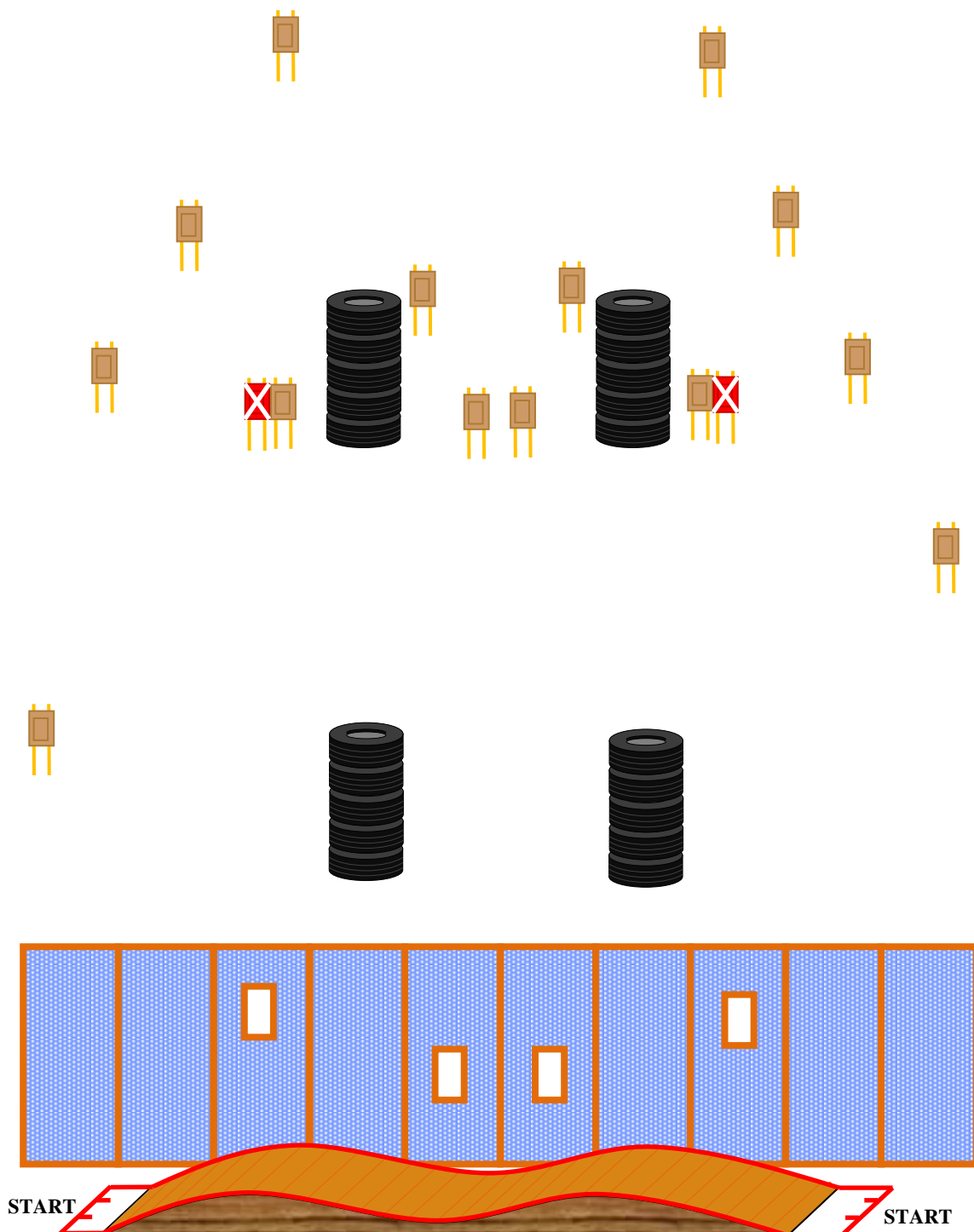




III. Central-European Level III. 26-27 May 2012 Shotgun Open



STAGE 1



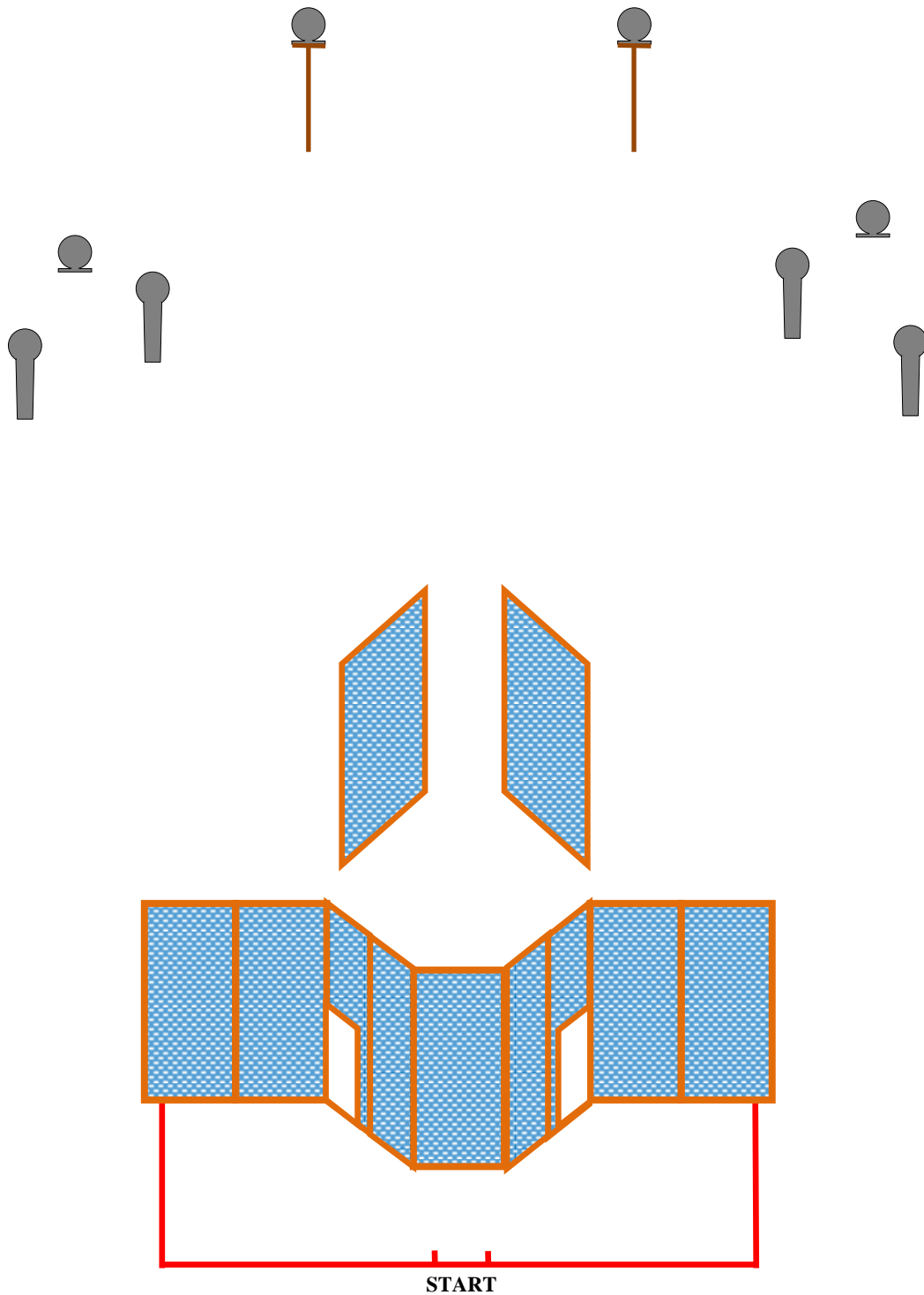
Course of Fire:	Medium Course
Targets:	12 IPSC A4 paper targets, 2 no-shoot targets
Minimum Rounds:	14 (Buckshot)
Maximum Points:	120



III. Central-European Level III. 26-27 May 2012 Shotgun Open



STAGE 2



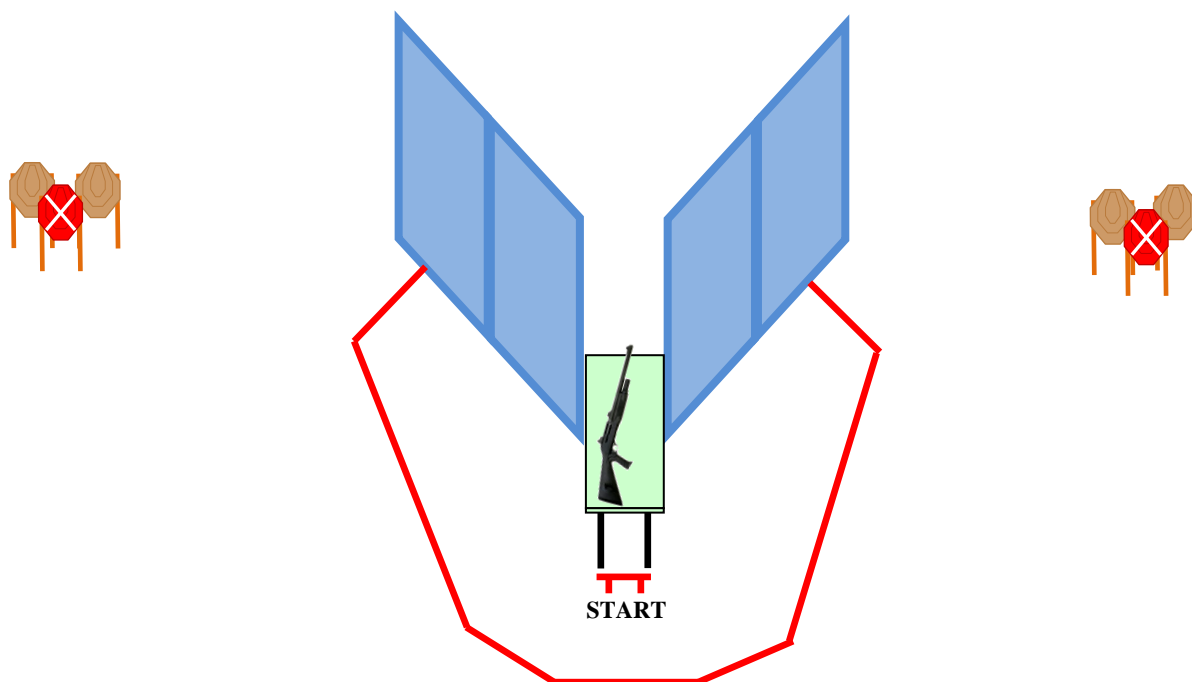
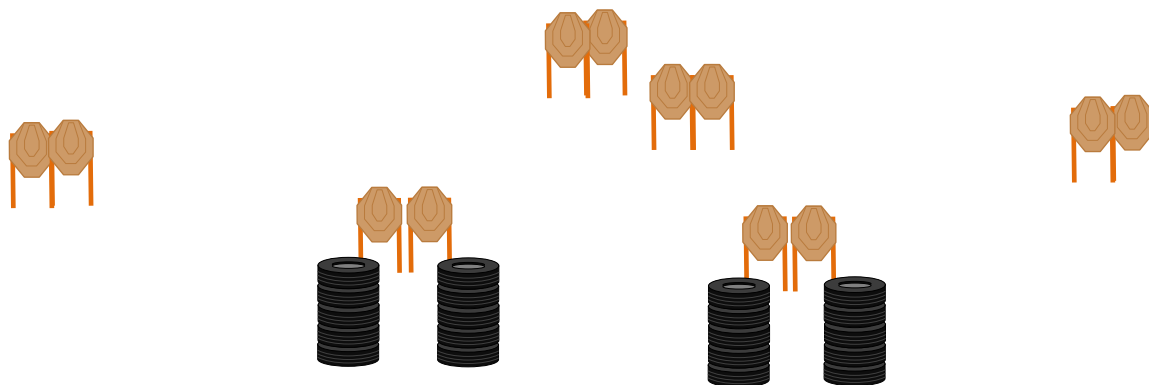
Course of Fire: Short Course
Targets: 4 mini poppers, 4 metal plates
Minimum Rounds: 8 (Birdshot)
Maximum Points: 40



III. Central-European Level III. 26-27 May 2012 Shotgun Open



STAGE 3



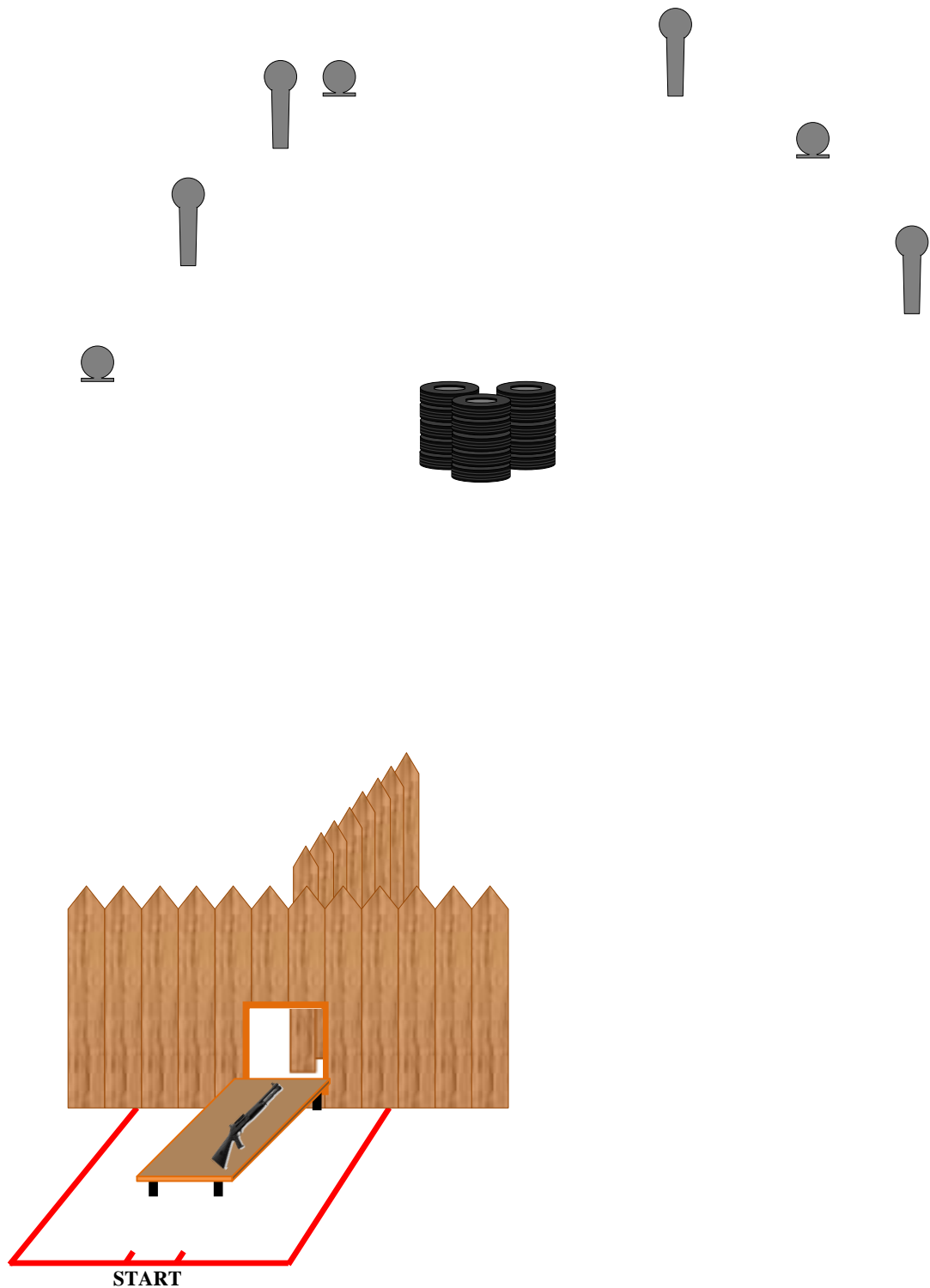
Course of Fire: Medium Course
Targets: 16 IPSC classic paper targets, 2 no-shoot targets
Minimum Rounds: 16 (Slug)
Maximum Points: 80



III. Central-European Level III. 26-27 May 2012 Shotgun Open



STAGE 4



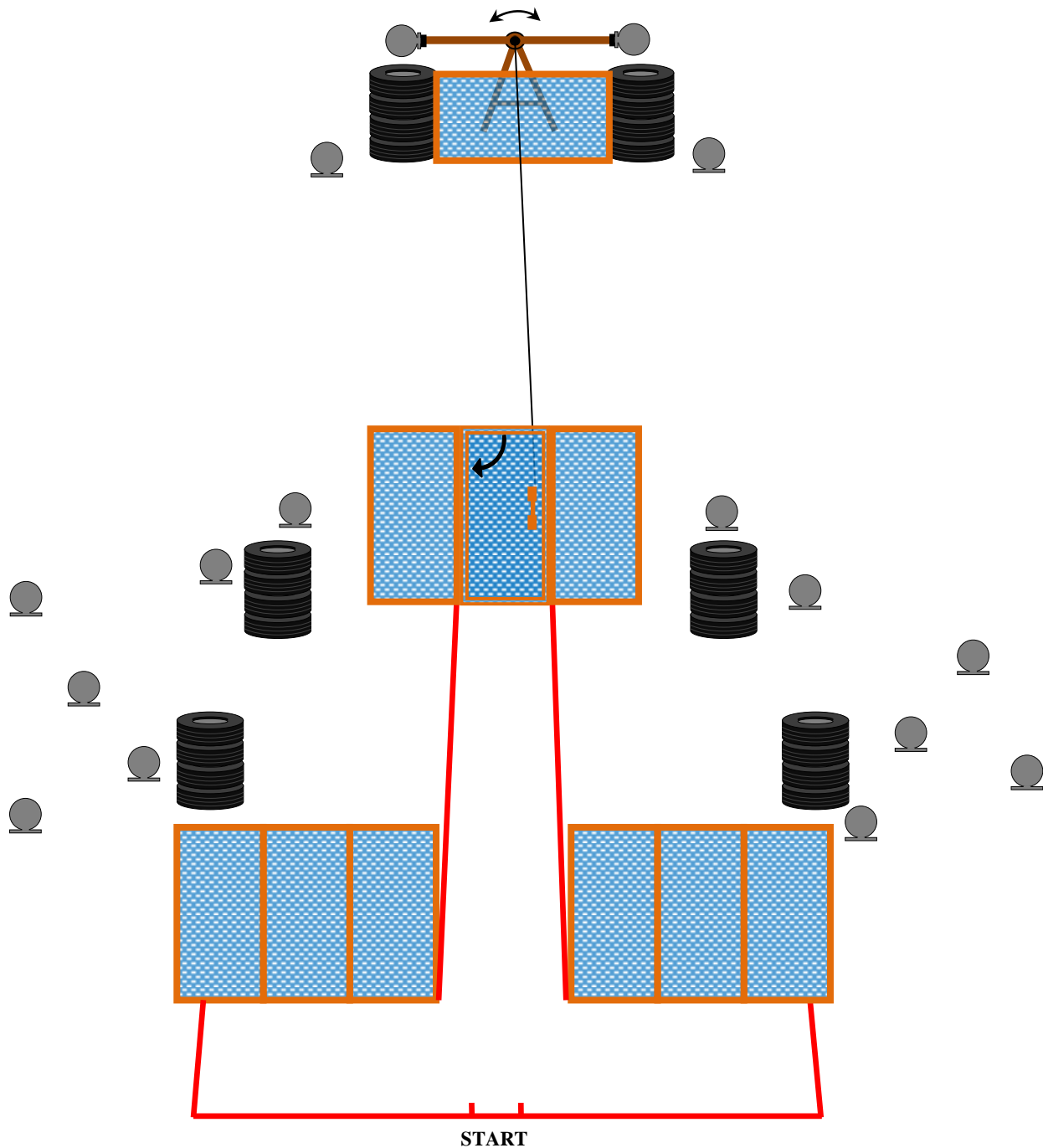
Course of Fire:	Short Course
Targets:	4 mini poppers, 3 metal plates
Minimum Rounds:	7 (Birdshot)
Maximum Points:	35



III. Central-European Level III. 26-27 May 2012 Shotgun Open



STAGE 5



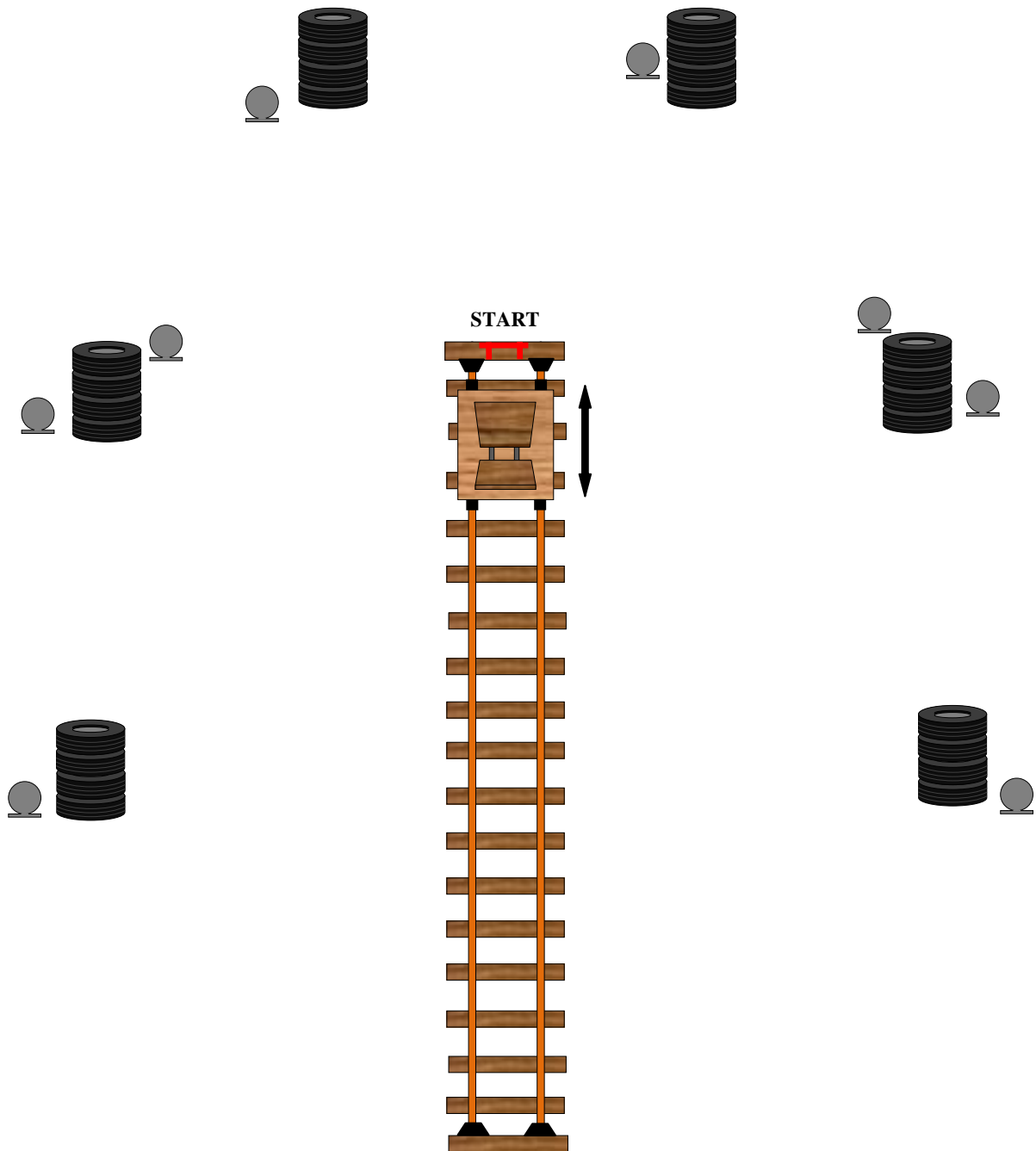
Course of Fire: Medium Course
Targets: 16 metal plates
Minimum Rounds: 16 (Birdshot)
Maximum Points: 80



III. Central-European Level III. 26-27 May 2012 Shotgun Open



STAGE 6



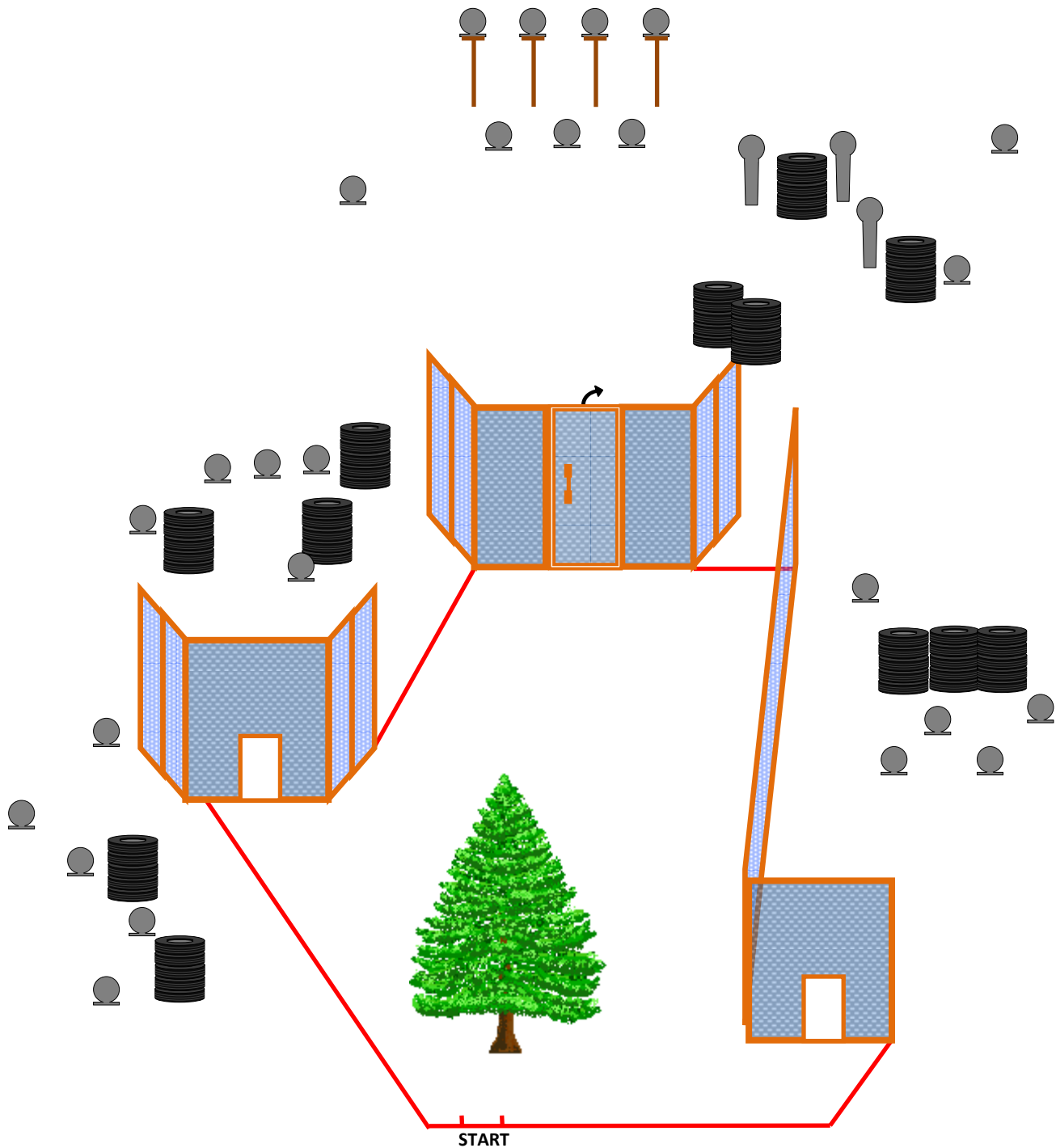
Course of Fire: Short Course
Targets: 8 metal plates
Minimum Rounds: 8 (Birdshot)
Maximum Points: 40



III. Central-European Level III. 26-27 May 2012 Shotgun Open



STAGE 7



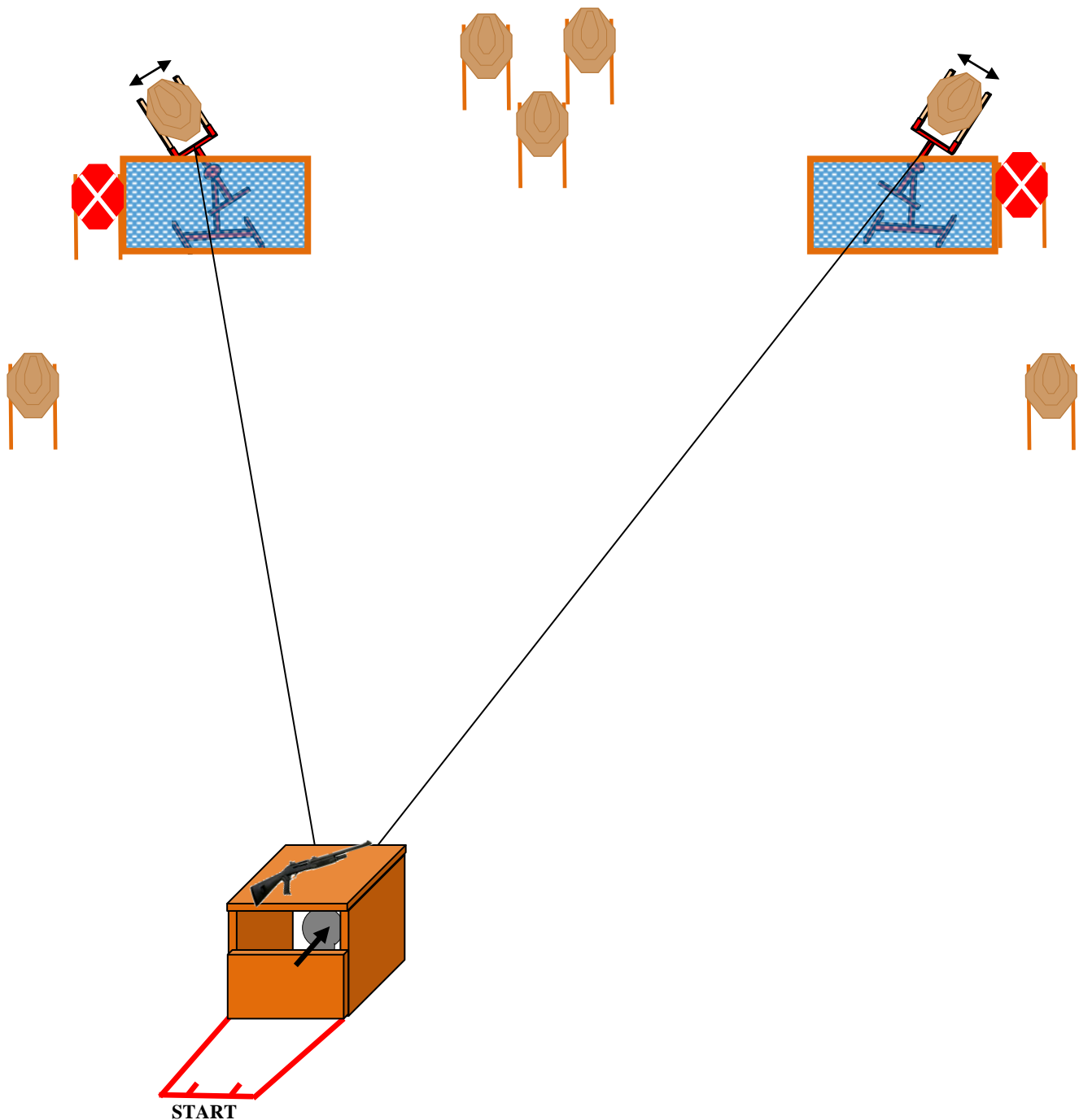
Course of Fire:	Long Course
Targets:	3 mini poppers, 25 metal plates
Minimum Rounds:	28 (Birdshot)
Maximum Points:	140



III. Central-European Level III. 26-27 May 2012 Shotgun Open



STAGE 8



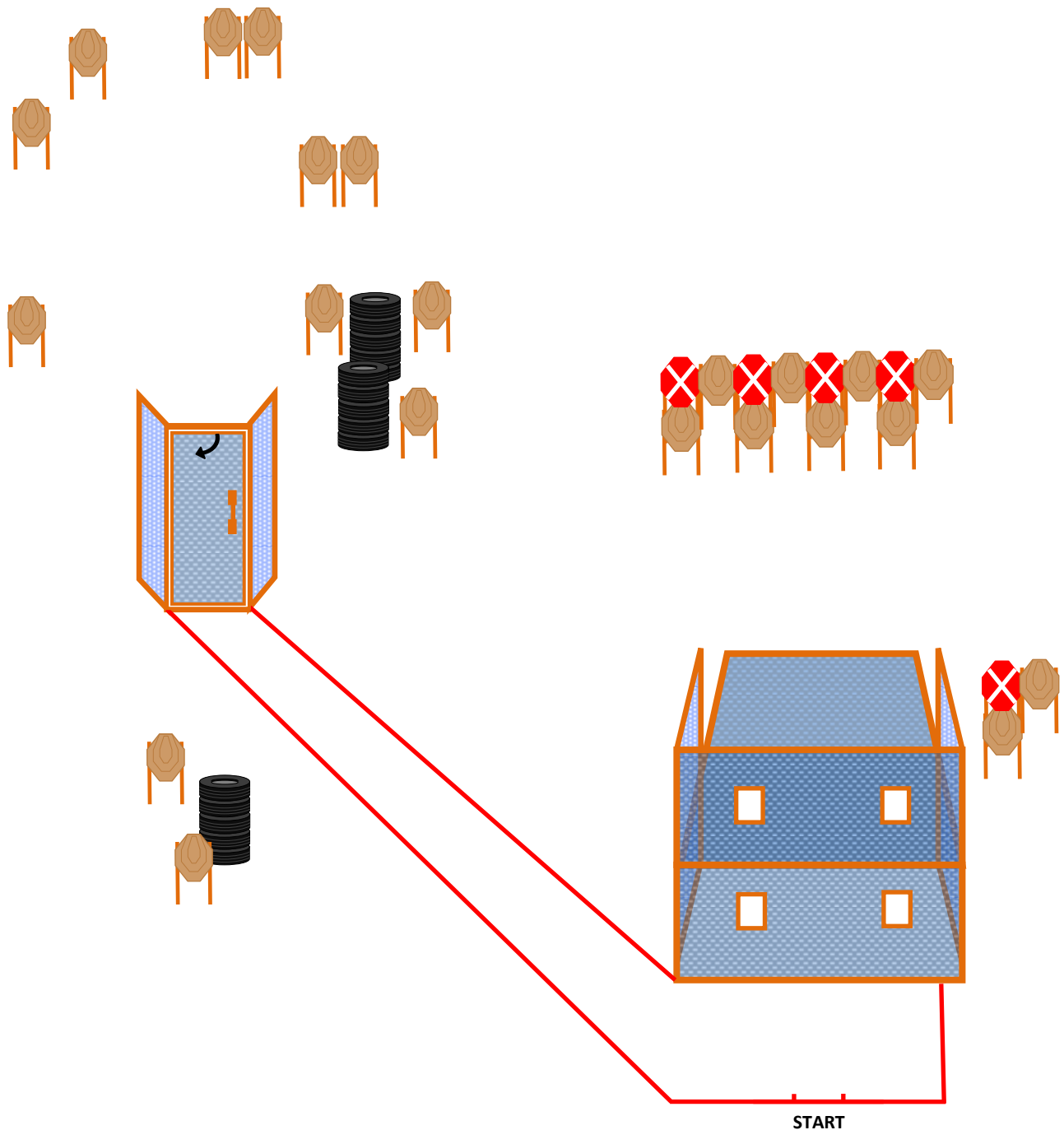
Course of Fire:	Short Course
Targets:	7 IPSC classic paper targets, 2 no-shoot targets
Minimum Rounds:	7 (Slug)
Maximum Points:	35



III. Central-European Level III. 26-27 May 2012 Shotgun Open

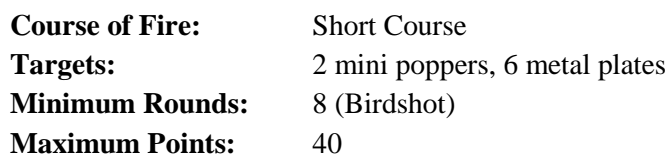


STAGE 9



Course of Fire:	Long Course
Targets:	22 IPSC classic paper targets, 5 no-shoot targets
Minimum Rounds:	22 (Slug)
Maximum Points:	110



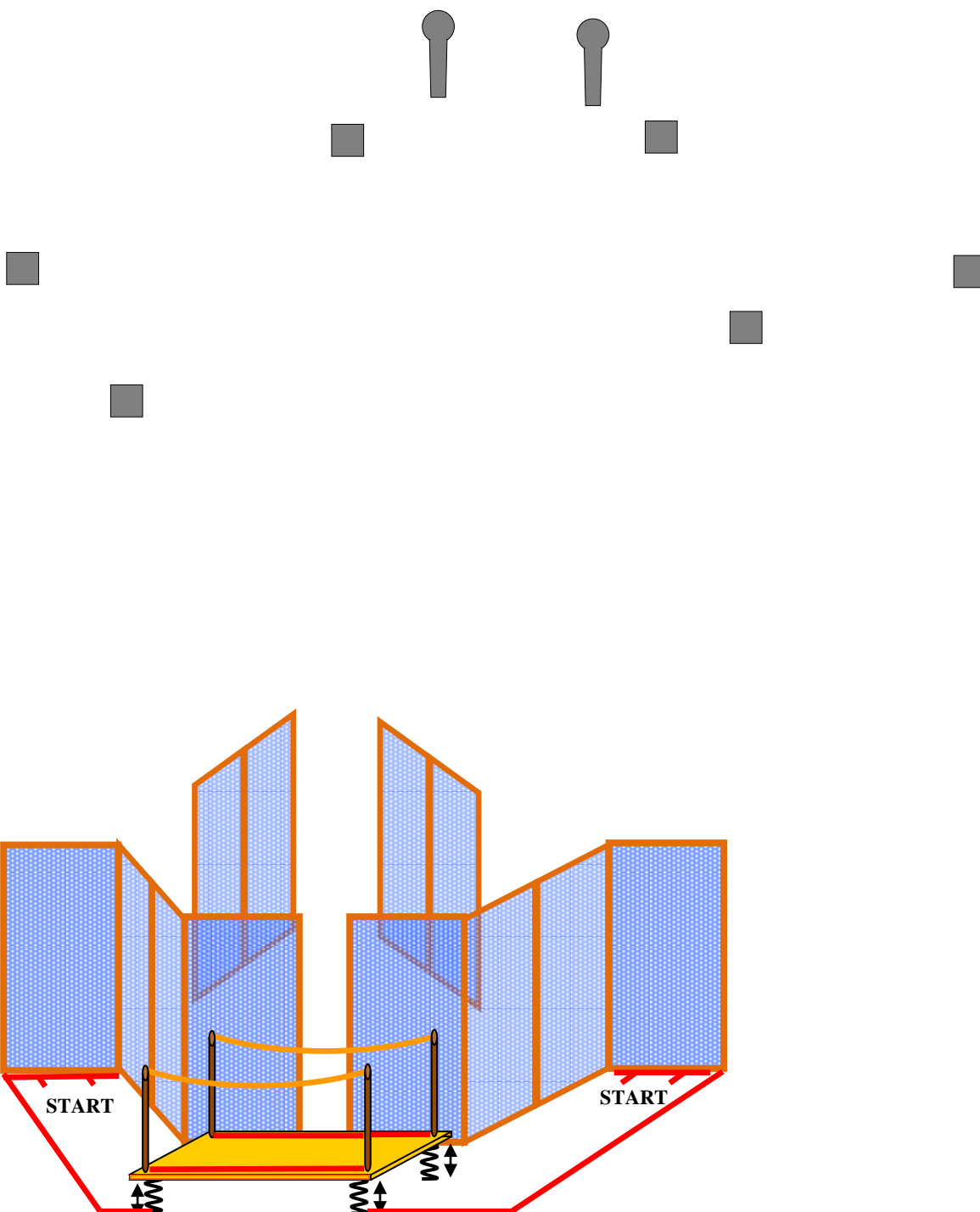




III. Central-European Level III. 26-27 May 2012 Shotgun Open



STAGE 12



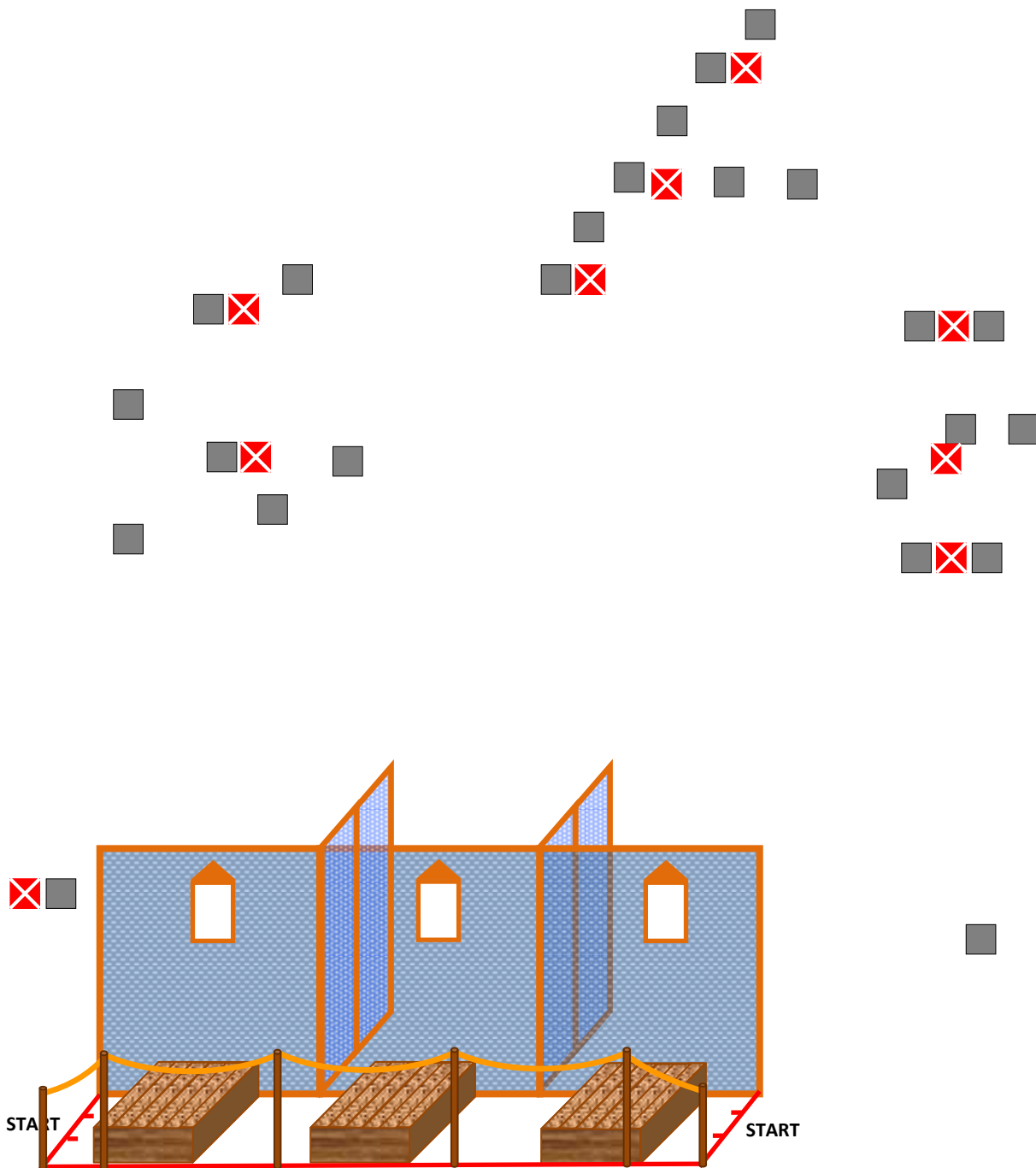
Course of Fire:	Short Course
Targets:	2 mini poppers, 6 metal plates
Minimum Rounds:	8 (Birdshot)
Maximum Points:	40



III. Central-European Level III. 26-27 May 2012 Shotgun Open



STAGE 13



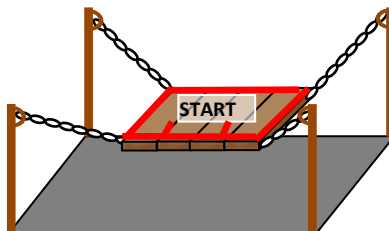
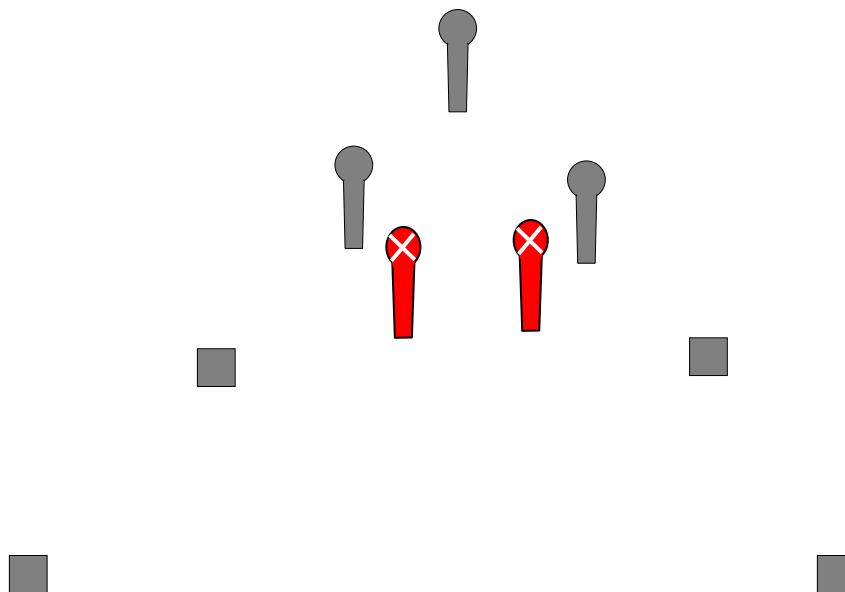
Course of Fire: Long Course
Targets: 24 metal plates, 9 no-shoot targets
Minimum Rounds: 24 (Birdshot)
Maximum Points: 120



III. Central-European Level III. 26-27 May 2012 Shotgun Open



STAGE 14



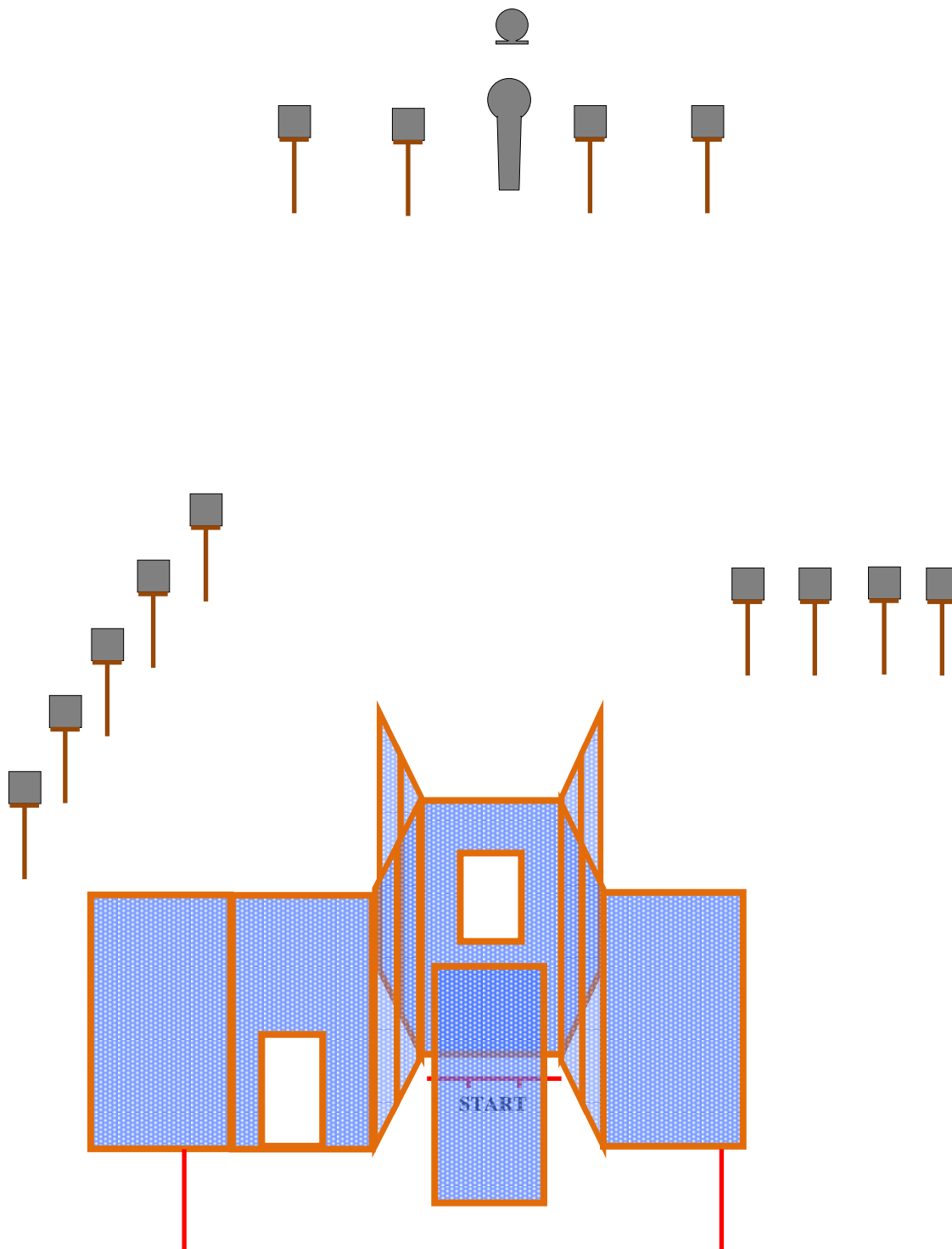
Course of Fire:	Short Course
Targets:	3 mini poppers, 4 metal plates, 2 no-shoot targets
Minimum Rounds:	7 (Birdshot)
Maximum Points:	35



III. Central-European Level III. 26-27 May 2012 Shotgun Open



STAGE 15



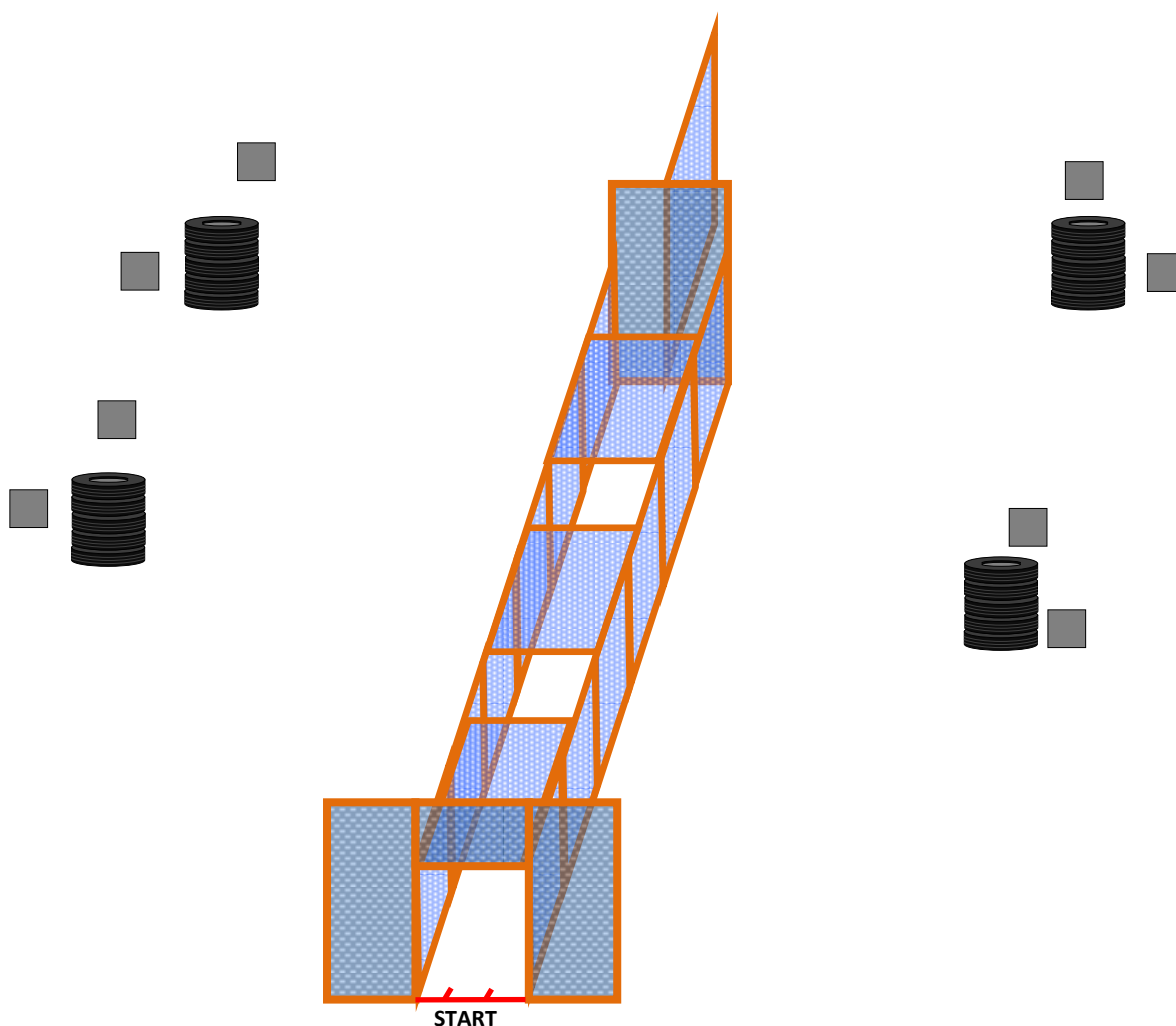
Course of Fire:	Medium Course
Targets:	1 mini poppers, 14 metal plates
Minimum Rounds:	15 (Birdshot)
Maximum Points:	75



III. Central-European Level III. 26-27 May 2012 Shotgun Open



STAGE 16



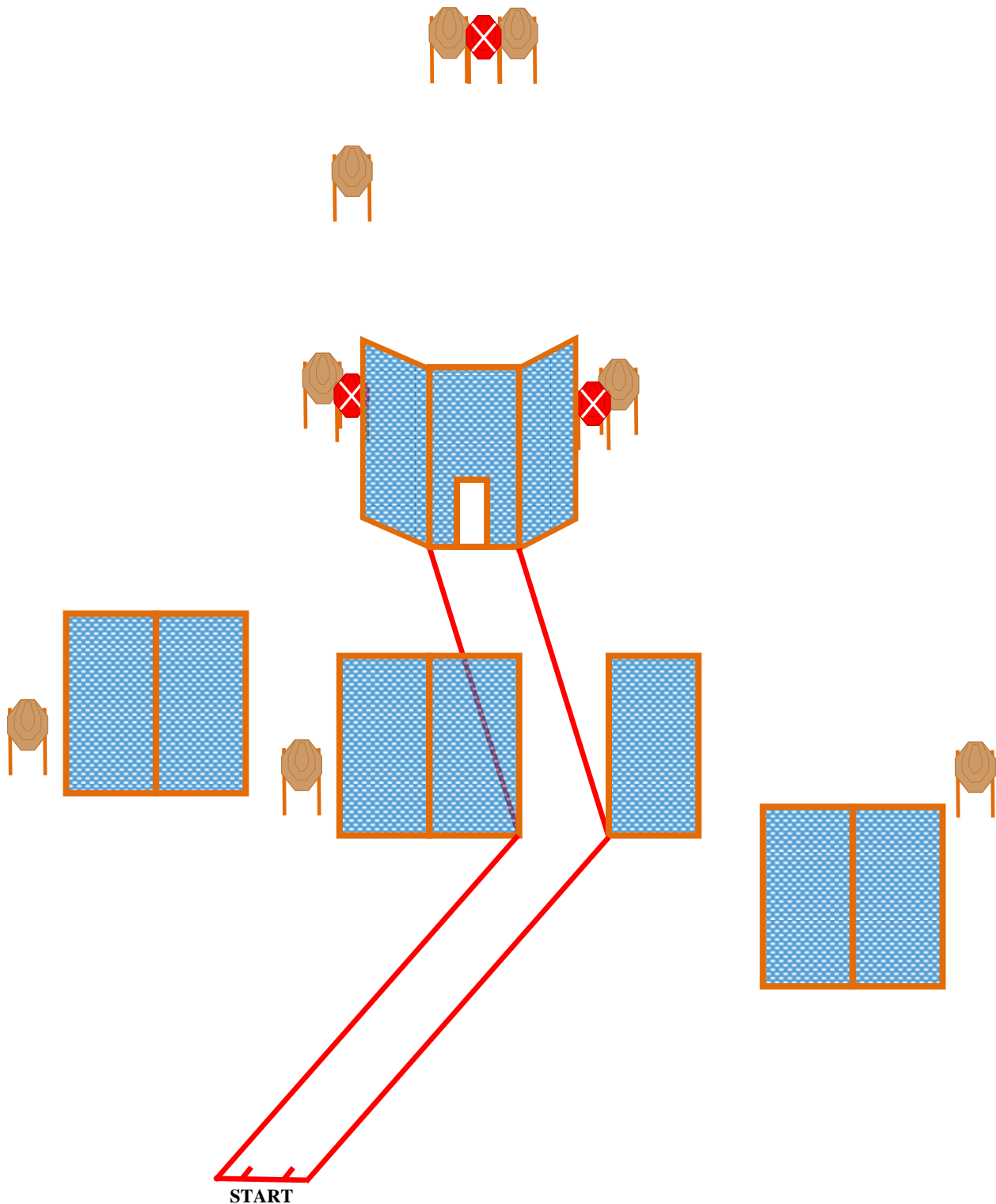
Course of Fire: Medium Course
Targets: 16 metal plates
Minimum Rounds: 16 (Birdshot)
Maximum Points: 80



III. Central-European Level III. 26-27 May 2012 Shotgun Open



STAGE 17



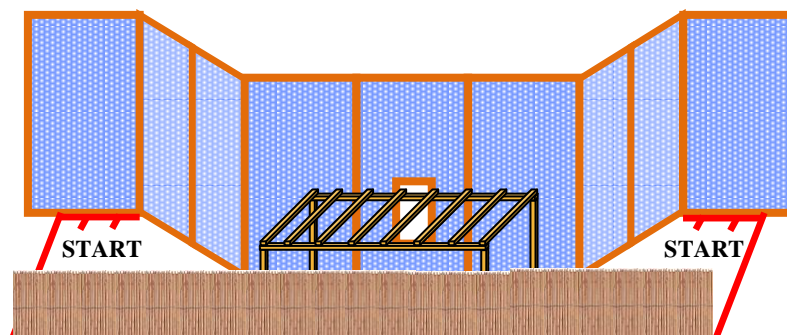
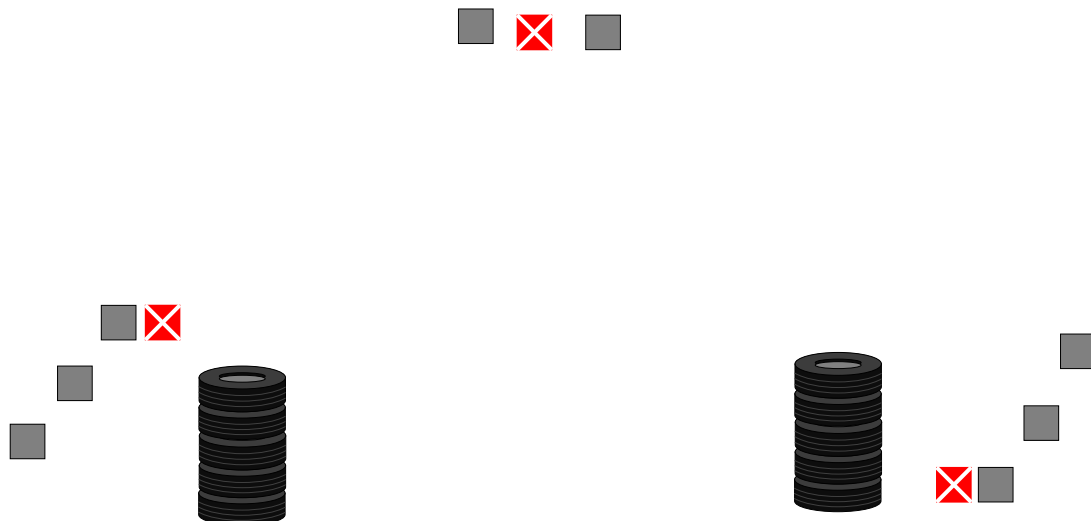
Course of Fire:	Short Course
Targets:	8 IPSC classic paper targets, 3 no-shoot targets
Minimum Rounds:	8 (Slug)
Maximum Points:	40



III. Central-European Level III. 26-27 May 2012 Shotgun Open



STAGE 18



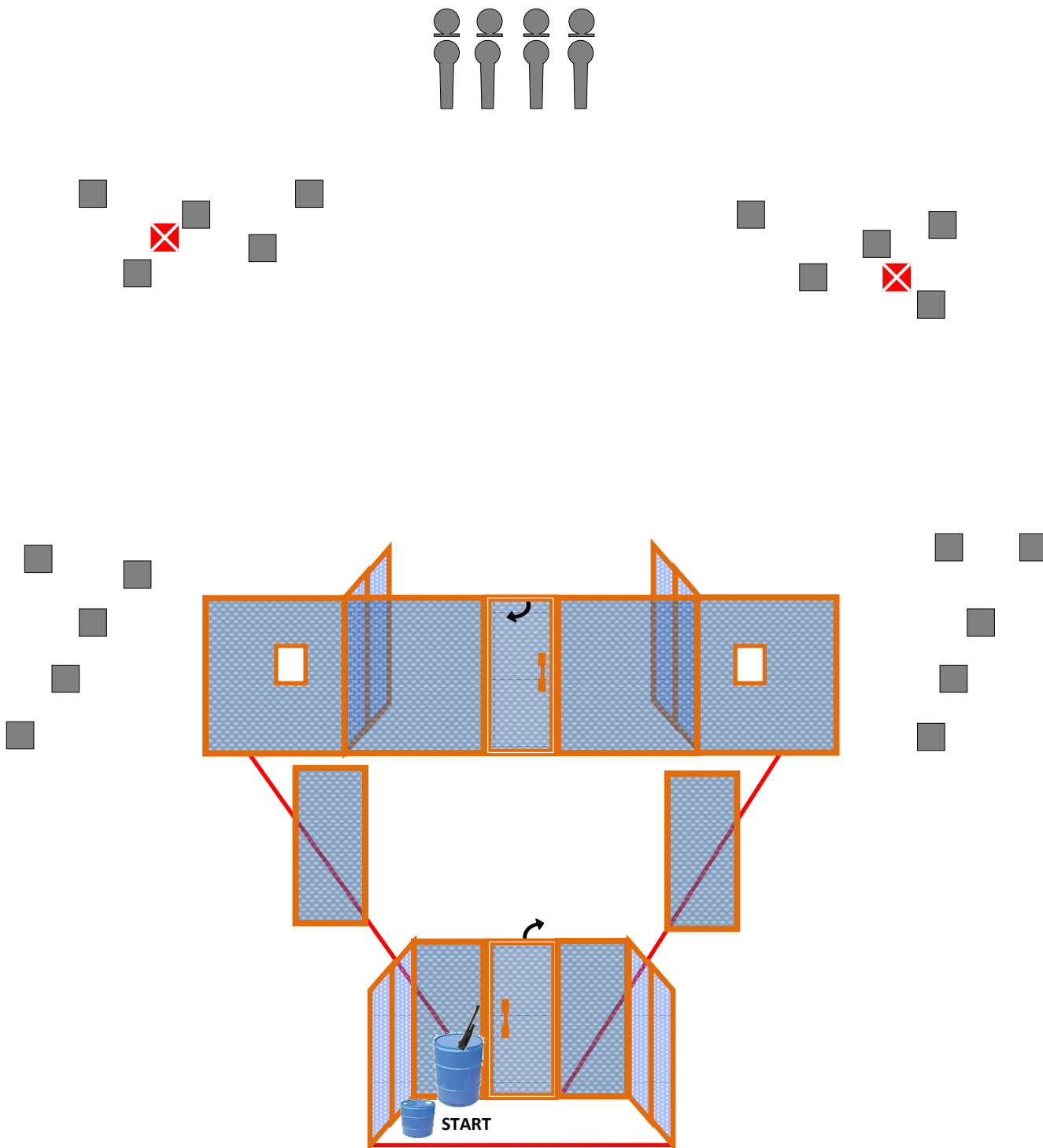
Course of Fire:	Short Course
Targets:	8 metal plates, 3 no-shoot targets
Minimum Rounds:	8 (Birdshot)
Maximum Points:	40



III. Central-European Level III. 26-27 May 2012 Shotgun Open



STAGE 19



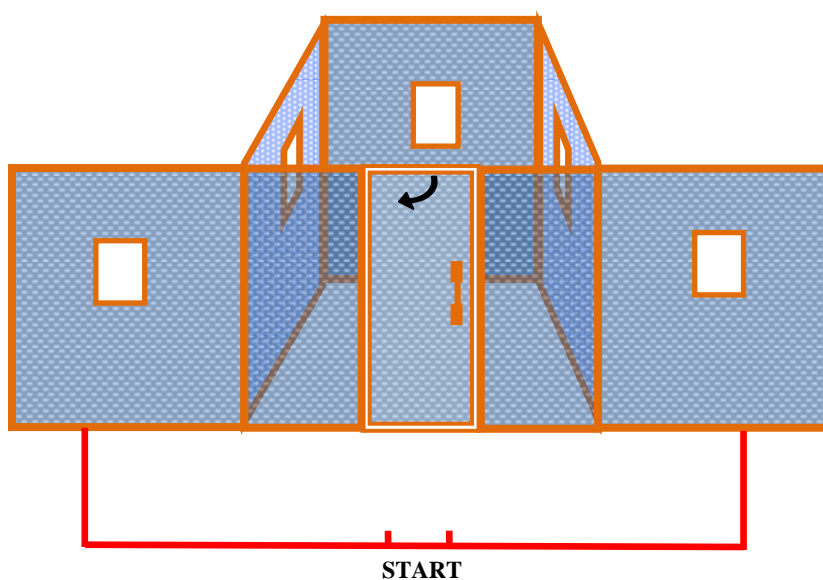
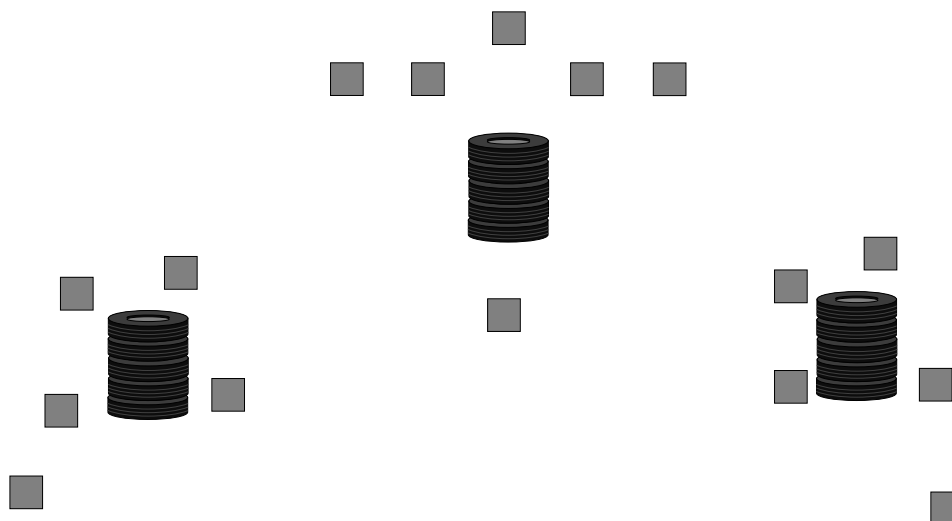
Course of Fire:	Long Course
Targets:	4mini poppers, 24 metal plates, 2 no-shoot targets
Minimum Rounds:	28 (Birdshot)
Maximum Points:	140



III. Central-European Level III. 26-27 May 2012 Shotgun Open



STAGE 20



Course of Fire: Medium Course
Targets: 16 metal plates
Minimum Rounds: 16 (Birdshot)
Maximum Points: 80