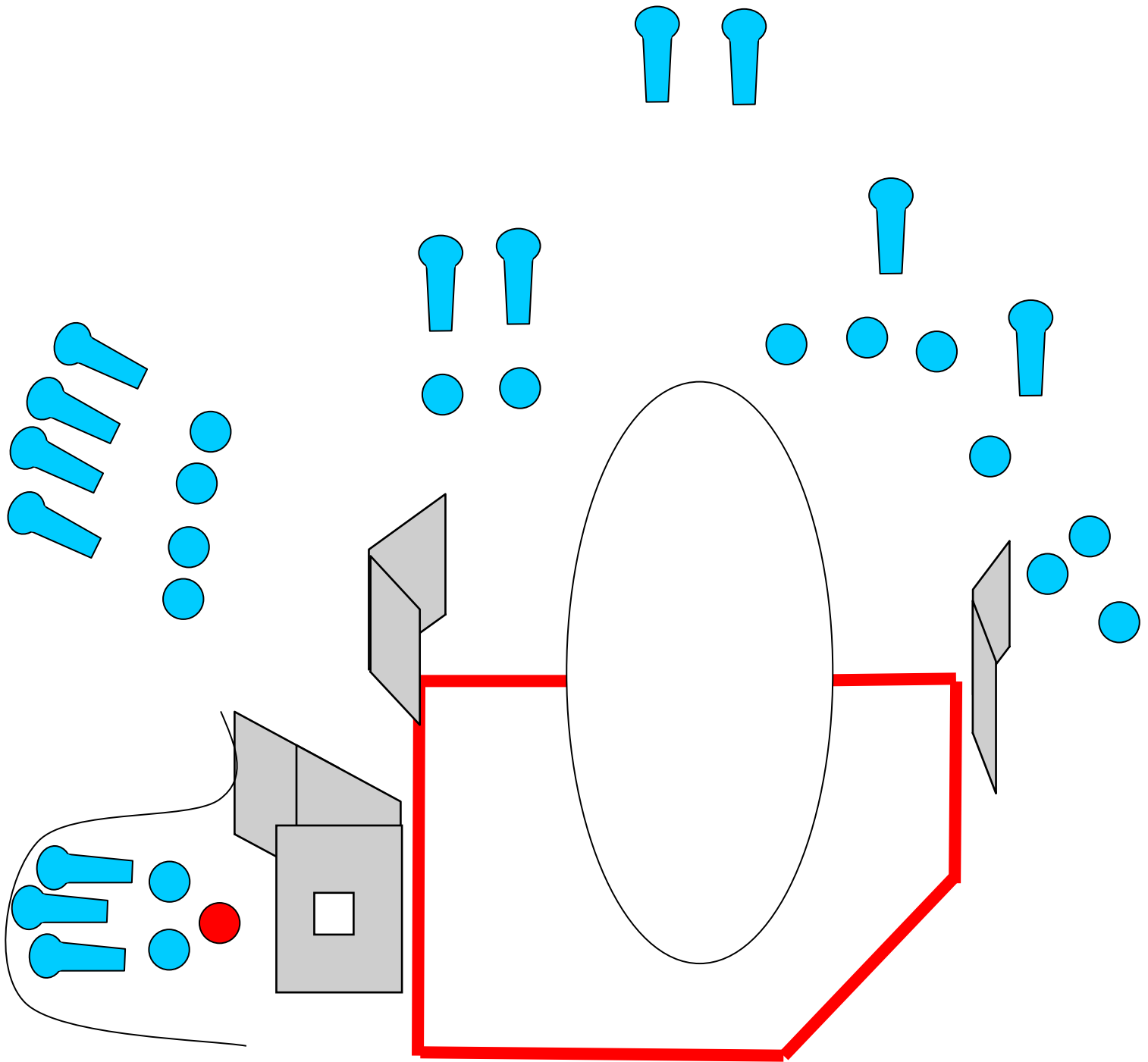
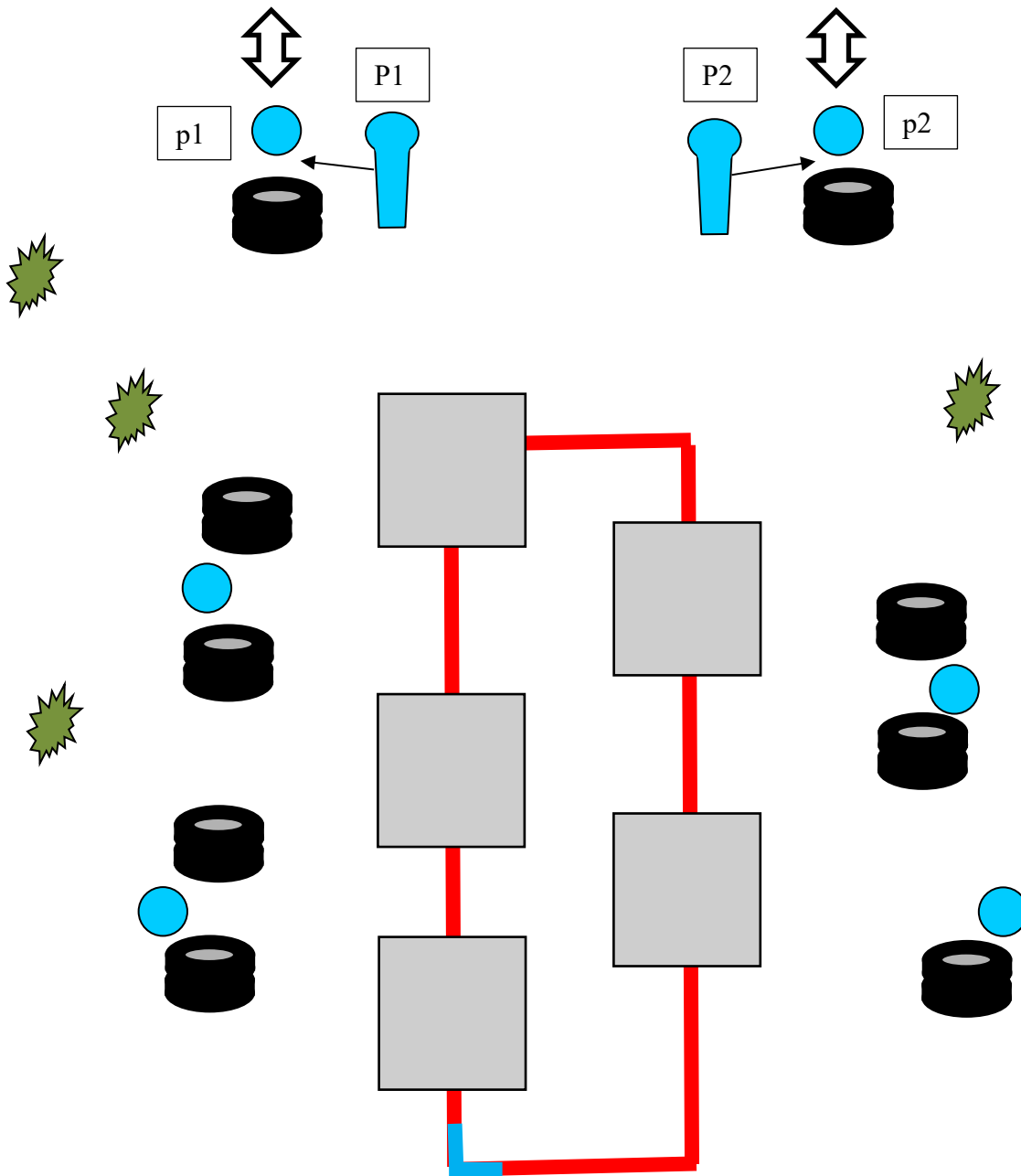


Stage 1 – Range 2



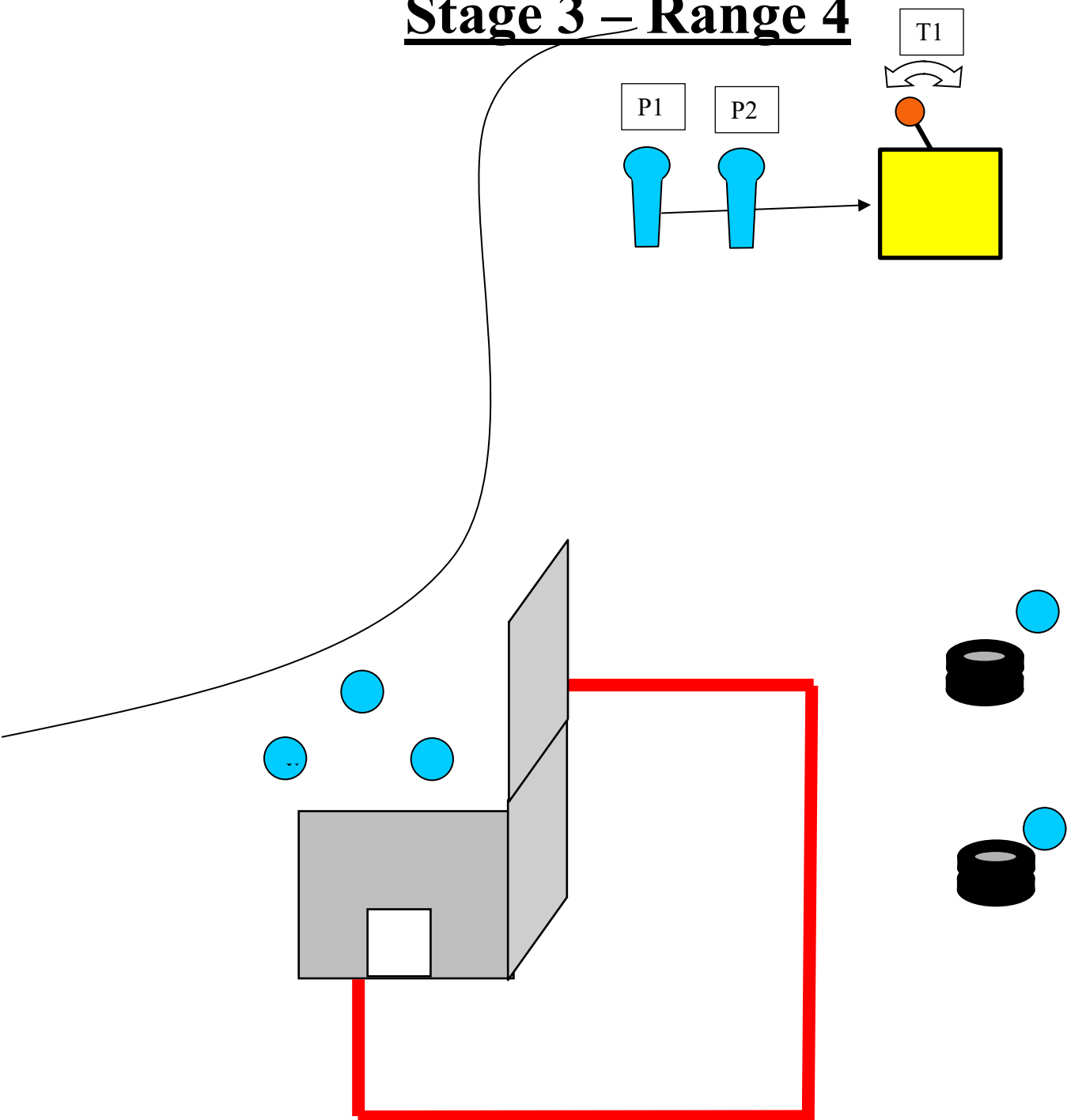
Targets:	15 IPSC plates, 13 IPSC mini poppers
Minimum number of rounds:	28
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets.

Stage 2 Range 3



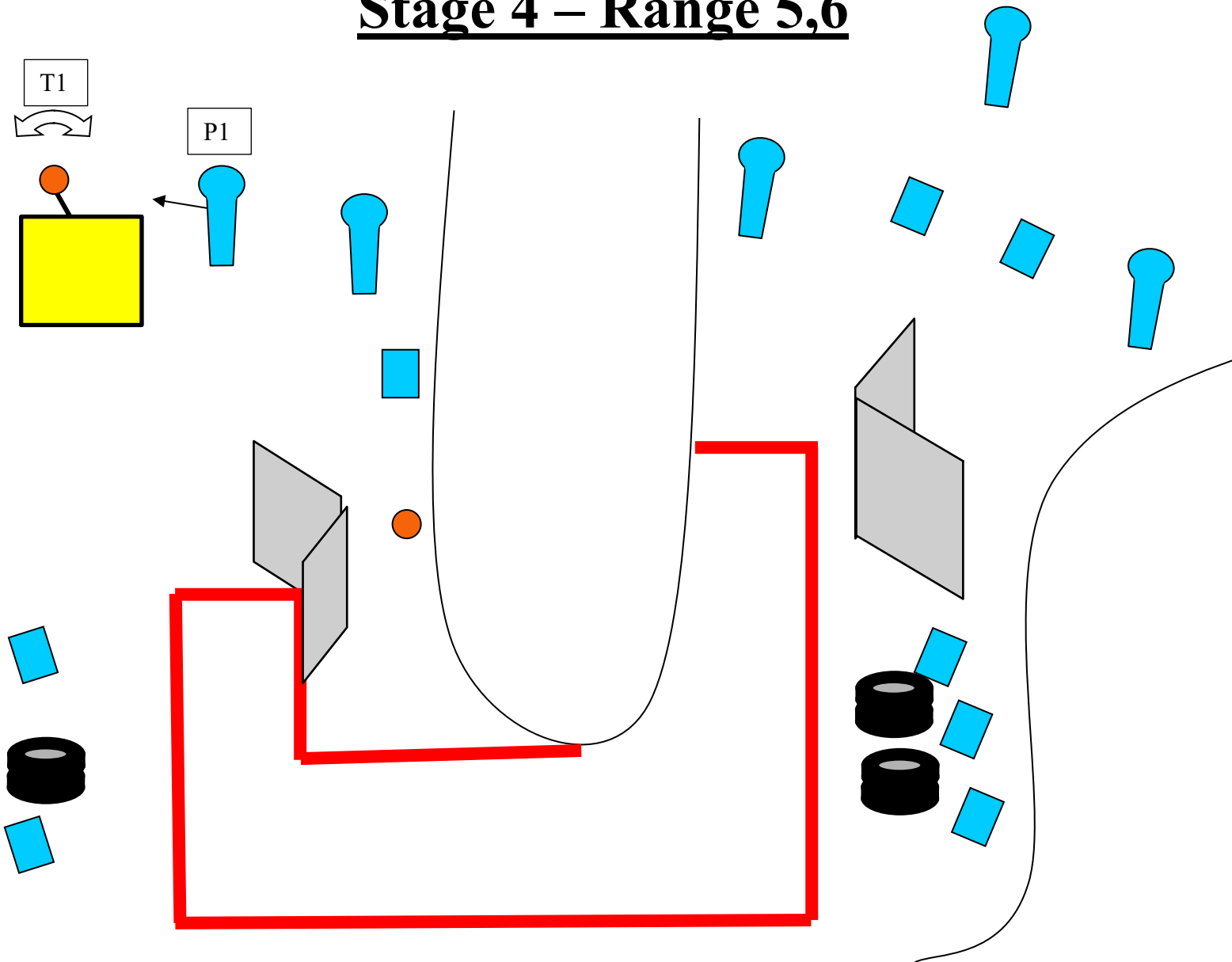
Targets:	6 IPSC plates, 2 IPSC mini poppers
Minimum number of rounds:	8
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard, one foot touching blue mark.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets. Popper P1 activate plate 1, Popper P2 activate plate 2, remain visible at rest.

Stage 3 – Range 4



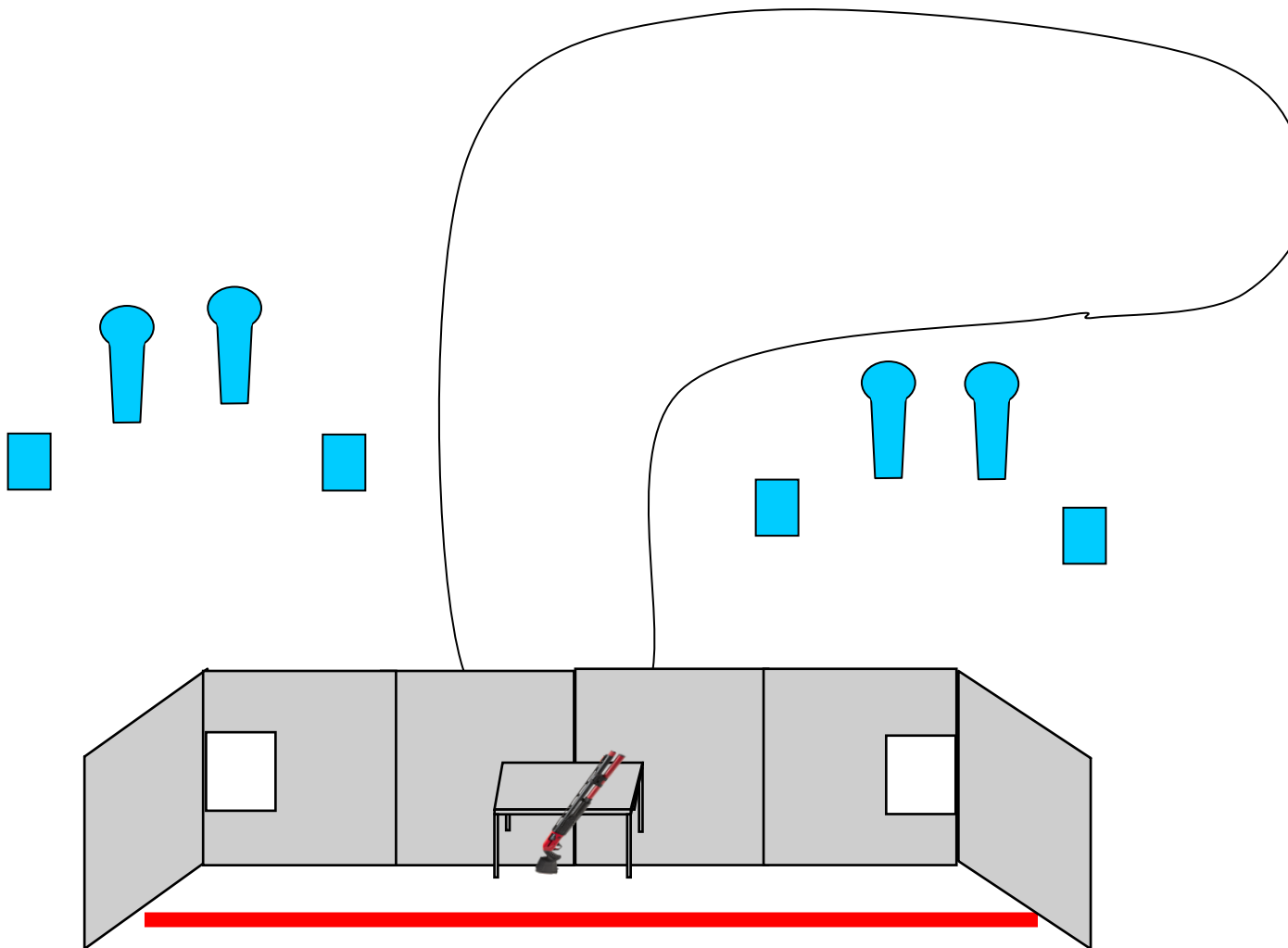
Targets:	5 IPSC plates, 2 IPSC poppers, 1 Frangible target
Minimum number of rounds:	8
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard 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 or Popper 2 activate moving target T1, remains visible at rest.

Stage 4 – Range 5,6



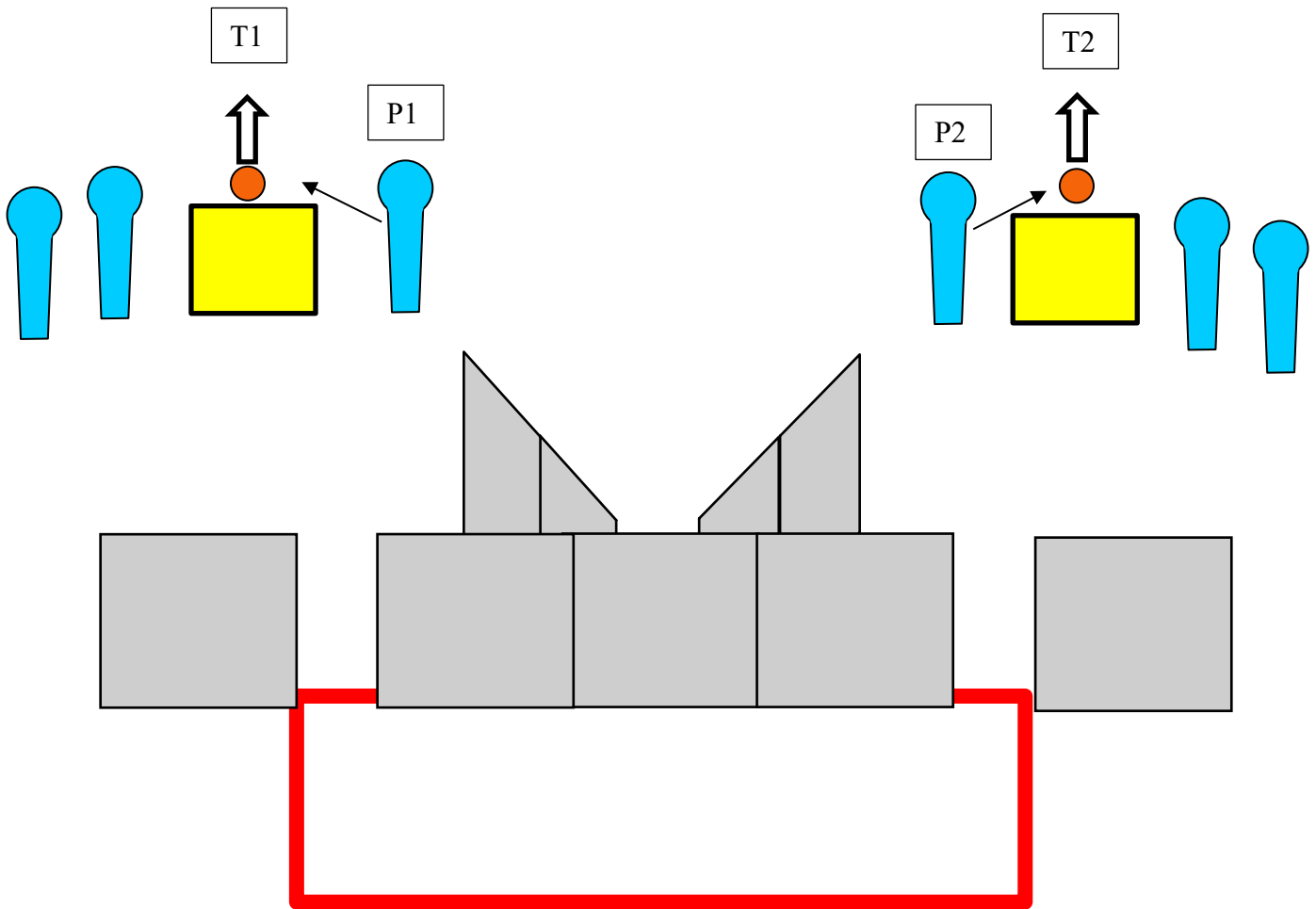
Targets:	8 IPSC plates, 5 IPSC mini poppers, 2 Frangible targets,
Minimum number of rounds:	15
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger 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. Popper P1 activate moving target T1, remains visible at rest.

Stage 5 – Range 9



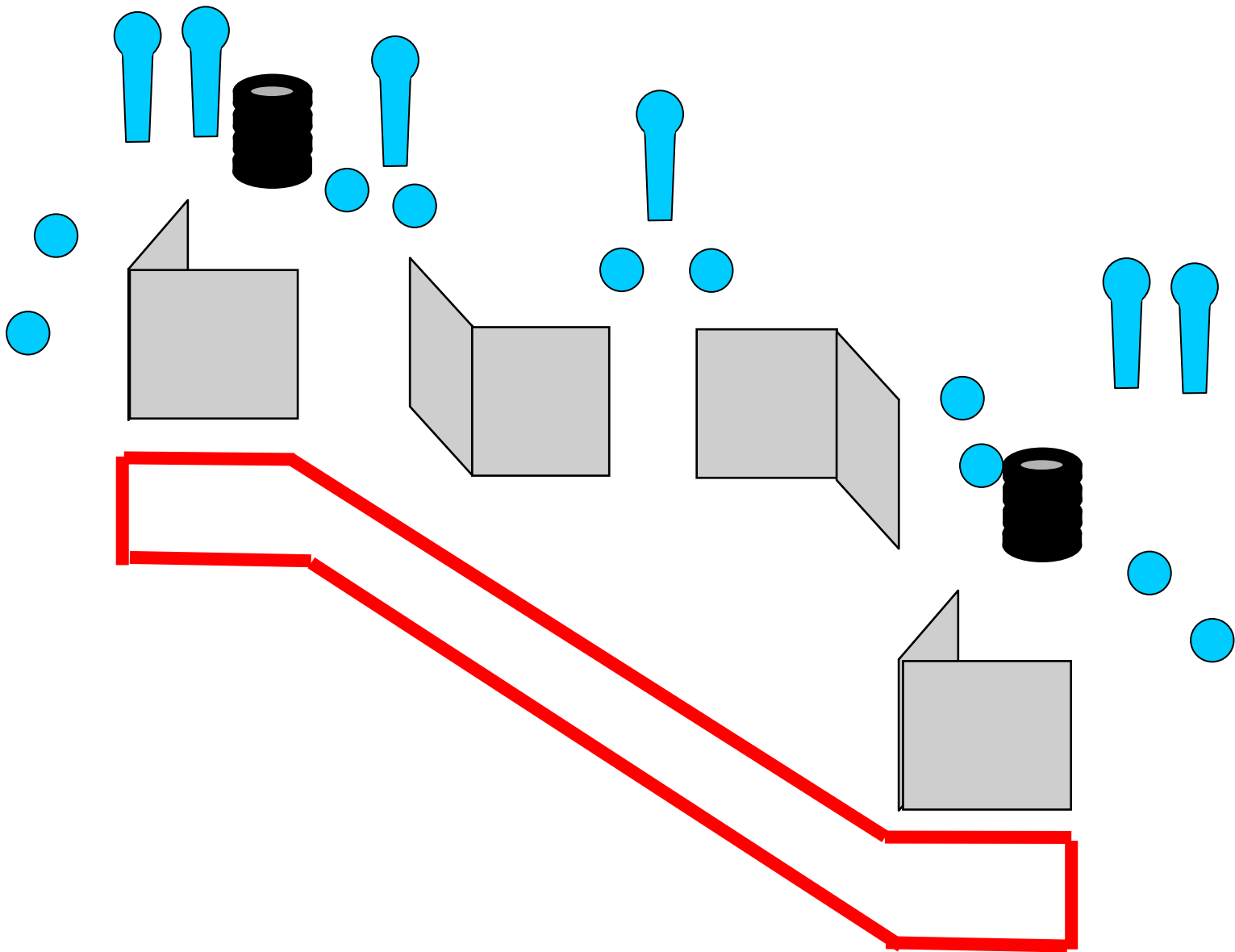
Targets:	4 IPSC plates, 4 IPSC mini poppers
Minimum number of rounds:	8
Ammunition type:	Birdshot
The shotgun ready condition:	Unloaded (Option 3)
Start position:	Standing anywhere erect, shotgun on the table.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets.

Stage 6 Range 10



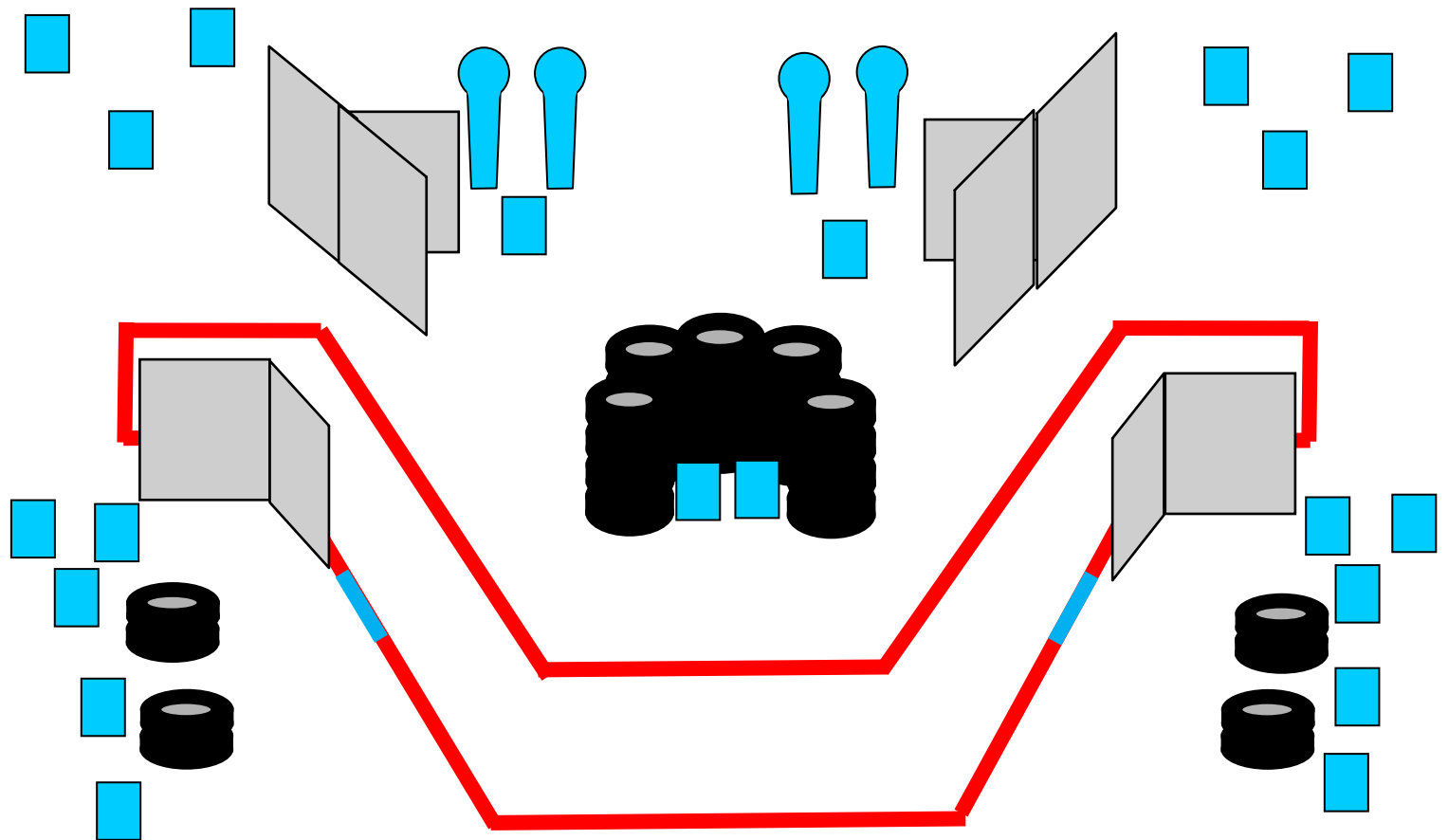
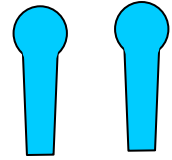
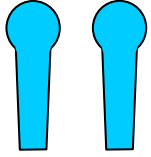
Targets:	6 IPSC poppers, 2 frangible targets
Minimum number of rounds:	8
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets. Popper P1 activate disappearing frangible targets T1 and popper P2 activate disappearing frangible targets T2. Frangible targets are scored 10 points

Stage 7 Range 12



Targets:	10 IPSC plates, 6 IPSC poppers
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.

Stage 8 Range 13



Targets:

20 IPSC plates, 8 IPSC mini poppers

Minimum number of rounds:

28

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 on the left or right side.

Time starts:

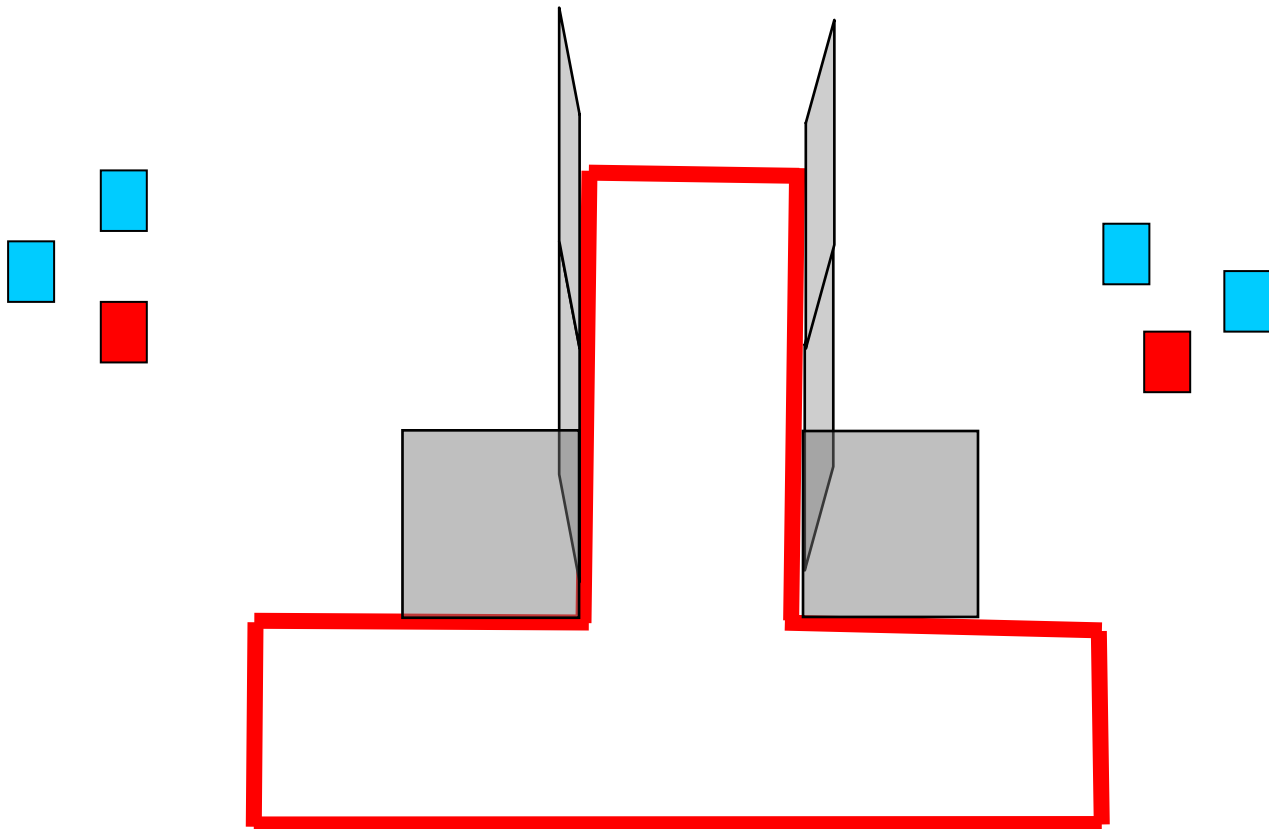
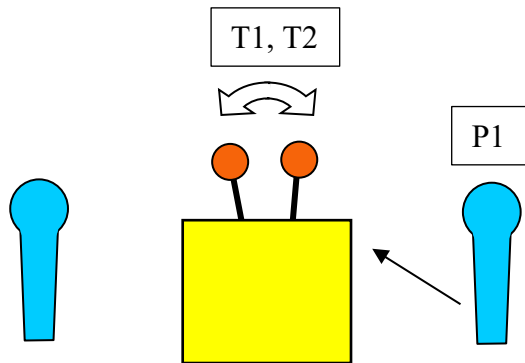
Audible signal

Procedure:

On the start signal, engage all targets.

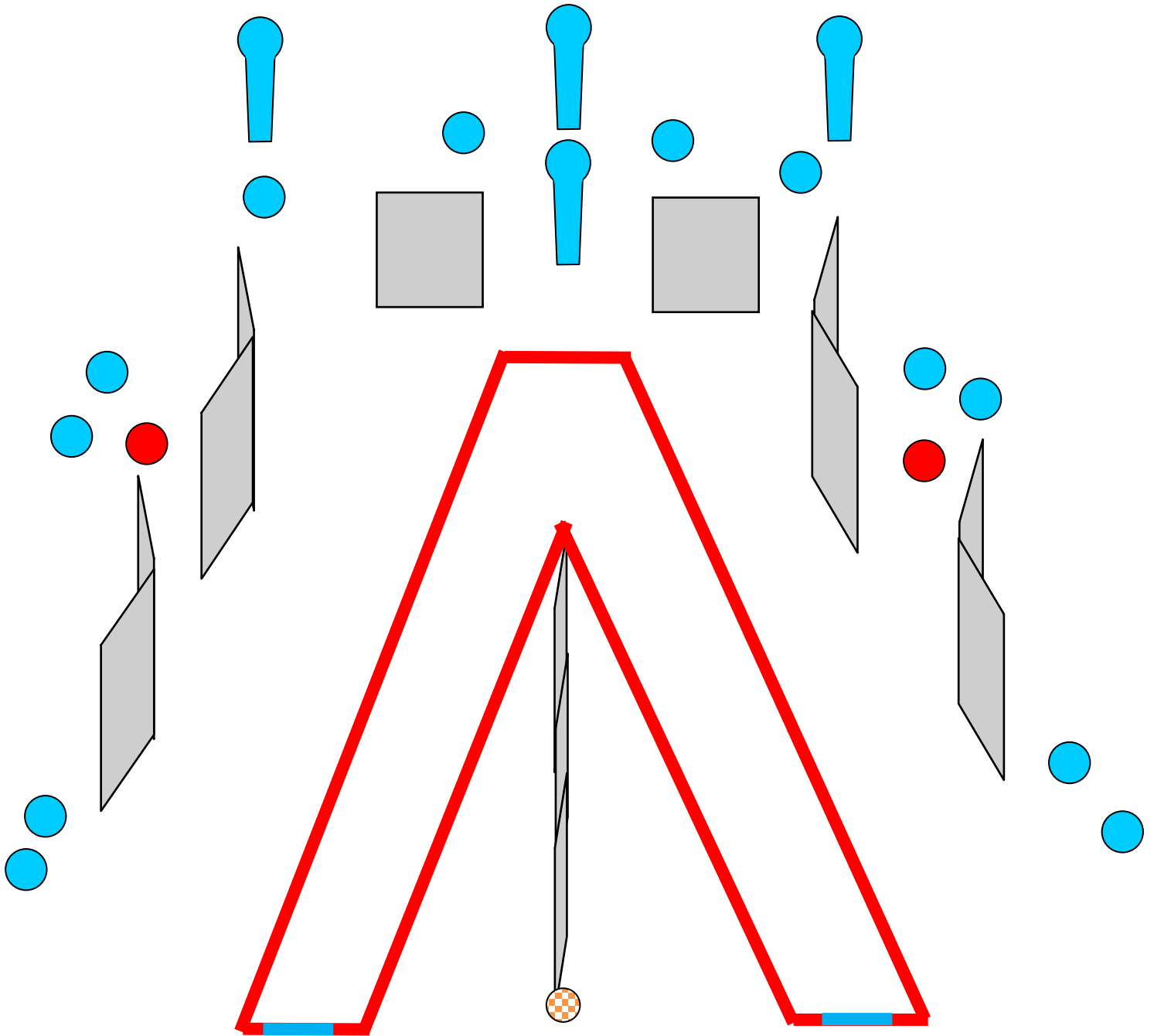
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Stage 9 Range 14



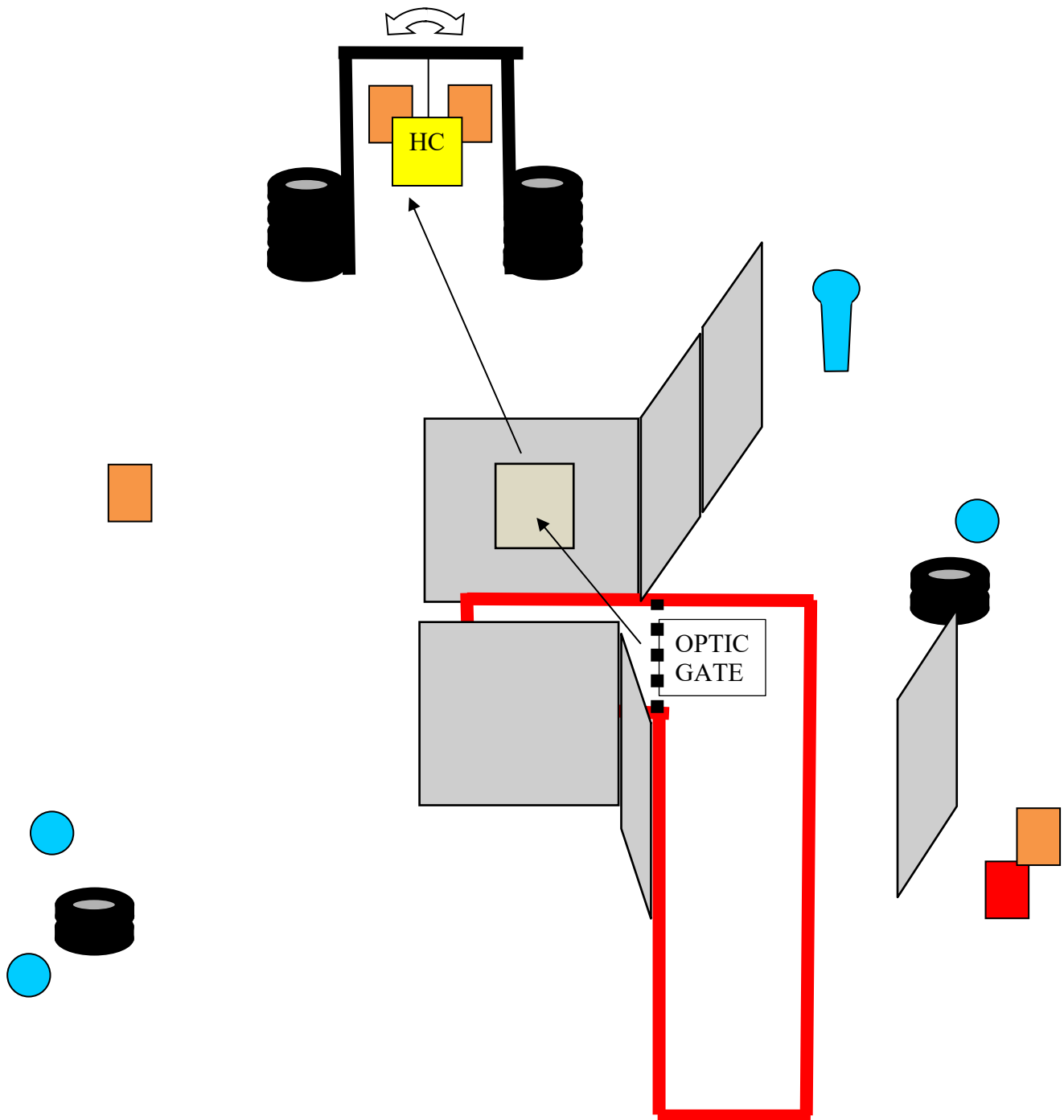
Targets:	4 IPSC plates, 2 IPSC mini poppers, 2 Frangible target, 2 NS
Minimum number of rounds:	8
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger 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 activate moving frangible target T1 and T2, remain visible at rest.

Stage 10 Range 17



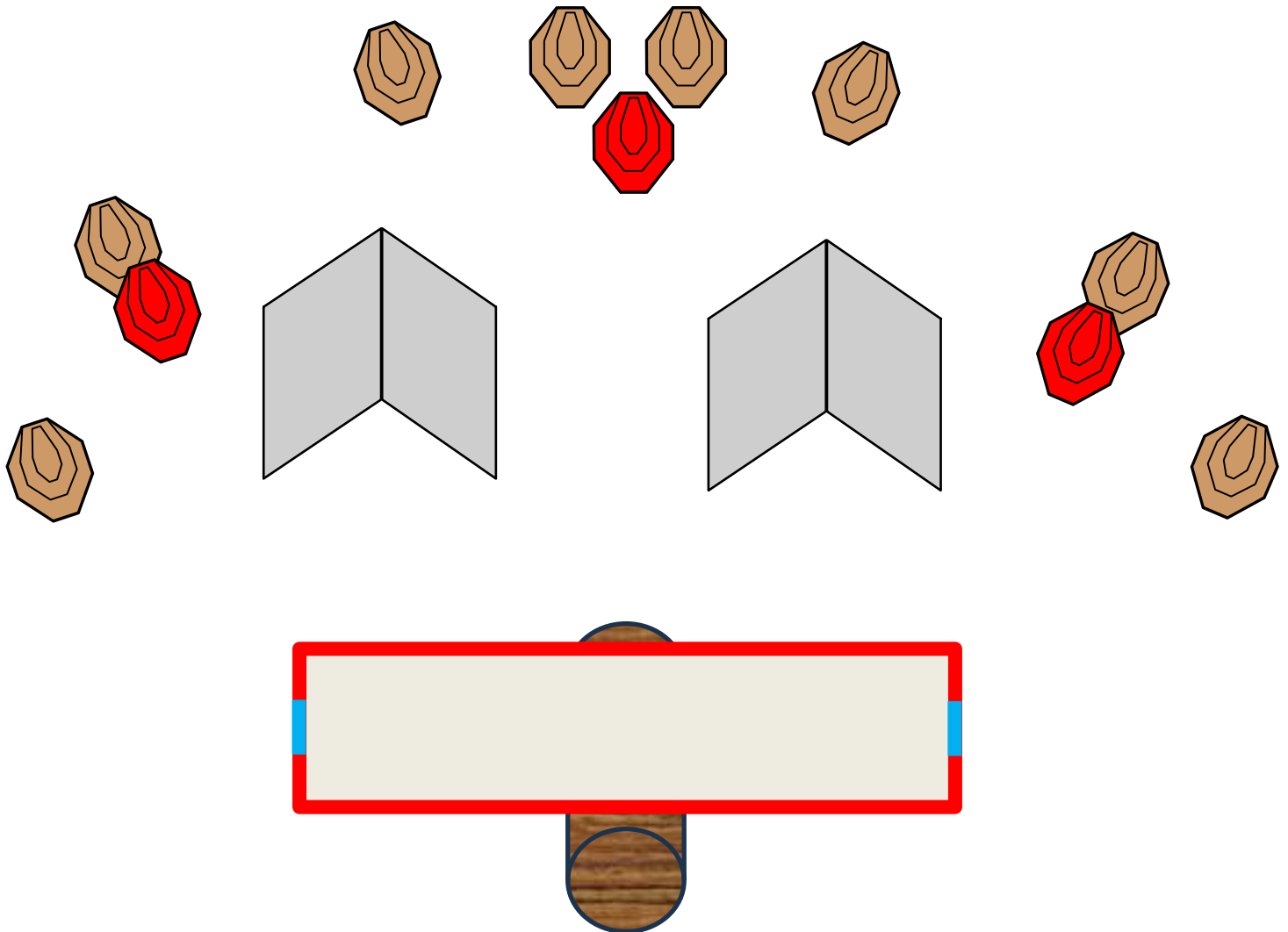
Targets:	12IPSC plates, 4 IPSC mini poppers, 2 NS
Minimum number of rounds:	16
Ammunition type:	Birdshot
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing erect with the shotgun in the ready condition held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard, heels touching blue mark.
Time starts:	Visible light signal.
Procedure:	On the start signal, engage all targets.
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Stage 11 Range 18



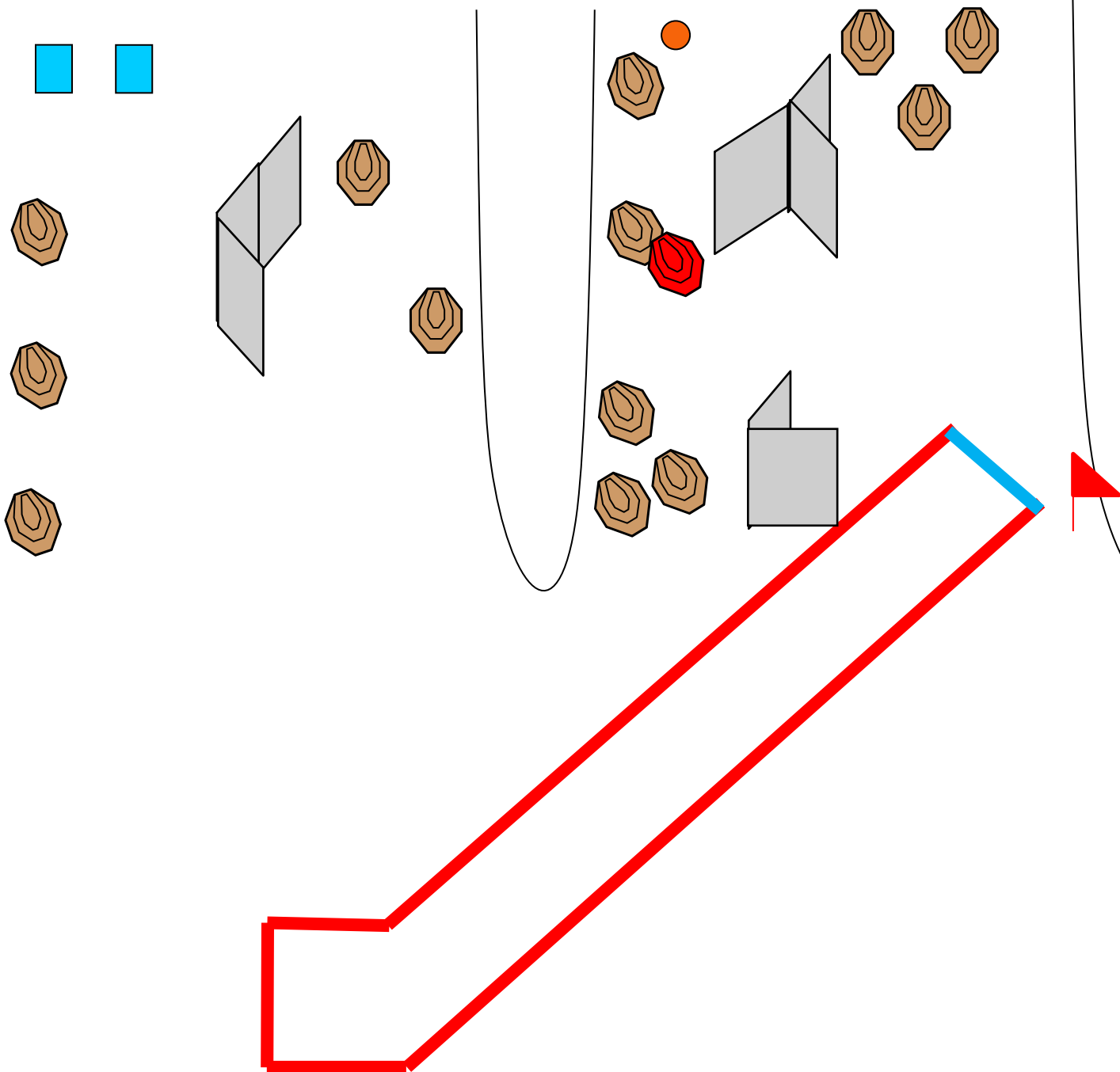
Targets:	3 IPSC plates, 2 IPSC mini popper 1, 4 A4 targets, 1 NS
Minimum number of rounds:	8 (12hits)
Ammunition type:	Buckshot (9 pellet)
Number of scoring hits for paper targets:	Two hits on the target is scored
The shotgun ready condition:	Loaded (Option 1)
Start position:	Standing anywhere erect 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. Optic gate opening window. Window activate moving hard cover.

Stage 12 Range 19



Targets:	8 IPSC targets, 3NS
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 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 20-21



Targets:	13 IPSC targets, 1 Frangible target, 2 plates, 1 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, one foot touching blue mark.
Time starts:	Audible signal
Procedure:	On the start signal, engage all targets.
Safe angles of fire:	Right angle is reduced by flag.