

Course Design & 3D Visualization :
Stavros Stavridis

1 E.S.A.K. 2012 Shotgun Match



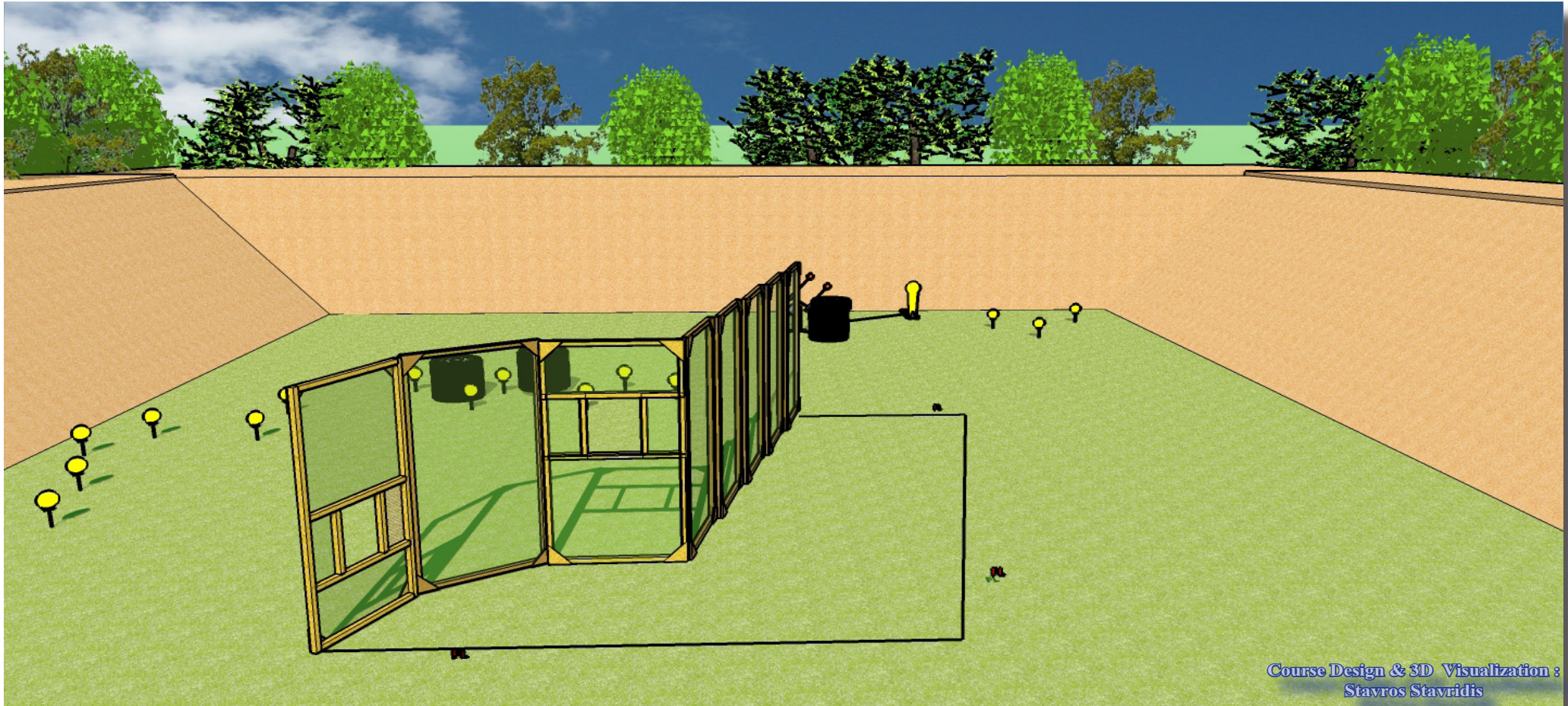
Stage 1



NAME:
TYPE: Medium Course
SCORING: Comstock
TARGETS: 13 Classic IPSC, 3 Classic IPSC P/T.
SCORED HITS: 1 Best per IPSC.
DISTANCE: 4 -20 m
MINIMUM ROUNDS: 13 Slug
POSSIBLE POINTS: 65
START - STOP: Audible signal – Last shot
PENALTIES: As per current I.P.S.C. rules

START POSITION: Standing relaxed facing down range, on Start, gun loaded, ready condition.

PROCEDURE: On start signal shoot all targets as they become visible, remaining inside the designated area at all times.



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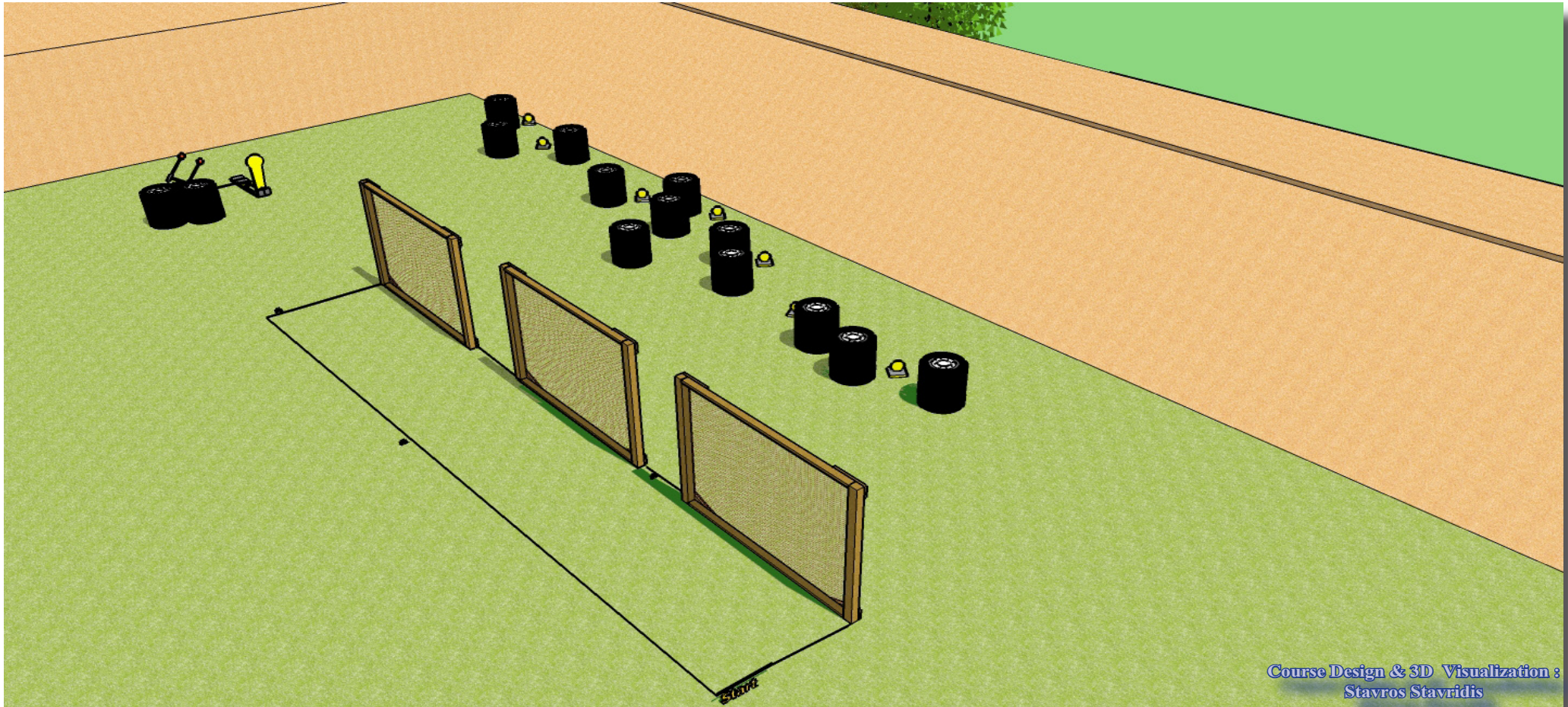
Stage 2



NAME:
TYPE: Medium Course
SCORING: Comstock
TARGETS: 1 Classic Popper, 2 Fragile, 15 Metal Plates.
SCORED HITS: steel down = 1A, Frigate brake = 1A.
DISTANCE: 6 - 20 m
MINIMUM ROUNDS: 18 Birdshots
POSSIBLE POINTS: 90
START - STOP: Audible signal – Last shot
PENALTIES: As per current I.P.S.C. rules

START POSITION: Standing relaxed facing down range, anywhere inside the designated area, gun loaded, ready condition.

PROCEDURE: On start signal shoot all targets as they become visible, remaining inside the designated area at all times.



1 E.Σ.Α.Κ. 2012 Shotgun Match



Stage 3



NAME:
 TYPE: Medium Course
 SCORING: Comstock
 TARGETS: 1 Classic Popper, 2 Fragile, 7 Metal Plates.
 SCORED HITS: steel down = 1A, Friggle brake = 1A.
 DISTANCE: 8 -12 m
 MINIMUM ROUNDS: 10 Birdshots
 POSSIBLE POINTS: 50
 START - STOP: Audible signal – Last shot
 PENALTIES: As per current I.P.S.C. rules

START POSITION: Standing relaxed facing down range,
 anywhere inside the designated area, gun unloaded condition 3. (8.1.1.3)

PROCEDURE: On start signal shoot all targets as they
 become visible, remaining inside the designated area at all
 times.