

Stage 1

Short course. Ammunition: Birdshot only

MINIMUM ROUNDS: 8

TARGETS: 1 Popper, 5 Plates, 2 Clays, 3 No Shoots

GUN CONDITION: loaded, (Option 1).

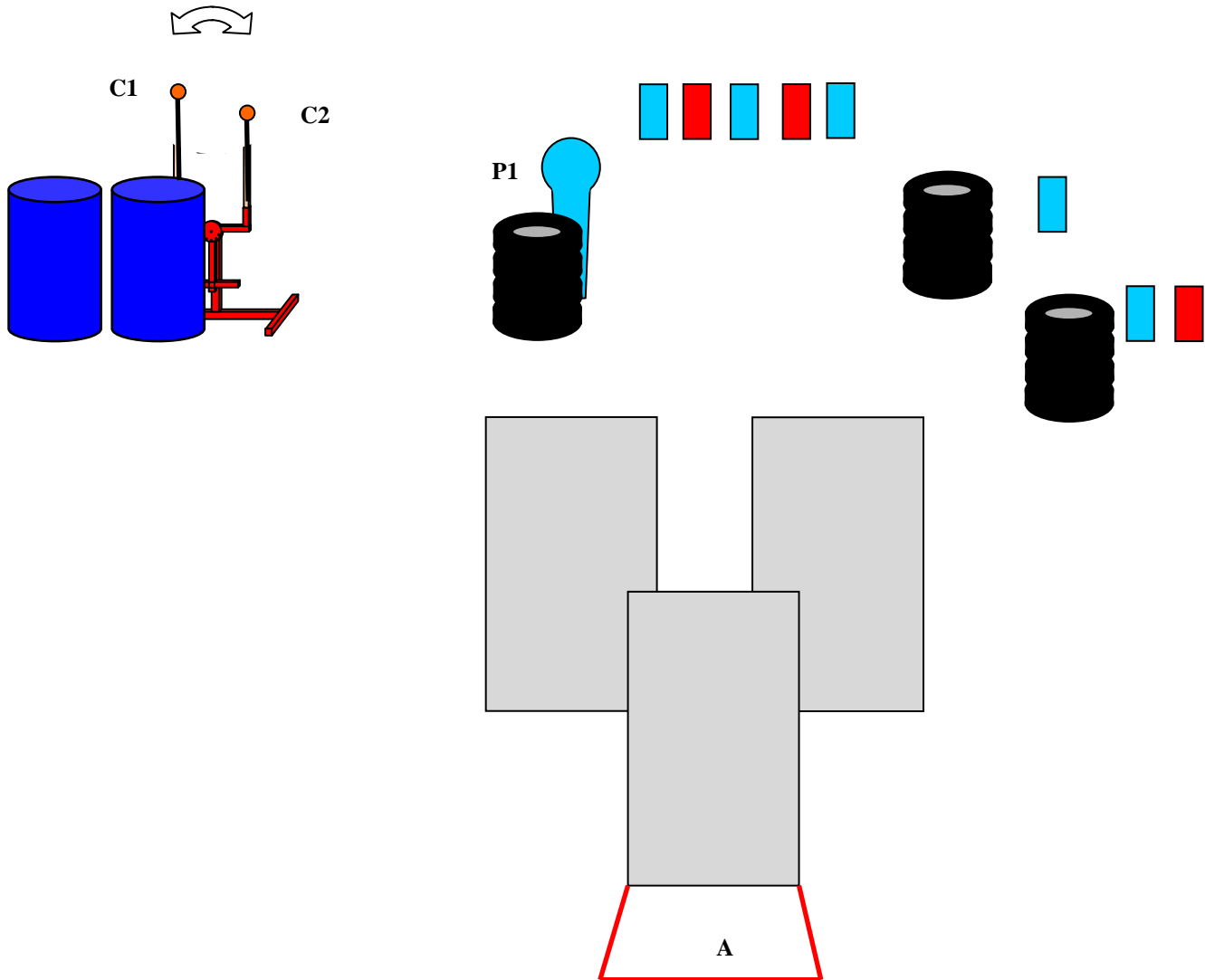
START: Audible signal

STOP: Last shot

SAFETY ANGLES: Left and right 90°

START POSITION: Standing anywhere in the designated area.

PROCEDURE: After the audible start signal engage targets from within the designated area. Popper P1 activate bobber with clays C1 and C2, they are visible to the end.



Stage 2

Medium course. Ammunition: Birdshot only

MINIMUM ROUNDS: 16

TARGETS: 2 Poppers, 12 Plates, 2 Clays, 4 No Shoots.

GUN CONDITION: loaded with chamber empty, (Option 2).

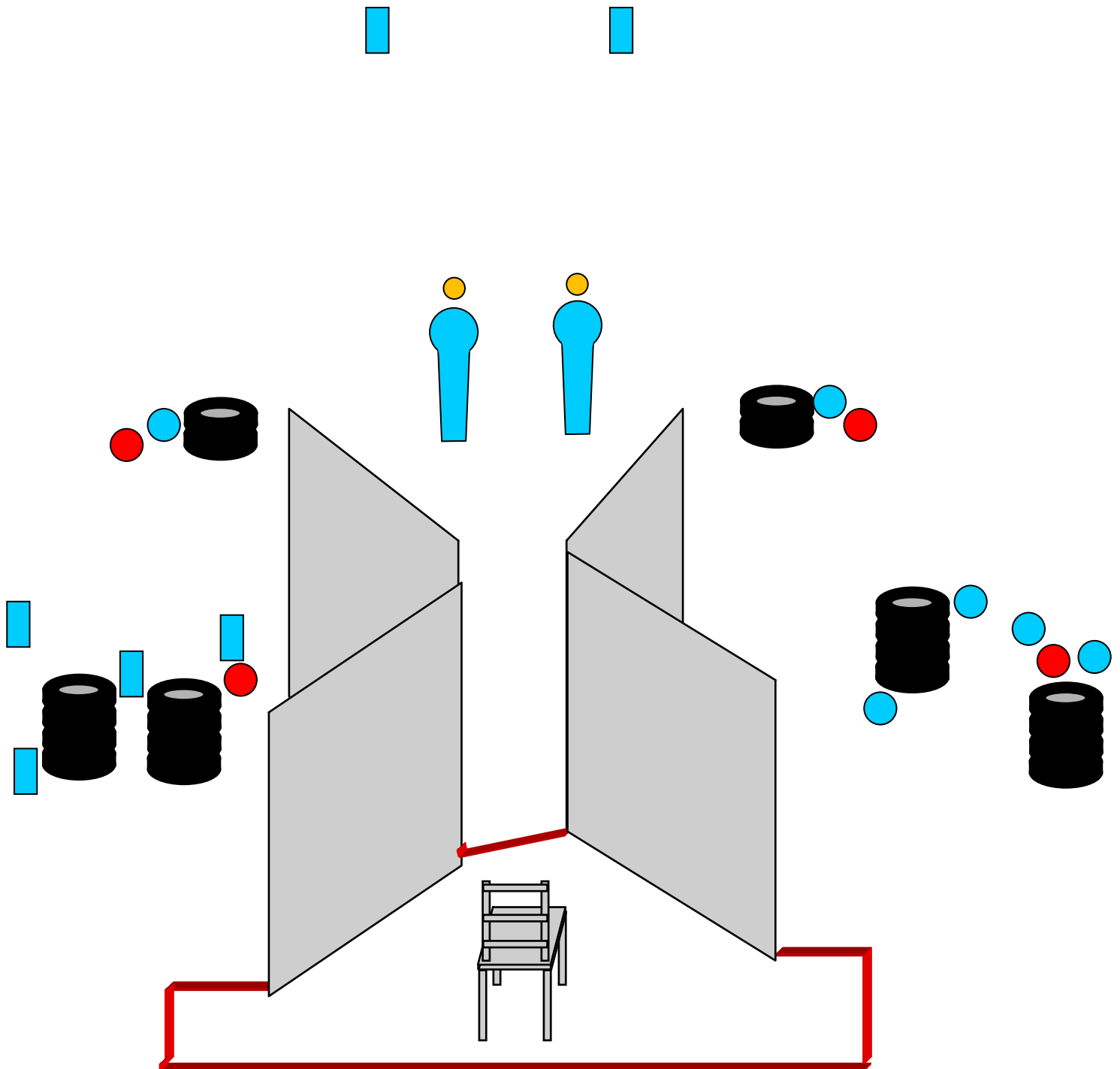
START: Audible signal

STOP: Last shot

SAFETY ANGLES: Left and right 90°

START POSITION: Sitting on the chair. Gun in the weak hand as demonstrated.

PROCEDURE: After the audible start signal engage targets from within the designated area.



Stage 3

Medium course. Ammunition: Birdshot only

MINIMUM ROUNDS: 16

TARGETS: 2 Poppers, 10 Plates, 4 Clays, 2 No Shoot.

GUN CONDITION: loaded with empty chamber, (Option 2).

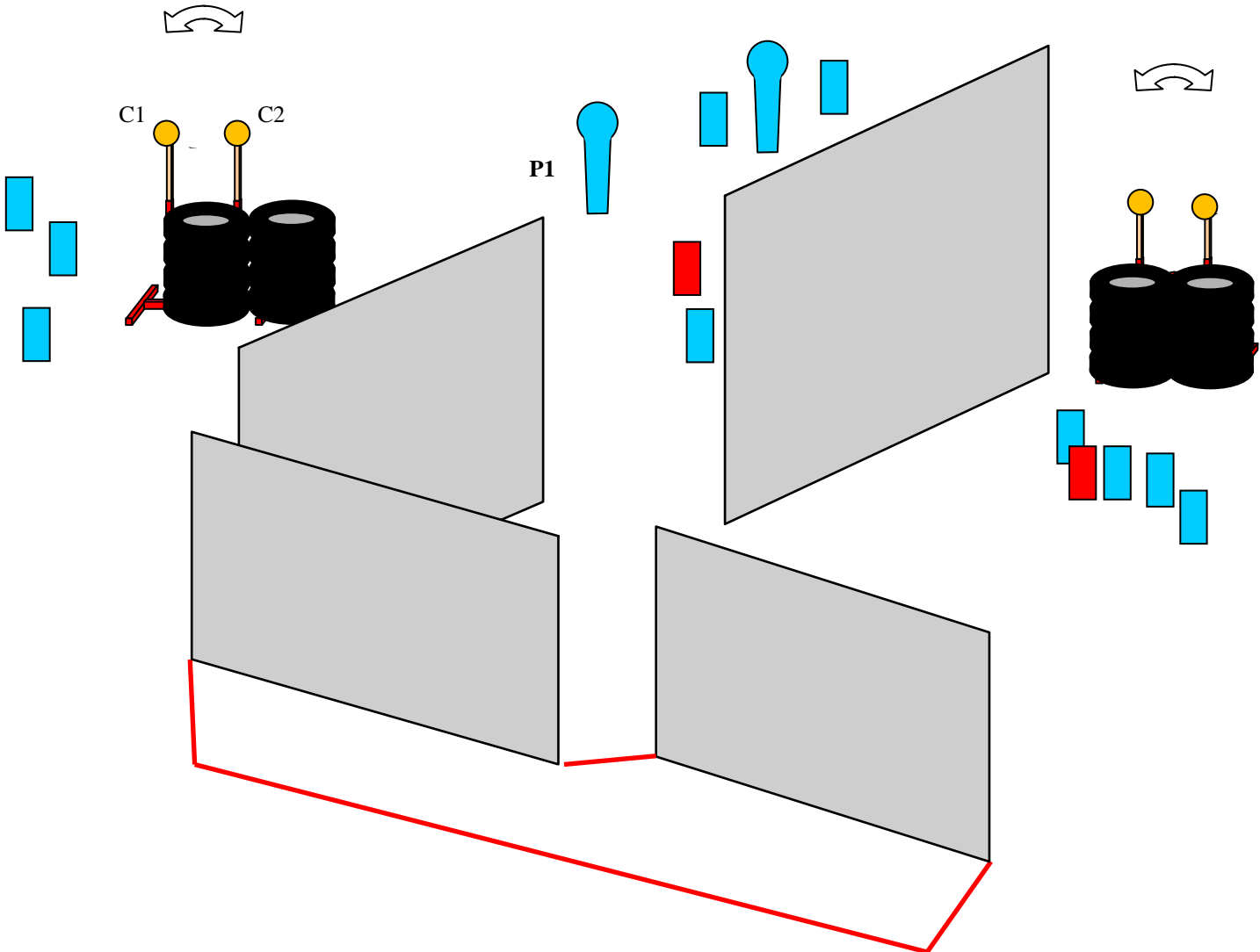
START: Audible signal

STOP: Last shot

SAFETY ANGLES: Left and right 90°.

START POSITION: Standing anywhere in the designated area.

PROCEDURE: After the audible start signal engage targets from within the designated area. Popper P1 activate bobbars with clays C1 and C2 and with clays C3 and C4, they are visible to the end.



Stage 4

Medium course. Ammunition: Birdshot only

MINIMUM ROUNDS: 16

TARGETS: 16 Plates, 4 No Shoots.

GUN CONDITION: loaded, (Option 1).

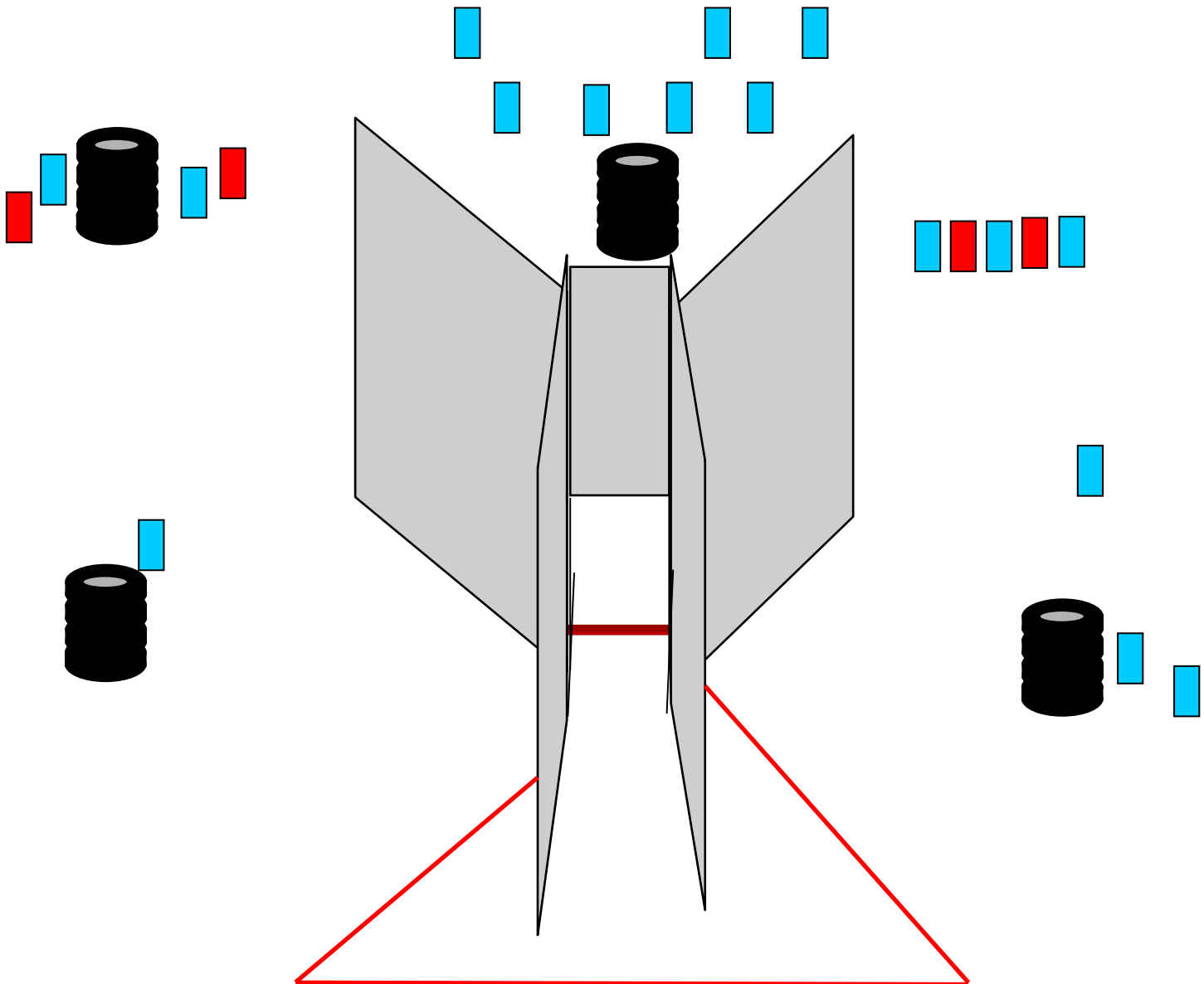
START: Audible signal

STOP: Last shot

SAFETY ANGLES: Left and right 90°.

START POSITION: Standing anywhere in the designated area.

PROCEDURE: After the audible start signal engage targets from within the designated area.



Stage 5

Short course. Ammunition: Birdshot only

MINIMUM ROUNDS: 13

TARGETS: 11 Plates, 1 Clay, 1 IPSC Popper, 4 No Shoots

GUN CONDITION: loaded, (Option 1).

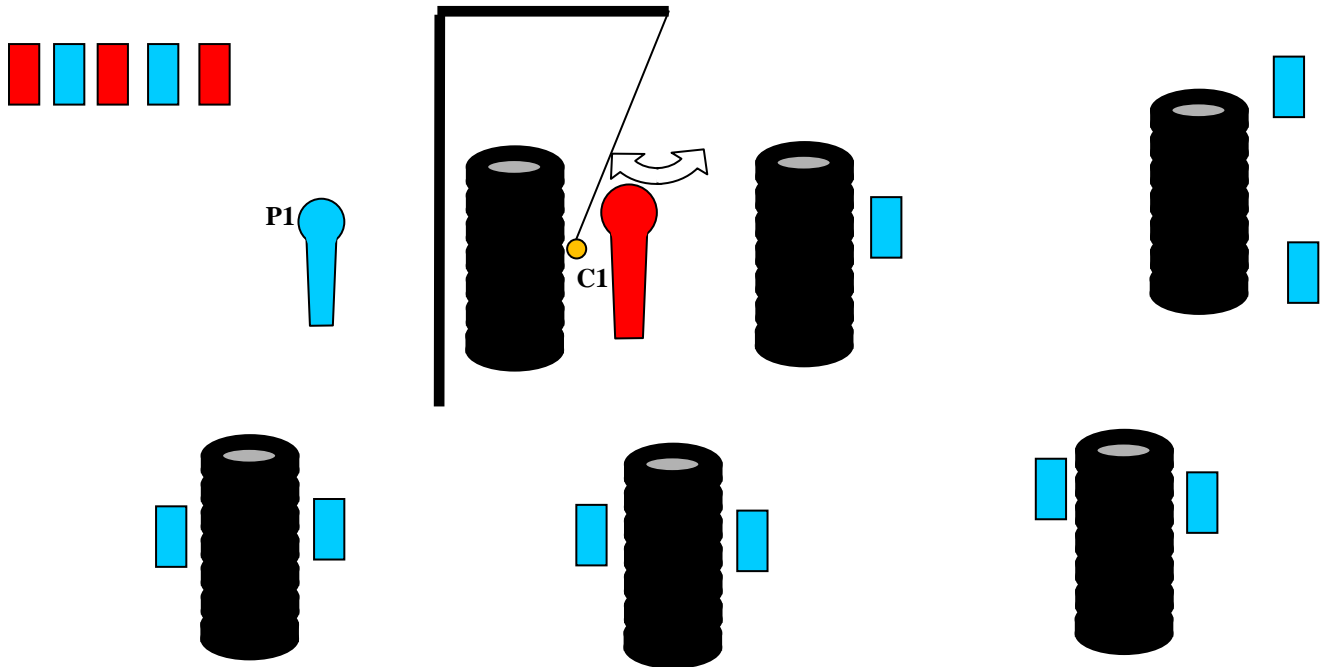
START: Audible signal

STOP: Last shot

SAFETY ANGLES: 90° left and right.

START POSITION: Standing in the designated area, with toes touch the marked line.

PROCEDURE: After the audible start signal engage targets from within the designated area. Popper P1 activate the pendulum with clay C1, it's visible to the end.



Stage 6

Medium course. Ammunition: Slug only

MINIMUM ROUNDS: 16

TARGETS: 3 Popper, 3 Clays, 5 IPSC Targets.

GUN CONDITION: loaded, (Option 1).

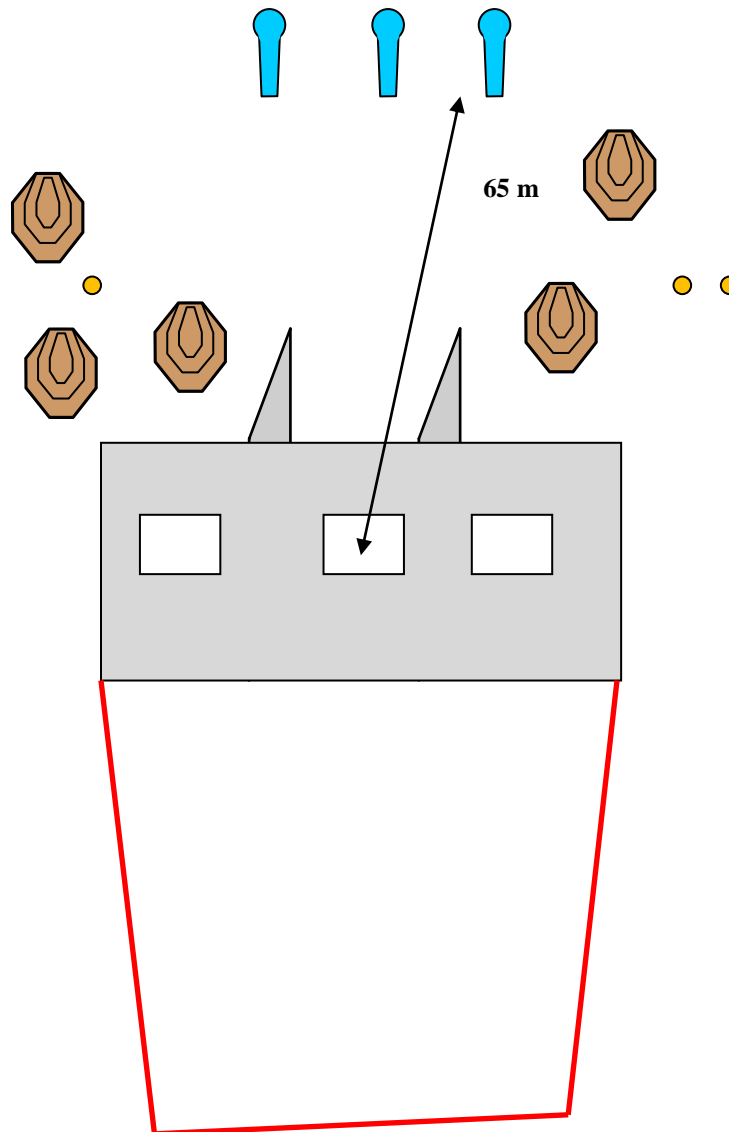
START: Audible signal

STOP: Last shot

SAFETY ANGLES: 90° left and right and top of the backstop.

START POSITION: Standing anywhere in the designated area.

PROCEDURE: After the audible start signal engage targets from within the designated area. Two hits at paper targets are required.



Stage 7

Long course. Ammunition: Birdshot only

MINIMUM ROUNDS: 28

TARGETS: 28 Plates, 6 NS

GUN CONDITION: loaded, Option 1.

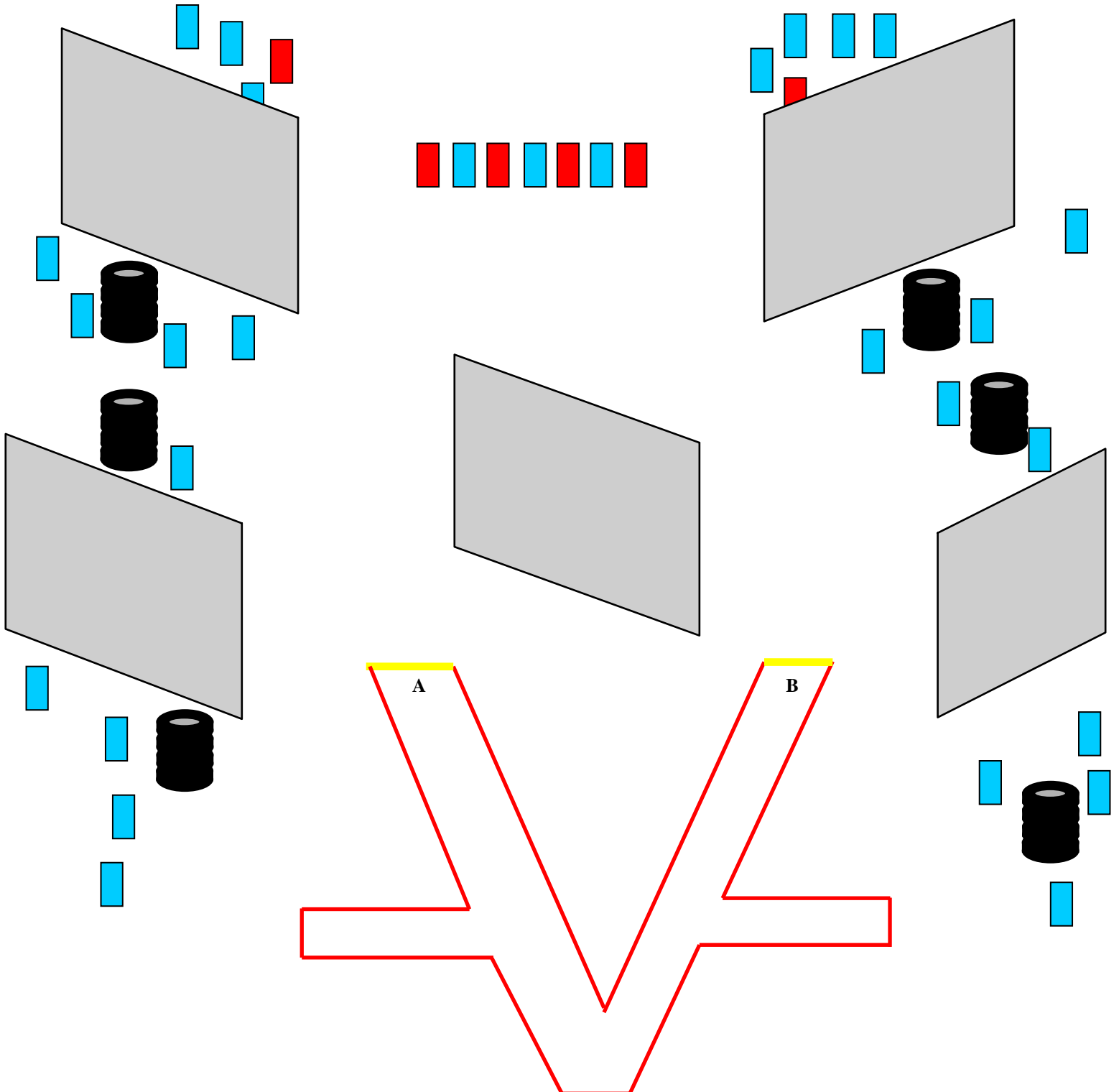
START: Audible signal

STOP: Last shot

SAFETY ANGLES: 90° left and right.

START POSITION: Standing left or right side in the designated area . Toes touching the marked line A or B.

PROCEDURE: After the audible start signal engage targets from within the designated area.



Stage 8

Medium course. Ammunition: Buckshot only

MINIMUM ROUNDS: 11

TARGETS: 4 A4 IPSC Targets, 2 NS, 6 Plates, 1 Clay.

GUN CONDITION: loaded, (Option 1).

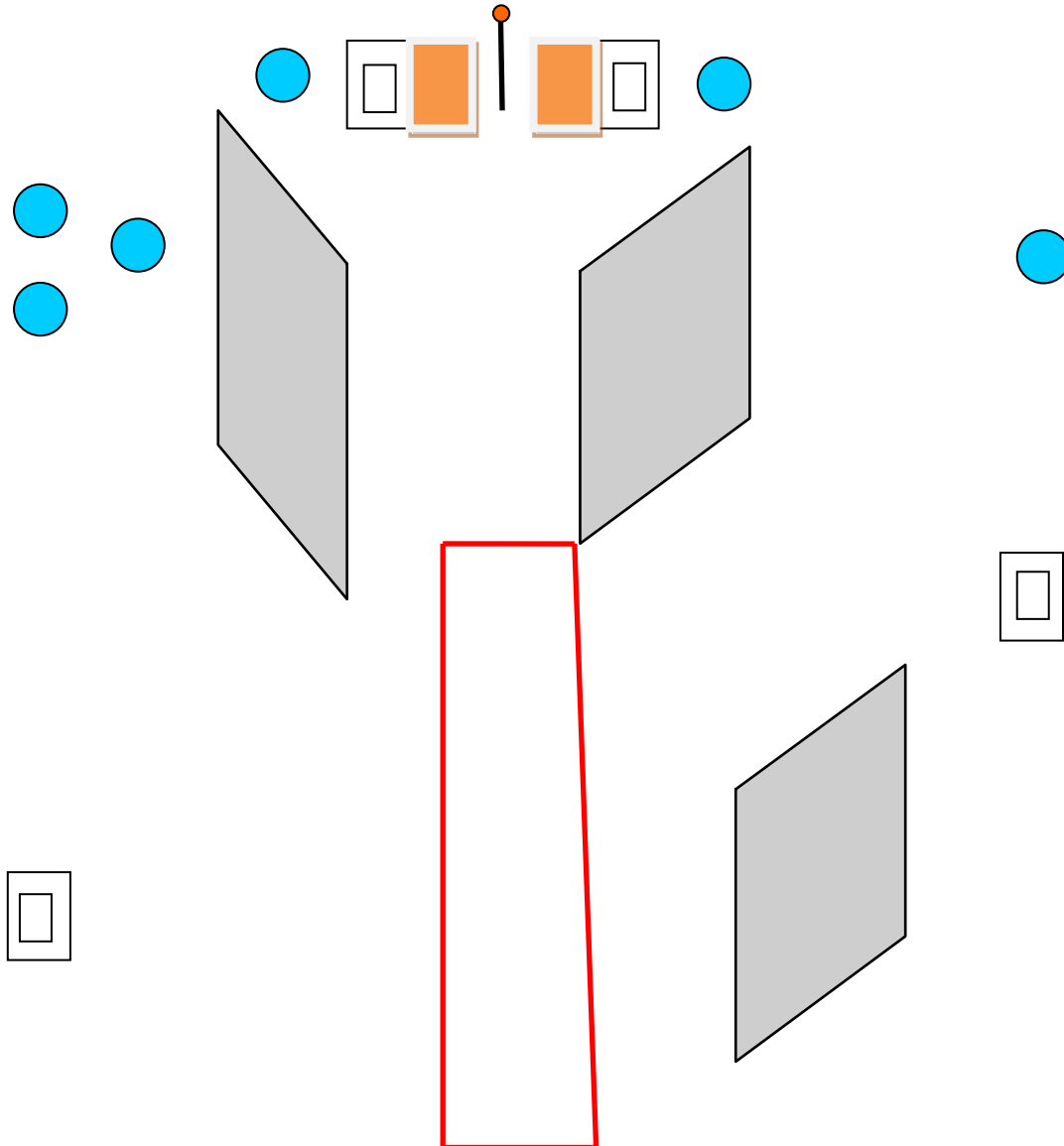
START: Audible signal

STOP: Last shot

SAFETY ANGLES: 90° left and right and top of the backstop.

START POSITION: Standing anywhere in the designated area.

PROCEDURE: After the audible start signal engage targets from within the designated area. The best two hits count to score on the paper targets.



Stage 9

Long course. Ammunition: Birdshot only

MINIMUM ROUNDS: 28

TARGETS: 25 Plates, 3 Clays, 4 No Shoots

GUN CONDITION: loaded, (Option 1).

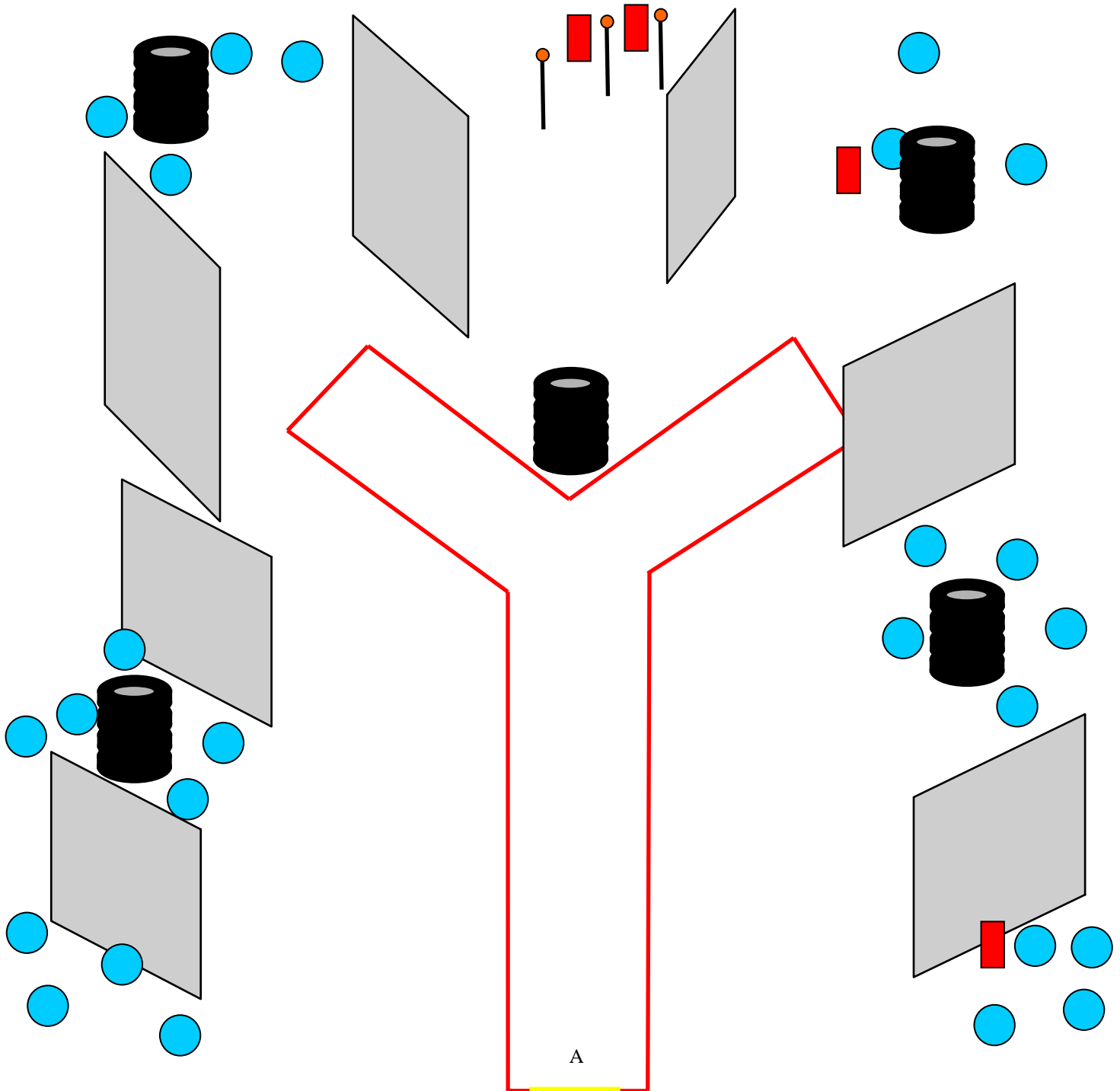
START: Audible signal

STOP: Last shot

SAFETY ANGLES: 90° left and right.

START POSITION: Standing at A with heels of boot touching the marked line.

PROCEDURE: After the audible start signal engage targets from within the designated area.



Stage 10

Short course. Ammunition: Birdshot only

MINIMUM ROUNDS: 8

TARGETS: 6 Plates, 2 Clays, 2 NS

GUN CONDITION: unloaded, (Option 3).

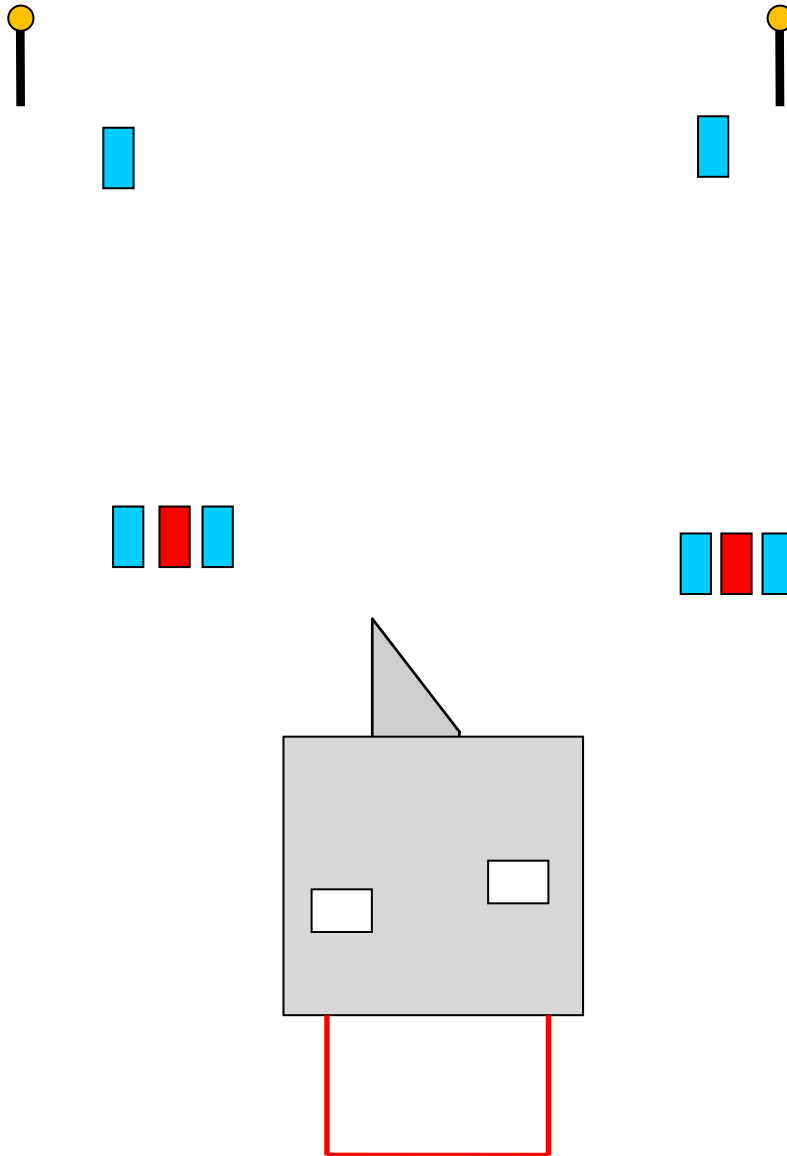
START: Audible signal

STOP: Last shot

SAFETY ANGLES: Left and right 90°

START POSITION: Standing anywhere in the designated area.

PROCEDURE: After the audible start signal engage targets from within the designated area. All ammunition use on this stage is on the belt, (without match saver on fire arm).



Stage 11

Short course. Ammunition: Birdshot only

MINIMUM ROUNDS: 8

TARGETS: 8 plates, 1 NS.

GUN CONDITION: loaded, (Option 1).

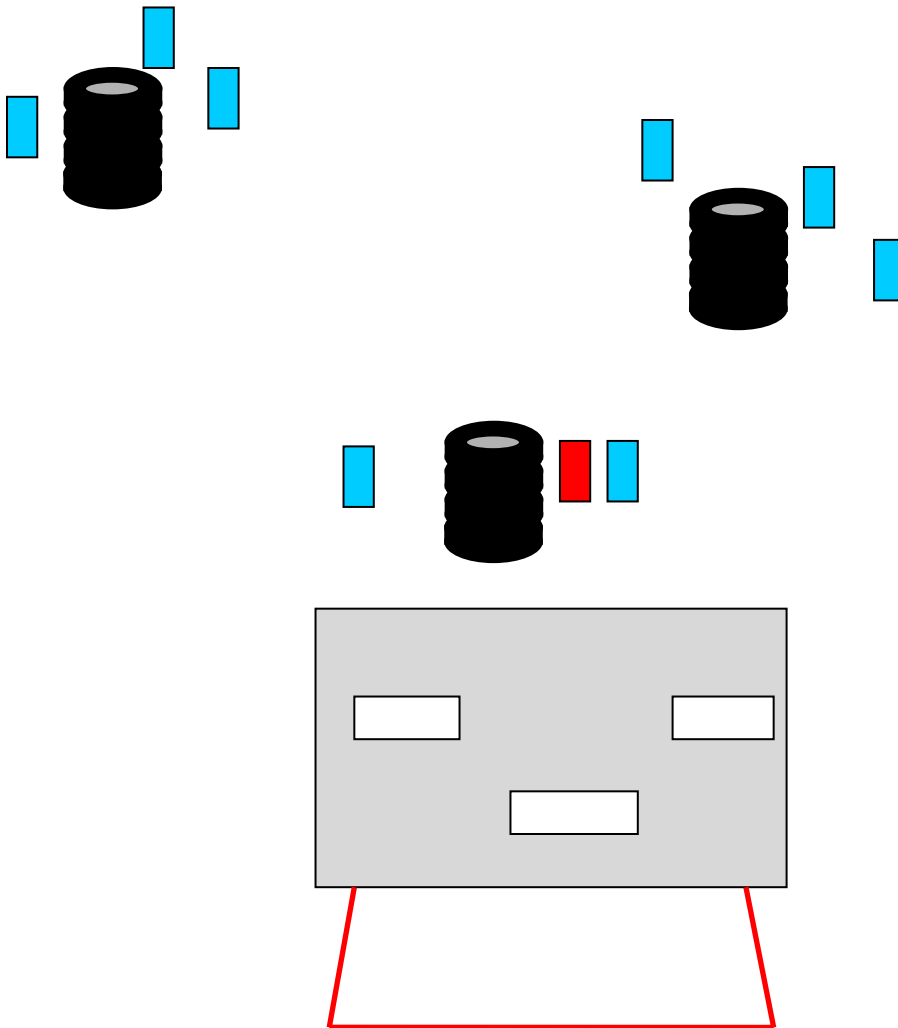
START: Audible signal

STOP: Last shot

SAFETY ANGLES: Left and right 90°

START POSITION: Standing anywhere in the designated area.

PROCEDURE: After the audible start signal engage targets from within the designated area.



Stage 12

Short course. Ammunition: Birdshot only

MINIMUM ROUNDS: 8

TARGETS: 8 Plates.

GUN CONDITION: loaded, (Option 1).

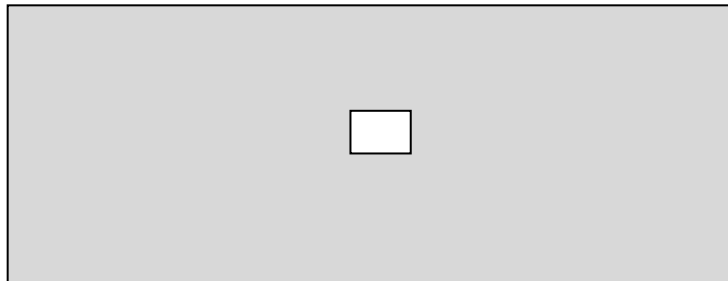
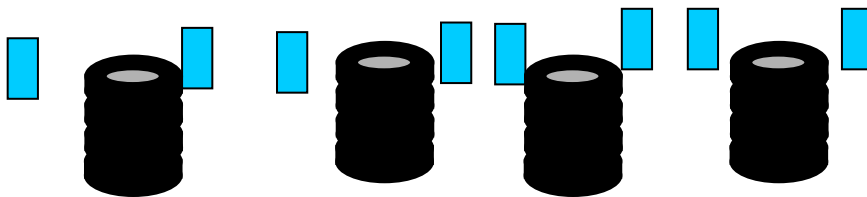
START: Audible signal

STOP: Last shot

SAFETY ANGLES: Left and right 90°

START POSITION: Standing anywhere in the designated area.

PROCEDURE: After the audible start signal engage targets from within the designated area.



Stage 13

Short course. Ammunition: Birdshot only

MINIMUM ROUNDS: 8

TARGETS: 4 Plates, 1 Popper, 3 Clays, 1 NS

GUN CONDITION: loaded, (Option 1).

START: Audible signal

STOP: Last shot

SAFETY ANGLES: Left and right 90°

START POSITION: Standing anywhere in the designated area.

PROCEDURE: After the audible start signal engage targets from within the designated area.

