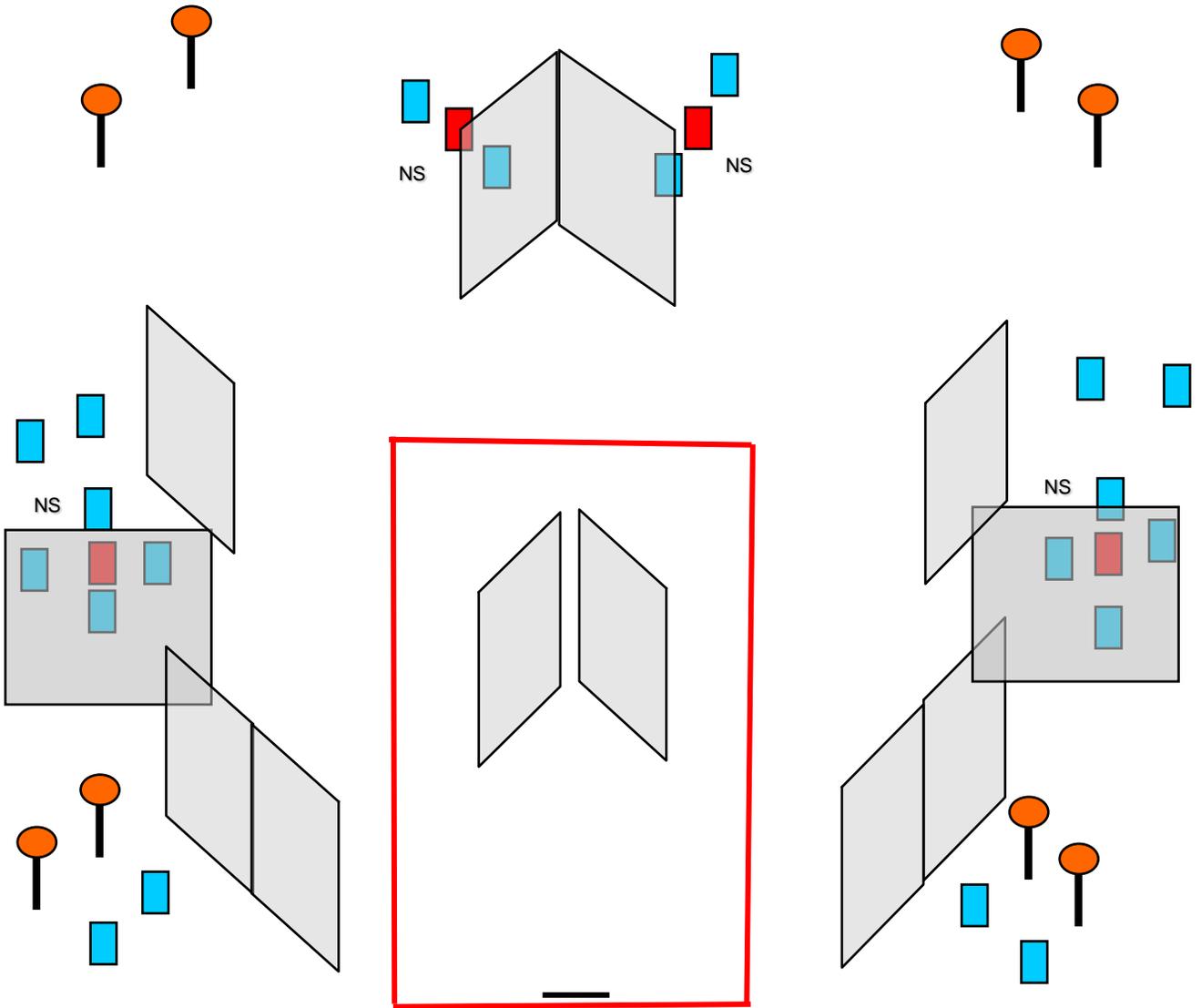


Stage 1

28 rounds

Shotgun

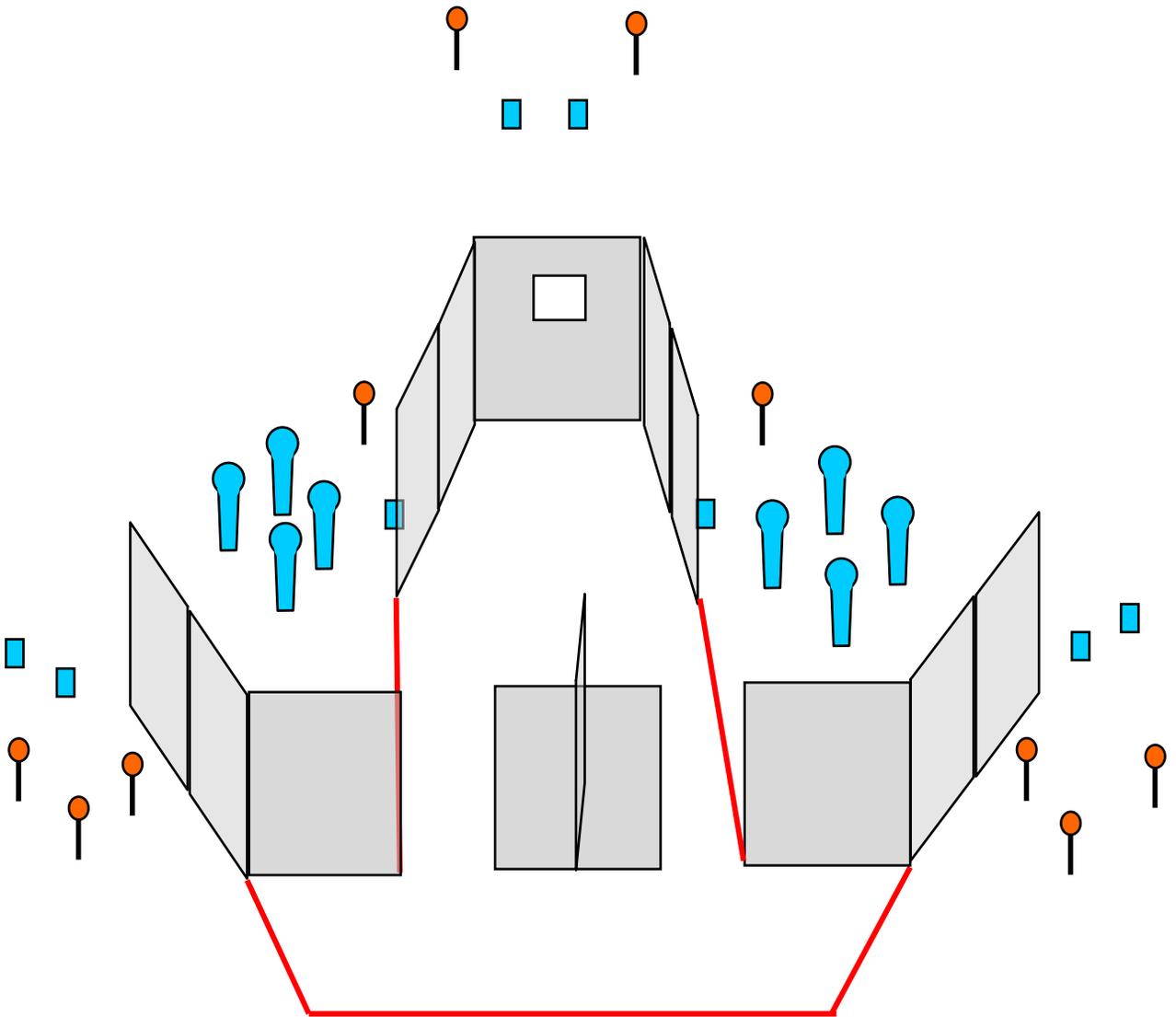


Type of Course	Long course	BIRDSHOT
Targets	20 IPSC Metal Plates, 8 Frangible targets, 4 No Shoots	
Minimum rounds	28	
Possible points	140	
Start position	Standing, one foot touching the black line.	
Gun state	Option 1	
Time starts	Audible signal	
Procedure	On signal, engage all targets.	

Stage 2

26 rounds

Shotgun

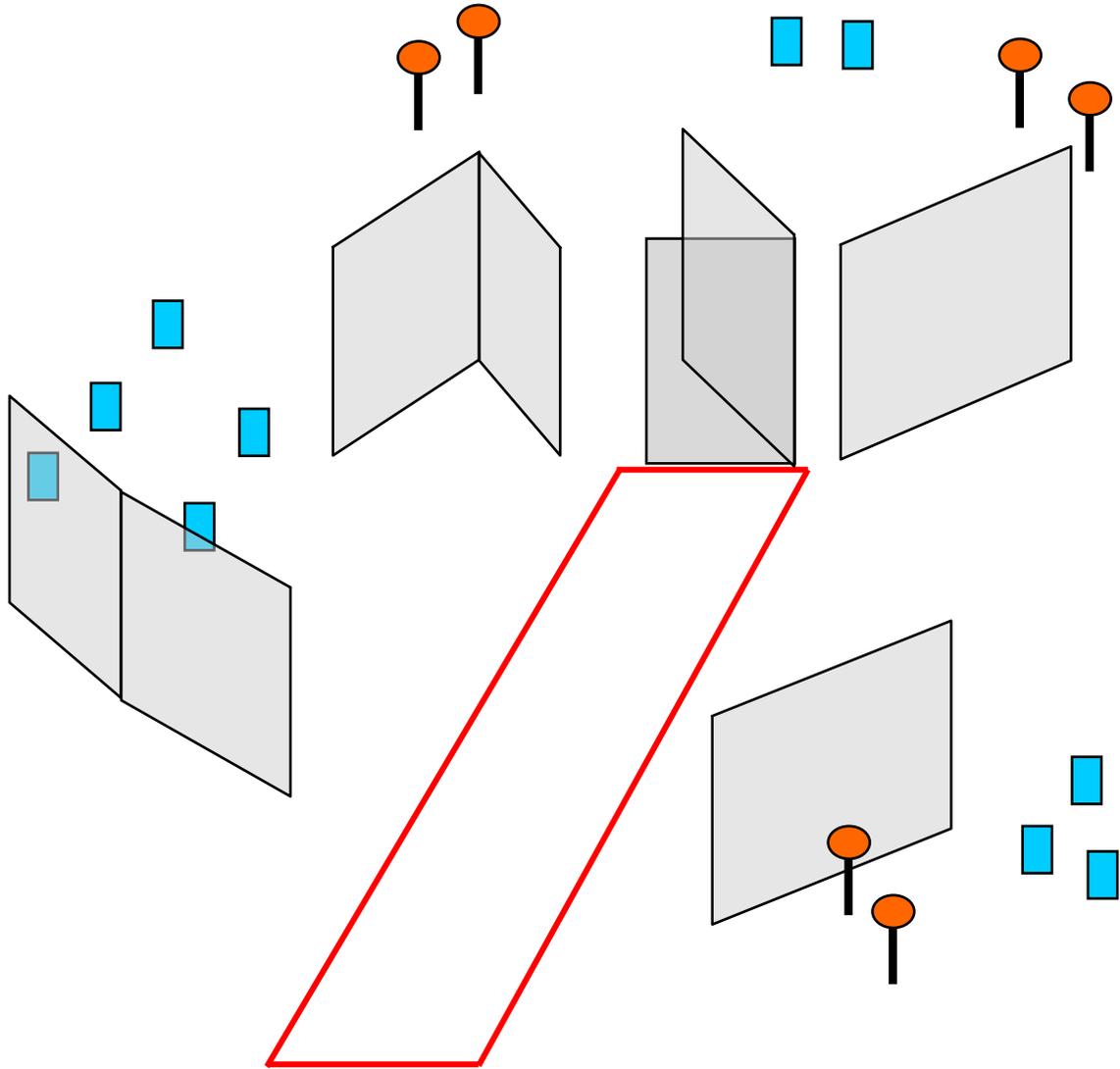


Type of Course	Long course	BIRDSHOT
Targets	8 IPSC Poppers, 8 IPSC Metal Plates, 10 Frangible targets	
Minimum rounds	26	
Possible points	130	
Start position	Standing anywhere in marked area.	
Gun state	Option 1	
Time starts	Audible signal	
Procedure	On signal, engage all targets.	

Stage 3

16 rounds

Shotgun

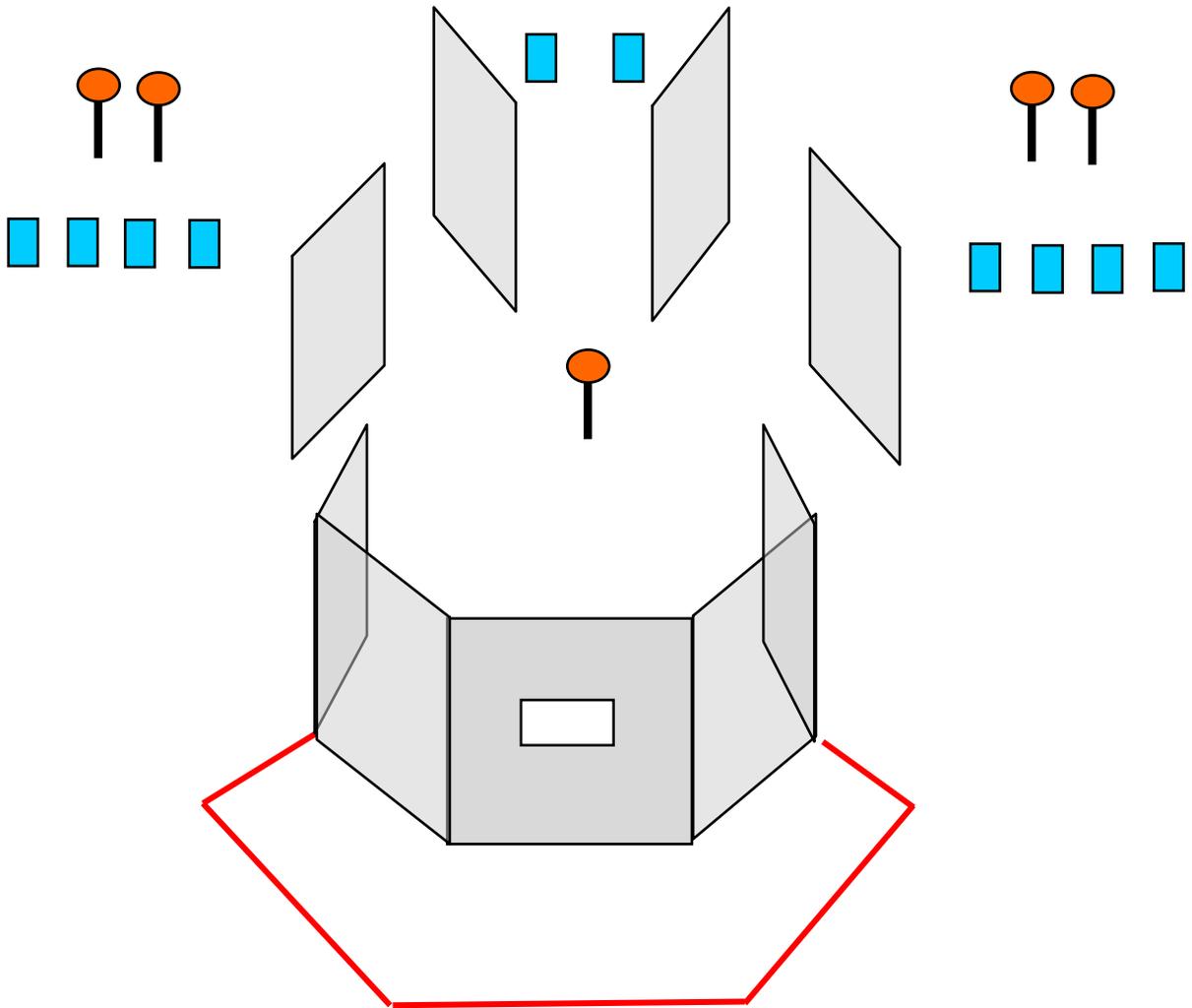


Type of Course	Medium course	BIRDSHOT
Targets	10 IPSC Metal Plates, 6 Frangible targets	
Minimum rounds	16	
Possible points	80	
Start position	Standing anywhere in marked area.	
Gun state	Option 1	
Time starts	Audible signal	
Procedure	On signal, engage all targets.	

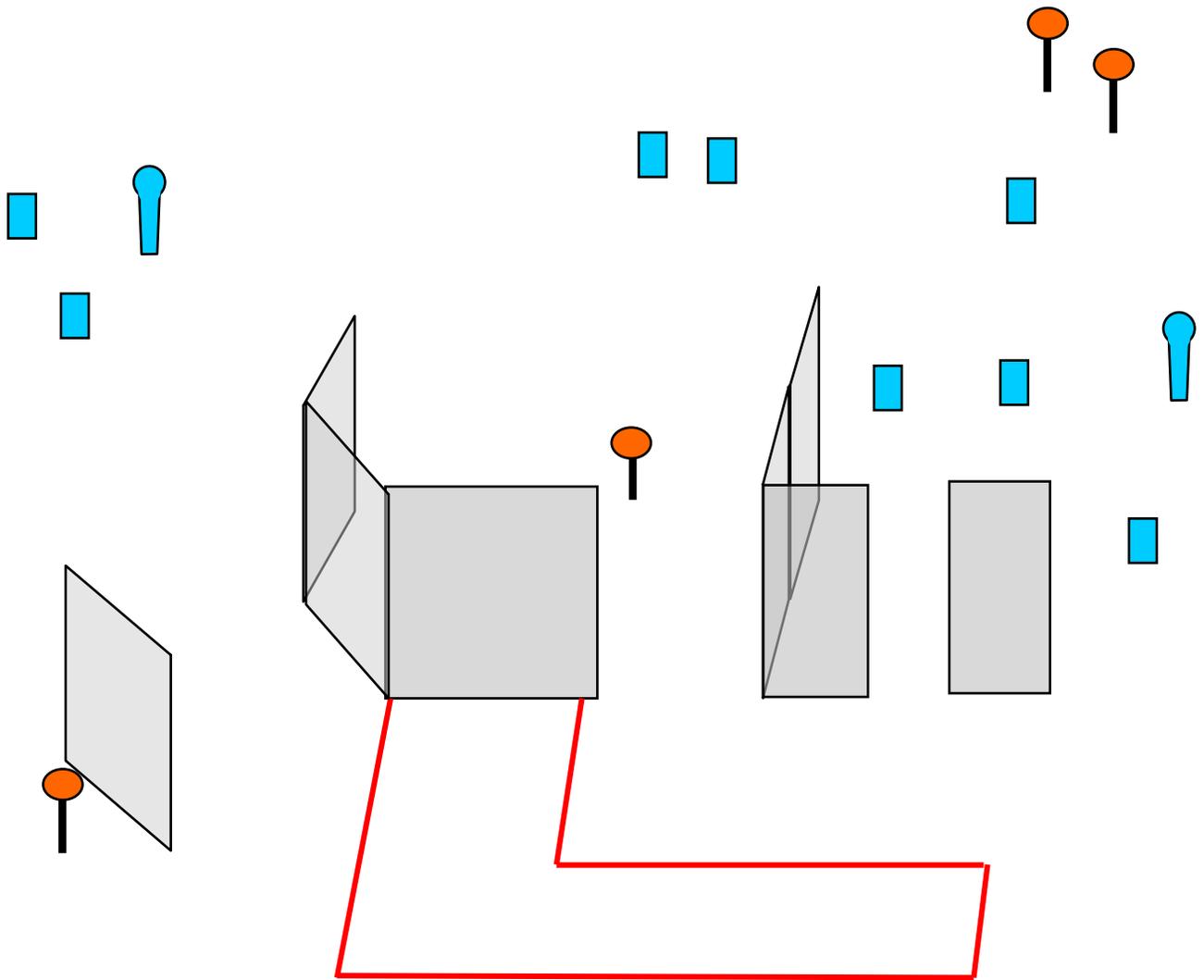
Stage 4

15 rounds

Shotgun



Type of Course	Medium course	BIRDSHOT
Targets	10 IPSC Metal Plates, 5 Frangible targets	
Minimum rounds	15	
Possible points	75	
Start position	Standing anywhere in marked area.	
Gun state	Option 1	
Time starts	Audible signal	
Procedure	On signal, engage all targets.	

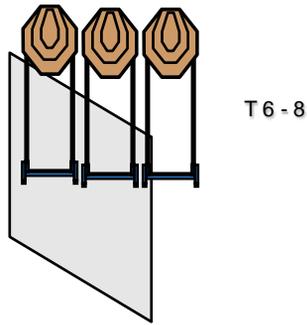
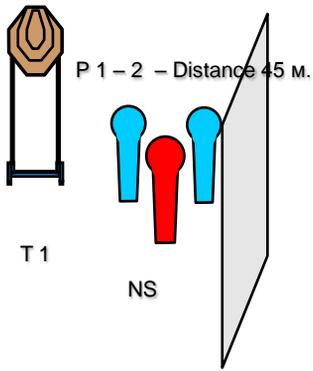


Type of Course	Medium course	BIRDSHOT
Targets	2 IPSC Mini Poppers, 8 IPSC Metal Plates, 4 Frangible targets	
Minimum rounds	14	
Possible points	70	
Start position	Standing anywhere in marked area.	
Gun state	Option 1	
Time starts	Audible signal	
Procedure	On signal, engage all targets.	

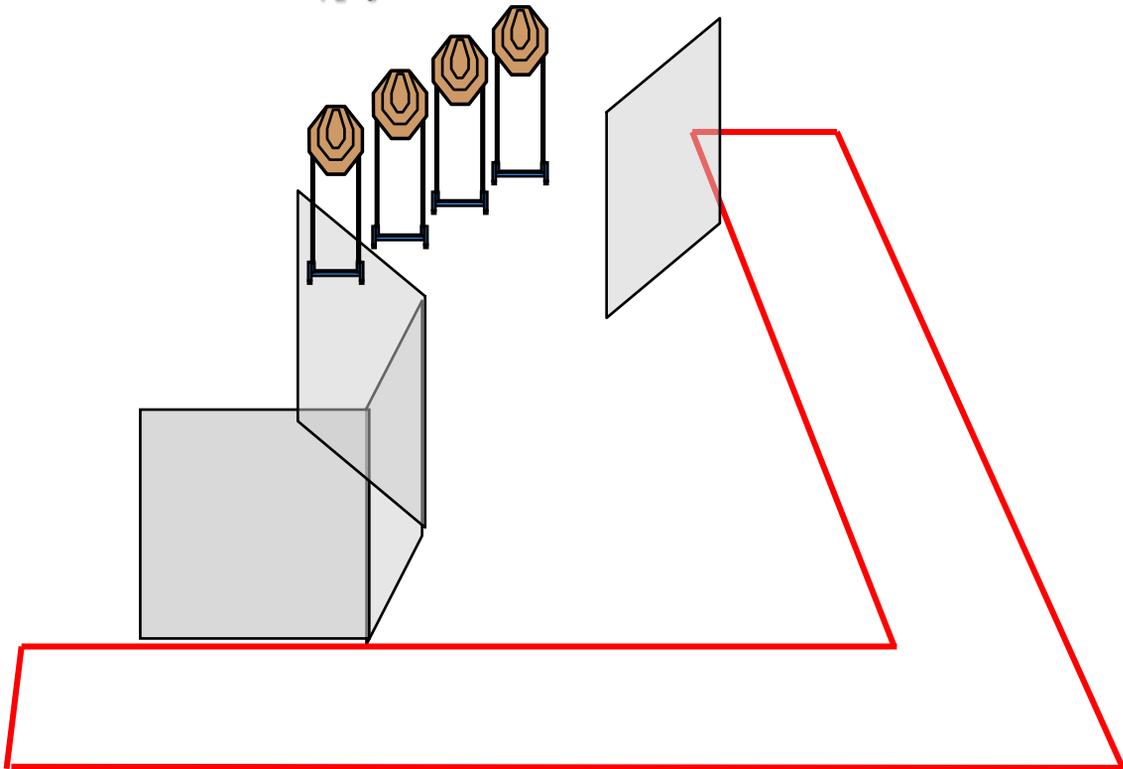
Stage 6

10 rounds

Shotgun



T 2 - 5

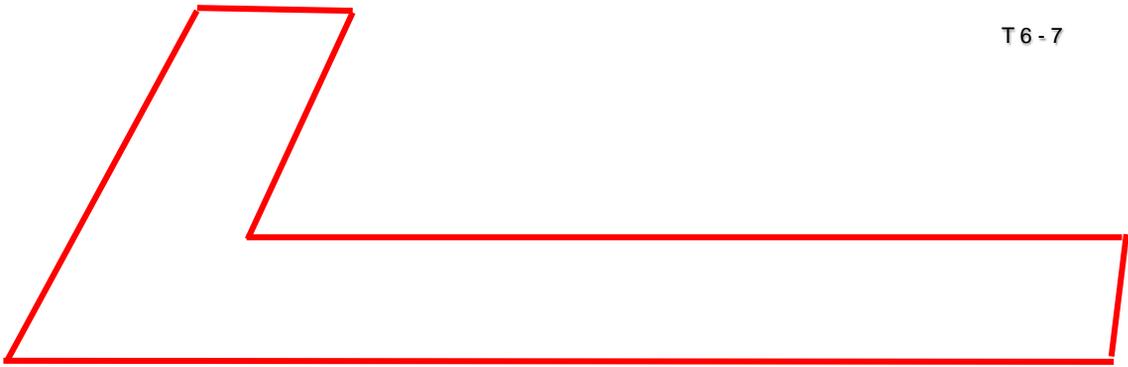
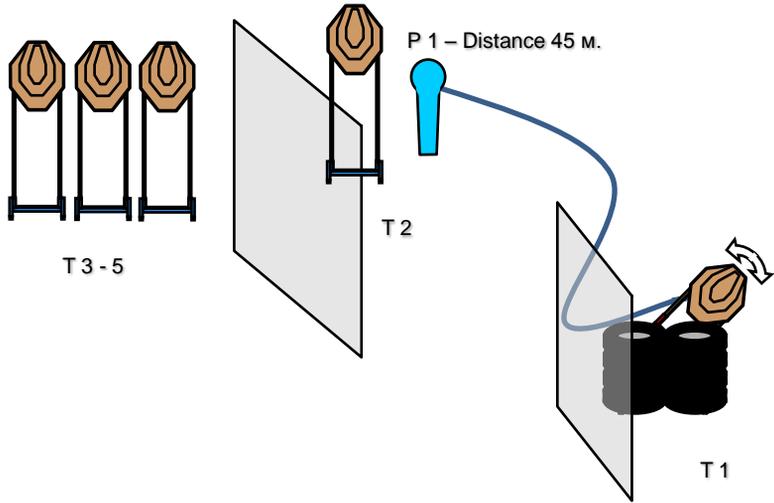


Type of Course	Medium course	SLUG
Targets	2 IPSC Poppers, 8 IPSC Targets, 1 No Shoots	
Minimum rounds	10	
Possible points	50	
Start position	Standing anywhere in marked area.	
Gun state	Option 1	
Time starts	Audible signal	
Procedure	On signal, engage all targets. ONE hit per IPSC Target	

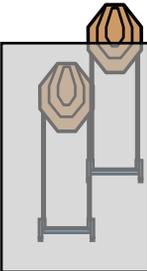
Stage 7

7 rounds

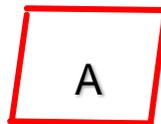
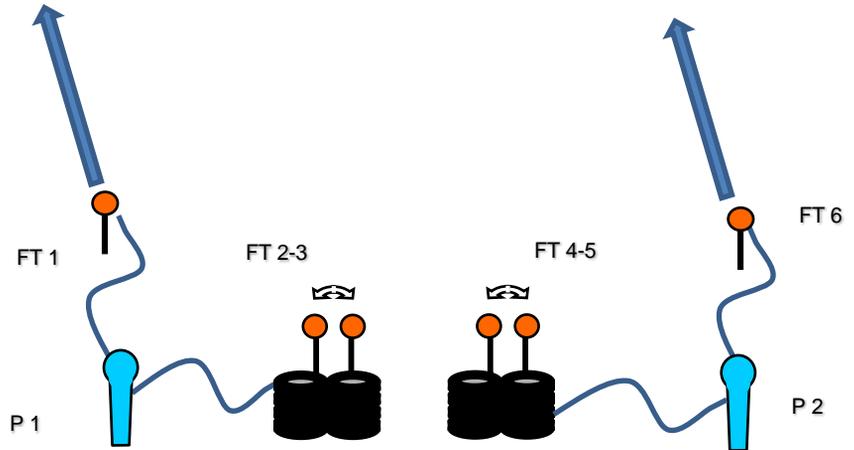
Shotgun



T 6 - 7



Type of Course	Short course	SLUG
Targets	1 IPSC Popper, 6 IPSC Targets	
Minimum rounds	7	
Possible points	35	
Start position	Standing anywhere in marked area.	
Gun state	Option 1	
Time starts	Audible signal	
Procedure	On signal, engage all targets. ONE hit per IPSC Target. All moving target remain visible at rest.	

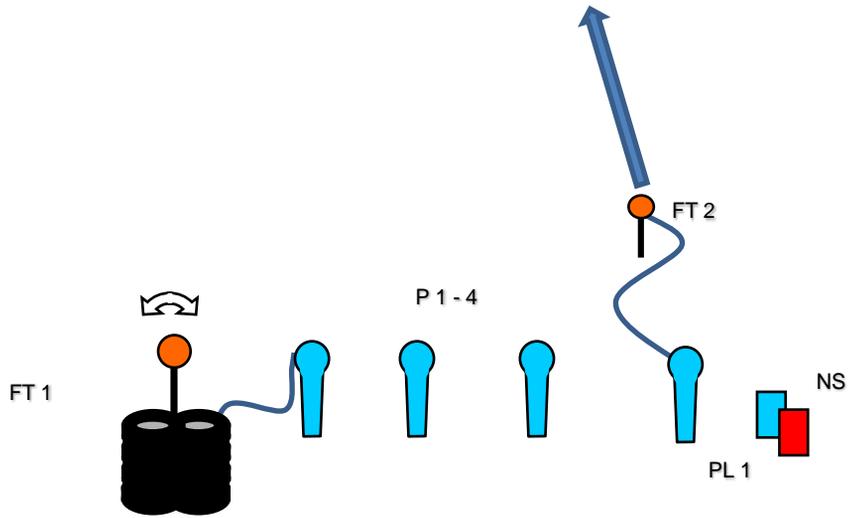


Type of Course	Short course	BIRDSHOT
Targets	2 IPSC Poppers, 6 Frangible targets	
Minimum rounds	8	
Possible points	50	
Start position	Standing, anywhere in area A.	
Gun state	Option 2	
Time starts	Audible signal	
Procedure	On signal, engage all targets. P1 activates FT1 and FT 6, which is a Bonus Clay. Clay Bonus target will be scored as 10 points. P2 and P2 activates FT 2-5. FT 2-5 remain visible at rest.	

Stage 9

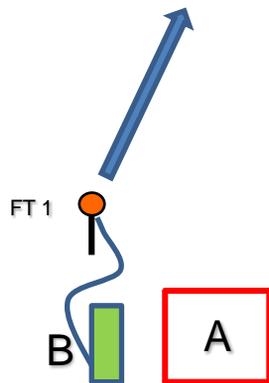
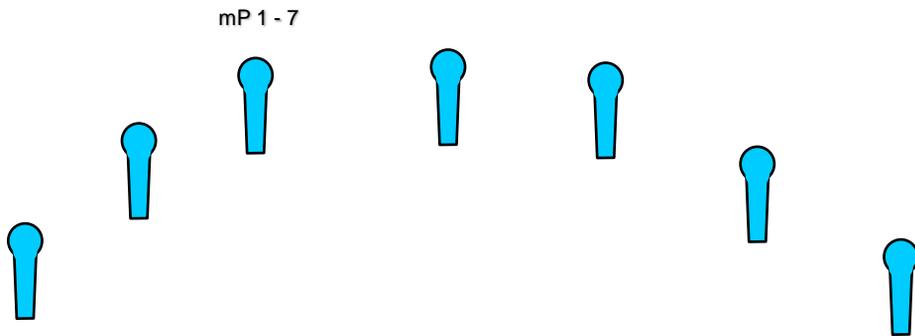
7 rounds

Shotgun

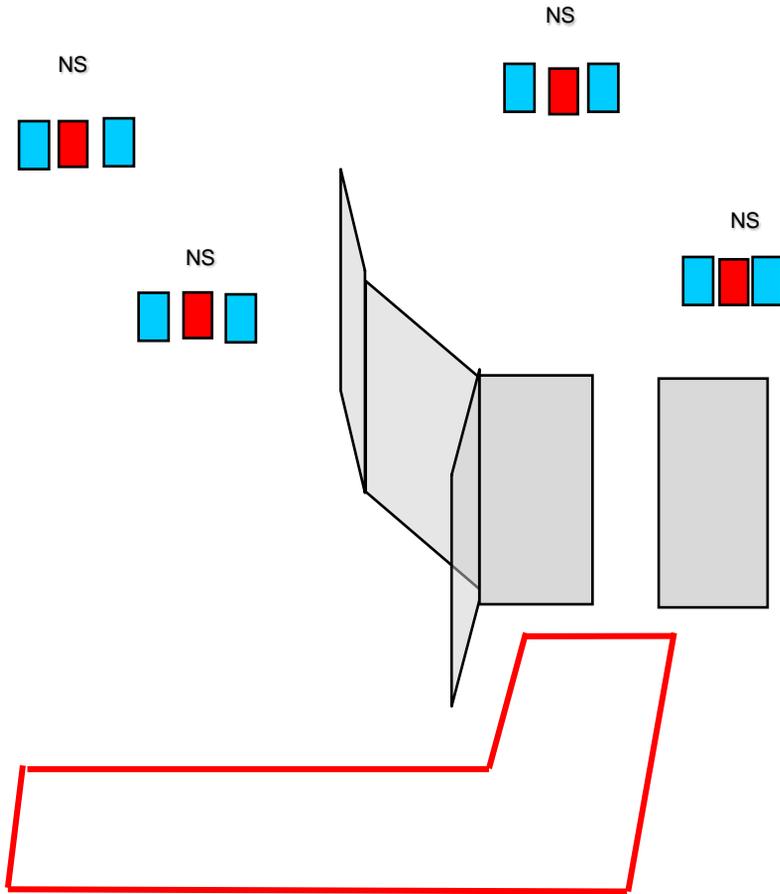


A

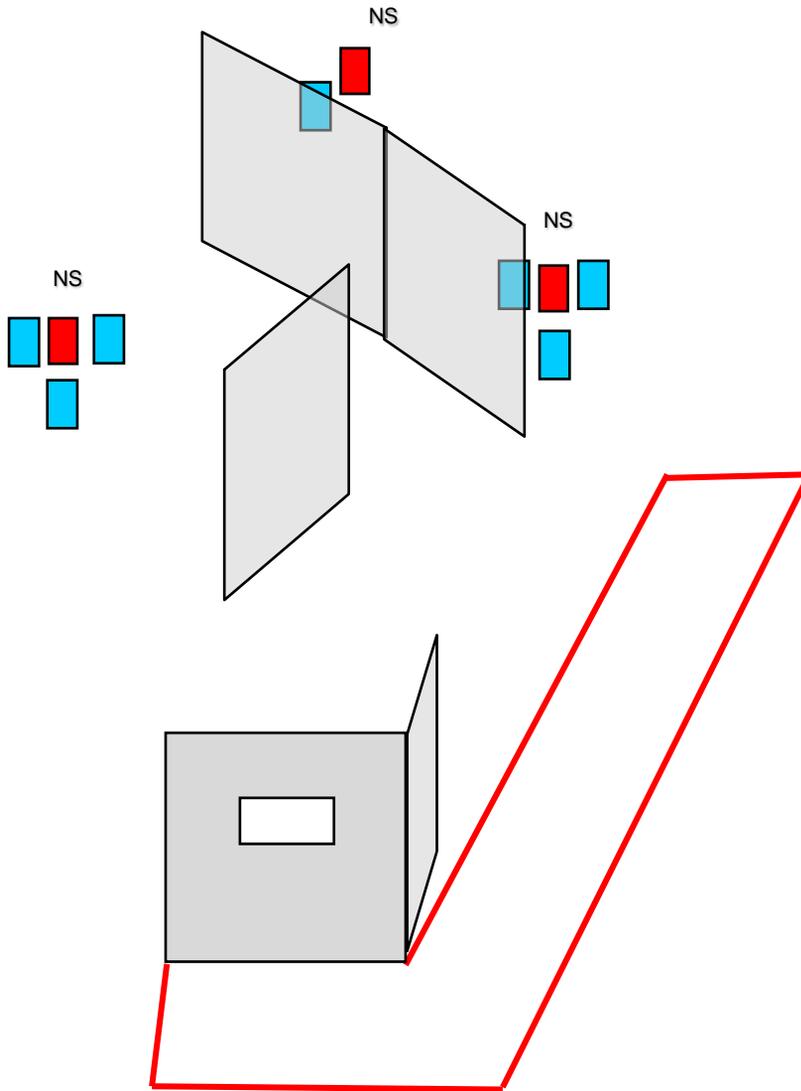
Type of Course	Short course BIRDSHOT
Targets	4 IPSC Poppers, 1 IPSC Metal Plate , 2 Frangible targets, 1 No Shoot
Minimum rounds	7
Possible points	40
Start position	Standing, anywhere in area A.
Gun state	Option 1
Time starts	Audible signal
Procedure	On signal, engage all targets. P4 activate FT2 which is a Bonus Clay. Clay Bonus target will be scored as 10 points. P1 activate FT 1. FT 1 remain visible at rest.



Type of Course	Short course	BIRDSHOT
Targets	7 IPSC Mini Poppers, 1 Frangible target	
Minimum rounds	8	
Possible points	45	
Start position	Standing, anywhere in area A.	
Gun state	Option 3	
Time starts	Audible signal	
Procedure	On signal, engage all targets. B activate FT1 which is a Bonus Clay. Clay Bonus target will be scored as 10 points.	



Type of Course	Medium course	BIRDSHOT
Targets	8 IPSC Metal Plates, 4 No Shoots	
Minimum rounds	8	
Possible points	40	
Start position	Standing anywhere in marked area.	
Gun state	Option 1	
Time starts	Audible signal	
Procedure	On signal, engage all targets.	



Type of Course	Short course	BIRDSHOT
Targets	7 IPSC Metal Plates, 3 No Shoots	
Minimum rounds	7	
Possible points	35	
Start position	Standing anywhere in marked area.	
Gun state	Option 1	
Time starts	Audible signal	
Procedure	On signal, engage all targets.	