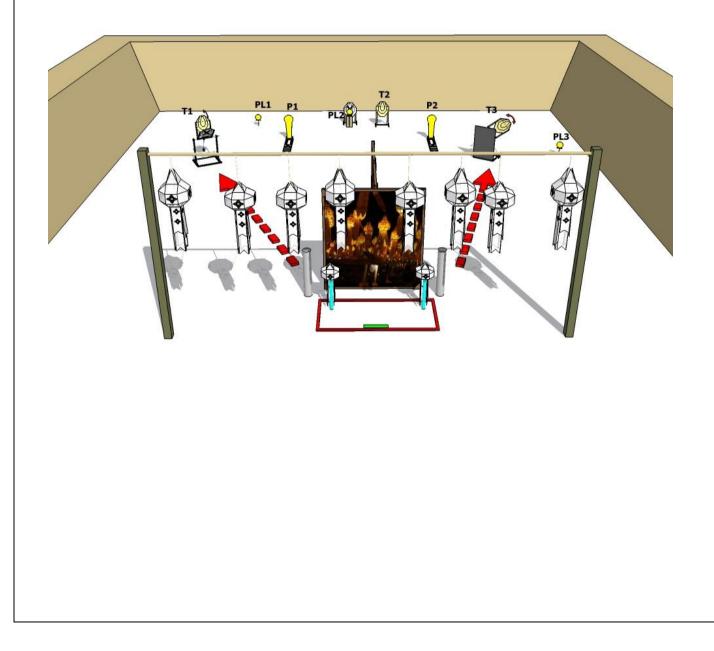


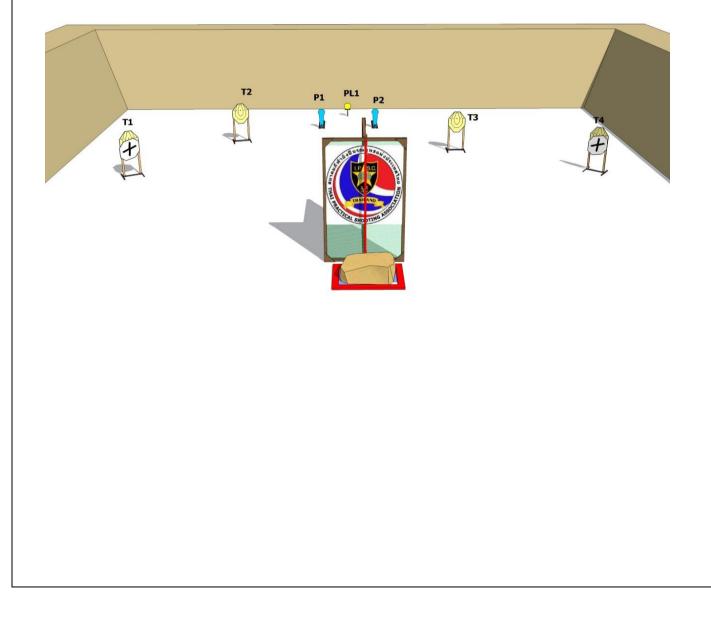


STAGE: 1	NAME: SKY LANTERN		DESIGNED BY: Lim 4
START POSITI holstered. Sho	ON: Gun loaded and oter stands relaxed facing marker with both hands	PROCEDURE: Upon sig and P2 will activate Sw remain visible at rest.	gnal, engage all targets. Poppers P1 ring Targets T2 and T3 which will
SCORING: 10	Rounds 50 Points	TARGETS: 4 IPSC Targ	jets and 2 Poppers

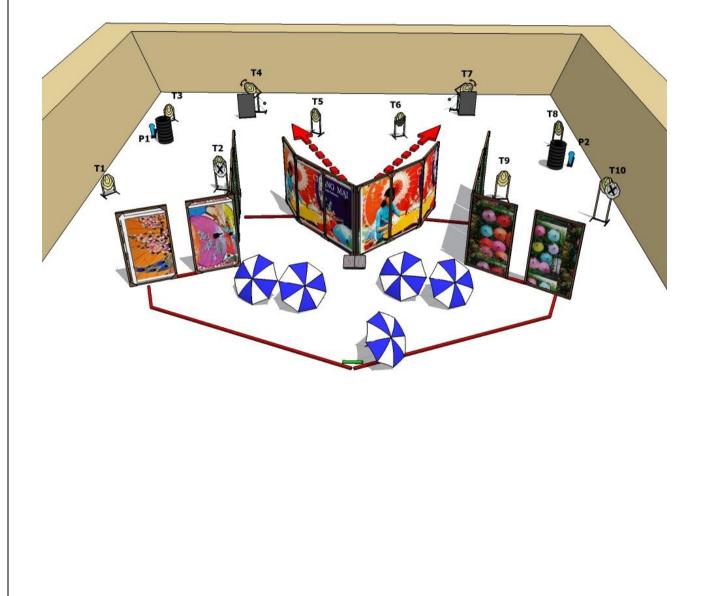
STAGE: 2	NAME: YEE – PENG LAMP		DESIGNED BY: Lim4
START POSITION: Gun loaded and holstered. Shooter stands relaxed facing downrange at marker holding Yee-Peng Lamp in both hands.		PROCEDURE: Upon signal, engage all targets. Putting Yee-Peng Lamp in places to activate Swing Targets T1 and T3 which will remain visible at rest.	
SCORING: 11 Rounds 55 Points TARGETS		TARGETS: 3 IPSC	Targets, 2 Poppers and 3 Plates



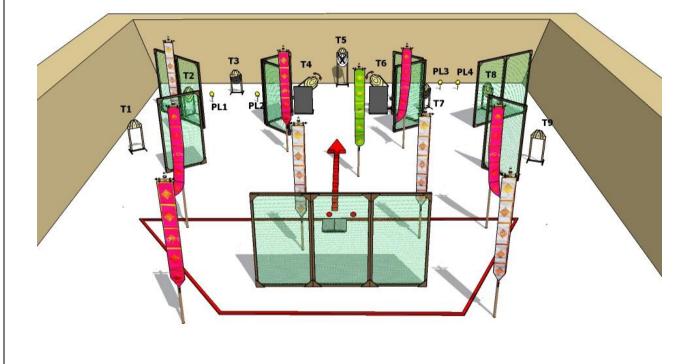
STAGE: 3	NAME: ROCK CLIMBING		DESIGNED BY: Lim4
	I: Gun loaded and holstered. elaxed facing downrange on the nated area.	PROCEDURE: Upo	on signal, engage all targets.
SCORING: 11 Rounds 55 Points		TARGETS: 4 IPSC	Targets, 2 Poppers and 1 Plate.



STAGE: 4	NAME: UMBRELLA MAKING		DESIGNED BY: Lim4
Shooter stands re	l: Gun loaded and holstered. elaxed facing downrange at marker ella in strong hand.		on signal, engage all targets. orm to activate Swing Target T4 and ain visible at rest.
SCORING: 22 Ro	unds 110 Points	TARGETS: 10 IPS	C Targets and 2 Poppers



STAGE: 5	NAME: NORTHERN FLAG		DESIGNED BY: Lim4
START POSITION: Gun with magazine inserted, chamber empty and holstered. Shooter stands relaxed facing downrange with both hands at markers.		PROCEDURE: Upon signal, engage all targets. Stepping on platform to activate Swing Targets T4 and T6 which will remain visible at rest.	
SCORING: 22 Rounds 110 Points		TARGETS: 9 IPSC	Targets, and 4 Plates



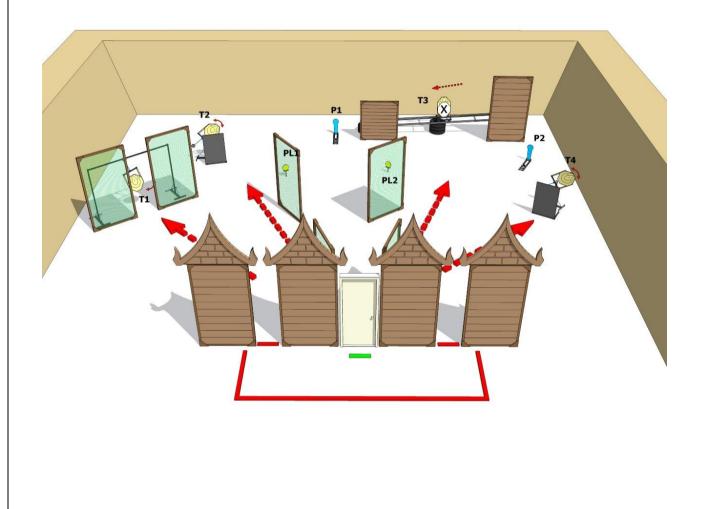
STAGE: 6	NAME: MOUNTAIN RESORT	DESIGNED BY: Lim4
START POSITION chamber empty a with both feet on	I: Gun with magazine inserted, Ind holstered. Shooter fully lies sun bed.	PROCEDURE: Upon signal, engage all targets.
SCORING: 29 Ro	unds 145 Points	TARGETS: 12 IPSC Targets, 2 Poppers and 3 Plates



STAGE: 7 NAME: THAI KITE FESTIVAL DESIGNED BY: Lim4	
START POSITION: Gun loaded and holstered. PROCEDURE: Upon signal, engage all targets. Shooter stands relaxed facing downrange anywhere within designated area. PROCEDURE: Upon signal, engage all targets.	
SCORING: 12 Rounds 60 Points TARGETS: 3 IPSC Targets and 6 Plates	

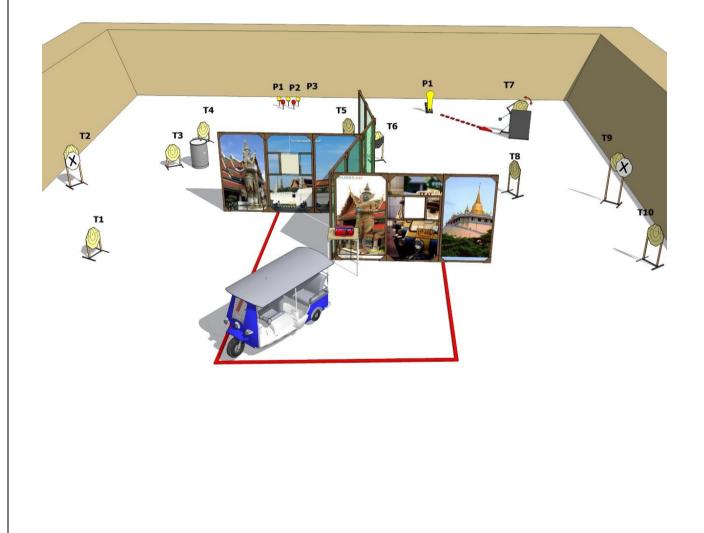
STAGE: 8	NAME: Slum		DESIGNED BY: Lim4
	: Gun loaded and holstered. elaxed facing downrange at marker.	PROCEDURE: Upo	on signal, engage all targets.
SCORING: 32 Rou	unds 160 Points	TARGETS: 16 IPS	C Targets

STAGE: 9	NAME: AYUTHAYA ANCIENT CITY		DESIGNED BY: Lim4
	: Gun loaded and holstered. elaxed facing downrange at marker.	the door to activat	on signal, engage all targets. Open te Swing Targets T1, T2, T4 and which will remain visible at rest.
SCORING: 12 Roo	unds 60 Points	TARGETS: 4 IPSC	Targets, 2 Poppers and 2 Plates

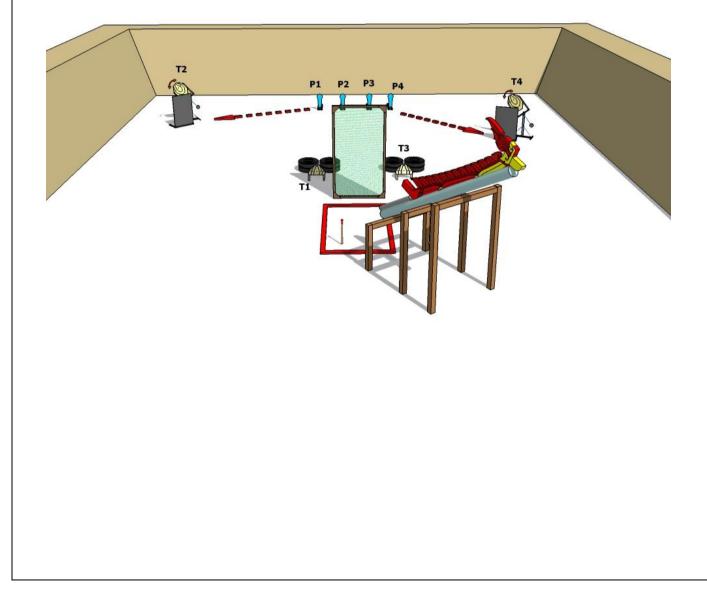


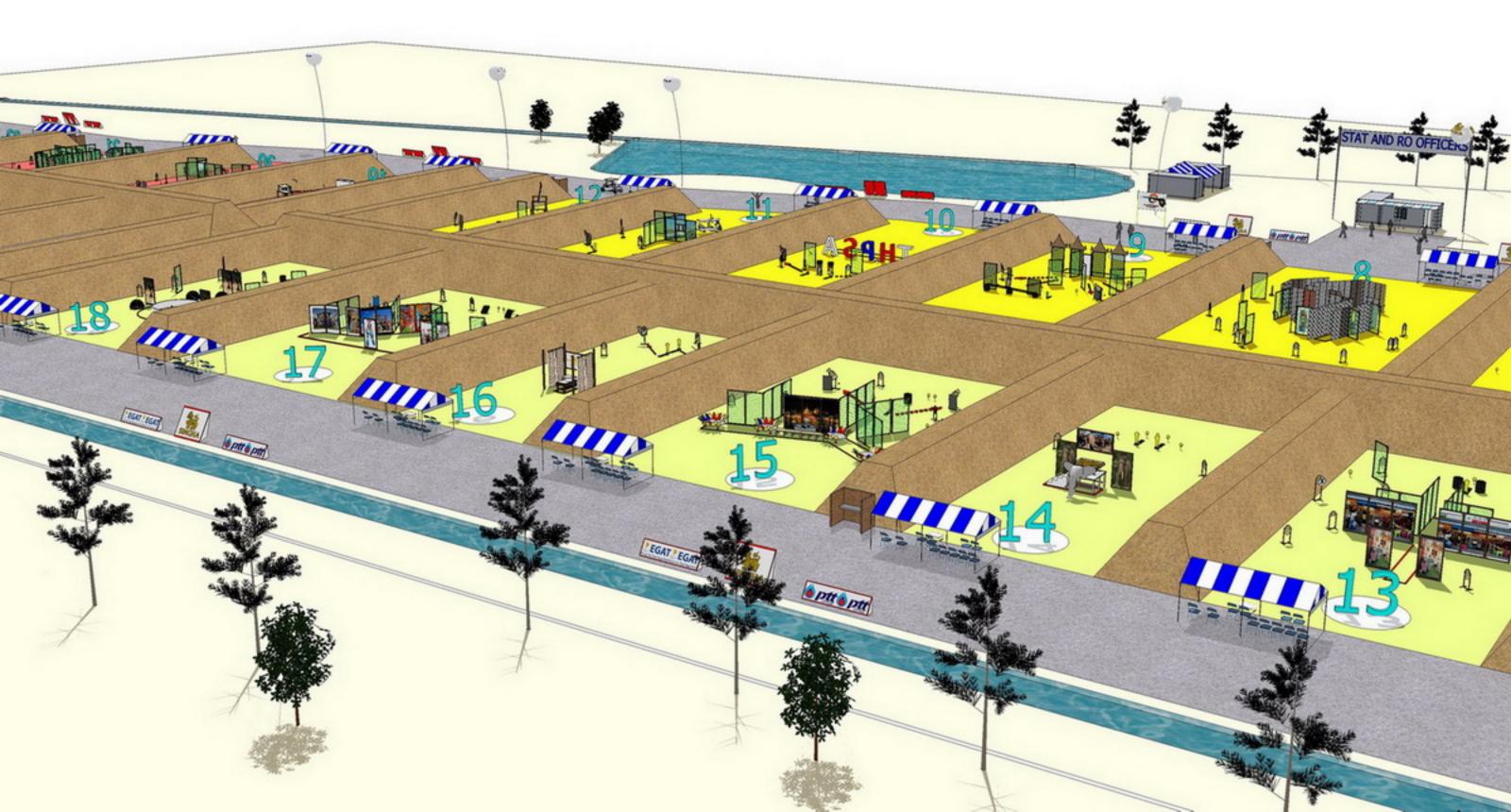
STAGE: 10	NAME: THPSA		DESIGNED BY: Lim4
START POSITION	: Gun loaded and holstered. nywhere facing downrange within	Poppers P1 and P	on signal, engage all targets. 2 will activate Swing Targets T11 remain visible at rest.
SCORING: 24 Rou	unds 120 Points	TARGETS: 11 IPS	C Targets and 2 Poppers

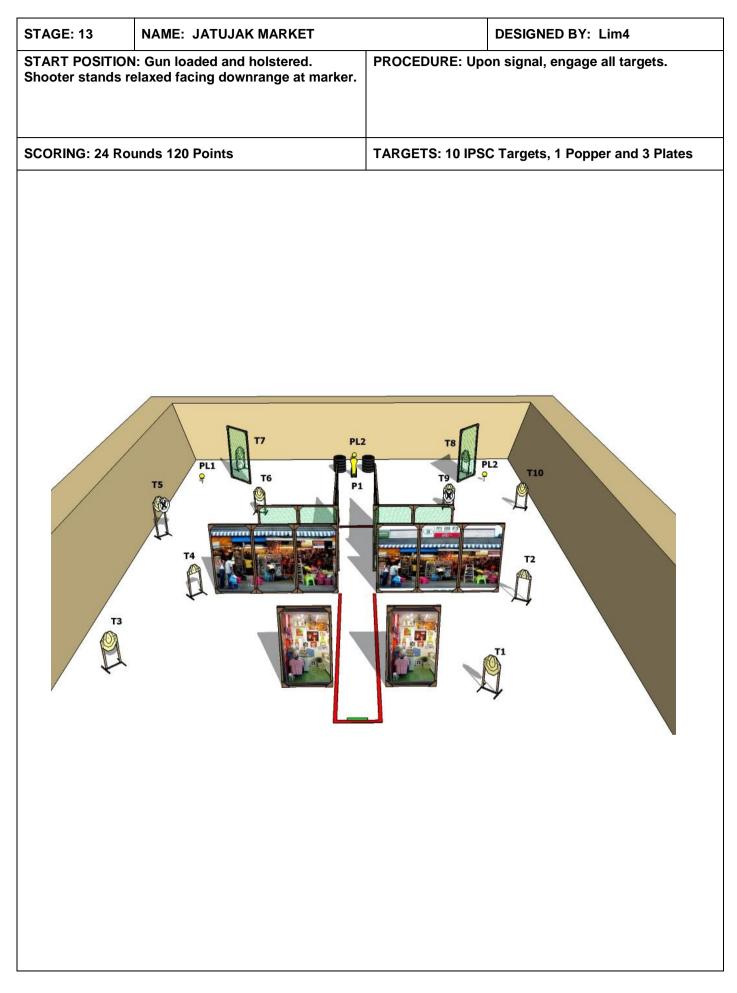
STAGE: 11	NAME: TUK - TUK		DESIGNED BY: Lim4
START POSITION: Gun empty and place in bag on table. Shooter fully sits in Tuk-Tuk with both hands on bars at markers.			on signal, engage all targets. ivate Swing Target T7 which will est.
SCORING: 24 Rounds 120 Points		TARGETS: 10 IPSC Targets, 1 Poppers and 3 Plates	



STAGE: 12	NAME: BANG – FIRE ROCKET		DESIGNED BY: Lim4
chamber empty a	: Gun with magazine inserted, nd holstered. Shooter stands with strong hand holding fire stick	-	on signal, engage all targets. 4 will activate Swing Targets T2 and ain visible at rest.
SCORING: 12 Ro	unds 60 Points	TARGETS: 4 IPSC	Targets and 4 Poppers



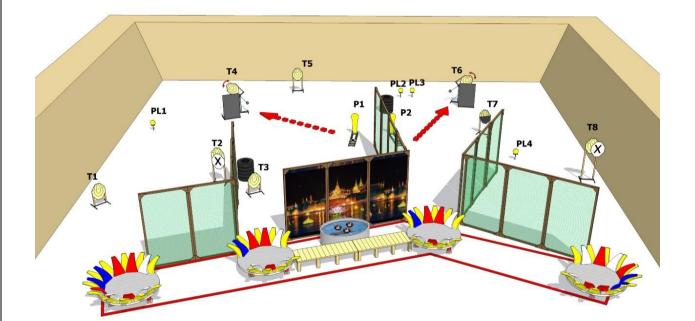




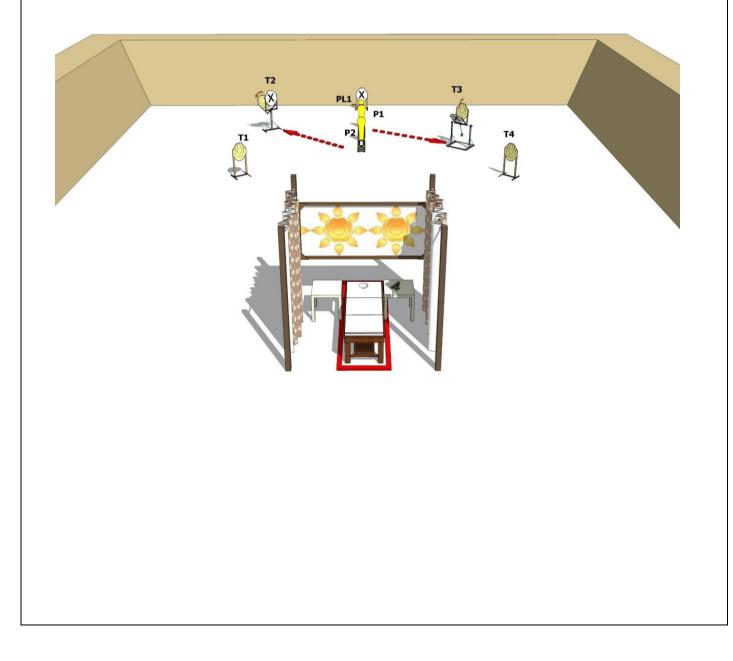
STAGE: 14	NAME: ELEPHANT RIDING	DESIGNED BY: Lim4		
START POSITION: Gun empty and holstered. Shooter knee on stool facing up range with both hands at markers.		PROCEDURE: Upon signal, engage all targets.		
SCORING: 11 Rounds 55 Points		TARGETS: 2 IPSC	Targets, 2 Poppers and 5 Plates	



STAGE: 15	NAME: LOY - KRA -TONG FESTIVA	DESIGNED BY: Lim4		
START POSITION: Gun loaded and holstered. Shooter stands relaxed facing downrange with both hands holding Kra-Tong at marker.		PROCEDURE: Upon signal, put Kra-Tong properly in the pool and engage all targets. Poppers P1 and P2 will activate Swing Targets T4 and T6 which will remain visible at rest.		
SCORING: 22 Rounds 110 Points		TARGETS: 8 IPSC Targets, 2 Poppers and 4 Plates		



STAGE: 16	NAME: THAI TRADITIONAL MASSA	DESIGNED BY: Lim4	
START POSITION: Gun empty and all magazines place separately on either side of table. Shooter lies facing down on bed with hands and legs along body.		PROCEDURE: Upon signal, engage all targets. Poppers P1 and P2 will activate Swing Targets T2 a T3 which will remain visible at rest.	
SCORING: 11 Rounds 55 Points		TARGETS: 4 IPSC Targets, 2 Poppers and 1 Plate	

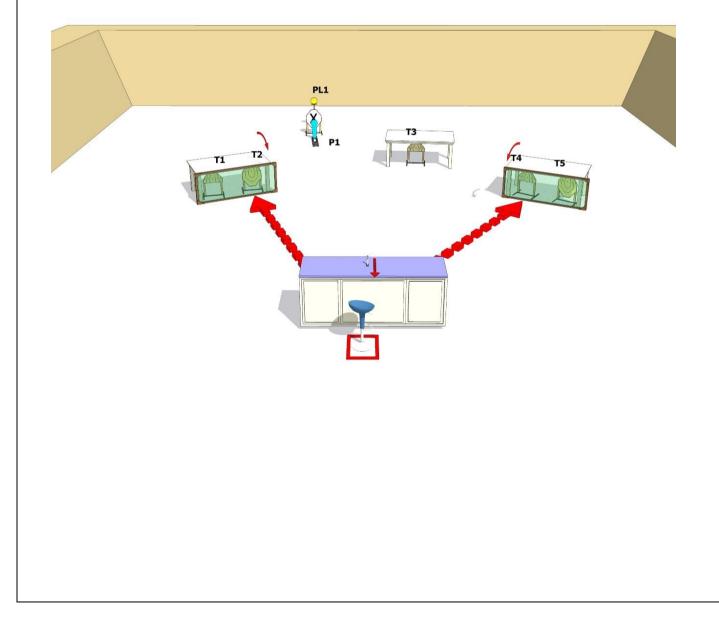


STAGE: 17	NAME: TA – KHON GHOST	DESIGNED BY: Lim4
START POSITION: Gun loaded and holstered. Shooter stands relaxed facing up range with face through marked hole.		PROCEDURE: Upon signal, engage all targets.
SCORING: 30 Rounds 150 Points		TARGETS: 12 IPSC Targets, 2 Popper and 4 Plate

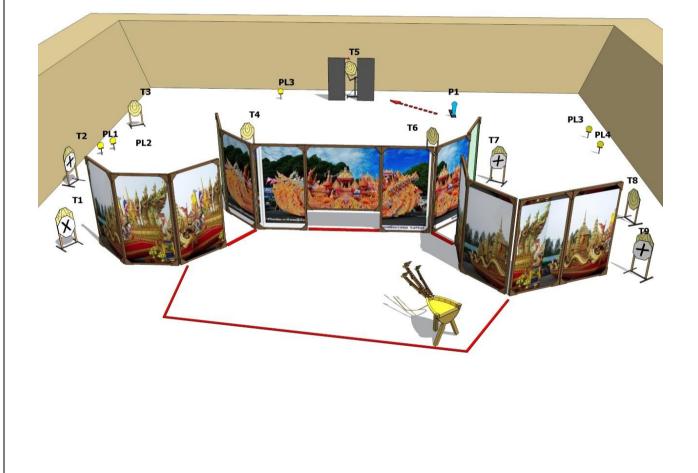
STAGE: 18	NAME: COCK FIGHTING		DESIGNED BY: Lim4
START POSITION: Gun with magazine inserted, chamber empty and holstered. Shooter stands relaxed facing downrange holding fighting cock with both hands.		PROCEDURE: Upo in the coop and er	on signal, properly put fighting cock ngage all targets.
SCORING: 22 Rou	unds 110 Points	TARGETS: 10 IPS	C Targets and 2 Plates



STAGE: 19	NAME: SAMUI BEER BAR	DESIGNED BY: Lim4	
START POSITION: Gun with magazine inserted, chamber empty and holstered. Shooter sits facing downrange with both legs up on stool holding the marked handle with strong hand.			on signal, engage all targets. Pull o activate doors opened to Targets
SCORING: 12 Rounds 60 Points		TARGETS: 5 IPSC Targets, 1 Popper and 1 Plate	

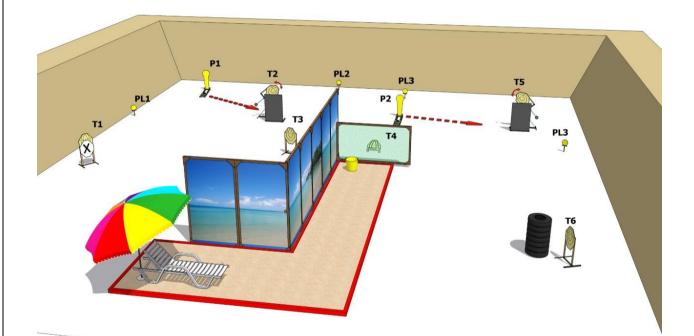


STAGE: 20	NAME: CHAK – PHRA TRADITION	DESIGNED BY: Jack		
START POSITION: Gun loaded and holstered. Shooter stands relaxed facing downrange at marker with both hands holding the rope above shoulder.		PROCEDURE: Upon signal, engage all targets. Popper P1 will activate Swing Target T5 which will remain visible at rest.		
SCORING: 24 Ro	unds 120 Points	TARGETS: 9 IPSC Targets, 1 Popper and 5 Plates		



STAGE: 21	NAME: MANORHA DANCE	DESIGNED BY: Jack	
START POSITION: Gun with magazine inserted, chamber empty and holstered. Shooter stands facing up range with both hands and legs at markers.		PROCEDURE: Upo	on signal, engage all targets.
SCORING: 32 Rou	unds 160 Points	TARGETS: 14 IPS	C Targets, 2 Poppers and 2 Plates

STAGE: 22	NAME: SOUTHERN RESORT	DESIGNED BY: Lim4	
START POSITION: Gun with magazine inserted, chamber empty and placed in the bucket. Shooter fully lies with both legs on sun bed.			on signal, engage all targets. 2 will activate Swing Targets T2 and ain visible at rest.
SCORING: 18 Ro	unds 90 Points	TARGETS: 6 IPSC	Targets, 2 Poppers and 4 Plates



STAGE: 23	NAME: BULL FIGHTING		DESIGNED BY: Jack			
	: Gun loaded and holstered. elaxed facing downrange anywhere I area.	PROCEDURE: Upon signal, engage all targets. Poppers P1 and P2 will activate Swing Targets T2 and T3 which will remain visible at rest.				
SCORING: 10 Rou	unds 50 Points	TARGETS: 4 IPSC	Targets and 2 Poppers			

STAGE: 24	NAME: PHUKET SURFING	DESIGNED BY: Lim4		
START POSITION: Gun loaded and holstered. Shooter stands on surfboard with both hands at markers.		PROCEDURE: Upon signal, engage all targets.		
SCORING: 11 Ro	unds 55 Points	TARGETS: 4 IPSC	Targets and 3 Poppers	



	24-30 November 2013											
					S	age Profi	le			Office	rs	-
	Target	Swing	Moving	Popper	Plate	Round	Point	%Point	IROA CRO	NROI RO	RO	Sticker
Stage 1 SKY LANTERN	2	2		2		10	50	2%	1	1		3
Stage 2 YEE - PENG LAMP	1	2		2	3	11	55	2%	1	1		3
Stage 3 ROCK CLIMBING	4			2	1	11	55	2%	1	1		3
Stage 4 UMBRELLA MAKING	8	2		2		22	110	5%	1	1	1	3
Stage 5 NORTHERN FLAG	7	2			4	22	110	5%	1	1	1	3
Stage 6 MOUNTAIN RESORT	12			2	3	29	145	6%	1	2	1	4
Stage 7 THAI KITE FESTIVAL	3				6	12	60	3%	1	1		3
Stage 8 SLUM	16					32	160	7%	1	2	1	4
Stage 9 AYUTHAYA ANCIENT CITY		3	1	2	2	12	60	3%	1	1		3
Stage 10 THPSA	9	2		2		24	120	5%	1	1	1	4
Stage 11 TUK - TUK	9	1		1	3	24	120	5%	1	1	1	4
Stage 12 BANG - FIRE ROCKET	2	2		4		12	60	3%	1	1		3
Satge 13 JATUJAK MARKET	10			1	3	24	120	5%	1	1	1	4
Stage 14 ELEPHANT RIDING	2			2	5	11	55	2%	1	1		3
Stage 15 LOY - KRA - TONG FESTIVAL	6	2		2	4	22	110	5%	1	1	1	3
Stage 16 THAI TRADITIONAL MASSAGE	2	2		2	1	11	55	2%	1	1		3
Stage 17 TA - KHON GHOST	12			2	4	30	150	7%	1	2	1	4
Stage 18 COCK FIGHTING	10				2	22	110	5%	1	1	1	3
Stage 19 SAMUI BEER BAR	5			1	1	12	60	3%	1	1		3
Stage 20 CHAK - PHRA TRADITION	8	1		1	5	24	120	5%	1	1	1	4
Stage 21 MANORHA DANCE	12	1	1	2	2	32	160	7%	1	2	1	4
Stage 22 SOUTHERN RESORT	4	2		2	4	18	90	4%	1	1		3
Satge 23 BULL FIGHTING	2	2		2		10	50	2%	1	1		3
Stage 24 PHUKET SURFING	4			3		11	55	2%	1	1		3
Stage CHRONO						8		0%	0	1	1	1
total	150	26	2	39	53	456	2240	100%	24	29	13	81

Far East Asia Handgun Championship 2013 Level IV