

## Stage №1. "Corner"

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**Type:** medium.

**Targets:** 8 IPSC, 3 Clay.

**Minimum Rounds:** 19.

**Possible Points:** 95.

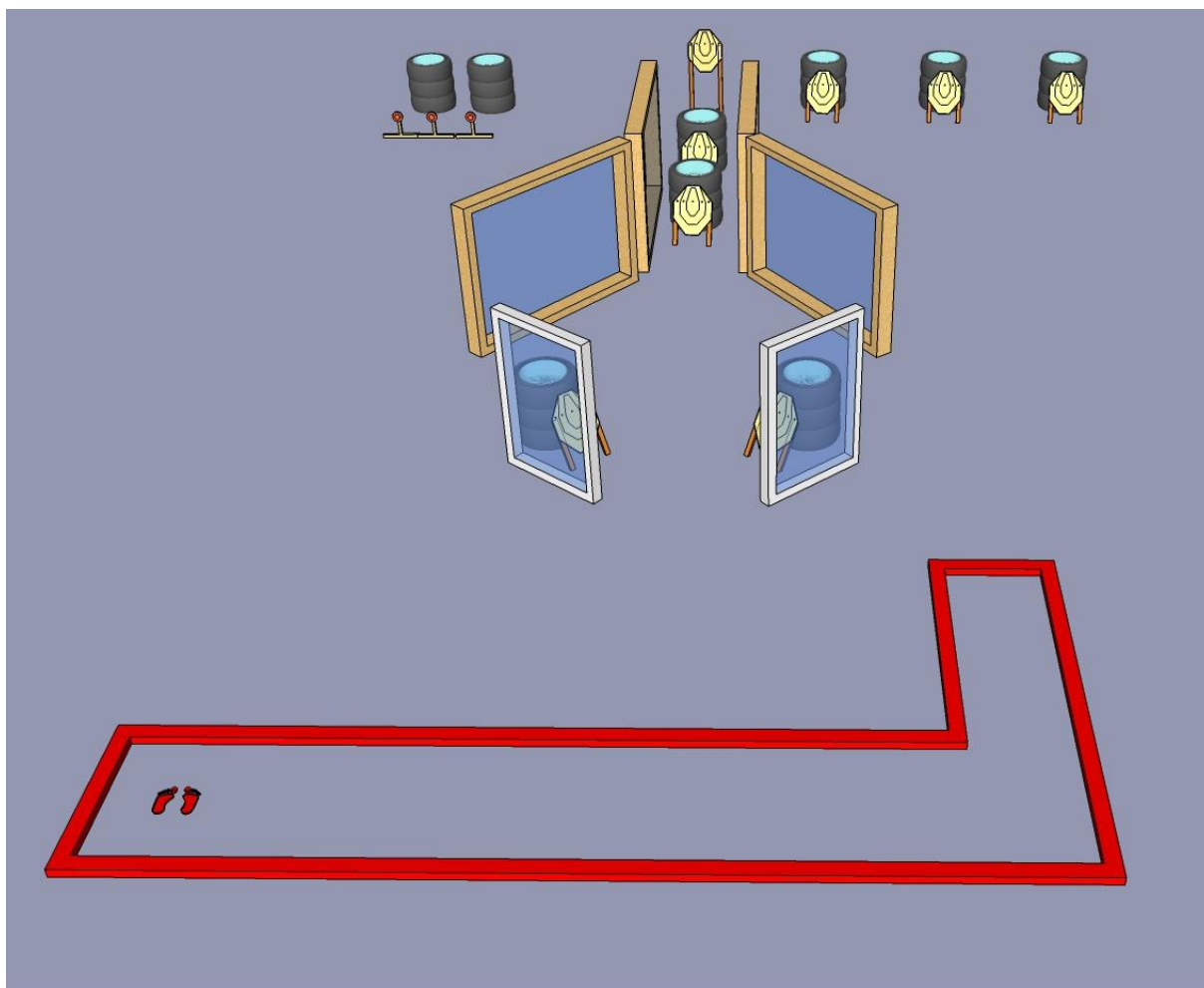
**Start position:** standing on the mark, facing downrange.

**Gun condition:** option 1.

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

**Start:** audible signal.

**Safety angels:** 180 degree.



Scheme №1.

## Stage №2. “Empty Space”

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**Type:** medium.

**Targets:** 9 IPSC, 2 Pp, Penalty Targets.

**Minimum Rounds:** 20.

**Possible Points:** 100.

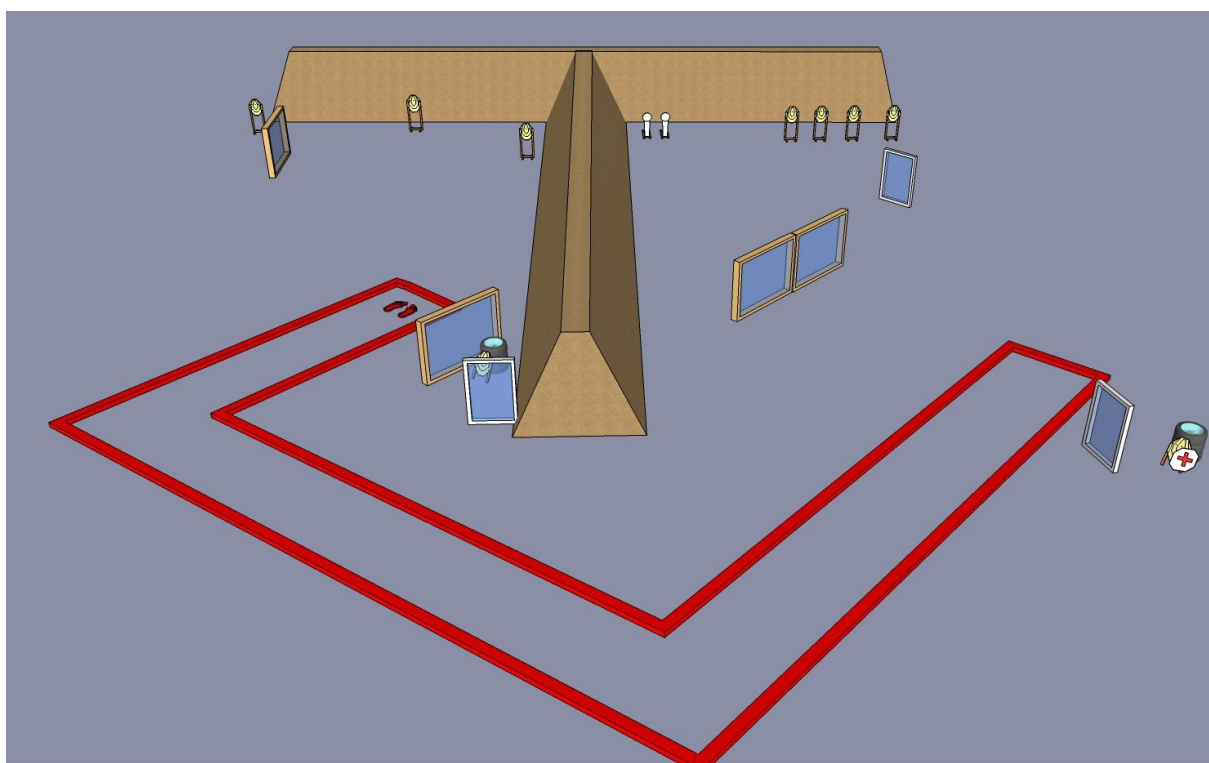
**Start position:** standing on the mark, facing downrange.

**Gun condition:** option 1

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

**Start:** audible signal.

**Safety angels:** 180 degrees .



Scheme №2.

## Stage №3. “Scary “

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**Type:** short.

**Targets:** 4 IPSC, 1 Pp, PenaltyTargets.

**Minimum Rounds:** 9.

**Possible Points:** 45.

**Start position:** standing on the mark, facing downrange.

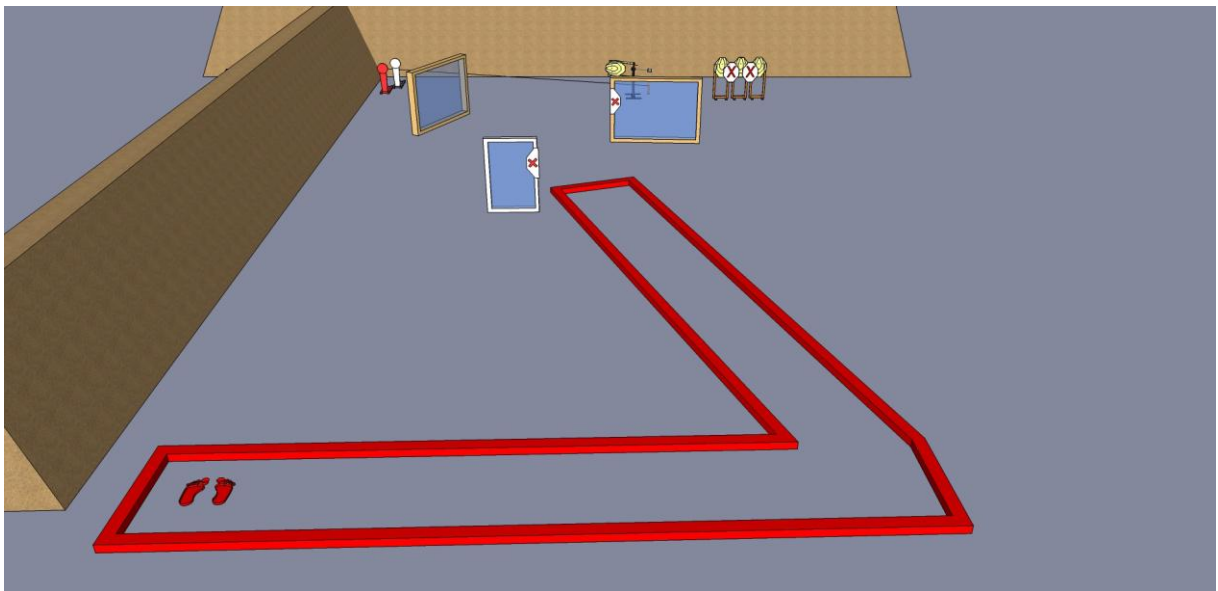
**Gun condition:** option 1

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

Moving target activates by the popper and leaves part of an “A” zone while stop moving.

**Start:** audible signal.

**Safety angels:**180 degrees .



Scheme №3.

## Stage №4. “Rapid contact”

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**Type:** long.

**Targets:** 14 IPSC, 2 Pp, PenaltyTargets.

**Minimum Rounds:** 30.

**Possible Points:** 150.

**Start position:** standing on the mark, facing downrange.

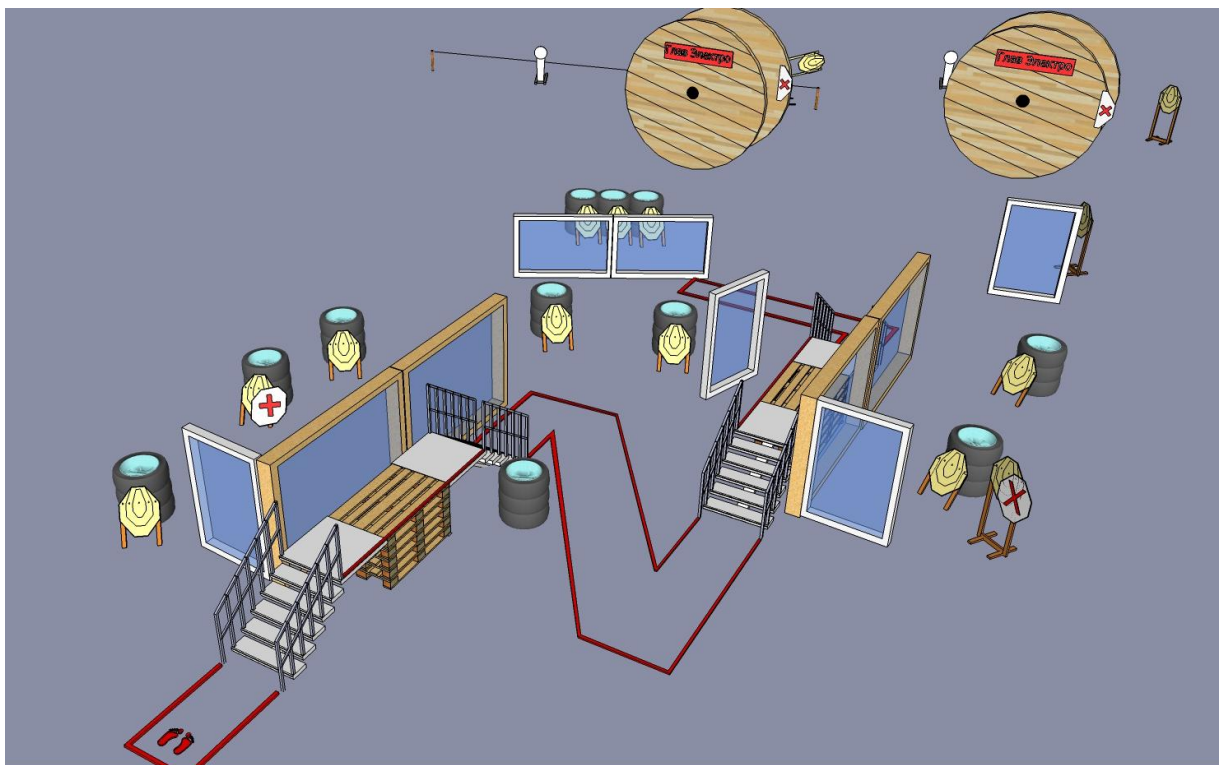
**Gun condition:** option 1

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

Moving target activates by the popper and leaves part of an “A” zone while stop moving.

**Start:** audible signal.

**Safety angels:** 180 degrees .



Scheme №4.

## Stage №5. “Bus to hell”

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**Type:** medium.

**Targets:** 9 IPSC, 2 Pp, PenaltyTargets.

**Minimum Rounds:** 20.

**Possible Points:** 100.

**Start position:** standing on the mark, facing downrange.

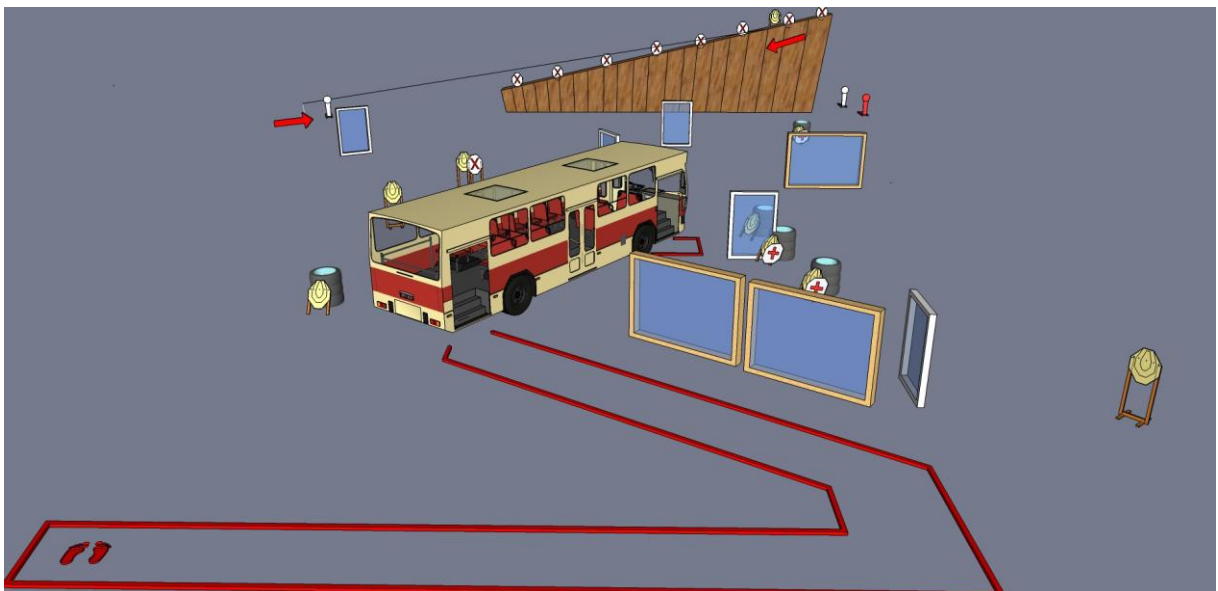
**Gun condition:** option 2

**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. “Got you!”

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**Type:** short.

**Targets:** 5 IPSC.

**Minimum Rounds:** 10.

**Possible Points:** 50.

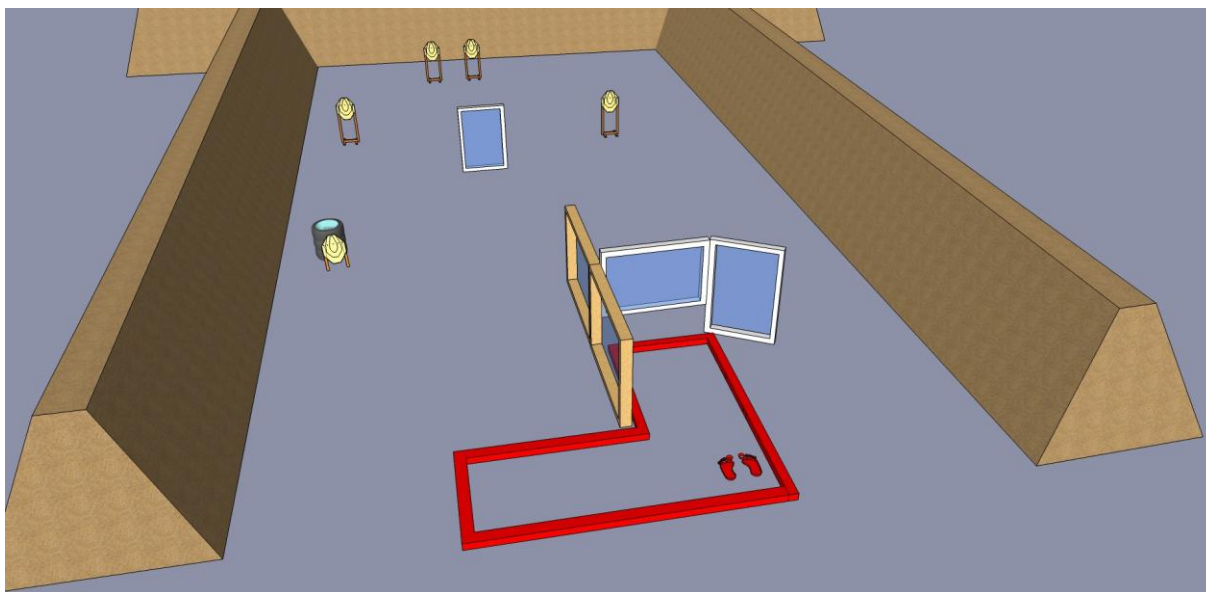
**Start position:** standing on the mark, facing downrange.

**Gun condition:** option 3.

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

**Start:** audible signal.

**Safety angels:** 180 degrees .



Scheme №6.

## Stage №7. “In two signs”

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**Type:** short.

**Targets:** 4 IPSC, 1 Pp.

**Minimum Rounds:** 9.

**Possible Points:** 45.

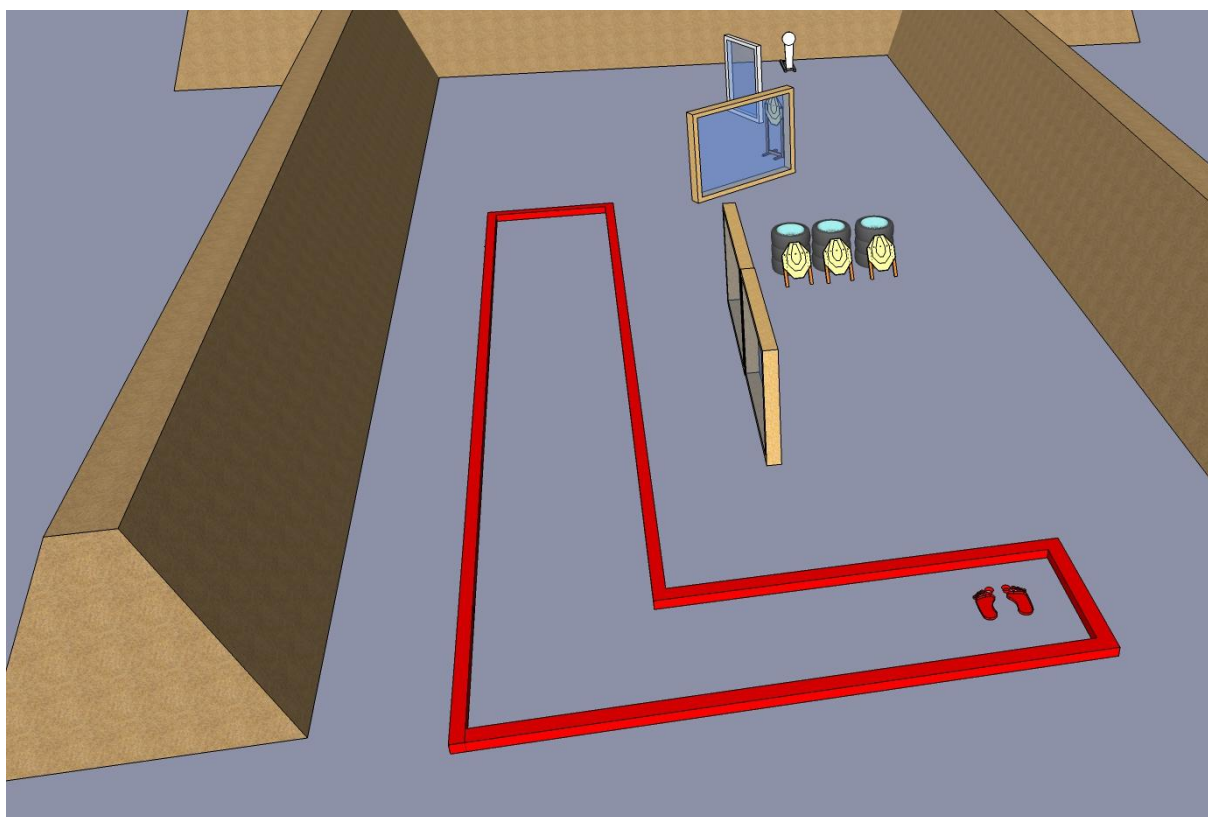
**Start position:** standing on the mark, facing downrange.

**Gun condition:** option 1.

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

**Start:** audible signal.

**Safety angels:** 180 degrees .



Scheme №7.



## Stage №8. “Hi’s coming!”

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**Type:** short.

**Targets:** 13 IPSC, 3 Pp.

**Minimum Rounds:** 29.

**Possible Points:** 145.

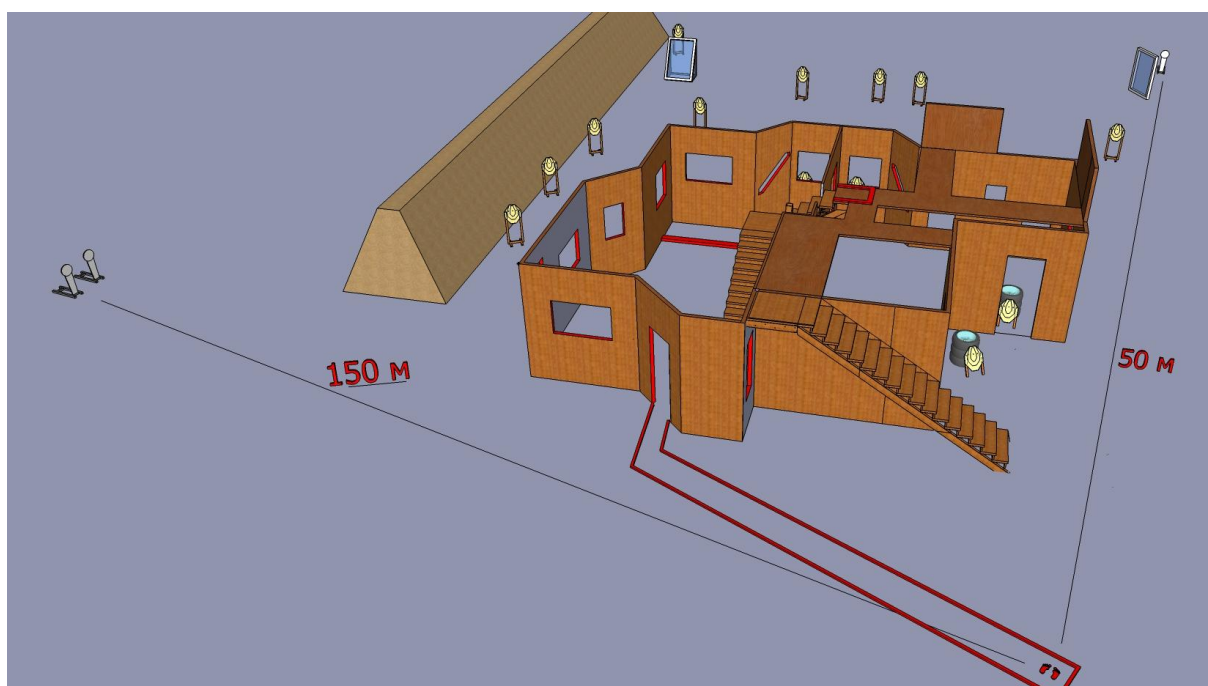
**Start position:** standing on the mark, facing downrange.

**Gun condition:** option 1

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

**Start:** audible signal.

**Safety angels:** 180 degrees .



Scheme №8.



## Stage №9. “Assorted”

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**Type:** short.

**Targets:** 4 IPSC, 1 Pp, 1 Clay, PenaltyTargets.

**Minimum Rounds:** 10.

**Possible Points:** 50.

**Start position:** standing on the mark, facing downrange.

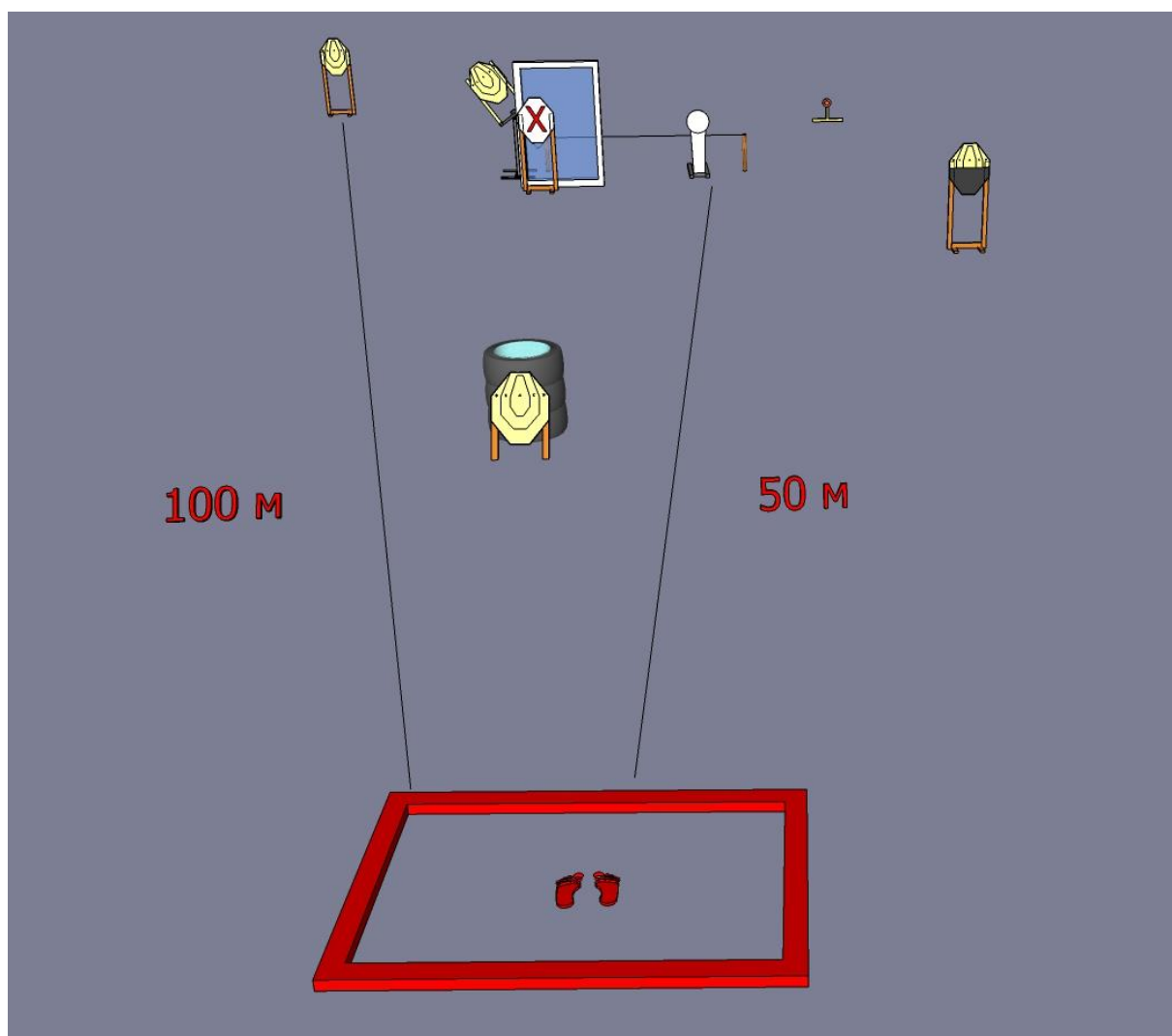
**Gun condition:** option 2

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

Moving target activates by the popper and leaves part of an “A” zone while stop moving.

**Start:** audible signal.

**Safety angels:** 180 degrees .



Scheme №9.

## Stage №10. “The cliff”

**Type:** medium.

**Targets:** 4 IPSC, 4 Pp.

**Minimum Rounds: 12.**

**Possible Points: 80.**

**Start position:** standing on the mark, facing downrange.

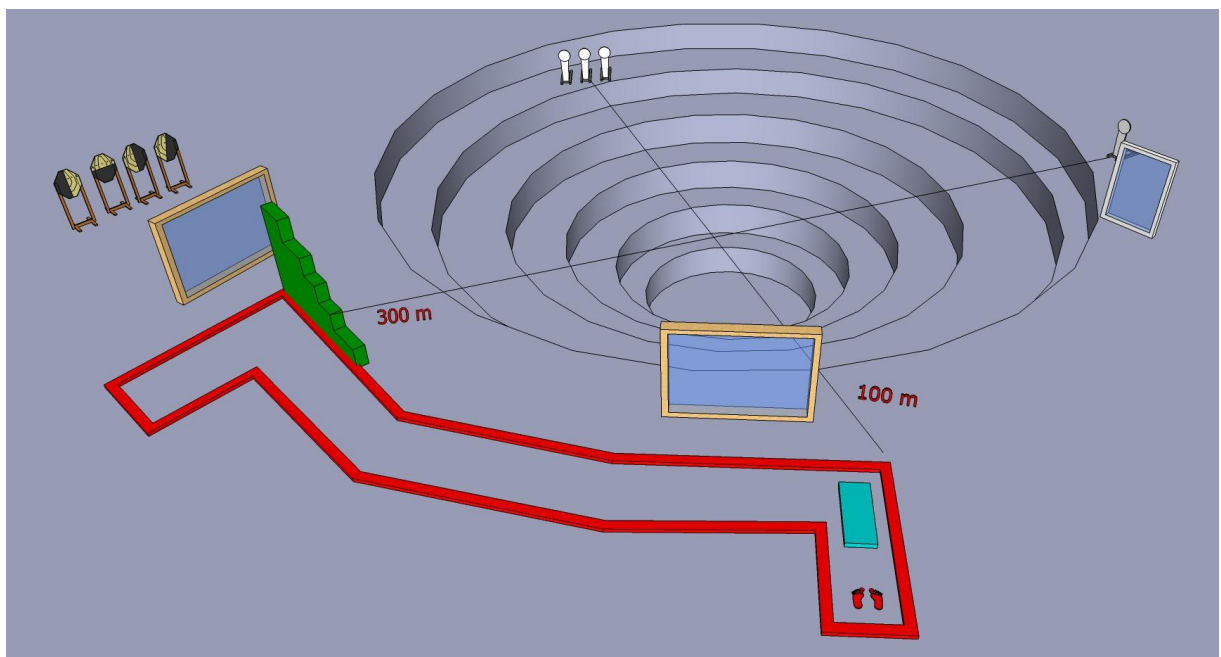
**Gun condition: option 1**

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

All metal targets be scored 10 pts per target.

**Start:** audible signal.

**Safety angels:180 degrees .**



Scheme №10.

## Stage №11. “Pool party”

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**Type:** short.

**Targets:** 5 IPSC, Penalty Targets.

**Minimum Rounds:** 10.

**Possible Points:** 50.

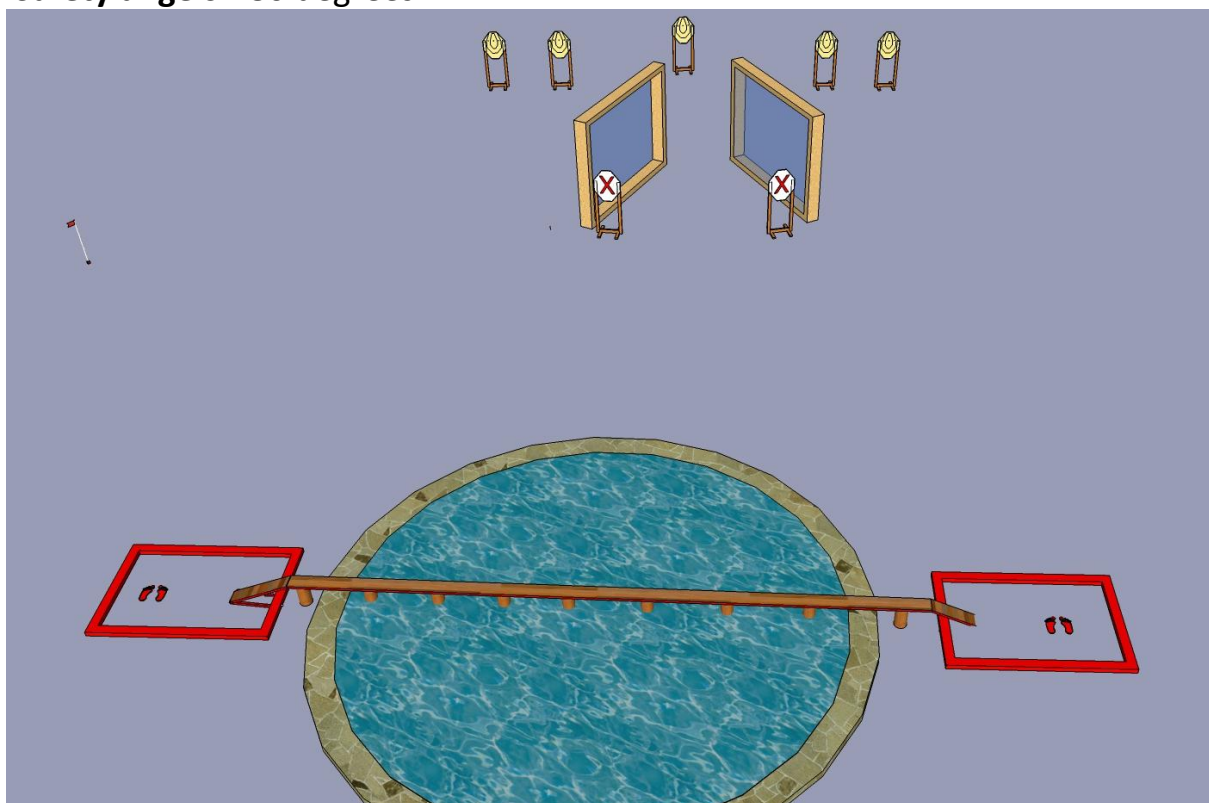
**Start position:** standing on the mark, facing downrange.

**Gun condition:** option 3.

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

**Start:** audible signal.

**Safety angels:** 180 degrees .



Scheme №11.

## Stage №12. “Devilishly fast”

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**Type:** short.

**Targets:** 4 IPSC, 1 Clay.

**Minimum Rounds:** 9.

**Possible Points:** 45.

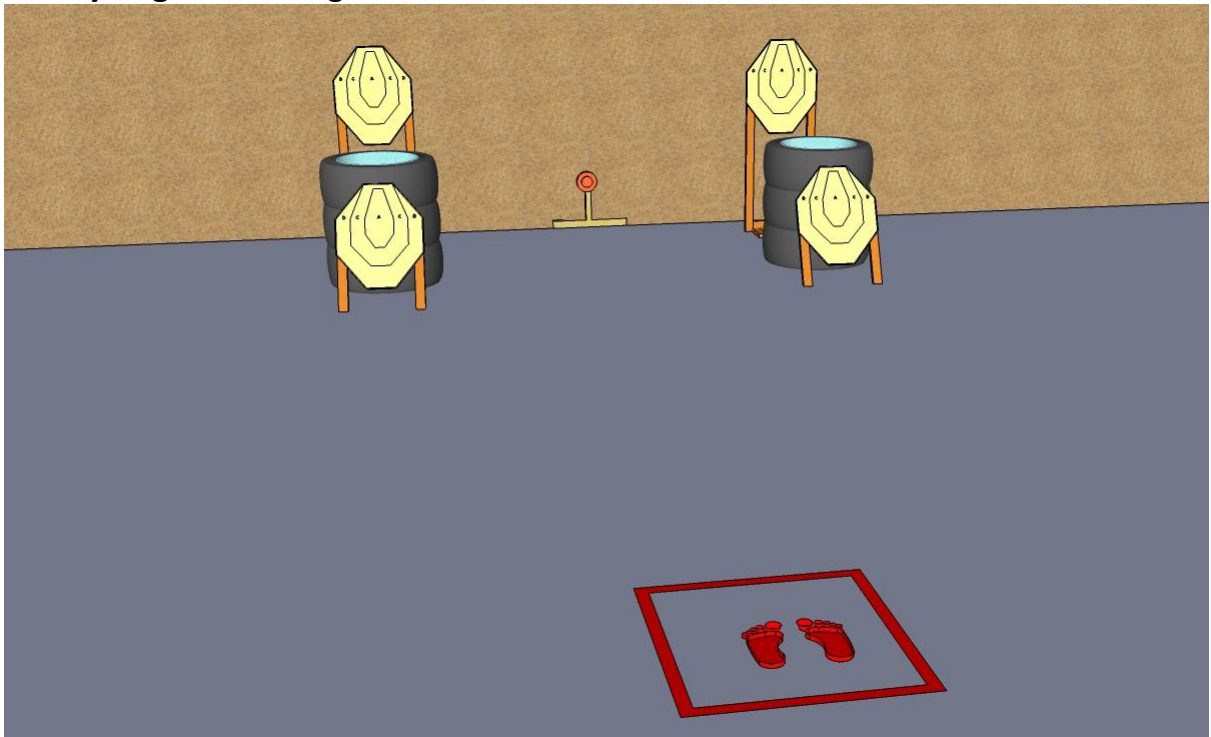
**Start position:** standing on the mark, facing downrange.

**Gun condition:** option 1.

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

**Start:** audible signal.

**Safety angels:** 180 degrees .



Scheme №12.

## Stage №13. “Cold bed”

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**Type:** short.

**Targets:** 5 A4.

**Minimum Rounds:** 10.

**Possible Points:** 50.

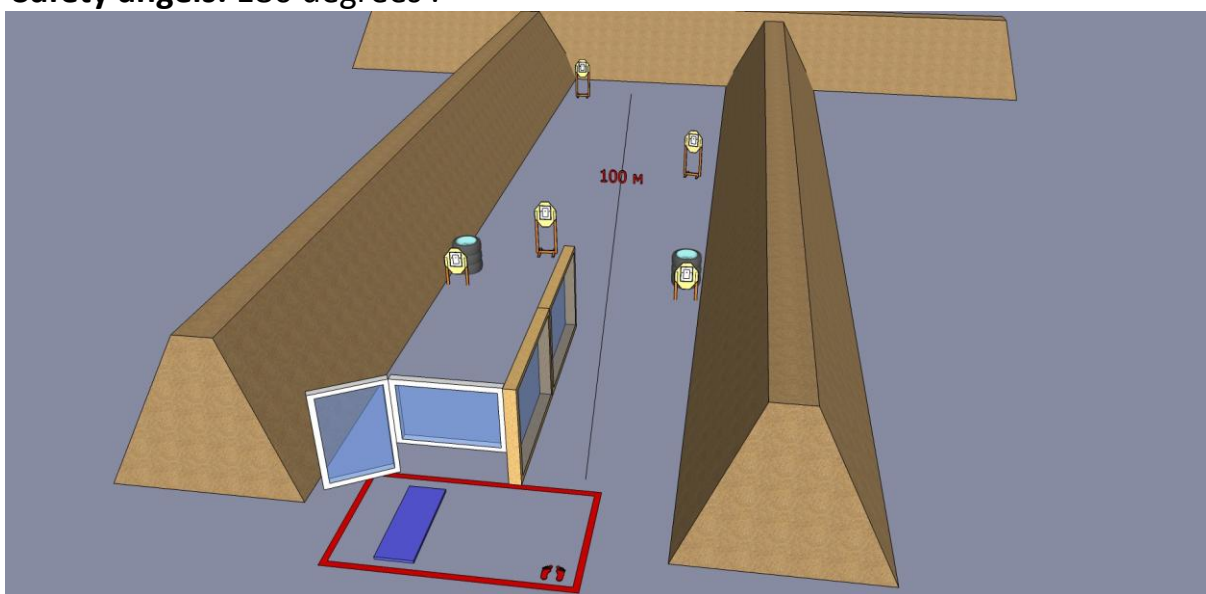
**Start position:** standing on the mark, facing downrange.

**Gun condition:** option 1

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

**Start:** audible signal.

**Safety angels:** 180 degrees .



Scheme №13.

## Stage №14. “Lock and Load “

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**Type:** medium.

**Targets:** 6 IPSC.

**Minimum Rounds:** 12.

**Possible Points:** 60.

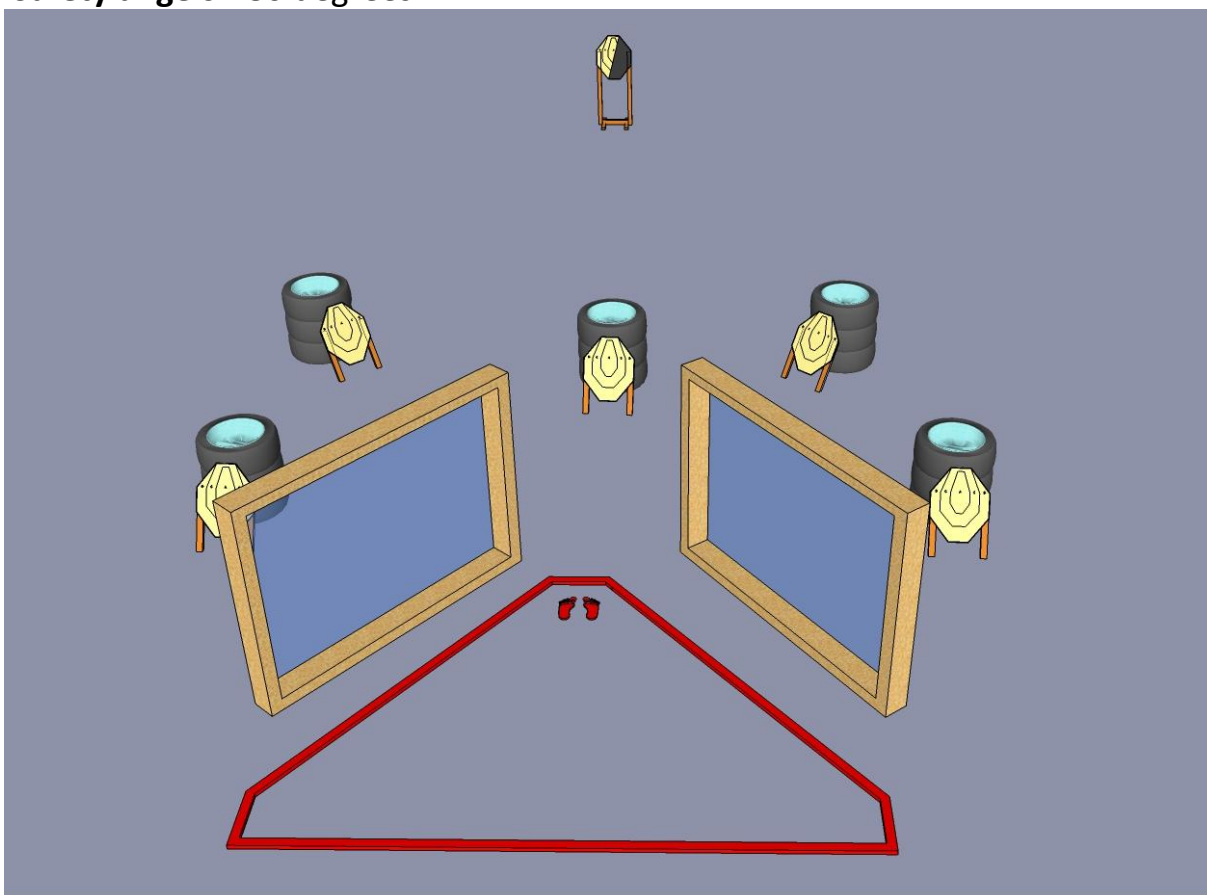
**Start position:** standing on the marks, facing downrange.

**Gun condition:** option 2

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

**Start:** audible signal.

**Safety angels:** 180 degrees .



Scheme №14.

## Stage №15. “Far Cry”

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**Type:** medium.

**Targets:** 9 IPSC, 2 Pp, PenaltyTargets.

**Minimum Rounds:** 20.

**Possible Points:** 100.

**Start position:** standing on the marks, facing downrange.

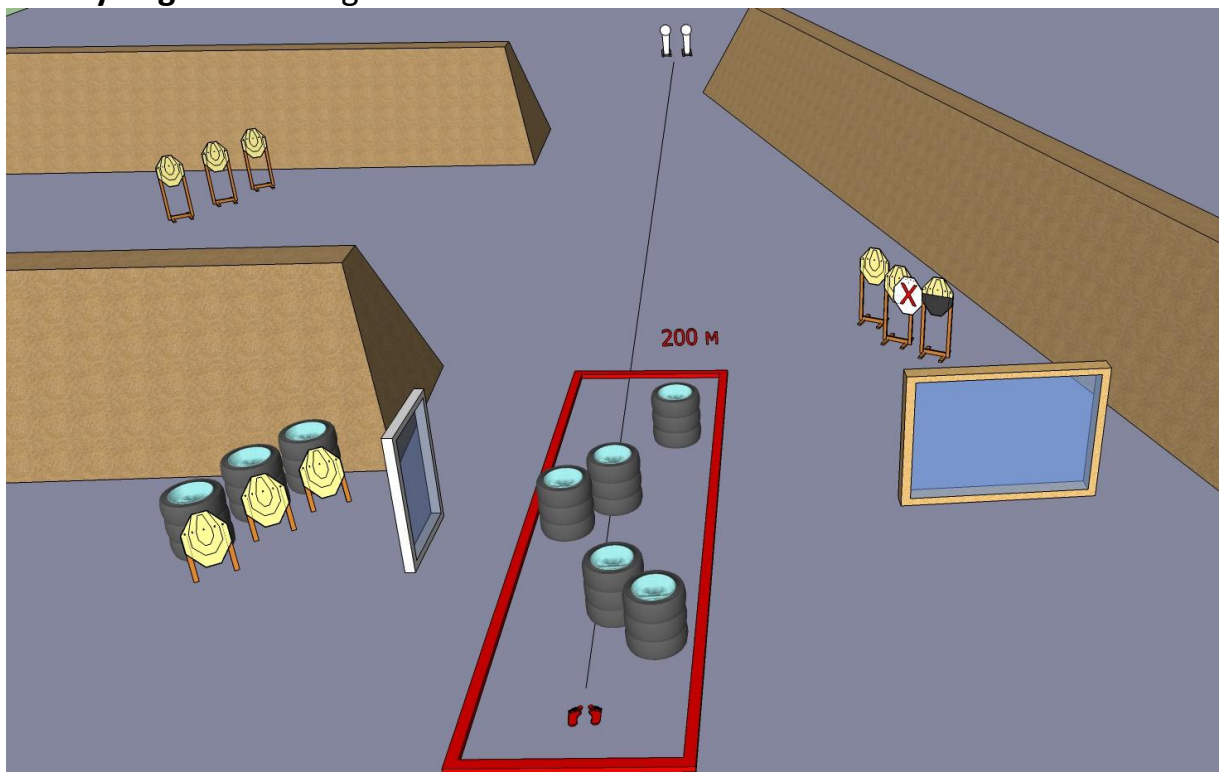
**Gun condition:** option 1.

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

All metal targets be scored 10 pts per target.

**Start:** audible signal.

**Safety angels:** 180 degrees .



Scheme №15.