



24-01

Can you Strong and Weak Hand?

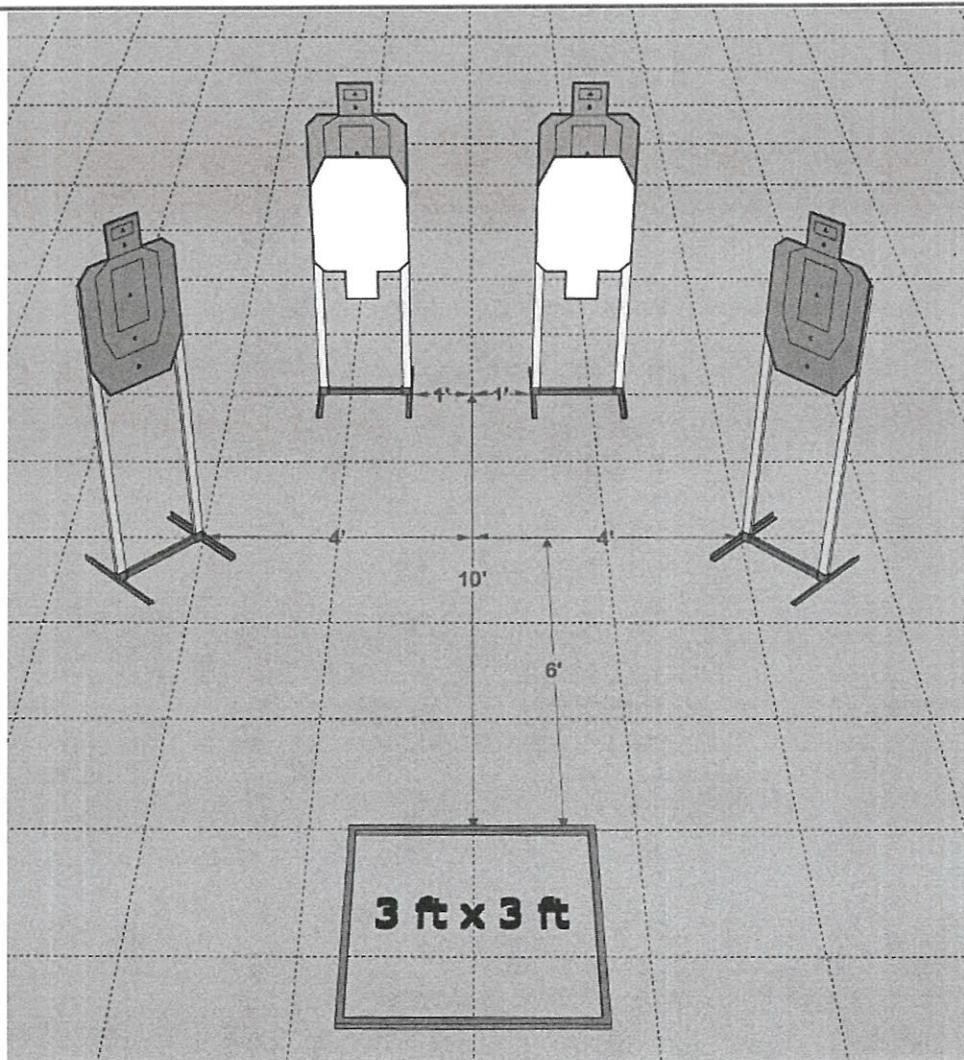
Scoring: Virginia Count

Targets: 4 USPSA cardboard targets

Rounds: 24

Condition: Loaded and holstered

Start Position: Inside shooting area. Handgun loaded and holstered, wrist below belt. PCC loaded, safety applied, stock on belt, held with both hands.





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Can you Strong and Weak Hand?

Written Stage Briefing

Can You Strong or Weak Hand is a 24 round, Virginia Count Standard Exercise. There are 4 USPSA targets. The best 6 hits per target will score.

Start Position: Inside shooting area. Handgun loaded and holstered, wrists below belt. PCC loaded, safety applied, stock on belt, held with both hands.

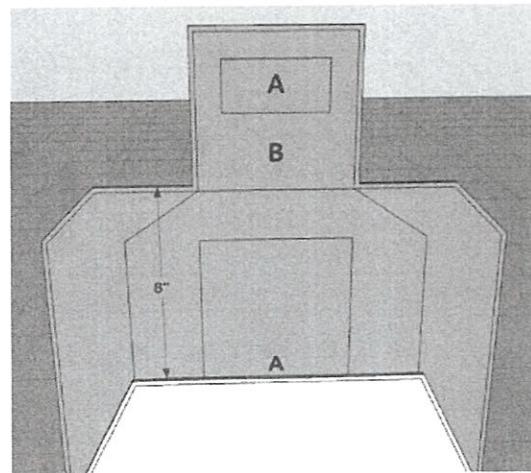
Upon audible start signal, from within the shooting area:

String 1: Engage each target with 2 rounds each, then perform a mandatory reload and engage each target with only 1 round each Strong Hand/Shoulder Only.

String 2: Engage each target with 2 rounds each, then perform a mandatory reload and engage each target with only 1 round each Weak Hand/Shoulder Only.

Build Notes:

- Target Height is 5 ft to top of the head
- No shoot inverted at 8" below shoulder



Think 6 & 4

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

START POSITION: Feet inside any box, Handgun loaded and holstered, PCC held with stock touching belt

STAGE PROCEDURE

On signal engage targets with **only 4 rounds** 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,

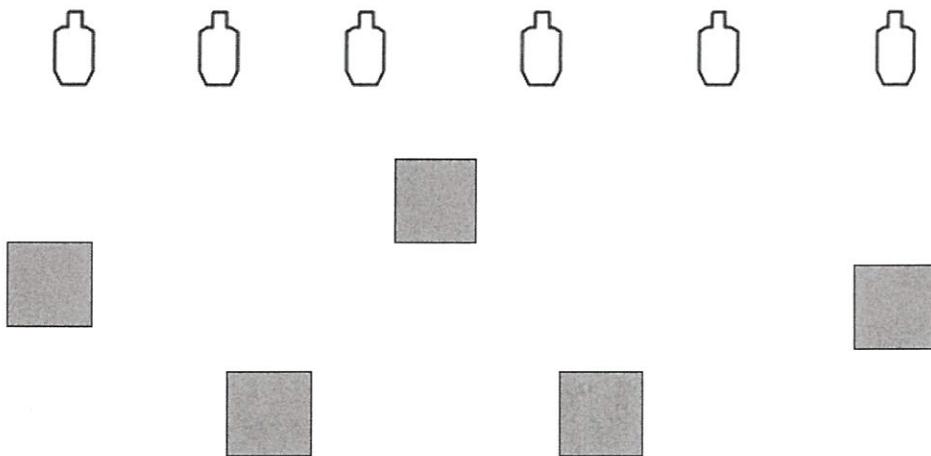
SCORED HITS: Best 4 per IPSC, steel down = 1A

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.

Fun House

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

START POSITION: Feet on XX, handgun is loaded and holstered per 8.1.1, 8.1.2 PCC held with stock touching belt

STAGE PROCEDURE

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

SCORING

SCORING: Comstock, 24 rounds , 120 points

TARGETS: 12 IPSC, ,

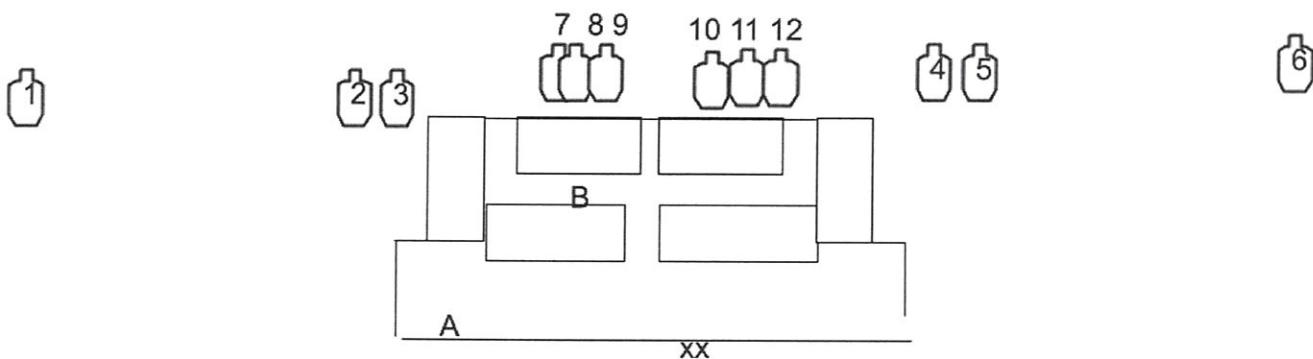
SCORED HITS: Best 2 per IPSC, steel down = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



Set up notes:

RO Notes:

Bad Day at the Office

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

START POSITION: Sitting in chair, handgun is loaded and placed on table.

STAGE PROCEDURE

SCORING

SCORING: Comstock, 32 rounds , 160 points

TARGETS: 16 IPSC,

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

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10

T1-T2

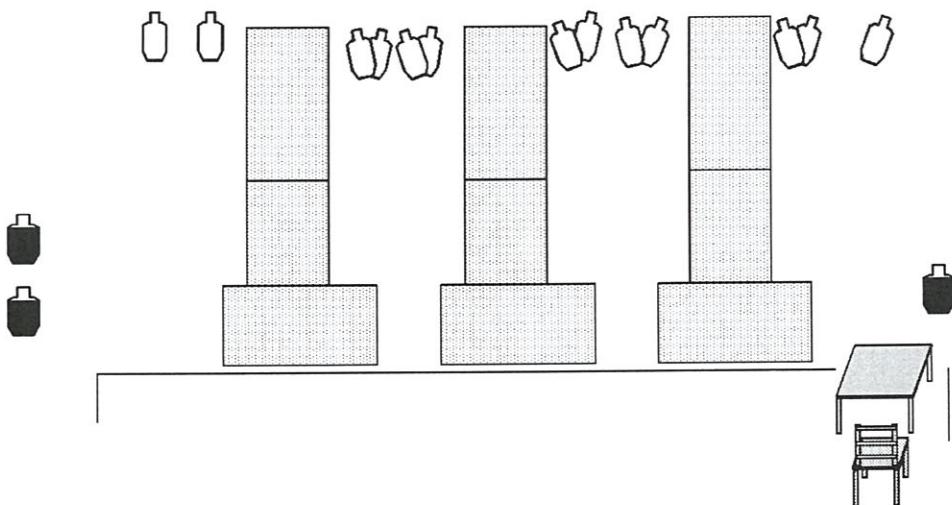
T3 T4

T5-T8

T9-T12

T13 T14 T15

T16



Set up notes:

RO Notes:

Stage 4 Range 7

Popper & Plates

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

START POSITION: Feet on XX, handgun is loaded and holstered per 8.1.1, 8.1.2 PCC held with stock touching belt

STAGE PROCEDURE

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

SCORING

SCORING: Comstock, 20 rounds , 100 points

TARGETS: 5 IPSC, 10 PP,

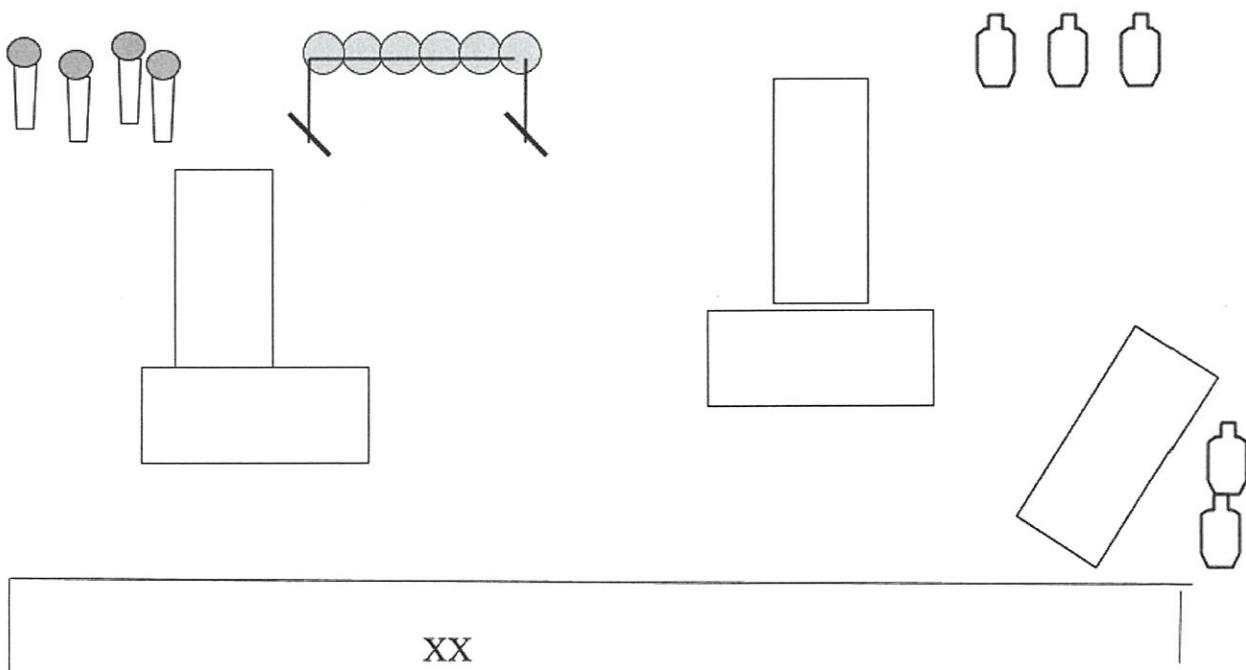
SCORED HITS: Best 2 per IPSC, steel down = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



Set up notes:

RO Notes: