

Stage Descriptions









PROTELL





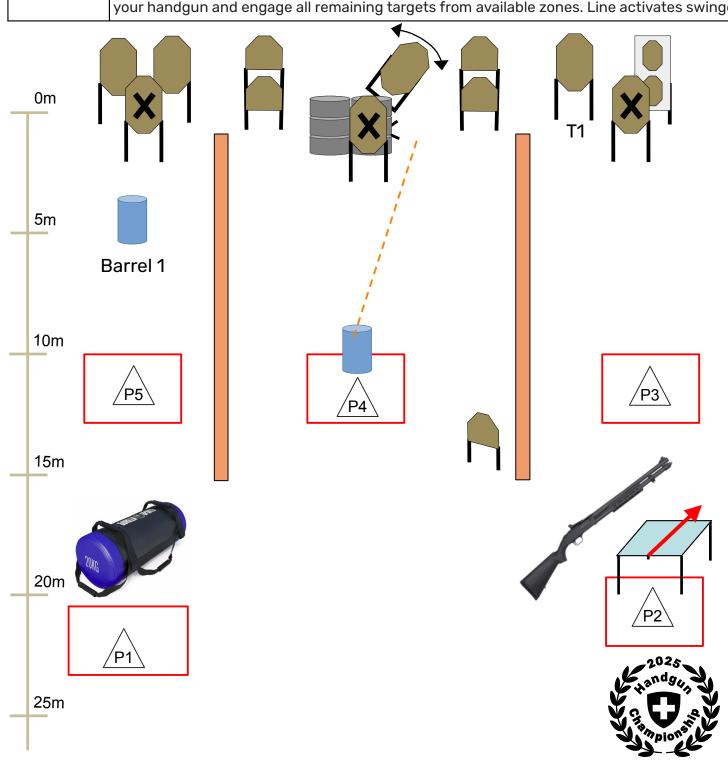




Stage 1/R 1

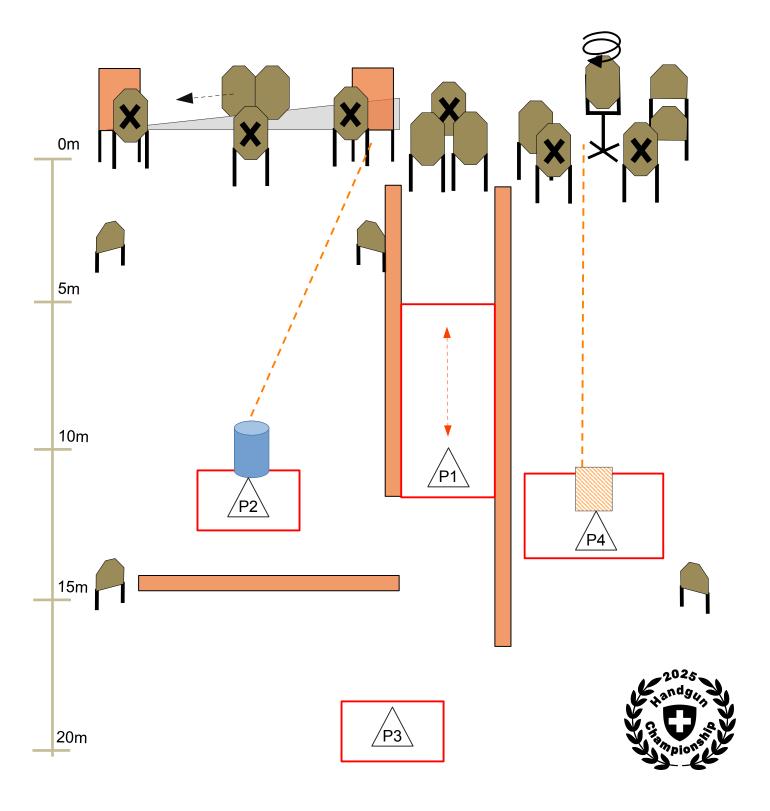


Title	The Bag	Author	Flo
Туре	Multi Zone	Strings	1
Targets	9 Paper, 2 50% Paper, 3 Non-Shoots	Rounds	Min 21
Scoring	Unlimited, T11 and rest best 2	Start/End	Audible / Last Shot
Start Pos	Standing at P1.		
Start Cond	Handgun loaded with exactly 10 rounds, holstered. All spare mags loaded with 10 rounds on barrel 1. Shotgun empty chamber, one round in magazine, safety off, on table.		
Procedure	Grab the bag and collect all spare magazines. Then bring the bag to P2 and engage T1 with 1 round using the pickup shotgun. Deposit shotgun on table. Then bring the bag to P1. Draw your handgun and engage all remaining targets from available zones. Line activates swinger.		



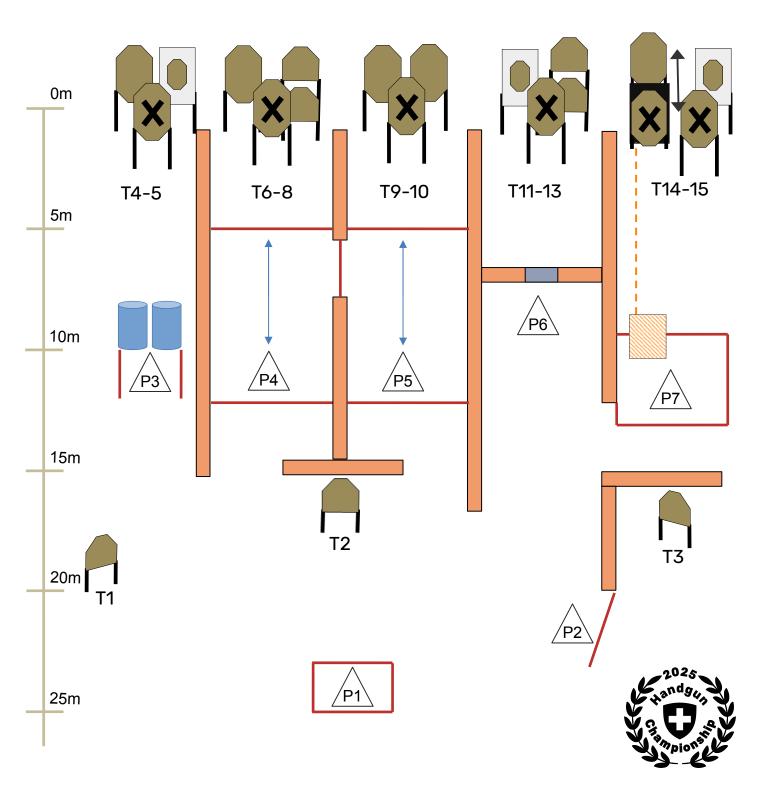


Title	Looks EasyDoesn't It?	Author	Andy
Туре	Multi Zone	Strings	1
Targets	12 Paper, 6 Non-Shoot	Rounds	Min 24
Scoring	Unlimited, Best 2	Start/End	Audible/ Last Shot
Start Pos	Standing anywhere.		
Start Cond	Handgun fully loaded, holstered.		
Procedure	Engage all targets from available zones. P1 is while moving. String activates mover. Bear trap activates turner.		





Title	The Labyrinth	Author	Mario
Туре	Multi Zone	Strings	1
Targets	12 Paper, 3 50% Paper, 6 Non-Shoots	Rounds	Min 30
Scoring	Unlimited, Best 2	Start/End	Audible / Last Shot
Start Pos	Standing at P1.		
Start Cond	Handgun fully loaded, holstered.		
Procedure	Engage all targets from available zones. P3 is kneeling. P4-5 are while moving forward or backward. P6 is through the window. Bear trap activates up-down.		

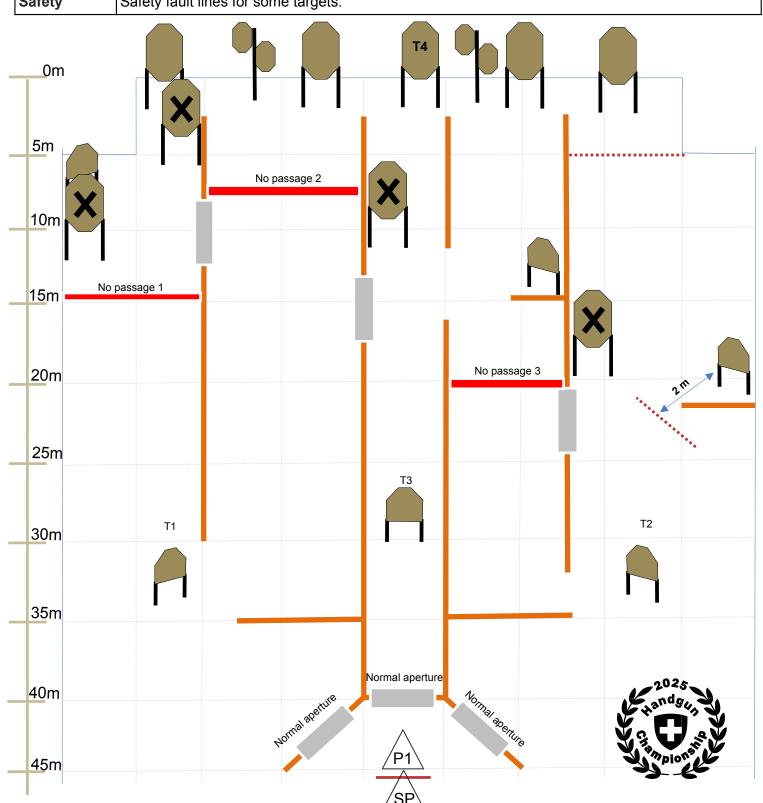


Stage 4/R 50



Swiss Championship October 18, 2025

Title	Window Shopping	Author	Raphi
Туре	Open	Strings	1
Targets	11 paper, 4 50% Paper, 4 non-shoot	Rounds	Minimum 30
Scoring	Unlimited, Best 2	Start/End	Audible/ Last Shot
Start Pos	Standing at SP, feet touching.		
Start Cond	Handgun fully loaded, holstered.		
Procedure	At the signal engage T1 – T4 from P1 through apertures. Then engage all other targets in any order. Do not cross passage 1-3, do not re-engage T1 – T4 from other positions than P1.		
Safety	Safety fault lines for some targets.		





Equipment Check!







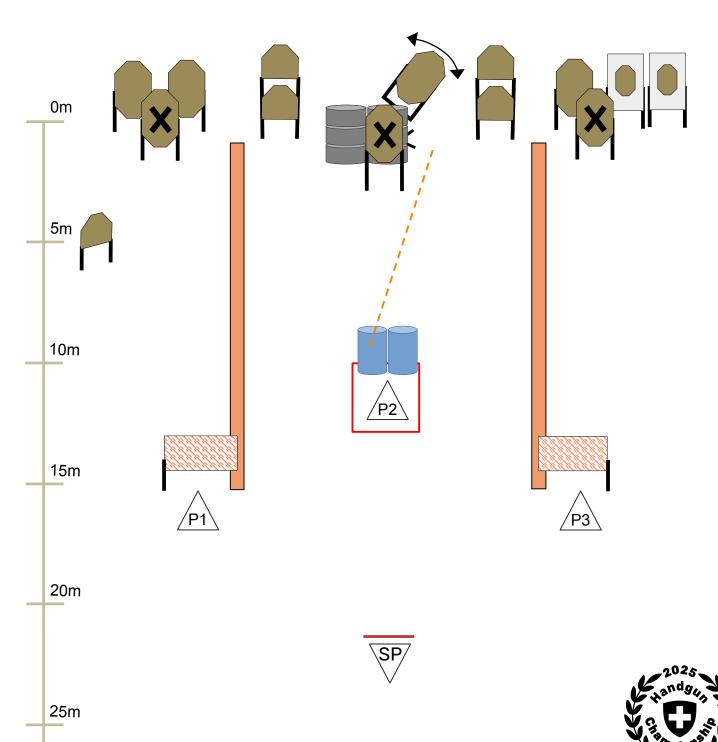








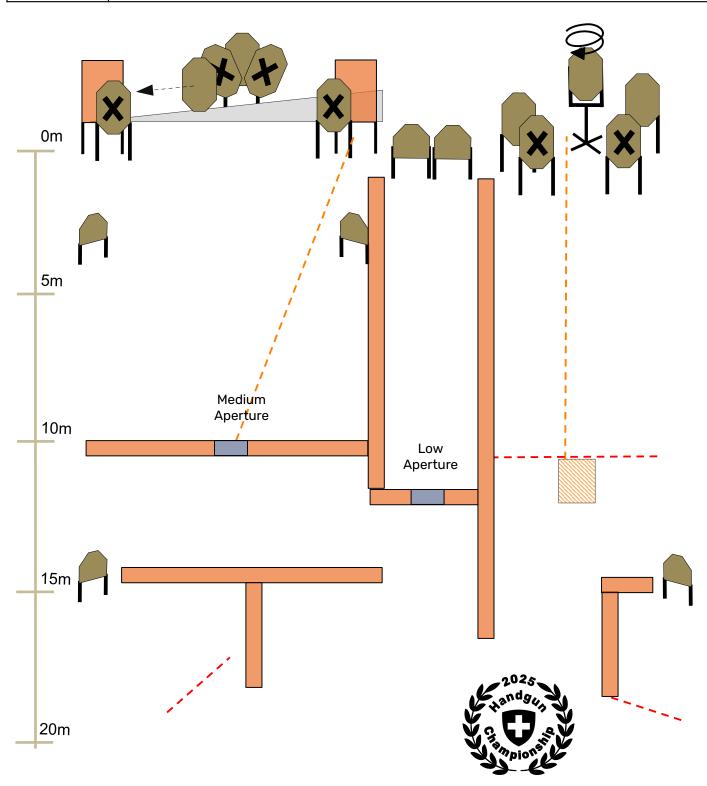
Title	Hug The Ground!	Author	Flo
Туре	Multi Zone	Strings	1
Targets	9 Paper, 2 50% Paper, 3 Non-Shoots	Rounds	Min 22
Scoring	Limited, Exactly 2	Start/End	Audible / Last Shot
Start Pos	Standing at SP, facing uprange, heels touching.		
Start Cond	Handgun empty chamber, holstered.		
Procedure	Engage all targets from available zones. P1 and P3 are prone through apertures, P2 is kneeling. String activates swinger		



Stage 7/R 3

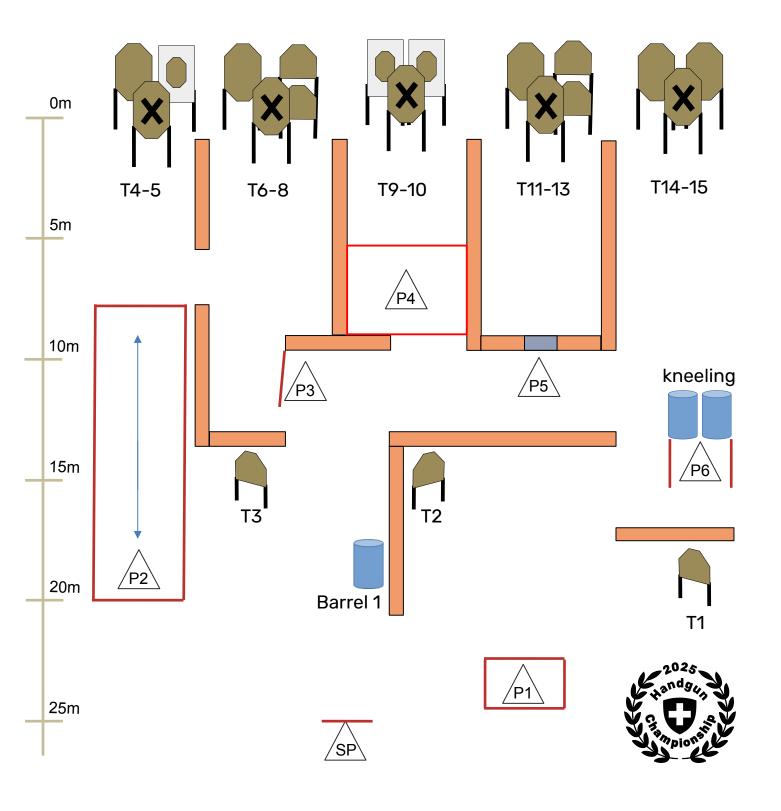


Title	Learning Effect	Author	Andy
Туре	Open	Strings	1
Targets	11 Paper, 6 Non-Shoot	Rounds	Min 22
Scoring	Unlimited, Best 2	Start/End	Audible/ Last Shot
Start Pos	Standing anywhere.		
Start Cond	Handgun fully loaded, holstered.		
Procedure	Engage all targets from available zones. String activates mover. Bear trap activates turner.		
Safety	Safety fault lines for some targets.		

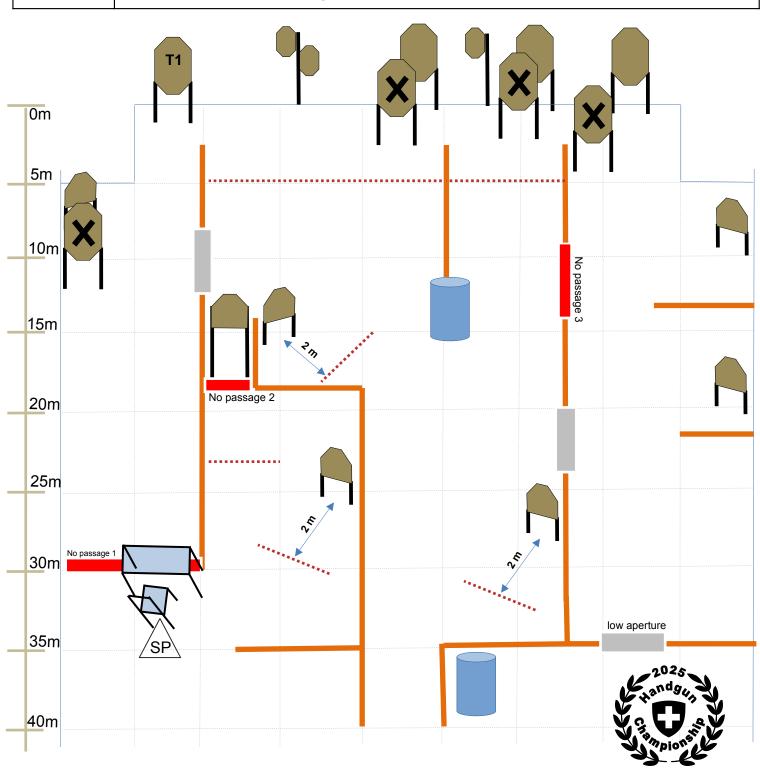




Title	The Labyrinth But Different	Author	Mario
Туре	Multi Zone	Strings	1
Targets	12 Paper, 3 50% Paper, 5 Non-Shoots	Rounds	Min 30
Scoring	Unlimited, Best 2	Start/End	Audible / Last Shot
Start Pos	Standing at SP, toes touching.		
Start Cond	Handgun loaded with exactly 6 rounds, holstered. All spare magazines on barrel 1.		
Procedure	Engage all targets from available zones. P2 is while moving forward or backward. P5 is through the window. P6 is kneeling.		



Title	Lost in Transition	Author	Raphi
Туре	Open	Strings	1
Targets	11 paper, 3 50% Paper, 4 non-shoot	Rounds	Minimum 30
Scoring	Unlimited, T1 Best 4, Rest Best 2	Start/End	Audible/ Last Shot
Start Pos	Sitting at SP, back touching the chair backrest, hands on knees.		
Start Cond	Gun empty chamber, slide forward, 8 rounds in mag, on table. One spare mag on each barrel.		
Procedure	Engage T1 while sitting with min 4 rounds. Then engage remaining targets, do not cross passage 1-3		
Safety	Safety fault lines for some targets.		





Lottery Draw!













... and more!

