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

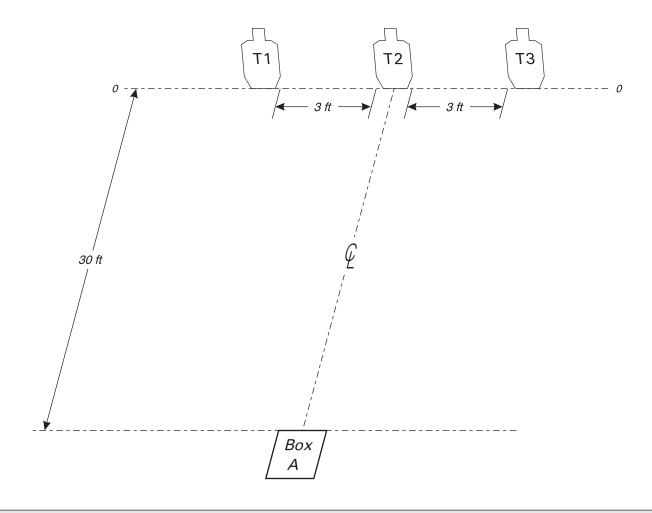
**START - STOP:** Audible - Last shot

**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.



Stage 2 1-2-3-Star

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

**START POSITION:** Standing outside Shooting Area 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, enter Shooting Area and engage T1-T6 with two (2) rounds each and knock down Plates P1-P5.

#### **SCORING**

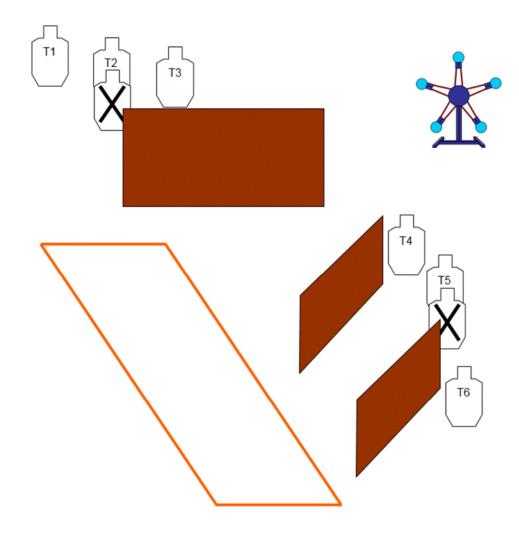
**SCORING:** Comstock, 17 rounds, 85 points

**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**: Texas Star is 8 yards from nearest Fault Line. Keep Fault Line at least 1 yard from any wall. T3 is set to force shooter to far left front corner.

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

Make sure the scorekeeper repeats back the TIME!

Stage 3 Pop-Up

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

**START POSITION:** Standing 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-T7 with two (2) rounds each and knock down PP1-PP3.

PP2 activates T4 which disappears.

Mark any misses on T4 as NPM (No Penalty Mike) on the scoresheet.

#### **SCORING**

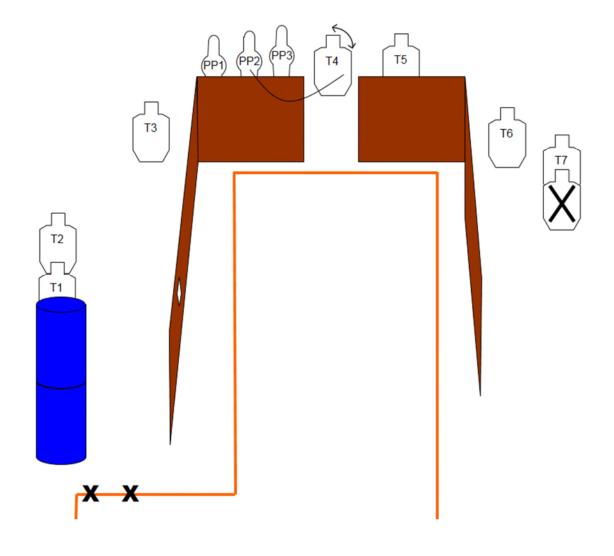
**SCORING:** Comstock, 17 rounds, 85 points

**TARGETS:** 7 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**: Steel is set 8 yards from opening in wall and angled towards the shooter. Set left wall as close to berm as possible to minimize distance of steel to the berm. Set T1 & T2 behind barrel so that they are only visible through port in left wall. Use a 4' port wall and set it so that the targets are ahead of the port.

**RO NOTES**: Watch for Foot Faults. Ensure that the scorekeeper marks NPM as appropriate. Make sure the scorekeeper repeats back the TIME!

## Stage 4

# **Hole in the Wall Gang**

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

**START POSITION:** Standing 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-T11 with two (2) rounds

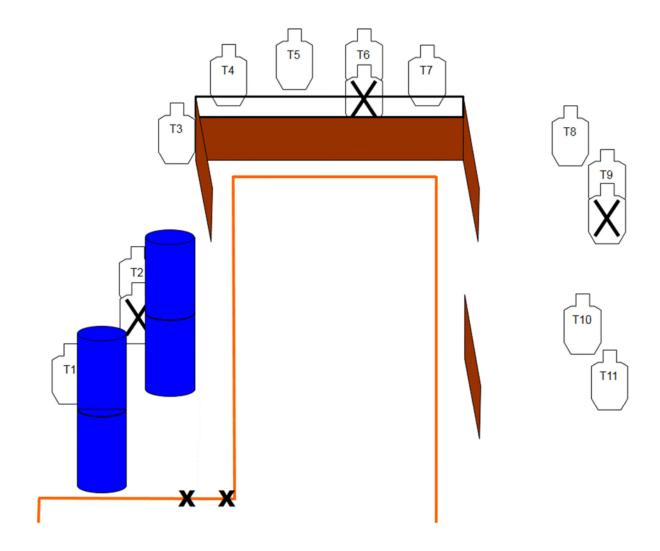
#### **SCORING**

**SCORING:** Comstock, 22 rounds, 110 points

TARGETS: 11 IPSC

SCORED HITS: Best 2 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10

No-shoot hit. -10 Miss. -10



**SETUP NOTES**: T1 & T2 hidden behind barrels on 180 and to keep shots doing straight downrange as much as possible. Set T1-T7 tall enough to ensure shots pass through and strike the back berm.

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

Make sure the scorekeeper repeats back the TIME!