

**IPSC SHOTGUN FINNISH CHAMPIONSHIP + L3**  
**2018**



## STAGE 1

**Targets:** 12 IPSC Targets, 2 IPSC Metal Plates, 2 Clays

**Number of rounds to be scored:** 28 (150 points, Clays are double the points)

**Ammunition type:** Slug

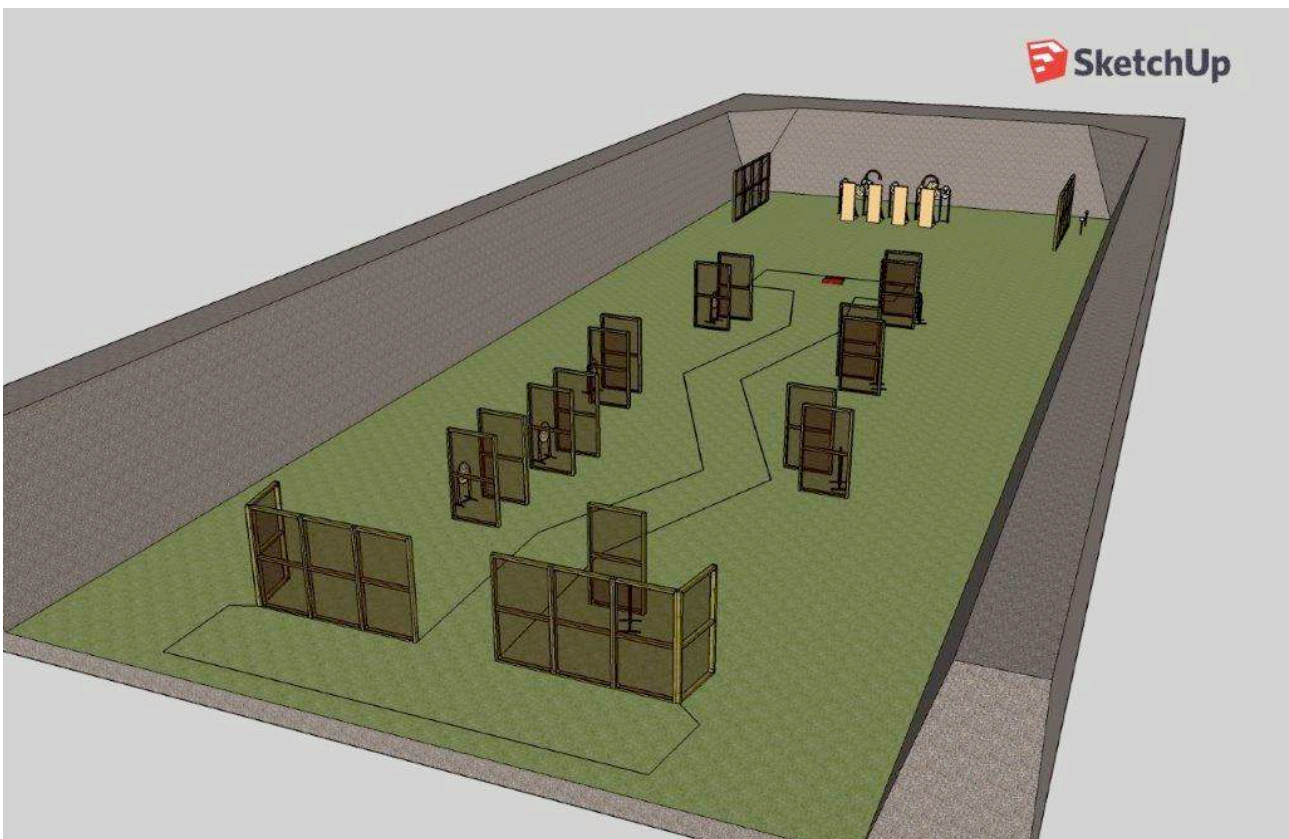
**Firearm ready condition:** Loaded (Option 1)

**Start position:** As demonstrated

**Time starts:** On audible signal

**Procedure:** On the start signal engage all targets as seen from the shooting area A

Swingers 1 and 2 are activated by stepping on the trigger plate.



## STAGE 2

**Targets:** 2 IPSC Poppers, 10 IPSC Metal Plates, 4 Clays, 7 N/S Metal Plates

**Number of rounds to be scored:** 16 (80 points)

**Ammunition type:** Birdshot

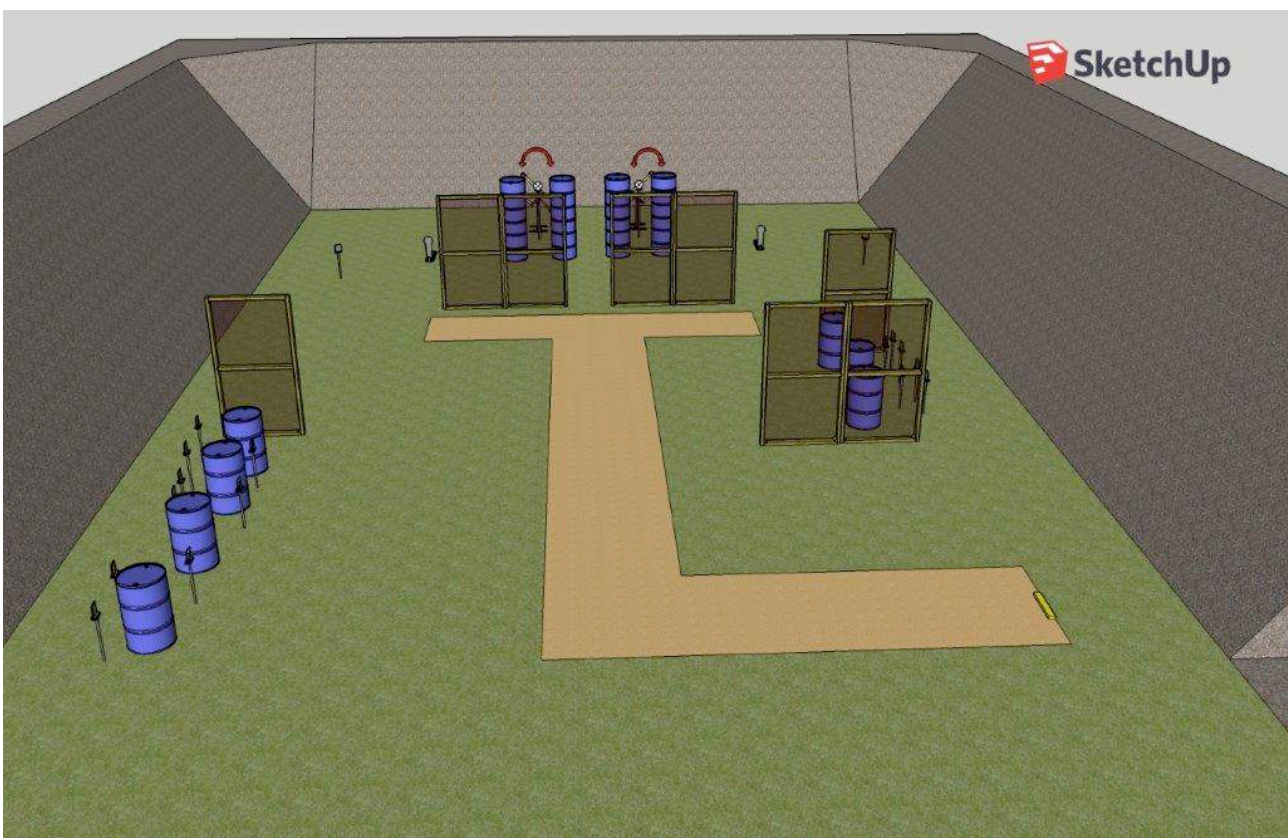
**Firearm ready condition:** Loaded (Option 1)

**Start position:** As demonstrated

**Time starts:** On audible signal

**Procedure:** On the start signal engage all targets as seen from the shooting area A

Popper 1 activates swinger 1. Popper 2 activates swinger 2.





## STAGE 3

**Targets:** 2 IPSC Poppers, 8 IPSC Metal Plates, 4 clays, 2 N/S Metal Plates

**Number of rounds to be scored:** 8 (40 points)

**Ammunition type:** Birdshot

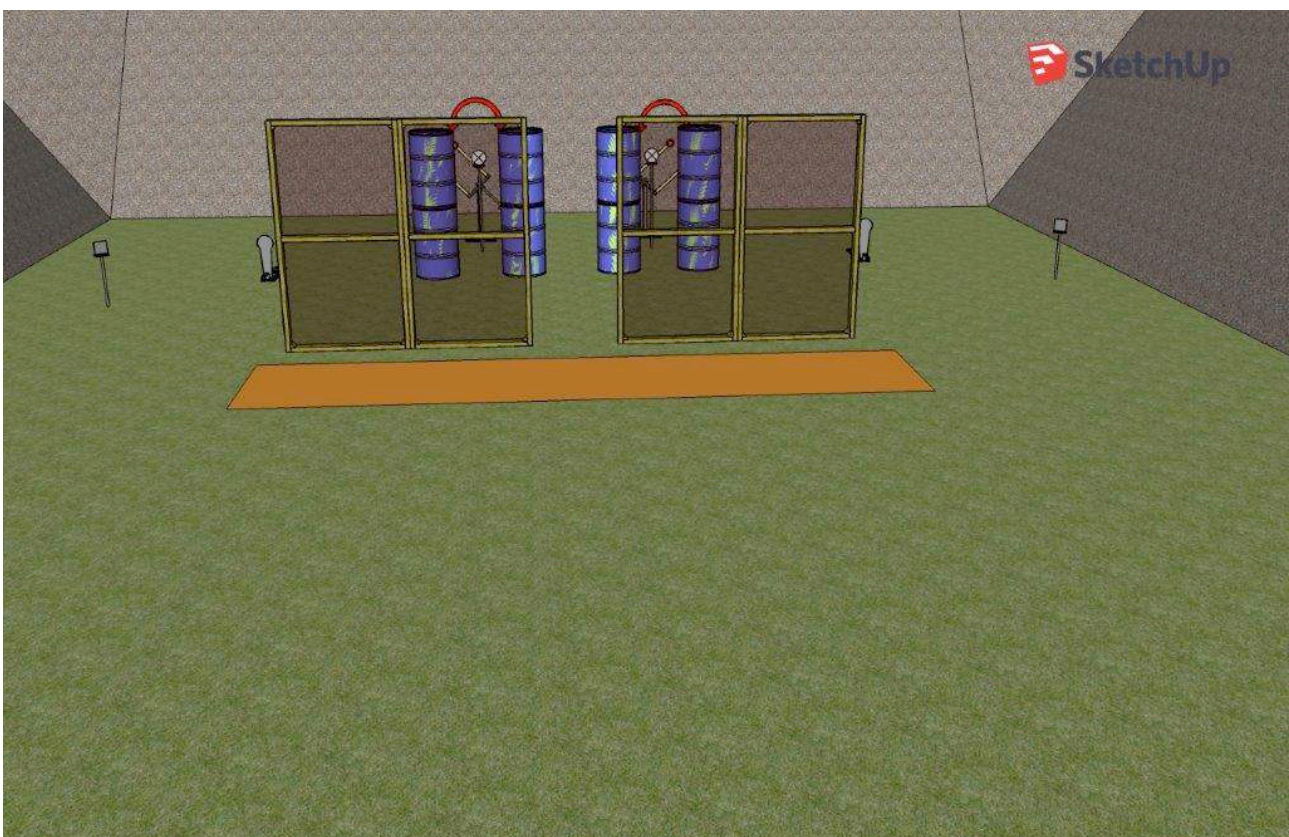
**Firearm ready condition:** Loaded, Chamber empty (Option 2)

**Start position:** As demonstrated

**Time starts:** On audible signal

**Procedure:** On the start signal engage all targets as seen from the shooting area A

Popper 1 activates swinger 1. Popper 2 activates swinger 2.



## STAGE 4

**Targets:** 16 IPSC Metal Plates, 5 N/S Metal Plates

**Number of rounds to be scored:** 16 (80 points)

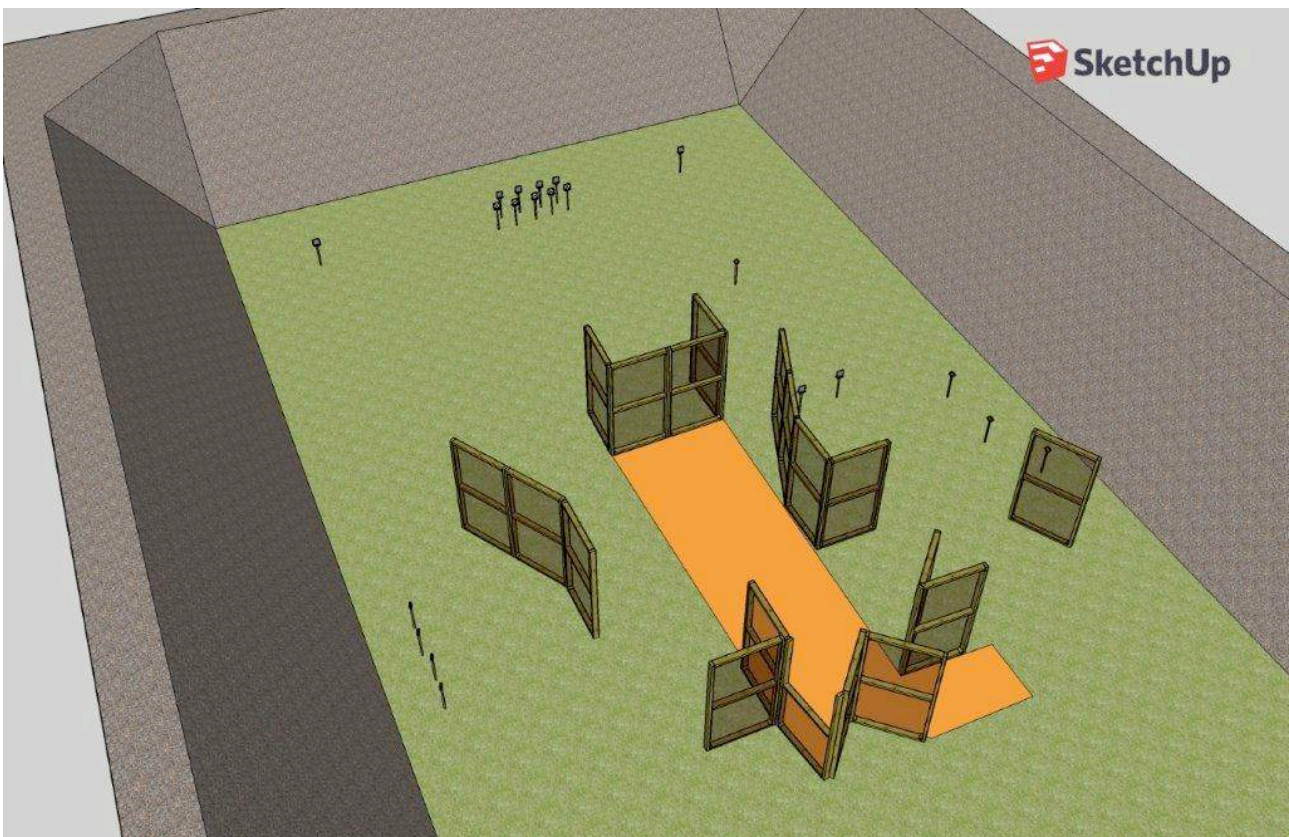
**Ammunition type:** Birdshot

**Firearm ready condition:** Loaded (Option 1)

**Start position:** As demonstrated

**Time starts:** On audible signal

**Procedure:** On the start signal engage all targets as seen from the shooting area A.





## STAGE 5

**Targets:** 8 IPSC Metal Plates

**Number of rounds to be scored:** 8 (40 points)

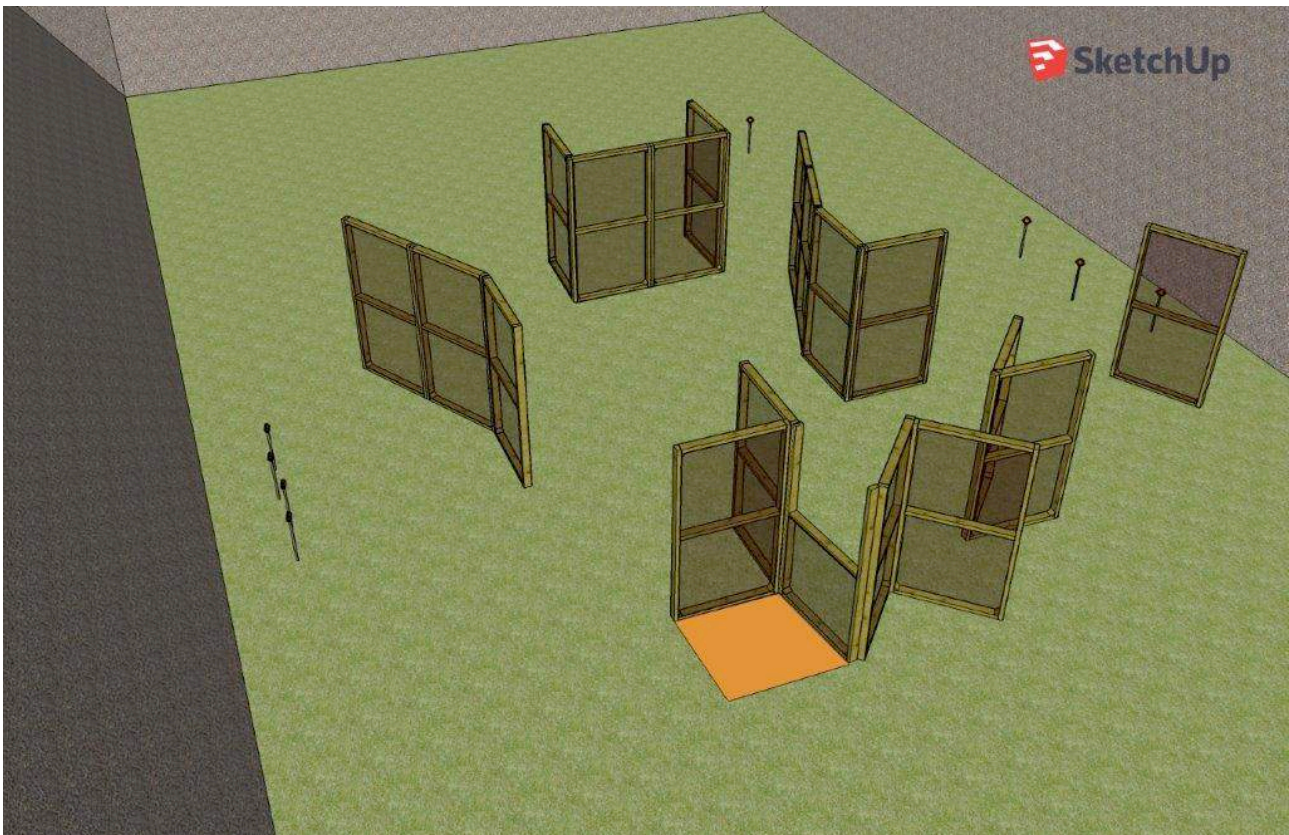
**Ammunition type:** Birdshot

**Firearm ready condition:** Unloaded (Option 3)

**Start position:** As demonstrated

**Time starts:** On audible signal

**Procedure:** On the start signal engage all targets as seen from the shooting area A.



## STAGE 6

**Targets:** 12 IPSC Metal Plates, 4 clays

**Number of rounds to be scored:** 16 (80 points)

**Ammunition type:** Birdshot

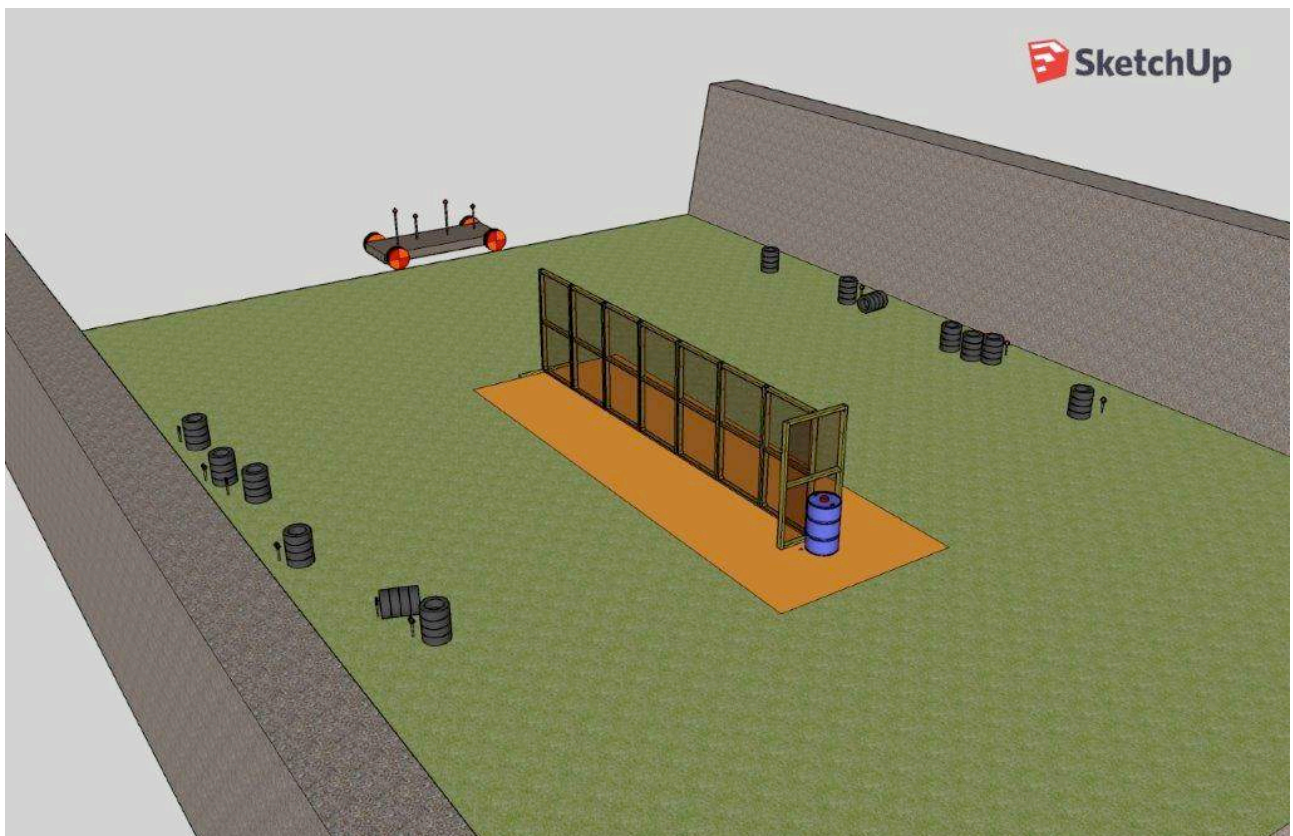
**Firearm ready condition:** Loaded (Option 1)

**Start position:** Standing on the markers. Shotgun held with both hands. Stock touching the competitor at hip level, muzzle pointing down range.

**Time starts:** On audible signal

**Procedure:** On the start signal engage all targets as seen from the shooting area A

The wagon with 4 clay targets is activated by pressing the button (the shooter can choose the direction of the wagon before the stage is started). The button can be pressed again to get the targets moving in the opposite direction. Targets will be visible at rest.





## STAGE 7

**Targets:** 4 IPSC Metal Plates, 4 clays, 1 N/S Metal Plates

**Number of rounds to be scored:** 8 (40 points)

**Ammunition type:** Birdshot

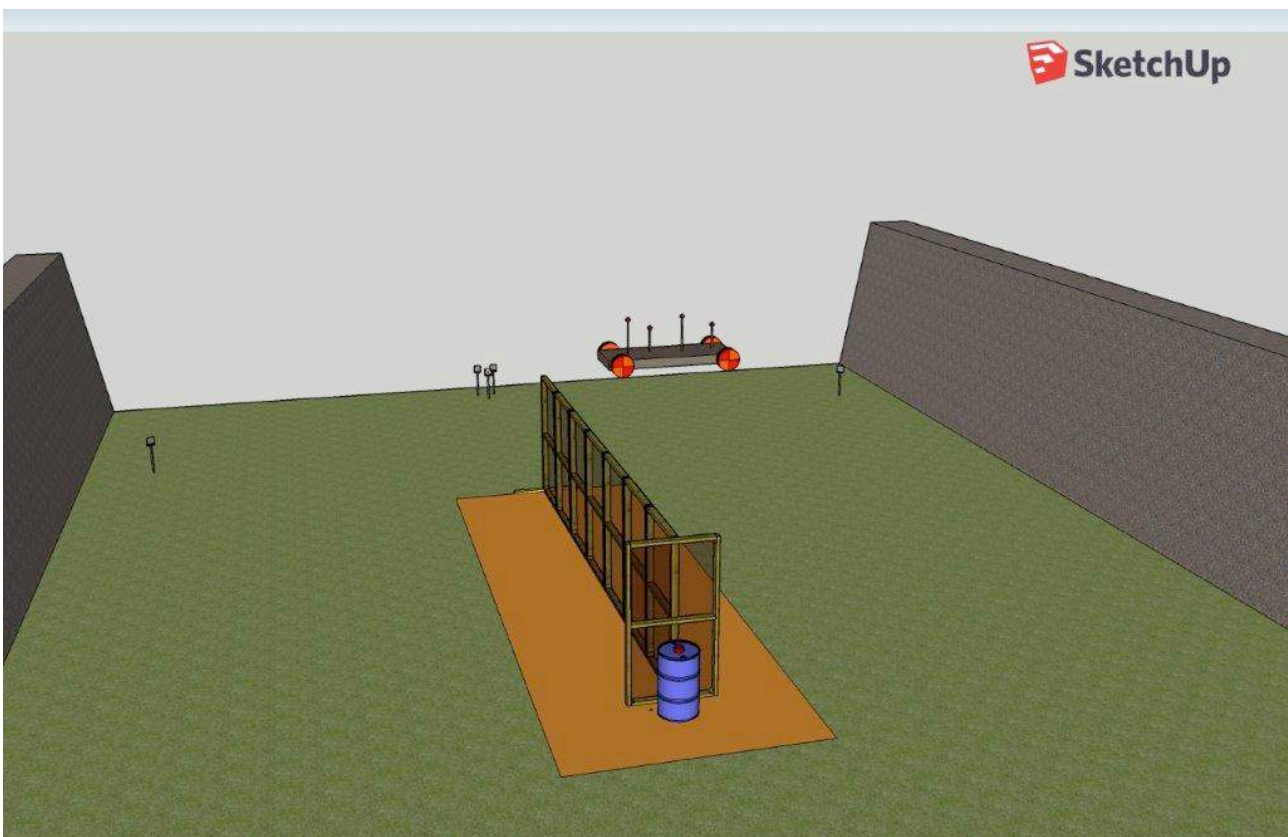
**Firearm ready condition:** Loaded (Option 1)

**Start position:** Standing anywhere in the shooting area A, shotgun held with both hands.

Stock touching the competitor at hip level, muzzle pointing down range.

**Time starts:** On audible signal

**Procedure:** On the start signal engage all targets as seen from the shooting area A. The wagon with 4 clay targets is activated by pressing the button (the shooter can choose the direction of the wagon before the stage is started). The button can be pressed again to get the targets moving in the opposite direction. Targets will be visible at rest.





## STAGE 8

**Targets:** 16 Clays

**Number of rounds to be scored:** 16 (80 points)

**Ammunition type:** Birdshot

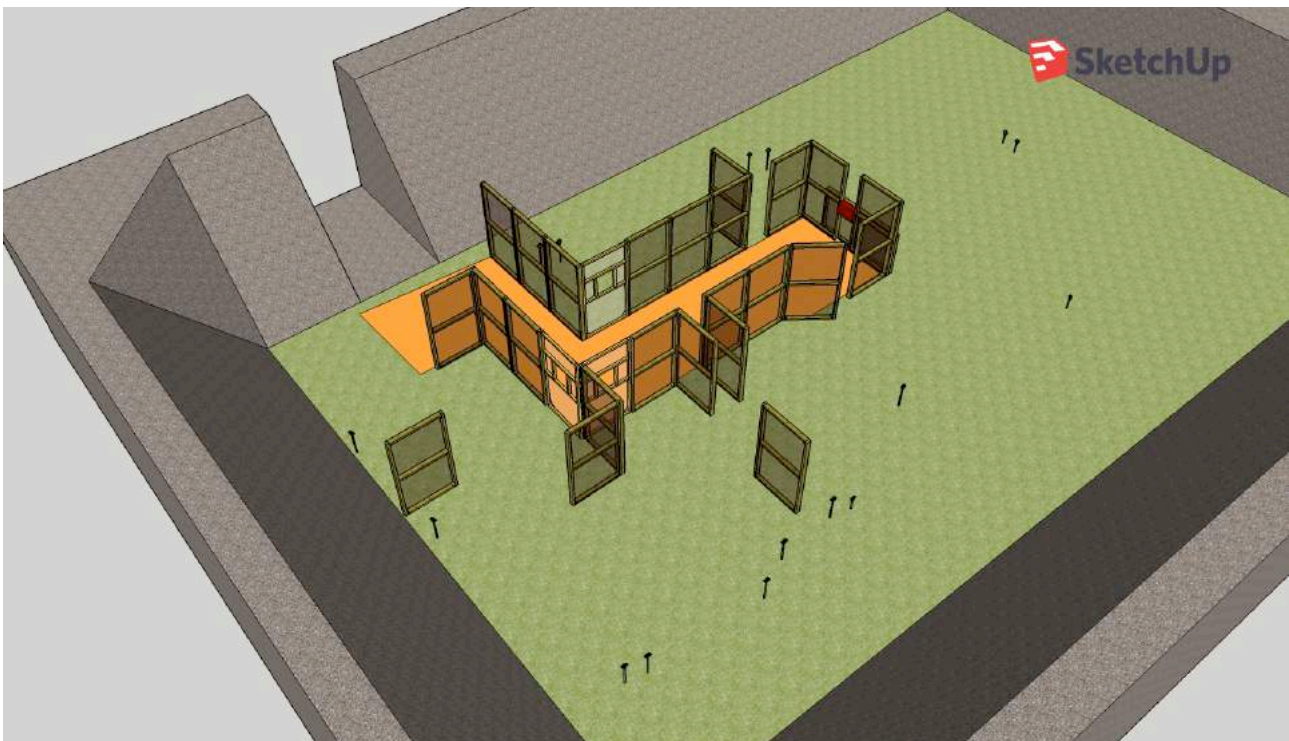
**Firearm ready condition:** Loaded (Option 1)

**Start position:** As demonstrated. The barrel of the shotgun touching the marker.

**Time starts:** On audible signal

**Procedure:** On the start signal engage all targets as seen from the shooting area A.

**Note:** The safety angle is extended on the right side due to the nature of the embankment. Safety angles are marked with red flags.



## STAGE 9

**Targets:** 16 Clays

**Number of rounds to be scored:** 16 (80 points)

**Ammunition type:** Birdshot

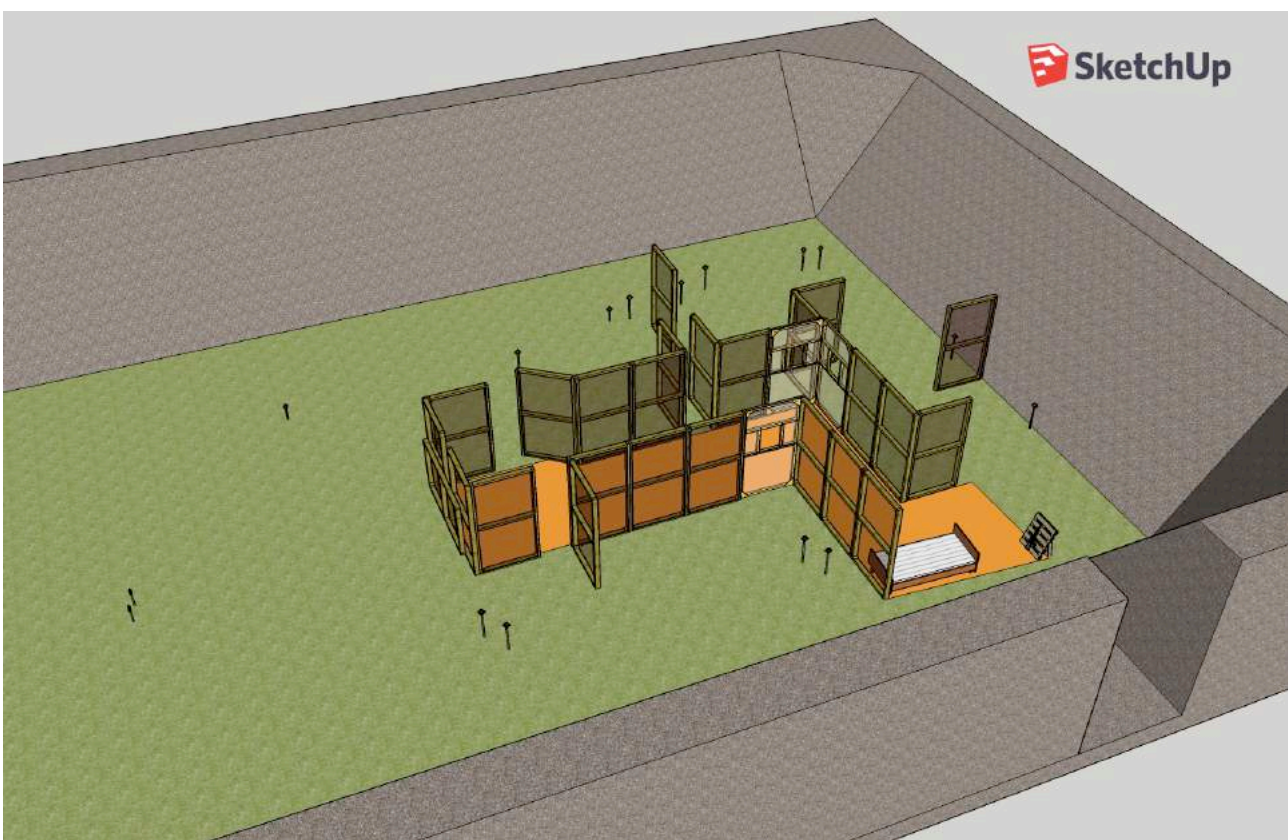
**Firearm ready condition:** Loaded, chamber empty (Option 2)

**Start position:** As demonstrated. Laying in bed, teddy bear in hands, gun in rack

**Time starts:** On audible signal

**Procedure:** On the start signal engage all targets as seen from the shooting area A.

**Note:** The safety angles are extended on both sides due to the nature of the embankment/stage. Safety angles are marked with red flags.





## STAGE 10

**Targets:** 8 IPSC Metal Plates

**Number of rounds to be scored:** 8 (40 points)

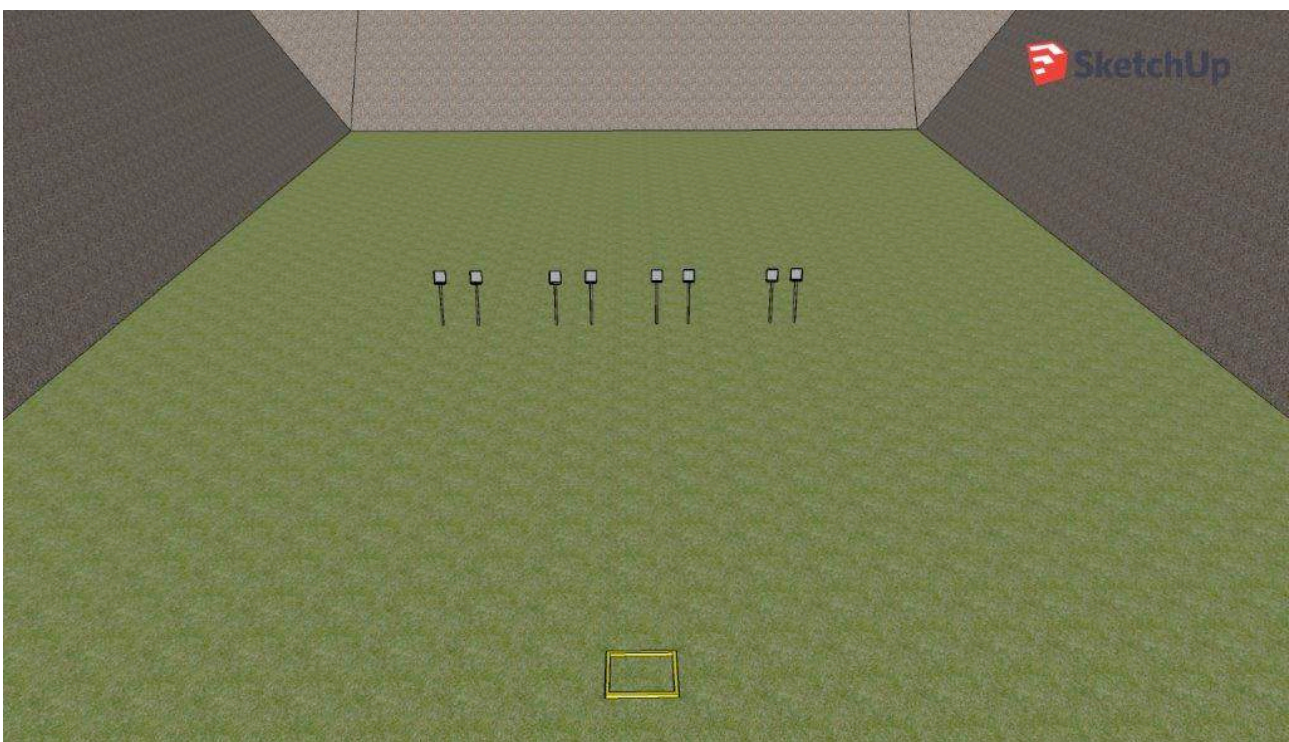
**Ammunition type:** Birdshot

**Firearm ready condition:** Unloaded (Option 3)

**Start position:** As demonstrated

**Time starts:** On audible signal

**Procedure:** On the start signal engage all targets as seen from the shooting area A.



## STAGE 11

**Targets:** 4 IPSC Metal Plates, 4 Clays

**Number of rounds to be scored:** 8 (40 points)

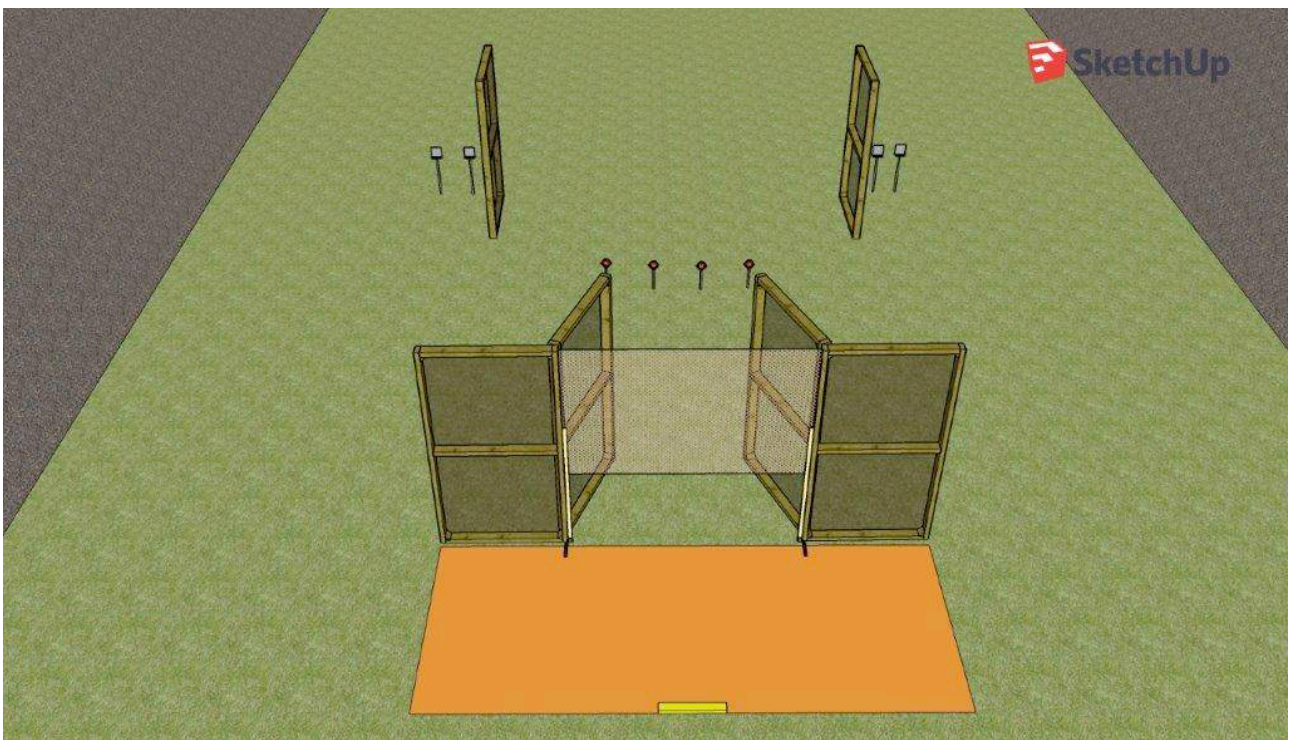
**Ammunition type:** Birdshot

**Firearm ready condition:** Loaded (Option 1)

**Start position:** As demonstrated

**Time starts:** On audible signal

**Procedure:** On the start signal engage all targets as seen from the shooting area A.





## STAGE 12

**Targets:** 8 IPSC Metal Plates

**Number of rounds to be scored:** 8 (40 points)

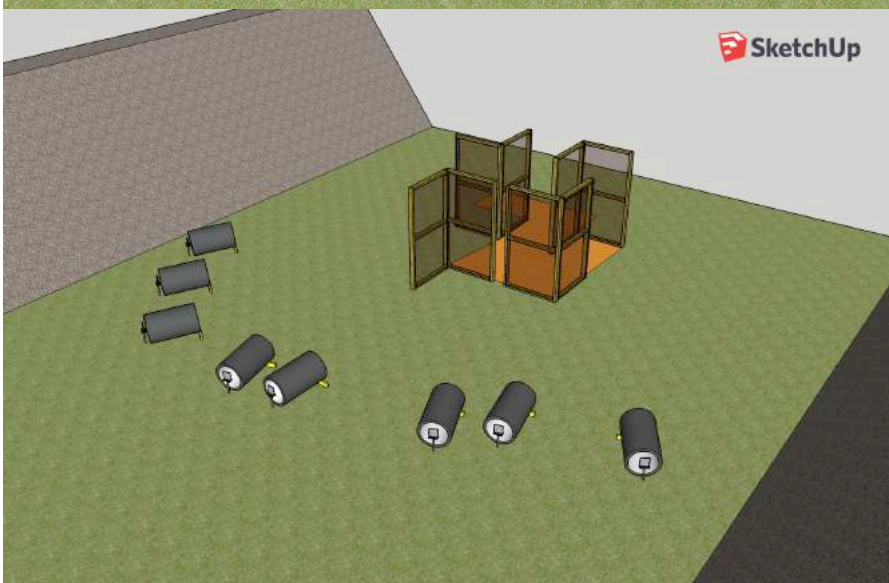
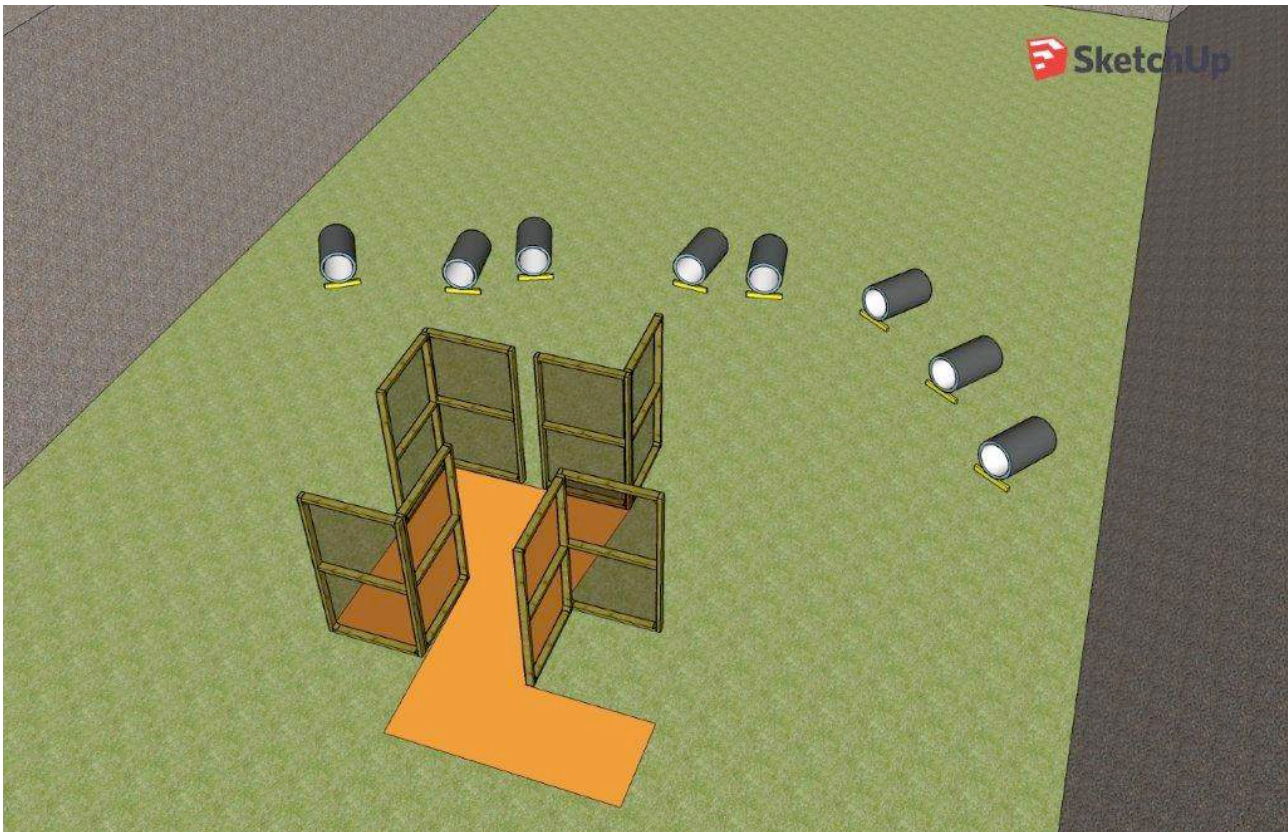
**Ammunition type:** Birdshot

**Firearm ready condition:** Loaded (Option 1)

**Start position:** As demonstrated

**Time starts:** On audible signal

**Procedure:** On the start signal engage all targets as seen from the shooting area A.



## STAGE 13

**Targets:** 12 IPSC Poppers, 12 IPSC Metal Plates, 4 clays, 12 N/S Metal Plates

**Number of rounds to be scored:** 24 (120 points)

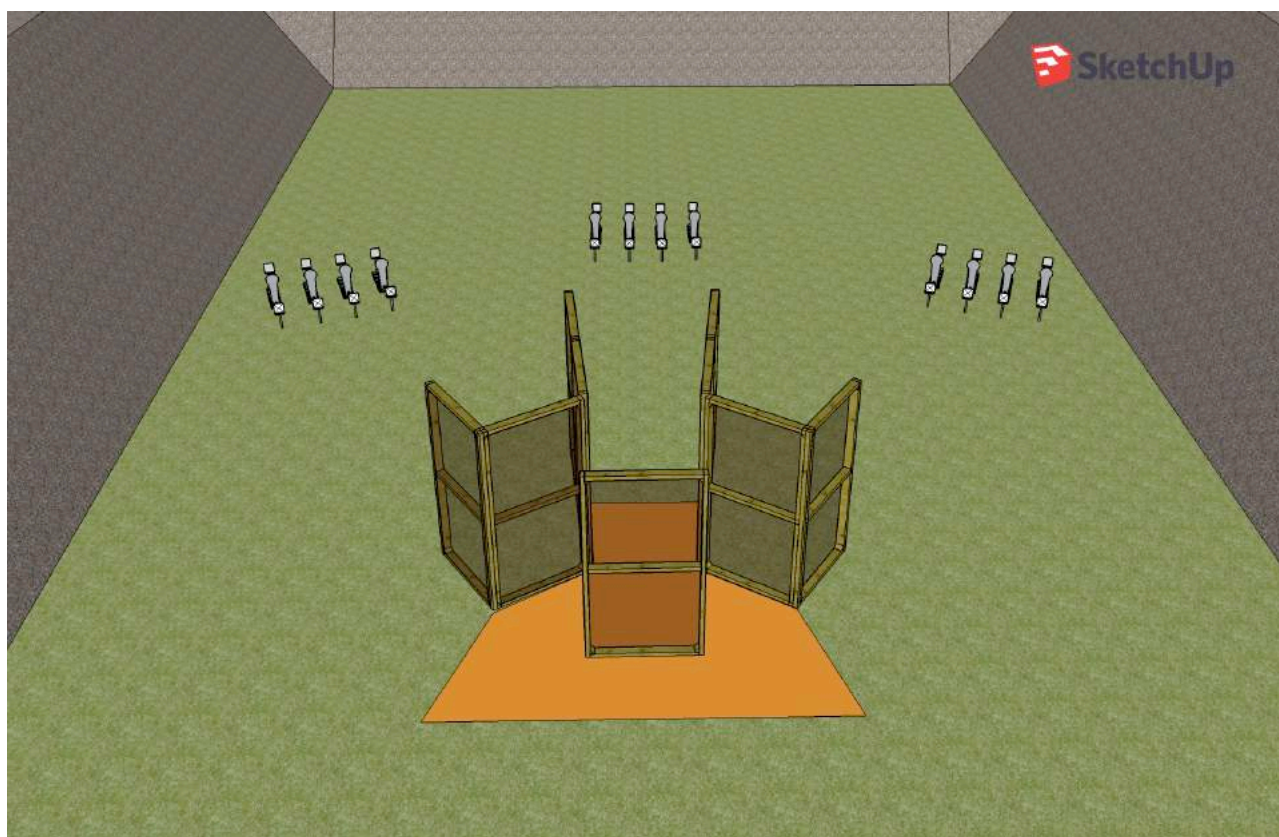
**Ammunition type:** Birdshot

**Firearm ready condition:** Loaded (Option 1)

**Start position:** As demonstrated

**Time starts:** On audible signal

**Procedure:** On the start signal engage all targets as seen from the shooting area A.





## STAGE 14

**Targets:** 12 IPSC Poppers

**Number of rounds to be scored:** 12 (60 points)

**Ammunition type:** Birdshot

**Firearm ready condition:** Loaded (Option 1)

**Start position:** As demonstrated

**Time starts:** On audible signal

**Procedure:** On the start signal engage all targets as seen from the shooting area A.

