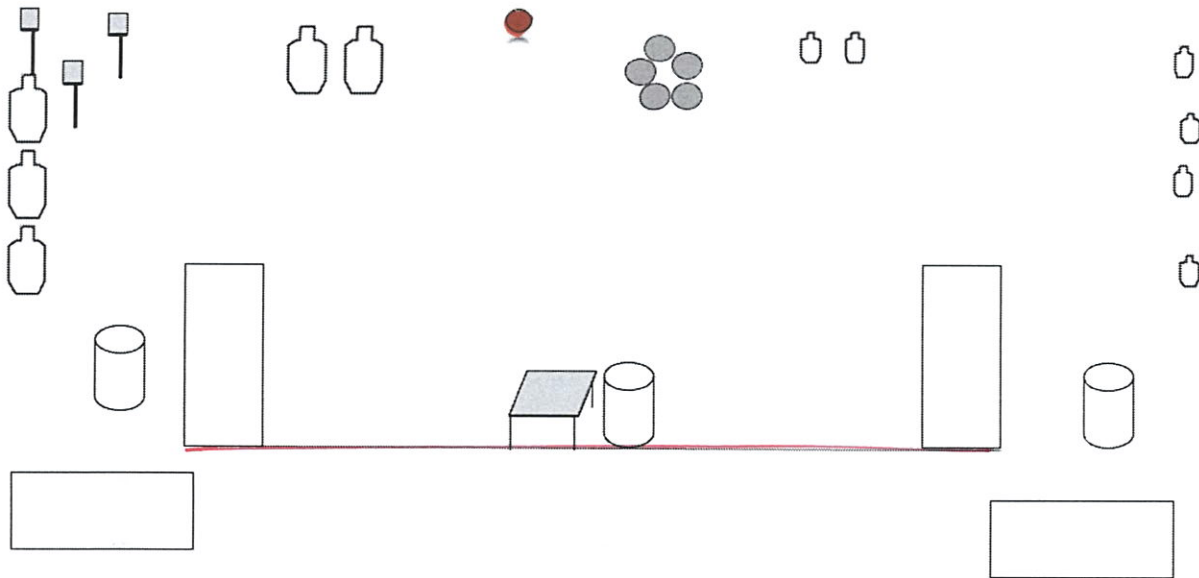


# Your Choice

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Joe Moran

**START POSITION:** Feet on XX, One Weapon held pointed at ground with safety on. Other 2 Weapons loaded on table

STAGE PROCEDURE	SCORING
On signal engage targets as they become visible from within fault lines. Steel targets may be shot with Shotgun or Pistol. Paper may be shot with Rifle or Pistol. Clay must be shot with Shotgun only.	<b>SCORING:</b> Comstock, 31 rounds , 65 points <b>TARGETS:</b> 5 IPSC, 6 50% IPIC, 8 Plates, 1 Frg <b>SCORED HITS:</b> Best 2 per IPSC, steel down = 1A <b>START-STOP:</b> Audible - Last shot <b>PENALTIES:</b> Procedural. -10 No-shoot hit. -10 Miss. -10



X

Set up notes:	RO Notes:
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# Shotgun Pistol

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Joe Moran

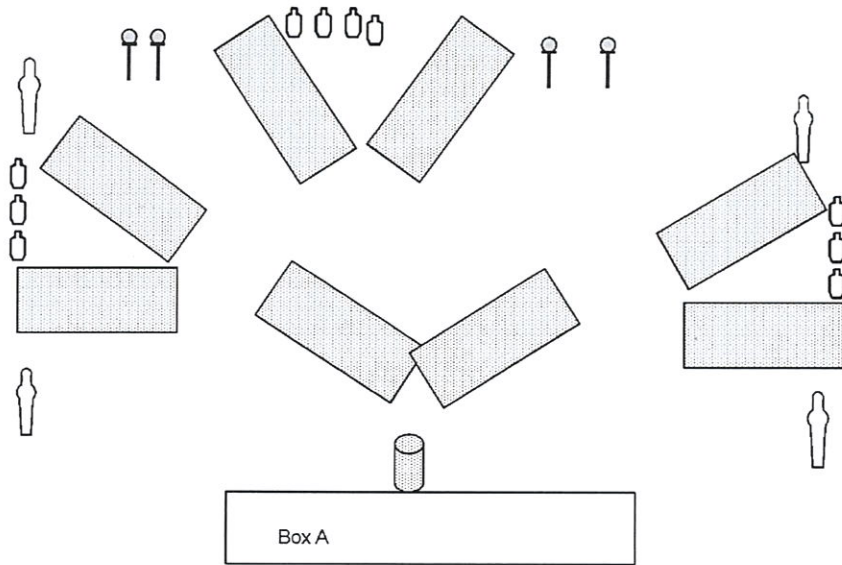
**START POSITION:** Standing anywhere in Box A, handgun is loaded and holstered, Shotgun loaded and held at low ready.

## STAGE PROCEDURE

On signal, engage Steel targets with shotgun from box A only, Engage paper targets with pistol from area B.

## SCORING

**SCORING:** Comstock, 28 rounds, 140 points  
**TARGETS:** 10 IPSC, 4 PP, 4 Plates  
**SCORED HITS:** Best 2 per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
No-shoot hit. -10  
Miss. -10



**Set up notes:** Set walls so shotgun targets can not be seen from one spot.

8 Bird Shot  
20 Pistol

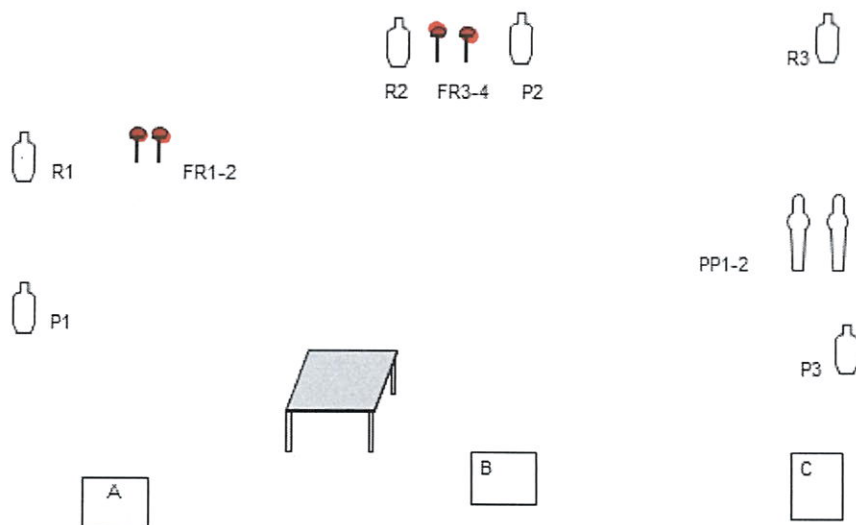
**RO Notes:**

# Relay to Fight

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Joe Moran

**START POSITION:** Standing behind table, handgun Rifle and Shotgun are loader on table

STAGE PROCEDURE	SCORING
<p>On signal retrieve rifle, pistol or shotgun from table and engage appropriate target from box A, return Safe weapon to table and retrieve next weapon and return to box A and engage appropriate target foe weapon.. Return Safe weapon to table and retrieve last weapon and engage remaining target from box A. Repeat for Box B&amp;C.</p>	<p><b>SCORING:</b> Comstock, 42 rounds , 210 points  <b>TARGETS:</b> 6 IPSC, 2 PP, 4 Clay  <b>SCORED HITS:</b> Best 6 per IPSC, steel down = 1A  <b>START-STOP:</b> Audible - Last shot  <b>PENALTIES:</b> Procedural. -10                      No-shoot hit. -10                      Miss. -10</p>



**Set up notes:**

- 6 bird shot
- 18 rifle
- 18 pistol

**RO Notes:** Boxes may be shot in any order however all three guns must be shot consecutively for that box.  
6 rounds per paper target.

# Shotgun Run

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Joe Moran

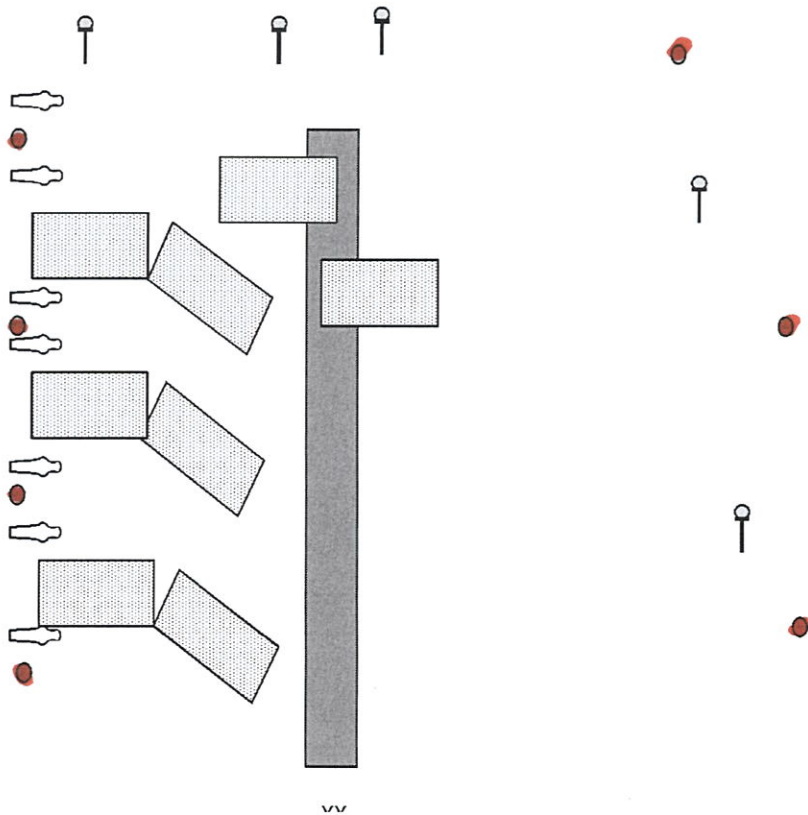
**START POSITION:** Standing on XX, Shotgun loaded and held at low ready.

### STAGE PROCEDURE

On signal, engages targets as they become visible from with in the fault lines. Forward movement only.

### SCORING

**SCORING:** Comstock, 19 rounds, 95 points  
**TARGETS:** 7 Frag, 7 PP, 5 Plates  
**SCORED HITS:** , steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
No-shoot hit. -10  
Miss. -10



**Set up notes:**

**RO Notes:** No Retreat, Forward movement only

# Rifle Closer & Closer

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Joe Moran

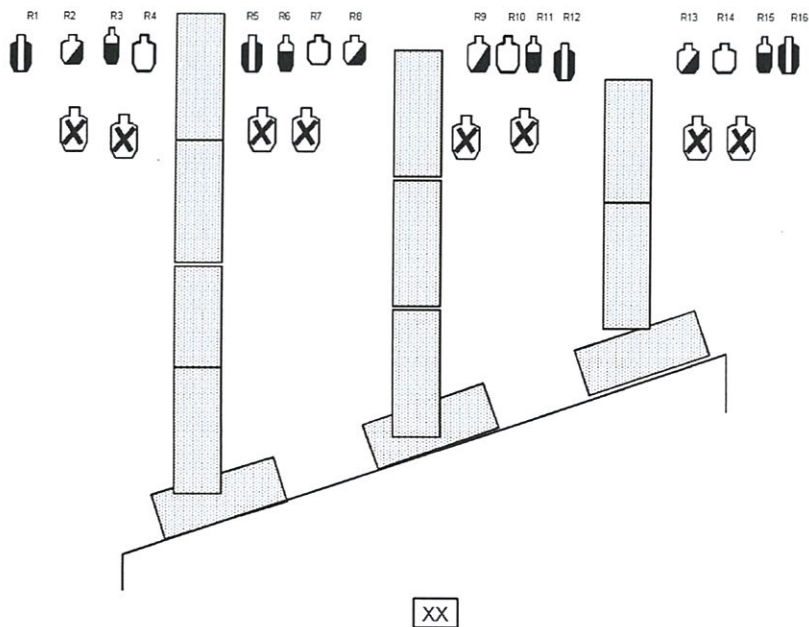
**START POSITION:** Standing on XX Rifle is loaded and held at the low ready.

### STAGE PROCEDURE

On Signal, engage targets as they become visible from within fault lines.

### SCORING

**SCORING:** Comstock, 32 rounds , 160 points  
**TARGETS:** 16 IPSC, PP, USP  
**SCORED HITS:** Best 2 per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



**Set up notes:**  
32 Rifle

**RO Notes:**  
Set no shoots to force movement.