

IPSC Shotgun Cup

Material Used



1 IPSC Mini Popper



6 IPSC Plates (maximum size 20x20cm)



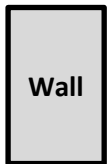
3 No-shoots Plates (maximum size 20x20cm)



9 plate stands

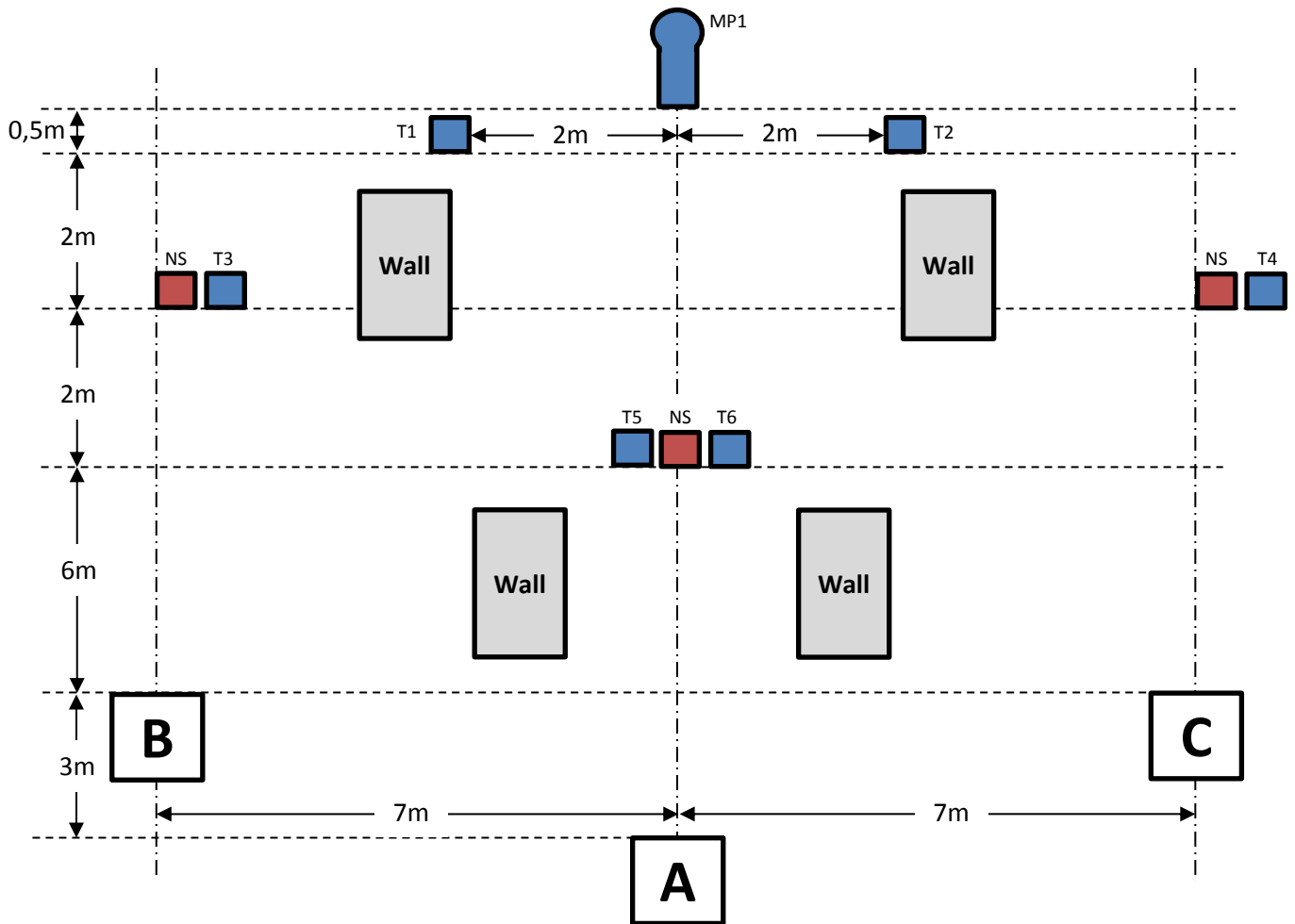


3 areas (maximum size 1x1m)



4 walls

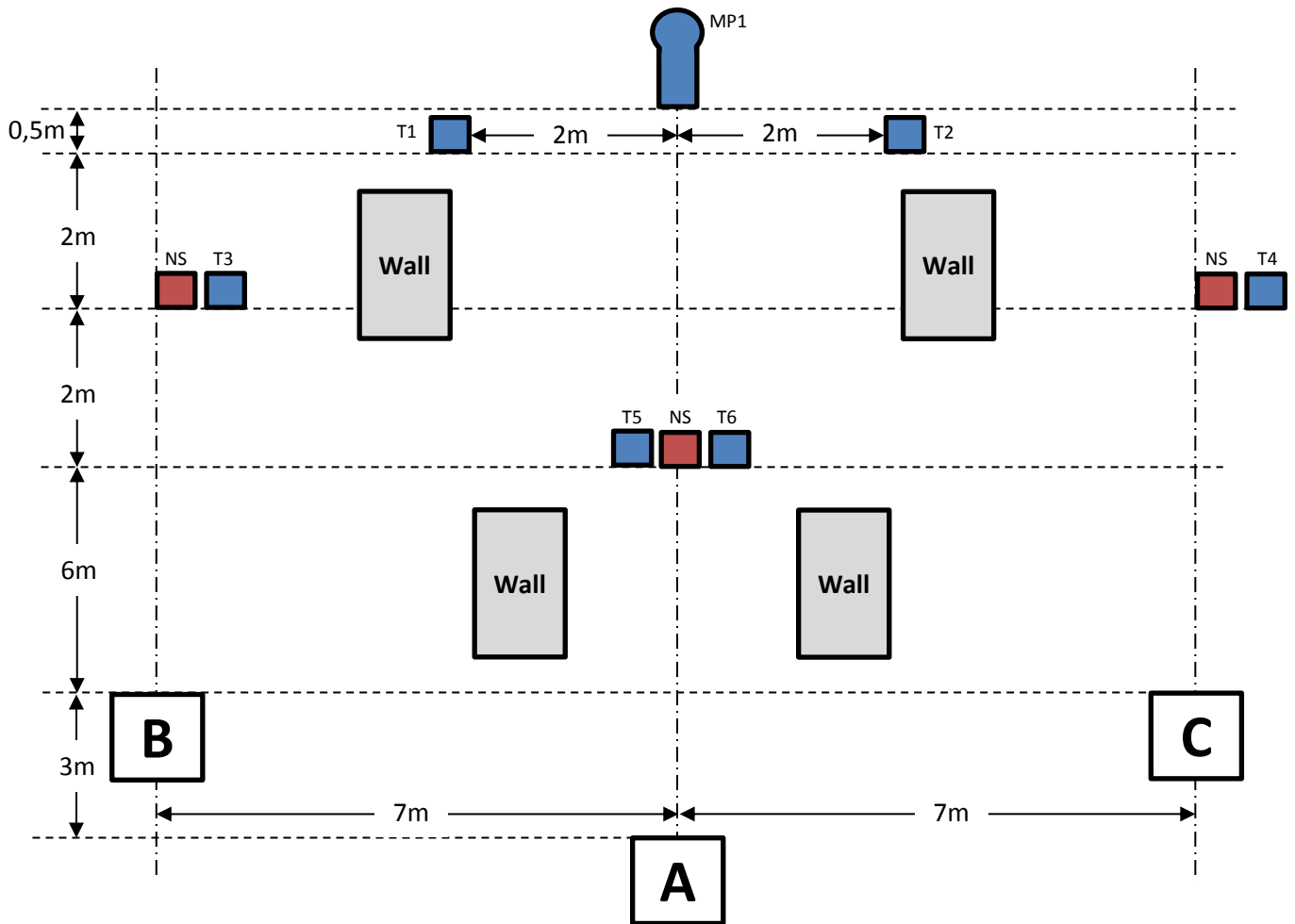
IPSC Shotgun Cup



Type of Course: Short Course
Ammunition type: Bird shot
Targets (type & number): 6 IPSC Plates, 1 IPSC Mini Popper, 3 No-Shoots
No. Hits to be scored: 7
Maximum points: 35
Start position: Standing upright facing downrange in area "A".
Shotgun ready condition: Loaded (Option 1), stock at competitors hip level.
Procedure: After the audible start signal engage targets. T5&T6 can only be shot from area "A", T2&T3 can only be shot from area "B" and T1&T4 can only be shot from area "C".

Setup Notes: All targets are placed on 0-60cm from ground level, all targets must be on placed on the same height. Distance between IPSC Plates and No-Shoots within an array are 5cm. All IPSC Plates and No-Shoots have the same size and have the maximum size of 20x20cm. All areas are maximum 1x1m. Walls are placed so that T5-T6 are only visible from area "A", T2 & T3 are only visible from area "B" and T1 & T4 are only visible from area "C".

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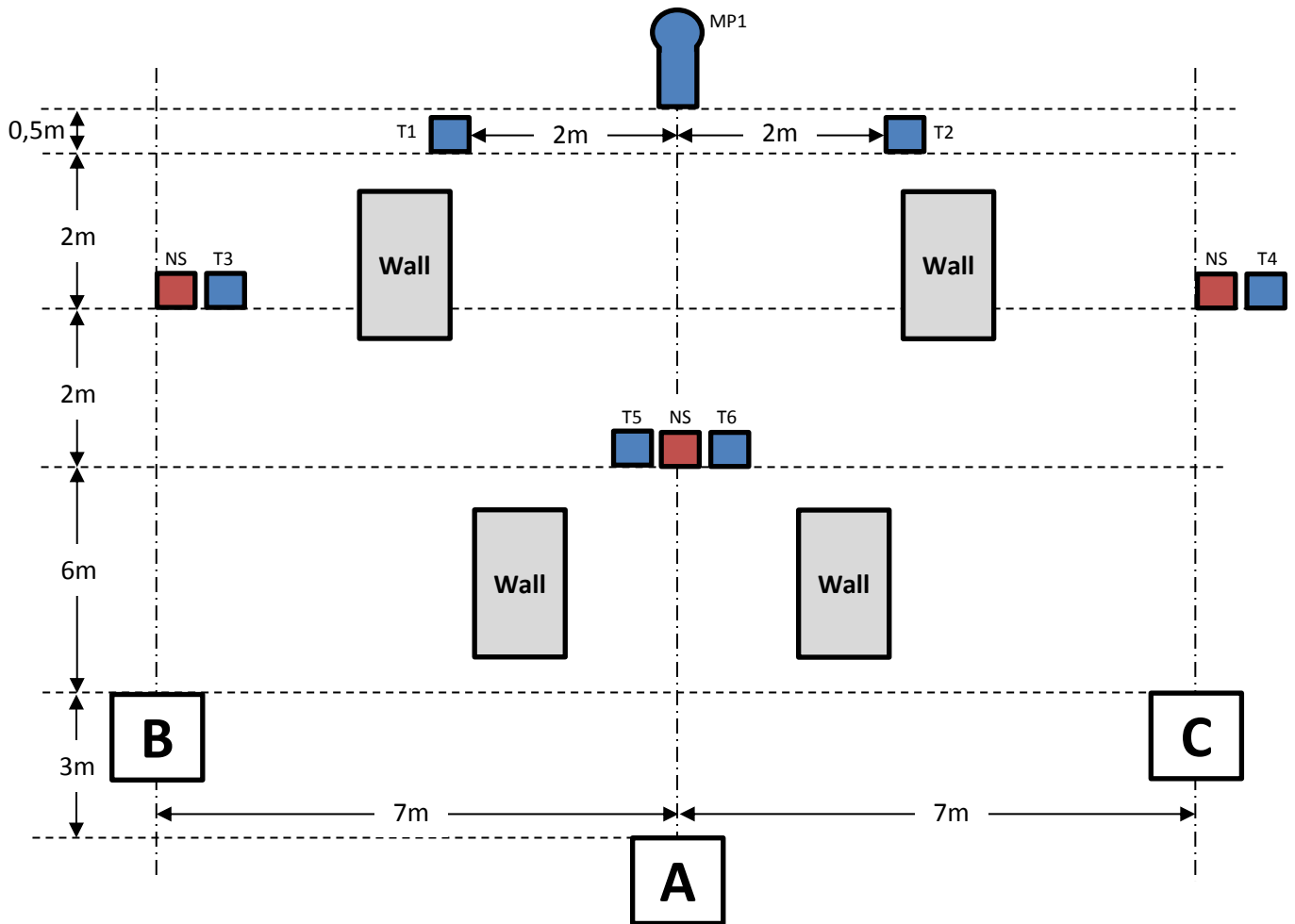
Type of Course:	Short Course
Ammunition type:	Bird shot
Targets (type & number):	6 IPSC Plates, 1 IPSC Mini Popper, 3 No-Shoots
No. Hits to be scored:	7
Maximum points:	35
Start position:	Standing upright facing downrange in area "B".
Shotgun ready condition:	Loaded (Option 1), stock at competitors hip level.
Procedure:	After the audible start signal engage targets. T5&T6 can only be shot from area "A", T2&T3 can only be shot from area "B" and T1&T4 can only be shot from area "C".

Setup Notes:

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Distance between IPSC Plates and No-Shoots within an array are 5cm. All IPSC Plates and No-Shoots have the same size and have the maximum size of 20x20cm. All areas are maximum 1x1m. Walls are placed so that T5-T6 are only visible from area "A", T2 & T3 are only visible from area "B" and T1 & T4 are only visible from area "C".

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No. Hits to be scored:	7
Maximum points:	35
Start position:	Standing upright facing downrange in area "C".
Shotgun ready condition:	Loaded (Option 1), stock at competitors hip level.
Procedure:	After the audible start signal engage targets. T5&T6 can only be shot from area "A", T2&T3 can only be shot from area "B" and T1&T4 can only be shot from area "C".

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