



**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Joe De Simone

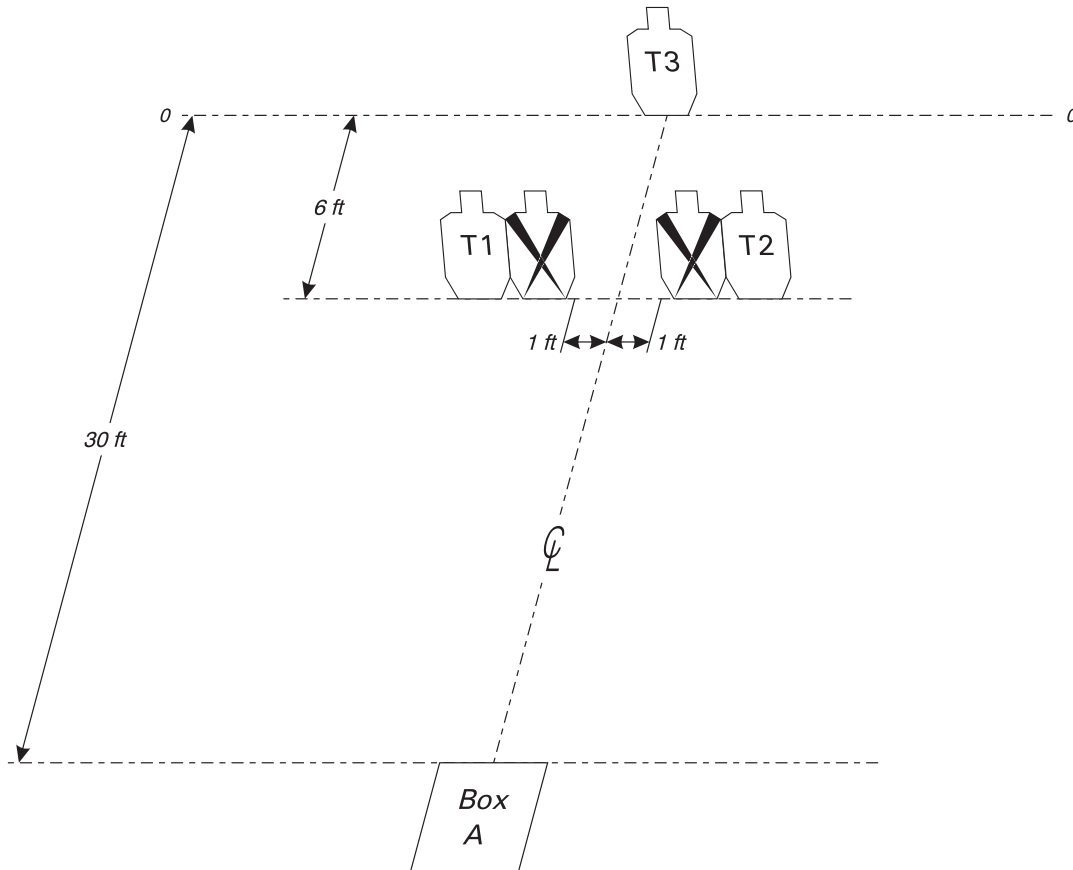
**START POSITION:** Standing in Box A, reaching overhead for a box, arms fully extended over head, elbows locked. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### 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 Metric
- SCORED HITS:** Best 8/paper
- START - STOP:** Audible - Last shot
- PENALTIES:** Per current edition USPSA Handgun Competition Rules  
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 2

# Split Right or Left

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Phil McKenzie

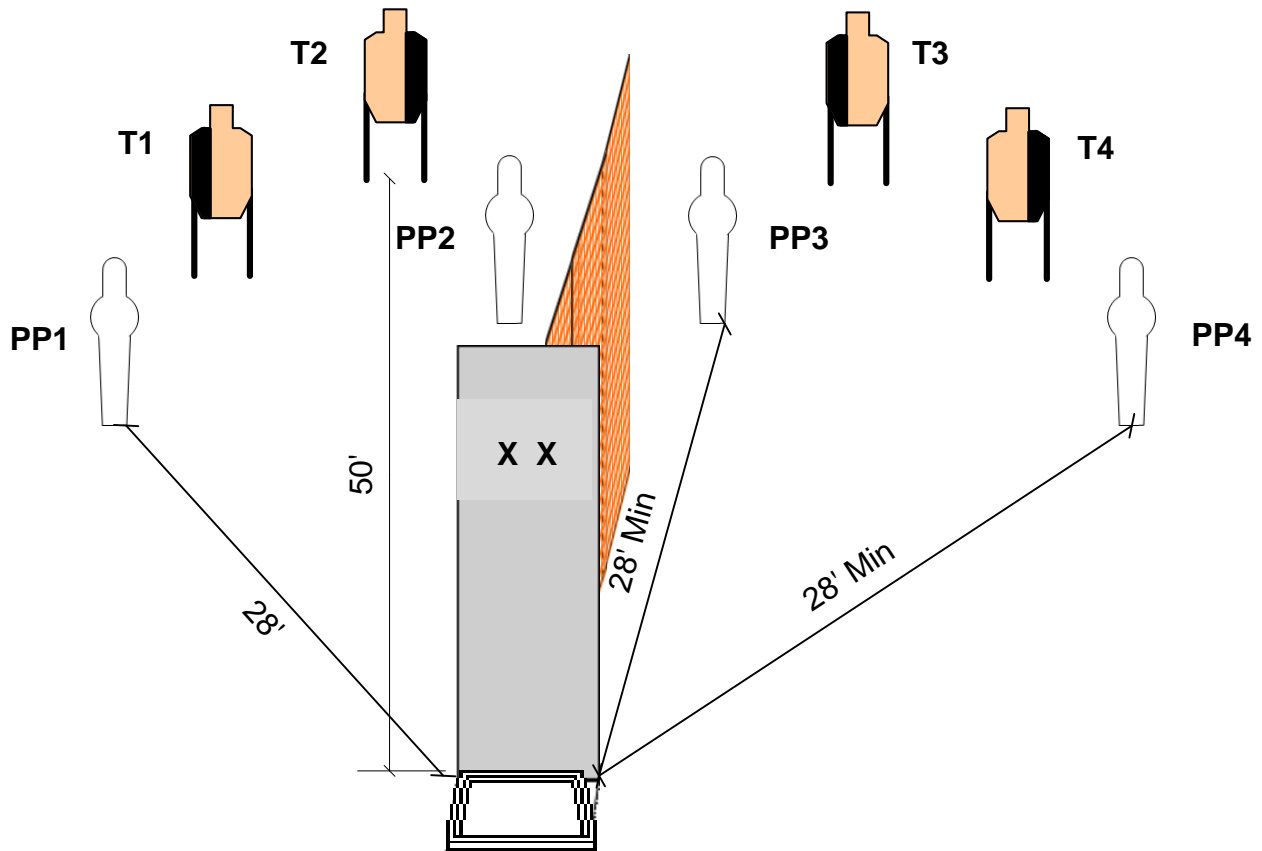
**START POSITION:** Standing inside the box hands placed on marks. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

### STAGE PROCEDURE

On signal only engage T1-T4 with two (2) rounds each or only knock down PP1 - 4. Perform a mandatory reload and engage remaining T1-T4 with two (2) rounds each or knock down PP1 - 4. All walls extend vertically to infinity.

### SCORING

**SCORING:** Comstock, 12 rounds, 60 points  
**TARGETS:** Metric 4 & PP 4  
**SCORED HITS:** Best 2 per paper, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of Rule Book:  
Procedural. -10  
Miss. -10



**SETUP NOTES:** Dimensions on drawing are estimates. Location of targets will be placed for optimal engagement.

**RO NOTES:**

# Stage 3

# Tranquil

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Phil McKenzie

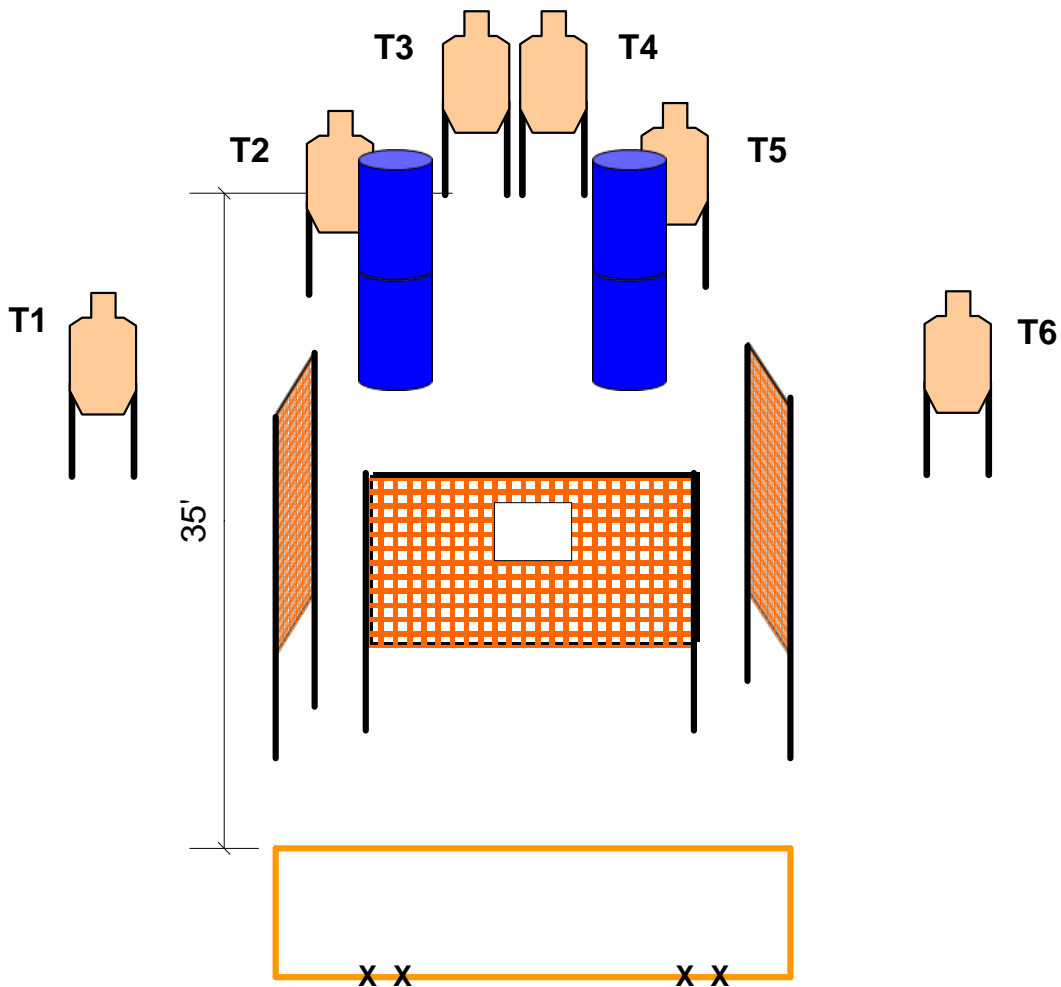
**START POSITION:** Standing with hands relaxed at sides and heels touching either set of marks (right or left). Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

### STAGE PROCEDURE

On signal engage T1-T6 with two (2) rounds each. All walls extend vertically to infinity.

### SCORING

**SCORING:** Comstock, 12 rounds, 60 points  
**TARGETS:** Metric & PP  
**SCORED HITS:** Best 2 per paper, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of Rule Book:  
Procedural. -10  
Miss. -10



**SETUP NOTES:** Maintain fault line 3 feet from walls. Dimensions on drawing are estimates. Location of targets will be placed for optimal engagement.

**RO NOTES:**

# Stage 4

# A Star Too Far

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Phil McKenzie

**START POSITION:** Standing, facing downrange, with toes touching the marks on Fault Line 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 enter the shooting area, engage T1-T8 with two (2) rounds each & knock down 5 steel plates. All walls extend vertically to infinity.

### SCORING

**SCORING:** Comstock, 21 rounds, 105 points

**TARGETS:** Metric 8 & 5 Steel plates

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

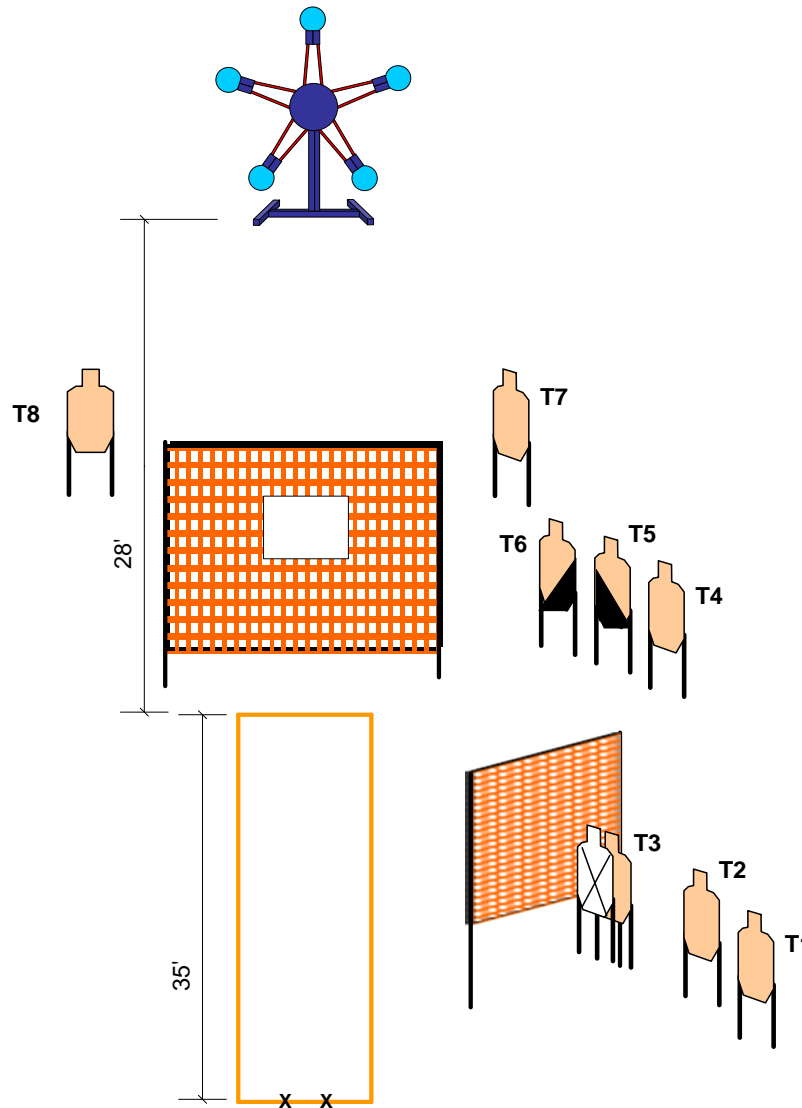
**START-STOP:** Audible - Last shot

**PENALTIES:** Per current edition of Rule Book:

Procedural. -10

No-shoot hit. -10

Miss. -10



**SETUP NOTES:** Maintain fault line 3 feet from walls. Dimensions on drawing are estimates. Location of targets will be placed for optimal engagement.

**RO NOTES:**