

Stage №1. “Triangle”

Type: medium.

Targets: 7 IPSC, 3 P, 5 PI, Penalty Targets.

Minimum Rounds: 22.

Possible Points: 110.

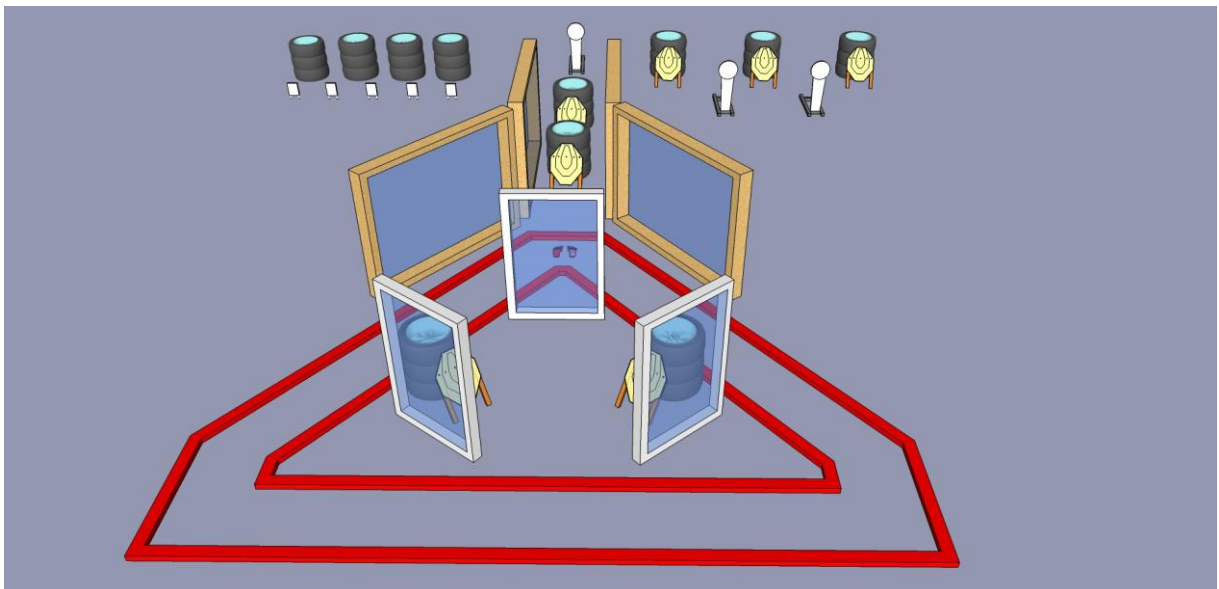
Start position: standing on the mark, facing downrange.

Gun condition: gun loaded and holstered.

Procedure: after start signal engage all targets, from the designated area.

Start: audible signal.

Safety angels: 180 degree.



Scheme №1.

Stage №2. “Crazy Zoo”

Type: medium.

Targets: 8 IPSC, 4 P, Penalty Targets.

Minimum Rounds: 20.

Possible Points: 100.

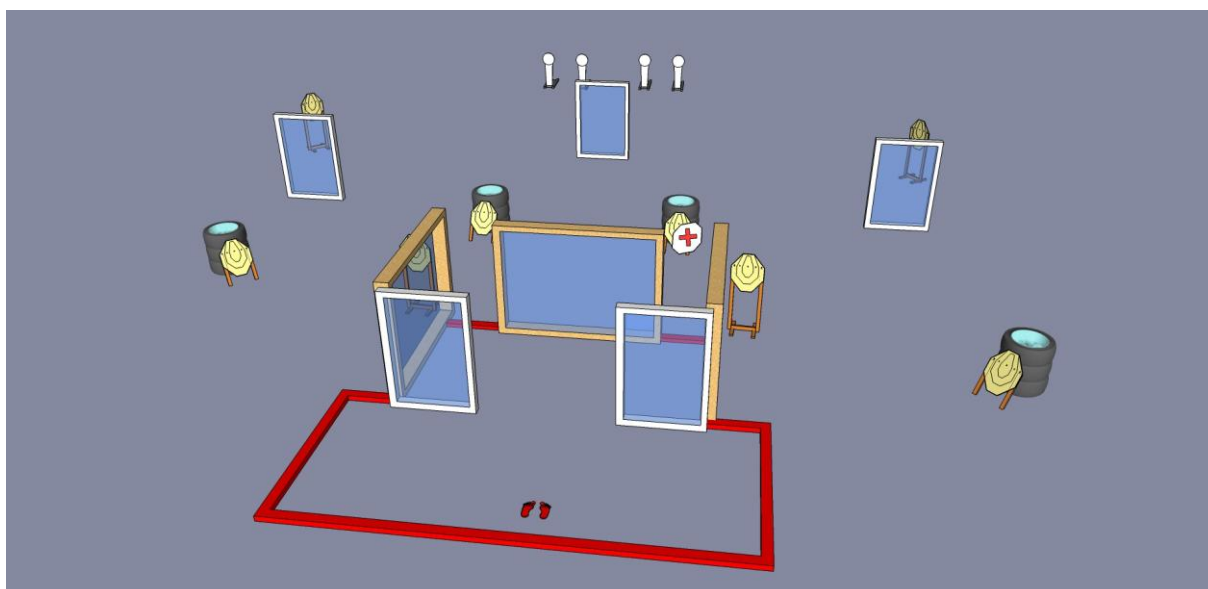
Start position: standing on the mark, facing downrange.

Gun condition: gun loaded and holstered.

Procedure: after start signal engage all targets, from the designated area.

Start: audible signal.

Safety angels: 180 degrees .



Scheme №2.

Stage №3. “Time to Go”

Type: short.

Targets: 5 IPSC, 1 PI, PenaltyTargets.

Minimum Rounds: 11.

Possible Points: 55.

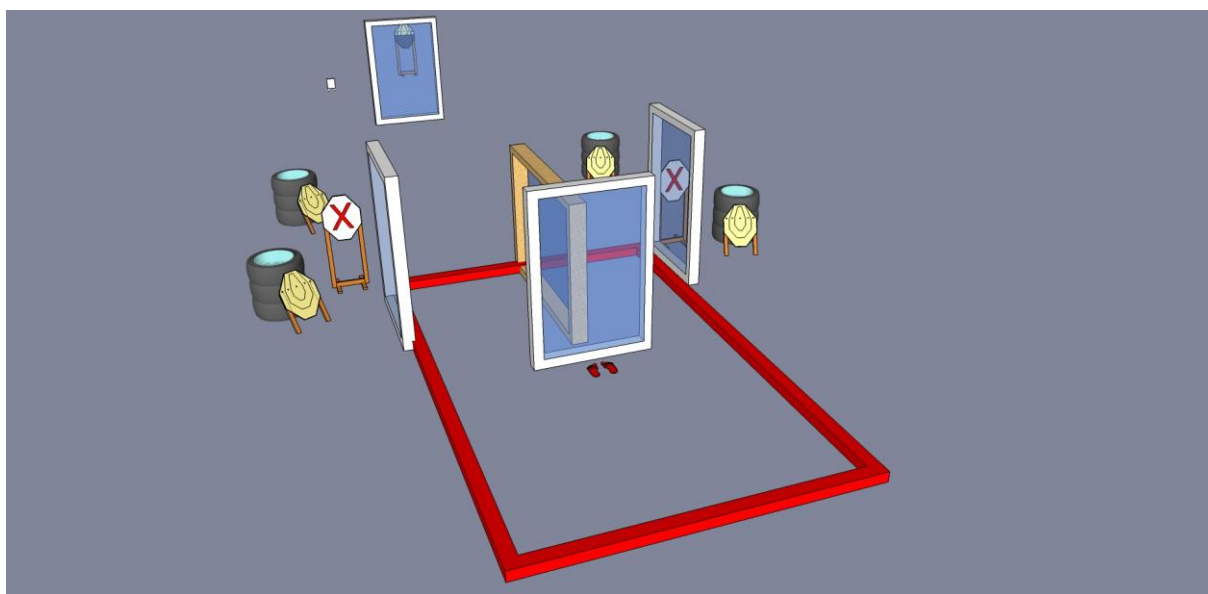
Start position: standing on the mark, facing downrange.

Gun condition: gun loaded and holstered.

Procedure: after start signal engage all targets, from the designated area.

Start: audible signal.

Safety angels: 180 degrees .



Scheme №3.

Stage №4. “Crankle of fortune”

Type: medium.

Targets: 10 IPSC, 2 Pp, PenaltyTargets.

Minimum Rounds: 22.

Possible Points: 110.

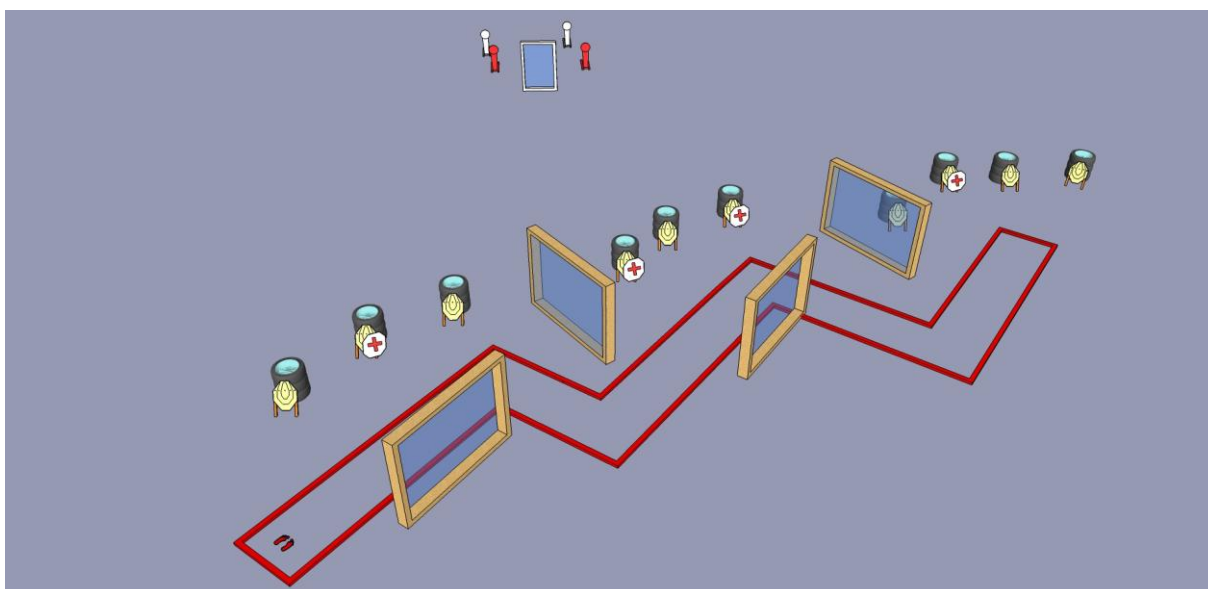
Start position: standing on the mark, facing downrange.

Gun condition: gun loaded and holstered, chamber empty.

Procedure: after start signal engage all targets, from the designated area.

Start: audible signal.

Safety angels: 180 degrees .



Scheme №4.

Stage №5. “Stairways to hell”

Type: long.

Targets: 14 IPSC, 2 Pp, PenaltyTargets.

Minimum Rounds: 30.

Possible Points: 150.

Start position: standing on the mark, facing downrange.

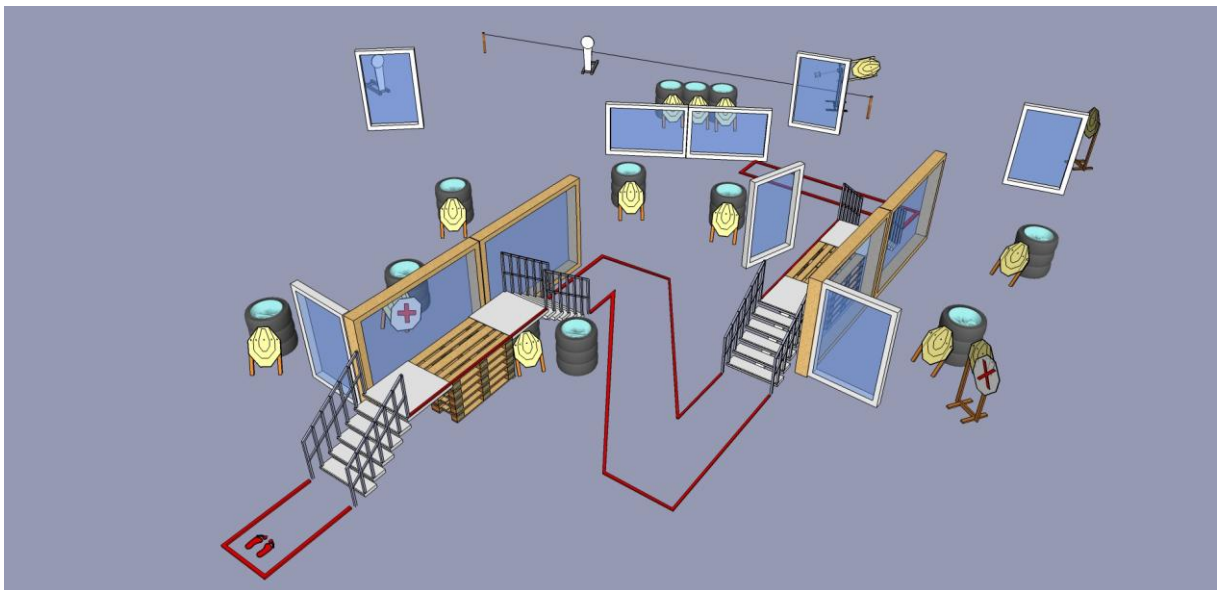
Gun condition: gun loaded and holstered.

Procedure: after start signal engage all targets, from the designated area.

Mover activate by marked popper. Moving target leave visible A-zone after stop moving.

Start: audible signal.

Safety angels:180 degrees .



Scheme №5.

Stage №6. “Last stop”

Type: medium.

Targets: 9 IPSC, 2 Pp, 4 Pl, PenaltyTargets.

Minimum Rounds: 24.

Possible Points: 120.

Start position: standing on the mark, facing downrange.

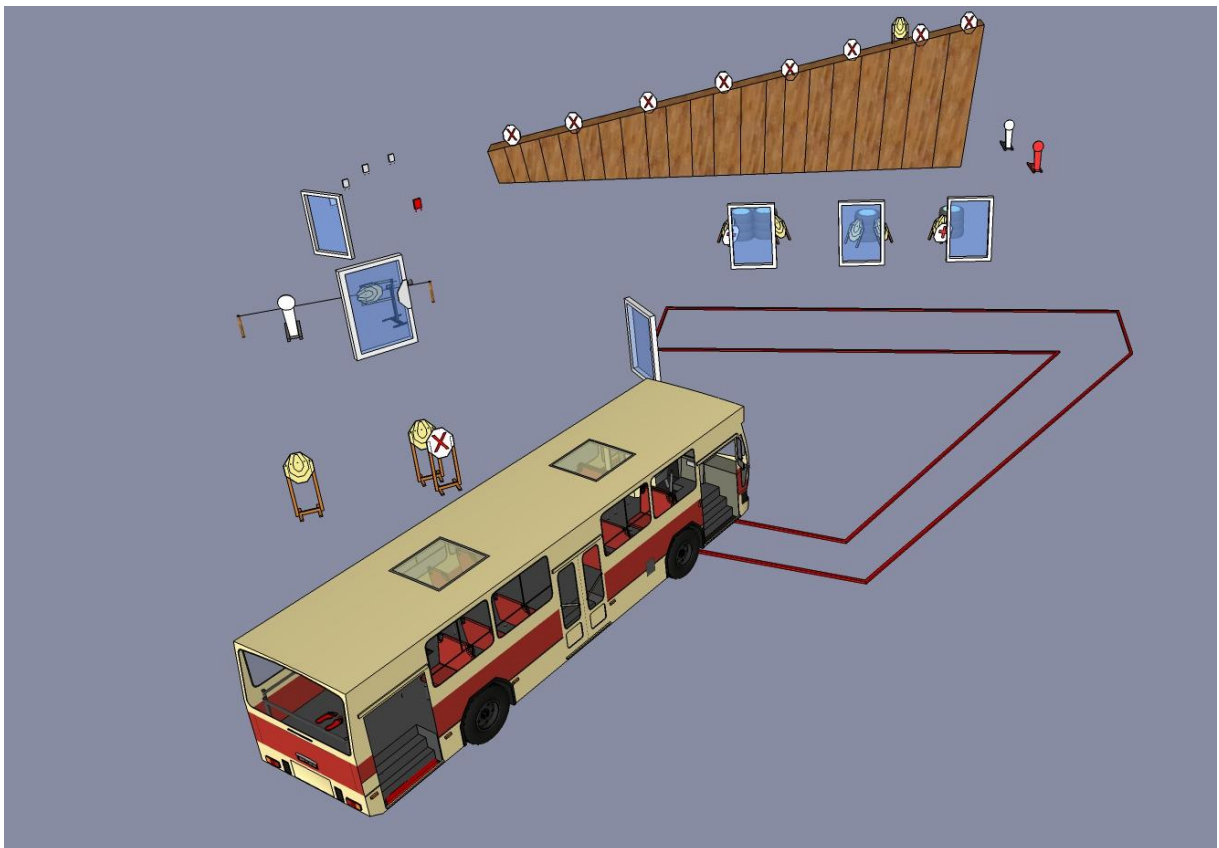
Gun condition: gun loaded and holstered.

Procedure: after start signal engage all targets, from the designated area.

Mover activate by marked poppers. All moving targets leave visible A-zone after stop moving.

Start: audible signal.

Safety angels: 180 degrees .



Scheme №6.

Stage №7. “Nest”

Type: medium.

Targets: 5 IPSC, 2 PI, 6 P, Penalty Targets.

Minimum Rounds: 18.

Possible Points: 90.

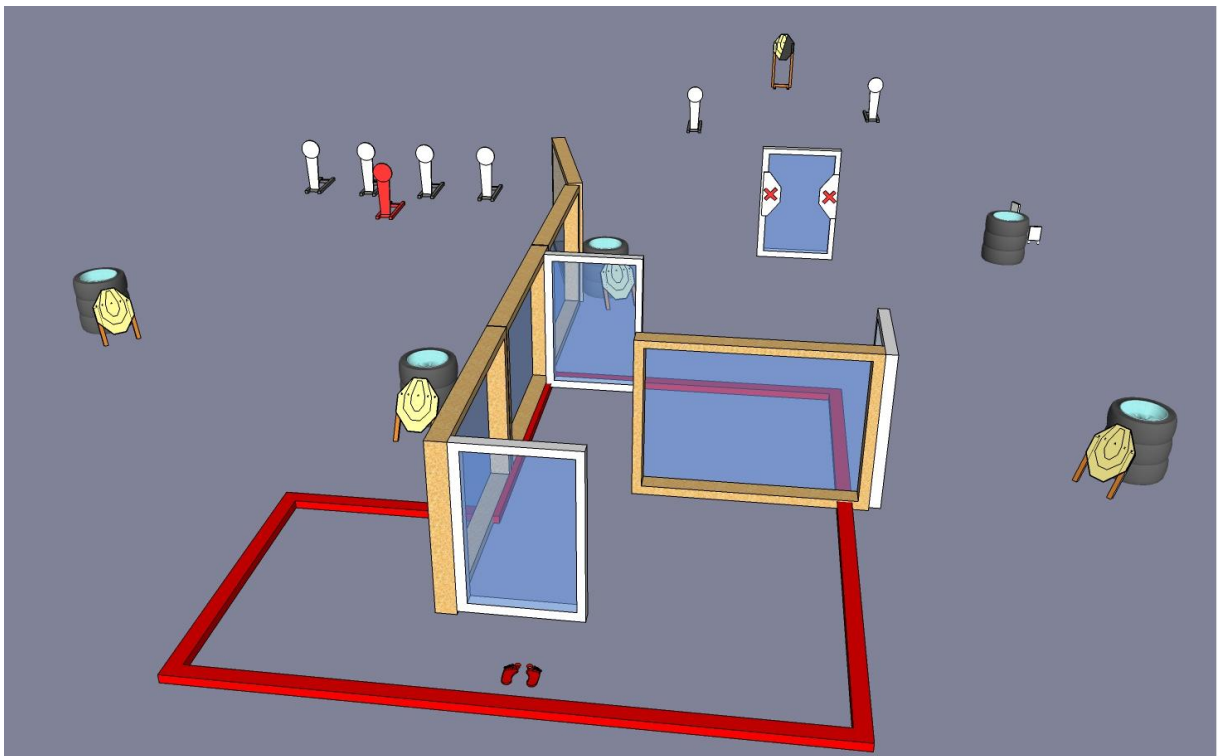
Start position: standing on the mark, facing downrange.

Gun condition: gun unloaded and holstered.

Procedure: after start signal engage all targets, from the designated area.

Start: audible signal.

Safety angels: 180 degrees .



Scheme №7.

Stage №8. “Road Rush”

Type: short.

Targets: 3 IPSC, 3 P, PenaltyTargets.

Minimum Rounds: 9.

Possible Points: 45.

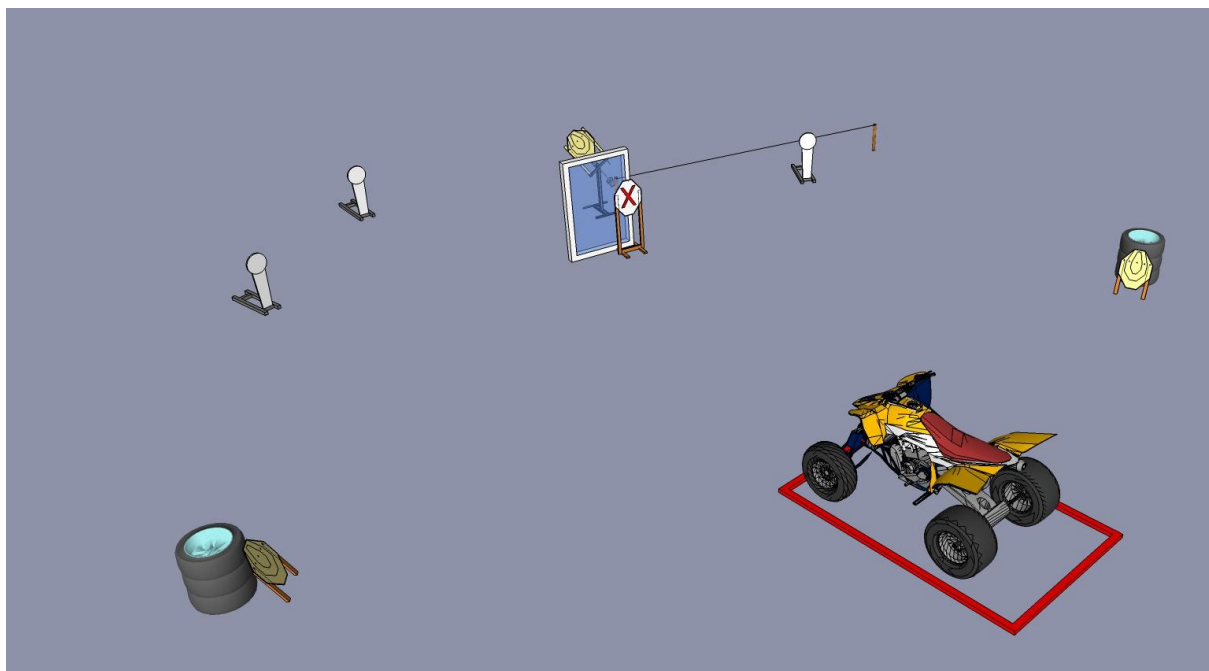
Start position: seating on the ATW, facing downrange.

Gun condition: gun loaded chamber is empty, and holstered.

Procedure: after start signal engage all targets, from the ATV. One hand always must be on handlebar. Mover activate by marked popper. Moving target leave visible A-zone after stop moving.

Start: audible signal.

Safety angels: 180 degrees .



Scheme №8.

Stage №9. “Lord of the Ring”

Type: short.

Targets: 5 IPSC, 2 P, PenaltyTargets.

Minimum Rounds: 12.

Possible Points: 60.

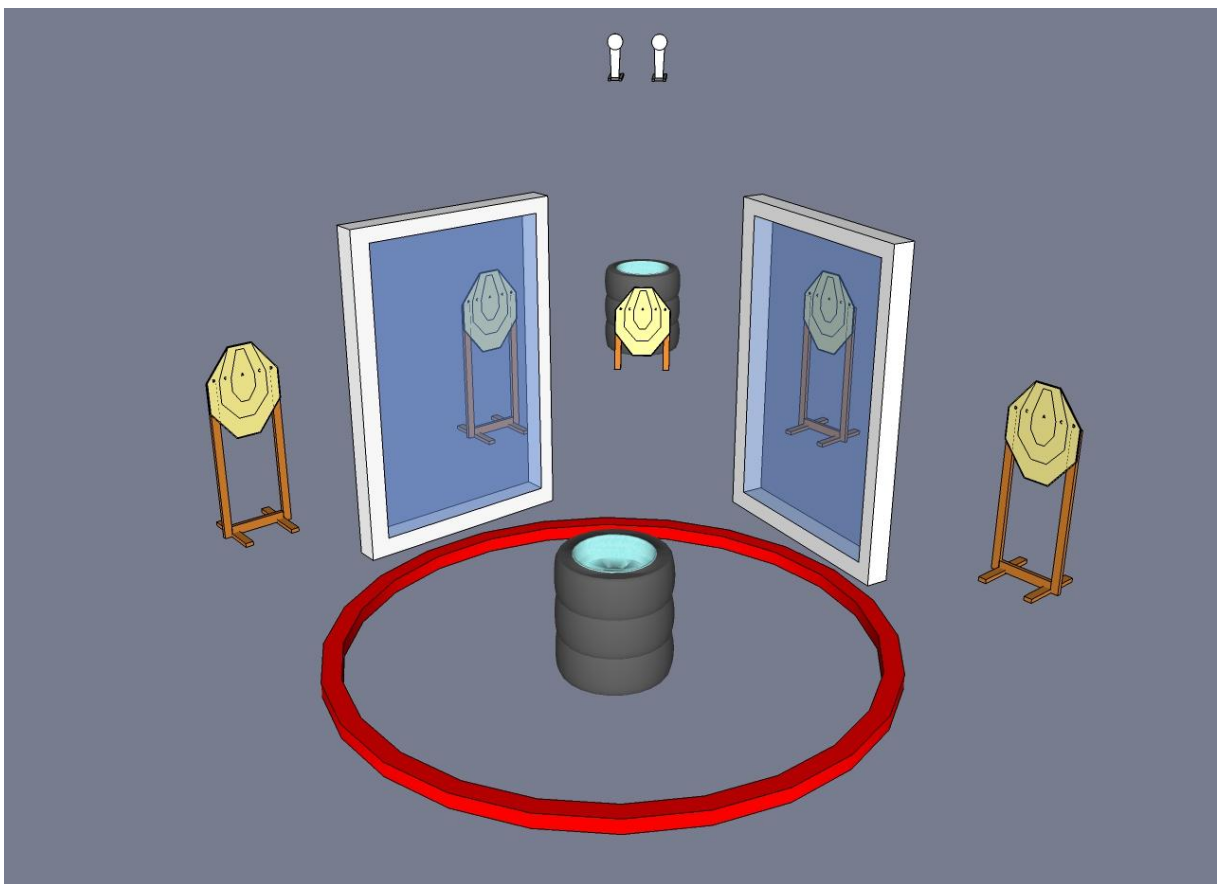
Start position: standing inside the ring, facing downrange.

Gun condition: gun loaded and holstered.

Procedure: after start signal engage all targets, from the designated area.

Start: audible signal.

Safety angels:180 degrees .



Scheme №9.

Stage №10. “Behind the wall”

Type: short.

Targets: 3 IPSC, 6 PI, PenaltyTargets.

Minimum Rounds: 12.

Possible Points: 60.

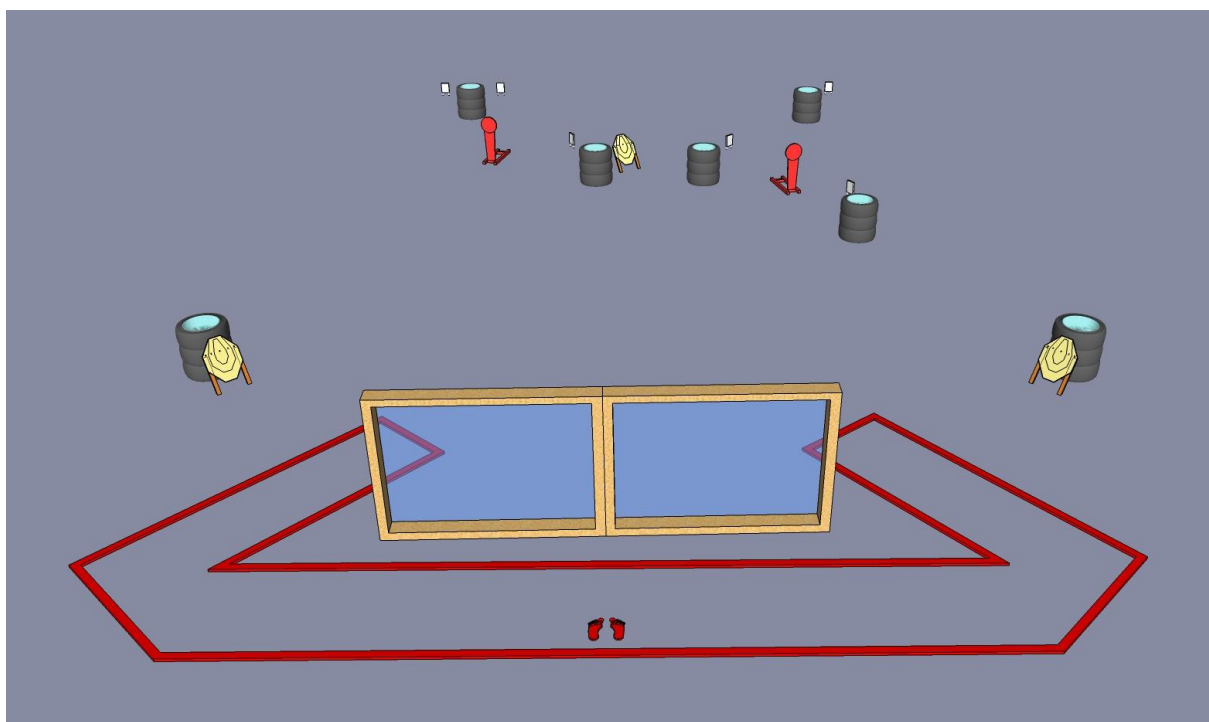
Start position: standing on the mark, facing downrange.

Gun condition: gun loaded and holstered.

Procedure: after start signal engage all targets, from the designated area.

Start: audible signal.

Safety angels: 180 degrees .



Scheme №10.

Stage №11. “Fast&Furious”

Type: short.

Targets: 4 IPSC, 3 P, Penalty Targets.

Minimum Rounds: 11.

Possible Points: 55.

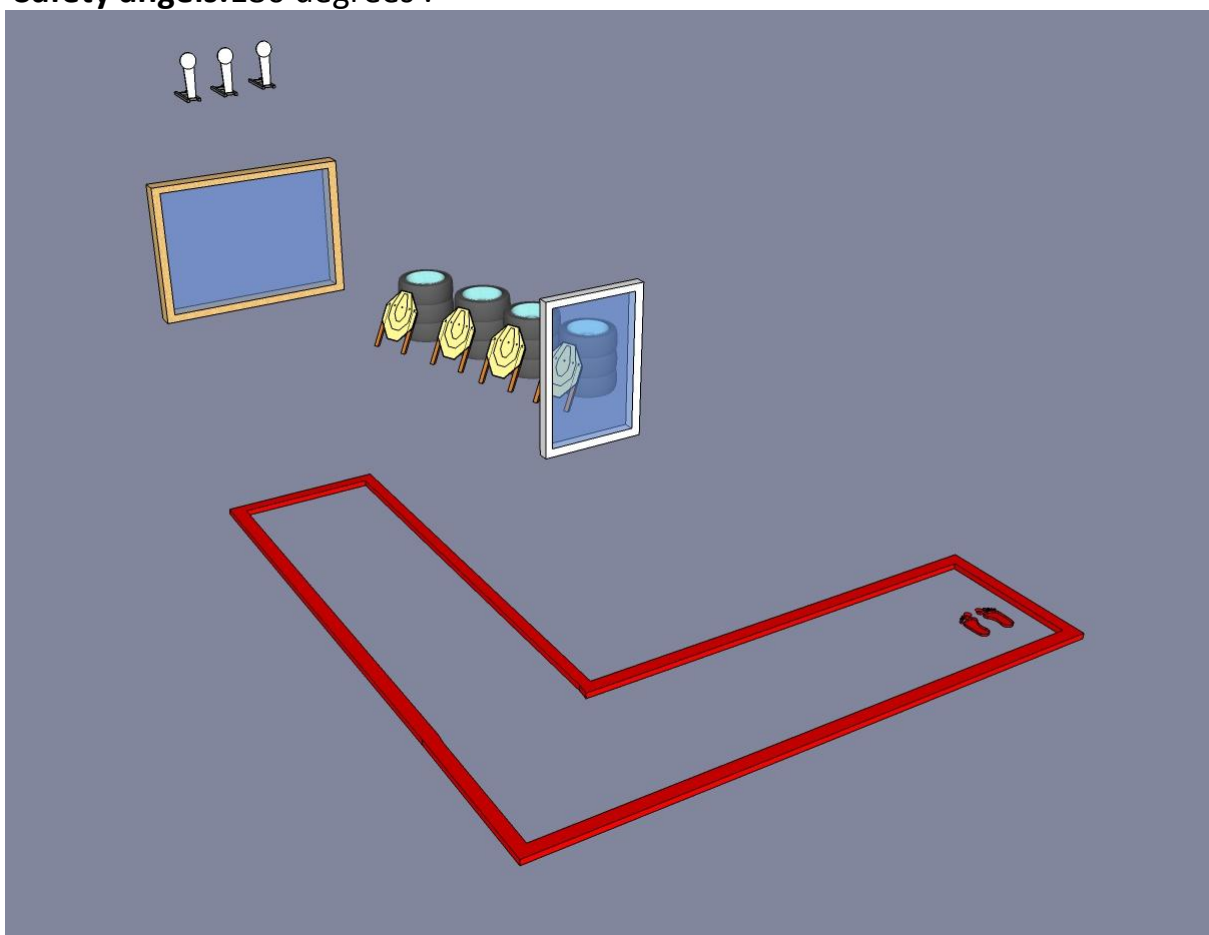
Start position: standing on the mark, facing downrange.

Gun condition: gun loaded and holstered.

Procedure: after start signal engage all targets, from the designated area.

Start: audible signal.

Safety angels: 180 degrees .



Scheme №11.

Stage №12. “Don’t mess with the Dragon”

Type: short.

Targets: 3 IPSC, 6 Pp, PenaltyTargets.

Minimum Rounds: 12.

Possible Points: 60.

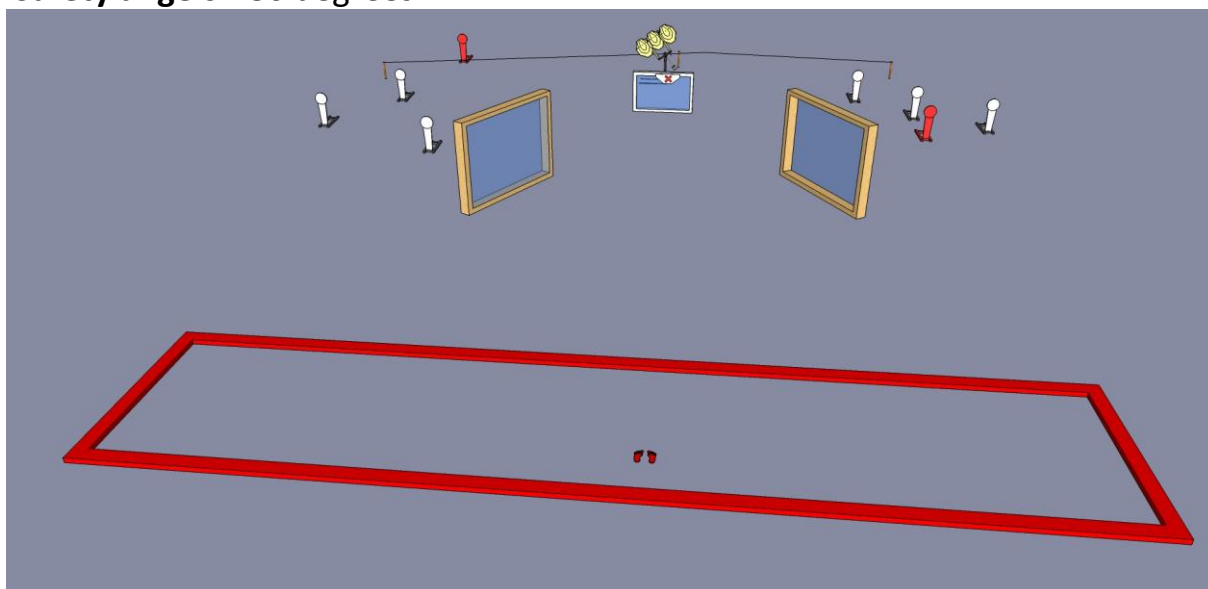
Start position: standing on the mark, facing downrange.

Gun condition: gun loaded and holstered.

Procedure: after start signal engage all targets, from the designated area.

Start: audible signal.

Safety angels: 180 degrees .



Scheme №12.

Stage №13. “Iron Maiden”

Type: medium.

Targets: 11 P, 6 PI PenaltyTargets.

Minimum Rounds: 17.

Possible Points: 85.

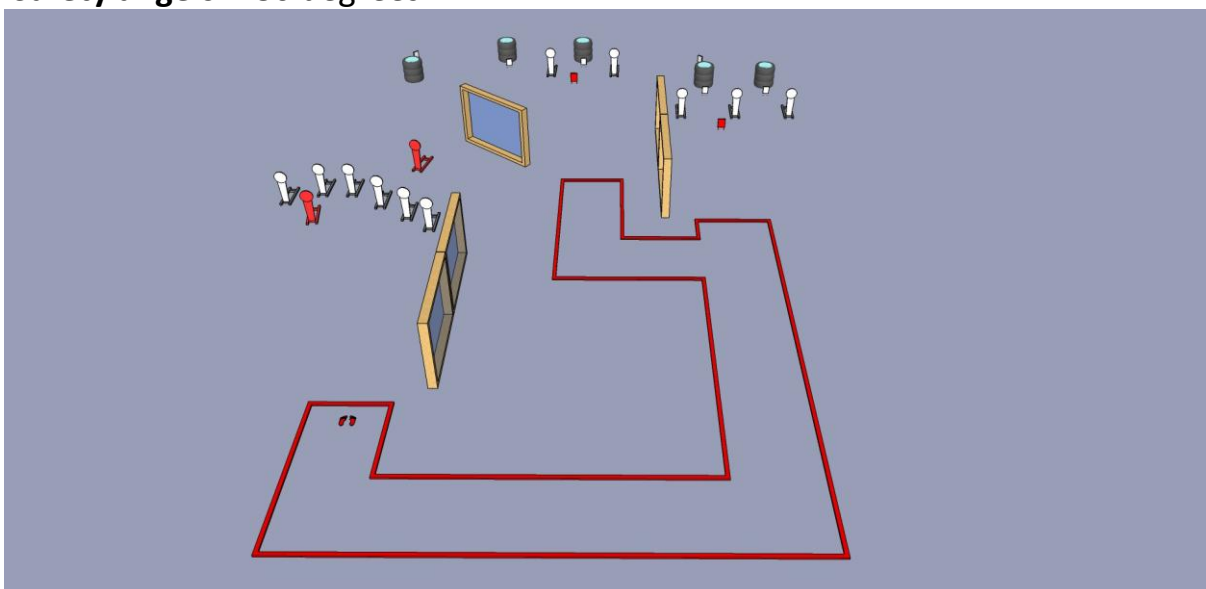
Start position: standing on the mark, facing downrange.

Gun condition: gun loaded and holstered.

Procedure: after start signal engage all targets, from the designated area.

Start: audible signal.

Safety angels: 180 degrees .



Scheme №13.

Stage №14. “Resident Evil “

Type: long.

Targets: 14 IPSC, 4 P, PenaltyTargets.

Minimum Rounds: 32.

Posible Points: 160.

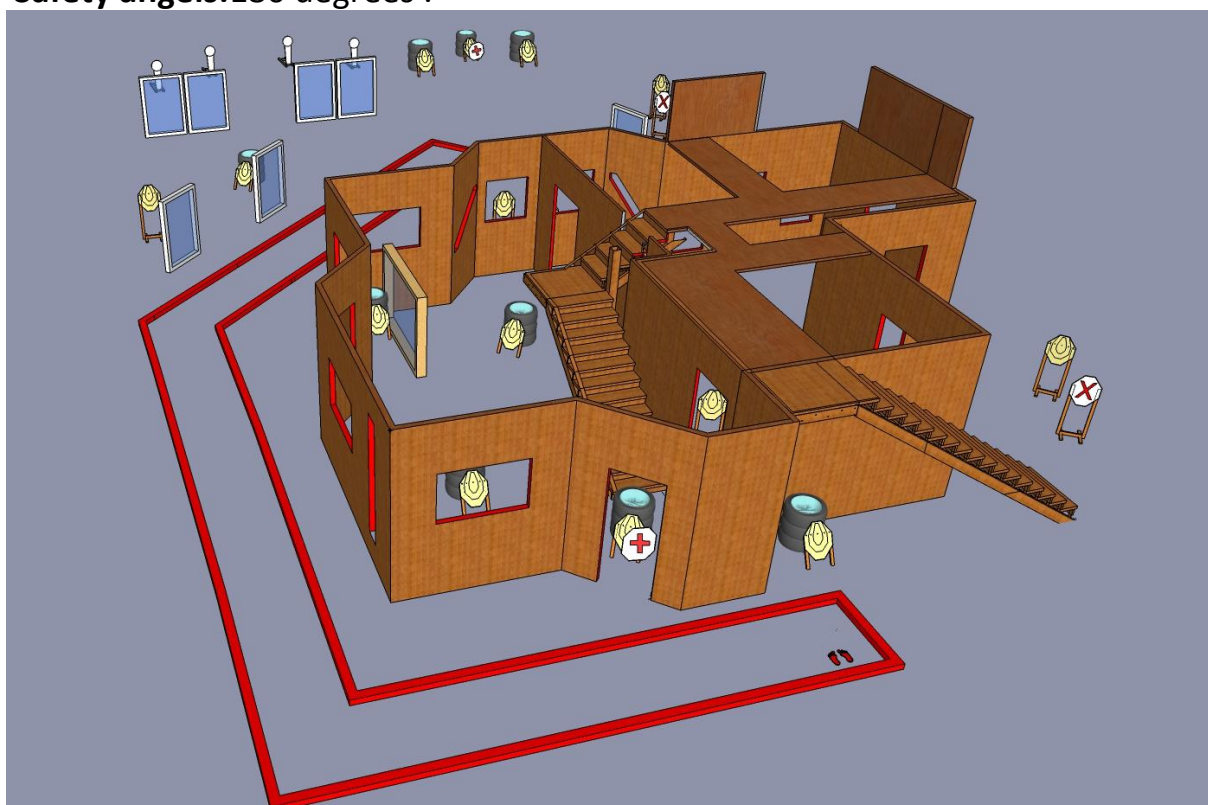
Start position: standing on the marks, facing downrange.

Gun condition: gun loaded and holstered.

Procedure: after start signal engage all targets, from the designated area.

Start: audible signal.

Safety angels:180 degrees .



Scheme №14.