





SHOTGUN WORLD SHOOT 2023 - PATTAYA / THAILAND





Stage 1

Targets: 2 IPSC Poppers,6 IPSC Metal Plates

Minimum number of rounds: 8

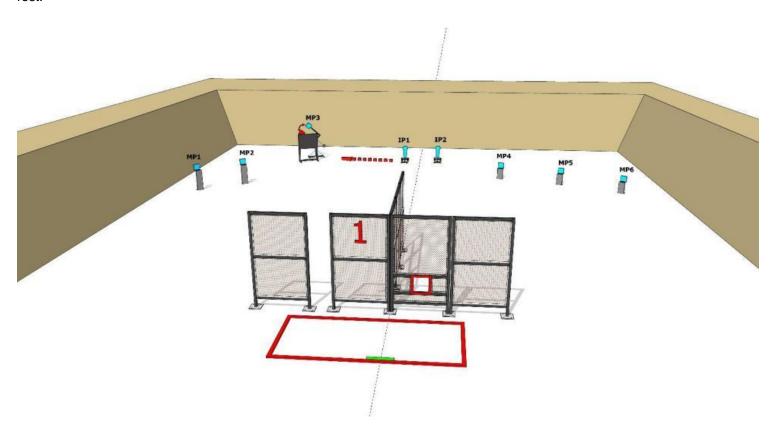
Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1)

Start Position: Standing, heels touching the start line, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.

Procedure: At the start signal engage targets. Popper IP1 activates moving Metal Plate MP3, which remains visible at rest.







Stage 2

Targets: 1 IPSC Popper, 9 IPSC Metal Plates, 4 Clay Targets

Minimum number of rounds: 14

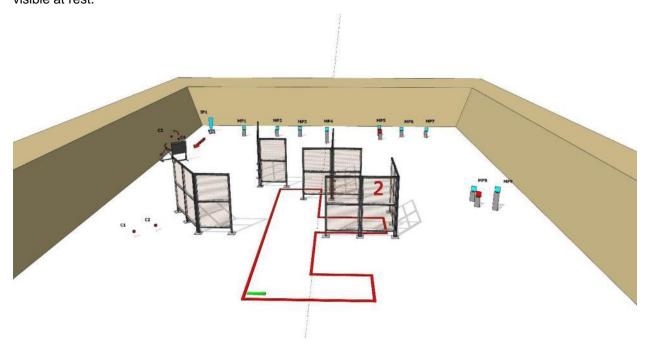
Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing, heels touching the start line, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.

Procedure: At the start signal engage targets, Popper IP1 activates moving Clay Targets C3 and C4, which remains visible at rest.







Stage 3

Targets: 24 IPSC Metal Plates

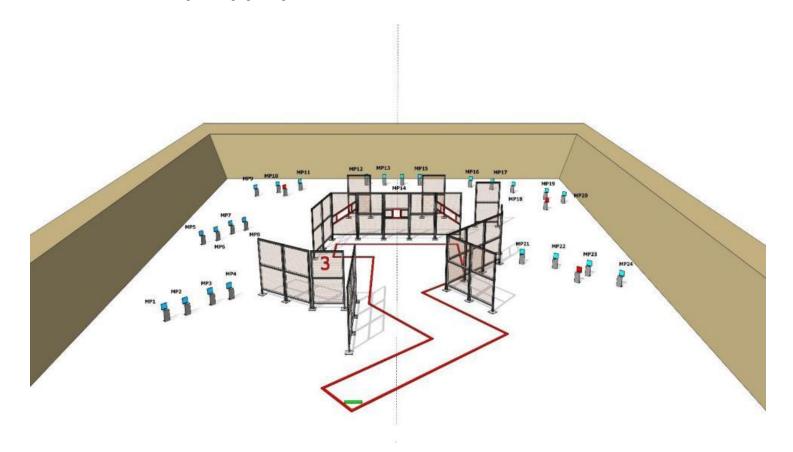
Minimum number of rounds: 24

Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing, heels touching the start line, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.







Stage 4

Targets: 6 IPSC Metal Plates, 2 Clay Targets

Minimum number of rounds: 8

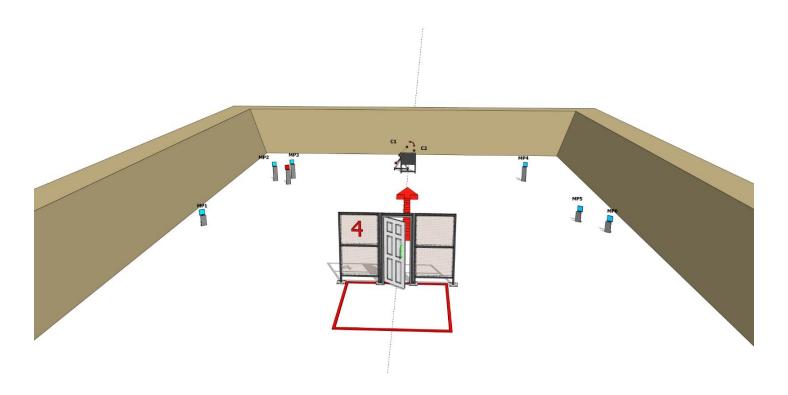
Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing anywhere, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.

Procedure: At the start signal engage targets. Opening the door activates moving Clay Targets C1 and C2, both remains visible at rest.







Stage 5

Targets: 1 IPSC Popper, 5 IPSC Metal Plates, 2 Clay Targets

Minimum number of rounds: 8

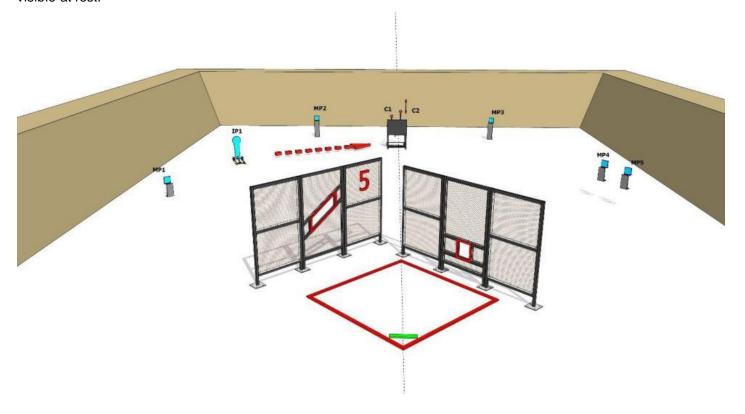
Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded with empty chamber (Option 2).

Start Position: Standing, heels touching the start line, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.

Procedure: At the start signal engage targets. Popper IP1 activates moving Clay Targets C1 and C2, both remains visible at rest.







Stage 6

Targets: 1 IPSC-Popper, 11 IPSC Metal Plates, 2 Clay Targets

Minimum number of rounds: 14

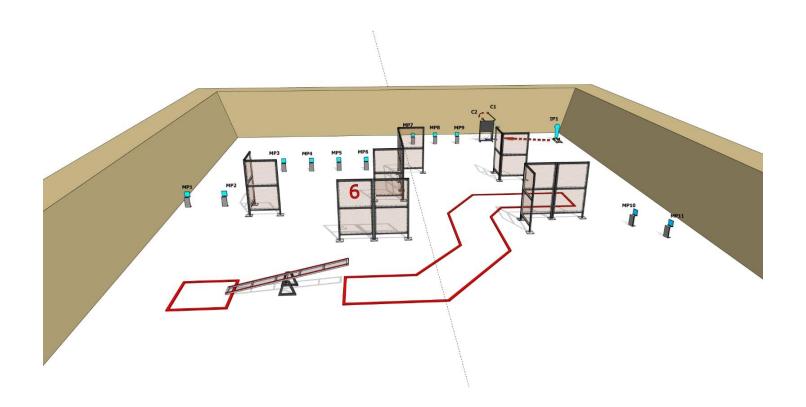
Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing anywhere, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.

Procedure: At the start signal engage targets. Popper IP1 activates moving Clay Targets C1 and C2, both remains visible at rest.







Stage 7

Targets: 7 IPSC Metal Plates, 1 Clay Target

Minimum number of rounds: 8

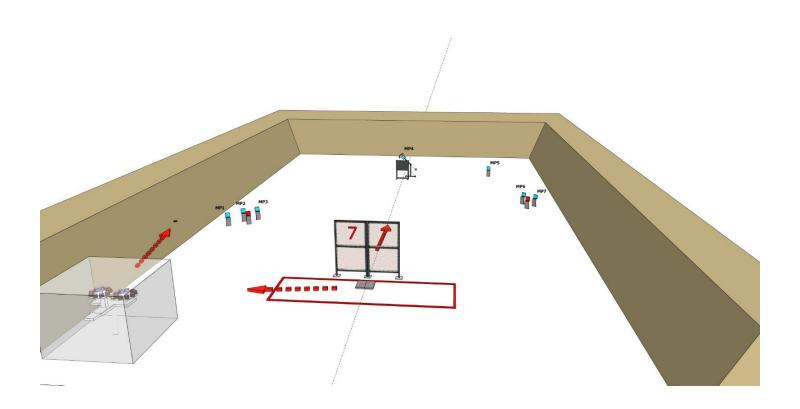
Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing anywhere, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.

Procedure: At the start signal engage targets. Stomp platform activates Metal Plate MP4, which remains visible at rest, and activates moving Clay Target C1 that is a disappearing target.







Stage 8

Targets: 8 IPSC Targets

Minimum number of rounds: 16

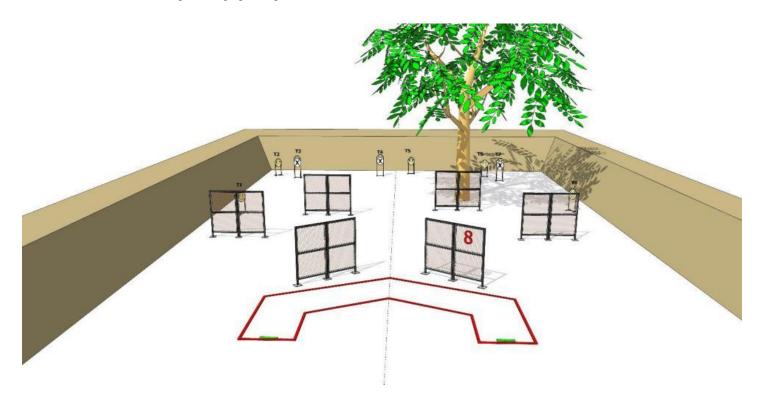
Number of scoring hits for paper targets: 2

Ammunition Type: Slugs

Shotgun Ready Condition: Loaded (Option 1)

Start Position: Standing, heels touching any start line, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.







Stage 9

Targets: 4 IPSC A4 Targets, 15 IPSC Metal Plates.

Minimum number of rounds: 19

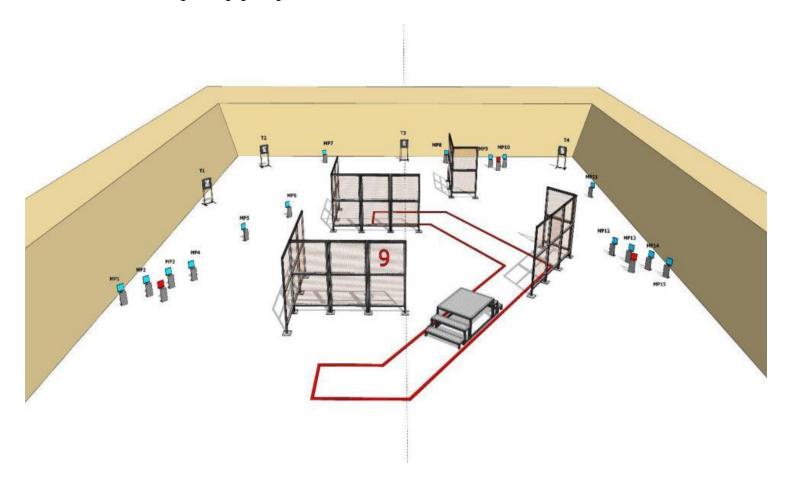
Number of scoring hits for paper targets: 2

Ammunition Type: Buckshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing anywhere, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.







Stage 10

Targets: 2 IPSC A4 Targets, 2 IPSC Poppers, 4 IPSC Metal Plates.

Minimum number of rounds: 8

Number of scoring hits for paper targets: 2

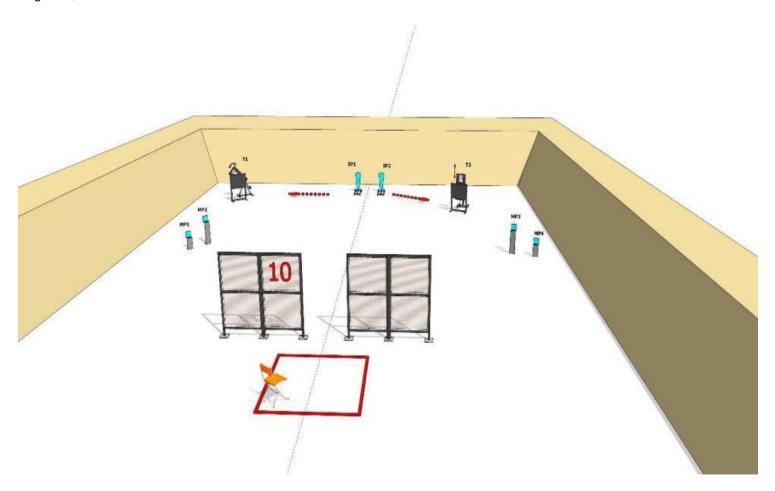
Ammunition Type: Buckshot

Shotgun Ready Condition: Loaded with empty chamber (Option 2).

Start Position: Sit on chair, back touching the back of the chair, heels touching the chairs legs, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.

Procedure: At the start signal engage targets. Popper IP1 activates moving target T1, Popper IP2 activates moving target T2, both remains visible when at rest.







Stage 11

Targets: 4 IPSC A4 Targets, 2 IPSC Poppers, 6 IPSC Metal Plates.

Minimum number of rounds: 12

Number of scoring hits for paper targets: 2

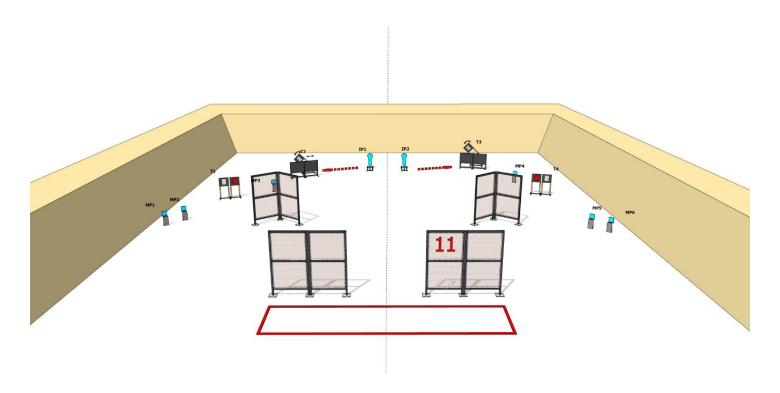
Ammunition Type: Buckshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing anywhere, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.

Procedure: At the start signal engage targets. Popper IP1 activates moving target T2, and Popper IP3 activates moving target T3, both remains visible when at rest.







Stage 12

Targets: 7 IPSC Metal Plates, 1 Clay Target

Minimum number of rounds: 8

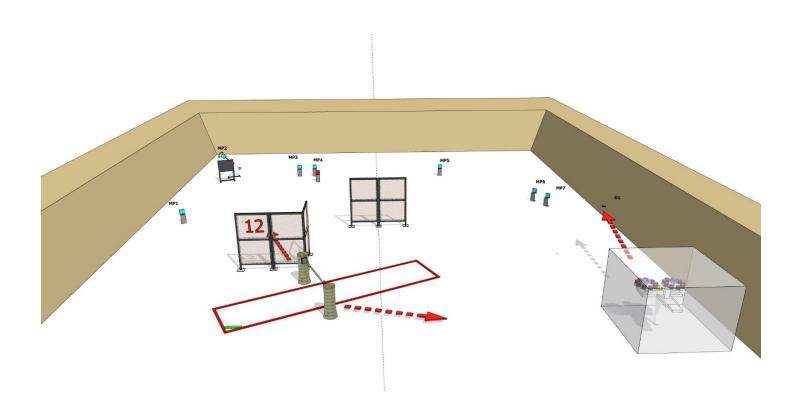
Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing, heels touching the start line, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.

Procedure: At the start signal engage targets. The sensor activates moving target Metal Plate MP2, which remains visible at rest and activates moving Clay Target C1 that is a disappearing target.







Stage 13

Targets: 2 IPSC-Poppers, 6 IPSC Metal Plates.

Minimum number of rounds: 8

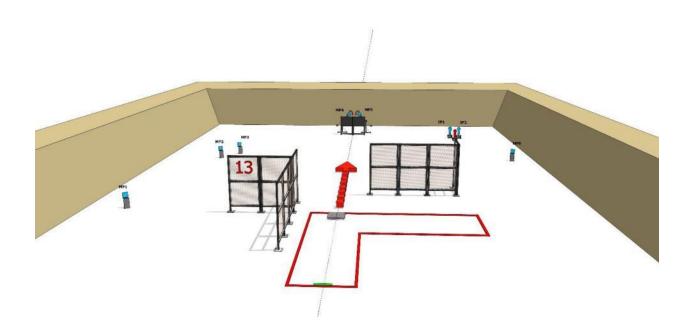
Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing, heels touching the start line, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.

Procedure: At the start signal engage targets. Platform activates moving target Metal Plates MP4 and MP5, which remains visible when at rest.







Stage 14

Targets: 14 IPSC Metal Plates.

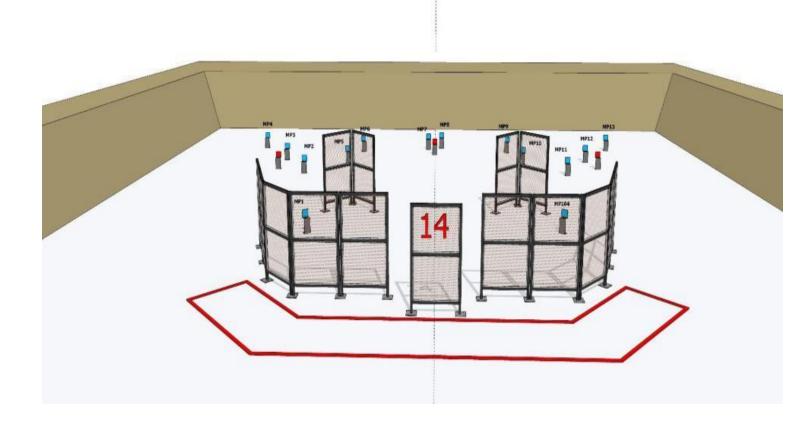
Minimum number of rounds: 14

Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing, anywhere, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.







Stage 15

Targets: 4 IPSC Poppers, 4 IPSC Metal Plates.

Minimum number of rounds: 8

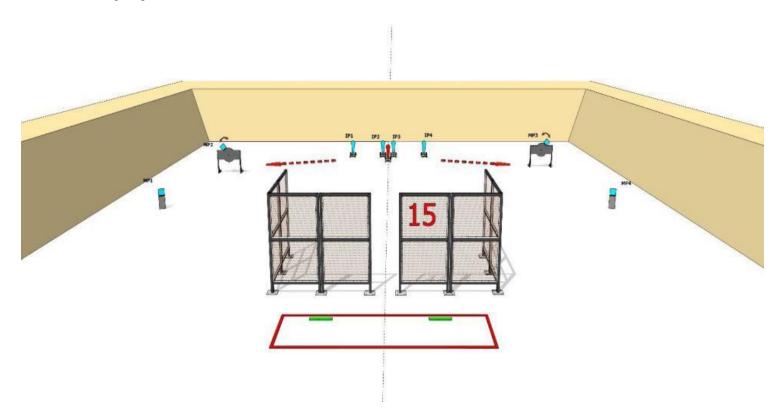
Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing, toes touching any start line, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.

Procedure: At the start signal engage targets. Popper IP1 activates moving target Metal Plate MP2 and Popper IP2 activates moving target Metal Plate MP3, both remains visible when at rest.







Stage 16

Targets: 23 IPSC Metal Plates, 4 Clay Targets.

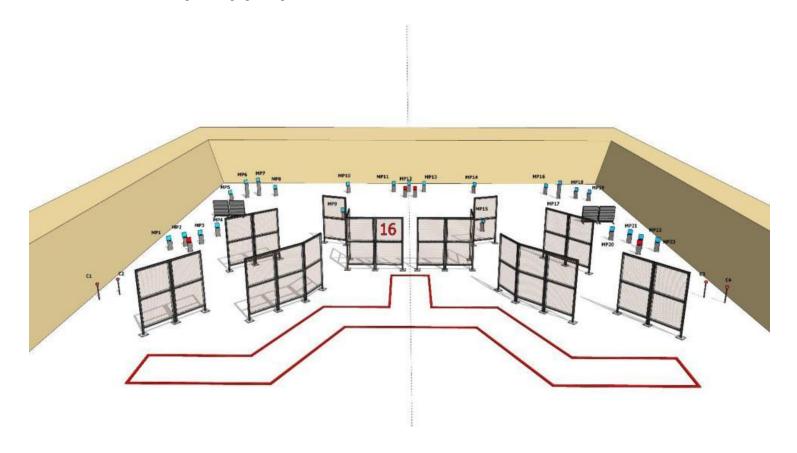
Minimum number of rounds: 27

Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing, anywhere, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.







Stage 17

Targets: 1 IPSC Popper, 7 IPSC Metal Plates.

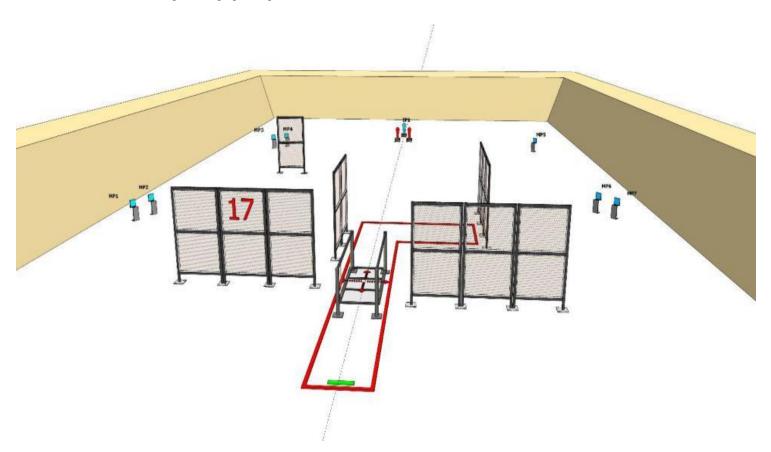
Minimum number of rounds: 8

Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing, heels touching the start line, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.







Stage 18

Targets: 15 IPSC Metal Plates.

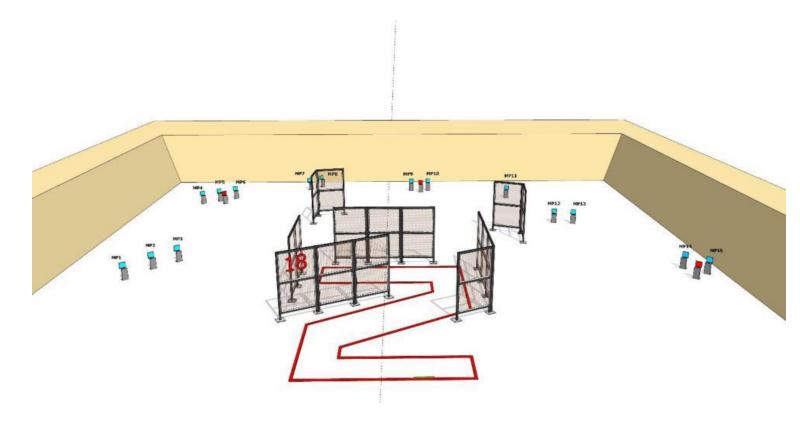
Minimum number of rounds: 15

Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing, heels touching the start line, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.







Stage 19

Targets: 1 IPSC Popper, 11 IPSC Metal Plates, 3 Clay Targets.

Minimum number of rounds: 15

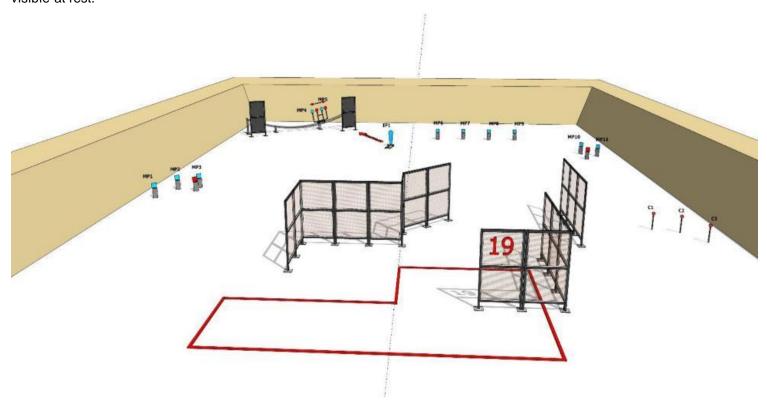
Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing, anywhere, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.

Procedure: At the start signal engage targets. Popper IP1 activates moving Metal Plates MP4 and MP5, both remains visible at rest.







Stage 20

Targets: 8 IPSC Targets.

Minimum number of rounds: 8

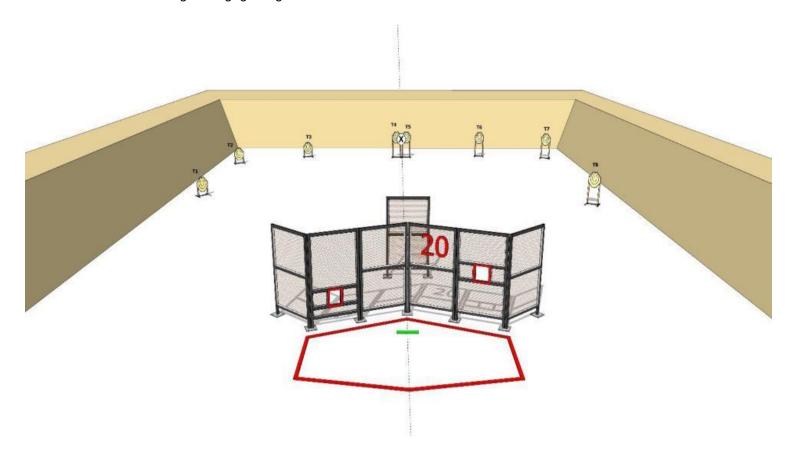
Number of scoring hits for paper targets: 1

Ammunition Type: Slug

Shotgun Ready Condition: Unloaded (Option 3), bolt closed.

Start Position: Standing, Toes touching the start line, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.







Stage 21

Targets: 6 IPSC Targets, 2 Clay Targets.

Minimum number of rounds: 8

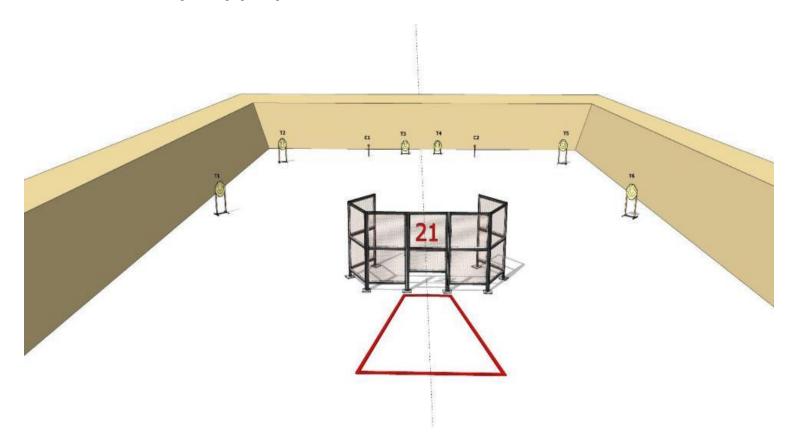
Number of scoring hits for paper targets: 1

Ammunition Type: Slug

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing, anywhere, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.







Stage 22

Targets: 20 IPSC Metal Plates, 5 Clay Targets.

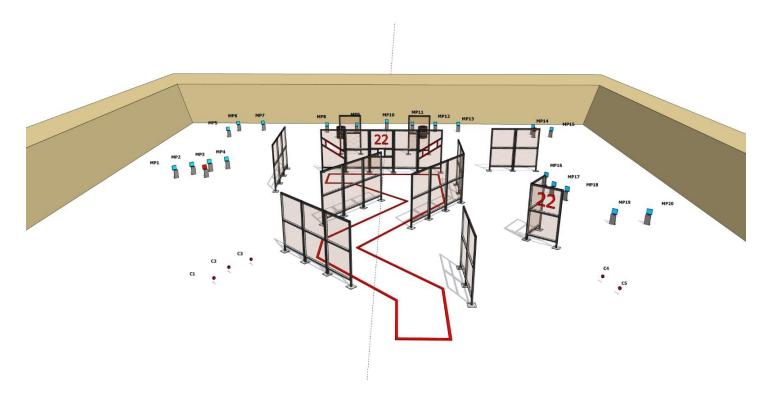
Minimum number of rounds: 25

Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing, anywhere, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.







Stage 23

Targets: 14 IPSC Metal Plates.

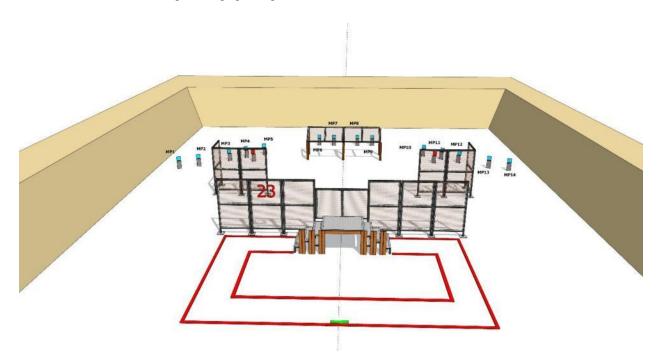
Minimum number of rounds: 14

Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing, heels touching the start line, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.







Stage 24

Targets: 6 IPSC Metal Plates, 1 IPSC Popper, 1 Clay Target

Minimum number of rounds: 8

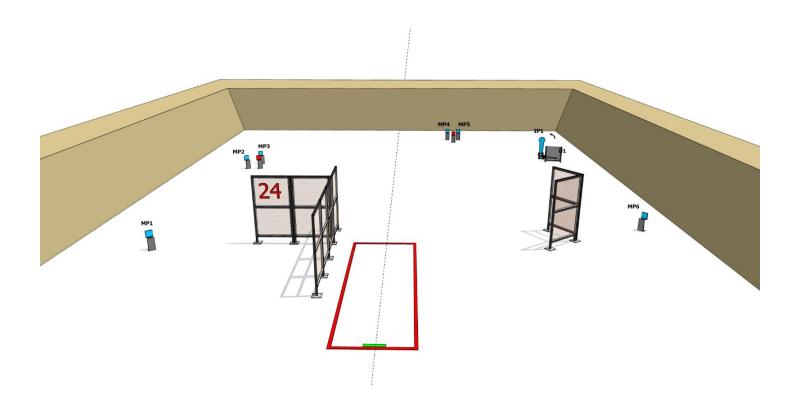
Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing, heels touching the start line, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.

Procedure: At the start signal engage targets. Popper IP1 activates moving Clay Target CT1 that is a disappearing target.







Stage 25

Targets: 3 IPSC Metal Plates, 3 IPSC Popper,2 Clay Targets.

Minimum number of rounds: 8

Ammunition Type: Birdshot

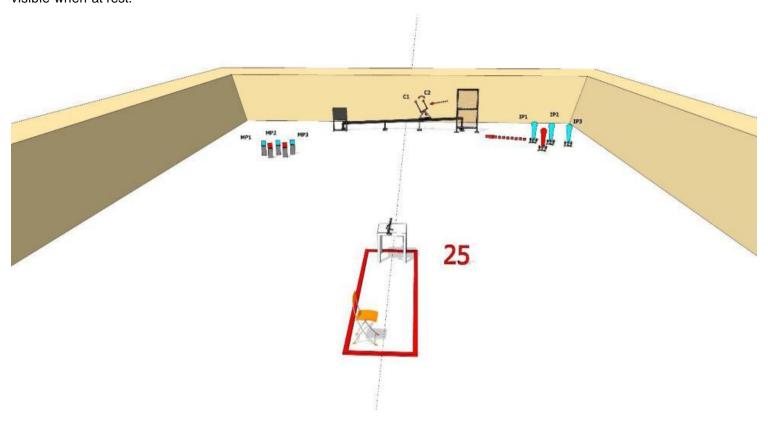
Shotgun Ready Condition: Loaded with empty chamber (Option 2) lying on the table on the mark.

Start Position: Seated on chair, hands on knees, back touching the back of the chair, heels touching the chairs legs, as

demonstrated.

Time starts: Audible signal.

Procedure: At the start signal engage targets. Popper IP1 activates moving Clay Targets C1 and C2, both remains visible when at rest.







Stage 26

Targets: 20 IPSC Metal Plates, 4 Clay Targets.

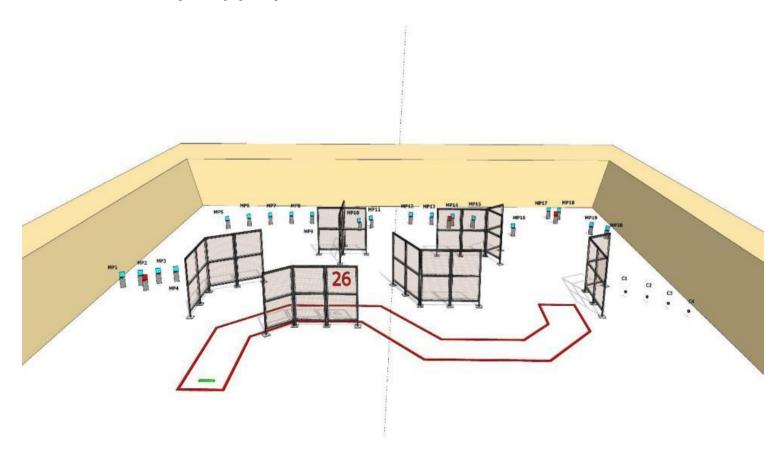
Minimum number of rounds: 24

Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing, heels touching the start line. Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.







Stage 27

Targets: 16 IPSC Metal Plates.

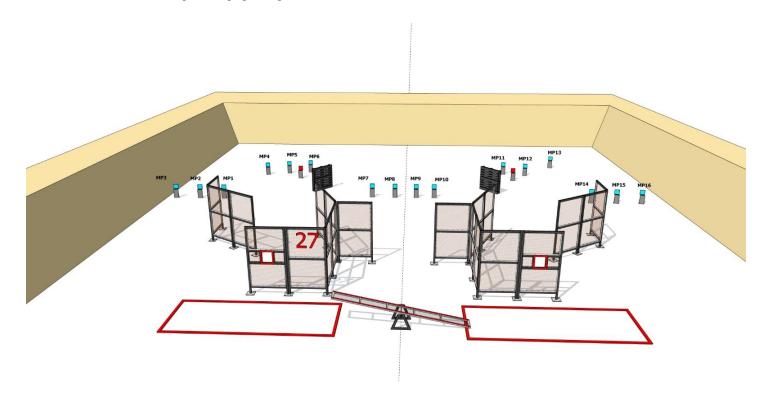
Minimum number of rounds: 16

Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing, anywhere, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.







Stage 28

Targets: 2 IPSC Metal Plates, 4 IPSC Poppers, 2 Clay Targets.

Minimum number of rounds: 8

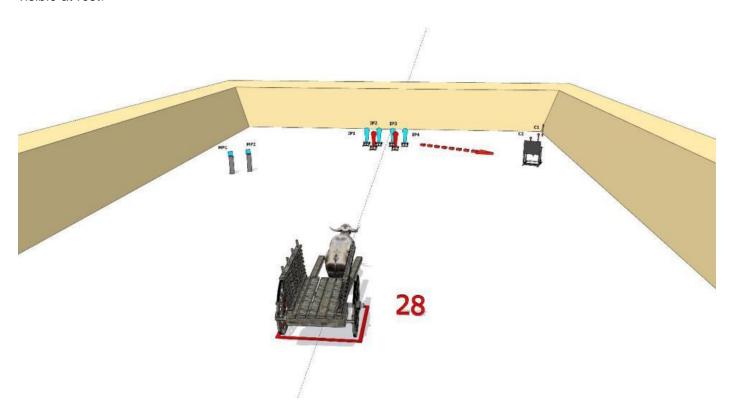
Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing anywhere on the cart, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.

Procedure: At the start signal engage targets. Popper IP4 activates moving Clay Targets C1 and C2, both remains visible at rest.







Stage 29

Targets: 6 IPSC Metal Plates, 2 IPSC Poppers

Minimum number of rounds: 8

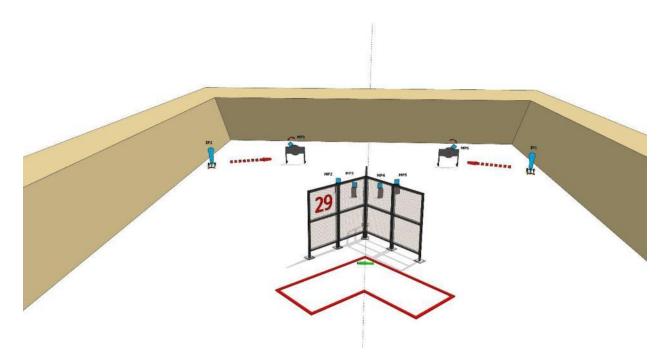
Ammunition Type: Birdshot

Shotgun Ready Condition: Loaded (Option 1).

Start Position: Standing, toes touching the start line, Shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Time starts: Audible signal.

Procedure: At the start signal engage targets. Popper IP1 activates moving target MP6 and Popper IP2 activates moving target MP1, both remains visible at rest.







Stage 30

Targets: 14 IPSC Metal Plates, 2 Clay Targets

Minimum number of rounds: 16

Ammunition Type: Birdshot

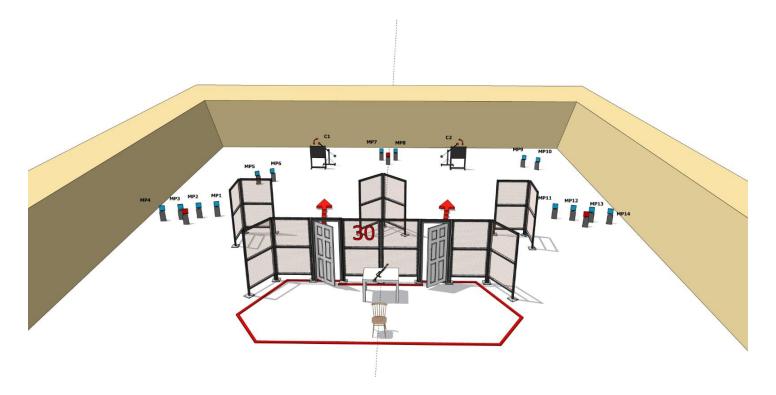
Shotgun Ready Condition: Unloaded (Option 3), bolt closed.

Start Position: Seated, back touching the back of the chair, heels touching the chairs legs as demonstrated. Shotgun on

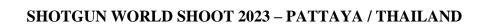
the table on the mark.

Time starts: Audible signal.

Procedure: At the start signal engage targets Opening the door 1 activates moving Clay Target C1 and Opening door 2 activates moving Clay Target C2, both remains visible at rest.









		Size(Rounds)			Ammo			Shotgun Option Start		
	Stage	S	М	L	Bird	Buck	Slug	Option 1	Option 2	Option 3
Area 1	1	8			8			1		
	2		14		14			1		
	3			24	24			1		
	4	8			8			1		
	5	8			8				1	
	6		14		14			1		
Area 2	7	8			8			1		
	8		16				16	1		
	9			19		19		1		
	10	8				8			1	
	11		12			12		1		
	12	8			8			1		
Area 3	13	8			8			1		
	14		14		14			1		
	15	8			8			1		
	16			27	27			1		
	17	8			8			1		
	18		15		15			1		
Area 4	19		15		15			1		
	20	8					8			1
	21	8					8	1		
	22			25	25			1		
	23		14		14			1		
	24	8			8			1		
Area 5	25	8			8			1		
	26			24	24			1		
	27		16		16			1		
	28	8			8			1		
	29	8			8			1		
	30		16		16					1
		120	146	119	314	39	32	26	2	2
		Total		385	Total		385	87%	7%	7%