



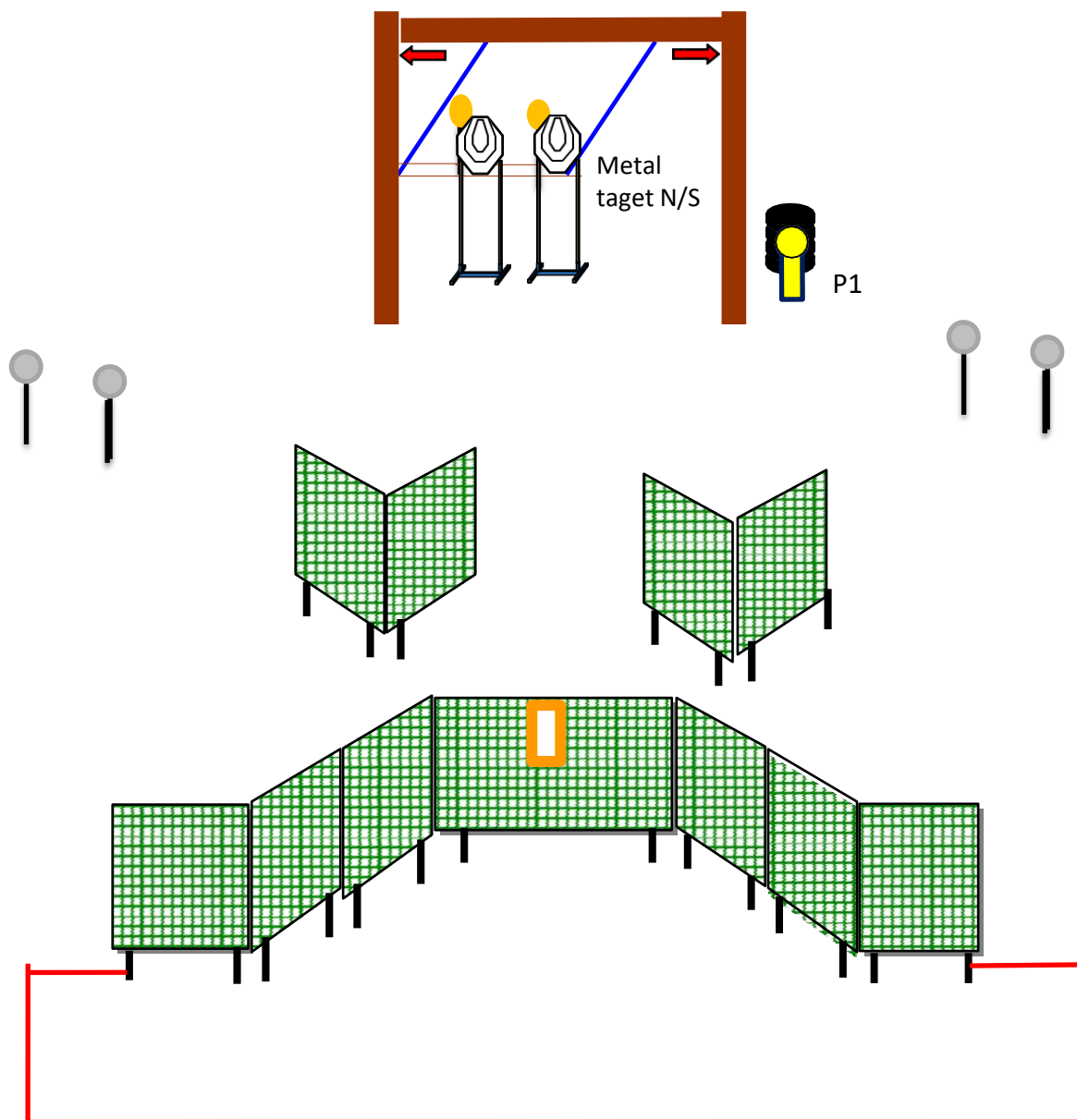
**ASSOCIAÇÃO DE CAÇA E PESCA ALTO PETRÓPOLIS - SOCAPESCA
VIAMÃO - RIO GRANDE DO SUL**

**III ETAPA DO CAMPEONATO BRASILEIRO
DE IPSC SHOTGUN
VIAMÃO**

22 a 24 de outubro de 2021.

COMPOSIÇÃO DA PROVA

IPSC SHOTGUN		SHOTS
A R E A 1	STAGE/PISTA 01	7
	STAGE/PISTA 02	16
	STAGE/PISTA 03	7
	STAGE/PISTA 04	14
	STAGE/PISTA 05	8
	STAGE/PISTA 06	24
A R E A 2	STAGE/PISTA 07	5
	STAGE/PISTA 08	16
	STAGE/PISTA 09	16
	STAGE/PISTA 10	8
	STAGE/PISTA 11	16
	STAGE/PISTA 12	8
TOTAL		155



Pista 01

Alvos (tipo e número): 02 CLAY, 04 METAL PLATE e 01 IPSC POPPER

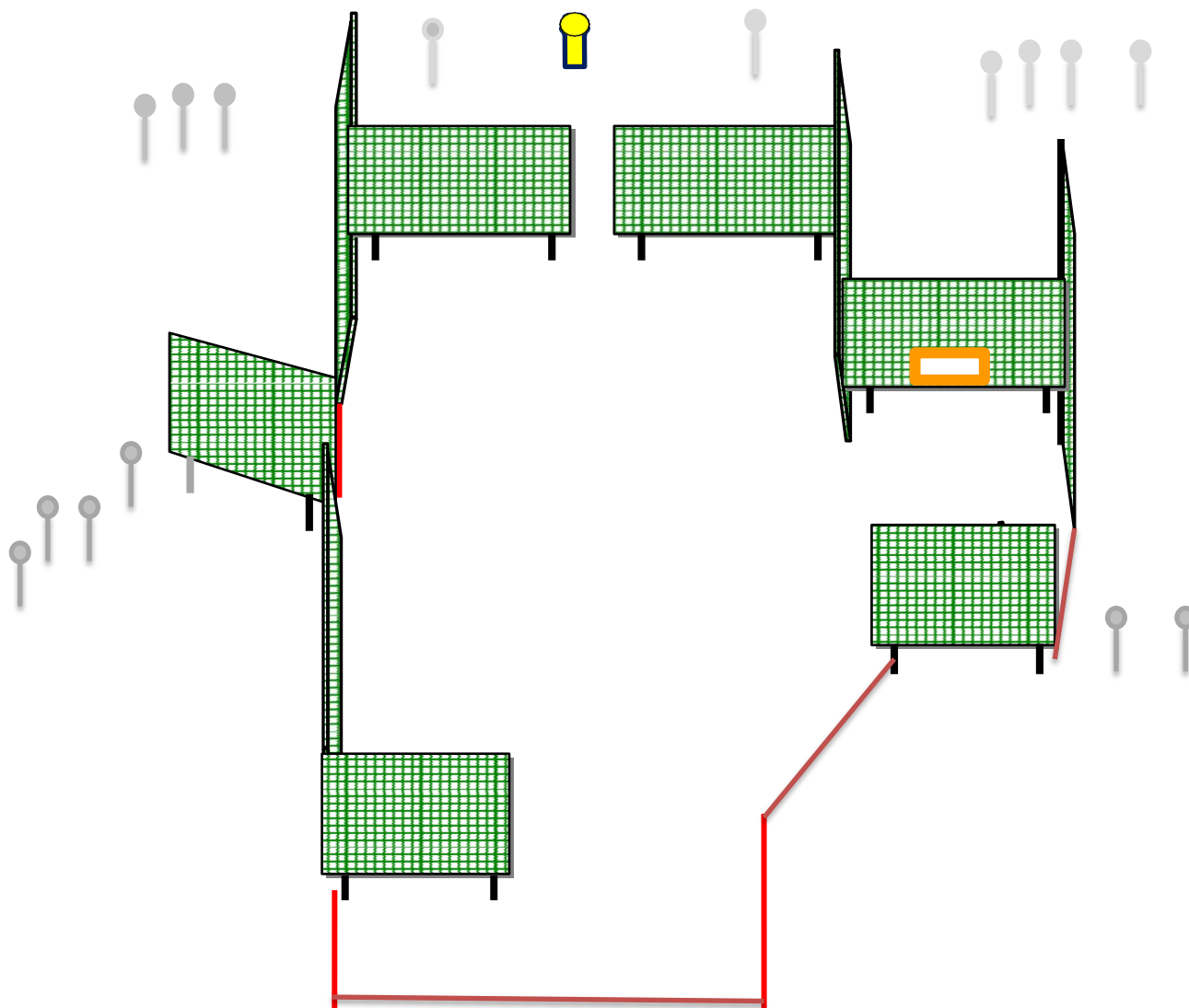
Nº disparos pontuáveis: 07

Posição de saída: DENTRO DA ÁREA

Início do tempo: Ao sinal sonoro.

Procedimento: Ao sinal sonoro engajar os alvos

Targets	CLAY	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
	2		1		4
Rounds to be Scored	7	Max Scored Points	35	Ammunition type	Birdshot
Firearm Ready Condition	Loaded (Option 1), 8.2.2				
Start Position	Standing inside the area.				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets from within designated area				
REMARKS	P1 activates CLAY SWINGER which REMAINS VISIBLE AT REST				



Pista 02

Alvos (tipo e número): 01 IPSC POPPER , 15 IPSC PLATES

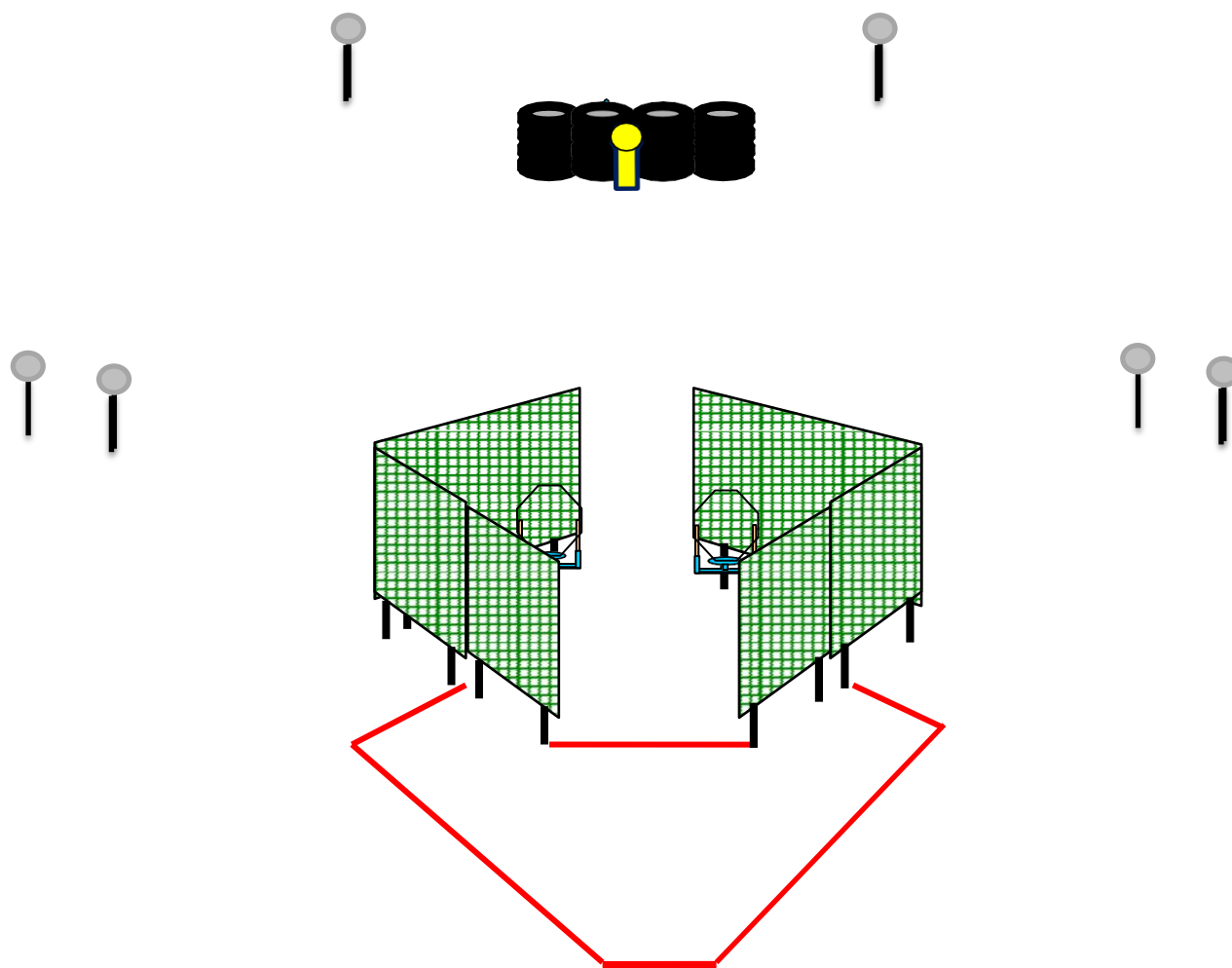
Nº disparos pontuáveis: 16

Posição de saída: DENTRO DA ÁREA

Início do tempo: Ao sinal sonoro.

Procedimento: Ao sinal sonoro engajar os alvos

COF	MEDIUM COURSE				STAGE 2
Targets	IPSC Targets	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
			1		15
Rounds to be Scored	16	Max Scored Points	80	Ammunition type	Birdshot
Firearm Ready Condition	Loaded (Option 1), 8.2.2				
Start Position	Standing inside the area.				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets from within designated area				
REMARKS					



Pista 03

Alvos (tipo e número): 01 IPSC POPPER, 06 IPSC PLATE

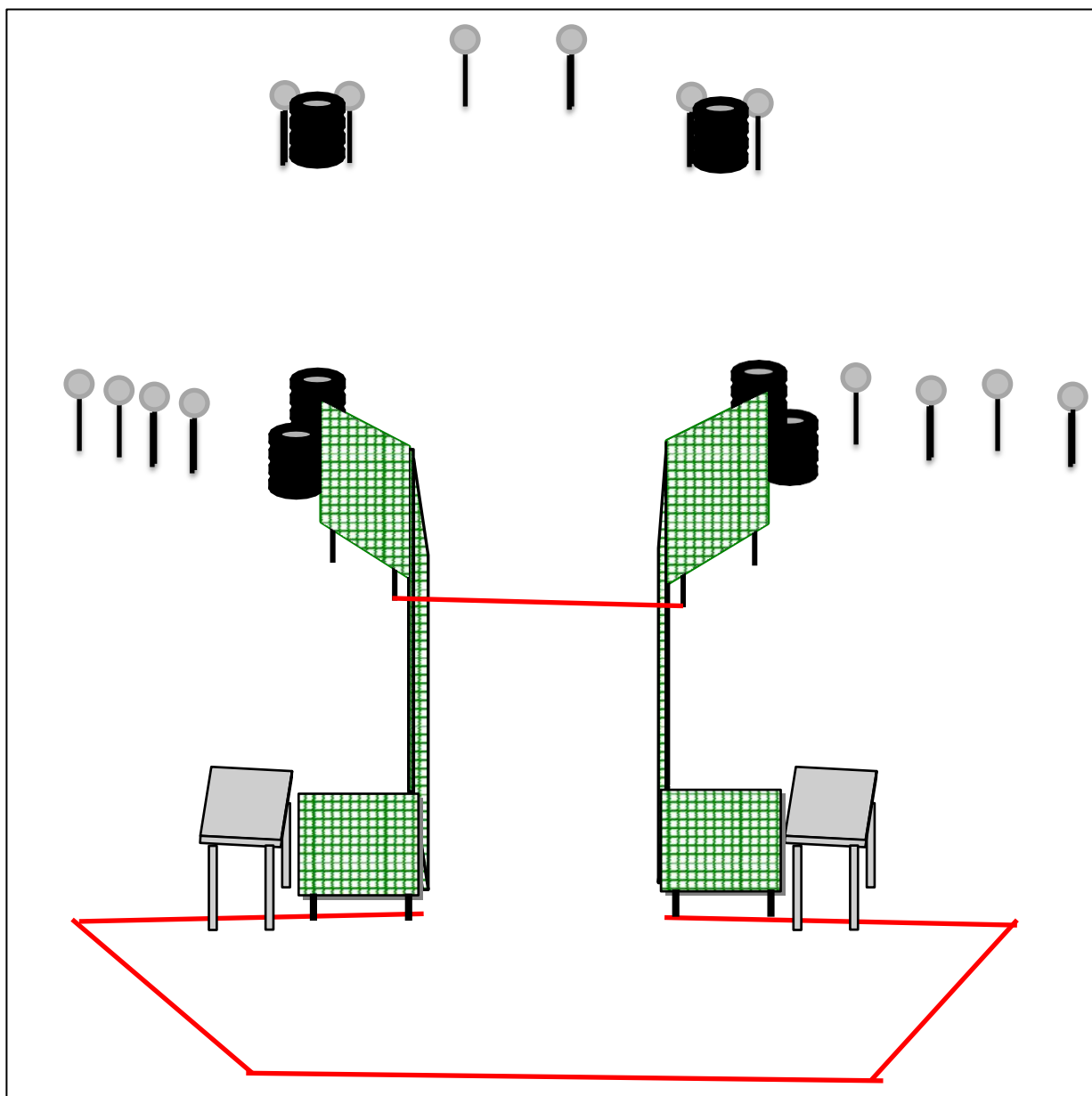
Nº disparos pontuáveis: 07

Posição de saída: DENTRO DA ÁREA, arma Descarregada

Início do tempo: Ao sinal sonoro.

Procedimento: Ao sinal sonoro engajar os alvos

COF	SHORT COURSE				STAGE 3
Targets	IPSC Targets	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
			1		6
Rounds to be Scored	7	Max Scored Points	35	Ammunition type	Birdshot
Firearm Ready Condition	UNLoaded (Option 3), 8.2.2				
Start Position	Heels touching the Start Line				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets from within designated area				
REMARKS					



Pista 04

Alvos (tipo e número): 14 IPSC POPPER

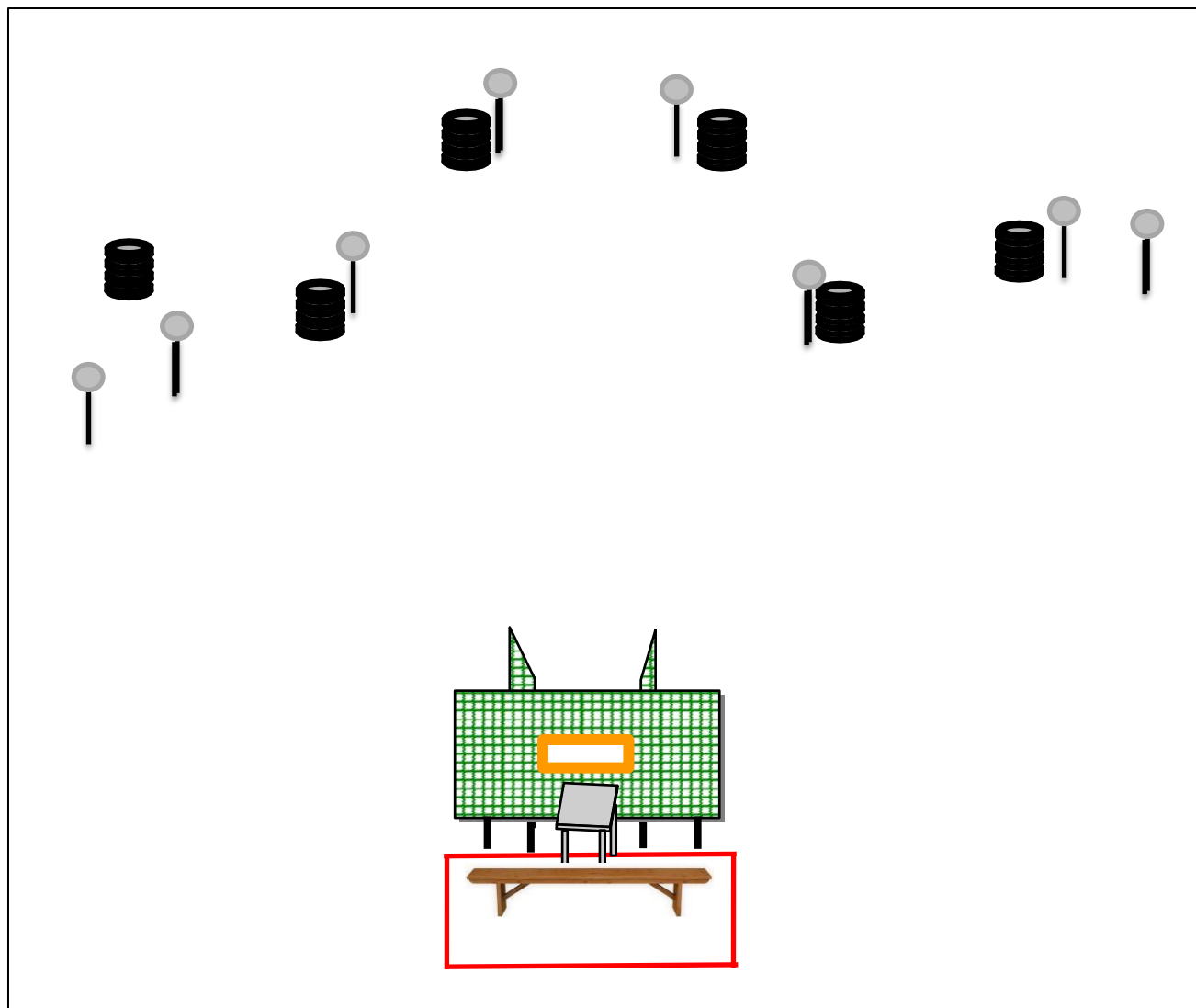
Nº disparos pontuáveis: 14

Posição de saída: DENTRO DA ÁREA, arma com Camara Vazia sobre uma das mesas

Início do tempo: Ao sinal sonoro.

Procedimento: Ao sinal sonoro engajar os alvos

COF	MEDIUM COURSE				STAGE 4
Targets	IPSC Targets	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
					14
Rounds to be Scored	14	Max Scored Points	70	Ammunition type	Birdshot
Firearm Ready Condition	UNLoaded (Option 2), The Gun must be on the table				
Start Position	Inside the designated area				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets from within designated area				
REMARKS					



Pista 05

Alvos (tipo e número): 08 METAL PLATE

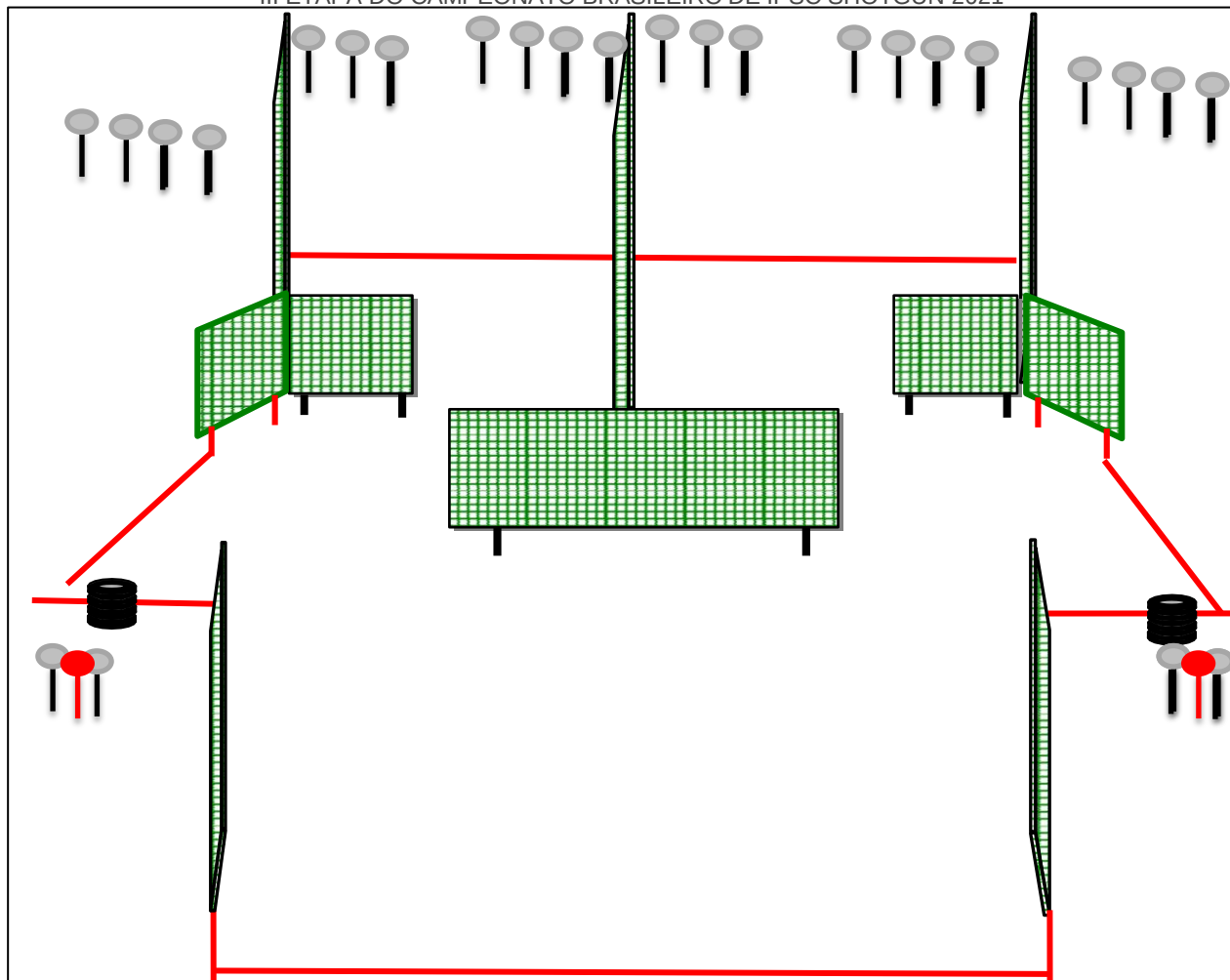
Nº disparos pontuáveis: 08

Posição de saída: SENTADO, ARMA COM CAMARA VAZIA SOBRE A MESA.

Início do tempo: Ao sinal sonoro.

Procedimento: Ao sinal sonoro engajar os alvos MANTENDO-SE SENTADO

COF	SHORT COURSE				STAGE 5
Targets	IPSC Targets	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
					8
Rounds to be Scored	8	Max Scored Points	40	Ammunition type	Birdshot
Firearm Ready Condition	UNLoaded (Option 2), 8.2.2				
Start Position	sitting on the bench				
Time Starts	Audible signal				
PROCEDURE	On the Start Signal, engage targets. All shots must be taken with the shooter sitting on the bench				
REMARKS					



Pista 06

Alvos (tipo e número): 26 METAL PLATE

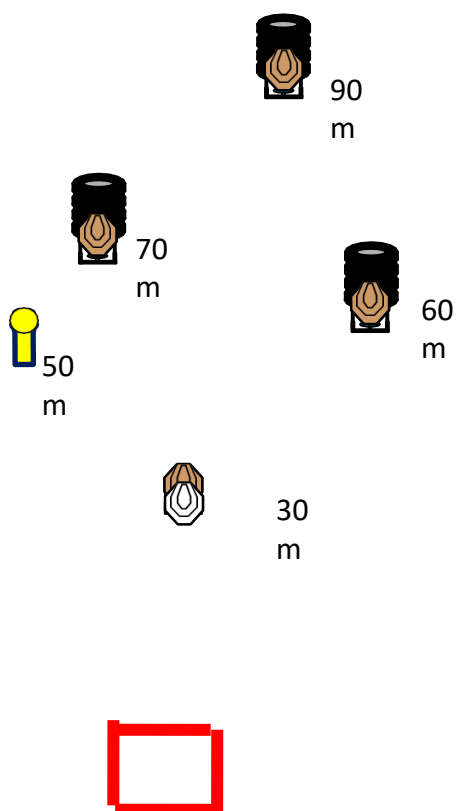
Nº disparos pontuáveis: 26

Posição de saída: DENTRO DA ÁREA

Início do tempo: Ao sinal sonoro.

Procedimento: Ao sinal sonoro engajar os alvos

COF	LONG COURSE				STAGE 6
Targets	IPSC Targets	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
					26
Rounds to be Scored	26	130		Ammunition type	Birdshot
Firearm Ready Condition	Loaded (Option 1), 8.2.2				
Start Position	Inside the designated area				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets from within designated area				
REMARKS					



Pista 07

Alvos (tipo e número): 04 PAPPER TARGET e 01 IPSC POPPER

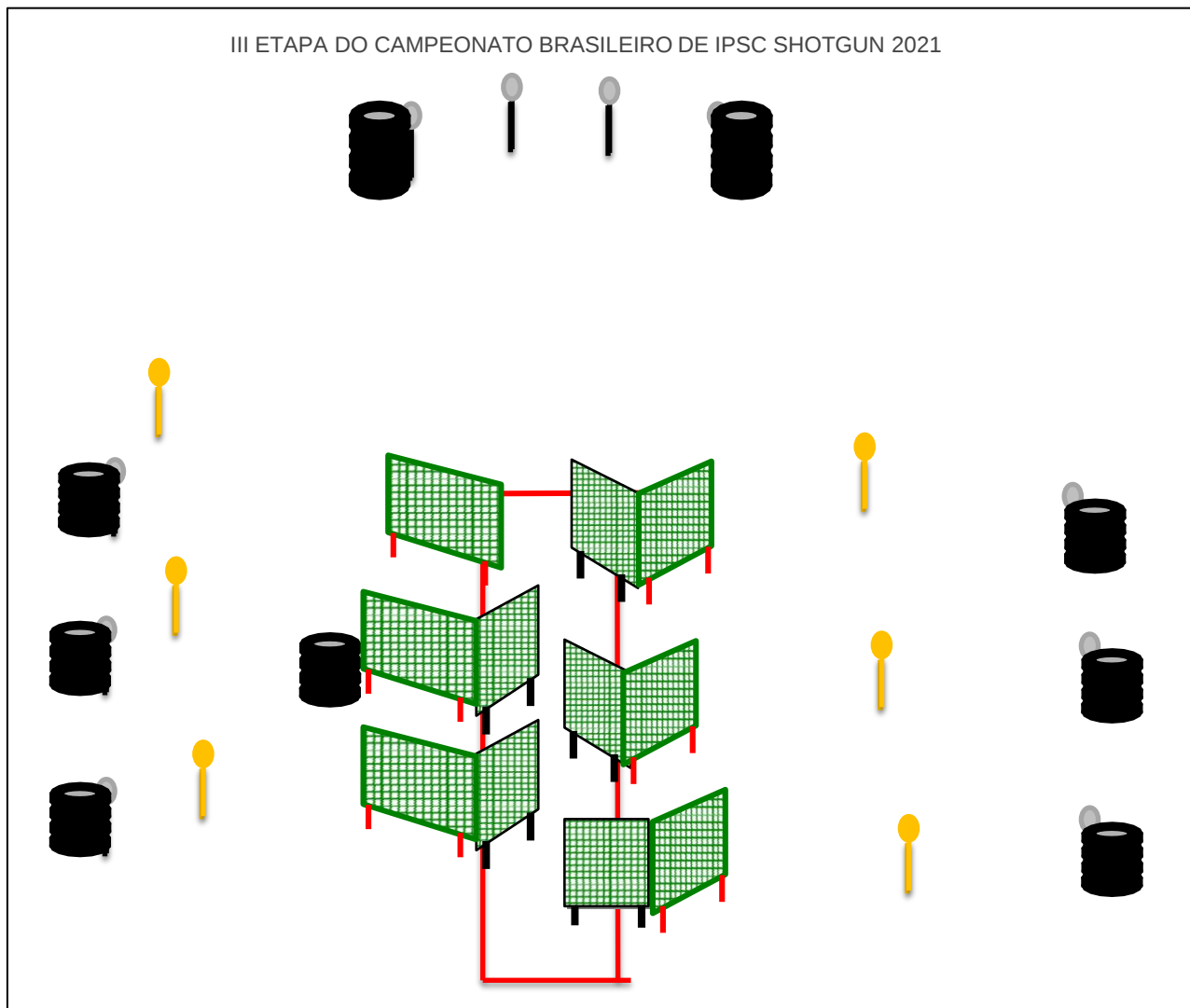
Nº disparos pontuáveis: 05

Posição de saída: DENTRO DA ÁREA

Início do tempo: Ao sinal sonoro.

Procedimento: Ao sinal sonoro engajar os alvos **COM MUNIÇÃO SLUG**

COF	SHORT COURSE				STAGE 7
Targets	IPSC Targets	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
	4		1		
Rounds to be Scored	5	Max Scored Points	25	Ammunition type	Slug
Firearm Ready Condition	Loaded (Option 1), 8.2.2				
Start Position	Inside the designated area				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets from within designated area				
REMARKS					



Pista 08

Alvos (tipo e número): 06 CLAY, 10 METAL PLATE

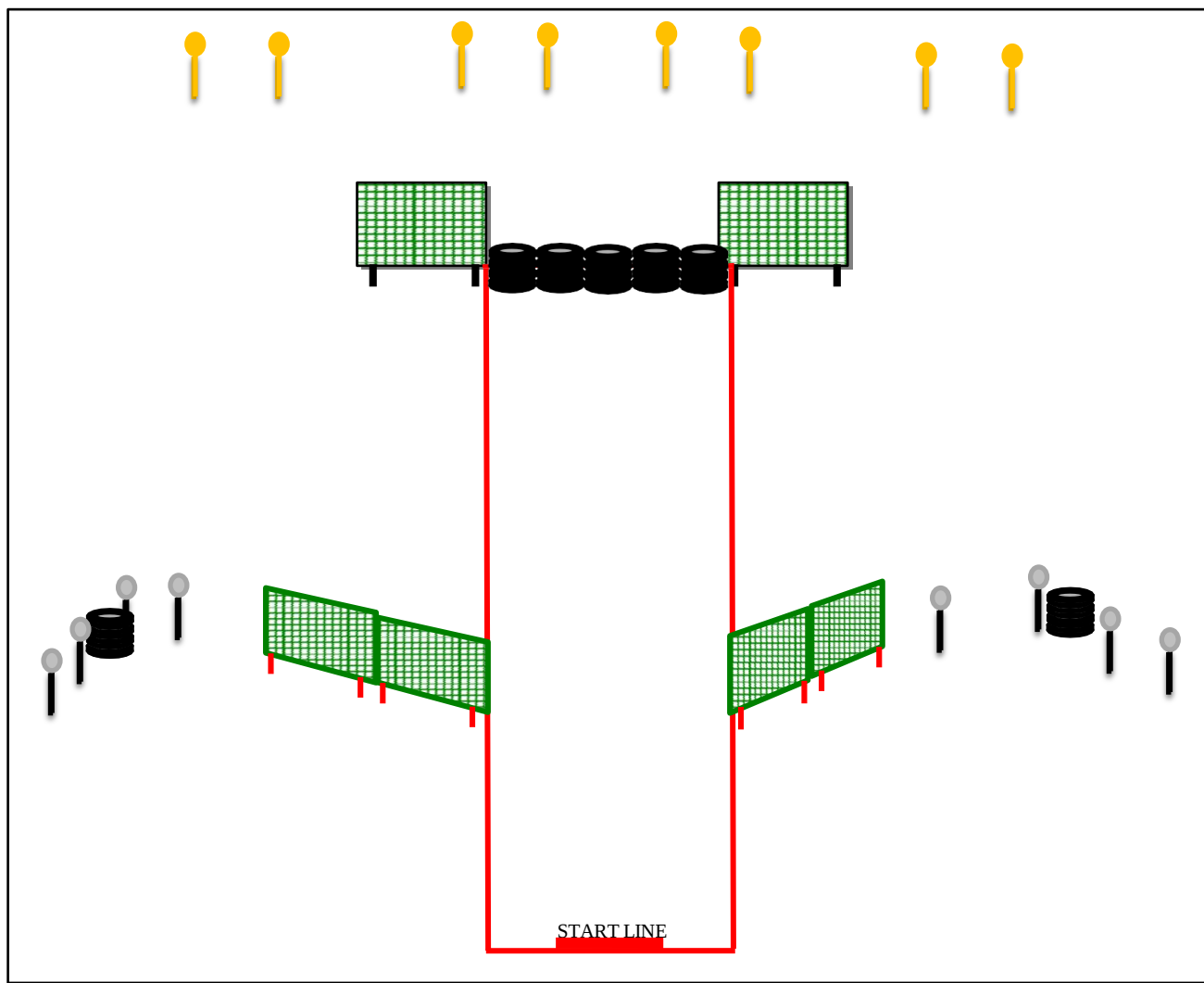
Nº disparos pontuáveis: 16

Posição de saída: DENTRO DA ÁREA

Início do tempo: Ao sinal sonoro.

Procedimento: Ao sinal sonoro engajar os alvos

COF	MEDIUM COURSE				STAGE 8
Targets	CLAY	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
	6				10
Rounds to be Scored	16	Max Scored Points	80	Ammunition type	Birdshot
Firearm Ready Condition	Loaded (Option 1), 8.2.2				
Start Position	Inside the designated area				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets from within designated area				
REMARKS					



Pista 09

Alvos (tipo e número): 08 CLAY, 08 METAL PLATE

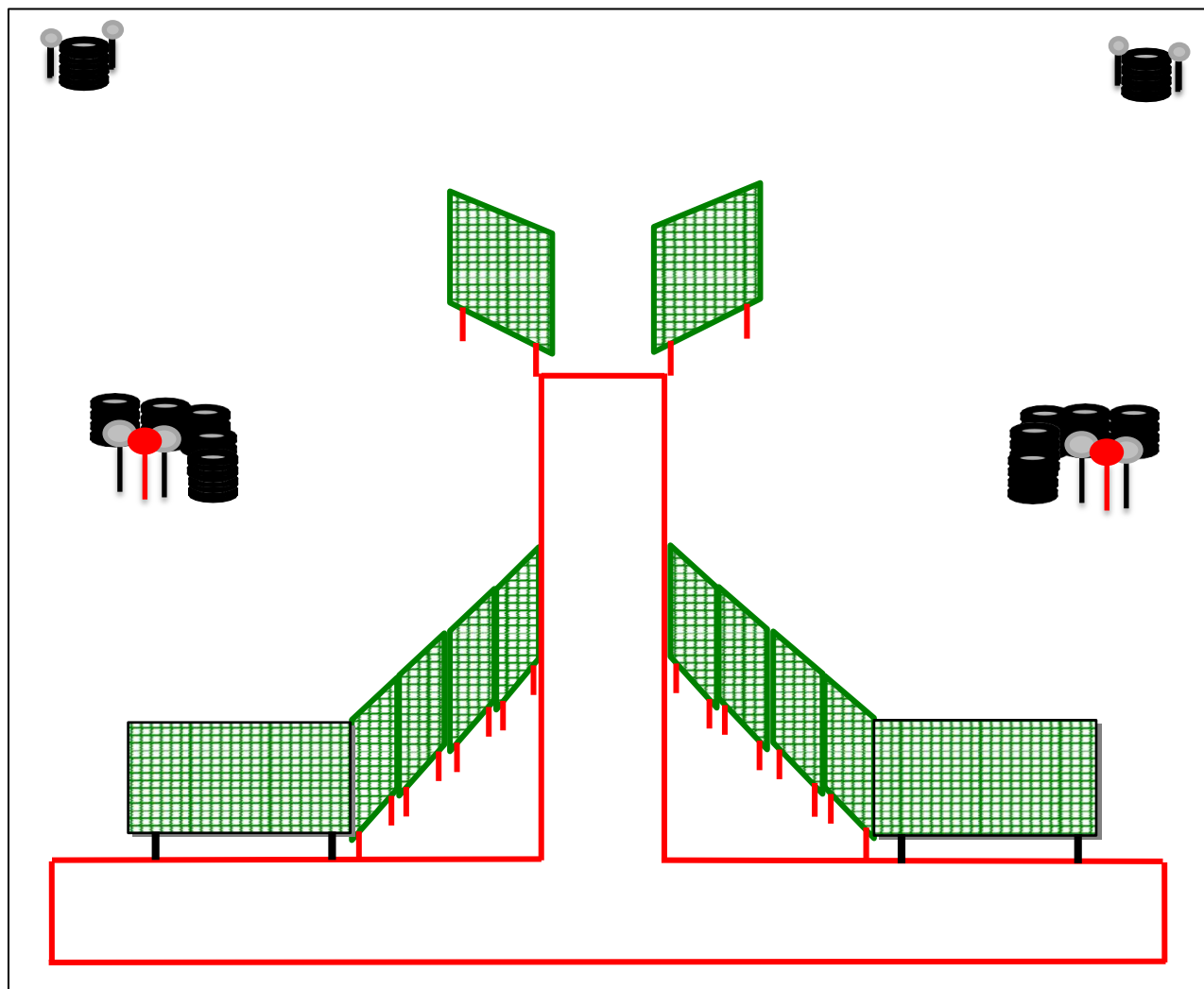
Nº disparos pontuáveis: 16

Posição de saída: DENTRO DA ÁREA

Início do tempo: Ao sinal sonoro.

Procedimento: Ao sinal sonoro engajar os alvos

COF	MEDIUM COURSE				STAGE 9
Targets	CLAY	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
	8				8
Rounds to be Scored	16	Max Scored Points	80	Ammunition type	Birdshot
Firearm Ready Condition	Loaded (Option 1), 8.2.2				
Start Position	Heels touching the Start Line				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets from within designated area				
REMARKS					



Pista 10

Alvos (tipo e número): 08 METAL PLATE

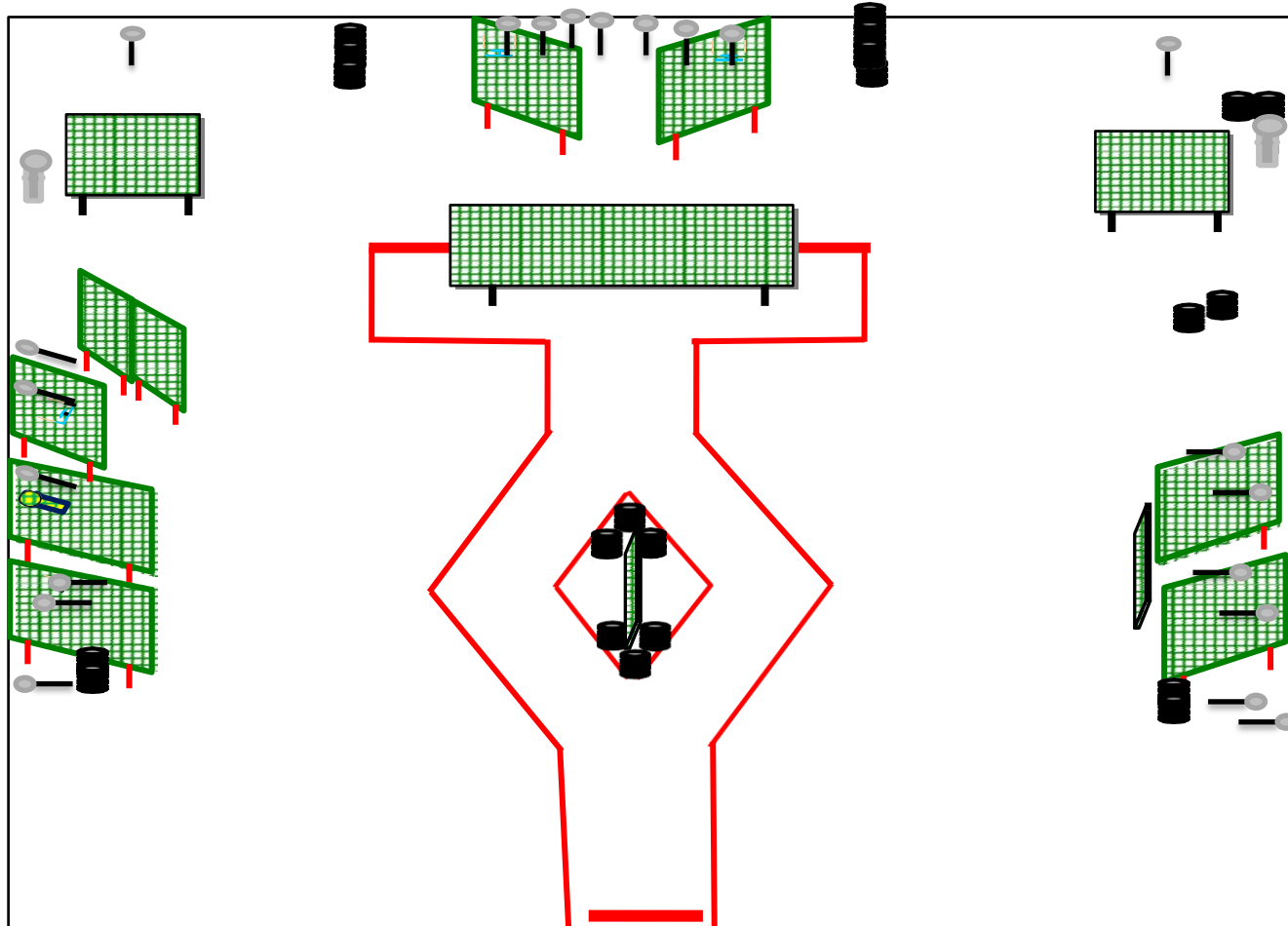
Nº disparos pontuáveis: 08

Posição de saída: DENTRO DA ÁREA

Início do tempo: Ao sinal sonoro.

Procedimento: Ao sinal sonoro engajar os alvos

COF	SHORT COURSE				STAGE 10
Targets	IPSC Targets	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
					8
Rounds to be Scored	8	Max Scored Points	40	Ammunition type	Birdshot
Firearm Ready Condition	Loaded (Option 1), 8.2.2				
Start Position	Inside the designated area				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets from within designated area				
REMARKS					



Pista 11

Alvos (tipo e número): 21 METAL PLATE e 03 IPSC POPPER

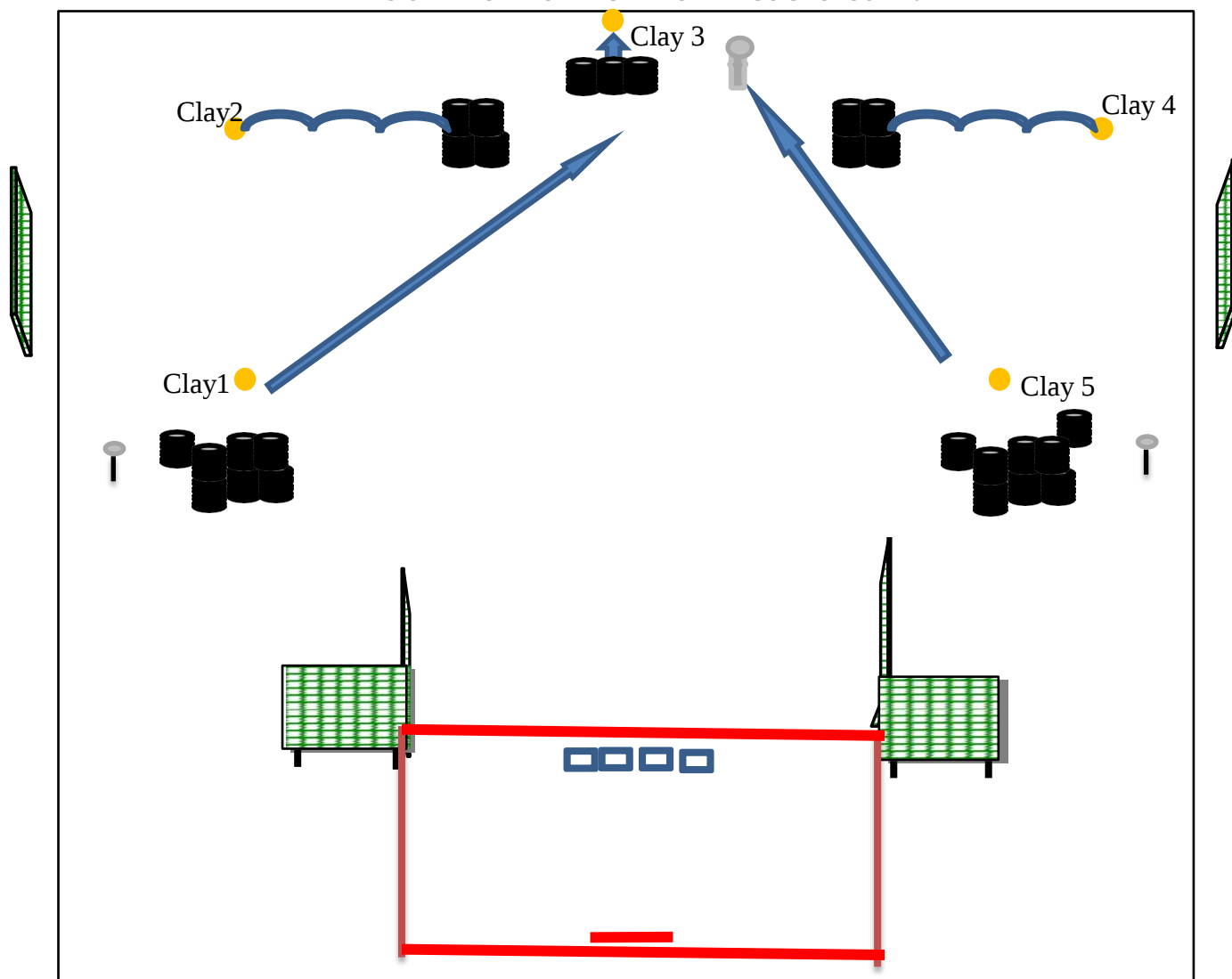
Nº disparos pontuáveis: 24

Posição de saída: DENTRO DA ÁREA

Início do tempo: Ao sinal sonoro.

Procedimento: Ao sinal sonoro engajar os alvos

COF	LONG COURSE				STAGE 11
Targets	CLAY	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
			3		21
Rounds to be Scored	24	Max Scored Points	120	Ammunition type	Birdshot
Firearm Ready Condition	Loaded (Option 1), 8.2.2				
Start Position	Heels touching the Start Line				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets from within designated area				
REMARKS					



Pista 12

Alvos (tipo e número): 05 CLAY, 02 METAL PLATE e 01 IPSC POPPER

Nº disparos pontuáveis: 12

Posição de saída: CALCANHARES TOCANDO A START LINE

Início do tempo: Ao sinal sonoro.

Procedimento: Ao sinal sonoro engajar os alvos, OS PEDAIS ACIONAM OS FLAYES QUE VALEM 10 PONTOS CADA E O POPPER ACIONA O CLAY 3 QUE 10 PTS.

COF	SHORT COURSE				STAGE 12
Targets	CLAY	IPSC Mini-Targets	IPSC Poppers	IPSC Mini-Poppers	IPSC Metal plates
	5		1		2
Rounds to be Scored	8	Max Scored Points	65	Ammunition type	Birdshot
Firearm Ready Condition	Loaded (Option 1), 8.2.2				
Start Position	Heels touching the Start Line				
Time Starts	Audible signal				
PROCEDURE	At the start signal, engage targets from within designated area				
REMARKS	P1 activates CLAY 3, CLAY 1, 2, 4 AND 5 ARE ACTIVATED BY FOOT PRESS. ALL CLAYS ARE 10 POINT bonus target				