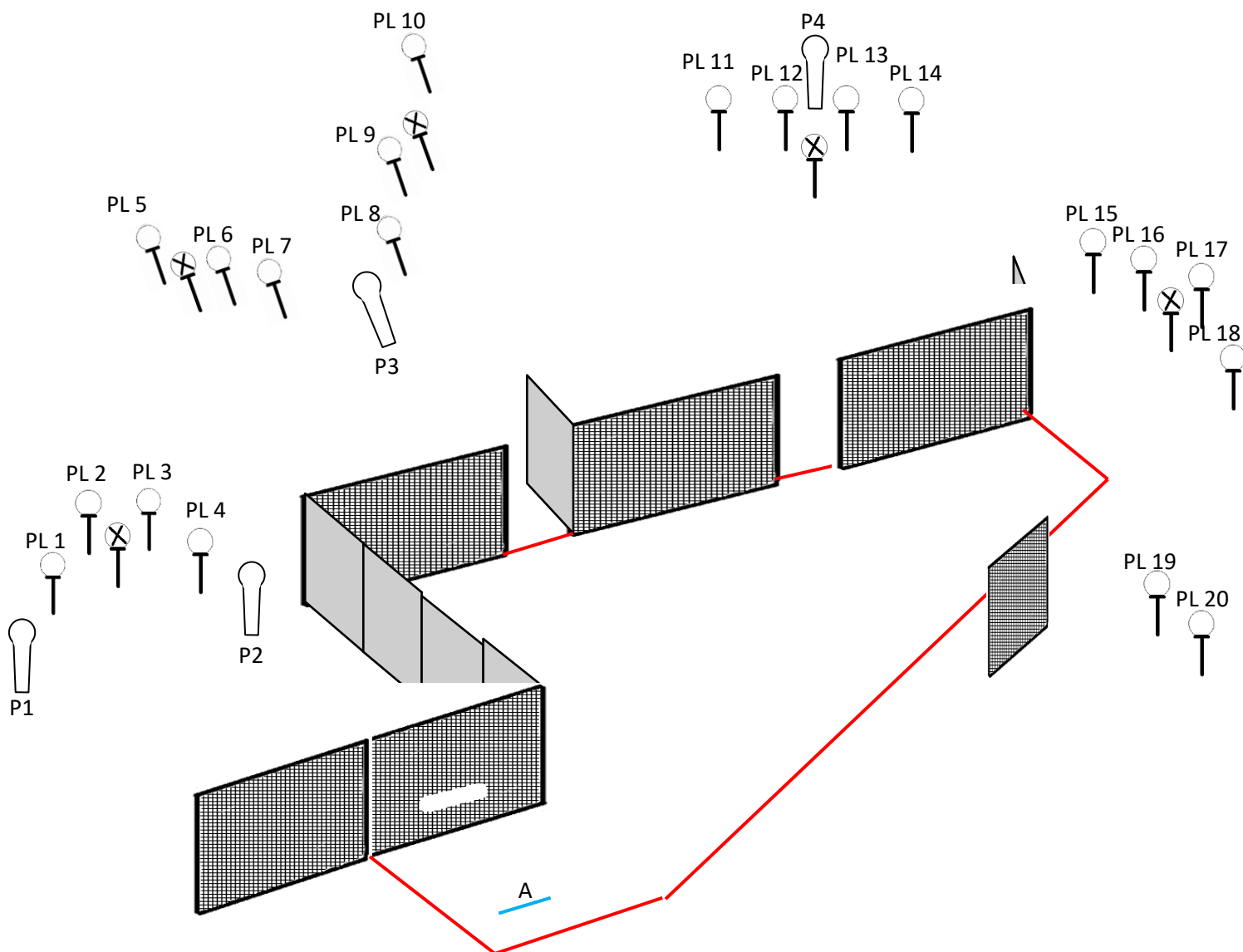


Stage Number 1

Range 1

Type of course - Long Course

Targets	4 x IPSC Poppers, 20 x IPSC Plates, 5 x no-shoot plates		
Number of Rounds to be Scored	24	Distances	7-15m
Number of Scoring hits Paper Targets		Ammunition Type	Bird
Time Starts	Audible signal		
Firearm Ready Condition	Option 1		
Start Position	Shooter starts with both feet on A, as demonstrated		
Procedure	On audible start signal engage targets while remaining in demarcated area.		

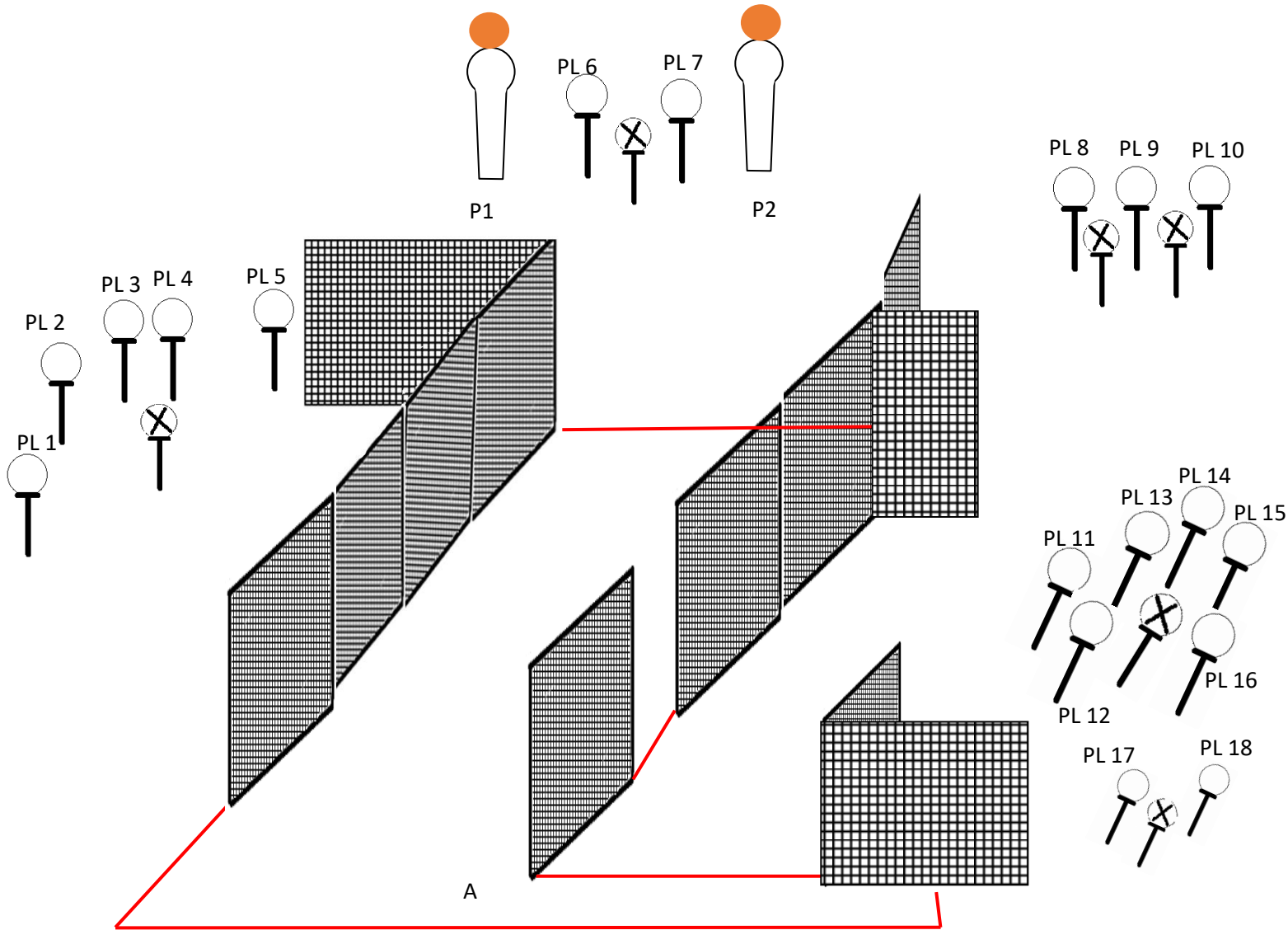


Stage Number 2

Range 2

Type of course - Long Course

Targets	2 x IPSC Poppers, 18 x IPSC Plates, 6 x no-shoot Plates, 2 x Disappearing clays		
Number of Rounds to be Scored	22	Distances	7-15m
Number of Scoring hits Paper Targets		Ammunition Type	Bird
Time Starts	Audible signal		
Firearm Ready Condition	Option 1		
Start Position	Shooter starts anywhere in area A as demonstrated		
Procedure	Popper P1 will activate clay C1 and Popper P2 will activate clay C2. Both C1 and C2 will disappear but will score double. On audible start signal engage targets while remaining in the demarcated area.		

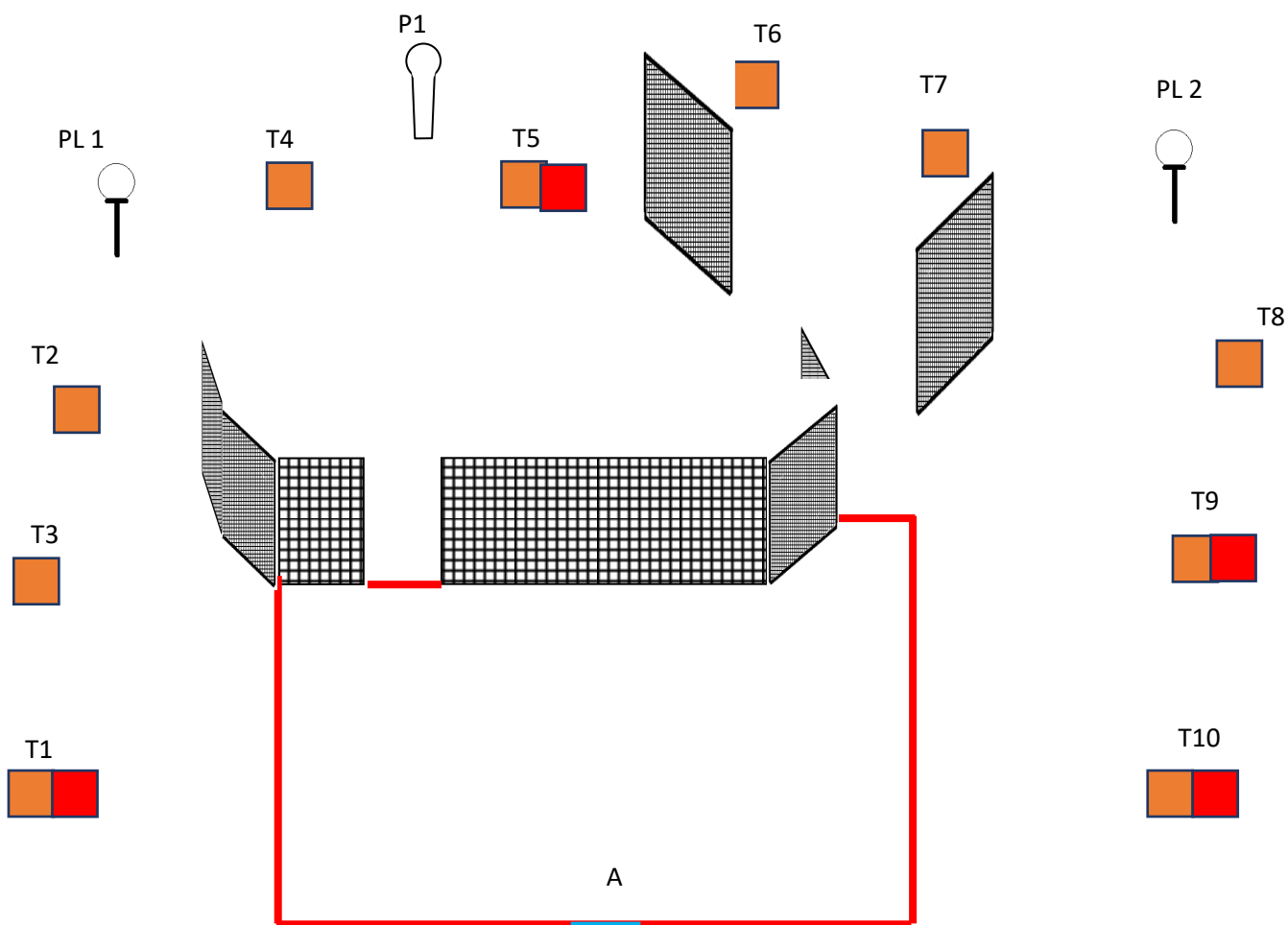


Stage Number 3

Range 3

Type of course - Medium Course

Targets	1 x IPSC Popper, 2 x IPSC Plates, 10 x A4 Targets, 4 x no-shoot targets		
Number of Rounds to be Scored	13	Distances	5-18m
Number of Scoring hits Paper Targets		Ammunition Type	Buck - (9 pellet Max)
Time Starts	Audible signal		
Firearm Ready Condition	Option 1		
Start Position	Shooter starts with heels touching A		
Procedure	On audible start signal engage targets while remaining in demarcated area.		

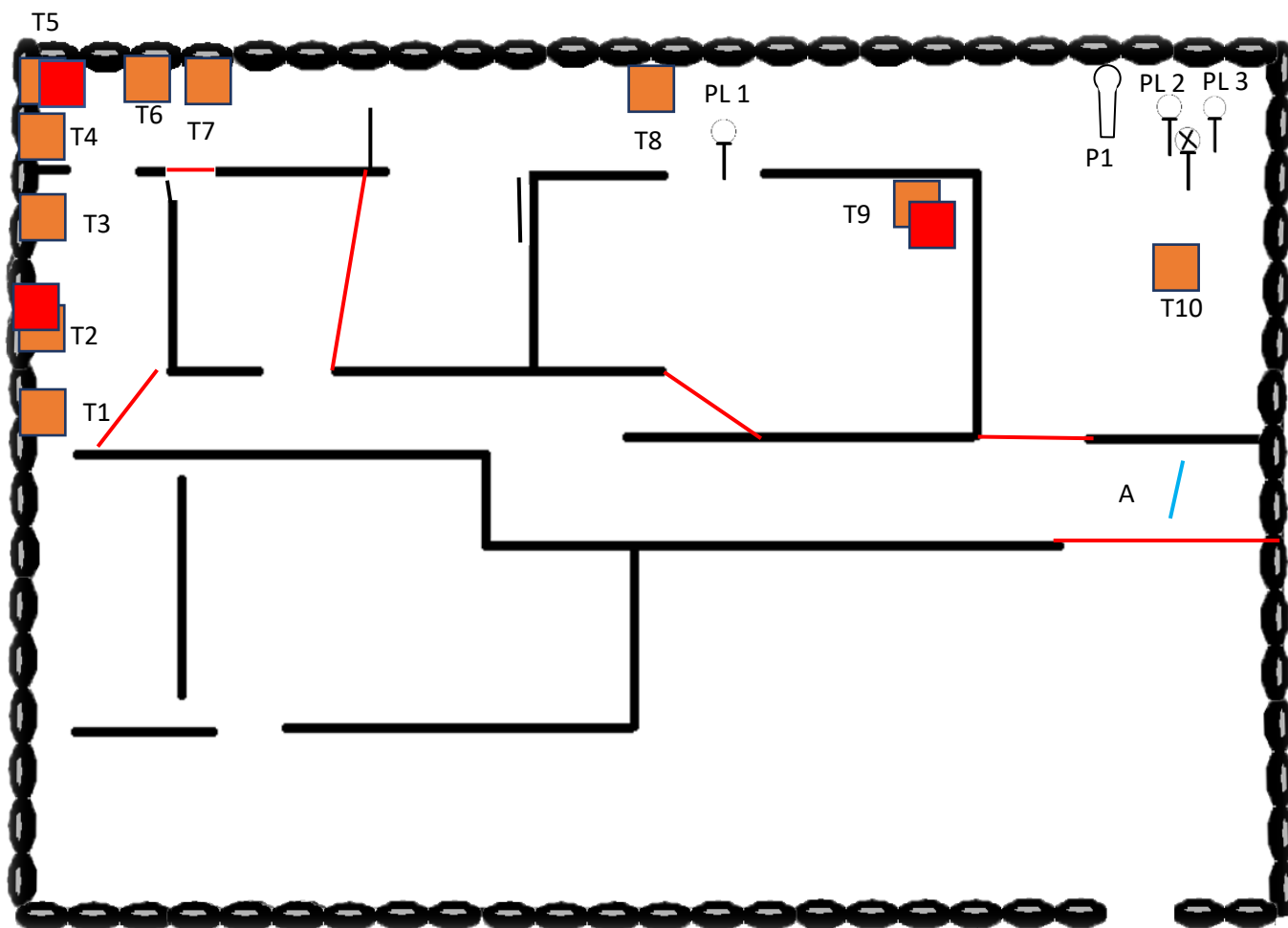


Stage Number 4

Range 4

Type of course - Medium Course

Targets	1 x IPSC Popper, 3 x IPSC Plates, 10 x A4 Targets, 3 x no-shoot targets, 1 x no shoot plate.		
Number of Rounds to be Scored	14	Distances	3-12m
Number of Scoring hits Paper Targets		Ammunition Type	Buck - (9 pellet Max)
Time Starts	Audible signal		
Firearm Ready Condition	Option 1		
Start Position	Shooter starts on A as demonstrated.		
Procedure	On audible start signal engage targets while remaining in the demarcated area.		

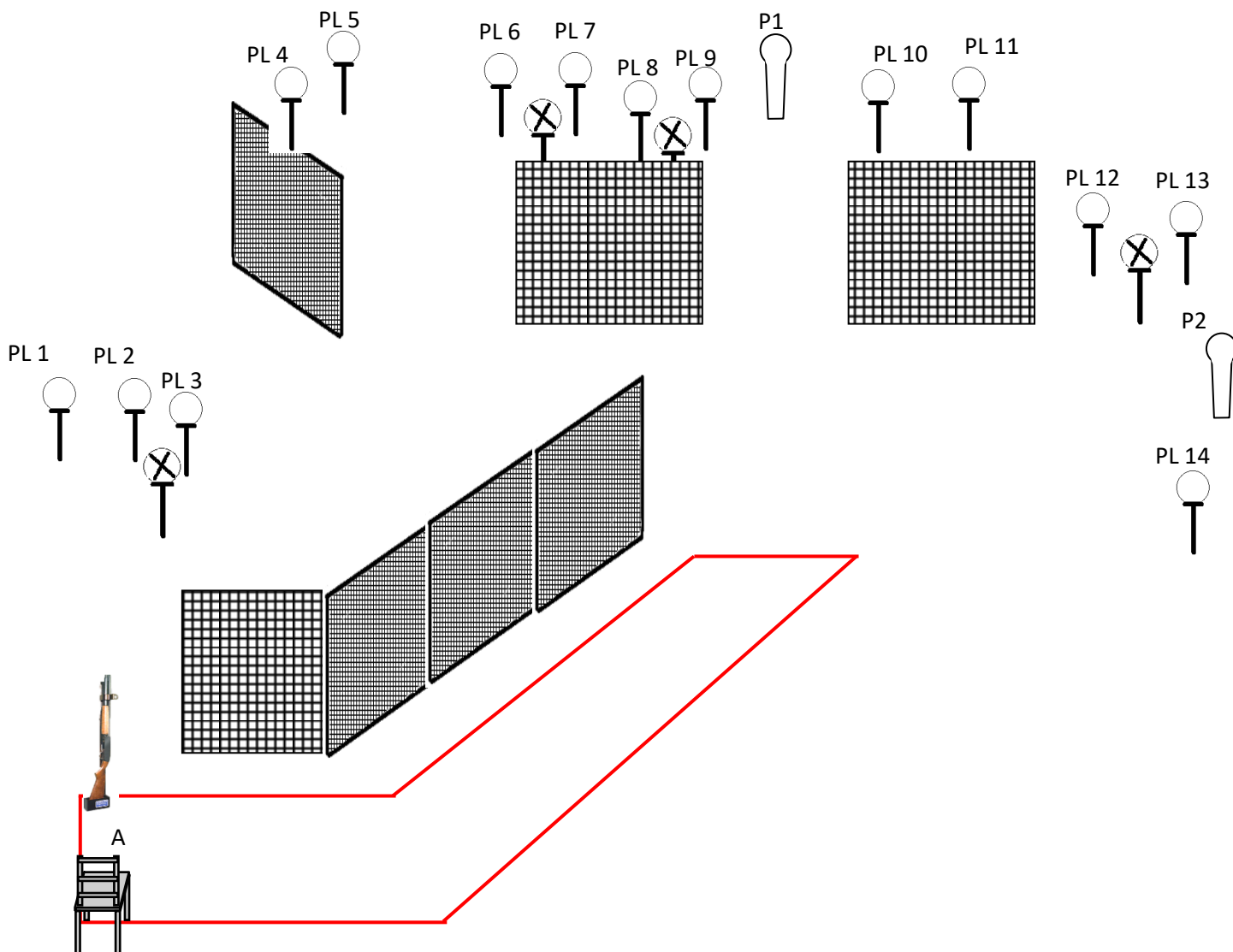


Stage Number 5

Range 5

Type of course - Medium Course

Targets	2 x IPSC Popper, 14 x IPSC Plates, 4 x no-shoot plates.		
Number of Rounds to be Scored	16	Distances	7-16m
Number of Scoring hits Paper Targets		Ammunition Type	Bird
Time Starts	Audible signal		
Firearm Ready Condition	Option 2		
Start Position	Shooter starts seated with back against rest and hands on knees as demonstrated. Shotgun placed in gun stand.		
Procedure	On audible start signal engage targets while remaining in the demarcated area.		

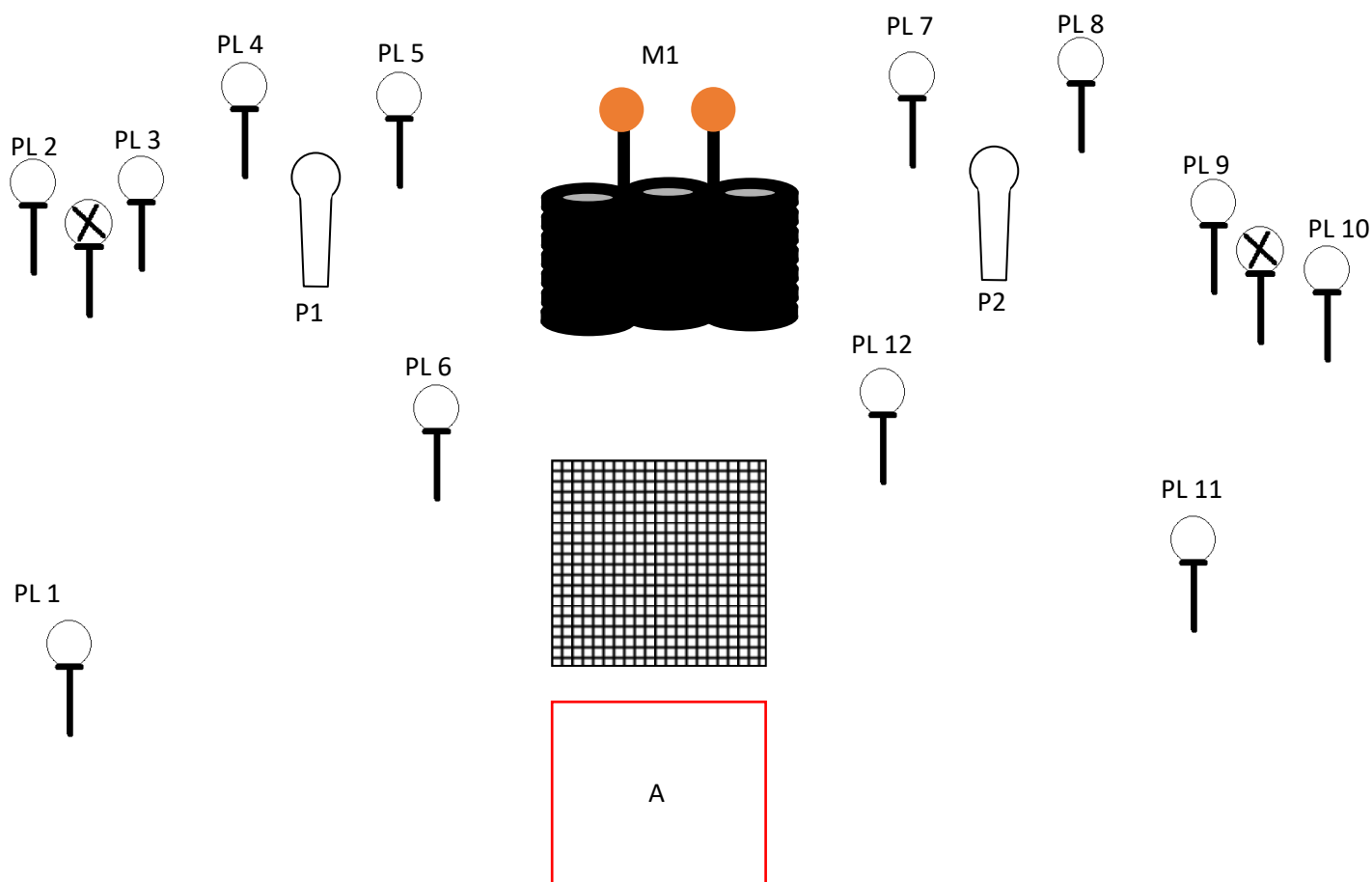


Stage Number 6

Range 6

Type of course - Medium Course

Targets	2 x IPSC Popper, 12 x IPSC Plates, 2 x no-shoot plates, 2 x Disappearing clays (which will score double)		
Number of Rounds to be Scored	16	Distances	7-14m
Number of Scoring hits Paper Targets		Ammunition Type	Bird
Time Starts	Audible signal		
Firearm Ready Condition	Option 1		
Start Position	Shooter starts in area A as demonstrated.		
Procedure	On audible start signal engage targets while remaining in the demarcated area. Both P1 and P2 will activate bobber M1 which will disappear but will score double.		

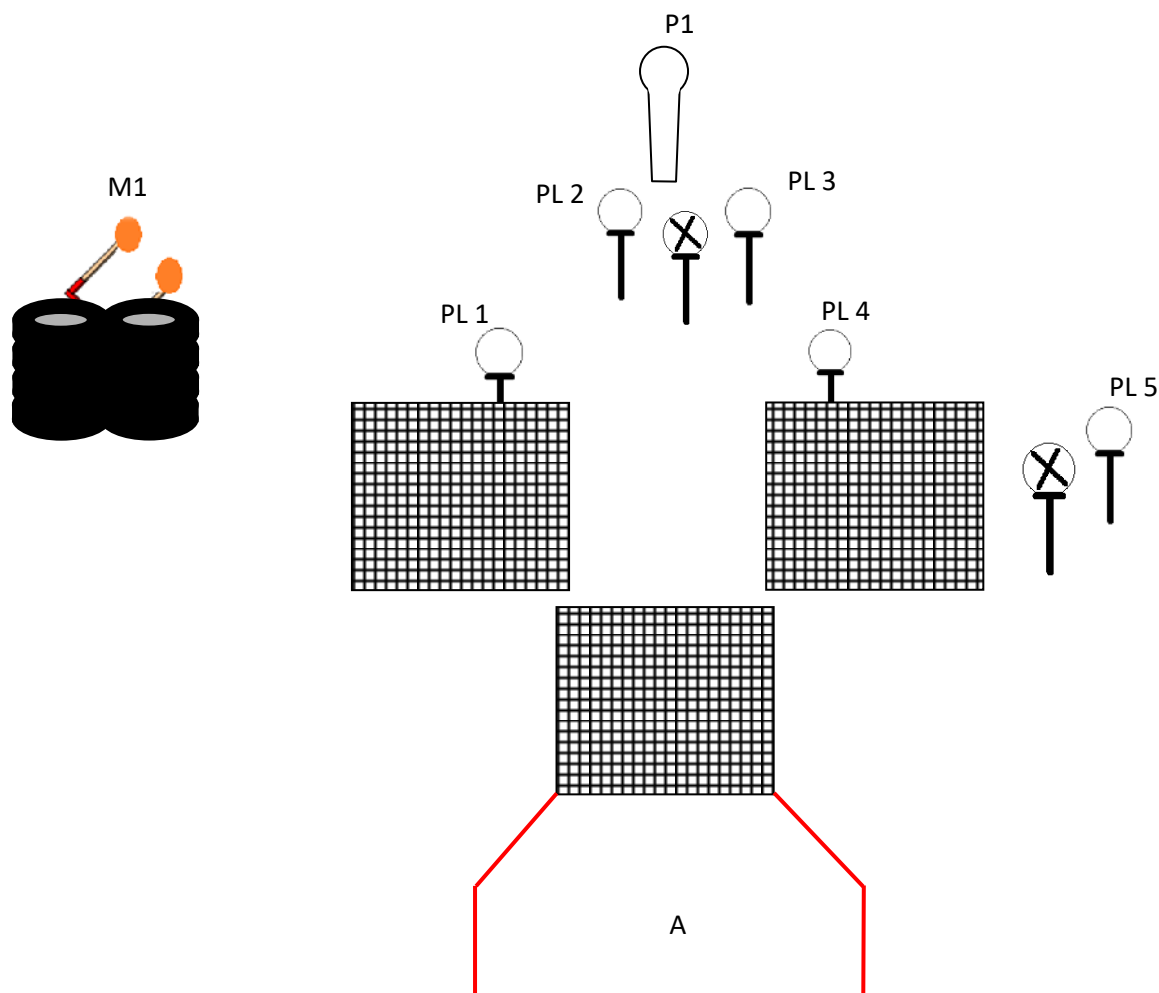


Stage Number 7

Range 7

Type of course - Short Course

Targets	1 x IPSC Popper, 5 x IPSC Plates, 2 x no-shoot plates and		2 x
Number of Rounds to be Scored	8	Distances	7-14m
Number of Scoring hits Paper Targets		Ammunition Type	Bird
Time Starts	Audible signal		
Firearm Ready Condition	Option 3		
Start Position	Shooter starts anywhere in area A with shotgun unloaded to option 3 at hip level as demonstrated.		
Procedure	On audible start signal engage targets while remaining in the demarcated area. P1 activates M1 which remains visible at rest.		

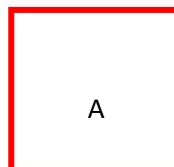
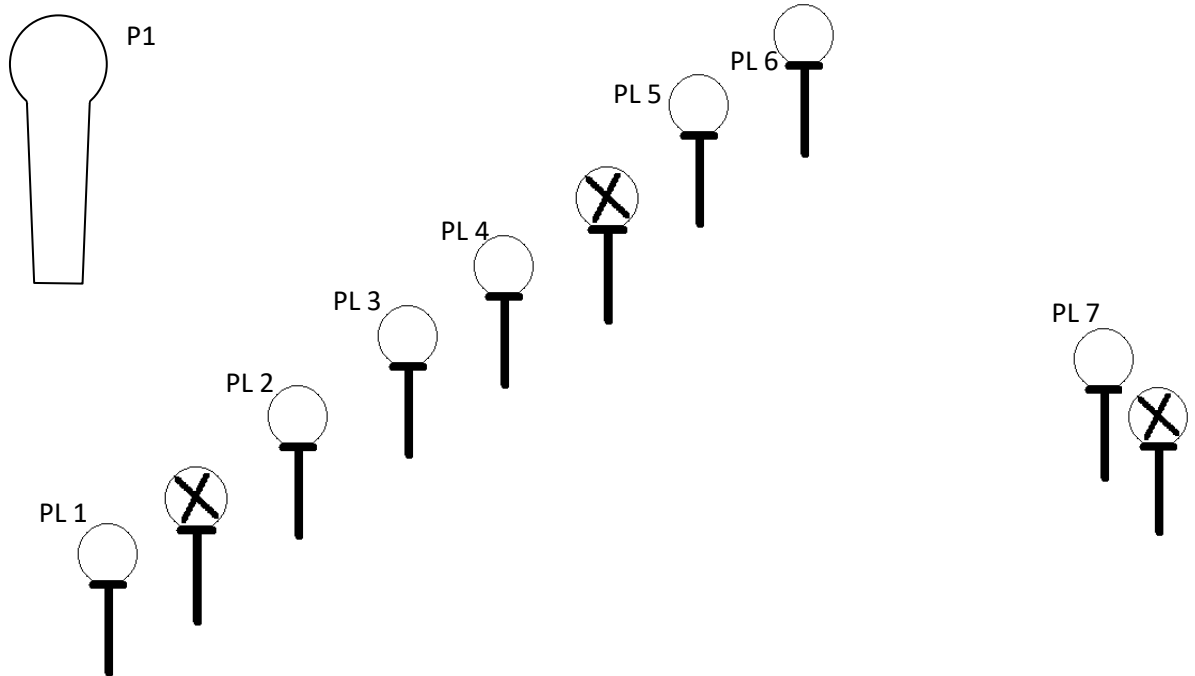


Stage Number 8

Range 8

Type of course - Short Course

Targets	1 x IPSC Popper, 7 x IPSC Plates, 3 x no-shoot plates.		
Number of Rounds to be Scored	8	Distances	7-14m
Number of Scoring hits Paper Targets		Ammunition Type	Bird
Time Starts	Audible signal		
Firearm Ready Condition	Option 1		
Start Position	Shooter starts in area A as demonstrated.		
Procedure	On audible start signal engage targets while remaining in the demarcated area.		

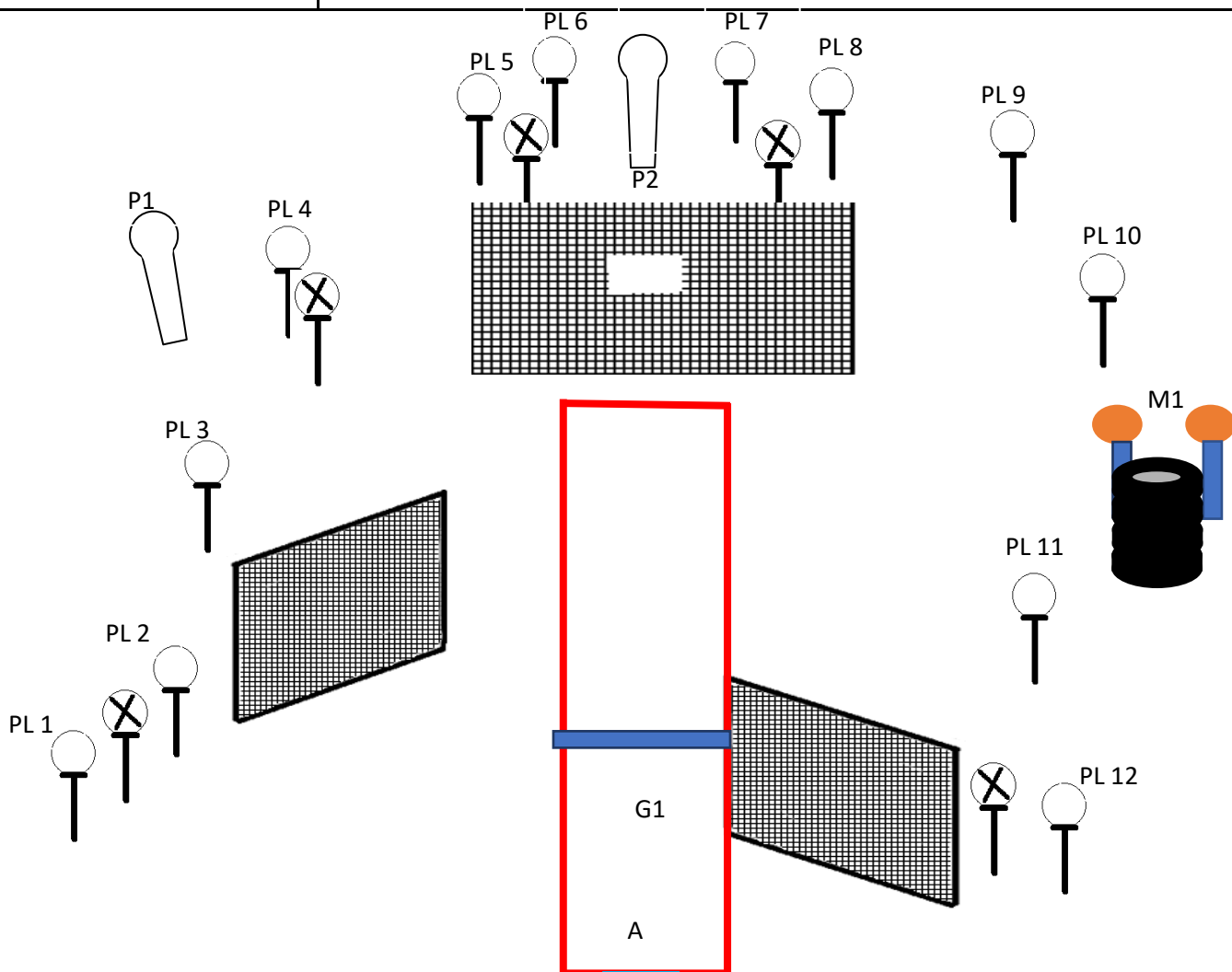


Stage Number 9

Range 9

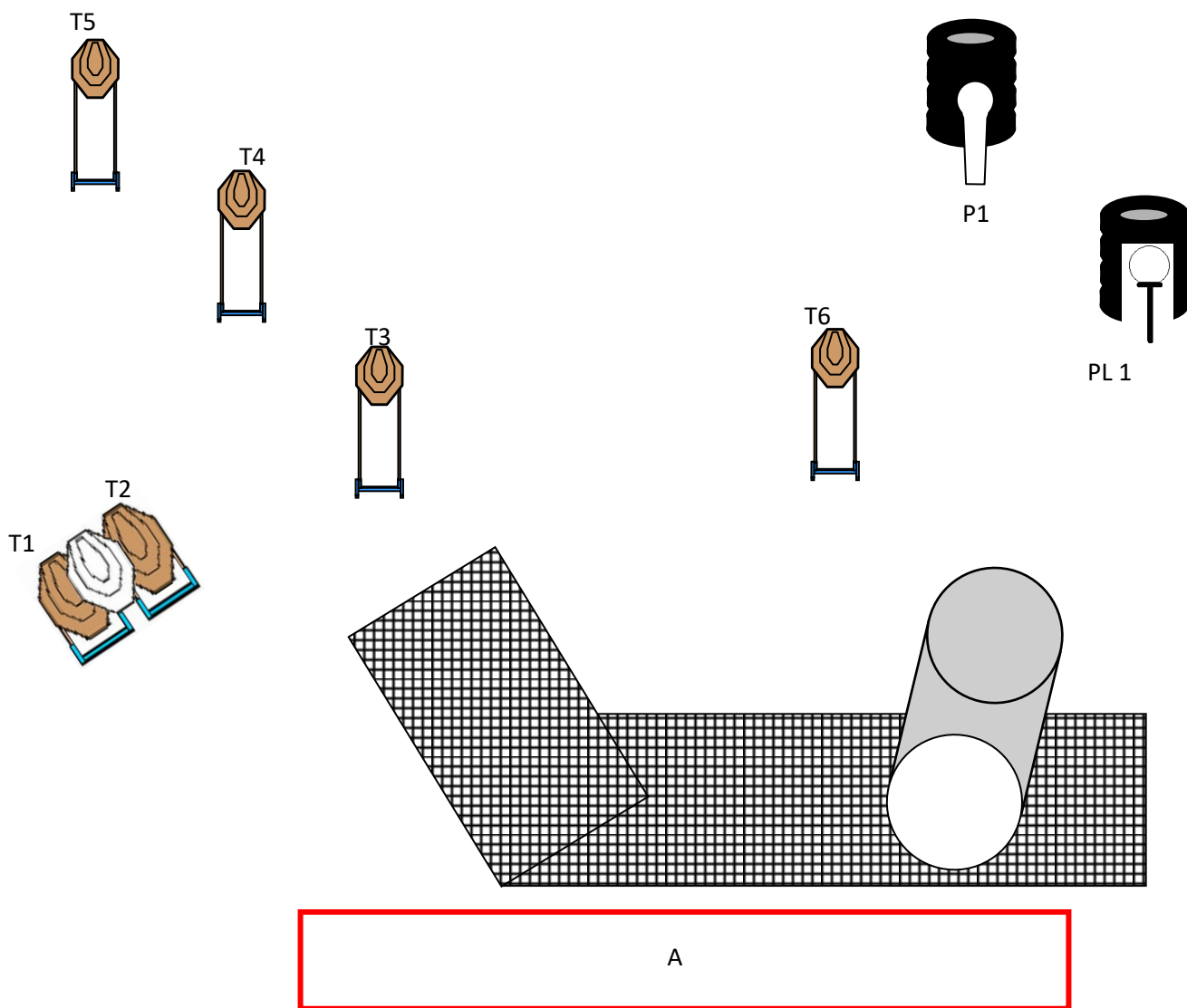
Type of course - Medium Course

Targets	2 x IPSC Popper, 12 x IPSC Plates, 5 x no-shoot plates, 2 x disappearing clays (which will score double)		
Number of Rounds to be Scored	16	Distances	6-18m
Number of Scoring hits Paper Targets		Ammunition Type	Bird
Time Starts	Audible signal		
Firearm Ready Condition	Option 1		
Start Position	Shooter starts with heels touching A.		
Procedure	Gate Activator G1 activates mover M1 which will disappear but will score double. On audible start signal engage targets while remaining in the demarcated area.		



Type of course - Short Course

Targets	1 x IPSC Popper, 1 x IPSC Plate, 6 IPSC Targets,		1 x no-shoot target.
Number of Rounds to be Scored	8	Distances	12-50m
Number of Scoring hits Paper Targets		Ammunition Type	Slug
Time Starts	Audible signal		
Firearm Ready Condition	Option 1		
Start Position	Shooter starts anywhere in the demarcated area as demonstrated.		
Procedure	On audible start signal engage targets while remaining in the demarcated area.		

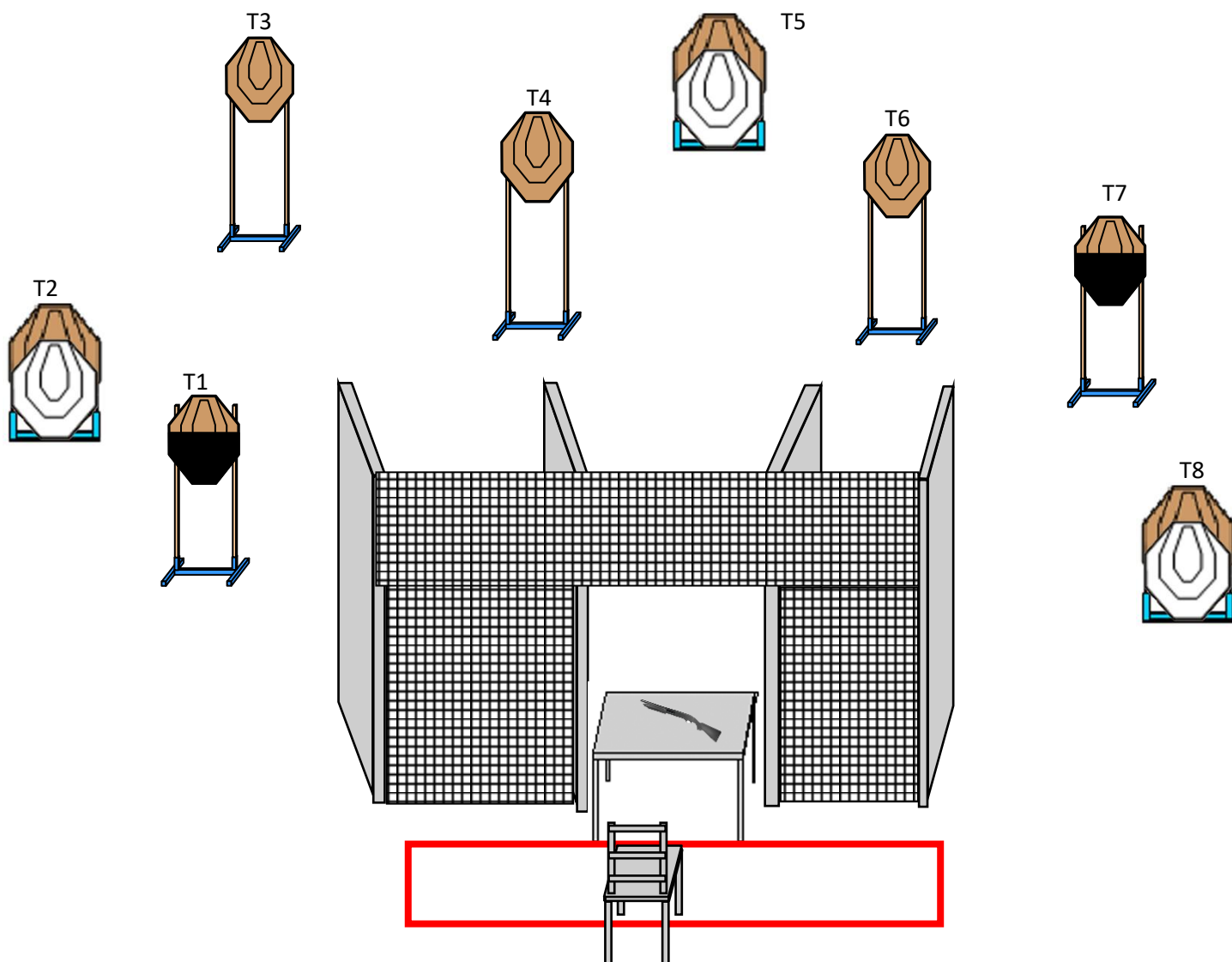


Stage Number 11

Range 20

Type of course - Short Course

Targets	8 x IPSC Targets, 3 x no-shoot targets.		
Number of Rounds to be Scored	8	Distances	8-20m
Number of Scoring hits Paper Targets		Ammunition Type	Slug
Time Starts	Audible signal		
Firearm Ready Condition	Option 1		
Start Position	Shooter starts seated with arms folded and shotgun placed flat on table with stock inside table edge as demonstrated.		
Procedure	On audible start signal engage targets while remaining in the demarcated area.		

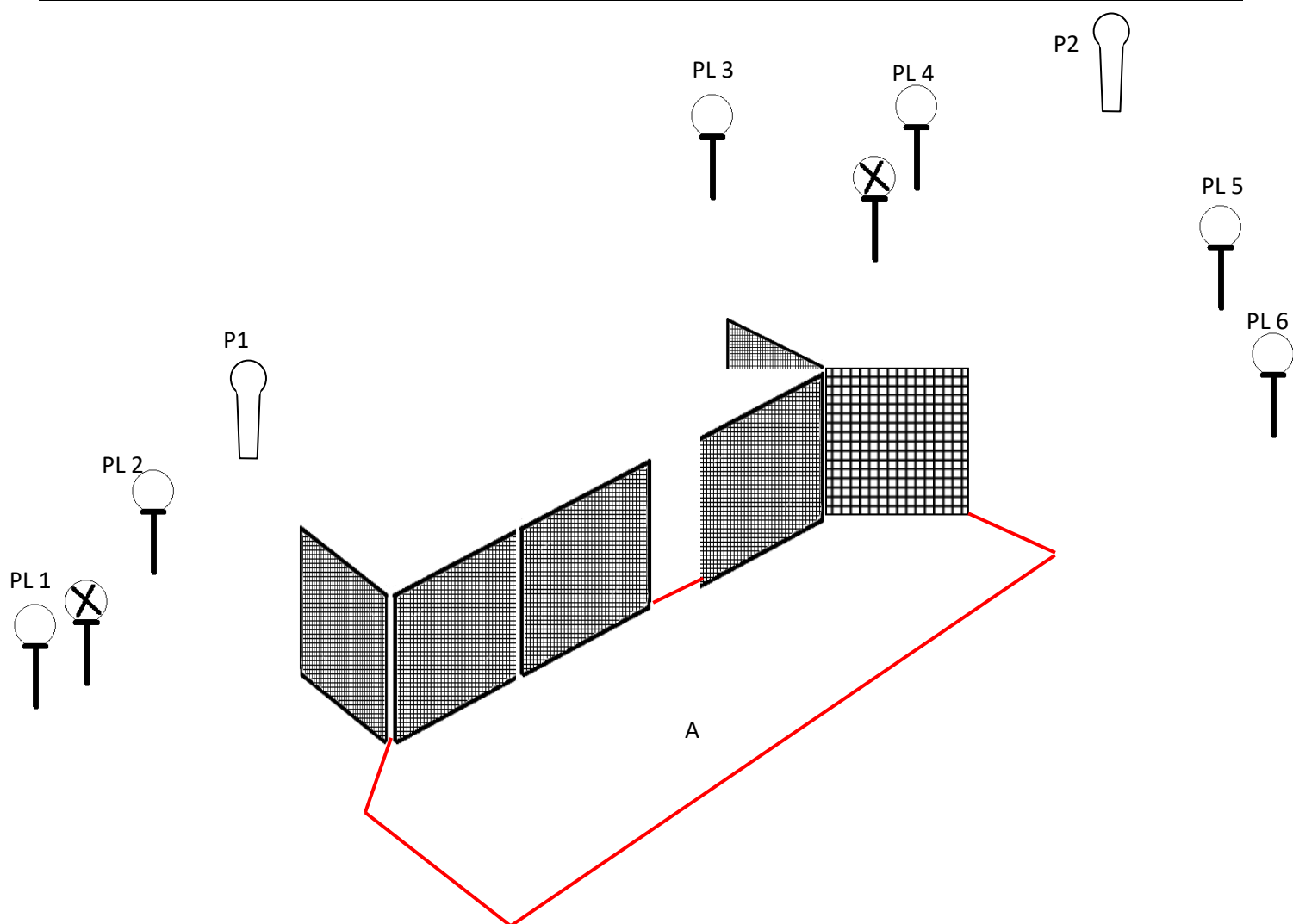


Stage Number 12

Range 21

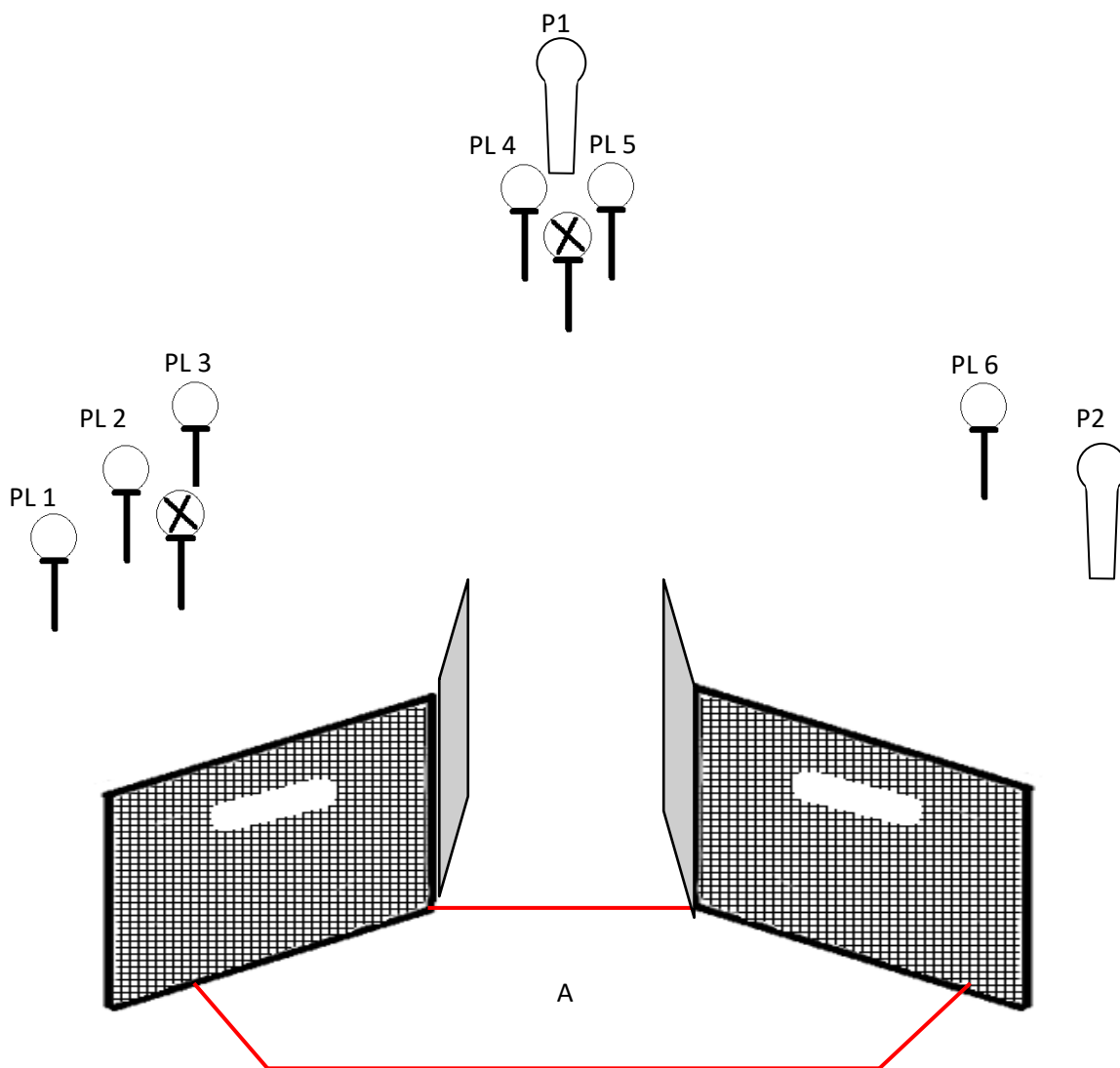
Type of course - Short Course

Targets	2 x IPSC Popper, 6 x IPSC Plates, 2 x no-shoot plates.		
Number of Rounds to be Scored	8	Distances	7-12m
Number of Scoring hits Paper Targets		Ammunition Type	Bird
Time Starts	Audible signal		
Firearm Ready Condition	Option 1		
Start Position	Shooter starts anywhere in area A as demonstrated.		
Procedure	On audible start signal engage targets while remaining in the demarcated area.		



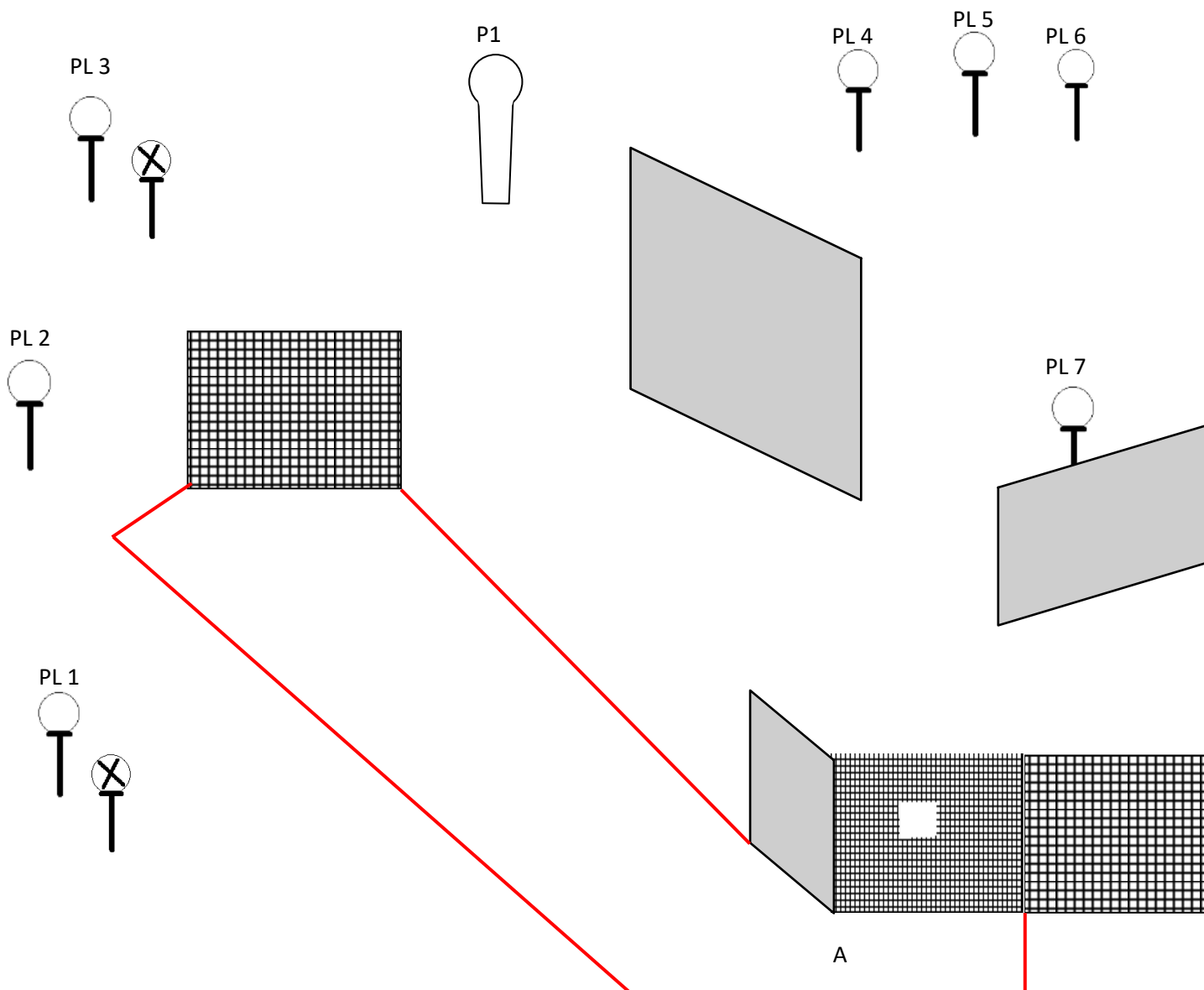
Type of course - Short Course

Targets	2 x IPSC Popper, 6 x IPSC Plates, 2 x no-shoot plates.		
Number of Rounds to be Scored	8	Distances	7-14m
Number of Scoring hits Paper Targets		Ammunition Type	Bird
Time Starts	Audible signal		
Firearm Ready Condition	Option 2		
Start Position	Shooter starts anywhere in area A with shotgun loaded to option 2 at hip level.		
Procedure	On audible start signal engage targets while remaining in the demarcated area.		



Type of course - Short Course

Targets	1 x IPSC Popper, 7 x IPSC Plates, 2 x no-shoot plates.		
Number of Rounds to be Scored	8	Distances	7-14m
Number of Scoring hits Paper Targets		Ammunition Type	Bird
Time Starts	Audible signal		
Firearm Ready Condition	Option 1		
Start Position	Shooter starts with heels touching A as demonstrated.		
Procedure	On audible start signal engage targets while remaining in the demarcated area.		



Stage Number 15

Range 24

Type of course – Short Course

Targets	1 x IPSC Popper, 7 x IPSC Plates, 2 x no-shoot plates.		
Number of Rounds to be Scored	8	Distances	7-12m
Number of Scoring hits Paper Targets		Ammunition Type	Bird
Time Starts	Audible signal		
Firearm Ready Condition	Option 1		
Start Position	Shooter starts standing on balance beam at A as demonstrated.		
Procedure	On audible start signal engage targets while remaining on the balance beam.		

