

Stage №1. “Start of a show”

Type: medium.

Targets: 11 IPSC targets, 3 IPSC poppers, N/S targets.

Minimum Rounds: 14.

Possible Points: 70.

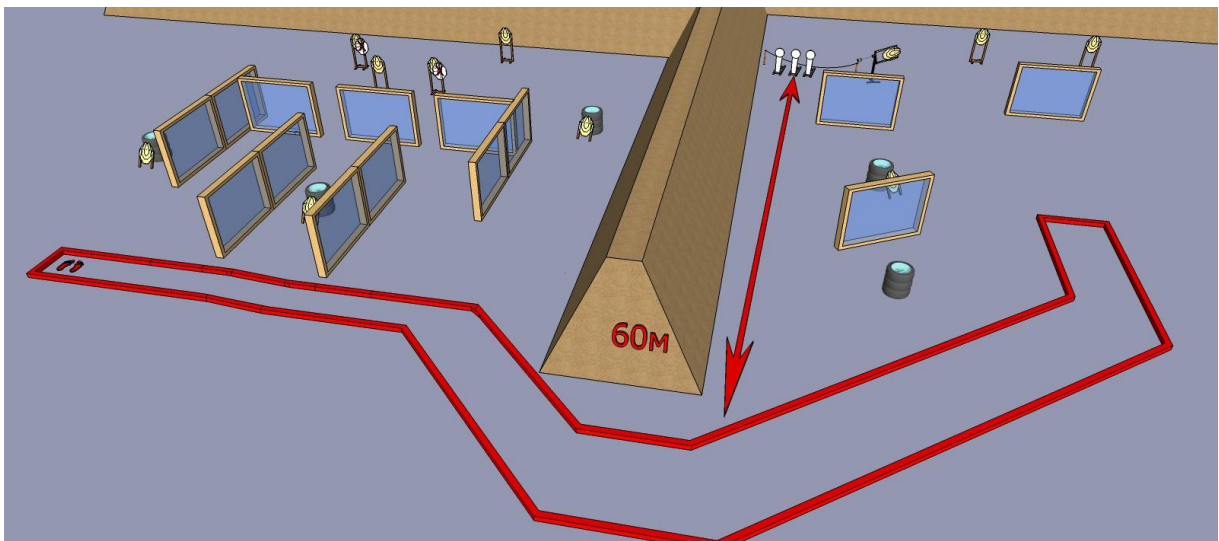
Start position: standing on the mark, facing downrange.

Gun condition: option 1.

Procedure: after start signal engage all targets, from the designated area minimum 1 round each. Moving target activates by any poppers and leave visible part of “A”-zone after stop moving.

Start: audible signal.

Safety angels: 180 degree.



Scheme №1.

Stage №2. “He’s coming!”

Type: short.

Targets: 5 IPSC targets, 3 Clay targets, N/S targets.

Minimum Rounds: 8.

Possible Points: 40.

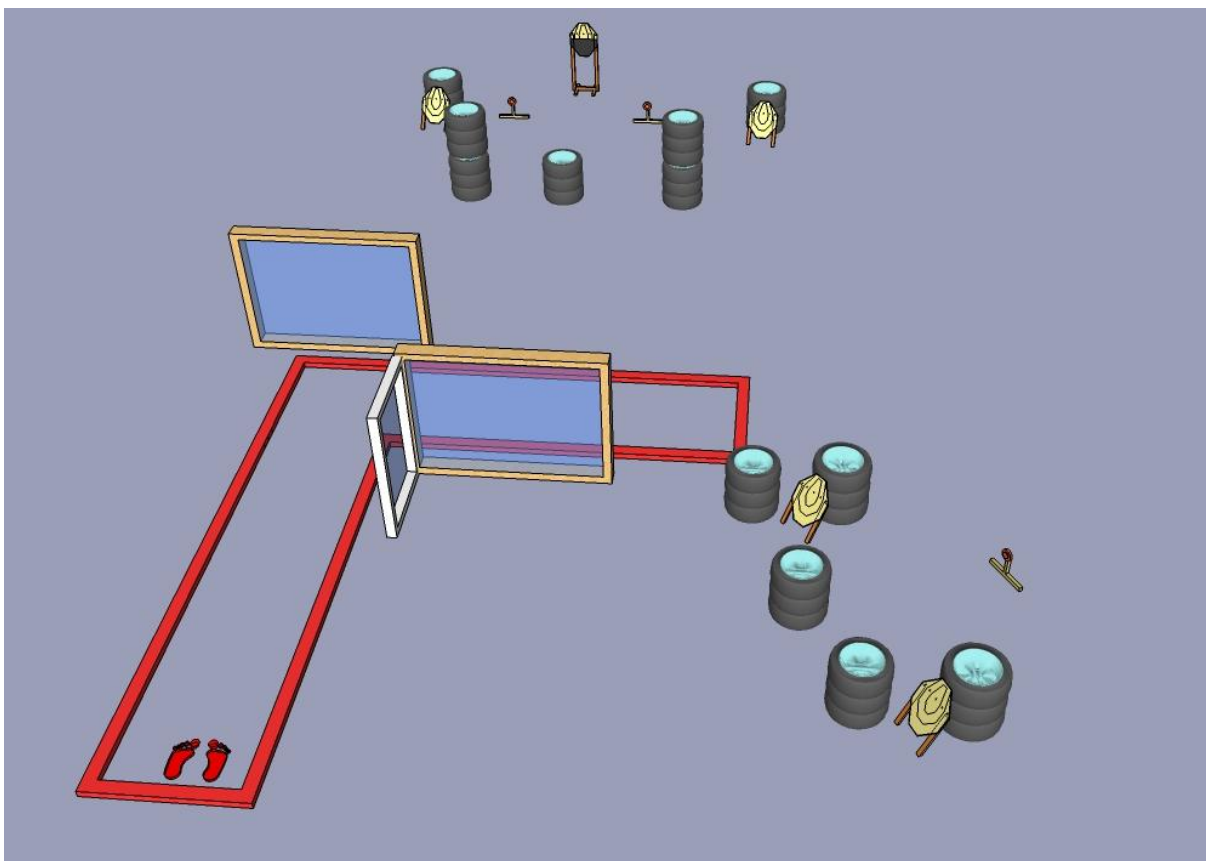
Start position: standing on the mark, facing downrange.

Gun condition: option 1

Procedure: after start signal engage all targets, from the designated area minimum with 1 round each..

Start: audible signal.

Safety angels: 180 degrees .



Scheme №2.

Stage №3. “Toy History”

Type: long.

Targets: 15 IPSC targets, 4 IPSC poppers, N/S targets.

Minimum Rounds: 34.

Posible Points: 170.

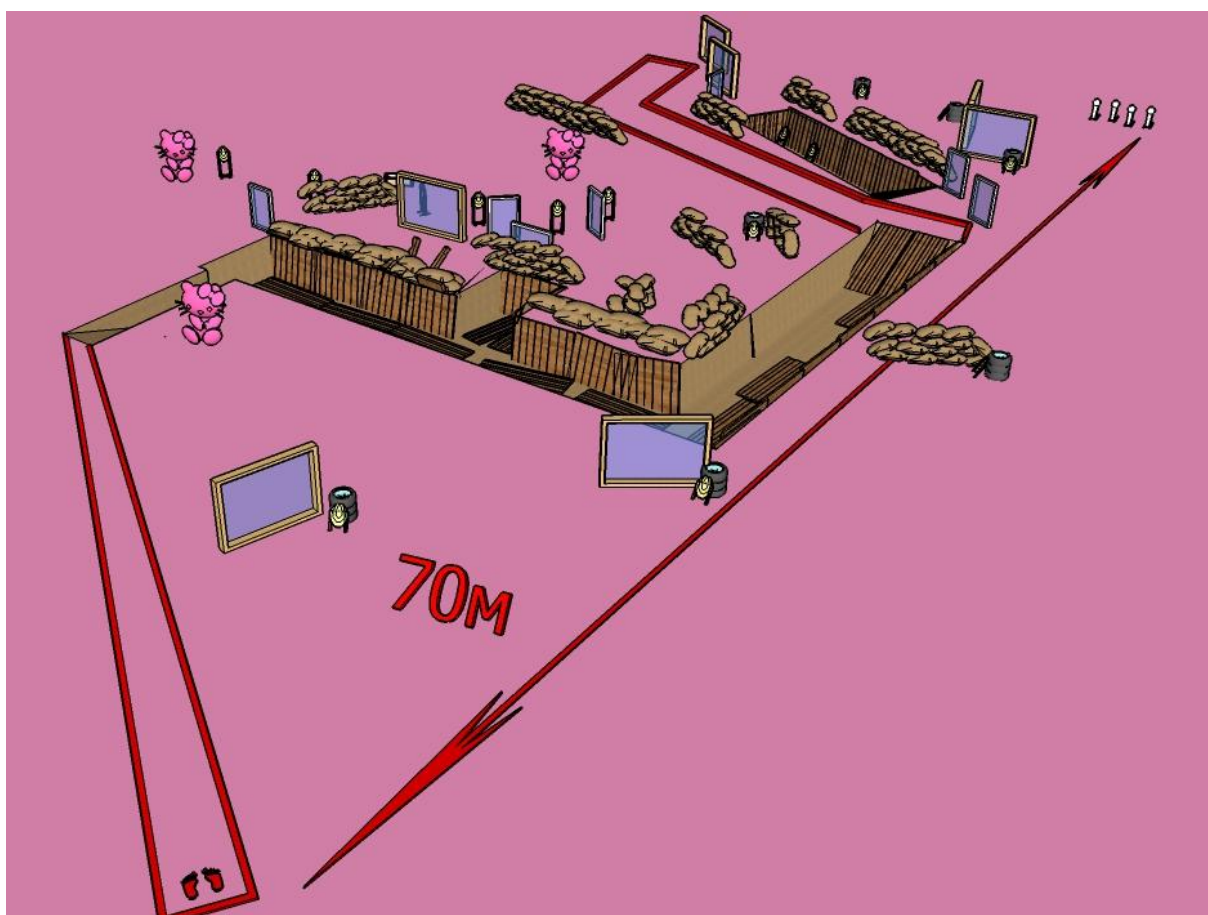
Start position: standing on the mark, facing downrange.

Gun condition: option 1

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

Start: audible signal.

Safety angels: 180 degrees .



Scheme №3.

Stage №4. “Day-Z “

Type: long.

Targets: 14 IPSC targets, 3 IPSC poppers, N/S targets.

Minimum Rounds: 31.

Posible Points: 155.

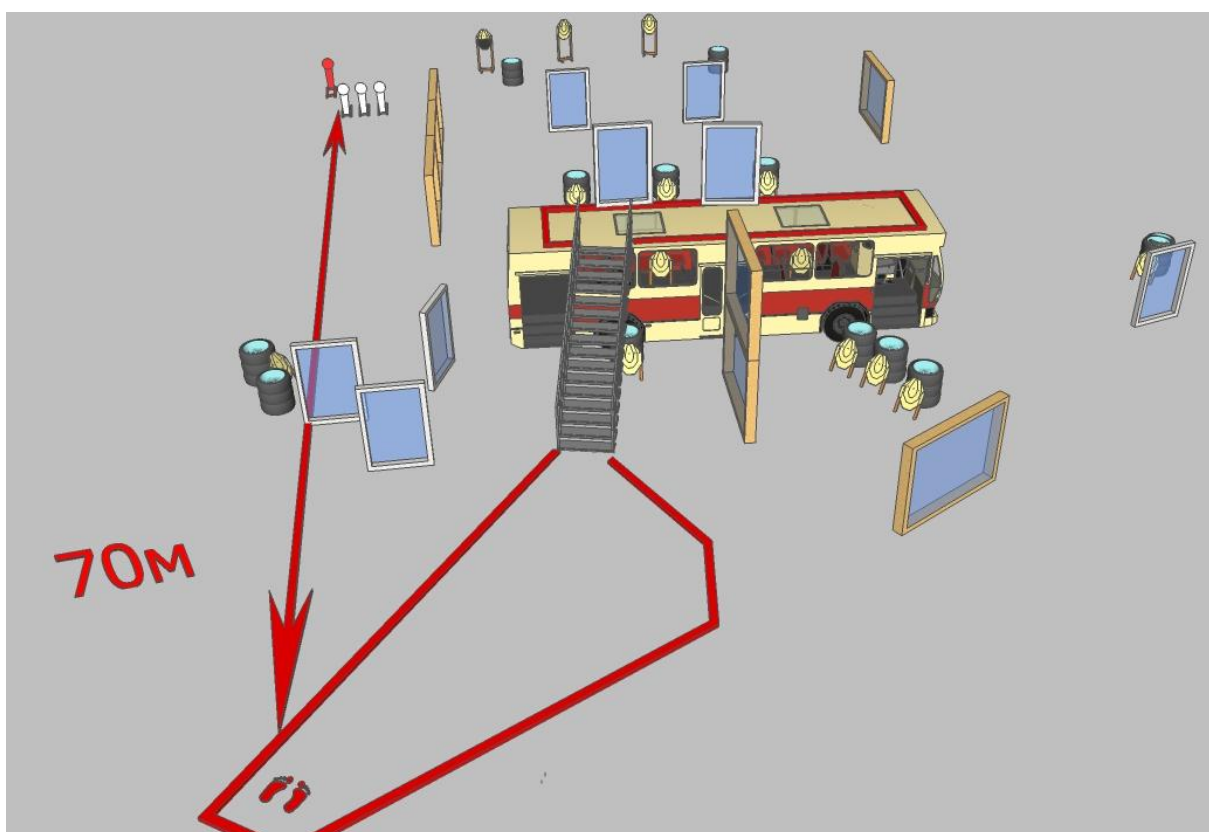
Start position: standing on the mark, facing downrange.

Gun condition: option 1

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

Start: audible signal.

Safety angels: 180 degrees .



Scheme №4.

Stage №5. “Round and round and round...”

Type: medium.

Targets: 8 IPSC targets, 1 Clay target, 3 IPSC poppers, N/S targets.

Minimum Rounds: 20.

Possible Points: 100.

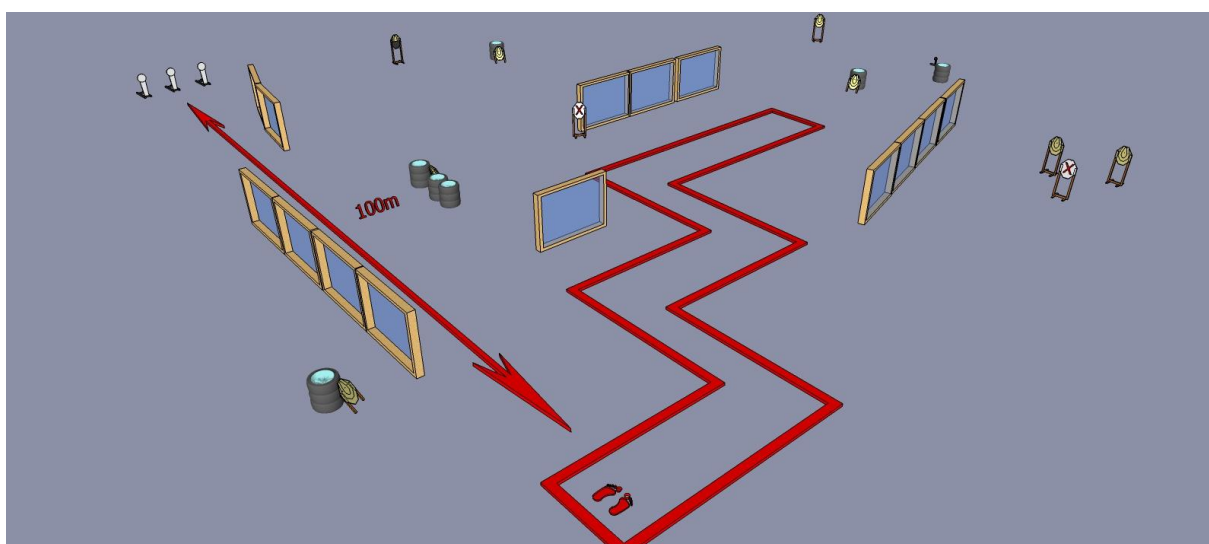
Start position: standing on the mark, facing downrange.

Gun condition: option 1

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

Start: audible signal.

Safety angels: 180 degrees .



Scheme №5.

Stage №6. “Corner“

Type: short.

Targets: 7 IPSC targets, 3 IPSC poppers, N/S targets.

Minimum Rounds: 10.

Possible Points: 50.

Start position: standing on the mark, facing downrange.

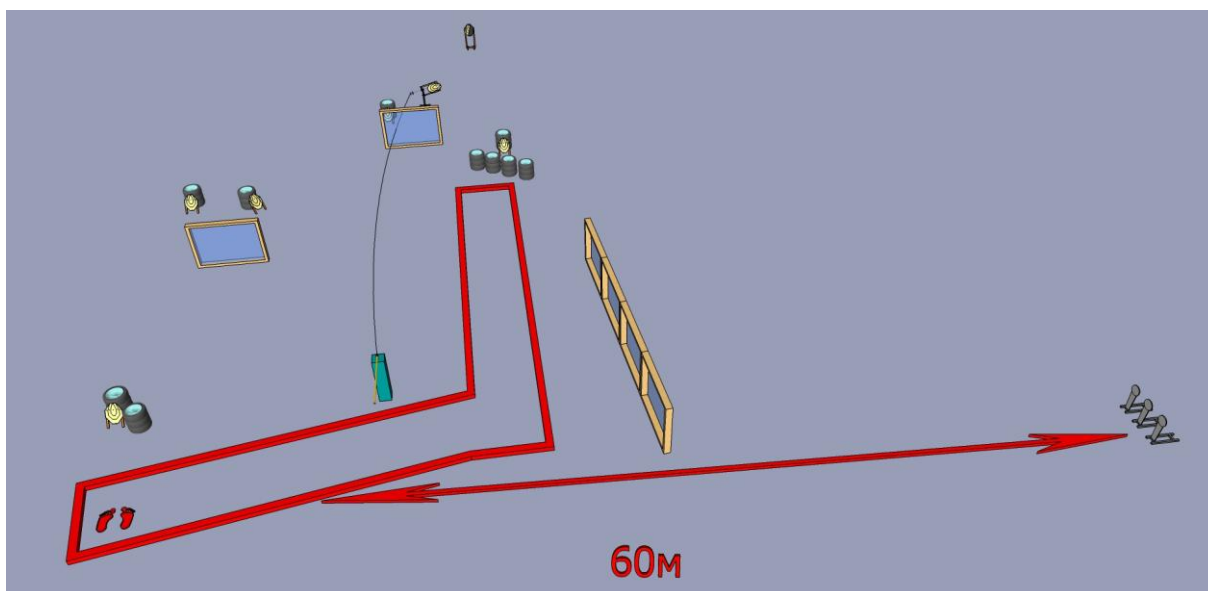
Gun condition: option 2

Procedure: after start signal engage all targets minimum with one round each, from the designated area.

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

Start: audible signal.

Safety angels:180 degrees .



Scheme №6.

Stage №7. “ Big Boss In trouble“

Type: short.

Targets: 3 IPSC targets, 3 IPSC poppers, N/S targets.

Minimum Rounds: 9.

Possible Points: 45.

Start position: sitting on a char, 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 №7.

Stage №8. “Nothing personal...”

Type: short.

Targets: 3 IPSC targets, 3 IPSC poppers, N/S targets

Minimum Rounds: 9.

Posible Points: 45.

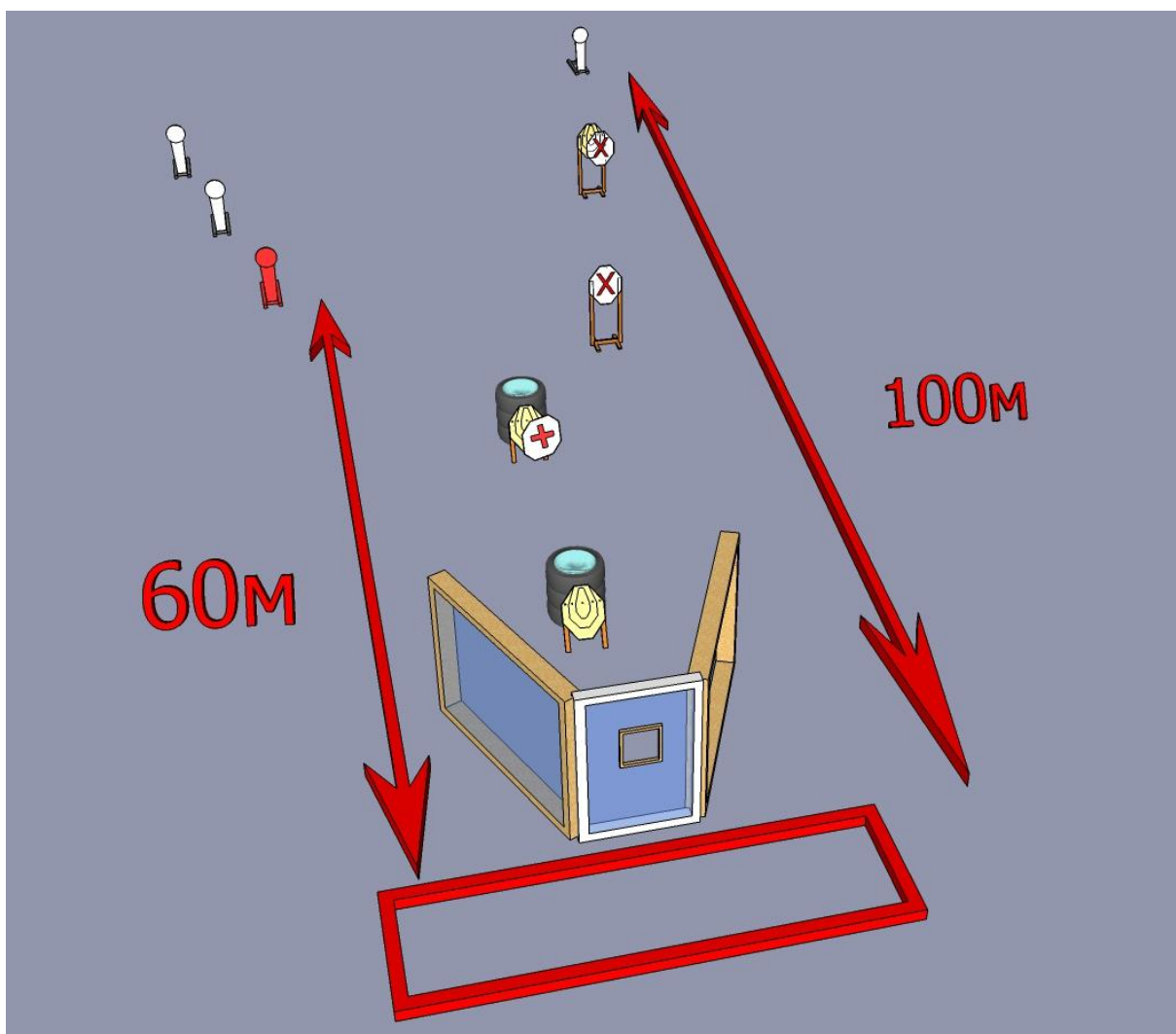
Start position: anywhere inside designated area, facing downrange.

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. “Forte-piano”

Type: short.

Targets: 4 IPSC targets, 2 IPSC poppers, N/S targets.

Minimum Rounds: 10.

Possible Points: 50.

Start position: standing on the mark, facing downrange.

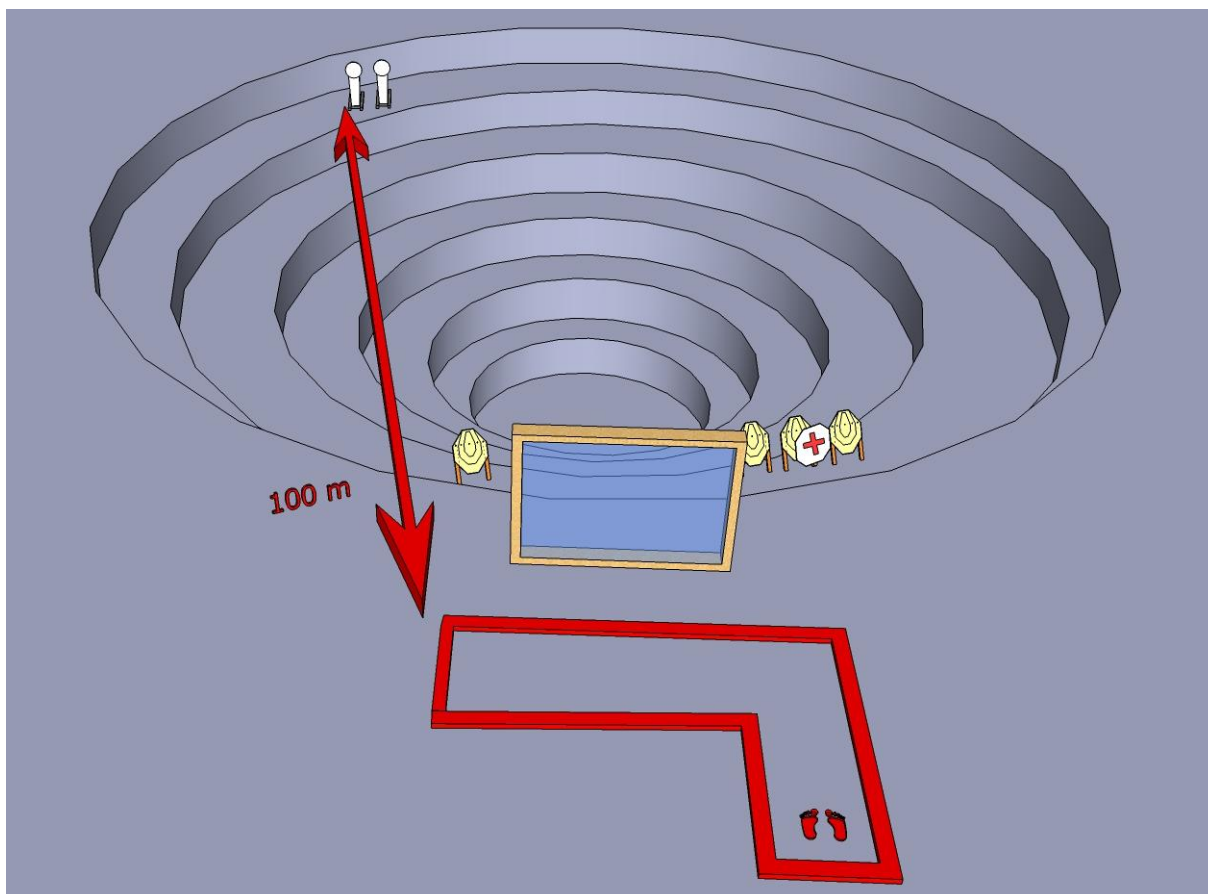
Gun condition: option 2

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

All metal targets be scored 10 pts per target.

Start: audible signal.

Safety angels:180 degrees .



Scheme №9.

Stage №10. “Lever”

Type: short.

Targets: 4 IPSC targets, 2 Clay targets, N/S targets.

Minimum Rounds: 10.

Possible Points: 50.

Start position: standing on the mark, facing downrange.

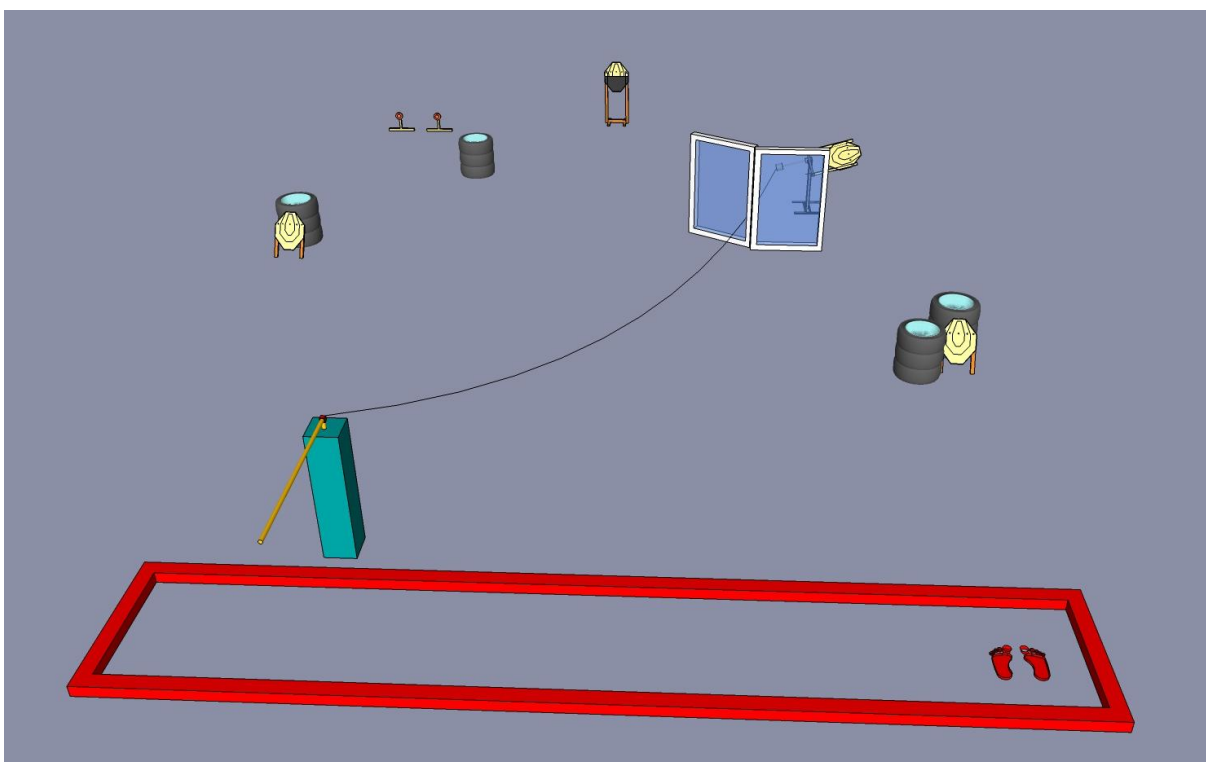
Gun condition: option 1

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

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

Start: audible signal.

Safety angels:180 degrees .



Scheme №10.

Stage №11. “Pyramid”

Type: medium.

Targets: 6 IPSC targets, 8 IPSC poppers, N/S targets.

Minimum Rounds: 20.

Possible Points: 100.

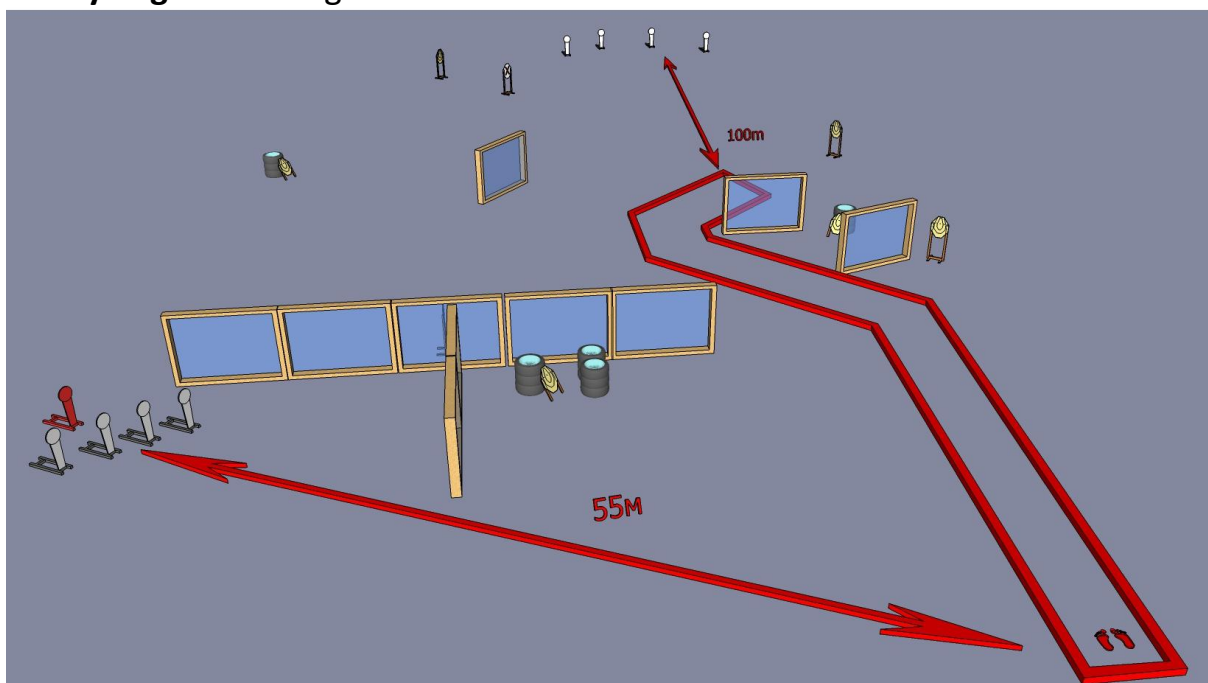
Start position: standing on the mark, facing downrange.

Gun condition: option 1.

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

Start: audible signal.

Safety angels: 180 degrees .



Scheme №11.

Stage №12. “Citadel”

Type: long.

Targets: 16 IPSC targets, 2 IPSC poppers, 1 Clay target. N/S targets.

Minimum Rounds: 35.

Possible Points: 175.

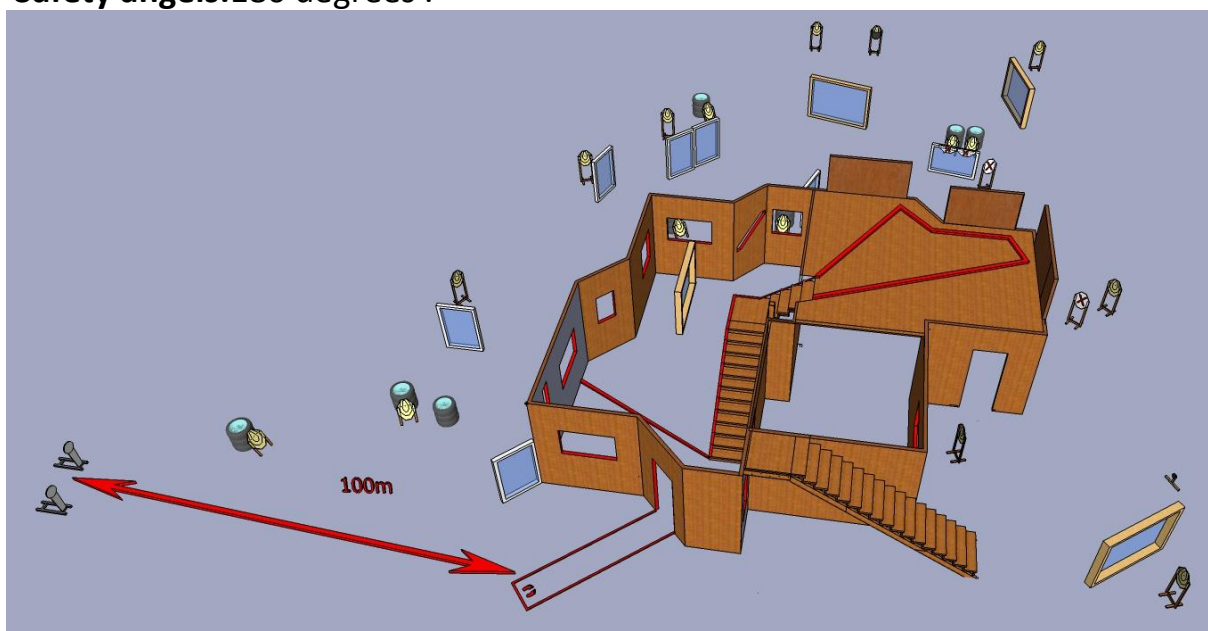
Start position: standing on the mark, facing downrange.

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. “Just do it!”

Type: short.

Targets: 8 IPSC targets, 2 IPSC poppers, 1 Clay target, N/S targets.

Minimum Rounds: 10.

Possible Points: 50.

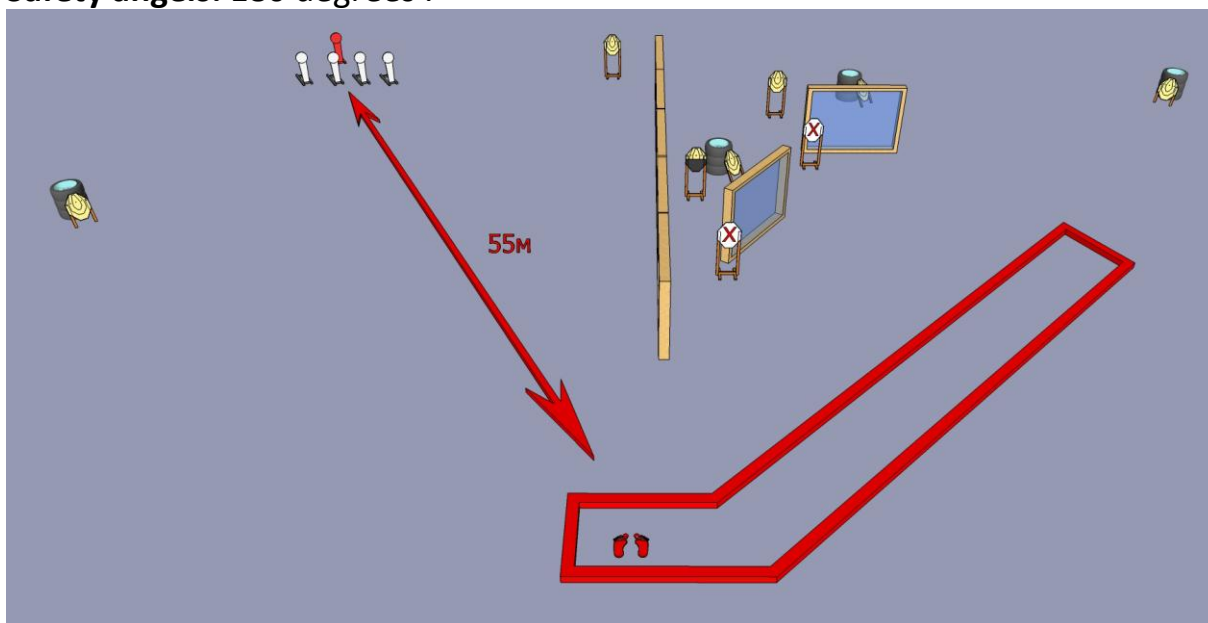
Start position: standing on the mark, facing downrange.

Gun condition: option 1

Procedure: after start signal engage all targets, from the designated area minimum with 1 round each..

Start: audible signal.

Safety angels: 180 degrees .



Scheme №13.

Stage №14. “Dark Forest “

Type: medium.

Targets: 8 IPSC targets, 4 Clay targets, N/S targets.

Minimum Rounds: 20.

Posible Points: 100.

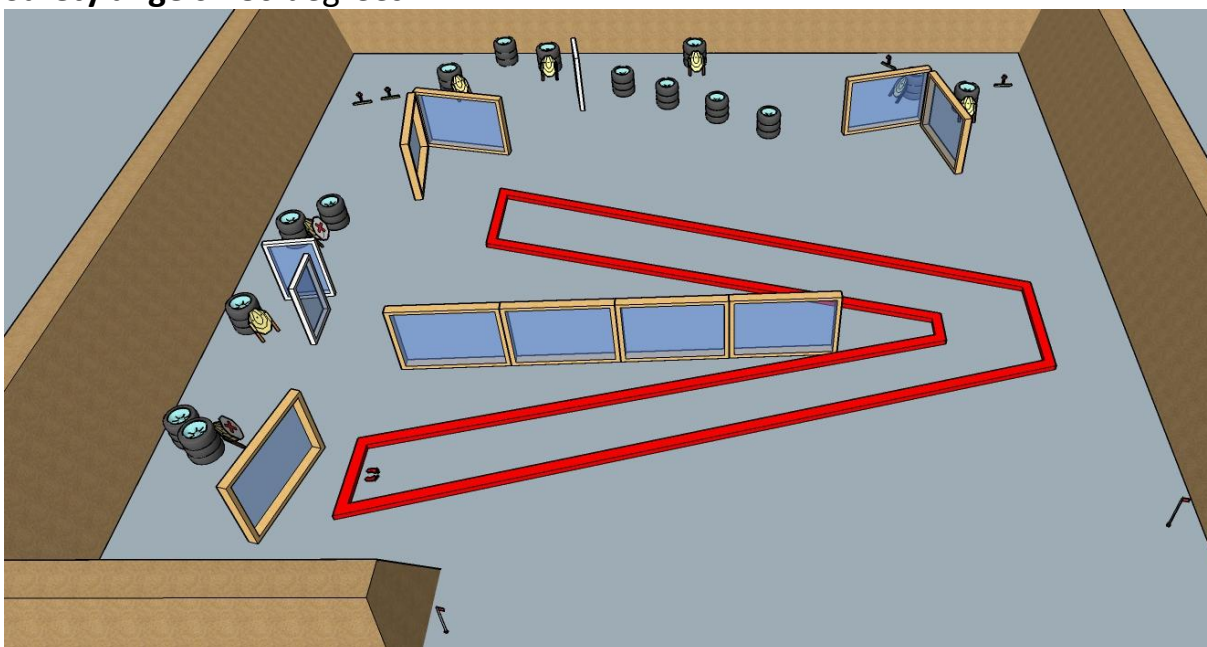
Start position: standing on the marks, facing downrange.

Gun condition: option 1

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

Start: audible signal.

Safety angels:180 degrees .



Scheme №14.

Stage №15. “Stand alone”

Type: medium.

Targets: 8 IPSC targets, 3 Clay targets, N/S targets.

Minimum Rounds: 19.

Possible Points: 95.

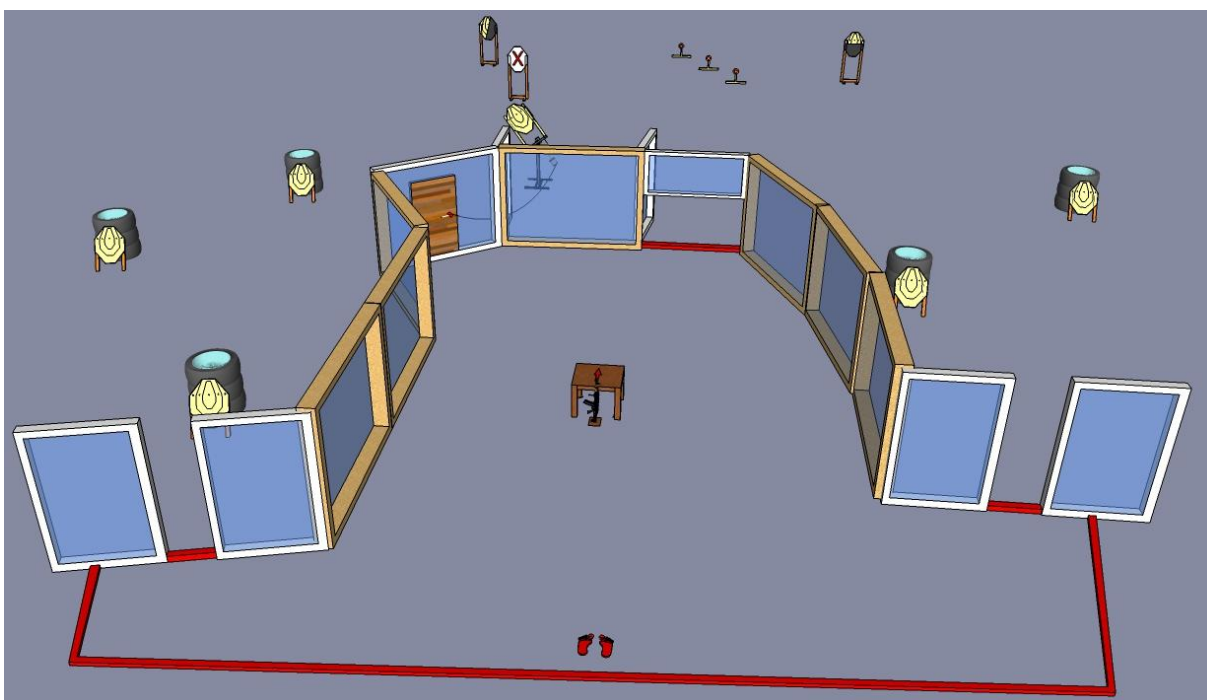
Start position: standing on the marks, facing downrange.

Gun condition: on a table, option 2.

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

Start: audible signal.

Safety angels: 180 degrees .



Scheme №15.

Stage №16. “Nowhere to hide”

Type: medium.

Targets: 8 IPSC targets, 4 Clay targets, N/S targets.

Minimum Rounds: 20.

Possible Points: 100.

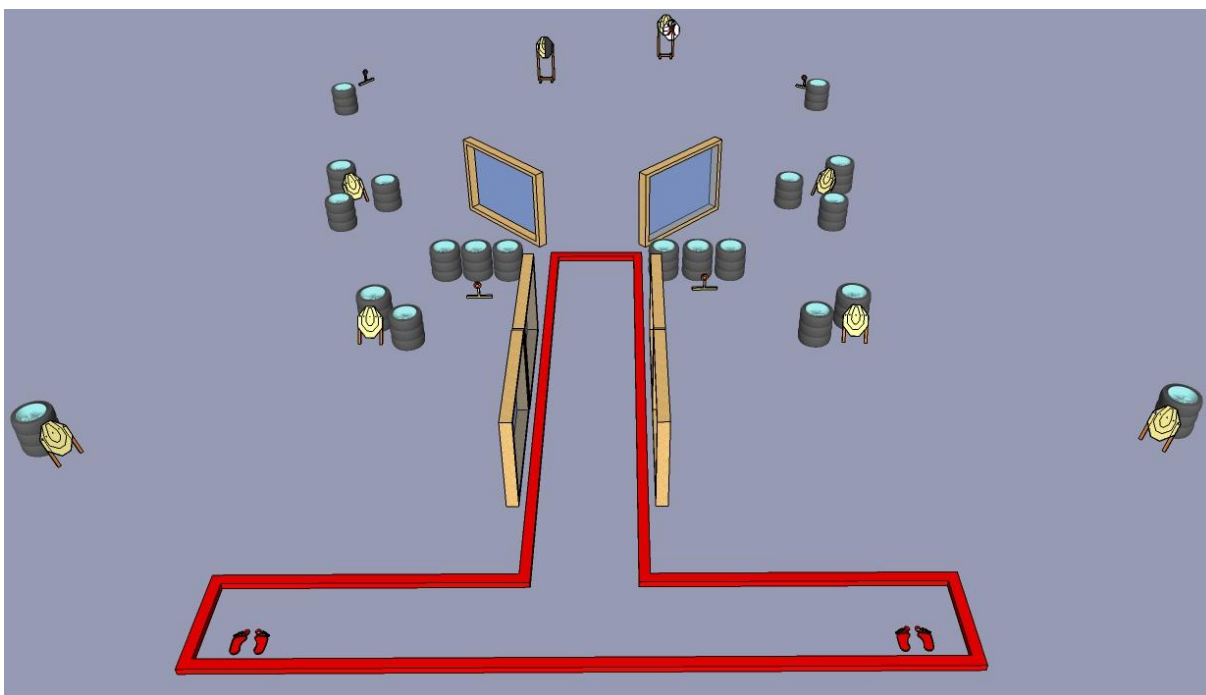
Start position: standing on the mark, facing downrange.

Gun condition: option 1

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

Start: audible signal.

Safety angels: 180 degrees .



Scheme №16.

Stage №17. “Slots”

Type: short.

Targets: 4 IPSC targets, 1 Clay targets, N/S targets.

Minimum Rounds: 9.

Possible Points: 45.

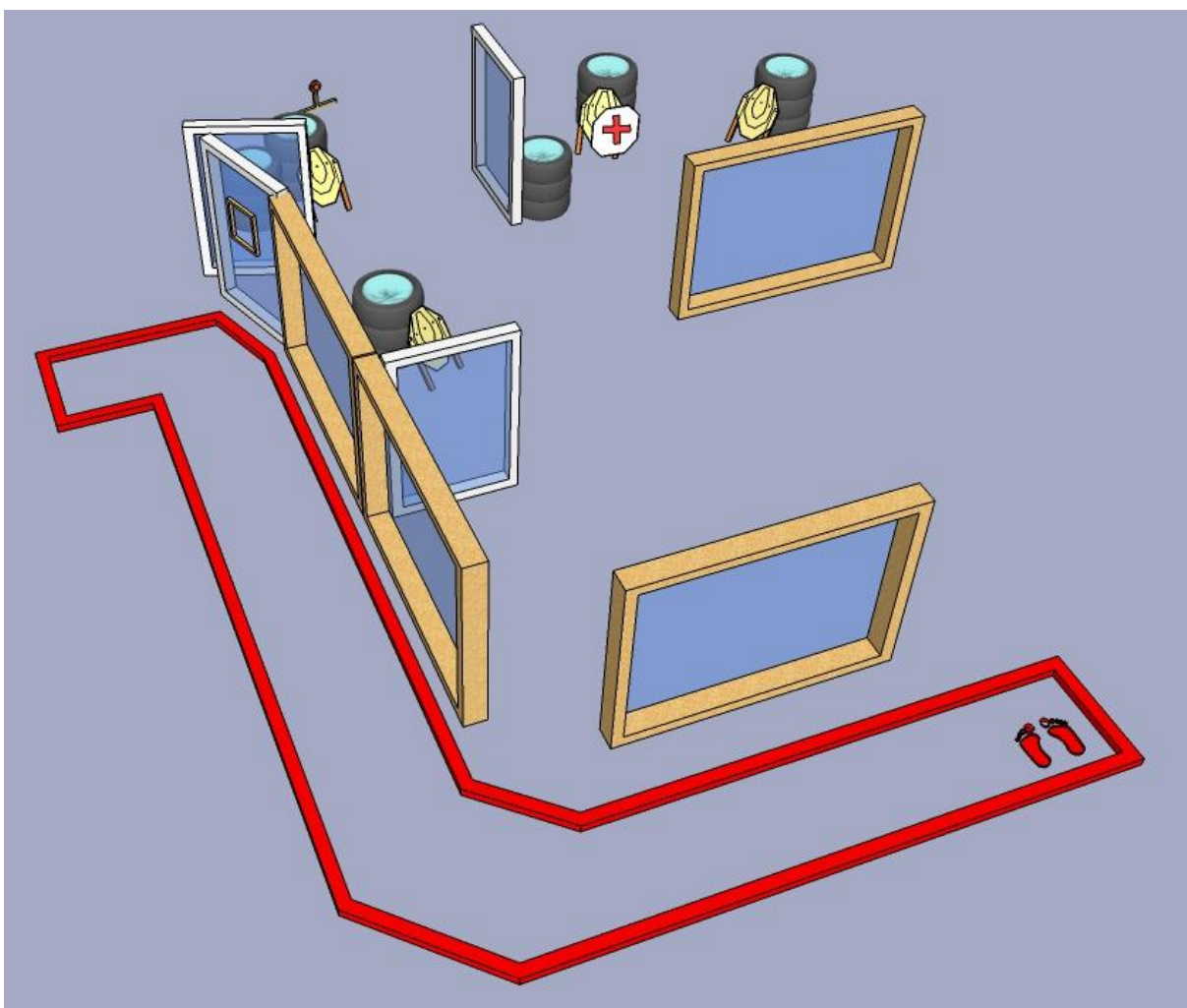
Start position: standing on the mark, facing downrange.

Gun condition: option 1

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

Start: audible signal.

Safety angels: 180 degrees .



Scheme №17.

Stage №18. “Flight of a Condor”

Type: short.

Targets: 5 IPSC targets, 4 IPSC poppers, N/S Targets.

Minimum Rounds: 9.

Possible Points: 45.

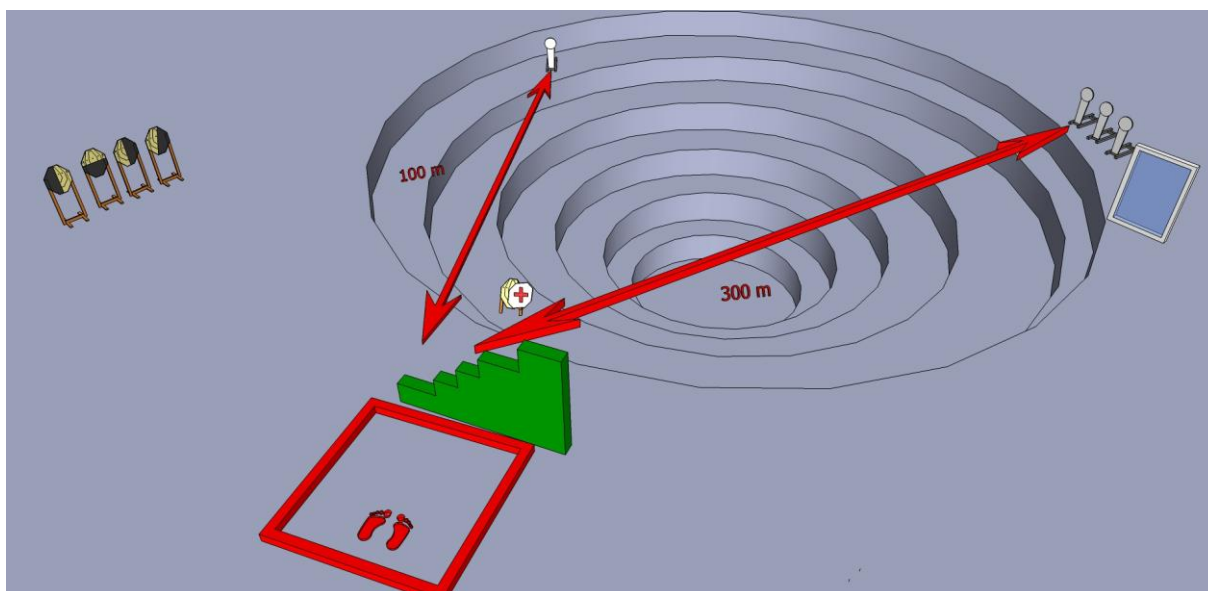
Start position: standing on the mark, facing downrange.

Gun condition: option 1.

Procedure: after start signal engage all targets, from the designated area minimum with 1 round each. All metal targets be scored 10 pts per target.

Start: audible signal.

Safety angels:180 degrees .



Scheme №18.