



Stage 10- BuckShot Alley

by Donnie Flowe

Scoring: COMSTOCK, Best 2 hits on cardboard.

Targets: 7 IPSC targets, 3 poppers, 5 steel

Rounds: 15

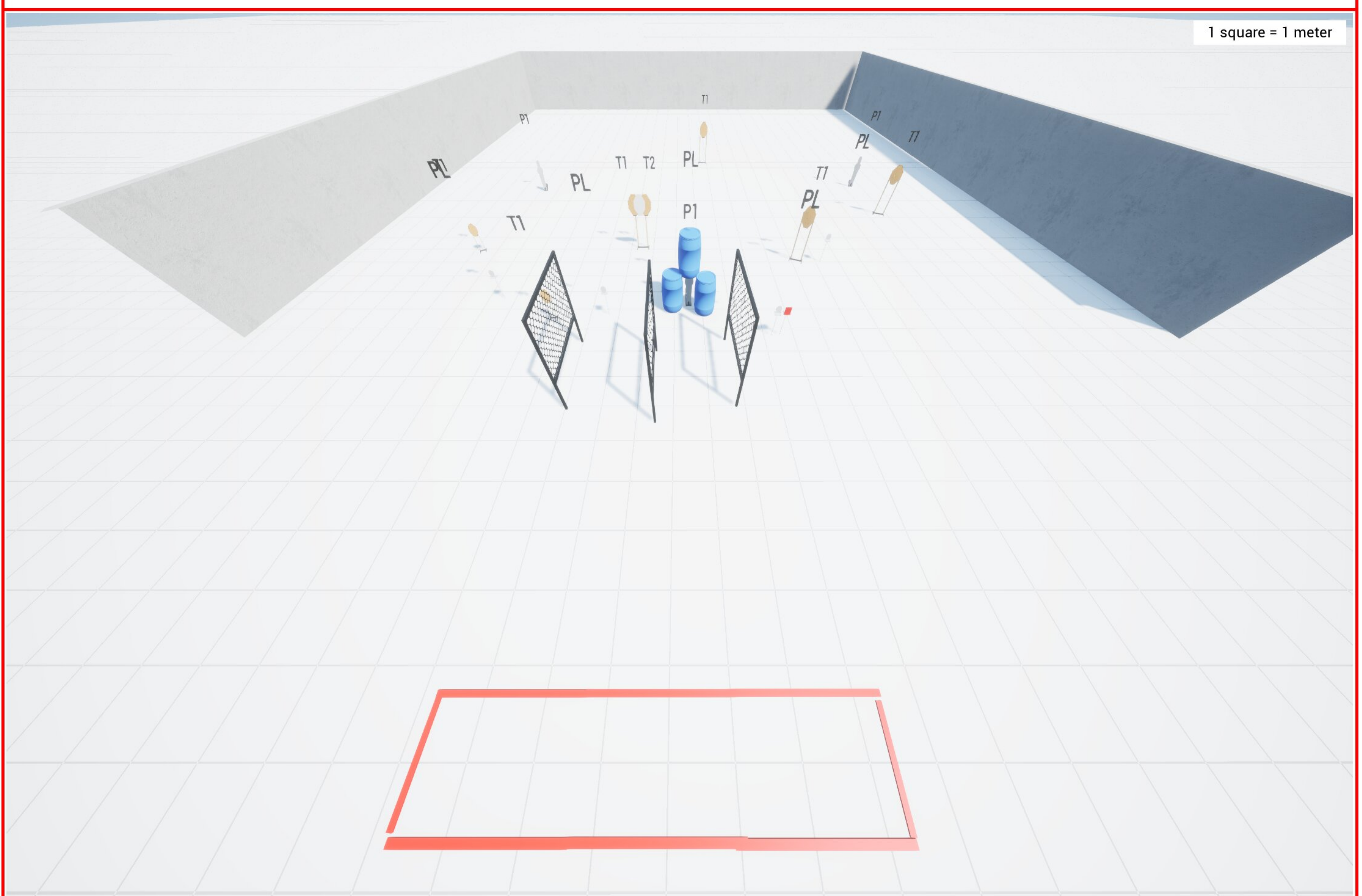
Start Position:

The start position is standing anywhere in the shooting area, facing down range, shotgun in the ready condition- bolt forward, empty chamber, magazine inserted/magazine tube filled to division capacity, safety optional.

Shotgun 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. Best two hits on paper and steel must fall to score.



Setup Notes:

<Put any build instructions here for the build crew>

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WRITTEN STAGE BRIEFING

Welcome to stage 10, BuckShot Alley, My name is <name> and I am the CRO/RO for this stage.

BuckShot Alley is a 15 round, Buckshot, 110 point, COMSTOCK Medium course. There are 7 IPSC targets and 8 steel targets. The best 2 hits per cardboard target will score. Steel must fall to score.

The start position is standing anywhere in the shooting area, facing down range, shotgun in the ready condition- bolt forward, empty chamber, magazine inserted/magazine tube filled to division capacity, safety optional.

Shotgun 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. Best two hits on paper and steel must fall to score.

