

STAGE# 1 10 ROUNDS

Barricade

Comstock 1 STRINGS 1

0 PAPER 10 STEEL

Start Position

Standing behind barricade, gun loaded safety on or gun loaded action open, held at low ready.

PROCEDURE:

At signal engage the 5 steel targets on the left side using the top of the barricade as support. Then change to the middle or low port and engage the 5 steel targets on the right side.

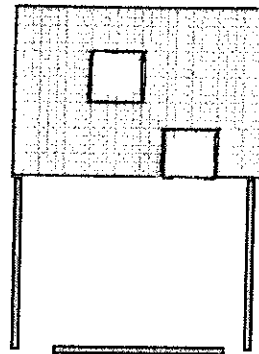
All targets are one shot each hit or miss.
There is no penalty for a miss.

Time limit is 90 seconds.

STAGE SETUP NOTES:



25 yds



STAGE# 1 10 ROUNDS

The Ladder

Fixed Time STRINGS 1

0 PAPER 10 STEEL

Other:

Gun loaded action open, standing in box in front of the ladder.

Time limit is 90 seconds.

PROCEDURE:

At signal engage the 5 targets with one round each, hit or miss, using a ladder wrung as support. Rifle or rifle support (bag) must be resting on the ladder wrung.

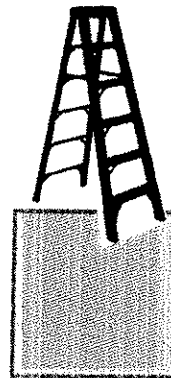
Then change to a different wrung and reengage the 5 targets with one round each hit or miss.

No penalty for a miss.

TIME LIMIT 90 SECONDS

STAGE SETUP NOTES:

○ ○ ○ ○ ○ 30 yds



STAGE# 1 10 ROUNDS

Tank Trap

Comstock STRINGS 1

0 PAPER 10 STEEL

Other:

Standing behind the Tank Trap, gun loaded, action open or safety on.
Gun at low ready.

PROCEDURE:

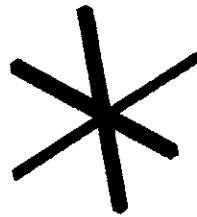
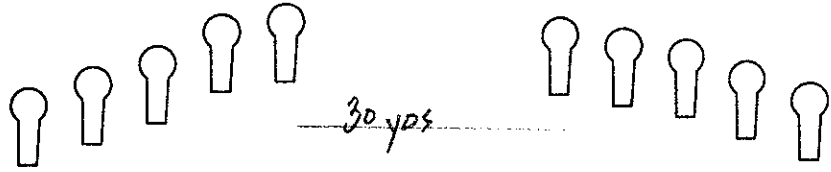
At the signal move to the tank trap. using the tank trap as support engage 5 steel targets on the left. Change to a different position using the tank trap as support. Engage the 5 steel targets on the right.

All targets are one round each hit or miss.

No penalty for a missed shot.

Time limit 90 seconds.

STAGE SETUP NOTES:



STAGE# 1 10 ROUNDS

Tired

Comstock STRINGS 1

0 PAPER 10 STEEL

Start Position

Gun loaded safety on or action open. Shooter is in the prone position.

PROCEDURE:

At the signal engage the 10 steel targets with one round each hit or miss. All shots must pass through the tire opening.

All targets are one shot each hit or miss.

No penalty for a miss.

Time limit 60 seconds.

STAGE SETUP NOTES:

30 yds



30 yds

