

3D Visualization : Stavros Stavridis
<http://skopovoli.com>



3 E.S.A.K. Shotgun Match

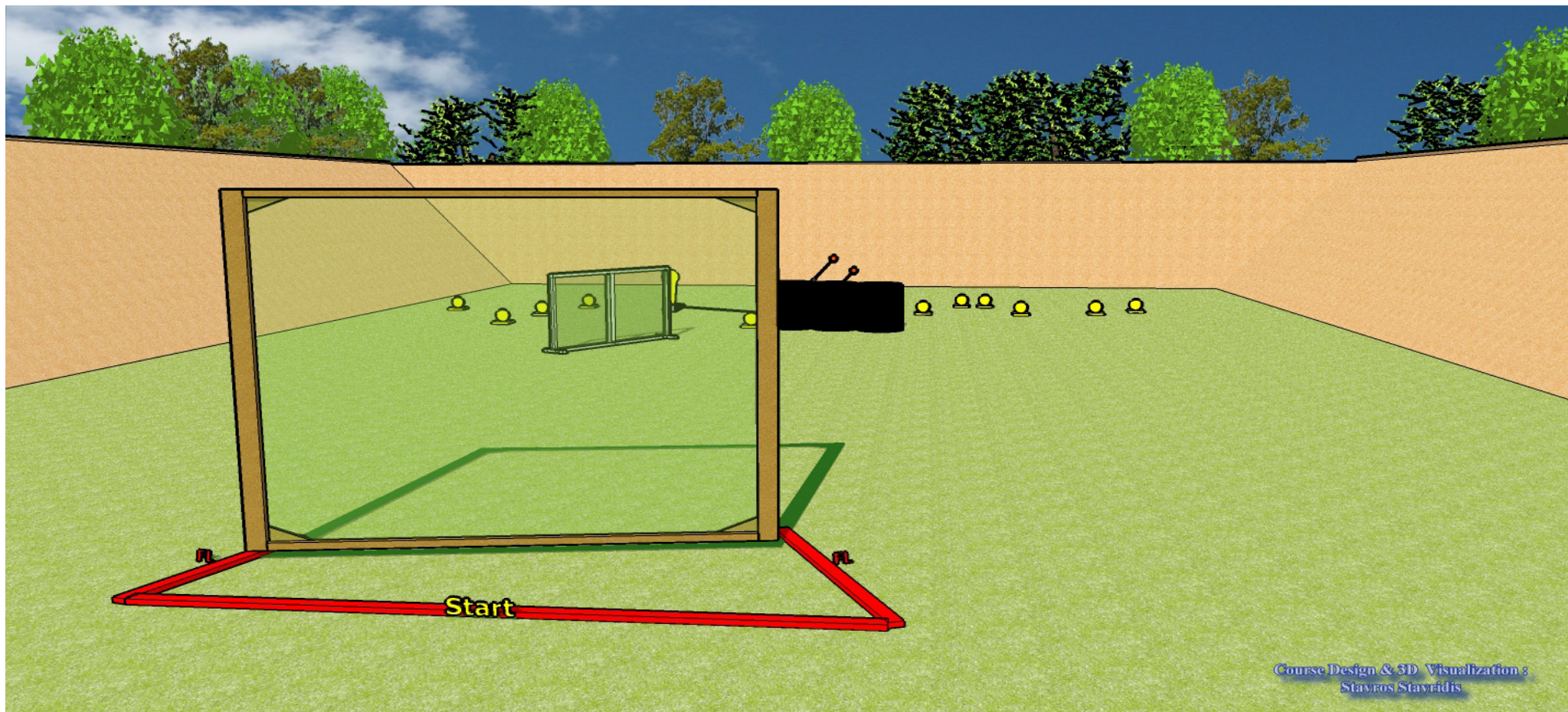
Stage 1



NAME: Stage 1
 TYPE: Medium Course
 SCORING: Comstock
 TARGETS: 15 Classic IPSC, 3 Classic IPSC P/T.
 SCORED HITS: 1 Best per IPSC.
 DISTANCE: 4 -20 m
 MINIMUM ROUNDS: 15 Slug
 POSSIBLE POINTS: 75
 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.



3 E.Σ.Α.Κ. Shotgun Match

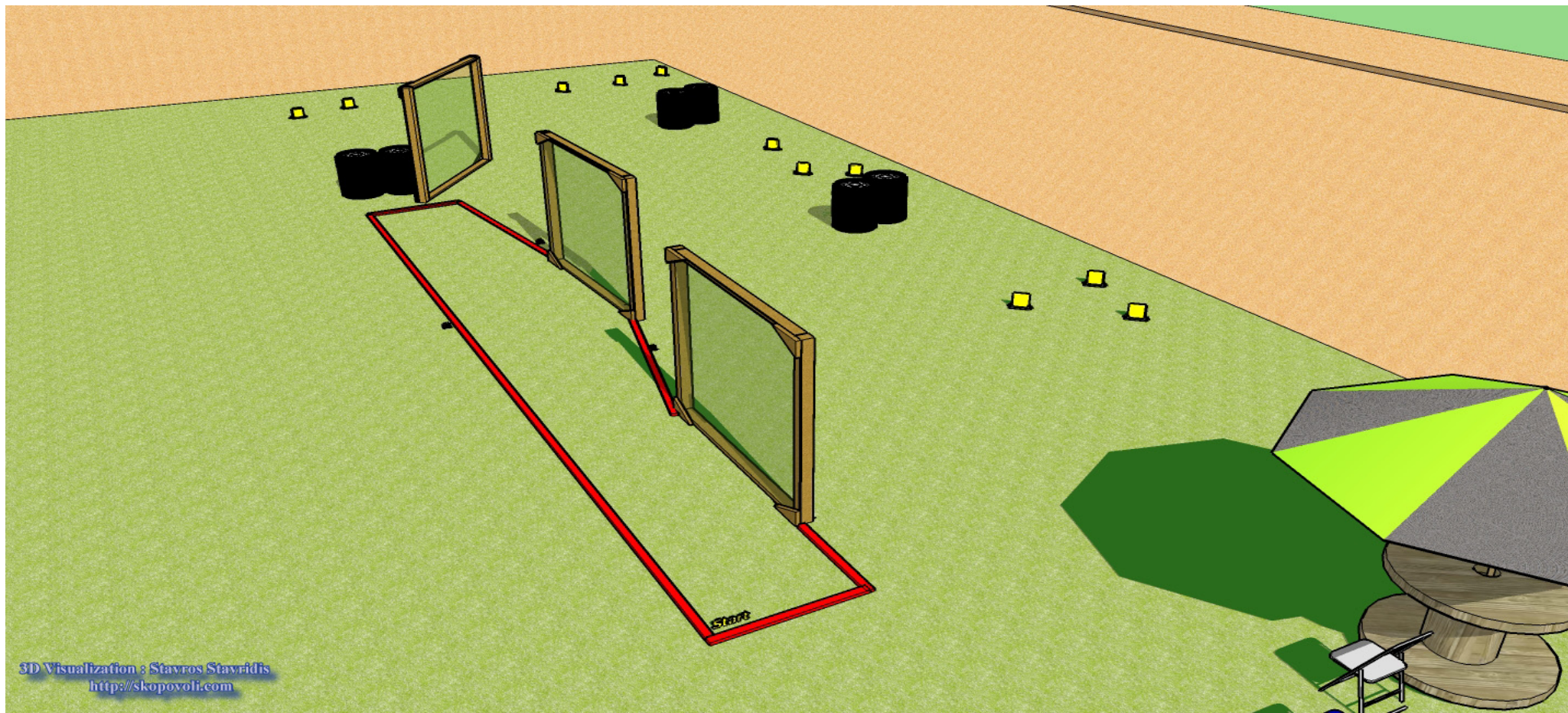
Stage 2



NAME: Stage 2
 TYPE: Medium Course
 SCORING: Comstock
 TARGETS: 1 Classic Popper, 2 Fragile 11 Metal Plates.
 SCORED HITS: steel down = 1A, Frigele brake = 1A.
 DISTANCE: 8 -12 m
 MINIMUM ROUNDS: 14 Birdshots
 POSSIBLE POINTS: 70
 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.



3 E.Σ.A.K. Shotgun Match

Stage 3



NAME: Stage 3
 TYPE: Medium Course
 SCORING: Comstock
 TARGETS: 11 Metal Plates.
 SCORED HITS: steel down = 1A.
 DISTANCE: 8 -12 m
 MINIMUM ROUNDS: 11 Birdshots
 POSSIBLE POINTS: 55
 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 unloaded condition 3.

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