

Stage Briefing



STAGE #: 1

NAME: Targets ? Pull on the String !

LOCATION: Left shooting Bay

SCORING: Comstock

COURSE: Medium Course

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

TIME STARTS: 1. Audible signal.

MINIMUM ROUNDS: 16

MAXIMUM POINTS: 80

TARGET TYPE: Classic

PAPER	PLATE	POPPER	PENALTY	DISAPPEARING
7	2	0	8	0

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

Procedure: Engage targets as they become visible.
Shooter has to pull on the ropes in order to see the targets.

Stage Briefing



STAGE #: 2

NAME: X Stage !

LOCATION: Left shooting bay

SCORING: Comstock

COURSE: Long Course

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

TIME STARTS: 1. Audible signal.

MINIMUM ROUNDS: 31

MAXIMUM POINTS: 155

TARGET TYPE: Classic

PAPER	PLATE	POPPER	PENALTY	DISAPPEARING
14	0	3	3	0

Start Position: Standing erect, facing downrange, with arms hanging naturally by the sides.
Shooter chooses where he wants to start shooting.

Procedure: Engage targets as they become visible.

Stage Briefing



STAGE #: 3

NAME: Come to my Mini World

LOCATION: Center shooting bay

SCORING: Comstock

COURSE: Short Course

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

TIME STARTS: 1. Audible signal.

MINIMUM ROUNDS: 9

MAXIMUM POINTS: 45

TARGET TYPE: Classic

PAPER	PLATE	POPPER	PENALTY	DISAPPEARING
9	0	0	0	0

Start Position: Gun ready condition in holster in box A.

Procedure: Engage targets as they become visible, 1 shot per target.

Stage Briefing



STAGE #: 4

NAME: Where do I go ?

LOCATION: Center shooting bay

SCORING: Comstock

COURSE: Long Course

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

TIME STARTS: 1. Audible signal.

MINIMUM ROUNDS: 31

MAXIMUM POINTS: 155

TARGET TYPE: Classic

PAPER	PLATE	POPPER	PENALTY	DISAPPEARING
15	1	0	1	0

Start Position: Shooter chooses his starting position.

Procedure: Engage targets as they become visible.

Stage Briefing



STAGE #: 5

NAME: Windows !

LOCATION: IPSC shooting bay

SCORING: Comstock

COURSE: Medium Course

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

TIME STARTS: 1. Audible signal.

MINIMUM ROUNDS: 12

MAXIMUM POINTS: 60

TARGET TYPE: Classic

PAPER	PLATE	POPPER	PENALTY	DISAPPEARING
6	0	0	2	0

Start Position: Standing erect, facing downrange, hands on the red marks.

Procedure: Engage targets as they become visible.

Stage Briefing



STAGE #: 6

NAME: The Long and Winding Road

LOCATION: IPSC shooting bay

SCORING: Comstock

COURSE: Long Course

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

TIME STARTS: 1. Audible signal.

MINIMUM ROUNDS: 32

MAXIMUM POINTS: 160

TARGET TYPE: Classic

PAPER	PLATE	POPPER	PENALTY	DISAPPEARING
15	1	1	0	0

Start Position: Standing erect, facing downrange, with arms hanging naturally by the sides.
Shooter chooses where he wants to start shooting.

Procedure: Engage targets as they become visible.