

# 175 Yard Precision, Rifle, PCC

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

**START POSITION:** Sitting at Table or Prone, holding **LOADED** precision rifle with safety on and Thumb or finger on safety aimed at 175 yard target. PPC and Rifle **UNLOADED** on table

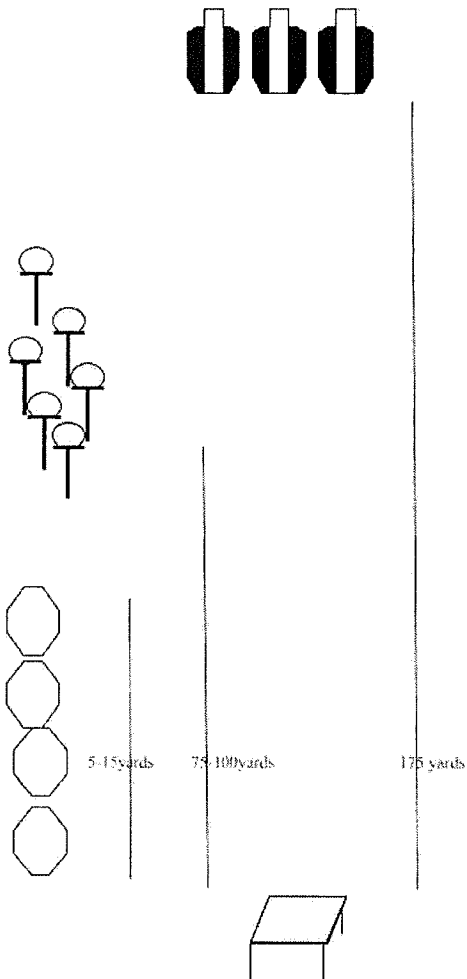
## STAGE PROCEDURE

On signal, Engage 175 yards targets with 1 head shot and 2 body shots with precision rifle. Place precision rifle on safe, Load and engage steel plates with rifle. Place rifle on table, Load and engage 5-15 yard targets 2 rounds each with PCC.

## SCORING

**SCORING:** Comstock, 23 rounds, 115 points  
**TARGETS:** 3 USPSA, 4 IPSC, 6 Plates  
**SCORED HITS:** Best 3 per USPSA, Best 2 per IPSC, steel Hit = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10

1 head shot & 2 Body per target.



On 175 Yard target, the entire head & body A zone will be available.  
 Targets may be engaged from the table or ground beside the table..

# 4 Guns Go Bang

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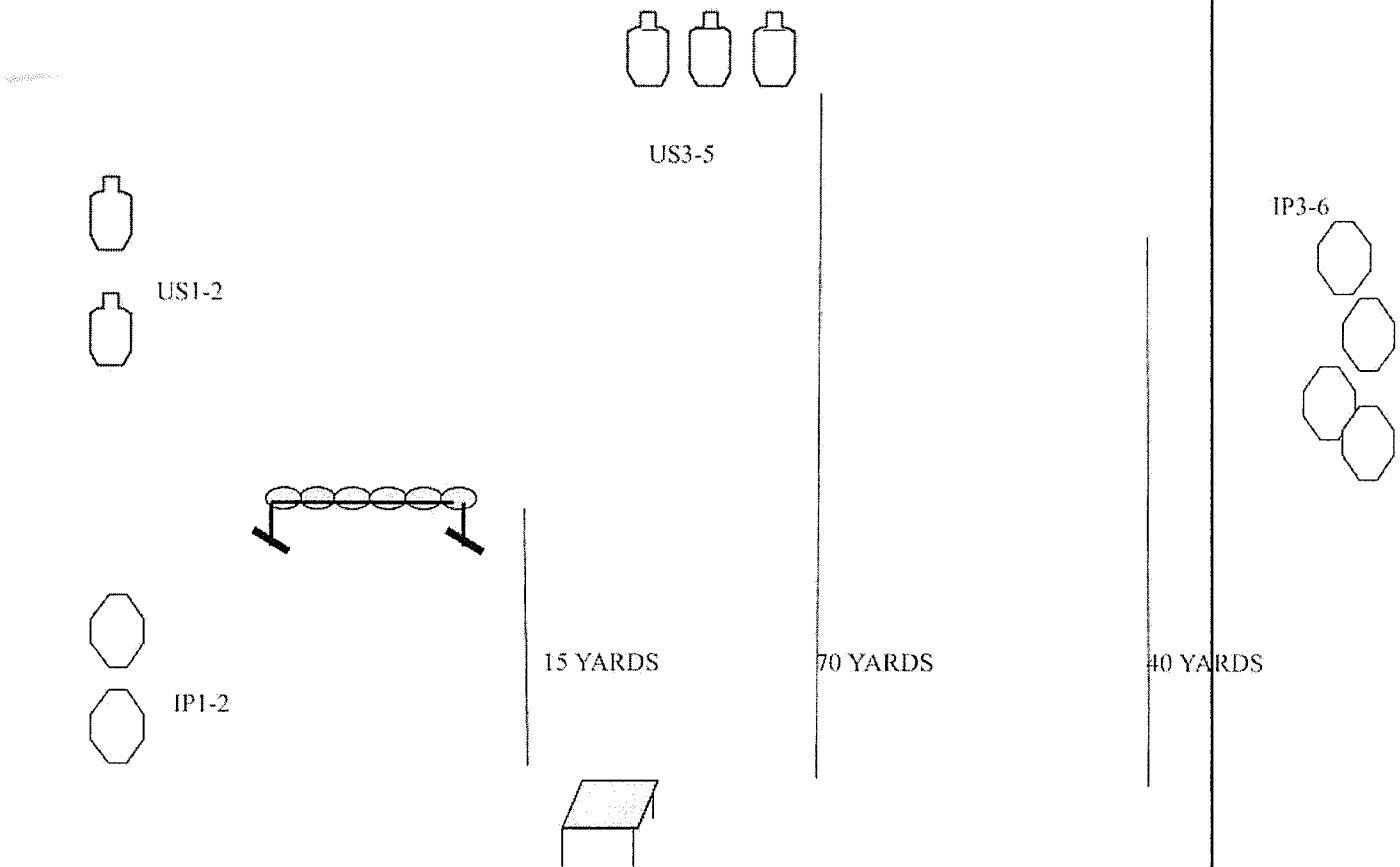
**START POSITION:** Kneeling behind table holding precision rifle sighted at target US3 loaded with safety on. PCC, Handgun, and Rifle loaded on table.

### STAGE PROCEDURE

On signal engage US3-5 with precision rifle with 1 round each HEADSHOT ONLY. Engage US1-2 with 2 rounds each with rifle. Engage US3-5 with 2 rounds each with Rifle or Precision Rifle. Engage IP1-2 with Pistol. Plate rack and IP3-6 may be shot with PCC or Pistol. All 4 firearms must be shot. After US3-5 Headshot, targets may be engaged in any order.

### SCORING

**SCORING:** Comstock, 31 rounds, 65 points  
**TARGETS:** 6 ipic, 5 uspsa, 6 Plates,  
**SCORED HITS:** IP-1-6 & US1-2 Best 2 per Paper, US3-5 Best 3 per paper, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



**Set up notes:**

**RO Notes:**

# Stage 2

# Fun House

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

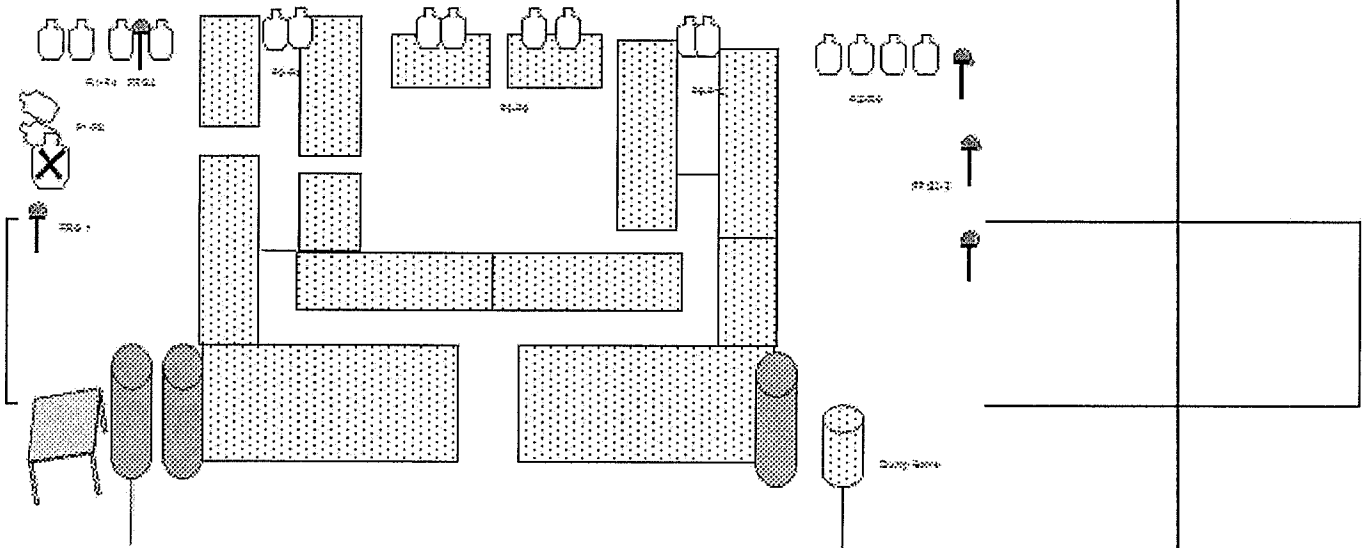
**START POSITION:** Standing Behind table, handgun is loader and holstered, Shotgun and Rifle loaded with trigger guard on X.

### STAGE PROCEDURE

On signal while remaining within the fault lines engage R1-R8 with rifle only, place safe rifle in barrel and engage FRG1-FRG5 with shotgun only, place safe shotgun in barrel. Engage P1-P10 with pistol only. Rifle or shotgun may be shot first.

### SCORING

**SCORING:** Comstock, 41 rounds, 205 points  
**TARGETS:** 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



# Stage 4

# Hide and Seek X3

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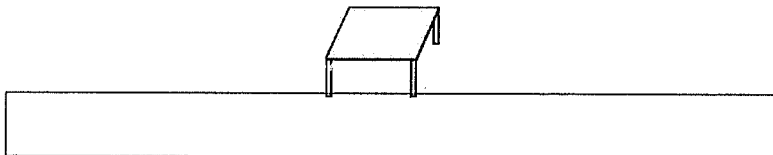
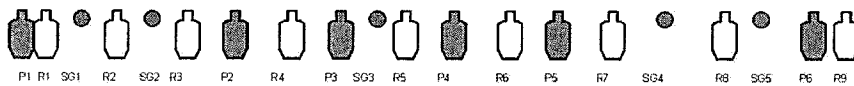
**START POSITION:** Standing on XX, Rifle, shot gun, and Handgun are unloaded on table with trigger guards on X. All ammo is placed on the table.

### STAGE PROCEDURE

On signal load and engage target from within the fault lines. R1-R9 must be shot with rifle only, P1-P6 must be shot with pistol only, Fragmenting must be shot with shot gun only.

### SCORING

**SCORING:** Comstock, 35 rounds, 175 points  
**TARGETS:** 15 IPSC, 5 fragment  
**SCORED HITS:** Best 2 per IPSC, Frag must be penetrated  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



XX

### Set up notes:

18 rifle  
 12 pistol  
 5 shotgun

### RO Notes:

# Pick Moe

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

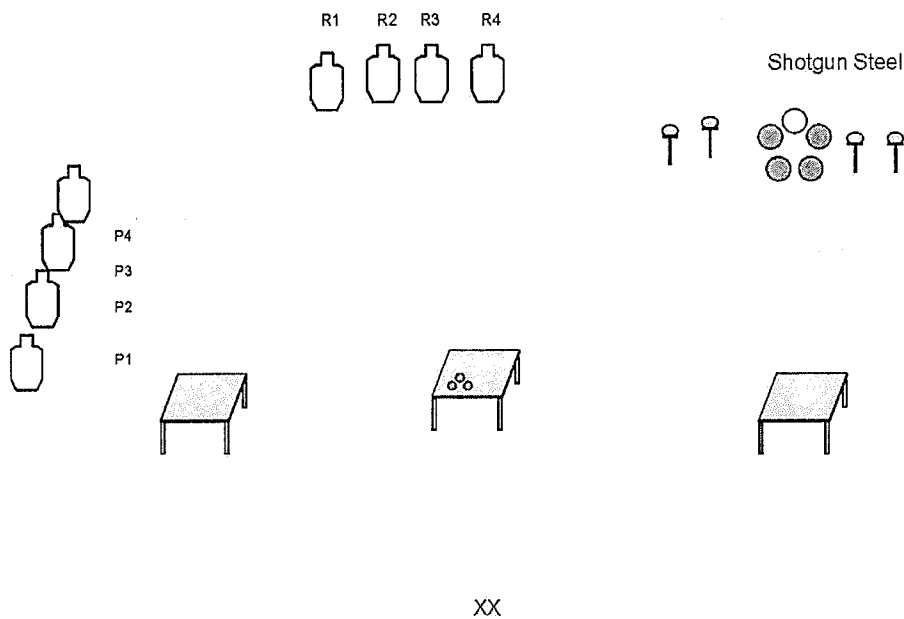
**START POSITION:** Standing on XX, facing up range, Pistol is loaded on Table 1, Rifle is loaded on Table 2, Shotgun is loaded on Table 3. You may Substitute one weapon with a PCC if you wish

### STAGE PROCEDURE

On signal, lift one cup and proceed to table with corresponding ammo and shoot array, return to center table and uncover second cup and shoot corresponding array. Proceed to last table and shoot array.

### SCORING

**SCORING:** Comstock, 24 rounds , 120 points  
**TARGETS:** 8 IPSC, 8 Plate  
**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:

8 Pistol  
 8 Rifle  
 8 Shotgun

#### RO Notes:

Shuffle cups before each shooter  
 Weapons must be left on table in safe condition.