

Stage №1. “Small steps of hobbit Frodo..”

Ammo type: birdshot.

Type: medium.

Targets: 14 Plates, 2 Poppers

Minimum Rounds: 16.

Maximum Points: 80.

Start position: standing on the mark (A or B), facing downrange.

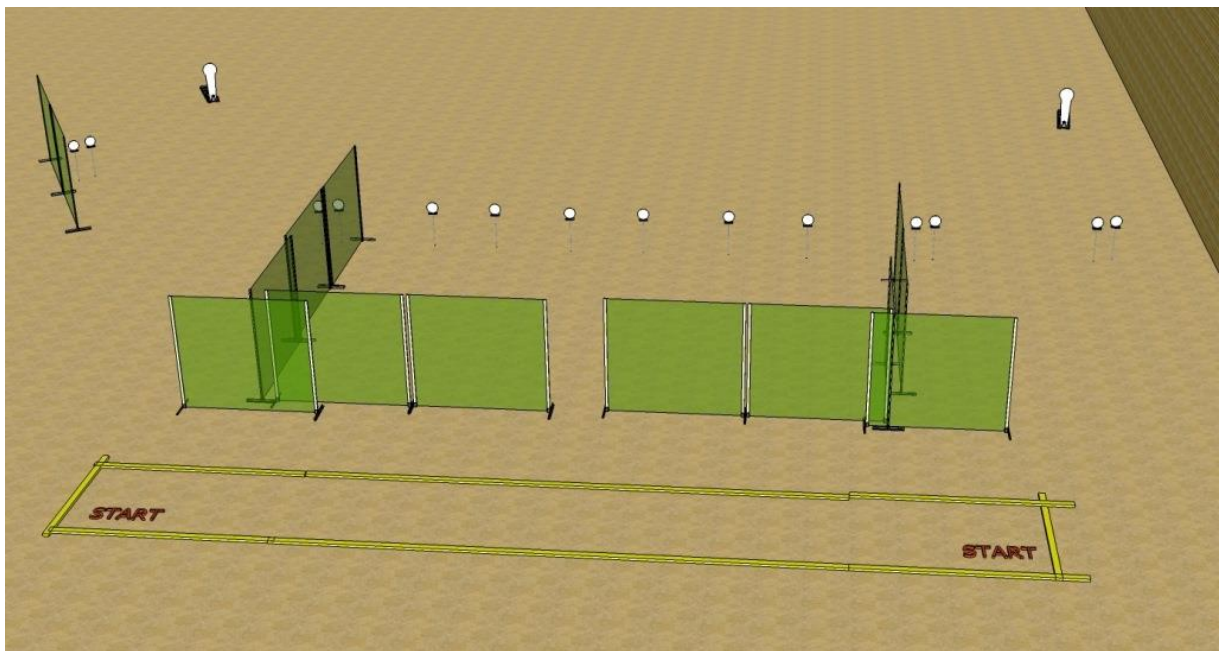
Gun condition: Option 3 (unloaded).

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

Start: audible signal.

Safety angels: 180 degrees.

Scheme №1.



Stage №2. “Crossroad”

Ammo type: birdshot.

Type: short.

Targets: 8 , 2 No-Shoots.

Minimum Rounds: 8.

Maximum Points: 40.

Start position: standing on the mark, facing downrange.

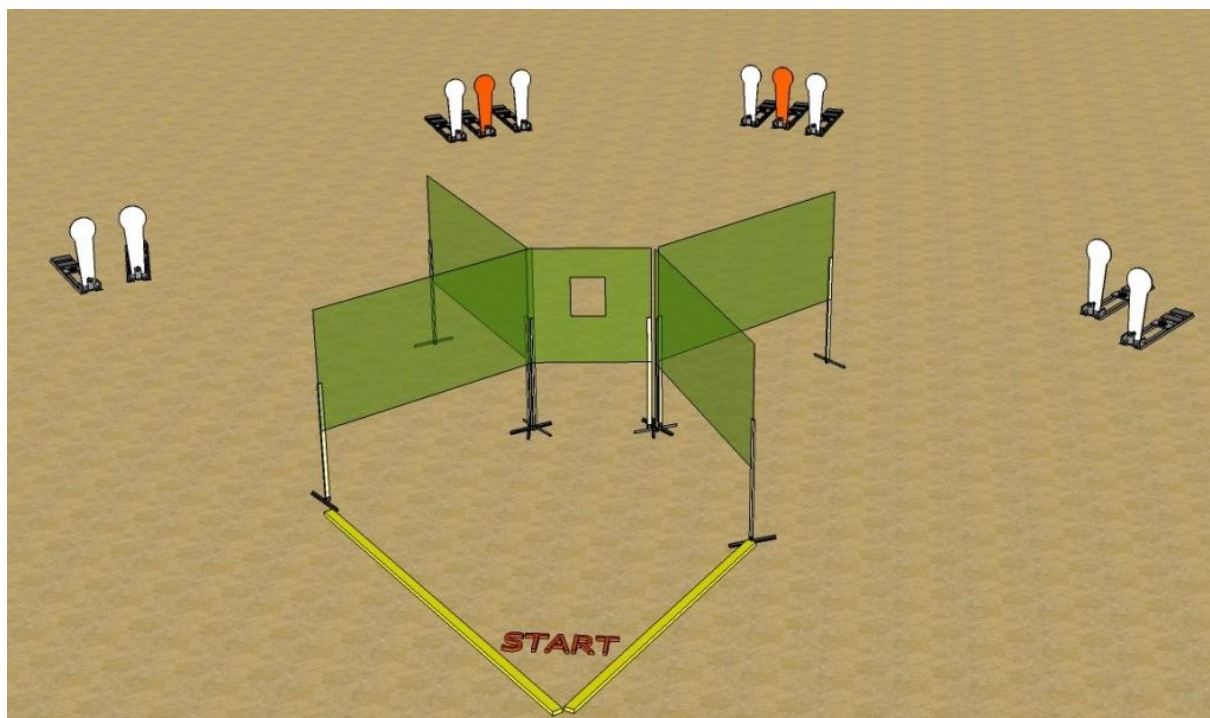
Gun condition: Option 1 (loaded).

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

Start: audible signal.

Safety angles: 180 degrees.

Scheme №2.



Stage №3. “Run, Sally, run...”

Ammo type: birdshot.

Type: medium.

Targets: 2 Poppers, 14 Plates.

Minimum Rounds: 16.

Maximum Points: 80.

Start position: standing on the mark, facing downrange.

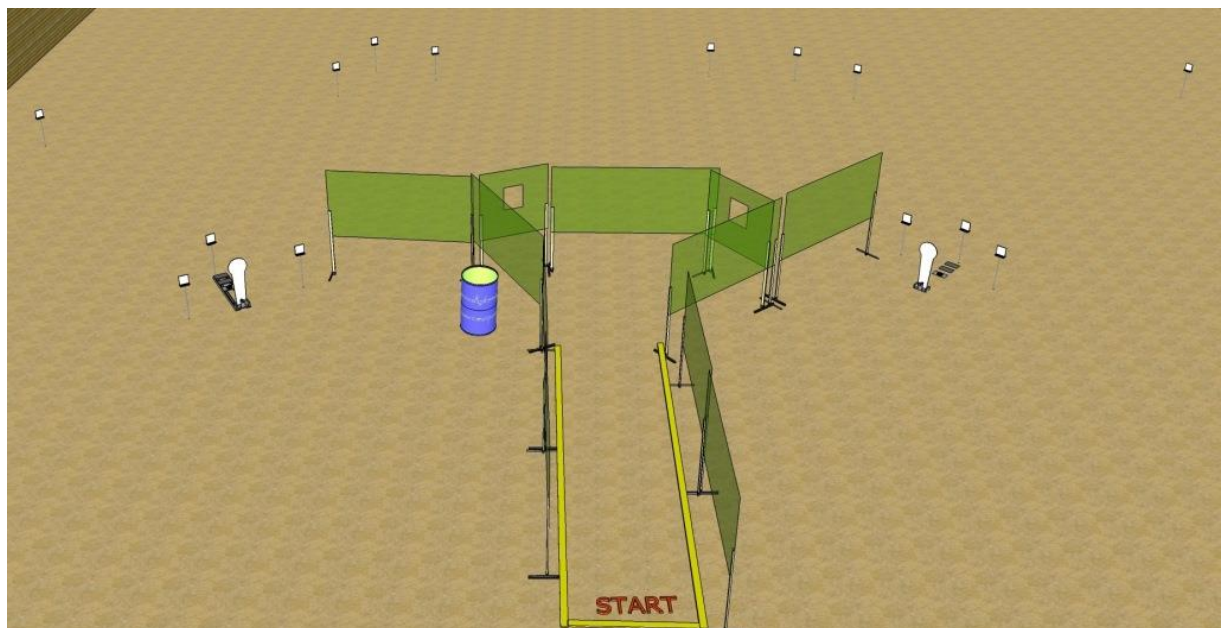
Gun condition: Option 1 (loaded).

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

Start: audible signal.

Safety angels: 180 degrees.

Scheme №3.



Stage №4. “Garden of stones”

Ammo type: birdshot.

Type: short.

Targets: 6 Poppers, 2 Plates, 2 No-Shoots.

Minimum Rounds: 8.

Maximum Points: 40.

Start position: standing on the marks (A or B), facing downrange.

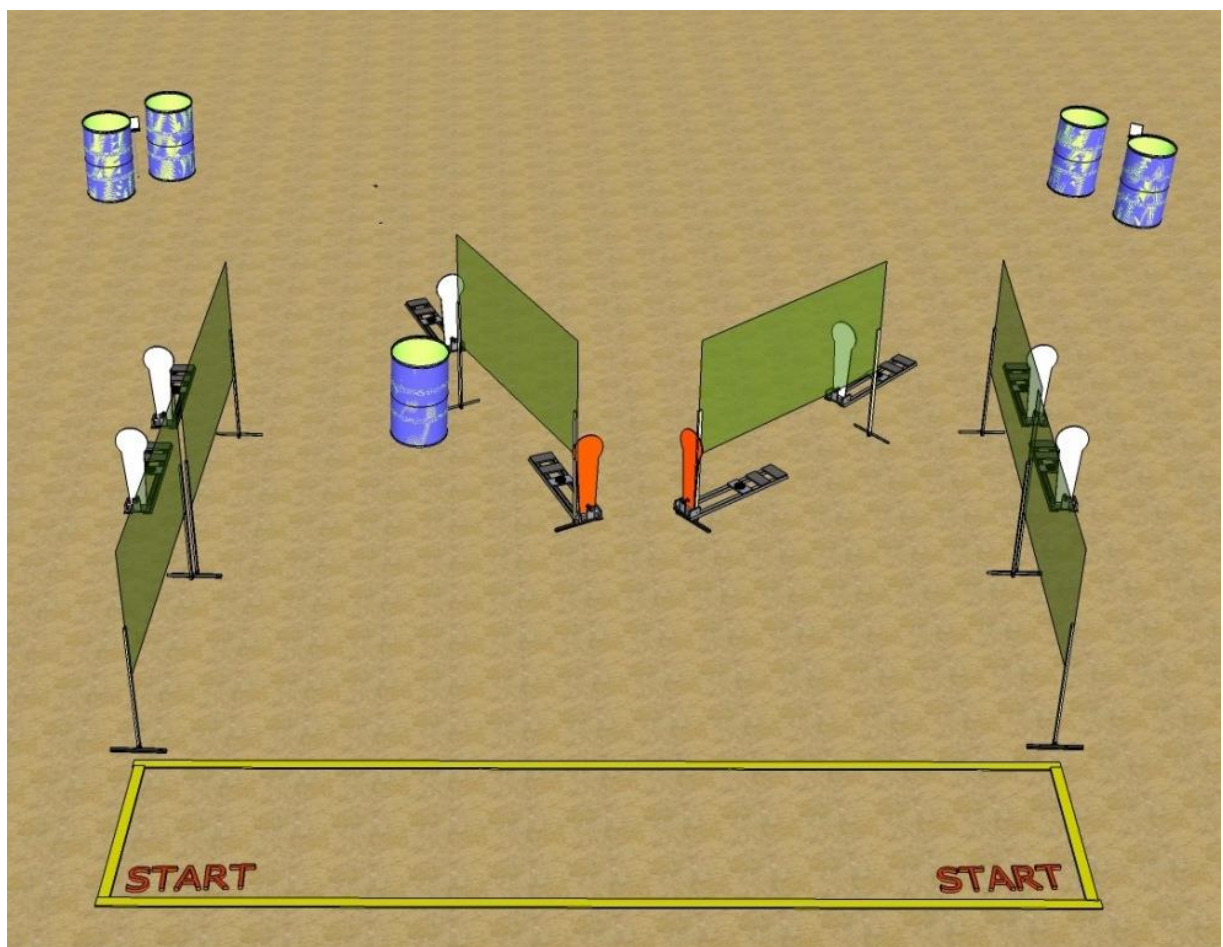
Gun condition: Option 1 (loaded).

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

Start: audible signal.

Safety angels: 180 degrees.

Scheme №4.



Stage №5. “Lord of the ring...of the plates☺”

Ammo type: birdshot.

Type: long.

Targets: 1 Popper, 15 Plates.

Minimum Rounds: 16.

Maximum Points: 80.

Start position: standing on the mark, facing downrange.

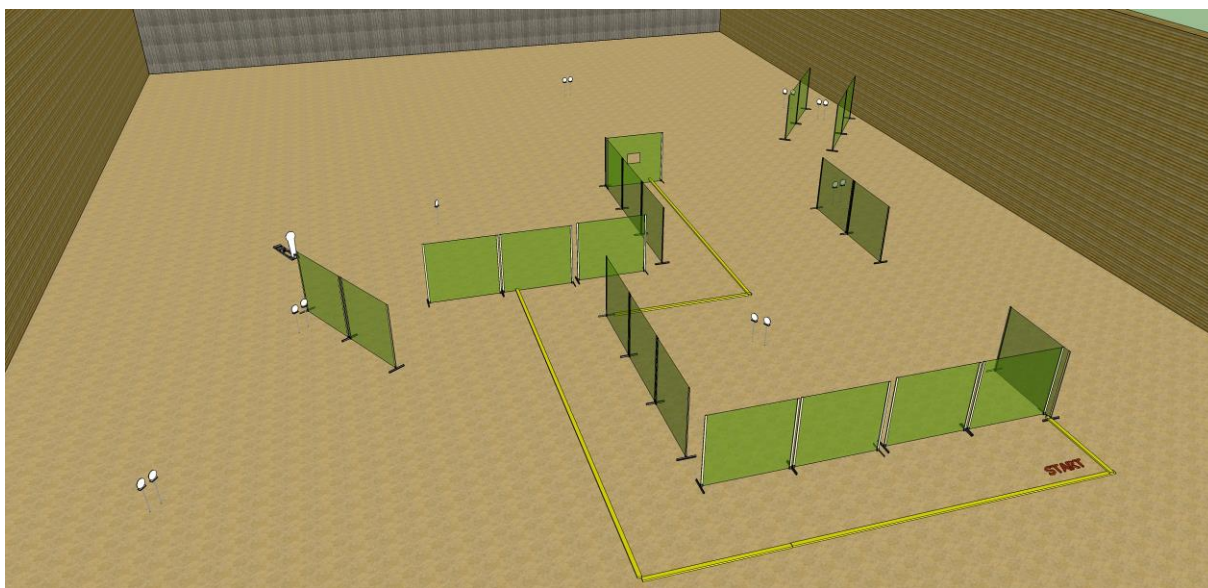
Gun condition: Option 2 (loaded, chamber empty).

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

Start: audible signal.

Safety angels: 180 degrees.

Scheme №5.



Stage №6. “Glad to see you on the finish line!!”

Ammo type: birdshot.

Type: medium.

Targets: 3 Poppers, 13 Plates, 2 No-Shoots.

Minimum Rounds: 16.

Maximum Points: 80.

Start position: standing on the mark, facing downrange.

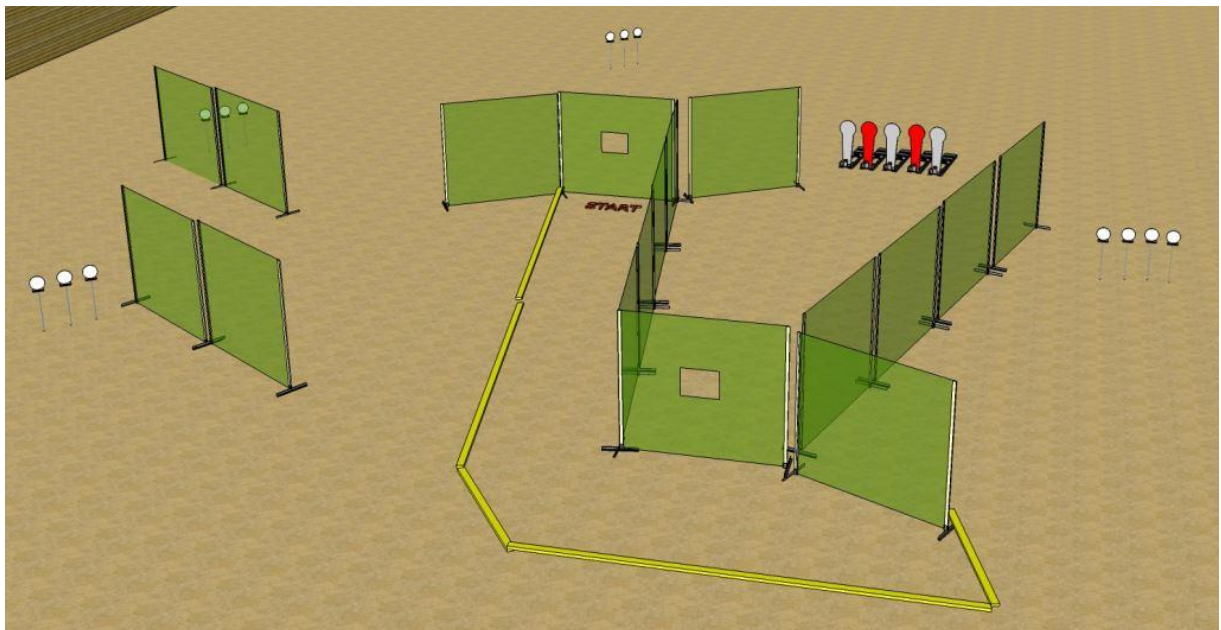
Gun condition: Option 1 (loaded).

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

Start: audible signal.

Safety angels: 180 degrees.

Scheme №6.



Stage №7. “Hit and miss..”

Ammo type: slug.

Type: short.

Targets: 6 IPSC Targets, 2 Poppers, 4 No-Shoots.

Minimum Rounds: 8.

Maximum Points: 40.

Start position: standing on the mark, facing downrange.

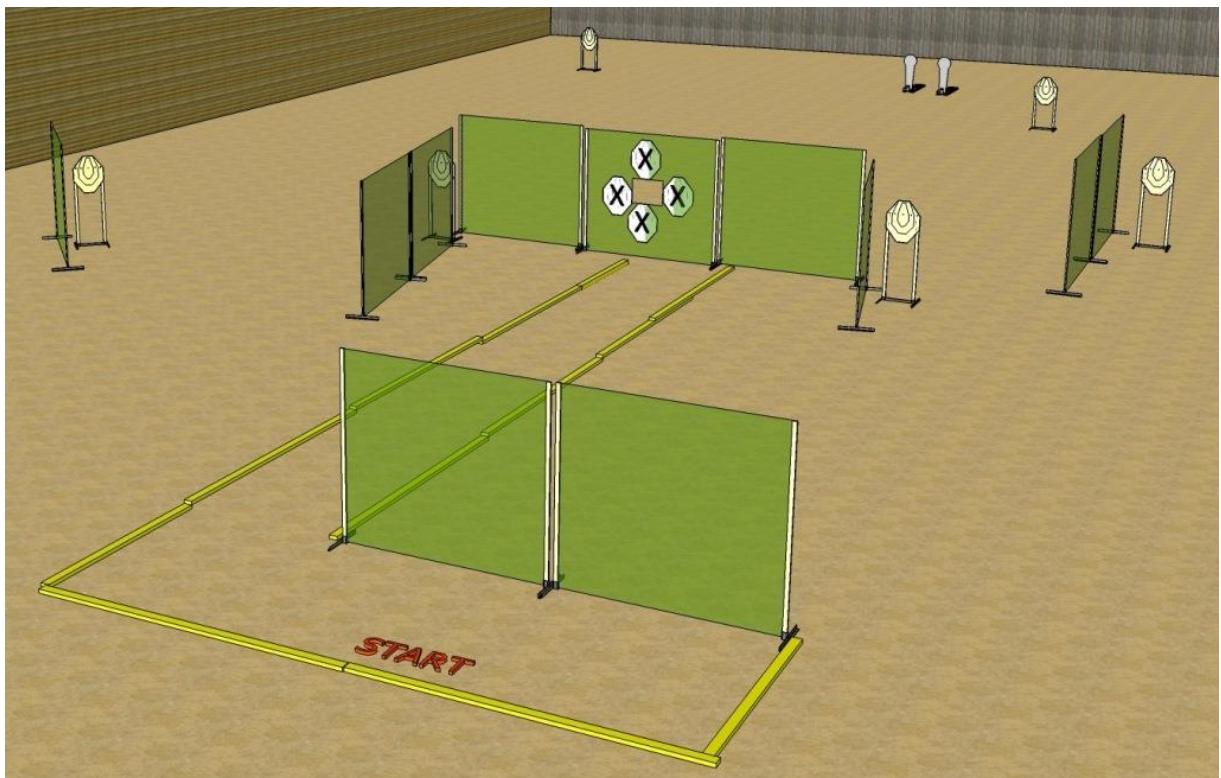
Gun condition: Option 1 (loaded).

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

Start: audible signal.

Safety angels: 180 degrees. . Closest distance to metal targets are 43 meters.

Scheme №7.



Stage №8. “Masters of puppets”

Ammo type: birdshot.

Type: medium.

Targets: 4 Poppers, 12 Plates.

Minimum Rounds: 16.

Possible Points: 80.

Start position: standing on the mark, facing downrange.

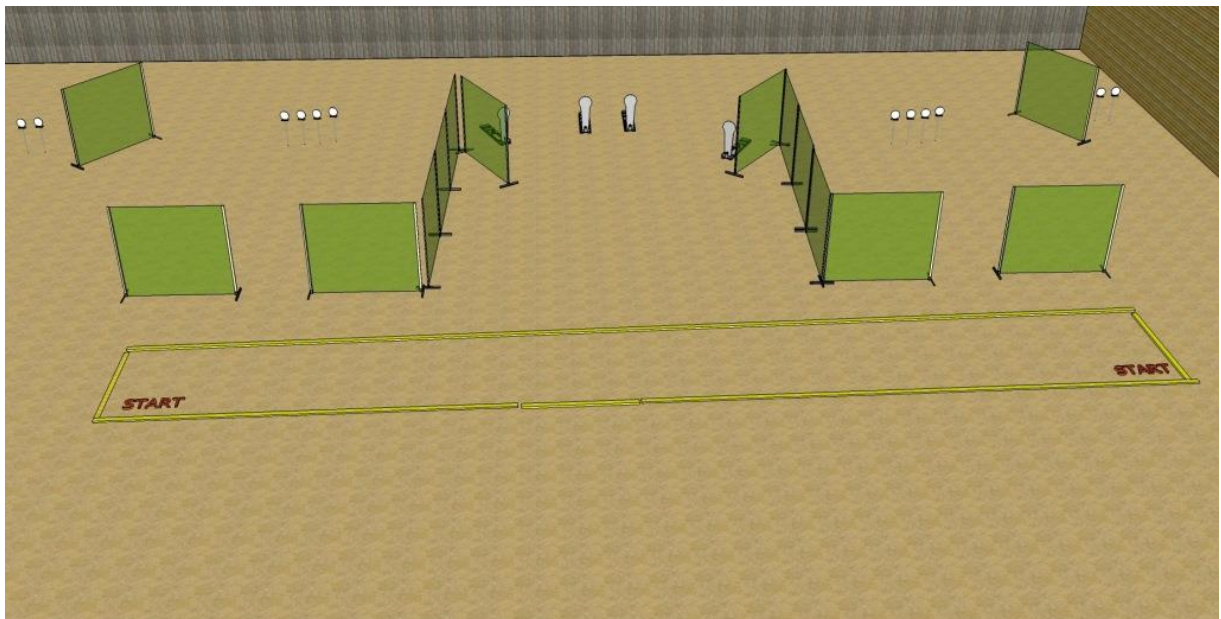
Gun condition: Option 1 (loaded).

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

Start: audible signal.

Safety angels: 180 degrees.

Scheme №8.



Stage №9. “Uncle’s apple garden”

Ammo type: buckshot.

Type: short.

Targets: 5 IPSC Targets, 2 Poppers, 4 No-Shoots.

Minimum Rounds: 7.

Maximum Points: 60.

Start position: standing on the mark (A or B), facing downrange.

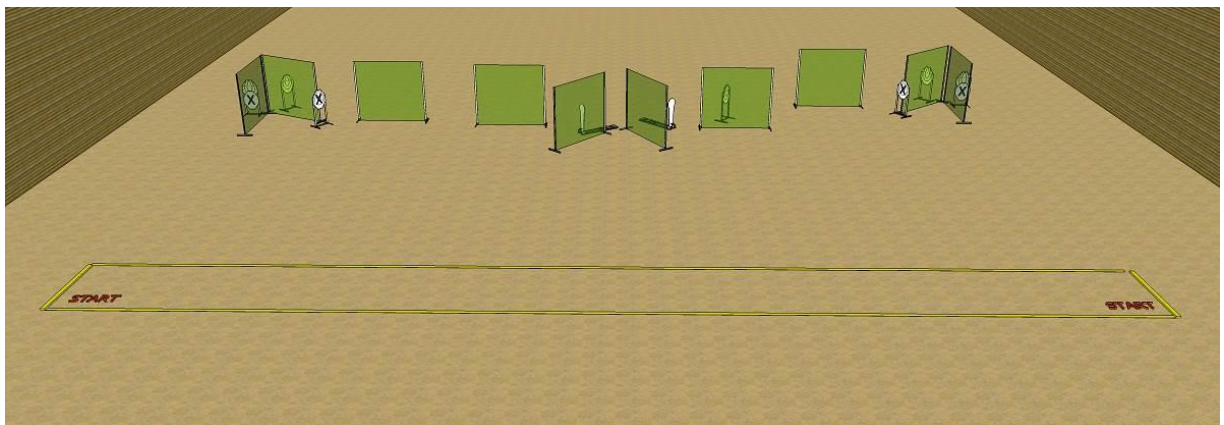
Gun condition: Option 2 (loaded, chamber empty).

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

Start: audible signal.

Safety angels: 180 degrees.

Scheme №9.



Stage №10. “Figaro’s here, Figaro’s there..”

Ammo type: birdshot.

Type: long.

Targets: 4 Poppers, 24 Plates.

Minimum Rounds: 28.

Possible Points: 140.

Start position: standing on the mark, facing downrange.

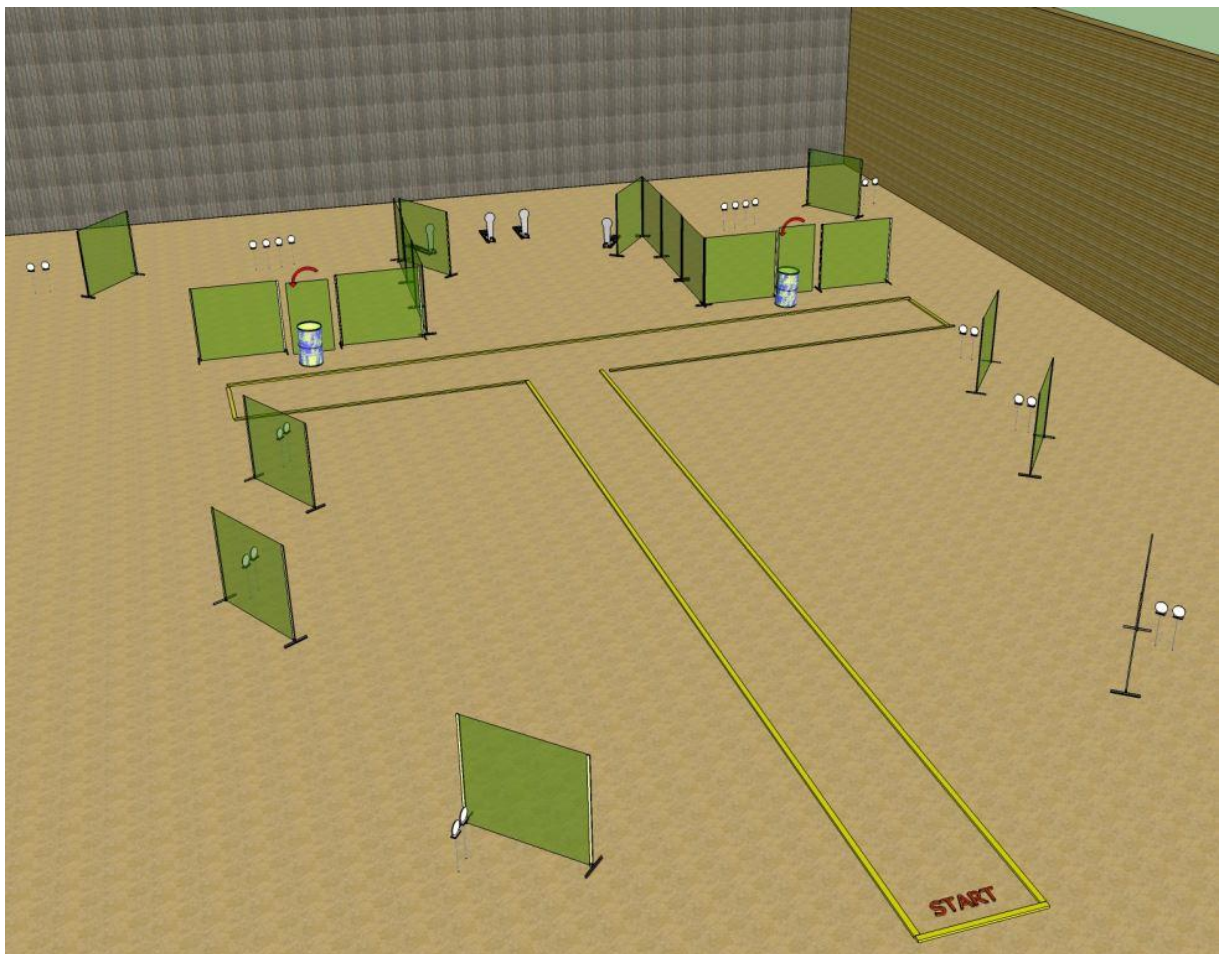
Gun condition: Option 1 (loaded).

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

Start: audible signal.

Safety angels: 180 degrees.

Scheme №10.



Stage №11. “Fast and furious 8😊”

Ammo type: birdshot.

Type: short.

Targets: 8 Poppers, 6 No-Shoots.

Minimum Rounds: 8.

Maximum Points: 40.

Start position: standing on the mark, facing downrange.

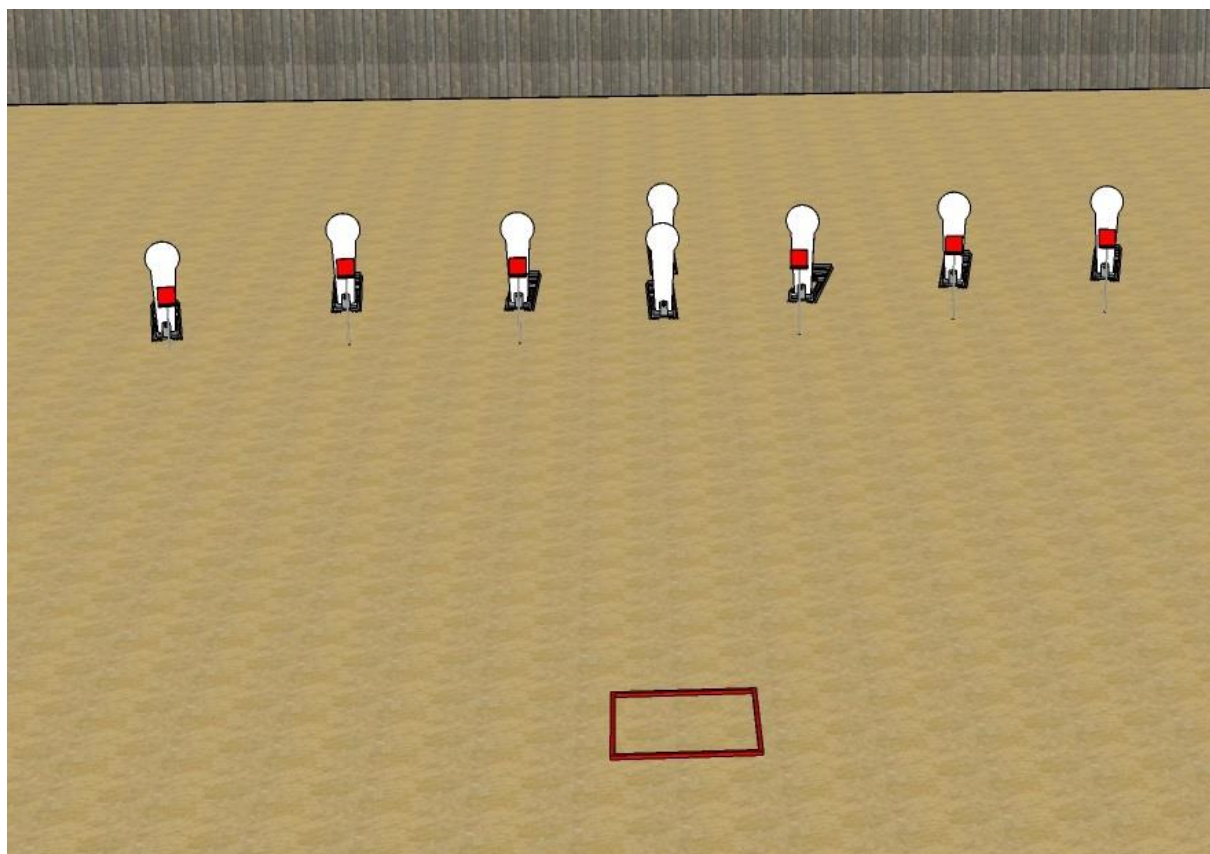
Gun condition: Option 1 (loaded).

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

Start: audible signal.

Safety angels: 180 degrees

Scheme №11.



Stage №12. “Last stop”

Ammo type: birdshot.

Type: short.

Targets: 8 Plates, 6 No-Shoots.

Minimum Rounds: 8.

Maximum Points: 40.

Start position: standing on the mark (A or B), facing downrange.

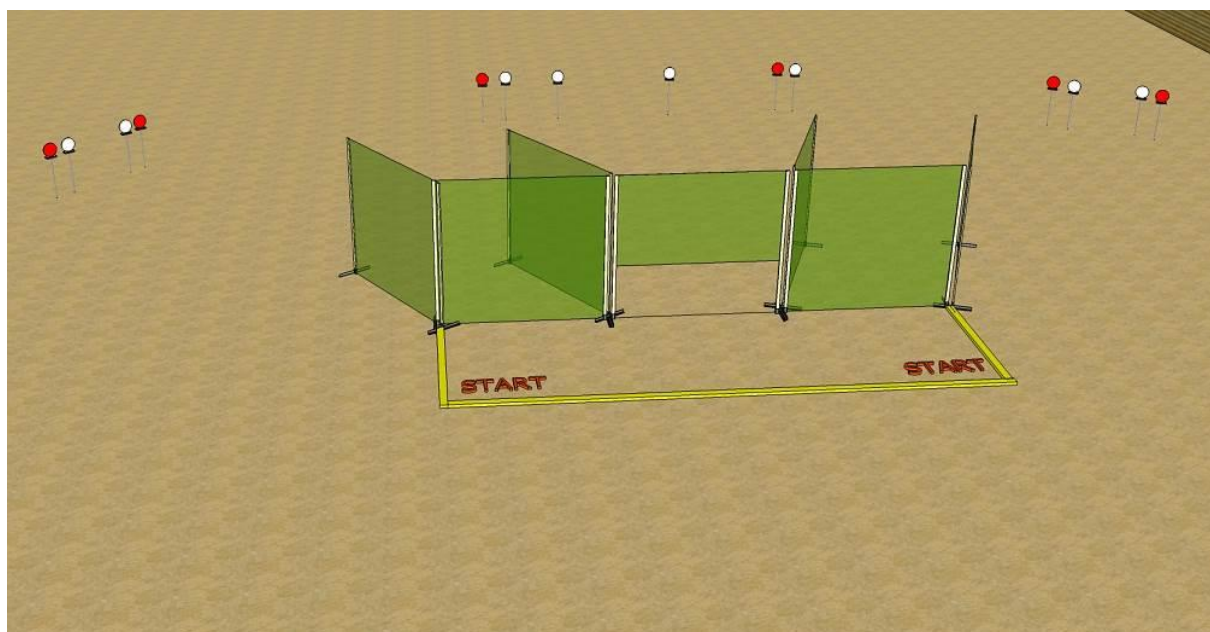
Gun condition: Option 1 (loaded).

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

Start: audible signal.

Safety angels: 180 degrees.

Scheme №12.



Stage №13. “Gone in Sixty Seconds...no more”

Ammo type: birdshot.

Type: long.

Targets: 12 Poppers, 14 Plates, 2 No-Shoots.

Minimum Rounds: 26.

Possible Points: 130.

Start position: standing on the mark, facing downrange.

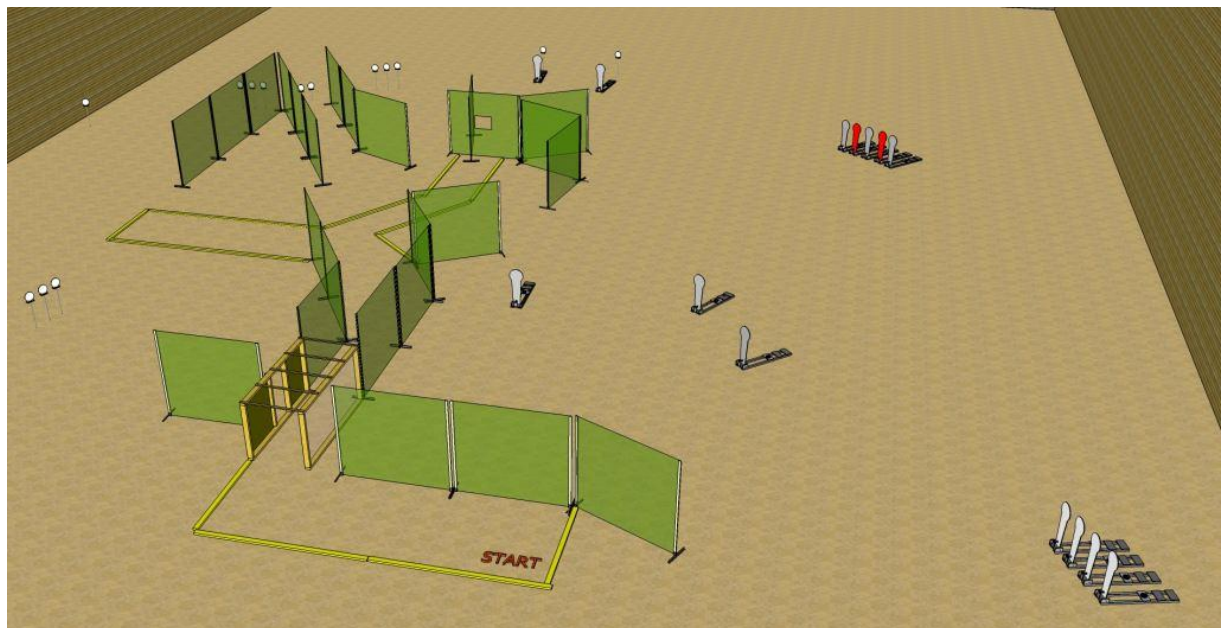
Gun condition: Option 1 (loaded).

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

Start: audible signal.

Safety angels: 180 degrees.

Scheme №13.



Stage №14. “Symmetry. Or not”

Ammo type: birdshot.

Type: short.

Targets: 8 Plates.

Minimum Rounds: 8.

Possible Points: 40.

Start position: standing on the mark, facing downrange.

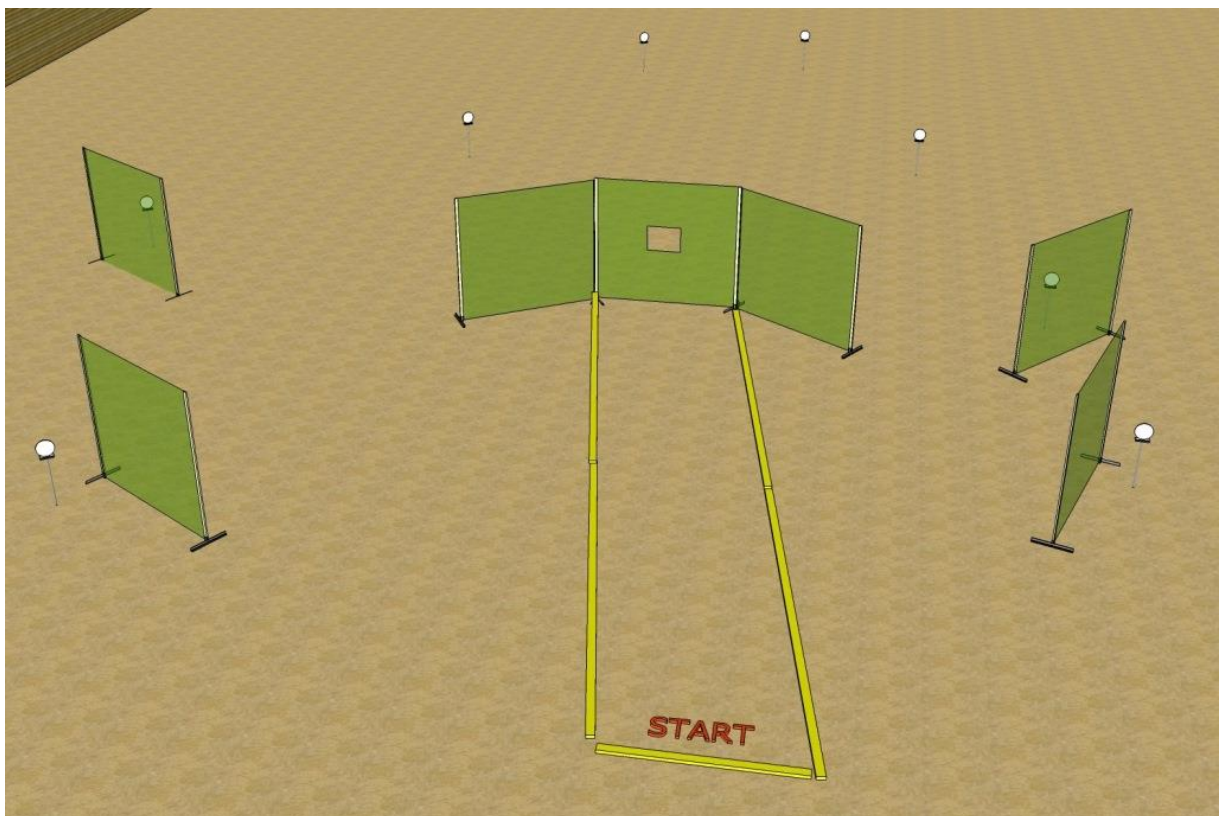
Gun condition: Option 1 (loaded).

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

Start: audible signal.

Safety angels: 180 degrees.

Scheme №14.



Stage №15. “Get in line, sir”

Ammo type: birdshot.

Type: short.

Targets: 8 Poppers, 6 No-Shoots.

Minimum Rounds: 8.

Possible Points: 40.

Start position: standing on the mark, facing downrange.

Gun condition: Option 1 (loaded).

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

Start: audible signal.

Safety angels: 180 degrees.

Scheme №15.

