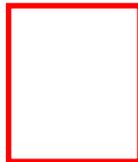
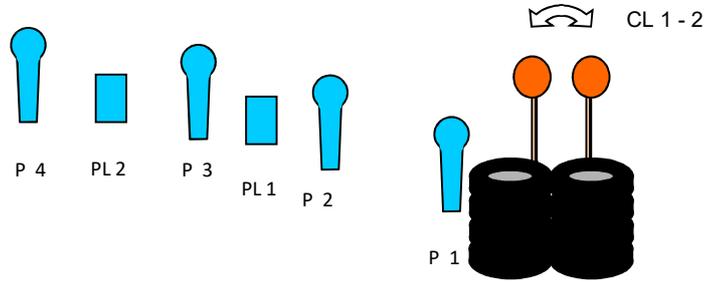


Stage 1

8 rounds

Shotgun

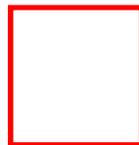
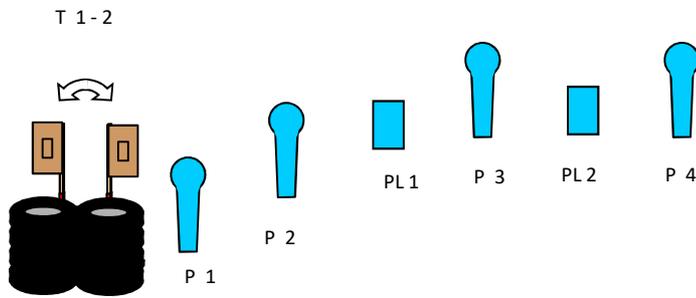


Type of Course	Short course
Ammunition Type	BIRDSHOT
Targets	4 IPSC Poppers, , 2 Plates 2 Clay
Minimum number of rounds	8
Possible points	40
Start position	Standing, anywhere in area A, , holding the gun with both hands.
Shotgun Ready Condition	Option 1
Time starts	Audible signal
Procedure	On signal, engage all targets. P1 activate CL1 and CL 2. CL 1 - 2 remain visible at rest.

Stage 2

8 rounds

Shotgun

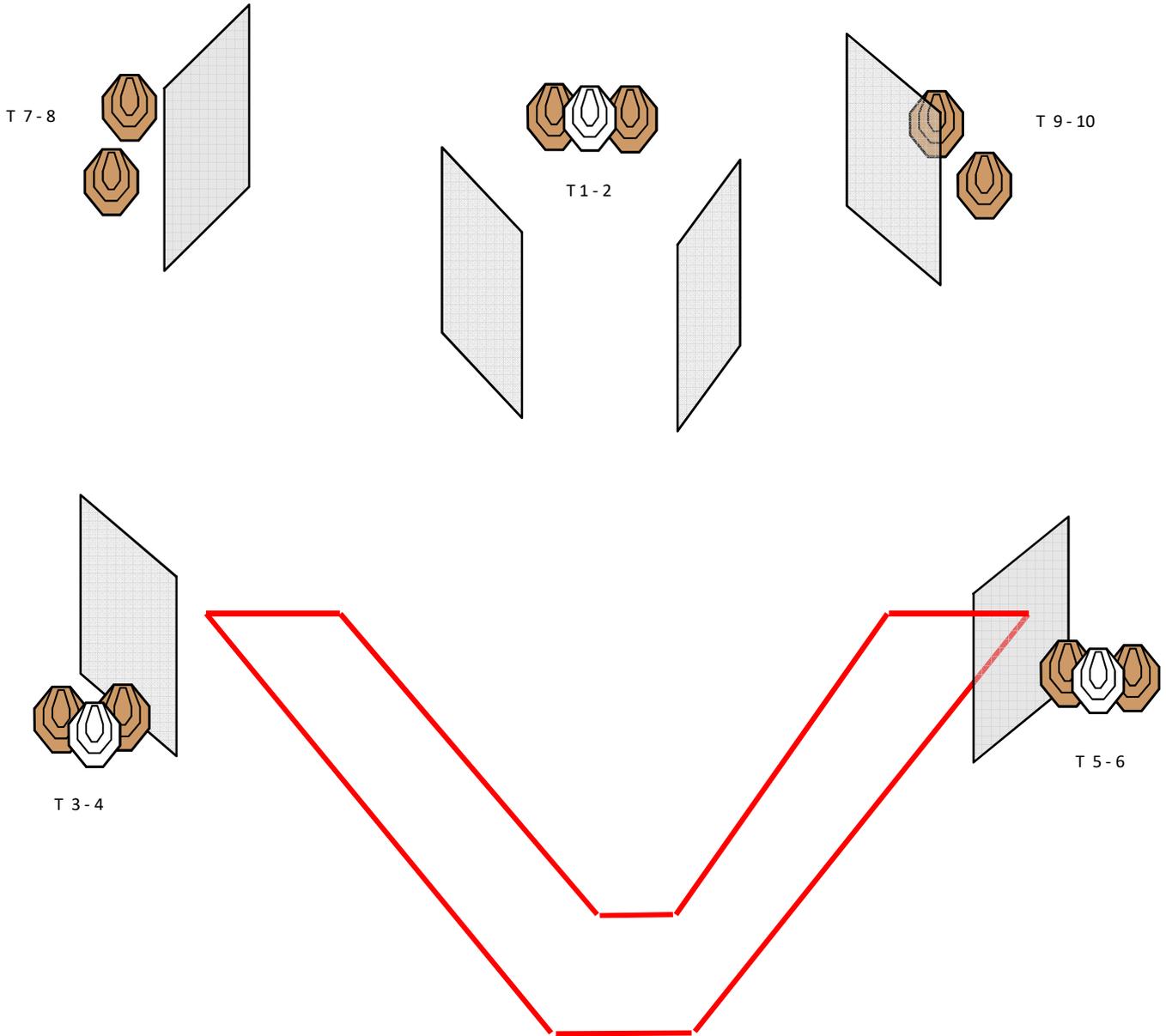


Type of Course	Short course
Ammunition Type	BUCKSHOT
Targets	2 IPSC A4 Targets, 4 IPSC Poppers, 2 Plates
Minimum number of rounds	8
Possible points	50
Start position	Standing, anywhere in area A, , holding the gun with both hands.
Shotgun Ready Condition	Option 1
Time starts	Audible signal
Procedure	On signal, engage all targets. P1 activate T1-2. T1-2 remain visible at rest.. Best TWO hits on paper targets to score.

Stage 3

10 rounds

Shotgun

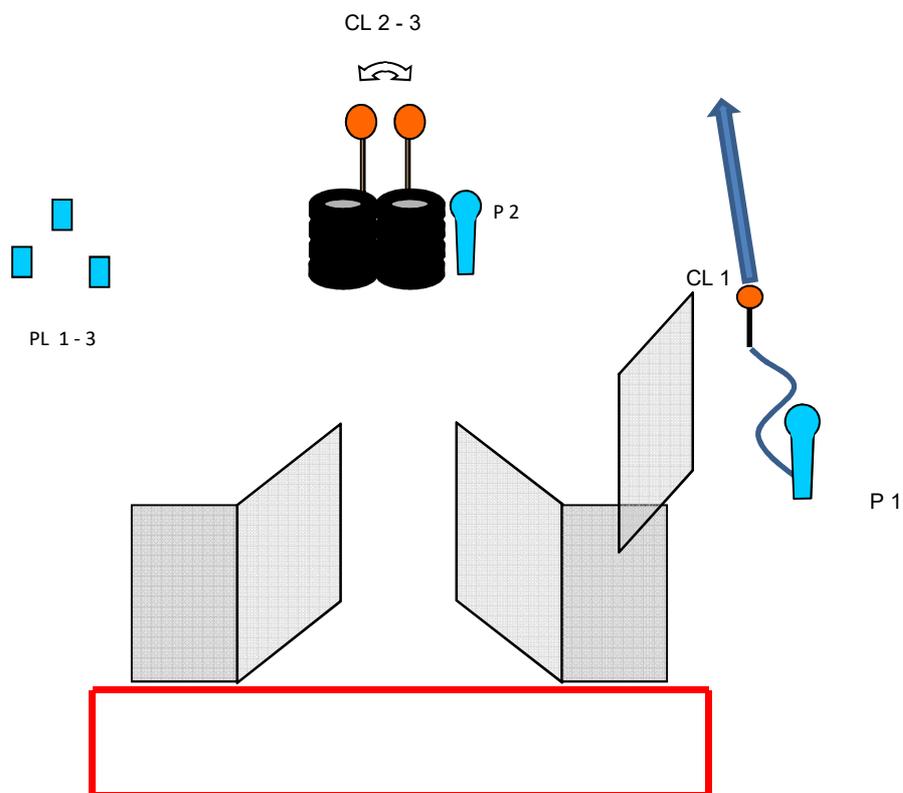


Type of Course	Medium course
Ammunition Type	SLUG
Targets	10 IPSC Targets, No Shoots
Minimum number of rounds	10
Possible points	50
Start position	Standing anywhere in marked area , holding the gun with both hands.
Shotgun Ready Condition	Option 1
Time starts	Audible signal
Procedure	On signal, engage all targets. ONE hit on paper targets to score.

Stage 4

8 rounds

Shotgun

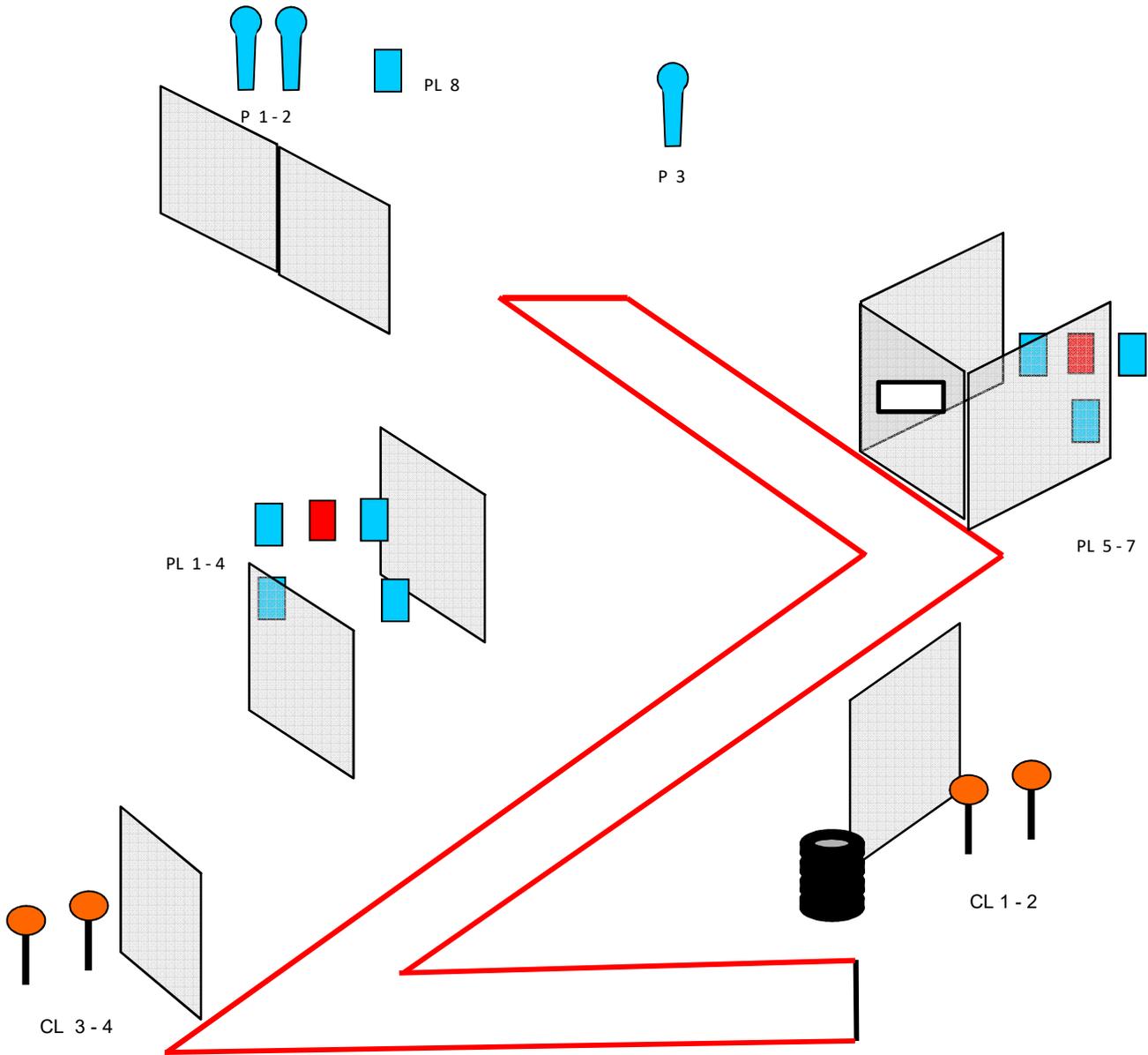


Type of Course	Short course
Ammunition Type	BIRDSHOT
Targets	2 IPSC Poppers, 3 IPSC Plates, 3 Clay
Minimum number of rounds	8
Possible points	45
Start position	Standing anywhere in marked area , holding the gun with both hands.
Shotgun Ready Condition	Option 1
Time starts	Audible signal
Procedure	On signal, engage all targets. P1 activate CL1 which is a Dable Bonus Clay . P2 activates CL 2 - 3. CL 2 - 3 remain visible at rest.

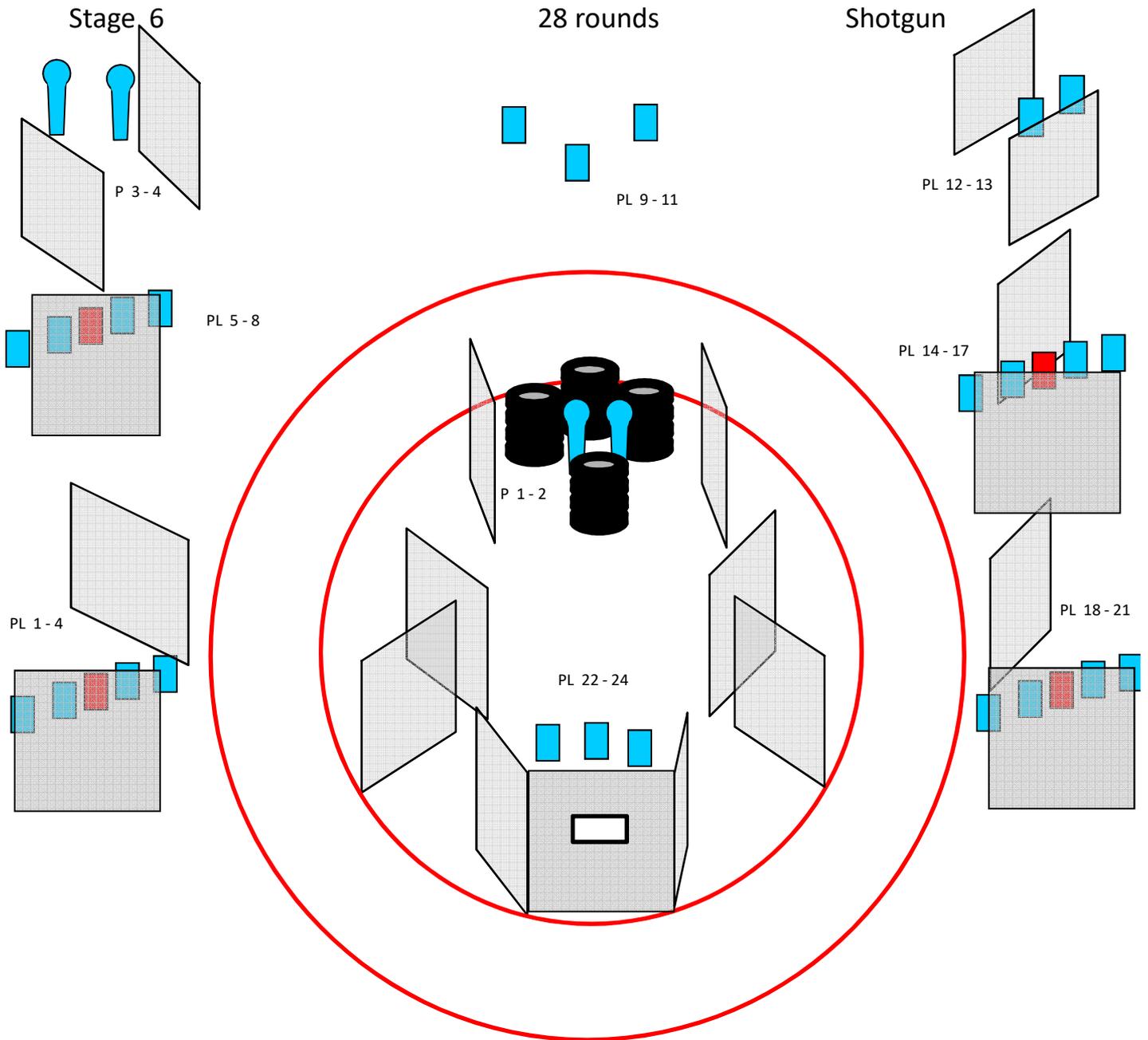
Stage 5

15 rounds

Shotgun



Type of Course	Medium course
Ammunition Type	BIRDSHOT
Targets	3 IPSC Poppers, 8 IPSC Plates, 4 CL, No Shoots
Minimum number of rounds	15
Possible points	75
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.



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.