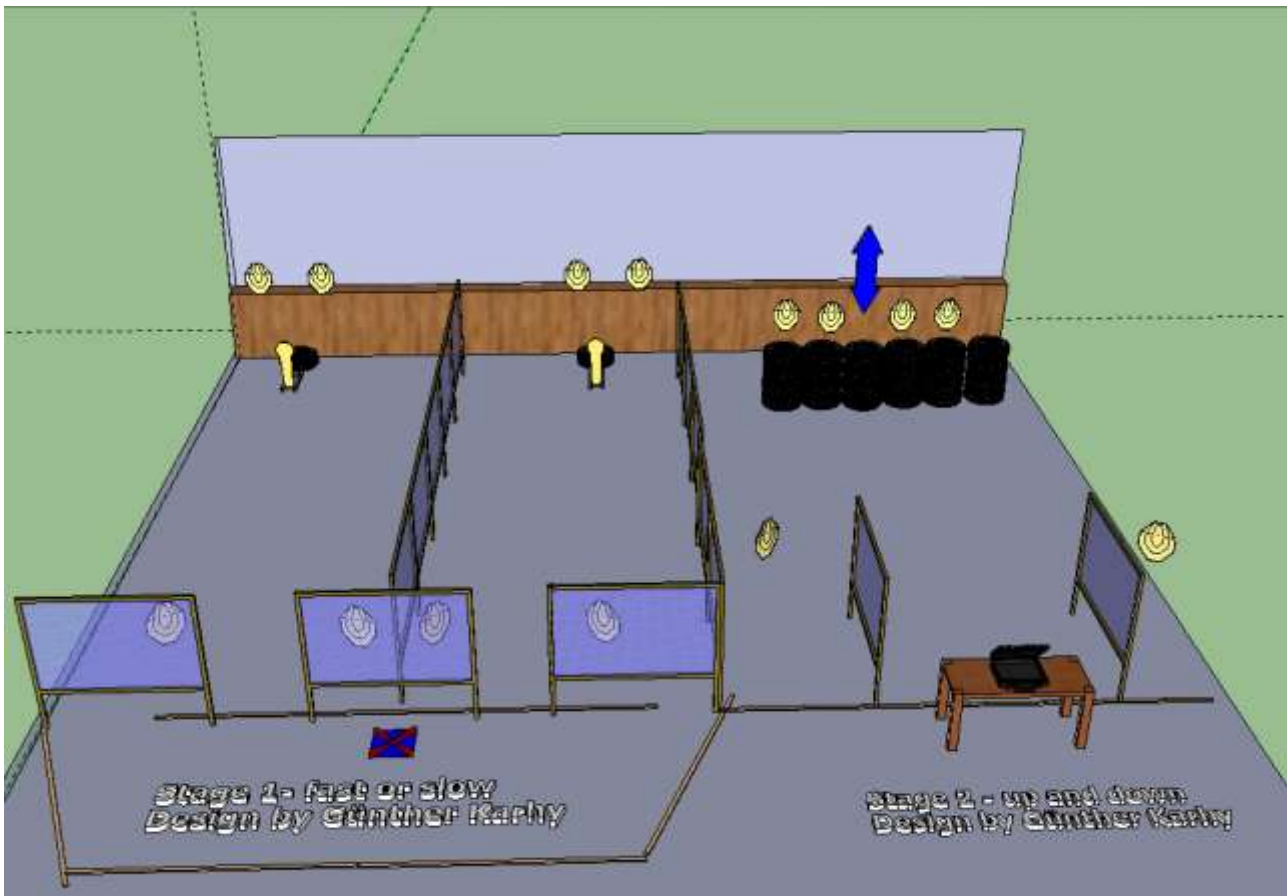


Briefing for Hall 1

Welcome to the 4th International SCW Trophy 2012 on stage 1 (Slow or Fast) and Stage 2 (Up and Down). My name is I am your CRO on these stages and my RO's and volunteers are

These stages will be shot one after the other.



Stage 1 - Slow or Fast:

is a medium course with min. of 18 rounds and a max. of 90 points. There are 8 IPSC targets, 2 mini-poppers. On IPSC targets best 2 hits will count. Steel must fall to count.

Start-position:

standing behind the barricade, facing downrange, hands on marks, gun in ready condition holstered.

After the audible start signal engage all targets in any order from within the fault lines.

The last shot will stop the time. Penalties: As current IPSC rules

Stage 2 - Up and down:

is a short course with min. of 12 rounds and a max. of 60 points. There are 6 IPSC targets, on which best 2 hits will count.

Start-position:

standing behind the table, facing downrange, hands relaxed at sides, gun is loaded but chamber empty, the barrel is in save direction, the case is closed. By opening the case, up- and down moving targets were activated and remain visible.

After the audible start signal engage all targets in any order from within the fault lines.

The last shot will stop the time. Penalties: As current IPSC rules

Briefing for Hall 2

Welcome to the 4th International SCW Trophy 2012 on stage 3 (Are You Comfortable?) and stage 4 (Classifier CLC-41).

My name is I am your CRO on these stages and my RO's and volunteers are These stages will be shot one after the other.



Stage 3 – Are You Comfortable?:

is a short course with a min. of 14 rounds and a max. of 70 points. There are 6 IPSC targets and 2 mini-poppers. On IPSC targets best 2 hits will count. Steel must fall to count.

Start-position:

Lying on your stomach on the bottom platform, facing down range, hands on ear protection, gun is loaded but chamber empty, muzzle pointing in a safe direction, on mark.

After the audible start signal engage all targets in any order from within the fault lines. PP1 activates the bobber which remains visible.

The last shot will stop the time. Penalties: As current IPSC rules

Stage 4 – Classifier CLC-41:

is a short course with a min. of 12 rounds and a max. of 60 points. There are 6 IPSC targets and some No-Shoot targets. Best 2 hits will count.

Start-position: Sitting on the chair, elbows on marks. Gun holstered in ready condition.

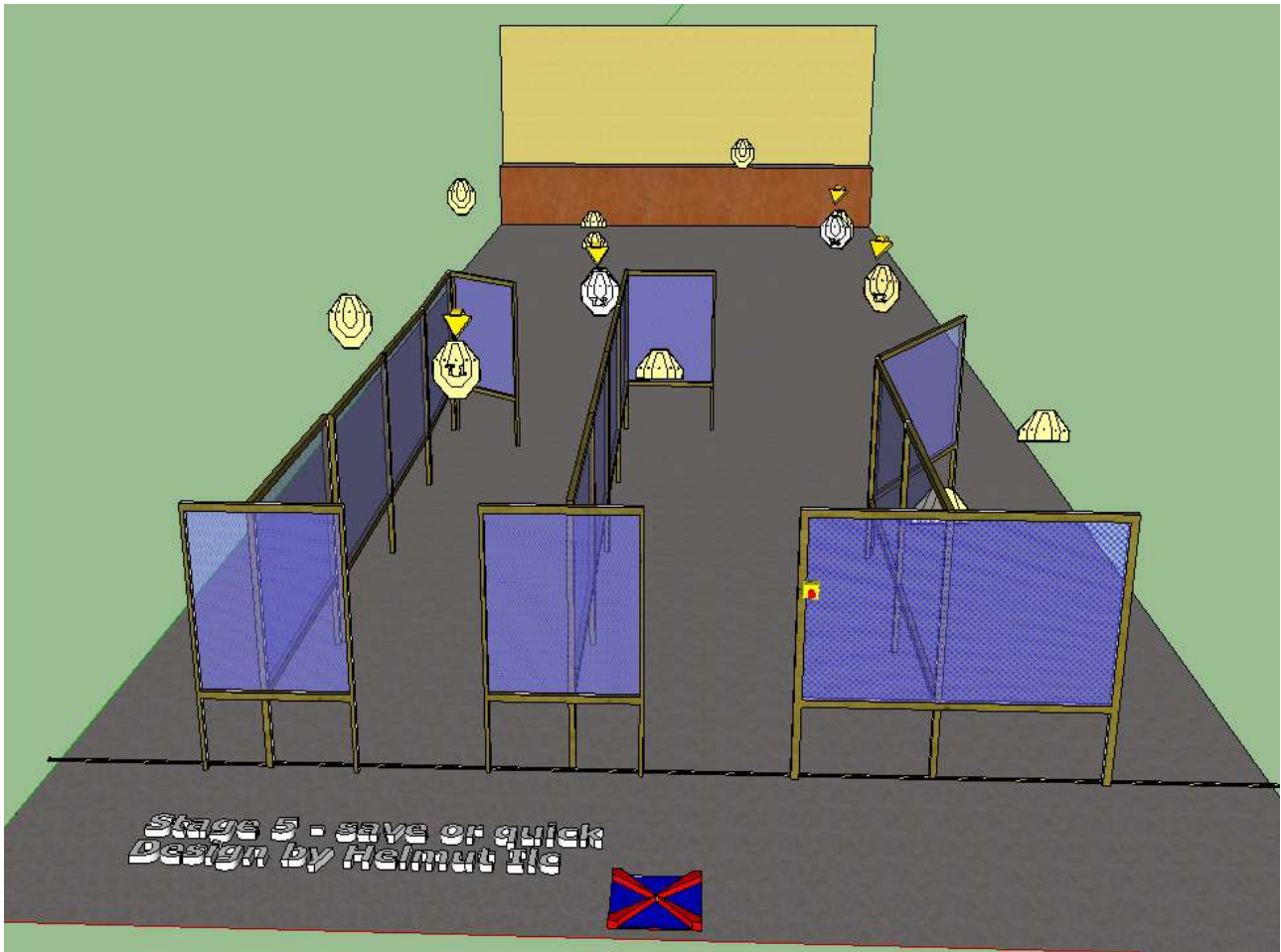
On audible start signal engage only targets T1 – T3 or only T4 – T6 with 2 rounds per target. Than make a mandatory reload and engage remaining targets.

The last shot will stop the time. Penalties: As current IPSC rules

Briefing for Hall 3

Welcome to the 4th SCW Trophy 2012 on stage 5 (Save or Quick).

My name is I am your CRO on this stage and my RO's and volunteers are



Stage 5 – Save or Quick:

is a medium course with a min. of 24 rounds and a max. of 120 points. There are 12 IPSC targets and some No-Shoot targets. On IPSC targets best 2 hits will count.

Start-position:

Standing within the marked area, hands relaxed at sides, gun in ready condition holstered.

After the audible start signal engage all targets in any order from within the fault-lines. By pushing the button targets T1 – T4 are activated: T1 disappears after 3.5 seconds, T2 disappears after 5 seconds, T3 appears after 8 seconds and T4 appears after 12 seconds.

The last shot will stop the time. Penalties: As current IPSC rules

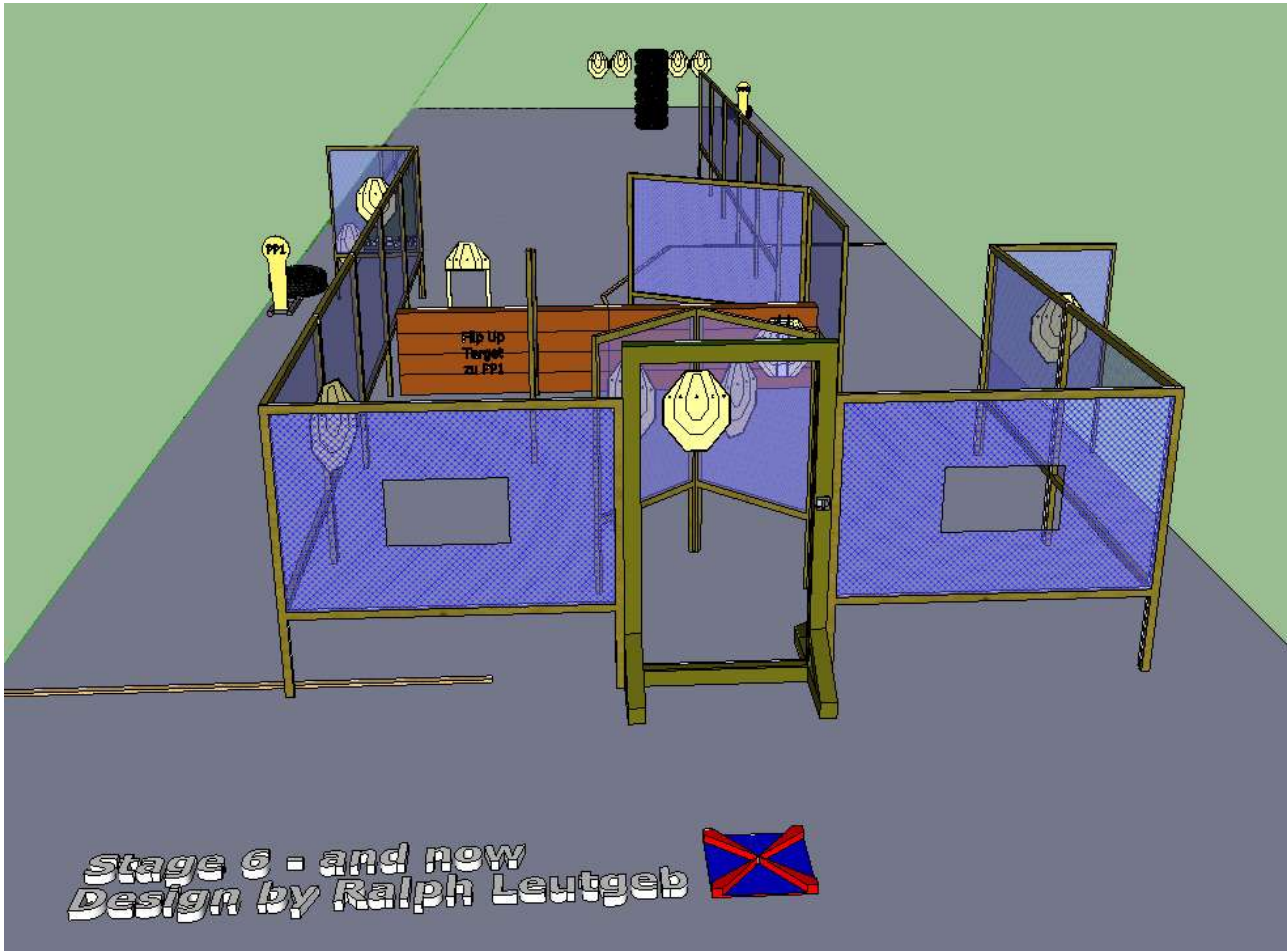
Briefing for Hall 4

Welcome to the 4th SCW Trophy 2012 on stage 6 (And Now) and Stage 7 (Go).

My name is I am your CRO on these stages and my RO's and volunteers are

These stages will be shot one after the other.

Stage 6 - And Now::



Stage 6 – And Now:

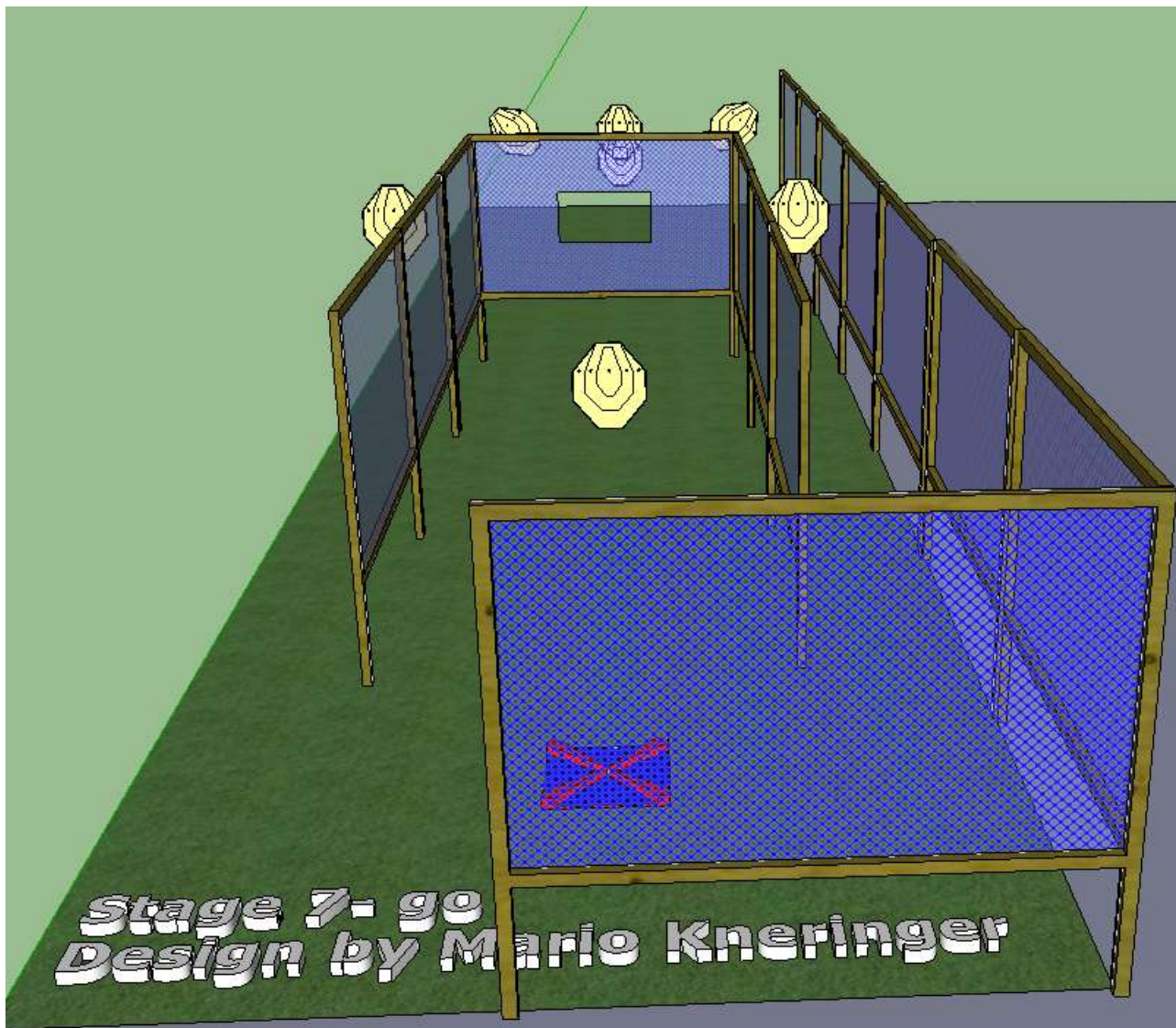
is a long course with a min. of 32 rounds and a max. of 160 points. There are 15 IPSC targets, 2 poppers and some No-Shoot targets. On IPSC targets best 2 hits will count. Steel must fall to count.

Start-position: standing in "A", facing downrange, hands relaxed at sides, gun in ready condition and holstered.

After the audible start signal engage all targets in any order from within the fault lines. Popper PP1 activates the flip up target.

The last shot will stop the time. Penalties: As current IPSC rules

Stage 7 - Go:



Stage 7 – Go:

is a short course with a min. of 12 rounds and a max. of 60 points. There are 6 IPSC targets and some No-Shoot targets. On IPSC targets best 2 hits will count.

Start-position:

Heels touching the line, facing downrange, hands relaxed at side, gun in ready condition holstered.

After the audible start signal engage all targets in any order from within the fault lines.

The last shot will stop the time. Penalties: As current IPSC rules

We will start scoring as soon as possible. You may name a shooter of your choice to check your scores during patching. Later complaints are not possible

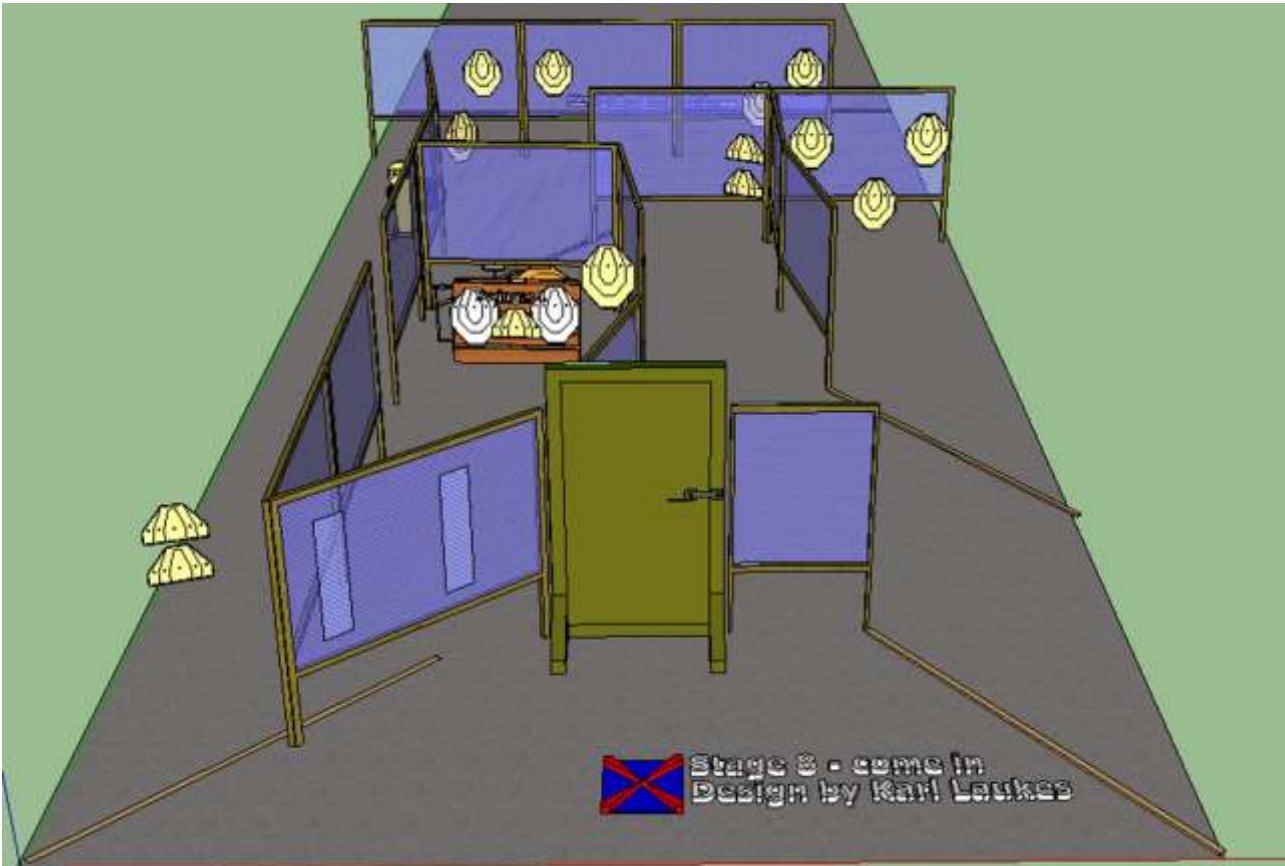
Briefing for Hall 5

Welcome to the 4th SCW Trophy 2012 on stage 8 (Come In) and stage 9 (Speed Up).

My name is I am your CRO on these stages and my RO's and volunteers are

These stages will be shot one after the other.

Stage 8 – Come In:



Stage 8 – Come In:

is a long course with a min. of 31 rounds and a max. of 155 points. There are 15 IPSC mini targets, 1 popper and some No-Shoot targets. On IPSC targets best 2 hits will count. Steel must fall to count.

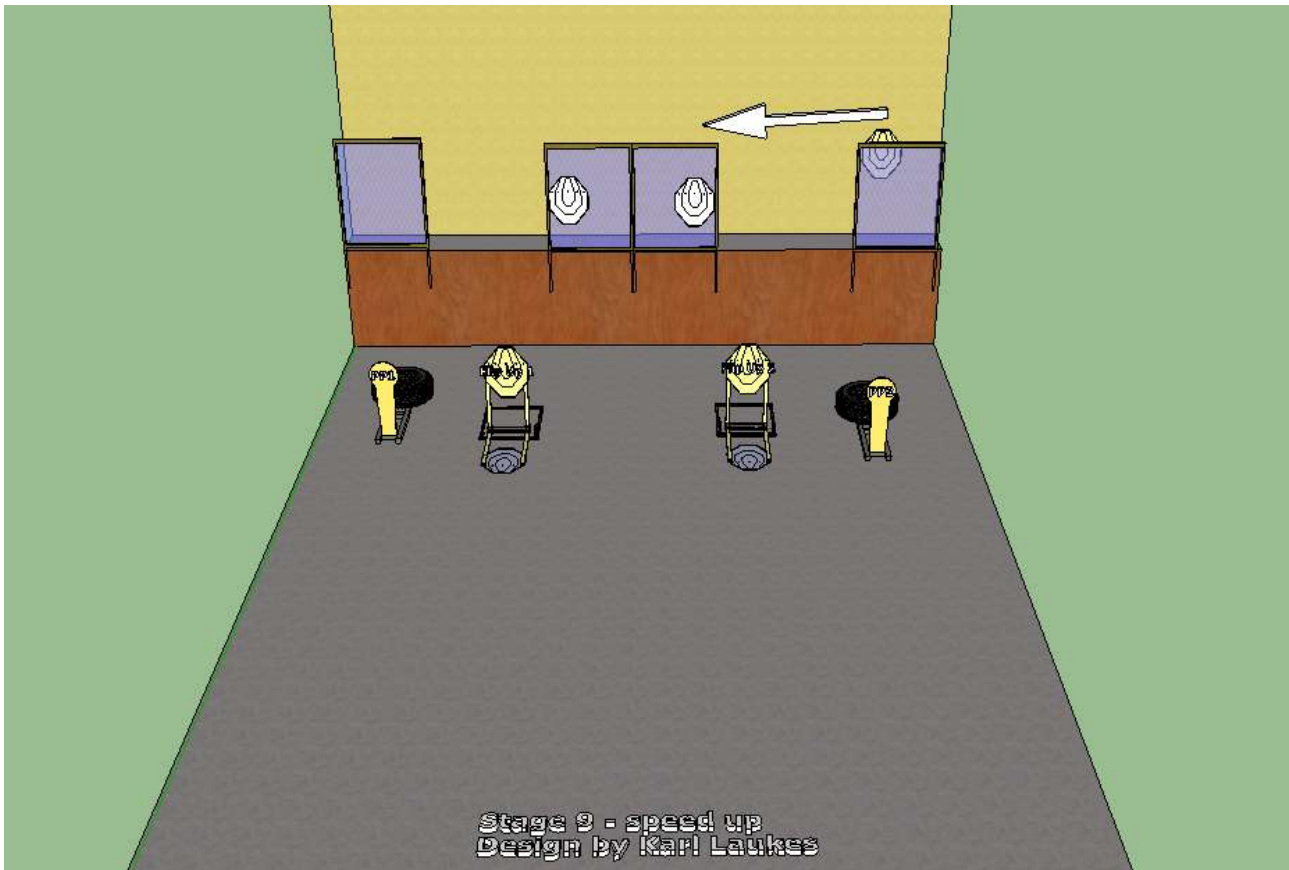
Start-position:

standing within the marked area, hands relaxed at sides, facing downrange, gun in ready condition and holstered.

After the audible start signal engage all targets in any order from within the fault lines. Popper activates the bobber which remain visible.

The last shot will stop the time. Penalties: As current IPSC rules

Stage 9 – Speed Up:



Stage 9 – Speed Up:

is a short course with a min. of 12 rounds and a max. of 60 points. There are 5 IPSC targets, 1 popper and 1 mini popper. On IPSC targets best 2 hits will count. Steel must fall to count.

Start-position:

Anywhere behind the fault line, facing downrange, hands relaxed at sides, gun in ready condition and holstered.

After the audible start signal engage all targets in any order from within the fault lines. The popper on the right side activates the flip-up target on the right side and the moving target which remain visible. The mini popper on the left side activates the flip-up target on the left side.

The last shot will stop the time. Penalties: As current IPSC rules

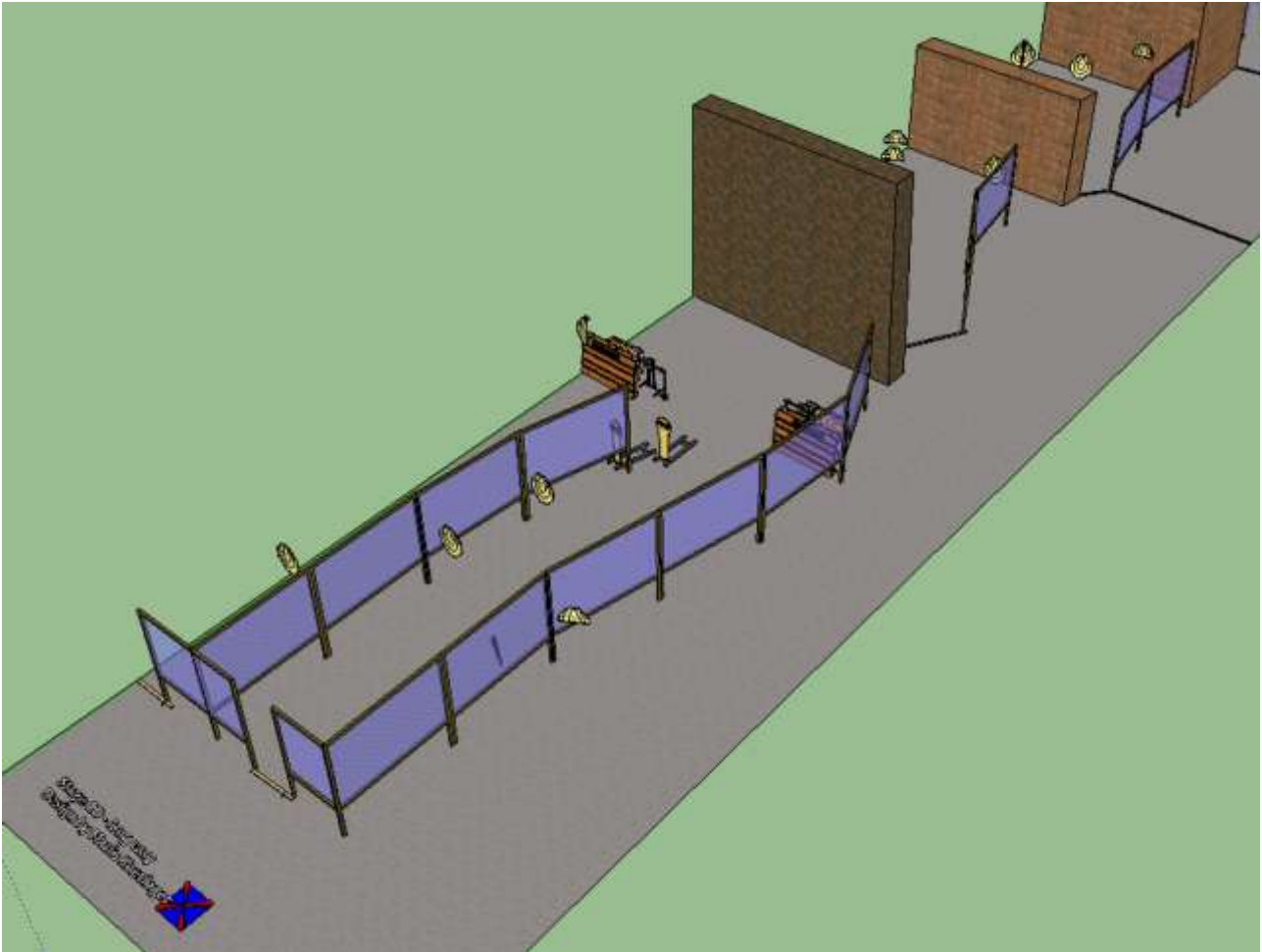
We will start scoring as soon as possible. You may name a shooter of your choice to check your scores during patching. Later complaints are not possible

Briefing for Hall 6

Welcome to the 4th SCW Trophy 2012 on stage 10 (Long way) and stage 11 (Open Up).
My name is I am your CRO on these stages and my RO's and volunteers are

These two stages will be shot one after the other.

Stage 10 – Long way:



Stage 10 – Long way:

is a long course with a min. of 32 rounds and a max. of 160 points. There are 15 IPSC targets, 2 popper and some No-Shoot targets. On IPSC targets best 2 hits will count. Steel must fall to count.

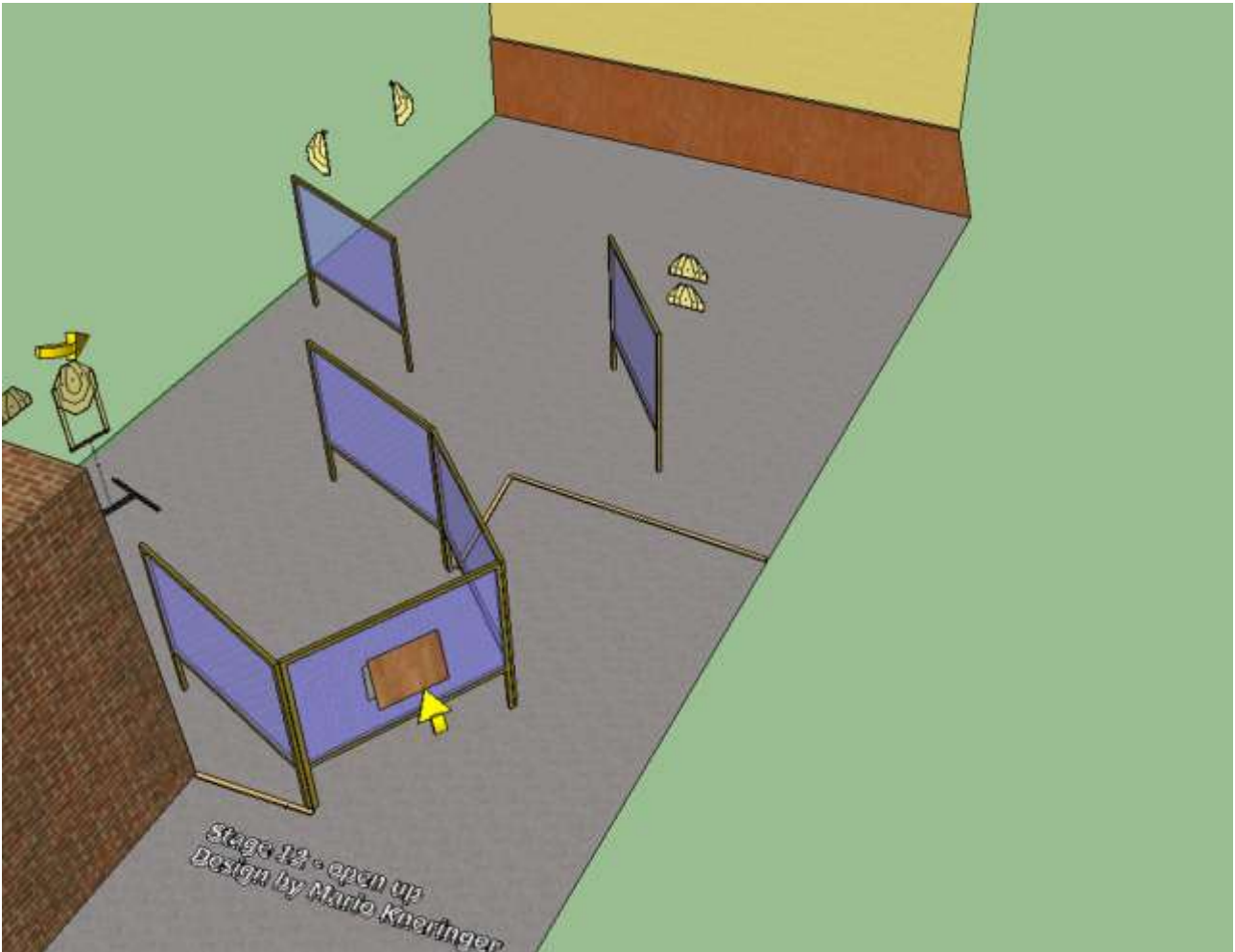
Start-position:

standing within the marked area, facing downrange, hands relaxed at sides, gun in ready condition holstered.

After the audible start signal engage all targets in any order from within the fault lines. Popper PP1 activates Bobber 2 and Popper PP2 activates Bobber 1, both remain visible.

The last shot will stop the time. Penalties: As current IPSC rules

Stage 11 – Open Up:



Stage 11 – Open Up:

is a short course with a min. of 12 rounds and a max. of 60 points. There are 6 IPSC targets and some No-Shoot targets. On IPSC targets best 2 hits will count.

Start-position:

standing behind the barricade, facing the window, hands relaxed at sides, gun in ready condition holstered.

After the audible start signal engage all targets in any order from within the fault lines. By opening the window, the drop turner is activated and remains visible.

The safety angle in this stage is expanded and reaches to the red stick (to be shown by the CRO!!!).

The last shot will stop the time. Penalties: As current IPSC rules

We will start scoring as soon as possible. You may name a shooter of your choice to check your scores during patching. Later complaints are not possible

Briefing for Hall 7

Welcome to the 4th International SCW Trophy 2012 on stage 12 (Let's Go) und stage 13 (Let's Rock).

My name is I am your CRO on this stage and my RO's and volunteers are ...

Stage 12 – Let's Go:



Stage 12 – Let's Go:

is a medium course with a min. of 24 rounds and a max. of 120 points. There are 12 IPSC targets and some No-Shoot targets. On IPSC targets best 2 hits will count.

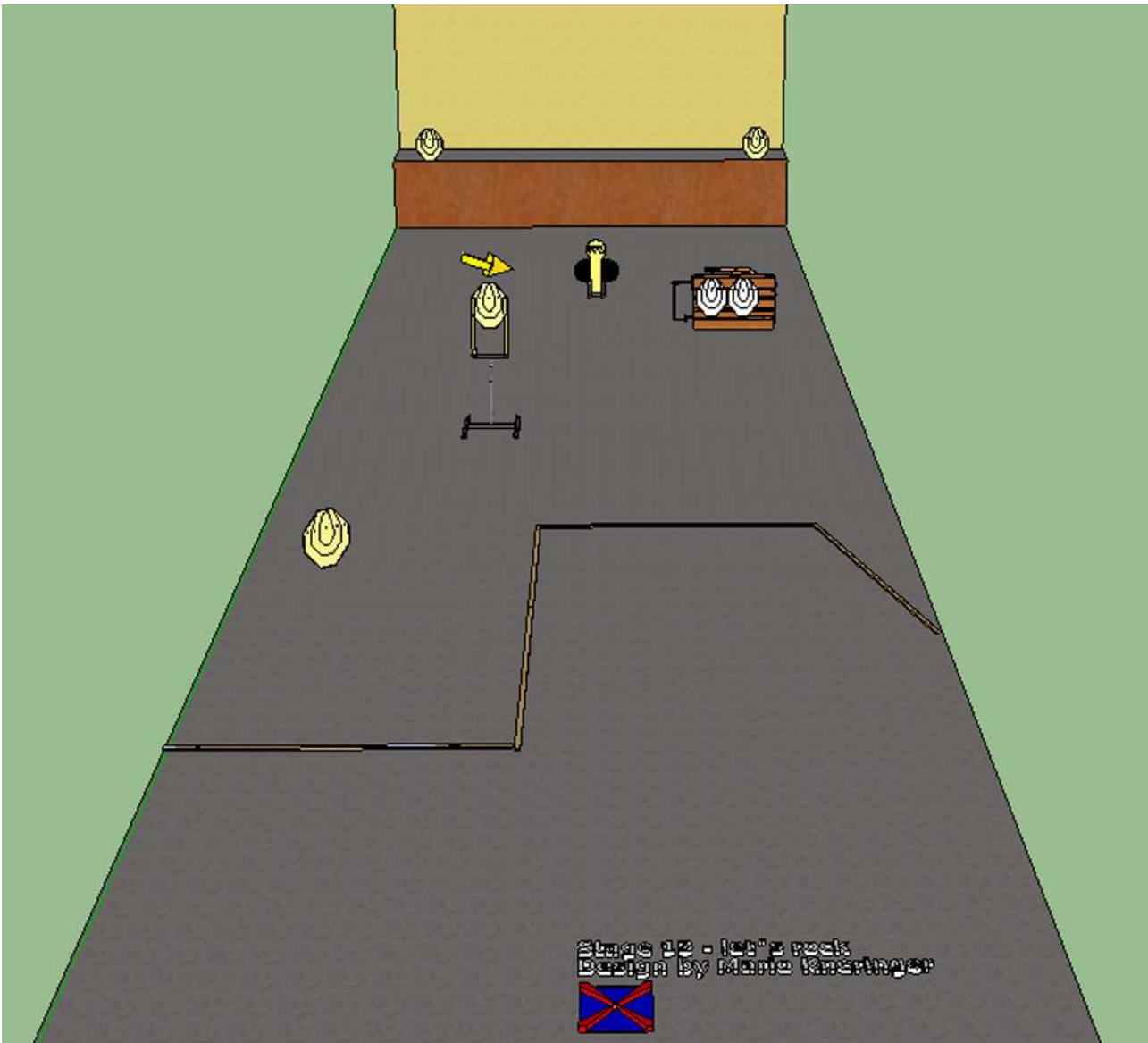
Start-position:

standing within the marked area, Heels touching the line, facing downrange, hands relaxed at sides, gun in ready condition holstered.

After the audible start signal engage all targets in any order from within the fault lines The step on activator activates the bobber which remains visible.

The last shot will stop the time. Penalties: As current IPSC rules.

Stage 13 – Let's Rock:



Stage 13 – Let's Rock:

is a short course with a min. of 11 rounds and a max. of 55 points. There are 5 IPSC targets and 1 popper. On IPSC targets best 2 hits will count. Steel must fall to count.

Start-position:

standing within the marked area, hands relaxed at sides, facing down range, gun in ready condition holstered.

After the audible start signal engage all targets in any order from within the fault lines. Popper activates the bobber and the drop turner, which remain visible.

The last shot will stop the time. Penalties: As current IPSC rules.

We will start scoring as soon as possible. You may name a shooter of your choice to check your scores during patching. Later complaints are not possible.

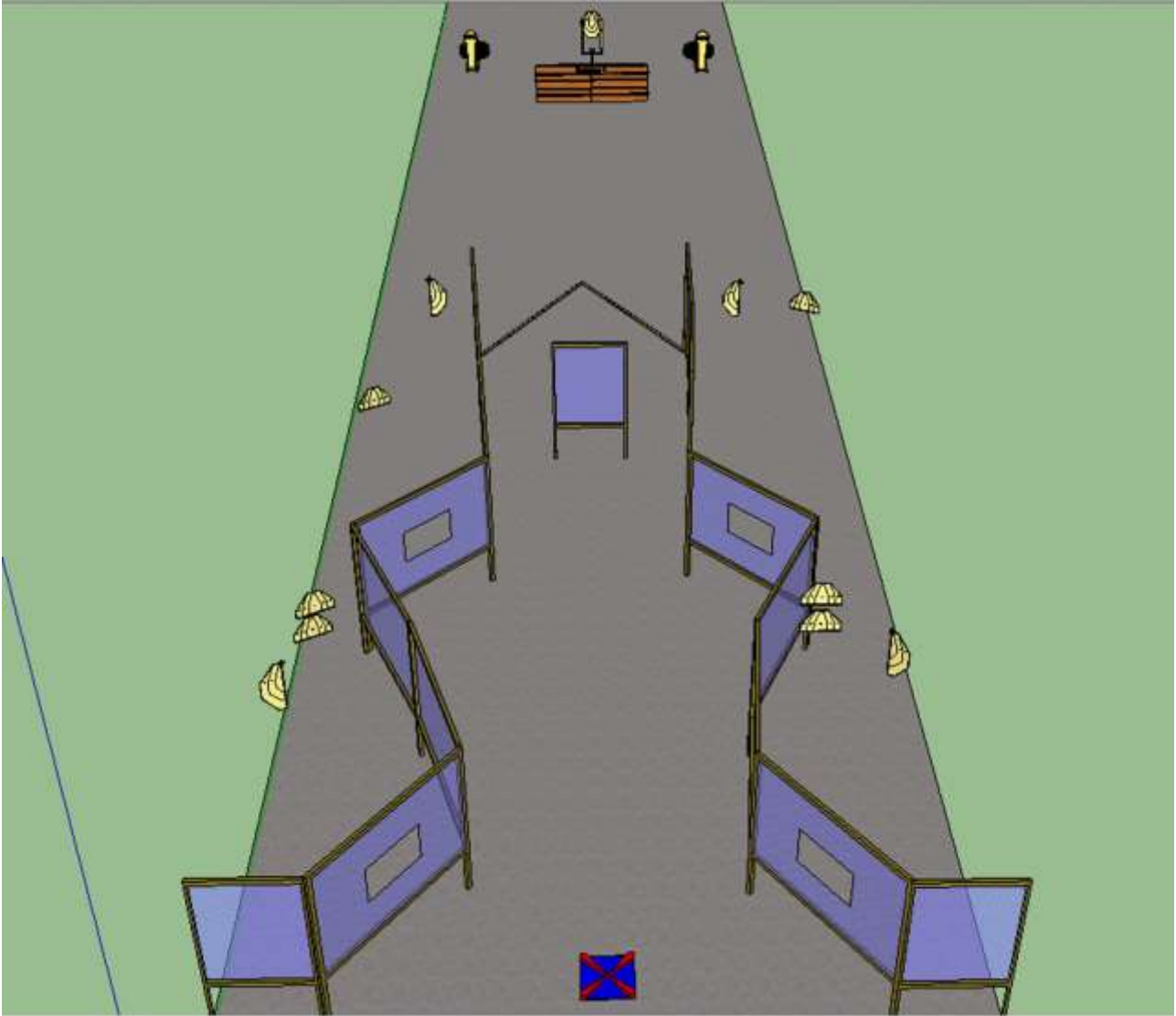
Briefing for Hall 8

Welcome to the 4th International SCW Trophy 2012 on stage 14 (Left Or Right) and Stage 14 (Classifier CLC-59).

My name is I am your CRO on these stages and my RO's and volunteers are

These stages will be shot one after the other.

Stage 14 – Left or Right:



Stage 14 – Left or Right:

is a medium course with a min. of 24 rounds and a max. of 120 points. There are 11 IPSC targets, 2 popper and some No-Shoot targets. On IPSC targets best 2 hits will count. Steel must fall to count.

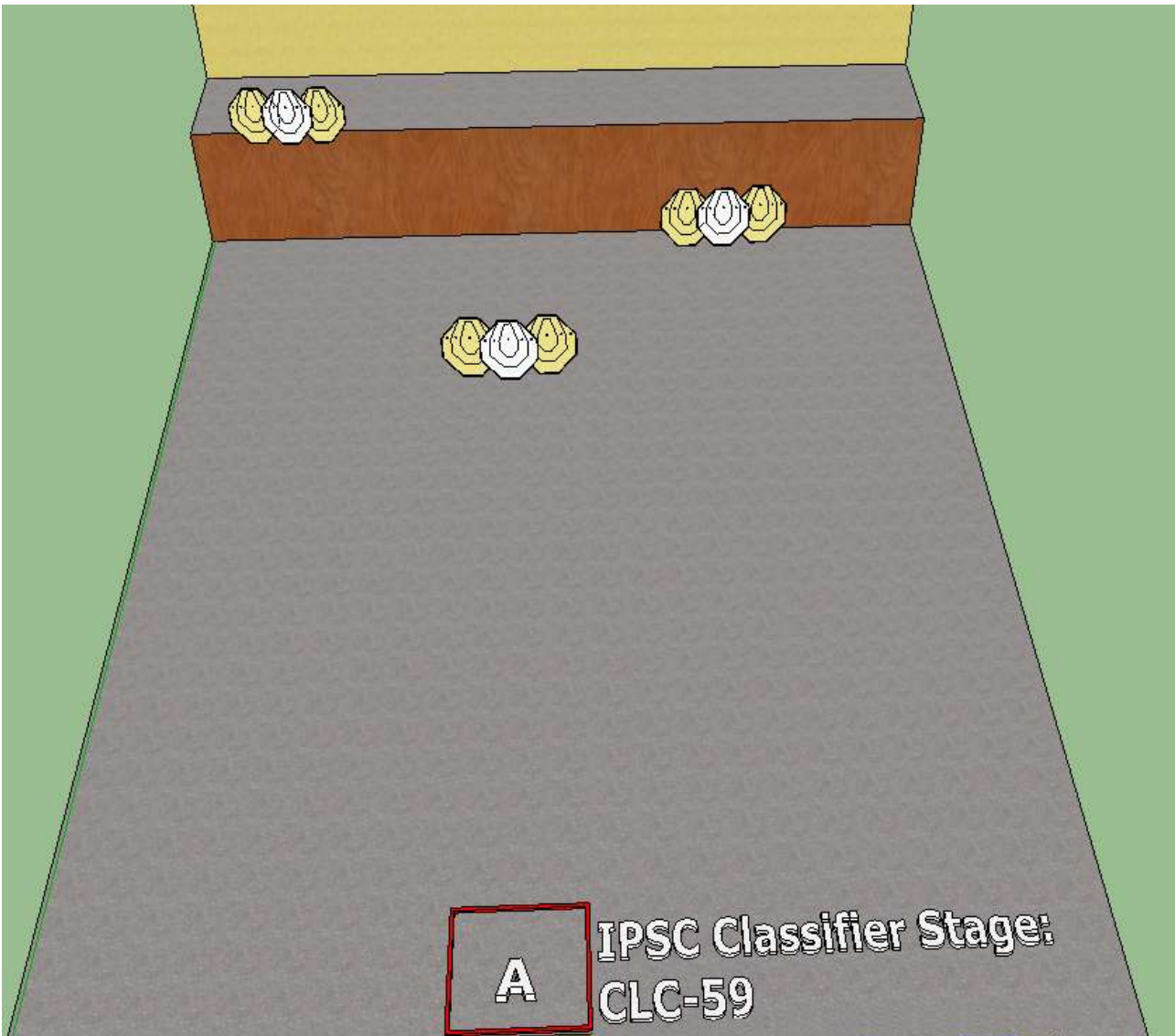
Start-position:

standing within the marked area. Facing downrange, hands relaxed at sides. Gun in ready condition holstered.

After the audible start signal engage all targets in any order from within the fault lines. Both poppers activate the bobber, which remains visible.

The last shot will stop the time. Penalties: As current IPSC rules

Stage 15 – Classifier CLC-59:



Stage 15 – Classifier CLC-59:

is a short course with a min. of 12 rounds and a max. of 60 points. There are 6 IPSC targets and some No-Shoot targets. On IPSC targets best 2 hits will count.

Start-position: standing in "A", facing downrange, hands relaxed at side. Gun in ready condition holstered.

On audible start signal, from Area A, shoot T1-T6 with 1 round each in any order, perform a mandatory reload and from Area A, engage T1-T6 with 1 round each per target.

The last shot will stop the time. Penalties: As current IPSC rules

We will start scoring as soon as possible. You may name a shooter of your choice to check your scores during patching. Later complaints are not possible.