



**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** 1911 Single Stack Design Team

**START POSITION:** Standing in shooting area behind table, hands naturally at sides, loaded firearm and extra ammo on table.

## STAGE PROCEDURE

String 1: On signal, engage targets with only two rounds each.

String 2: On signal, engage each target with only two rounds each.

Both strings will start with gun on the table. All ammo for the stage will be on the table. Gun is not to be propped up in any manner. All rounds must be fired from within the shooting area.

## SCORING

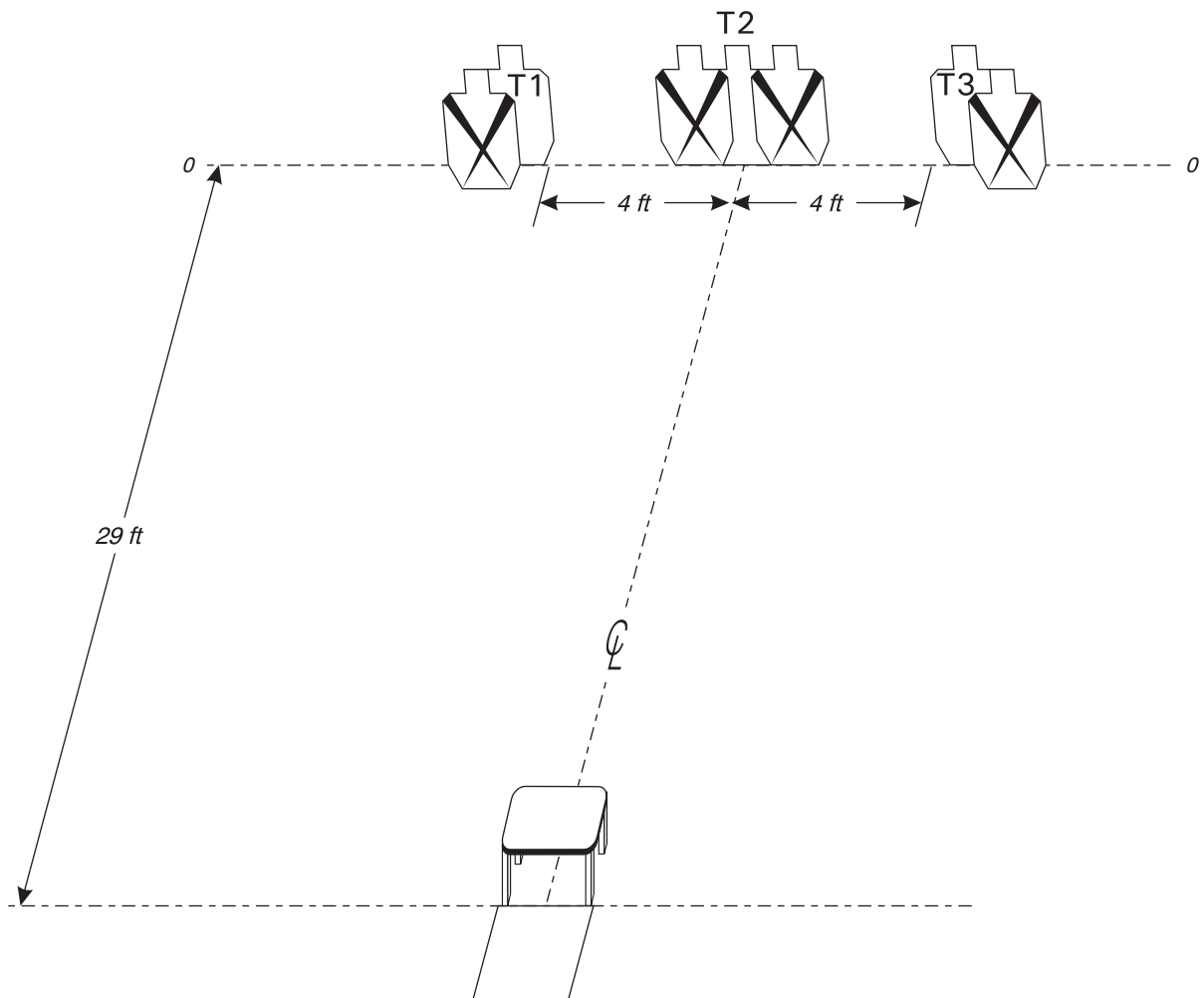
**SCORING:** Virginia Count, 12 rounds, 60 points

**TARGETS:** 3 Metric

**SCORED HITS:** Best 4/paper

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

**PENALTIES:** Per current edition of USPSA Handgun Competition Rules



**SETUP NOTES:** Shoot targets are 58 inches high at shoulders. Table top is 30 inches high. No-shoots on T1 and T3 are set so top of no-shoot is even with top of shoulder and the no-shoot's scoring line is vertically in the middle of the A-zone scoring line. No-shoots on T2



are set so the scoring lines overlay the A-zone scoring lines. T2 and both no-shoots are set to the same height.

## 09-03      Oh No

### Written Stage Briefing

Oh No is a 12 round, 60 point Virginia Count Standards shot in two strings. There are 3 Metric targets. The best 4 hits per target will score. The start signal is audible.

The start position is standing inside the fault lines, behind the table, facing downrange with your hands relaxed at your sides. Your gun will be loaded and placed flat on the table muzzle down range with all extra ammo. Your gun may not be propped up in any manner. (Same for PCC)

String #1: On the start signal, engage each target with only 2 rounds freestyle, from within the fault lines.

String #2: On the start signal, draw and engage each target with only 2 rounds freestyle, from within the fault lines.



# Stage 2

# Hold my beer & watch this!

**RULES:** Practical Shooting Handbook, Latest Edition    **COURSE DESIGNER:** Bretton Rebol

**START POSITION:** Standing with heels on either set of marks and can in weak hand. Handgun is loaded and holstered as per ready condition in rule 8.1. PCC: Rifle is loaded and placed on table with muzzle pointed downrange

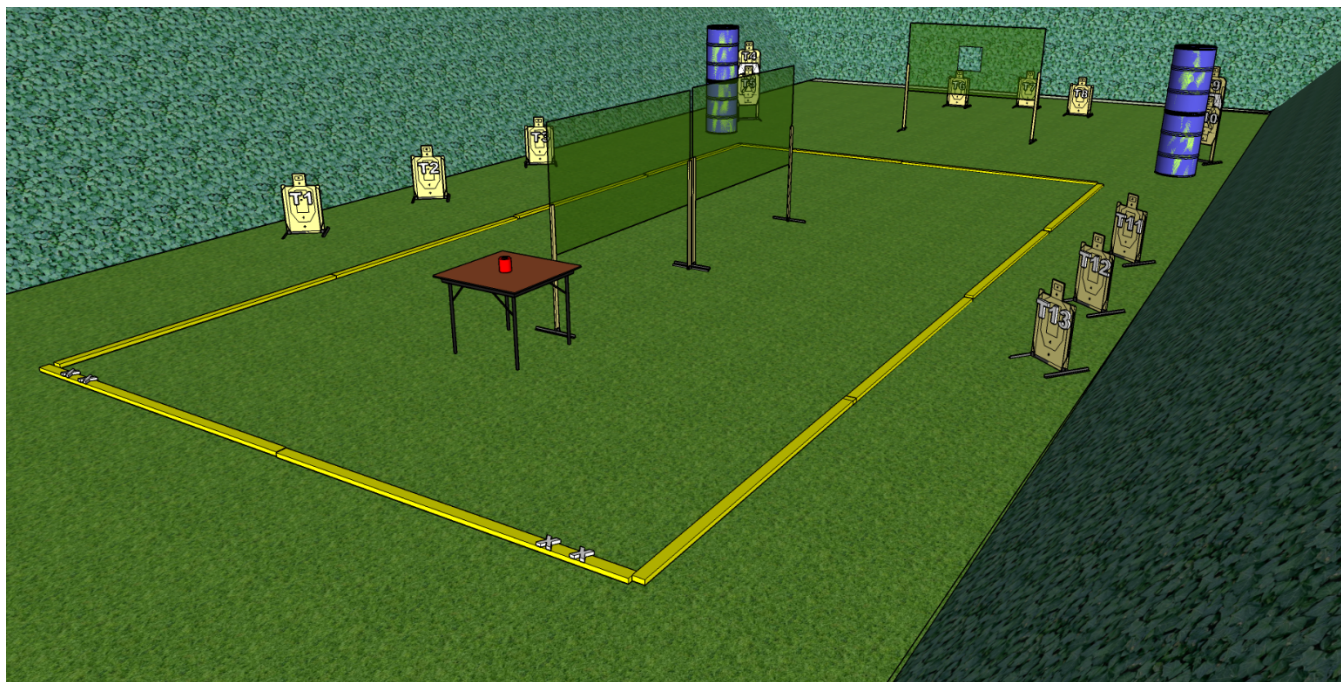
## STAGE PROCEDURE

On signal, engage T1-T13 with two (2) rounds each. The can must be placed in the cup holder before the last shot is fired.

All walls extend vertically to infinity.

## SCORING

**SCORING:** Comstock, 26 rounds, 130 points  
**TARGETS:** 13 IPSC  
**SCORED HITS:** Best 2 per IPSC  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
No-shoot hit. -10  
Miss. -10



**SETUP NOTES:** Single targets are placed close to berm on short sticks. Double targets with upside down No Shoot in between on long sticks tucked behind barrels. T6, T7 & T8 placed so that only two may be engaged from either end of port wall.

**RO NOTES:** Watch the 180 and sweeping at the table when placing the can and picking up the gun.



# Stage 3

# I Was Runnin'

**RULES:** Practical Shooting Handbook, Latest Edition    **COURSE DESIGNER:** Bretton Rebol

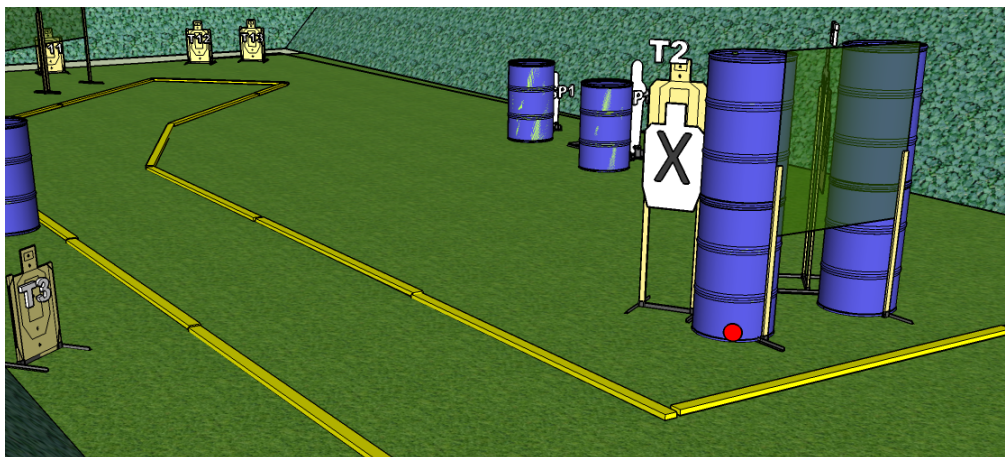
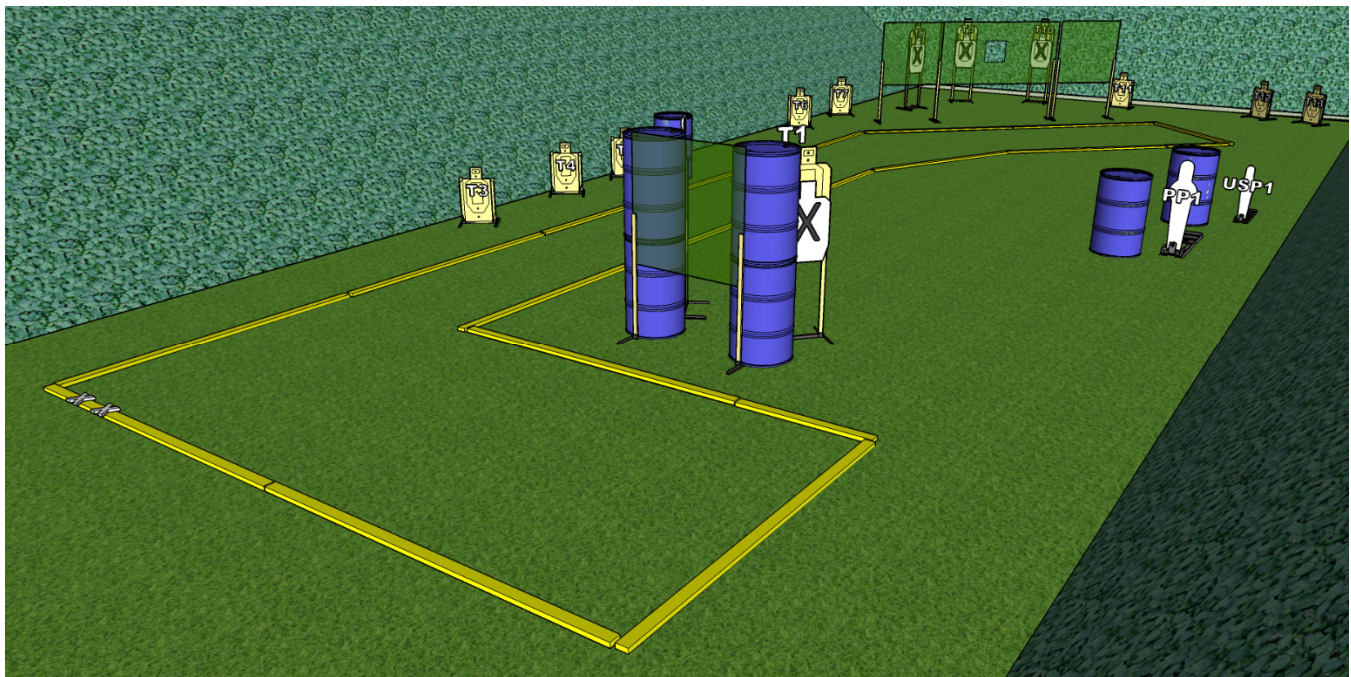
**START POSITION:** Starting with heels touching marks. Handgun is loaded and holstered as per ready condition in rule 8.1. PCC: gun is loaded with stock on belt and muzzle pointed at the base of the nearest barrels (Red Dot on bottom diagram).

## STAGE PROCEDURE

On signal, draw and engage T1-T13 with two (2) rounds each and knock down PP1 & USP1.  
All walls extend vertically to infinity.

## SCORING

**SCORING:** Comstock, 28 rounds, 140 points  
**TARGETS:** 13 IPSC, 2 USP  
**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:** All single targets are set on short sticks against the berm. No-shoot/Target combos are set on tall sticks. Set T11 so that it may be engaged through the port or from around right side of wall.

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



# Stage 4

# Now That's Fast

**RULES:** Practical Shooting Handbook, Latest Edition    **COURSE DESIGNER:** Bretton Rebol

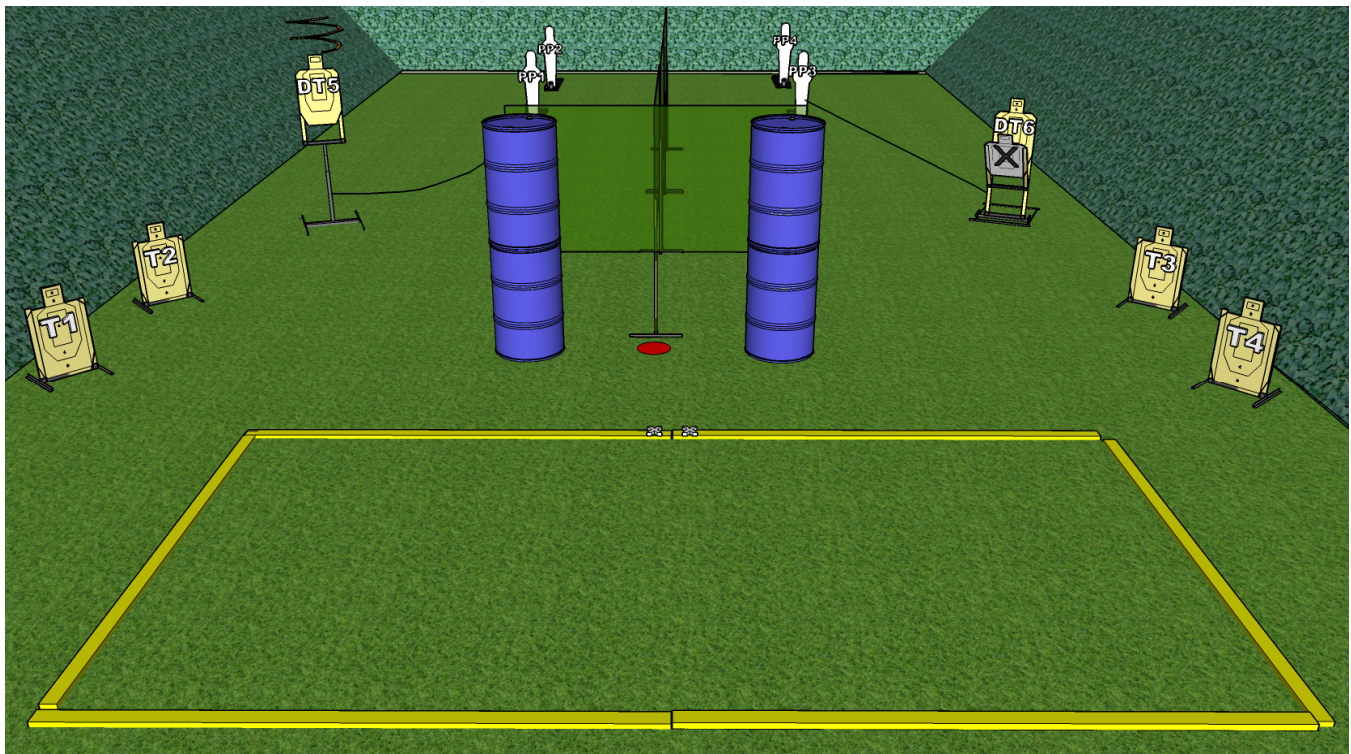
**START POSITION:** Standing with heels on marks facing uprange with wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1. PCC: Standing with toes on marks and stock on belt with muzzle pointed at ground between the two barrels (Red Dot on diagram).

## STAGE PROCEDURE

On signal, turn then draw and engage T1-T4, DT5 & DT6 with two (2) rounds each and knock down PP1-PP4. PP1 activates Drop Turner DT5 and PP3 activates Peek-a-Boo DT6. DT5 & DT6 are disappearing targets and will incur a NPM (No Penalty Mike) for any misses. All walls extend vertically to infinity.

## SCORING

**SCORING:** Comstock, 16 rounds, 80 points  
**TARGETS:** 6 IPSC, 4 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:** Targets T1-T4 are set on short sticks against the berm. PP2 & PP4 are set against the rear berm. PP1 & PP3 are set directly in front of PP2 & PP4 respectively and as close as possible.

**RO NOTES:** Watch the turn.

# Stage 5

# No Star

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** 2016 WPA Section – Stage 8

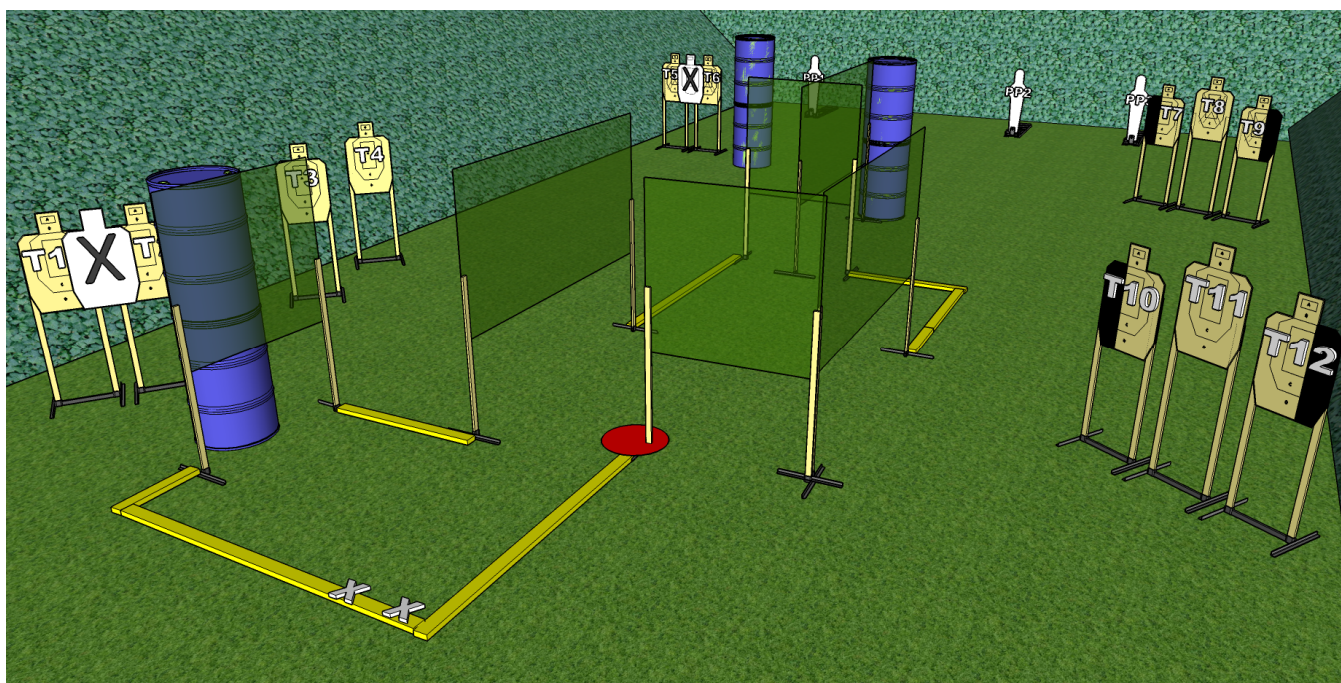
**START POSITION:** Standing with heels on marks. Handgun is loaded and holstered as per ready condition in rule 8.1.  
PCC: stock on belt with muzzle pointed at the end of the fault line straight ahead (Red Dot on diagram).

## STAGE PROCEDURE

On signal, draw and engage T1-T12 with two (2) rounds each and knock down PP1-PP3.  
All walls extend vertically to infinity.

## SCORING

**SCORING:** Comstock, 27 rounds, 135 points  
**TARGETS:** 12 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:** No Shoots and hard cover abuts the A zone. Place barrels in front of PP1 to block it from the rear left opening. Ensure that PP1 can only be engaged from the front left opening.

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



# Stage 6

# Munchkin Land

**RULES:** Practical Shooting Handbook, Latest Edition    **COURSE DESIGNER:** Bretton Rebol

**START POSITION:** Standing outside of shooting area with toes touching marks. Handgun is loaded and holstered as per ready condition in rule 8.1. PCC: stock on shoulder with muzzle pointed at the ground at the far end of the first wall (Red Dot in diagram).

## STAGE PROCEDURE

On signal, enter shooting area and engage T1-T16 with two (2) rounds each.

All walls extend vertically to infinity.

## SCORING

**SCORING:** Comstock, 32 rounds, 160 points

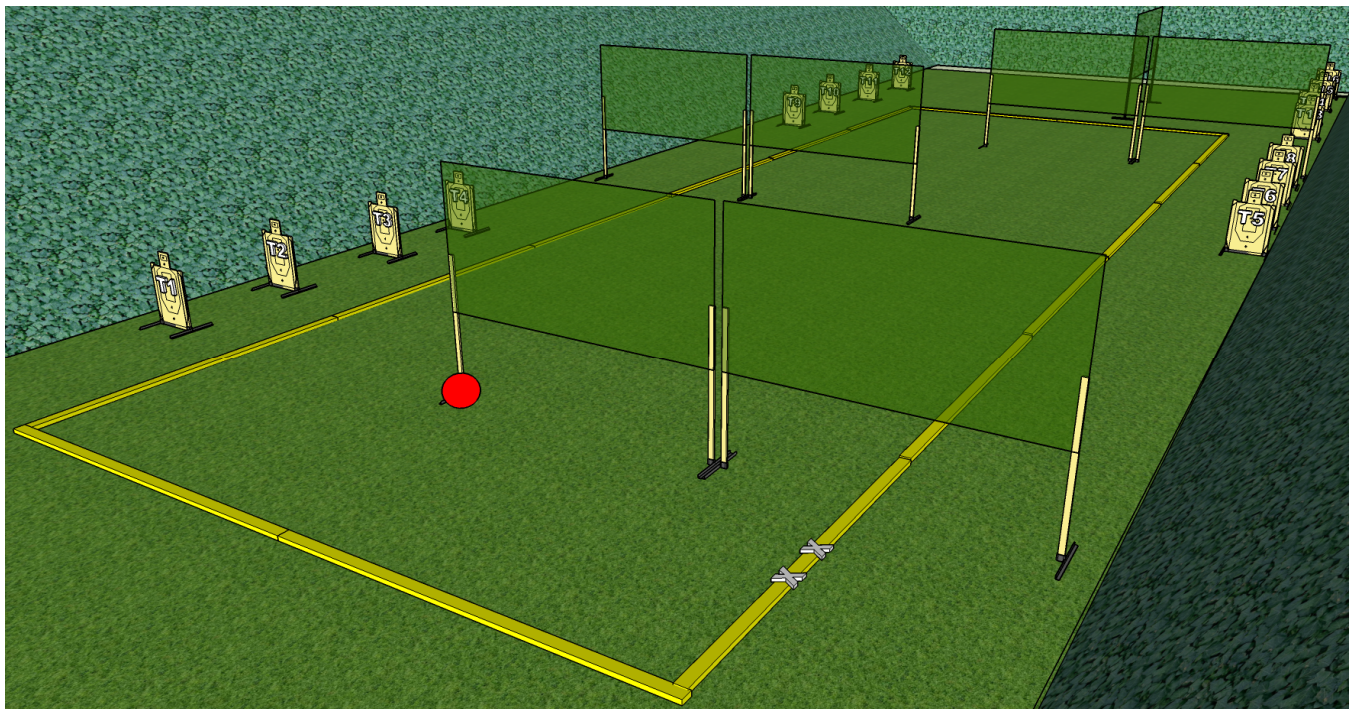
**TARGETS:** 16 IPSC Metric Mini Targets

**SCORED HITS:** Best 2 per IPSC

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

**PENALTIES:** Procedural. -10

Miss. -10



**SETUP NOTES:** All mini targets are set on short sticks against the berm. Set first target in each array even with the respective wall. Targets are set on the 180° to help avoid any 180° violations. Forward wall is set to force shooter to go to the far right side.

**RO NOTES:** Watch the 180°.