

Stage 1 - Bay #1

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

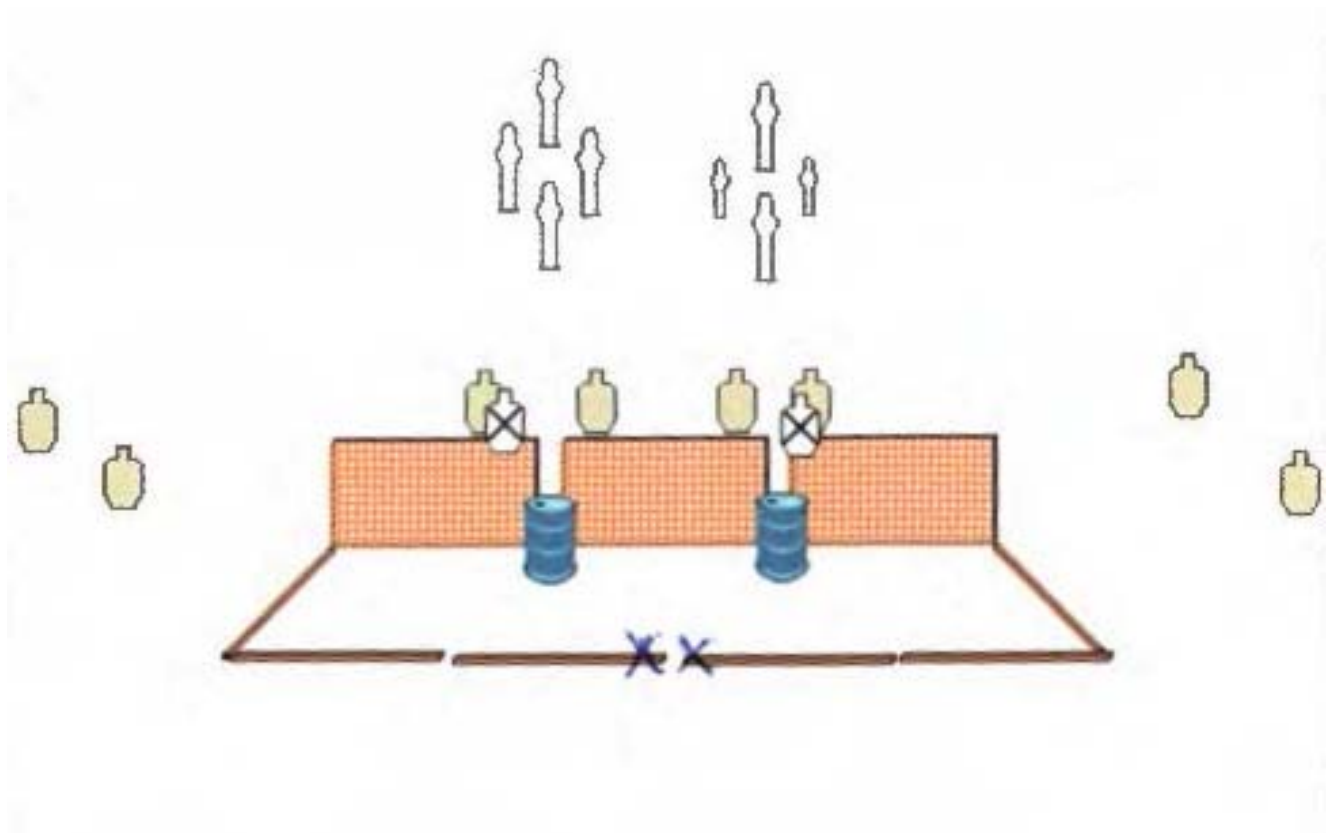
START POSITION: Standing heels touching X's, facing downrange, hands relaxed naturally at sides handgun loaded and holstered as per Ready Condition 8.1.

STAGE PROCEDURE

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

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 8 IPSC, 8 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 2 - Bay #2

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

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

STAGE PROCEDURE

A Single String = 18 seconds "Fixed time"

Upon start signal you **MUST** fire **ONLY** 8 rounds from Box A, before moving to Box B.

From Box B you **MUST** fire **ONLY** 8 rounds from Box B, before moving to Box C.

From Box C you **MUST** fire **ONLY** 8 rounds from Box C.

SCORING

SCORING: **Fixed Time 18 seconds**

24 rounds, 120 points

TARGETS: 8 IPSC

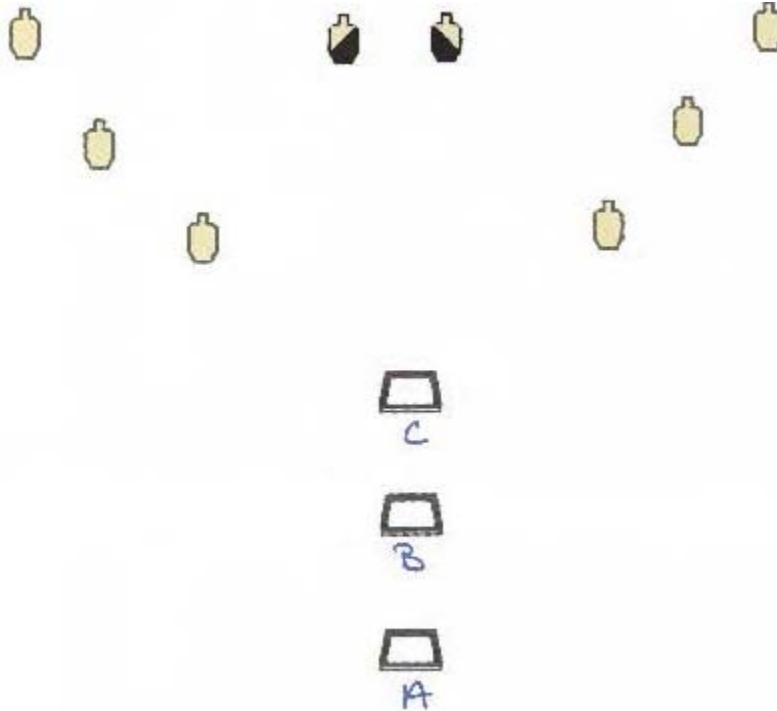
SCORED HITS: Best 3 per IPSC

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

NO Miss Penalties.

Per current edition USPSA Practical Shooting Handbook.



RO NOTES:

9.4.5 In a Virginia Count Course of Fire or a Fixed Time Course of Fire:

9.4.5.1 Extra shots (i.e. shots fired in excess of the number specified in a component string or stage), will each incur one procedural penalty. Additionally, during scoring, no more than the specified number and highest scoring hits will be awarded.

9.4.5.2 Extra Hits (i.e. hits on the scoring area of scoring paper targets in excess of the total number specified in the stage), will each incur one procedural penalty. Note that hits on hard cover and/or no-shoots are not treated as Extra Hits.

9.4.6.2 Where static scoring paper targets are used, a shot (or shots) fired more than 0.30 seconds over the set time, will be considered overtime. For example, if the time is 5.00 seconds, a shot (or shots) at 5.31 seconds or more would be considered overtime. Overtime shots will be penalized the maximum possible scoring value of each shot so fired. If the overtime shot results in extra hits on the target, only the specified number of shots may be scored.

9.2.4.4 Fixed Time courses of fire do not incur failure to shoot at or miss penalties.

Stage 3 - Bay #3

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

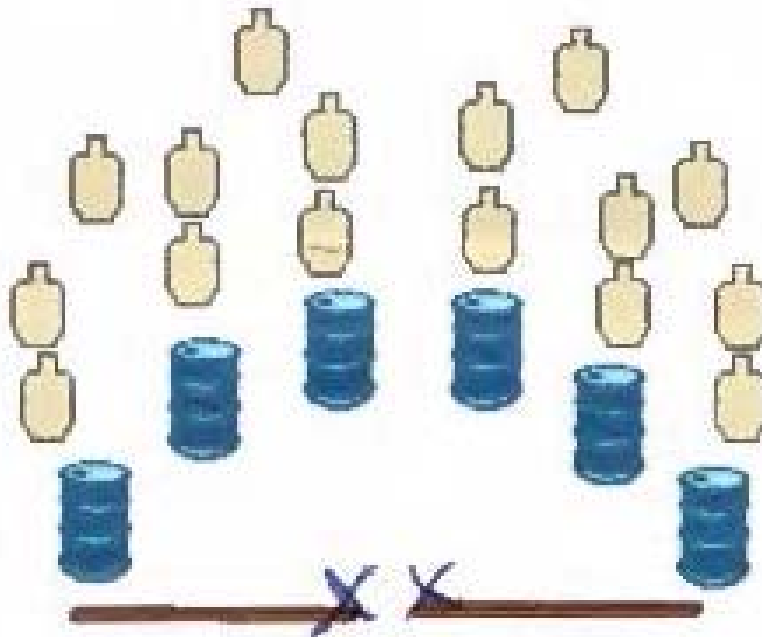
START POSITION: Standing toes touching X's, handgun loaded and holstered as per Ready Condition 8.1, facing downrange, hands relaxed naturally at sides.

STAGE PROCEDURE

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

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 - Bay #4

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

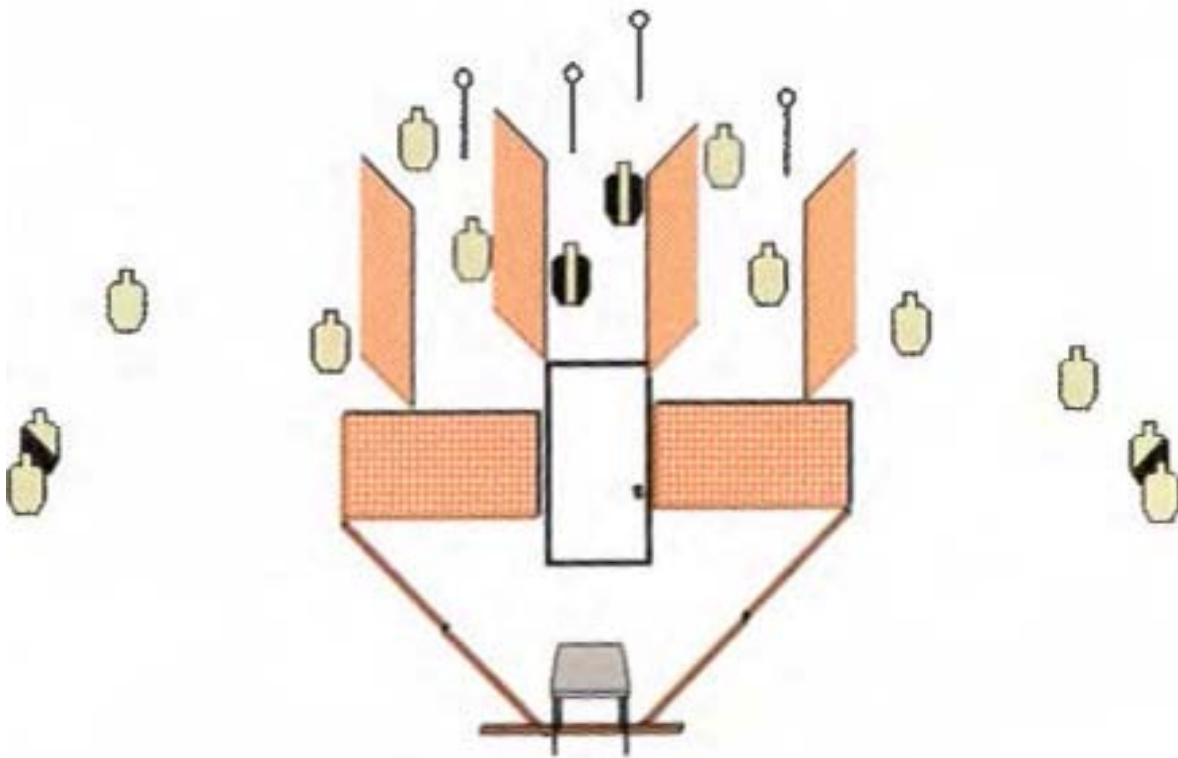
START POSITION: Seated in Chair, back against back of chair, fingers interlaced on top of head. Empty handgun lying flat on table, muzzle touching X and pointed downrange.

STAGE PROCEDURE

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

SCORING

SCORING: Comstock, 32 rounds, 160 points
TARGETS: 14 IPSC, 4 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:



RULES: USPSA Rule Book, Current Edition

COURSE DESIGNER: Russell Cluver

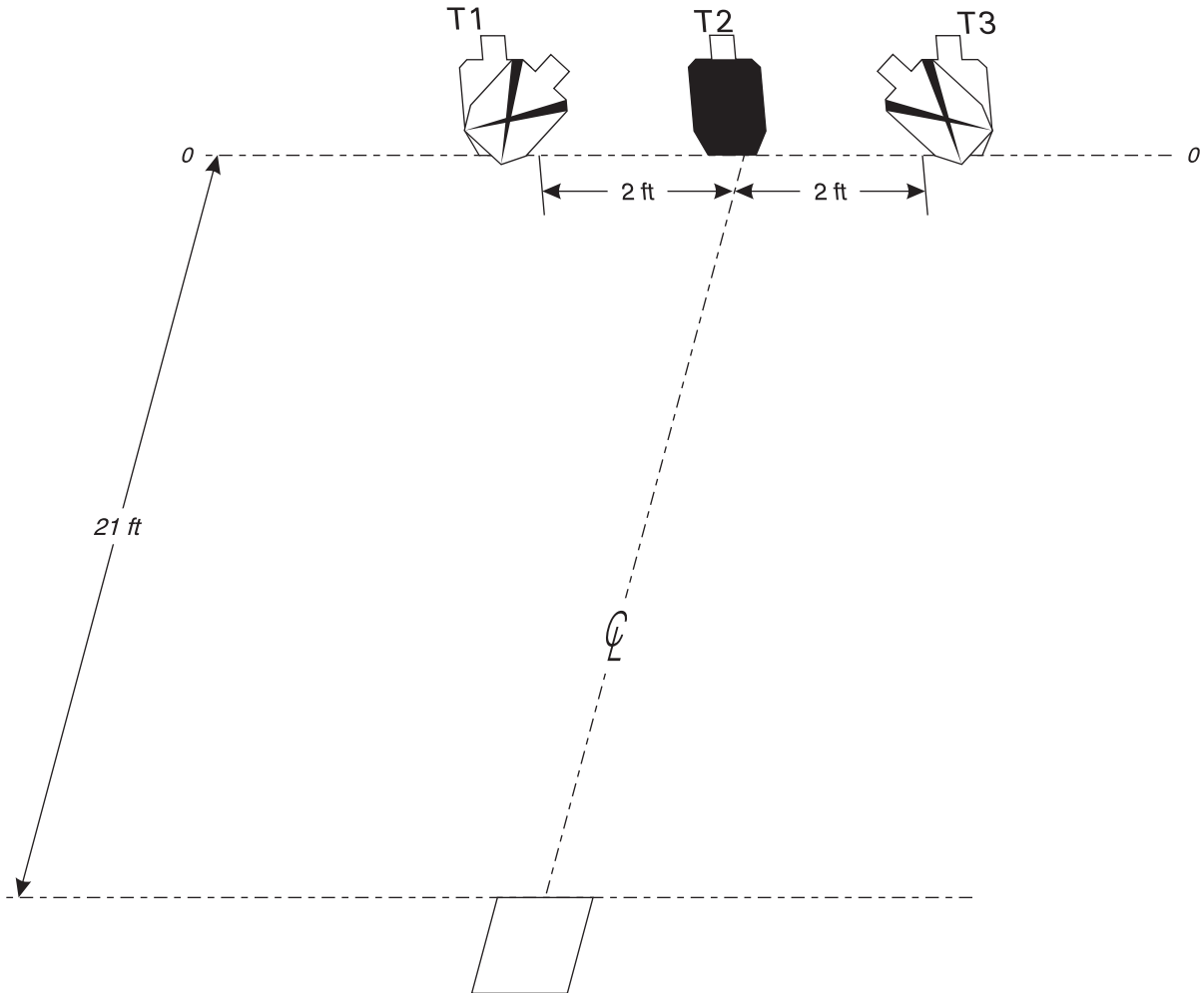
START POSITION: Standing in shooting area facing directly uprange, toes against the back of the box, hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

On signal, turn, then draw and engage targets with only two rounds each from the shooting area.

SCORING

SCORING: Virginia Count, 6 rounds, 30 points
TARGETS: 3 IPSC
SCORED HITS: Best 2/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition of USPSA Rule Book.



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Shooting box is 3 feet by 3 feet. No-shoots are angled at 45 degrees to shoot targets. Overlay the top shoulder point of the no-shoots with the top shoulder-



der point of each target. The 45-degree shoulder angle should be parallel with the top horizontal edge of each target.