



RULES: USPSA Rule Book, Current Edition

COURSE DESIGNER: 1911 Single Stack Design Team

START POSITION: Standing in shooting area behind table, hands naturally at sides, loaded firearm and extra ammo on table.

STAGE PROCEDURE

String 1: On signal, engage targets with only two rounds each.

String 2: On signal, engage each target with only two rounds each.

Both strings will start with gun on the table. All ammo for the stage will be on the table. Gun is not to be propped up in any manner. All rounds must be fired from within the shooting area.

SCORING

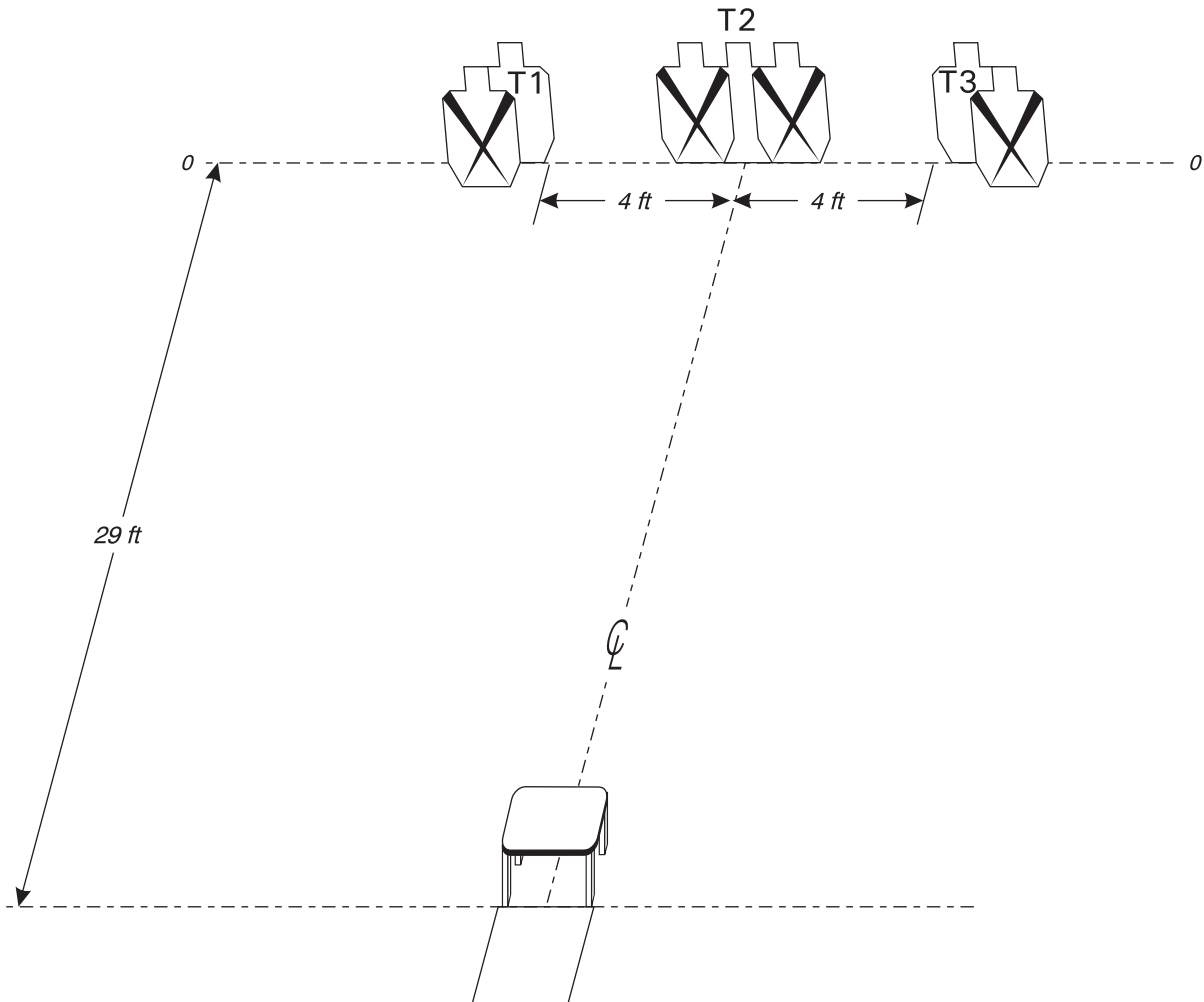
SCORING: Virginia Count, 12 rounds, 60 points

TARGETS: 3 IPSC

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Rule Book.



SETUP NOTES: Shoot targets are 58 inches high at shoulders. Table top is 30 inches high. No-shoots on T1 and T3 are set so top of no-shoot is even with top of shoulder and the no-shoot's scoring line is vertically in the middle of the A-zone scoring line. No-shoots on T2



are set so the scoring lines overlay the A-zone scoring lines. T2 and both no-shoots are set to the same height.

Stage 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Cody Action Shooters

START POSITION: Standing in Box A, handgun loaded and holstered as per Ready Condition 8.1, facing downrange, hands relaxed naturally at sides, heels on X's.

STAGE PROCEDURE

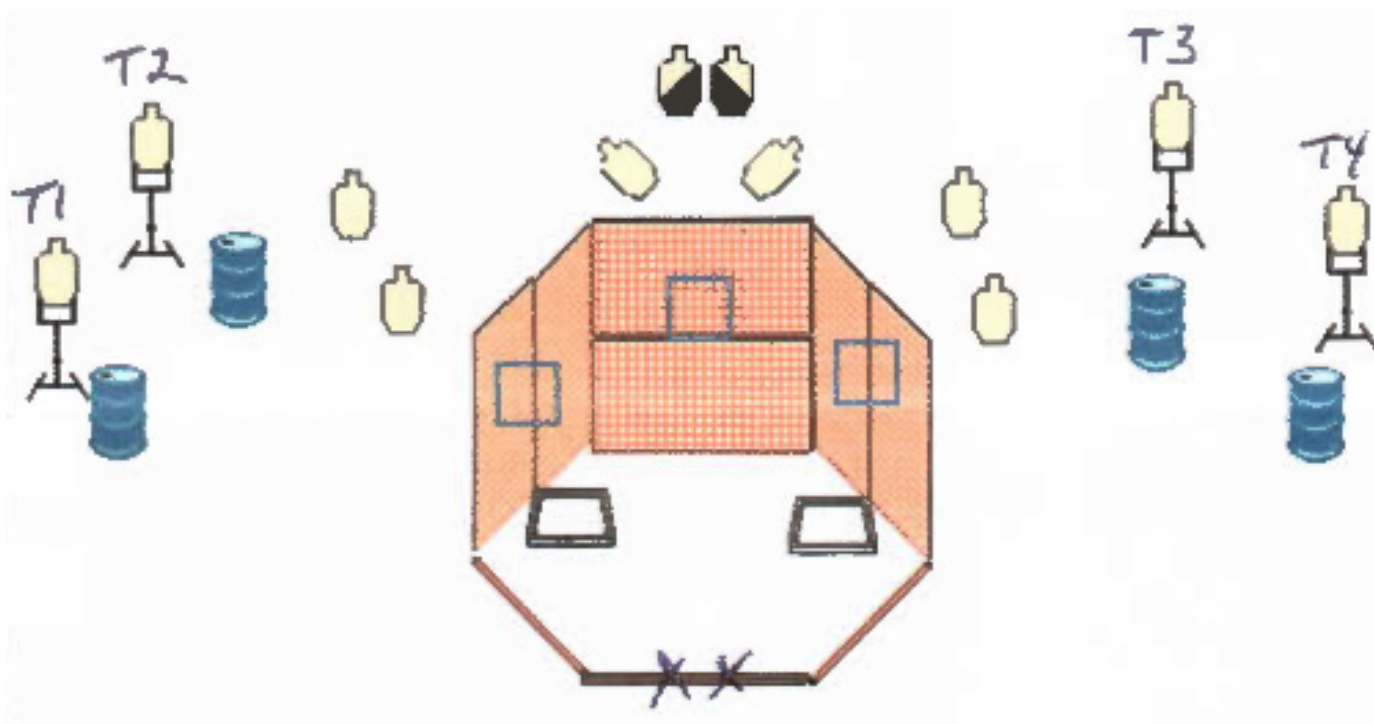
Upon start signal engage targets from within fault lines.

Activator pads activate swinging targets T1-T4. Pads **MUST** be stepped on!

T1-T4 will remain visible after they stop swinging and come to a rest.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 12 IPSC
SCORED HITS: Best 2 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES:

RO NOTES:

Stage 3

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Cody Action Shooters

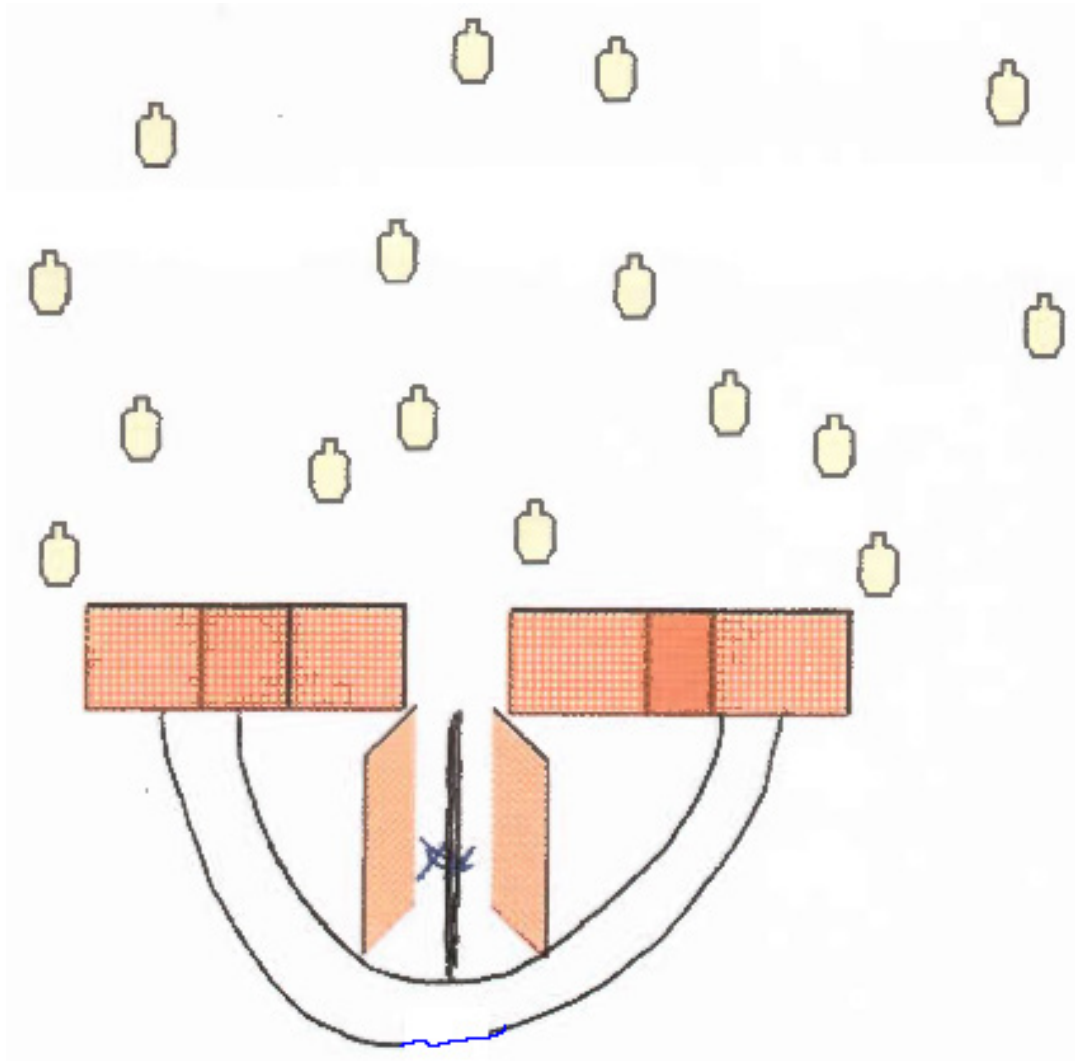
START POSITION: Standing in Box A, handgun loaded and holstered as per Ready Condition 8.1, facing downrange, hands on X's.

STAGE PROCEDURE

Upon start signal shoot 'em from within the Fault lines only.

SCORING

SCORING: Comstock, 32 rounds, 160 points
TARGETS: 16 IPSC
SCORED HITS: Best 2 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES:

RO NOTES:

Stage 4

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Cody Action Shooters

START POSITION: Standing in Box A, handgun loaded and holstered as per Ready Condition 8.1, facing downrange, tool box in weak hand.

STAGE PROCEDURE

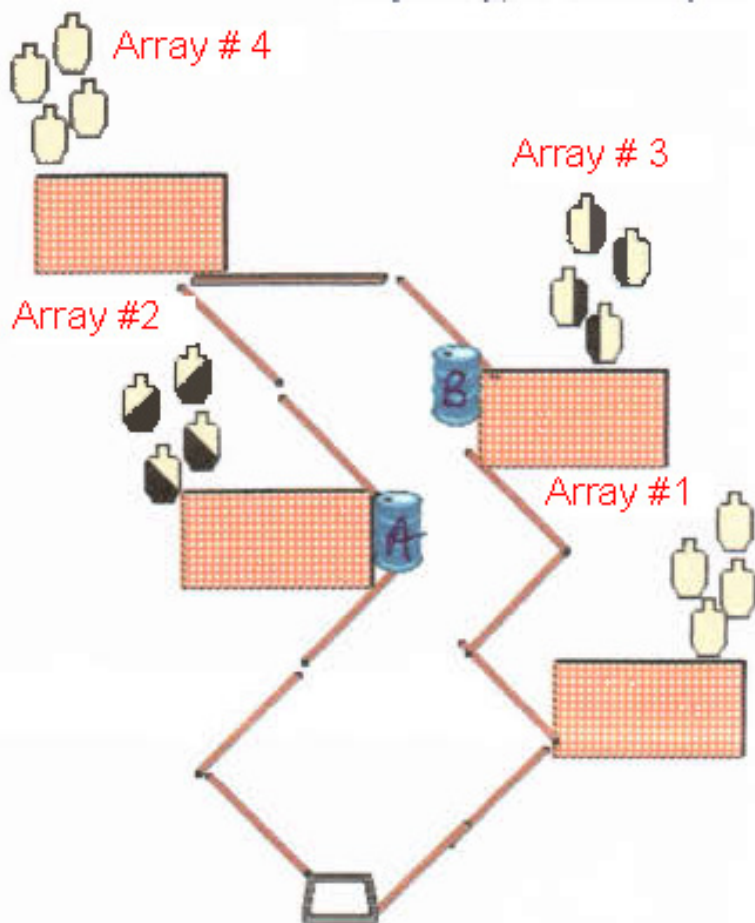
Upon start signal engage all targets from within fault lines in a single string.

- 1) First, Engage Array #1 (to right) with tool box in WEAK hand. AFTER engaging Array #1 set the Tool Box on Barrel "A." Toolbox must remain on Barrel top.
- 2) Then engage the two middle arrays #2 and #3 (Left and right) freestyle before picking up second tool box from barrel "B."
- 3) After engaging Array #3, Pick up 2nd tool box on Barrel "B." Tool Box MUST Remain in Weak hand while engaging Array #4 and until shooting is complete.

SCORING

SCORING: Comstock, 32 rounds, 160 points
TARGETS: 16 IPSC
SCORED HITS: Best 2 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10

ONE PROCEDURAL PER SHOT FIRED when tool box is not in weak hand or on barrel "A" when so mandated.



Setup Notes:

Stage 5

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Cody Action Shooters

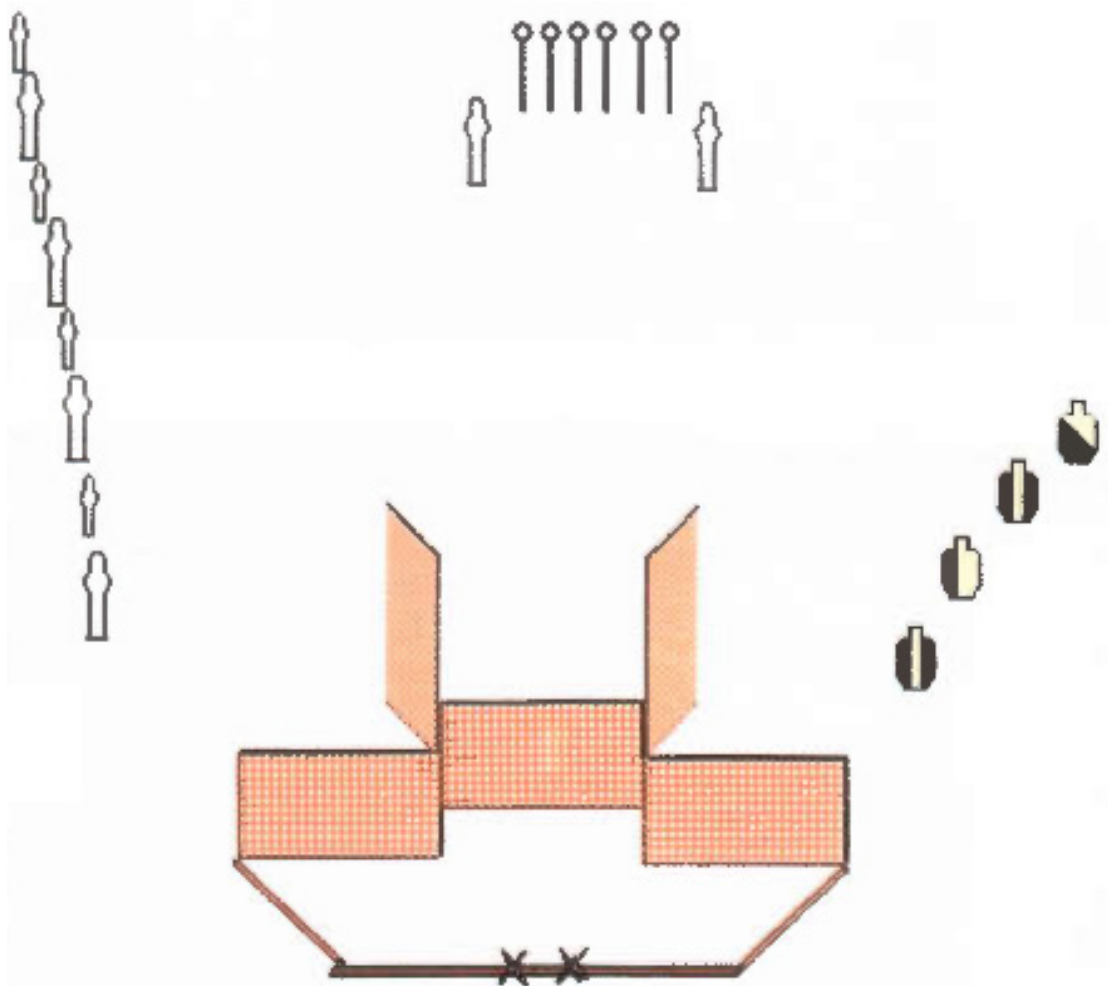
START POSITION: Standing in Box A, handgun loaded and holstered as per Ready Condition 8.1, facing downrange, hands relaxed naturally at sides, heels on X's..

STAGE PROCEDURE

Upon start signal shoot 'em from within fault lines.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 4 IPSC, 6 PP, 4 USP, 6 plates
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES:

RO NOTES: