

Stage Briefing



STAGE #: 1

NAME: ALL OVER

LOCATION: Range 1

SCORING: Comstock

COURSE: Long Course

READY CONDITION: 1. Firearm and chamber loaded with safeties engaged.

TIME STARTS: 1. Audible signal.

MINIMUM ROUNDS: 25

MAXIMUM POINTS: 125

TARGET TYPE: Classic

PAPER	PLATE	POPPER	PENALTY	DISAPPEARING
10	5	0	0	0

Start Position: Standing erect in BOX A, facing downrange, with arms hanging naturally by the sides.

Procedure: Engage PLATES 1 to 5 inside BOX A. When PLATES are down start moving towards BOX B engaging PAPER targets 1 to 10 as they become visible.

Stage Briefing



STAGE #: 2

NAME: Dinner Table

LOCATION: Range

SCORING: Comstock

COURSE: Short Course

READY CONDITION: 2. Firearm loaded, but chamber unloaded.

TIME STARTS: 1. Audible signal.

MINIMUM ROUNDS: 12

MAXIMUM POINTS: 60

TARGET TYPE: Classic

PAPER	PLATE	POPPER	PENALTY	DISAPPEARING
6	0	0	4	0

Start Position: Sitting on chair at dinner table, facing downrange, with elbows on table, holding fork and knife.

Procedure: Engage targets as they become visible. Shooter must engage targets in sitting position.

Stage Briefing



STAGE #: 3

NAME: Hide and Seek

LOCATION: Range 1

SCORING: Comstock

COURSE: Medium Course

READY CONDITION: 1. Firearm and chamber loaded with safeties engaged.

TIME STARTS: 1. Audible signal.

MINIMUM ROUNDS: 18

MAXIMUM POINTS: 90

TARGET TYPE: Classic

PAPER	PLATE	POPPER	PENALTY	DISAPPEARING
9	0	0	3	0

Start Position: Standing erect in box A, facing downrange, with arms hanging naturally by the sides.

Procedure: Engage PAPER targets 1 to 5 from BOX A and PAPER targets 6 to 9 from BOX B.