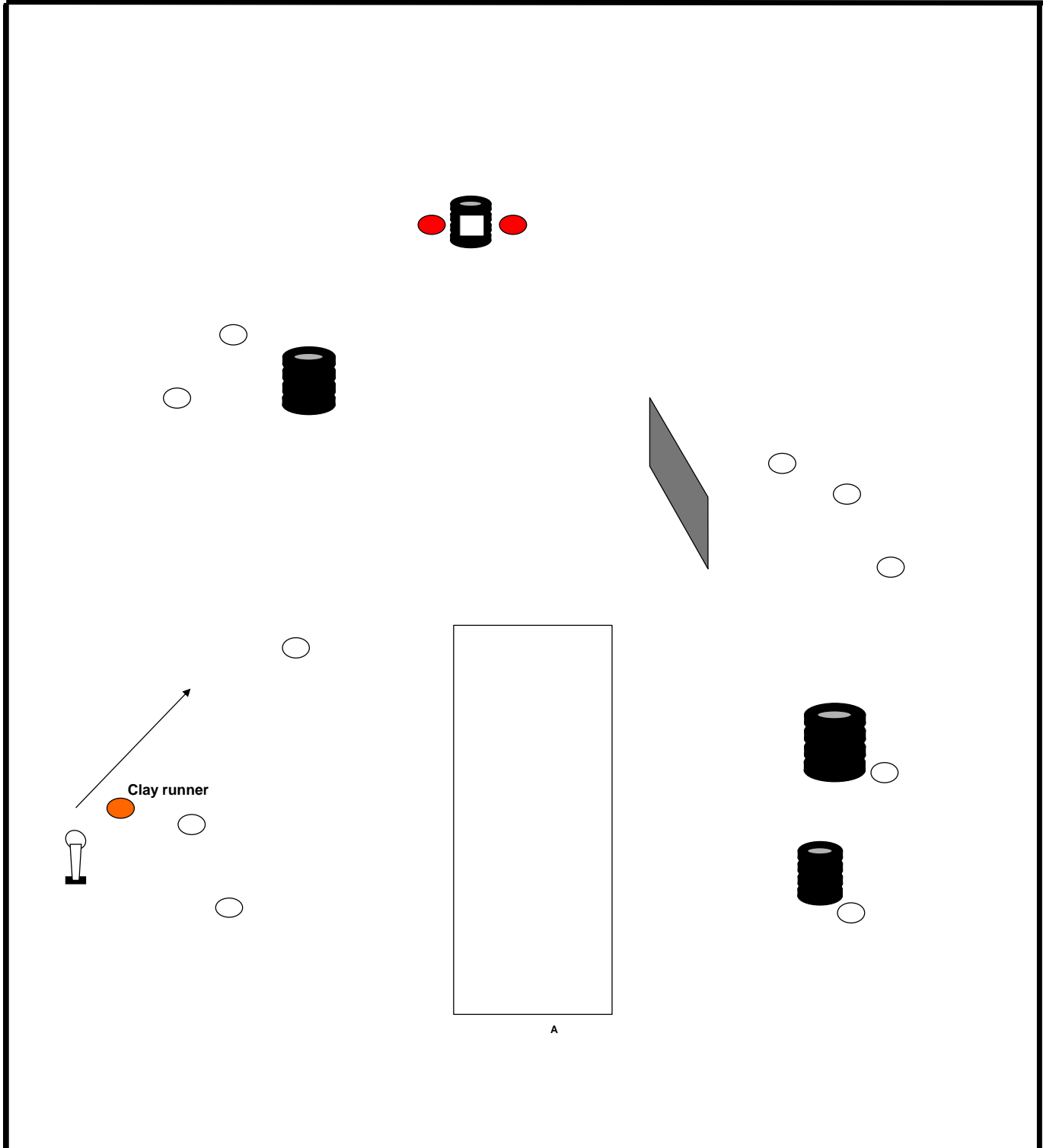


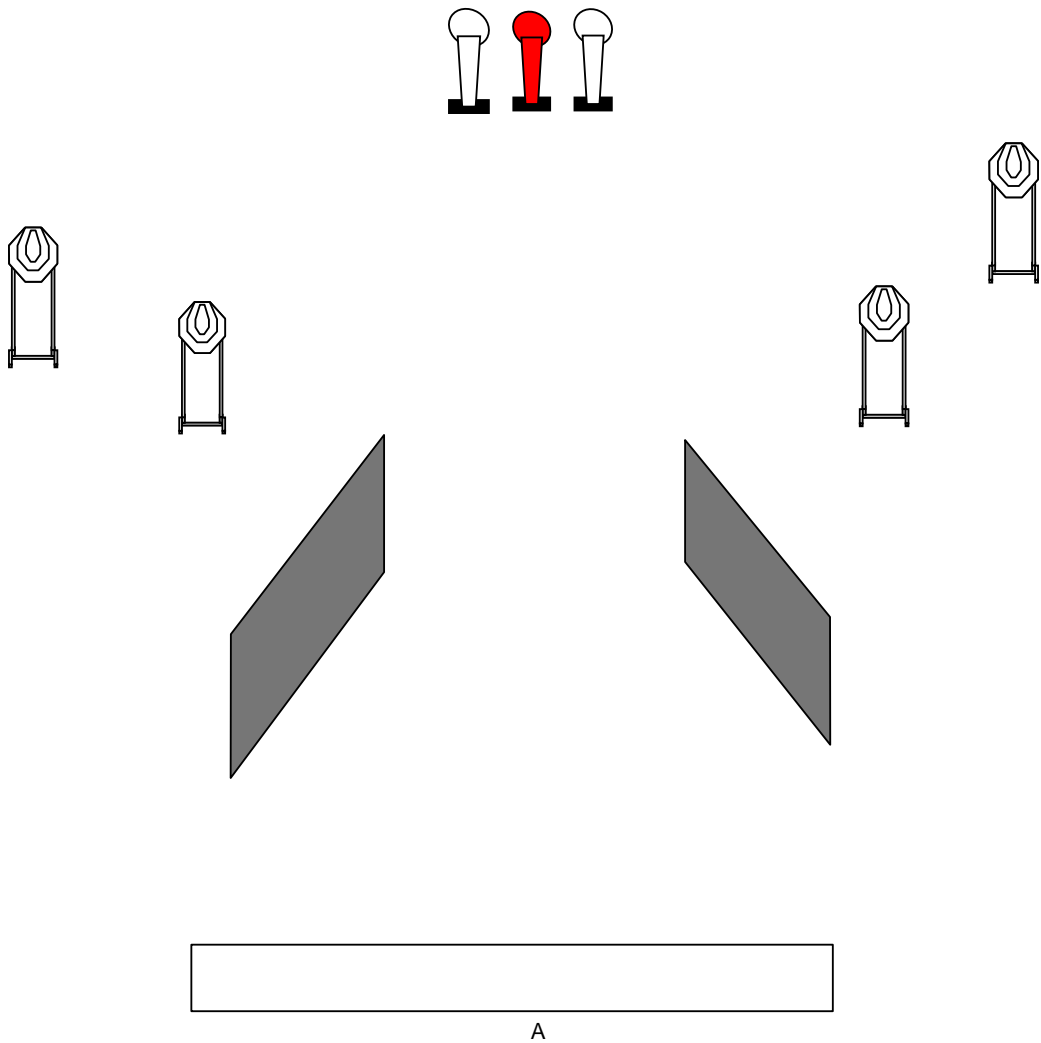
Stage No1

Type of Course	Medium Course
Number of Rounds to be Scored	13
Maximum Points	60
Start Signal	Audible Signal
Targets	1 Popper, 1 clay and 11 plates and 2 no shoot targets
Start Position	Competitor starts standing with shotgun in the ready position heels touching at A
Stage Procedure	After start signal engage targets. P1 activates clay runner 1 that will disappear and score double
Distance	8 to 15m



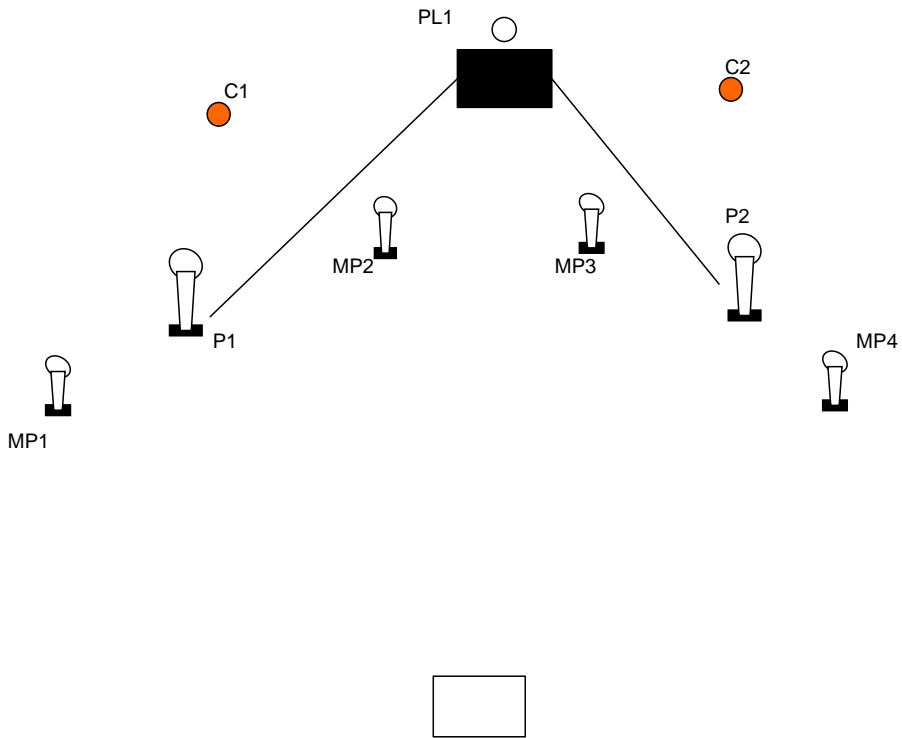
Stage 2

Type of Course	Short Course for Buck Shot ammo
Number of Rounds to be Scored	10
Maximum Points	50
Start Signal	Audible Signal
Targets	4 IPSC mini targets, 2 Poppers 1 No Shoot target
Start Position	Competitor starts with one heel touching at A.
Stage Procedure	After start signal engage targets.
Distance	15 to 30m



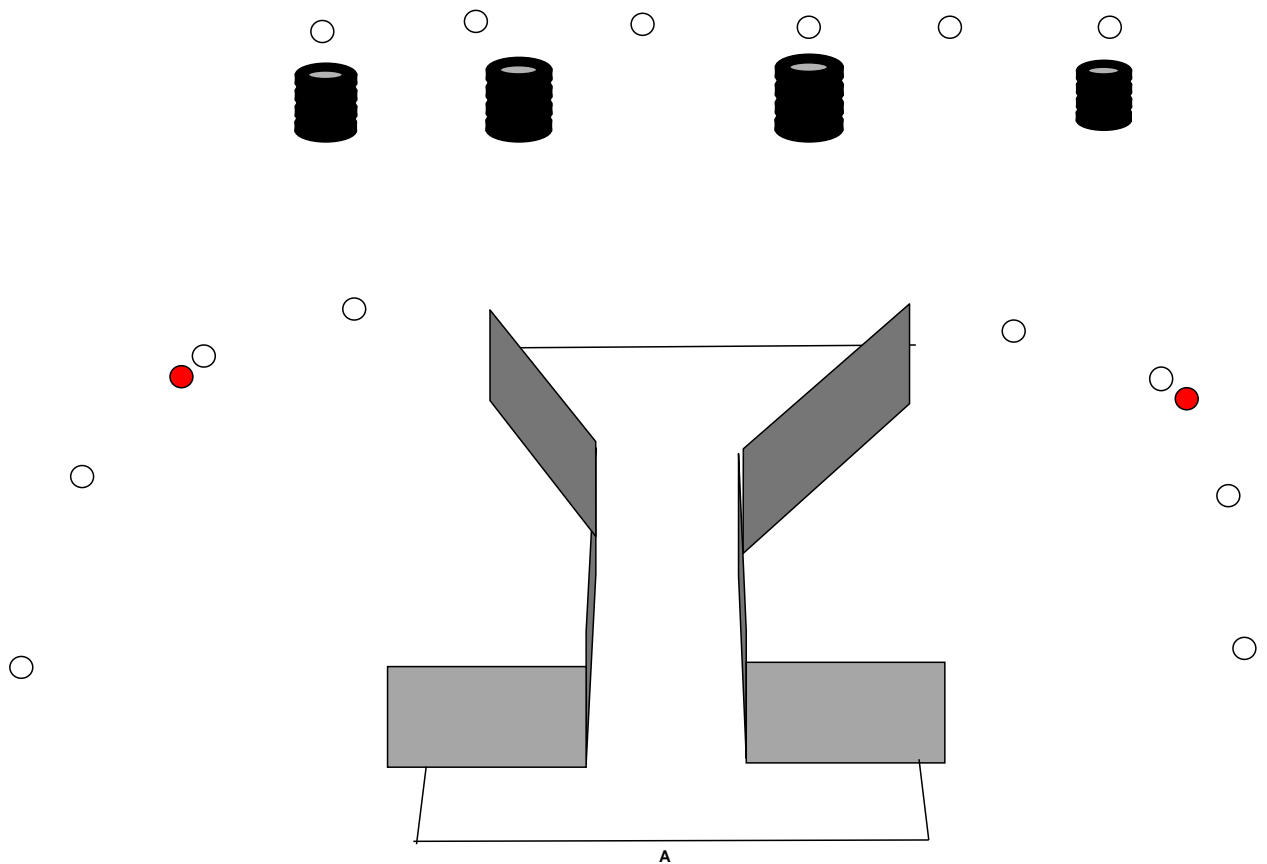
Stage 3

Type of Course	Short Course
Number of Rounds to be Scored	9
Maximum Points	45
Start Signal	Audible Signal
Targets	2 Poppers, 4 mini Poppers, 1 Plate and 2 clays
Start Position	Competitor starts standing in A. Option 2
Stage Procedure	After start signal engage targets. Either P1 or P2 will activate PL 1 which will remain visible and carry drop shot penalties
Distance	9- 15m



Stage No 4

Type of Course	Short Course
Number of Rounds to be Scored	14
Maximum Points	70
Start Signal	Audible Signal
Targets	14 plates and 2 no shoot targets
Start Position	Competitor starts standing with one heel touching at A Shotgun is held in the strong hand parallel to the ground. Unloaded Option 3
Stage Procedure	After start signal engage targets.
Distance	10 to 50m



A