

Stage 1 Stage Name X-Ray Course Designer Kevin Chau

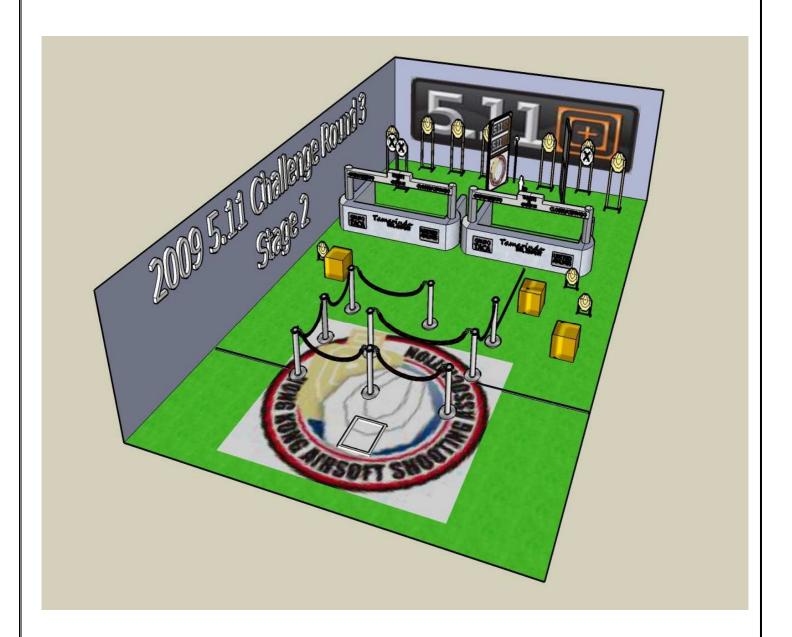
Scoring : Comstock, 15 rounds, 75 points Targets : 7 Targets, 1 SP

Stage Position : Standing in box, Facing downrange, Gun load & Chamber load, Gun in Holster.

Stage Procedure : On signal, Shoot all Targets, SP.

Remark : Poppers will activate all Moving Targets. Shooter must shoot the Moving Targets through the X-Ray Machine.





Stage 2 Stage Name Check-In Counter Course Designer Allen Ho

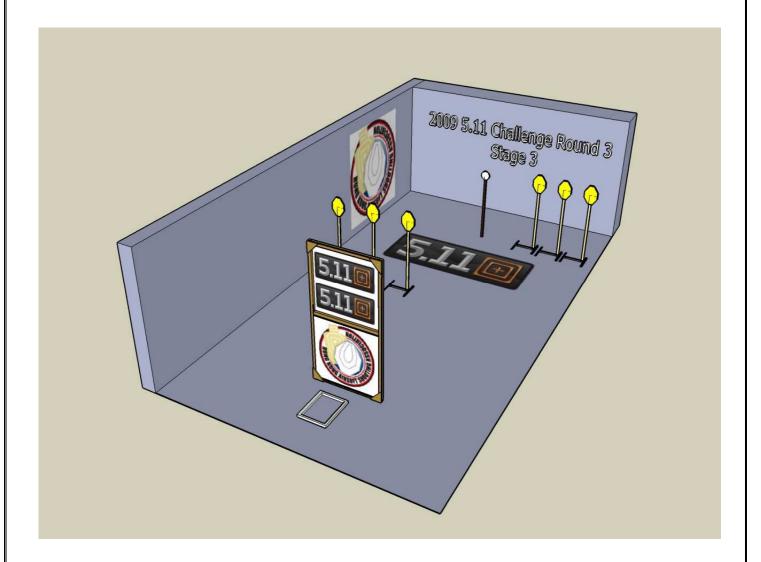
Scoring : Comstock, 22 rounds, 110 points Targets : 10 Targets, 1 Popper, 1 SP

Stage Position : Standing in box, facing downrange, Gun load & Chamber Empty, Gun in Holster.

Stage Procedure : On signal, Shoot all Targets, Popper, SP inside the Shooting Area.

Remark : Shooter holds 2 Bags at the Beginning.





Stage 3 Stage Name Steel Challenge 1 Course Designer Allen Ho

Scoring : Comstock, 13 rounds, 65 points Targets : 6 Targets, 1 SP

Stage Position : Standing in box, facing downrange, Gun load & Chamber load, Gun in Holster.

Stage Procedure : On signal, shoot all Targets & SP behind the Barricade.

Remark : 1 best out of 2 rounds





Stage 4 Stage Name Steel Challenge 2 Course Designer Allen Ho

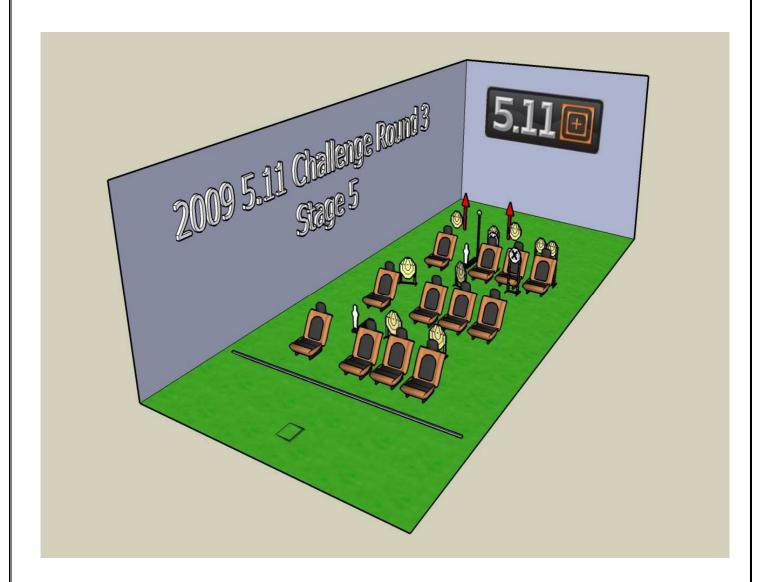
Scoring : Comstock, 11 rounds, 55 points Targets : 5 Targets 1 SP

Stage Position : Standing in box, facing downrange, Gun load & Chamber load, Gun in Holster.

Stage Procedure : On signal, shoot all Targets and SP inside the Shooting Area.

Remark : 1 best out of 2 rounds





Stage : 5 Stage Name : Airplane Course Designer : Kevin Chau

Scoring : Comstock, 21 rounds, 105 points Targets : 9 Targets, 2 Poppers, 1 SP

Stage Position : Standing in box, facing downrange, Gun load & Chamber Empty, Gun in Holster.

Stage Procedure : On signal, shoot all Targets, Poppers and SP behind the Fault Line.

Remark : P1 activate MT1 & MT2, .MT1 & MT2 are Bonus Targets.





Stage : 6 Stage Name : Lockers Course Designer : Allen Ho

Scoring : Comstock, 30 rounds,150 points Targets : 13 Targets, 1 Poppers, 2 Plates, 1 SP

Stage Position : Standing in box, facing downrange, Gun Empty & Chamber Empty, Gun & Magazines place in Locker.

Stage Procedure : On signal, shoot all Targets, Plates, Poppers and SP inside the Shooting Area.

Remark :