Think Twice

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

START POSITION:. Standing Behind Table, Rifle Pistol, Shotgun Loaded on table.

STAGE PROCEDURE

On signal Flip one Box Block (ABC) and one Weapon Block and proceed to the corresponding box with the selected weapon and engage appropriate targets. Return to table and flip another Box Block (ABC) and one Weapon Block and proceed to the corresponding box with the selected weapon and engage appropriate targets. Proceed to the remaining box with the remaining weapon.

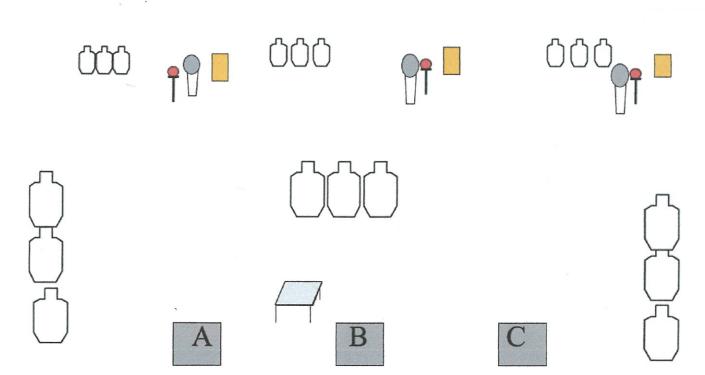
SCORING

SCORING: Comstock, 15 rounds, 65 points
TARGETS: 3 IPSC, 3 ½ IPSC, 1 PP, 1 plate, 1 frg
SCORED HITS: Best 2 per IPSC, steel down = 1 A

START-STOP: Best 2 per IPSC, steel down =

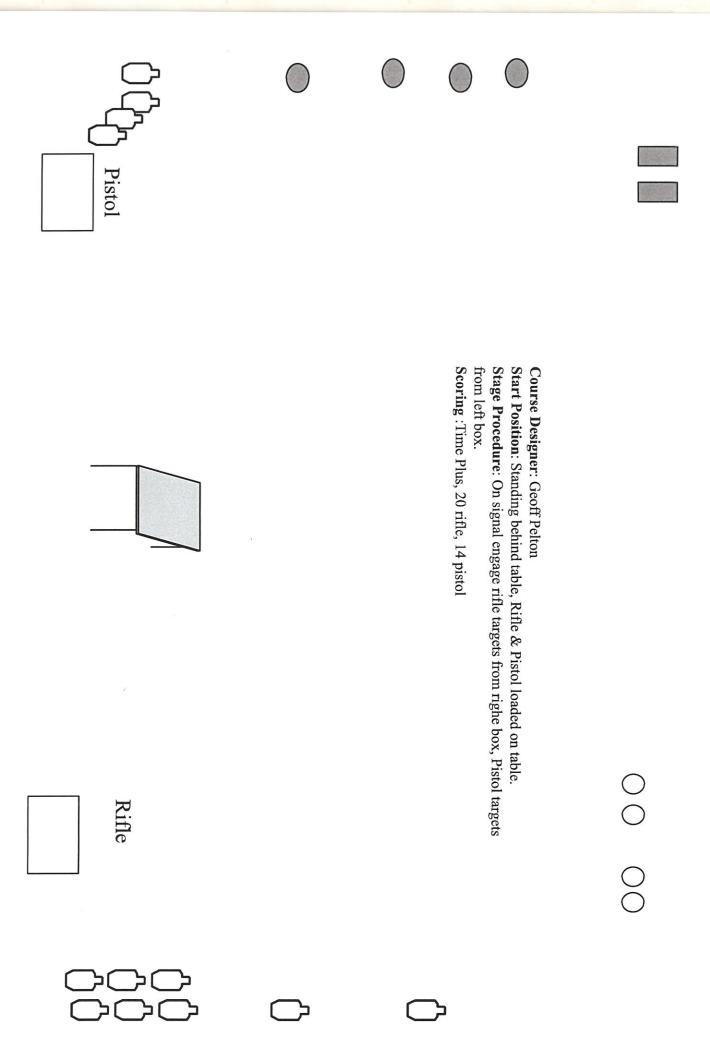
PENALTIES: Procedural. -10 No-shoot hit. -10

Miss. -10



Set up notes:

RO Notes: Only one set of Rifle, Pistol, Shotgun targets will be shot.



Jungle Run

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

START POSITION: Feet on start line. Shotgun loaded and held at ready

STAGE PROCEDURE

On signal, engage targets with bird shot only shotgun only.

SCORING

SCORING: Comstock, 16 rounds, 90 points

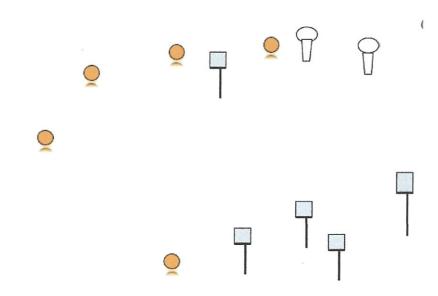
TARGETS: ,PP, Plates, Frag

SCORED HITS: , steel down = 1A START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



Set up notes:	RO Notes:	
16 Bird Shot		

Rifle PCC Think 6 & 4

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

START POSITION:. Feet inside any box, Rifle or PCC held with stock touching belt

STAGE PROCEDURE

On signal engage targets as they become visible from within a box. A maximum of 6 rounds may be fired from each box.

SCORING

SCORING: Virginia Count, 24 rounds, 120

points

TARGETS: 6 IPSC,

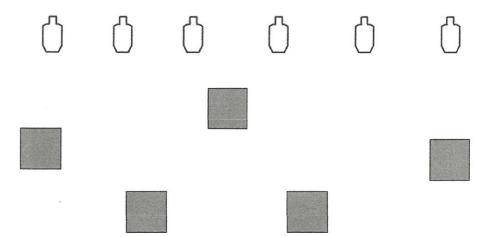
SCORED HITS: Best 4 per IPSC, steel down = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10 Extra Shot -10

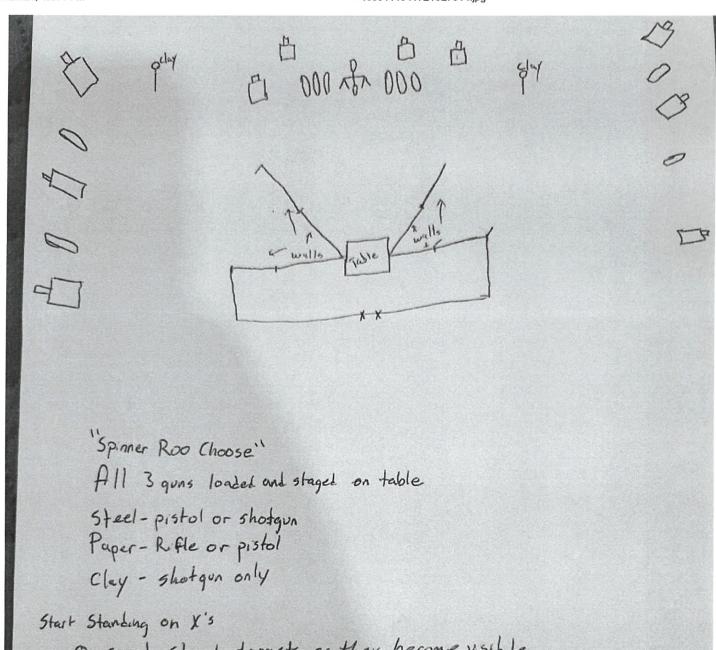
No-shoot hit. -10 Extra Hit -10

Miss. -10



Set up notes:

RO Notes: 1 procedural penalty per shot after 6 shots from the box.



On signal shoot targets as they become visible

Note they sonly visible from the Ends