Stage 1

## On the Table

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

**START POSITION:** Seated in chair with feet flat on ground and palms flat on opposite corners of table. Handgun is unloaded with hammer down and placed on table with trigger guard over X mark. First magazine or moon clip is placed on the table.

### STAGE PROCEDURE

On signal, retrieve handgun and first magazine/moon clip, load and engage T1-T4 while seated through port. Proceed to walls and engage T5-T8 between the walls. Engage T9-T12 from either side of barricade while standing in Box A. One Procedural per shot fired not through proper port. Vertically challenged shooters may stand to shoot through first port.

### **SCORING**

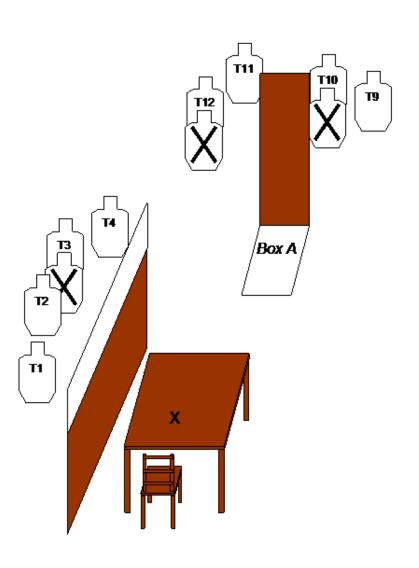
**SCORING:** Comstock, 24 rounds, 120 points

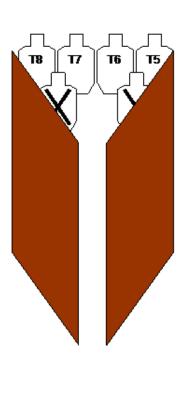
**TARGETS:** 12 IPSC

SCORED HITS: Best 2 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10





**SETUP NOTES**: Set T1-T4 to height of Port.

**RO NOTES**: Watch for foot faults.

Stage 2

## **Criss-Cross**

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

START POSITION: Standing in Box A with hands clasped behind head. Handgun is loaded and placed on top of barrel.

### STAGE PROCEDURE

On signal, retrieve handgun and from Box A engage T1-T3. T4-T6 may be engaged from Box A or from the Free Fire Zone. PP1 & PP2, DT7 & DT8 must be engaged behind forward Fault Line. PP1 activates Drop Turner DT8 which disappears. PP2 activates Peek-a-Boo DT7 which disappears.

### **SCORING**

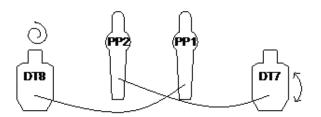
**SCORING:** Comstock, 18 rounds, 90 points

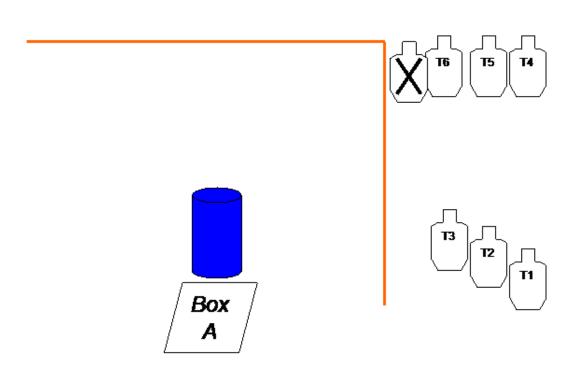
TARGETS: 8 IPSC, 2 PP

**SCORED HITS:** Best 2 per IPSC, steel down = 1A

START-STOP: Audible - Last shot PENALTIES: Procedural. -10
No-shoot hit. -10

Miss. -10





**SETUP NOTES**: Set PP1 & PP2 against the back berm. Set Fault Line 10 yards from steel. Place DT7 & DT8 halfway between steel and forward Fault Line. Use an Atto Wall or No Shoots to guard T4-T6.

**RO NOTES**: Watch for Foot Faults.

# Speed It U

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

START POSITION: Standing in Box A with hands naturally at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

### STAGE PROCEDURE

On signal, engage T1, T2 & PP1 from Box A, move to Box B and Engage T3, T4 & PP2. Move to Box C and Engage T5, T6 & PP3. Move to Box D and Engage T7, T8 & PP4. One Procedural for not engaging target from proper box.

### **SCORING**

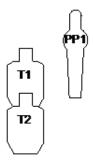
**SCORING:** Comstock, 20 rounds, 100 points

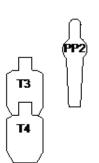
**TARGETS:** 8 IPSC, 4 PP

SCORED HITS: Best 2 per IPSC, steel down = 1A

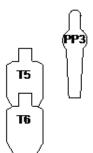
**START-STOP:** Audible - Last shot **PENALTIES:** Procedural. -10

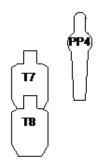
Miss. -10





Box





Box







**SETUP NOTES**: Set Targets 4' in front of steel. Lower target in array is set with the top of the head touching the bottom of the A zone of upper target. Box A is 20 yards from Steel, Box B is 16 yards, Box C is 12 yards and Box D is 8 yards. Spread out boxes to use space remaining after setting up Stage 4 – CM 03-18 High Standards.

**RO NOTES**: Watch for Foot Faults.

RULES: Practical Shooting Handbook, Latest Edition COURSE DESIGNER: Joe De Simone

**START POSITION:** Standing in Box A, reaching overhead for a box, arms fully extended over head, elbows locked. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### **STAGE PROCEDURE**

String 1. Upon start signal, from Box A engage T1-T3 with only two rounds per target, then make a mandatory reload and from Box A engage T1-T3 with only two rounds per target using strong hand only.

String 2. Upon start signal, from Box A engage T1-T3 with only two rounds per target, then make a mandatory reload and from Box A engage T1-T3 with only two rounds per target using weak hand only.

Jams may be cleared with both hands.

### **SCORING**

SCORING: Virginia Count, 24 rounds, 120 points

TARGETS: 3 IPSC SCORED HITS: Best 8/paper

**START - STOP:** Audible - Last shot

**PENALTIES:** Per current edition USPSA Practical

Shooting Handbook.

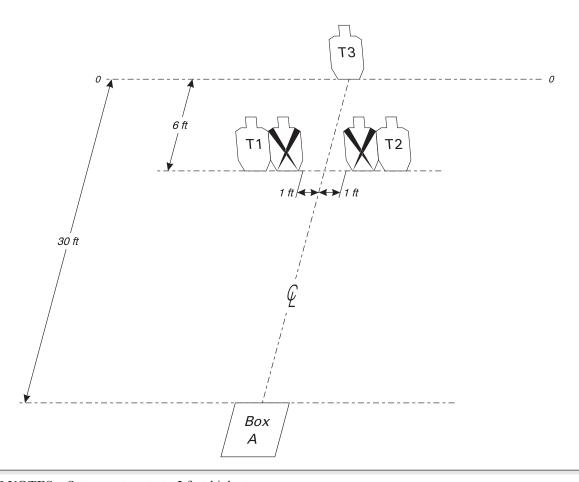
Failure to perform mandatory reload will result in one procedural penalty per

shot fired.

Strings must be shot in order prescribed or one procedural will be assesed.

Targets and no-shoots are to be scored

and taped between strings.



**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. No-shoots are butted to edges of targets. Shooting box is 3 feet by 3 feet.

