



Shotgun SM Stage 1

Type: Long course

Targets: 28 plates

Distances: 8- 20 meters

Minimum rounds: 28

Maximum points: 140

Safety angles: Red sticks left and right, 90 degrees up and down.

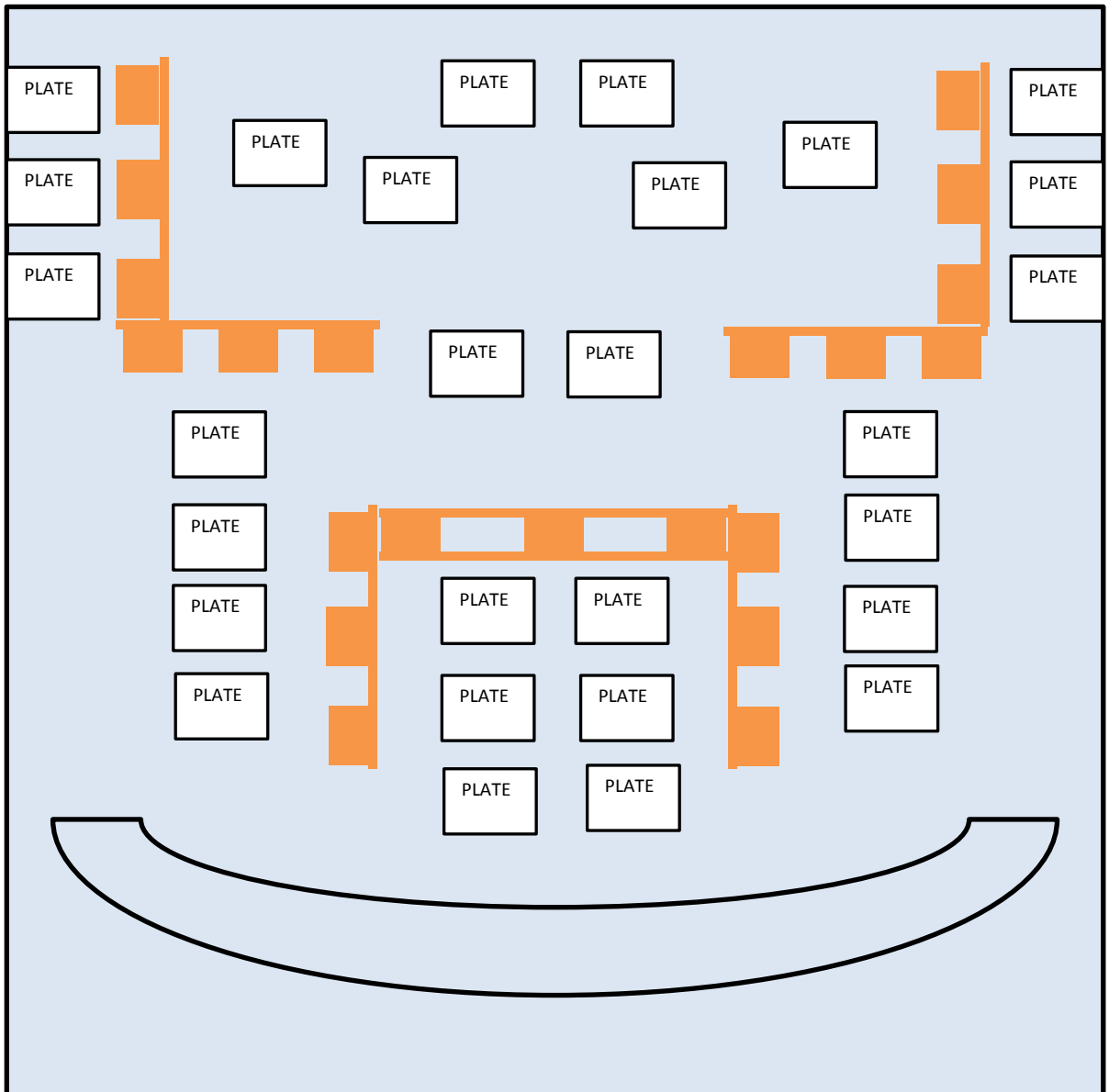
Ammunition: Birdshot

Start position: Normal standing, any where in the shooting area.

Gun ready condition: Loaded (option 1)

Start signal: Audible

Procedure: After signal engage all targets with in the shooting area.





Shotgun SM Stage 2

Type: Medium course

Targets: 4 Minipoppers, 4 A4 papers, 4 plates

Distances: 5- 20 meters

Minimum rounds: 12

Maximum points: 80 (2 hits per paper)

Safety angles: Red sticks left and right, 90 degrees up and down.

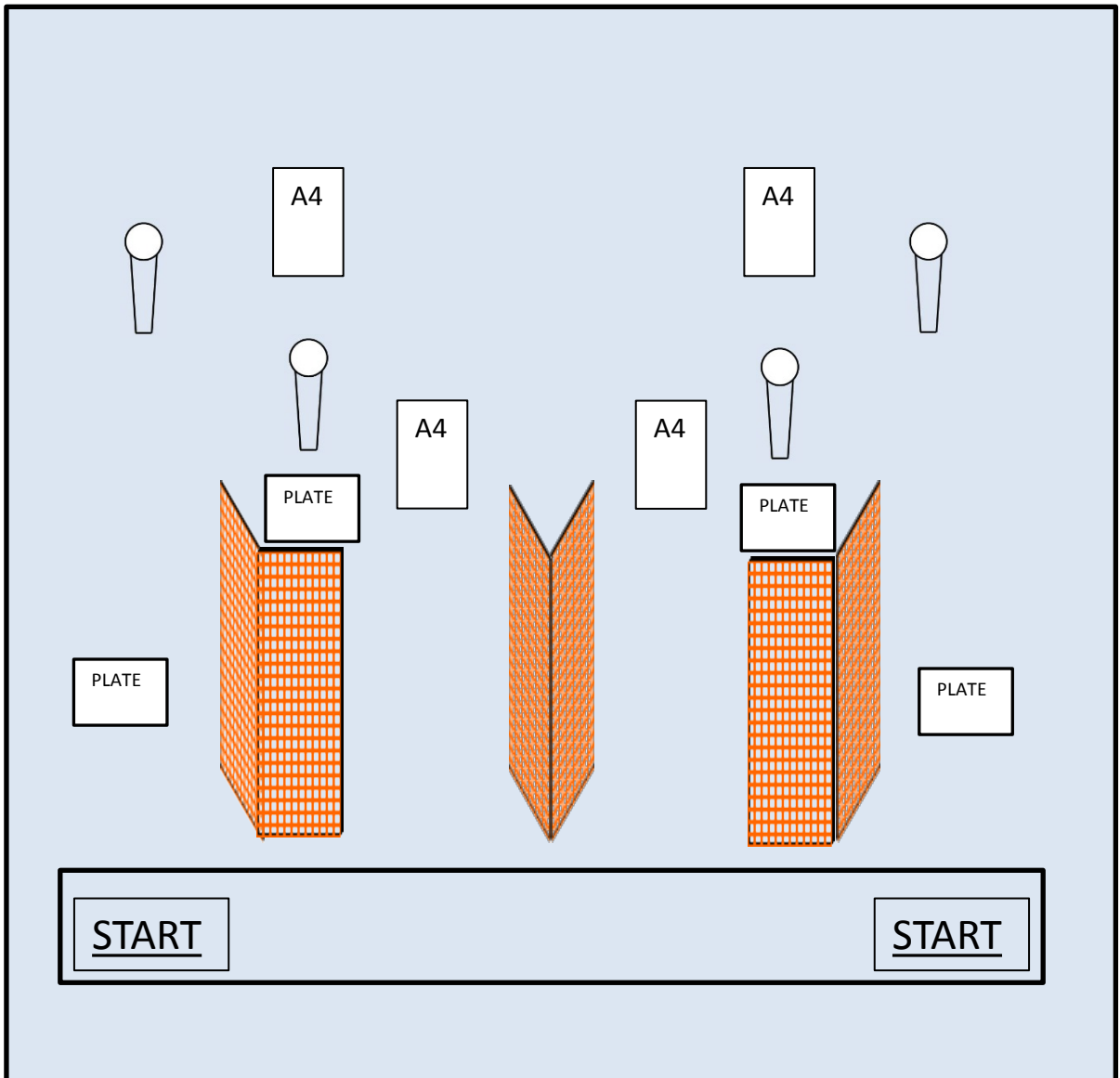
Ammunition: Buckshot

Start position: Normal standing. Heels touching the marked place, outside shooting area.

Gun ready condition: Loaded (option 1)

Start signal: Audible

Procedure: After signal engage all targets with in the shooting area.





Shotgun SM Stage 3

Type: Short course

Targets: 8 plates

Distances: 8- 15 meters

Minimum rounds: 8

Maximum points: 40

Safety angles: Red sticks left and right, 90 degrees up and down.

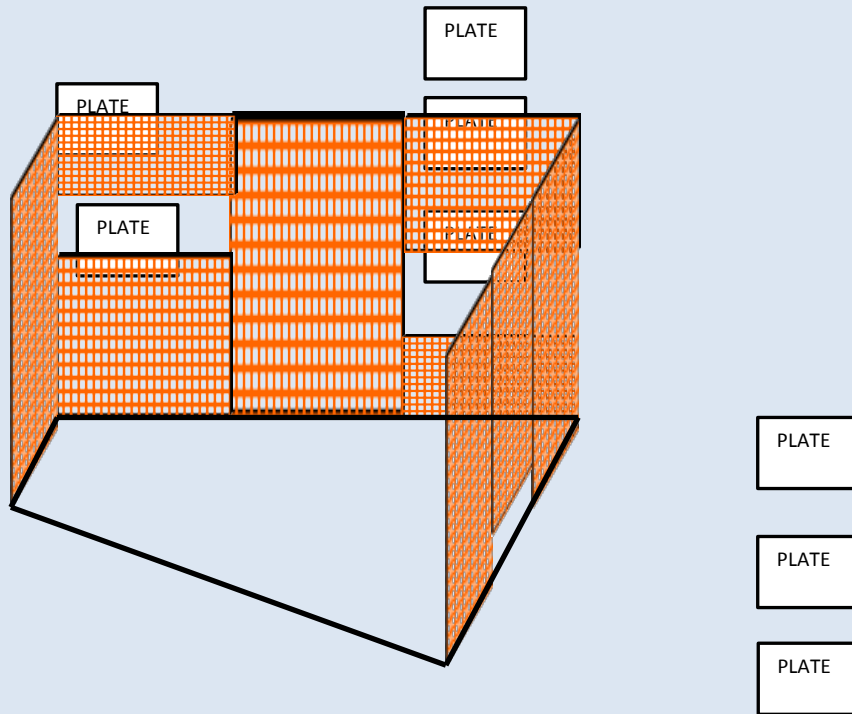
Ammunition: Birdshot

Start position: Normal standing, any where in the shooting area.

Gun ready condition: Loaded (option 2)

Start signal: Audible

Procedure: After signal engage all targets with in the shooting area.





Shotgun SM Stage 4

Type: Medium course

Targets: 14 plates, 2 poppers

Distances: 8- 20 meters

Minimum rounds: 16

Maximum points: 80

Safety angles: Red stick left , 90 degrees right, up and down.

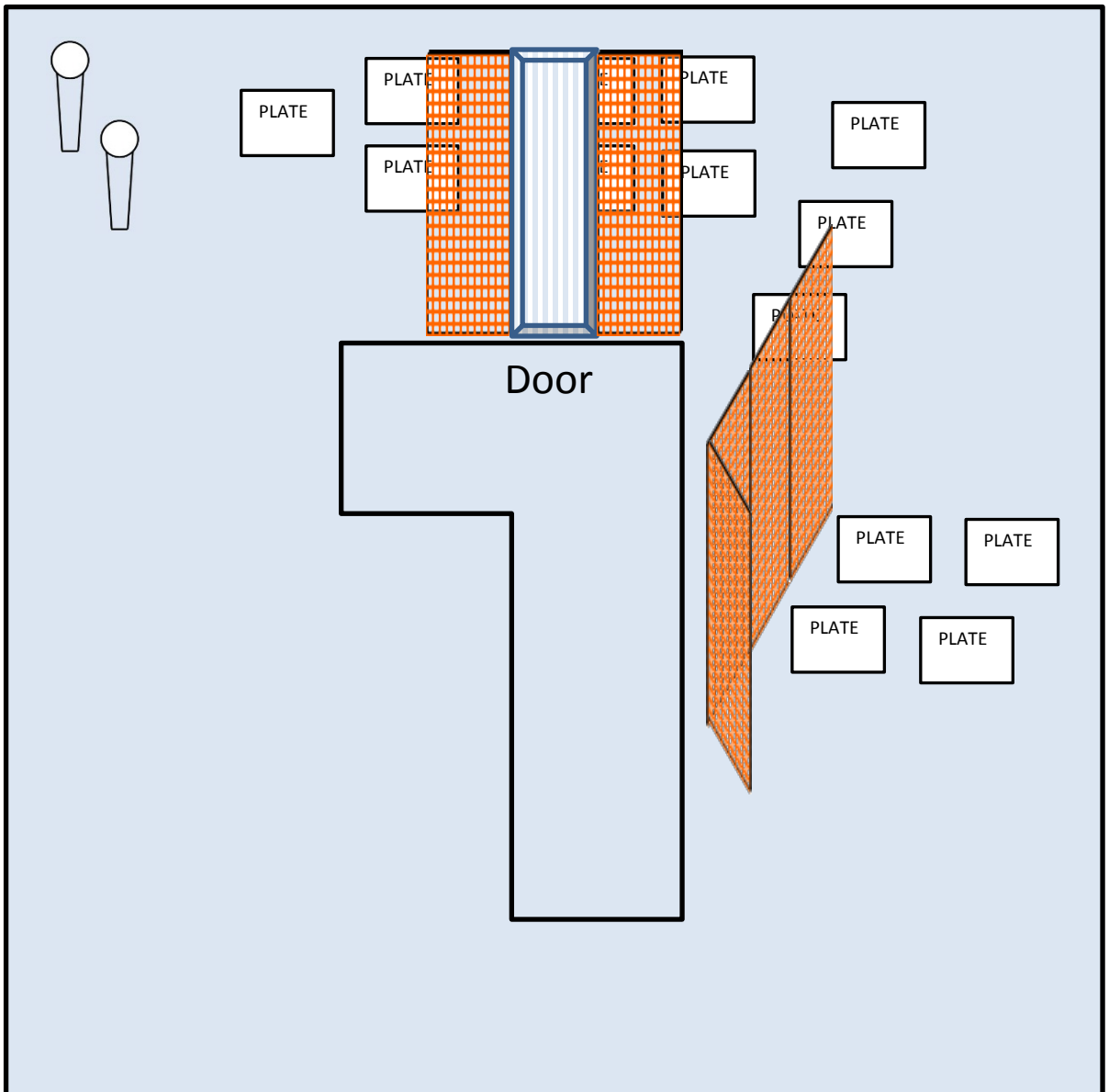
Ammunition: Birdshot

Start position: Normal standing, any where in the shooting area.

Gun ready condition: Loaded (option 1)

Start signal: Audible

Procedure: After signal engage all targets with in the shooting area.





Shotgun SM Stage 5

Type: Long course

Targets: 28 plates

Distances: 8- 20 meters

Minimum rounds: 28

Maximum points: 140

Safety angles: Red sticks left and right, 90 degrees up and down.

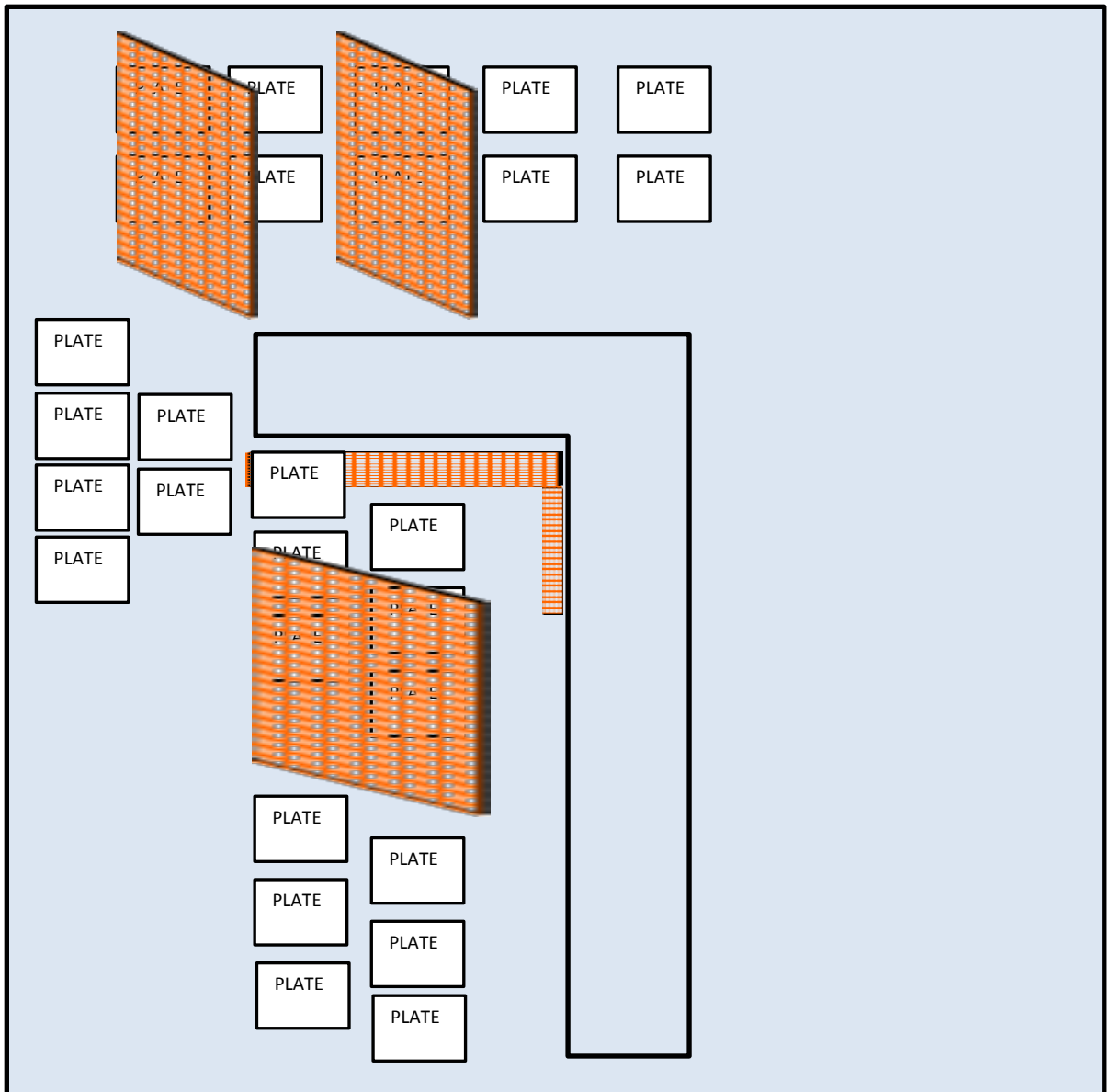
Ammunition: Birdshot

Start position: Normal standing, any where in the shooting area.

Gun ready condition: Loaded (option 1)

Start signal: Audible

Procedure: After signal engage all targets with in the shooting area.





Shotgun SM Stage 6

Type: Short course

Targets: 8 Plates and 3 N/S plates

Distances: 10- 15 meters

Minimum rounds: 8

Maximum points: 40

Safety angles: Red sticks left and right, 90 degrees up and down.

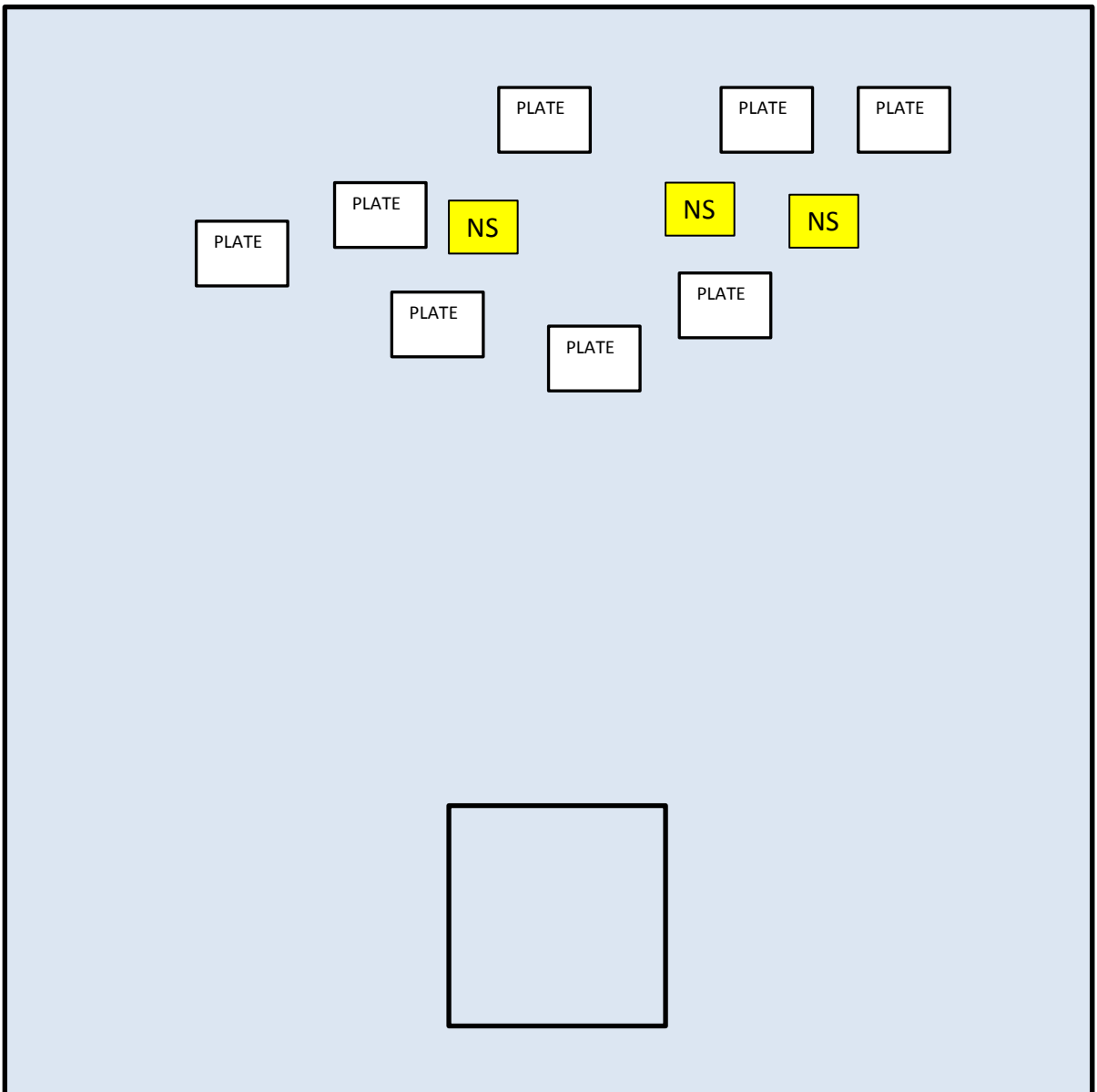
Ammunition: Birdshot

Start position: Normal standing any where in the shooting area.

Gun ready condition: Loaded (option 1)

Start signal: Audible

Procedure: After signal engage all targets with in the shooting area.





Shotgun SM Stage 7

Type: Medium course

Targets: 16 clays

Distances: 5- 20 meters

Minimum rounds: 16

Maximum points: 80

Safety angles: Red sticks left and right, 90 degrees up and down.

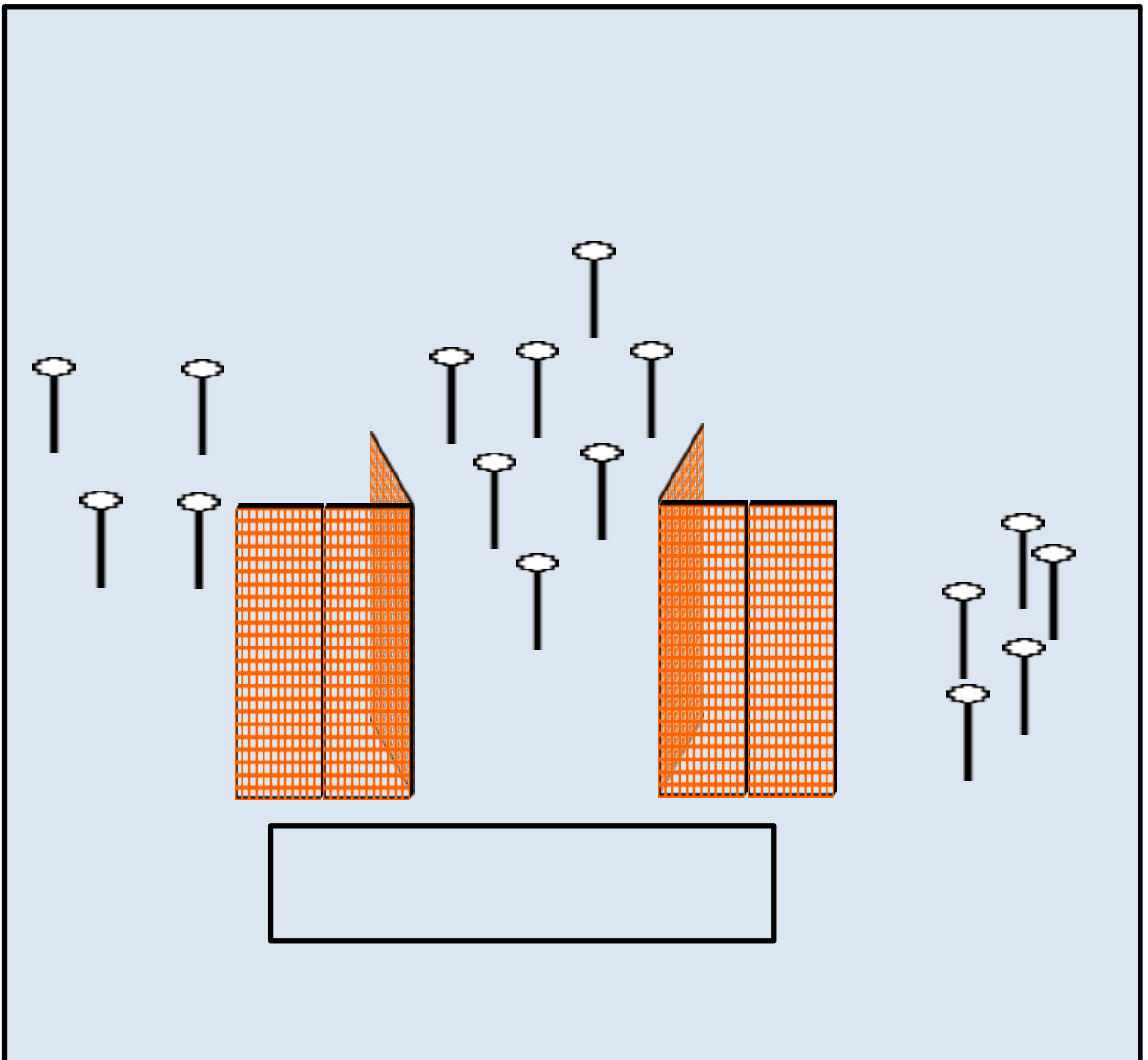
Ammunition: Birdshot

Start position: Normal standing, any where in the shooting area.

Gun ready condition: Loaded (option 2), chamber empty

Start signal: Audible

Procedure: After signal engage all targets with in the shooting area.





Shotgun SM Stage 8

Type: Short course

Targets: 8 clays

Distances: 2- 20 meters

Minimum rounds: 8

Maximum points: 40

Safety angles: Red sticks left and right, 90 degrees up and down.

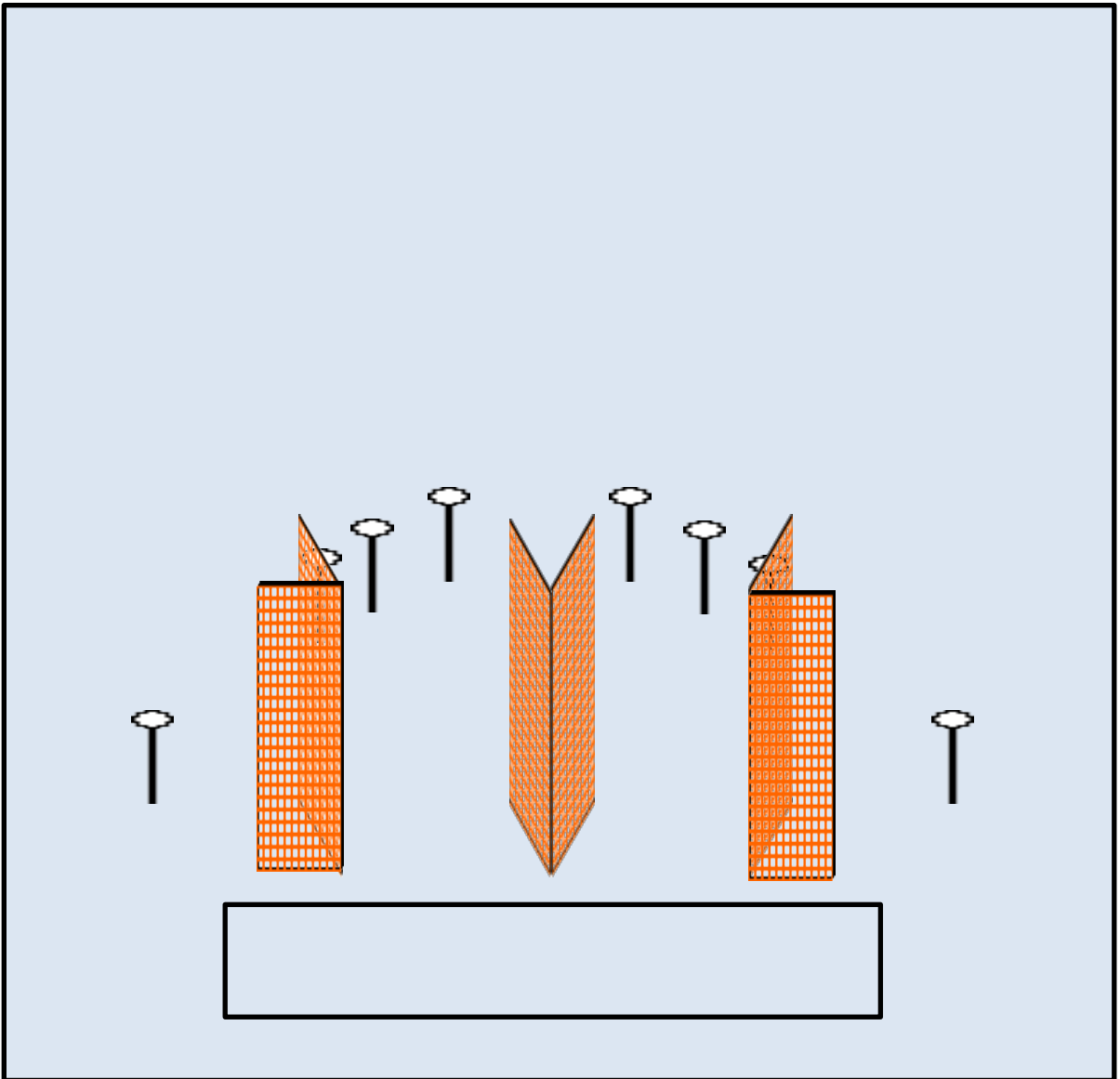
Ammunition: Birdshot

Start position: Normal standing any where in the shooting area.

Gun ready condition: Loaded (option 1)

Start signal: Audible

Procedure: After signal engage all targets with in the shooting area.





Shotgun SM Stage 9

Type: Medium course

Targets: 4 IPSC, 6 Mini IPSC, 2 plates

Distances: 10- 50 meters

Minimum rounds: 12

Maximum points: 60 (1 hit per target)

Safety angles: Red sticks left and right, 90 degrees up and down.

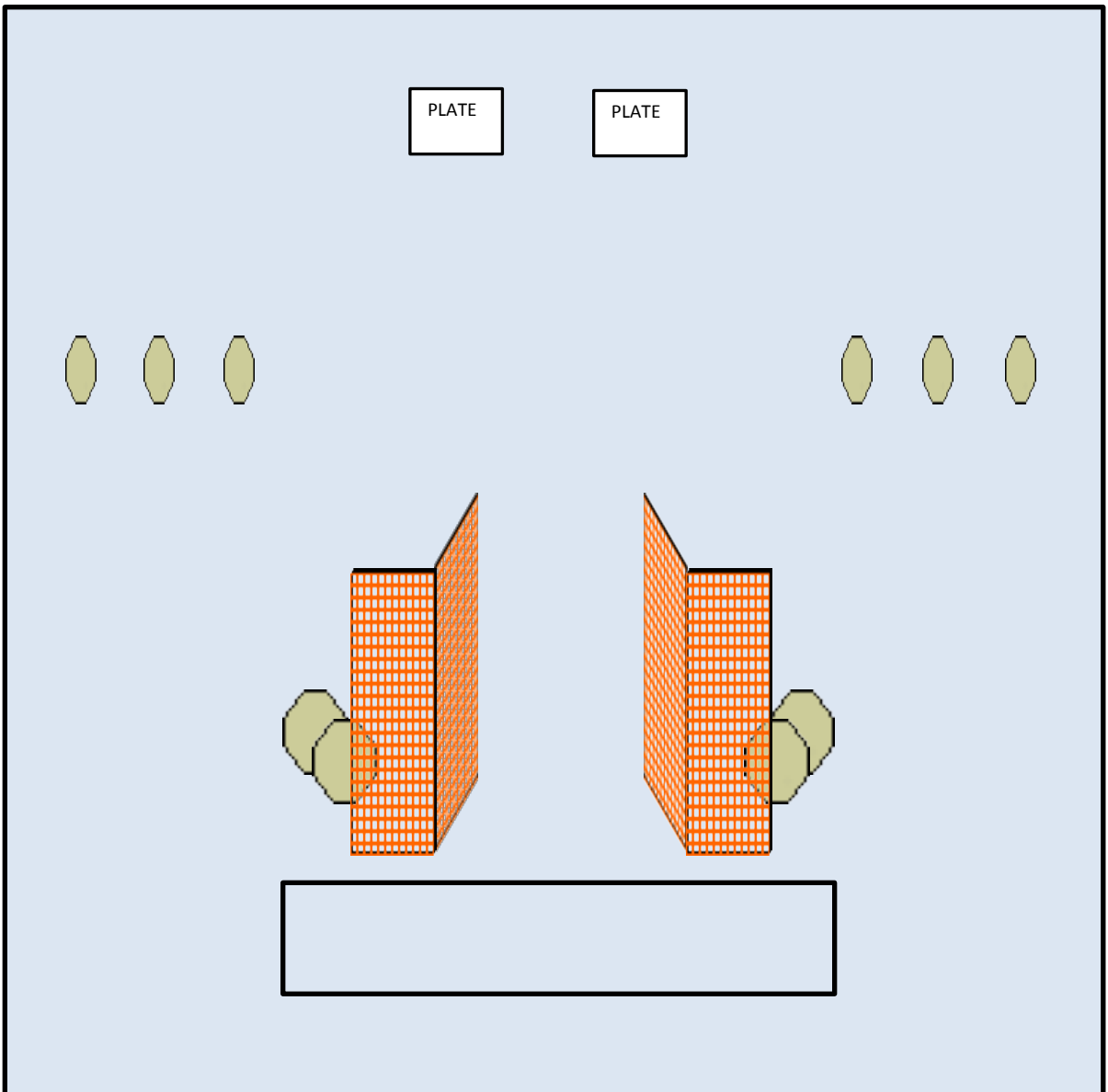
Ammunition: Slug

Start position: Normal standing, any where in the shooting area.

Gun ready condition: Loaded (option 1)

Start signal: Audible

Procedure: After signal engage all targets with in the shooting area.





Shotgun SM Stage 10

Type: Short course

Targets: 4 IPSC and 4 Mini IPSC

Distances: 5- 50 meters

Minimum rounds: 8

Maximum points: 40 (1 hit per target)

Safety angles: Red sticks left and right, 90 degrees up and down.

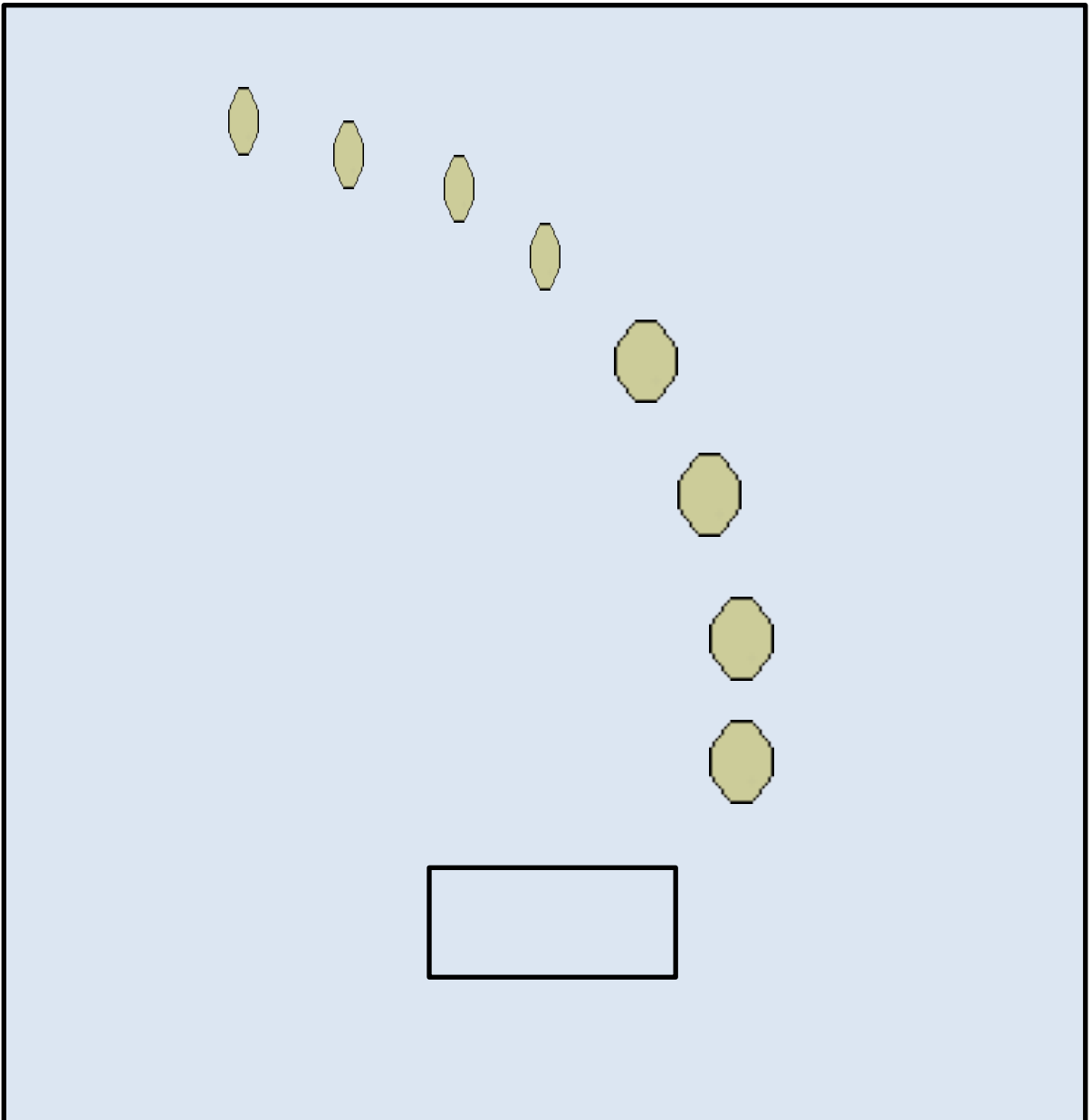
Ammunition: Slug

Start position: Normal standing, any where in the shooting area.

Gun ready condition: Loaded (option 1)

Start signal: Audible

Procedure: After signal engage all targets with in the shooting area.





Shotgun SM Stage 11

Type: Short course

Targets: 8 A4 papers and 4 A4 N/S

Distances: 10- 15 meters

Minimum rounds: 8

Maximum points: 60 (2 hits per paper)

Safety angles: Red sticks left and right, 90 degrees up and down.

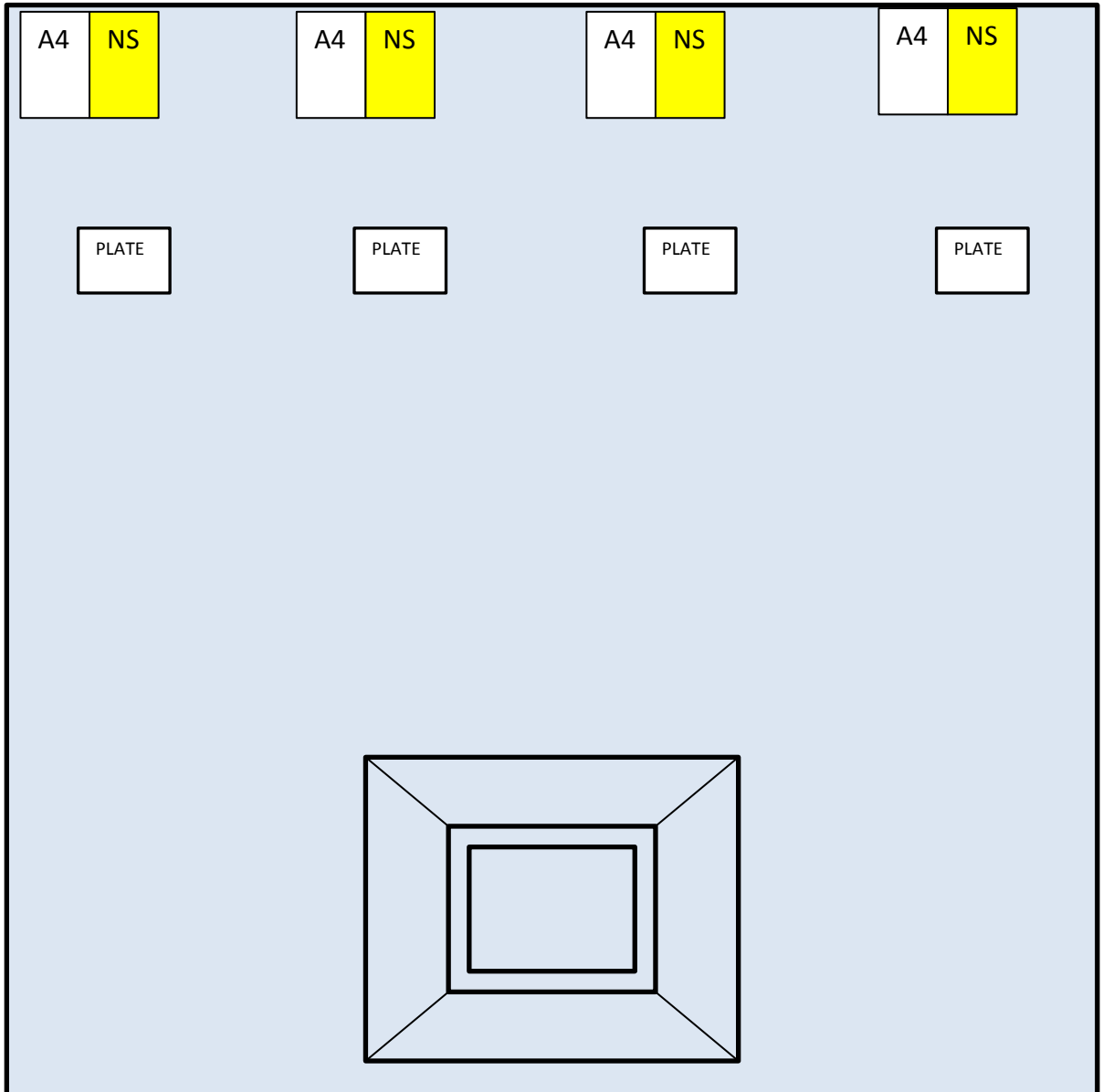
Ammunition: Buckshot

Start position: Normal standing any where in the shooting area.

Gun ready condition: Loaded (option 1)

Start signal: Audible

Procedure: After signal engage all targets with in the shooting area.





Shotgun SM Stage 12

Type: Short course

Targets: 7 clays, 1 popper, 1 N/S

Distances: 8- 20 meters

Minimum rounds: 8

Maximum points: 40

Safety angles: Red sticks left and right, 90 degrees up and down.

Ammunition: Bird shot

Start position: Normal standing any where in the shooting area.

Gun ready condition: Unloaded (option 3)

Start signal: Audible

Procedure: After signal engage all targets with in the shooting area.

