

Stage 1

Max Trap

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

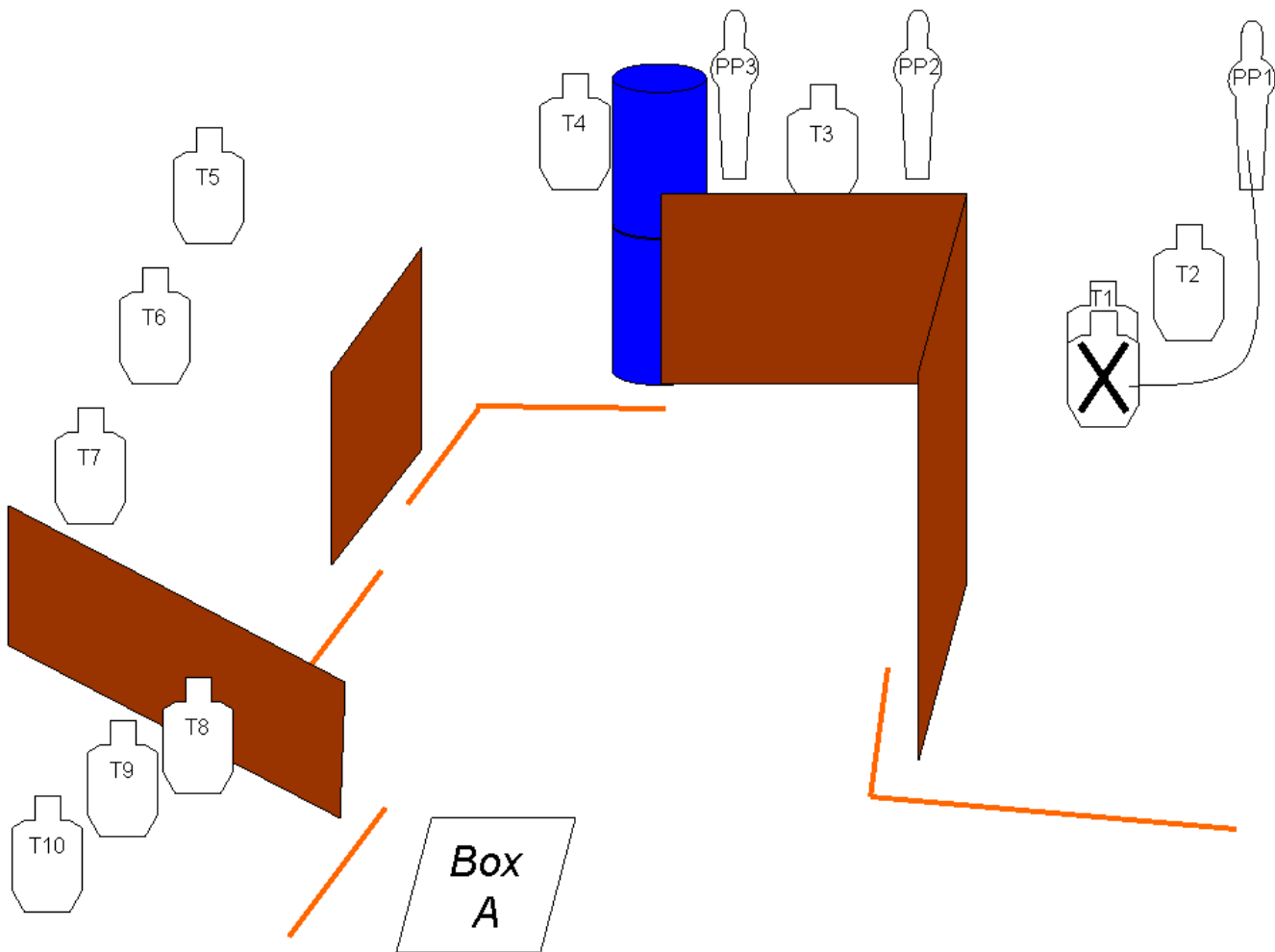
START POSITION: Standing in Box A with hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

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.