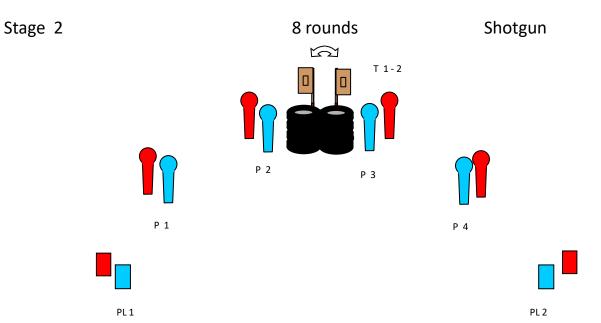
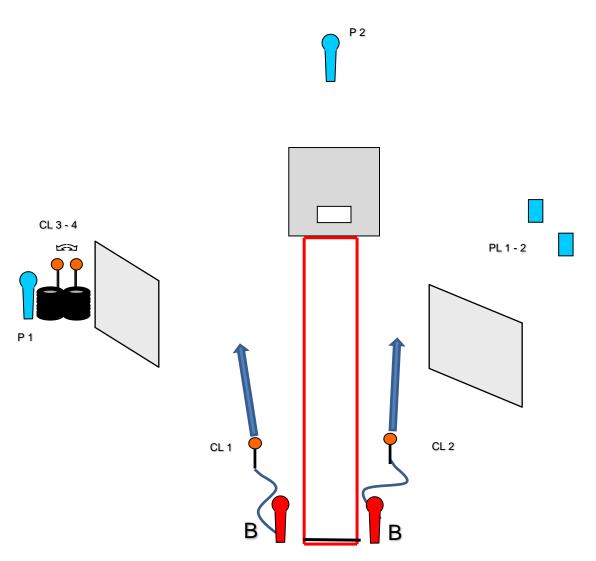


Type of Course	Short course SLUG	
Targets	4 IPSC Targets, 4 IPSC Poppers	
Minimum rounds	8	
Possible points	40	
Start position	Standing anywhere in marked area , holding the gun with both hands.	
Gun state	Option 1	
Time starts	Audible signal	
Procedure	On signal, engage all targets. P2 or P3 activate T 4. T 4 remain visible at rest.	





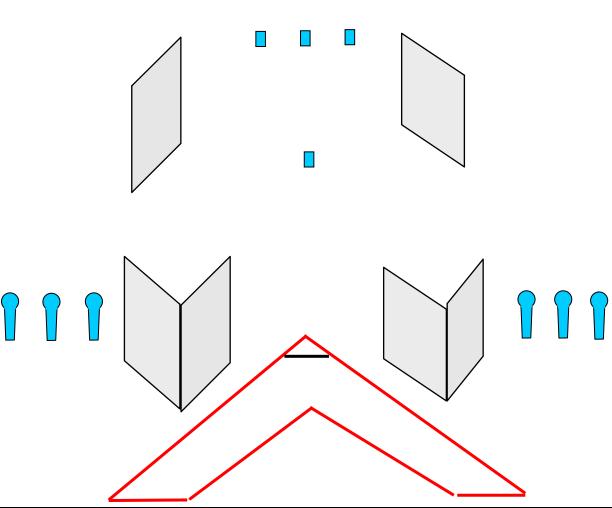
Type of Course	Short course BUCKSHOT	
Targets	2 IPSC A4 Targets, 4 IPSC Poppers, 2 Plates, No Shoots	
Minimum rounds	8	
Possible points	50	
Start position	Standing, anywhere in area A, , holding the gun with both hands.	
Gun state	Option 1	
Time starts	Audible signal	
Procedure	On signal, engage all targets. P2 or P3 activate T1-2. T1-2 remain visible at rest.	



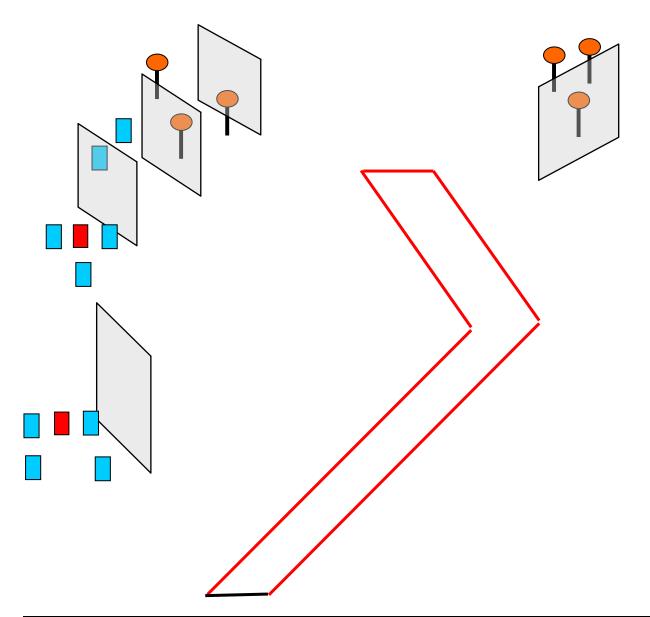
Type of Course	Short course BIRDSHOT	
Targets	2 IPSC Mini Poppers, 2 Plates , 4 Clay	
Minimum rounds	8	
Possible points	40	
Start position	Standing, one foot touching the black line, holding the gun with both hands	
Gun state	Option 1	
Time starts	Audible signal	
Procedure	On signal, engage all targets. B activate CL1 and CL 2 which is a Bonus Clay. P1 activates CL 3 - 4. CL 3 - 4 remain visible at rest.	



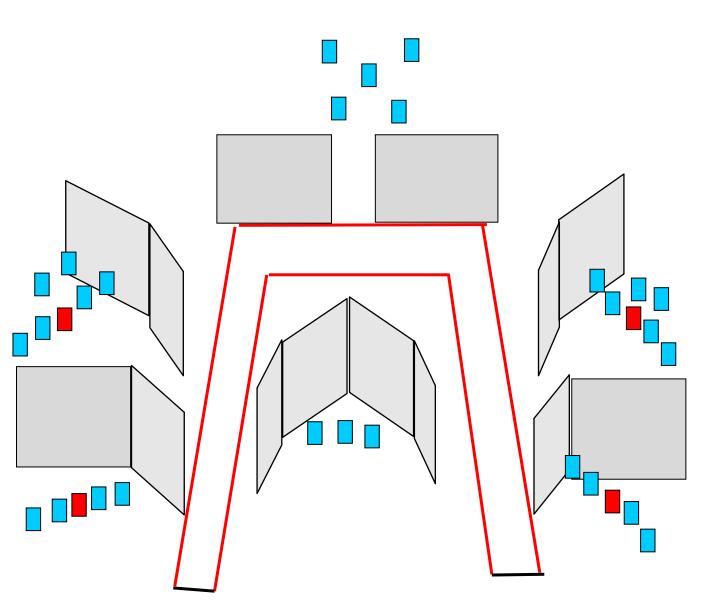




Type of Course	Medium course	BIRDSHOT
Targets	12 IPSC Poppers, 4 IPSC Plates	
Minimum rounds	16	
Possible points	80	
Start position	Standing, one foot touching the black line, holding the gun with both hands.	
Gun state	Option 1	
Time starts	Audible signal	
Procedure	On signal, engage all targets.	



Type of Course	Medium course	BIRDSHOT
Targets	9 IPSC Plates, 6 CL, No Shoots	
Minimum rounds	15	
Possible points	75	
Start position	Standing, one foot touching the black line, holding the gun with both hands.	
Gun state	Option 1	
Time starts	Audible signal	
Procedure	On signal, engage all targets.	



Type of Course	Long course BIRDSHOT	
Targets	28 IPSC Plates, No Shoots	
Minimum rounds	28	
Possible points	140	
Start position	Standing, one foot touching the black line, holding the gun with both hands.	
Gun state	Option 1	
Time starts	Audible signal	
Procedure	On signal, engage all targets.	