

# ExcellentShot

[www.excellentshot.net](http://www.excellentshot.net)

Shooting range simulator

# Stages catalog

## Standard

ver. 284







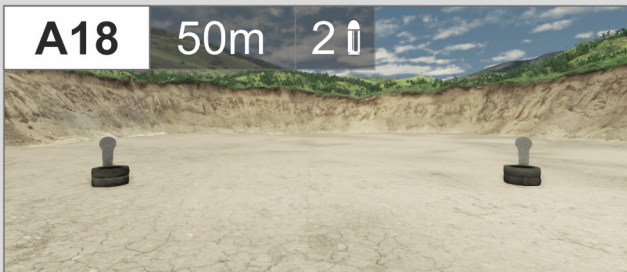


|   |   |           |
|---|---|-----------|
|    | <b>A1) IPSC - Poppers .....</b>             | <b>1</b>  |
|    | <b>A2) IPSC - Target №1 (2 shots) .....</b> | <b>3</b>  |
|    | <b>A3) IPSC - Target №2 (2 shots) .....</b> | <b>5</b>  |
|    | <b>B1) IPSC - Random targets.....</b>       | <b>7</b>  |
|    | <b>B2) Maximum load.....</b>                | <b>9</b>  |
|    | <b>C1) Target №4 (2 shots).....</b>         | <b>10</b> |
|    | <b>C2) Target №2 (10 shots).....</b>        | <b>12</b> |
|    | <b>M1) IPSC - Targets in motion .....</b>   | <b>13</b> |
|   | <b>M1) Target №4 in motion.....</b>         | <b>14</b> |
|  | <b>D1) Duel - One shooter.....</b>          | <b>15</b> |
|  | <b>D2) Duel - Two shooters.....</b>         | <b>17</b> |
|  | <b>F1) Funny targets .....</b>              | <b>20</b> |
|  | <b>F2) Flying targets.....</b>              | <b>21</b> |
|  | <b>G1) Gongs.....</b>                       | <b>23</b> |
|  | <b>H1) Handgun.....</b>                     | <b>25</b> |
|  | <b>R1) Rifle .....</b>                      | <b>27</b> |
|  | <b>S1) Shotgun (birdshot) .....</b>         | <b>29</b> |
|  | <b>S2) Shotgun (buckshot).....</b>          | <b>31</b> |
|  | <b>T1) Multigun.....</b>                    | <b>32</b> |
|  | <b>E1) IPSC - Exam .....</b>                | <b>33</b> |





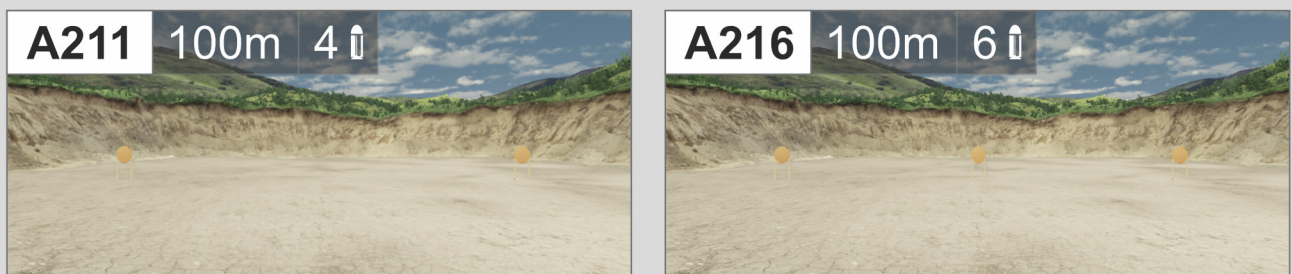
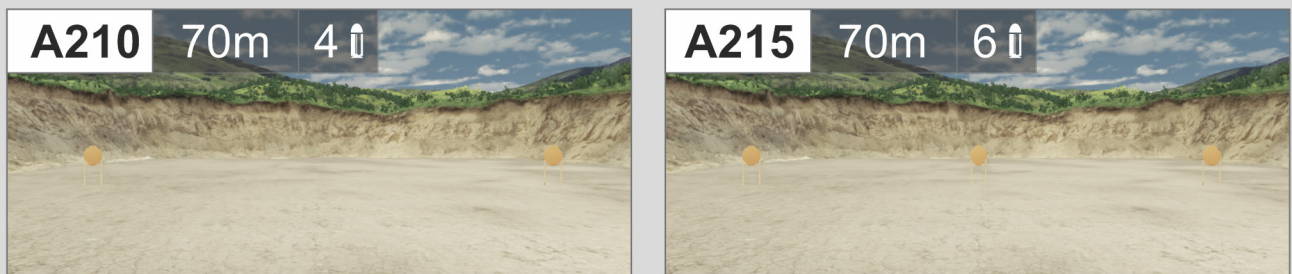
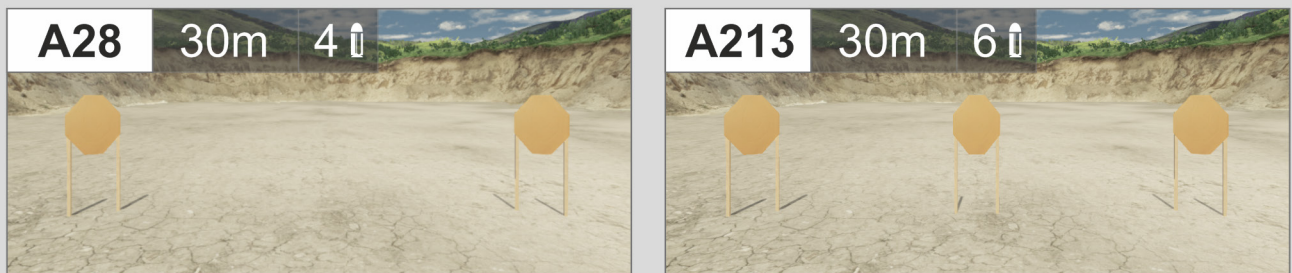
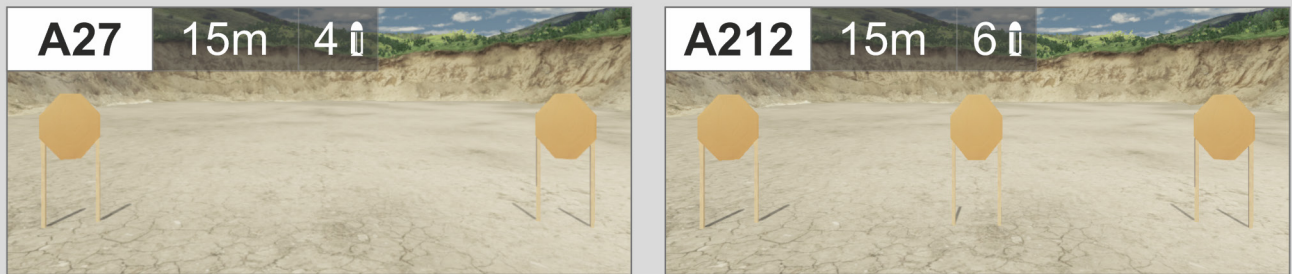
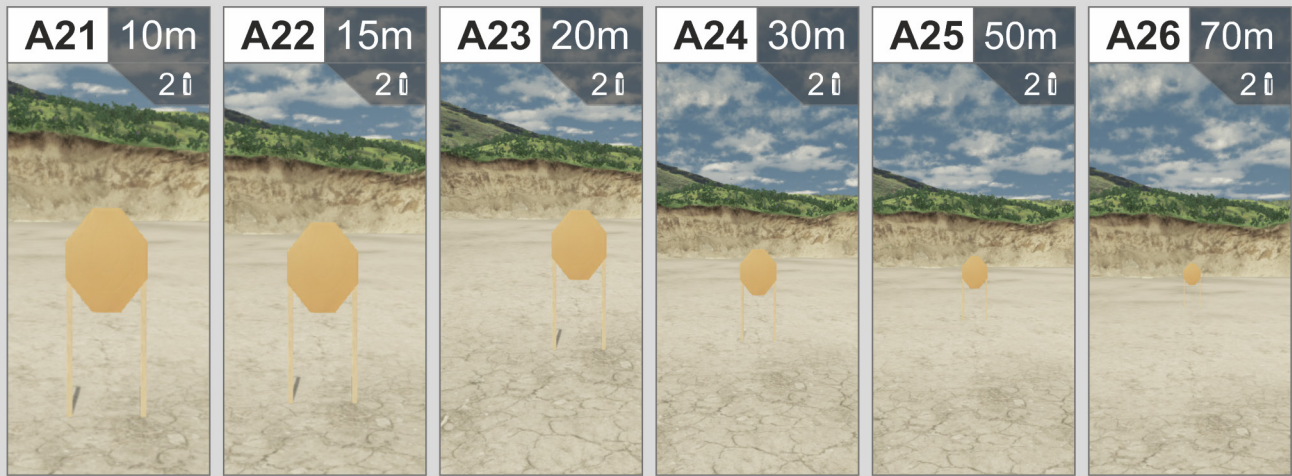












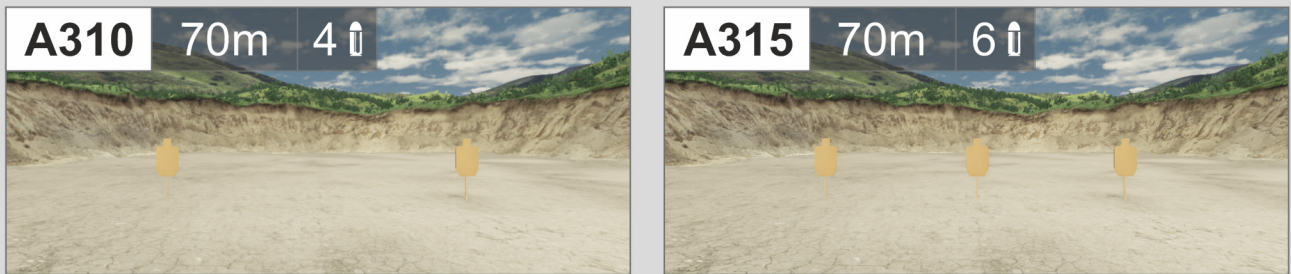
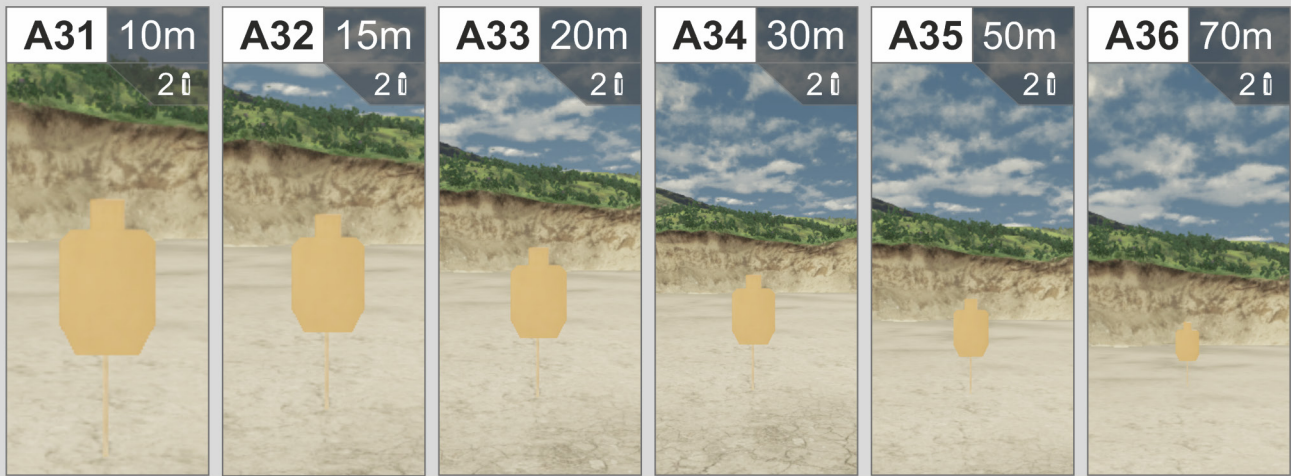


# A2

## IPSC - Target Nº1



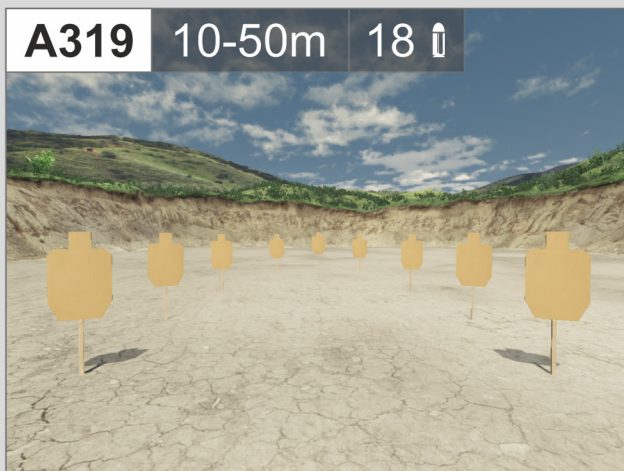
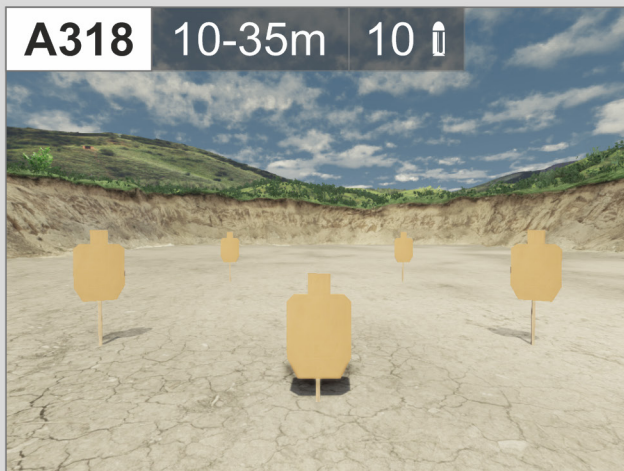
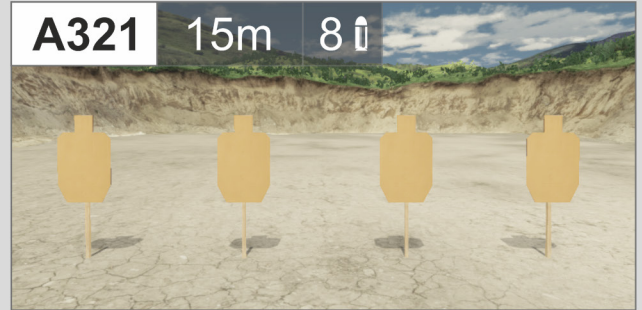






# A3

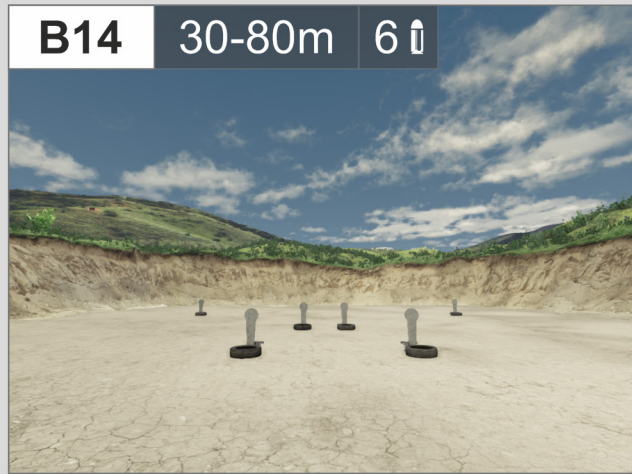
## IPSC - Target №2





# IPSC - Random targets

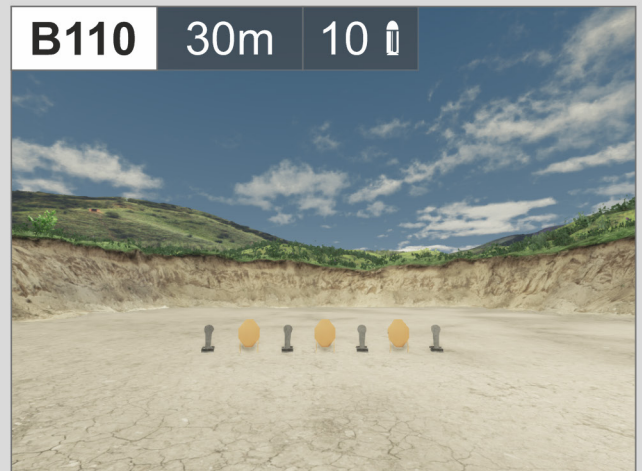
# B1





# B1

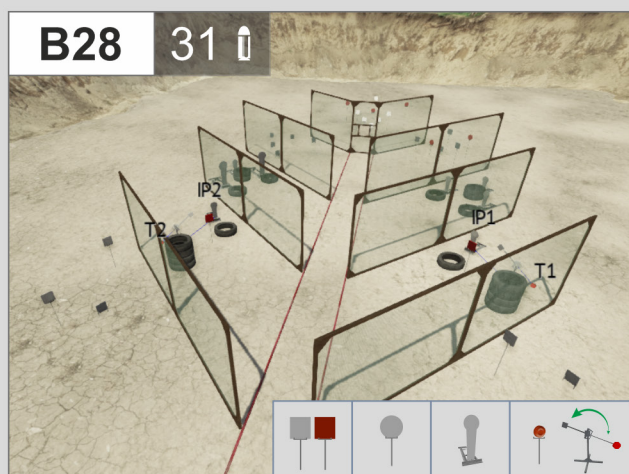
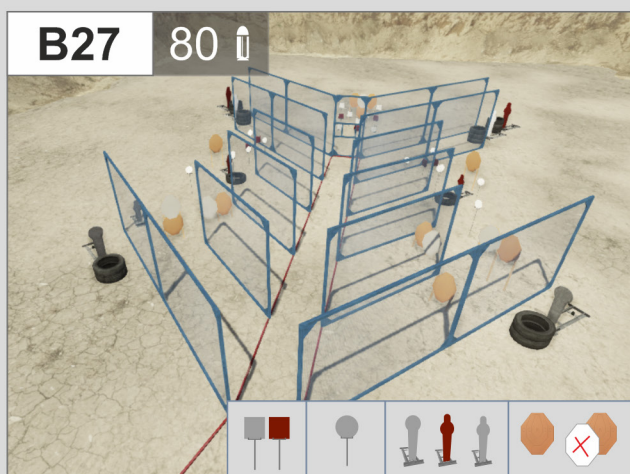
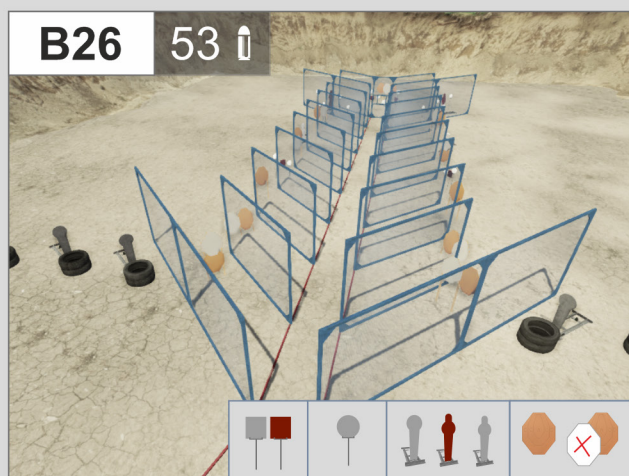
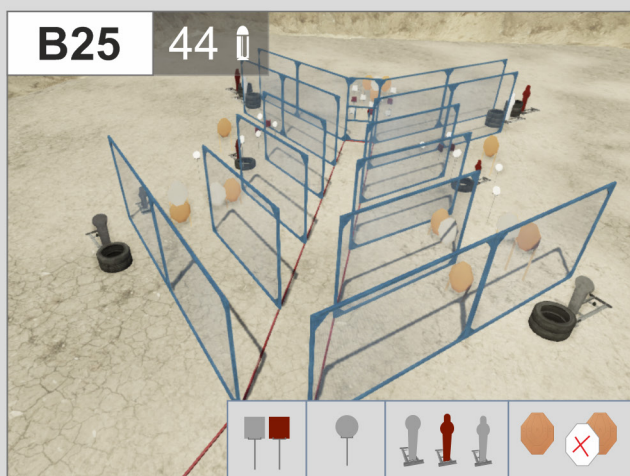
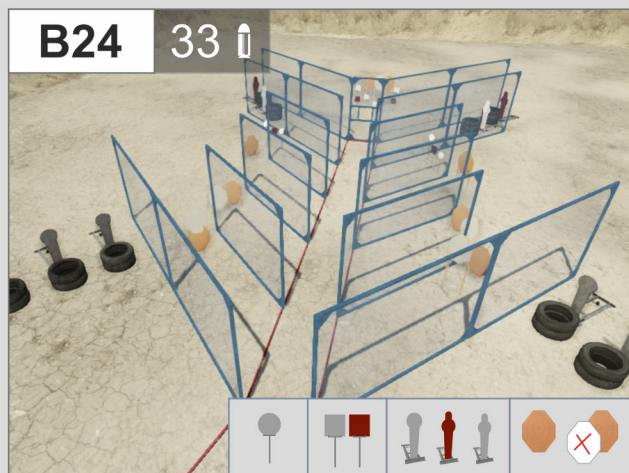
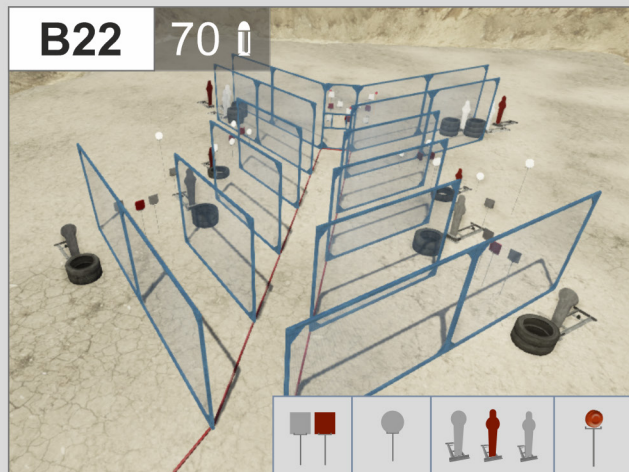
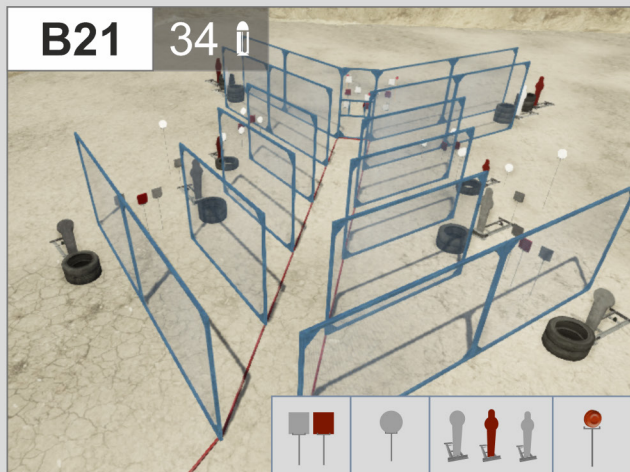
## IPSC - Random targets





# Maximum load

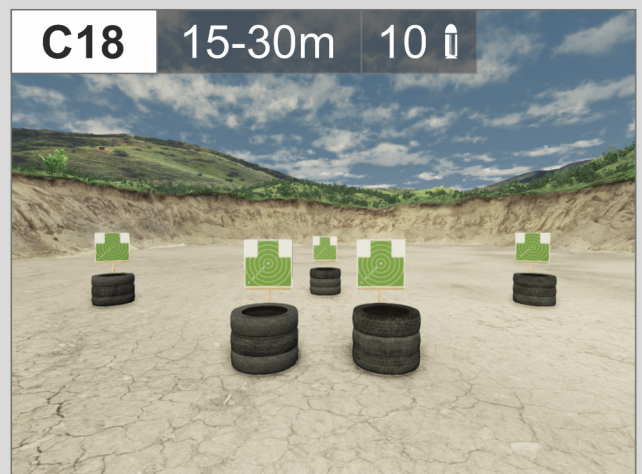
# B2





# C1

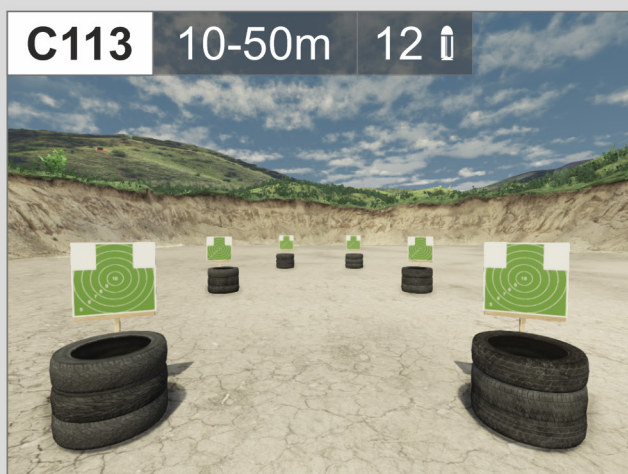
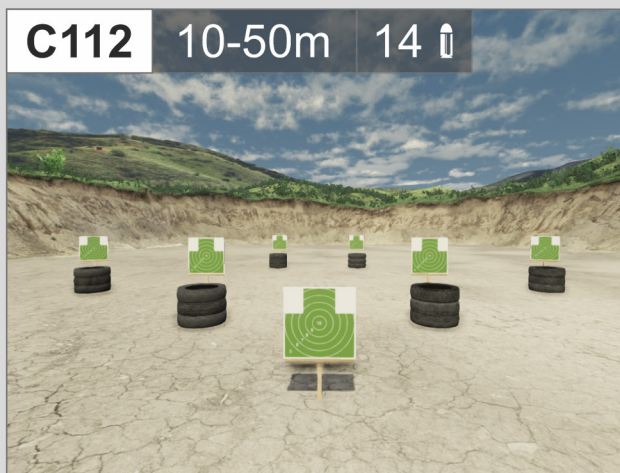
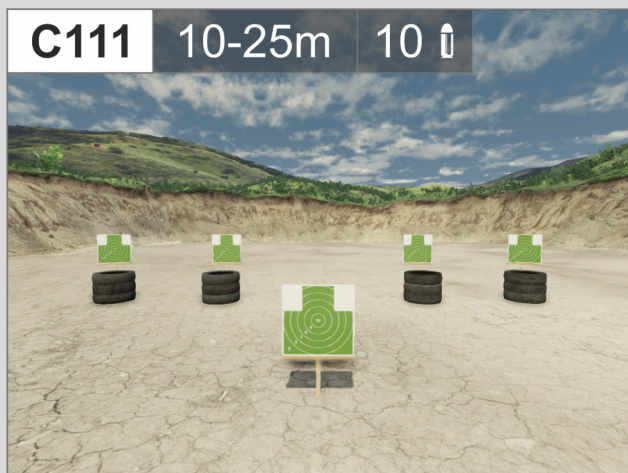
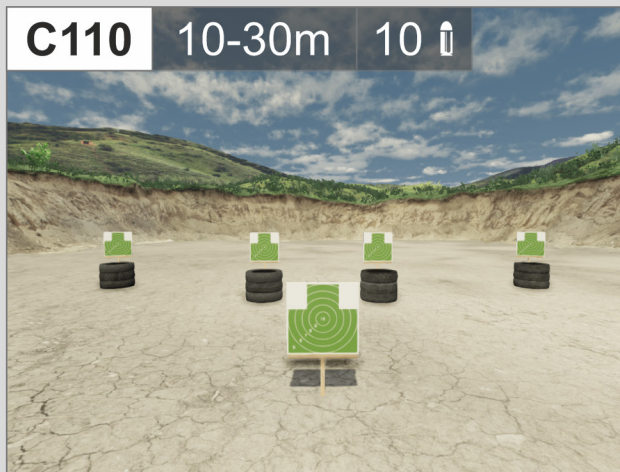
## 20 - Target Nº4





# 20 - Target N°4

# C1



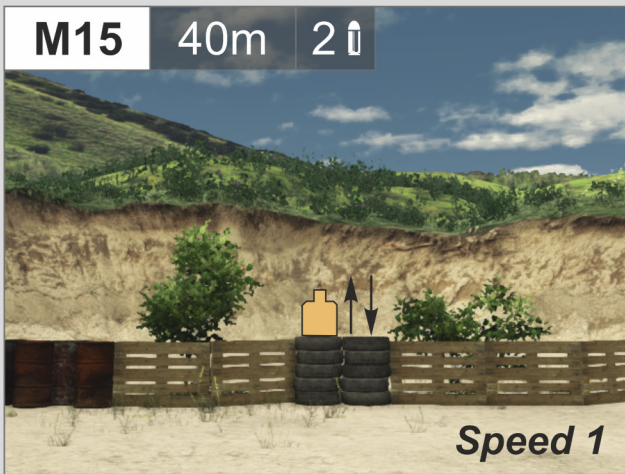
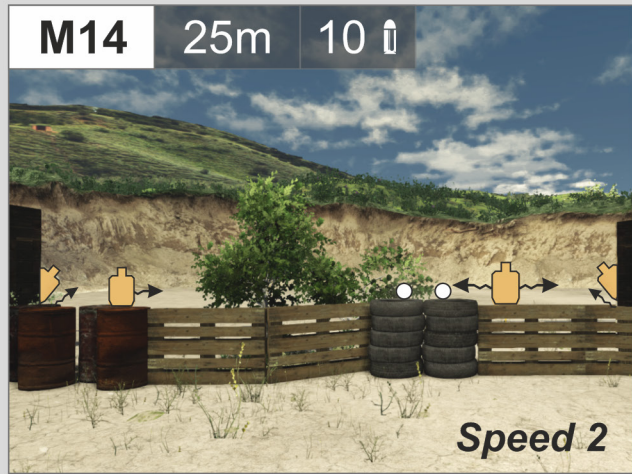
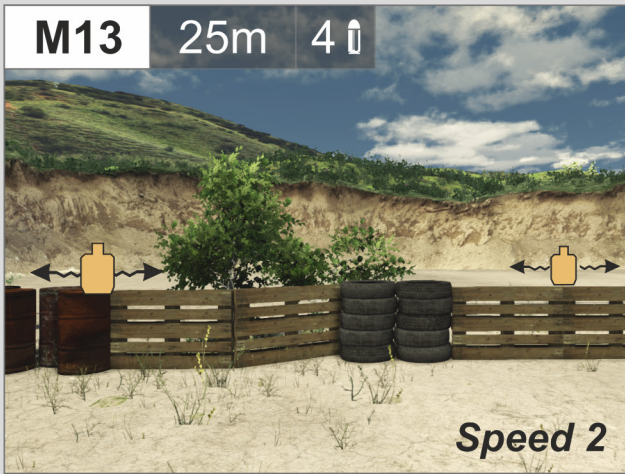
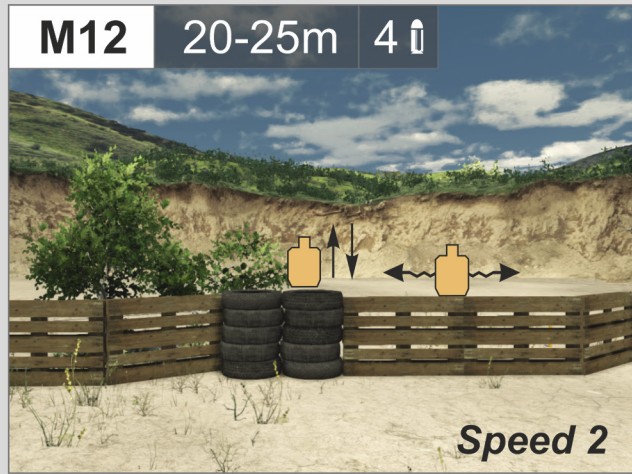
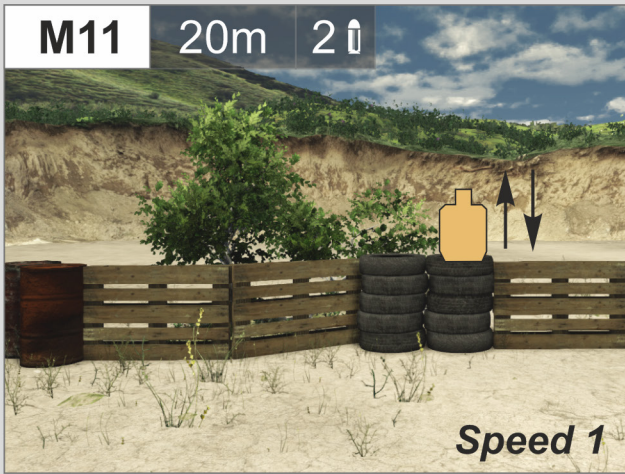






# IPSC - Targets in motion

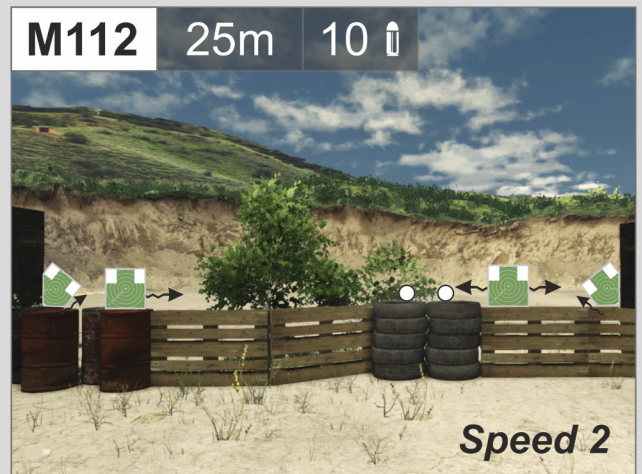
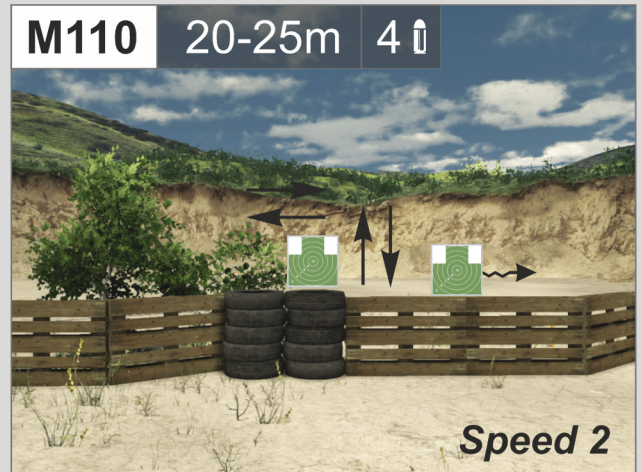
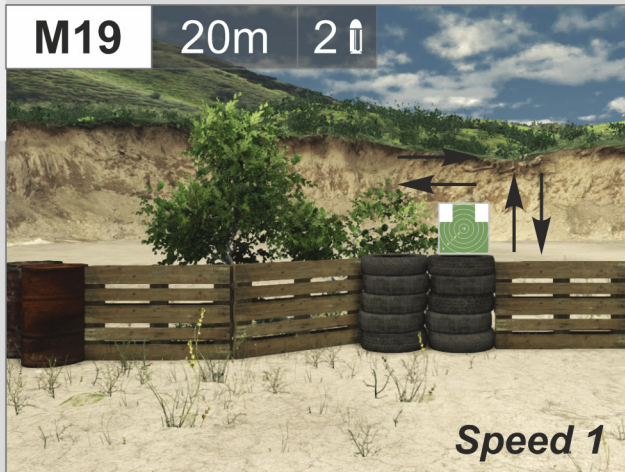
# M1





# M1

## Target Nº4 in motion





# Duel - One shooter

# D1





# D1

## Duel - One shooter



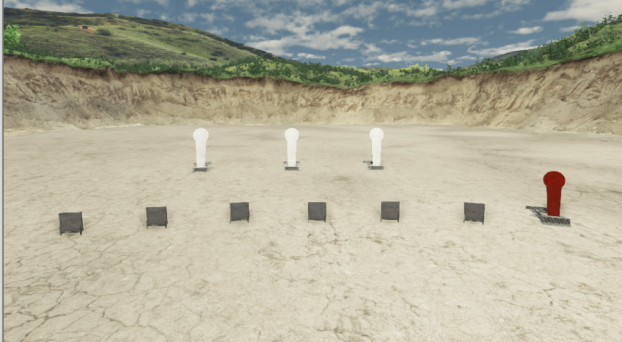
D19 7+1



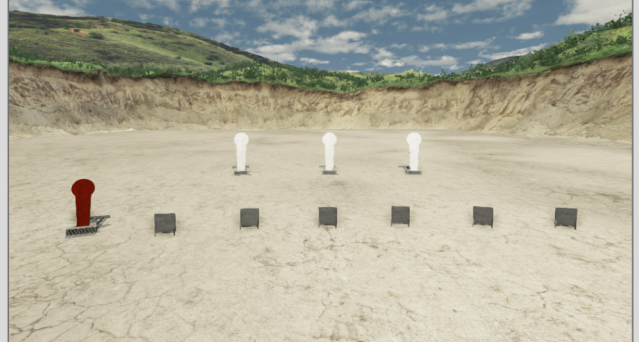
D110 7+1



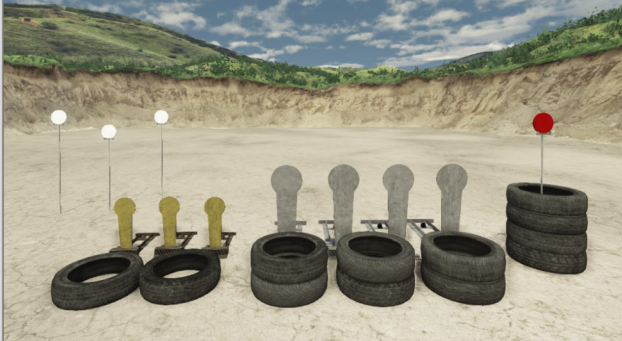
D111 9+1



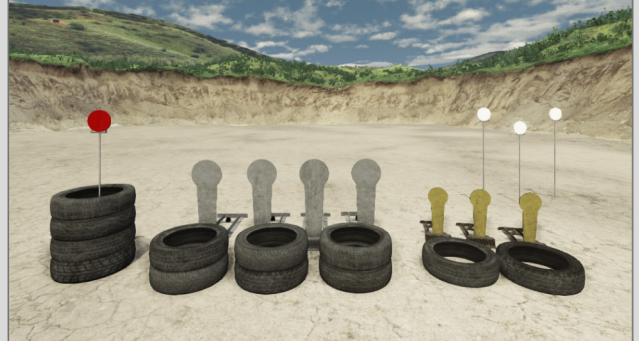
D112 9+1



D113 10+1



D114 10+1



D115 8+1



D116 8+1





# Duel - Two shooters

# D2



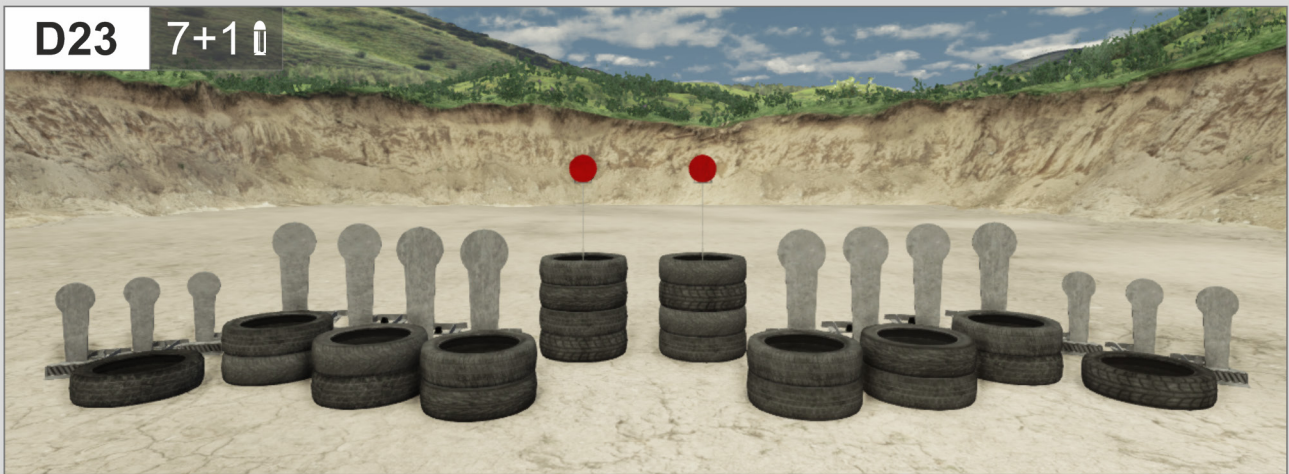
D21 6+1



D22 6+1



D23 7+1



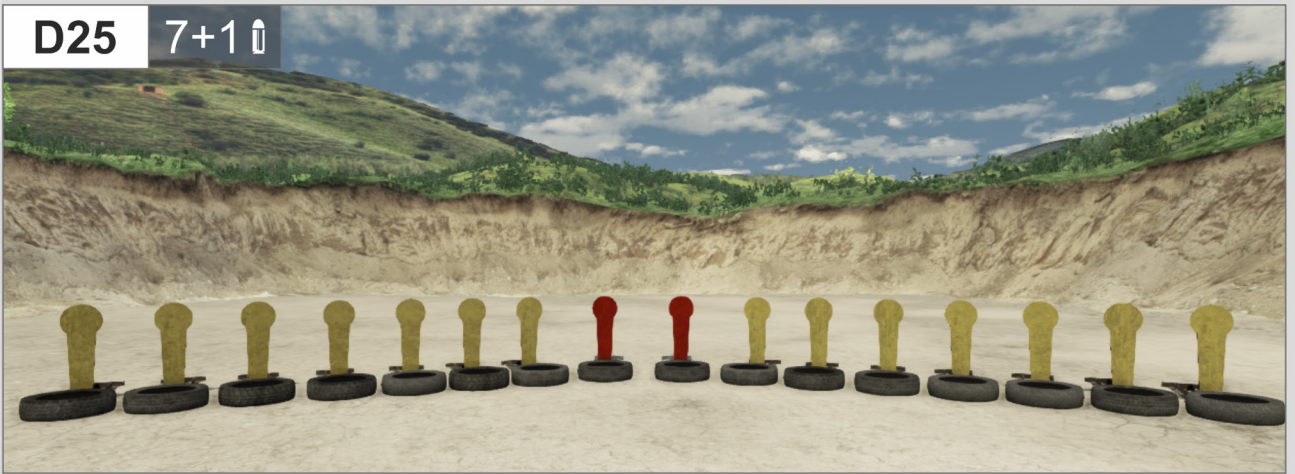
D24 7+1



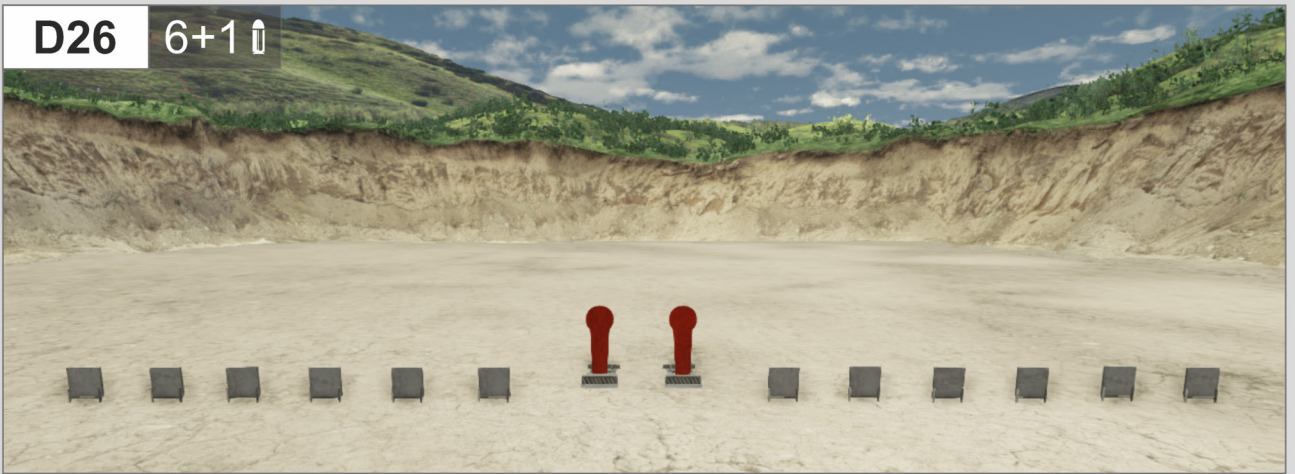




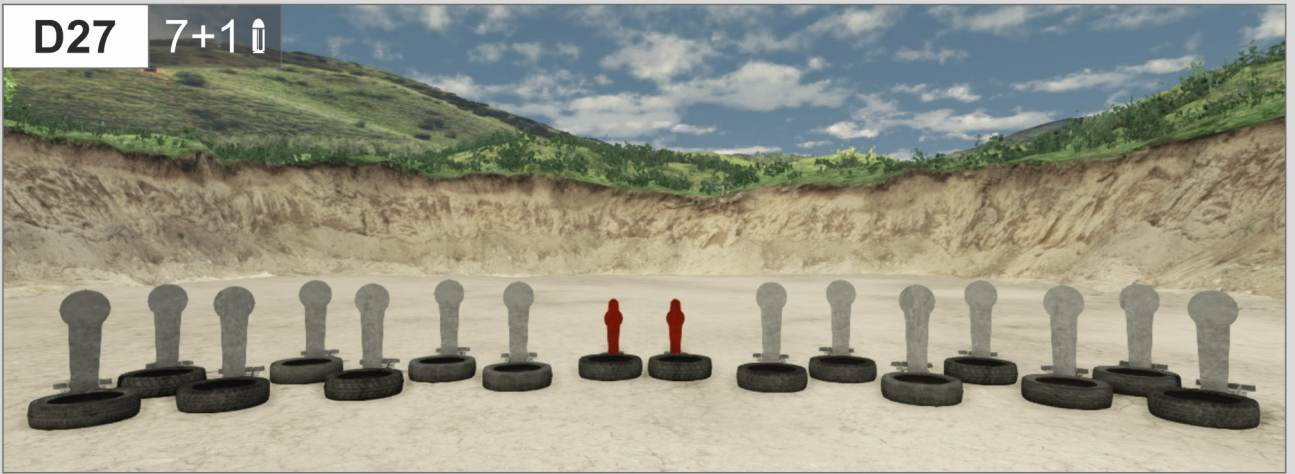
D25 7+1



D26 6+1



D27 7+1



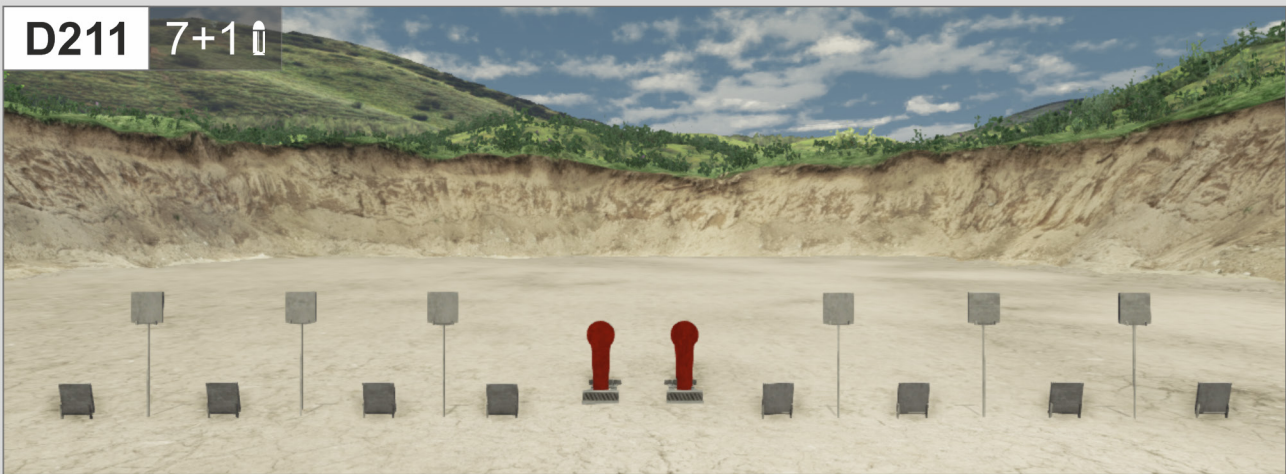
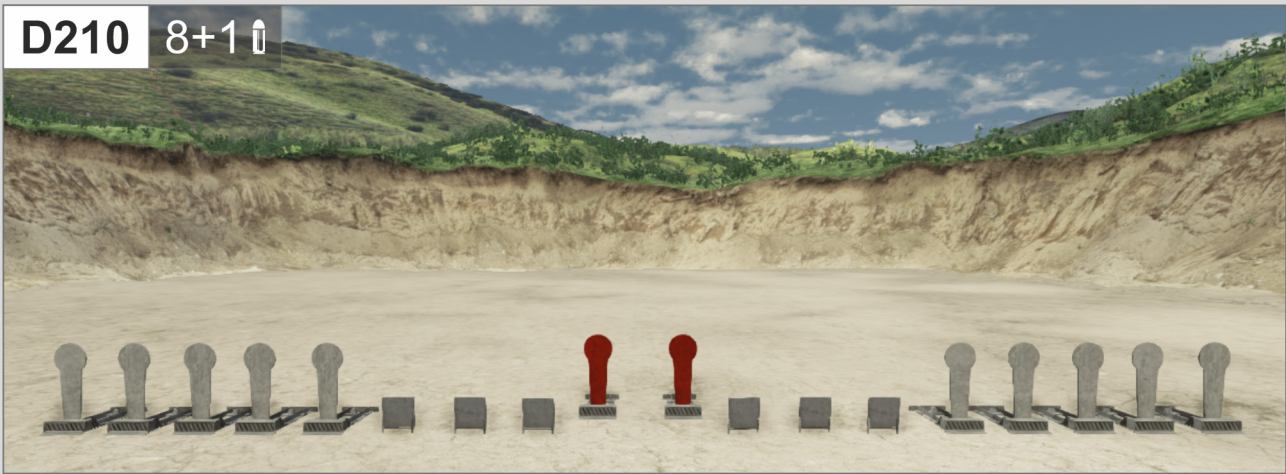
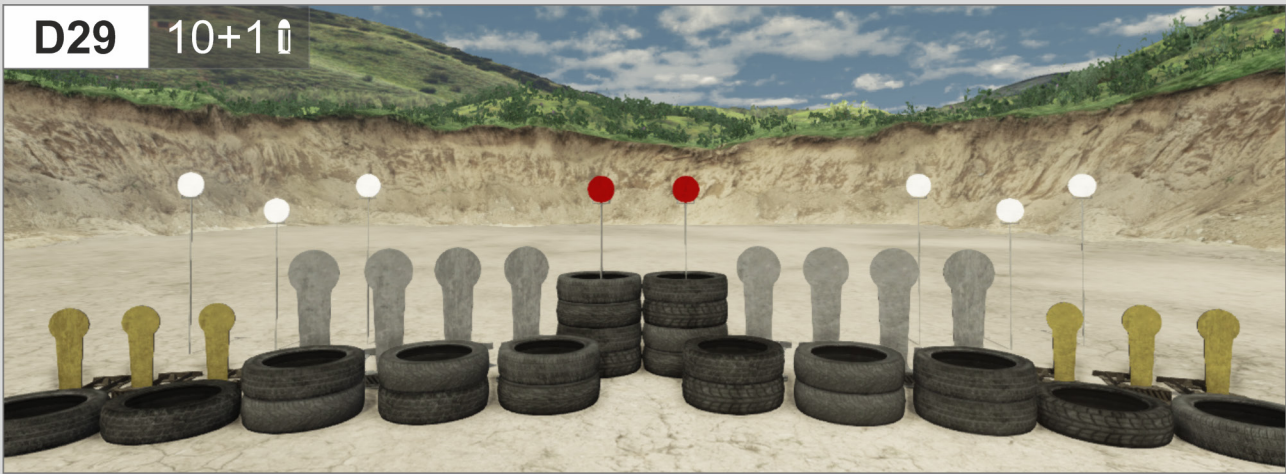
D28 8+1





# Duel - Two shooters

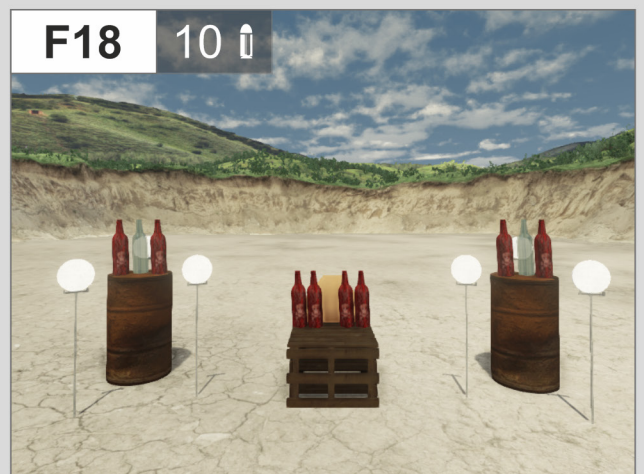
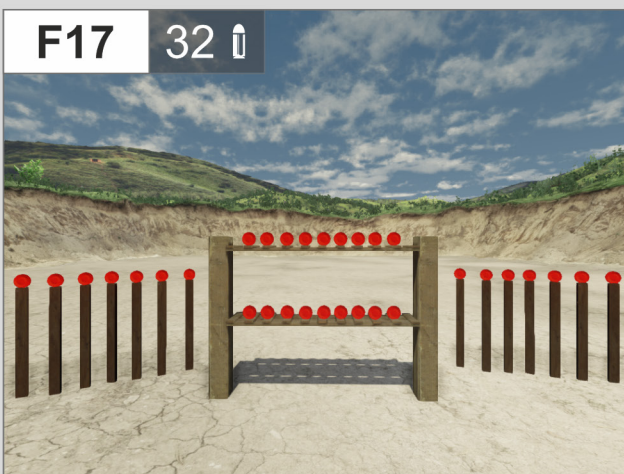
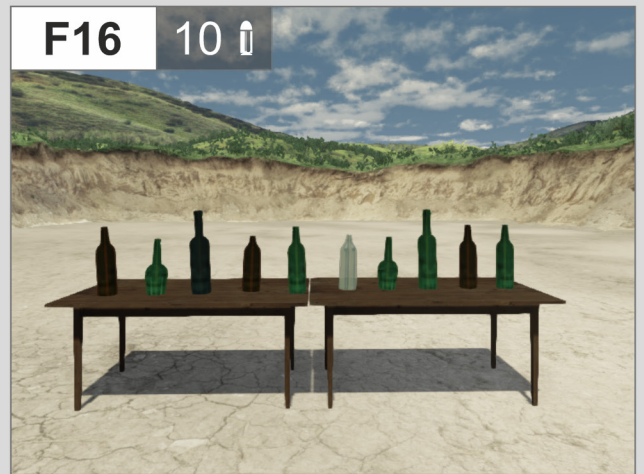
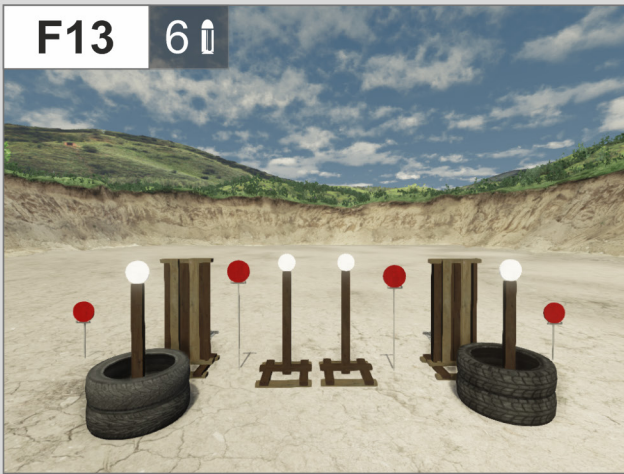
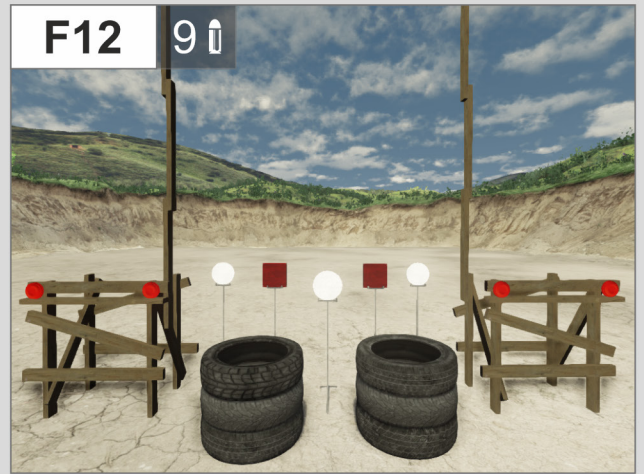
# D2





# F1

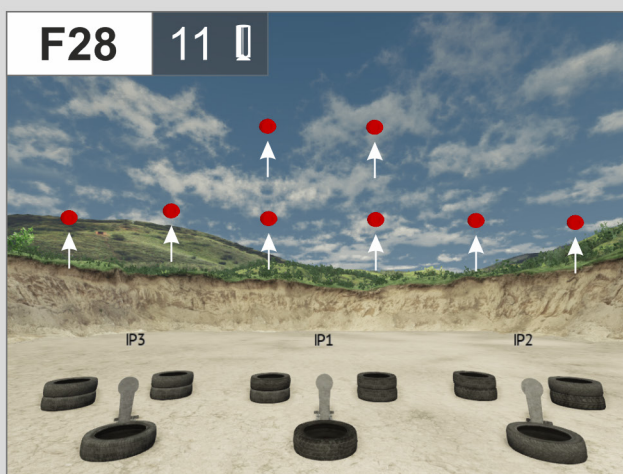
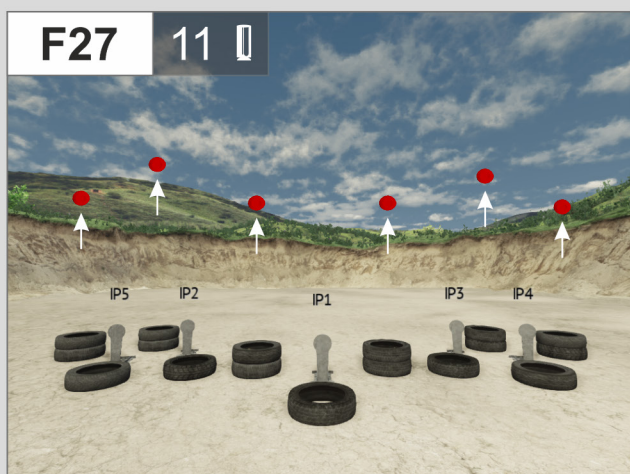
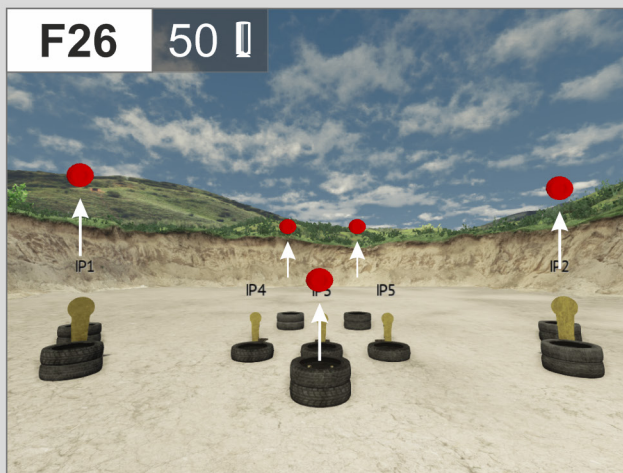
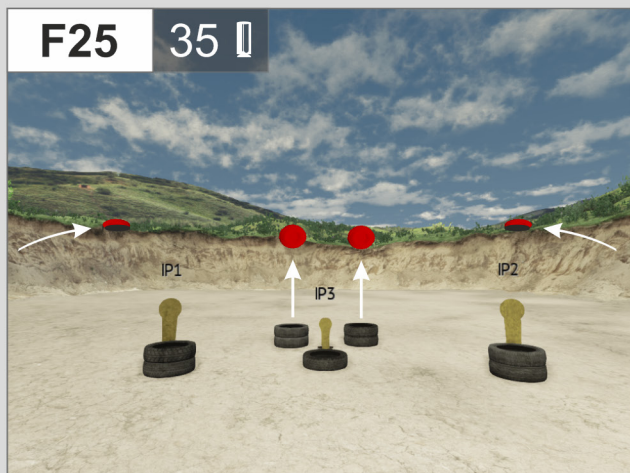
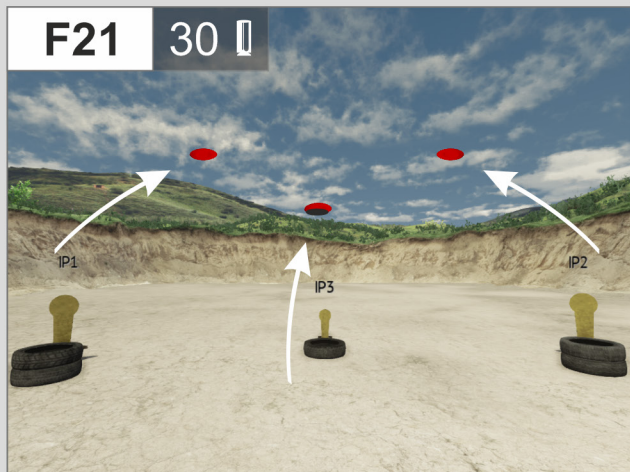
## Funny targets





# Flying targets

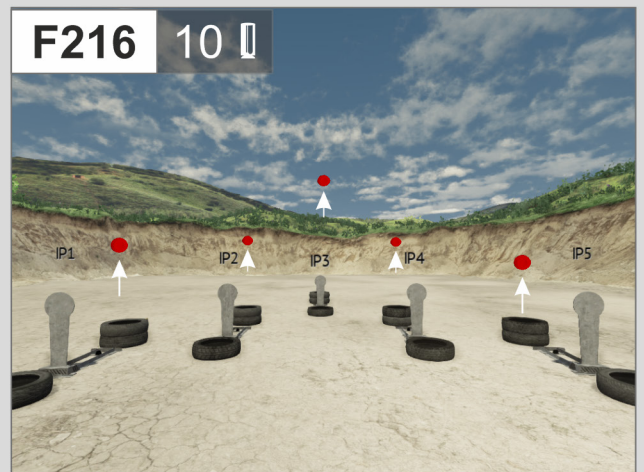
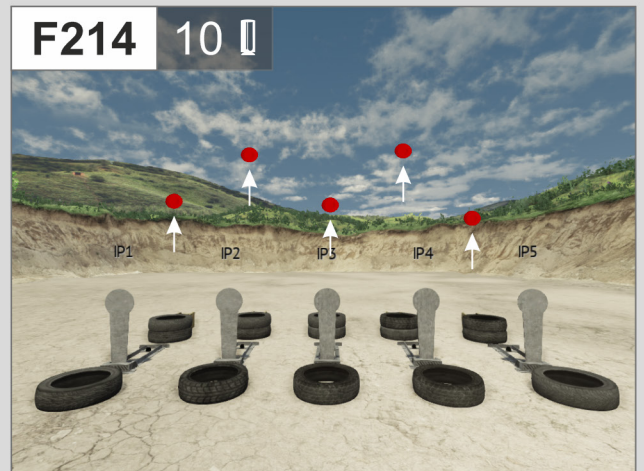
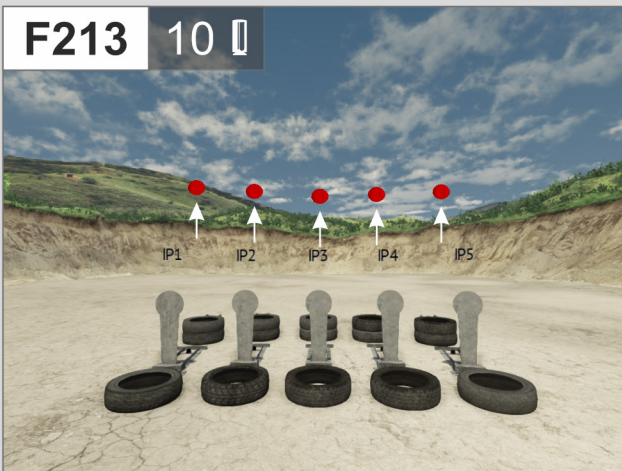
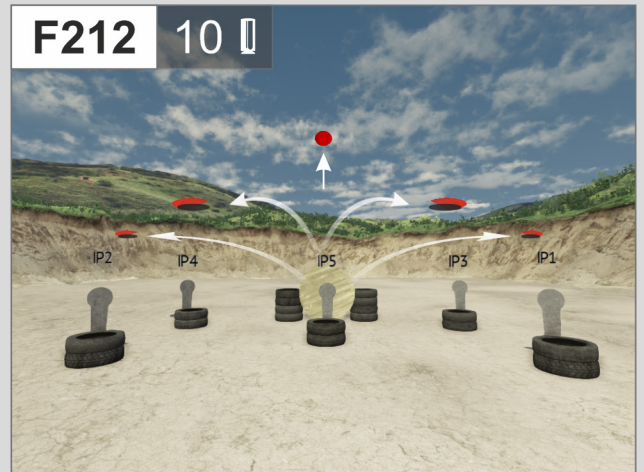
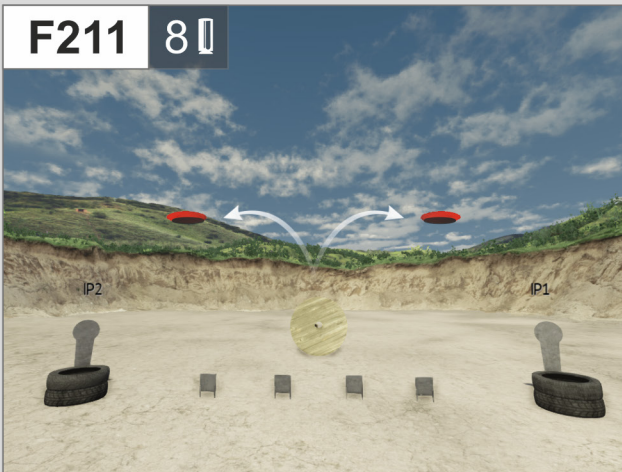
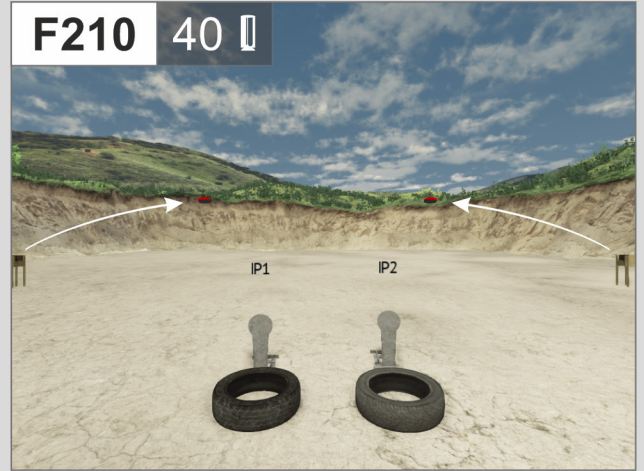
# F2





# F2

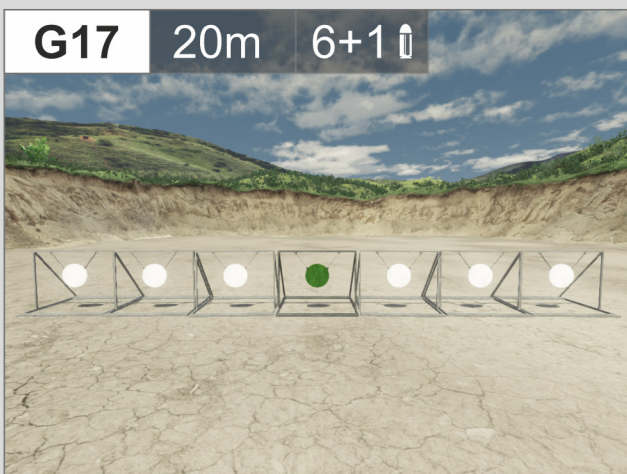
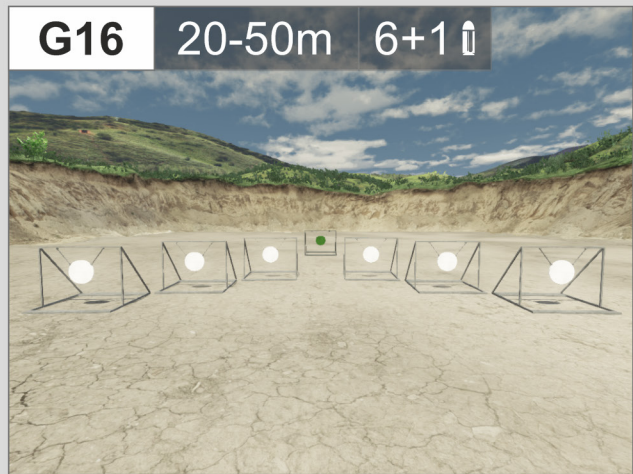
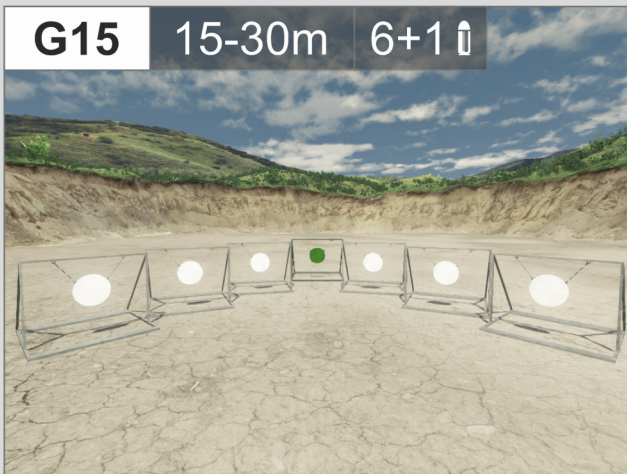
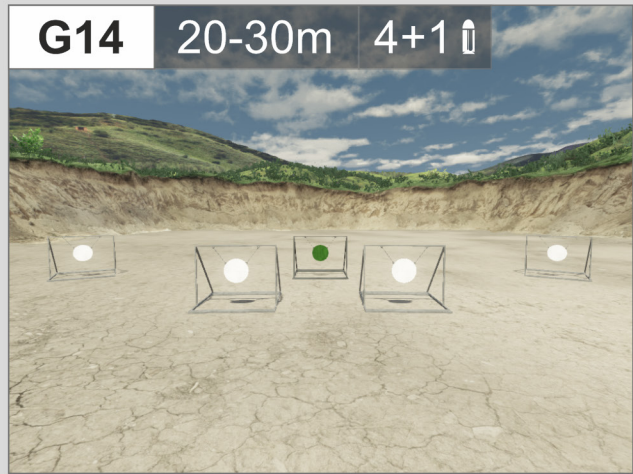
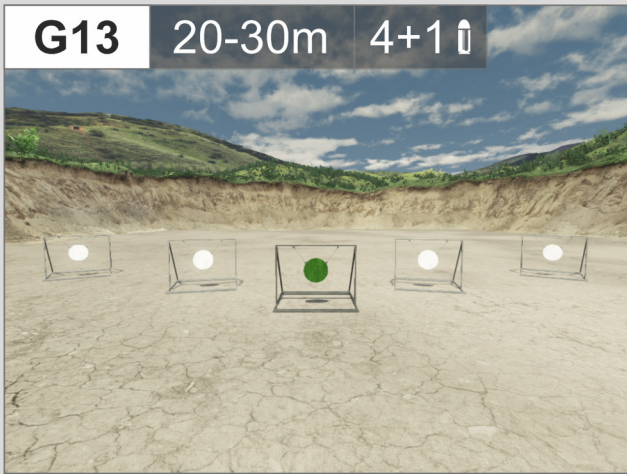
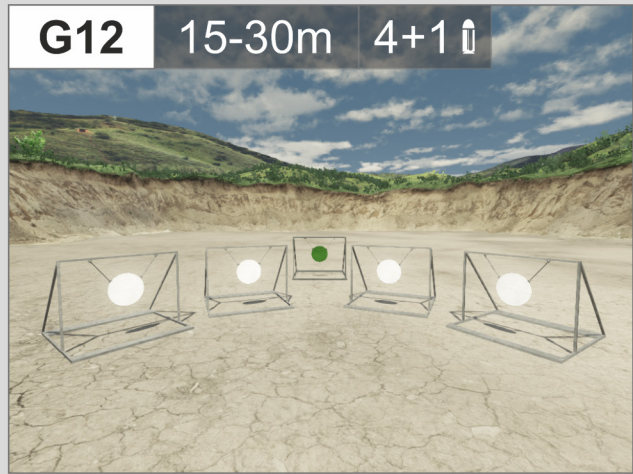
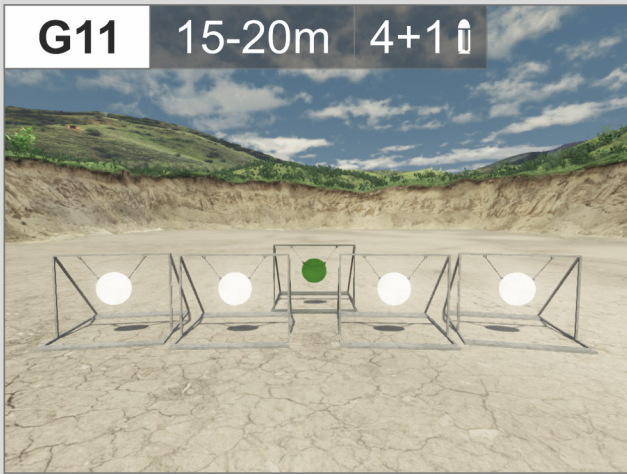
## Flying targets





# Gongs

# G1





# G1

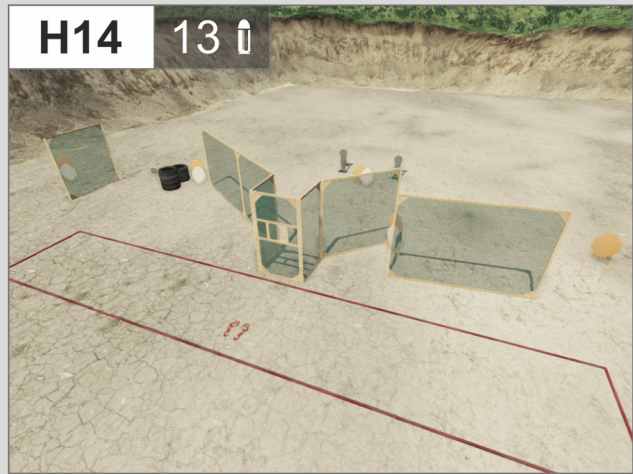
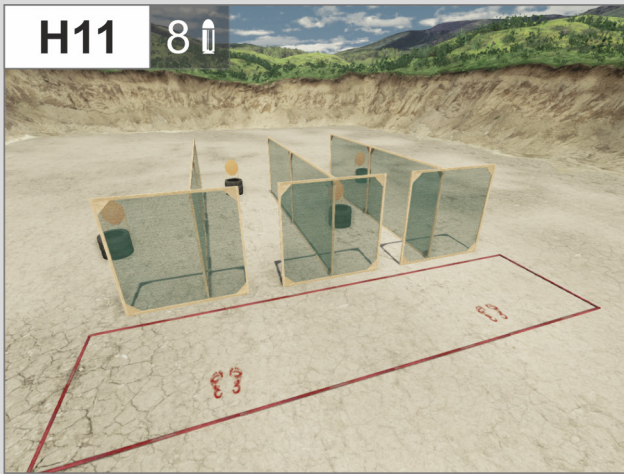
## Gongs





# Handgun

# H1



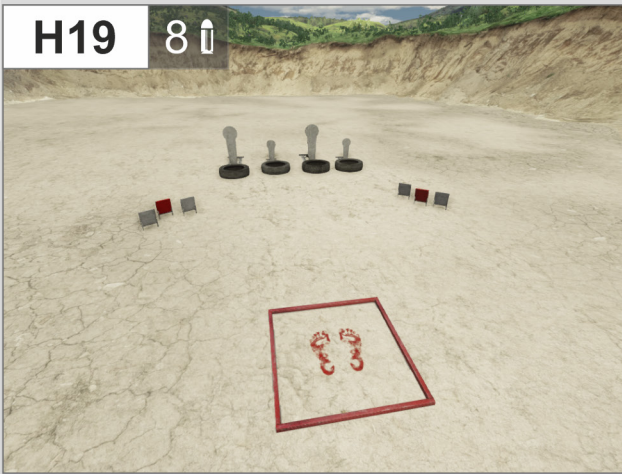


# H1

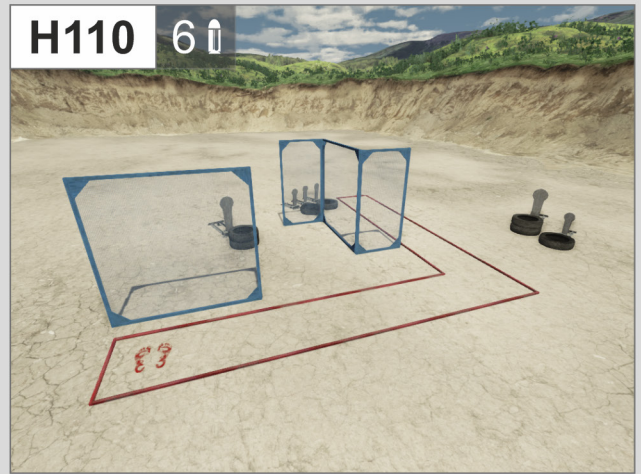
## Handgun



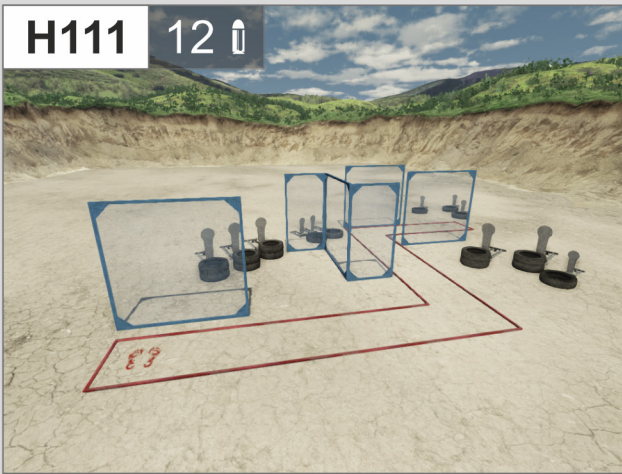
H19 8 i



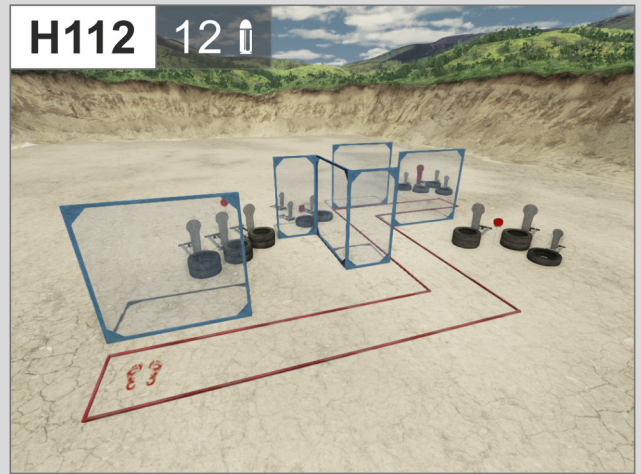
H110 6 i



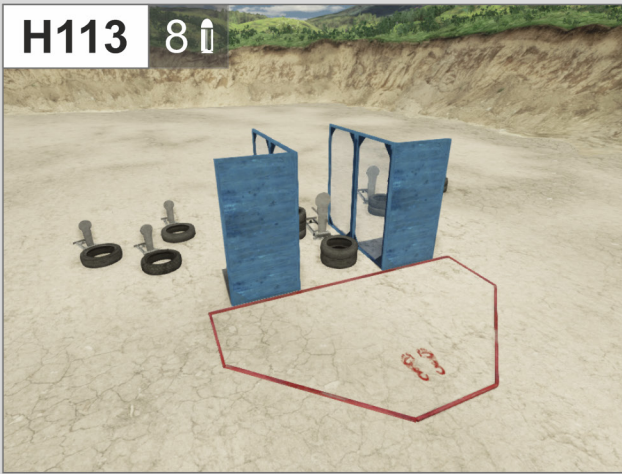
H111 12 i



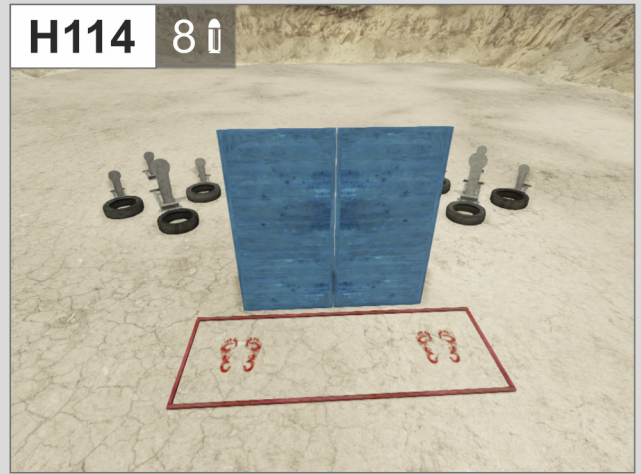
H112 12 i



H113 8 i



H114 8 i



H115 19 i



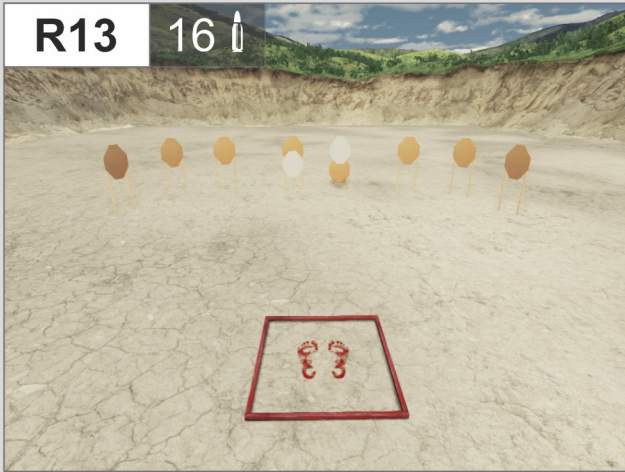
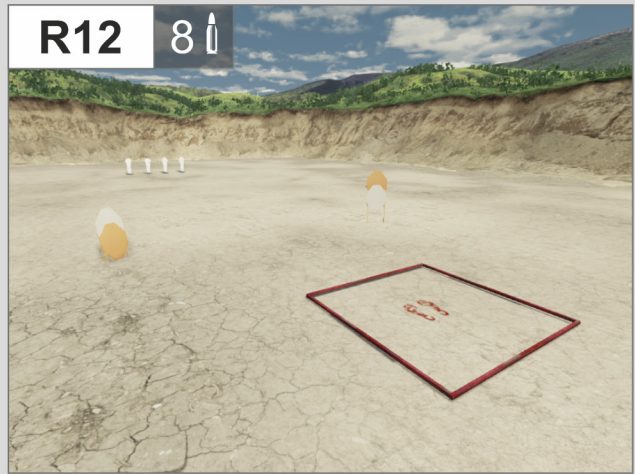
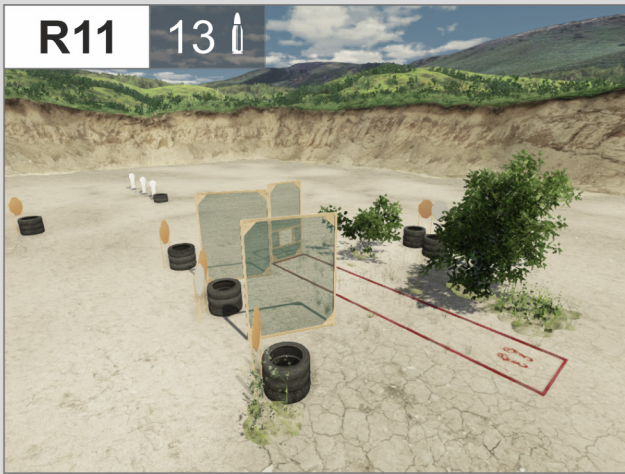
H116 8 i





# Rifle

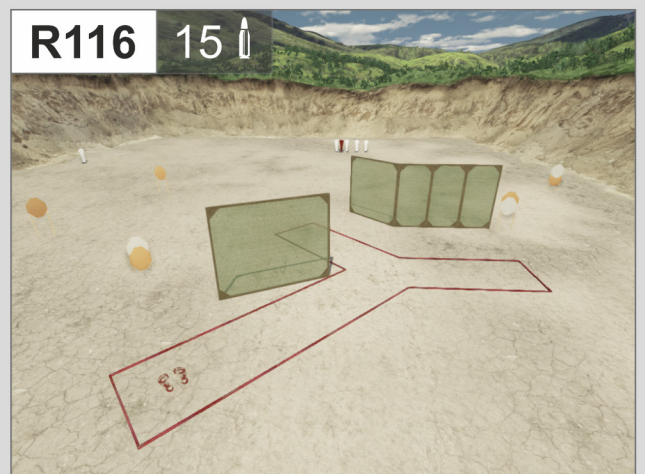
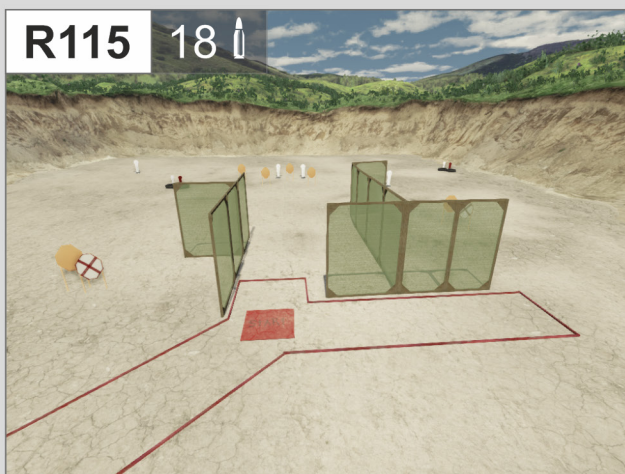
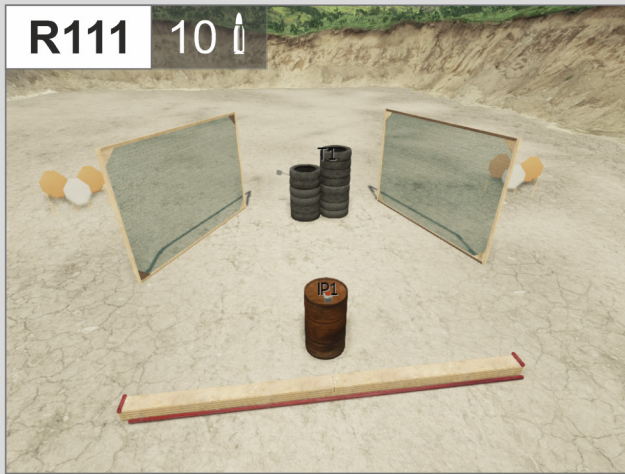
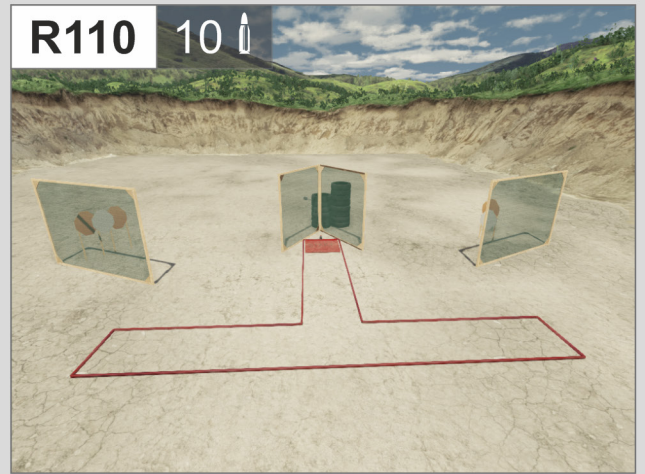
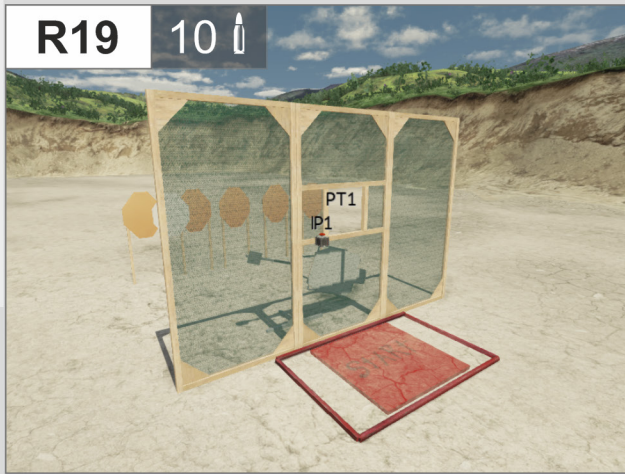
# R1





# R1

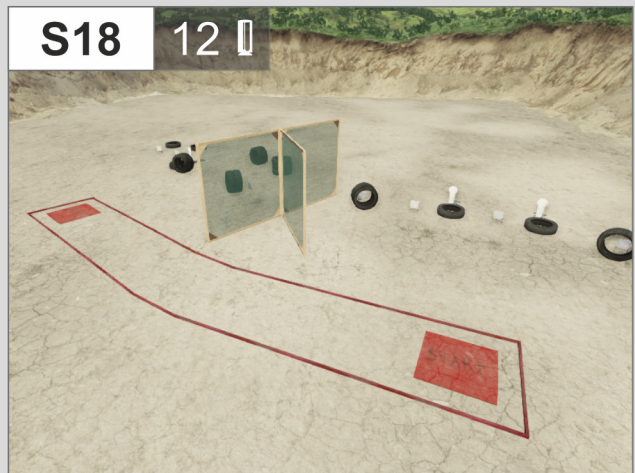
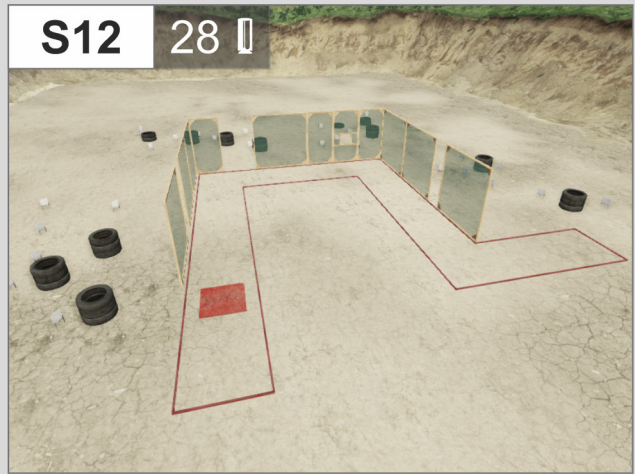
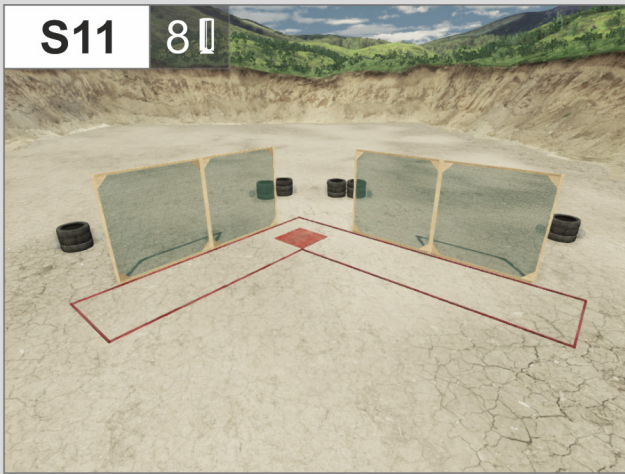
## Rifle





# Shotgun (birdshot)

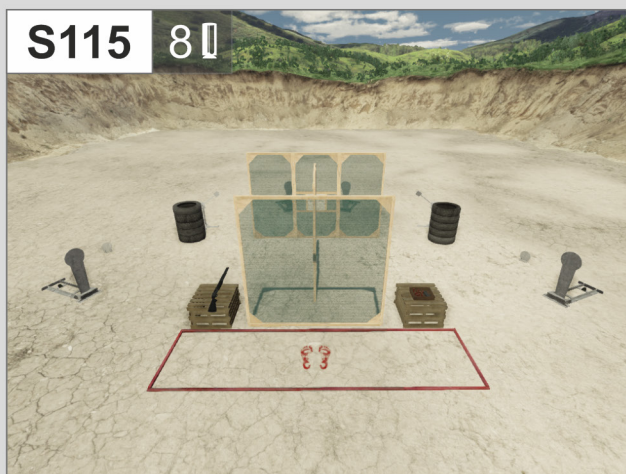
# S1





# S1

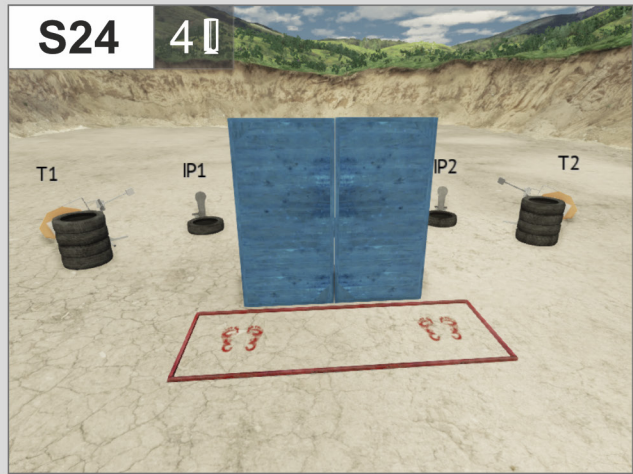
## Shotgun (birdshot)





# Shotgun (buckshot)

# S2



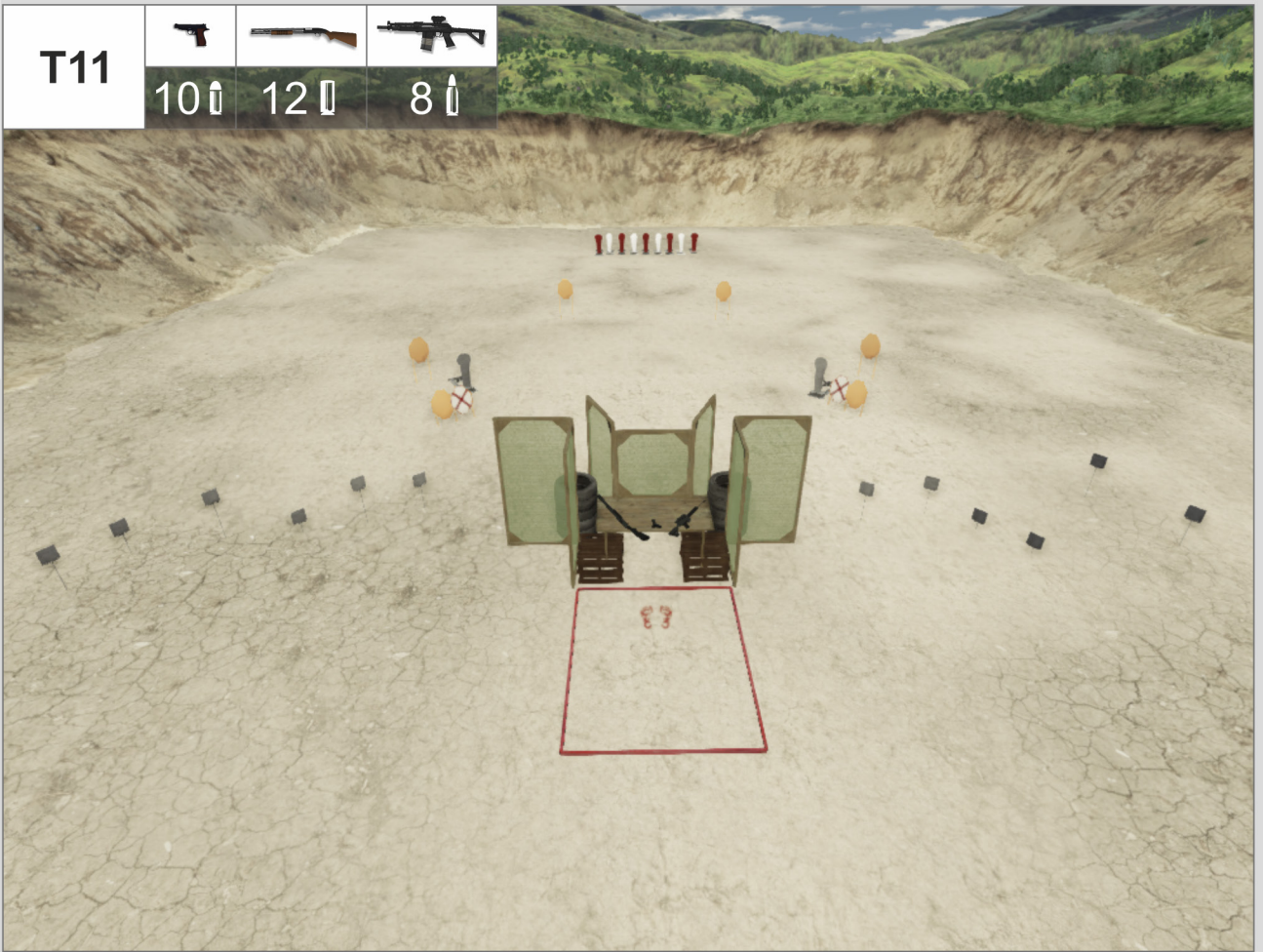


# T1

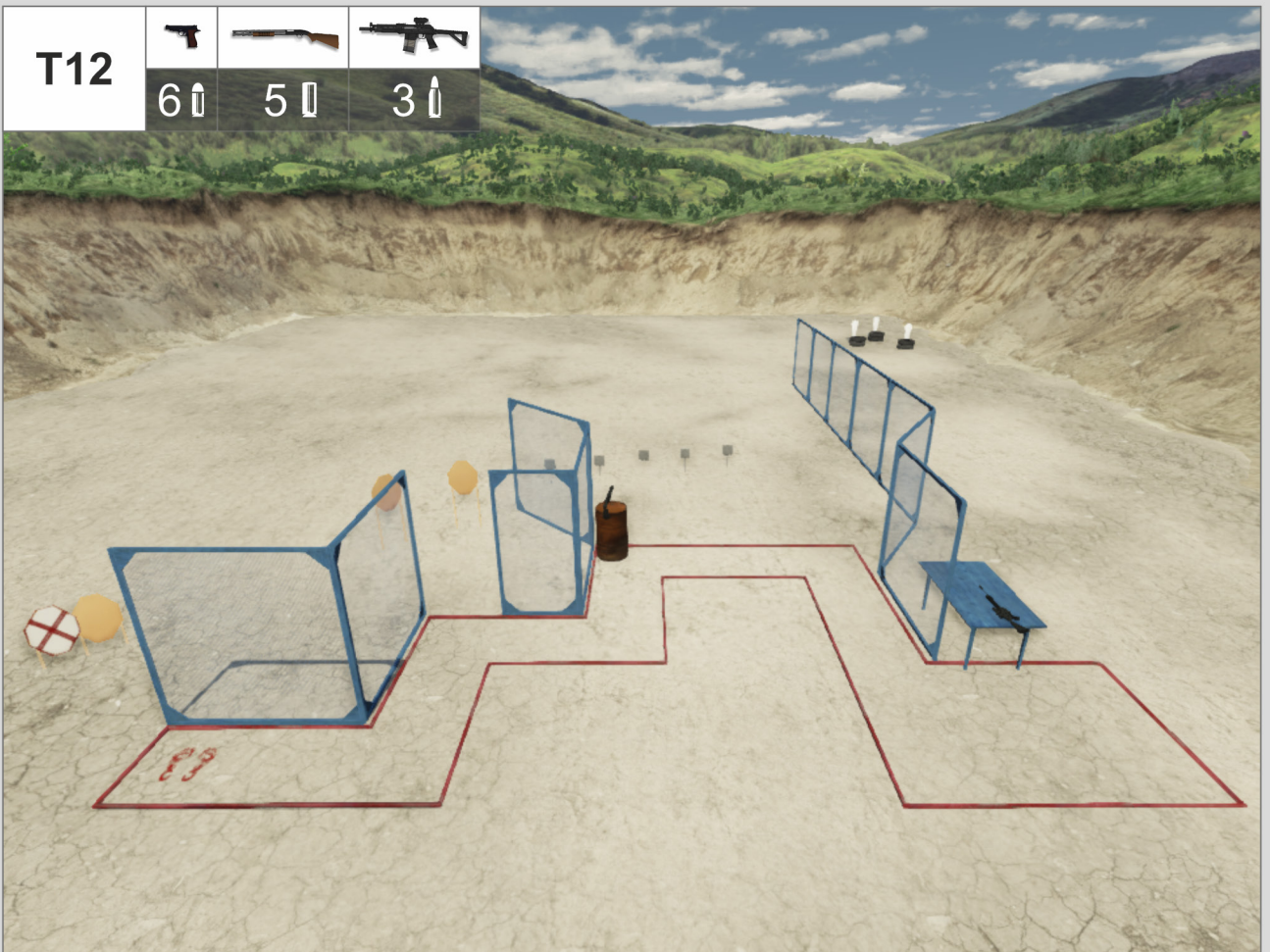
## Multigun



|     |    |    |   |
|-----|----|----|---|
| T11 |    |    |   |
|     | 10 | 12 | 8 |



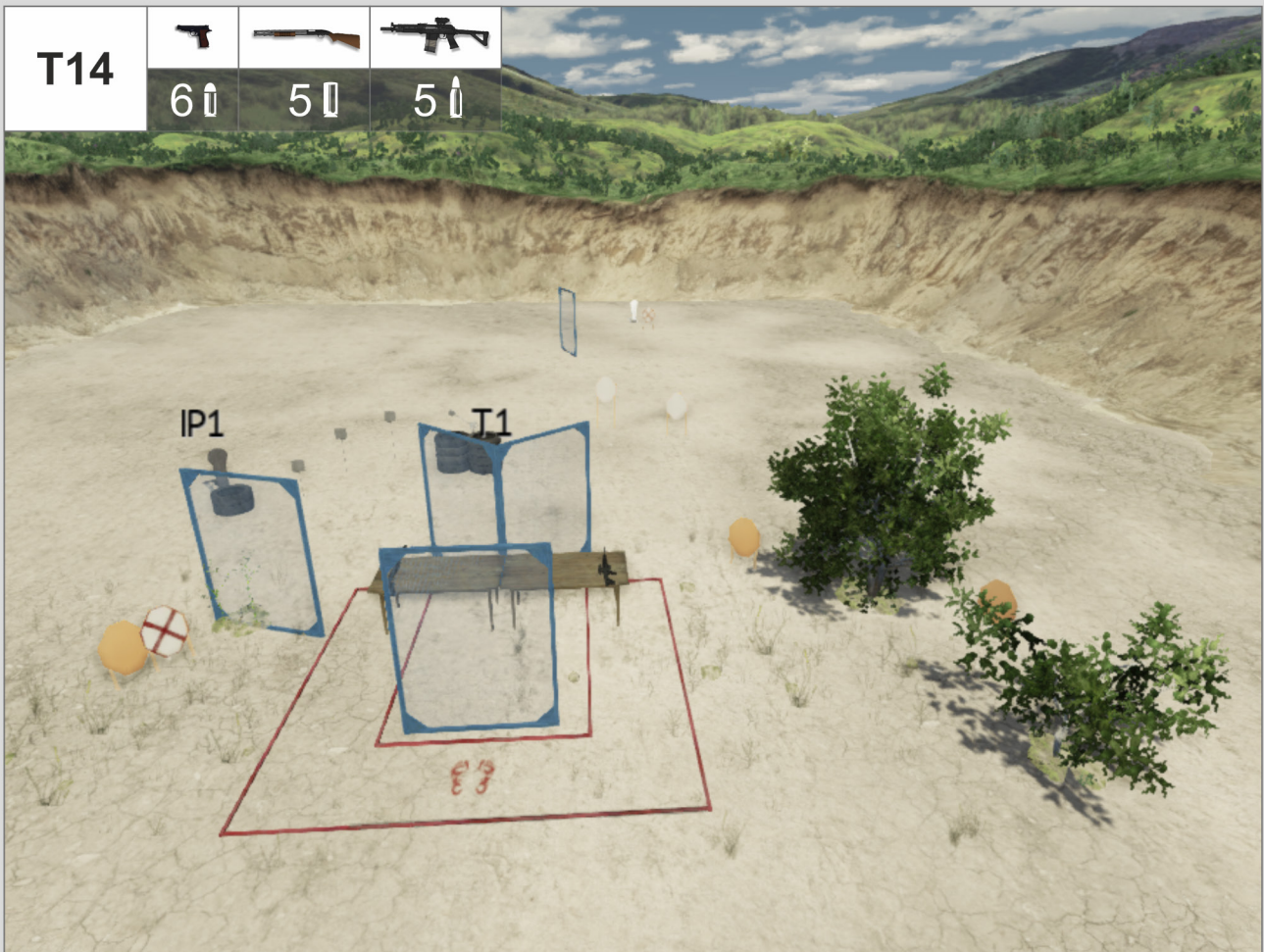
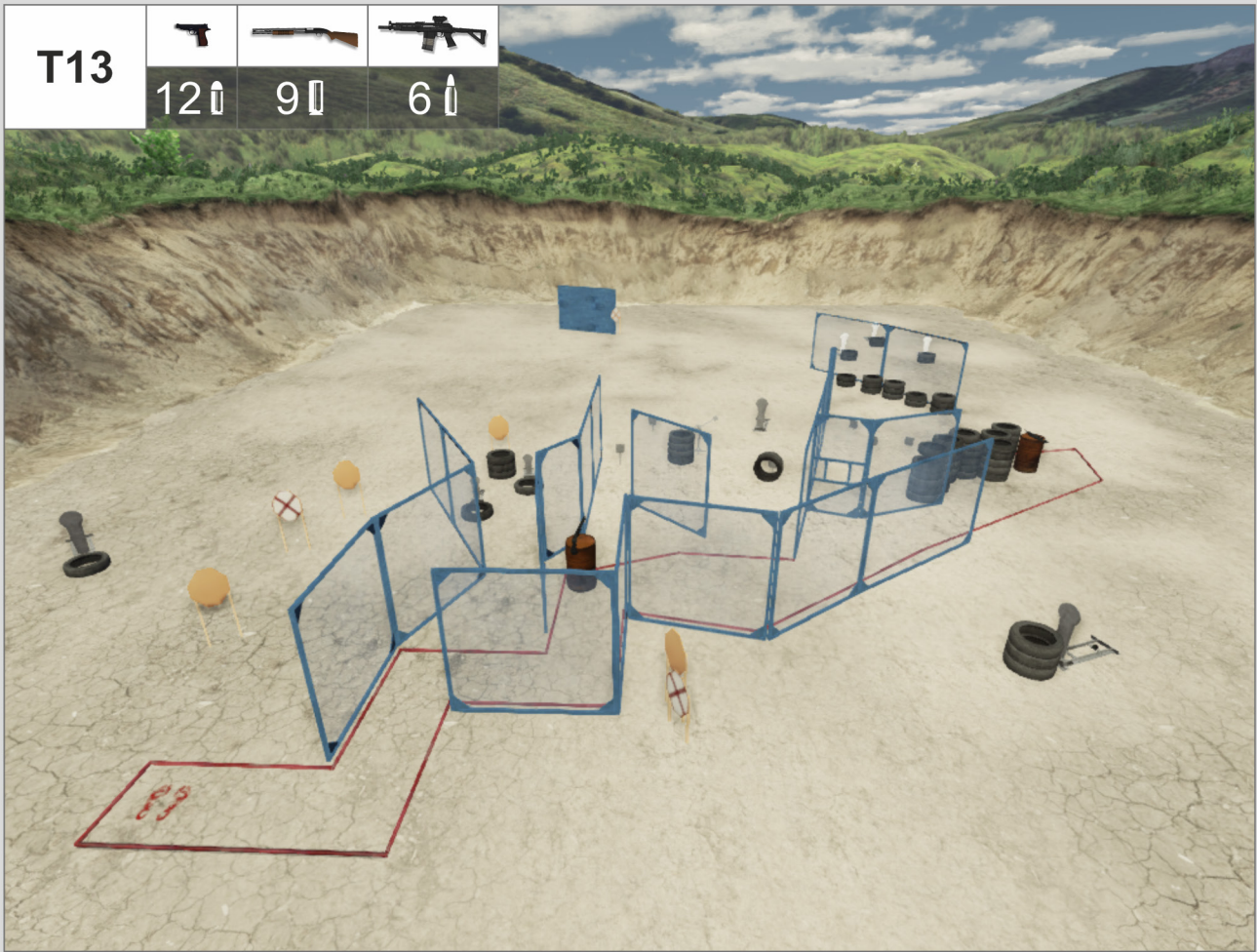
|     |   |   |   |
|-----|---|---|---|
| T12 |   |   |   |
|     | 6 | 5 | 3 |





# Multigun

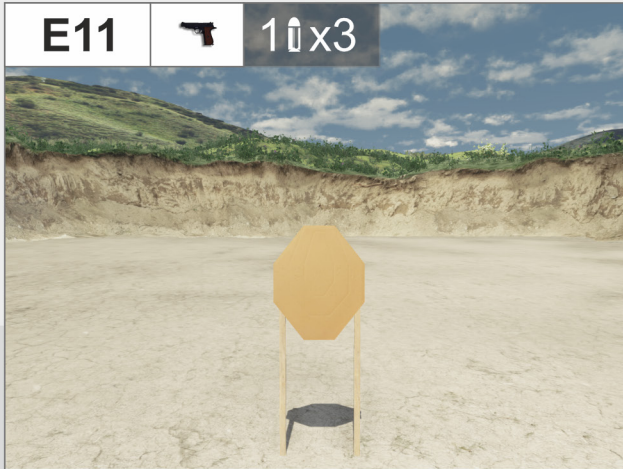
# T1



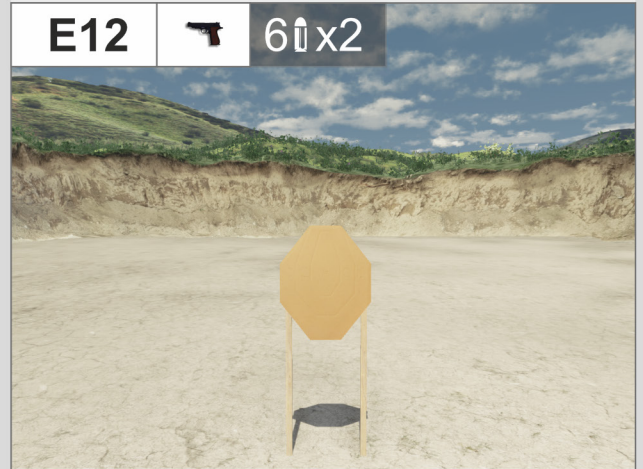




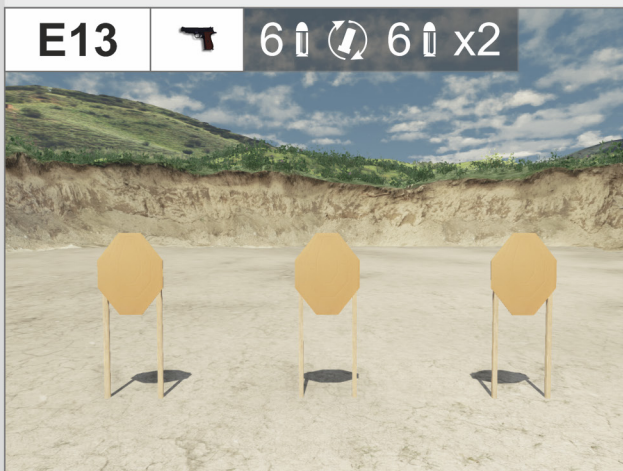
### Handgun - First shot



### Bill Drill



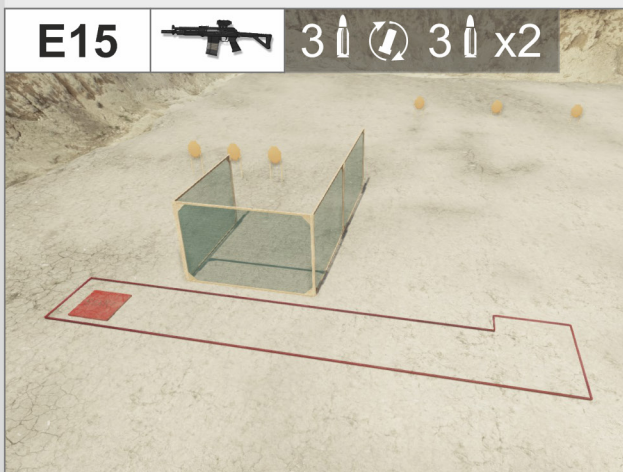
### El President



### Rifle - First shot



### Change of position



### Six targets



A more detailed description can be found in the program of this section.

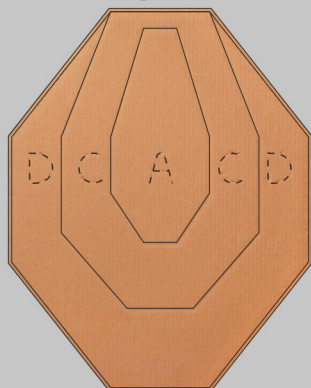




## Paper Targets

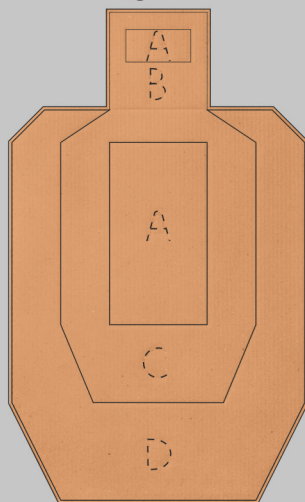
| Scoring |       |       |
|---------|-------|-------|
| Zone    | Minor | Major |
| A       | 5     | 5     |
| C/B     | 3     | 4     |
| D       | 1     | 2     |

IPSC  
Target №1



460x580 mm

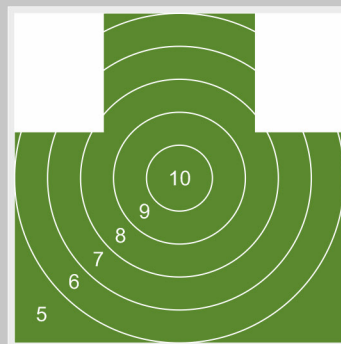
IPSC  
Target №2



460x760 mm

| Scoring |               |
|---------|---------------|
| Zone    | Minor / Major |
| 10      | 10            |
| 9       | 9             |
| 8       | 8             |
| 7       | 7             |
| 6       | 6             |
| 5       | 5             |

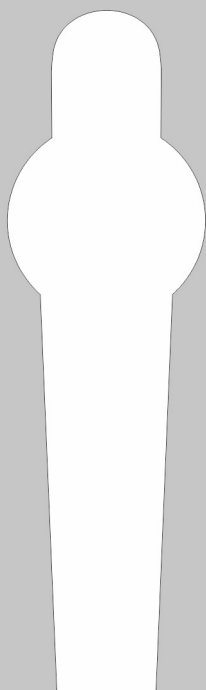
Target  
№4



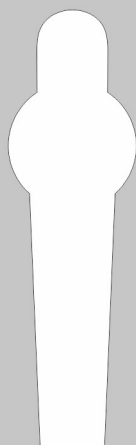
520x520 mm

## Metal Targets

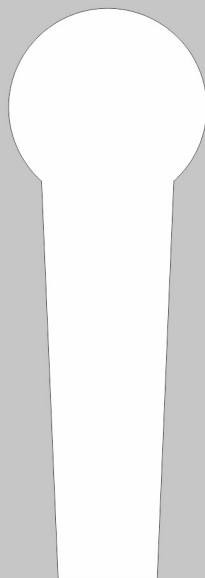
| Scoring |       |       |
|---------|-------|-------|
| Fall    | Minor | Major |
|         | 5     | 5     |



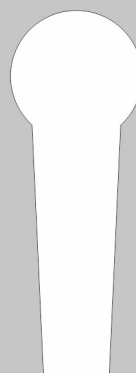
304x1040 mm



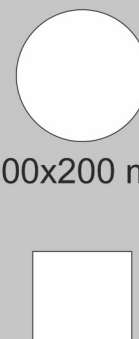
20x670 mm



304x876 mm



202x558 mm

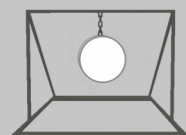


200x200 mm



150x150 mm

## Other Targets







[www.excellentshot.net](http://www.excellentshot.net)

★ 2024 ★