

Stage 1

Targets: 14 Paper Targets, 3 Poppers, 1 Stop Plate.

Scoring: min. 32 rounds, max. 160 points, Comstock Count.

Gun Condition: Gun Loaded, Chamber Loaded, Holstered.

Starting Position: Stands relaxed on Start line, facing down range.

Stage Procedure: On signal, engage all targets in any order within the shooting area in any order.

Other(s): *PP3 activates swing target T13 & 14



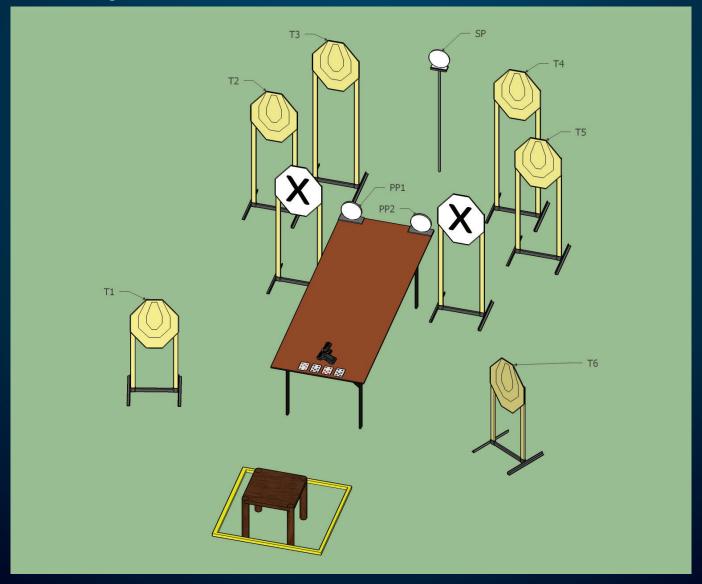








KSHSTERS 主辦



Stage 2

Targets: 6 Paper Targets, 2 Plates, 1 Stop Plate.

Scoring: min. 15 rounds, max. 75 points, Comstock Count.

Gun Condition: Gun Loaded, Chamber Empty, on table.

Starting Position: Sit on the chair and both hand hold the Pokers, facing down range.

Stage Procedure: On signal, engage all targets in any order within the shooting area in any order.

Other(s): *Before shooting must be rack the slide to load, who failed will incur 1

procedural penalty



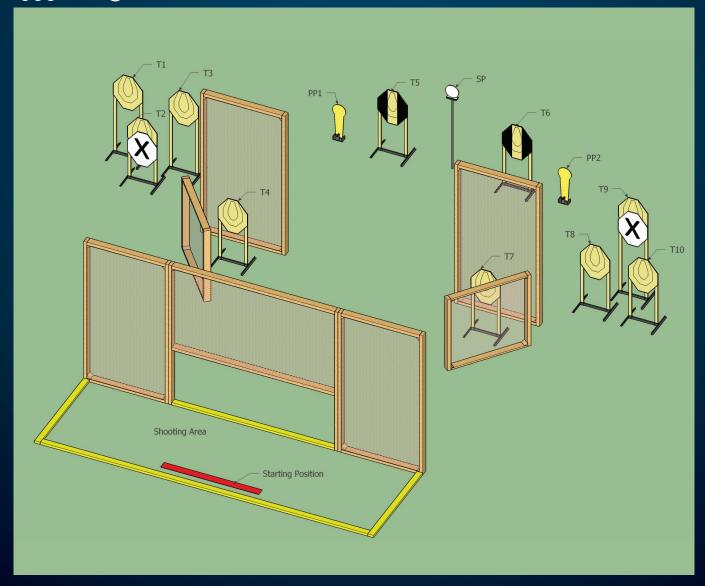








KKSHOTERS 主辦



Stage 3

Targets: 10 Paper Targets, 2 Poppers, 1 Stop Plate.

min. 23 rounds, max. 115 points, Comstock Count. Scoring:

Gun Condition: Gun Empty, Chamber Empty, Holstered.

Starting Position: Stands relaxed on marker facing down range.

Stage Procedure: On signal, engage all targets within firing zone in any order.

Other(s):

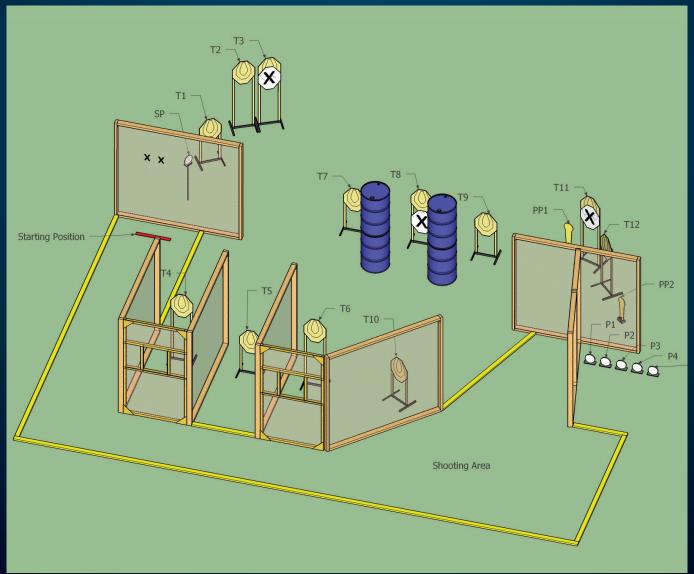












Stage 4

Targets: 12 Paper Targets, 2 Poppers, 5 Plates, 1 Stop Plate.

Scoring: min. 32 rounds, max. 160 points, Comstock Count.

Gun Condition: Gun Loaded, Chamber Loaded, Holstered.

Starting Position: Hand on marker and stands relaxed on Start line, facing down range.

Stage Procedure: On signal, engage all targets in any order within the shooting area in any order.

Other(s):



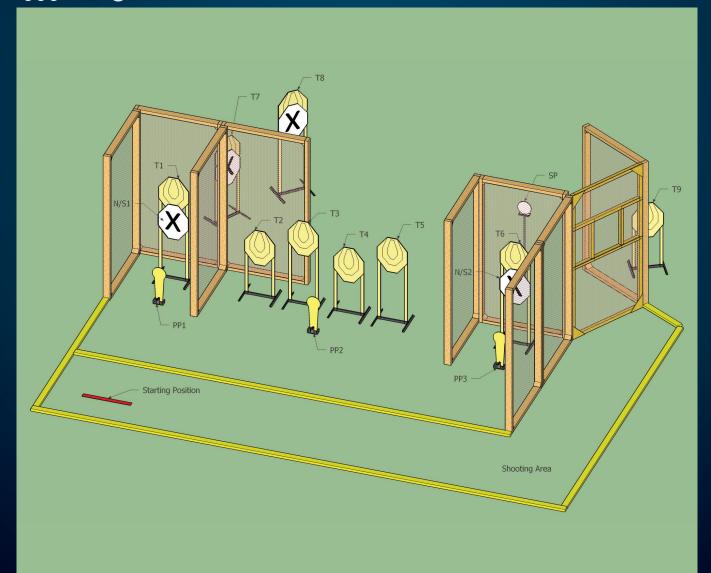








KKSHSTERS 主辦



Stage 5

Targets: 9 Paper Targets, 3 Poppers, 1 Stop Plate.

Scoring: min. 22 rounds, max. 110 points, Comstock Count.

Gun Condition: Gun Loaded, Chamber Loaded, Holstered.

Starting Position: Stands relaxed on Start line, facing down range.

Stage Procedure: On signal, engage all targets in any order within the shooting area in any order.

Other(s): *PP1 activates swing target N/S 1

*PP3 activates swing target N/S 2

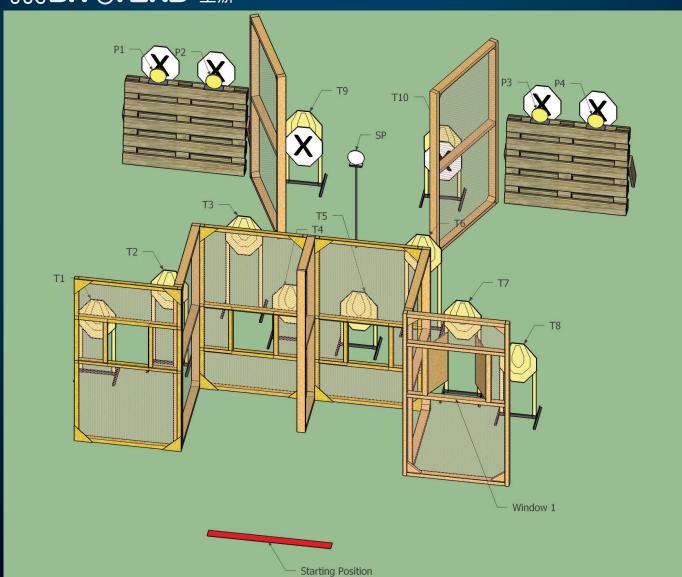












Stage 6

Targets: 10 Paper Targets, 4 Plates, 1 Stop Plate.

Scoring: min. 25 rounds, max. 125 points, Comstock Count.

Gun Condition: Gun Loaded, Chamber Loaded, Holstered.

Starting Position: Stands relaxed on Start line, facing down range.

Stage Procedure: On signal, engage all targets in any order within the shooting area in any order.

Other(s): *Push window only by weak hand; if not, 1 procedural penalty







