

# STAGE 1 – BIG BANG

**Type of ammunition :** Birdshot

**Type of course :** Short Course

**Targets :** 1 IPSC Popper, 3 IPSC Metal Plates, 4 Clays  
1 IPSC no-shoot Metal Plate, 1 no-shoot Clay.

**Number of rounds to be scored :** 8 **Maximum points :** 40

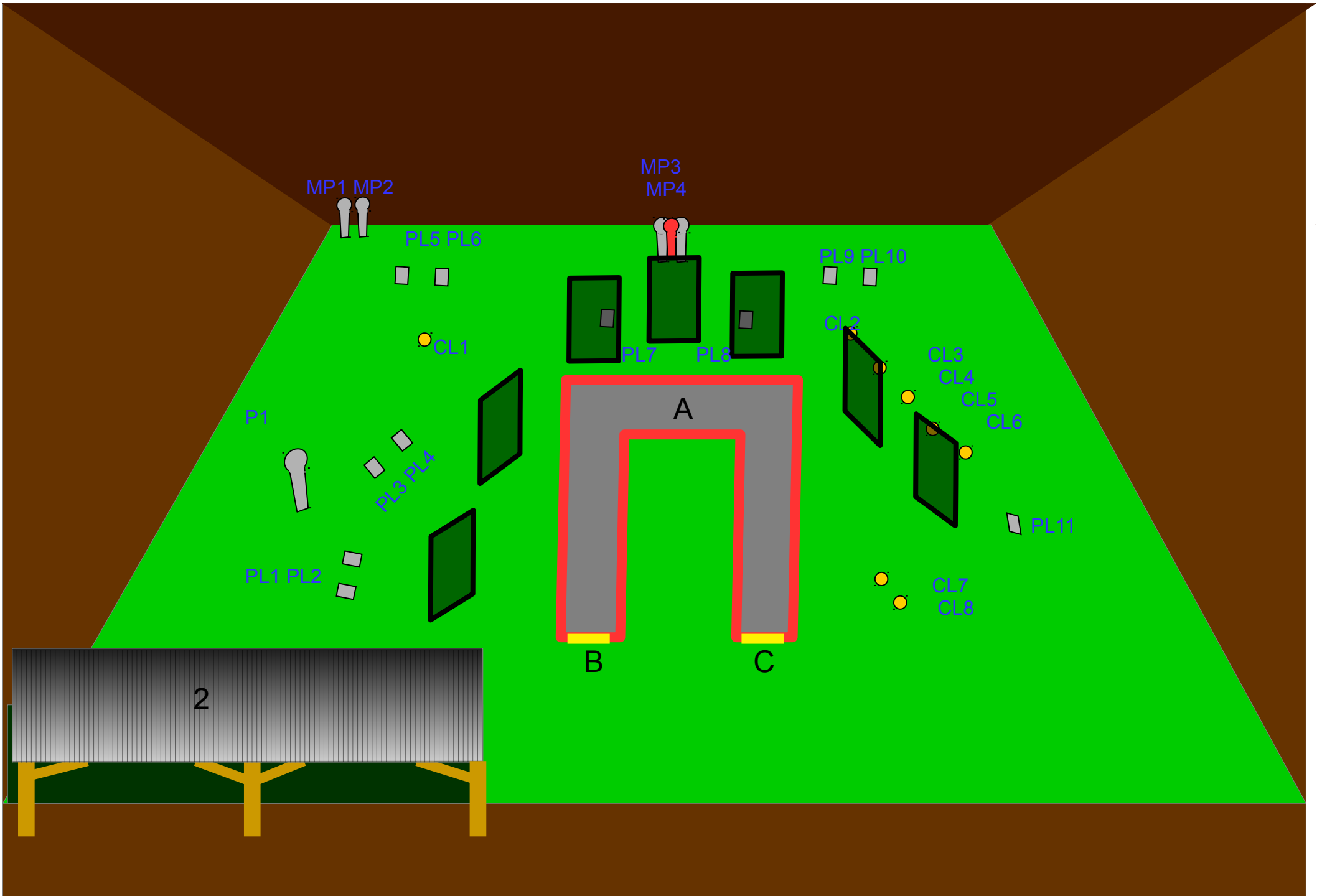
**The firearm ready condition :** Option 2

**Start position :** Anywhere in area A, as demonstrated. Shotgun on rack.

**Time starts :** Audible

**Procedure :** After the start signal engage targets from within the boundaries of the well demarcated shooting area.

P1 activates CL1, CL2, CL3 and CL4, that remain visible at rest.



# STAGE 2 – THE AWAKENING

**Type of ammunition :** Birdshot

**Type of course :** Long Course

**Targets :** 1 IPSC Poppers, 4 IPSC Mini Poppers, 11 IPSC Metal Plates, 8 Clays.

1 IPSC no-shoot mini popper,

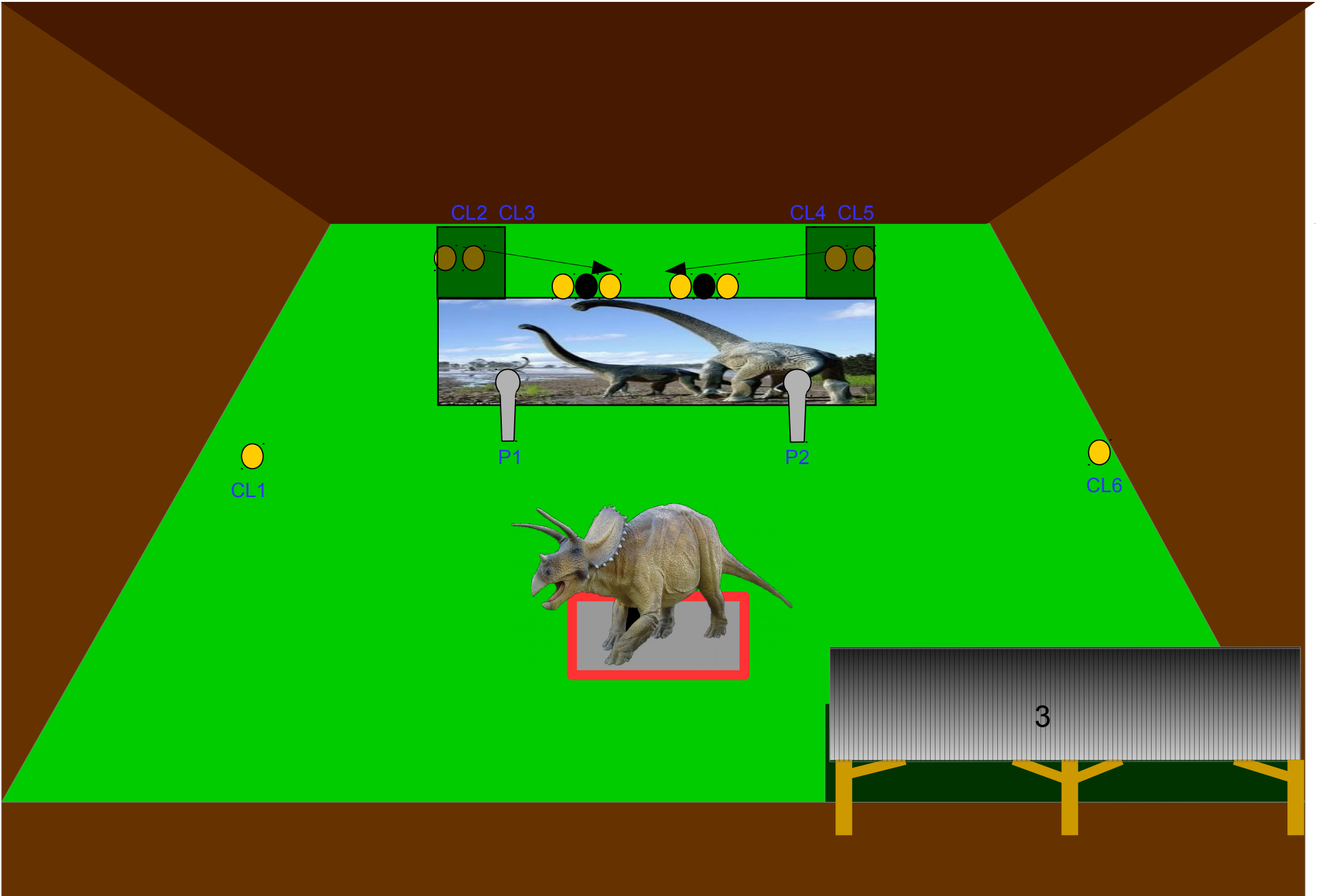
**Number of rounds to be scored :** 24 **Maximum points :** 120

**The firearm ready condition :** Option 1

**Start position :** In area A, heel touching the mark B or C, as demonstrated.

**Time starts :** Audible.

**Procedure :** After the start signal, engage targets from within the boundaries of the well shooting area.



# STAGE 3 - DINOSAURS

**Type of ammunition :** Birdshot

**Type of course :** Short Course

**Targets :** 2 IPSC Poppers, 6 Clays  
2 no-shoot Clays.

**Number of rounds to be scored :** 8 **Maximum points :** 40

**The firearm ready condition :** Option 1

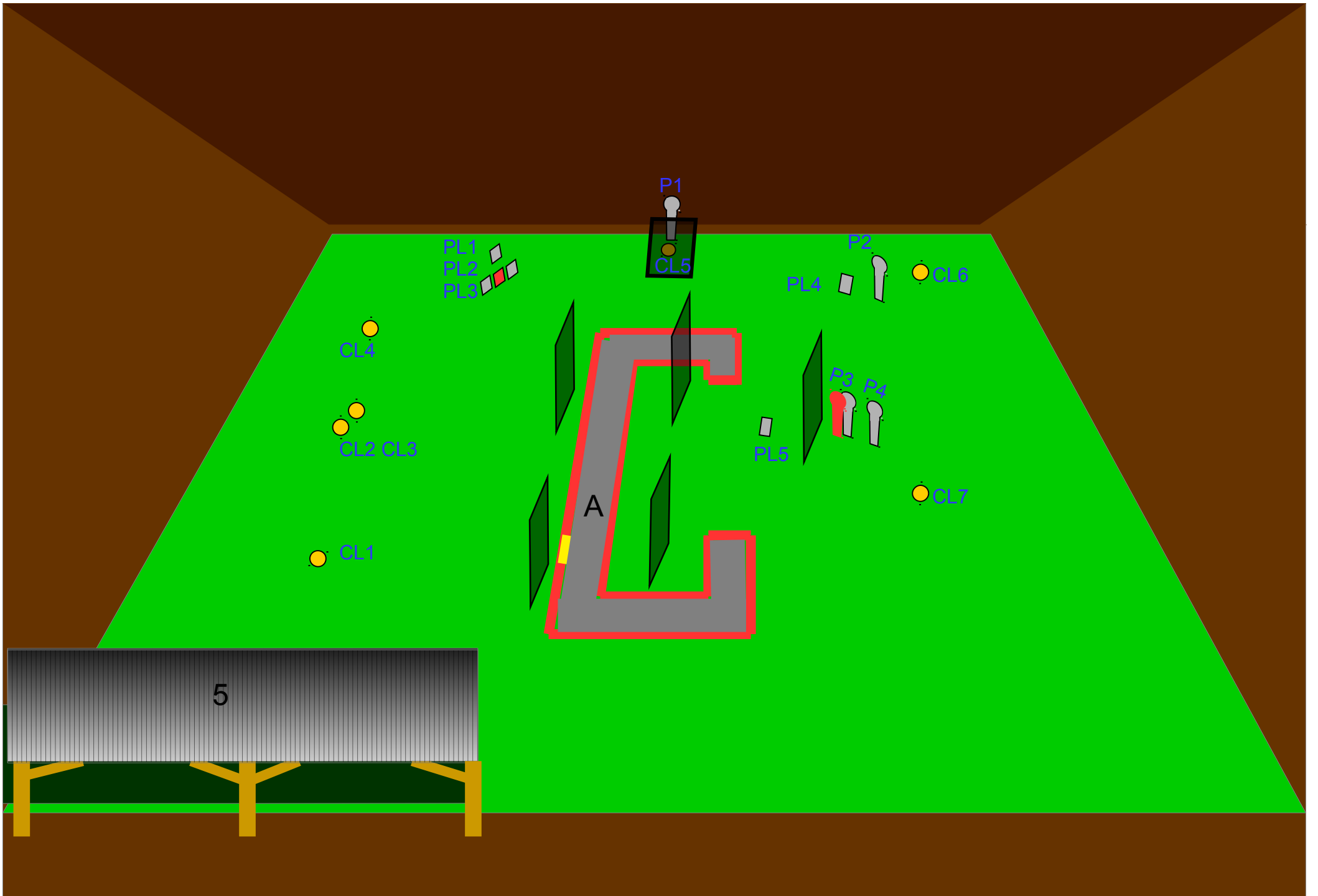
**Start position :** Riding the Dino, muzzle pointing down range, as demonstrated.

**Time starts:** Audible.

**Procedure :** After the start signal, engage targets riding the Dino.

P1 activates CL2, CL3. P2 activates CL4, CL5.

CL2, CL3, CL4, CL5 remain visible at rest



# STAGE 4 – HUMANITY

**Type of ammunition :** Birdshot

**Type of course :** Medium Course

**Targets :** 4 IPSC Poppers, 5 IPSC Metal Plates, 7 Clays.  
1 IPSC no-shoot Metal Plate, 1 IPSC no-shoot Popper.

**Number of rounds to be scored :** 16 **Maximum points :** 80

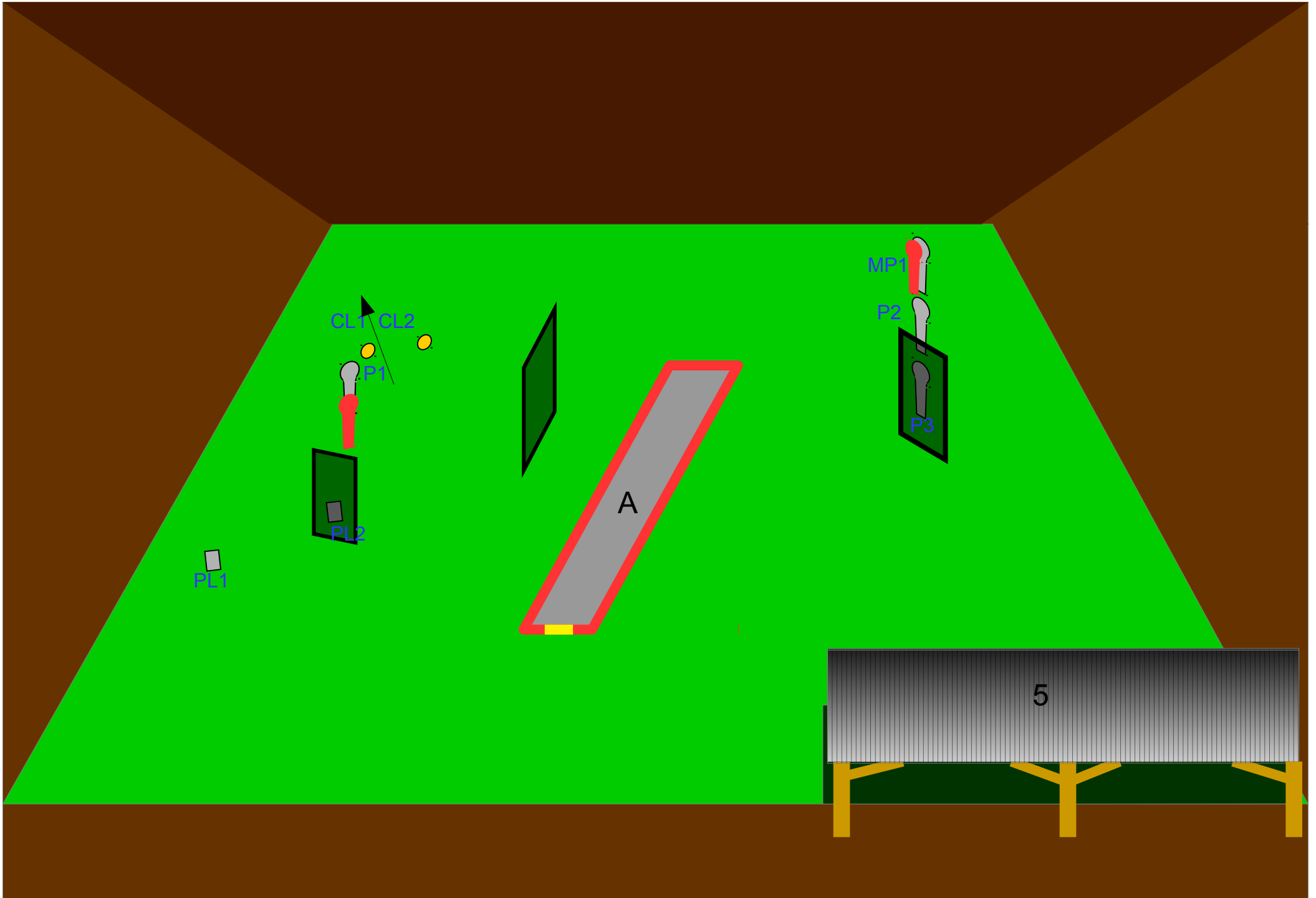
**The firearm ready condition :** Option 1

**Start position :** Left foot touching the mark, as demonstrated.

**Time starts :** Audible.

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated shooting area.





# STAGE 5 – THE BRONZE AGE

**Type of ammunition :** Birdshot

**Type of course :** Short Course

**Targets :** 2 IPSC Metal Plates, 3 IPSC Poppers, 1 IPSC Mini Popper, 2 Clays.

1 IPSC no-shoot Poppers. 1 IPSC no-shoot mini popper.

**Number of rounds to be scored :** 8 **Maximum points :** 45

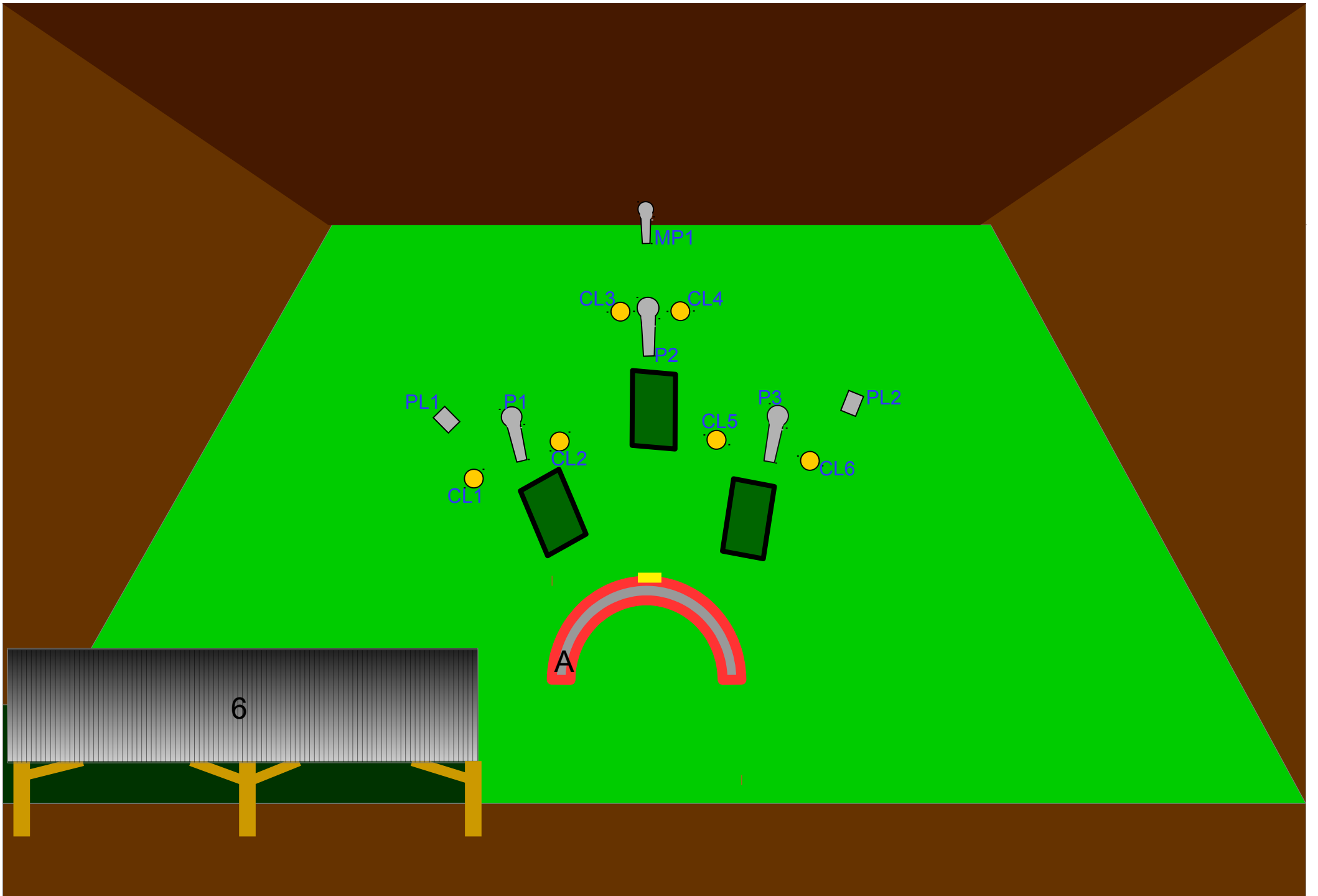
**The firearm ready condition :** Option 1

**Start position :** In area A, heel touching the mark, as demonstrated.

**Time starts :** Audible.

**Procedure :** After the start signal, engage targets from within the boundaries of the well shooting area.

P1 activates CL1 which is a Bonus Clay



# STAGE 6 - OCCULTISM

**Type of ammunition :** Birdshot

**Type of course :** Medium Course

**Targets :** 3 IPSC Poppers, 1 IPSC Mini Popper, 2 IPSC Metal Plates, 6 Clays.

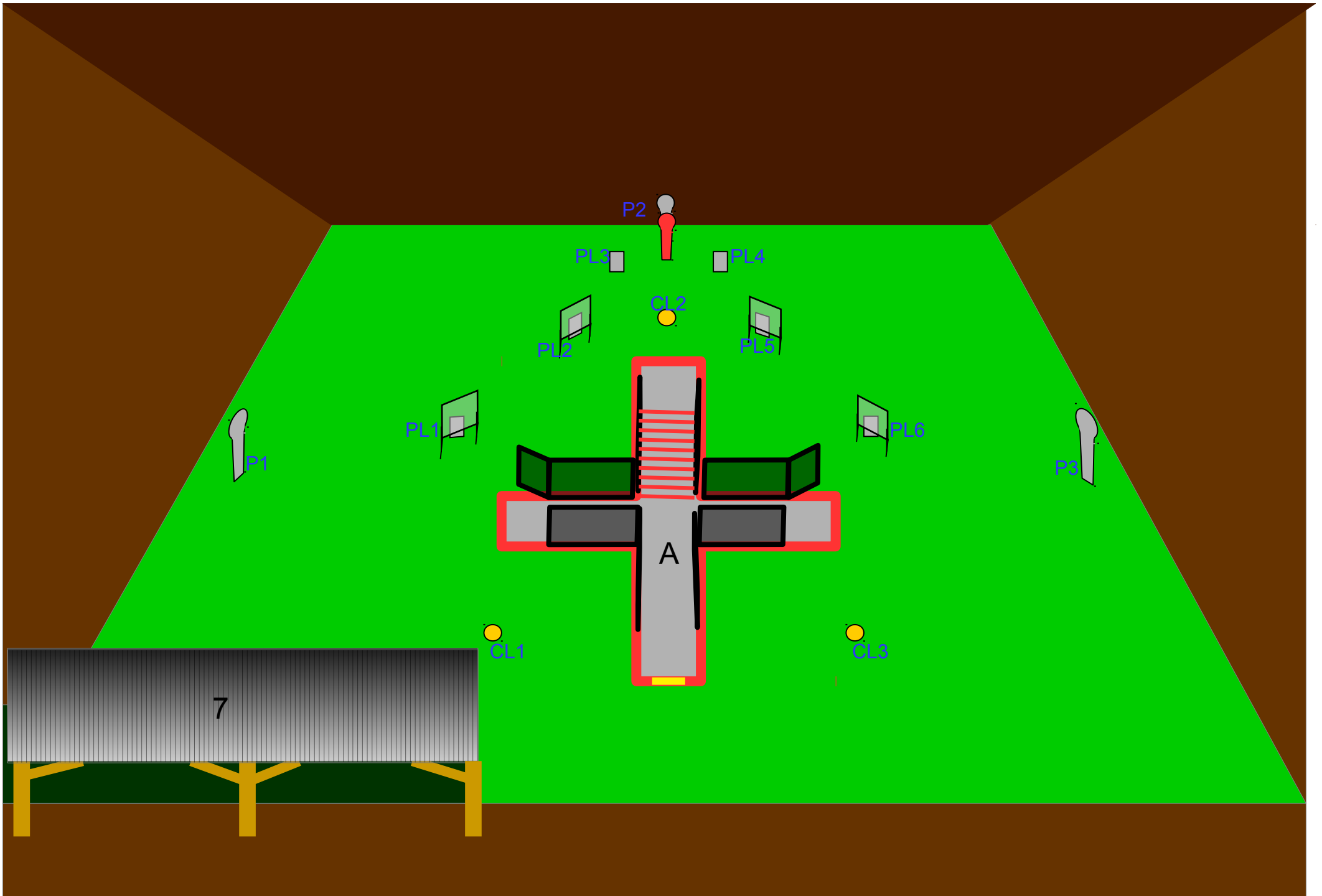
**Number of rounds to be scored :** 12 **Maximum points :** 60

**The firearm ready condition :** Option 2

**Start position :** In area A, toe touching the mark, as demonstrated.

**Time starts :** Audible.

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated shooting area.



# STAGE 7 – WONDERS OF THE WORLD

**Type of ammunition :** Birdshot

**Type of course :** Medium Course.

**Targets :** 3 IPSC Poppers, 6 IPSC Metal Plates, 3 Clays.

1 IPSC no-shoot Popper.

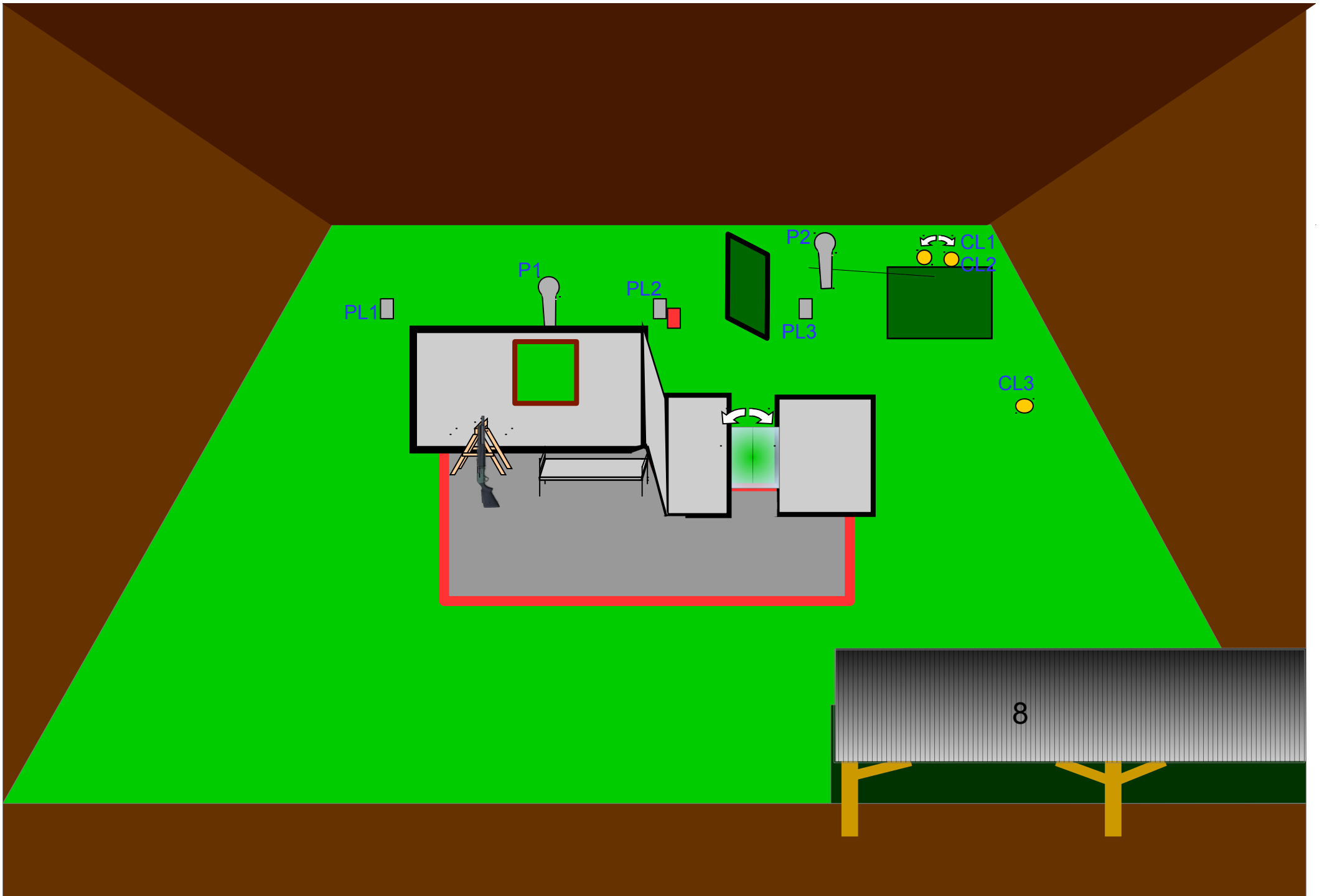
**Number of rounds to be scored :** 12 **Maximum points :**60

**The firearm ready condition :** Option 1

**Start position :** In area A, heel touching the mark, as demonstrated.

**Time starts :** Audible.

**Procedure :** After the start signal, engage target from within the boundaries of the well demarcated shooting area.



# STAGE 8 – ANIMALS

**Type of ammunition :** Birdshot

**Type of course :** Short Course

**Targets :** 2 IPSC Poppers, 3 IPSC Metal Plates, 3 Clays  
1 IPSC no-shoot Metal Plate.

**Number of rounds to be scored :8    Maximum points : 40**

**The firearm ready condition :** Option 2

**Start position :** lying on the bed.

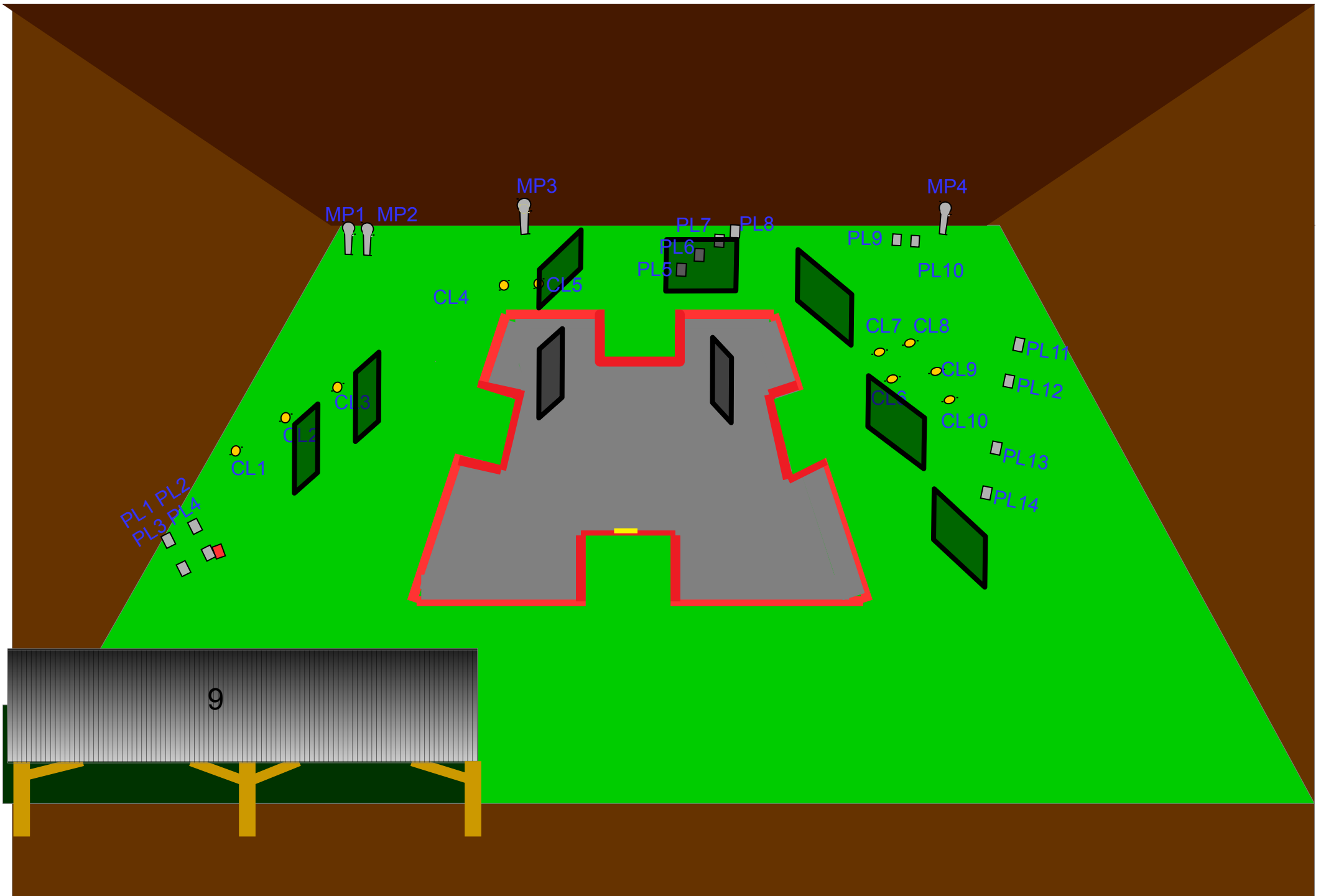
fingers crossed behind the head

**Time starts :** Audible.

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated shooting area.

P2 activates CL1 and CL2 that remain visible at rest.





# STAGE 9 – THE AUTOMOBILE

**Type of ammunition :** Birdshot

**Type of course :** Long Course

**Targets :** 4 IPSC Mini Poppers, 14 IPSC Metal Plates, 10 Clays.

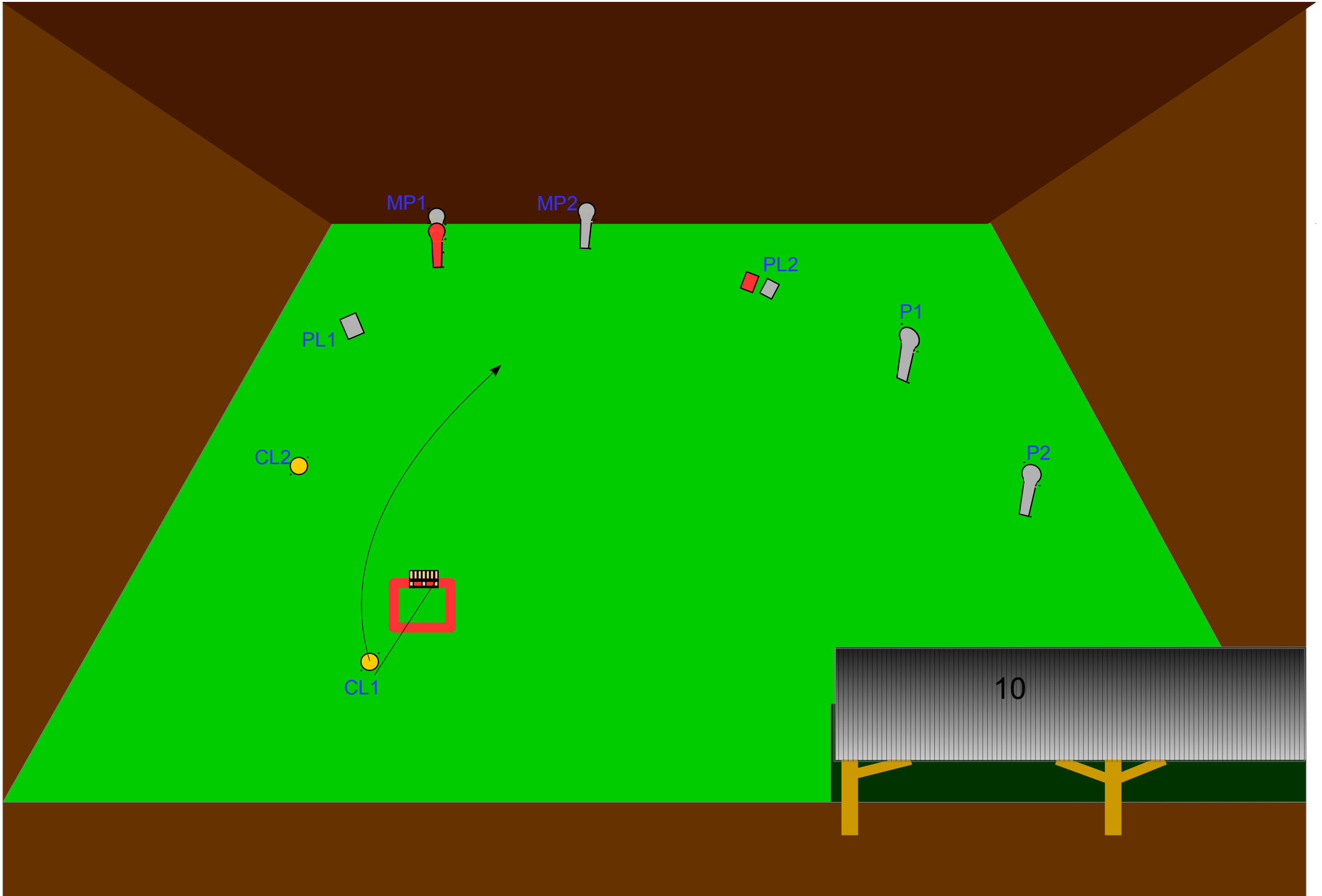
**Number of rounds to be scored :** 28 **Maximum points :** 140

**The firearm ready condition :** Option 1

**Start position :** In area A, heel touching the mark, as demonstrated.

**Time starts :** Audible

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated shooting area.



# STAGE 10 – EARTH

**Type of ammunition :** Birdshot

**Type of course :** Short course

**Targets :** 2 IPSC metal plates, 2 IPSC poppers, 2 IPSC mini poppers, 2 Clays.

1 IPSC no-shoot popper, 1 IPSC no-shoot metal plate.

**Number of rounds to be scored :** 8 **Maximum points :** 45

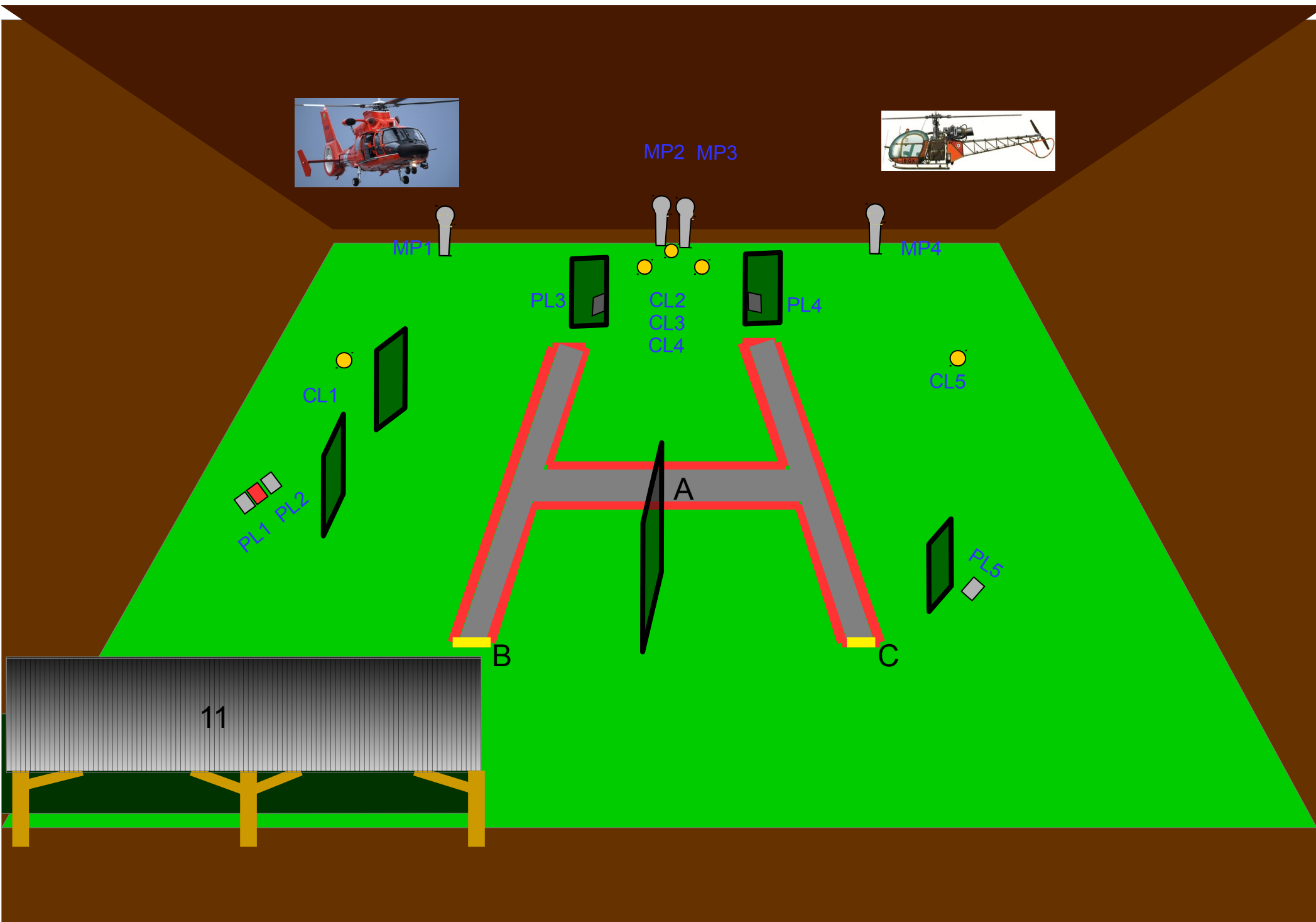
**The firearm ready condition :** Option 3, no ammunition on shotgun.

**Start position :** Anywhere in area A, as demonstrated.

**Time starts :** Audible

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated shooting area.

Stomp Pad activates CL1 which is a Bonus Clay



# STAGE 11 – GREAT INVENTIONS

**Type of ammunition :** Birdshot

**Type of course :** Medium Course

**Targets :** 4 IPSC Mini Popper, 5 IPSC Metal Plates, 5 Clays  
1 IPSC no-shoot Metal Plate.

**Number of rounds to be scored :** 14    **Maximum points :** 70

**The firearm ready condition :** Option 1

**Start position :** In area A, heel touching the mark B or C, as demonstrated.

**Time starts :** Audible.

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated area.



# STAGE 12 – SEAS

**Type of ammunition :** Birdshot

**Type of course :** Short Course

**Targets :** 2 IPSC Poppers, 1 IPSC Mini Popper, 2 IPSC Metal Plates, 3 Clays  
1 IPSC no-shoot Mini Popper.

**Number of rounds to be scored :**8 **Maximum points :** 40

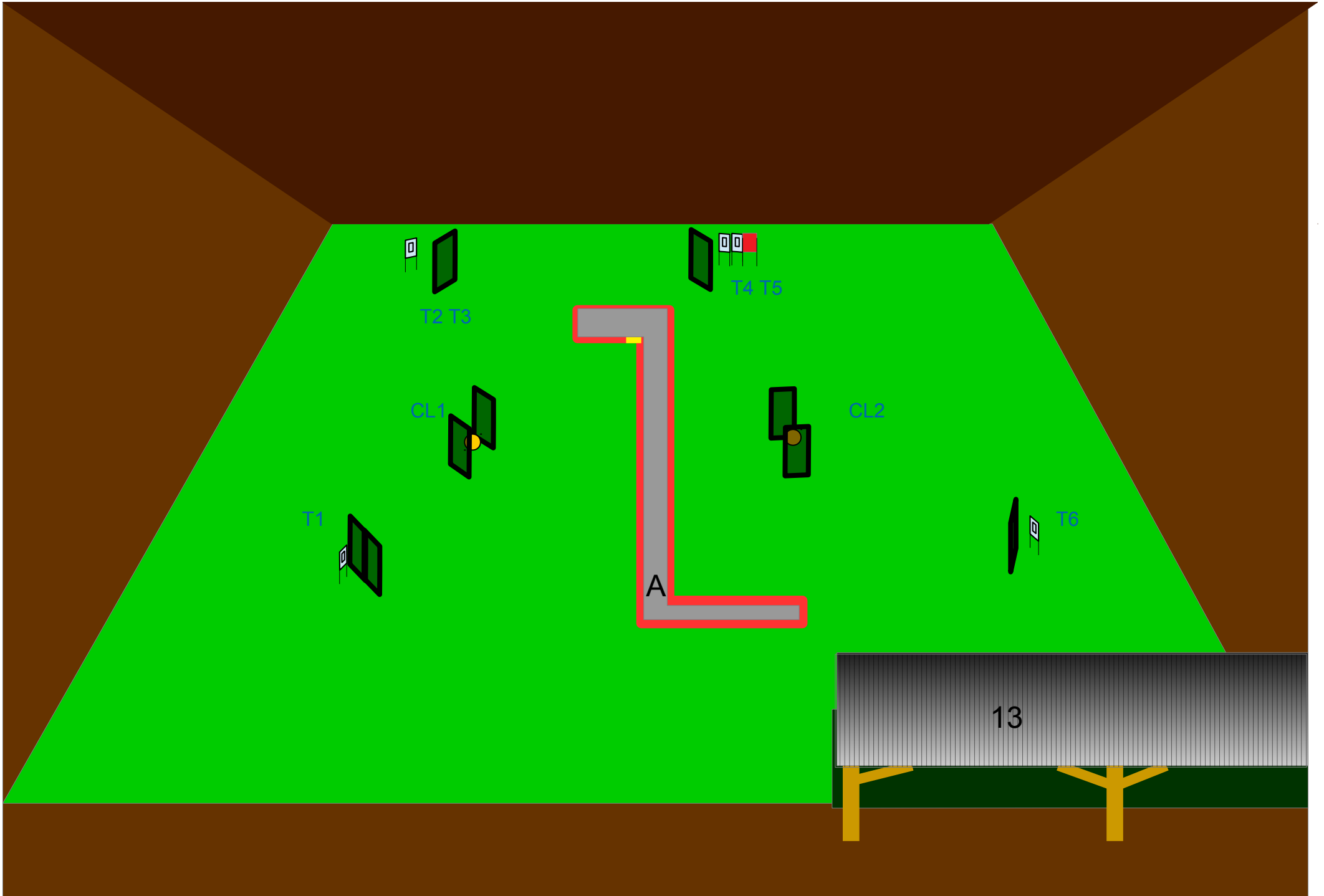
**The firearm ready condition :** Option 1

**Start position :** Ground floor, in area A, as demonstrated

**Time starts :** Audible

**Procedure :** After the start signal engage targets from within the boundaries of the well demarcated shooting area.





# STAGE 13 - JERUSALEM

**Type of ammunition :** Buckshot

**Type of course :** Short Course.

**Targets :** 5 IPSC A4/A Targets, 2 Clays, 1 IPSC A4/A No shoot Target.

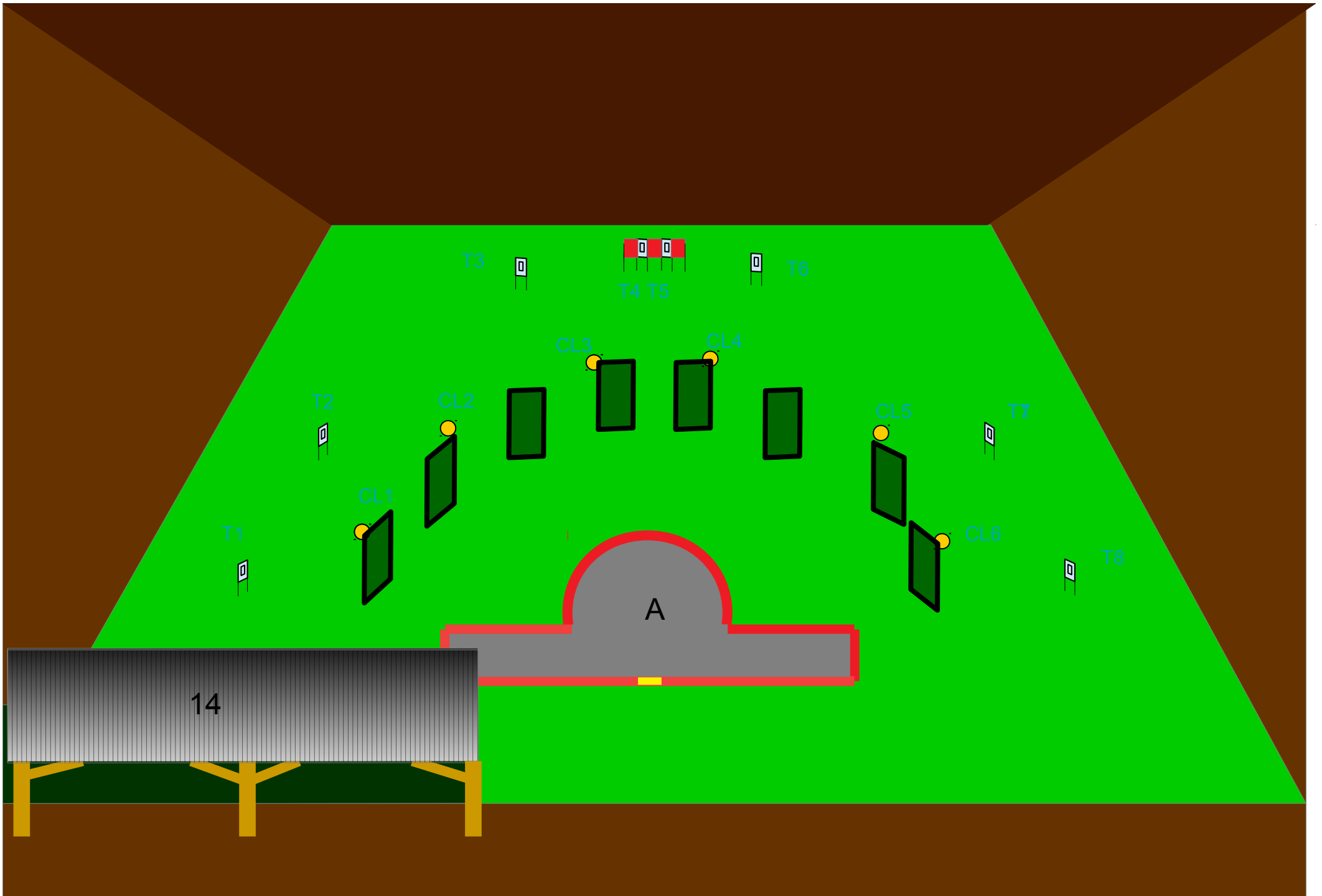
**Number of rounds to be scored :**7 **Maximum points:**60

**The firearm ready condition :** Option 2

**Start position :** In area A, heel touching the mark, as demonstrated.

**Time starts :** Audible.

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated shooting area.



# STAGE 14 – JEANNE D'ARC

**Type of ammunition :** Buckshot

**Type of course :** Medium Course.

**Targets :** 8 IPSC A4/A Targets, 6 Clays, 2 IPSC A4/A No shoot target.

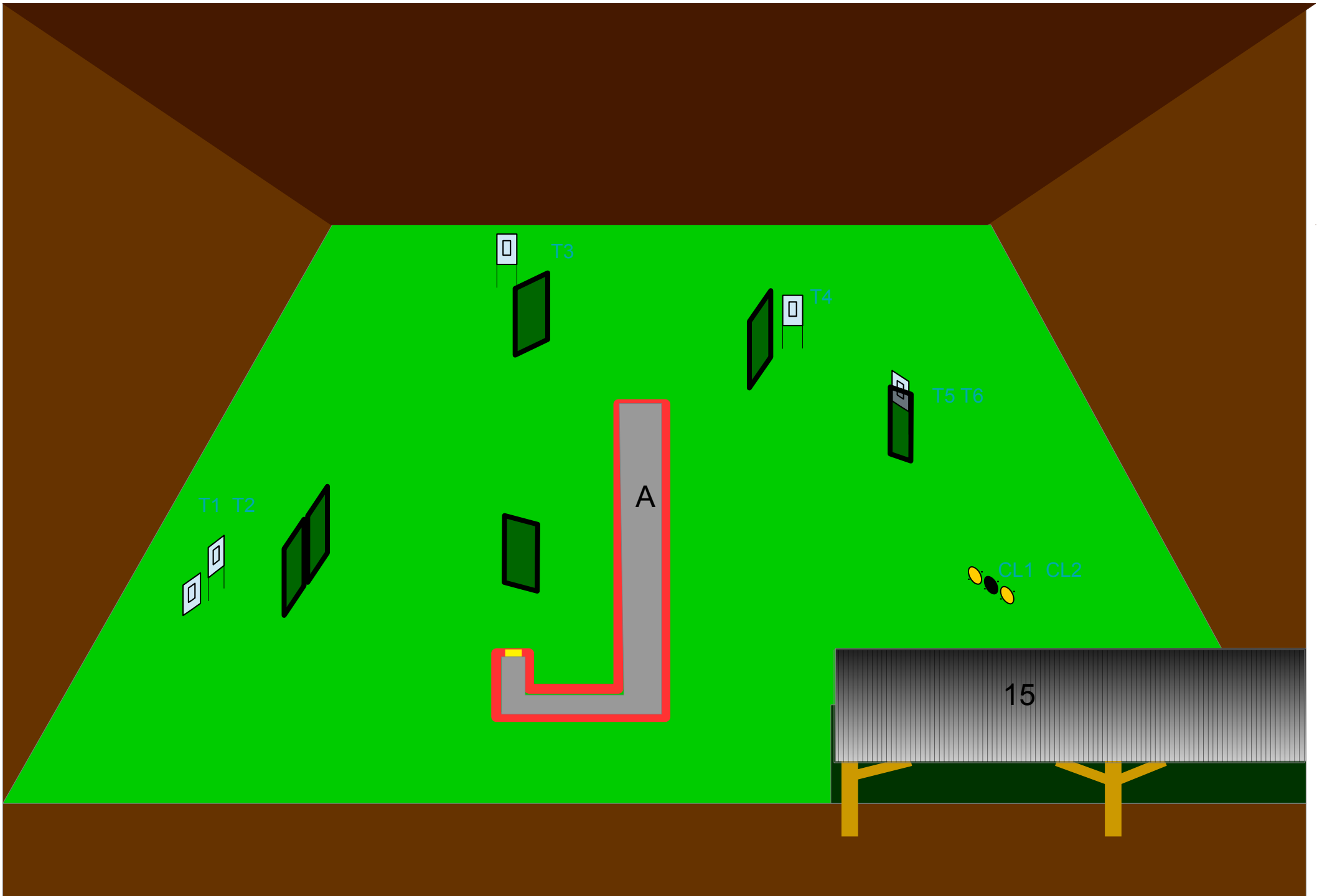
**Number of rounds to be scored :**14 **Maximum points :** 105

**The firearm ready condition :** Option 1

**Start position :** In area A, heel touching the mark, as demonstrated.

**Time starts :** Audible

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated shooting area.



# STAGE 15 – THE RENAISSANCE

**Type of ammunition :** Buckshot

**Type of course :** Short Course.

**Targets :** 5 IPSC A4/A Targets, 2 Clays. 1 Clay No shoot.

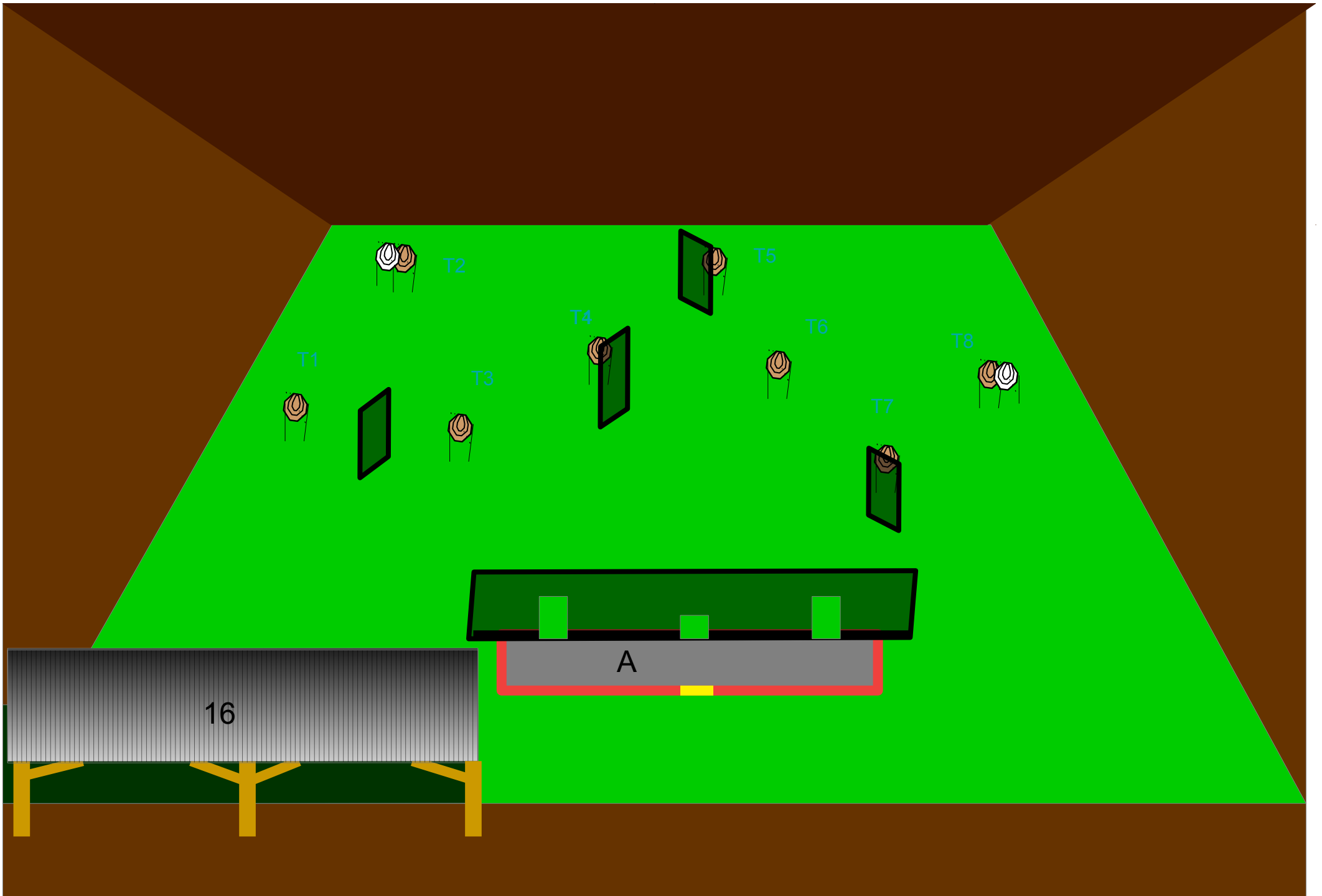
**Number of rounds to be scored :**8 **Maximum points :**60

**The firearm ready condition :** Option 1

**Start position :**In area A, Toe touching the mark, as demonstrated.

**Time starts :** Audible.

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated shooting area.



# STAGE 16 - 1789

**Type of ammunition :** Slugs

**Type of course :** Medium Course

**Targets :** 8 IPSC Targets, 2 IPSC No-shoot targets

**Number of rounds to be scored :**16 **Maximum points :**80

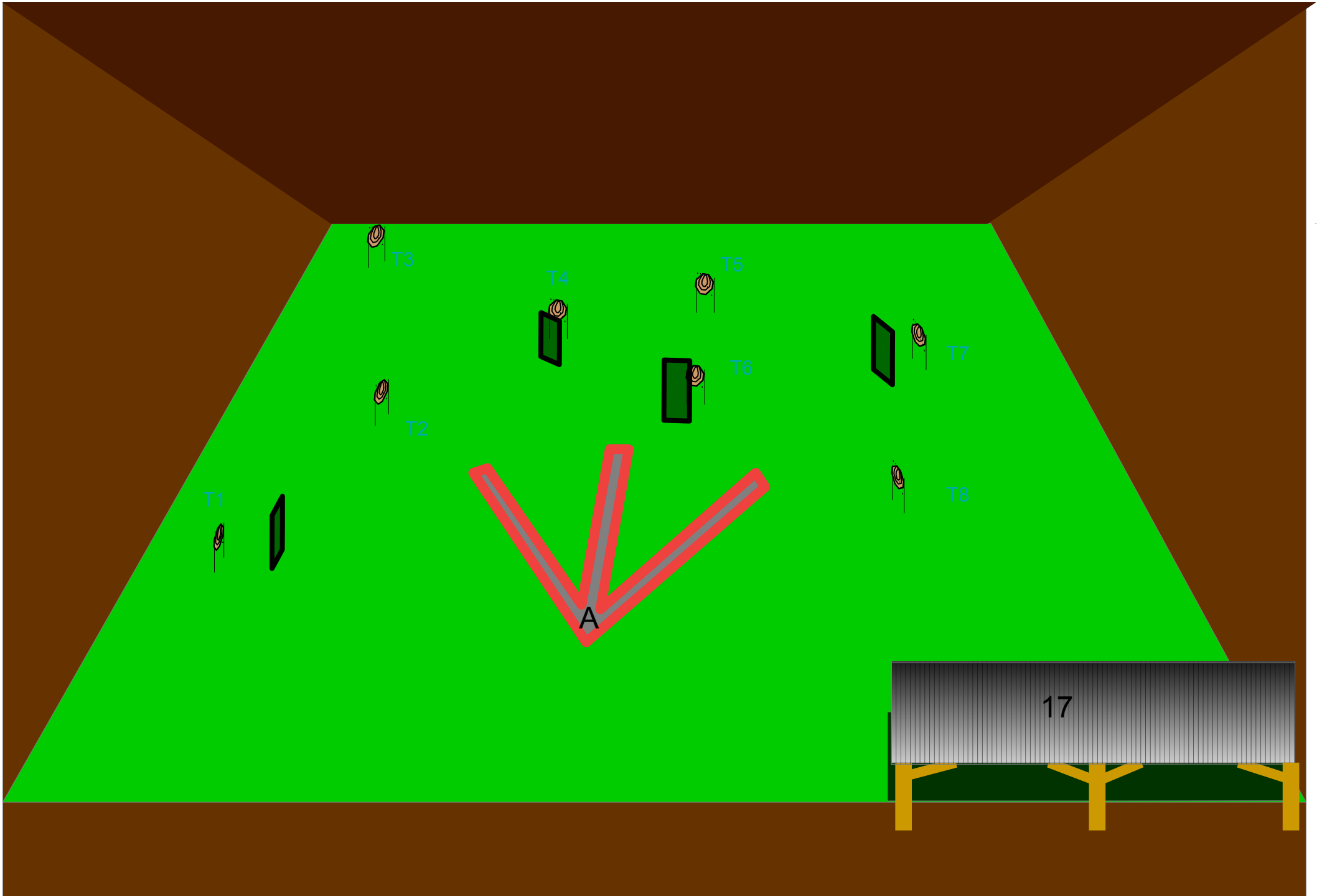
**The firearm ready condition :** Option 2

**Start position :** In area A, heel touching the mark, as demonstrated.

**Time starts :** Audible.

**Procedure :** After the start signal, engage the targets from within boundaries of the well demarcated shooting area.





# STAGE 17 – AGE OF ENLIGHTENMENT

**Type of ammunition :** Slugs

**Type of course :** Short Course.

**Targets :** 8 IPSC Targets.

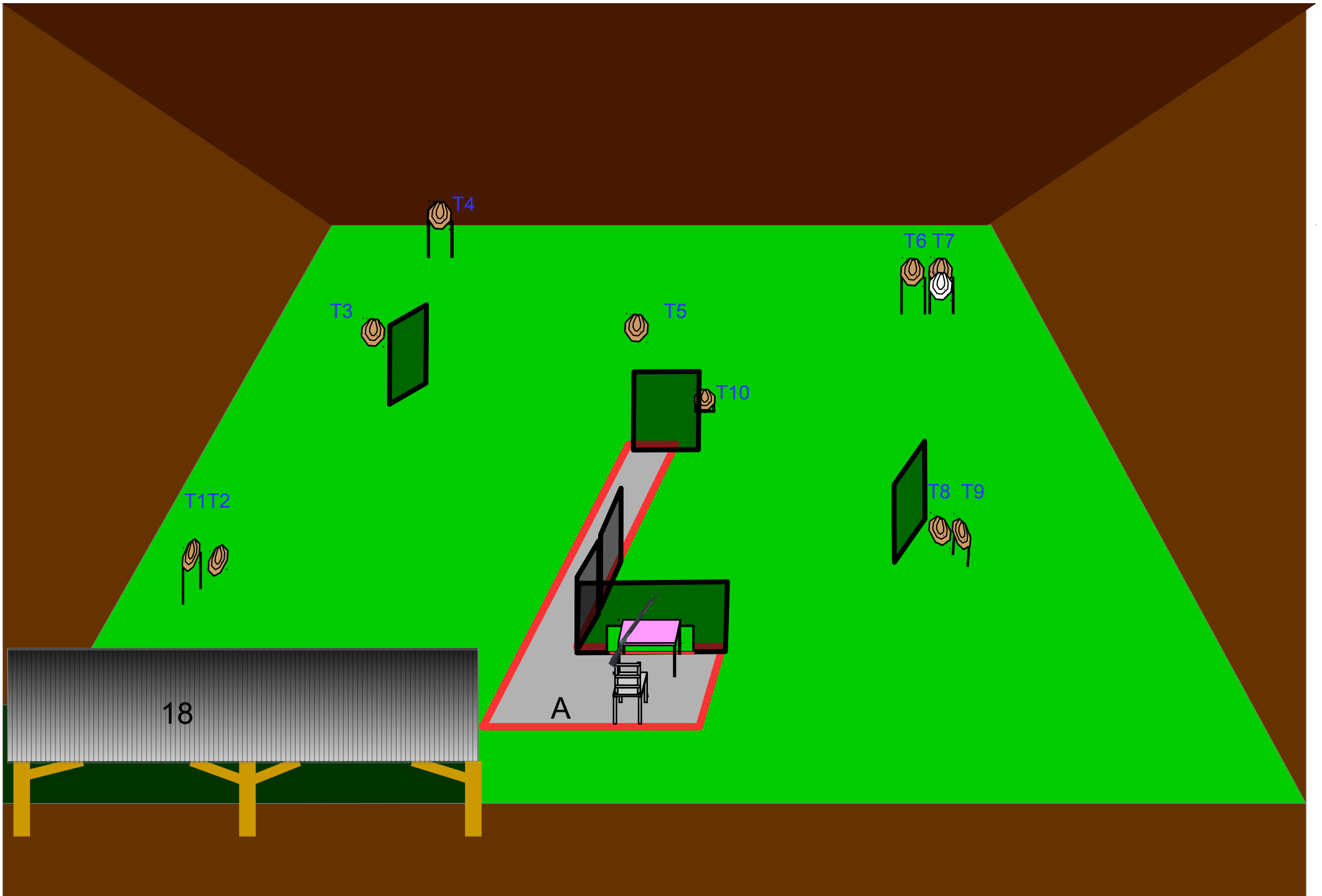
**Number of rounds to be scored :** 8 **Maximum points :** 40

**The firearm ready condition :** Option 1

**Start position :** Anywhere in area A, as demonstrated

**Time starts:** Audible

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated shooting area.



# STAGE 18 – TSARS

**Type of ammunition :** Slugs

**Type of course :** Long Course

**Targets :** 10 IPSC Targets, 1 IPSC no-shoot Target.

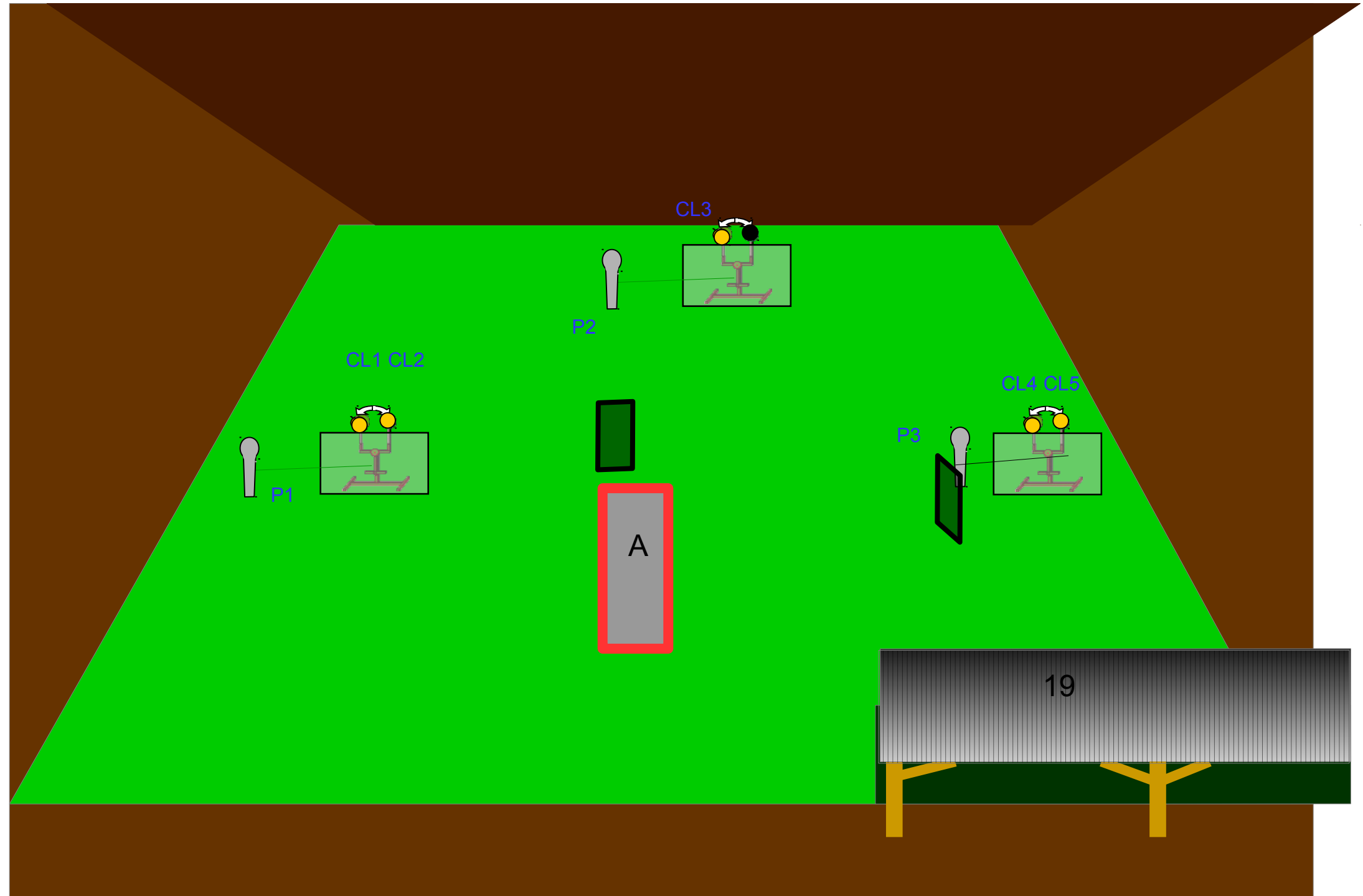
**Number of rounds to be scored :**20 **Maximum points :** 100

**The firearm ready condition :** Option 1, on the table muzzle pointing down range.

**Start position :** Seated on the chair. Both hands on the knees. Back touching the back chair. Heels touching chair legs, as demonstrated.

**Time starts :** Audible.

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated shooting area.



CL3

P2

CL1 CL2

P1

A

P3

CL4 CL5

19

# STAGE 19 - GAUL

**Type of ammunition :** Birdshot

**Type of course :** Short Course

**Targets :** 3 IPSC Poppers, 5 Clays.

1 no-shoot Clay.

**Number of rounds to be scored :**8 **Maximum points :**40

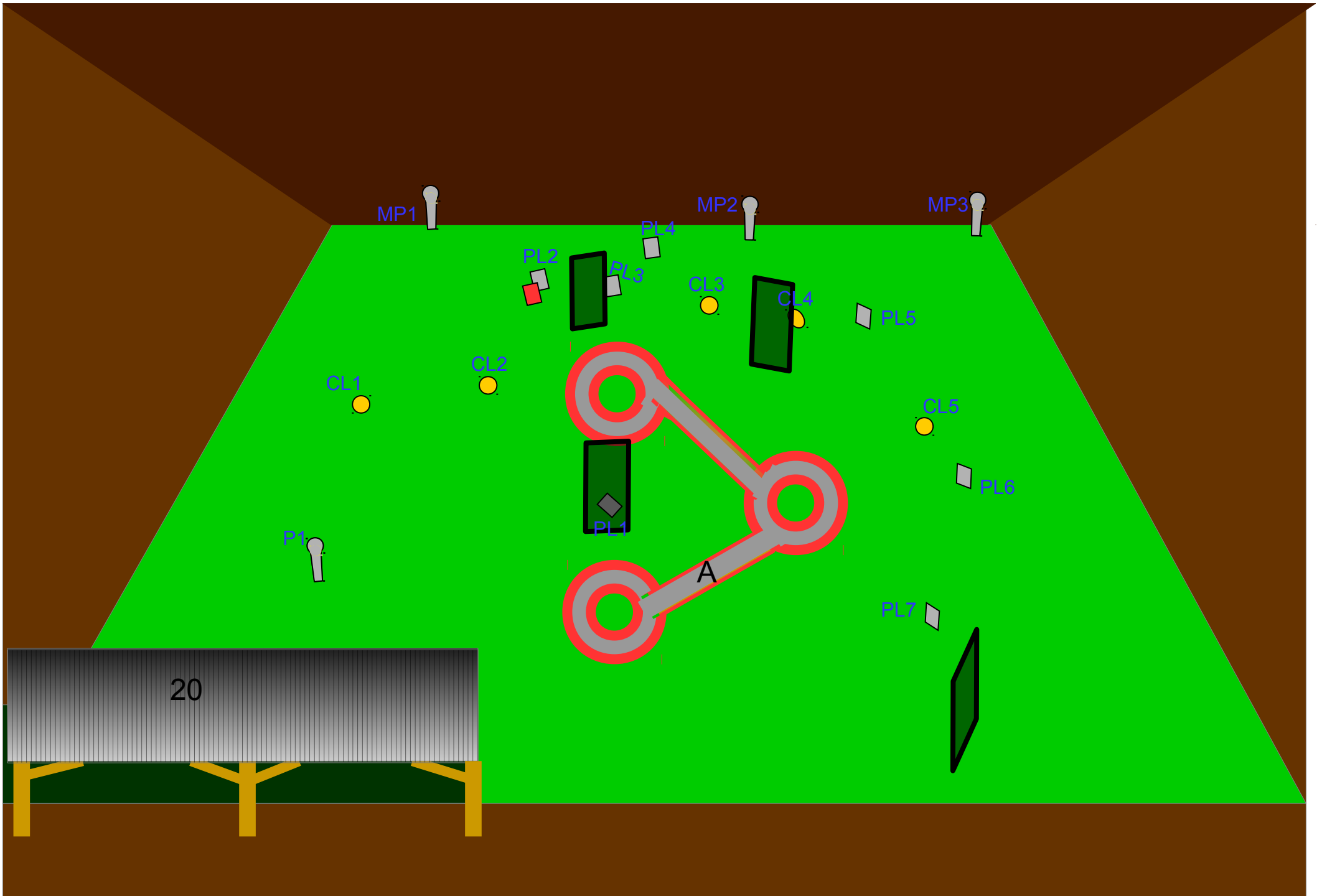
**The firearm ready condition :** Option 2

**Start position :** Anywhere in area A, as demonstrated.

**Time starts :** Audible

**Procedure :**After the start signal, engage targets from within the boundaries of the well demarcated shooting area.

P1 activates CL1 and CL2. P2 activates CL3. P3 activates CL4 and CL5. All Clays remain visible at rest.



# STAGE 20 – ANCIENT GREECE

**Type of ammunition :** Birdshot

**Type of course :** Medium Course

**Targets :** 1 IPSC Popper, 3 IPSC Mini Poppers, 7 IPSC Metal Plates, 5 Clays

1 IPSC no-shoot Metal Plate.

**Number of rounds to be scored :**16 **Maximum points :**80

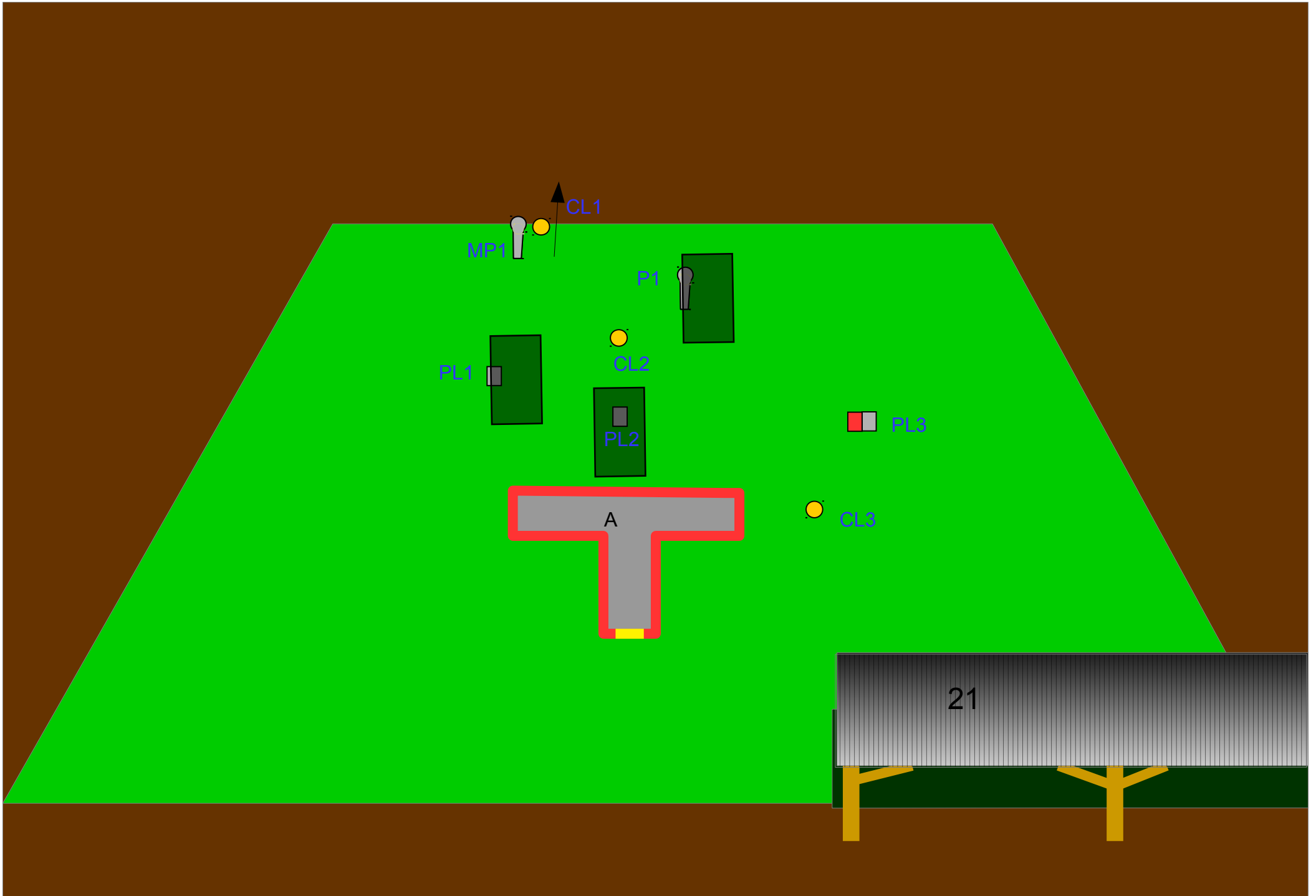
**The firearm ready condition :** Option 1

**Start position :** Anywhere in area A, as demonstrated.

**Time starts:**Audible.

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated shooting area.





# STAGE 21 - ROMA

**Type of ammunition :** Birdshot

**Type of course :** Short Course

**Targets :** 1IPSC Popper, 1IPSC Mini Popper, 3 IPSC Metal Plates, 3 Clays.

1 IPSC Metal Plate no-shoot.

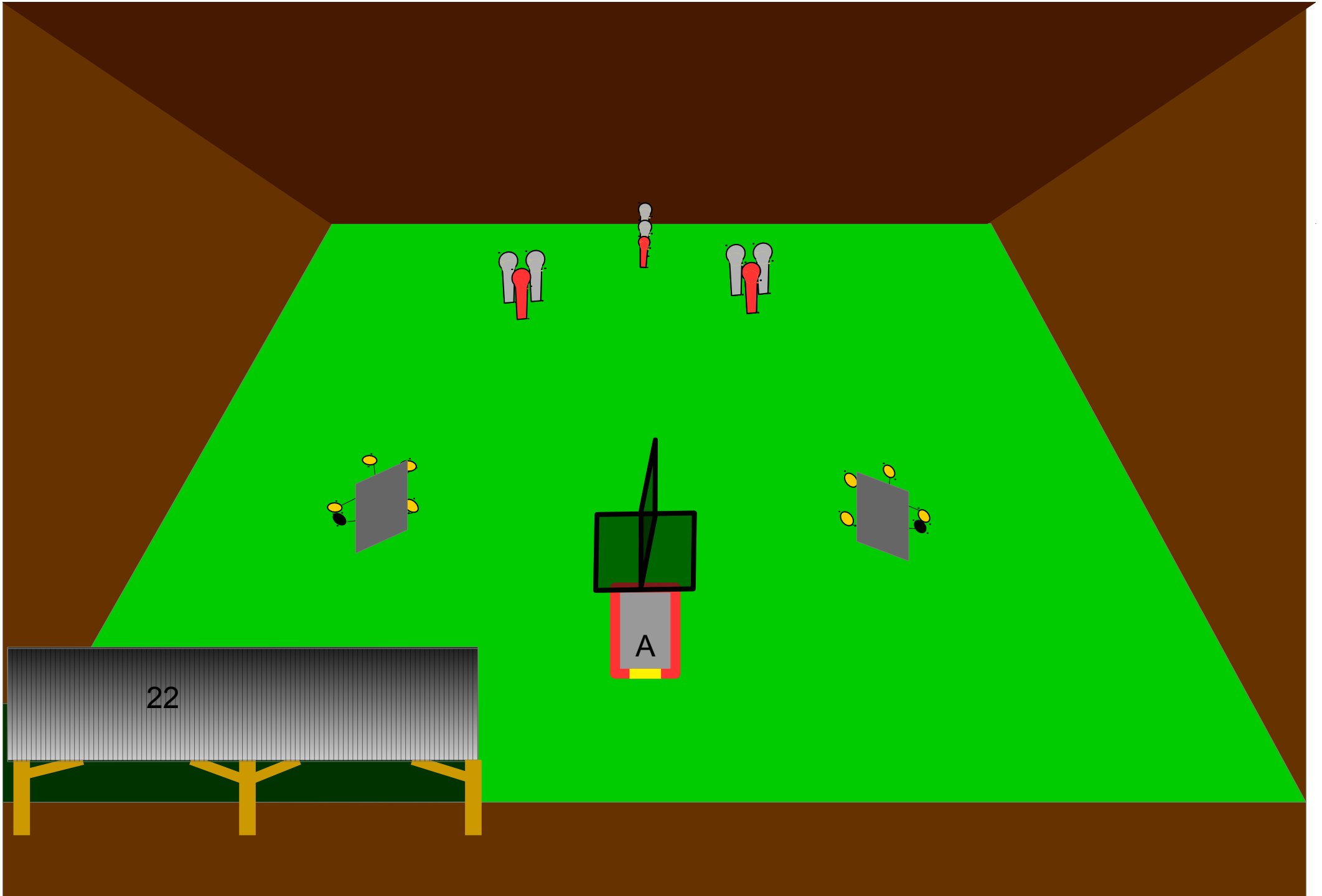
**Number of rounds to be scored :8    Maximum points :45**

**The firearm ready condition :** Option 1

**Start position :** In area A, heel touching the mark, as demonstrated.

**Time starts :** Audible.

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated area. MP1 activates CL1 which is a bonus Clay.



# STAGE 22 - AFRICA

**Type of ammunition :** Birdshot

**Type of course :** Medium Course

**Targets :** 8 Clays, 4 IPSC Poppers, 2 IPSC Mini Poppers.  
3 IPSC no-shoot Poppers, 1 IPSC No-shoot Mini Popper.

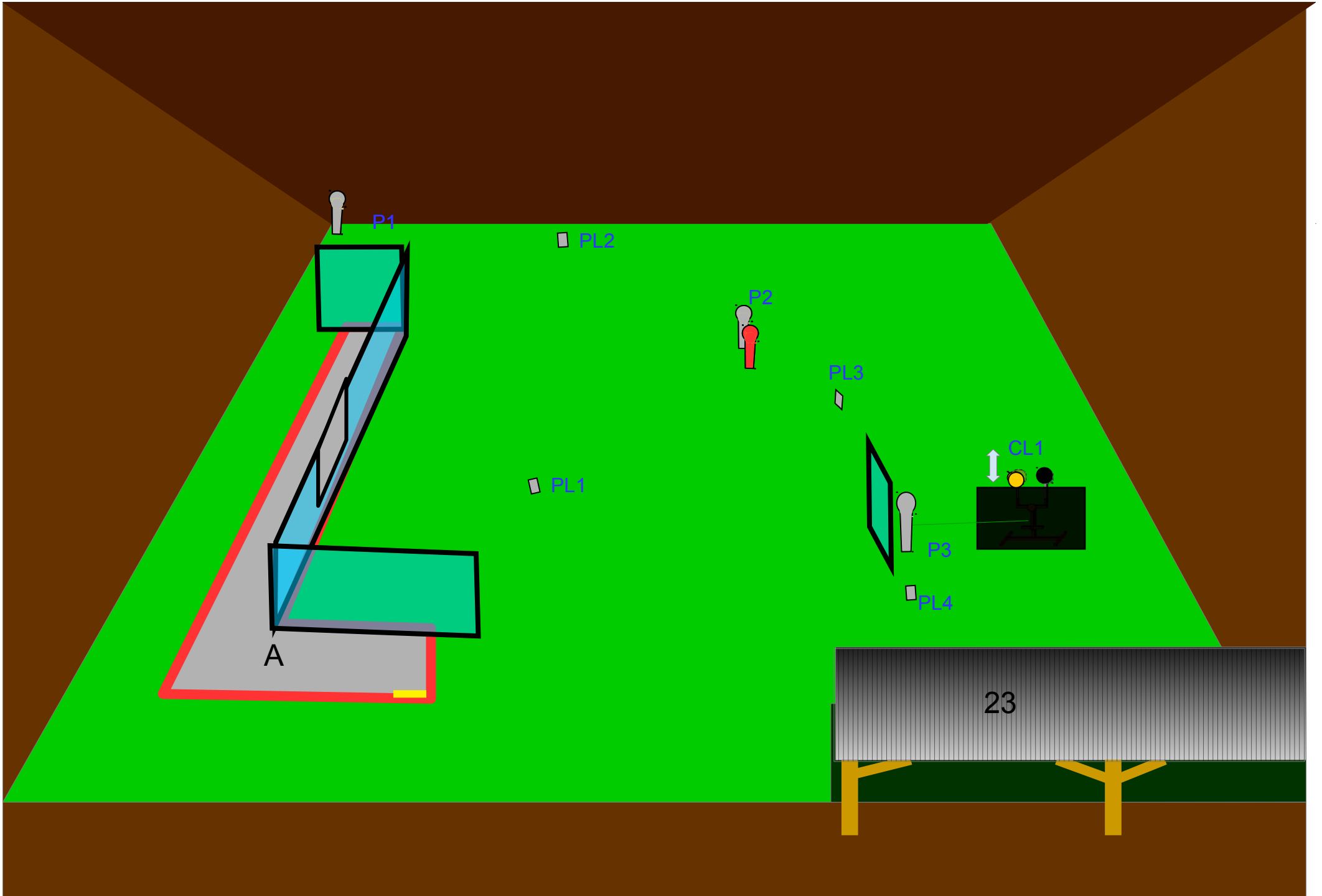
**Number of rounds to be scored :**14 **Maximum points :** 70

**The firearm ready condition :** Option 1

**Start position :** In area A, heel touching the mark, as demonstrated.

**Time starts :** Audible.

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated shooting area.



# STAGE 23 - EGYPT

**Type of ammunition :** Birdshot

**Type of course :** Short Course

**Targets :** 4 IPSC Metal Plates, 3 IPSC Poppers, 1 Clay.  
1 no-shoot Clay, 1 IPSC no-shoot Popper .

**Number of rounds to be scored :** 8 **Maximum points :**40

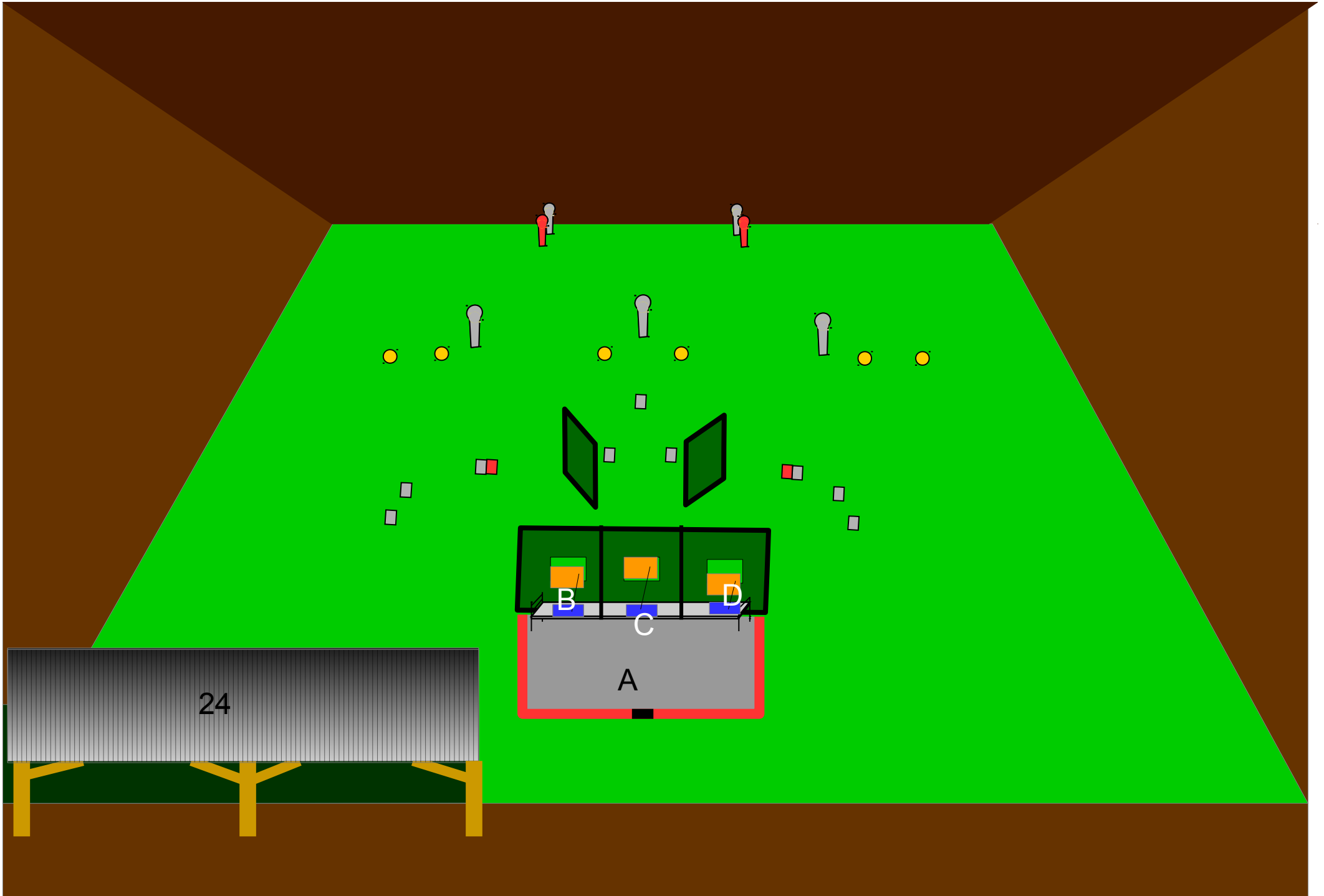
**The firearm ready condition :** Option 1

**Start position :** In area A, heel touching the mark, as demonstrated.

**Time starts :** Audible

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated shooting area.

P3 activates CL1 which remains visible at rest.



# STAGE 24 – IMPERIAL CHINA

**Type of ammunition :** Birdshot

**Type of course :** Long course.

**Targets :** 5 IPSC poppers, 9 IPSC metal plates, 6 clays.

2 IPSC no-shoot poppers, 2 IPSC no-shoot metal plates.

**Number of rounds to be scored :**20 **Maximum points :**100

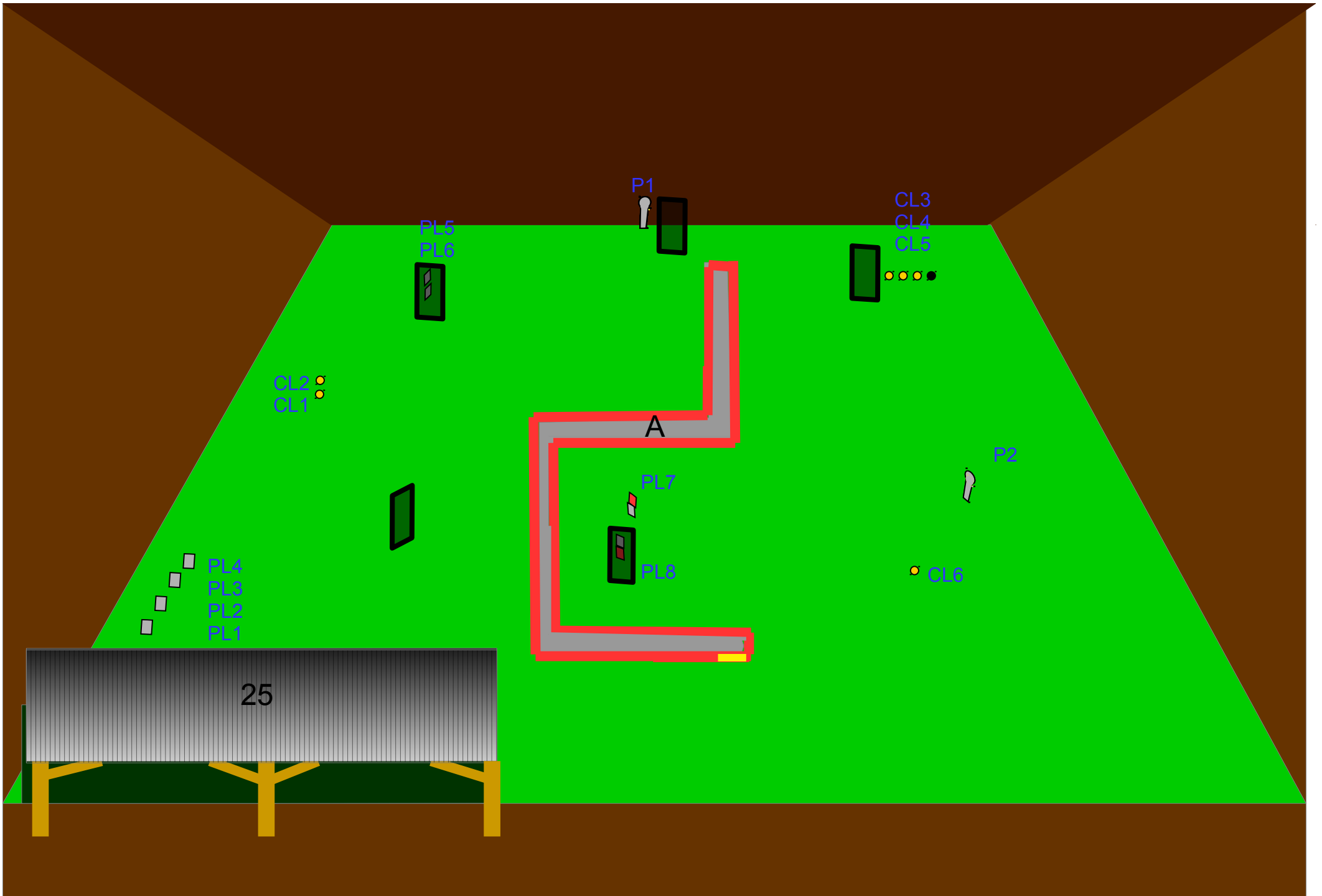
**The firearm ready condition :** Option 1

**Start position :**In area A, heel touching the mark, shotgun in the strong hand, heavy bag in the weak hand.

**Time starts :** Audible.

**Procedure :** After the start signal engage targets from within the boundaries of the well shooting area. Each shutter opens when depositing the heavy bag on the platform B, C or D





# STAGE 25 - ARCHITECTURE

Type of ammunition : **Birdshot**

Type of course :Medium Course.

Targets : 2 IPSC Poppers, 8 IPSC metal plates, 6 clays.

2 IPSC no-shoot metal plates, 1 no-shoot clay.

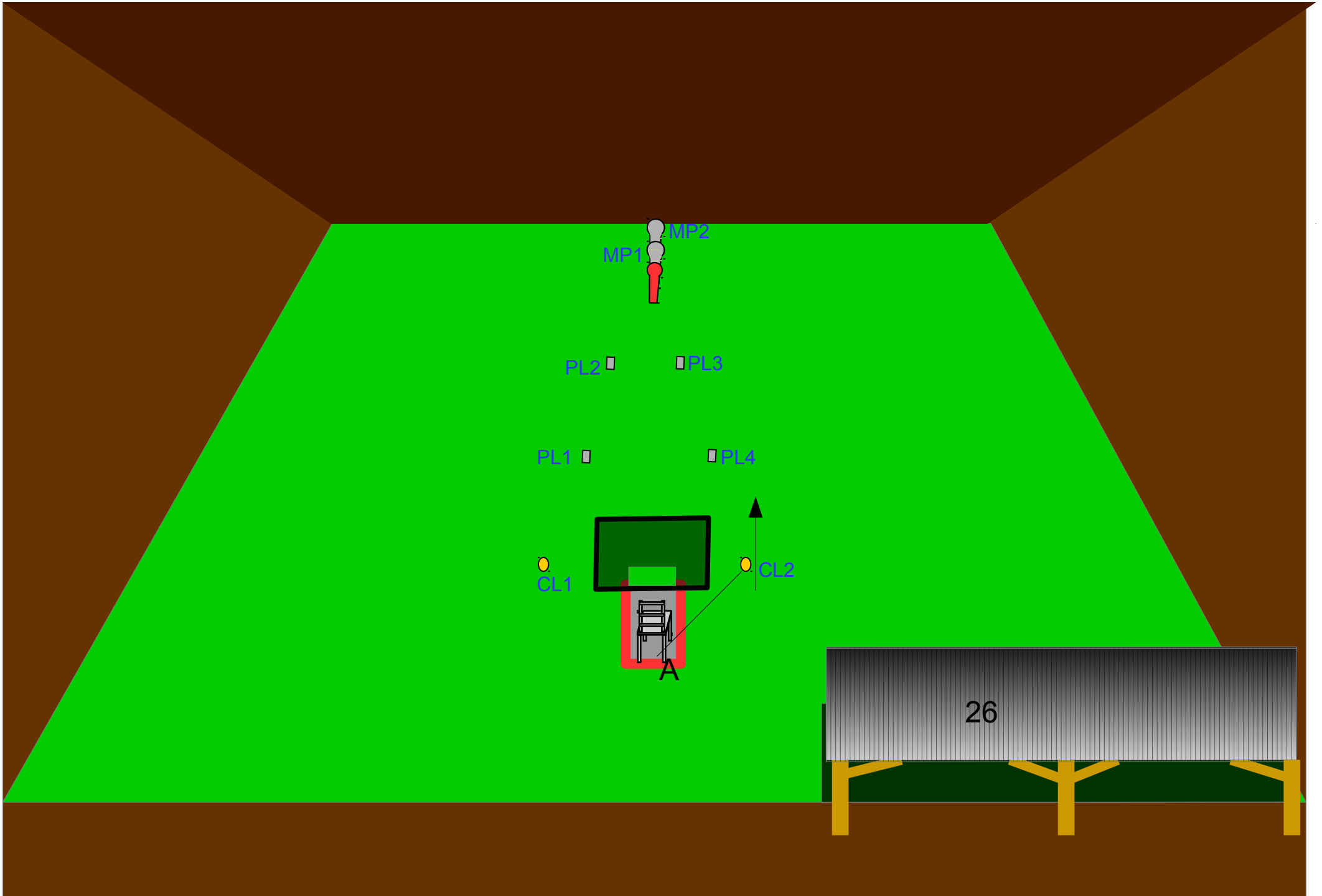
Number of rounds to be scored : 16 Maximum points : 80

The firearm ready condition : Option 1.

Start position : In area A, heel touching the mark, as demonstrated.

Time starts : Audible.

Procedure : Afer the start signal engage targets from within the boundaries of the well demarcated shooting area.



# STAGE 26 - GASTRONOMIE

**Type of ammunition :** Birdshot

**Type of course :** Short Course

**Targets :** 2 Clays, 4 IPSC Metal Plates, 2 IPSC Mini Poppers  
1 IPSC no-shoot Mini Popper.

**Number of rounds to be scored :8    Maximum points : 45**

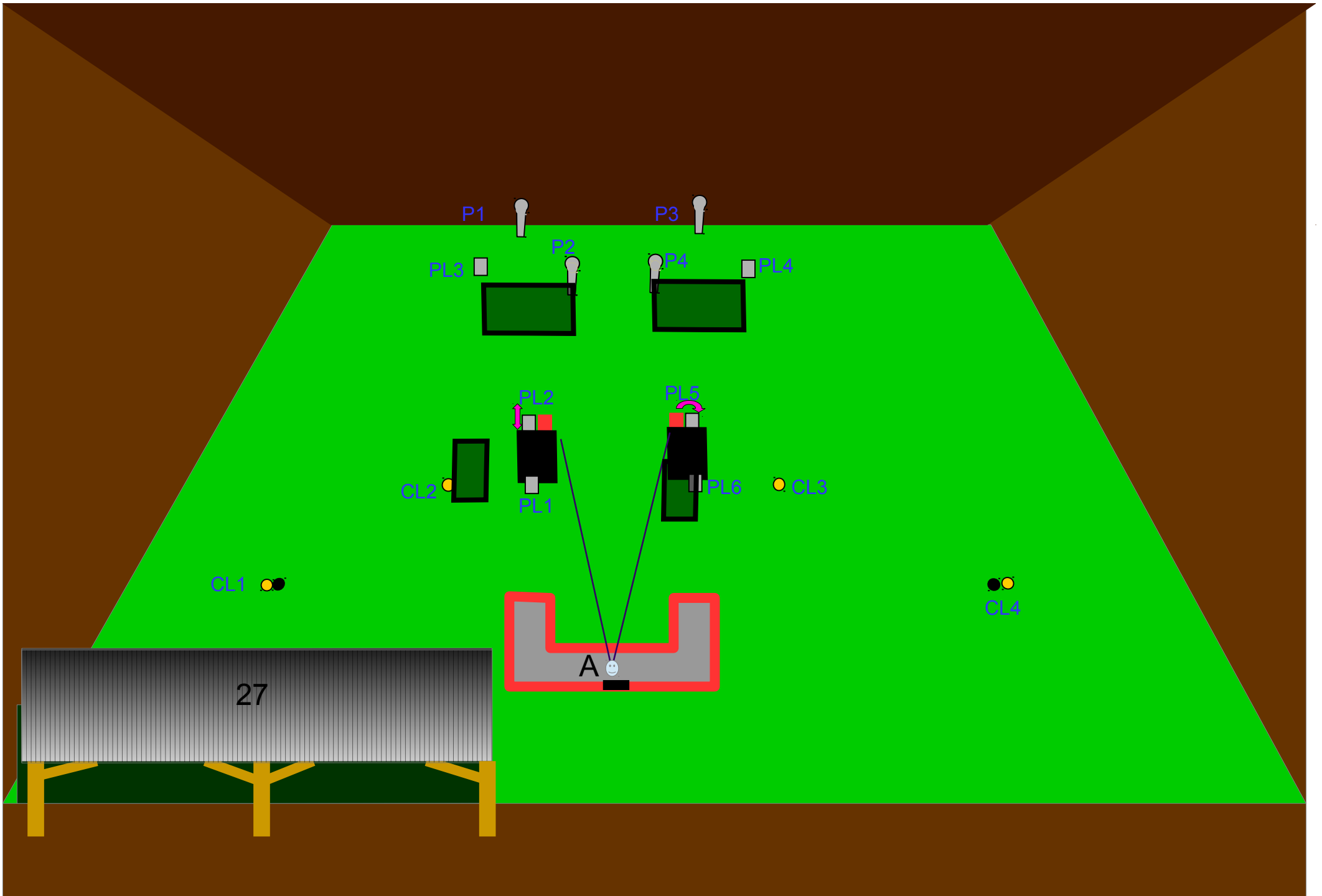
**The firearm ready condition :** Option 1

**Start position :** seated on chair, as demonstrated

**Time starts :** Audible.

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated shooting area.

Get up the chair activates CL2 which is a Bonus Clay.



# STAGE 27 - SPORT

**Type of ammunition :** Birdshot

**Type of course :** Medium Course

**Targets :** 6 IPSC Metal Plates, 4 IPSC Poppers, 4 Clays.  
2 IPSC no-shoot Metal Plates, 2 no-shoot Clays .

**Number of rounds to be scored :14    Maximum points : 70**

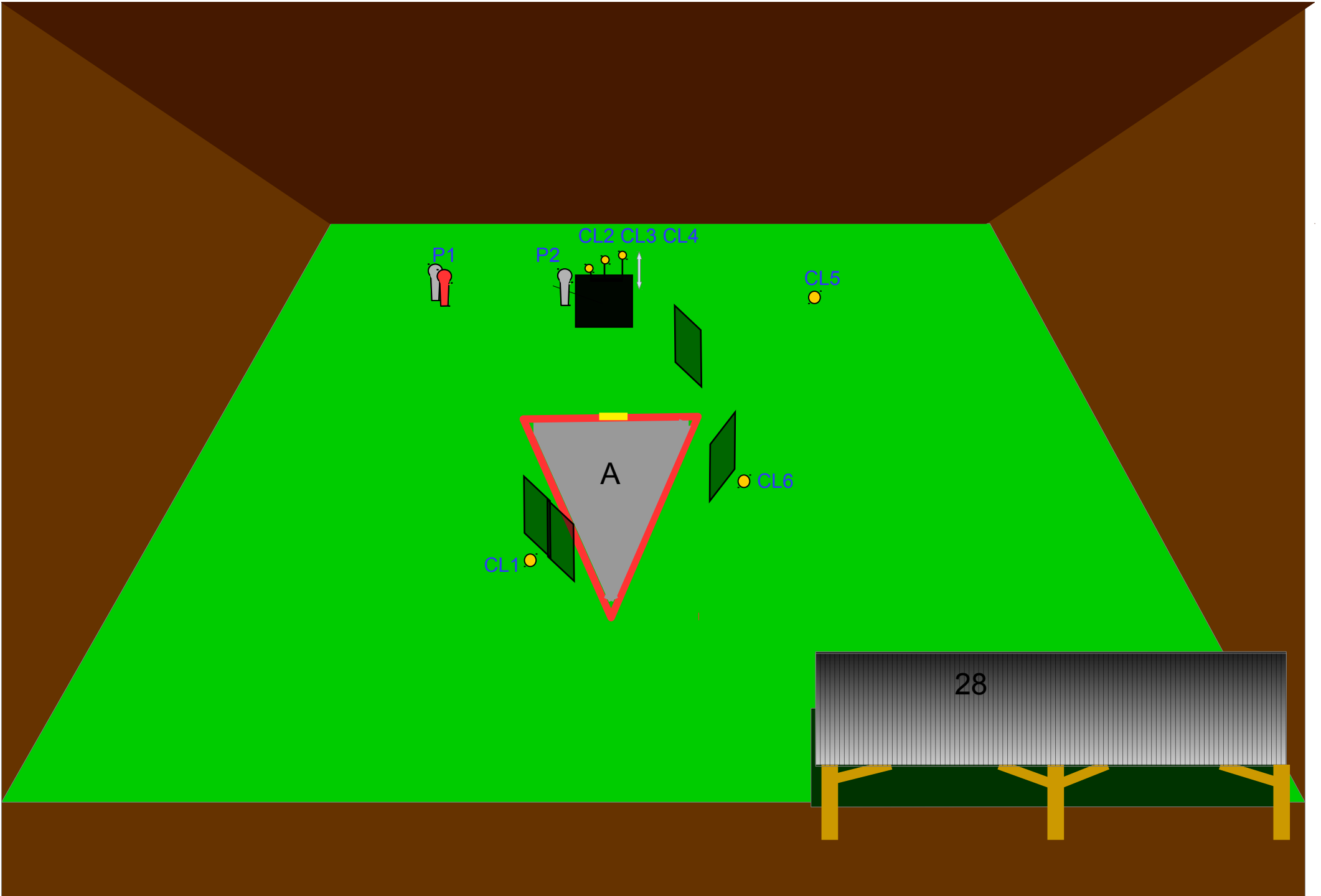
**The firearm ready condition :** Option 2

**Start position :** In area A, heel touching the mark, shotgun in the weak hand, handle in the strong hand, as demonstrated.

**Time starts :** Audible

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated shooting area.

Pull the handle activates PL2 and PL5 that remain visible at rest.



# STAGE 28 – CINEMA

**Type of ammunition :** Birdshot

**Type of course :** Short Course

**Targets :** 2 IPSC Poppers, 6 Clays.  
1 IPSC no-shoot Popper.

**Number of rounds to be scored :**8 **Maximum points :**40

**The firearm ready condition :** Option 1

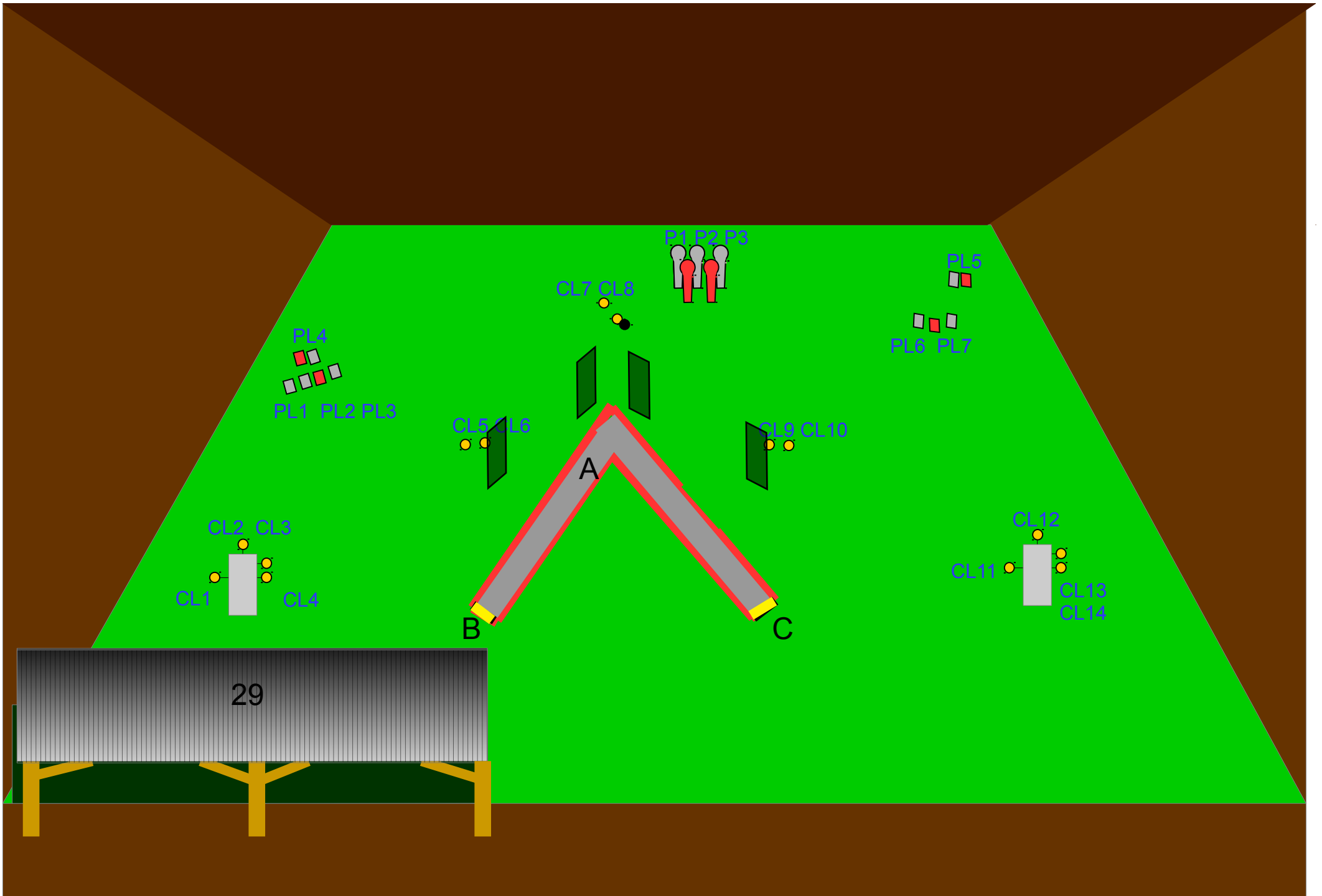
**Start position :** In area A, toe touching the mark, as demonstrated.

**Time starts :** Audible.

**Procedure :**After the start signal, engage targets from within the boundaries of the well demarcated shooting area with **weak shoulder.**

P2 activates CL2, CL3 and CL4 that remain visible at rest.





# STAGE 29 - LA FEMME

**Type of ammunition :** Birdshot

**Type of course :** Long Course

**Targets :** 3 IPSC Poppers, 7 IPSC Metal Plates, 14 Clays.

2 IPSC no-shoot Poppers, 4 IPSC no-shoot Metal Plates, 1 no-shoot Clay.

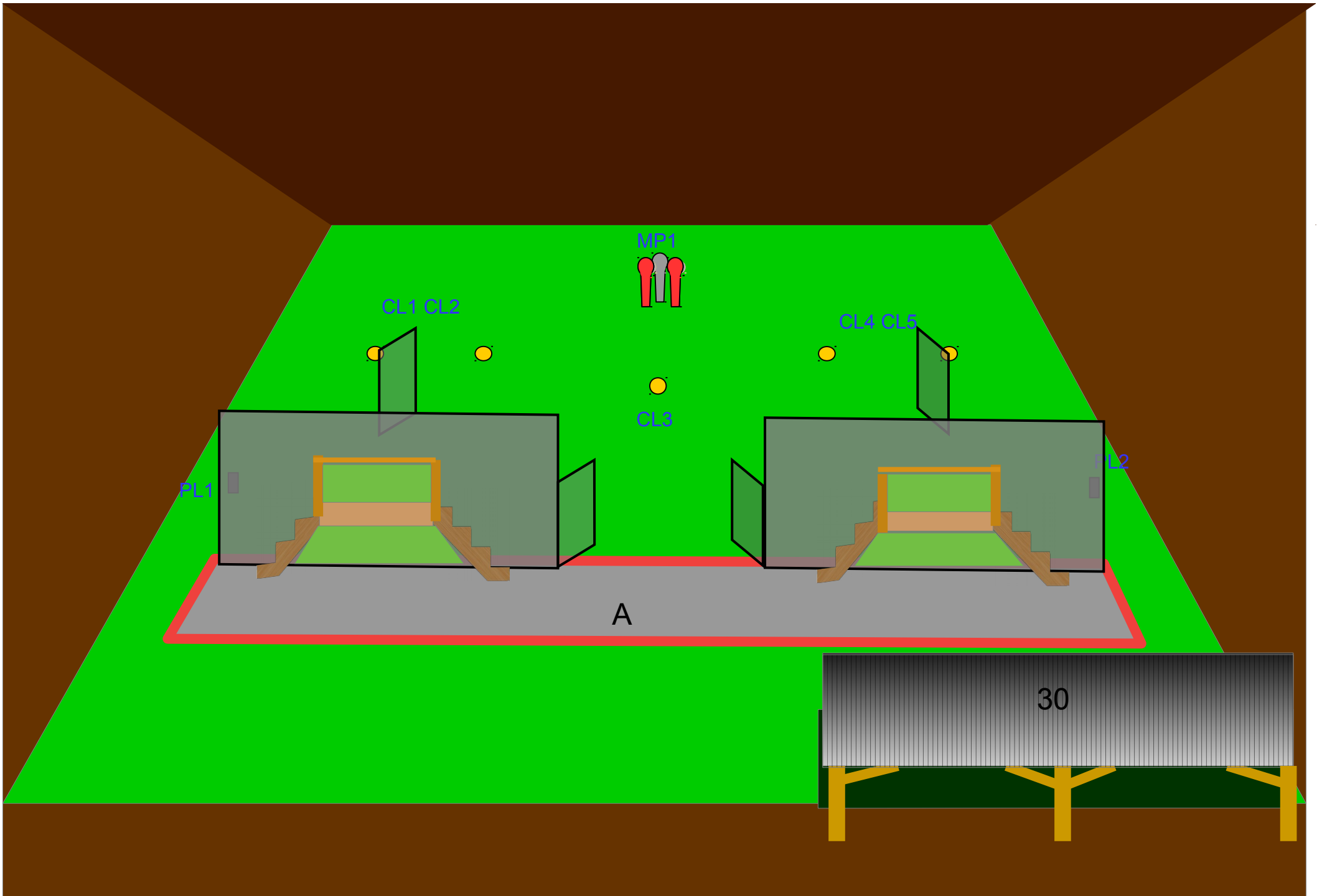
**Number of rounds to be scored :**24 **Maximum points :** 120

**The firearm ready condition :** Option 1

**Start position :** In area A, heel touching «B » or «C » mark, as demonstrated.

**Time starts :** Audible.

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated shooting area.



# STAGE 30 – LA CONQUETE SPATIALE

**Type of ammunition :** Birdshot

**Type of course :** Short course.

**Targets :** 1IPSC Mini Popper, 2 IPSC Metal Plates, 5 Clays.  
2 IPSC no-shoot Mini Poppers

**Number of rounds to be scored :8 Maximum points :40**

**The firearm ready condition :** Option 1

**Start position :** Anywhere In area A, as demonstrated.

**Time starts :** Audible

**Procedure :** After the start signal, engage targets from within the boundaries of the well demarcated shooting area.