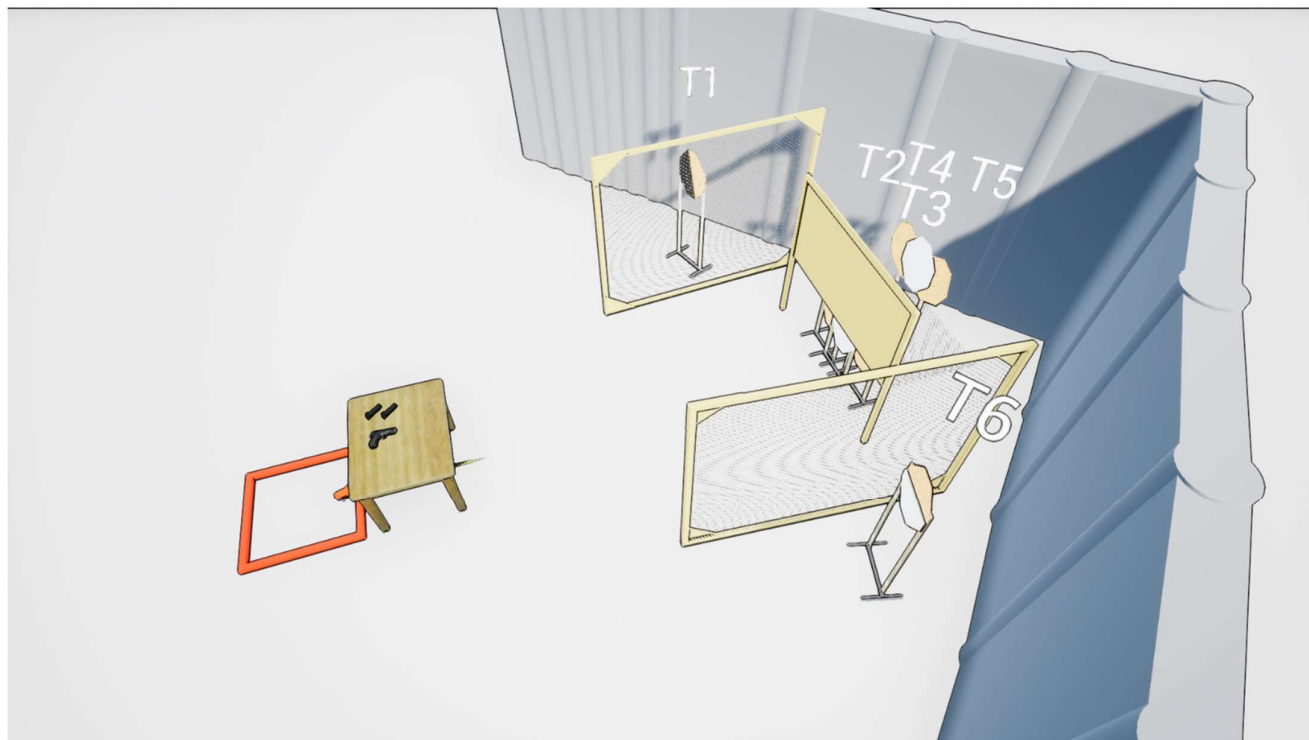


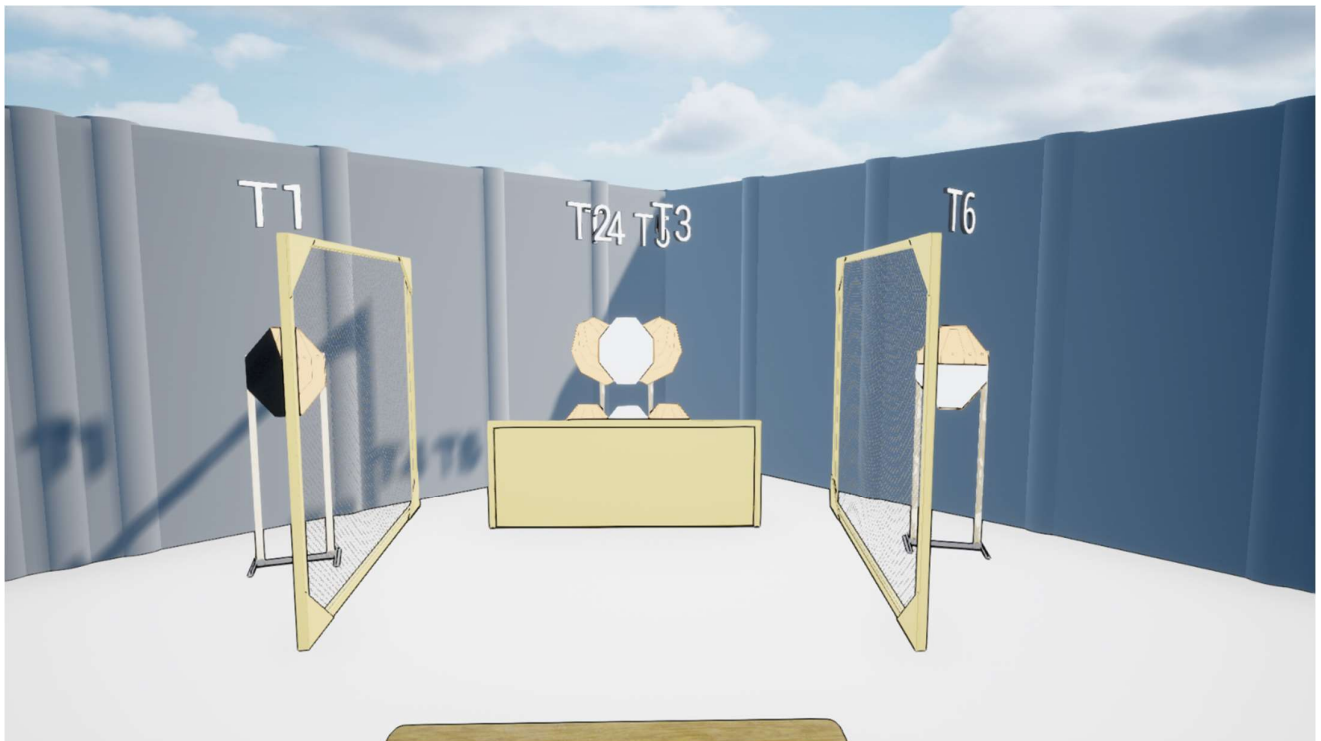
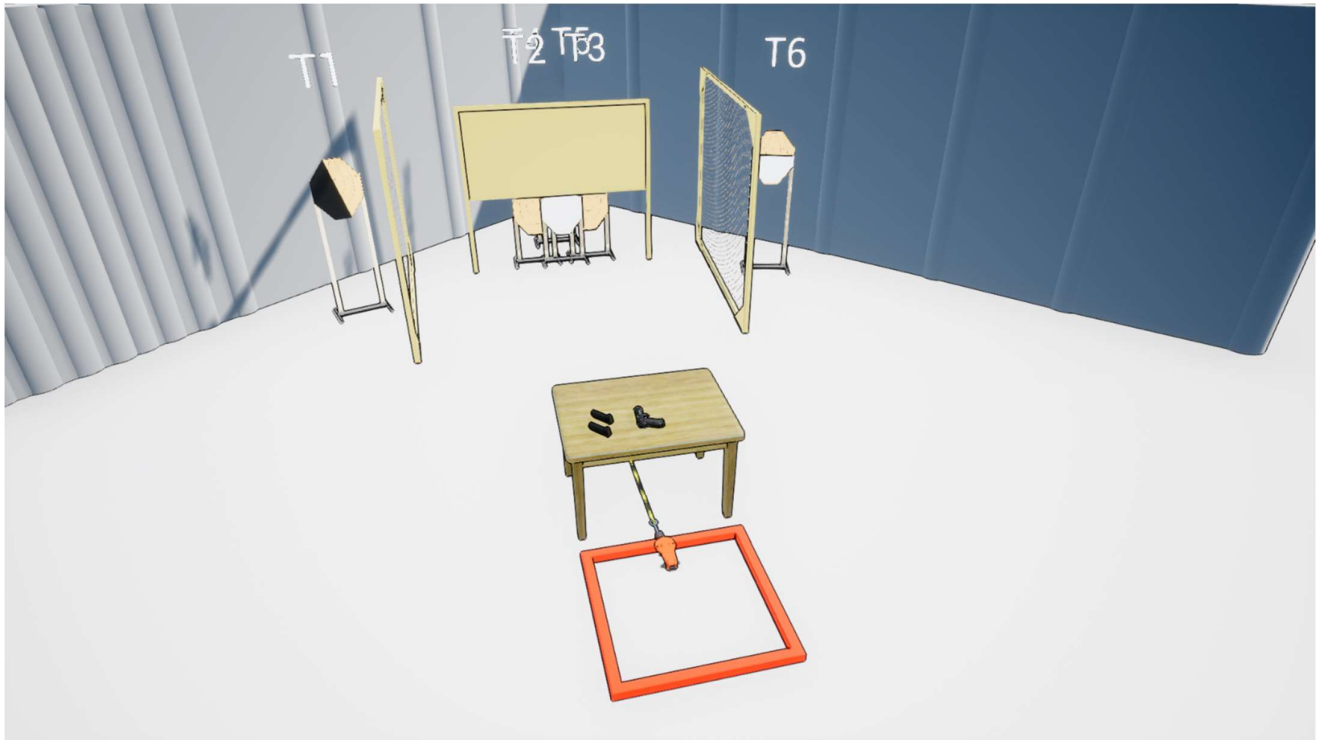
ESs Ignite 2023 – Level 2 PCC

Enköpings Skyttesällskap (17-18/6)

Stage 1 – Look at me, I am the captain now

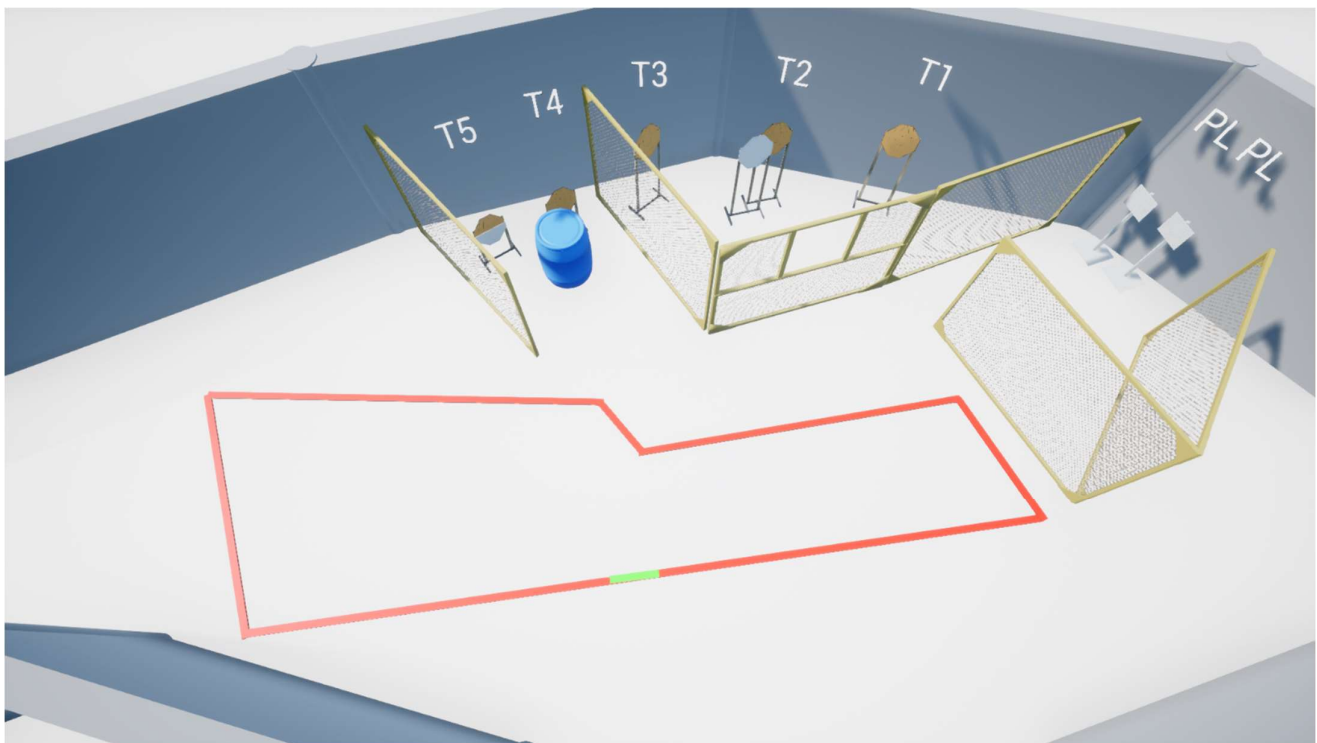
Short course Rounds: 12 Max points: 60 Paper: 6 Poppers: 0 Plates: 0 No-Shoot: 3 Total targets: 6	Procedure: On signal engage all targets, stomper reveals targets T4 & T5. Targets T2 & T3 will remain visible. Starting position: Anywhere within designated area, with wrists below belt. Firearm ready condition: Option 3 - gun and all magazines to be used on the table. Start on: Audible signal Stop on: Last shot Penalties: As per current edition of rules Safety angles: L/R red sticks Venue: Bay 1
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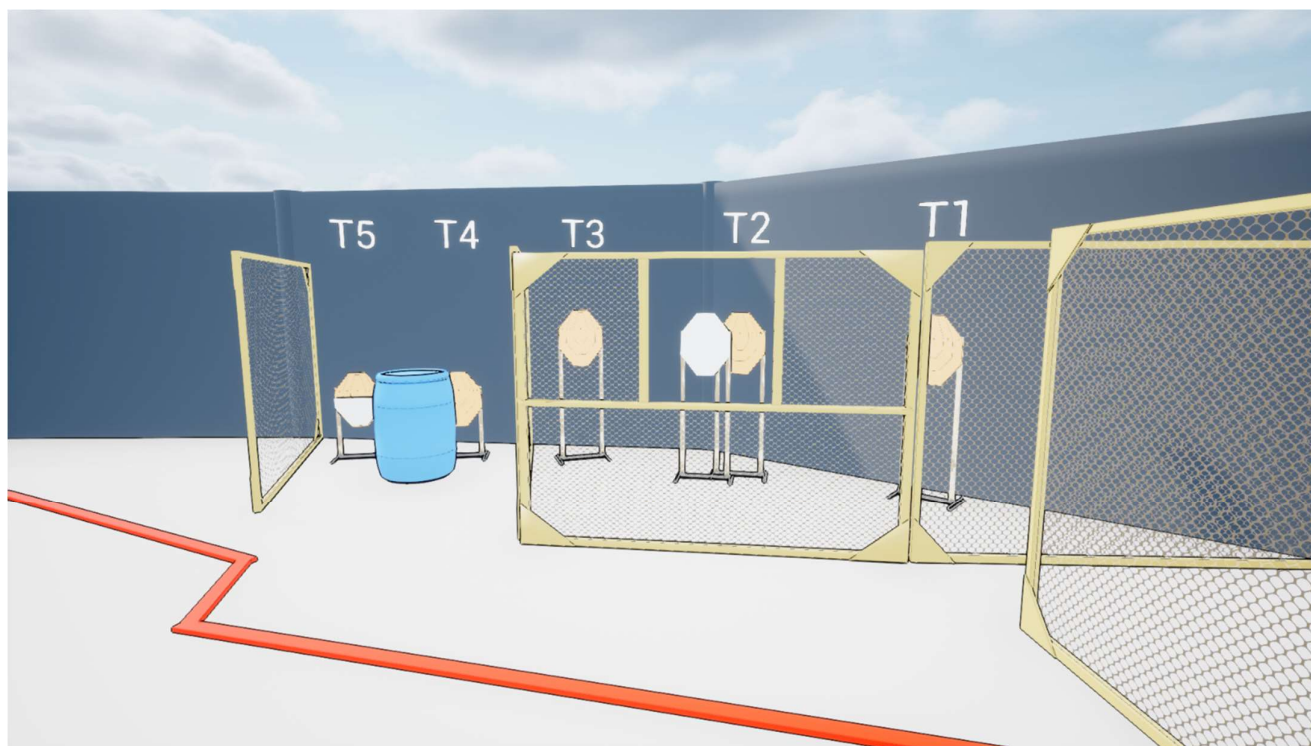
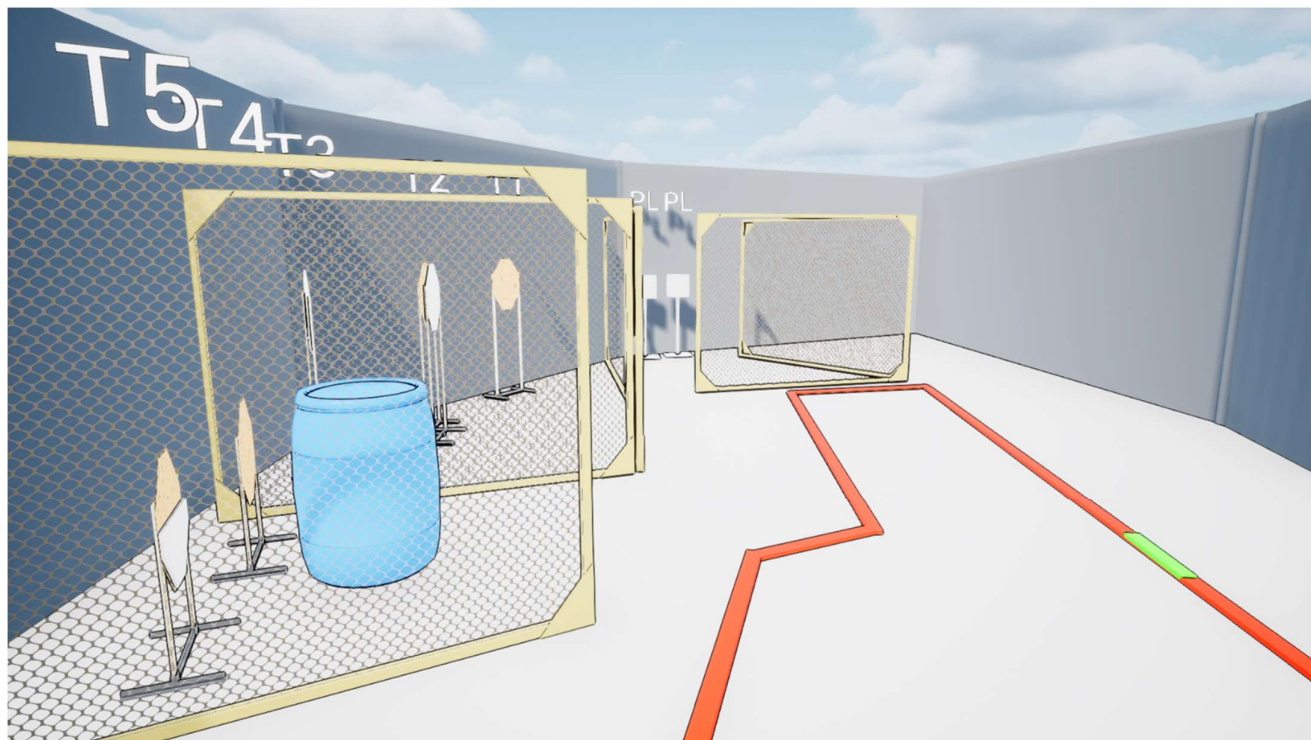




Stage 2 – Monokelskytte

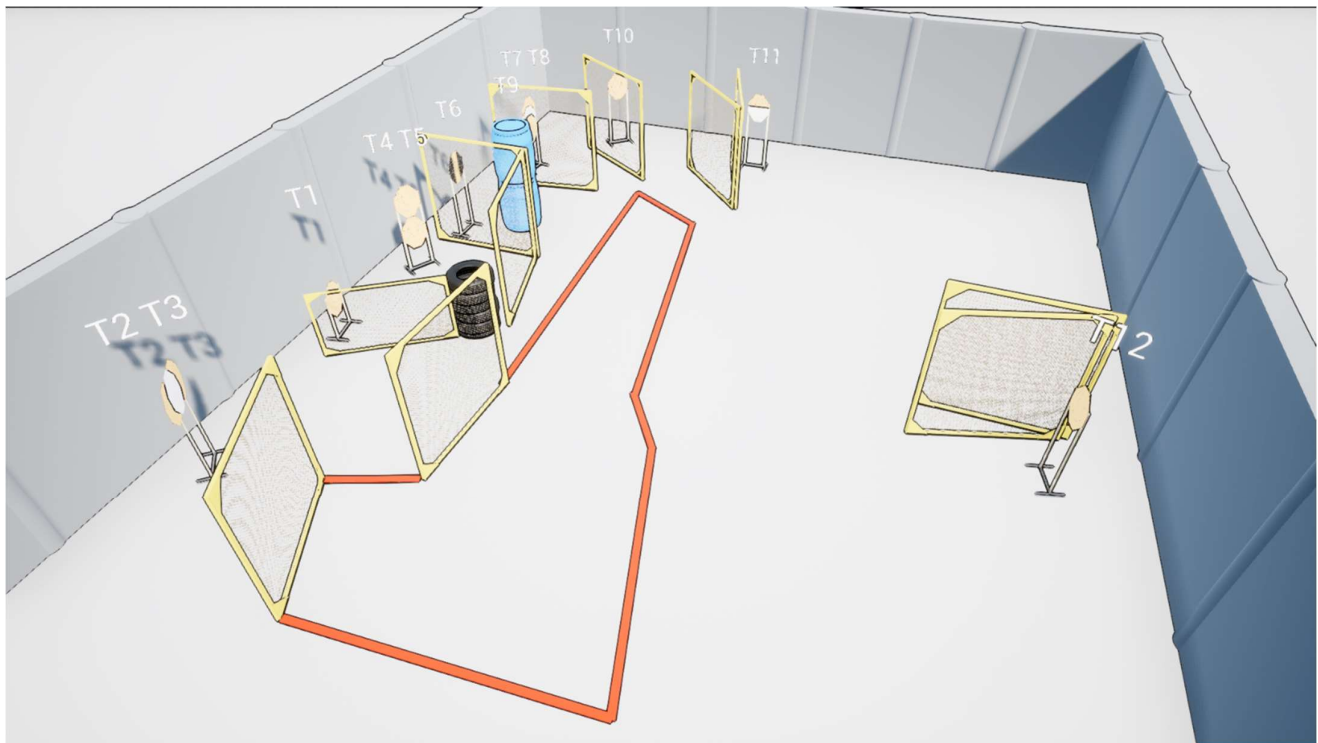
<p>Short course</p> <p>Rounds: 12</p> <p>Max points: 60</p> <p>Paper: 5</p> <p>Poppers: 0</p> <p>Plates: 2</p> <p>No-Shoot: 2</p> <p>Total targets: 7</p>	<p>Procedure: On signal, engage all targets</p> <p>Starting position: Both feet touching mark, holding weapon in horizontal position with butt stock touching hip. As demonstrated by RO.</p> <p>Firearm ready condition: Option 1</p> <p>Start on: Audible signal</p> <p>Stop on: Last shot</p> <p>Penalties: As per current edition of rules</p> <p>Safety angles: L/R red sticks</p> <p>Venue: Bay 2</p>
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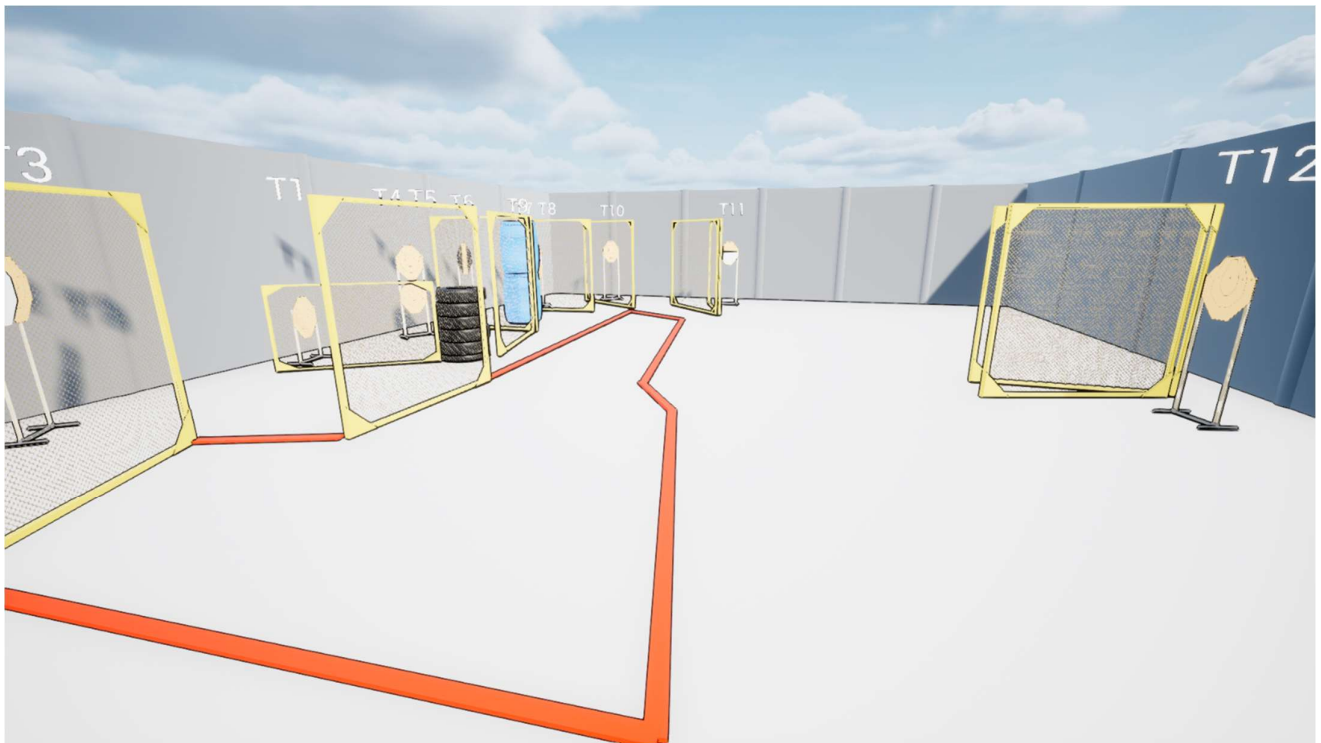
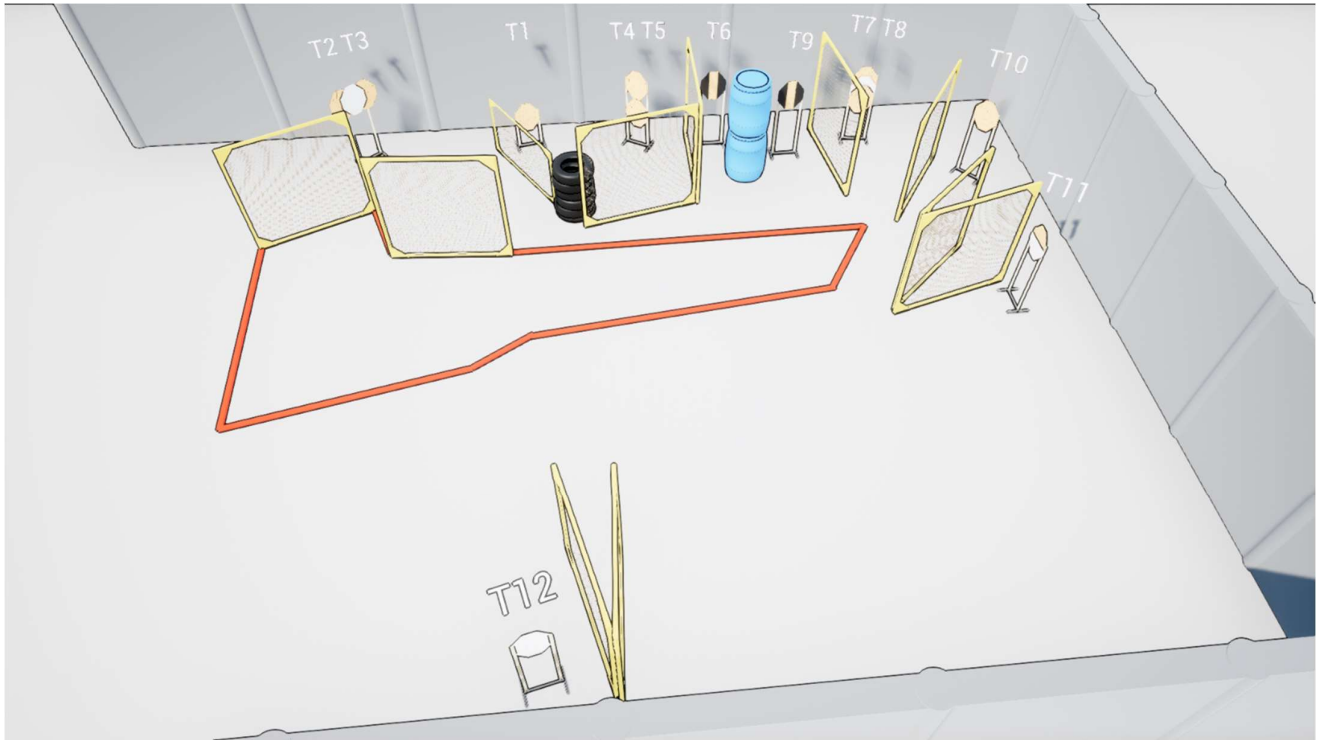




Stage 3 – Sneden

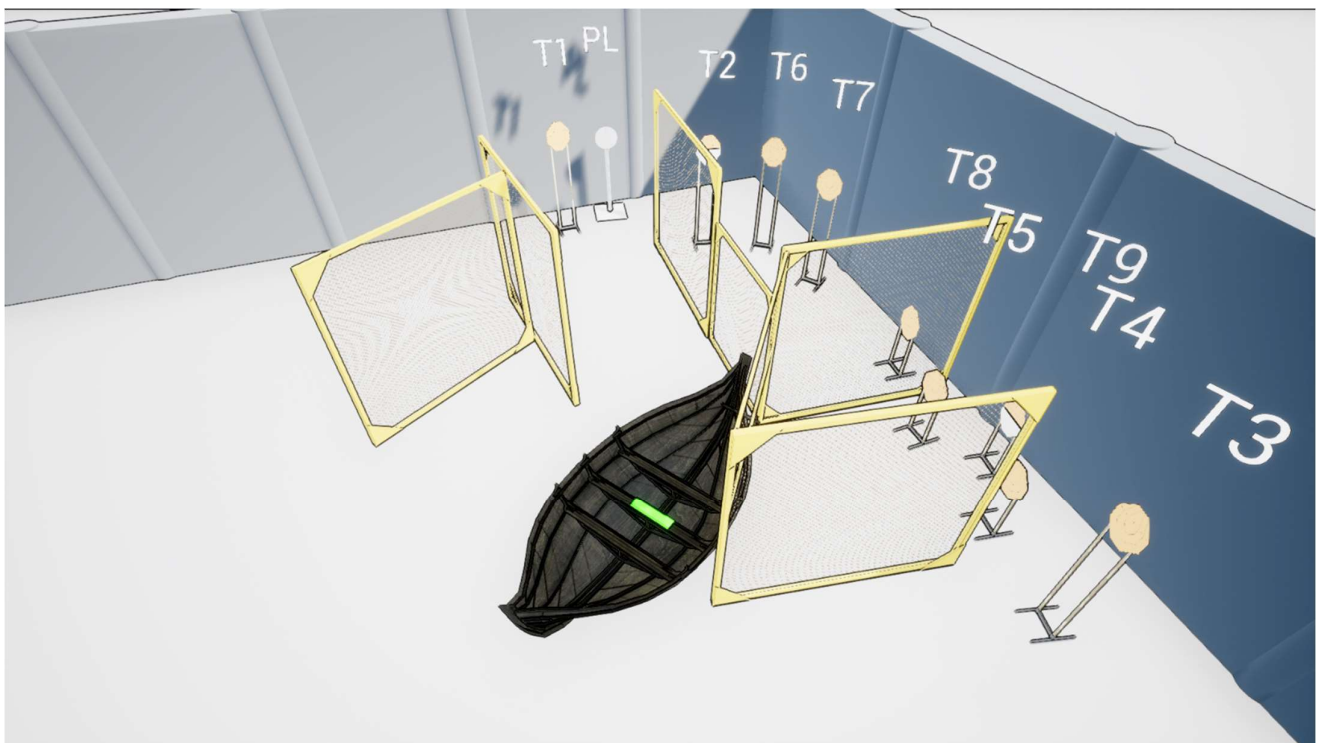
<p>Medium course</p> <p>Rounds: 24</p> <p>Max points: 120</p> <p>Paper: 12</p> <p>Poppers: 0</p> <p>Plates: 0</p> <p>No-Shoot: 3</p> <p>Total targets: 12</p>	<p>Procedure: On signal, engage all targets.</p> <p>Starting position: Anywhere within designated area holding weapon in horizontal position with butt stock touching hip.</p> <p>Firearm ready condition: Option 1</p> <p>Start on: Audible signal</p> <p>Stop on: Last shot</p> <p>Penalties: As per current edition of rules</p> <p>Safety angles: L red stick, R 90 degrees</p> <p>Venue: Bay 3 (HOT-STAGE)</p>
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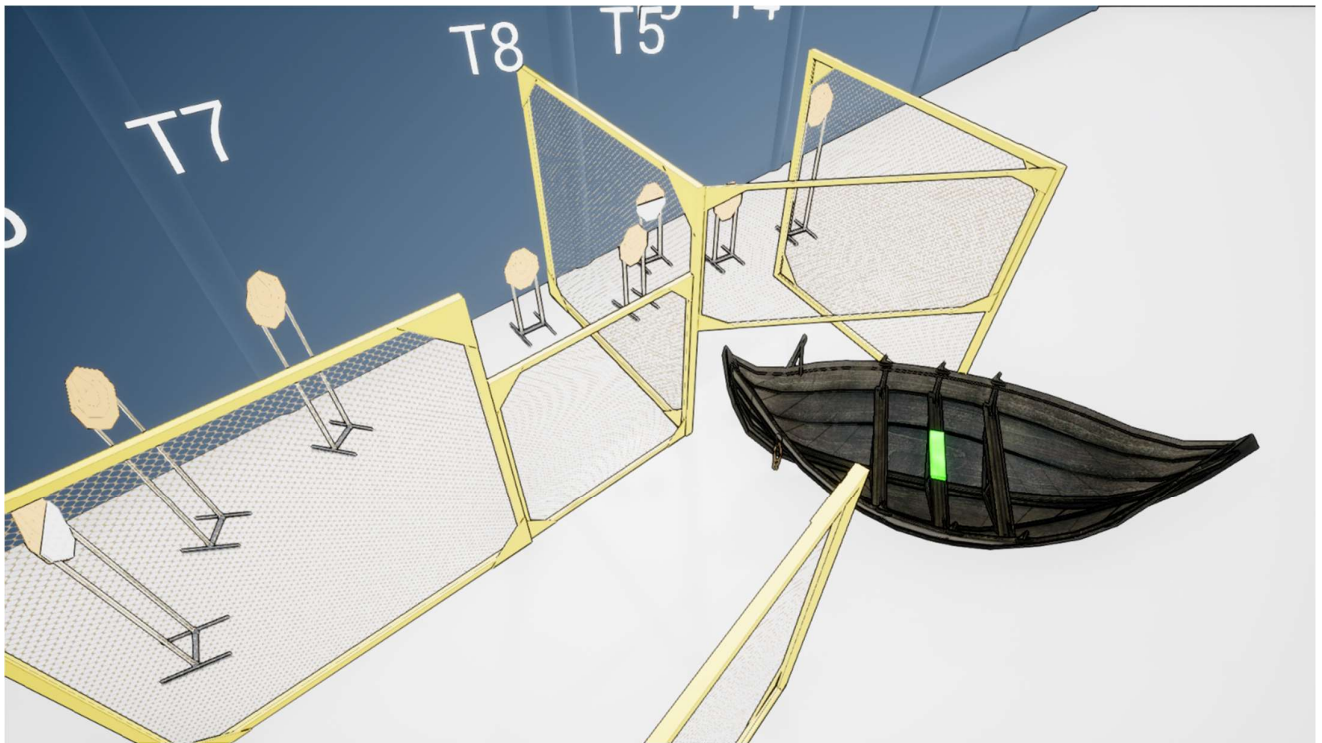
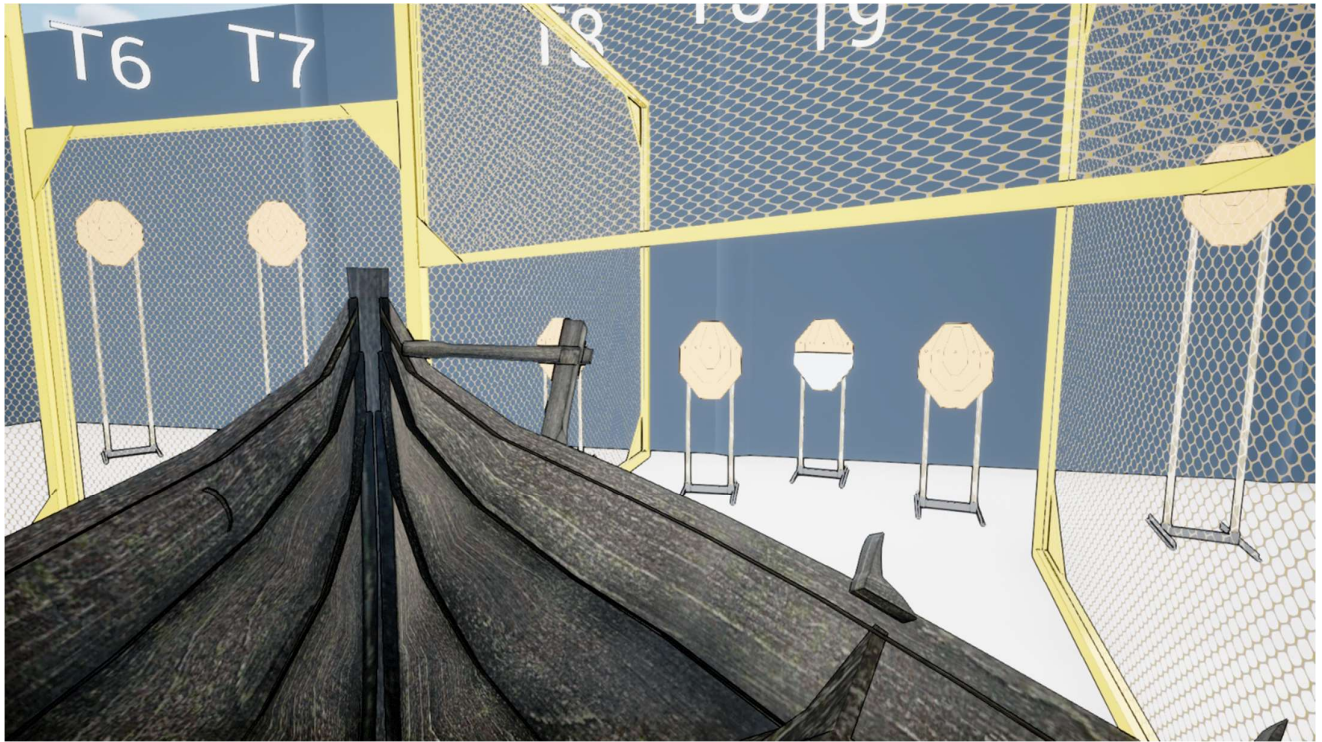




Stage 4 – I'm On a Boat!

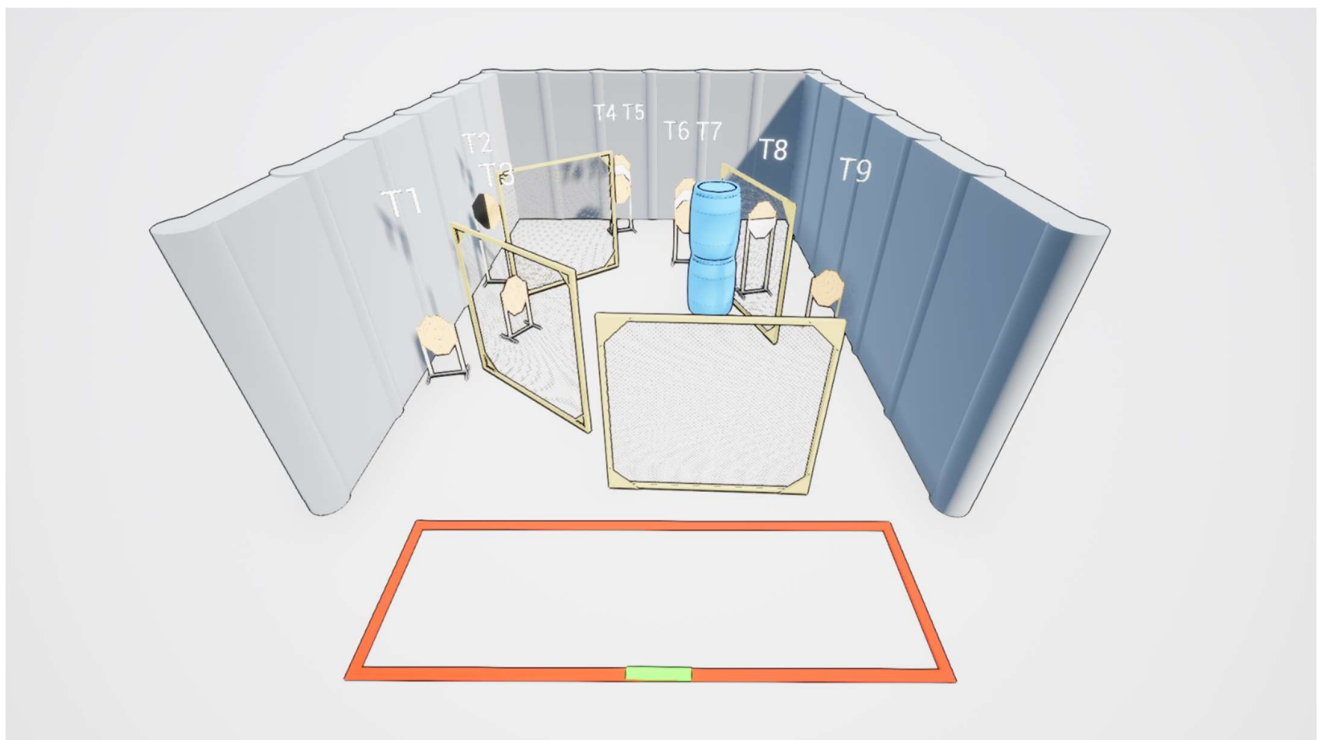
<p>Short course</p> <p>Rounds: 10</p> <p>Paper: 9</p> <p>Poppers: 0</p> <p>Plates: 1</p> <p>No-Shoot: 2</p> <p>Total targets: 10</p>	<p>Procedure: On signal, engage all targets, only one hit per target will be scored</p> <p>Starting position: Standing inside the boat with heels touching mark and holding weapon in horizontal position with butt stock touching hip. As demonstrated by RO.</p> <p>Firearm ready condition: Option 2</p> <p>Start on: Audible signal</p> <p>Stop on: Last shot</p> <p>Penalties: As per current edition of rules</p> <p>Safety angles: L 90 degrees, R red stick</p> <p>Venue: Bay 3 (HOT-STAGE)</p>
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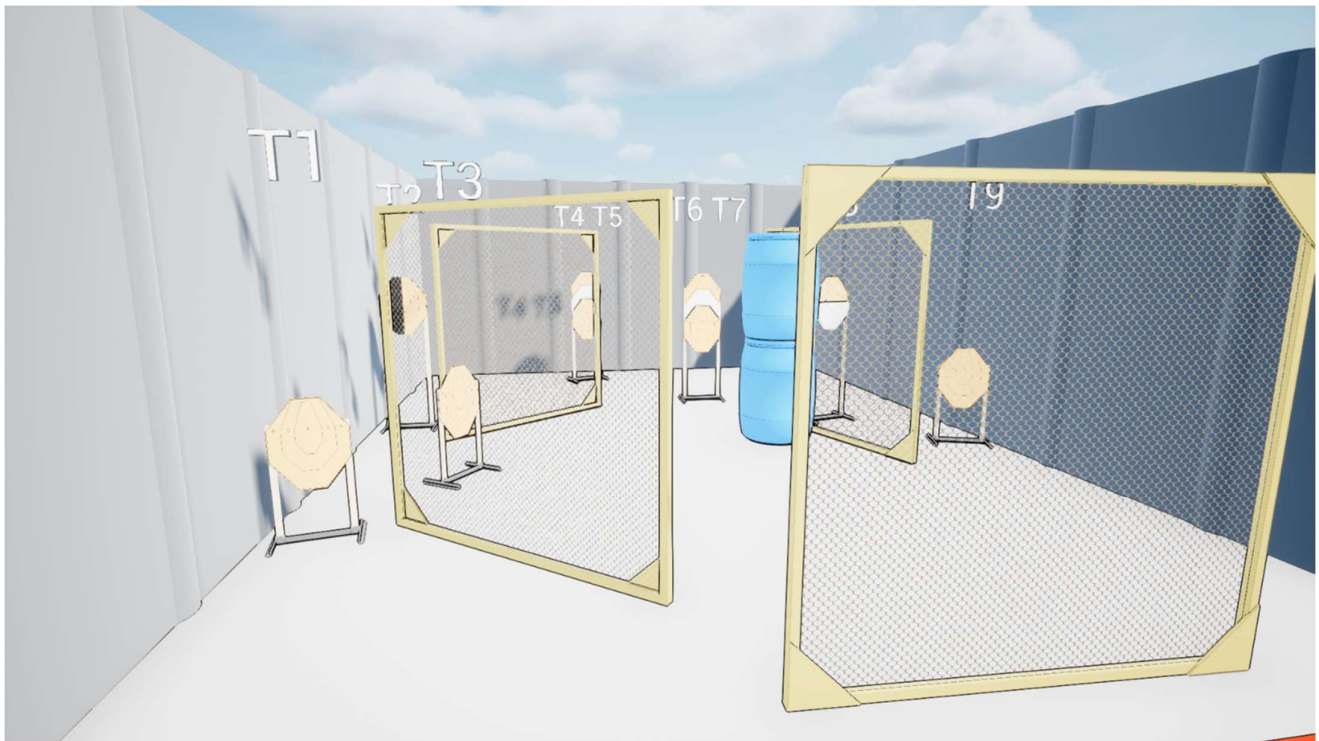
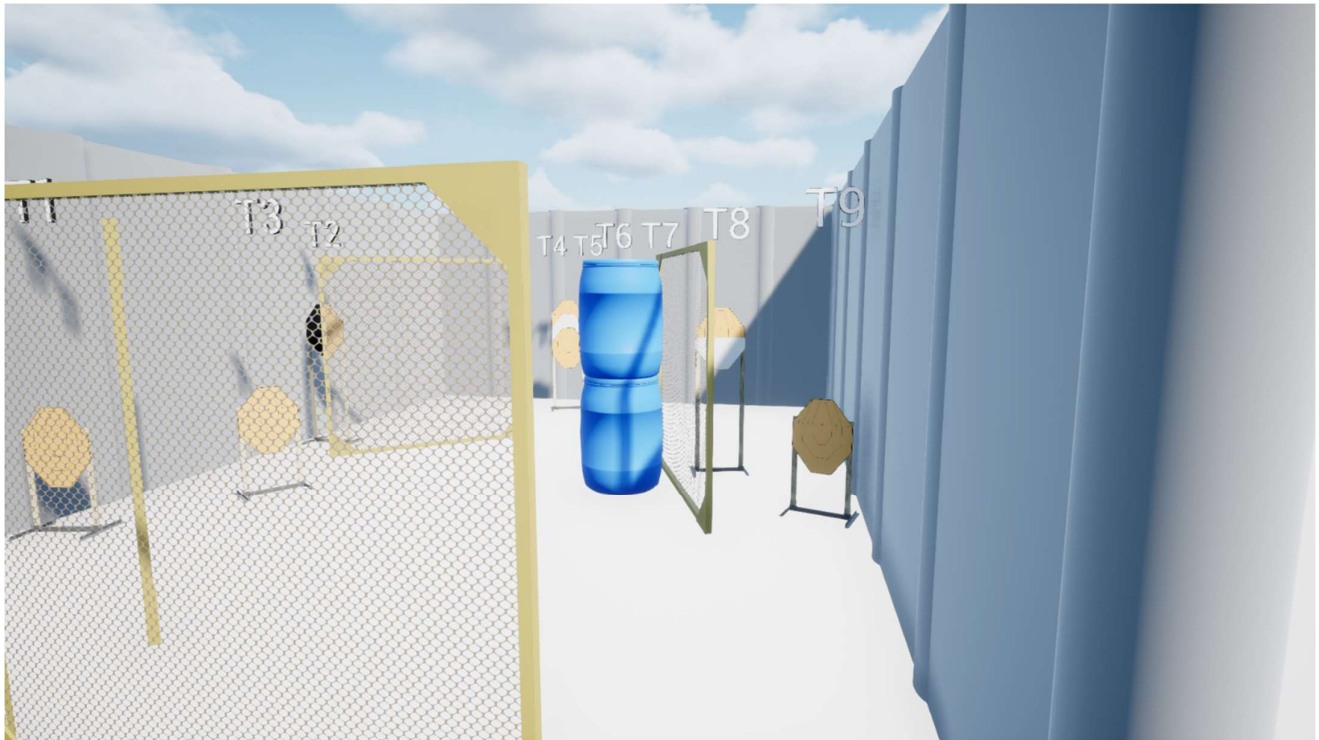




Stage 5 – EasyPeasy

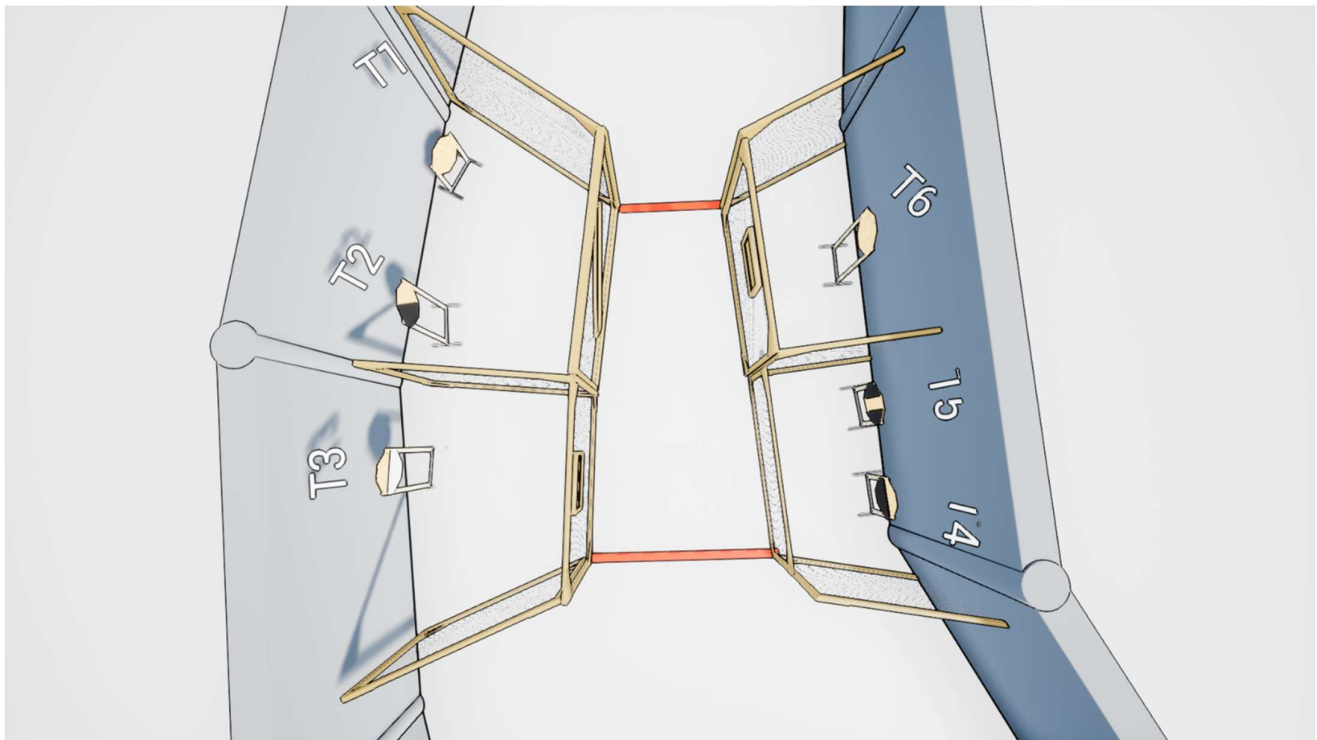
<p>Medium course</p> <p>Rounds: 18</p> <p>Max points: 90</p> <p>Paper: 9</p> <p>Poppers: 0</p> <p>Plates: 0</p> <p>No-Shoot: 3</p> <p>Total targets: 9</p>	<p>Procedure: On start signal, engage all targets</p> <p>Starting position: Standing with one foot touching mark, holding weapon in horizontal position with butt stock touching hip. As demonstrated by RO.</p> <p>Firearm ready condition: Option 1</p> <p>Start on: Audible signal</p> <p>Stop on: Last shot</p> <p>Penalties: As per current edition of rules</p> <p>Safety angles: L/R red sticks</p> <p>Venue: Bay 4</p>
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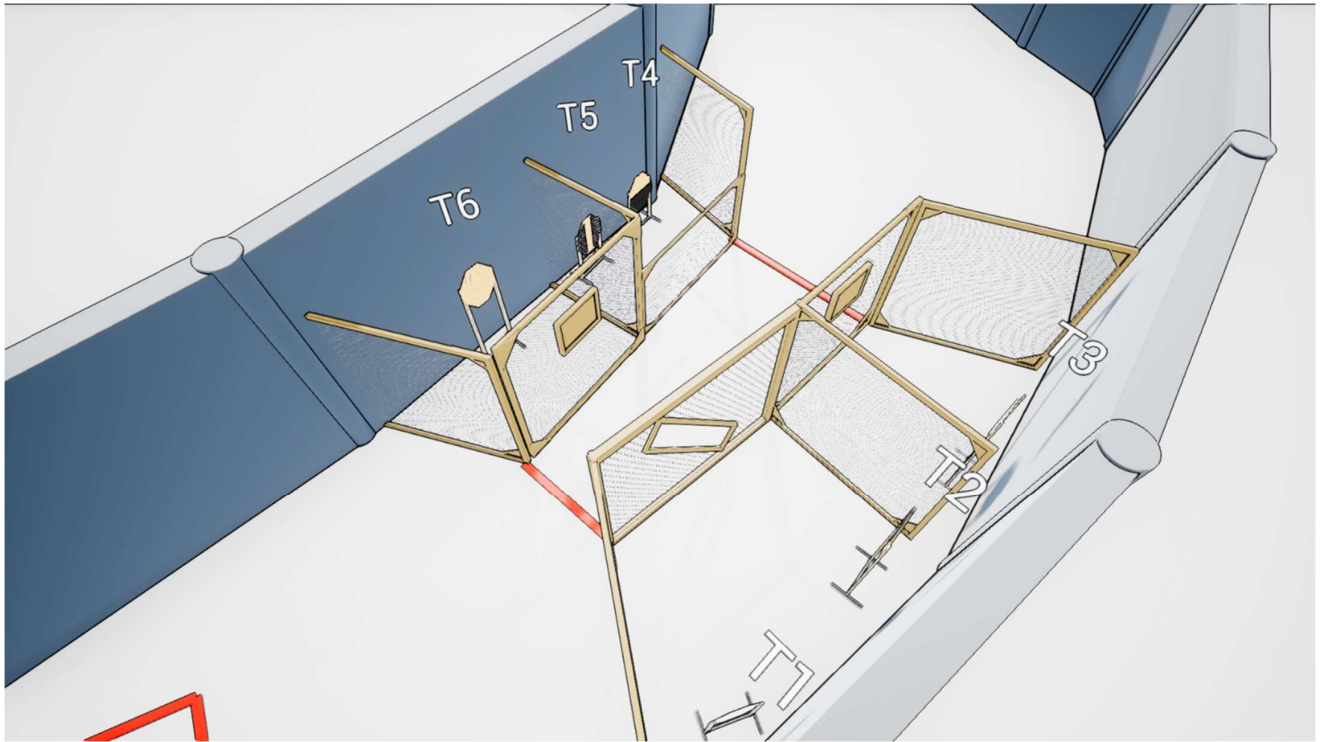




Stage 6 – Wick 1

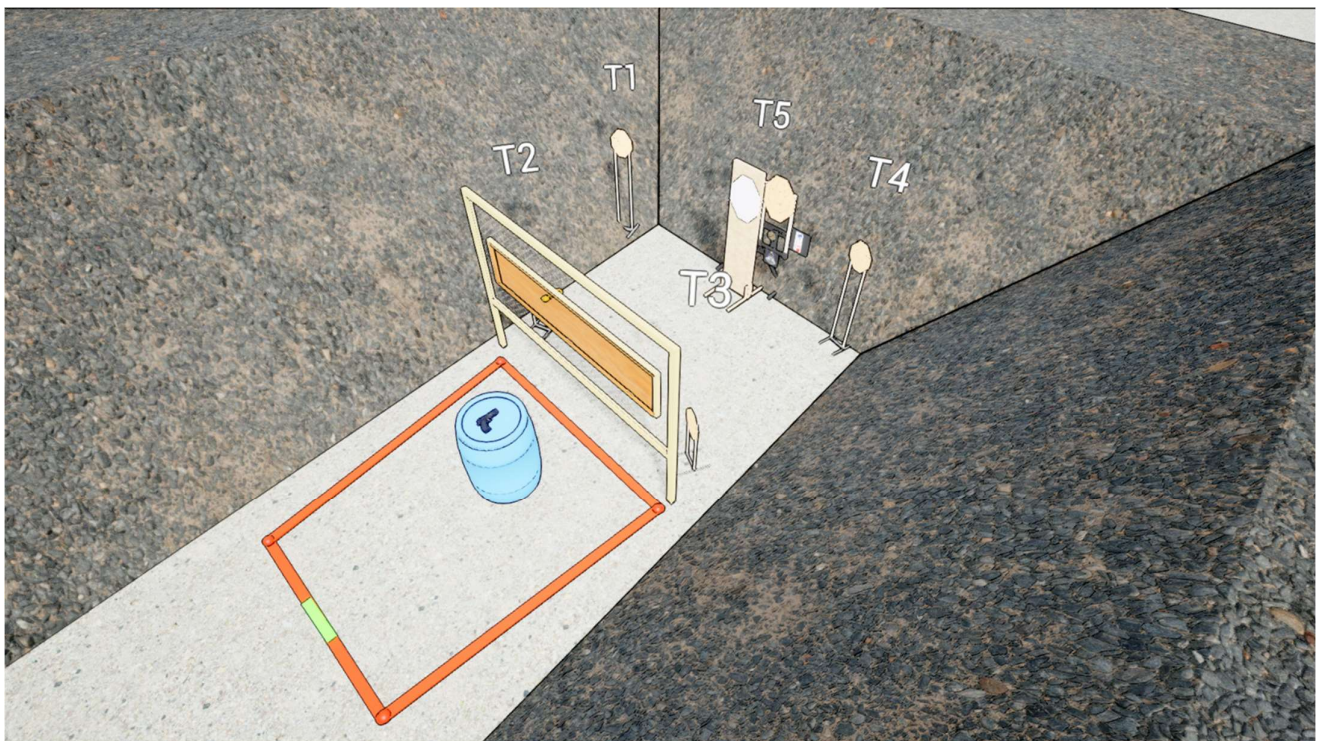
<p>Short course</p> <p>Rounds: 12</p> <p>Max points: 60</p> <p>Paper: 6</p> <p>Poppers: 0</p> <p>Plates: 0</p> <p>No-Shoot: 1</p> <p>Total targets: 6</p>	<p>Procedure: On start signal, engage all targets</p> <p>Starting position: Anywhere within designated area, holding weapon in horizontal position with butt stock touching hip.</p> <p>Firearm ready condition: Option 2</p> <p>Start on: Audible signal</p> <p>Stop on: Last shot</p> <p>Penalties: As per current edition of rules</p> <p>Safety angles: L/R red sticks</p> <p>Venue: Bay 5 (HOT-STAGE)</p>
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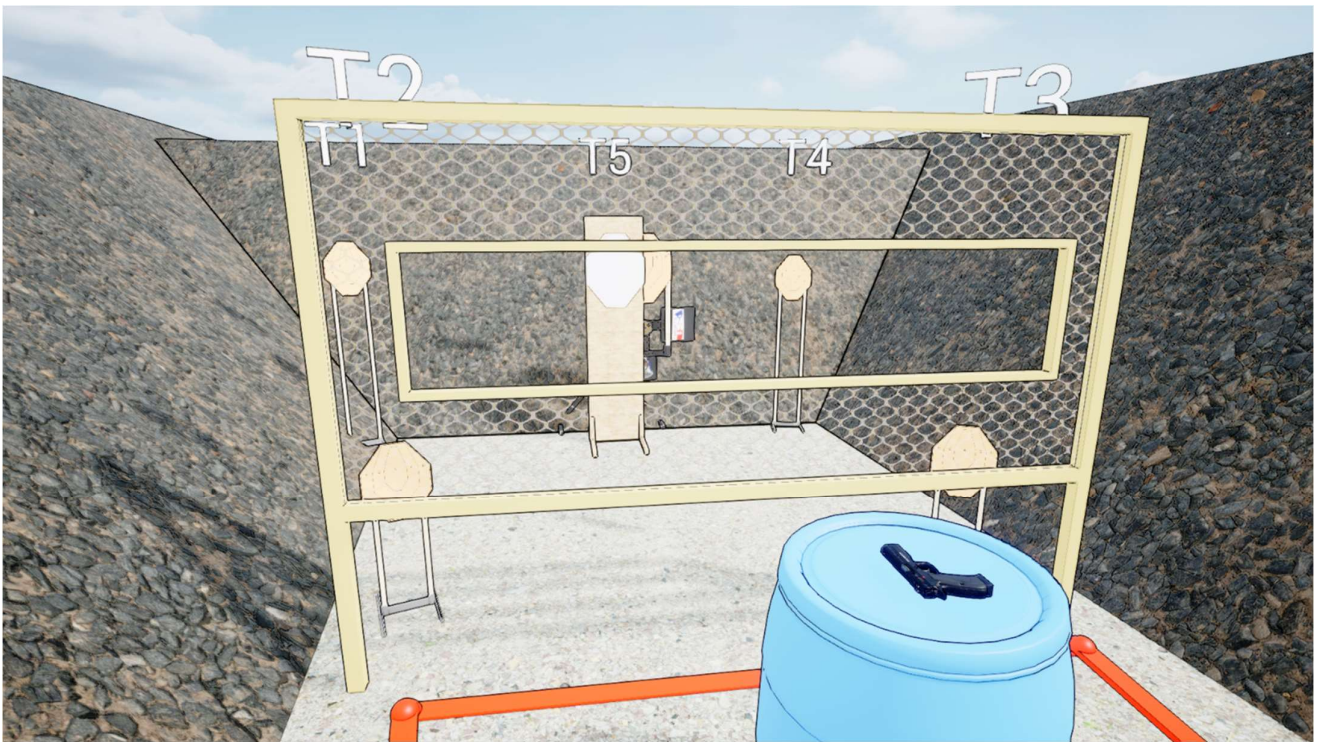
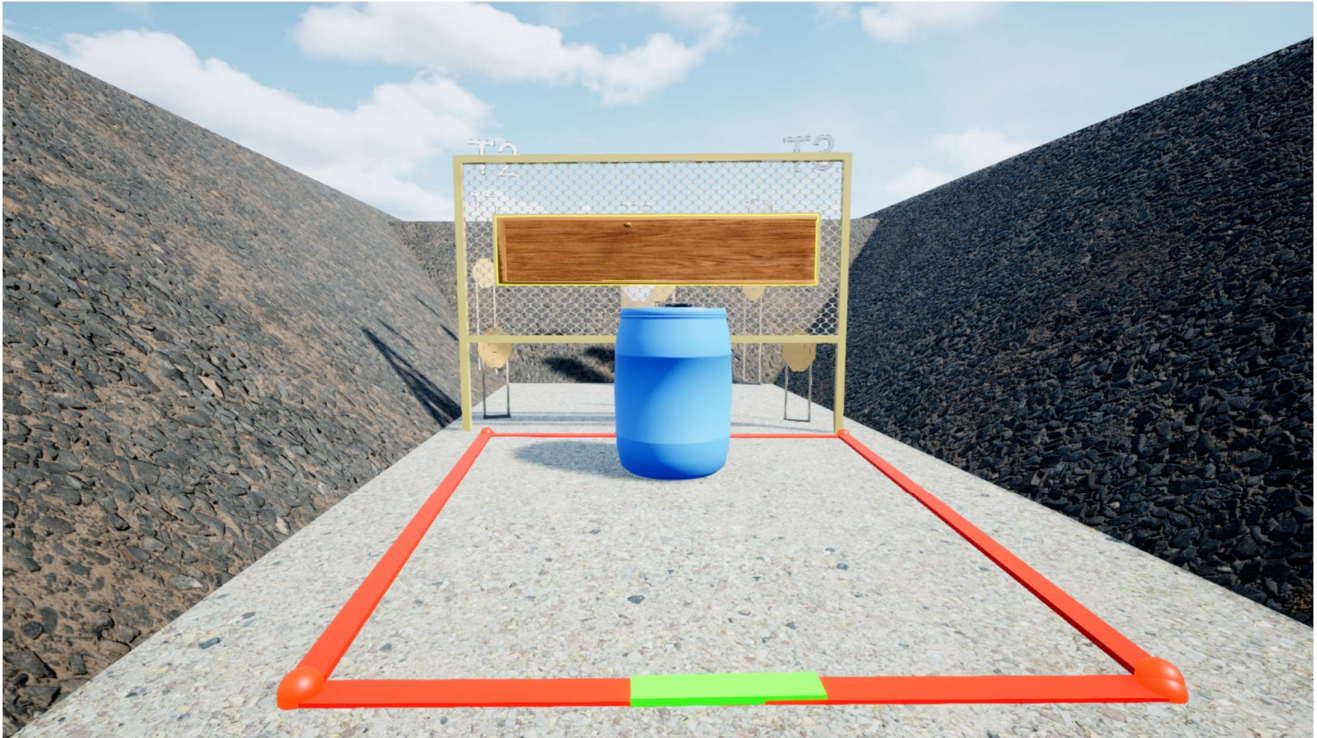




Stage 7 – Wick 2

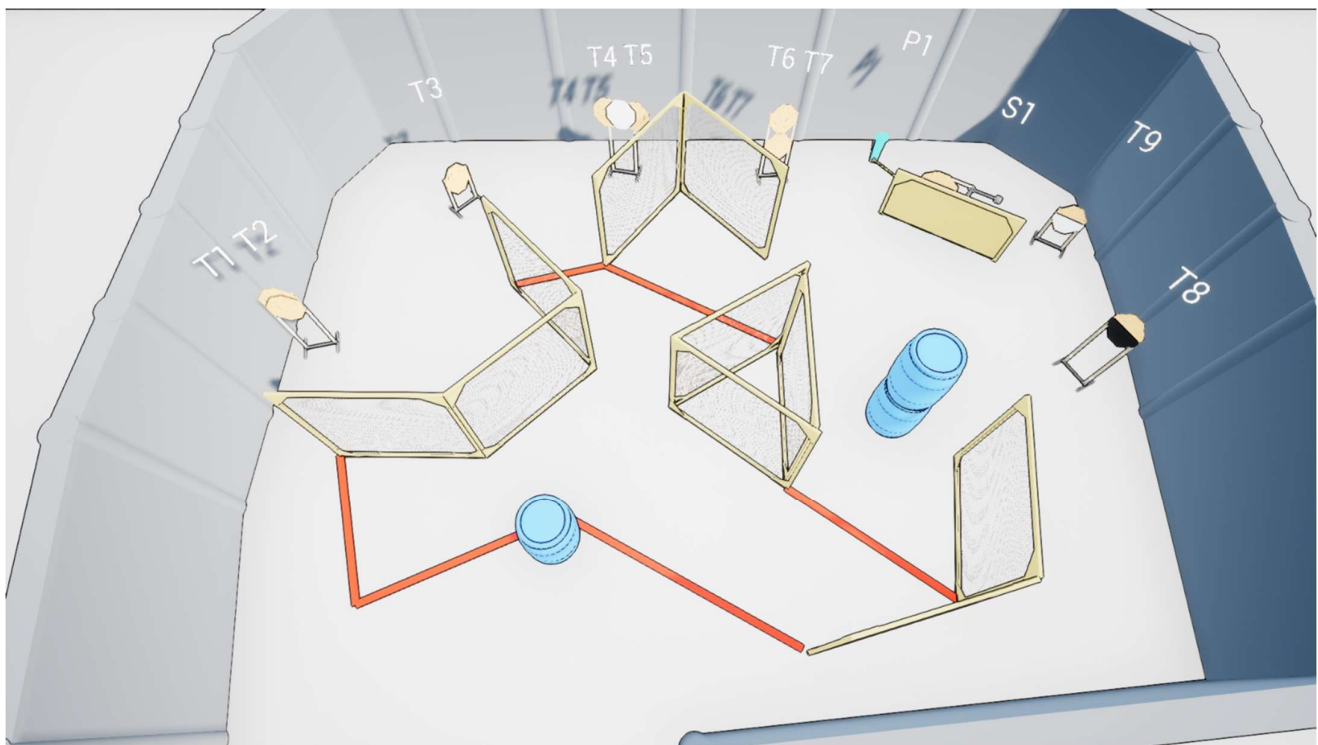
<p>Short course</p> <p>Rounds: 10</p> <p>Max points: 50</p> <p>Paper: 5</p> <p>Poppers: 0</p> <p>Plates: 0</p> <p>No-Shoot: 1</p> <p>Total targets: 5</p>	<p>Procedure: On start signal, engage all targets, opening hatch engages moving target T5</p> <p>Starting position: Standing with heels touching mark and wrists below belt. As demonstrated by RO.</p> <p>Firearm ready condition: Loaded, laying on table with all magazines to be used.</p> <p>Start on: Audible signal</p> <p>Stop on: Last shot</p> <p>Penalties: As per current edition of rules</p> <p>Safety angles: L/R 90/90</p> <p>Venue: Bay 5 (HOT-STAGE)</p>
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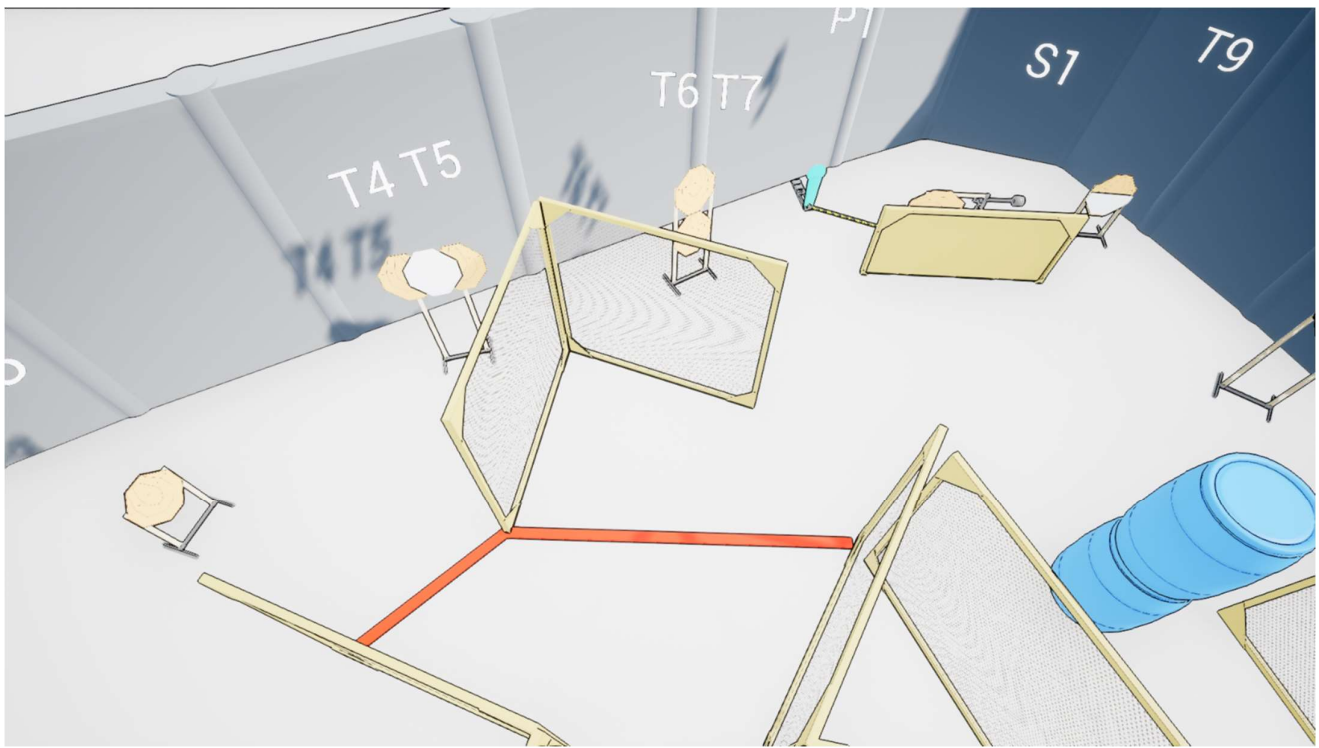
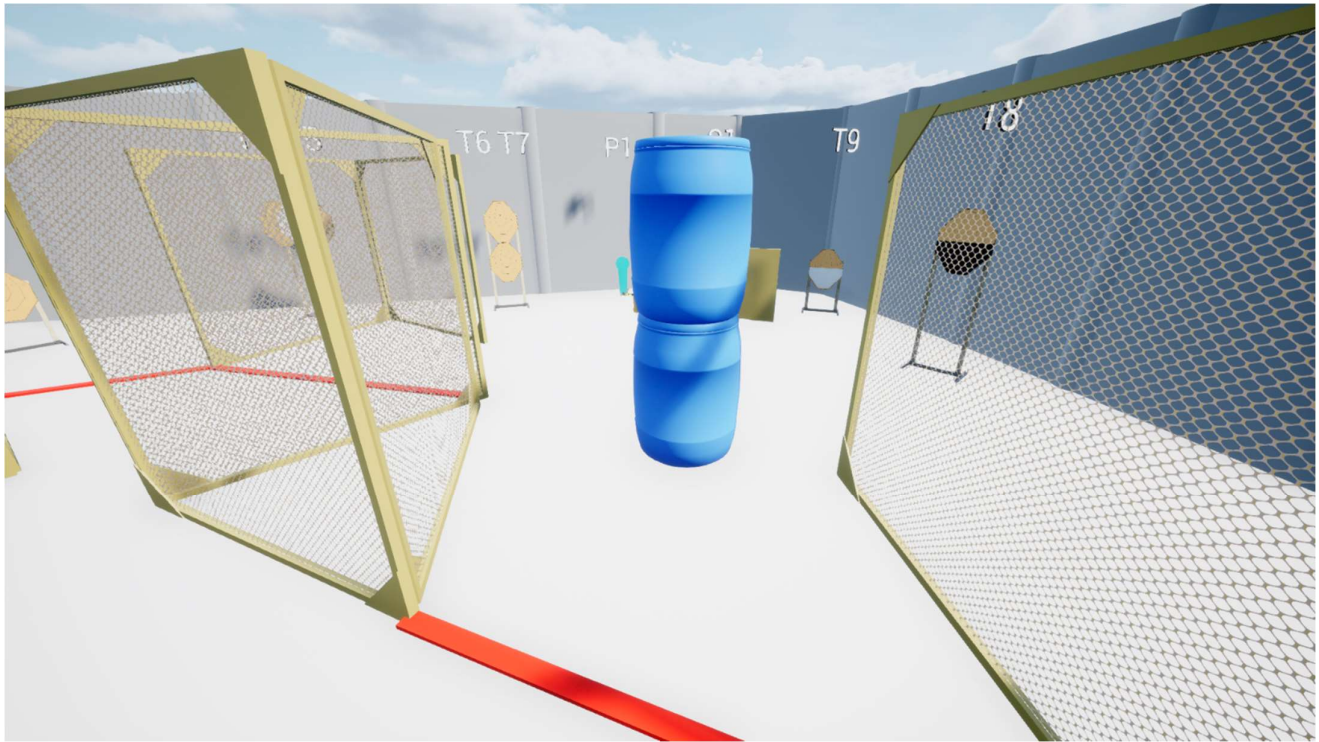




Stage 8 – FintSkaDe'va

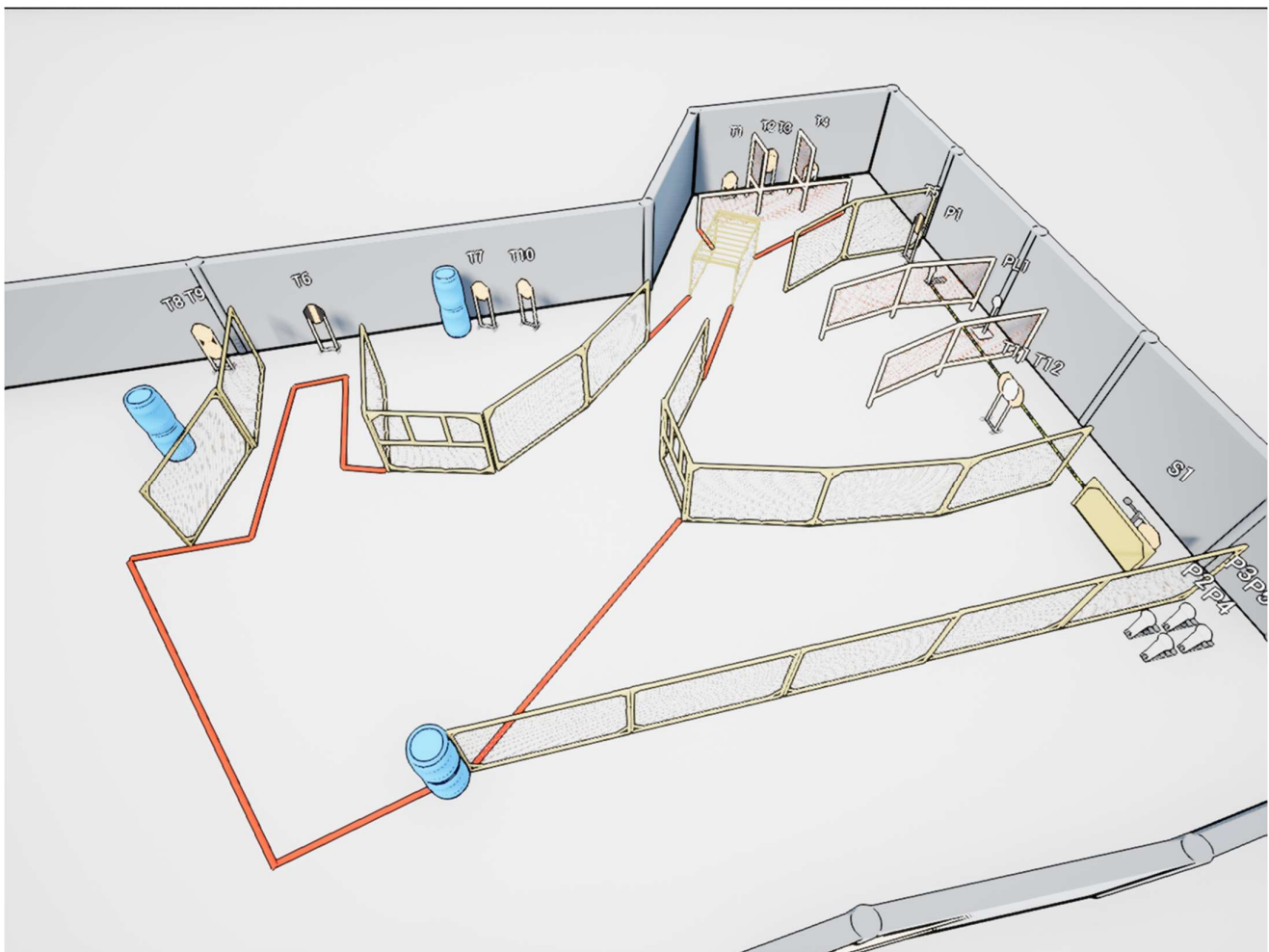
<p>Medium course</p> <p>Rounds: 21</p> <p>Max points: 105</p> <p>Paper: 10</p> <p>Poppers: 1</p> <p>Plates: 0</p> <p>No-Shoot: 2</p> <p>Total targets: 11</p>	<p>Procedure: On start signal, engage all targets, popper 1 activates moving target S1</p> <p>Starting position: Anywhere within designated area, holding weapon in horizontal position with butt stock touching hip.</p> <p>Firearm ready condition: Option 1</p> <p>Start on: Audible signal</p> <p>Stop on: Last shot</p> <p>Penalties: As per current edition of rules</p> <p>Safety angles: L 90 degrees, R red stick</p> <p>Venue: Bay 6</p>
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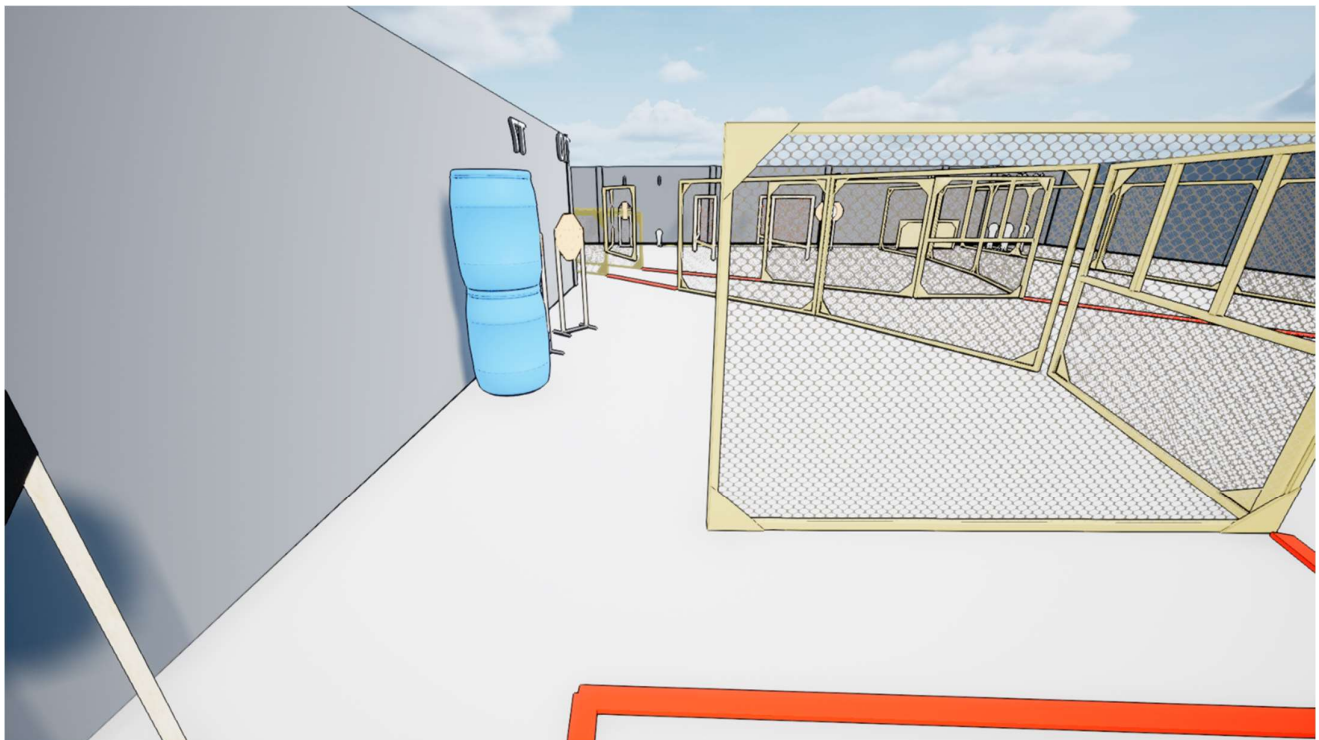
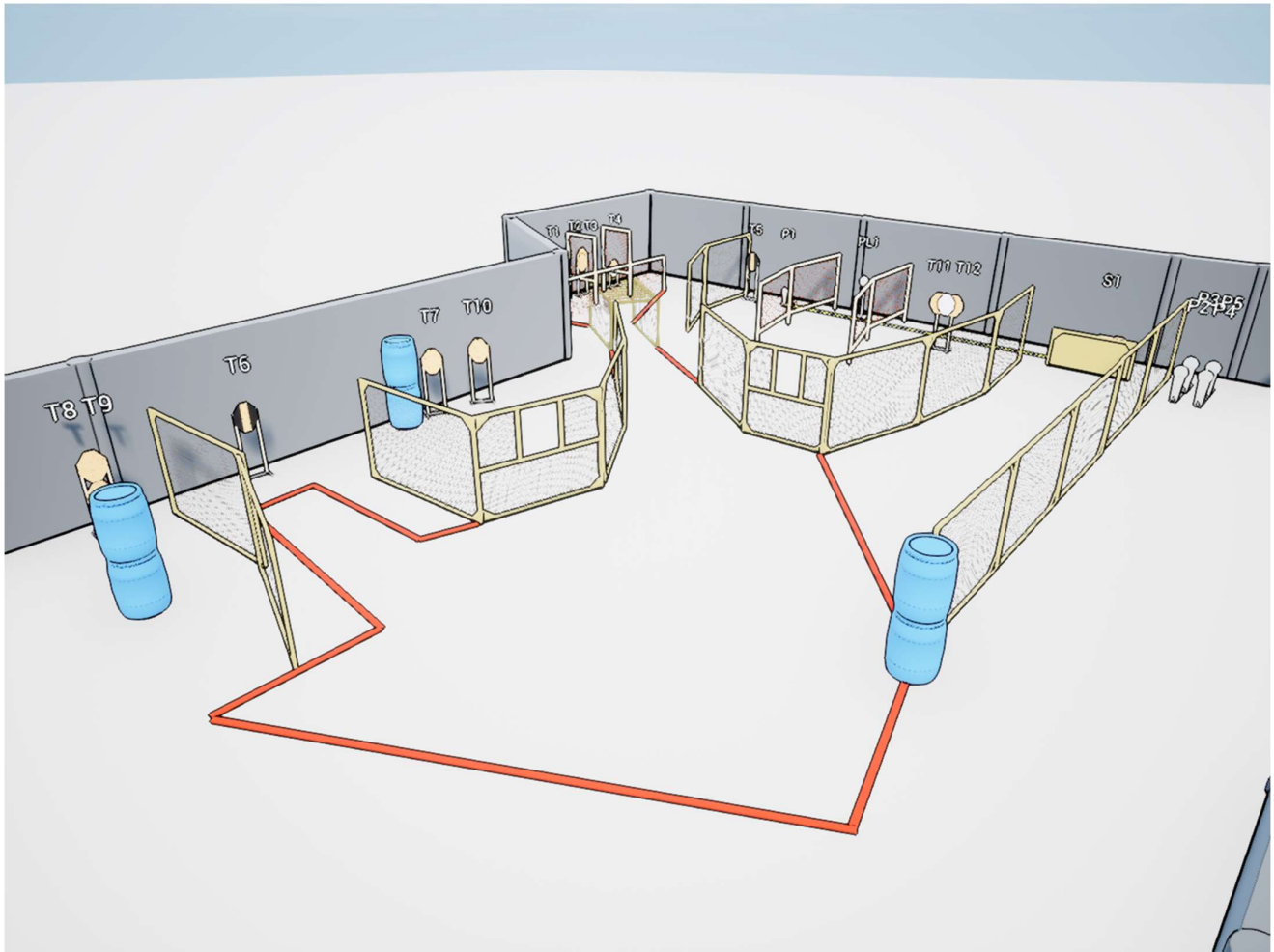


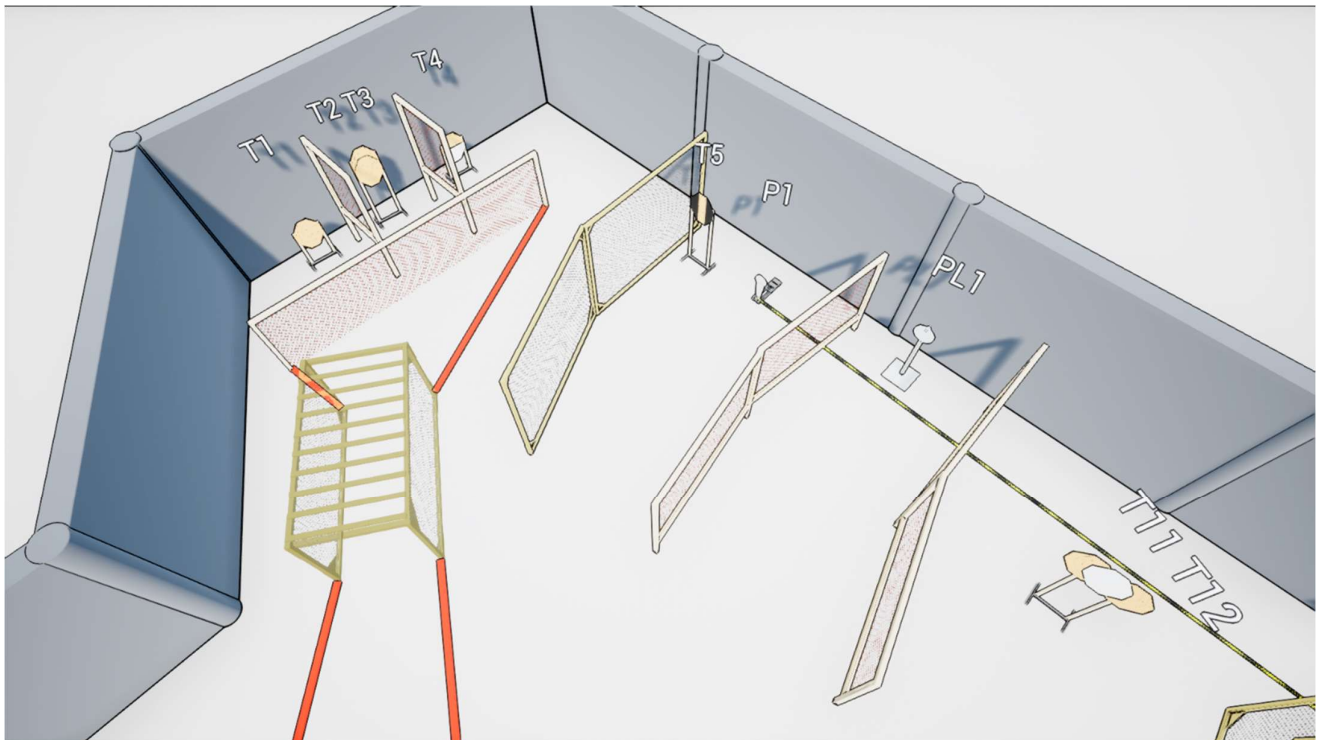
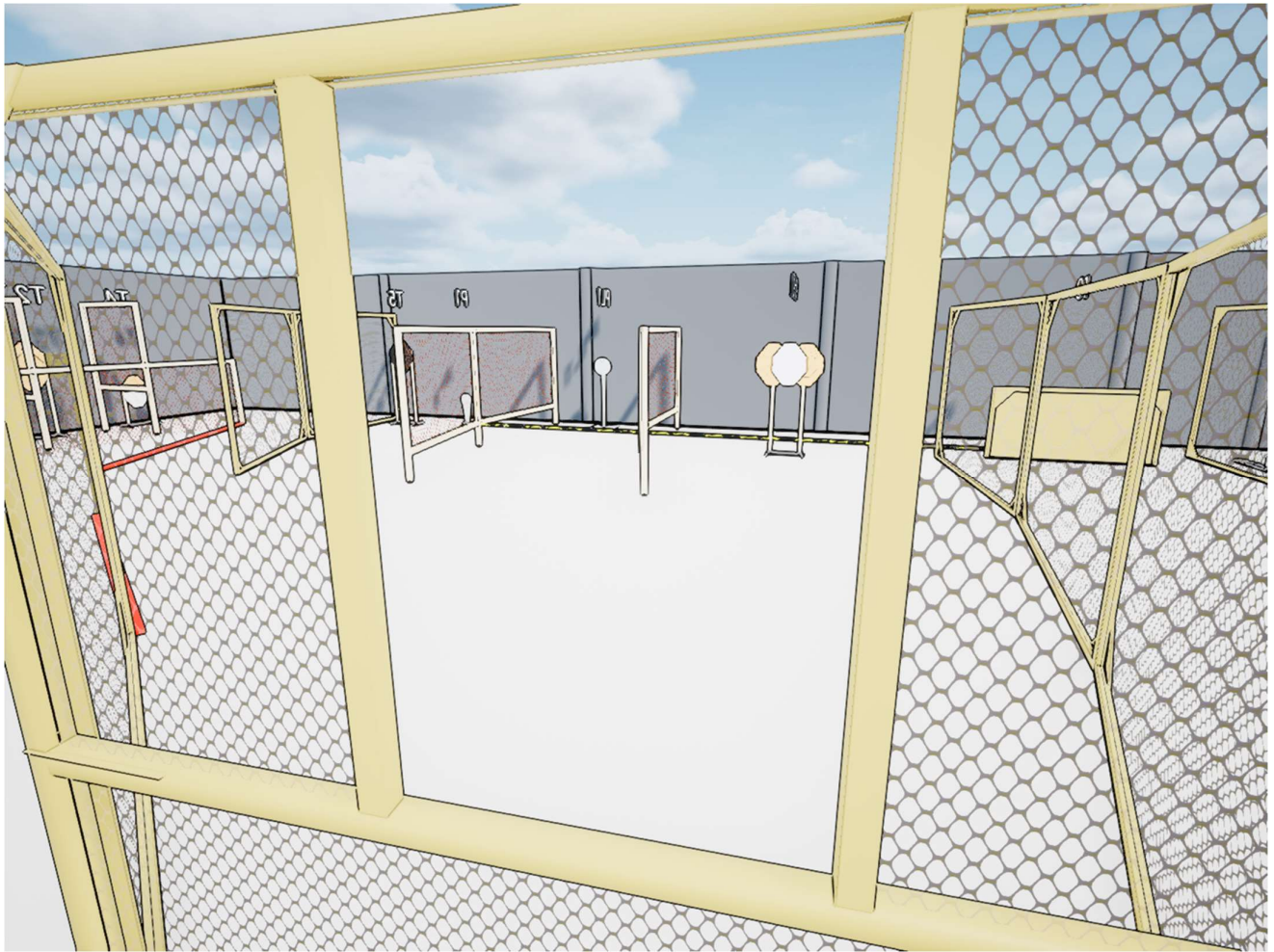


Stage 9 – BrokeBack

<p>Long course</p> <p>Rounds: 32</p> <p>Max points: 160</p> <p>Paper: 13</p> <p>Poppers: 5</p> <p>Plates: 1</p> <p>No-Shoot: 2</p> <p>Total targets: 19</p>	<p>Procedure: On start signal, engage all targets, popper 1 activates moving target S1</p> <p>Starting position: Anywhere within designated area, holding weapon in horizontal position with butt stock touching hip.</p> <p>Firearm ready condition: Option 1</p> <p>Start on: Audible signal</p> <p>Stop on: Last shot</p> <p>Penalties: As per current edition of rules</p> <p>Safety angles: L 90 degrees, R red stick</p> <p>Venue: Bay 7</p>
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Stage 10 – Vertigo

<p>Medium course</p> <p>Rounds: 19</p> <p>Max points: 95</p> <p>Paper: 9</p> <p>Poppers: 1</p> <p>Plates: 0</p> <p>No-Shoot: 2</p> <p>Total targets: 10</p>	<p>Procedure: On start signal, engage all targets, popper 1 activates moving target S1</p> <p>Starting position: One foot touching mark, holding weapon in horizontal position with butt stock touching hip. As demonstrated by RO.</p> <p>Firearm ready condition: Option 1</p> <p>Start on: Audible signal</p> <p>Stop on: Last shot</p> <p>Penalties: As per current edition of rules</p> <p>Safety angles: L/R red sticks</p> <p>Venue: Bay 8</p>
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