

Federazione Italiana Tiro Dinamico Sportivo



DISCIPLINA SPORTIVA
ASSOCIATA RICONOSCIUTA
DAL CONI

present

National Shotgun

20-ott-18

Match Level III

Minimum rounds 160 – maximum points 850

Match Director

Fabrizio Pesce

www.fitds.it

e-mail: segreteria@fitds.it

STAGE PROFILE

N°	STAGE	ROUNDS	TYPE	IPSC Targets	Plate	A4 Target	Popper	Clays	N/S	Points
1	SHORT	8	BIRDSHOT		8				2	40
2	MEDIUM	16	BIRDSHOT		16				1	80
3	MEDIUM	16	BUCKSHOT			8	5		3	130
4	MEDIUM	12	SLUG	12					3	60
5	MEDIUM	12	SLUG	12					3	60
6	SHORT	8	BIRDSHOT		8				2	40
7	SHORT	8	BIRDSHOT		8				1	40
8	LONG	28	BIRDSHOT		24		4		3	140
9	SHORT	8	BUCKSHOT	4			4		1	40
10	SHORT	8	BIRDSHOT		8				1	40
11	SHORT	8	BIRDSHOT		8					40
12	LONG	28	BIRDSHOT		11		5	12	1	140
				28	91	8	18	12	21	850
	Buckshot	24								
	Birdshot	112								
	Slug	24								



DISCIPLINA SPORTIVA
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Contatti: segreteria federale Tel +39-030-8911092

Sito web: www.fitds.it

e-mail: segreteria@fitds.it / iscrizioneegare@fitds.it

Iscrizioni: via telematica sul sito web www.fitds.it MA.RE. - Match Registration

Munizionamento: munizionamento a cura del tiratore

Ristorazione: sul campo è presente un confortevole punto di ristoro

Regolamento: FITDS/IPSC rulebook last edition

Classifiche: Open, Modified, Standard, Standard Manual, come da regolamento IPSC - FITDS

Premiazioni: Come da regolamento in vigore

Orari Gara: ritrovo 07,45 inizio gara ore 08,00

Range Master: a cura S.A.F.R.O.

Range Officers: a cura S.A.F.R.O.

Tutti i tiratori devono essere in regola con i permessi per il trasporto e l'utilizzo delle proprie armi e munizioni

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L'organizzazione declina ogni responsabilità per il mancato rispetto delle norme di Legge in vigore

Si richiama il rispetto dell'Art. 6 Capitolo IV relativo alle prescrizioni su abbigliamento e accessori



DISCIPLINA SPORTIVA
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HOTELS convenzionati:

Bed & Breakfast "Orso Pruno" - Via Zappaglia, 4/b - 25012 Calvisano (BS) - 339 5840957

Hotel Villa Francesca - Via Statale Isorella-Calvisano, 45 - 25010 Isorella (BS) - Tel. +39 030 9523043

Hotel Gambara - Via Campo Fiera, 22 - 25020 Gambara (BS) - Tel. +39 030 9956260

Hotel Odeon - Via Matteotti, 6 - 25016 Ghedi (BS) - Tel. +39 030 901158

Altri HOTELS:

Hotel Faro - Via Mantova, 60 - 25018 Montichiari (BS) - Tel. +39 030 9981136

Hotel Aurora - Via Trieste, 94 - 25018 Montichiari (BS) - Tel. +39 030 961319

Hotel Elefante - Via Trieste, 41/43 - 25018 Montichiari (BS) - Tel. +39 030 9650252

Hotel Garda - Via Brescia, 128 - 25018 Montichiari (BS) - Tel. +39 030 9651571

Park Hotel - Via Asola, 1 - 46040 Casalmoro (MN) - Tel. +39 0376 737706

COME RAGGIUNGERCI

La manifestazione sportiva avrà luogo presso il poligono di tiro

SHOOTING ACADEMY ASD

Via Zappaglia - 25012 Calvisano (BS) - Strada Provinciale n° 29 fra Visano (BS) e Montichiari (BS)

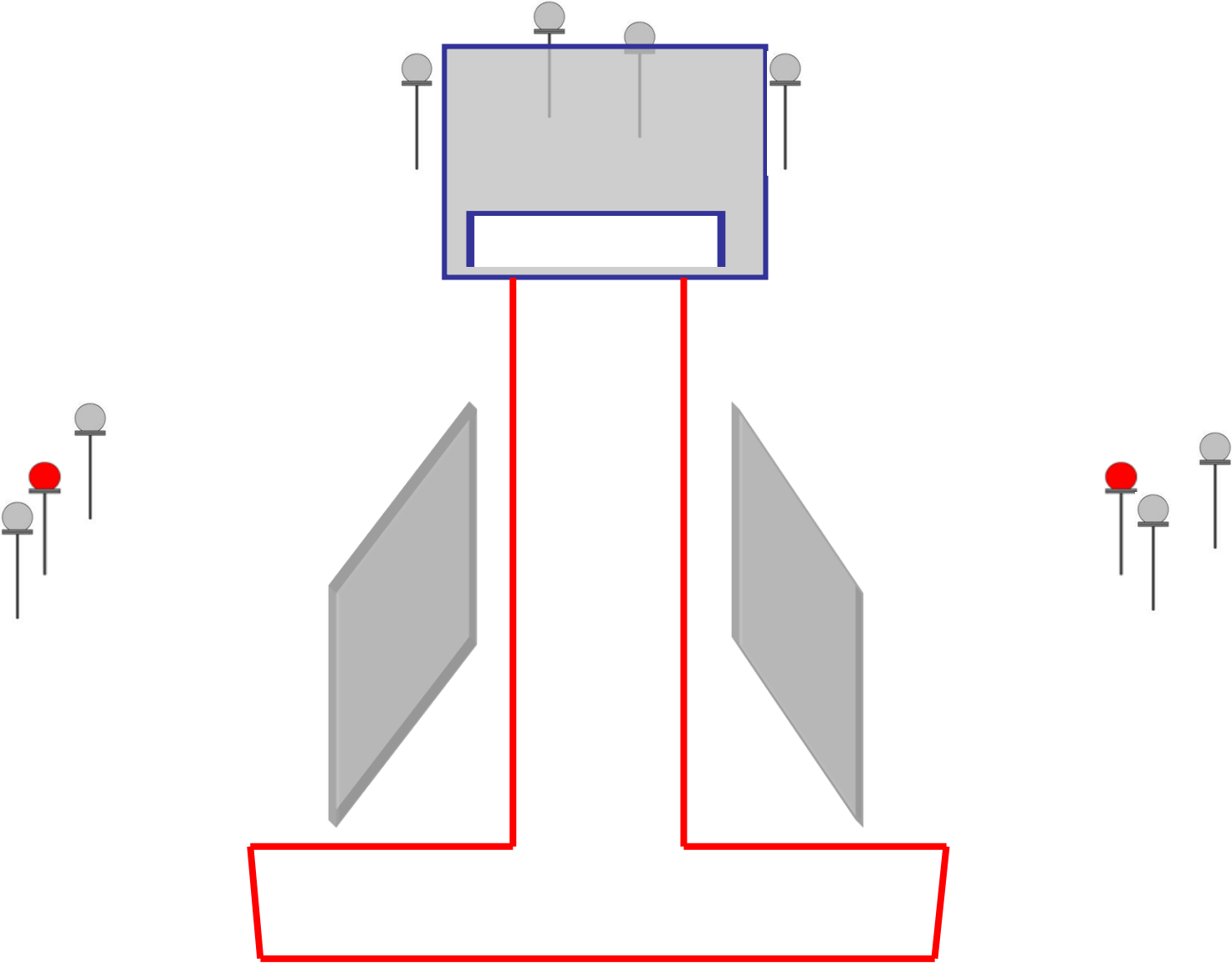
COORDINATE GPS: 45.3277136,10.3800008

Per chi proviene dall'Autostrada A21: Uscita Manerbio (direzione Leno)

Per chi proviene dall'Autostrada A4 (da Venezia): Uscita Desenzano (direzione Montichiari)

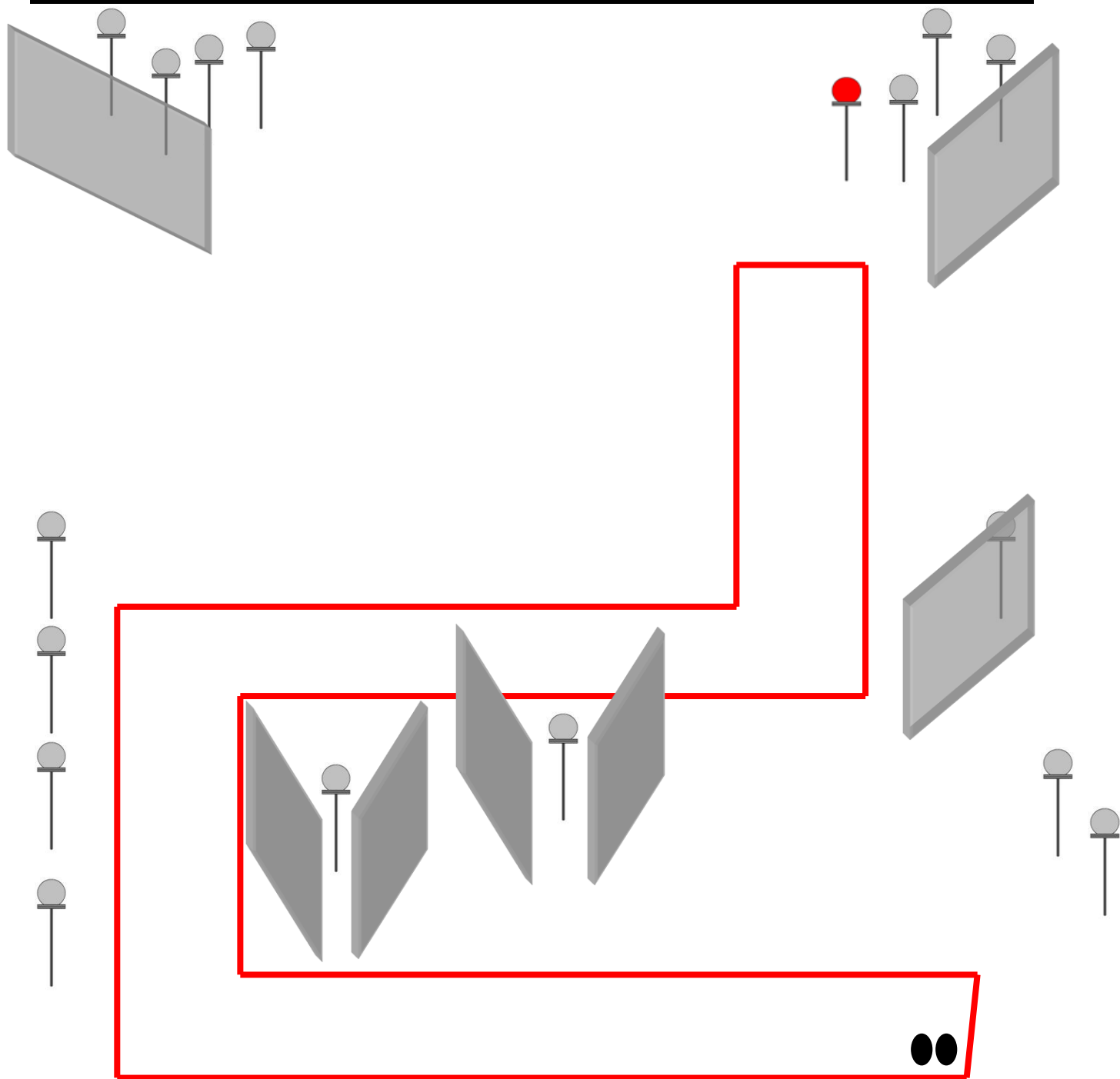
Per chi proviene dall'Autostrada A4 (da Milano): Uscita Brescia Est (direzione Montichiari)

Stage 1- Birdshot



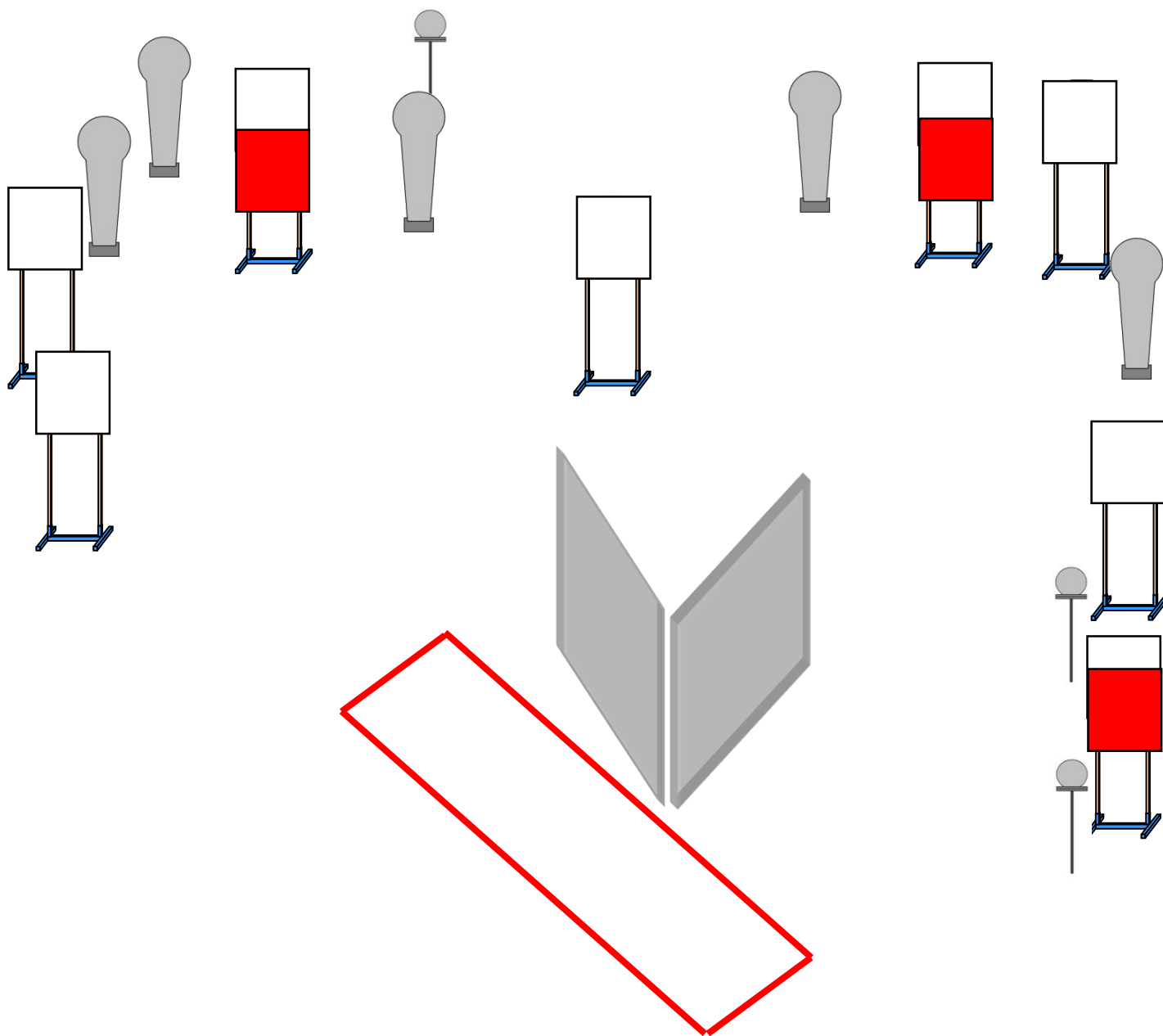
STAGE INFO BIRDSHOT			
TYPE:	Short Course.	TARGETS:	8 IPSC Plates
ROUNDS TO BE SCORED:		8 Rounds	
DISTANCES:	7-20 m	MAX POINTS:	40 Points.
START:	Audible signal		
SHOTGUN READY POSITION:	Standing relax anywhere in the shooting area		
PROCEDURE:	At start signal engage all targets as they become visible, from within the designated area.		

Stage 2 - Birdshot



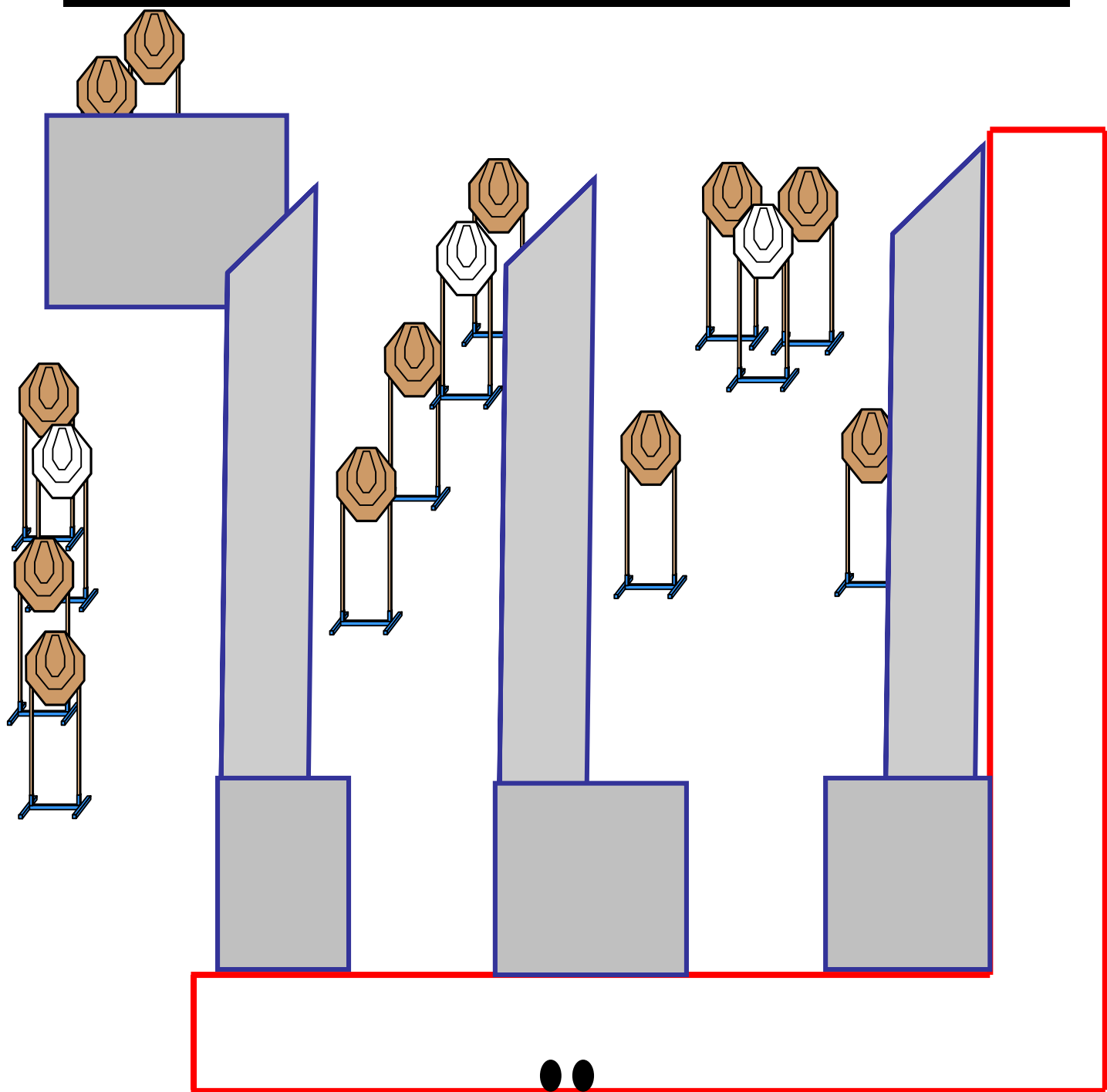
STAGE INFO BIRDSHOT			
TYPE:	Medium Course.	TARGETS:	16 IPSC Plates
ROUNDS TO BE SCORED:		16 Rounds	
DISTANCES:	7-12 m	MAX POINTS:	80 Points.
START:	Audible signal		
SHOTGUN READY POSITION:	Standing relax heels touching the marks, gun loaded , chamber empty opt 2		
PROCEDURE:	At start signal engage all targets as they become visible, from within the designated area.		

Stage 3 - Buck



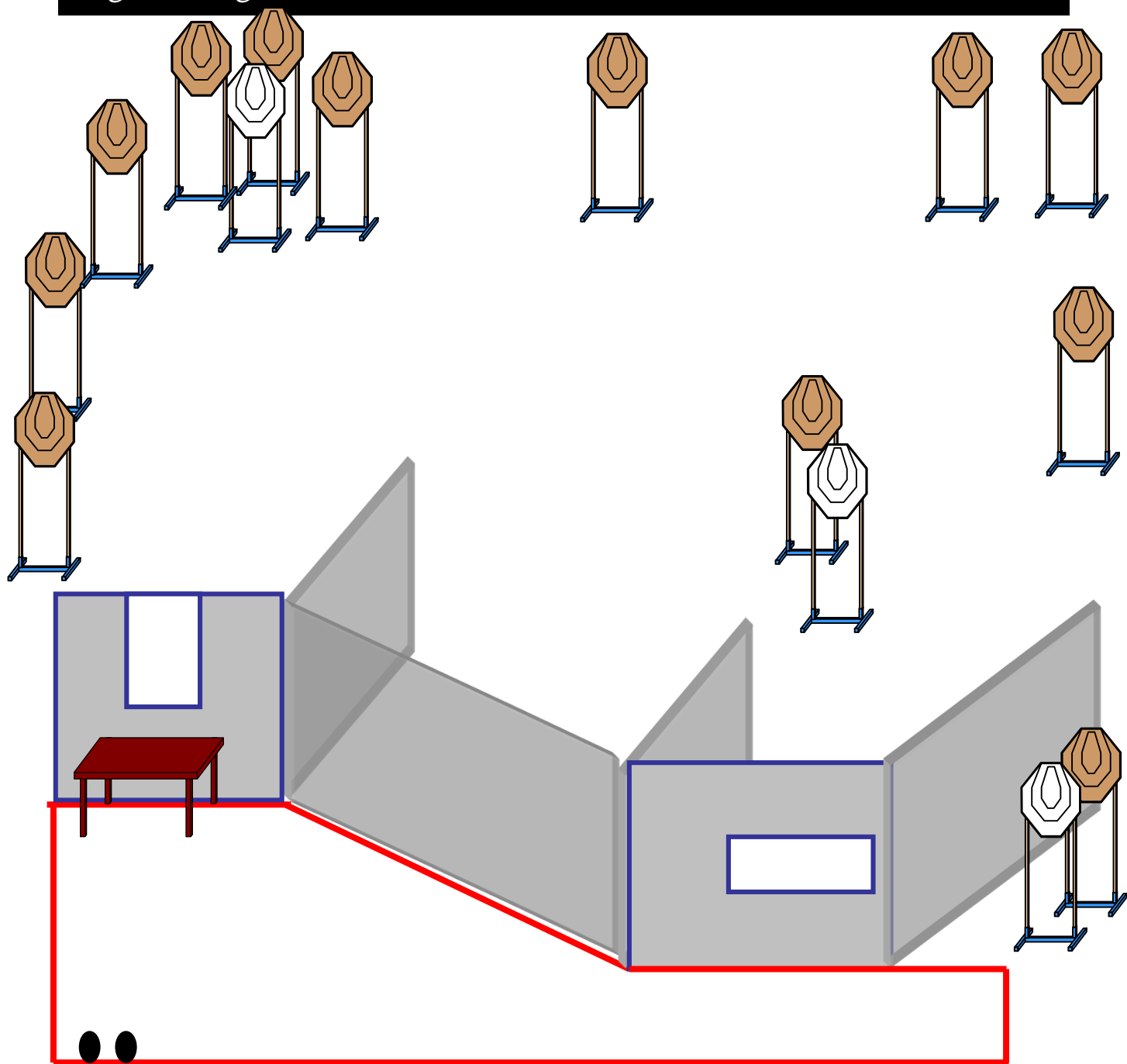
STAGE INFO BUCKSHOT MAX 9 PELLETS			
TYPE:	Medium Course.	TARGETS:	8 IPSC Plates, 3 IPSC Popper, 8 IPSC A4 Target
ROUNDS TO BE SCORED:	16 Rounds		
DISTANCES:	10-25 m	MAX POINTS:	130 Points.
START:	Audible signal		
SHOTGUN READY POSITION:	Standing relax anywhere in the shooting area		
PROCEDURE:	At start signal engage all targets as they become visible, from within the designated area.		

Stage 4 - Slug



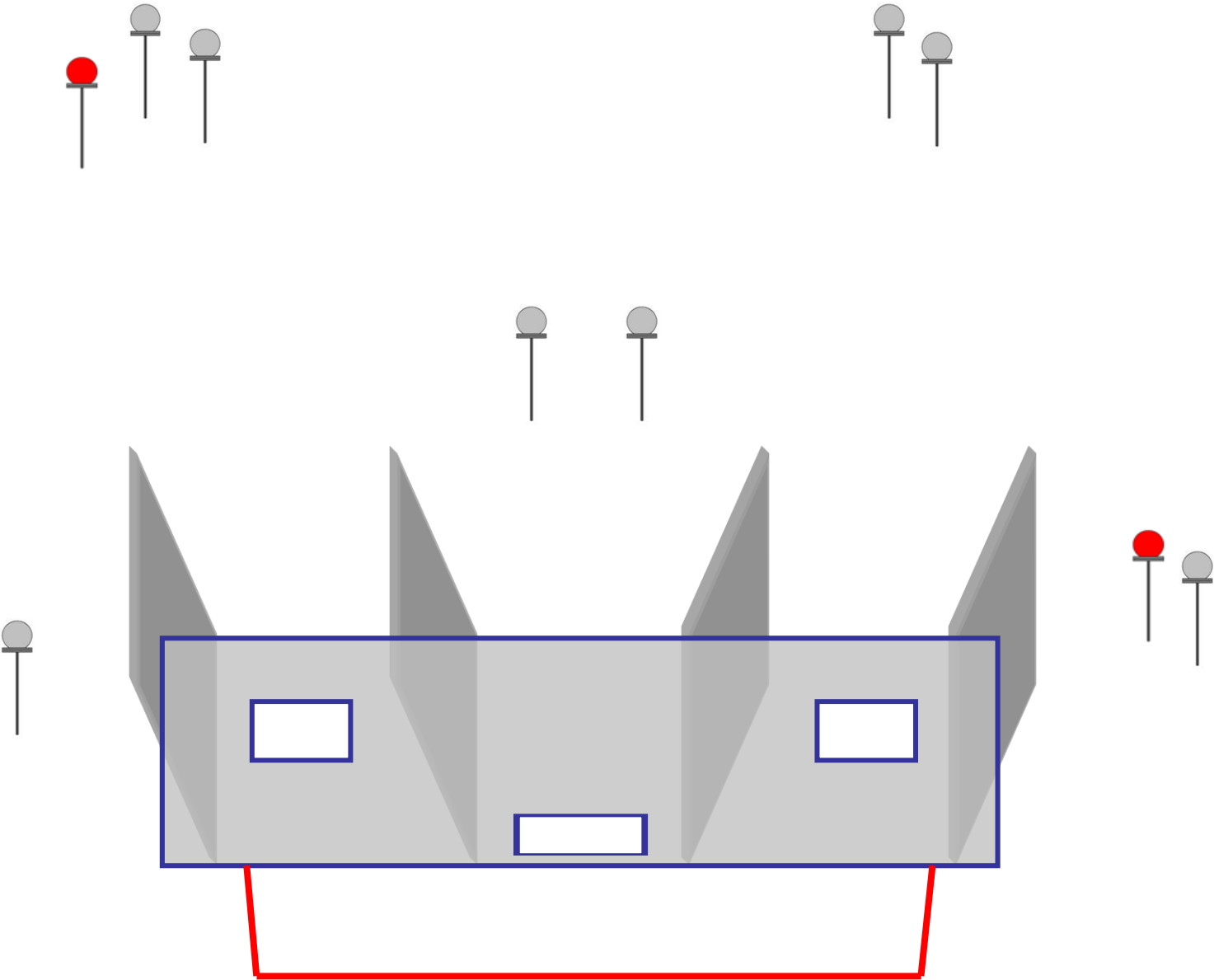
STAGE INFO SLUG			
TYPE:	MediumCourse.	TARGETS:	12 IPSC Target
ROUNDS TO BE SCORED:		12 Rounds	
DISTANCES:	5-30 m	MAX POINTS:	60 Points.
START:	Audibile signal		
SHOTGUN READY POSITION:	Standing relax ,heels touching the marks, gun opt 3		
PROCEDURE:	At start signal engage all targets as they become visible, from within the designated area.		

Stage 5 - Slug



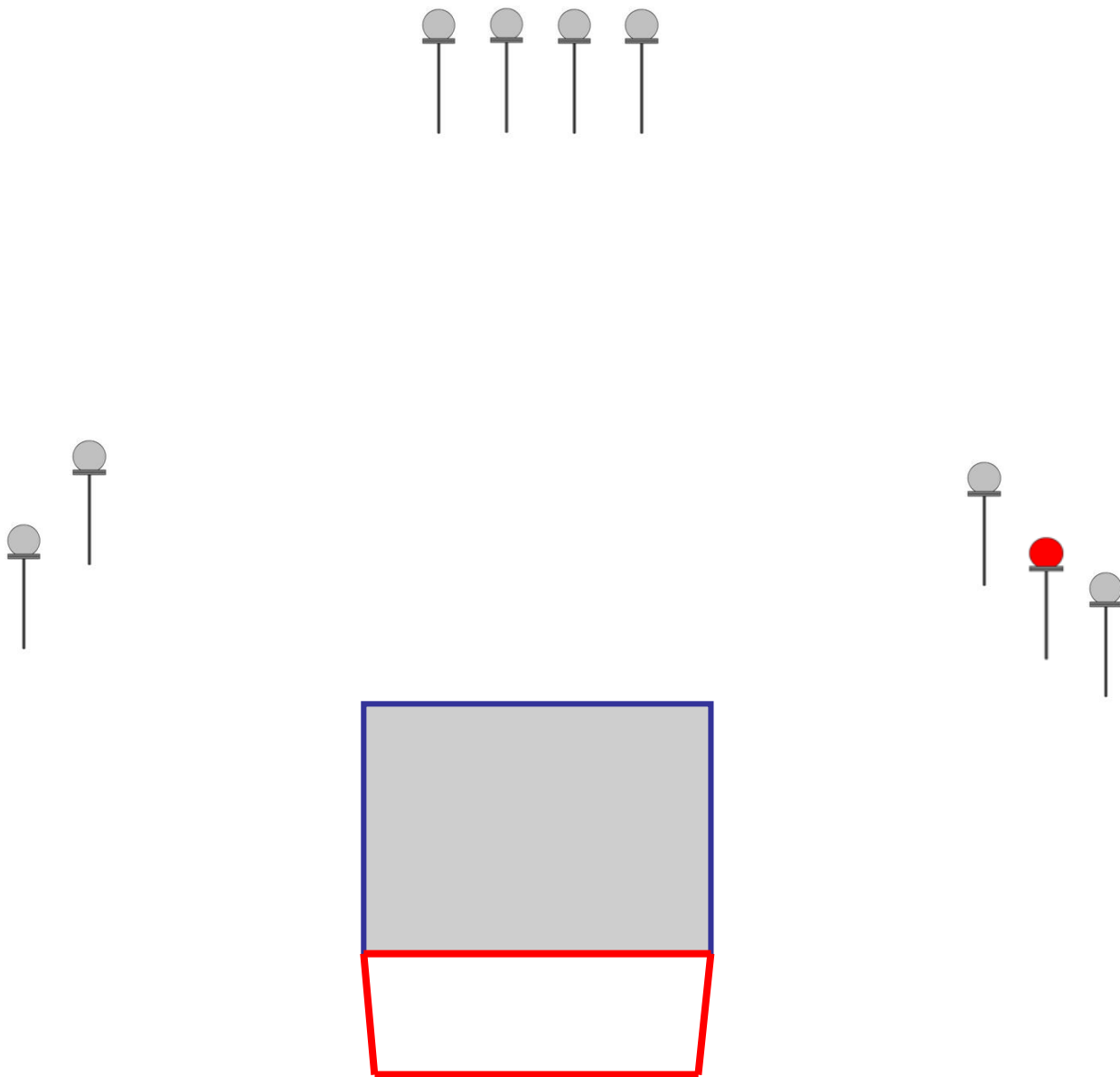
STAGE INFO SLUG			
TYPE:	Medium Course.	TARGETS:	12 IPSC Traget
ROUNDS TO BE SCORED:		12 Rounds	
DISTANCES:	7-20 m	MAX POINTS:	6 0 Points.
START:	Audibile signal		
SHOTGUN READY POSITION:	Standing relax ,heels touching the marks,gun loaded opt1 flat on the table		
PROCEDURE:	At start signal engage all targets as they become visible, from within the designated area.		

Stage 6 - Birdshot



STAGE INFO BIRDSHOT			
TYPE:	Short Course.	TARGETS:	8 IPSC Plates
ROUNDS TO BE SCORED::	8Rounds		
DISTANCES:	7-20 m	MAX POINTS:	40 Points.
START:	Audibile signal		
SHOTGUN READY POSITION:	Standing relax anywhere in the shooting area		
PROCEDURE:	At start signal engage all targets as they become visible, from within the designated area.		

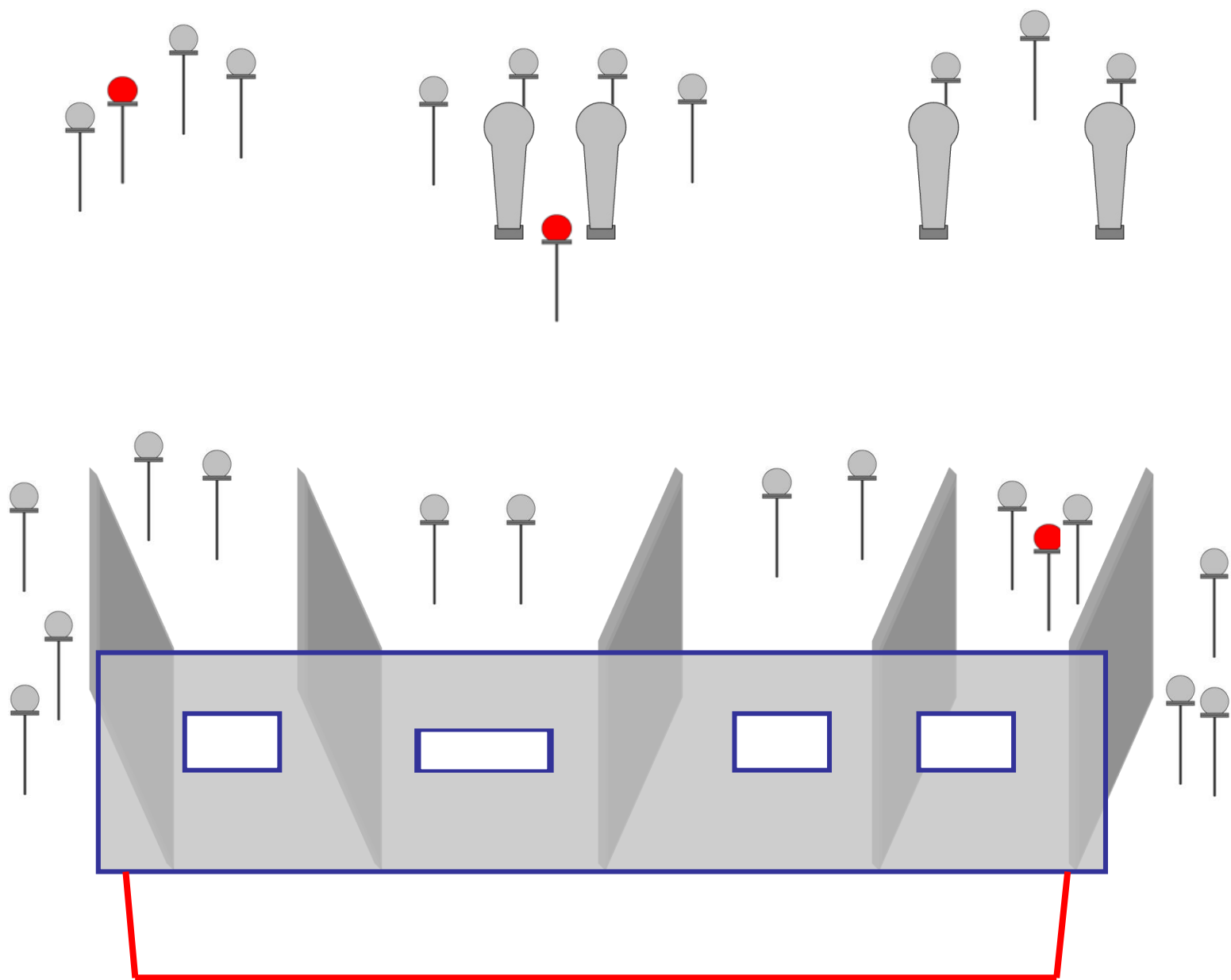
Stage 7- Birdshot



STAGE INFO BIRDSHOT

TYPE:	Short Course.	TARGETS:	8 IPSC Plates
ROUNDS TO BE SCORED:	8 Rounds		
DISTANCES:	7-20 m	MAX POINTS:	40 Points.
START:	Audible signal		
SHOTGUN READY POSITION:	Standing relax anywhere in the shooting area		
PROCEDURE:	At start signal engage all targets as they become visible, from within the designated area.		

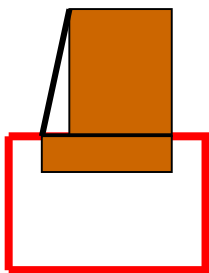
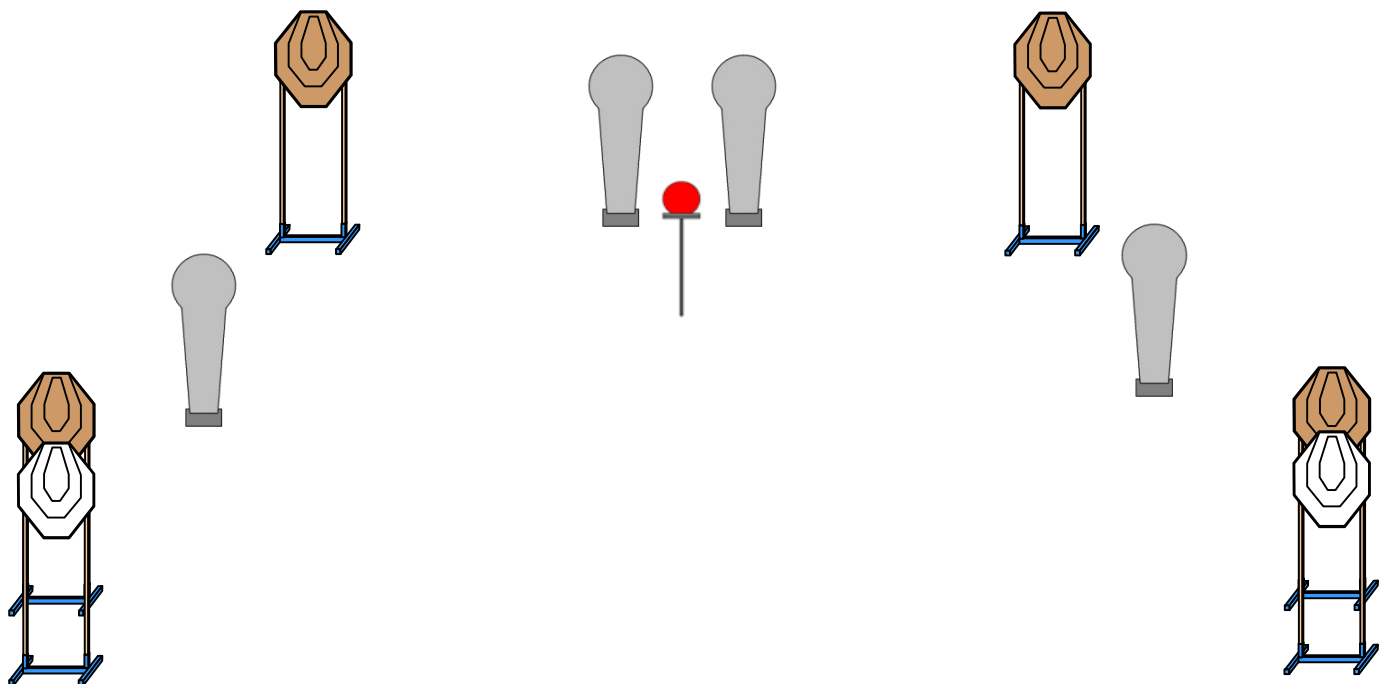
Stage 8 - Birdshot



STAGE INFO BIRDSHOT

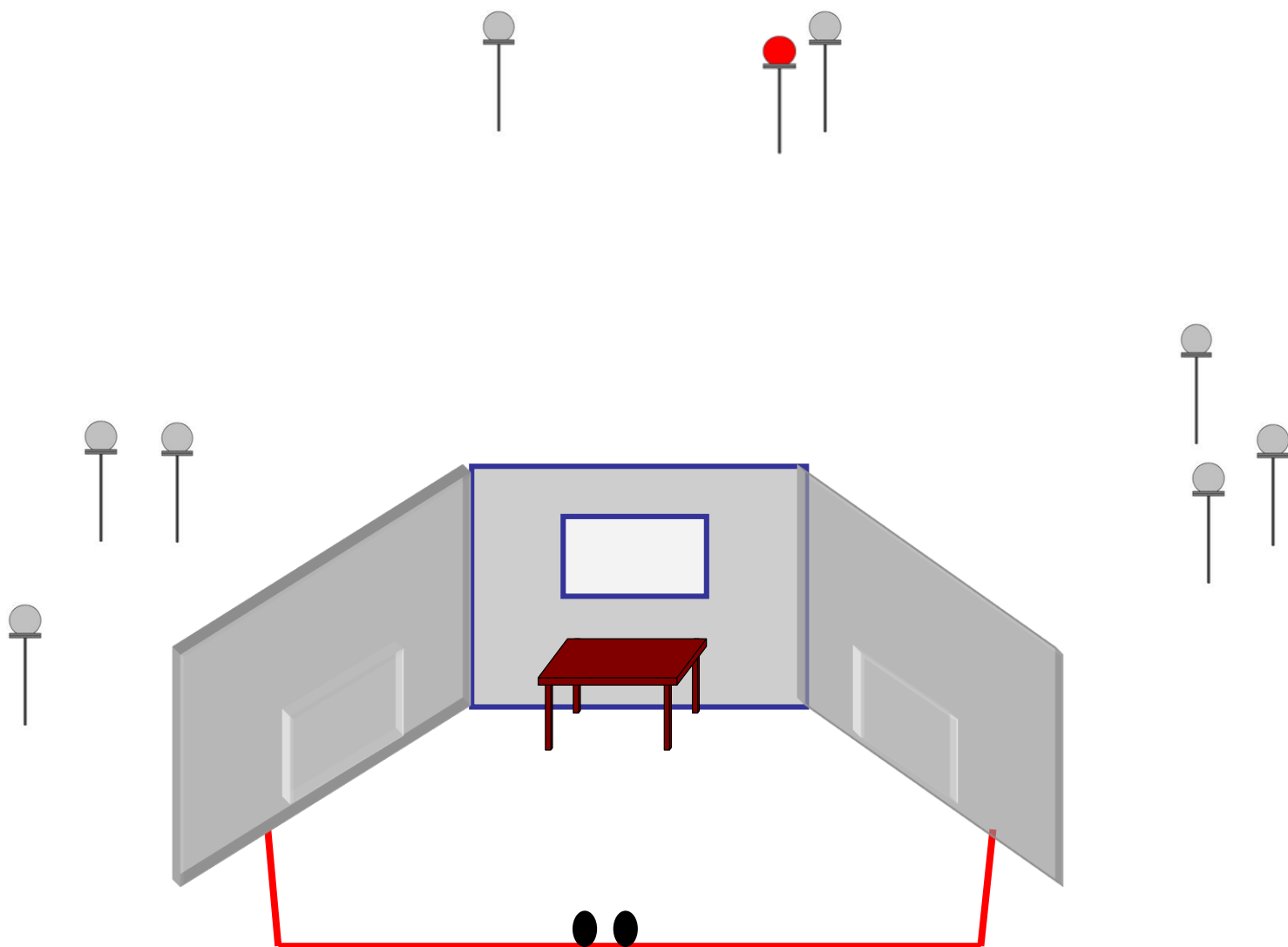
TYPE:	Long Course.	TARGETS:	24 IPSC Plates 4 IPSC Popper
ROUNDS TO BE SCORED:	28 Rounds		
DISTANCES:	7-20 m	MAX POINTS:	140 Points.
START:	Audible signal		
SHOTGUN READY POSITION:	Standing relax anywhere in the shooting area		
PROCEDURE:	At start signal engage all targets as they become visible, from within the designated area.		

Stage 9 - Buckshot



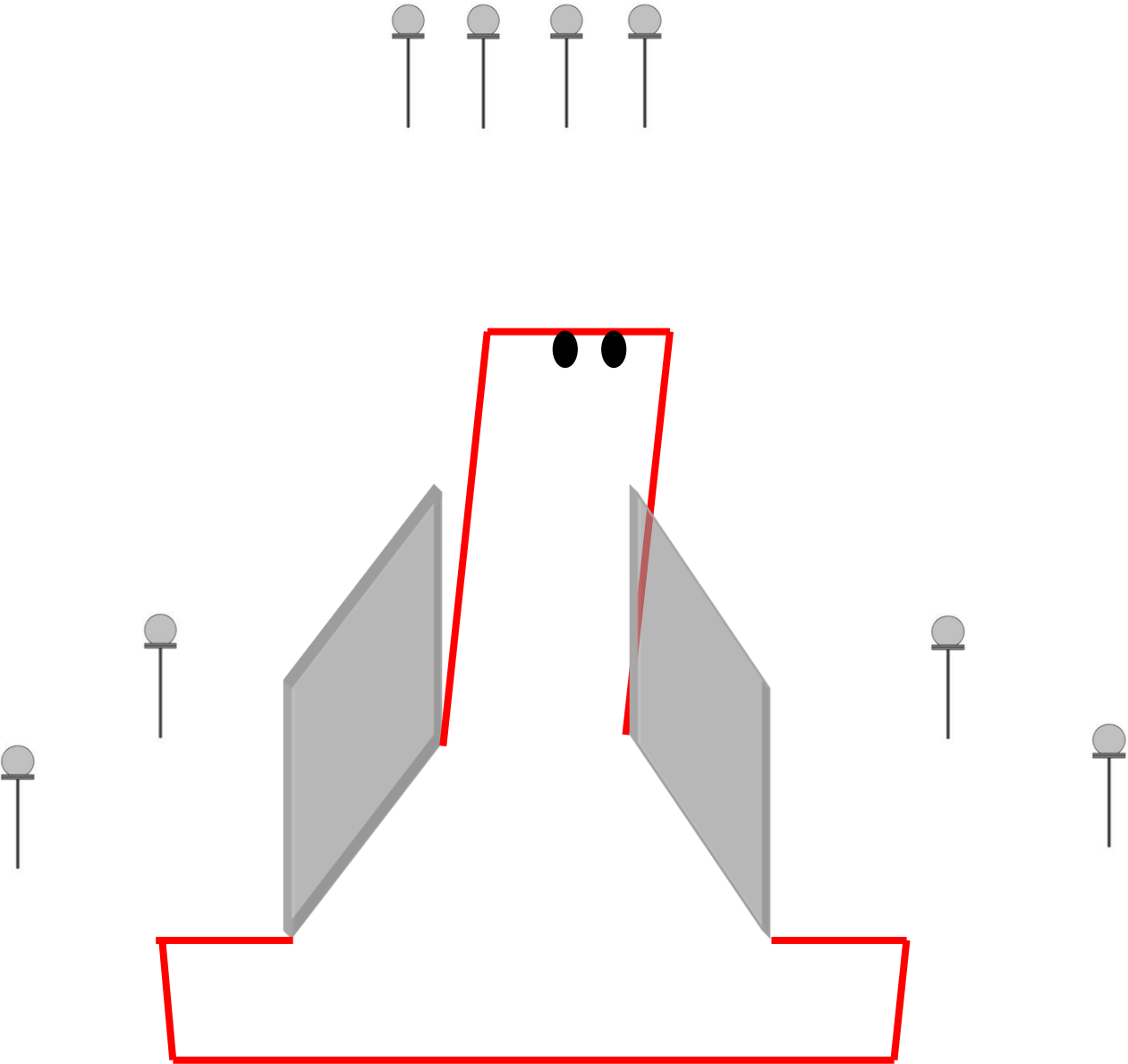
STAGE INFO BUCKSHOT MAX 9 PELLETS			
TYPE:	Short Course.	TARGETS:	4IPSC Popper, 4 IPSC Popper
ROUNDS TO BE SCORED:		8Rounds	
DISTANCES:	7-25 m	MAX POINTS:	60 Points.
START:	Audible signal		
SHOTGUN READY POSITION:	Standing relax anywhere in the shooting area, gun loaded, chamber empty , opt2, on the gun rack		
PROCEDURE:	At start signal engage all targets as they become visible, from within the designated area.		

Stage 10- Birdshot



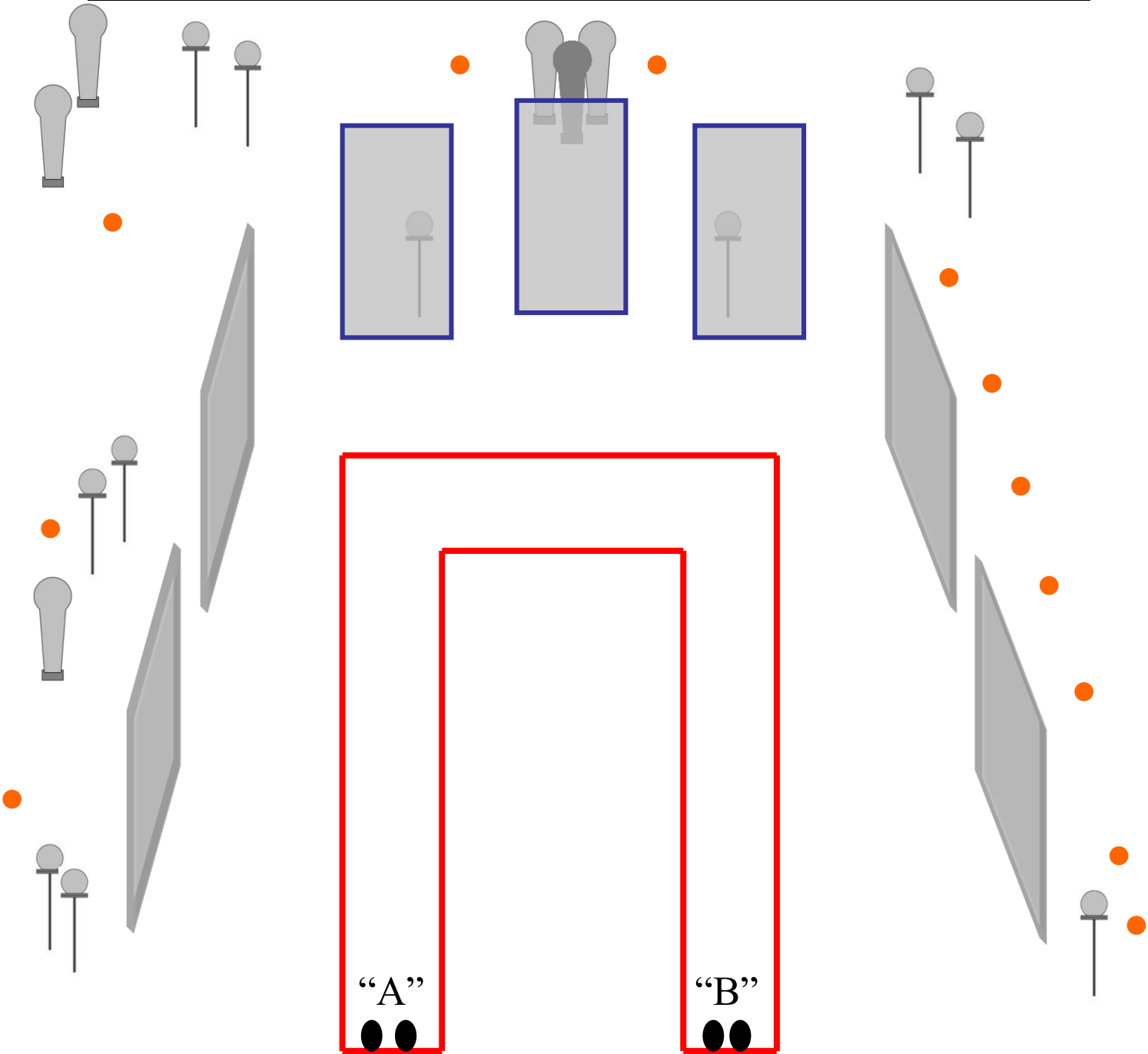
STAGE INFO BIRDSHOT			
TYPE:	Short Course.	TARGETS:	8 IPSC Plates
ROUNDS TO BE SCORED:		8Rounds	
DISTANCES:	7-20 m	MAX POINTS:	40 Points.
START:	Audibile signal		
SHOTGUN READY POSITION:	Standing relax ,heels touching the marks, gun loaded , chamber empty flat on the table		
PROCEDURE:	At start signal engage all targets as they become visible, from within the designated area.		

Stage 11- Birdshot



STAGE INFO BIRDSHOT			
TYPE:	Short Course.	TARGETS:	8 IPSC Plates
ROUNDS TO BE SCORED:		8 Rounds	
DISTANCES:	7-20 m	MAX POINTS:	40 Points.
START:	Audible signal		
SHOTGUN READY POSITION:	Standing relax, toes touch in the marks		
PROCEDURE:	At start signal engage all targets as they become visible, from within the designated area.		

Stage 12- Birdshot

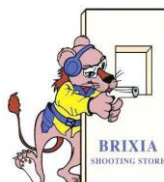


STAGE INFO BIRDSHOT			
TYPE:	Long Course.	TARGETS:	11 IPSC Plates, 12 Clays 5 IPSC Popper
ROUNDS TO BE SCORED:		28 Rounds	
DISTANCES:	7-20 m	MAX POINTS:	140 Points.
START:	Audible signal		
SHOTGUN READY POSITION:	Standing relax heels touching the marks, in "A" or in "B"		
PROCEDURE:	At start signal engage all targets as they become visible, from within the designated area.		

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