

# Stage 1

RULES: Practical Shooting Handbook, Latest Edition COURSE DESIGNER: Rich Redovian - CAS

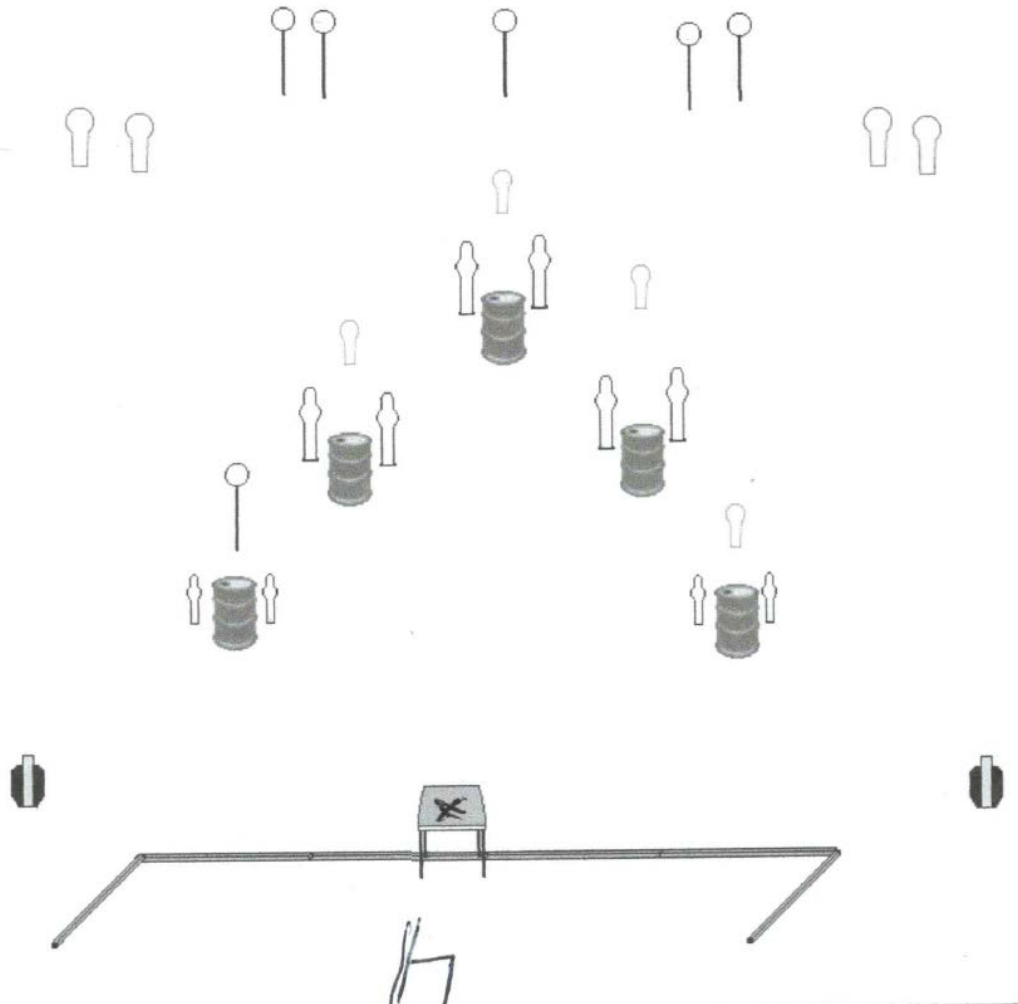
**START POSITION:** Seated in chair, loaded gun on X on table pointed downrange.

### STAGE PROCEDURE

Upon start signal Shoot 'em as you see 'em from within fault lines/shooting area.

### SCORING

**SCORING:** Comstock, 28 rounds, 140 points  
**TARGETS:** 2 IPSC, 24 steel  
**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:**

# Stage 2

RULES: Practical Shooting Handbook, Latest Edition COURSE DESIGNER: Rich Redovian - CAS

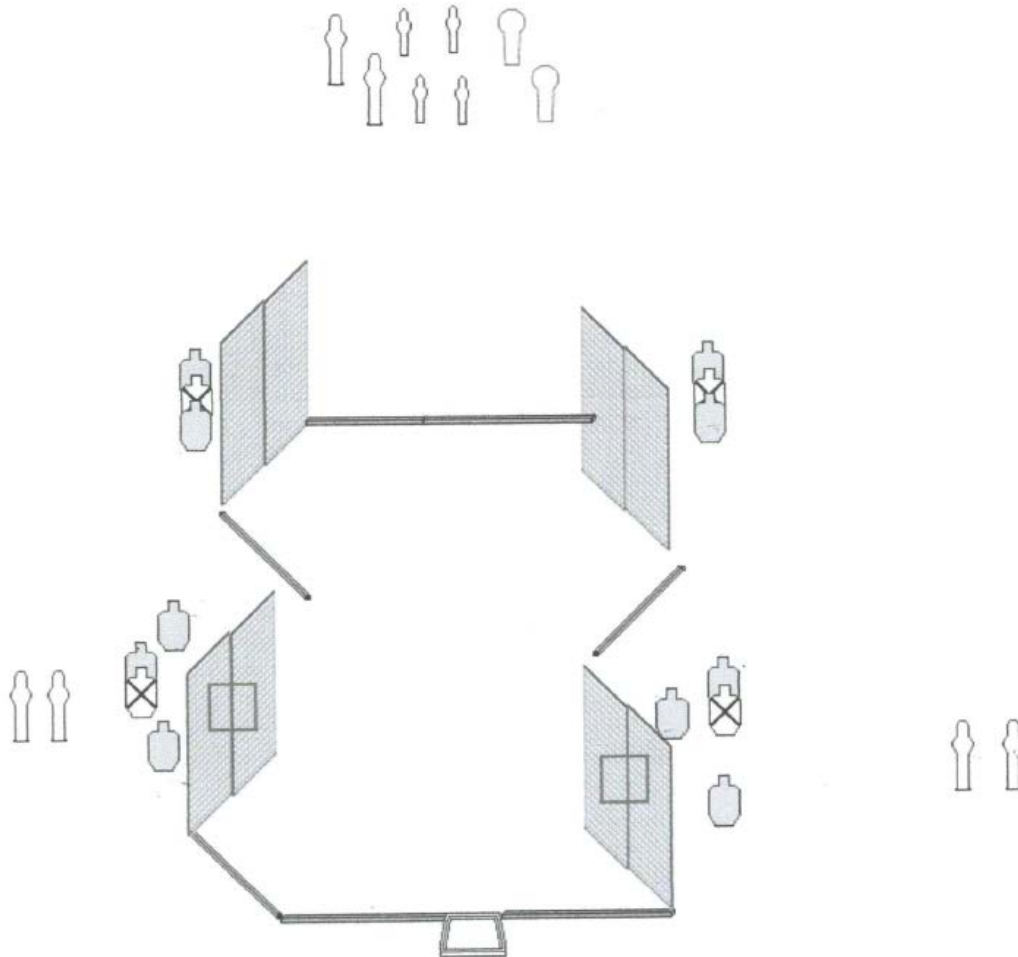
**START POSITION:** Loaded & holstered, hands at sides, standing in box.

## STAGE PROCEDURE

Upon start signal Shoot 'em as you see 'em from within fault lines/shooting area.

## SCORING

**SCORING:** Comstock, 32 rounds, 160 points  
**TARGETS:** 10 IPSC, 12 steel  
**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:**

# Stage 3

RULES: Practical Shooting Handbook, Latest Edition COURSE DESIGNER: Rich Redovian - CAS

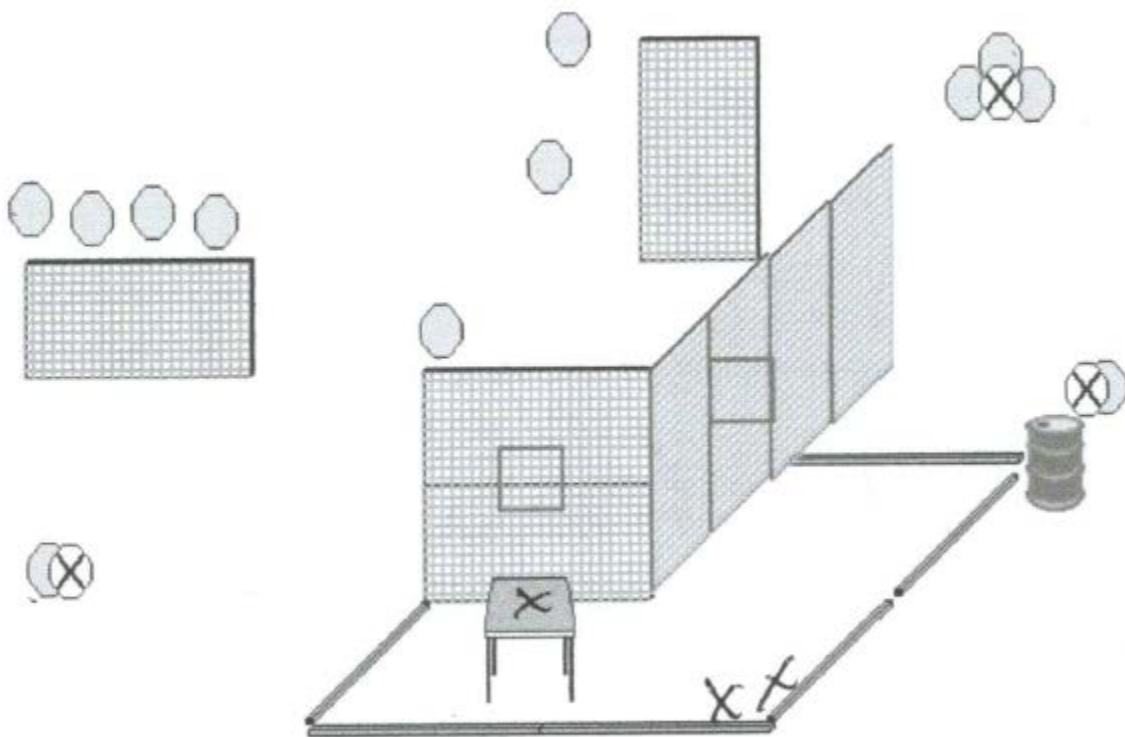
**START POSITION:** Toes on X's facing up range , unloaded gun on X on table.

## STAGE PROCEDURE

Upon start signal Shoot 'em as you see 'em from within fault lines/shooting area.

## SCORING

**SCORING:** Comstock, 24 rounds, 120 points  
**TARGETS:** 12 Classic  
**SCORED HITS:** Best 2 per paper  
**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: Rich Redovian - CAS

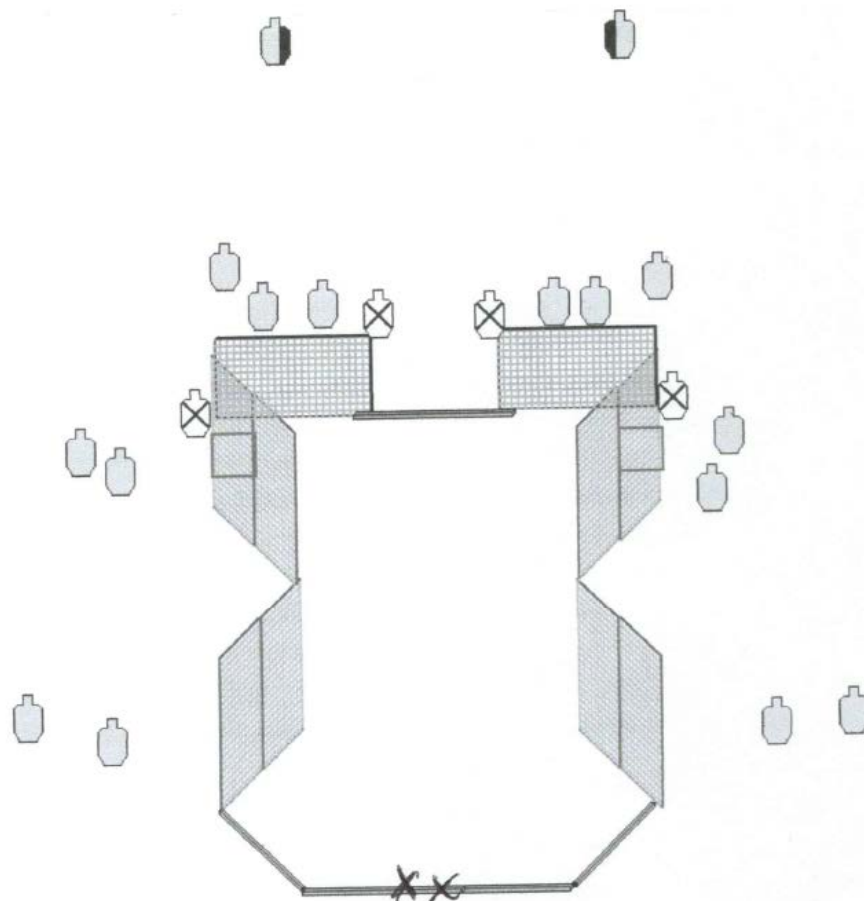
**START POSITION:** Loaded & holstered, hands at sides, heels on X's.

## STAGE PROCEDURE

Upon start signal Shoot 'em as you see 'em from within fault lines/shooting area.

## 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:**



# CM 09-13

Stage 5

# Table Stakes

RULES: USPSA Rule Book, Current Edition

COURSE DESIGNER: US Nationals Design Team

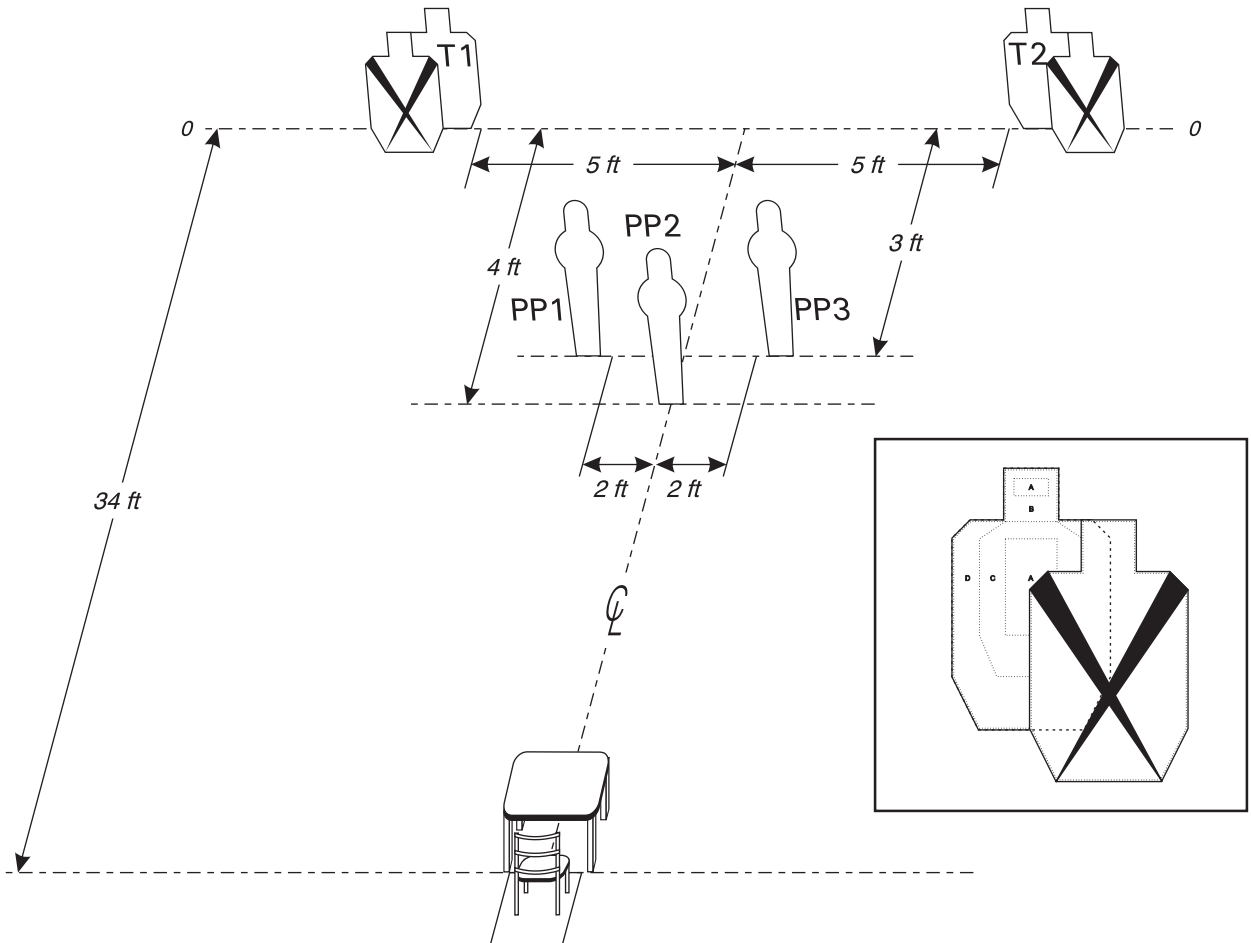
**START POSITION:** Sitting fully in chair, hands behind head, fingers interlaced. Handgun is unloaded and lying flat on the table with the muzzle pointing downrange, slide forward/cylinder closed and hammer/striker fully down. All ammo for the stage must start on the table.

### STAGE PROCEDURE

On signal, load pistol and engage targets while remaining in the shooting area. If a reload is needed, it must come from the ammo on the table.

### SCORING

**SCORING:** Comstock, 7 rounds, 35 points  
**TARGETS:** 2 IPSC, 3 Pepper poppers  
**SCORED HITS:** Best 2/paper, KD = 1A  
**START - STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of USPSA Rule Book.



**SETUP NOTES:** T1 and T2 are 5 feet from the center line to the edge of the target. Set paper targets to 5 feet high at shoulders. Shooting box is 3 feet by 3 feet. See inset for correct no-shoot placement. No-shoot scoring line runs down center of A zone.



**RO NOTE:** Gun may not be propped up in any way.



# CM 09-02

Stage 6

# Diamond Cutter

**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Russell Cluver

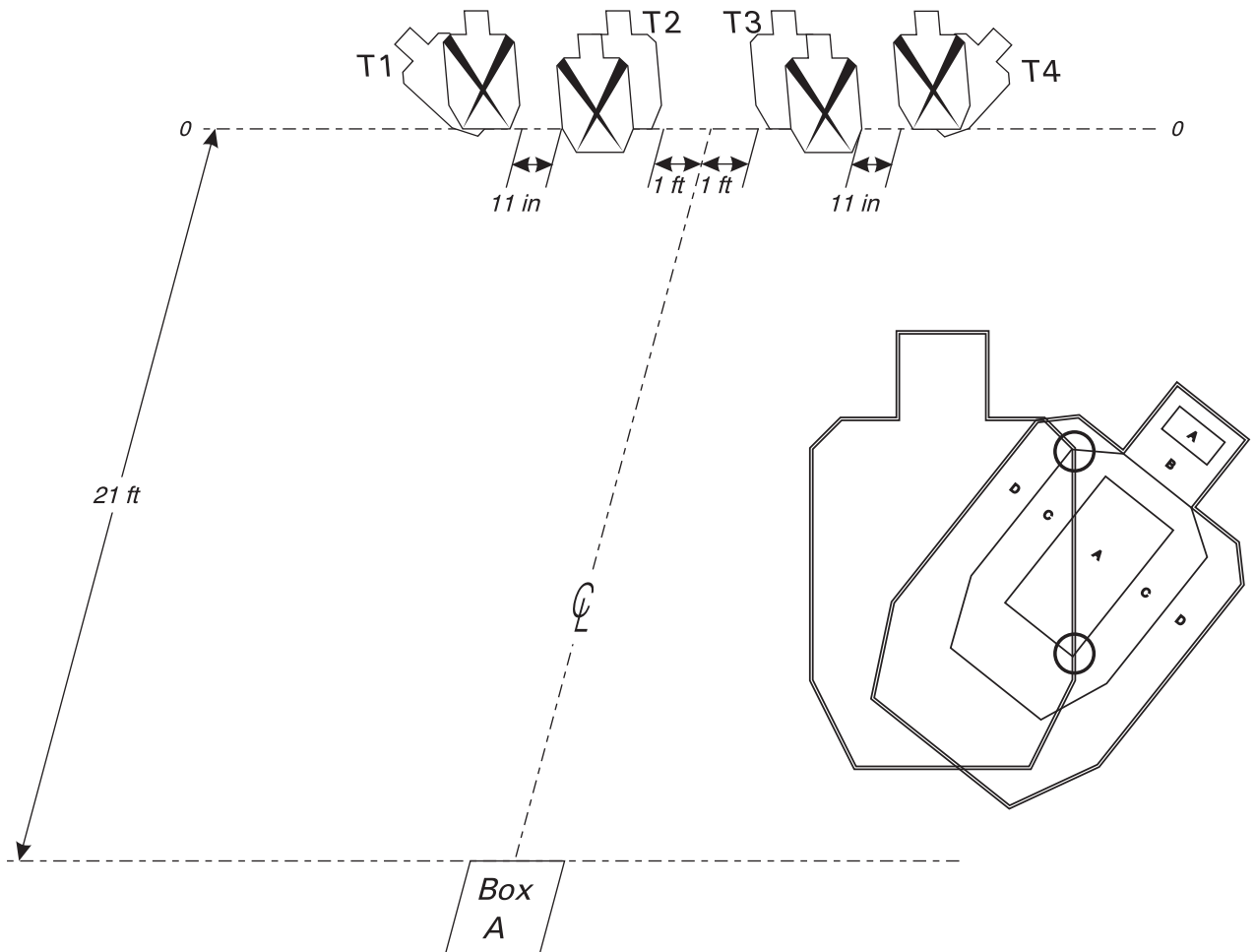
**START POSITION:** Standing in shooting area, facing up range, toes against back of box, hands relaxed at sides. Handgun is loaded and holstered.

### STAGE PROCEDURE

On signal, turn, then draw and engage targets with two rounds each while remaining in shooting area.

### SCORING

**SCORING:** Virginia Count, 8 rounds, 40 points  
**TARGETS:** 4 Metric  
**SCORED HITS:** Best 2/paper  
**START - STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of USPSA Handgun Competition Rules



**SETUP NOTES:** T2 and T3 are 2 feet apart edge to edge, or one foot off center line. The distance between no-shoots on both sides is 11 inches edge to edge. No-shoots on T2 and T3 have top of no-shoot with top of shoulder and with no-shoot scoring line vertically in the middle of the A zone.



Angle T1 and T4 as indicated in the inset above. The scoring lines or points of the no-shoot will overlay the scoring line or point of the shoot target. The circles in the inset above show the key alignment points. Targets are 55 inches high at the shoulders. Box A is 3 feet by 3 feet.