

Stage №1. “Good morning “

Birdshot

Type: medium.

Targets: 8 P, 8 Pl, PT.

Minimum rounds: 16.

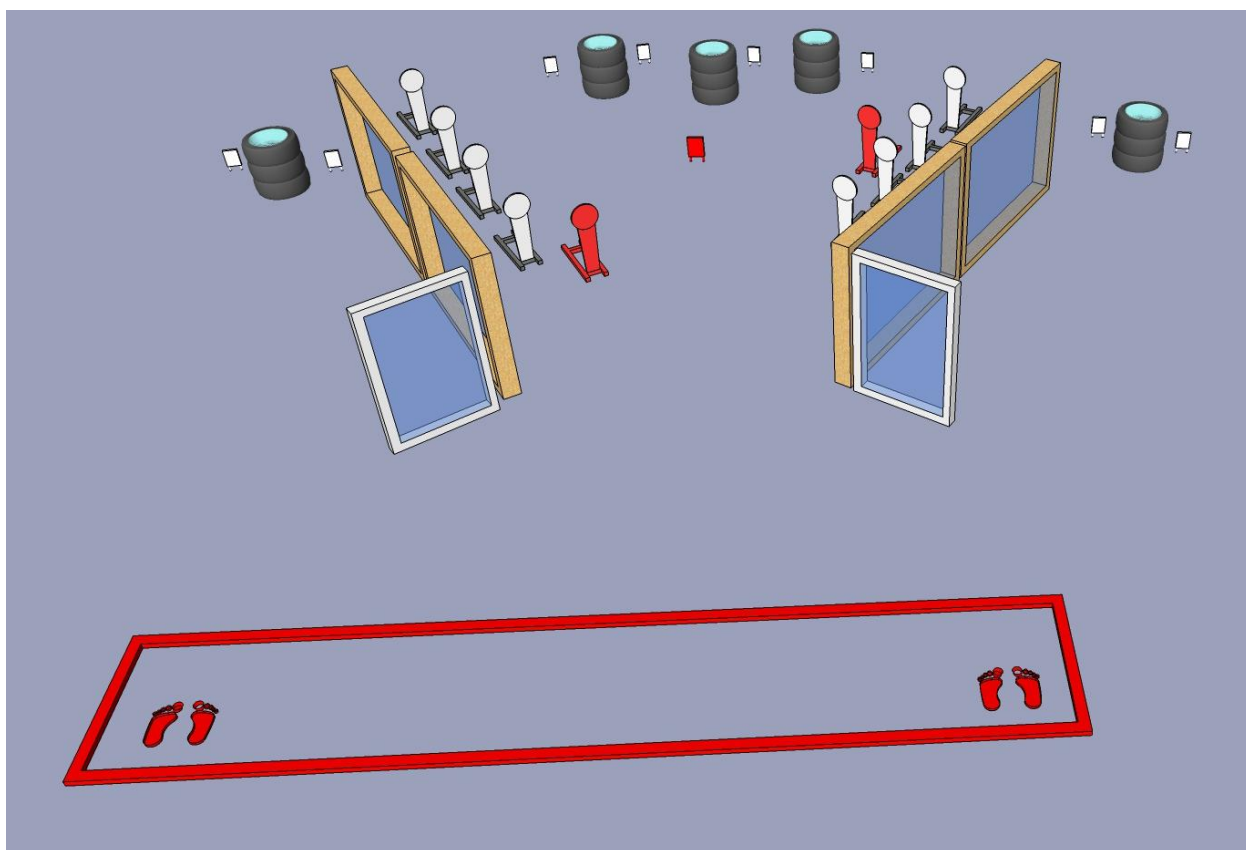
Maximum points: 80.

Start position: standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.

Gun condition: option 1.

Stage procedure: at the start signal engage targets from within the designated area.

Safety angels: 180 degrees.



Shcem.№1.

Stage №2. “Check”

Birdshot

Type: medium.

Targets: 12 Pl, 3 P.

Minimum rounds: 15.

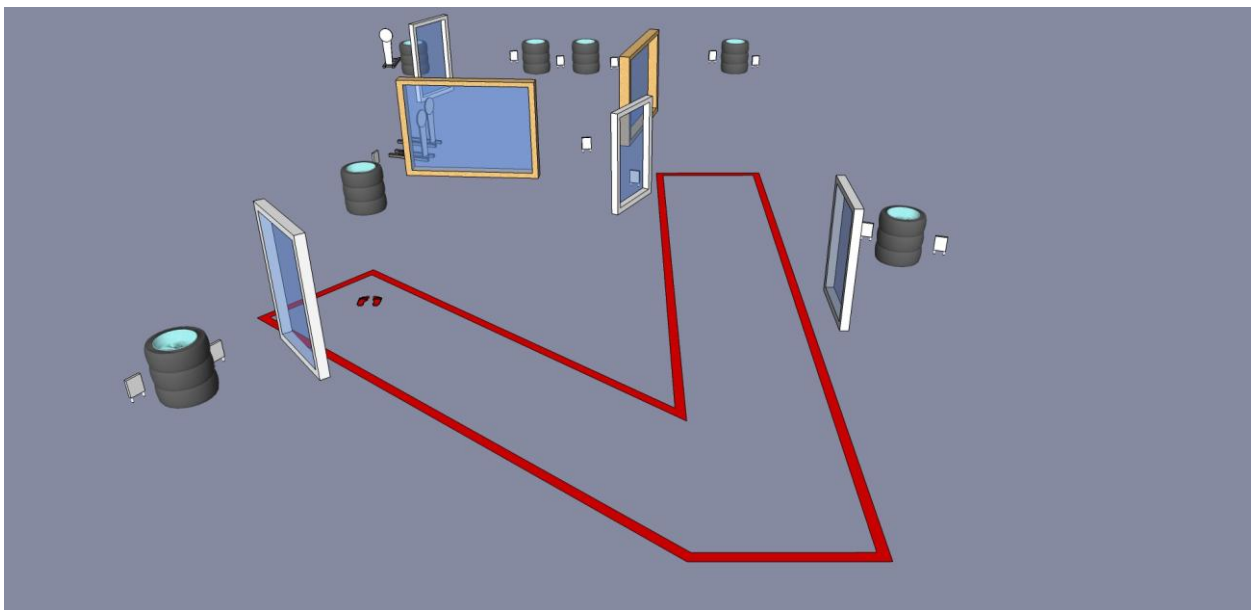
Maximum points: 75.

Start position: standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.

Gun condition: option 1.

Stage procedure: at the start signal engage targets from within the designated area.

Safety angels: 180 degrees.



Shcem.№2

Stage №3. “Slots“

Birdshot

Type: medium.

Targets: 6 P, 10 Pl.

Minimum rounds: 16.

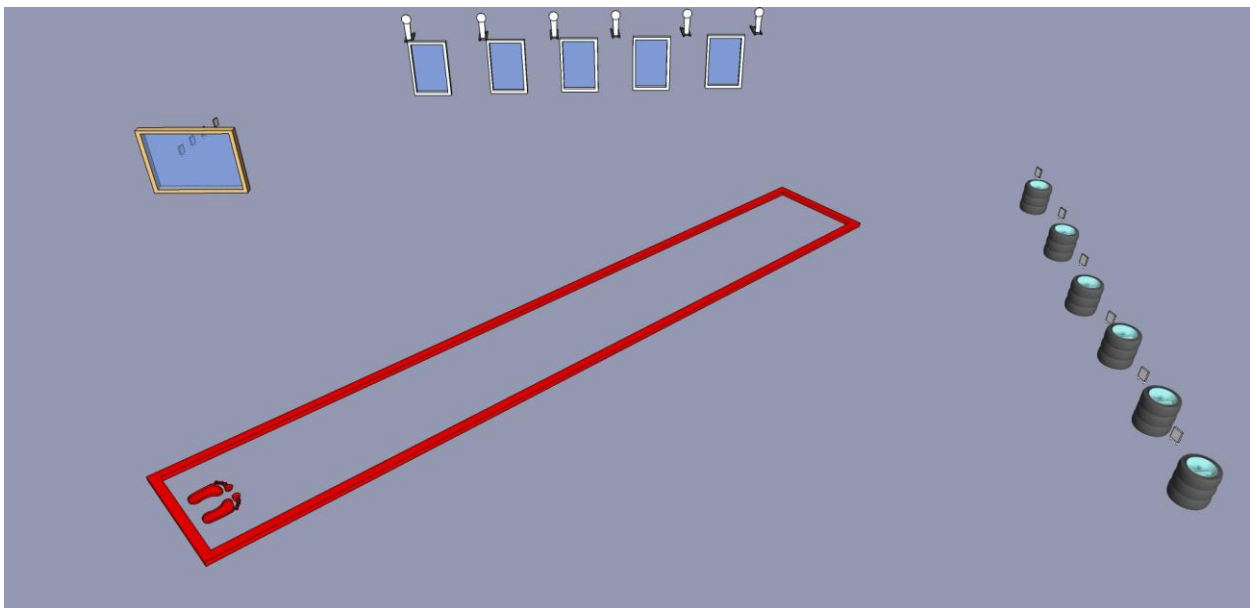
Maximum points: 80.

Start position: standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.

Gun condition: option 2.

Stage procedure: at the start signal engage targets from within the designated area.

Safety angels: 180 degrees.



Shcem №3.

Stage №4. “Great wall“

Birdshot

Type: medium.

Targets: 3 P, 12 Pl, PT.

Minimum rounds: 15.

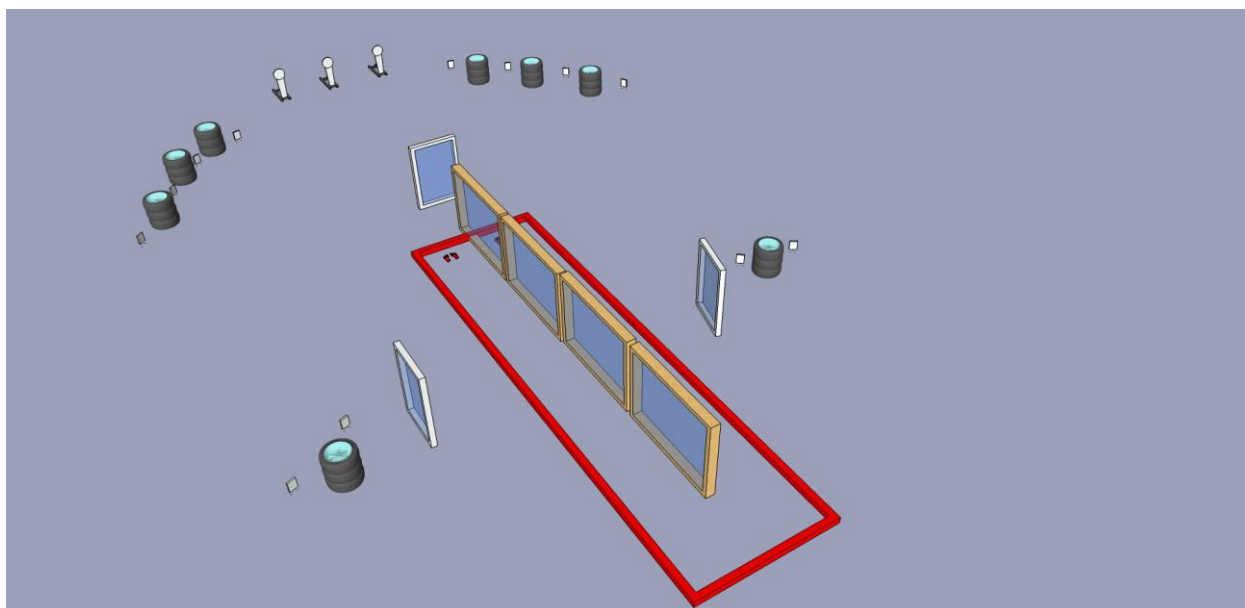
Maximum points: 75.

Start position: standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.

Gun condition: option 1.

Stage procedure: at the start signal engage targets from within the designated area.

Safety angels: 180 degrees.



Shcem №4.

Stage №5. “Extreme hunting“

Slug

Type: medium.

Targets: 2 P, 14 IPSC.

Minimum rounds: 16.

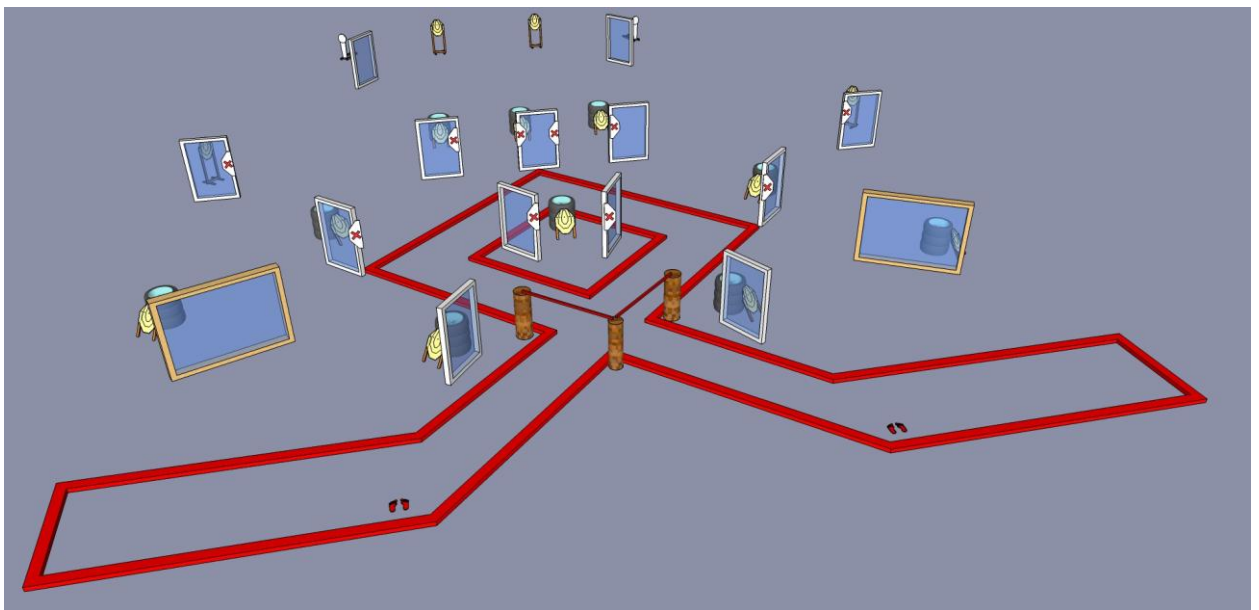
Maximum points: 80.

Start position: standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.

Gun condition: option 1.

Stage procedure: at the start signal engage targets from within the designated area. Coopers tunnels includes one wood each.

Safety angels: 180 degrees.



Shcem.№5

Stage №6. “Fever“

Birdshot

Type: long.

Targets: 4 P, 22 P1, PT.

Minimum rounds: 26.

Maximum points: 130.

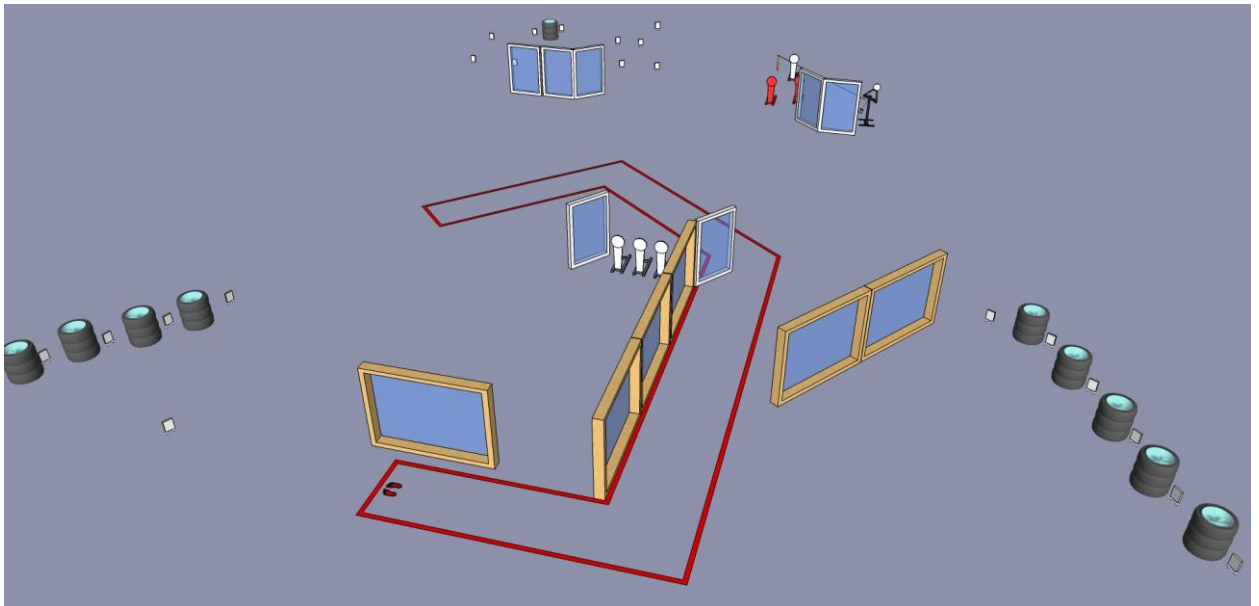
Start position: standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.

Gun condition: option 1.

Stage procedure: at the start signal engage targets from within the designated area. PoPer P1 activates moving target MP1.

Moving target stay visible after stop moving.

Safety angels: 180 degrees.



Shcem.№6.

Stage №7. “Basic“

Birdshot

Type: short.

Targets: 2 Pa, 6 Pl, PT.

Minimum rounds: 8.

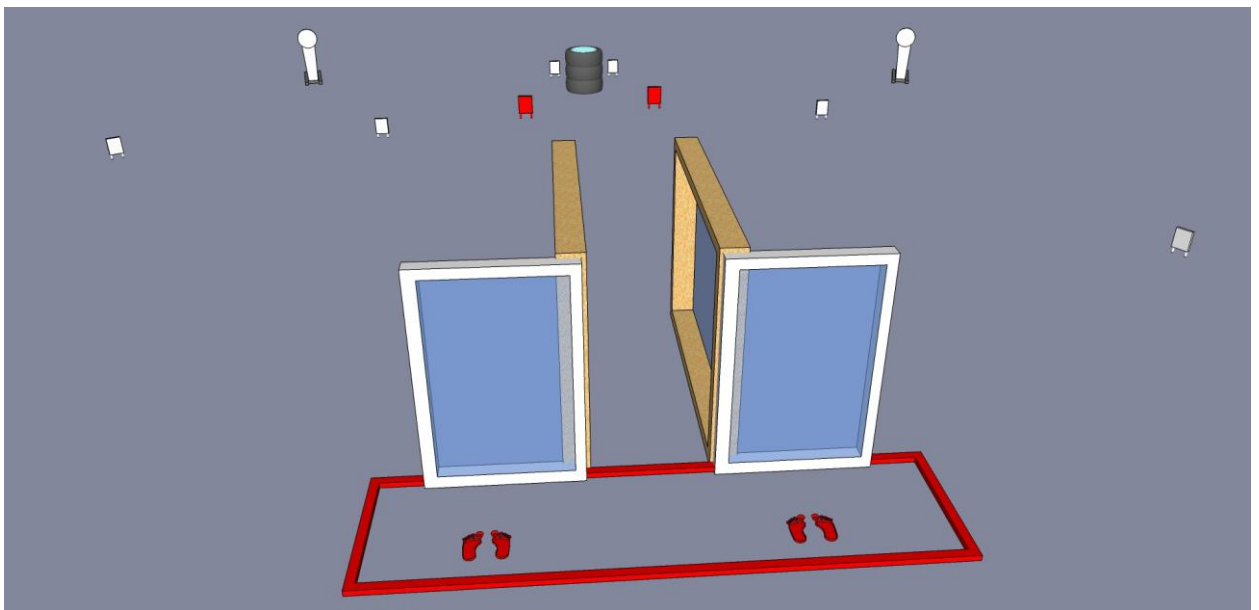
Maximum points: 40.

Start position: standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.

Gun condition: option 1.

Stage procedure: at the start signal engage targets from within the designated area.

Safety angels: 180 degrees.



Shcem.№7.

Stage №8. “Fast&Easy “

Birdshot

Type: short.

Targets: 8 Pl.

Minimum rounds: 8.

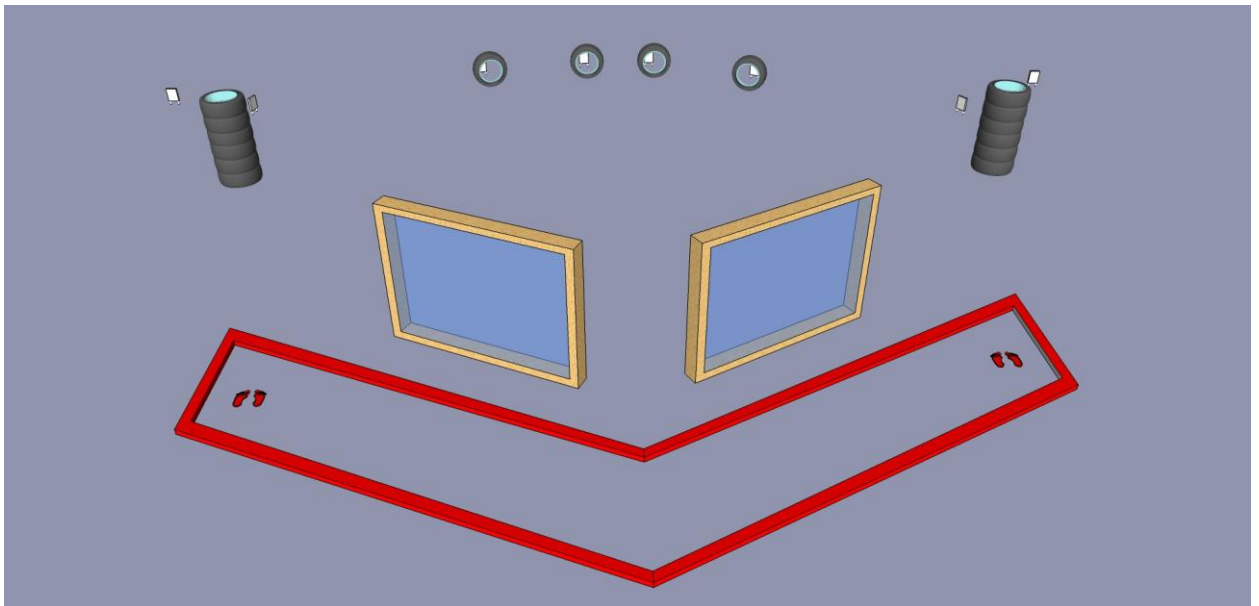
Maximum points: 40.

Start position: standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.

Gun condition: option 2.

Stage procedure: at the start signal engage targets from within the designated area.

Safety angels: 180 degrees.



Shcem.№8.

Type: short.

Targets: 1 P, 7 Pl.

Minimum rounds: 8.

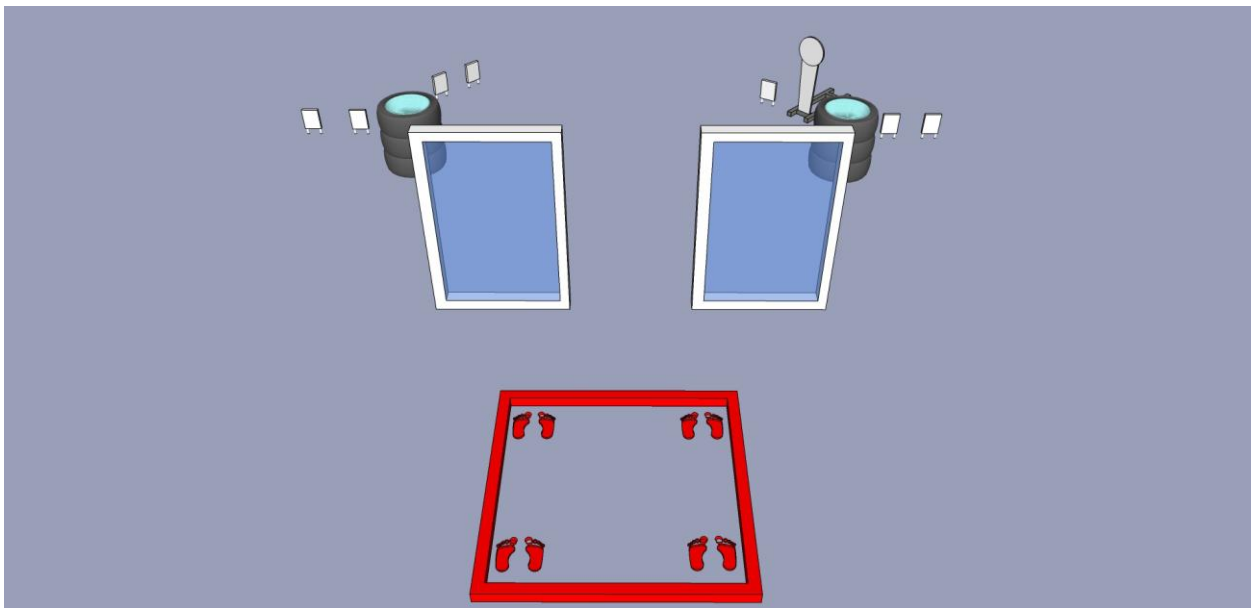
Maximum points: 40.

Start position: standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.

Gun condition: option 1.

Stage procedure: at the start signal engage targets from within the designated area.

Safety angels: 180 degrees.



Stage №10. “Dancing Queen“

Birdshot

Type: short.

Targets: 2 P, 5 Pl, 1 Fp, PT.

Minimum rounds: 8.

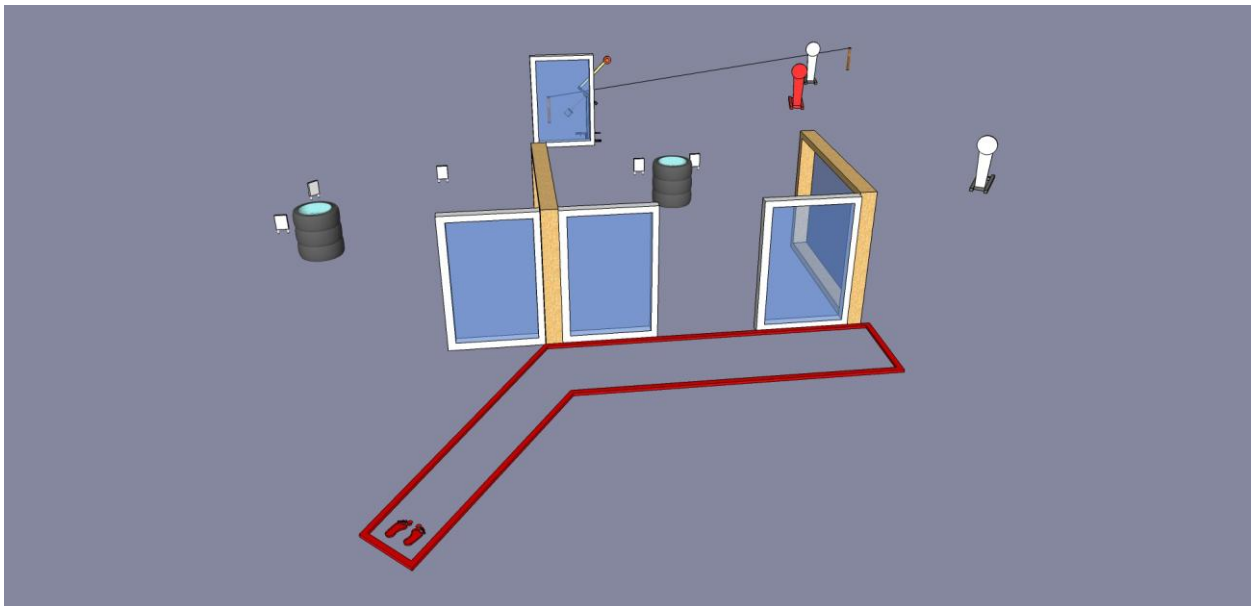
Maximum points: 80.

Start position: standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.

Gun condition: option 1.

Stage procedure: at the start signal engage targets from within the designated area. PoPer P1 activates moving target MP1. Moving target stay visible after stop moving.

Safety angels: 180 degrees.



Shcem.№10.

Stage №11. “Long way“

Birdshot

Type: short.

Targets: 8 Pl, PT.

Minimum rounds: 8.

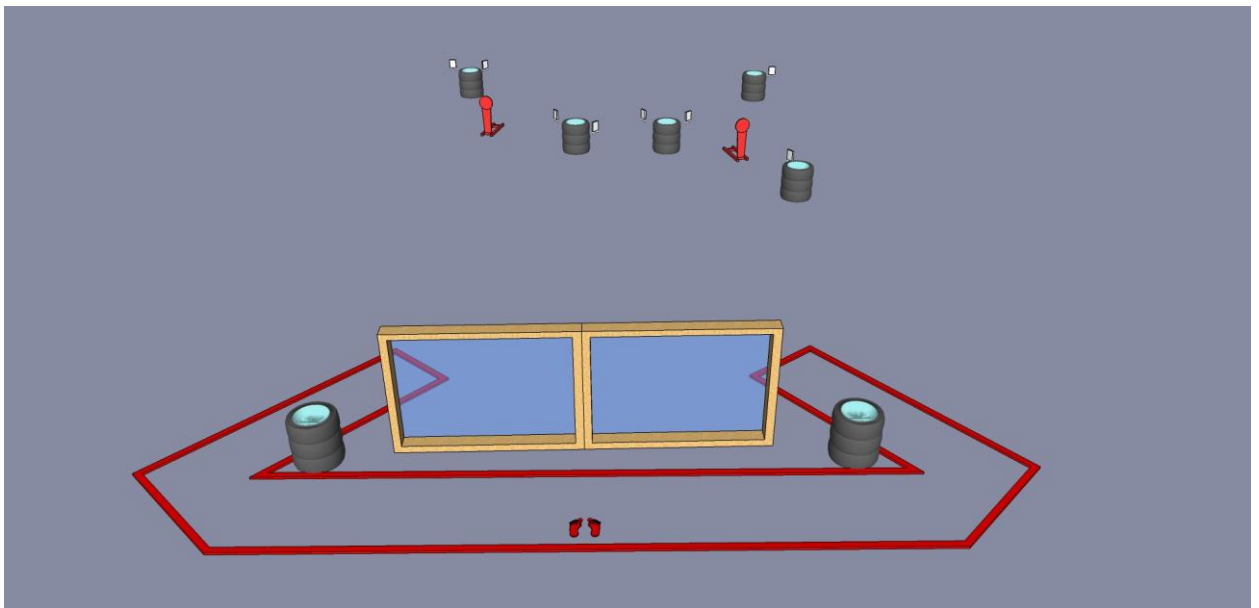
Maximum points: 40.

Start position: standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.

Gun condition: option 1.

Stage procedure: at the start signal engage targets from within the designated area.

Safety angels: 180 degrees.



Shcem.№11.

Stage №12. “Machine-gunner“

Birdshot

Type: medium.

Targets: 11 P, 5 Pl, PT.

Minimum rounds: 16.

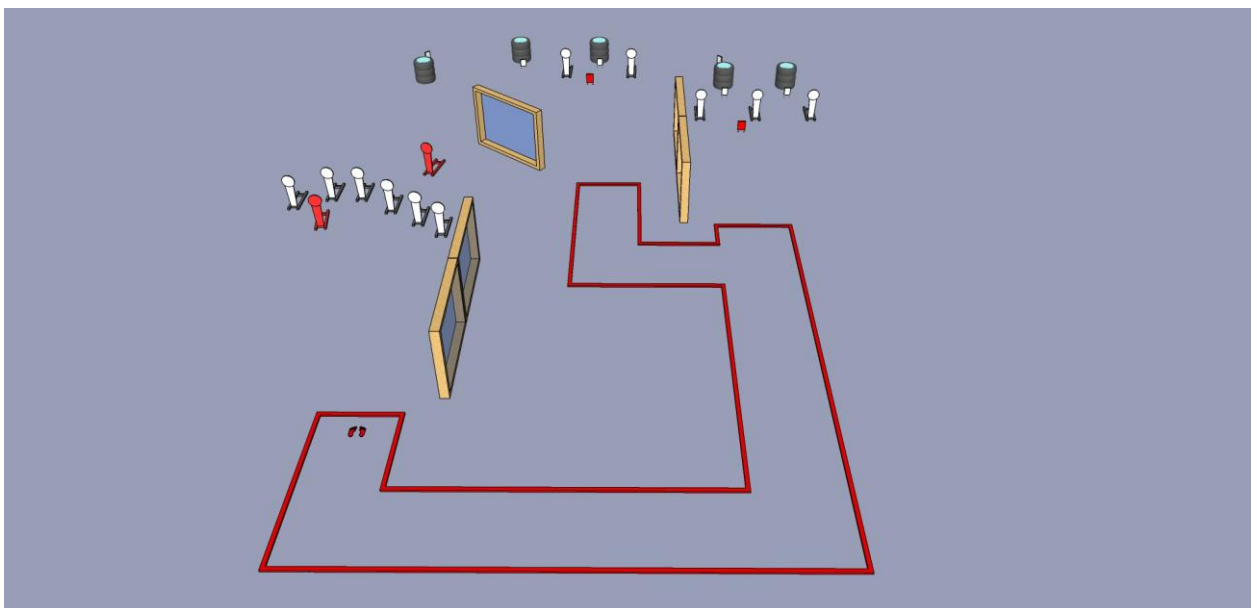
Maximum points: 80.

Start position: standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.

Gun condition: option 3.

Stage procedure: at the start signal engage targets from within the designated area.

Safety angels: 180 degrees.



Shcem.№12.

Stage №13. “Ancient sniper“

Buckshot

Type: short.

Targets: 1 P, 6 A4.

Minimum rounds: 7.

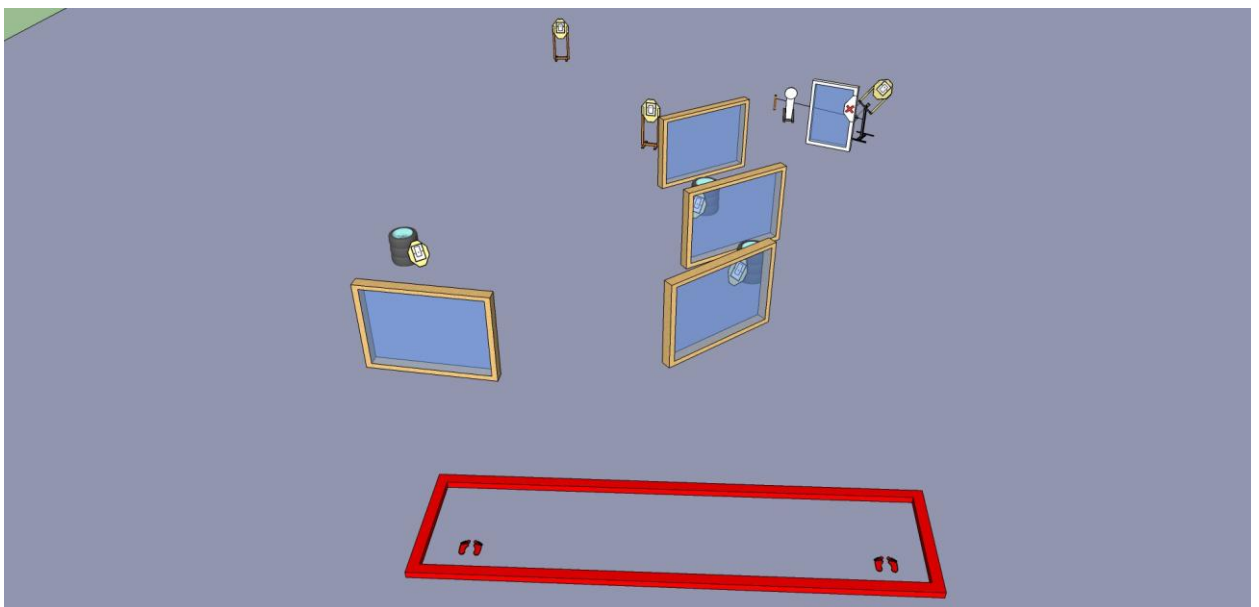
Maximum points: 65.

Start position: standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.

Gun condition: option 1.

Stage procedure: after start signal engage all targets, freestyle from the designated area.

Safety angels: 180 degrees.



Shcem.№13.

Stage №14. “Fortress“

Birdshot

Type: long.

Targets: 17 P, 5 Pl.

Minimum rounds: 22.

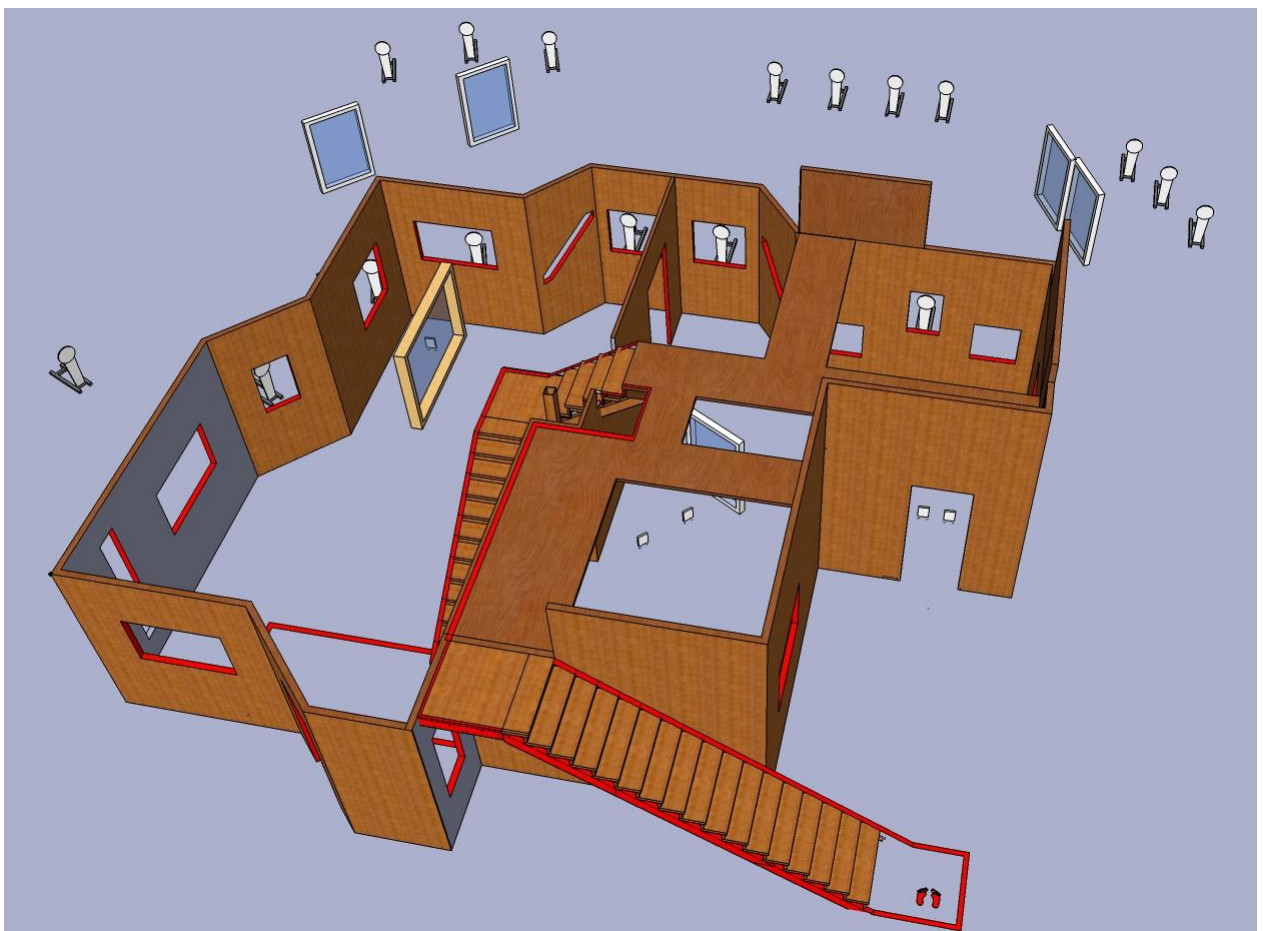
Maximum points: 110.

Start position: standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.

Gun condition: option 1.

Stage procedure: at the start signal engage targets from within the designated area.

Safety angels: 180 degrees.



Shcem №14.

Stage №15. “Windows“

Birdshot

Type: short.

Targets: 8 Pl.

Minimum rounds: 8.

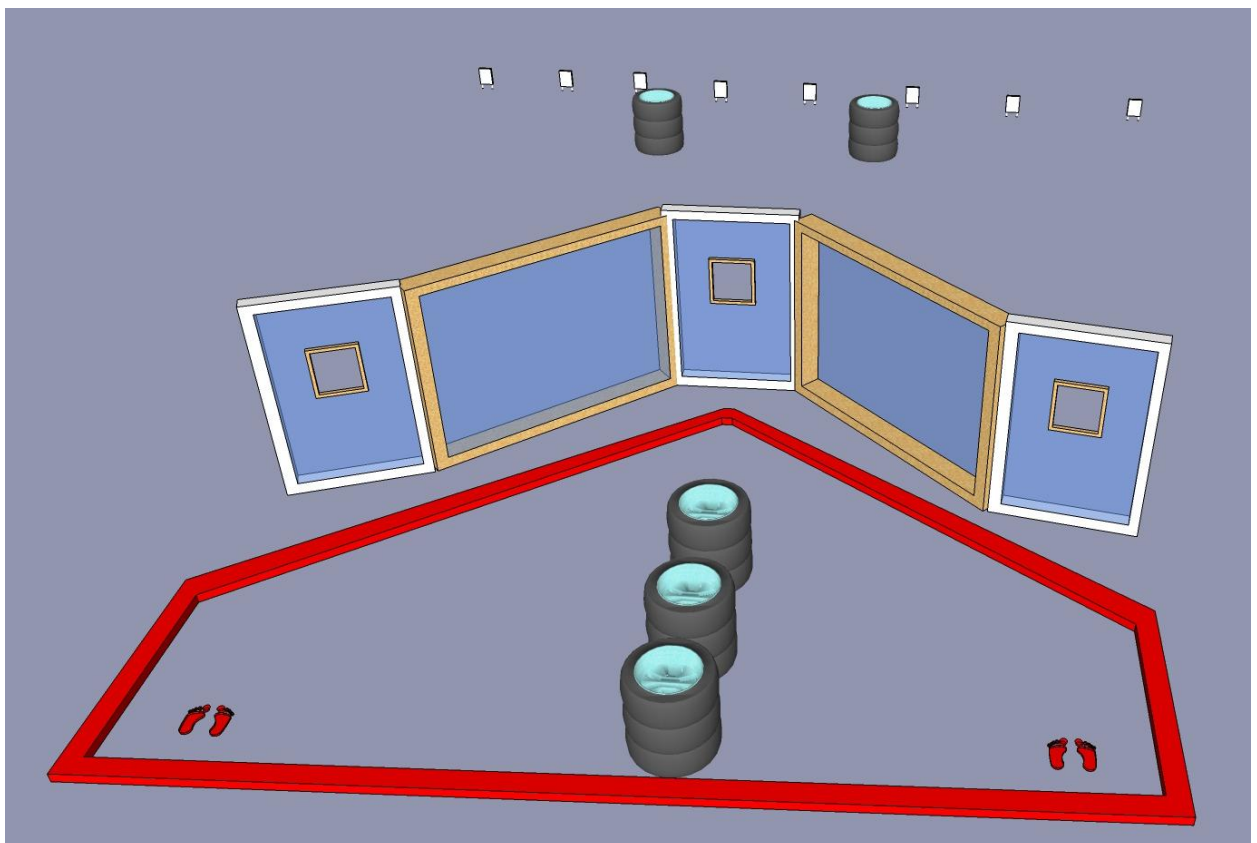
Maximum points: 40.

Start position standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.

Gun condition: option 1.

Stage procedure: at the start signal engage targets from within the designated area.

Safety angels: 180 degrees.



Shcem. №15. “По дуге“

Stage №16. “Sign of Zorro“

Birdshot

Type: short.

Targets: 2 P, 6 Pl, PT.

Minimum rounds: 8.

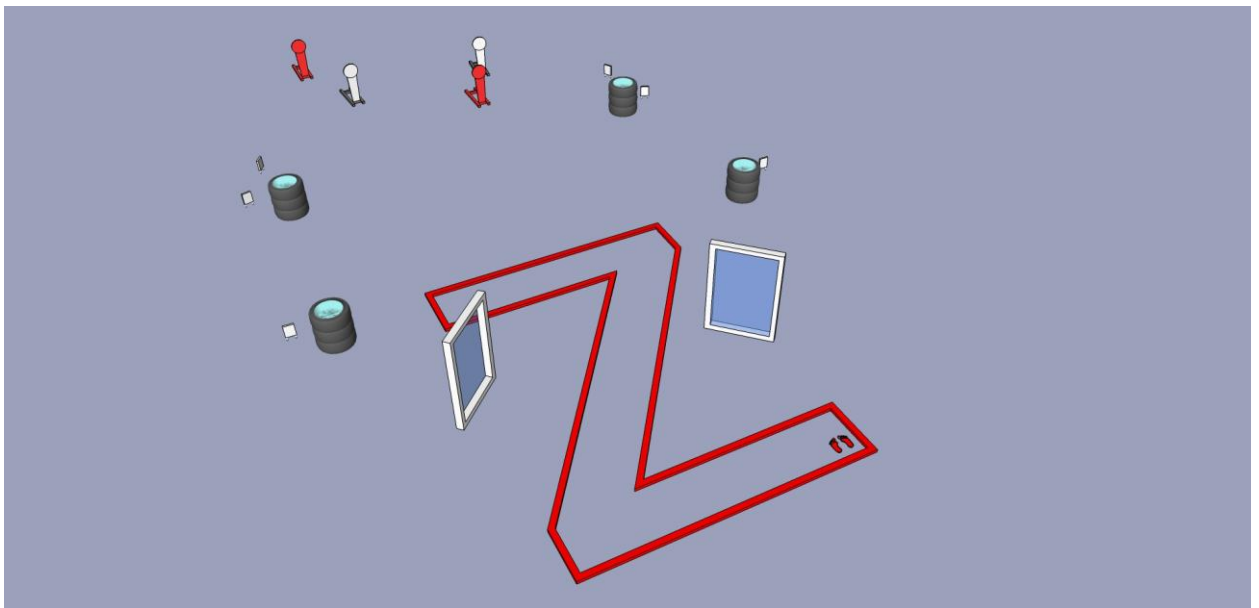
Maximum points: 40.

Start position: standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.

Gun condition: option 1.

Stage procedure: at the start signal engage targets from within the designated area.

Safety angels: 180 degrees.



Shcem.№16.

Stage №17. “Controlled chaos“

Birdshot

Type: long.

Targets: 9 Pa, 12 Pl, 1 Fp, PT.

Minimum rounds: 22.

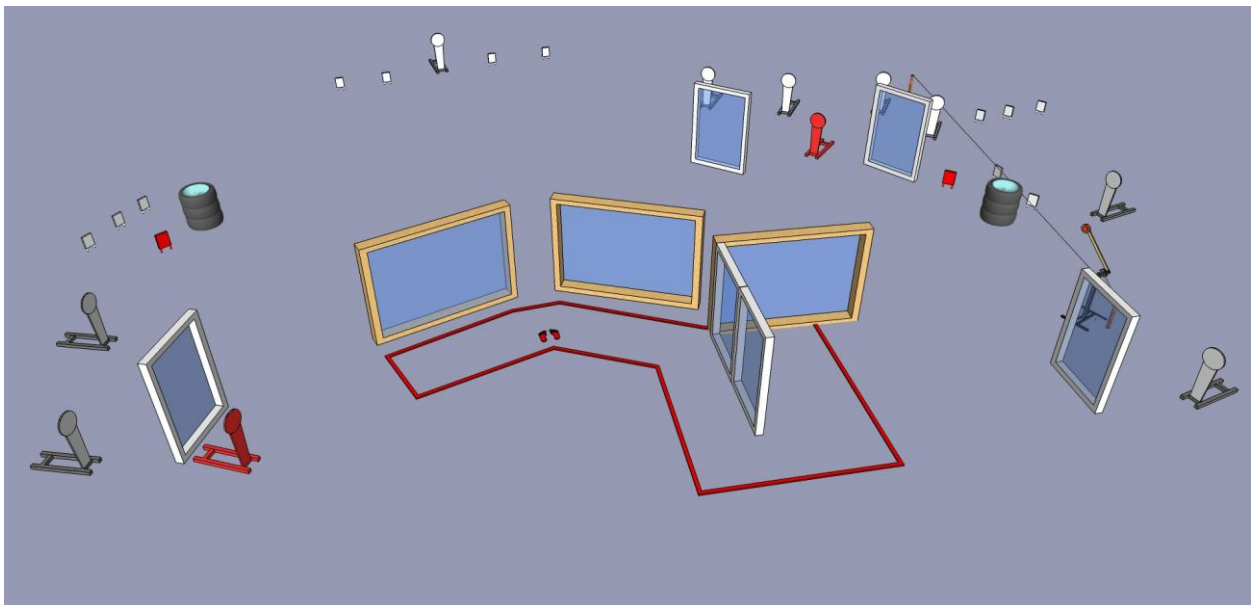
Maximum points: 110.

Start position: standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.

Gun condition: option 1.

Stage procedure: at the start signal engage targets from within the designated area. PoPer P1 activates moving targets S1. All moving targets stay visible after stop moving.

Safety angels: 180 degrees.



Shcem.№17.

Stage №18. “Hurry Up!!”

Birdshot

Type: short.

Targets: 4 Pa, 4 Pl, PT.

Minimum rounds: 8.

Maximum points: 40.

Start position: standing erect and relaxed, with the shotgun in the ready condition held in both hands, stock touching the competitor at hip level, trigger guard downwards, muzzle pointing downrange and with the fingers outside the trigger guard.

Gun condition: option 3.

Stage procedure: at the start signal engage targets from within the designated area.

Safety angels: 180 degrees.

