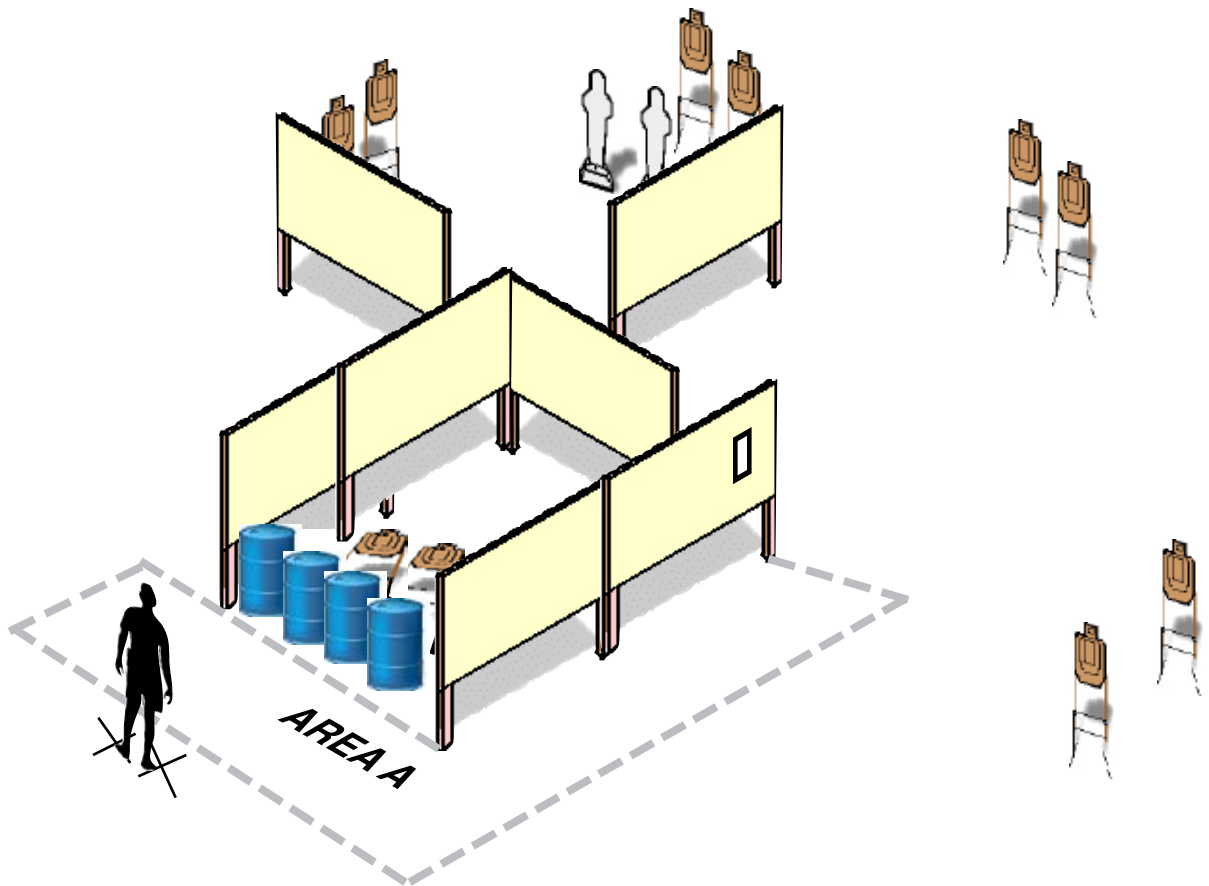


Stg I -TSLC IT'S 5:00 SOME WHERE

Designed By: David Langille / Set By: Ridge Runners Gun Club



Scoring: Comstock, 22 Rounds - 110Points
Targets: 10 IPSCPaper, 2 CMP
Scored Hits: Best 2 Paper
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position:

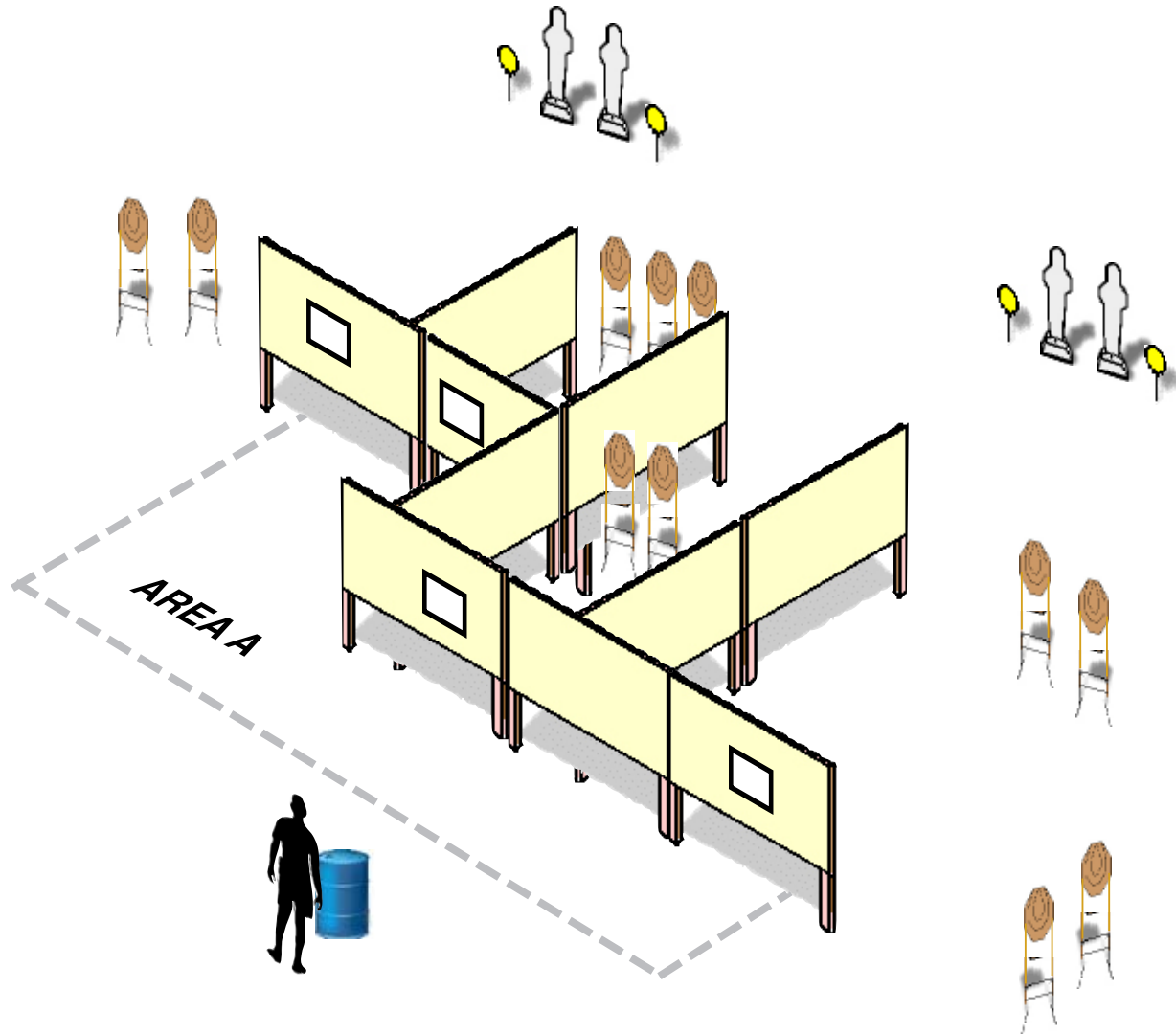
Standing Facing up range In Area A Toes on X's, Gun Loaded in holster, Hands Naturally at your sides, Extra Ammo on Belt.

PROCEDURE:

On Signal, Engage Targets as you See them from Area A Only.

Stg 2 - A WORK IN PROGRESS

Designed By: David Langille / Set By: Ridge Runners Gun Club



Scoring: Comstock, 30 Rounds - 150Points

Targets: 11 IPSC Paper, 4 PP, 4 Plates

Start - Stop: Audible -Last shot

Penalties: As per latest edition of USPSA rule book

Starting Position:

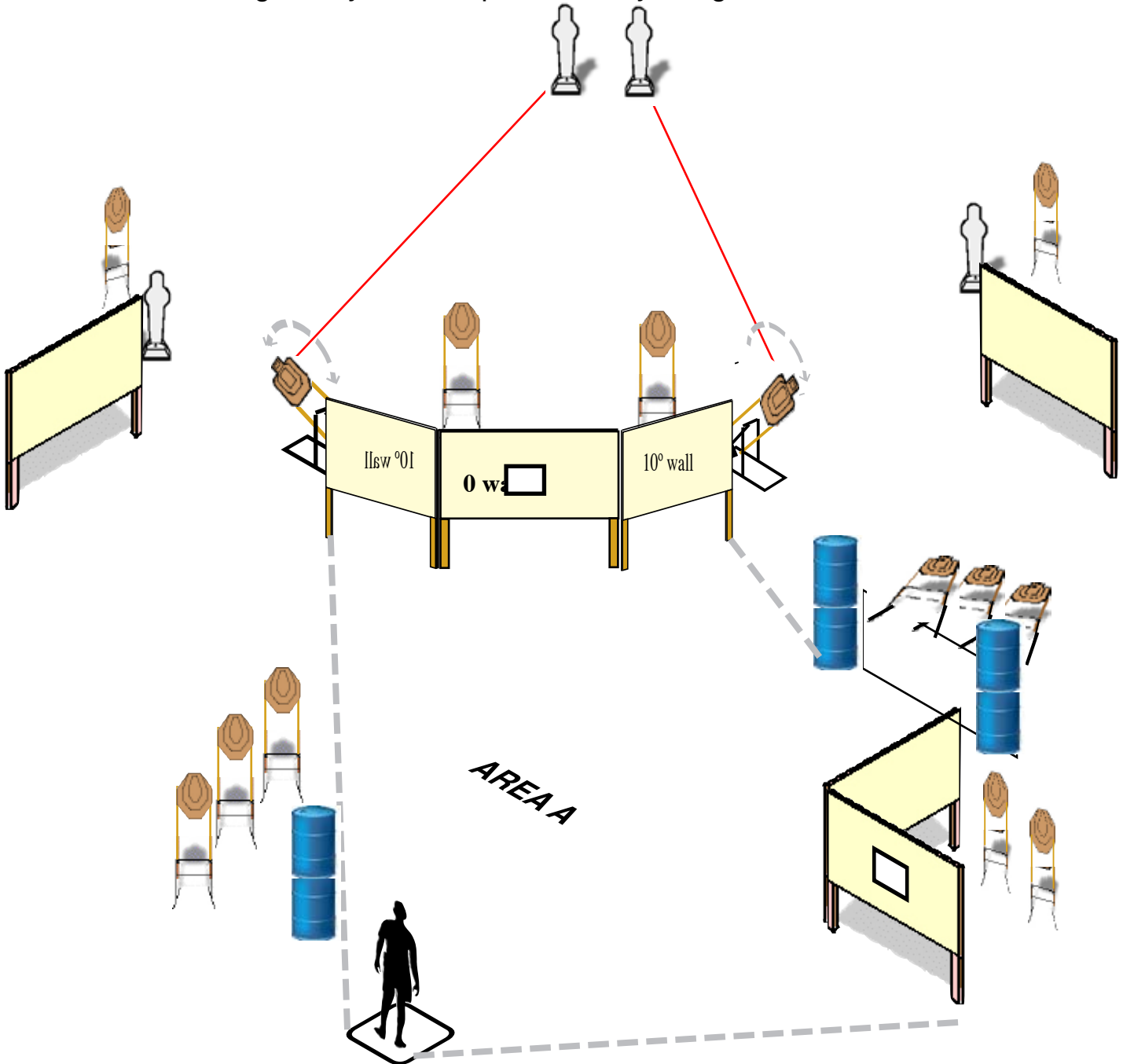
Standing Directly Behind Barrel Gun Loaded on top of Barrel, Hands on rim of barrel, Extra Ammo on Belt.

PROCEDURE:

On Signal, Engage Targets as you See them from Area A Only.

Stg 7 -TSLC IN THE REAL WORLD

Designed By: Steve Speer / Set By: Ridge Runners Gun Club



Scoring: Comstock, 32 Rounds - 160Points
Targets: 14 IPSC Paper, 4 PP
Scored Hits: Best 2 Paper
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position:

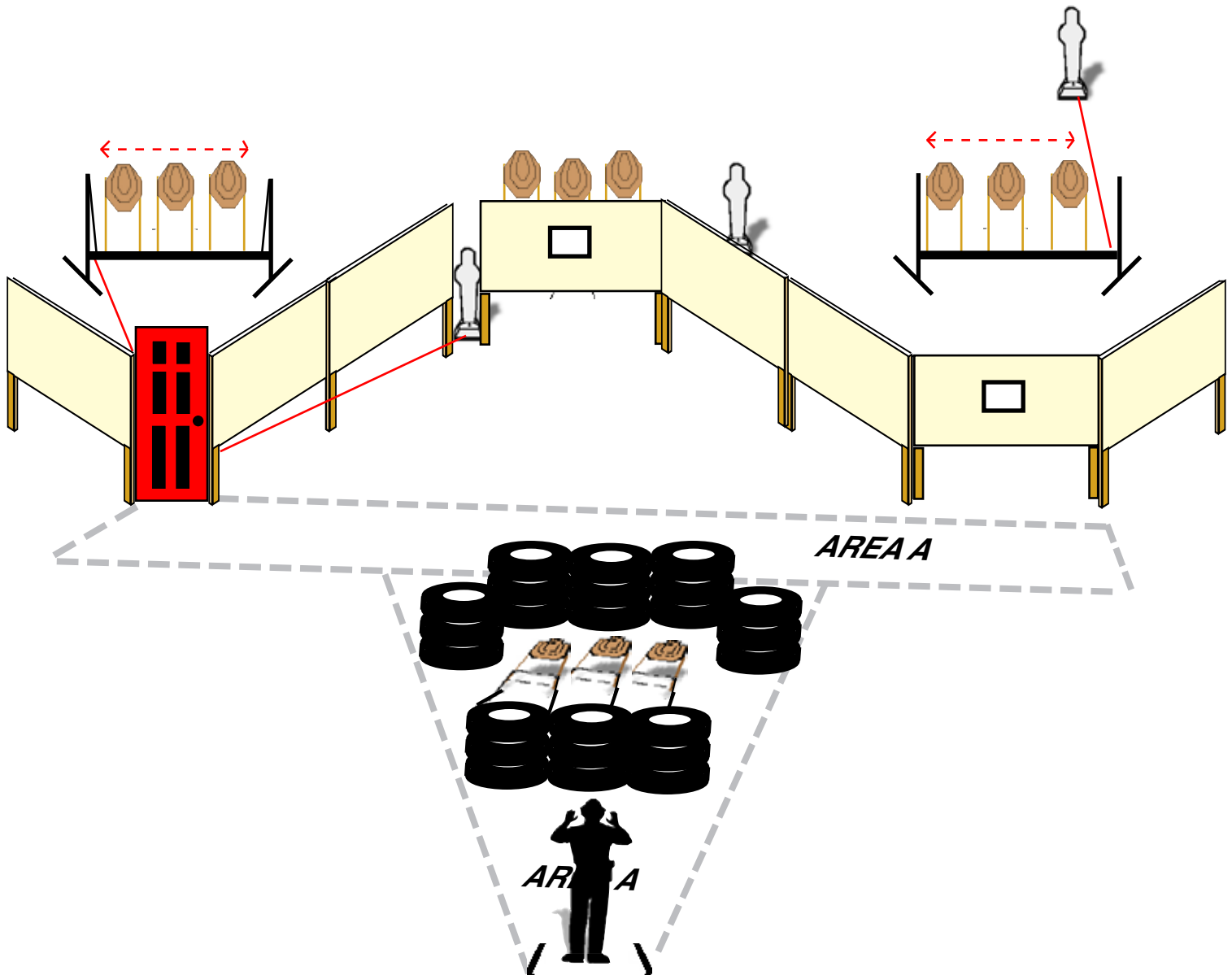
Standing in Start Box, Gun Loaded in holster, Hands Naturally at your sides, Extra Ammo on Belt.

PROCEDURE:

On Signal, Engage Targets as you See them from Area A Only.

Stg 6 -TSLC DON'T ROCK THE JUKE BOX

Designed By: David Langille / Set By: Ridge Runners Gun Club



Scoring: Comstock, 26 Rounds - 130 Points

Targets: 12 IPSC Paper, 2 CMP

Scored Hits: Best 2 Paper

Steel Must Fall for score

Start - Stop: Audible -Last shot

Penalties: As per latest edition of USPSA rule book

Starting Position:

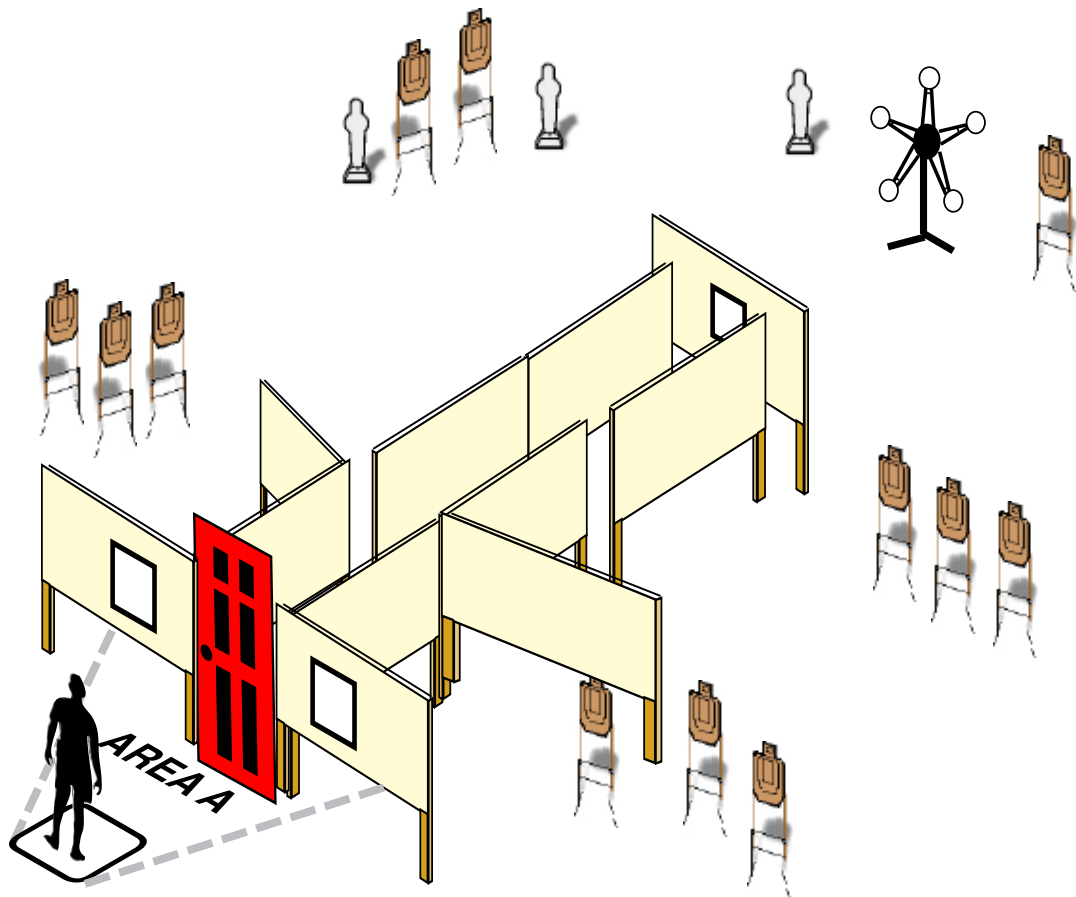
Standing Facing up range in start box, Gun Loaded in holster, Wrist above your shoulders Extra Ammo on Belt.

PROCEDURE:

On Signal, Engage Targets as you See them from Area A Only.

Stg 11 -TSLC NEON RAINBOW

Designed By: David Langille / Set By: Ridge Runners Gun Club



Scoring: Comstock, 32 Rounds - 160 Points
Targets: 12 IPSC Paper, 5 Plates , 3 CMP
Scored Hits: Best 2 Paper
Steel Must Fall for score
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position:

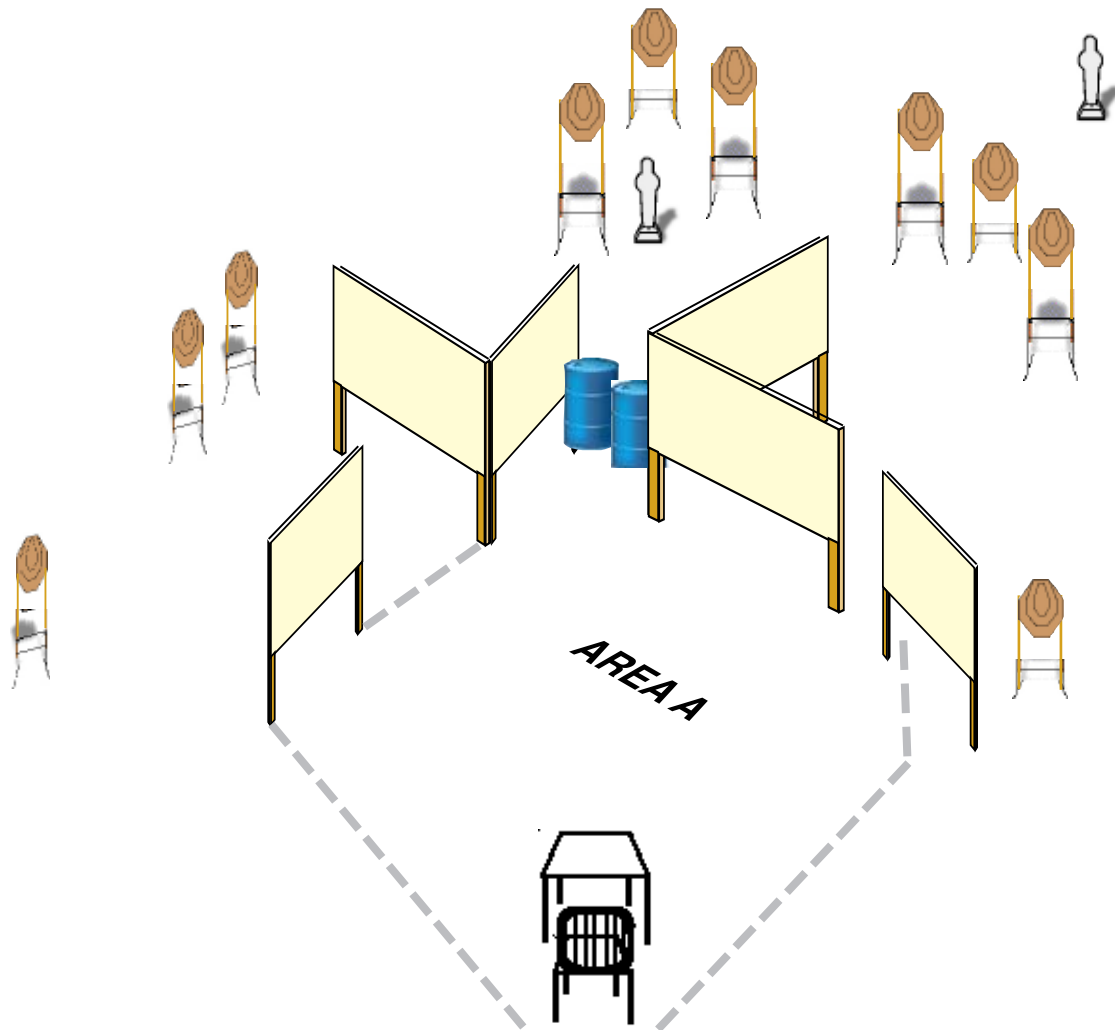
Standing in start box Gun Loaded in holster,
Hands Naturally at your sides, Extra Ammo on
Belt.

PROCEDURE:

On Signal, Engage Targets as you See them
from Area A Only.

Stg 3 -TSLC MIDNIGHT IN MONTGOMERY

Designed By: Steve Speer / Set By: Ridge Runners Gun Club



Scoring: Comstock, 22 Rounds - 110Points
Targets: 10 IPSC Paper, 2 CMP
Scored Hits: Best 2 Paper
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position:

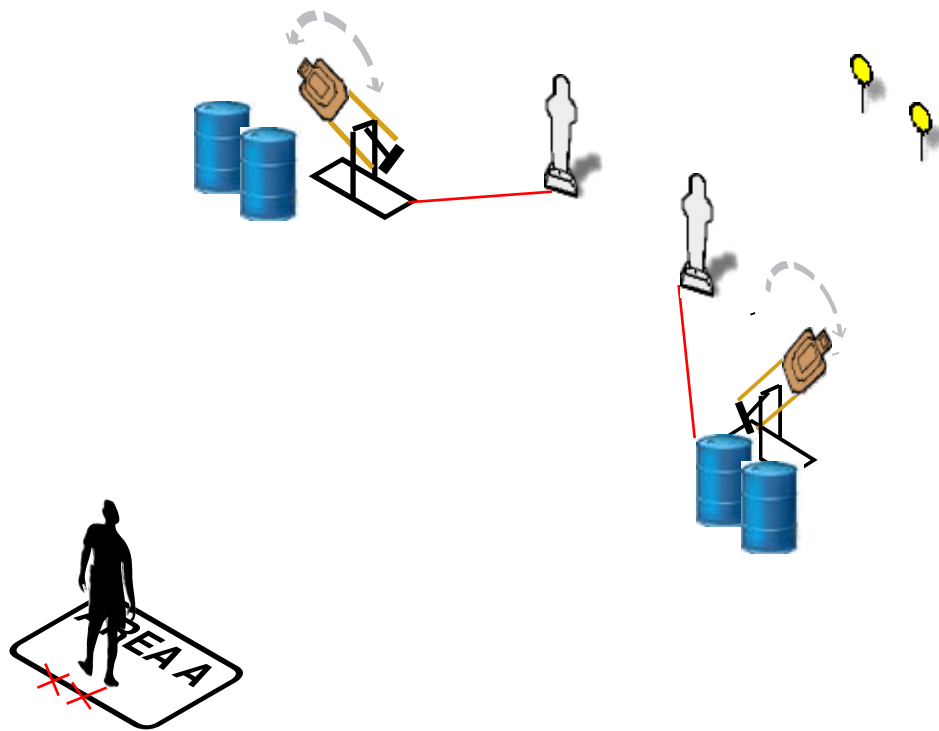
Sitting in Chair, Back Against Chair Back, Gun Loaded in Brief Case, Extra Ammo on Belt.

PROCEDURE:

On Signal, Engage Targets as you See them from Area A Only.

Stg 5 -TSLC WORKING CLASS HERO

Designed By: Jimmy Mitchel / Set By: Ridge Runners Gun Club



Scoring: Comstock, 8 Rounds - 40 Points
Targets: 2 IPSC Paper, 2 PP, 2 Plates
Scored Hits: Best 2 Paper
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position:

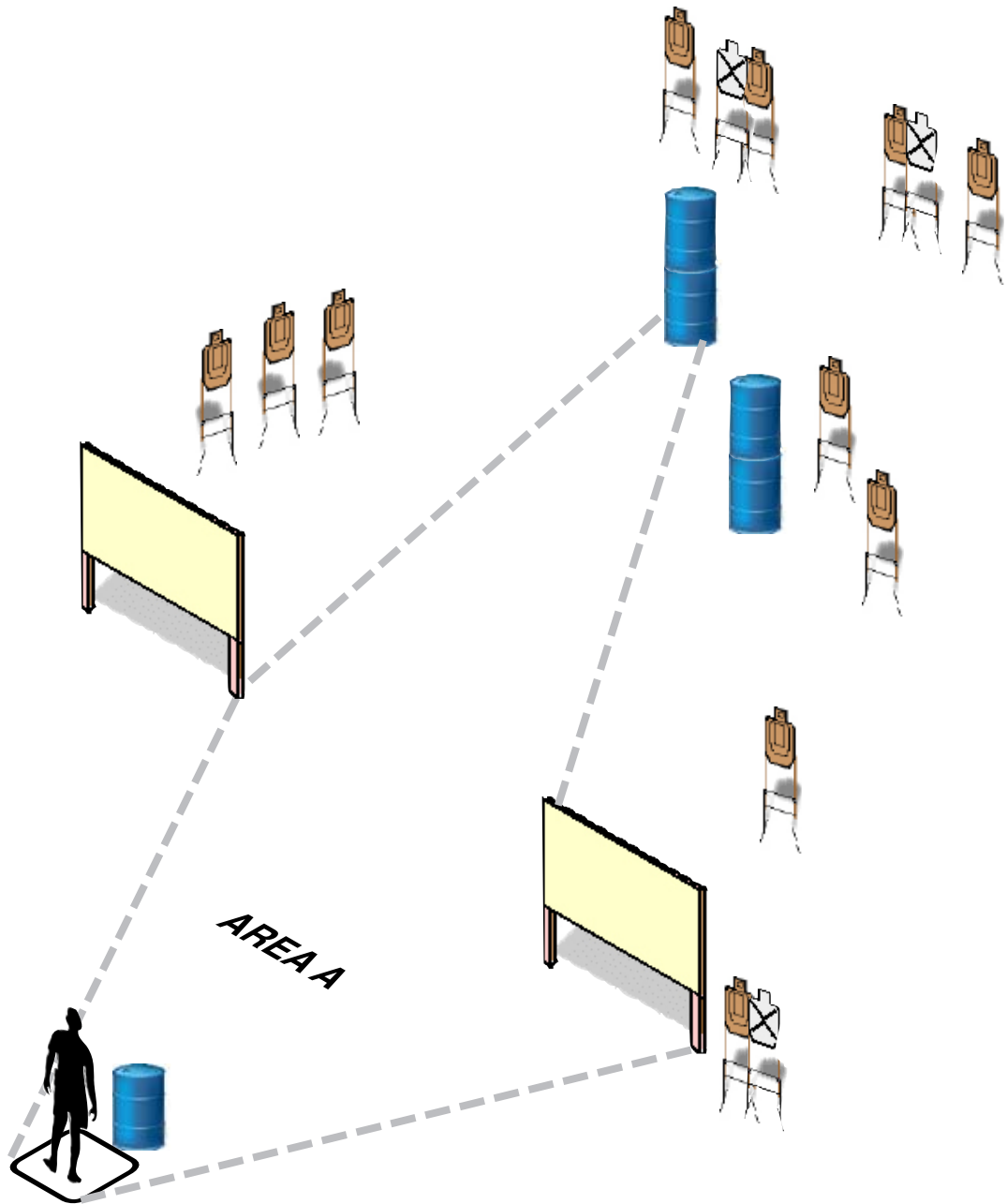
Standing Facing up range In Start Box Toes on X's, Gun Loaded in holster, Hands Naturally at your sides, Extra Ammo on Belt.

PROCEDURE:

On Signal, Engage Targets as you See them from Area A Only.

Stg 4 -TSLC ACE IN THE HOLE

Designed By: Jimmy Mitchel / Set By: Ridge Runners Gun Club



Scoring: Comstock, 22 Rounds - 110Points
Targets: 11 IPSC Paper,
Scored Hits: Best 2 Paper
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position:

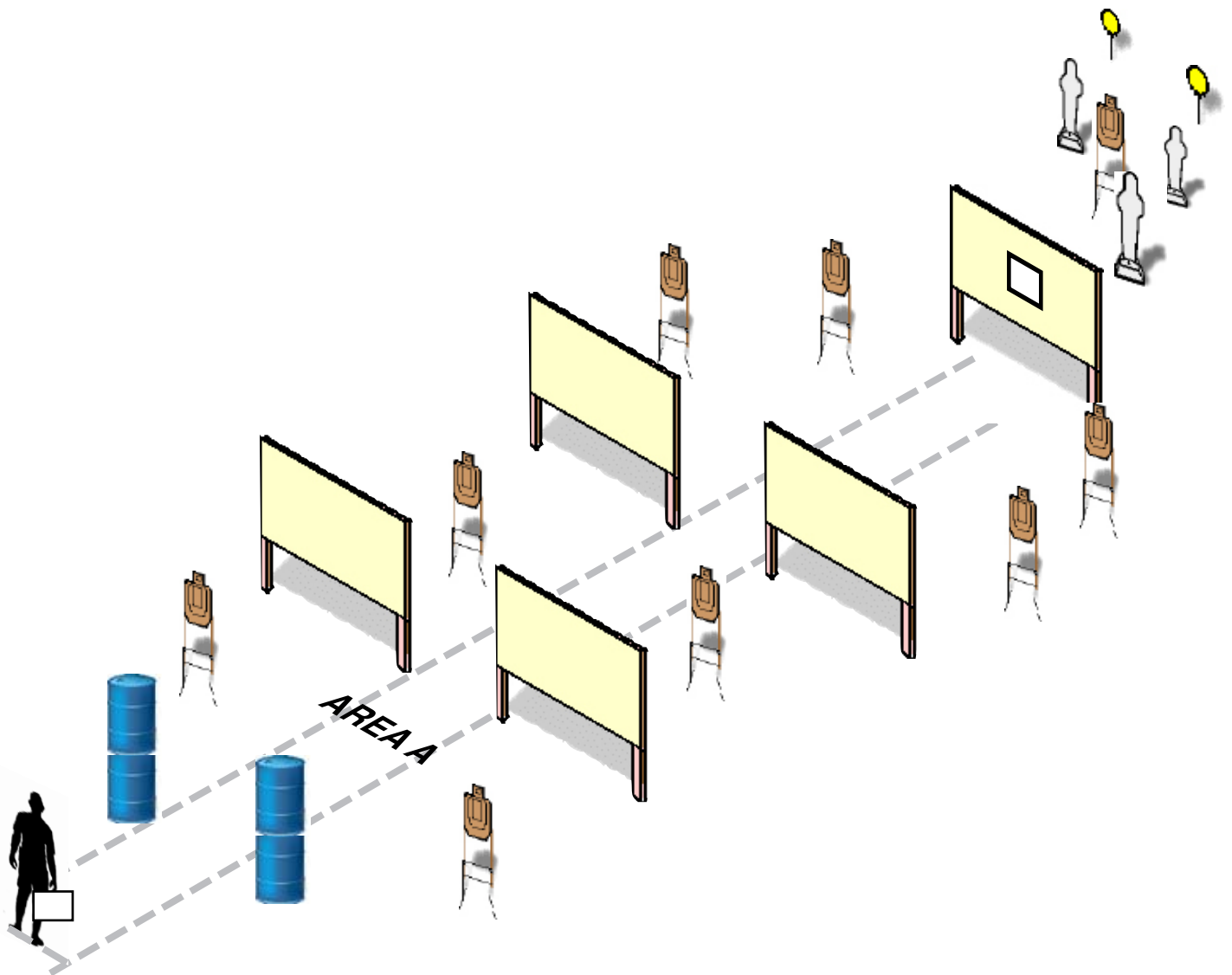
Standing in Start Box , Gun Loaded on barrel
Hands Naturally at your sides, Extra Ammo on Belt.

PROCEDURE:

On Signal, Engage Targets as you See them
from Area A Only.

Stg 9 -TSLC WHERE I COME FROM

Designed By: Jimmy Mitchel / Set By: Ridge Runners Gun Club



Scoring: Comstock, 23 Rounds - 115 Points
Targets: 9 IPSC Paper, 2 CMP, 2 Plates, 1 PP
Scored Hits: Best 2 Paper
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position:

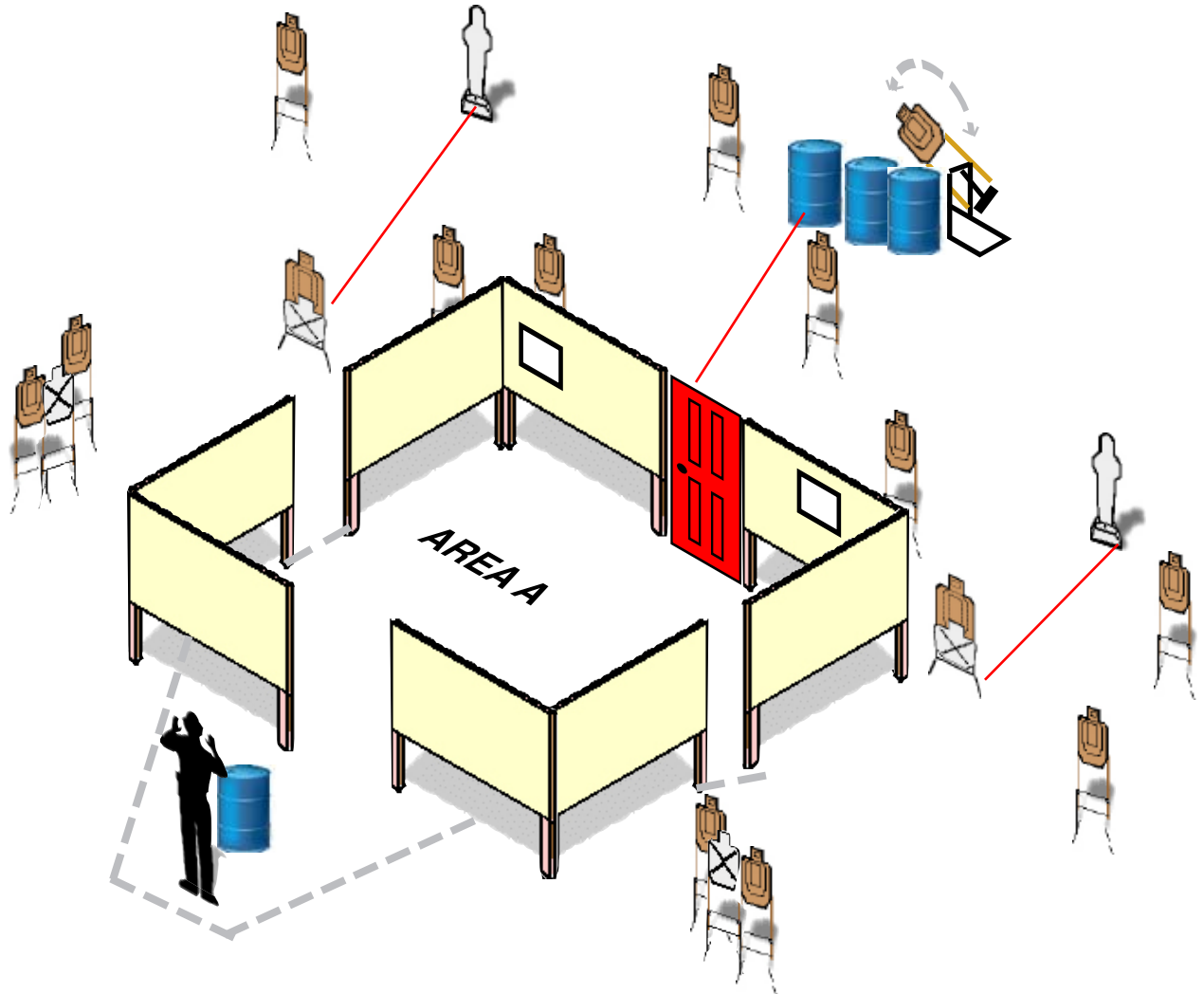
Standing Facing Down range In Area A Heels on X's, Gun Loaded in holster, Brief Case in Weak Hand, Extra Ammo on Belt.

PROCEDURE:

On Signal, Engage Targets as you See them from Area A Only. While Holding brief Case the entire time.

Stg 8 -TSLC LITTLE BITTY

Designed By: Steve Speers / Set By: Ridge Runners Gun Club



Scoring: Comstock, 32 Rounds - 160Points
Targets: 15 IPSC Paper, 2 PP
Scored Hits: Best 2 Paper
Start - Stop: Audible -Last shot
Penalties: As per latest edition of USPSA rule book

Starting Position:

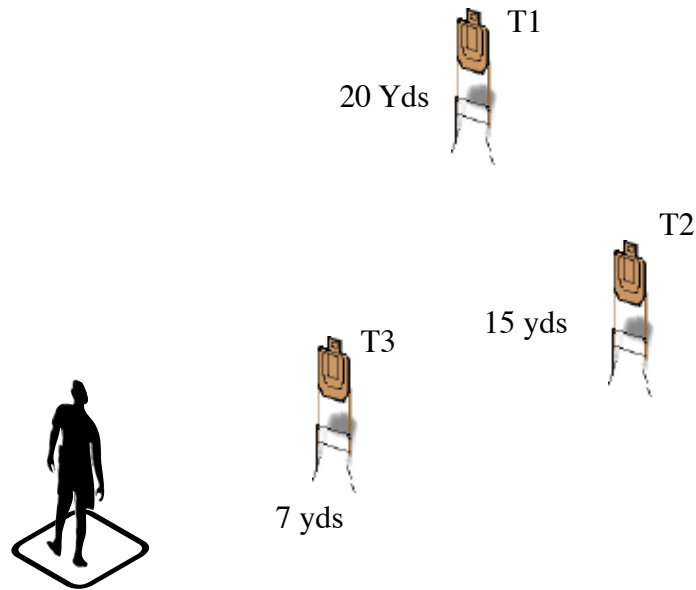
Standing Facing down range In Area A hands n X's, Gun Loaded in holster, Extra Ammo on Belt.

PROCEDURE:

On Signal, Engage Targets as you See them from Area A Only.

Stg 12 -TSLC SHORT, SWEET RIDE

Designed By: Jimmy Mitchel / Set By: Ridge Runners Gun Club



Scoring: Comstock, 22 Rounds - 110Points

Targets: 3 IPSC Paper,

Scored Hits: Best 2 Paper

Start - Stop: Audible -Last shot

Penalties: As per latest edition of USPSA rule book

Starting Position:

Standing Facing down range In Area A Gun Loaded in holster, Hands Naturally at your sides, Extra Ammo on Belt.

PROCEDURE:

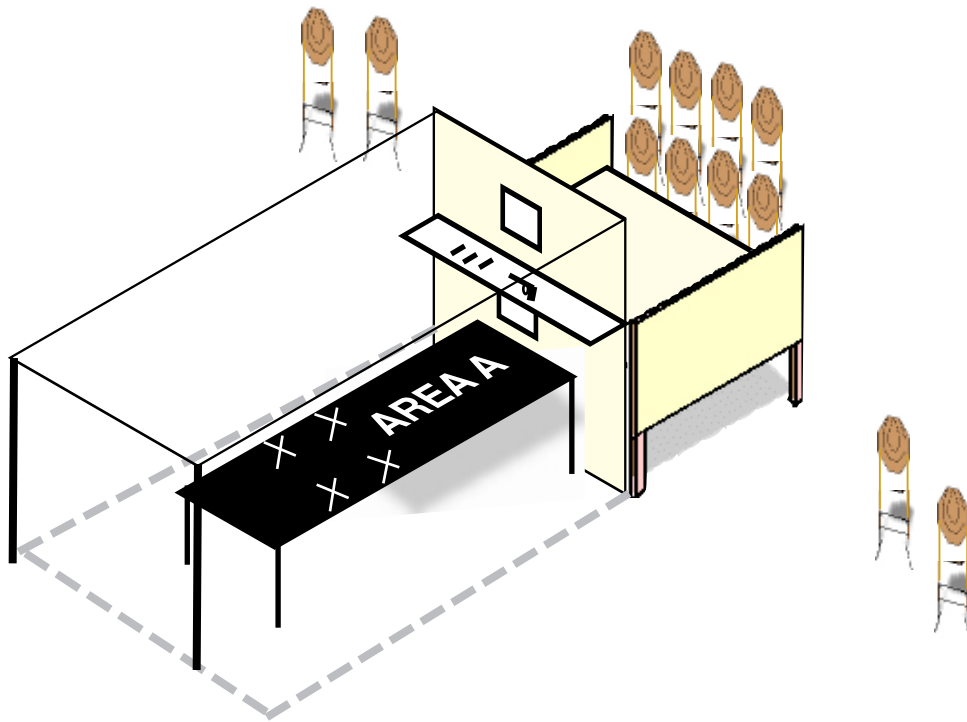
String One: On Signal, Engage Target T1 with 6 rounds Only Freestyle

String Two: On Signal, Engage Target T2 with 6 rounds Only Strong Hand Only

String Three: On Signal, Engage Target T3 with 6 rounds Only Weak Hand Only

Stg 10 -TSLC PLAY'N POSSUM

Designed By: Jimmy Mitchel / Set By: Ridge Runners Gun Club



Scoring: Comstock, 24 Rounds - 120Points

Targets: 12 IPSC Paper,

Scored Hits: Best 2 Paper

Start - Stop: Audible -Last shot

Penalties: As per latest edition of USPSA rule book
Any shot fired while any part of your body is touching the ground

Starting Position:

Sitting on bed Between X's Either Side, Palms on X's, Gun Loaded on Shelf, All Extra Ammo on Shelf.

PROCEDURE:

On Signal, Engage Targets as you See them from Area A Only. (which is the top of the bed)

