

Stage 1

Logan's Raid

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Dynamic Shooting Sports Design Team

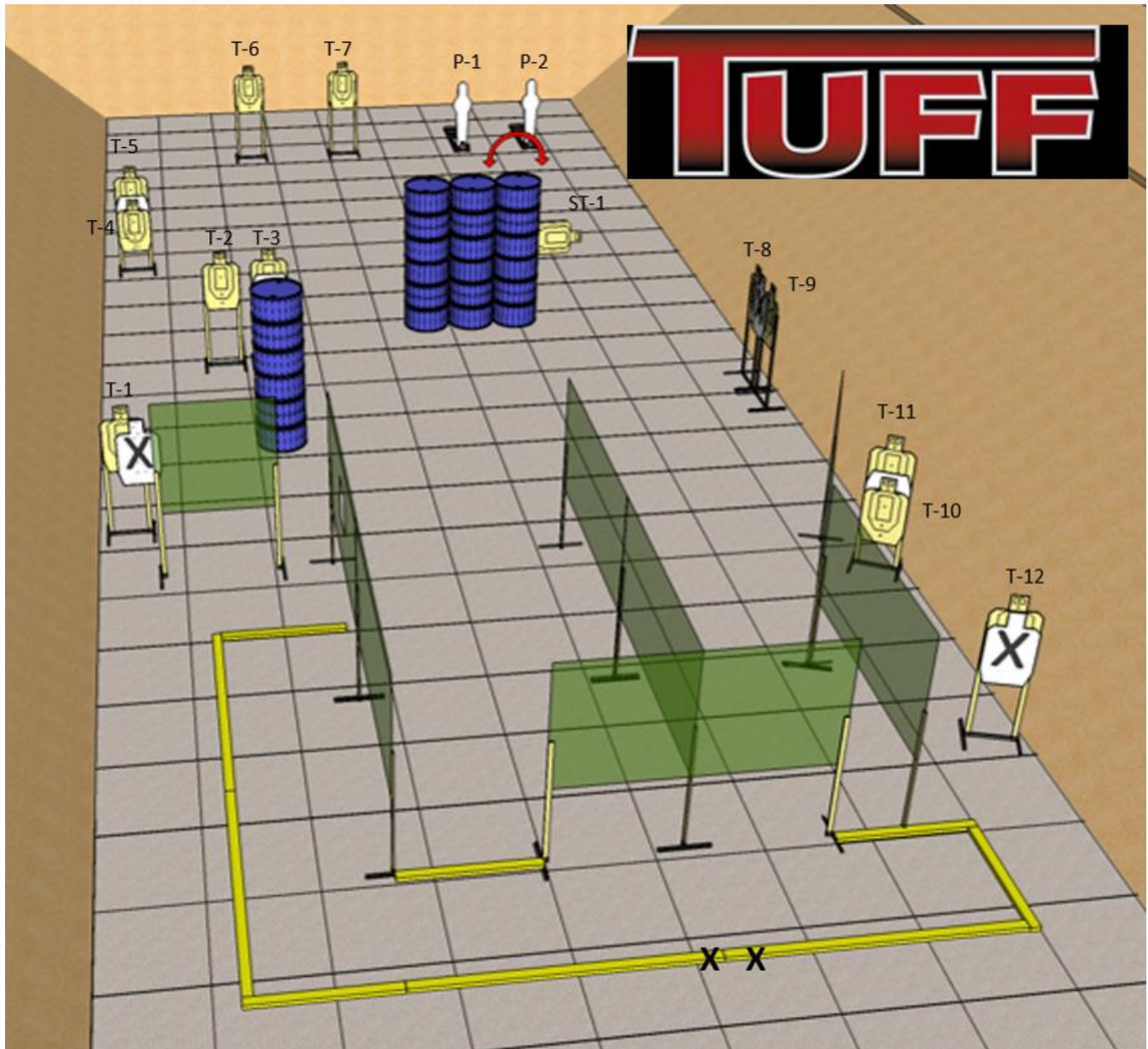
START POSITION: Feet touching marks with both hands relaxed at sides. Handgun is loaded and holstered. PCC – Feet touching marks. PCC is loaded with safety engaged and both hands touching firearm, stock touching belt and muzzle pointed in a safe direction downrange.

STAGE PROCEDURE

At the start signal, engage all targets from within the shooting area as they become visible. Knocking down USPSA Popper 1 (P-1) activates Swinging Target 1 (ST-1).

SCORING

SCORING: Comstock, 28 rounds, 140 points
TARGETS: 13 USPSA, 2 USPSA Poppers
SCORED HITS: Best 2 per Paper, steel down = 1A
START-STOP: Audible - Last shot



SETUP NOTES: Make sure that 1/3 of the A-Zone is visible when ST-1 is at rest.

RO NOTES: Maintain stage integrity throughout match.

Stage 2

Dunlap's Station

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Dynamic Shooting Sports Design Team

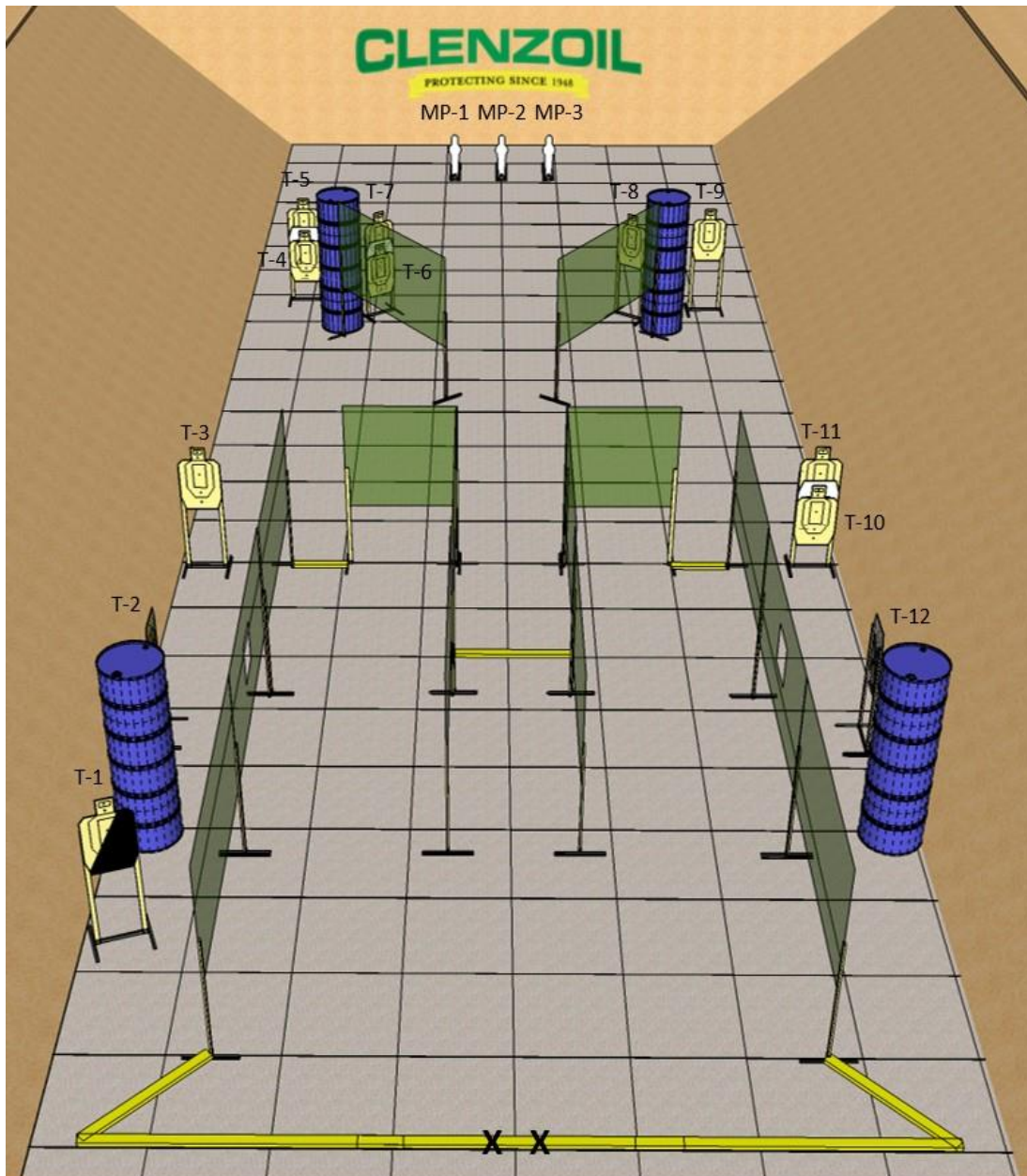
START POSITION: Feet touching marks with hands relaxed at sides. Handgun is loaded and holstered. PCC – Feet touching marks. PCC is loaded with safety engaged and both hands touching firearm, stock touching belt and muzzle pointed in a safe direction downrange.

STAGE PROCEDURE

At the start signal, engage all targets from within the shooting area as they become visible.

SCORING

SCORING: Comstock, 27 rounds, 135 points
TARGETS: 12 USPSA, 3 USPSA Mini Poppers
SCORED HITS: Best 2 per Paper, steel down = 1A
START-STOP: Audible - Last shot



SETUP NOTES:

RO NOTES: Maintain stage integrity throughout match.

Stage 3

Battle for Lake Erie

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Dynamic Shooting Sports Design Team

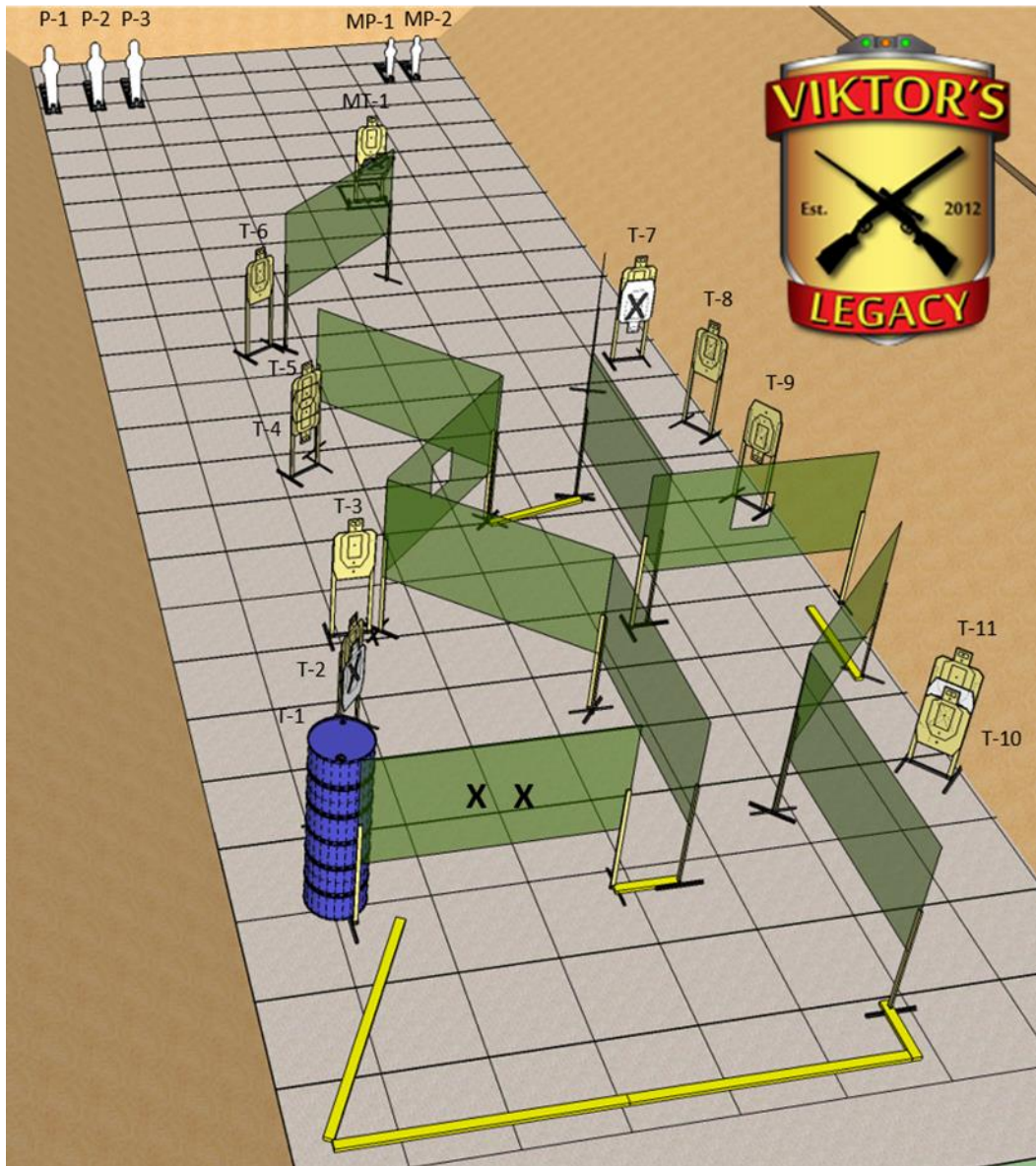
START POSITION: Facing downrange with palms touching marks and head centered between marks. Handgun is loaded and holstered. PCC – Facing downrange with head centered between marks. PCC is loaded with safety engaged and both hands touching firearm, stock touching belt and muzzle touching mark.

STAGE PROCEDURE

At the start signal, engage all targets from within the shooting area as they become visible. Knocking down USPSA Mini Popper 1 (MP-1) activates Max Trap 1 (MT-1).

SCORING

SCORING: Comstock, 29 rounds, 145 points
TARGETS: 12 USPSA, 3 P, 2MP
SCORED HITS: Best 2 per Paper, steel down = 1A
START-STOP: Audible - Last shot



SETUP NOTES: Make sure that no-shoot on MT-1 is set just below the upper A-Zone so the target remains visible when at rest.

RO NOTES: Maintain stage integrity throughout match.

Stage 4

Siege at Fort Meigs

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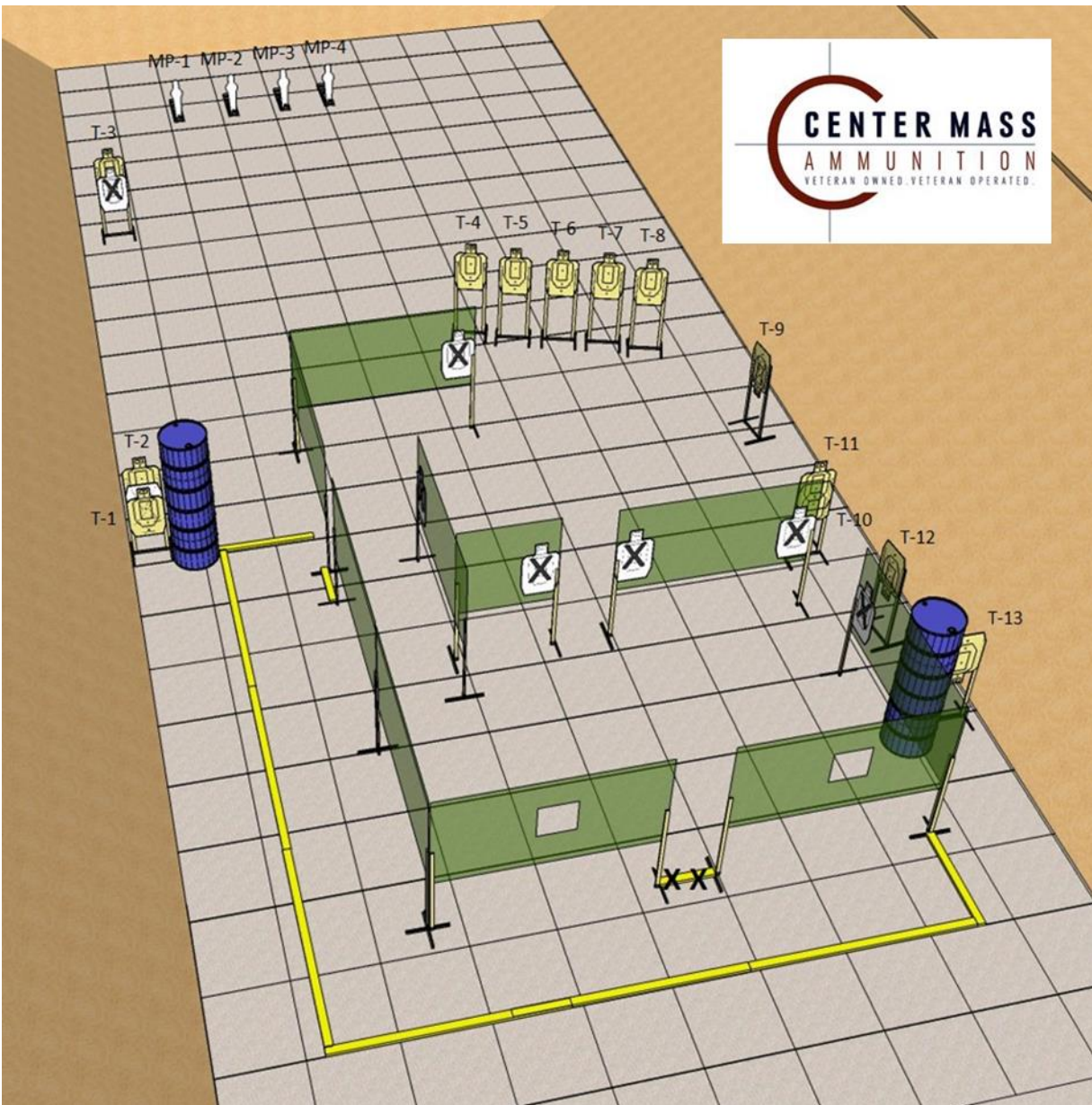
START POSITION: Facing downrange with toes touching marks and wrists above respective shoulders. Handgun is unloaded and holstered. PCC – Facing downrange with toes touching marks. PCC is unloaded with both hands touching firearm, stock touching belt and muzzle pointed in a safe direction downrange.

STAGE PROCEDURE

At the start signal, load firearm then engage all targets from within the shooting area as they become visible.

SCORING

SCORING: Comstock, 30 rounds, 150 points
TARGETS: 13 USPSA, 4 USPSA Mini Poppers
SCORED HITS: Best 2 per Paper, steel down = 1A
START-STOP: Audible - Last shot



SETUP NOTES: Place No-Shoot targets to protect wall edges and maintain scoring integrity.

RO NOTES: Maintain stage integrity throughout match and check all No-Shoots after each shooter.

Stage 5

Tecumseh's War

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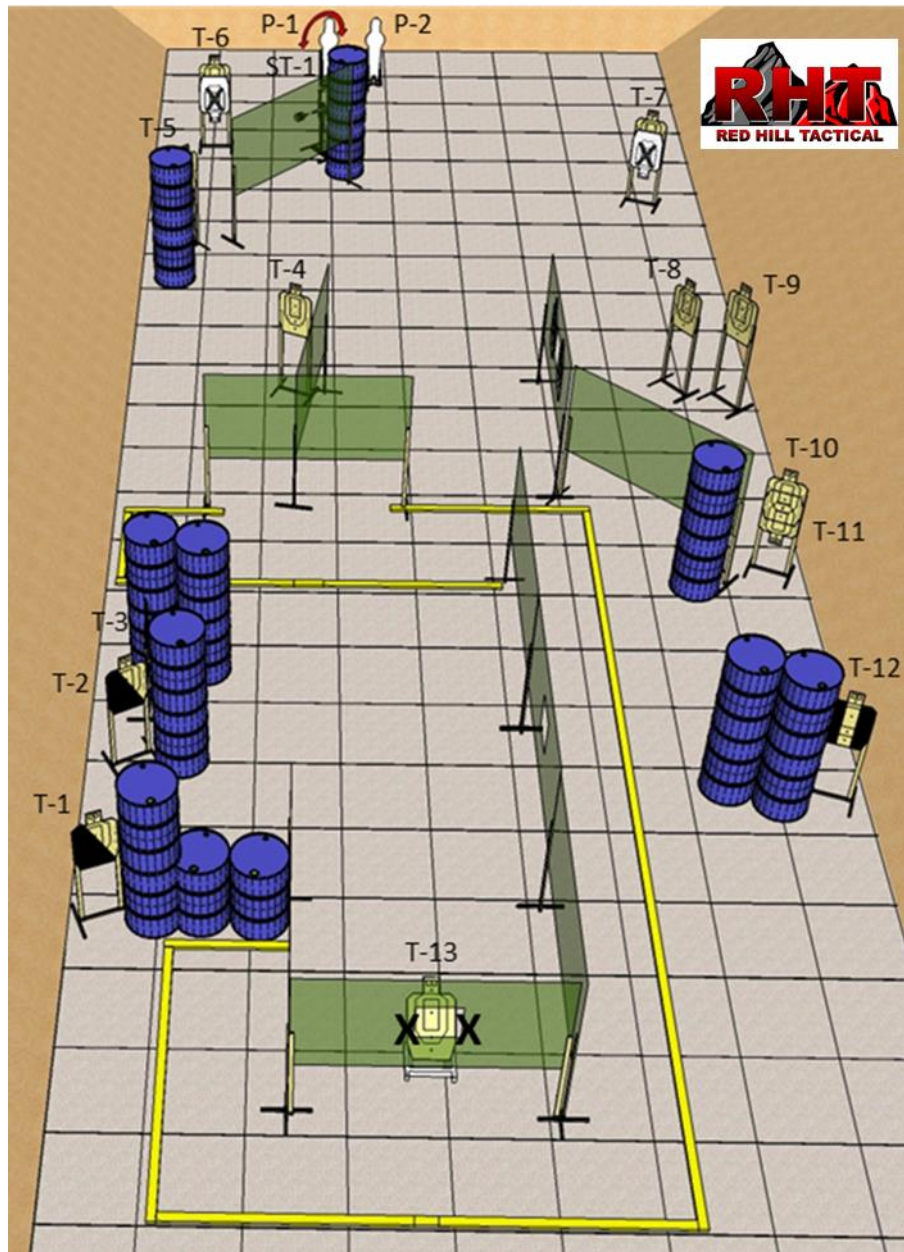
START POSITION: Facing downrange with head centered in window and hands touching marks. Handgun is loaded and holstered. PCC – Facing downrange with head centered in window. PCC is loaded with safety engaged and both hands touching firearm, stock touching belt and muzzle touching either mark.

STAGE PROCEDURE

At the start signal, engage all targets from within the shooting area as they become visible. Knocking down USPSA Popper 1 (P-1) activates Swinging Target 1 (ST-1).

SCORING

SCORING: Comstock, 30 rounds, 150 points
TARGETS: 14 USPSA, 2 USPSA Poppers
SCORED HITS: Best 2 per Paper, steel down = 1A
START-STOP: Audible - Last shot



SETUP NOTES: Make sure that 1/2 of the A-Zone is visible when ST-1 is at rest.

RO NOTES: Maintain stage integrity throughout match. Check all No-Shoots after each shooter.

Stage 6

Fallen Timbers

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Dynamic Shooting Sports Design Team

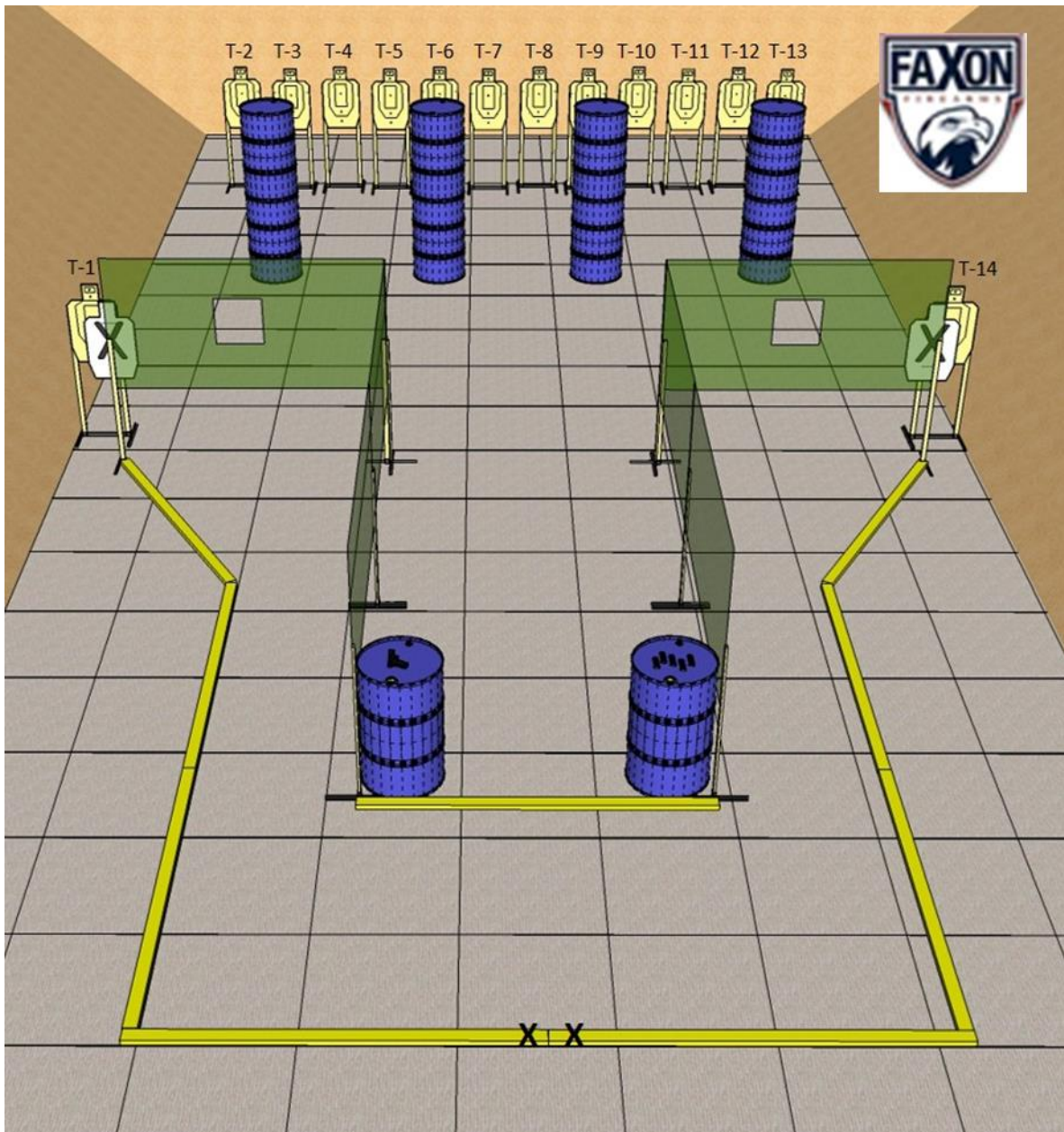
START POSITION: Feet touching marks. Firearm is unloaded and placed on either uprange barrel with trigger guard over mark and muzzle pointed downrange. All ammunition for the stage is placed on the opposite uprange barrel.

STAGE PROCEDURE

At the start signal, retrieve firearm, load, and then engage all targets from within the shooting area as they become visible.

SCORING

SCORING: Comstock, 28 rounds, 140 points
TARGETS: 14 USPSA
SCORED HITS: Best 2 per Paper
START-STOP: Audible - Last shot



SETUP NOTES:

RO NOTES: Maintain stage integrity throughout match.

Stage 7

Big Bottom Massacre

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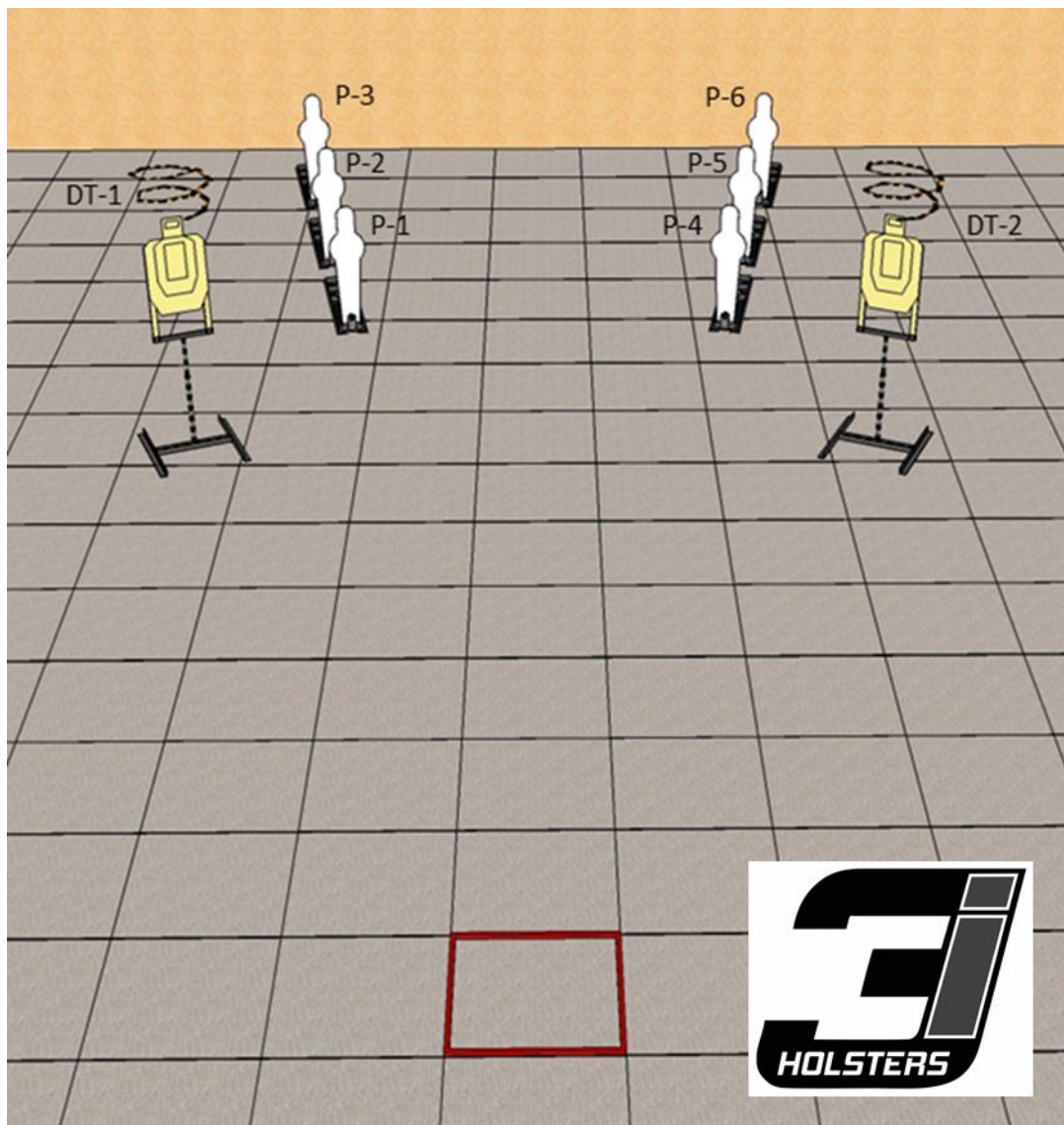
START POSITION: Facing downrange with toes touching front of shooting box and fingers interlocked behind head. Handgun is loaded and holstered. PCC – Facing downrange with toes touching front of shooting box. PCC is loaded with safety engaged and both hands touching firearm, stock touching belt and muzzle pointed in a safe direction downrange.

STAGE PROCEDURE

Upon start signal, engage either Array 1 or Array 2, perform a mandatory reload and engage the second array. Array 1 = USPSA Poppers 1-3 and Dropping Target 1; Array 2 = USPSA Poppers 4-6 and Dropping Target 2. Best 3 hits on paper score. Knocking down USPSA Popper 1 (P-1) activates Dropping Target 1 (DT-1). Knocking down USPSA Popper 5 (P-5) activates Dropping Target 2 (DT-2). Both Dropping Targets do not remain visible when at rest.

SCORING

SCORING: Comstock, 12 rounds, 60 points
TARGETS: 2 USPSA, 6 USPSA Poppers
SCORED HITS: Best 3 per Paper, steel down = 1A
START-STOP: Audible - Last shot



SETUP NOTES: Make sure poppers are placed so they covered by the poppers in front of them.

RO NOTES: Maintain stage integrity throughout match.

Stage 8

Gnadenhutten Massacre

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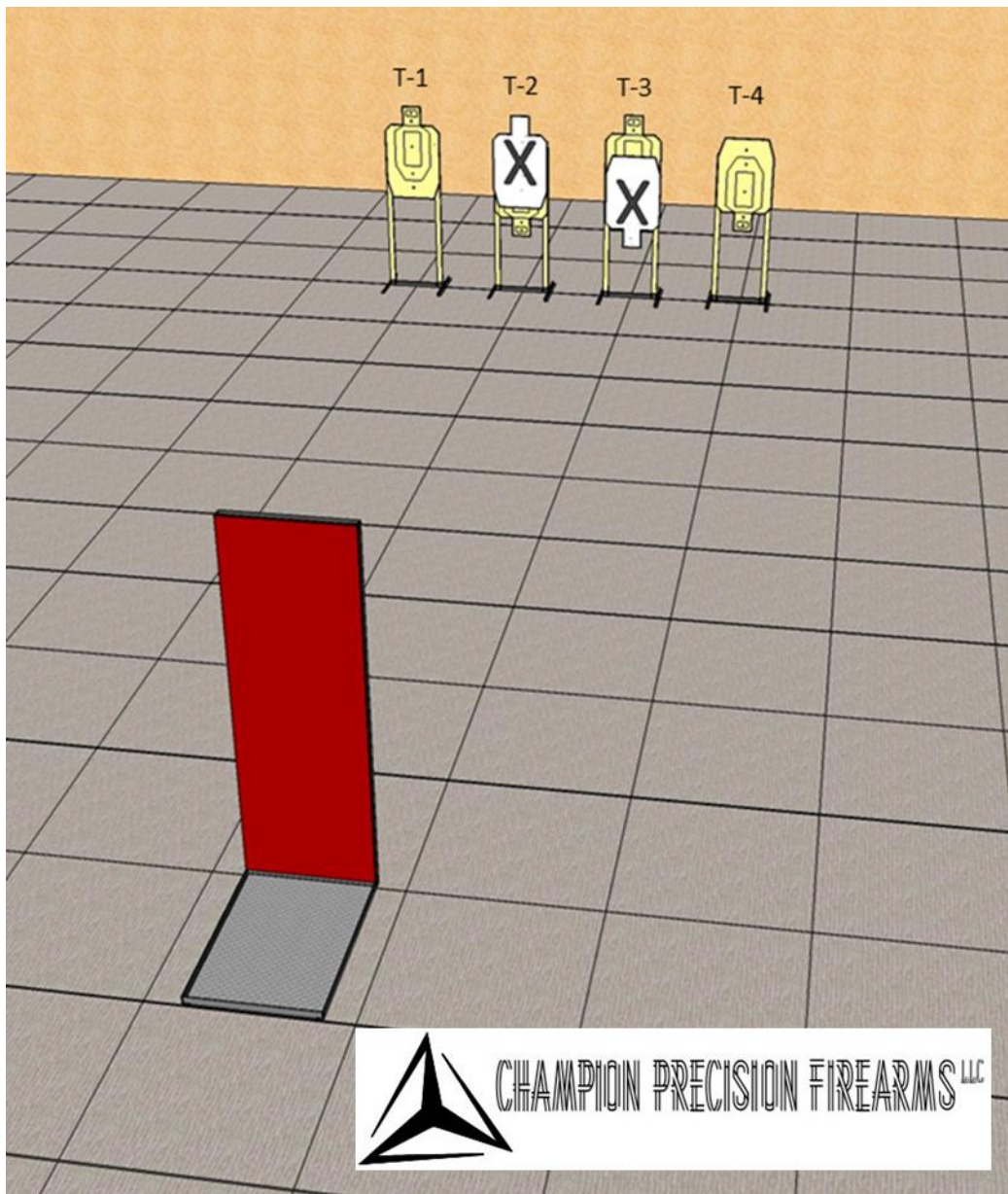
START POSITION: Standing in shooting area, facing downrange with wrists above respective shoulders. Handgun is loaded and holstered. PCC – Standing in shooting area, facing downrange. PCC is loaded with safety engaged and both hands touching firearm, stock touching belt and muzzle pointed downrange in a safe direction while touching either side of the barricade.

STAGE PROCEDURE

At the start signal, engage all targets with 2 shots each, then perform a mandatory reload and re-engage all targets with 2 shots each strong-hand only. Both hands may be used to clear malfunctions.

SCORING

SCORING: Virginia Count, 16 rounds, 80 points
TARGETS: 4 USPSA
SCORED HITS: Best 4 per Metric target
START-STOP: Audible - Last shot



SETUP NOTES:

RO NOTES: Maintain stage integrity throughout match.

Stage 9

Morgan's Raid

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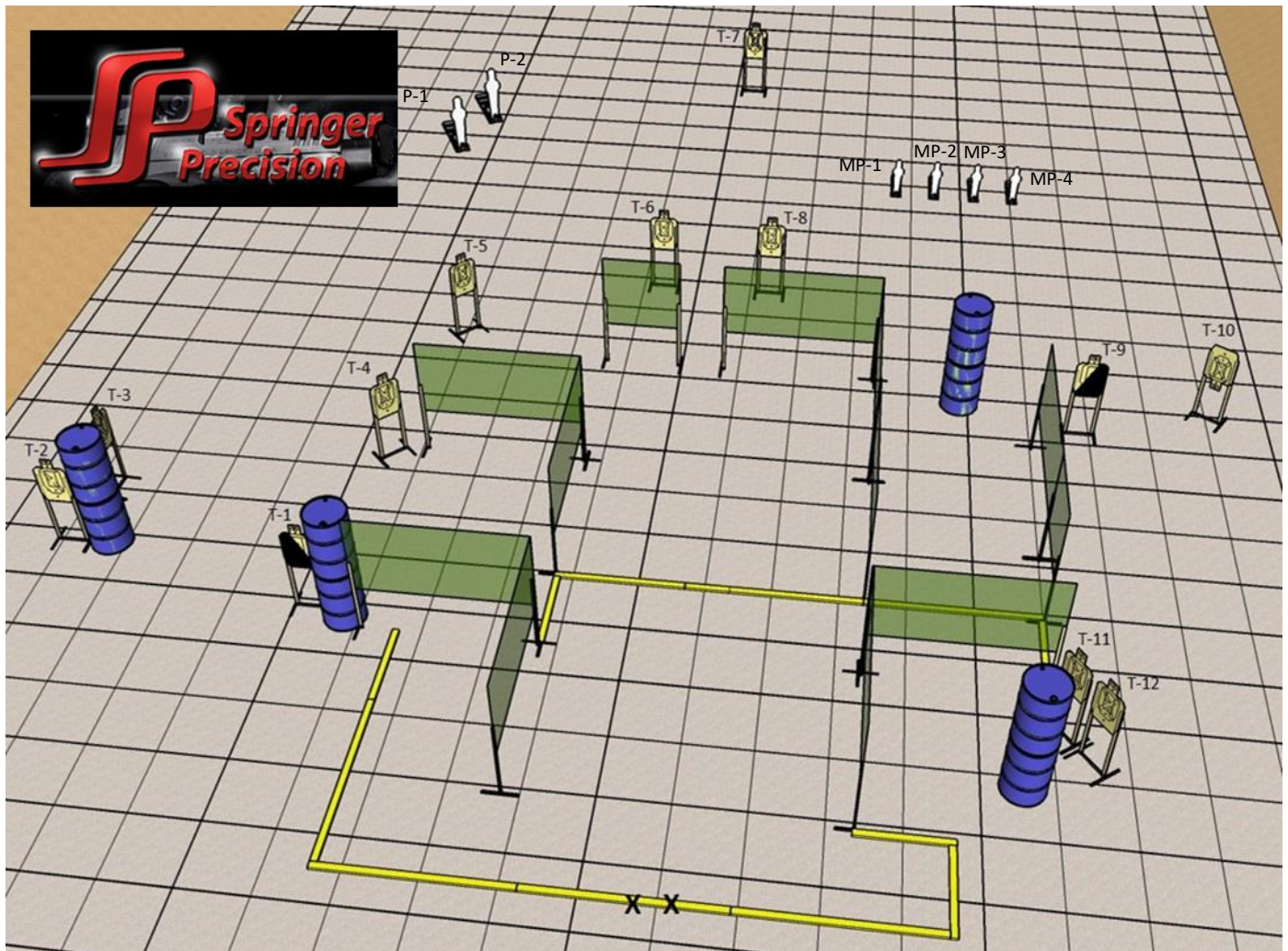
START POSITION: Feet touching marks. Handgun is loaded and holstered. PCC – Feet touching marks. PCC is loaded with safety engaged and both hands touching firearm, stock touching belt and muzzle pointed in a safe direction downrange.

STAGE PROCEDURE

At the start signal, engage all targets from within the shooting area as they become visible.

SCORING

SCORING: Comstock, 30 rounds, 150 points
TARGETS: 12 USPSA, 2 P, 4 MP
SCORED HITS: Best 2 per Paper, steel down = 1A
START-STOP: Audible - Last shot



SETUP NOTES:

RO NOTES: Maintain stage integrity throughout match.

Stage 10

Pontiac's Rebellion

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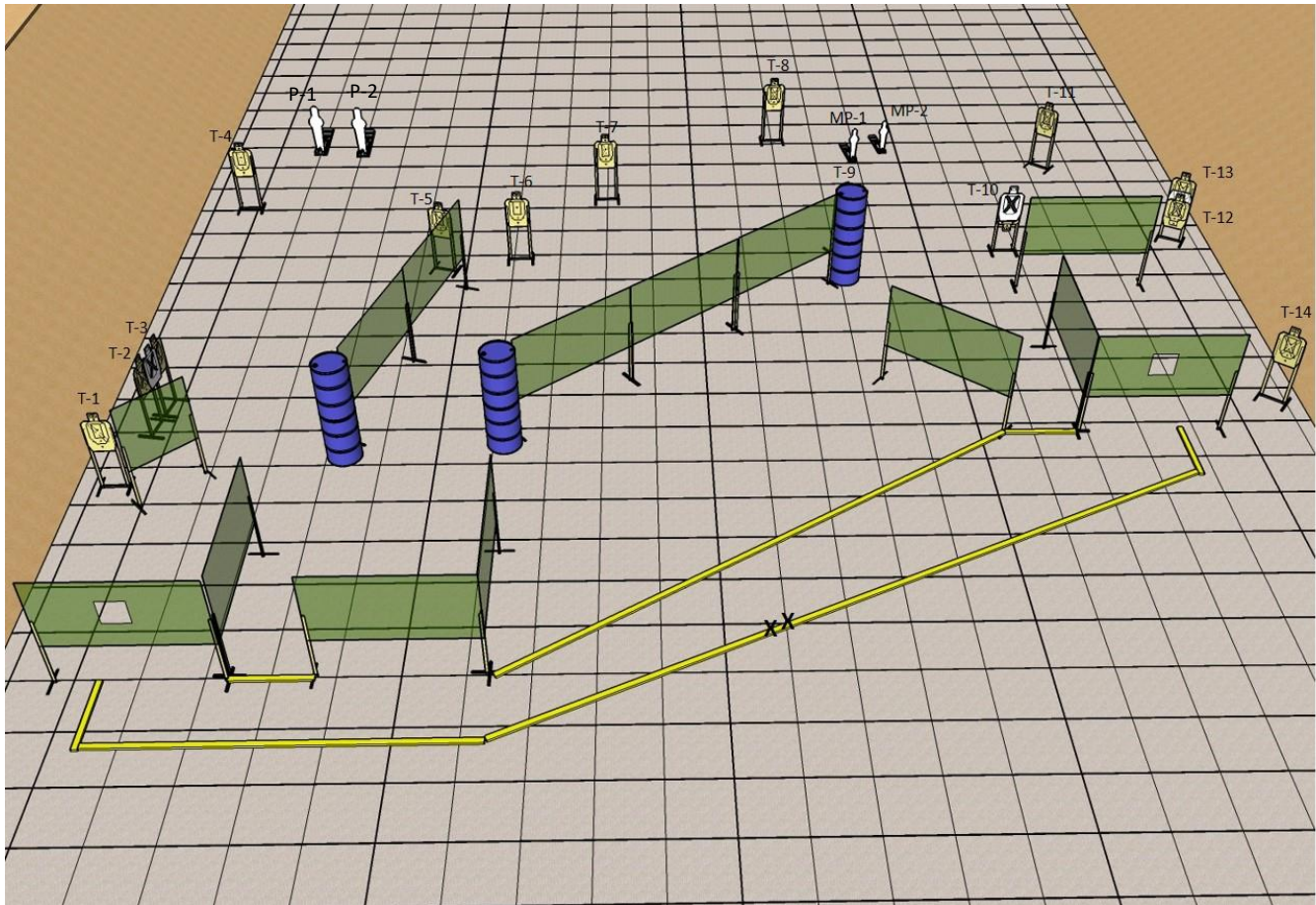
START POSITION: Feet touching marks. Handgun is loaded and holstered. PCC – Feet touching marks. PCC is loaded with safety engaged and both hands touching firearm, stock touching belt and muzzle pointed in a safe direction downrange.

STAGE PROCEDURE

At the start signal, engage all targets from within the shooting area as they become visible.

SCORING

SCORING: Comstock, 32 rounds, 160 points
TARGETS: 14 USPSA, 2 P, 2MP
SCORED HITS: Best 2 per Paper, steel down = 1A
START-STOP: Audible - Last shot



SETUP NOTES:

RO NOTES: Maintain stage integrity throughout match.