

Area Profile:

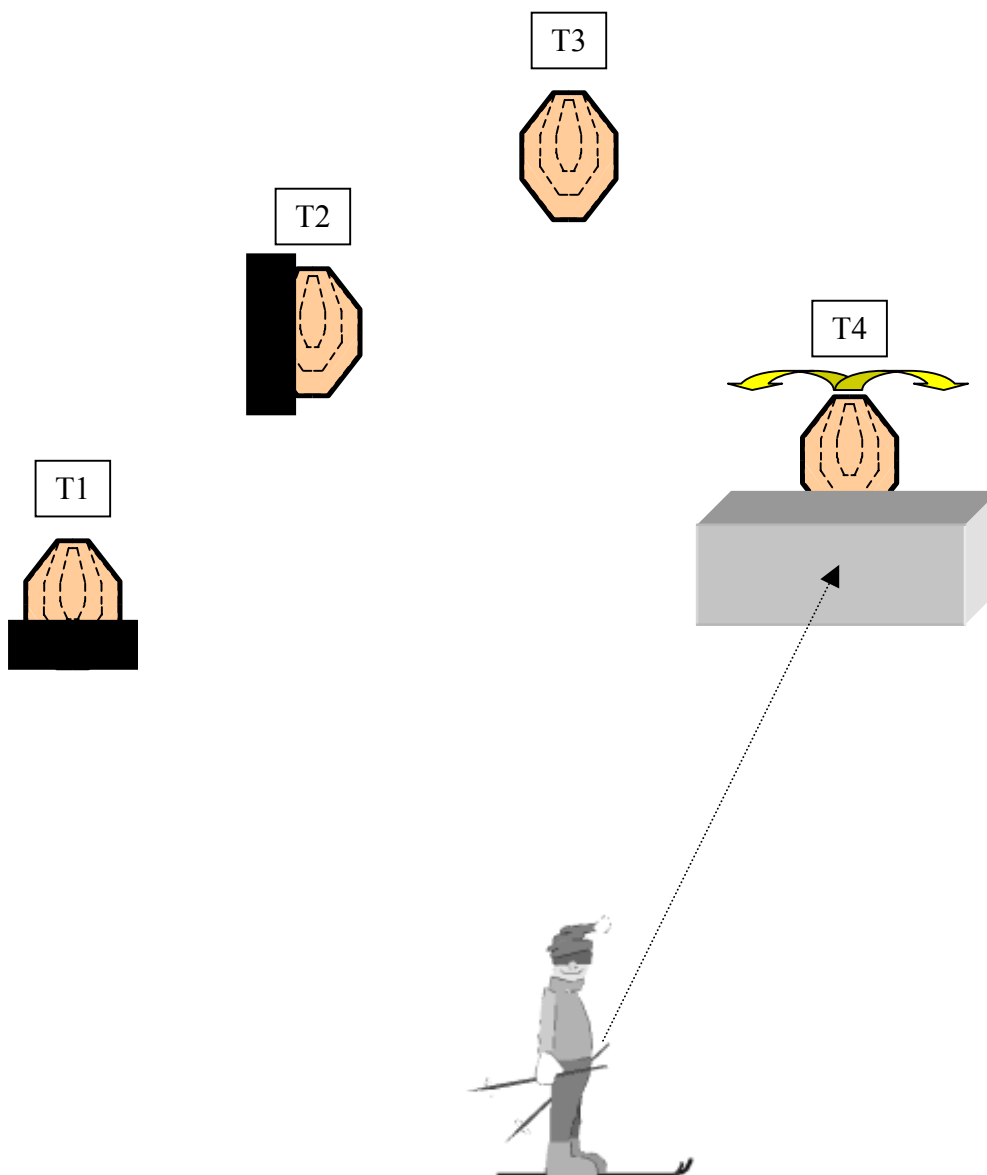
STAGE	TYPE	SCORING	PAPER TARGETS	PEPPER POPPERS	PLATES	CLAYS	PENALTY TARGETS	ROUNDS	POINTS	STAGE %
	Short Course	Comstock	4					8	40	3.25%
	Short Course	Comstock		8				8	40	3.25%
	Short Course	Comstock	7				2	7	35	2.85%
	Short Course	Comstock		2	6		2	8	40	3.25%
	Medium Course	Comstock		4	10		3	14	70	5.69%
	Medium Course	Comstock		2	9	1	2	12	60	4.88%
	Long course	Comstock	12				1	24	120	9.76%
Total			23	16	25	1	10	81	405	32.93%

Rounds Count:

	Area 3
Birdshots	42
Slugs	39
Sub-Totals	81

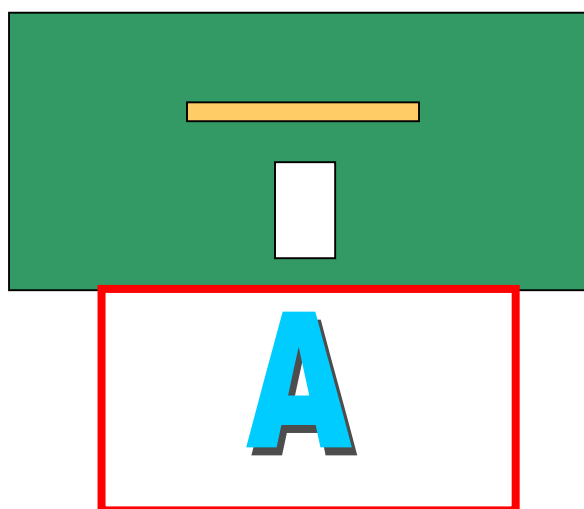
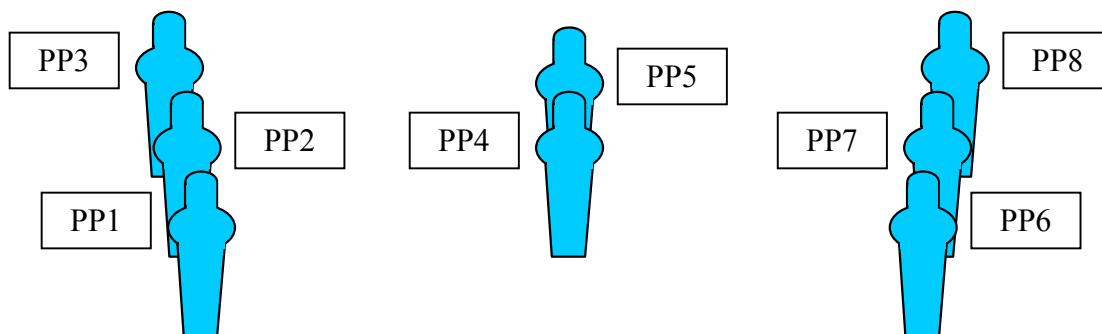
Area 3: A sudden Snowfall.

STAGE INFO			
TYPE:	Short Course.	TARGETS:	4 Classic Targets.
SCORING:	Comstock.	MINIMUM ROUNDS:	8 slugs.
DISTANCES:	10 – 25 m.	MAX POINTS:	40 points .
START:	Audible signal	PENALTIES:	As per current edition of IPSC Rule Book (Shotgun Rules V3).
STOP:	Last shot.		
START POSITION:	Standing erect, relaxed, feet on ski markings; loaded shotgun (condition 1) in weak hand, ski sticks in strong hand.		
PROCEDURE:	On the start signal, shooter, after pulling the ski sticks that will activate T4, shoots all the targets when visible in any order with a minimum of two (2) rounds each, without stepping off the ski.		
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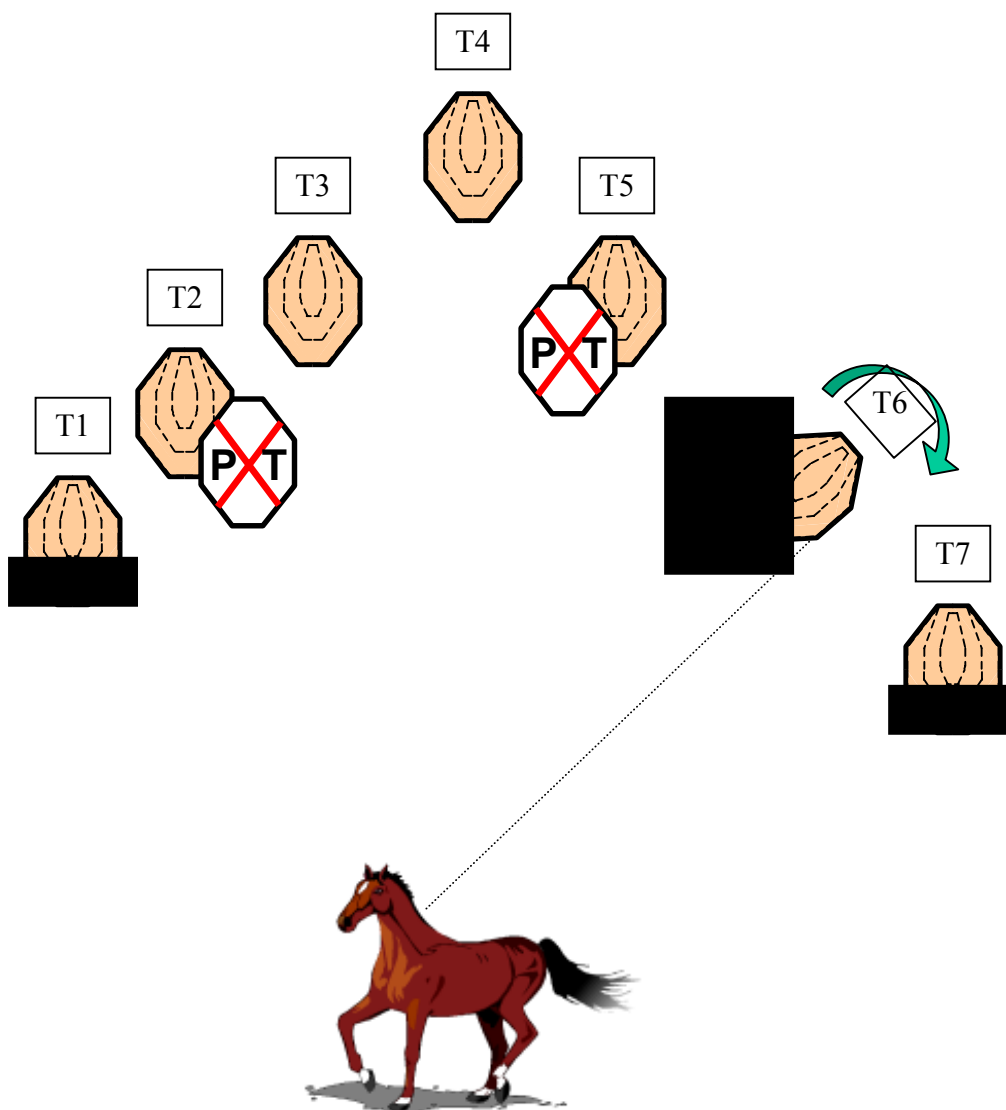
Area 3: The Dragon's Troops.

STAGE INFO	
TYPE: Short Course.	TARGETS: 8 Pepper Poppers.
SCORING: Comstock.	MINIMUM ROUNDS: 8 birdshots.
DISTANCES: 7 – 12 m.	MAX POINTS: 40 points.
START: Audible signal	PENALTIES: As per current edition of IPSC Rule Book (Shotgun Rules V3).
STOP: Last shot.	
START POSITION:	Standing erect, relaxed, facing the wall; loaded shotgun (condition 2) hanged onto the rails on the wall.
PROCEDURE:	On the start signal, shooter shoots all the targets when visible in any order.
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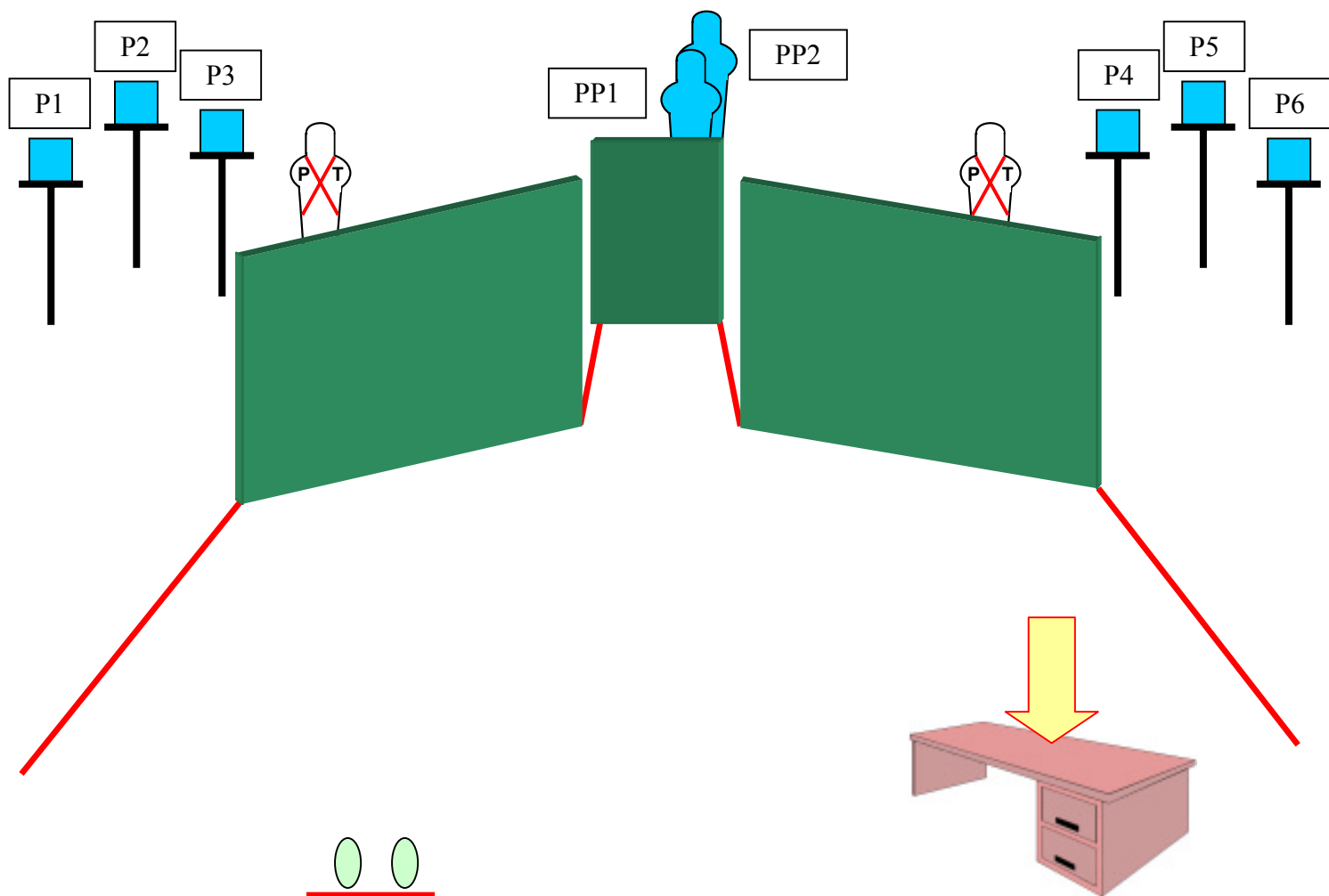
Area 3: The Knight's ride.

STAGE INFO			
TYPE:	Short Course.	TARGETS:	7 Classic Targets.
SCORING:	Comstock.	MINIMUM ROUNDS:	7 slugs.
DISTANCES:	12 – 20 m.	MAX POINTS:	35 points.
START:	Audible signal	PENALTIES:	As per current edition of IPSC Rule Book (Shotgun Rules V3).
STOP:	Last shot.		
START POSITION: Seated riding the horse, loaded shotgun (condition 1).			
PROCEDURE: On the start signal, shooter shoots all the targets in any order with a minimum of one (1) round each.			
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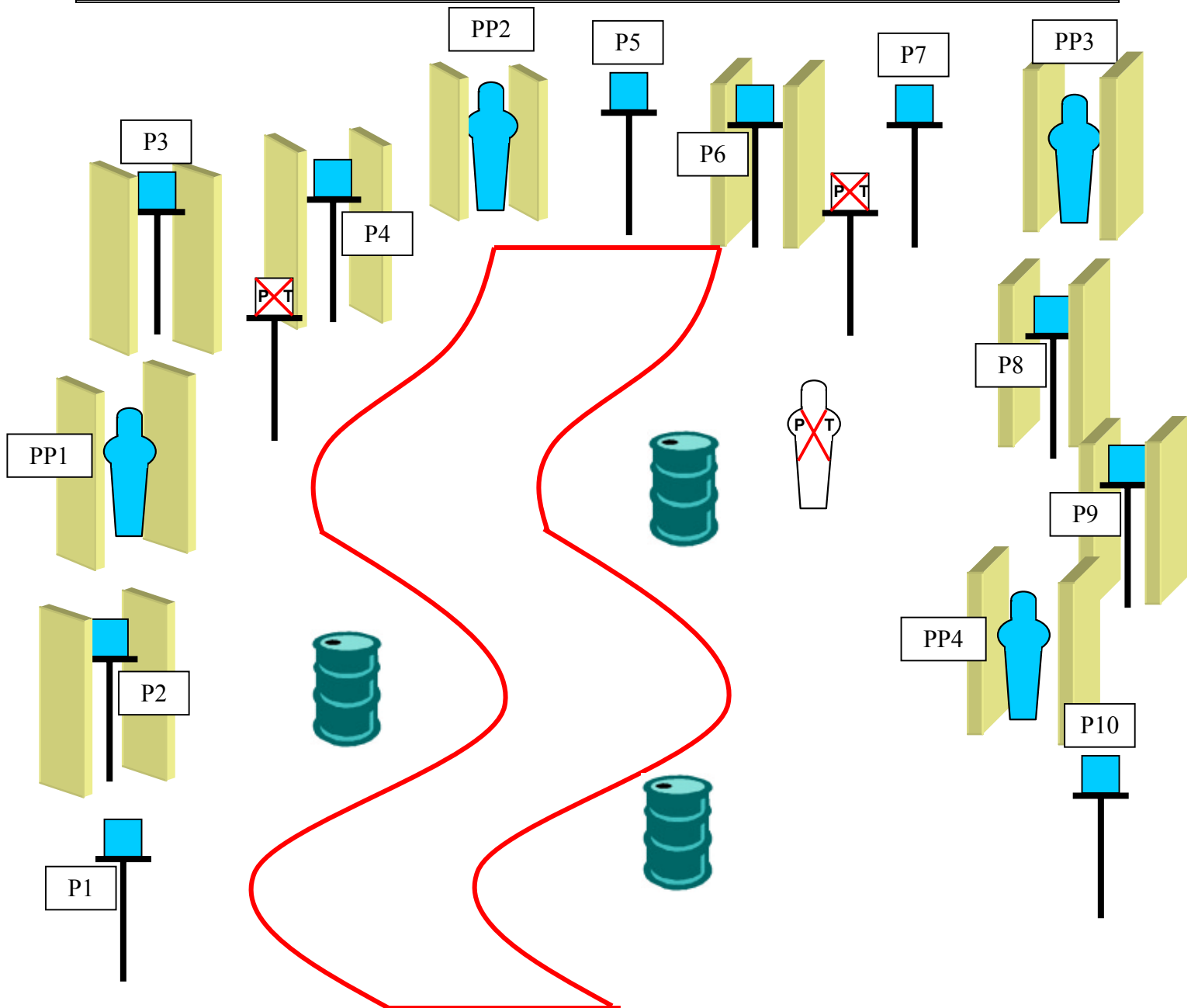
Area 3: The main Entrance.

STAGE INFO	
TYPE: Short Course.	TARGETS: – 2 Pepper Poppers. – 6 Plates.
SCORING: Comstock.	MINIMUM ROUNDS: 8 birdshots.
DISTANCES: 10 – 15 m.	MAX POINTS: 40 points.
START: Audible signal	PENALTIES: As per current edition of IPSC Rule Book (Shotgun Rules V3).
STOP: Last shot.	
START POSITION:	Standing erect, relaxed, heels touching markings, unloaded shotgun (condition 3) placed onto the table.
PROCEDURE:	On the start signal, shooter shoots all the targets when visible in any order.
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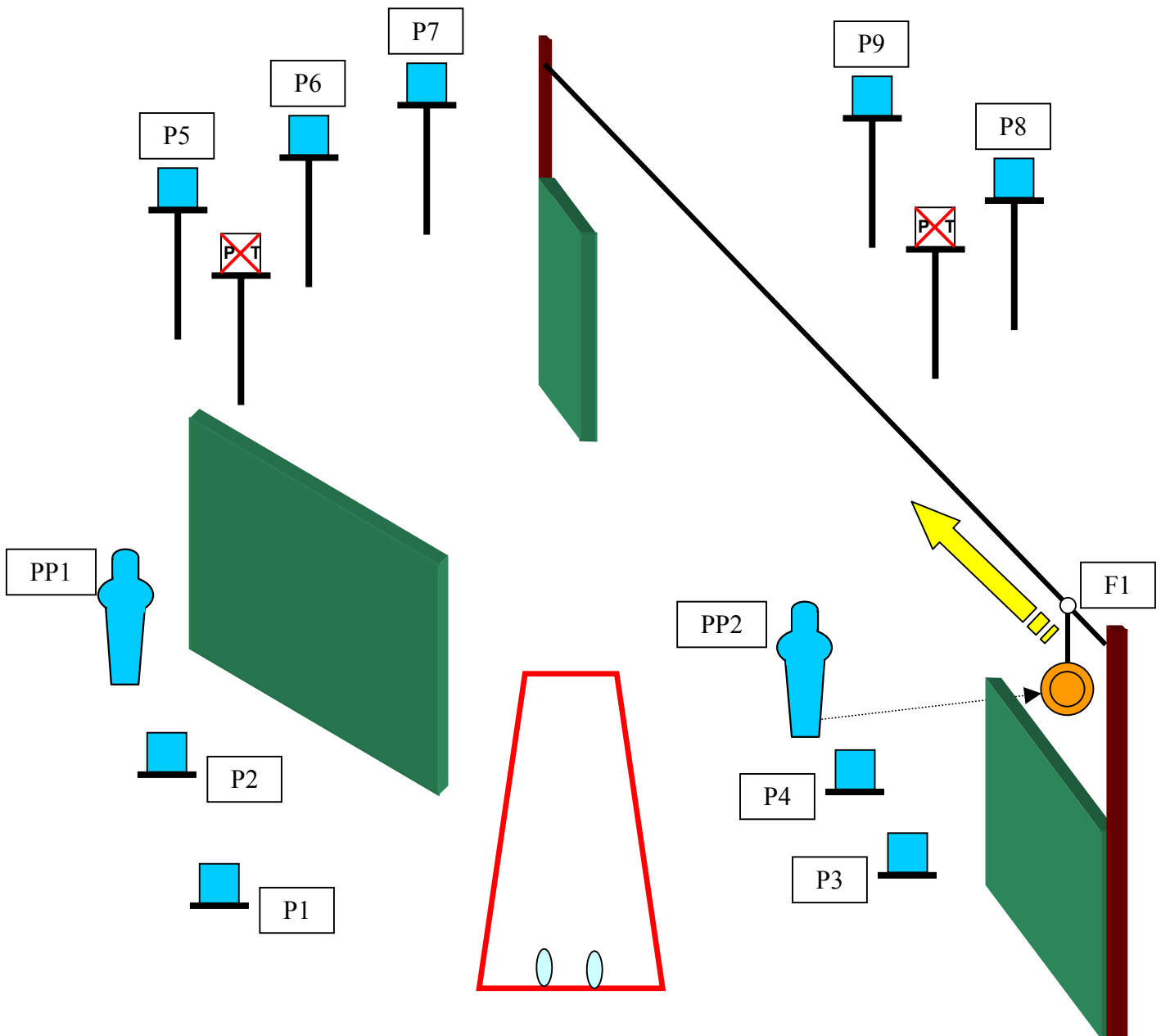
Area 3: A tortuous Corridor.

STAGE INFO			
TYPE:	Medium Course.	TARGETS:	– 4 Pepper Poppers. – 10 Plates.
SCORING:	Comstock.	MINIMUM ROUNDS:	14 birdshots.
DISTANCES:	8 – 14 m.	MAX POINTS:	70 points.
START:	Audible signal	PENALTIES:	As per current edition of IPSC Rule Book (Shotgun Rules V3).
STOP:	Last shot.		
START POSITION:		Standing erect, relaxed, heels touching markings, loaded shotgun (condition 1).	
PROCEDURE:		On the start signal, shooter shoots all the targets when visible in any order.	
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Area 3: The Phantom's Room

STAGE INFO	
TYPE: Medium Course.	TARGETS: <ul style="list-style-type: none"> - 2 Pepper Poppers. - 9 Plates. - 1 Clay (frangible).
SCORING: Comstock.	MINIMUM ROUNDS: 12 birdshots.
DISTANCES: 10 – 20 m.	MAX POINTS: 60 Points.
START: Audible signal	PENALTIES: As per current edition of IPSC Rule Book (Shotgun Rules V3).
STOP: Last shot.	
START POSITION: Standing erect, relaxed, heels touching markings, loaded shotgun (condition 1).	
PROCEDURE: On the start signal, shooter shoots all the targets when visible in any order.	
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Area 3: The inner Chambers.

STAGE INFO			
TYPE:	Long Course.	TARGETS:	12 Classic Targets.
SCORING:	Comstock.	MINIMUM ROUNDS:	24 slugs.
DISTANCES:	8 – 15 m.	MAX POINTS:	120 Points.
START:	Audible signal	PENALTIES:	As per current edition of IPSC Rule Book (Shotgun Rules V3).
STOP:	Last shot.		
START POSITION:	Standing erect, relaxed, facing downrange, heels touching markings, loaded shotgun (condition 1).		
PROCEDURE:	On the start signal, shooter shoots all the targets when visible in any order with a minimum of two (2) rounds each.		
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