

# Stage 1

# Choose Up

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

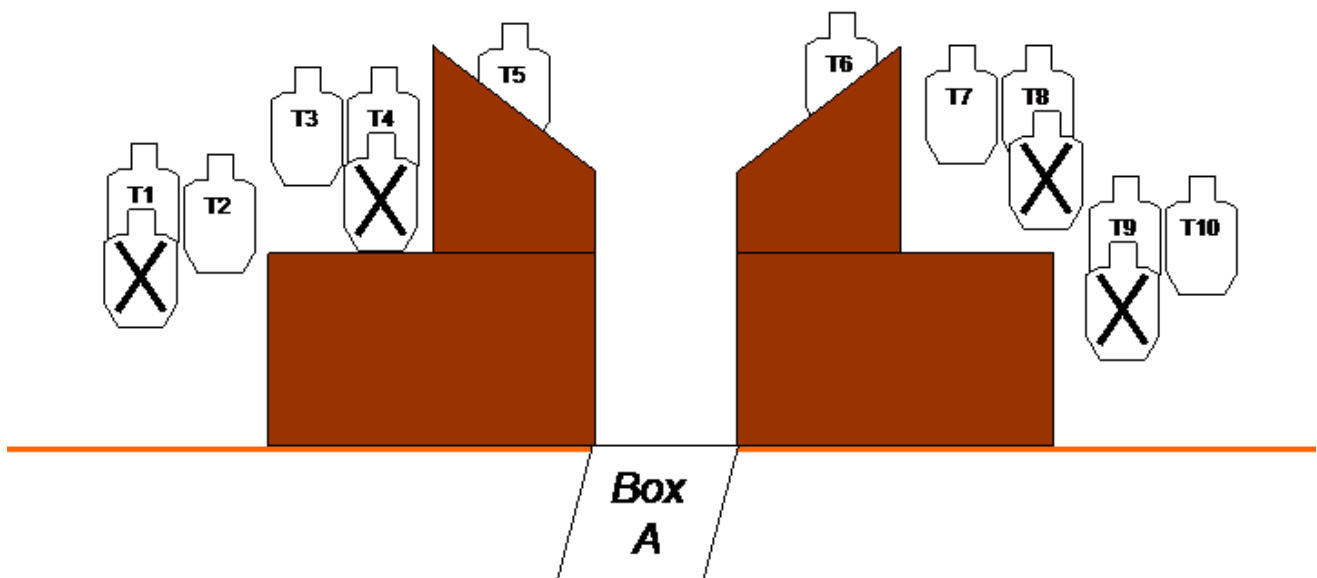
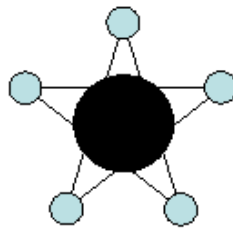
**START POSITION:** Standing in Box A with both hands touching the end of the respective walls. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

### 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.



# CM 03-18

# High Standards

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Dave Miller — Modifications by US Design Team

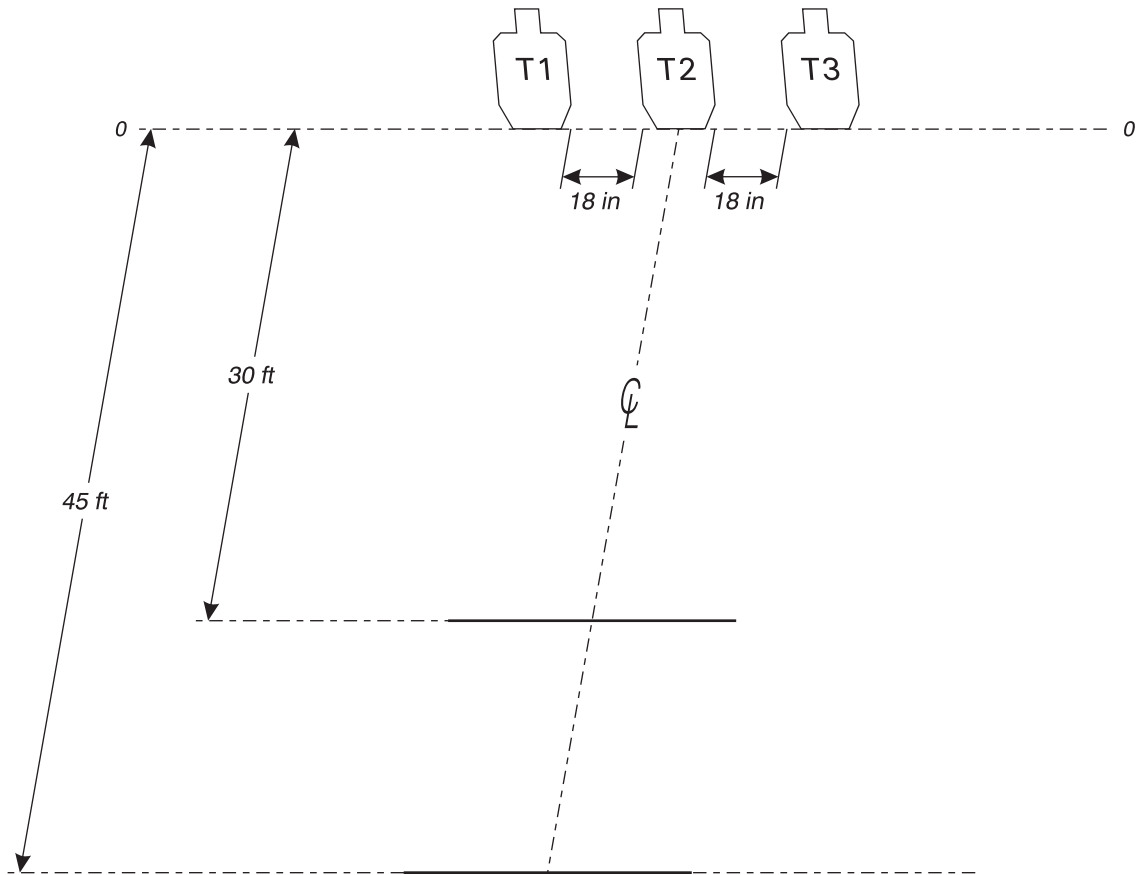
**START POSITION:** Standing naturally behind fault line, facing downrange, hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### STAGE PROCEDURE

- String 1. On signal, from behind 15-yard fault line, engage T1-T3 with only two rounds each freestyle, perform a mandatory reload and re-engage T1-T3 with only two rounds each, strong hand only.
  - String 2. On signal, from behind 10-yard fault line, engage T1-T3 with only two rounds each freestyle, perform a mandatory reload and re-engage T1-T3 with only two rounds each, weak hand only.
- Stacking of shots is not allowed.

### 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.



**SETUP NOTES:** Targets are set to 5 feet high at shoulder.



# Stage 3

# Halls of Fame

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

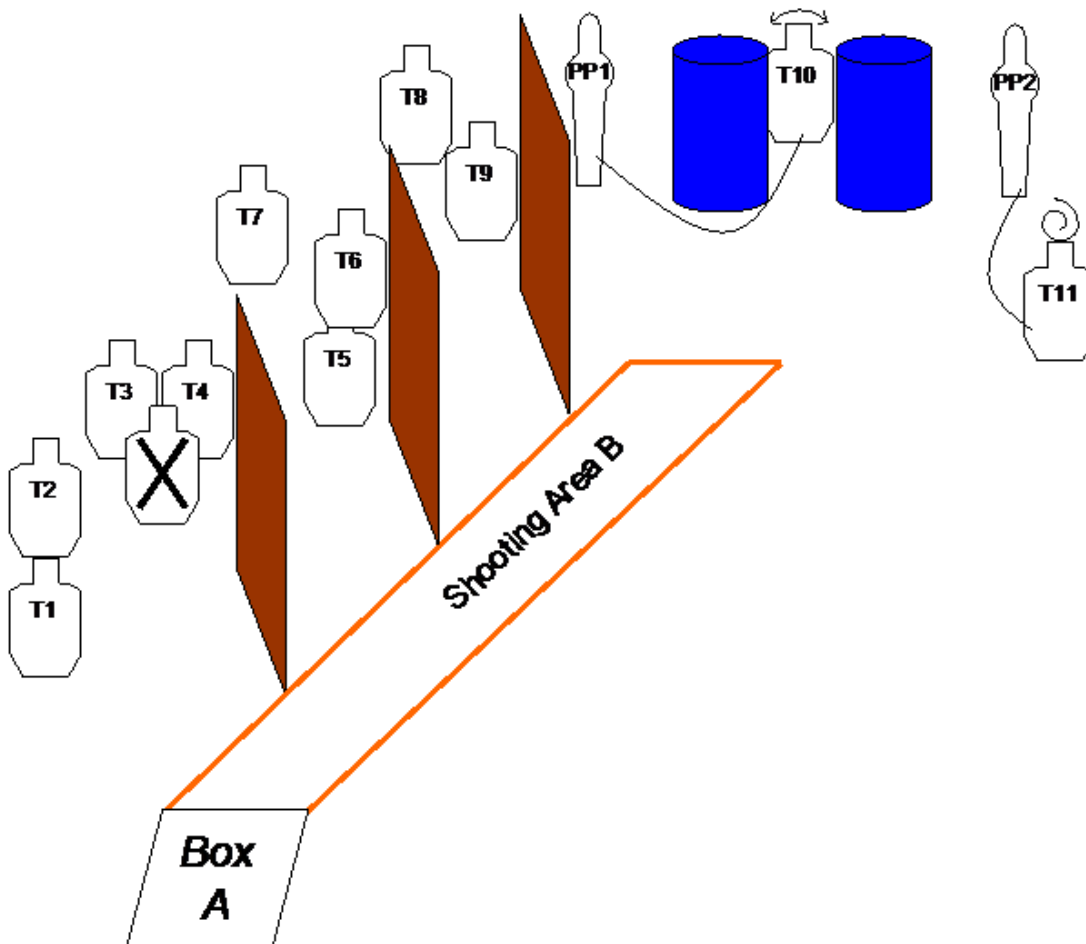
**START POSITION:** Standing in Box A with wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

### STAGE PROCEDURE

On signal draw and engage targets as and when visible from within Box A or Shooting Area B.  
 PP1 activates swinger T10.  
 PP2 activates Drop Turner T11 which disappears and will not incur miss penalties.

### 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:** 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.

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

# Stage 4

# Clear the House

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

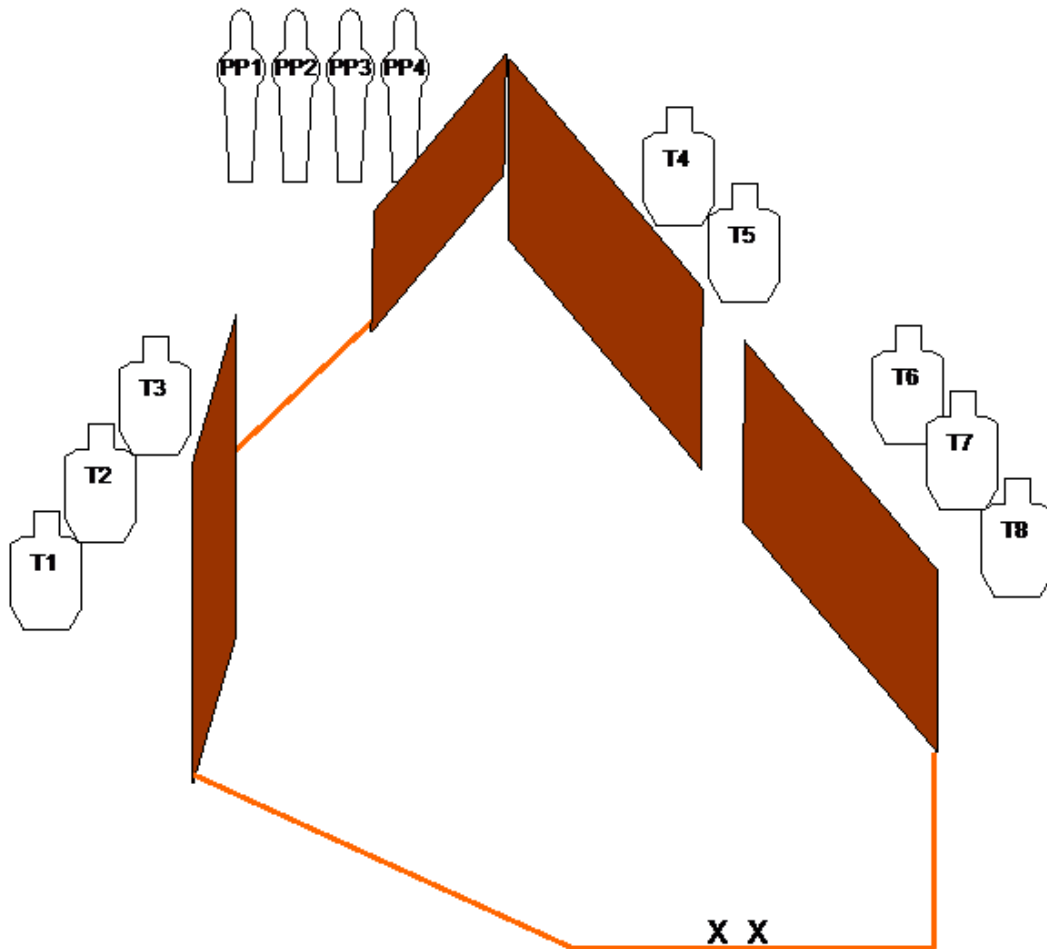
**START POSITION:** Standing with heels touching marks. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

### 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.