

# Star Choice

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

**START POSITION:** Standing inside fault lines, handgun is loader and holstered, Shotgun & Rifle loaded on table

## STAGE PROCEDURE

On signal engage targets as they become visible from within fault lines. P1-P4 Must be shot with PISTOL. R1-R4 must be shot with RIFLE. FRG1-2 must be shot with SHOTGUN. PLT1-5 may be shot with the PISTOL or SHOTGUN.

## SCORING

**SCORING:** Comstock, 23 rounds, 115 points  
**TARGETS:** 8 IPSC, 2 FRG, 5PLT,  
**SCORED HITS:** Best 2 per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10

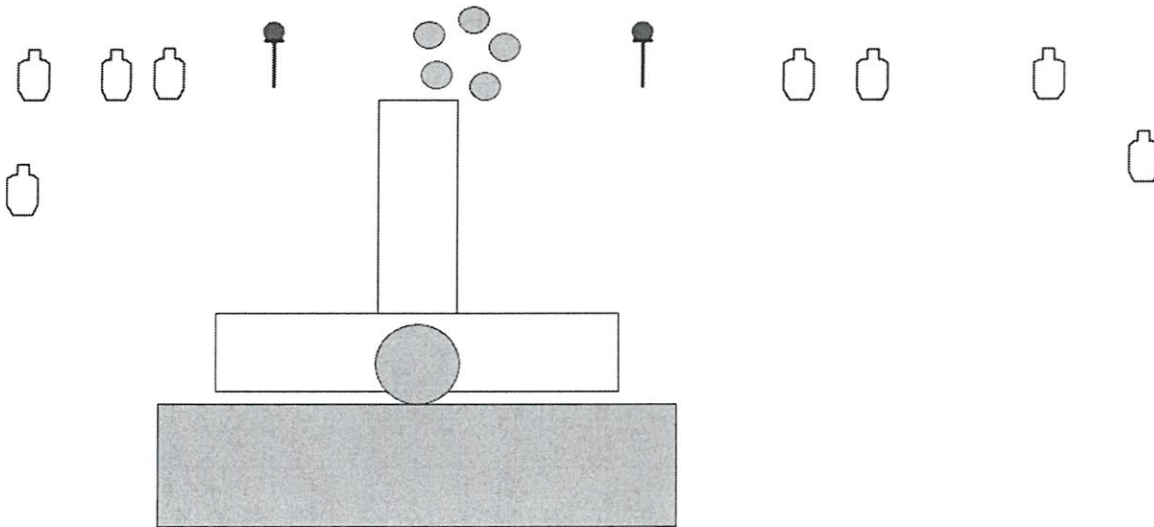
P-1- P4

FRG1

PLT1-PLT5

FRG2

R1-R4



Pistol 8  
 Rifle 8  
 Bird shot 7

# Geoff's Dream

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

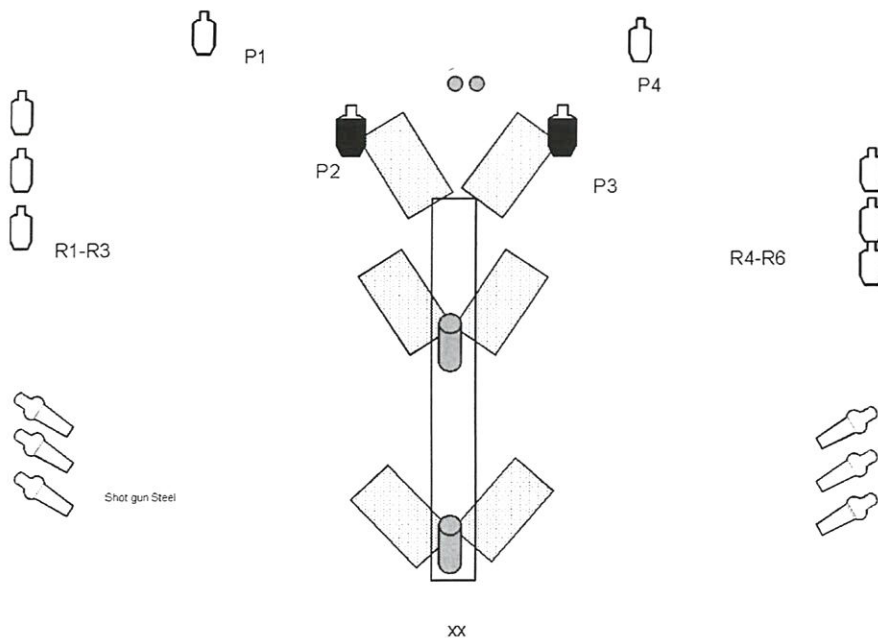
**START POSITION:** Standing on XX holding **UNLOADED** shotgun. Rifle is Unloaded in second barrel, pistol is unloaded and holstered.

## STAGE PROCEDURE

On signal, load and engage steel popper with shotgun from behind barrel 1 while remaining within fault lines. Place Safe shotgun in barrel 1 and retrieve and load rifle from barrel 2, engage R1-R6 while remaining within fault lines, place safe rifle in barrel 2, engage P1-P4 & 2 PLT with pistol while remaining within fault lines. Forward movement only.

## SCORING

**SCORING:** Comstock, 28 rounds, 140 points  
**TARGETS:** 12 IPSC, 6 PP, 2 PLT  
**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:

6 Bird shot  
 12 rifle  
 10 pistol

## RO Notes:

# Hot Shower

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass, Modified by Joe Moran  
a51132

**START POSITION:** Standing Naked (simulated) in shower stall hands on hot and cold knob. Loaded handgun is on table. Rifle is loaded and placed in barrel. All magazines must come from the barrel or table.

## STAGE PROCEDURE

On signal exit shower stall through door, retrieve gun from vanity, and engage PP1, PP2, T1-T3 as they become visible with hand gun. Place safe hand gun on table and retrieve rifle and engage T4-T10.

## SCORING

**SCORING:** Comstock, 22 rounds, 110 points

**TARGETS:** 10 IPSC, 2 PP,

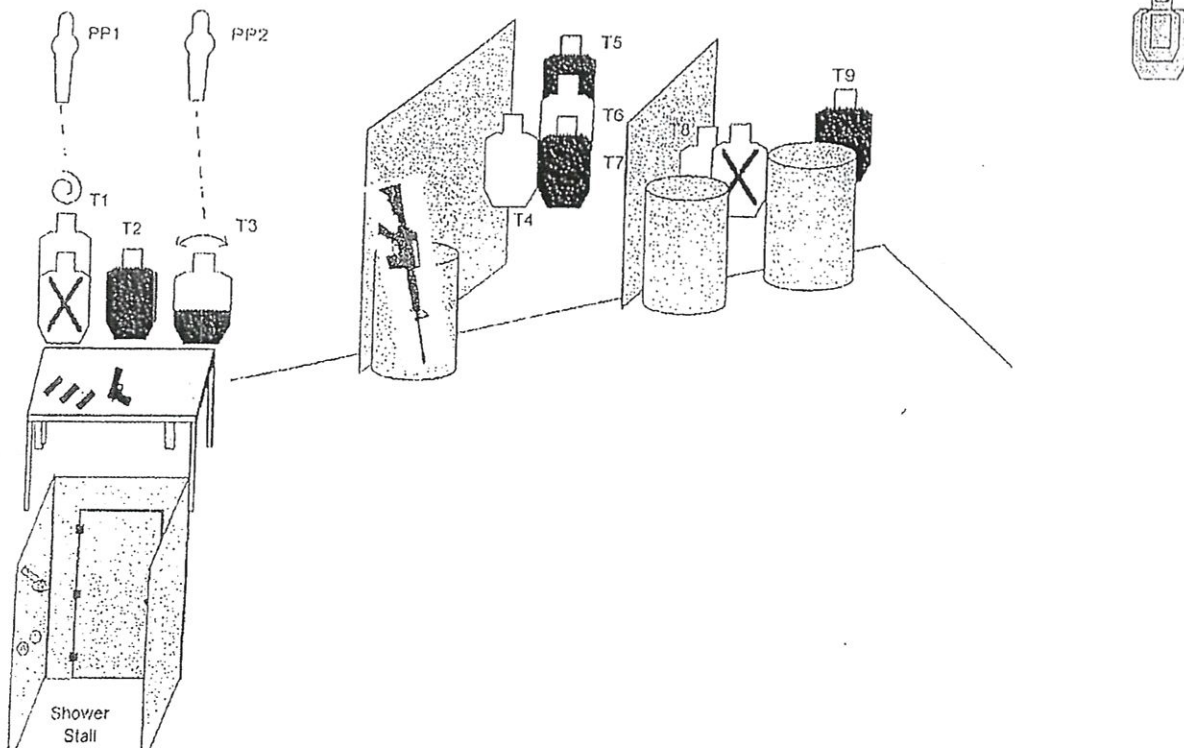
**SCORED HITS:** Best 2 per IPSC, steel down = 1A

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

**PENALTIES:** Procedural, -10

No-shoot hit, -10

Miss, -10



**Set up notes:** T-1 gravity twister (triggered by PP1) is set so that after dropping shooter will be required to move to the left of vanity to make up any misses.

**RO Notes:** If shooter objects to shooting naked, he / she may be permitted to shoot stage clothed with out penalty, but must simulate being unclothed ( i.e. may not use pockets, mag pouches, ect.

8 Pistol  
14 Rifle

# In and Outside the House Stage4

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

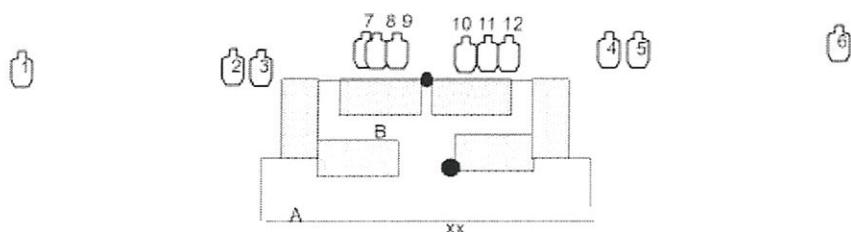
**START POSITION:** Standing on XX, handgun is loader and holstered. Rifle is loaded and held at low ready.

## STAGE PROCEDURE

On signal engage targets 1-6 from within the fault lines of area A with Rifle. Engage targets 7-12 from area B with Pistol. Safe Rifle must be placed in Barrel before drawing the pistol.

## SCORING

**SCORING:** Comstock, 24 rounds , 120 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



## Set up notes:

Rifle 12  
 Pistol 12

## RO Notes:

# Pick Moe 2.0

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

**START POSITION:** Standing behind start table, Facing up range (back toward targets), Rifle, Pistol, & Shotgun are loaded start on table.

## STAGE PROCEDURE

On signal, lift one Weapon Block and one Table block proceed to table and shoot array, return safe weapon to center table and uncover weapon block and second table block and shoot corresponding array. Proceed to last table and shoot array.

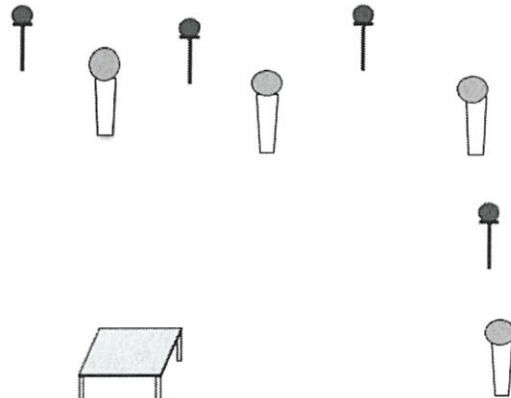
## SCORING

**SCORING:** Comstock, 24 rounds, 120 points  
**TARGETS:** 8 IPSC, 4 Popper, 4 Frag.  
**SCORED HITS:** Best 2 per IPSC, Steel down=1a  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10

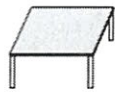
Rifle 1-4

Pistol 1-4

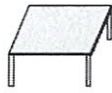
Shotgun FRG 1-4 PP 1-4



1



2



Start



3

## Set up notes:

Rifle 8  
 Pistol 8  
 Birdshot 8

## RO Notes: