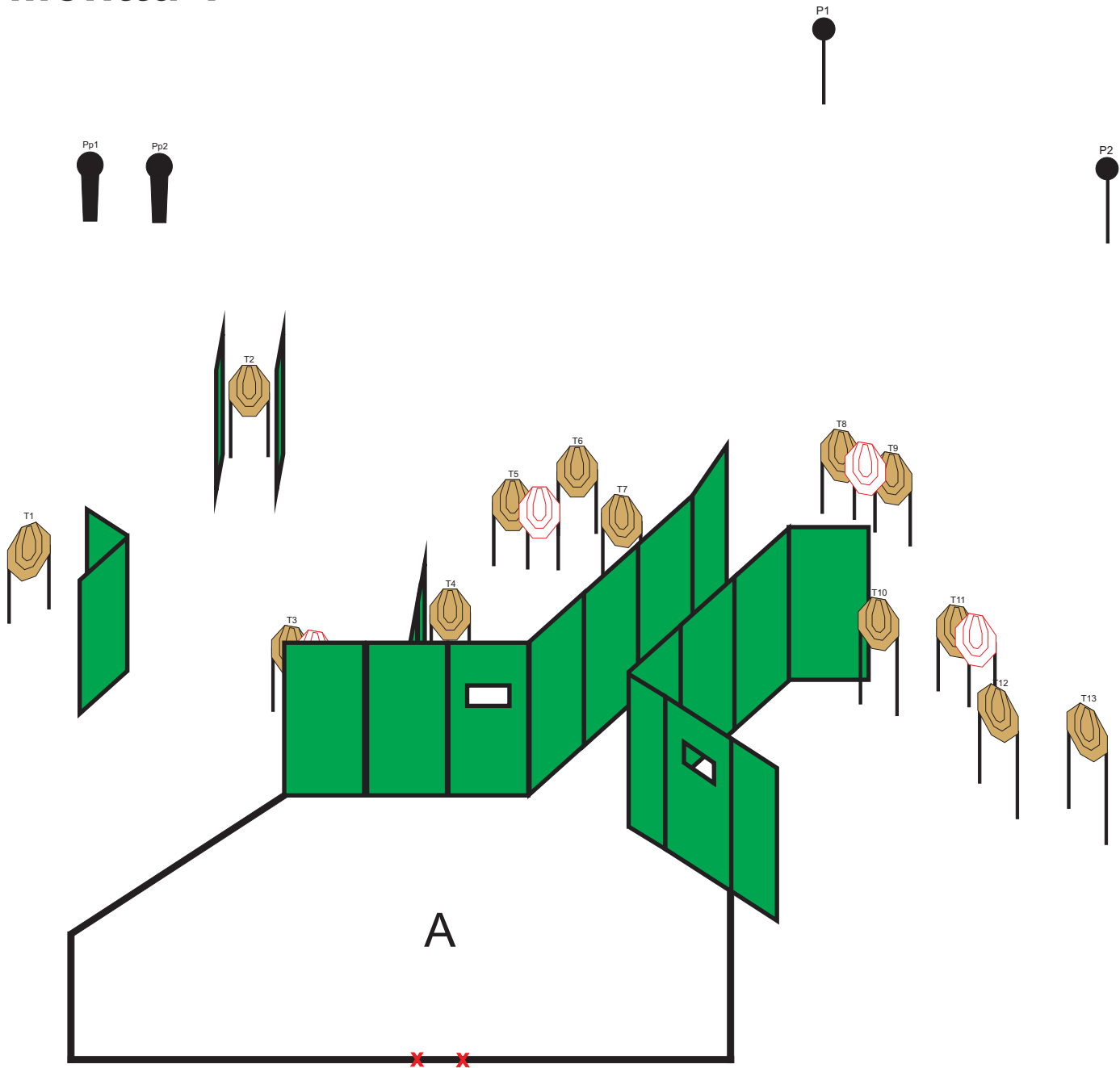
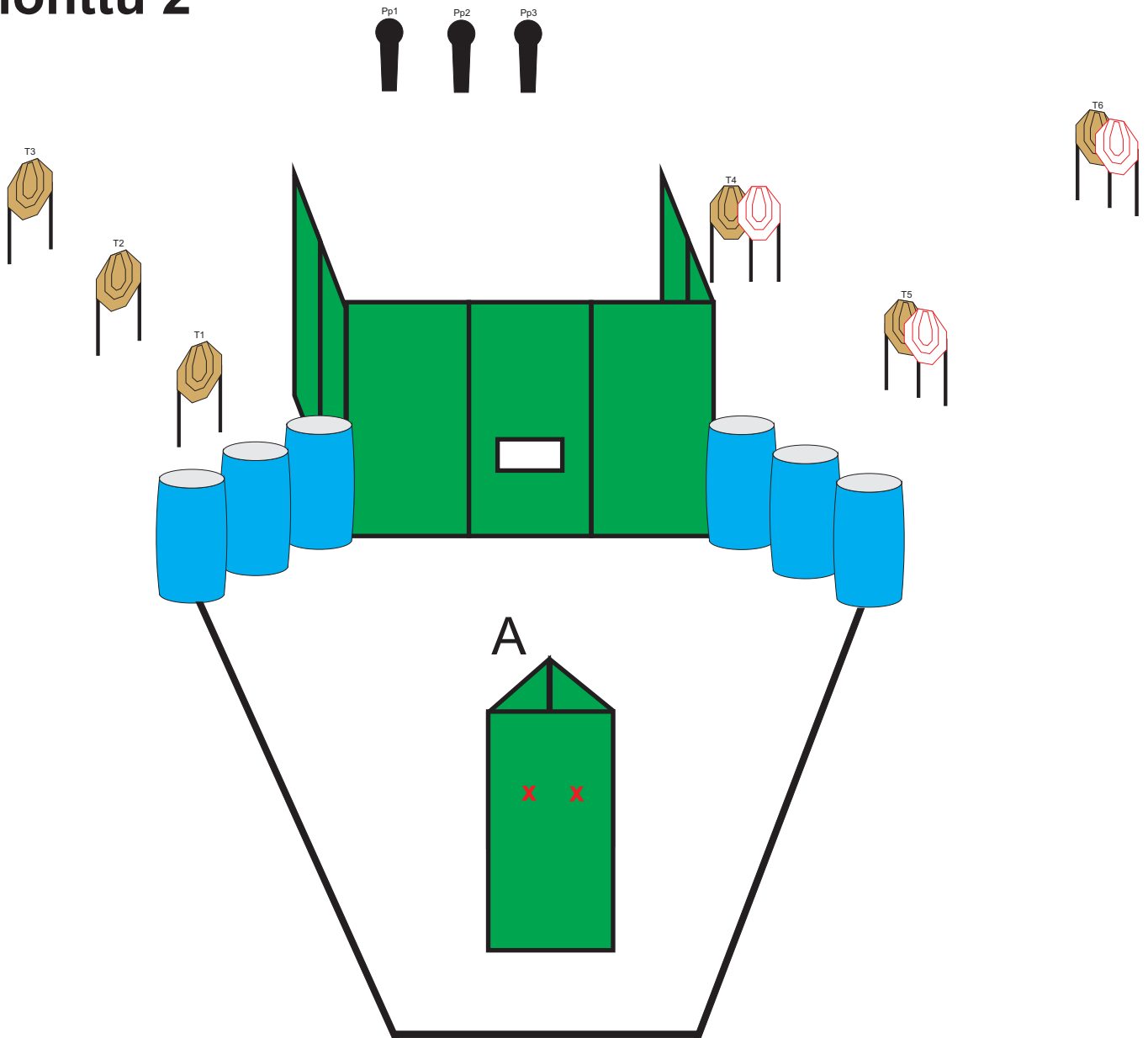


Monttu 1



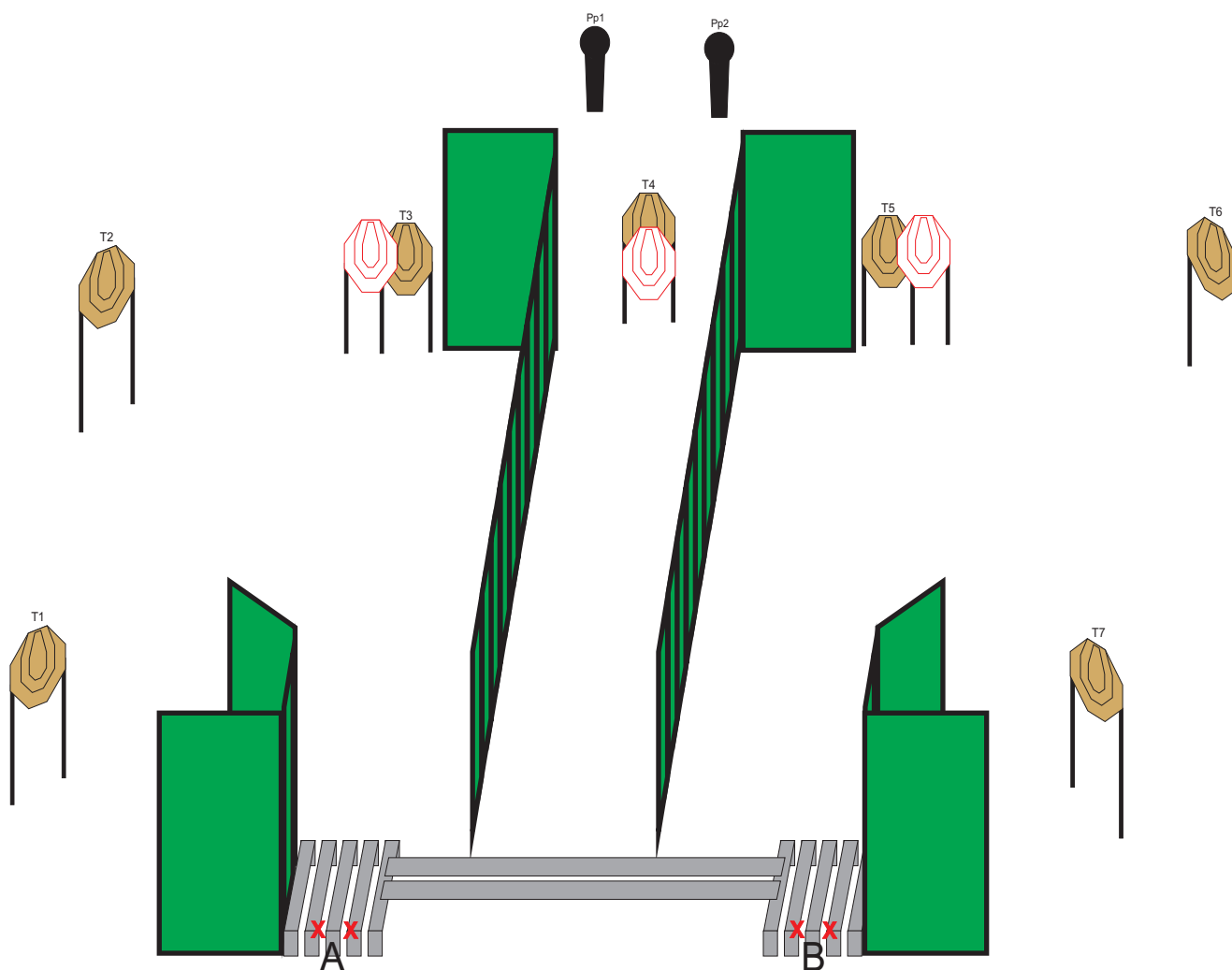
Stage number	1
Stage name	kill bill
Type of scoring	Comstock
Course of Fire Type	Long Course
Targets	13 classic targets, 2 pepper popper, 2 plate and 4 N/S
Possible points	160
Distances	2-15m
Minimum round	32
Start position	Standing relaxed in Area A, facing downrange with both hands relaxed by sides. Both feet touching the marks on the ground at starting place.
Starts	On audible signal
Stops	Last shot
Penalties	As per current edition IPSC rules
Stage procedure	On the signal, draw and shoot all targets from Area A.

Monttu 2



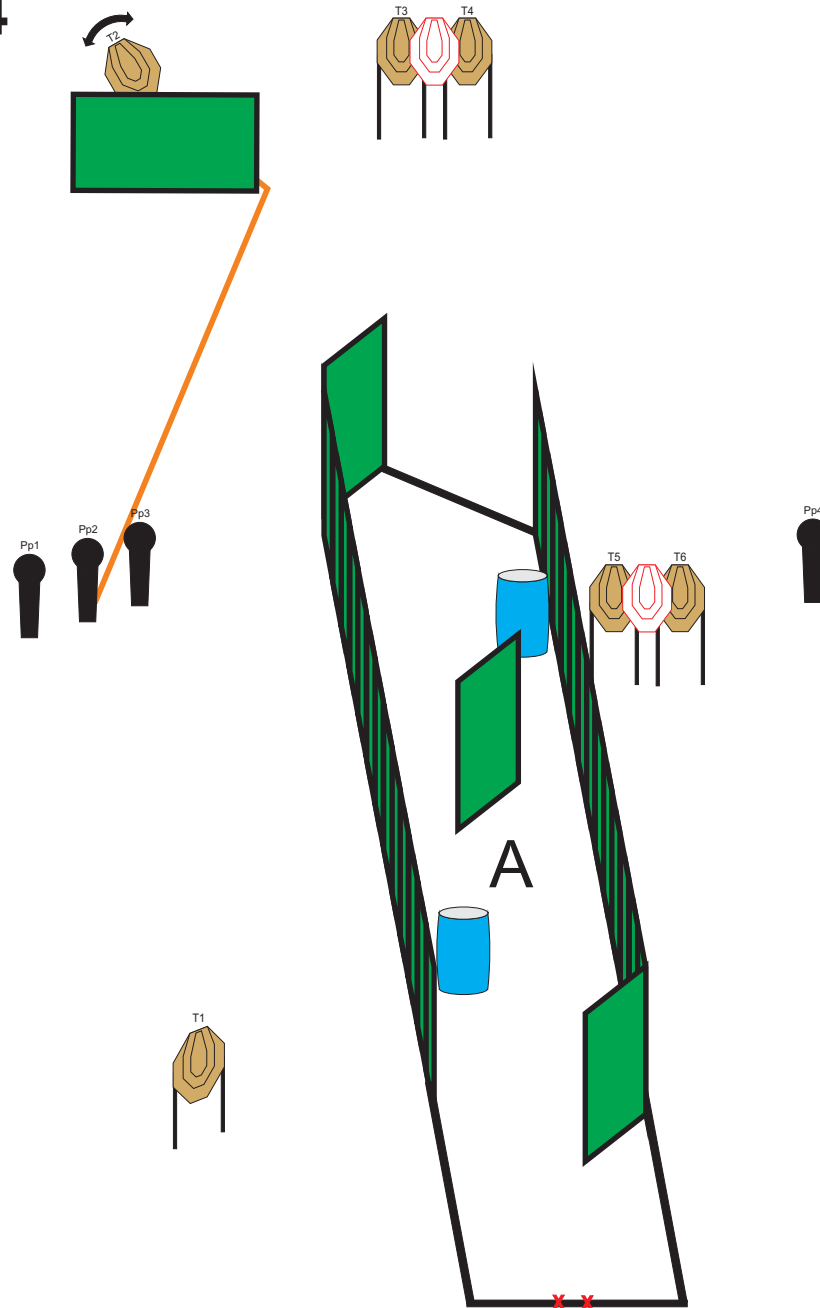
Stage number	2
Stage name	kill bill 2
Type of scoring	Comstock
Course of Fire Type	Medium Course
Targets	6 classic targets, 3 pepper popper and 3 N/S
Possible points	75
Distances	3-12m
Minimum round	15
Start position	Standing relaxed in Area A, facing downrange with both hands touching the marks on the wall at starting place.
Starts	On audible signal
Stops	Last shot
Penalties	As per current edition IPSC rules
Stage procedure	On the signal, draw and shoot all targets from Area A.

Monttu 3



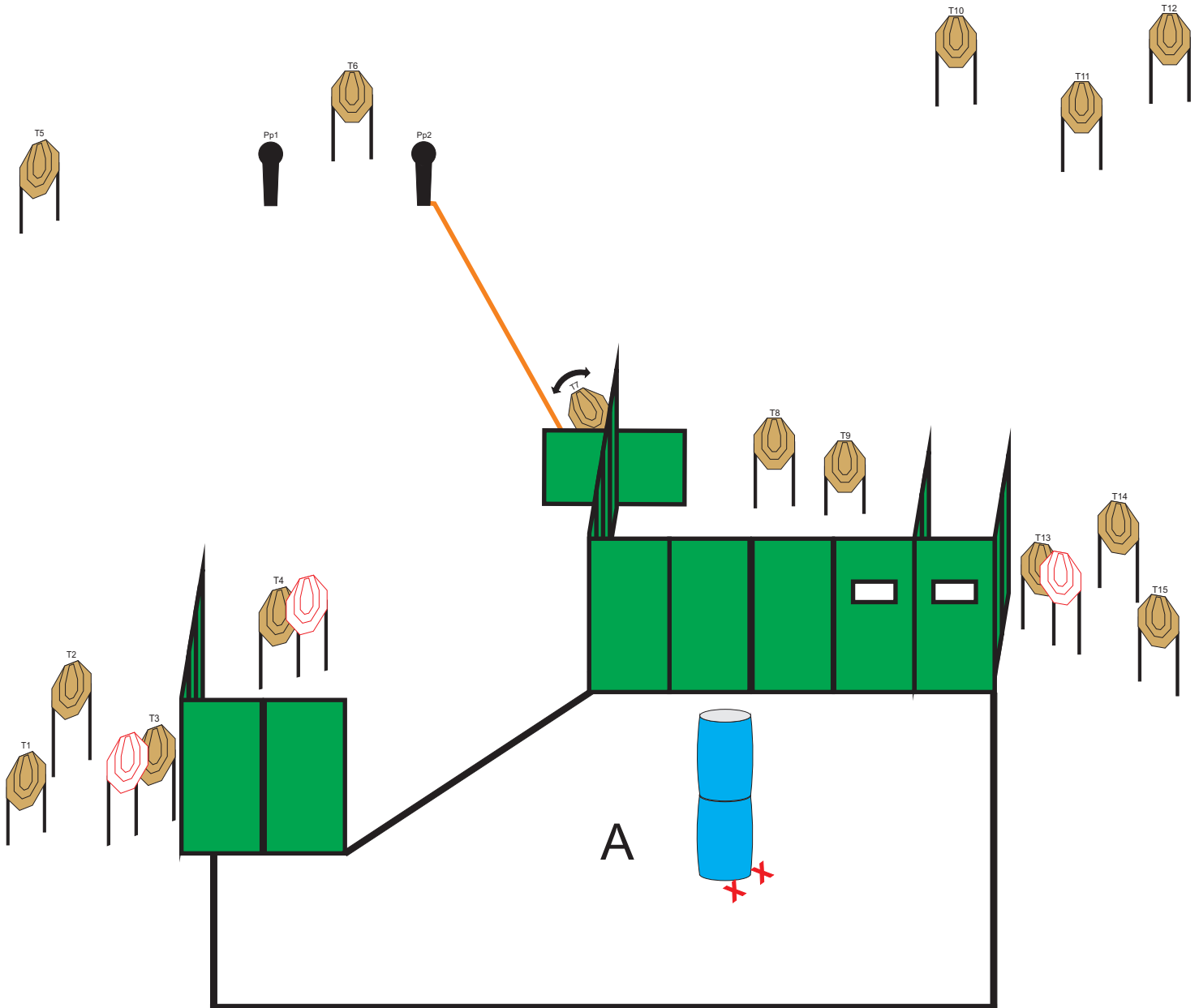
Stage number	3
Stage name	kill bill 3
Type of scoring	Comstock
Course of Fire Type	Medium Course
Targets	7 classic targets, 2 Pepper Popper and 3 N/S
Possible points	80
Distances	5-20m
Minimum round	16
Start position	Standing relaxed heels touching marks A or B, facing downrange with both hands relaxed by sides.
Starts	On audible signal
Stops	Last shot
Penalties	As per current edition IPSC rules
Stage procedure	On the signal, draw and shoot all targets on the platform.

Monttu 4



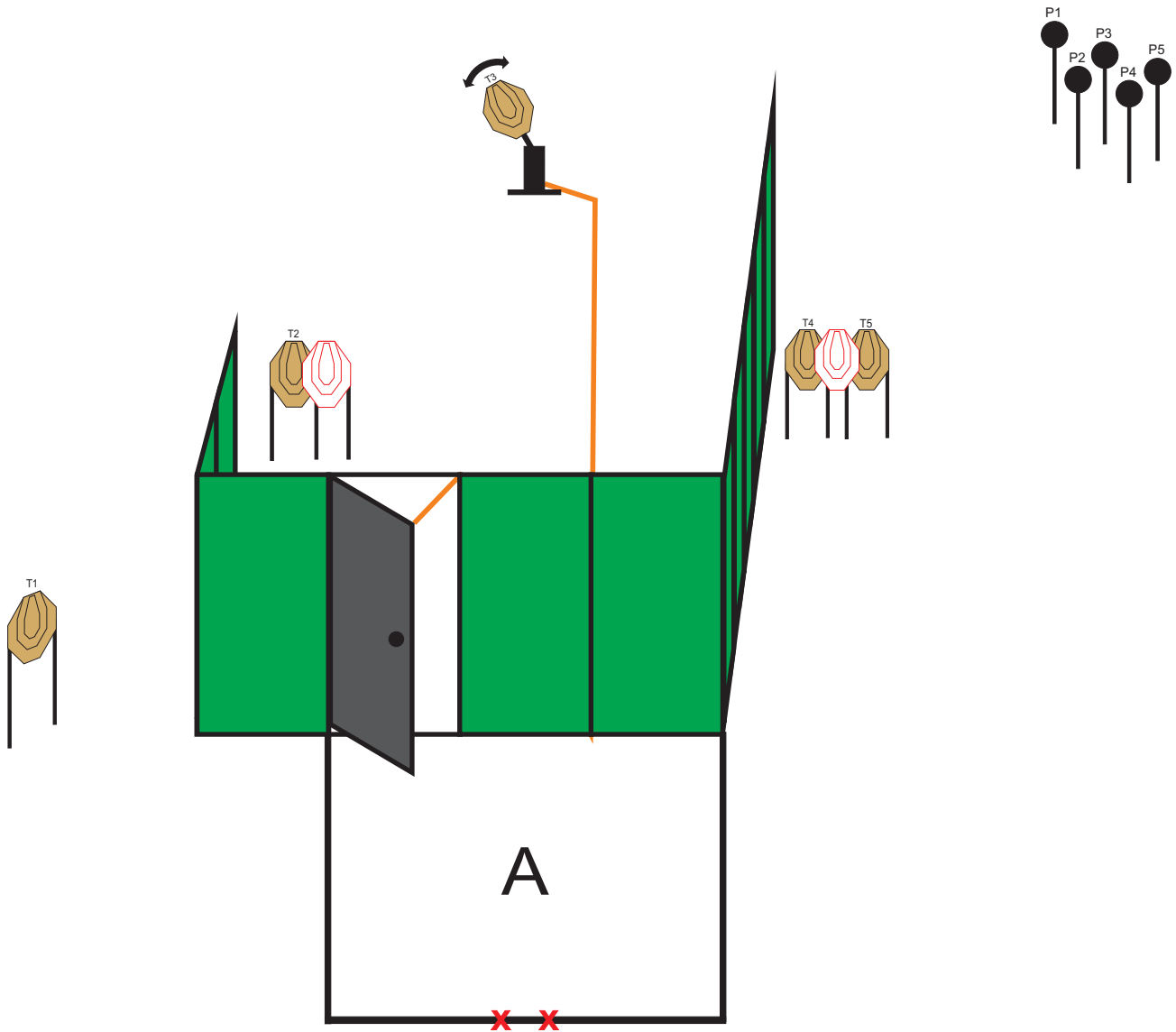
Stage number	4
Stage name	kill bill 4
Type of scoring	Comstock
Course of Fire Type	Medium Course
Targets	6 classic targets, 4 Pepper Popper and 2 N/S
Possible points	80
Distances	5-18m
Minimum round	16
Start position	Standing relaxed heels touching marks, facing downrange with both hands relaxed by sides.
Starts	On audible signal
Stops	Last shot
Penalties	As per current edition IPSC rules
Stage procedure	On the signal, draw and shoot all targets from Area A. Pepper popper (Pp2) will activate swinger (T2).

Monttu 5



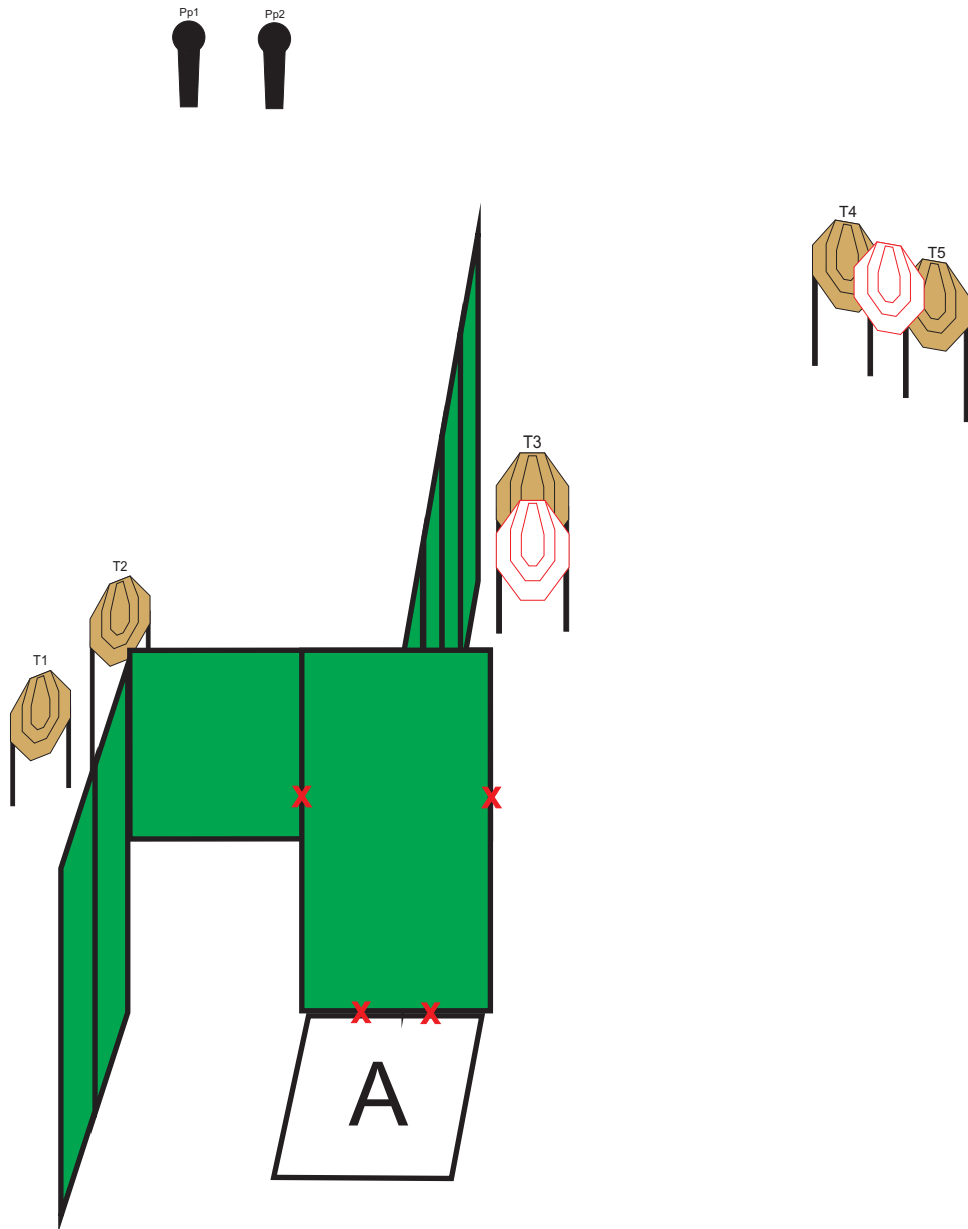
Stage number	4
Stage name	kill bill 4
Type of scoring	Comstock
Course of Fire Type	Long Course
Targets	15 classic targets, 2 Pepper Popper and 3 N/S
Possible points	160
Distances	3-15m
Minimum round	32
Start position	Standing relaxed toes touching marks, facing downrange with both hands relaxed by sides.
Starts	On audible signal
Stops	Last shot
Penalties	As per current edition IPSC rules
Stage procedure	On the signal, draw and shoot all targets from Area A. Pepper popper (Pp2) will activate swinger (T7).

Monttu 6



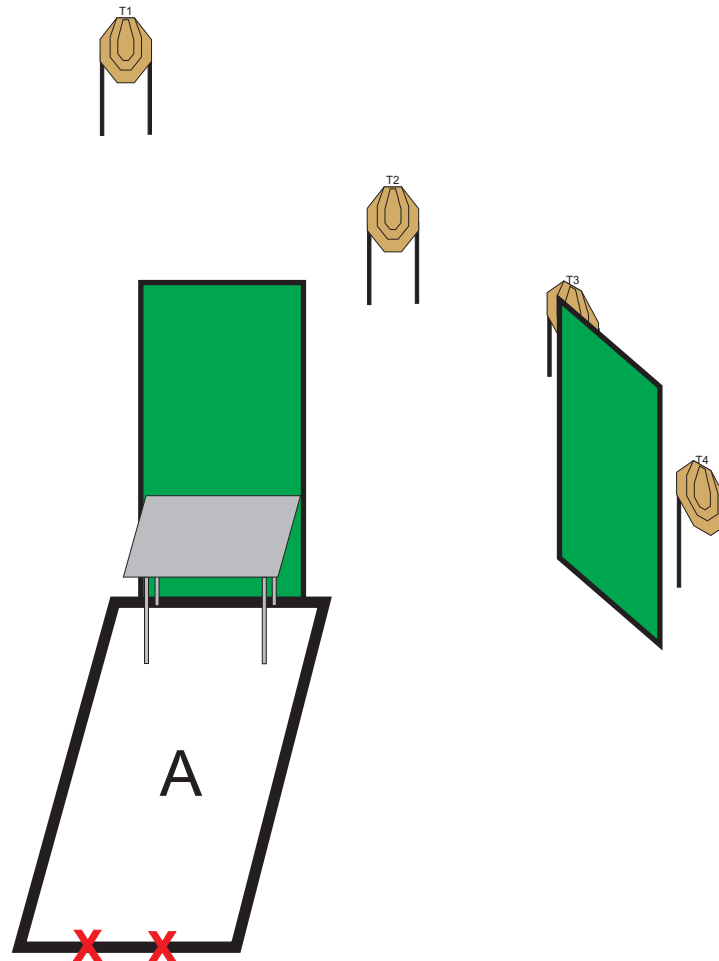
Stage number	6
Stage name	kill bill 6
Type of scoring	Comstock
Course of Fire Type	Medium Course
Targets	5 classic targets, 5 Plate and 2 N/S
Possible points	75
Distances	5-12m
Minimum round	15
Start position	Standing relaxed heels touching the marks, facing downrange with both hands relaxed by sides. Pistol with magazine inserted and empty chamber in holster
Starts	On audible signal
Stops	Last shot
Penalties	As per current edition IPSC rules
Stage procedure	On the signal, draw and shoot all targets from Area A. Door activates swinger (T3).

Monttu 8a



Stage number	7
Stage name	kill bill 7
Type of scoring	Comstock
Course of Fire Type	Medium Course
Targets	5 Classic targets, 2 Pepper Popper and 2N/S
Possible points	60
Distances	7-20m
Minimum round	12
Start position	Standing in Area A, facing downrange with hands and feet touching the marked positions at starting place.
Starts	On audible signal
Stops	Last shot
Penalties	As per current edition IPSC rules
Stage procedure	On the signal, draw and shoot all targets from Area A.

Monttu 8b



Stage number	8
Stage name	kill bill 8
Type of scoring	Comstock
Course of Fire Type	Short Course
Targets	4 classic targets, 1 plate
Possible points	45
Distances	5-15m
Minimum round	9
Start position	Standing relaxed heels touching the marks, facing downrange with both hands relaxed by sides. All magazines and empty gun on the table.
Starts	On audible signal
Stops	Last shot
Penalties	As per current edition IPSC rules
Stage procedure	On the signal, load and shoot all targets from Area A.