



High Low (26 Rounds V5)

Designed for CGC bays 3 or 4



START POSITION: Standing anywhere in either shooting area, facing downrange. Handgun, wrists below belt. PCC, buttstock on belt, weak hand wrist below the belt.

GUN READY CONDITION: Handgun loaded and holstered. PCC loaded with safety on, buttstock on belt

STAGE PROCEDURE: Upon start signal, engage targets as required to score from within the shooting areas A or B.

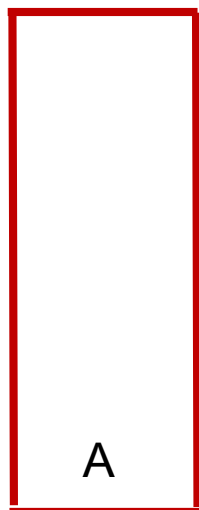
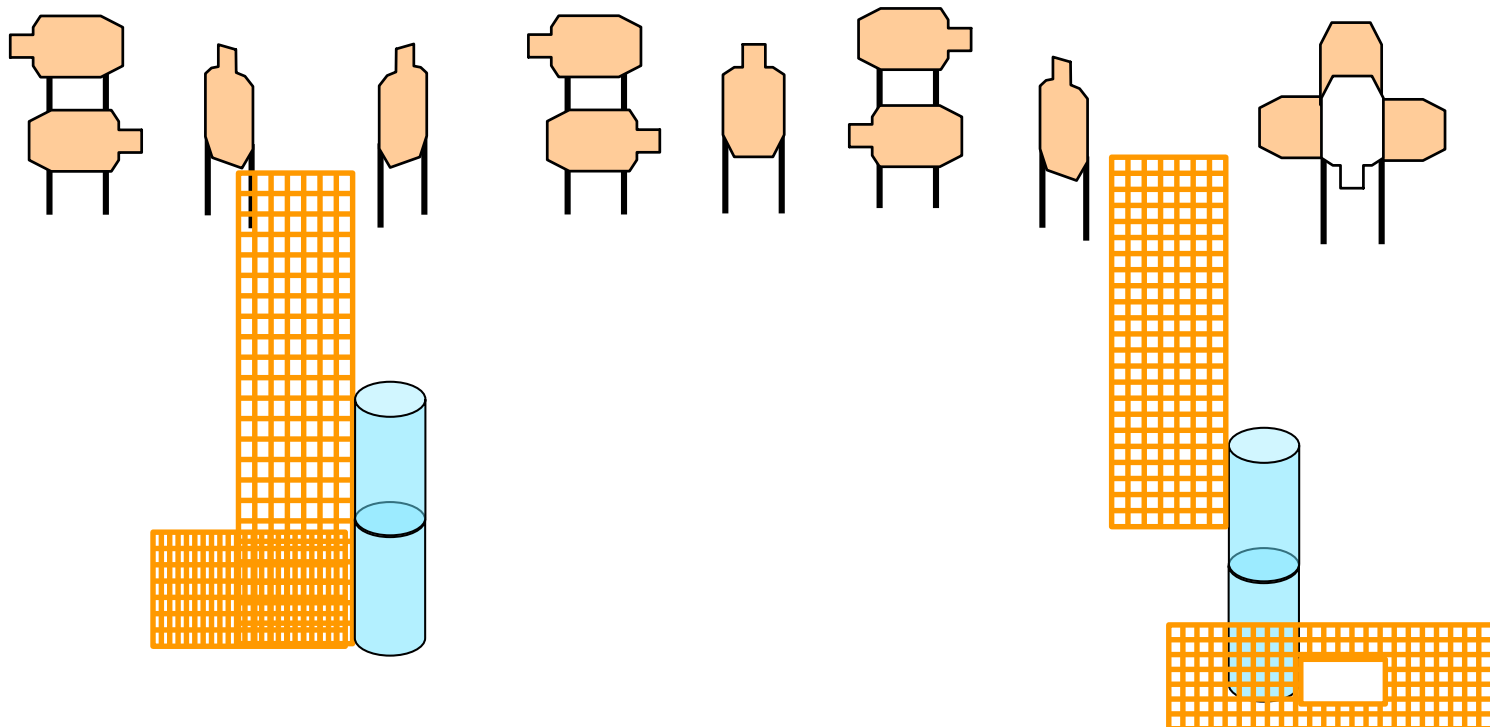
SCORING: Comstock, 26 rounds, 130 points

TARGETS: 13 USPSA

SCORED HITS: Best 2 per paper

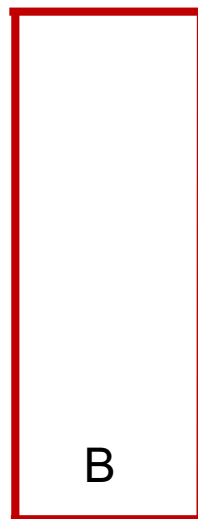
START-STOP: Audible - Last shot

RULES: USPSA current edition



Setup Notes:

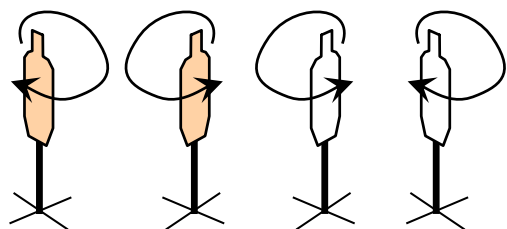
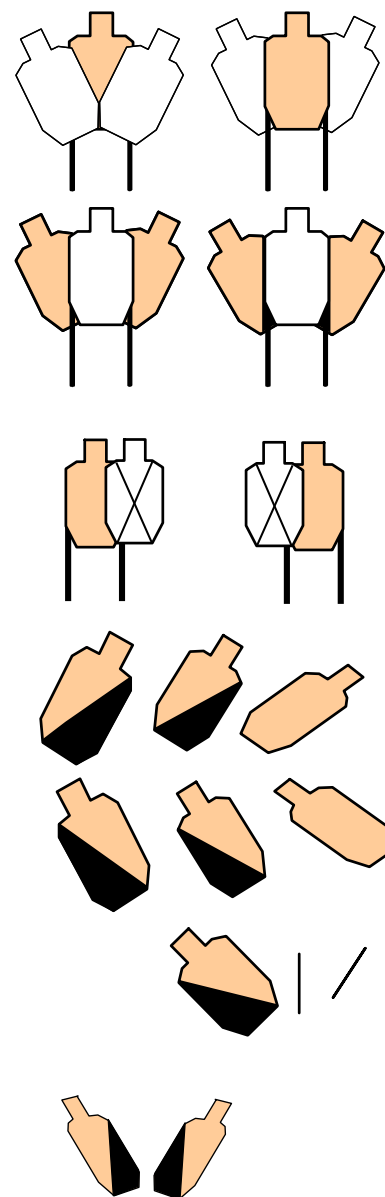
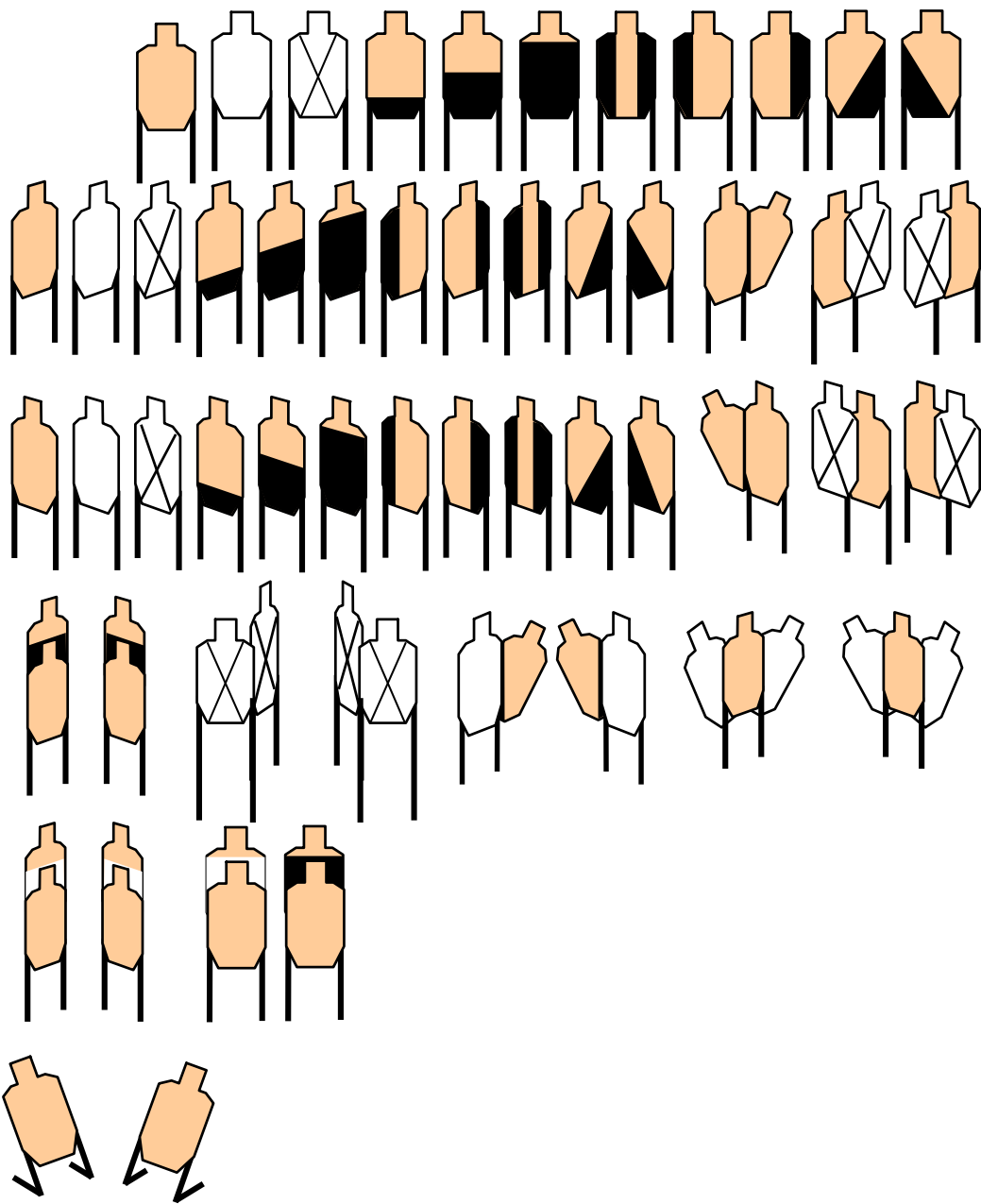
1. Just watch for the more than 4 targets from one position.
2. Might need extra barrels to keep center from being completely sprayed from A or B. Should have to break up that area from multiple positions.

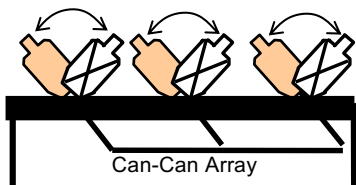
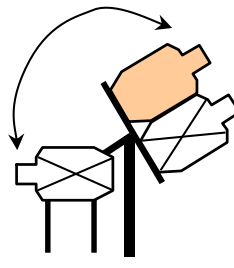
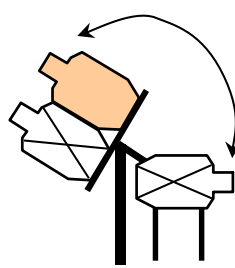
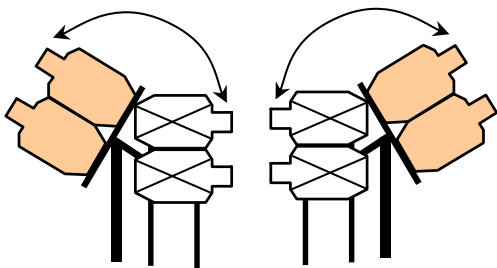
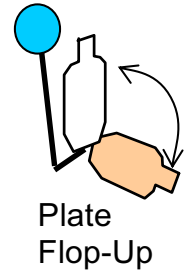
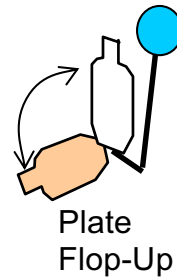
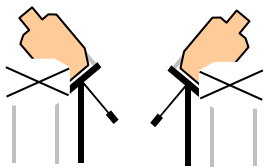
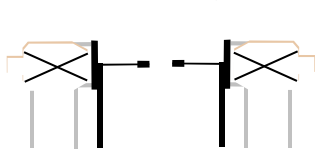
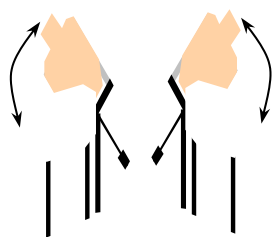
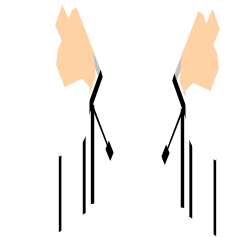
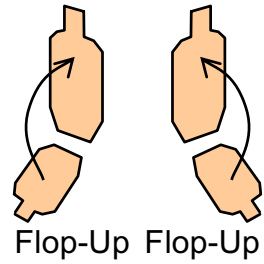
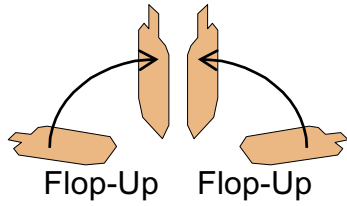
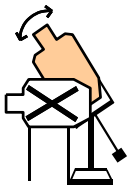
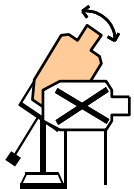
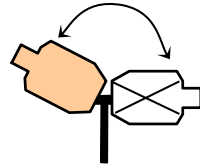
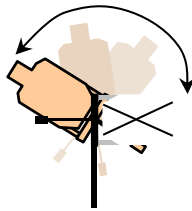
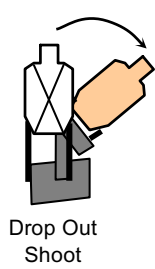
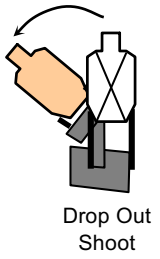
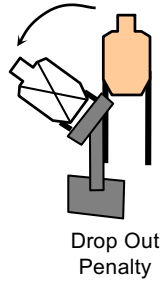
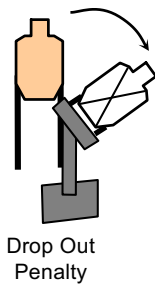
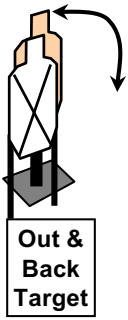
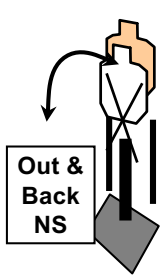


7 walls, 1 ported wall, 8 target stands 14 targets, 4 barrels

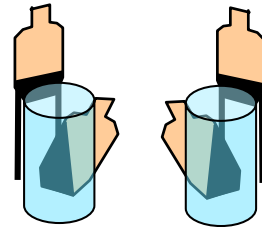
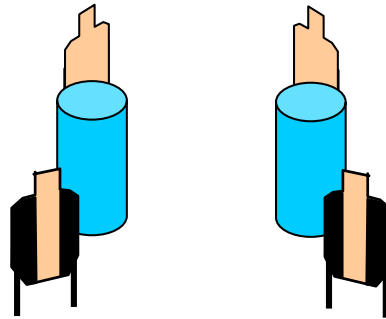
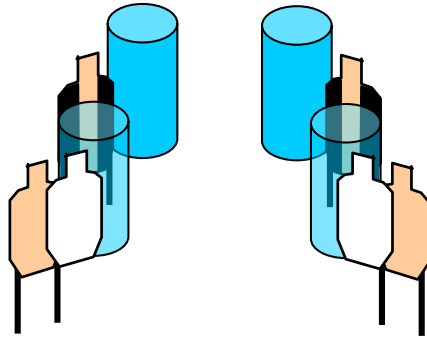
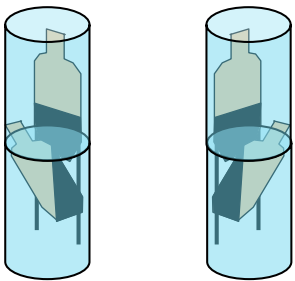
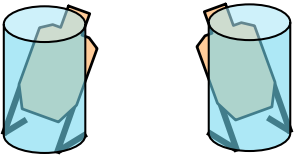
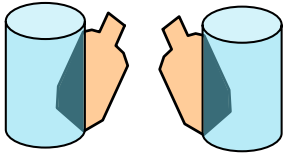
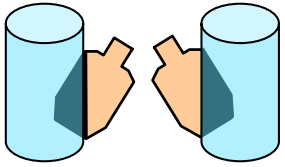
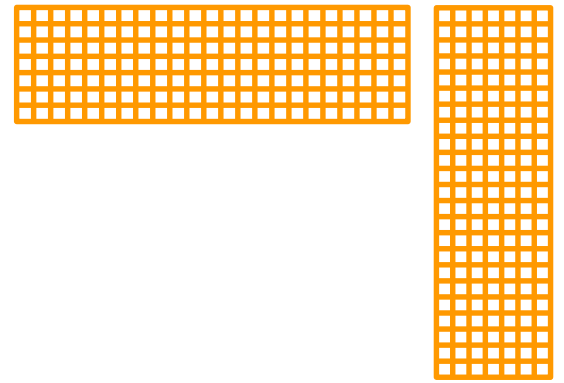
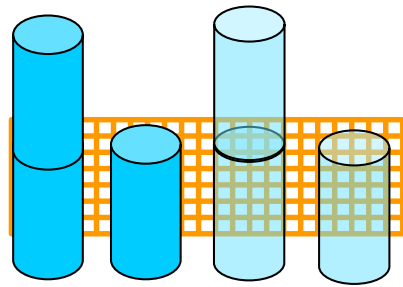
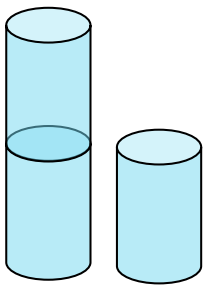
Written Stage Briefing

- 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.



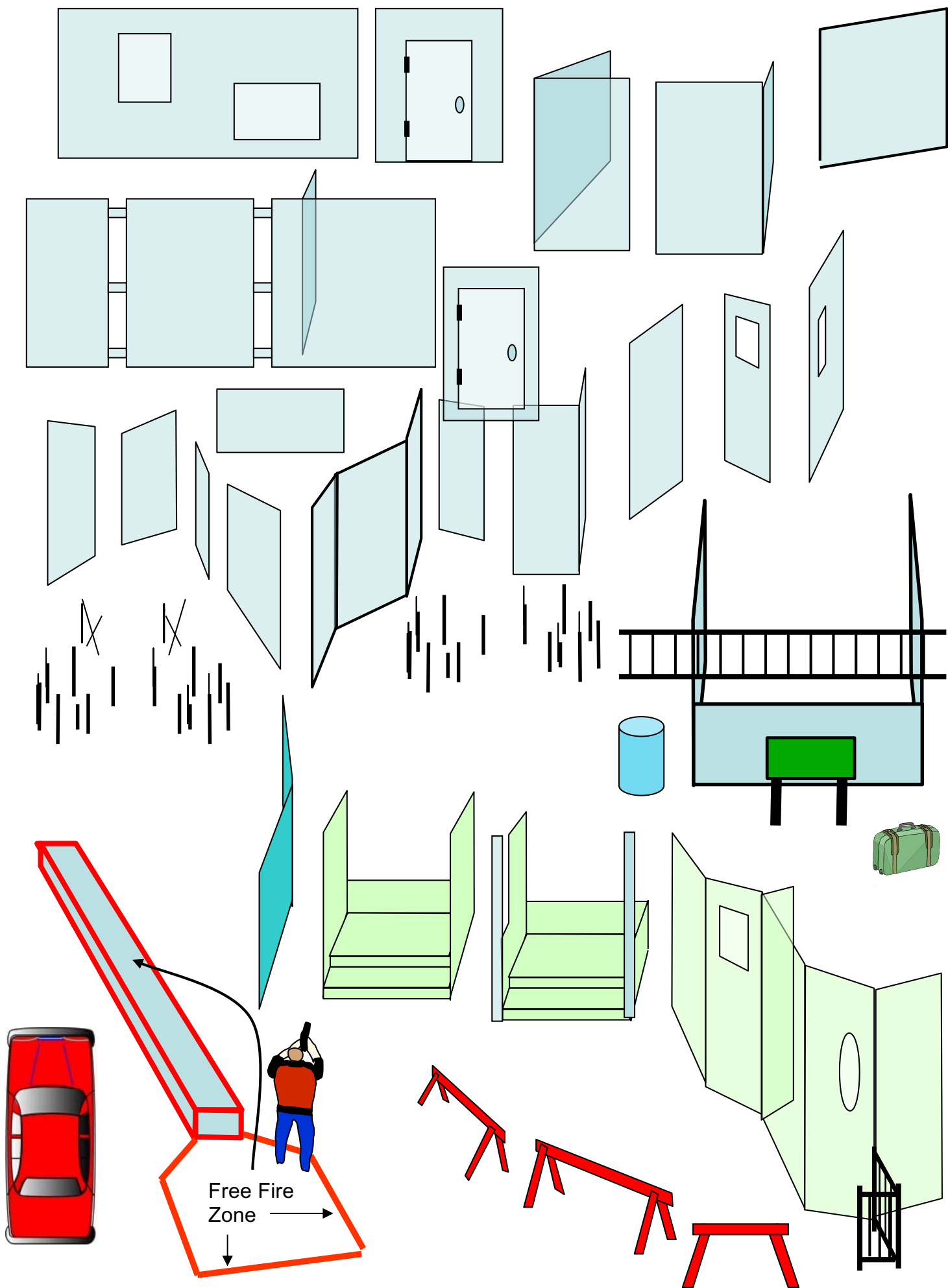


Can-Can Array

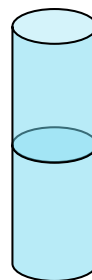
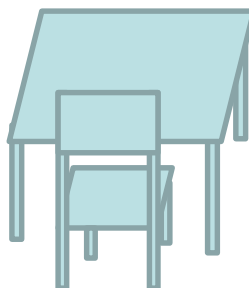
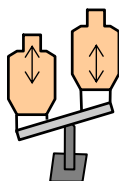
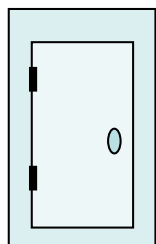
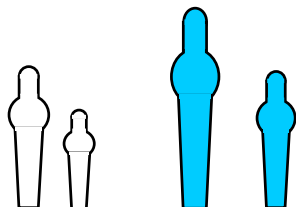
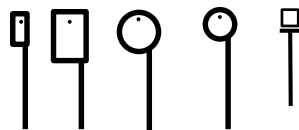
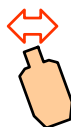
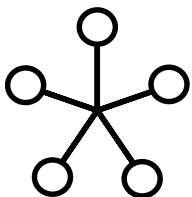
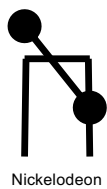


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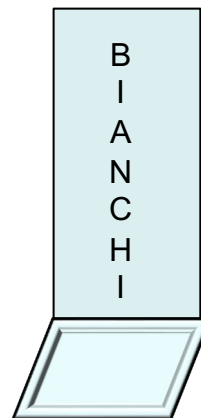
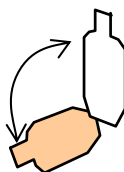
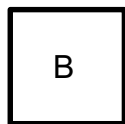
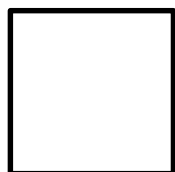
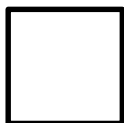
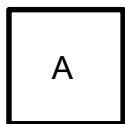
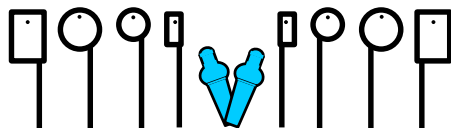
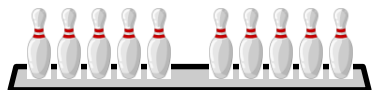
Fault line

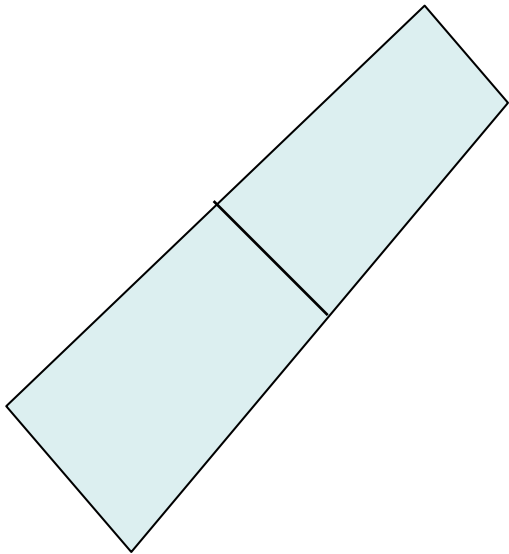
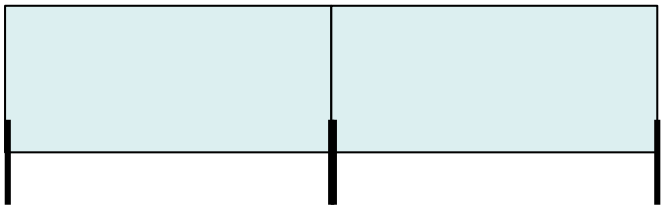
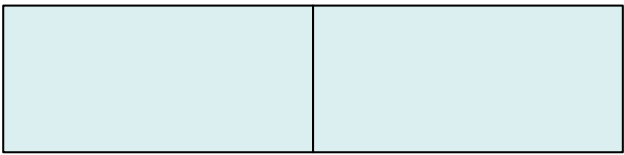
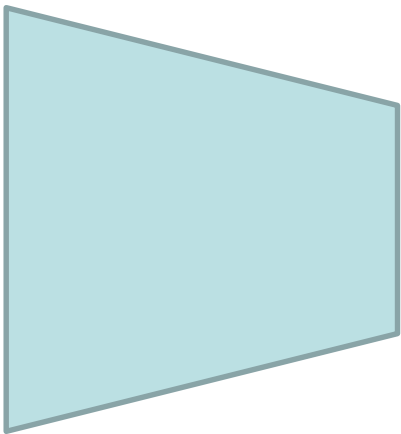
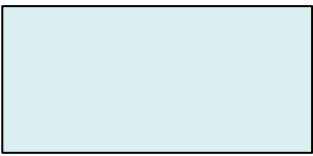


LPC items



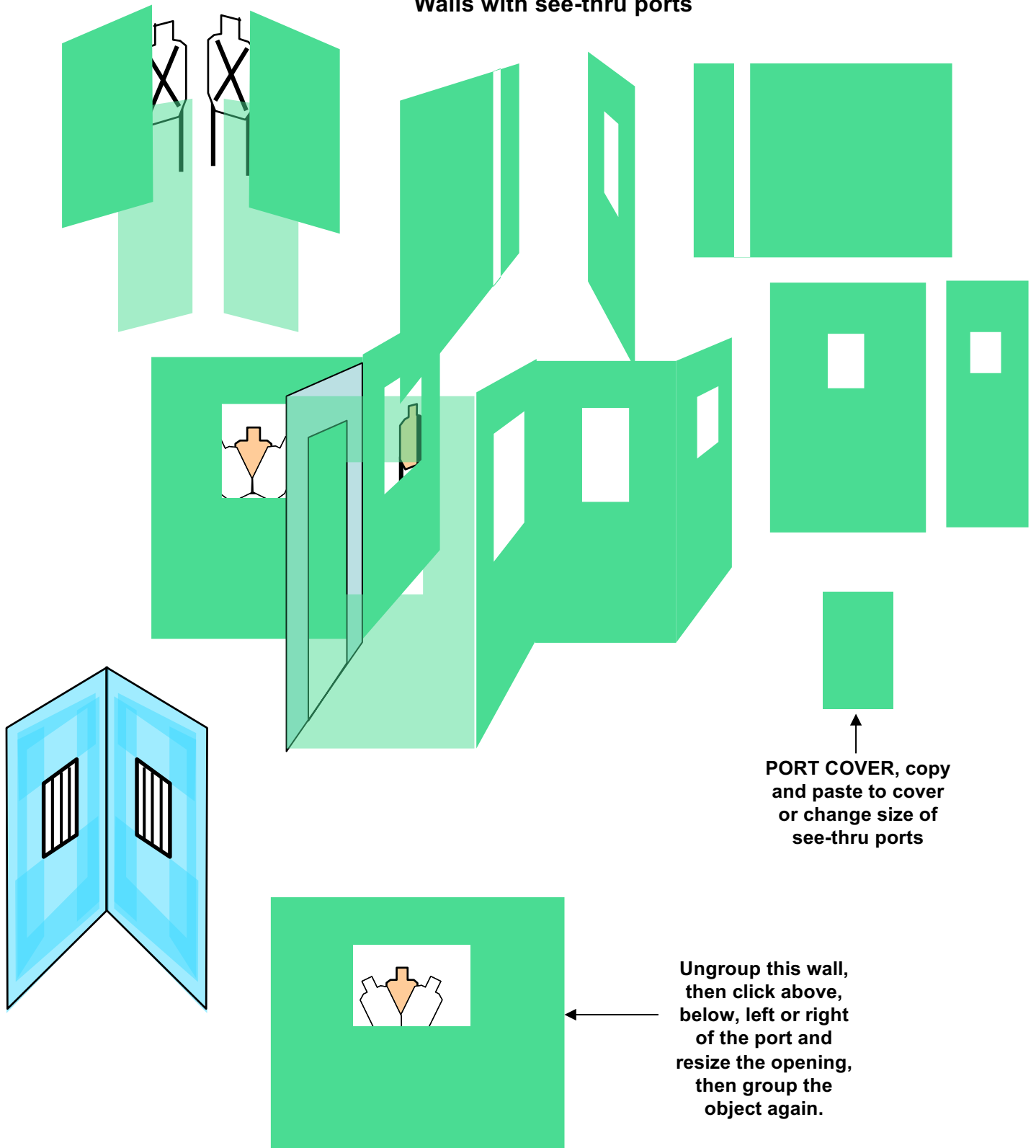
Drop Out
Penalty



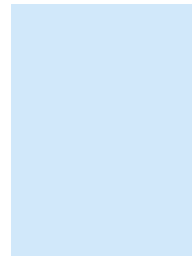
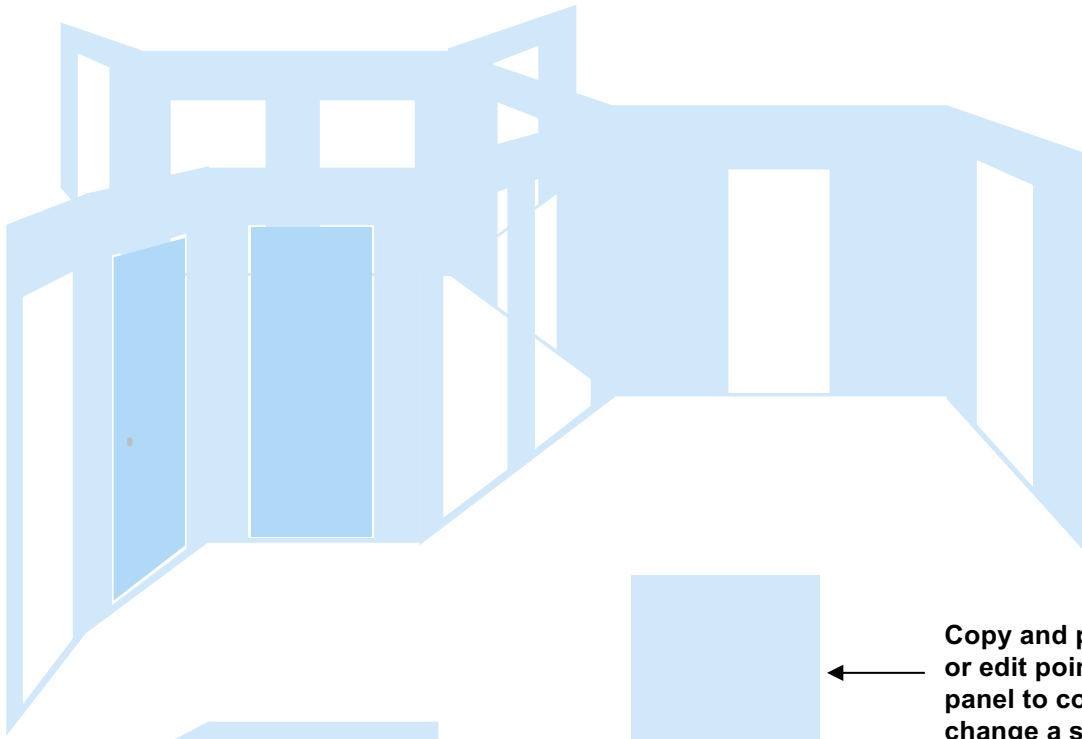


Ungroup a wall section, select some boards and remove them to create a port, then group the object again.

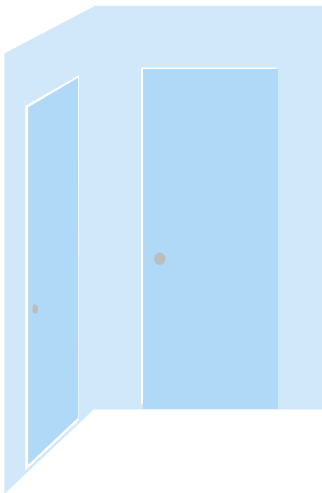
Walls with see-thru ports



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.

