



CM 03-09

On The Move

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Bill Chunn — Modifications by US Design Team

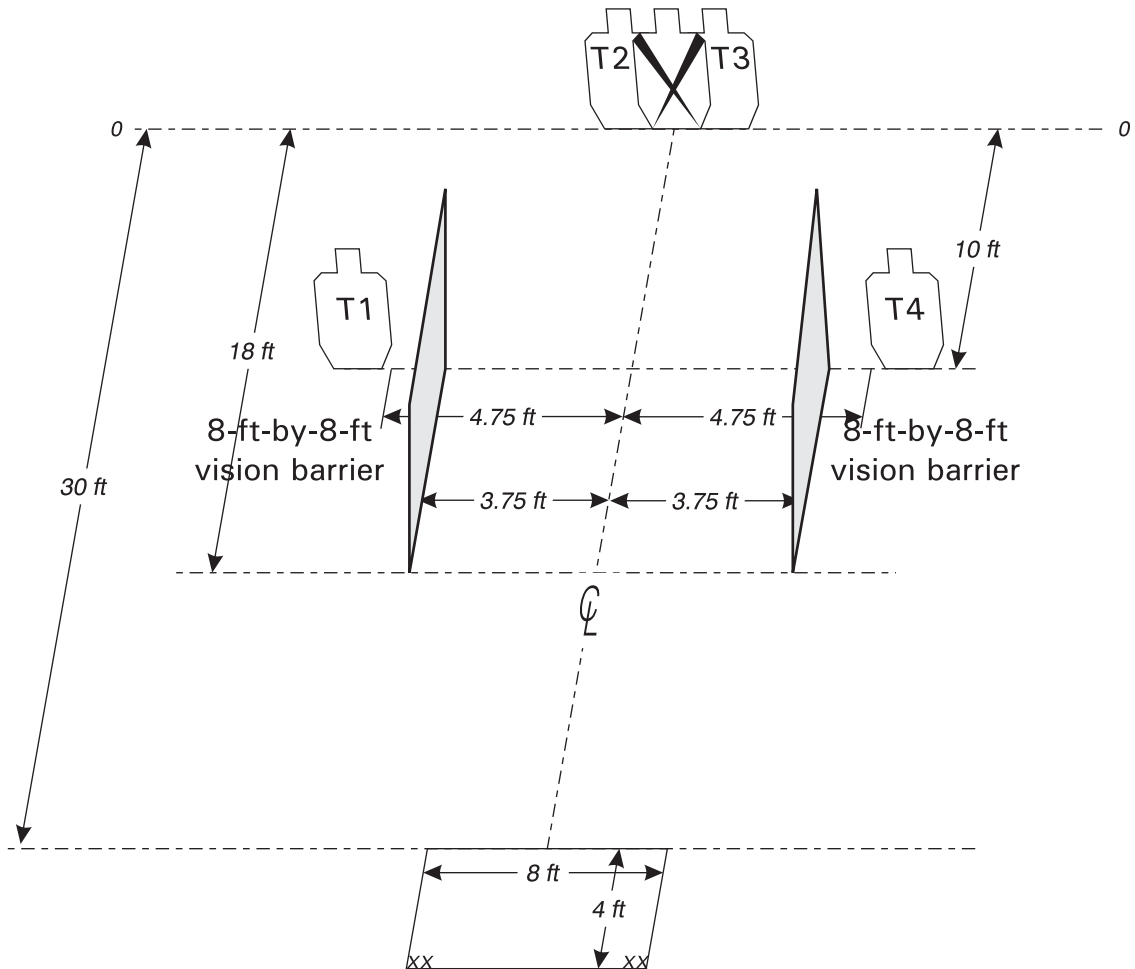
START POSITION: String 1 - Standing at either end of shooting area with heels touching X marks, hands hanging naturally at sides. String 2 - Standing at opposite end with heels touching X marks, hands hanging at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1. Upon start signal, engage T1-T4 with two rounds each as they become visible.
- String 2. Upon start signal, engage T1-T4 with two rounds each as they become visible.

SCORING

- SCORING:** Virginia Count, 16 rounds, 80 points
- TARGETS:** 4 Metric
- SCORED HITS:** Best 4/paper
- START - STOP:** Audible - Last shot
- PENALTIES:** Per current edition USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet at shoulders. The perforations of the no-shoot borders overlay the perforations of the lower A zones on T2 and T3.



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Written Stage Briefing

On the Move is a 16 round, 80 point Virginia Count classifier course. There are 4 metric targets. The best 4 hits per target will score. The start signal is audible.

The start position for string 1 is standing at either end of the shooting area with heels on Xs, facing down range with hands relaxed at sides. The start position for string 2 is standing at the opposite end of the shooting area from string 1 with heels on Xs, facing down range with hands relaxed at sides. Handgun is loaded and holstered.

PCC start position for string one is standing at either end of the box with heels on Xs, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on. Start position for string two is standing at the opposite end of the box with heels on Xs, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.

For strings 1 and 2, on the audible start signal, engage each target with two rounds each from within the fault lines.



Stage 2

May Blazer

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

START POSITION: With heels touching either set of marks. Handgun is loaded and holstered as per ready condition in rule 8.1. PCC: Butt on belt with muzzle pointed downrange at the cone (bottom center of rear wall).

STAGE PROCEDURE

On Start signal, engage T1 – T17 with two (2) rounds each and knock down USP1.

All walls extend vertically to infinity.

SCORING

SCORING: Comstock, 35 rounds, 175 points

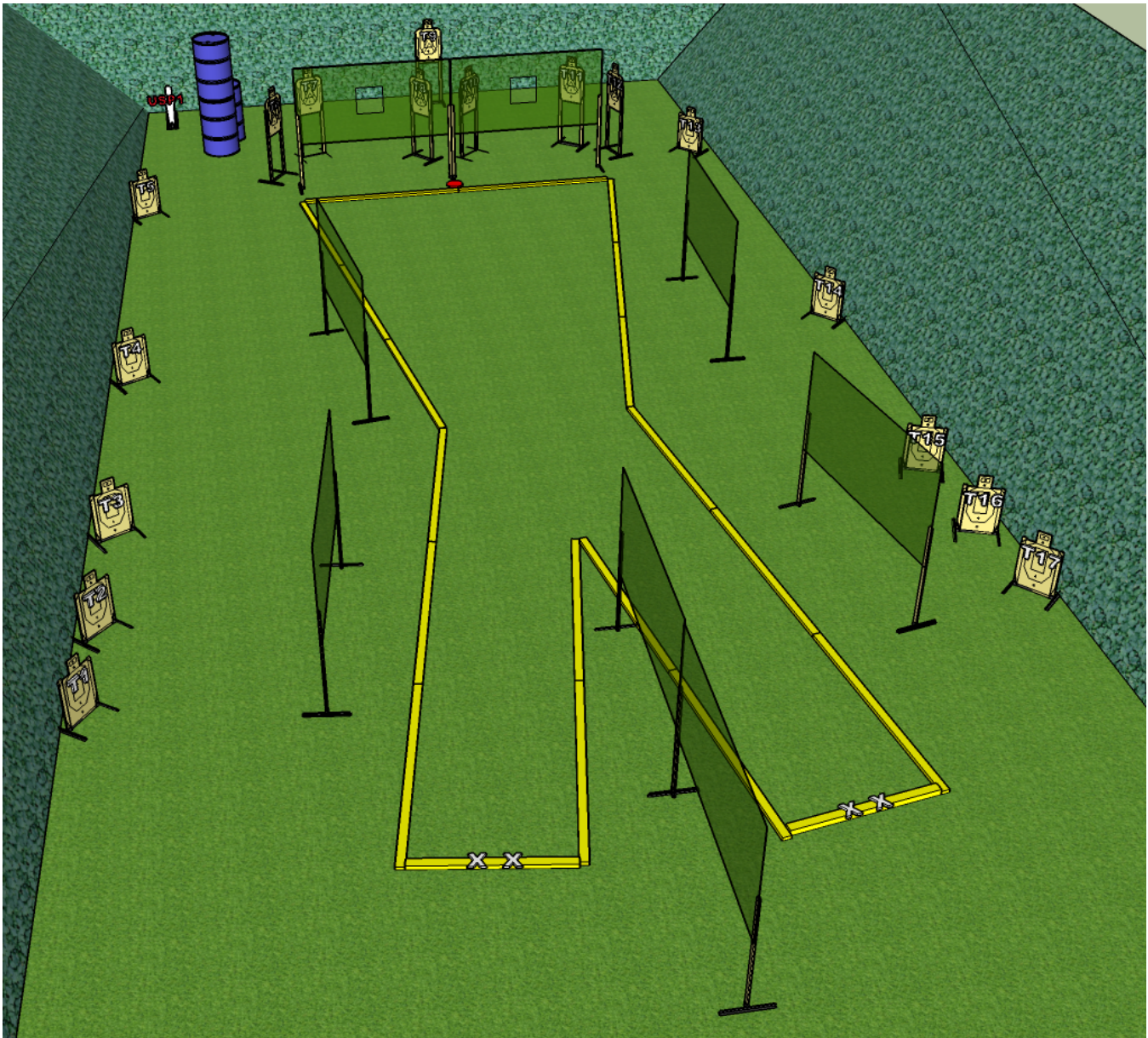
TARGETS: 17 IPSC, 1 USP

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

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

Miss. -10



SETUP NOTES: Use short sticks for targets along side berm. Verify that there are NO shoot throughs!

RO NOTES: Watch for Foot Faults.

Stage 3 Now You Have to Use the Sights

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

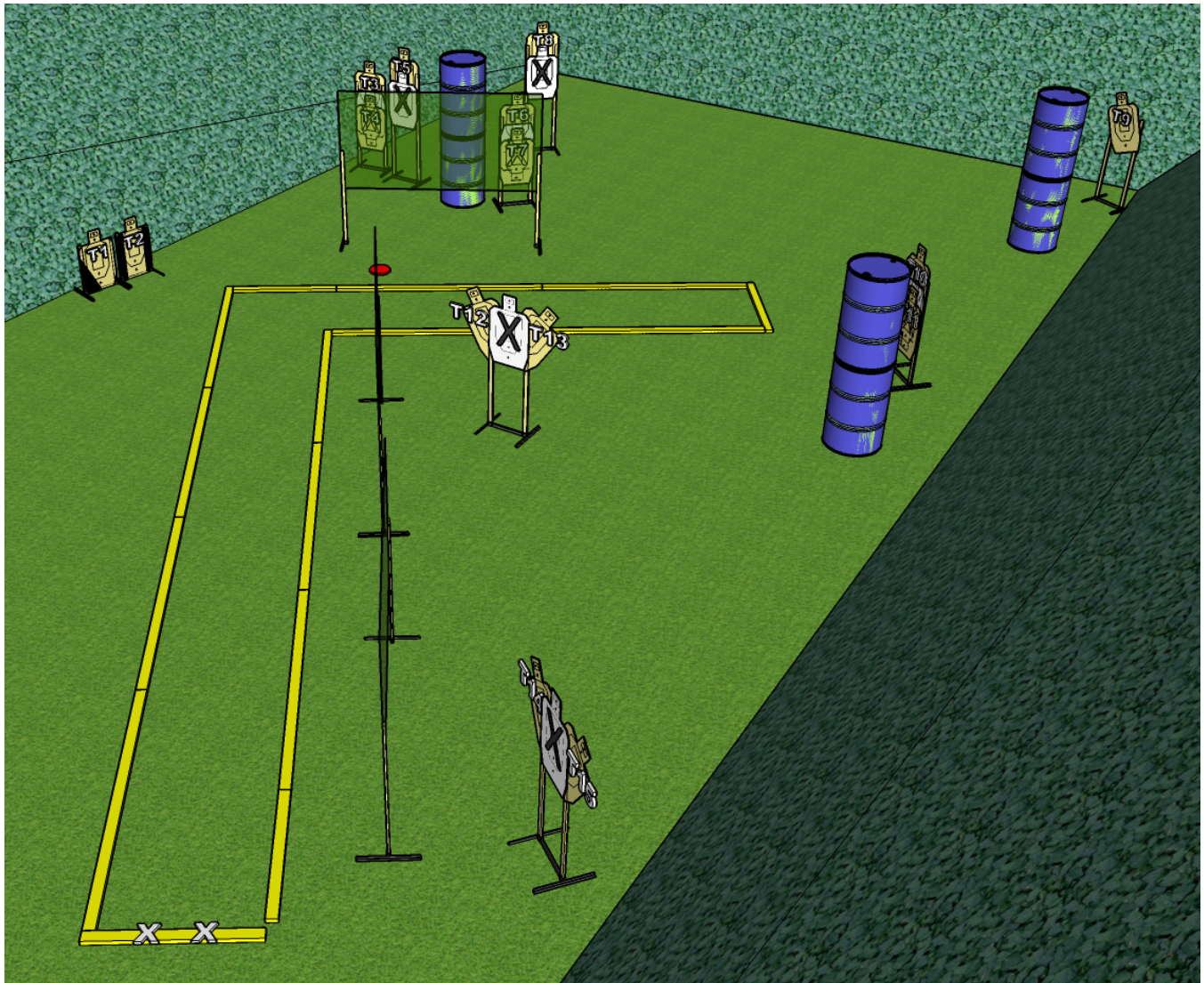
START POSITION: Standing with heels on marks. Handgun is loaded and holstered as per ready condition in rule 8.1.
PCC: butt on belt and muzzle pointed at cone.

STAGE PROCEDURE

On Start signal, engage T1 – T15 with two (2) rounds each.
All walls extend vertically to infinity.

SCORING

SCORING: Comstock, 30 rounds, 150 points
TARGETS: 15 IPSC
SCORED HITS: Best 2 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES: Verify that there are NO shoot throughs.

RO NOTES: None.

Stage 4

Crap Standards

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

START POSITION: Standing facing downrange with hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1. PCC: butt on belt with muzzle pointed at the cone.

STAGE PROCEDURE

String 1 – Line 1:
Engage any target with four (4) rounds Freestyle.

String 2 – Line 2:
Engage a second target with four (4) rounds Freestyle. Then perform a Mandatory Reload and engage a third target with four (4) rounds Strong Hand ONLY.

String 3 – Line 3:
Engage final target with four (4) rounds Weak Hand ONLY.

SCORING

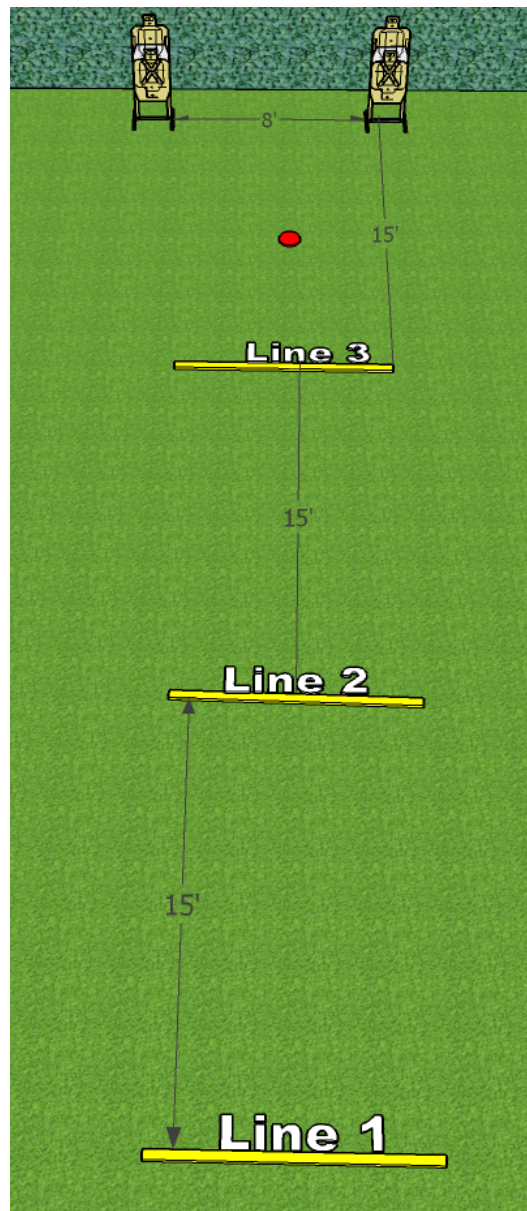
SCORING: Virginia count, 16 rounds, 80 points

TARGETS: 4 IPSC

SCORED HITS: Best 4 per IPSC

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10
No-shoot hit. -10
Extra shot. -10
Extra hit. -10
Miss. -10



SETUP NOTES: Setup to the distances as shown.

RO NOTES: None.

Stage 5

Who the Hell?

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

START POSITION: Standing with hands touching marks. Handgun is loaded and holstered as per ready condition in rule 8.1. PCC: butt on belt with muzzle pointed at the cone.

STAGE PROCEDURE

On Start signal, engage T1 – T10 with two (2) rounds each and knock down PP1, PP2 and P1 – P5.

All walls extend vertically to infinity.

SCORING

SCORING: Comstock, 27 rounds, 135 points

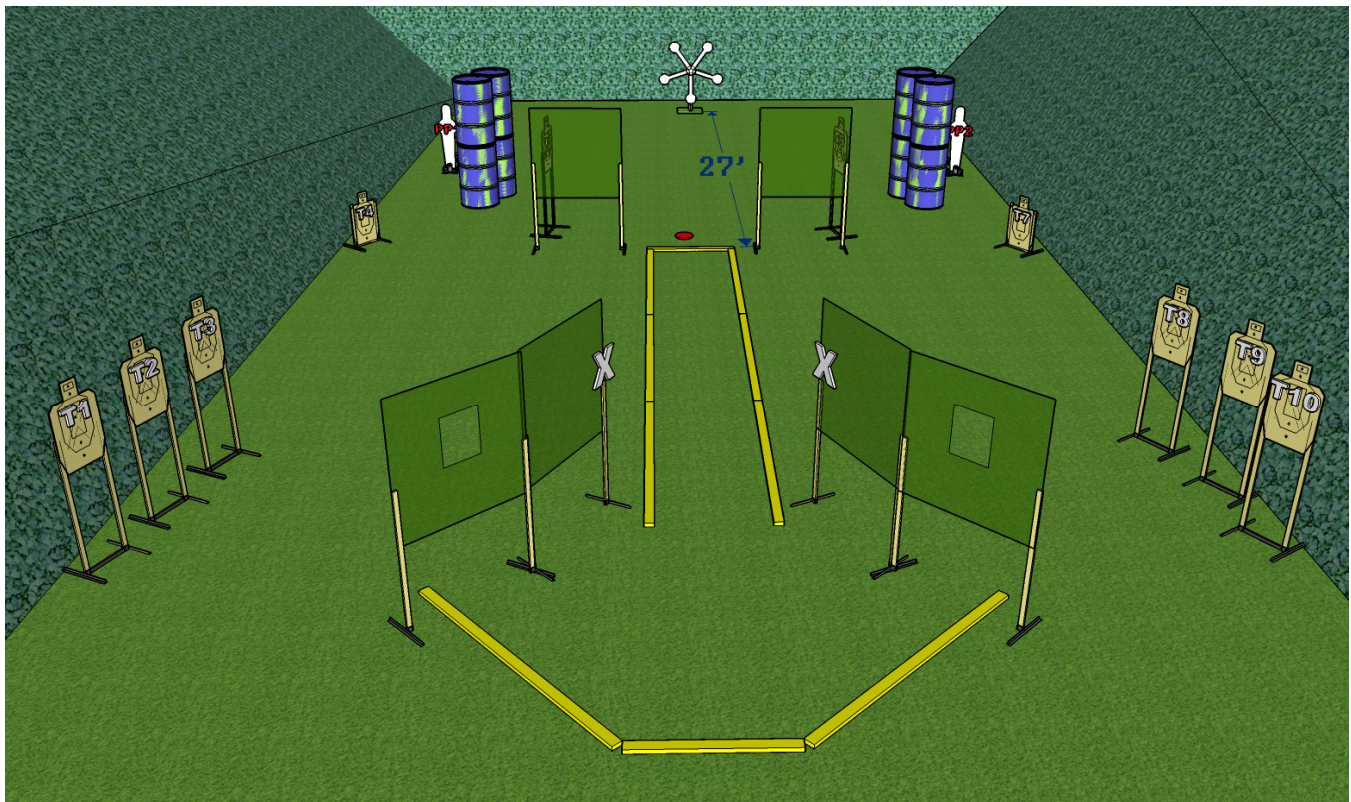
TARGETS: 10 IPSC, 2 PP, 5 Plates

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

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

Miss. -10



SETUP NOTES: Ensure the walls with the starting marks are not set too far apart (4' to 5'). Set rear Fault Lines so that targets cannot be engaged around the wall.

RO NOTES: Watch for Foot Faults.

Stage 6

I Hate Revolvers II

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

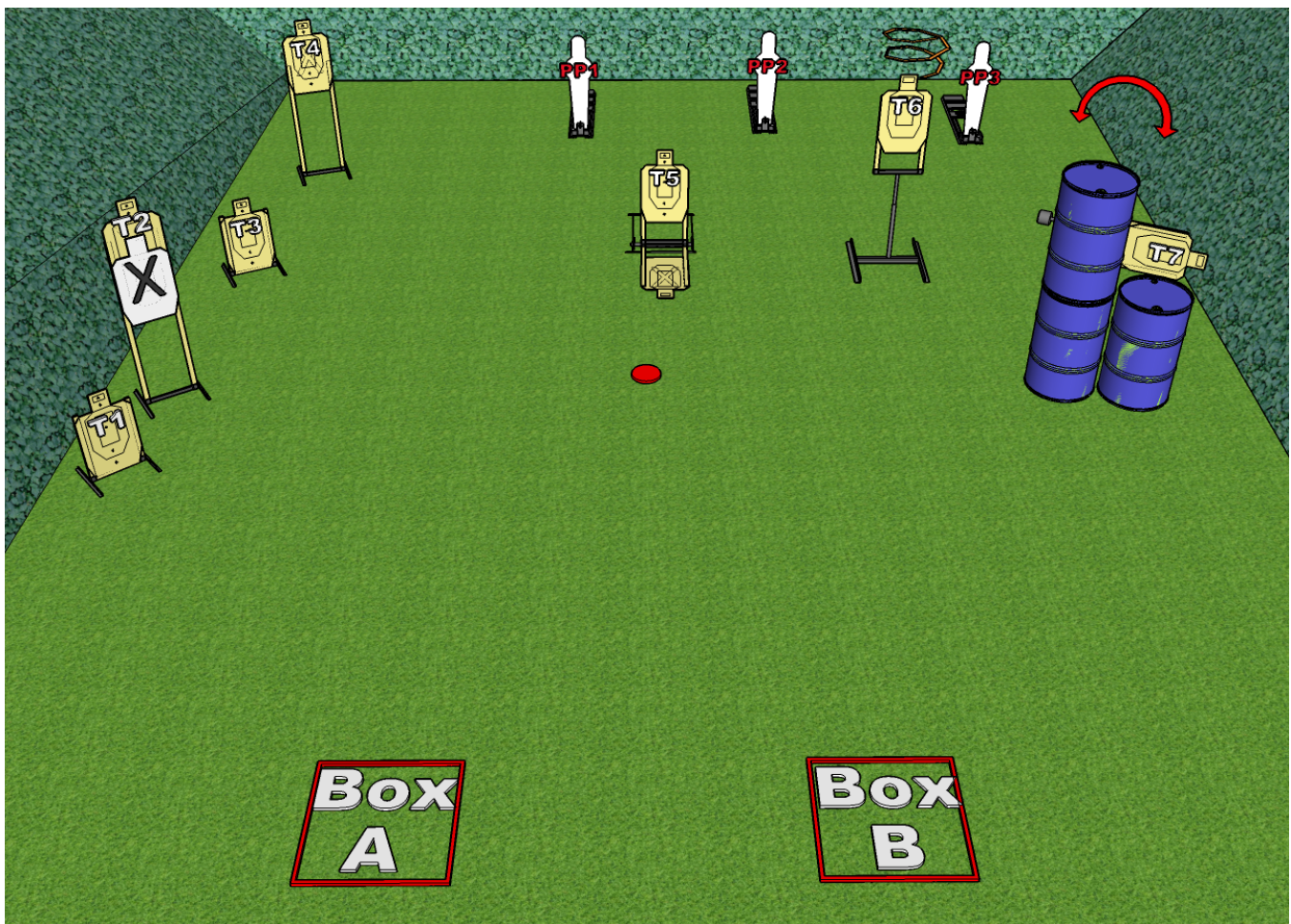
START POSITION: Standing in either Box A or B facing downrange. Handgun is loaded and holstered as per ready condition in rule 8.1. PCC: butt on belt with muzzle pointed at the cone.

STAGE PROCEDURE

On Start signal from Box A engage T1 – T4 with two (2) rounds each. Move to Box B and knock down PP1 – PP3 and engage T5 – T7 with two (2) rounds each.
PP1 activates Peek-A-Boo target T5 which remains visible.
PP2 activates Drop Turner T6 which disappears. Any misses will be No Penalty Mikes (NPM).
PP3 activates Swinger T7 which remains visible at rest.

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: T4 may be a ½ size target. Check with Bretton. Verify that there are no Shoot Throughs from Box B on any Pepper Popper. Set No Shoot on T5 so that the upper A zone is visible at rest.

RO NOTES: Watch the 180° and Foot Faults.