

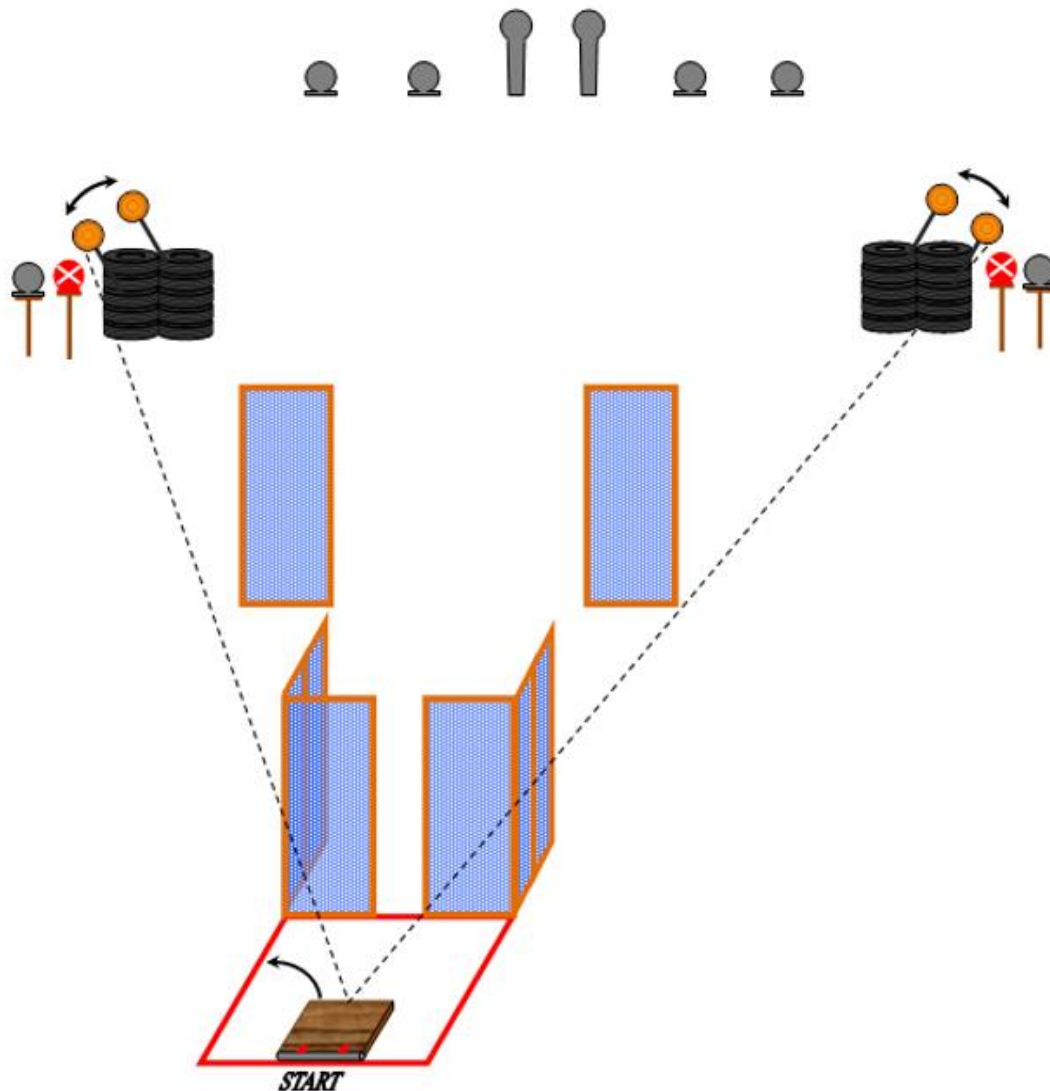


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STAGE 1



Course of Fire:	Medium
Targets:	2 IPSC IPSC popper, 6 IPSC plate, 4 Frangible Target, 2 NS.
Nbr. of rounds to be scored (type):	12 (birdshot)
Maximum Points:	60
Start-stop:	Audible-last shot
Starting Position:	The competitor is standing erect, both heels are touching the Start marks, facing downrange.
Start Condition:	The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.
Procedure:	After the start signal engage all the targets from within the designated area as they become visible. Leaving the platform will activate moving targets which remain visible at rest.

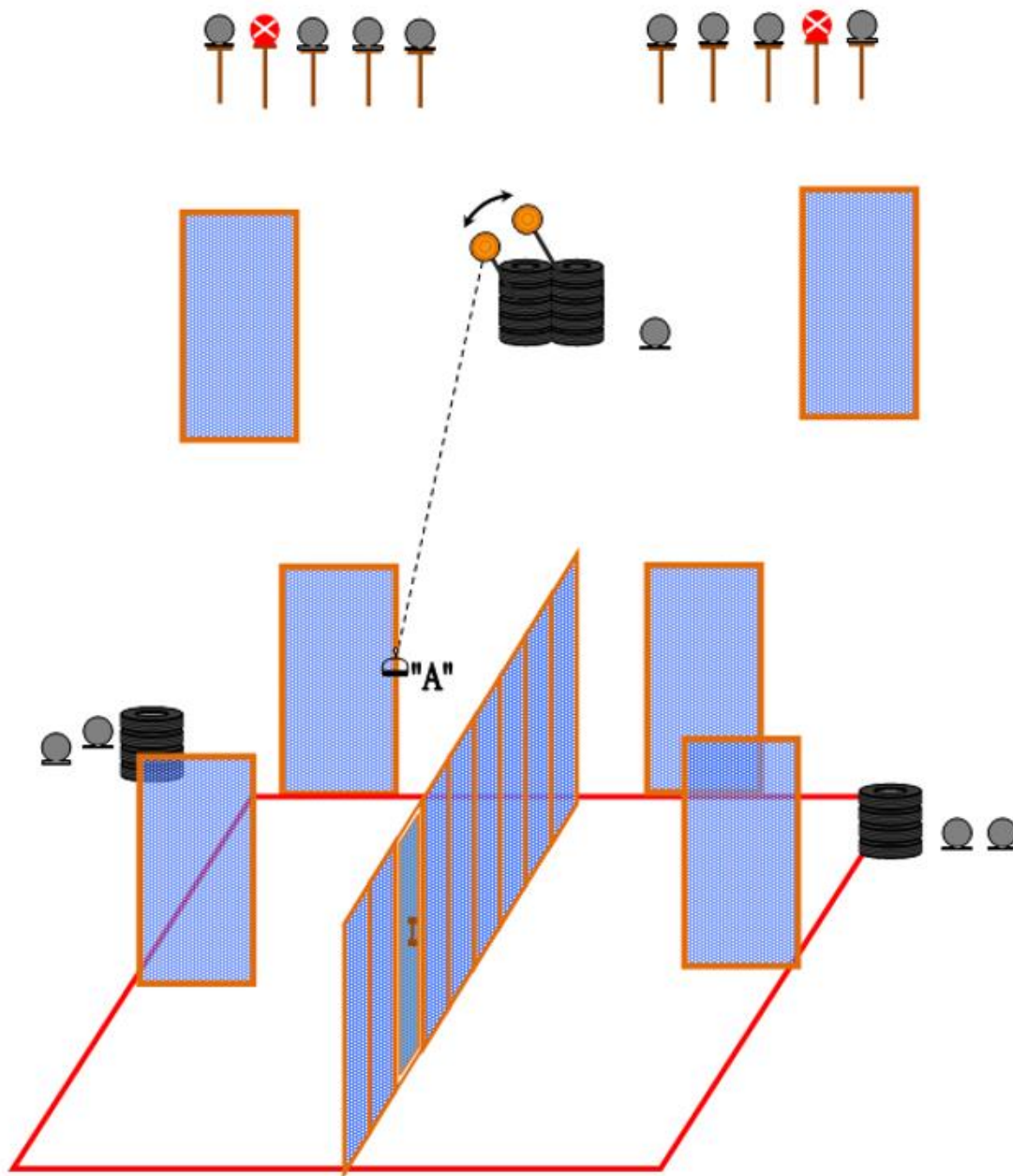


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STAGE 4



Course of Fire:

Targets:

Nbr. of rounds to be scored (type):

Maximum Points:

Medium

13 IPSC plate, 2 Frangible Target, 2 NS.

15 (birdshot)

75

Start-stop:

Audible-last shot

Starting Position:

The competitor is standing erect, anywhere inside the designated area, facing downrange.

Start Condition:

The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible. Pulling lever "A" will activate moving targets which remain visible at rest.

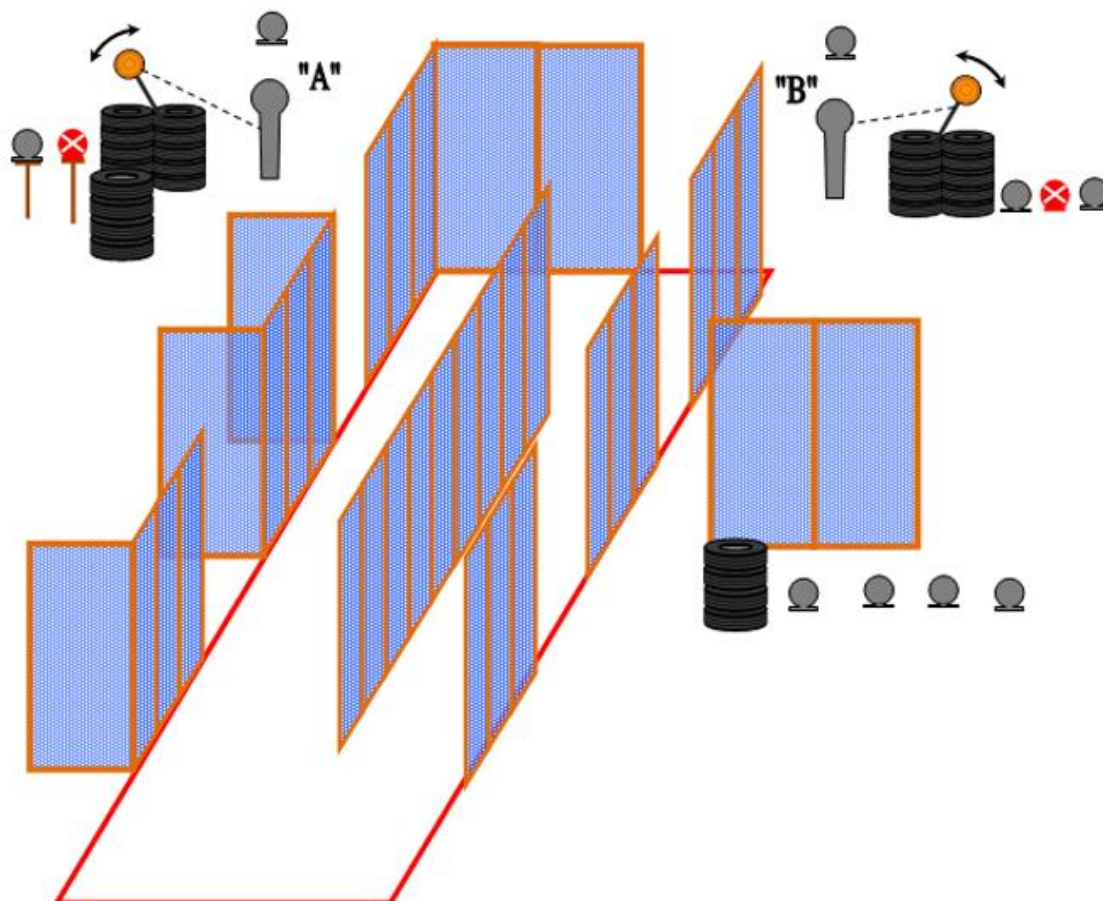


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STAGE 3



Course of Fire:

Targets:

Nbr. of rounds to be scored (type):

Maximum Points:

Long

2 IPSC popper, 17 IPSC plate, 2 frangible target, 2 NS

21 (birdshot)

105

Start-stop:

Audible-last shot

Starting Position:

The competitor is standing erect, anywhere inside the designated area, facing downrange.

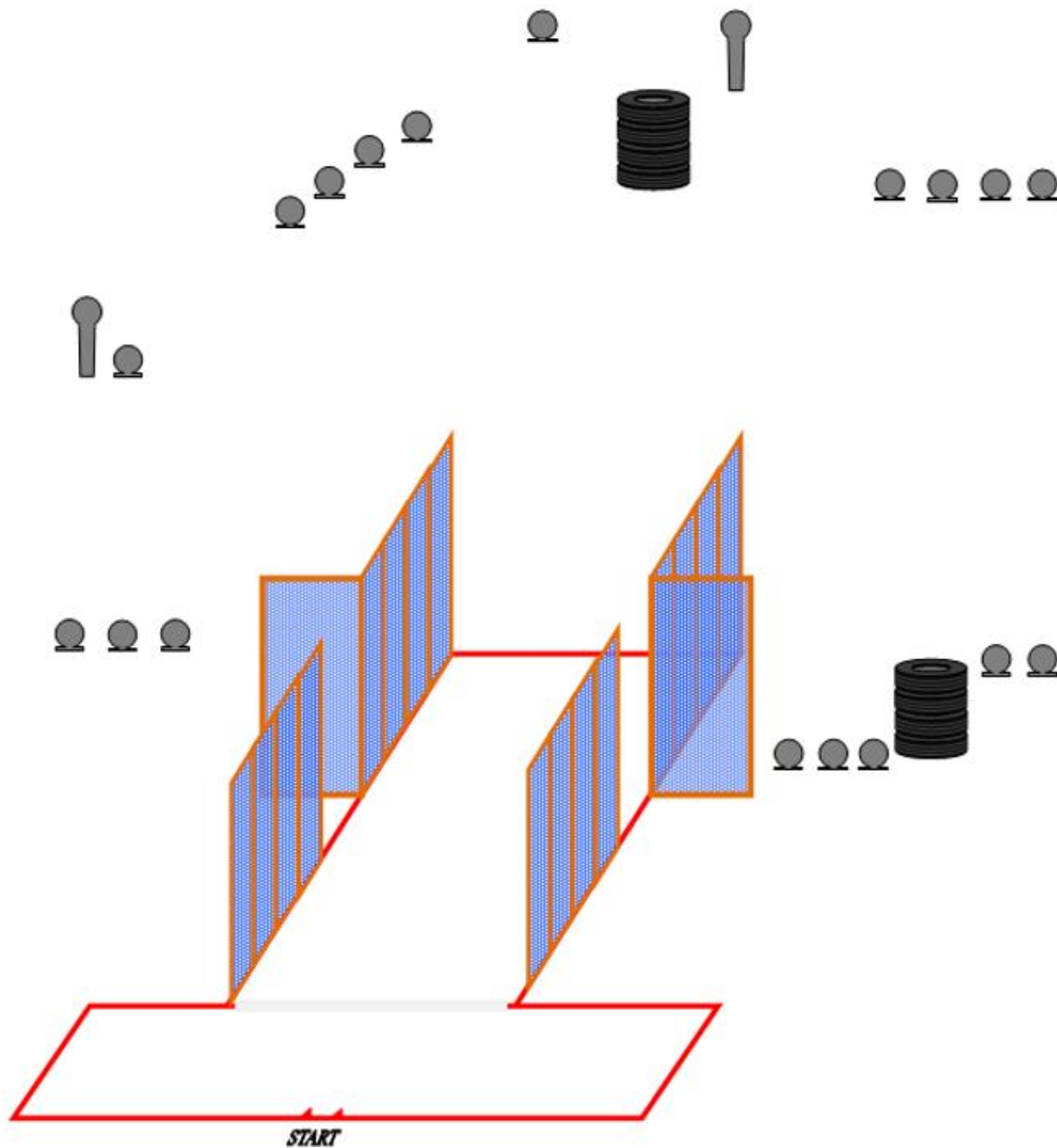
Start Condition:

The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible. Falling of poppers "A" and "B" will activate moving targets which remain visible at rest.

STAGE 2



Course of Fire:

Long

Targets:

2 IPSC popper, 18 IPSC plate

Nbr. of rounds to be scored (type):

20 (birdshot)

Maximum Points:

100

Start-stop:

Audible-last shot

Starting Position:

The competitor is standing erect, both heels touching the Start marks, facing downrange.

Start Condition:

The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible.



Long

Targets:

6 IPSC popper, 21 IPSC plate, 2 NS

Nbr. of rounds to be scored (type):

27 (birdshot)

Maximum Points:

135

Start-stop:

Audible-last shot

Starting Position:

The competitor is sitting on the chair, hands on the knees, facing downrange.

Start Condition:

The shotgun is loaded (Option 1) placed on the table, muzzle pointing downrange.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible.



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STAGE 6



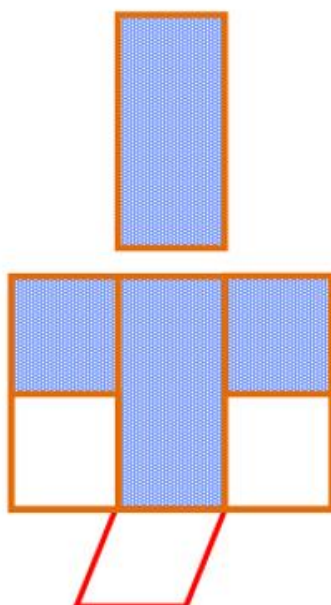
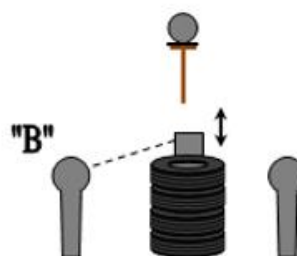
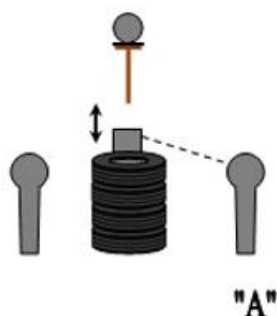
Course of Fire:	Short
Targets:	2 IPSC popper, 6 IPSC plate, 2NS
Nbr. of rounds to be scored (type):	8 (birdshot)
Maximum Points:	40
Start-stop:	Audible-last shot
Starting Position:	The competitor is standing erect, anywhere inside the designated area, facing downrange.
Start Condition:	The shotgun is loaded (Option 2, chamber empty) held in both hands, stock touching the competitor at hip level.
Procedure:	After the start signal engage all the targets from within the designated area as they become visible.



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STAGE 11



Course of Fire:

Targets:

Nbr. of rounds to be scored (type):

Maximum Points:

Short

4 IPSC popper, 4 IPSC plate

8 (birdshot)

40

Start-stop:

Audible-last shot

Starting Position:

The competitor is standing erect, anywhere inside the designated area, facing downrange.

Start Condition:

The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible. Falling of poppers "A" and "B" will activate moving targets which remain visible at rest.

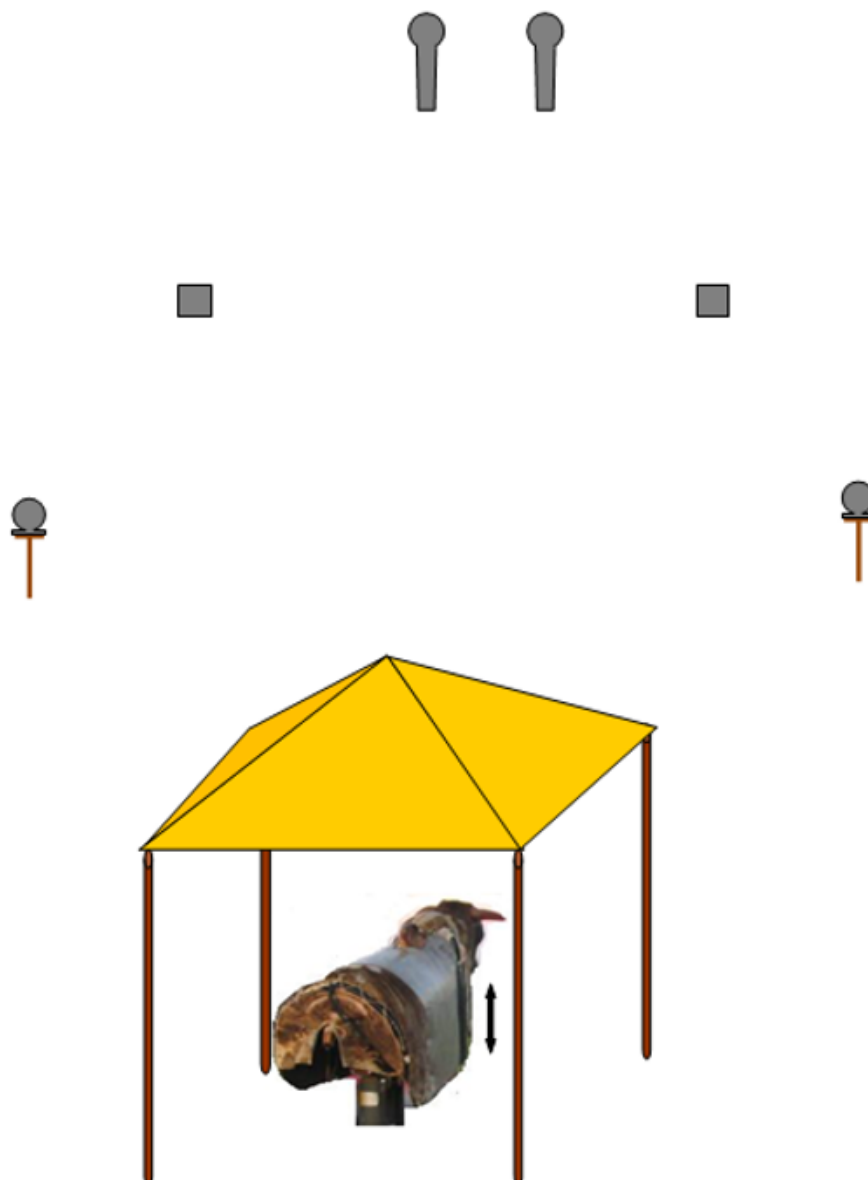


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STAGE 8



Course of Fire:

Short

Targets:

2 IPSC popper, 4 IPSC plate

Nbr. of rounds to be scored (type):

6 (buckshot, **9 pellets maximum**)

Maximum Points:

30

Start-stop:

Audible-last shot

Starting Position:

The competitor is sitting on the bull, facing downrange.

Start Condition:

The shotgun is unloaded (Option 3) held in both hands, stock touching the competitor at hip level, the barrel is between the horns.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible. The competitor must remain sitting during the COF. SA: 2x45 degree and the top of the backstop.

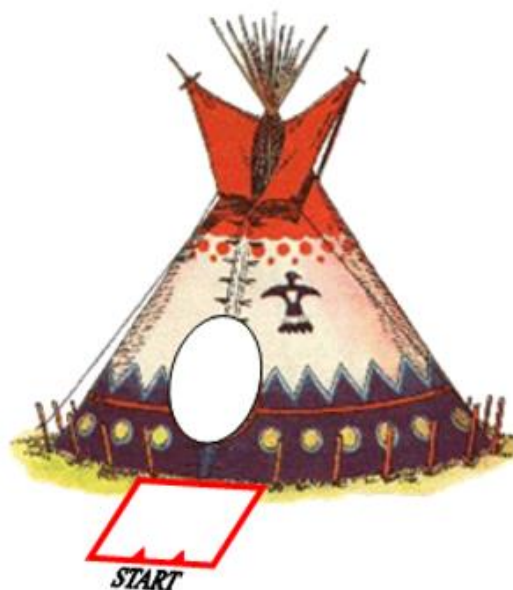
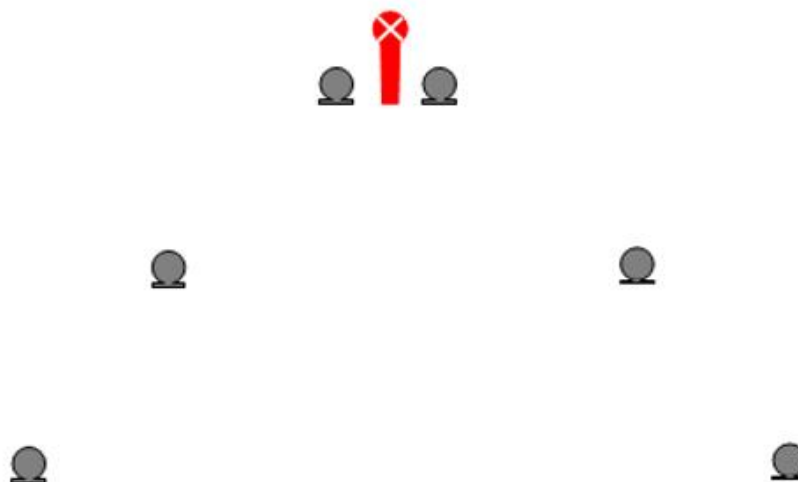


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STAGE 9



Course of Fire: Short
Targets: 6 IPSC plate, 1 NS
Nbr. of rounds to be scored (type): 6 (birdshot)
Maximum Points: 30

Start-stop: Audible-last shot

Starting Position: The competitor is standing erect, both heels touching the START marks, facing downrange.

Start Condition: The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure: After the start signal engage all the targets from within the designated area as they become visible.

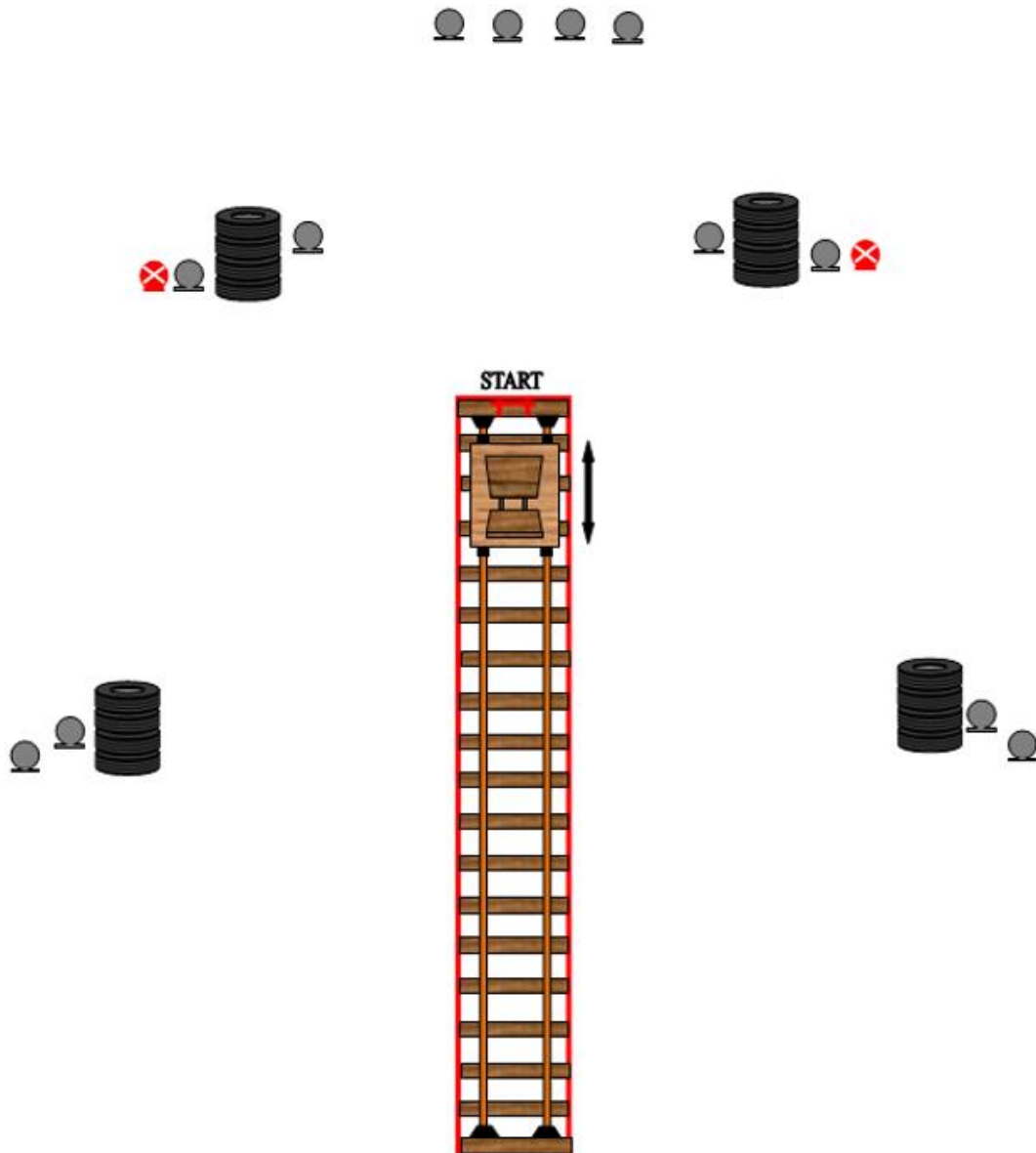


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STAGE 10



Course of Fire:

Medium

Targets:

12 IPSC plate, 2 NS

Nbr. of rounds to be scored (type):

12 (birdshot)

Maximum Points:

60

Start-stop:

Audible-last shot

Starting Position:

The competitor is sitting in the wagon, both toes are touching the Start marks, facing downrange.

Start Condition:

The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure:

After the start signal engage all the targets while remain sitting during the COF.

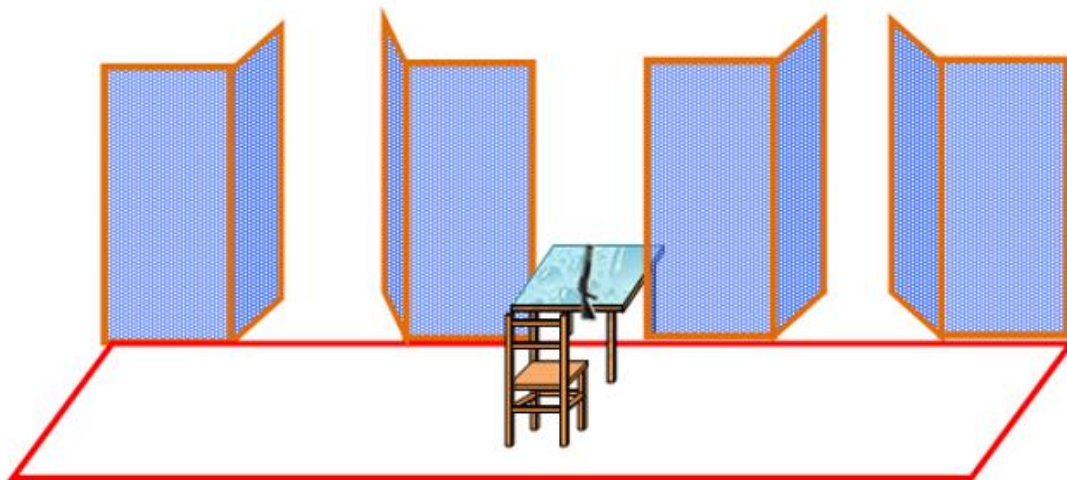


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STAGE 21



Course of Fire:

Short

Targets:

1 IPSC popper, 8 IPSC plate

Nbr. of rounds to be scored (type):

9 (birdshot)

Maximum Points:

45

Start-stop:

Audible-last shot

Starting Position:

The competitor is sitting on the chair, hands on the knees, facing downrange.

Start Condition:

The shotgun is loaded (Option 2, chamber empty) laying on the table, muzzle pointing downrange.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible.

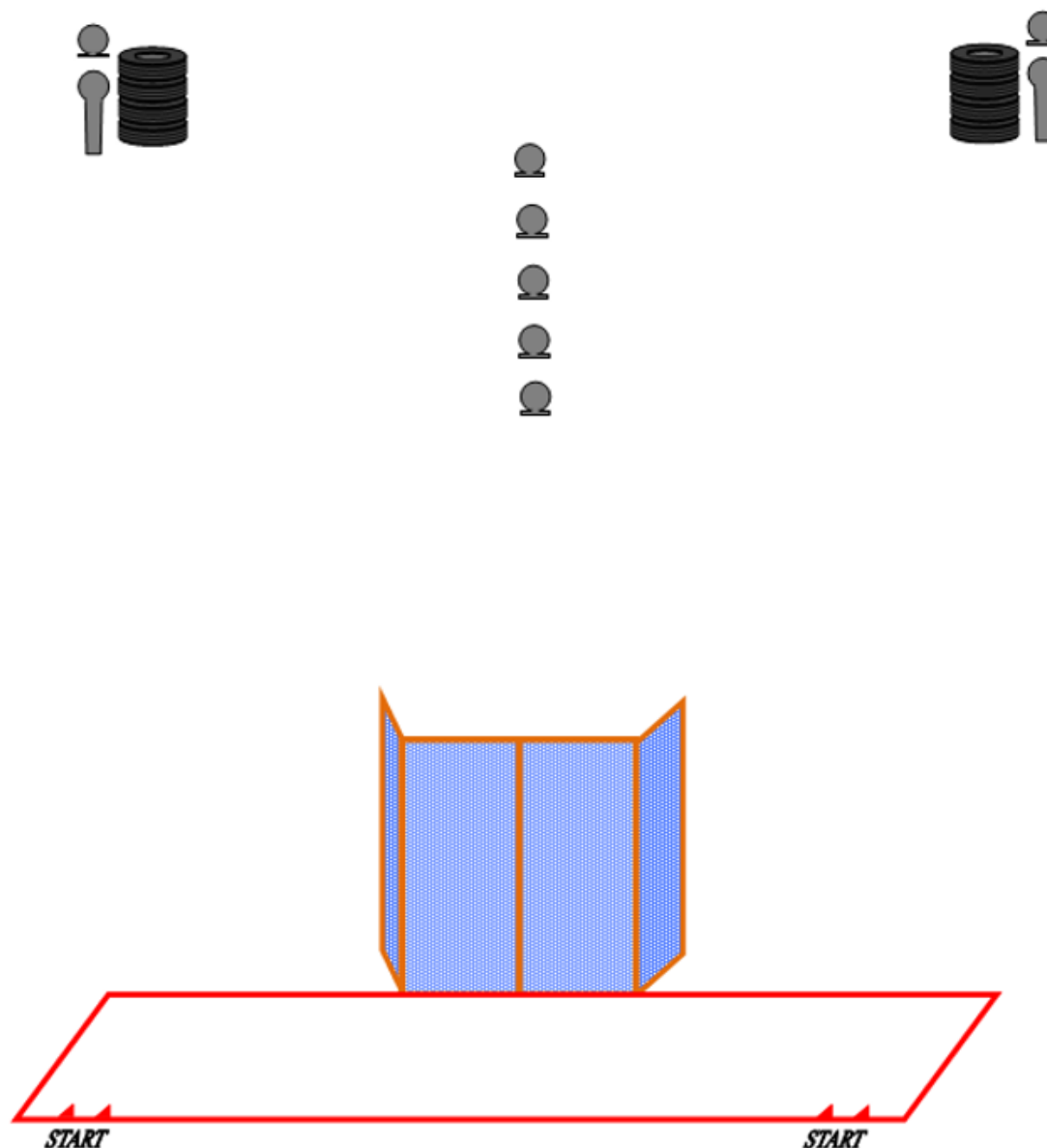


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STAGE 20



Course of Fire:

Short

Targets:

2 IPSC popper, 7 IPSC plate

Nbr. of rounds to be scored (type):

9 (birdshot)

Maximum Points:

45

Start-stop:

Audible-last shot

Starting Position:

The competitor is standing erect, both heels touching one of the START marks, facing downrange.

Start Condition:

The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible.

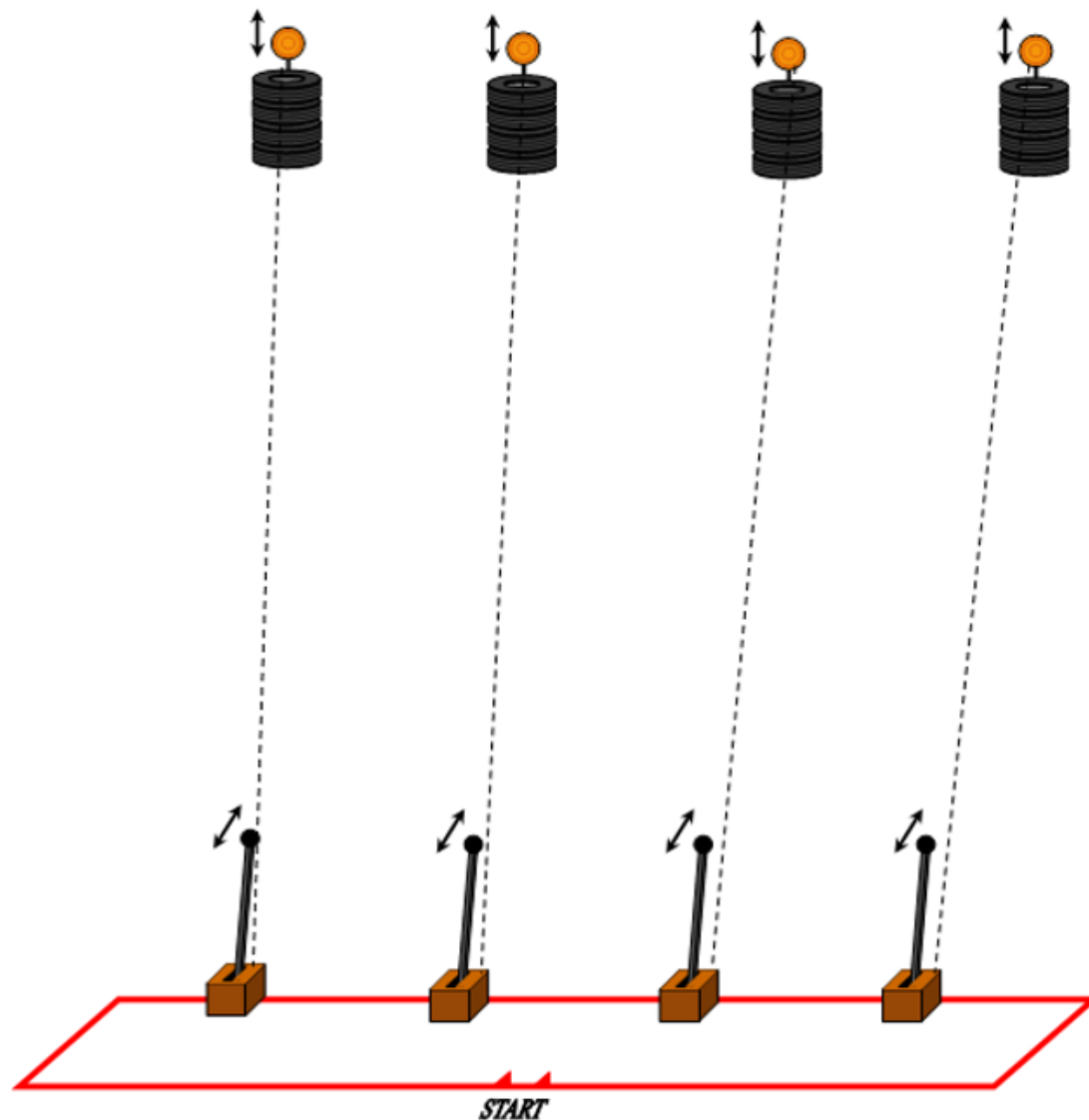


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STAGE 13



Course of Fire:

Targets:

Nbr. of rounds to be scored (type):

Maximum Points:

Short

4 frangible

4 (birdshot)

20

Start-stop:

Audible-last shot

Starting Position:

The competitor is standing erect, both heels touching the START marks, facing downrange.

Start Condition:

The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible. Frangible targets start to move by pulling the opposite levers and will remain visible at rest.

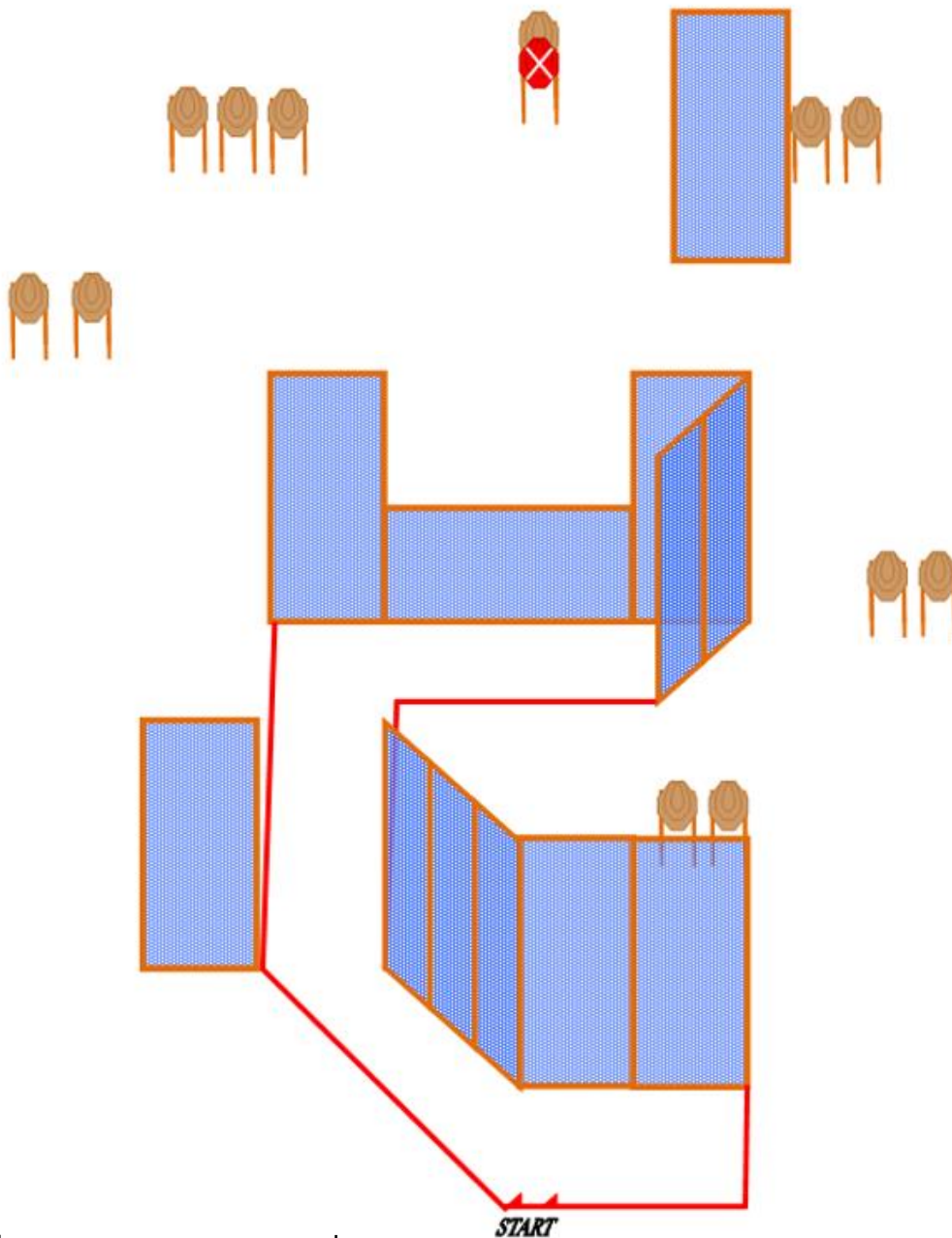


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STAGE 15



Course of Fire:

Targets:

Nbr. of rounds to be scored (type):

Maximum Points:

Long

12 IPSC paper target, 1 NS

24 (slug)

120

Start-stop:

Audible-last shot

Starting Position:

The competitor is standing erect, both heels are touching the Start marks, facing downrange.

Start Condition:

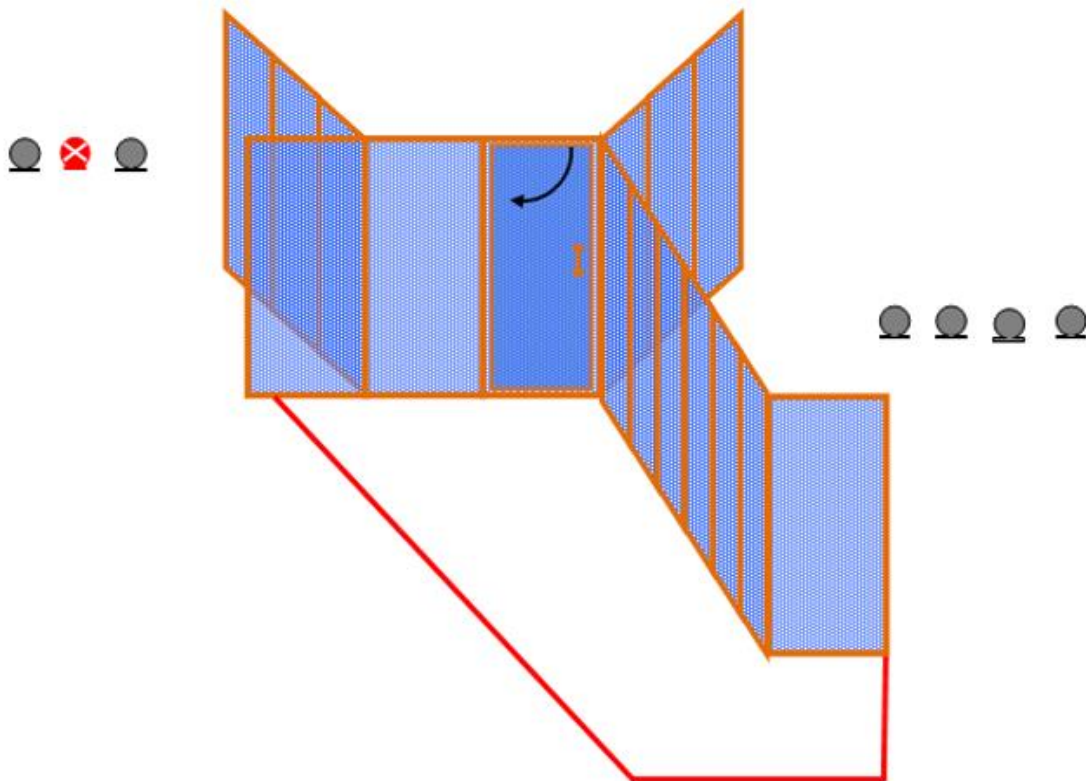
The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible. SA: 2x90 degree and the top of the backstop.



STAGE 7



Course of Fire:	Medium
Targets:	14 IPSC plate, 2 NS
Nbr. of rounds to be scored (type):	14 (birdshot)
Maximum Points:	70

Start-stop: Audible-last shot

Starting Position: The competitor is standing erect, anywhere inside the designated area, facing downrange.

Start Condition: The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure: After the start signal engage all the targets from within the designated area as they become visible.

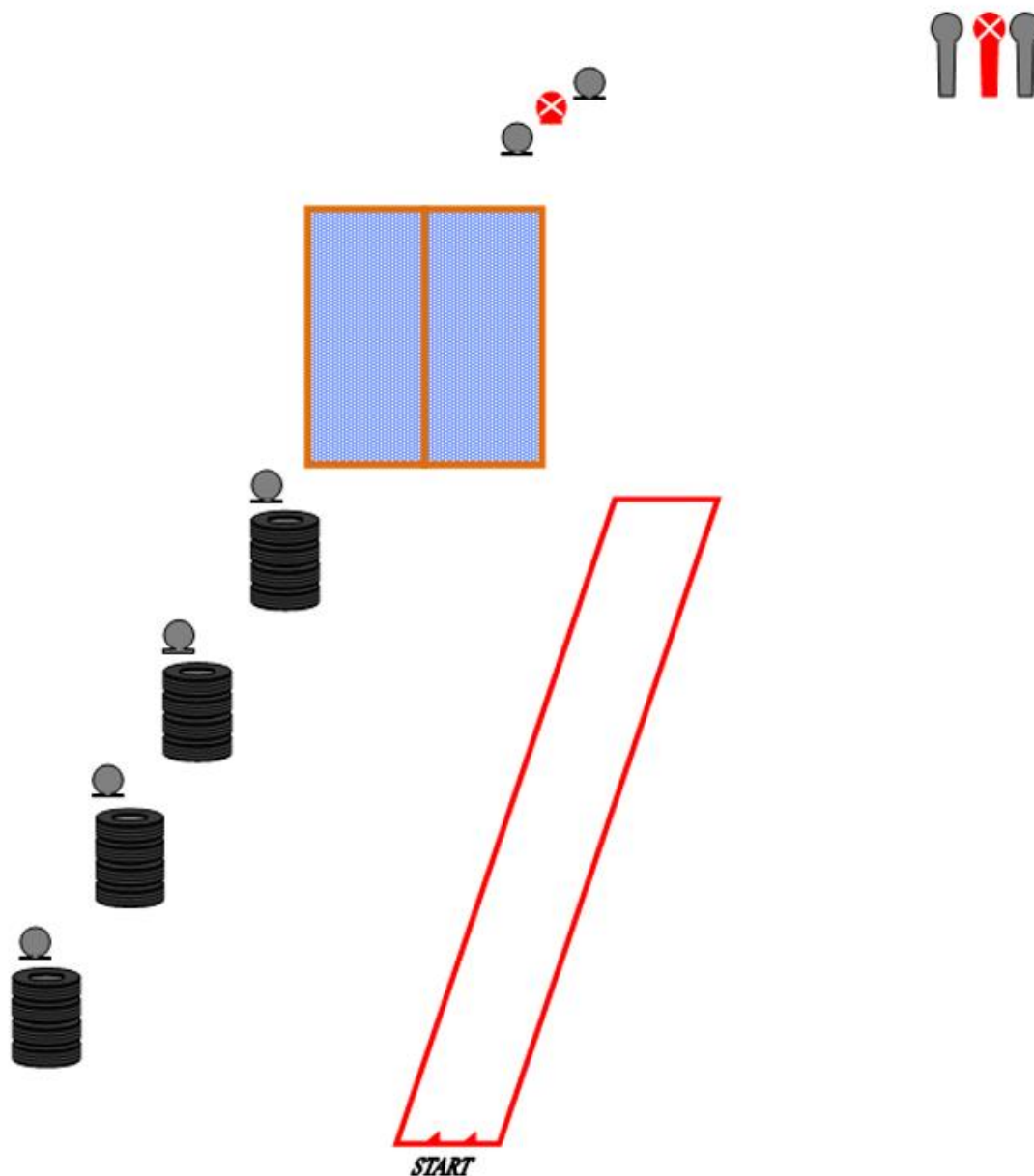


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STAGE 14



Course of Fire:

Targets:

Nbr. of rounds to be scored (type):

Maximum Points:

Short

2 IPSC popper, 6 IPSC plate, 2 NS

8 (birdshot)

40

Start-stop:

Audible-last shot

Starting Position:

The competitor is standing erect, both heels are touching the Start marks, facing downrange.

Start Condition:

The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure:

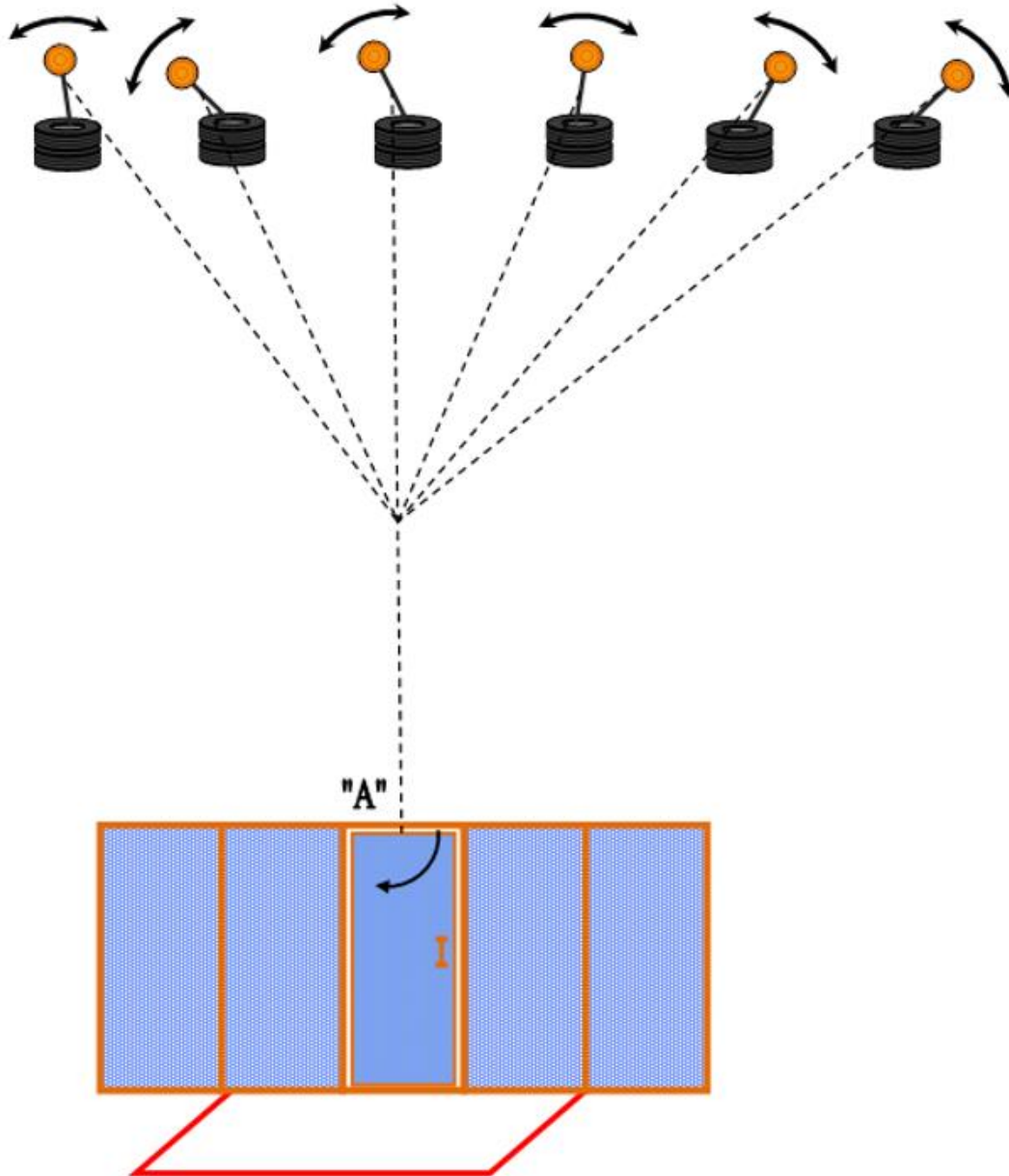
After the start signal engage all the targets from within the designated area as they become visible.



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STAGE 27



Course of Fire:	Short
Targets:	6 frangible
Nbr. of rounds to be scored (type):	6 (birdshot)
Maximum Points:	30
Start-stop:	Audible-last shot
Starting Position:	The competitor is standing erect, anywhere inside the designated area, facing downrange.
Start Condition:	The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.
Procedure:	After the start signal engage all the targets from within the designated area as they become visible. Opening door "A" will activate moving targets which remain visible at rest.

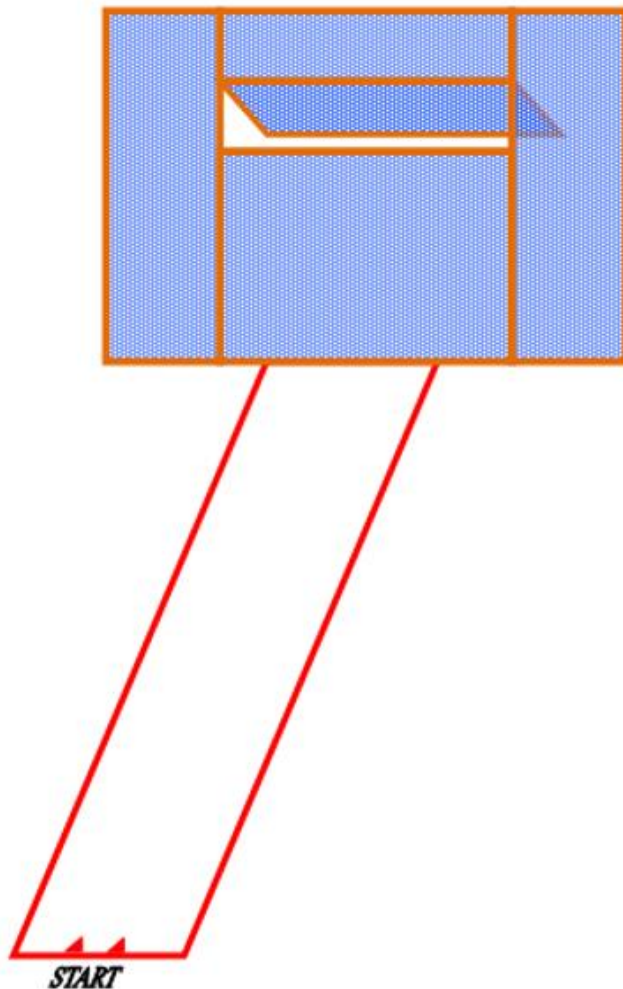


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STAGE 17



Course of Fire:

Short

Targets:

7 IPSC plate, 3 NS

Nbr. of rounds to be scored (type):

7 (birdshot)

Maximum Points:

35

Start-stop:

Audible-last shot

Starting Position:

The competitor is standing erect, both heels are touching the Start marks, facing downrange.

Start Condition:

The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible.

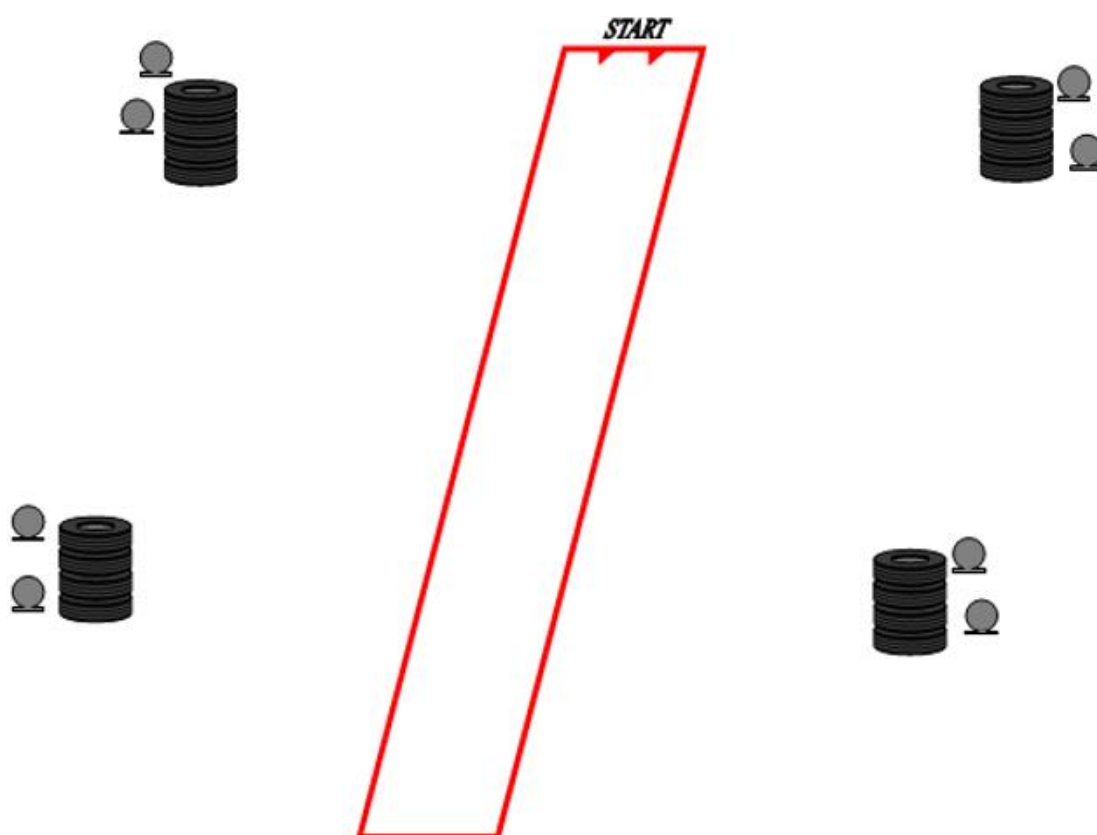


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STAGE 19



Course of Fire:

Medium

Targets:

12 IPSC plate

Nbr. of rounds to be scored (type):

12 (birdshot)

Maximum Points:

60

Start-stop:

Audible-last shot

Starting Position:

The competitor is standing erect, both toes are touching the Start marks, facing downrange.

Start Condition:

The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible.

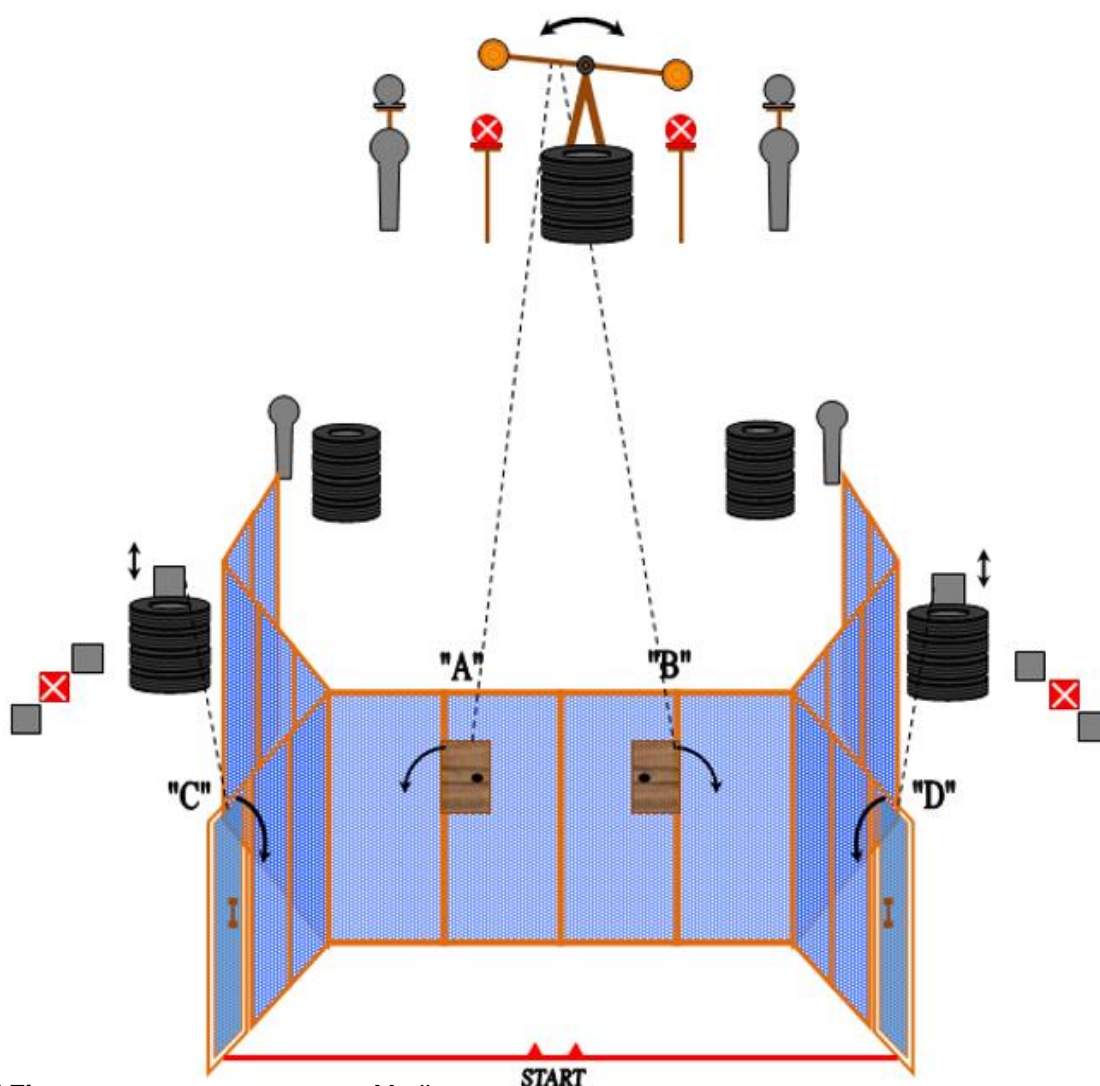


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STAGE 18



Course of Fire:

Targets:

Nbr. of rounds to be scored (type):

Maximum Points:

Start-stop:

Starting Position:

Start Condition:

Procedure:

Medium

2 IPSC popper, 2 IPSC mini popper, 8 IPSC plate, 2 frangible, 4 NS

14 (birdshot)

70

Audible-last shot

The competitor is standing erect, both heels are touching the Start marks, facing downrange.

The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

After the start signal engage all the targets from within the designated area as they become visible. Opening door "C" and "D" will activate moving targets on the sides, while opening window "A" or "B" will activate middle moving targets. All moving targets remain visible at rest.

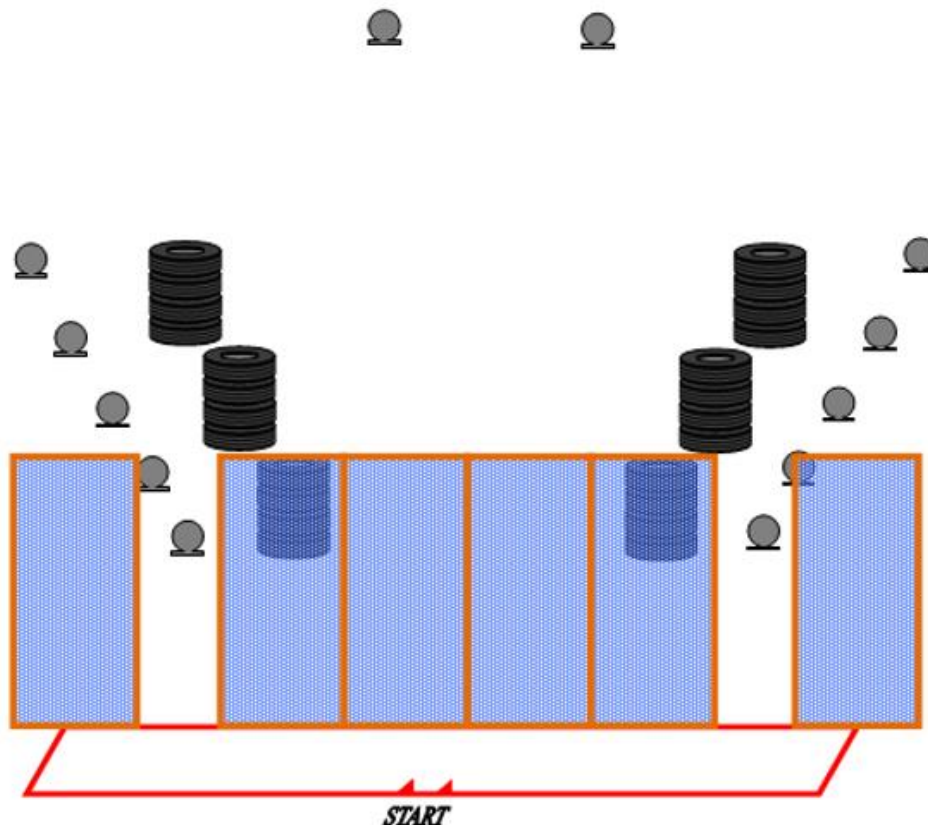


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STAGE 22



Course of Fire:

Medium

Targets:

12 IPSC plate

Nbr. of rounds to be scored (type):

12 (birdshot)

Maximum Points:

60

Start-stop:

Audible-last shot

Starting Position:

The competitor is standing erect, both toes are touching the Start marks, facing downrange.

Start Condition:

The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible.

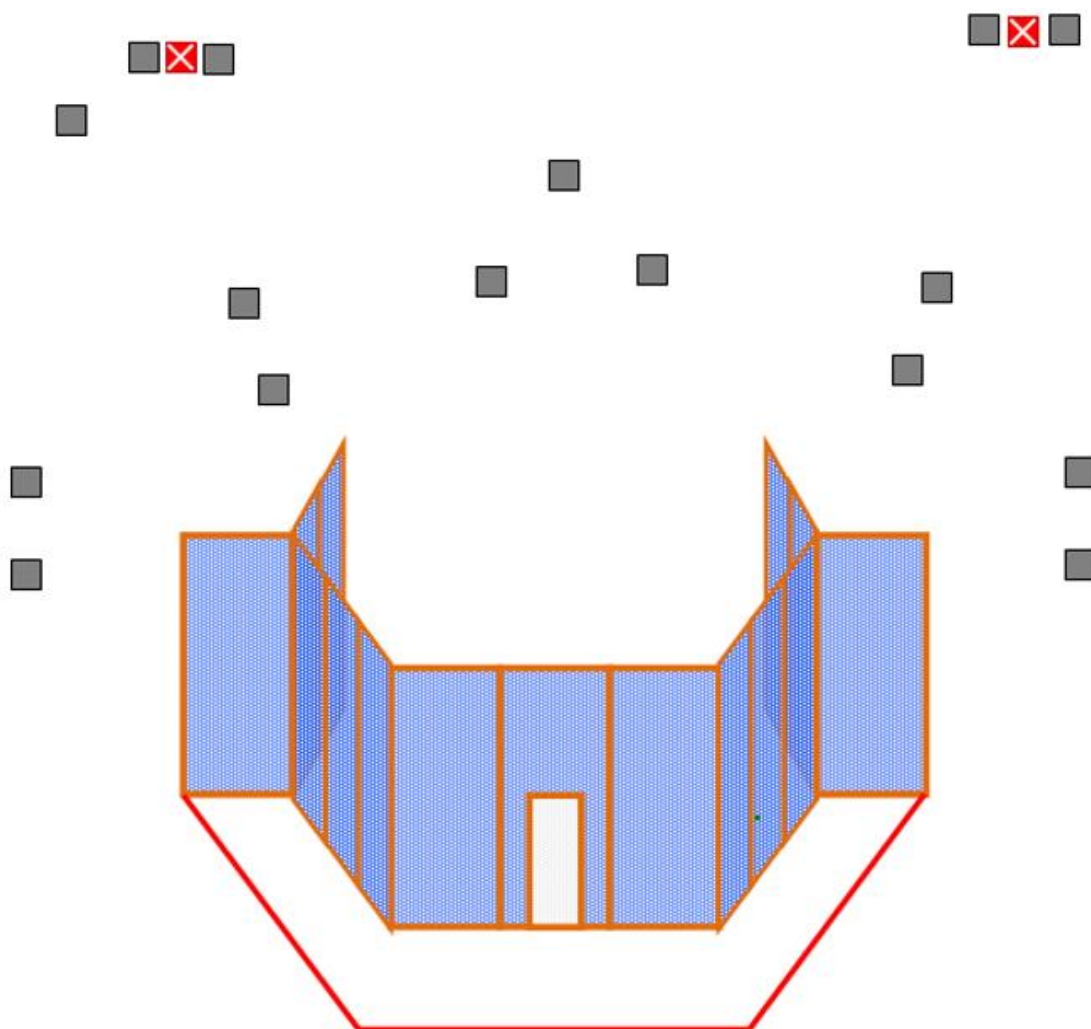


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STAGE 16



Course of Fire:

Medium

Targets:

16 IPSC plate, 2 NS

Nbr. of rounds to be scored (type):

16 (birdshot)

Maximum Points:

80

Start-stop:

Audible-last shot

Starting Position:

The competitor is standing erect, anywhere inside the designated area, facing downrange.

Start Condition:

The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible.

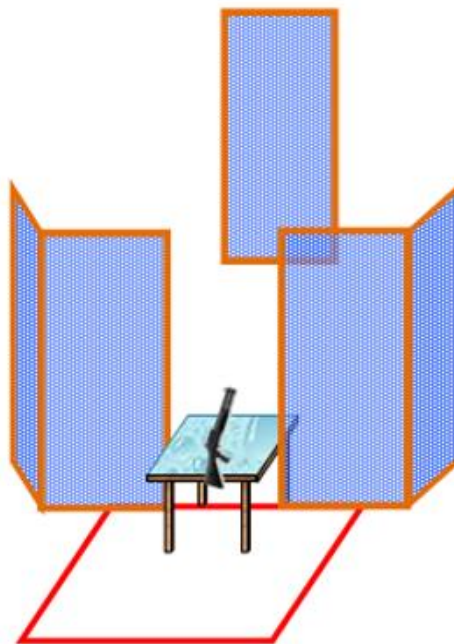
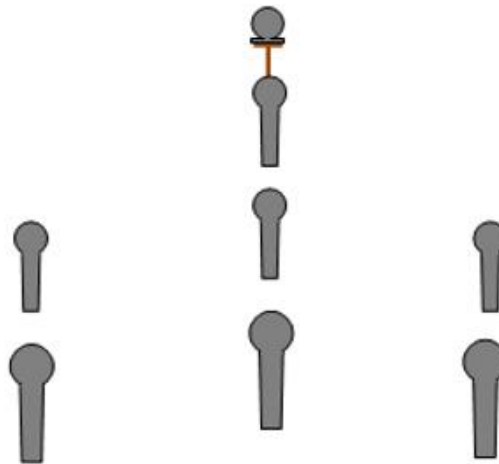


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STAGE 12



Course of Fire:	Short
Targets:	3 IPSC popper, 4 IPSC mini IPSC popper, 1 IPSC plate
Nbr. of rounds to be scored (type):	8 (birdshot)
Maximum Points:	40
Start-stop:	Audible-last shot
Starting Position:	The competitor is standing erect, anywhere inside the designated area, facing downrange.
Start Condition:	The shotgun is loaded (Option 2, chamber empty) laying on the table, muzzle pointing downrange.
Procedure:	After the start signal engage all the targets from within the designated area as they become visible.

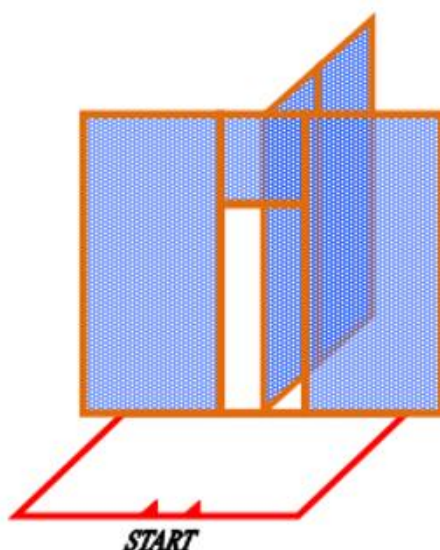


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STAGE 24



Course of Fire:

Short

Targets:

1 IPSC popper, 6 IPSC plate, 2 NS

Nbr. of rounds to be scored (type):

7 (birdshot)

Maximum Points:

35

Start-stop:

Audible-last shot

Starting Position:

The competitor is standing erect, both heels touching the START marks, facing downrange.

Start Condition:

The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible.

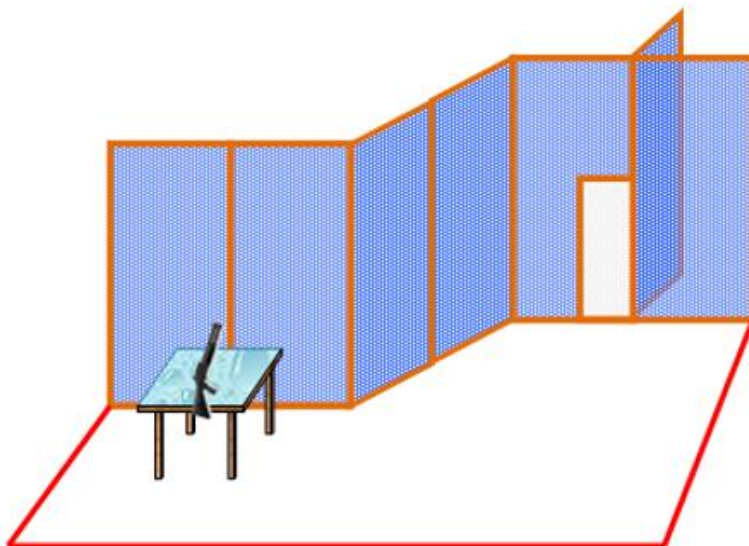


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STAGE 25



Course of Fire:

Short

Targets:

2 IPSC popper, 5 IPSC plate, 1 NS

Nbr. of rounds to be scored (type):

7 (birdshot)

Maximum Points:

35

Start-stop:

Audible-last shot

Starting Position:

The competitor is standing erect, anywhere inside the designated area, facing downrange.

Start Condition:

The shotgun is loaded (Option 2, chamber empty) laying on the table, muzzle pointing downrange.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible.

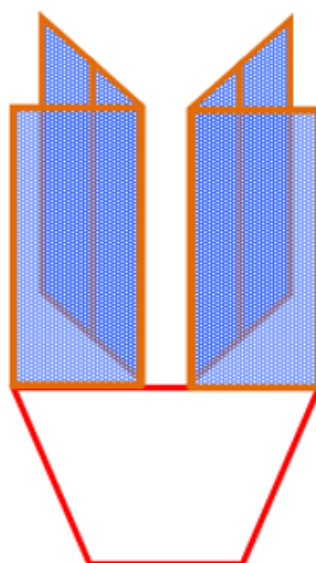


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STAGE 23



Course of Fire:

Targets:

Nbr. of rounds to be scored (type):

Maximum Points:

Short

2 IPSC popper, 6 IPSC plate, 2 NS

8 (birdshot)

40

Start-stop:

Audible-last shot

Starting Position:

The competitor is standing erect, anywhere inside the designated area, facing downrange.

Start Condition:

The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible.

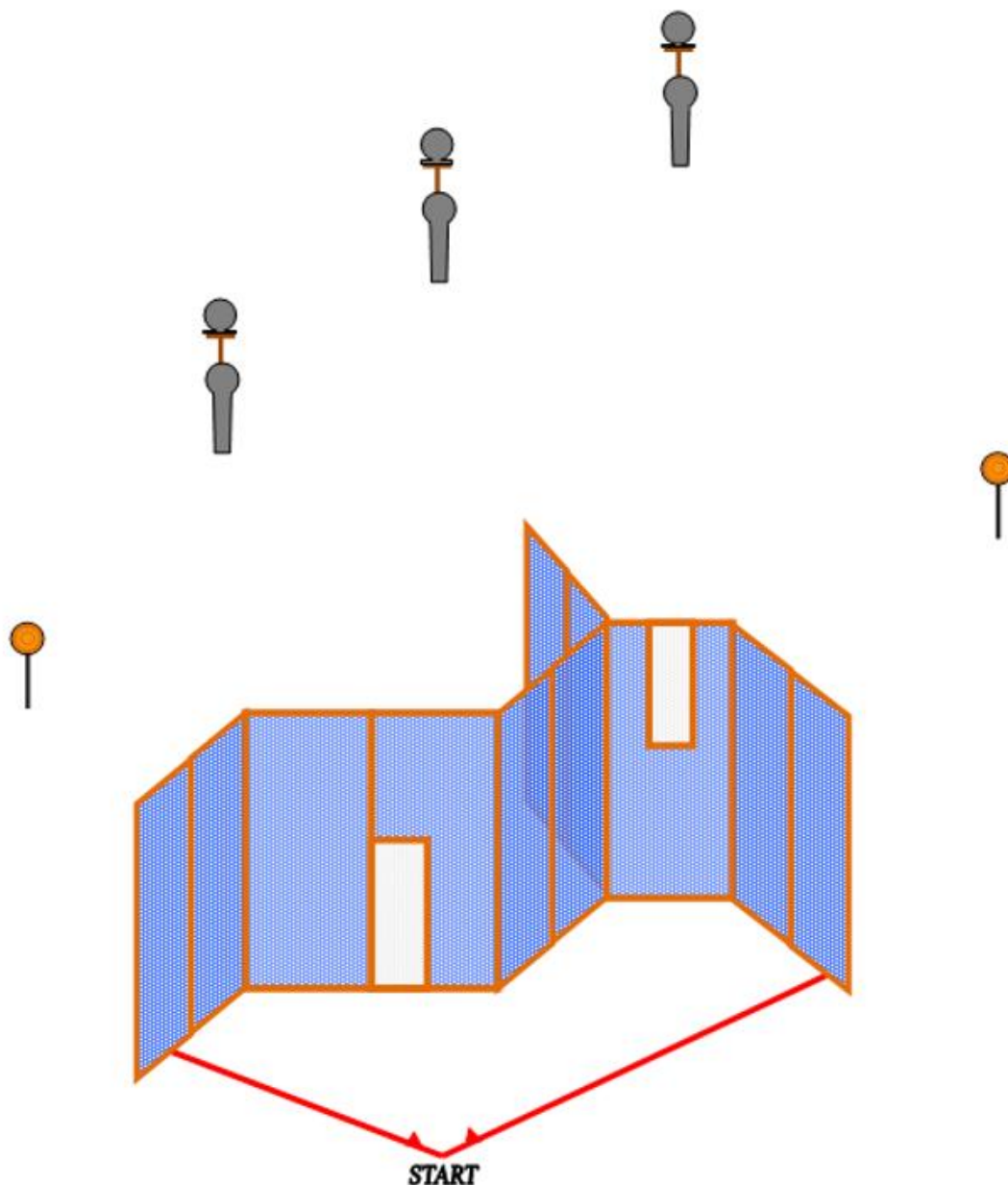


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STAGE 26



Course of Fire:

Short

Targets:

3 IPSC popper, 3 IPSC plate, 2 frangible

Nbr. of rounds to be scored (type):

8 (birdshot)

Maximum Points:

40

Start-stop:

Audible-last shot

Starting Position:

The competitor is standing erect, both heels touching the START marks, facing downrange.

Start Condition:

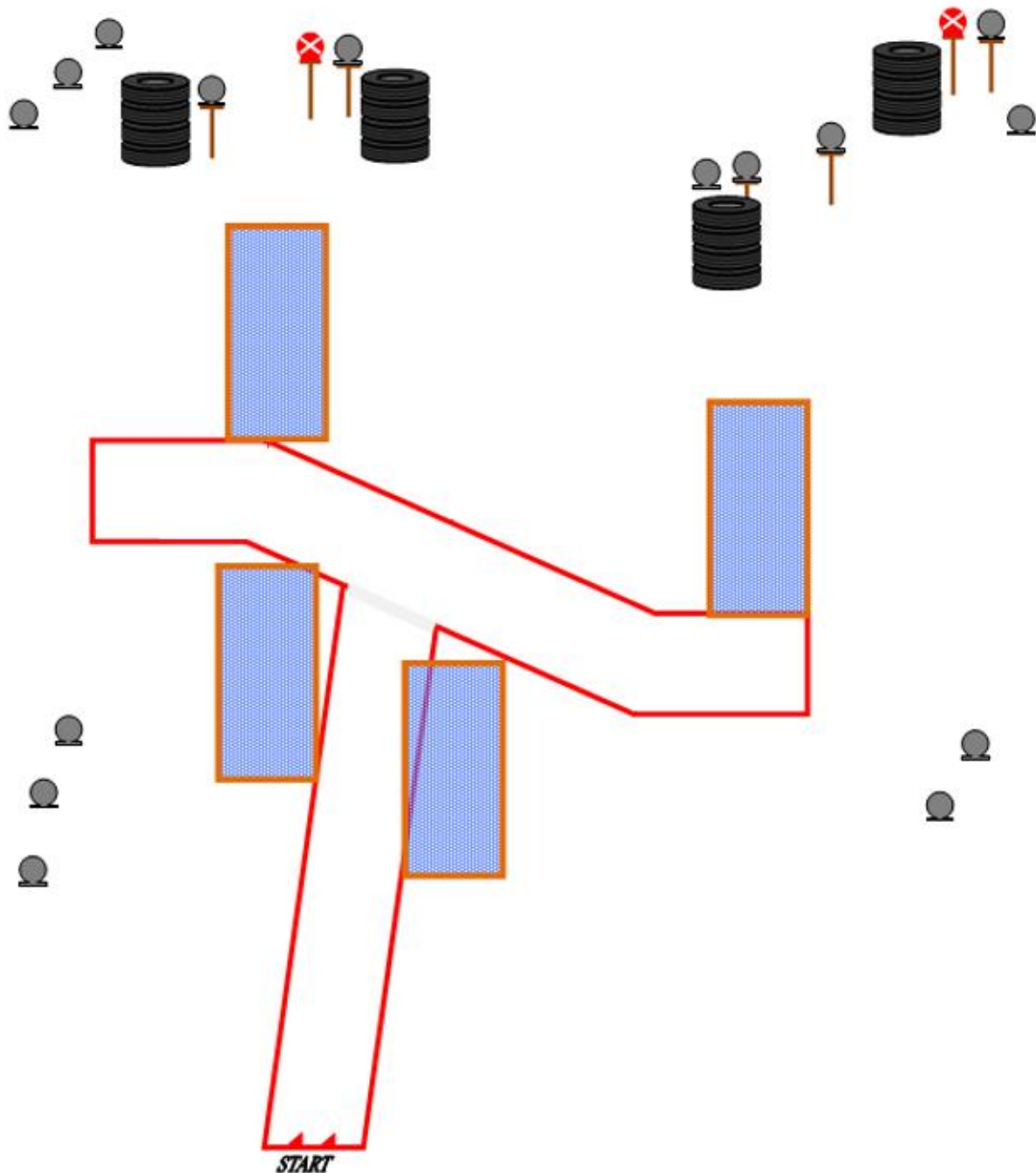
The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible.



STAGE 28



Course of Fire:	Medium
Targets:	15 IPSC plate, 2 NS
Nbr. of rounds to be scored (type):	15 (birdshot)
Maximum Points:	75

Start-stop: Audible-last shot

Starting Position: The competitor is standing erect, both heels touching the START marks, facing downrange.

Start Condition: The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure: After the start signal engage all the targets from within the designated area as they become visible.

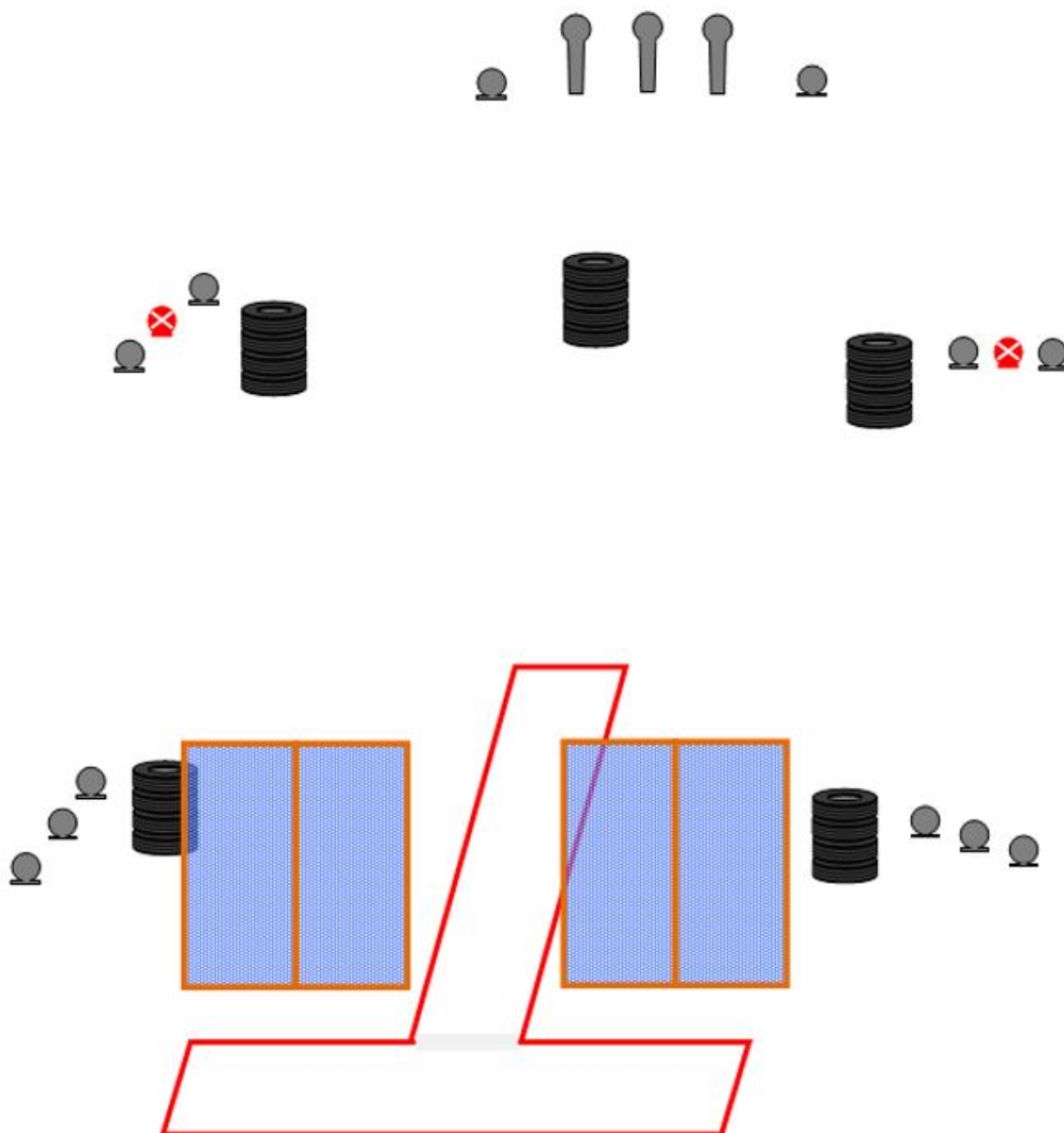


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STAGE 29



Course of Fire:

Medium

Targets:

3 IPSC popper, 12 IPSC plate, 2 NS

Nbr. of rounds to be scored (type):

15 (birdshot)

Maximum Points:

75

Start-stop:

Audible-last shot

Starting Position:

The competitor is standing erect, anywhere inside the designated area, facing downrange.

Start Condition:

The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible.

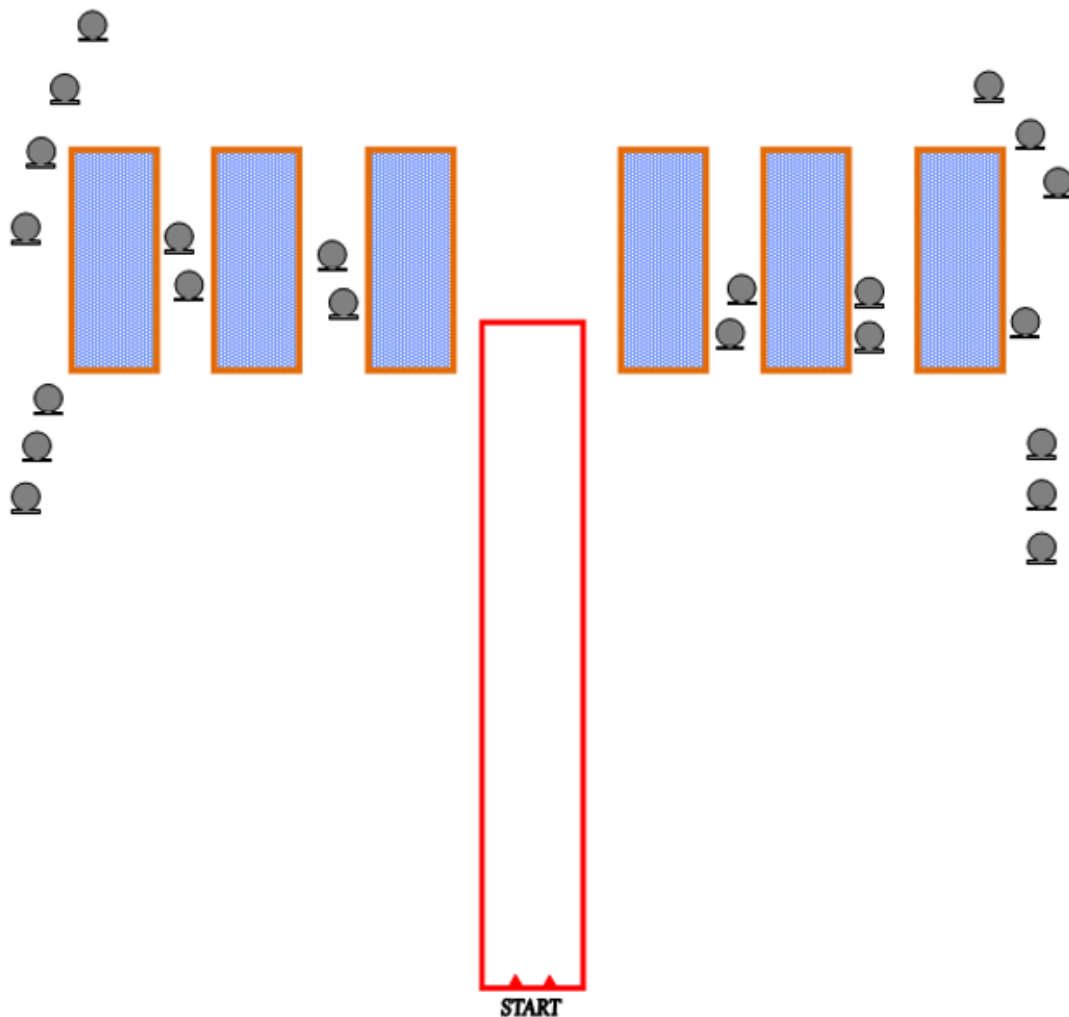


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STAGE 30



Course of Fire:

Long

Targets:

22 IPSC plate

Nbr. of rounds to be scored (type):

22 (birdshot)

Maximum Points:

110

Start-stop:

Audible-last shot

Starting Position:

The competitor is standing erect, both heels touching the START marks, facing downrange.

Start Condition:

The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level.

Procedure:

After the start signal engage all the targets from within the designated area as they become visible.