

# STAGE 1

## RIDE ON BABY

Designed by: 2011 Area 4 Design Team

### START POSITION

Heels on marks, HANDGUN LOADED and holstered.

### PROCEDURE

Upon start signal, engage targets as they become visible from within the fault lines.

### SCORING

COMSTOCK, 32 rounds, 160 pts

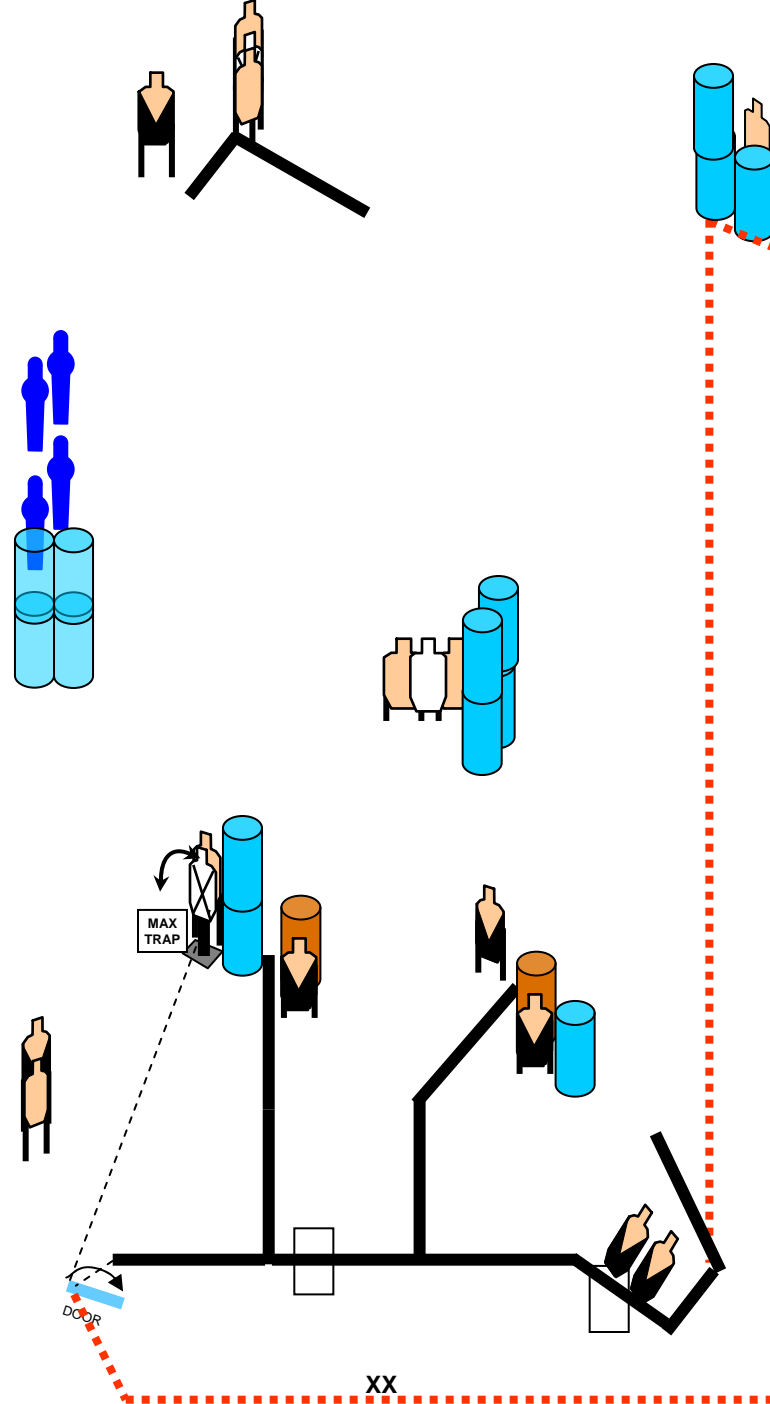
14 PAPER, 4 Steel

Best 2 Hits on Paper, steel down=1A

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# STAGE 2

## ALL DOWN THE LINE

Designed by: 2011 Area 4 Design Team

### START POSITION

Facing uprange, heels on marks, wrists above shoulders, handgun loaded and holstered.

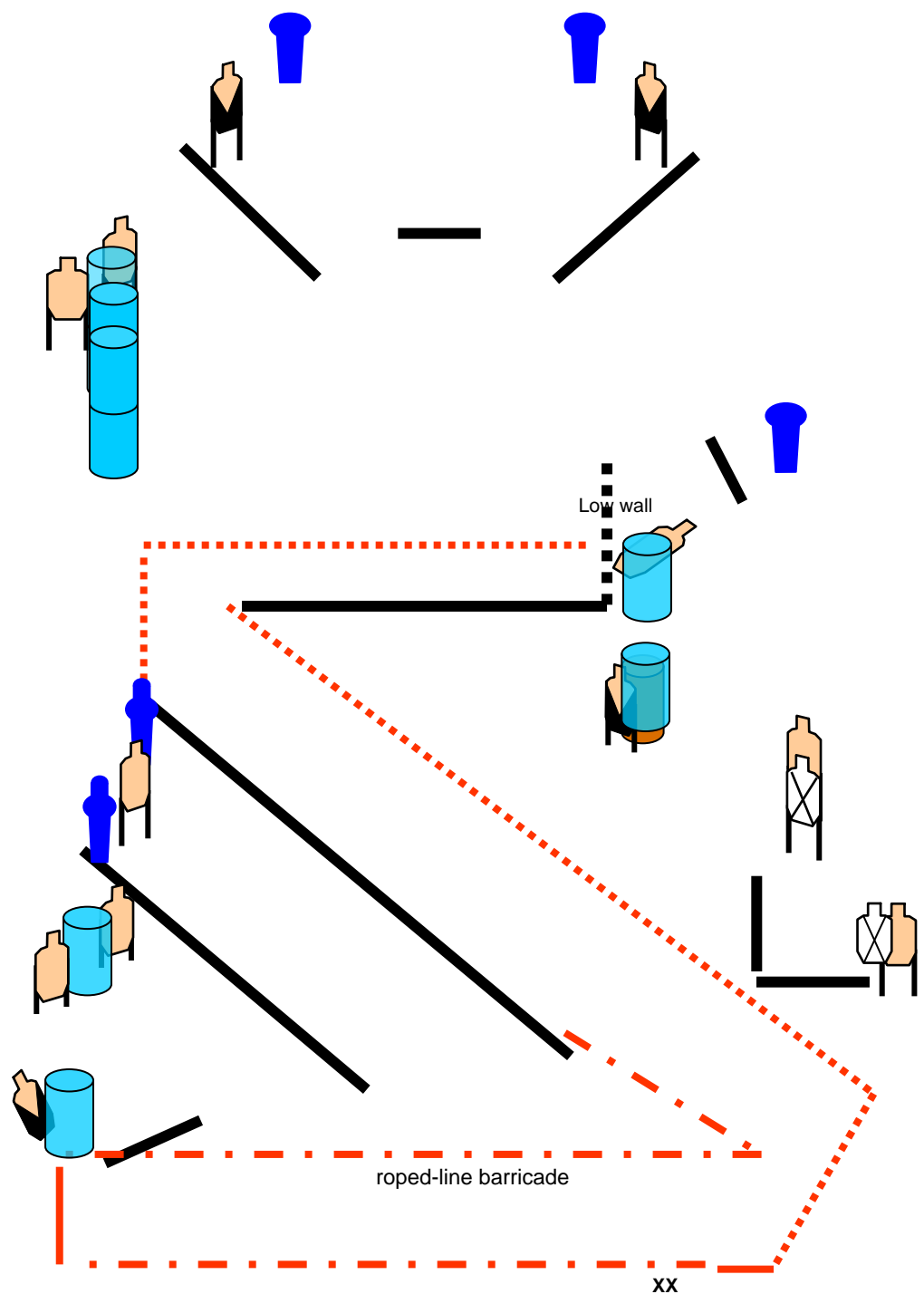
### PROCEDURE

Upon start signal, engage targets as they become visible from within the fault lines.

### SCORING

COMSTOCK, 29 rounds, 145 pts  
12 PAPER, 5 Steel  
Best 2 Hits on Paper, steel down=1A  
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# STAGE 3

## THIEF IN THE NIGHT

Designed by: 2011 Area 4 Design Team

### START POSITION

Facing downrange, toes on marks, HANDGUN LOADED and holstered.

### PROCEDURE

Upon start signal, engage targets as they become visible from within the fault lines.

### SCORING

COMSTOCK, 28 rounds, 140 pts

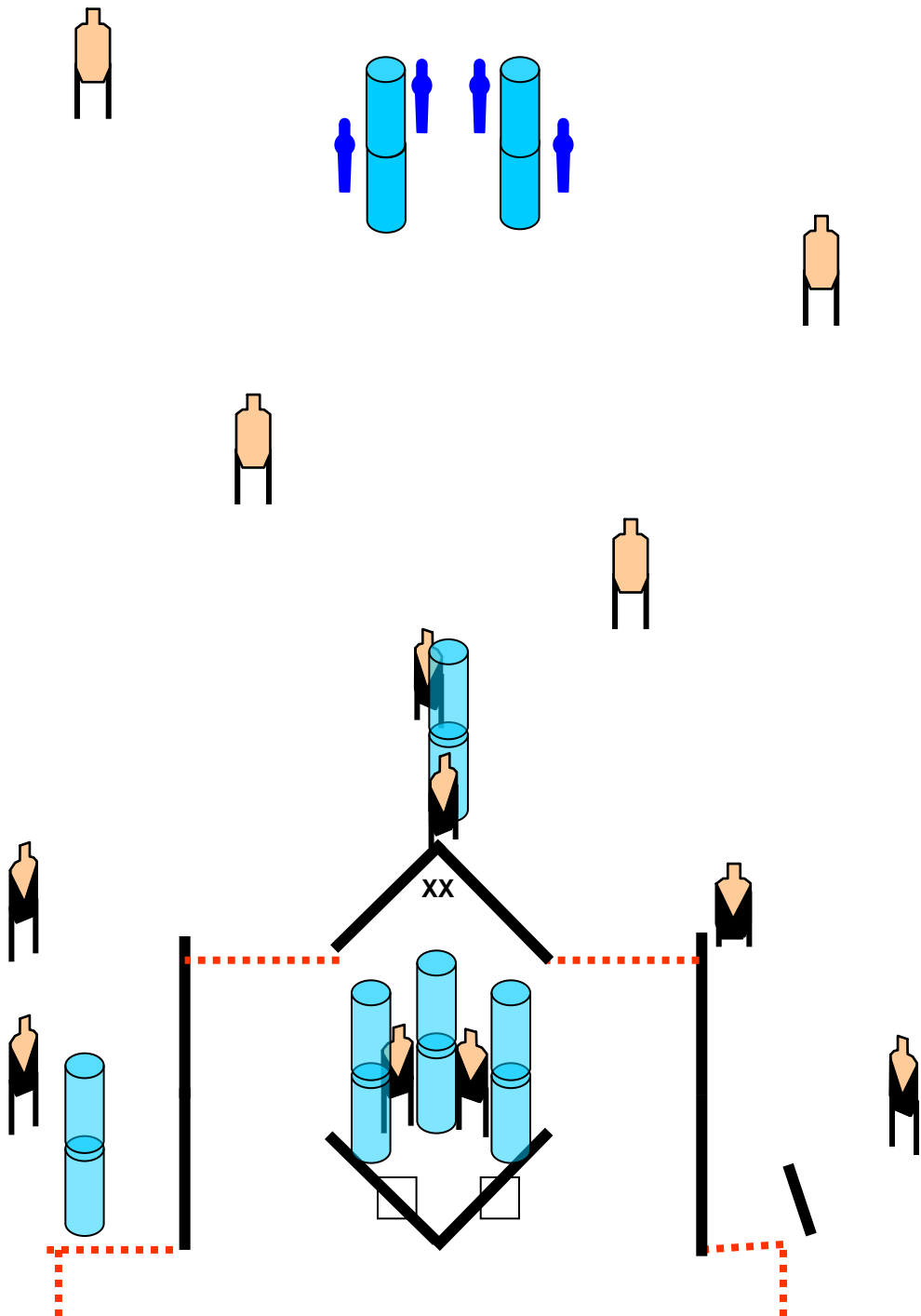
12 PAPER, 4 Steel

Best 2 Hits on Paper, steel down=1A

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# STAGE 4

## ANYBODY SEEN MY BABY

Designed by: 2011 Area 4 Design Team

### START POSITION

Palms on marks, handgun UNLOADED and holstered.

### PROCEDURE

Upon start signal, engage targets as they become visible from within the fault lines.

### SCORING

COMSTOCK, 26 rounds, 130 pts

12 PAPER, 2 Steel

Best 2 Hits on Paper, steel down=1A

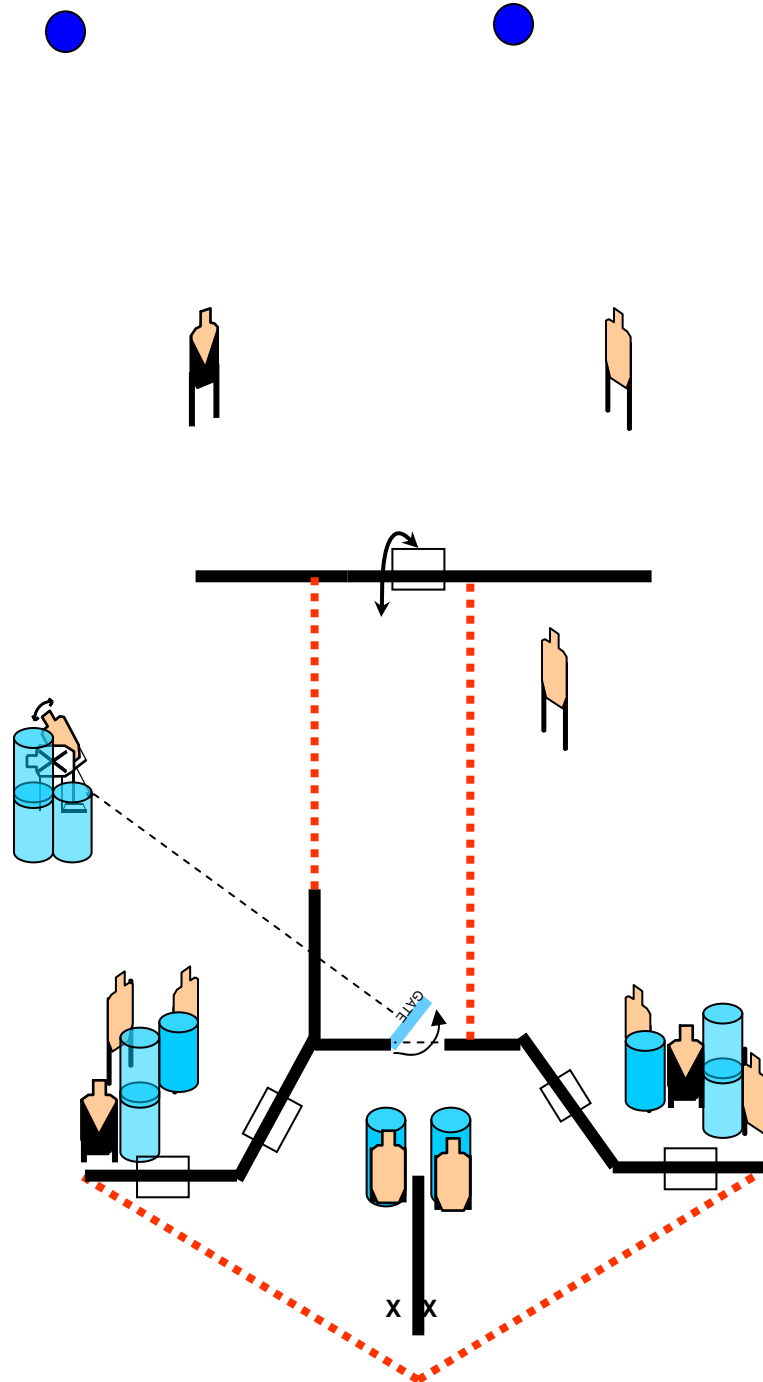
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**Akai Custom Guns**  
Custom Guns and Parts Manufacturer



# STAGE 5

## AS TEARS GO BY

Designed by: 2011 Area 4 Design Team

### START POSITION

Lying flat on back in sun chair, heels on marks, UNLOADED handgun lying on side, unsupported on table with muzzle perpendicular to rear berm

### PROCEDURE

Upon start signal, engage targets as they become visible from within the fault lines.

### SCORING

COMSTOCK, 26 rounds, 130 pts

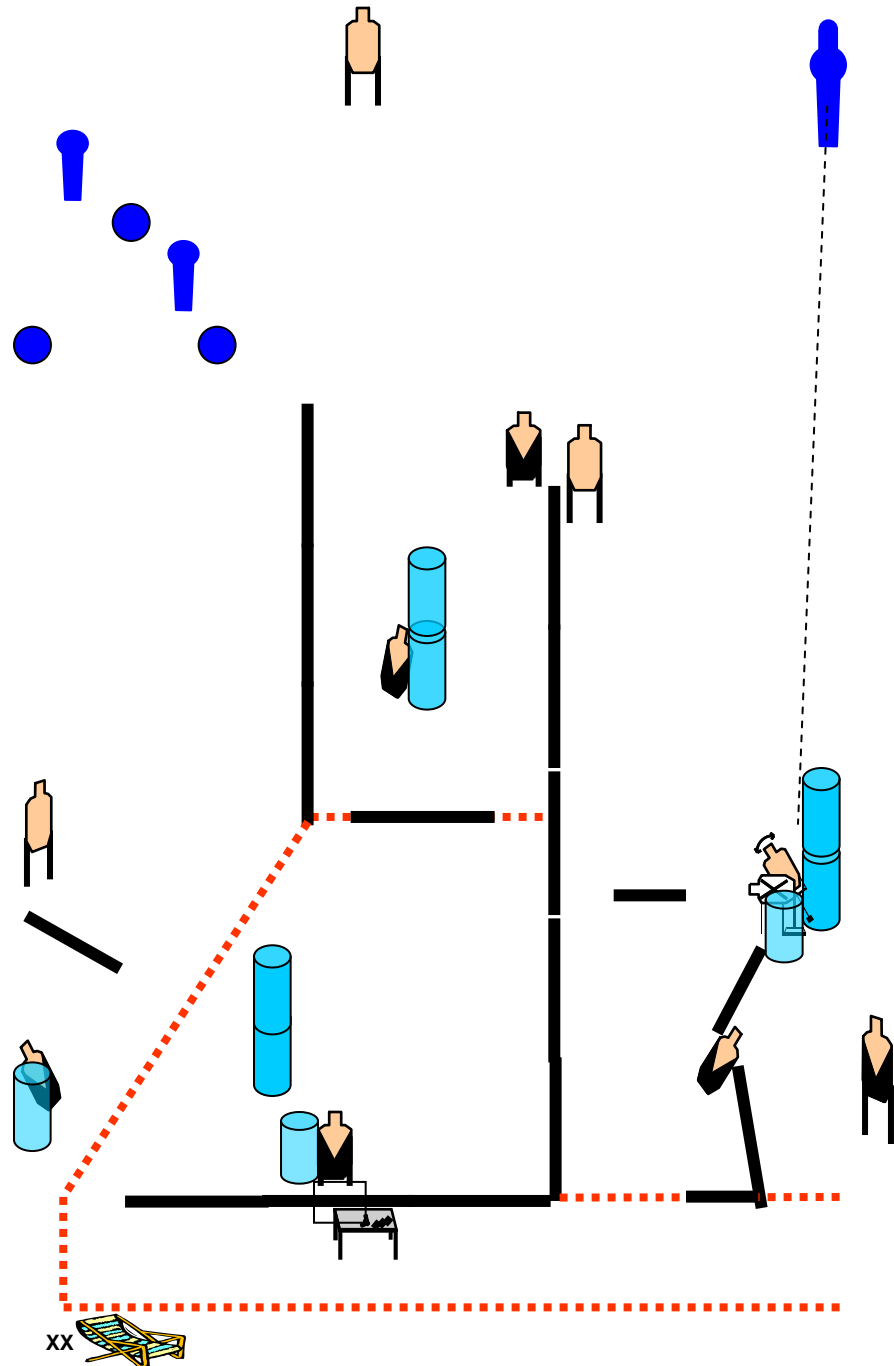
10 PAPER, 6 Steel

Best 2 Hits on Paper, steel down=1A

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# STAGE 6

## BIGGEST MISTAKE

Designed by: 2011 Area 4 Design Team

### START POSITION

Facing uprange, toes on marks, handgun loaded and holstered.

### PROCEDURE

Upon start signal, engage targets as they become visible from within the fault lines.

### SCORING

COMSTOCK, 27 rounds, 135 pts

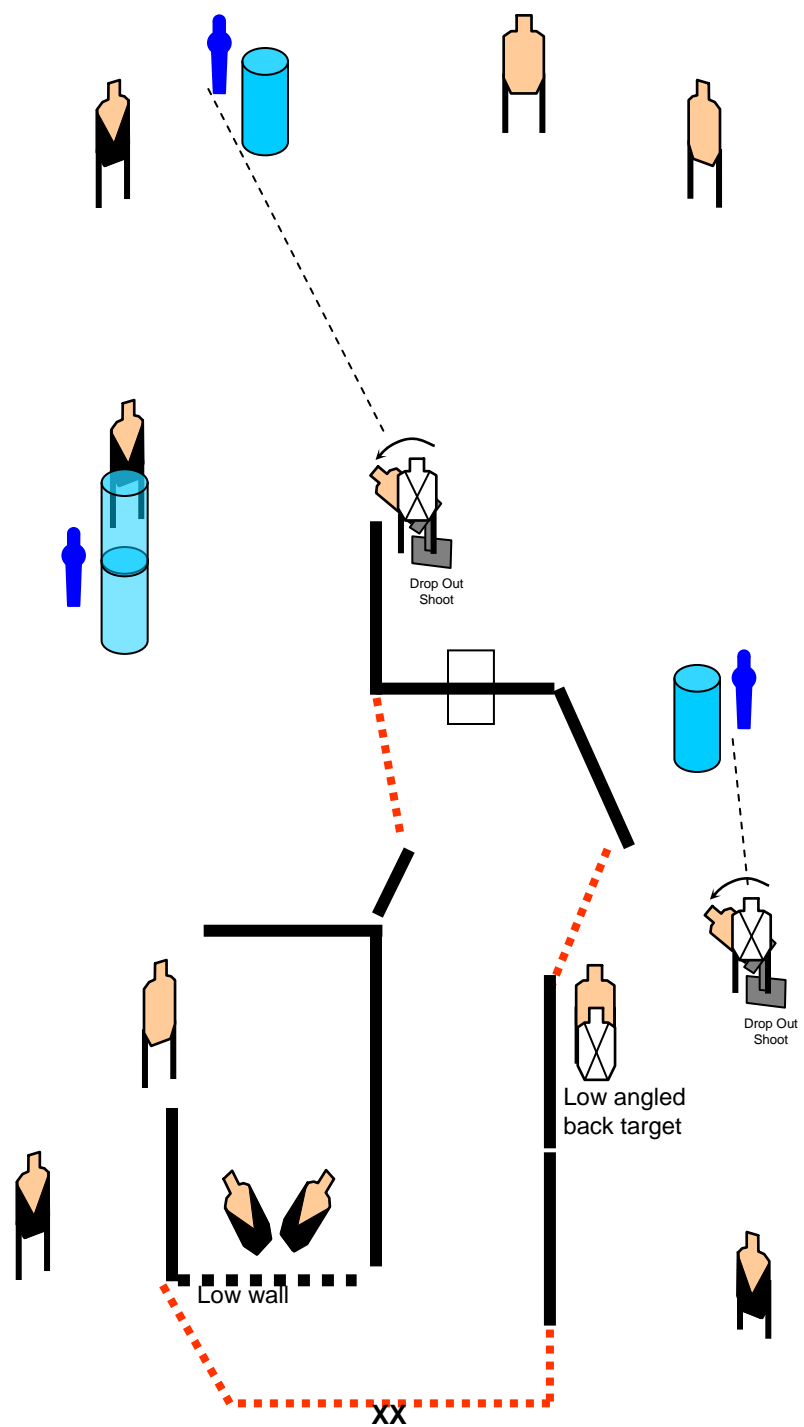
12 PAPER, 3 Steel

Best 2 Hits on Paper, steel down=1A

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# STAGE 7

## CAN'T BE SEEN

Designed by: 2011 Area 4 Design Team

### START POSITION

Facing uprange, wrists above shoulders, toes on marks, handgun loaded and holstered.

### PROCEDURE

Upon start signal, engage targets as they become visible from within the fault lines.

### SCORING

COMSTOCK, 25 rounds, 125 pts

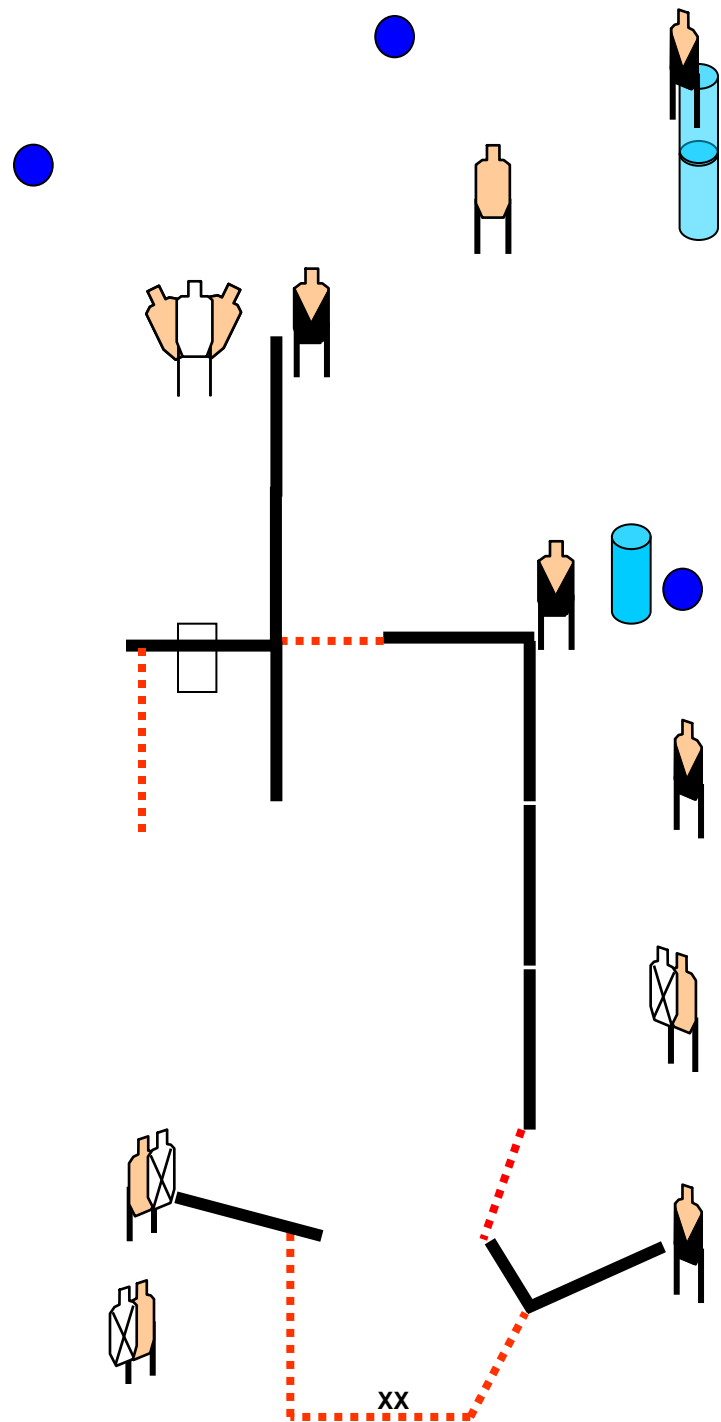
11 PAPER, 3 Steel

Best 2 Hits on Paper, steel down=1A

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# STAGE 8

## RIP THIS JOINT

Designed by: 2011 Area 4 Design Team

### START POSITION

Standing with heels on marks, HANDGUN lying unsupported on table with muzzle perpendicular to backstop. For semi-autos: CHAMBER EMPTY, loaded magazine inserted, slide forward, hammer down. For revolvers: LOADED and closed cylinder, hammer down.

### PROCEDURE

Upon start signal, engage targets as they become visible from within the fault lines.

### SCORING

COMSTOCK, 21 rounds, 105 pts

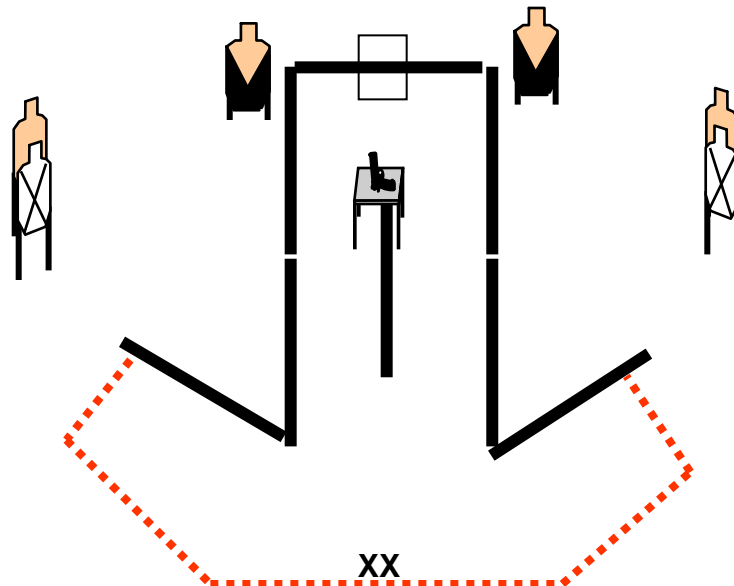
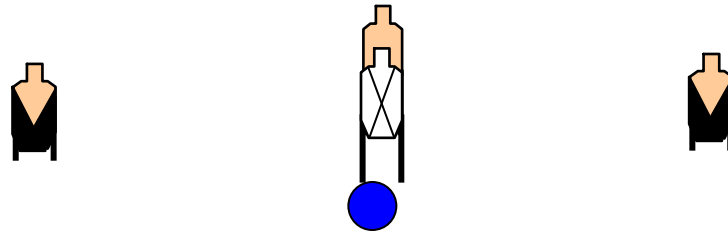
9 PAPER, 3 Steel

Best 2 Hits on Paper, steel down=1A

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# STAGE 9

## PAY YOUR DUES

Designed by: 2011 Area 4 Design Team

### START POSITION

Facing downrange, palms on marks, handgun loaded and holstered.

### PROCEDURE

Upon start signal, engage targets as they become visible from within the fault lines.

### SCORING

COMSTOCK, 31 rounds, 155 pts

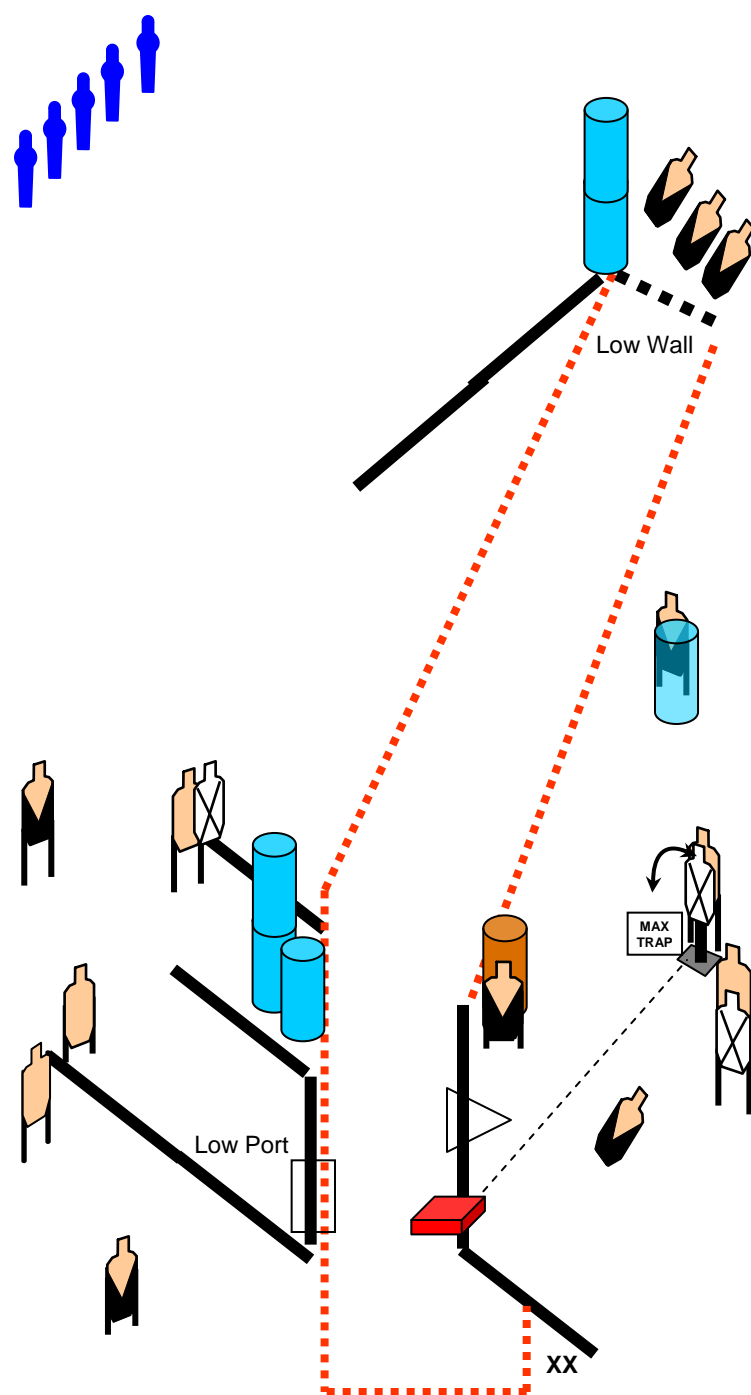
13 PAPER, 5 Steel

Best 2 Hits on Paper, steel down=1A

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# STAGE 10

## ROCK AND A HARD PLACE

Designed by: 2011 Area 4 Design Team

### START POSITION

Heels on marks, handgun loaded and holstered.

### PROCEDURE

Upon start signal, engage targets as they become visible from within the fault lines.

### SCORING

COMSTOCK, 23 rounds, 115 pts

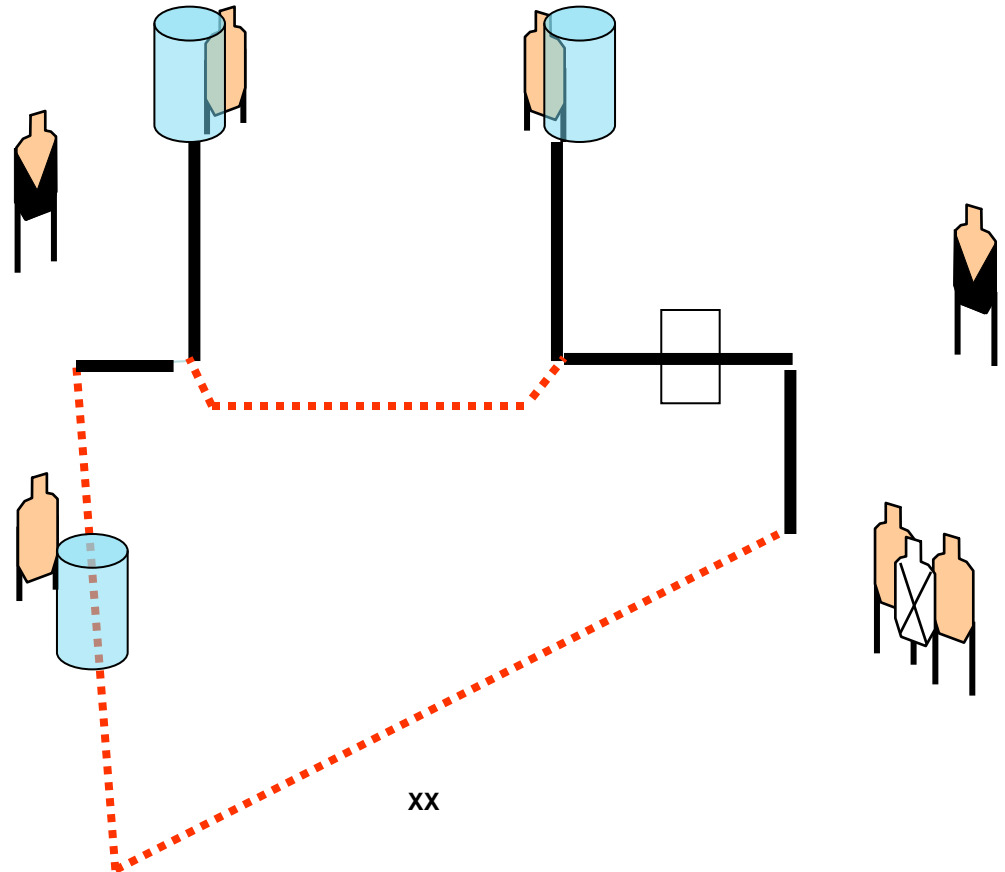
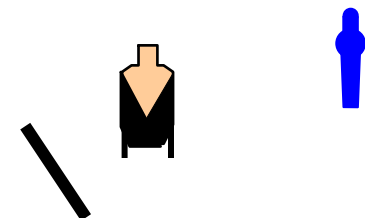
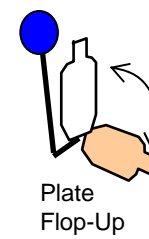
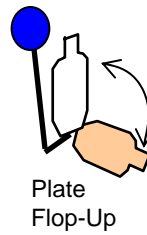
10 PAPER, 3 Steel

Best 2 Hits on Paper, steel down=1A

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# STAGE 11

## NO USE IN CRYING

Designed by: 2011 Area 4 Design Team

### START POSITION

Facing downrange, seated in chair, palms on knees, LOADED handgun laying unsupported on table with muzzle perpendicular to rear berm

### PROCEDURE

Upon start signal, engage targets as they become visible from within the fault lines.

### SCORING

COMSTOCK, 19 rounds, 90 pts

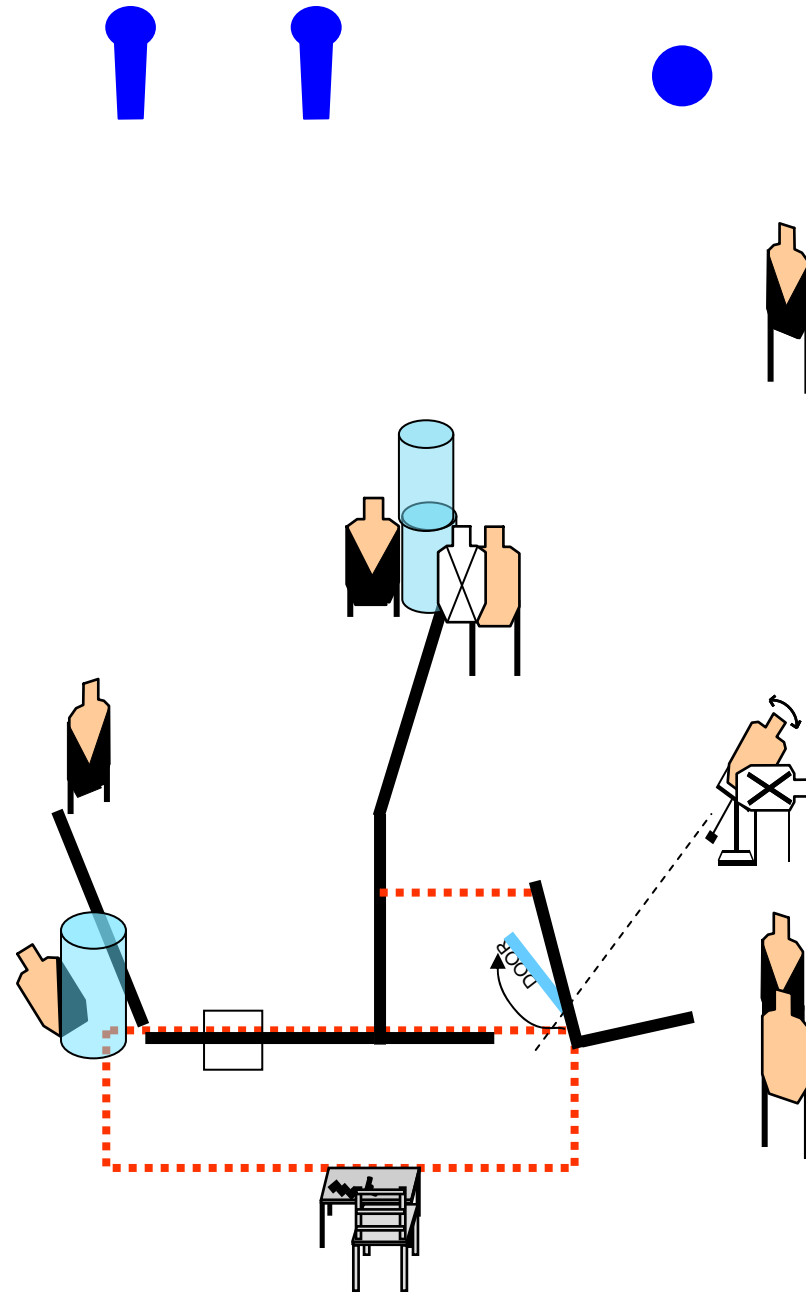
8 PAPER, 3 Steel

Best 2 Hits on Paper, steel down=1A

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# STAGE 12

## YEP, IT'S STANDARDS

Designed by: 2011 Area 4 Design Team

### START POSITION

Standing in respective box per string, facing downrange, hands at sides, handgun loaded and holstered.

### PROCEDURE

**String 1** – From BOX A, upon start signal, engage targets with only 2 rounds each FREESTYLE, perform a mandatory reload and engage targets with only 1 round each using STRONG HAND ONLY.

**String 2** – From BOX B, upon start signal, engage targets with only 2 rounds each FREESTYLE, perform a mandatory reload and engage targets with only 1 round each using WEAK HAND ONLY.

### SCORING

VIRGINIA COUNT, 18 rounds, 90 pts

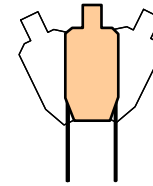
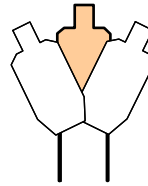
3 PAPER

Best 6 Hits on Paper, steel down=1A

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# STAGE 13

## LAST TRAIN TO MINORVILLE

Designed by: 2011 Area 4 Design Team

### START POSITION

**GO** where the CHRONOMAN tells you to go.

### PROCEDURE

**DO** what the CHRONOMAN tells you to do.

### SCORING

Below 125 Power Factor – NO SCORE

125 and Below 165 Power Factor – MINOR

165 Power Factor and Above – MAJOR

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