

## STAGE 1

Targets	14 IPSC Metal Plates
Minimum rounds	14 birdshot
Max points	70
The Shotgun Ready Condition	Loaded, Option 1
Start position	Normal standing, Shotgun in both hands (rule 8.2.2.1), in designated area
Time Starts	Audible signal
Procedure	Shoot all targets from designated area

# STAGE 2

Targets	16 IPSC Metal Plates
Minimum rounds	16 birdshot
Max points	80
The Shotgun Ready Condition	Loaded, Option 1
Start position	Normal standing, Shotgun in both hands (rule 8.2.2.1), in designated area
Time Starts	Audible signal
Procedure	Shoot all targets from designated area

## STAGE 3

Targets	8 IPSC Metal Plates
Minimum rounds	8 birdshot
Max points	40
The Shotgun Ready Condition	Loaded, Option 1
Start position	Normal standing, Shotgun in both hands (rule 8.2.2.1), in designated area
Time Starts	Audible signal
Procedure	Shoot all targets from designated area

## STAGE 4

Targets	8 IPSC Metal Plates
Minimum rounds	8 birdshot
Max points	40
The Shotgun Ready Condition	Loaded, chamber empty, Option 2
Start position	Normal standing, Shotgun in both hands (rule 8.2.2.1), in designated area
Time Starts	Audible signal
Procedure	Shoot all targets from designated area (under the wall)

## STAGE 5

Targets	8 IPSC Targets, 4 IPSC Metal Plates (300 mm x 300 mm)
Minimum rounds	12 slug
Max points	60
The Shotgun Ready Condition	Loaded, chamber empty, Option 2
Start position	Normal standing, Shotgun in both hands (rule 8.2.2.1), in designated area
Time Starts	Audible signal
Procedure	Shoot all targets from designated area, 1 hit/paper target

## STAGE 6

Targets	8 IPSC Targets
Minimum rounds	8 slug
Max points	40
The Shotgun Ready Condition	Loaded, Option 1
Start position	Normal standing, Shotgun in both hands (rule 8.2.2.1), in designated area
Time Starts	Audible signal
Procedure	Shoot all targets from designated area, 1 hit/paper target

## STAGE 7

Targets	3 IPSC A4/A targets, 4 IPSC Metal Plates
Minimum rounds	7 buckshot (max. 9 pellets/shot)
Max points	50
The Shotgun Ready Condition	Unloaded, Option 3
Start position	Normal standing, Shotgun in both hands (rule 8.2.2.1), heels touching fault line
Time Starts	Audible signal
Procedure	Shoot all targets from designated area, 2 hits/paper target scores

# STAGE 8

Targets	15 IPSC Metal Plates
Minimum rounds	15 birdshot
Max points	75
The Shotgun Ready Condition	Loaded, Option 1
Start position	Normal standing, Shotgun in both hands (rule 8.2.2.1), in designated area
Time Starts	Audible signal
Procedure	Shoot all targets from designated area



## STAGE 9

Targets	7 IPSC Metal Plates
Minimum rounds	7 birdshot
Max points	35
The Shotgun Ready Condition	Loaded, Chamber empty, Option 2
Start position	Seated in chair, hands hanging down on the sides, shotgun on the table
Time Starts	Audible signal
Procedure	Shoot all targets from designated area

## STAGE 10

Targets	8 IPSC Metal Plates
Minimum rounds	8 birdshot
Max points	40
The Shotgun Ready Condition	Loaded, chamber empty, Option 2
Start position	Normal standing, Shotgun in both hands (rule 8.2.2.1), in designated area
Time Starts	Audible signal
Procedure	Shoot all targets from designated area

## STAGE 11

Targets	23 IPSC Metal Plates, 6 N/S Metal Plates
Minimum rounds	23 birdshot
Max points	115
The Shotgun Ready Condition	Loaded, Option 1
Start position	Normal standing, Shotgun in both hands (rule 8.2.2.1), feet touching marks
Time Starts	Audible signal
Procedure	Shoot all targets from designated area

## STAGE 12

Targets	24 IPSC Metal Plates
Minimum rounds	24 birdshot
Max points	120
The Shotgun Ready Condition	Loaded, Option 1
Start position	Normal standing, Shotgun in both hands (rule 8.2.2.1), in designated area
Time Starts	Audible signal
Procedure	Shoot all targets from designated area