

# One Shot One Kill

## Stage 1

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

**START POSITION:** Standing in box A, Rifle held at low ready.

### STAGE PROCEDURE

On signal engage targets 1-4 from box A only, Targets 5-8 from box B only, Targets 9-12 from box C only.

### SCORING

**SCORING:** Comstock, 12 rounds, 60 points

**TARGETS:** 12 IPSC

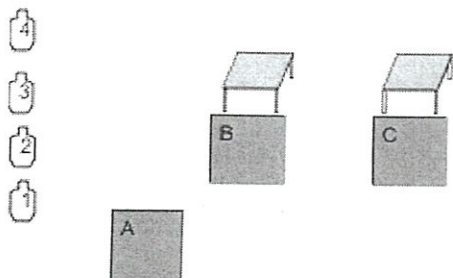
**SCORED HITS:** Best 1 per IPSC,

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

**PENALTIES:** Procedural. -10

No-shoot hit. -10

Miss. -10



**Set up notes:**

Rifle 12

**RO Notes:**

# Flip and Bang

## Stage2

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

**START POSITION:** Standing behind start table. Rifle is loaded on table A, Pistol is loaded on Table B, Shotgun is loaded on Table C.

### STAGE PROCEDURE

On signal flip a block and proceed to box designated on block and engage targets. Return to start table and flip another block and engage designated targets. Proceed to remaining box and engage targets.

### SCORING

**SCORING:** Comstock, 22 rounds , 110 points  
**TARGETS:** 3 IPSC, 7 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



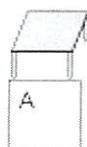
Rifle



Pistol Engage 3x each



Slugs



### Set up notes:

Rifle 8  
 Pistol 6  
 Bird Shot 6  
 Slugs 2

### RO Notes:

# Stage3

# Relay to Fight

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

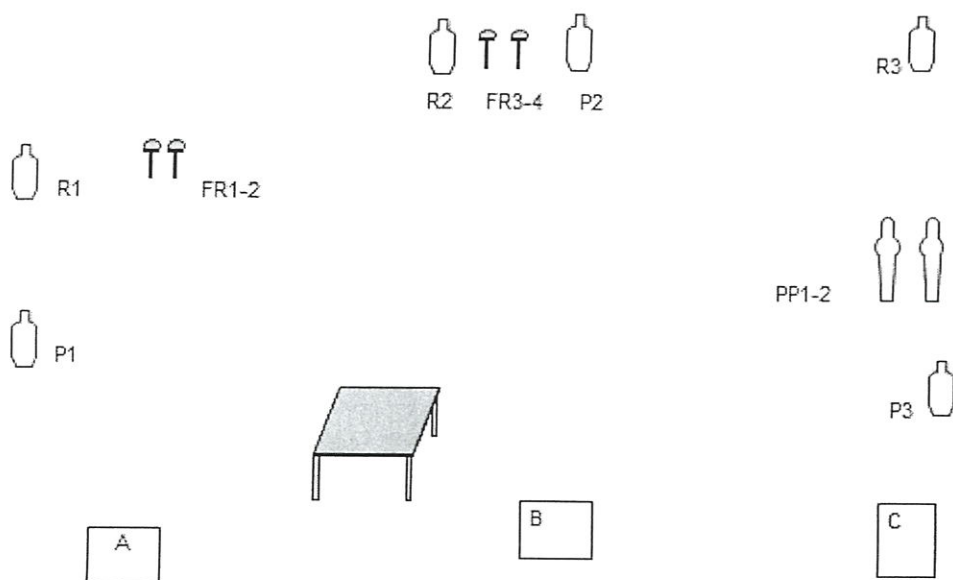
**START POSITION:** Standing behind table, handgun Rifle and Shotgun are loader on table

## 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.

# In and Outside the House Stage4

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

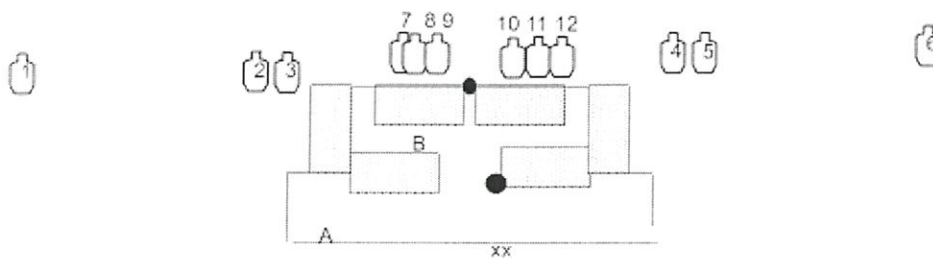
**START POSITION:** Standing on XX, handgun is loader and holstered. Rifle is loaded on either table.

## STAGE PROCEDURE

On signal engage targets 1-6 from within the fault lines of area A with pistol or Rifle. Engage targets 7-12 from area B with other weapon. Safe weapon must be placed on forward table before grabbing second weapon,

## SCORING

**SCORING:** Comstock, 24 rounds , 120 points  
**TARGETS:** 12 IPSC,  
**SCORED HITS:** Best 2 per IPSC, steel down = 1 A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



## Set up notes:

Rifle 12  
 Pistol 12

## RO Notes:

# Hose-em Rifle or Pistol

## Stage5

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

**START POSITION:** Standing in Start Box, handgun is loader and holstered or Rifle held at the low ready

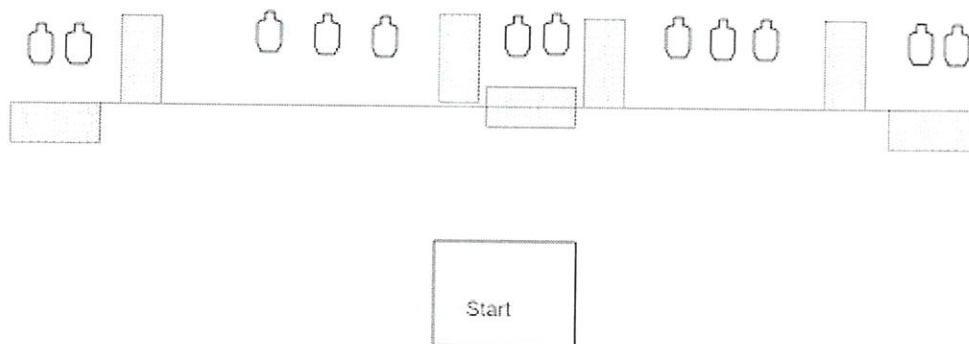
### STAGE PROCEDURE

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

### SCORING

**SCORING:** Comstock, 24 rounds , 60 points  
**TARGETS:** 12 IPSC,  
**SCORED HITS:** Best 2 per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
No-shoot hit. -10  
Miss. -10

1 2 3 4 5 6 7 8 9 10 11 12



Set up notes:

RO Notes: