

*presenta*

**Dynamic Shotgun 2024**

# **5th Shotgun Championship Italy**

**07-set-24**

**12 STAGE / 166 colpi minimi / 855 punteggio massimo**

***Match Director: Mauro Di Prospero***

**Campo di tiro " Vado la Mola "**

**contatti e-mail: [mdpshooting@libero.it](mailto:mdpshooting@libero.it) cell 3341827470**

**Contatti:** ASD 334 1827470 - Match Director

**e-mail:** [mdpshooting@libero.it](mailto:mdpshooting@libero.it)

**Iscrizioni:** via telematica sul sito web [www.fitds.it](http://www.fitds.it) MA.RE, - Match Registration

**Munizionamento:** Libero ogni tipo di munizionamento a cura del tiratore;

**Ristorazione:** sul campo è presente un punto di ristoro;

**Regolamento:** FITDS/IPSC rulebook last edition

**Classifiche:** Standard, Modified, Standard Manual e Open

**Premiazioni:** come da regolamento sportivo edizione 2024

**orario venerdì** eventuale

**Orari Sabato:** Unico turno breafing ore 08.00 - start ore 08.15

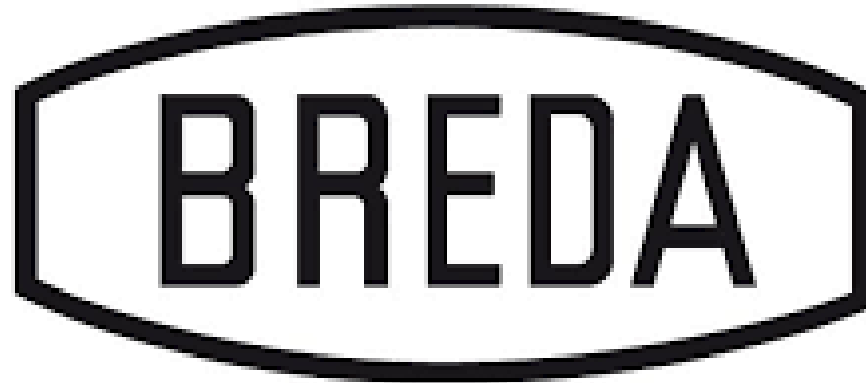
**Orari Domenica:** NON PREVISTO

**Range Master** a cura del S.A.F.R.O.

**Range Officer** a cura del 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  
L'organizzazione declina ogni responsabilità per il mancato rispetto delle norme di Legge in vigore  
Si richiama il rispetto del Regolamento Sportivo in vigore relativamente alle prescrizioni su abbigliamento e accessori*

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Via Pontinia, 62 - 04100 Latina

Laboratorio dell'Udito  
Tel. 0773.17.61.981

## ***HOTELS***

Park Hotel : Via dei Monti Lepini 25 Latina 0773240295 [www.parkhotel.it](http://www.parkhotel.it)

Bed & Breakfast A Casa di Sonia : Via Monticchio 73 Sermoneta 0773319572 [www.acasadisonia.it](http://www.acasadisonia.it)

Agriturismo Valle dell'Usignolo : Via Vigna Riccelli 2 Sermoneta 0773318629

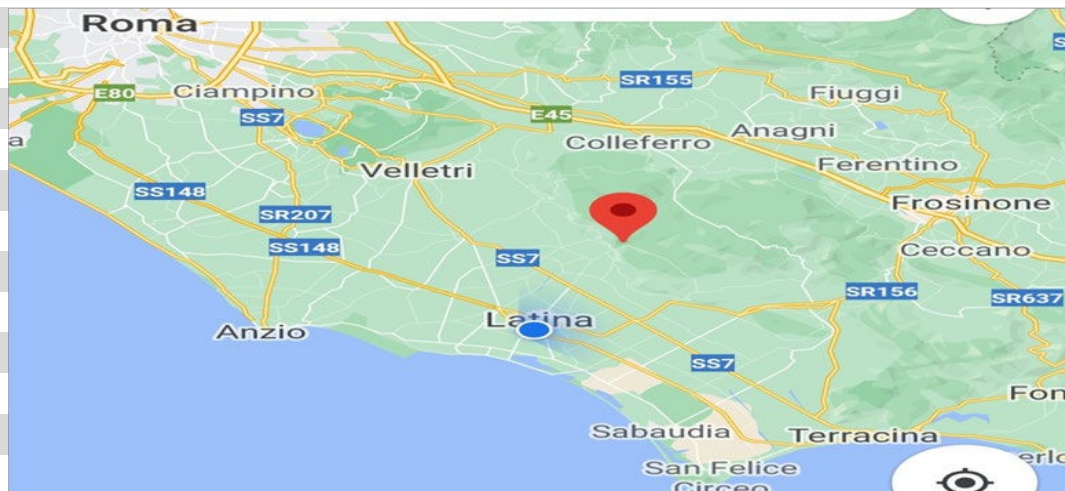
**HOTEL EUROPA :** Via E. Filiberto 14 Latina 0773407199 [www.hoteleuropalatina.com](http://www.hoteleuropalatina.com)

Agriturismo Ali & Radici: Via Ninfina I, 3 Cisterna di Latina 3391250666

### ***Come raggiungerci***

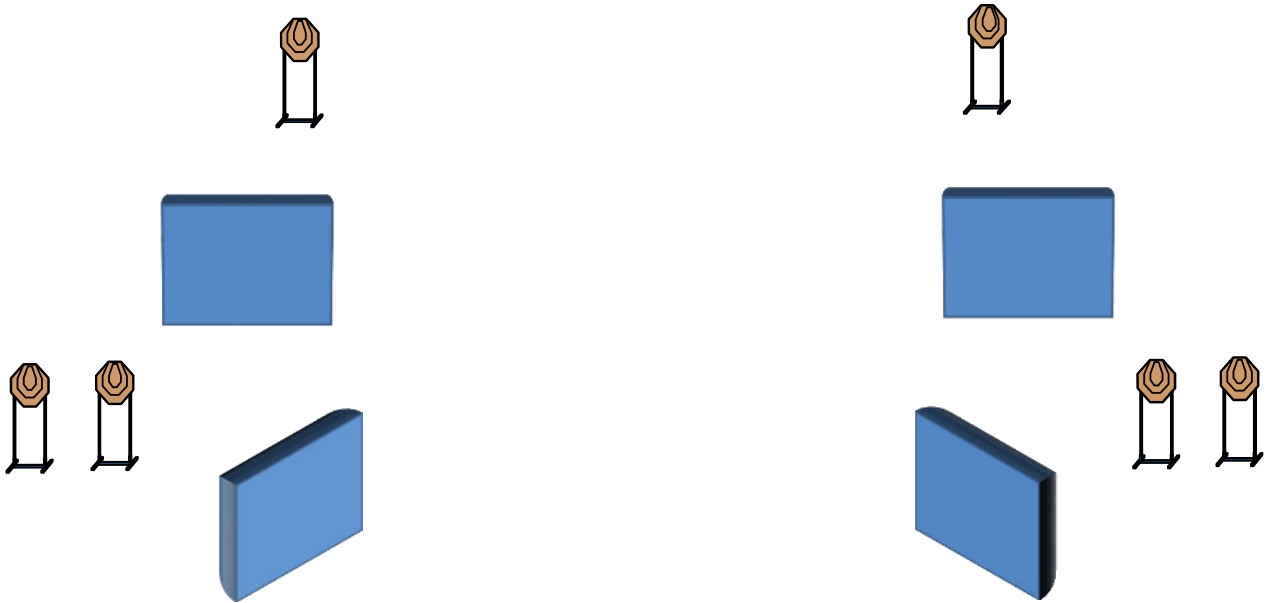
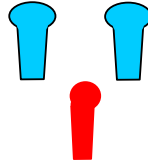
Dall'Autostrada A1 uscita Valmontone proseguire su SP600 per Artena, continuare su SP81a per Giulianello e Cori, continuare su via Le Pastine fino al bivio di Doganella di Ninfa. Continuare per Sermoneta Scalo, Abbazia di Valvisciolo proseguire 800 m. fino Ingresso a dx. Dalla SS Pontina proseguire fino a Latina Scalo, da qui proseguire per Sermoneta Scalo e a seguire Abbazia di Valvisciolo. Dall'Abbazia proseguire per 800 m. su via Valvisciolo verso Bassiano l'Ingresso del Poligono a dx

***COORDINATE GPS : LATITUDINE 41.5739891      LONGITUDINE 12.9886637***





## Stage 1:

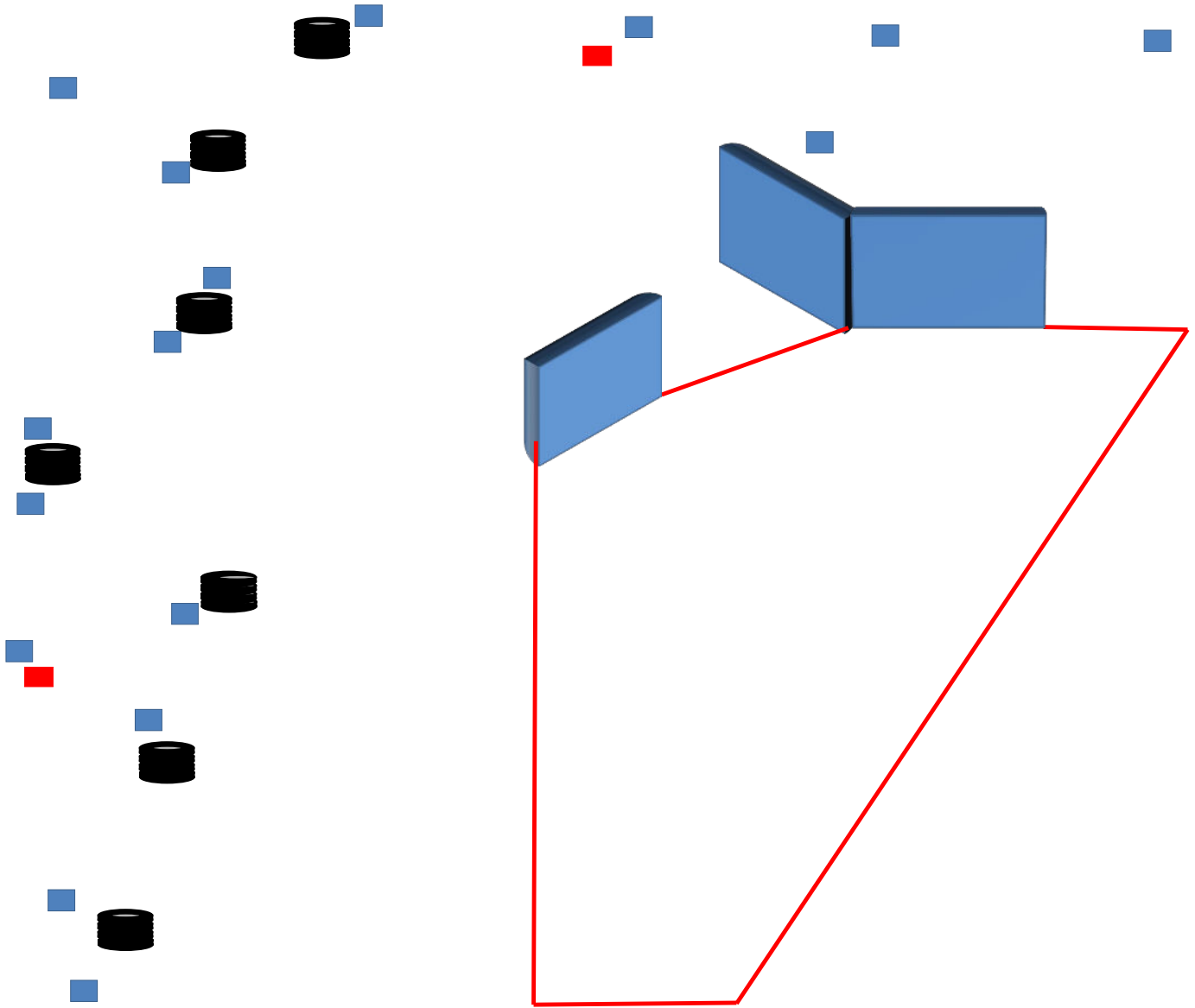


**A**

**B**

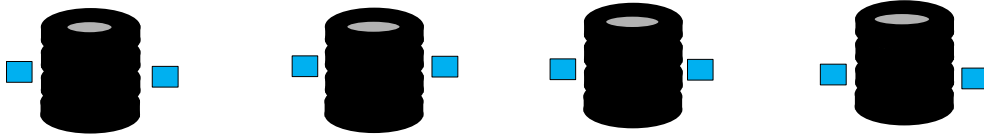
<b>Type:</b>	Short Course	<b>Targets:</b>			
<b>Minimum number of rounds</b>	8	IPSC Targets	6	IPSC Mini Targets	0
<b>Maximum Points:</b>	40	IPSC Poppers	2	IPSC Mini Poppers	0
<b>Ammunition type</b>	SLUG	Plates	0	Clays	0
<b>Start:</b>	Audible Signal	No-Shoots	1		
<b>Start Position:</b>	Standing erect with one foot touching the mark in "A" or "B", shotgun in the ready condition, held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard - as demonstrated. Point 8.2.2.1.				
<b>Shotgun Ready Condition:</b>	Loaded (Option 1)				
<b>Procedure:</b>	At the start signal engage all target as they became visible - Safety angles: $\pm 90^\circ$ Azimuth and top of the berms.				
<b>Number of scoring hits for paper targets</b>	1				

## Stage 2:



<b>Type:</b>	Medium Course	<b>Targets:</b>			
<b>Minimum number of rounds</b>	16	Clays	0	IPSC Mini Targets	0
<b>Maximum Points:</b>	80	IPSC Poppers	0	IPSC Mini Poppers	0
<b>Ammunition type</b>	Birdshot	Plates	16		
<b>Start:</b>	Audible Signal	No-Shoots	2		
<b>Start Position:</b>	Standing erect anywhere in the demarcated shooting area, shotgun in the ready condition, held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard - as demonstrated. Point 8.2.2.1.				
<b>Shotgun Ready Condition:</b>	Loaded (Option 1)				
<b>Procedure:</b>	At the start signal engage all target as they became visible – Scoring may commence while shooting is in progress please let us know if you wish to use a delegate.				

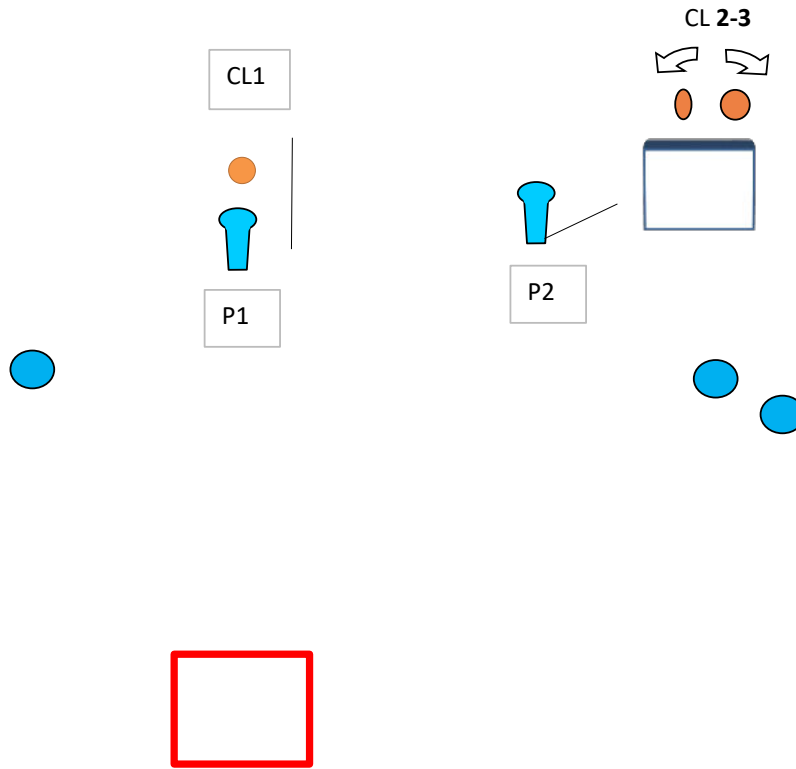
### Stage 3:



<b>Type:</b>	Short Course	<b>Targets:</b>			
<b>Minimum number of rounds</b>	8	Clay	0	IPSC Mini Targets	0
<b>Maximum Points:</b>	40	IPSC Poppers	0	IPSC Mini Poppers	0
<b>Ammunition type</b>	Birdshot	Plates	8		
<b>Start:</b>	Audible Signal	No-Shoots	0		
<b>Start Position:</b>	Standing erect anywhere in the demarcated shooting area, shotgun in the ready condition, held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard - as demonstrated. Point 8.2.2.1.				
<b>Shotgun Ready Condition:</b>	Loaded (Option 1)				
<b>Procedure:</b>	At the start signal engage all target as they became visible – Scoring may commence while shooting is in progress please let us know if you wish to use a delegate.				

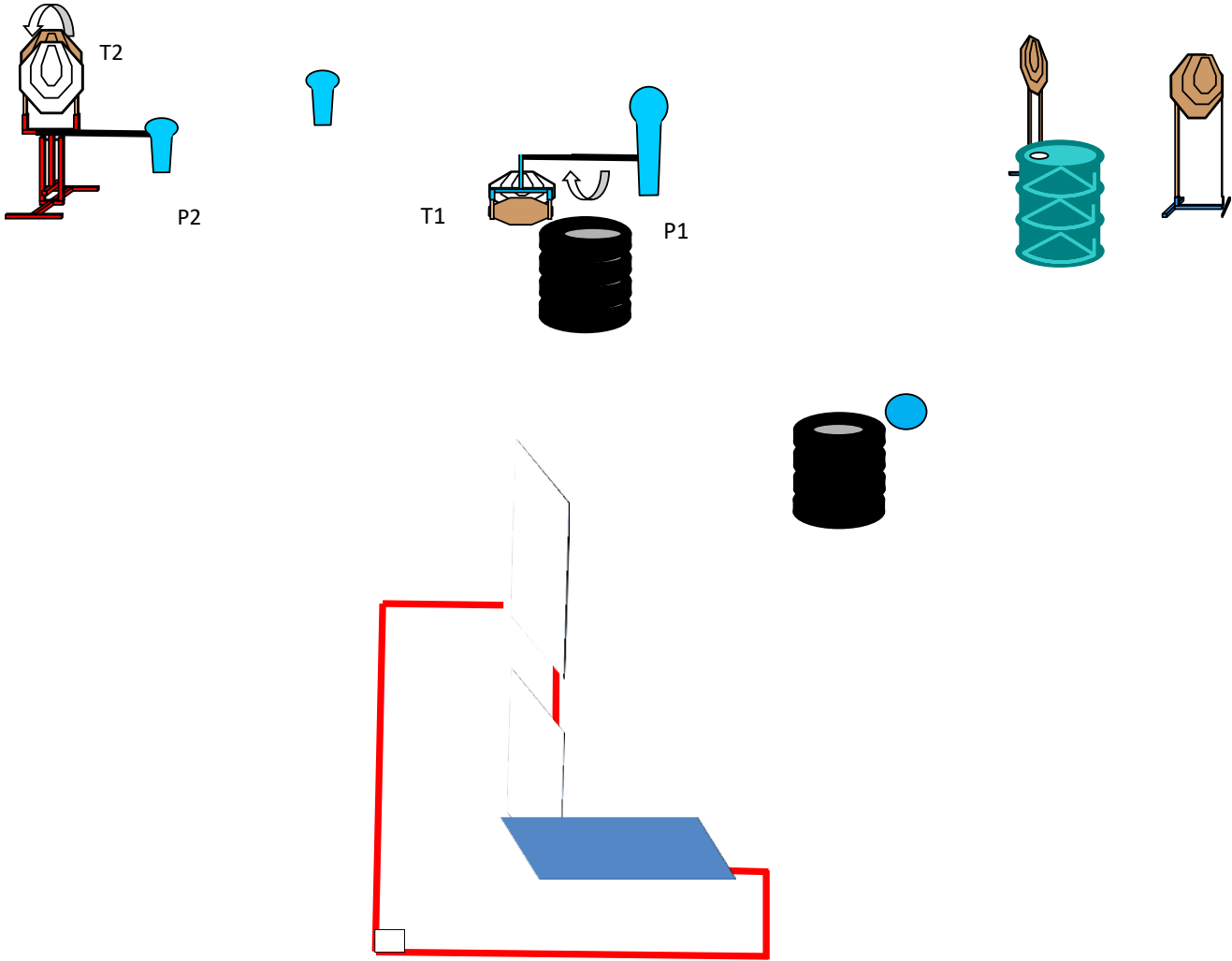


## Stage 4:



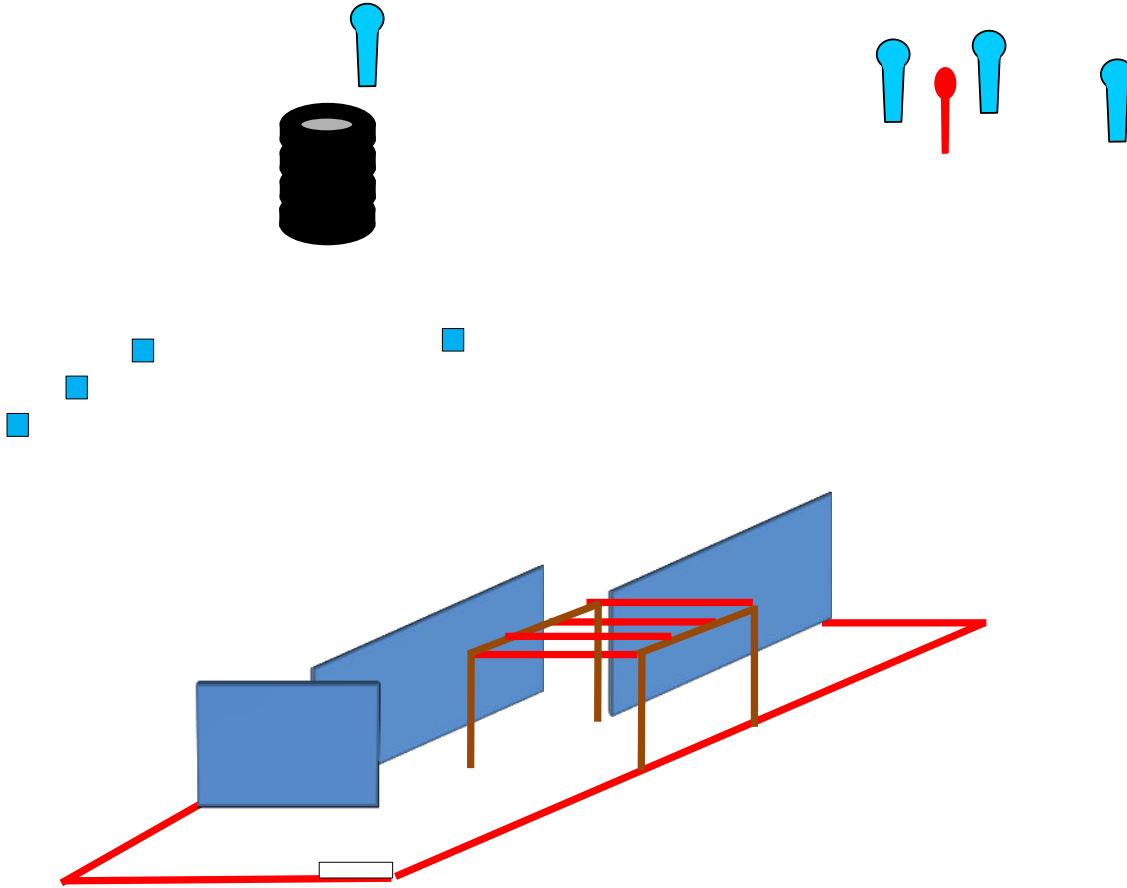
<b>Type:</b>	Short Course	<b>Targets:</b>			
<b>Minimum number of rounds</b>	8	IPSC Caly	3	IPSC Mini Targets	0
<b>Maximum Points:</b>	45	IPSC Poppers	0	IPSC Mini Poppers	2
<b>Ammunition type</b>	Birdshot	Plates	3		
<b>Start:</b>	Audible Signal	No-Shoots	0		
<b>Start Position:</b>	Standing erect anywhere in the demarcated shooting area, shotgun in the ready condition, held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard - as demonstrated. Point 8.2.2.1.				
<b>Shotgun Ready Condition:</b>	Loaded (Option 1)				
<b>Procedure:</b>	P1 activates moving CL1 Swinger Clays BONUS - P2 activates moving CL2-3 Swinger Clays that remain visible at Rest – At the start signal engage all target as they became visible – Scoring may commence while shooting is in progress please let us know if you wish to use a delegate.				

## Stage 5:



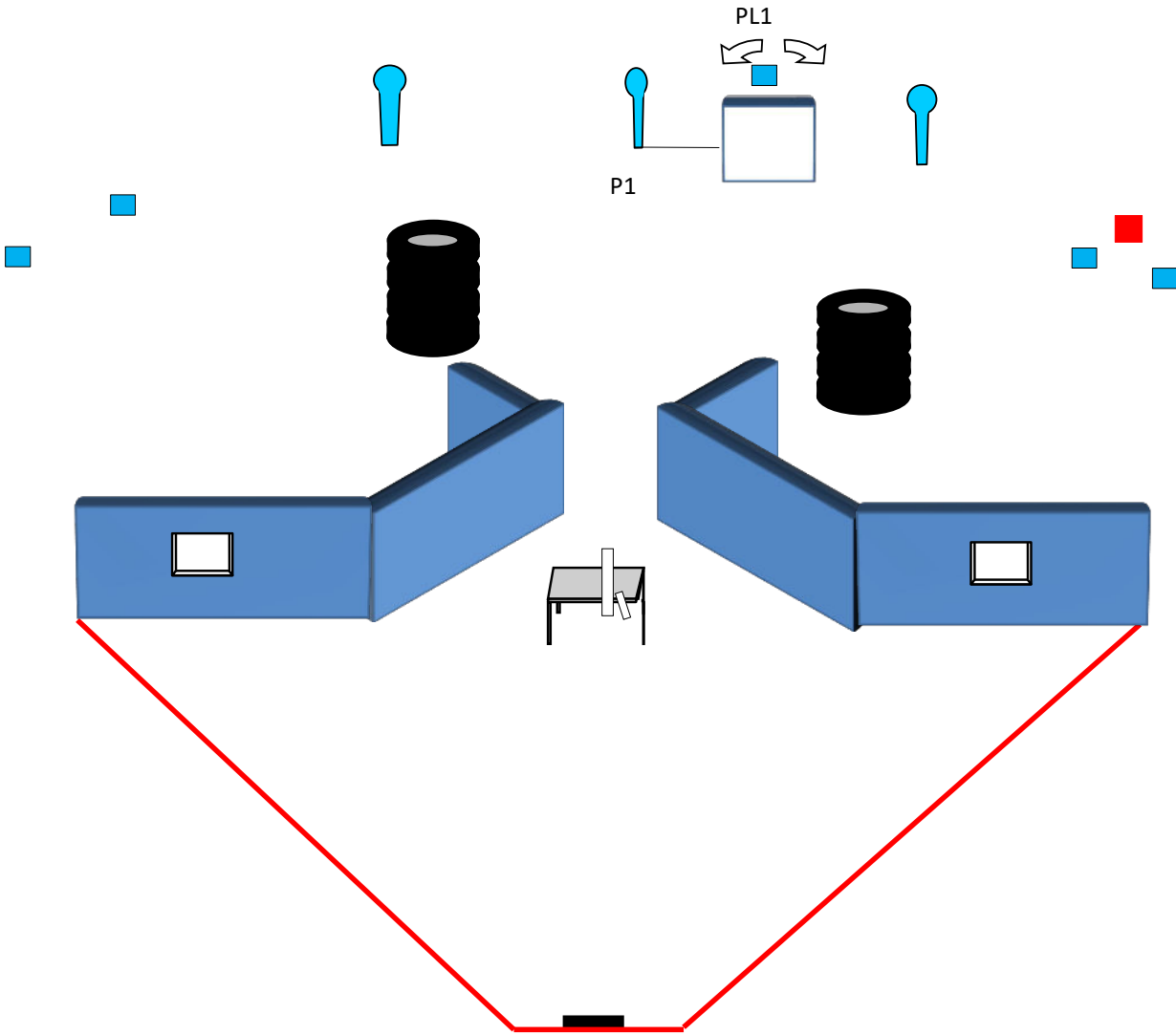
<b>Type:</b>	Short Course	<b>Targets:</b>			
<b>Minimum number of rounds</b>	8	IPSC Targets	4	IPSC Mini Targets	0
<b>Maximum Points:</b>	60	IPSC Poppers	1	IPSC Mini Poppers	2
<b>Ammunition type</b>	<b>Buckshot MAX 9 PELLET</b>	Plates	1	Clays	0
<b>Start:</b>	Audible Signal	No-Shoots	2		
<b>Start Position:</b>	Standing erect with one foot touching the mark, shotgun in the ready condition, held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard - as demonstrated. Point 8.2.2.1. Number of scoring hits for paper targets 2				
<b>Shotgun Ready Condition:</b>	Loaded (Option 1)				
<b>Procedure:</b>	IPSC popper P1 activates moving IPSC Target T1 and IPSC mini popper P2 activates moving IPSC Target T2. Moving targets remain visible at Rest - At the start signal engage all target as they became visible – Scoring may commence while shooting is in progress please let us know if you wish to use a delegate.				
<b>Number of scoring hits for</b>	2				

## Stage 6:



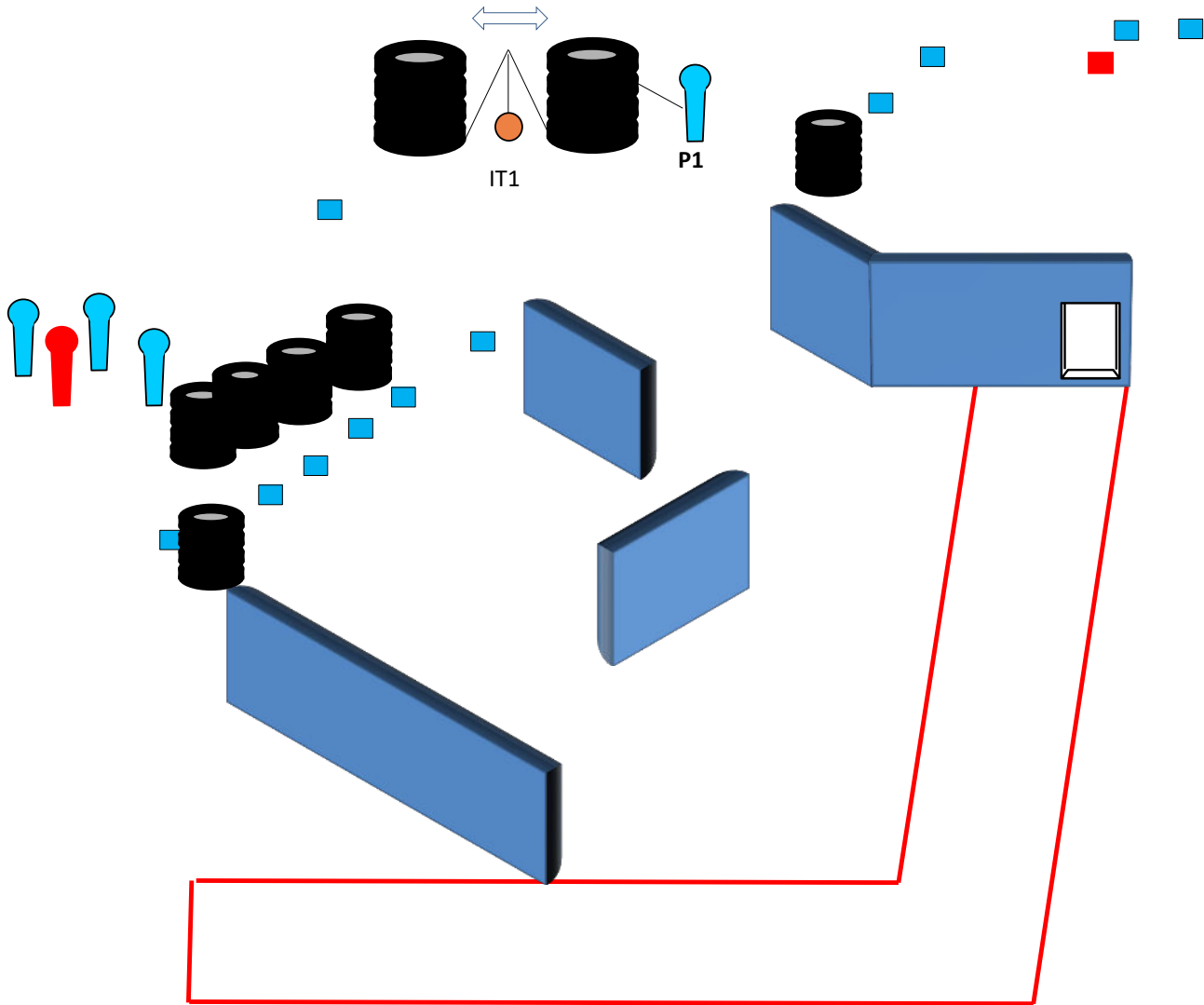
<b>Type:</b>	Short Course	<b>Targets:</b>			
<b>Minimum number of rounds</b>	8	IPSC Targets	0	IPSC Mini Targets	0
<b>Maximum Points:</b>	40	IPSC Poppers	0	IPSC Mini Poppers	4
<b>Ammunition type</b>	Birdshot	Plates	4		
<b>Start:</b>	Audible Signal	No-Shoots	1		
<b>Start Position:</b>	Standing erect with heels touching the mark, shotgun in the ready condition, held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard - as demonstrated. Point 8.2.2.1.				
<b>Shotgun Ready Condition:</b>	Unloaded (Option 3)				
<b>Procedure:</b>	There is a Cooper tunnel on the stage - At the start signal engage all target as they became visible – Scoring may commence while shooting is in progress please let us know if you wish to use a delegate.				

## Stage 7:



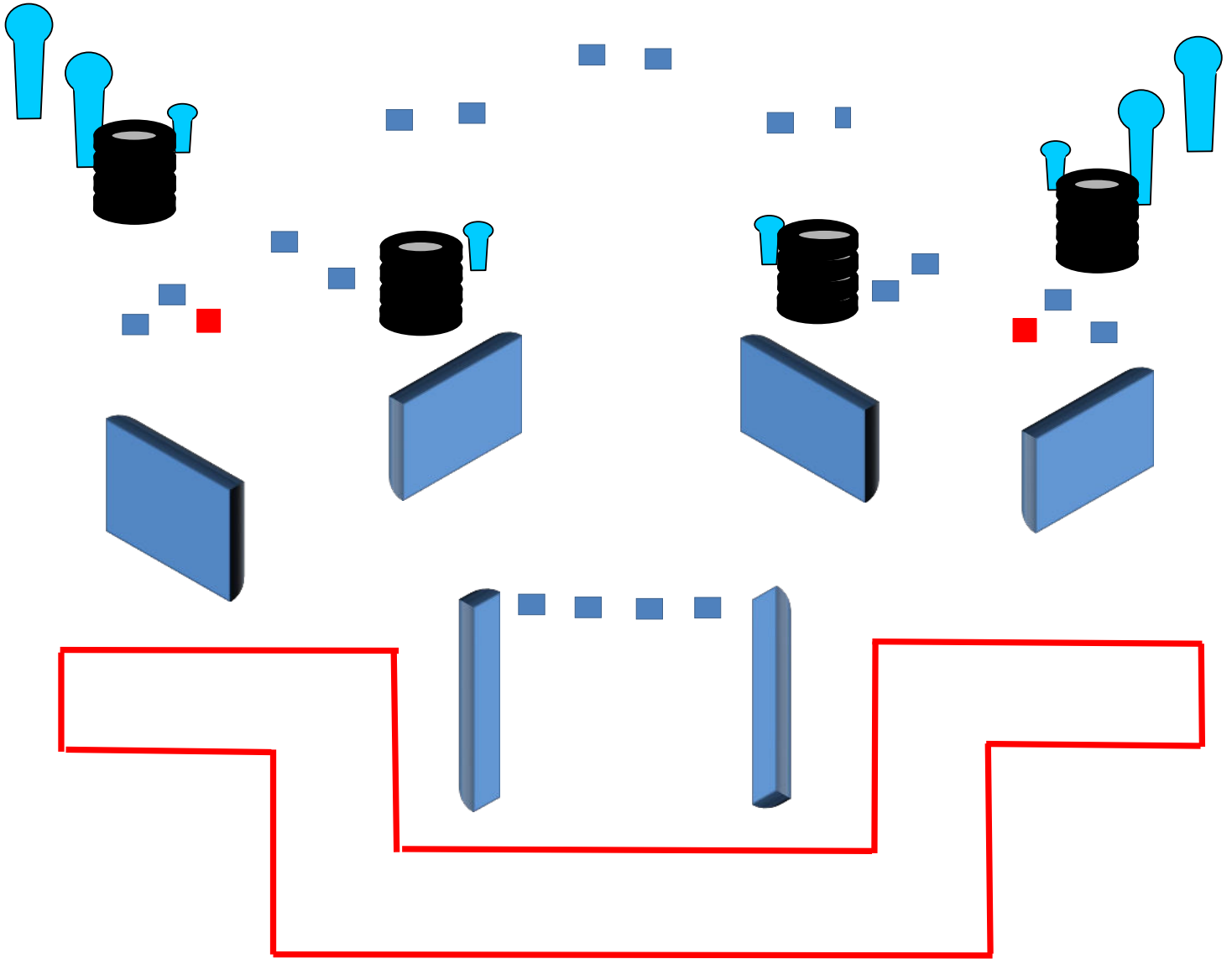
<b>Type:</b>	Short Course	<b>Targets:</b>			
<b>Minimum number of rounds</b>	8	IPSC Targets	0	IPSC Mini Targets	0
<b>Maximum Points:</b>	40	IPSC Poppers	0	IPSC Mini Poppers	3
<b>Ammunition type</b>	Birdshot	Plates	5		
<b>Start:</b>	Audible Signal	No-Shoots	1		
<b>Start Position:</b>	Standing erect, relax, with toes touching the marks. Shotgun lying flat on table - as demonstrated.				
<b>Shotgun Ready Condition:</b>	Loaded (Option 2)				
<b>Procedure:</b>	At the start signal engage all target as they became visible – Scoring may commence while shooting is in progress please let us know if you wish to use a delegate - IPSC mini popper P1 activates moving PL1. Moving targets remain visible at Rest.				

## Stage 8:



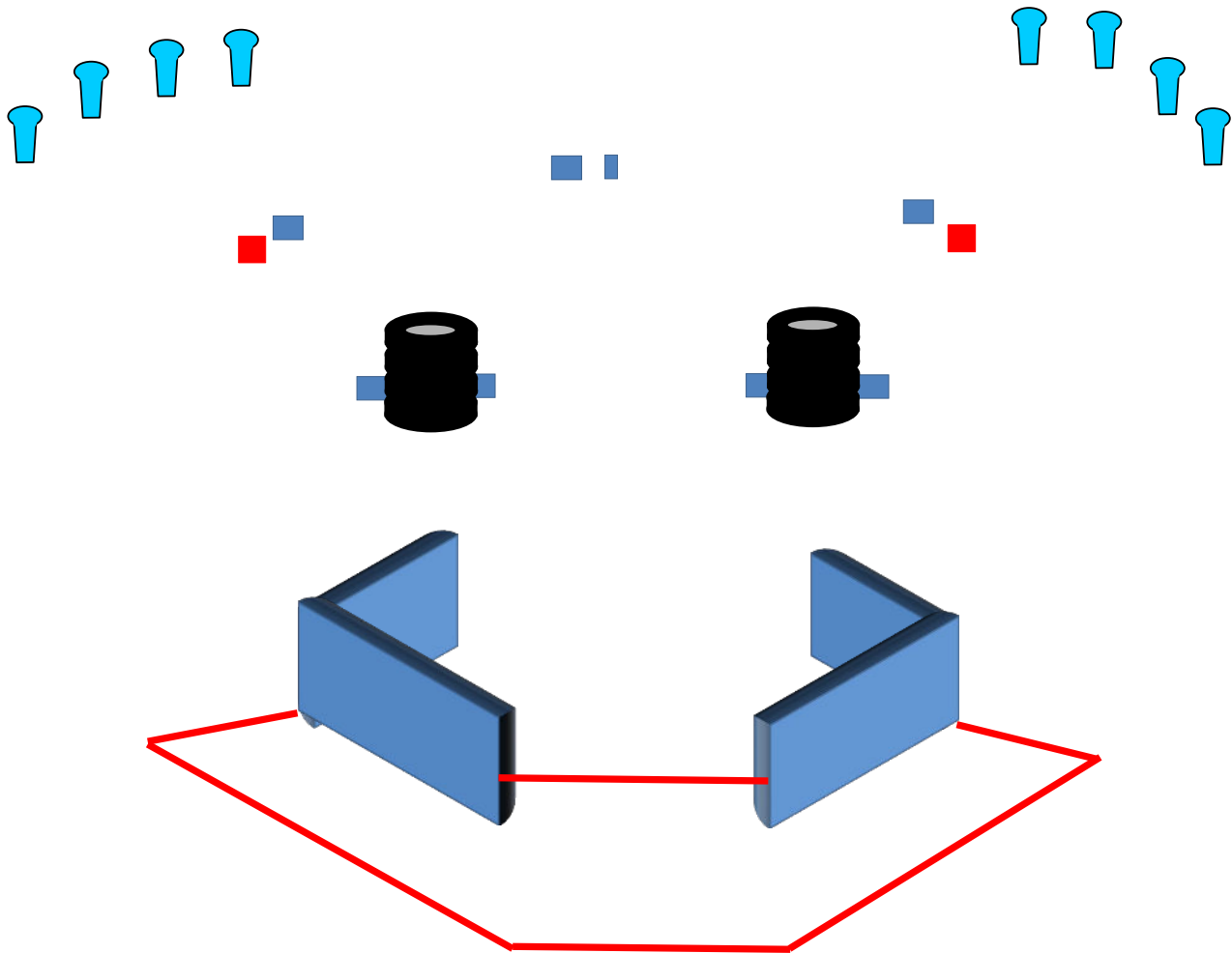
<b>Type:</b>	Medium Course	<b>Targets:</b>			
<b>Minimum number of rounds</b>	16	IPSC clay	1	IPSC Mini Targets	0
<b>Maximum Points:</b>	80	IPSC Poppers	0	IPSC Mini Poppers	4
<b>Ammunition type</b>	Birdshot	Plates	11		
<b>Start:</b>	Audible Signal	No-Shoots	2		
<b>Start Position:</b>	Standing erect anywhere in the demarcated shooting area, shotgun in the ready condition, held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard - as demonstrated. Point 8.2.2.1.				
<b>Shotgun Ready Condition:</b>	Loaded (Option 1)				
<b>Procedure:</b>	At the start signal engage all target as they became visible – Scoring may commence while shooting is in progress please let us know if you wish to use a delegate – P1 activates moving CL1. Moving targets remain visible at Rest.				

## Stage 9:



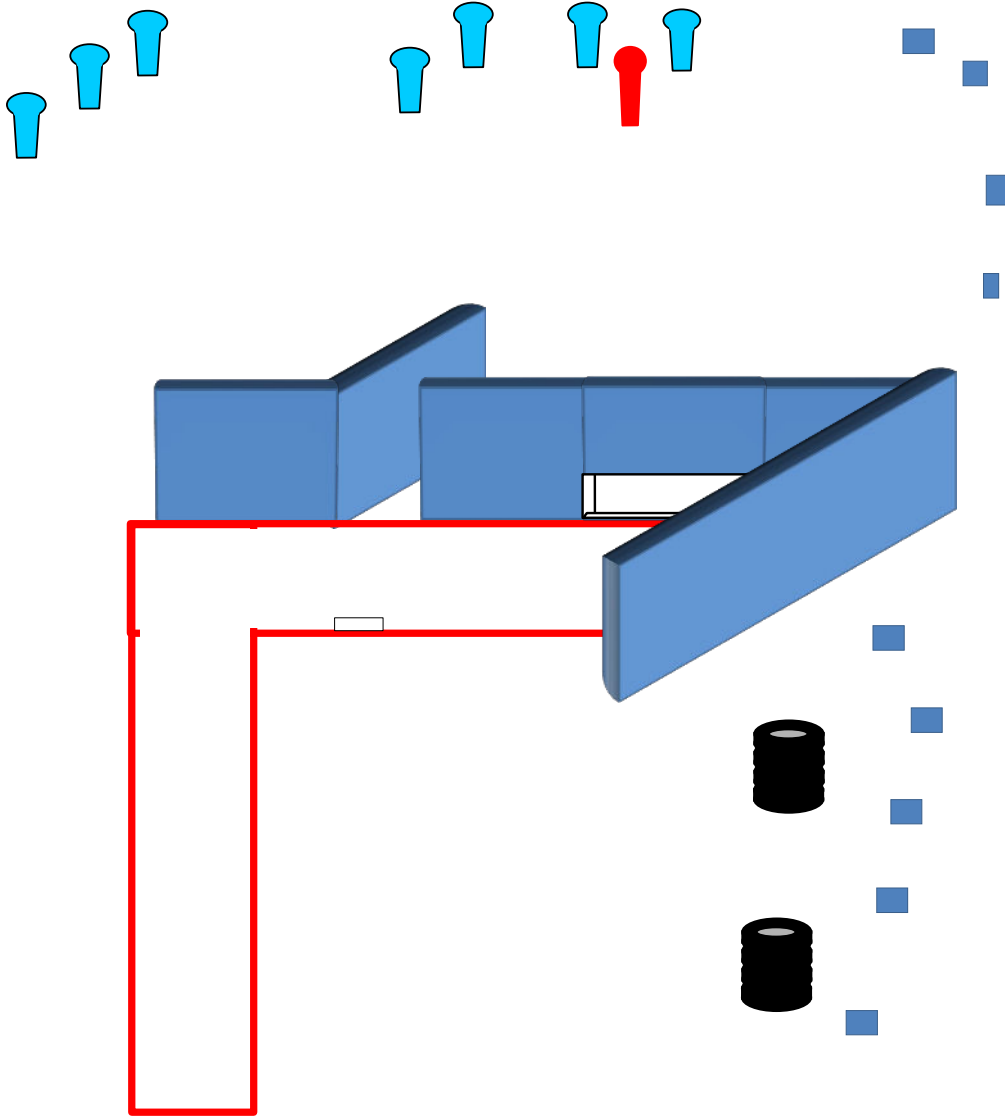
<b>Type:</b>	Long Course	<b>Targets:</b>			
<b>Minimum number of rounds</b>	26	Clays	0	IPSC Mini Targets	0
<b>Maximum Points:</b>	130	IPSC Poppers	4	IPSC Mini Poppers	4
<b>Ammunition type</b>	Birdshot	Plates	18		
<b>Start:</b>	Audible Signal	No-Shoots	2		
<b>Start Position:</b>	Standing erect anywhere in the demarcated shooting area, shotgun in the ready condition, held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard - as demonstrated. Point 8.2.2.1.				
<b>Shotgun Ready Condition:</b>	Loaded (Option 1)				
<b>Procedure:</b>	At the start signal engage all target as they became visible – Scoring may commence while shooting is in progress please let us know if you wish to use a delegate				

## Stage 10:



<b>Type:</b>	Medium Course	<b>Targets:</b>			
<b>Minimum number of rounds</b>	16	Clays	0	IPSC Mini Targets	0
<b>Maximum Points:</b>	80	IPSC Poppers	0	IPSC Mini Poppers	8
<b>Ammunition type</b>	Birdshot	Plates	8		
<b>Start:</b>	Audible Signal	No-Shoots	2		
<b>Start Position:</b>	Standing erect anywhere in the demarcated shooting area, shotgun in the ready condition, held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard - as demonstrated. Point 8.2.2.1.				
<b>Shotgun Ready Condition:</b>	Loaded (Option 1)				
<b>Procedure:</b>	At the start signal engage all target as they became visible – Scoring may commence while shooting is in progress please let us know if you wish to use a delegate				

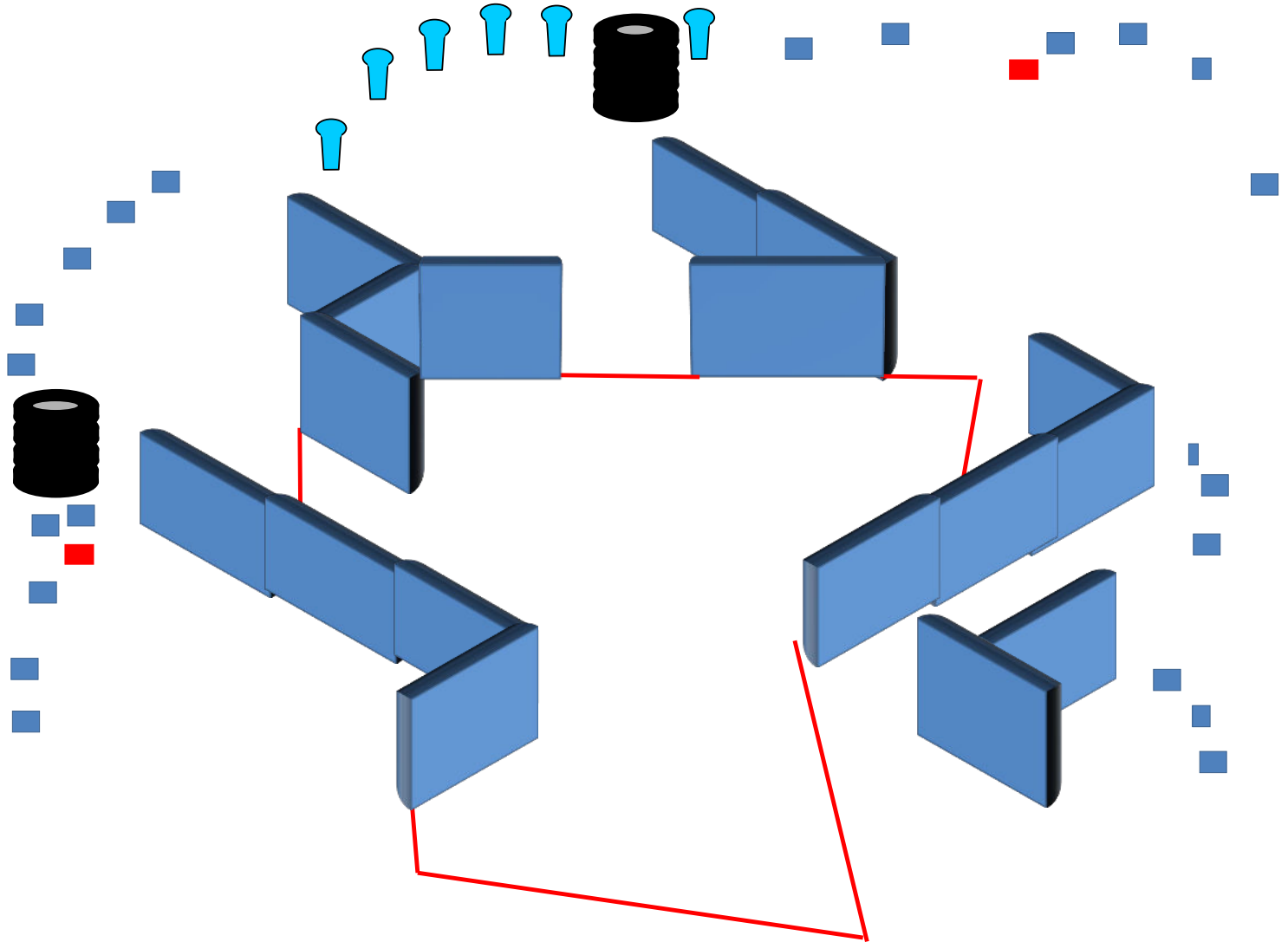
## Stage 11:



<b>Type:</b>	Medium Course	<b>Targets:</b>			
<b>Minimum number of rounds:</b>	16	IPSC Targets	0	IPSC Mini Targets	0
<b>Maximum Points:</b>	80	IPSC Poppers	0	IPSC Mini Poppers	7
<b>Ammunition type</b>	Birdshot	Plates	9		
<b>Start:</b>	Audible Signal	No-Shoots	1		
<b>Start Position:</b>	Standing erect with heels touching the mark, shotgun in the ready condition, shotgun in weak hand, trigger guard downwards, muzzle pointing downrange - as demonstrated.				
<b>Shotgun Ready Condition:</b>	Loaded (Option 2)				
<b>Procedure:</b>	At the start signal engage all target as they became visible – Scoring may commence while shooting is in progress please let us know if you wish to use a delegate				



## Stage 12:



<b>Type:</b>	Long Course	<b>Targets:</b>			
<b>Minimum number of rounds:</b>	28	Clays	0	IPSC Mini Targets	0
<b>Maximum Points:</b>	140	IPSC Poppers	0	IPSC Mini Poppers	6
<b>Ammunition type</b>	Birdshot	Plates	22		
<b>Start:</b>	Audible Signal	No-Shoots	2		
<b>Start Position:</b>	Standing erect anywhere in the demarcated shooting area, shotgun in the ready condition, held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange with the fingers outside the trigger guard - as demonstrated. Point 8.2.2.1.				
<b>Shotgun Ready Condition:</b>	Loaded (Option 1)				
<b>Procedure:</b>	At the start signal engage all target as they became visible – Scoring may commence while shooting is in progress please let us know if you wish to use a delegate				