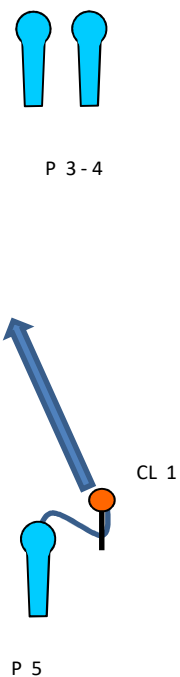
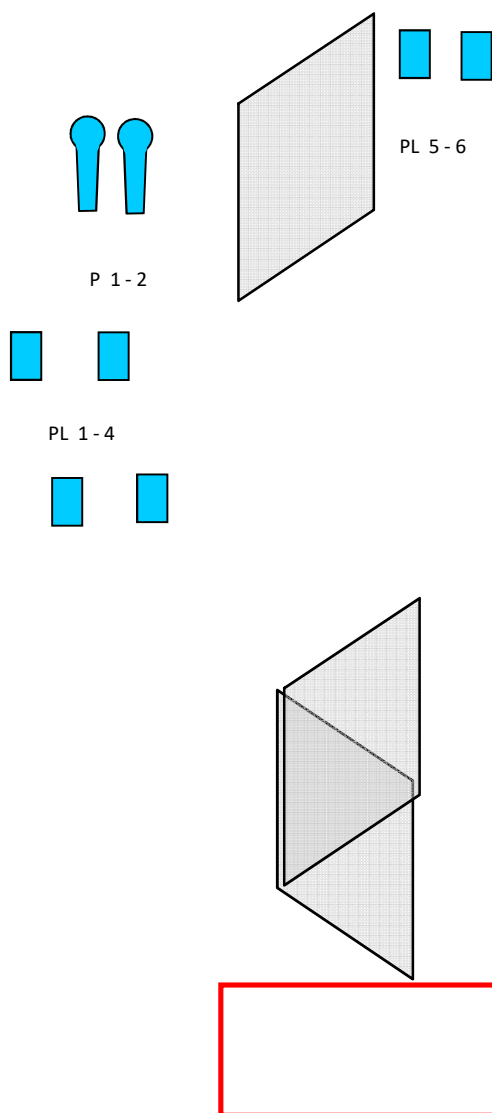


Stage 1 - 1

12 rounds

Shotgun

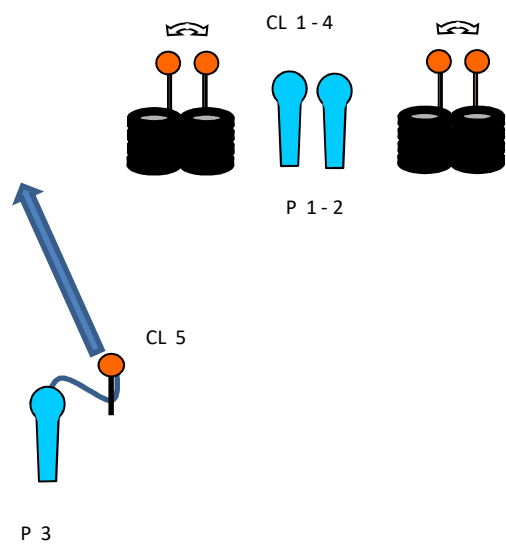


Type of Course	Short course	BIRDSHOT
Targets	5 IPSC Poppers, 6 IPSC Plates , 1 Clay	
Minimum rounds	12	
Possible points	60	
Start position	Standing anywhere within marked area.	
Gun state	Option 1	
Time starts	Audible signal	
Procedure	On signal, engage all targets. P5 activate CL1 which is a Bonus Clays.	

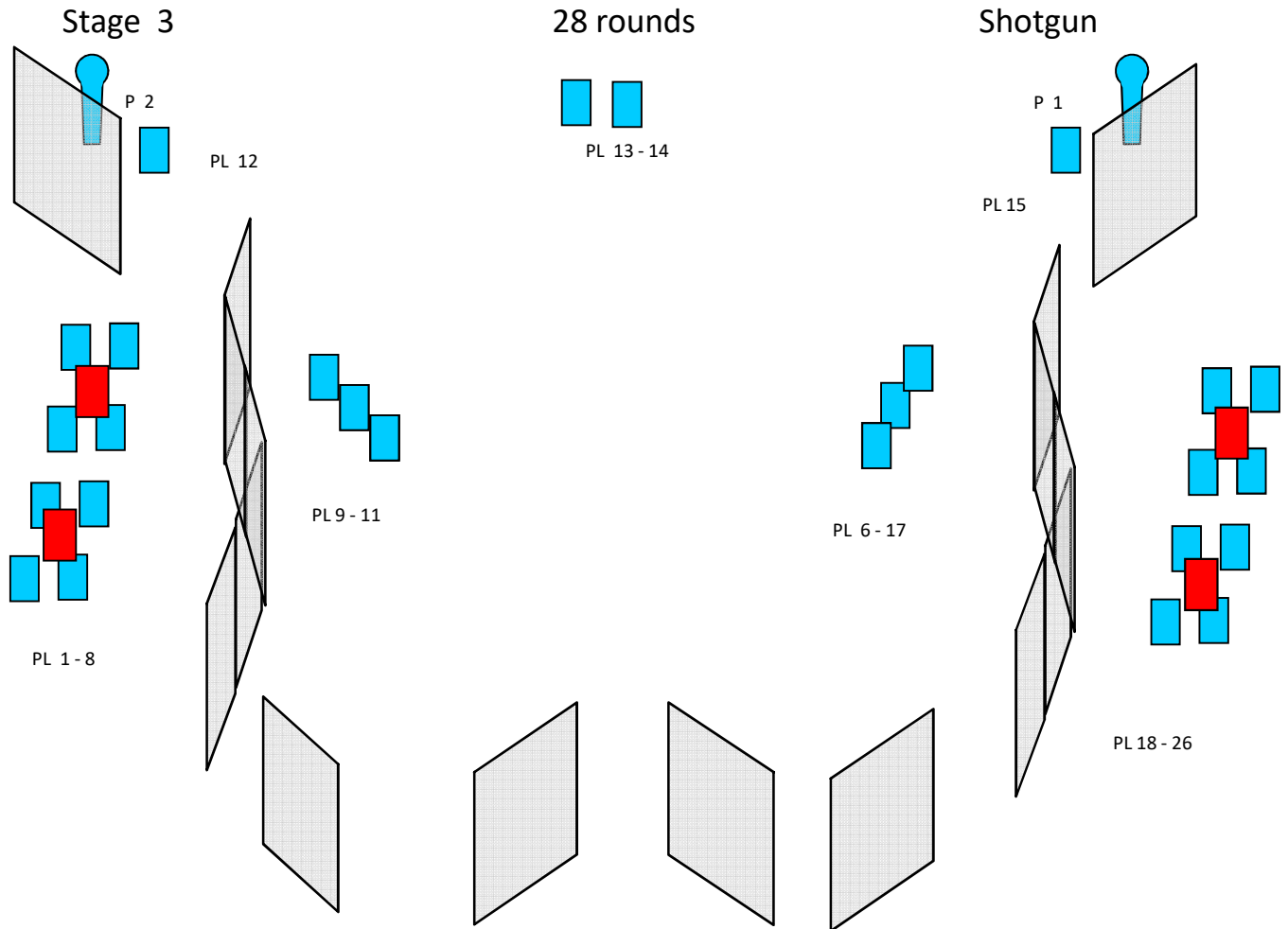
Stage 2 - 1

8 rounds

Shotgun



Type of Course	Short course	BIRDSHOT
Targets	3 IPSC Poppers, 5 Clays	
Minimum rounds	8	
Possible points	40	
Start position	Standing anywhere within marked area.	
Gun state	Option 1	
Time starts	Audible signal	
Procedure	On signal, engage all targets. P3 activate CL5 which is a Bonus Clay. P1 and P2 activates CL1-4. CL1-4 remain visible at rest.	

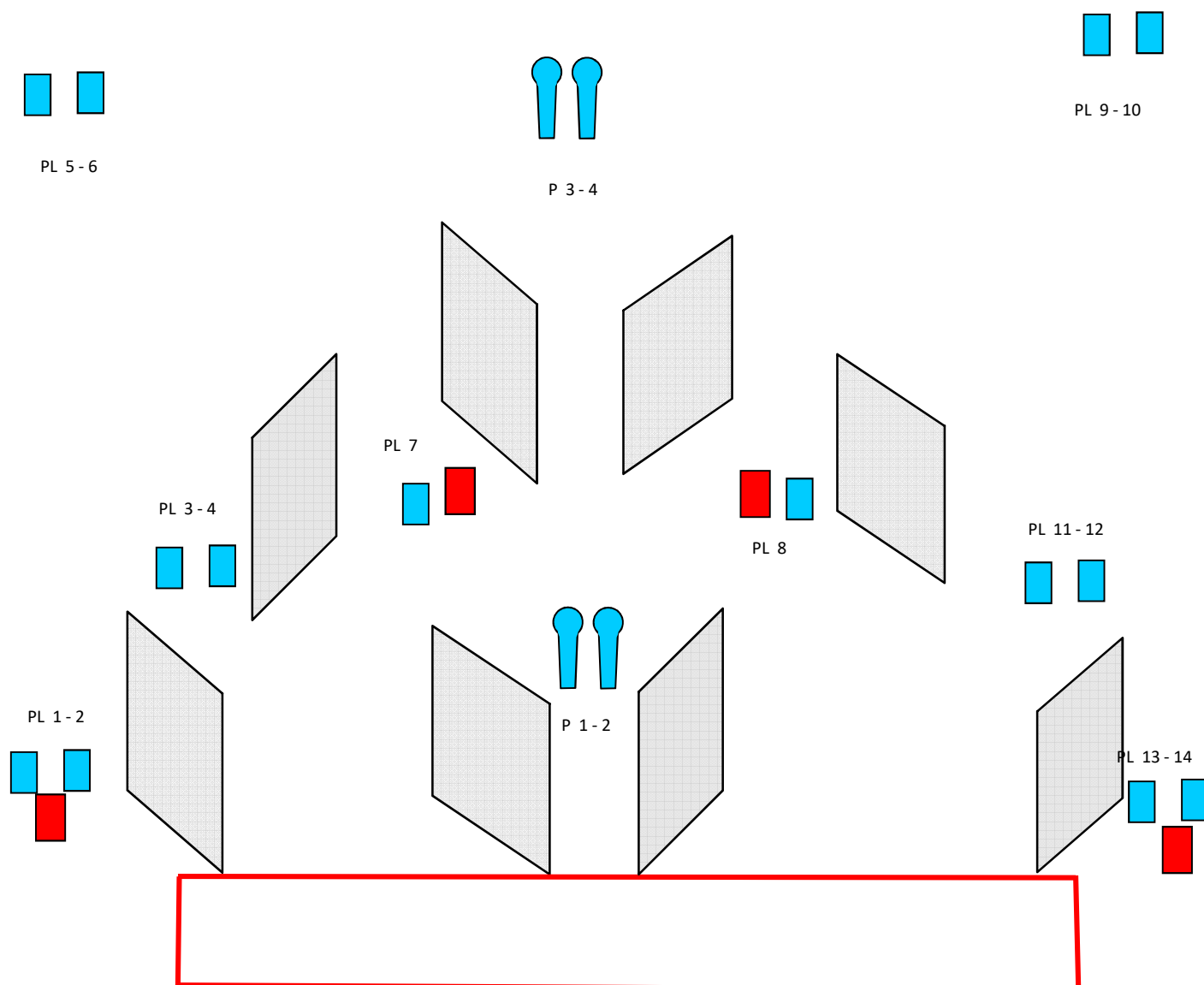


Type of Course	Long course BIRDSHOT
Targets	2 IPSC Poppers, 26 IPSC Plates, No Shoots
Minimum rounds	28
Possible points	140
Start position	Standing anywhere within marked area.
Gun state	Option 2
Time starts	Audible signal
Procedure	On signal, engage all targets.

Stage 4

18 rounds

Shotgun



Type of Course	Medium course	BIRDSHOT
Targets	4 IPSC Poppers, 14 IPSC Plates, No Shoots	
Minimum rounds	18	
Possible points	90	
Start position	Standing, one foot touching the black line, holding the gun with both hands.	
Gun state	Option 3	
Time starts	Audible signal	
Procedure	On signal, engage all targets.	