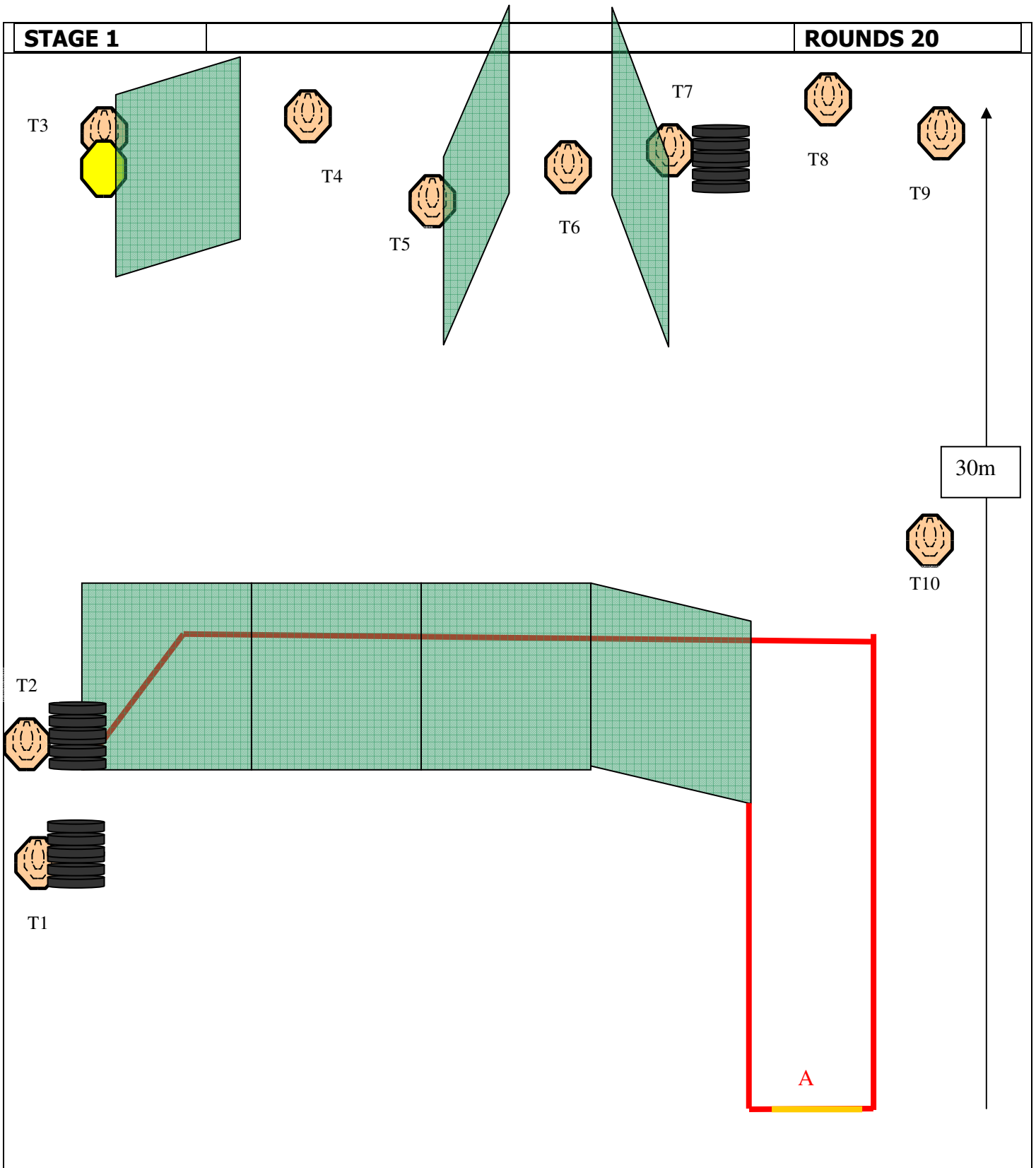


**STAGE 1****ROUNDS 20**

Course type: MEDIUM

Scoring: COMSTOCK

**Targets: 10x IPSC, 1x NS**

**Minimum rounds: 20**

Max. stage points: 100

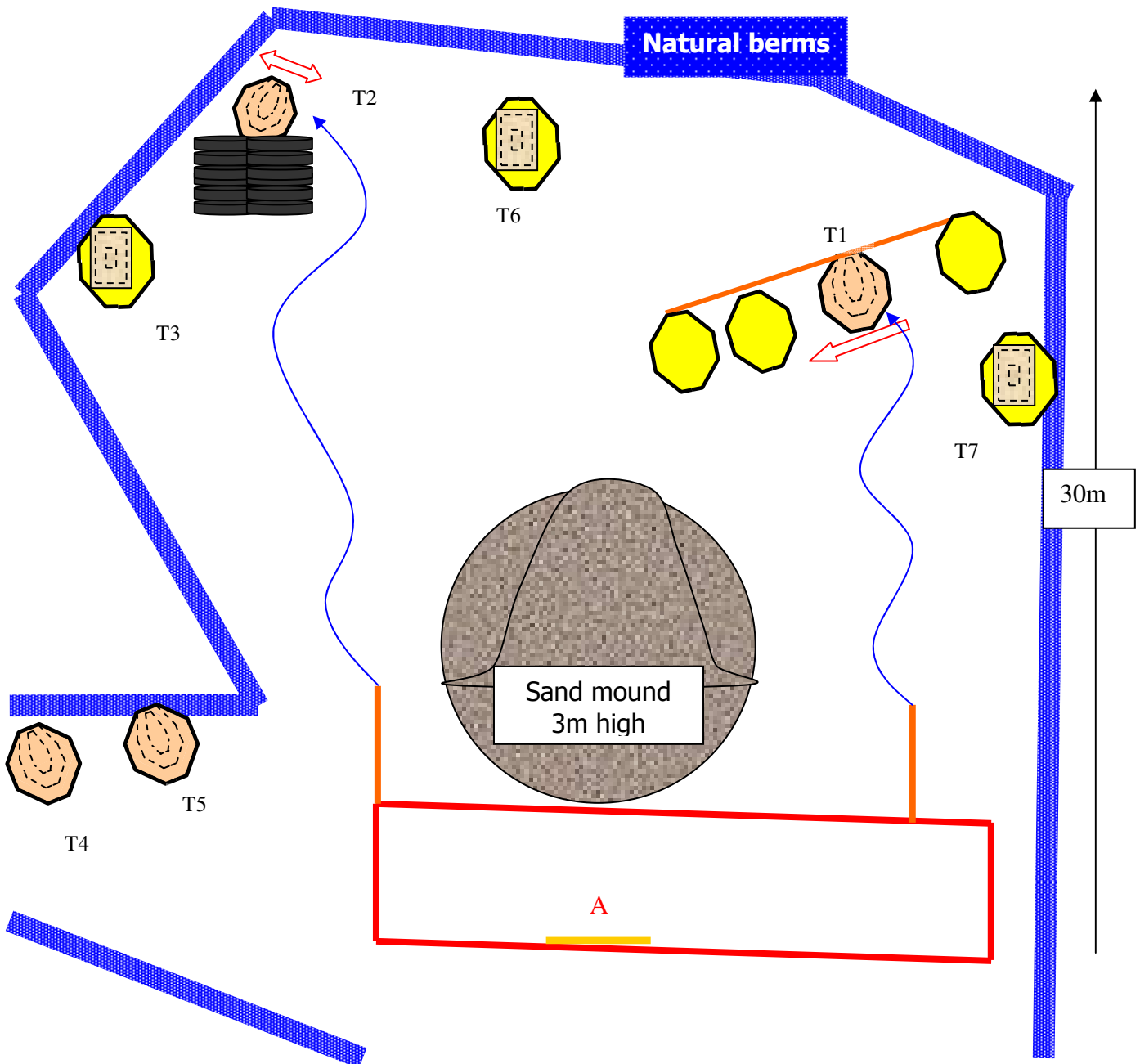
Starting position: Standing relaxed in marked area, one heel touching yellow line.

Gun condition: Loaded by rule 8.1.1.1.

Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area, scoring two shots per target.

**Safety angles: 90 degrees left/right and top of the backstop**



Course type: MEDIUM

Scoring: COMSTOCK

**Targets: 4x IPSC, 3x A4, 6x NS**

**Minimum rounds: 14**

Max. stage points: 70

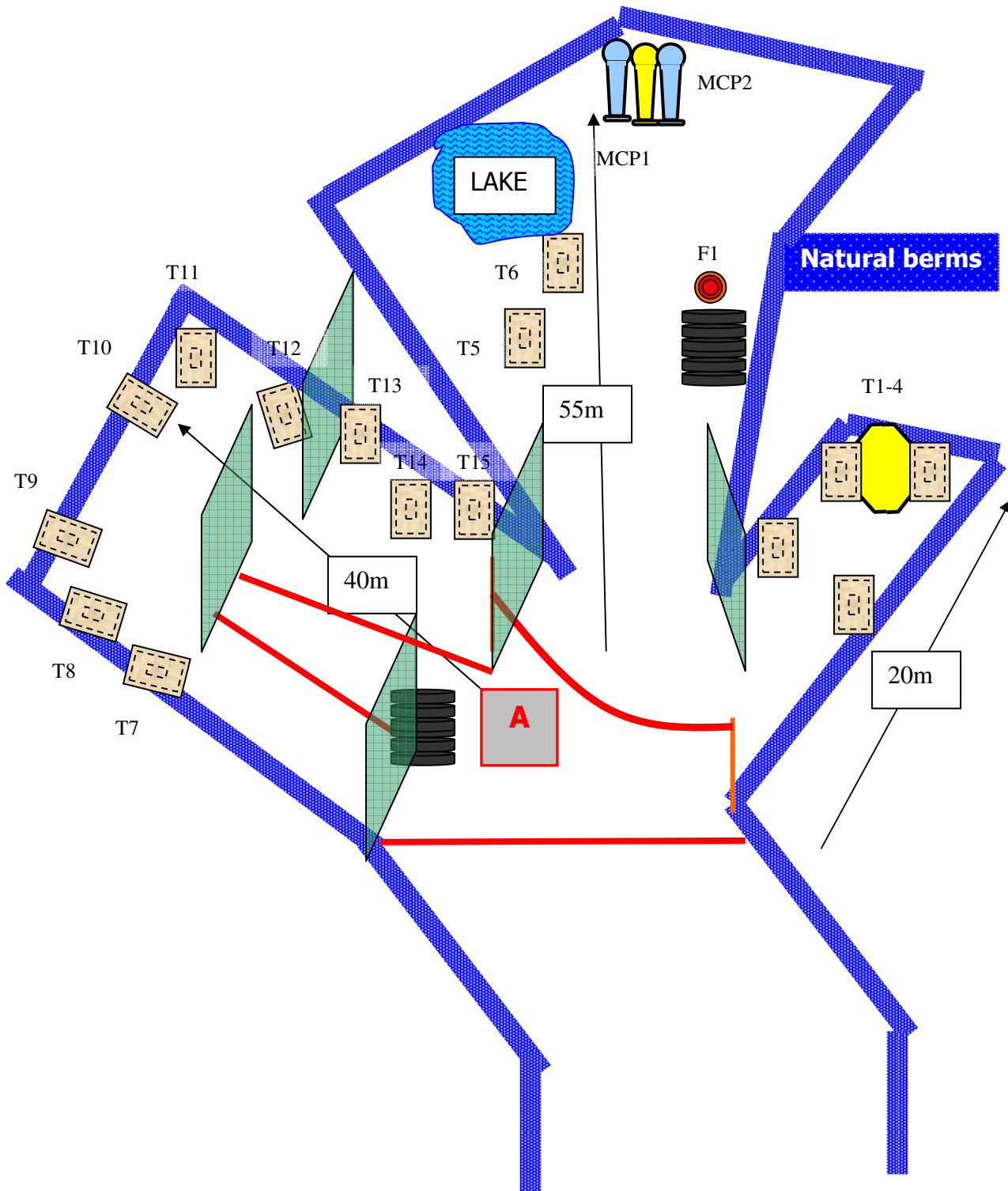
Starting position: Standing relaxed in marked area, one heel touching yellow line.

Gun condition: Loaded by rule 8.1.1.1.

Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area, scoring two shots per target. Pulling the ropes activates moving target T1 and bobber T2. Targets remains visible at end of movement.

**Safety angles: 90 degrees left/right and top of the backstop**



Course type: LONG

Scoring: COMSTOCK

**Targets: 15x A4, 2x NS, 2x MCP, 1x Frangible clay**

**Minimum rounds: 20**

Max. stage points: 100

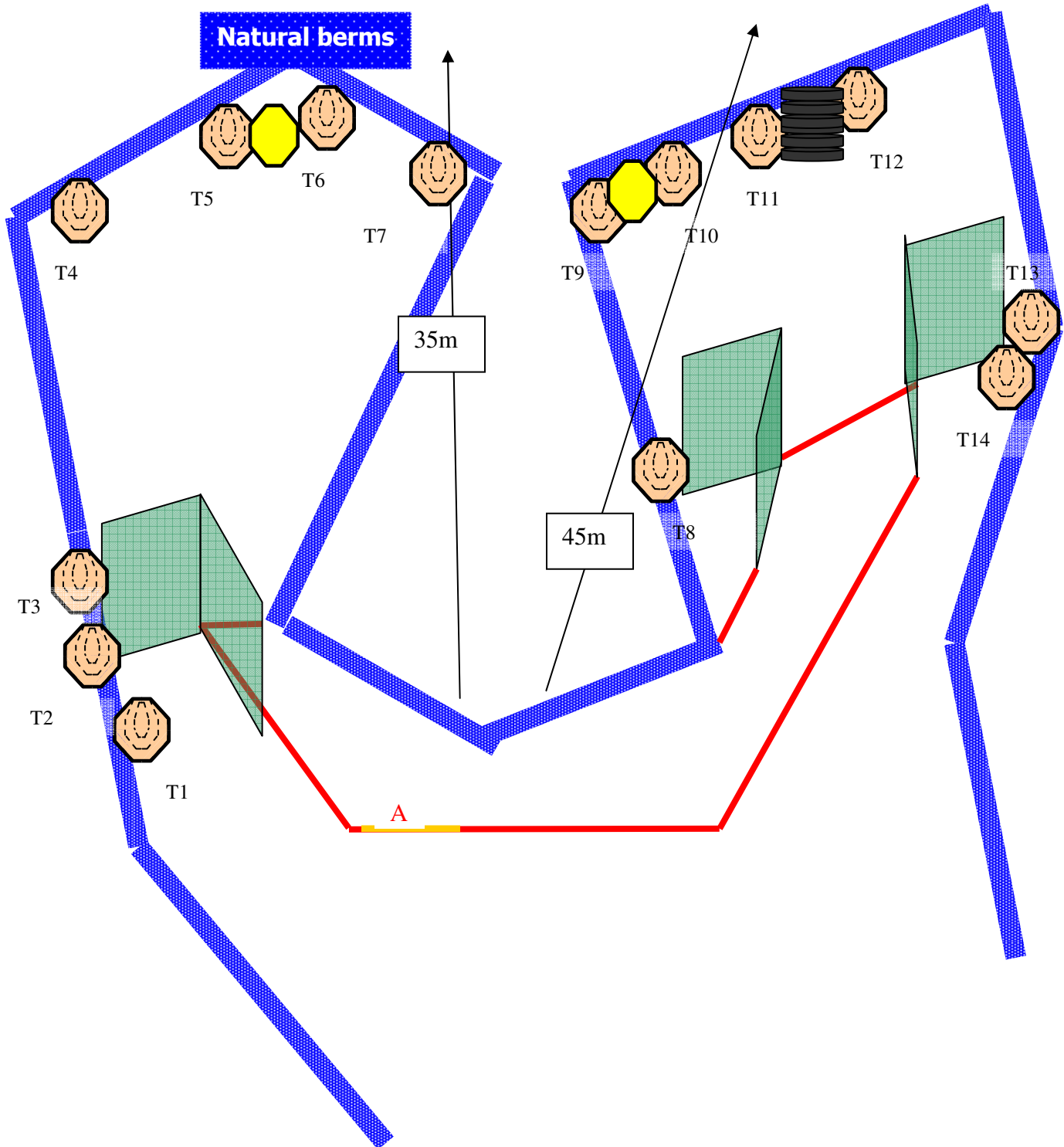
Starting position: Standing relaxed in marked area on desk „A“, facing downrange.

Gun condition: Loaded by rule 8.1.1.1.

Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area, scoring two shots per target.

**Safety angles: 90 degrees left/right and top of the backstop**



Course type: MEDIUM

Scoring: COMSTOCK

**Targets: 14x IPSC, 2x NS**

**Minimum rounds: 14**

Max. stage points: 70

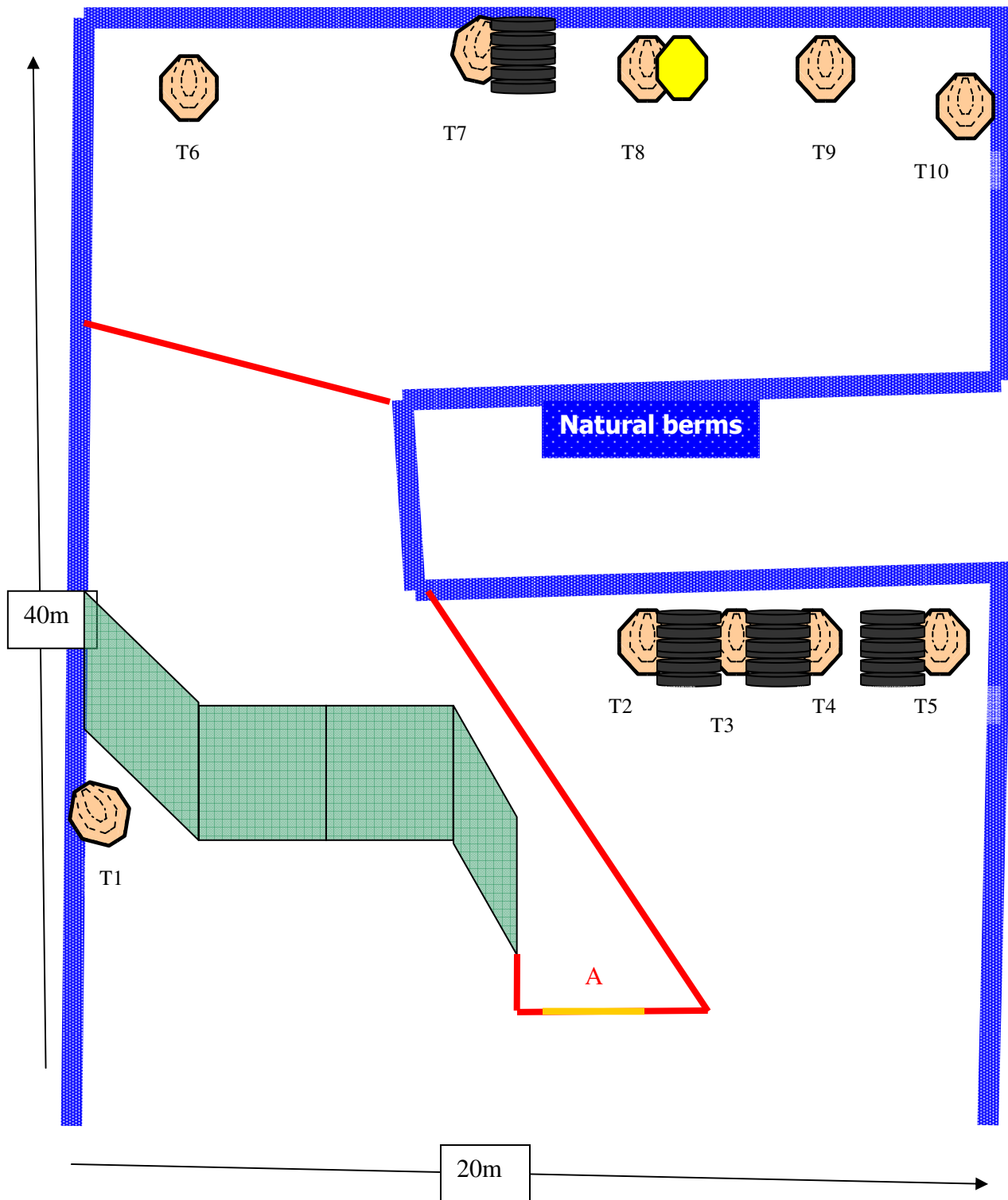
Starting position: Standing relaxed in marked area, one heel touching yellow line.

Gun condition: Loaded by rule 8.1.1.1.

Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area, scoring one shot per target.

**Safety angles: 90 degrees left/right and top of the backstop**



Course type: MEDIUM

Scoring: COMSTOCK

**Targets: 10x IPSC, 1x NS**

**Minimum rounds: 20**

Max. stage points: 100

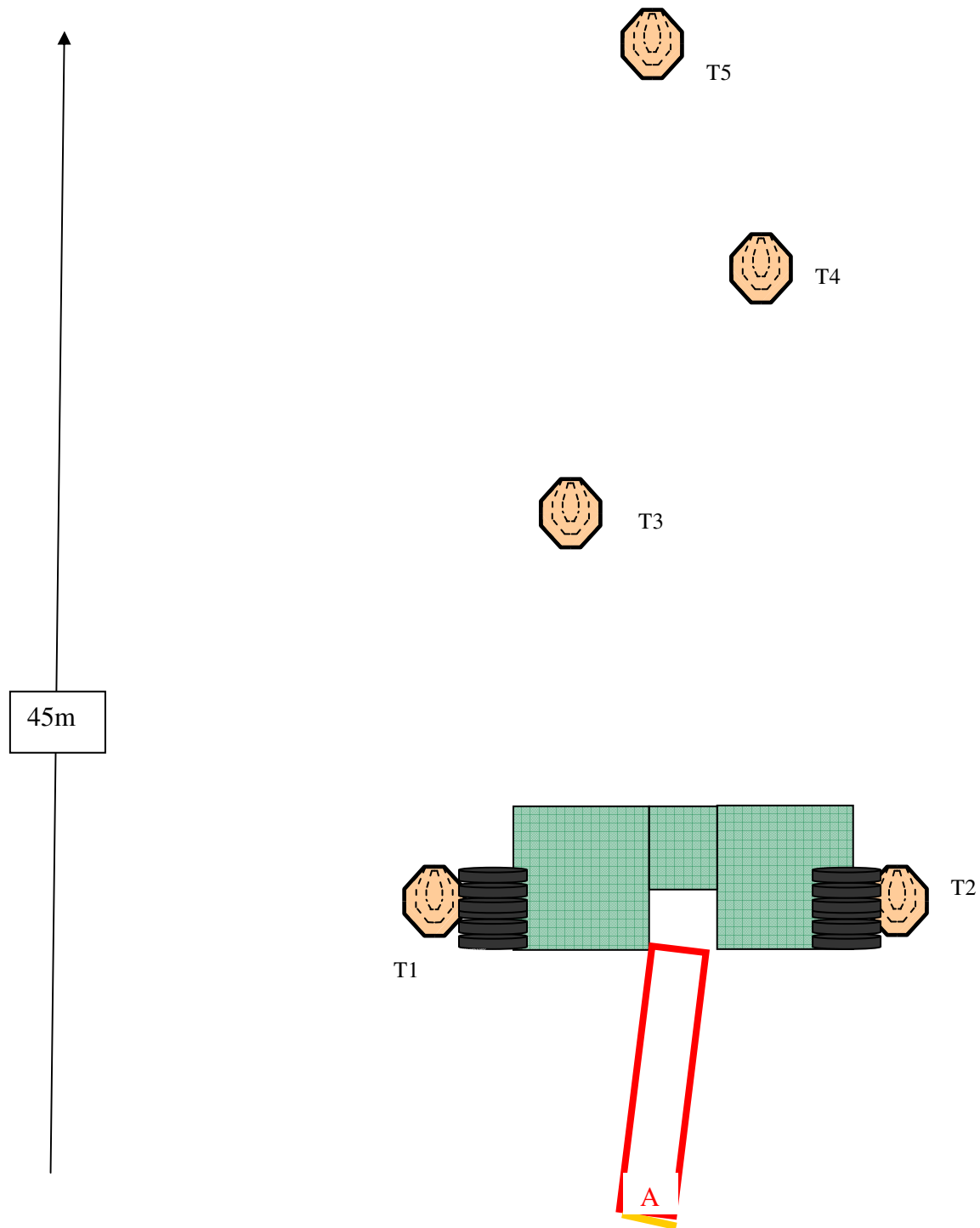
Starting position: Standing relaxed in marked area, one heel touching yellow line.

Gun condition: Loaded by rule 8.1.1.1.

Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area, scoring two shots per target.

**Safety angles: 90 degrees left/right and top of the backstop**



Course type: SHORT

Scoring: COMSTOCK

**Targets: 5x IPSC**

**Minimum rounds: 10**

Max. stage points: 50

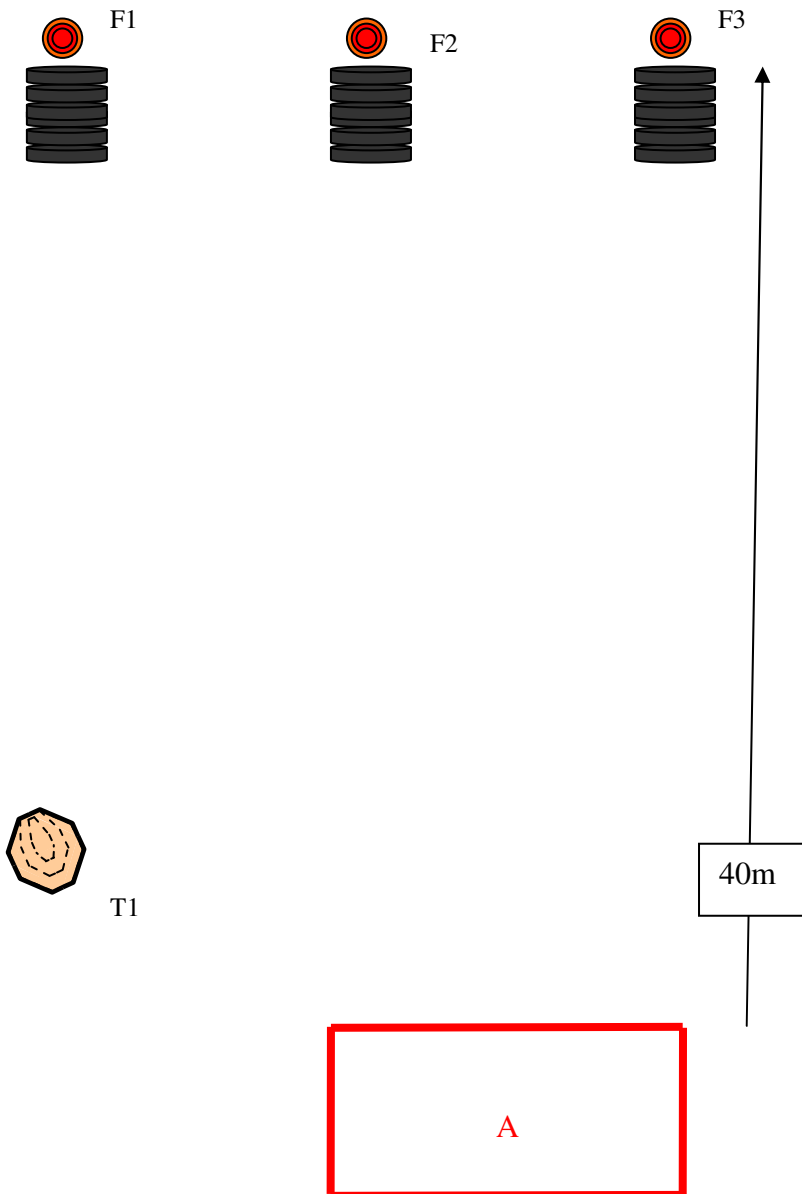
Starting position: Standing relaxed in marked area, one heel touching yellow line.

Gun condition: Loaded by rule 8.1.1.2. – chamber empty

Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area, scoring two shots per target.

**Safety angles: 90 degrees left/right and top of the backstop**



Course type: SHORT

Scoring: COMSTOCK

**Targets: 1x IPSC, 3x Frangible clay**

**Minimum rounds: 5**

Max. stage points: 25

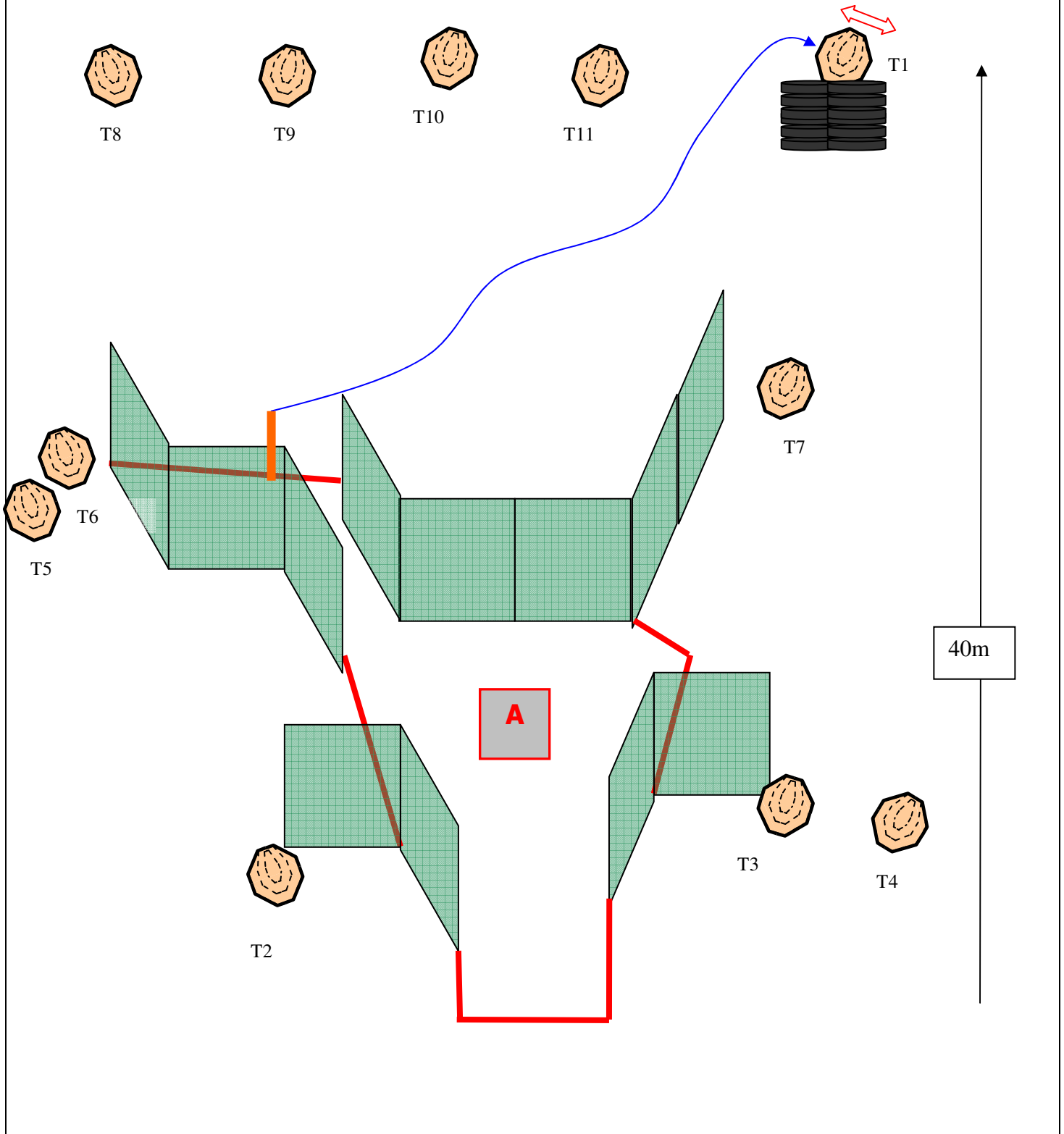
Starting position: Standing relaxed in marked area, facing downrange.

Gun condition: Unloaded by rule 8.1.1.3.

Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area, scoring two shots per target.

**Safety angles: 90 degrees left/right and top of the backstop**



Course type: LONG

Scoring: COMSTOCK

**Targets: 11x IPSC**

**Minimum rounds: 22**

Max. stage points: 110

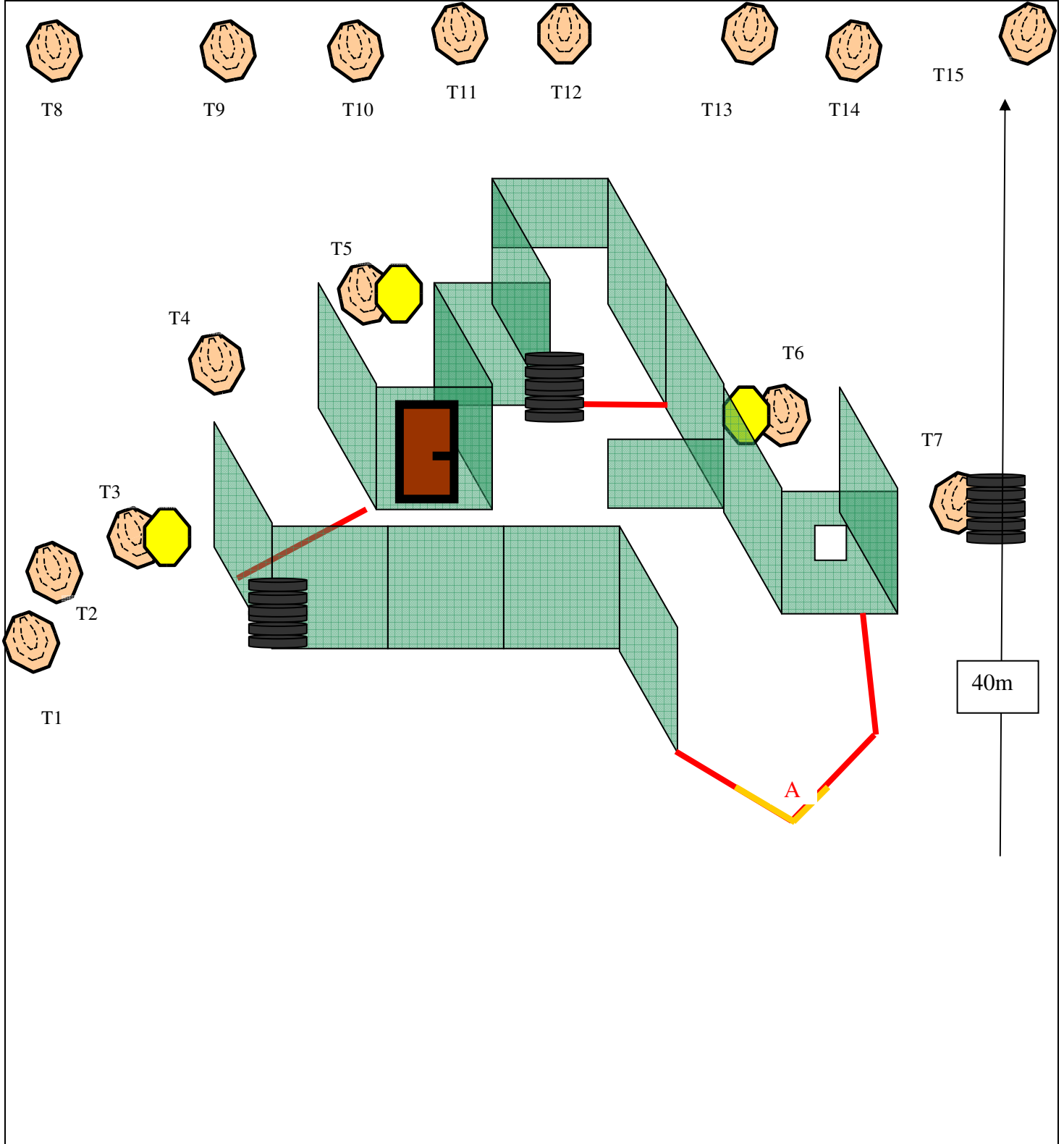
Starting position: Standing relaxed in marked area, on desk „A“, facing downrange.

Gun condition: Loaded by rule 8.1.1.1.

Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area, scoring two shots per target. Pulling the rope activates bobber T1, which remains visible at end of movement.

**Safety angles: 90 degrees left/right and top of the backstop**

**STAGE 9****ROUNDS 30**

Course type: LONG

Scoring: COMSTOCK

**Targets: 15x IPSC, 3x NS**

**Minimum rounds: 30**

Max. stage points: 150

Starting position: Standing relaxed in marked area, one heel touching yellow line.

Gun condition: Loaded by rule 8.1.1.1.

Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area, scoring two shots per target.

**Safety angles: 90 degrees left/right and top of the backstop**



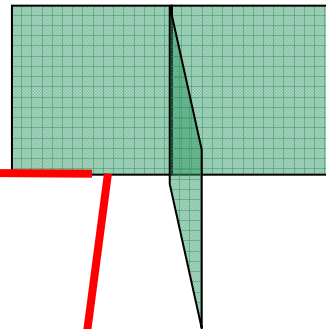
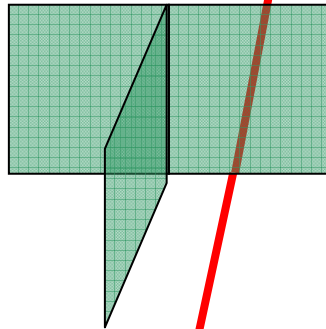
T4



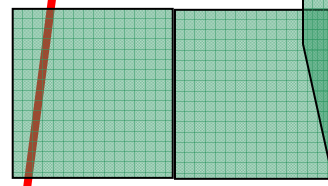
T5



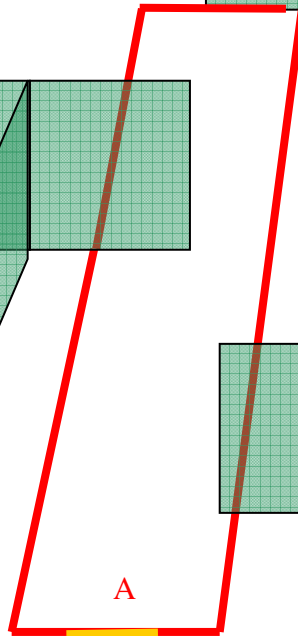
T1



T3



T2



A

30m

Course type: MEDIUM

Scoring: COMSTOCK

**Targets: 5x IPSC**

**Minimum rounds: 10**

Max. stage points: 50

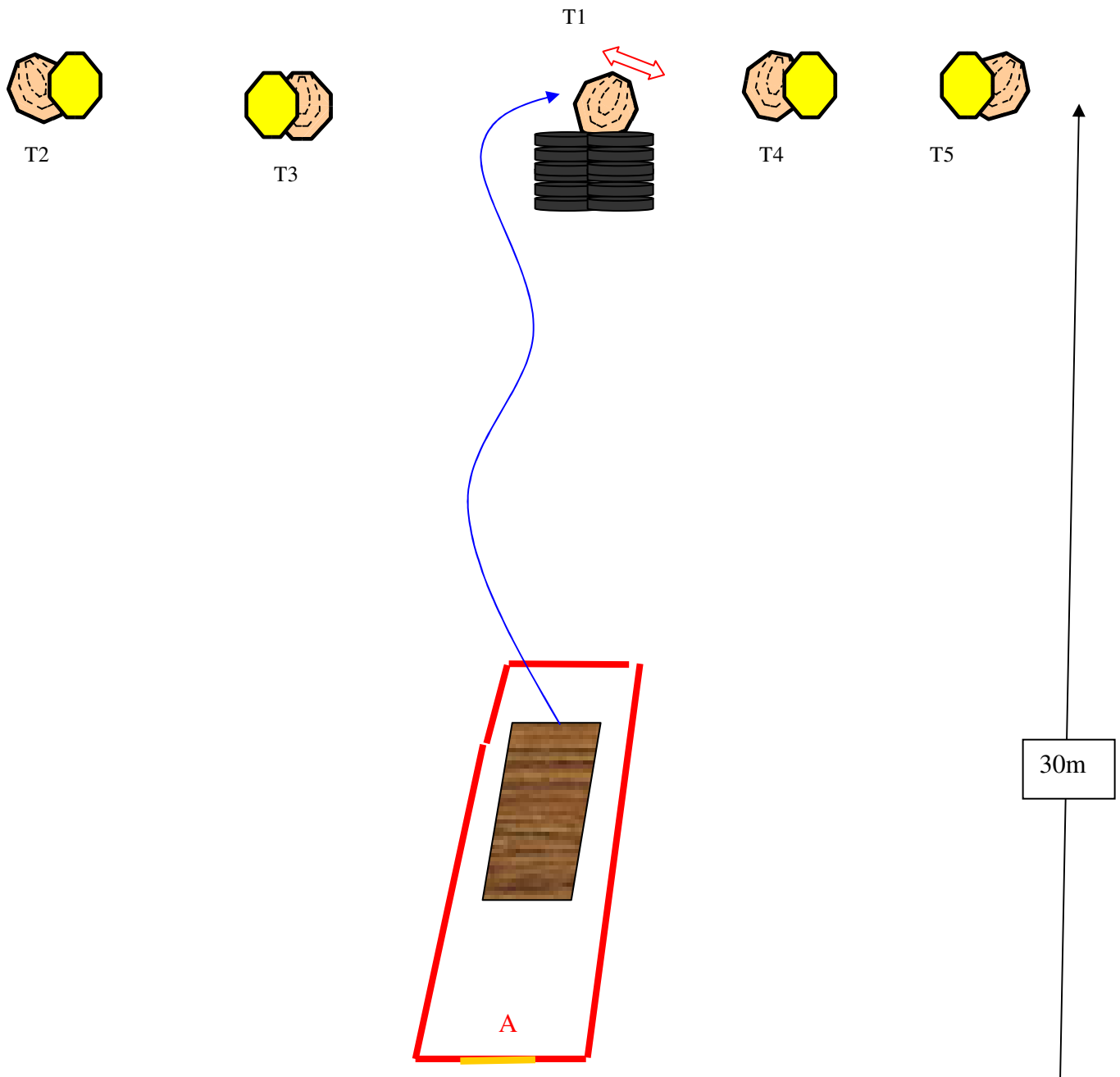
Starting position: Standing relaxed in marked area, one heel touching yellow line.

Gun condition: Loaded by rule 8.1.1.2. – chamber empty

Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area, scoring two shots per target.

**Safety angles: 90 degrees left/right and top of the backstop**



Course type: SHORT

Scoring: COMSTOCK

**Targets: 5x IPSC**

**Minimum rounds: 10**

Max. stage points: 50

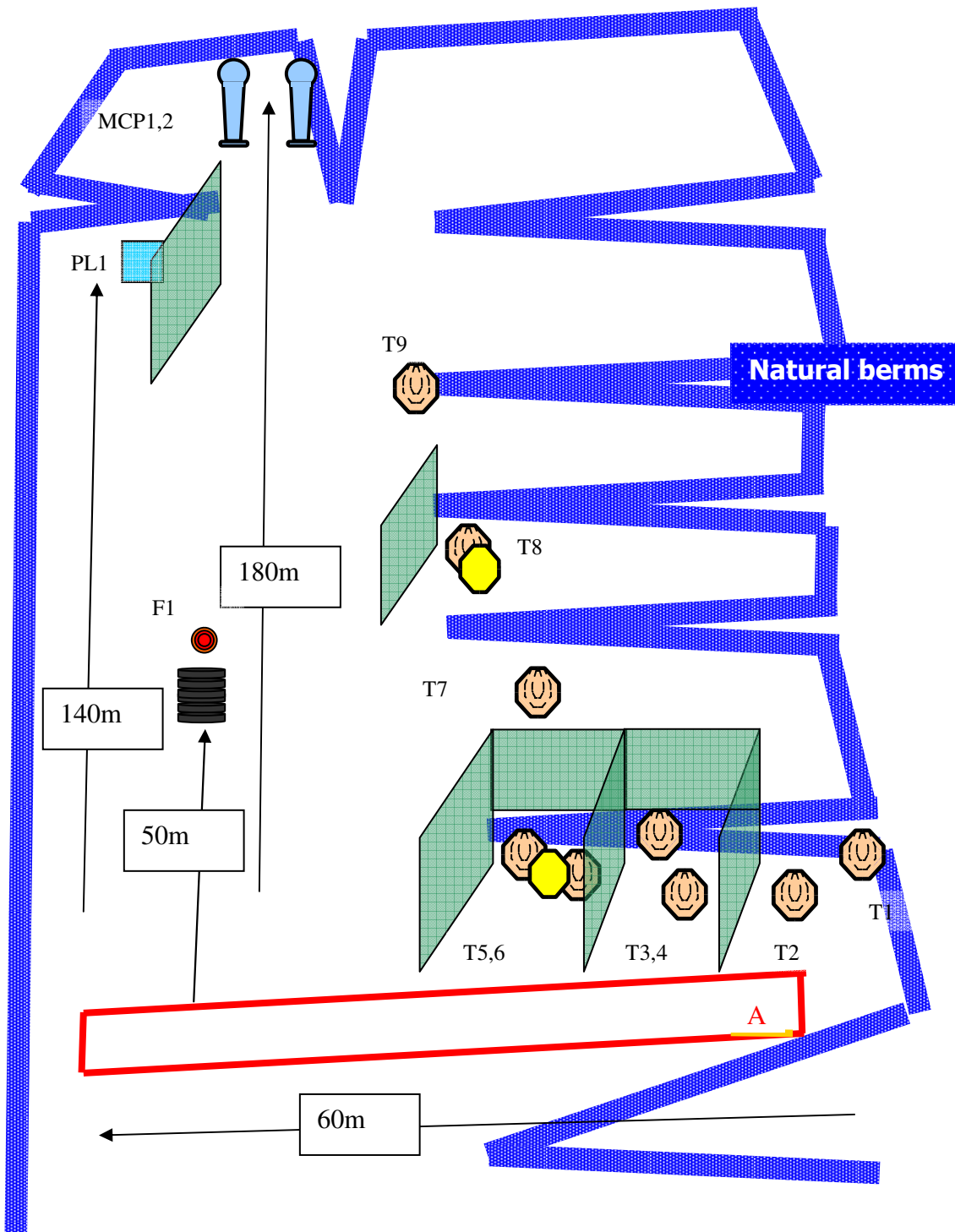
Starting position: Standing relaxed in marked area, one heel touching yellow line.

Gun condition: Unloaded by rule 8.1.1.3.

Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area, scoring two shots per target. Step on the desk activates bobber T1 which remains visible at end of movement.

**Safety angles: 90 degrees left/right and top of the backstop**



Course type: LONG

Scoring: COMSTOCK

**Targets: 9x IPSC, 2x NS, 2x MCP, 1x Plate, 1x Frangible clay**

**Minimum rounds: 22**

Max. stage points: 110

Starting position: Standing relaxed in marked area, one heel touching yellow line.

Gun condition: Loaded by rule 8.1.1.1.

Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area, scoring two shots per target.

**Safety angles: 90 degrees left/right and top of the backstop**