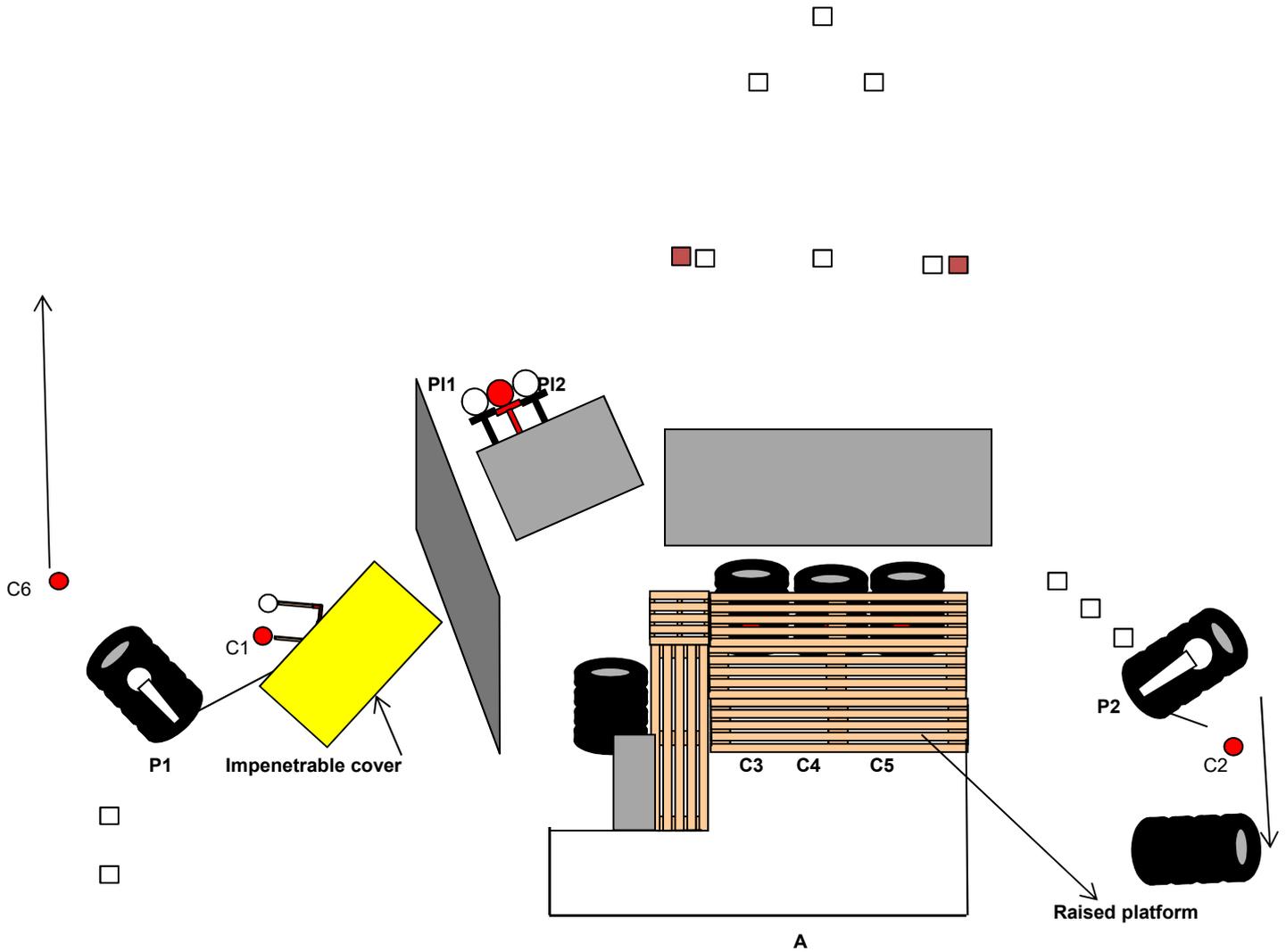


Stage 1 - BIRDSHOT

Type of course	Long
Number of rounds to be scored	21
Maximum points	110
Start signal	Audible signal
Targets	13 plates, 2 poppers, 6 clays, 4 no shoots
Start position	Competitor starts standing with one heel touching at A
Stage procedure	After the start signal engage targets whilst remaining in the demarcated area. P1 will activate C1 that will remain visible and P2 will activate C2 that will disappear P1 will activate C6 that will score double. The RO's call will be final
Distance	6 - 25m

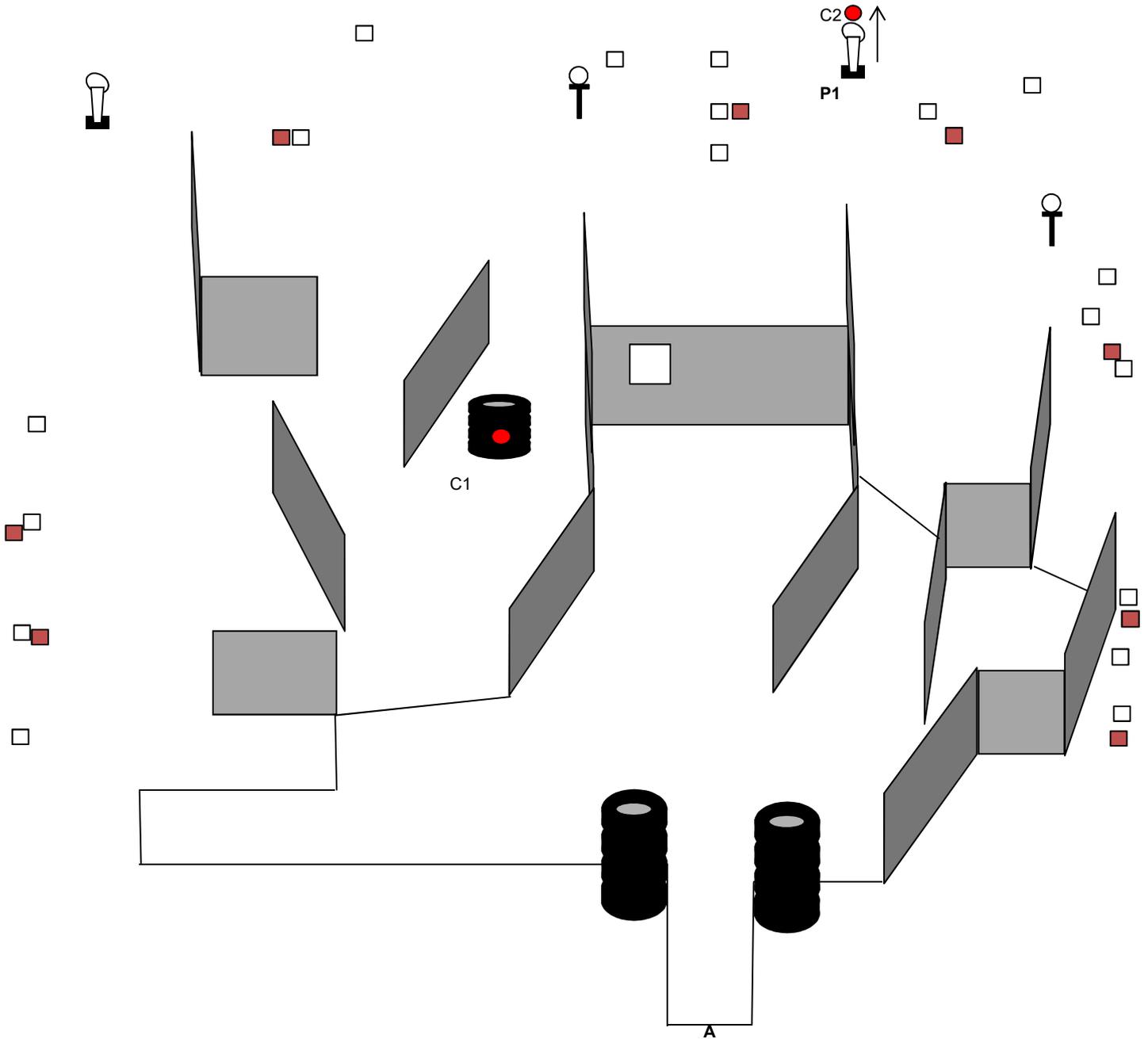


Notes for Stage Builder

Notes for Range Officer

Stage 2 - BIRDSHOT

Type of course	Long
Number of rounds to be scored	24
Maximum points	125
Start signal	Audible signal
Targets	20 plates, 2 popper, 2 clay
Start position	Competitor starts standing with one heel touching at A
Stage procedure	After the start signal engage targets whilst remaining in the demarcated area. P1 will throw C2. The RO's call is final. C2 scores double
Distance	7 - 25m

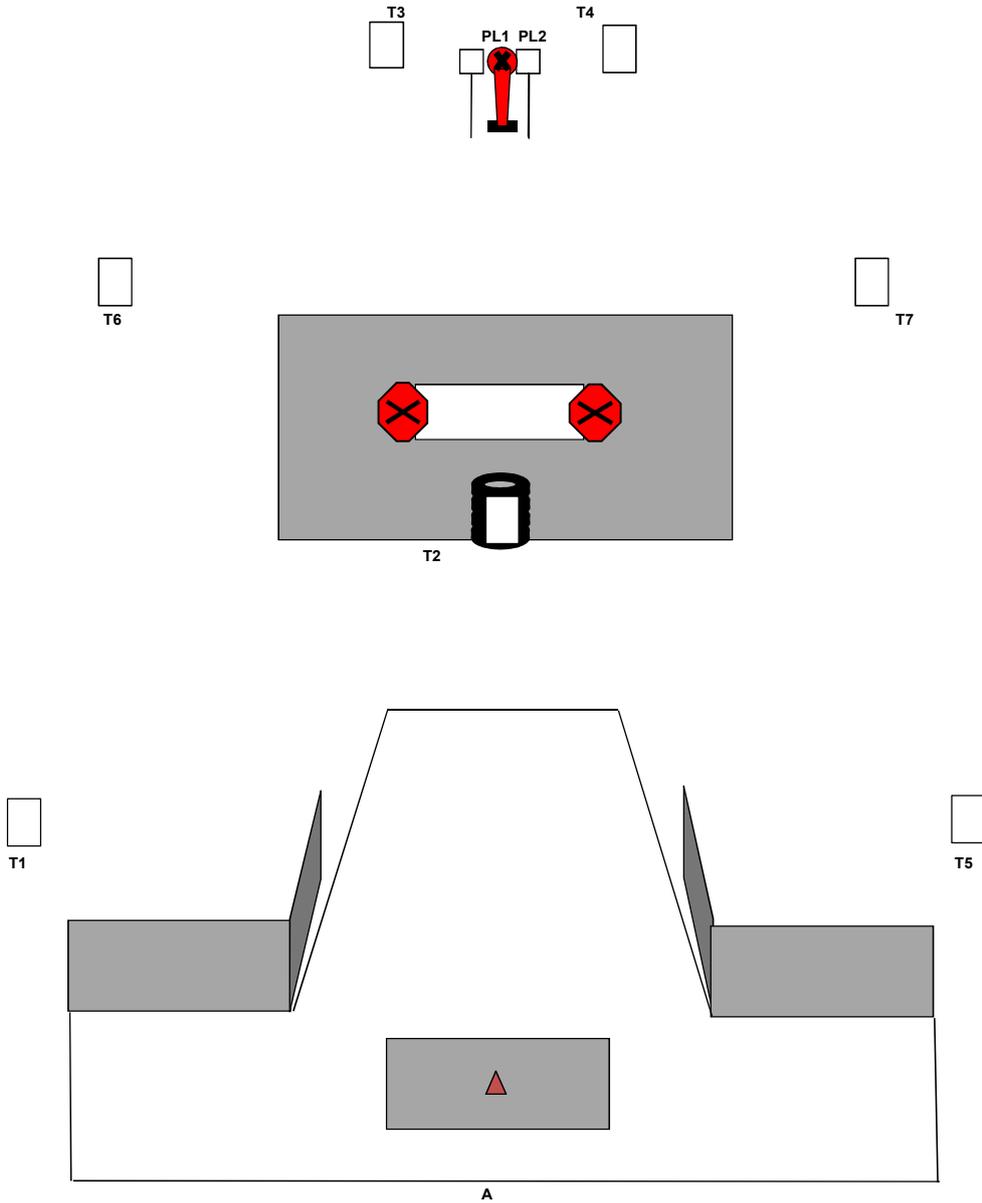


Notes for Stage Builder
Targets will be visible from multiple apertures.

Notes for Range Officer

Stage 3 - BUCKSHOT

Type of course	Short
Number of rounds to be scored	9
Maximum points	80
Start signal	Audible signal
Targets	7 IPSC Targets, 2 IPSC Plates, 3 No Shoot Targets
Start position	Competitor starts standing with both heels touching at A. The shotgun is unloaded, option 3 and held at hip level pointing at the mark
Stage procedure	After the start signal engage targets whilst remaining in the demarcated area.
Distance	3 - 20m



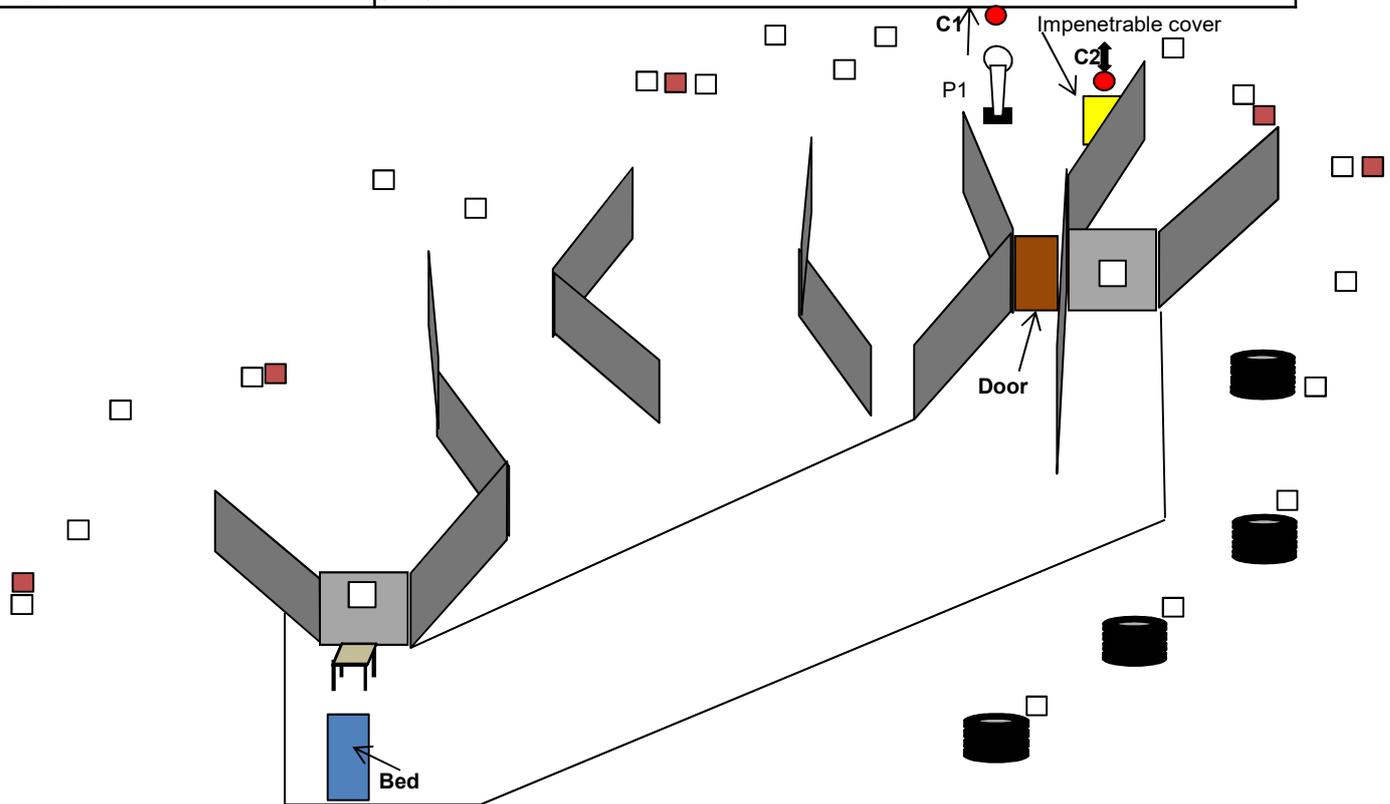
Notes for Stage Builder

The idea is to be able to shoot T1 & T5 from just left and right of the first barricade and then either shoot long shots at T2, 3 & 4 and plates from right back or run forward and shoot close shots.

Notes for Range Officer

Stage 4 - BIRDSHOT

Type of course	Long
Number of rounds to be scored	22
Maximum points	120
Start signal	Audible signal
Targets	1 Popper, 19 Plates, 2 clay, 5 no shoots
Start position	Competitor starts lying flat on back feet down range with arms folded across chest. Shotgun is placed in the gunrack loaded with chamber empty option2.
Stage procedure	After the start signal engage targets whilst remaining in the demarcated area. Pushing down the door will activate c2, P1 will activate c1 both will score double
Distance	6 - 15m



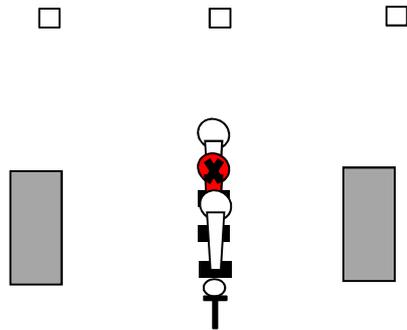
Notes for Stage Builder

T3 will be visible from 2 apertures
 T7 will be visible from the aperture before the door and through the door aperture.

Notes for Range Officer

Stage 6 BIRDSHOT

Type of course	Short
Number of rounds to be scored	6
Maximum points	30
Start signal	Audible signal
Targets	4 plates, 2 poppers
Start position	Competitor starts standing with one heel touching at A.
Stage procedure	After the start signal engage targets whilst remaining in the demarcated area.
Distance	18 - 25m



A

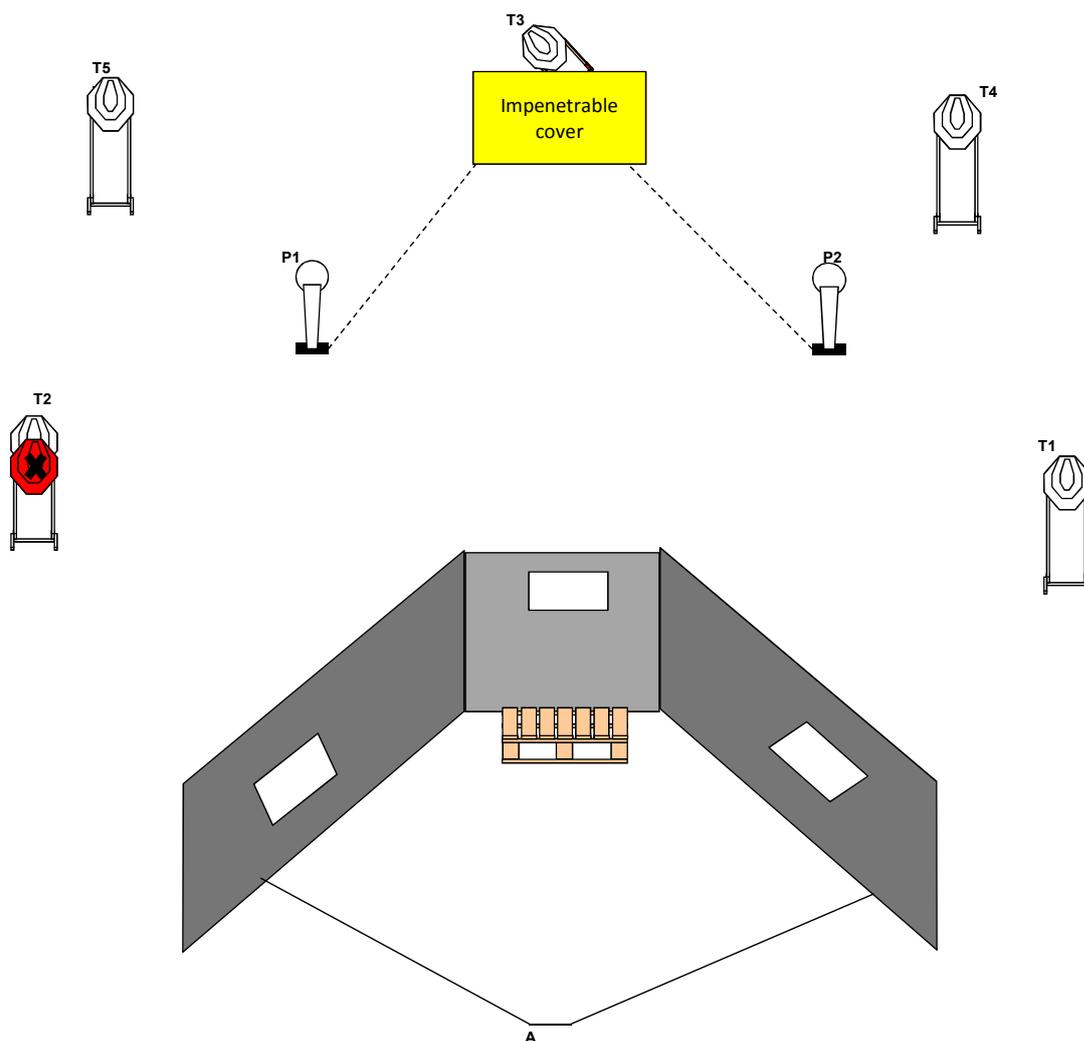
Notes for Stage Builder

All the targets will be partially visible from A but it will offer easier shots from both further left and right sides. Risk and reward. Poppers will be dug in or elevated to the desired height

Notes for Range Officer

Stage 7 - SLUG

Type of course	Short
Number of rounds to be scored	7
Maximum points	35
Start signal	Audible signal
Targets	5 Targets, 2 poppers.
Start position	Competitor starts standing with one heel touching at A.
Stage procedure	After the start signal engage targets whilst remaining in the demarcated area. Both P1 and P2 will activate T3
Distance	20 - 55m



Notes for Stage Builder

Targets will be visible from more than one aperture and therefore lead to different options.

Notes for Range Officer

Stage 8 - BIRDSHOT

Type of course	Short
Number of rounds to be scored	9
Maximum points	45
Start signal	Audible signal
Targets	5 poppers, 4 plates, 1 no shoot
Start position	Competitor starts standing in A.
Stage procedure	After the start signal engage targets whilst remaining in the demarcated area.
Distance	8 - 15m

