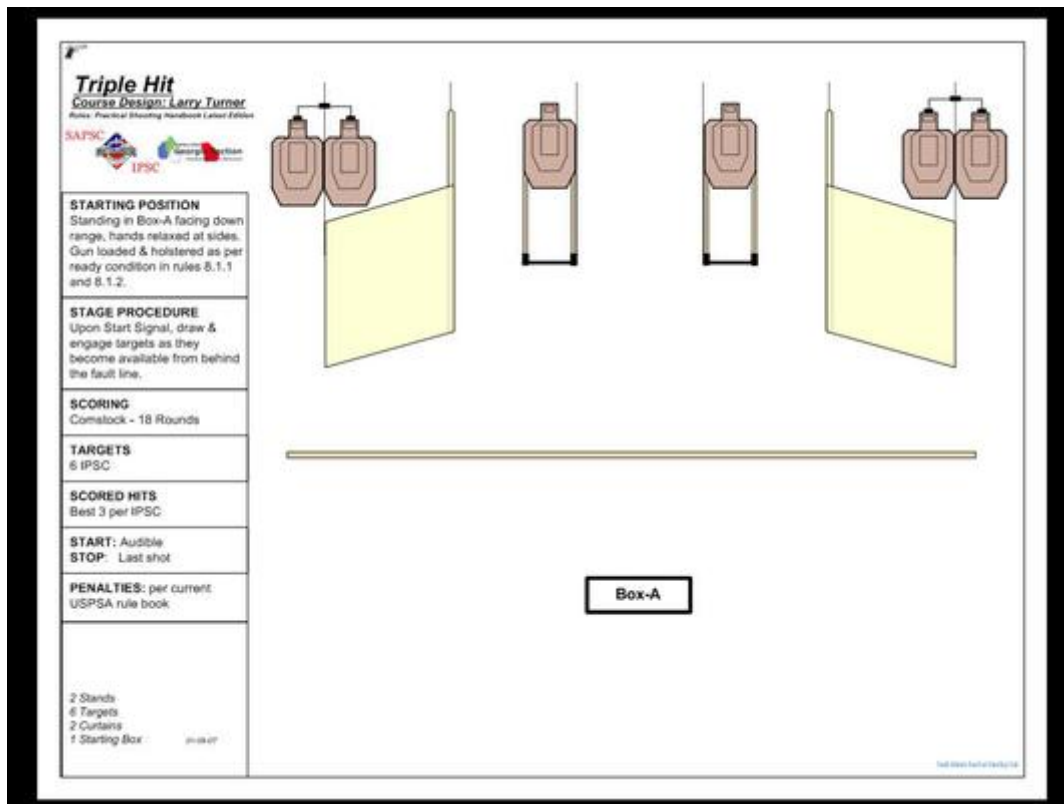


1. Tripple Hit



| | | | |
|---------|--------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 90 p |
| Targets | 6 paper, Total 6 targets | Min rounds | 18 |
| Firearm | Handgun | Match-% | 47.37% |

| | |
|-------------------------|--|
| Procedure | On signal draw and engage targets as they become available. You must be behind the fault line. |
| Starting position | standing in box A, Gun loaded & holstered, hands on head. |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |

2. Tripple plus 2

No image

| | | | |
|---------|------------------------------------|------------|--------|
| CoF | Comstock - Medium | Points | 100 p |
| Targets | 6 paper, 2 popper, Total 8 targets | Min rounds | 20 |
| Firearm | Handgun | Match-% | 52.63% |

| | |
|-------------------------|--|
| Procedure | As with stage one, but add 2 poppers between and behind middle targets |
| Starting position | Gun loaded & holstered |
| Firearm ready condition | |
| Start on | Audible signal |
| Stop on | Last shot |
| Penalties | As per current edition of rules |
| Safety angles | L/R |
| Setup notes | |