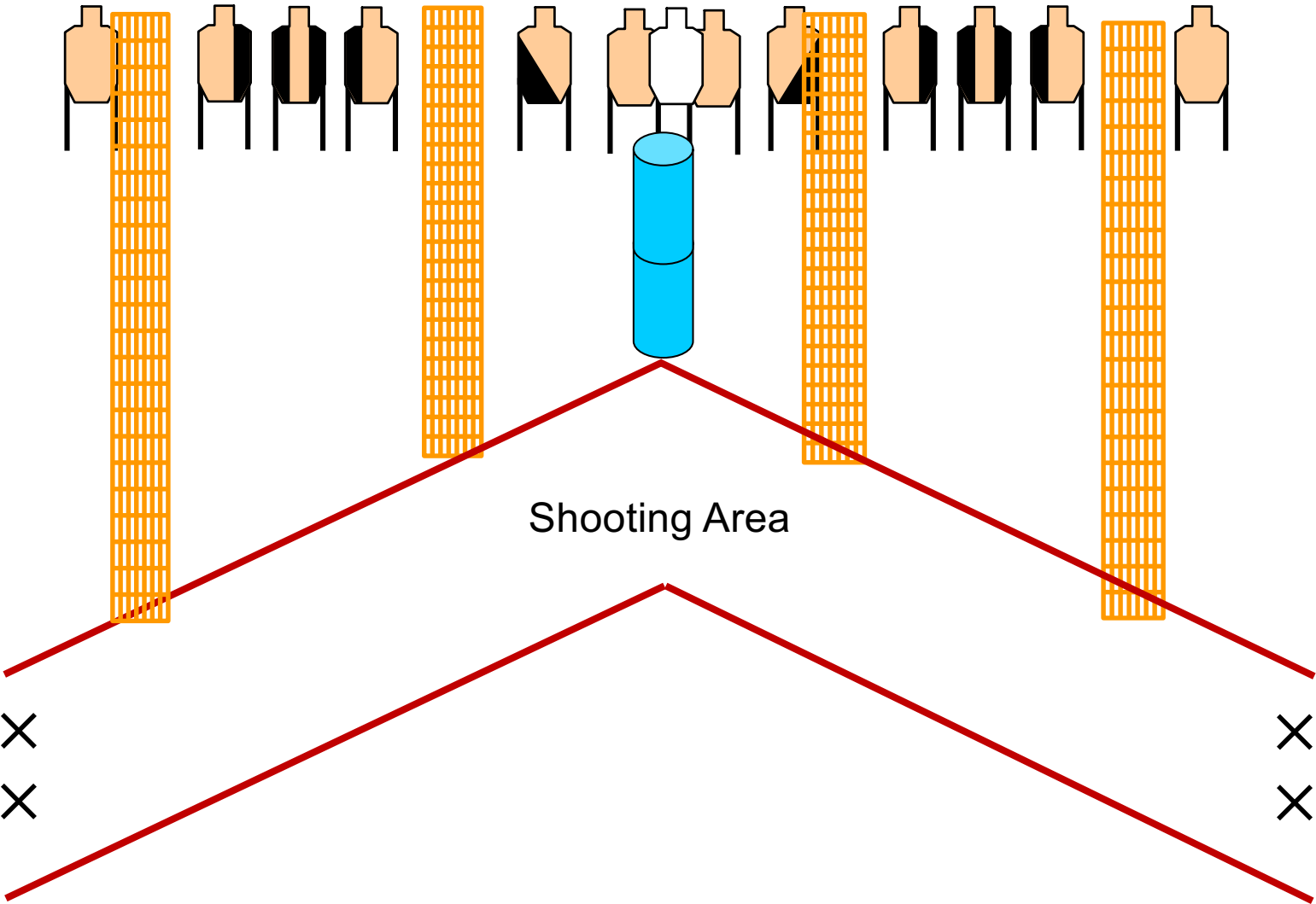




24 Rounds v4

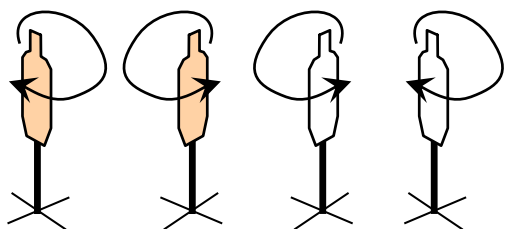
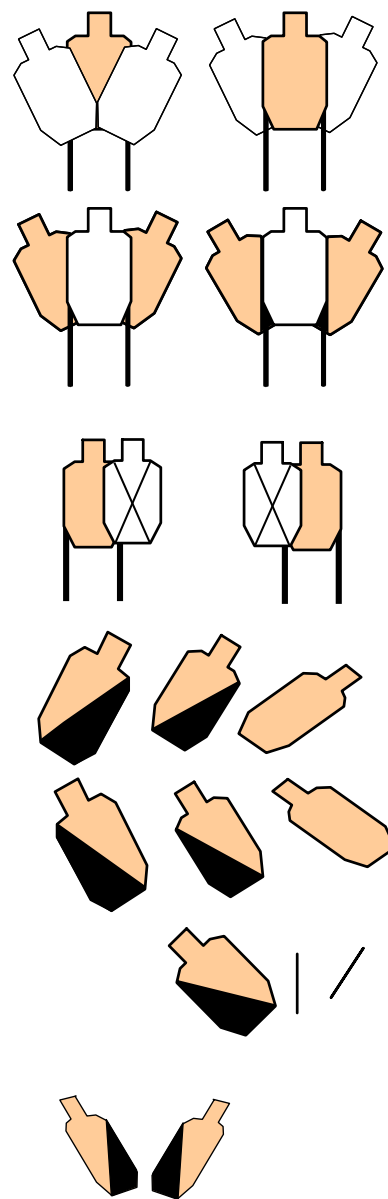
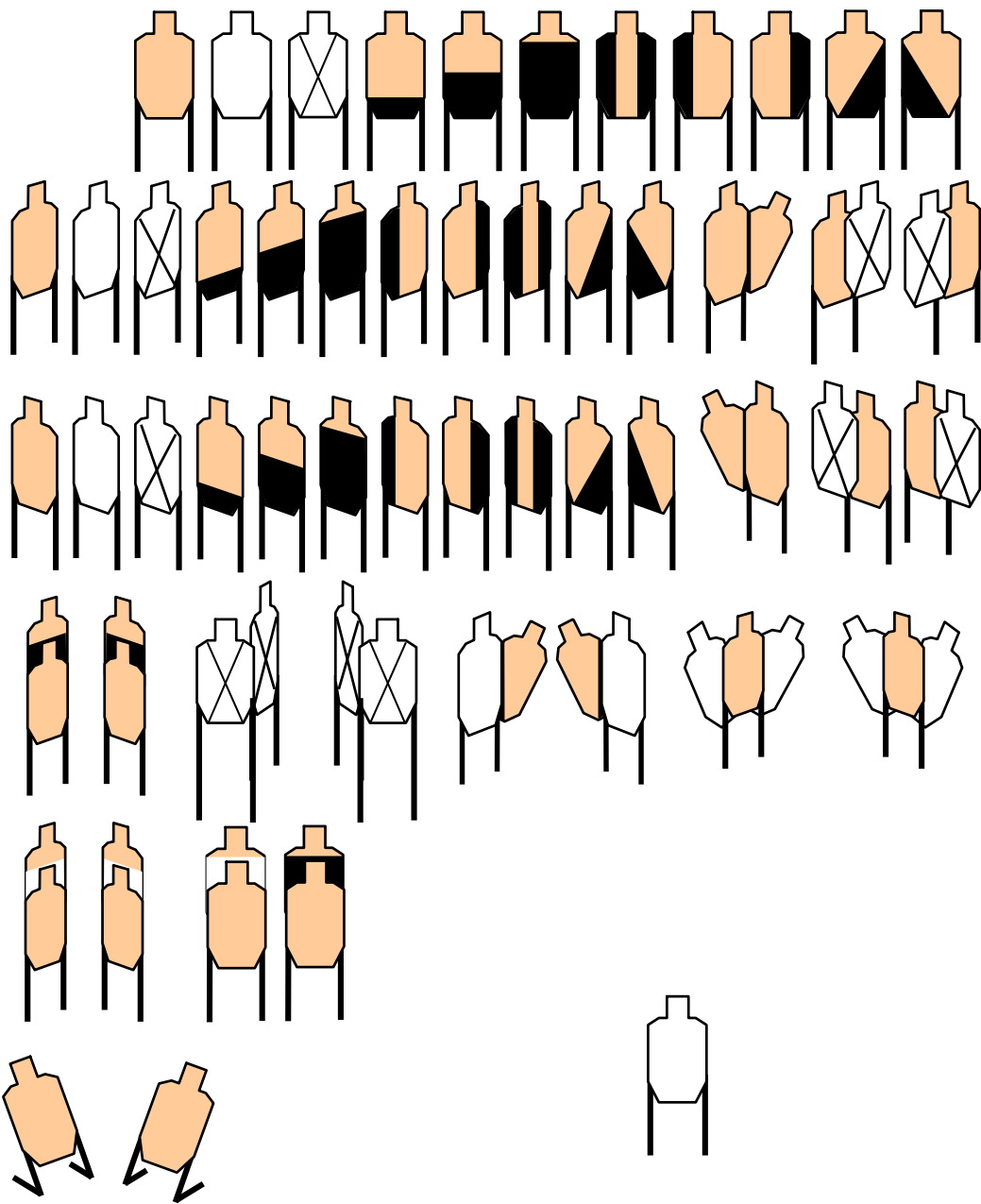


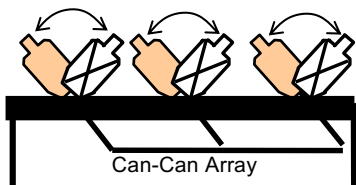
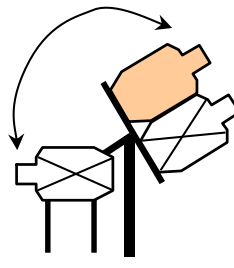
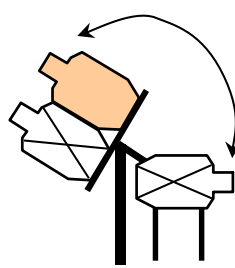
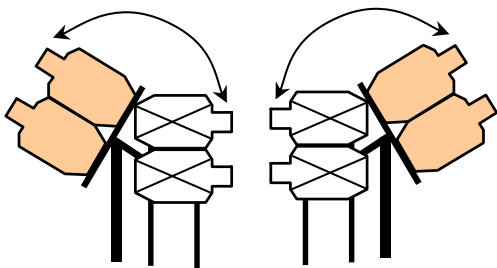
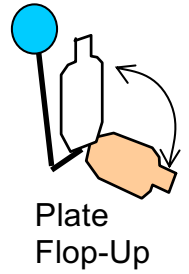
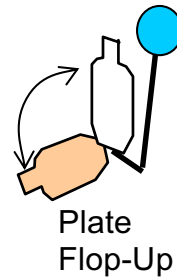
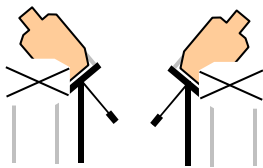
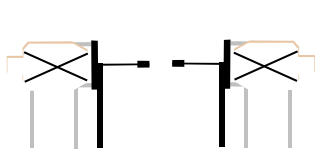
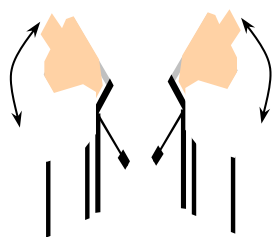
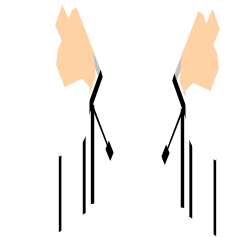
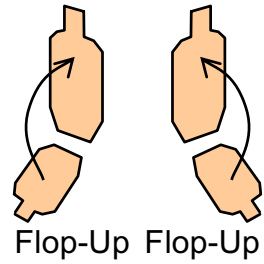
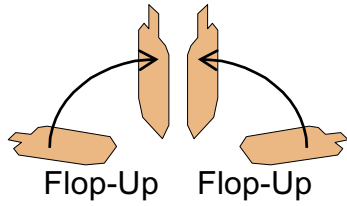
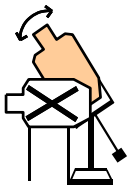
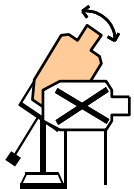
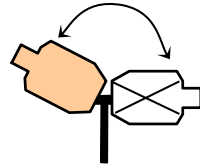
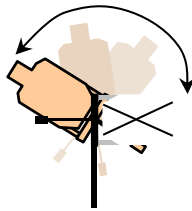
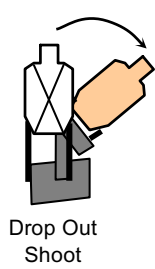
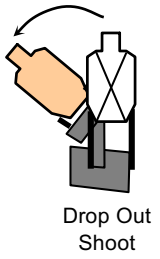
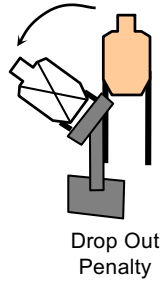
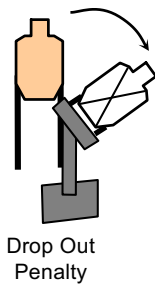
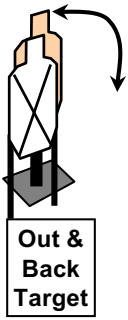
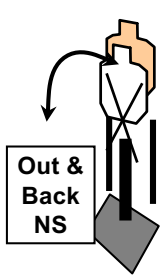
START POSITION: Handgun-ers need both hands on a set of Xs. PCC-ers need one hand on an X.	
GUN READY CONDITION: Handgun loaded and holstered, PCC buttstock on belt facing down range	SCORING: Comstock, 24 rounds, 120 points
STAGE PROCEDURE: Upon start signal, engage targets as visible from within shooting area	TARGETS: 12 USPSA
	SCORED HITS: Best 2 per paper
	START-STOP: Audible - Last shot
RULES: USPSA current edition	



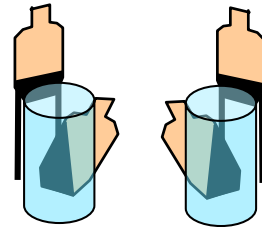
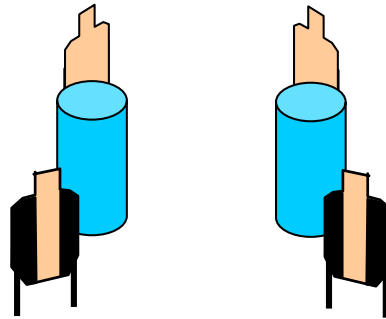
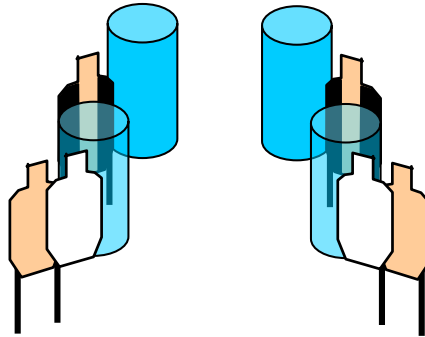
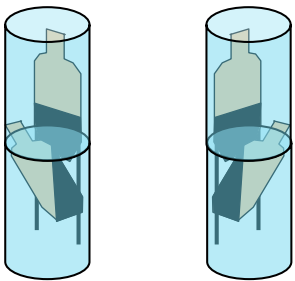
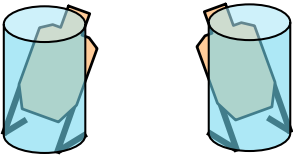
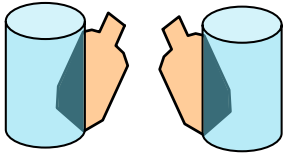
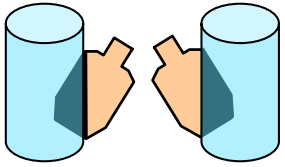
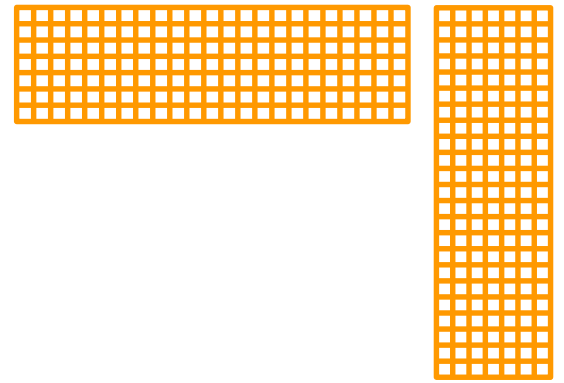
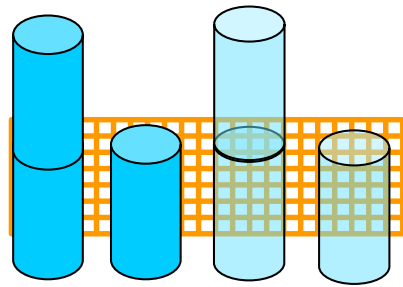
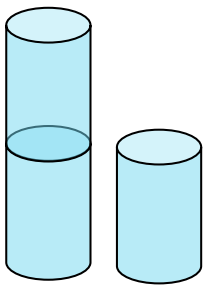
Written Stage Briefing

- Welcome to:
- This is a 22 round Comstock course with 8 USPSA targets and 6 steel targets worth 110 points.
- Scoring will be per the current edition with best 2 hits per paper and falling steel to score.
- Firearm: Loaded. Handgun holstered, PCC stock on belt, safety on.
- Starting position: Hands touching both XX's. PCC Muzzle touching middle X.
- Upon the audible start signal engage targets as they are available from within the shooting areas.
- Are there any questions?
- You now have _____ minutes to walk the stage.



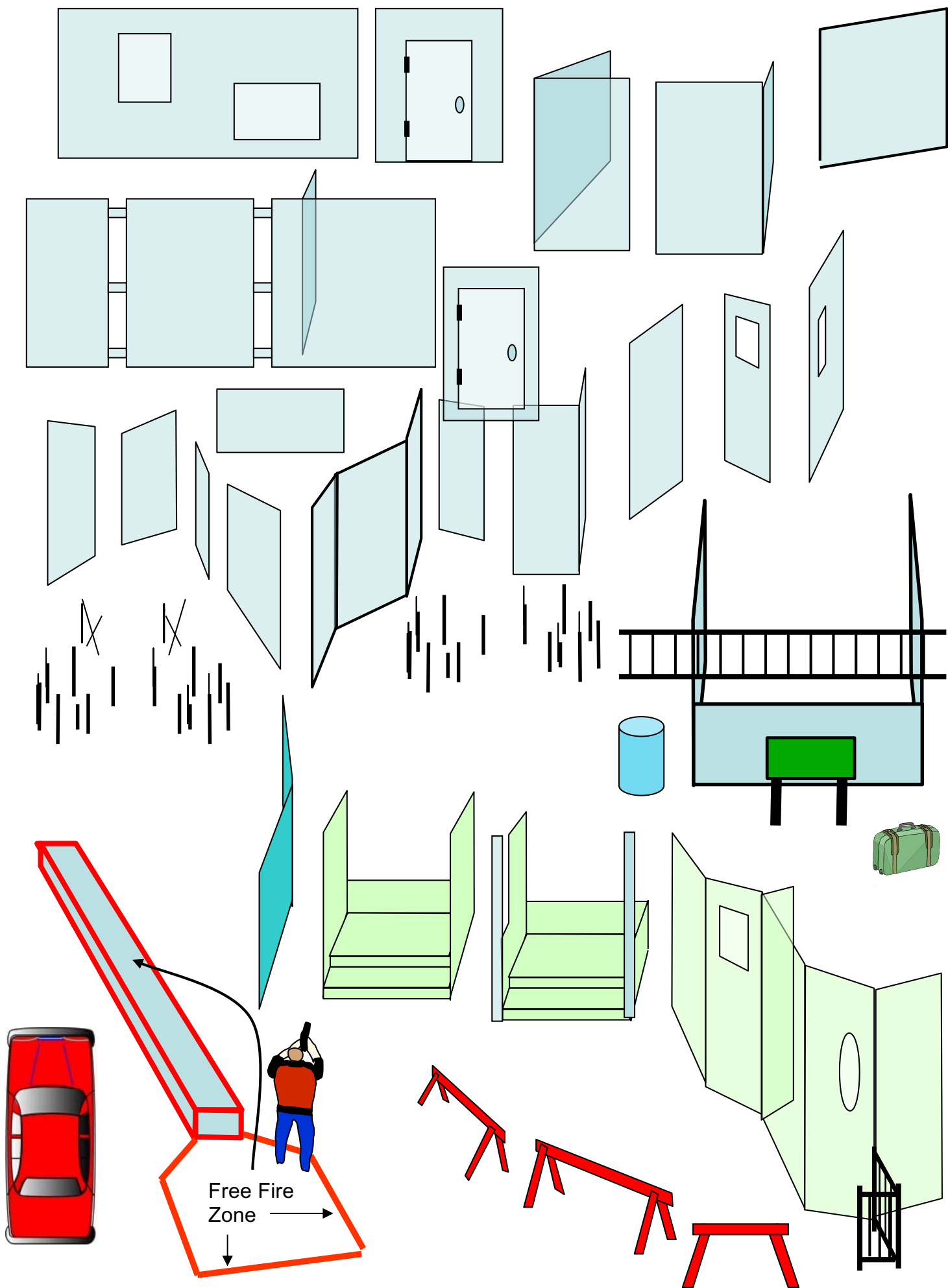


Can-Can Array

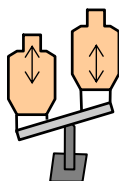
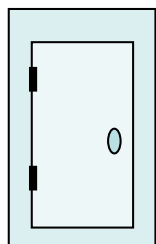
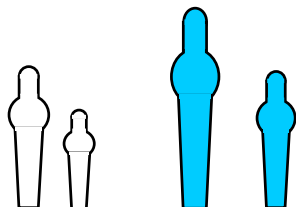
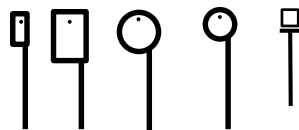
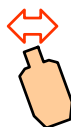
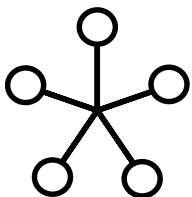
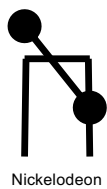


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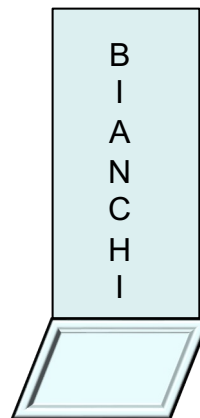
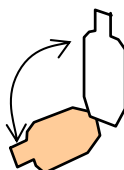
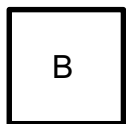
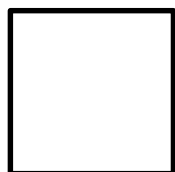
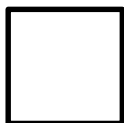
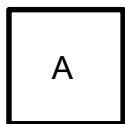
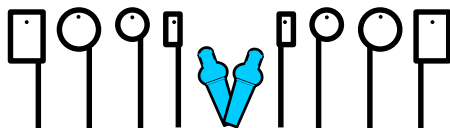
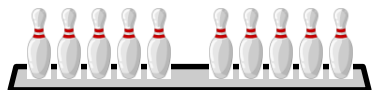
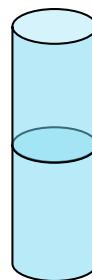
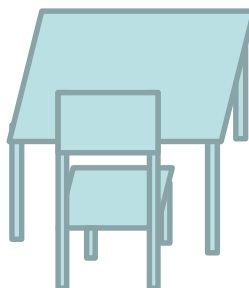
Fault line

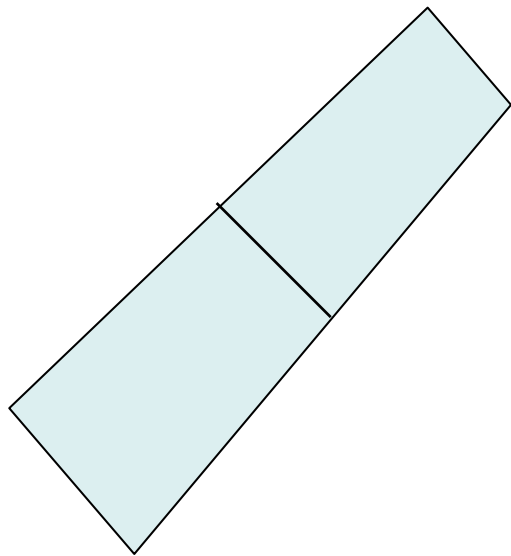
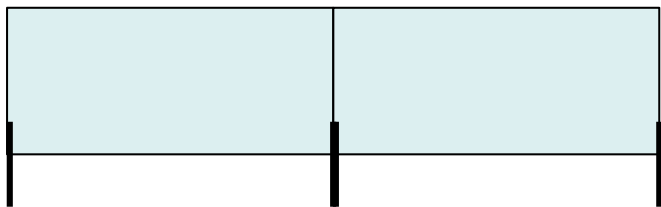
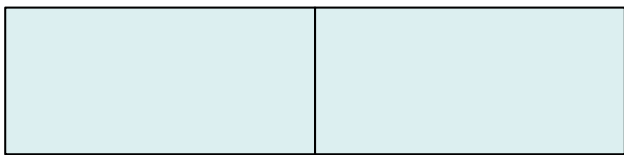
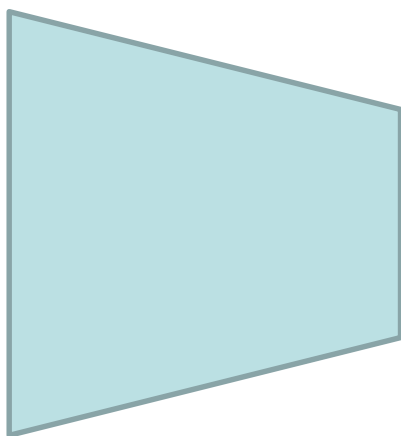


LPC items



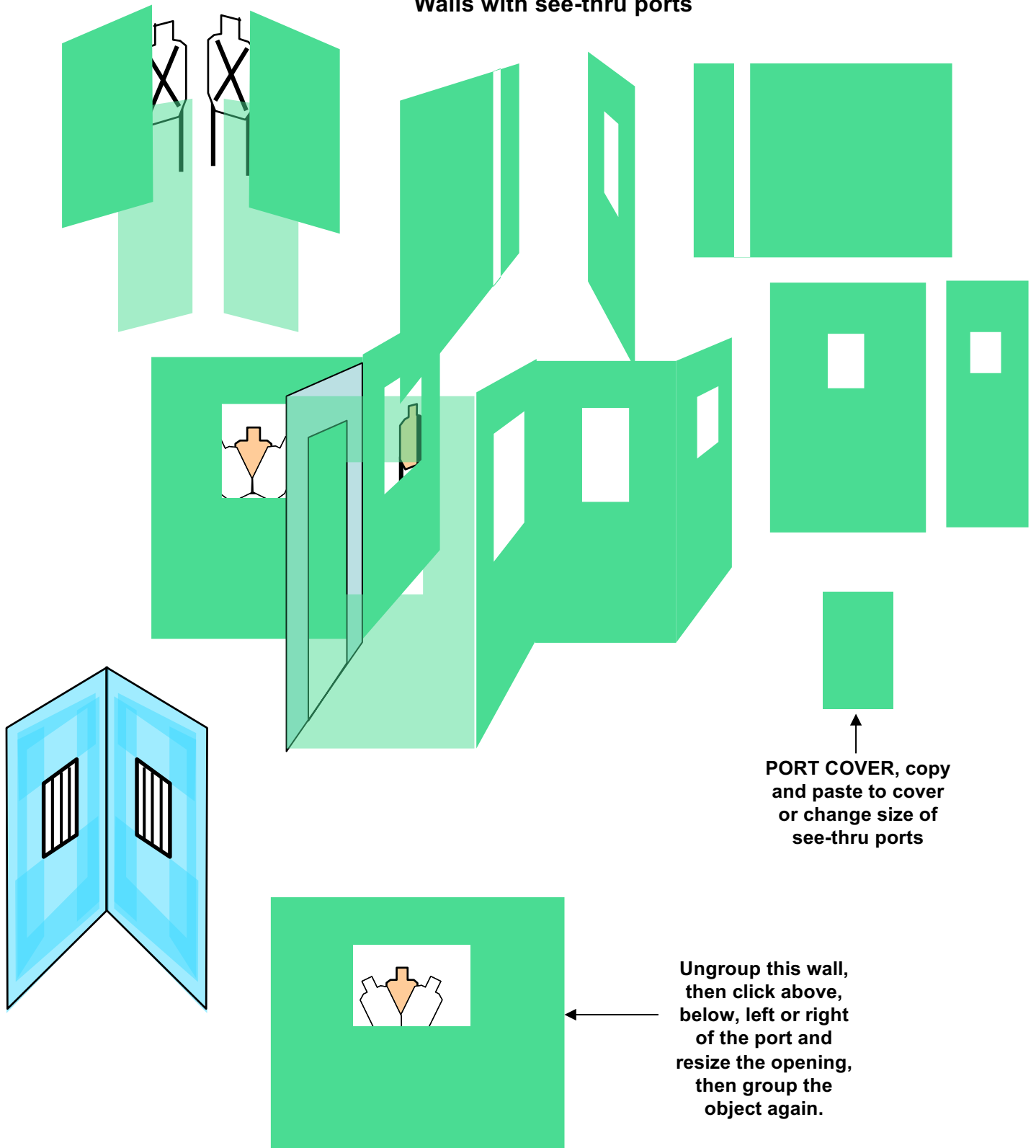
Drop Out
Penalty



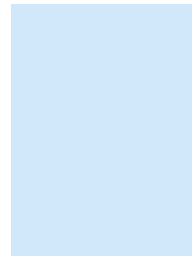
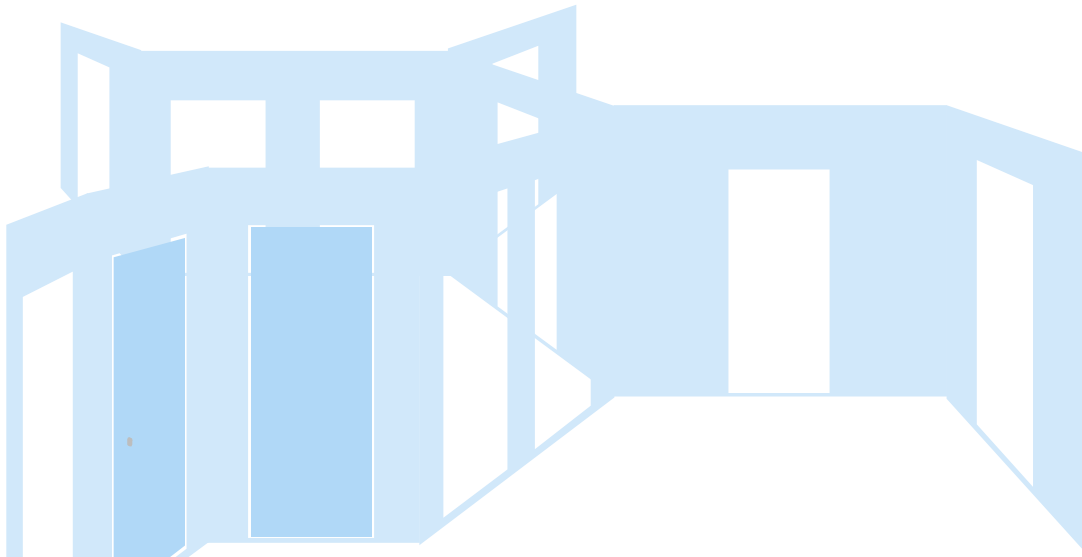


Ungroup a wall section, select some boards and remove them to create a port, then group the object again.

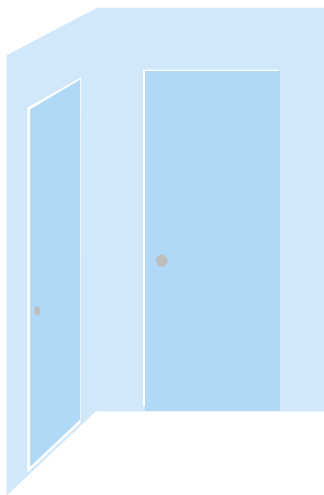
Walls with see-thru ports



Walls with see-thru doorways & removable doors



Copy and paste, resize or edit points of this panel to cover or change a see thru doorway.



Doors- copy and paste these to make a door wall.

