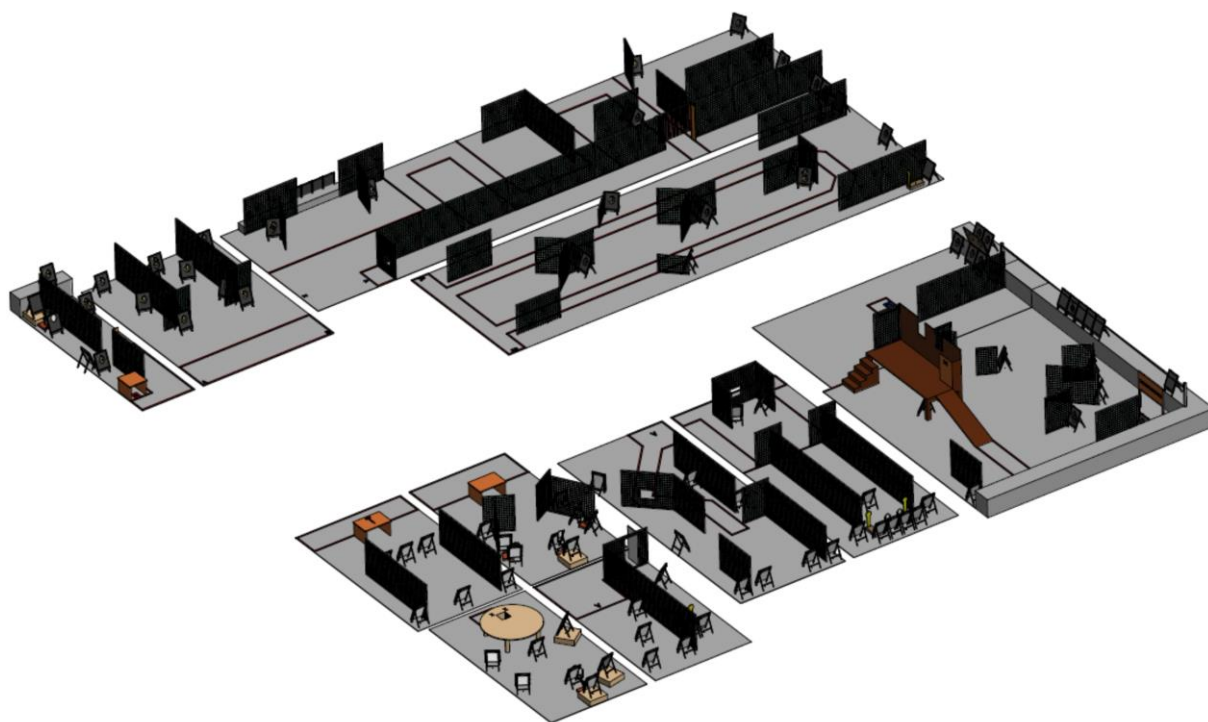


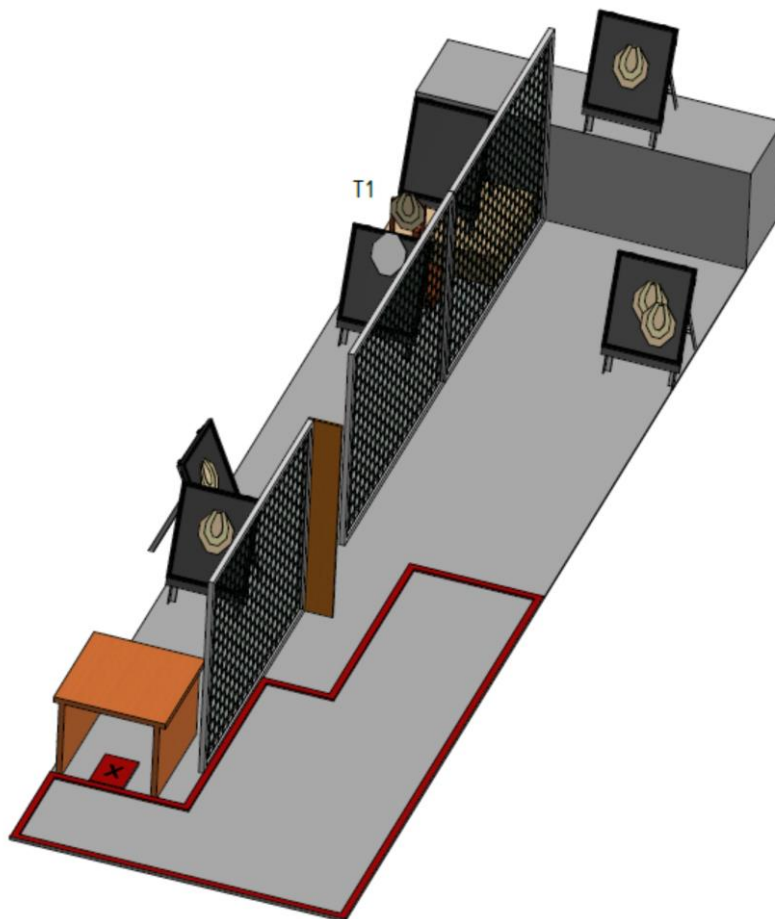


# 44. Juratreff / Swiss Nationals 2022 Handgun Level III

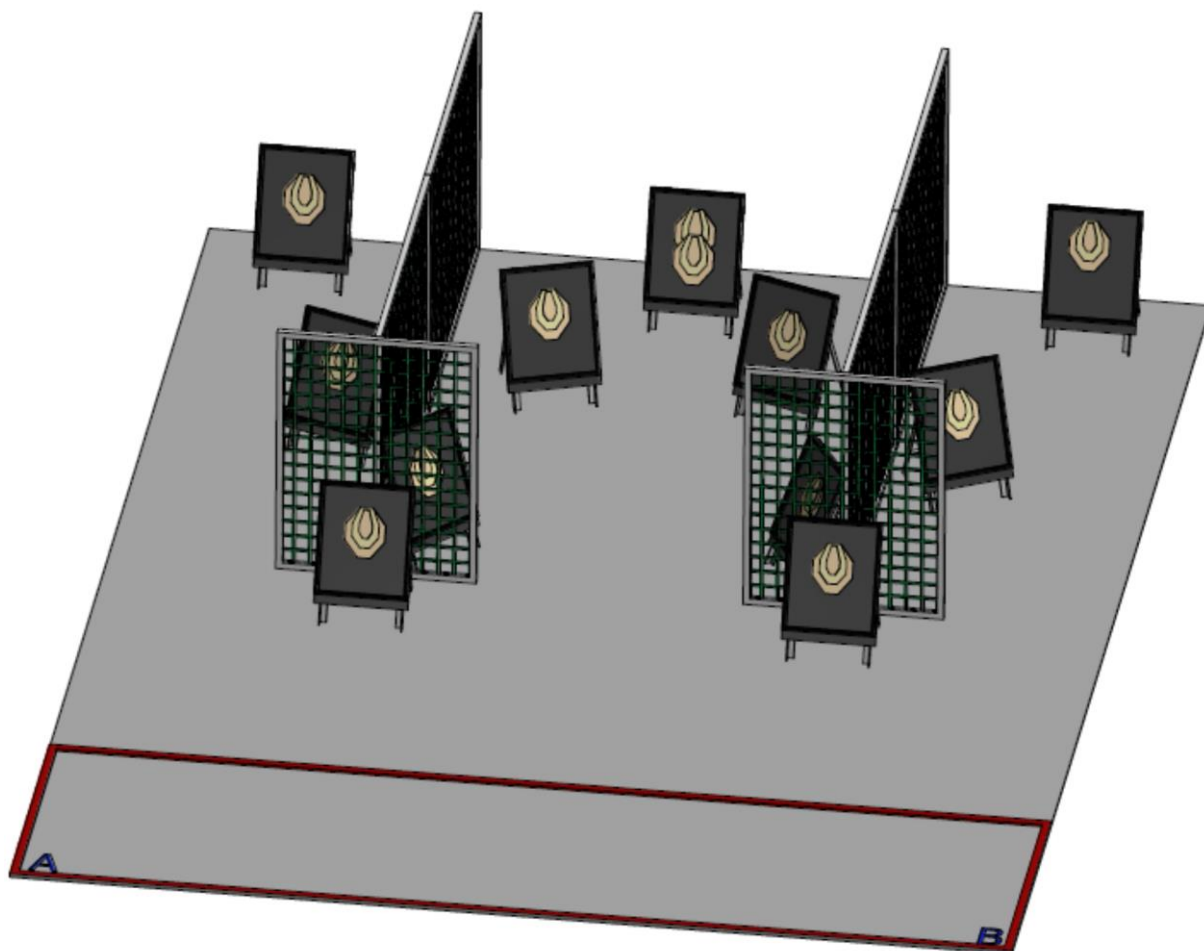




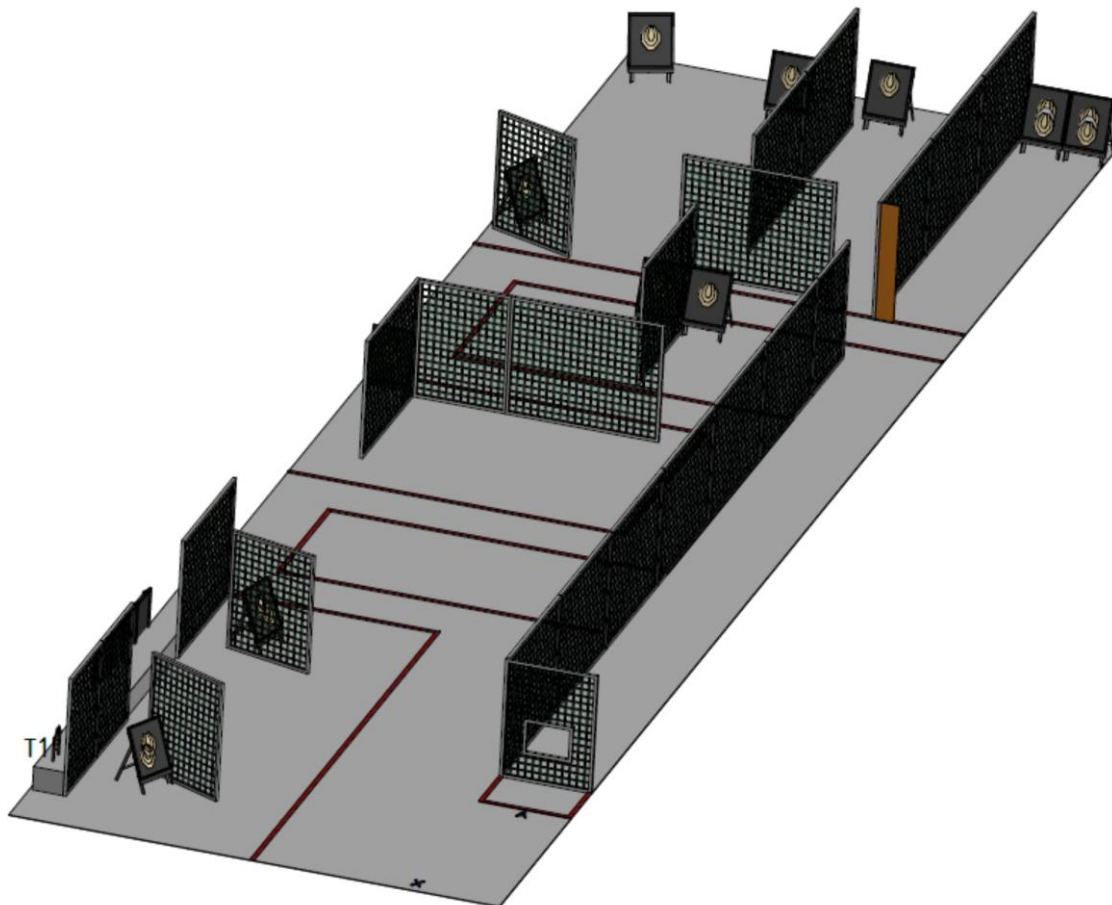
## Stage 1



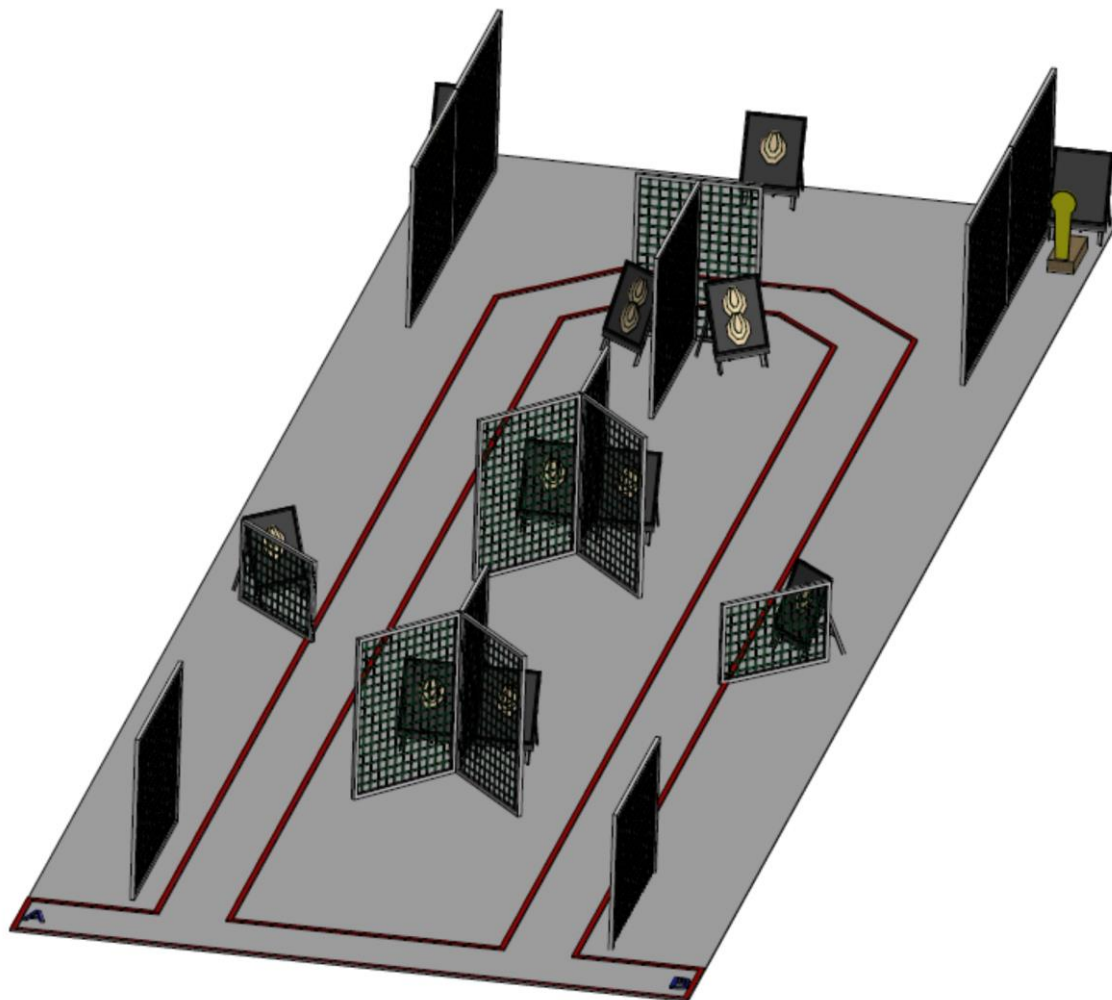
<b>Stage 1</b>	Short Course
Targets:	6 IPSC Mini Targets
Rounds to be scored:	12
Start position:	Standing anywhere
Time starts:	audible
Handgun ready condition:	Chamber and magwell empty, all magazines to be used are lying on the table, Handgun holstered
Procedure:	<p>After the start signal proceed.</p> <p>Stepping on the platform (x) activates moving target 1 which will stay visible at the end of the movement.</p> <p>A mandatory reload must be completed after the competitor shoots at his first target, and before he shoots at his final target</p>



<b>Stage 2</b>	Medium Course
Targets:	12 IPSC Mini Targets
Rounds to be scored:	24
Time starts:	audible
Start position:	Standing at A or B, one foot touching the mark
Procedure:	After the start signal proceed.

**Stage 3**

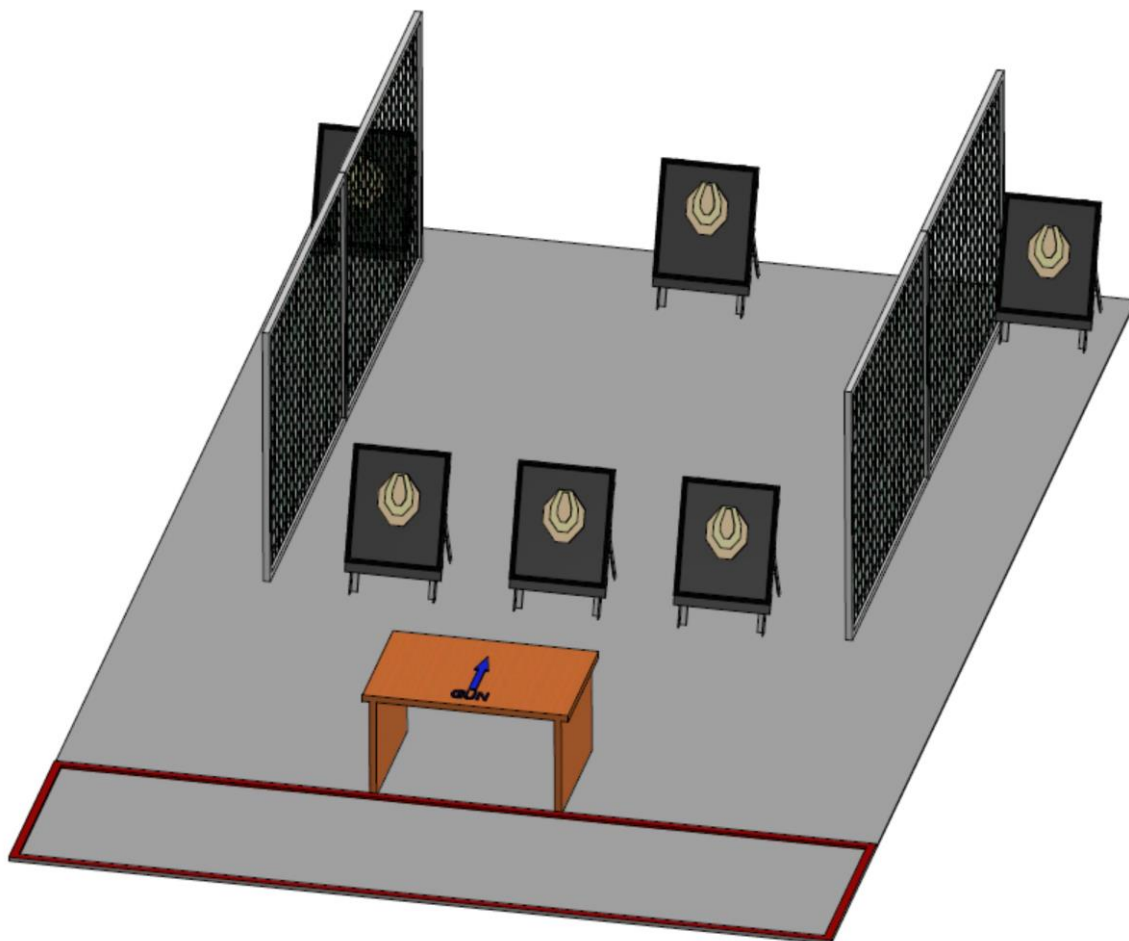
<b>Stage 3</b>	Long Course
Targets:	16 IPSC Targets
Rounds to be scored:	32
Time starts:	audible
Start position:	Standing at A, one toe touching the mark
Procedure:	After the start signal proceed.

**Stage 4**

<b>Stage 4</b>	Medium Course
Targets:	11 IPSC Targets, 2 IPSC Popper
Rounds to be scored:	24
Time starts:	audible
Start position:	Standing at A or B, one foot touching the mark
Procedure:	After the start signal proceed.



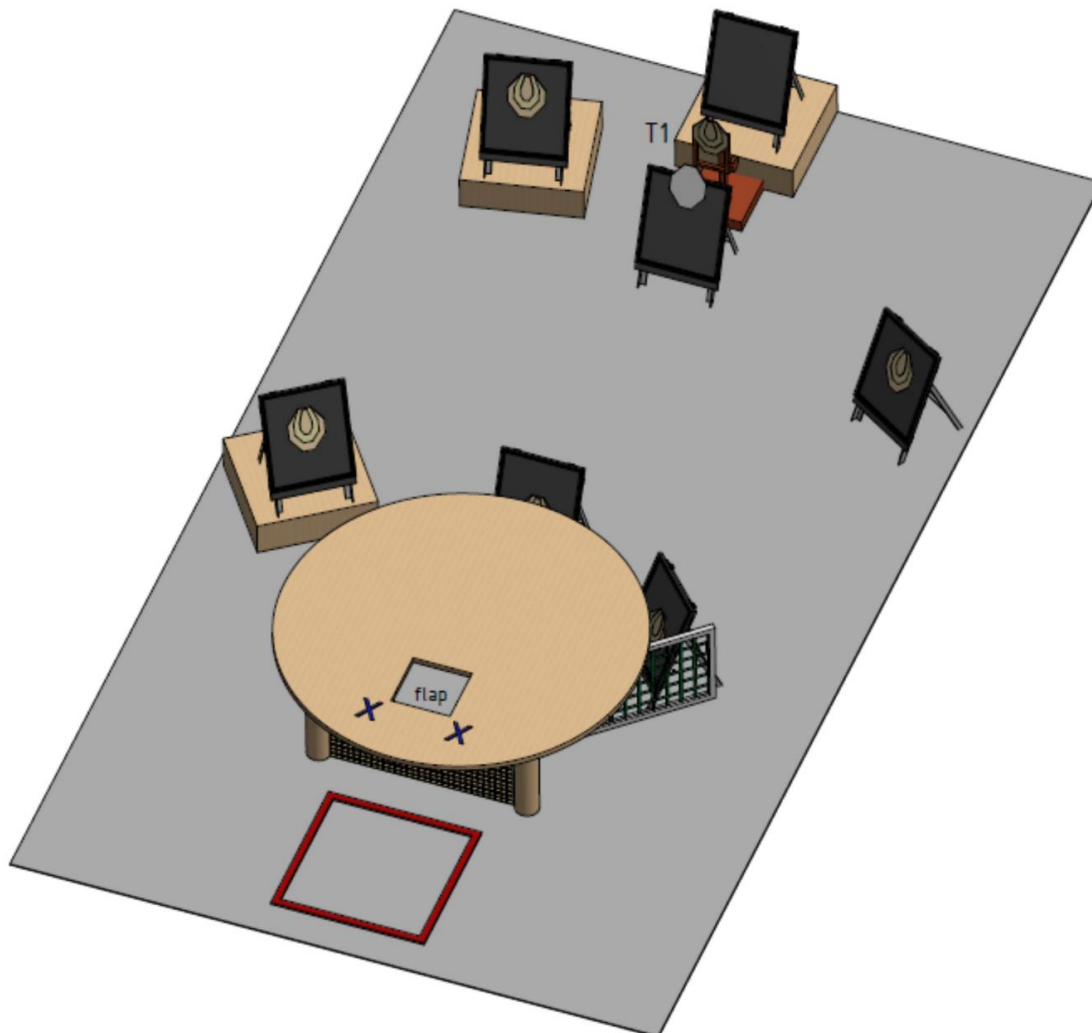
### Stage 5



<b>Stage 5</b>	Short Course
Targets:	6 IPSC Targets
Rounds to be scored:	12
Time starts:	audible
Start position:	Standing anywhere
Handgun ready condition:	Firearm is lying flat on the table
Procedure:	After the start signal proceed. <b>Strong hand only.</b>



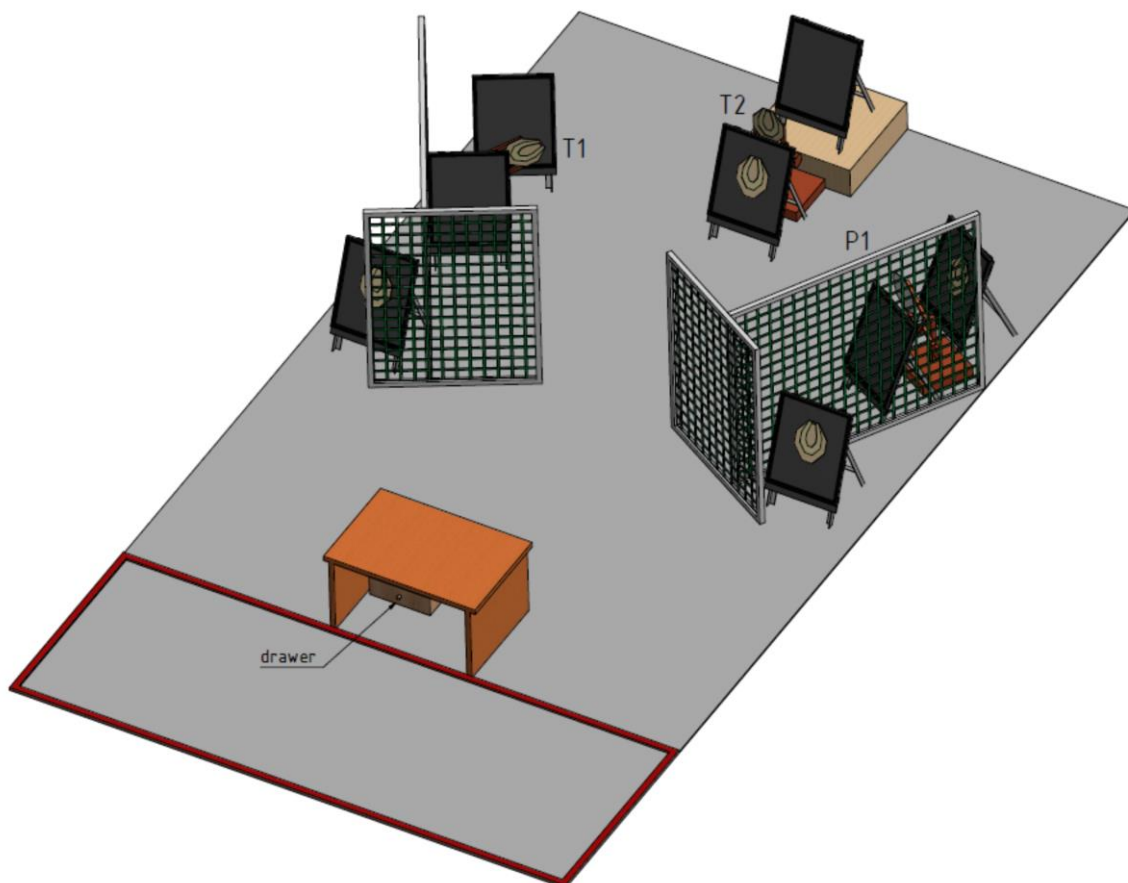
## Stage 6



<b>Stage 6</b>	Short Course
Targets:	6 IPSC Mini Targets
Rounds to be scored:	12
Time starts:	audible
Start position:	Standing in the area, hands touching the marks
Handgun ready condition:	Magazine inserted – chamber empty, Handgun holstered
Procedure:	After the start signal proceed. Pulling the rope activates a flap which will cover target 1 and activates moving target 1 which will stay visible at the end of the movement.



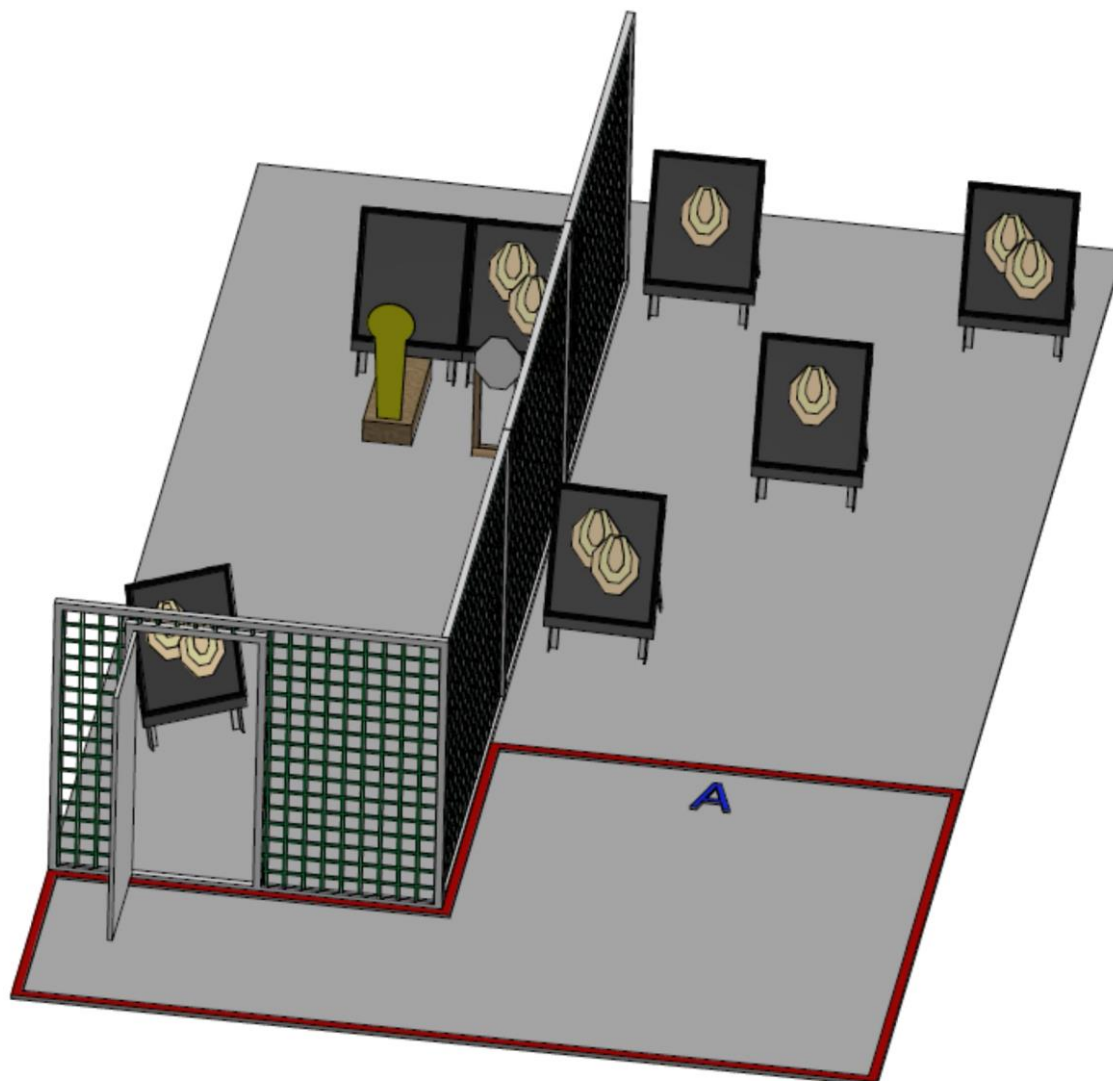
### Stage 7



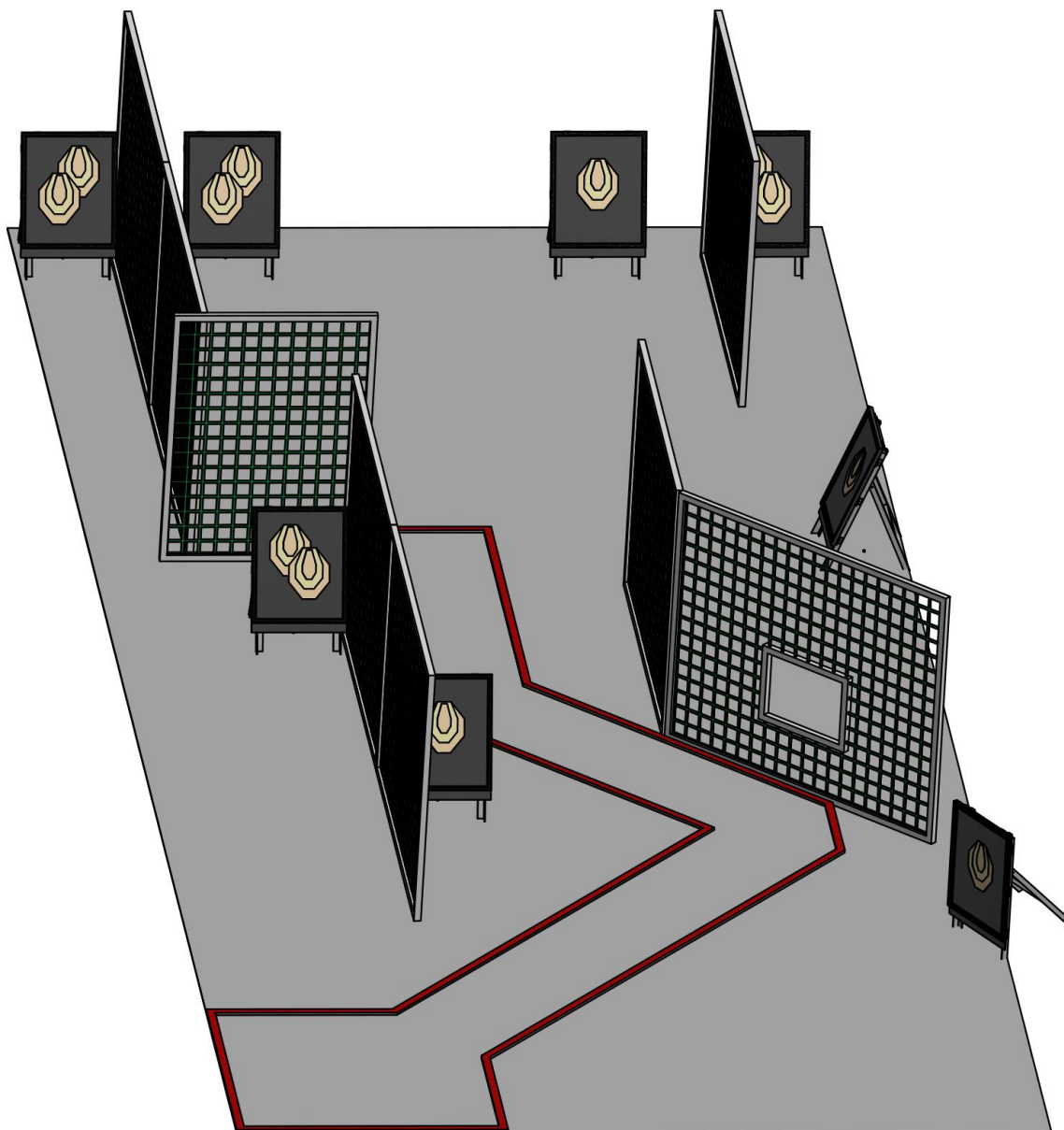
<b>Stage 7</b>	Short Course
Targets:	6 IPSC Mini Targets
Rounds to be scored:	12
Time starts:	audible
Start position:	Standing anywhere
Handgun ready condition:	Magwell and chamber empty, all magazines to be used are lying in the drawer of the table, Handgun holstered
Procedure:	After the start signal proceed. Pulling the drawer activates moving targets 1 and 2 and No-shoot target 1. Moving targets 1 und 2 stay visible at the end of their movement. No-shoot target 1 disappears at the end of the movement.



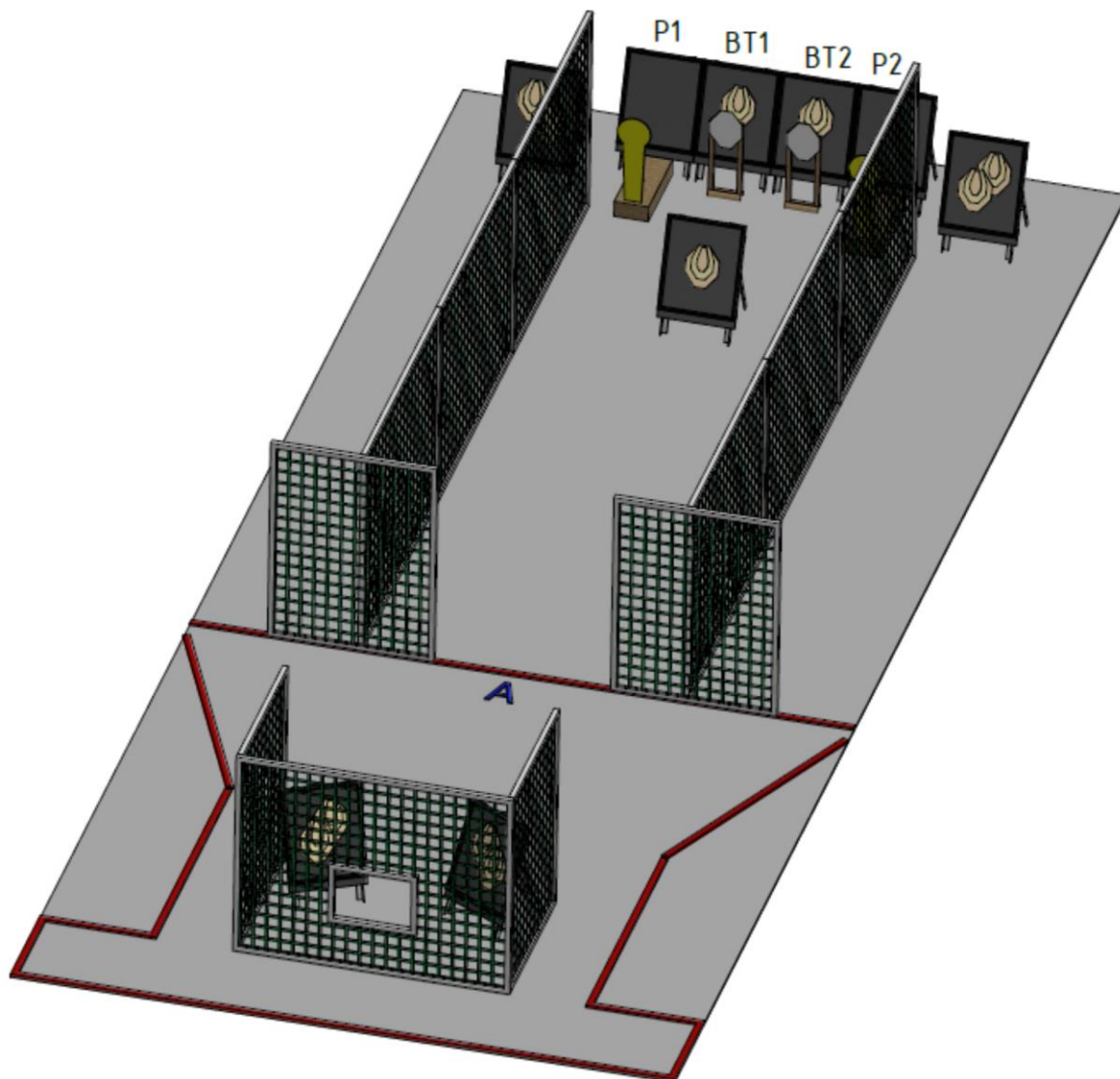
## Stage 8



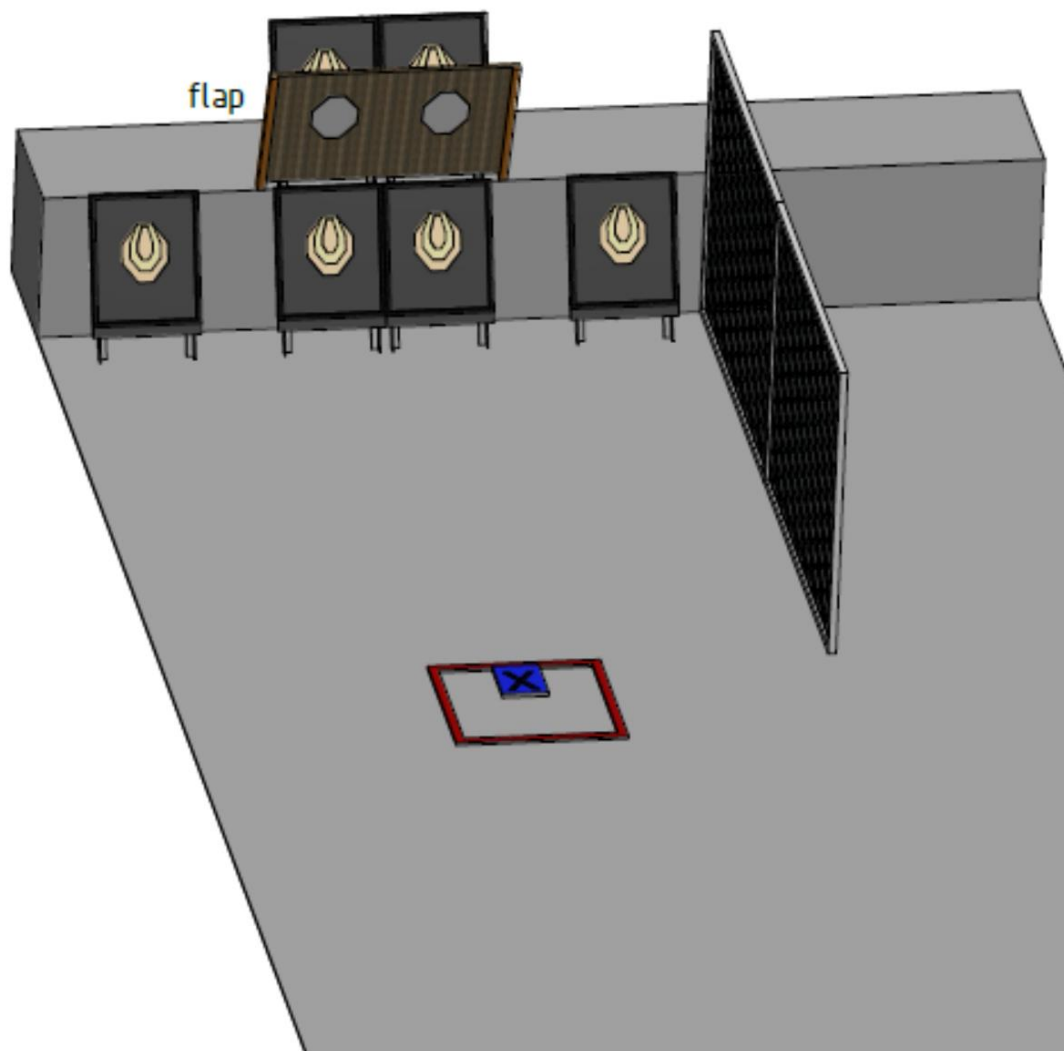
<b>Stage 8</b>	Short Course
Targets:	10 IPSC Targets, 1 IPSC Popper
Rounds to be scored:	11
Time starts:	audible
Start position:	Standing at A, one toe touching the mark
Procedure:	After the start signal proceed. <b>Only one hit per target – the best hit will be counted.</b> Popper 1 activates No-shoot target 1.

**Stage 9**

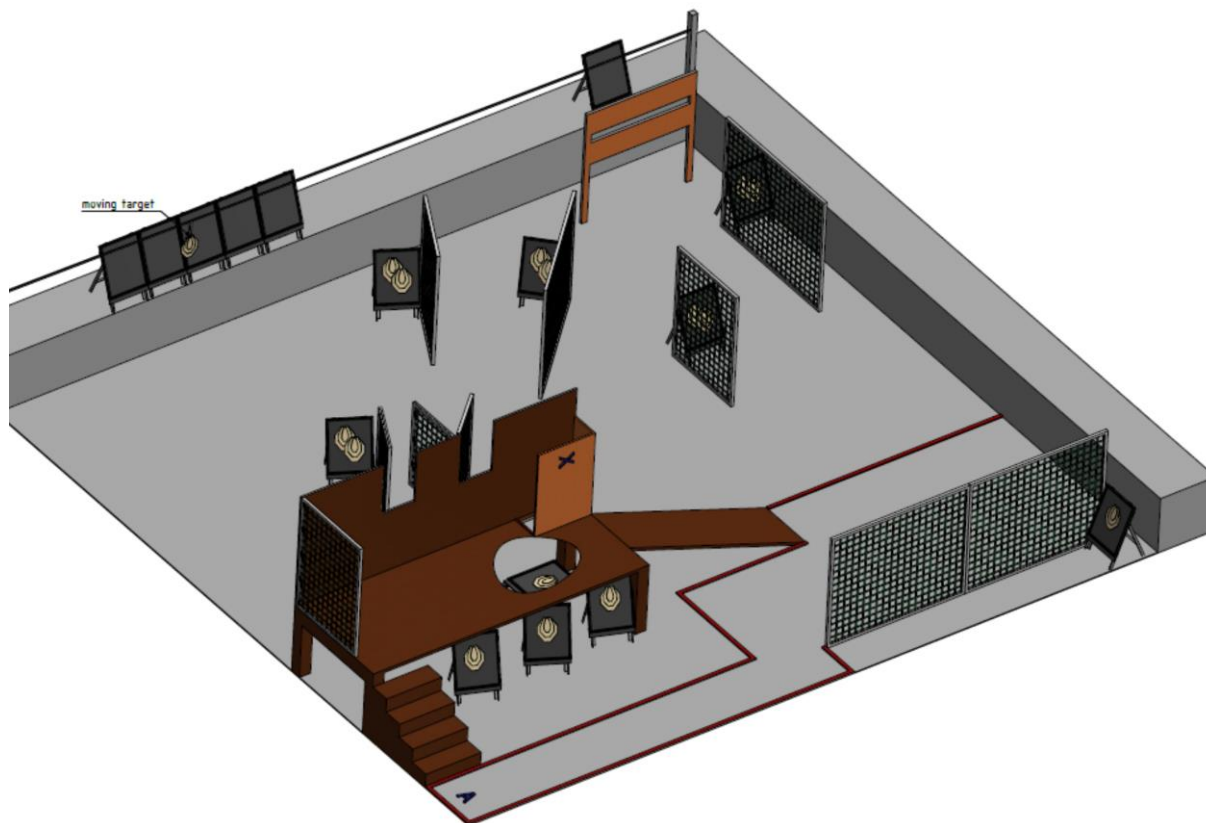
<b>Stage 9</b>	Medium Course
Targets:	12 IPSC Targets
Rounds to be scored:	24
Time starts:	audible
Start position:	Standing anywhere
Procedure:	After the start signal proceed.

**Stage 10**

<b>Stage 10</b>	Medium Course
Targets:	11 IPSC Targets, 2 IPSC Popper
Rounds to be scored:	24
Time starts:	audible
Start position:	Standing at A, one toe touching the mark.
Procedure:	After the start signal proceed. Popper 1 activates bear trap 2, Popper 2 activates bear trap 1.

**Stage 11**

<b>Stage 11</b>	Short Course
Targets:	6 IPSC Targets
Rounds to be scored:	12
Time starts:	audible
Start position:	Standing anywhere
Procedure:	After the start signal proceed. A step on to platform (X) activates a flap which makes targets 1 and 2 visible and hide targets 3 and 4.

**Stage 12**

<b>Stage 12</b>	Long Course
Targets:	16 IPSC Targets
Rounds to be scored:	32
Time starts:	audible
Start position:	Standing at A, one foot touching the mark
Procedure:	After the start signal proceed. Pulling the rope (x) activates moving target 1, which will stay visible at the end of the movement.