**Stage 7 - “You get nothing! You Lose! Good day, sir!”**

**COURSE DESIGNER:** Ike Starnes  
A logo of a shooting company

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| **SCORING:** Comstock 26 rounds.  **TARGETS:** 12 cardboard targets and 2 steel targets.  **SCORED HITS:** 2 Best hits per carboard will be scored. Steel must fall to score. |

A drawing of a game

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**Written Stage Briefing:**

**Stage 7 - “You you get nothing! You Lose! Good day, sir!” -** is a 26-round, 130 point, Comstock Long Course. There are 12 cardboard targets and 2 steel targets. The best 2 hits per cardboard target will be scored. The steel must fall to score.

**Start position** Both feet on the Shooting Sports Innovations Xs.

**Handgun:** Loaded and holstered, wrists below belt.

**PCC:** Loaded, stock touching belt.

On the audible start signal, engage targets from within the shooting area.

**The port must be closed prior to the start signal!**

**USPSA / NROI Range Commands:**

* Make Ready
* Are you ready?
* Standby
* If finished, unload and show clear.
* If clear, hammer down and holster
* Range is clear

**Setup Notes:**

10 Single Wall Stands

2 Double Wall Stands

5 Full Walls

1 Half Wall

1 Drop Port Wall

12 Target stands / 24 target sticks

2 Mini-Poppers

2 Popper Bases

12+ barrels

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