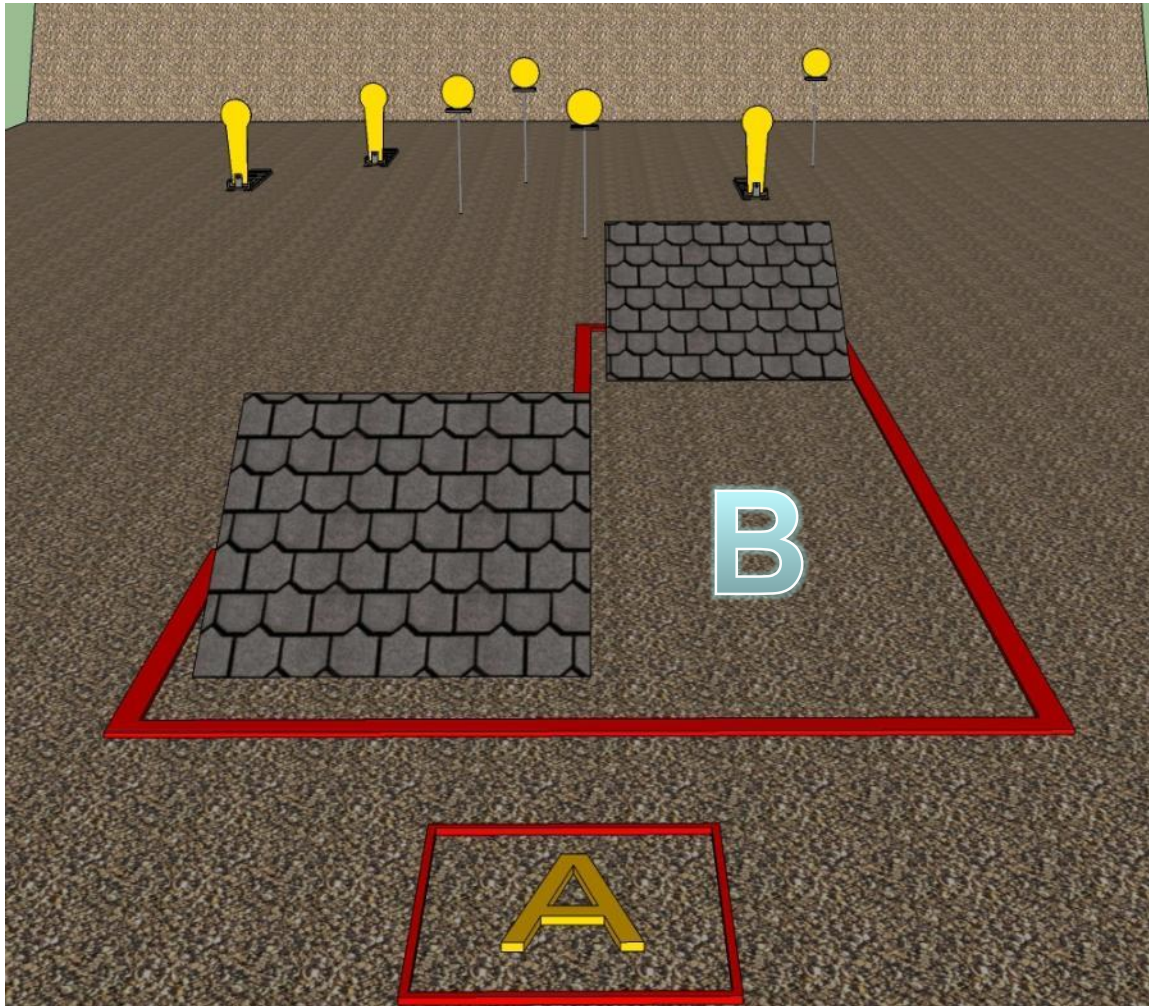




# Stage 1.



Type: short Course

Targets: 3 poppers, 4 plates

Minimum shots: 7

Maximum points: 35

Start position: Normal standing in area A. Shotgun in the ready condition held in both hands.

Shotgun ready conditions: Loaded (options 1)

Type of ammunition: Birdshot

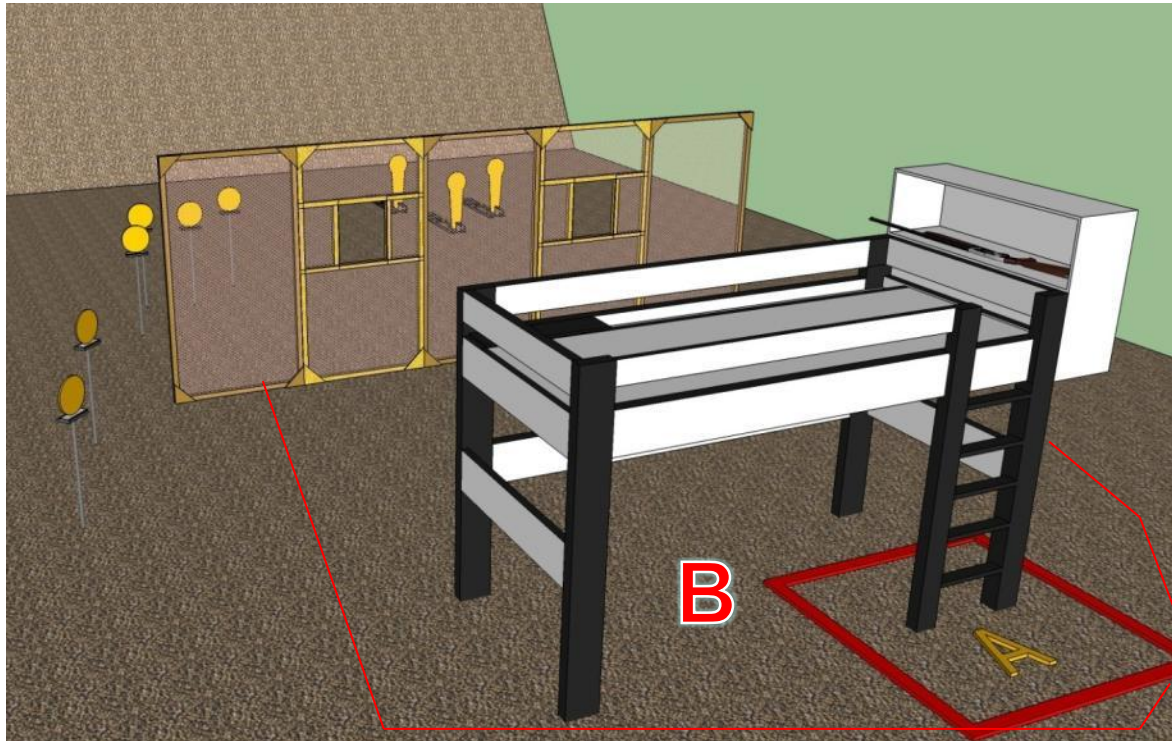
Start: Audible signal

Stop: Last shot fired

Procedure: After the start signal the shooter engages all targets as they become visible while staying inside area B. Metal target must turn down to score.



# Stage 2



Type: short Course

Targets: 3 popper, 6 plates

Minimum shots: 9

Maximum points: 45

Start position: Standing on stairs in area A.  
shotgun is on shelf

Shotgun ready conditions: Unloaded (options  
2)

Type of ammunition: Birdshot

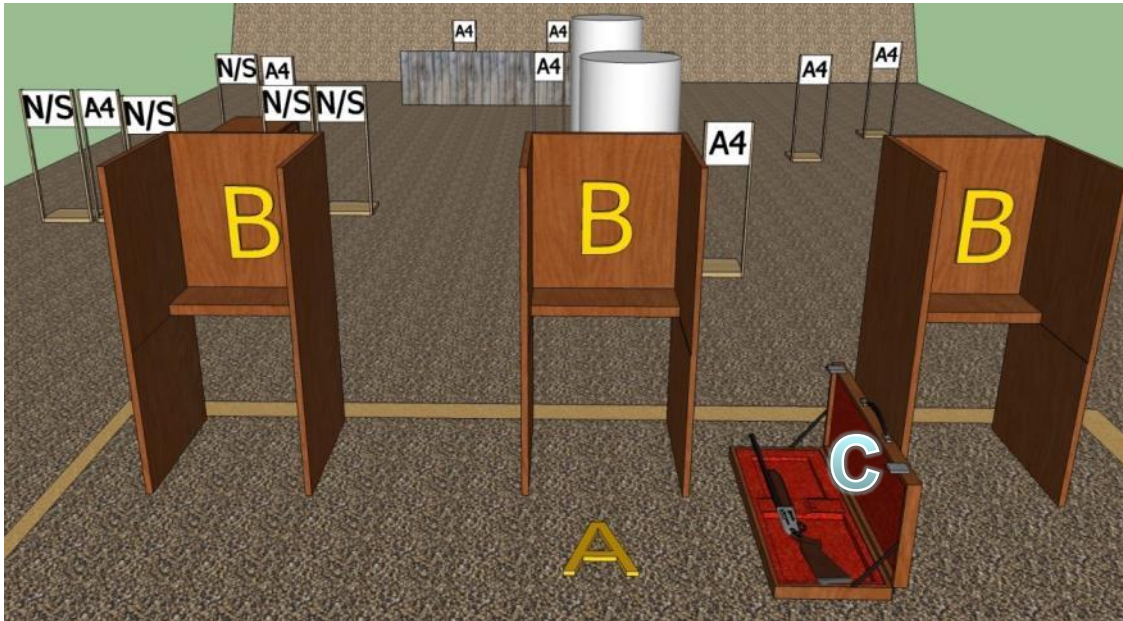
Start: Audible signal

Stop: Last shot fired

Procedure: After the start signal the shooter  
engages all targets as they become visible  
staying inside area B. Metal target must turn  
down to score.



# Stage 3



Type: Short Course

Targets: 8 paper A4/A targets

Minimum shots: 8

Maximum points: 40

Start position: Standing inside some of box B in area A. Shotgun in the box C.

Shotgun ready conditions: Unloaded, chamber empty (options 2)

Type of ammunition: Slug

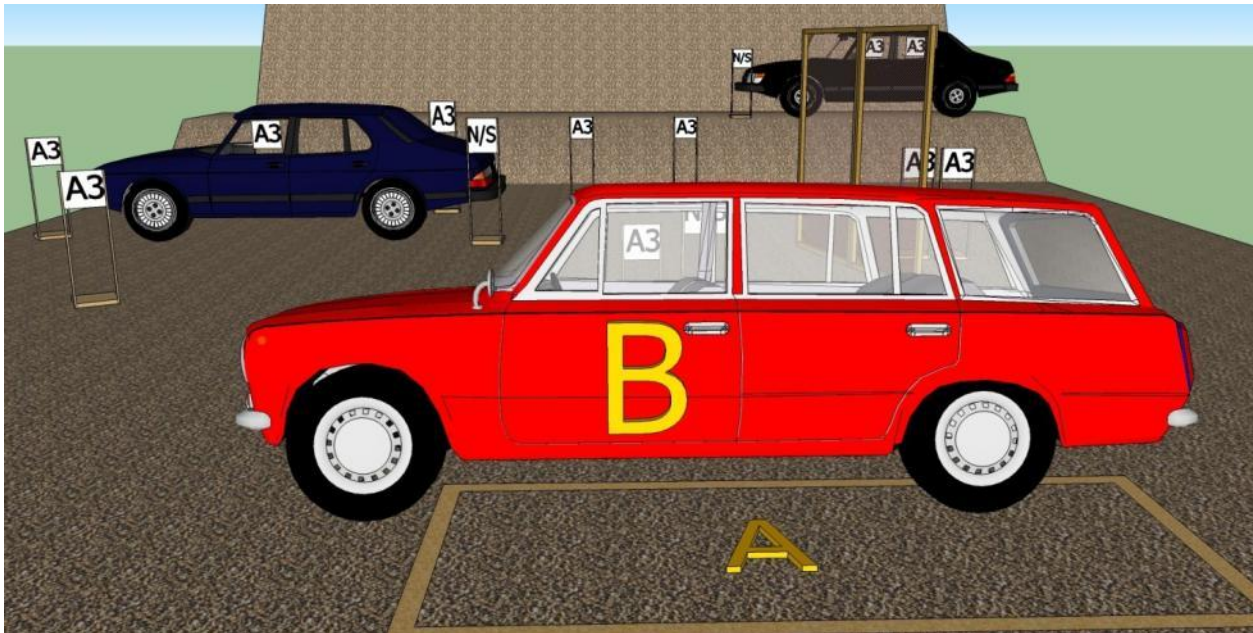
Start: Audible signal

Stop: Last shot fired

Procedure: : After the start signal the shooter engages all targets as they become visible while staying inside area A.



# Stage 4



Type: Medium Course

Targets: 11 A3/B targets, NS targets

Minimum shots: 11

Maximum points: 55

Start position: Knelling in area A.  
Shotgun is under car B

Shotgun ready conditions: Unloaded  
(options 2)

Type of ammunition: Slug

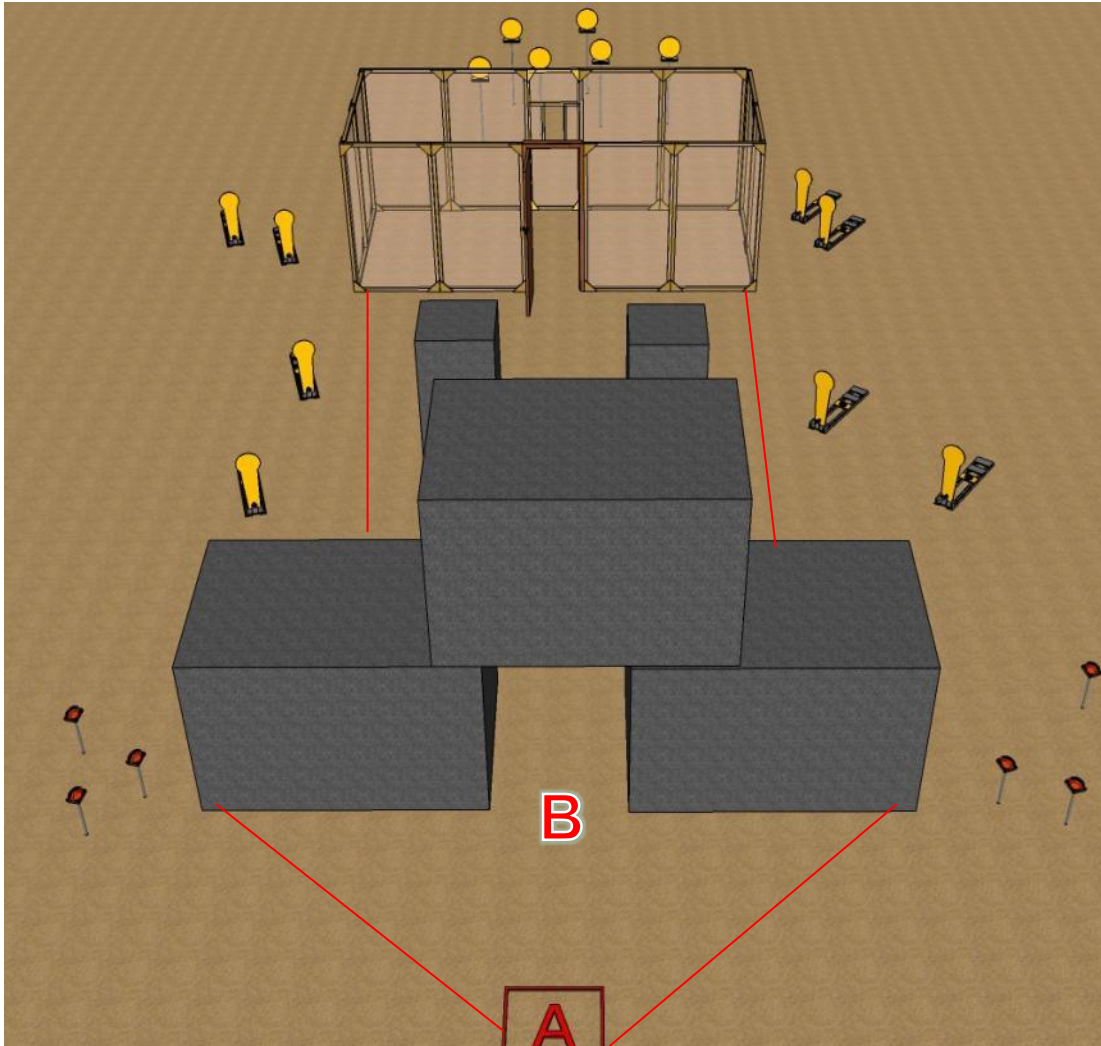
Start: Audible signal

Stop: Last shot fired

Procedure: After the start signal the shooter engages all targets as they become visible . T8 and T9 moving when shooter come out of box A



# Stage 5



Type: Long Course

Targets: 8 popper, 6 plates, 6 clay pigeons

Minimum shots: 20

Maximum points: 100

Start position: Normal standing in area A.  
Shotgun in the ready condition held in both hands.

Shotgun ready conditions: Loaded (options 1)

Type of ammunition: Birdshot

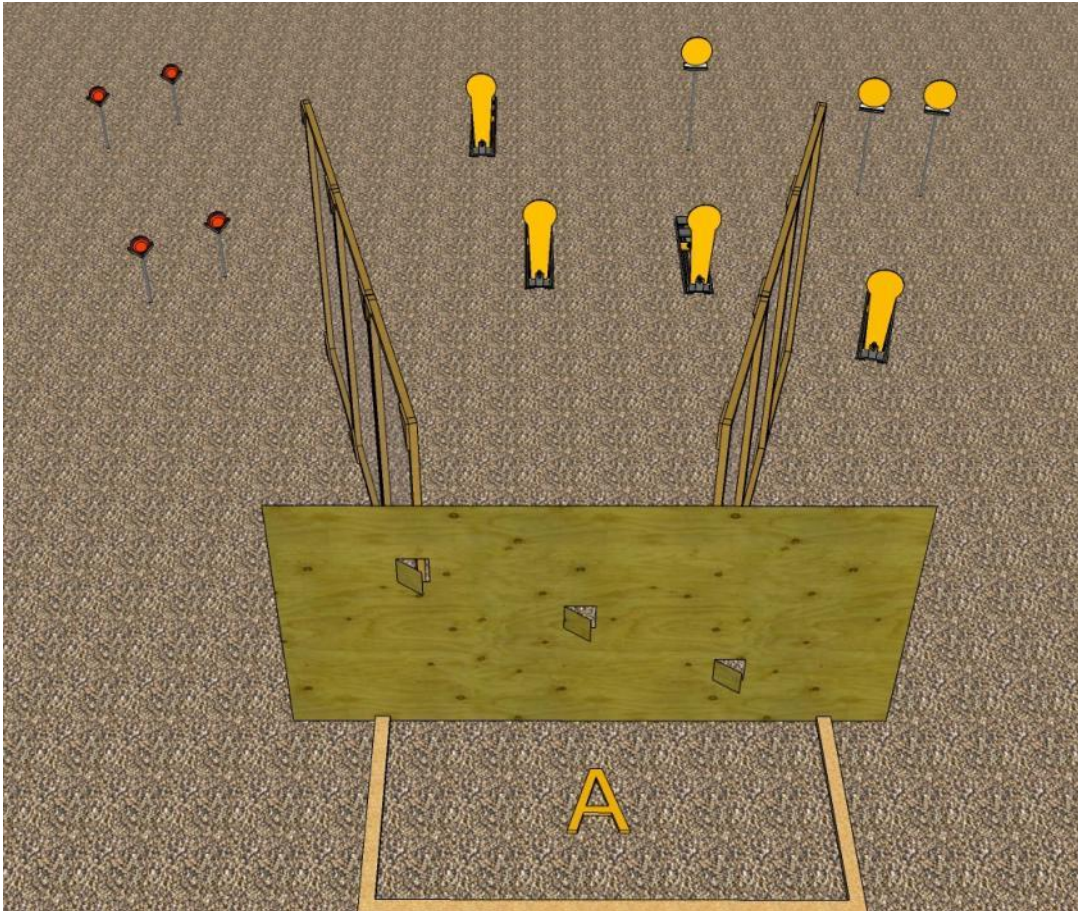
Start: Audible signal

Stop: Last shot fired

Procedure: : After the start signal the shooter engages all targets as they become visible staying inside area B.. Metal target must turn down to score.



# Stage 6



Type: short Course

Targets: 4 poppers, 3 plates, 4 clay pigeons

Minimum shots: 11

Maximum points: 55

Start position: Normal standing in area A.  
Shotgun in the ready condition held in both hands.

Shotgun ready conditions: Loaded (options 1)

Type of ammunition: Birdshot

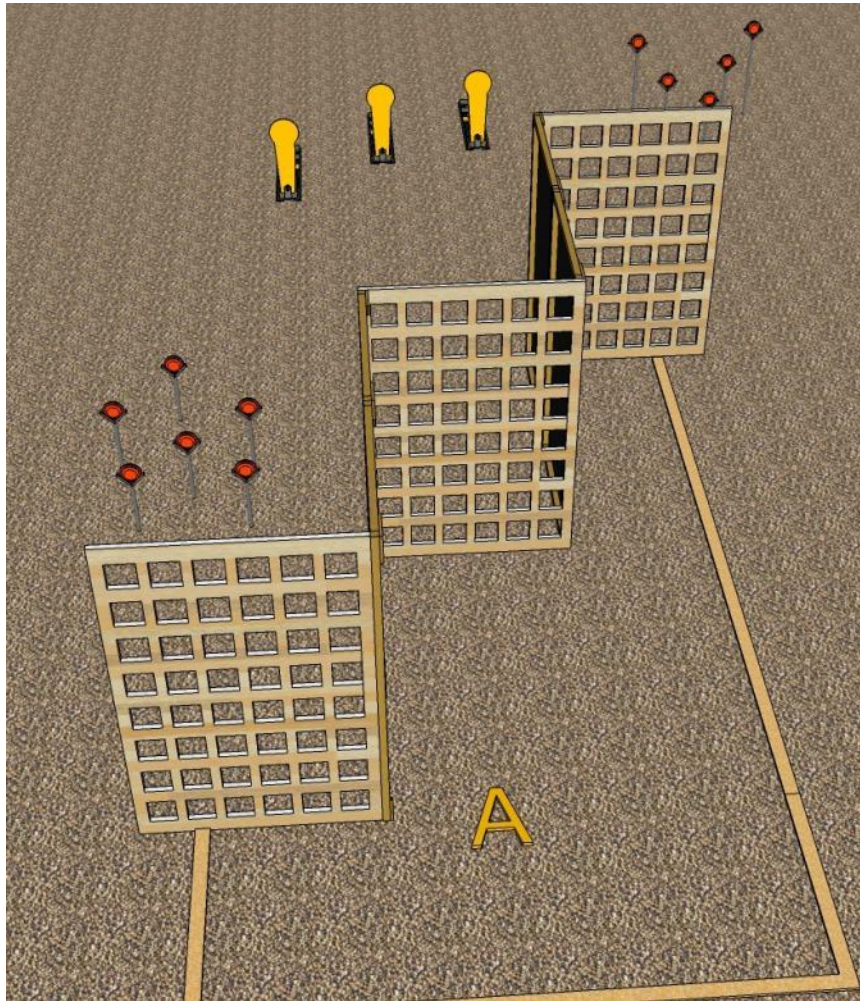
Start: Audible signal

Stop: Last shot fired

Procedure: After the start signal the shooter engages all targets as they become visible while staying inside area A. Metal target must turn down to score. Hatches n:o 1 are open.



# Stage 7



Type: Medium Course

Targets: 3 poppers, 11 clay pigeons

Minimum shots: 14

Maximum points: 70

Start position: Normal standing in area A. Shotgun in the ready condition held in both hands.

Shotgun ready conditions: Loaded (options 1)

Type of ammunition: Birdshot

Start: Audible signal

Stop: Last shot fired

Procedure: After the start signal the shooter engages all targets as they become visible while staying inside area A. Metal target must turn down to score.