



## CM 03-05

## Paper Poppers

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Clif King – Modifications by US Design Team

**START POSITION:** Standing in Box A, hands at surrender position (wrists above shoulders). Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### STAGE PROCEDURE

Upon start signal, engage either Array 1, or Array 2, perform a mandatory reload and engage the second array. Paper requires two rounds each and steel must fall to score. A mandatory reload is required whenever changing arrays. Array 1 = paper; Array 2 = steel.

### SCORING

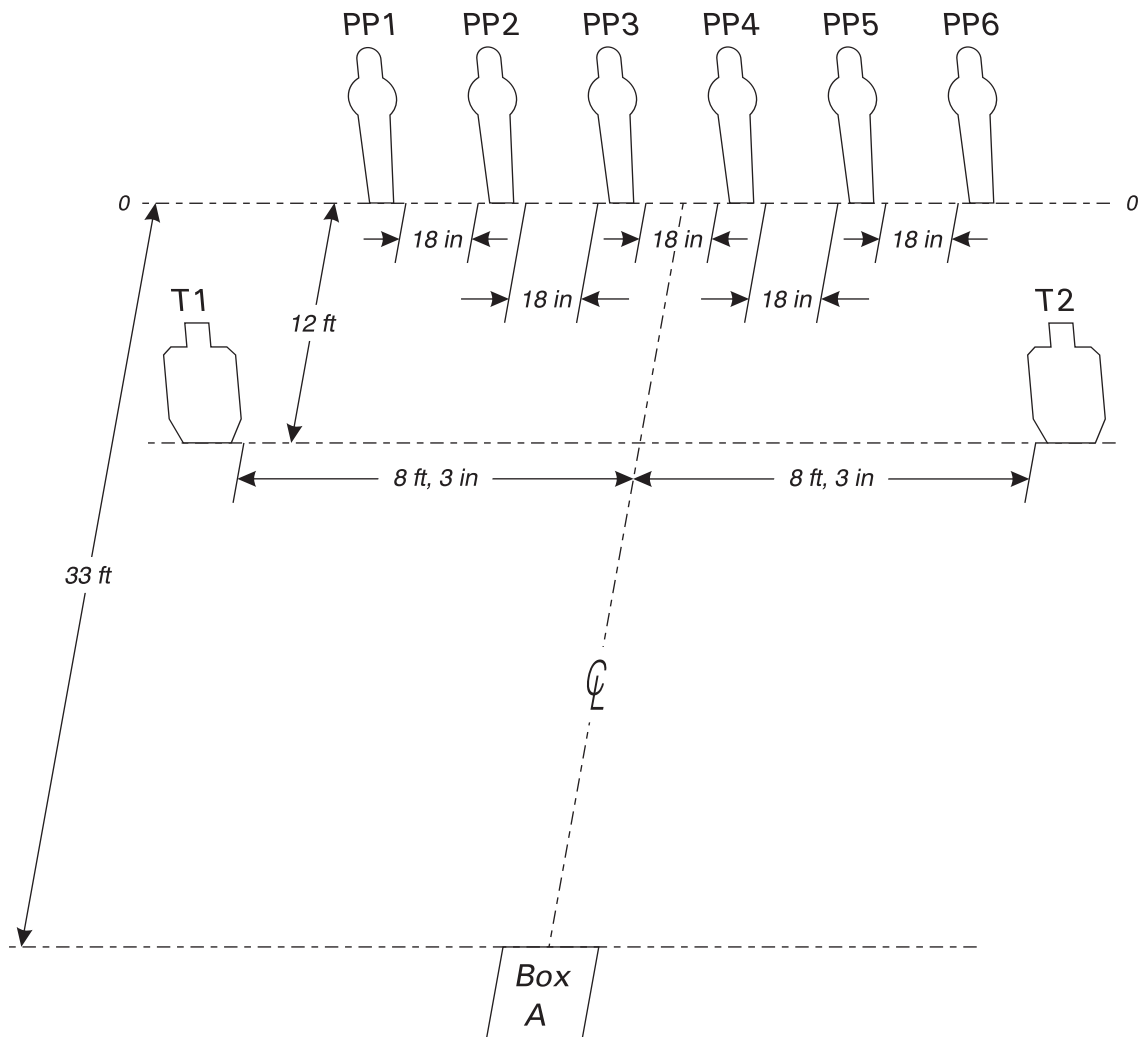
**SCORING:** Comstock, 10 rounds, 50 points

**TARGETS:** 2 IPSC, 6 Pepper poppers

**SCORED HITS:** Best 2/paper, KD = 1 A

**START - STOP:** Audible - Last shot

**PENALTIES:** Per current edition USPSA Practical Shooting Handbook.



**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. Box A is 3-feet by 3-feet.



# Stage 2

# Texas 2 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 signal, draw and engage T1-T4 with two (2) rounds each and knock down the plates.

Box A is part of the shooting area.

## SCORING

**SCORING:** Comstock, 18 rounds, 90 points

**TARGETS:** 4 IPSC, 10 Plates

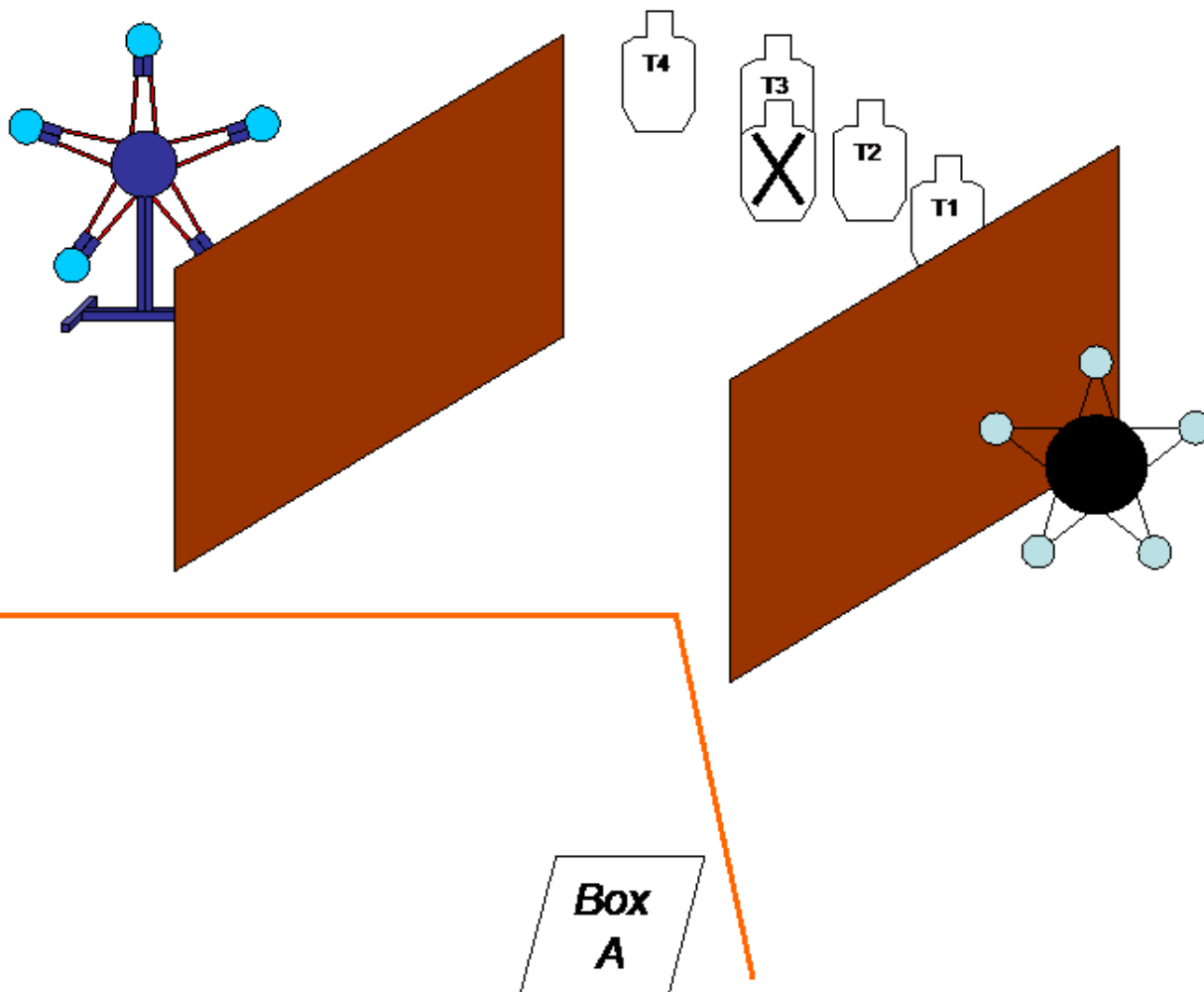
**SCORED HITS:** Best 2 per IPSC, steel down = 1A

**START-STOP:** Audible - Last shot

**PENALTIES:** Procedural. -10

No-shoot hit. -10

Miss. -10



**SETUP NOTES:** Set Stars 8 yards from nearest Fault Line and set close to the berm leaving only enough room for one person to pass behind. Use cardboard, carpet or plywood behind star to catch plates.

Set walls to ensure that no targets can be engaged past the 180°.

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

# Stage 3

# Comstock Barricade II

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Ray Hirst – 2011 Area 5

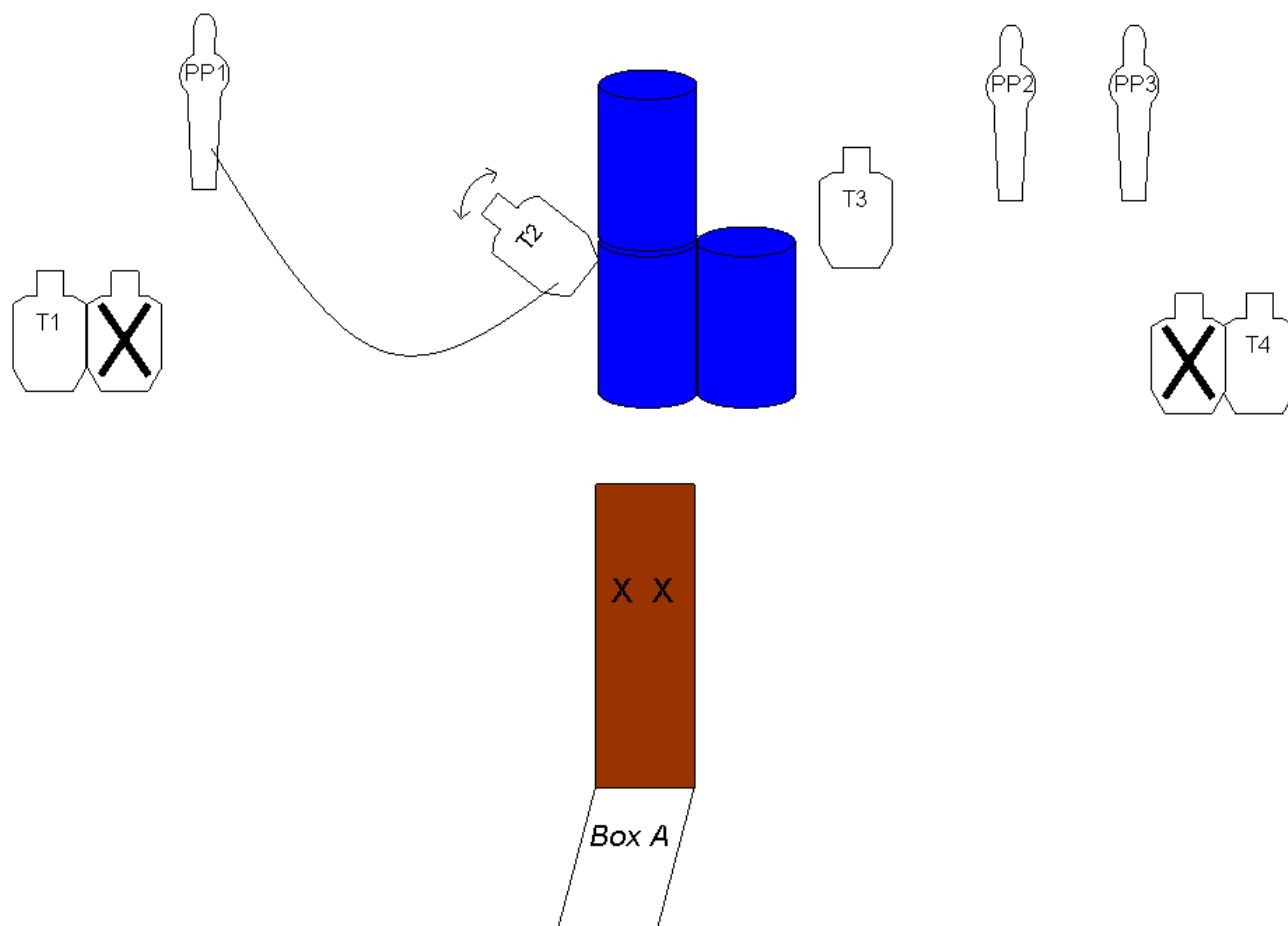
**START POSITION:** Standing in barricade box A with hands on marks. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

## STAGE PROCEDURE

Upon signal, draw and engage all targets as visible from within barricade box A.

## SCORING

**SCORING:** Comstock, 11 rounds, 55 points  
**TARGETS:** 4 IPSC, 3 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:** Ensure that swinger T2 is hidden behind barrels for the first half of its arc. Use four or five barrels if needed. Use special short sticks (ends painted **RED**) for swinger. Put two (2) targets on swinger (back target has head cut off) to start. PP1 is close to back berm and swinger is ~3 yards forward.

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

# Stage 4

# Over & Around

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

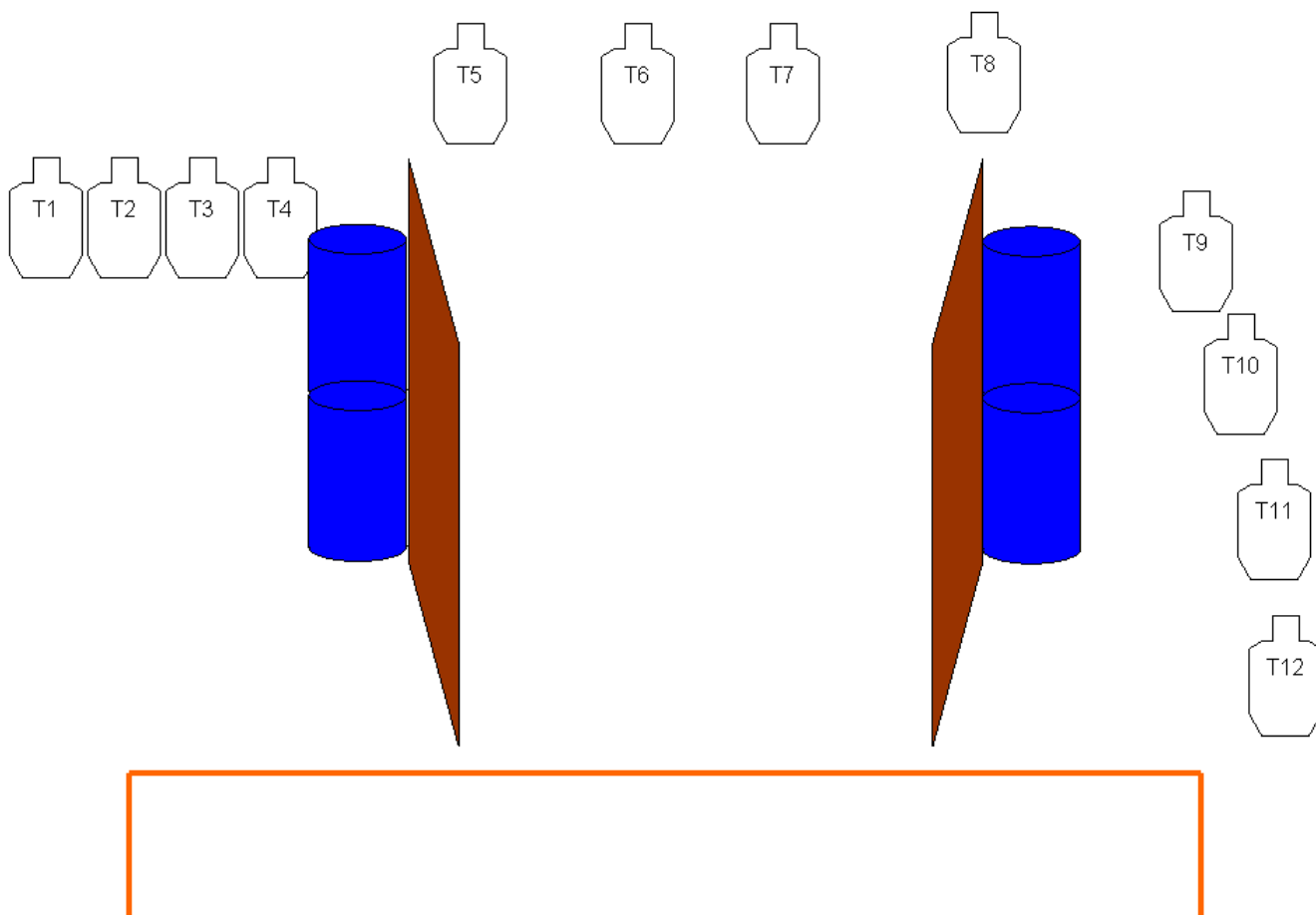
**START POSITION:** Standing with one foot touching Left or Right Fault Line with hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

## STAGE PROCEDURE

On signal, draw and engage T1-T12 with two (2) rounds each.

## SCORING

**SCORING:** Comstock, 24 rounds, 120 points  
**TARGETS:** 12 IPSC  
**SCORED HITS:** Best 2 per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
Miss. -10



**SETUP NOTES:** Walls are no more than 10' apart. T8 may be engaged from center or right side. T5-T7 may only be engaged from the center. Set T9-T12 up against right berm on 3' sticks. T5-T8 are near the back berm. T1-T4 use tall sticks to ensure that bullets pass into the back berm. Use barrels to protect the T-posts if necessary. Fault Line is 3' back from walls.

**RO NOTES:** Check start position and watch for Foot Faults.