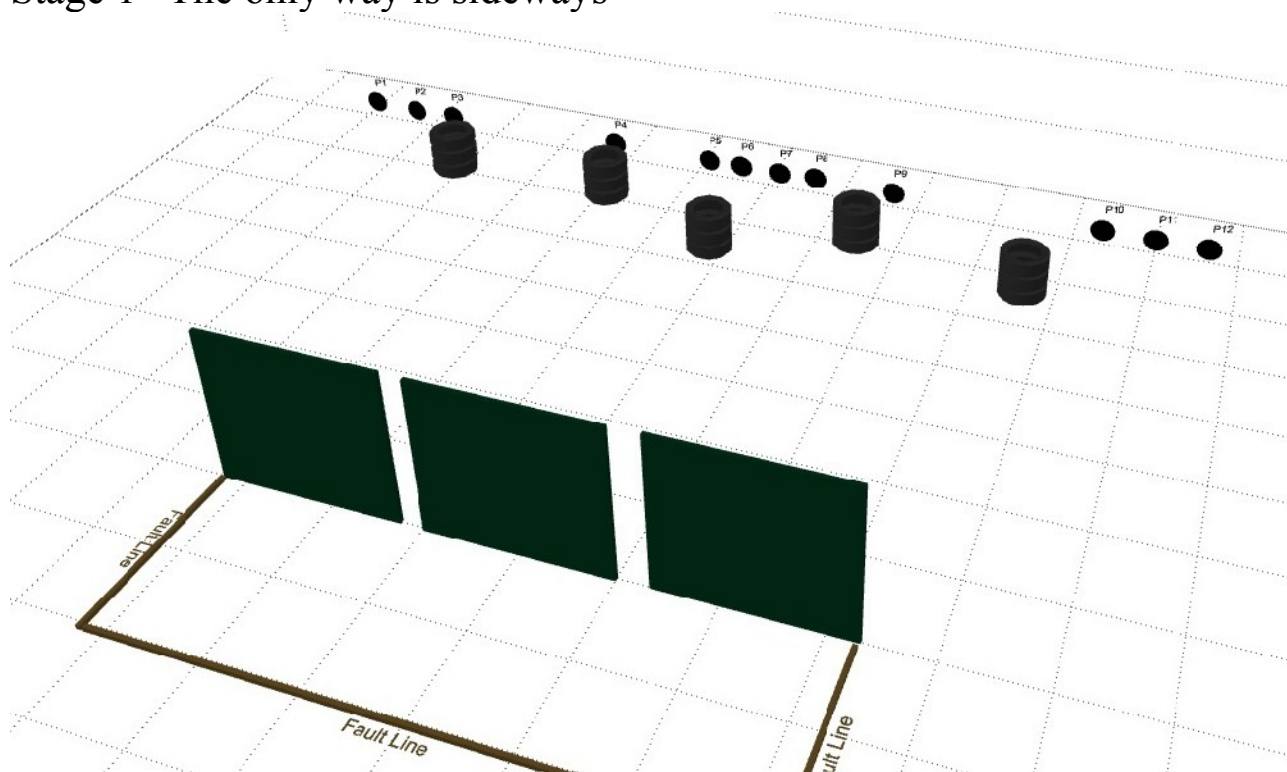


Finnish 3-gun Championship 2010 – Shotgun

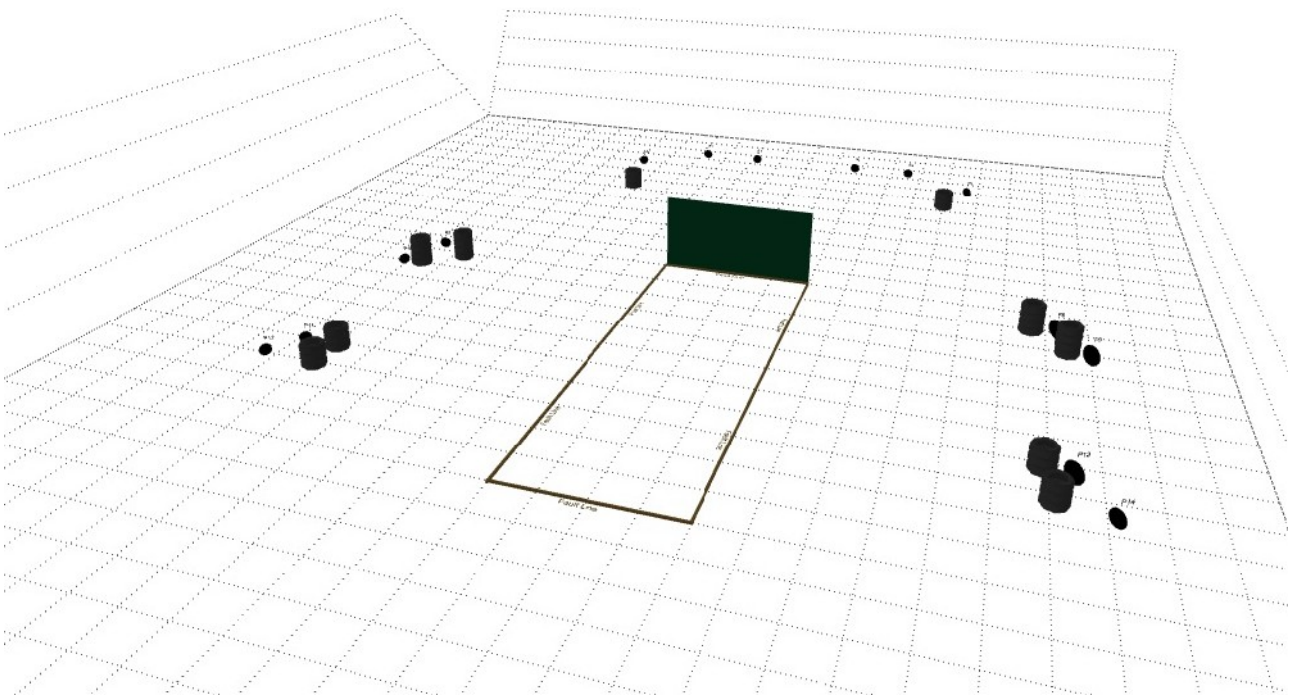
Stage 1 “The only way is sideways”



Course type:	Medium course, Comstock count
Start/stop signals:	Audible to a last shot
Targets:	12 plates
Distances to targets:	8 meters
Maximum points:	60
Minimum rounds:	12 Birdshot
Shotgun ready condition:	Loaded, safety on (option 1)
Start position:	Normal standing, shotgun in hands
Procedure:	Shoot all targets from the demarcated area

Finnish 3-gun Championship 2010 – Shotgun

Stage 2 "Only way is the wrong way"

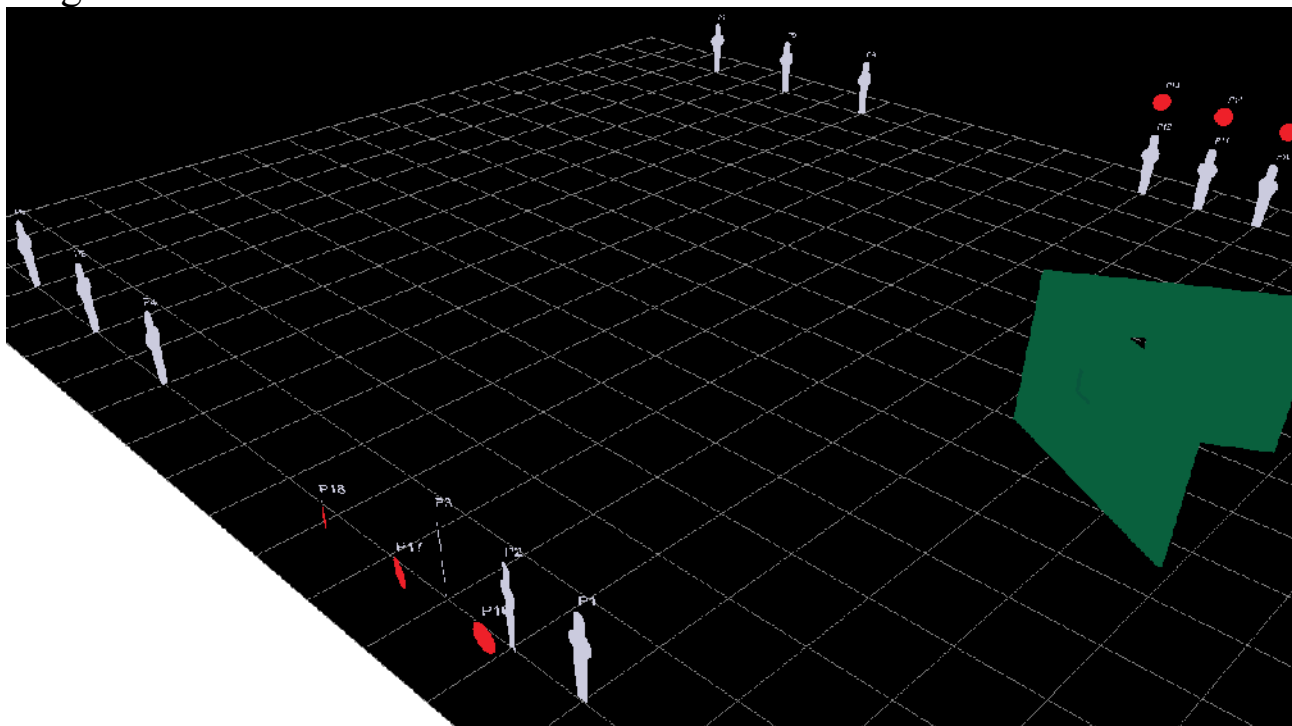


Course type:	Medium course, Comstock count
Start/stop signals:	Audible to a last shot
Targets:	14 plates
Distance to targets	8-15 meters
Maximum points:	70
Minimum rounds:	14 Birdshot
Shotgun ready condition:	Loaded, safety on (option 1)
Start position:	Normal standing, shotgun in hands, barrel touching the wall
Procedure:	Shoot all targets from the demarcated area.

2010-05-05

Finnish 3-gun Championship 2010 – Shotgun

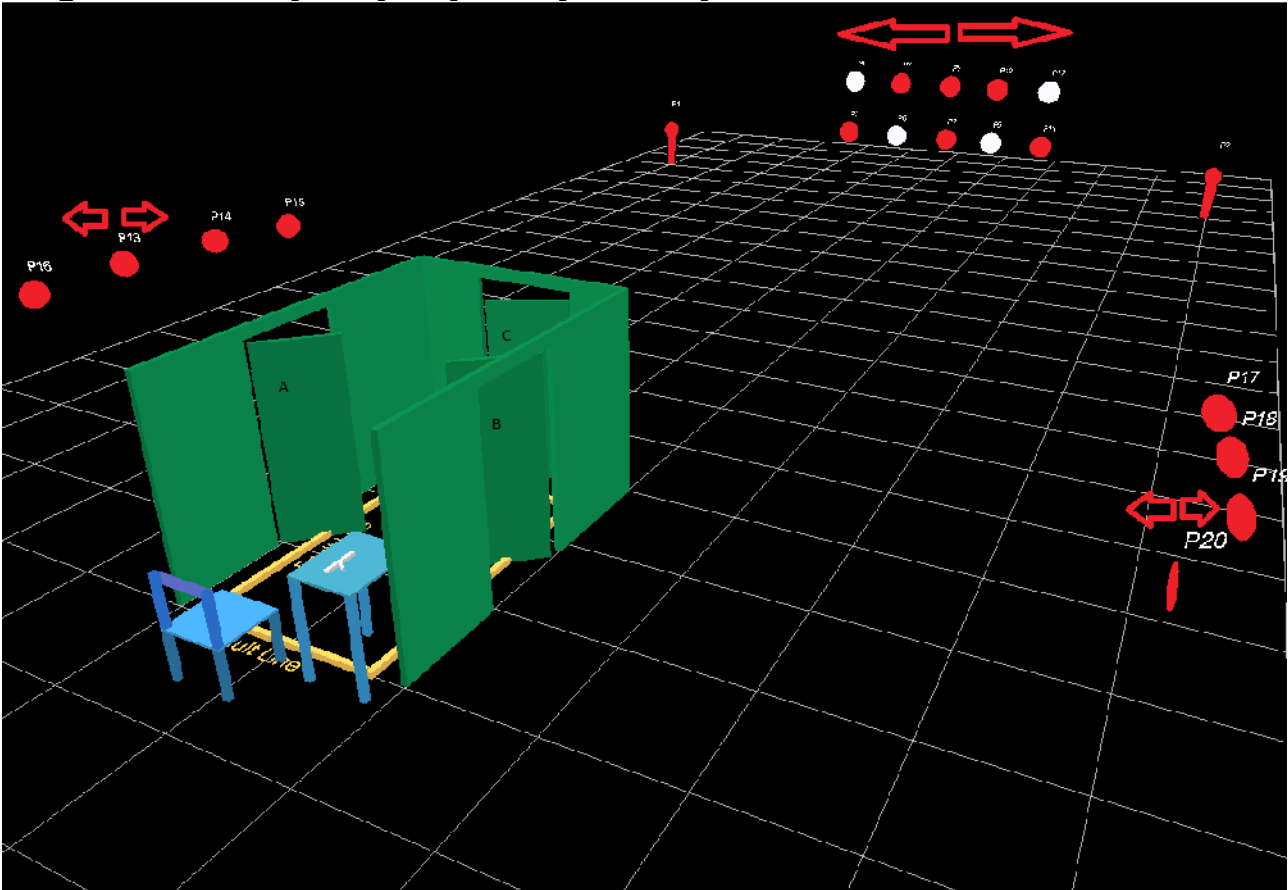
Stage 3 “Visitors”



Course type:	Medium course, Comstock count
Start/stop signals:	Audible to a last shot
Targets:	12 poppers P1-P12, 6 no shoot plates P13-P18
Distances:	7-15 meters
Maximum points:	60 points
Minimum rounds:	12 birdshots
Start position:	Normal standing, heels touching the fault line (Option 1)
Procedure:	Shoot all targets from the demarcated area

Finnish 3-gun Championship 2010 – Shotgun

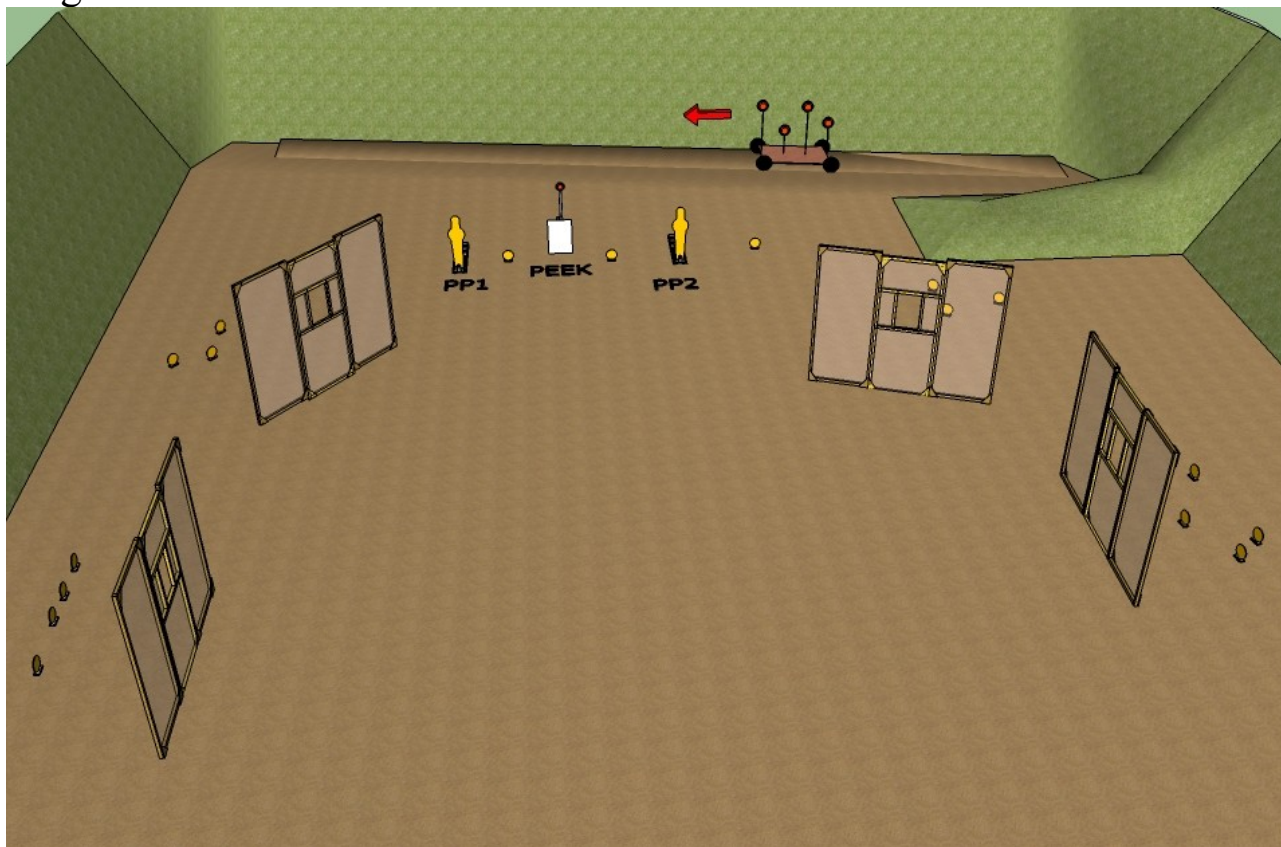
Stage 4 “The only easy day was yesterday”



Course type:	Medium course, Comstock count
Start/stop signals:	Audible to a last shot
Targets:	14 clays, 2 poppers, 4 NoShoot clays
Distances to targets:	7-18 meters
Maximum points:	80
Minimum rounds	16 Birdshot
Shotgun ready condition:	Loaded, safety on (option 1)
Start position:	sitting in the rocking chair, shotgun on the table, muzzle pointing downrange. Doors A and B open, both towards uprange.
Prosedure:	Shoot all targets from the demarcated area Door A activates clay-swinger P13 Door B activates clay-swinger P19 Popper P1 activates rotating stand, which rotates endlessly

Finnish 3-gun Championship 2010 – Shotgun

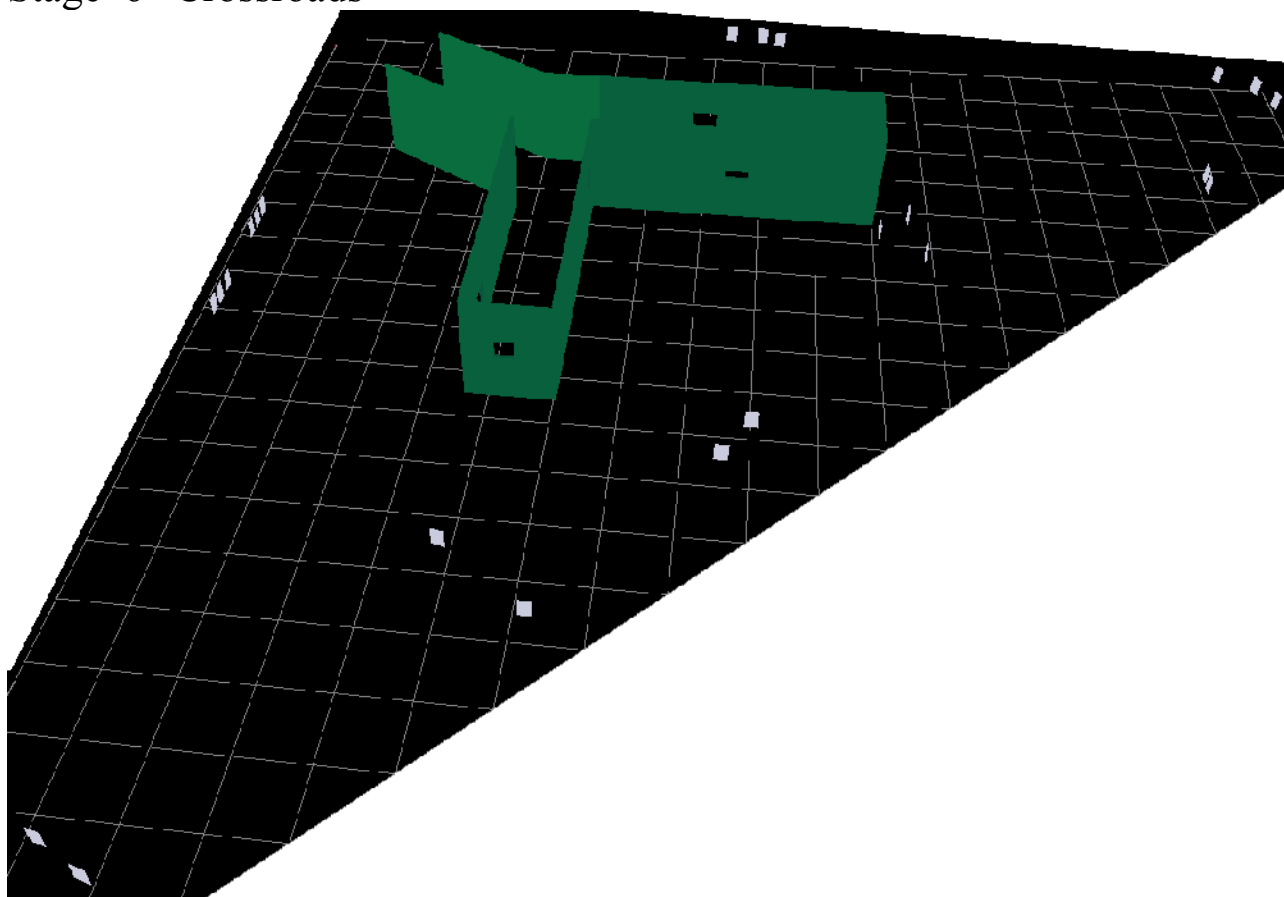
Stage 5 “Peek a boo”



Course type:	Long course, Comstock count
Start/stop signals:	Audible to a last shot
Targets:	17 plates, 2 poppers. 5 disappearing double point clays
Distances to targets:	7-35meters
Maximum points:	145
Minimum rounds:	24
Shotgun ready condition:	Loaded, safety on (option 1)
Start position:	Normal standing, shotgun in hands
Procedure:	Shoot all targets from the demarcated area. Popper PP1 activates sled Popper PP2 activates Peek clay

Finnish 3-gun Championship 2010 – Shotgun

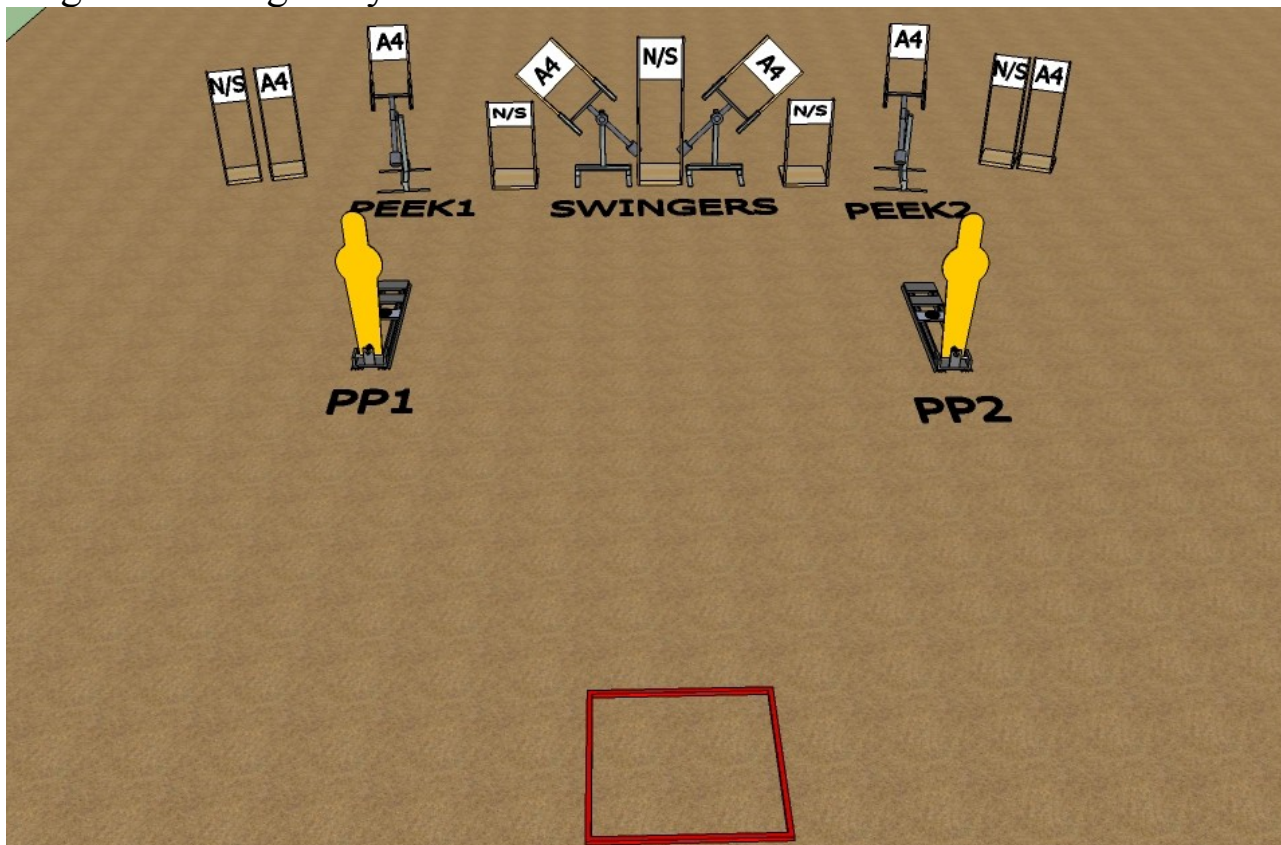
Stage 6 "Crossroads"



Course type:	Medium course, Comstock count
Start/stop signals:	Audible to a last shot
Targets:	16 A4-paper, 7 A4-paper NoShoot
Distances to targets:	7-10m
Maximum points:	80
Minimum rounds:	16 Slugshot
Shotgun ready condition:	Loaded, safety on (option 1)
Start position:	Normal standing either area A or B, shotgun in hands.
Procedure:	Shoot all targets from the demarcated area

Finnish 3-gun Championship 2010 – Shotgun

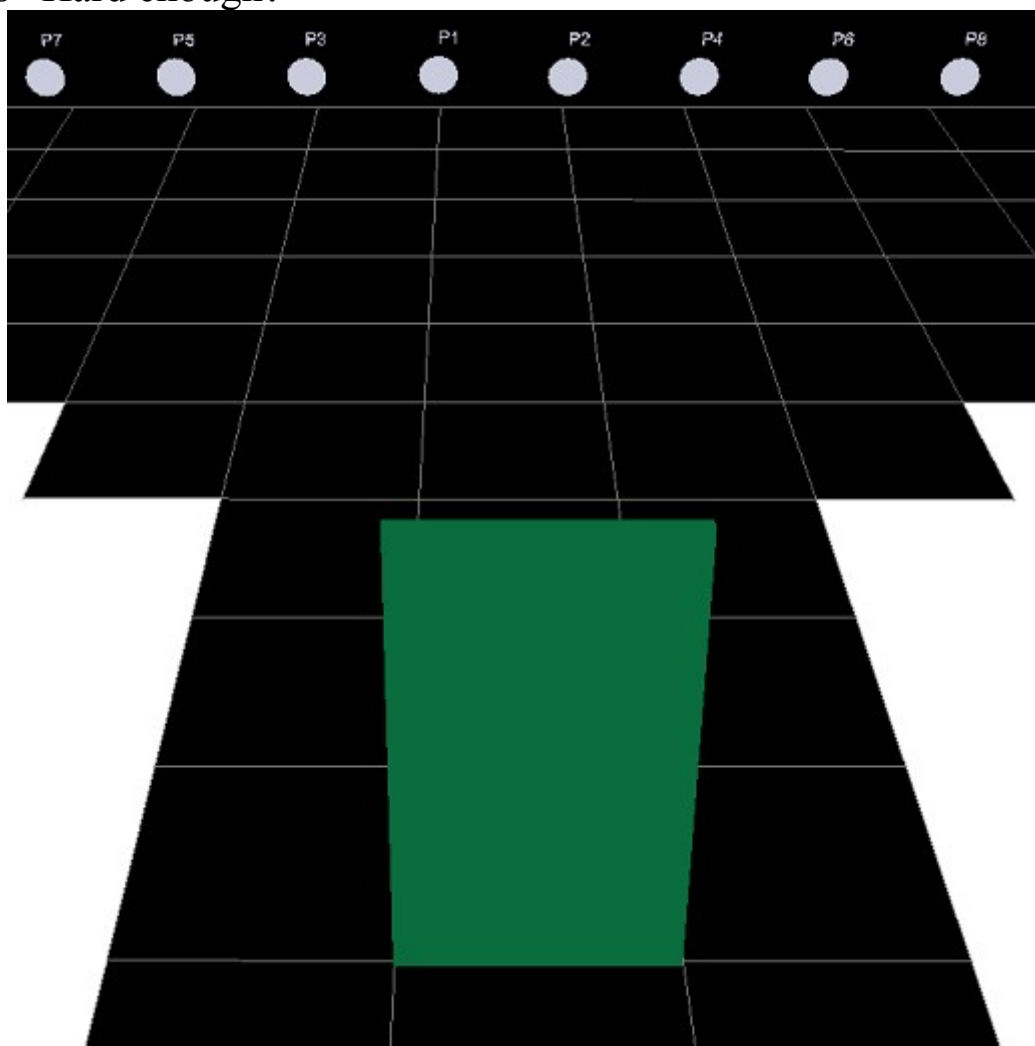
Stage 7 "Having fun yet?"



Course type:	Short course, Comstock count
Start/Stop signals:	Audible to a last shot
Targets:	6 A4-paper, 2 Poppers, 5 A4-paper NoShoot
Distances to targets:	9-11 meters
Maximum points:	70
Minimum rounds:	8 Buckshot
Shotgun ready condition:	Loaded, safety on (option 1)
Start position:	Normal standing at area A, shotgun in hands
prosedure:	Shoot all targets from the demarcated area.

Finnish 3-gun Championship 2010 – Shotgun

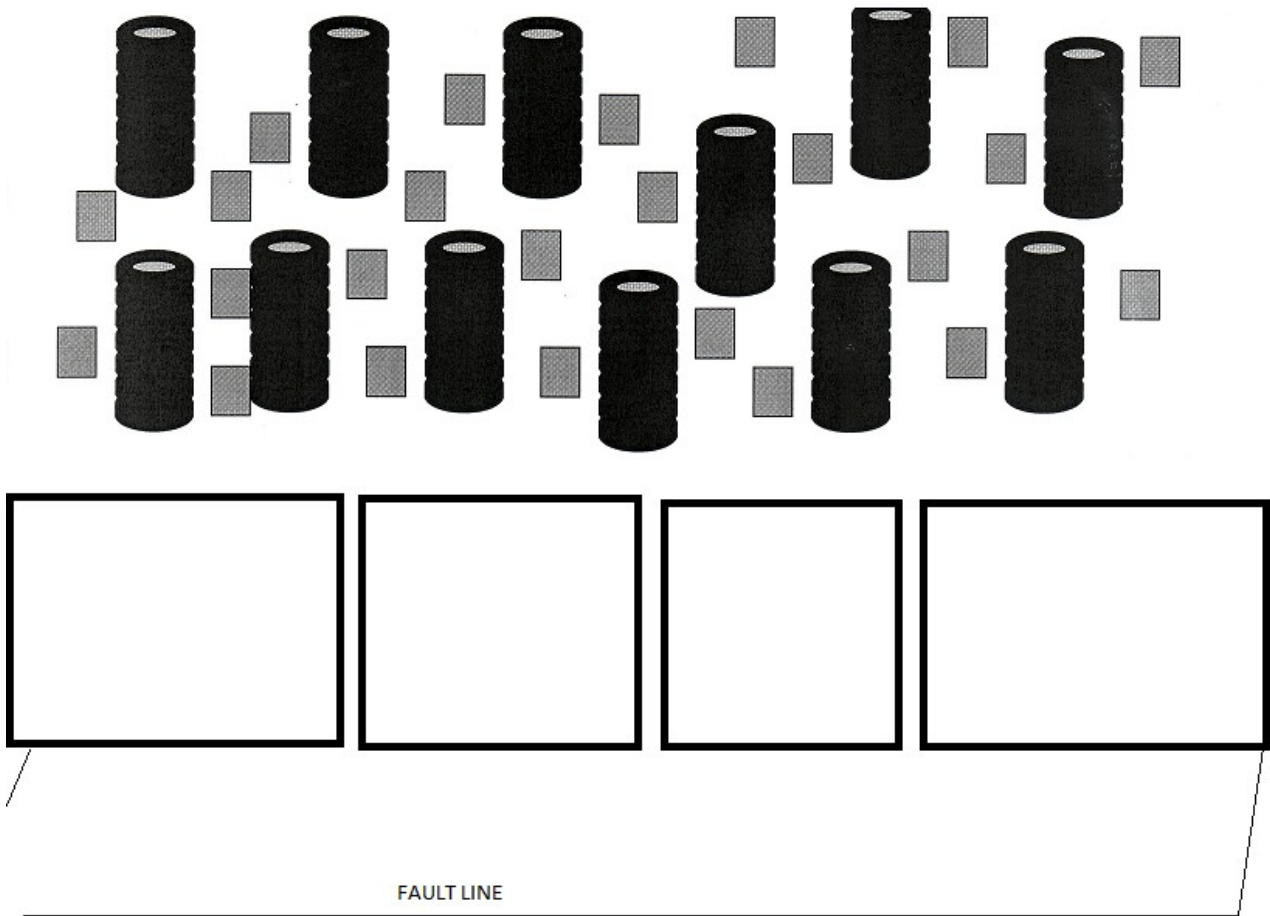
Stage 8 "Hard enough?"



Course type:	Short course, Comstock count
Start/stop signals:	Audible to a last shot
Targets:	8 plates
Distances to targets:	9 meters
Maximum points:	40
Minimum rounds:	8 Birdshot
Shotgun ready condition:	Loaded, safety on (option 1)
Start position:	Standing at area A, Shotgun in hands
Procedure:	Shoot all targets from demarcated area.

Finnish 3-gun Championship 2010 – Shotgun

Stage 9 "Semper idem"



Course type:	Long course, Comstock count
Start/stop signals	Audible to a last shot
Targets:	24 plates
Distances to targets:	10-15 meters
Maximum points:	120
Minimum rounds:	24 Birdshots
Shotgun ready condition:	Loaded, safety on (option 1)
Start position:	Standing at area A, Shotgun in hands.
Procedure:	Shoot all targets from demarcated area.