Clang and Bang

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

STAGE PROCEDURE

On signal engage PP1-4 from Box A only, All other targets as they become visible from within fault lines.

SCORING

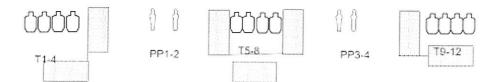
SCORING: Comstock, 28 rounds, 140 points

TARGETS: 12 IPSC, 4 USP

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

START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10

Miss. -10



А

Set up notes:

RO Notes:

Through And Through

RULES: Practical Shooting Handbook, Latest Edition COURSE DESIGNER: Jeff Maass L-1192

START POSITION: Sitting in chair, feet flat on ground, hands on knees.

STAGE PROCEDURE

On signal, engage targets as they are visible.

SCORING

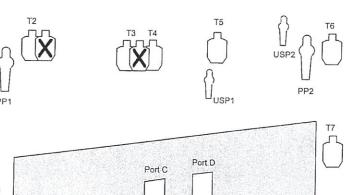
SCORING: Comstock, 18 rounds, 90 points

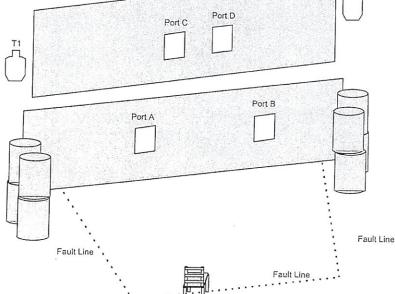
TARGETS: 7 IPSC, 2 PP, 2 USP

SCORED HITS: Best 2 per IPSC, KD = 1A START-STOP: Audible - Last shot

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

Miss. -10





SETUP NOTES: Rear fault line and chair are at least 20 feet from wall. Parallel walls are 7-feet high and are separated by at least 15 feet. Ports are 1.5-feet square and start 4-feet from the ground. Port A and Port B are at least 12 feet apart. Setup is critical! All targets should be visible only through ports, and are mounted at various heights as required meet the following conditions. T1 visible only through Port A. T7 visible only through Port B. T2 and PP1 visible only through Ports B and C. T3 and T4 visible only through Ports B and D. T5 and USP1 visible only through Ports A and C. T6, PP2, and USP2 visible only through Ports A and D. Construct port frames for ease of repair, and stock spare parts!

RO Notes:

Due to limited visibility, use great care to establish that range is cleared prior to starting next shooter!

jam 981231b

Behind the Table

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

START POSITION: Sitting in chair, hands flat on table, handgun is UNLOADED on table with trigger guard on the X. Action / cylinder closed. Ammo may be placed on table.

STAGE PROCEDURE

On signal, load handgun and engage T1-T2 while seated. Engage T3-T10 as they become visible from within fault lines.

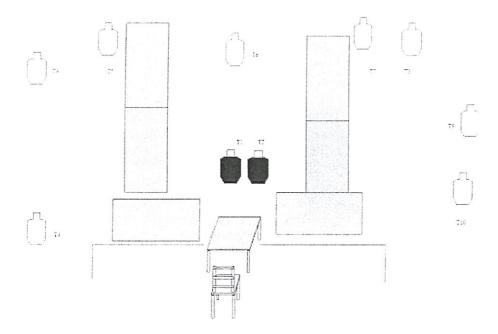
SCORING

SCORING: Comstock, 20 rounds, 100 points

TARGETS: 10 IPSC, SCORED HITS: Best 2 per IPSC

START-STOP: Audible - Last shot PENALTIES: Procedural. -10

No-shoot hit. -10 Miss. -10



4

Barrel Shuffle

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

START POSITION:. Standing in Box A with hands relaxed at side.

STAGE PROCEDURE

Upon Start signal, engage T1-T6 with one round per target from box A, Move to Box B and reengage T1-T6 with one round per target. Move to Box C, and reengage T1-T6 with one round.

SCORING

SCORING: Comstock, 18 rounds, 90 points

TARGETS: 6 IPSC,

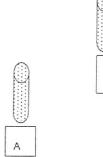
SCORED HITS: Best 3 per IPSC, START-STOP: Audible - Last shot PENALTIES: Procedural. -10

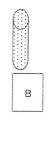
No-shoot hit. -10

Miss. -10

T1 T2 T3 T4 T5 T6







Set up notes: RO Notes:

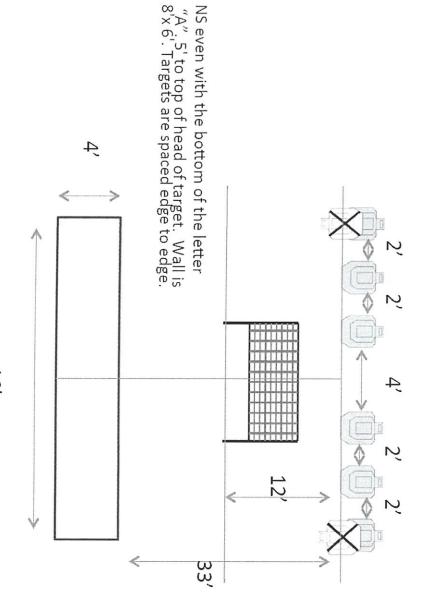


Course Designer: David Jenkins Rules: per USPSA Rules CM 19-01 HI-Jinx

START POSITION: Standing in the shooting area, wrist below belt, GUN READY CONDITION: Loaded and holstered STAGE PROCEDURE: On signal engage targets as available.

SCORING: Comstock 12 Rounds,
TARGETS: 6 USPSA
SCORED HITS: Best 2
START-STOP: Audible - Last
PENALTIES: Per USPSA R

Audible - Last shot Per USPSA Rules





CM 19-01 HI-Jinx

Written Stage Briefing

are 6 USPSA targets. The best 2 hits per cardboard will score HI Jinx is a 12 round, 60-point, Comstock Short Course. There

shooting area, wrists below belt with handgun loaded and holstered The handgun start position is standing anywhere inside the

area, holding loaded PCC with safety on, stock on belt, muzzle pointing downrange The PCC start position is standing anywhere inside shooting

available from within the shooting area. On the audible start signal, engage targets as they become

