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

START POSITION:. Standing on XX, Handgun is loaded and holstered per 8.1.1, 8.1.2 PCC held with stock touching belt.

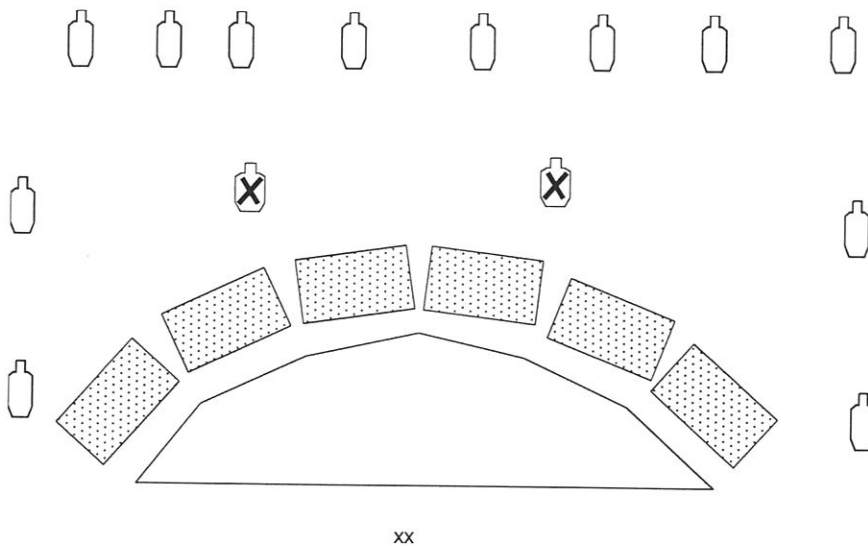| STAGE PROCEDURE	SCORING
On signal, enter shooting area and engage T1-T12 as they become visible from within the fault lines.	**SCORING:** Comstock, 24 rounds , 120 points **TARGETS:** 12 IPSC **SCORED HITS:** Best 2 per IPSC, steel down = 1 A **START-STOP:** Audible - Last shot **PENALTIES:** Procedural. -10 No-shoot hit. -10 Miss. -10

XX

Set up notes: **RO Notes:**

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

START POSITION:. Standing in box A, handgun is loader and holstered per 8.1.1, 8.1.2, PCC held with stock touching belt.

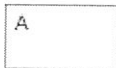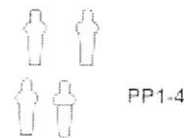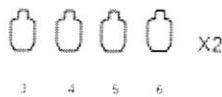| STAGE PROCEDURE	SCORING
On signal engage T1 and T2 with **3 rounds** each from Box A only. Engage T3-T6 with **2 rounds** each from Area B only. Engage PP1-PP4 from Box C.	**SCORING:** Comstock, 18 rounds , 90 points **TARGETS:** 6 IPSC, 4 PP **SCORED HITS:** Best 3 per IPSC T1-T2, Best 2 per IPSC T3-T6 steel down = 1A **START-STOP:** Audible - Last shot **PENALTIES:** Procedural. -10 No-shoot hit. -10 Miss. -10

X2

3   4   5   6

PP1-4

B

C

X3

X3

A

Set up notes:

RO Notes:

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

START POSITION:. Standing on XX, handgun is loader and holstered per 8.1.1, 8.1.2
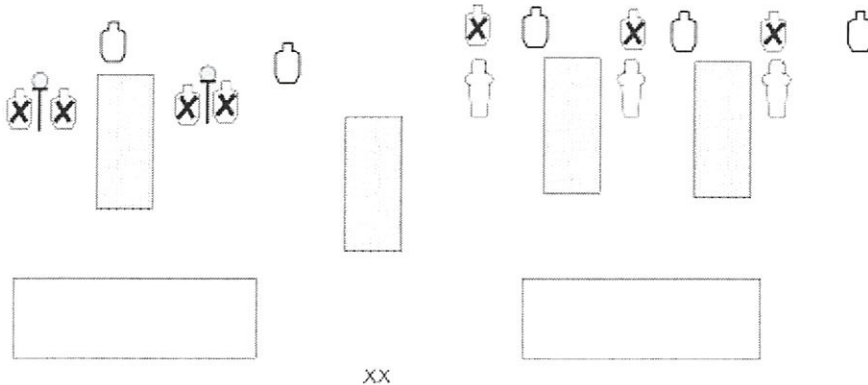
STAGE PROCEDURE	SCORING

On signal engage targets as they become visible from within fault lines.	**SCORING:** Comstock, 15 rounds , 75 points
	TARGETS: 5 IPSC, 2 PLT, 3 USP
	SCORED HITS: Best 2 per IPSC, steel down = 1A
	START-STOP: Audible - Last shot
	PENALTIES: Procedural. -10
	        No-shoot hit. -10
	        Miss. -10

PLT1   T1   PLT2   T2   PP1   T3   PP2   T4   PP3   T5

XX

Set up notes: **RO Notes:**

RULES: Practical Shooting Handbook, Latest Edition   **COURSE DESIGNER:** Gerard Gingco Modified by Joe Moran

START POSITION:. Standing inside fault lines, handgun is loader and holstered per 8.1.1, 8.1.2 PCC held with stock touching belt

STAGE PROCEDURE	SCORING
On signal engage targets as they become visible from within fault lines.	**SCORING**
	SCORING: Comstock, 13 rounds , 65 points
	TARGETS: 6 IPSC, 1 PP,
	SCORED HITS: Best 2 per IPSC, steel down = 1A
	START-STOP: Audible - Last shot
	PENALTIES: Procedural. -10
	No-shoot hit. -10
	Miss. -10

T1-T3 PP1   T4-T6
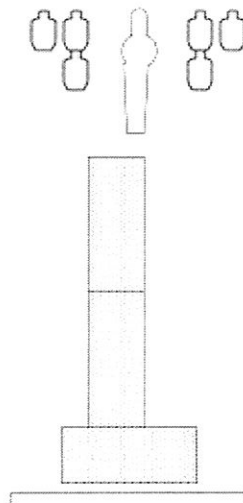
Set up notes: **RO Notes:**

CM 03-05 — Paper Poppers

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Clif King – Modifications by US Design Team

START POSITION: Standing in Box A, hands at surrender position (wrists above shoulders). Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, engage either Array 1, or Array 2, perform a mandatory reload and engage the second array. Paper requires two rounds each and steel must fall to score. A mandatory reload is required whenever changing arrays. Array 1 = paper; Array 2 = steel.

SCORING
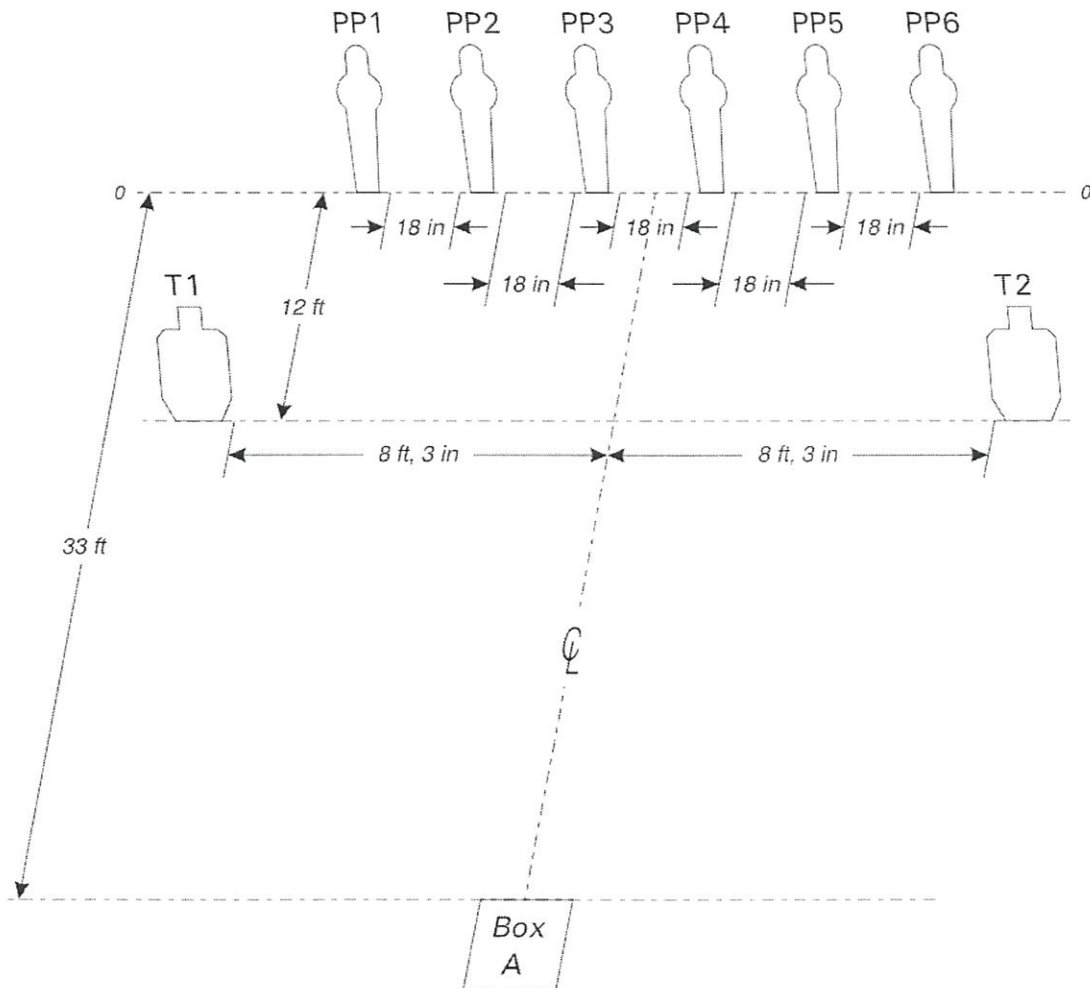
SCORING: Comstock, 10 rounds, 50 points
TARGETS: 2 Metric, 6 Pepper poppers
SCORED HITS: Best 2 paper. KD = 1 A
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Handgun Competition Rules

PP1   PP2   PP3   PP4   PP5   PP6

0 ———————————— 0

18 in ◄ ► 18 in ◄ ► 18 in ◄

18 in ◄ ► 18 in ◄

T1   12 ft   T2

◄——— 8 ft, 3 in ———►◄——— 8 ft, 3 in ———►

33 ft

℄

Box
A

SETUP NOTES: Set paper targets to 5 feet high at shoulders. Box A is 3-feet by 3-feet.

Modified 4/21/2005

CM 03-05, Paper Poppers

Written Stage Briefing

Paper Poppers is a 10 round, 50 point, Comstock classifier course. There are 2 metric targets and 6 pepper poppers. The best 2 hits per paper will score, steel must fall to score. The start signal is audible.

The start position is standing in Box A, facing downrange, wrists above respective shoulders. Your handgun is loaded and holstered.
PCC start position is standing in Box A, facing downrange, stock on belt, muzzle downrange, loaded carbine held in both hands with safety on.
On the start signal, from within the fault lines, engage T1 and T2 or PP 1-6, make a mandatory reload, and engage the remaining targets. Paper or steel may be engaged in any order. A mandatory reload is required whenever changing arrays.