



**Scoring:**COMSTOCK, Best 1 hits on cardboard.

**Targets:**5 IPSC targets

**Rounds:**8

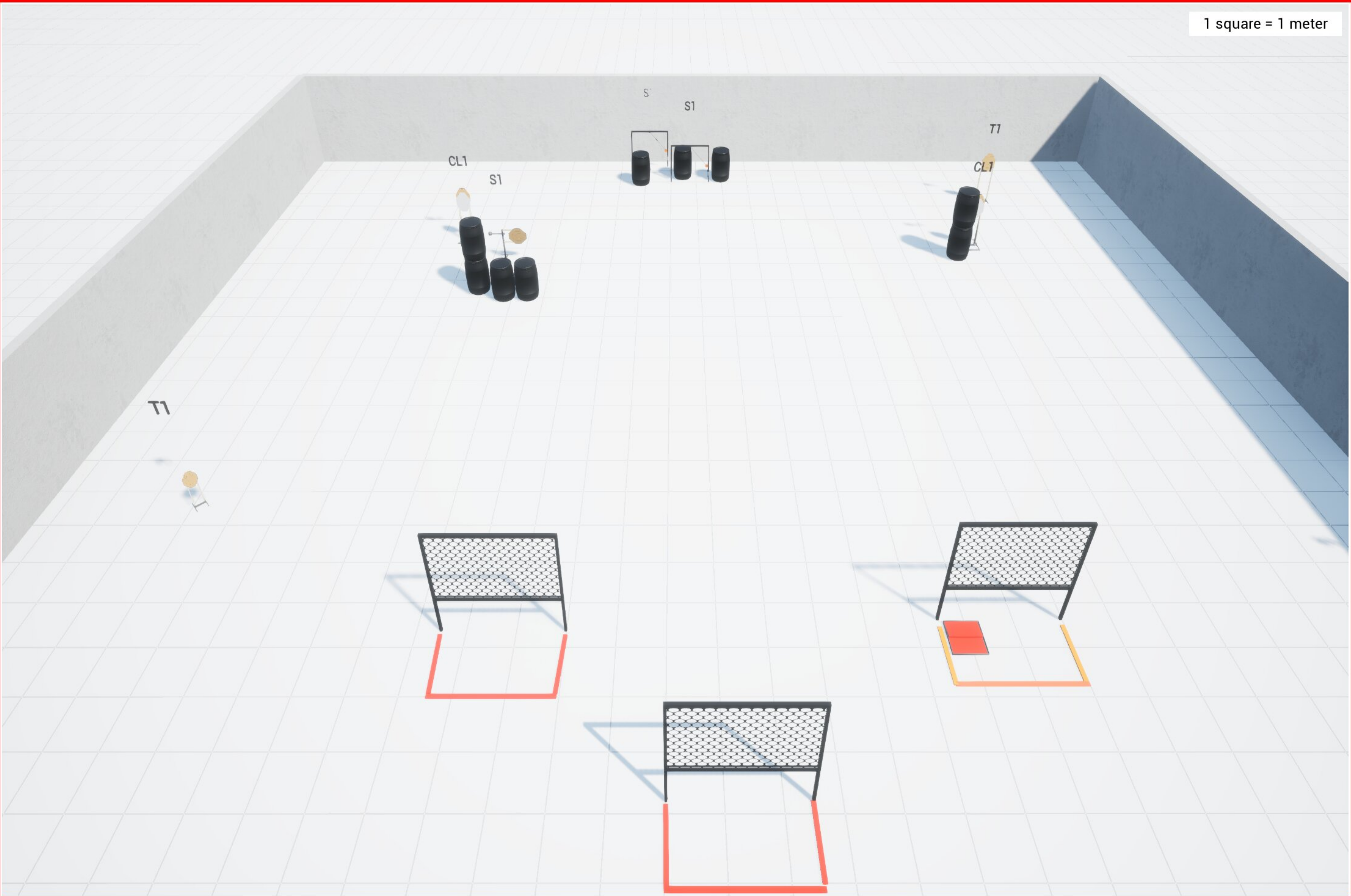
**Start Position:**

The start position is standing anywhere in any shooting box, facing down range, Shotgun in the ready condition- loaded to division capacity.

Shotgun is held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

**Procedure:**

On the audible start signal, engage all targets from within the shooting area.The two rear hanging clays must be engaged from rear shooting box from underneath the wall.



**Setup Notes:**

<Put any build instructions here for the build crew>



## Stage 4, Slug-a-thon

by Donnie Flowe

# WRITTEN STAGE BRIEFING

Welcome to stage 4, Slug-a-thon, My name is <name> and I am the CRO/RO for this stage.

Slug-a-thon is a 8 round, Slugs, 40 point, COMSTOCK Short course. There are 5 IPSC targets and 3 clays. The best 1 hit per cardboard target will score, clays must break to score.

The start position is standing anywhere in any shooting box, facing down range, Shotgun in the ready condition- loaded to division capacity.

Shotgun is held in both hands, stock touching the competitor at hip level, trigger guard downwards, barrel parallel to the ground, finger outside the trigger guard as demonstrated.

Procedure is on the audible start signal, engage all targets from within the shooting area. The two rear hanging clays must be engaged from rear shooting box from underneath the wall. The stomp pad must be used to activate the swinging target before the target can be engaged.

