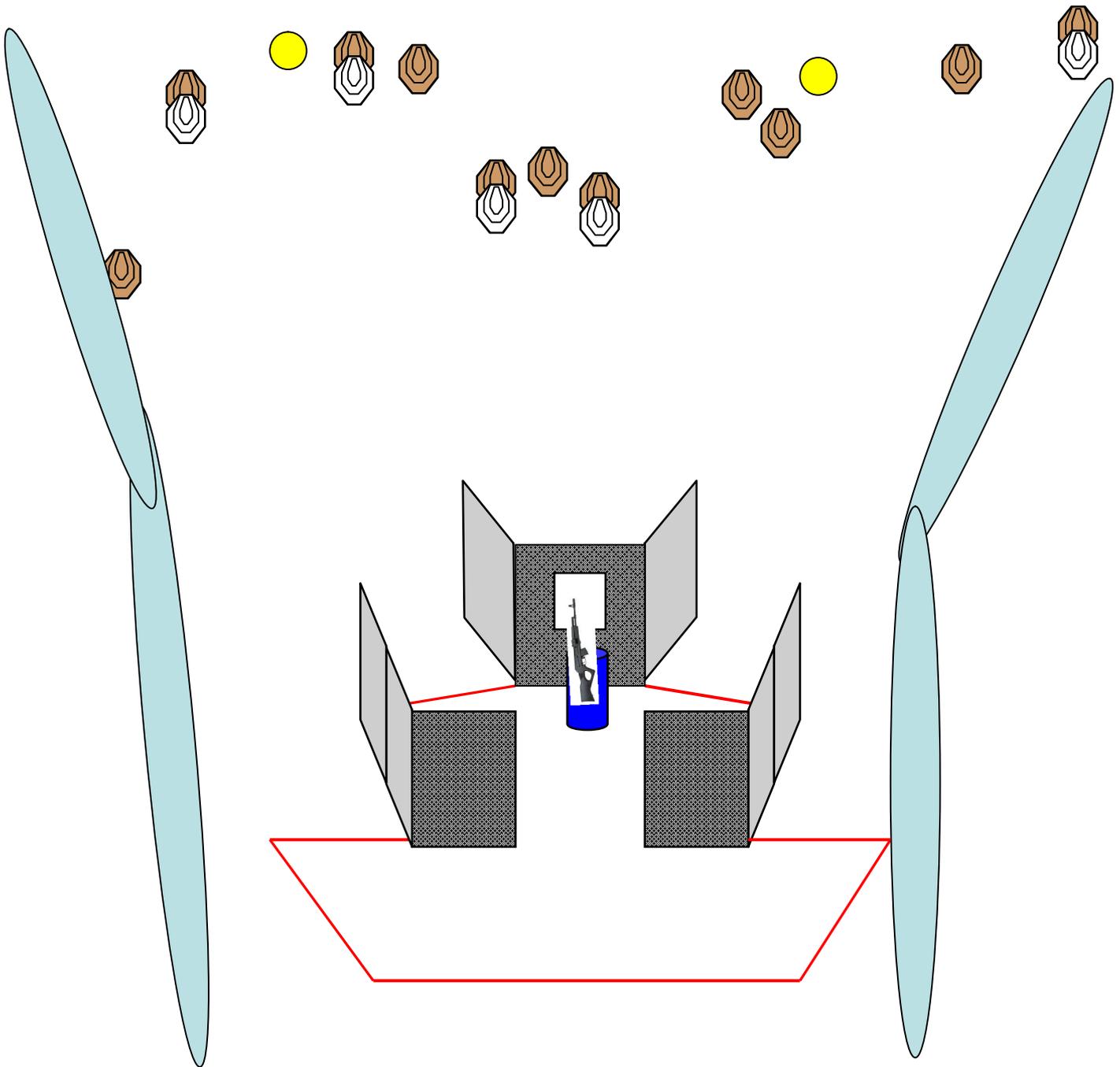


Stage 1

RRC III – Level II

24 rounds



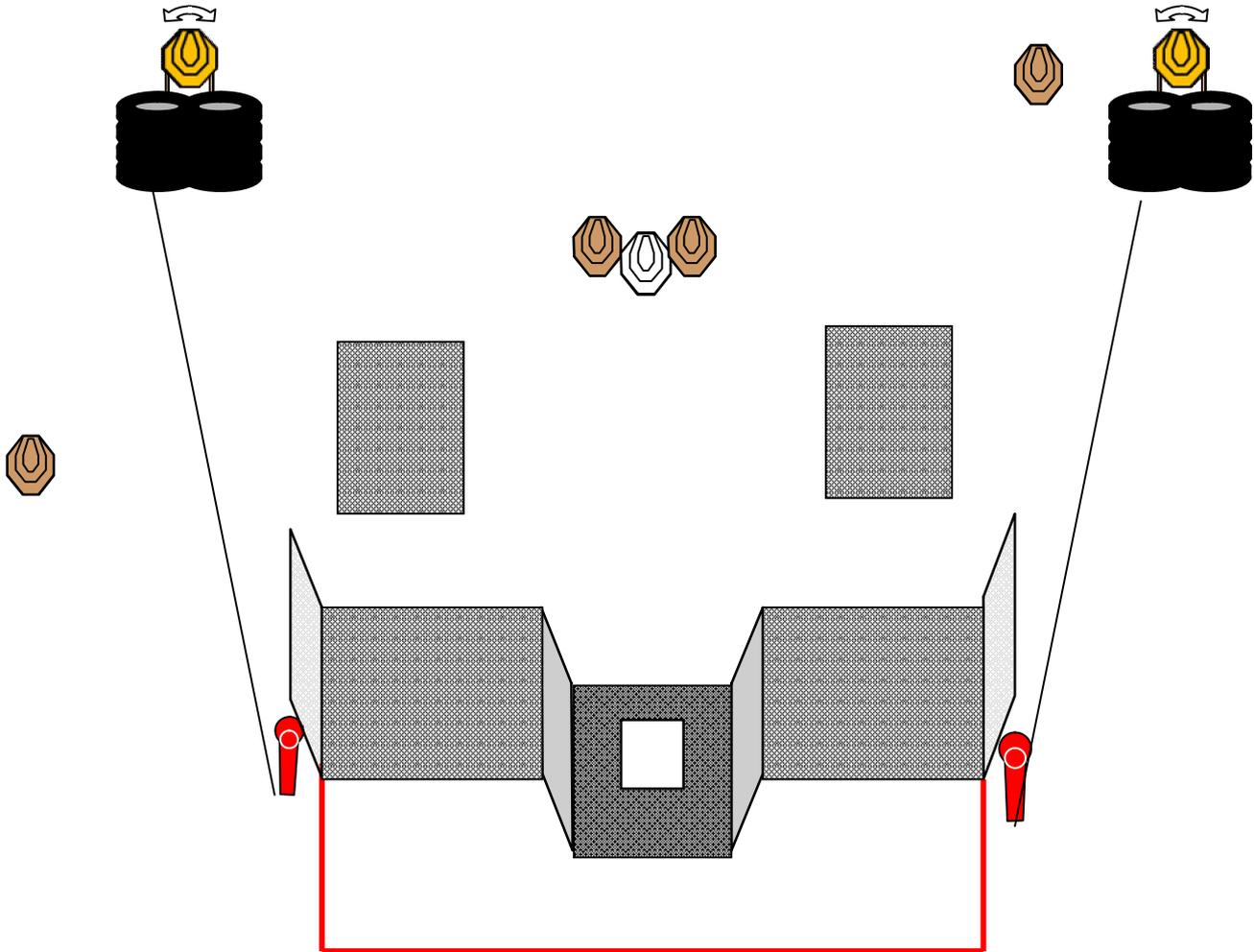
Targets	11 IPSC Mini Targets, 2 S Targets, NS
Rounds to be scored	24
Start position	Any where in marked area
Time starts	Audible signal
Procedure	At the start signal engage all targets

Stage 2
Area 4



RRC III – Level II

12 rounds



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IPSC SC-RONIN

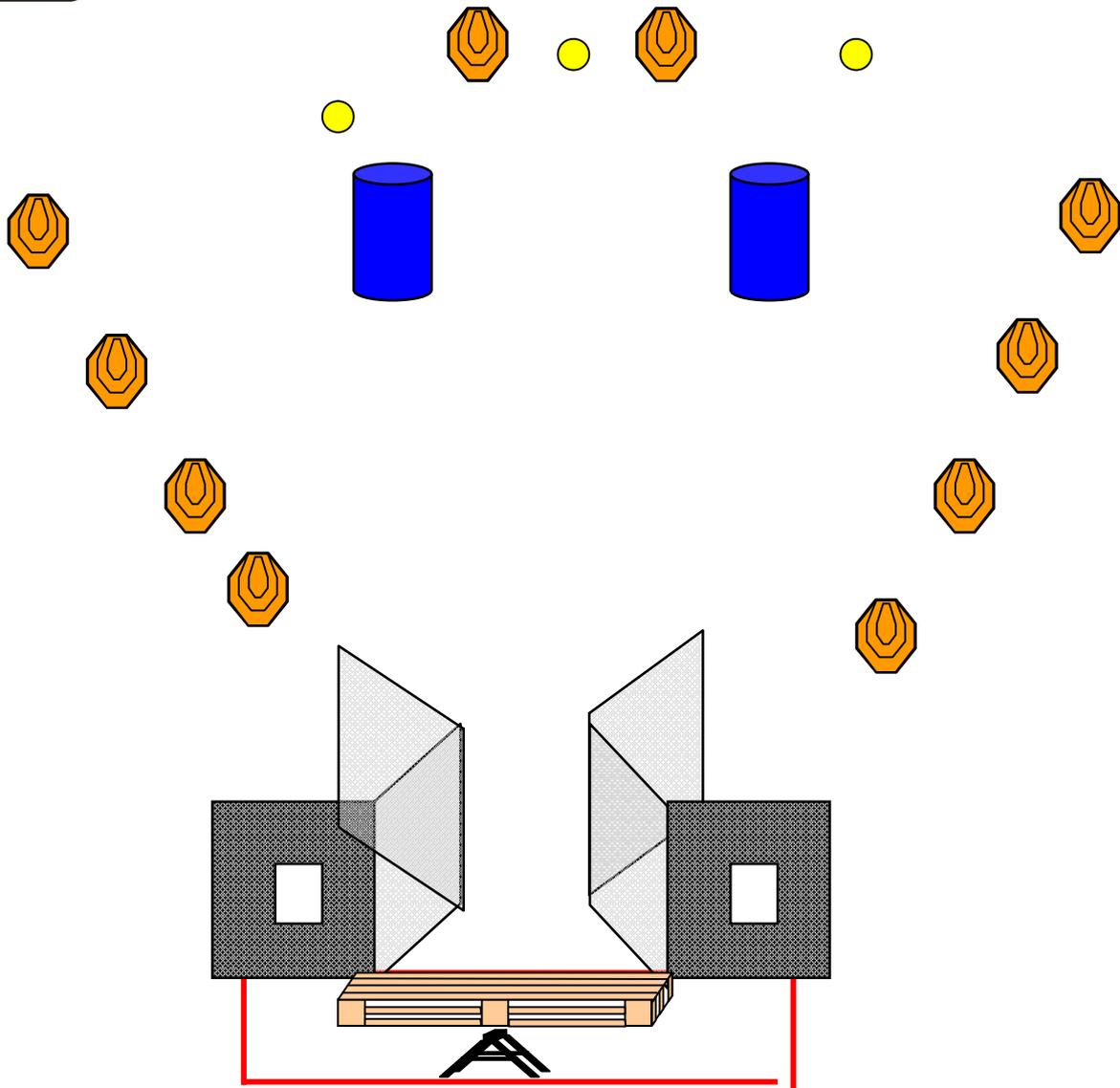
Targets	6 IPSC Targets,
Rounds to be scored	12
Start position	Anywhere in marked area
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area. Poppers activate moving targets.

Stage 3
Area 7



RRC III – Level II

23 rounds



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IPSC SC-RONIN

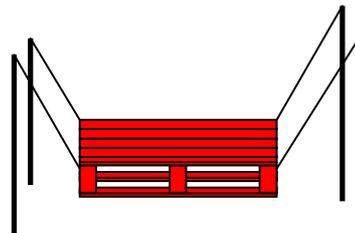
Targets	10 IPSC Mini Targets, 3 S Plate
Rounds to be scored	23
Gun state	Loaded, chamber empty, mag. inserted
Start position	Anywhere in marked area
Time starts	Audible signal
Procedure	At the start signal engage targets

Stage 4
Area 8



RRC III – Level II

10 rounds



23.01.2022

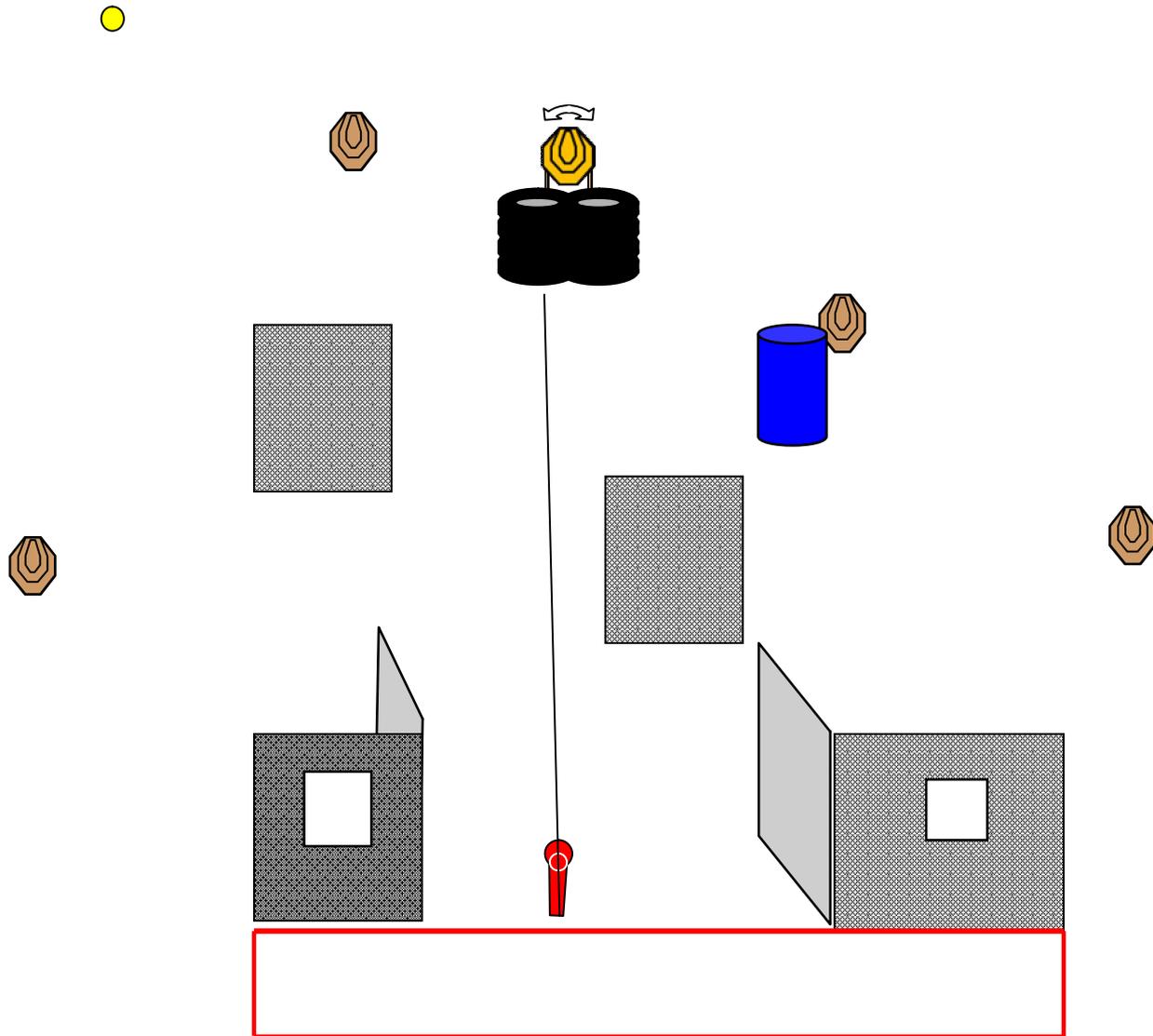
IPSC SC-RONIN

Targets	4 IPSC Mini Targets, 2 S Plate,
Rounds to be scored	10
Start position	Standing on marked area
Time starts	Audible signal
Procedure	At the start signal engage targets from within the designated area.

Stage 7
Area 12

RRC III – Level II

12 rounds



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IPSC SC-RONIN

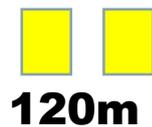
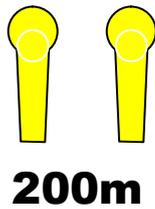
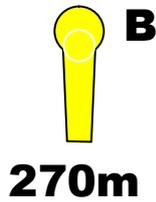
Targets	5 IPSC Mini Targets, 2 S Plates
Rounds to be scored	12
Start position	Standing anywhere in marked area
Time starts	Audible signal
Procedure	At the start signal engage targets. All moving targets stay visible at rest.

Stage 7

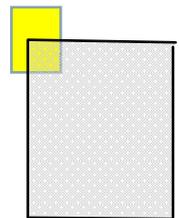
Area 51

RRC III – Level II

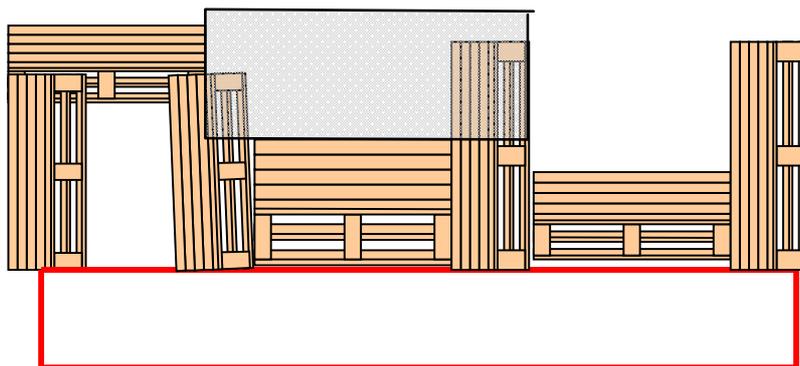
8 rounds



90m



60m



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IPSC SC-RONIN

Targets	8 metal targets,
Rounds to be scored	60
Start position	Any where in marked area
Time starts	Audible signal
Procedure	At the start signal engage targets. Use only LEAD CORE BULLETS - TIME LIMIT 90 SEC. Targets A & B are 15 points each.