

Stage 1 Wonderland (200m range)

Scoring : Comstock Count.

Course type : Long course.

Targets : 14 Classic targets, 4 popper full size

Minimum rounds : 32

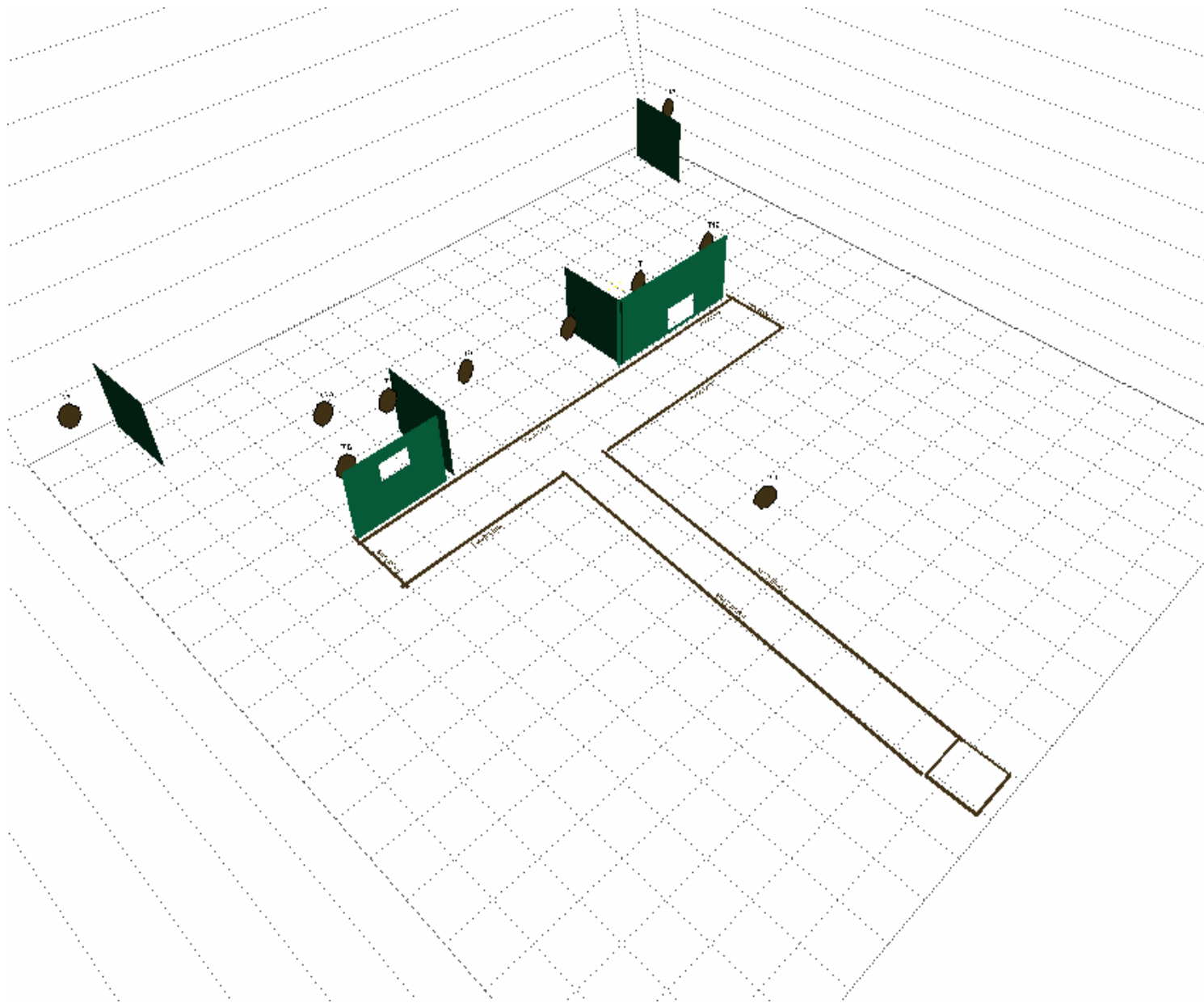
Possible points : 160

Start : Audible signal.

Stop : Last shot.

Start position : Normal standing on area A. Gun is loaded and safety engaged in hands.

Procedure: From start signal engage from area A, B and C all paper targets with minimum two rounds, Poppers must fall two score.
Penalties : Current IPSC rules



Stage 2 On the ground (practical range)

Scoring : Comstock Count.

Course type : Medium cours

Targets : 10 Classic targets

Minimun rounds : 20

Possible points : 100

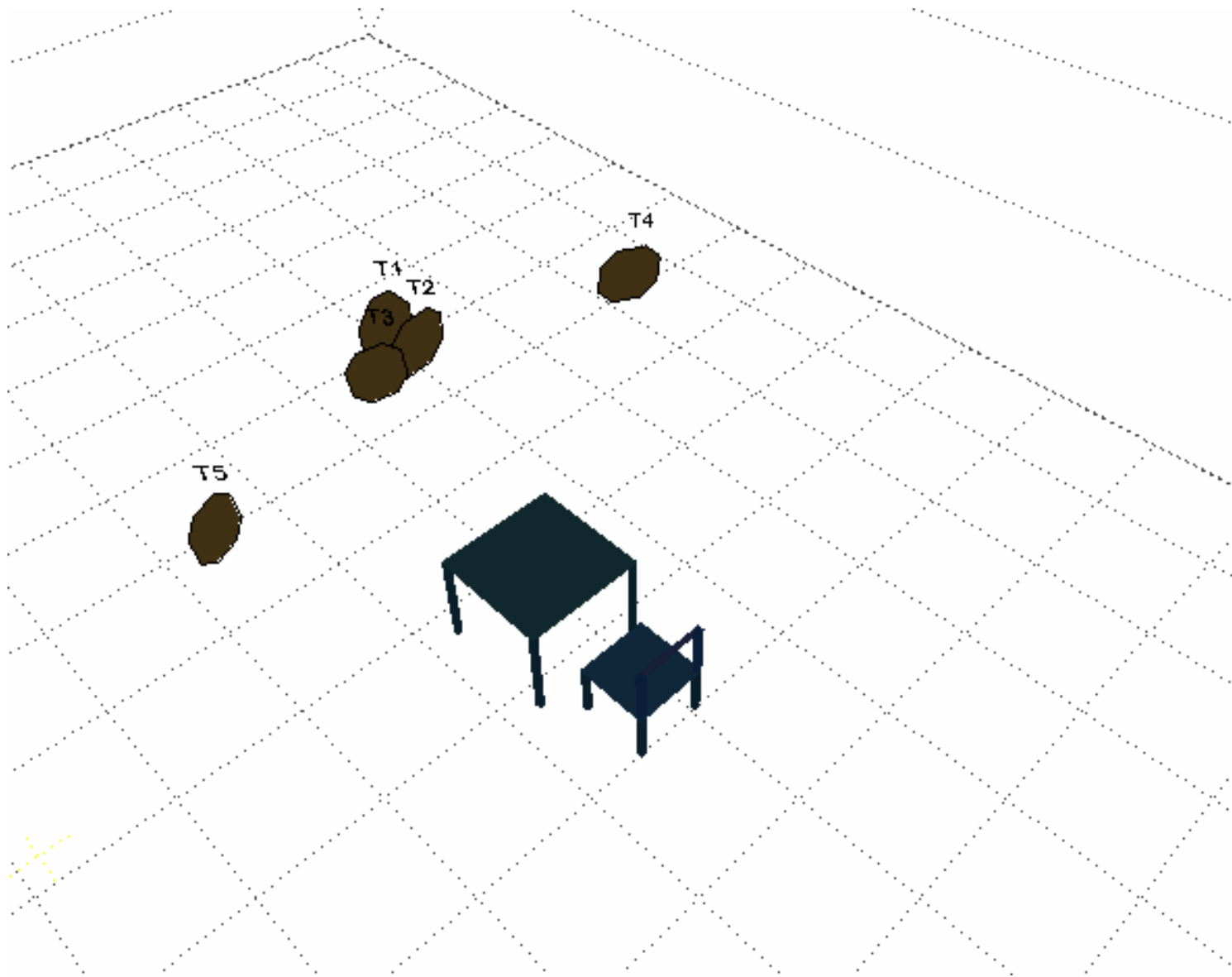
Start : Audible signal.

Stop : Last shot.

Start position : Normal standing, loaded gun touching the hip.

Procedure: From start signal engage all targets with minimum two rounds.

Penalties : Current IPSC rules



Stage 3 Be fast (practical range)

Scoring : Comstock Count.

Course type : Short course.

Targets : 5 Classic targets

Minimum rounds : 10

Possible points : 50

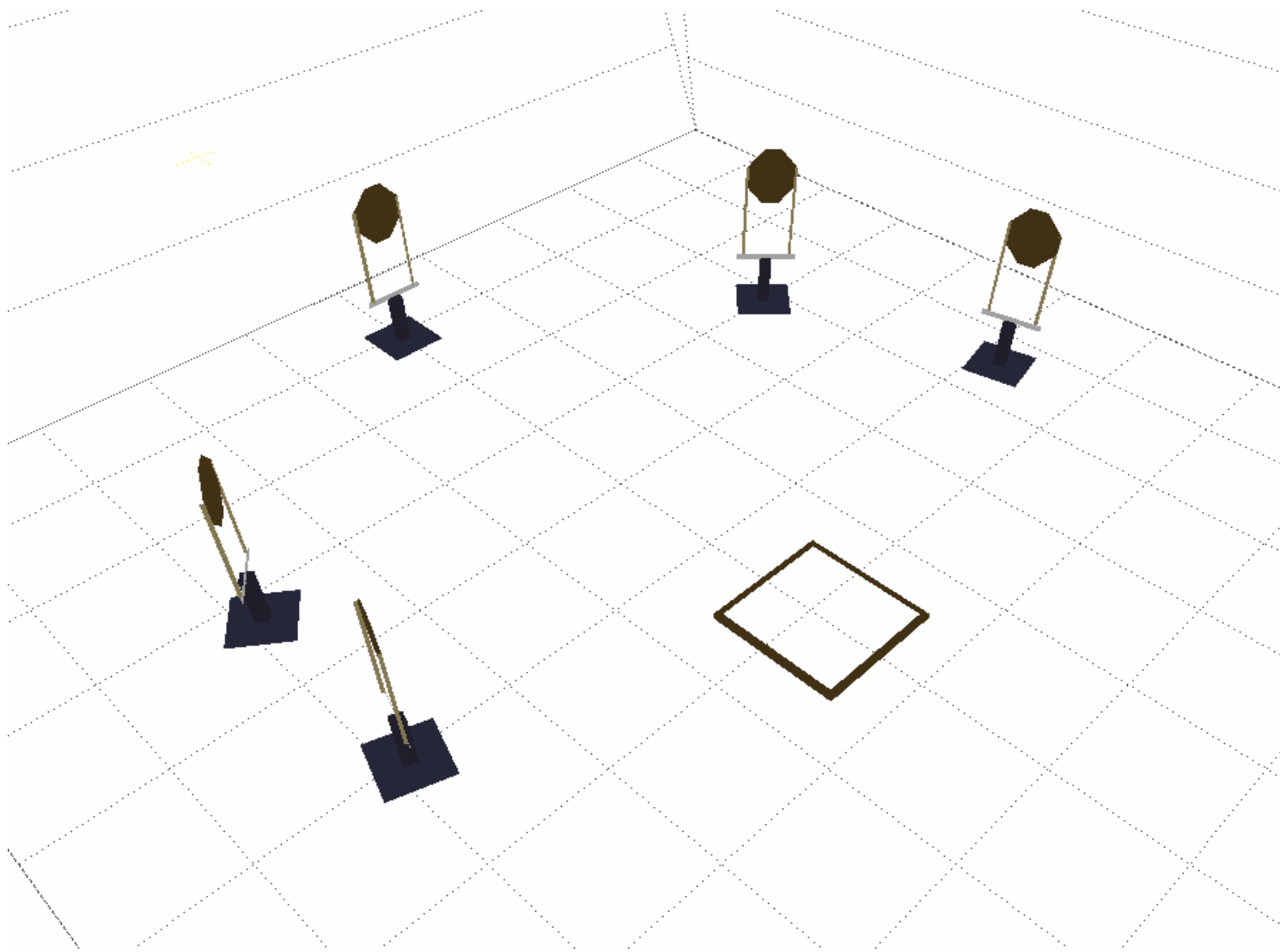
Start : Audible signal.

Stop : Last shot.

Start position : Blindfolded, sitting on a chair, both hands behind the chair touching the marked area. Gun is on the table loaded and safety engaged.

Procedure: From start signal remove the blindfold and engage all targets with two rounds minimum.

Penalties : Current IPSC rules.



Stage 4 Nightmare (practical range 3)

Scoring : Comstock Count.

Course type : Short course

Targets : 10 Classic

Minimum rounds : 10

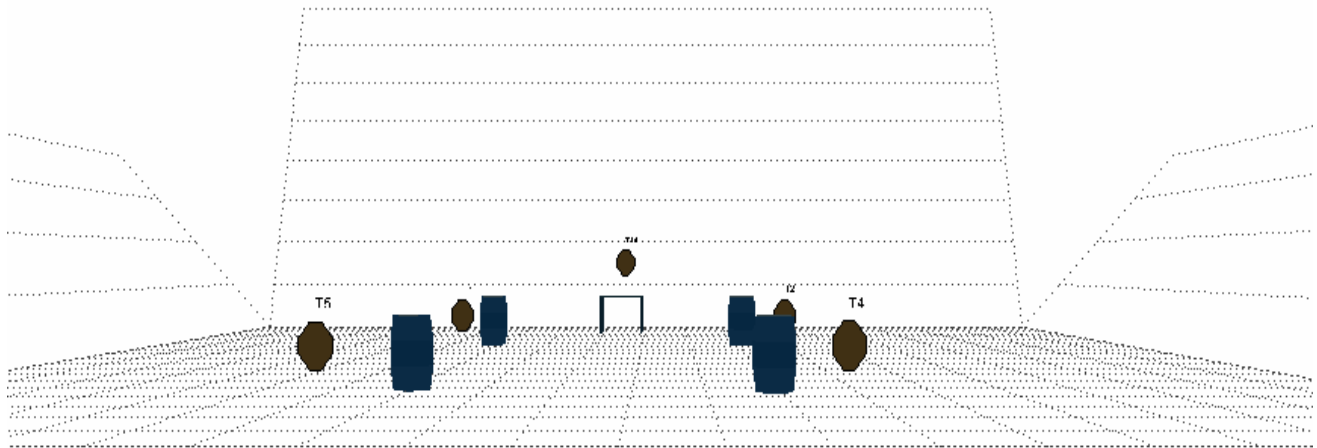
Possible points : 50

Start : Audible signal.

Stop : Last shot.

Start position : Normal standing on area a holding the rope which will activate movers. From start signal activate the movers and engage all targets with minimum two rounds.

Penalties : Current IPSC rules.



Stage 5 Moonwalker (practical range)

Scoring : Comstock Count.

Course type : Short course.

Targets : 5 Classic targets

Minimum rounds : 10

Possible points : 50

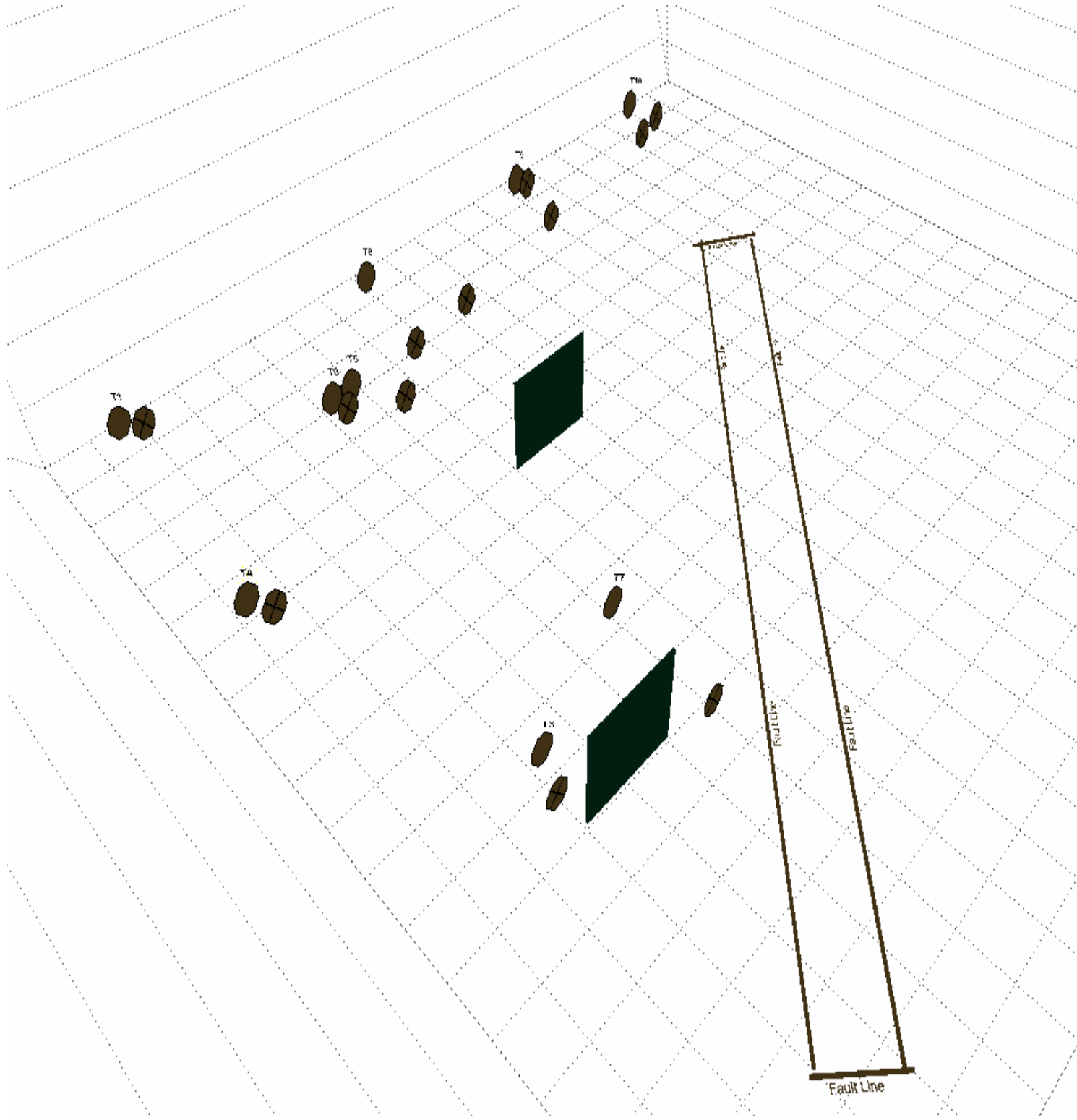
Start : Audible signal.

Stop : Last shot.

Start position : Standing at front of table. Gun unloaded and magazines intended to use on the table.

Procedure: From start signal engage all the targets with minimum two rounds.

Penalties : Current IPSC rules.



Stage 6 Certain end (practical range 5)

Scoring : Comstock Count.

Course type : Medium course

Targets : 9 Classic targets, 12 No shoot

Minimum rounds : 18

Possible points : 90

Start : Audible signal.

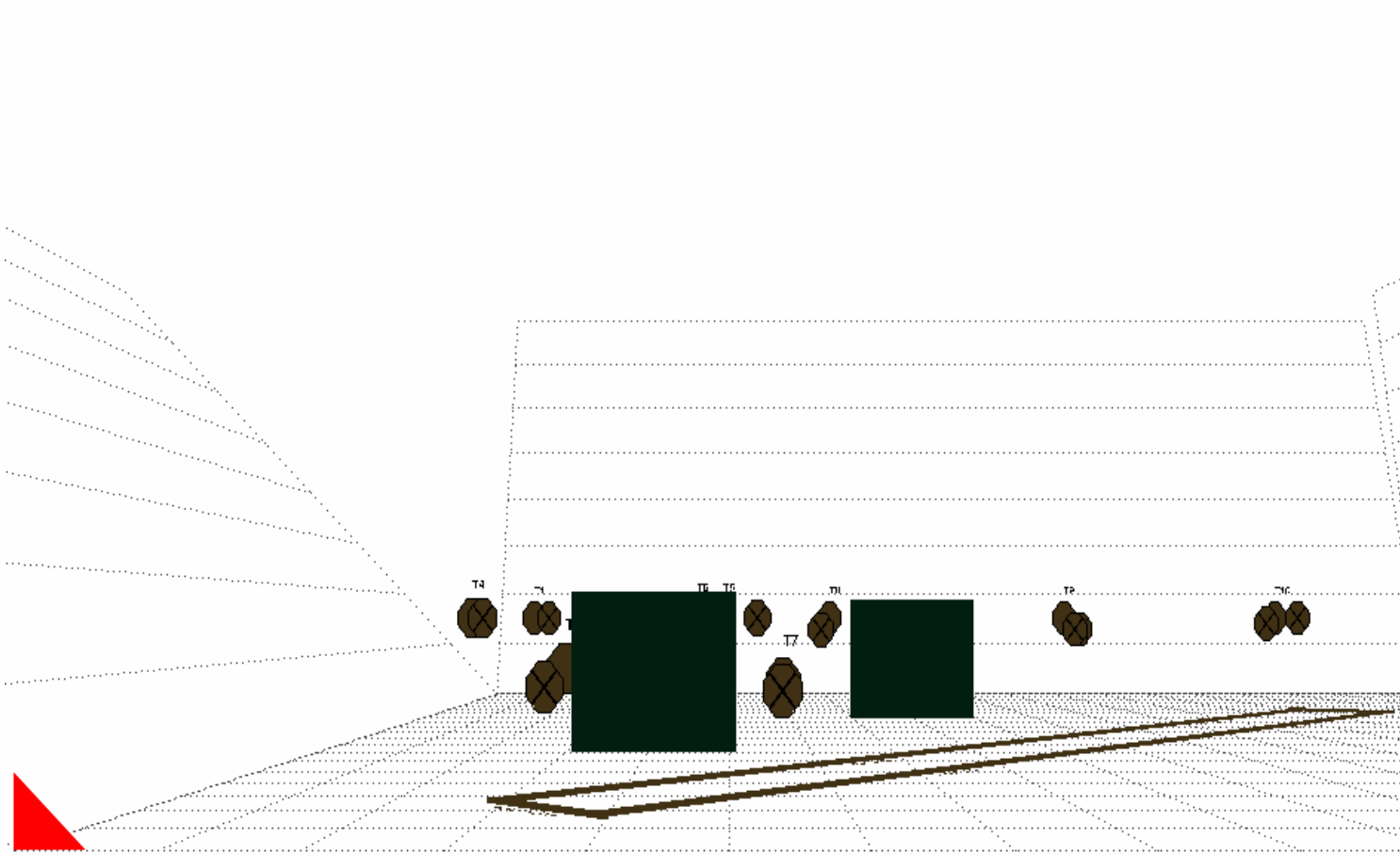
Stop : Last shot.

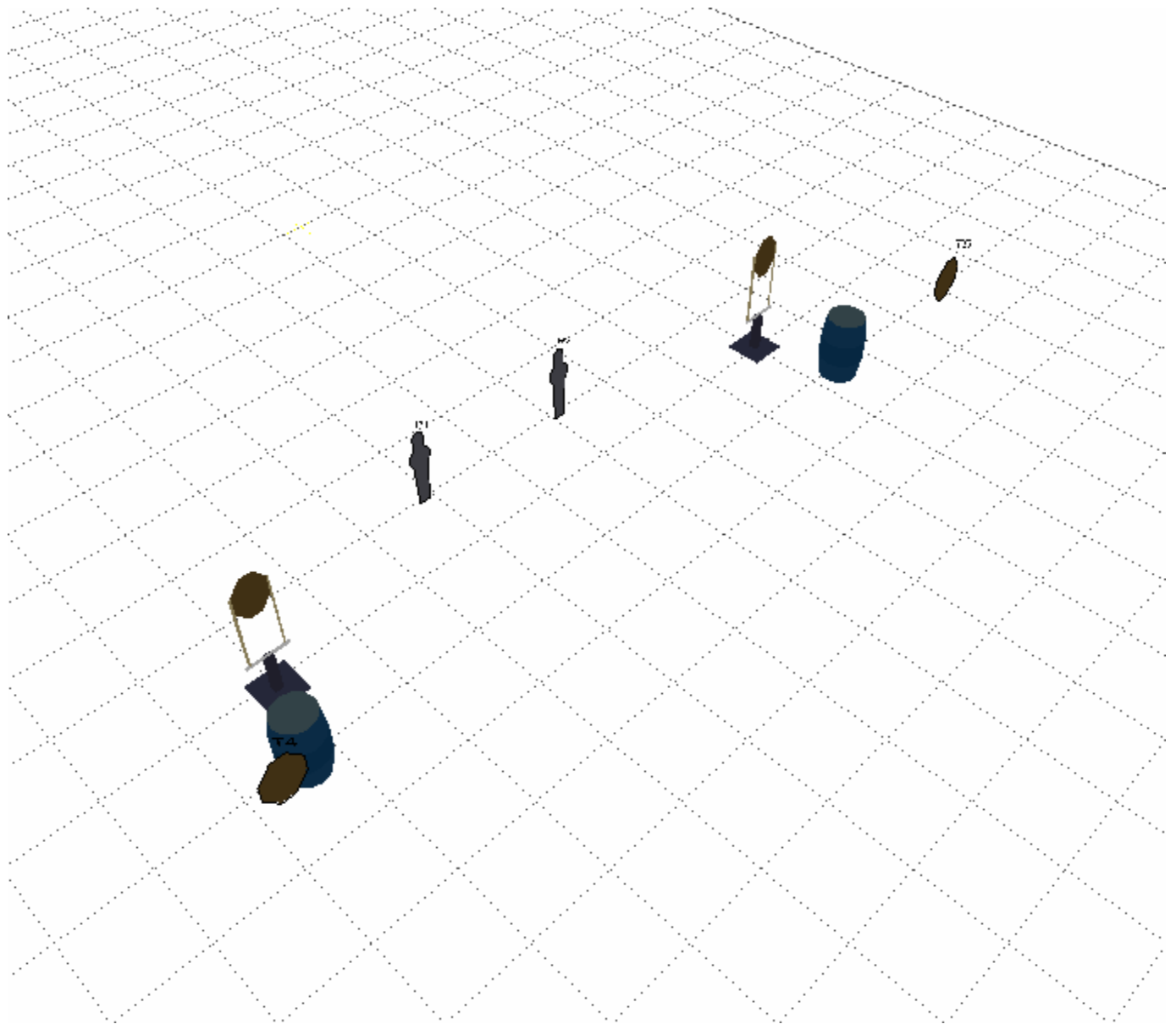
Start position : Normal standing at marked place holding the gun in hands.

Magazine inserted and chamber empty.

Procedure: From start signal load and engage all targets with minimum two rounds.

Penalties : Current IPSC rules.





Stage 7 Dummy stage (50m range)

Scoring : Comstock Count.

Course type : Short course.

Targets : 4 Classic targets, 2 poppers

Minimum rounds : 10

Possible points : 50

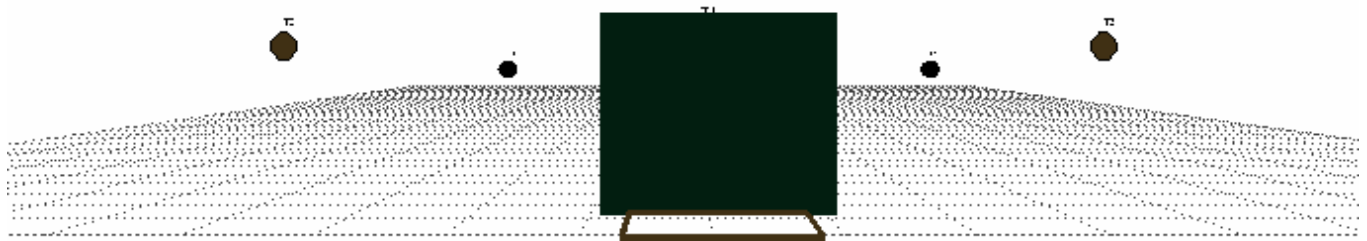
Start : Audible signal.

Stop : Last shot.

Start position : Normal standing. **Gun in hands loaded and safety engaged.**

Procedure: From start signal engage from area A all paper targets with minimum two rounds. Poppers must fall to score.

Penalties : Current IPSC rules.



Stage 8 Power Jack (50m range)

Scoring : Comstock Count.

Course type : Short course.

Targets : 4 Classic targets, 2 plate

Minimum rounds : 10

Possible points : 50

Start : Audible signal.

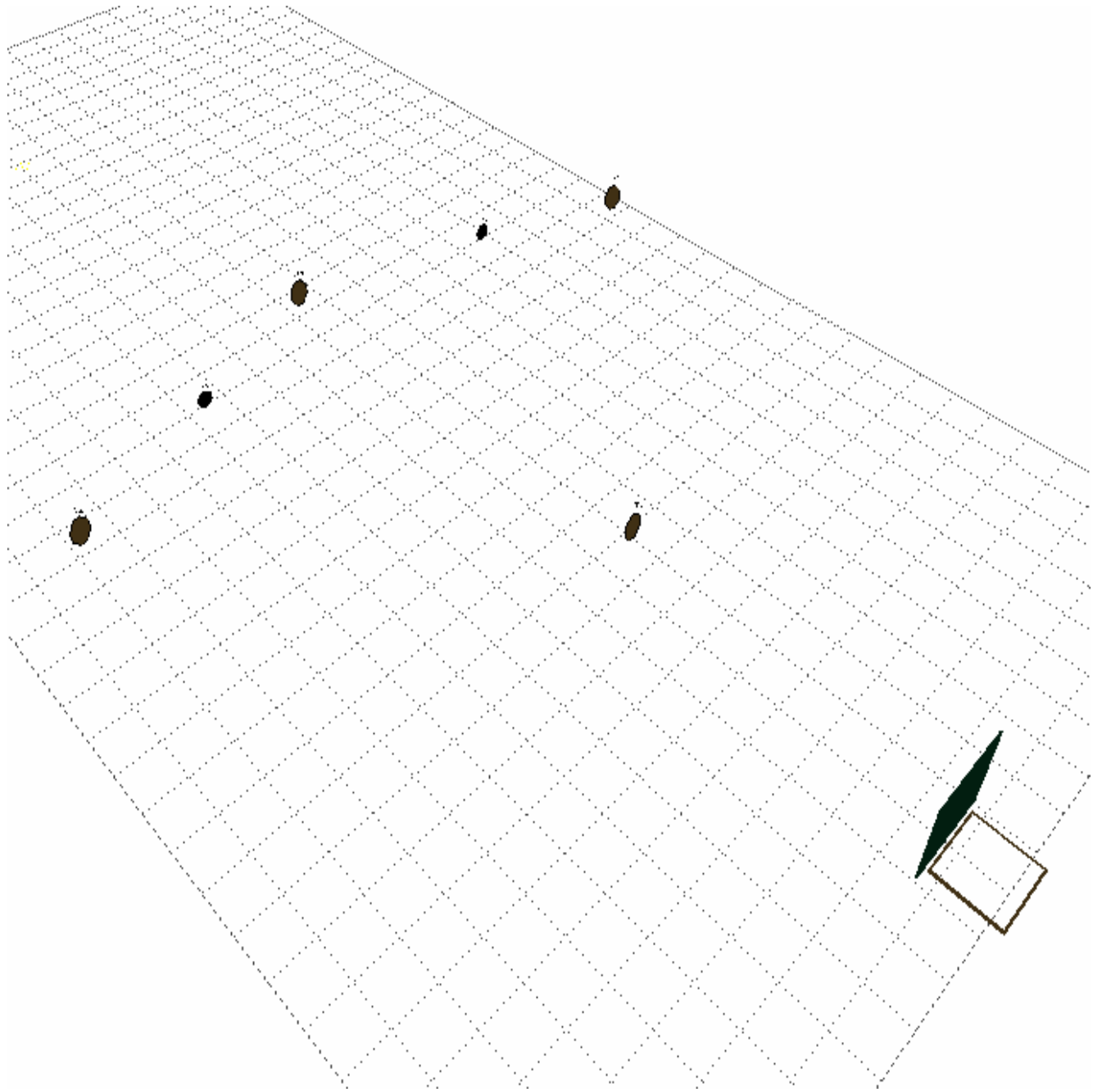
Stop : Last shot.

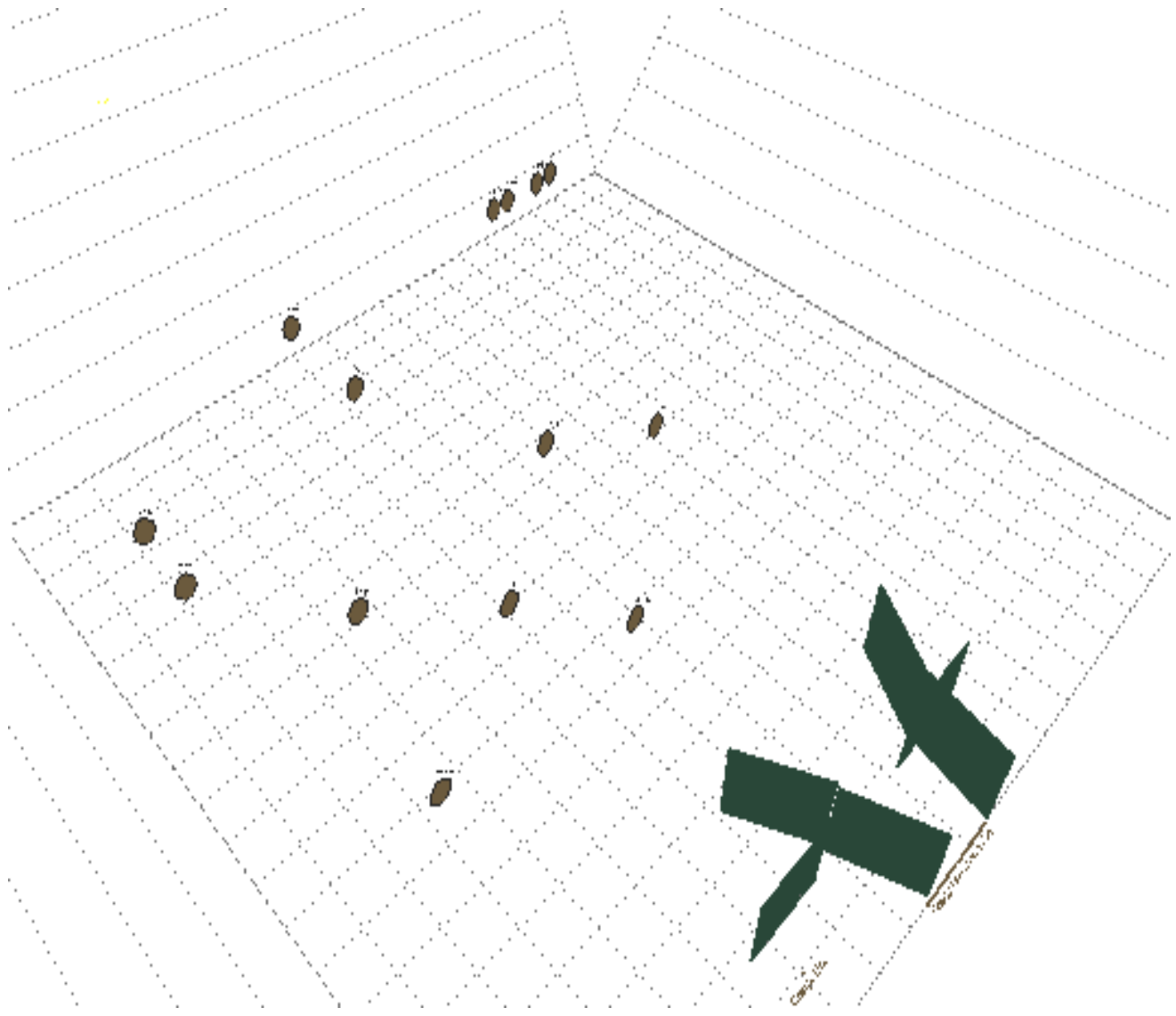
Start position : Standing behind the wall. Gun is loaded and safety engaged.

Barrel touching marked point on wall.

Procedure: From start signal engage from area A all paper targets with minimum two rounds. Plates must fall to score.

Penalties : Current IPSC rules





Stage 9 Position number one (100m range)

Scoring : Comstock Count.

Course type : Long course.

Targets : 14 Classic targets

Minimum rounds : 28

Possible points : 140

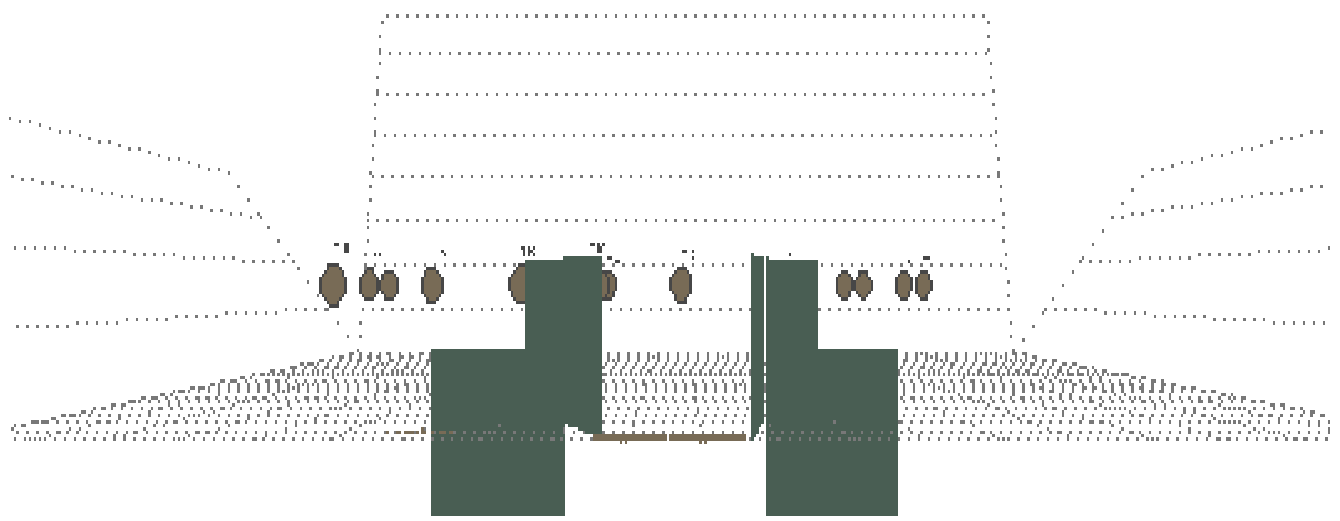
Start : Audible signal.

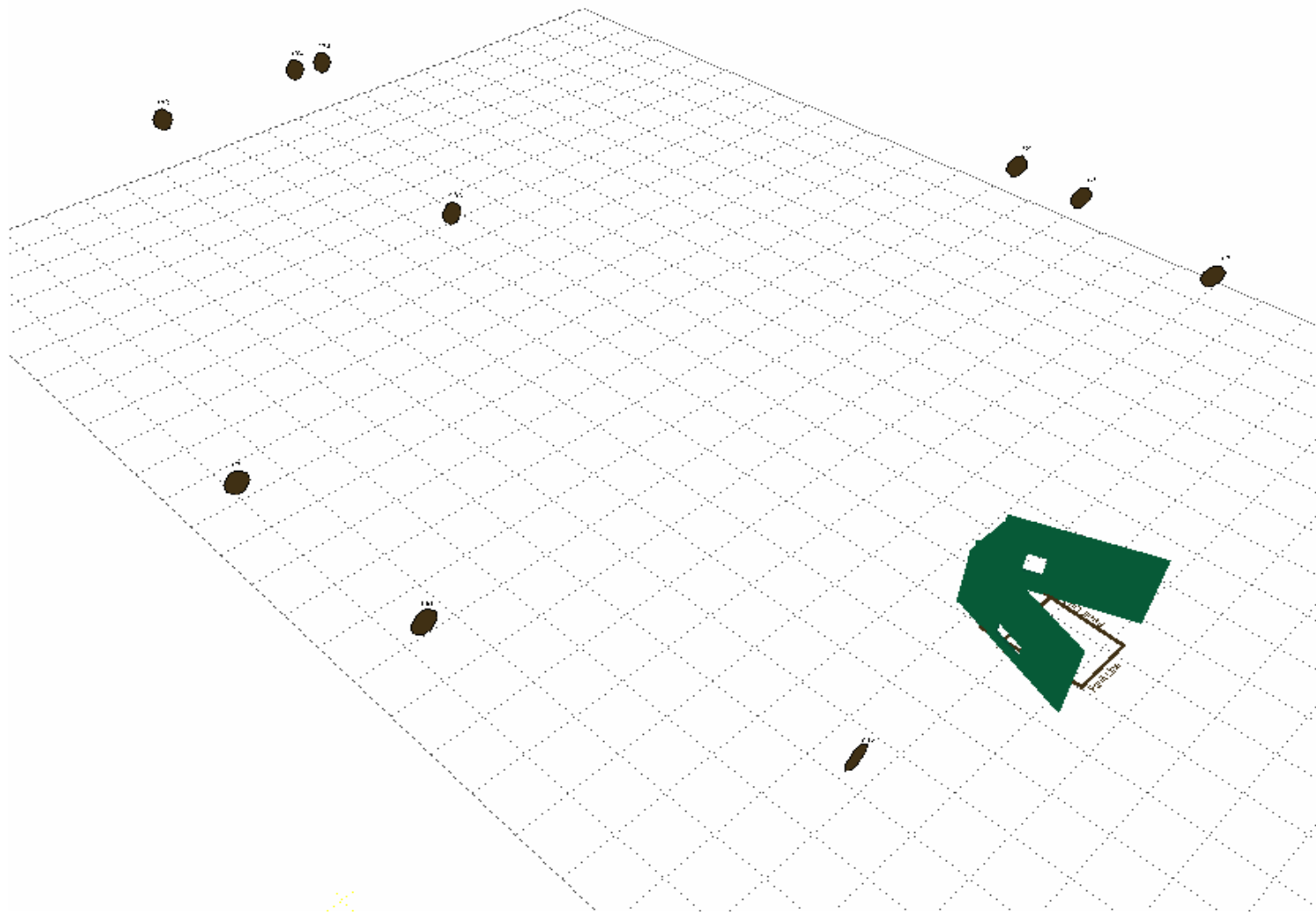
Stop : Last shot.

Start position : Prone, gun loaded in hands, stock touching the ground.

Procedure: From start signal engage all targets with minimum two shots.

Penalties : Current IPSC rules.





Stage 10 Trio (100m range)

Scoring : Comstock Count.

Course type : Medium course

Targets : 10 Classic targets

Minimum rounds : 20

Possible points : 100

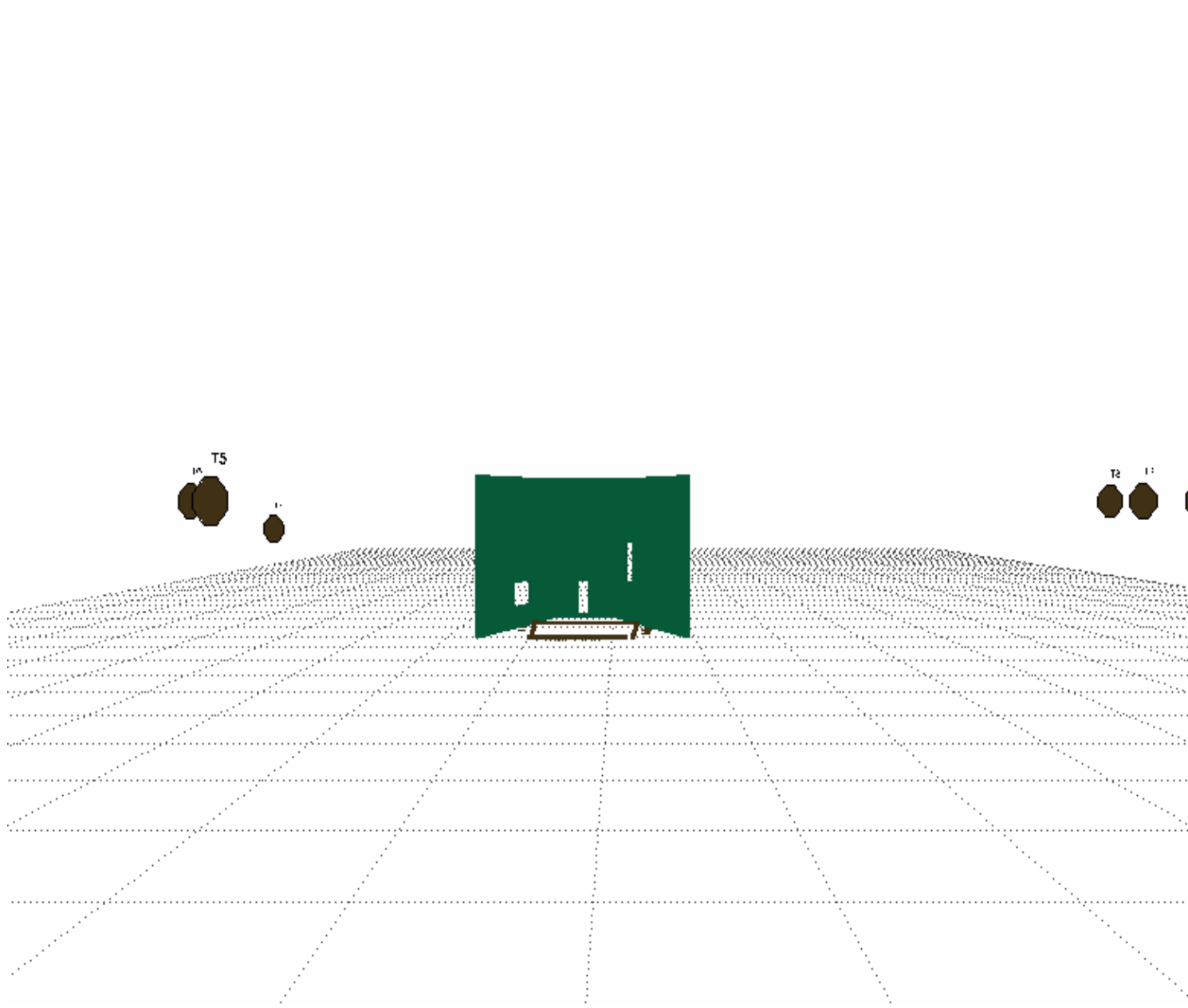
Start : Audible signal.

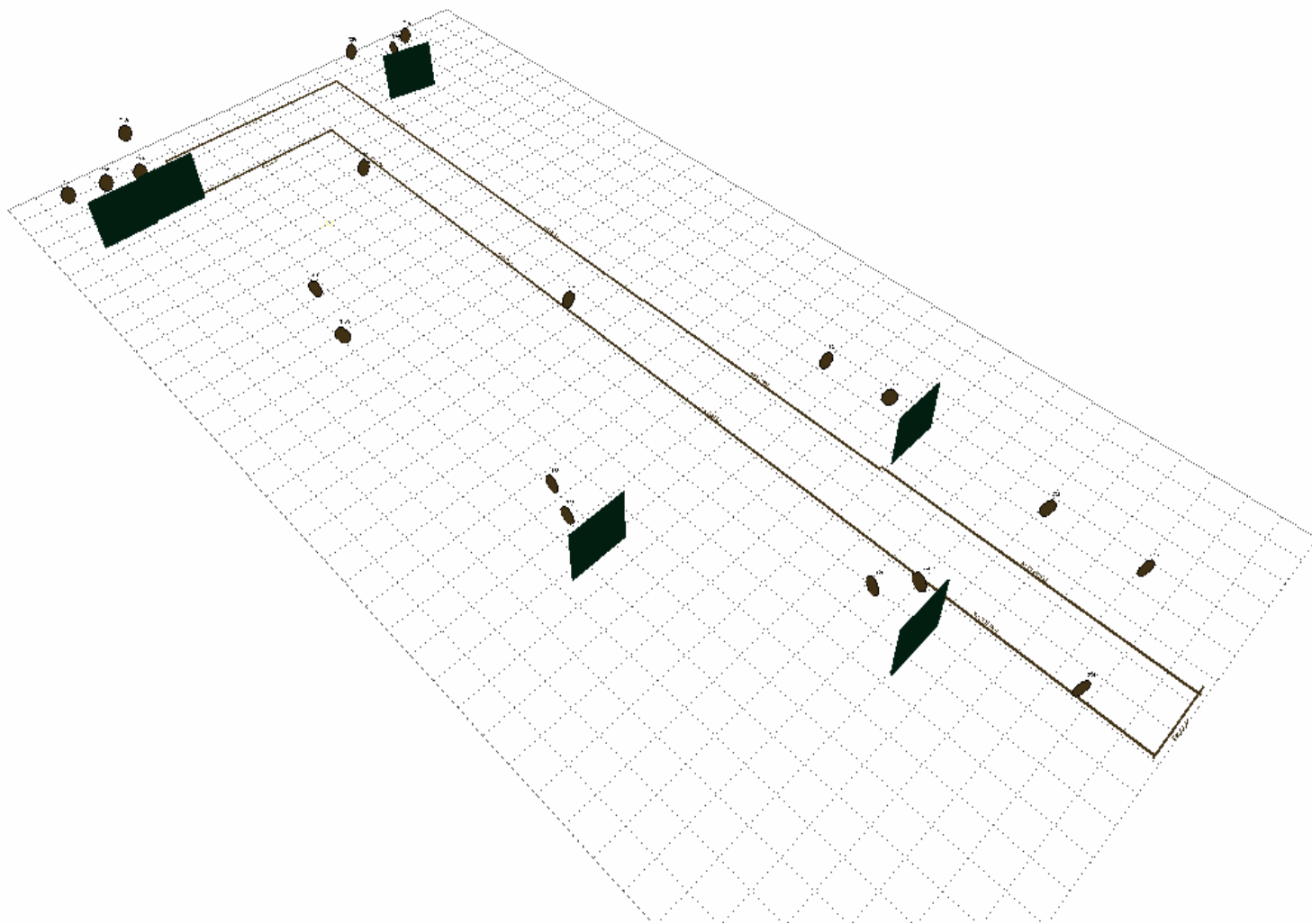
Stop : Last shot.

Start position : Kneeling behind the fault line, touching marked place by both hands. Gun is unloaded, magazine inserted on front of shooting area.

Procedure: From start signal load and engage all targets with minimum two rounds from shooting area.

Penalties : Current IPSC rules.





Stage 11 Fastfoot (field range)

Scoring : Comstock Count.

Course type : Long course.

Targets : 20 Classic targets

Minimum rounds : 40

Possible points : 200

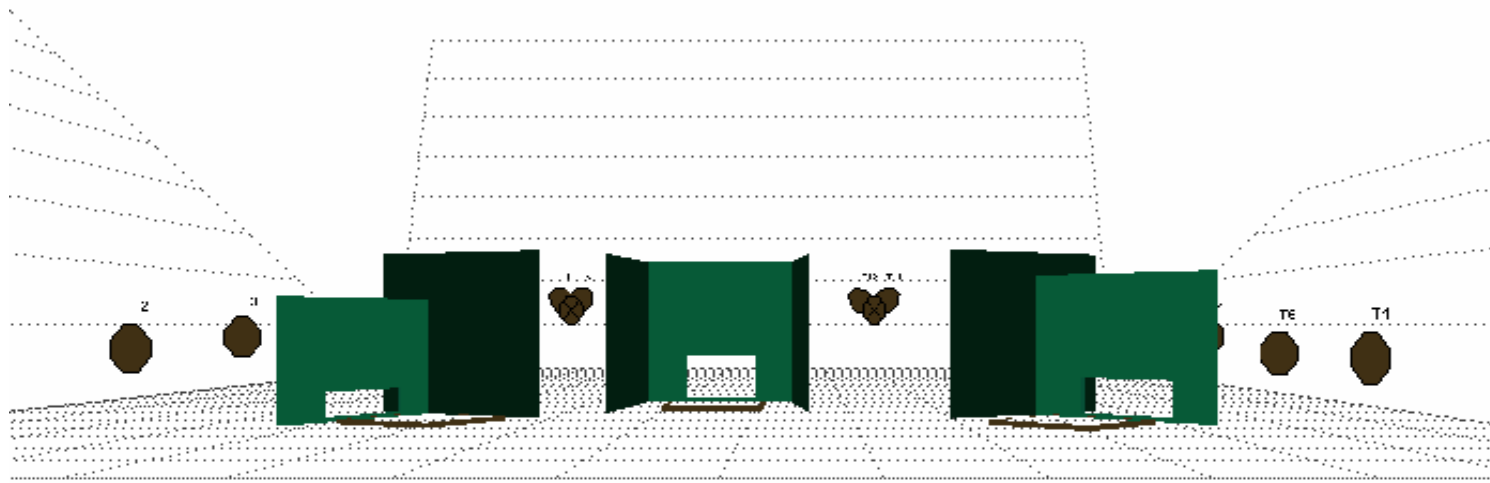
Start : Audible signal.

Stop : Last shot.

Start position : Standing on marked place, holding unloaded gun and a magazine in hands.

Procedure: From start signal load and engage all targets as seen with minimum two rounds from marked shooting area.

Penalties : Current IPSC rules.



Stage 12. Up and Down (50m range)

Scoring : Comstock Count.

Course type : Medium course.

Targets : 10 Classic targets

Minimum rounds : 20

Possible points : 100

Start : Audible signal.

Stop : Last shot.

Start position : Normal standing on marked place, gun is unloaded in area A, B or C. Shooter carries all magazines, intended to use .

Procedure: From start signal engage all targets with minimum two rounds from areas A, B and C.

Penalties : Current IPSC rules

