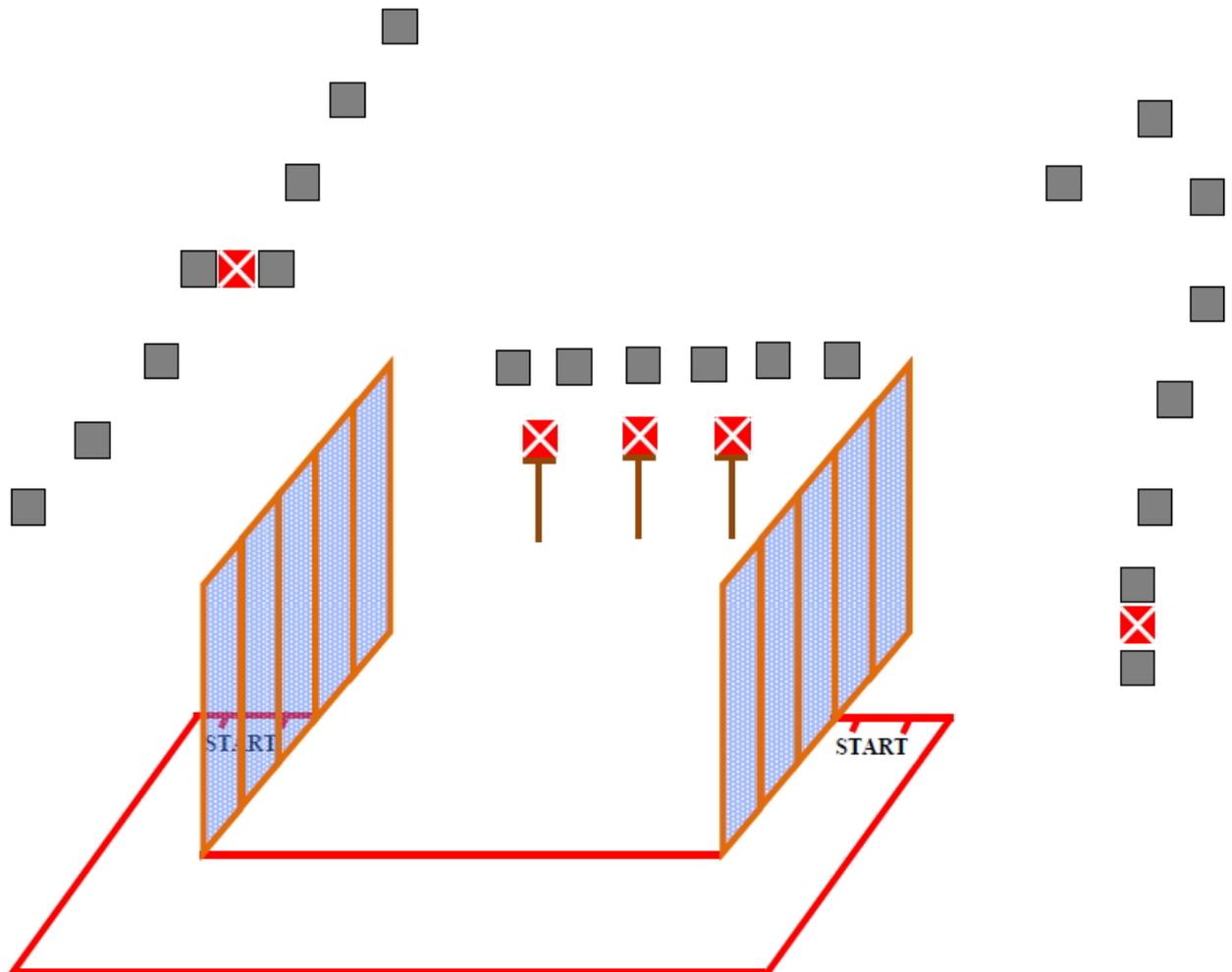




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STAGE 16



Course of Fire:	Long Course
Targets:	22 metal plate, 5 no-shoot
Minimum Rounds (type):	22 (birdshot)
Maximum Points:	110
Start-stop:	Audible Signal/Last Shot
Starting Position:	The competitor is standing erect, toes are 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 the designated area when they become visible. SA3x90 degree.



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STAGE 11



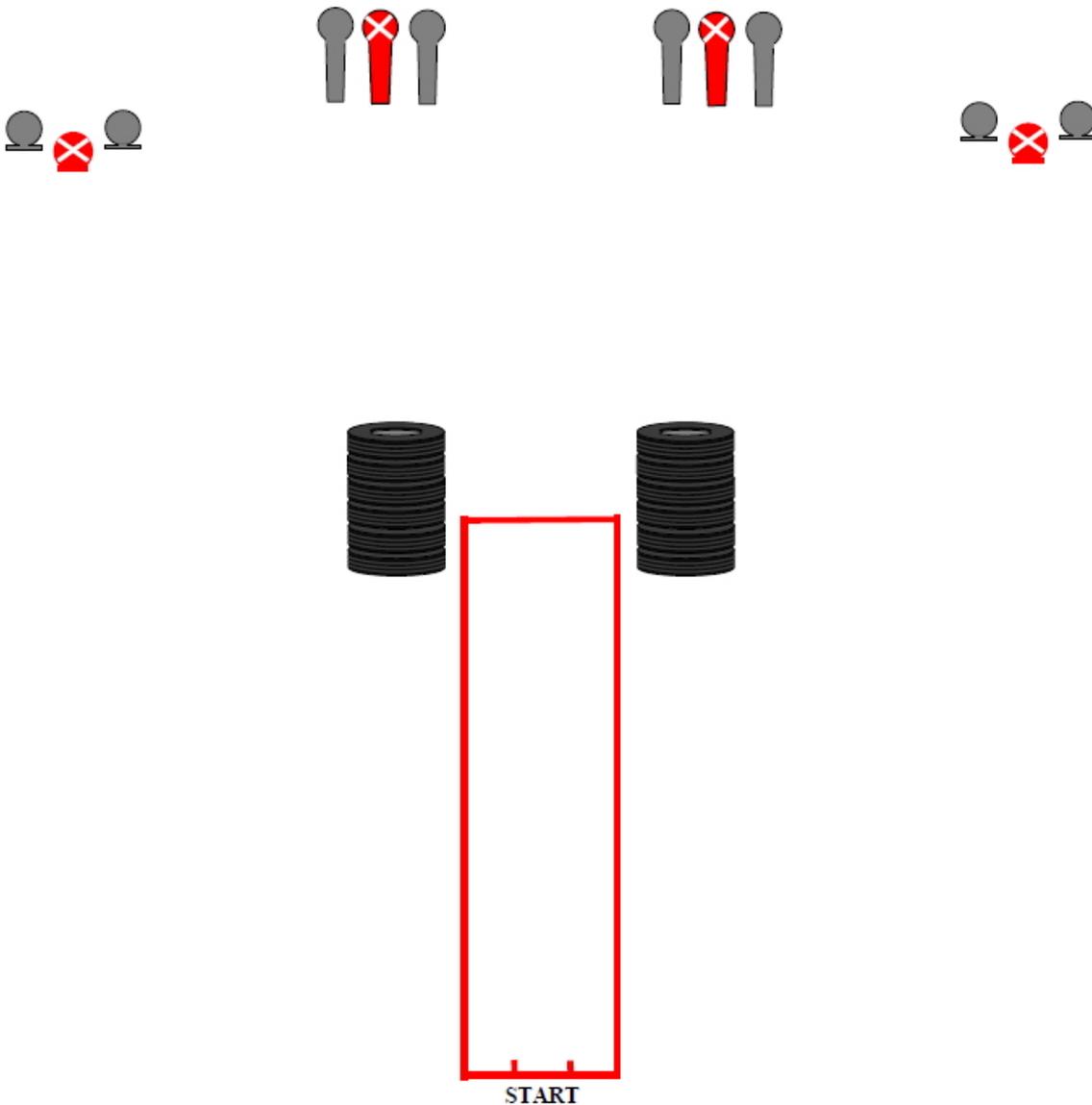
Course of Fire:	Short Course
Targets:	8 metal plate
Minimum Rounds (type):	8 birdshot)
Maximum Points:	40
Start-stop:	Audible Signal/Last Shot
Starting Position:	The competitor is standing erect, heels are touching one of the Start marks, facing downrange.
Start Condition:	The shotgun is loaded (Option 1) held in both hands, stock touching the competitor at hip level
Procedure:	After the start signal engage all the targets from the designated area when they become visible. SA3x90 degree.



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STAGE 20



Course of Fire:

Targets:

Minimum Rounds (type):

Maximum Points:

Start-stop:

Starting Position:

Start Condition:

Procedure:

Short Course

4 metal plate, 4 popper, 4 no-shoot

8 (birdshot)

40

Audible Signal/Last Shot

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

The shotgun is loaded (Option 2) held in both hands, stock touching the competitor at hip level

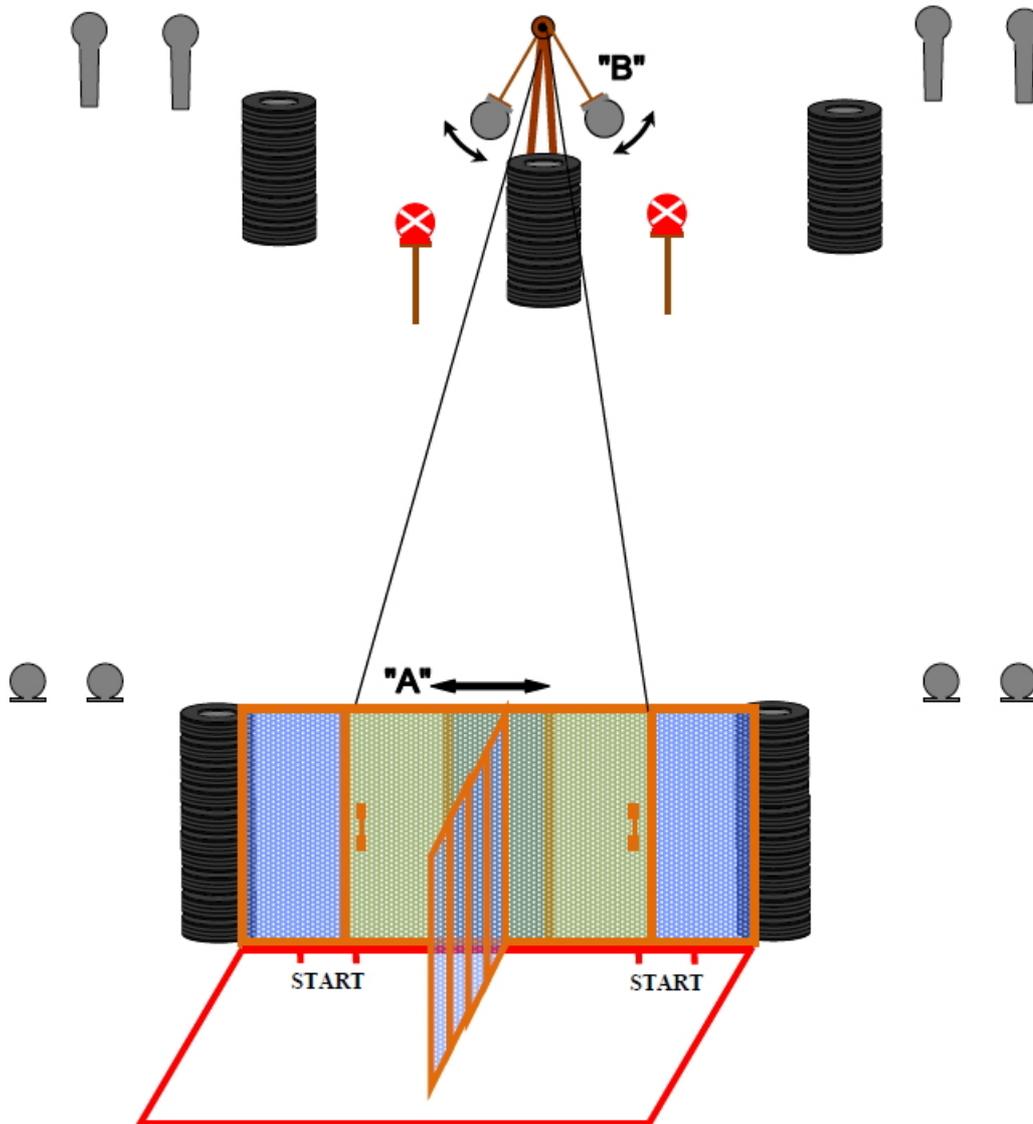
After the start signal engage all the targets from the designated area when they become visible. SA3x90 degree.



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STAGE 9



Course of Fire:

Targets:

Minimum Rounds (type):

Maximum Points:

Start-stop:

Starting Position:

Start Condition:

Procedure:

Medium Course

6 metal plate, 4 popper, 2 no-shoot

10 (birdshot)

50

Audible Signal/Last Shot

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

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

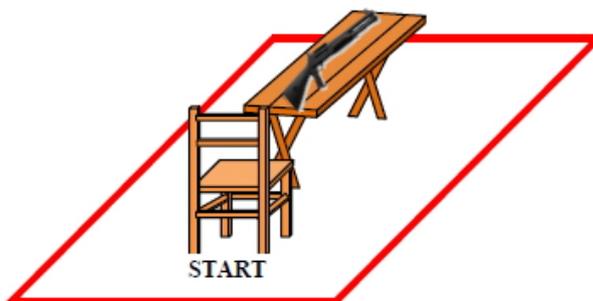
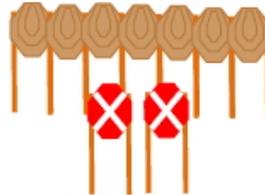
After the start signal engage all the targets from the designated area when they become visible. Pulling gate "A" to right or left side will start targets "B" to swing. SA3x90 degree.



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STAGE 7



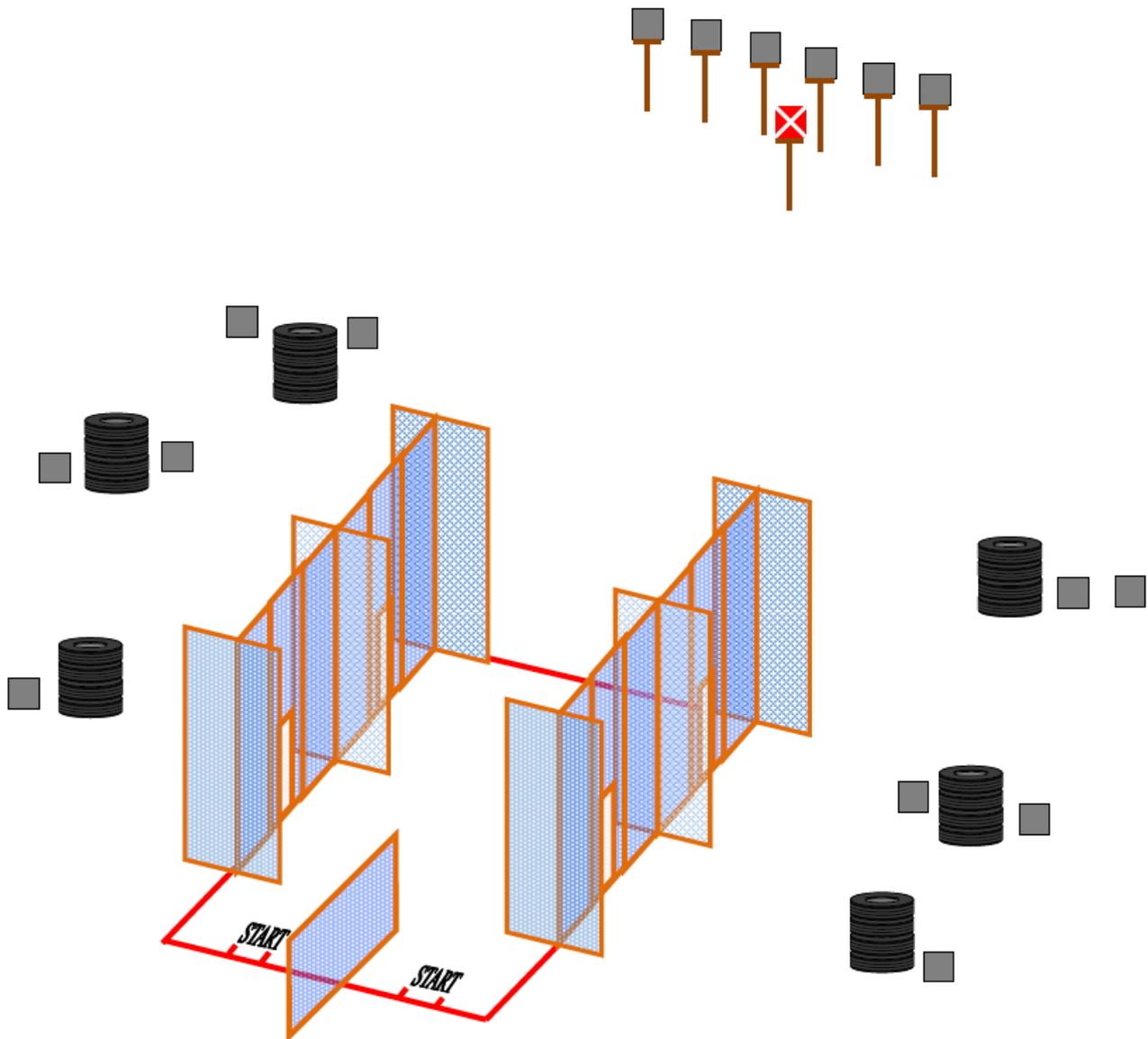
Course of Fire:	Short Course
Targets:	7 IPSC paper target, 2 no-shoot
Minimum Rounds (type):	7 (slug)
Maximum Points:	35
Scored Targets:	One hit per paper target to score.
Start-stop:	Audible Signal/Last Shot
Starting Position:	The competitor is sitting on the chair, hands are touching the knees, facing downrange.
Start Condition:	The shotgun is unloaded (Option 3) laying on the table, muzzle pointing downrange.
Procedure:	After the start signal engage all the targets from the designated area when they become visible. SA2x90 degree.



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STAGE 4



Course of Fire:

Targets:

Minimum Rounds (type):

Maximum Points:

Start-stop:

Starting Position:

Start Condition:

Procedure:

Medium Course

16 metal plate, 1 no-shoot

16 (birdshot)

80

Audible Signal/Last Shot

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

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

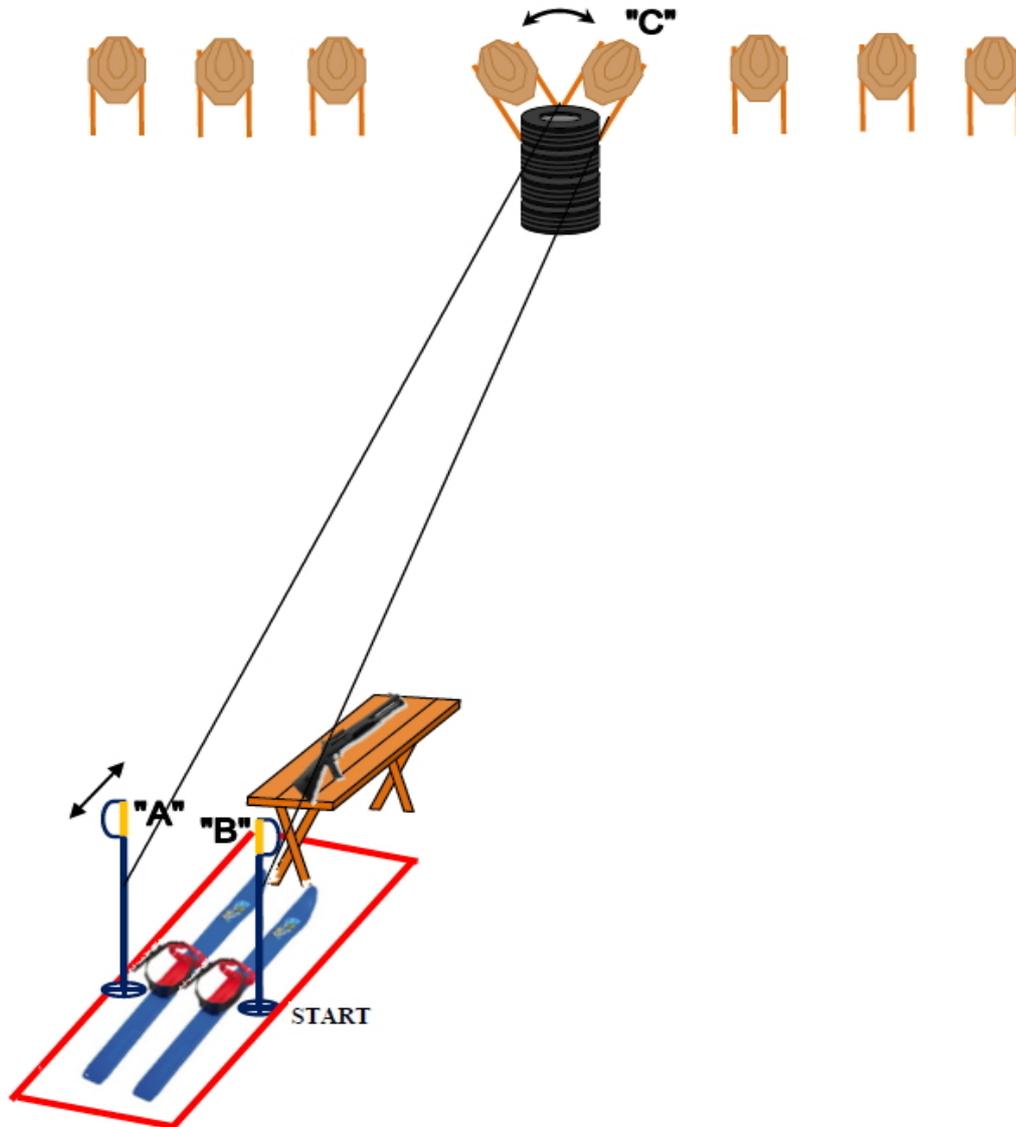
After the start signal engage all the targets from the designated area when they become visible. SA3x90 degree.



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STAGE 8



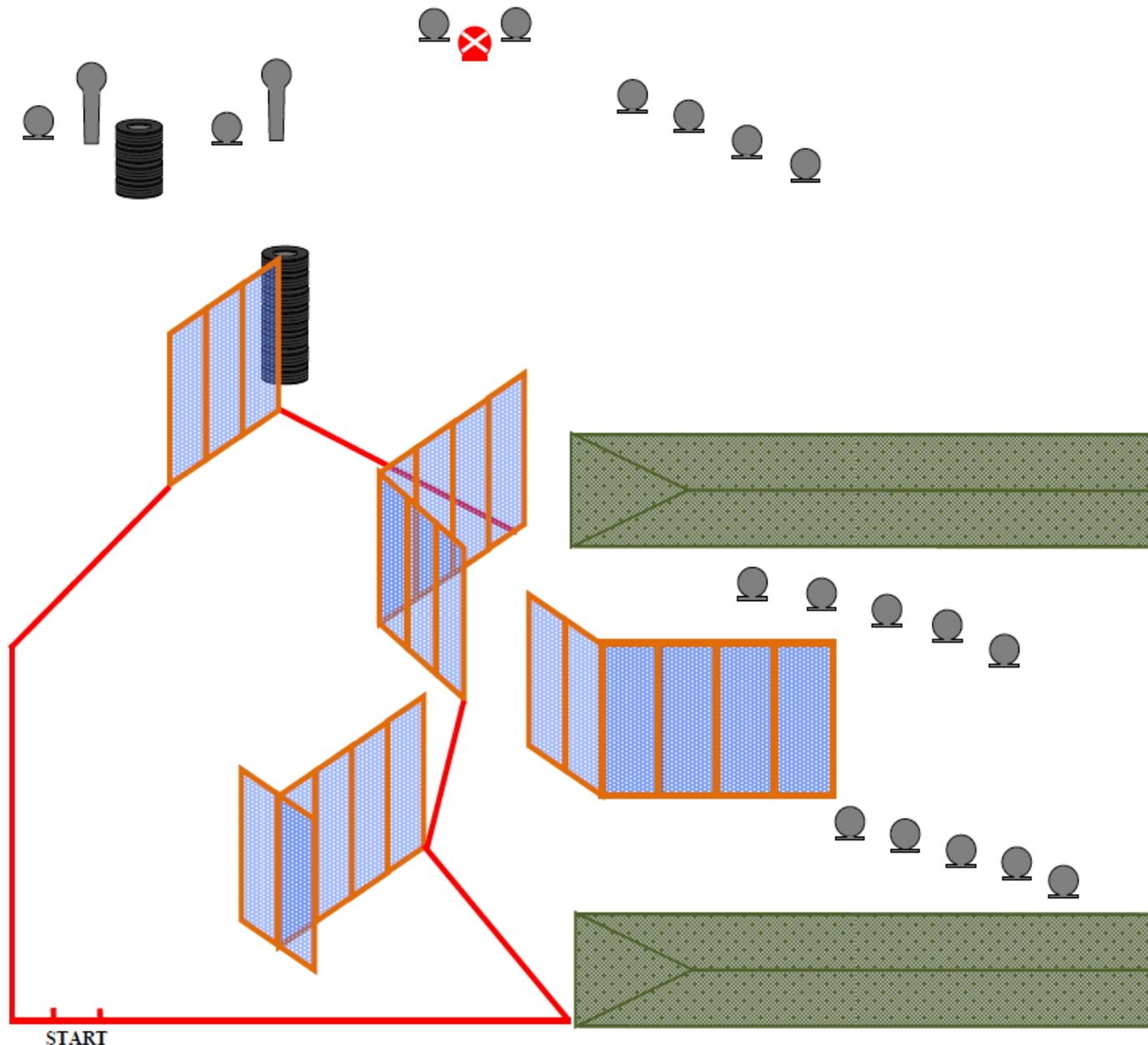
Course of Fire:	Short Course
Targets:	8 IPSC paper
Minimum Rounds (type):	8 (slug)
Maximum Points:	40
Scored Targets:	One hit per paper target.
Start-stop:	Audible Signal/Last Shot
Starting Position:	The competitor is standing erect, feet on the skis', hands are touching the ski sticks, facing downrange. (As demonstrated)
Start Condition:	The shotgun is loaded (Option 2) laying on the table, muzzle pointing downrange.
Procedure:	After the start signal engage all the targets from the designated area when they become visible. Pulling stick A and B will activate targets C. SA2x90 degree.



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STAGE 6



Course of Fire:

Targets:

Minimum Rounds (type):

Maximum Points:

Start-stop:

Starting Position:

Start Condition:

Procedure:

Long Course

18 metal plate, 2 popper, 1 no-shoot

20 (birdshot)

100

Audible Signal/Last Shot

The competitor is standing erect, 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

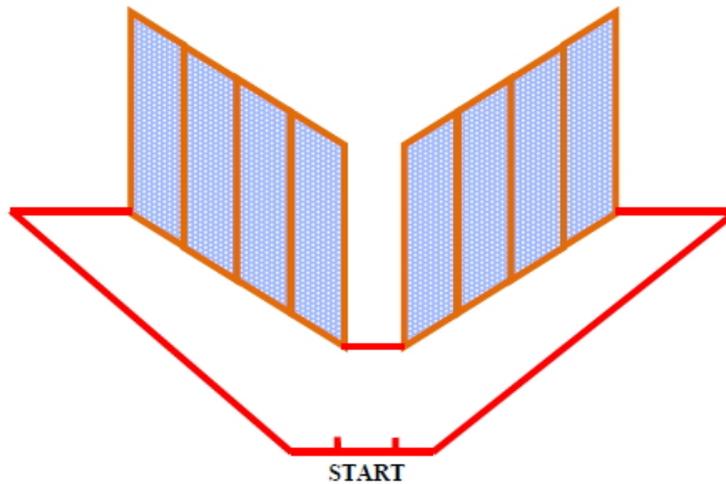
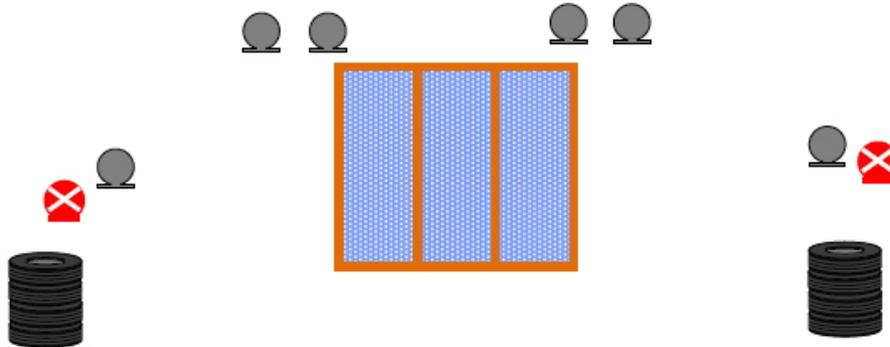
After the start signal engage all the targets from the designated area when they become visible. SA3x90 degree.



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STAGE 2



Course of Fire:

Targets:

Minimum Rounds (type):

Maximum Points:

Start-stop:

Starting Position:

Start Condition:

Procedure:

Short Course

6 metal plate, 2 no-shoot

6 (birdshot)

30

Audible Signal/Last Shot

The competitor is standing erect, 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

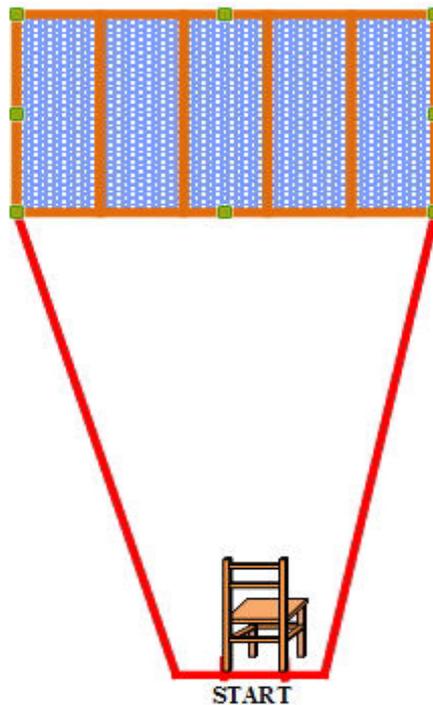
After the start signal engage all the targets from the designated area when they become visible. SA3x90 degree.



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STAGE 19



Course of Fire:

Targets:

Minimum Rounds (type):

Maximum Points:

Start-stop:

Starting Position:

Start Condition:

Procedure:

Medium Course

12 metal plate, 2 poppers

14 (birdshot)

70

Audible Signal/Last Shot

The competitor is sitting on the chair, 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 the designated area when they become visible. SA3x90 degree.



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STAGE 10



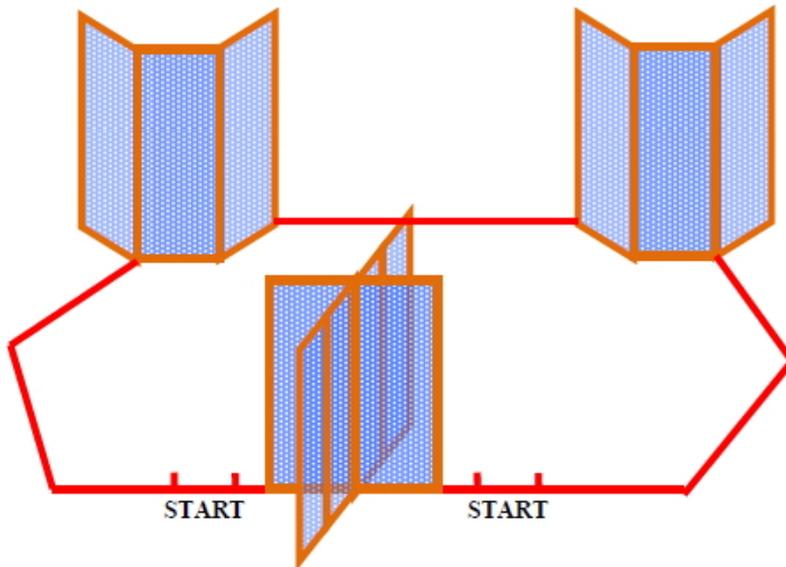
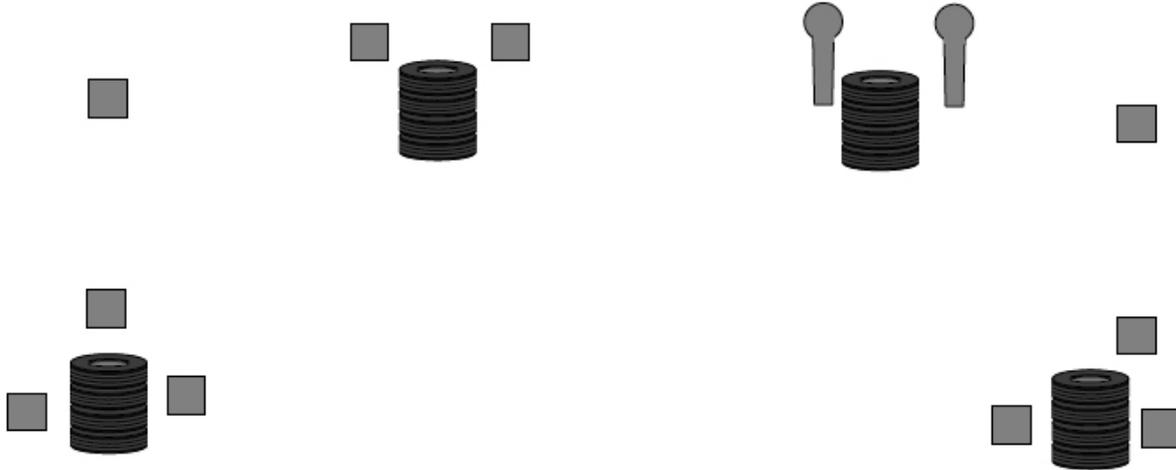
Course of Fire:	Short Course
Targets:	6 metal plate, 2 popper, 2 no-shoot
Minimum Rounds (type):	8 (birdshot)
Maximum Points:	40
Start-stop:	Audible Signal/Last Shot
Starting Position:	The competitor is standing erect, anywhere inside the designated area, facing downrange.
Start Condition:	The shotgun is loaded (option 2) held in both hands, stock touching the competitor at hip level
Procedure:	After the start signal engage all the targets from the designated area when they become visible. SA3x90 degree.



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STAGE 13



Course of Fire:

Targets:

Minimum Rounds (type):

Maximum Points:

Start-stop:

Starting Position:

Start Condition:

Procedure:

Medium Course

10 metal plate, 2 popper

12 (birdshot)

60

Audible Signal/Last Shot

The competitor is standing erect, 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

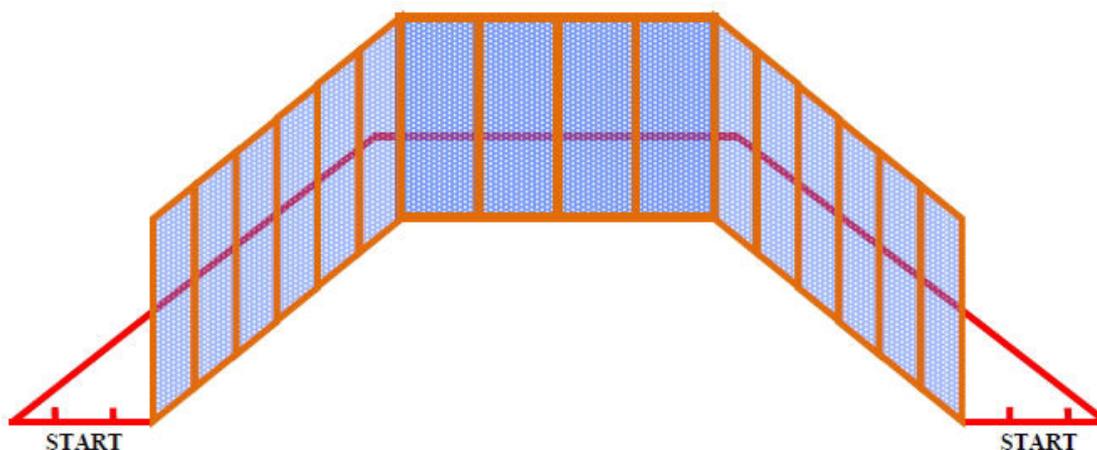
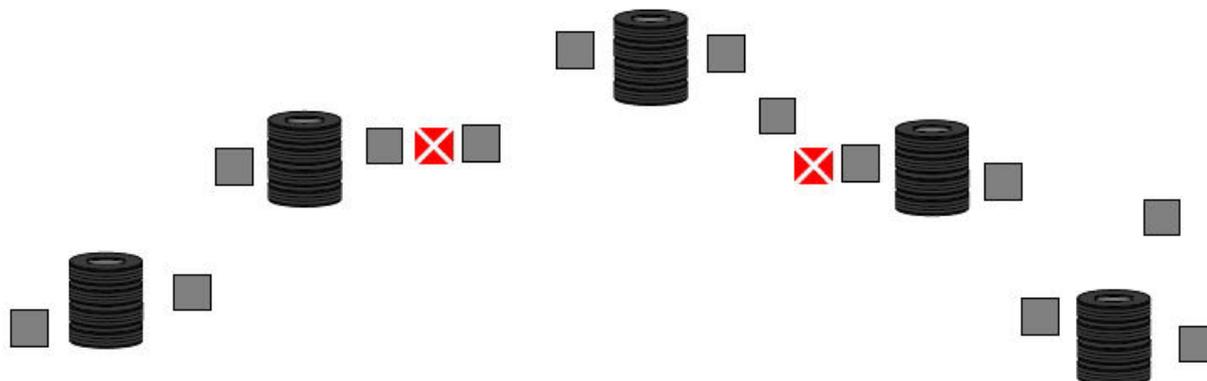
After the start signal engage all the targets from the designated area when they become visible. SA3x90 degree.



IV. Central-European Level III. 3-4 Aug 2013 Shotgun Open



STAGE 15



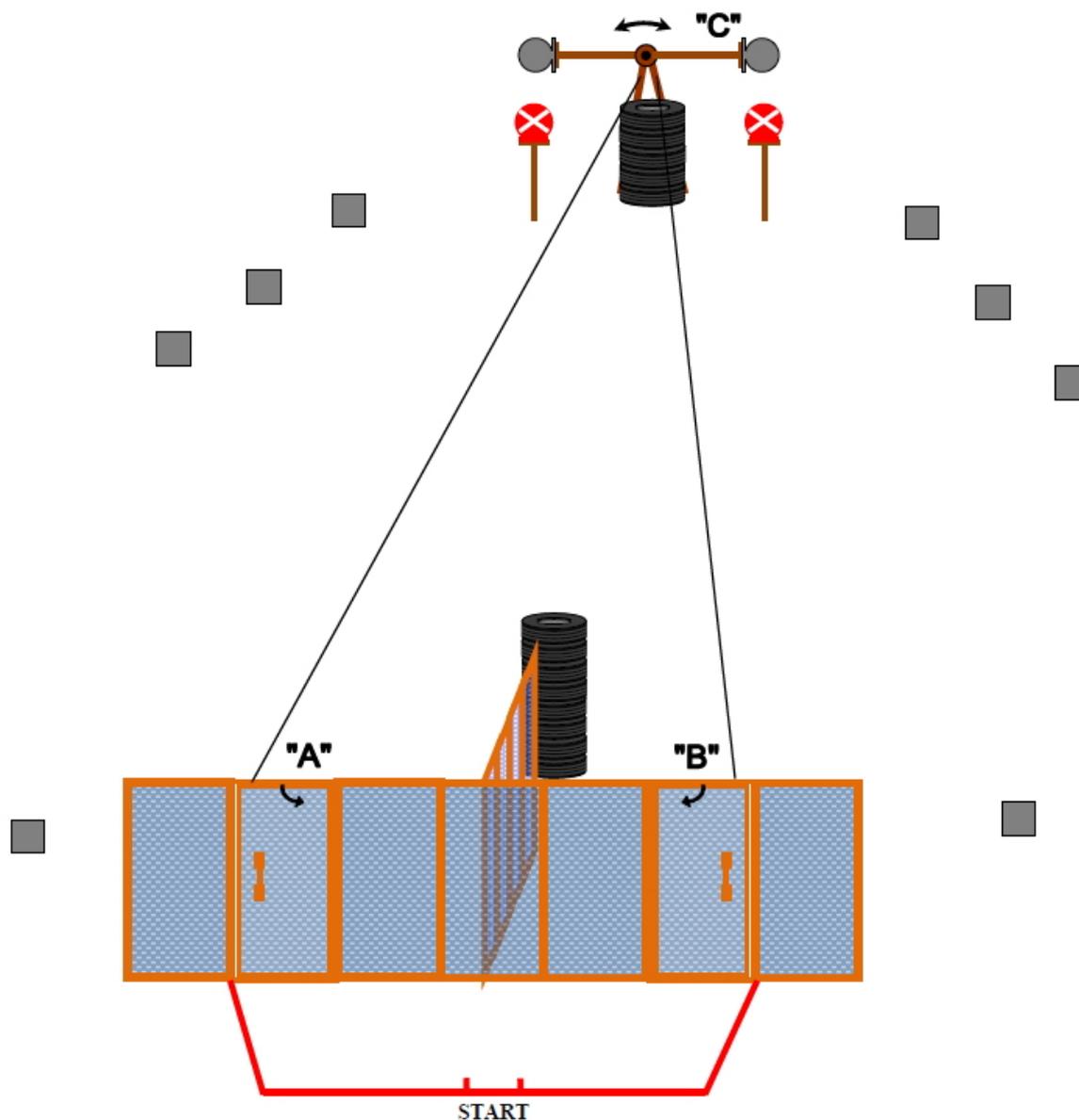
Course of Fire:	Medium Course
Targets:	13 metal plate, 2 no-shoot
Minimum Rounds (type):	13 (birdshot)
Maximum Points:	65
Start-stop:	Audible Signal/Last Shot
Starting Position:	The competitor is standing erect, heels are touching one of the Start marks, facing downrange.
Start Condition:	The shotgun 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 the designated area when they become visible. SA3x90 degree.



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STAGE 14



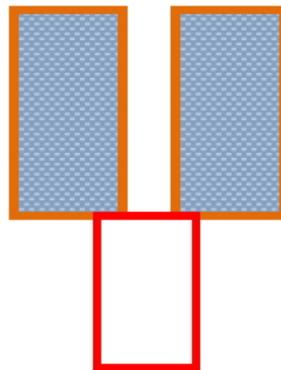
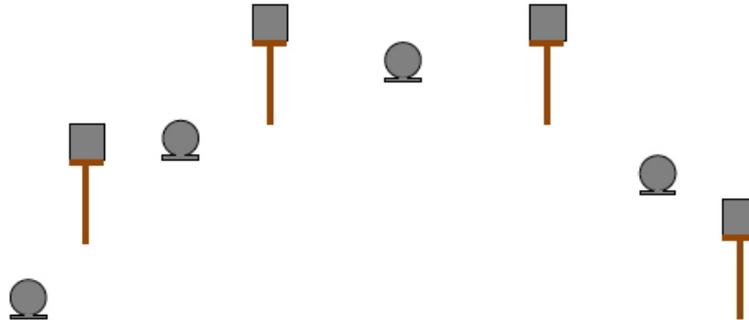
Course of Fire:	Medium Course
Targets:	10 metal plate
Minimum Rounds (type):	10 (birdshot)
Maximum Points:	50
Start-stop:	Audible Signal/Last Shot
Starting Position:	The competitor is standing erect, heels are touching the Start marks, facing downrange.
Start Condition:	The shotgun is loaded (option 1) held in both hands, stock touching the competitor at hip level
Procedure:	After the start signal engage all the targets from the designated area when they become visible. Opening door A or B will activate targets C to swing.SA3x90 degree.



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STAGE 3



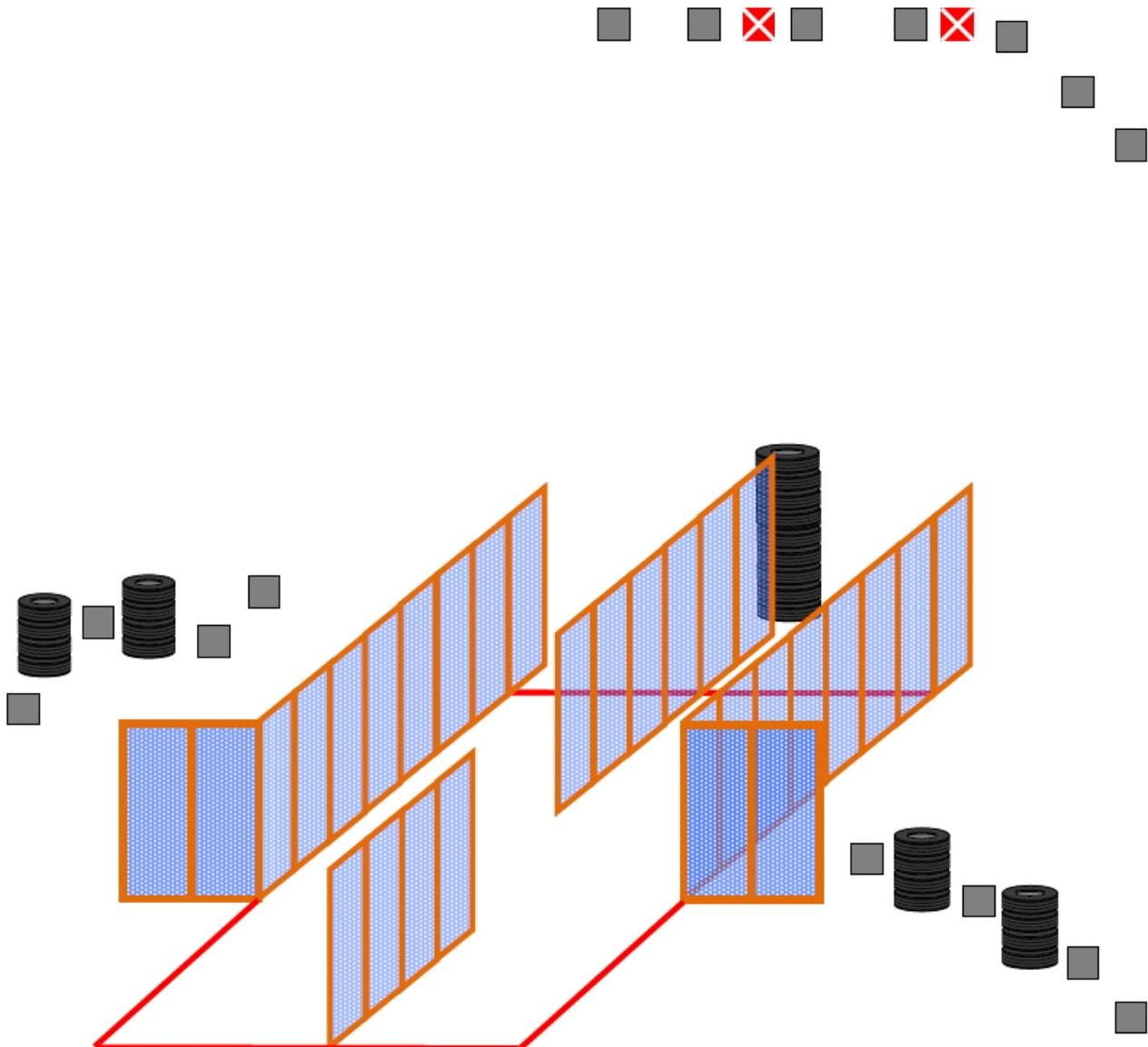
Course of Fire:	Short Course
Targets:	8 metal plate
Minimum Rounds (type):	8 (birdshot)
Maximum Points:	40
Start-stop:	Audible Signal/Last Shot
Starting Position:	The competitor is standing erect, anywhere in the designated area, facing downrange.
Start Condition:	The shotgun is loaded (option 1) held in both hands, stock touching the competitor at hip level
Procedure:	After the start signal engage all the targets from the designated area when they become visible. SA3x90 degree.



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STAGE 17



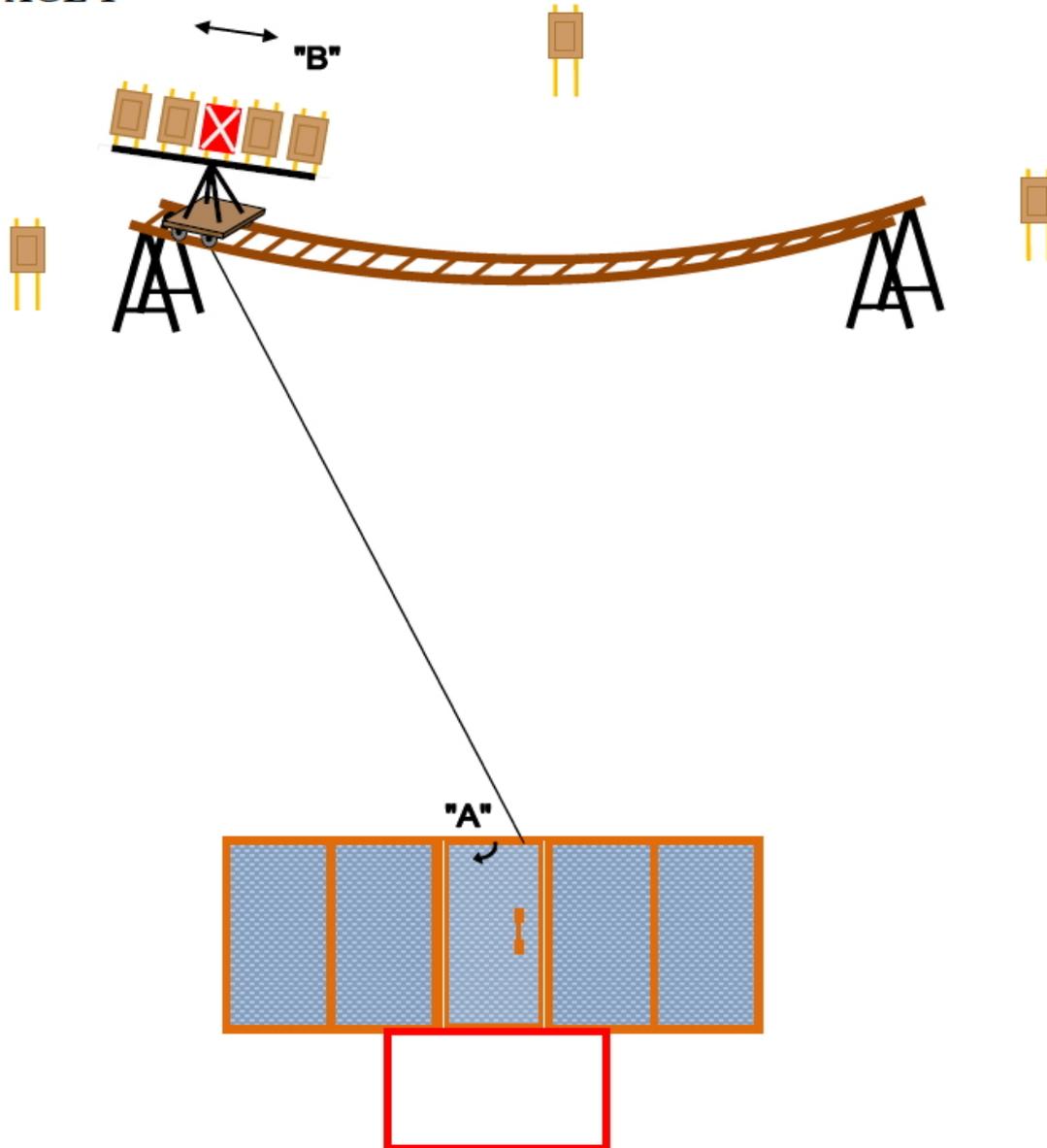
Course of Fire:	Medium Course
Targets:	15 metal plate, 2 no-shoot
Minimum Rounds (type):	15 (birdshot)
Maximum Points:	75
Start-stop:	Audible Signal/Last Shot
Starting Position:	The competitor is standing erect, anywhere in the designated area, facing downrange.
Start Condition:	The shotgun is loaded (option 1) held in both hands, stock touching the competitor at hip level
Procedure:	After the start signal engage all the targets from the designated area when they become visible. SA3x90 degree.



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STAGE 1



Course of Fire:

Targets:

Minimum Rounds (type):

Maximum Points:

Scored Targets:

Start-stop:

Starting Position:

Start Condition:

Procedure:

Short Course

7 A4 paper, 3 no-shoot

7 (buckshot)

70

Two best hits per paper target to score

Audible Signal/Last Shot

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

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

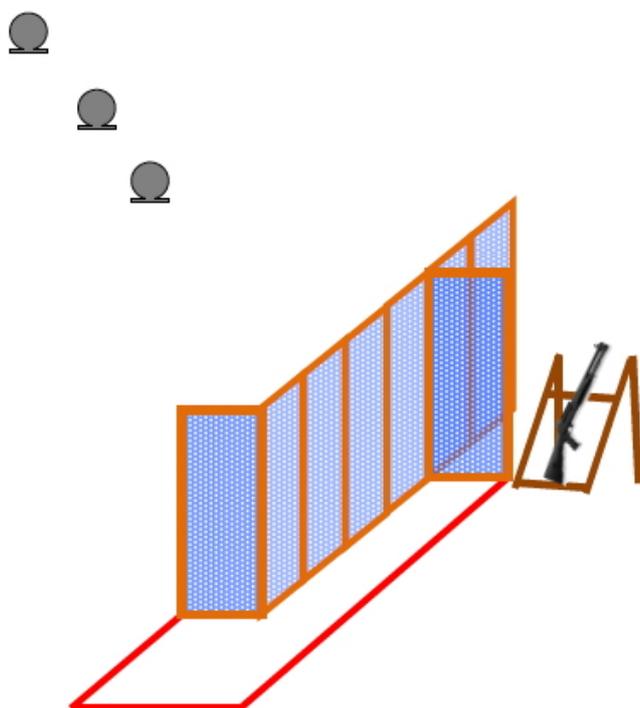
After the start signal engage all the targets from the designated area when they become visible. Opening door A will activate target group B to move. SA2x90 degree.



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STAGE 12



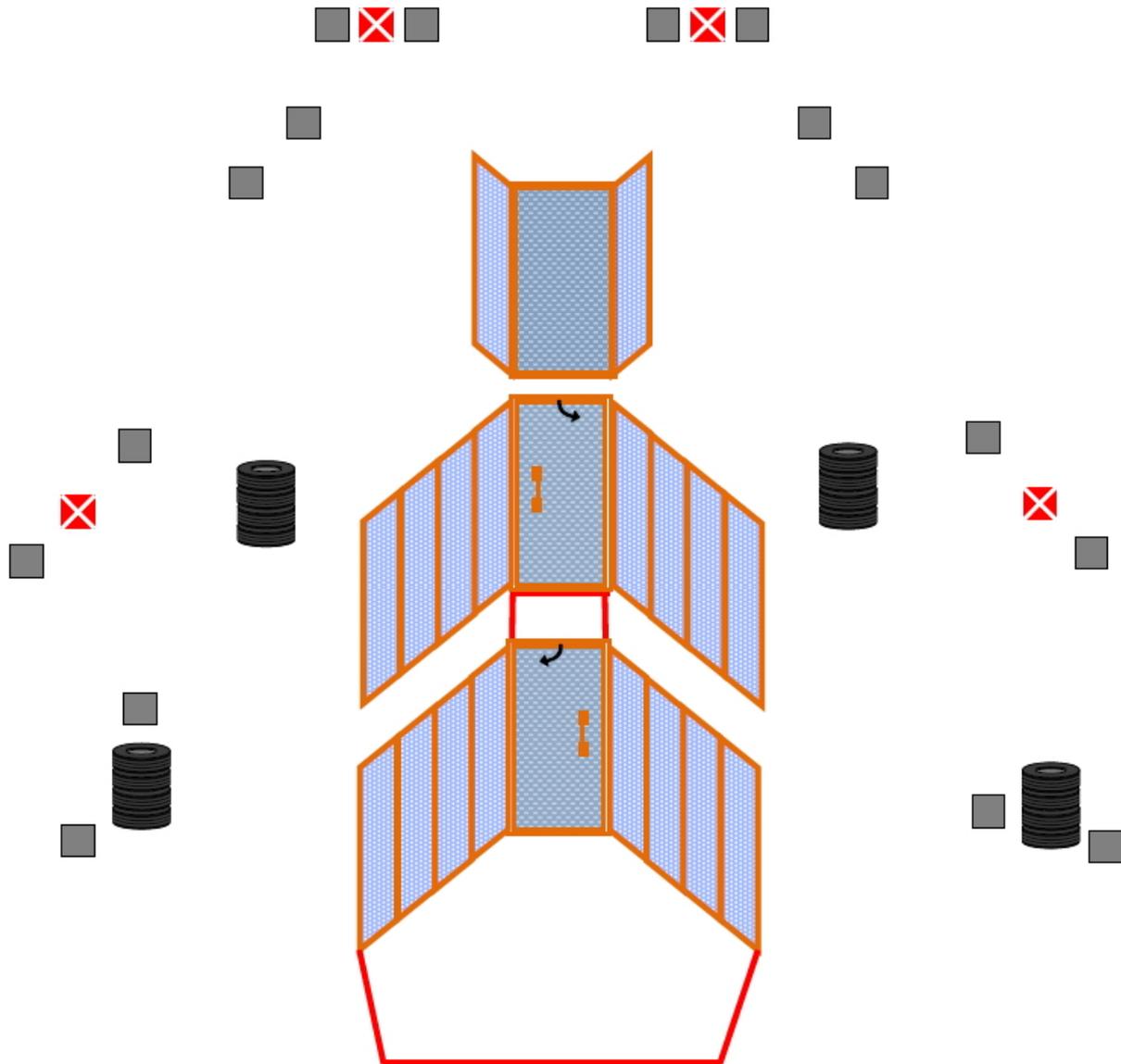
Course of Fire:	Short Course
Targets:	8 metal plate, 1 no-shoot
Minimum Rounds (type):	8 (birdshot)
Maximum Points:	40
Start-stop:	Audible Signal/Last Shot
Starting Position:	The competitor is standing erect, anywhere in the designated area, facing downrange.
Start Condition:	The shotgun is loaded (option 2) placed onto the arm-rack.
Procedure:	After the start signal engage all the targets from the designated area when they become visible. SA3x90 degree.



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STAGE 18



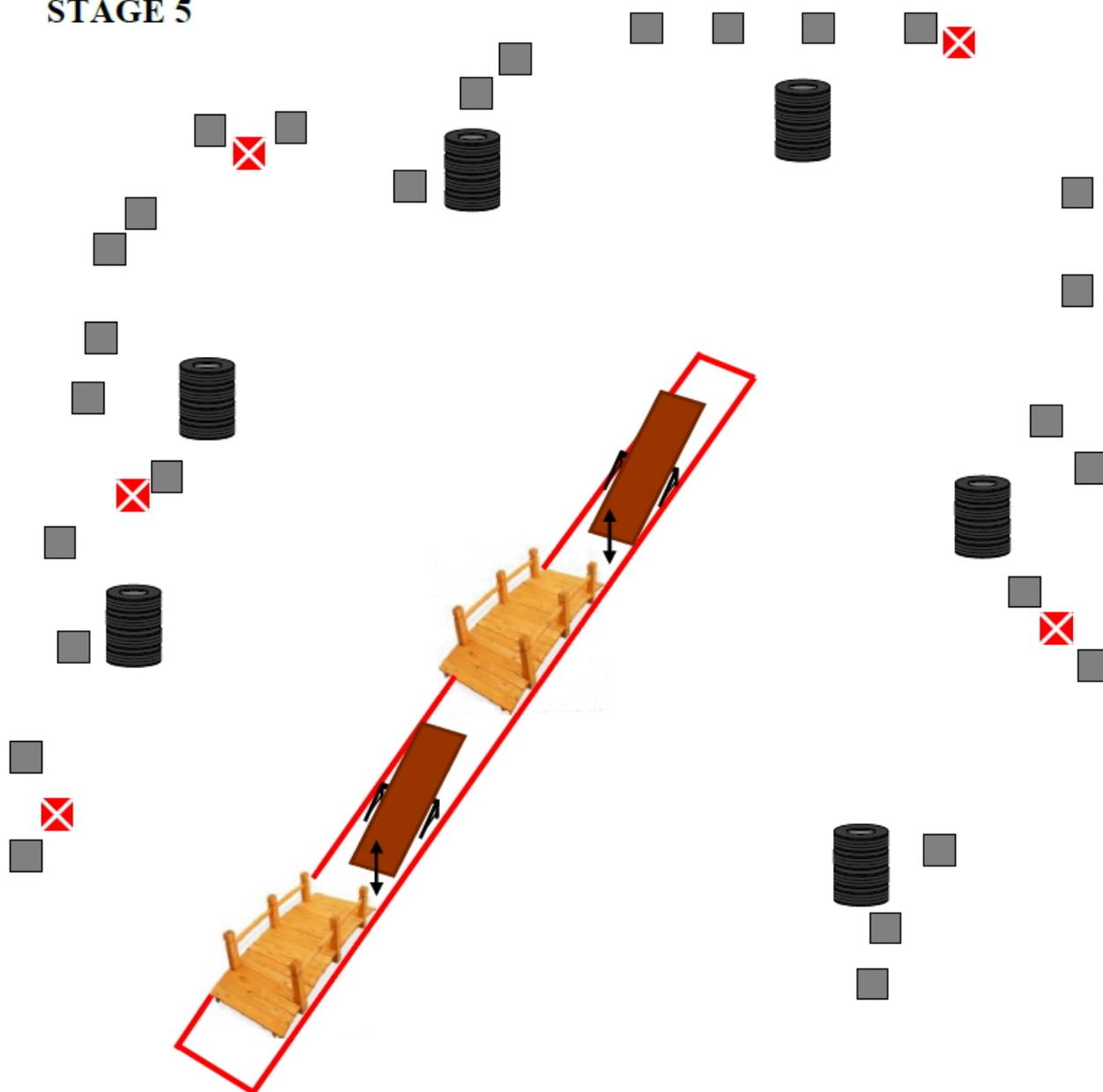
Course of Fire:	Medium Course
Targets:	16 metal plate, 4 no-shoot
Minimum Rounds (type):	16 (birdshot)
Maximum Points:	80
Start-stop:	Audible Signal/Last Shot
Starting Position:	The competitor is standing erect, anywhere in the designated area, in front of the first door, facing downrange.
Start Condition:	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 the designated area when they become visible. SA3x90 degree.



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STAGE 5



Course of Fire:

Targets:

Minimum Rounds (type):

Maximum Points:

Start-stop:

Starting Position:

Start Condition:

Procedure:

Long Course

27 metal plate, 5 no-shoot

27 (birdshot)

135

Audible Signal/Last Shot

The competitor is standing erect, anywhere in the designated area, 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 the designated area when they become visible. SA3x90 degree.