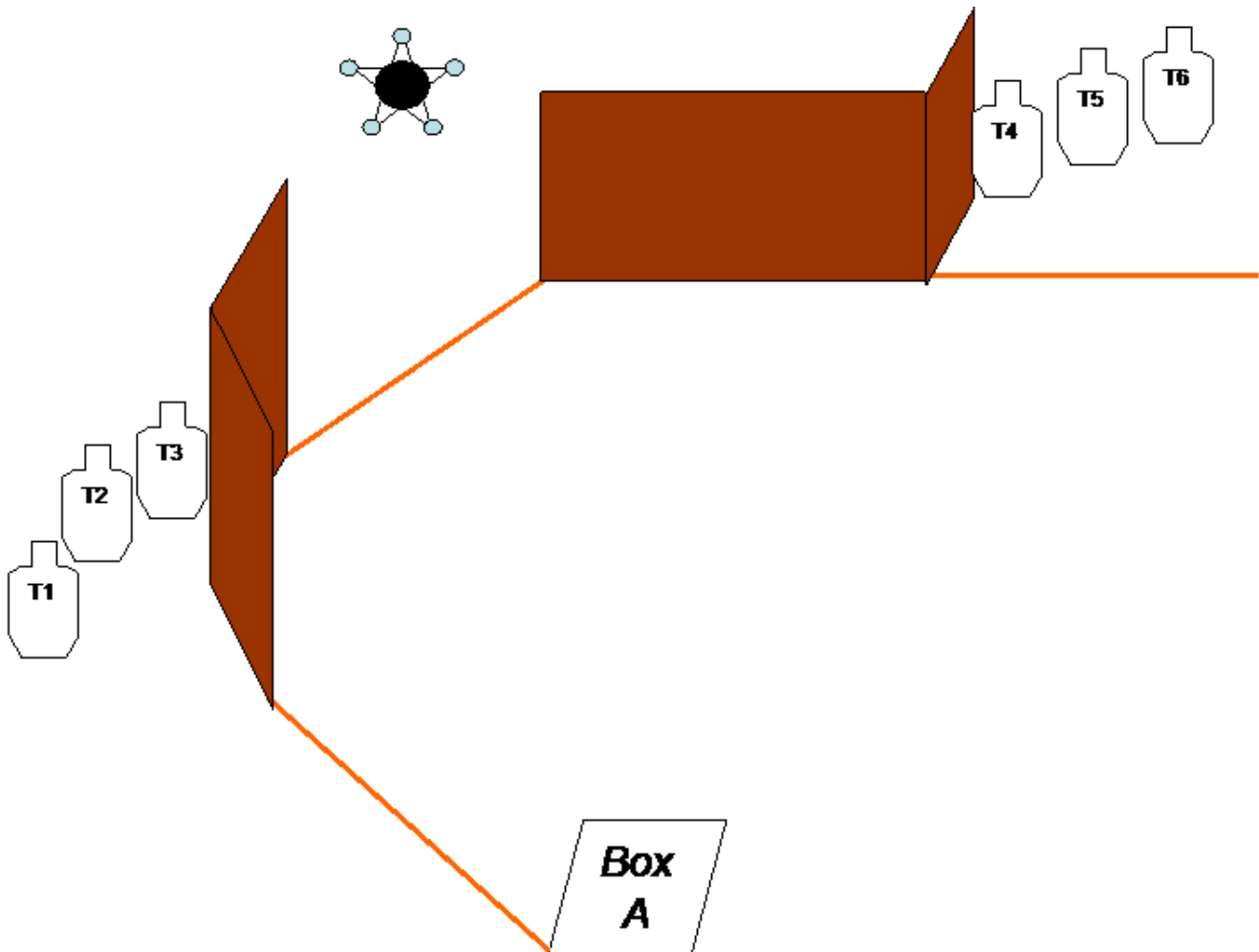


Stage 1

Corner Star

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-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 Miss. -10



SETUP NOTES: Setup Stage 2 – CM 03-05 Paper Poppers in Right Side of Left bay first. Place in Left corner of Left Bay. Watch for shoot throughs from Stage 2. Star is 8 yards from left end of front wall.	RO NOTES: Watch for Foot Faults.
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CM 03-05

Paper Poppers

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Clif King – Modifications by US Design Team

START POSITION: Standing in Box A, hands at surrender position (wrists above shoulders). Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, engage either Array 1, or Array 2, perform a mandatory reload and engage the second array. Paper requires two rounds each and steel must fall to score. A mandatory reload is required whenever changing arrays. Array 1 = paper; Array 2 = steel.

SCORING

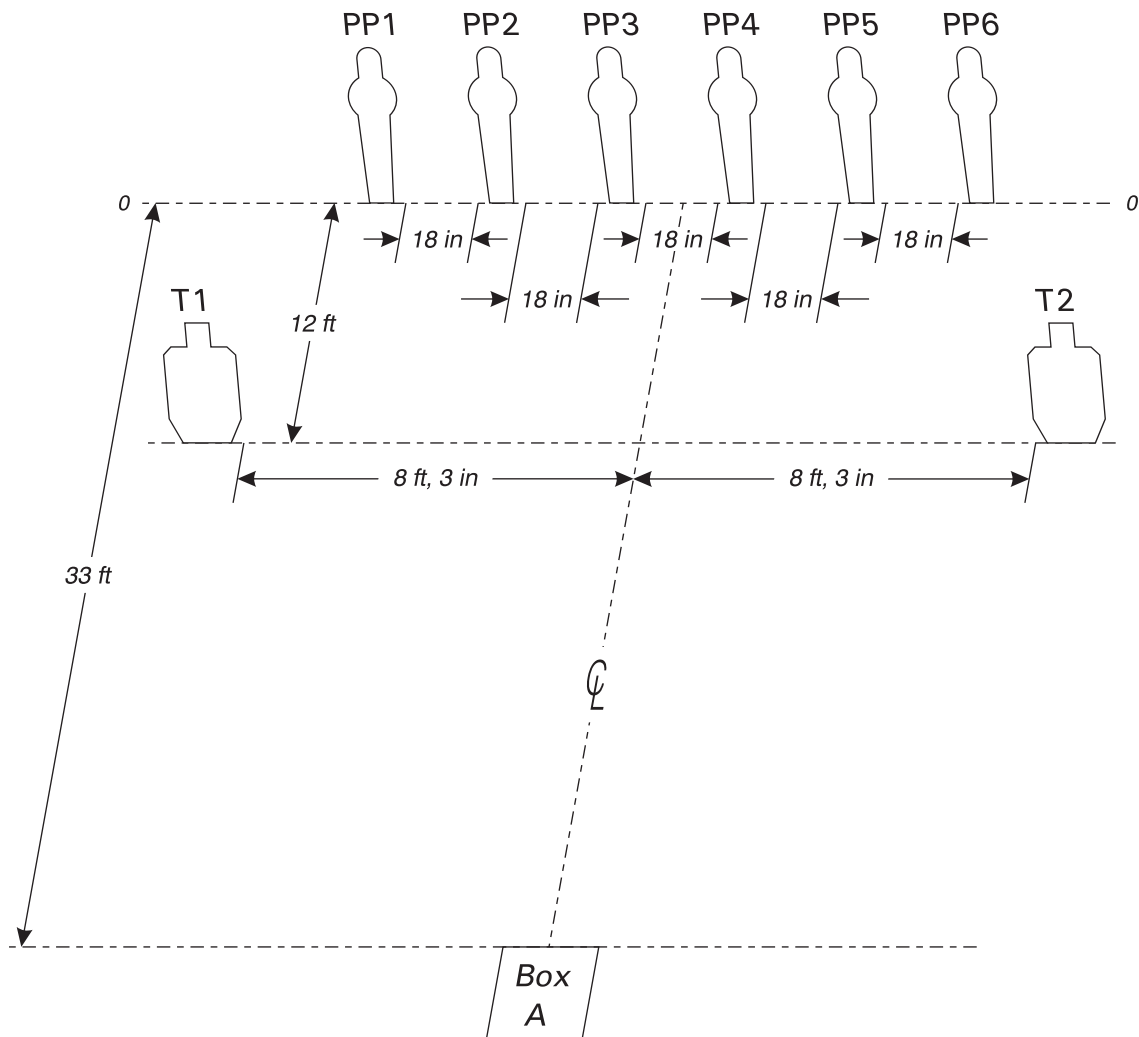
SCORING: Comstock, 10 rounds, 50 points

TARGETS: 2 IPSC, 6 Pepper poppers

SCORED HITS: Best 2/paper, KD = 1 A

START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Practical Shooting Handbook.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Box A is 3-feet by 3-feet.



Stage 3

Drop It

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

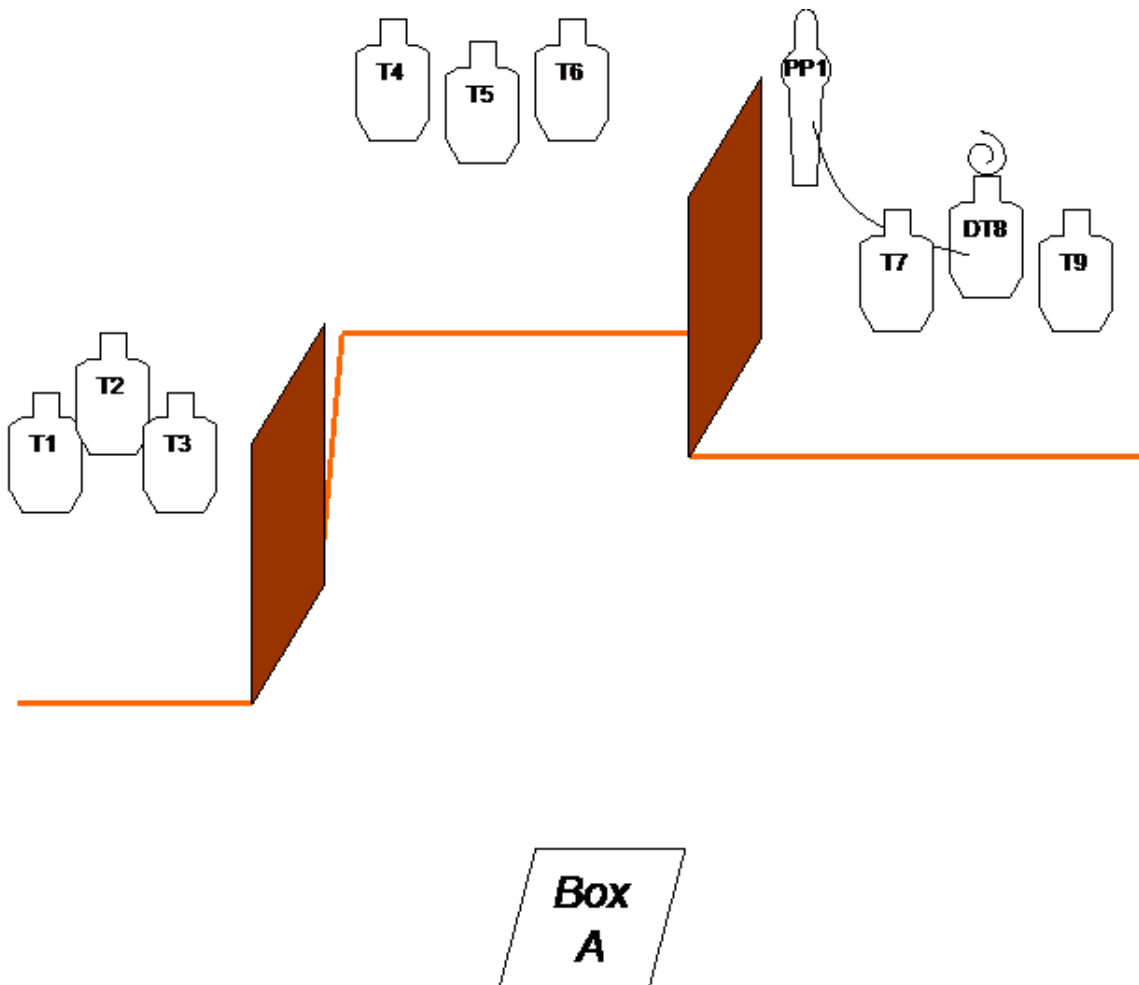
START POSITION: Standing in Box A with hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 or 8.1.2.

STAGE PROCEDURE

On signal, draw and engage T1-T9 with two (2) rounds each and knock down PP1 to activate disappearing target DT8. DT8 will appear twice. Miss penalties will apply if DT8 is not activated.

SCORING

SCORING: Comstock, 19 rounds, 95 points
TARGETS: 9 IPSC, 1 PP
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 Miss. -10



SETUP NOTES: Setup on left side of Right Bay. PP1 is set straight down from the right side wall 8 yards from the center Fault Line and can be engaged from either the center or right Fault Lines. Each target array (3 IPSC) can only be engaged from each Fault Line.

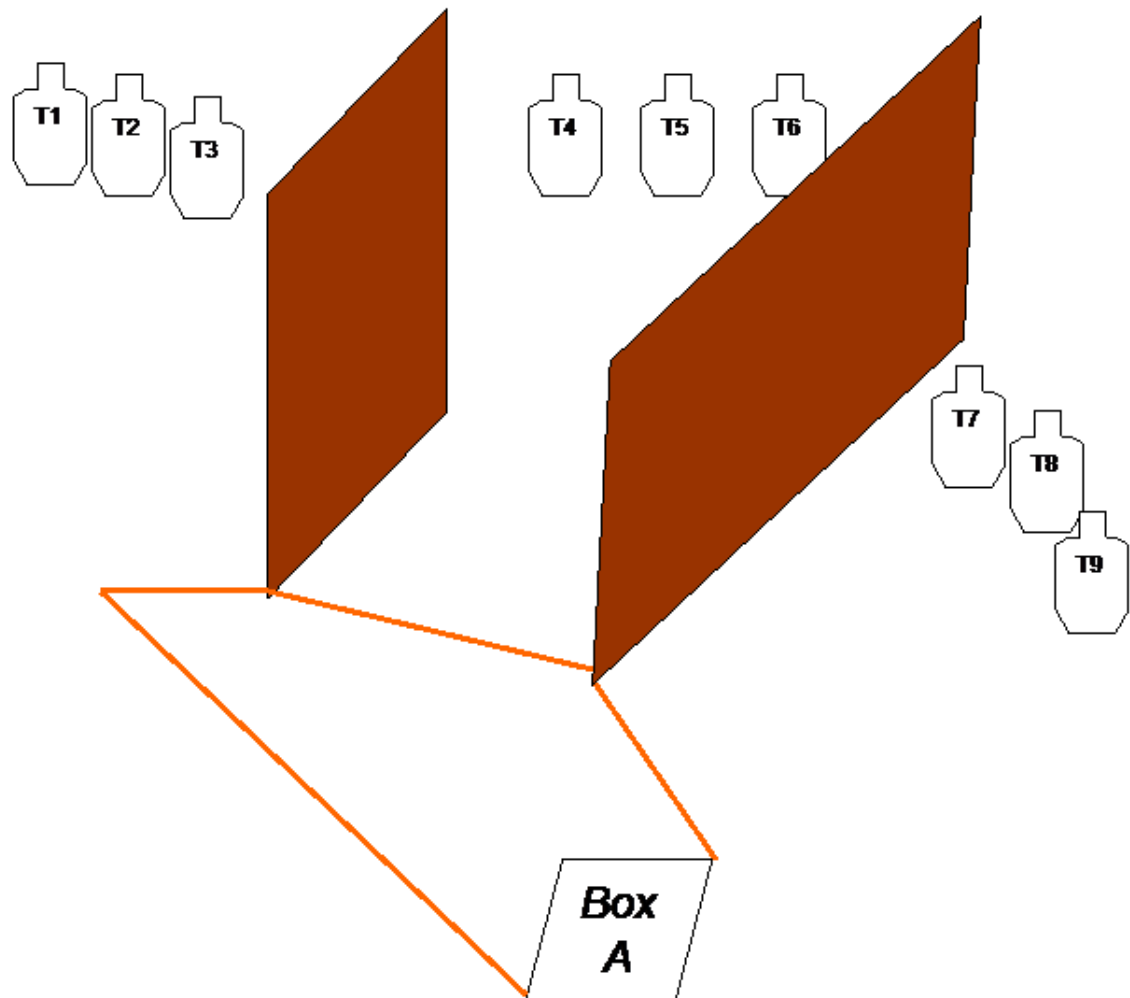
RO NOTES: Watch for Foot Faults.

Stage 4

Trips

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-T9 with two (2) rounds each.	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 Miss. -10



SETUP NOTES: Setup in Right corner of Right bay. Set T7-T9 back far enough to avoid a 180° trap. Spread out the arrays to avoid having a sweet spot to shoot all 3 arrays from one location. T4-T6 should be in the corner.	RO NOTES: Watch for Foot Faults.
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