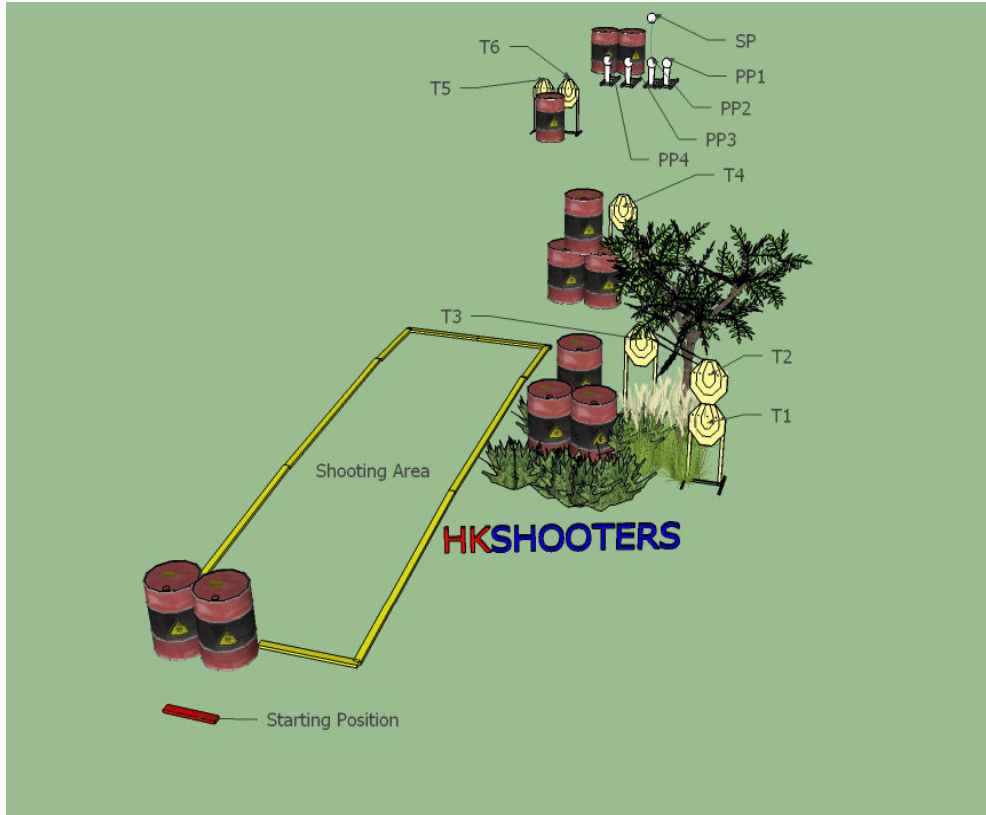


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Stage: 1	Stage Name:	Highlander
Targets:	6 Paper Targets, 4 PPs, 1 SP	
Scoring:	min 17 rounds, max 85 points, Comstock Count.	
Gun Condition:	Gun Loaded, Chamber Loaded, Holstered.	
Starting Position:	Stands relax on marker facing down range.	
Stage Procedure:	On signal, engage all targets in any order within the shooting area.	
Other(s):		

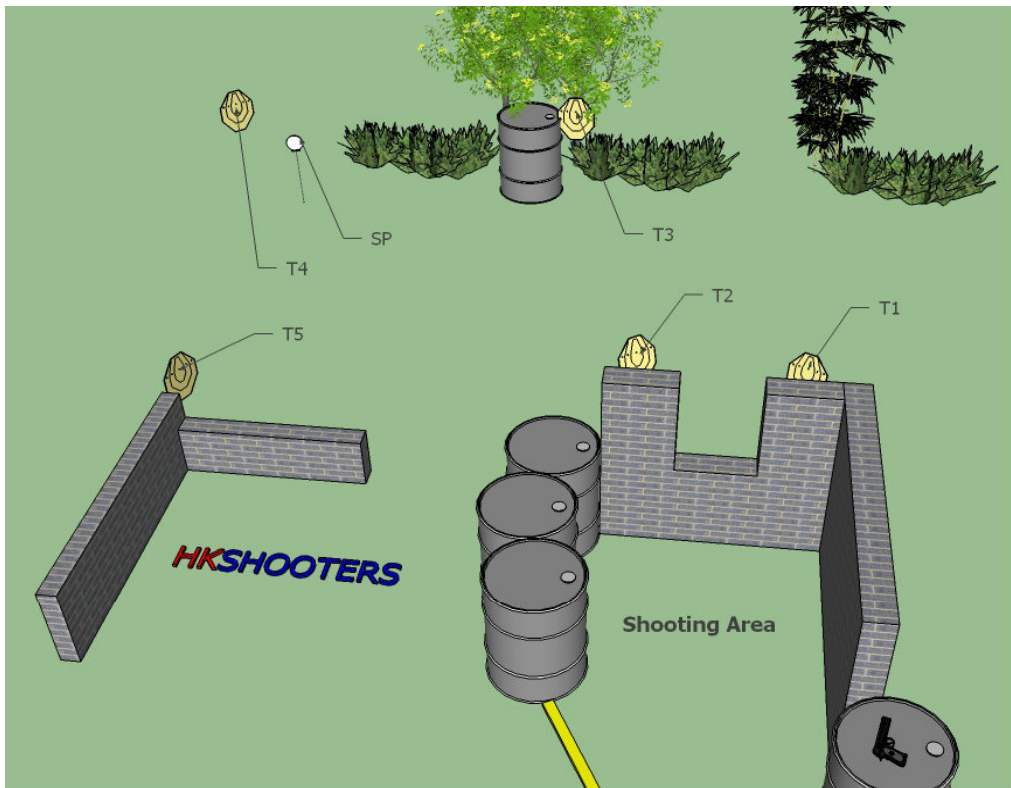
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Stage: 2	Stage Name:	The Siege
Targets:	5 Paper Targets, 1 SP	
Scoring:	min 11 rounds, max 55 points, Comstock Count.	
Gun Condition:	Gun Loaded, Chamber Loaded, Gun on Oil Barrel.	
Starting Position:	Stands relax next to the oil barrel facing down range.	
Stage Procedure:	On signal, engage all targets in any order within the shooting area.	
Other(s):		

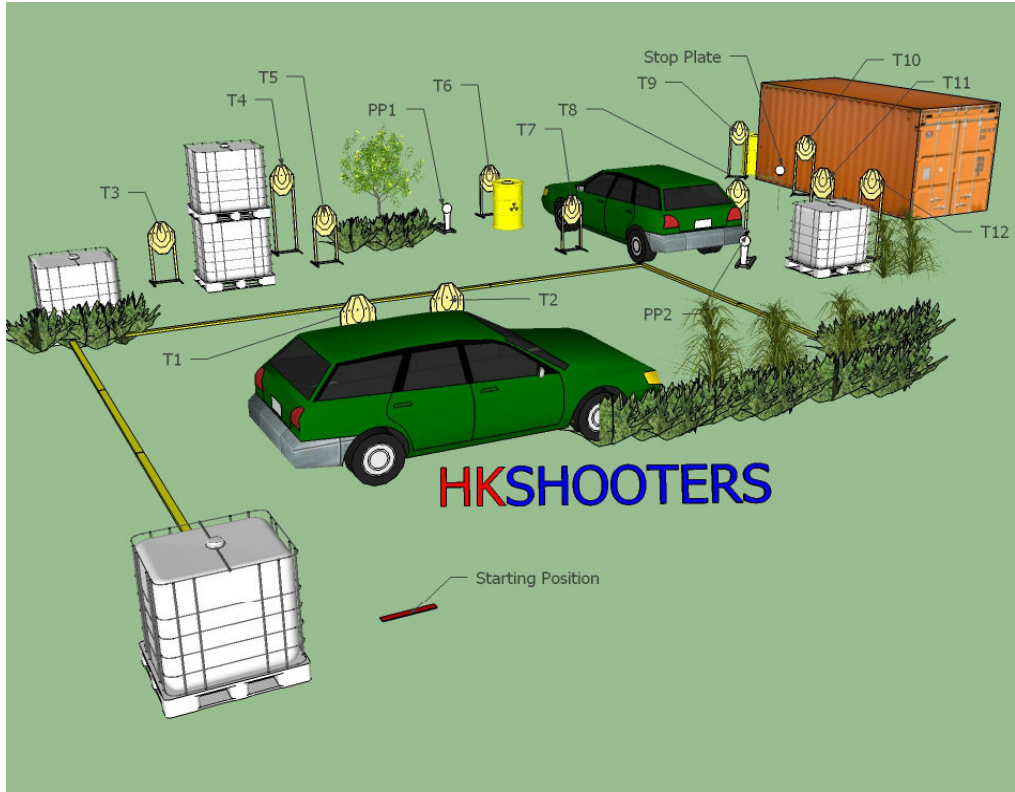


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Stage: 3	Stage Name:	The Field
Targets:	12 Paper Targets, 2 PPs, 1 SP	
Scoring:	min 27 rounds, max 135 points, Comstock Count.	
Gun Condition:	Gun Loaded, Chamber Loaded, Holstered.	
Starting Position:	Stands relax on the marker facing down range.	
Stage Procedure:	On signal, engage all targets in any order within the shooting area.	
Other(s):		

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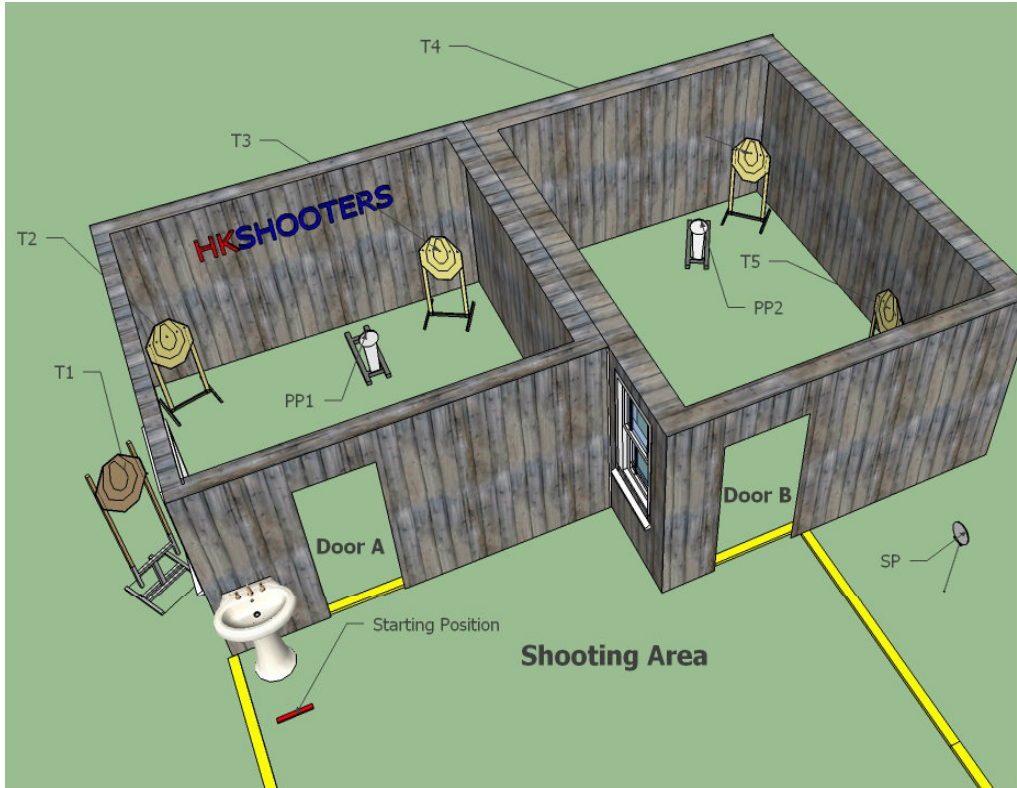


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Stage: 4	Stage Name:	Alone in the Dark
Targets:	5 Paper Targets, 2 PPs, 1 SP	
Scoring:	min 13 rounds, max 65 points, Comstock Count.	
Gun Condition:	Gun Loaded, Chamber Loaded, Holstered.	
Starting Position:	Stands on marker, both hands on faucet.	
Stage Procedure:	On signal, engage all targets in any order within the shooting area.	
Other(s):	Door A activates moving target T1.	

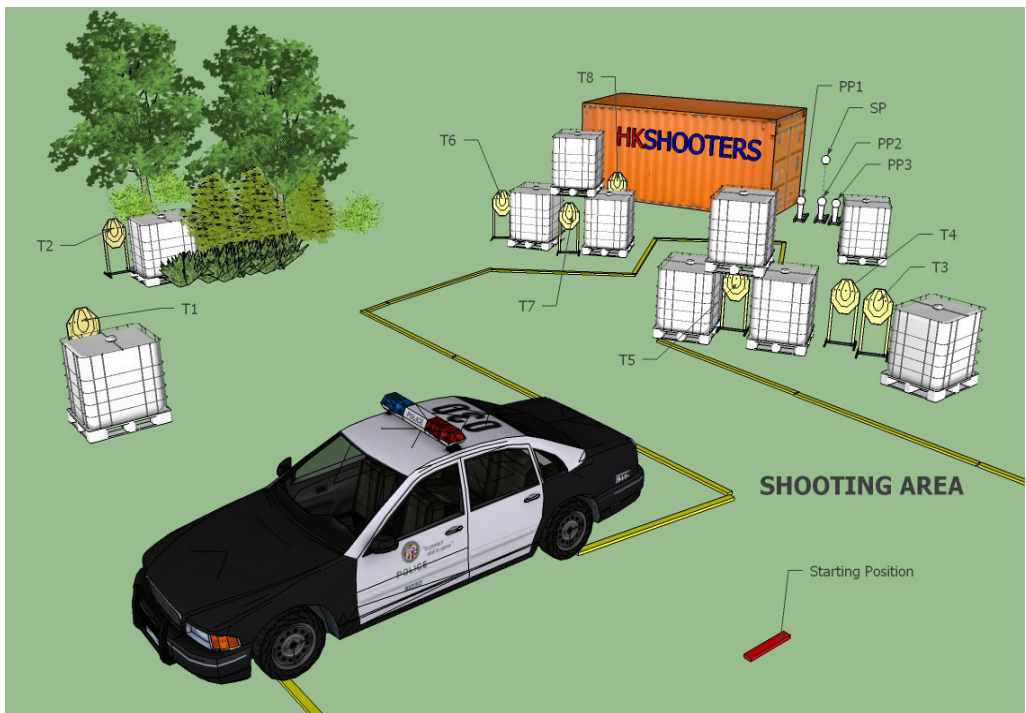
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Stage: 5	Stage Name:	Gattaca
Targets:	8 Paper Targets, 3 PP, 1 SP	
Scoring:	min 20 rounds, max 100 points, Comstock count.	
Gun Condition:	Gun Loaded, Chamber Empty, Gun inside car.	
Starting Position:	Crouch on marker in surrendering position, facing the car.	
Stage Procedure:	On signal, engage all targets in any order within the shooting area.	
Other(s):	Fail to cock gun to shoot, 1 Procedure Error.	

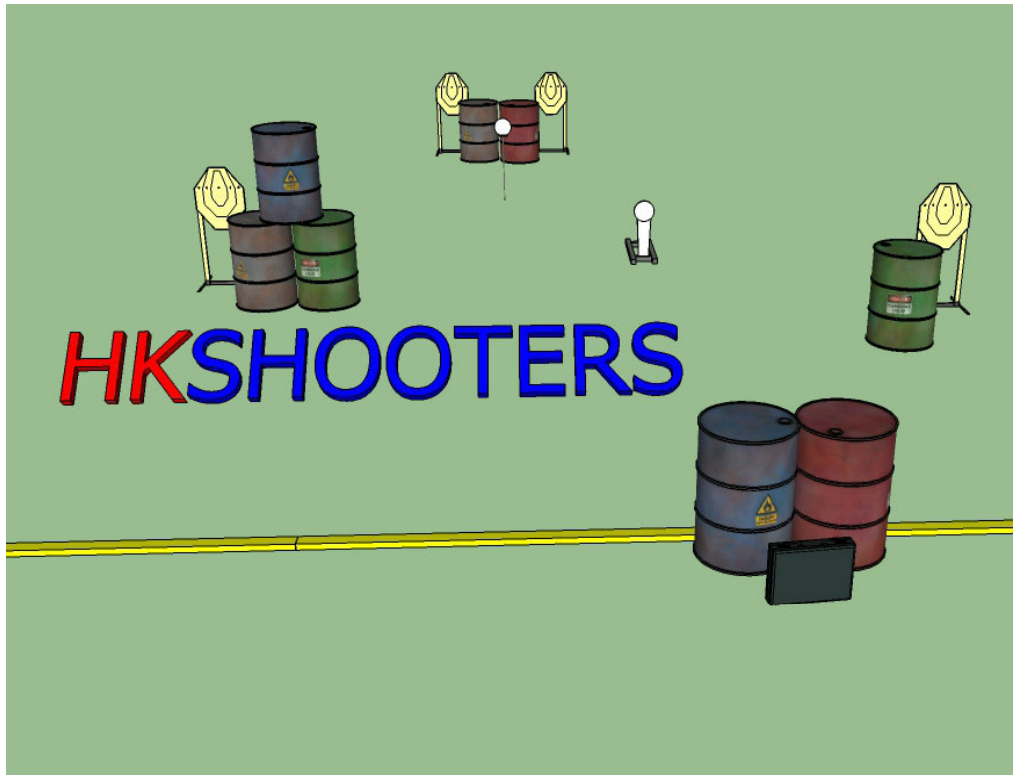
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Stage: 6	Stage Name:	Limit 10
Targets:	4 Paper Targets, 1 PP, 1SP	
Scoring:	min 10 rounds, max 50 points, Comstock Count.	
Gun Condition:	Gun Empty, Chamber Empty, Gun inside Range Bag.	
Starting Position:	Stands relax next to the oil barrel facing down range.	
Stage Procedure:	On signal, engage all targets in any order behind the fault line.	
Other(s):		

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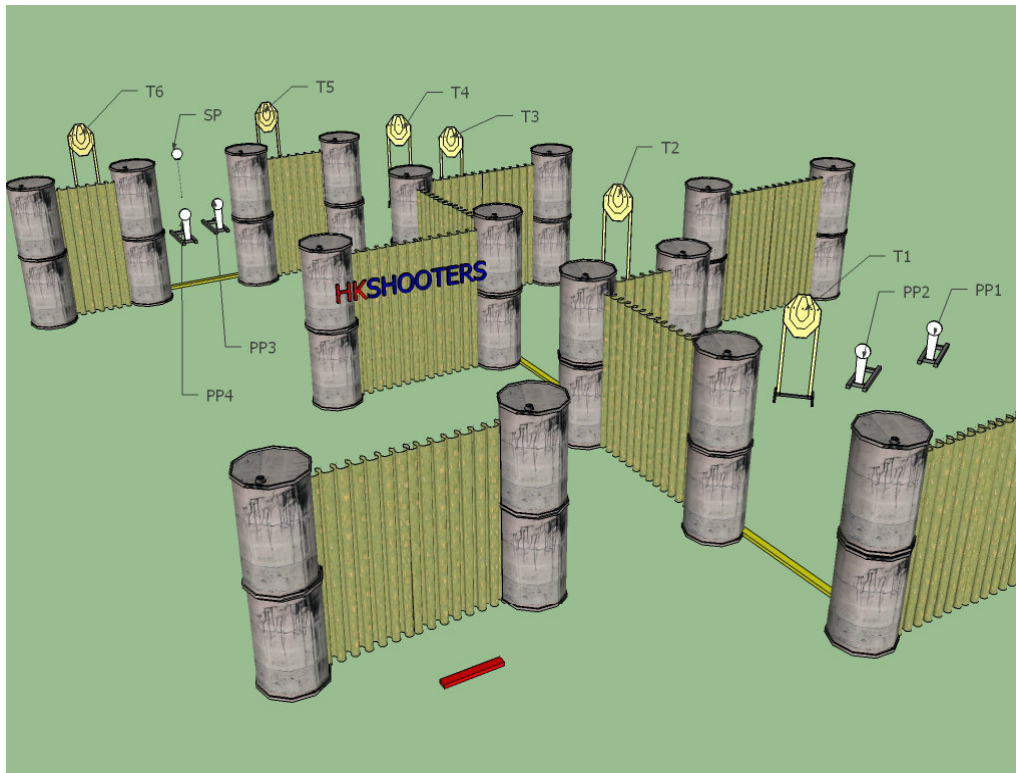


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Stage: 7	Stage Name:	Gunman Style	
Targets:	6 Paper Targets, 4 PPs, 1 SP		
Scoring:	min 17 rounds, max 85 points, Comstock Count.		
Gun Condition:	Gun Empty, Chamber Empty, Holstered.		
Starting Position:	Stands relax on marker facing down range		
Stage Procedure:	On signal , engage all targets within the shooting area in any order.		
Other(s):			

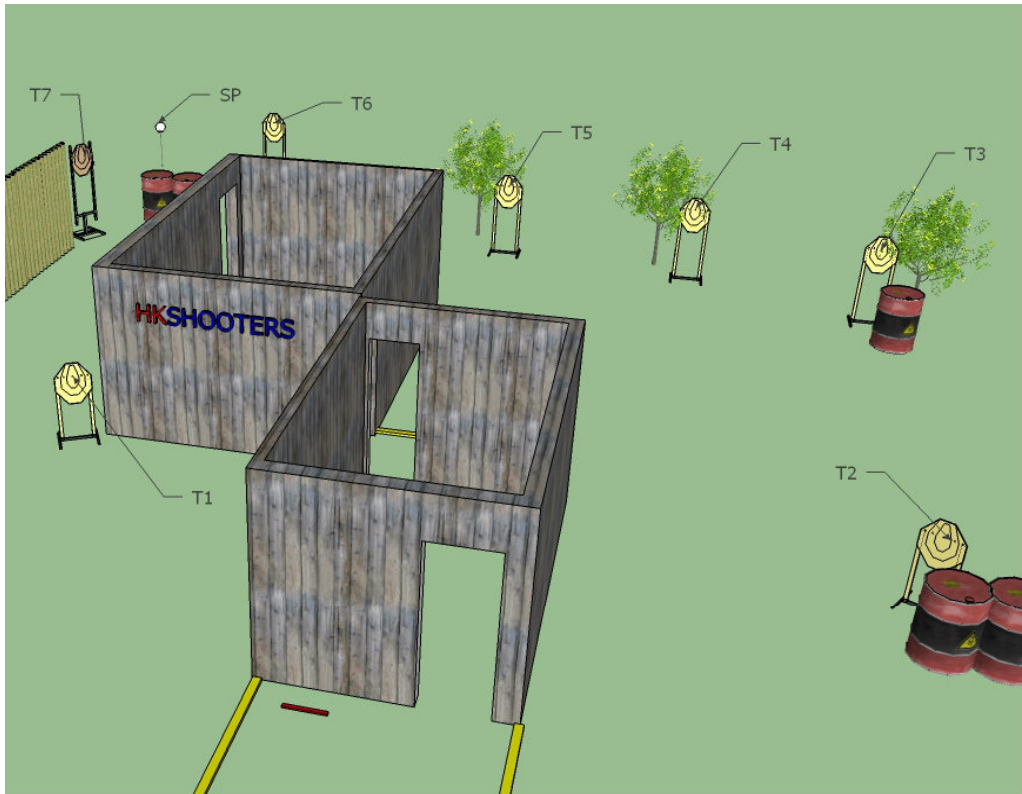
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Stage: 8	Stage Name:	The Infinite
Targets:	7 Paper Targets, 1 SP	
Scoring:	min 15 rounds, max 75 points, Comstock Count.	
Gun Condition:	Gun Loaded, Chamber Loaded, holstered.	
Starting Position:	Stand on marker facing down range, both hands on wall	
Stage Procedure:	On signal, engage all targets in any order within the shooting area.	
Other(s):	Handle activates swing target T7.	

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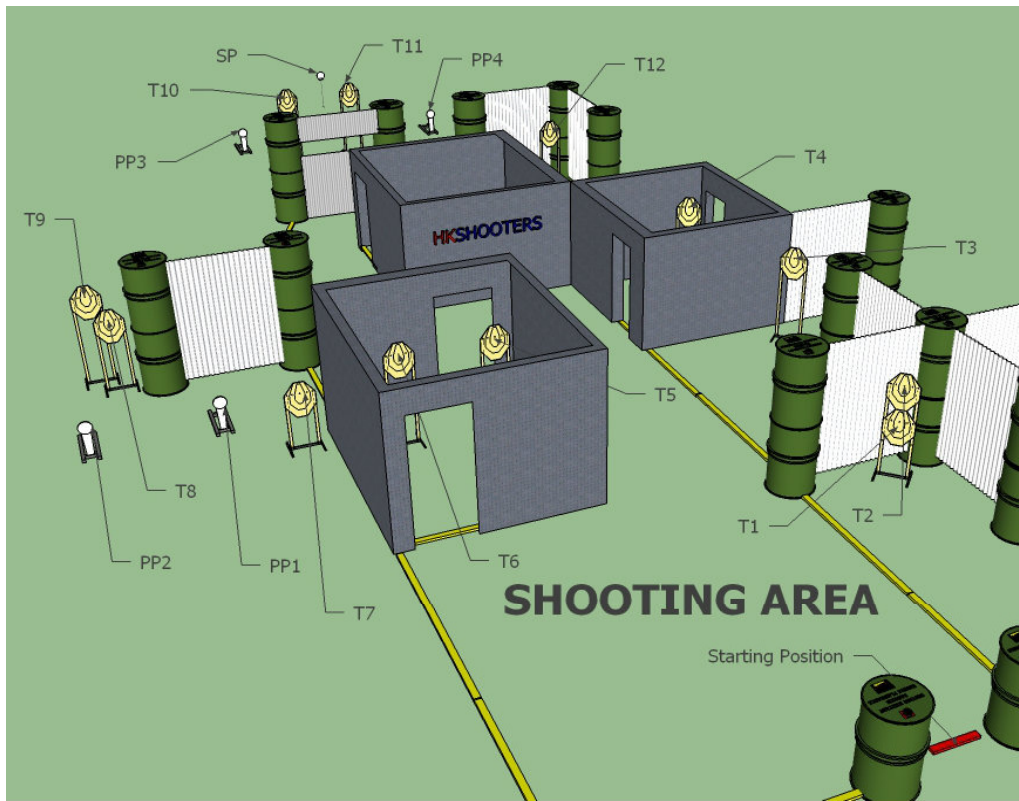


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Stage: 9	Stage Name:	The Simple One
Targets:	12 Paper Targets, 4 PPs, 1 SP.	
Scoring:	min 29 rounds, max 145 points, Comstock Count.	
Gun Condition:	Gun Loaded, Chamber Loaded, Holstered.	
Starting Position:	Stands relax on marker facing down range.	
Stage Procedure:	On signal, engage all targets within the shooting area in any order.	
Other(s):		

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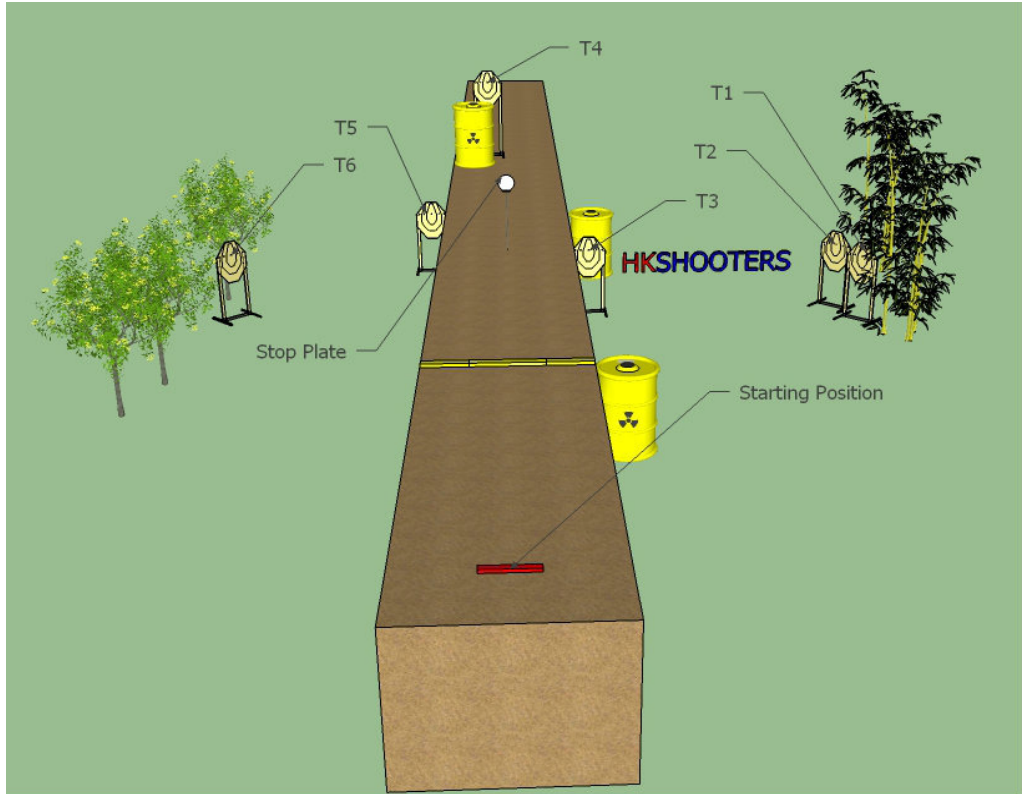


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Stage: 1	Stage Name:	HopUp Testing
Targets:	6 Paper Targets, 1 SP	
Scoring:	min 13 rounds, max 65 points, Comstock Count.	
Gun Condition:	Gun Loaded, Chamber Empty, Holstered.	
Starting Position:	Stands relax on marker facing down range.	
Stage Procedure:	On signal, engage all targets in any order within the shooting area.	
Other(s):	Fail to cock gun to shoot, 1 Procedure Error.	

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