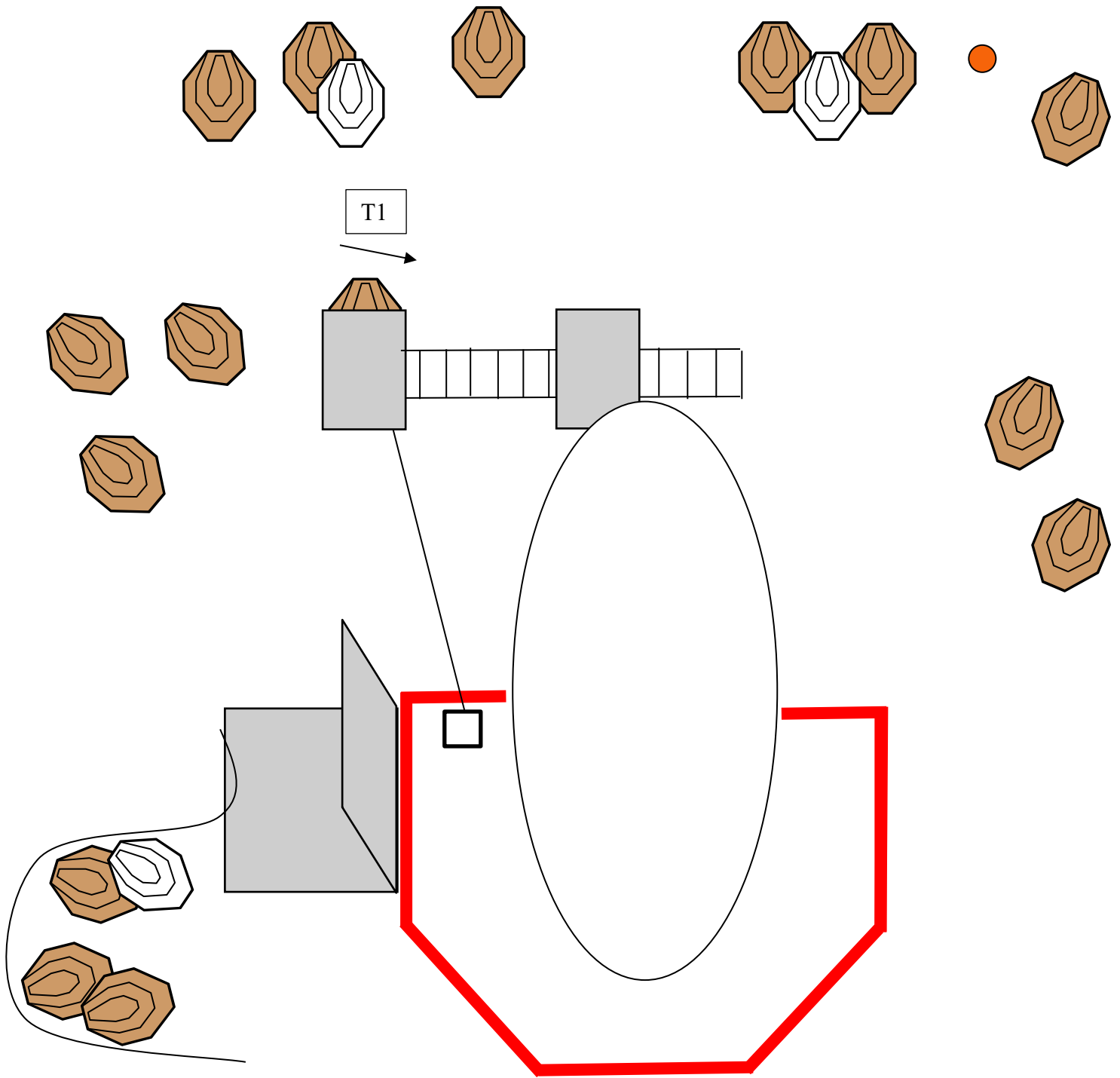
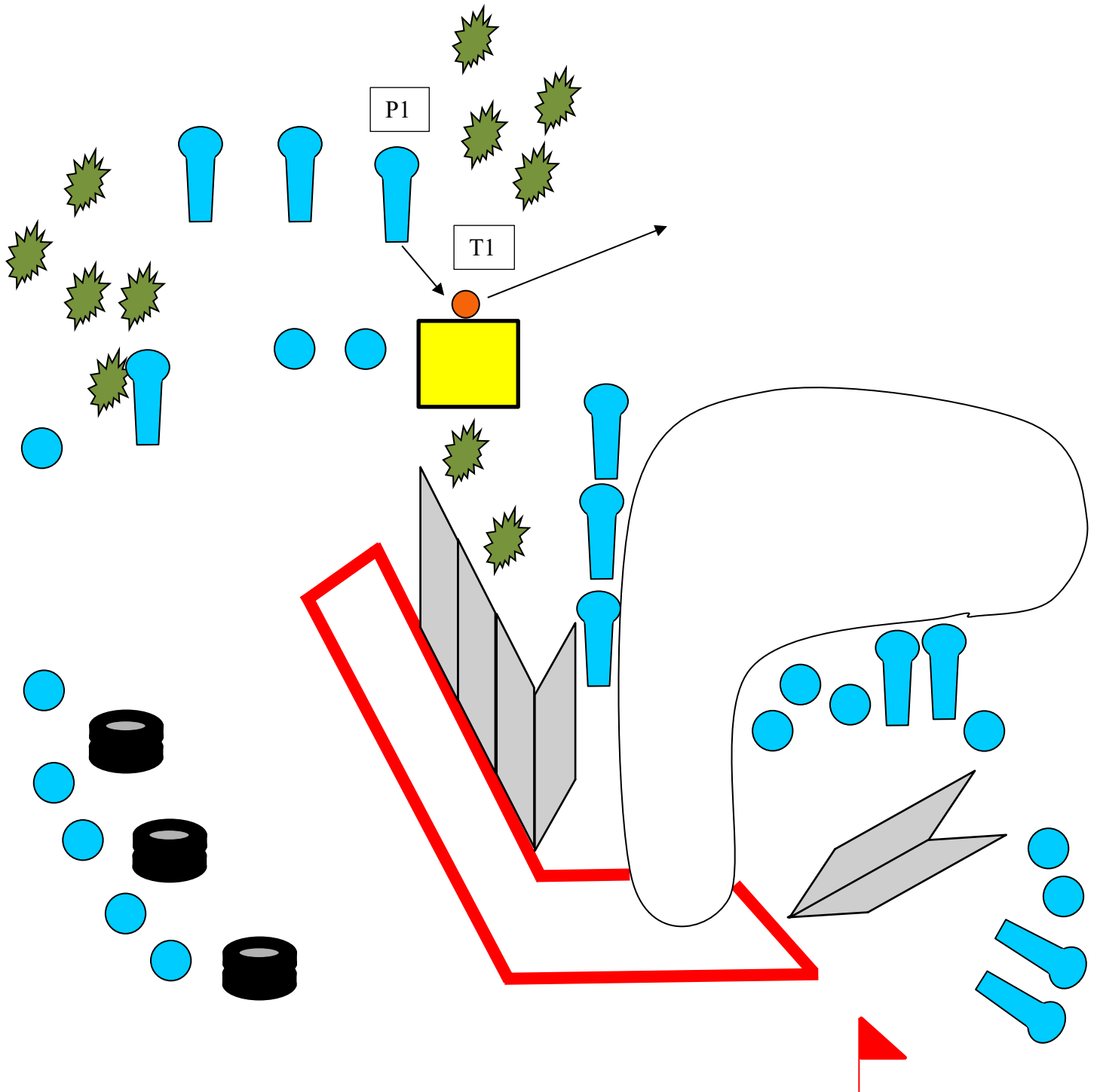


Stage 1 – Range 2



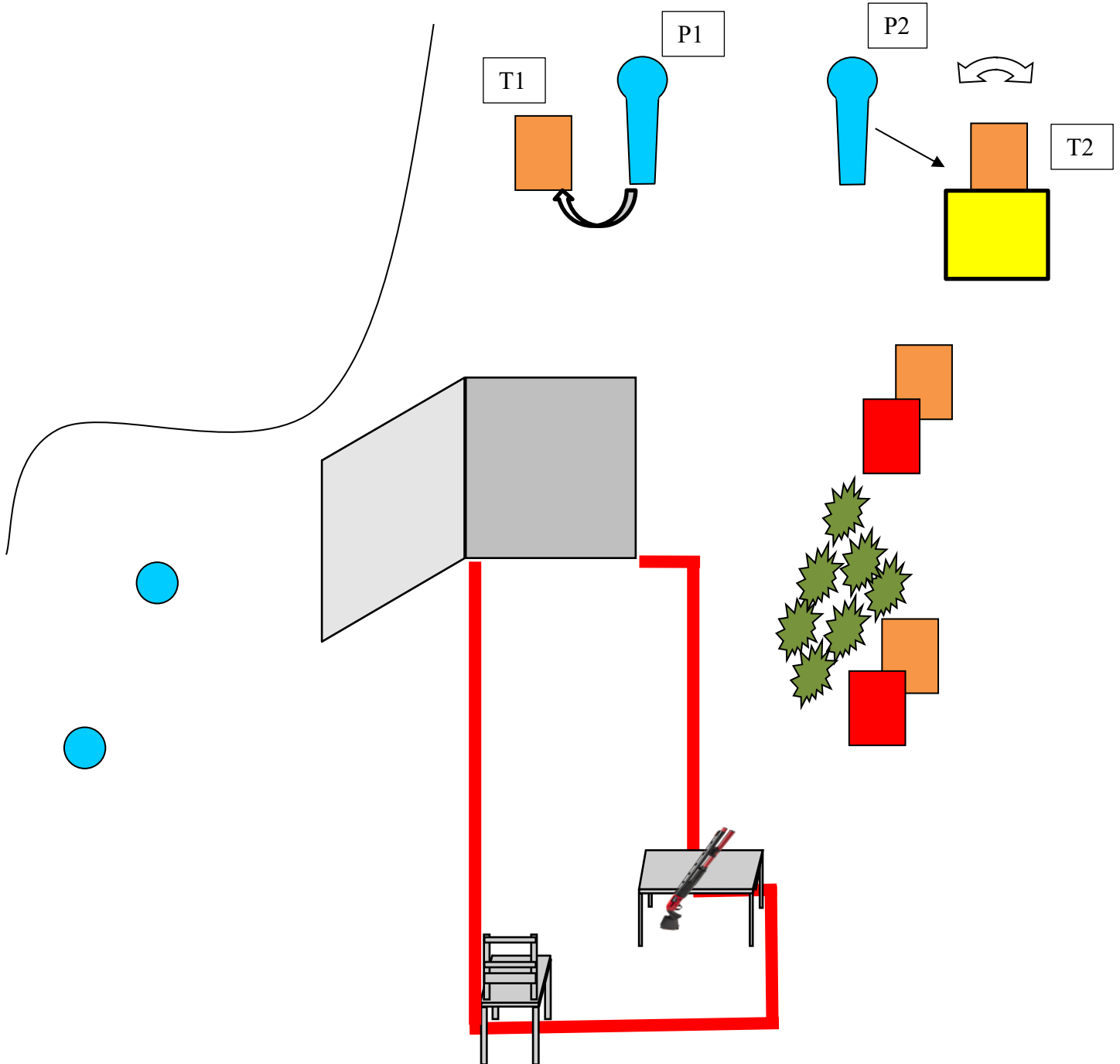
Targets:	15 IPSC targets, 1 Frangible target, 3 NS
Minimum number of rounds:	16
Ammunition type:	Slug
Number of scoring hits for paper targets:	One hit on the target is scored
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets. Stepping on the platform will activate target T1, remains visible in the final position.

Stage 2 Range 3,4



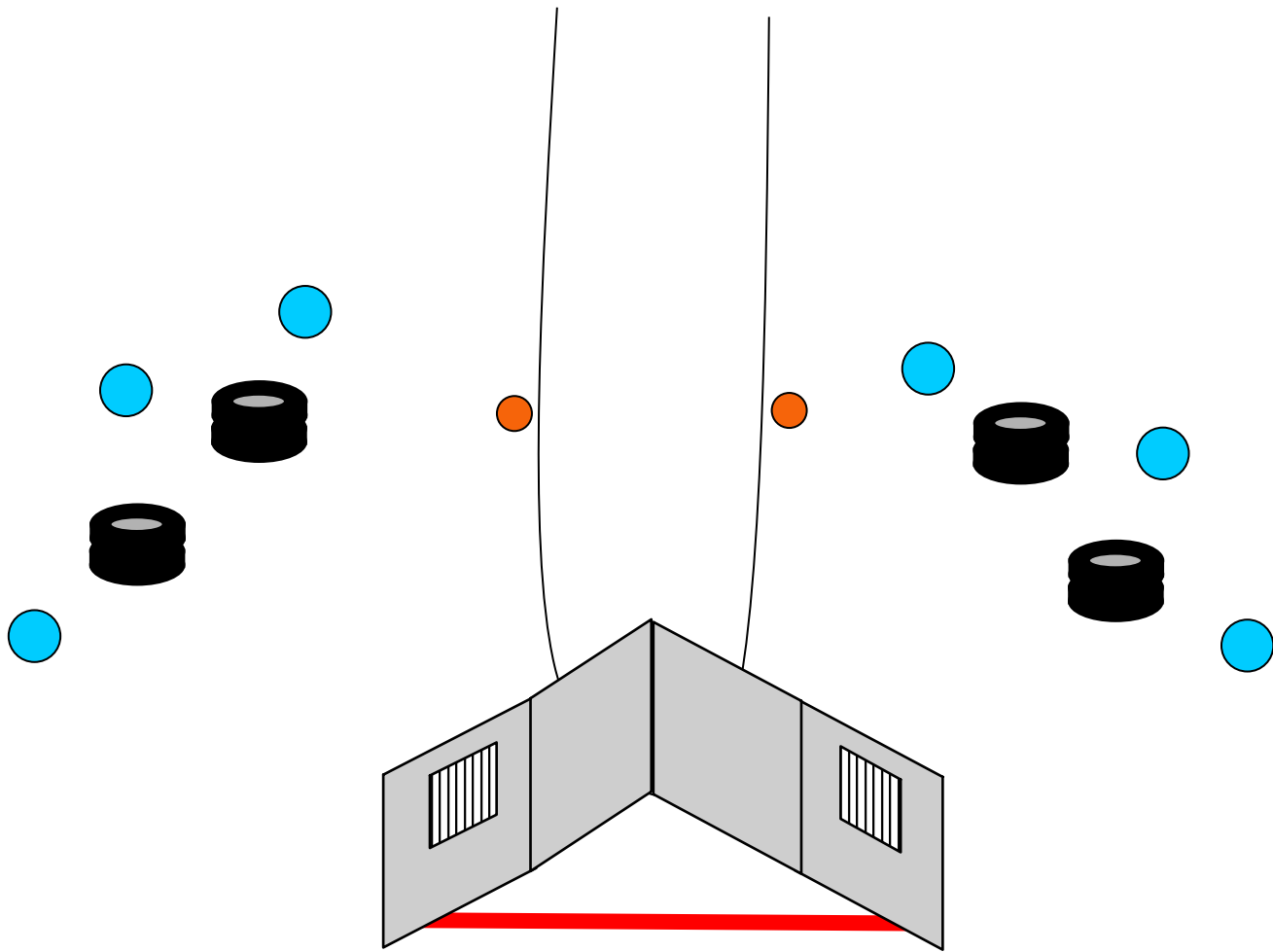
Targets:	14 IPSC plates, 11 IPSC mini poppers, 1 Frangible target
Minimum number of rounds:	26
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets. Popper P1 activate disappearing frangible target T1. Frangible targets are scored 10 points.
Safe angles of fire:	Right angle reduced by flag.

Stage 3 – Range 4



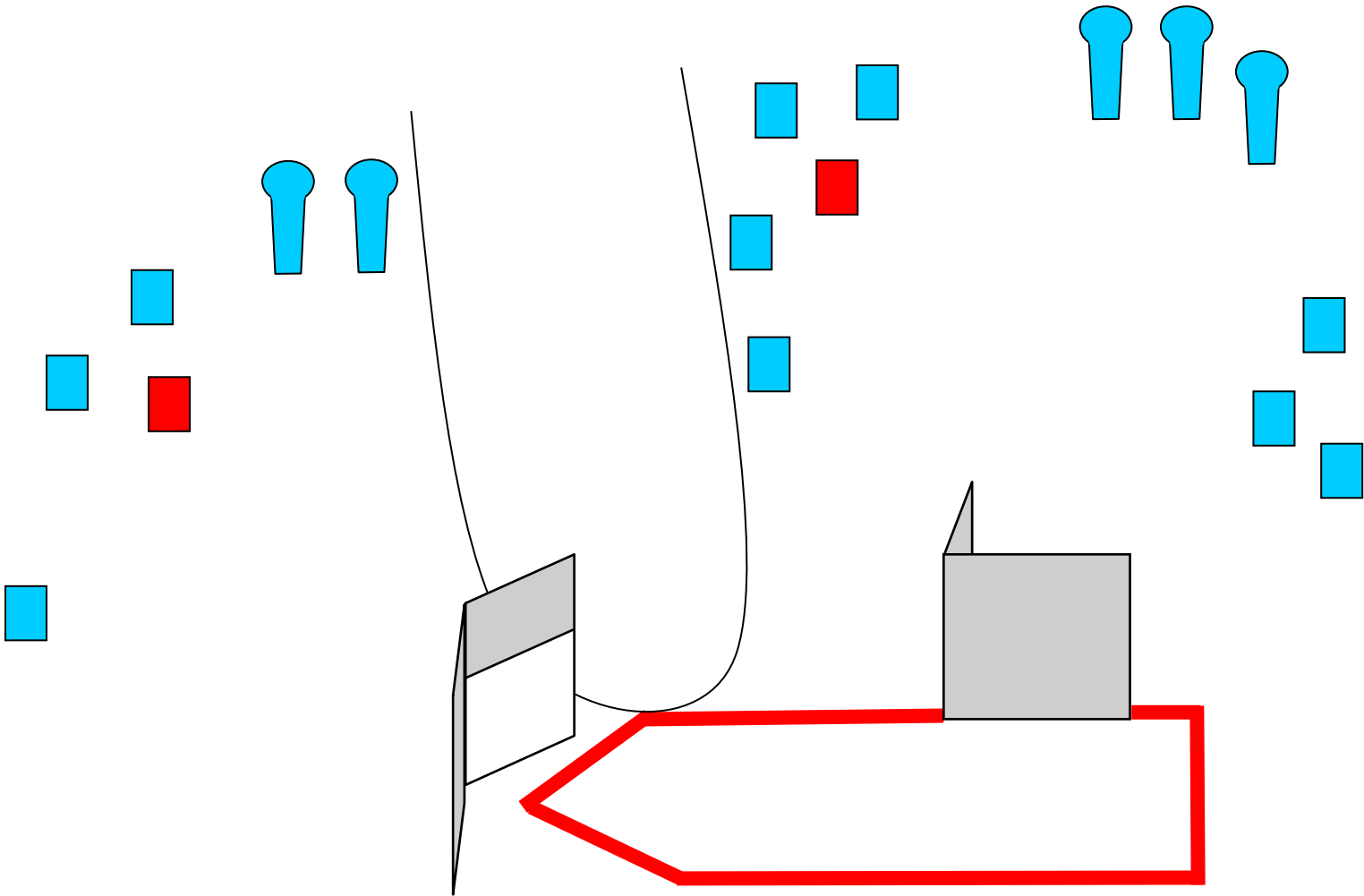
Targets:	2 IPSC plates, 2 IPSC poppers, 4 IPSC A4 targets, 2 NS
Minimum number of rounds:	8
Ammunition type:	Buckshot (9 pellet)
Number of scoring hits for paper targets:	Two hits on the target is scored
The shotgun ready condition:	Loaded (Option 2), magazine filled and fitted, chamber(s) empty and the action closed
Start position:	Sitting on chair, the shotgun is on the table. Hands are on knees
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets. Popper P1 activate moving target T1 and popper P2 activate moving targets T2, remains visible in the final position.

Stage 4 – Range 5,6



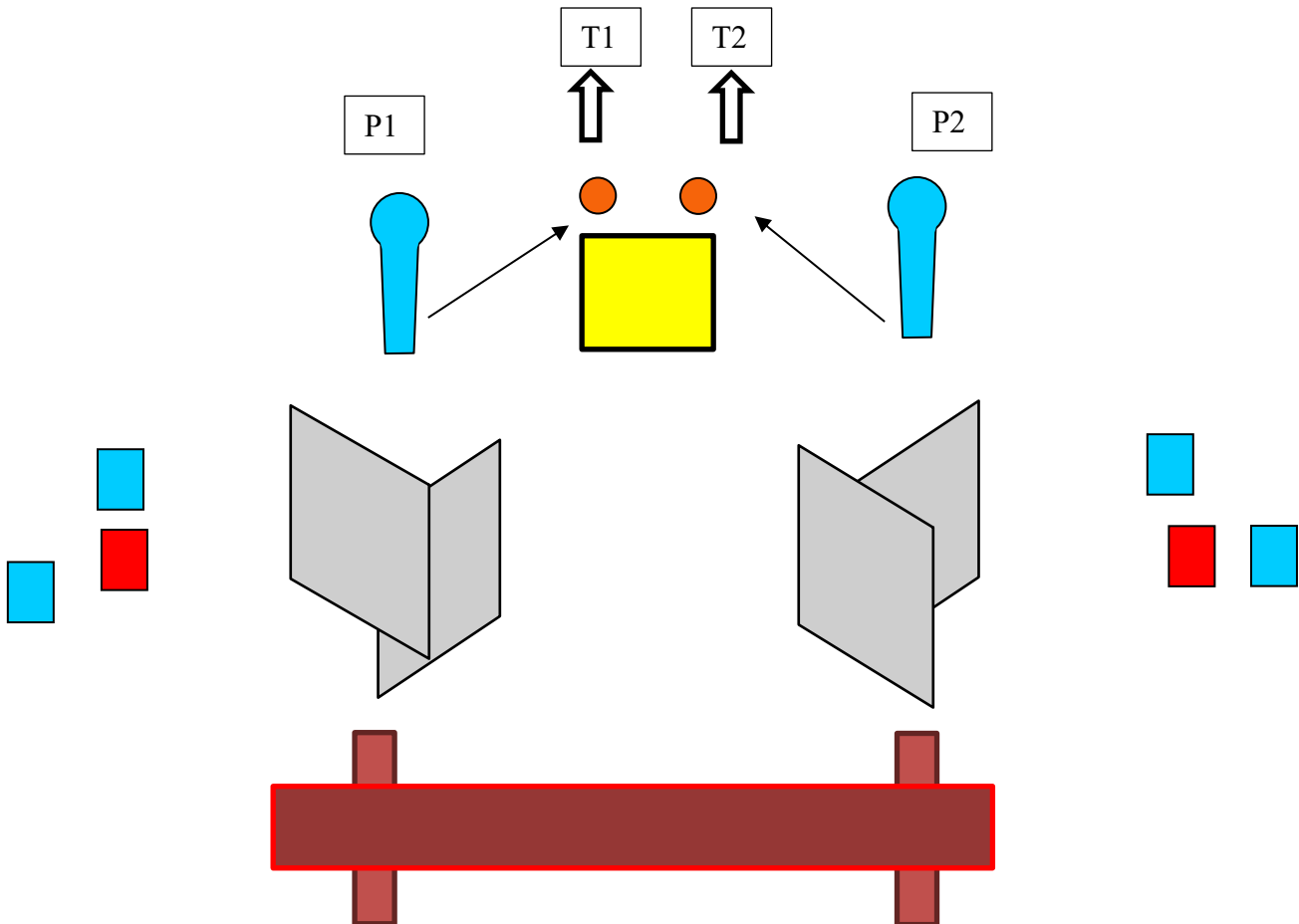
Targets:	6 IPSC plates, 2 Frangible targets,
Minimum number of rounds:	8
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets.

Stage 5 – Range 9



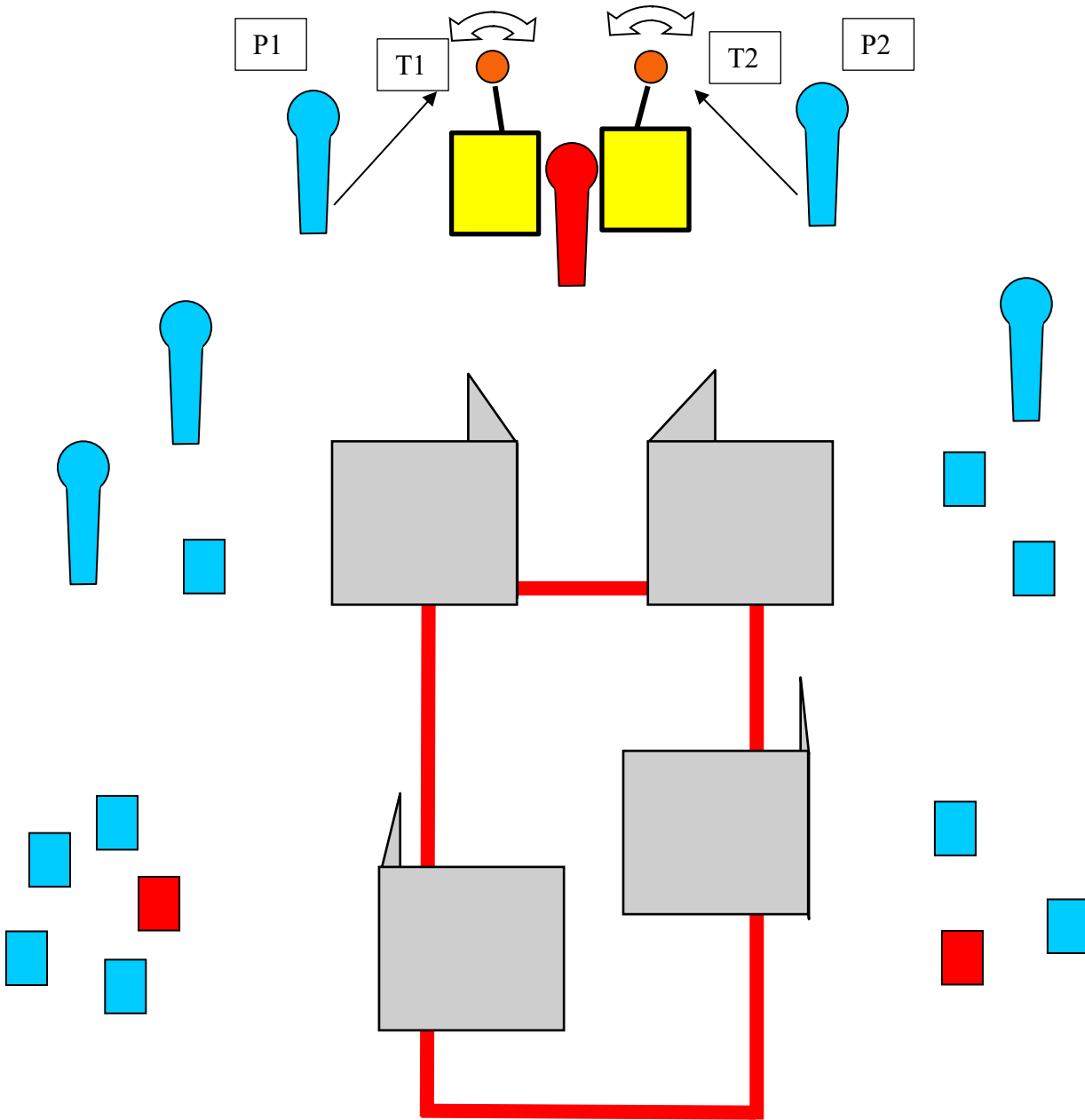
Targets:	10 IPSC plates, 5 IPSC mini poppers, 2 NS
Minimum number of rounds:	15
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets.
.	.

Stage 6 Range 10



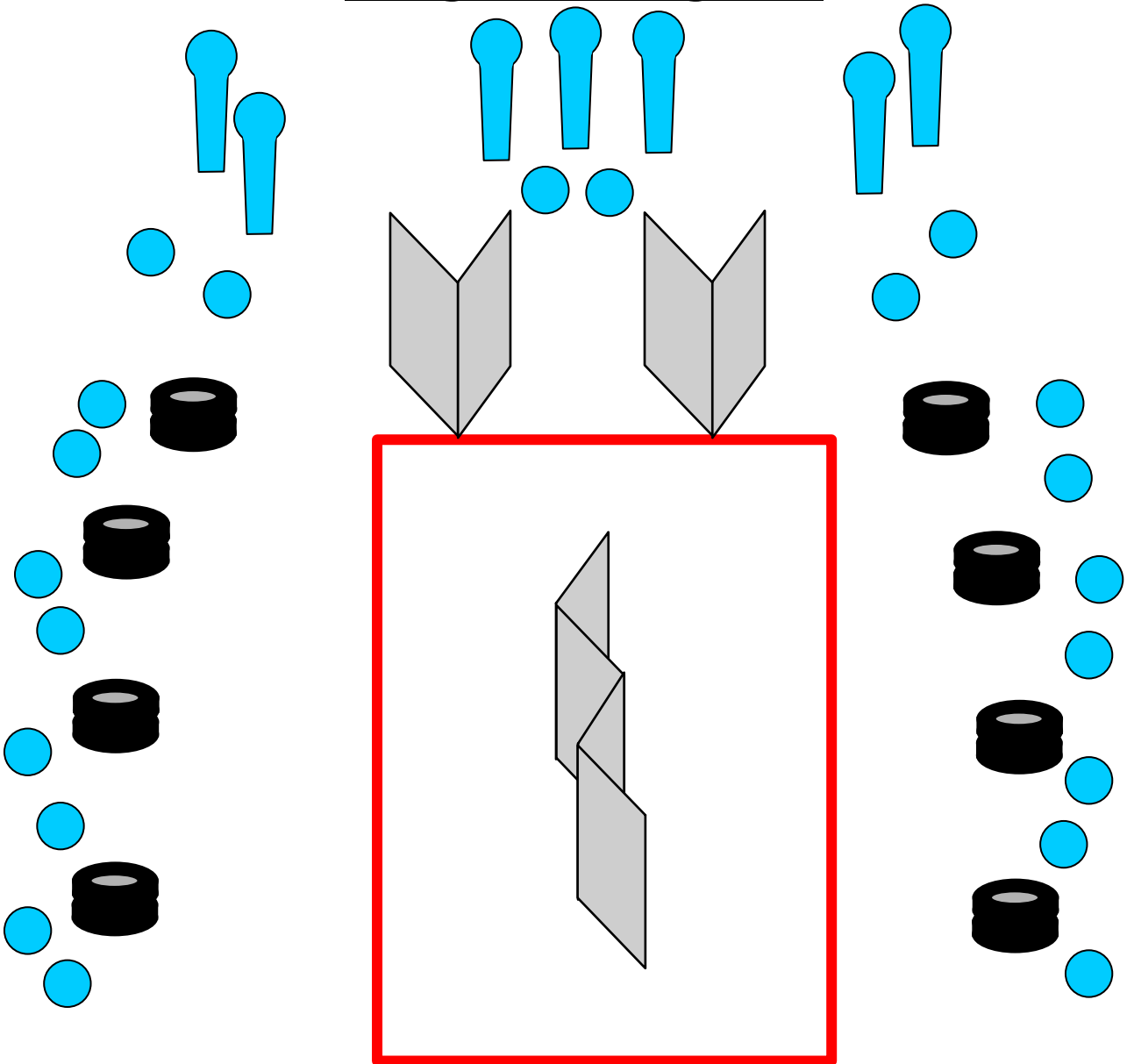
Targets:	4 IPSC plates, 2 IPSC poppers, 2 frangible targets, 2 NS
Minimum number of rounds:	8
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets. Popper P1 or popper P2 activate disappearing frangible targets T1 and T2. Frangible targets are scored 10 points

Stage 7 Range 12



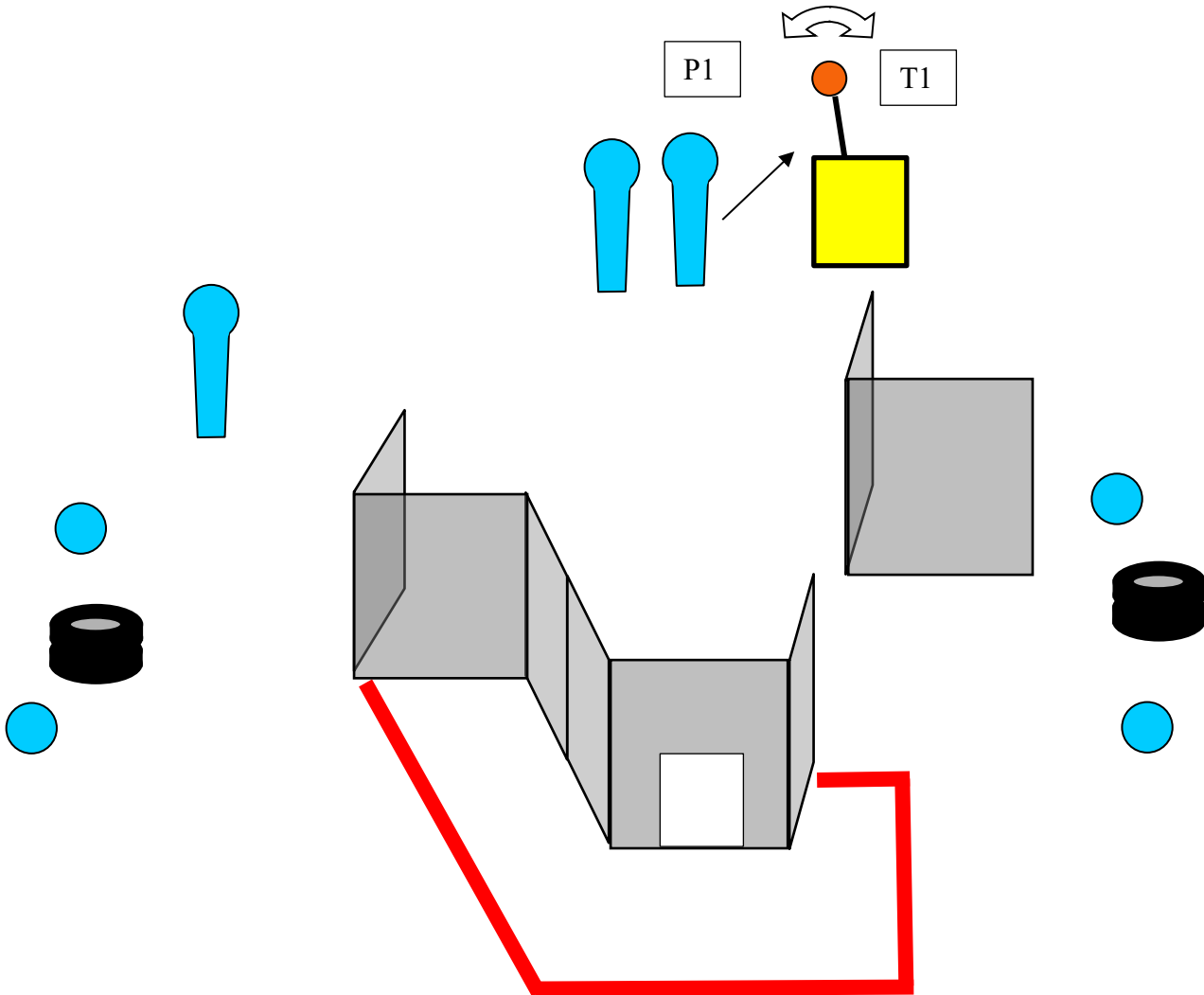
Targets:	9 IPSC plates, 5 IPSC poppers, 2 Frangible targets, 3 NS
Minimum number of rounds:	16
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets. Popper P1 activate frangible target T1 and popper P2 activate frangible target T2, remains visible in the final position

Stage 8 Range 13



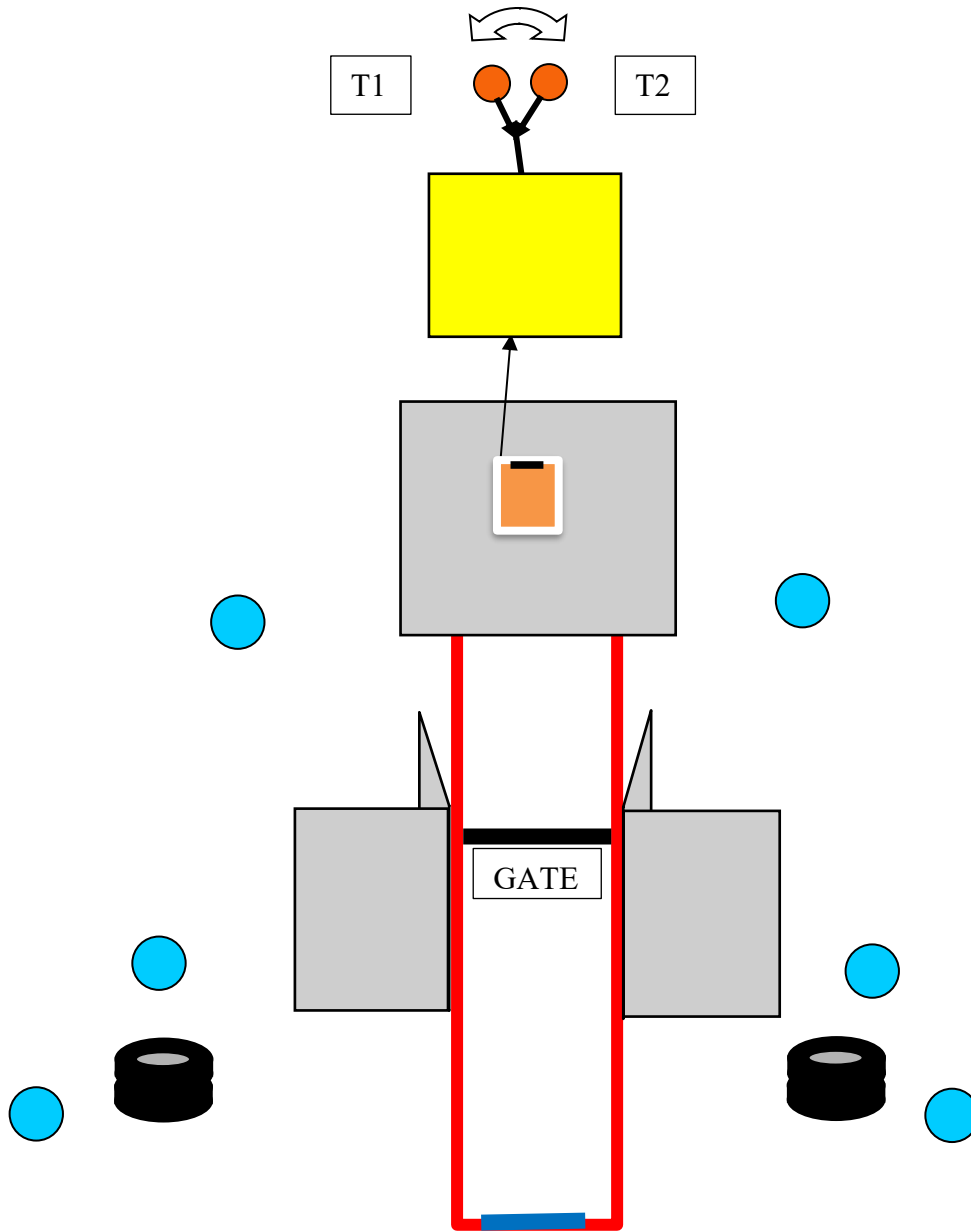
Targets:	21 IPSC plates, 7 IPSC mini poppers
Minimum number of rounds:	28
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets.

Stage 9 Range 14



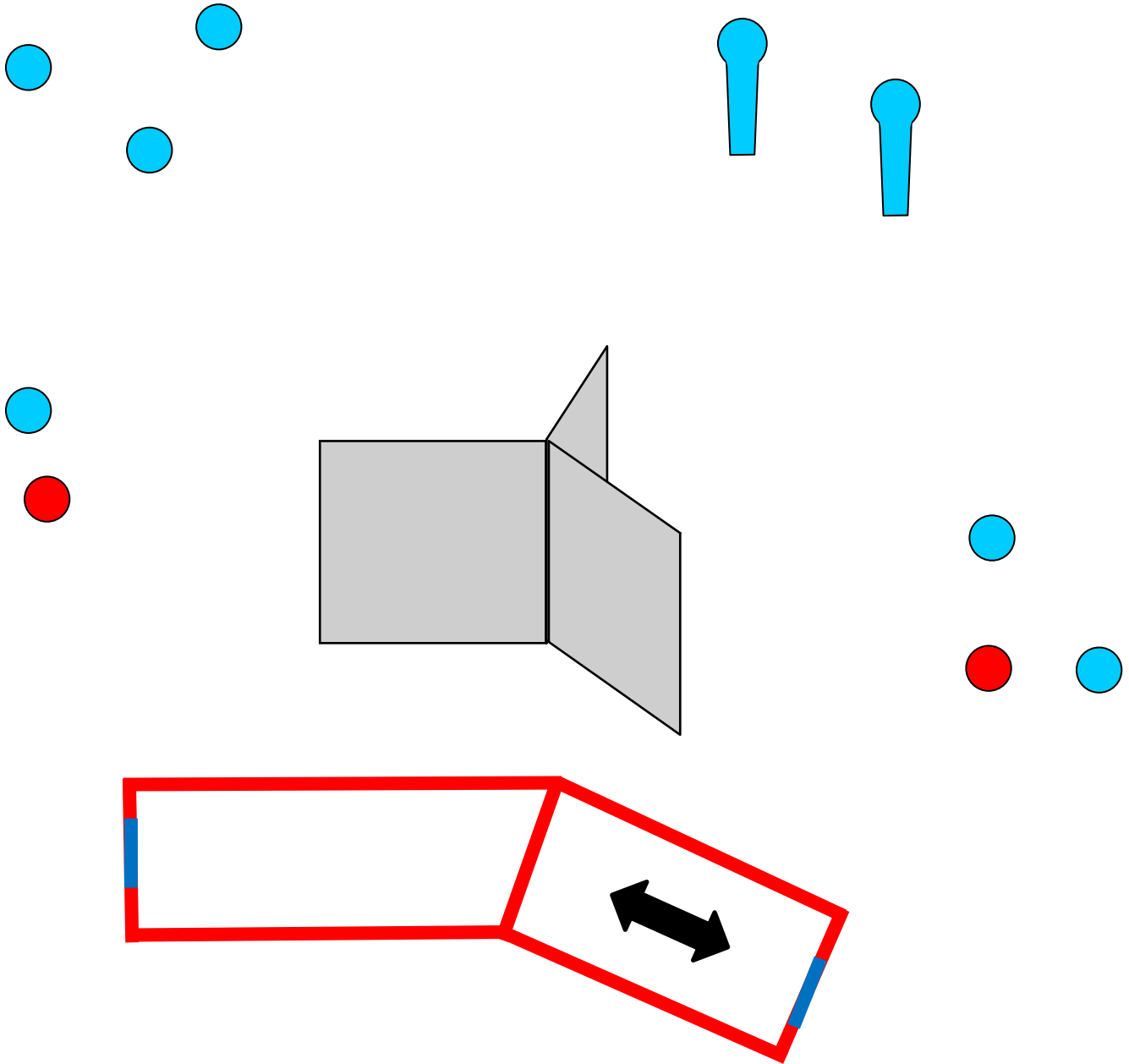
Targets:	4 IPSC plates, 3 IPSC mini poppers, 1 Frangible target
Minimum number of rounds:	8
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets. Popper P1 activate frangible target T1, remains visible in the final position .

Stage 11 Range 18



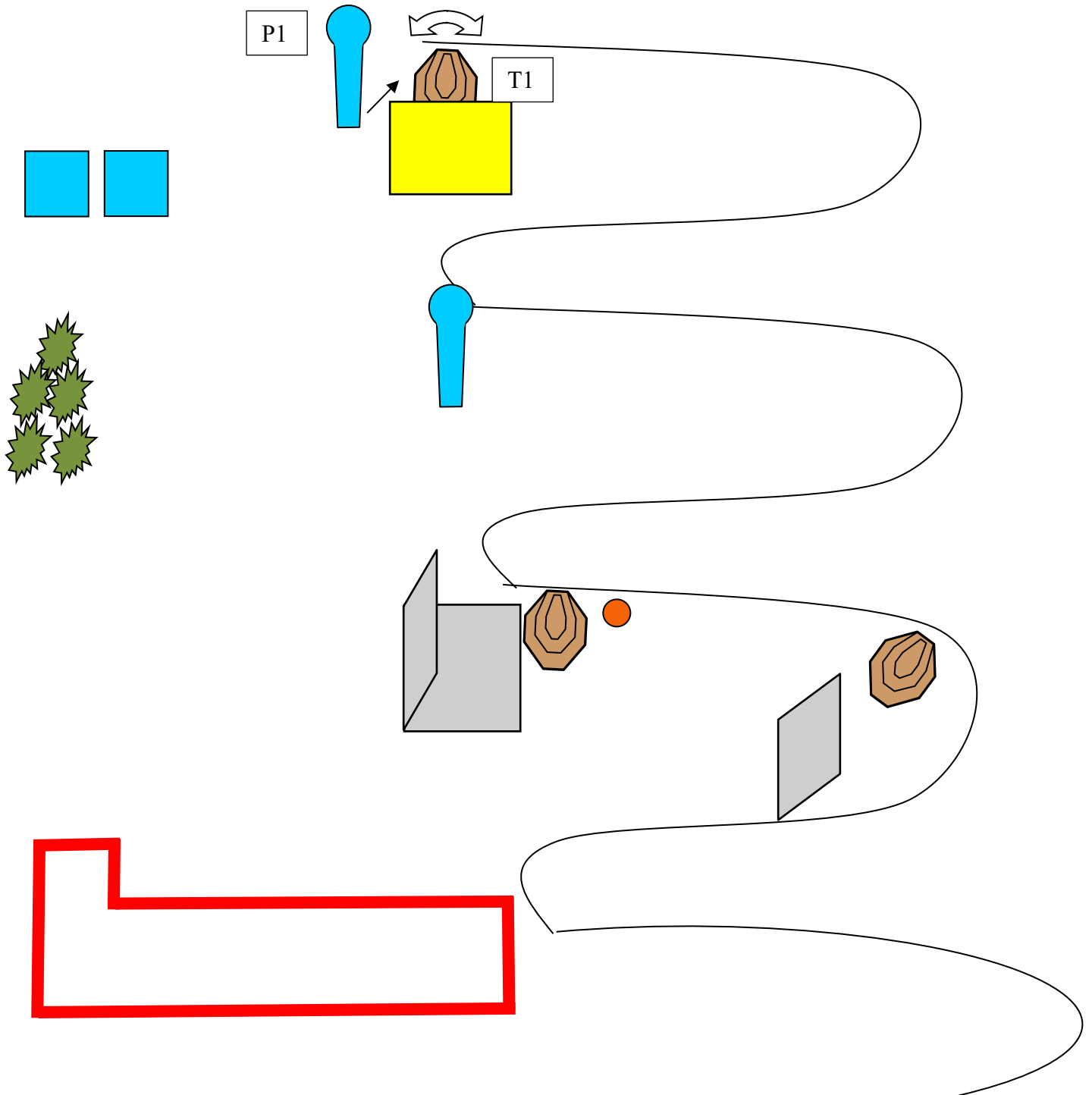
Targets:	6 IPSC plates, 2 Frangible target
Minimum number of rounds:	8
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard, heels touching blue mark.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets. Infrared gate opening window. Window activate moving frangible target T1 and T2, reimals visible in the final position

Stage 12 Range 19



Targets:	6 IPSC plates, 2 IPSC poppers, 2NS
Minimum number of rounds:	8
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard, one foot touching blue mark left or right.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets.

Stage 13 Range 20-22



Targets:	3 IPSC targets, 2 IPSC plates, 2 IPSC poppers, 1 Frangible target
Minimum number of rounds:	8
Ammunition type:	Slug
Number of scoring hits for paper targets:	One hit on the target is scored
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in stock touching at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets. Popper P1 activate moving target T1, reimans visibile in the final position.