

Stage 1

Choose Up

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

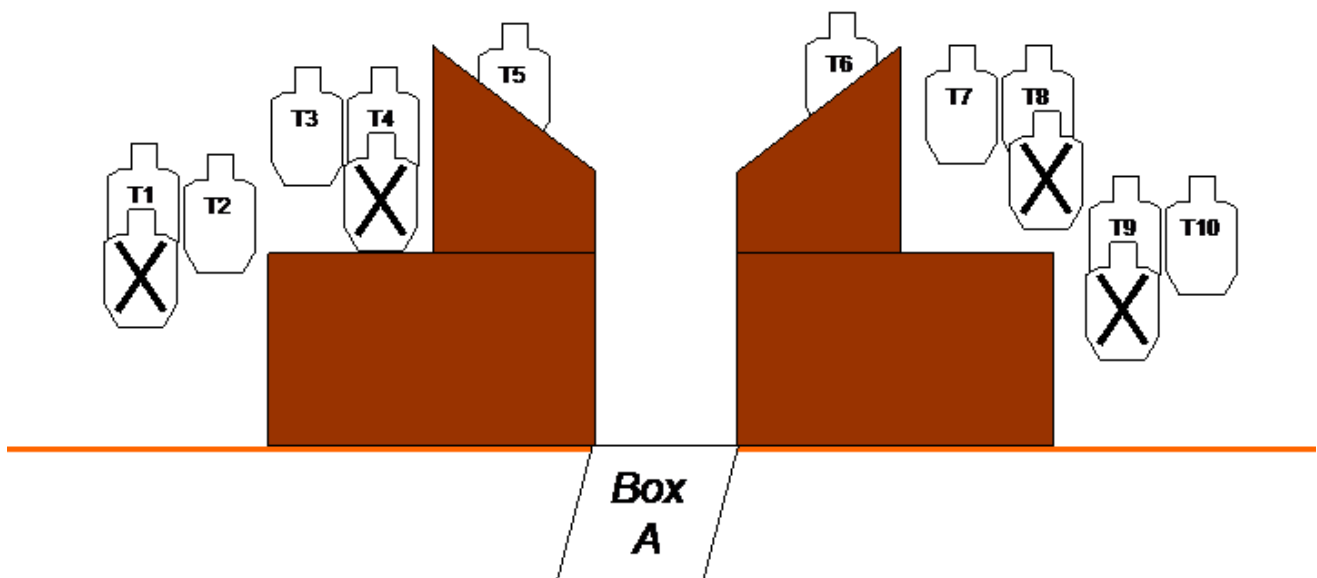
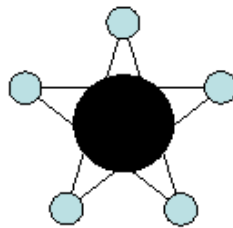
START POSITION: Standing in Box A with both hands touching the end of the respective walls. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

STAGE PROCEDURE

On start signal, draw and engage targets as and when visible from behind the Fault Line.

SCORING

SCORING: Comstock, 25 rounds, 125 points
TARGETS: 10 IPSC, 5 Plates
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 up on left side of left. Fault Line is 10 yards from Texas Star. Opening in wall is the width of the shooting box. T5 & T6 are only visible from the center port. T1-T4 and T7-T10 are only visible from the ends.

Set up classifier so that the targets are not in line for shoot throughs from this stage.

RO NOTES: Watch for Foot Faults.



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

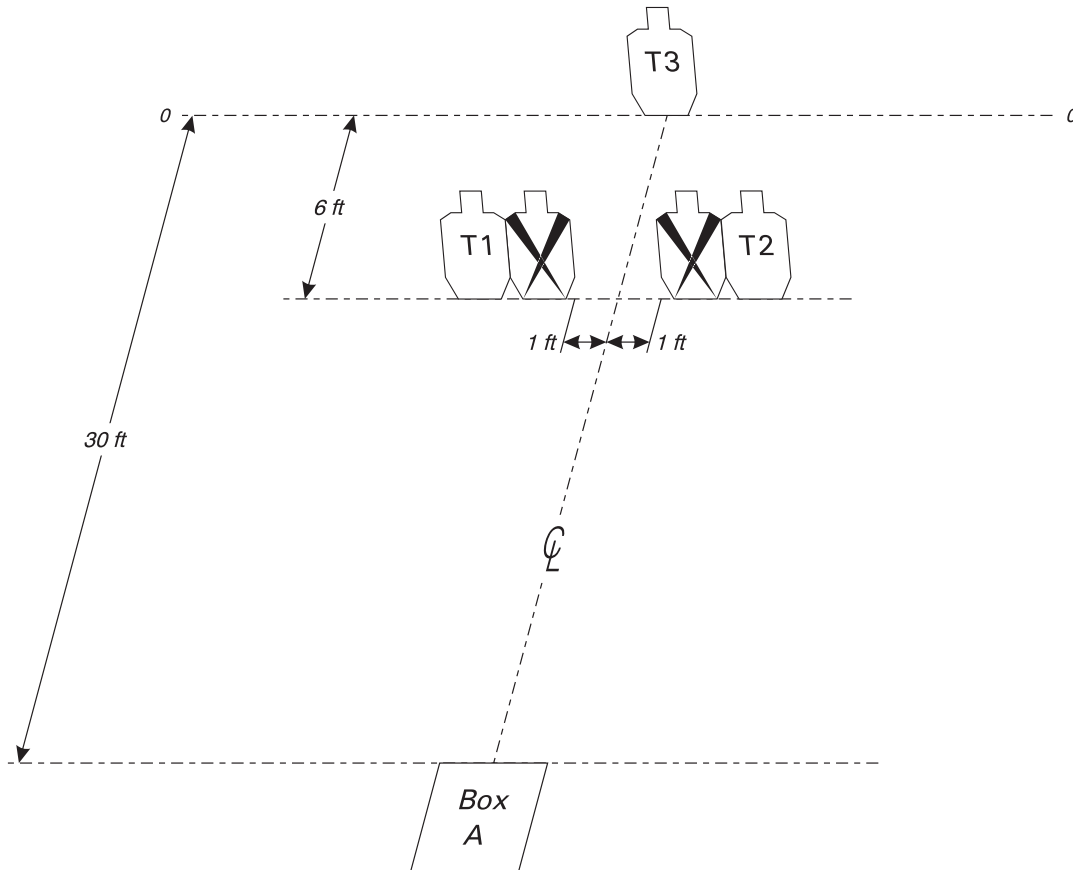
START POSITION: Standing in Box A, reaching overhead for a box, arms fully extended over head, elbows locked. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

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 assessed.



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.

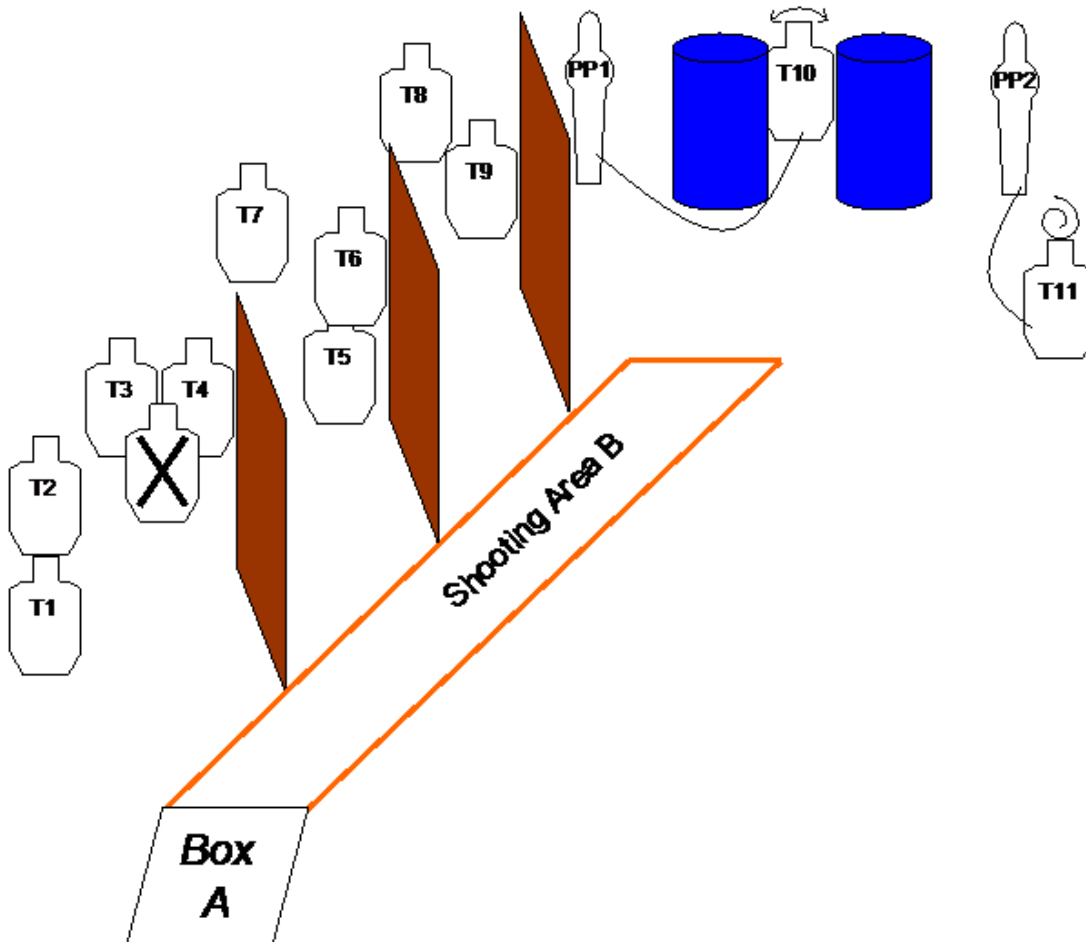


Stage 3

Halls of Fame

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Andy Bebeau

<p>START POSITION: Standing in Box A with wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.</p>	
<p>STAGE PROCEDURE</p> <p>On signal draw and engage targets as and when visible from within Box A or Shooting Area B.</p> <p>PP1 activates swinger T10.</p> <p>PP2 activates Drop Turner T11 which disappears and will not incur miss penalties.</p>	<p>SCORING</p> <p>SCORING: Comstock, 24 rounds, 120 points</p> <p>TARGETS: 11 IPSC, 2 PP</p> <p>SCORED HITS: Best 2 per IPSC, steel down = 1A</p> <p>START-STOP: Audible - Last shot</p> <p>PENALTIES: Procedural. -10 No-shoot hit. -10 Miss. -10</p>



<p>SETUP NOTES: Set up on left side of Right (Shelter) bay. Leave at least 8 yards from shooting box to either Pepper Popper. Set targets in halls to avoid 180 traps.</p>	<p>RO NOTES: Watch for Foot Faults.</p>
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Stage 4

Clear the House

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

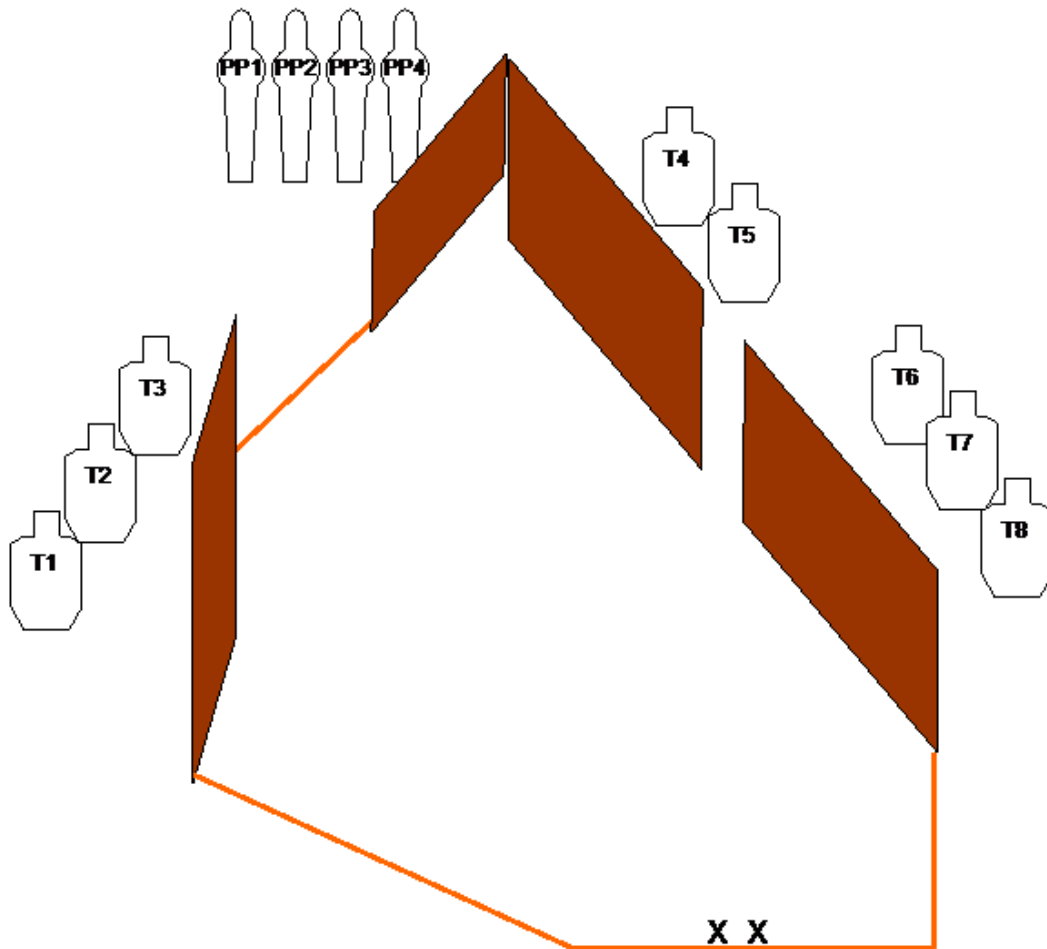
START POSITION: Standing with heels touching marks. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

STAGE PROCEDURE

On start signal, draw and engage all targets as and when visible from within the Fault Lines.

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



SETUP NOTES: Setup on right side of right (Shelter) bay. T1-T3 can only be seen from near end of left wall. Angle the wall to keep lines of fire straight back to berm as much as possible. T4-T5 should only be visible from the port in between walls. T6-T8 are only visible from the near end of the wall. T6-T8 are only visible from the near end of the wall. PP1-PP4 are 8 yards from the far Fault Line.

RO NOTES: Watch for Foot Faults.