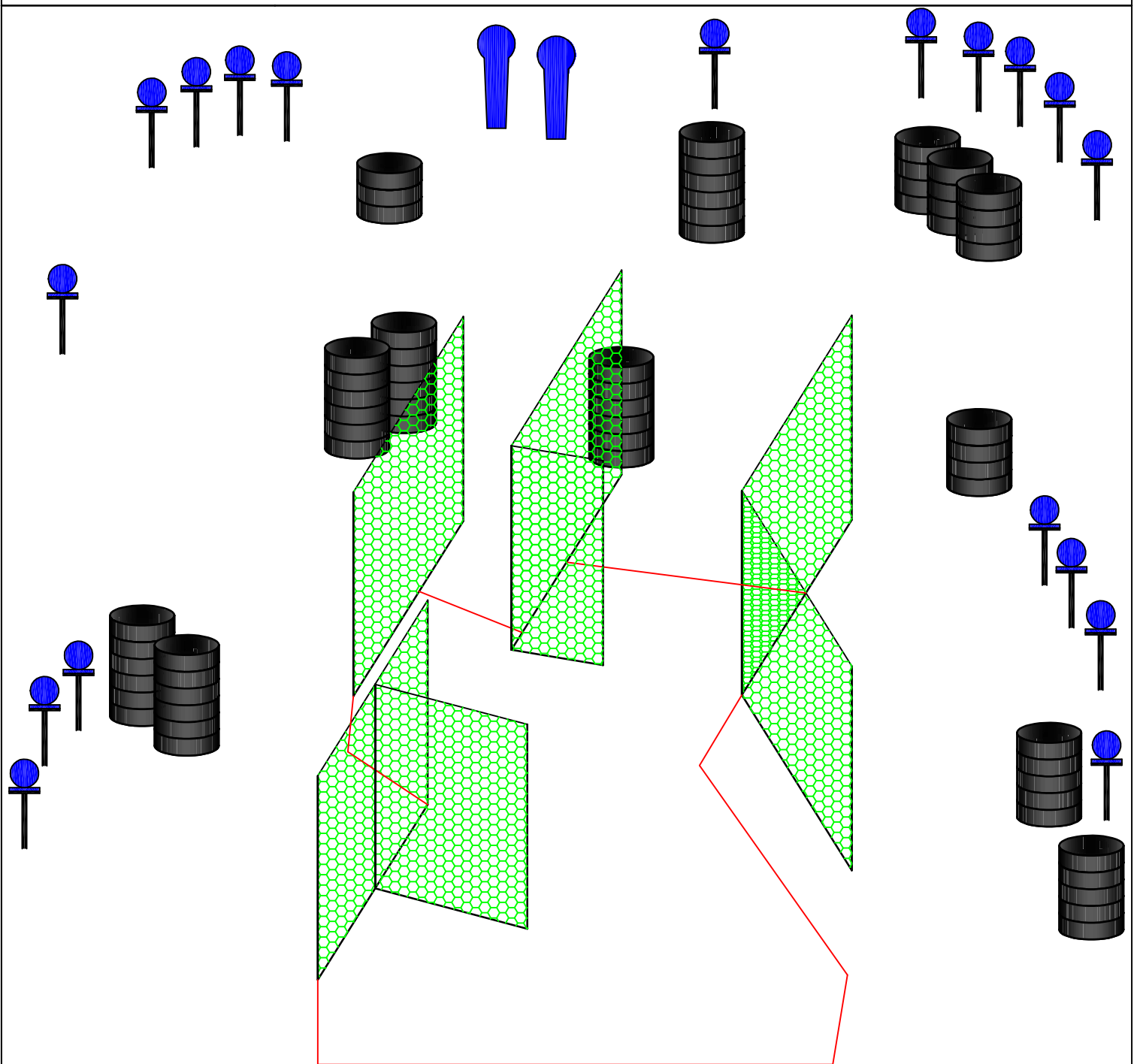




IPSC Klubovka říjen shotgun/PCC level 1 **STAGE 1**



Targets :	18x IPSC plate, 2x IPSC popper
Minimum number of rounds :	20
The firearm ready conditions :	Loaded, option 1. Shotgun amunition BIRDSHOT.
Start position :	Standing, anywhere within the designated area.
Time starts :	Audible
Procedure :	After start signal engage all targets.

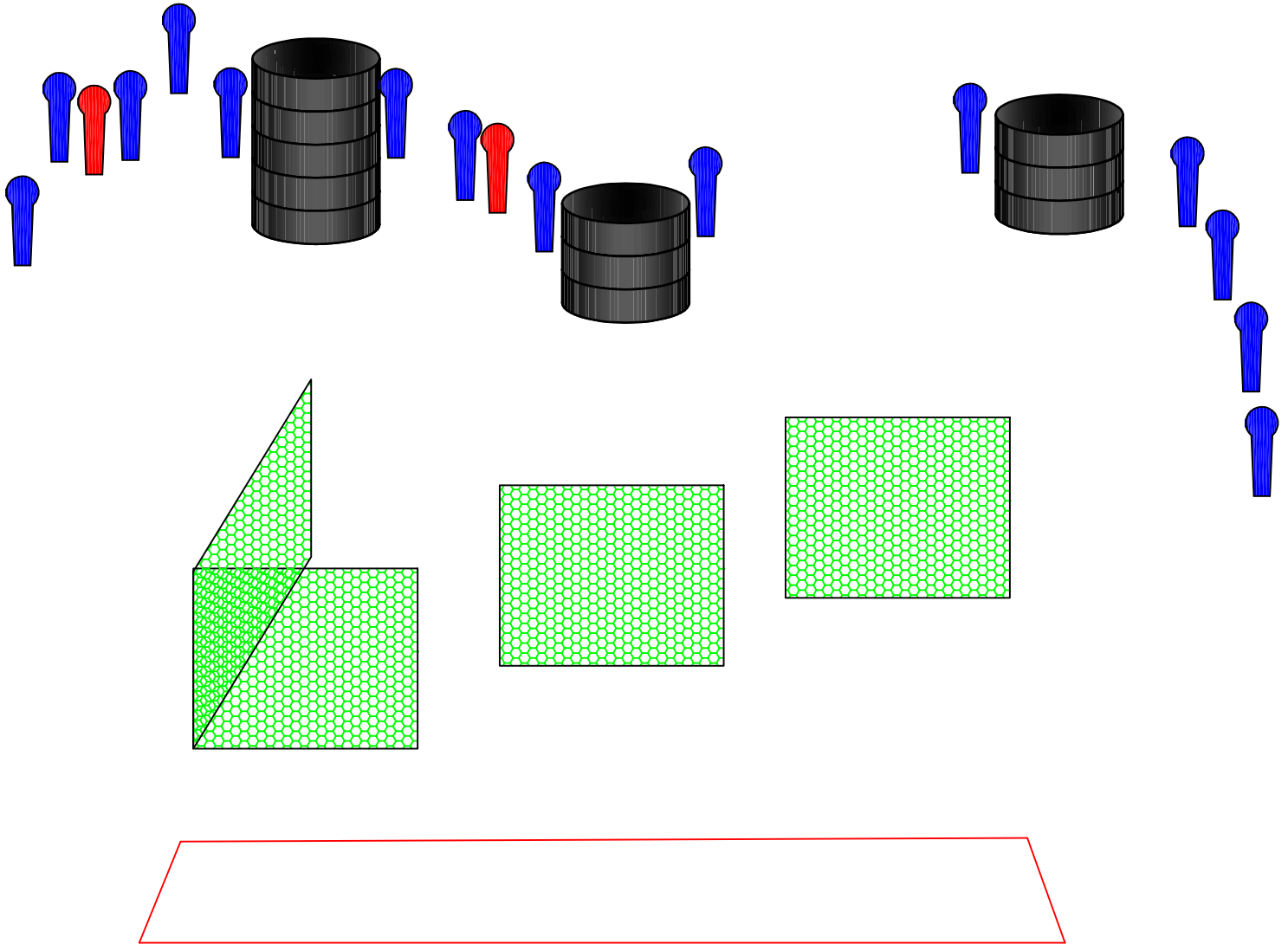




IPSC Klubovka říjen shotgun/PCC level 1 **STAGE 2**



Targets :	14x IPSC mini popper, 2x IPSC noshoot popper
Minimum number of rounds :	14
The firearm ready conditions :	Loaded, option 2. Shotgun amunition BIRDSHOT.
Start position :	Standing, anywhere within the designated area.
Time starts :	Audible
Procedure :	After start signal engage all targets.



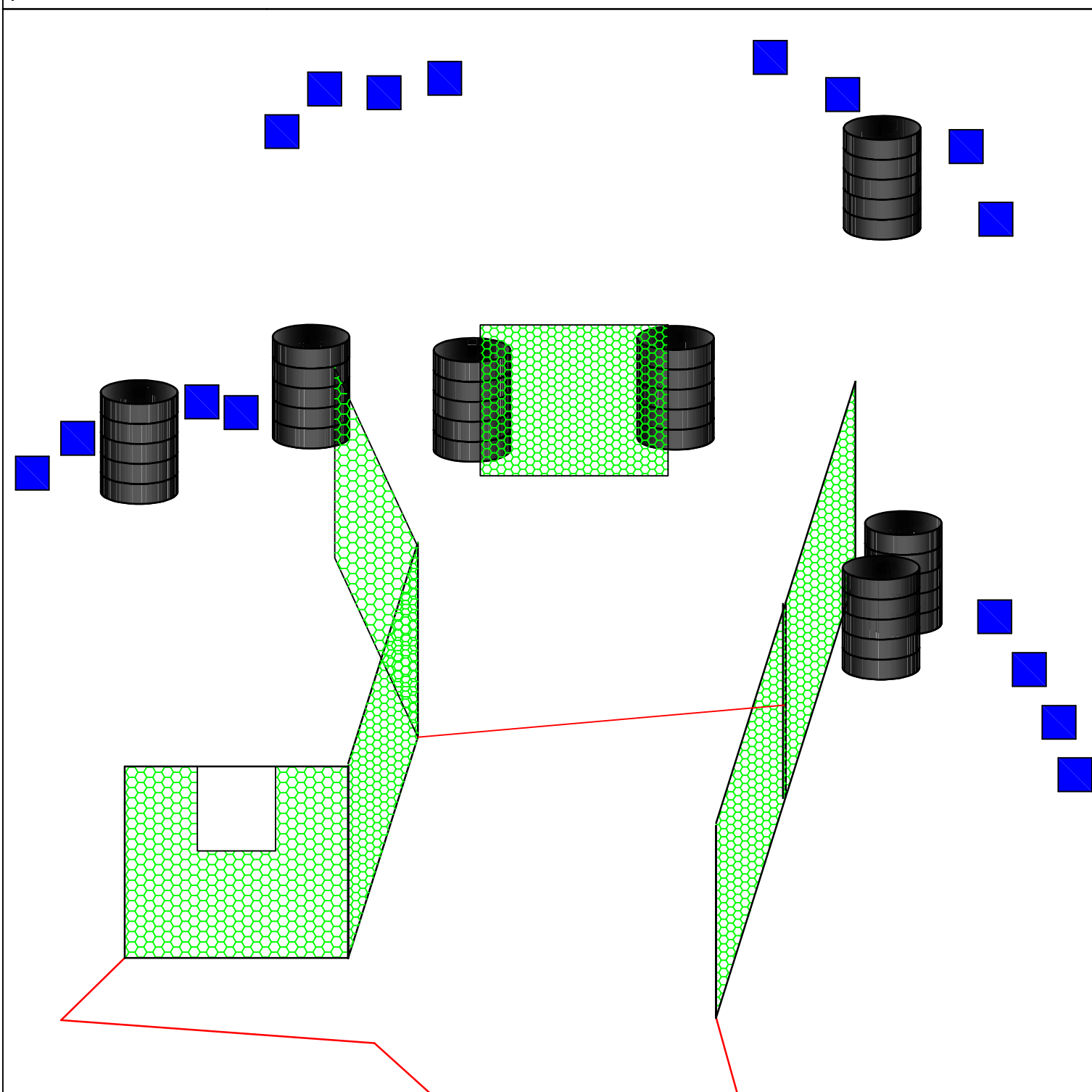


IPSC Klubovka říjen shotgun/PCC level 1



STAGE 3

Targets :	16x IPSC plate
Minimum number of rounds :	16
The firearm ready conditions :	Loaded, option 1. Shotgun amunition BIRDSHOT.
Start position :	Standing, anywhere within the designated area.
Time starts :	Audible
Procedure :	After start signal engage all targets.

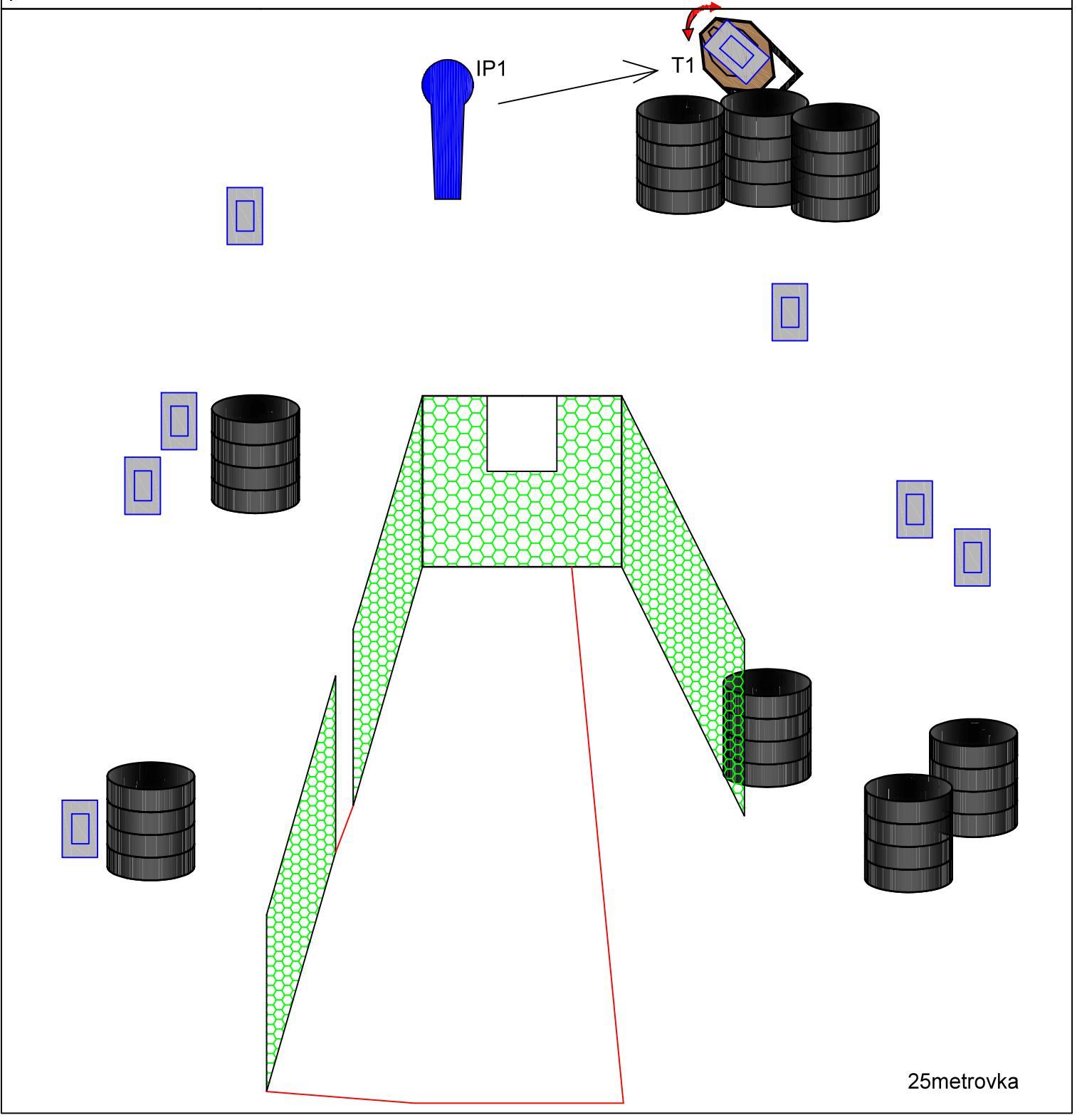




IPSC Klubovka říjen shotgun/PCC level 1 **STAGE 4**



Targets :	1x IPSC popper, 8x IPSC A4/A Target
Minimum number of rounds :	9
The firearm ready conditions :	Loaded, option 1. Shotgun amunition BUCKSHOT.
Start position :	Standing, anywhere within the designated area.
Time starts :	Audible
Procedure :	After start signal engage all targets.



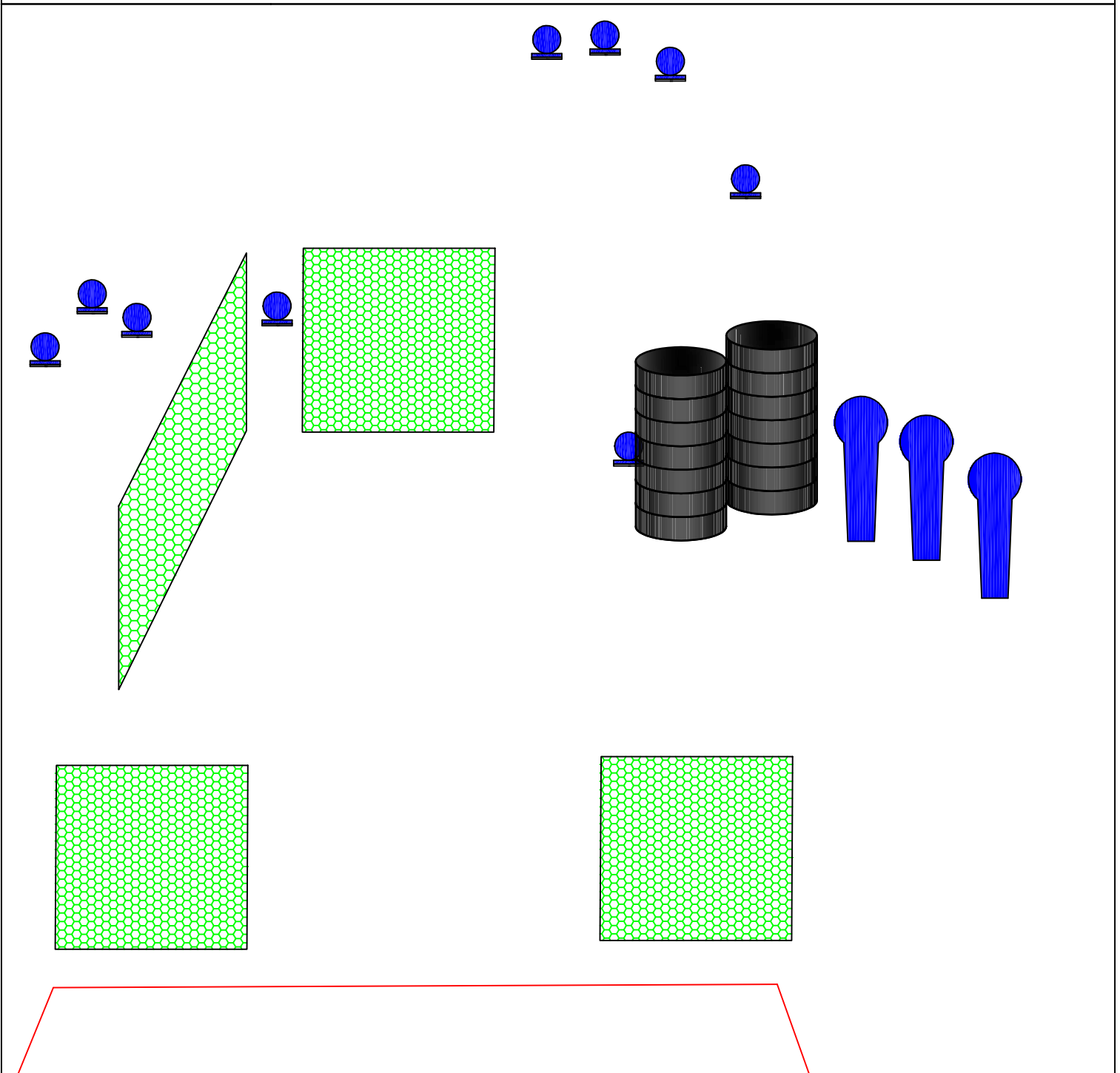


IPSC Klubovka říjen shotgun/PCC level 1



STAGE 5

Targets :	3x IPSC popper, 9x IPSC plate
Minimum number of rounds :	12
The firearm ready conditions :	Unloaded, option 3. Shotgun amunition BIRDSHOT.
Start position :	Standing, anywhere within the designated area.
Time starts :	Audible
Procedure :	After start signal engage all targets.



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STAGE 6

Targets :	8x IPSC target, 4x IPSC plate
Number of rounds to be scored :	12
The handgun ready conditions :	Option 1, shotgun ammunition SLUG.
Start position :	Standing, anywhere within the designated area.
Time starts :	Audible
Procedure :	After start signal engage all targets. Only one hit per target is required.

