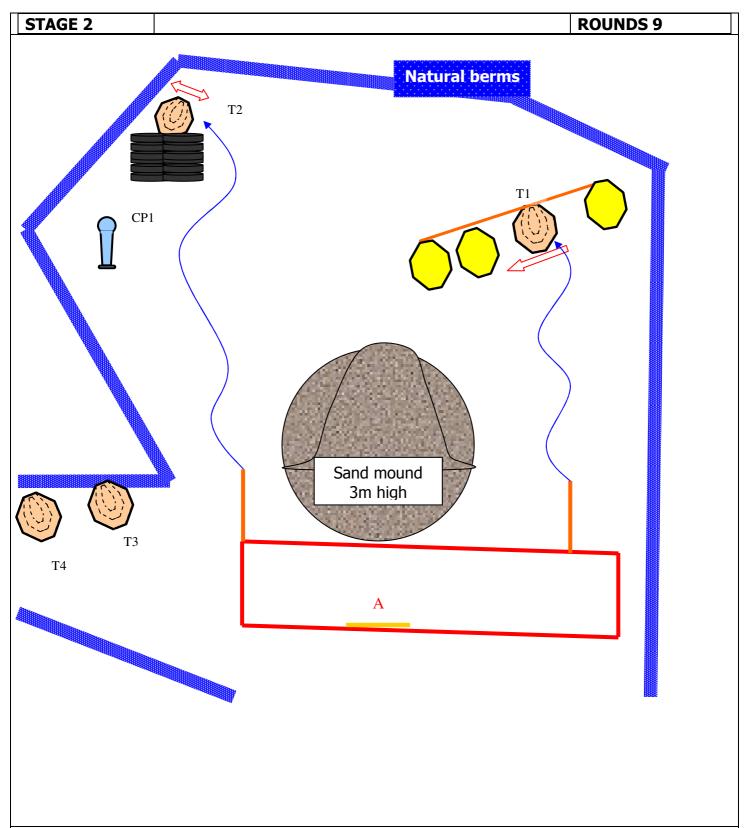


Targets: 8x IPSC, 1x NS Minimum rounds: 16 Max. stage points: 80

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

Gun condition: Loaded and holstered Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area.



Course type: SHORT Scoring: COMSTOCK

Targets: 4x IPSC, 1x CP, 3x NS

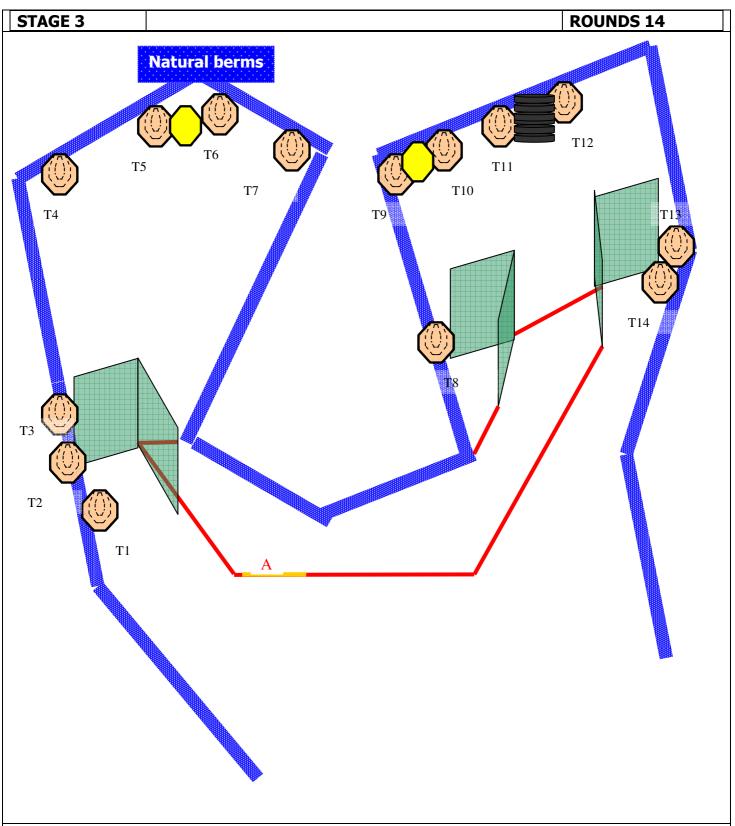
**Minimum rounds: 9** Max. stage points: 45

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

Gun condition: Loaded and holstered Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area. Pulling the ropes activates moving target

T1 and bobber T2. Targets remains visible at end of movement.

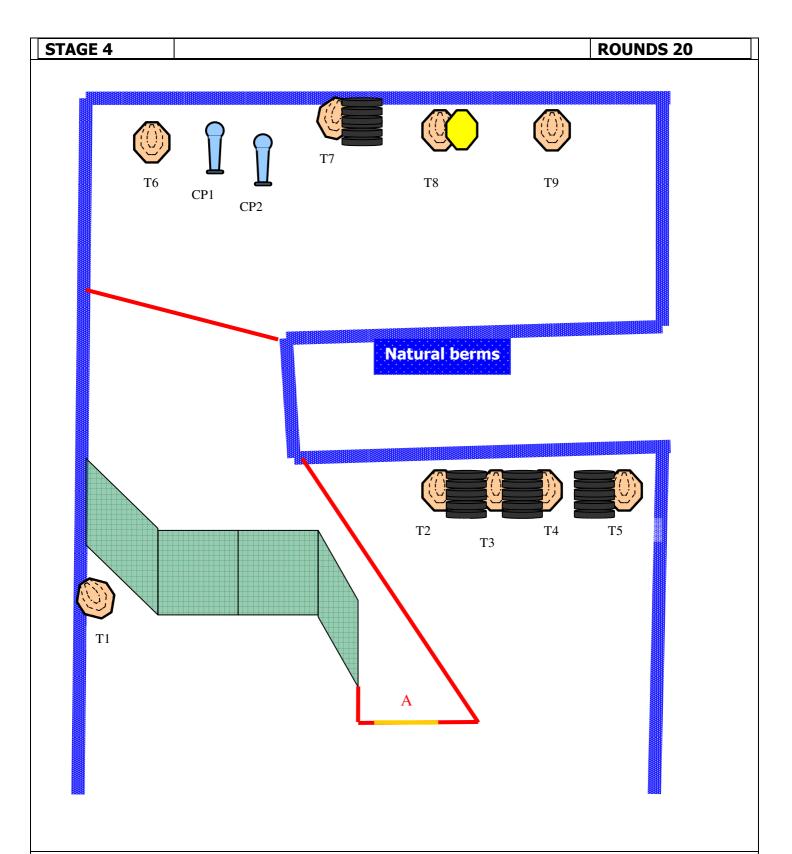


Targets: 14x IPSC, 2x NS Minimum rounds: 14 Max. stage points: 70

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

Gun condition: Loaded and holstered Start: Audible signal / Stop: Last shot

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



Targets: 9x IPSC, 2x CP, 1x NS

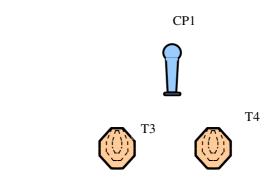
**Minimum rounds: 20** Max. stage points: 100

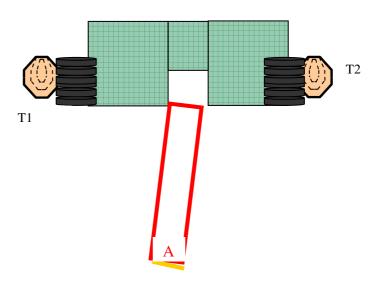
Starting position: Standing relaxed in marked area, one heel touching yellow line.

Gun condition: Loaded and holstered. Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area.

STAGE 5 ROUNDS 9





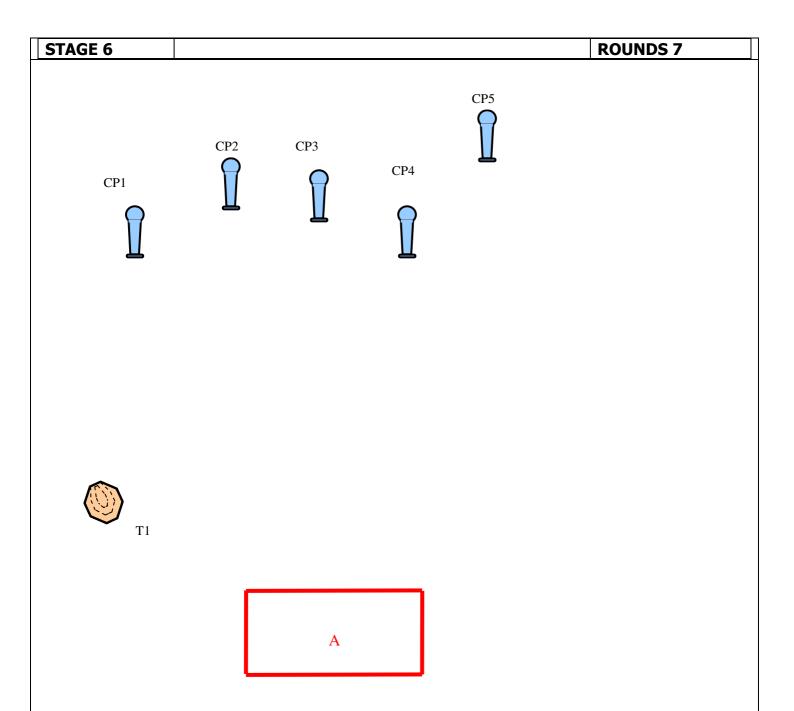
Course type: SHORT Scoring: COMSTOCK Targets: 4x IPSC, 1x CP Minimum rounds: 9 Max. stage points: 45

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

Gun condition: Loaded but chamber empty and holstered

Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area.



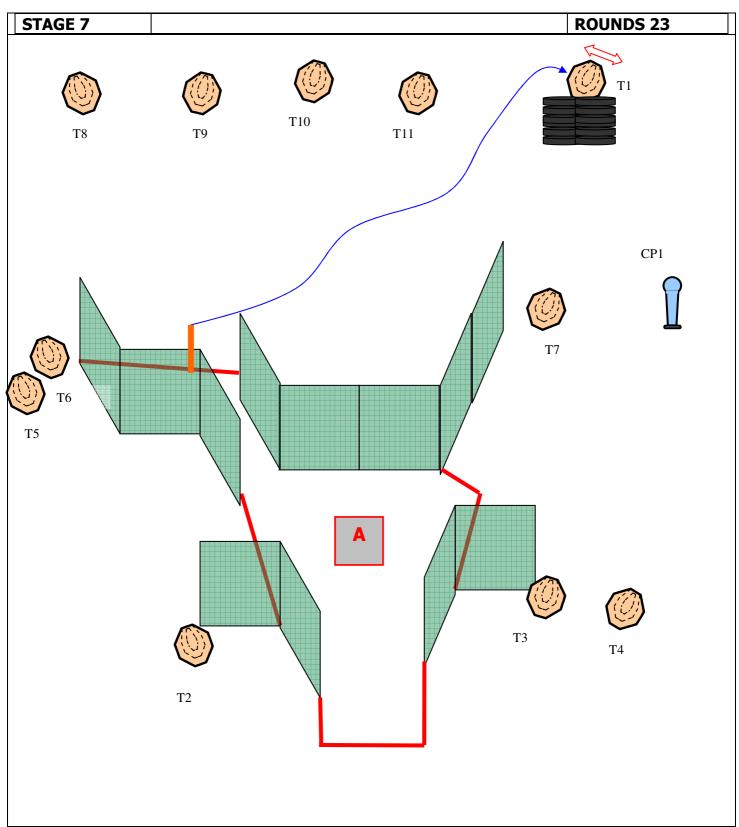
Course type: SHORT Scoring: COMSTOCK Targets: 1x IPSC, 5x CP Minimum rounds: 7

Max. stage points: 35

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

Gun condition: Empty and holstered Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area.



Course type: LONG Scoring: COMSTOCK

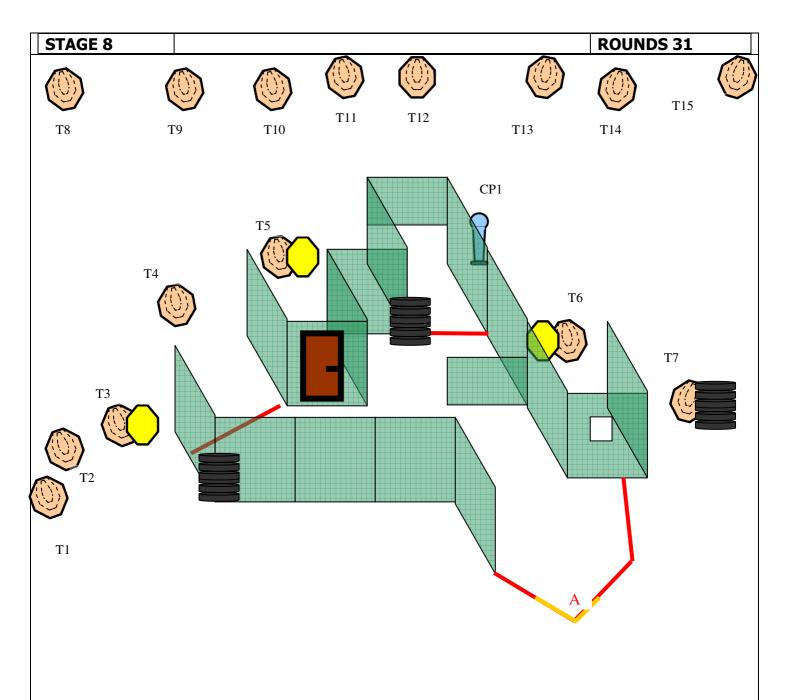
Targets: 11x IPSC, 1x CP Minimum rounds: 23 Max. stage points: 115

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

Gun condition: Loaded and holstered. Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area. Pulling the rope activates bobber T1,

which remains visible at end of movement.



Course type: LONG Scoring: COMSTOCK

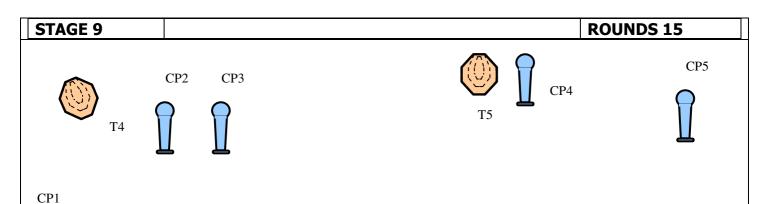
Targets: 15x IPSC, 1x CP, 3x NS

**Minimum rounds: 31** Max. stage points: 155

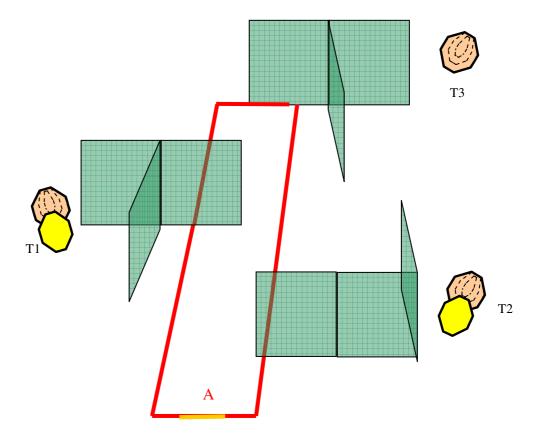
Starting position: Standing relaxed in marked area, one heel touching yellow line.

Gun condition: Loaded and holstered. Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area.







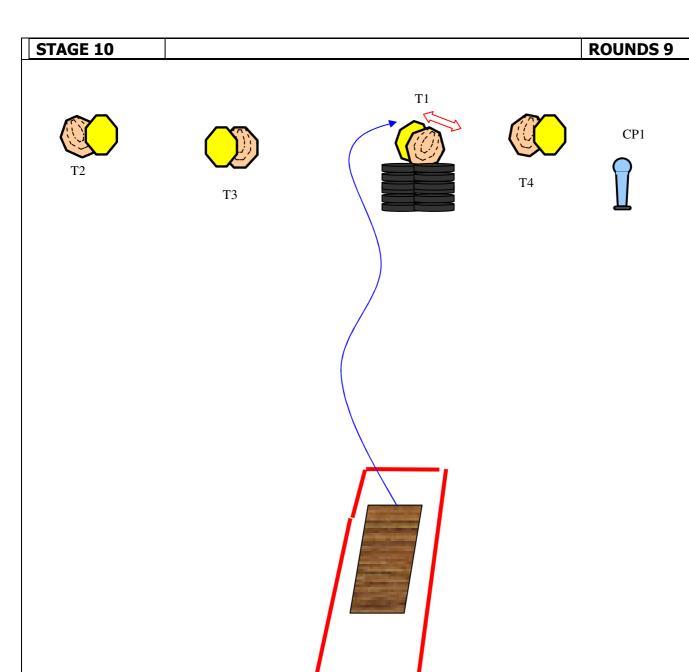
Targets: 5x IPSC, 5x CP, 2x NS

**Minimum rounds: 15** Max. stage points: 75

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

Gun condition: Loaded and holstered Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area.



Course type: SHORT Scoring: COMSTOCK

Targets: 4x IPSC, 1x CP, 4x NS

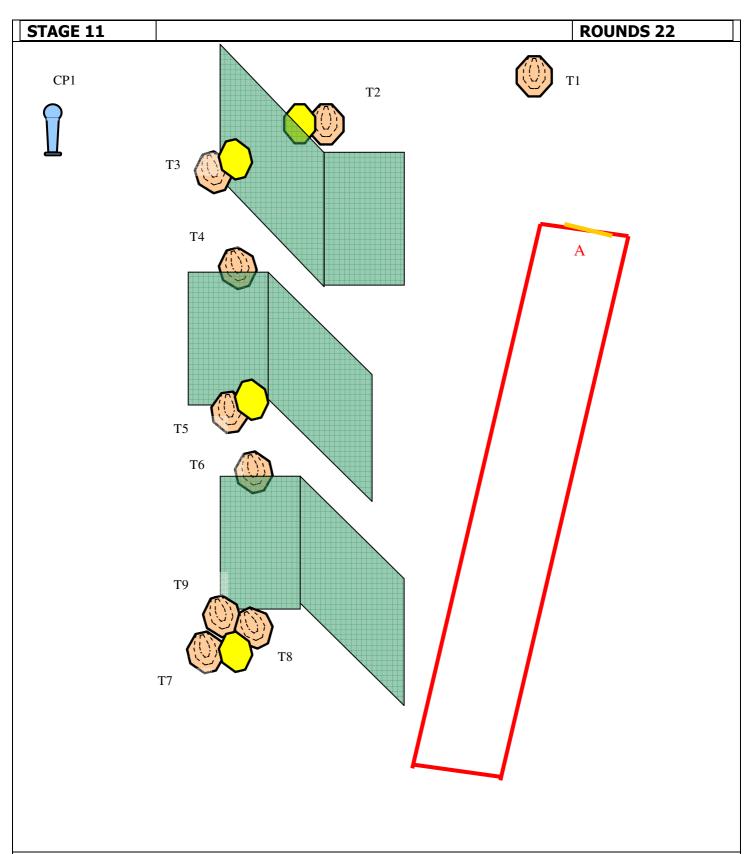
**Minimum rounds: 9** Max. stage points: 45

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

Gun condition: Loaded and holstered 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.



Course type: LONG Scoring: COMSTOCK

Targets: 9x IPSC, 4x NS, 1x CP

Minimum rounds: 19 Max. stage points: 95

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

Gun condition: Loaded and holstered. Start: Audible signal / Stop: Last shot

Procedure: After start signal, freestyle within marked area.