

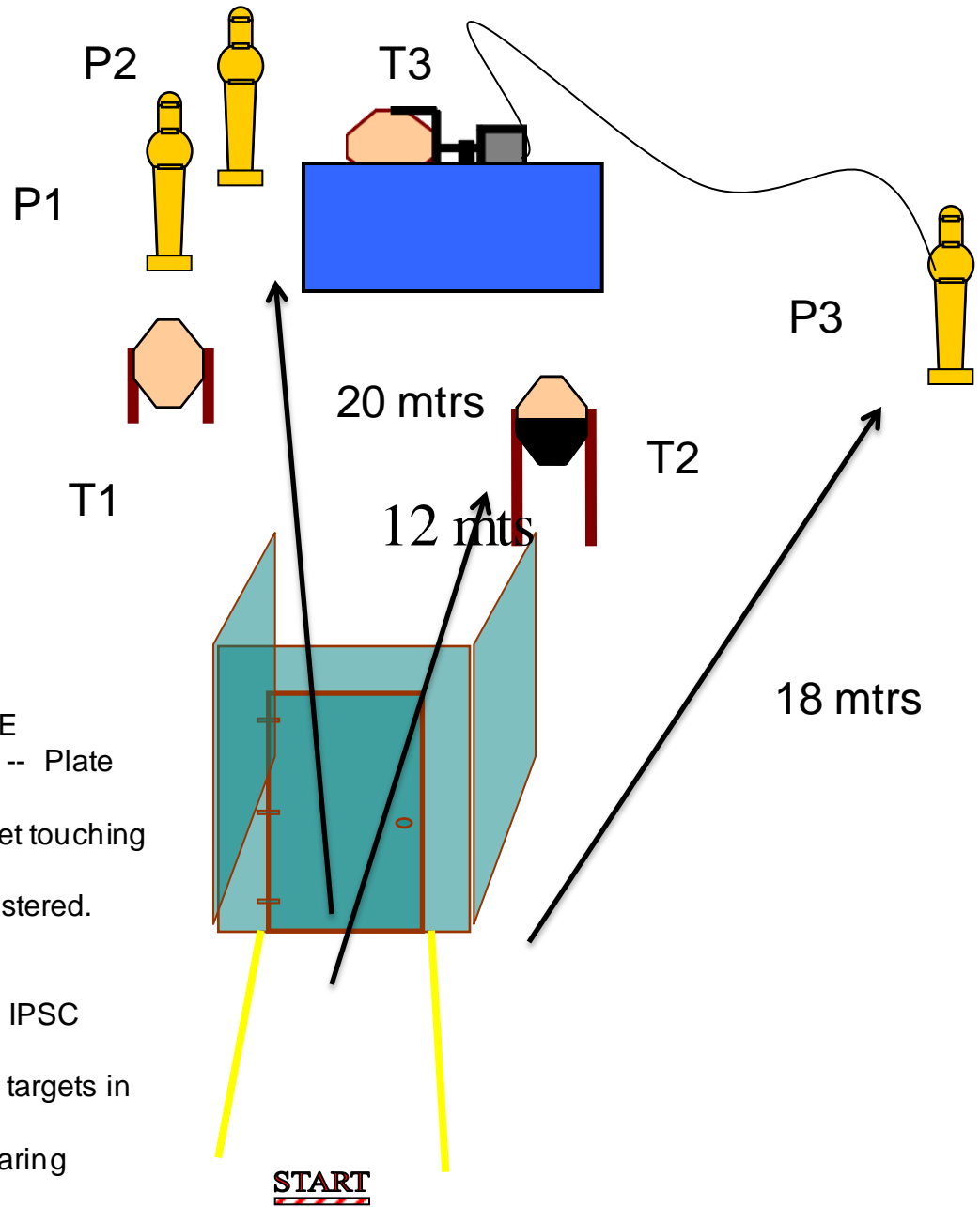


TORNEO ARGENTINA OPEN

Level III

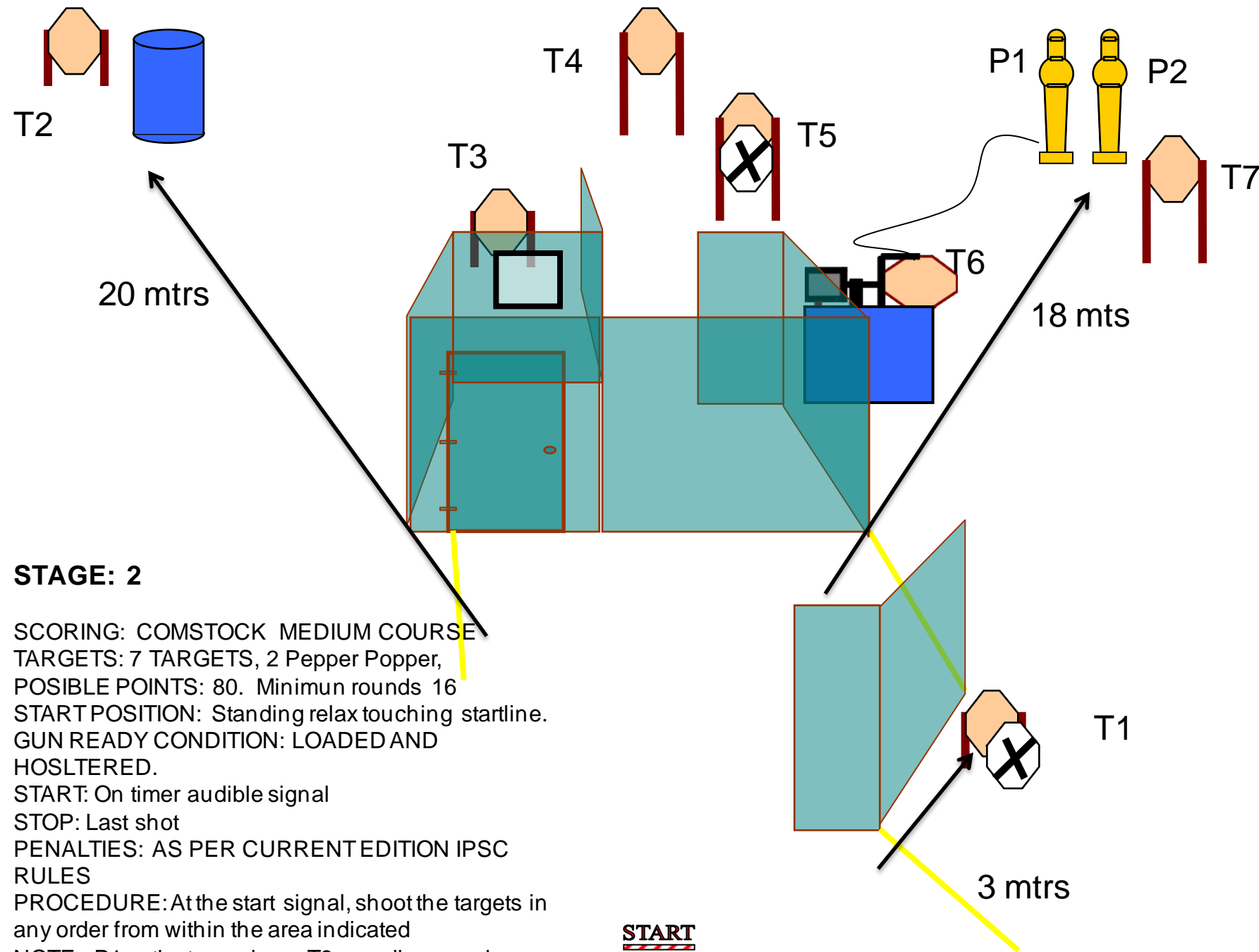
Marzo de 2010

**Tiro Federal de Lomas de Zamora
Federación de Tiro Práctico de la
República Argentina**



STAGE: 1

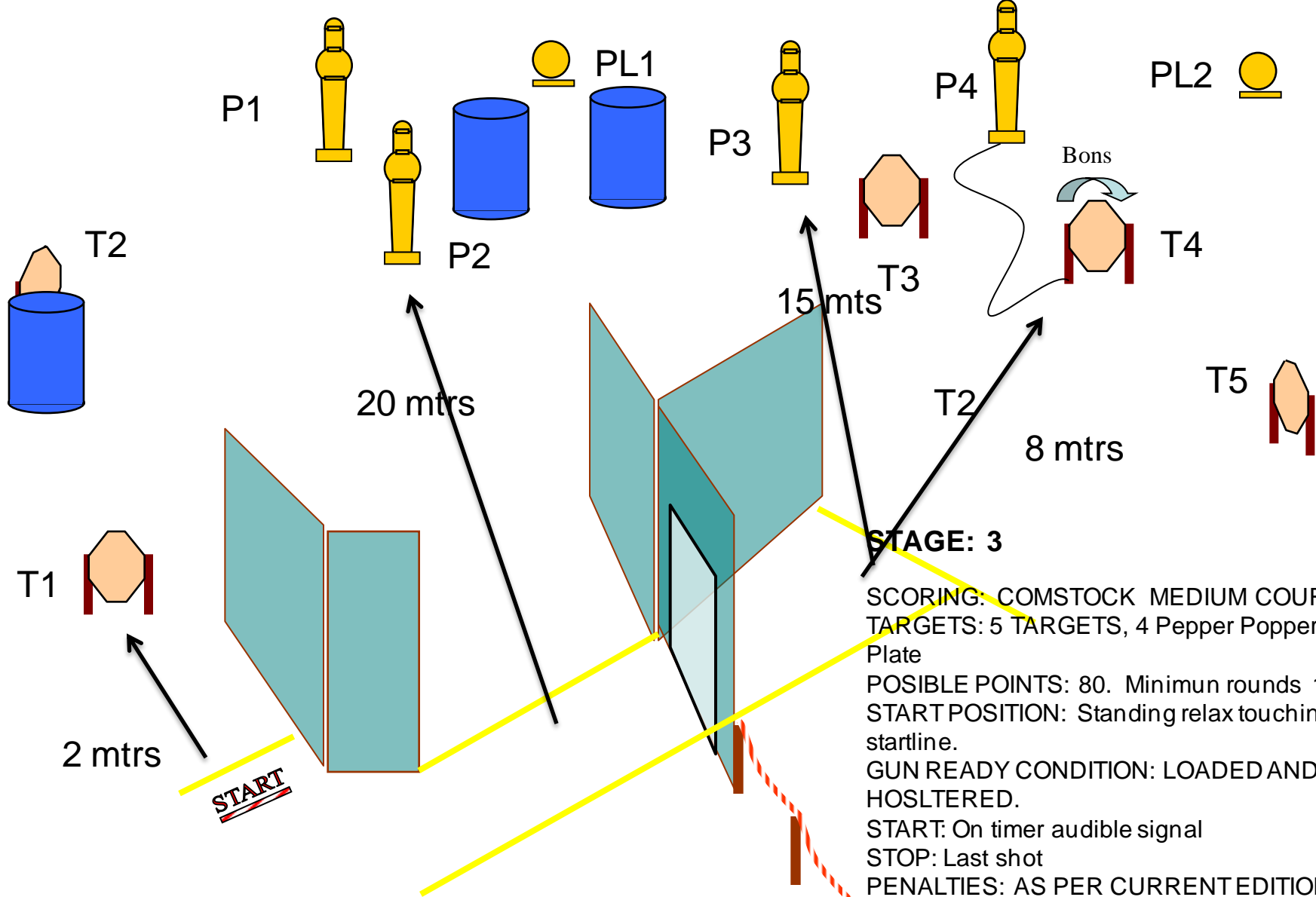
SCORING: COMSTOCK SHORT COURSE
 TARGETS: 3 TARGETS, 3 Pepper Popper, -- Plate
 POSSIBLE POINTS: 45. Minimum rounds 9
 START POSITION: Standing Relax, both feet touching the startline.
 GUN READY CONDITION: Loaded and holstered.
 START: On timer audible signal
 STOP: Last shot
 PENALTIES: AS PER CURRENT EDITION IPSC RULES
 PROCEDURE: At the start signal, shoot the targets in any order from within the area indicated
 NOTE; P3 activate swinger T3 non disappearing



STAGE: 2

SCORING: COMSTOCK MEDIUM COURSE
 TARGETS: 7 TARGETS, 2 Pepper Popper,
 POSSIBLE POINTS: 80. Minimum rounds 16
 START POSITION: Standing relax touching startline.
 GUN READY CONDITION: LOADED AND
 HOSLTERED.
 START: On timer audible signal
 STOP: Last shot
 PENALTIES: AS PER CURRENT EDITION IPSC
 RULES
 PROCEDURE: At the start signal, shoot the targets in
 any order from within the area indicated
 NOTE: P1 activates swinger T6 non disappearing

START



STAGE: 3

SCORING: COMSTOCK MEDIUM COURSE
 TARGETS: 5 TARGETS, 4 Pepper Popper, 2 Plate

POSSIBLE POINTS: 80. Minimum rounds 16
 START POSITION: Standing relax touching startline.

GUN READY CONDITION: LOADED AND HOSLTERED.

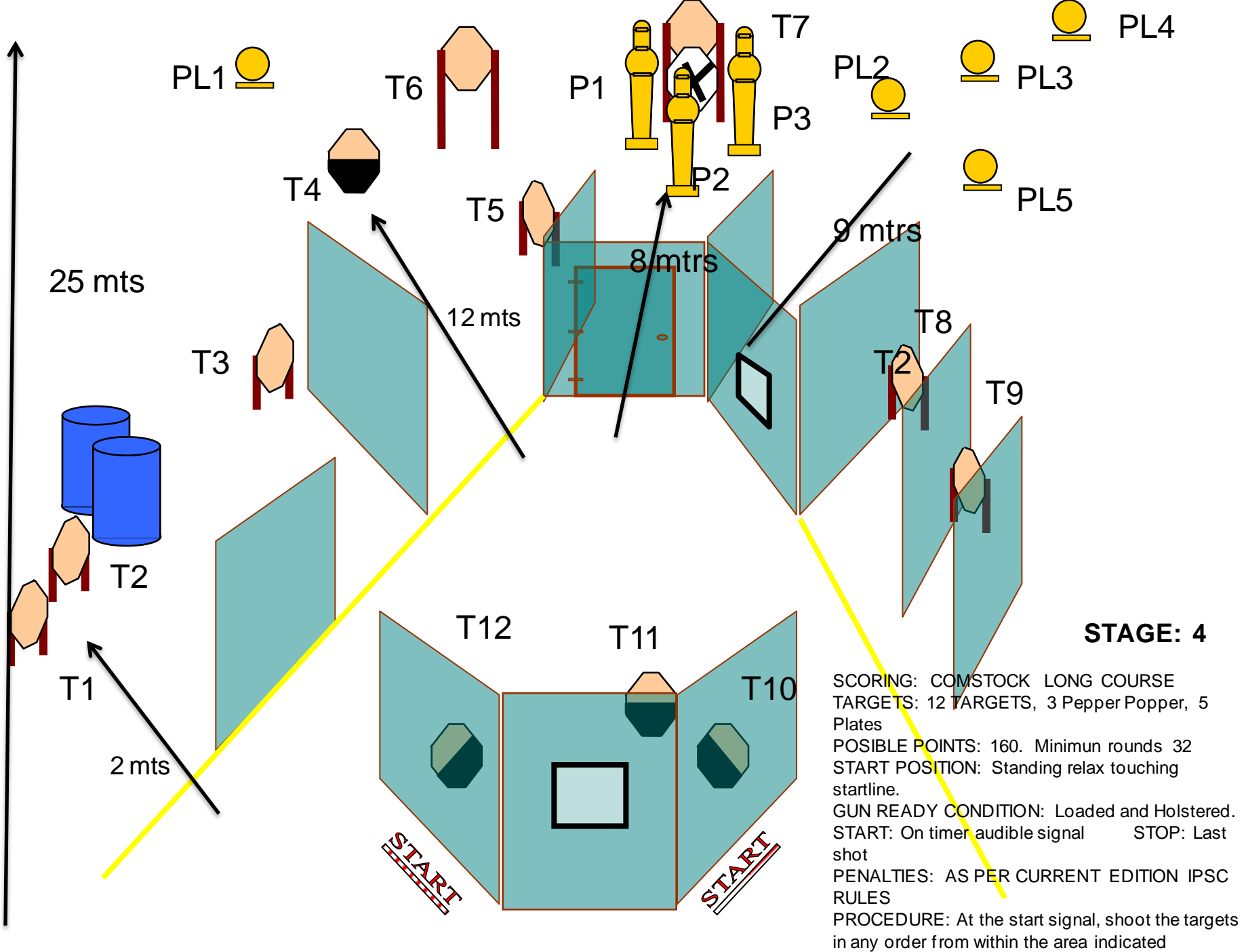
START: On timer audible signal

STOP: Last shot

PENALTIES: AS PER CURRENT EDITION
 IPSC RULES

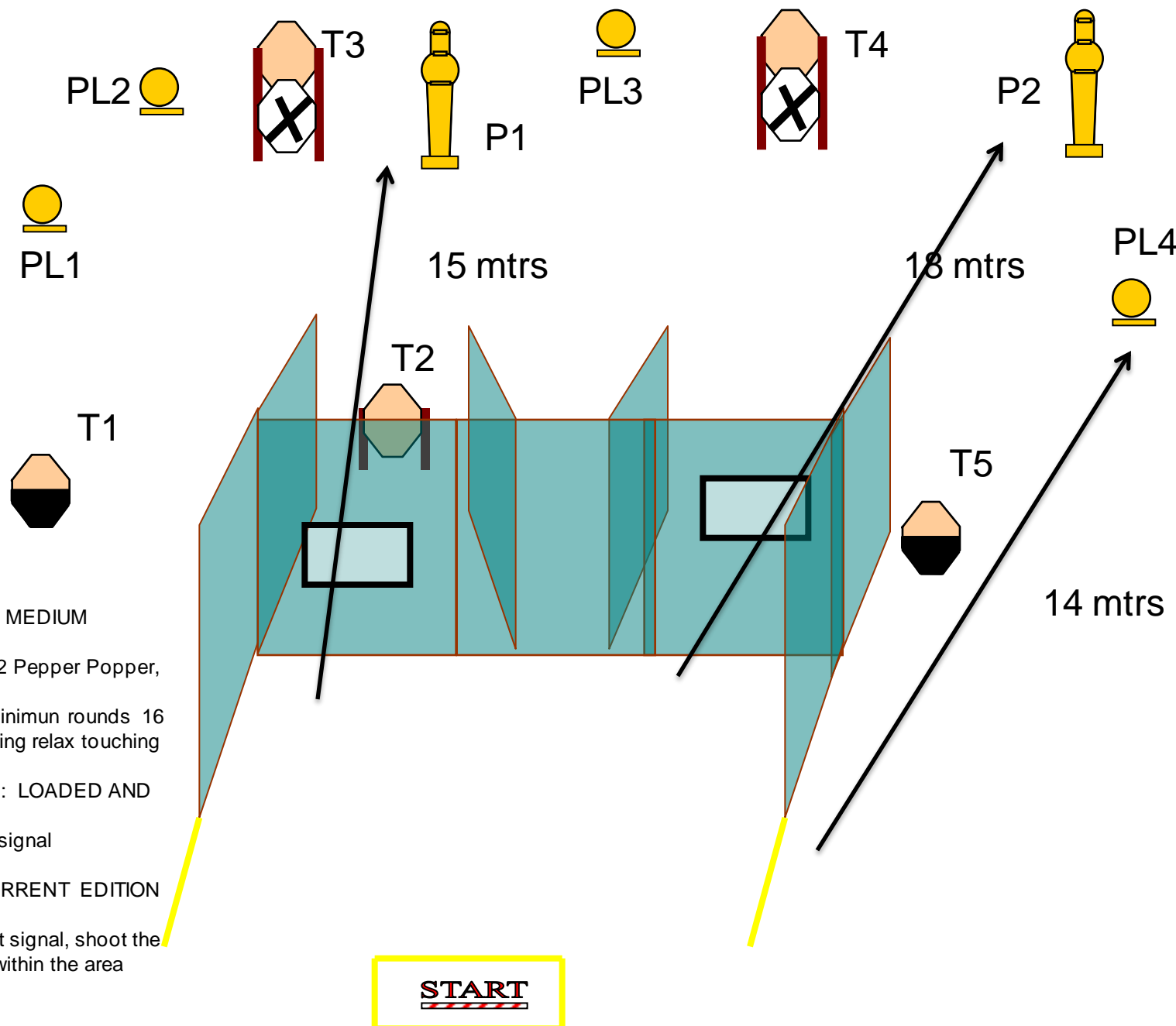
PROCEDURE: At the start signal, shoot the targets in any order from within the area indicated

NOTE: P4 activates swinger T4 disappearing



STAGE: 4

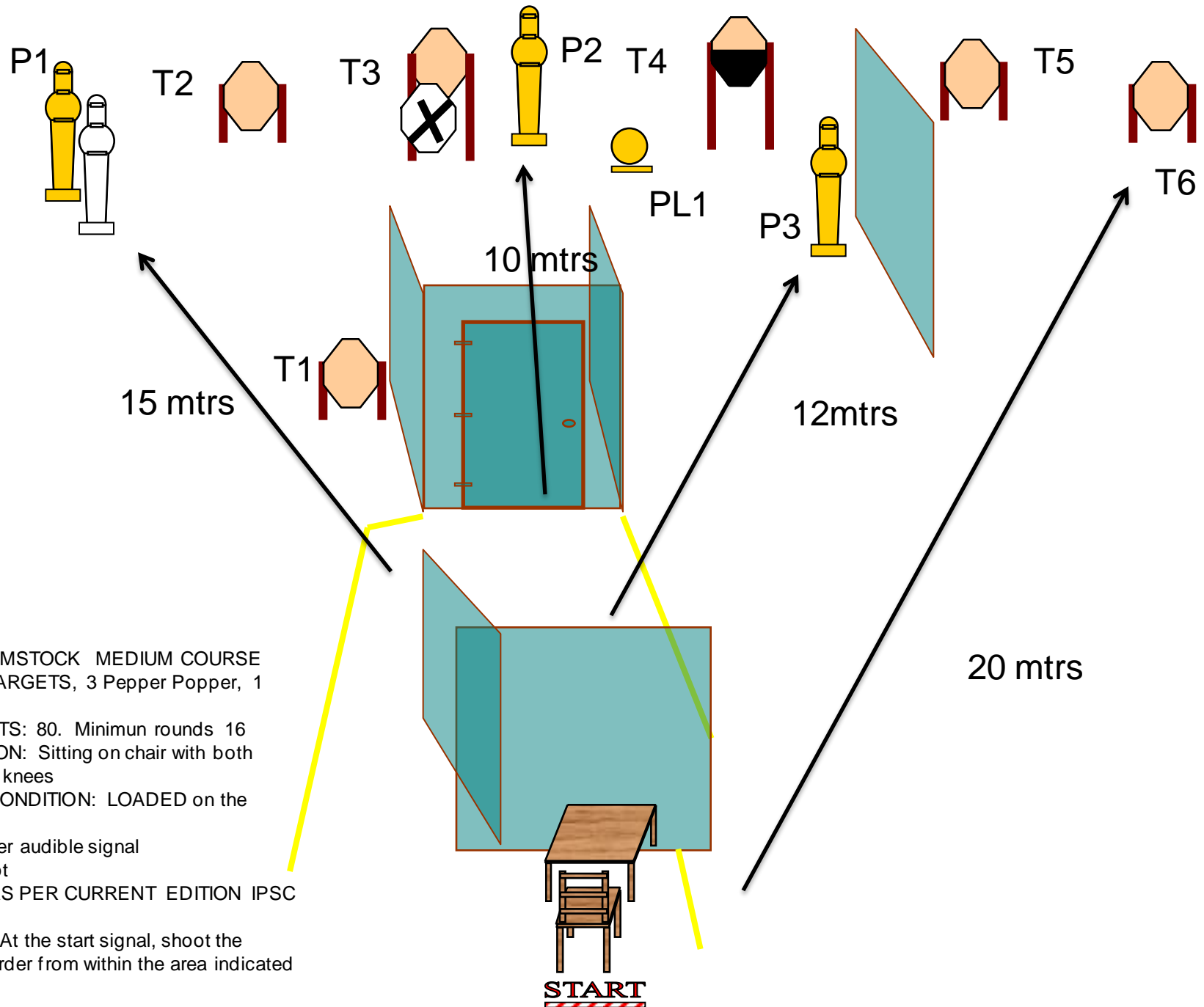
SCORING: COMSTOCK LONG COURSE
 TARGETS: 12 TARGETS, 3 Pepper Popper, 5 Plates
 POSSIBLE POINTS: 160. Minimum rounds 32
 START POSITION: Standing relax touching startline.
 GUN READY CONDITION: Loaded and Holstered.
 START: On timer audible signal STOP: Last shot
 PENALTIES: AS PER CURRENT EDITION IPSC RULES
 PROCEDURE: At the start signal, shoot the targets in order from within the area indicated



STAGE: 5

SCORING: COMSTOCK MEDIUM
 COURSE
 TARGETS: 5 TARGETS, 2 Pepper Popper,
 4 Plate
 POSSIBLE POINTS: 80. Minimum rounds 16
 START POSITION: Standing relax touching
 startline.
 GUN READY CONDITION: LOADED AND
 HOSLTERED.
 START: On timer audible signal
 STOP: Last shot
 PENALTIES: AS PER CURRENT EDITION
 IPSC RULES
 PROCEDURE: At the start signal, shoot the
 targets in any order from within the area
 indicated

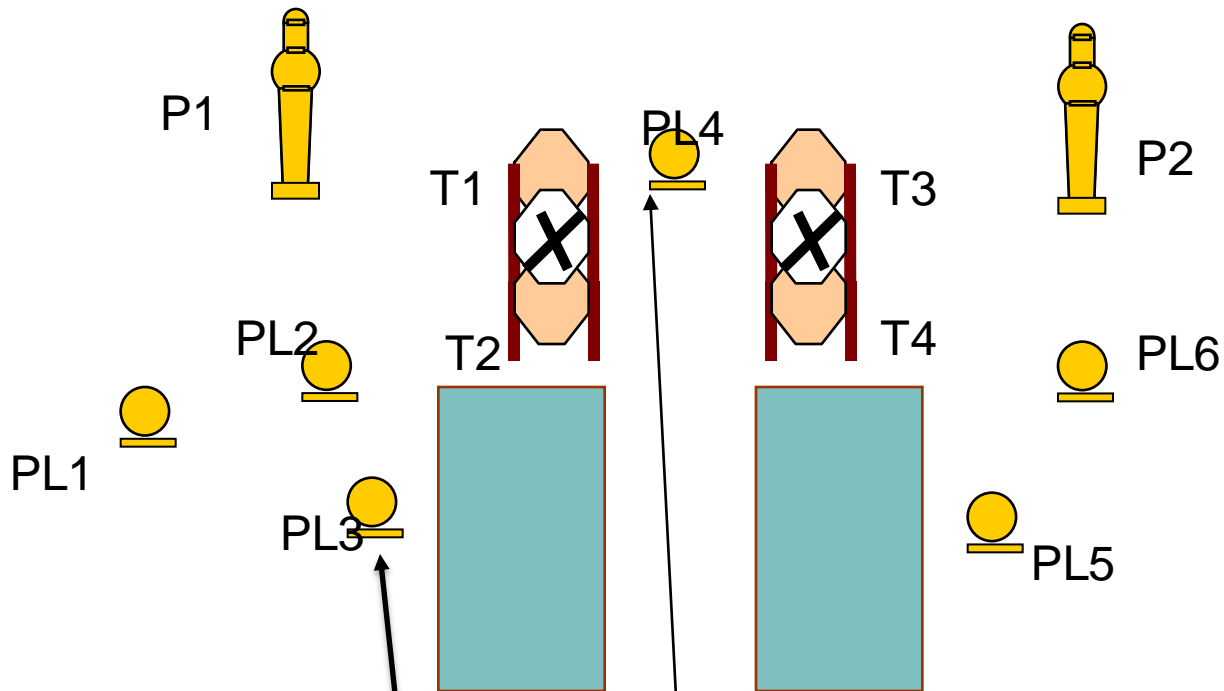
START



STAGE: 6

SCORING: COMSTOCK MEDIUM COURSE
 TARGETS: 6 TARGETS, 3 Pepper Popper, 1 Plate
 POSSIBLE POINTS: 80. Minimum rounds 16
 START POSITION: Sitting on chair with both hands touching knees
 GUN READY CONDITION: LOADED on the table.
 START: On timer audible signal
 STOP: Last shot
 PENALTIES: AS PER CURRENT EDITION IPSC RULES
 PROCEDURE: At the start signal, shoot the targets in any order from within the area indicated

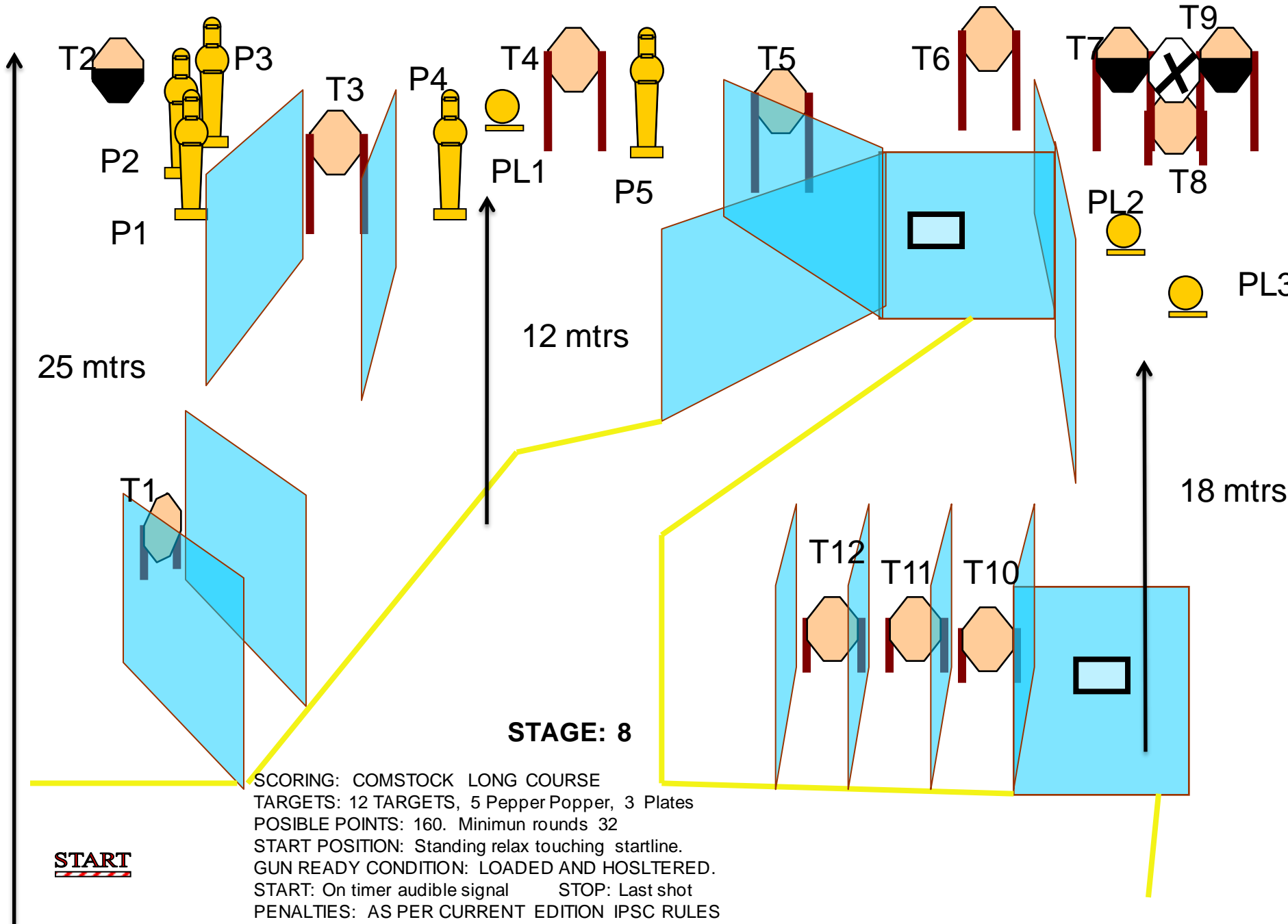
START



STAGE: 7

SCORING: COMSTOCK MEDIUM COURSE
 TARGETS: 4 TARGETS, 2 Pepper Popper, 6 Plate
 POSSIBLE POINTS: 80. Minimum rounds 16
 START POSITION: Standing Relax, both feet touching the startline.
 GUN READY CONDITION: LOADED AND HOSLTERED.
 START: On timer audible signal
 STOP: Last shot
 PENALTIES: AS PER CURRENT EDITION IPSC RULES
 PROCEDURE: At the start signal, shoot the targets in any order from within the area indicated

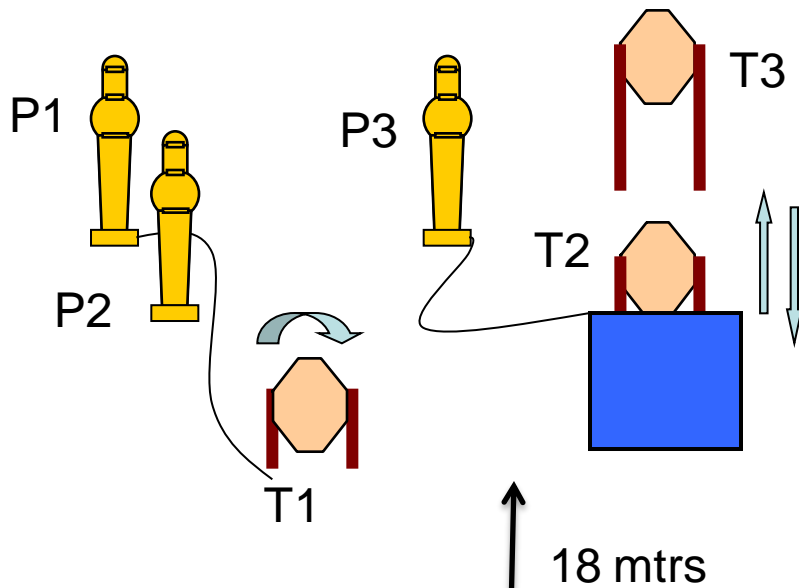
START



STAGE: 8

SCORING: COMSTOCK LONG COURSE
 TARGETS: 12 TARGETS, 5 Pepper Popper, 3 Plates
 POSSIBLE POINTS: 160. Minimum rounds 32
 START POSITION: Standing relax touching startline.
 GUN READY CONDITION: LOADED AND HOSLTERED.
 START: On timer audible signal STOP: Last shot
 PENALTIES: AS PER CURRENT EDITION IPSC RULES
 PROCEDURE: At the start signal, shoot the targets in any order from within the area indicated

START



STAGE: 9

SCORING: COMSTOCK SHORT COURSE

TARGETS: 3 TARGETS, 3 Pepper Popper,

POSSIBLE POINTS: 45. Minimum rounds 9

START POSITION: Standing Relax, both feet touching the startline.

GUN READY CONDITION: : LOADED AND HOSLTERED.

START: On timer audible signal

STOP: Last shot

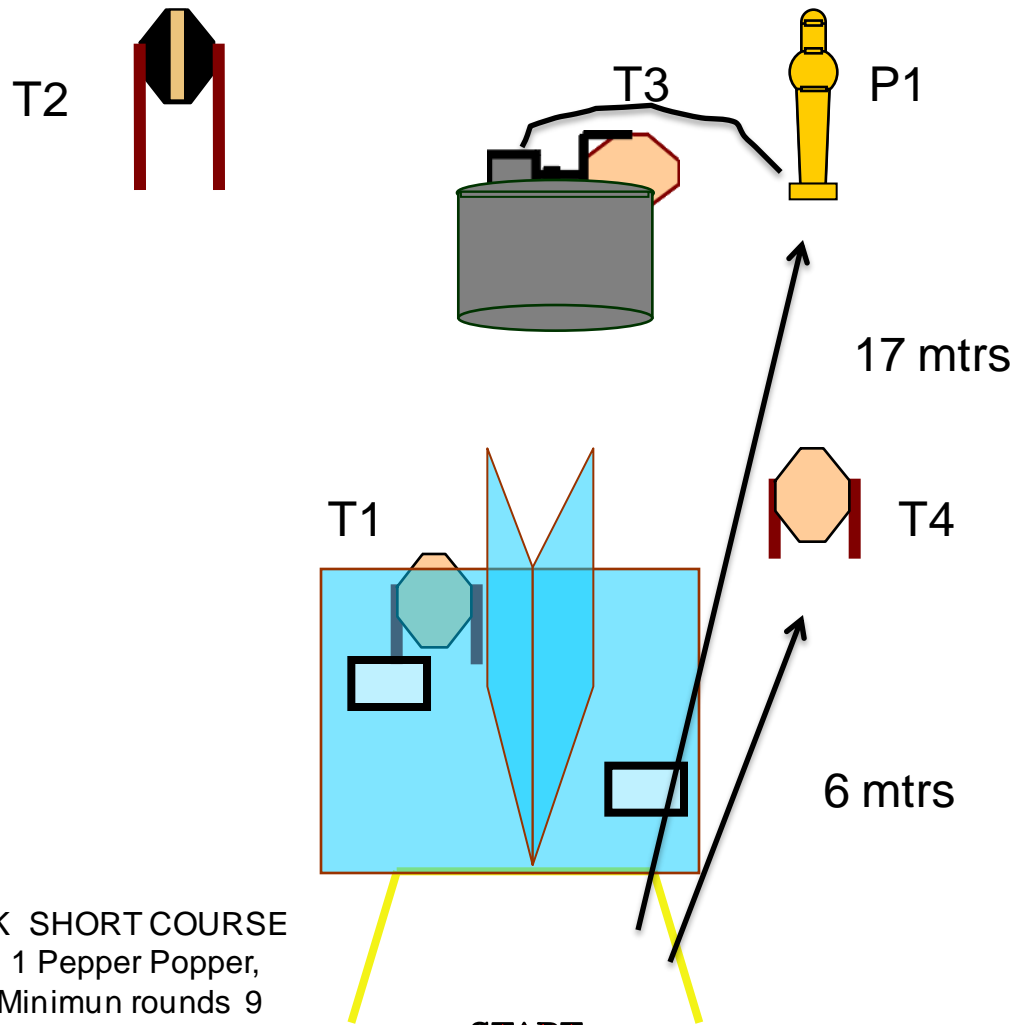
PENALTIES: AS PER CURRENT EDITION IPSC RULES

PROCEDURE: At the start signal, shoot the targets in any order from within the area indicated

NOTE: P1 activates swinger T1 disappearing

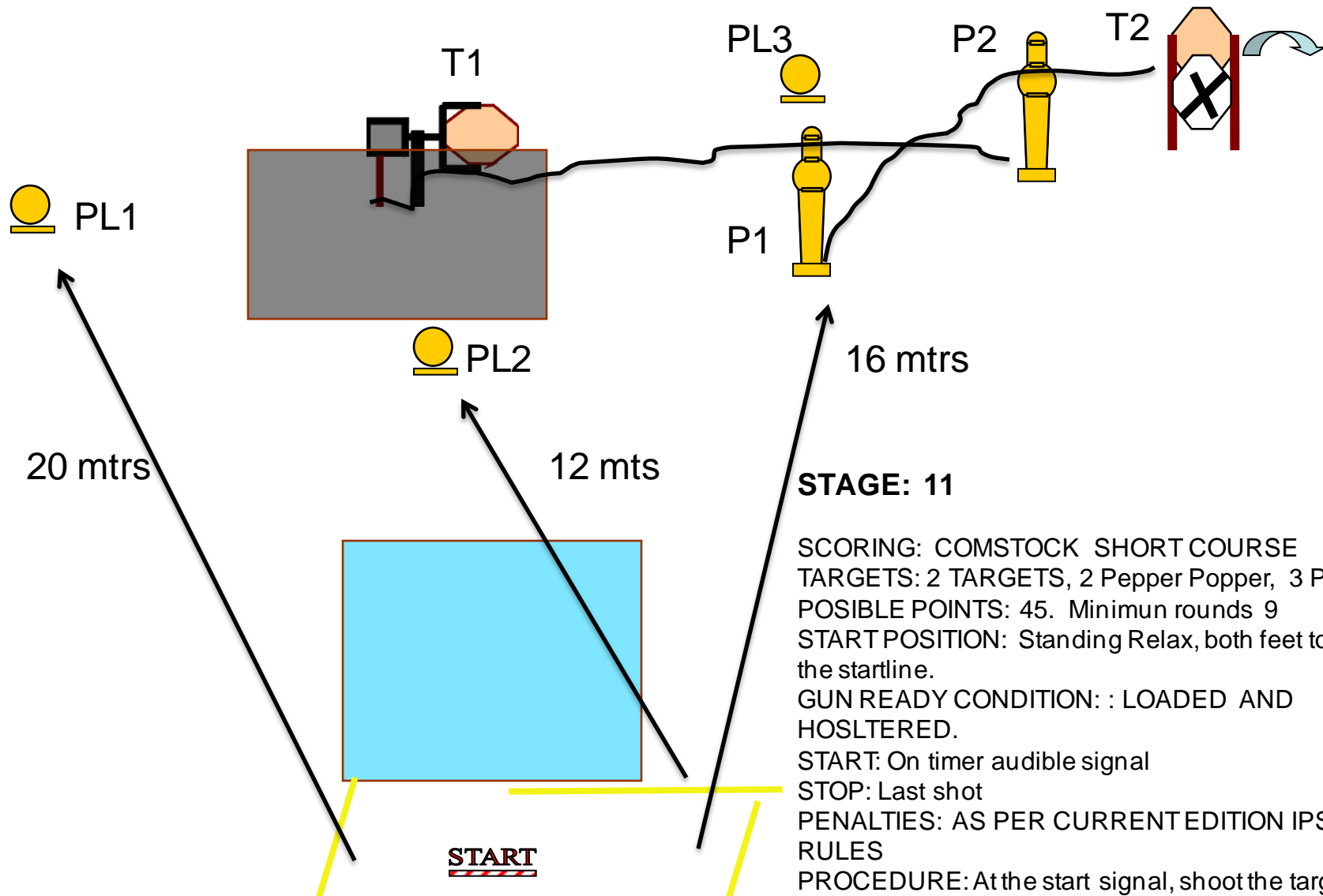
P3 activates swinger T2 non disappearing

START



STAGE: 10

SCORING: COMSTOCK SHORT COURSE
 TARGETS: 4 TARGETS, 1 Pepper Popper,
 POSSIBLE POINTS: 45. Minimum rounds 9
 START POSITION: Standing Relax, both feet touching the START startline.
 GUN READY CONDITION: : LOADED AND HOSLTERED.
 START: On timer audible signal
 STOP: Last shot
 PENALTIES: AS PER CURRENT EDITION IPSC RULES
 PROCEDURE: At the start signal, shoot the targets in any order from within the area indicated
 NOTE: P1 activates swinger T3 non disappearing



STAGE: 11

SCORING: COMSTOCK SHORT COURSE

TARGETS: 2 TARGETS, 2 Pepper Popper, 3 Plates

POSSIBLE POINTS: 45. Minimum rounds 9

START POSITION: Standing Relax, both feet touching the startline.

GUN READY CONDITION: : LOADED AND HOSLTERED.

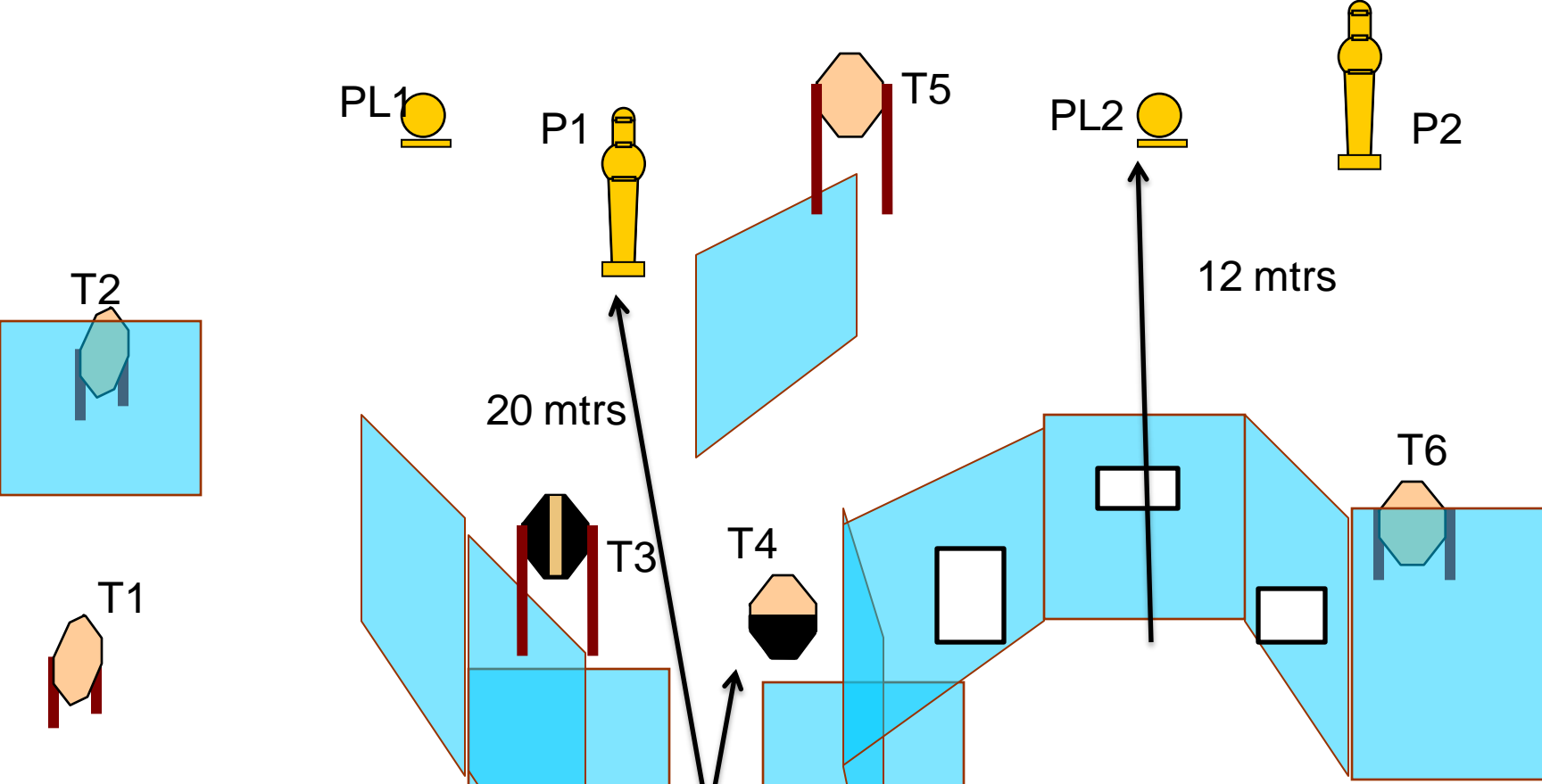
START: On timer audible signal

STOP: Last shot

PENALTIES: AS PER CURRENT EDITION IPSC RULES

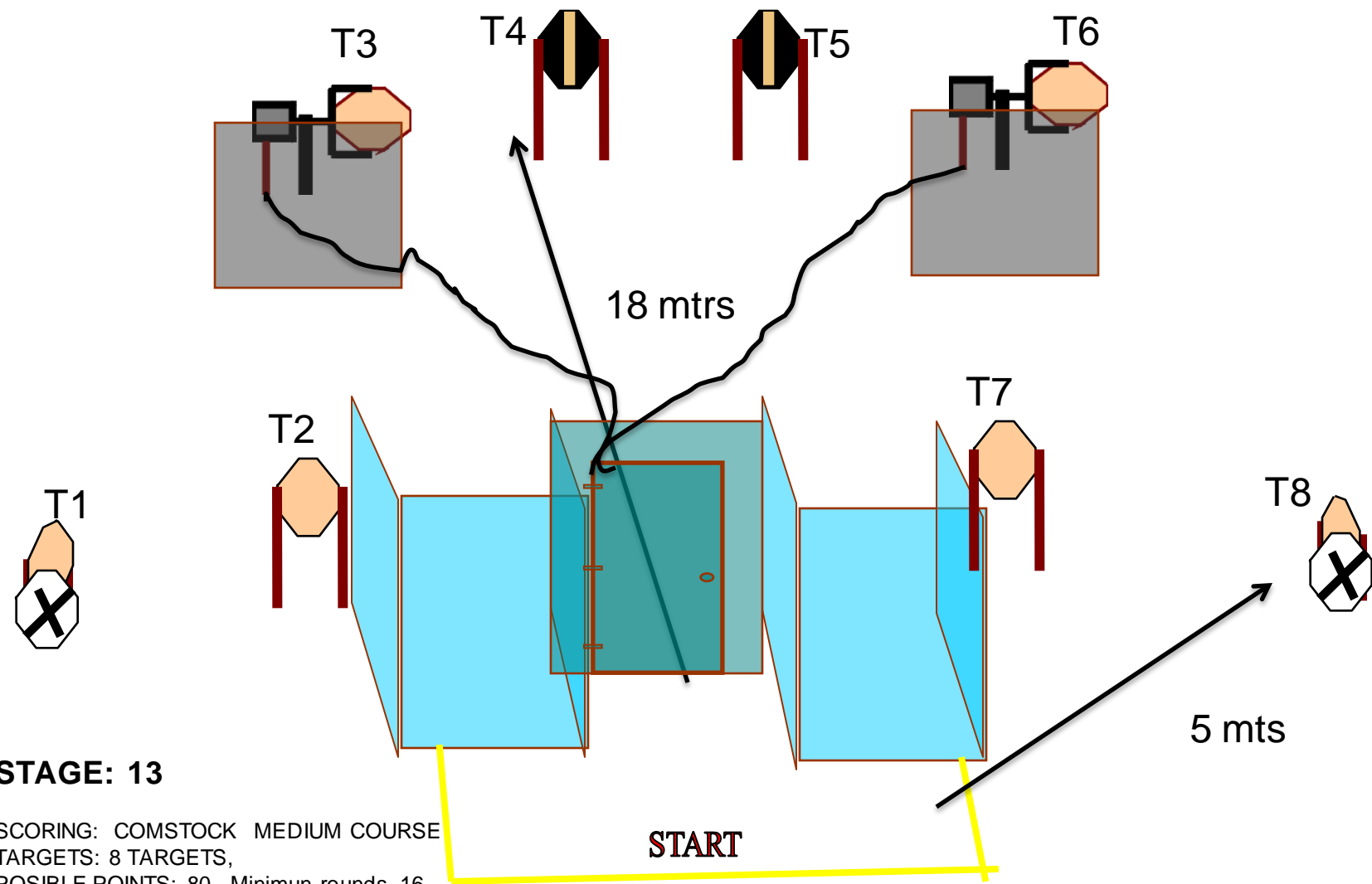
PROCEDURE: At the start signal, shoot the targets in any order from within the area indicated

NOTE: P2 activates swinger T1 non disappearing
P1 activates swinger T2 disappearing



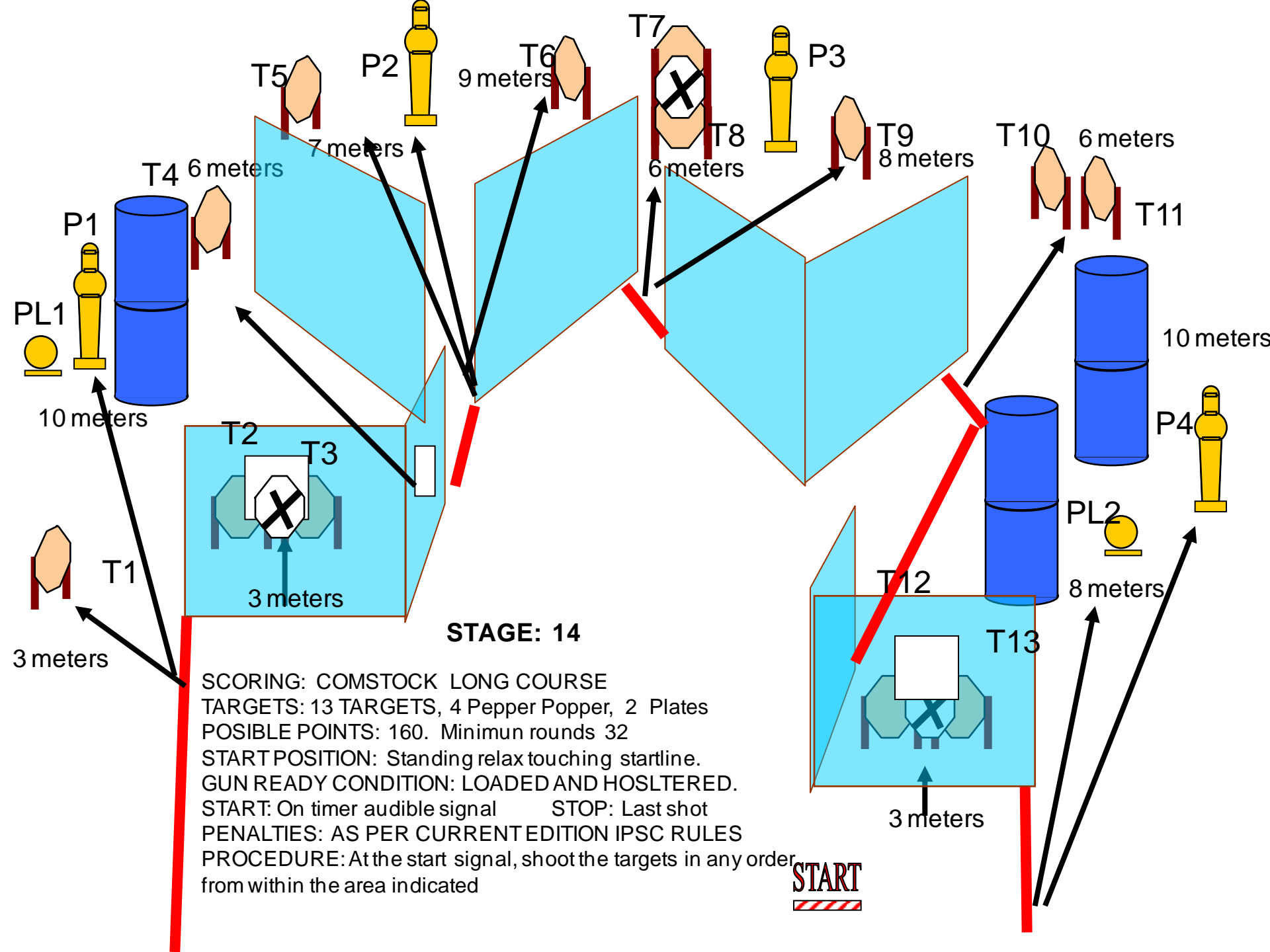
STAGE: 12

SCORING: COMSTOCK MEDIUM COURSE
 TARGETS: 6 TARGETS, 2 Pepper Popper, 2 Plate
 POSSIBLE POINTS: 80. Minimum rounds 16
 START POSITION: Standing Relax, both feet touching the startline.
 GUN READY CONDITION: LOADED AND HOSLTERED.
 START: On timer audible signal
 STOP: Last shot
 PENALTIES: AS PER CURRENT EDITION IPSC RULES
 PROCEDURE: At the start signal, shoot the targets in any order from within the area indicated



STAGE: 13

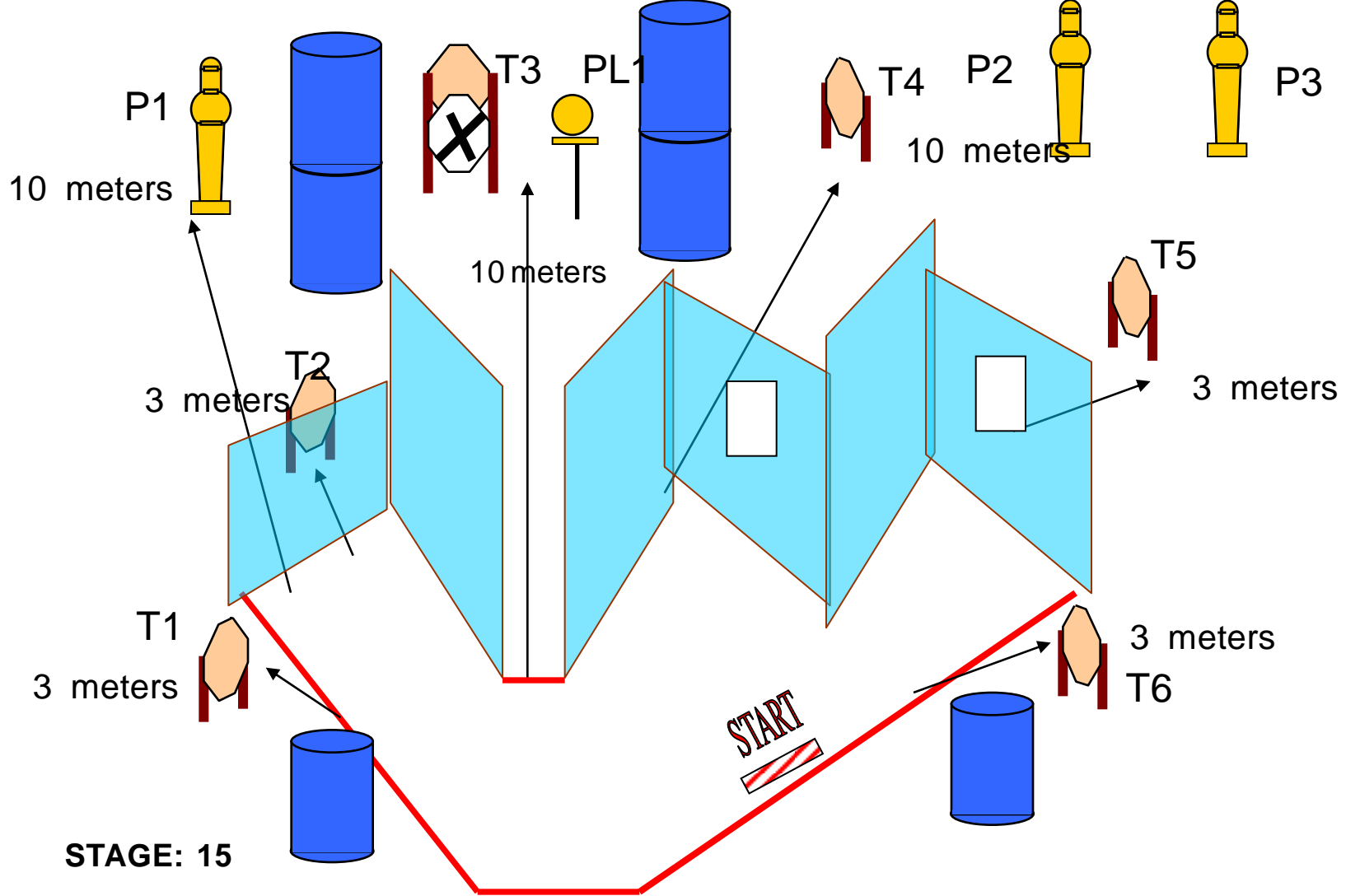
SCORING: COMSTOCK MEDIUM COURSE
 TARGETS: 8 TARGETS,
 POSSIBLE POINTS: 80. Minimum rounds 16
 START POSITION: Standing Relax, both feet touching the startline.
 GUN READY CONDITION: LOADED AND HOSLTERED.
 START: On timer audible signal
 STOP: Last shot
 PENALTIES: AS PER CURRENT EDITION IPSC RULES
 PROCEDURE: At the start signal, shoot the targets in any order from within the area indicated
 NOTE: The door activates swinger T3 and T6 non disappearing



STAGE: 14

SCORING: COMSTOCK LONG COURSE
 TARGETS: 13 TARGETS, 4 Pepper Popper, 2 Plates
 POSSIBLE POINTS: 160. Minimum rounds 32
 START POSITION: Standing relax touching startline.
 GUN READY CONDITION: LOADED AND HOSLTERED.
 START: On timer audible signal STOP: Last shot
 PENALTIES: AS PER CURRENT EDITION IPSC RULES
 PROCEDURE: At the start signal, shoot the targets in any order
 from within the area indicated

START

STAGE: 15

SCORING: COMSTOCK MEDIUM COURSE
 TARGETS: 6 TARGETS, 3 Pepper Popper, 1 Plates
 POSSIBLE POINTS: 90. Minimum rounds 16
 START POSITION: Standing relax touching startline.
 GUN READY CONDITION: LOADED AND HOSLTERED.
 START: On timer audible signal STOP: Last shot
 PENALTIES: AS PER CURRENT EDITION IPSC RULES
 PROCEDURE: At the start signal, shoot the targets in any order from within the area indicated