

Stage 1 " Second chance for glory "

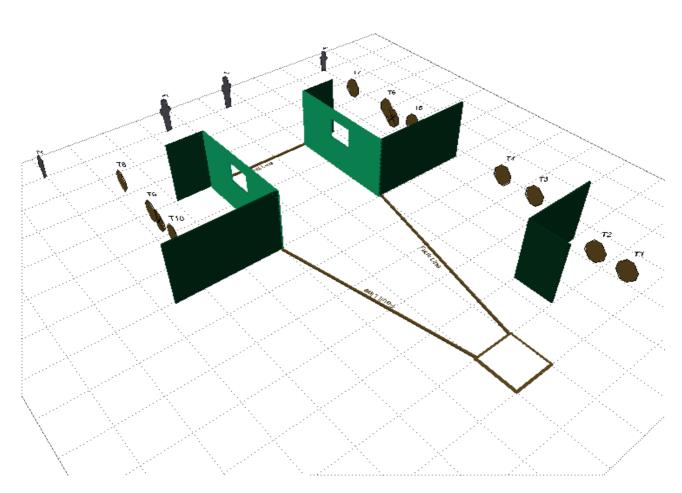
Scoring : Comstock Count. Course type : Long course.

Targets: 14 Classic, 2 plates, 2 pp and 6 NS.

Minimum rounds: 32 possible points: 160 Start: Audible signal. Stop: Last shot fired.

Start position: Normal standing in the area A. Gun loaded and holstered Procedure: From start signal shoot the targets. Metal targets must fall to

score.



Stage 2 " Right-hand leftovers "

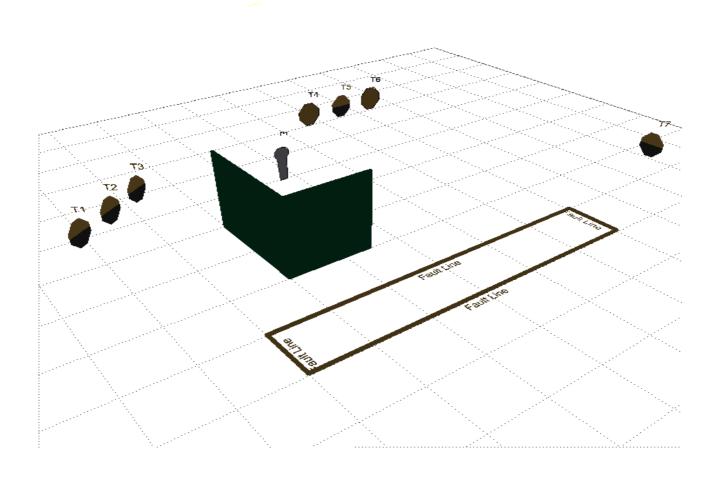
Scoring: Comstock Count. Course type: Long course.

Targets: 10 Classic, 2pp, 2 mini pp and 2 NS.

Minimum rounds: 24 possible points: 120 Start: Audible signal. Stop: Last shot fired.

Start position: Normal standing in the box. Gun loaded and holstered. Procedure: From start signal shoot the targets. Metal targets must fall to

score.



Stage 3 " Quest for speed....."

Scoring: Comstock Count.
Course type: Medium course.
Targets: 7 Classic and 1 pp.

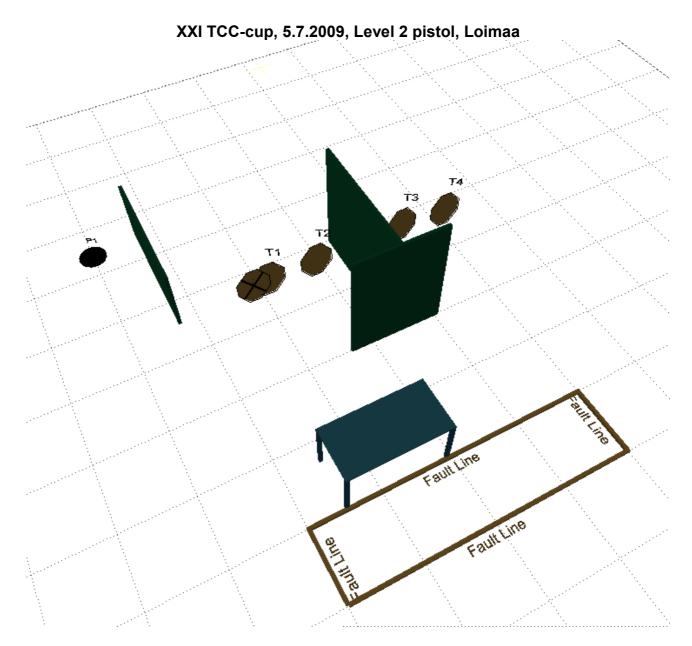
Minimum rounds: 15 possible points: 75 Start: Audible signal. Stop: Last shot fired.

Start position: Normal standing in the box. Gun loaded and holstered.

Procedure: From start signal shoot the targets. Metal target must fall to score.

Targets T4, T5 and T6 are re-appearing targets, PP1 engages the re-

appearing cycle.



Stage 4 " Thank you very much !! "

Scoring: Comstock Count. Course type: Short course.

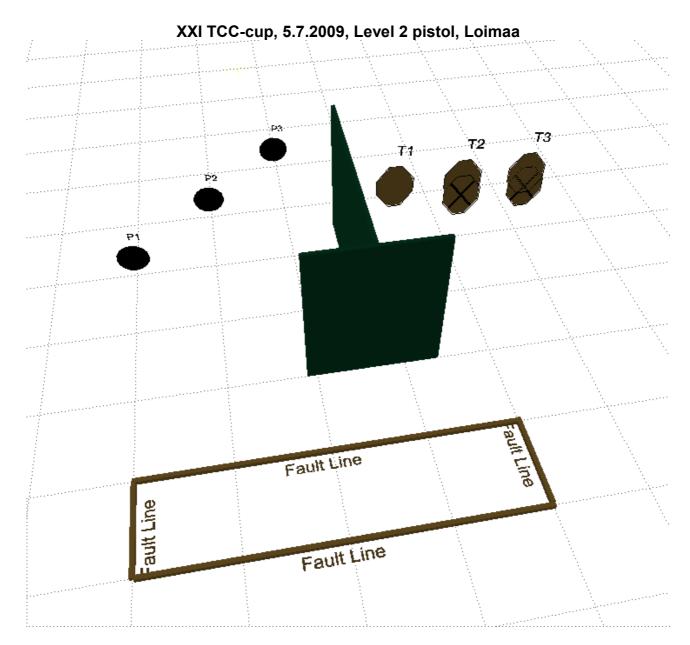
Targets: 4 Classic, ns and 1 plate.

Minimum rounds: 9 possible points: 45 Start: Audible signal. Stop: Last shot fired.

Start position: Normal standing in the box. Gun flat on the table, unloaded with empty magazine well (condition 3), and all magazines to be used on the table.

Procedure: From start signal shoot the targets. Metal targets must fall to

score



Stage 5 " Sidestepping "

Scoring : Comstock Count. Course type : Short course.

Targets: 3 Classic, 2 ns and 3 plates.

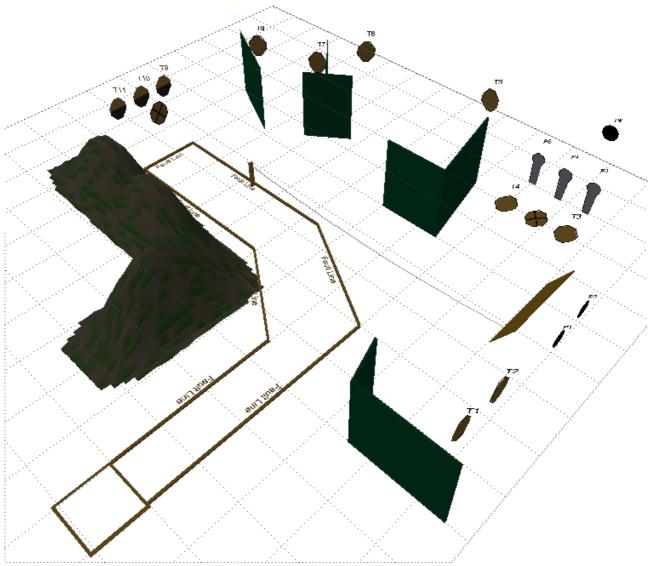
Minimum rounds: 9 possible points: 45 Start: Audible signal. Stop: Last shot fired.

Start position: Standing in the box, hands in surrender position. Gun loaded

and holstered.

Procedure: From start signal shoot the targets. Metal targets must fall to

score



Stage 6 " Can you remember "

Scoring: Comstock Count. Course type: Long course.

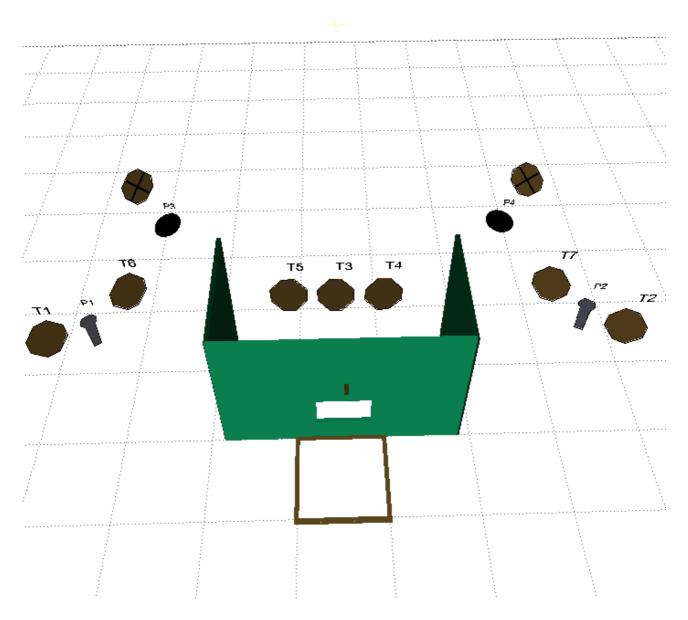
Targets: 11 Classic, ns, 3pp and 3 plates.

Minimum rounds: 28 possible points: 140 Start: Audible signal. Stop: Last shot fired.

Start position: Normal standing, feet on marked place. Gun loaded and

holstered.

Procedure: From start signal shoot the targets. Metal targets must fall to score. P1 and P2 becomes visible when shooter releases line holding the wall in front of the targets P1 and P2. T4 and T3 becomes visible when PP5 and PP3 are fallen down.



Stage 7 " Take a grip "

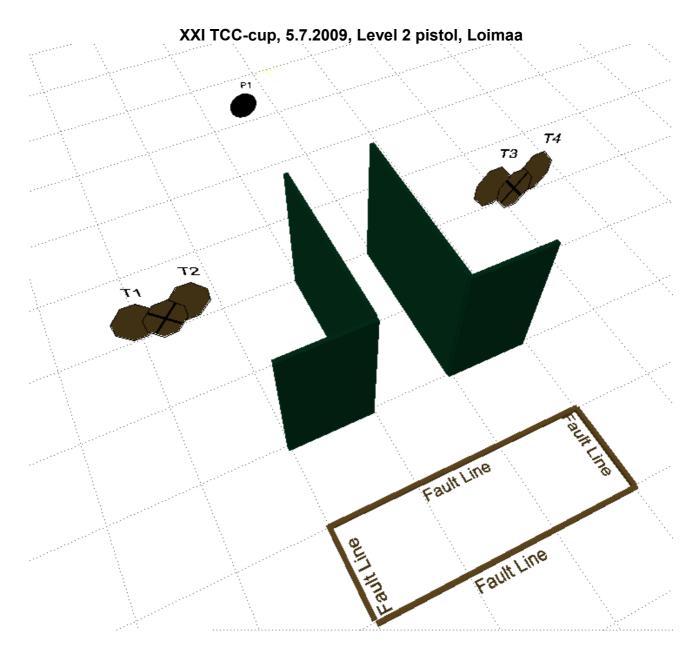
Scoring: Comstock Count. Course type: Long course.

Targets: 7 Classic, 2ns, 2mini pp and 2 plates.

Minimum rounds: 18 possible points: 90 Start: Audible signal. Stop: Last shot fired.

Start position: Normal standing in the box. Gun loaded and holstered. Procedure: From start signal shoot the targets. Metal targets must fall to

score.



Stage 8 " Take that one "

Scoring: Comstock Count. Course type: Short course. Targets: 4 Classic and 1 plate.

Minimum rounds: 9 possible points: 45 Start: Audible signal. Stop: Last shot fired.

Start position: Normal standing in the box, heels on marked place. Gun

loaded and holstered.

Procedure: From start signal shoot the targets. Metal targets must fall to

score.