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Practical

IPSC SHOTGUN FINNISH CHAMPIONSHIPS + L3 INTERNATIONAL 2015



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STAGE 1

Targets: 28 Clays

Minimum number of rounds: 28

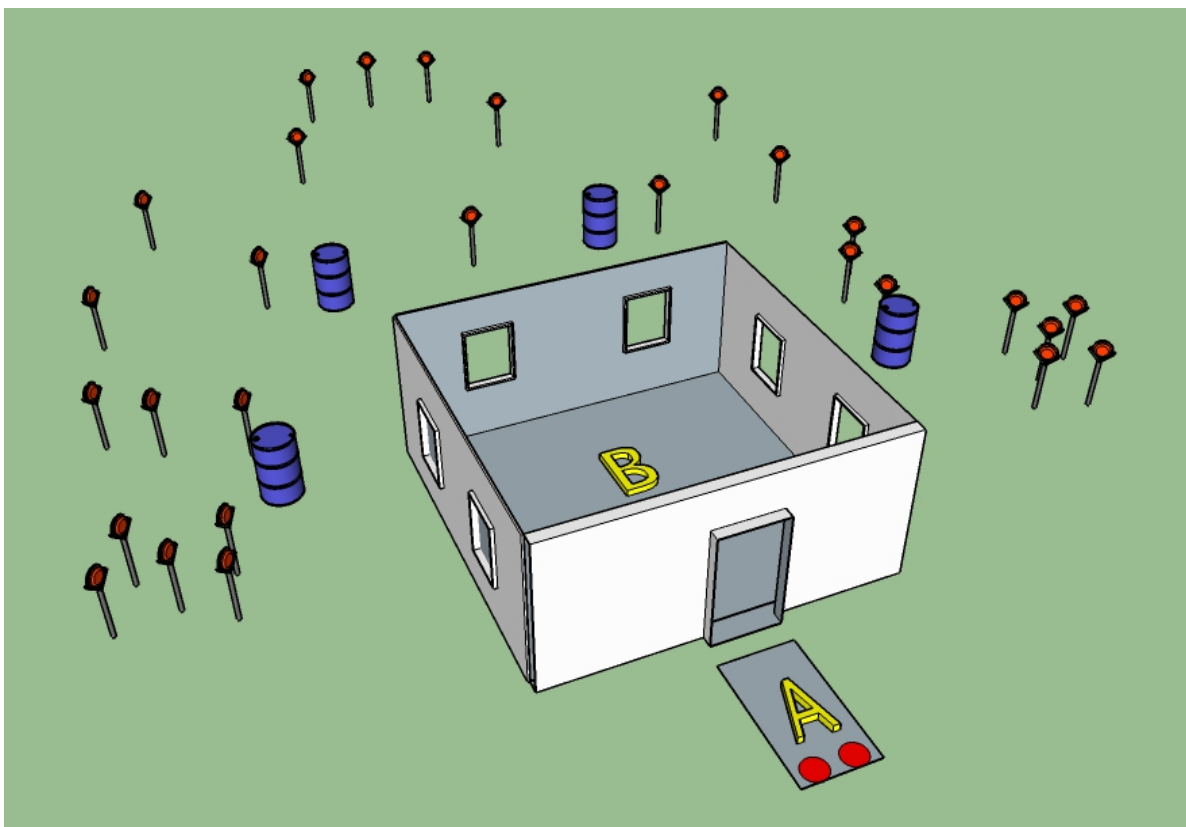
Ammunition type: Birdshot

Firearm ready condition: Loaded (Option 1)

Start position: Standing on the markers in the demarcated area A, shotgun in hands.
Stock touching the competitor at hip level, muzzle pointing down range.

Time starts: On audible signal

Procedure: On the start signal engage all targets as seen from area A and B



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STAGE 2

Targets: 6 IPSC Targets

Minimum number of rounds: 12

Number of scoring hits for paper target: 2

Ammunition type: Slug

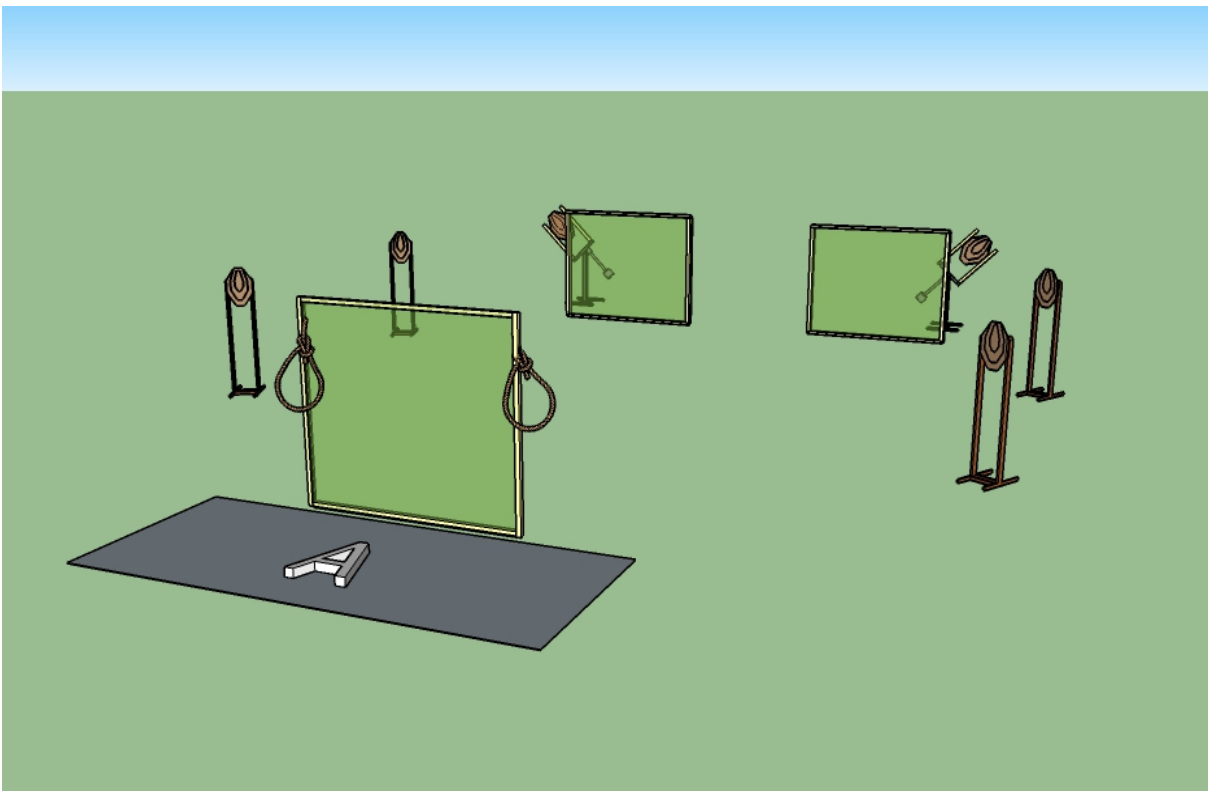
Firearm ready condition: Loaded (Option 1)

Start position: Standing in the demarcated area A, shotgun in hands. Stock touching the competitor at hip level, muzzle pointing down range.

Time starts: On audible signal

Procedure: On the the start signal engage all targets as seen from the demarcated area A. The ropes attached on both sides of the wall activate the swinger on the same side

Note: Swingers must be activated before last shot



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STAGE 3

Targets: 12 IPSC Metal Plates, 5 IPSC Poppers, 2 N/S IPSC Metal Plates

Minimum number of rounds: 17

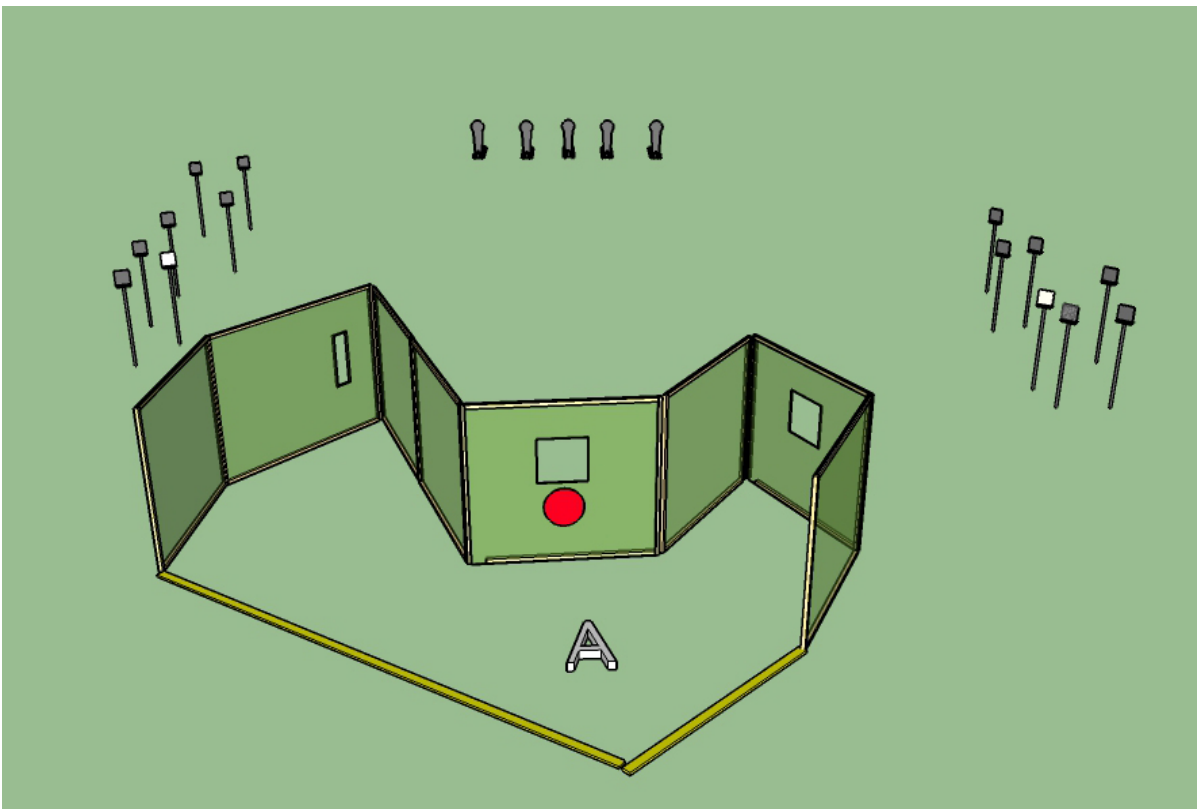
Ammunition type: Birdshot

Firearm ready condition: Loaded (Option 1)

Start position: Standing in the demarcated area A, shotgun in hands. Shotgun barrel on red mark in the wall. Stock touching the competitor at hip level, muzzle pointing down range.

Time starts: On audible signal

Procedure: On the start signal engage targets as seen from the demarcated area A



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STAGE 4

Targets: 10 IPSC Targets

Minimum number of rounds: 20

Number of scoring hits for paper target: 2

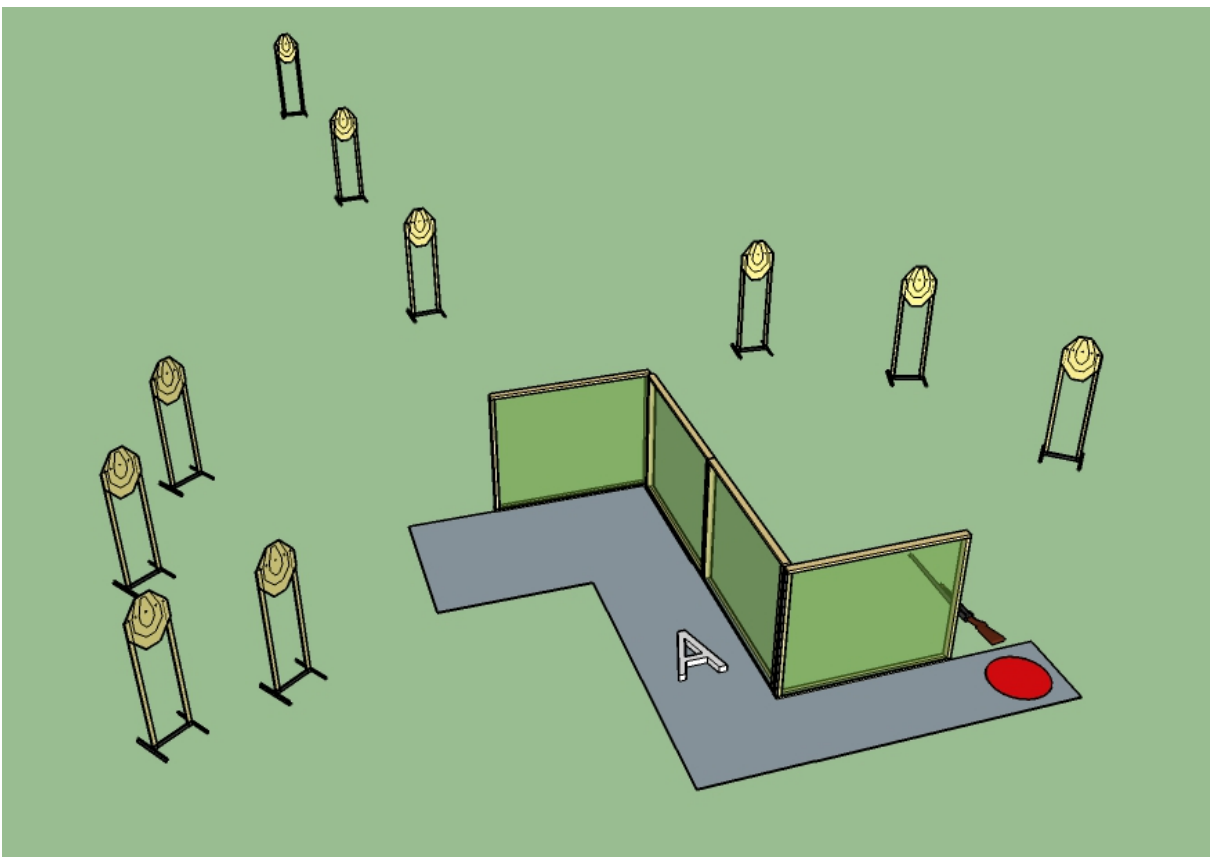
Ammunition type: Slug

Firearm ready condition: Loaded (Option 2)

Start position: Kneeling on marker in the demarcated area A. Hands on head with fingers crossed. . Shotgun on marker on the ground in front of the shooter

Time starts: On audible signal

Procedure: On the start signal engage targets as seen from the demarcated area A



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STAGE 5

Targets: 8 IPSC Poppers, 10 IPSC Metal Plates, 10 Clays, 4 N/S Plates, 2 N/S Clays

Minimum number of rounds: 28

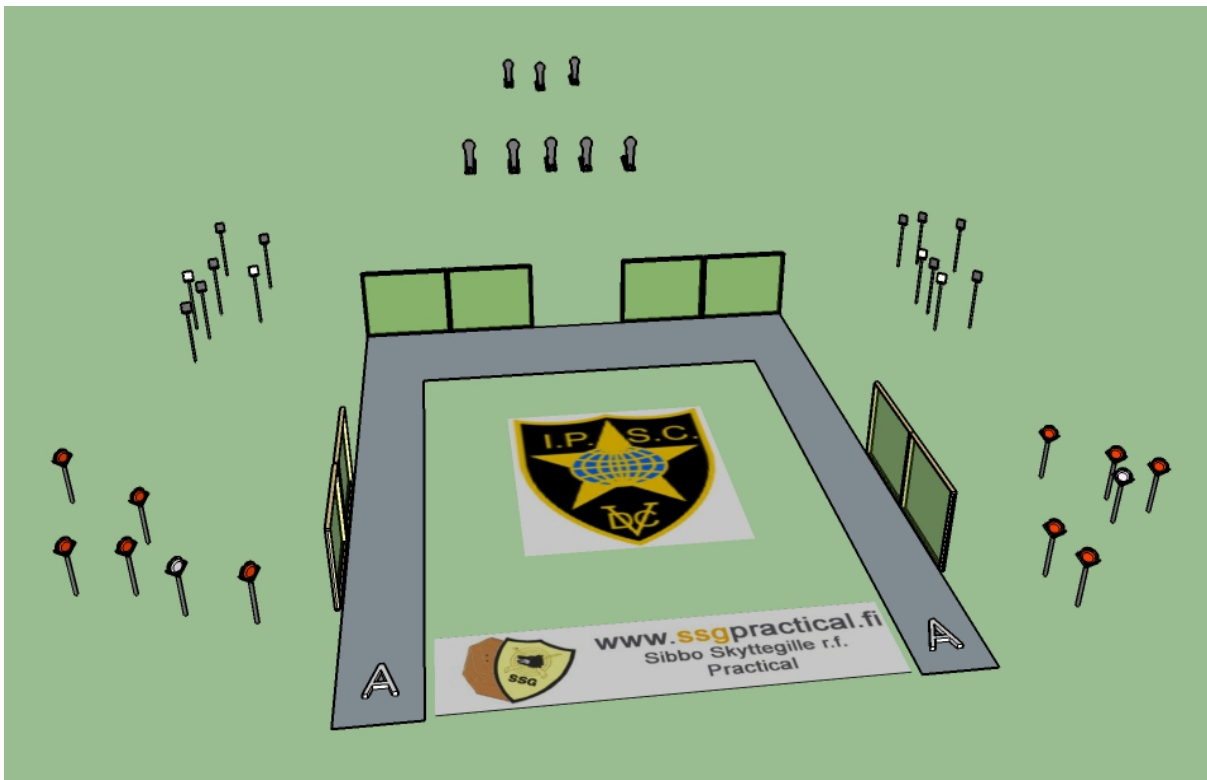
Ammunition type: Birdshot

Firearm ready condition: Loaded (Option 1)

Start position: Standing anywhere in the demarcated area A, shotgun in hands
Stock touching the competitor at hip level, muzzle pointing down range.

Time starts: On audible signal

Procedure: On the start signal engage targets as seen from the demarcated area A



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STAGE 6

Targets: 8 IPSC Targets, 2 IPSC N/S Targets

Number of scoring hits for paper target: 1

Minimum number of rounds: 8

Ammunition type: Slug

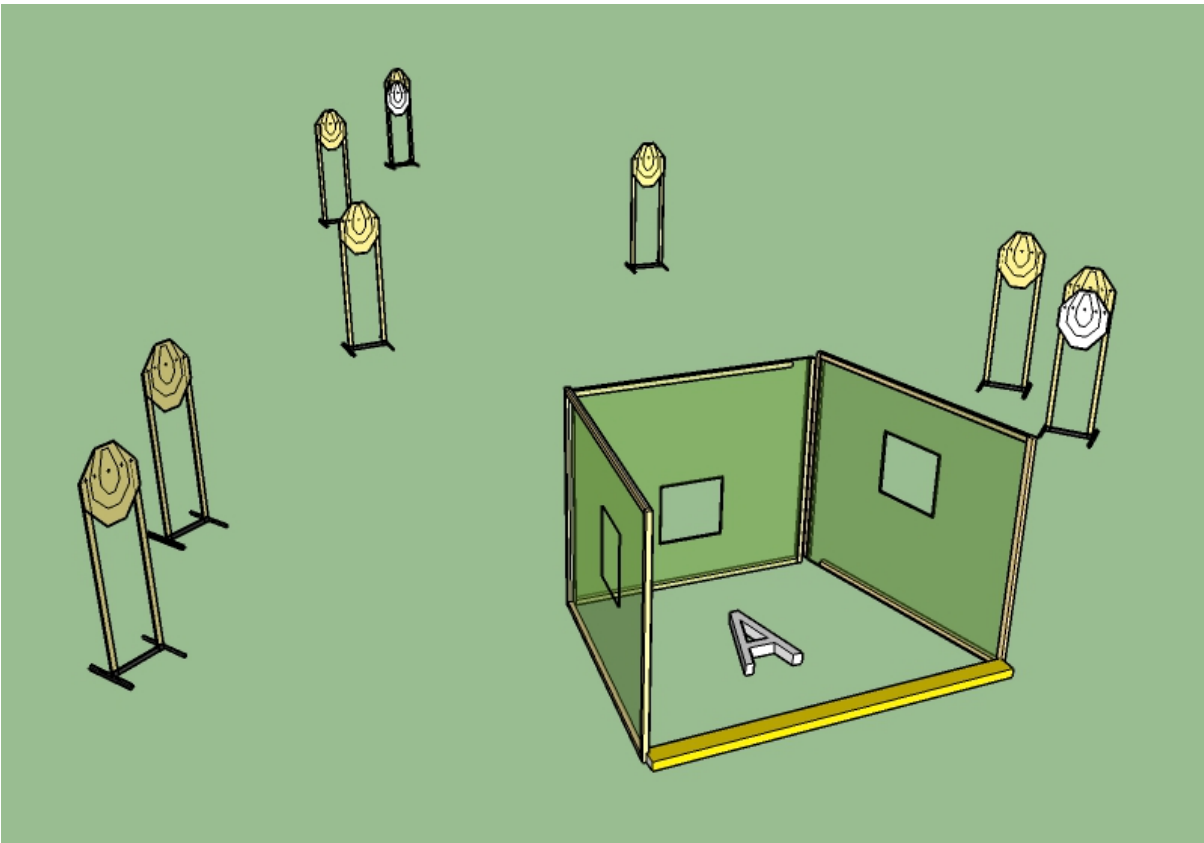
Firearm ready condition: Loaded (Option 1)

Start position: Standing in the demarcated area A, shotgun in hands

Stock touching the competitor at hip level, muzzle pointing down range.

Time starts: On audible signal

Procedure: On the start signal engage targets as seen from the demarcated area A



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STAGE 7

Targets: 12 Clays

Minimum number of rounds: 12

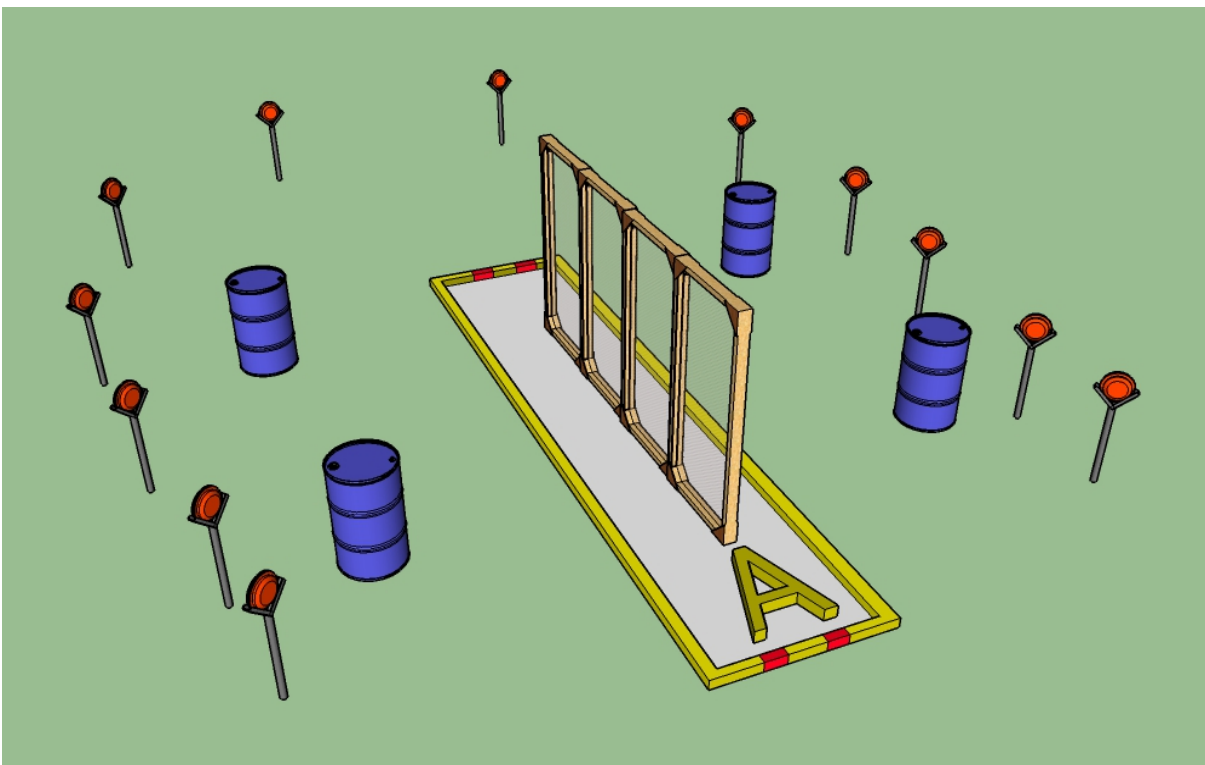
Ammunition type: Birdshot

Firearm ready condition: Loaded (Option 1)

Start position: Standing on either markers in the demarcated area A. Shotgun in hands. Stock touching the competitor at hip level, muzzle pointing down range.

Time starts: On audible signal

Procedure: On the start signal engage targets as seen from the demarcated area A



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STAGE 8

Targets: 16 IPSC Metal Plates

Minimum number of rounds: 16

Ammunition type: Birdshot

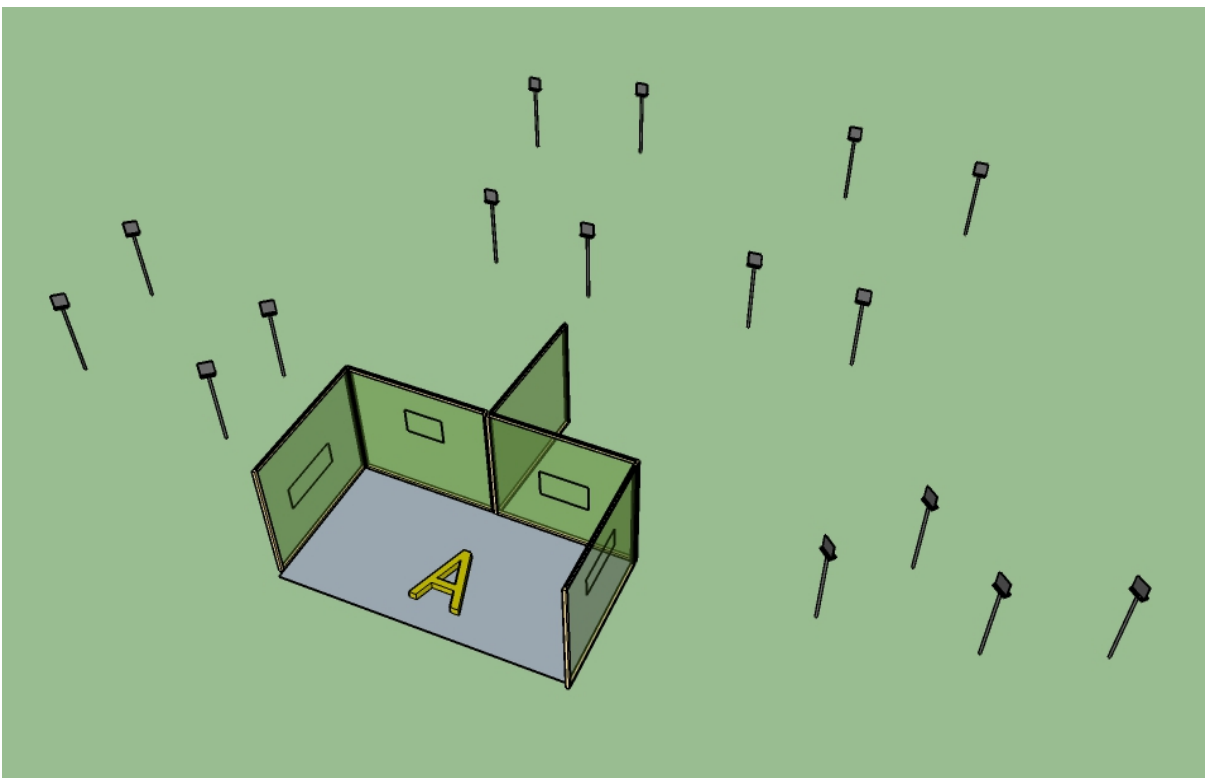
Firearm ready condition: Loaded (Option 1)

Start position: Standing in the demarcated area A, shotgun in hands.

Stock touching the competitor at hip level, muzzle pointing down range.

Time starts: On audible signal

Procedure: On the start signal engage targets as seen from the demarcated area A



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STAGE 9

Targets: 16 IPSC Metal Plates, 6 N/S IPSC Metal Plates

Minimum number of rounds: 16

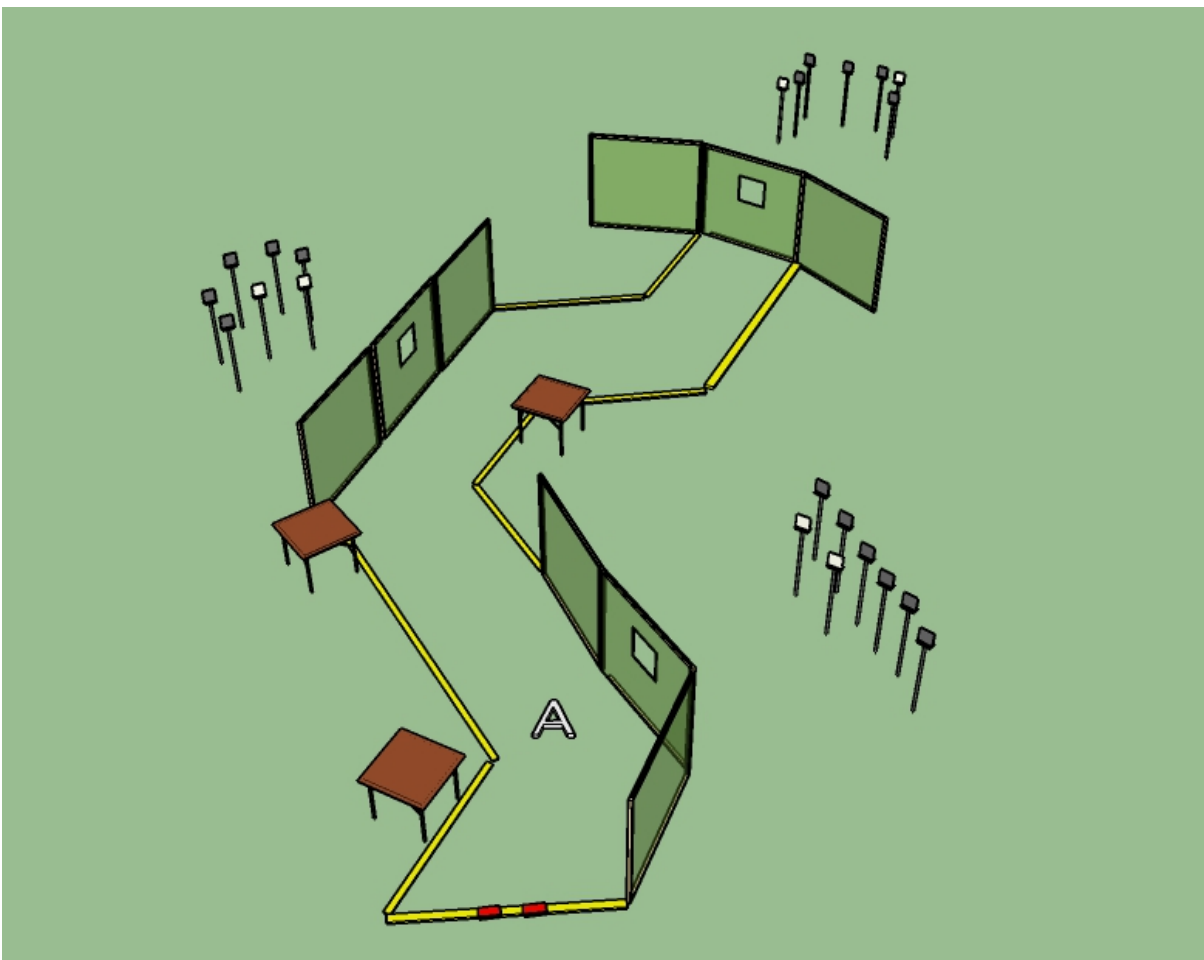
Ammunition type: Birdshot

Firearm ready condition: Unloaded (Option 3)

Start position: Standing in the demarcated area A, shotgun in hands. Stock touching the competitor at hip level, muzzle pointing down range. All rounds used on the tables

Time starts: On audible signal

Procedure: On the start signal engage targets as seen from the demarcated area A



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STAGE 10

Targets: 4 IPSC A4 Paper Targets, 4 IPSC Metal Plates, 2 IPSC Poppers

Minimum number of rounds: 10

Ammunition type: Buckshot

Firearm ready condition: Loaded (Option 1)

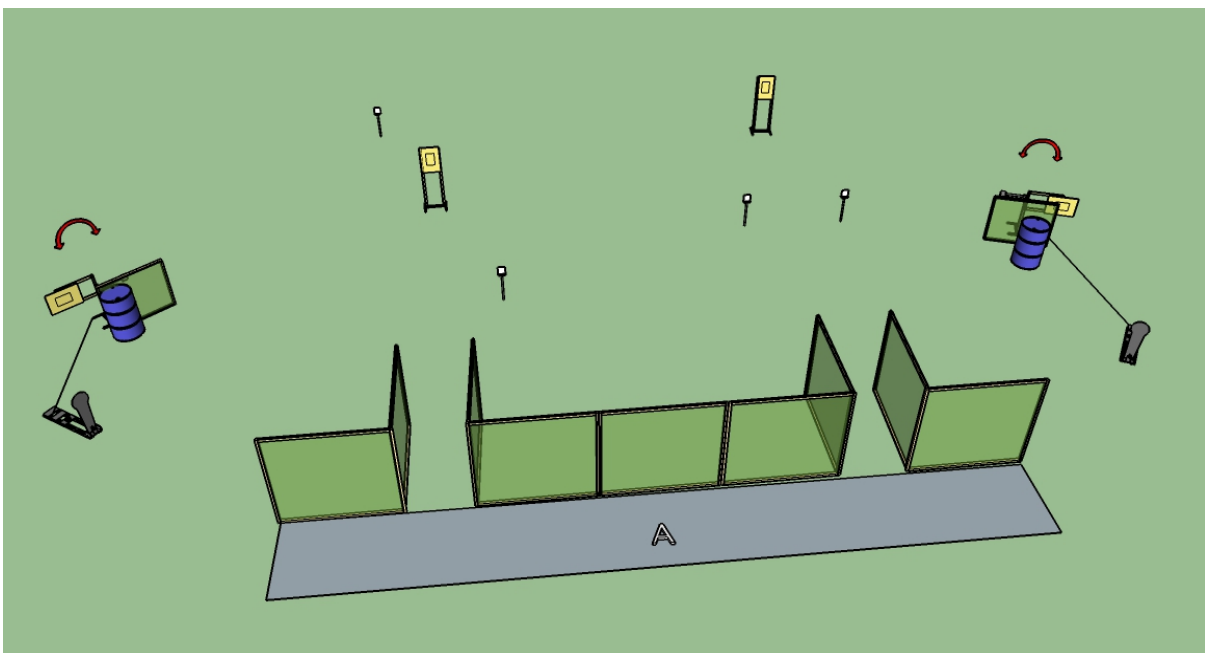
Start position: Standing anywhere in the demarcated area A, shotgun in hands.

Stock touching the competitor at hip level, muzzle pointing down range

Time starts: On audible signal

Procedure: On the start signal engage targets as seen from the demarcated area A

Note: 2 best hits will be counted from paper targets



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STAGE 11

Targets: 7 Clays, 1 IPSC Popper

Minimum number of rounds: 8

Ammunition type: Birdshot

Firearm ready condition: Loaded (Option 1)

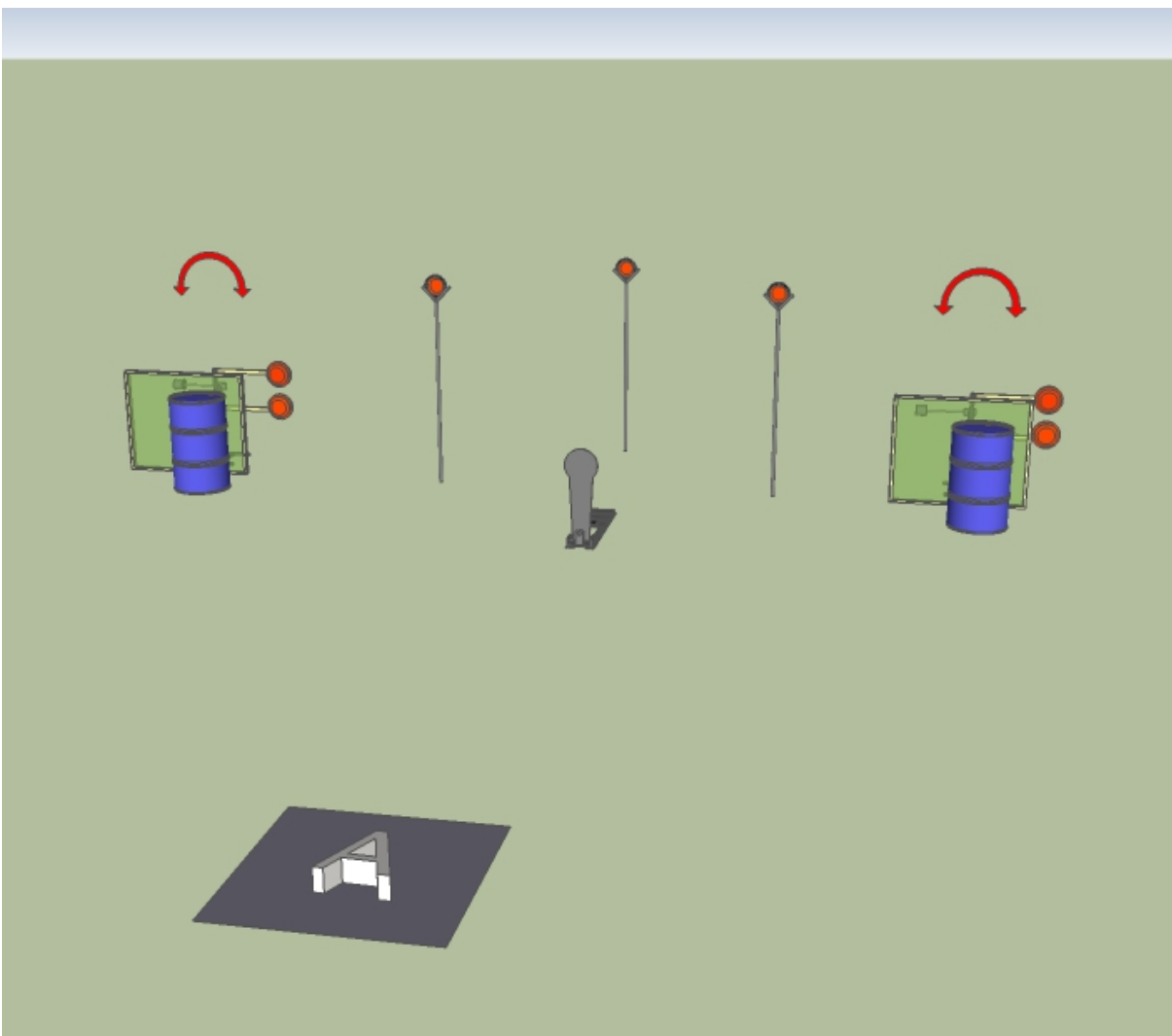
Start position: Standing in the demarcated area A, shotgun in hands.

Stock touching the competitor at hip level, muzzle pointing down range

Time starts: On audible signal

Procedure: On the start signal shoot all targets from the demarcated area A as seen.

The popper plate activates the swingers on both sides



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STAGE 12

Targets: 6 IPSC A4 Paper targets, 3 IPSC A4 N/S Paper Targets, 4 IPSC Metal Plates

Minimum number of rounds: 10

Ammunition type: Buckshot

Firearm ready condition: Loaded (Option 2)

Start position: Standing in the demarcated area A, shotgun on table on mark

Time starts: On audible signal

Procedure: On the start signal shoot all targets from the demarcated area A as seen.

Note: 2 highest scoring hits will be counted on the A4 paper targets

