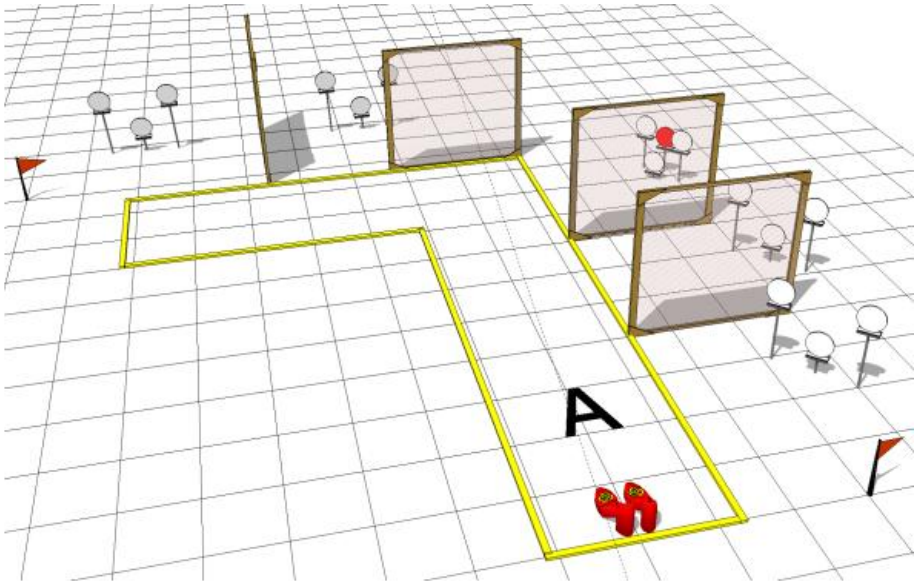
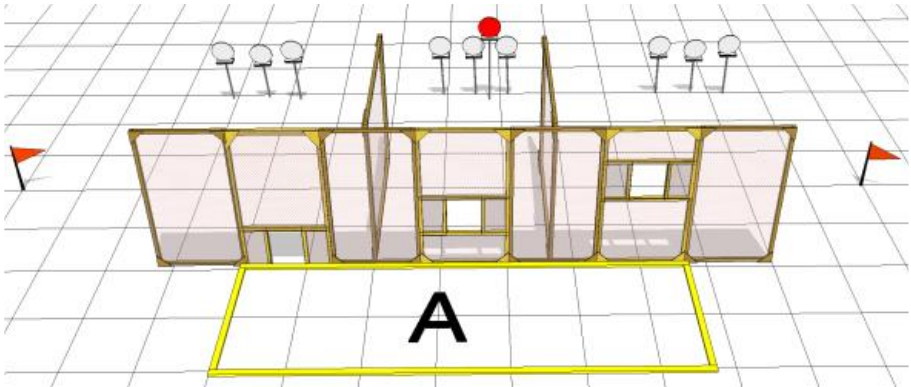


Stage 1



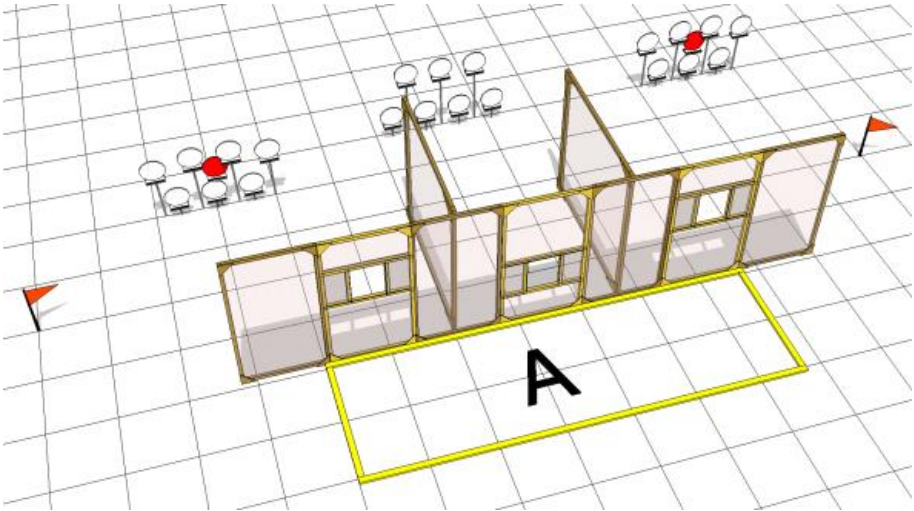
Course type:	Medium course, birdshot		
Targets:	15 plates, 1 no-shoot plate		
Distance to targets:	6-16 m	Start signal:	Audible signal
Maximum points:	75	Minimum rounds:	15
Shotgun condition:	loaded, safety on (option 1)		
Start position:	Normal standing, heels touching marked places		
Procedure:	Shoot all targets from area A.		

Stage 2



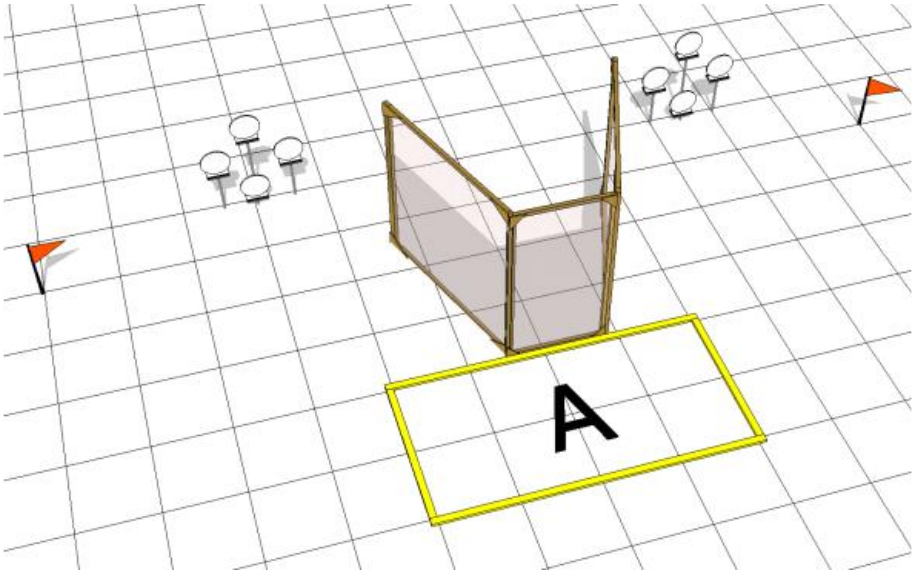
Course type:	Medium course, birdshot		
Targets:	9 plates, 1 no-shoot plate		
Distance to targets:	6-16 m	Start signal:	Audible signal
Maximum points:	45	Minimum rounds:	9
Shotgun condition:	loaded, safety on (option 1)		
Start position:	Normal standing, inside area A		
Procedure:	Shoot all targets from area A.		

Stage 3



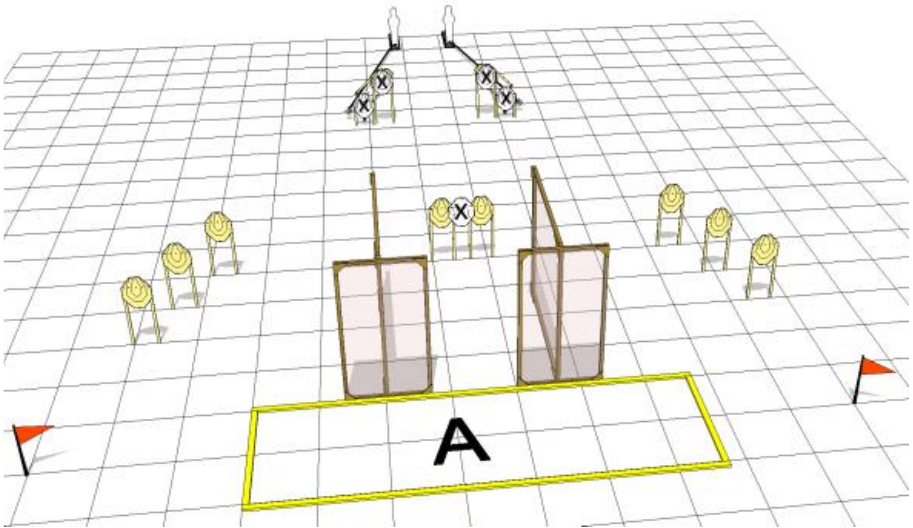
Course type:	Long course, birdshot		
Targets:	21 plates, 2 no-shoot plates		
Distance to targets:	6-20 m	Start signal:	Audible signal
Maximum points:	105	Minimum rounds:	21
Shotgun condition:	loaded, safety on (option 1)		
Start position:	Normal standing in area A		
Procedure:	Shoot all targets from area A.		

Stage 4



Course type:	Short course, birdshot		
Targets:	8 plates		
Distance to targets:	10-12 m	Start signal:	Audible signal
Maximum points:	40	Minimum rounds:	8
Shotgun condition:	completely unloaded (option 3)		
Start position:	Normal standing, inside area A		
Procedure:	Shoot all targets from area A.		

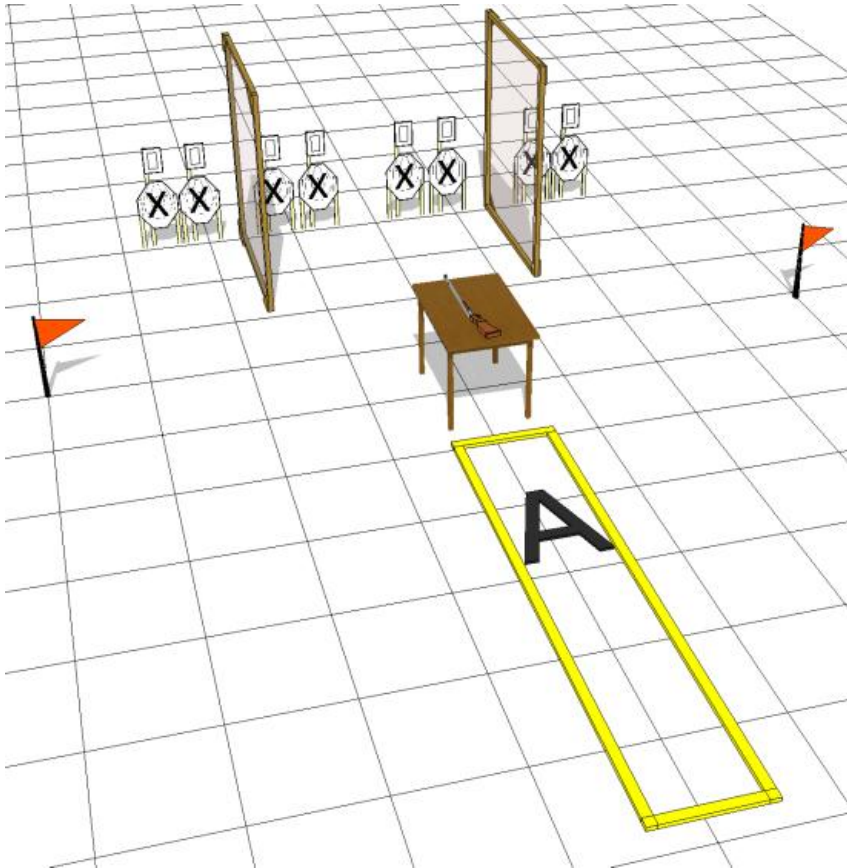
Stage 5



Course type:	Medium course, slug
Targets:	10 IPSC, 2 pepper poppers, no-shoots
Distance to targets:	10-50 m Start signal: Audible signal
Maximum points:	60 Minimum rounds: 12

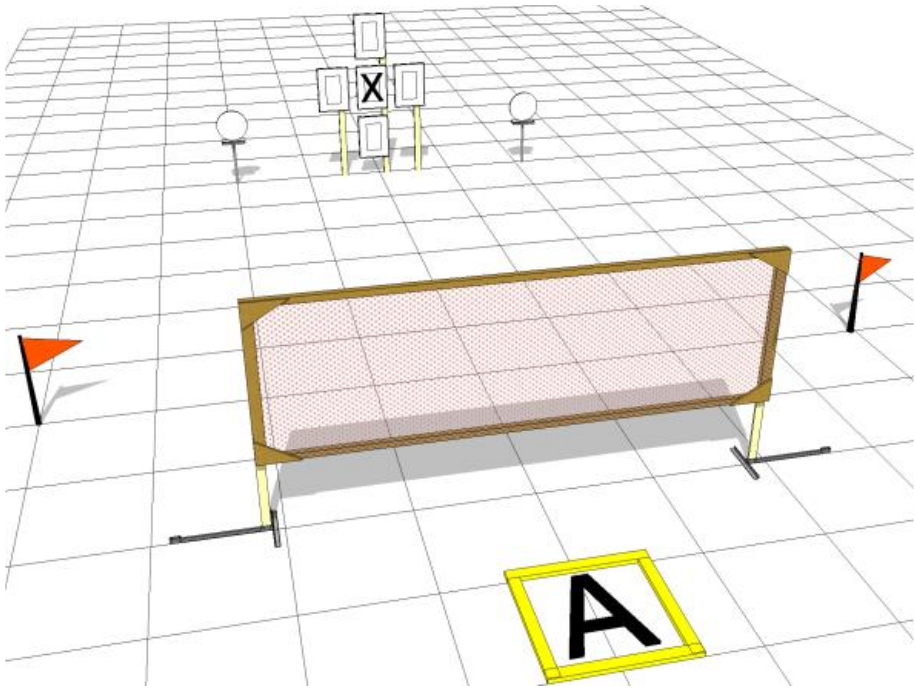
Shotgun condition:	loaded, safety on (option 1)
Start position:	Normal standing inside area A.
Procedure:	Shoot all targets from area A. One best hit per scoring paper target to score. Each pepper popper will release one non-disappearing swinger.

Stage 6



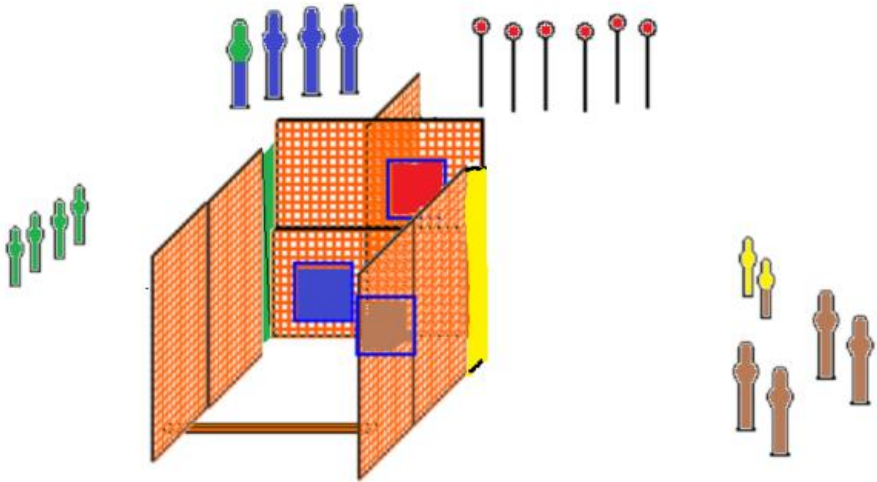
Course type:	Short course, buckshot		
Targets:	8 A4, no-shoots		
Distance to targets:	10-20 m	Start signal:	Audible signal
Maximum points:	80	Minimum rounds:	8
Shotgun condition:	magazine loaded, chamber empty (option 2)		
Start position:	Normal standing inside area A, shotgun laying on the table		
Procedure:	Shoot all targets from area A. Two best hits per paper target to score.		

Stage 7



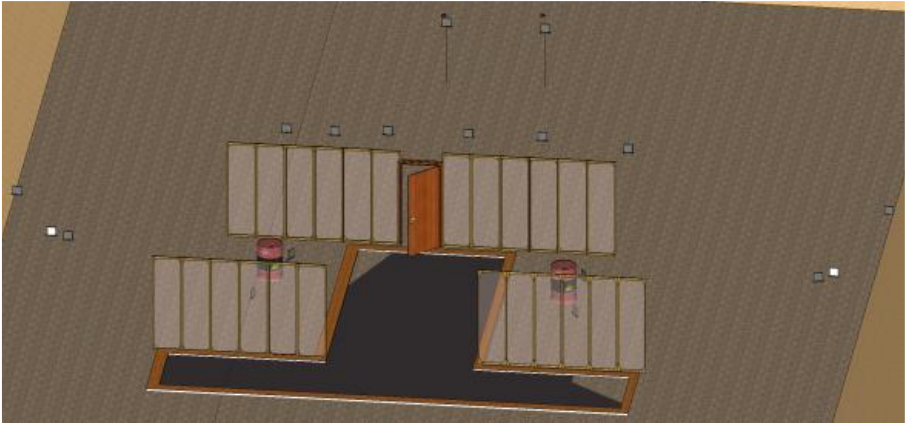
Course type:	Short course, buckshot		
Targets:	4 A4, 2 plates, no-shoots		
Distance to targets:	10 m	Start signal:	Audible signal
Maximum points:	50	Minimum rounds:	6
Shotgun condition:	loaded, safety on (option 1)		
Start position:	Normal standing, inside area A		
Procedure:	Shoot all targets from area A. Two best hits per paper target to score.		

Stage 8



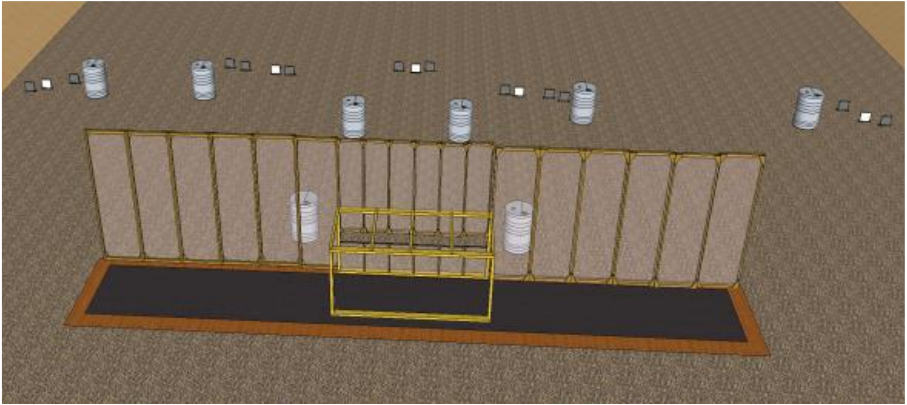
Course type:	Long course, birdshot		
Targets:	14 poppers, 6 plates		
Distance to targets:	6–20 m	Start signal:	Audible signal
Maximum points:	100	Minimum rounds:	20
Shotgun condition:	magazine loaded, chamber empty (option 2)		
Start position:	Normal standing outside marked area. Shotgun leaning against downrange wall inside marked area		
Procedure:	Shoot all targets from the demarcated area.		

Stage 9



Course type:	Medium course, birdshot		
Targets:	16 plates, no-shoot plates and clays		
Distance to targets:	6–20 m	Start signal:	Audible signal
Maximum points:	80	Minimum rounds:	16
Shotgun condition:	loaded, safety on (option 1)		
Start position:	Normal standing, inside demarcated area		
Procedure:	Shoot all targets from the demarcated area. Two no-shoot swinging clays are activated by opening the door.		

Stage 10



Course type:	Medium course, birdshot		
Targets:	12 plates, no-shoot plates		
Distance to targets:	6–15 m	Start signal:	Audible signal
Maximum points:	60	Minimum rounds:	12
Shotgun condition:	loaded, safety on (option 1)		
Start position:	Normal standing, inside demarcated area		
Procedure:	Shoot all targets from the demarcated area.		