





STAGES				
1	SHORT	8	BIRDSHOT	5,06%
2	SHORT	8	BIRDSHOT	5,06%
3	MEDIUM	16	BIRDSHOT	10,13%
4	SHORT	8	BIRDSHOT	5,06%
5	LONG	24	BIRDSHOT	15,19%
6	SHORT	8	SLUGS	5,06%
7	MEDIUM	14	BIRDSHOT	8,86%
8	MEDIUM	15	BIRDSHOT	9,49%
9	SHORT	8	BIRDSHOT	5,06%
10	SHORT	8	BIRDSHOT	5,06%
11	MEDIUM	16	BIRDSHOT	10,13%
12	LONG	25	BIRDSHOT	15,82%
158				100,00%

IPSC plates and IPSC poppers will be painted gray. IPSC no-shoot plates and poppers, will be painted red. IPSC targets will be white, and IPSC no-shoot targets will be red.







Stage 1

Targets: 3 IPSC Mini-Poppers, 5 IPSC Metal Plates

Minimum number of rounds: 8

Ammunition Type: Birdshot

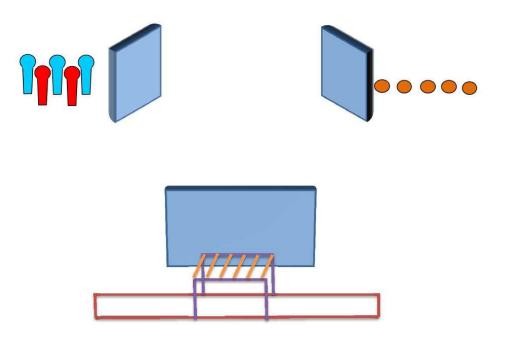
Shotgun Ready Condition: Loaded (Option 1).

**Start Position:** Standing anywhere in area, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.

**Procedure:** At the start signal engage targets.

Remarks: There is a cooper tunnel in the stage











Targets: 2 IPSC Mini-Poppers, 6 IPSC Metal Plates

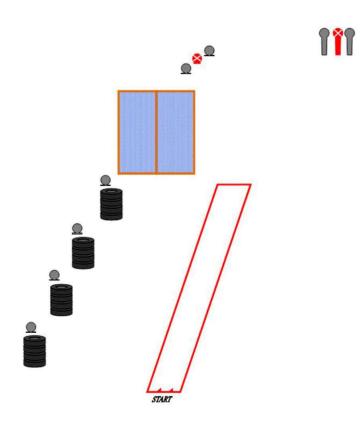
Minimum number of rounds: 8

Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

**Start Position:** Standing anywhere in area, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.











Targets: 4 IPSC Mini-Poppers, 12 IPSC Metal Plates

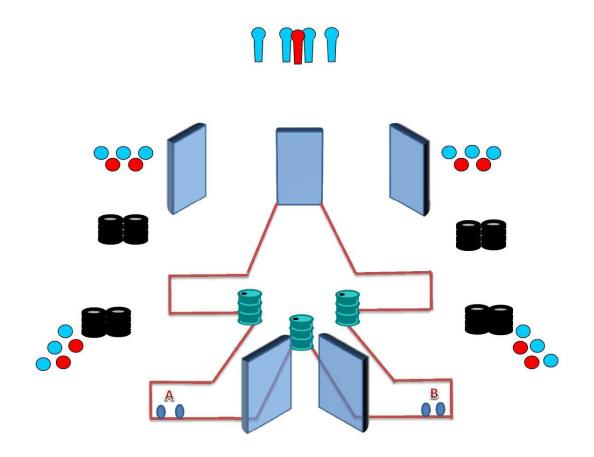
Minimum number of rounds: 16

Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

**Start Position:** Standing anywhere in area, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.











Targets: 2 IPSC Poppers,6 IPSC Metal Plates

Minimum number of rounds: 8

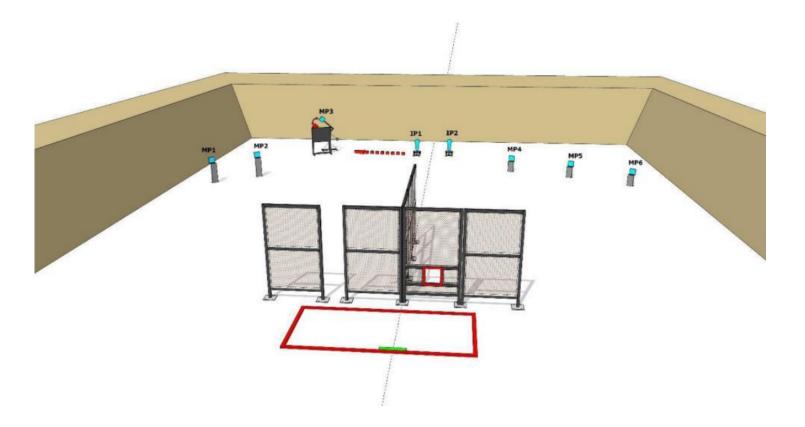
Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1)

**Start Position:** Standing, heels touching the start line, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.

**Procedure:** At the start signal engage targets. Popper IP1 activates moving Metal Plate MP3, which remains visible at rest.









Stage 5

Targets: 24 IPSC Metal Plates

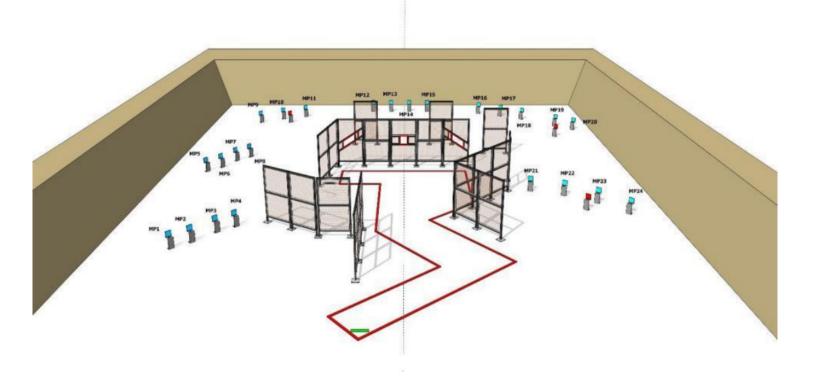
Minimum number of rounds: 24

Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

**Start Position:** Standing, heels touching the start line, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.









Stage 6

Targets: 8 IPSC Targets

Minimum number of rounds: 8

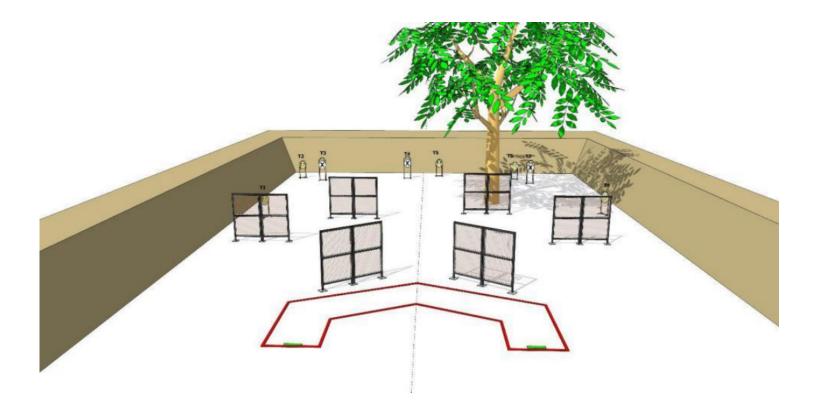
Number of scoring hits for paper targets: 1

Ammunition Type: Slugs

Shotgun Ready Condition: Loaded (Option 1)

**Start Position:** Standing, heels touching any start line, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.









Stage 7

Targets: 14 IPSC Metal Plates.

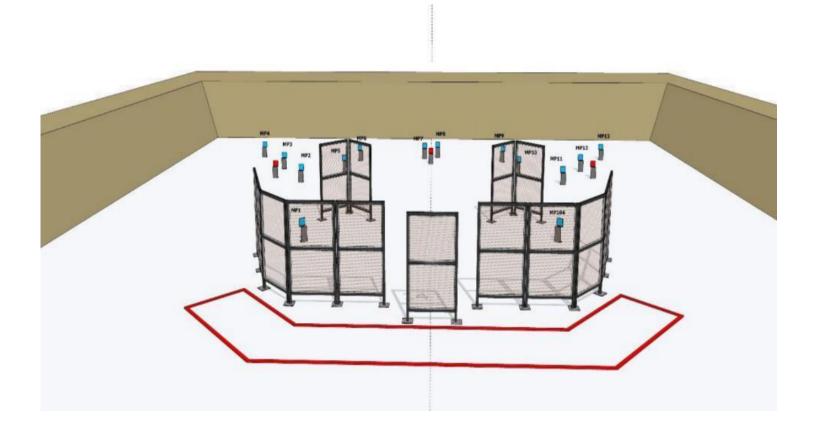
Minimum number of rounds: 14

Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

**Start Position:** Standing, anywhere, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.









Stage 8

Targets: 15 IPSC Metal Plates.

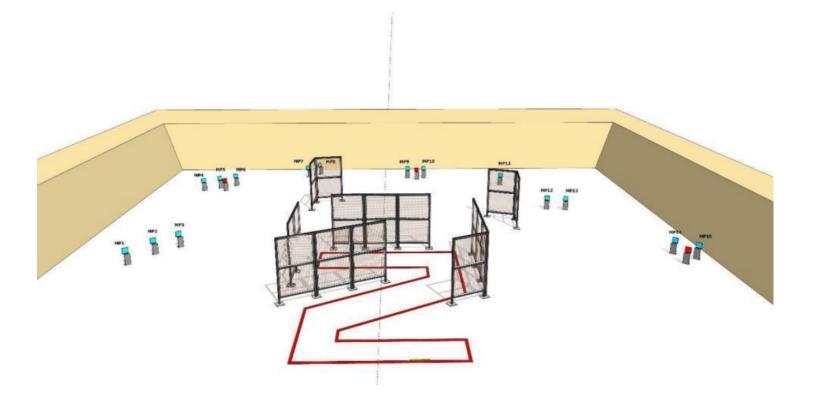
Minimum number of rounds: 15

Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

**Start Position:** Standing, heels touching the start line, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.











Targets: 4 IPSC Mini-Poppers, 4 IPSC Metal Plates.

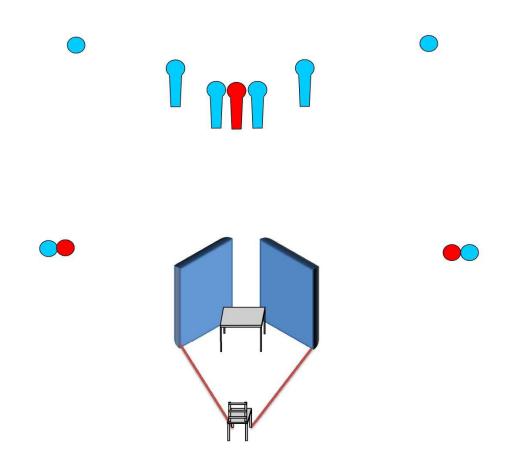
Minimum number of rounds: 8

Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 2).

Start Position: Sitting on the chair, Shotgun on the mark on the table, as demonstrated.

Time starts: Audible signal.









### Stage 10

Targets: 2 IPSC Mini-Poppers, 6 IPSC Metal Plates.

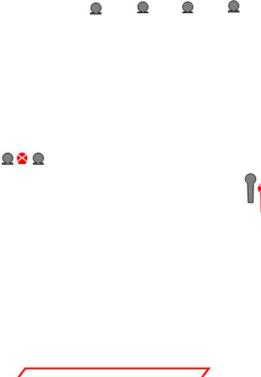
Minimum number of rounds: 8

Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

**Start Position:** Standing anywhere in area, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.













Targets: 14 IPSC Metal Plates, 2 Clay Targets

Minimum number of rounds: 16

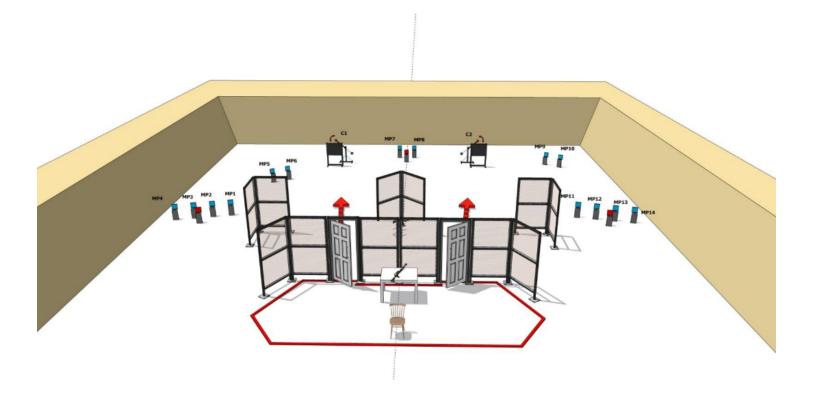
Ammunition Type: Birdshot

Shotgun Ready Condition: Unloaded (Option 3), bolt closed.

**Start Position:** Seated, back touching the back of the chair, heels touching the chairs legs as demonstrated. Shotgun on the table on the mark.

Time starts: Audible signal.

**Procedure:** At the start signal engage targets Opening the door 1 activates moving Clay Target C1 and Opening door 2 activates moving Clay Target C2, both remains visible at rest.











Targets: 20 IPSC Metal Plates, 5 Clay Targets.

Minimum number of rounds: 25

Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

**Start Position:** Standing, anywhere, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.

