





# Stage 2



TYPE:

Medio

START POSITION:

Talones tocando las marcas

START SIGNAL:

Timer

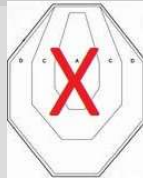
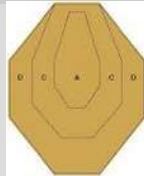


STAGE PROCEDURE:

Resolver sin sobrepasar las líneas de falta



MAX POINT



24

120

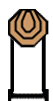
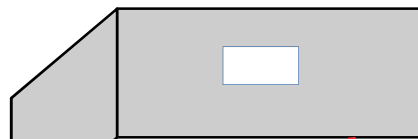
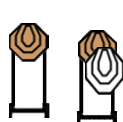
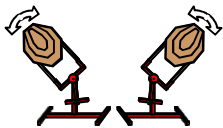
11

3

2

2

0





# Stage 3



TYPE:

Medio

START POSITION:

Talones tocando las marcas

START SIGNAL:

Timer

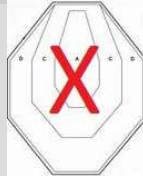
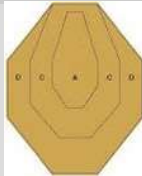


STAGE PROCEDURE:

Resolver sin sobrepasar las líneas de falta



MAX POINT



22

110

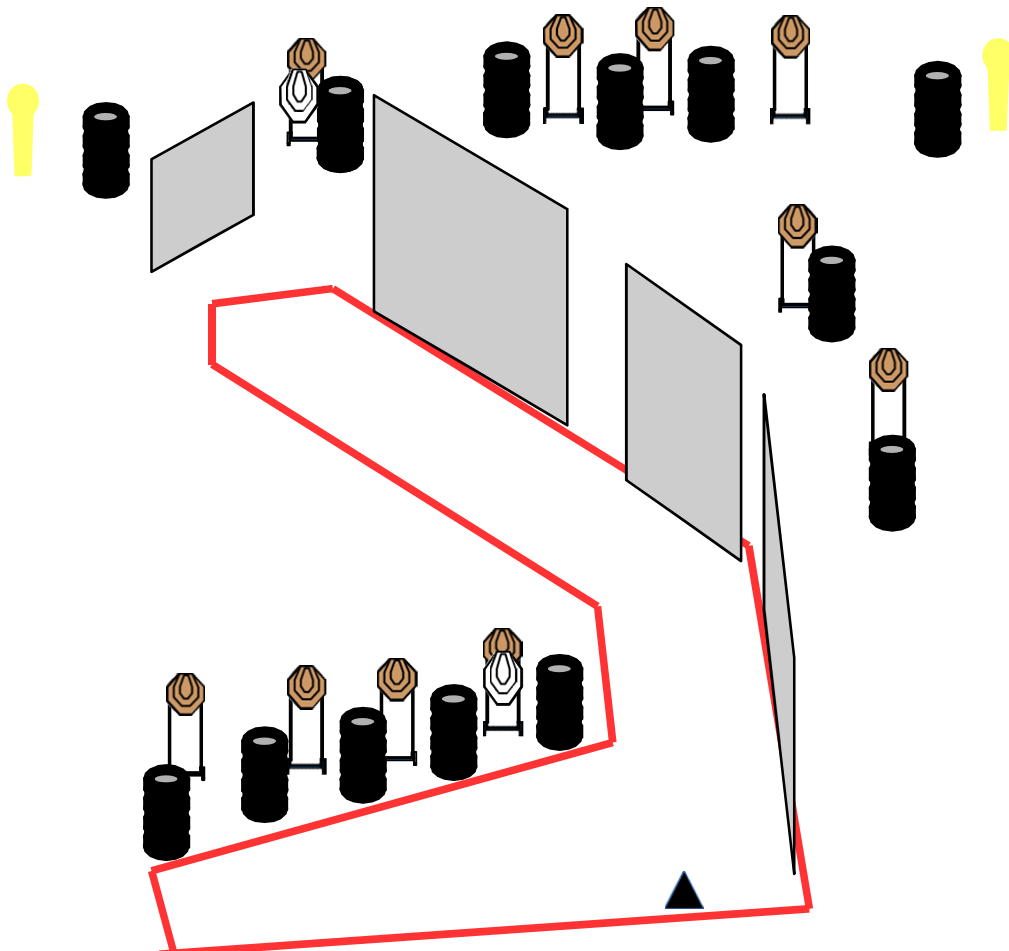
10

2

2

0

0





# Stage 4



TYPE:

Medio

START POSITION:

Talones tocando las marcas

START SIGNAL:

Timer

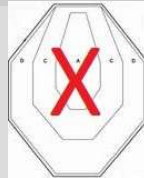
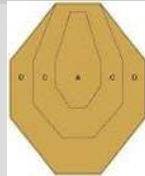


STAGE PROCEDURE:

Resolver sin sobrepasar las líneas de falta



MAX POINT



14

70

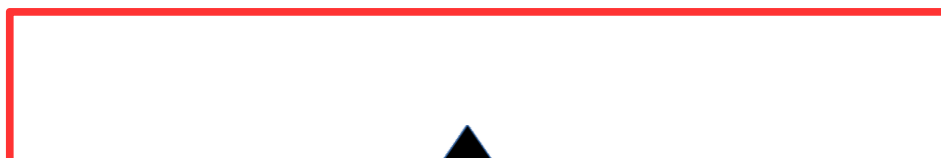
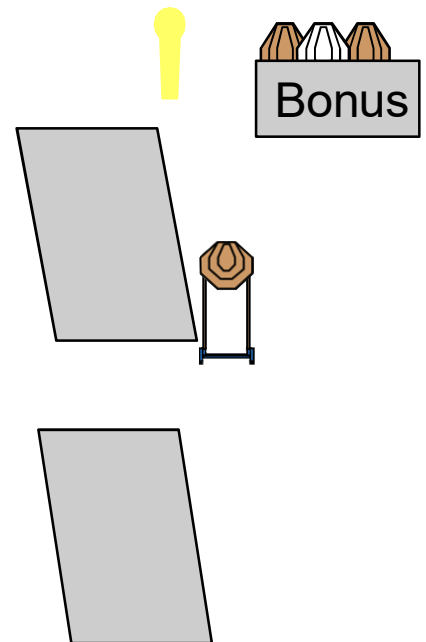
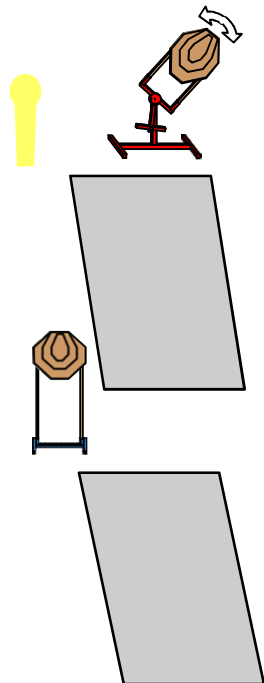
6 (2 Bonus)

1

2

1

0





# Stage 5



TYPE:

Corto

START POSITION:

Talones tocando las marcas

START SIGNAL:

Timer

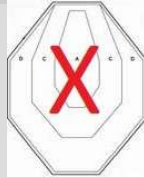
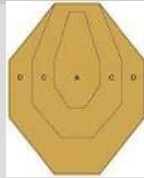


STAGE PROCEDURE:

Resolver sin sobrepasar las líneas de falta (pasarela incluida)



MAX POINT



12

60

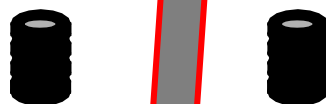
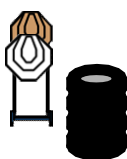
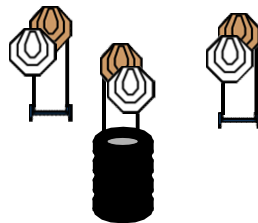
5

5

2

0

0





# Stage 6



TYPE:

Corto

START POSITION:

Punteras tocando las marcas

START SIGNAL:

Timer

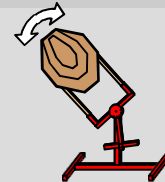
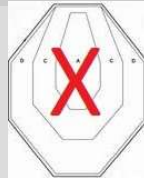
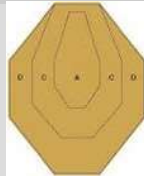


STAGE PROCEDURE:

Resolver sin sobrepasar las líneas de falta



MAX POINT



11

55

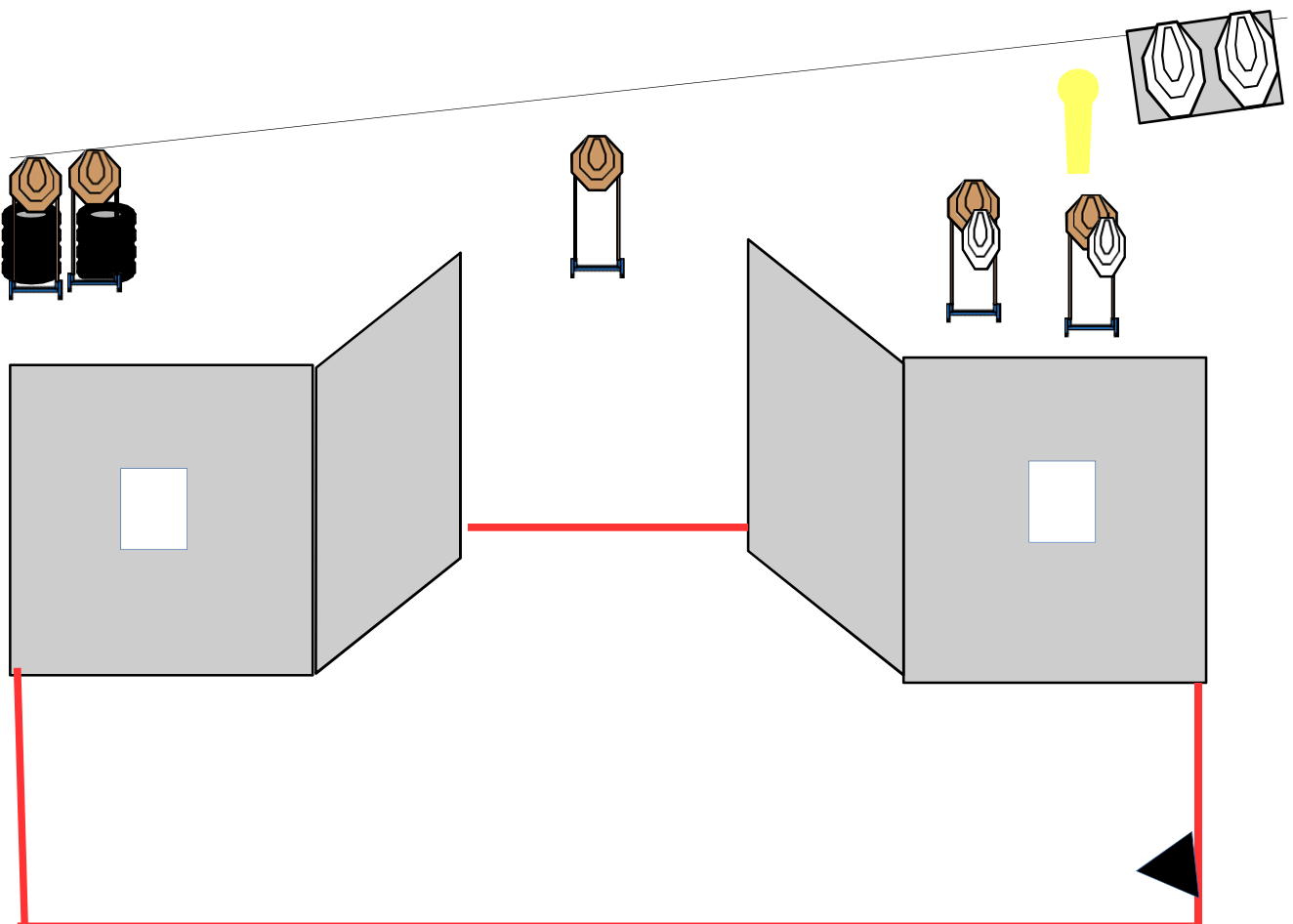
5

4

1

0

0





# Stage 7



TYPE:

Medio

START POSITION: Sentado, espalda en respaldo, talones en patas y manos en rodillas.

START SIGNAL: Timer



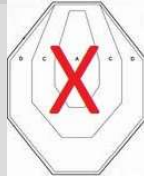
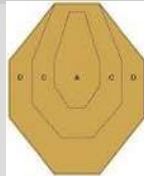
STAGE PROCEDURE:

Resolver sin sobrepasar líneas de falta

Arma vacia y plana y cargadores a utilizar sobre la mesa



MAX POINT



14

70

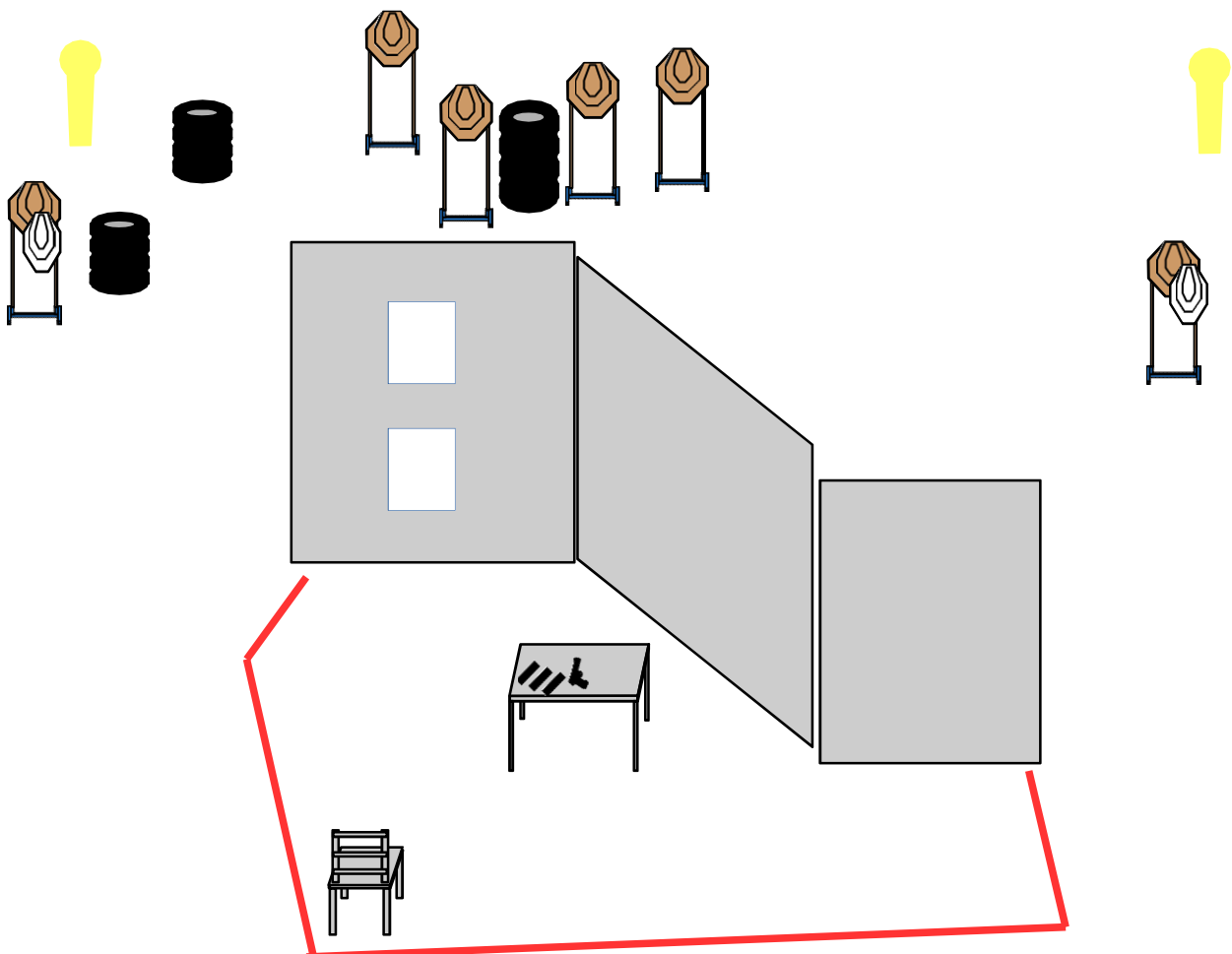
6

2

2

0

0





# Stage 8



TYPE:

Corto

START POSITION:

A, B o C

START SIGNAL:

Timer

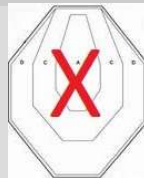
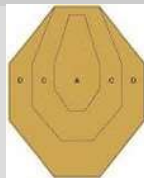


STAGE PROCEDURE:

Cada grupo de tarjetas desde su BOX.  
1 Disparo por tarjeta



MAX POINT



9

45

9

0

0

0

0



A

B

C