



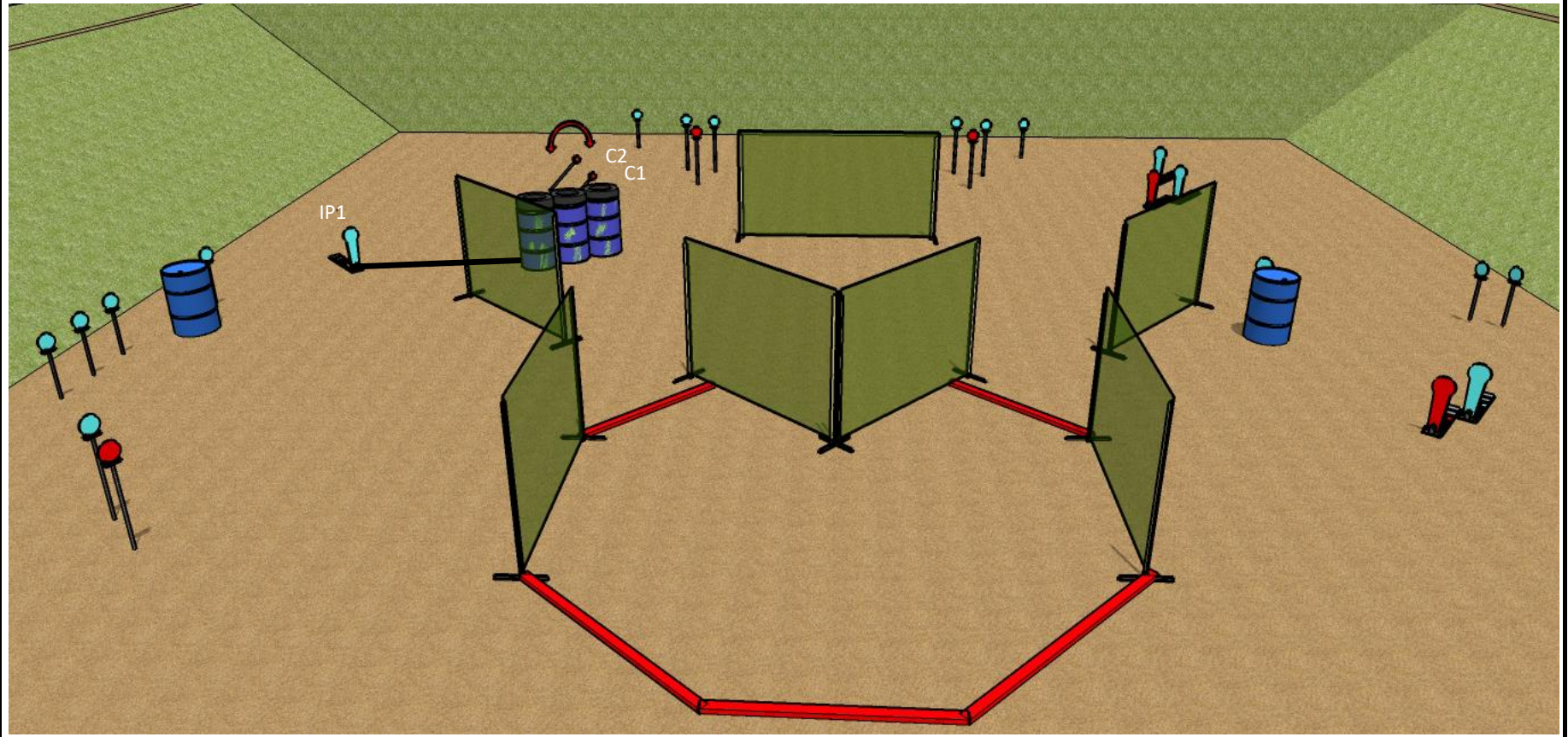
EGPSA Shotgun League - March 2023



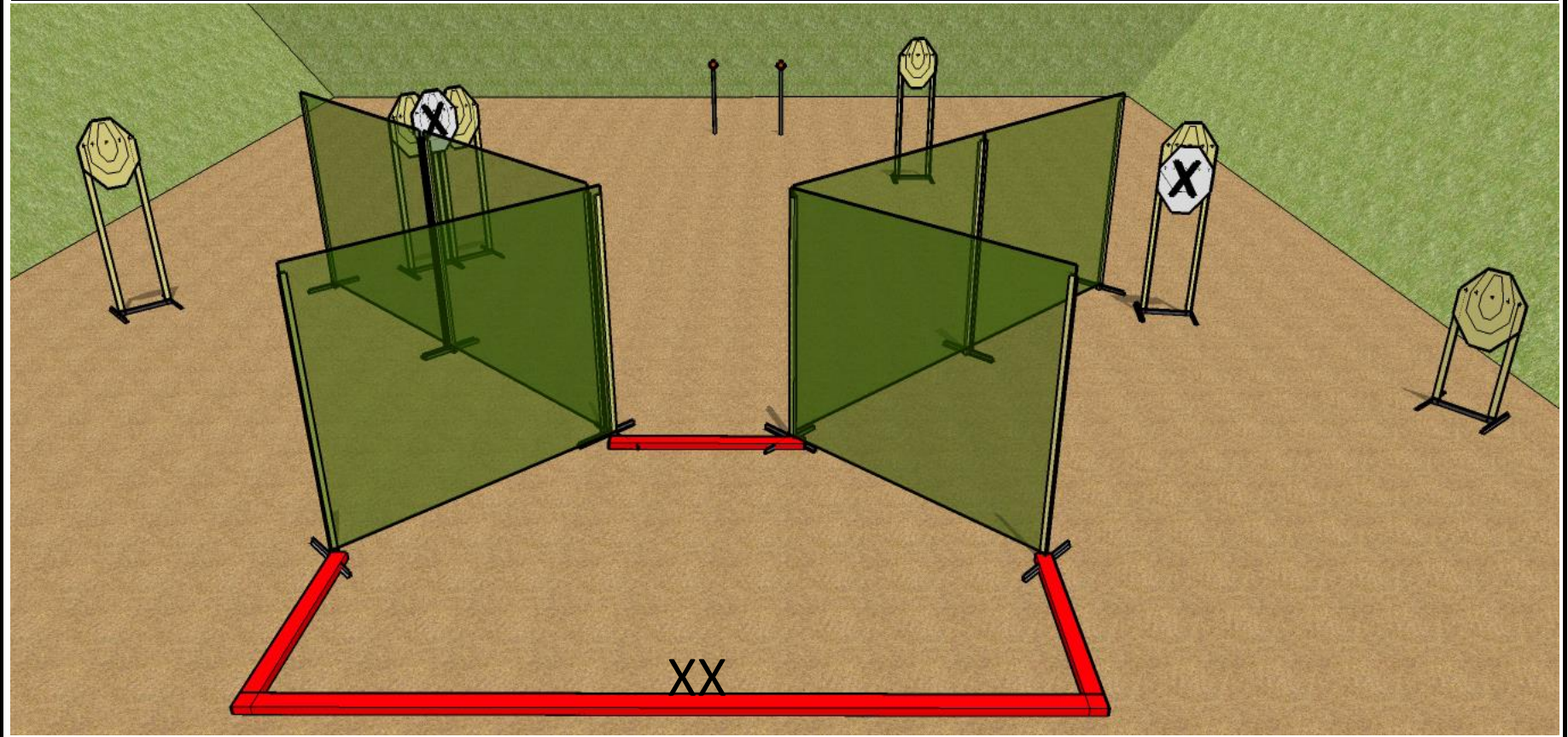
Stage	Stage Name	Rounds	
Stage 1	Stage 1, Range 5	20	Birdshot
Stage 2	Stage 2, Range 2	8	Buckshot
Stage 3	Stage 3, Range 3	9	Birdshot
Stage 4	Stage 4, Range 4	27	Birdshot
Stage 5	Stage 5, Range 5	16	Birdshot
Stage 6	Stage 5, Range 6	8	Birdshot
Stage 7	Stage 5, Range 7	8	Birdshot
Stage 8	Stage 5, Range 8	19	Birdshot
Stage 9	Stage 5, Range 9	8	Birdshot



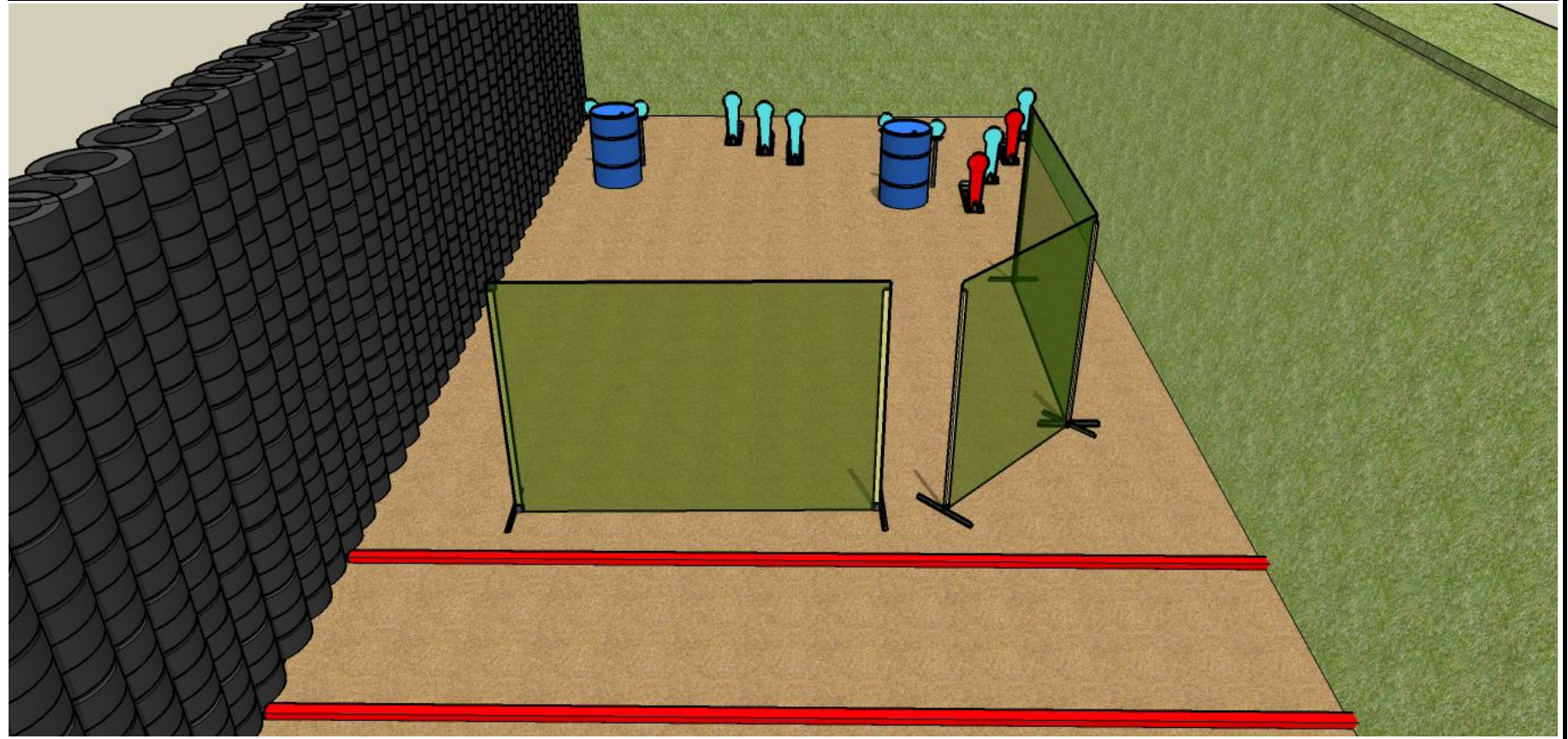
Stage 1	Range 1	Distance	10-20m	
Minimum number of Rounds	Minimum of 20 Birdshot Rounds Required	Shotgun Ready Condition	Option 1	
Steel	4 x IPSC Poppers, 14 x IPSC Metal plates & 2 x Clays.			
No Shoot Steel	2 x No Shoot Poppers, 3 x No Shoot Metal plates.			
Starting	Shooter starts anywhere within the demarcated area.			
Stage Procedure	After the start signal engage targets as they become visible while remaining within the demarcated area. IP1 will activate swinger target with Clays C1 and C2 which will remain visible.			



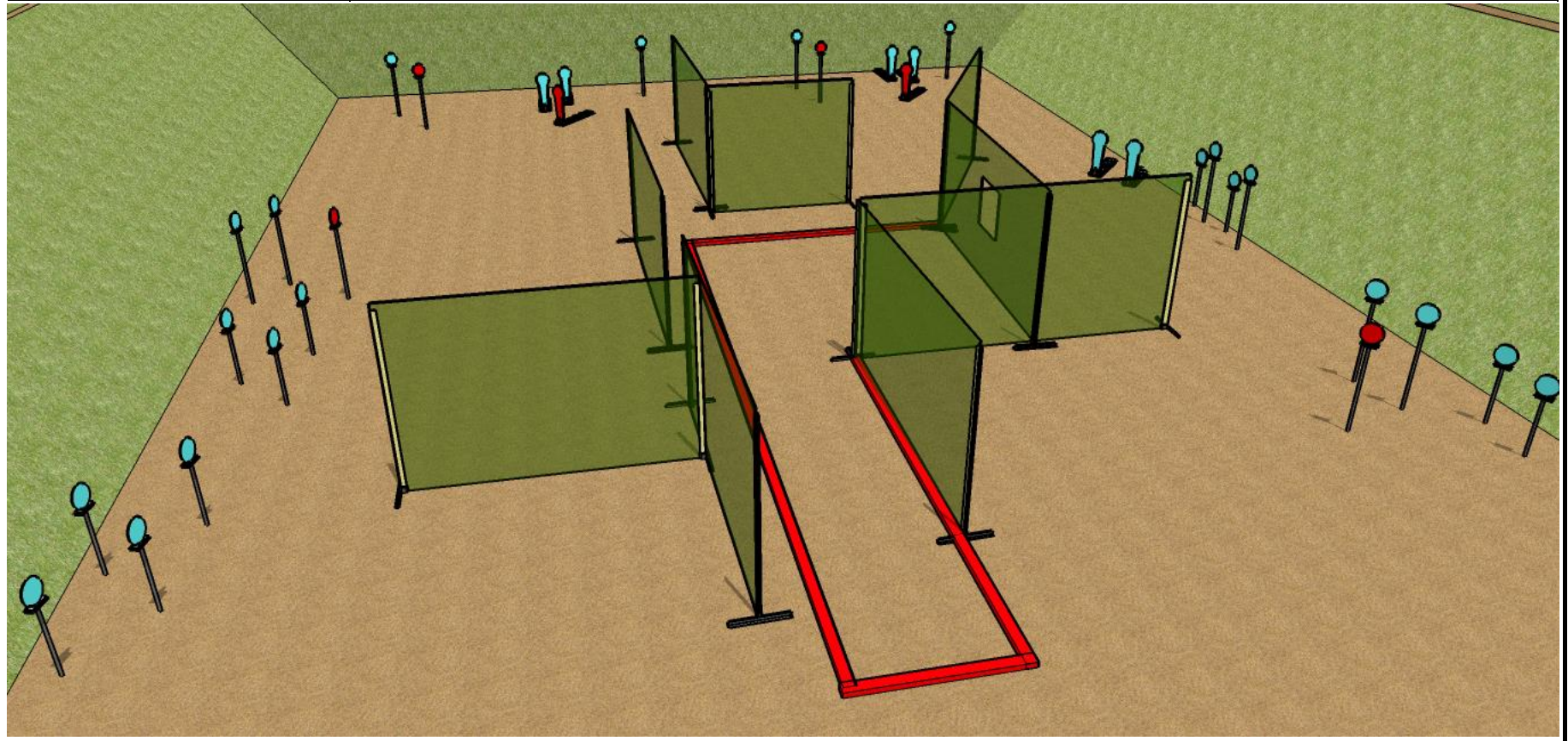
Stage 2	Range 2	Distance	10-15m
Minimum number of Rounds	Minimum of 8 Buckshot Rounds Required	Shotgun Ready Condition	Option 2
Steel	6 x IPSC Targets, 2 Clays.		
No Shoot Steel	2 x IPSC No Shoot Targets.		
Starting	Shooter starts with both heels touching XX.		
Stage Procedure	After the start signal engage targets as they become visible while remaining within the demarcated area.		



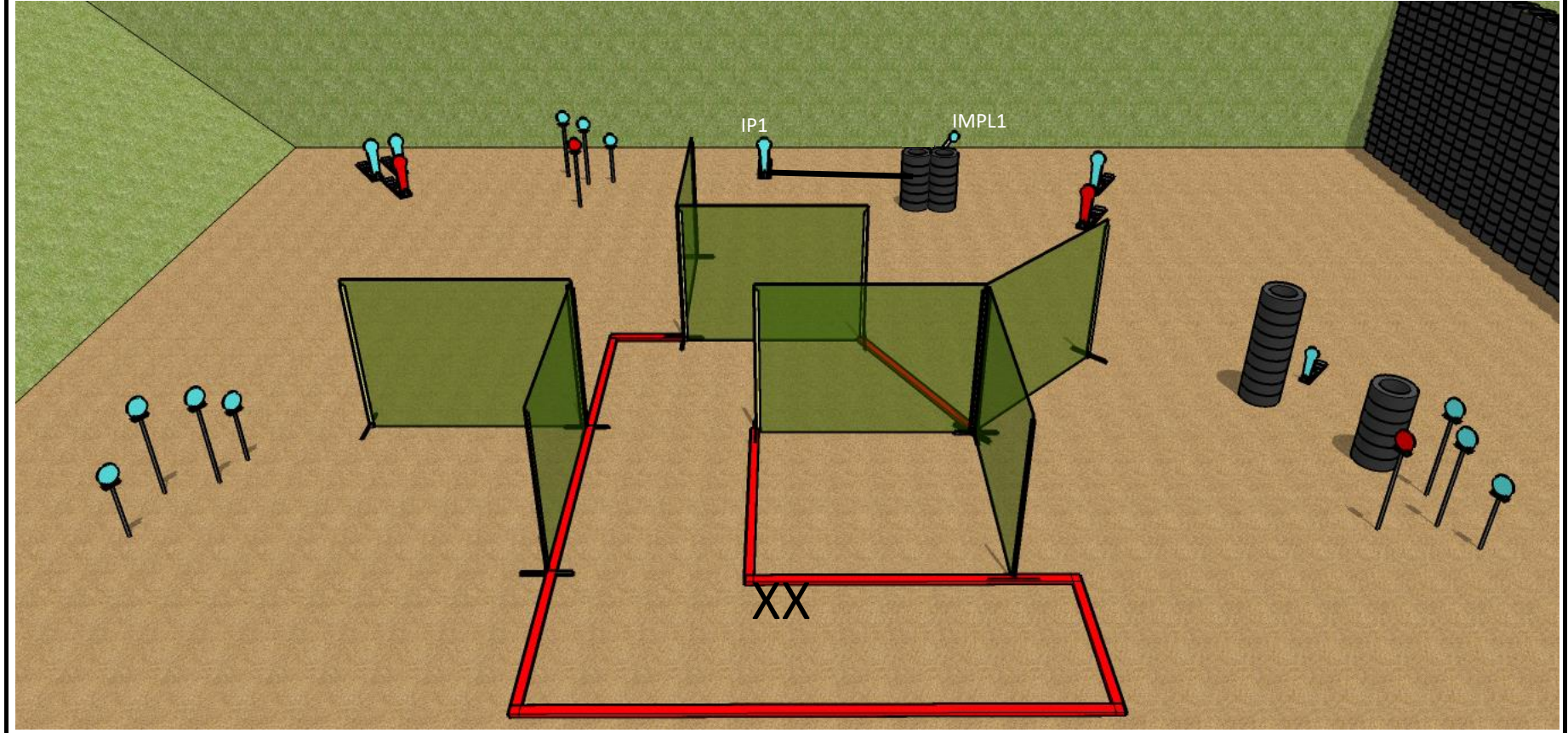
Stage 3	Range 3	Distance	10-15m
Minimum number of Rounds	Minimum of 9 Birdshot Rounds Required	Shotgun Ready Condition	Option 1
Steel	5 x IPSC Poppers, 4 x IPSC Metal plates.		
No Shoot Steel	2 x No Shoot Poppers.		
Starting	Shooter starts anywhere within the demarcated area.		
Stage Procedure	After the start signal engage targets as they become visible while remaining within the demarcated area.		



Stage 4	Range 4	Distance	10-20m	
Minimum number of Rounds	Minimum of 27 Birdshot Rounds Required		Shotgun Ready Condition	Option 1
Steel	6 x IPSC Poppers, 21 x IPSC Metal plates.			
No Shoot Steel	2 x No Shoot Poppers, 4 x No Shoot Metal plates.			
Starting	Shooter starts anywhere within the demarcated area.			
Stage Procedure	After the start signal engage targets as they become visible while remaining within the demarcated area.			

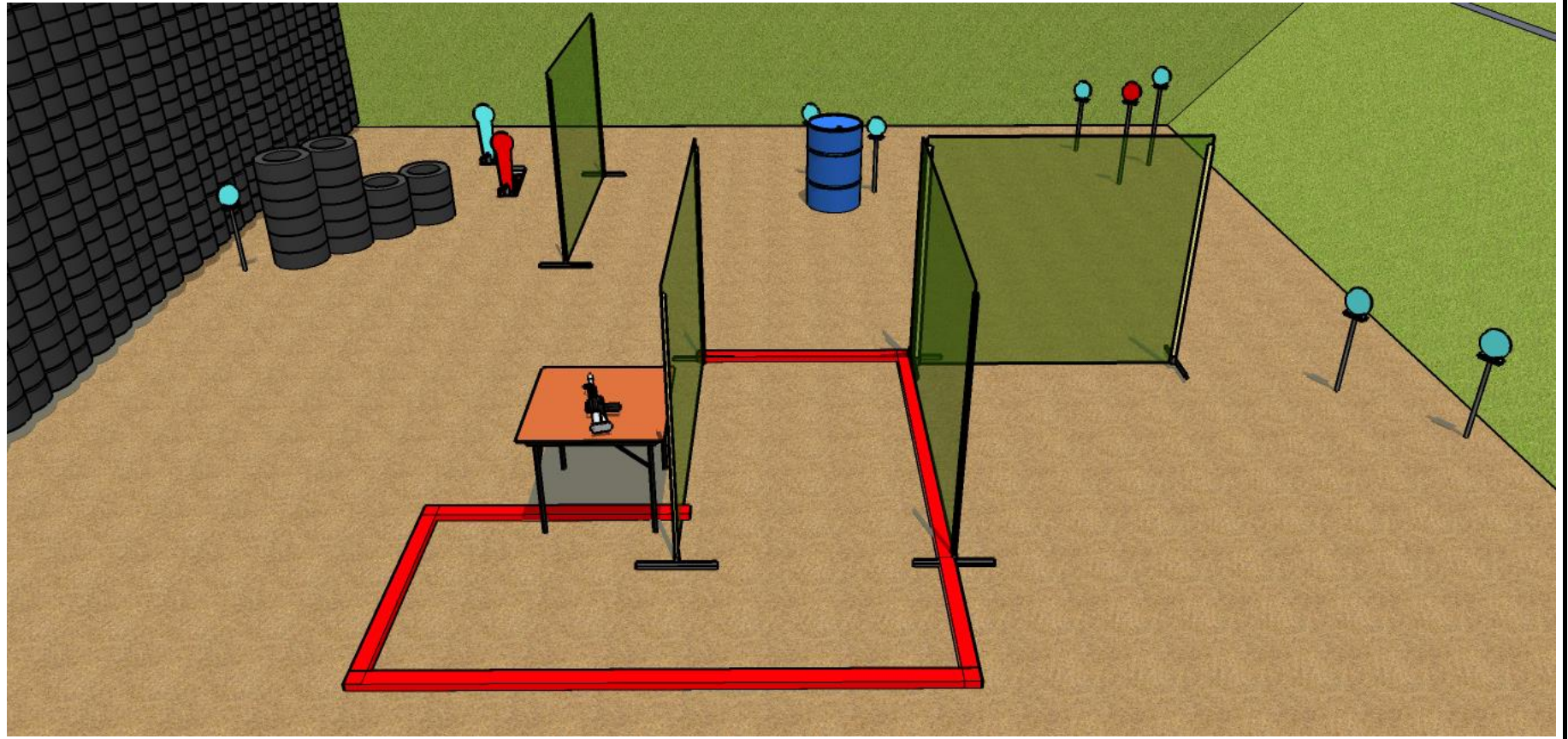


Stage 5	Range 5	Distance	10-20m
Minimum number of Rounds	Minimum of 16 Birdshot Rounds Required	Shotgun Ready Condition	Option 3
Steel	4 x IPSC Poppers, 1 x IPSC Mini Popper and 11x IPSC Metal plates.		
No Shoot Steel	2 x No Shoot Poppers, 2 x No Shoot Metal plates.		
Starting	Shooter starts with both toes touching XX.		
Stage Procedure	After the start signal engage targets as they become visible while remaining within the demarcated area. IP1 will activate swinger target with IMPL1 which will remain visible.		

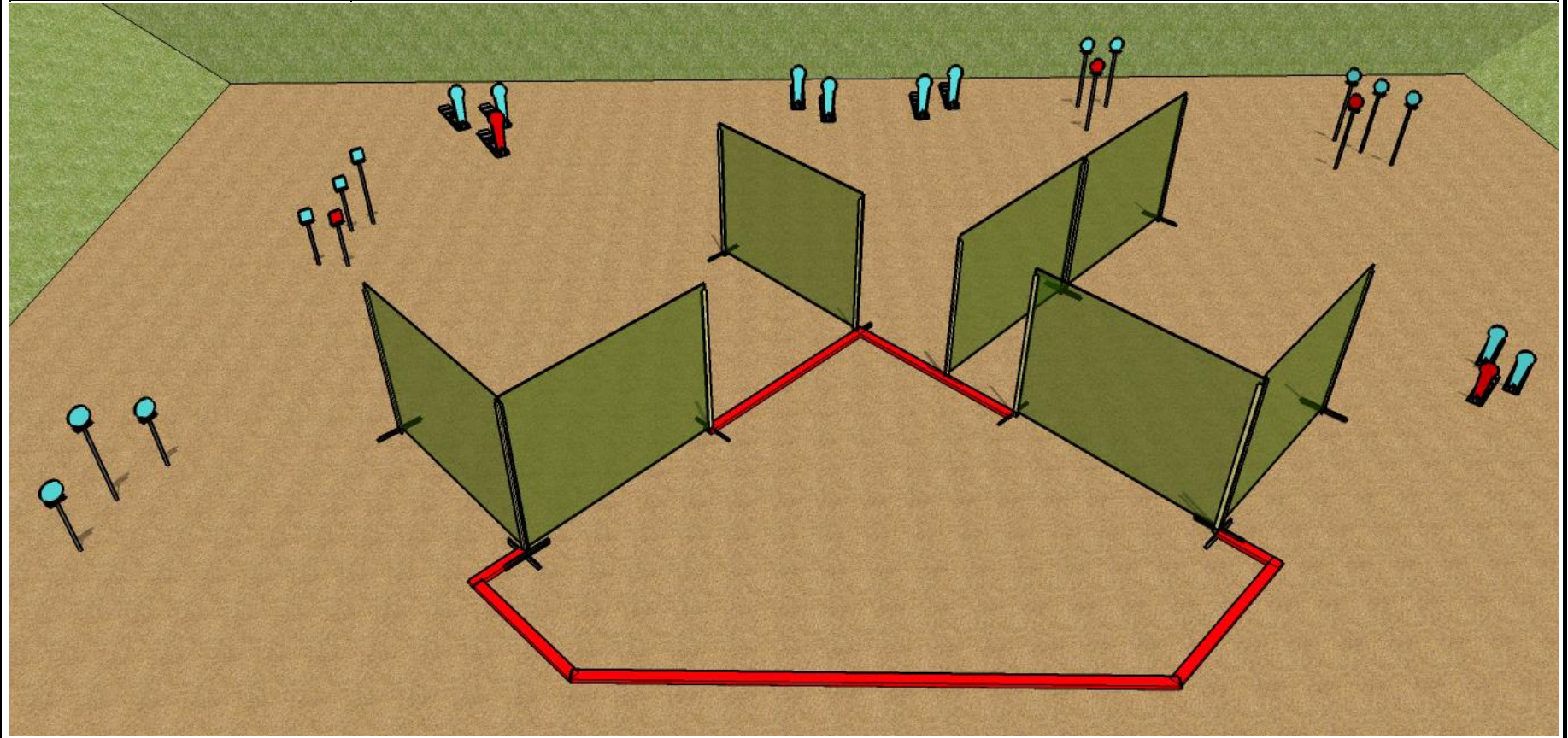


Stage 6	Range 5	Distance	10-20m
Minimum number of Rounds	Minimum of 8 Birdshot Rounds Required		Shotgun Ready Condition Option 1
Steel	4 x IPSC Poppers, 4 x IPSC Metal plates.		
No Shoot Steel	2 x No Shoot Poppers, 2 x No Shoot Metal plates.		
Starting	Shooter starts anywhere within the demarcated area.		
Stage Procedure	After the start signal engage targets as they become visible while remaining within the demarcated area. IP1 will activate swinger target with IMPL1 which will remain visible.		
Notes	This stage is part of Stage 5 - Put all other steel down for Stage 6		

Stage 7	Range 6	Distance	10-20m
Minimum number of Rounds	Minimum of 8 Birdshot Rounds Required	Shotgun Ready Condition	Option 1
Steel	1 x IPSC Popper, 7 x IPSC Metal plates.		
No Shoot Steel	1 x No Shoot Popper, 1 x No Shoot Metal plate.		
Starting	Shooter starts anywhere within the demarcated area. Shotgun loaded, Option 1 on table.		
Stage Procedure	After the start signal engage targets as they become visible while remaining within the demarcated area.		



Stage 8	Range 7	Distance	10-20m
Minimum number of Rounds	Minimum of 19 Birdshot Rounds Required	Shotgun Ready Condition	Option 1
Steel	8 x IPSC Popper, 11 x IPSC Metal plates.		
No Shoot Steel	2 x No Shoot Poppers, 3 x No Shoot Metal plates.		
Starting	Shooter starts anywhere within the demarcated area.		
Stage Procedure	After the start signal engage targets as they become visible while remaining within the demarcated area.		



Stage 9	Range 7	Distance	10-20m
Minimum number of Rounds	Minimum of 8 Birdshot Rounds Required	Shotgun Ready Condition	Option 2
Steel	8 x IPSC Poppers.		
No Shoot Steel	2 x No Shoot Poppers.		
Starting	Shooter starts with both heels touching XX.		
Stage Procedure	After the start signal engage targets as they become visible while remaining within the demarcated area.		
Notes	This stage is part of Stage 8 - Put all other steel down for Stage 9		

