

# HELLENIC SHOTGUN NATIONALS

## STAGE 1

THESSALONIKI, GREECE

SEPTEMBER 7, 2014



**COF**

Short course

**Targets**

6  Plates

**Distance**

10 - 12 m

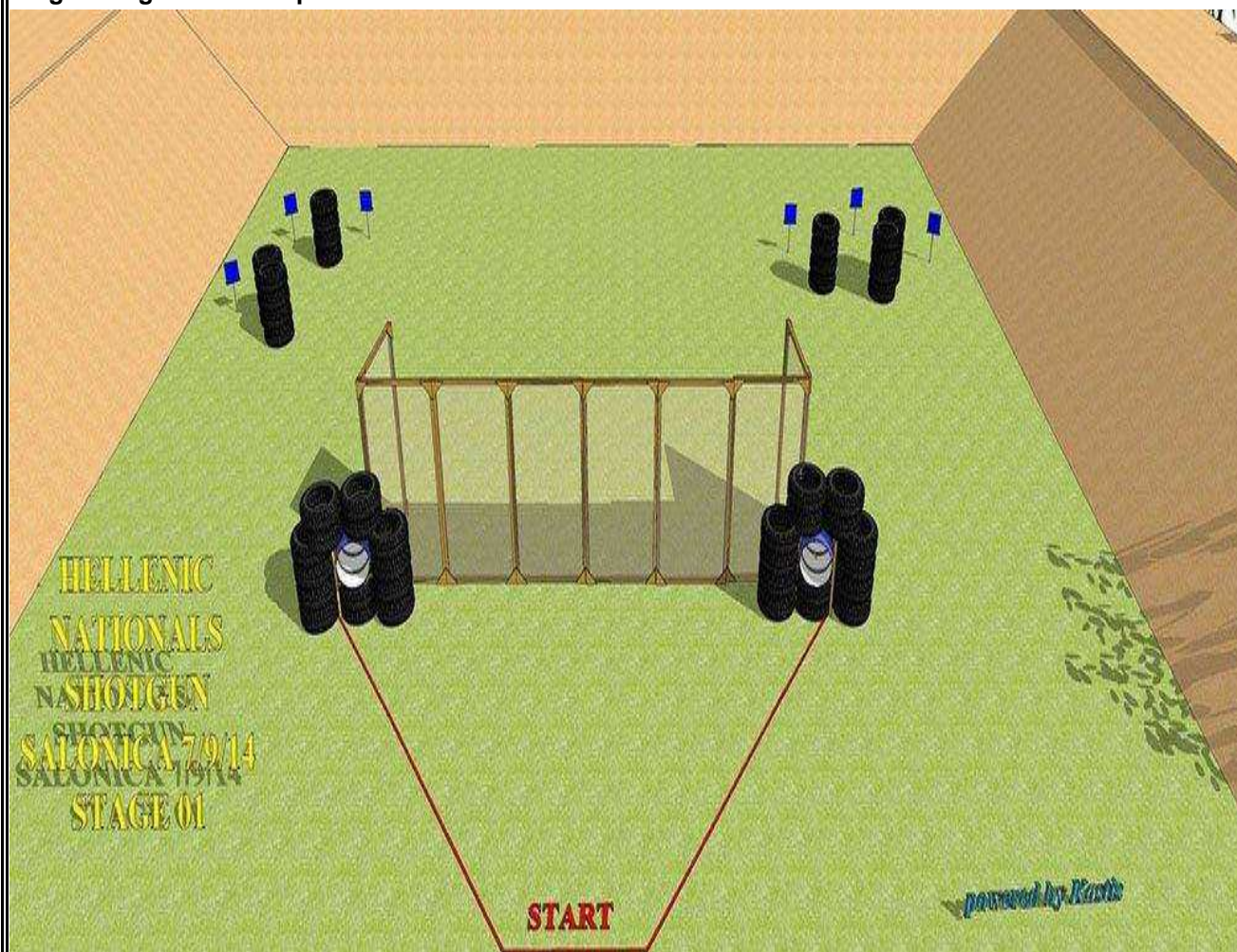
**Minimum rounds** 6 Birdshot

**Maximum points** 30



<b>Start / End</b>	Audible Signal / Last Shot
<b>Penalties</b>	As per current IPSC shotgun rules
<b>Start position</b>	Standing relaxed heels touching marks, with shotgun in the ready condition, held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange, finger outside the trigger guard.
<b>Gun Condition</b>	Loaded option 1 as per rule 8.1.1.1.
<b>Procedure</b>	Engage all the targets in any order inside the designated area
<b>Remarks</b>	

Stage Designer / 3D Graphics: Tsiolakis K.





# HELLENIC SHOTGUN NATIONALS

## STAGE 2

THESSALONIKI, GREECE

SEPTEMBER 7, 2014



**COF**




**Targets**

**Distance**

**Minimum rounds**

**Maximum points**

**Short course**

- 3  Metal Plates
  - 2  Mini poppers
  - 2  Fragible (bonus)
- 10 - 12 m  
7 Birdshot  
45



<b><u>Start / End</u></b>	<b>Audible Signal / Last Shot</b>
<b><u>Penalties</u></b>	<b>As per current IPSC shotgun rules</b>
<b><u>Start position</u></b>	<b>Standing relaxed, on the platform with shotgun in the ready condition, held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange, finger outside the trigger guard.</b>
<b><u>Gun Condition</u></b>	<b>Loaded option 2 as per rule 8.1.1.2</b>
<b><u>Procedure</u></b>	<b>On signal engage all the targets in any order remaining on the platform</b>
<b><u>Remarks</u></b>	<b>The right Popper, activates 2 sliding Fragible targets, which DO NOT remain visible when at rest. (Bonus targets - with double value each)</b>

**Stage Designer / 3D Graphics: Tsiolakis K.**





# HELLENIC SHOTGUN NATIONALS

## STAGE 3

THESSALONIKI, GREECE

SEPTEMBER 7, 2014



### COF






#### Targets

#### Distance

#### Minimum rounds

#### Maximum points

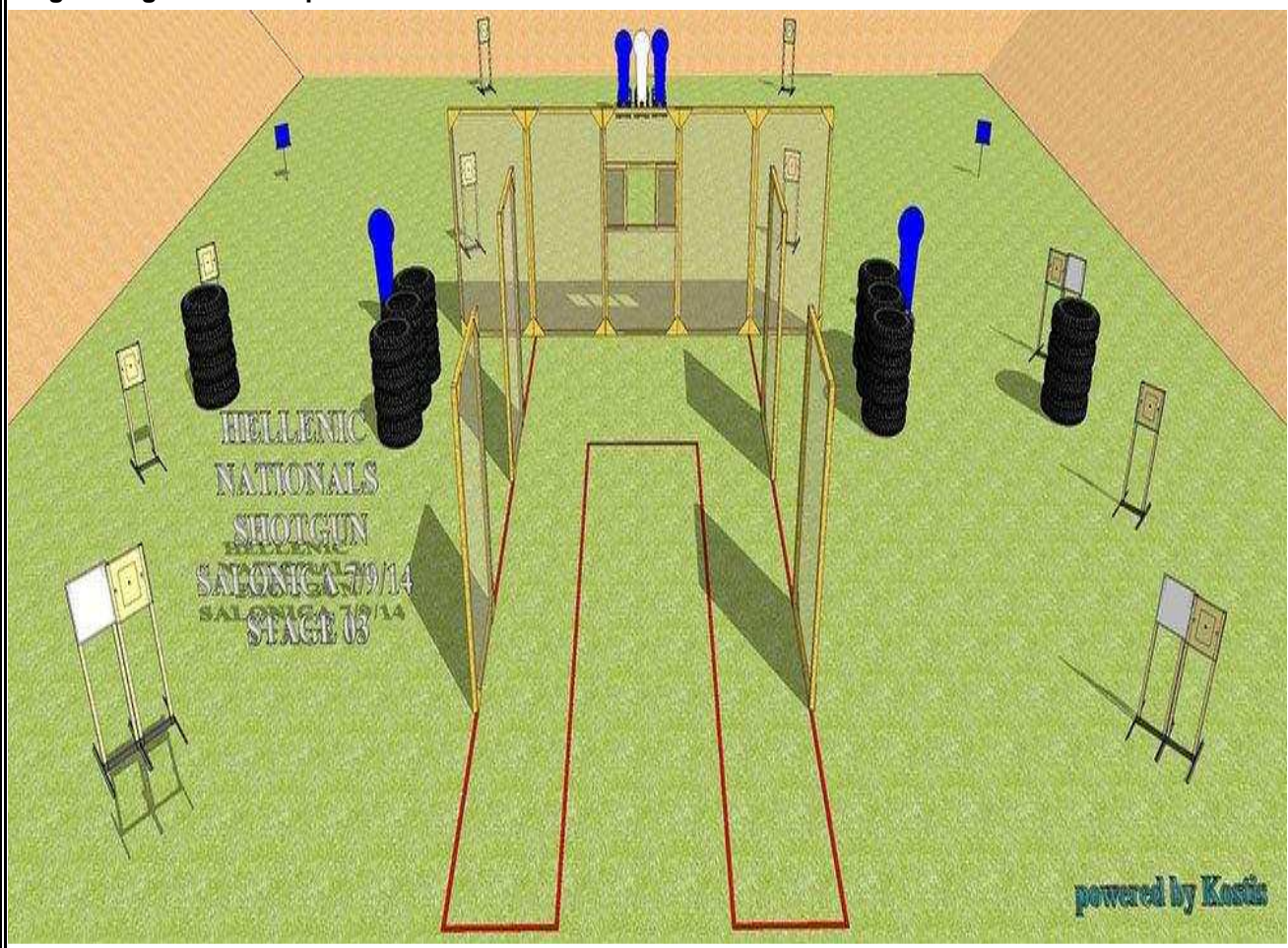
### Medium course

- 10  A4/A targets
  - 3  A4/A N/S targets
  - 4  IpSC poppers
  - 1  IpSC N/S poppers
  - 2  Metal Plates
- 10 - 14 m  
16 Buckshot  
130



<u>Start / End</u>	Audible Signal / Last Shot
<u>Penalties</u>	As per current IPSC shotgun rules
<u>Start position</u>	Standing relaxed, anywhere into the demarcated area with shotgun in the ready condition, held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange, finger outside the trigger guard.
<u>Gun Condition</u>	Loaded option 1 as per rule 8.1.1.1
<u>Procedure</u>	Engage all the targets in any order inside the designated area.
<u>Remarks</u>	In A4/A targets best 2 hits for count.

Stage Designer / 3D Graphics: Tsiolakis K.



# HELLENIC SHOTGUN NATIONALS

## STAGE 4

THESSALONIKI, GREECE

SEPTEMBER 7, 2014



COF

Targets

Distance

Minimum rounds

Maximum points

Medium course

4  Mini poppers

2  Metal Plates

6  Fragible

10 - 15 m

12 Birdshot

60



Start / End

Audible Signal / Last Shot

Penalties

As per current IPSC shotgun rules

Start position

Standing relaxed, anywhere into the demarcated area

Gun Condition

Shotgun loaded, option 1 as per rule 8.1.1.1, on the table, muzzle pointing downrange.

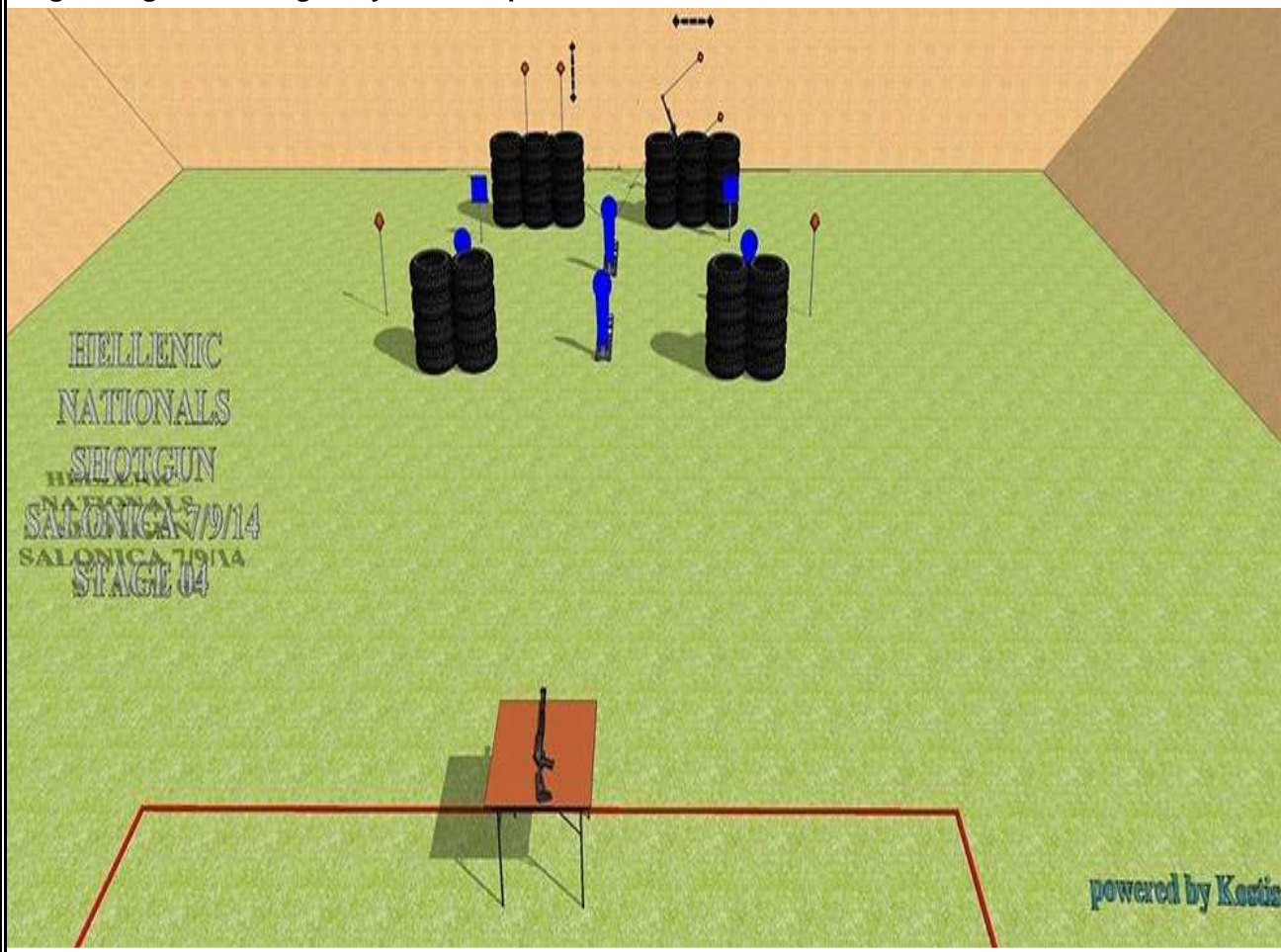
Procedure

Engage all the targets in any order inside the designated area

Remarks

The fall of the back popper activates 1 bobber and 1 App/Disappearing , with 2 fragible targets each, that remain visible at rest.

Stage Designer: Chasogia Faye / 3D Graphics: Tsiolakis K.





# HELLENIC SHOTGUN NATIONALS

## STAGE 5

THESSALONIKI, GREECE

SEPTEMBER 7, 2014



### COF

#### Targets

### Long course

- 18  Metal Plates
- 1  Mini poppers
- 8  Fragible

#### Distance

12 - 15 m

#### Minimum rounds

27 Birdshot

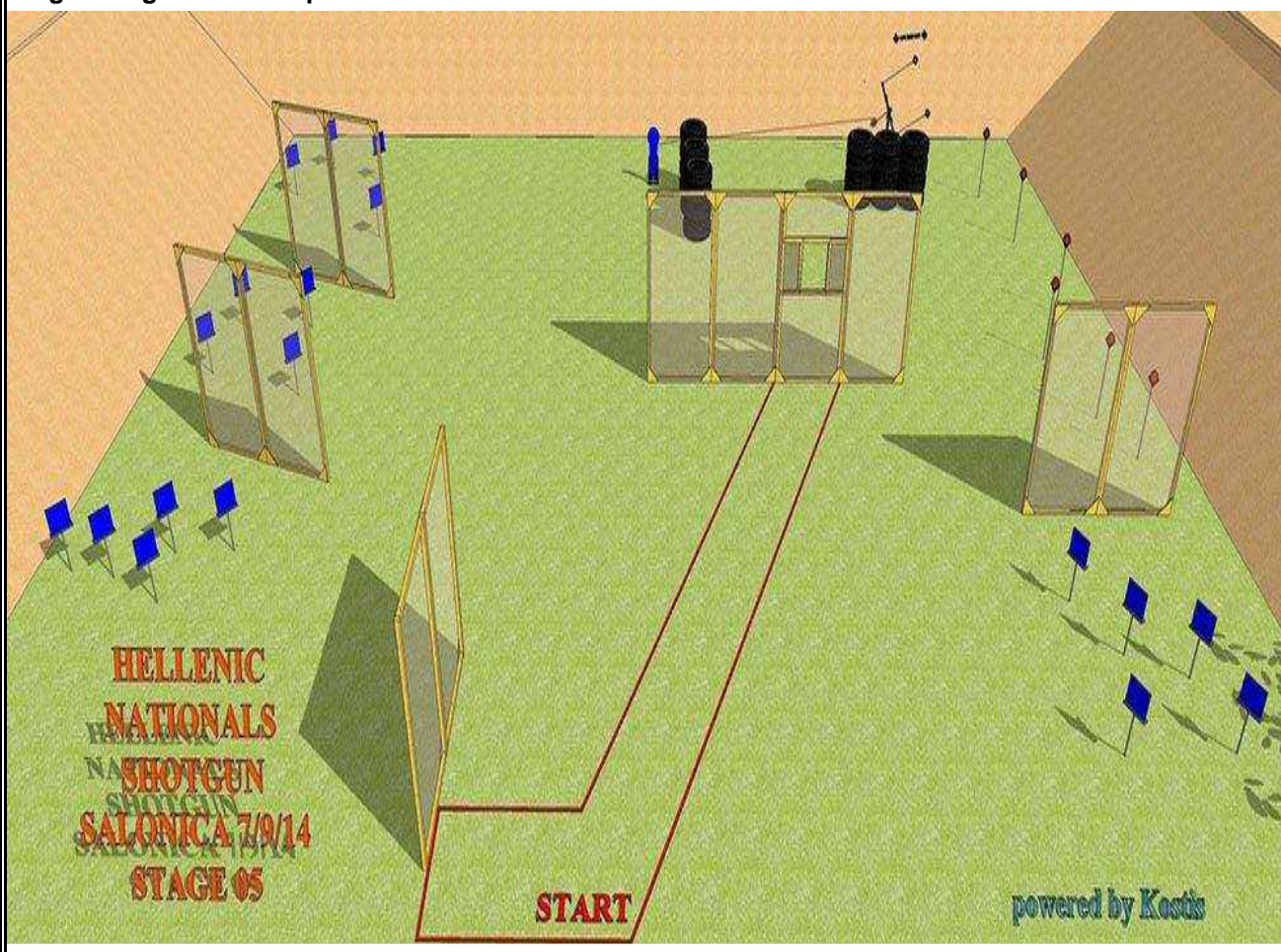
#### Maximum points

135



<u>Start / End</u>	Audible Signal / Last Shot
<u>Penalties</u>	As per current IPSC handgun rules
<u>Start position</u>	Standing relaxed heels touching marks, with shotgun in the ready condition, held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange, finger outside the trigger guard.
<u>Gun Condition</u>	Loaded option 1 as per rule 8.1.1.1
<u>Procedure</u>	Engage all the targets in any order inside the designated area
<u>Remarks</u>	The popper activates a bobber with 2 fragible targets, that remain visible at rest.

Stage Designer / 3D Graphics: Tsiolakis K.



# HELLENIC SHOTGUN NATIONALS

## STAGE 6

THESSALONIKI, GREECE

SEPTEMBER 7, 2014



**COF**

**Targets**

Short course

8  A4/A targets

2  A4/A N/S targets



**Distance**

8 - 15 m

**Minimum rounds**

8 Buckshot

**Maximum points**

80

**Start / End**

Audible Signal / Last Shot

**Penalties**

As per current IPSC handgun rules

**Start position**

Standing relaxed, anywhere into the demarcated area with shotgun in the ready condition, held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange, finger outside the trigger guard.

**Gun Condition**

Loaded option 1 as per rule 8.1.1.1.

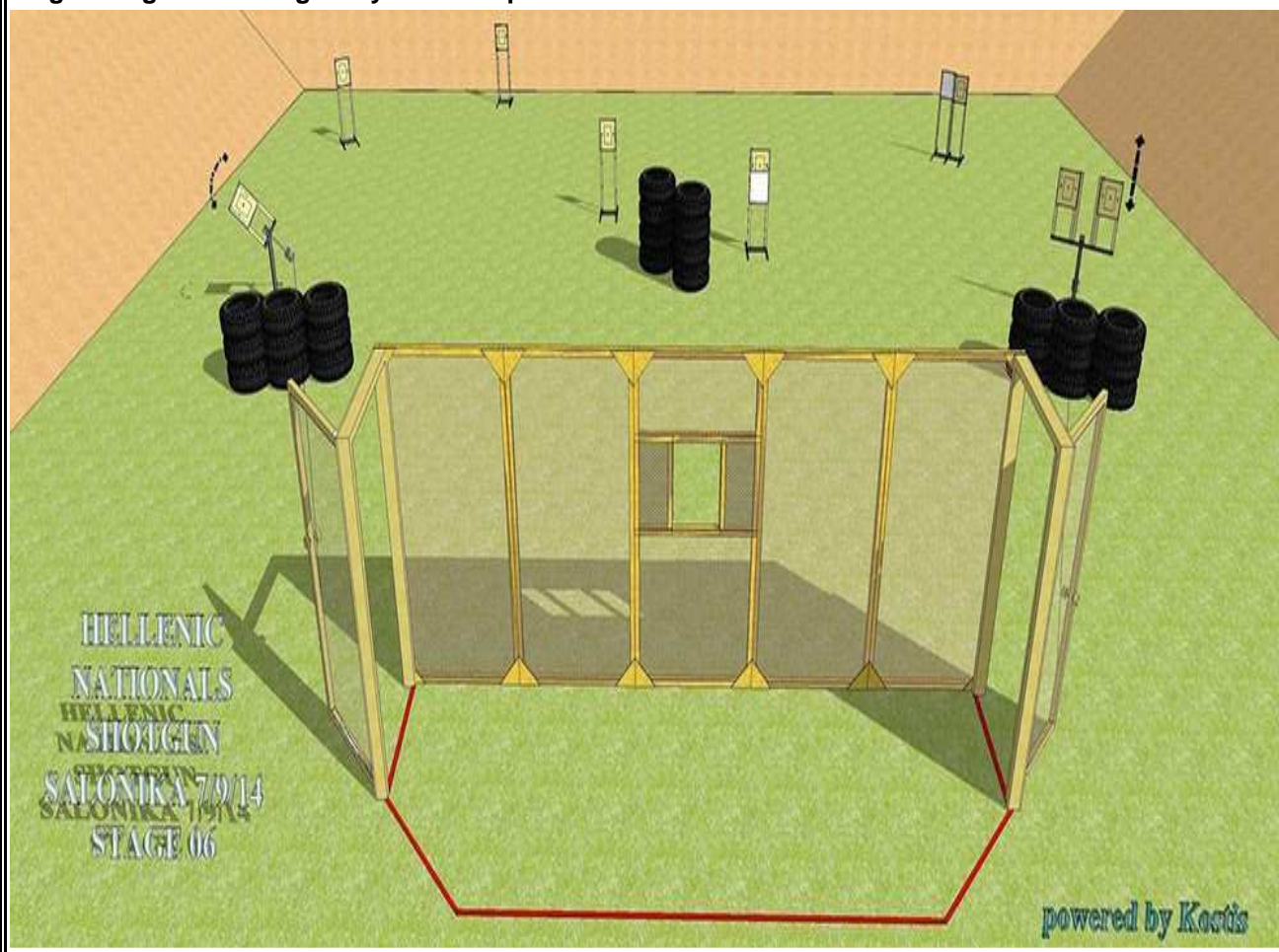
**Procedure**

Engage all the targets in any order inside the designated area

**Remarks**

Doors activate 1 bobber and 1 App/Disappearing targets, that remain visible at rest. In A4/A targets best 2 hits for count.

Stage Designer: Chasogia Faye / 3D Graphics: Tsiolakis K.





# HELLENIC SHOTGUN NATIONALS

## STAGE 7

THESSALONIKI, GREECE

SEPTEMBER 7, 2014



**COF**

Medium course

**Targets**

16  Metal Plates

**Distance**

7 - 10 m

**Minimum rounds**

16 Birdshot

**Maximum points**

80



**Start / End**

Audible Signal / Last Shot

**Penalties**

As per current IPSC shotgun rules

**Start position**

Standing relaxed heels touching marks, with shotgun in the ready condition, held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange, finger outside the trigger guard.

**Gun Condition**

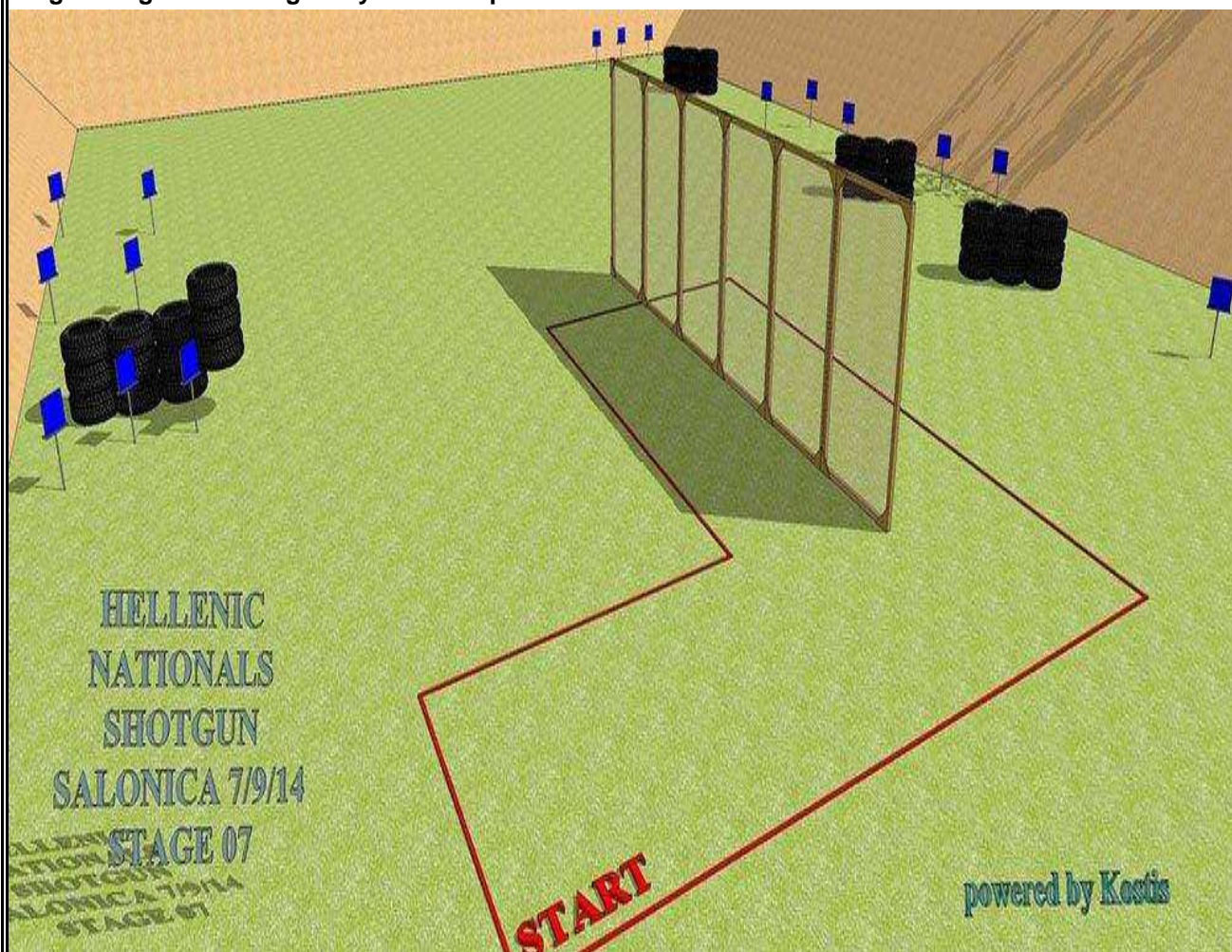
Loaded option 1 as per rule 8.1.1.1

**Procedure**

Engage all the targets in any order inside the designated area

**Remarks**

Stage Designer: Chasogia Faye / 3D Graphics: Tsiolakis K.





# HELLENIC SHOTGUN NATIONALS

## STAGE 8

THESSALONIKI, GREECE

SEPTEMBER 7, 2014



COF

Targets

Distance

Minimum rounds

Maximum points

Short course

8  Mini IPSC Target

4  Mini IPSC N/S Target

14 - 20 m

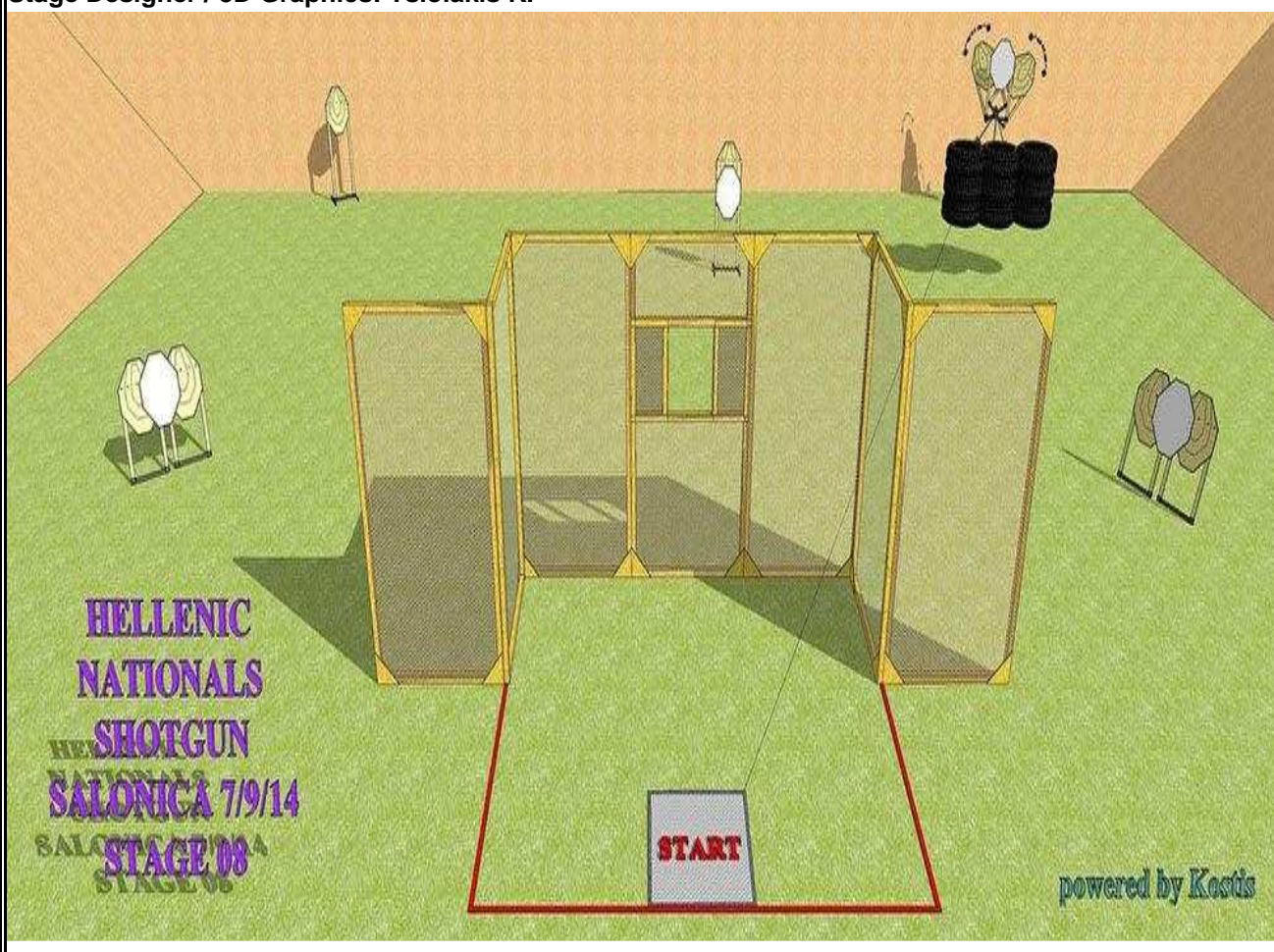
8 Slugs

40



<u>Start / End</u>	Audible Signal / Last Shot
<u>Penalties</u>	As per current IPSC shotgun rules
<u>Start position</u>	Standing relaxed, on the platform with shotgun in the ready condition, held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange, finger outside the trigger guard.
<u>Gun Condition</u>	Loaded option 1 as per rule 8.1.1.1.
<u>Procedure</u>	Engage all the targets with one round each, in any order inside the designated area.
<u>Remarks</u>	Stepping of the platform activates 1 bobber with 2 swinging targets, that remain visible at rest.

Stage Designer / 3D Graphics: Tsiolakis K.





# HELLENIC SHOTGUN NATIONALS

## STAGE 9

THESSALONIKI, GREECE

SEPTEMBER 7, 2014



**COF**

Short course

**Targets**

6  Metal Plates  
5  N/S Metal Plates

**Distance** 12 m

**Minimum rounds** 6 Birdshot

**Maximum points** 30



**Start / End** Audible Signal / Last Shot

**Penalties** As per current IPSC shotgun rules

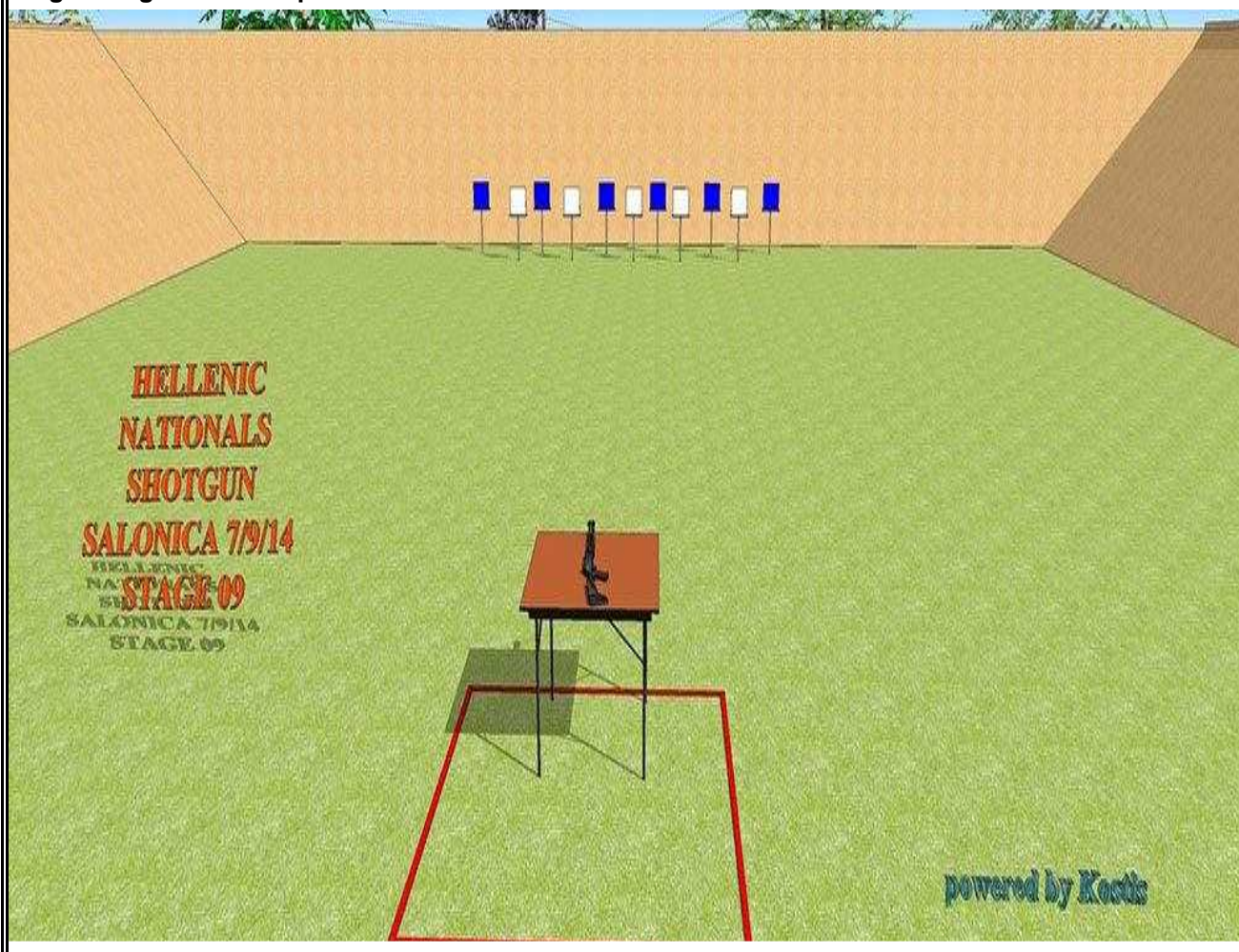
**Start position** Standing relaxed, anywhere into the demarcated area

**Gun Condition** Shotgun unloaded, option 3 as per rule 8.1.1.3, on the table, muzzle pointing downrange.

**Procedure** Engage all the targets in any order inside the designated area, with WEAK SHOULDER ONLY.

**Remarks**

Stage Designer / 3D Graphics: Tsiolakis K.





# HELLENIC SHOTGUN NATIONALS

## STAGE 10

THESSALONIKI, GREECE

SEPTEMBER 7, 2014



COF

Long course

Targets

25  Metal Plates

Distance

7 - 12 m

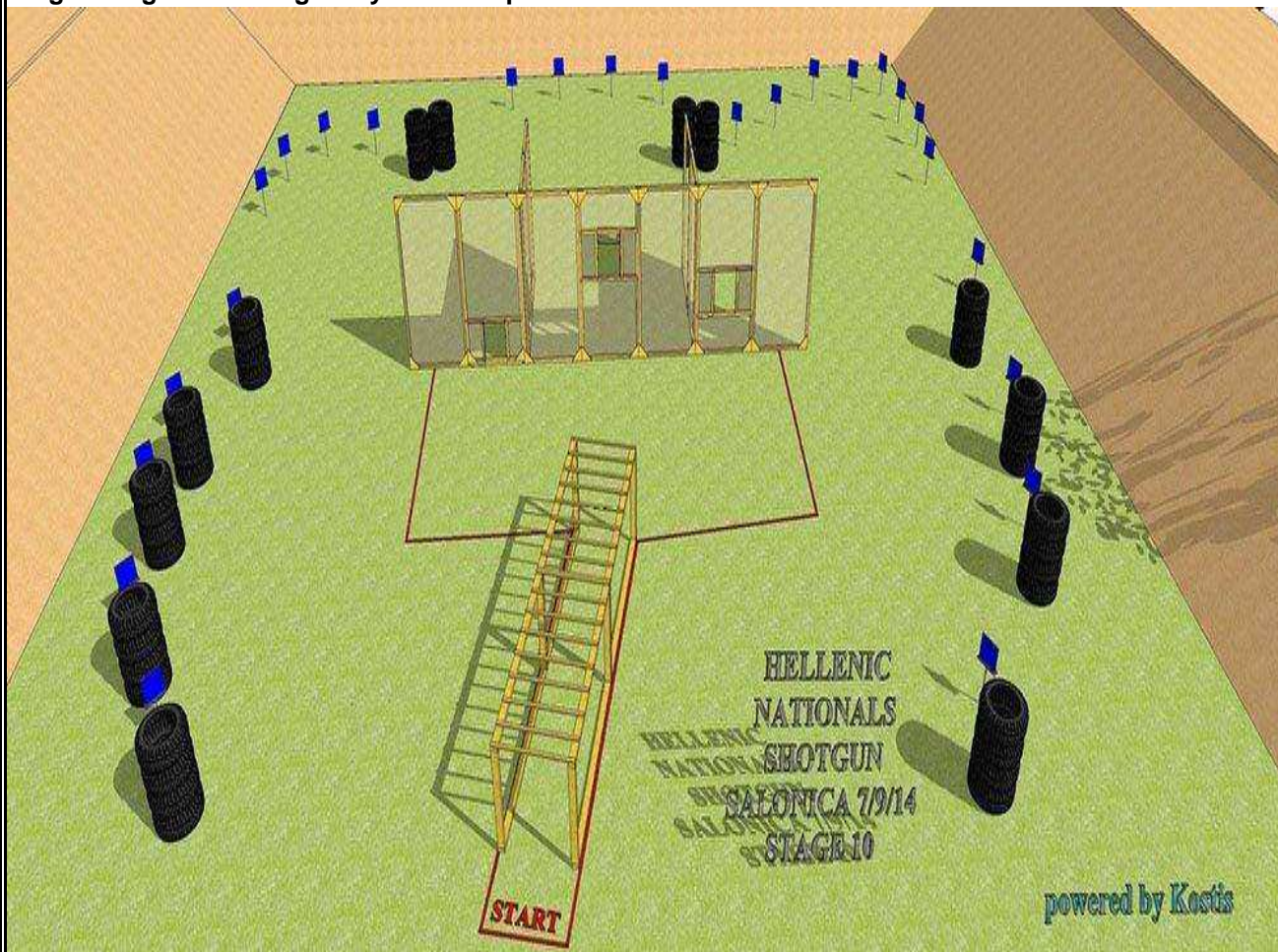
Minimum rounds 25 Birdshot

Maximum points 125



<u>Start / End</u>	Audible Signal / Last Shot
<u>Penalties</u>	As per current IPSC shotgun rules
<u>Start position</u>	Standing relaxed heels touching marks, with shotgun in the ready condition, held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange, finger outside the trigger guard.
<u>Gun Condition</u>	Loaded option 1 as per rule 8.1.1.1.
<u>Procedure</u>	Engage all the targets in any order inside the designated area
<u>Remarks</u>	

Stage Designer: Chasogia Faye / 3D Graphics: Tsiolakis K.





# HELLENIC SHOTGUN NATIONALS

## STAGE 11

THESSALONIKI, GREECE

SEPTEMBER 7, 2014



**COF**

**Targets**

Short course

3  Metal Plates

4  Fragible

**Distance**

8 - 12 m

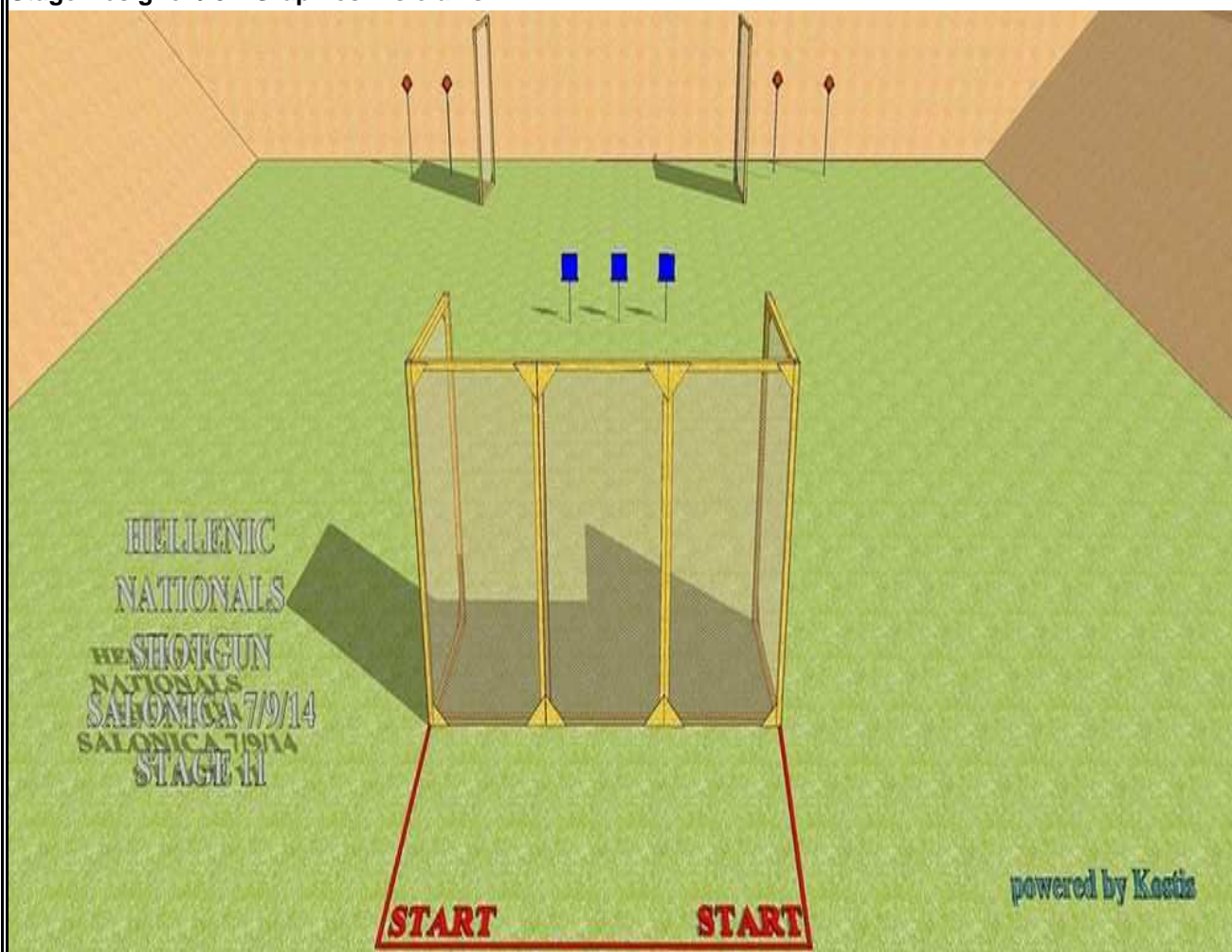
**Minimum rounds** 7 Birdshot

**Maximum points** 35



<b>Start / End</b>	Audible Signal / Last Shot
<b>Penalties</b>	As per current IPSC shotgun rules
<b>Start position</b>	Standing relaxed heels touching marks, with shotgun in the ready condition, held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange, finger outside the trigger guard.
<b>Gun Condition</b>	Loaded option 1 as per rule 8.1.1.1.
<b>Procedure</b>	Engage all the targets in any order inside the designated area
<b>Remarks</b>	

Stage Designer / 3D Graphics: Tsiolakis K.





# HELLENIC SHOTGUN NATIONALS

## STAGE 12

THESSALONIKI, GREECE


SEPTEMBER 7, 2014



**COF**

**Targets**

**Medium course**

- 3  IPSC poppers
- 2  IPSC N/S poppers
- 2  Mini poppers
- 3  Metal Plates
- 4  IPSC Targets

**Distance** 40 - 55 m

**Minimum rounds** 16 Slugs

**Maximum points** 80



- Start / End** Audible Signal / Last Shot
- Penalties** As per current IPSC shotgun rules
- Start position** Standing relaxed, anywhere into the demarcated area with shotgun in the ready condition, held in both hands, stock touching at hip level, trigger guard downwards, muzzle pointing downrange, finger outside the trigger guard.
- Gun Condition** Loaded option 1 as per rule 8.1.1.1
- Procedure** Engage all the targets in any order inside the designated area.
- Remarks**

Stage Designer: Chasogia Faye / 3D Graphics: Tsiolakis K.

