

# Stage 1

# Max Trap

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

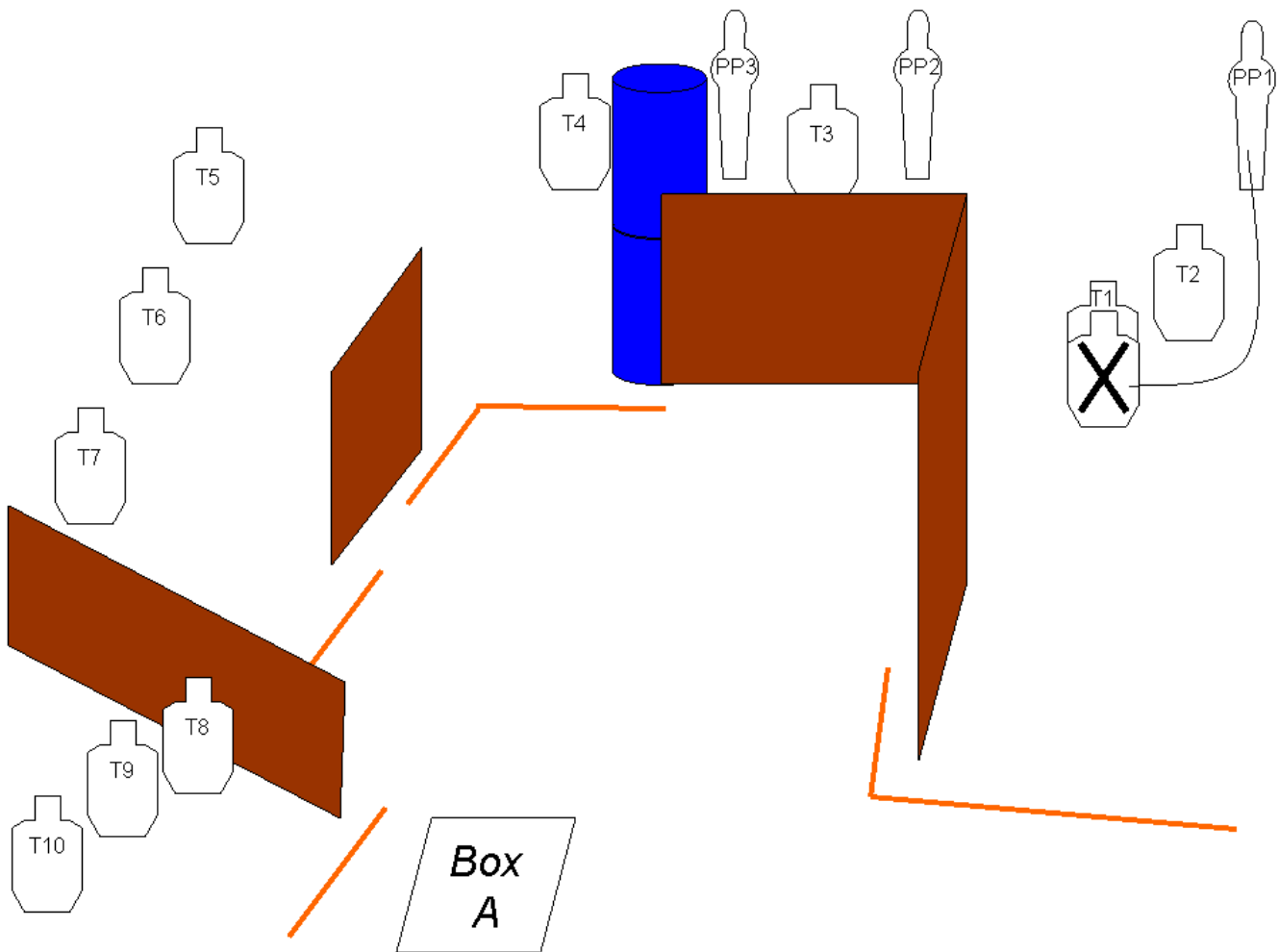
**START POSITION:** Standing in Box A with hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

### STAGE PROCEDURE

On signal, draw and engage T1-T10 with two (2) rounds each and knock down PP1-PP3.  
PP1 activates Max Trap T1. T1 is a disappearing target and will not incur Miss Penalties (mark any misses as No Penalty Mikes - NPM).  
All walls extend to infinity vertically.

### SCORING

**SCORING:** Comstock, 23 rounds, 115 points  
**TARGETS:** 10 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:** Set No Shoot on Max Trap to completely cover T1. Set T5 so that it may be engaged from either left side opening. Set steel at least 8 yards from nearest shooting position and at least 1 yard from alignment with any targets to avoid splatter hits.

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



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

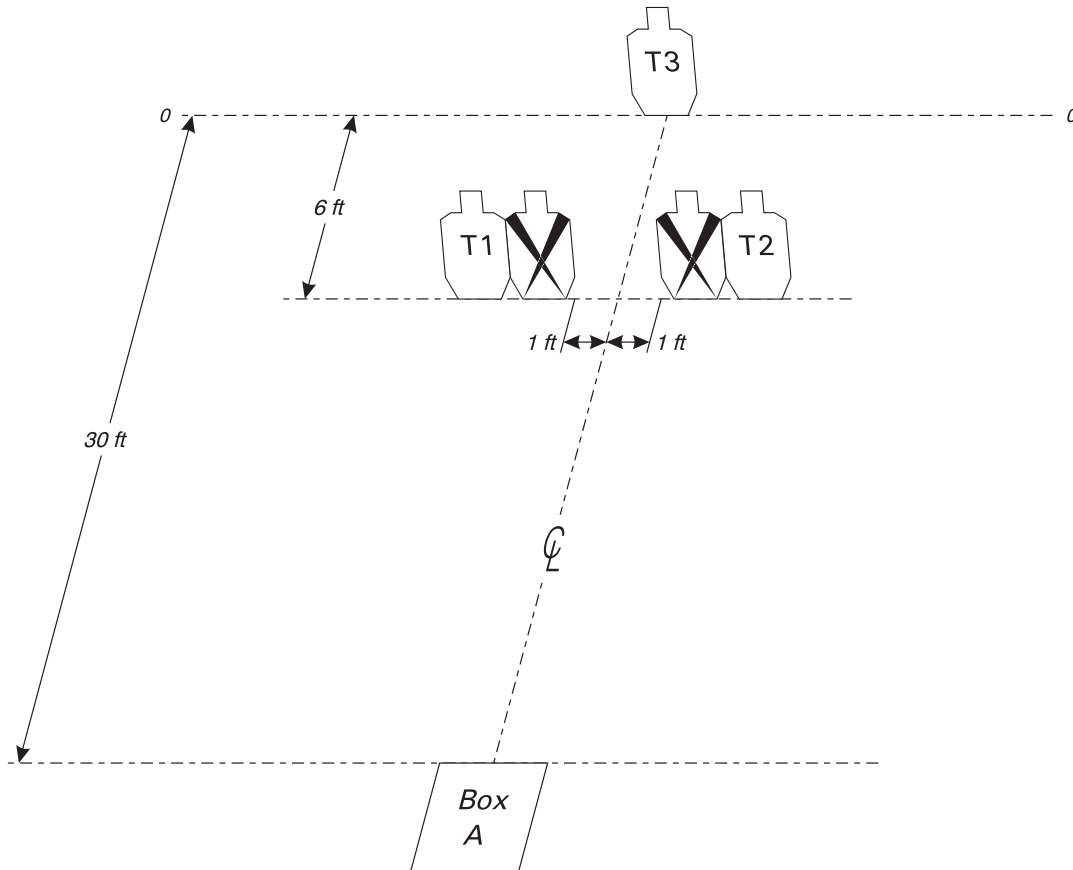
**START POSITION:** Standing in Box A, reaching overhead for a box, arms fully extended over head, elbows locked. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### 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

# On The Run

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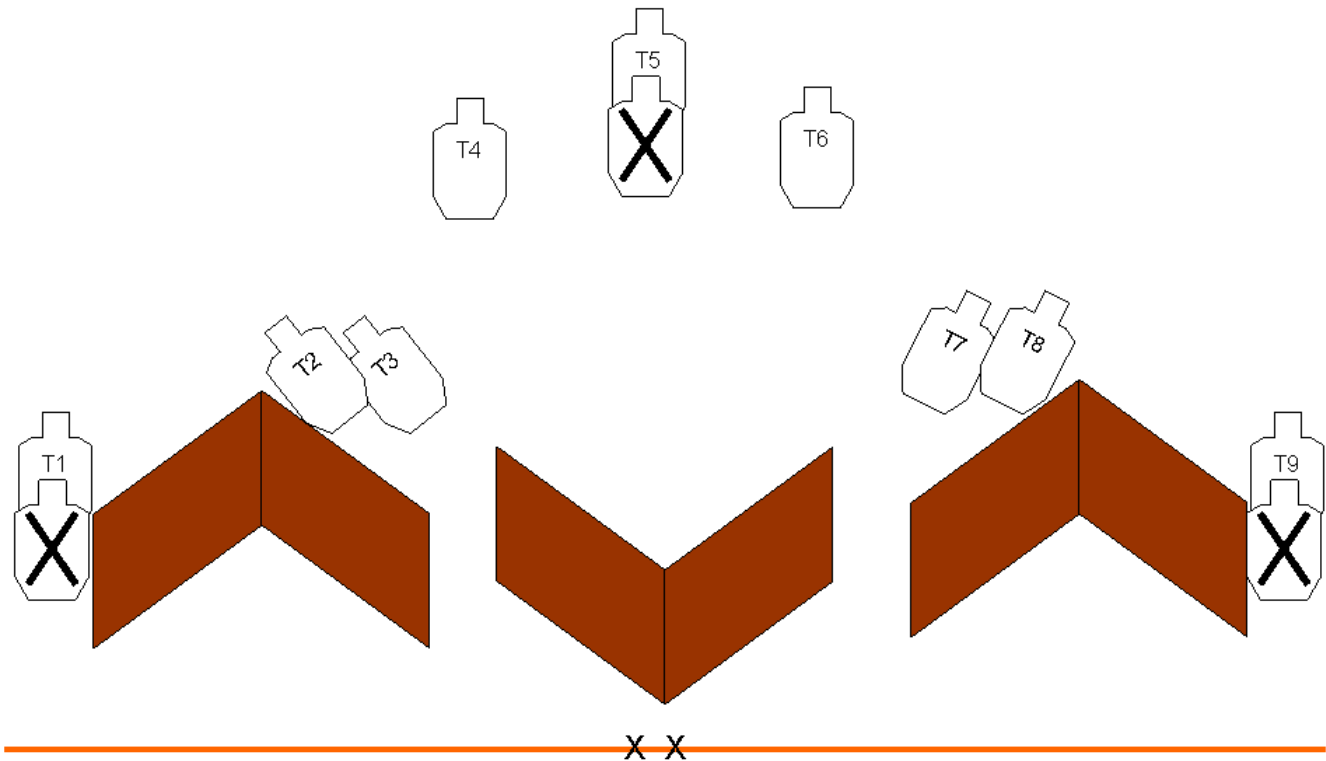
**START POSITION:** Standing facing uprange with toes on marks and hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

### STAGE PROCEDURE

On signal, draw and engage T1-T9 with two (2) rounds each.  
All walls extend to infinity vertically.

### SCORING

**SCORING:** Comstock, 18 rounds, 90 points  
**TARGETS:** 9 IPSC  
**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 T5 to be visible from either inside opening and against the back berm. T4 & T6 are only visible from opening directly ahead.

Set up after Stage 4 has been completed. Watch for shoot throughs on T7 & T8 to Stage 4.

**RO NOTES:** Watch for Foot Faults and 180° violations.

# Stage 4

# Texas Star

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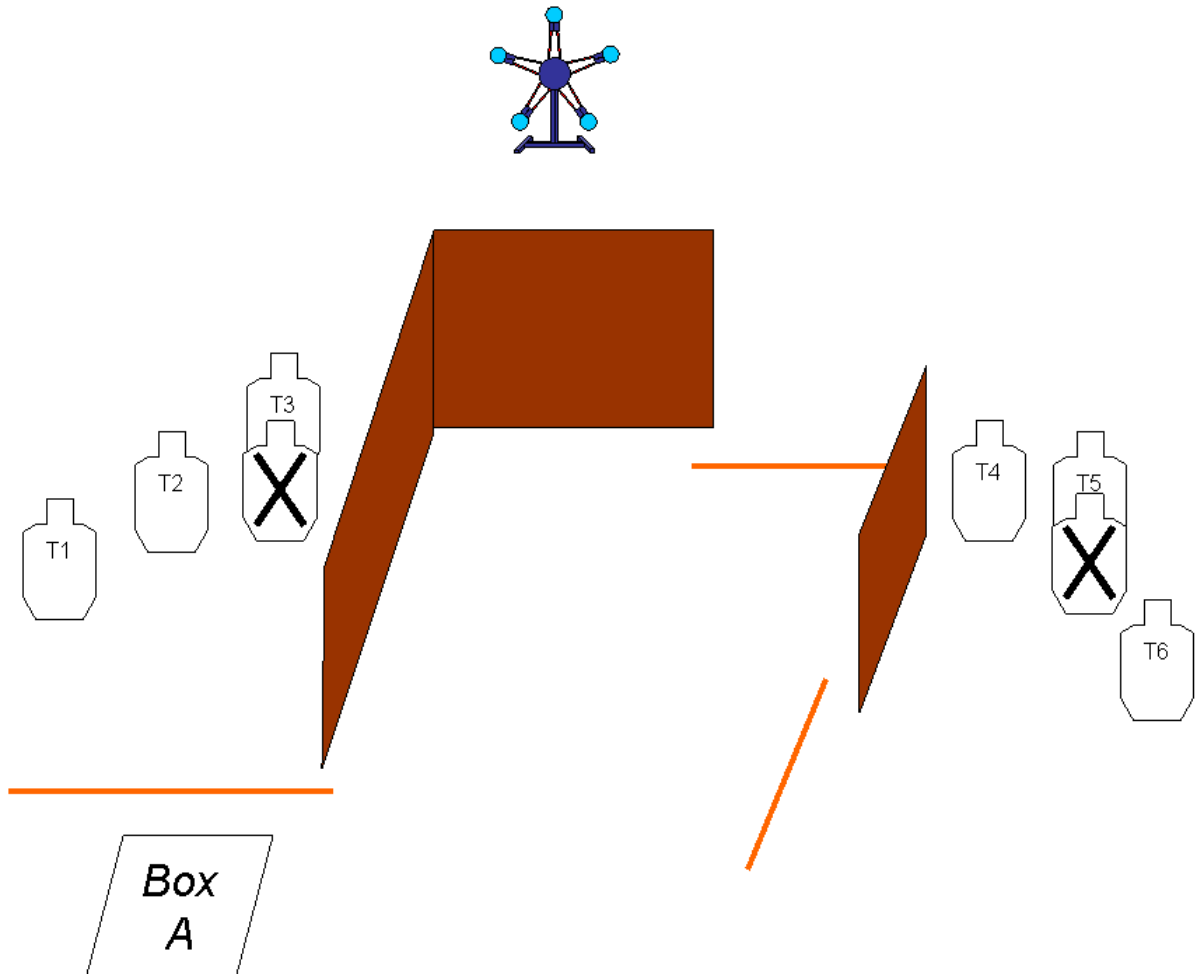
**START POSITION:** Standing in Box A with hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

### STAGE PROCEDURE

On signal, draw and engage T1-T6 with two (2) rounds each and knock down plates P1-P5.  
All walls extend to infinity vertically.

### SCORING

**SCORING:** Comstock, 17 rounds, 85 points  
**TARGETS:** 6 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:** Setup first in Right Bay and push to right side of bay as much as possible. Set Texas Star 8 yards from front opening.

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