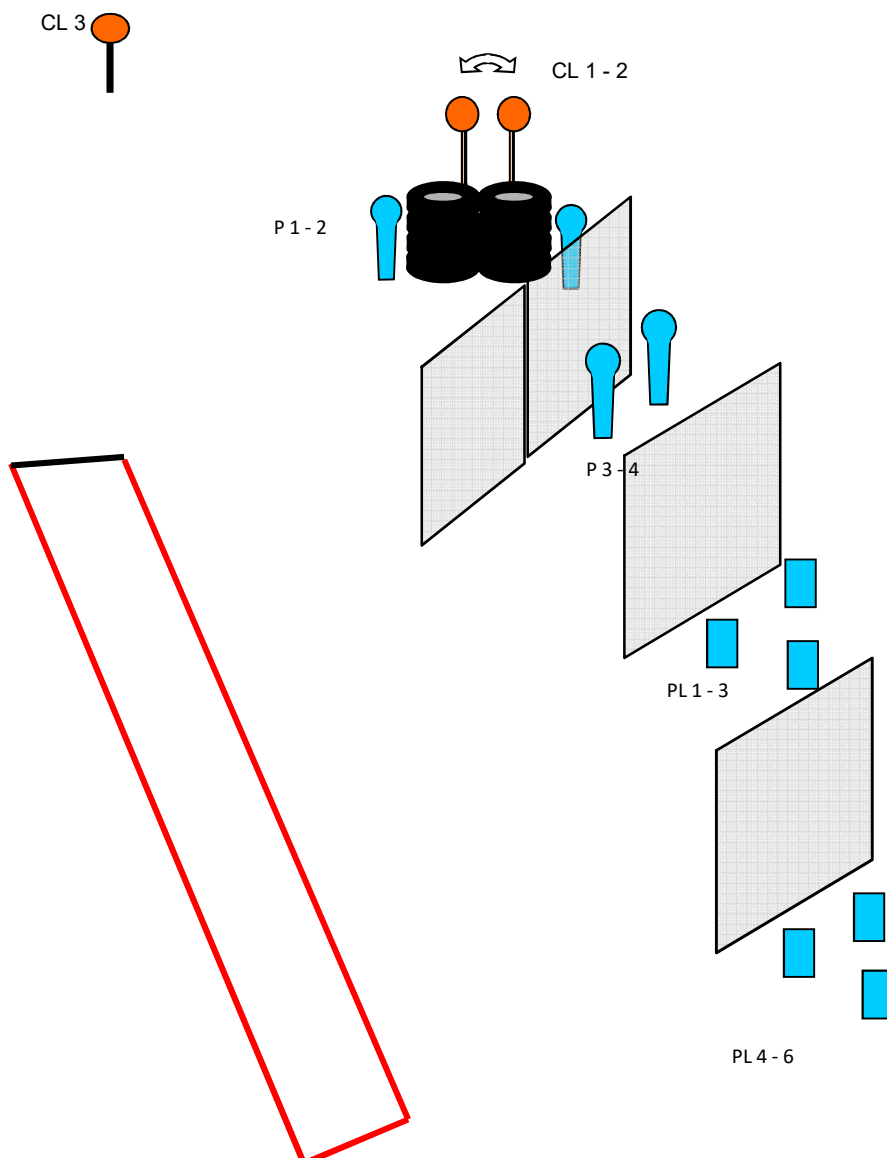


Stage 1

13 rounds

Shotgun

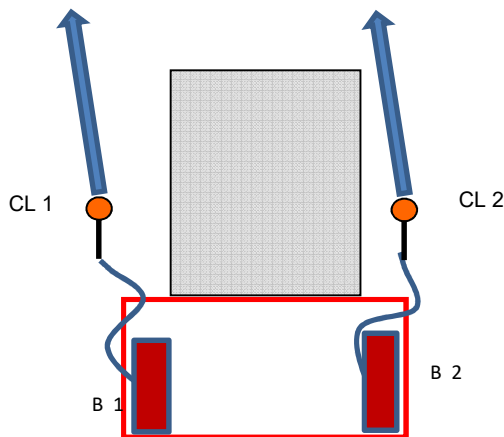
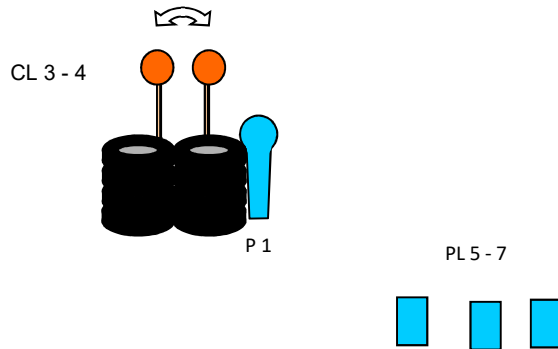


Type of Course	Medium course
Ammunition Type	BIRDSHOT
Targets	4 IPSC Poppers, 6 IPSC Metal Plates, 3 Clay
Minimum number of rounds	13
Possible points	75
Start position	The toes of one foot touching the black line. Competitor standing erect, with the firearm in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard
Shotgun Ready Condition	LOADED: Option 2
Time starts	Audible signal
Procedure	On signal, engage all targets. P1 activate CL1 and CL 2. CL 1 - 2 remain visible at rest.

Stage 2

8 rounds

Shotgun

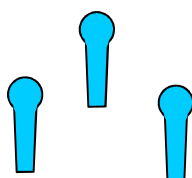


Type of Course	Short course
Ammunition Type	BIRDSHOT
Targets	1 IPSC Poppers, 3 IPSC Metal Plates, 4 Clay
Minimum number of rounds	8
Possible points	50
Start position	Standing, anywhere in area A. Competitor standing erect, with the firearm in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard
Shotgun Ready Condition	LOADED: Option 1
Time starts	Audible signal
Procedure	On signal, engage all targets. B 1 and B 2 activates CL1 and CL 2 which is a disappearing targets and are scored as 10 points each . P1 activate CL 3 and CL 4. CL 3 - 4 remain visible at rest.

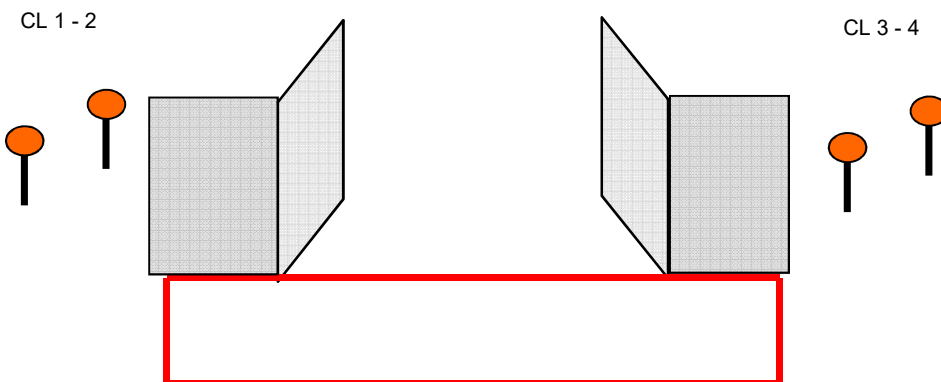
Stage 3

7 rounds

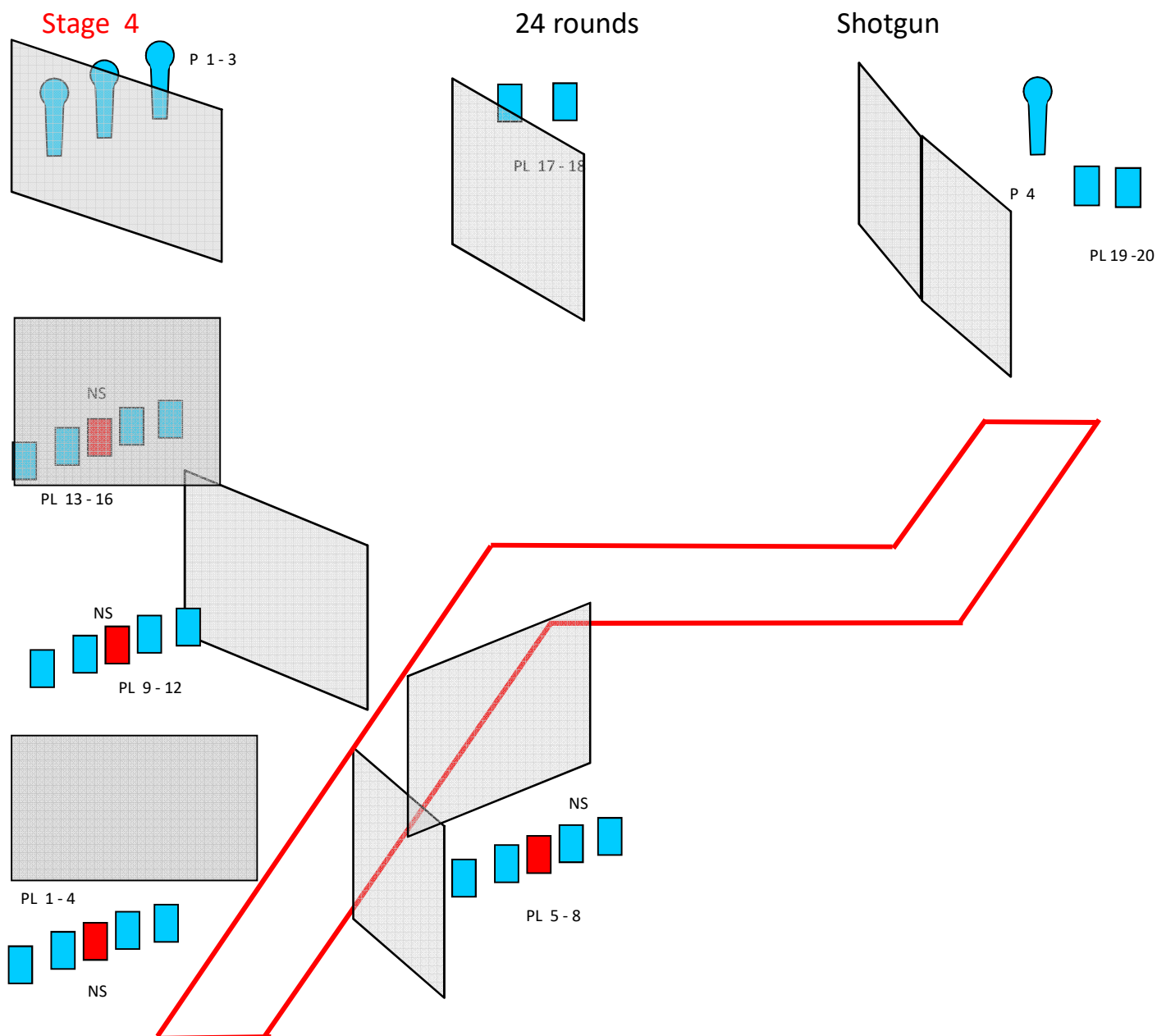
Shotgun



mP 1 - 3



Type of Course	Short course
Ammunition Type	BIRDSHOT
Targets	3 IPSC Mini Poppers, 4 Clay
Minimum number of rounds	7
Possible points	35
Start position	Standing, anywhere in area A. Competitor standing erect, with the firearm in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard
Shotgun Ready Condition	LOADED: Option 1
Time starts	Audible signal
Procedure	On signal, engage all targets.

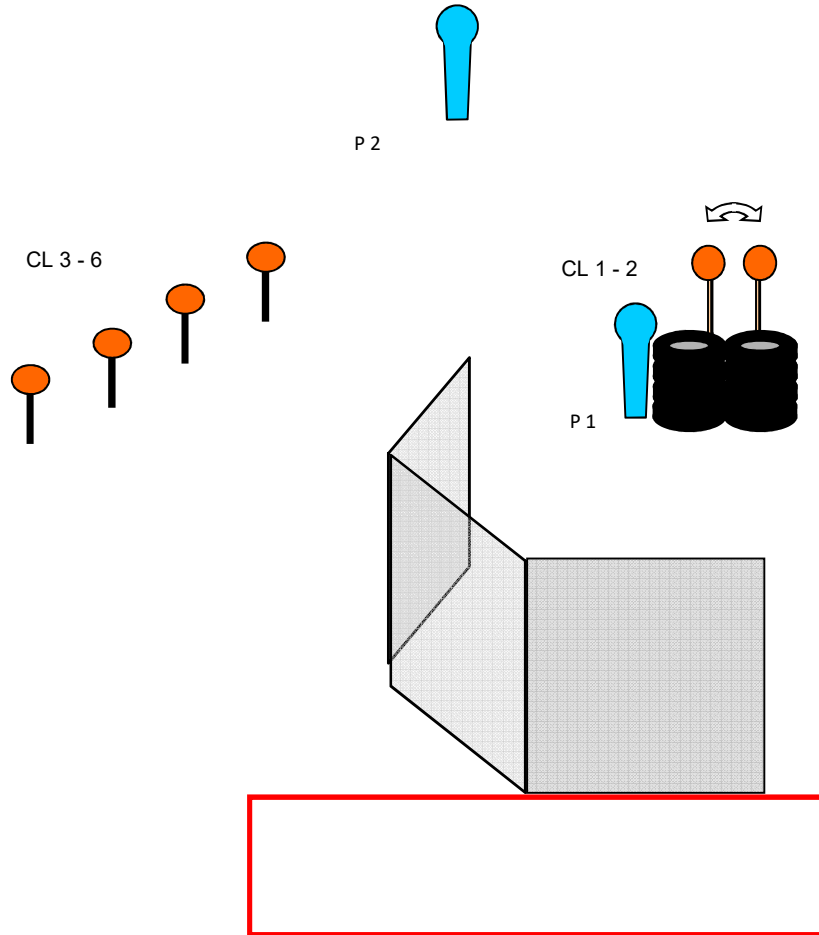


Type of Course	Long course
Ammunition Type	BIRDSHOT
Targets	4 IPSC Poppers, 20 IPSC Plates, No Shoots
Minimum number of rounds	24
Possible points	120
Start position	Standing anywhere in marked area. Competitor standing erect, with the firearm in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard
Shotgun Ready Condition	LOADED: Option 1
Time starts	Audible signal
Procedure	On signal, engage all targets.

Stage 5

8 rounds

Shotgun

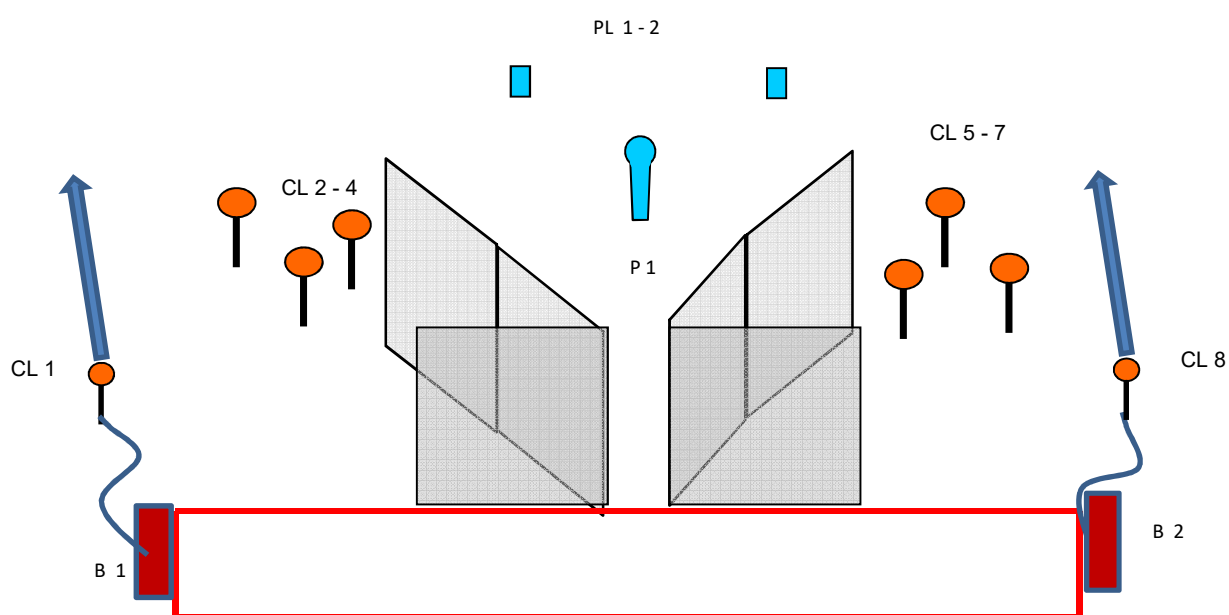


Type of Course	Short course
Ammunition Type	BIRDSHOT
Targets	2 IPSC Poppers, 6 Clay
Minimum number of rounds	8
Possible points	40
Start position	Standing, anywhere in area A. Competitor standing erect, with the firearm in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard
Shotgun Ready Condition	LOADED: Option 1
Time starts	Audible signal
Procedure	On signal, engage all targets. P1 or P2 activates CL1 - 2. CL 1 - 2 remain visible at rest.

Stage 6

11 rounds

Shotgun

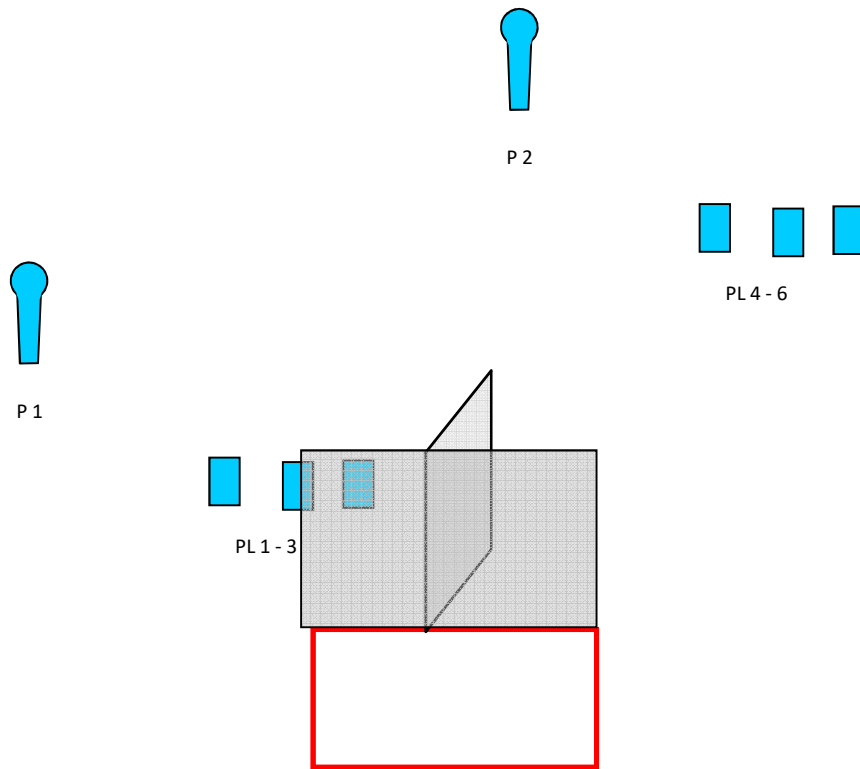


Type of Course	Medium course
Ammunition Type	BIRDSHOT
Targets	1 IPSC Mini Popper, 2 IPSC Plates, 8 Clay
Minimum number of rounds	11
Possible points	55
Start position	Standing anywhere in marked area. Competitor standing erect, with the firearm in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard
Shotgun Ready Condition	LOADED: Option 1
Time starts	Audible signal
Procedure	On signal, engage all targets. B 1 and B 2 activates CL1 and CL 8 which is a disappearing targets and are scored as 10 points each.

Stage 7

8 rounds

Shotgun

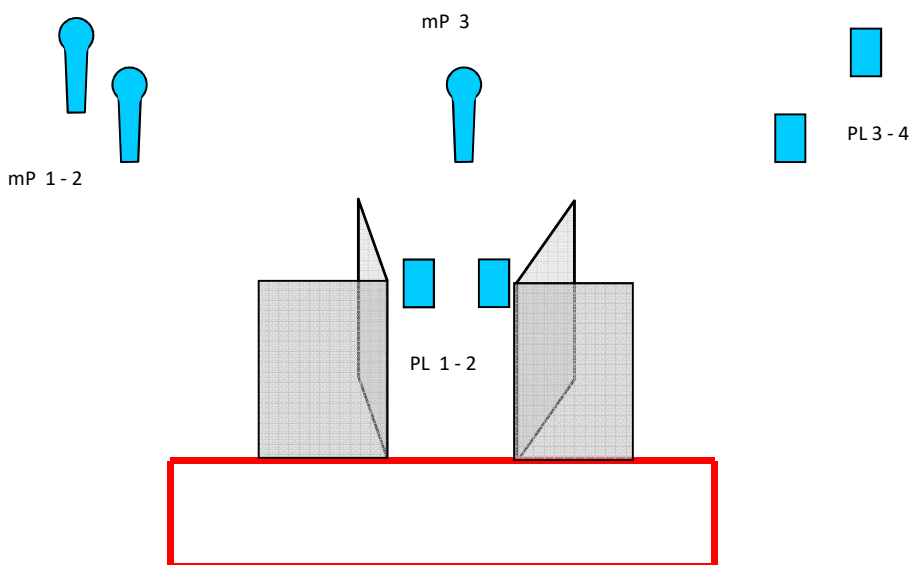


Type of Course	Short course
Ammunition Type	BUCKSHOT
Targets	2 IPSC Poppers, 6 IPSC Metal Plate
Minimum number of rounds	8
Possible points	40
Start position	Standing, anywhere in area A. Competitor standing erect, with the firearm in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard
Shotgun Ready Condition	LOADED: Option 1
Time starts	Audible signal
Procedure	On signal, engage all targets.

Stage 8

7 rounds

Shotgun

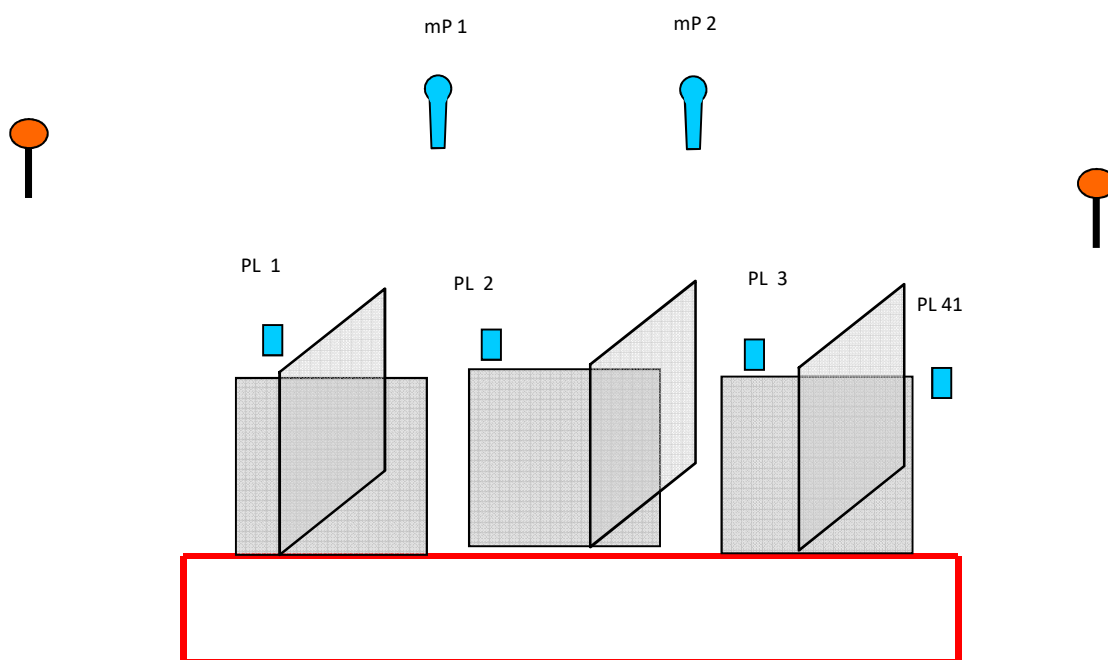


Type of Course	Short course
Ammunition Type	BUCKSHOT
Targets	3 IPSC Mini Poppers, 4 IPSC Metal Plate
Minimum number of rounds	7
Possible points	35
Start position	Standing, anywhere in area A. Competitor standing erect, with the firearm in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard
Shotgun Ready Condition	LOADED: Option 1
Time starts	Audible signal
Procedure	On signal, engage all targets.

Stage 10

8 rounds

Shotgun

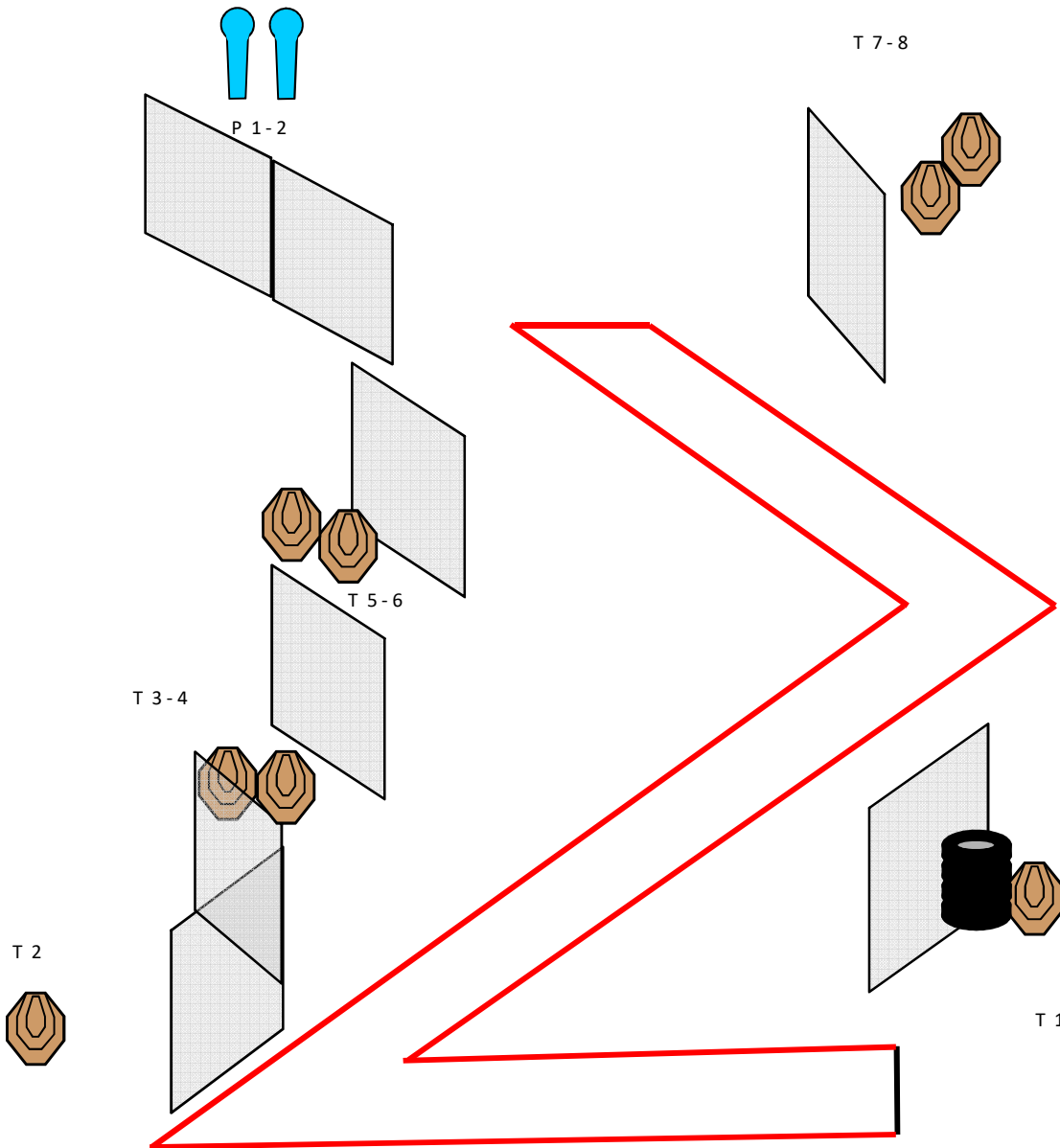


Type of Course	Short course
Ammunition Type	BIRDSHOT
Targets	2 IPSC Poppers, 4 IPSC Metal Plates, 2 Clay
Minimum number of rounds	8
Possible points	50
Start position	Standing, anywhere in area A. Competitor standing erect, with the firearm in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard
Shotgun Ready Condition	LOADED: Option 1
Time starts	Audible signal
Procedure	On signal, engage all targets

Stage 11

18 rounds

Shotgun

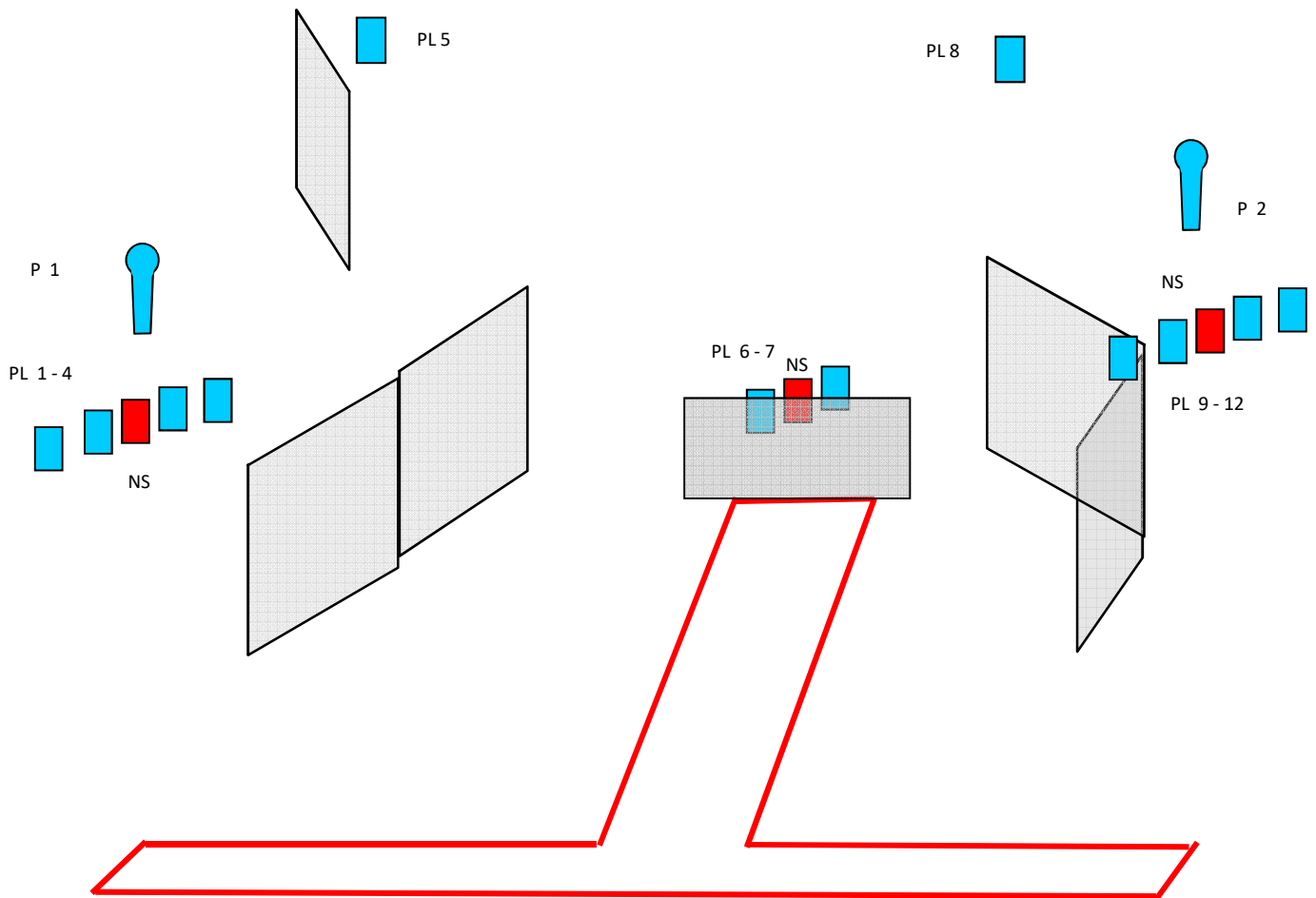


Type of Course	Long course
Ammunition Type	SLUG
Targets	8 IPSC Targets, 2 IPSC Poppers
Minimum number of rounds	18
Possible points	90
Start position	One foot touching the black line. Competitor standing erect, with the firearm in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard
Shotgun Ready Condition	LOADED: Option 1
Time starts	Audible signal
Procedure	On signal, engage all targets. Two scoring hits for paper targets.

Stage 2

14 rounds

Shotgun



Type of Course	Medium course
Ammunition Type	BIRDSHOT
Targets	2 IPSC Poppers, 12 IPSC Plates, No Shoots
Minimum number of rounds	14
Possible points	70
Start position	Standing anywhere in marked area. Competitor standing erect, with the firearm in the ready condition, held in both hands, stock touching the competitor at hip level, barrel parallel to the ground, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard
Shotgun Ready Condition	LOADED: Option 1
Time starts	Audible signal
Procedure	On signal, engage all targets.