

Stage 1

Relay to Fight

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

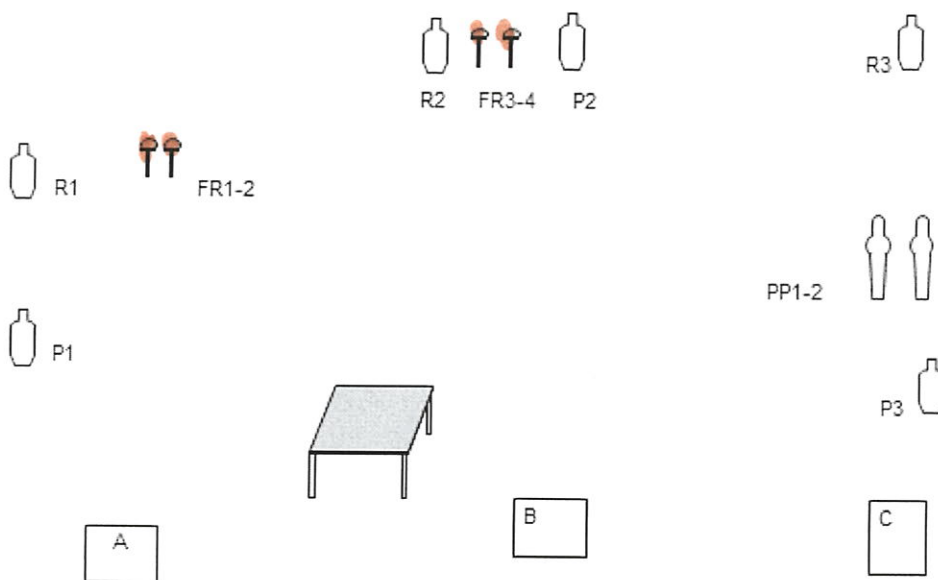
START POSITION: Standing behind table, handgun Rifle and Shotgun are loader on table

STAGE PROCEDURE

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&C.

SCORING

SCORING: Comstock, 42 rounds , 210 points
TARGETS: 6 IPSC, 2 PP, 4 Clay
SCORED HITS: Best 6 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



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.

Stage 2

Twin Stars

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

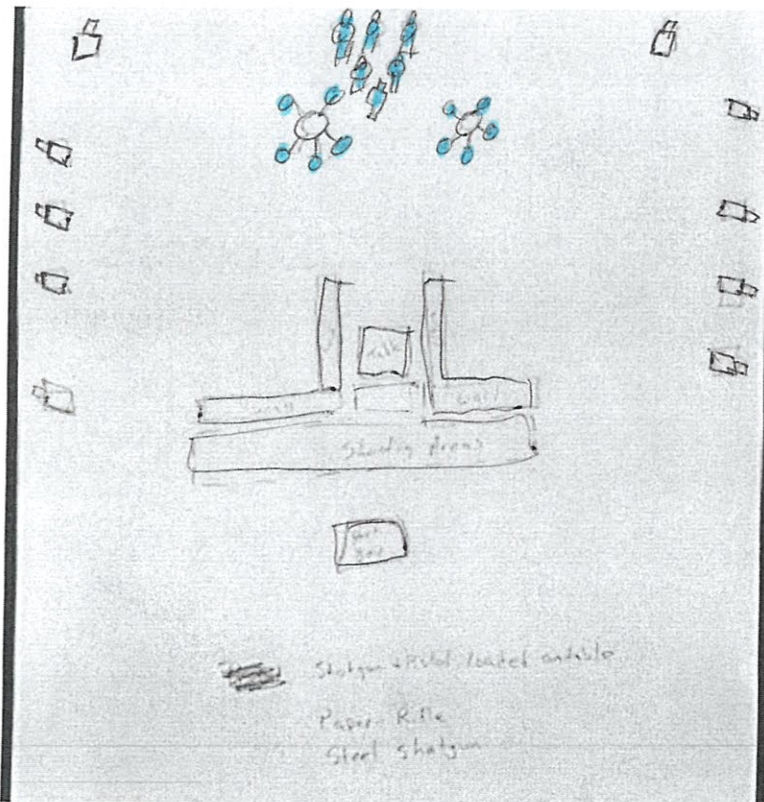
START POSITION: Standing in Start Box, handgun, Shotgun, Rifle loaded on table.

STAGE PROCEDURE

On signal engage targets as they become visible from within fault lines. All paper must be shot with rifle, Texas Stars and poppers may be shot with pistol or shotgun. One Array (Star or Pepper Poppers) must be shot with Pistol and one must be shot with shotgun.

SCORING

SCORING: Comstock, 36 rounds, 180 points
TARGETS: 10 IPSC, 16 PP/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:

20 Rifle

16 Pistol Shotgun

RO Notes: 1 procedural per shot fired for not using correct firearm on target array.

Stage 3

Pistol Shotgun

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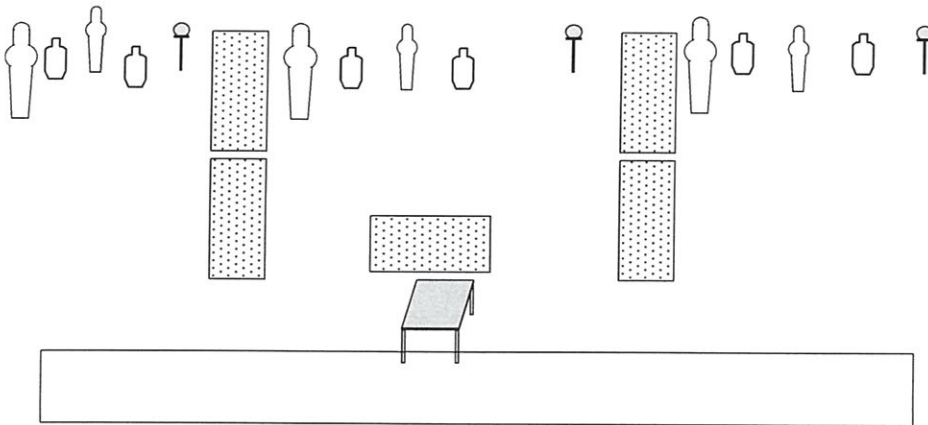
START POSITION: Standing behind table, Handgun and Shotgun are UNLOADED on table with trigger on X.

STAGE PROCEDURE

On signal, load and engage steel targets with shotgun and IPSC paper targets with pistol. Return Safe firearm to table before grabbing second firearm.

SCORING

SCORING: Comstock, 21 rounds ,105 points
TARGETS: 6 IPSC, 3 PP, 3 USP , 3 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:

12 Pistol

9 Birdshot

RO Notes:

4

Hide & Seek with Armor

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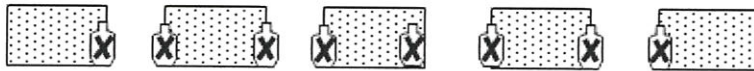
START POSITION: Standing on either XX, handgun is loader and holstered per 8.1.1, 8.1.2

STAGE PROCEDURE

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

SCORING

SCORING: Comstock, 20 rounds, 100 points
TARGETS: 10 IPSC,
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



XX

XX

Set up notes:

RO Notes: