

Stage 4

Shuffle

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

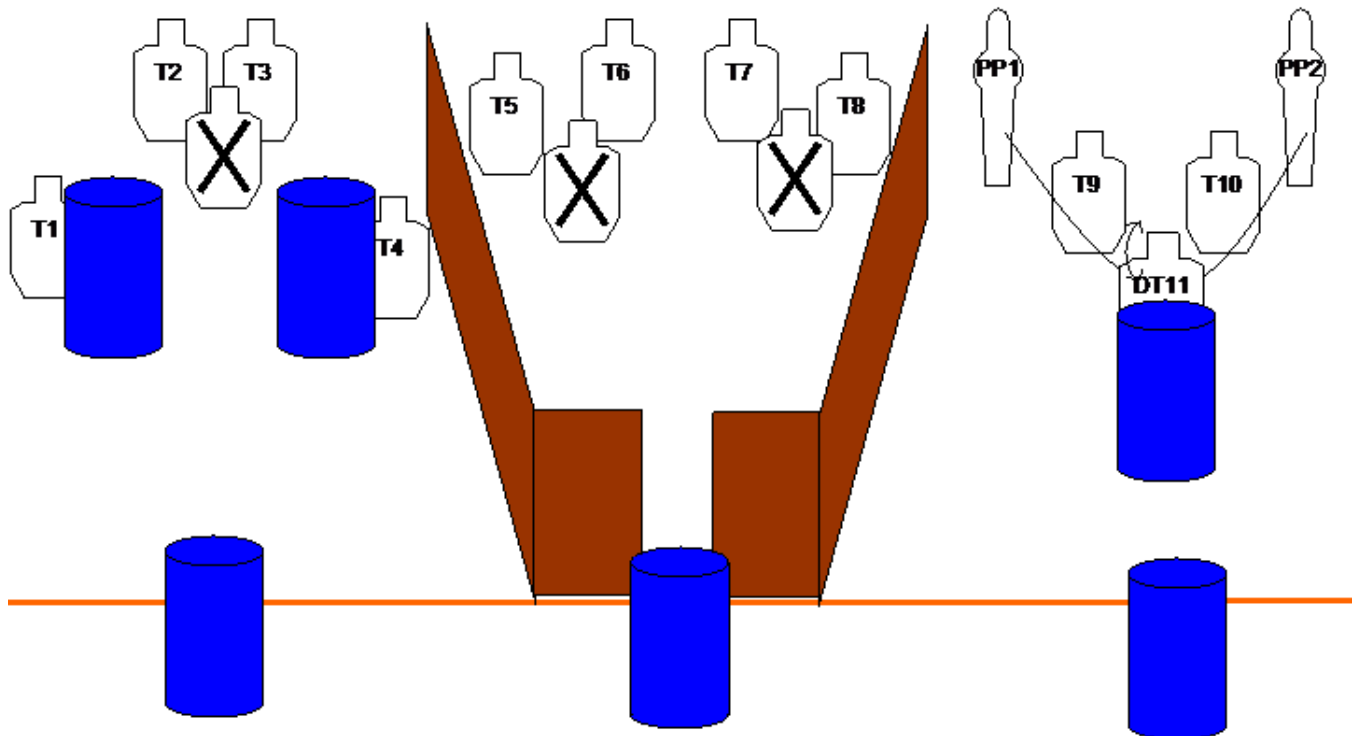
START POSITION: Standing behind any barrel, handgun is unloaded with hammer down (or cylinder closed) and placed on top of the barrel. All ammo is placed on top of barrel(s).

STAGE PROCEDURE

On signal, retrieve handgun and load with ammo from barrel. Engage T1-T10, DT11 with two (2) rounds each and knock down PP1 & PP2. Disappearing target DT11 (Peek-A-Boo) is activated by either PP1 or PP2. All ammo used must come from a barrel.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 11 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: Setup on Right Side of Right Bay. Keep the three shooting areas as tight as possible to leave room for stage 3. Use Atto Walls with a 1' opening in front of center shooting area. T1 and T4 are on short sticks and tucked behind barrel so that they can only be engaged straight on.

RO NOTES: Watch for foot faults and 180 violations. If the competitor faults the line and gets closer than 7 yards to PP1 or PP2, stop the competitor and score the stage as shot.