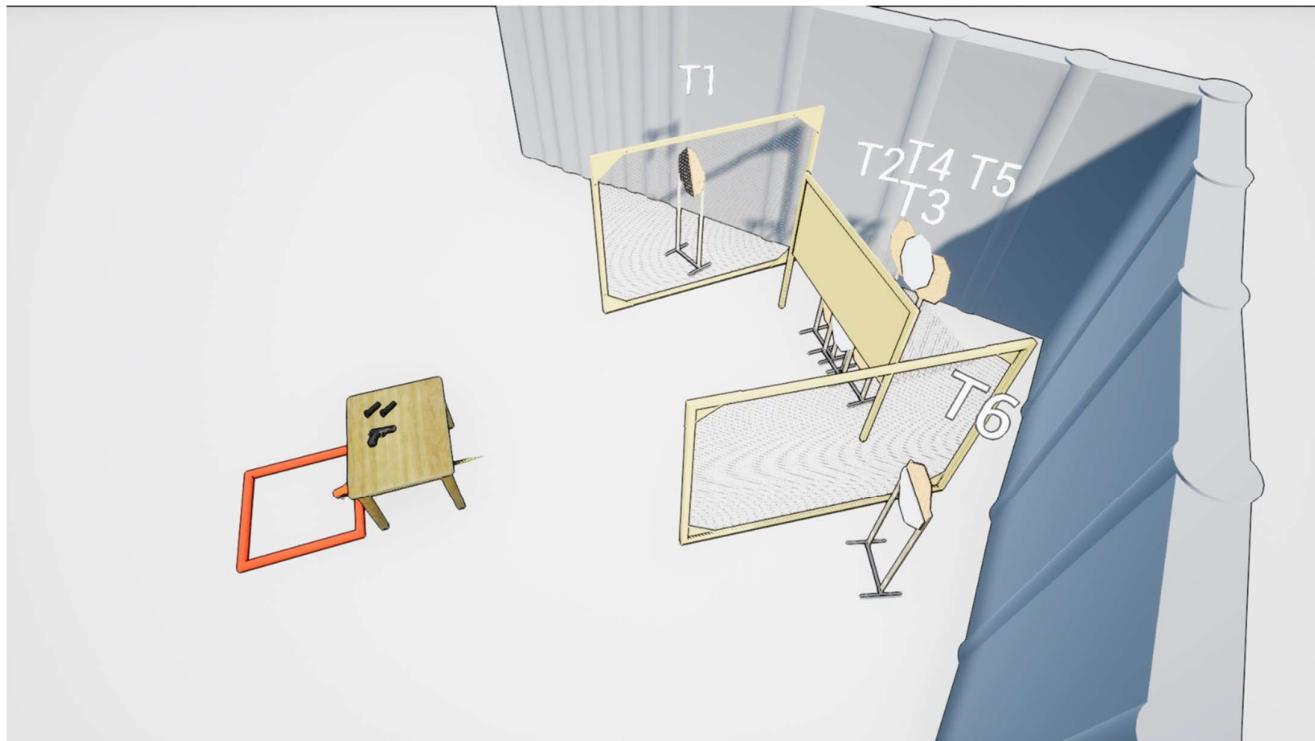


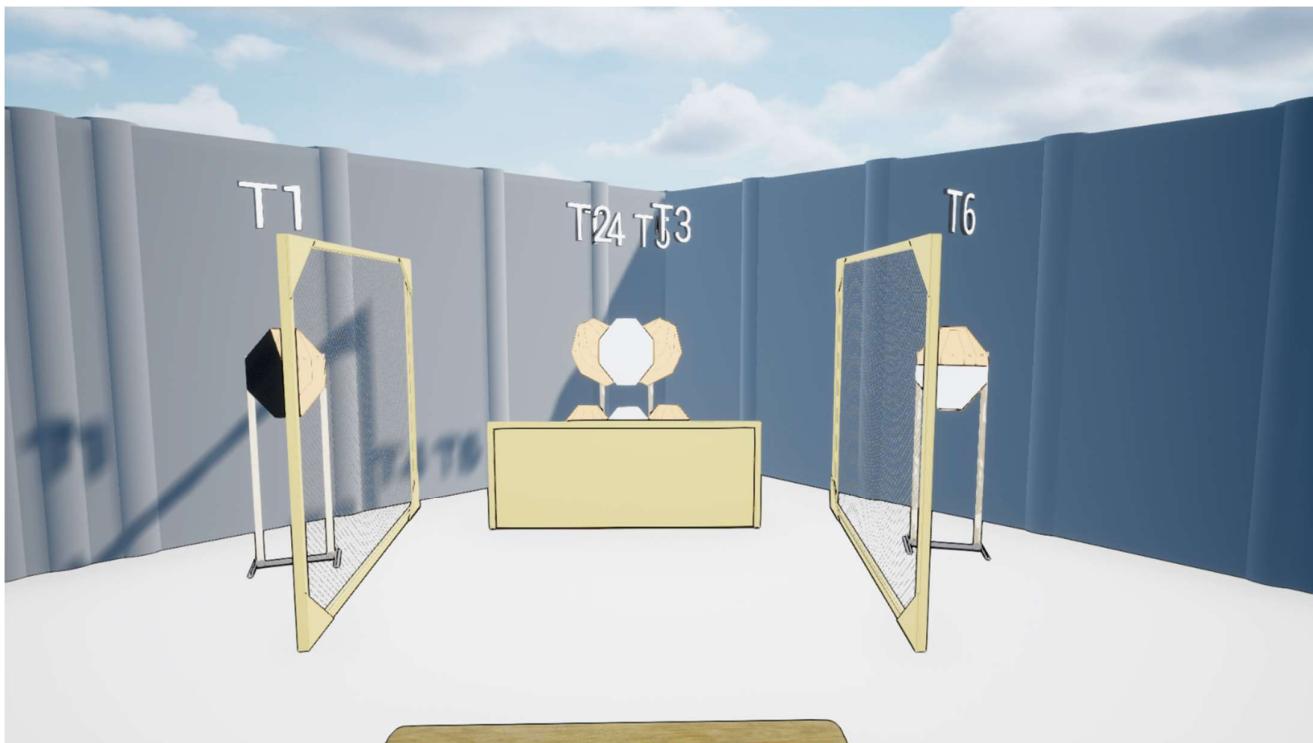
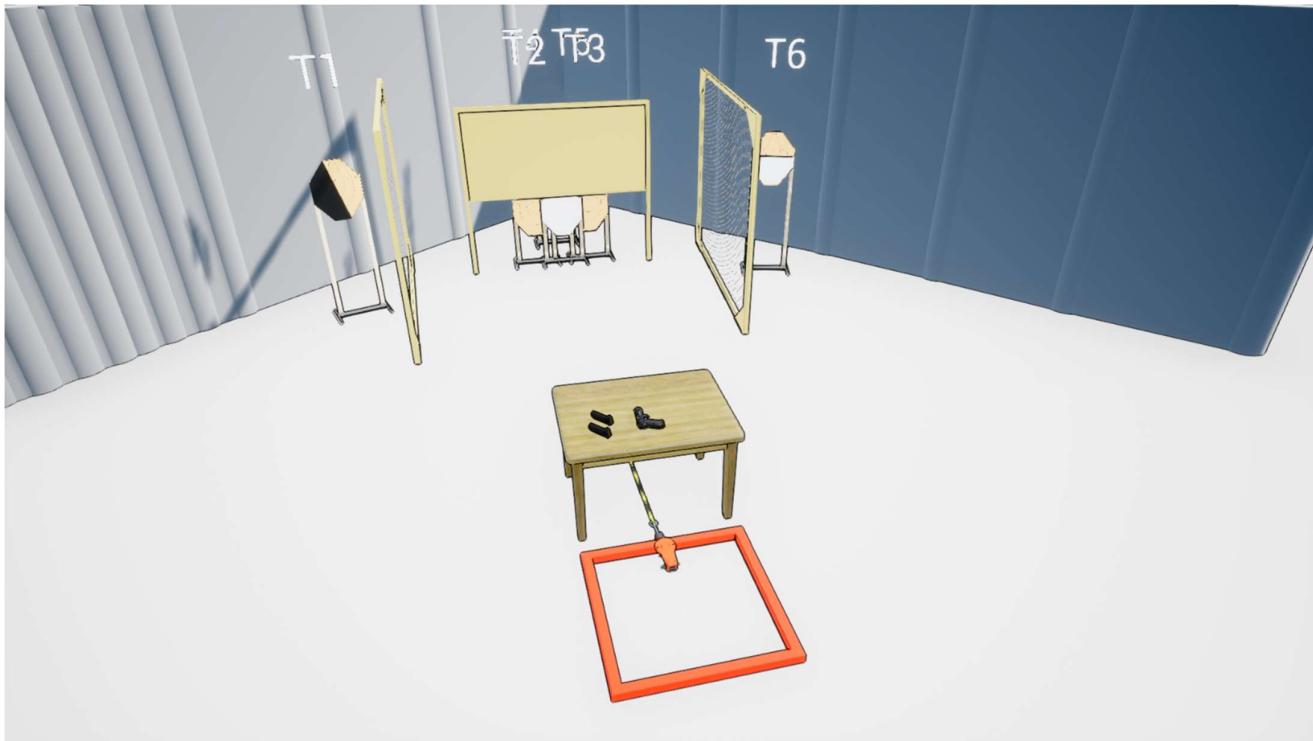
ESs Ignite 2023 – Level 2 PCC

Enköpings Skyttesällskap (17-18/6)

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

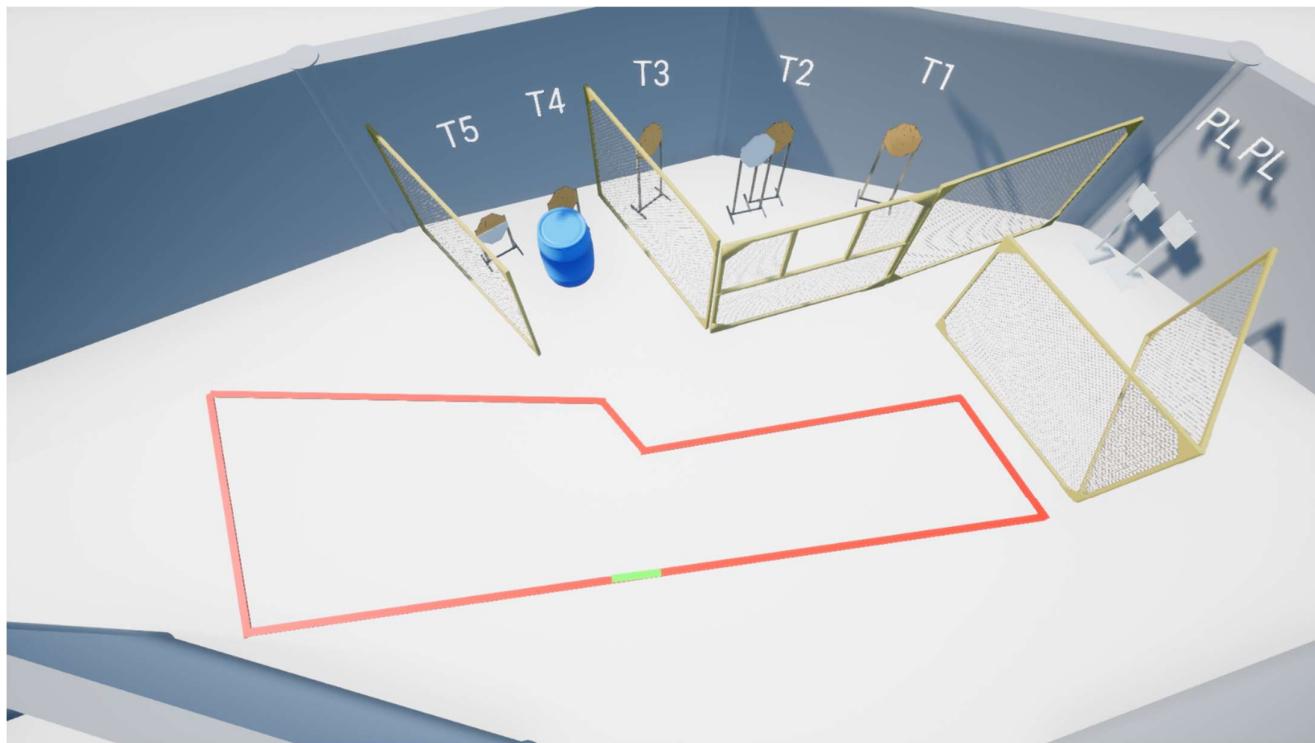
Short course Rounds: 12 Max points: 60 Paper: 6 Poppers: 0 Plates: 0 No-Shoot: 3 Total targets: 6	Procedure: On signal engage all targets, stomper reveals targets T4 & T5. Targets T2 & T3 will remain visible. Starting position: Anywhere within designated area, with wrists below belt. Firearm ready condition: 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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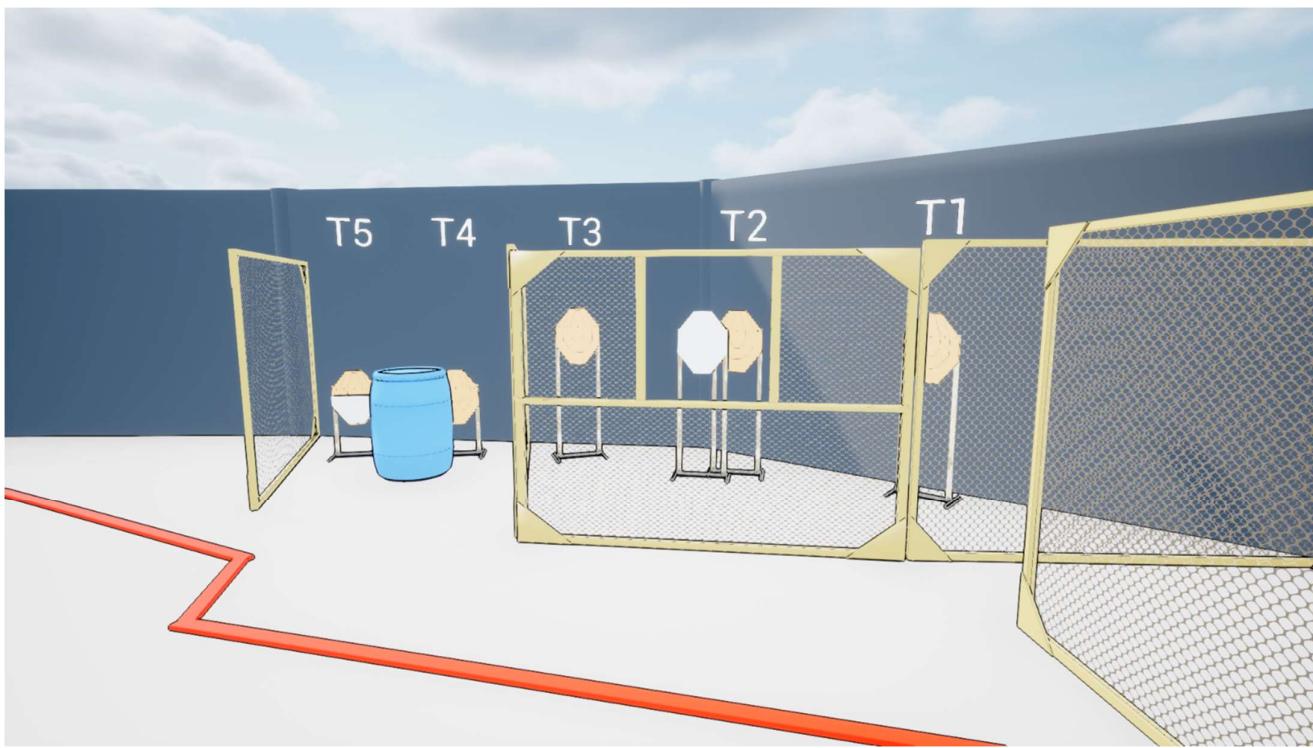
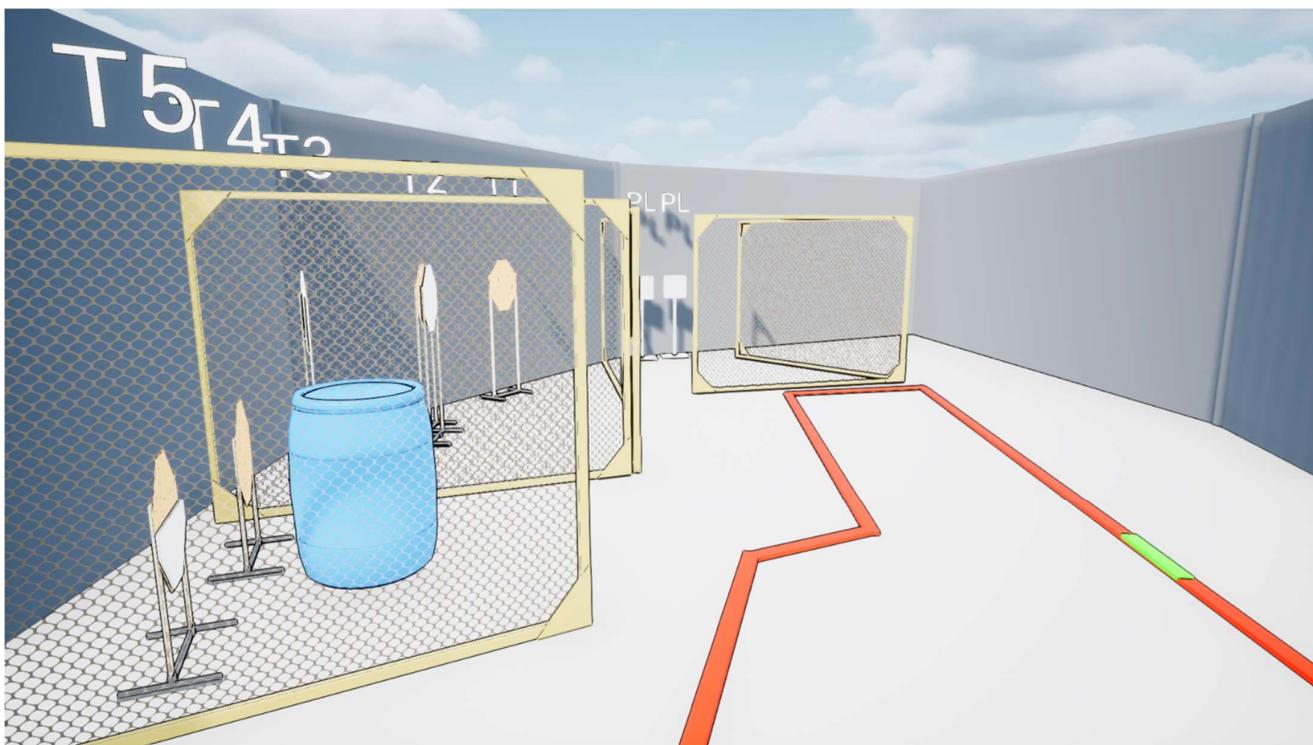




Stage 2 – Monokelskytte

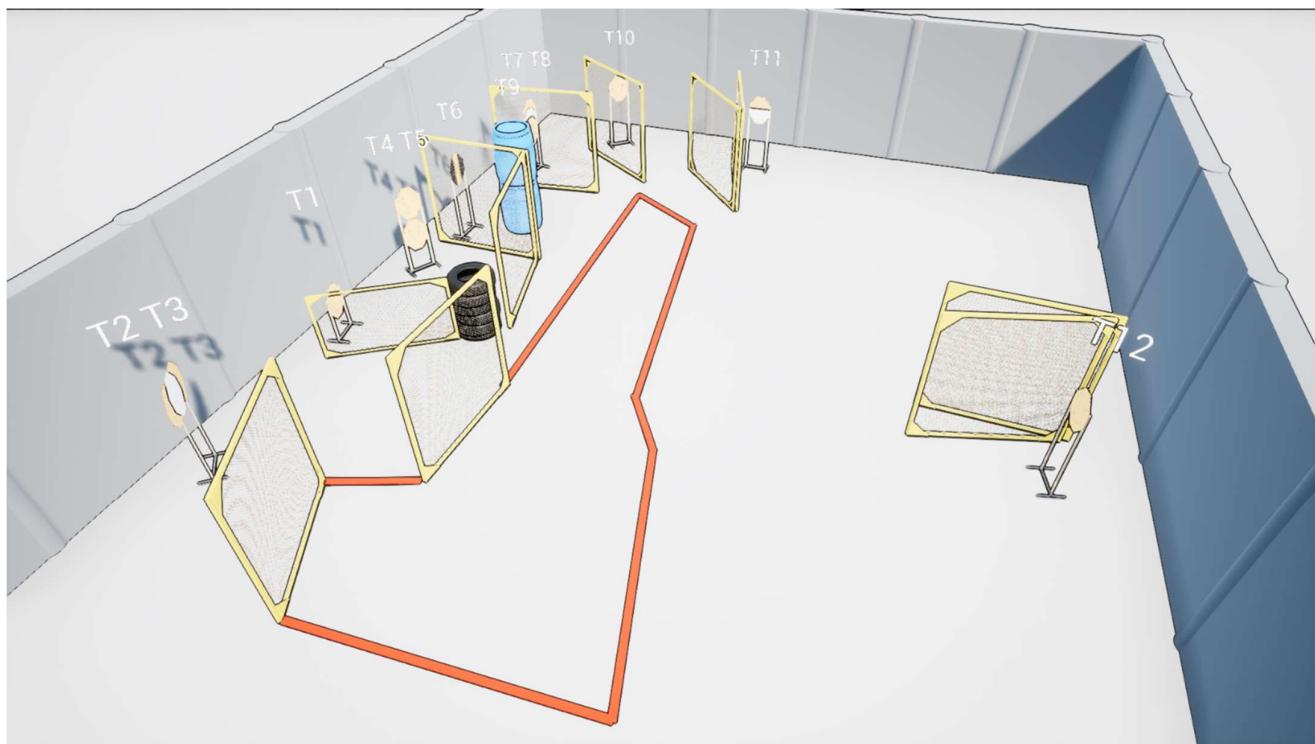
Short course	Procedure: On signal, engage all targets
Rounds: 12	Starting position: Both feet touching mark, holding weapon in horizontal position with butt stock touching hip. As demonstrated by RO.
Max points: 60	Firearm ready condition: Option 1
Paper: 5	Start on: Audible signal
Poppers: 0	Stop on: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

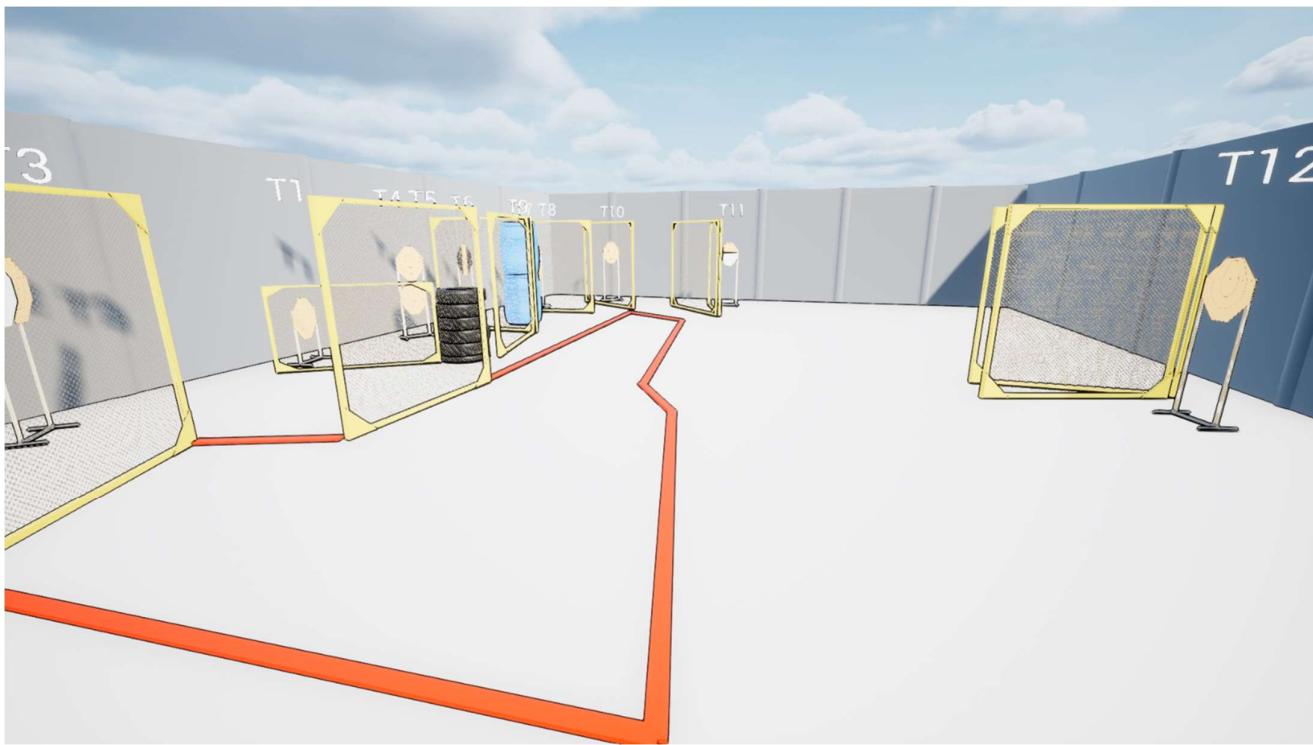
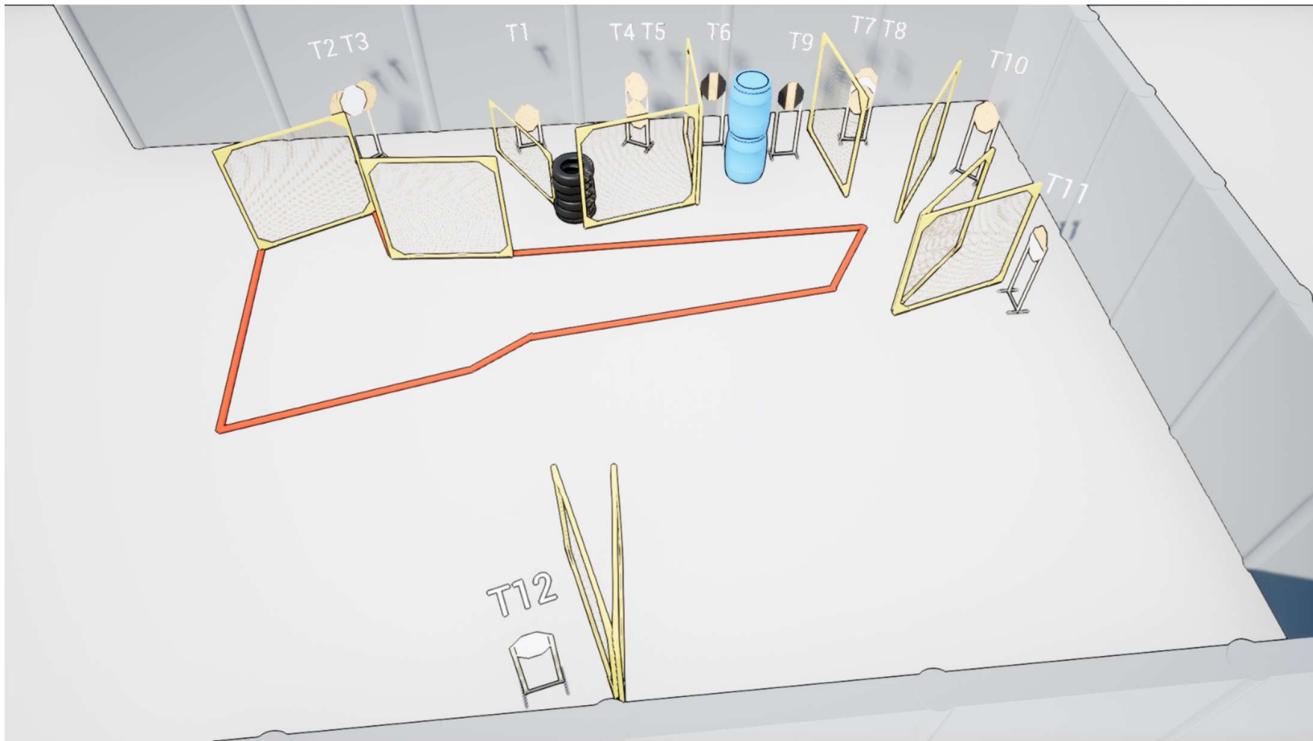




Stage 3 – Sneden

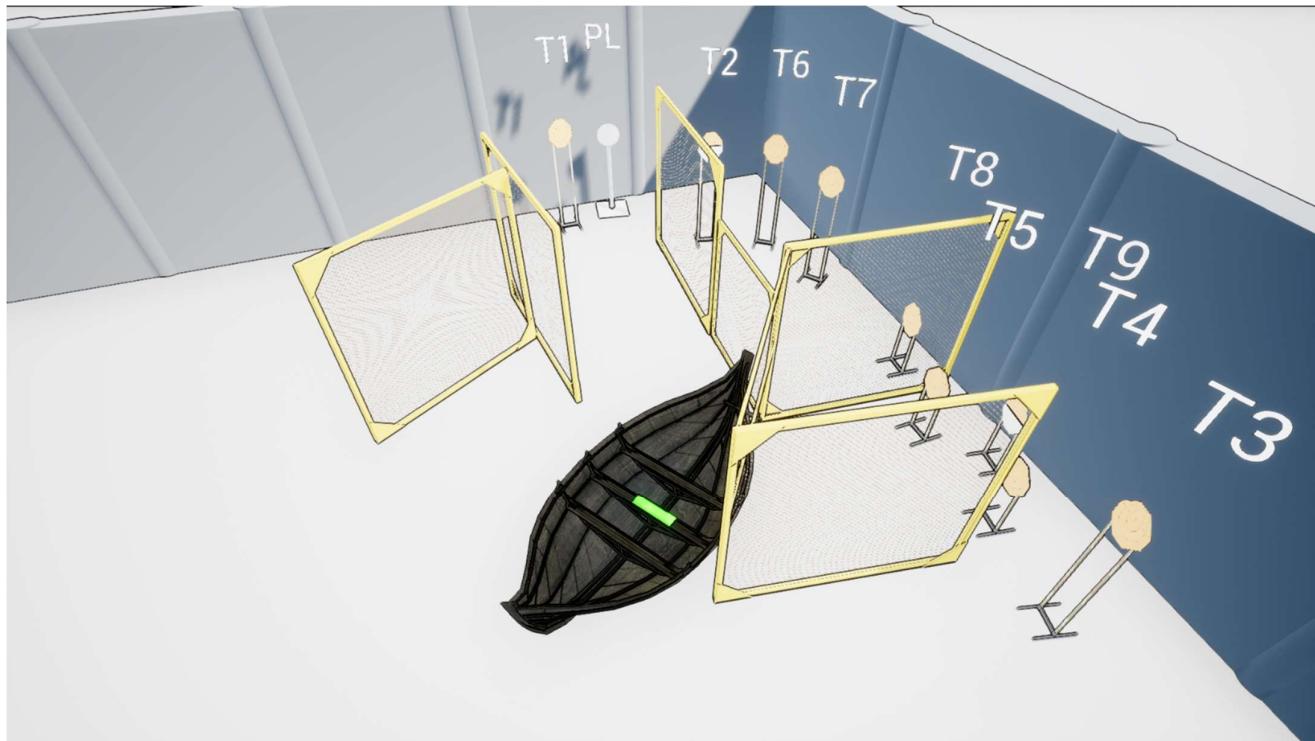
Medium course	Procedure: On signal, engage all targets.
Rounds: 24	Starting position: Anywhere within designated area holding weapon in horizontal position with butt stock touching hip.
Max points: 120	Firearm ready condition: Option 1
Paper: 12	Start on: Audible signal
Poppers: 0	Stop on: Last shot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

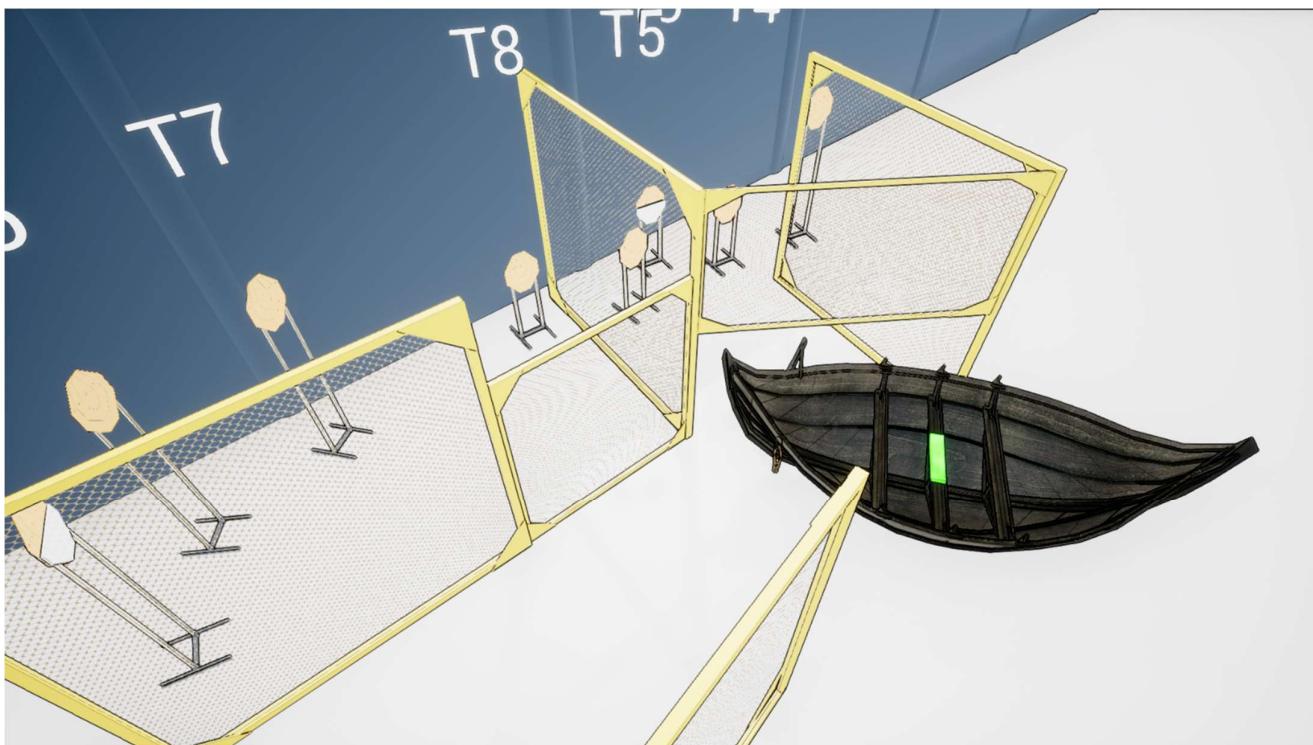
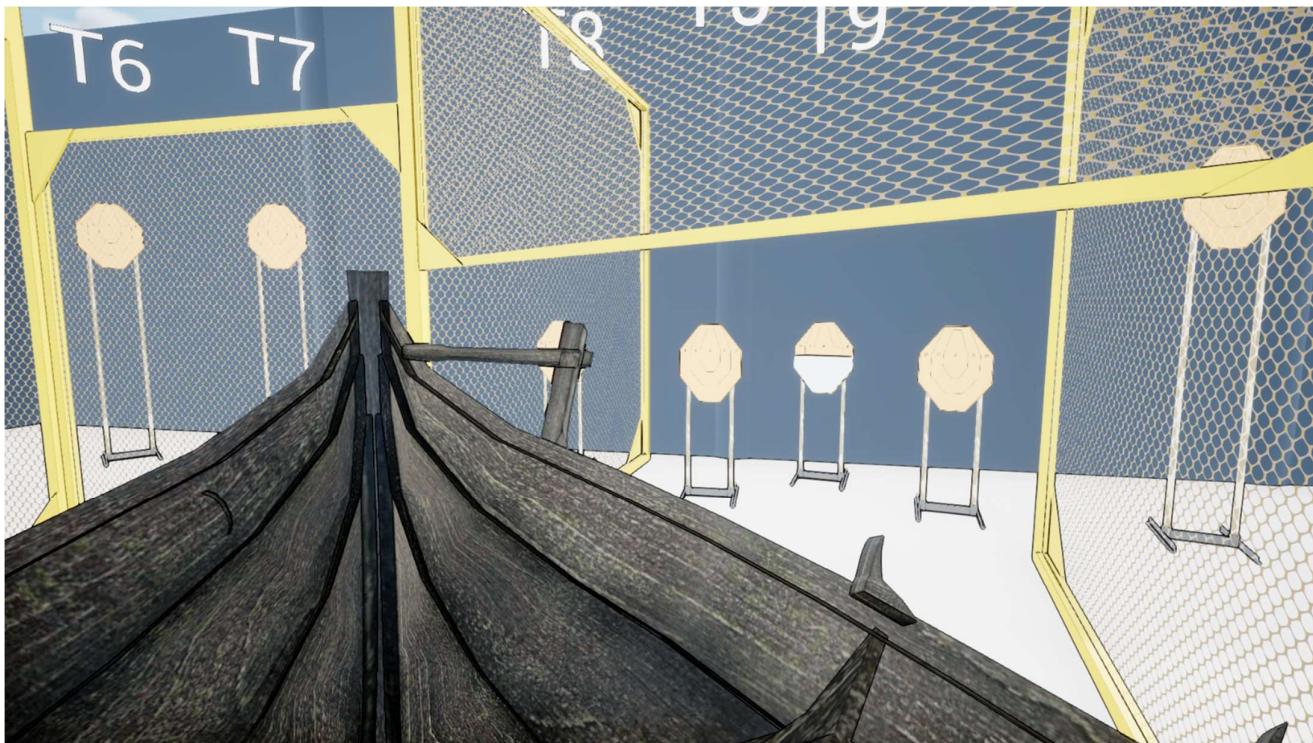




Stage 4 – I'm On a Boat!

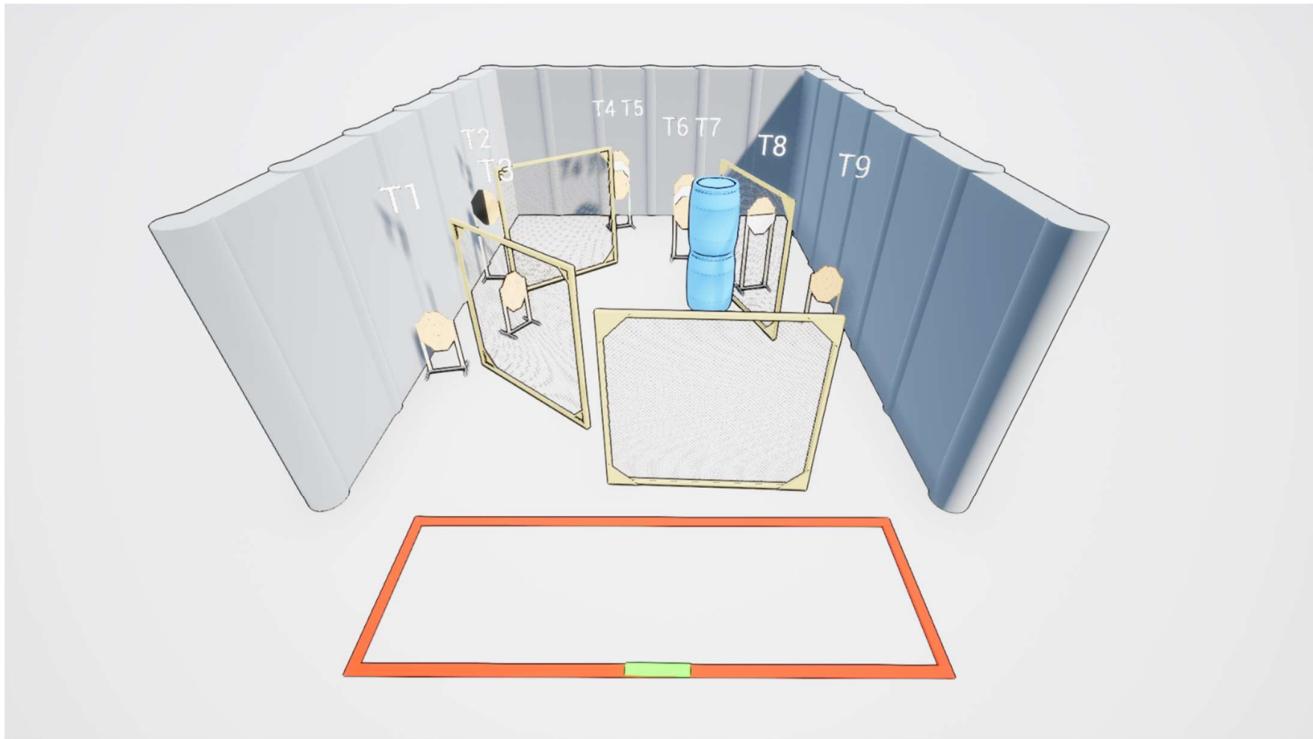
Short course Rounds: 10 Paper: 9 Poppers: 0 Plates: 1 No-Shoot: 2 Total targets: 10	Procedure: On signal, engage all targets, only one hit per target will be scored Starting position: Standing inside the boat with heels touching mark and holding weapon in horizontal position with butt stock touching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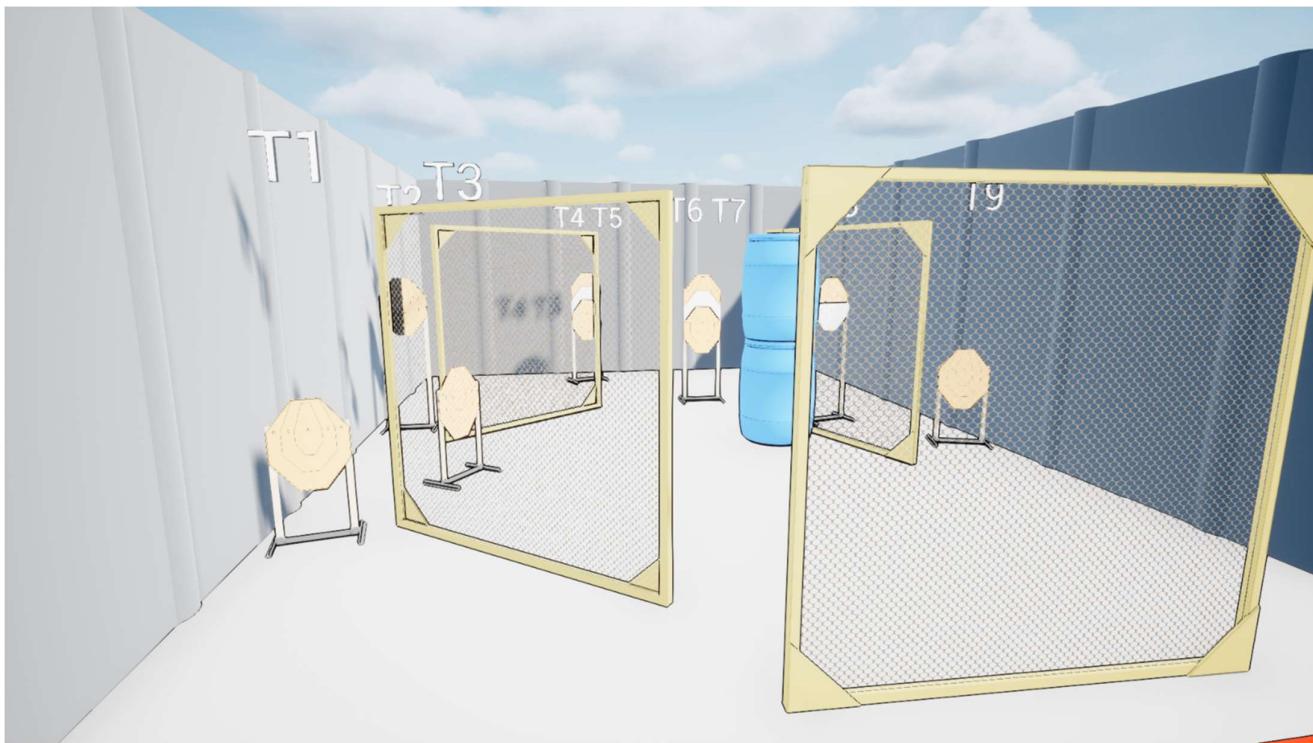




Stage 5 – EasyPeasy

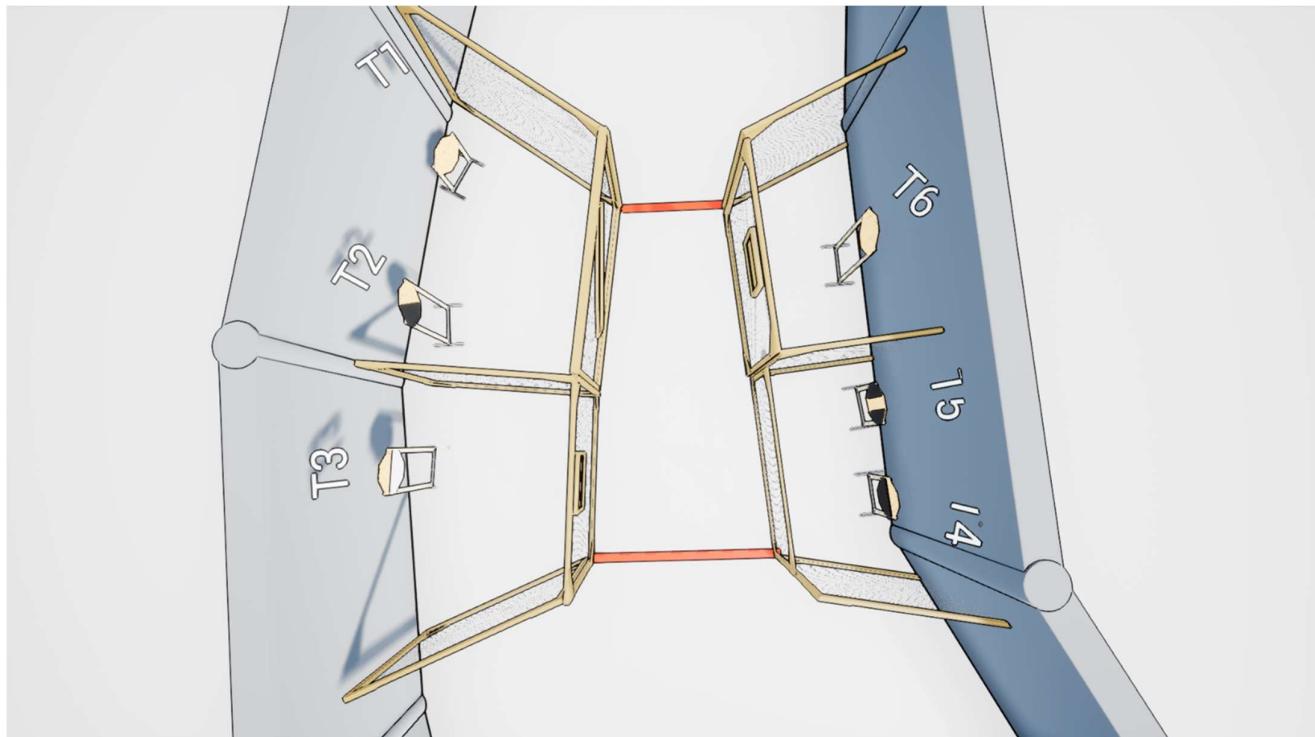
Medium course Rounds: 18 Max points: 90 Paper: 9 Poppers: 0 Plates: 0 No-Shoot: 3 Total targets: 9	Procedure: On start signal, engage all targets Starting position: Standing with one foot touching mark, holding weapon in horizontal position with butt stock touching hip. As demonstrated by RO. Firearm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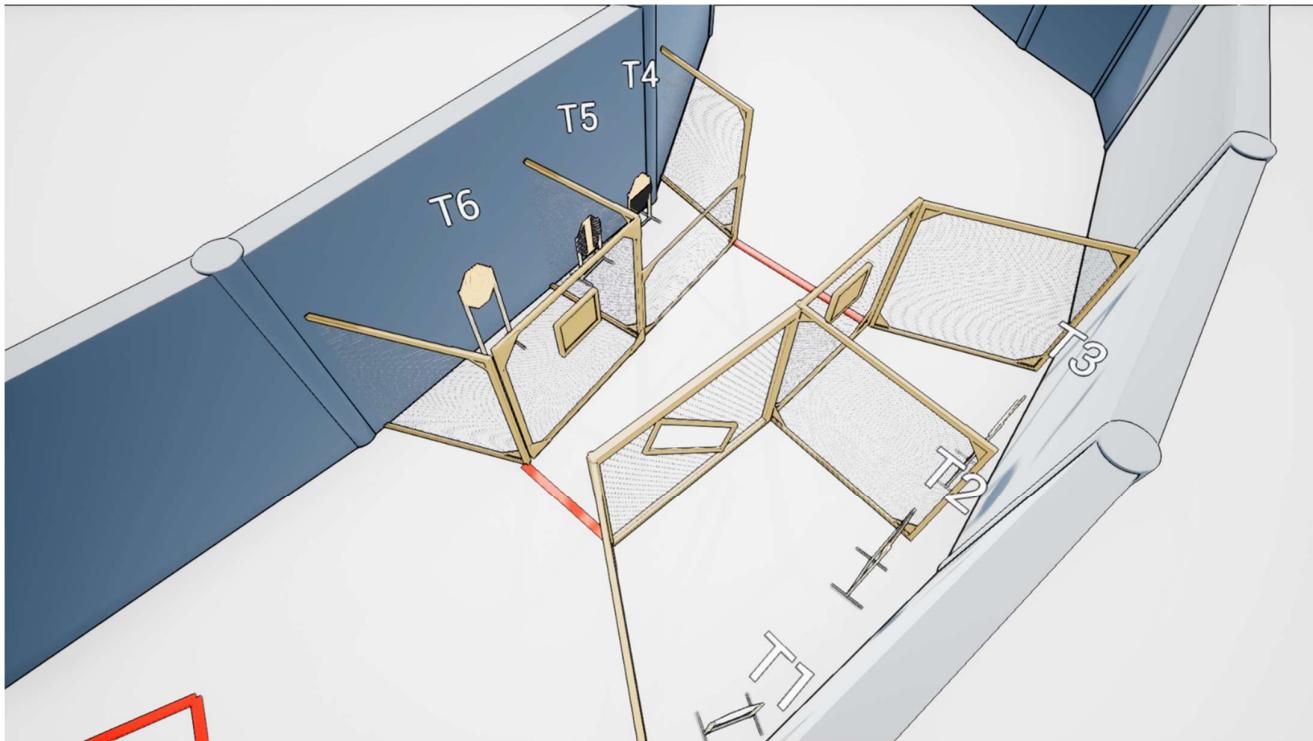




Stage 6 – Wick 1

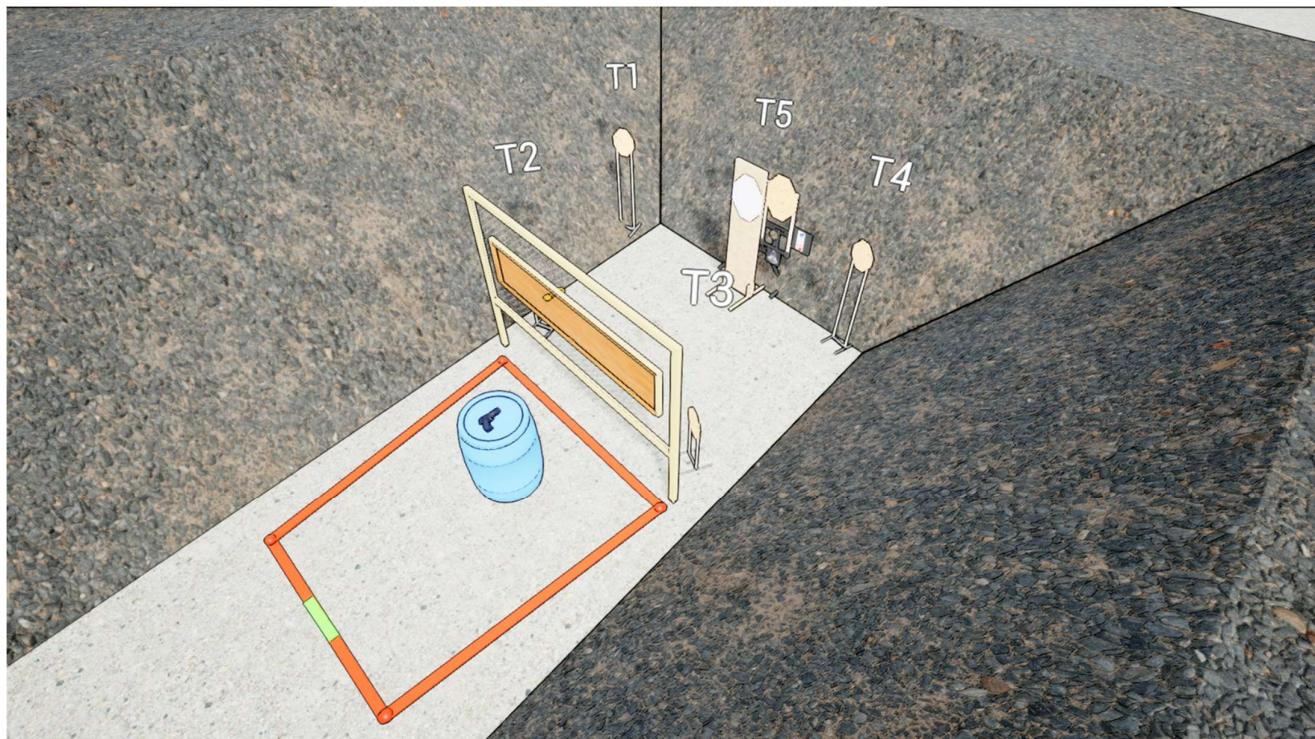
Short course Rounds: 12 Max points: 60 Paper: 6 Poppers: 0 Plates: 0 No-Shoot: 1 Total targets: 6	Procedure: On start signal, engage all targets Starting position: Anywhere within designated area, holding weapon in horizontal position with butt stock touching hip. Firearm ready condition: Option 2 Start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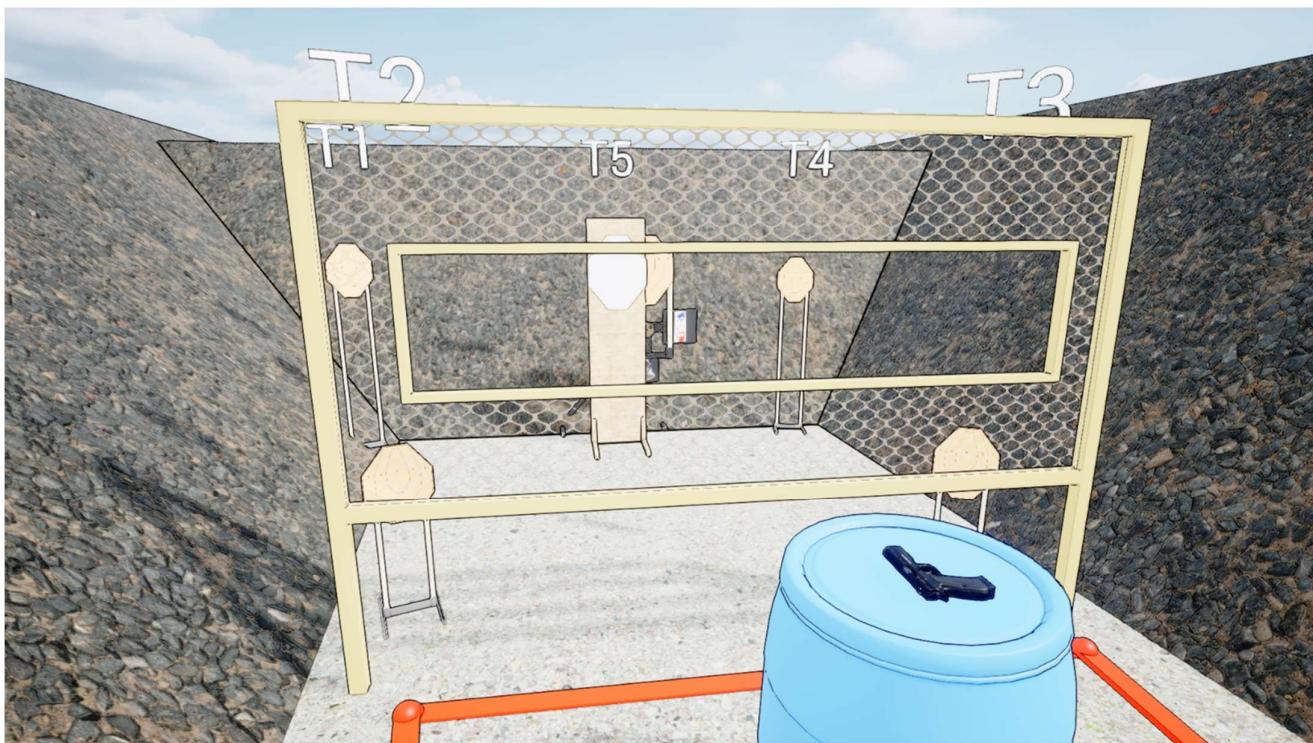
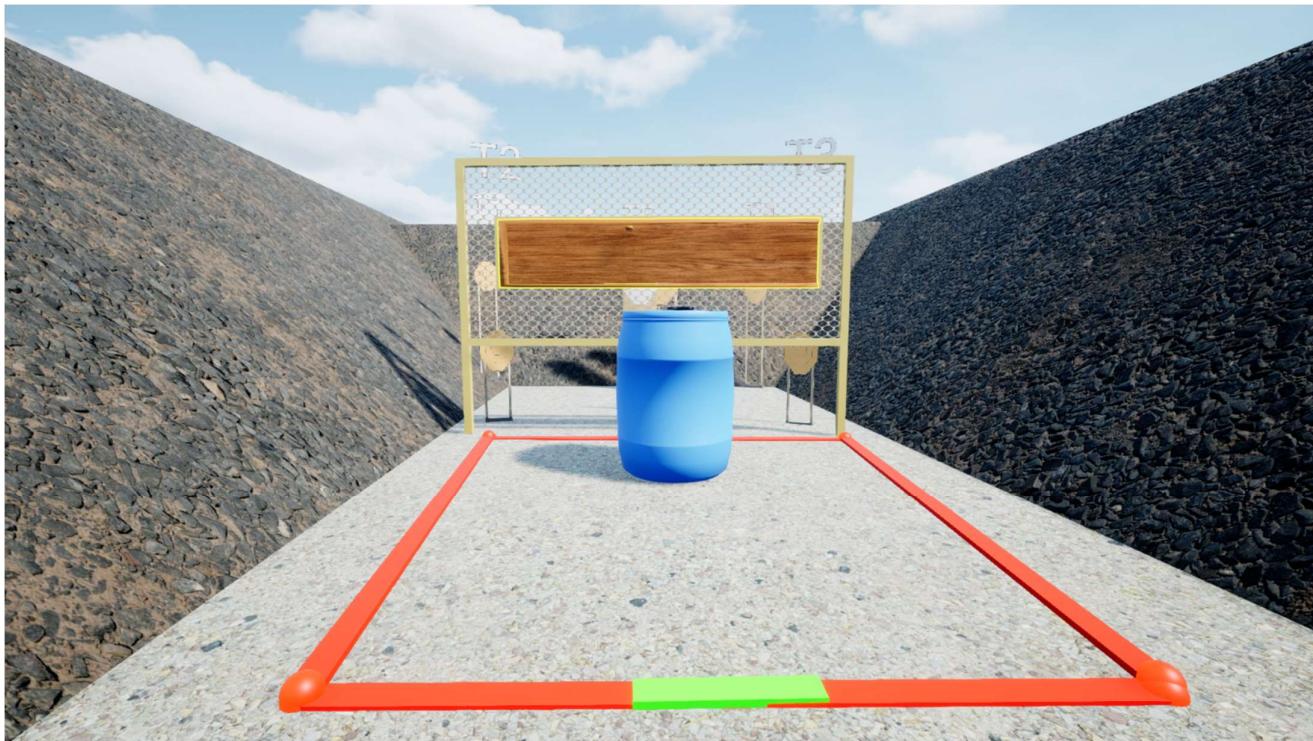




Stage 7 – Wick 2

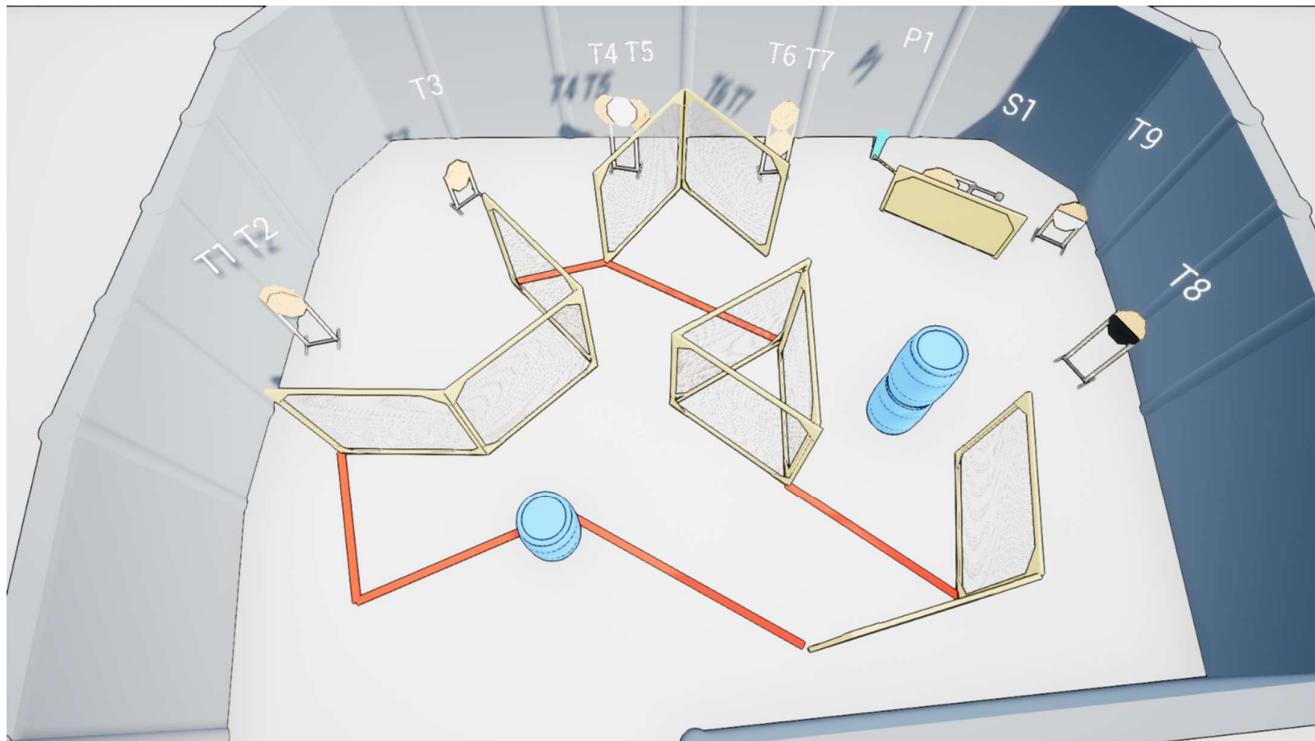
Short course Rounds: 10 Max points: 50 Paper: 5 Poppers: 0 Plates: 0 No-Shoot: 1 Total targets: 5	Procedure: On start signal, engage all targets, opening hatch engages moving target T5 Starting position: Standing with heels touching mark and wrists below belt. As demonstrated by RO. Firearm ready condition: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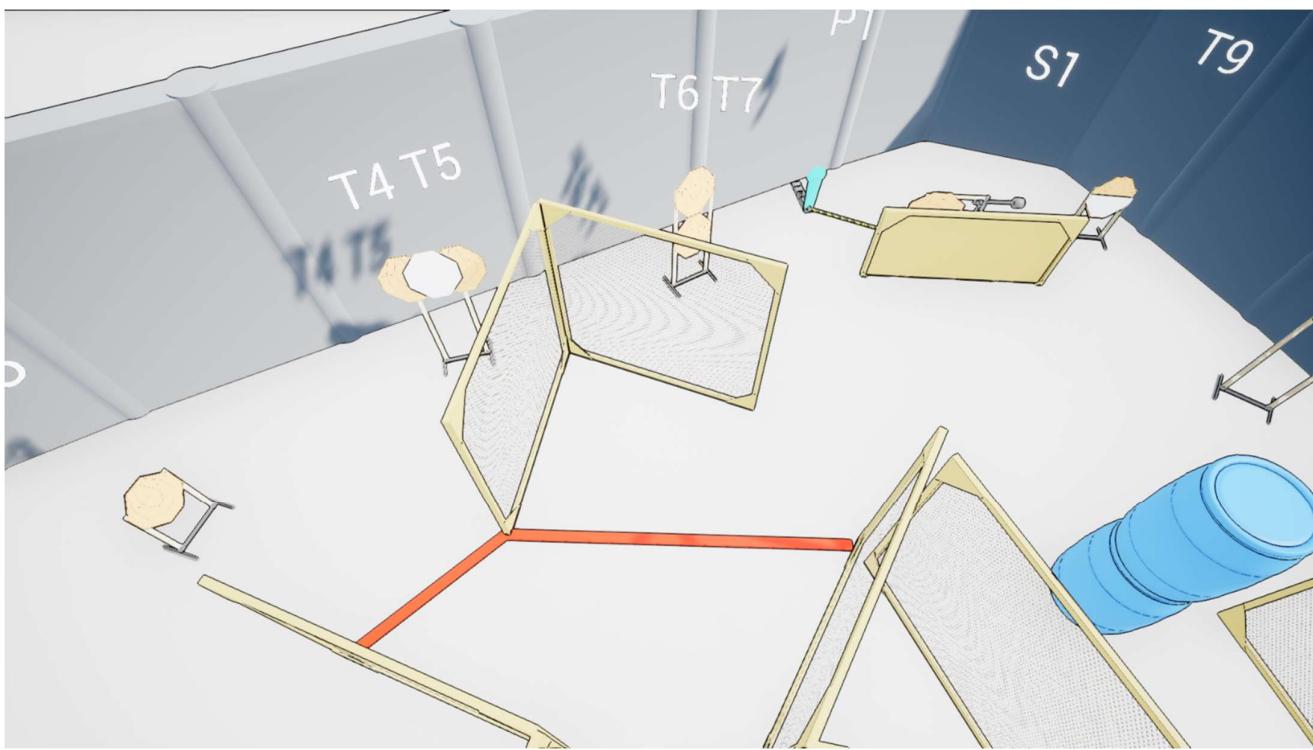
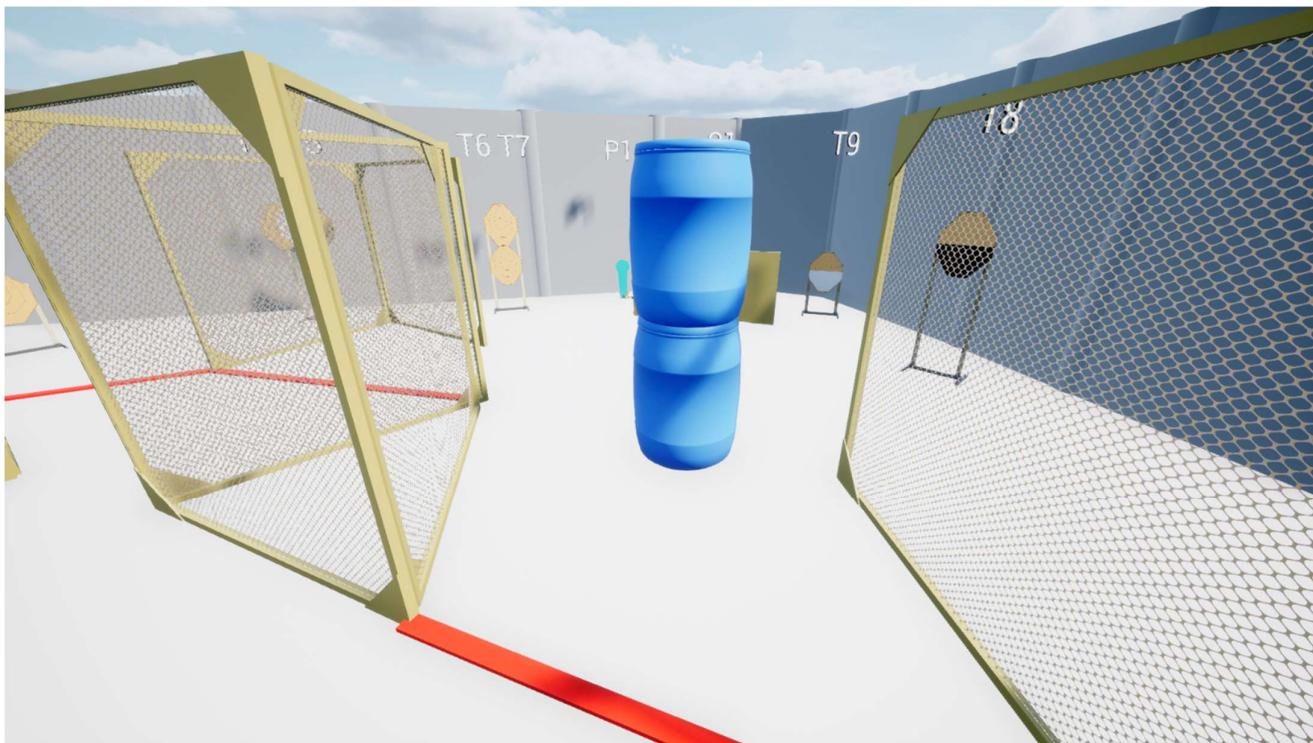




Stage 8 – FintSkaDe'va

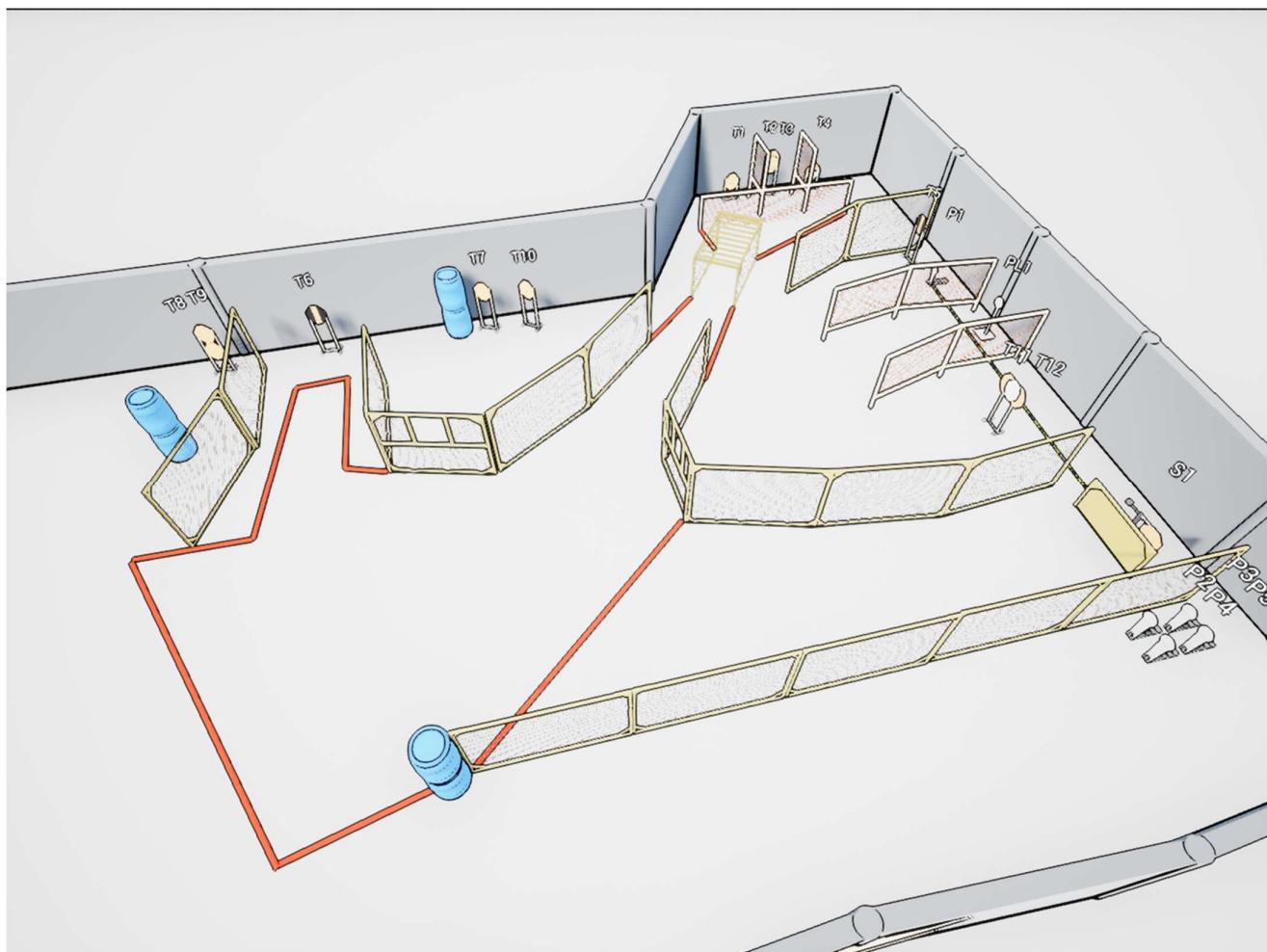
Medium course Rounds: 21 Max points: 105 Paper: 10 Poppers: 1 Plates: 0 No-Shoot: 2 Total targets: 11	Procedure: On start signal, engage all targets, popper 1 activates moving target S1 Starting position: Anywhere within designated area, holding weapon in horizontal position with butt stock touching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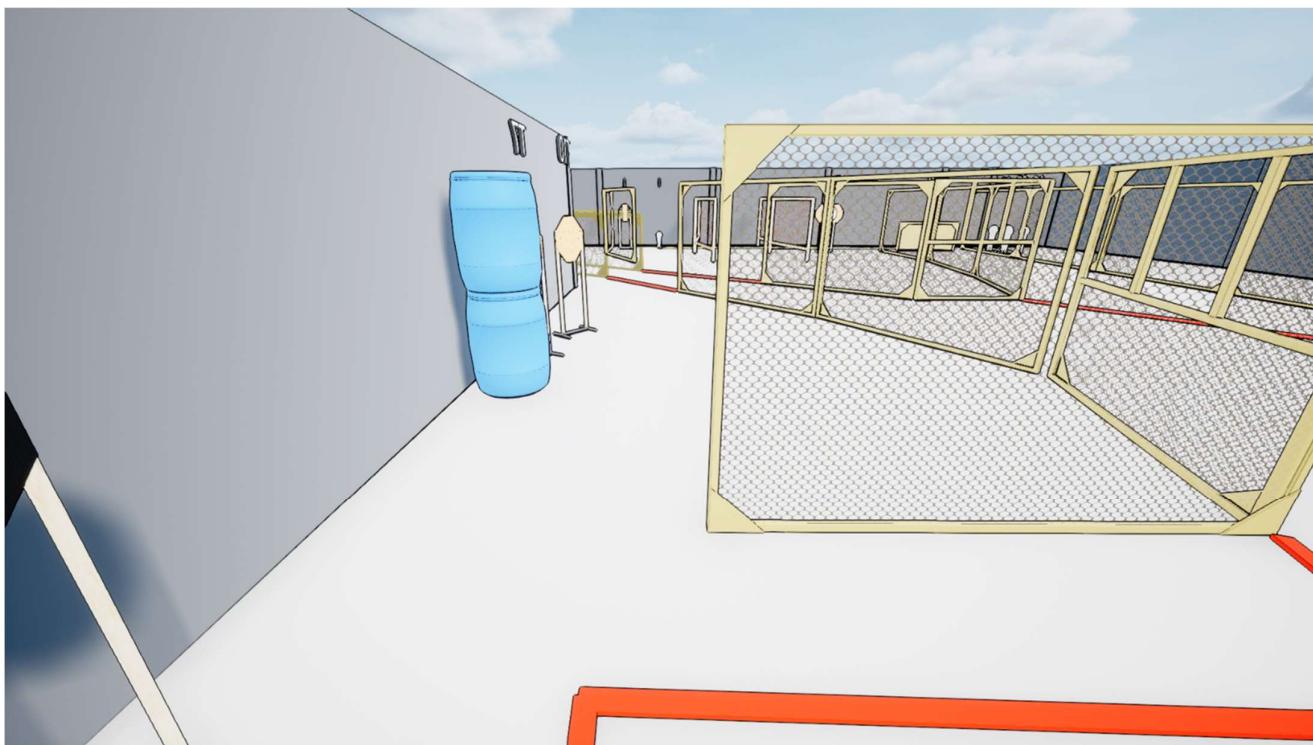
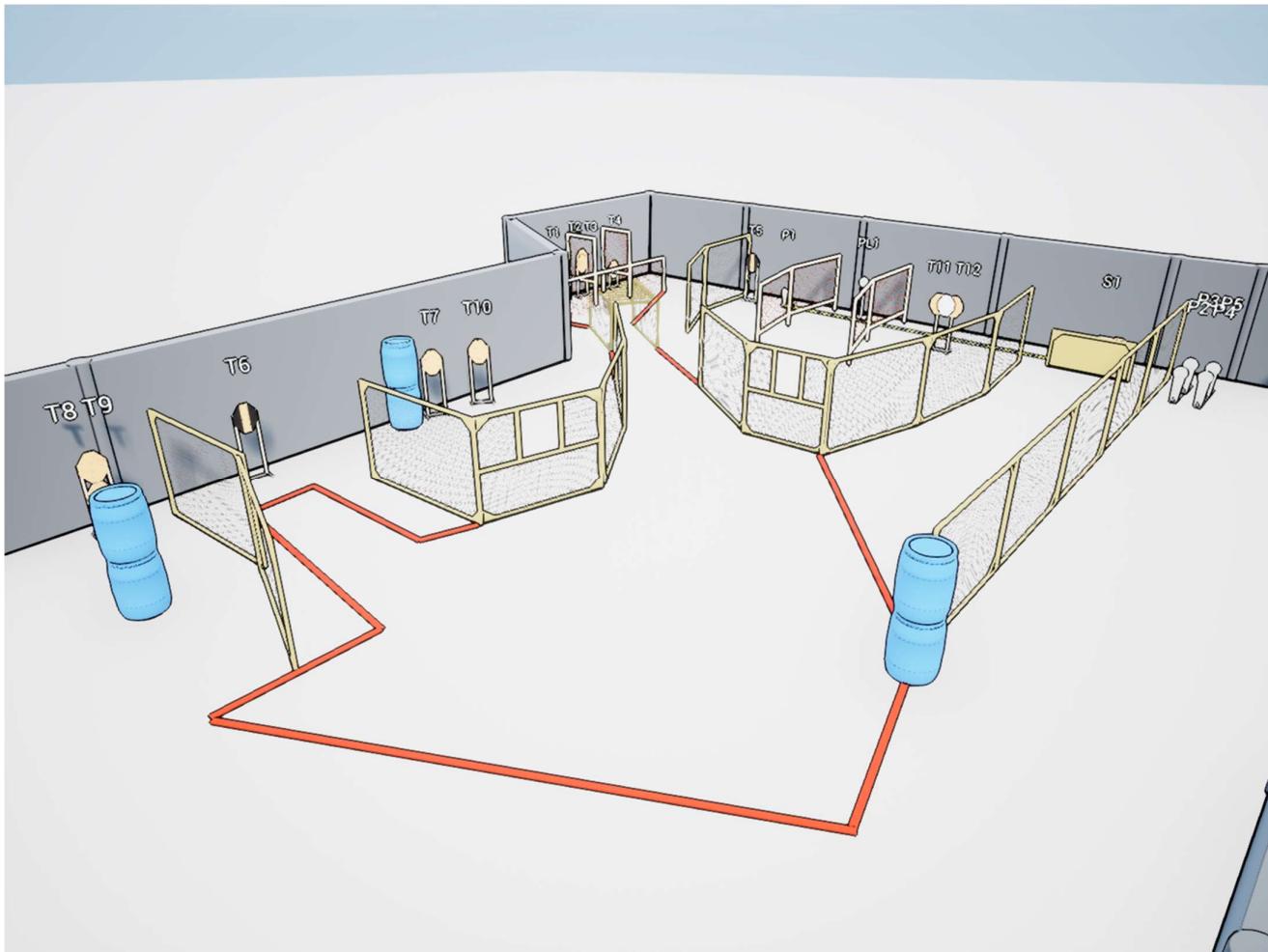


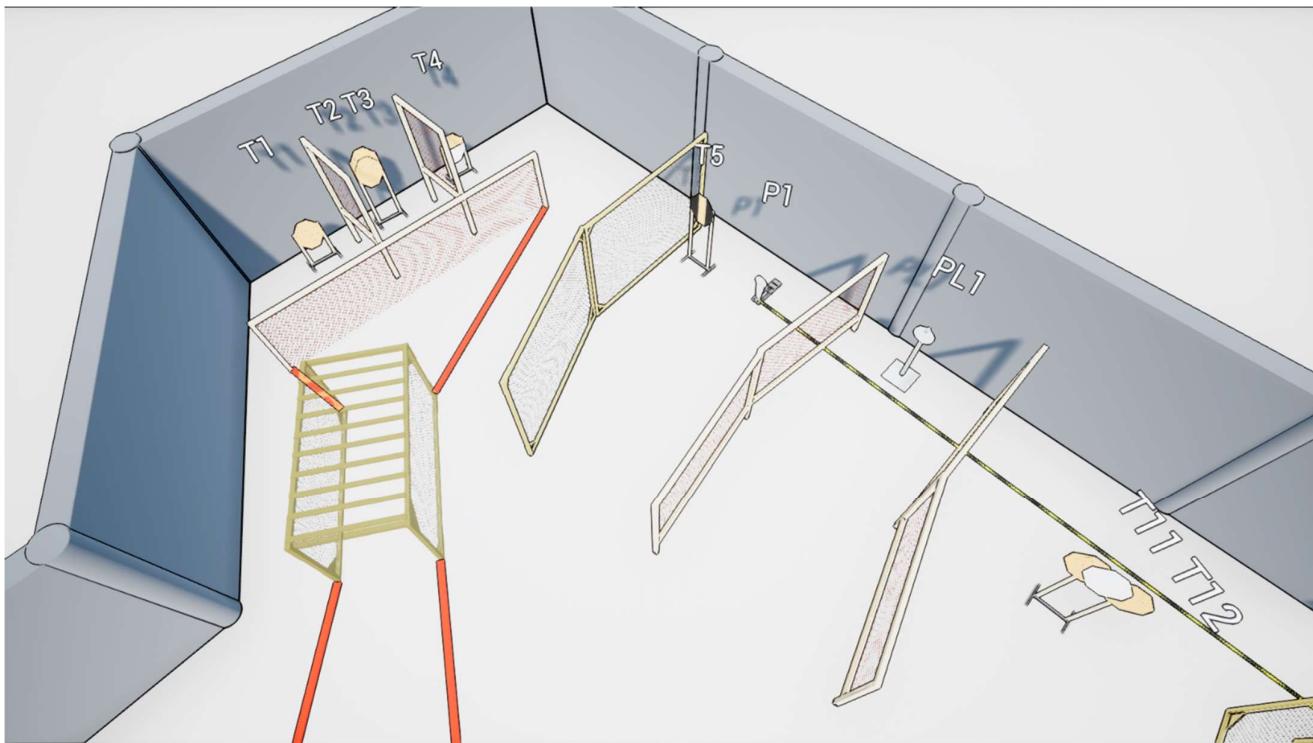
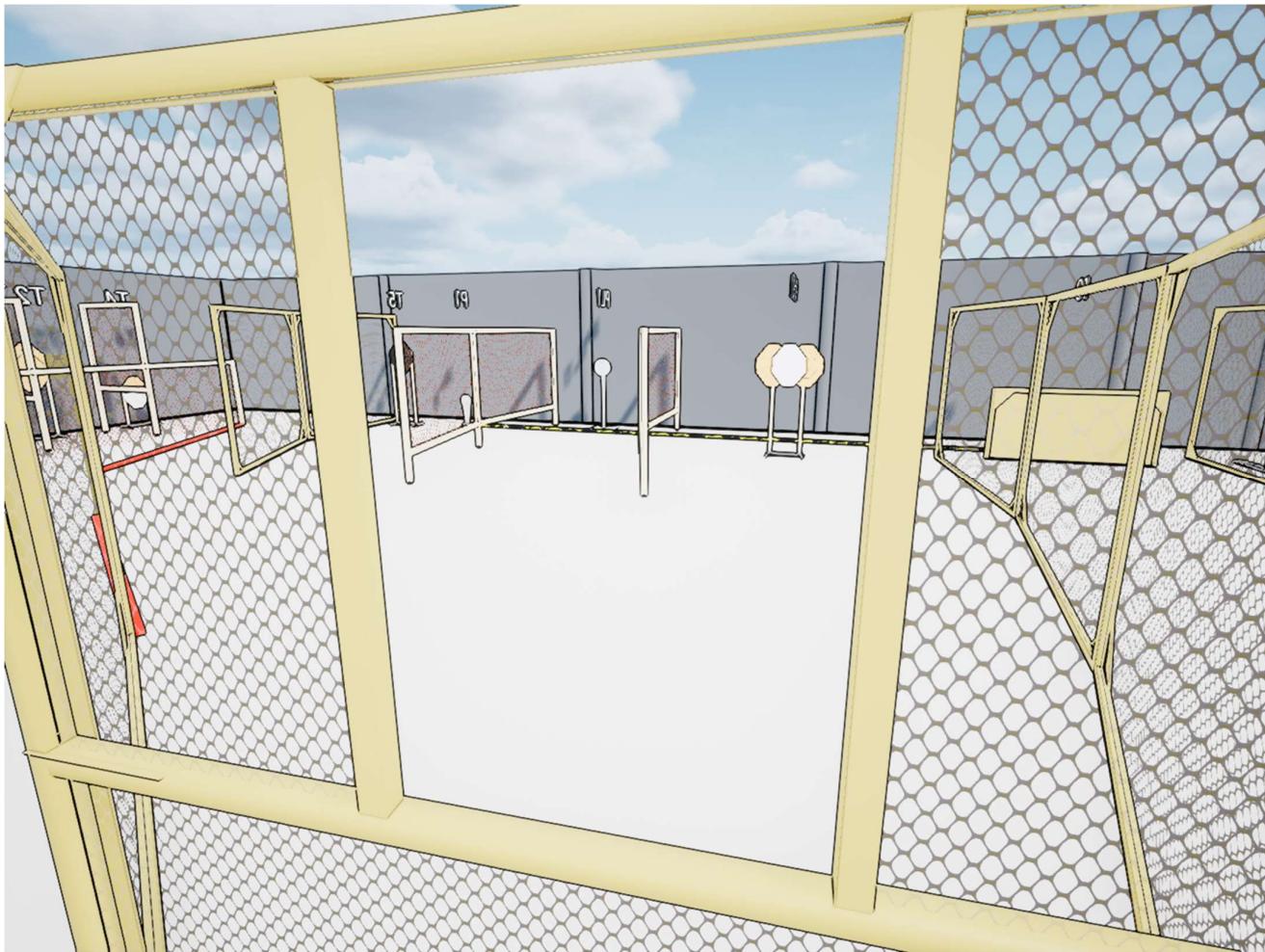


Stage 9 – BrokeBack

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

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