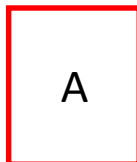
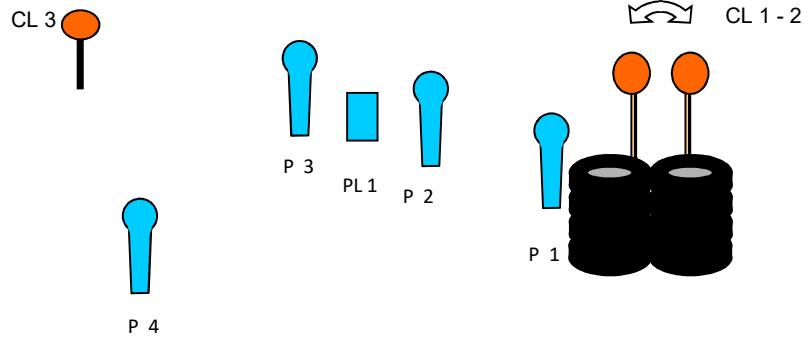


Stage 1

8 rounds

Shotgun

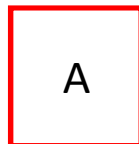
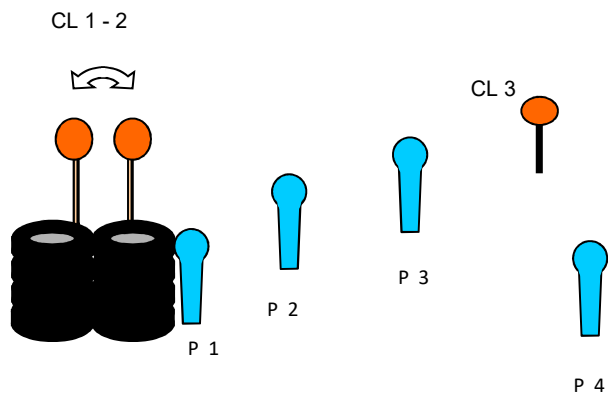


| | |
|--------------------------|---|
| Type of Course | Short course |
| Ammunition Type | BIRDSHOT |
| Targets | 4 IPSC Poppers, , 1 Plates, 3 Clay |
| Minimum number of rounds | 8 |
| Possible points | 40 |
| Start position | Standing, anywhere in area A, , holding the gun with both hands. |
| Shotgun Ready Condition | 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

7 rounds

Shotgun

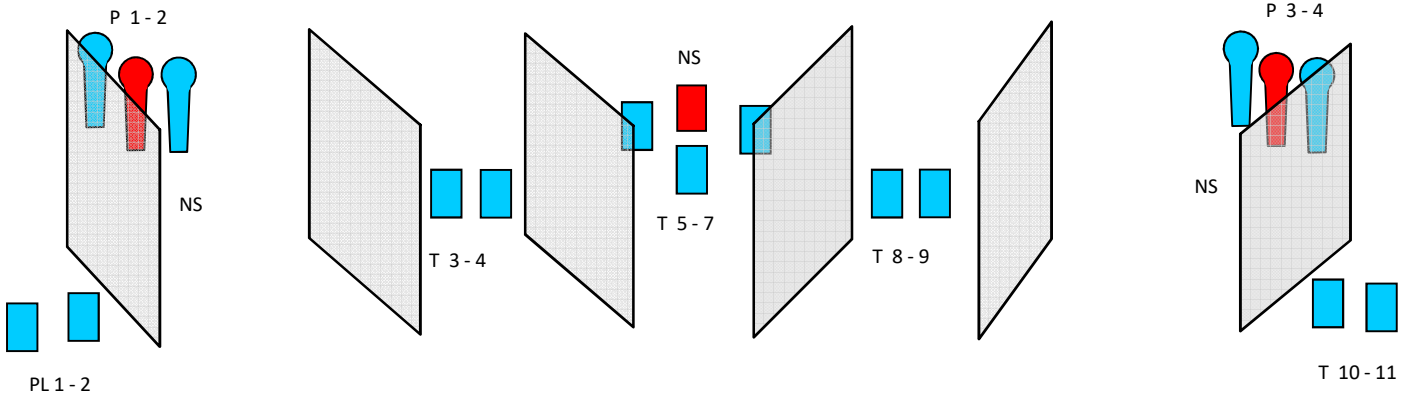


| | |
|--------------------------|---|
| Type of Course | Short course |
| Ammunition Type | BIRDSHOT |
| Targets | 4 IPSC Poppers, 3 Clay |
| Minimum number of rounds | 7 |
| Possible points | 35 |
| Start position | Standing, anywhere in area A, , holding the gun with both hands. |
| Shotgun Ready Condition | Option 1 |
| Time starts | Audible signal |
| Procedure | On signal, engage all targets. P1 activate CL1 and CL 2. CL 1 - 2 remain visible at rest. |

Stage 3

10 rounds

Shotgun

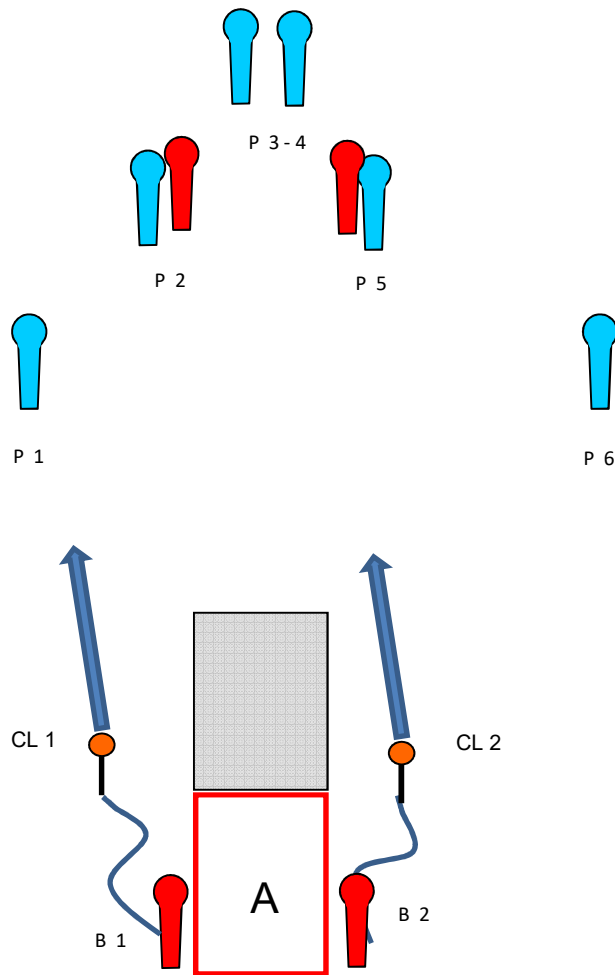


| | |
|--------------------------|---|
| Type of Course | Medium course |
| Ammunition Type | BIRDSHOT |
| Targets | 4 IPSC Poppers, 11 IPSC Plates, No Shoots |
| Minimum number of rounds | 15 |
| Possible points | 75 |
| Start position | Standing anywhere in marked area , holding the gun with both hands. |
| Shotgun Ready Condition | Option 1 |
| Time starts | Audible signal |
| Procedure | On signal, engage all targets. |

Stage 4

8 rounds

Shotgun

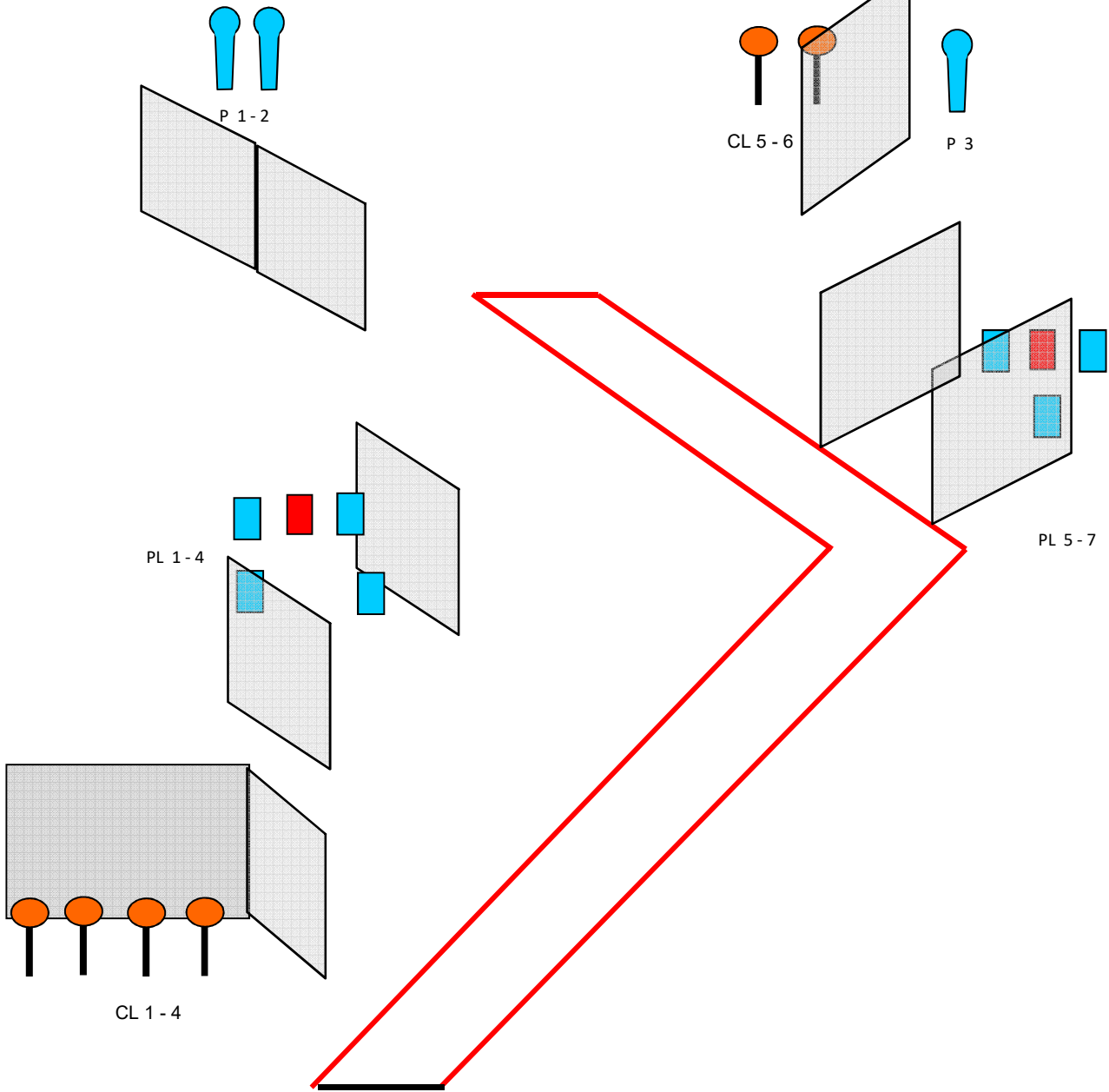


| | |
|--------------------------|--|
| Type of Course | Short course |
| Ammunition Type | BIRDSHOT |
| Targets | 6 IPSC Poppers, 2 Clay, No Shoots |
| Minimum number of rounds | 8 |
| Possible points | 50 |
| Start position | Standing, anywhere in area A, , holding the gun with both hands. |
| Shotgun Ready Condition | 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 Dable Bonus Clay . |

Stage 5

16 rounds

Shotgun

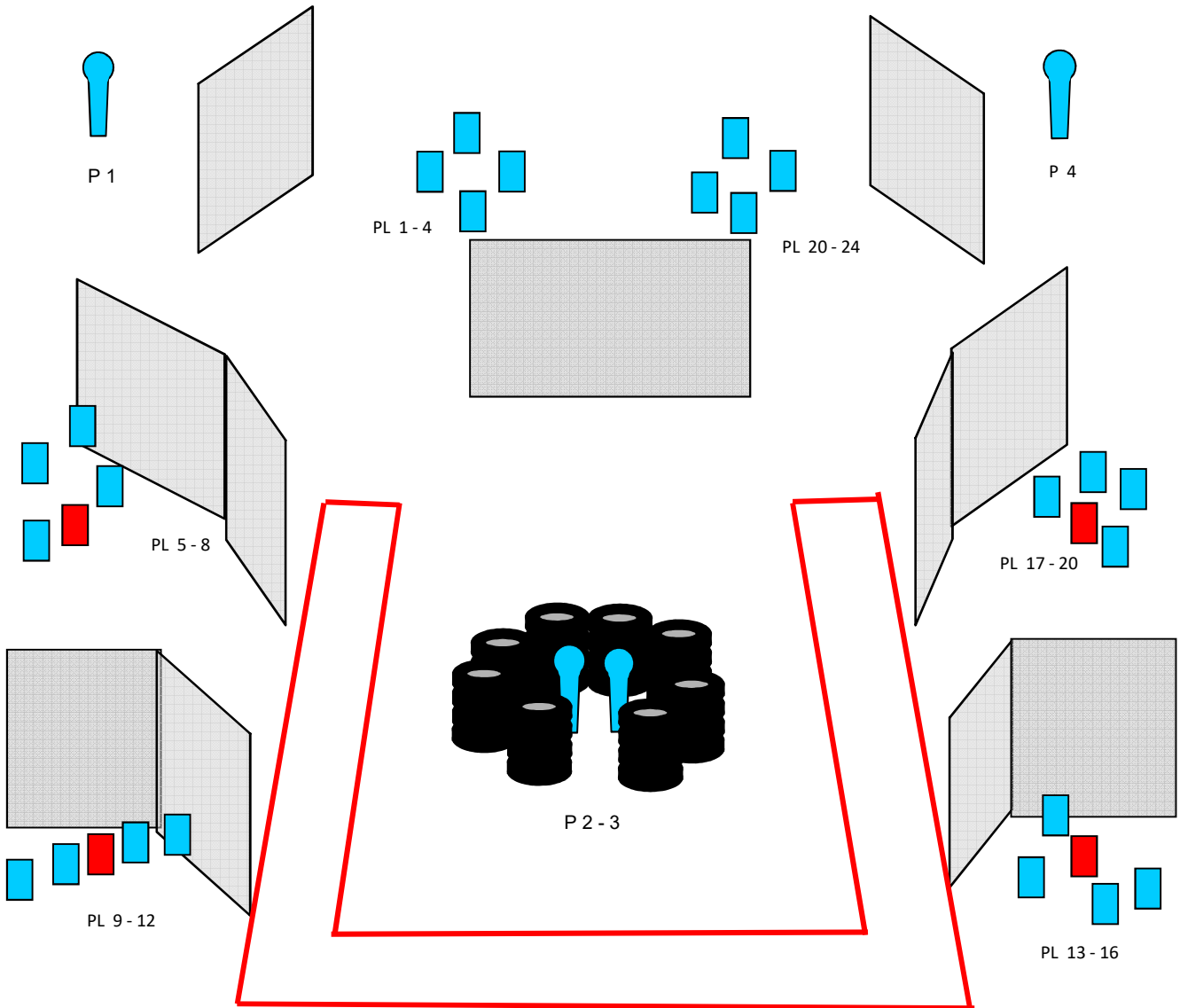


| | |
|--------------------------|--|
| Type of Course | Medium course |
| Ammunition Type | BIRDSHOT |
| Targets | 3 IPSC Poppers, 7 IPSC Plates, 6 CL, No Shoots |
| Minimum number of rounds | 16 |
| Possible points | 80 |
| Start position | Standing, one foot touching the black line, holding the gun with both hands. |
| Shotgun Ready Condition | Option 1 |
| Time starts | Audible signal |
| Procedure | On signal, engage all targets. |

Stage 6

28 rounds

Shotgun



| | |
|--------------------------|--|
| Type of Course | Long course |
| Ammunition Type | BIRDSHOT |
| Targets | 4 IPSC Poppers, 24 IPSC Plates, No Shoots |
| Minimum number of rounds | 28 |
| Possible points | 140 |
| Start position | Standing anywhere in marked area, holding the gun with both hands. |
| Shotgun Ready Condition | Option 1 |
| Time starts | Audible signal |
| Procedure | On signal, engage all targets. |