

Stage 1

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

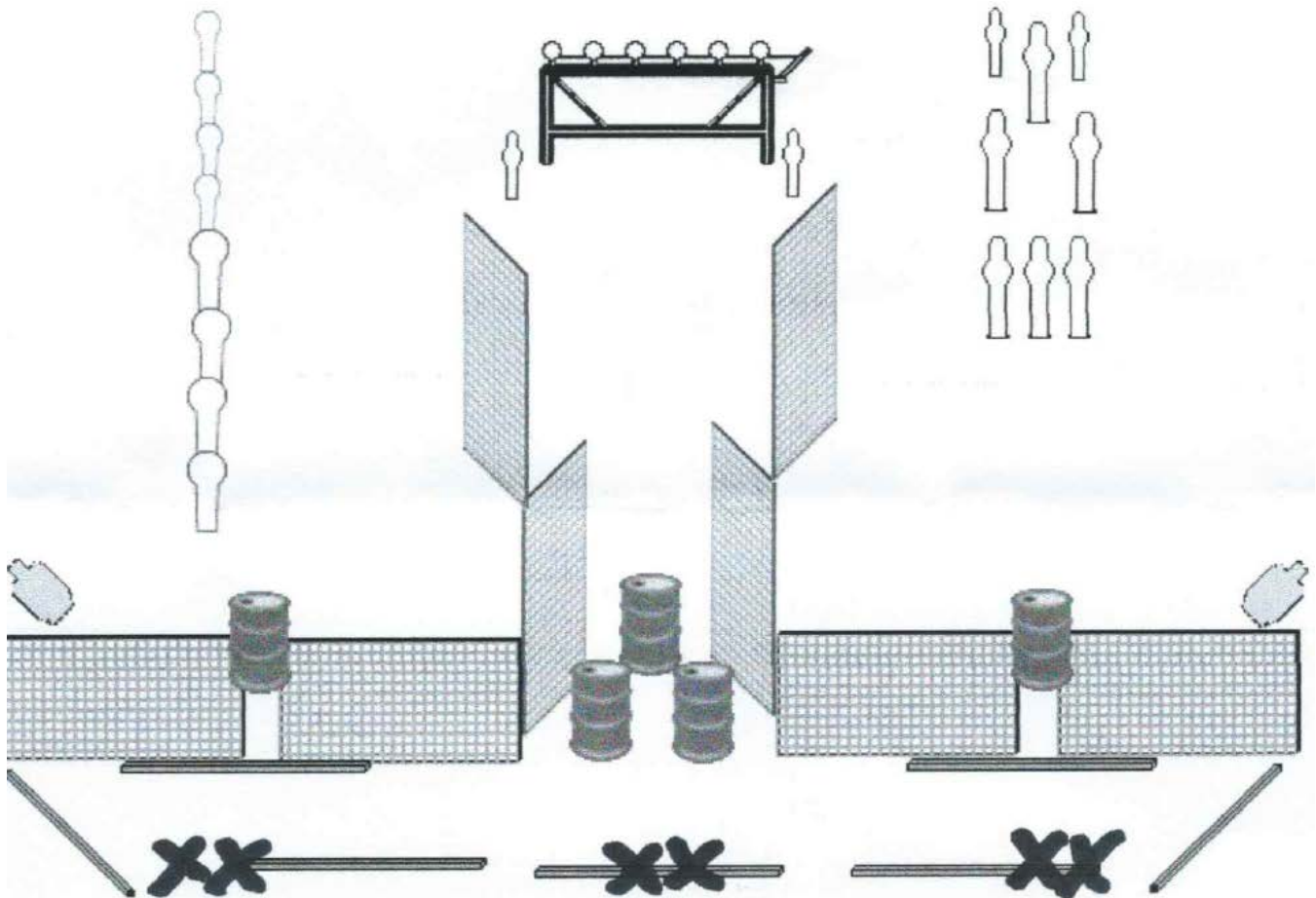
START POSITION: Loaded and holstered, heels on X's of shooter's choice.

STAGE PROCEDURE

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

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

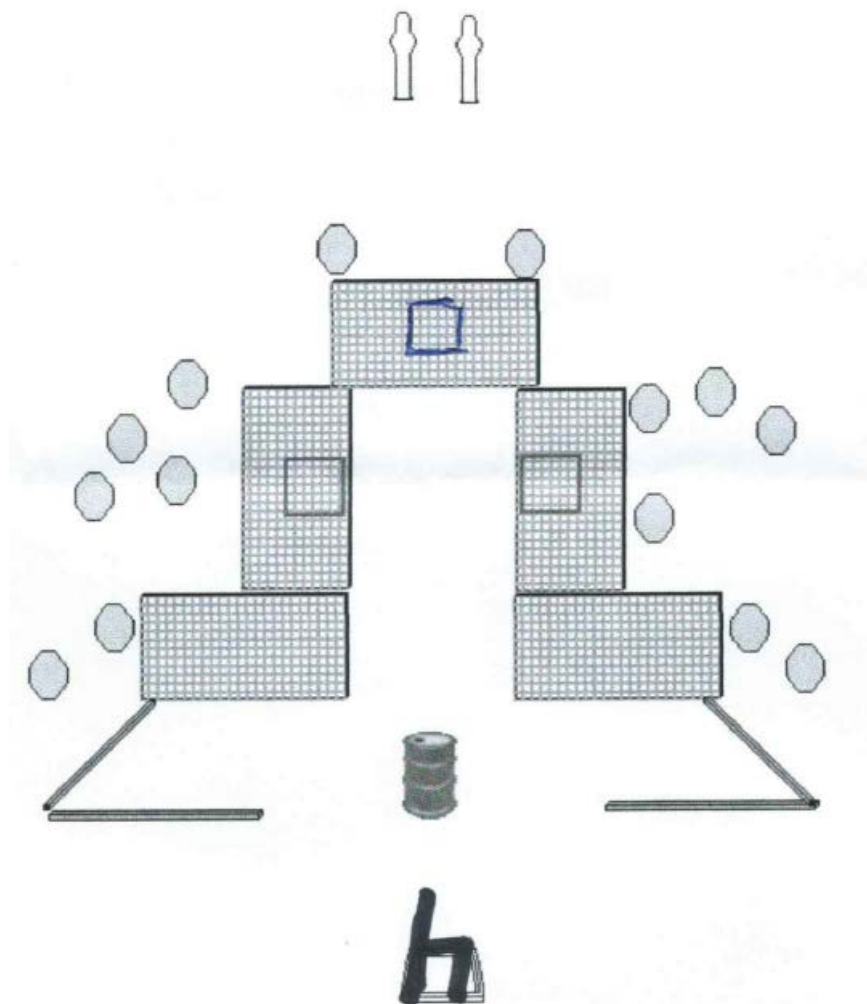
START POSITION: Seated in chair facing uprange, with back against chair back, unloaded pistol on barrel.

STAGE PROCEDURE

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

SCORING

SCORING: Comstock, 30 rounds, 150 points
TARGETS: 14 Classic Paper, 2 PP
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

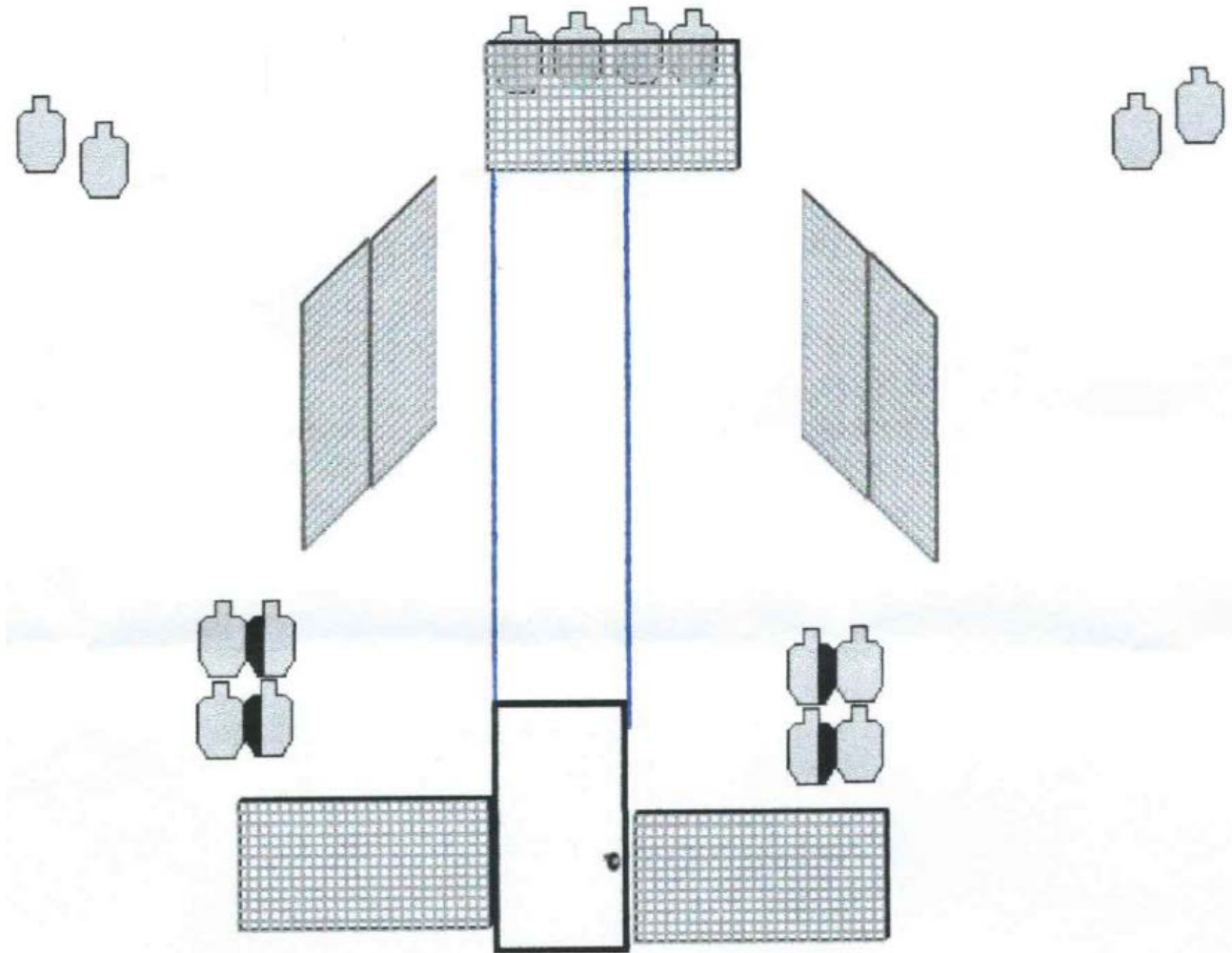
START POSITION: Loaded and holstered, strong hand grasping door handle, weak hand palm flat on top of head

STAGE PROCEDURE

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

SCORING

SCORING: Comstock, 32 rounds, 160 points
TARGETS: 16 Metric Paper
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: Standing in Box A, facing targets, wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Fixed time per string = 10 seconds each String

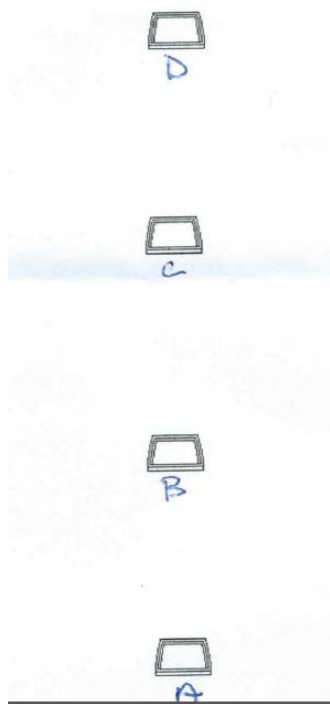
String 1: Upon start signal you must fire only 6 rounds from box A, before moving to box B. From box B you must fire only 6 rounds from box B.

String 2: Upon start signal you must fire only 6 rounds from box C, before moving to box D. From box D you must fire only 6 rounds.

Stacking is allowed.

SCORING

SCORING: Fixed Time, 24 rounds, 120 points
TARGETS: 4 Metric Paper
SCORED HITS: Best 6 per paper
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Overtime shots. -5 (rule 9.4.6.2)
Extra shots. -10
Extra hits. -10



RO NOTES: RO NOTE: Record no-penalty misses on score sheet for scoring program. Allow .3 seconds for the horn on all timing. Example: 10 sec. string. 10.30 is NOT overtime, 10.31 is overtime.

No Penalties for Misses or failure to engage.
Penalties for Extra shots, Extra hits and Overtime shots.
Stacking IS permitted.



CM 99-22

Nuevo El Presidente

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Kent Oram—Modification by US Design Team

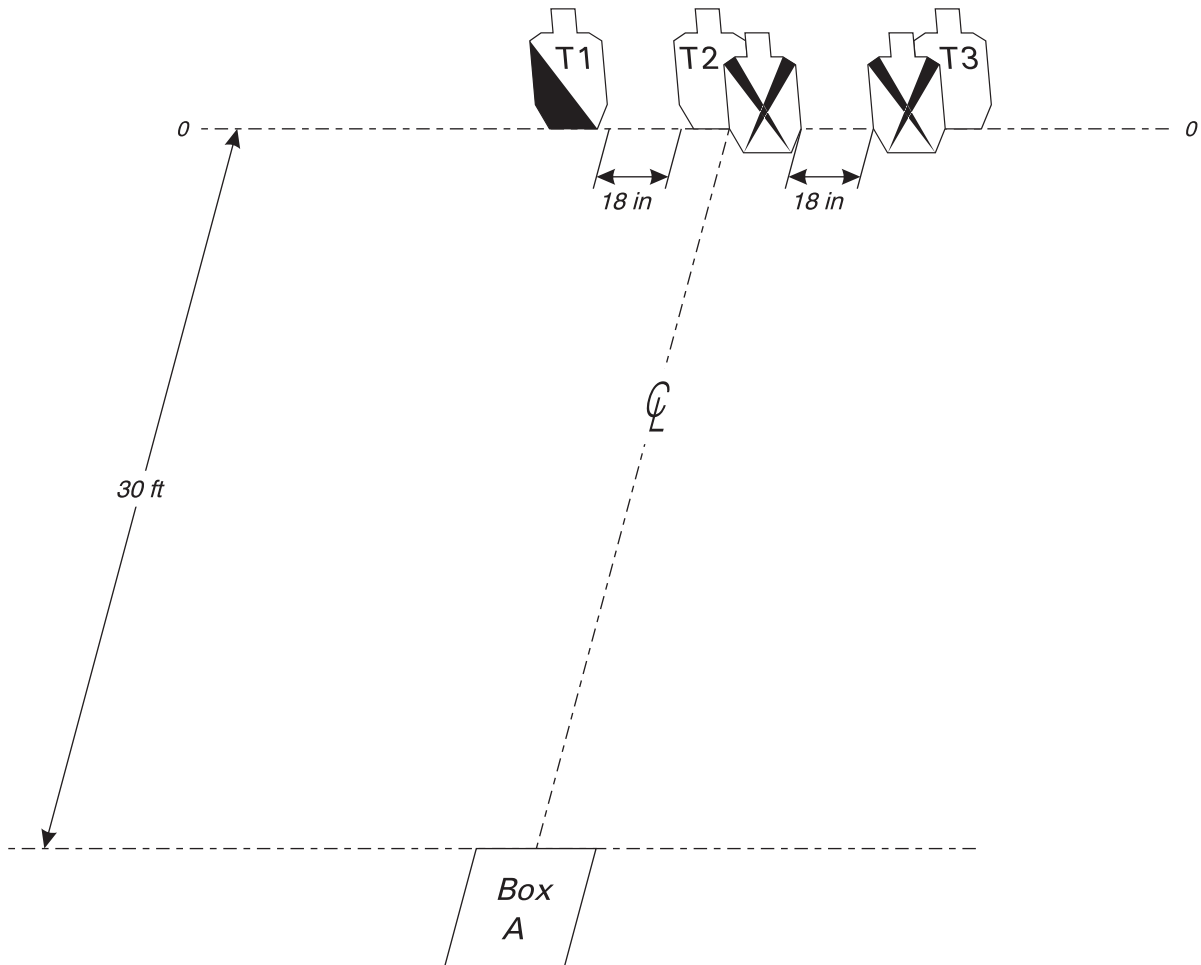
START POSITION: Standing in Box A, back to targets, toes of both feet against rear fault line of Box A, both wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, turn, then draw and from Box A engage T1-T3 with only two rounds per target. Then make a mandatory reload and from Box A engage T1-T3 with only two rounds per target.

SCORING

SCORING: Virginia Count, 12 rounds, 60 points
TARGETS: 3 Metric
SCORED HITS: Best 4/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Handgun Competition Rules
Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Box A is 3 feet by 3 feet. No-shoots are arranged on T2 and T3 with perforations of the non-scoring borders placed on the perforations of the A



zones of the targets. The top of the upper A/B zone of the no-shoot is even with the shoulder of the scoring targets.



CM 03-05

Paper Poppers

RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Clif King – Modifications by US Design Team

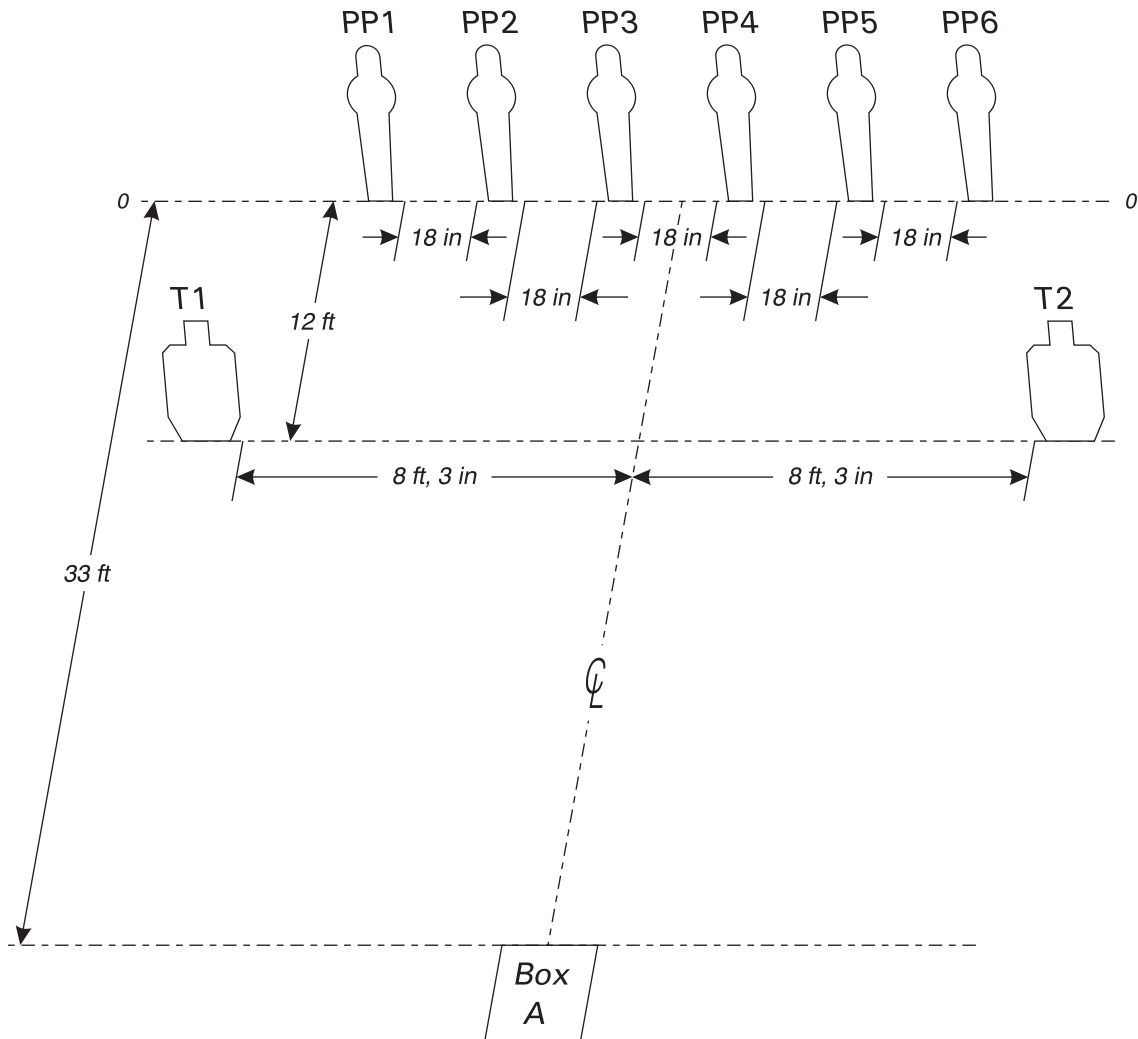
START POSITION: Standing in Box A, hands at surrender position (wrists above shoulders). Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, engage either Array 1, or Array 2, perform a mandatory reload and engage the second array. Paper requires two rounds each and steel must fall to score. A mandatory reload is required whenever changing arrays. Array 1 = paper; Array 2 = steel.

SCORING

SCORING: Comstock, 10 rounds, 50 points
TARGETS: 2 Metric, 6 Pepper poppers
SCORED HITS: Best 2/paper, KD = 1 A
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Handgun Competition Rules



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Box A is 3-feet by 3-feet.

