

CPTO DE ESPAÑA SHOTGUN

CLUB DEPORTIVO CENTRO MADRID

STAGE 1

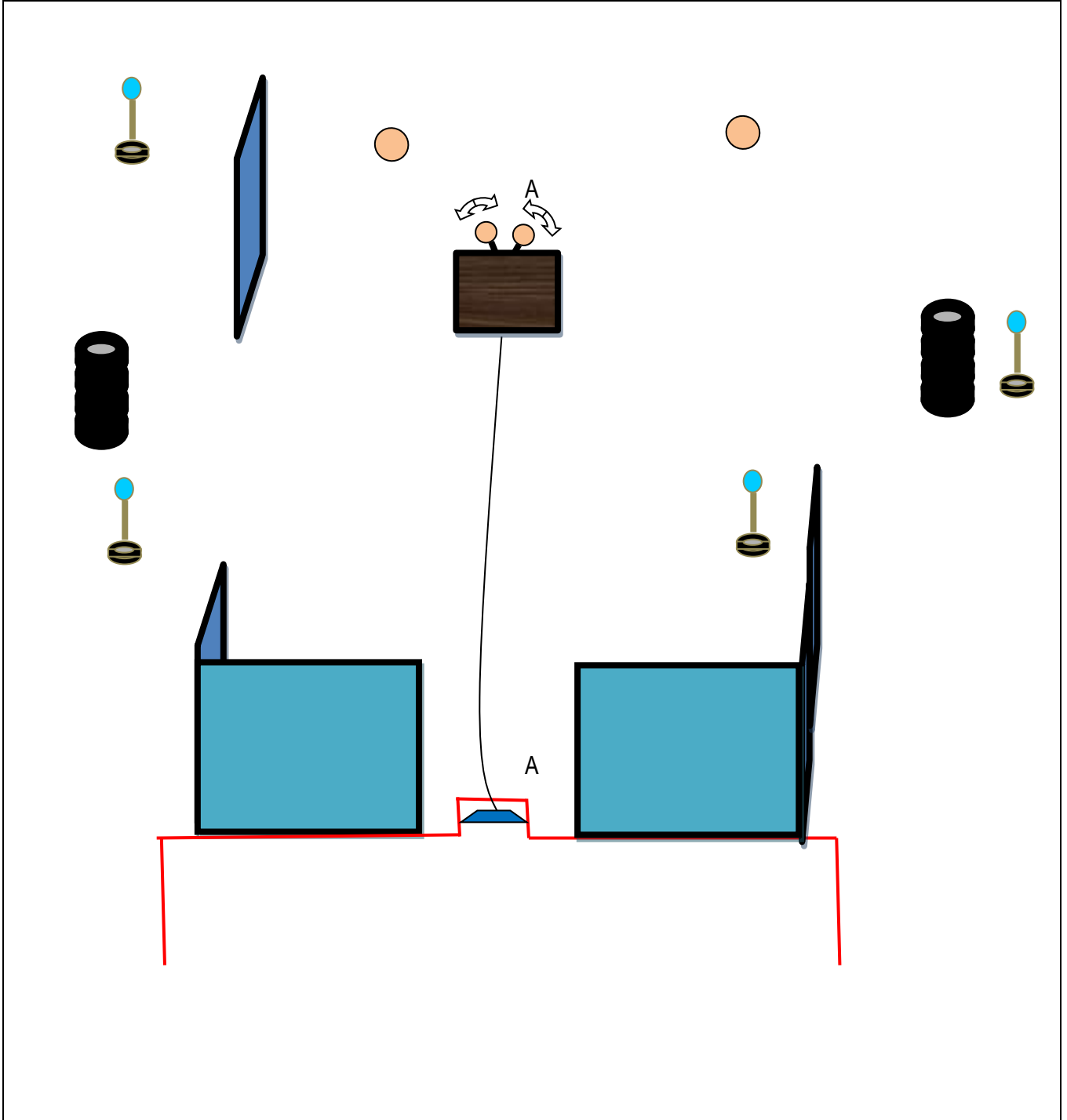
STAGE PROCEDURE: A la señal resolver. Pisando la plataforma A se activaran los dos platos fangibles moviles que permaneceran visibles.

START POSITION: Como se demuestra en cualquier lugar dentro del area designada.

ROUNDS TO BE SCORED: 7

TARGETS: 4 IPSC Plates, 3 frangible plates.

TIME STARTS: Audible



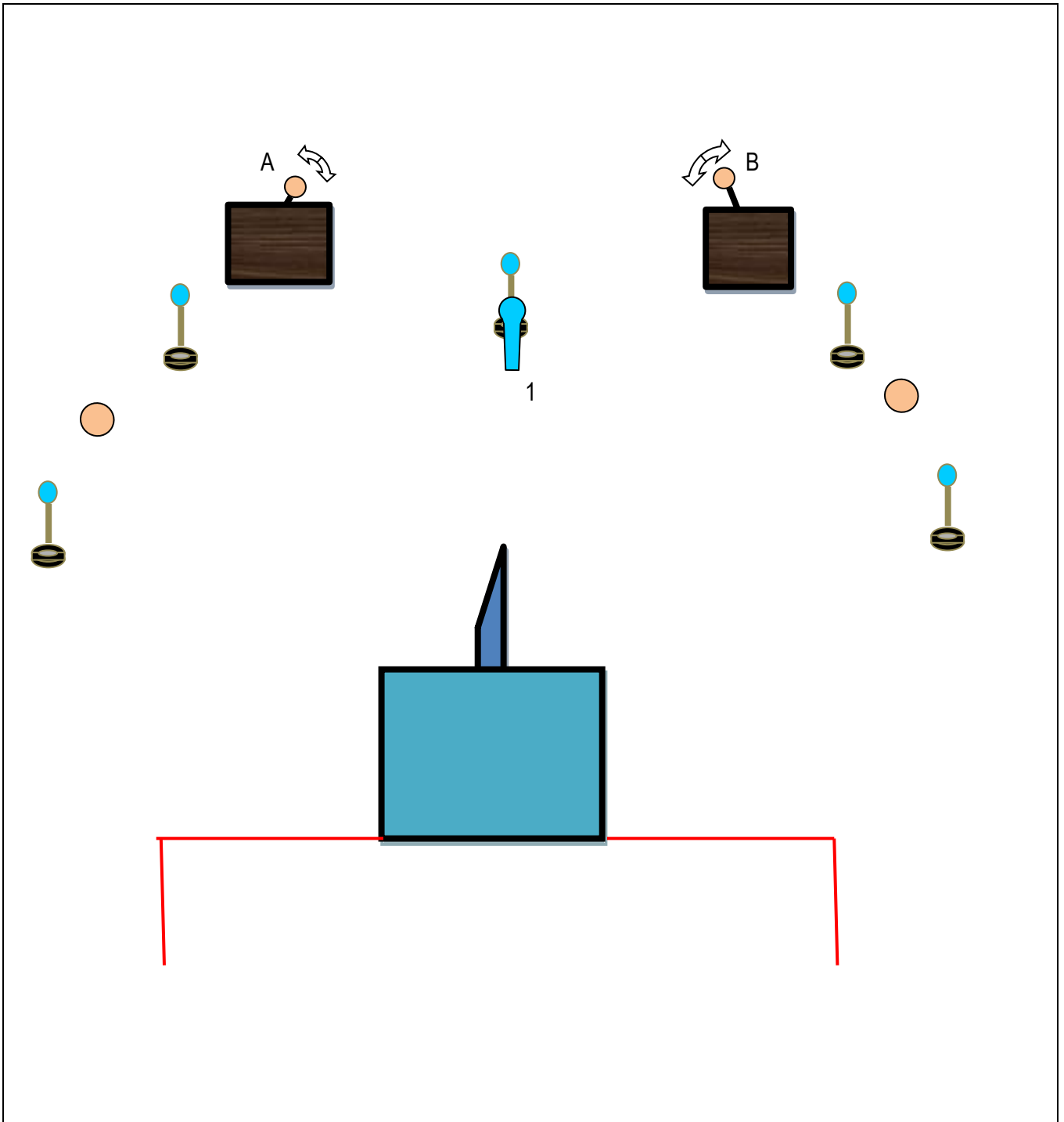
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STAGE 2

STAGE PROCEDURE: A la señal resolver. Popper 1 activa los platos de arcilla A y B. Los platos de arcilla permanecen visibles.
START POSITION: Como se demuestra en cualquier lugar dentro del area designada.

ROUNDS TO BE SCORED: 10
TARGETS: 1 IPSC Popper, 5 IPSC metal plates, 4 clay targets.
Time starts: Audible



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STAGE 3

STAGE PROCEDURE: A la señal resolver sin salir del cuadro

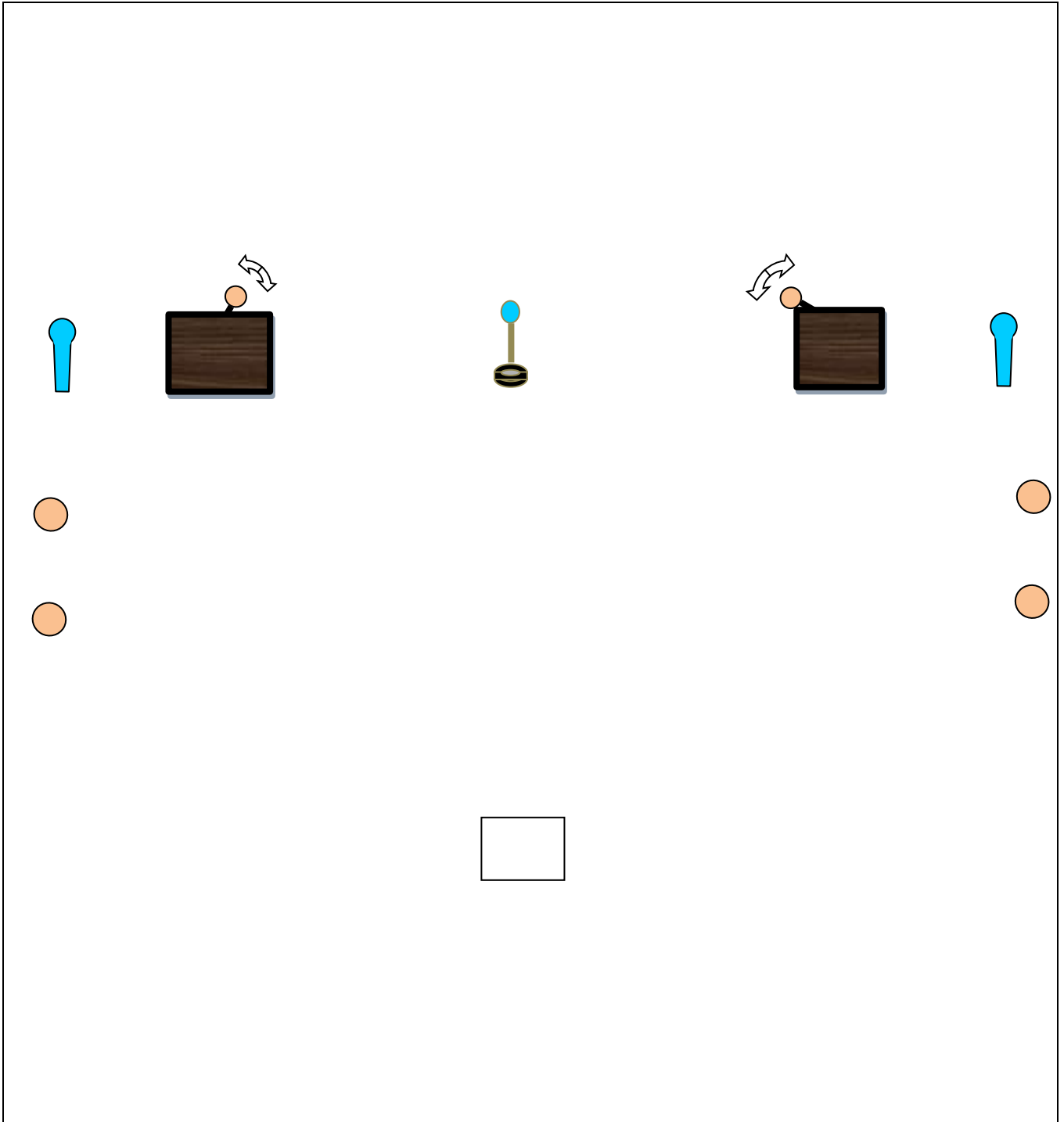
START POSITION: Relax

GUN CONDITION: Cargada, alimentada

ROUNDS TO BE SCORED: 9

TARGETS: 3 IPSC Plates, 6 frangible plates.

TIME STARTS: Audible



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STAGE 4

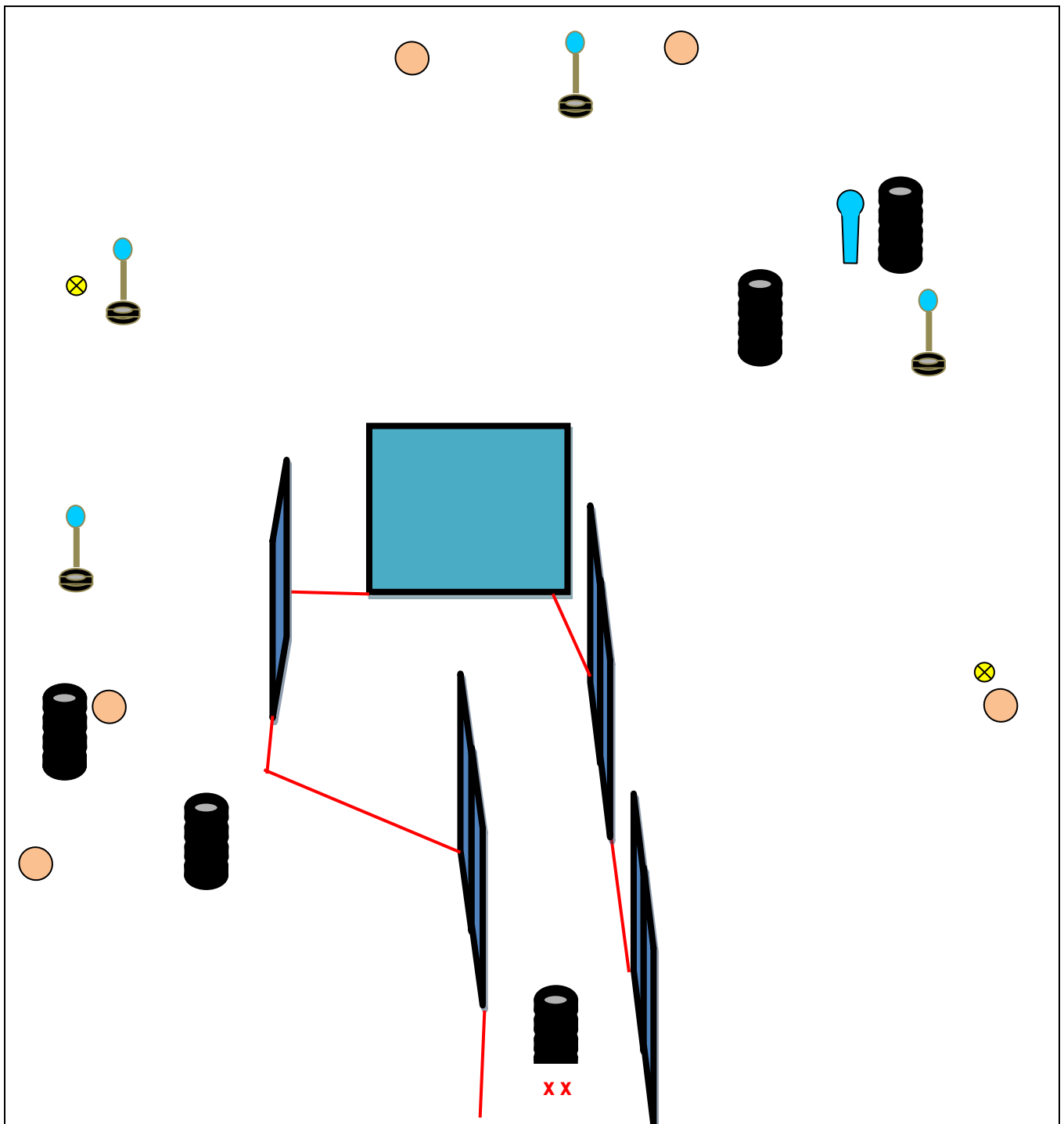
STAGE PROCEDURE: A la señal resolver.

START POSITION: Talones tocando la marca.

ROUNDS TO BE SCORED: 10

TARGETS: 4 IPSC metal plates, 1 IPSC popper, 5 clay targets, 2 No-Shoots.

Time starts: Audible



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STAGE 5

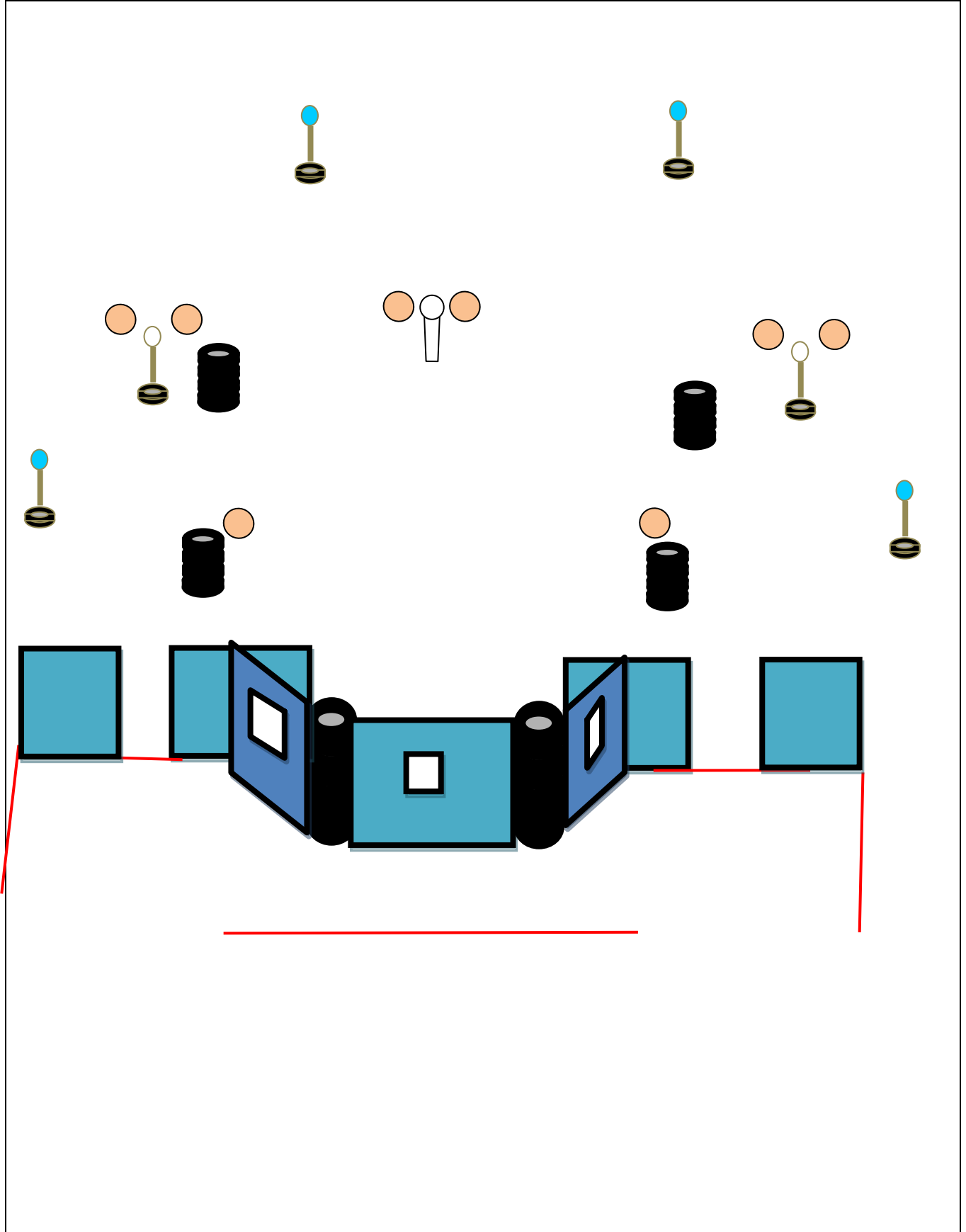
STAGE PROCEDURE: A la señal resolver.

START POSITION: Como se demuestra en cualquier lugar dentro del area designada.

ROUNDS TO BE SCORED: 12

TARGETS: 4 IPSC metal plates, 8 CLAY
TARGET 2 No-Shoots Plates, 1 no-shoot
popper..

Time starts: Audible



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STAGE 6

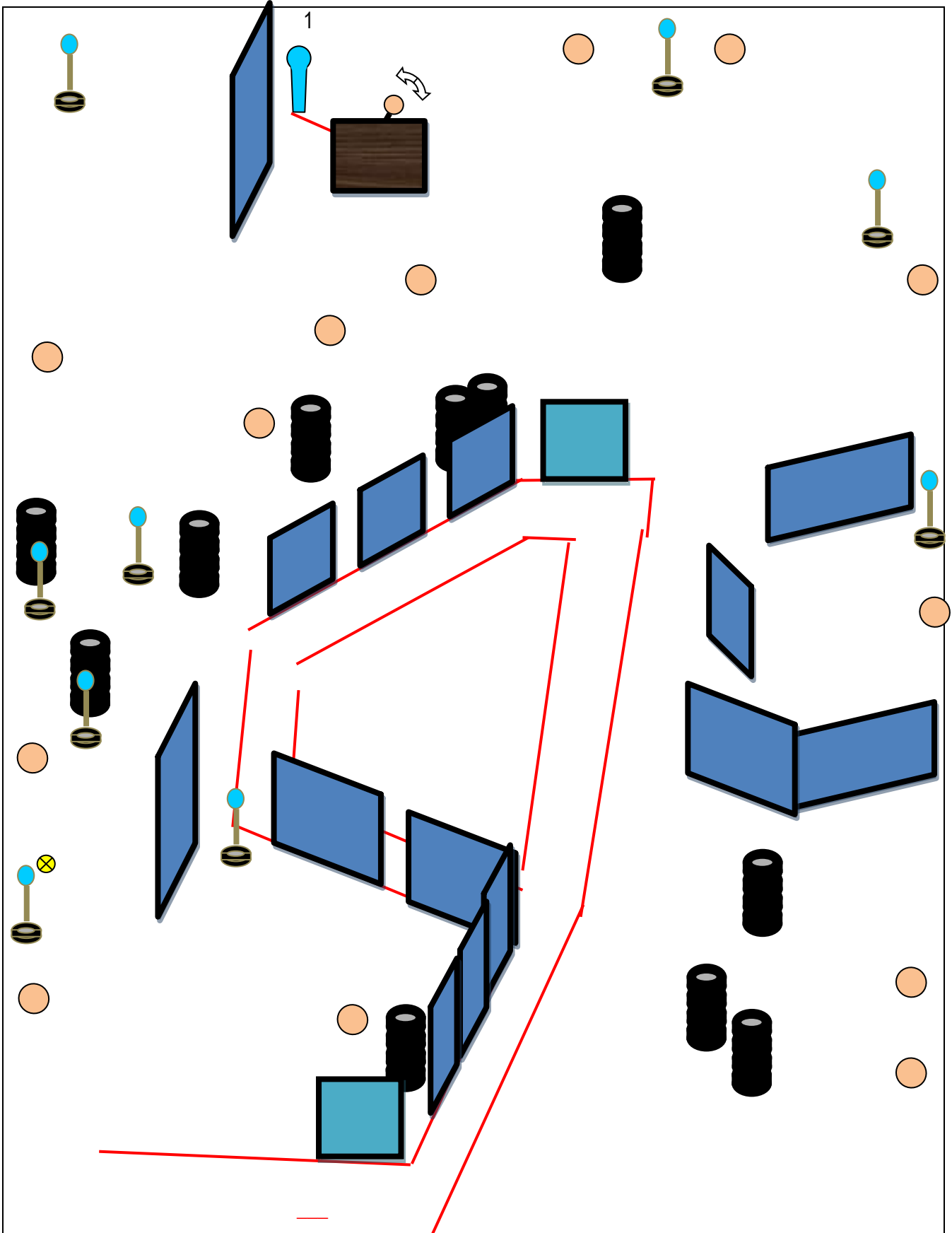
STAGE PROCEDURE: A la señal resolver.

START POSITION: Como se demuestra, talons tocando las marcas.

ROUNDS TO BE SCORED: 24

TARGETS: 1 IPSC Popper, 9 IPSC Metal plates, 14 Clay target, 1 No-Shoots plate

Time starts: Audible



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STAGE 7

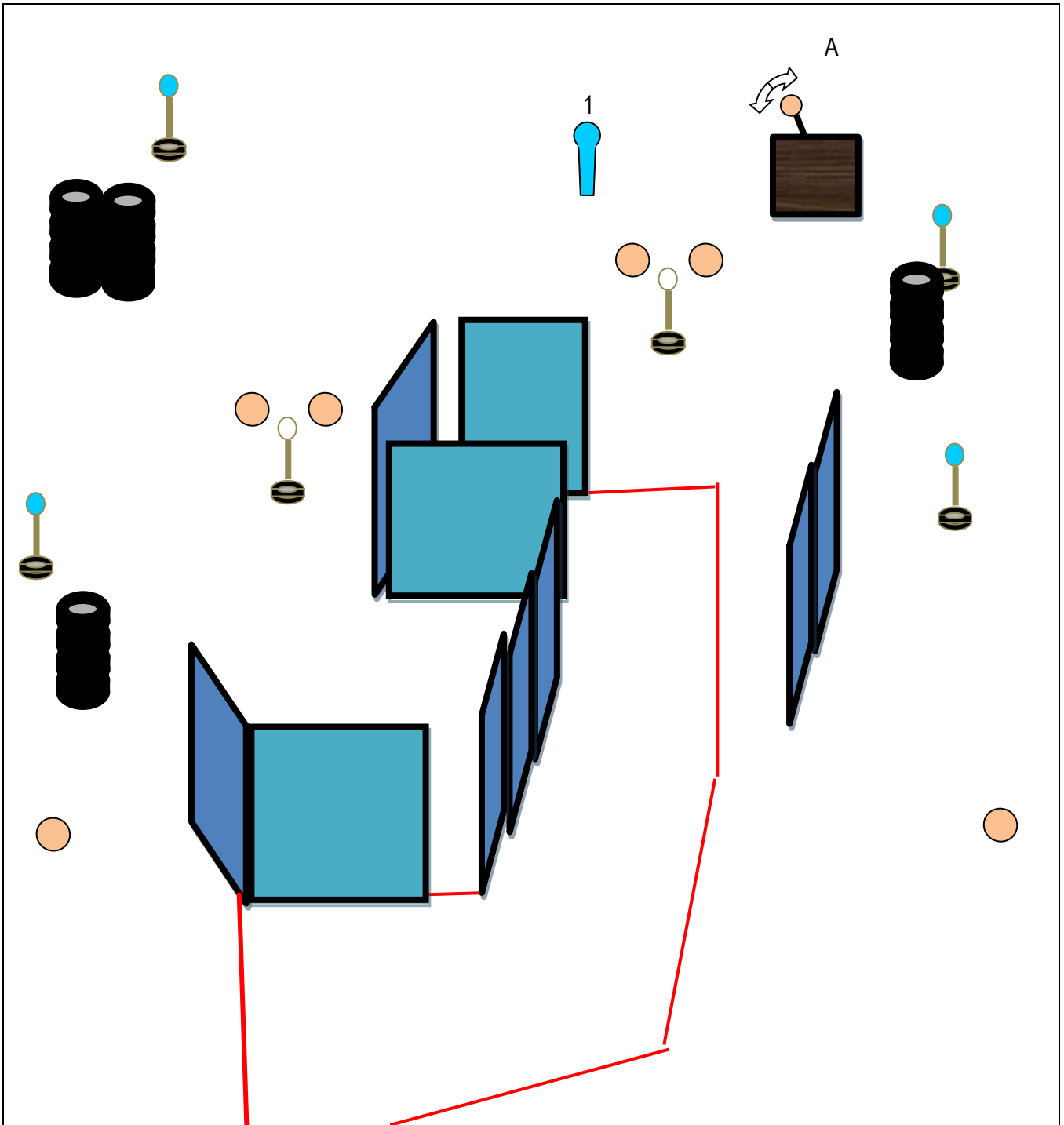
STAGE PROCEDURE: A la señal resolver. Popper 1 activa el plato móvil de arcilla que permanece visible.

START POSITION: Como se demuestra dentro del área designada.

ROUNDS TO BE SCORED: 12

TARGETS: 1 IPSC Popper, 4 IPSC metal plate. 2 No-Shoot, 7 clay targets.

Time starts: Audible



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STAGE 8

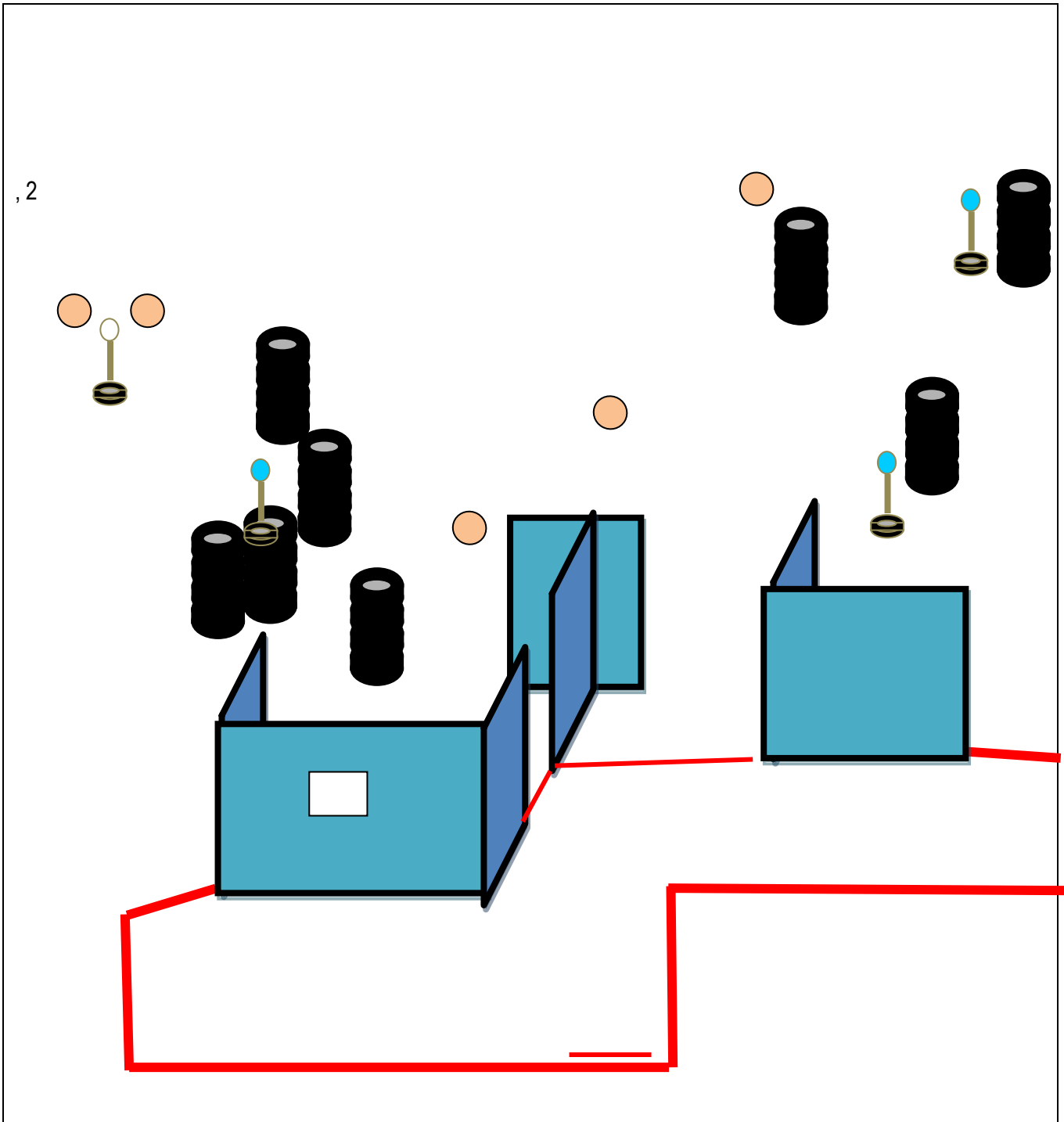
STAGE PROCEDURE: A la señal resolver.

START POSITION: Como se demuestra, talones tocando las marcas.

ROUNDS TO BE SCORED: 8

TARGETS: 3 metal plates, 5 clay target 2 No-Shoot

Time starts: Audible



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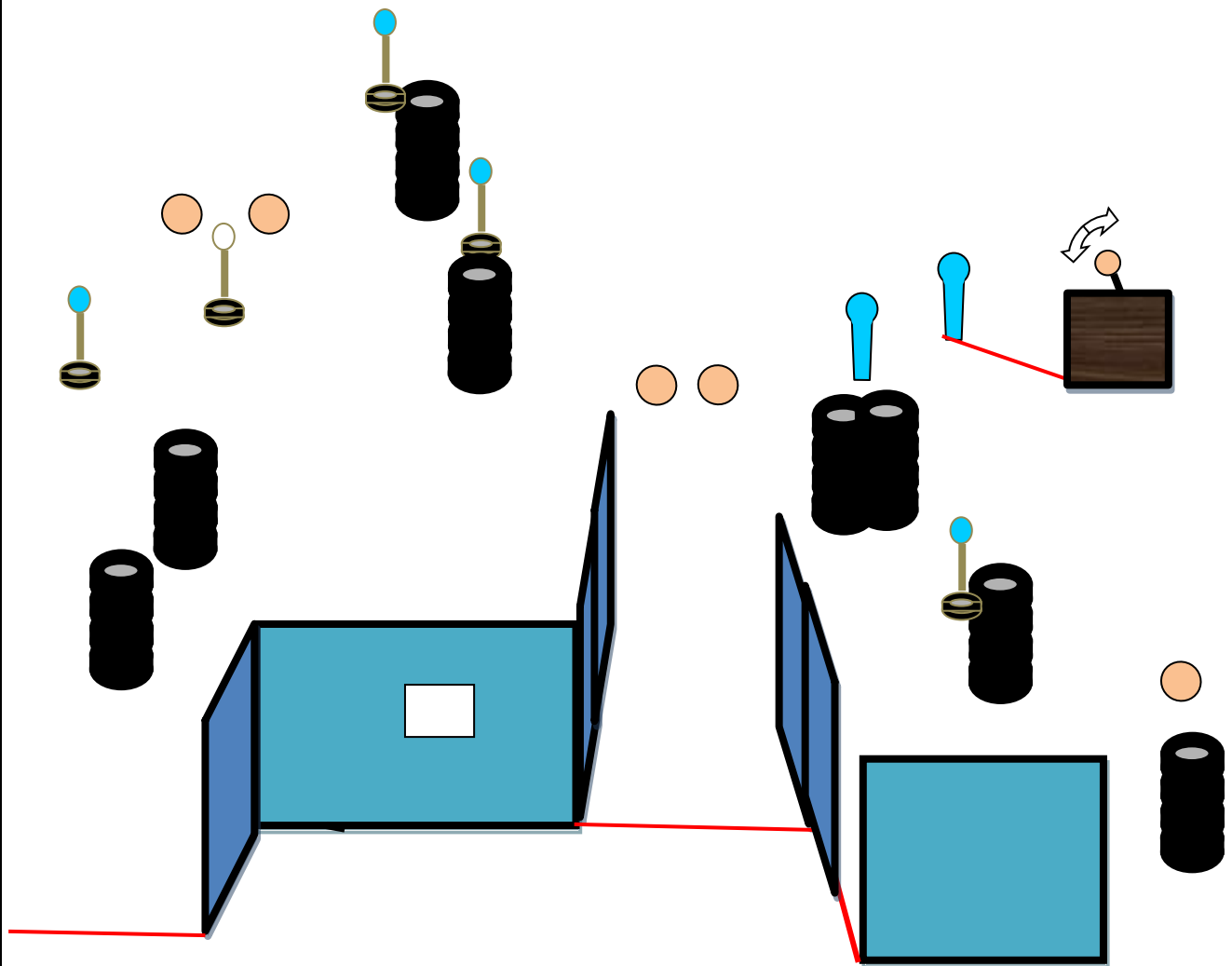
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STAGE 9

STAGE PROCEDURE: A la señal resolver. El Popper 1 activa el plato movil de arcilla, la tarjeta permanece visible.
START POSITION: Como se demuestra, talones tocando las marcas.

ROUNDS TO BE SCORED: 12
TARGETS: 6 clay Targets, 2 IPSC poppers, 4 IPSC metal plates. 1 No-Shoots.
Time starts: Audible

A



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STAGE 10

STAGE PROCEDURE: A la señal resolver.

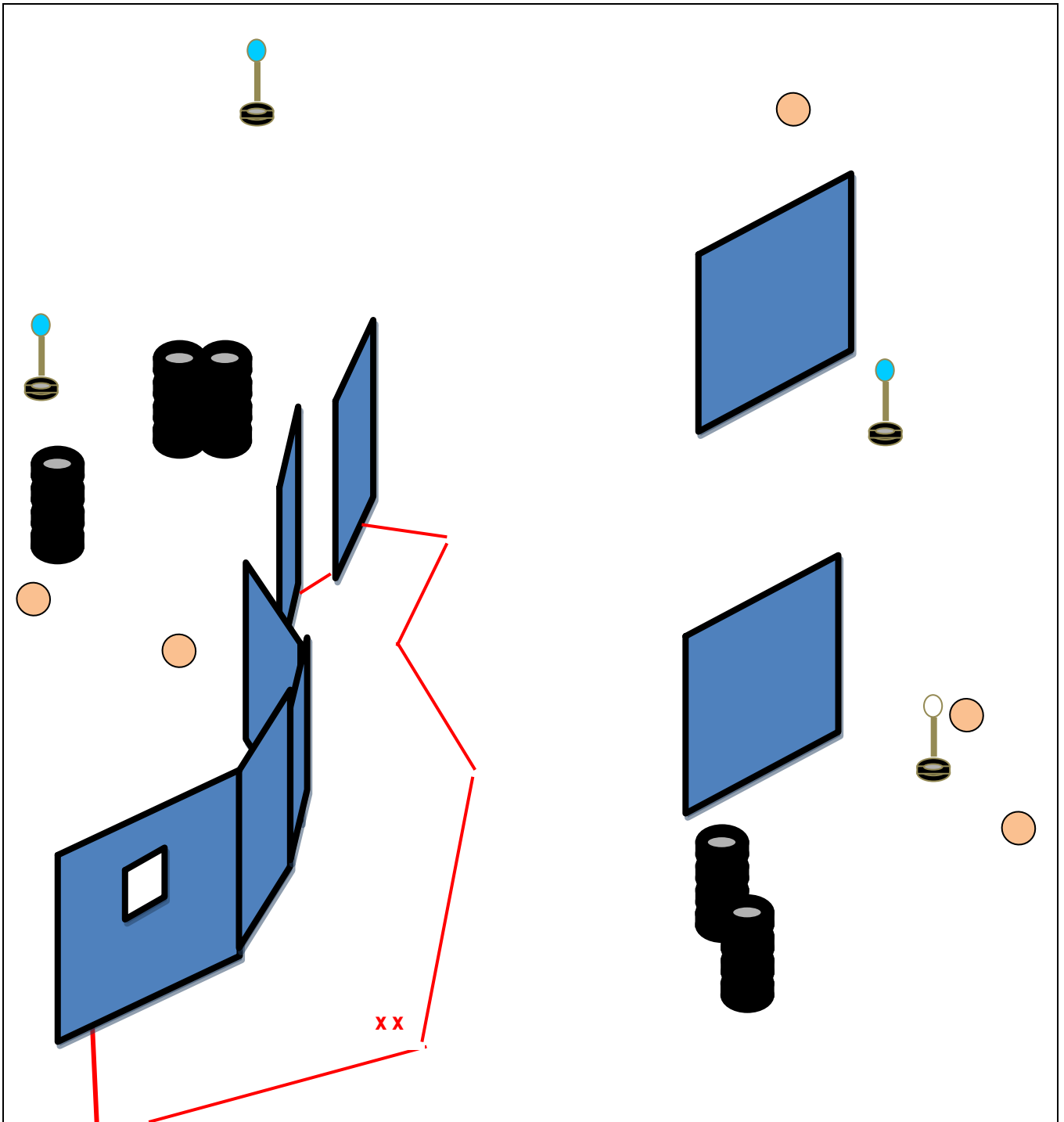
START POSITION: Como se demuestra, talones tocando las marcas.

GUN READY CONDITION: 2

ROUNDS TO BE SCORED: 8

TARGETS: 3 IPSC metal plates, 5 Clay targets, 1 No-Shoots

Time starts: Audible



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STAGE 11

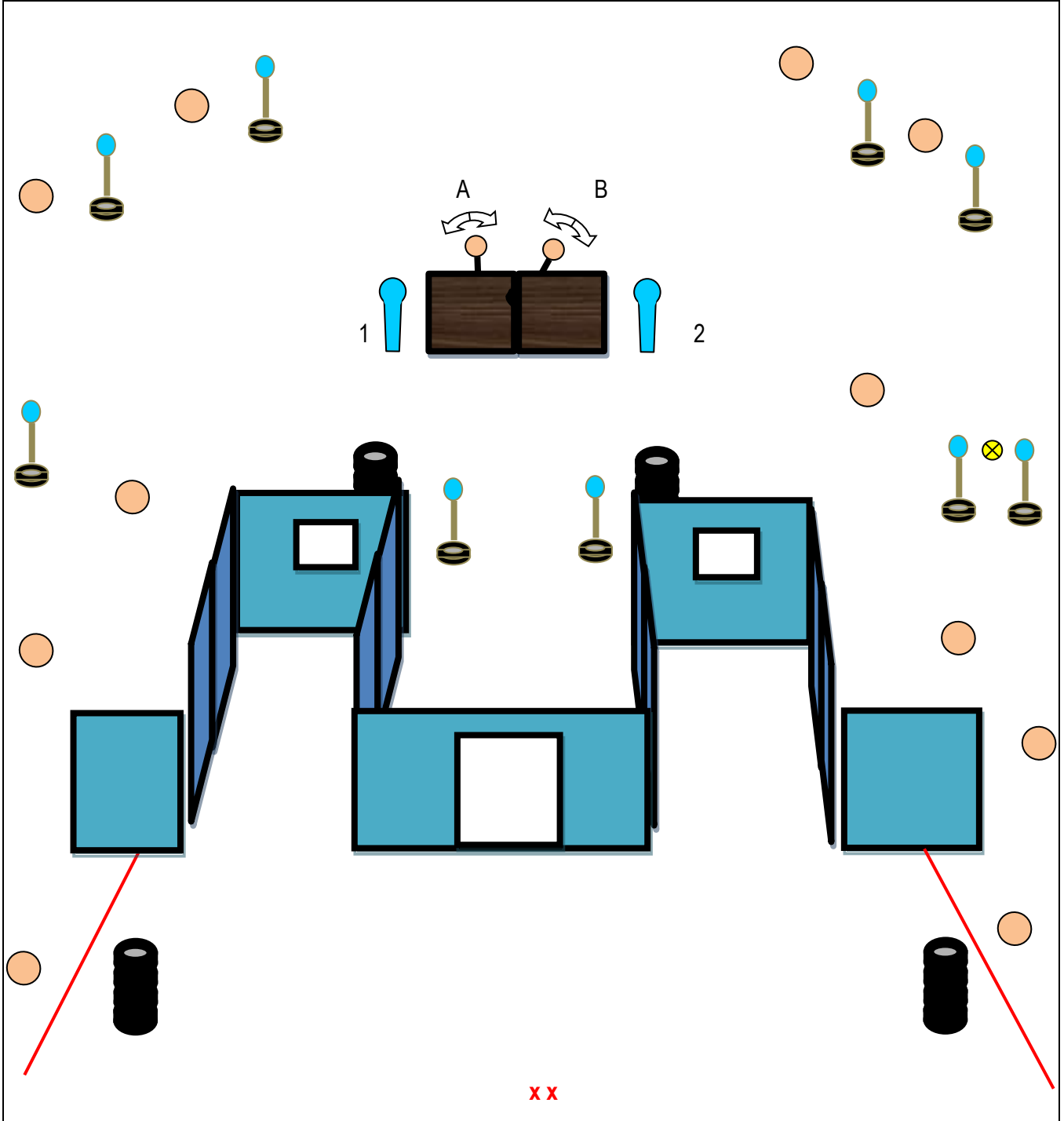
STAGE PROCEDURE: A la señal resolver. Popper 1 activa el plato movil de arcilla A y Popper 2 activa el plato de arcilla B, que permanecen visibles.

START POSITION: Como se demuestra, talones tocando las marcas..

ROUNDS TO BE SCORED: 24

TARGETS: 13 clay Targets, 2 IPSC poppers, 9 IPSC metal plates. 1 No-Shoots

Time starts: Audible



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STAGE 12

STAGE PROCEDURE: A la señal resolver.

START POSITION: Como se demuestra, en cualquier lugar del area designada.

Gun ready condition: 3

ROUNDS TO BE SCORED: 6

TARGETS: 1 IPSC Popper, 5 IPSC metal plates, 1 No-Shoots

Time starts: Audible

