

VTH SHOTGUN WORLD SHOOT 2026, September-October Corinth - Greece



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STAGE SPONSOR

Time Starts: Audible Signal.

Start position: Heels touching the mark.

Competitor ready condition: Standing relaxed, facing downrange.

Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 8 **Max point's:** 40

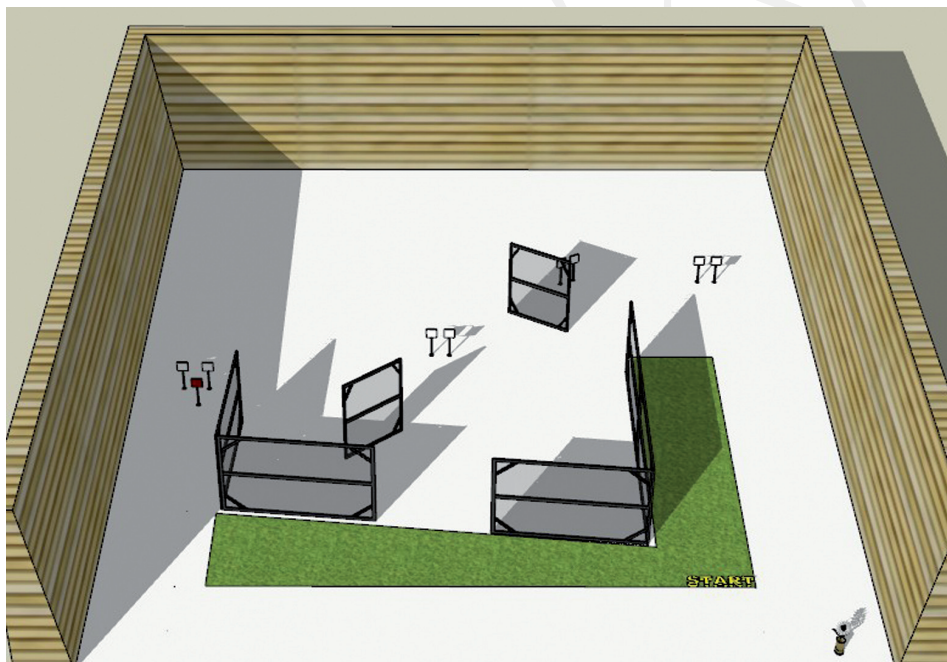
STAGE 1



BIRDSHOT

**8 IPSC Metal Plates,
1 No-Shoot**

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible Signal.

Start position: Anywhere inside the marked area.

Competitor ready condition: Standing relaxed, facing downrange.

Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 2.

Minimum number of rounds required: 16 **Max point's:** 80

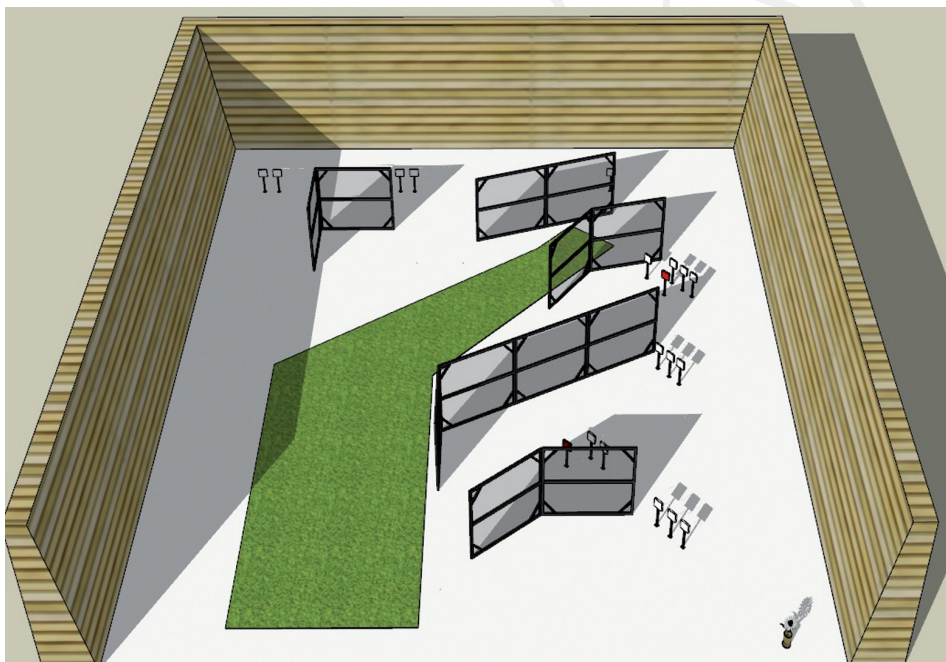
STAGE 2



BIRDSHOT

**16 IPSC Metal Plates,
2 No-Shoots**

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible Signal.

Start position: Toes touching the mark.

Competitor ready condition: Standing relaxed, facing downrange.

Gun held with both hands at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 8 **Max point's:** 40

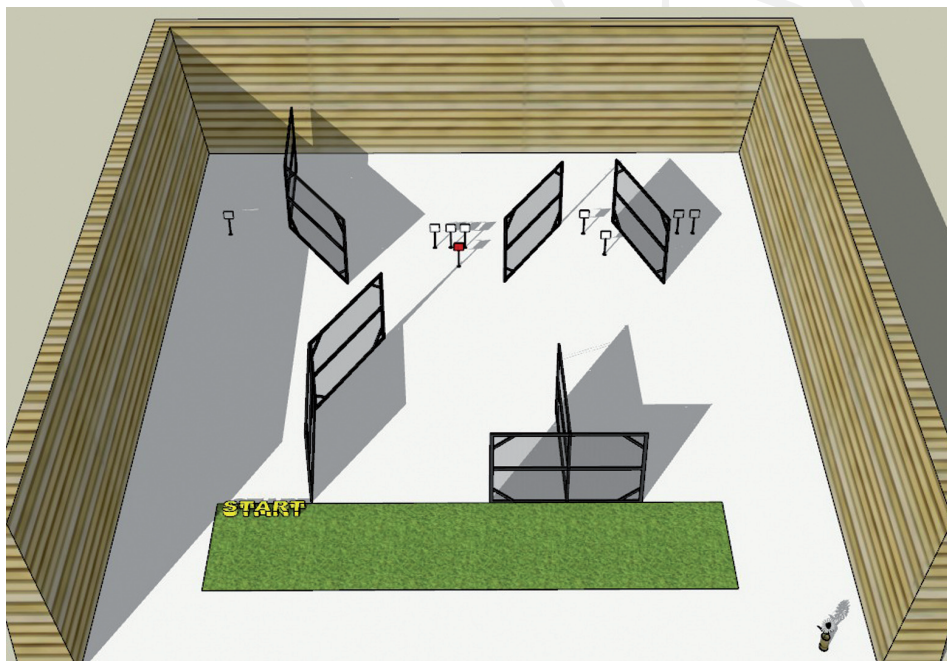
STAGE 3



BIRDSHOT

8 IPSC Metal Plates,
1 No-Shoot

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible Signal.

Start position: Heels touching the mark.

Competitor ready condition: Standing relaxed, facing downrange.

Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 16 **Max point's:** 80

Note: Popper activates moving clays, which remain visible at rest.

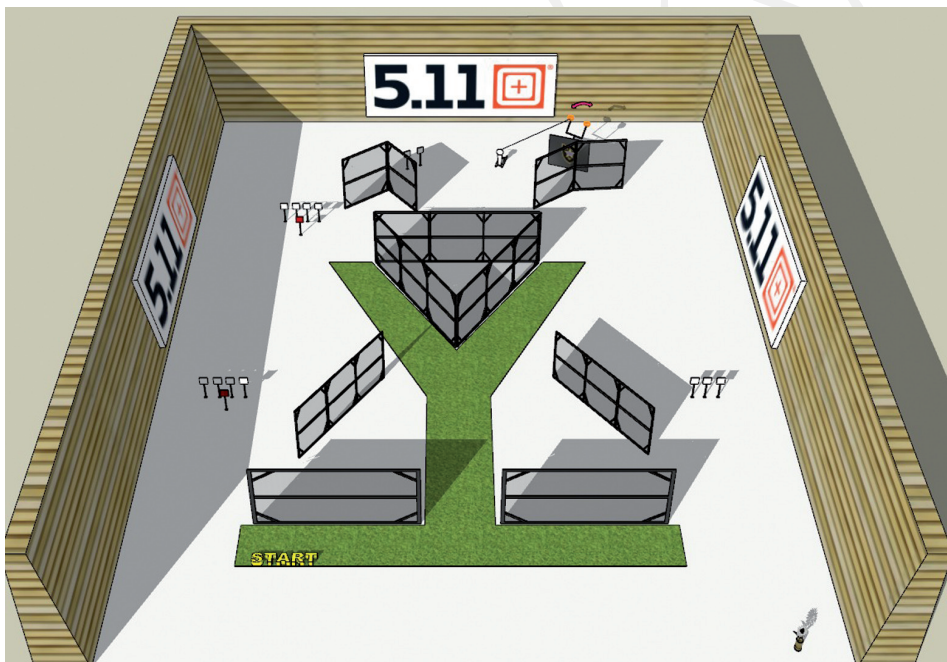
STAGE 4



BIRDSHOT

1 IPSC Mini Popper,
13 IPSC Metal Plates, 2 Clays,
2 No-Shoots

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible signal.

Start position: Toes touching the mark.

Competitor ready condition: Standing relaxed, facing downrange.
Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 8 **Max point's:** 40

STAGE 5



BIRDSHOT

8 IPSC Metal Plates,
1 No-Shoot

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible signal.

Start position: Anywhere inside the marked area.

Competitor ready condition: Standing relaxed, facing downrange.

Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 28 **Max point's:** 140

STAGE 6



BIRDSHOT

28 IPSC Metal Plates,
5 No-Shoots

A	C	D	MISS	P/T	PROC	TIME





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STAGE SPONSOR

Time Starts: Audible signal.

Start position: Heels touching the mark

Competitor ready condition: Standing relaxed, facing downrange.

Gun held with both hands, at hip level, as demonstrated.

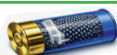
Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 8 **Max point's:** 40

Note: Popper 1 activates moving clays, which remain visible at rest.

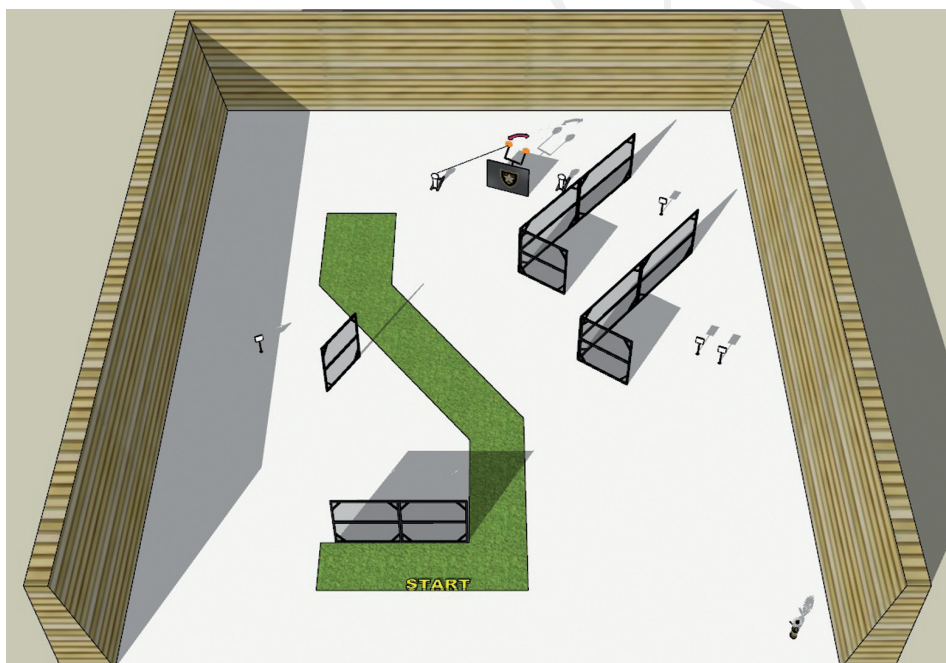
STAGE 7



BIRDSHOT

4 IPSC Metal Plates,
2 IPSC Mini Poppers, 2 Clays

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible signal.

Start position: Anywhere inside the marked area.

Competitor ready condition: Standing relaxed, facing downrange.

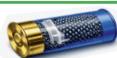
Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 16 **Max point's:** 80

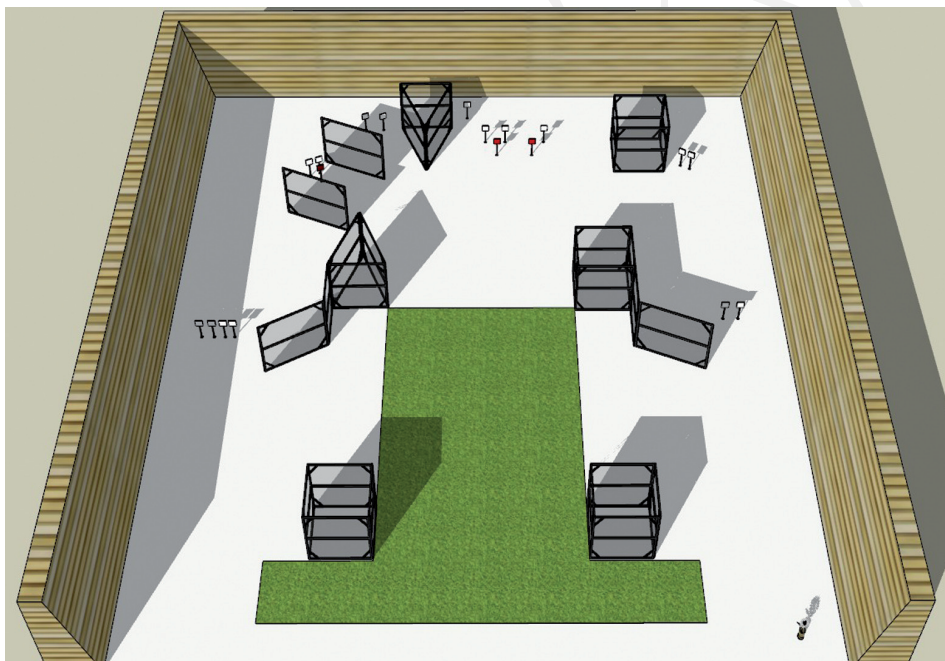
STAGE 8



BIRDSHOT

16 IPSC Metal Plates,
3 No-Shoots

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible Signal.

Start position: Heels touching the mark.

Competitor ready condition: Standing relaxed, facing downrange.

Gun held with both hands, at hip level, as demonstrated.

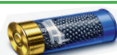
Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 8 **Max point's:** 40

Note: Popper 1 activates moving target clays which remain visible at rest.

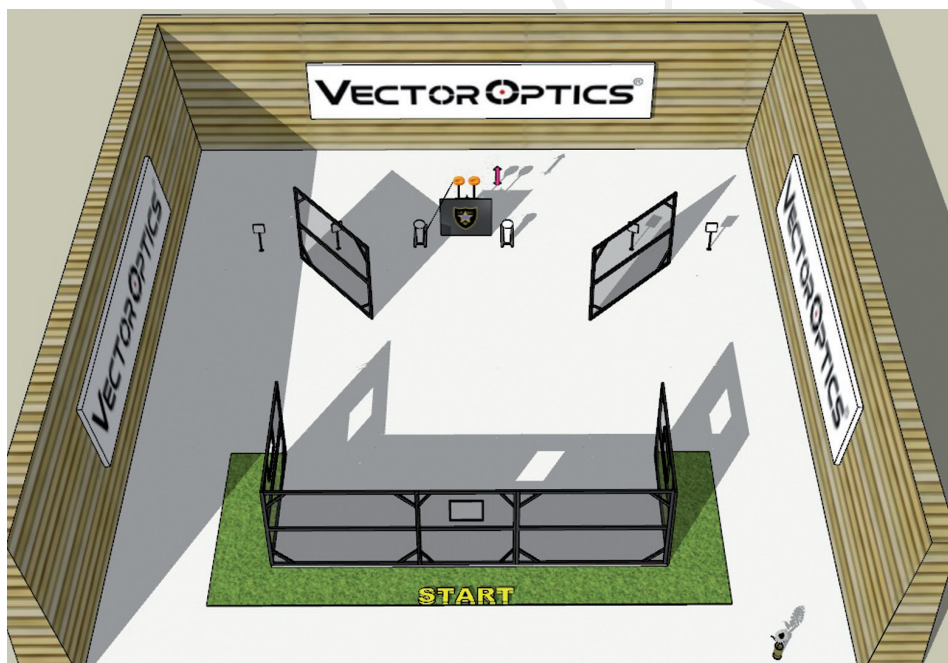
STAGE 9



BIRDSHOT

4 IPSC Metal Plates,
2 IPSC Mini Poppers, 2 Clays

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible Signal.

Start position: Anywhere inside the marked area.

Competitor ready condition: Standing relaxed, facing downrange.

Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Unloaded Option 3.

Minimum number of rounds required: 16 **Max point's:** 80

Note: Poppers 1 and 3 activate moving clays, which remain visible at rest.

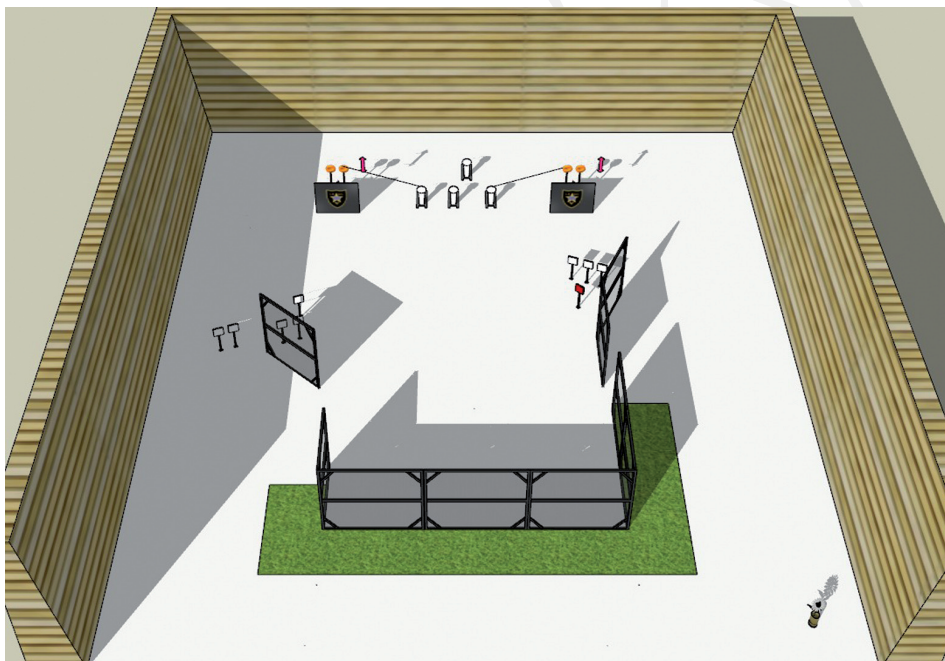
STAGE 10



BIRDSHOT

8 IPSC Metal Plates,
4 IPSC Mini Poppers, 4 Clays,
1 No-Shoot

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible Signal.

Start position: Heels touching the mark.

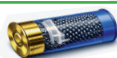
Competitor ready condition: Standing relaxed, facing downrange.
Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 8 **Max point's:** 40

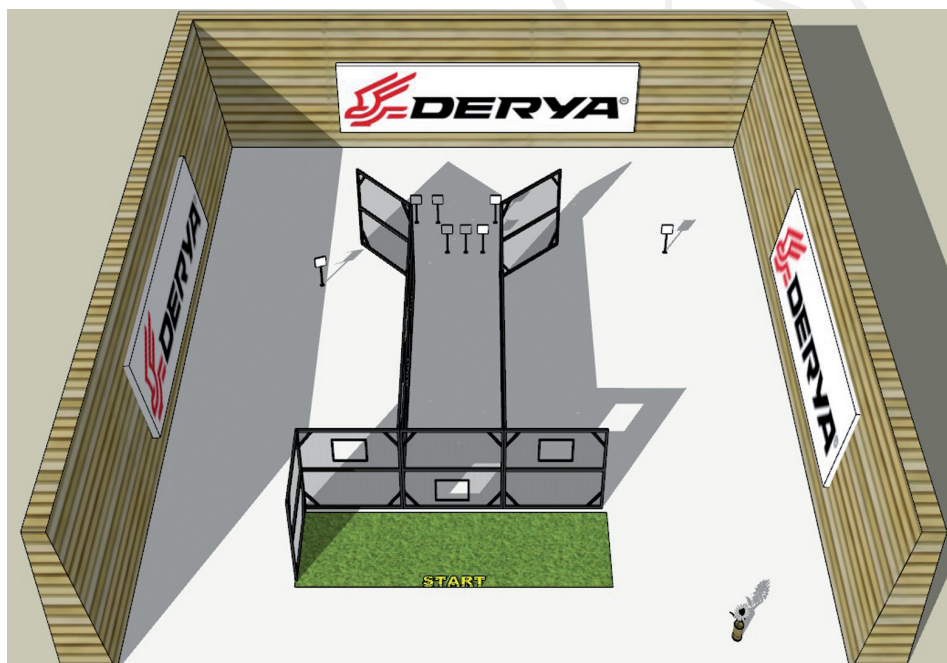
STAGE 11



BIRDSHOT

8 IPSC Metal Plates

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible Signal.

Start position: Anywhere inside the marked area.

Competitor ready condition: Standing relaxed, facing downrange.

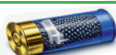
Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 26 **Max point's:** 130

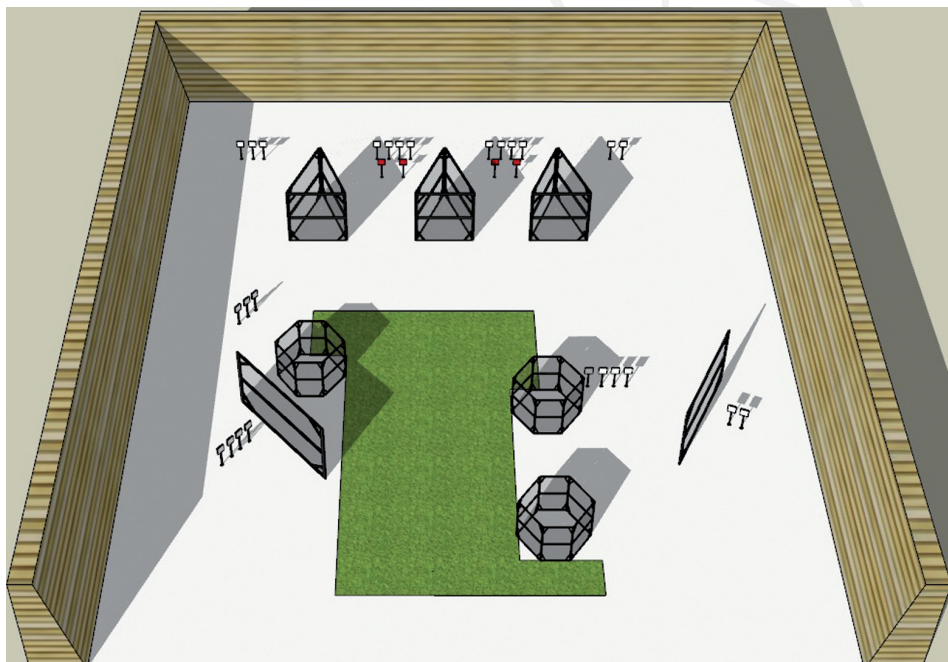
STAGE 12



BIRDSHOT

26 IPSC Metal Plates,
4 No-Shoots

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible Signal.

Start position: Heels touching the mark.

Competitor ready condition: Standing relaxed, facing downrange.

Gun held with both hands, at hip level, as demonstrated.

Procedure: After start signal engage all targets only with the weak shoulder.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 8 **Max point's:** 40

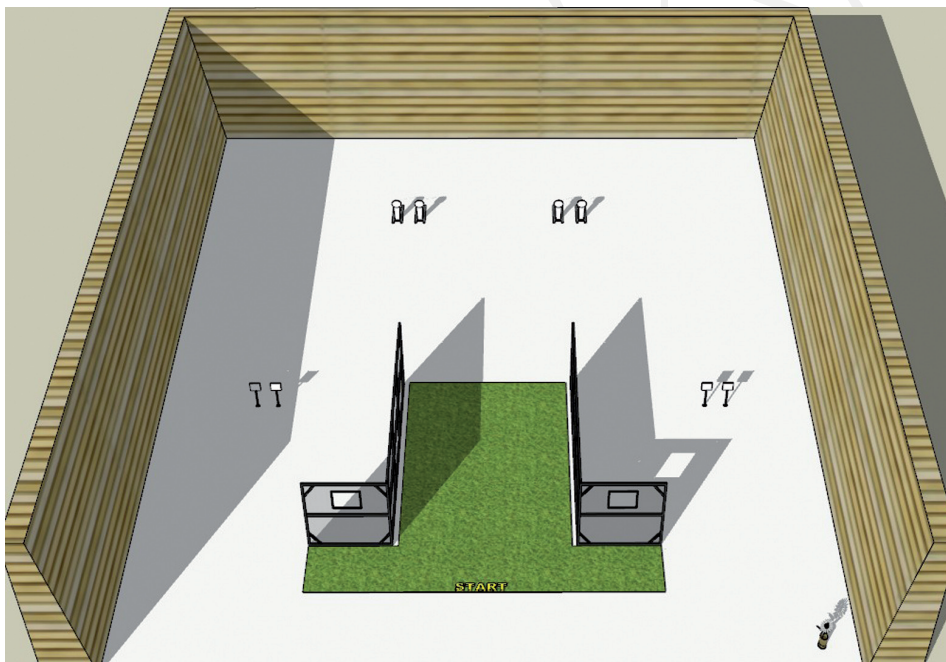
STAGE 13



BIRDSHOT

4 IPSC Metal Plates,
4 IPSC Mini Poppers

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible Signal.

Start position: Heels touching the mark.

Competitor ready condition: Standing relaxed, facing downrange.

Gun held with both hands, at hip level , as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Unloaded Option 3.

Minimum number of rounds required: 16 **Max point's:** 80

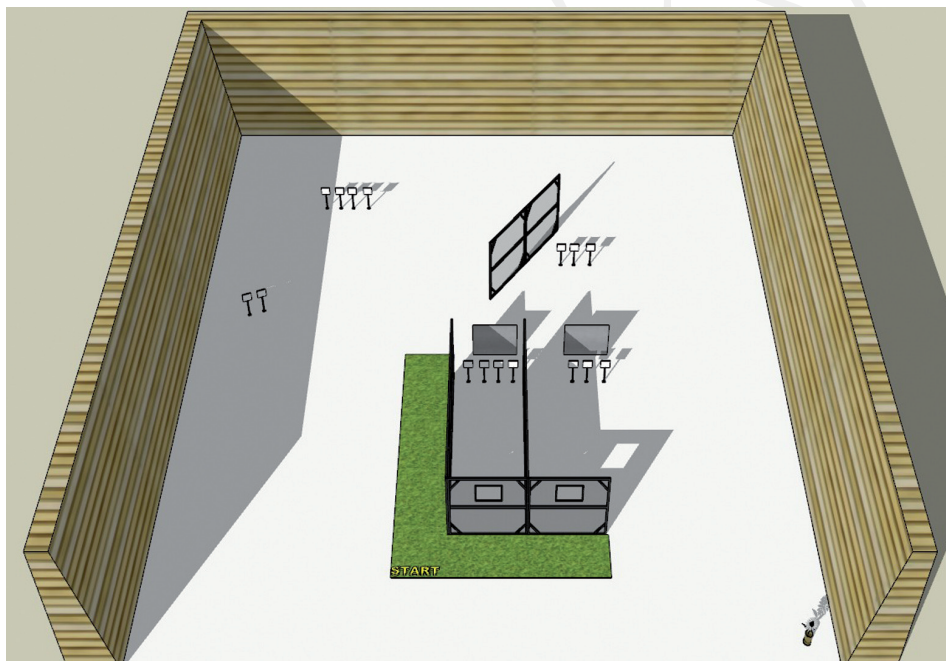
STAGE 14



BIRDSHOT

16 IPSC Metal Plates

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible signal.

Start position: Anywhere inside the marked area.

Competitor ready condition: Standing relaxed, facing downrange.

Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 8 **Max point's:** 40

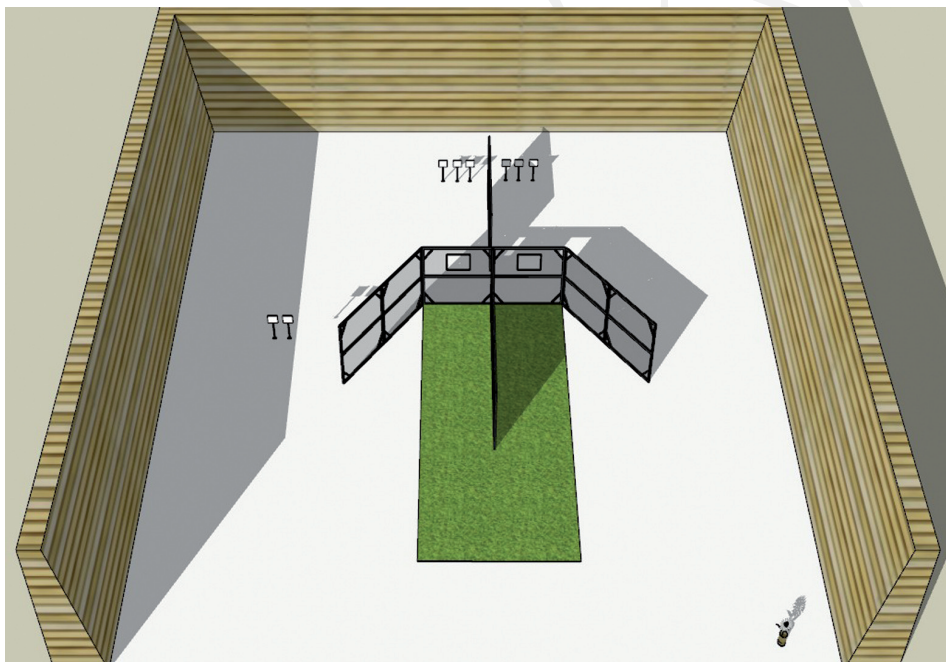
STAGE 15



BIRDSHOT

8 IPSC Metal Plates

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible Signal.

Start position: Anywhere inside the marked area.

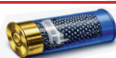
Competitor ready condition: Standing relaxed, facing downrange.
Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 15 **Max point's:** 75

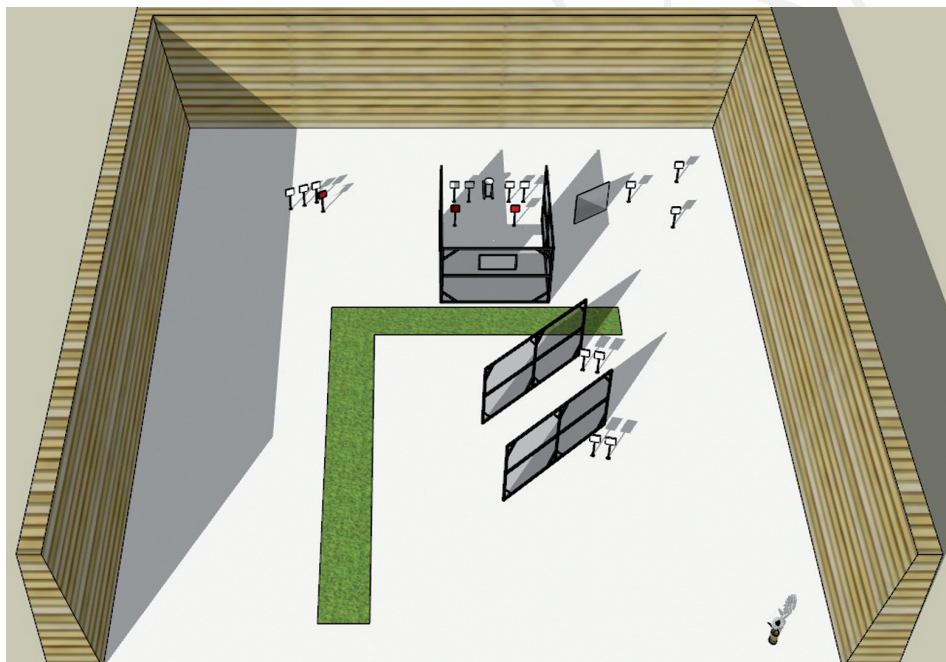
STAGE 16



BIRDSHOT

**14 IPSC Metal Plates,
1 IPSC Mini Popper,
3 No-Shoots**

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible signal.

Start position: Anywhere inside the marked area.

Competitor ready condition: Standing relaxed, facing downrange.

Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 2.

Minimum number of rounds required: 8 **Max point's:** 40

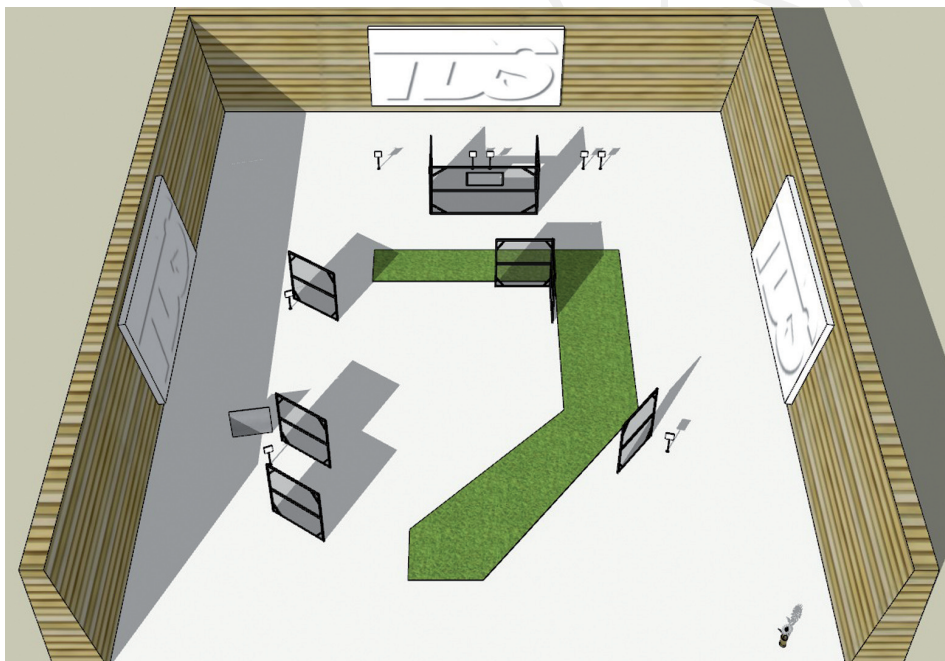
STAGE 17



BIRDSHOT

8 IPSC Metal Plates

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible Signal.

Start position: Anywhere inside the marked area.

Competitor ready condition: Standing relaxed, facing downrange.

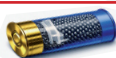
Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 24 **Max point's:** 120

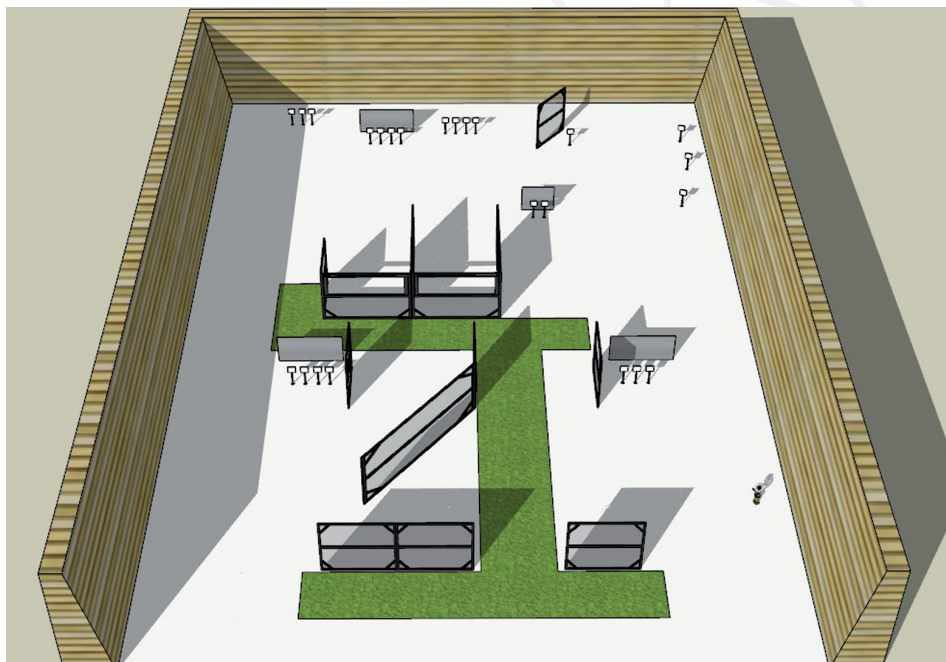
STAGE 18



BIRDSHOT

24 IPSC Metal Plates

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible Signal.

Start position: Anywhere inside the marked area.

Competitor ready condition: Standing relaxed, facing downrange.

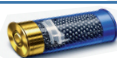
Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 8 **Max point's:** 40

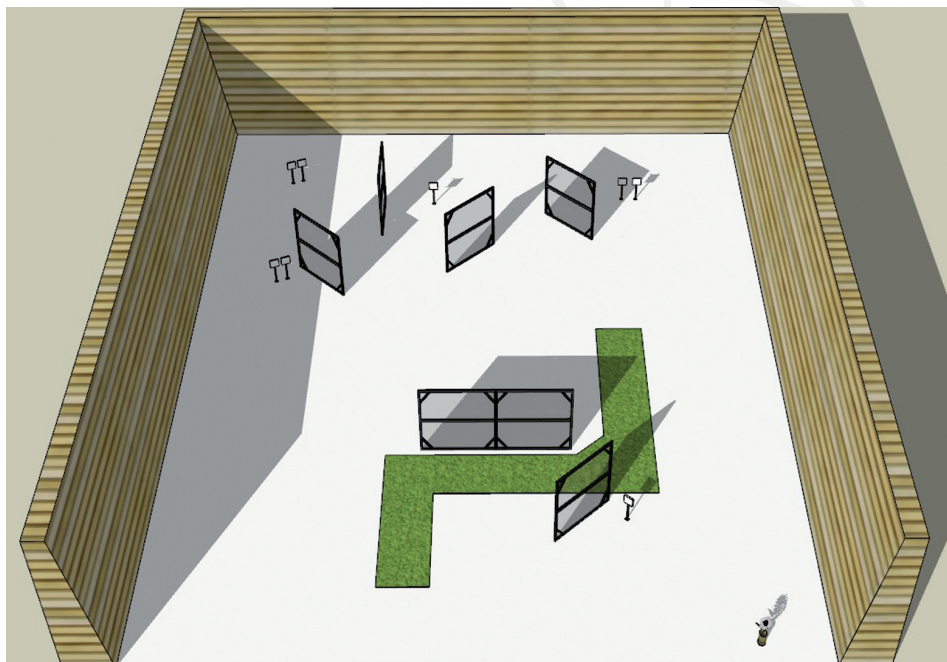
STAGE 19



BIRDSHOT

8 IPSC Metal Plates

A	C	D	MISS	P/T	PROC	TIME





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STAGE SPONSOR

Time Starts: Audible Signal.

Start position: Heels touching the mark.

Competitor ready condition: Standing relaxed, facing downrange.

Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 16 Max point's: 40

Note: Poppers 1 and 2 activate moving clays which remain visible at rest

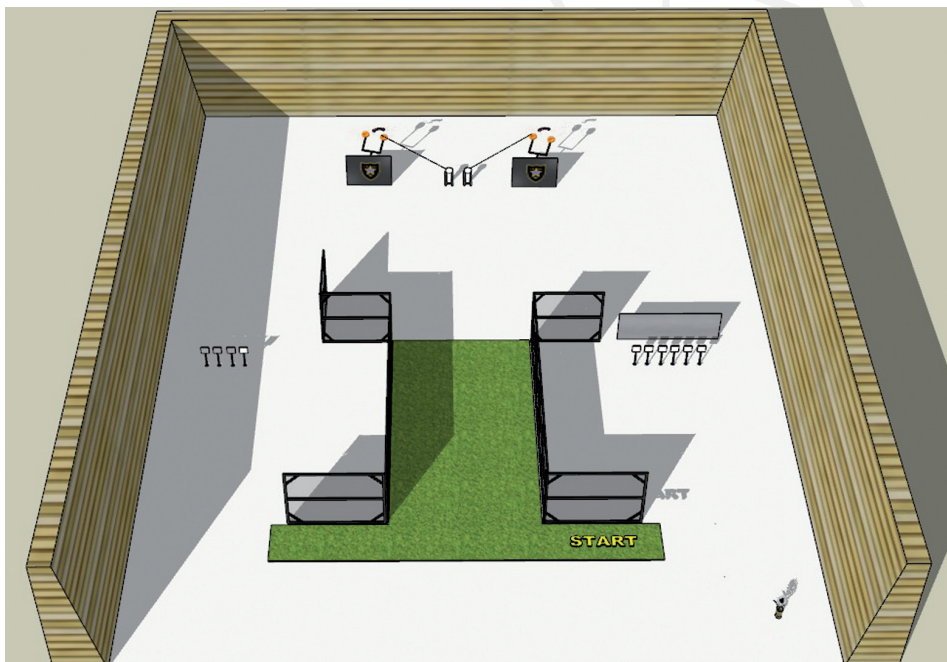
STAGE 20



BIRDSHOT

**10 IPSC Metal Plates,
2 IPSC Mini Poppers , 4 Clays**

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible Signal.

Start position: Anywhere inside the marked area.

Competitor ready condition: Standing relaxed, facing downrange.

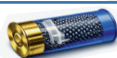
Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 8 **Max point's:** 40

STAGE 21



BIRDSHOT

4 IPSC Metal Plates,
4 IPSC Mini Poppers

A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible Signal.

Start position: The front of the gun barrel or the magazine tube touching the mark.

Competitor ready condition: Standing relaxed, facing downrange.
Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Unloaded Option 3.

Minimum number of rounds required: 16 **Max point's:** 80

Note: Popper 1 activates moving clays, which remain visible at rest

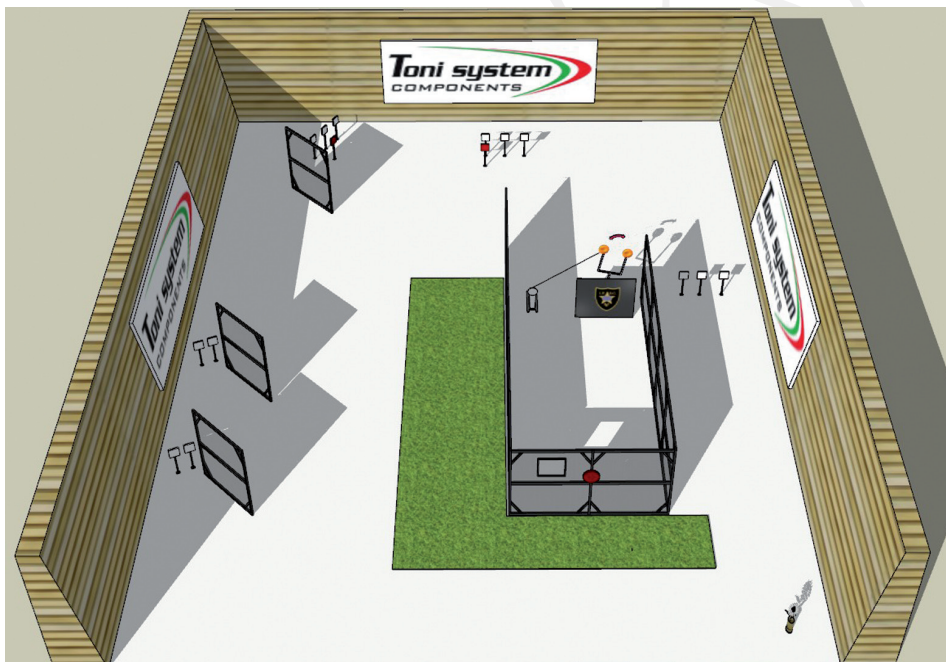
STAGE 22



BIRDSHOT

13 IPSC Metal Plates,
1 IPSC Mini Popper, 2 Clays,
2 No-Shoots

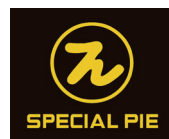
A	C	D	MISS	P/T	PROC	TIME



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STAGE SPONSOR

Time Starts: Audible Signal.

Start position: Anywhere inside the marked area.

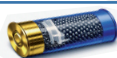
Competitor ready condition: Standing relaxed, facing downrange, gun flat on the table, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 2.

Minimum number of rounds required: 8 **Max point's:** 40

STAGE 23



BIRDSHOT

5 IPSC Metal Plates,
3 IPSC Mini Poppers,
1 No-Shoot

A	C	D	MISS	P/T	PROC	TIME



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Time Starts: Audible Signal.

Start position: Anywhere inside the marked area.

Competitor ready condition: Standing relaxed, facing downrange.

Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

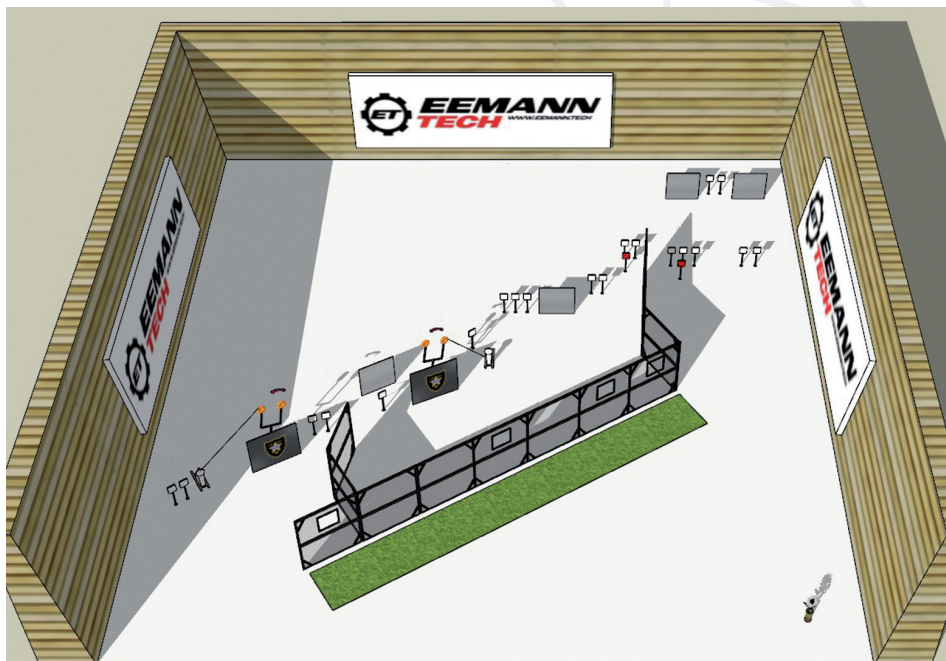
Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 26 **Max point's:** 130

Note: Popper 1 and 2 activate moving clays, which remain visible at rest

STAGE 24	 BIRDSHOT	20 IPSC Metal Plates, 2 IPSC Mini Poppers, 4 Clays, 2 No-Shoots

A	C	D	MISS	P/T	PROC	TIME



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Time Starts: Audible Signal.

Start position: Heels touching the mark

Competitor ready condition: Standing relaxed, facing downrange.

Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 8 **Max point's:** 40

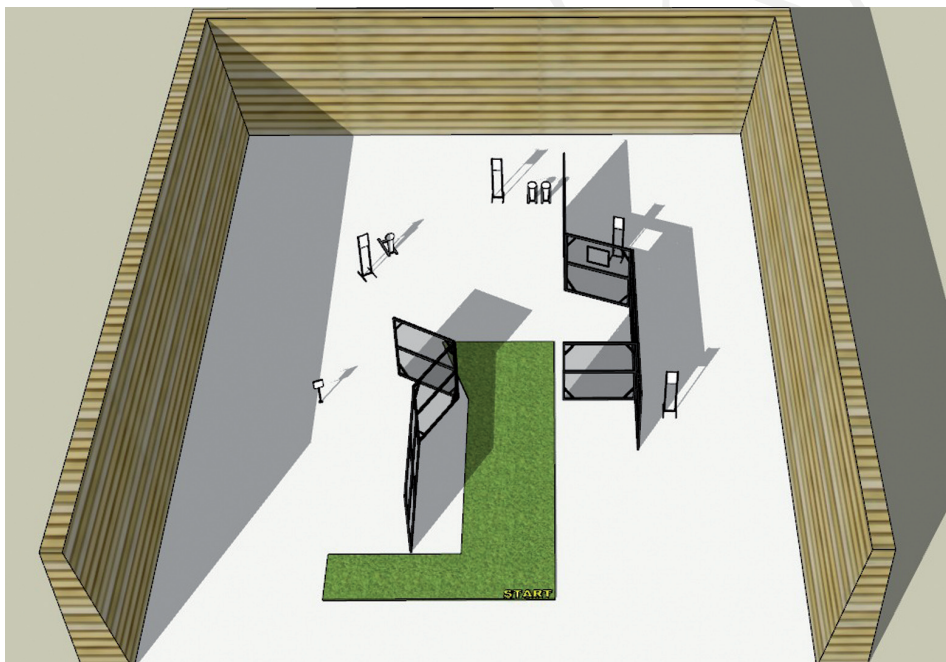
STAGE 25



BUCKSHOT

1 IPSC Metal Plate,
3 IPSC Mini Poppers,
4 IPSC A4 Targets

A	C	D	MISS	P/T	PROC	TIME



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Time Starts: Audible Signal.

Start position: Heels touching the mark

Competitor ready condition: Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Unloaded Option 3

Minimum number of rounds required: 16 **Max point's:** 80

Note: Poppers 1 and 2 activate moving clays, which remain visible at rest

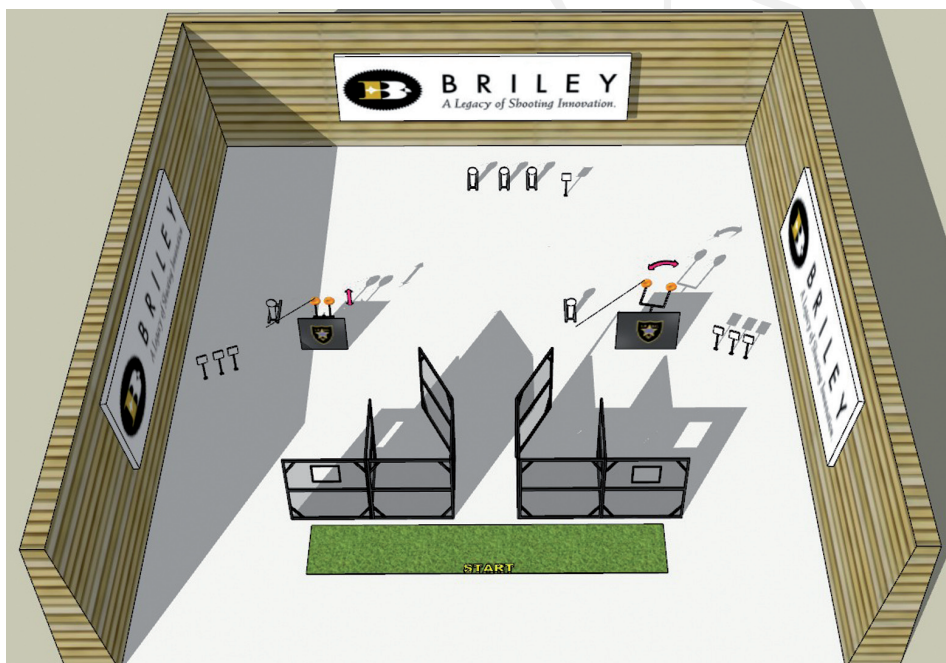
STAGE 26



BUCKSHOT

**7 IPSC Metal Plates,
5 IPSC Mini Poppers, 4 Clays .**

A	C	D	MISS	P/T	PROC	TIME



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Time Starts: Audible signal.

Start position: Anywhere inside the marked area.

Competitor ready condition: Standing relaxed, facing downrange.

Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 8 **Max point's:** 40

STAGE 27



BIRDSHOT

8 IPSC Mini Poppers

A	C	D	MISS	P/T	PROC	TIME



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Time Starts: Audible Signal.

Start position: Toes touching the mark.

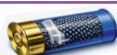
Competitor ready condition: Standing relaxed, facing downrange.
Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 16 **Max point's:** 80

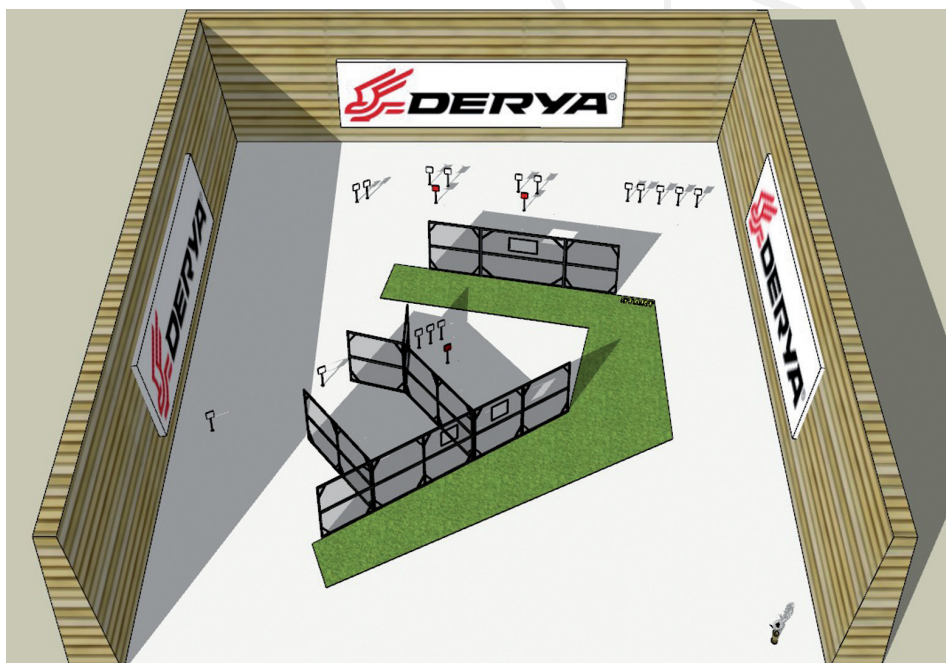
STAGE 28



BIRDSHOT

**16 IPSC Metal Plates,
3 No-Shoots**

A	C	D	MISS	P/T	PROC	TIME



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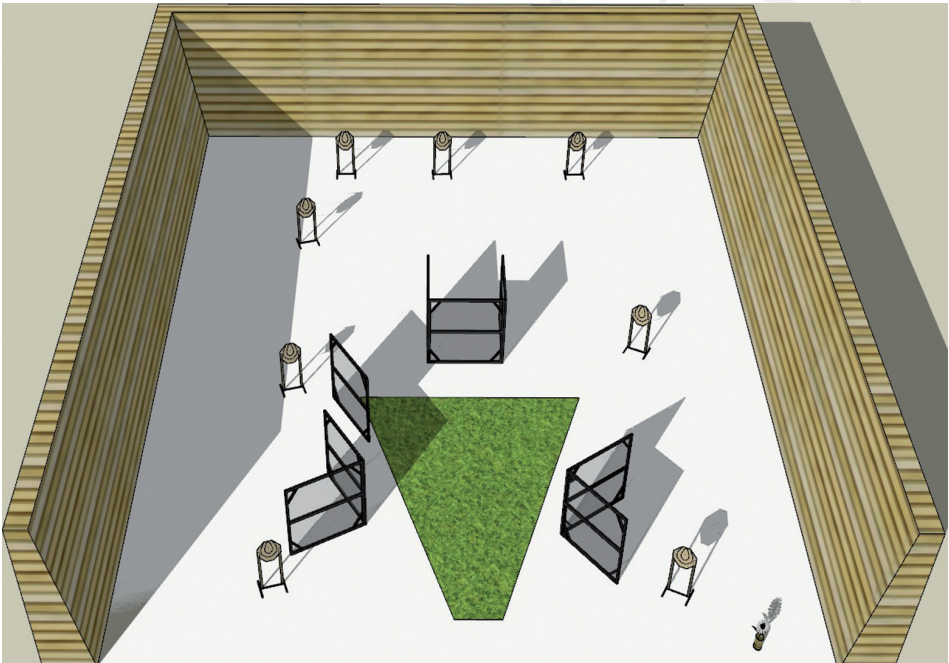
Time Starts: Audible Signal.
Start position: Anywhere inside the marked area.
Competitor ready condition: Standing relaxed, facing downrange.
Gun held with both hands, at hip level, as demonstrated.
Procedure: Upon signal, engage all targets.
Firearm ready condition: Loaded Option 1.
Minimum number of rounds required: 8 **Max point's:** 40
Number of scoring hits for paper targets: 1

STAGE 29


SLUG

8 IPSC Targets

A	C	D	MISS	P/T	PROC	TIME



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Time Starts: Audible signal.

Start position: Heels touching the mark.

Competitor ready condition: Standing relaxed , facing downrange.
Gun held with both hands, at hip level, as demonstrated.

Procedure: Upon signal, engage all targets.

Firearm ready condition: Loaded Option 1.

Minimum number of rounds required: 26 **Max point's:** 130

Number of scoring hits for paper targets: 2

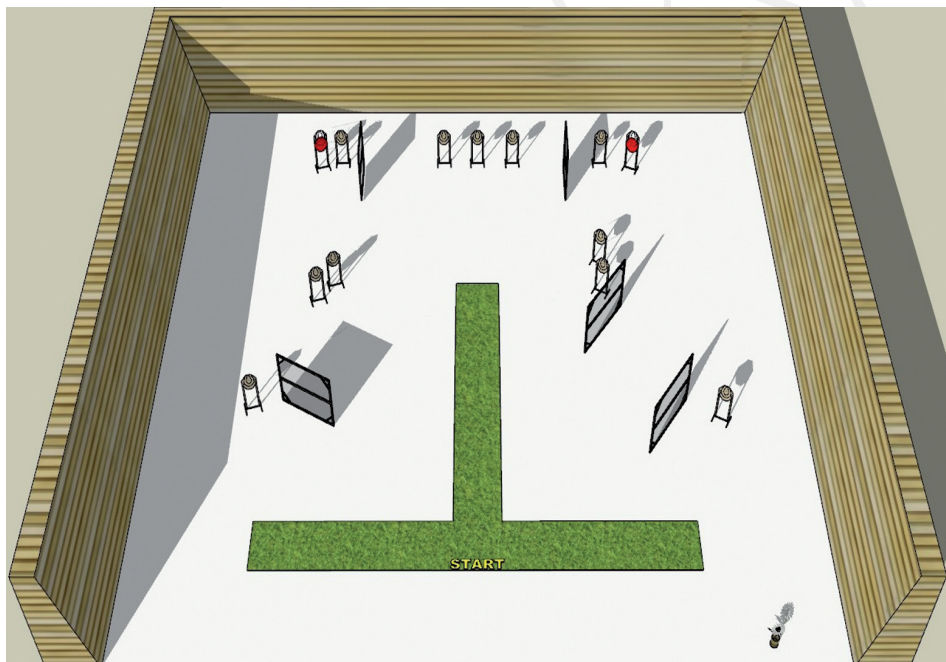
STAGE 30



SLUG

**13 IPSC Targets,
2 No-Shoots**

A	C	D	MISS	P/T	PROC	TIME



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Shoot off

A	1. TIME	2. TIME	3. TIME
B	1. TIME	2. TIME	3. TIME

