

Bear City Shot Storm VI 2011

(1st part of the 3 gun National Match tournament level III)

Stage 1:

Comstock Count

Targets: 16 plates

Possible Points: 80

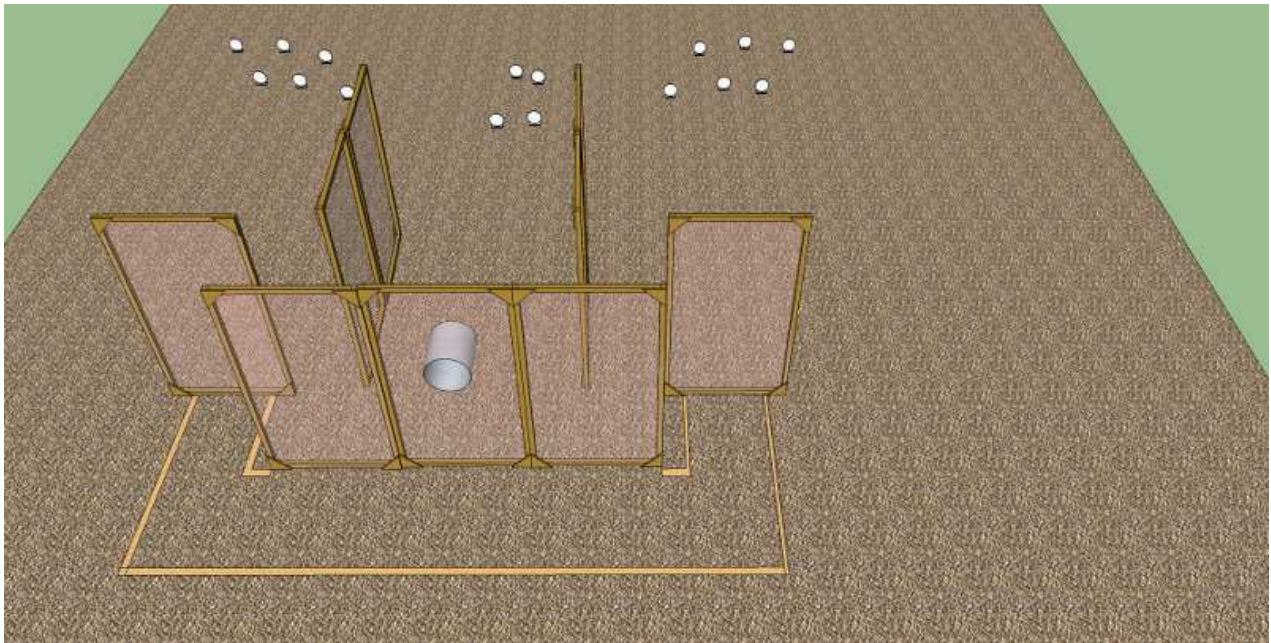
Minimum Rounds: 16 birdshot

Start Position: Within the designated area. Normal standing.

Start Condition: Option 1.

Time : From audible start signal to last shot

Procedure: On the start signal shoot all the targets in any order from the area indicated.



Stage 2:

Comstock Count

Targets: 4 minipoppers, 2 classic poppers, 4 plates, 2 no-shoot minipoppers

Possible Points: 40

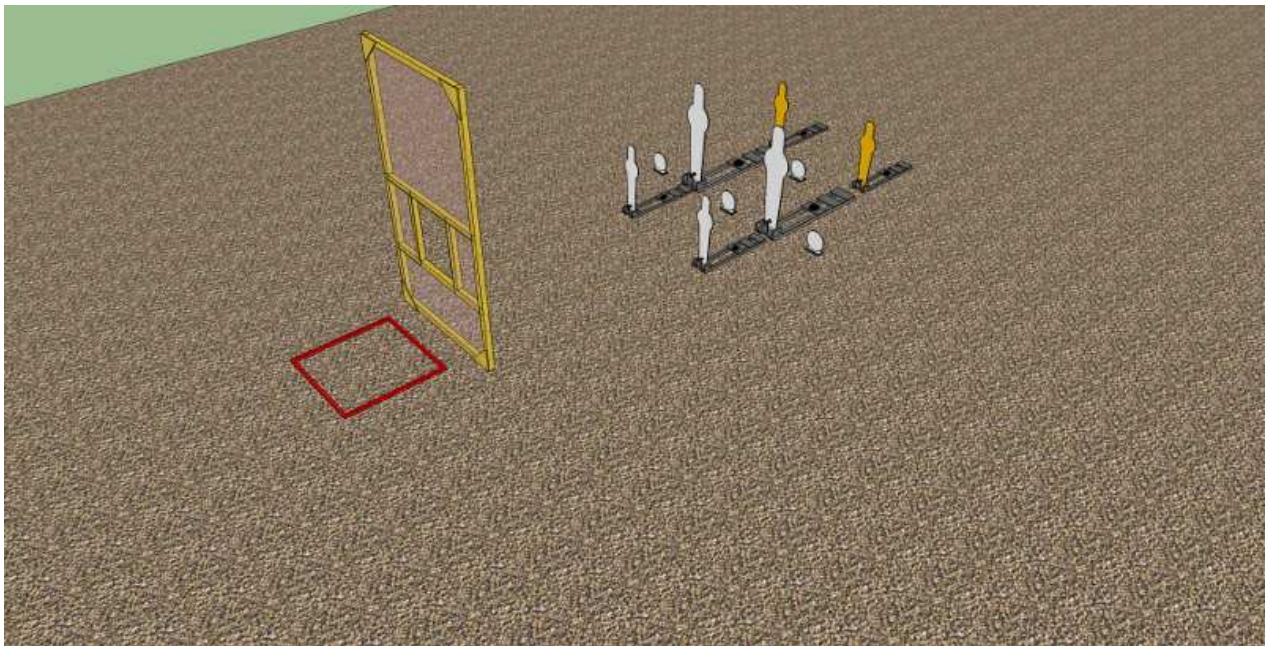
Minimum Rounds: 8 birdshot

Start Position: Within the designated area. Normal standing.

Start Condition: Option 1.

Time : From audible start signal to last shot

Procedure: On the start signal shoot all the targets in any order from the area indicated.



Stage 3:

Comstock Count

Targets: 10 plates

Possible Points: 50

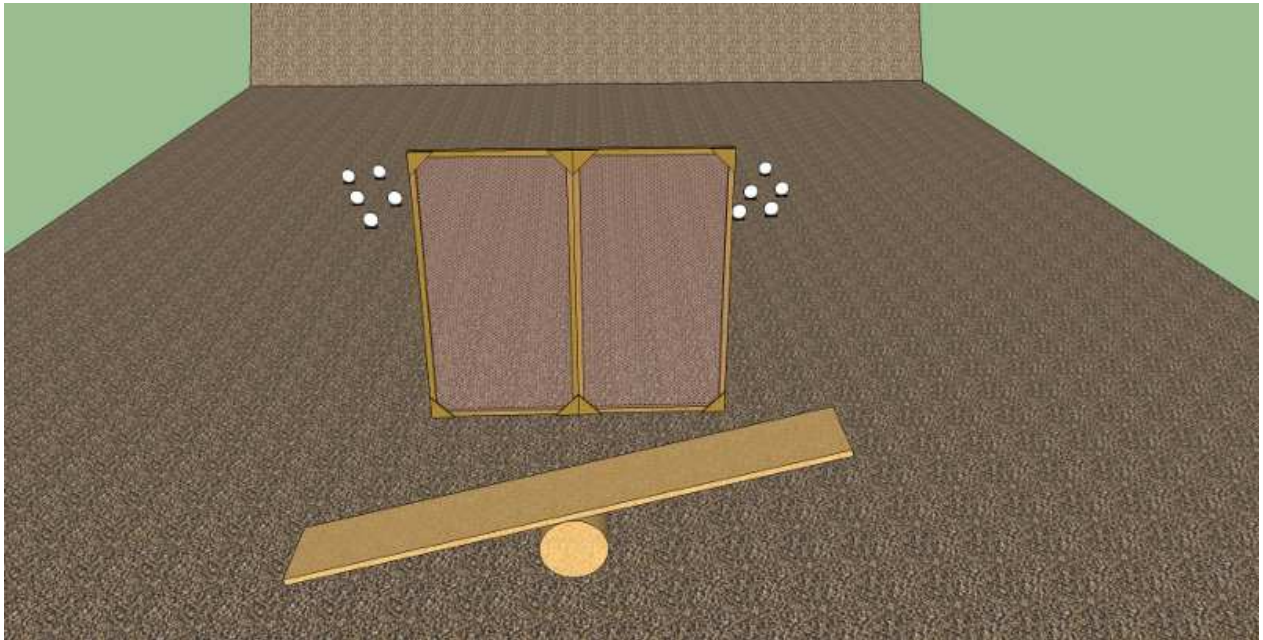
Minimum Rounds: 10 birdshot

Start Position: Anywhere on the see-saw. Normal standing.

Start Condition: Option 1.

Time : From audible start signal to last shot

Procedure: On the start signal shoot all the targets in any order from the area indicated.



Stage 4:

Comstock Count

Targets: 14 plates, two swinging clays, 2 no-shoot plates

Possible Points: 80

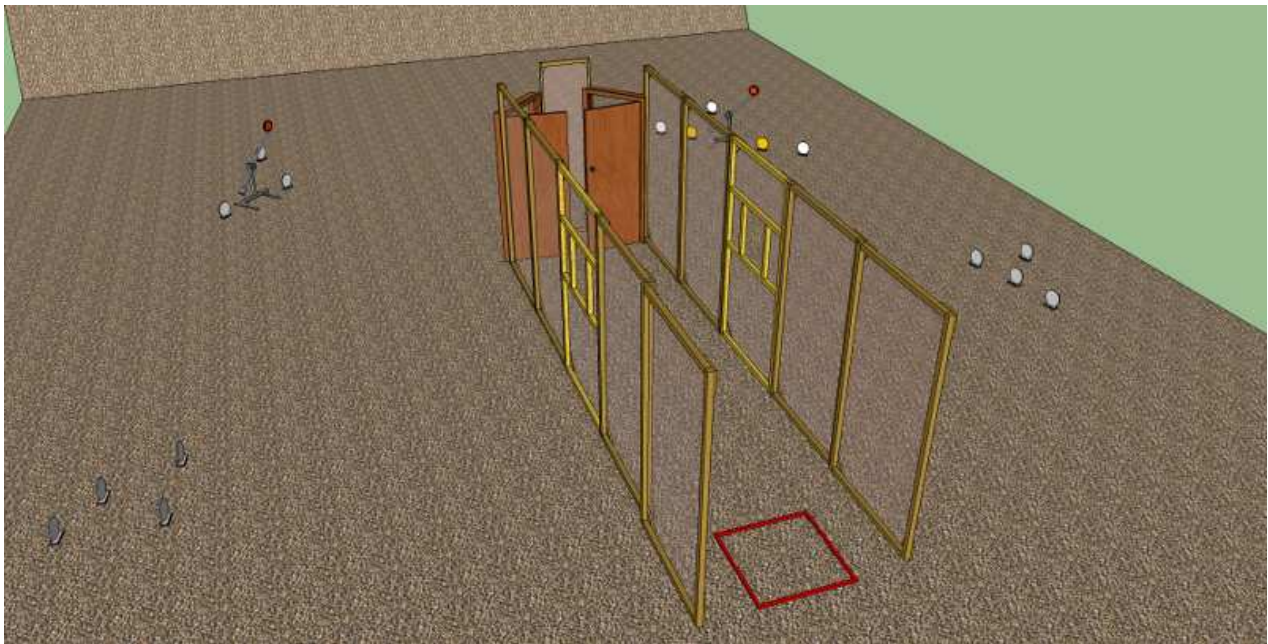
Minimum Rounds: 16 birdshot

Start Position: Within the designated area. Normal standing.

Start Condition: Option 1.

Time : From audible start signal to last shot

Procedure: On the start signal shoot all the targets in any order from the area indicated.



Stage 5:

Comstock Count

Targets: 4 poppers, 4 plates, 4 double-point disappearing clays

Possible Points: 80

Minimum Rounds: 12 birdshot or buckshot

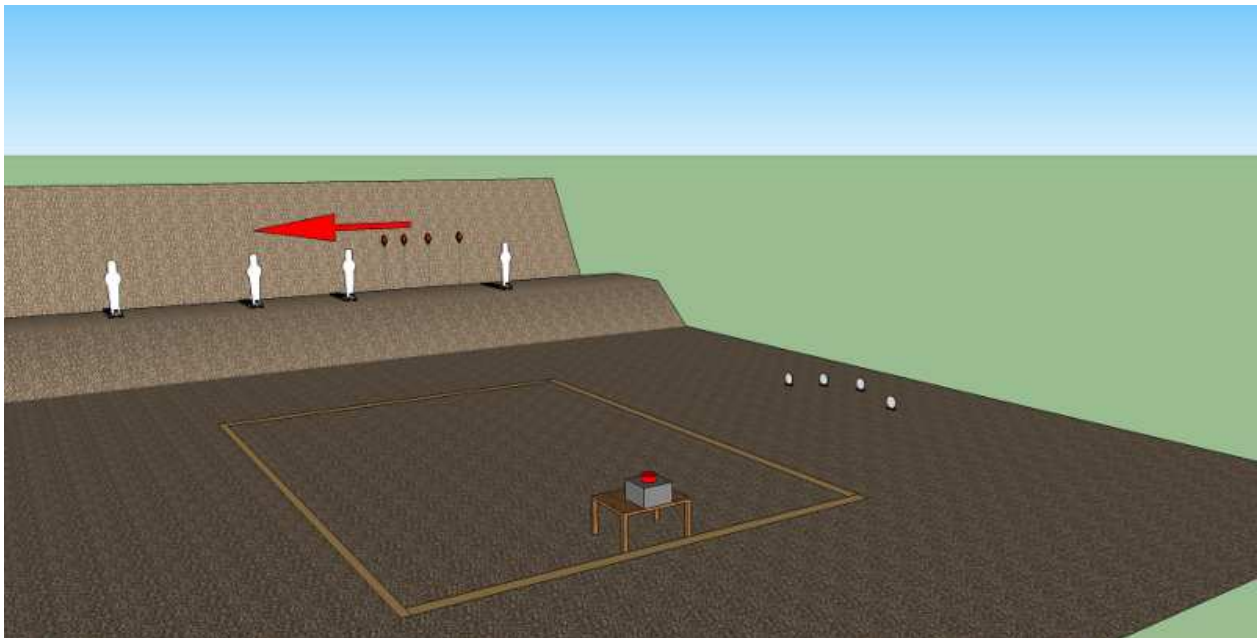
Start Position: Within the designated area. Normal standing.

Start Condition: Option 1.

Time : From audible start signal to last shot

Procedure: On the start signal shoot all the targets in any order from the area indicated.

Pressing the button engages moving sled bearing 4 clay targets. The clays are disappearing targets and worth 10 points each.



Stage 6:

Comstock Count

Targets: 3 poppers, 4 plates

Possible Points: 35

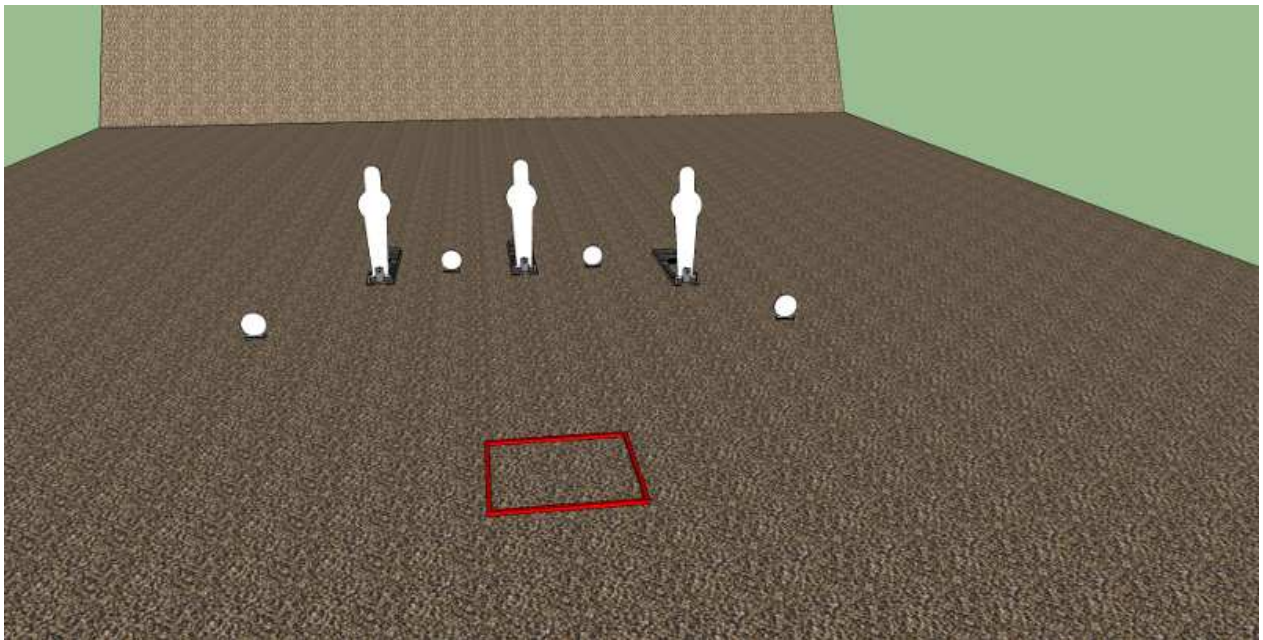
Minimum Rounds: 7 birdshot

Start Position: Within the designated area.

Start Condition: Option 2.

Time : From audible start signal to last shot

Procedure: On the start signal shoot all the targets in any order from the area indicated.



Stage 7:

Comstock Count

Targets: 13 clays, 2 no-shoot plates

Possible Points: 65

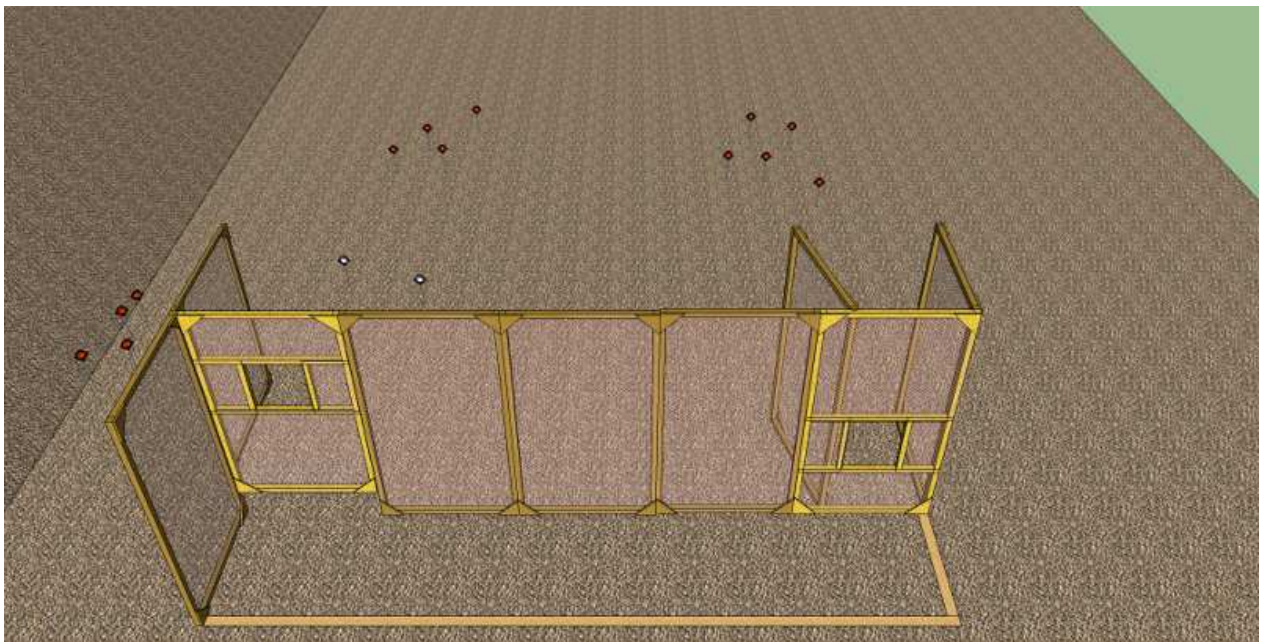
Minimum Rounds: 13 birdshot

Start Position: Anywhere within the designated area, free posture and facing as long as gun is not on the shoulder and pointing target and it is within safety angles.

Start Condition: Option 1.

Time : From audible start signal to last shot

Procedure: On the start signal shoot all the targets in any order from the area indicated.



Stage 8:

Comstock Count

Targets: 8 plates, 3 no-shoot plates

Possible Points: 40

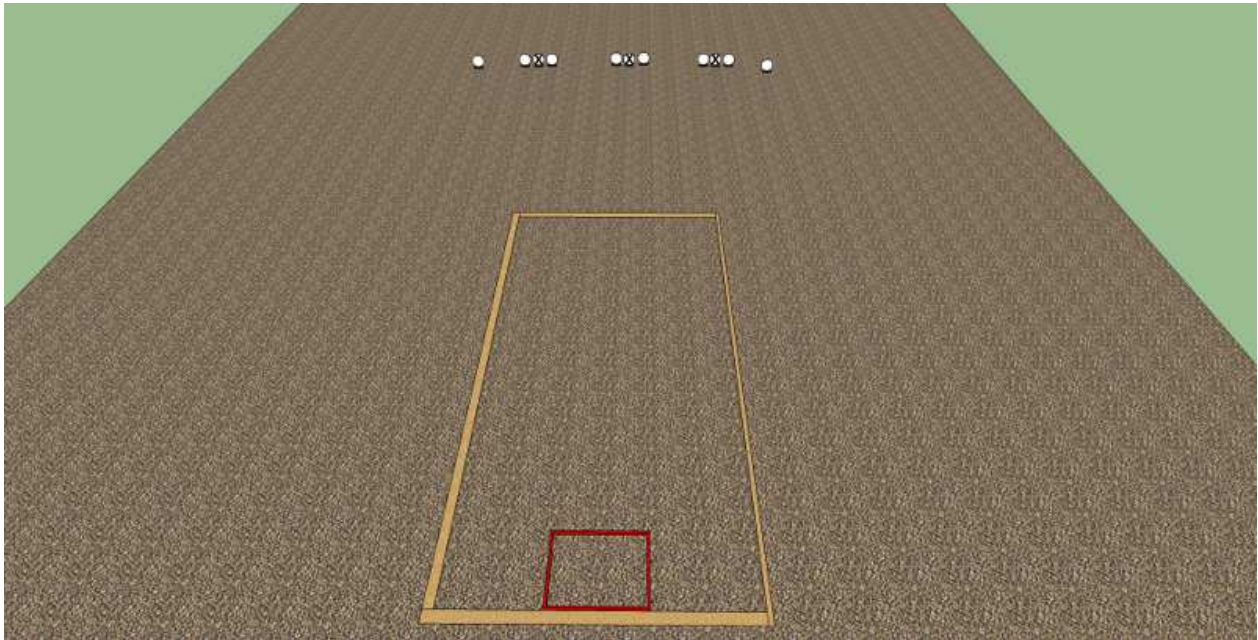
Minimum Rounds: 8 birdshot

Start Position: Within the designated area. Normal Standing.

Start Condition: Option 1.

Time : From audible start signal to last shot

Procedure: On the start signal shoot all the targets in any order from the area indicated.



Stage 9:

Comstock Count

Targets: 13 plates

Possible Points: 65

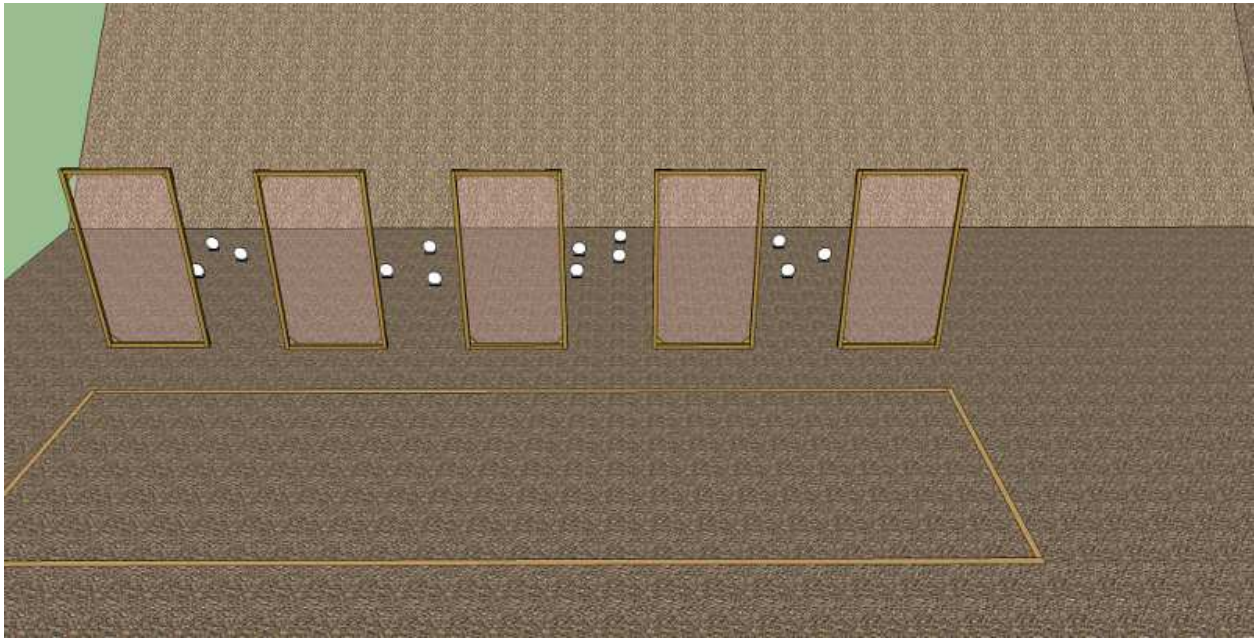
Minimum Rounds: 13 birdshot

Start Position: Anywhere within the designated area. Normal Standing.

Start Condition: Option 1.

Time : From audible start signal to last shot

Procedure: On the start signal shoot all the targets in any order from the area indicated.



Stage 10:

Comstock Count

Targets: 1 clay, 1 popper, 26 plates

Possible Points: 140

Minimum Rounds: 28 birdshot

Start Position: Within designated area (red box). Normal Standing

Start Condition: Option 1

Time : From audible start signal to last shot

Procedure: On the start signal shoot all the targets in any order from the area indicated.

