

TriState Gun Club
Bay 4
Course Designer: Tom Iten



START POSITION: Facing down range, hands relaxed at sides, shotgun on pad facing down range.

GUN READY CONDITION: Shotgun loaded to Div capacity.

SCORING: Comstock, 21 rounds

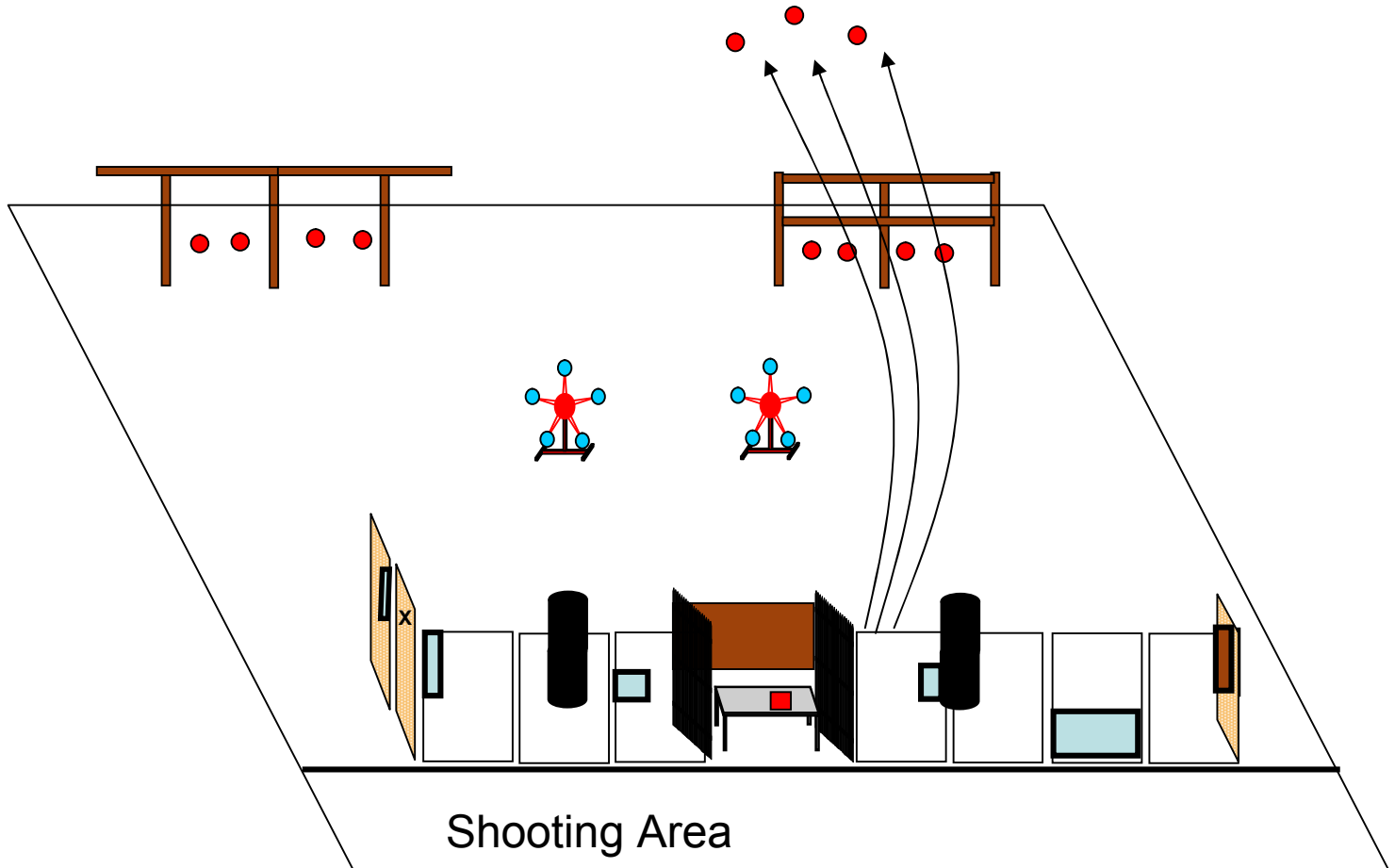
TARGETS: 12 PL, 8FT, 3 Clays

SCORED HITS: 1 KD = 1A

Stop: Audible - Last shot

RULES: FB3G

STAGE PROCEDURE: Upon start signal, engage targets as they be available from shooting area.



RO Notes::

Setup Notes:

TriState Gun Club
Bay 5 Stage
Course Designer: Tom Iten

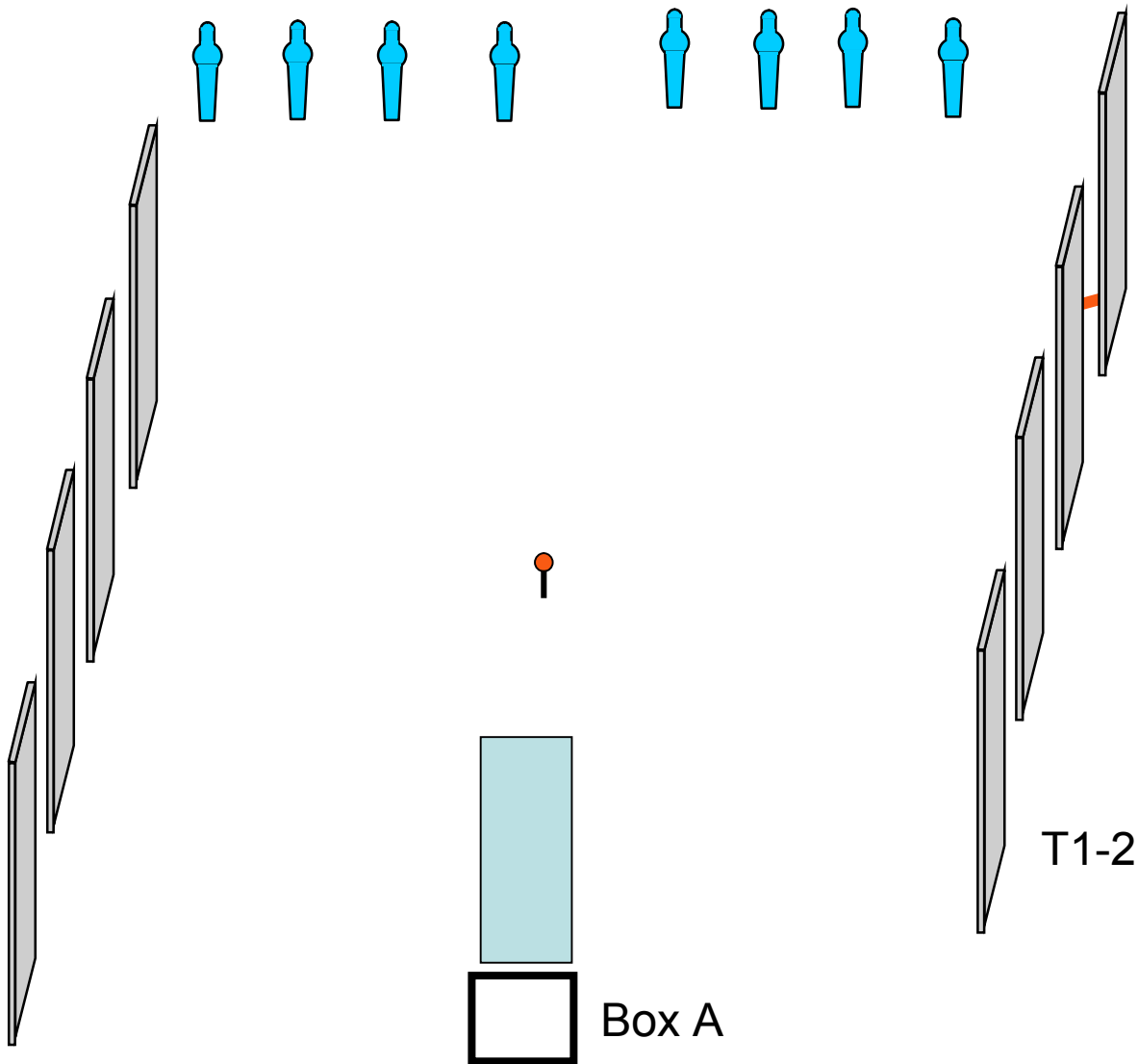


START POSITION: Standing in Box A, facing down range, hands relaxed at sides.

GUN READY CONDITION: Shotgun loaded to Div capacity

SCORING: Comstock, 9 rounds
TARGETS: 8 PP, 1 clay
SCORED HITS: KD = 1A
START-STOP: Audible - Last shot
RULES: FB3G

STAGE PROCEDURE: On signal, from Box A, engage left array of targets from left side of barricade and right array of targets from right side of barricade. Clay can be engaged from either side. Targets may be engaged in any order.



RO Notes:

Setup Notes:

TriState Gun Club
Car Stage Shotgun
Course Designer: Michael Fordyce



START POSITION:.

GUN READY CONDITION:.. Shotgun loaded to Div capacity

SCORING: Comstock, 16 rounds

TARGETS:

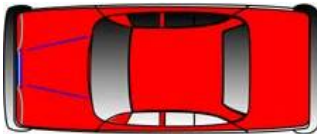
SCORED HITS:

START-STOP: Audible - Last shot

RULES: FB3G

STAGE PROCEDURE:

Suprise



RO Notes:

Setup Notes:

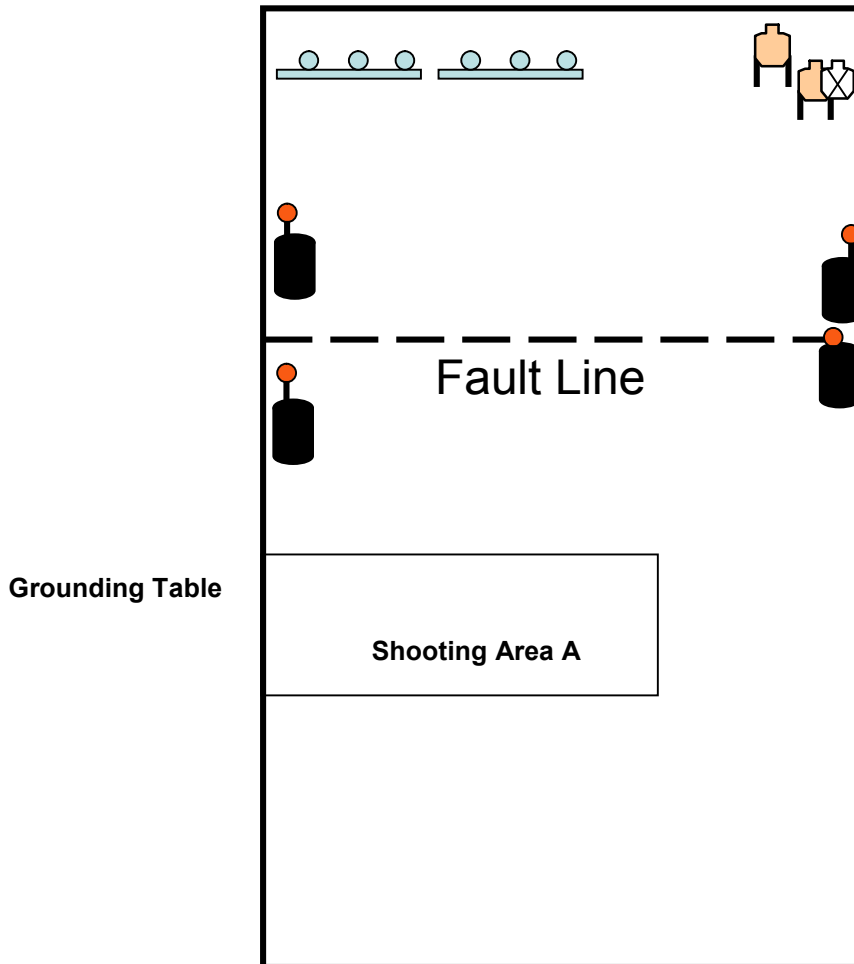
TriState Gun Club
Plate Bay (Shotgun slug, birdshot)
Course Designer: Tom Iten

START POSITION: Facing downrange, shotgun at port arms.

GUN READY CONDITION: Shotgun loaded to Div capacity.

SCORING: Comstock, 14 rounds
TARGETS: 2 IPSC, 4 clays, 6 plates
SCORED HITS: Best 2 per paper, KD = 1A
START-STOP: Audible - Last shot
RULES: FB3G

STAGE PROCEDURE: Upon start signal, engage slug targets from within Area A as they become available. Engage remaining targets from behind fault line



RO Notes: Remind shooters slugs on steel or clays = DQ.

Setup Notes:

TriState Gun Club
Jungle Run II
 Course Designer: Tom Iten

START POSITION: Standing in Box A, facing downrange. Shotgun at port arms.

GUN READY CONDITION: Shotgun loaded to Div capacity.

STAGE PROCEDURE: Upon start signal, engage all targets as they become available from Area A.

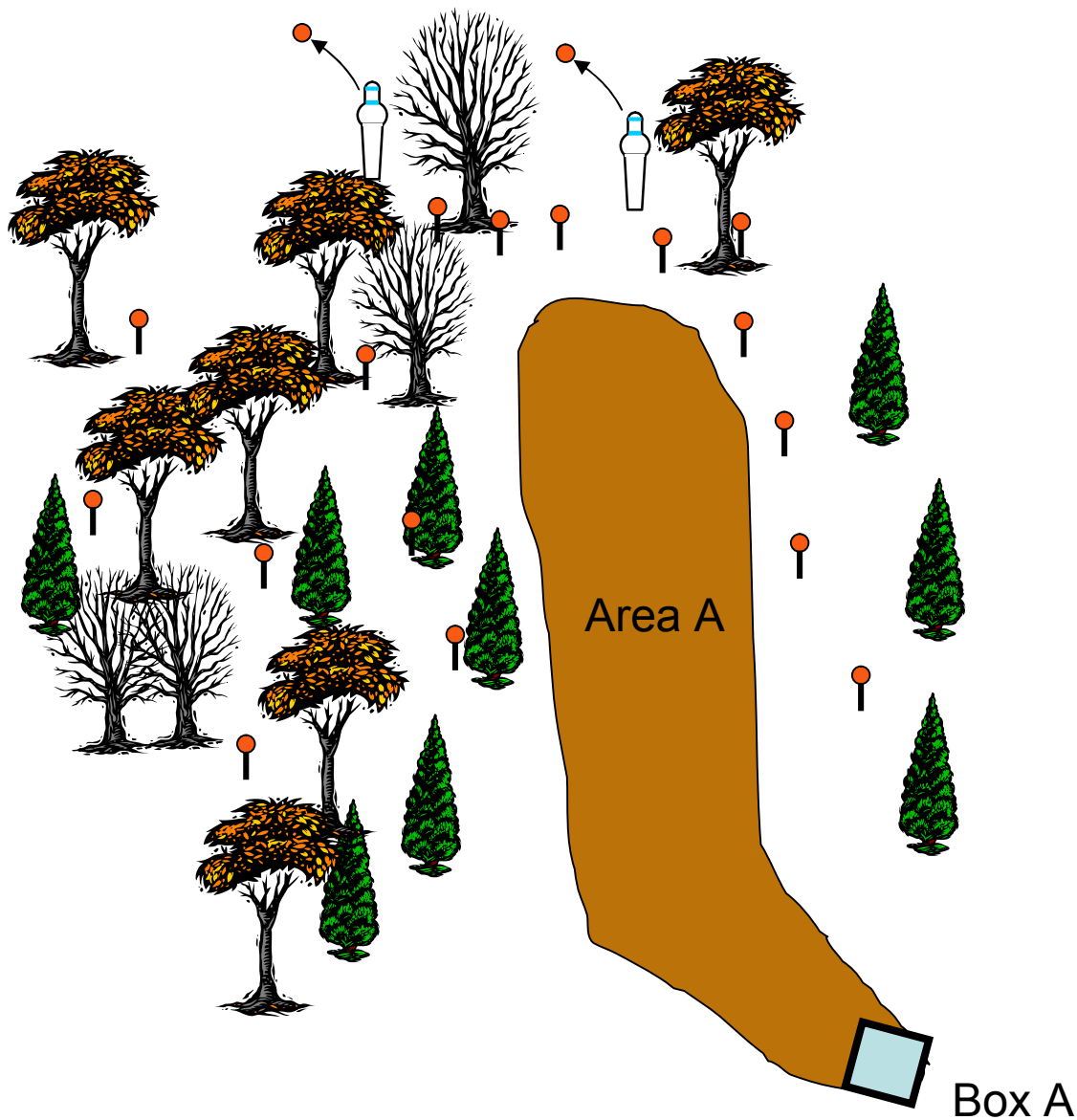
SCORING: Comstock, 20 rounds

TARGETS: 2PP, 16 clays, 2PP

SCORED HITS: Clays must break, KD steel = 5
 flipped cp = 10

START-STOP: Audible - Last shot

RULES: FB3G



RO Notes:

Setup Notes: