

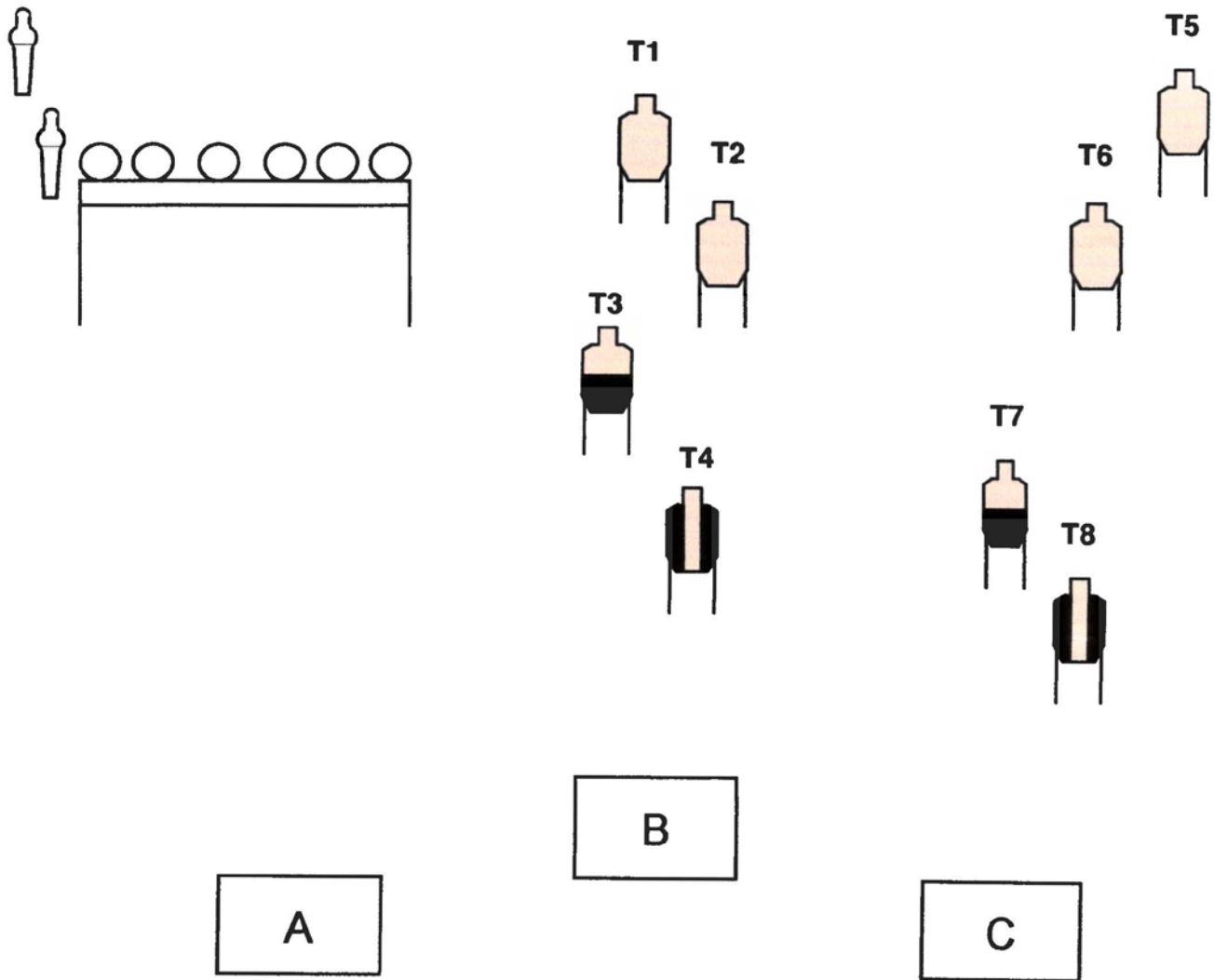
Box to Box to Box

Stage 1 in Bay 1

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

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

STAGE PROCEDURE	SCORING
<p>Upon start signal, from Box A only engage only the Poppers and plates. Then from Box B only, engage only T1-T4 in any order. Then from Box C only, engage only T5-T8 in any order.</p>	<p>SCORING: Comstock, 24 rounds, 120 points TARGETS: 8 IPSC, 2 USP, 6 plates SCORED HITS: Best 2 per IPSC, steel down = 1A START-STOP: Audible - Last shot PENALTIES: Procedural. -10 Miss. -10</p>



<p>SETUP NOTES:</p>	<p>RO NOTES:</p>
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Res-Q Stage 2 in Bay 2

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

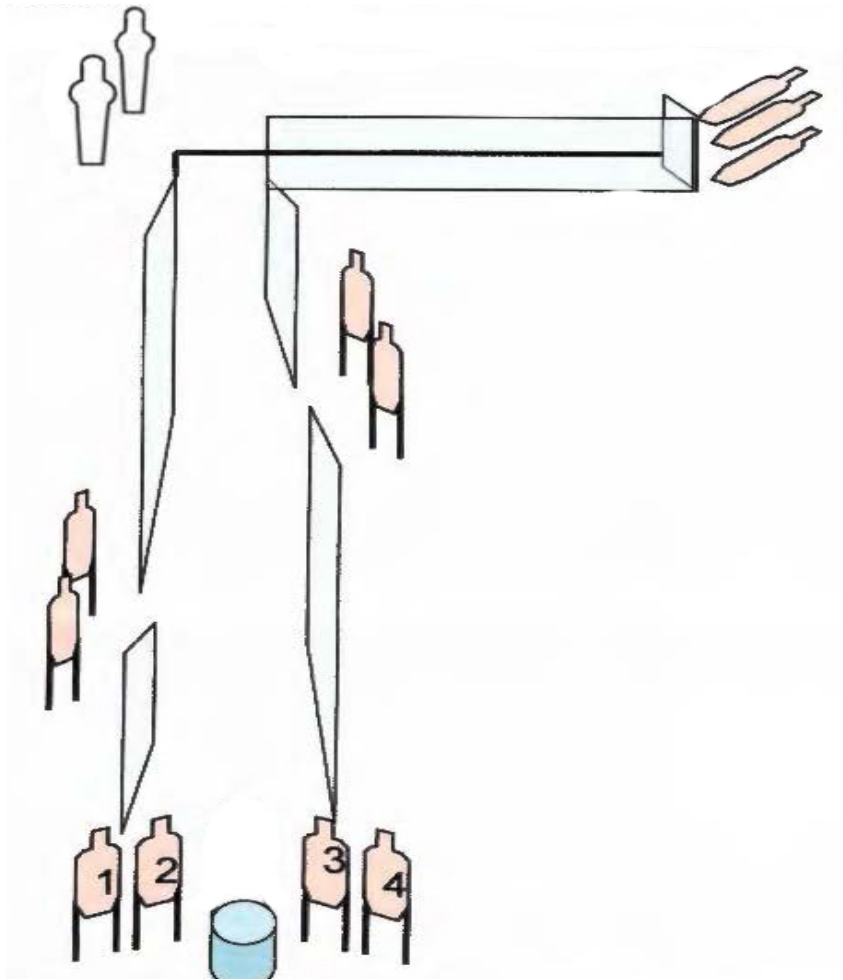
START POSITION: Standing in Box , facing downrange, both palms flat on top of barrel, handgun loaded and holstered as per Ready Condition 8.1.

STAGE PROCEDURE

Upon start signal engage targets 1-4 in any order. Then pick up the briefcase from the top of the barrel and carry it on your person during all remaining shots fired. Briefcase can be held with any part of the body. Briefcase can be set down for reloading or clearing jams, but no shots may be fired unless it is being held off the ground on shooter's person. One procedural for each shot fired without holding the briefcase after T1-T4.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 11 IPSC, 2 PP
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Miss. -10



SETUP NOTES:

RO NOTES:

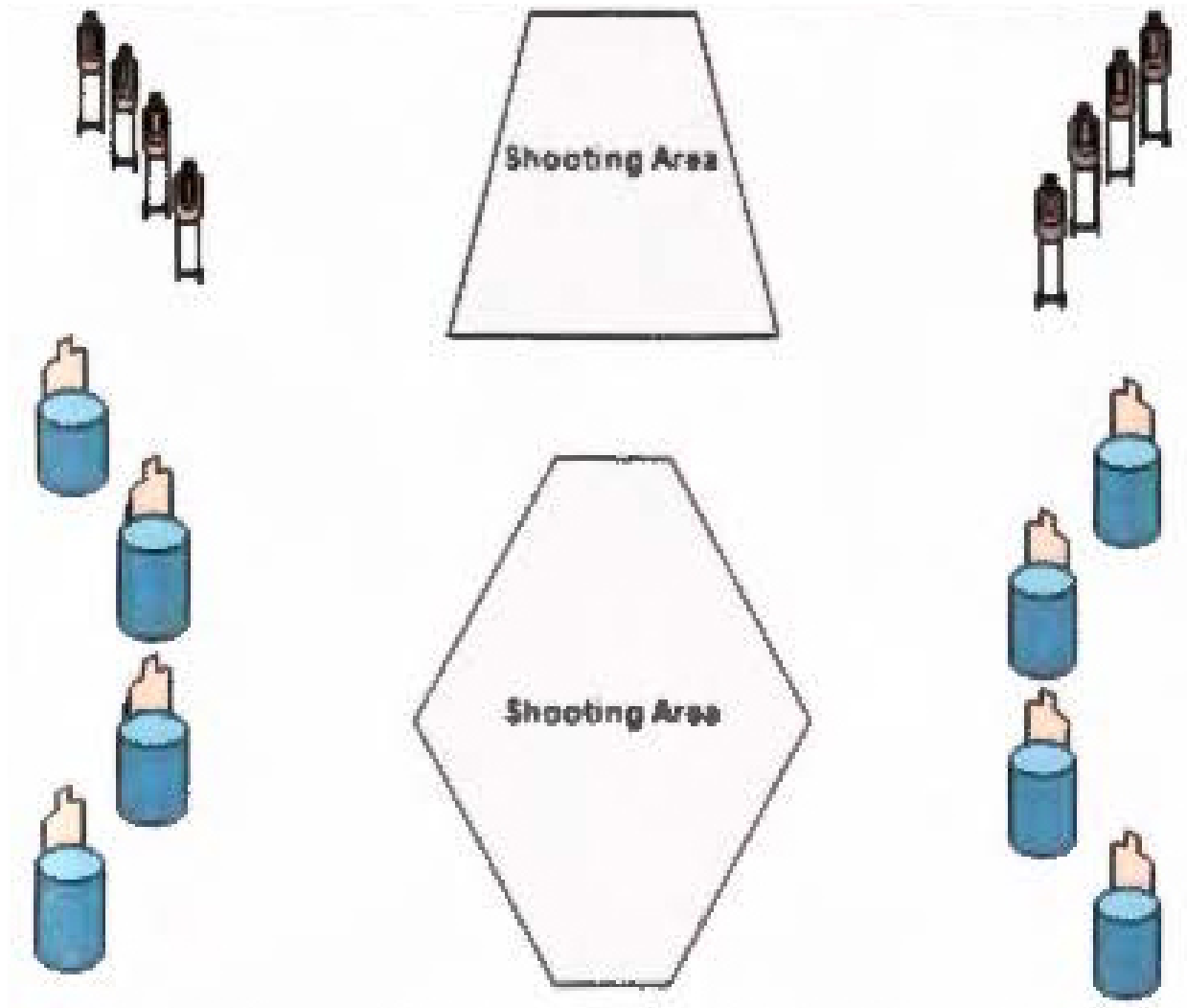
Choices

Stage 3 in Bay 3

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

START POSITION: Standing in shooting area, facing downrange, Heels on X's, hands hanging naturally at sides, handgun loaded and holstered as per Ready Condition 8.1.

STAGE PROCEDURE	SCORING
<p>Upon start signal, from within fault lines, shoot 'em as you see 'em.</p>	<p>SCORING: Comstock, 32 rounds, 160 points TARGETS: 16 IPSC SCORED HITS: Best 2 per IPSC START-STOP: Audible - Last shot PENALTIES: Procedural. -10 Miss. -10</p>



SETUP NOTES:

RO NOTES:

Wall to Wall to Wall

Stage 4 in Bay 4

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

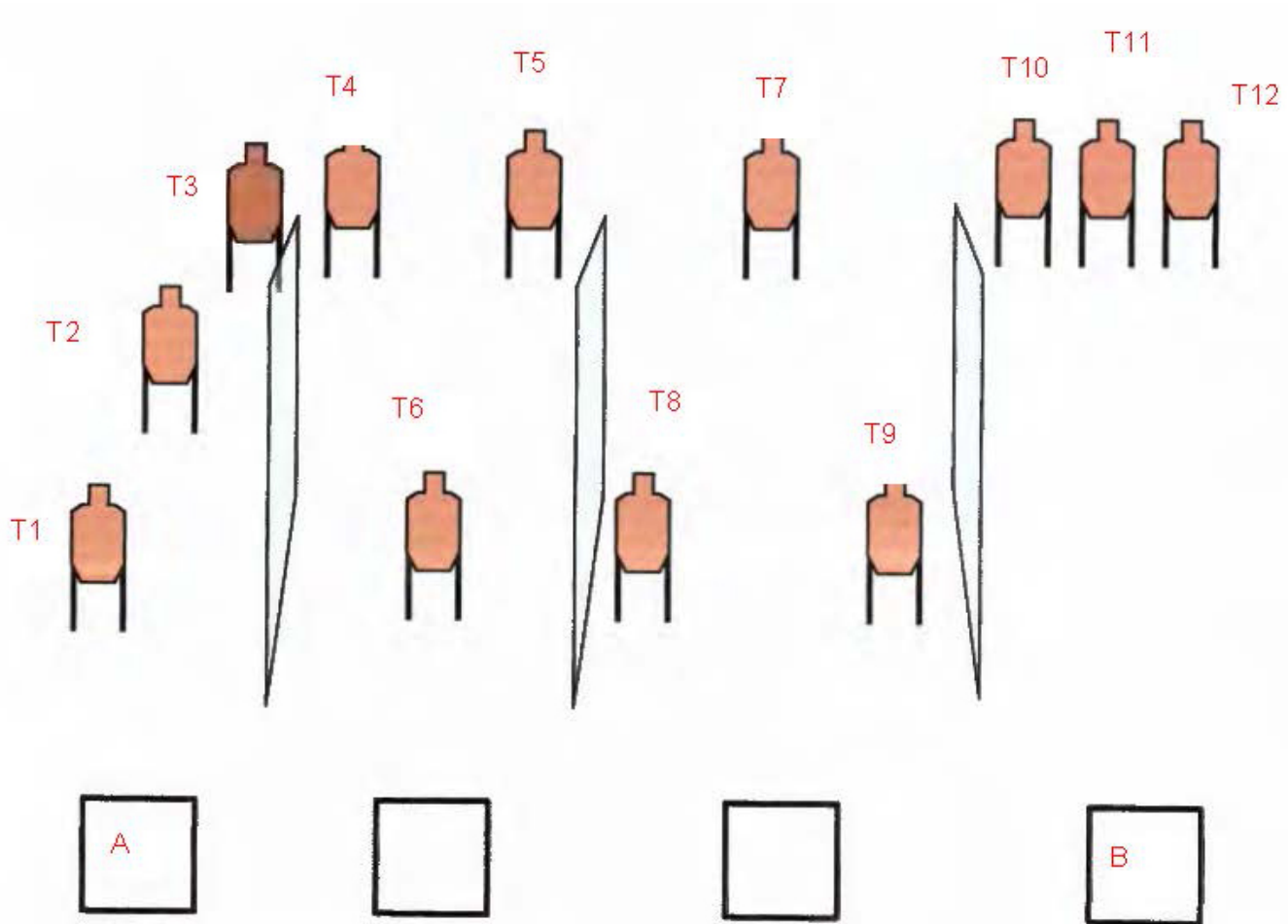
START POSITION: Standing in shooter's choice of either Box A or Box B, facing downrange, hands hanging naturally at sides, handgun loaded and holstered as per Ready Condition 8.1.

STAGE PROCEDURE

Upon start signal engage the three respective targets in any order from each of the boxes. So T1-T3 can only be engaged from Box A, T10-T12 only from Box B, etc. for each Box and three target array.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 12 IPSC
SCORED HITS: Best 2 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 Miss. -10



SETUP NOTES:

RO NOTES:



CM 03-14

Stage 5 - Bay 5

Baseball Standards

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** R. T. McManus — Modifications by US Design Team

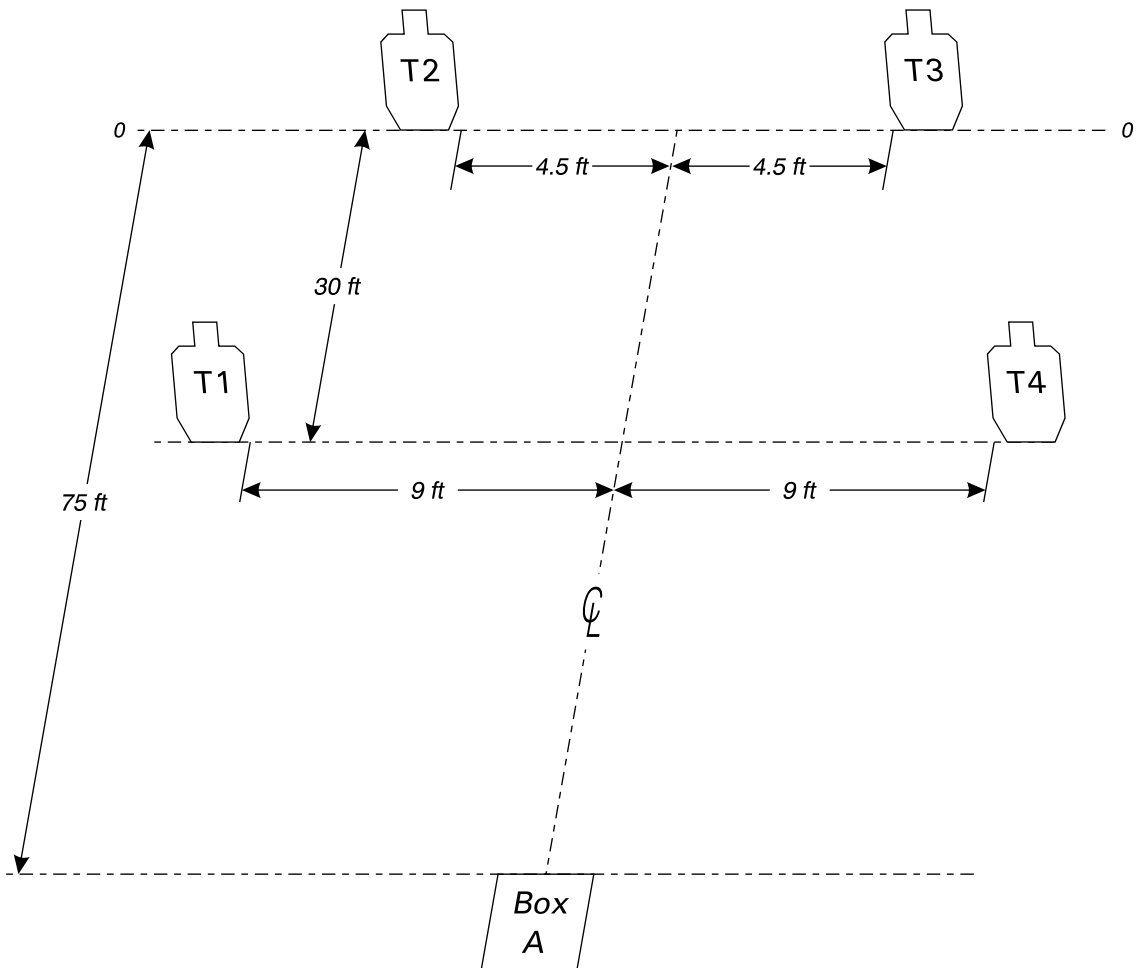
START POSITION: Standing in Box A, facing targets, wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1 4.5 seconds. Engage T1 with six rounds left hand only.
- String 2 4.5 seconds. Engage T2 with six rounds freestyle.
- String 3 4.5 seconds. Engage T3 with three rounds, perform a mandatory reload and reenage T3 with three rounds only.
- String 4 4.5 seconds. Engage T4 with six rounds right hand only.

SCORING

- SCORING:** Fixed Time, 24 rounds, 120 points
- TARGETS:** 4 IPSC
- SCORED HITS:** Best 6/paper
- START - STOP:** Audible - Audible
- PENALTIES:** Per current edition USPSA Practical Shooting Handbook.



SETUP NOTES: Set targets to 5 feet high at shoulders. Shooting box is 3 feet by 3 feet.



RO NOTE: Record no-penalty misses on score sheet for scoring program. Allow .3 seconds for the horn on all timing. Example: 5 sec. string. 5.30 is NOT overtime, 5.31 is overtime.