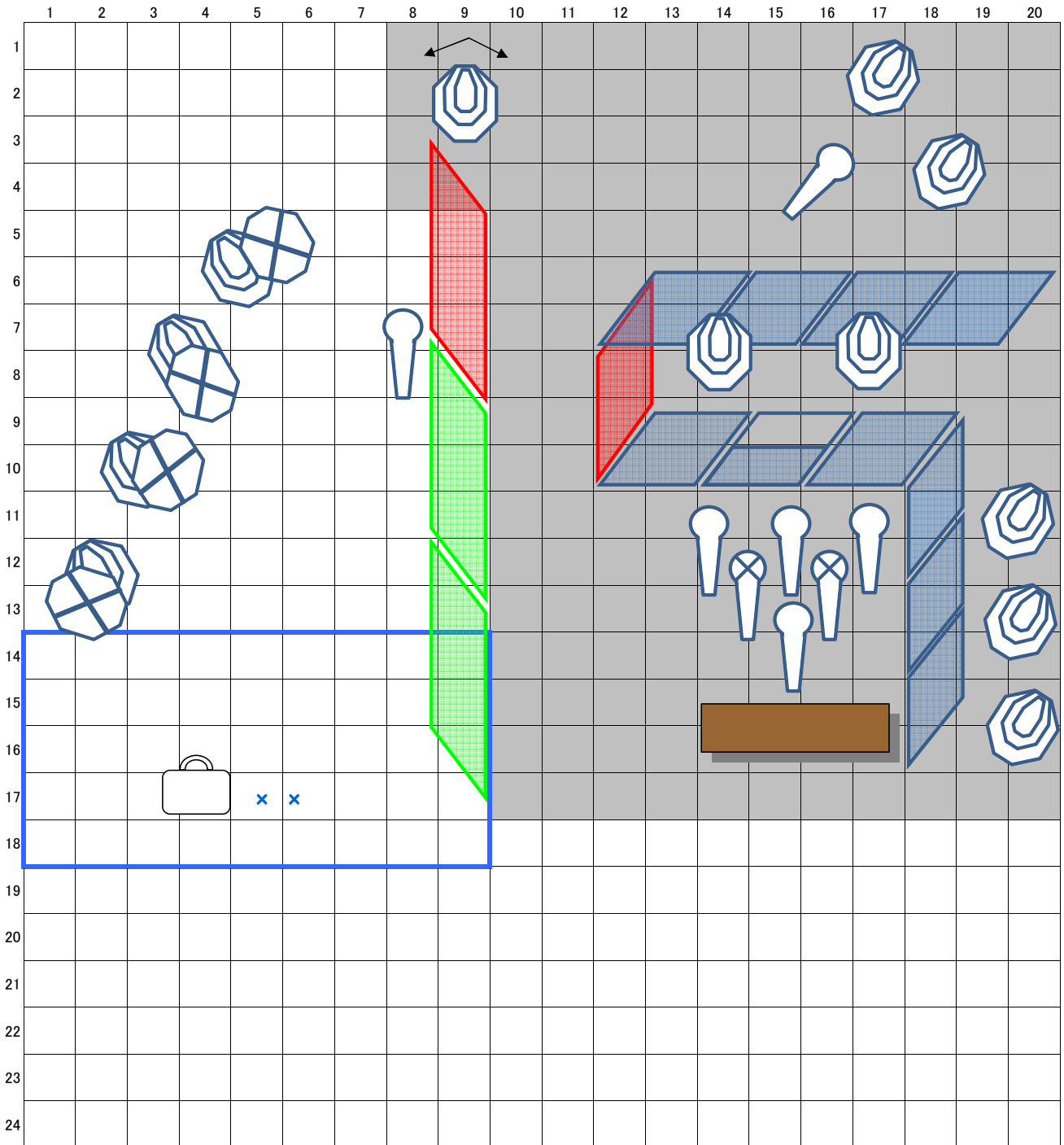


Stage: 01

IPSC Action Air DVC雷神11



RULES:

Stage No. & Title :

Type of Course :

Stage Designer:

Targets:

Number of Projectiles to be scored:

Handgun Ready Condition:

Starting Position:

Time Start:

Procedure:

Remark:

IPSC ACTION AIR

STAGE 1 / 5 to Go

SHORT

KUDO KAZUHARU

4 IPSC, 1 PP, — P, 4 NS

5 Projectiles / 25 PTS

Holster

Facing Down range, Keep BAG with weak hand, Heels on the Mark.

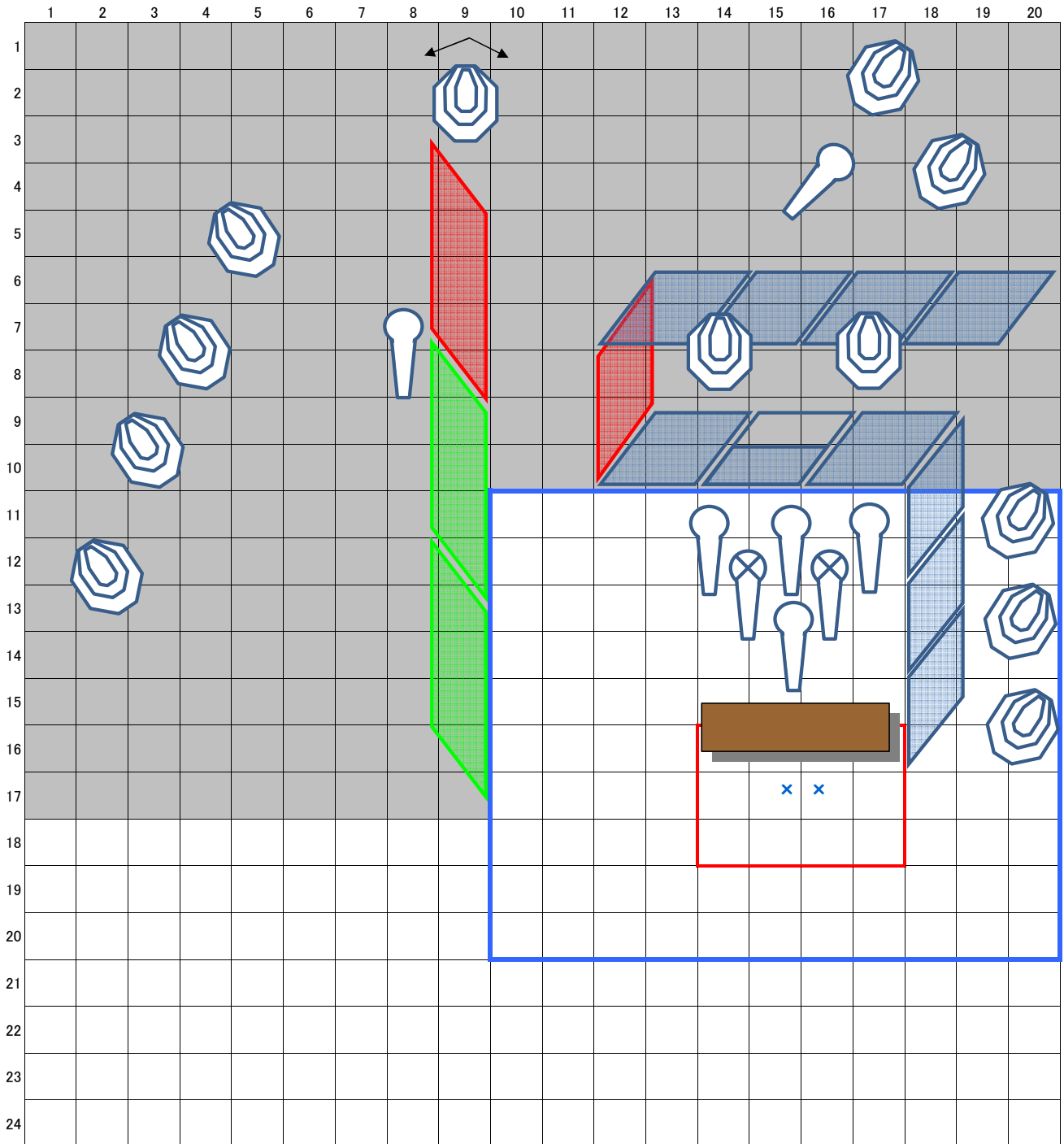
Audible

After Signal, Engage all Targets When visible from within the designated areas. 1 shot to each Target.

Keeping the BAG with Weak hand while shooting.

Stage: 02

IPSC Action Air DVC雷神11



RULES:

Stage No. & Title :

Type of Course :

Stage Designer:

Targets:

Number of Projectiles to be scored:

Handgun Ready Condition:

Starting Position:

Time Start:

Procedure:

Remark:

IPSC ACTION AIR

STAGE 2 / Safety Area

SHORT

KUDO KAZUHARU

3 IPSC, 4 PP, — P, 2 NS

10 Projectiles / 50 PTS

Chamber Empty, No Magazin Inserted,

Gun Flatted on the Table, Mag in Pouch to be used.

Facing Down range, Toes on the mark, Hands relaxed at sides.

Audible

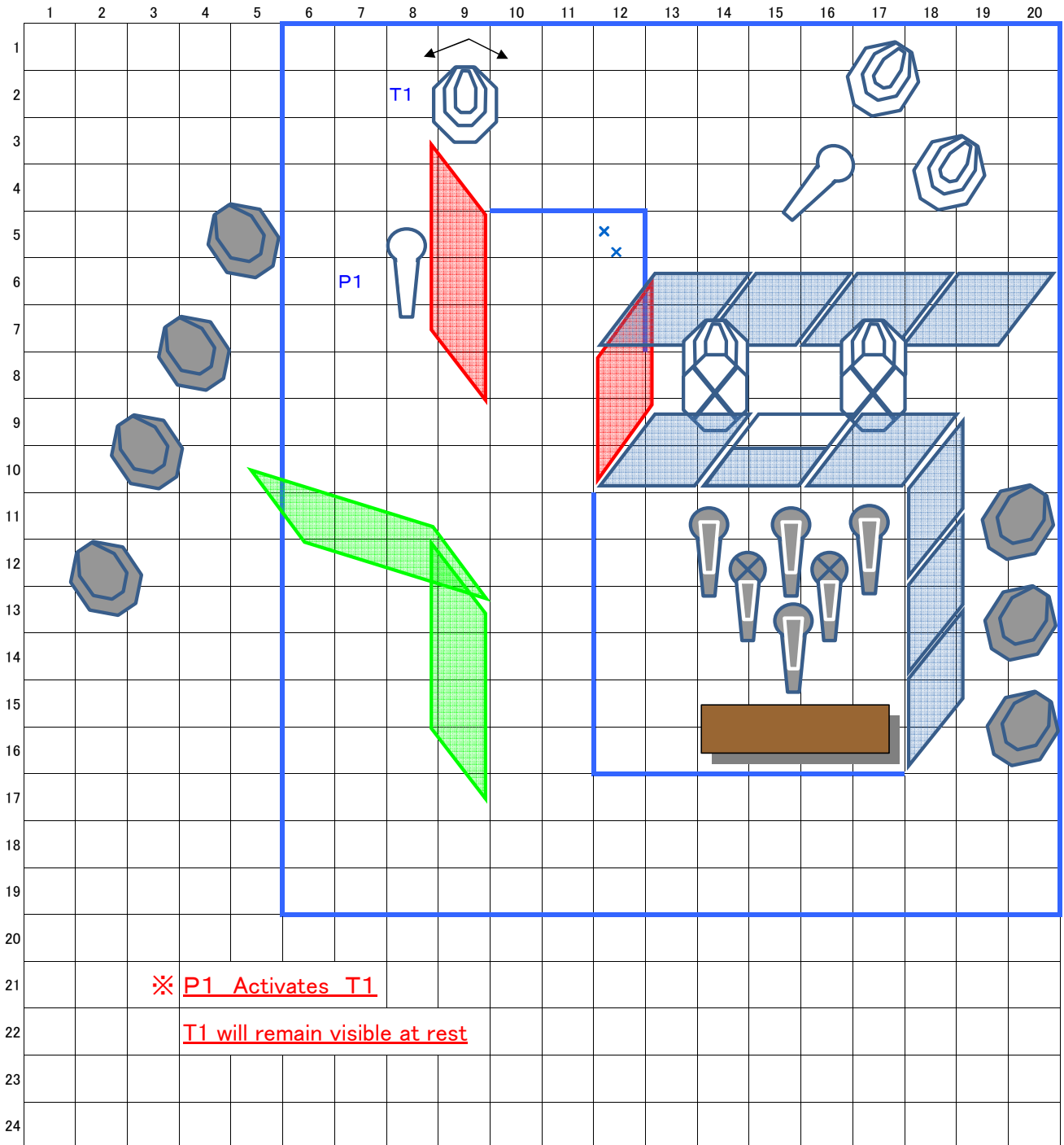
After Signal, Engage all Targets When visible from within the designated areas.

Follow Procedual what to do at Safety Area.

If not 1P on each shot.

Stage: 03

IPSC Action Air DVC雷神11



RULES:

Stage No. & Title :

Type of Course :

Stage Designer:

Targets:

Number of Projectiles to be scored:

Handgun Ready Condition:

IPSC ACTION AIR

STAGE 3 /

SHORT

KUDO KAZUHARU

5 IPSC, 2 PP, — P, 2 NS

12 Projectiles / 60 PTS

Holster

Starting Position:

Time Start:

Procedure:

Remark:

Facing Down range, Stand on Mark, Hands Relaxed at sides.

Audible

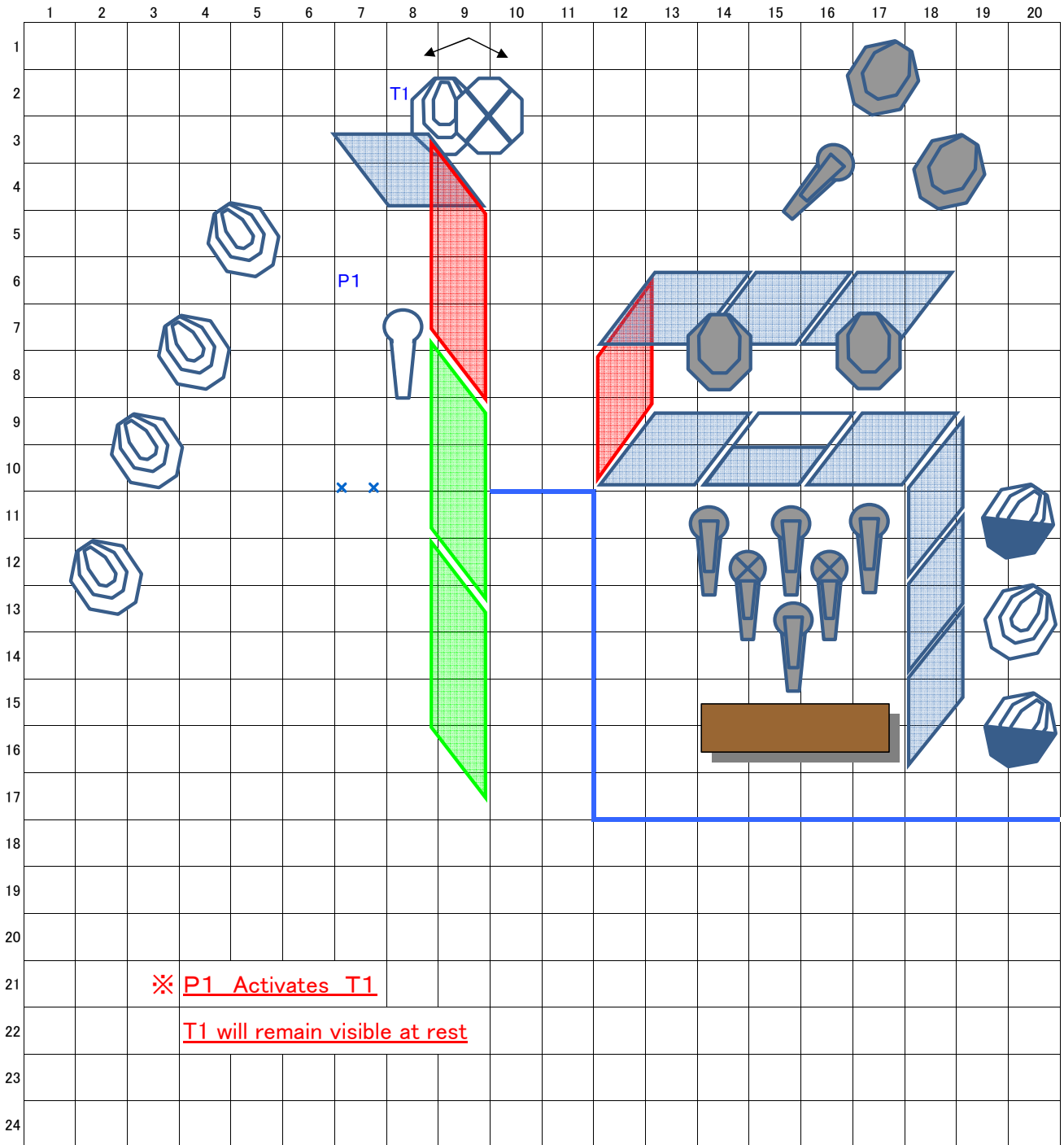
After Signal, Engage all Targets When visible from within the designated areas.

(1)Swinging Target T1 is activated by P1.

(2)T1 will remain visible at rest.

Stage: 04

IPSC Action Air DVC雷神11



RULES:

Stage No. & Title :

Type of Course :

Stage Designer:

Targets:

Number of Projectiles to be scored:

Handgun Ready Condition:

Starting Position:

Time Start:

Procedure:

Remark:

IPSC ACTION AIR

STAGE 4 /

MEDIUM

KUDO KAZUHARU

8 IPSC, 1 PP, — P, 1 NS

17 Projectiles / 85 PTS

Holster

Facing Down range, Stand on Mark, Hands Relaxed at sides.

Audible

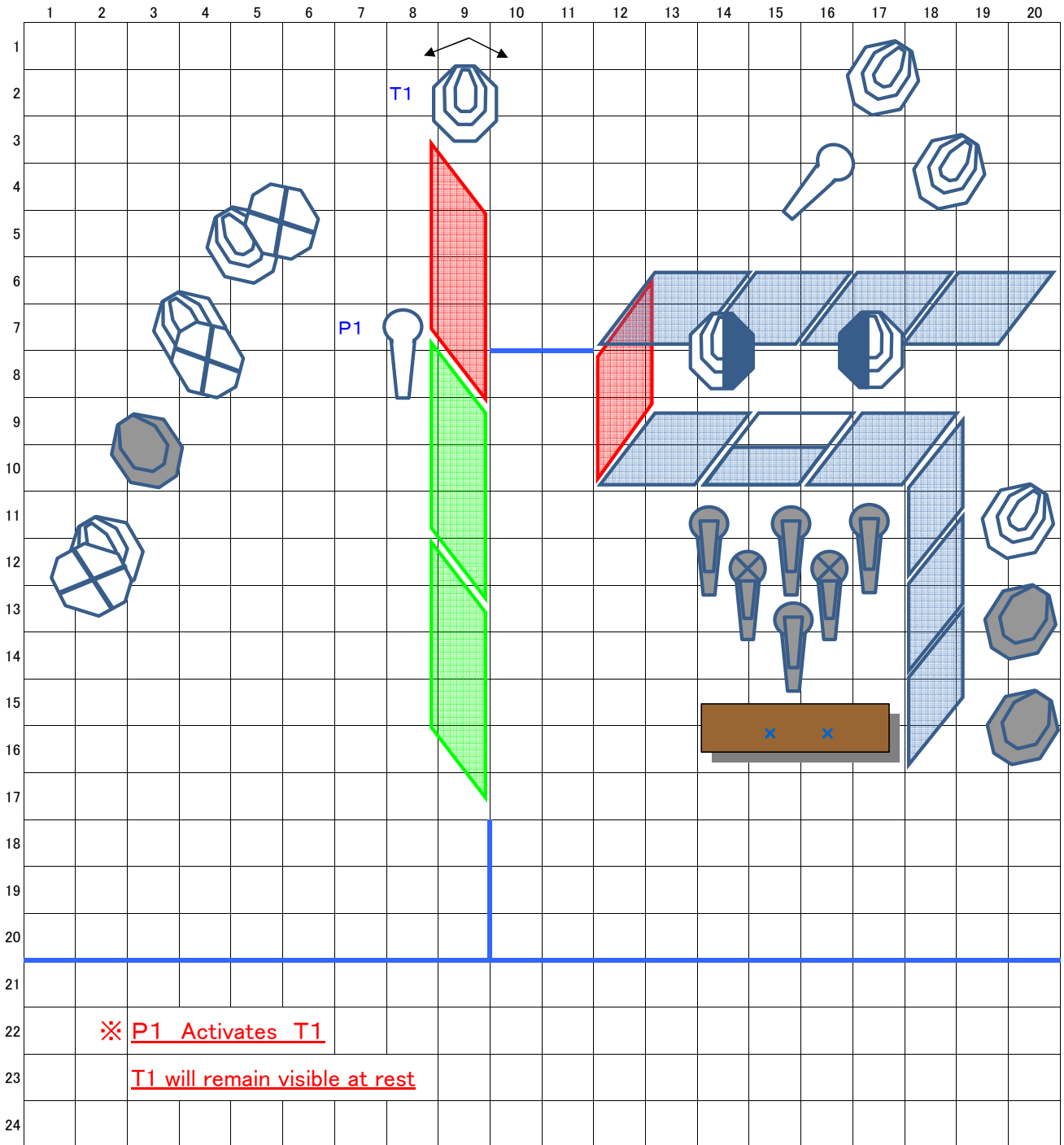
After Signal, Engage all Targets When visible from within the designated areas.

(1)Swinging Target T1 is activated by P1.

(2)T1 will remain visible at rest.

Stage: 05

IPSC Action Air DVC雷神11



RULES:

Stage No. & Title :

Type of Course :

Stage Designer:

Targets:

Number of Projectiles to be scored:

Handgun Ready Condition:

Starting Position:

Time Start:

Procedure:

Remark:

IPSC ACTION AIR

STAGE 5 /

MEDIUM

KUDO KAZUHARU

9 IPSC, 2 PP, — P, 3 NS

20 Projectiles / 100 PTS

Chamber Empty, No Magazin Inserted, Holster.

Facing Down range, Both Hands on the Table.

Audible

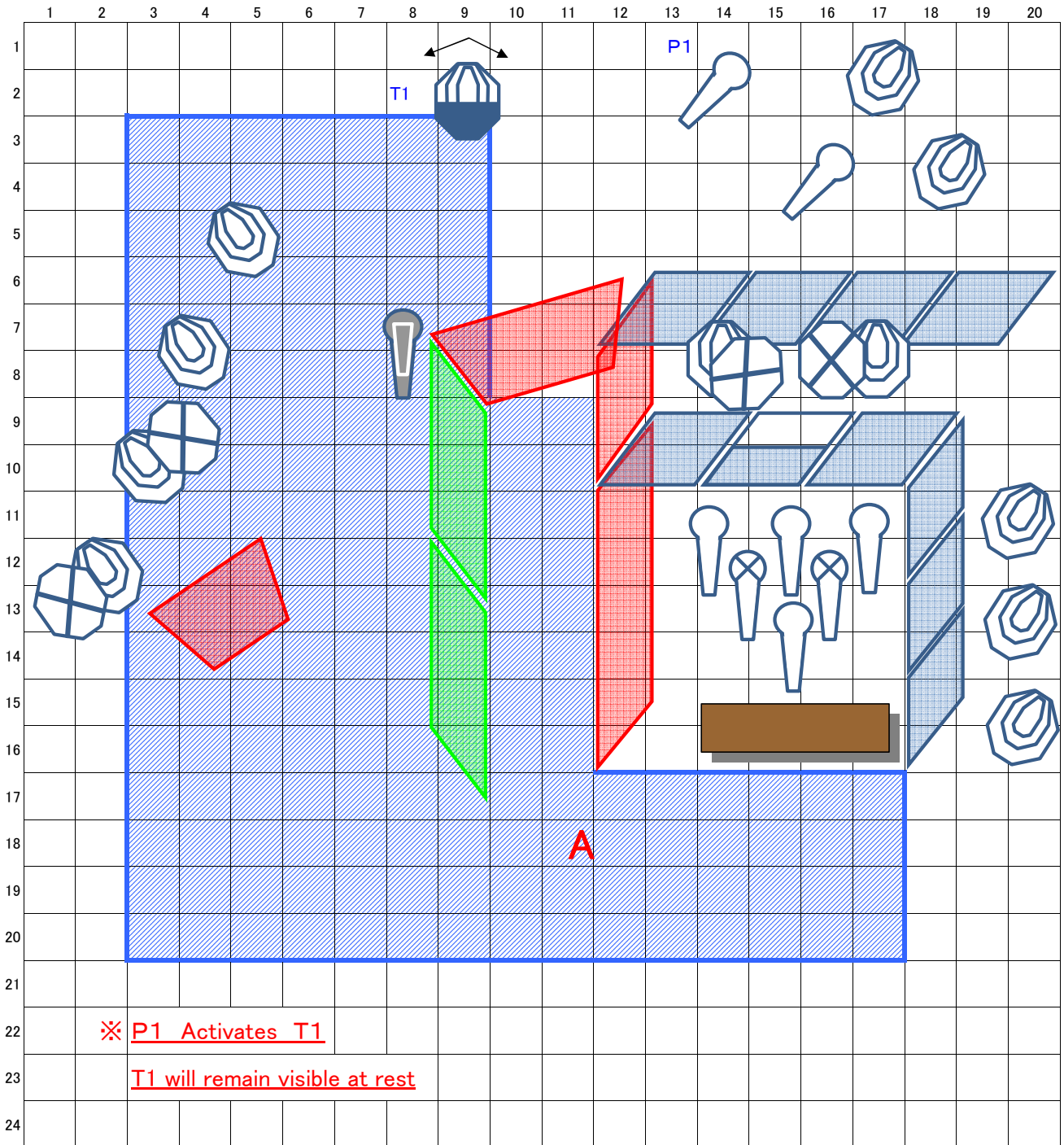
After Signal, Engage all Targets When visible from within the designated areas.

(1)Swinging Target T1 is activated by P1.

(2)T1 will remain visible at rest.

Stage: 06

IPSC Action Air DVC雷神11



RULES:

Stage No. & Title :

IPSC ACTION AIR
STAGE 6 /

Type of Course :

LONG

Stage Designer:

KUDO KAZUHARU

Targets:

12 IPSC, 6 PP,

— P, 4 NS

Number of Projectiles to be scored:

30 Projectiles / 150 PTS

Handgun Ready Condition:

Holster

Starting Position:

Anywhere in area A

Time Start:

Audible

Procedure:

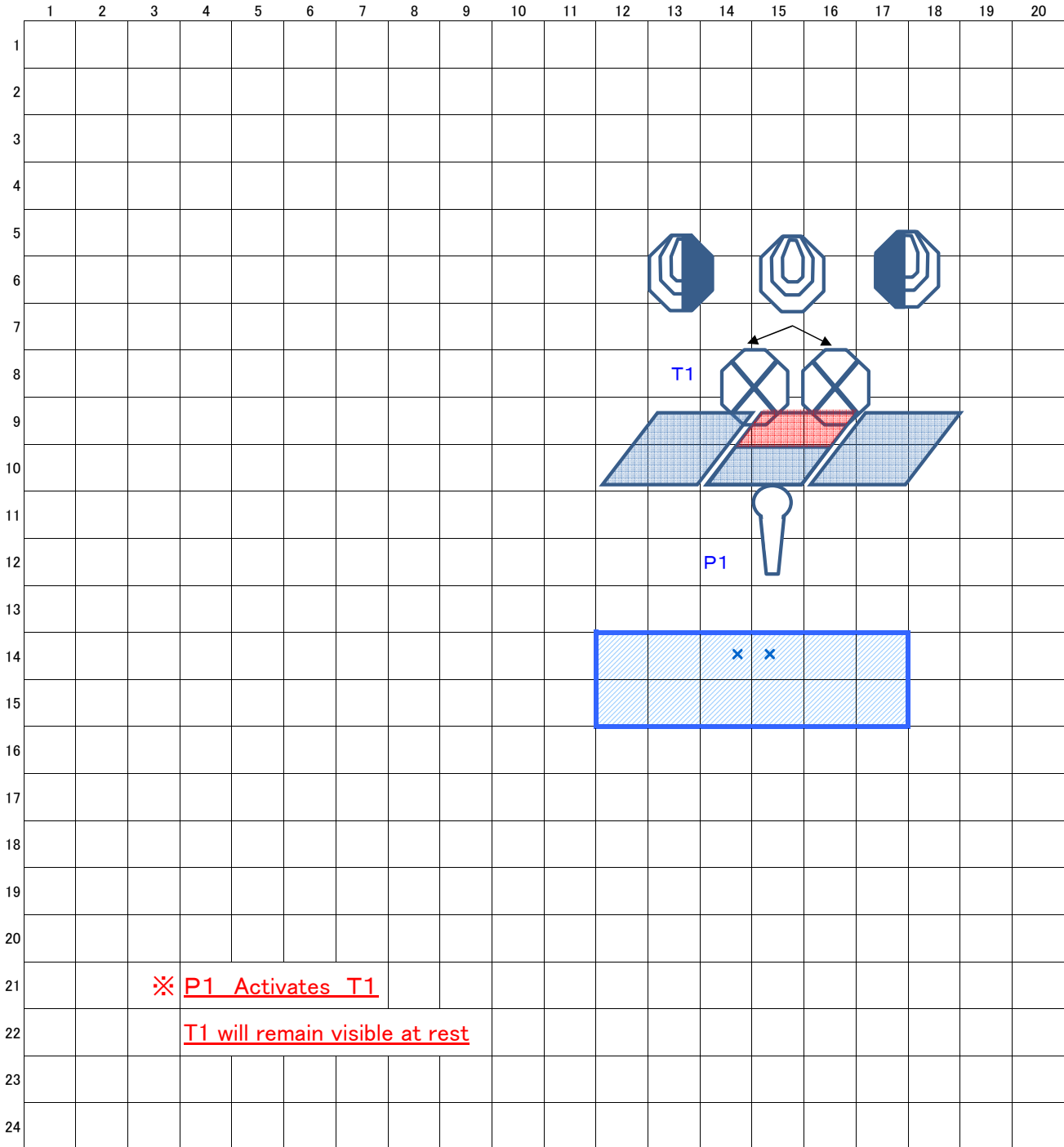
After Signal, Engage all Targets When visible from within the designated areas.

Remark:

(1)Swinging Target T1 is activated by P1.
(2)T1 will remain visible at rest.

Stage: **07**

IPSC Action Air **DVC雷神11**



※ P1 Activates T1

T1 will remain visible at rest

RULES:

Stage No. & Title :

**IPSC ACTION AIR
STAGE 7 /**

Type of Course :

SHORT

Stage Designer:

KUDO KAZUHARU

Targets:

3 IPSC, **1** PP, — P, **2** NS

Number of Projectiles to be scored:

7 Projectiles / **35** PTS

Handgun Ready Condition:

Holster

Starting Position:

Facing Up range, Stand on Mark, Hands Relaxed at sides.

Time Start:

Audible

Procedure:

After Signal, Engage all Targets When visible from within the designated areas.

Remark:

(1)Swinging Target T1 is activated by P1.

(2)T1 will remain visible at rest.