

Stage №1. “Warming-up “

Birdshot

Type: short.

Targets: 1 IPSC Poppers, 7 Plates, Penalty Targets.

Minimum rounds: 8.

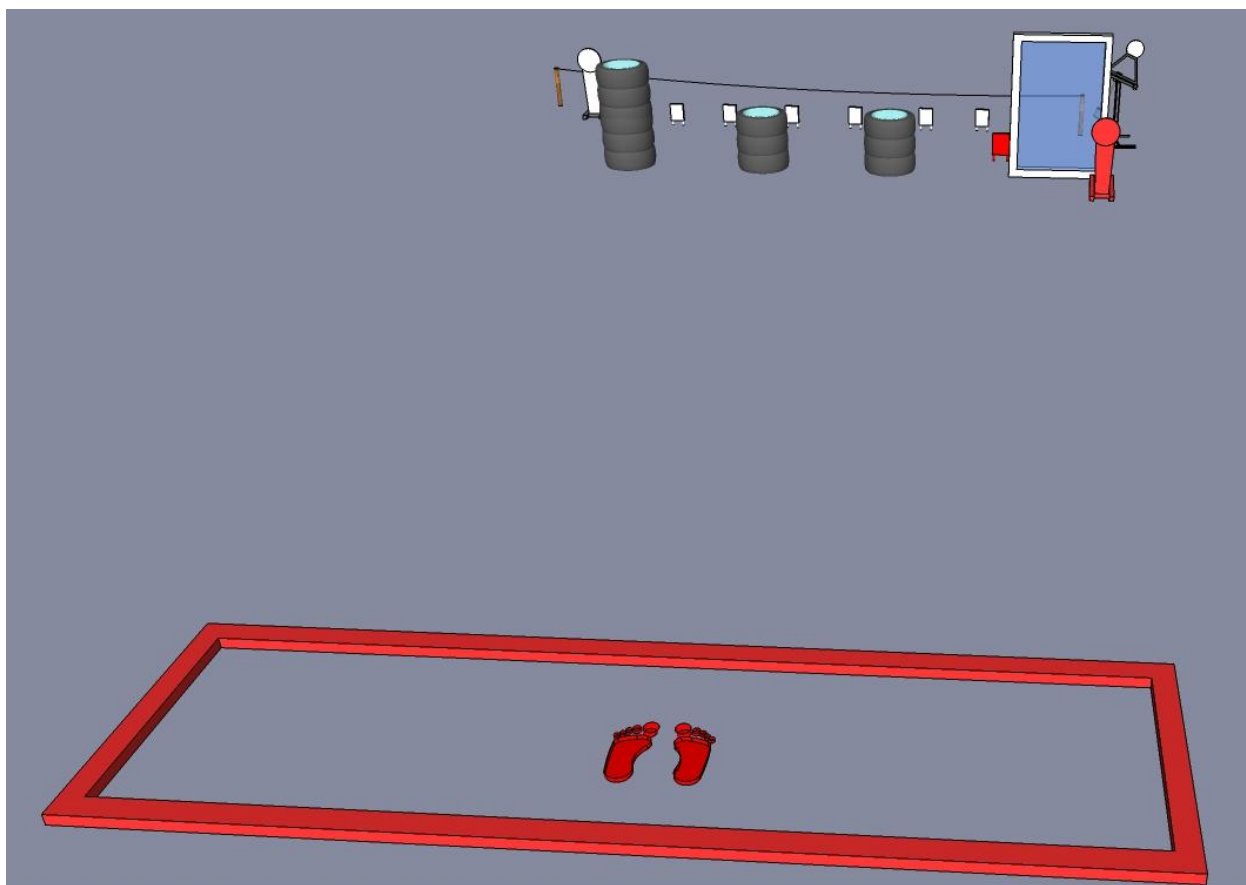
Maximum points: 40.

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. Moving target activates by popper and plate stay visible after stop moving.

Safety angels: 180 degrees.



Shcem.№1.

Stage №2. “Fever “

Birdshot

Type: short.

Targets: 2 IPSC Poppers, 6 Plates.

Minimum rounds: 8.

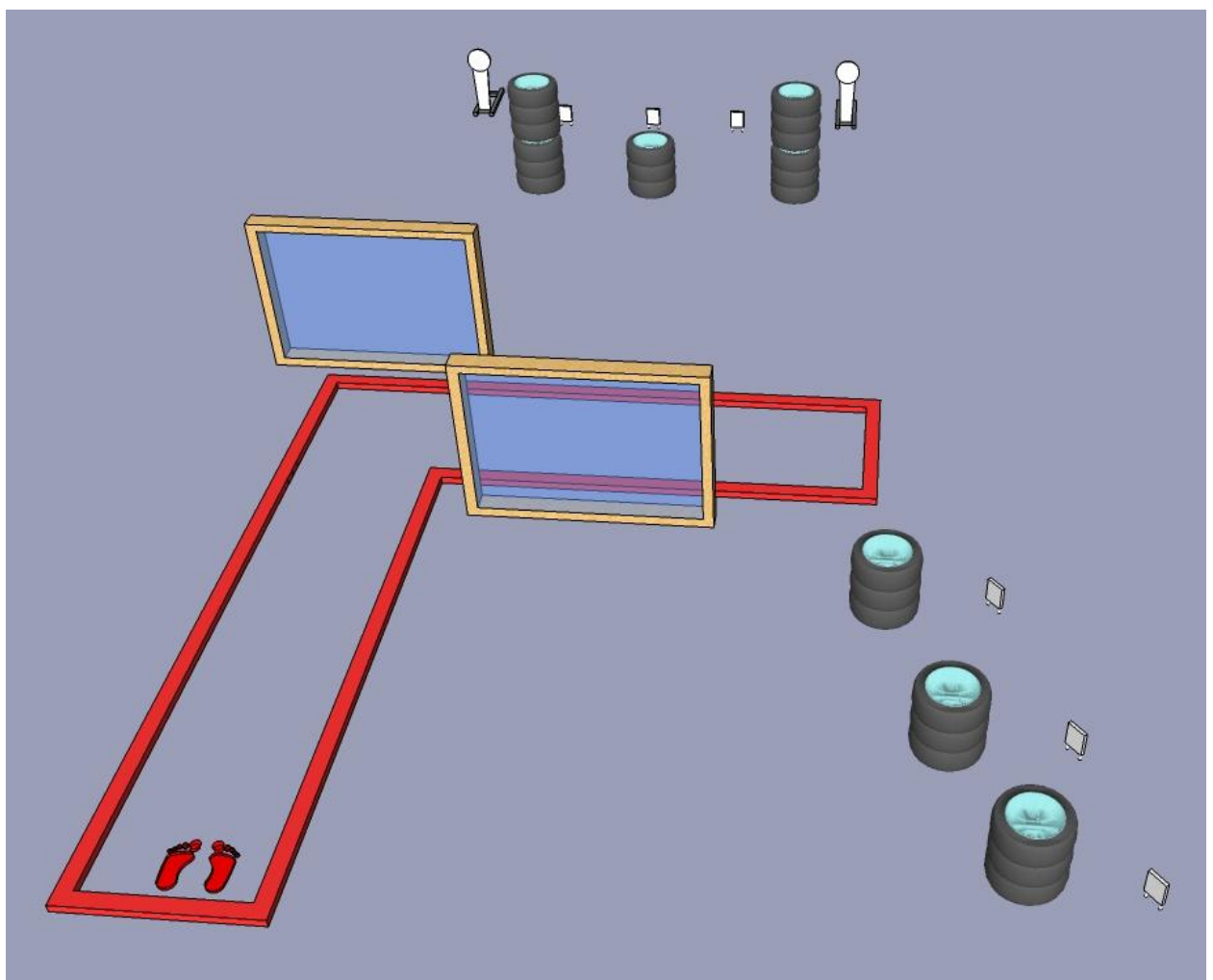
Maximum points: 40.

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 №3. “Stairway to Haven“

Birdshot

Type: medium.

Targets: 11 IPSC Poppers, 5 Plates, Penalty Targets.

Minimum rounds: 16.

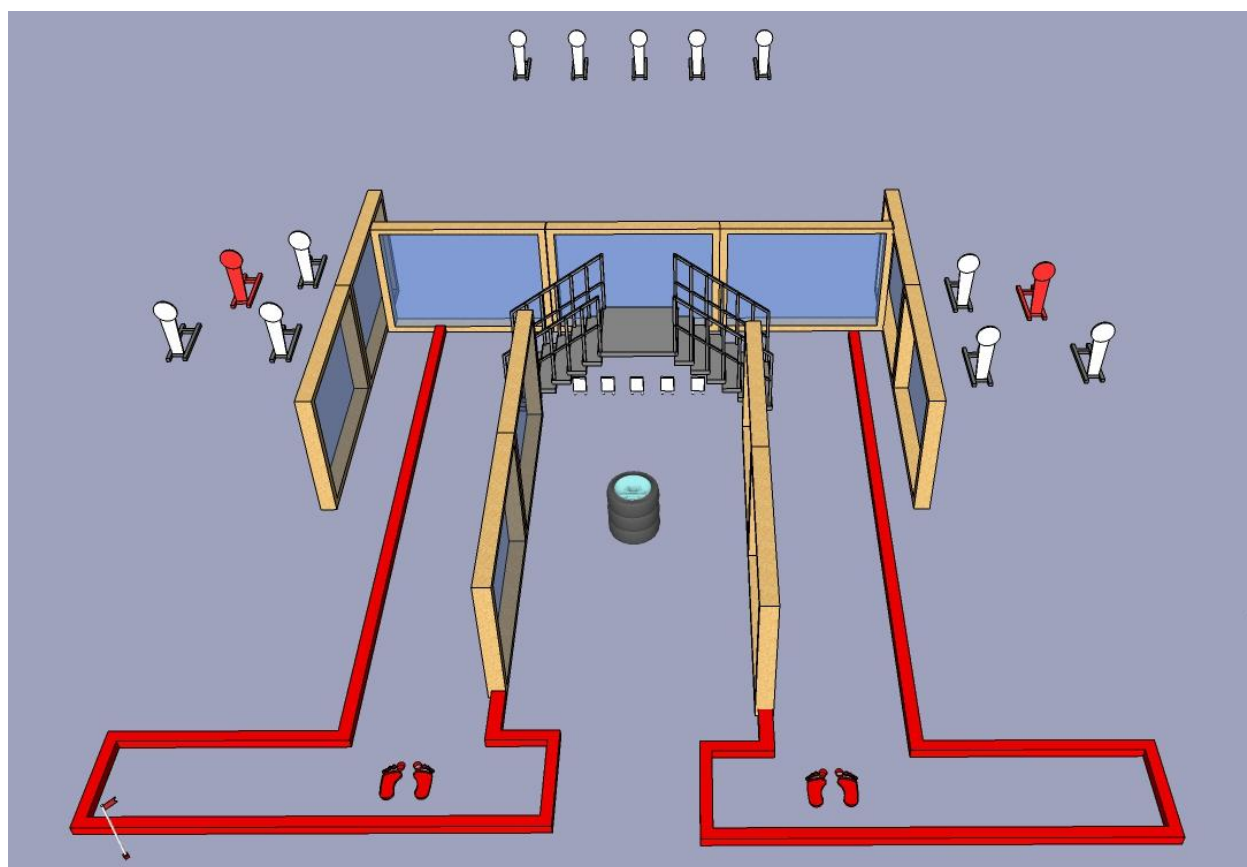
Maximum points: 80.

Start position: standing erect and relaxed on the mark, 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 №3.

Stage №4. “Rage“

Buckshot

Type: medium.

Targets: 1 IPSC Popper, 11 A4 targets, Penalty Targets .

Minimum rounds: 12.

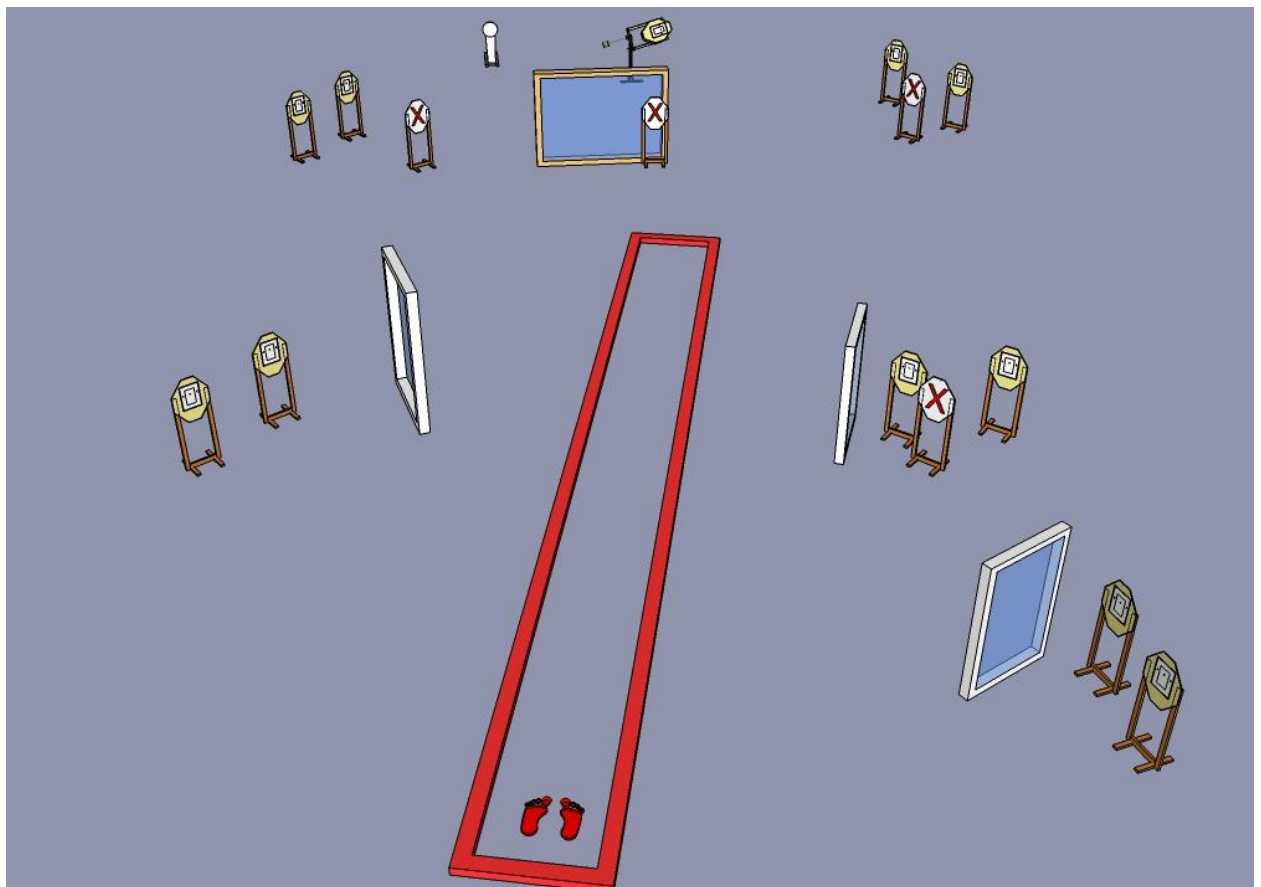
Maximum points: 115.

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. Moving target activates by popper and A-zone stay visible after stop moving.

Safety angels: 180 degrees.



Shcem.№4.

Stage №5. “Toy story“

Slug

Type: medium.

Targets: 4 IPSC Poppers, 12 IPSC target, Penalty Targets.

Minimum rounds: 16.

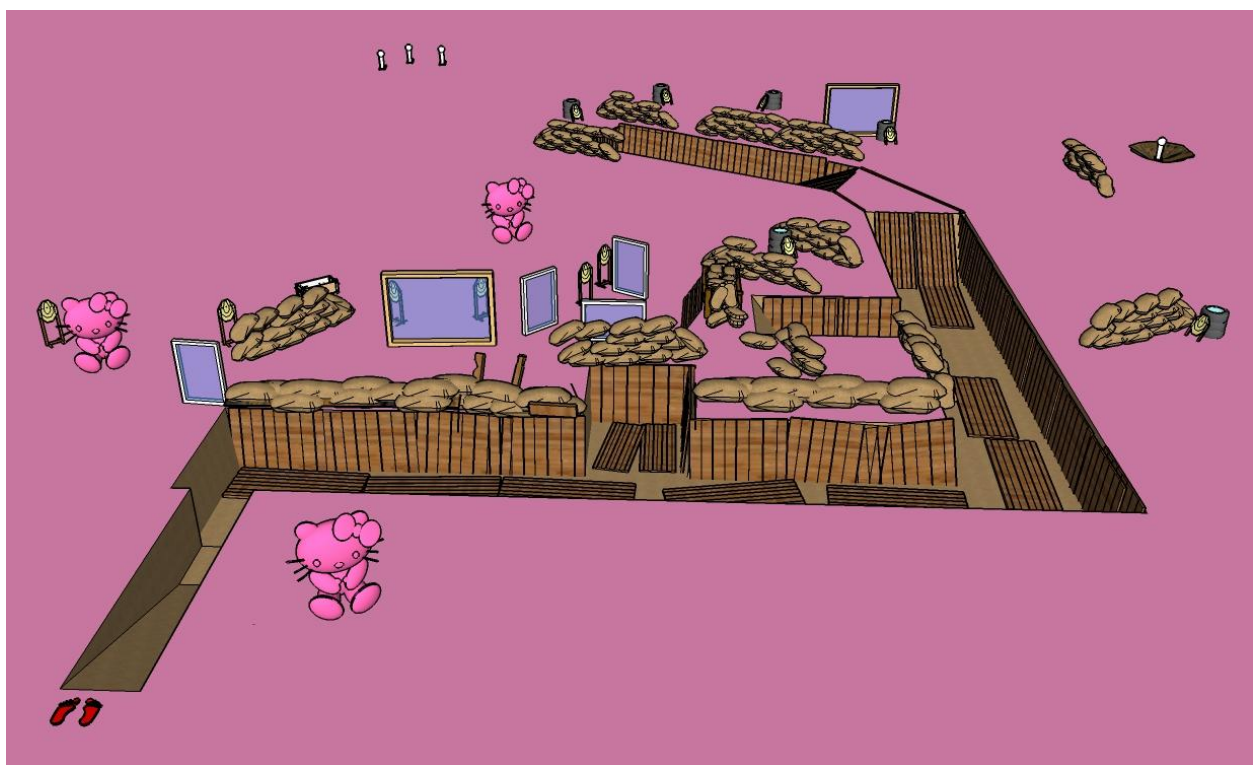
Maximum points: 80.

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. Best one hit on paper targets to count.

Safety angels: 180 degrees.



Shcem.№5

Stage №6. “Day-Z”

Birdshot

Type: long.

Targets: 16 IPSC Poppers, 6 Plates, 2 Bonus clay targets, Penalty Targets.

Minimum rounds: 24.

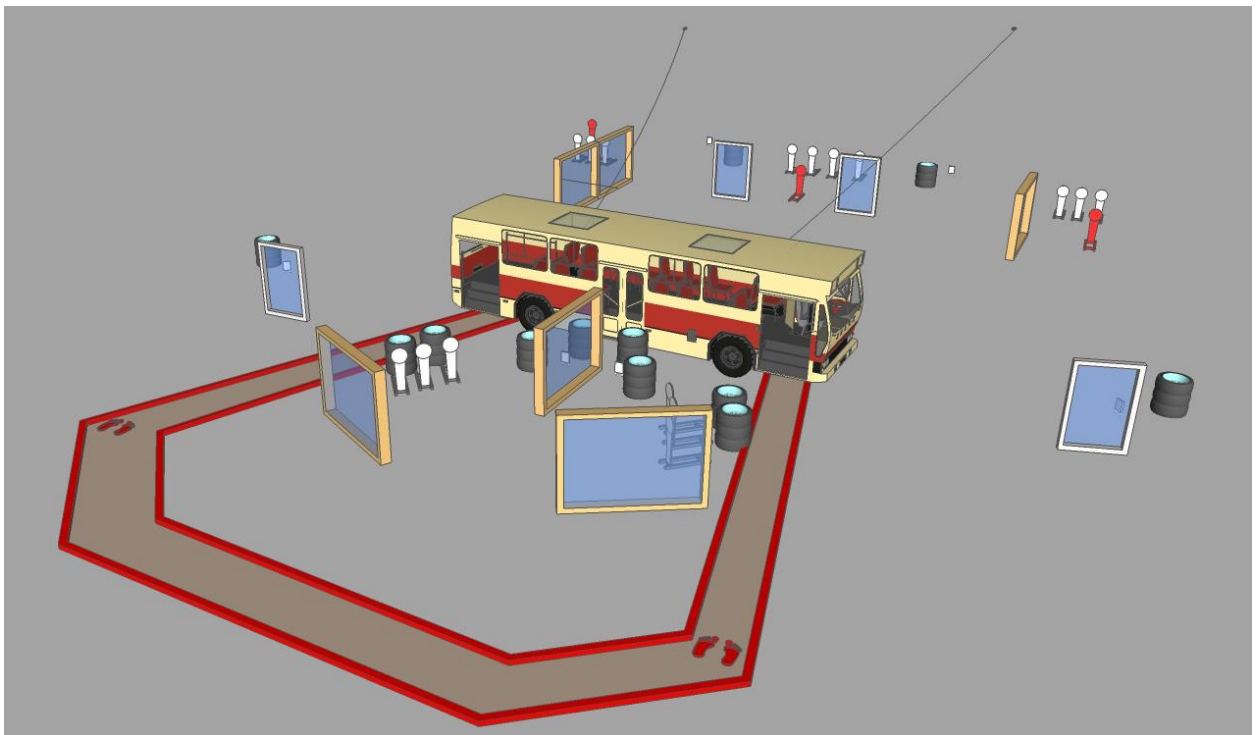
Maximum points: 120.

Start position: standing erect and relaxed on marks, 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. Bonus targets activates by handle from inside Bus.

Safety angels: 180 degrees.



Shcem.№6.

Stage №7. “Old bridge“

Birdshot

Type: short.

Targets: 5 IPSC Poppers, 3 Plates, Penalty Targets.

Minimum rounds: 8.

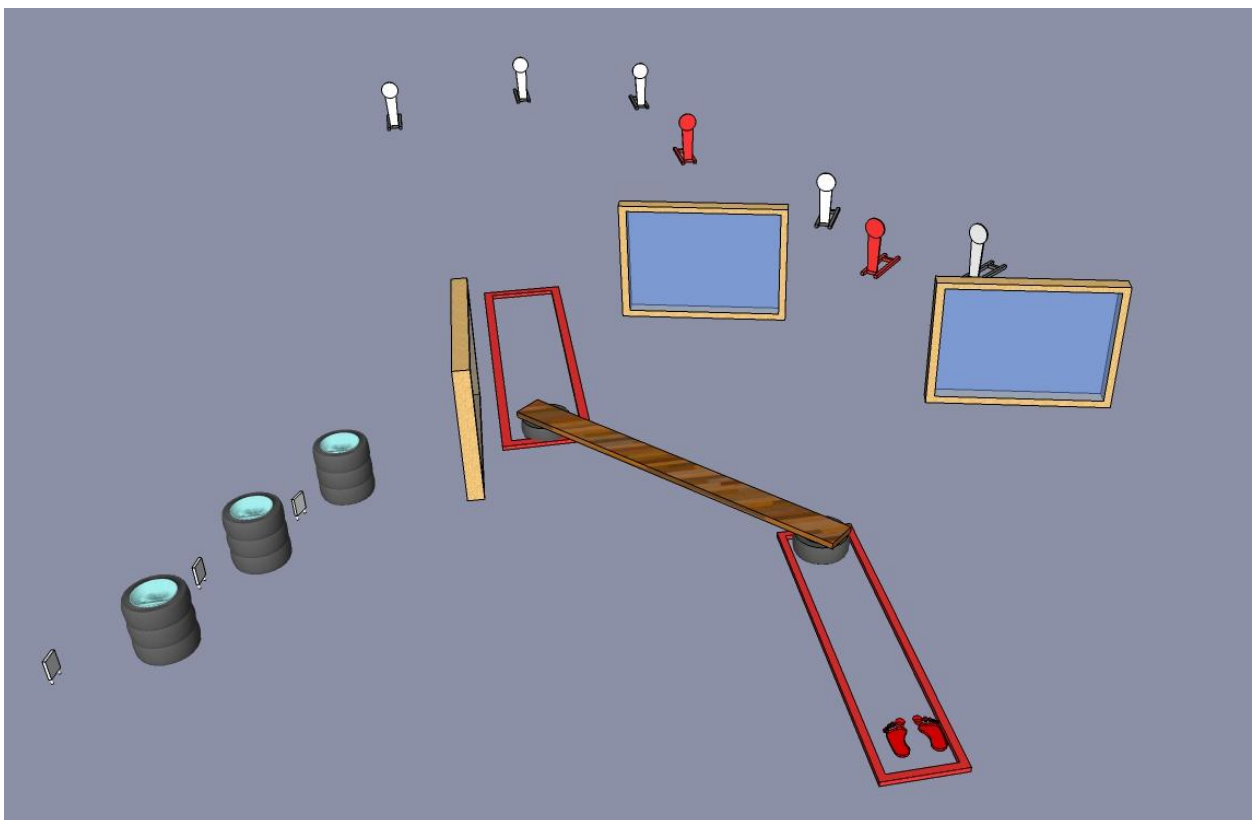
Maximum points: 40.

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 №7.

Stage №8. “Pirates bay“

Buckshot

Type: short.

Targets: 8 A4 targets, Penalty Targets.

Minimum rounds: 8.

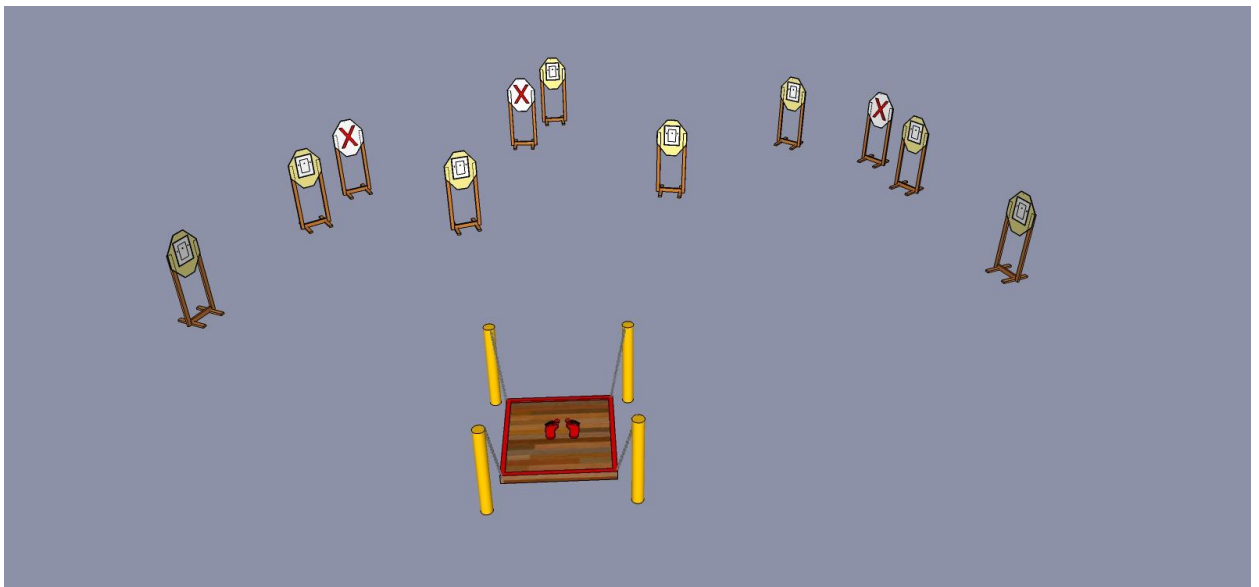
Maximum points: 16.

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.№8.

Type: short.

Targets: 5 IPSC Poppers, 2 Plates, Penalty Targets.

Minimum rounds: 7.

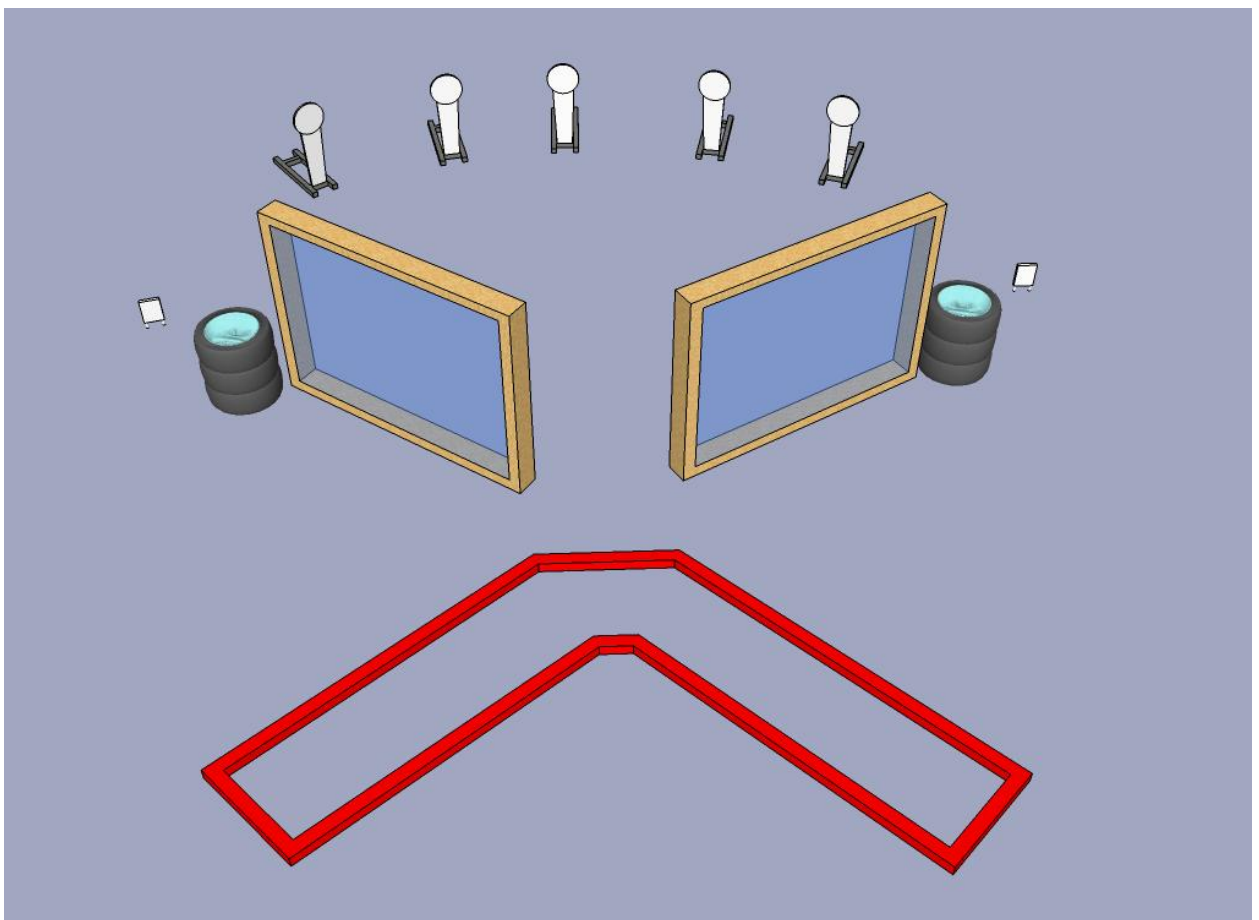
Maximum points: 35.

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. “Dark Forest”

Birdshot

Type: medium.

Targets: 7 IPSC Poppers, 4 Plates, Penalty Targets.

Minimum rounds: 11.

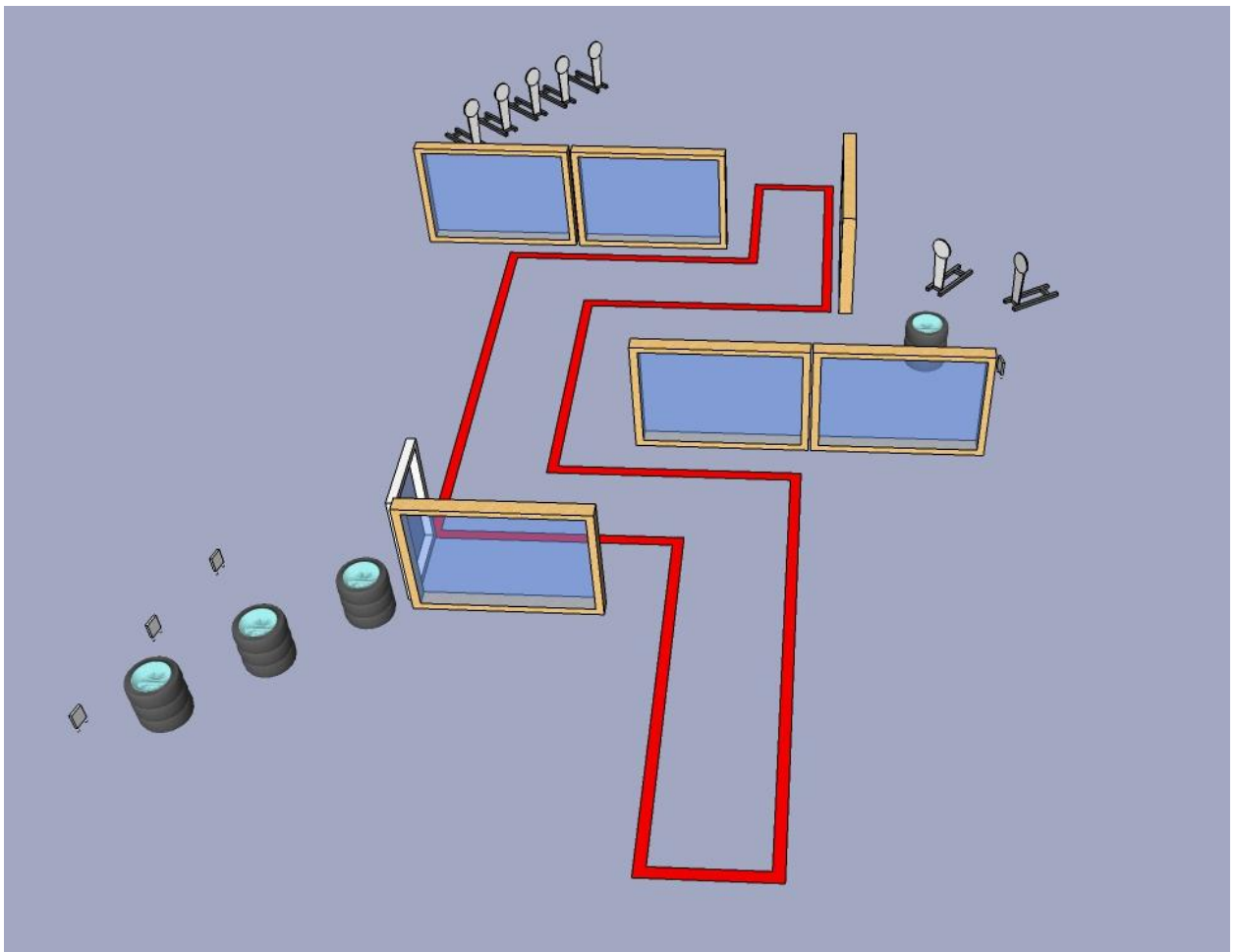
Maximum points: 55.

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.№10.

Stage №11. “T-factor“

Birdshot

Type: medium.

Targets: 5 IPSC Poppers, 10 Plates, Penalty Targets.

Minimum rounds: 15.

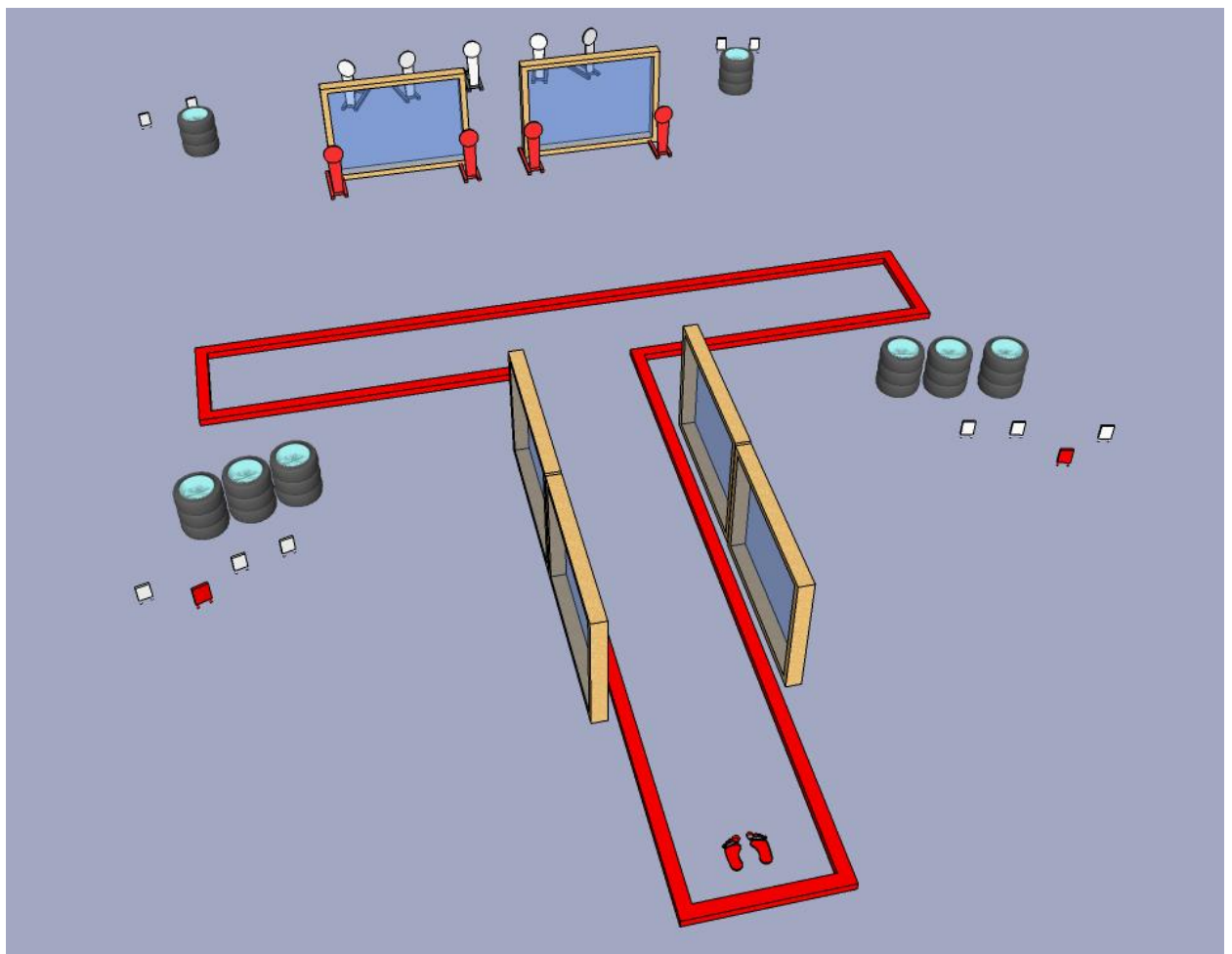
Maximum points: 75.

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.№11.

Stage №12. “Lonely Sniper“

Slug

Type: short.

Targets: 3 IPSC Poppers, 5 IPSC targets, Penalty Targets.

Minimum rounds: 8.

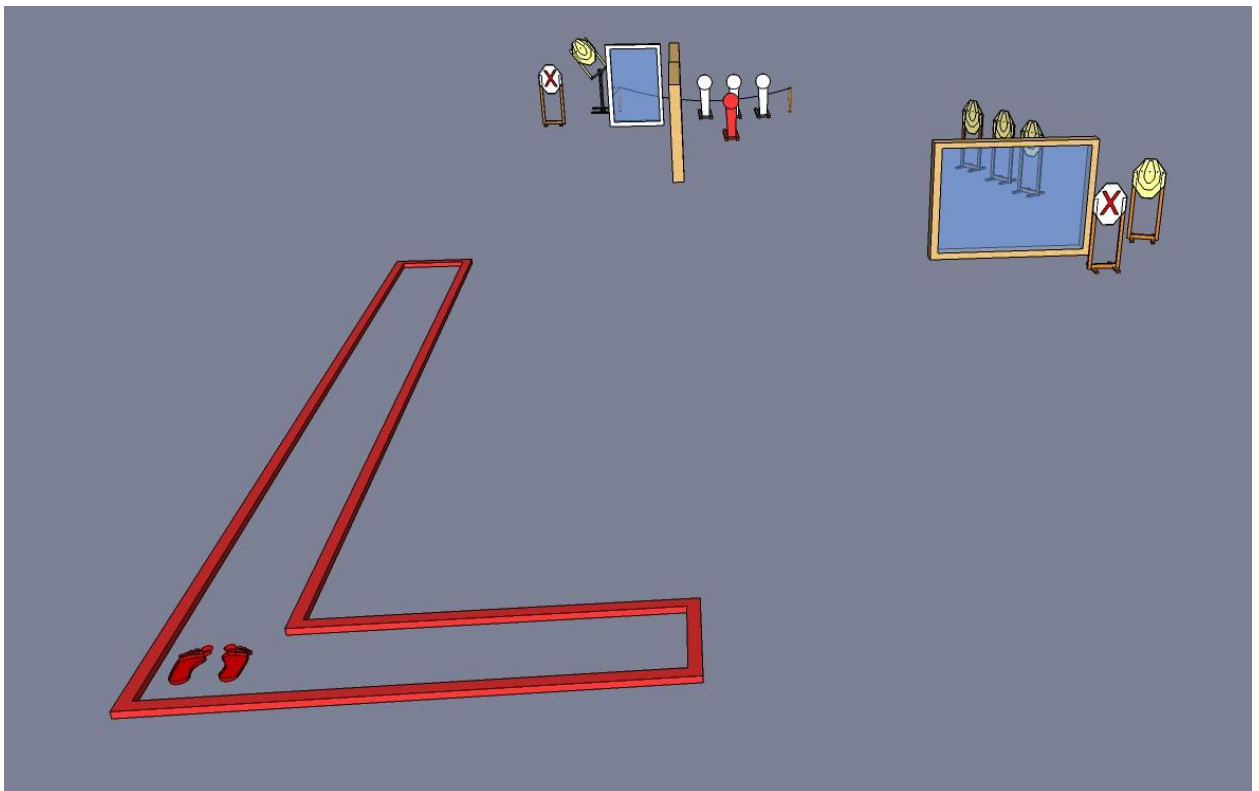
Maximum points: 40.

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. Moving target activates by any popper and A-zone stay visible after stop moving.

Safety angels: 180 degrees.



Shcem.№12.

Stage №13. “Resident Evil“

Slug

Type: medium.

Targets: 15 IPSC targets, 7 Plates, Penalty Targets.

Minimum rounds: 15.

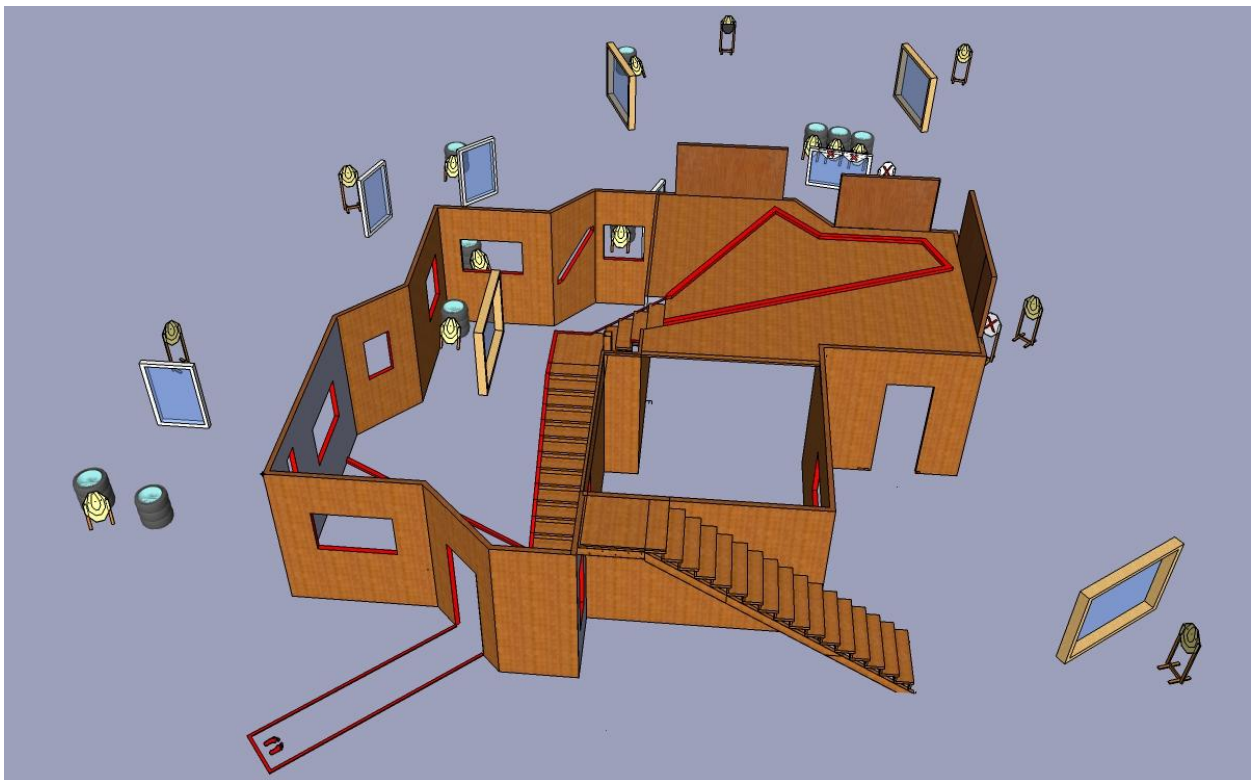
Maximum points: 75.

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: after start signal engage all targets, freestyle from the designated area. Best one hit on paper targets to count.

Safety angels: 180 degrees.



Shcem.№13.

Stage №14. “Hook“

Birdshot

Type: short.

Targets: 8 Plates, Penalty Target.

Minimum rounds: 8.

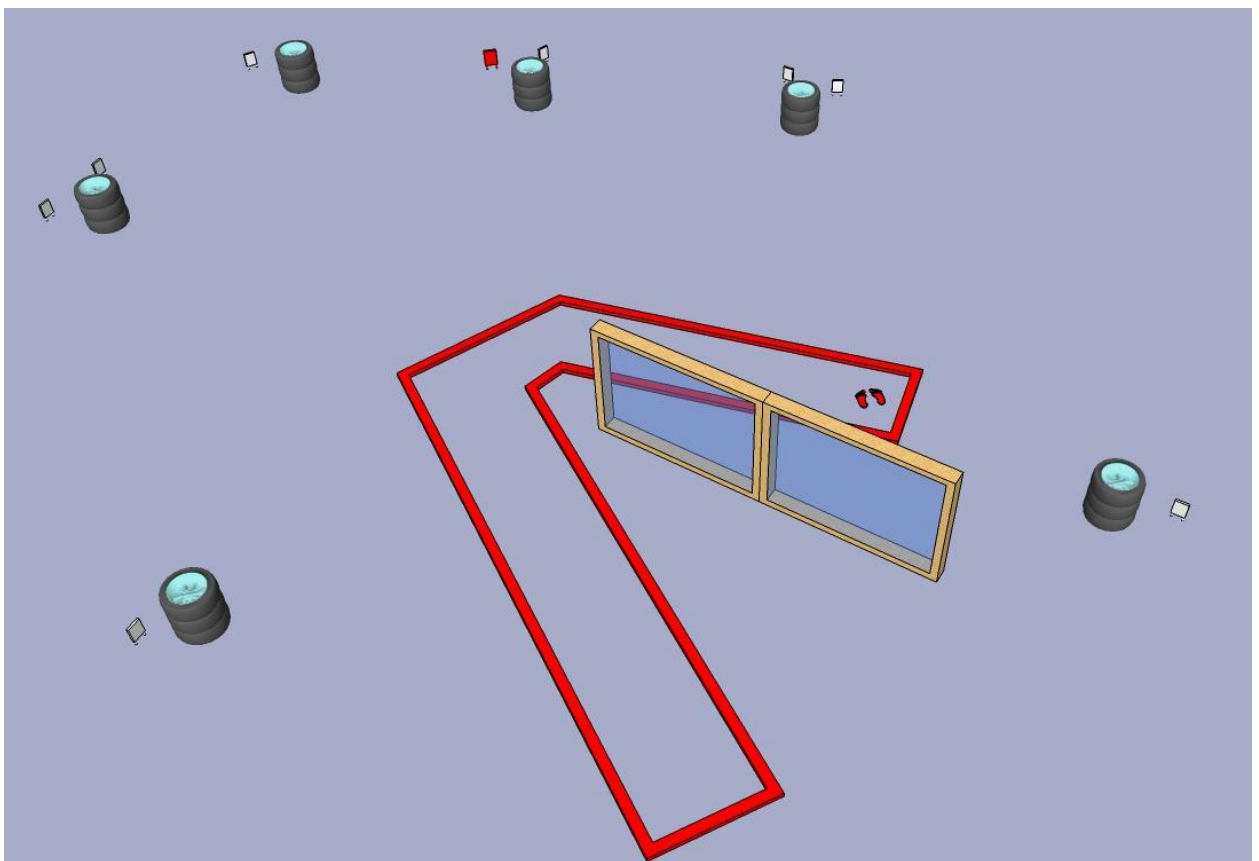
Maximum points: 40.

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.№14.

Stage №15. “The valley of the shadow of death....” Birdshot

Type: medium.

Targets: 6 IPSC Poppers, 10 Plates, Penalty Targets.

Minimum rounds: 16.

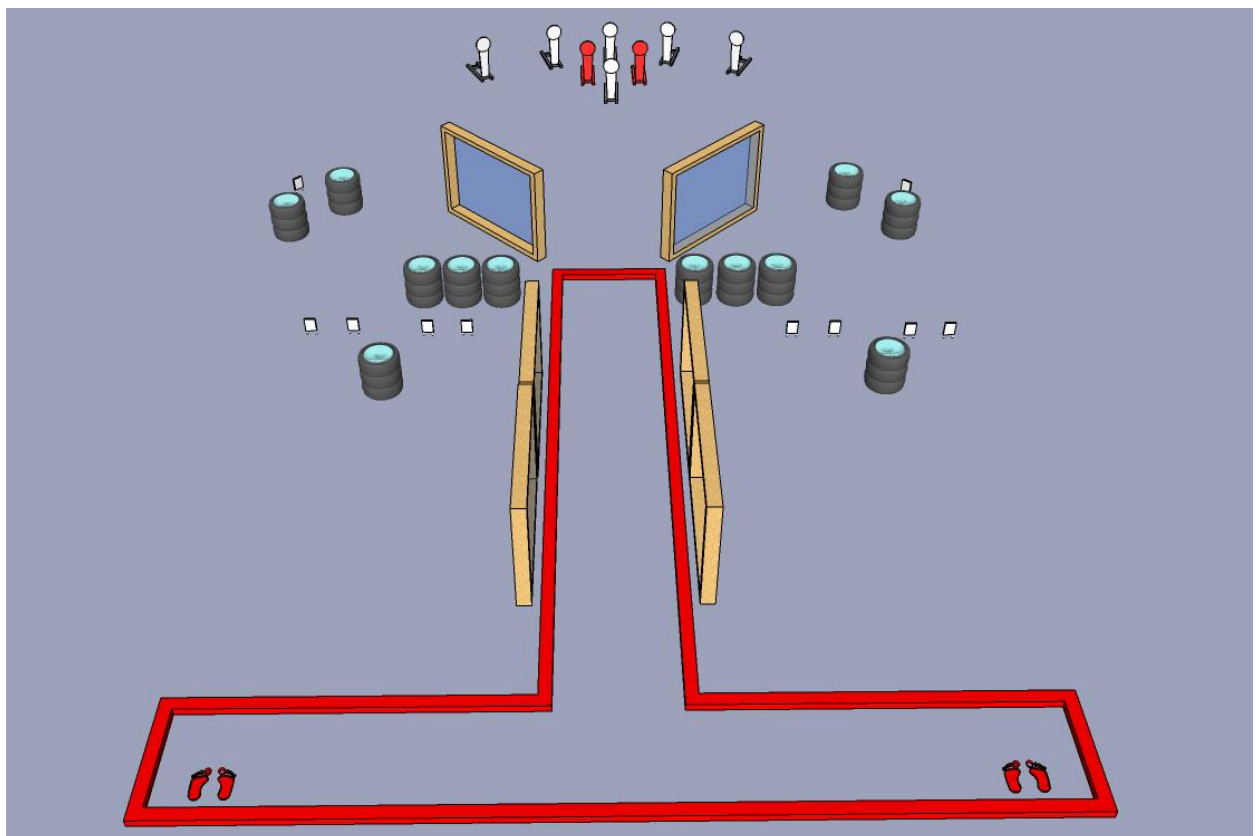
Maximum points: 80.

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 №15. “По дуге”

Stage №16. “Angels“

Birdshot

Type: long.

Targets: 12 IPSC Poppers, 10 Plates, Penalty Targets.

Minimum rounds: 22.

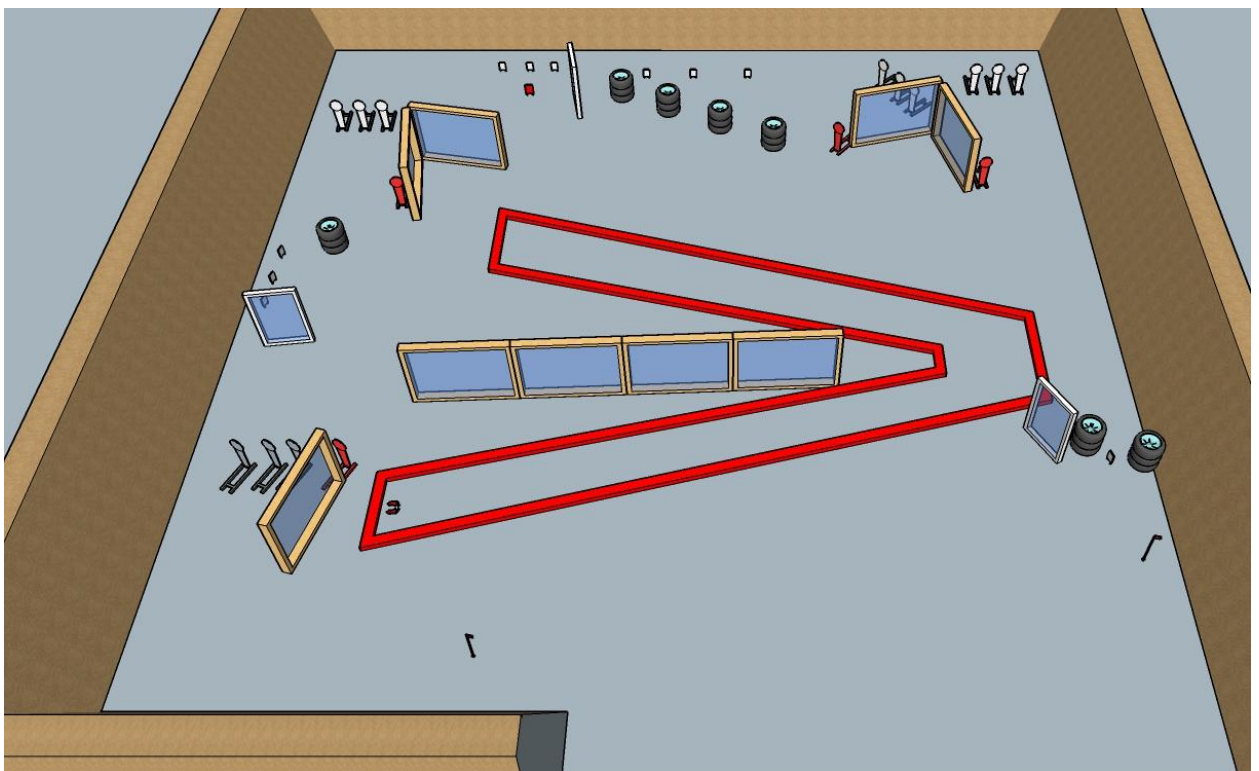
Maximum points: 110.

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: by safety flags.



Shcem №16.

Stage №17. “My home-my castle “

Birdshot

Type: long.

Targets: 15 IPSC Poppers, 6 Plates, Penalty Targets.

Minimum rounds: 21.

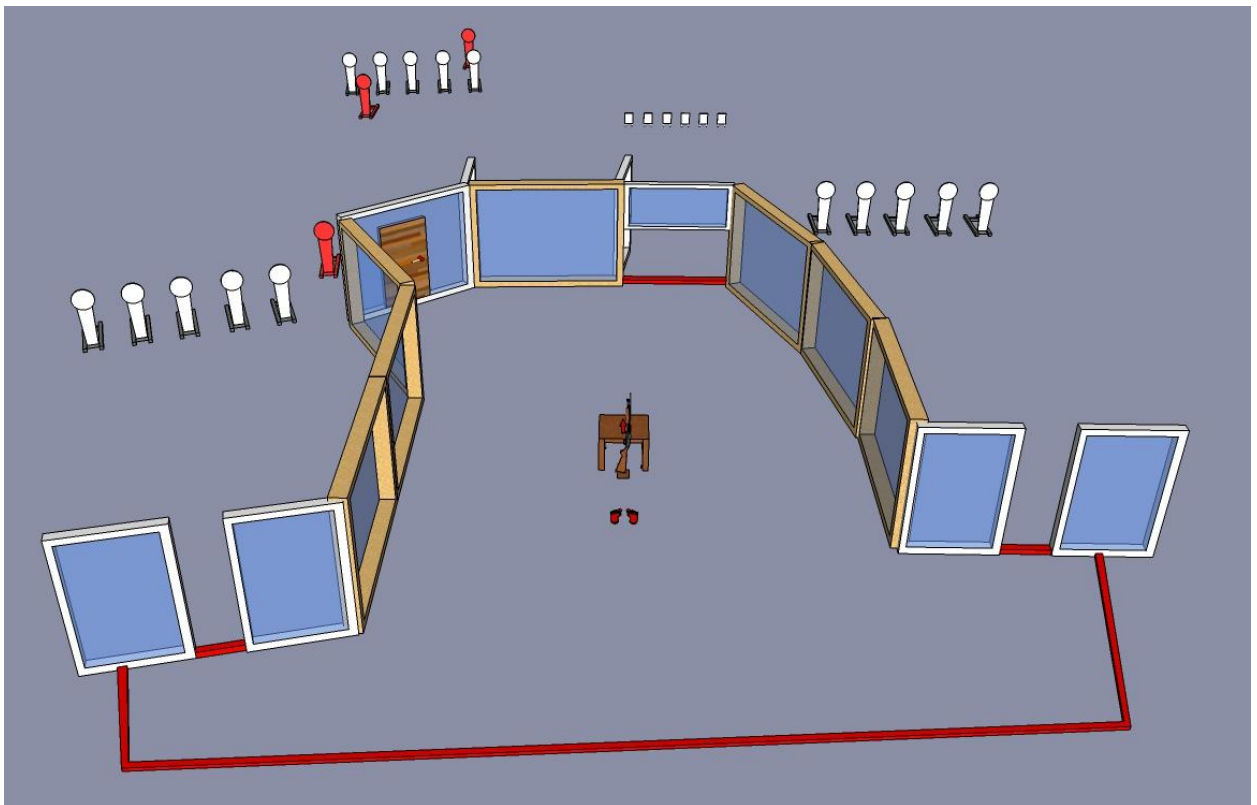
Maximum points: 105.

Start position: standing relaxed on the mark.

Gun condition: flat on a table, ammunition in pouches, option 2.

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

Safety angels: 180 degrees.



Shcem№17.

Stage №18. “Tricky snake“

Birdshot

Type: medium.

Targets: 5 IPSC Poppers, 9 Plates, Penalty Targets.

Minimum rounds: 14.

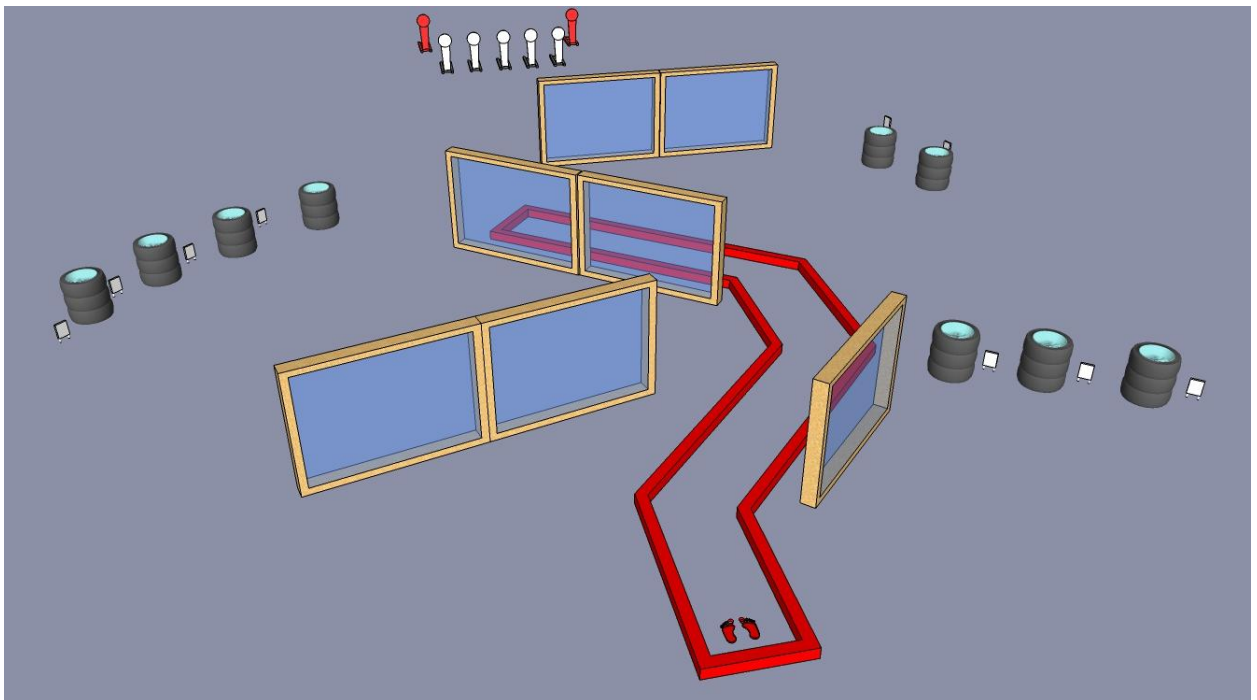
Maximum points: 70.

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 №18.

Stage №19. “Backstreet boy“

Birdshot

Type: short.

Targets: 4 IPSC Poppers, 4 Plates, Penalty Targets.

Minimum rounds: 8.

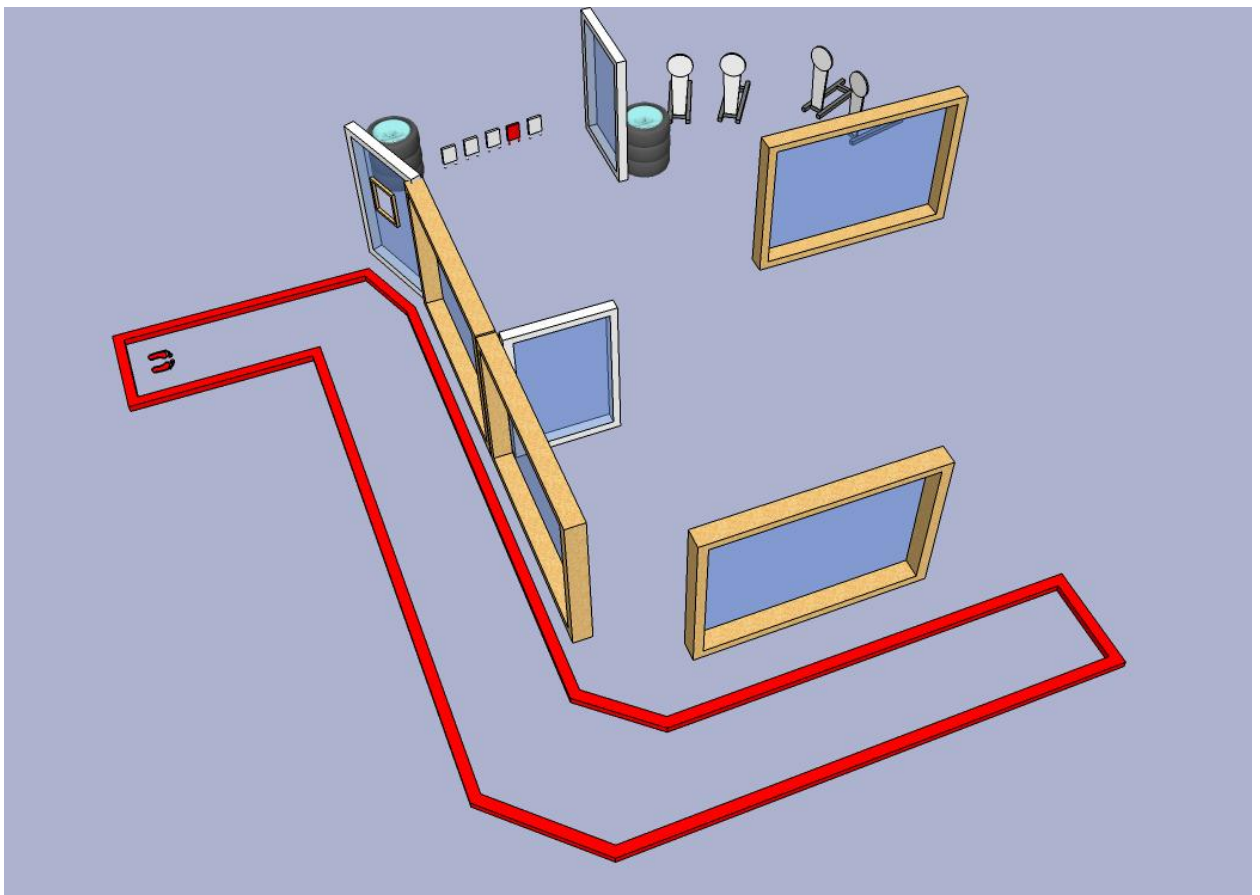
Maximum points: 40.

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 №19.

Stage №20. “Lock&Load

Birdshot

Type: short.

Targets: 3 IPSC Poppers, 5 Plates, Penalty Targets.

Minimum rounds: 8.

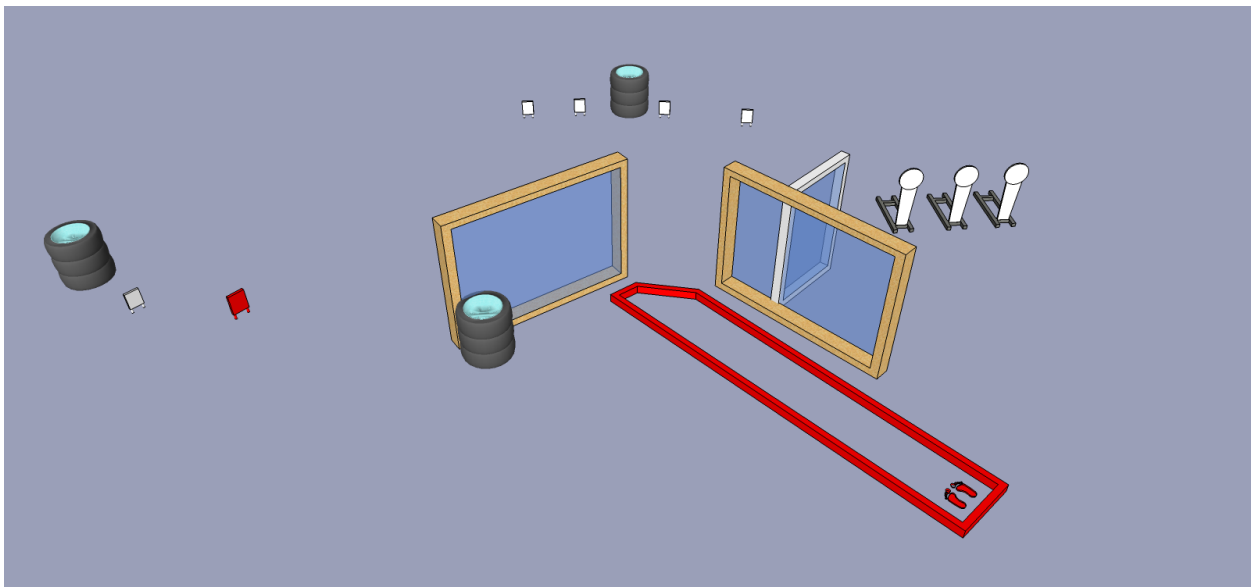
Maximum points: 40.

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.



Shcem.№20.

Stage №21. “Hunter in action“

Birdshot

Type: short.

Targets: 1 IPSC Poppers, 6 Plates, 1 Bonus clay target.

Minimum rounds: 8.

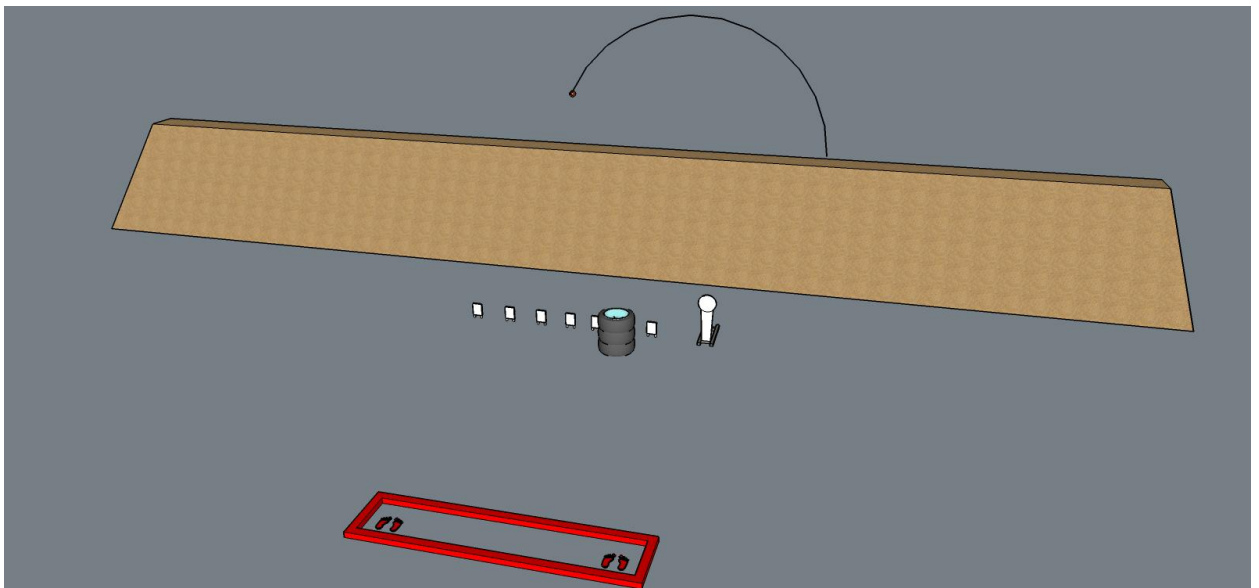
Maximum points: 40.

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. Bonus target activates by popper.

Safety angels: 180 degrees.



Shcem№21.

Stage №22. “As you wish...”

Birdshot

Type: short.

Targets: 8 IPSC Poppers, Penalty Targets.

Minimum rounds: 8.

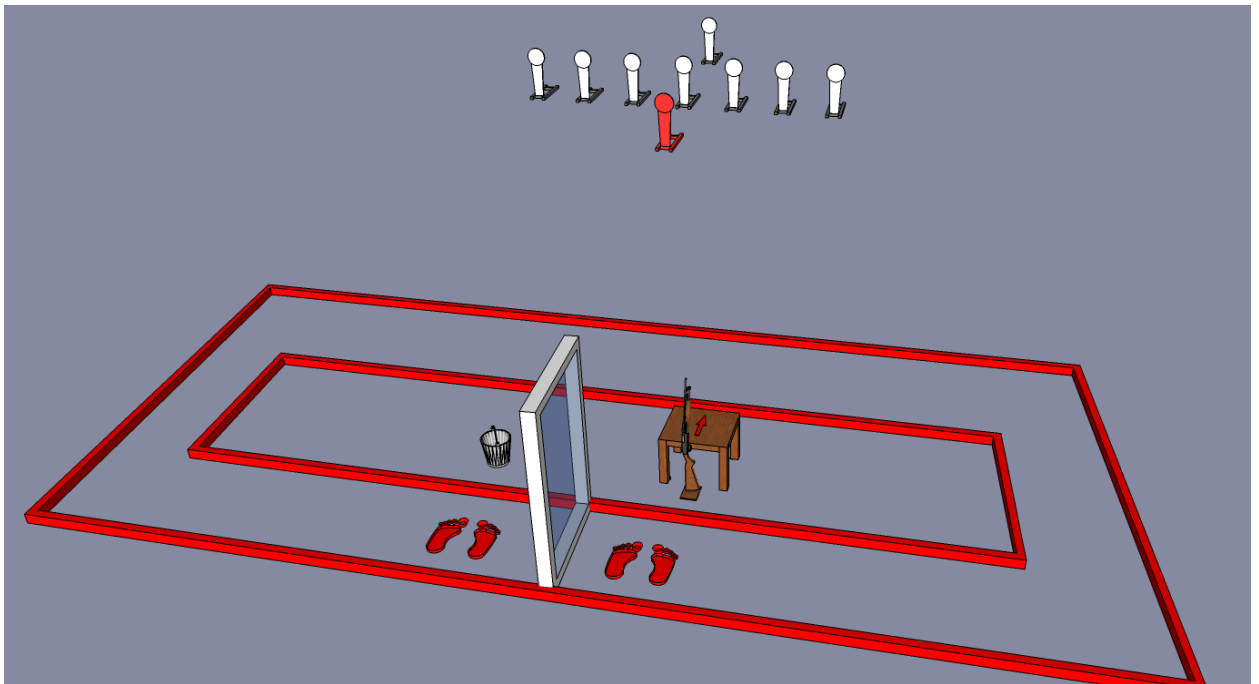
Maximum points: 40.

Start position: standing relaxed on the mark.

Gun condition: flat on a table, ammunition in bucket, option 3.

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

Safety angels: 180 degrees.



Shcem.№22.