

1. E1M1

No image

Scoring	Points	Par-time	140.00 sec
Info	10 pts & 10 rounds	Par-time factor	0.02 pts/sec
CoF	Standing in a designated area, engage targets in sector A when visible, proceed to sector B. Once shooter has changed sector the shooter may not go back to previous sector. Two (2) shots on each target. Paper targets (Shot Marker) will not be indicated when hit by Spotter/RO. Sequence 1: Sector A > Sector B		
Target-info	From left to right R20 (257m) R20 (198m) R20 (200m) R20 (186m) IPSC Papper (61m) Shot Marker		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

2. E1M2

No image

Scoring	Points	Par-time	140.00 sec
Info	10 pts & 10 rounds	Par-time factor	0.02 pts/sec
CoF	Standing in a designated area, engage target in sector B when visible, proceed to sector A. Once shooter has changed sector the shooter may not go back to previous sector. Two (2) shots on each target. Paper targets (Shot Marker) will not be indicated when hit by Spotter/RO. Sequence 1: Sector B > Sector A		
Target-info	From left to right R20 (257m) R20 (198m) R20 (200m) R20 (186m) IPSC Papper (61m) Shot Marker		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

3. E1M3

No image

Scoring	Points	Par-time	160.00 sec
Info	18 pts & 18 rounds	Par-time factor	0.02 pts/sec
CoF	In designated area, hit to move, when sequence is completed, shooter must change position at least 1.5 meters from previous position and repeat sequence. Sequence to be completed three (3) times. One (1) shoot on each target, sequence is complete when all three (3) R20 targets been hit twice. Sequence 1: Three (3) R20 targets left to right > Three (3) R20 targets left to right.		
Target-info	R20 (228m) R20 (228m) R20 (228m)		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

4. E1M4

No image

Scoring	Points	Par-time	160.00 sec
Info	12 pts & 12 rounds	Par-time factor	0.02 pts/sec
CoF	Starting in designated area. Shooter must change position every three (3) shots, at least 1.5 meters from last position, the last position must be inside marked area for time point. All equipment must be carried from start and be inside finishing area at last shoot. Sequence 1: Three (3) R20 targets left to right		
Target-info	R20 (228m) R20 (228m) R20 (228m)		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

5. E1M5

No image

Scoring	Points	Par-time	150.00 sec
Info	12 pts & 12 rounds	Par-time factor	0.02 pts/sec
CoF	Starting in designated area. Hit to move. Two (2) shots on each target. Sequence 1: IPSC Papper, IPSC Papper, H50, R20, S40, S60S		
Target-info	IPSC Papper (33m) IPSC Papper (30m) H50 (194m) R20 (223m) S40 (356m) S60 (540m)		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

6. E1M6

No image

Scoring	Points	Par-time	150.00 sec
Info	12 pts & 12 rounds	Par-time factor	0.02 pts/sec
CoF	Starting in designated area, with all equipment, after every two shots competitor must continue sequence, competitor must fire last shoot at marked finishing area. Competitor may only have two magazines with (10) round loaded in each magazine. (extra magazine is allowed if failure to feed or other malfunction requiring to remove magazine in use) Sequence 1: S60, S40, R20, H50, IPSC Papper, IPSC Papper. Paper target has no order. Paper targets will not be indicated when hit by Spotter/RO.		
Target-info	IPSC Papper (33m) IPSC Papper (30m) H50 (194m) R20 (223m) S40 (356m) S60 (540m)		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

7. E1M7

No image

Scoring	Points	Par-time	120.00 sec
Info	12 pts & 12 rounds	Par-time factor	0.02 pts/sec
CoF	Starting in designated area, standing above rifle, rifle to be seated on rock. With all equipment carried by shooter. Two (2) shots on all targets, far to near. Sequence 1: R30, R30, R30, R20, R20, R20		
Target-info	R30 (364m) R30 (372m) R30 (372m) R20 (284m) R20 (284m) R20 (292m)		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

8. E1M8

No image

Scoring	Points	Par-time	120.00 sec
Info	12 pts & 12 rounds	Par-time factor	0.02 pts/sec
CoF	Starting at marked area, shooter to complete sequence within designated area. Near too far. Two shots on each target. Sequence 1: R20, R20, R20, R30, R30, R30		
Target-info	R30 (227m) R30 (234m) R30 (234m) R20 (158m) R20 (158m) R20 (166m)		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

9. E1M9

No image

Scoring	Points	Par-time	160.00 sec
Info	8 pts & 8 rounds	Par-time factor	0.02 pts/sec
CoF	Behind car, on signal, competitor will move to shooting area, in area shooter may use binoculars to find all four (4) unknown targets, once all targets are identified shooter may engage in free order. Sequence 1: N/A		
Target-info	AC-Zon (127m) AC-Zon (219m) R20 (199m) R20 (199m)		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

10. E1M10

No image

Scoring	Points	Par-time	160.00 sec
Info	8 pts & 8 rounds	Par-time factor	0.02 pts/sec
CoF	Seated in car with both hands on steering wheel, on signal, shooter is to collect all equipment used in the trunk of the car including rifle. Competitor may engage target when visible inside designated area. Sequence 1: N/A		
Target-info	AC-Zon (127m) AC-Zon (219m) R20 (199m) R20 (199m)		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			