

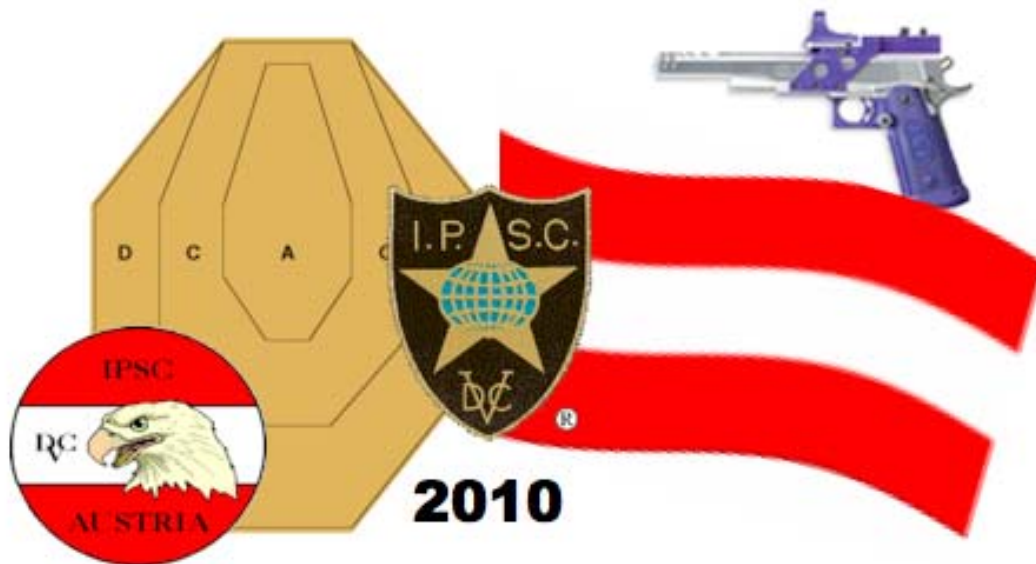


# Sportschützenclub Wien

1030 Wien, Rundweg- Baumgasse 56

Website: [www.s-c-w.net](http://www.s-c-w.net)

# Invitation

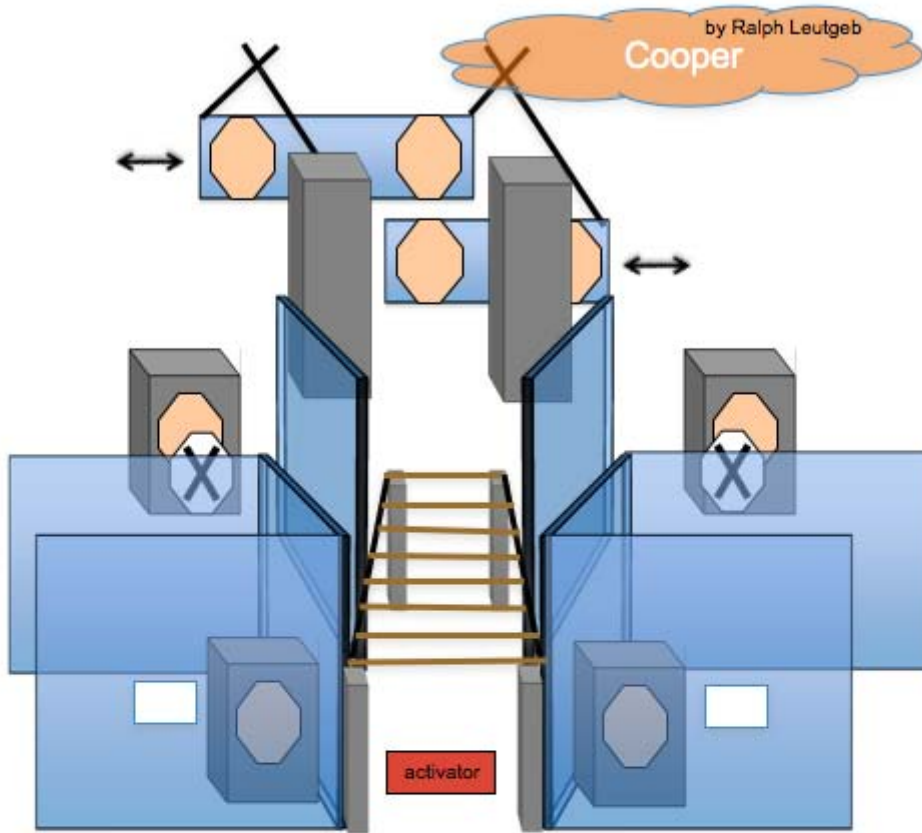


## 2nd International SCW Trophy

(formerly Helmut Schwaiger Trophy)

**Level III sanctioned**

# Keller 1 - Stage 1



Course: Comstock, medium course, min. 16 rounds, max 80 points

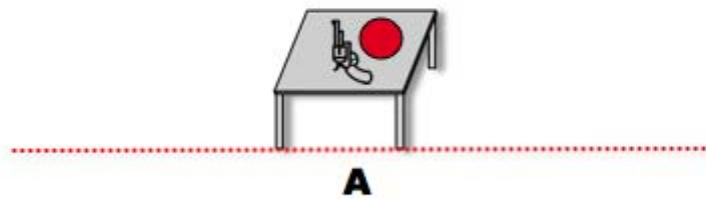
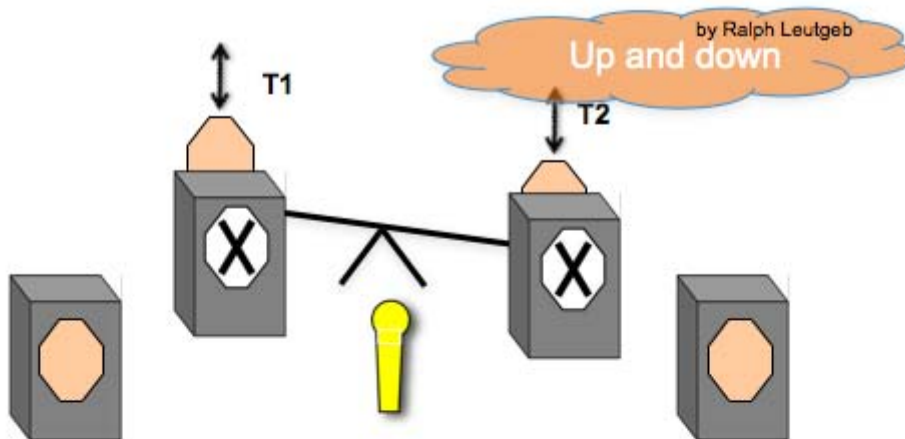
8 paper targets and some No-Shoot targets

Start Pos.: Standing at A, facing downrange, hands relaxed at sides, gun loaded and holstered.

After audible start signal shoot at all targets in any order. Stepping on the red switch will activate the 4 swinging targets which will stay visible. Last shot stops the time.

A	C	D	M	NS	P	Time
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## Keller 1 – Stage 2



Course: Comstock, short course, min. 9 rounds, max 45 points

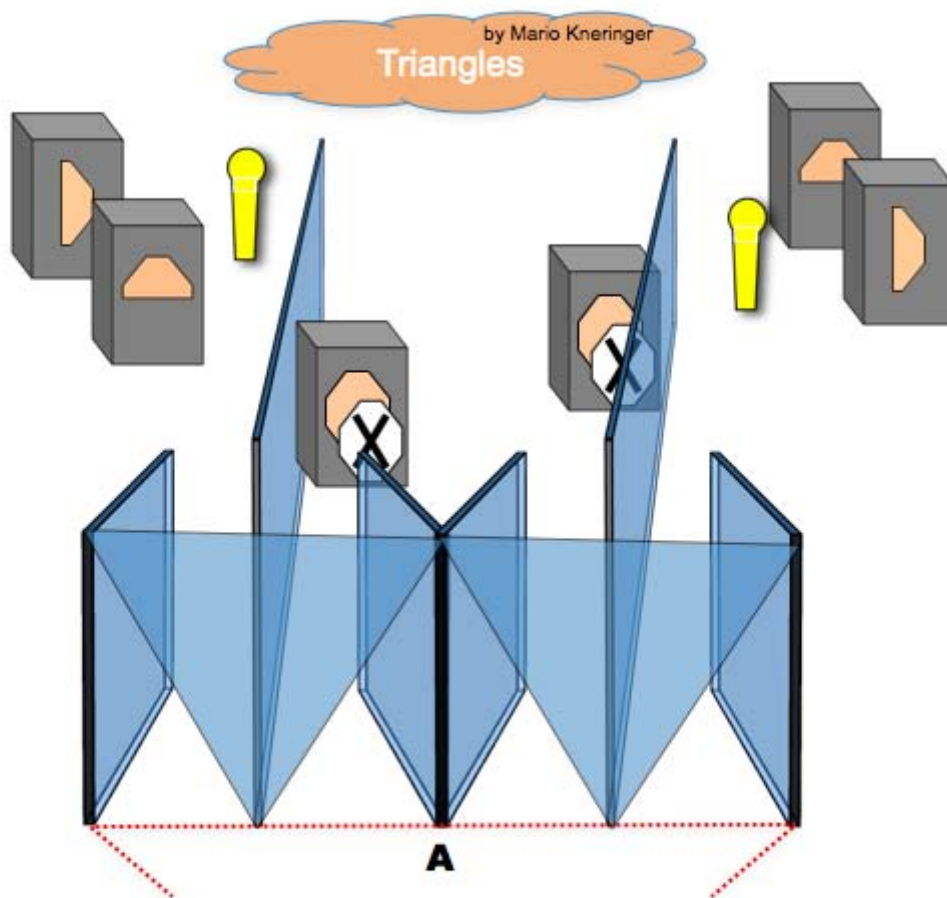
3 paper targets, 1 CP, some No-Shoot targets

Start Pos.: Standing at A, facing downrange, hands relaxed at sides, gun empty on one side of the table, all magazines to be used on the other side on the table.

After audible start signal shoot at all targets in any order. Pushing the red button will activate the moving targets T1 and T2 which will stay visible. Steel must fall to count. Last shot stops the time.

A	C	D	M	NS	P	Time
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## Keller 2 – Stage 3



Course: Comstock, medium course, min. 14 rounds, max 70 points

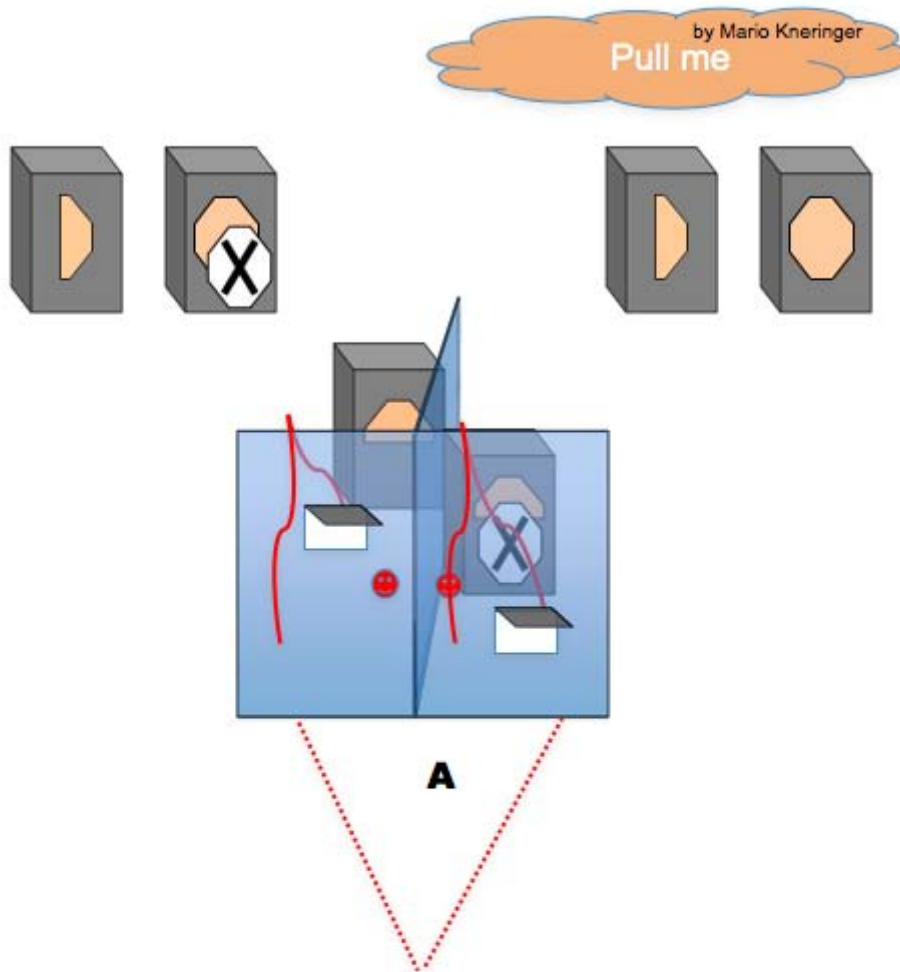
6 paper targets, 2 CP, some No-Shoot targets

Start Pos.: Standing at A, facing uprange, hands relaxed at sides, gun loaded but chamber empty and holstered.

After audible start signal shoot at all targets in any order. Steel must fall to count. Last shot stops the time.

A	C	D	M	NS	P	Time
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## Keller 2 – Stage 4



Course: Comstock, medium course, min. 12 rounds, max 60 points

6 paper targets, some No-Shoot targets

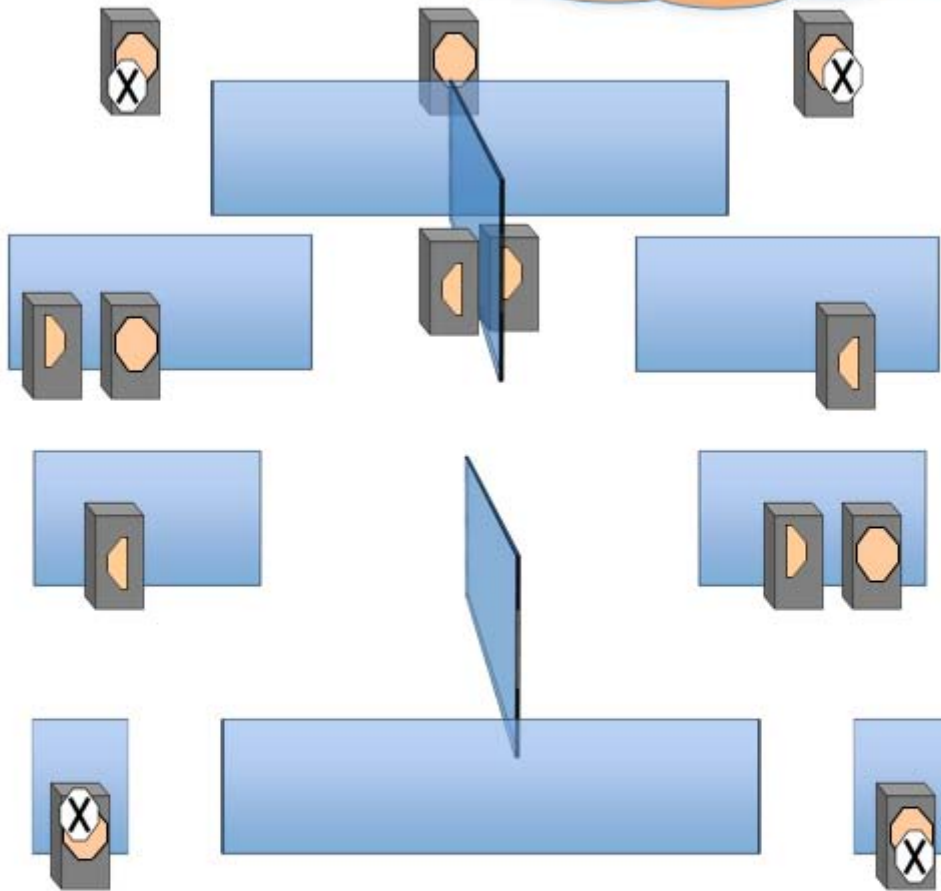
Start Pos.: Standing at A, facing downrange, hands at the red marks, gun in ready condition and holstered.

After audible start signal shoot at all targets in any order. While pulling the rope the window will open. Last shot stops the time.

A	C	D	M	NS	P	Time
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# Keller 3 – Stage 5

by Ralph Leutgeb  
Where to go



Course: Comstock long course, min. 26 rounds, max 130 points

**A**

13 paper targets and some No-Shoot targets

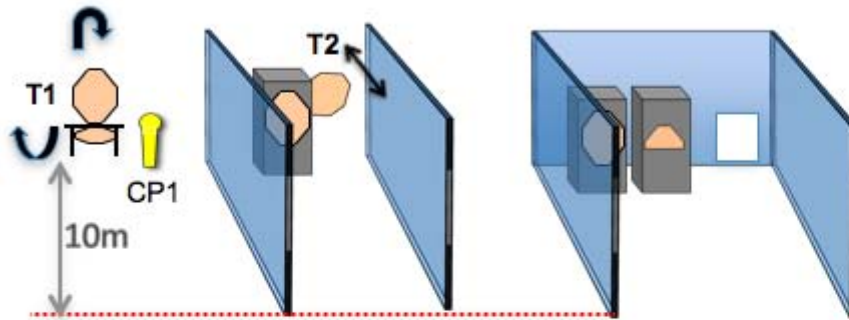
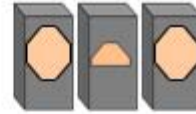
Start Pos.: Standing anywhere at A, heels touching the line, facing downrange, hands relaxed at sides, gun in ready condition and holstered.

After audible start signal shoot at all targets in any order. Last shot stops the time.

A	C	D	M	NS	P	Time
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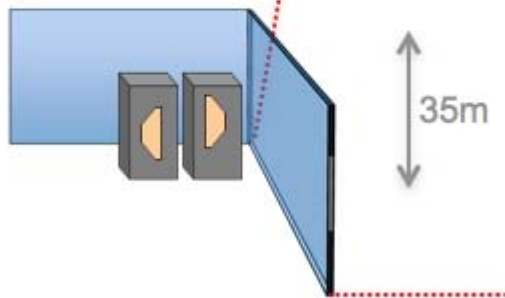
# Keller 4 – Stage 6

Far away by Mario Kneringer



Course: Comstock long course, min. 31 rounds, max 155 points  
 15 paper targets, 1 CP and some No-Shoot targets  
 Start Pos.: Standing at A, facing downrange, hands relaxed at sides, gun in ready condition and holstered.

After audible start signal shoot at all targets in any order. CP1 will hide 1 target and reveal another at T1 and will activate swinger T2. Steel must fall to count. Last shot stops the time.

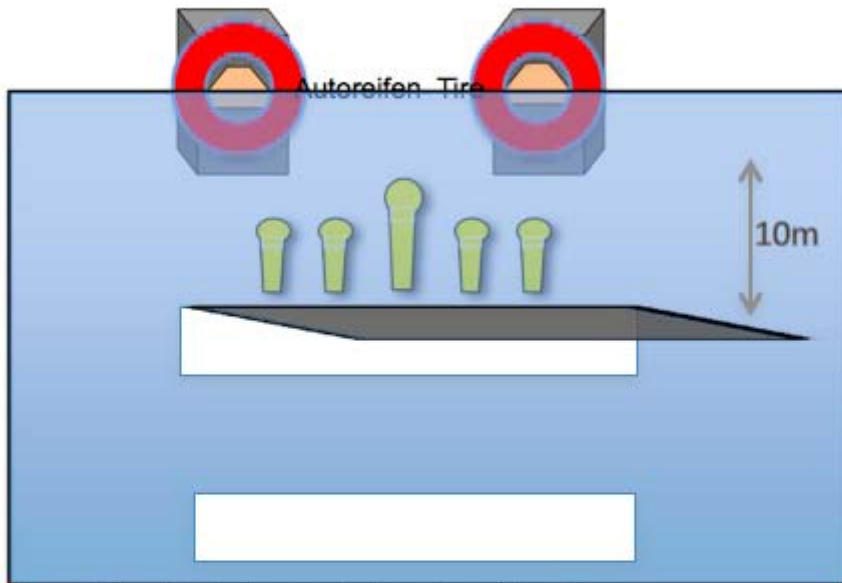


**A**

A	C	D	M	NS	P	Time
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# Keller 4 – Stage 7

by Mario Kneringer  
Fast enough



Course: Comstock short course, min. 9 rounds, max 45 points  
2 paper targets, 4 mini CP, 1 CP and some No-Shoot targets

Start Pos: Standing at A, facing downrange, hands relaxed at sides, gun loaded but chamber empty on the table

After audible start signal shoot at all targets in any order. Removing the gun from the table will activate a switch - after 7 seconds the upper window will close. The paper targets are partly covered with tires. Last shot stops the time.



**A**

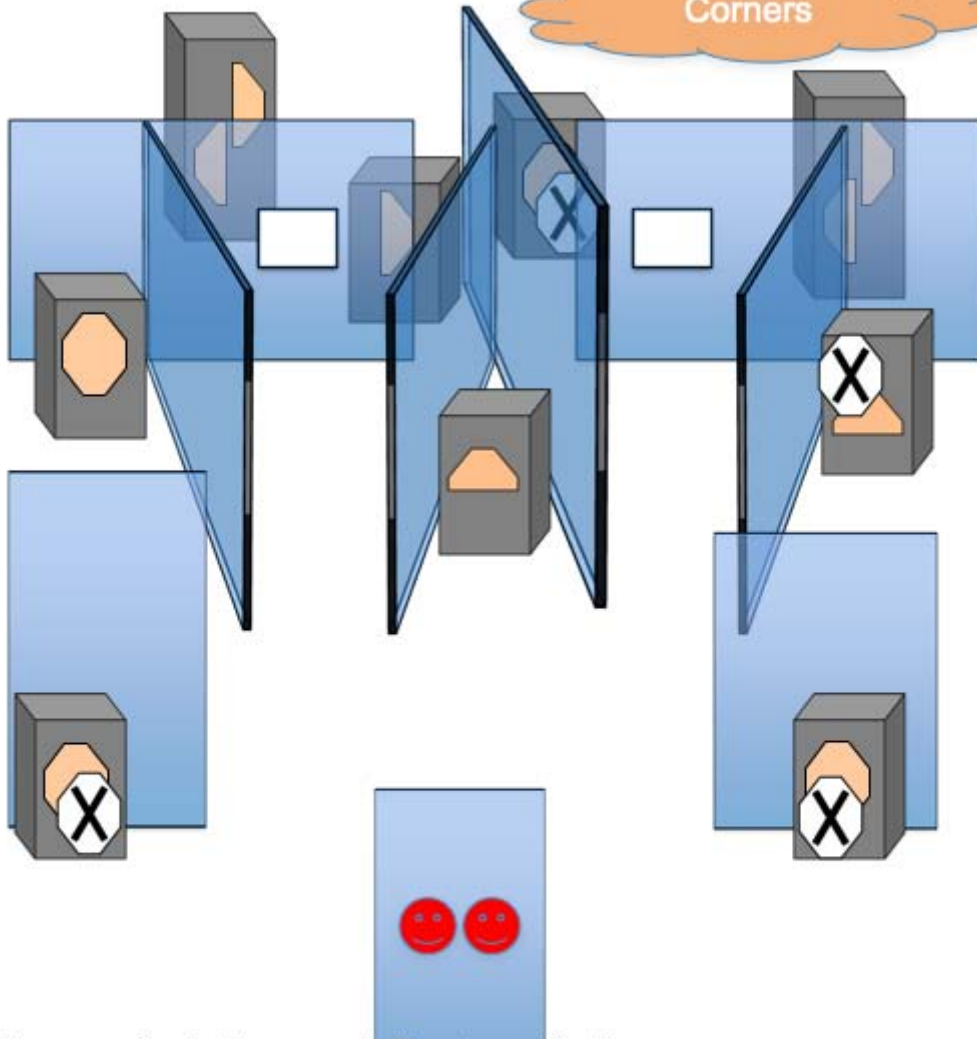
A	C	D	M	NS	P	Time
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# Keller 5 – Stage 8

by Mario Kneringer

Corners



Course: Comstock long course, min. 22 rounds, max 110 points  
11 paper targets and some No-Shoot targets

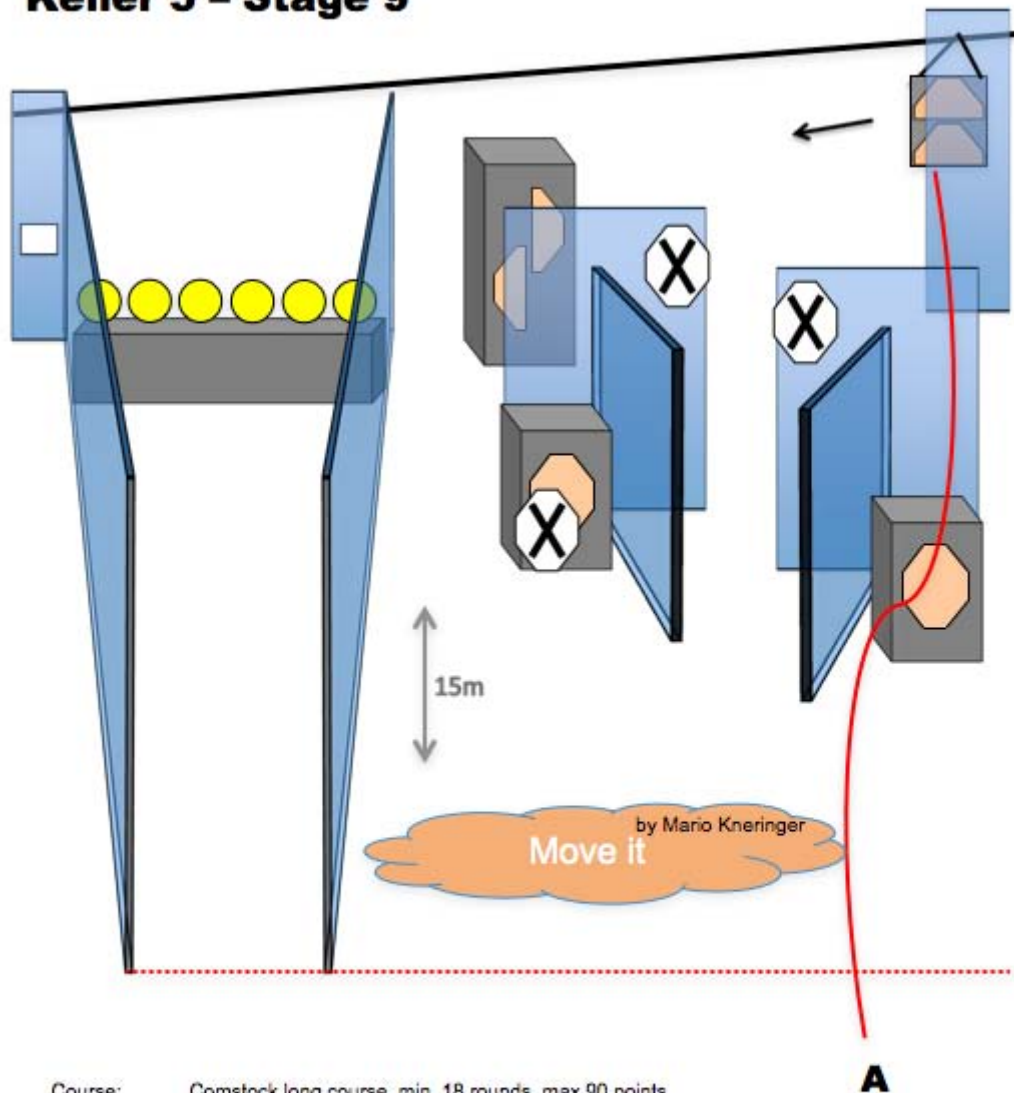
Start Pos.: Standing at A, facing downrange, hands on marks, gun in ready condition and holstered.

**A**

After audible start signal shoot at all targets in any order. Last shot stops the time.

A	C	D	M	NS	P	Time
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## Keller 5 – Stage 9



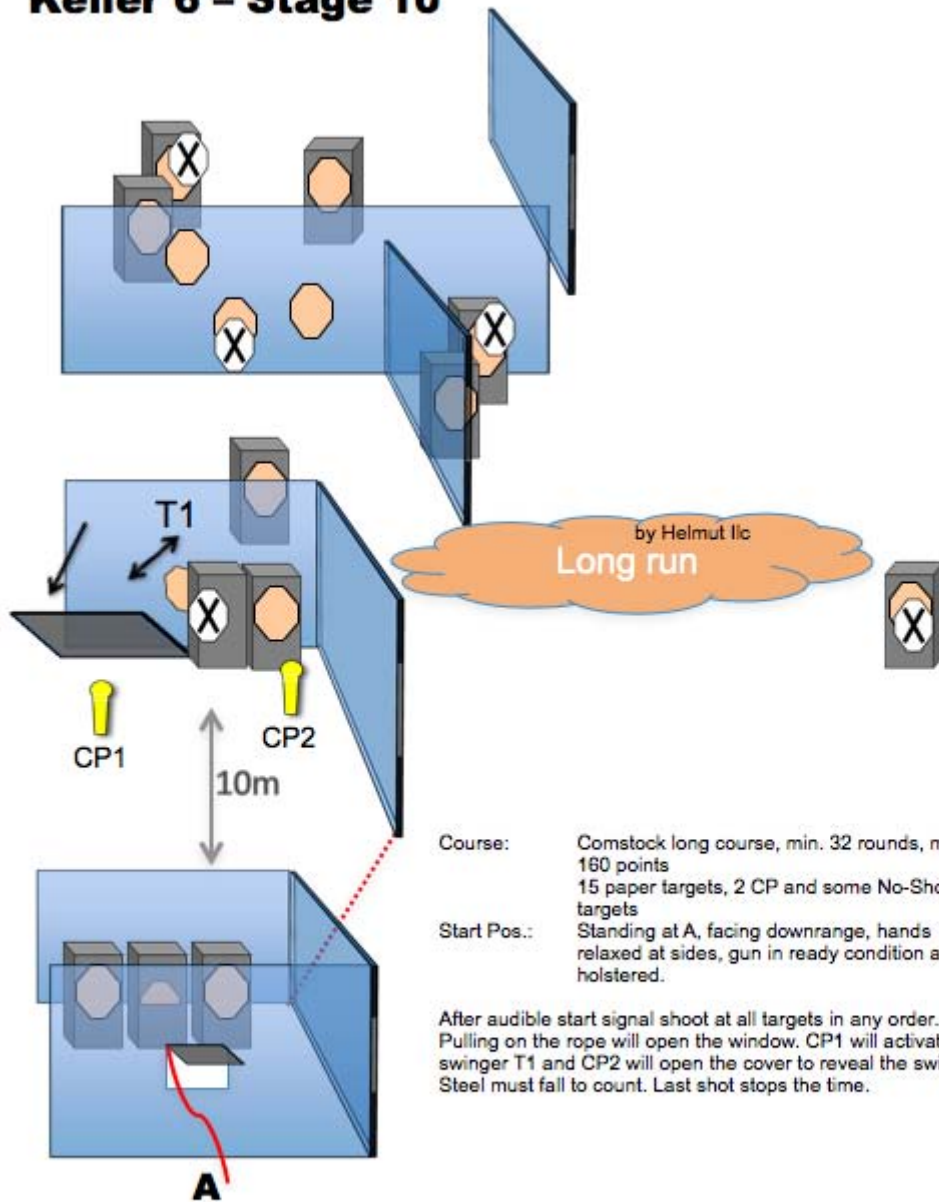
**Course:** Comstock long course, min. 18 rounds, max 90 points  
6 paper targets, 6 plates and some No-Shoot targets

**Start Pos.:** Standing at A, facing downrange, weak hand relaxed at side, strong hand holding the rope, gun in ready condition and holstered.

After audible start signal shoot at all targets in any order. Pulling on the rope will activate the moving target which will stay visible. Steel must fall to count. Last shot stops the time.

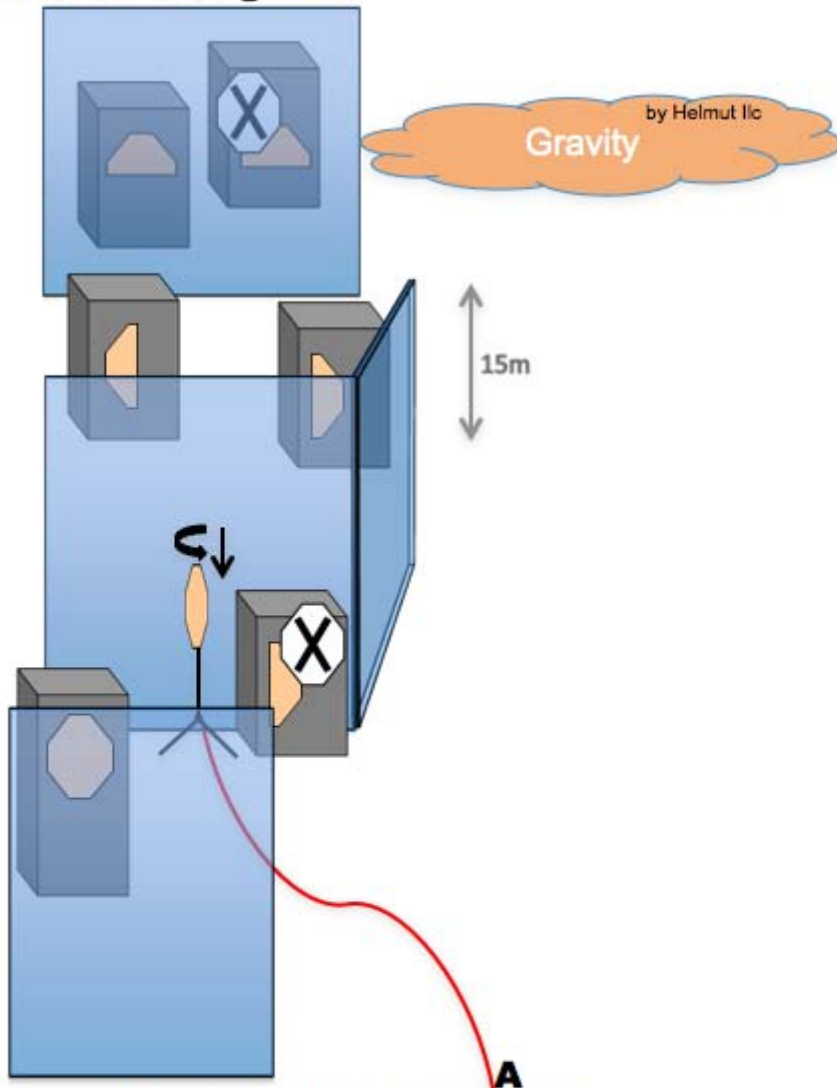
A	C	D	M	NS	P	Time
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# Keller 6 – Stage 10



A	C	D	M	NS	P	Time
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## Keller 6 – Stage 11



Course: Comstock medium course, min. 14 rounds, max 70 points  
7 paper targets and some No-Shoot targets

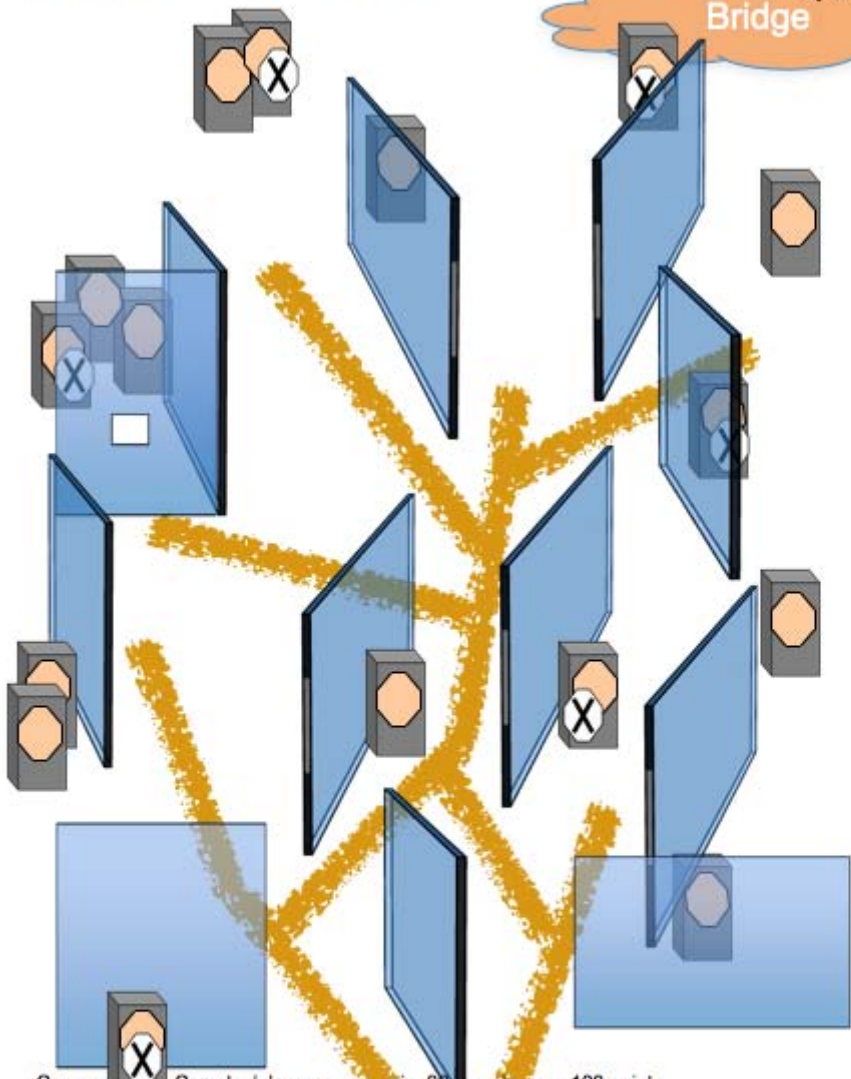
Start Pos.: Standing at A, facing downrange, hands relaxed at sides, gun in ready condition and holstered.

After audible start signal shoot at all targets in any order. Pulling on the rope will activate the gravity turner which is a bonus target. Last shot stops the time.

A	C	D	M	NS	P	Time
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# Keller 7 - Stage 12

Bridge by Mario Kneringer



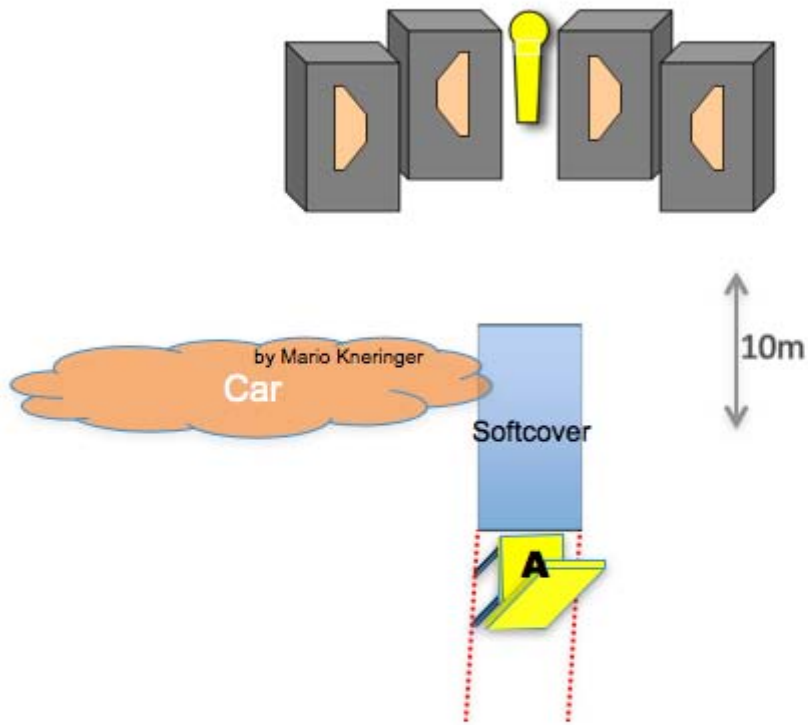
Course: Comstock long course, min. 32 pounds, max 160 points  
 16 paper targets and some No-Shoot targets  
 Start Pos.: Standing at A, facing downrange, hands relaxed at sides, gun in ready condition and holstered.

**A**

After audible start signal shoot at all targets in any order. You have to stand on the wooden posts while shooting (on both sides of the posts will be faultlines). Last shot stops the time.

A	C	D	M	NS	P	Time
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## Keller 7 – Stage 13



Course: Comstock short course, min. 9 rounds, max 45 points

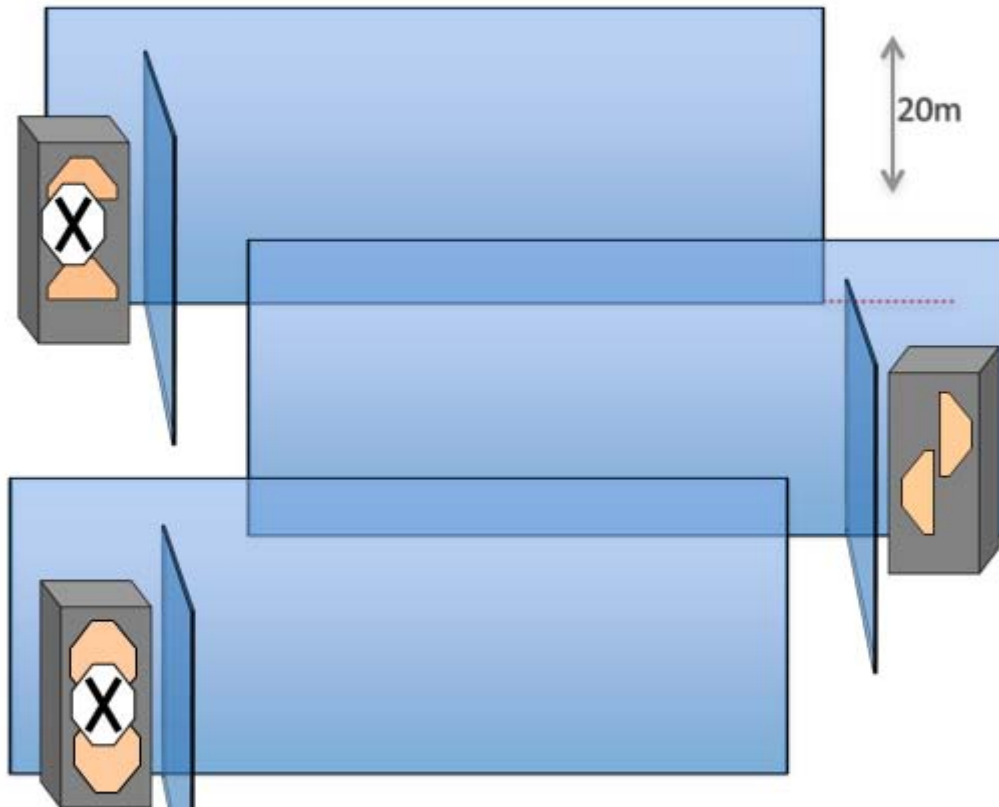
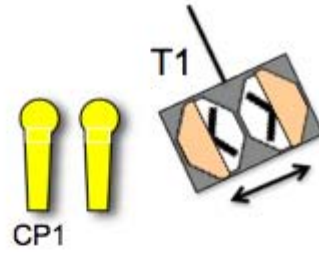
4 paper targets and 1 CP

Start Pos.: Sitting at A, facing downrange, hands on knees, gun empty on a board in front of the shooter.

After audible start signal shoot at all targets in any order. The Wall is Softcover. Last shot stops the time.

A	C	D	M	NS	P	Time
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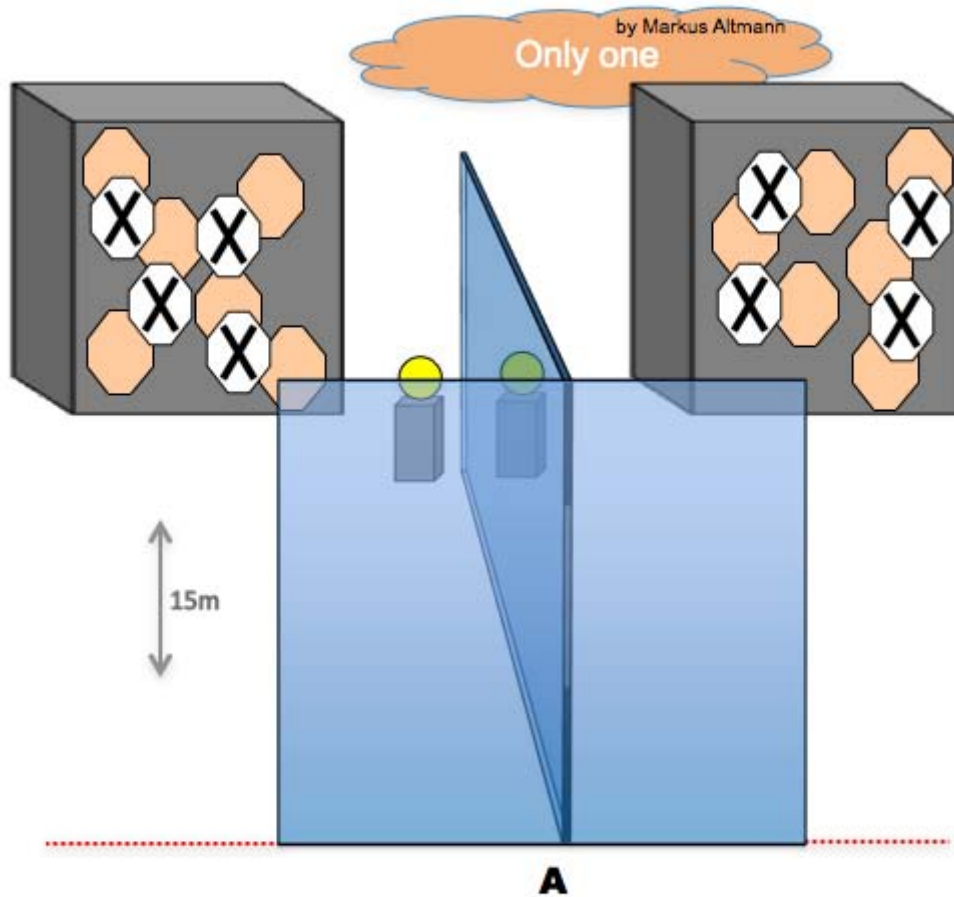
# Keller 8 – Stage 14



Course: Comstock long course, min. 18 rounds, max 90 points  
 8 paper targets, 2 CP and some No-Shoot targets  
 Start Pos.: Standing at A, facing downrange, hands relaxed at sides, gun loaded but chamber empty and holstered.  
**A**  
 After audible start signal shoot at all targets in any order. CP1 will activate T1 which will stay visible. Steel must fall to count. Last shot stops the time.

A	C	D	M	NS	P	Time
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## Keller 8 – Stage 15



Course: Comstock medium course, min. 14 rounds, max 70 points

12 paper targets, 2 plates and some No-Shoot targets

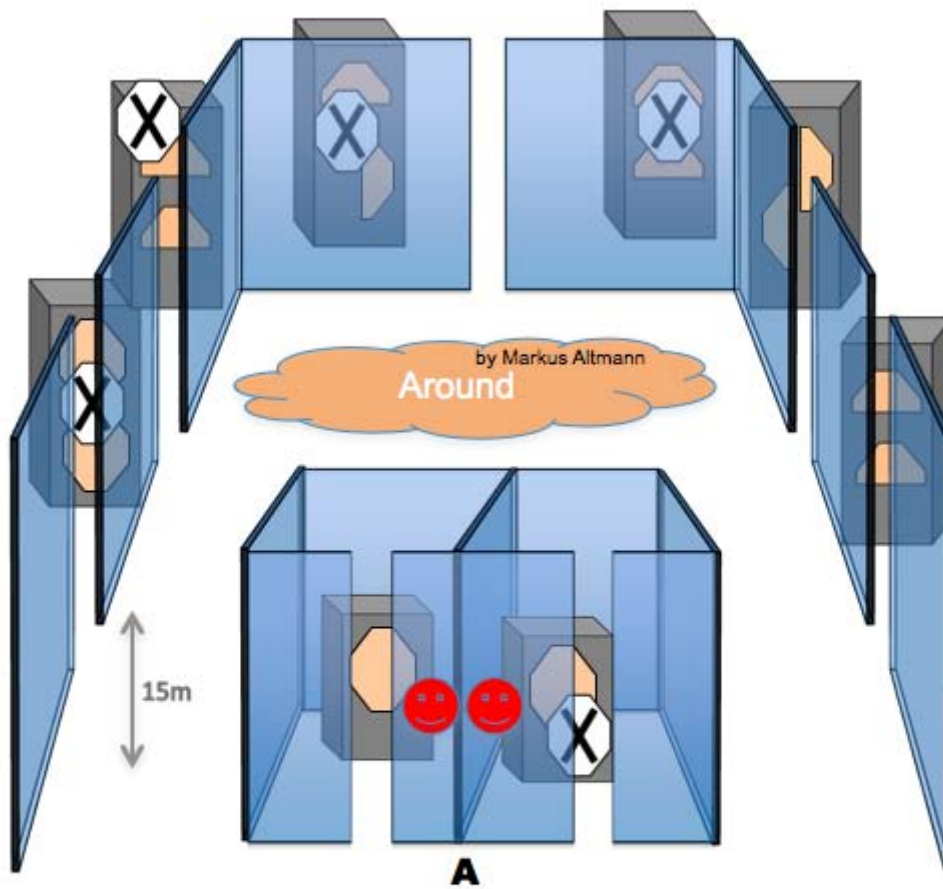
Start Pos.: Standing at A, facing downrange, hands relaxed at sides, gun in ready condition and holstered.

After audible start signal shoot at all targets in any order. On paper targets only 1 hit per target will be scored. Steel must fall to count. Last shot stops the time.

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## Keller 9 – Stage 16



Course: Comstock long course, min. 28 rounds, max 140 points

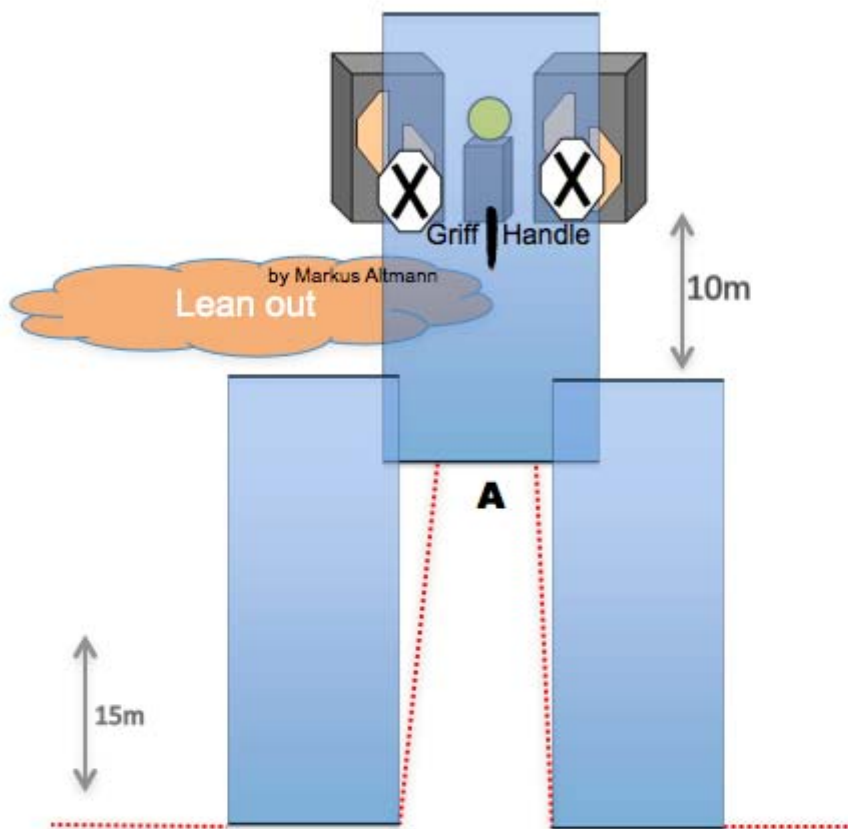
14 paper targets, some No-Shoot targets

Start Pos.: Standing at A, facing downrange, hands on marks, gun in ready condition and holstered.

After audible start signal shoot at all targets in any order. Last shot stops the time.

A	C	D	M	NS	P	Time
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## Keller 9 – Stage 17



Course: Comstock short course, min. 9 rounds, max 45 points  
 4 paper targets, 1 plate and some No-Shoot targets  
 Start Pos.: Standing at A, facing downrange, hands relaxed at sides, gun in ready condition and holstered.

After audible start signal shoot at all targets in any order. The handle enables you to lean out. Steel must fall to count. Last shot stops the time.

A	C	D	M	NS	P	Time
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