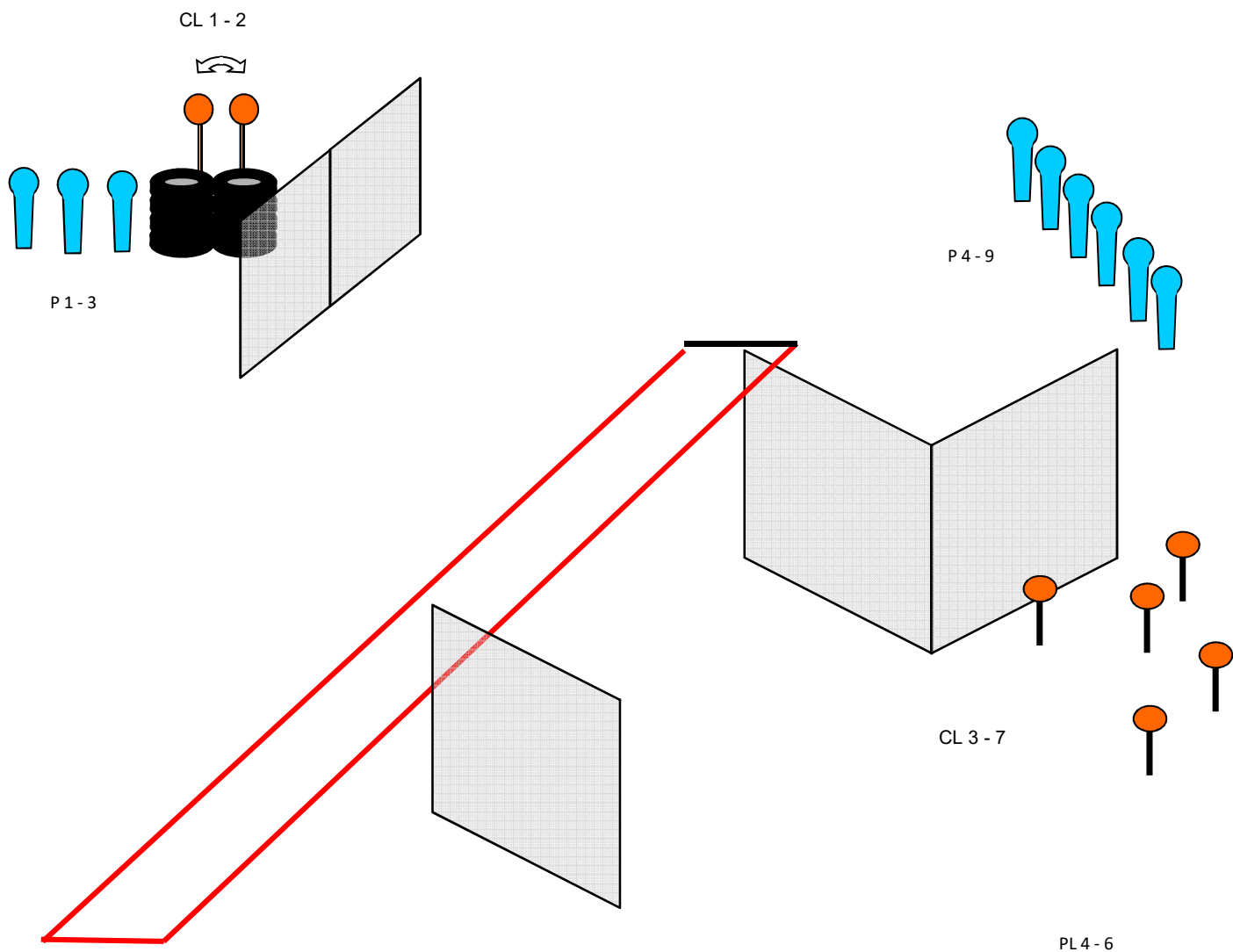


Stage 1

16 rounds

Shotgun

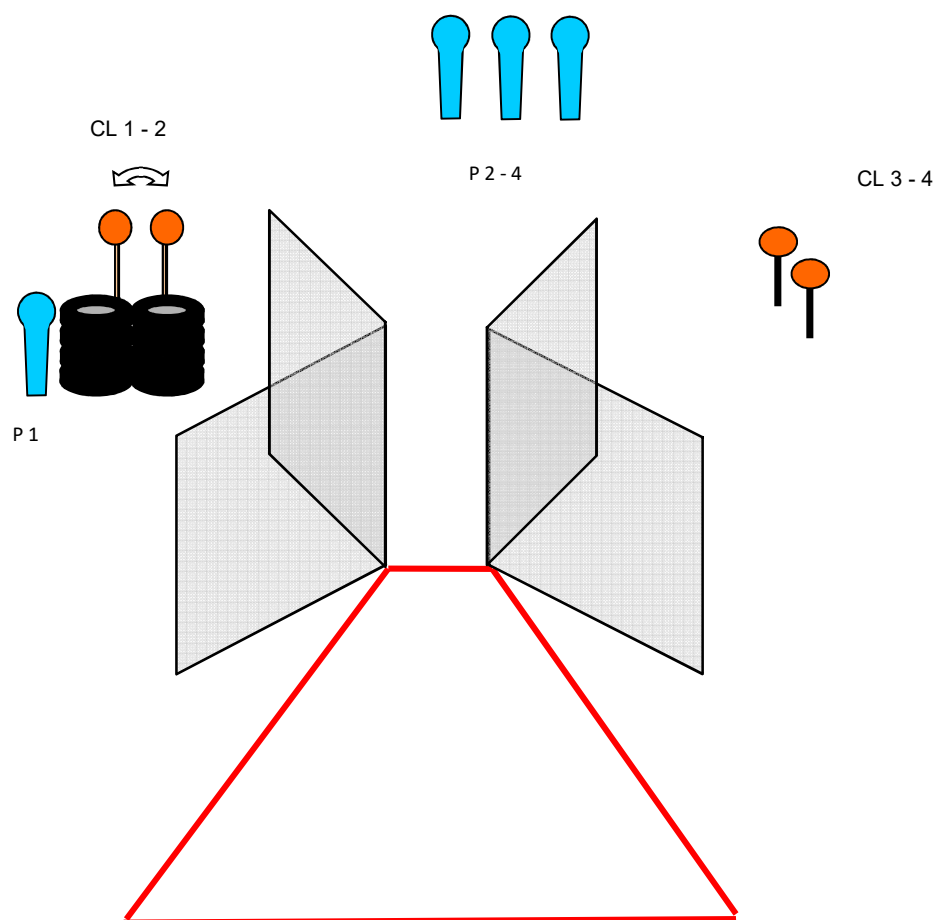


Scoring targets	9 IPSC Poppers, 7 Clay
Minimum number of rounds required	16
Ammunition Type	BIRDSHOT
Firearm ready condition	UNLOADED: Option 3
Competitor ready condition	As rule 8.2.2.1, Appendix E1 as demonstrated
Start position	The toes of one foot touching the black line. Demonstrated by RO.
Time starts	Audible signal
Procedure	On signal, engage all targets. P1 activate CL 1 and CL 2. CL 1 - 2 remain visible at rest.

Stage 2

8 rounds

Shotgun

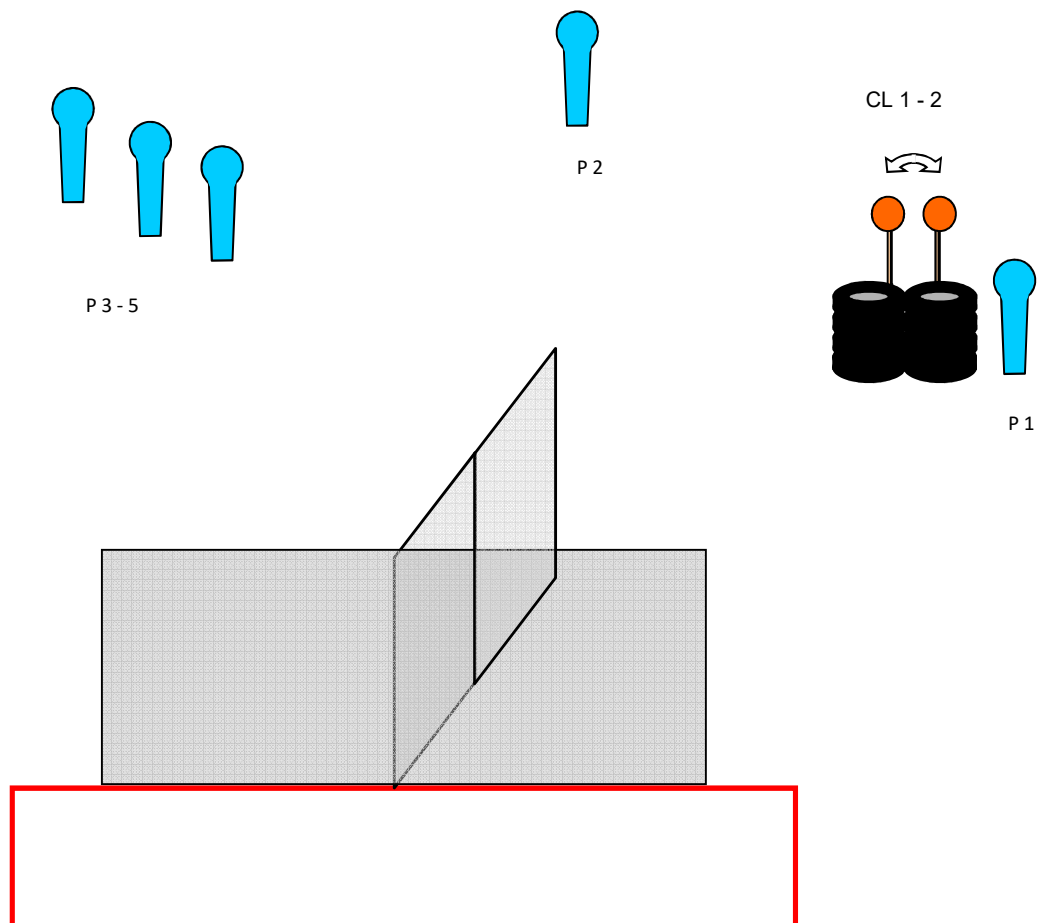


Scoring targets	4 IPSC Poppers, 4 Clay
Minimum number of rounds required	8
Ammunition Type	BIRDSHOT
Firearm ready condition	LOADED: Option 1
Competitor ready condition	As rule 8.2.2.1, Appendix E1 as demonstrated
Start position	Standing relaxed anywhere in marked area
Time starts	Audible signal
Procedure	On signal, engage all targets. P1 activate CL 1 and CL 2. CL 1 - 2 remain visible at rest.

Stage 3

7 rounds

Shotgun

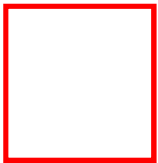
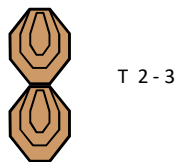
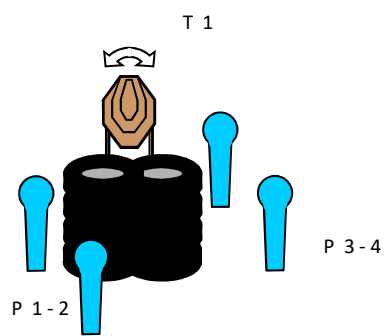


Scoring targets	5 IPSC Poppers, 2 Clay
Minimum number of rounds required	7
Ammunition Type	BIRDSHOT
Firearm ready condition	LOADED: Option 1
Competitor ready condition	As rule 8.2.2.1, Appendix E1 as demonstrated
Start position	Standing relaxed anywhere in marked area
Time starts	Audible signal
Procedure	On signal, engage all targets. P1 activate CL 1 and CL 2. CL 1 - 2 remain visible at rest.

Stage 4

8 rounds

Shotgun



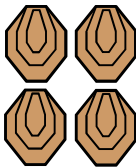
Scoring targets	4 IPSC Poppers, 4 IPSC Target
Minimum number of rounds required	8
Number of scoring hits for paper targets	1
Ammunition Type	SLUG – 45 m to Metal Targets
Firearm ready condition	LOADED: Option 1
Competitor ready condition	As rule 8.2.2.1, Appendix E1 as demonstrated
Start position	Standing relaxed anywhere in marked area
Time starts	Audible signal
Procedure	On signal, engage all targets. P1 activate T 1. T 1 remain visible at rest. The swinging target will score double value.

Stage 5

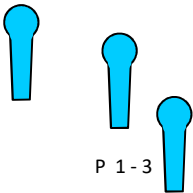
7 rounds

Shotgun

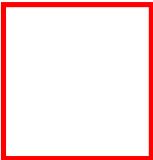
T 1



T 1 - 4



P 1 - 3

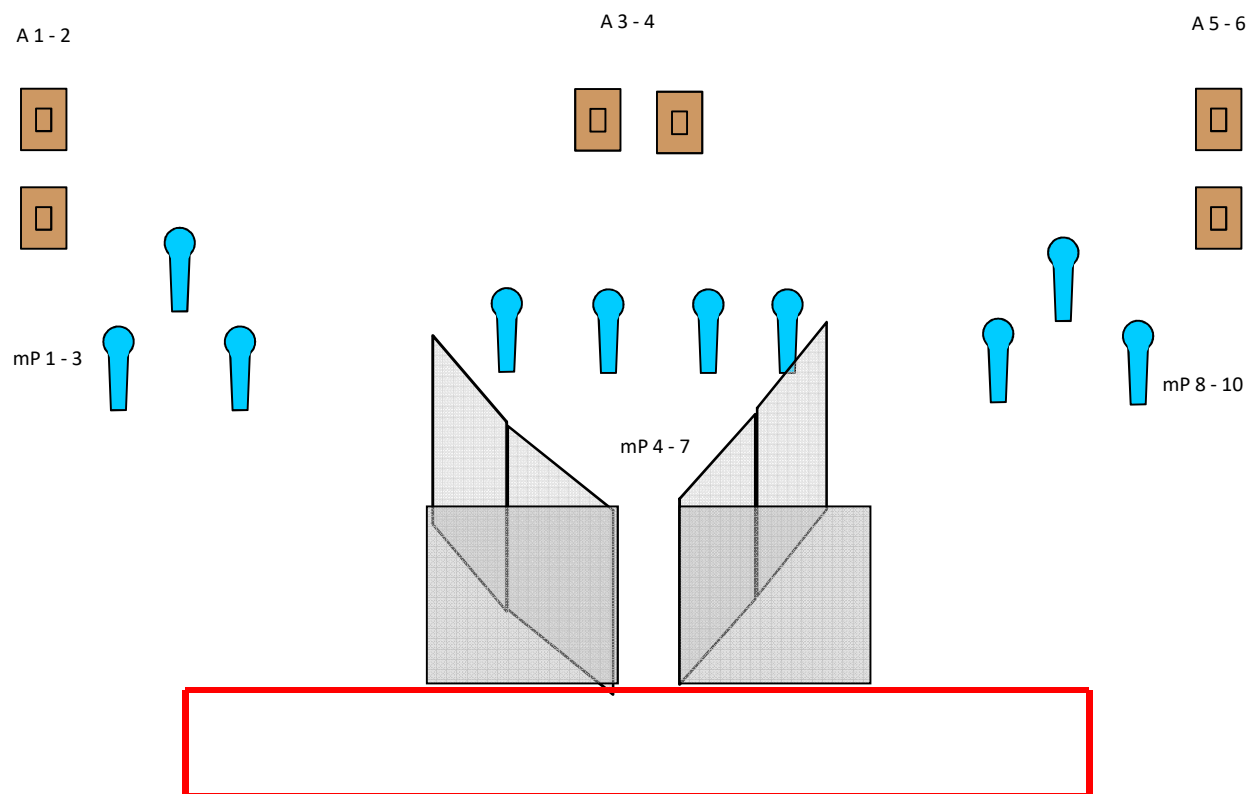


Scoring targets	3 IPSC Poppers, 4 IPSC Target
Minimum number of rounds required	7
Number of scoring hits for paper targets	1
Ammunition Type	SLUG – 45 m to Metal Targets
Firearm ready condition	LOADED: Option 1
Competitor ready condition	As rule 8.2.2.1, Appendix E1 as demonstrated
Start position	Standing relaxed anywhere in marked area
Time starts	Audible signal
Procedure	On signal, engage all targets.

Stage 6

16 rounds

Shotgun

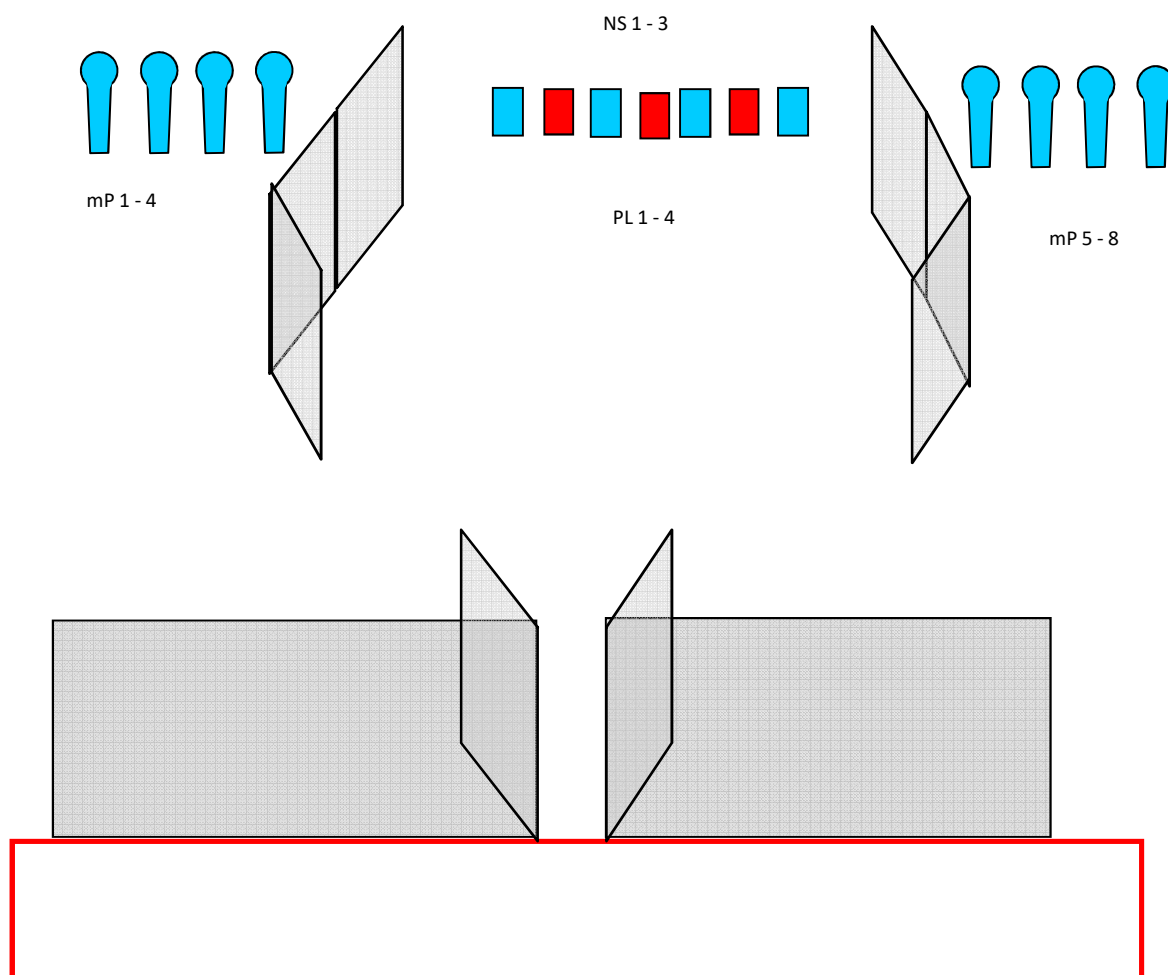


Scoring targets	10 IPSC Mini Poppers, 6 IPSC A4 Targets
Minimum number of rounds required	16 (22 scoring hits)
Ammunition Type	BUCKSHOT
Firearm ready condition	LOADED: Option 2
Competitor ready condition	As rule 8.2.2.1, Appendix E1 as demonstrated
Start position	Standing relaxed anywhere in marked area
Time starts	Audible signal
Procedure	On signal, engage all targets.

Stage 7

12 rounds

Shotgun

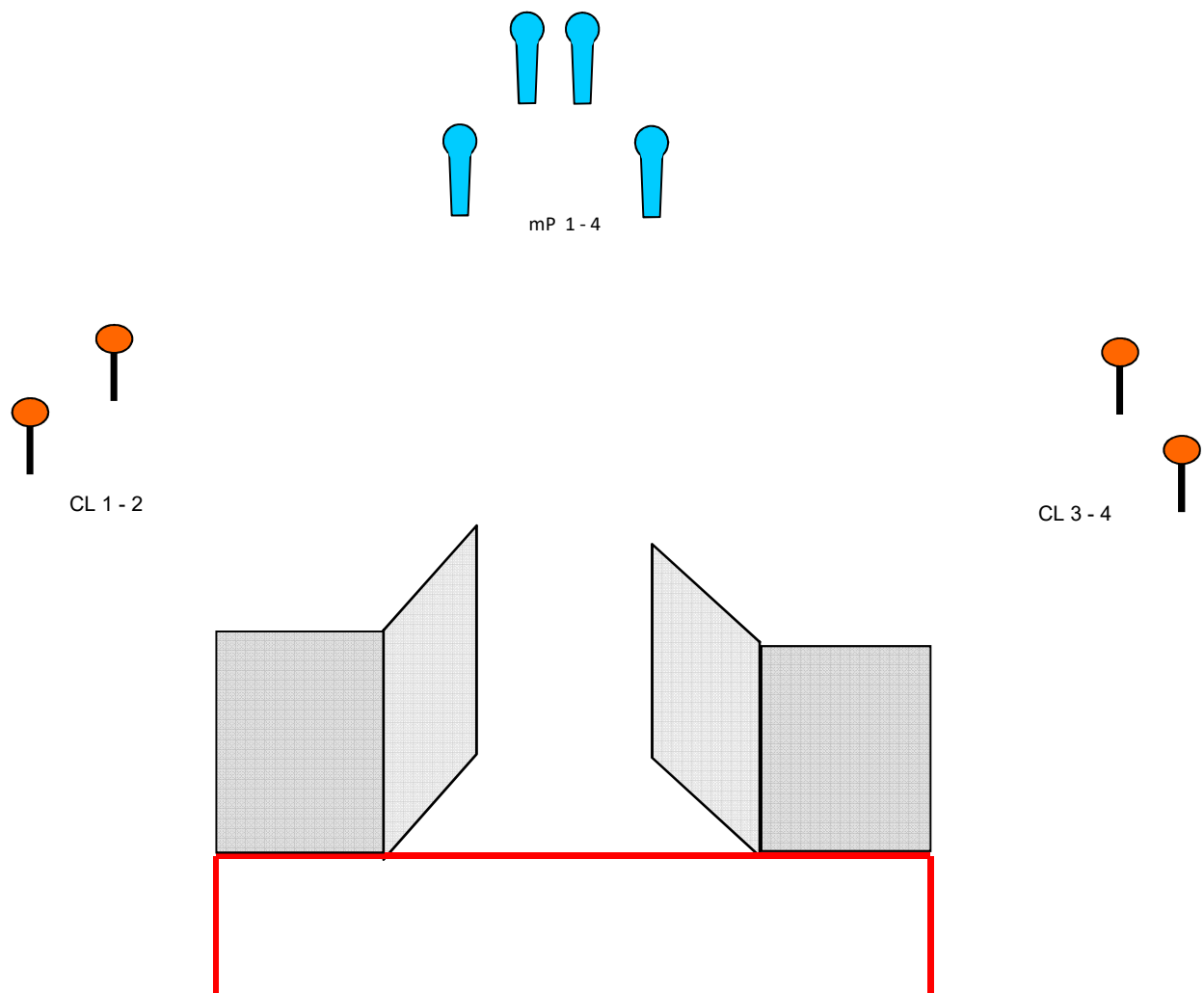


Scoring targets	8 IPSC Mini Poppers, 4 IPSC Metal Plates, 3 No Shoots
Minimum number of rounds required	12
Ammunition Type	BIRDSHOT
Firearm ready condition	LOADED: Option 1
Competitor ready condition	As rule 8.2.2.1, Appendix E1 as demonstrated
Start position	Standing relaxed anywhere in marked area
Time starts	Audible signal
Procedure	On signal, engage all targets.

Stage 8

8 rounds

Shotgun

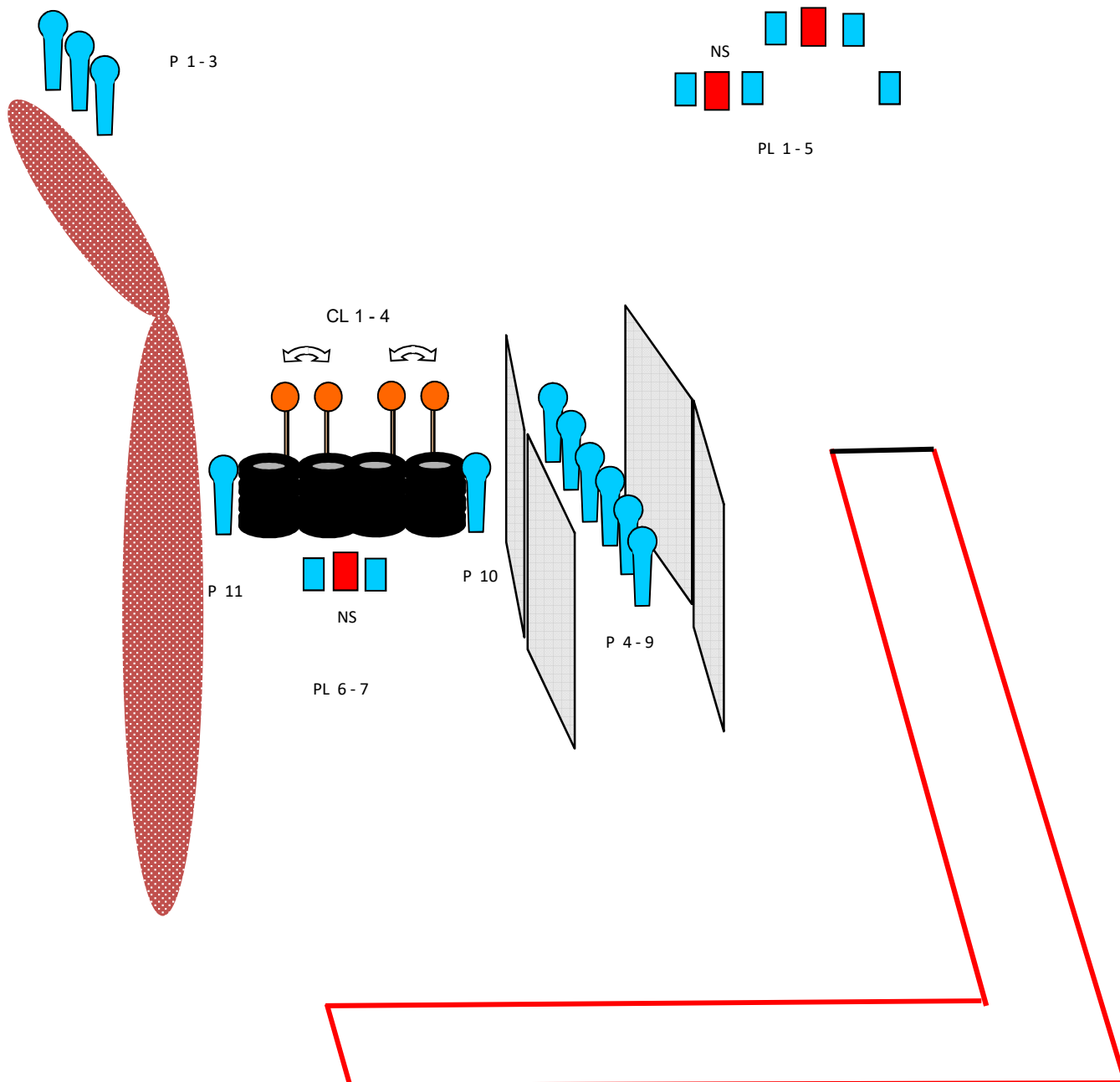


Scoring targets	4 IPSC Mini Poppers, 4 Clay
Minimum number of rounds required	8
Ammunition Type	BIRDSHOT
Firearm ready condition	LOADED: Option 1
Competitor ready condition	As rule 8.2.2.1, Appendix E1 as demonstrated
Start position	Standing relaxed anywhere in marked area
Time starts	Audible signal
Procedure	On signal, engage all targets.

Stage 9

22 rounds

Shotgun

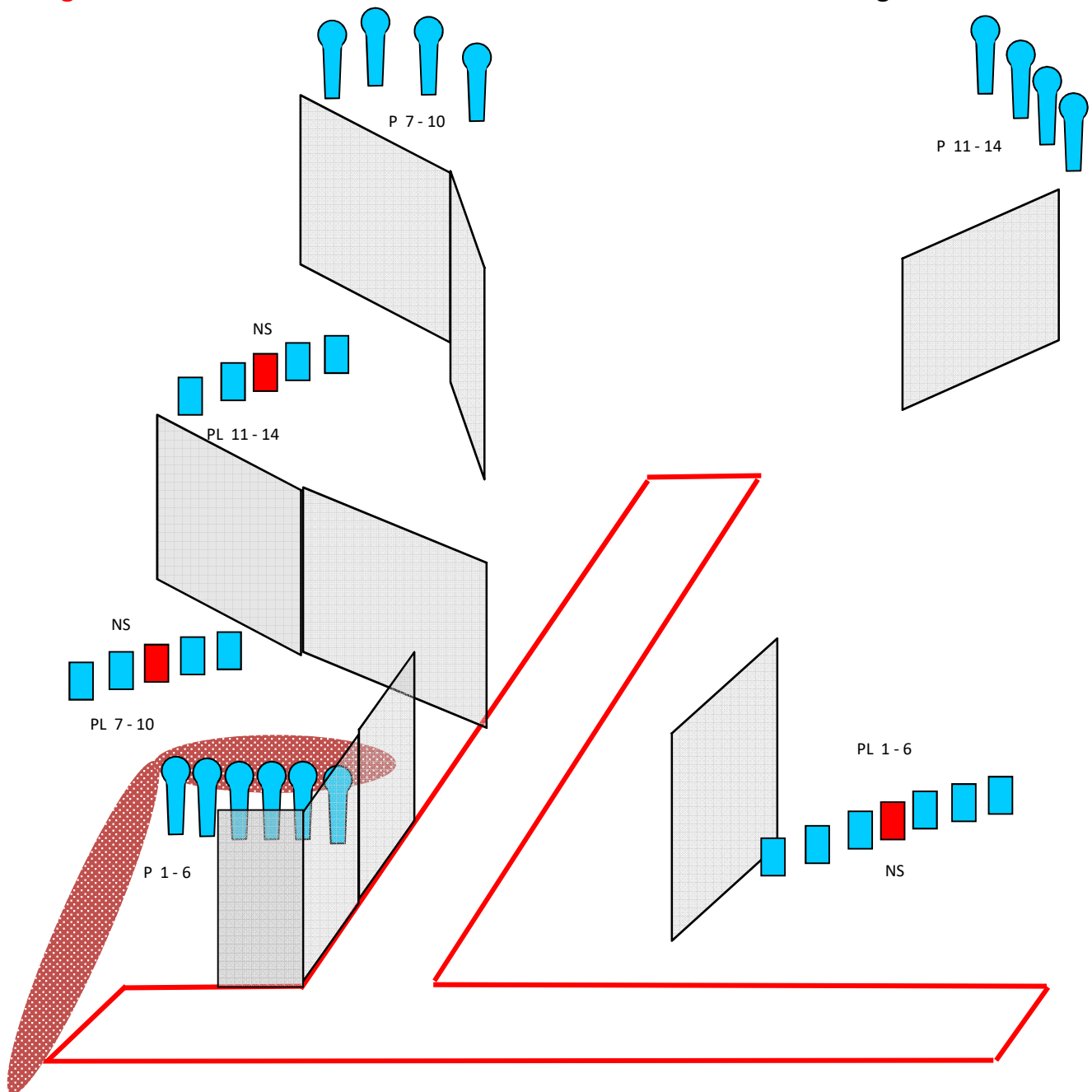


Scoring targets	11 IPSC Poppers, 7 IPSC Metal Plates, 4 Clay, 3 No Shoots
Minimum number of rounds required	22
Ammunition Type	BIRDSHOT
Firearm ready condition	LOADED: Option 1
Competitor ready condition	As rule 8.2.2.1, Appendix E1 as demonstrated
Start position	The toes of one foot touching the black line. Demonstrated by RO.
Time starts	Audible signal
Procedure	On signal, engage all targets. P11 and P10 activate CL 1 - 4. CL 1 - 4 remain visible at rest.

Stage 10

28 rounds

Shotgun

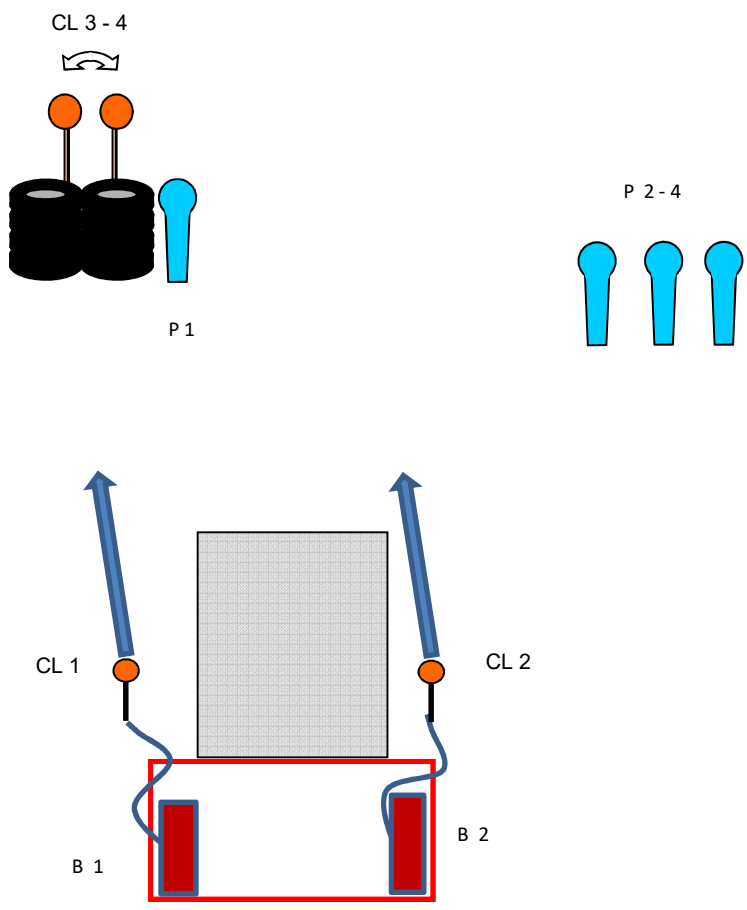


Scoring targets	14 IPSC Poppers, 14 IPSC Metal Plates, 3 No Shoots
Minimum number of rounds required	28
Ammunition Type	BIRDSHOT
Firearm ready condition	LOADED: Option 1
Competitor ready condition	As rule 8.2.2.1, Appendix E1 as demonstrated
Start position	Standing relaxed anywhere in marked area
Time starts	Audible signal
Procedure	On signal, engage all targets.

Stage 11

8 rounds

Shotgun

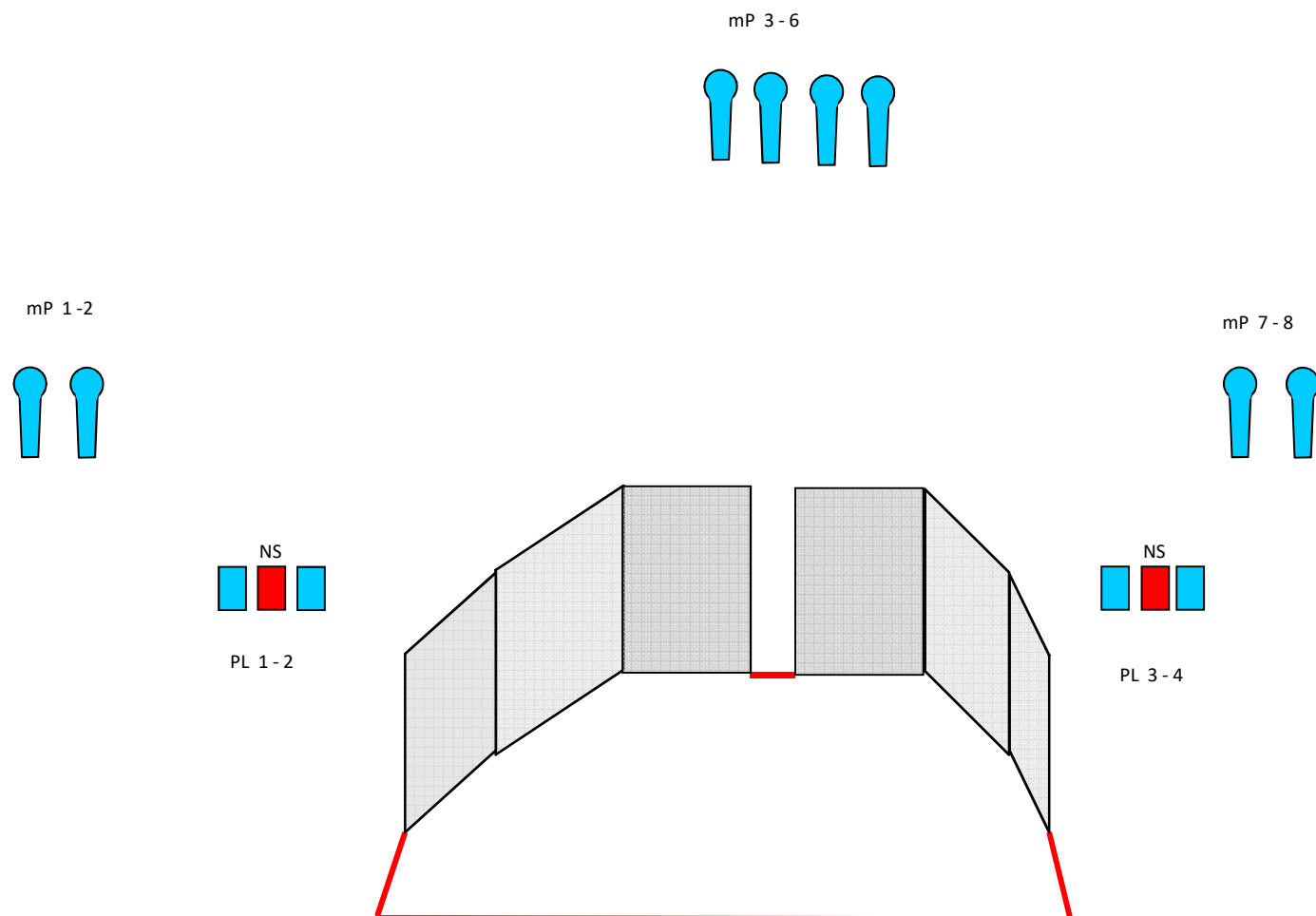


Scoring targets	4 IPSC Poppers, 4 Clay
Minimum number of rounds required	8
Ammunition Type	BIRDSHOT
Firearm ready condition	LOADED: Option 1
Competitor ready condition	As rule 8.2.2.1, Appendix E1 as demonstrated
Start position	Standing relaxed anywhere in marked area
Time starts	Audible signal
Procedure	On signal, engage all targets. B 1 activates CL1 and B 2 activate CL 2. These are disappearing targets which score 10 points each. P1 activates CL 3 and CL 4 which remain visible at rest.

Stage 12

12 rounds

Shotgun



Scoring targets	8 IPSC Mini Poppers, 4 IPSC Metal Plates, 2 No Shoots
Minimum number of rounds required	12
Ammunition Type	BIRDSHOT
Firearm ready condition	LOADED: Option 1
Competitor ready condition	As rule 8.2.2.1, Appendix E1 as demonstrated
Start position	Standing relaxed anywhere in marked area
Time starts	Audible signal
Procedure	On signal, engage all targets.