

2026
PAN AMERICAN
HANDGUN
CHAMPIONSHIP
ARUBA

STAGES

2026 PAN AMERICAN HANDGUN CHAMPIONSHIP ARUBA

26 -29 AUGUST

TOTAL STAGES:	# SHORT STAGES	# MEDIUM STAGES	# LONG STAGES	% EMPTY CHAMBER AND/OR EMPTY MAGAZINE
24	12	8	4	12.5%



Match Sanction Package for
D29831717



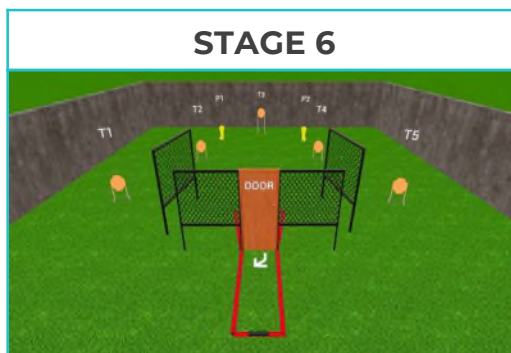
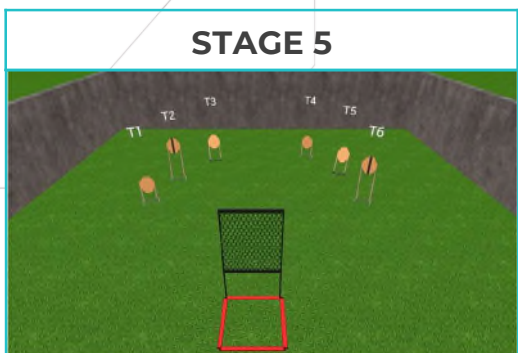
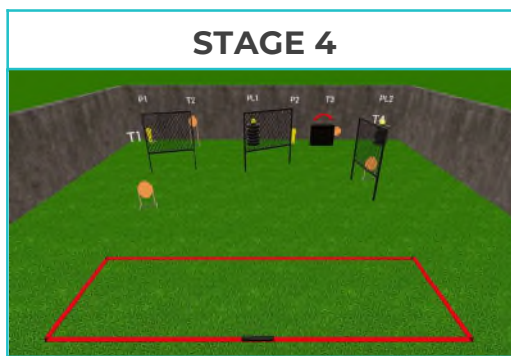
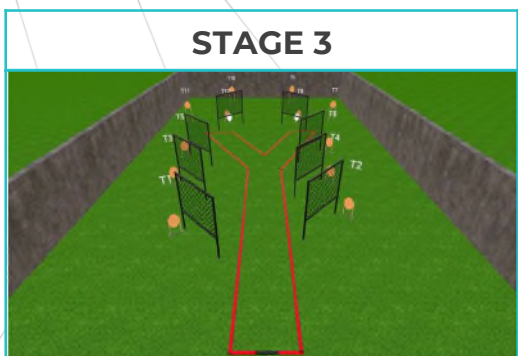
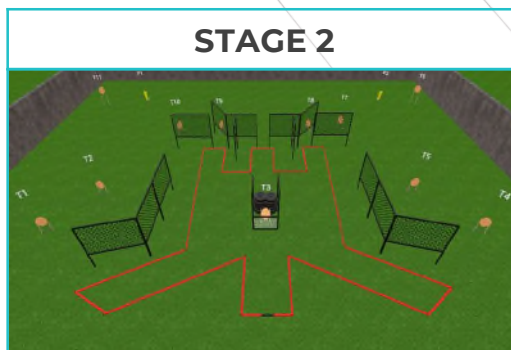
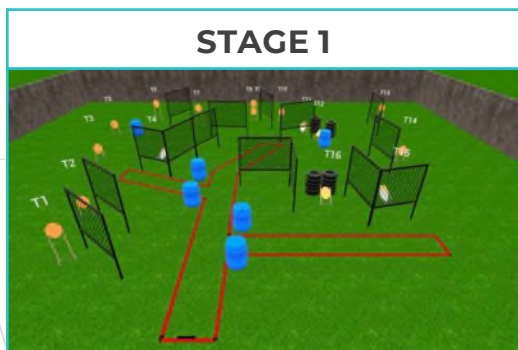


AREA 1



TOTAL STAGES:	# LONG STAGES	# MEDIUM STAGES	# SHORT STAGES	% EMPTY CHAMBER AND/OR EMPTY MAGAZINE
6	1	2	3	0%

Click on the image to go directly to the stage





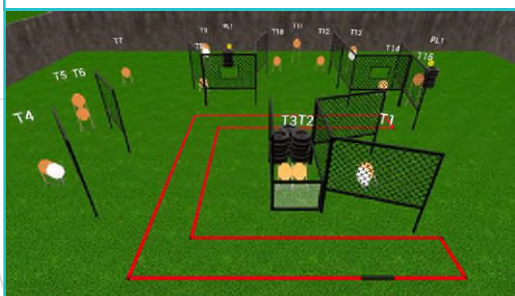
AREA 2



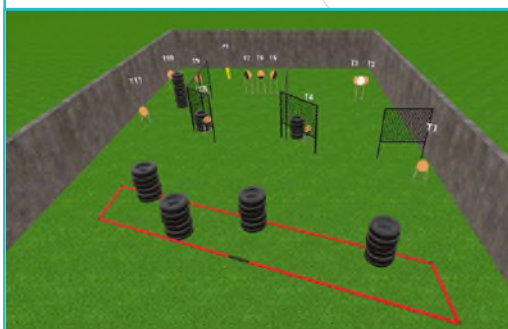
TOTAL STAGES:	# LONG STAGES	# MEDIUM STAGES	# SHORT STAGES	% EMPTY CHAMBER AND/OR EMPTY MAGAZINE
6	1	2	3	16.7%

Click on the image to go directly to the stage

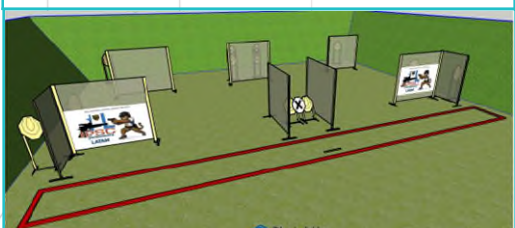
STAGE 7



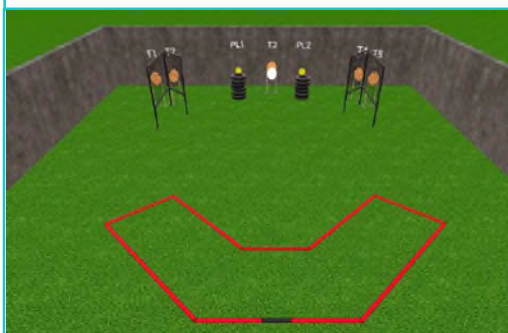
STAGE 8



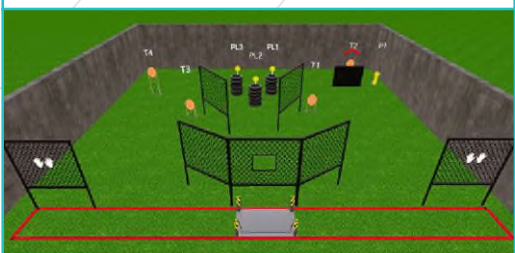
STAGE 9



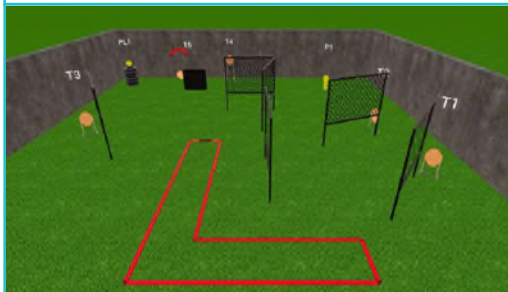
STAGE 10



STAGE 11



STAGE 12





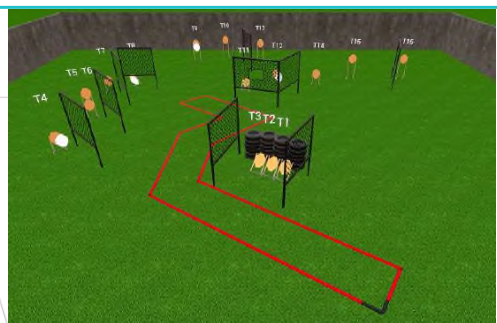
AREA 3



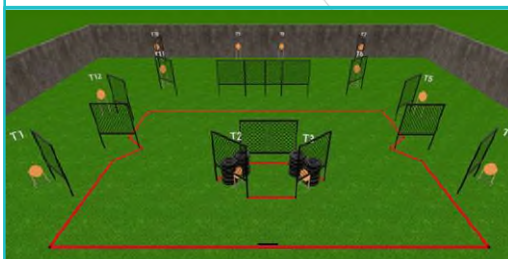
TOTAL STAGES:	# LONG STAGES	# MEDIUM STAGES	# SHORT STAGES	% EMPTY CHAMBER AND/OR EMPTY MAGAZINE
6	1	2	3	33.3%

Click on the image to go directly to the stage

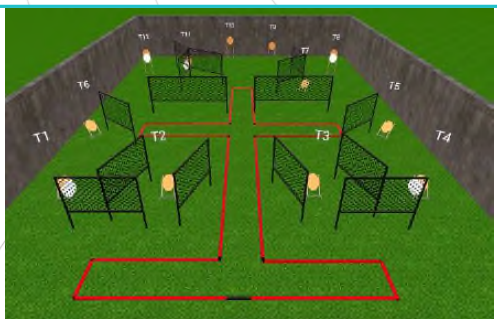
STAGE 13



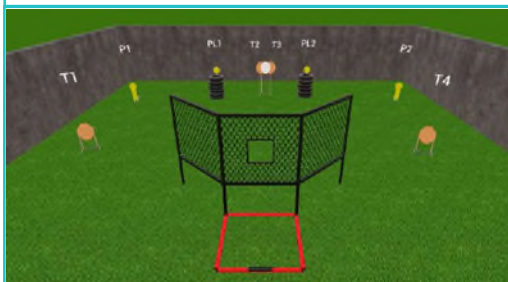
STAGE 14



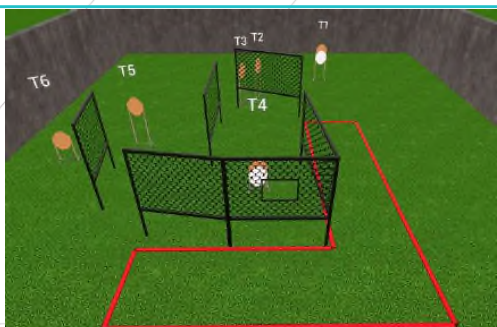
STAGE 15



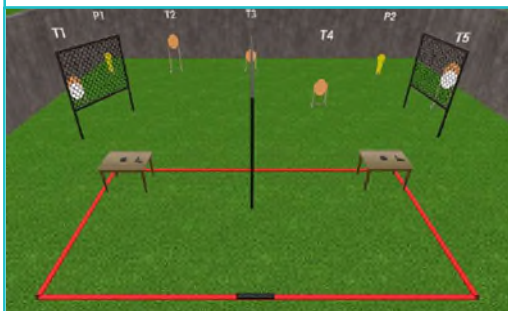
STAGE 16



STAGE 17



STAGE 18

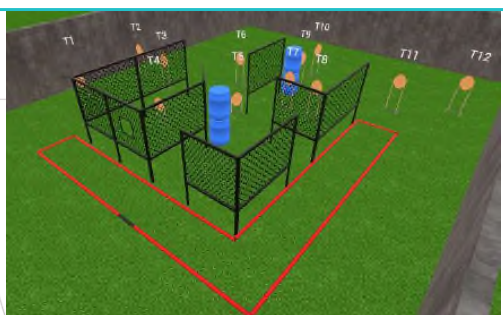


AREA 4

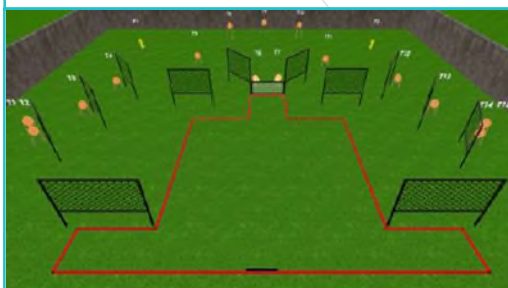
TOTAL STAGES:	# LONG STAGES	# MEDIUM STAGES	# SHORT STAGES	% EMPTY CHAMBER AND/OR EMPTY MAGAZINE
6	1	2	3	0%

Click on the image to go directly to the stage

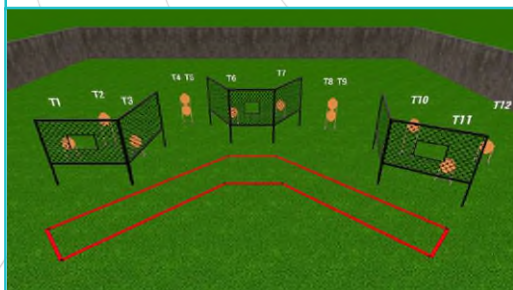
STAGE 19



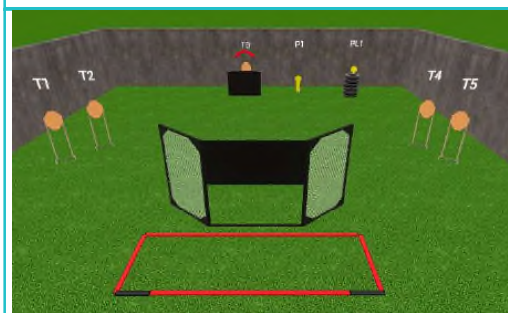
STAGE 20



STAGE 21



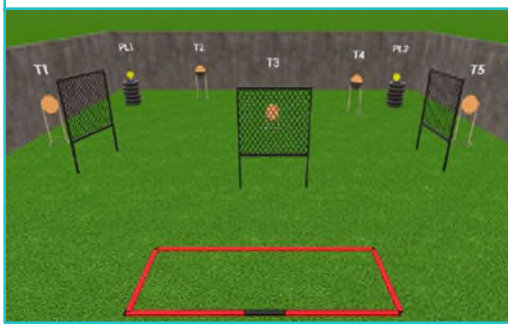
STAGE 22



STAGE 23



STAGE 24





D

C

A



AREA 1



TOTAL STAGES:	# LONG STAGES	# MEDIUM STAGES	# SHORT STAGES	% EMPTY CHAMBER AND/OR EMPTY MAGAZINE
6	1	2	3	0%

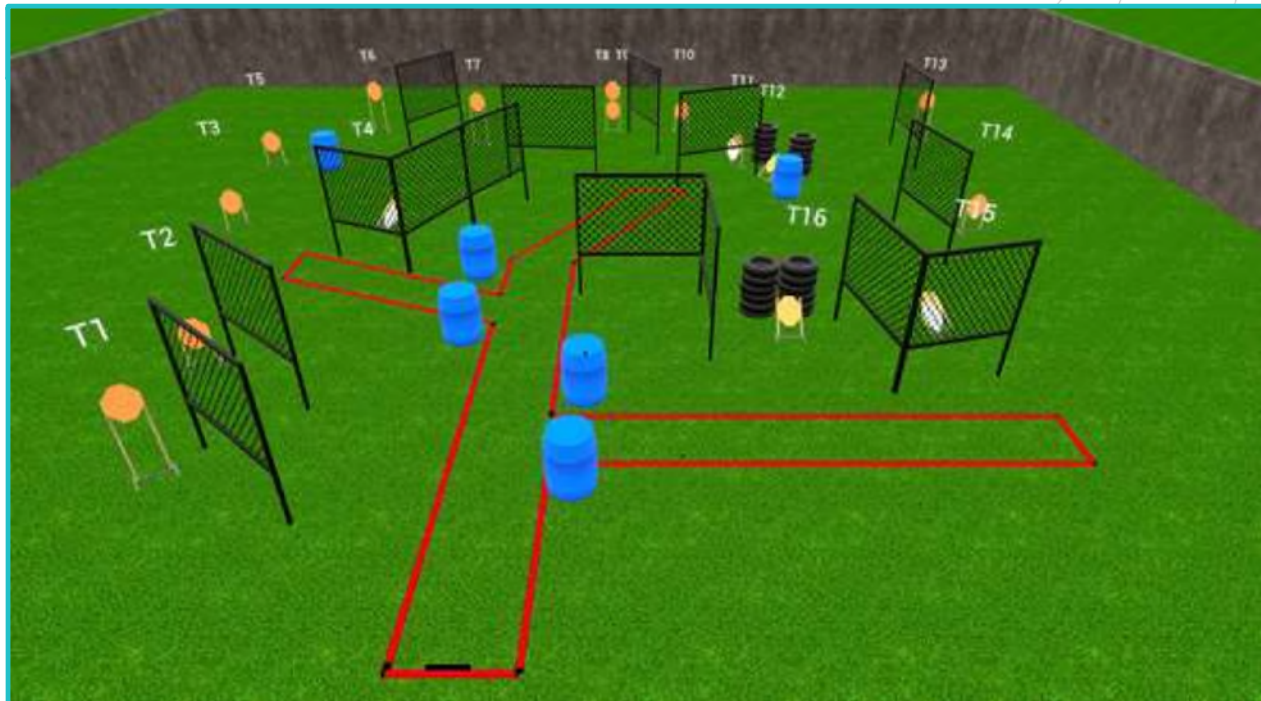
A

C

D

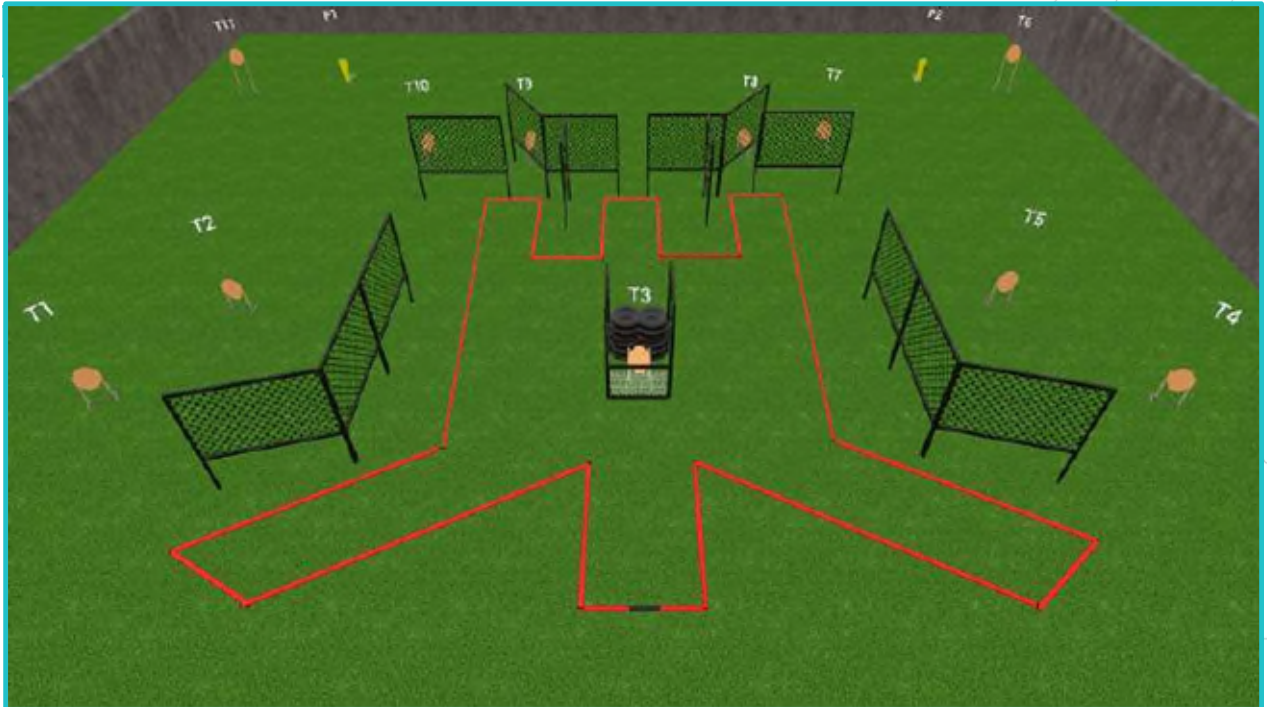


STAGE 1



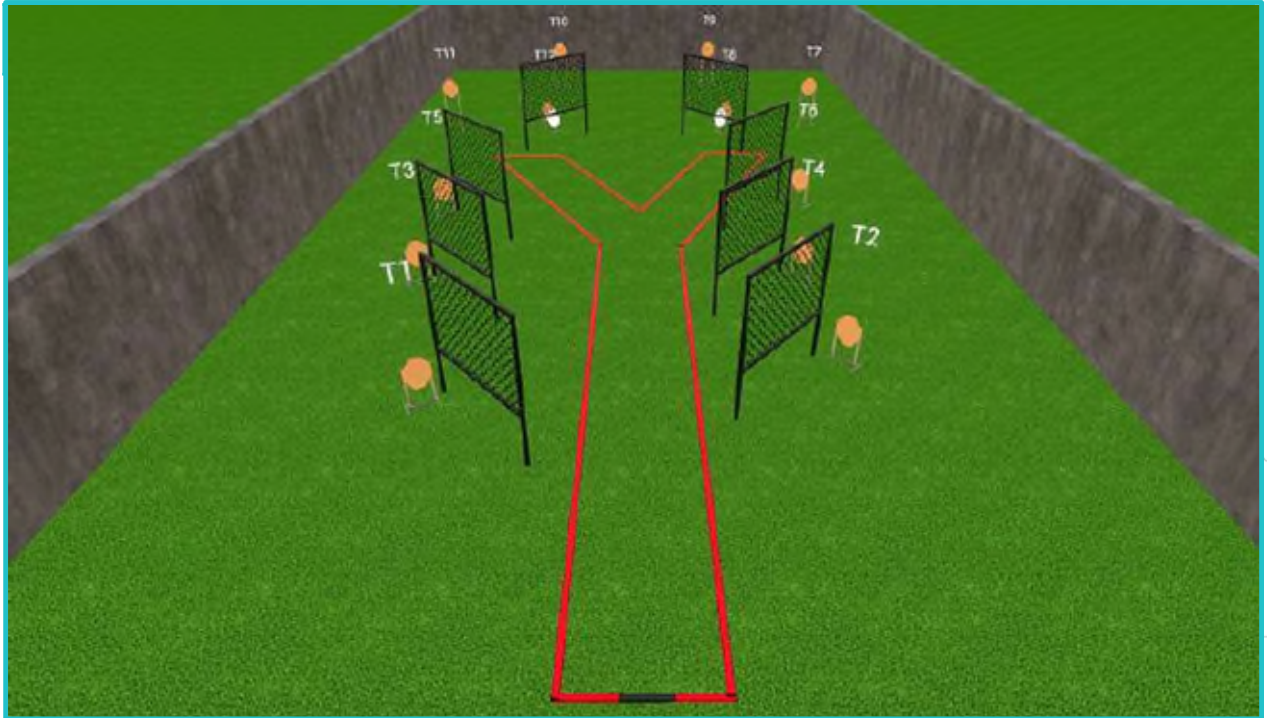
Scoring Targets:	16 IPSC Targets
Minimum number of rounds required:	32
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets

STAGE 2



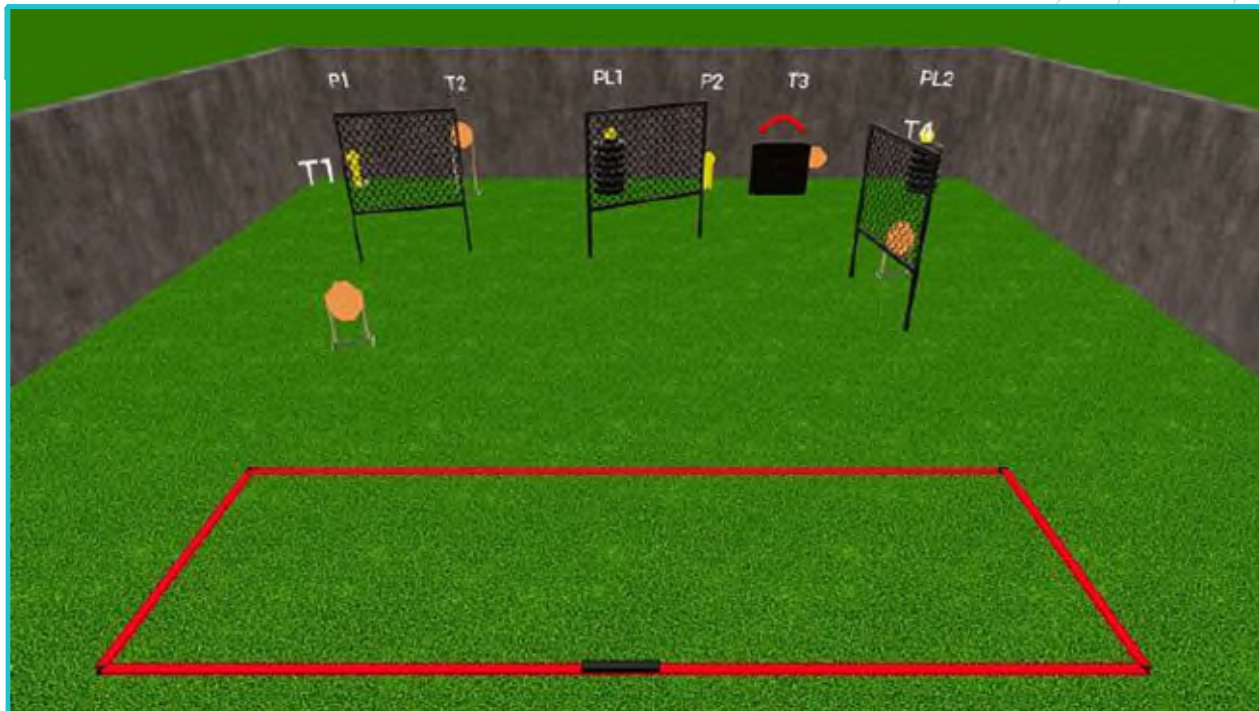
Scoring Targets:	11 IPSC Targets 2 IPSC Popper
Minimum number of rounds required:	24
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets

STAGE 3



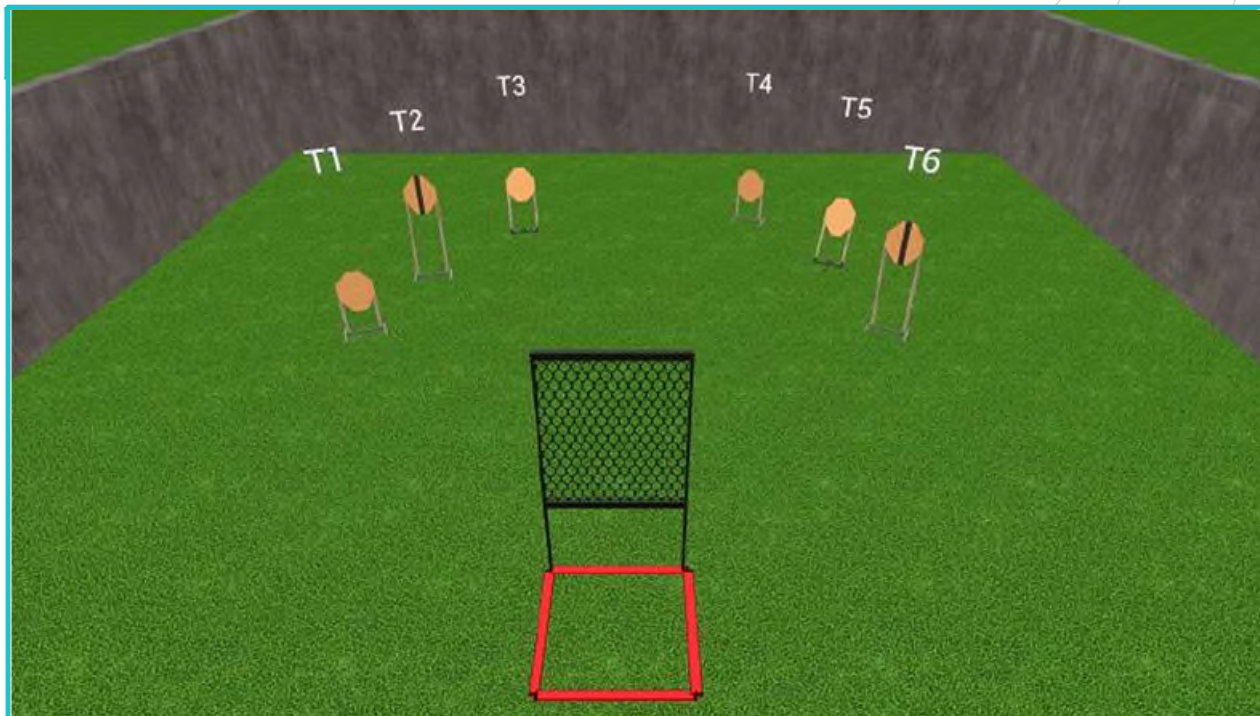
Scoring Targets:	12 IPSC Targets
Minimum number of rounds required:	24
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets

STAGE 4



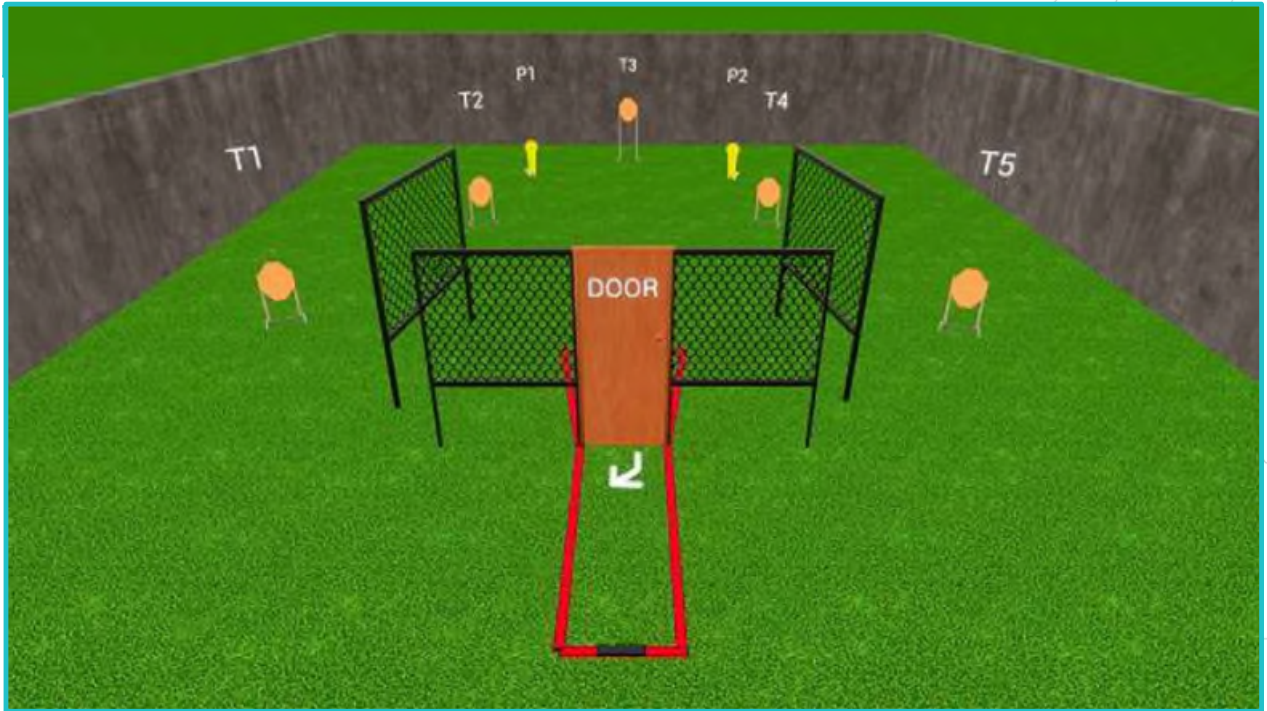
Scoring Targets:	4 IPSC Targets 2 IPSC Poppers 2 IPSC Metal Plates
Minimum number of rounds required:	12
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets
Note:	Popper 2 activates Moving target 3 that remain visible at rest.

STAGE 5



Scoring Targets:	6 IPSC Targets
Minimum number of rounds required:	12
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	Inside the designated area
Time Starts:	Audible signal
Procedure:	On the start signal, using only STRONG HAND engage all targets

STAGE 6



Scoring Targets:	5 IPSC Targets 2 IPSC Poppers
Minimum number of rounds required:	12
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets



D

C

A



AREA 2



TOTAL STAGES:	# LONG STAGES	# MEDIUM STAGES	# SHORT STAGES	% EMPTY CHAMBER AND/OR EMPTY MAGAZINE
6	1	2	3	16.7%

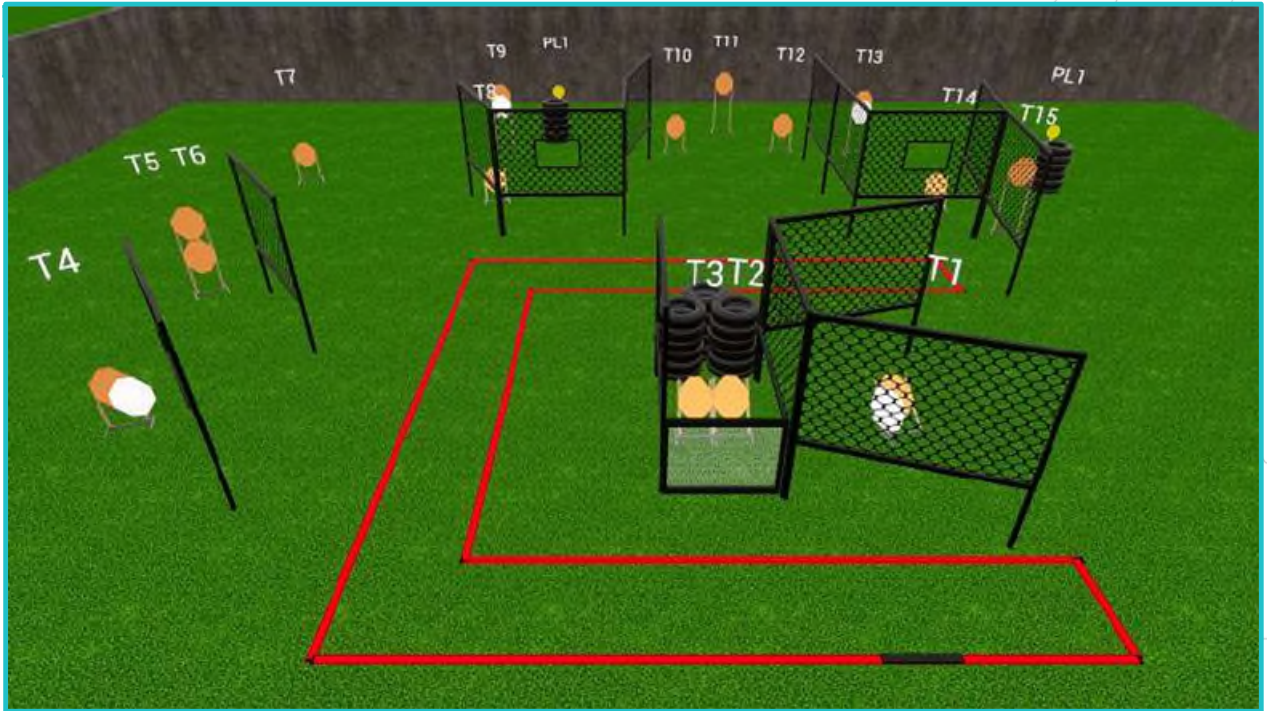
A

C

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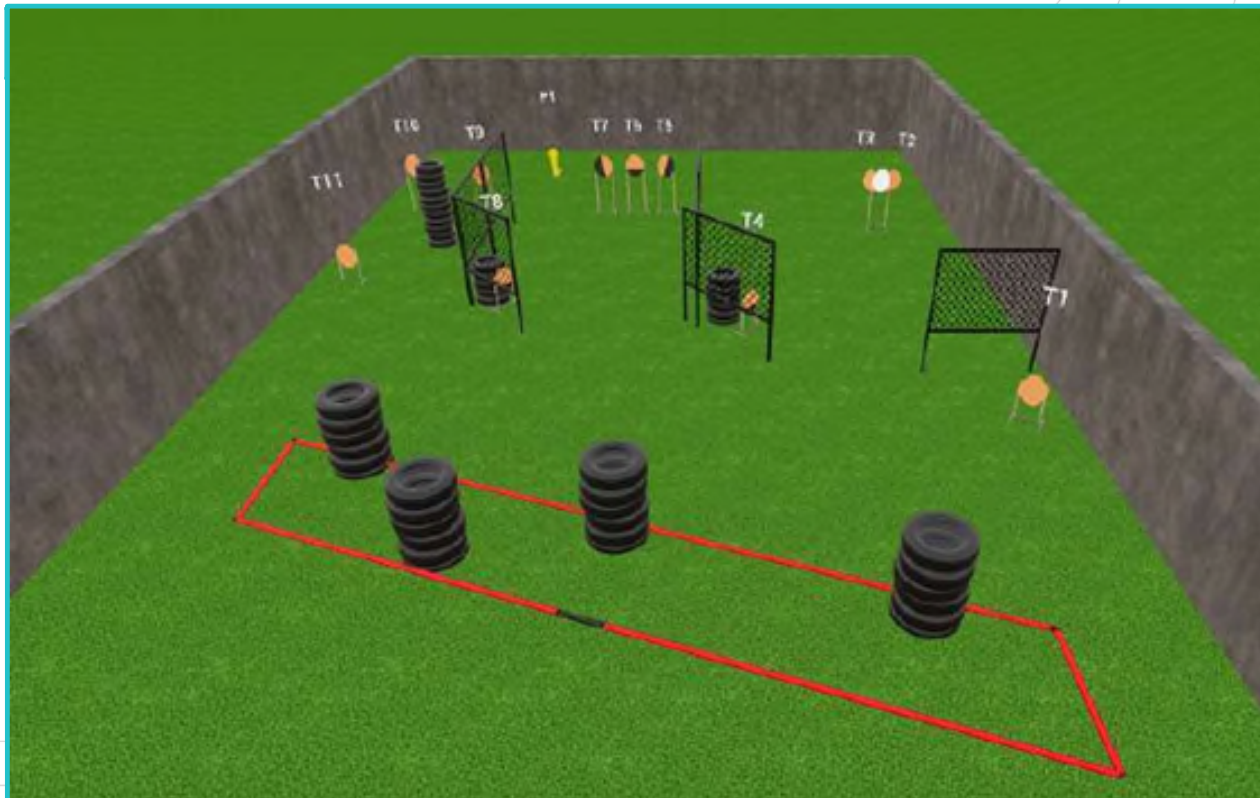


STAGE 7



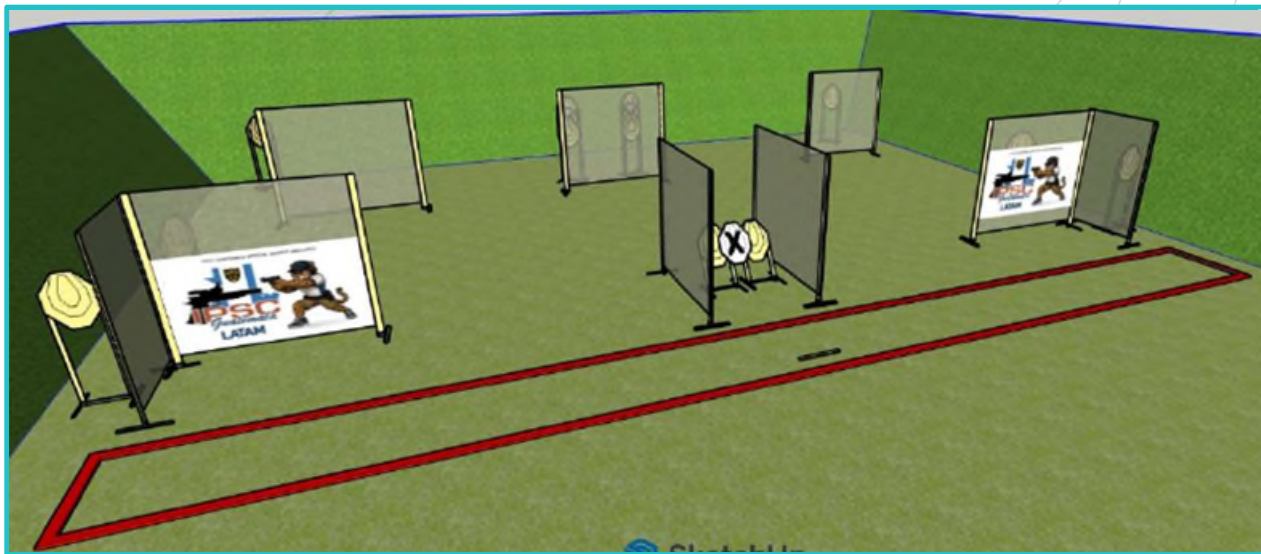
Scoring Targets:	15 IPSC Targets 2 IPSC Metal Plates
Minimum number of rounds required:	32
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets

STAGE 8



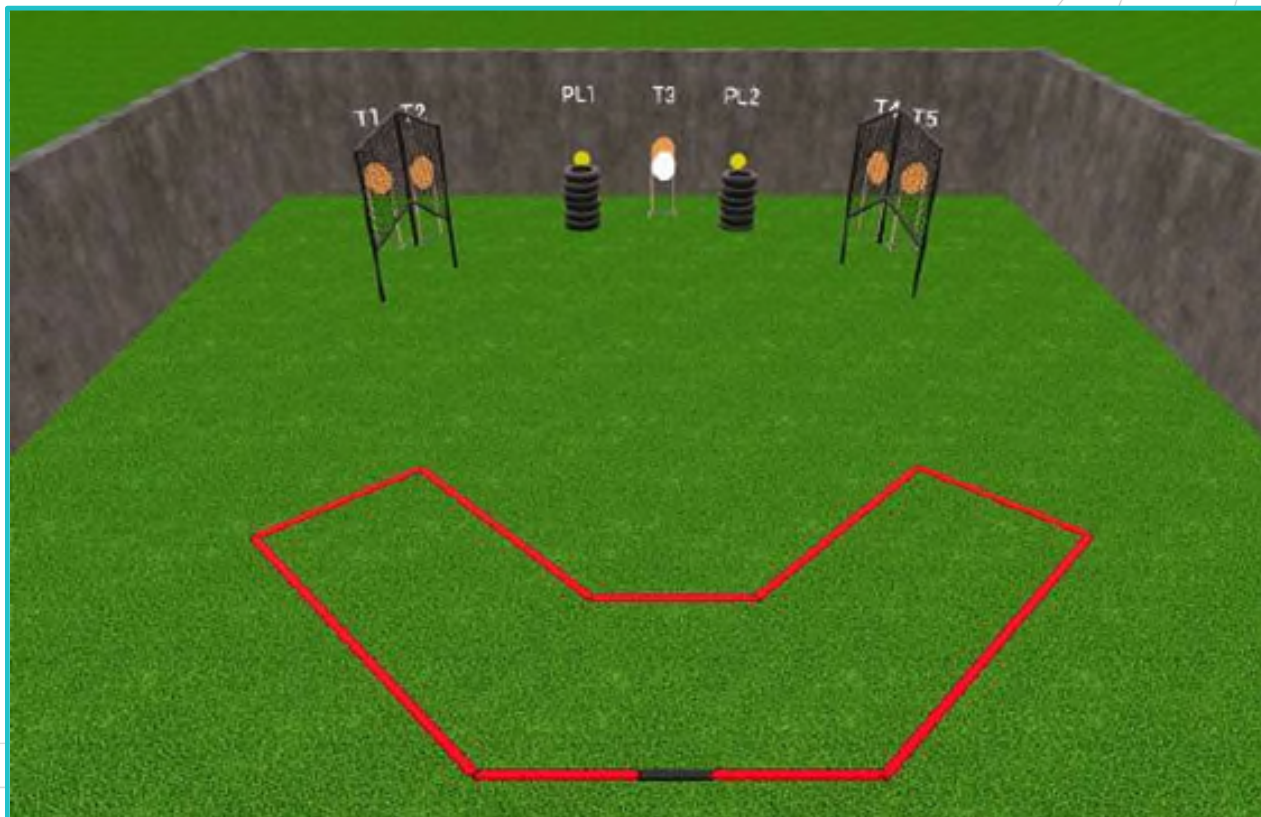
Scoring Targets:	11 IPSC Targets 1 IPSC Popper
Minimum number of rounds required:	23
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets

STAGE 9



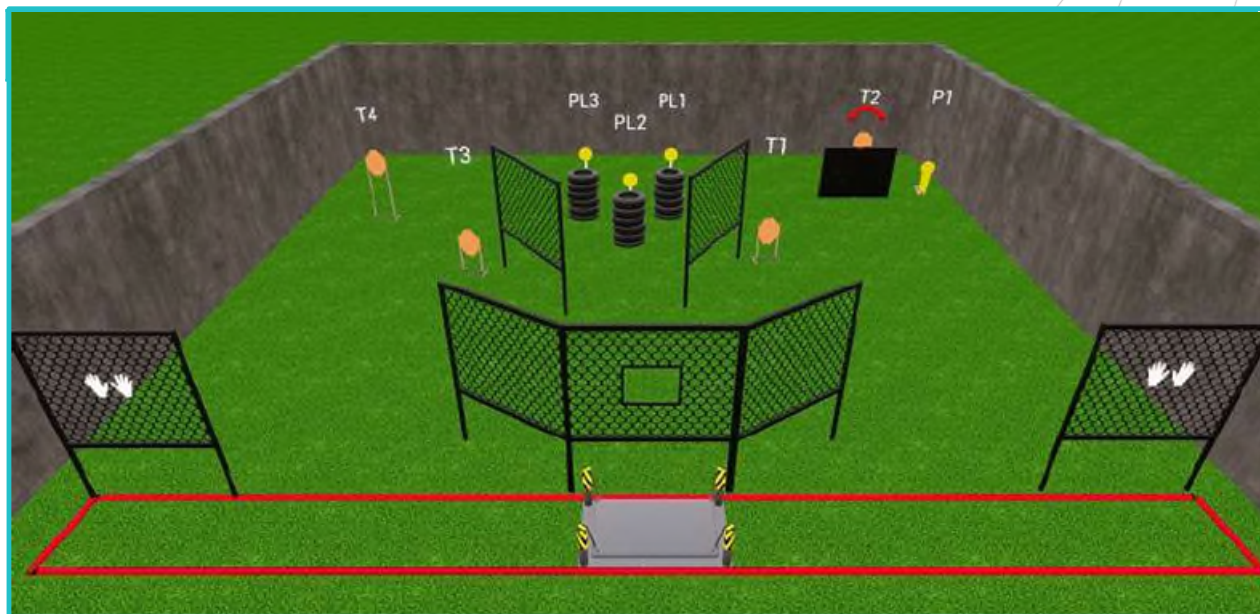
Scoring Targets:	12 IPSC Targets
Minimum number of rounds required:	24
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets

STAGE 10



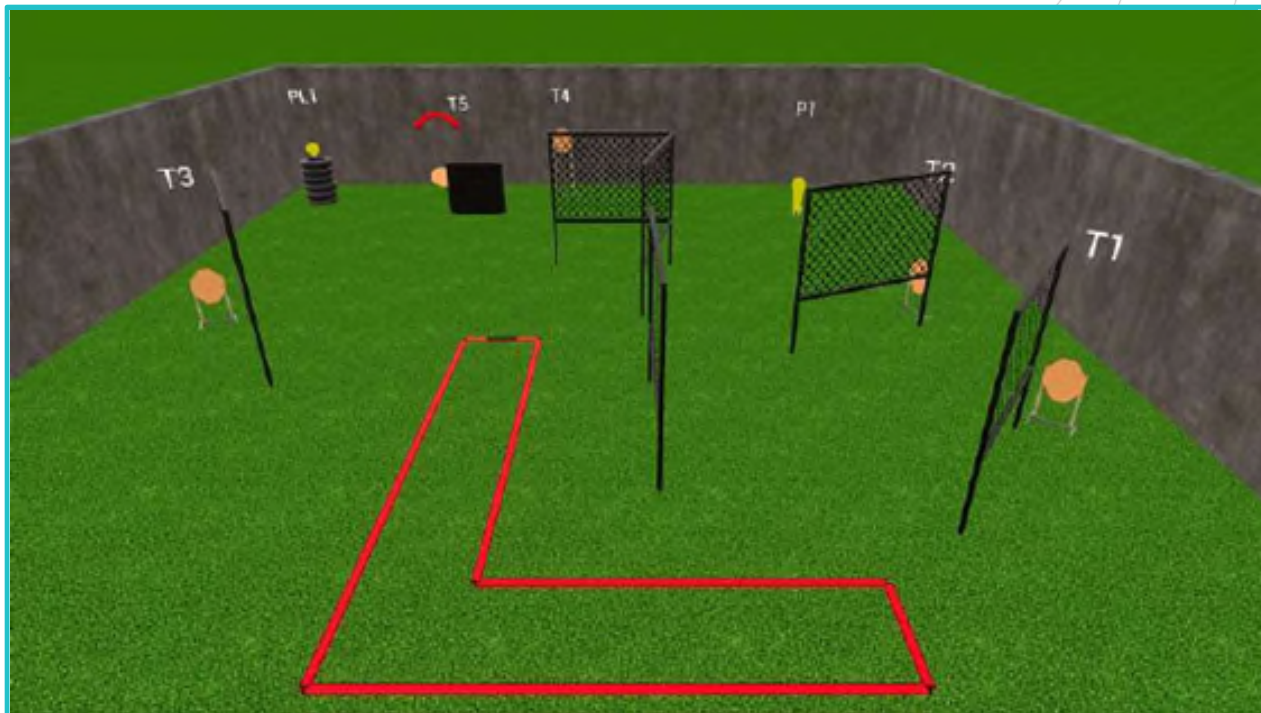
Scoring Targets:	5 IPSC Targets 2 IPSC Metal Plates
Minimum number of rounds required:	12
Firearm ready condition:	Magazine inserted, Chamber empty and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets

STAGE 11



Scoring Targets:	4 IPSC Targets 1 IPSC Popper 3 IPSC Metal Plates
Minimum number of rounds required:	12
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	Standing on either side , facing down the range as demonstrated
Start position:	HANDS FLAT on the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets
Note:	IPSC Popper 1 activates Moving target 1 that remains visible at rest

STAGE 12



Scoring Targets:	5 IPSC Targets 1 IPSC Popper 1 IPSC Metal Plate
Minimum number of rounds required:	12
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	TOES touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets
Note:	IPSC Popper 1 activates Moving target 1 that remains visible at rest



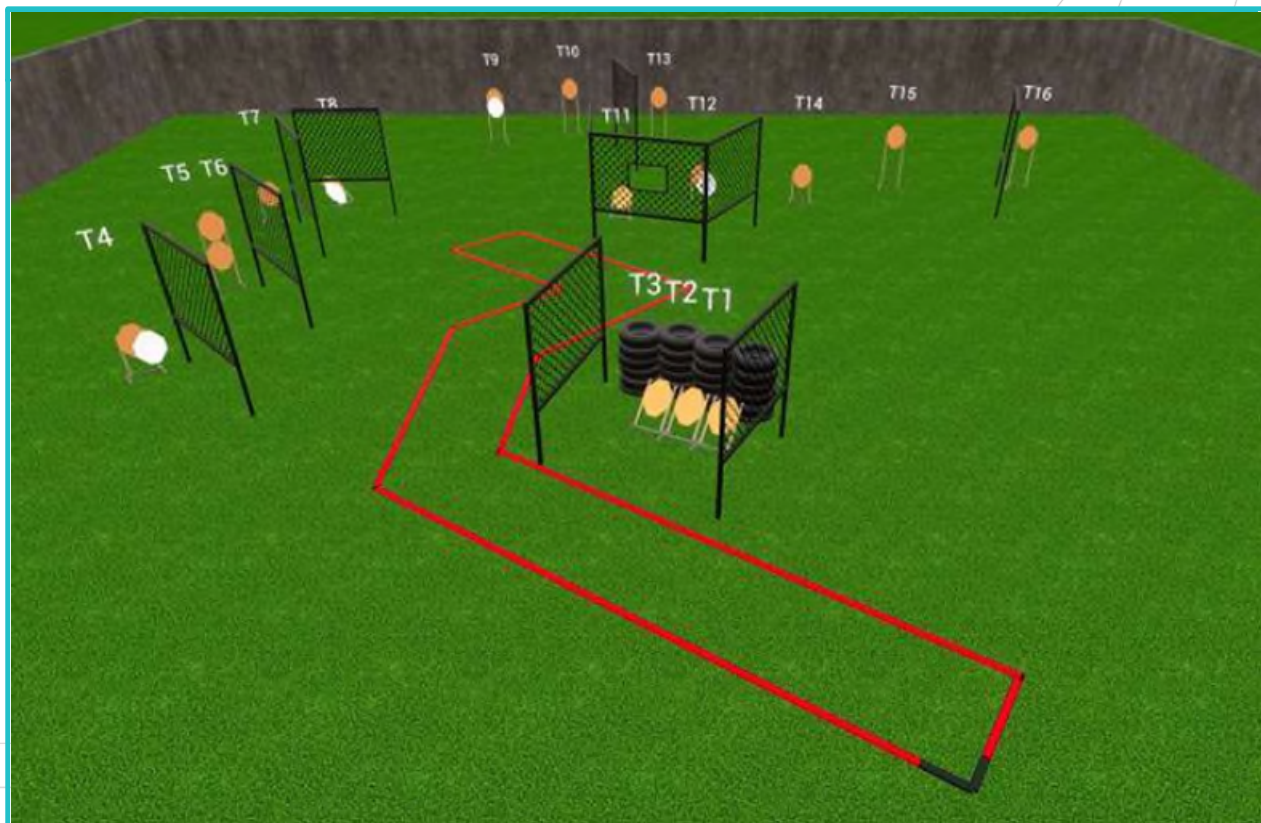
AREA 3



TOTAL STAGES:	# LONG STAGES	# MEDIUM STAGES	# SHORT STAGES	% EMPTY CHAMBER AND/OR EMPTY MAGAZINE
6	1	2	3	33.3%

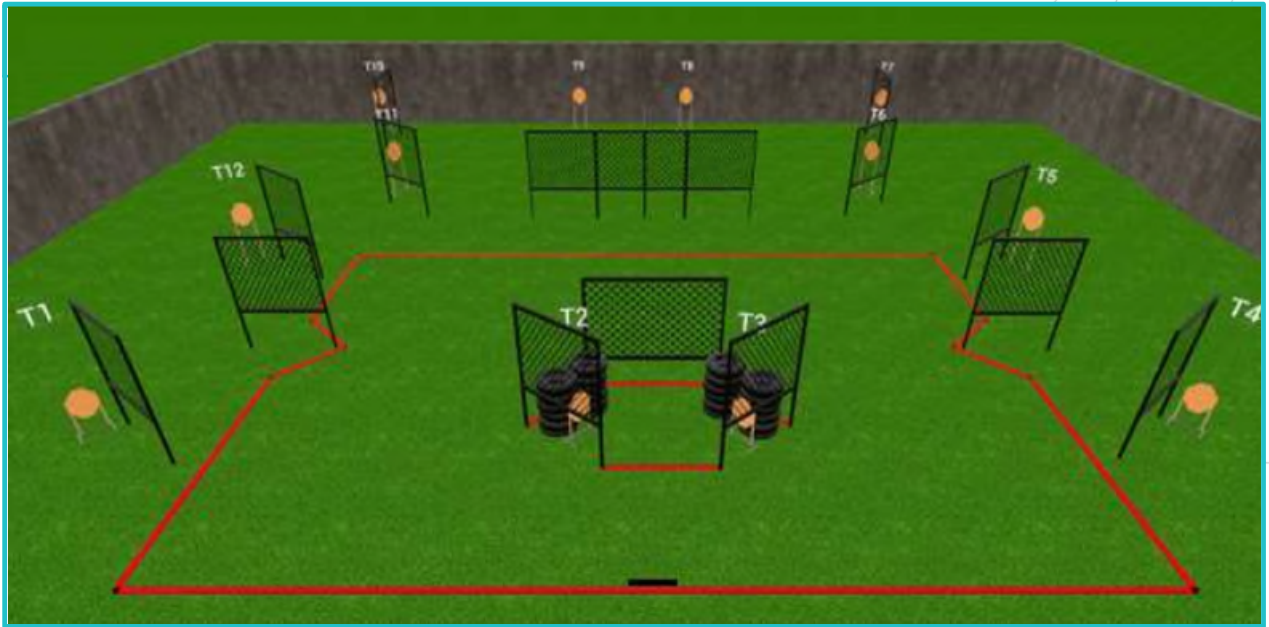


STAGE 13



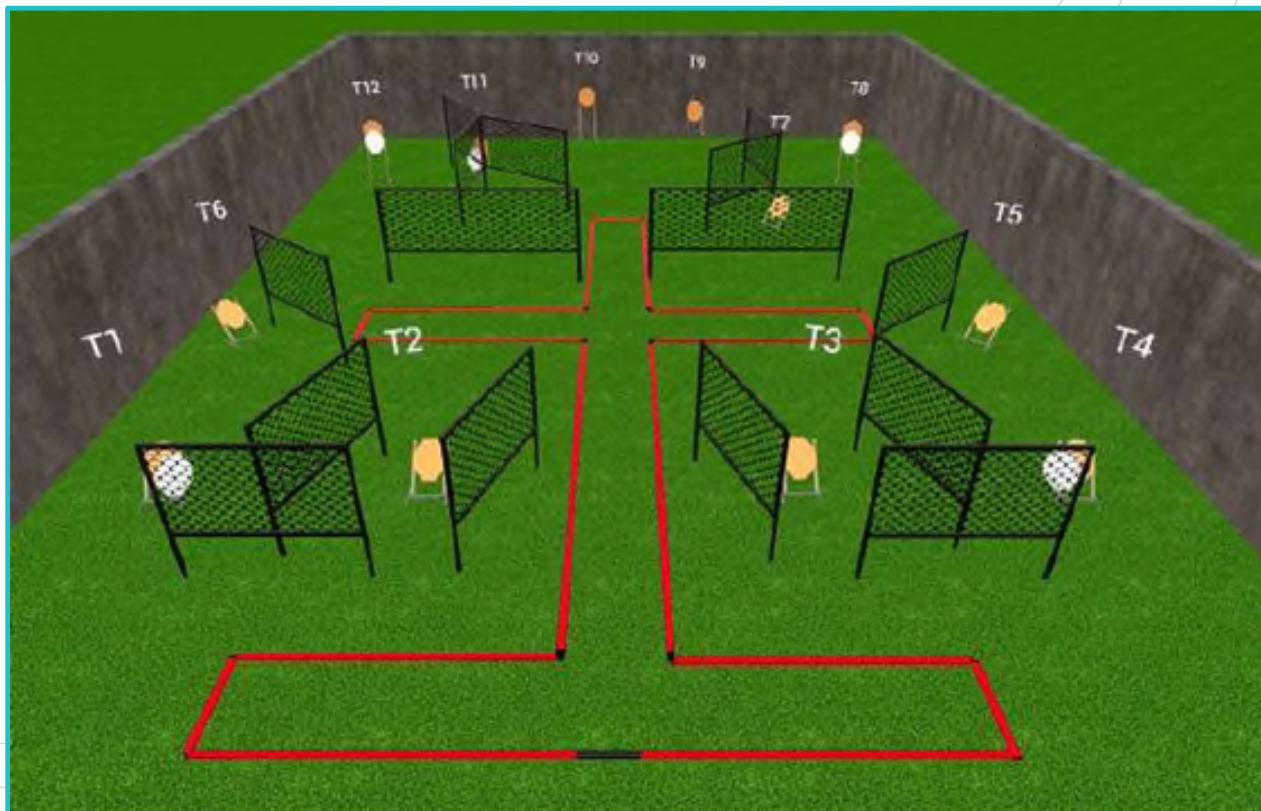
Scoring Targets:	16 IPSC Targets
Minimum number of rounds required:	32
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets

STAGE 14



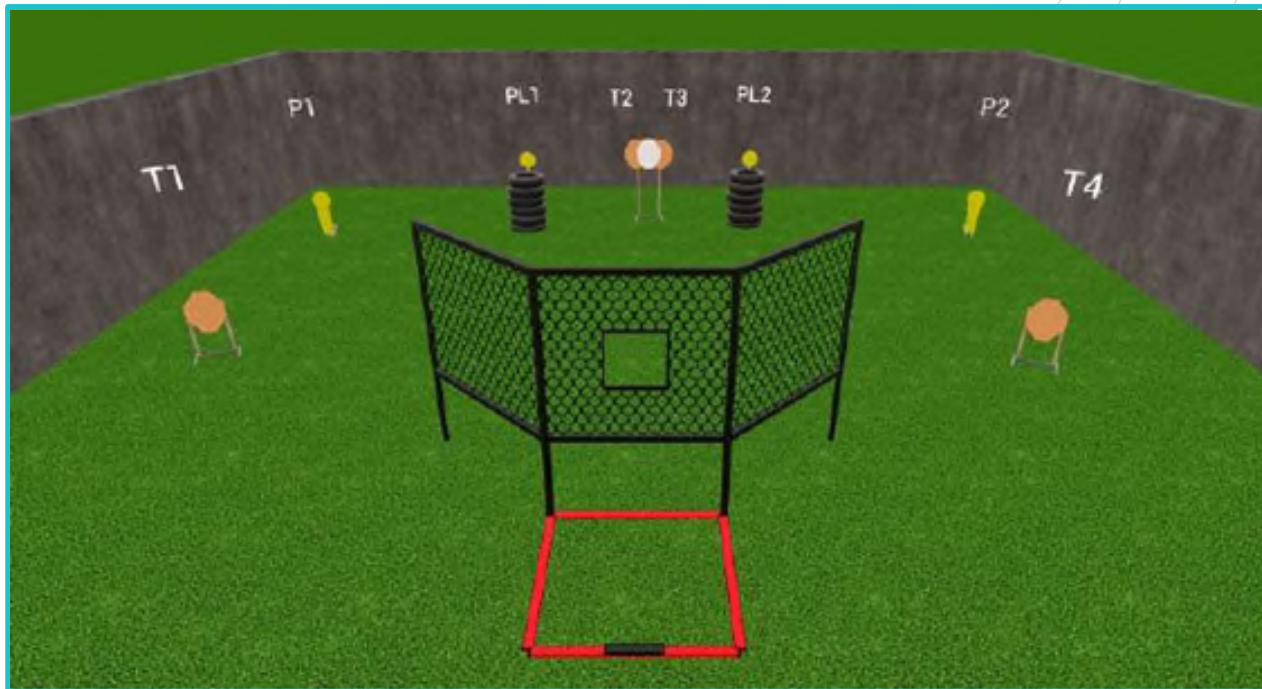
Scoring Targets:	12 IPSC Targets
Minimum number of rounds required:	24
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets

STAGE 15



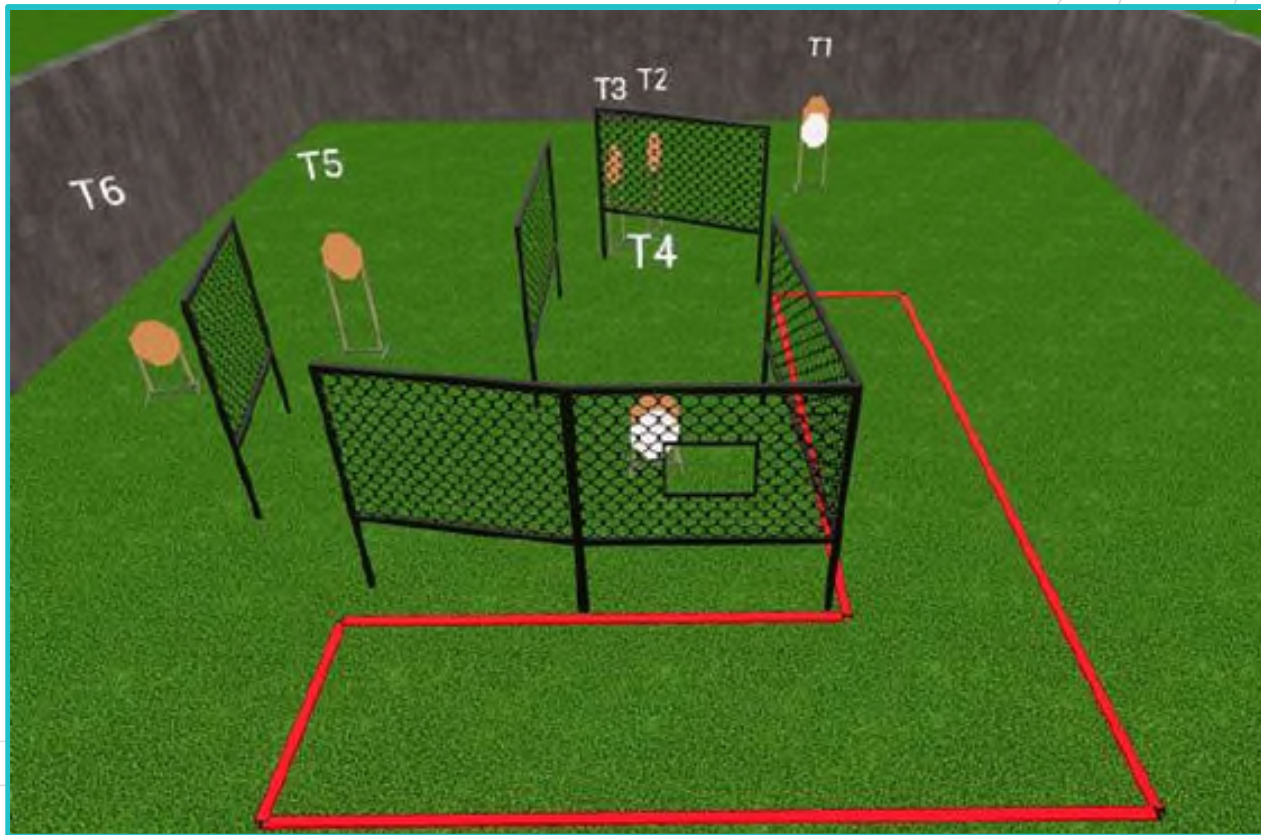
Scoring Targets:	12 IPSC Targets
Minimum number of rounds required:	24
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets

STAGE 16



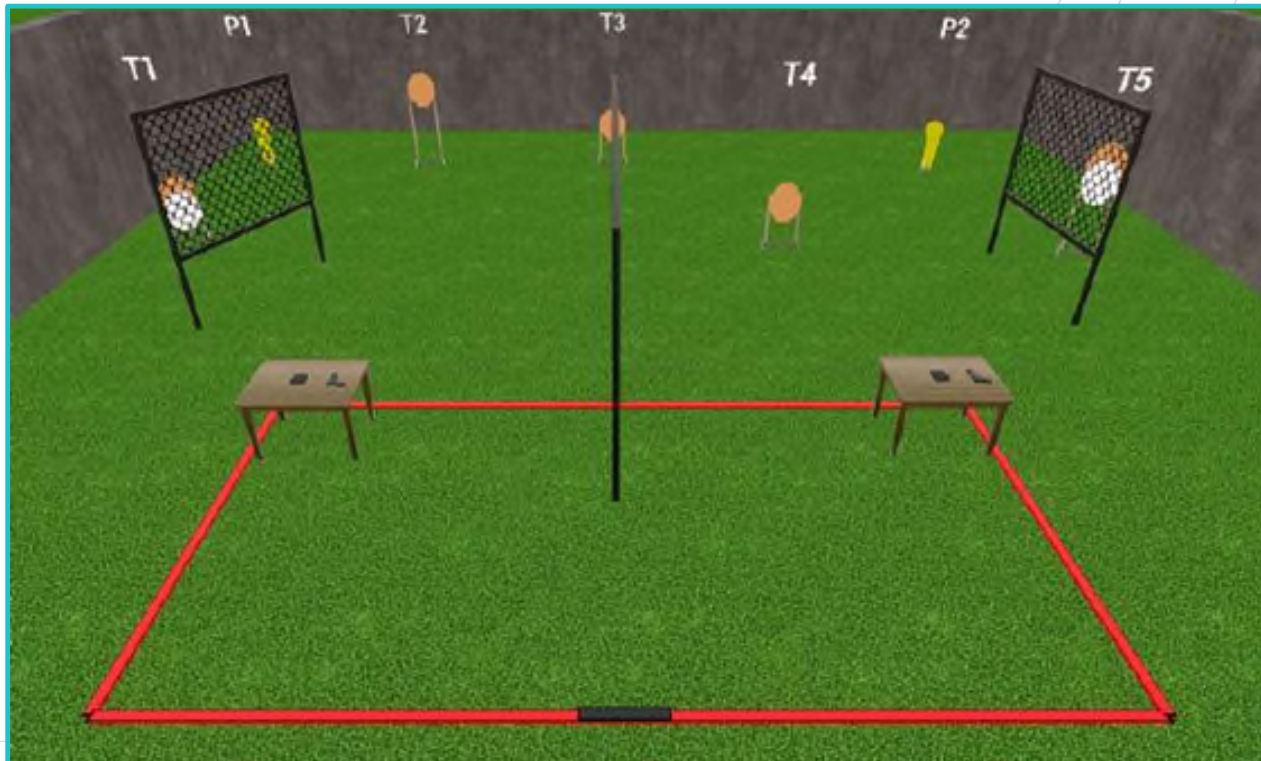
Scoring Targets:	4 IPSC Targets 2 IPSC Poppers 2 IPSC Metal Plates
Minimum number of rounds required:	12
Firearm ready condition:	Chamber and Magwell empty and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets

STAGE 17



Scoring Targets:	6 IPSC Targets
Minimum number of rounds required:	12
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	Inside the designated area
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets

STAGE 18



Scoring Targets:	5 IPSC Targets 2 IPSC Poppers
Minimum number of rounds required:	12
Firearm ready condition:	FLAT on either table with Chamber and Magwell empty .
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets
Note:	All magazines/ speed loaders to be used must be ON the table opposite to the GUN



D

C

A



AREA 4



TOTAL STAGES:	# LONG STAGES	# MEDIUM STAGES	# SHORT STAGES	% EMPTY CHAMBER AND/OR EMPTY MAGAZINE
6	1	2	3	0%

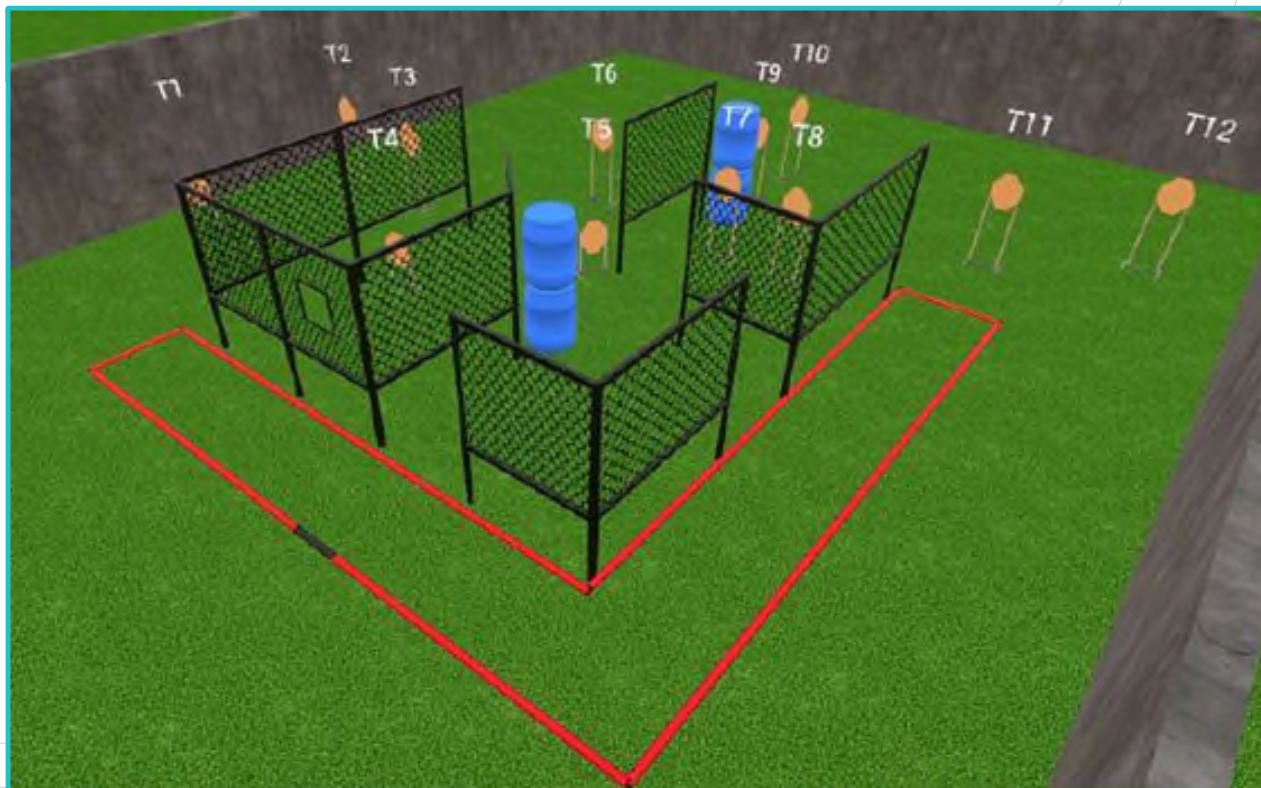
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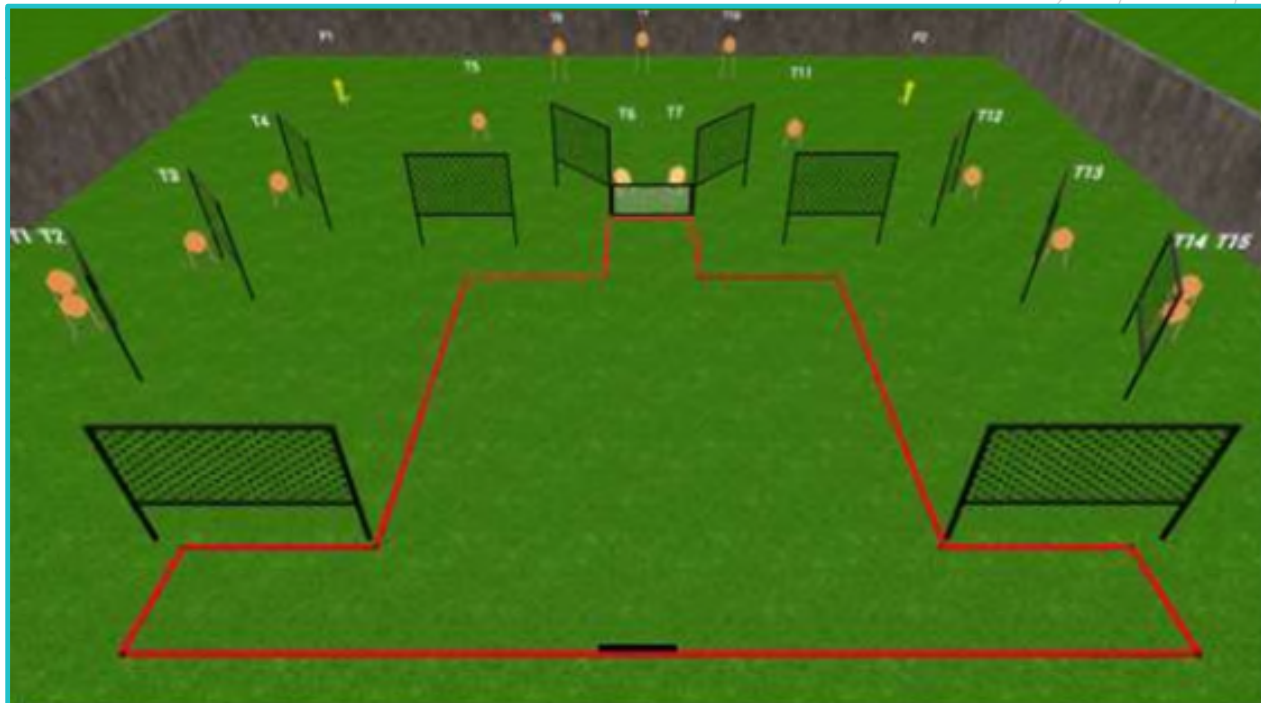


STAGE 19



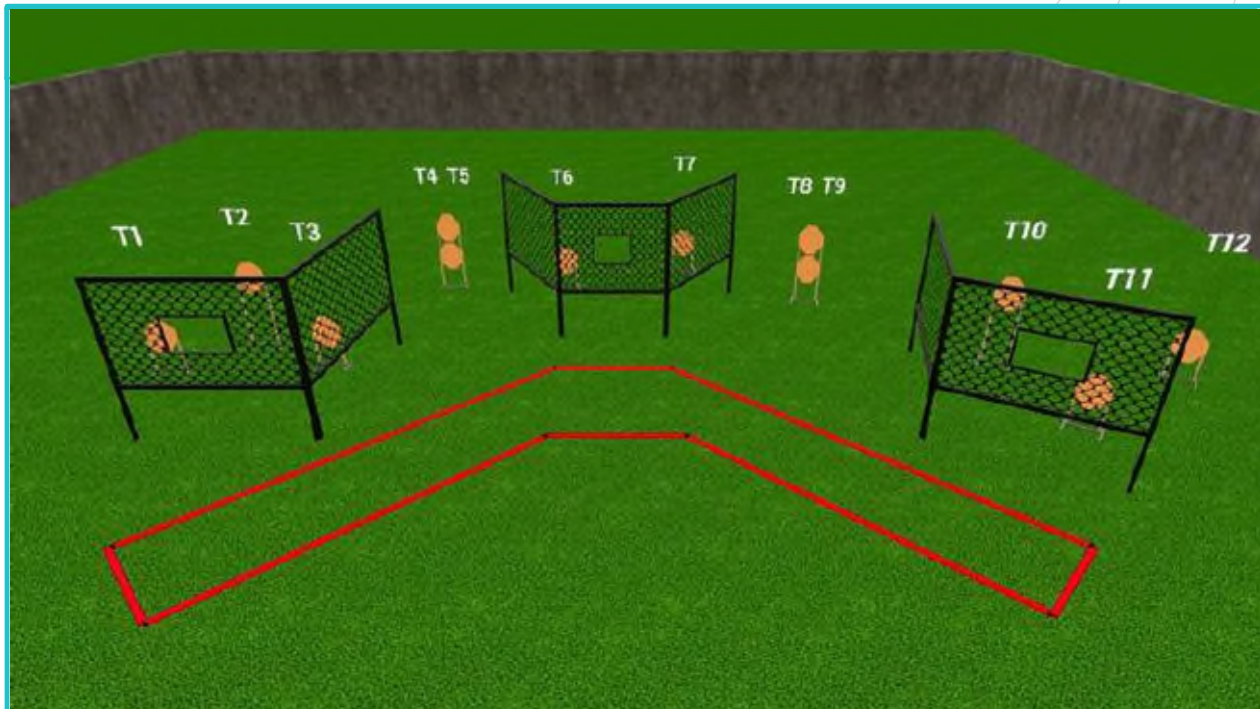
Scoring Targets:	12 IPSC Targets
Minimum number of rounds required:	24
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets

STAGE 20



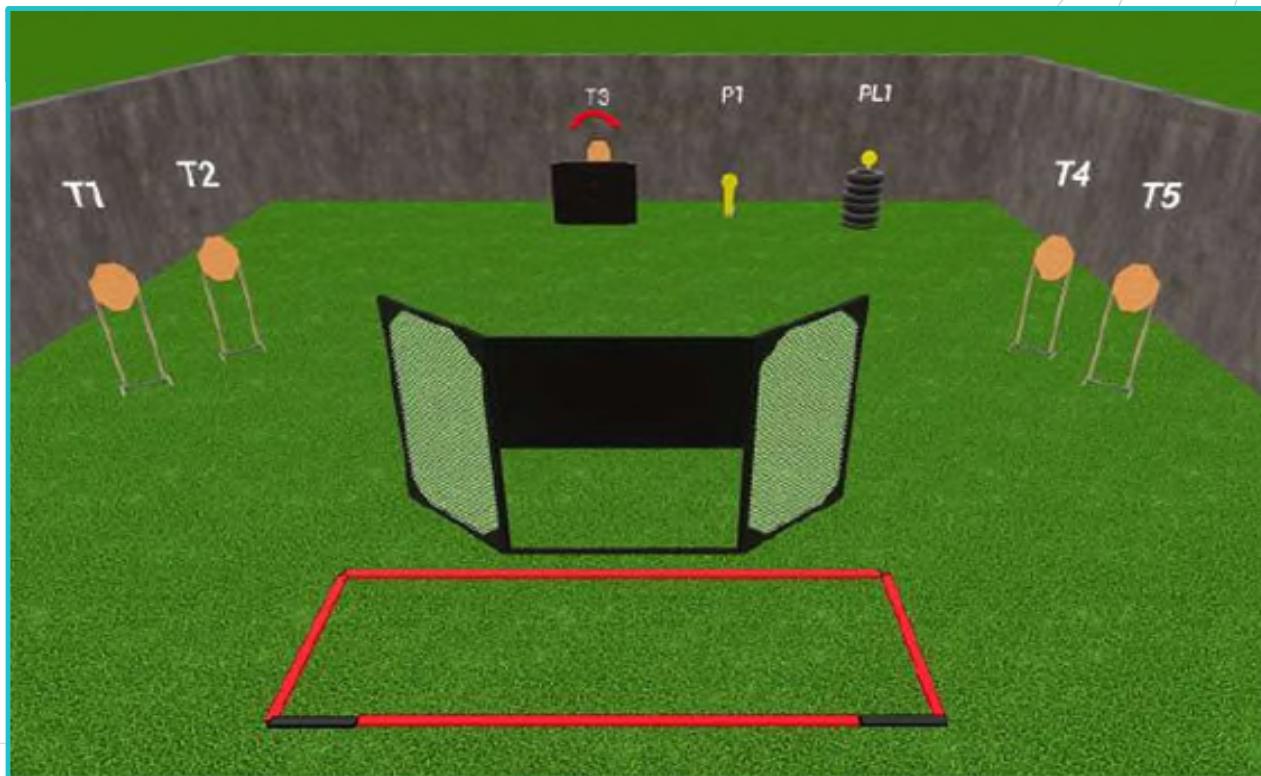
Scoring Targets:	14 IPSC Targets 2 IPSC Poppers
Minimum number of rounds required:	32
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets

STAGE 21



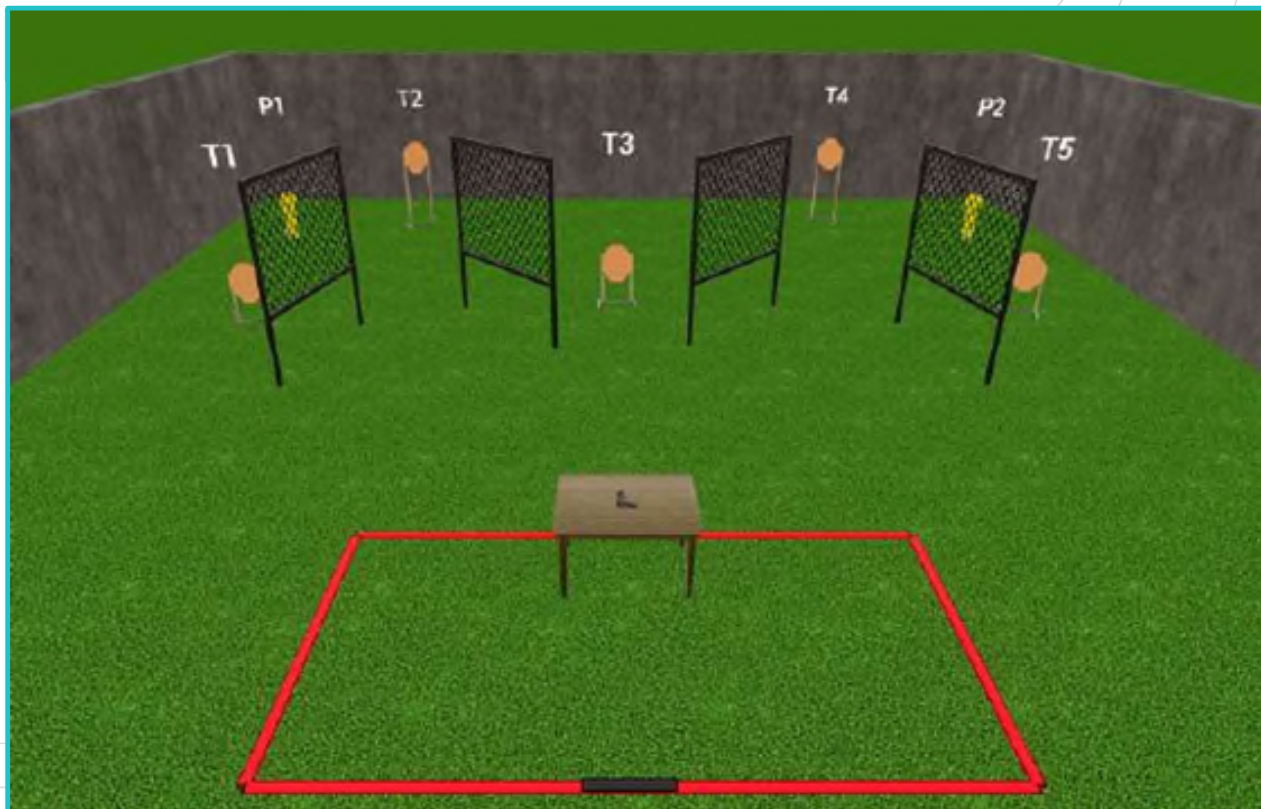
Scoring Targets:	12 IPSC Targets
Minimum number of rounds required:	24
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	INSIDE THE DESIGNATED AREA
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets

STAGE 22



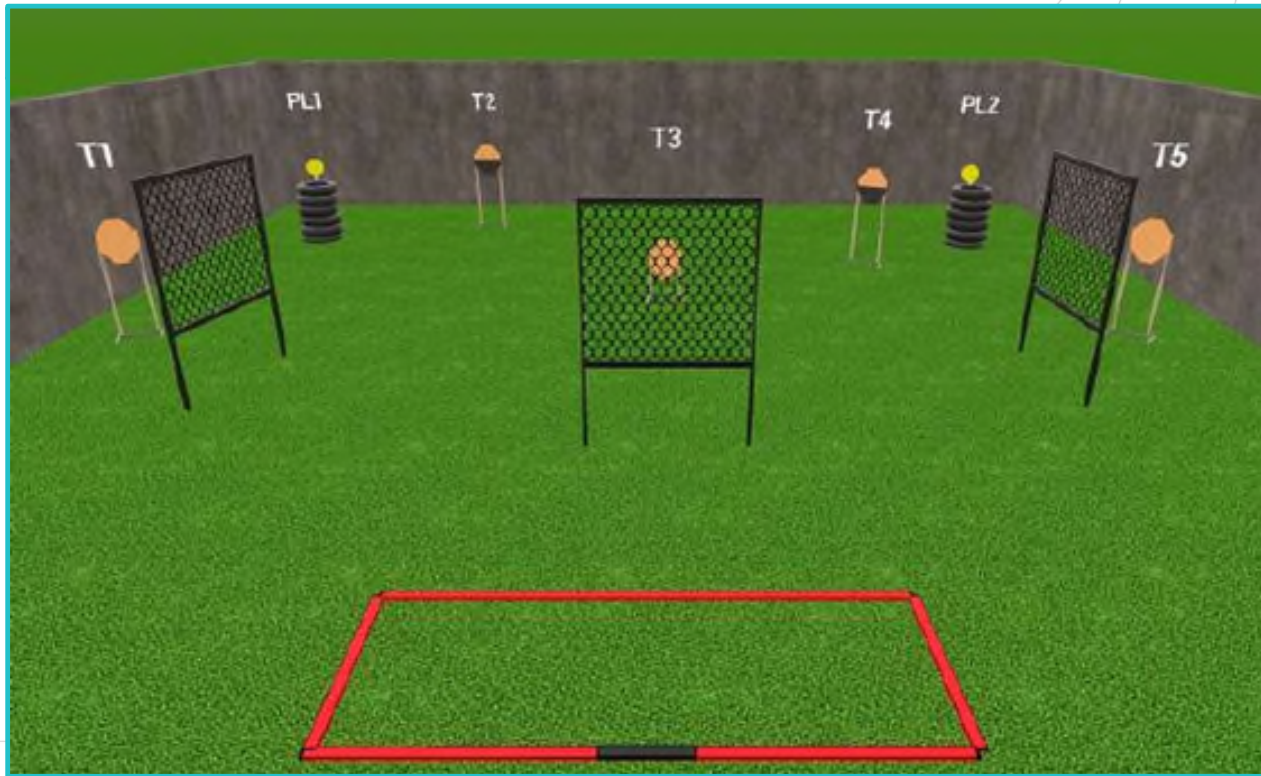
Scoring Targets:	5 IPSC Targets 1 IPSC Popper 1 IPSC Metal Plate
Minimum number of rounds required:	12
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2, on either side
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets
Note:	IPSC Popper 1 activates Moving target 1 that remains visible at rest

STAGE 23



Scoring Targets:	5 IPSC Targets 2 IPSC Poppers
Minimum number of rounds required:	12
Firearm ready condition:	Loaded FLAT on table
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, using only WEAK HAND , engage all targets

STAGE 24



Scoring Targets:	5 IPSC Targets 2 IPSC Metal Plates
Minimum number of rounds required:	12
Firearm ready condition:	Loaded and Holstered
Competitor ready condition:	As per IPSC Rules 3.2.2, Section 8.2 and App. E2
Start position:	HEELS touching the marks
Time Starts:	Audible signal
Procedure:	On the start signal, engage all targets



Sponsors

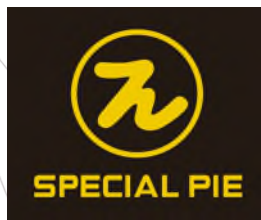
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