Stage 1

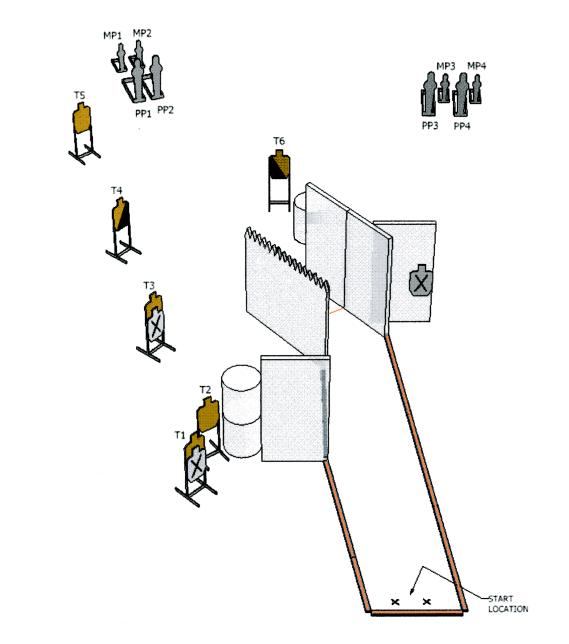
Alley Way

RULES: Practical Shooting Handbook, Latest Edition COU

Edition COURSE DESIGNER: EHPSA Design Committee

START POSITION: Facing uprange, toes touching marks. Handgun is loaded and holstered as per ready condition in rule 8.1.

STAGE PROCEDURE	SCORING	
On Start signal, turn, then draw and engage targets as visible	SCORING:	Comstock, 20 rounds, 100 points
while remaining within the Fault Lines.	TARGETS:	6 IPSC, 4 PP, 4 USP
	SCORED HITS:	Best 2 per IPSC, steel down = $1A$
	START-STOP:	Audible - Last shot
	PENALTIES:	Procedural10
		No-shoot hit10
		Miss10



SETUP NOTES: MPP3-4 & PP 3-4 are not visible from end of alley. Adjust end Fault Line as needed.

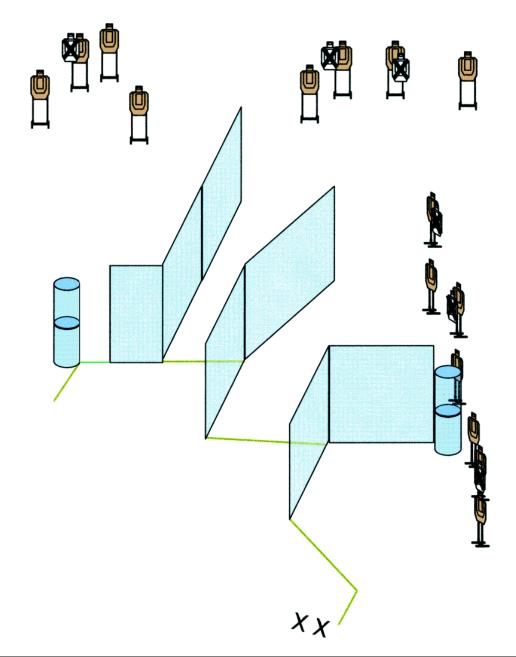
RO NOTES: Watch 180° on T1 & T2

Stage 2

Slide on Down

RULES: Practical Shooting Handbook, Latest Edition COURSE DESIGNER: Chris Vasilion

START POSITION: Standing on marks facing downrange with hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.			
STAGE PROCEDURE On Start Signal, draw and engage targets as they become visible from behind Fault Lines.	TARGETS: SCORED HITS: START-STOP:		



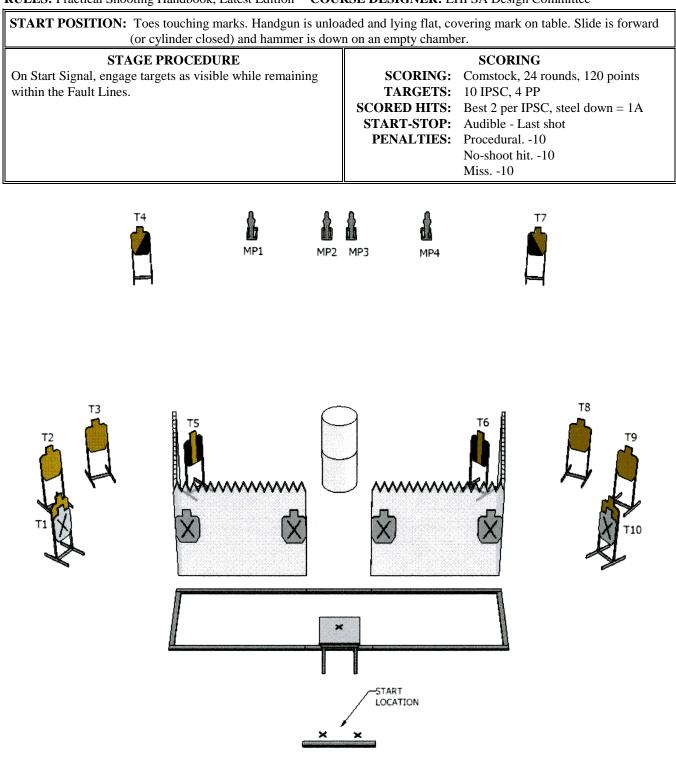
SETUP NOTES: Set up in Left Bay – Right Side. Need to keep it tight to leave room for Stage 1.

RO NOTES: Watch 180° on T1 & T2

Stage 3

Angles

RULES: Practical Shooting Handbook, Latest Edition COURSE DESIGNER: EHPSA Design Committee



SETUP NOTES: T4 & T7 can be engaged from ends of shooting area or from the center opening. Substitute Pepper Poppers for MP1-4 and set them at least 20 yards from shooting area. Setup Stage 4 to avoid shoot throughs.

RO NOTES: None.



CM 99-48

Tight Squeeze

RULES: Practical Shooting Handbook, Latest Edition COURSE DESIGNER: Joe Hudson-Modifications by US Design Team

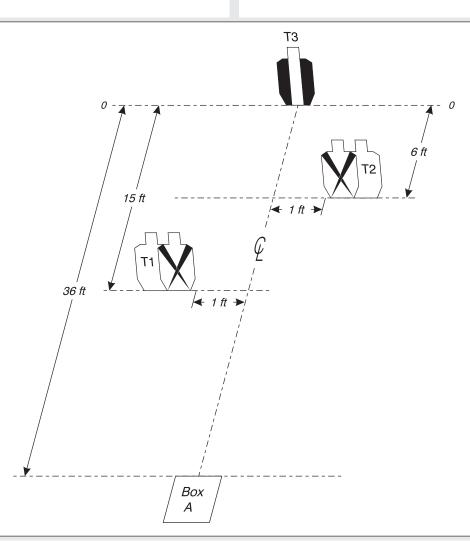
START POSITION: Standing in Box A facing targets, both wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

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

SCORING

SCORING: Virginia Count, 12 rounds, 60 points TARGETS: 3 IPSC
SCORED HITS: Best 4/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition of USPSA Practical Shooting Handbook.
Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Hard cover on T3 is even with edges of A zone. No-shoots are placed on T1 and T2 so that they



are the same height and that the perforation line of the A zone is overlapped by the perforation of the non-scoring border of the no-shoot. Box A is 3 feet by 3 feet.