

# Stage 1

# A Wall Too Far

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

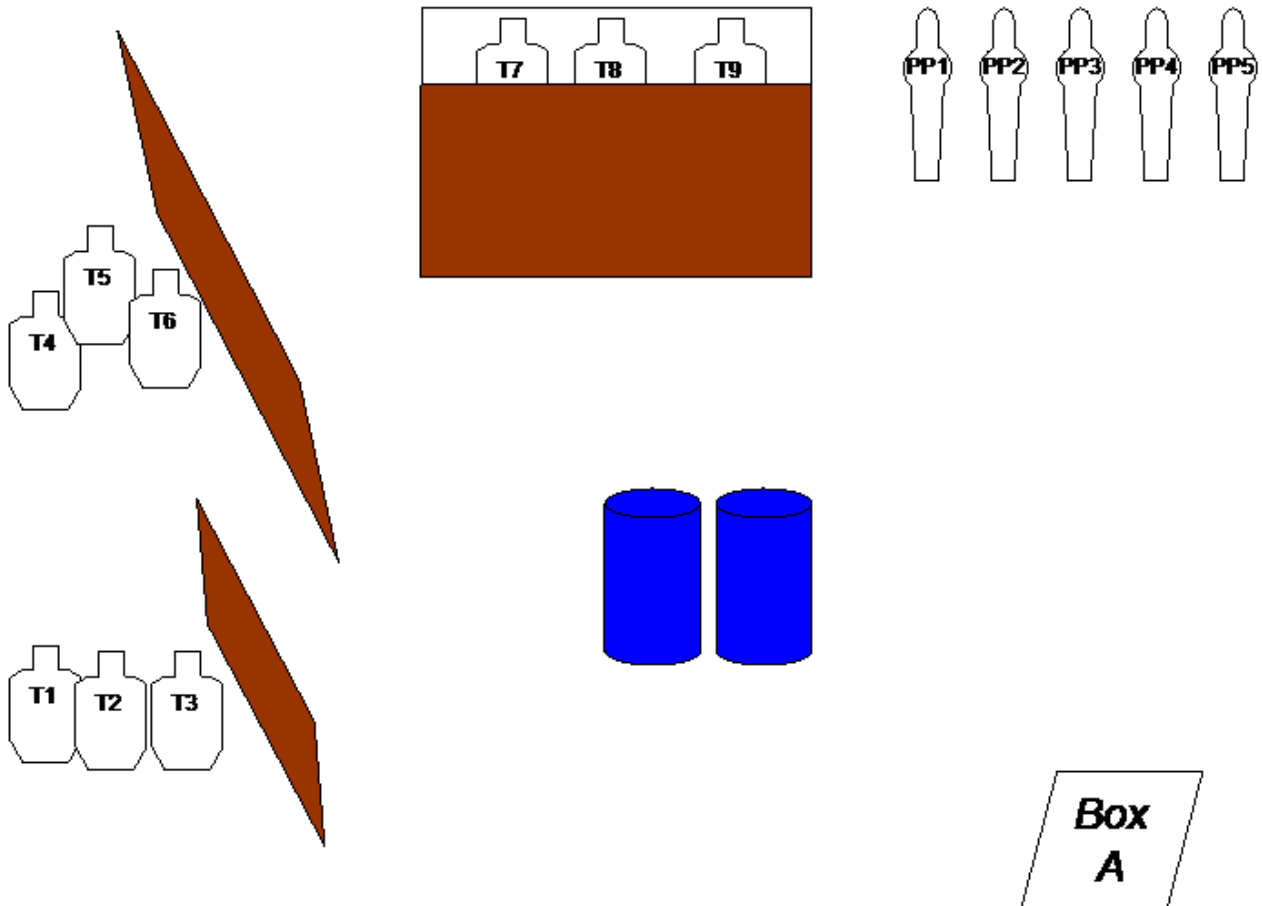
**START POSITION:** Standing in Box A with hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

### STAGE PROCEDURE

On start signal, draw and engage PP1-PP5 from Box A only. One Procedural Penalty per shot fired while engaging steel outside of Box A. Engaging steel in front of the barrels will result in a Match DQ. Then engage T1-T9 with two (2) rounds each as and when visible. T7-T9 must be engaged through the port.

### SCORING

**SCORING:** Comstock, 23 rounds, 115 points  
**TARGETS:** 9 IPSC, 5 PP  
**SCORED HITS:** Best 2 per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 Miss. -10



**SETUP NOTES:** Set up on the Left side of the Left Bay.

**RO NOTES:** Watch for the shooter to engage the steel in front of the barrels and be ready to stop him/her.

# Stage 2

# Revolver Star

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

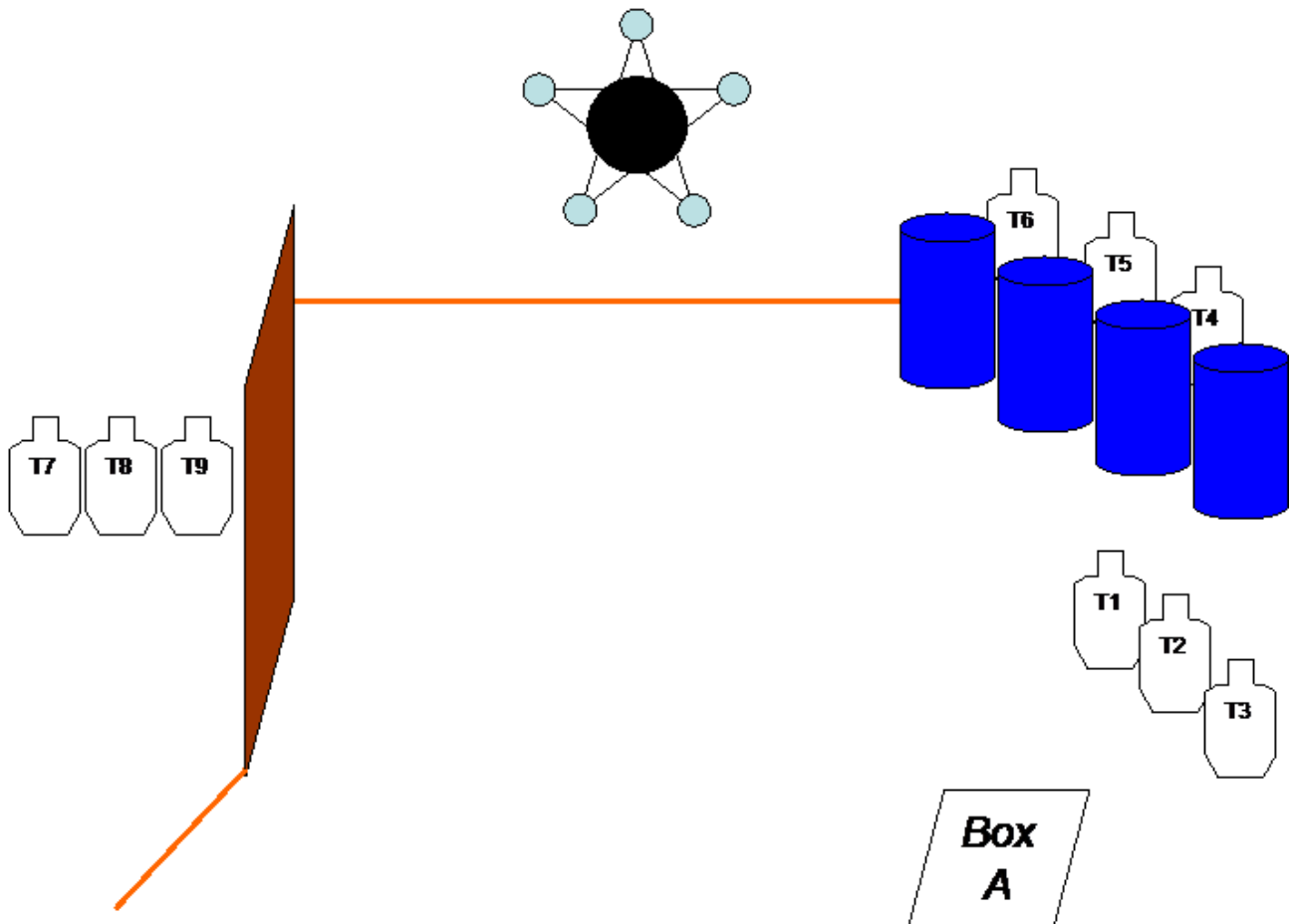
**START POSITION:** Standing in Box A with hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

### STAGE PROCEDURE

On start signal, draw and engage T1-T3 from Box A ONLY. Engaging T1-T3 from outside of Box A will result in one Procedural Penalty per shot fired. Breaking the 180° while engaging T1-T3 or T4 will result in a Match DQ. Then engage T4-T9 with two (2) rounds each and knock down the five (5) plates on the Texas Star.

### SCORING

**SCORING:** Comstock, 23 rounds, 115 points  
**TARGETS:** 9 IPSC, 5 Plates  
**SCORED HITS:** Best 2 per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
Miss. -10



**SETUP NOTES:** Set up on the Right side of the Left Bay.

**RO NOTES:** Watch for foot faults and 180° violations.

# Stage 3

# Peek-A-Boo Turtles

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

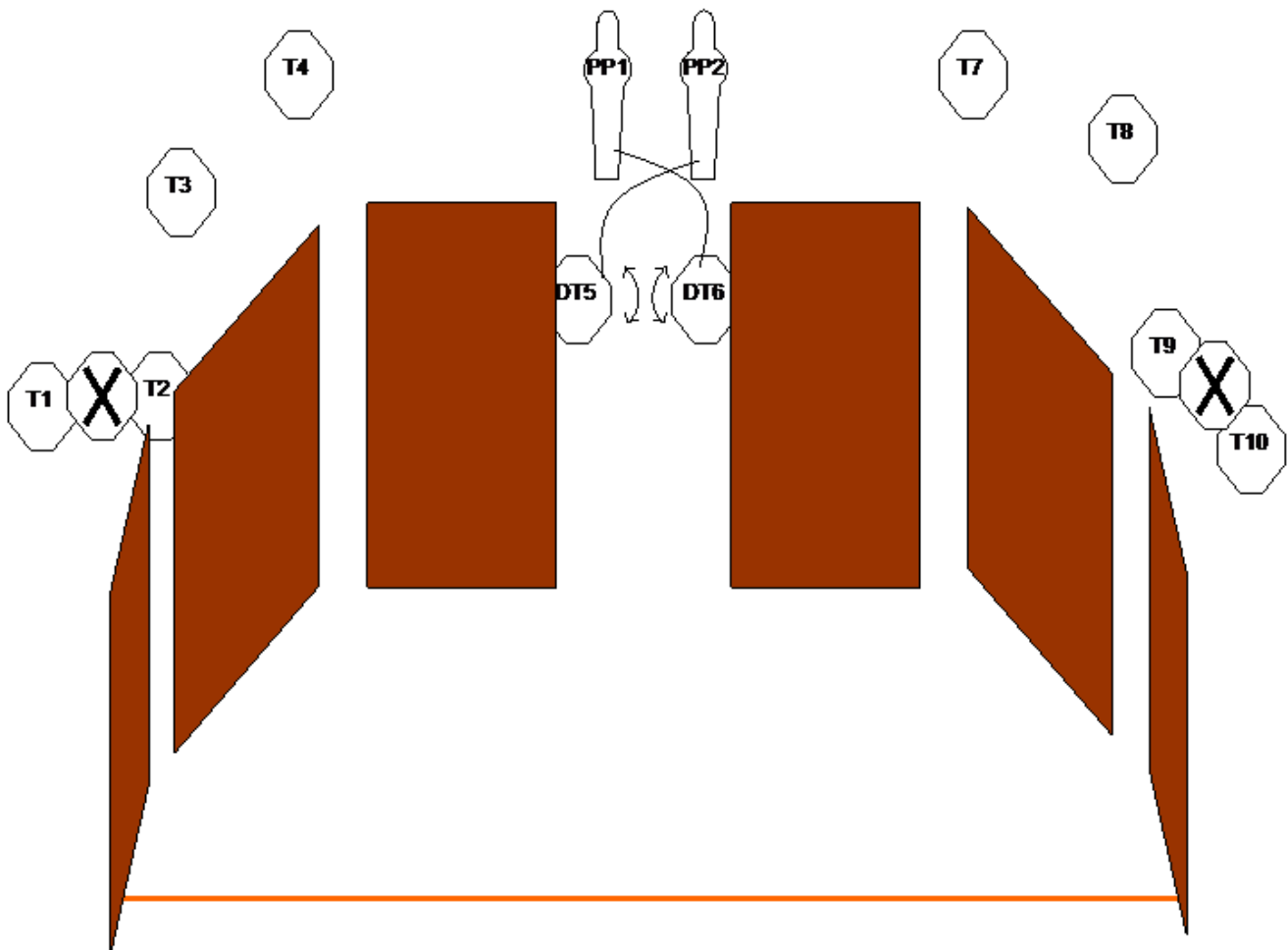
**START POSITION:** Standing anywhere behind the Fault Line with hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

### STAGE PROCEDURE

On start signal, draw and engage targets with two (2) rounds each as and when visible through a port. PP1 activates DT6 and PP2 activates DT5.

### SCORING

**SCORING:** Comstock, 22 rounds, 110 points  
**TARGETS:** 10 Classic, 2 PP  
**SCORED HITS:** Best 2 per Classic, 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 the Right Bay.

**RO NOTES:** None.



# CM 99-11

# El Presidente

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Cooper

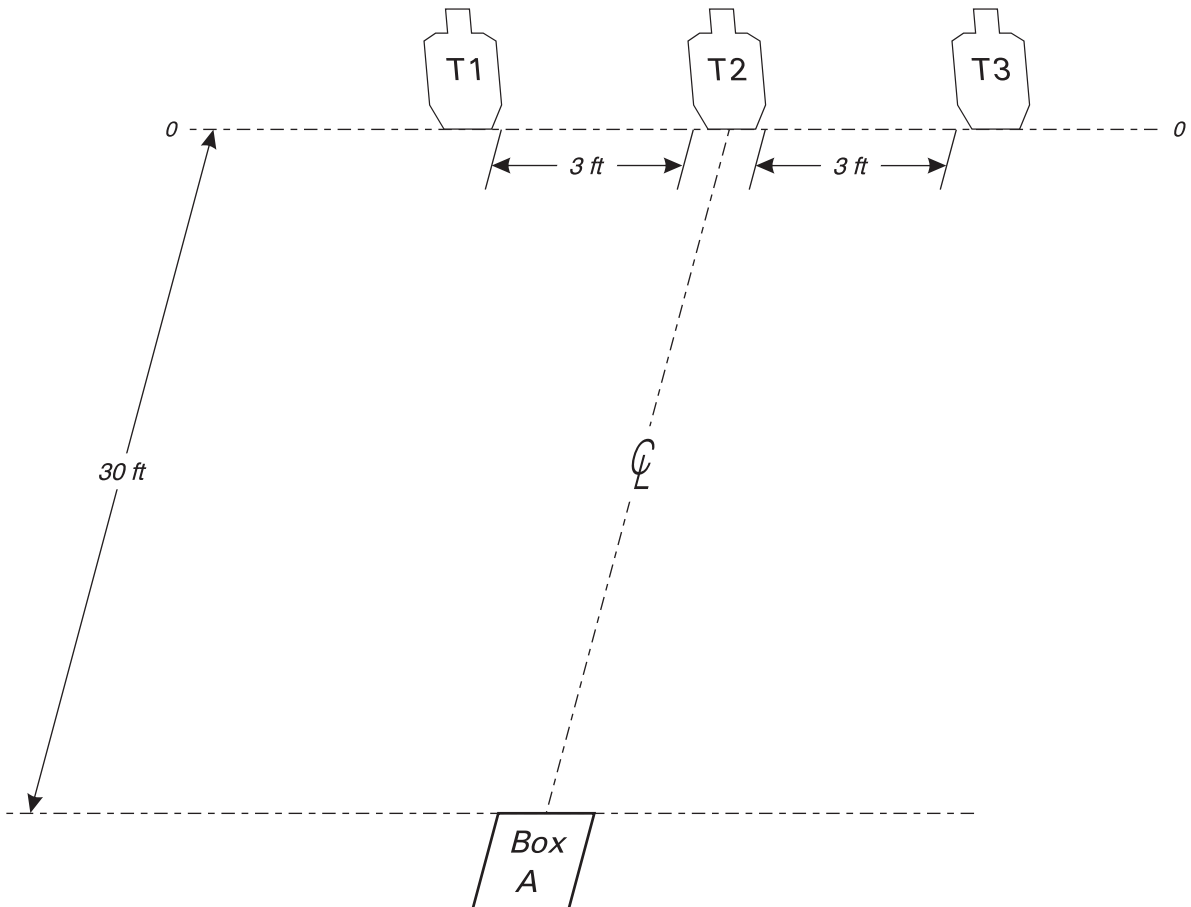
**START POSITION:** Standing in Box A, back to targets, toes of both feet against rear of fault line of Box A, both wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### STAGE PROCEDURE

Upon start signal, turn then draw and from Box A engage T1-T3 with only two rounds per target, then perform a mandatory reload and from Box A 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 USPSA Practical Shooting Handbook.  
Failure to perform mandatory reload will result in one procedural penalty per shot fired.



**SETUP NOTES:** Set targets to 5 feet high at shoulders. Shooting box is 3 feet by 3 feet.

