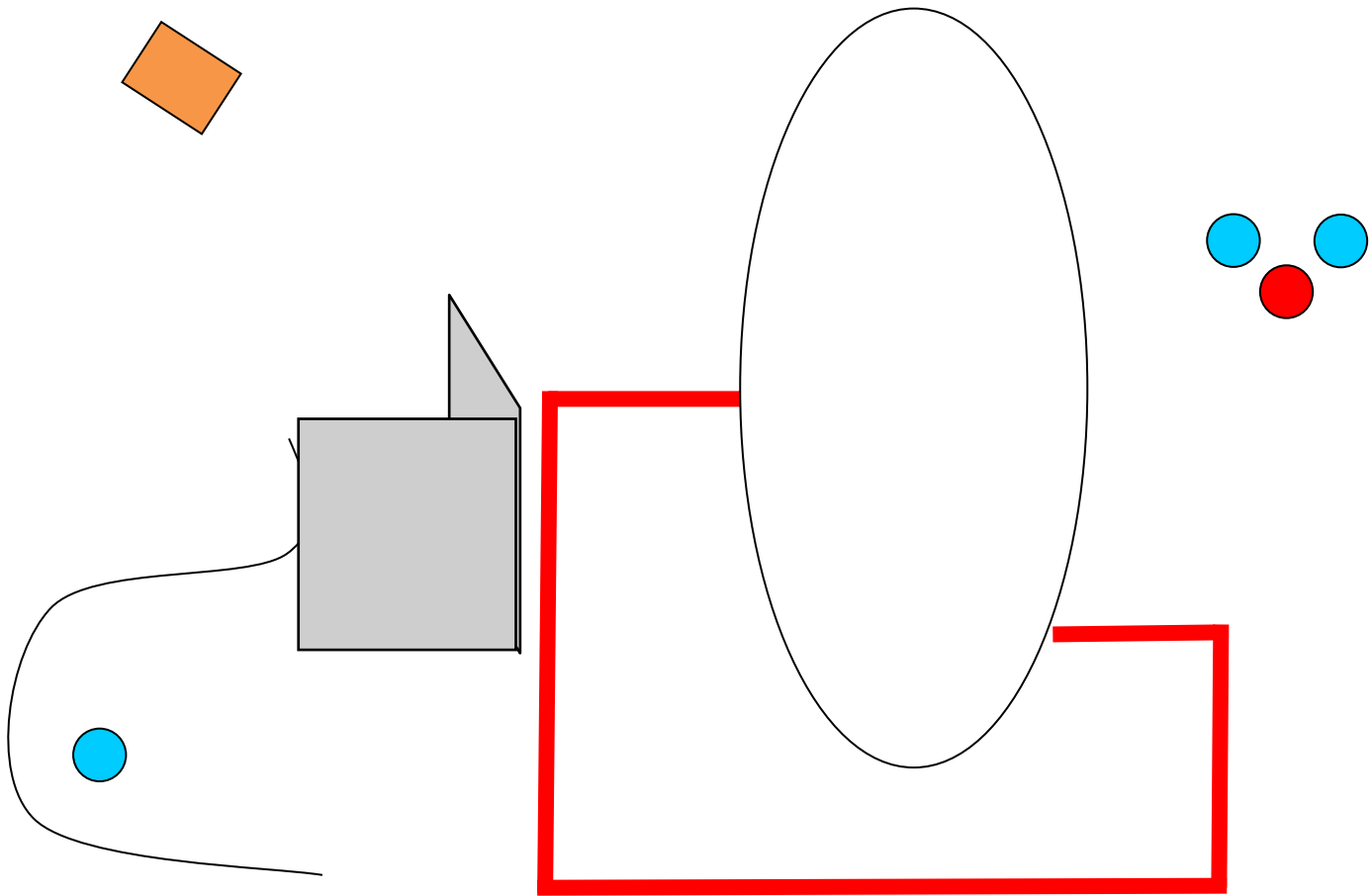
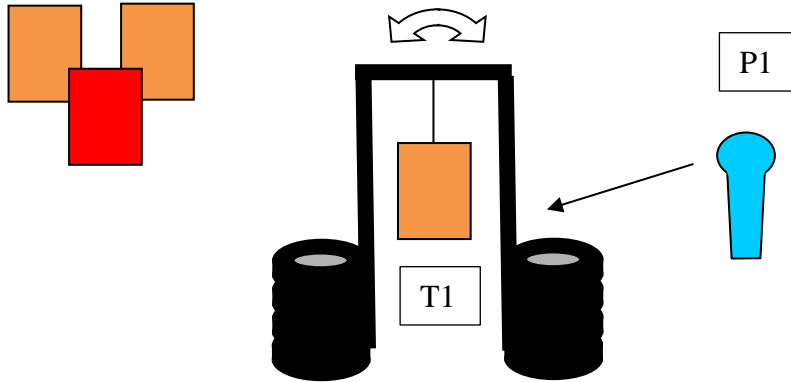
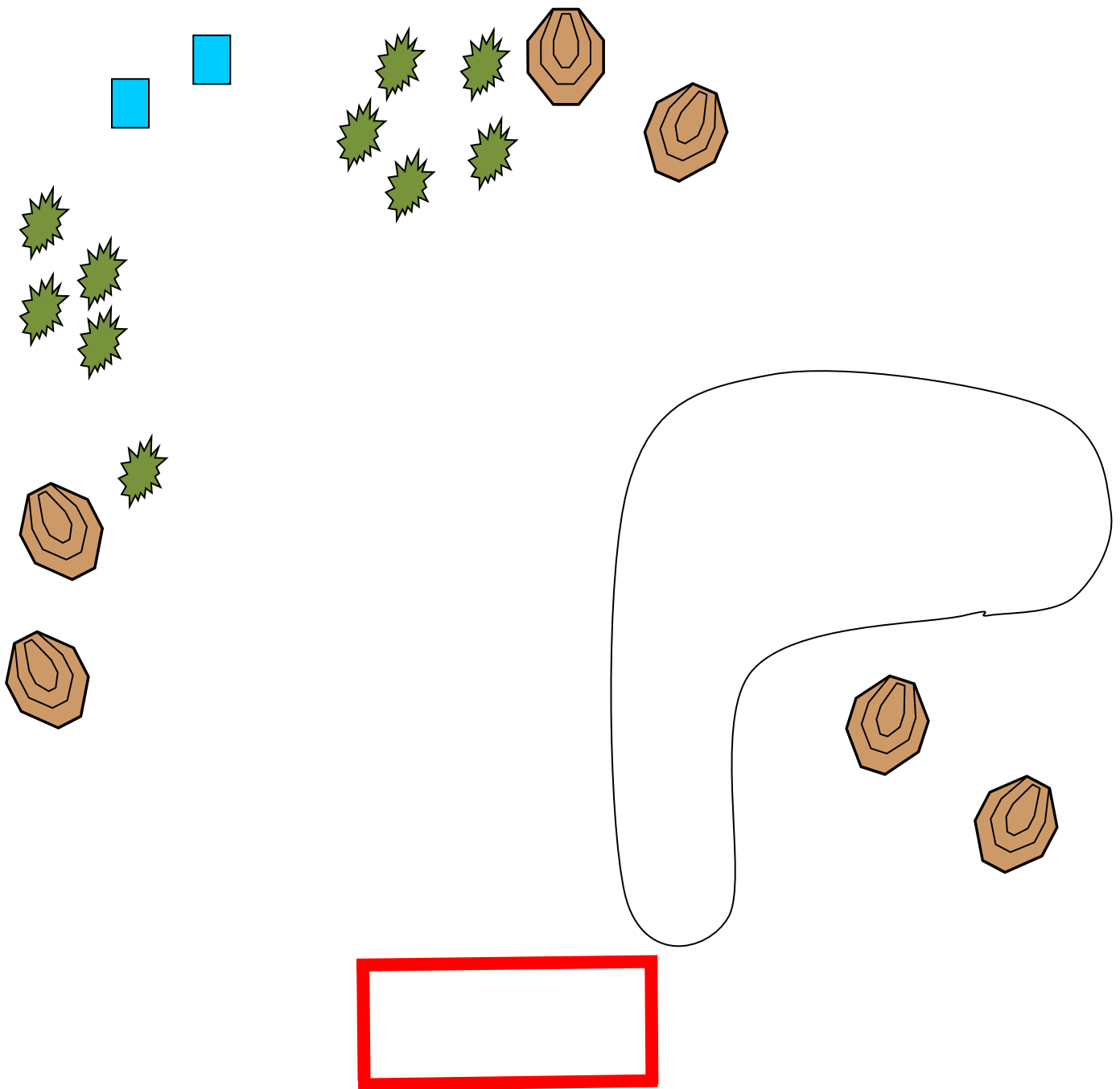


Stage 1 – Range 2



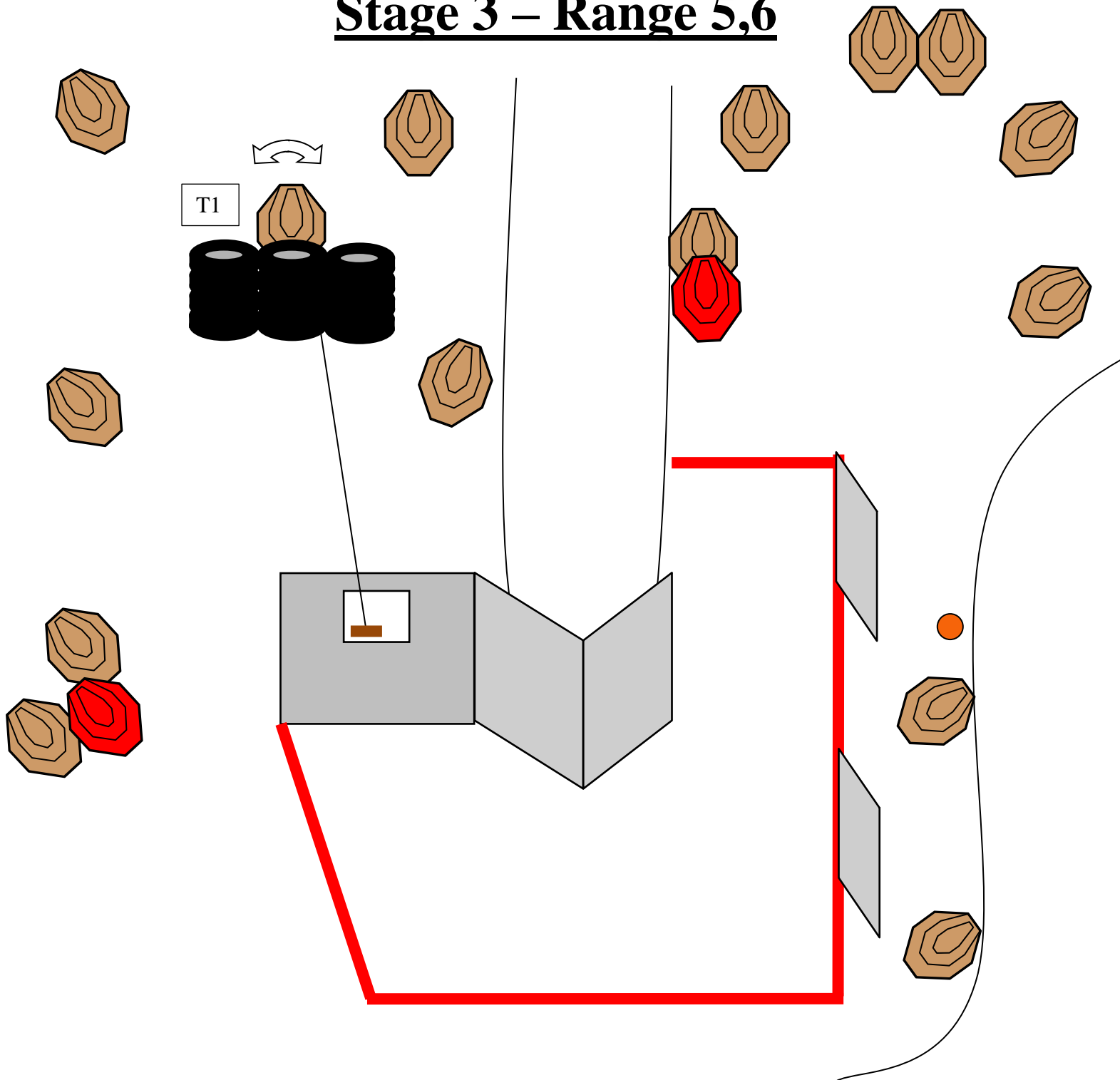
Targets:	4 IPSC A4 targets, 3 IPSC plates, 1 IPSC popper 2 NS
Minimum number of rounds:	8 (12 hits)
Ammunition type:	Buckshot (9 Pellet Maximum)
Number of scoring hits for paper targets:	Two hits on the target is scored
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere 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. Popper P1 activate moving target T1, remains visible in the final position.

Stage 2 Range 3



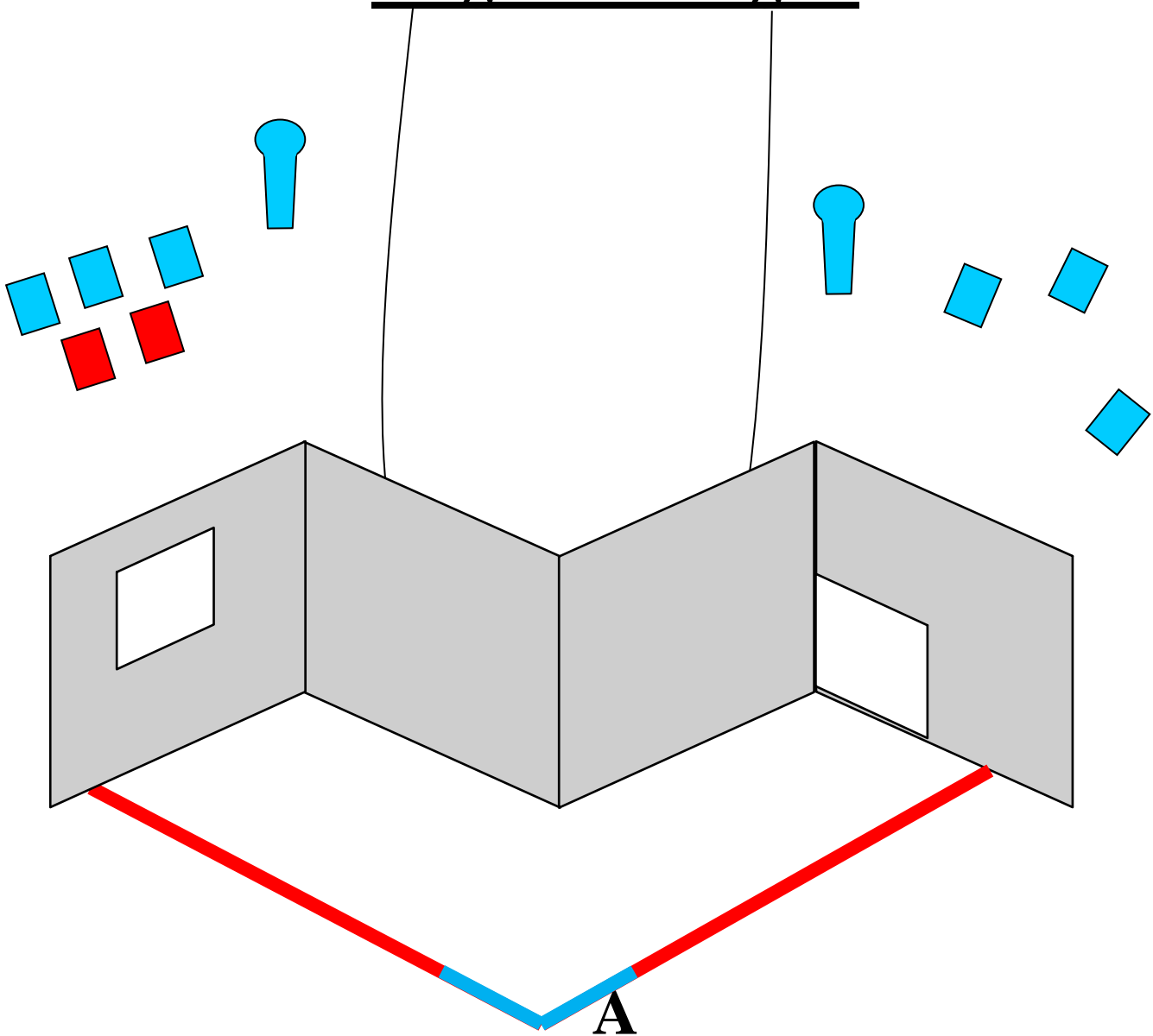
Targets:	6 IPSC targets, 2 IPSC plates (distance metal plates 45m)
Minimum number of rounds:	8
Number of scoring hits for paper targets:	One hit on the target is scored
Ammunition type:	Slug
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the 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 3 – Range 5,6



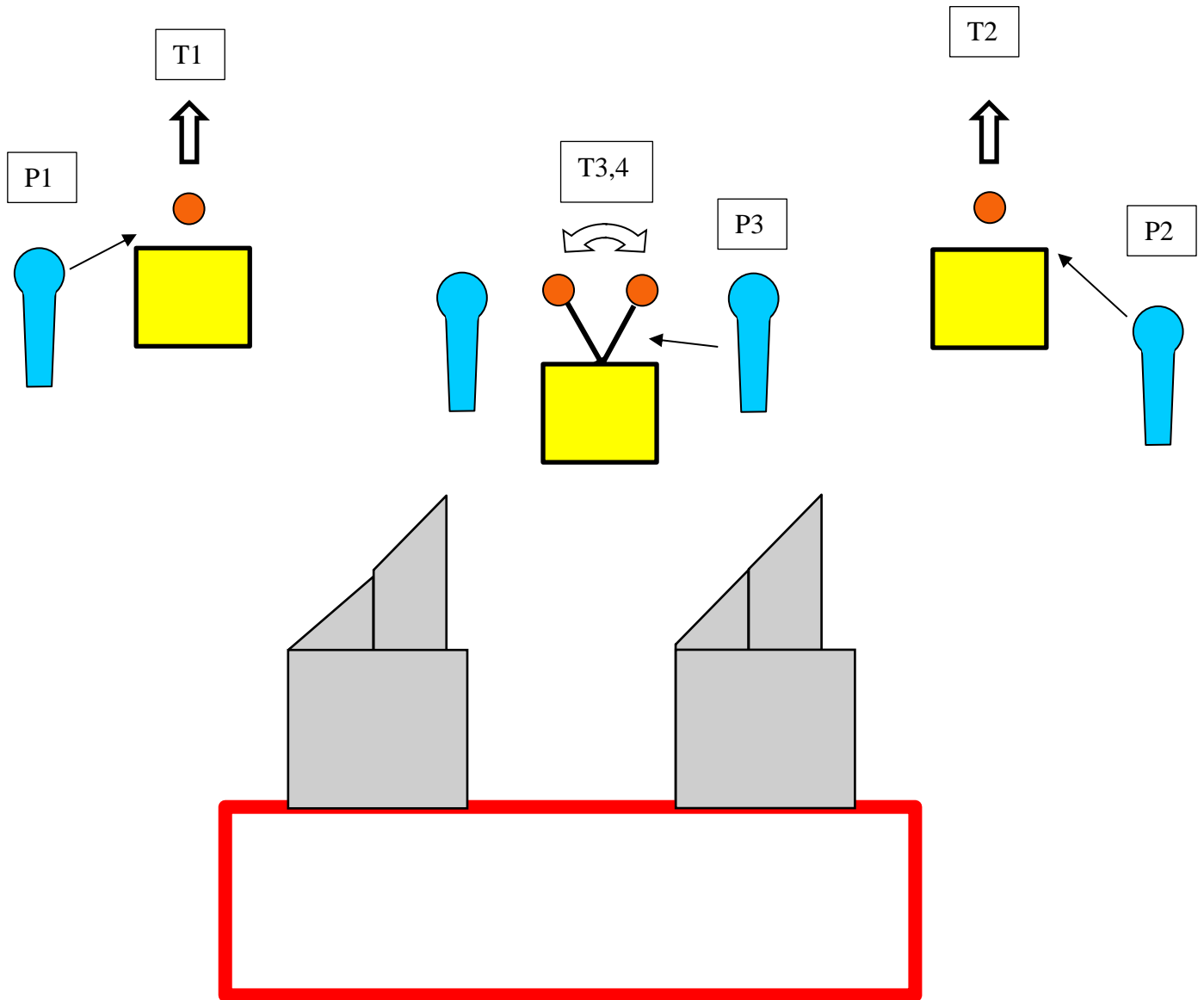
Targets:	15 IPSC targets, 1 Frangible target, 2 NS
Minimum number of rounds:	16
Ammunition type:	Slug
Number of scoring hits for paper targets:	One hit on the target is scored
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition 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. Rope activate moving target T1, remains visible at rest.

Stage 4 – Range 7



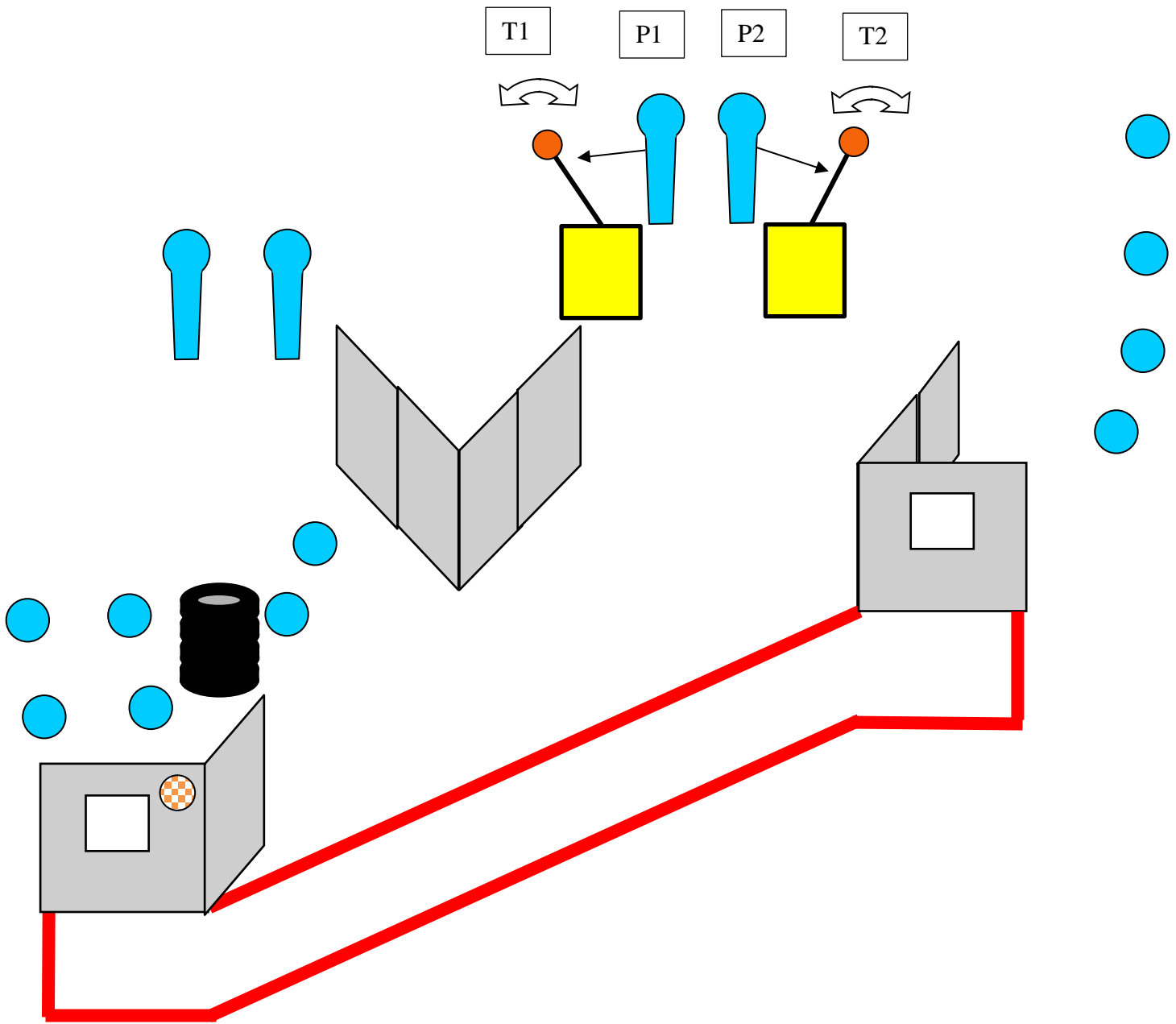
Targets:	6 IPSC plates, 2 IPSC poppers, 2 NS
Minimum number of rounds:	8
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 2), magazine filled and fitted, chamber(s) empty and the action closed
Start position:	Standing in point A, the heels touch the blue line, erect with the shotgun 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



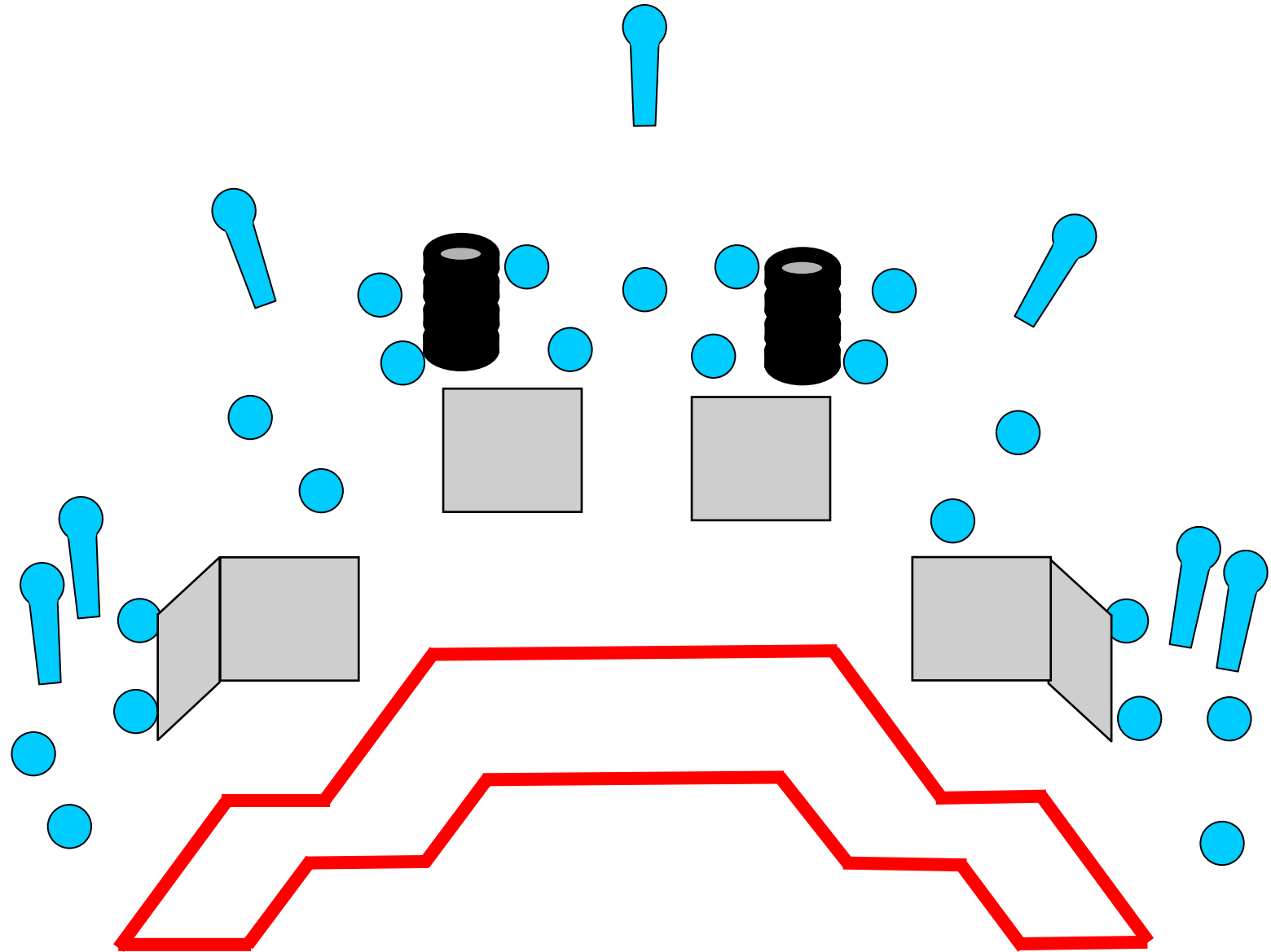
Targets:	4 IPSC poppers, 4 frangible targets,
Minimum number of rounds:	8
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets. Popper P1 and popper P2 activate disappearing frangible targets T1 and T2. Popper P3 activate frangible targets T3 and T4, which remain visible at rest

Stage 7 Range 12



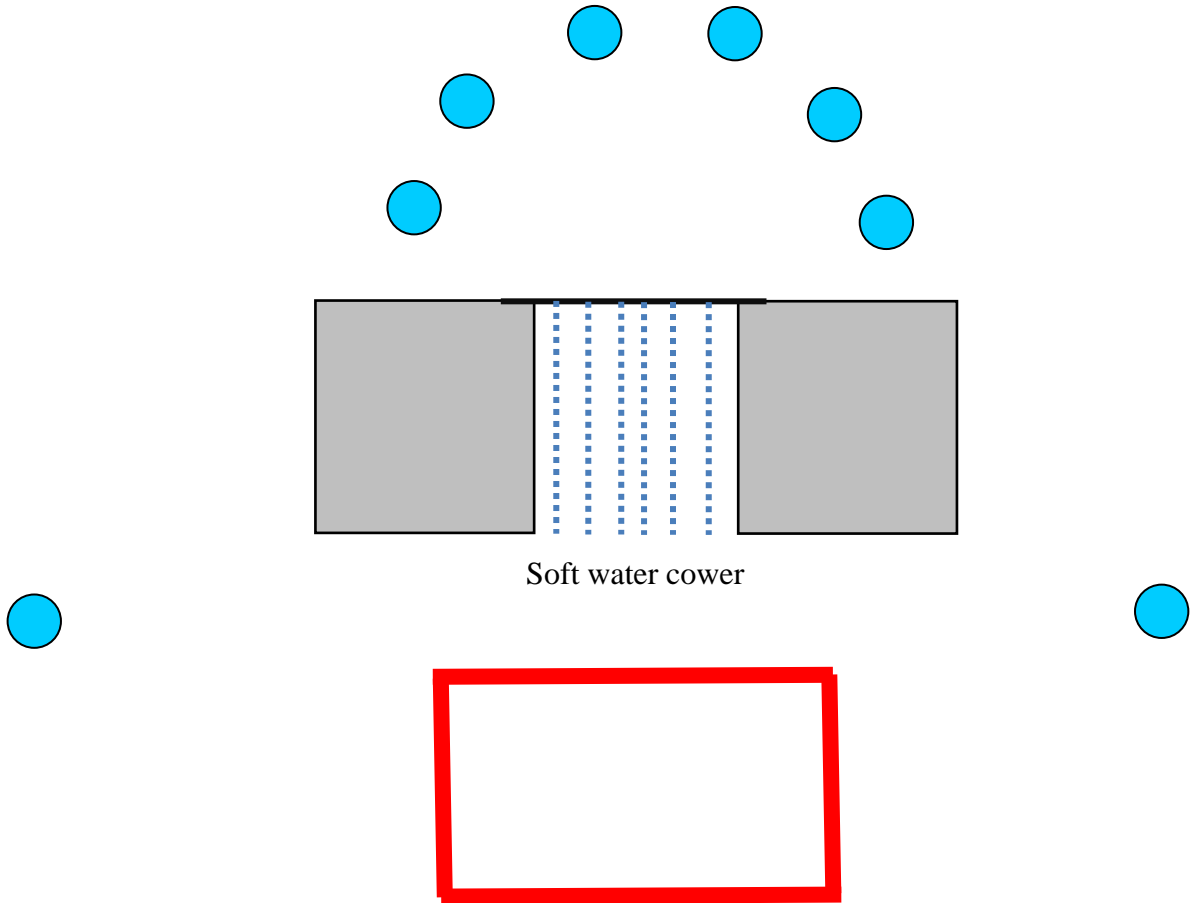
Targets:	10 IPSC plates, 4 IPSC poppers, 2 Frangible targets,
Minimum number of rounds:	16
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Time starts:	Light signal
Procedure:	On the start signal, engage all targets. Popper P1 activate frangible target T1 and popper P2 activate frangible target T2, which remain visible at rest.

Stage 8 Range 13



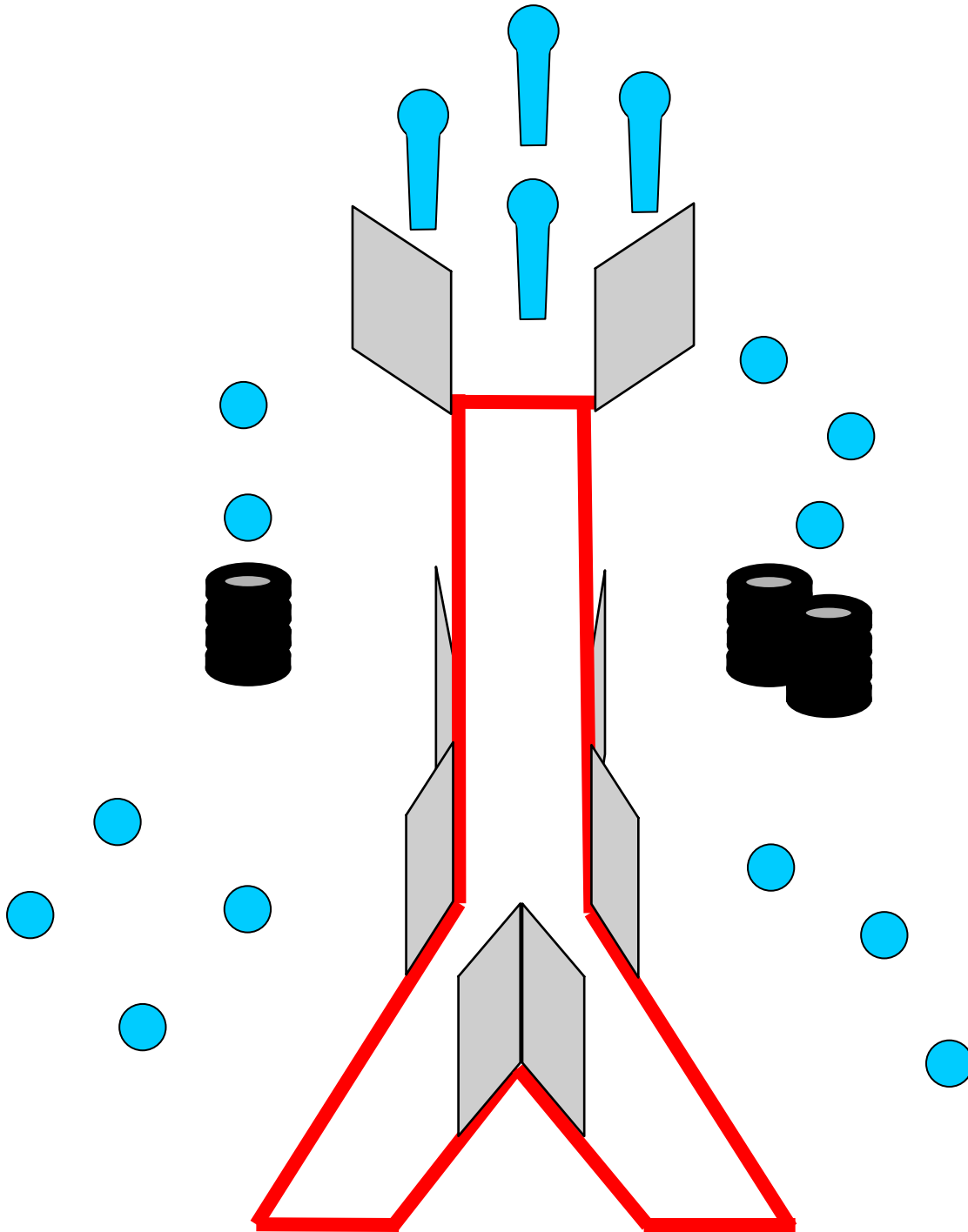
Targets:	21 IPSC plates, 7 IPSC mini poppers
Minimum number of rounds:	28
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, 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



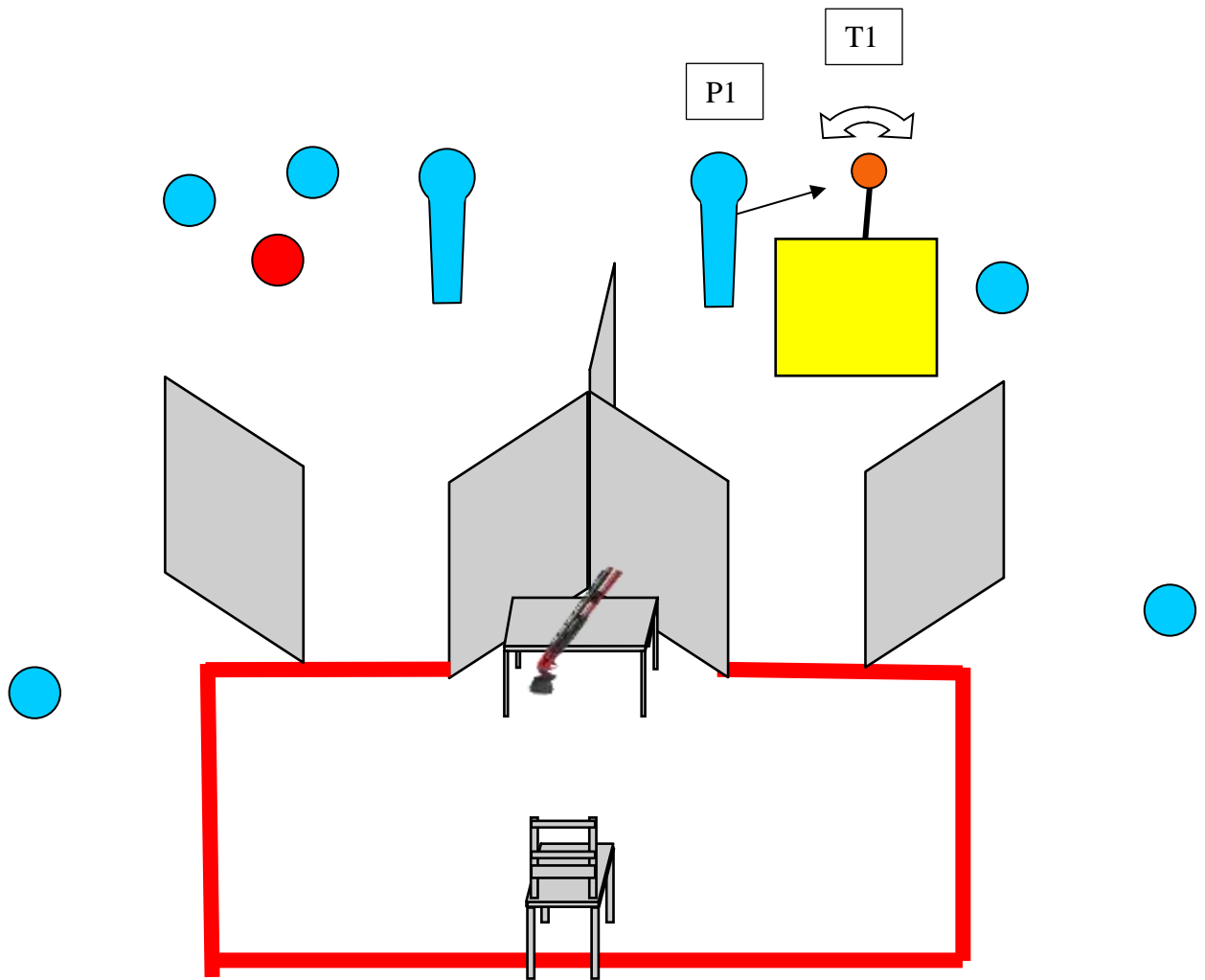
Targets:	8 IPSC plates,
Minimum number of rounds:	8
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange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

Stage 10 Range 17



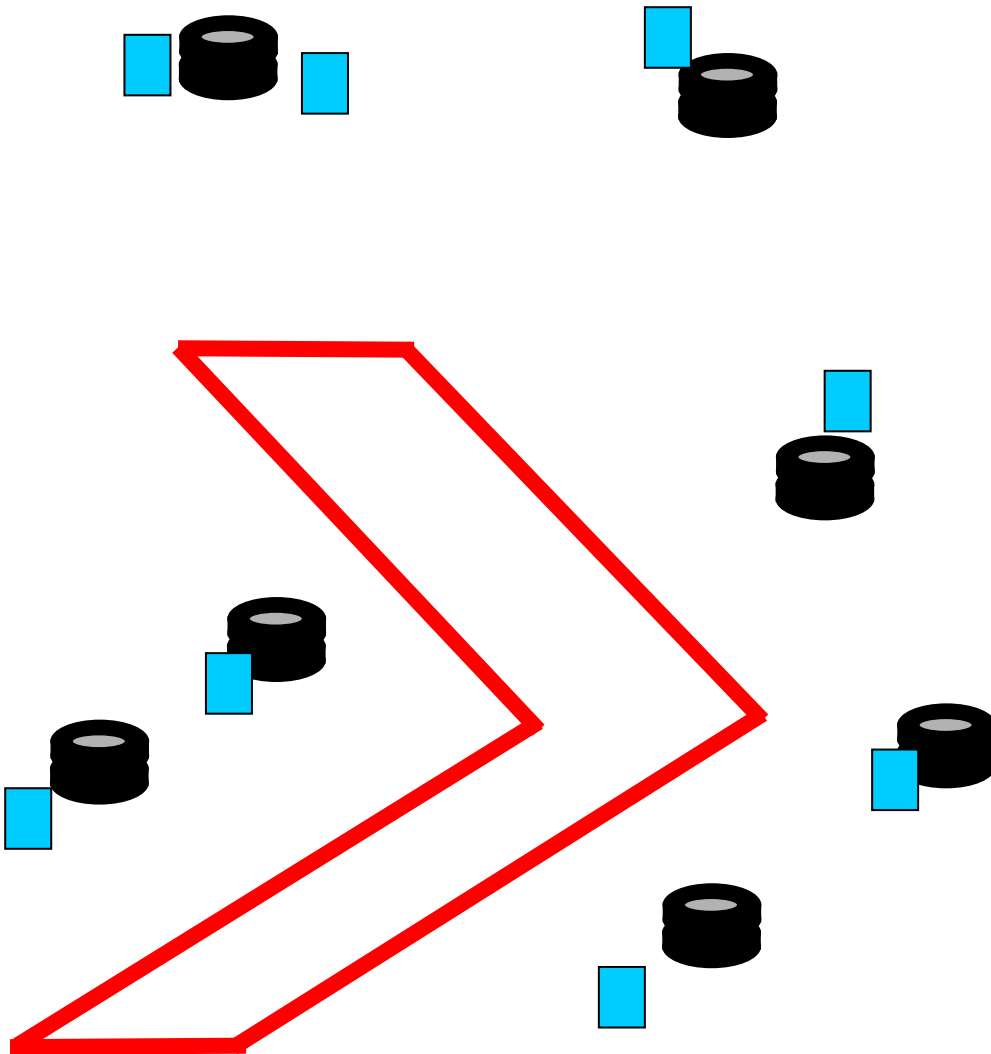
Targets:	12 IPSC plates, 4 IPSC poppers,
Minimum number of rounds:	16
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard the toes touching blue mark.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets.

Stage 11 Range 18



Targets:	5 IPSC plates, 1 Frangible target, 2 IPSC poppers, 1NS
Minimum number of rounds:	8
Ammunition type:	Birdshot
The shotgun ready condition:	The shotgun is on the table unloaded (Option 3)
Start position:	Sitting on chair,. Hands are on knees
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets. IPSC popper P1 activate moving frangible target T1, remains visible at rest

Stage 12 Range 19



Targets:	8 IPSC plates,
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
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets

