



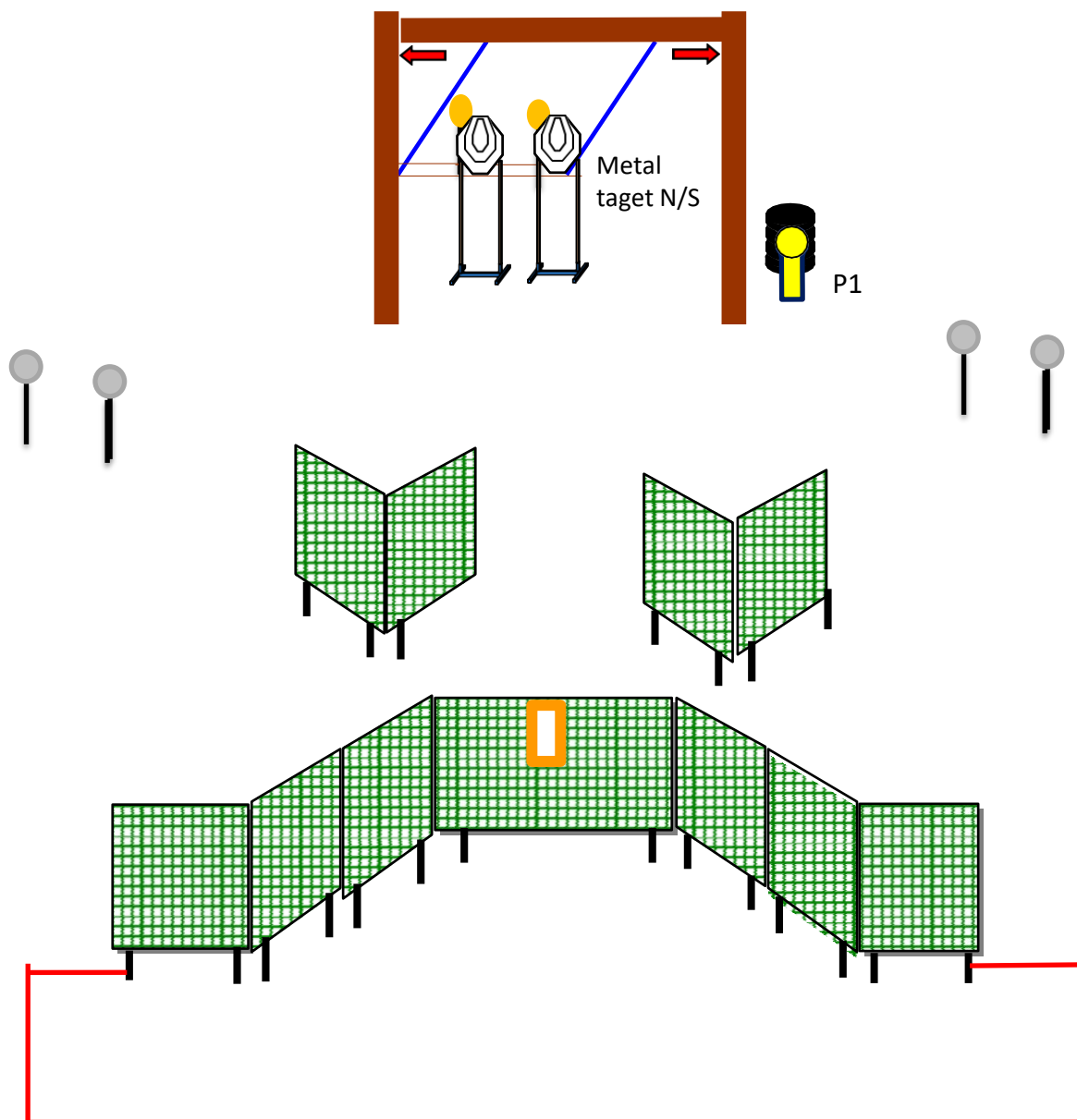
**ASSOCIAÇÃO DE CAÇA E PESCA ALTO PETRÓPOLIS - SOCAPESCA
VIAMÃO - RIO GRANDE DO SUL**

**III ETAPA DO CAMPEONATO BRASILEIRO
DE IPSC SHOTGUN
VIAMÃO**

28 a 31 de outubro de 2021.

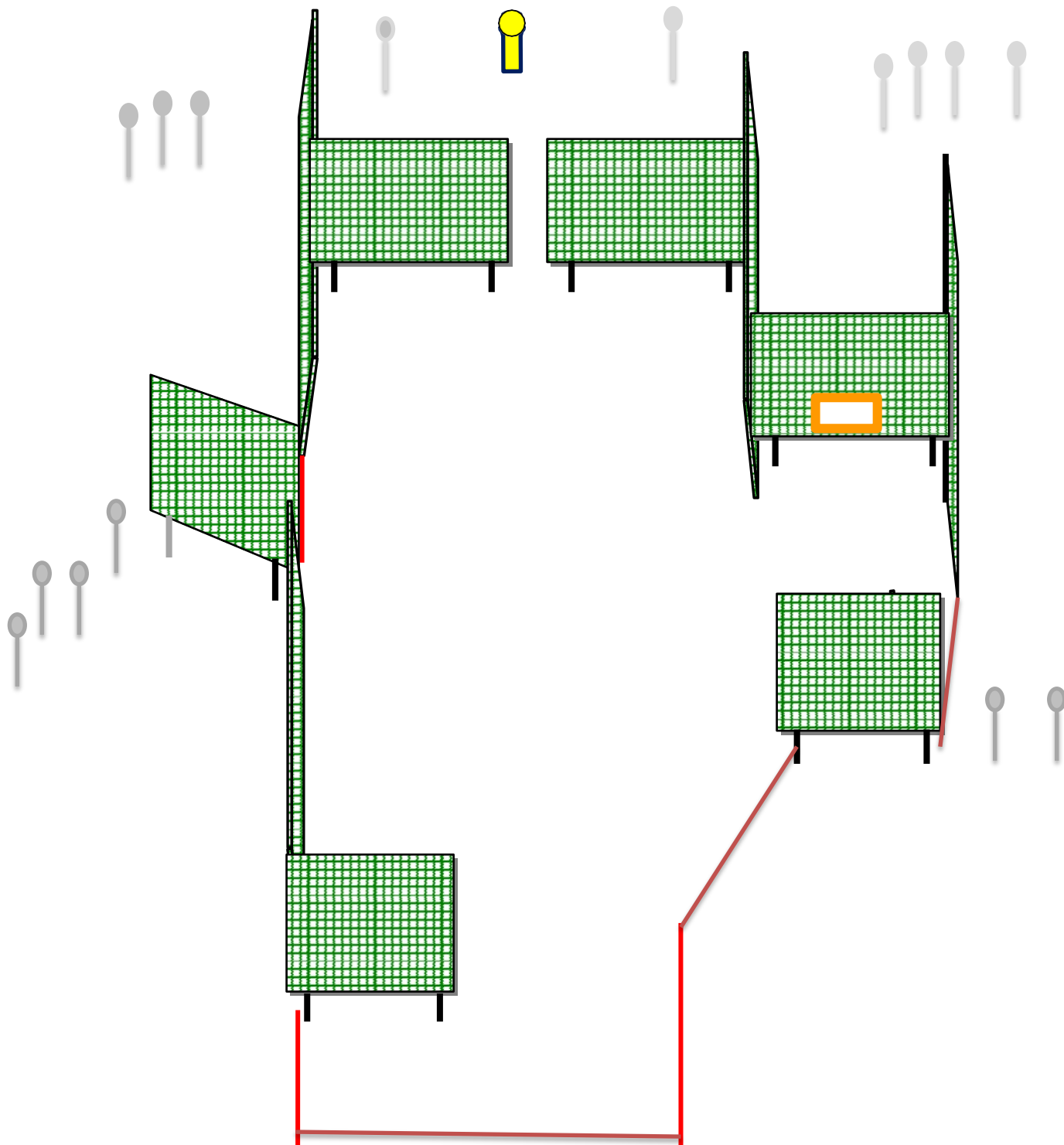
COMPOSIÇÃO DA PROVA

IPSC SHOTGUN		SHOTS
A R E A 1	STAGE/PISTA 01	7
	STAGE/PISTA 02	16
	STAGE/PISTA 03	7
	STAGE/PISTA 04	14
	STAGE/PISTA 05	8
	STAGE/PISTA 06	26
A R E A 2	STAGE/PISTA 07	5
	STAGE/PISTA 08	16
	STAGE/PISTA 09	16
	STAGE/PISTA 10	8
	STAGE/PISTA 11	24
	STAGE/PISTA 12	8
TOTAL		155



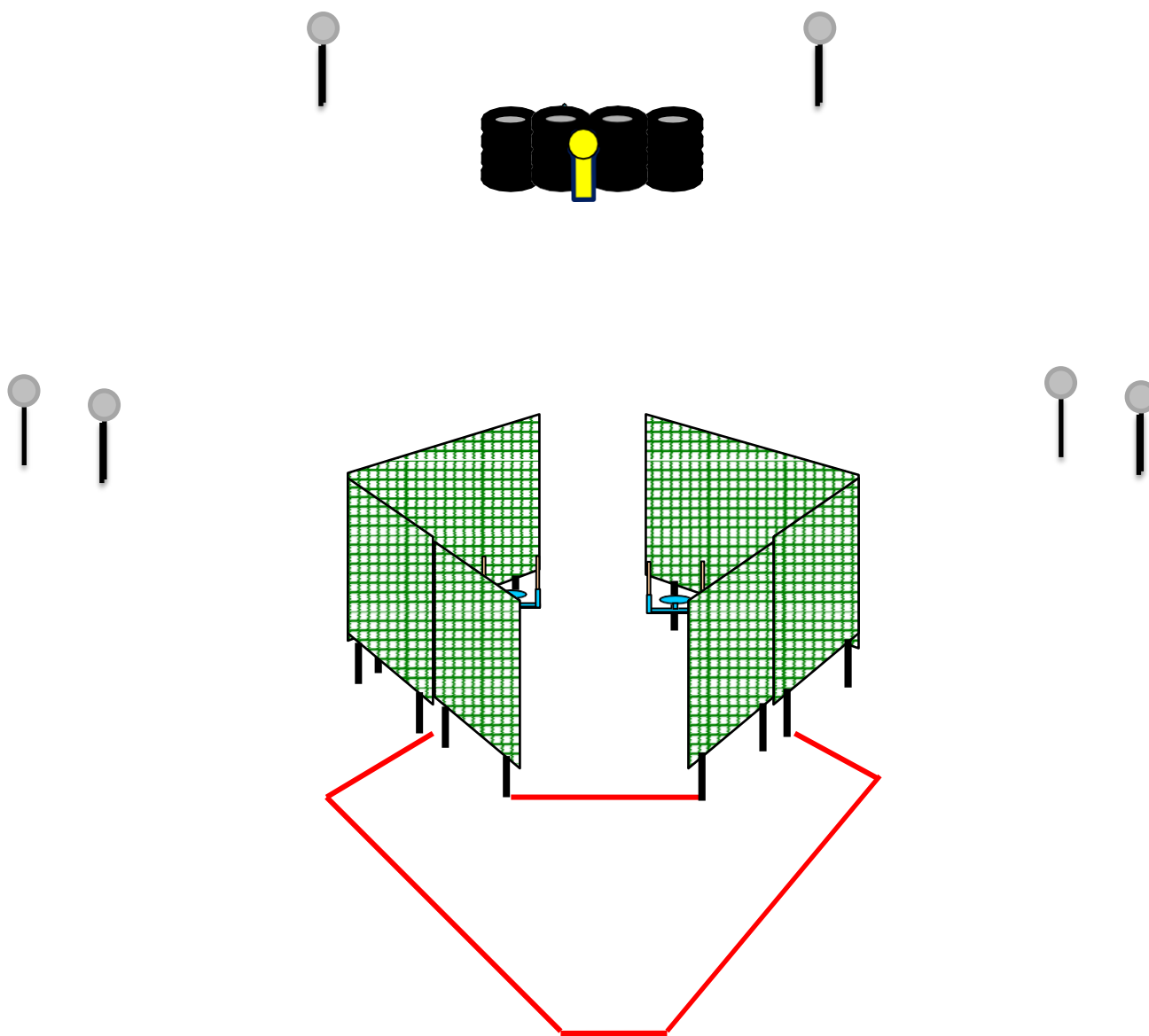
COF	SHORT COURSE				STAGE 1
Targets	CLAY	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
	2		1		4
Minimum number of Rounds	7	Max Scored Points	35	Ammunition type	Birdshot
Shotgun Ready Condition	Loaded (Option 1),				
Start Position	Standing anywhere in the area. Shotgun held in both hands, as demonstrated.				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets from within designated area				
REMARKS	P1 activates CLAY SWINGER which REMAINS VISIBLE AT REST				

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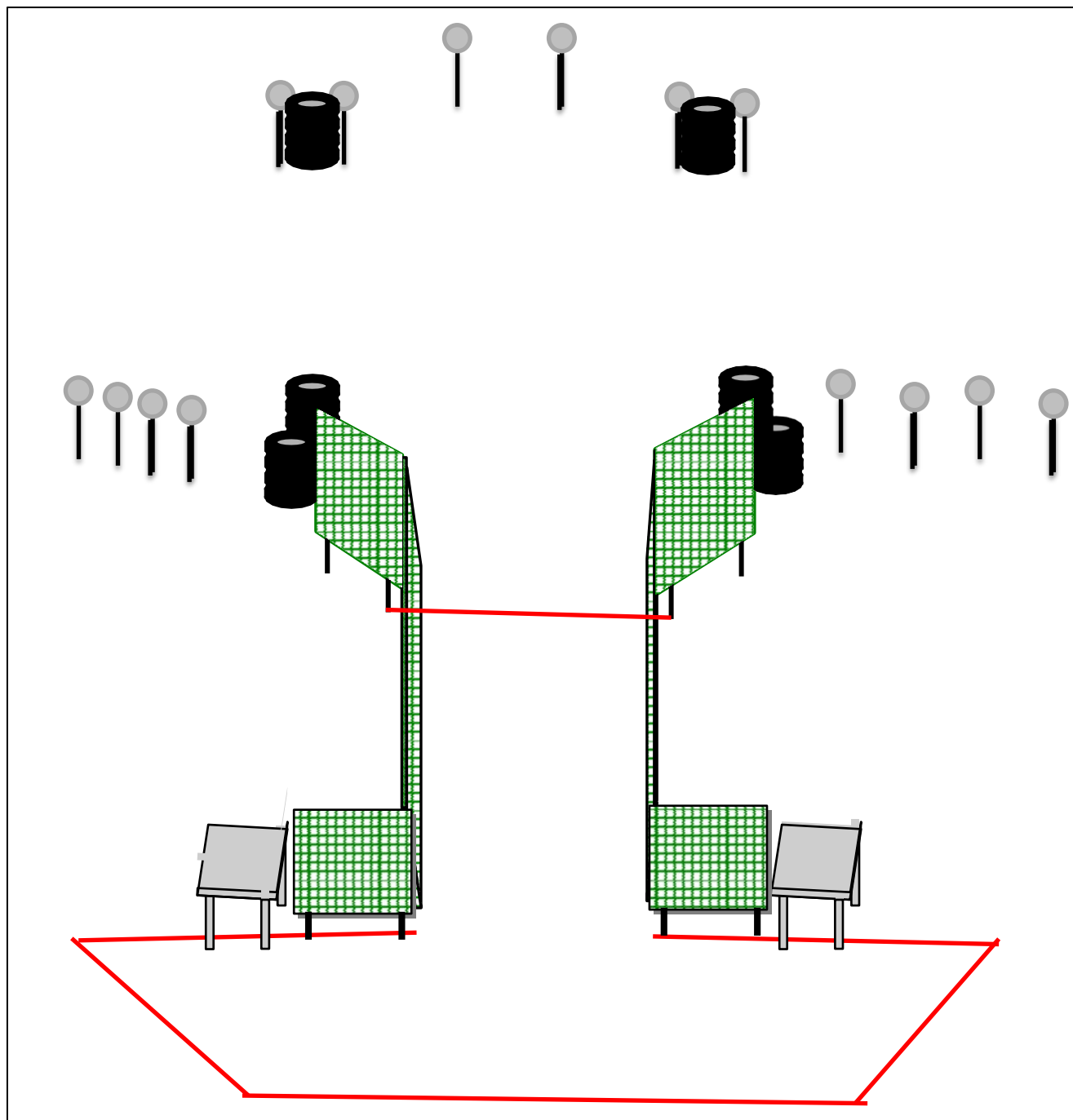


COF	MEDIUM COURSE				STAGE 2
Targets	IPSC Targets	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
			1		15
Minimum number of Rounds	16	Max Scored Points	80	Ammunition type	Birdshot
Shotgun Ready Condition	Loaded (Option 1)				
Start Position	Standing anywhere in the area. Shotgun held in both hands, as demonstratead.				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets from within designated area				
REMARKS					

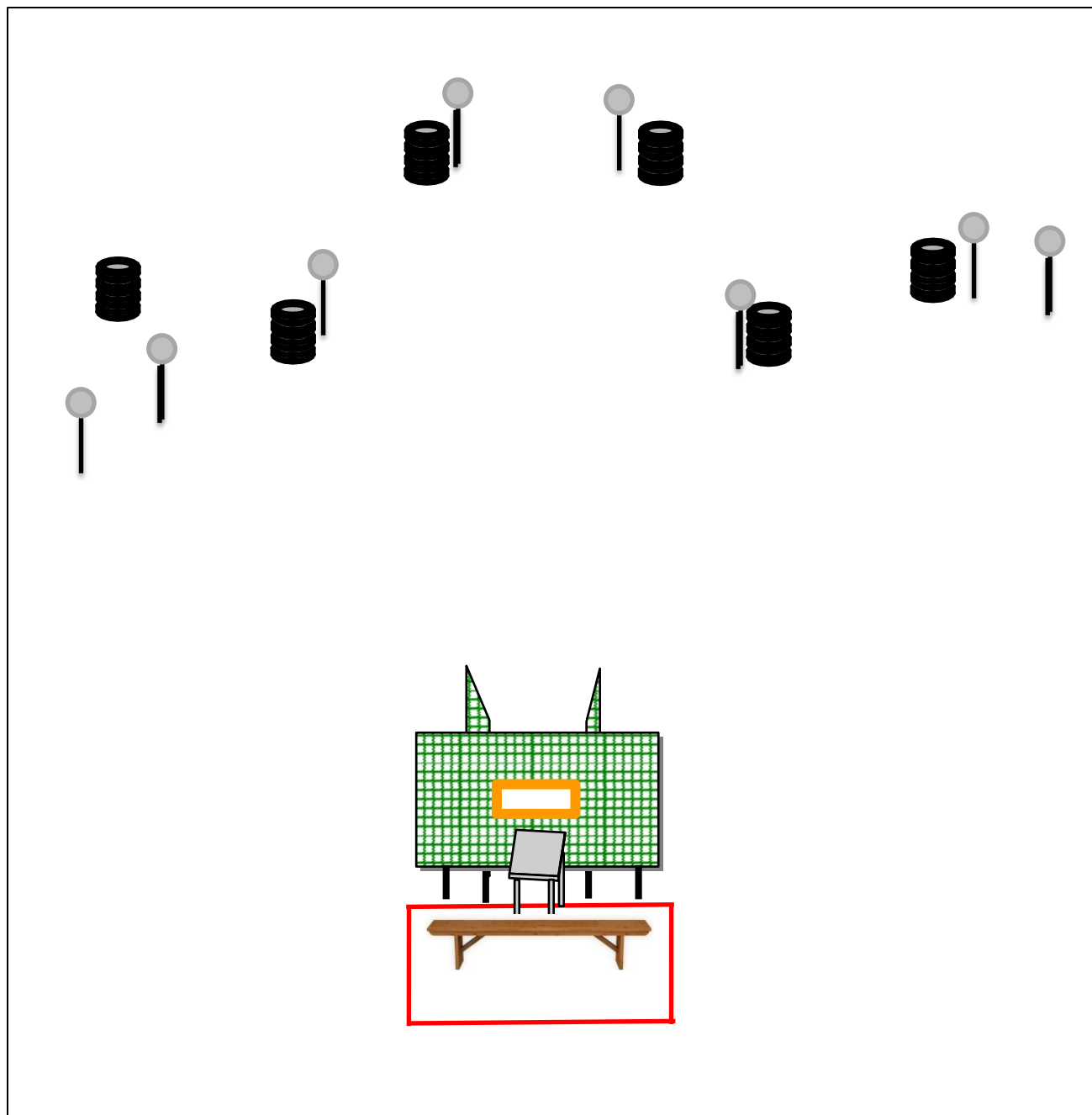
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COF	SHORT COURSE				STAGE 3
Targets	IPSC Targets	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
			1		6
Minimum number of Rounds	7	Max Scored Points	35	Ammunition type	Birdshot
Shotgun Ready Condition	UNLoaded (Option 3)				
Start Position	Heels touching the Start Line. Shotgun held in both hands, as demonstratead.				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets.				
REMARKS					

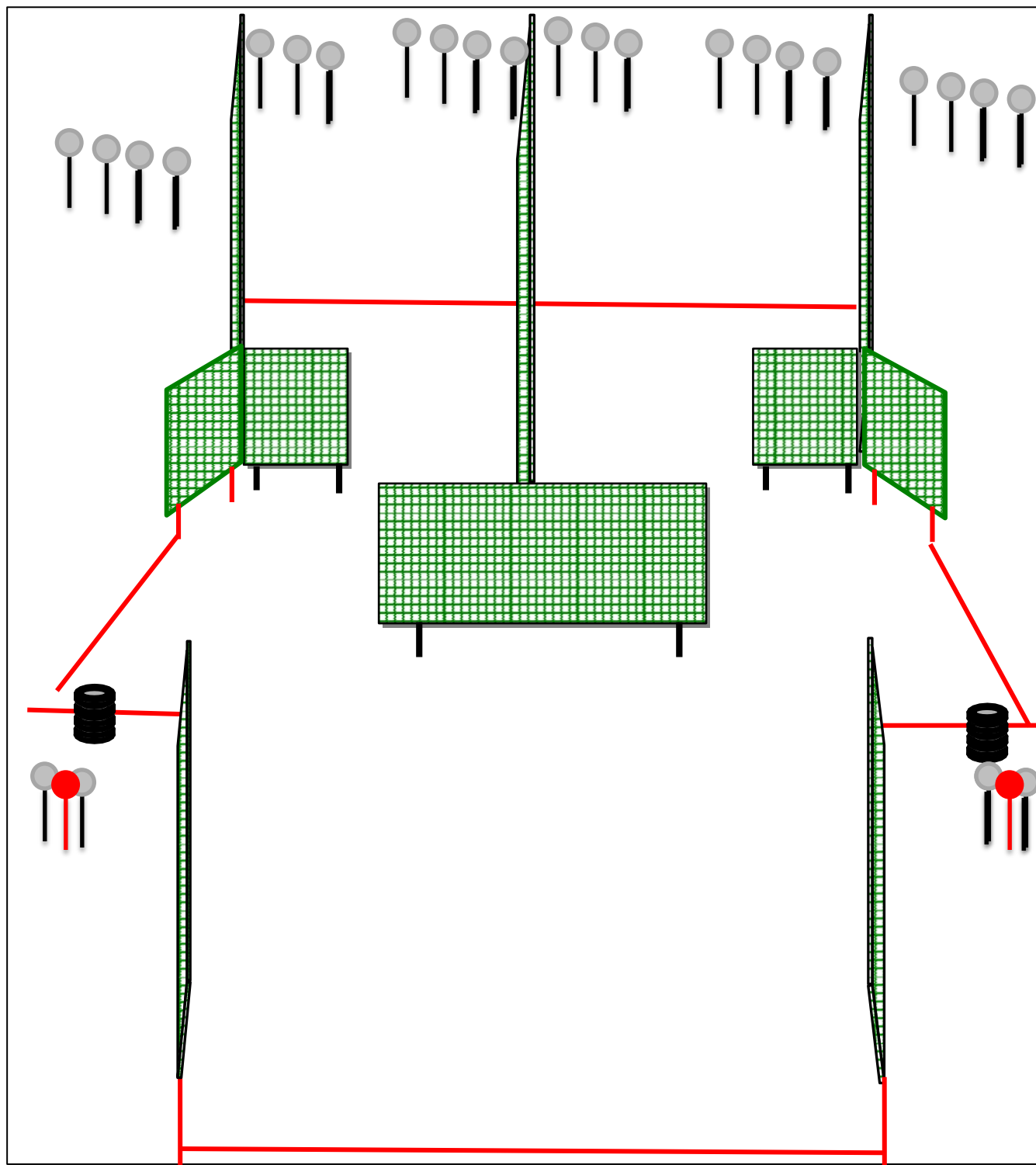


COF	MEDIUM COURSE				STAGE 4
Targets	IPSC Targets	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
					14
Minimum number of Rounds	14	Max Scored Points	70	Ammunition type	Birdshot
Shotgun Ready Condition	UNLoaded (Option 2), The Gun must be on either table				
Start Position	Standing anywhere in the area.				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets from within designated area				
REMARKS					

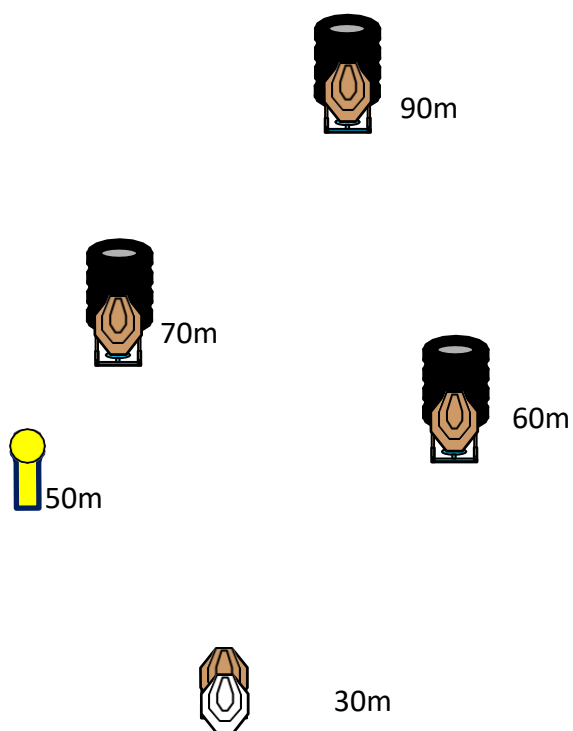


COF	SHORT COURSE				STAGE 5
Targets	IPSC Targets	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
					8
Minimum number of Rounds	8	Max Scored Points	40	Ammunition type	Birdshot
Shotgun Ready Condition	UNLoaded (Option 2), The shotgun must be on the table.				
Start Position	sitting on the bench, hands at side of body				
Time Starts	Audible signal				
PROCEDURE	On the Start Signal, engage targets. All shots must be taken with the shooter sitting on the bench				
REMARKS					

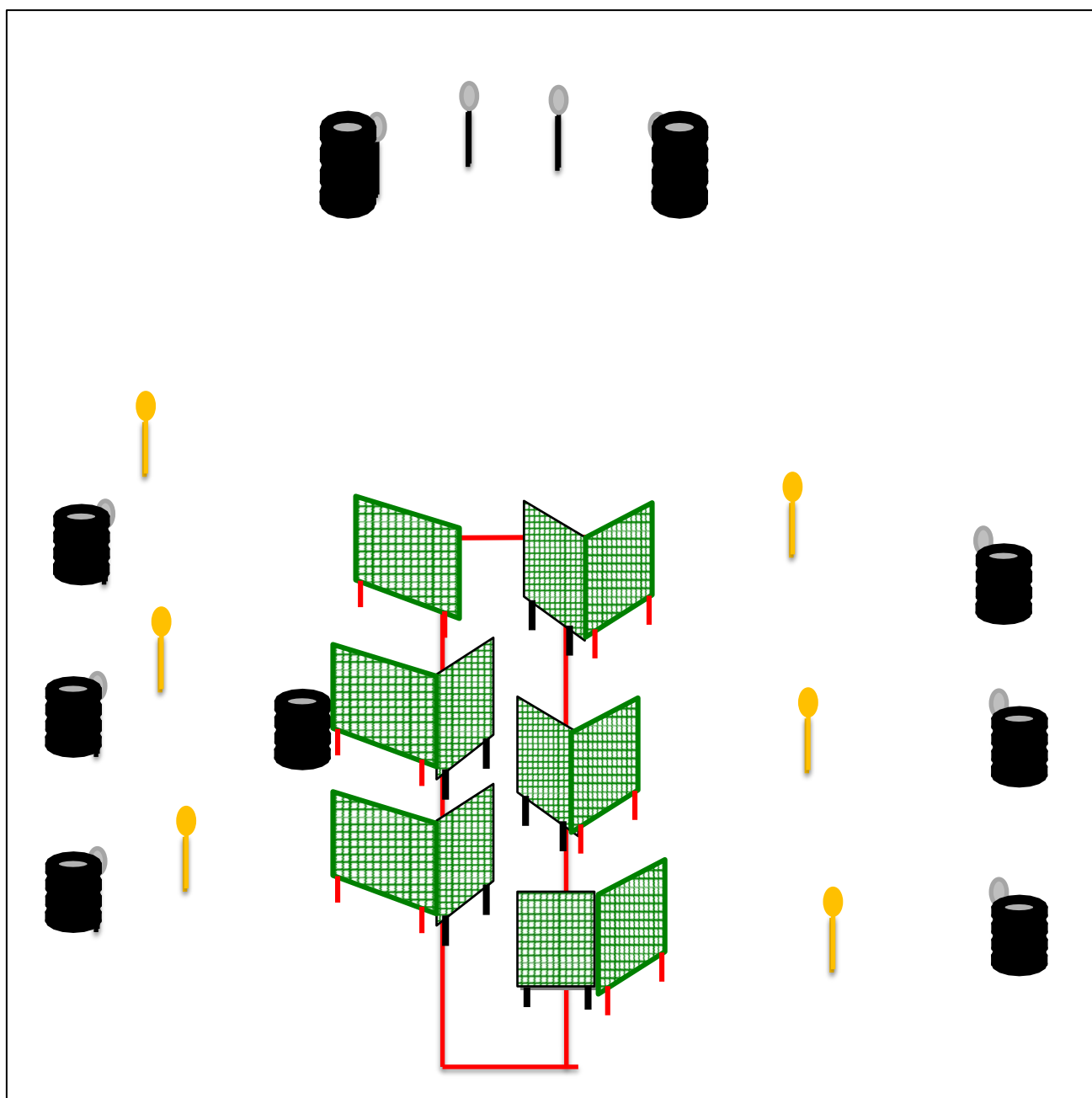
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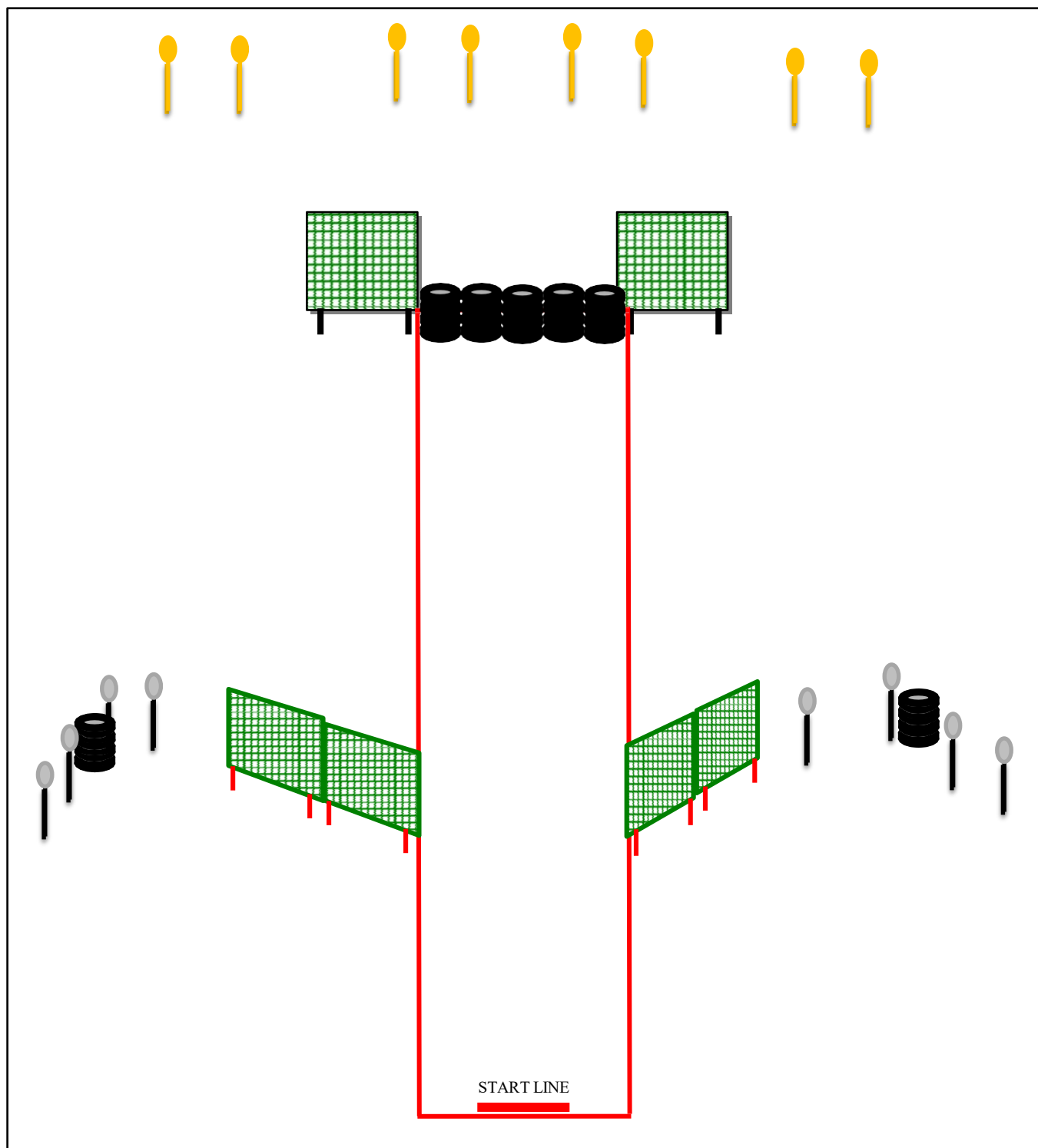
COF	LONG COURSE				STAGE 6
Targets	IPSC Targets	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
					26
Minimum number of Rounds	26	130		Ammunition type	Birdshot
Shotgun Ready Condition	Loaded (Option 1)				
Start Position	Inside anywhere the designated. Shotgun held in both hands, as demonstratead.				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets.				
REMARKS					



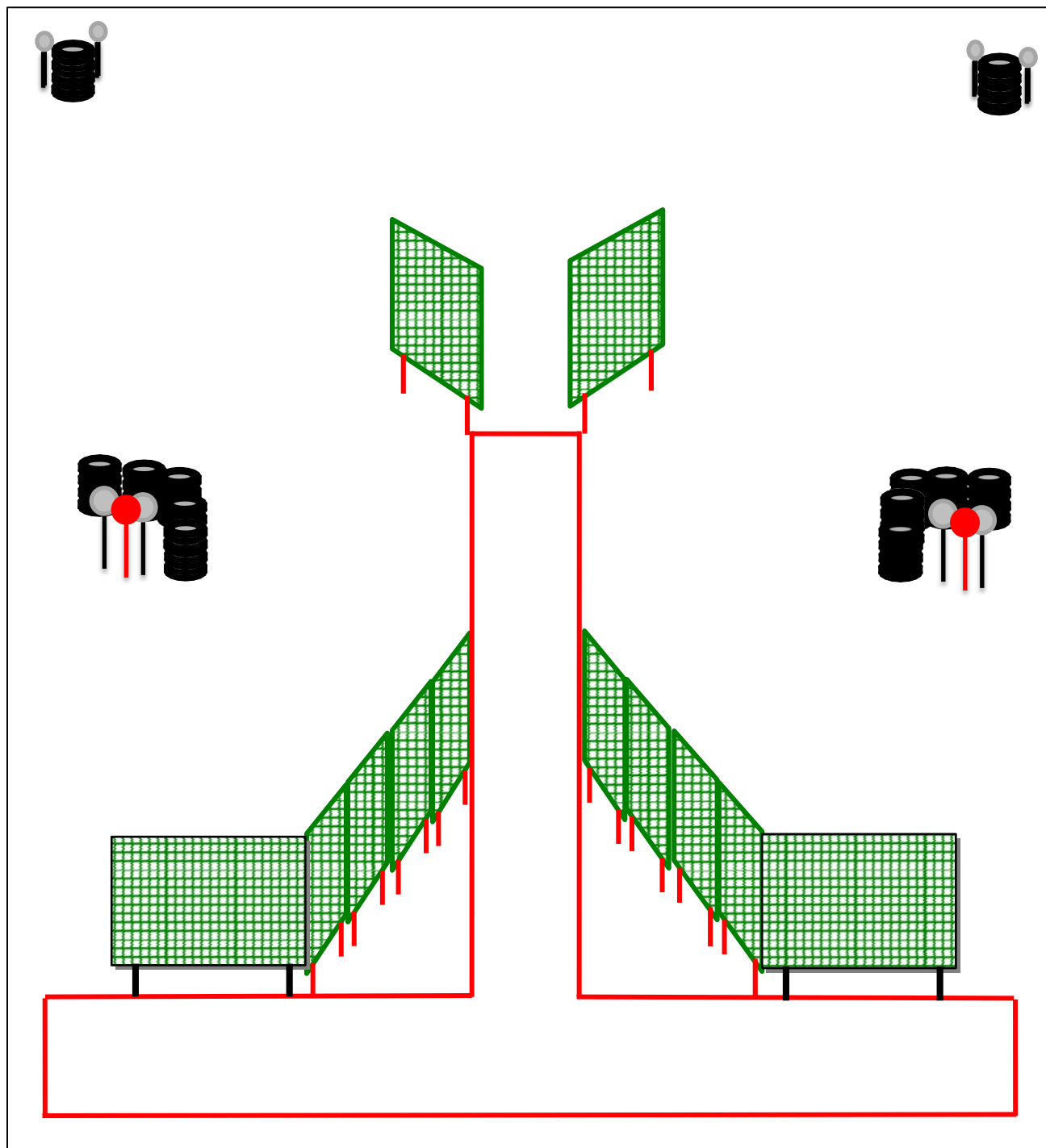
COF	SHORT COURSE				STAGE 7
Targets	IPSC Targets	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
	4		1		
Minimum number of Rounds	5	Max Scored Points	25	Ammunition type	Slug
Shotgun Ready Condition	Loaded (Option 1)		Number of scoring hits for paper targets	1	
Start Position	Inside anywhere in the designated area. Shotgun held in both hands, as demonstrated.				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets.				
REMARKS					



COF	MEDIUM COURSE				STAGE 8
Targets	CLAY	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
	6				10
Minimum number of Rounds	16	Max Scored Points	80	Ammunition type	Birdshot
Shotgun Ready Condition	Loaded (Option 1)				
Start Position	Inside anywhere in the designated area. Shotgun held in both hands, as demonstratead.				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets.				
REMARKS					

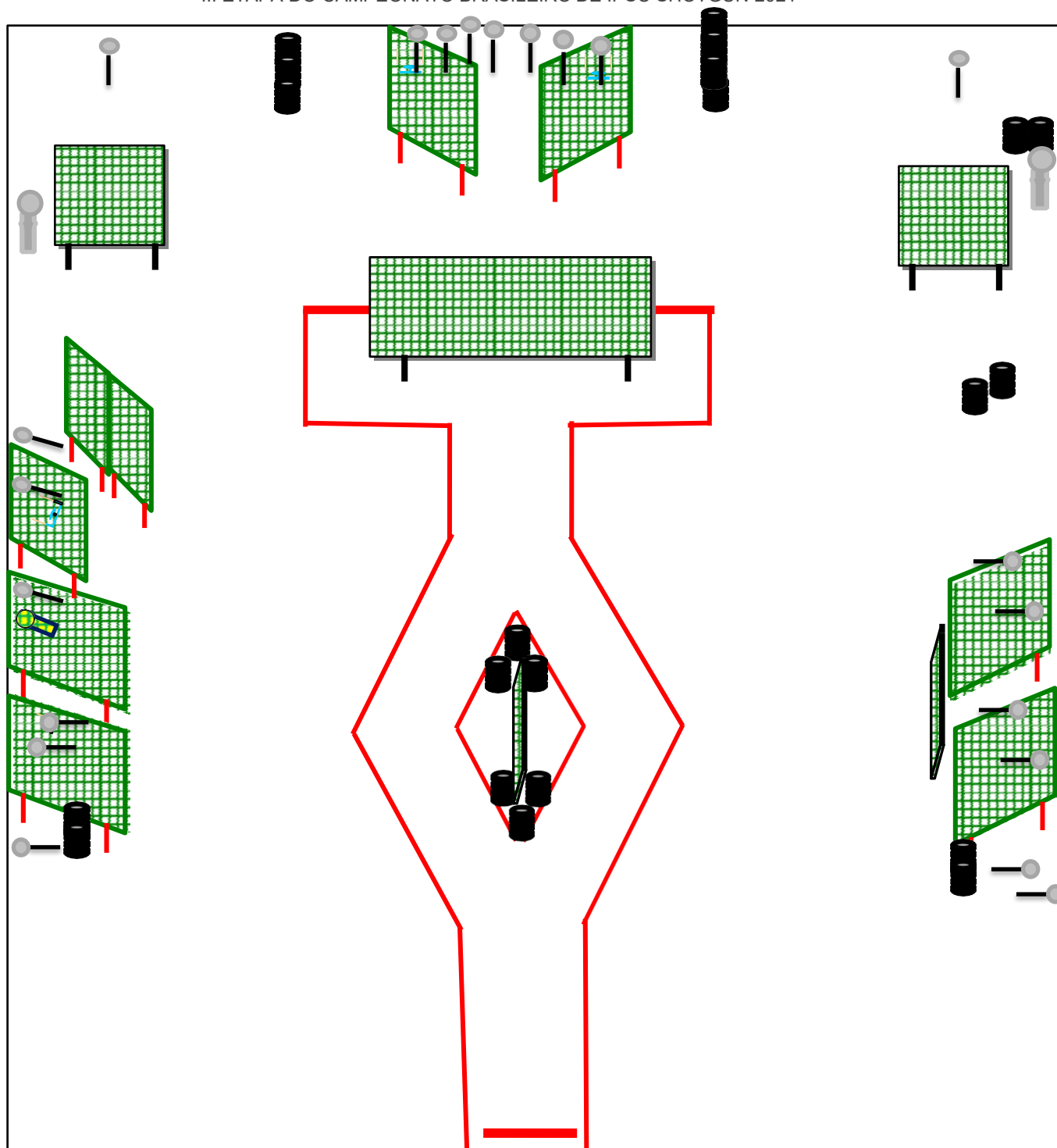


COF	MEDIUM COURSE				STAGE 9
Targets	CLAY	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
	8				8
Minimum number of Rounds	16	Max Scored Points	80	Ammunition type	Birdshot
Shotgun Ready Condition	Loaded (Option 1).				
Start Position	Heels touching the Start Line. Shotgun held in both hands, as demonstratead.				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets.				
REMARKS					

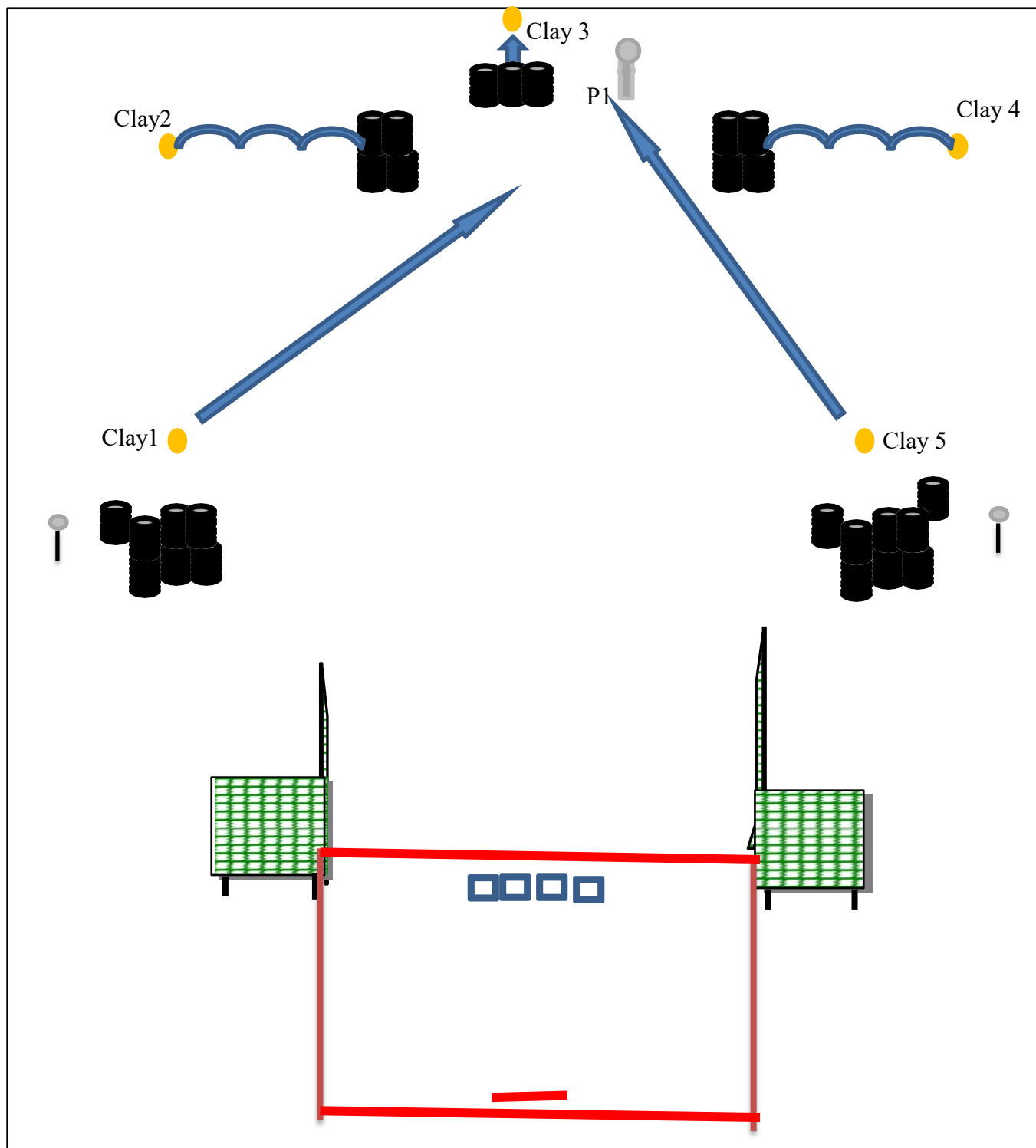


COF	SHORT COURSE				STAGE 10
Targets	IPSC Targets	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
					8
Minimum number of Rounds	8	Max Scored Points	40	Ammunition type	Birdshot
Shotgun Ready Condition	Loaded (Option 1).				
Start Position	Inside anywhere in the designated area. Shotgun held in both hands, as demonstratead.				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets.				
REMARKS					

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COF	LONG COURSE				STAGE 11
Targets	CLAY	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
			3		21
Minimum number of Rounds	24	Max Scored Points	120	Ammunition type	Birdshot
Shotgun Ready Condition	Loaded (Option 1)				
Start Position	Heels touching the Start Line. Shotgun held in both hands, as demonstratead.				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets.				
REMARKS					



COF	SHORT COURSE				STAGE 12
Targets	CLAY	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
	5		1		2
Minimum number of Rounds	8	Max Scored Points	65	Ammunition type	Birdshot
Shotgun Ready Condition	Loaded (Option 1)				
Start Position	Heels touching the Start Line. Shotgun held in both hands, as demonstrated.				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets.				
REMARKS	P1 activates CLAY 3, CLAY 1, 2, 4 and 5 are ACTIVATED BY FOOT PRESS. All clays are disappearing targets and will score 10 points if hit				