

STAGE 1

Targets: 8 IPSC Poppers, 4 N/S IPSC Poppers

Number of rounds to be scored: 8

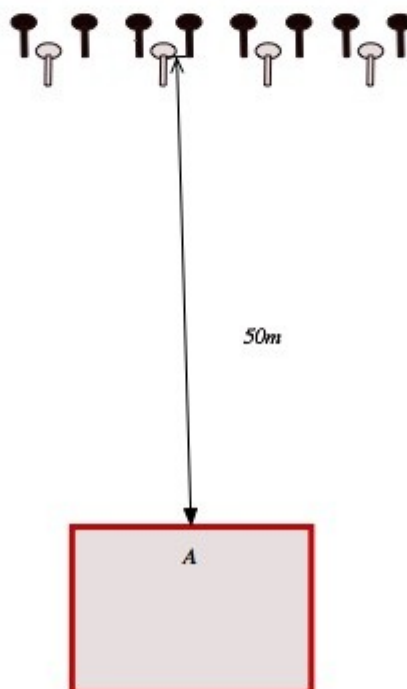
Ammunition type: Slug

Firearm ready condition: Loaded (Option 1)

Start position: Standing on the marker in the shooting area A, shotgun held with both hands Stock touching the competitor at hip level, muzzle pointing down range.

Time starts: On audible signal

Procedure: On the the start signal engage all targets as seen from the shooting area A



STAGE 2

Targets: 8 IPSC Paper Targets 4N/S Paper Target

Number of rounds to be scored: 8

Number of scoring hits for paper target: 1

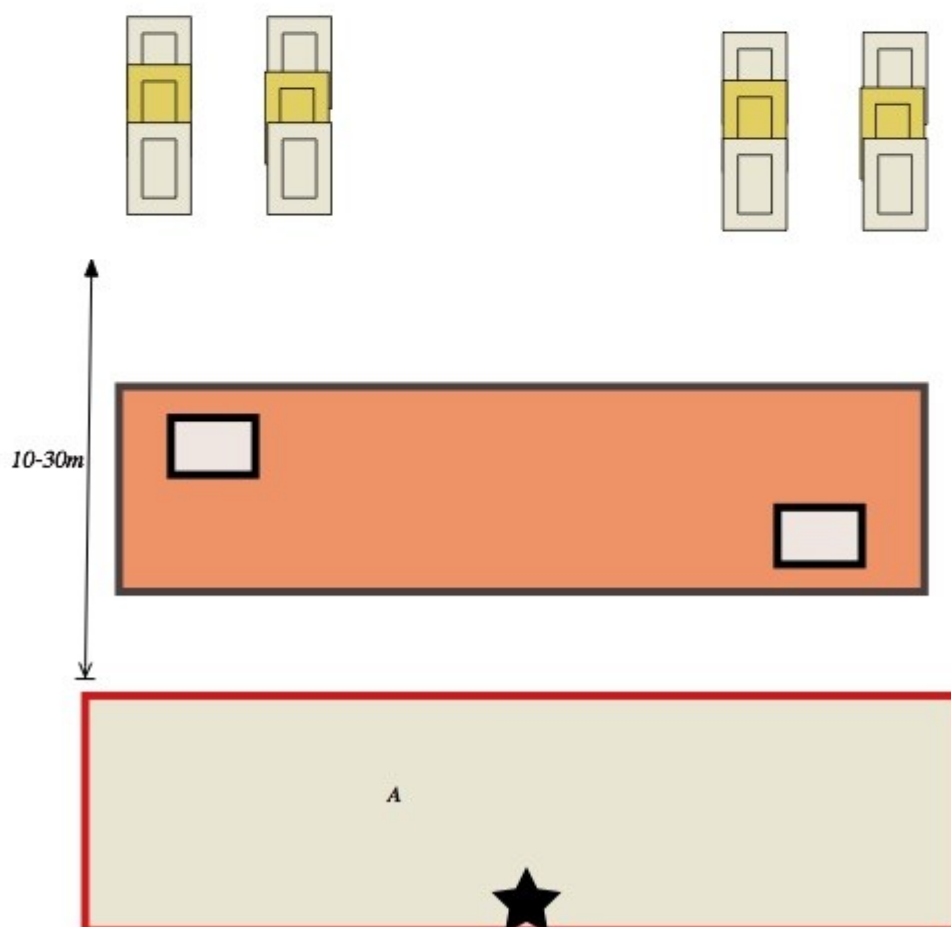
Ammunition type: Slug

Firearm ready condition: Loaded (Option1)

Start position: Standing on the markers in shooting area A. Shotgun held with both hands. Stock touching the shooter at hip level, muzzle pointing downrange

Time starts: On audible signal

Procedure: On the start signal engage all targets as seen from the shooting area A



STAGE 3

Targets: 2 IPSC Popper, 4 Clays, 21 IPSC Metal Plates, 8 N/S Metal Plate

Number of rounds to be scored: 27

Ammunition type: Birdshot

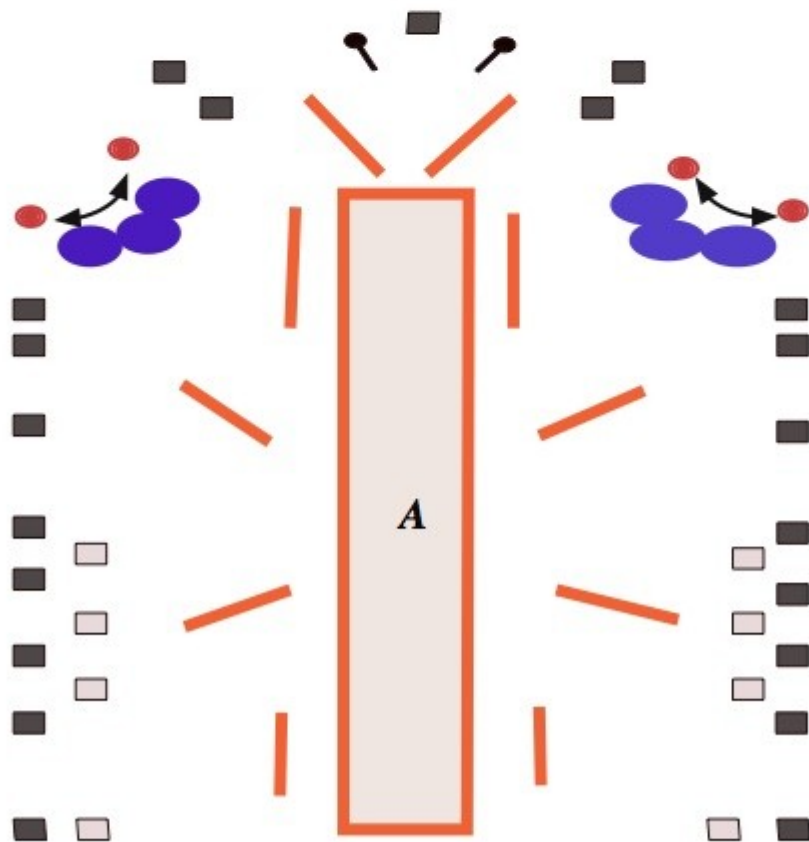
Firearm ready condition: Loaded (Option 1)

Start position: Standing anywhere in the shooting area A, shotgun held with both hands. Stock touching the competitor at hip level, muzzle pointing down range.

Timestarts: Onaudiblesignal

Procedure: On the the start signal engage all targets as seen from the shooting area A

Notes: The poppers activates the swingers which remains visible at rest



STAGE 4

Targets: 4 Clays, 2 IPSC Poppers, 9 IPSC Metal Plates

Number of rounds to be scored: 15

Ammunition type: Birdshot

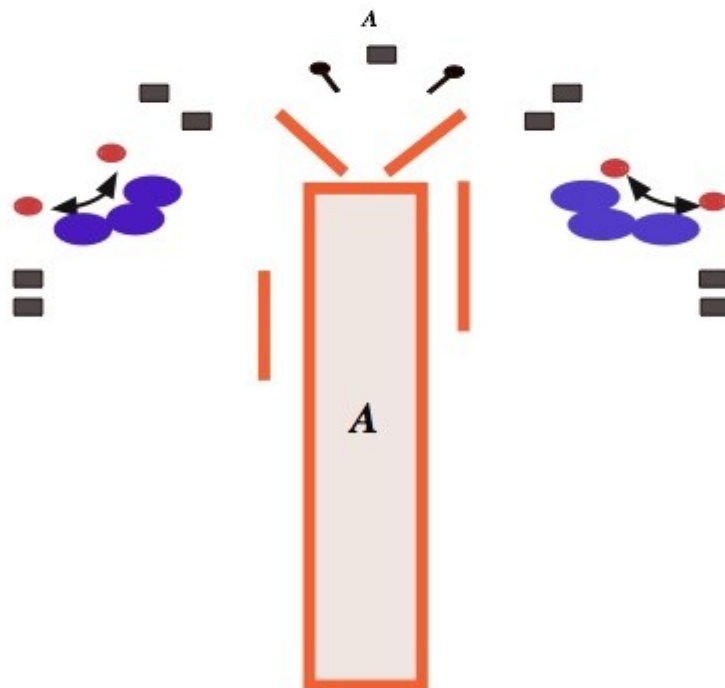
Firearm ready condition: Loaded (Option 1)

Start position: Standing anywhere in the shooting area A., shotgun held with both hands. Stock touching the competitor at hip level, muzzle pointing down range.

Timestarts: Onaudiblesignal

Procedure: On the the start signal engage all targets as seen from the shooting area A

Notes: Poppers activate the swingers which remain visible at rest



STAGE 5

Targets: 14 IPSC Metal Plates, 8 Clays

Number of rounds to be scored: 22

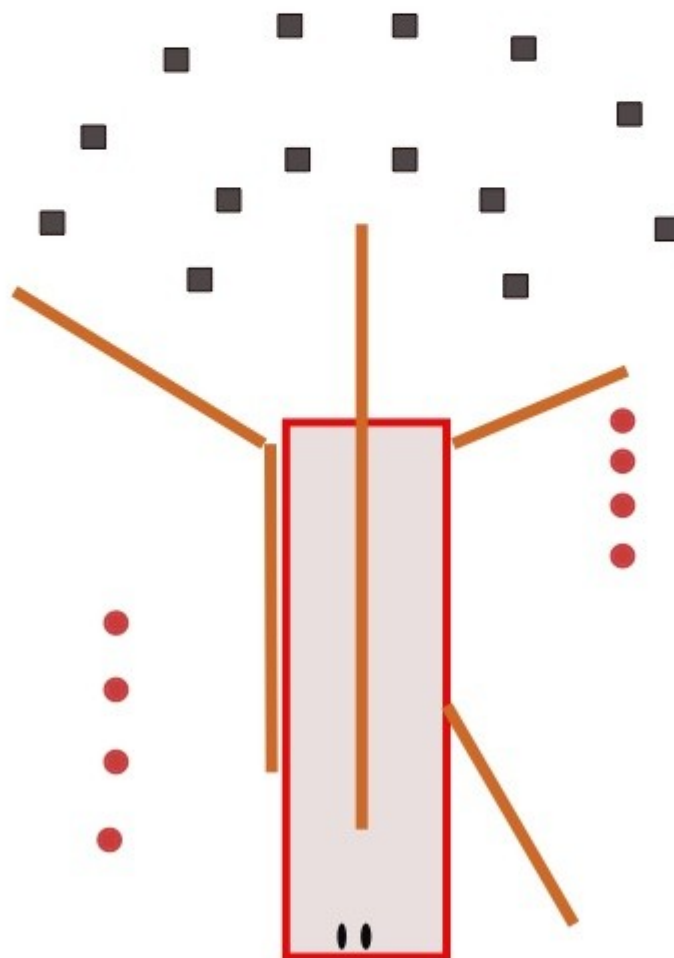
Ammunition type: Birdshot

Firearm ready condition: Loaded (Option 1)

Start position: Standing on the markers in shooting area A, shotgun held with both hands. Stock touching the competitor at hip level, muzzle pointing down range.

Time starts: Onaudiblesignal

Procedure: On the the start signal engage all targets as seen from the shooting area A



STAGE 6

Targets: 8 IPSC Metal Plates, 4 Clays

Number of rounds to be scored: 12

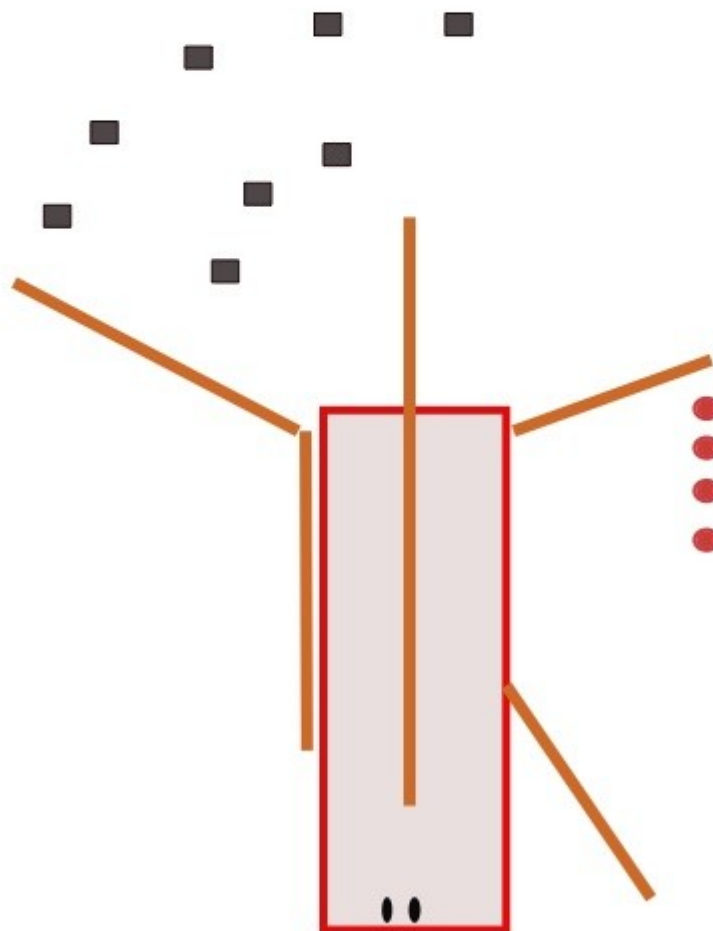
Ammunition type: Birdshot

Firearm ready condition: Loaded (Option 3)

Start position: Standing on the markers in shooting area A, shotgun both hands. Stock touching the competitor at hip level, muzzle point forward in range.

Time starts: On audible signal

Procedure: On the start signal engage all targets as seen from area A



Stage 7

Targets: Targets 7 IPCS Popper, 2 Clay, 5 Plate

Number of rounds to be scored: 14

Ammunition type: Birdshot

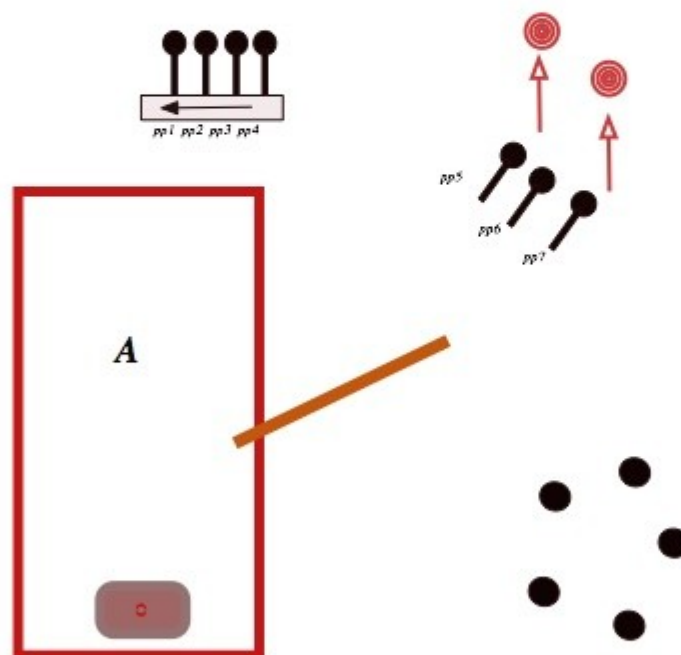
Firearm ready condition: Loaded (Option 1)

Start position: Standing anywhere in the shooting area A, shotgun held with both hands. Stock touching the competitor at hip level, muzzle pointing down range.

Time starts: Onaudible signal

Procedure: On the the start signal engage all targets as seen from the shooting area A

Notes: Button on table activates the moving targets. Moving targets are disappearing.



STAGE 8

Targets: 5IPSC Metal Plates

Number of rounds to be scored: 5

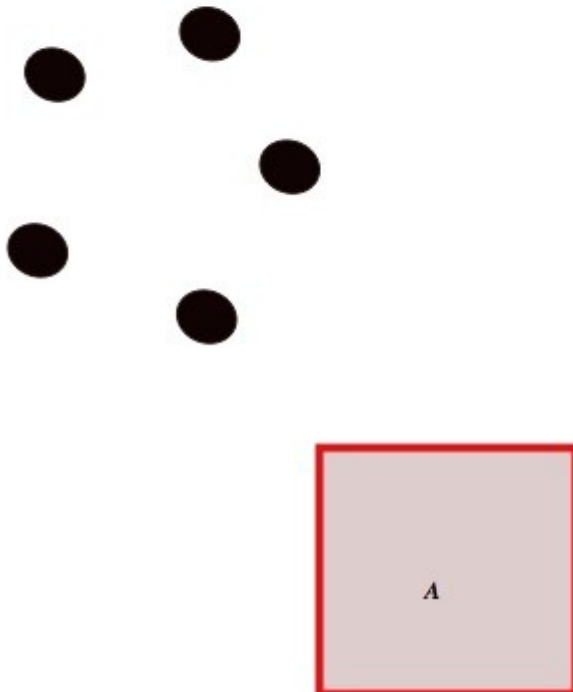
Ammunition type: Birdshot

Firearm ready condition: Loaded (Option 1)

Start position: Standing anywhere in the shooting area A, shotgun held with both hands. Stock touching the competitor at hip level, muzzle pointing down range.

Timestarts: Onaudiblesignal

Procedure: On the the start signal engage all targets as seen from the shooting area A



STAGE 9

Targets: 12 IPSC Metal Plates, 6 Clays, 5 N/S IPSC Metal Plates

Number of rounds to be scored: 18

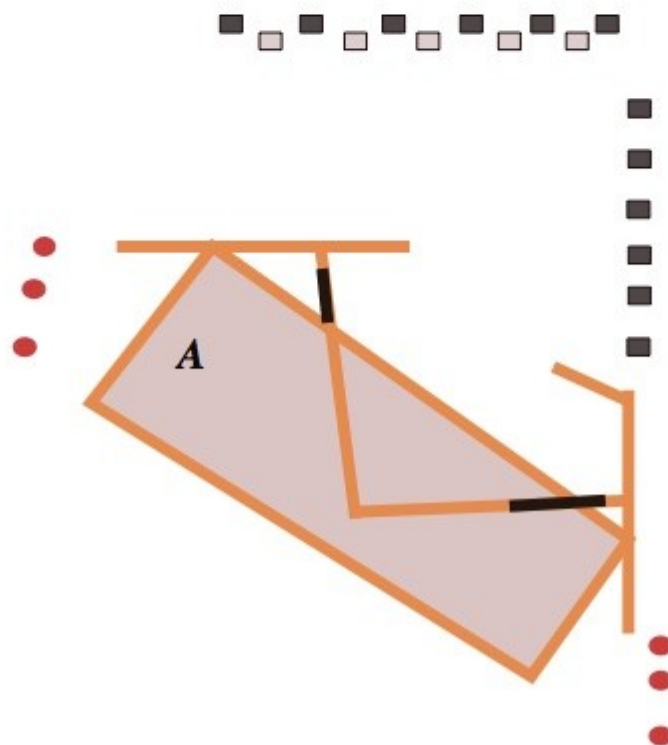
Ammunition type: Birdshot

Firearm ready condition: Loaded (Option 1)

Start position: Standing anywhere in the shooting area A, shotgun held with both hands. Stock touching the competitor at hip level, muzzle pointing down range.

Time starts: Onaudiblesignal

Procedure: On the the start signal engage all targets as seen from the shooting area A



STAGE 10

Targets: 12 IPSC Plates, 5 N/S IPSC Plates

Number of rounds to be scored: 12

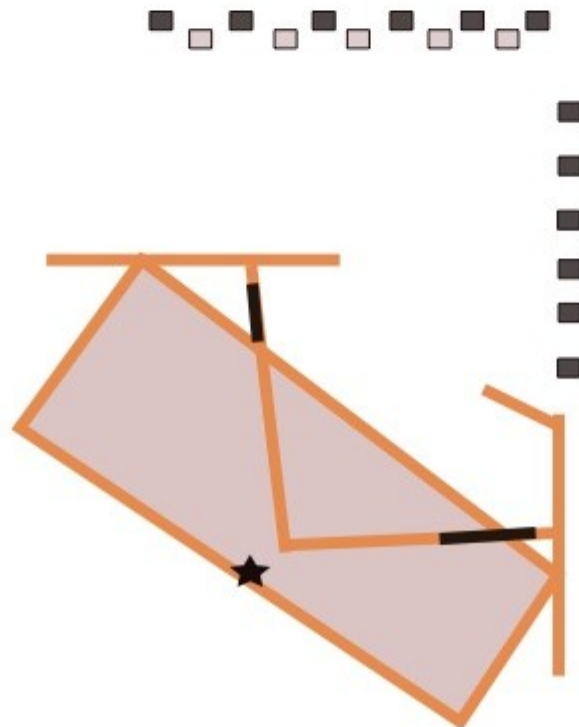
Ammunition type: Birdshot

Firearm ready condition: Loaded (Option 1)

Start position: Standing on the marker in the shooting area A, shotgun held with both hands Stock touching the competitor at hip level, muzzle pointing down range.

Time starts: On audible signal

Procedure: On the the start signal engage all targets as seen from the shooting area A



STAGE 11

Targets: 2 Clays, 2 IPSC Poppers, 12 IPSC Metal Plates

Number of rounds to be scored: 16

Ammunition type: Birdshot

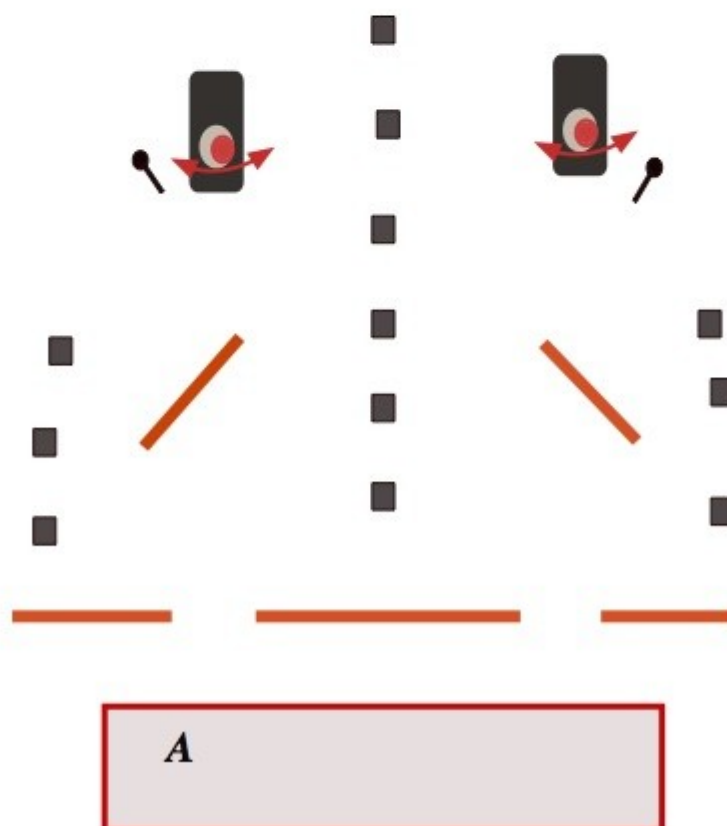
Firearm ready condition: Loaded (Option 1)

Start position: Standing anywhere in the shooting area A., shotgun held with both hands. Stock touching the competitor at hip level, muzzle pointing down range.

Time starts: On audible signal

Procedure: On the start signal engage all targets as seen from the shooting area

Notes: Poppers activate the swingers which remain visible at rest



STAGE 12

Targets: 2 Clays, 2 IPSC Poppers, 4 IPSC Metal Plates

Number of rounds to be scored: 8

Ammunition type: Birdshot

Firearm ready condition: Loaded (Option 3)

Start position: Standing anywhere in the shooting area A., shotgun held with both hands. Stock touching the competitor at hip level, muzzle pointing down range.

Timestarts: Onaudiblesignal

Procedure: On the the start signal engage all targets as seen from the shooting area A

Notes: Poppers activate the swingers which remain visible at rest

