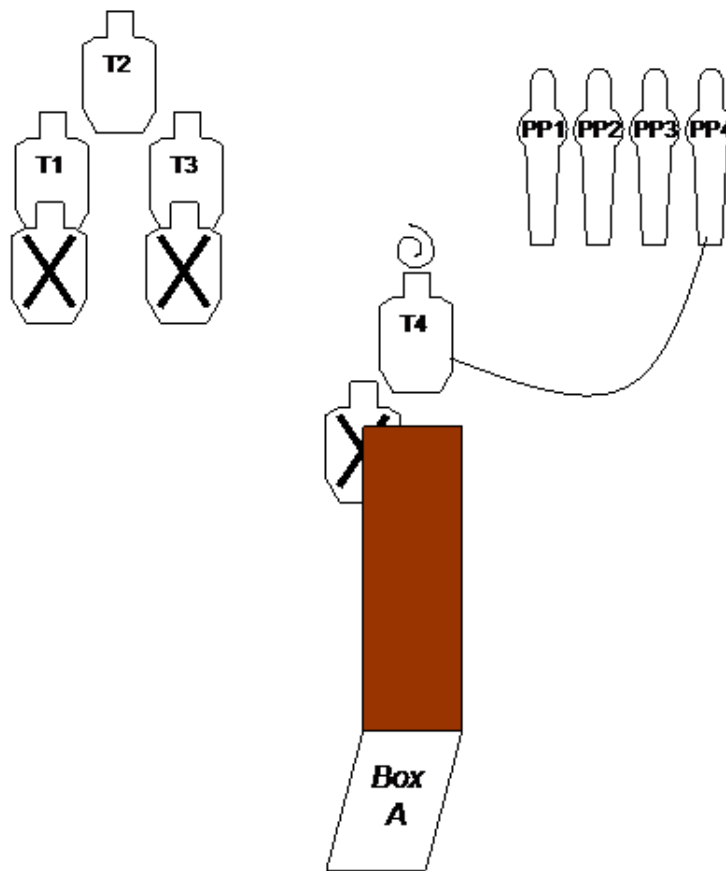


# Stage 3

# Get The Drop

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Bud Connolly

<b>START POSITION:</b> Standing in Box with hands grasping the sides of the barricade. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.	
<b>STAGE PROCEDURE</b> On signal, draw and engage T1 – T3 with two (2) rounds each. Perform a mandatory reload and from the right side of the barricade, knock down PP1 – PP4 and engage T4 (Drop Turner) with two (2) rounds. PP4 activates the Drop Turner, T4 which appears twice. Arrays may be engaged in any order. One procedural per shot fired if mandatory reload is not performed when switching sides of barricade.	<b>SCORING</b> <b>SCORING:</b> Comstock, 12 rounds, 60 points <b>TARGETS:</b> 4 IPSC, 4 PP <b>SCORED HITS:</b> Best 2 per IPSC, steel down = 1A <b>START-STOP:</b> Audible - Last shot <b>PENALTIES:</b> Procedural. -10 No-shoot hit. -10 Miss. -10



<b>SETUP NOTES:</b> Set Drop Turner 10' directly in back of barricade. Use a No Shoot to block Drop Turner from Left side of barricade. PP1 – PP4 are 15 yards from barricade. No Shoots in front of T1 & T3 are set at the bottom of the A zone. Set cable as slack as possible.	<b>RO NOTES:</b> Watch for Foot Faults.
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