



Stage Number: 1



Type of course: Short

Targets: 6 IPSC A4 targets

Minimum number of rounds: 6 (60 points)

Number of scoring hits for paper targets: 2 hits

Ammunition type: Buckshot

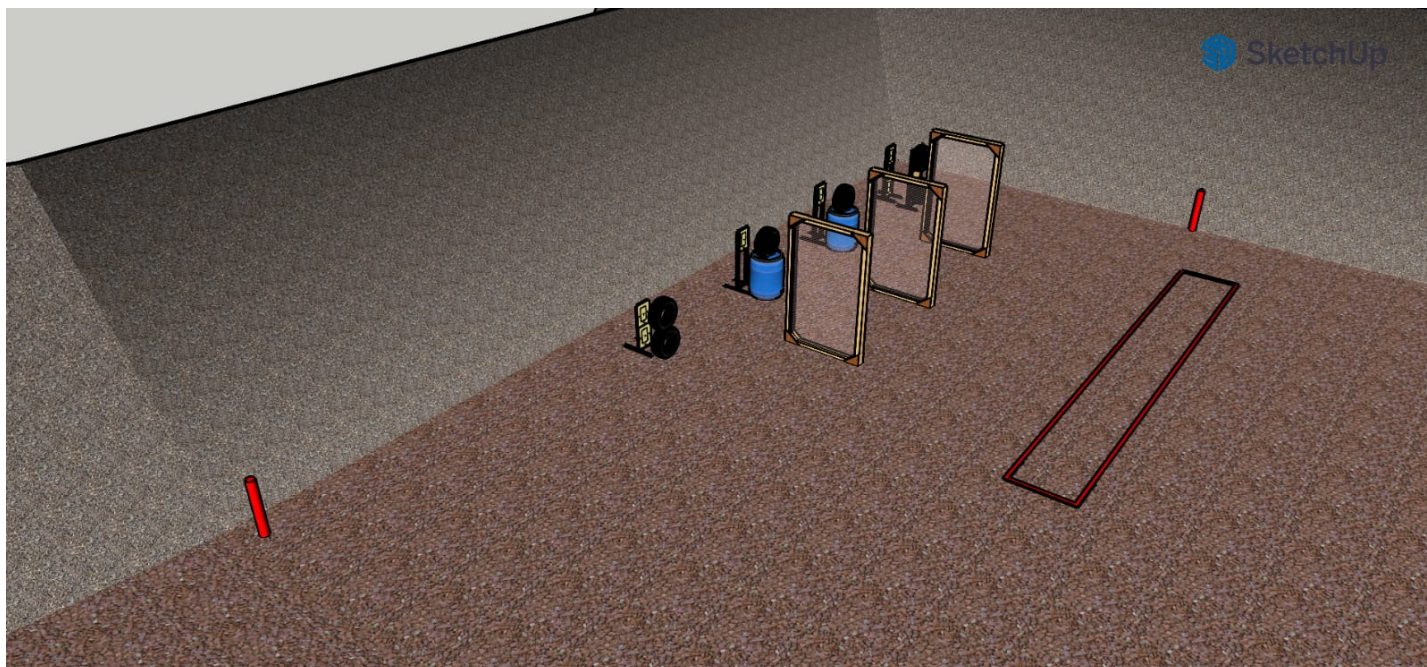
Shotgun ready condition: Loaded (Option 1)

Start position: Normal standing anywhere within the designated area

Time starts: On audible signal

Procedure: At the start signal shoot all targets from within the designated area

Safety Angles: Marked by red sticks in left and right





Stage Number: 2



Type of course: Medium

Targets: 16 IPSC Metal Plates

Minimum number of rounds: 16 (80 points)

Ammunition type: Birdshot

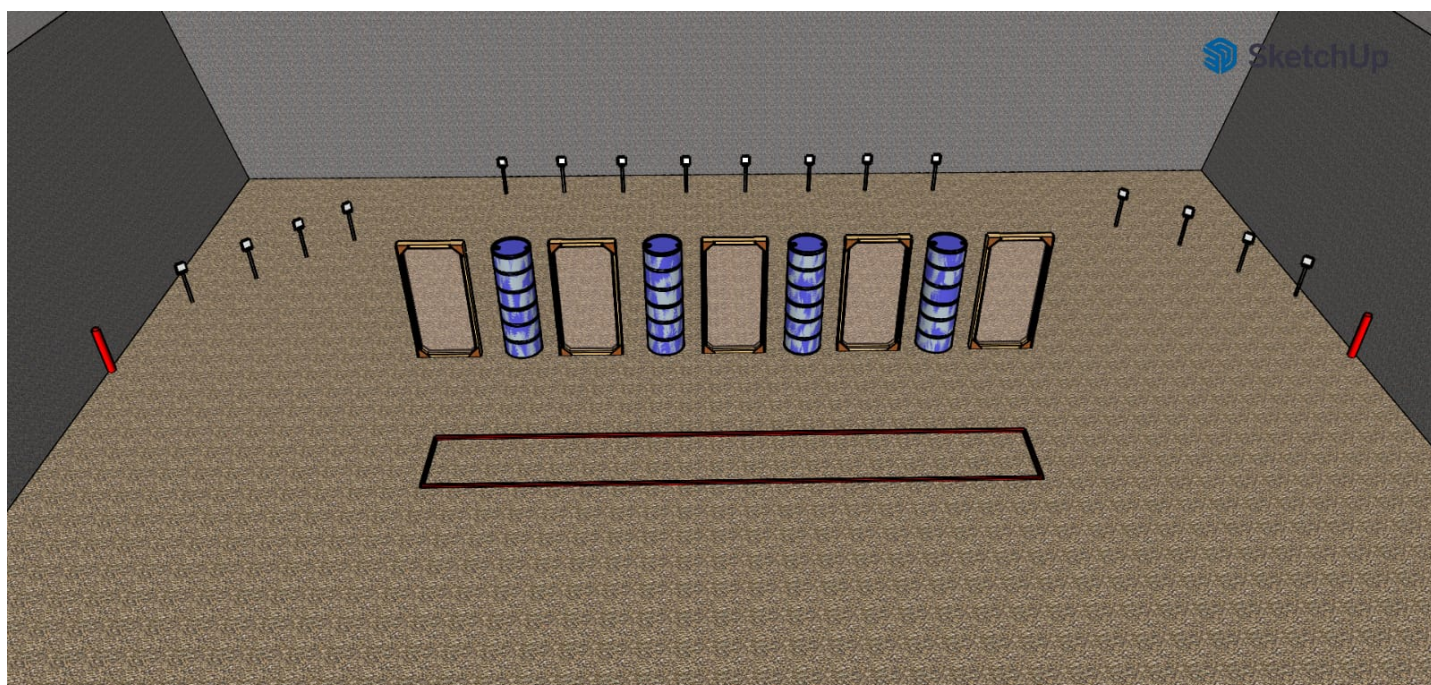
Shotgun ready condition: Loaded (Option 1)

Start position: Normal standing anywhere within the designated area

Time starts: On audible signal

Procedure: At the start signal shoot all targets from within the designated area

Safety Angles: Marked by red sticks in left and right





Stage Number: 3



Type of course: Long

Targets: 12 IPSC Mini Poppers, 12 IPSC Metal Plates

Minimum number of rounds: 24 (120 points)

Ammunition type: Birdshot

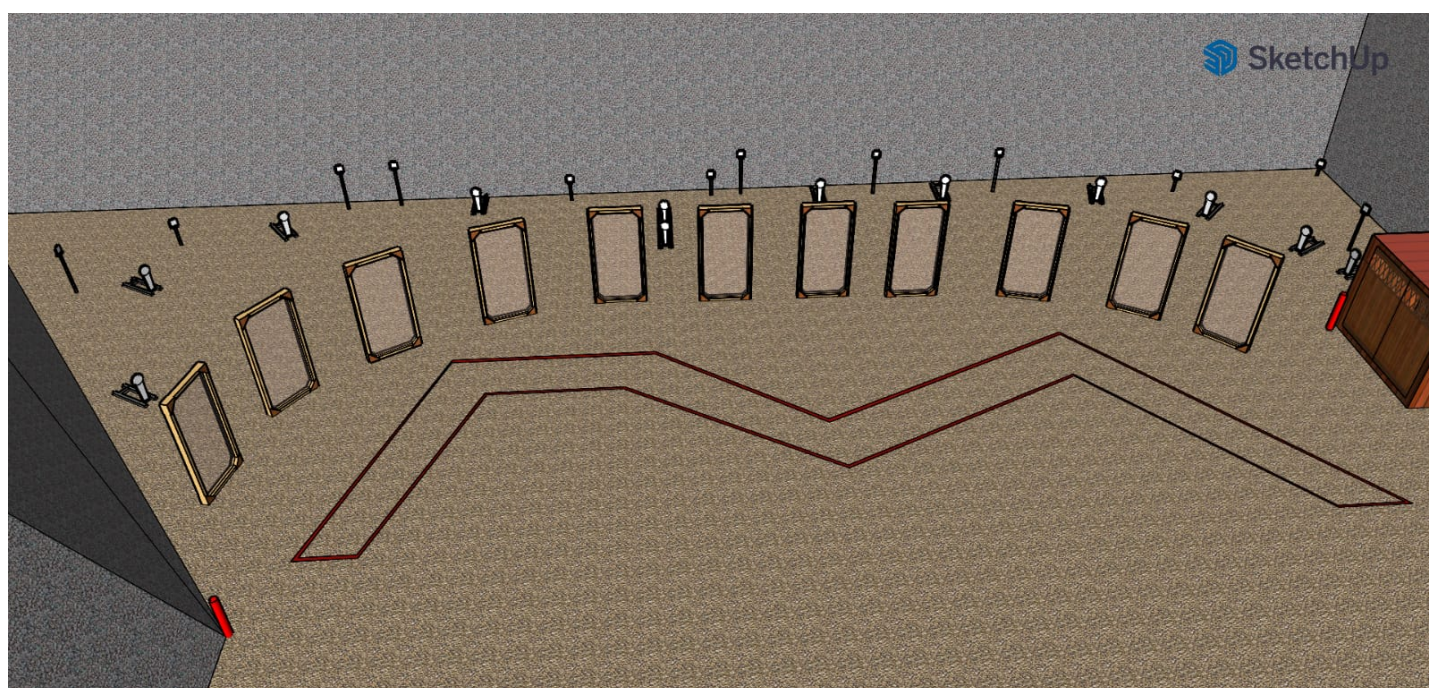
Shotgun ready condition: Loaded (Option 1)

Start position: Normal standing anywhere within the designated area

Time starts: On audible signal

Procedure: At the start signal shoot all targets from within the designated area

Safety Angles: Marked by red sticks in left and right





Stage Number: 4



Type of course: Short

Targets: 2 IPSC Mini Poppers, 4 Clay, 1 IPSC Metal Plate, 2 IPSC No-Shoot Metal Plates

Minimum number of rounds: 7 (35 points)

Ammunition type: Birdshot

Shotgun ready condition: Loaded (Option 1)

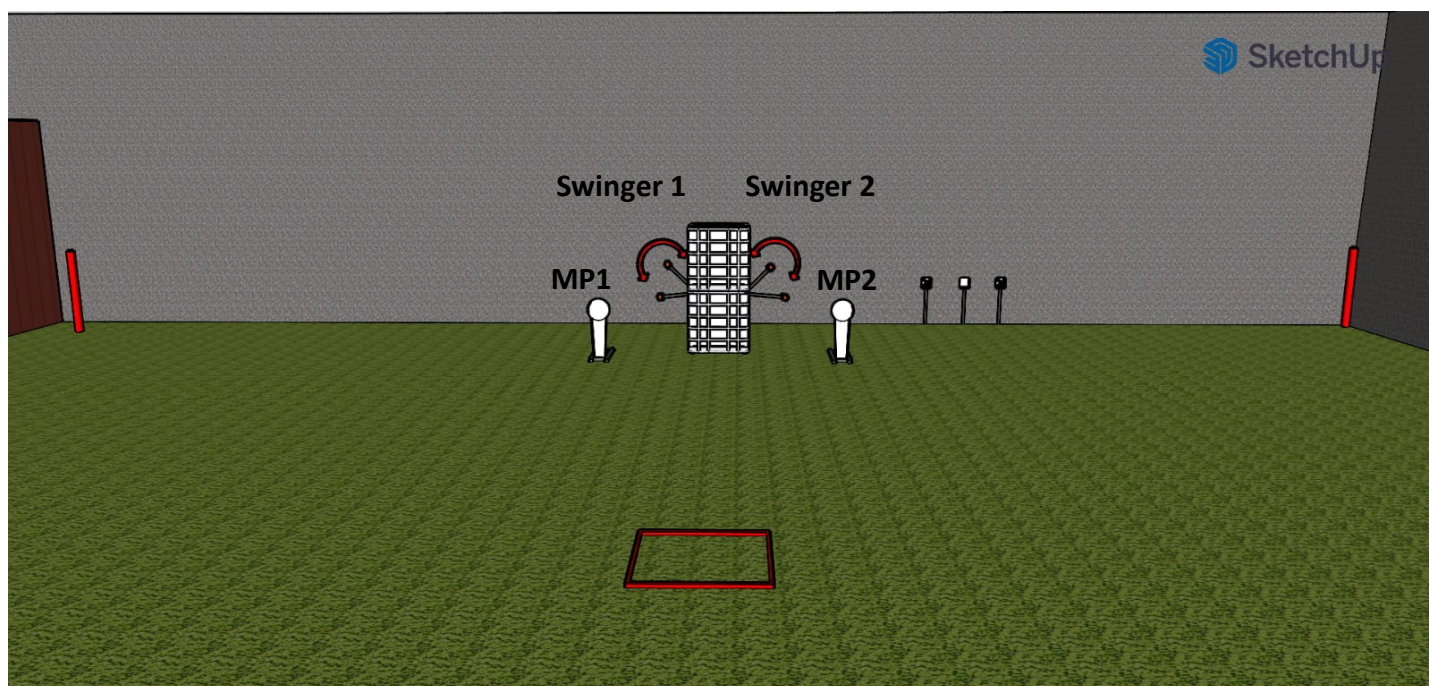
Start position: Normal standing anywhere within the designated area

Time starts: On audible signal

Procedure: At the start signal shoot all targets from within the designated area.

MP1 activates swinger 2 and MP2 activates swinger 1. All targets in swingers remains visible at rest.

Safety Angles: Marked by red sticks in left and right





Stage Number: 5



Type of course: Medium

Targets: 12 IPSC Metal Plates

Minimum number of rounds: 12 (60 points)

Ammunition type: Birdshot

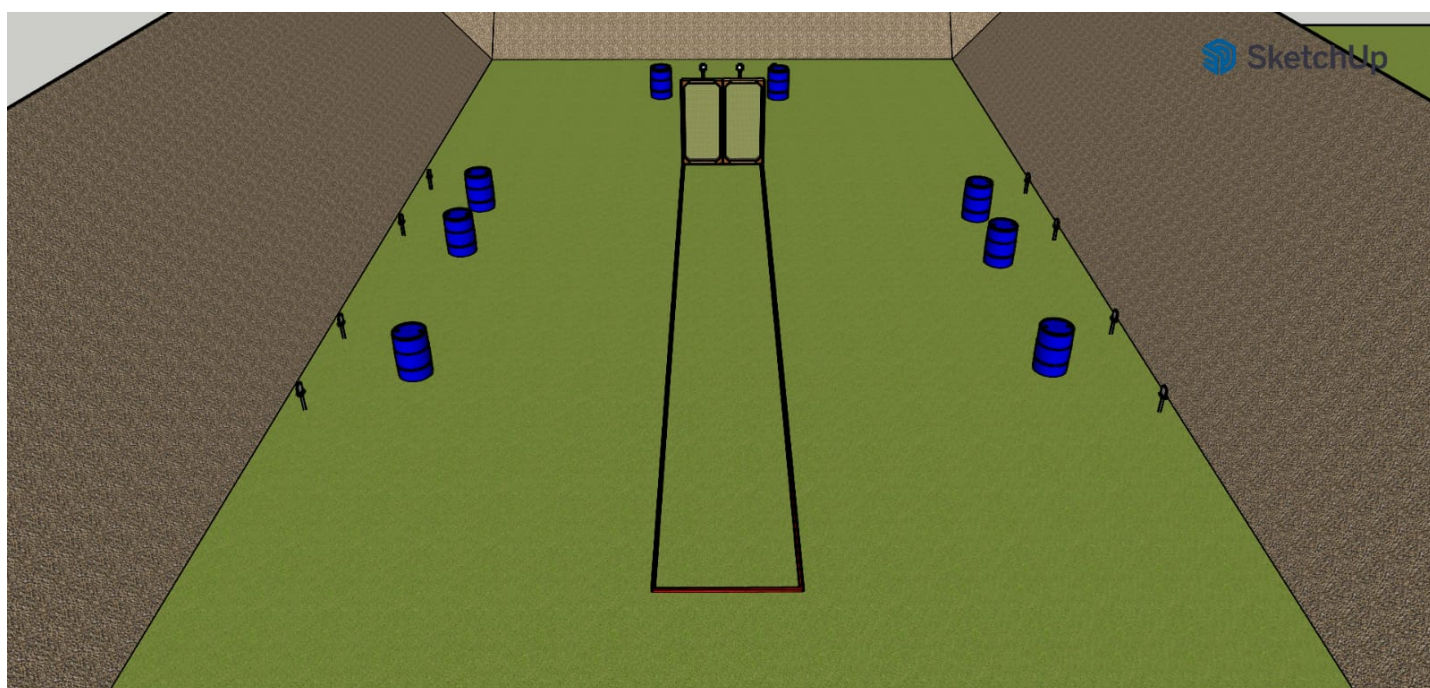
Shotgun ready condition: Loaded (Option 1)

Start position: Normal standing anywhere within the designated area

Time starts: On audible signal

Procedure: At the start signal shoot all targets from within the designated area

Safety Angles: 90 degrees in left and right





Stage Number: 6



Type of course: Short

Targets: 4 IPSC Metal Plates, 4 Clay

Minimum number of rounds: 8 (40 points)

Ammunition type: Birdshot

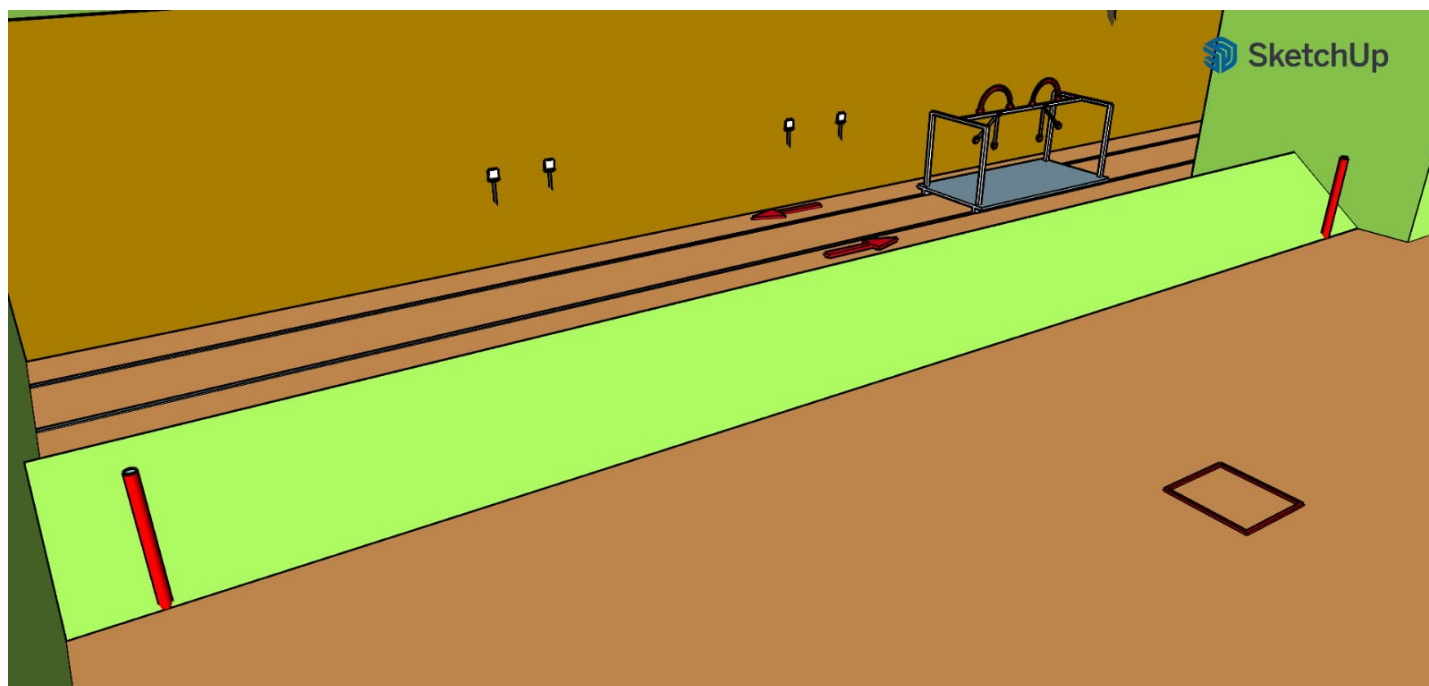
Shotgun ready condition: Loaded (Option 1)

Start position: Normal standing anywhere within the designated area

Time starts: On audible signal

Procedure: At the start signal shoot all targets from within the designated area.
Every push of the button in top of the table, drives the wagon in other side of area.
Wagon cannot be stopped in the middle.

Safety Angles: Marked by red sticks in left and right





Stage Number: 7



Type of course: Short

Targets: 8 IPSC Mini Poppers

Minimum number of rounds: 8 (40 points)

Ammunition type: Birdshot

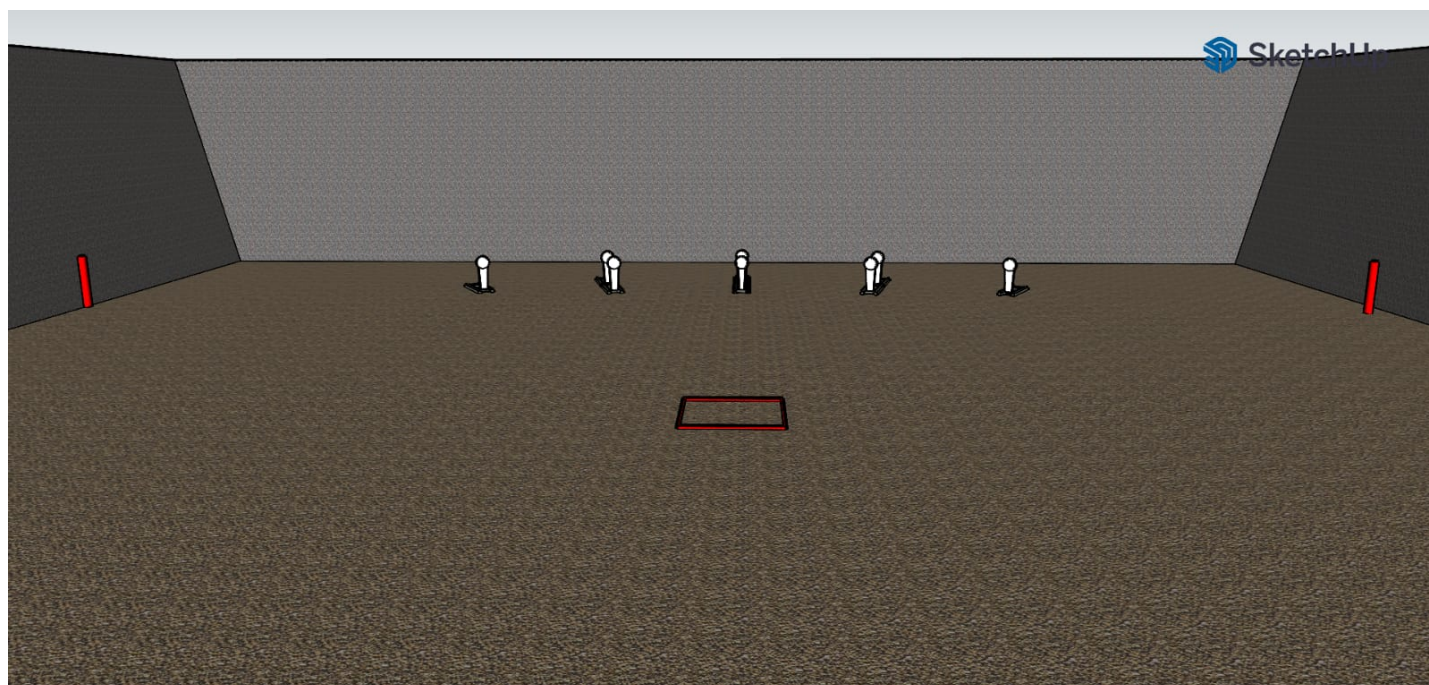
Shotgun ready condition: Loaded with empty chamber (Option 2)

Start position: Normal standing anywhere within the designated area

Time starts: On audible signal

Procedure: At the start signal shoot all targets from within the designated area

Safety Angles: Marked by red sticks in left and right





Stage Number: 8



Type of course: Medium

Targets: 15 IPSC Metal Plates

Minimum number of rounds: 15 (75 points)

Ammunition type: Birdshot

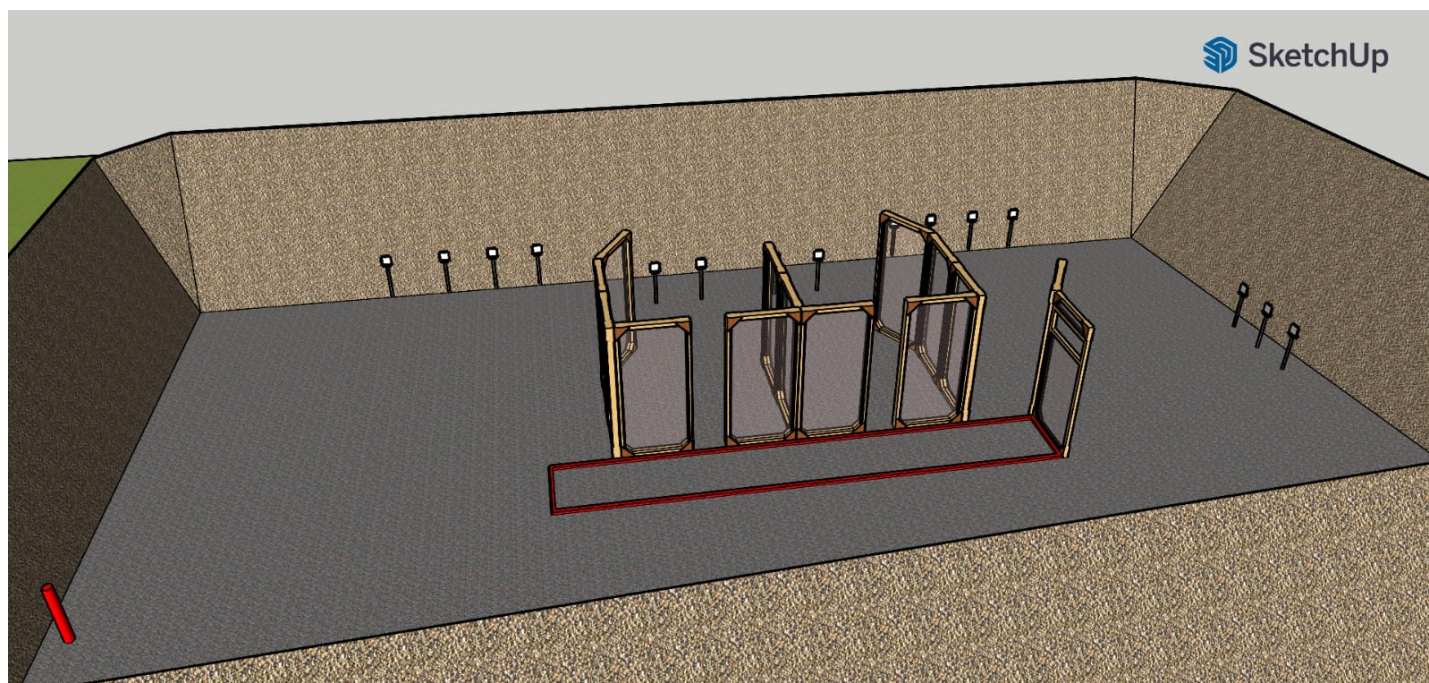
Shotgun ready condition: Loaded (Option 1)

Start position: Normal standing anywhere within the designated area

Time starts: On audible signal

Procedure: At the start signal shoot all targets from within the designated area

Safety Angles: Marked by red stick in left, 90 degrees in right





Stage Number: 9



Type of course: Short

Targets: 8 IPSC Metal Plates

Minimum number of rounds: 8 (40 points)

Ammunition type: Birdshot

Shotgun ready condition: Loaded (Option 1)

Start position: Normal standing anywhere within the designated area

Time starts: On audible signal

Procedure: At the start signal shoot all targets from within the designated area

Safety Angles: Marked by red stick in left and right

