

Stage 1 - Bay #1

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

START POSITION: Seated in chair, back against back of chair, hands on knees, 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.

Target stands for plates are part of the target.

SCORING

SCORING: Comstock, 28 rounds, 140 points

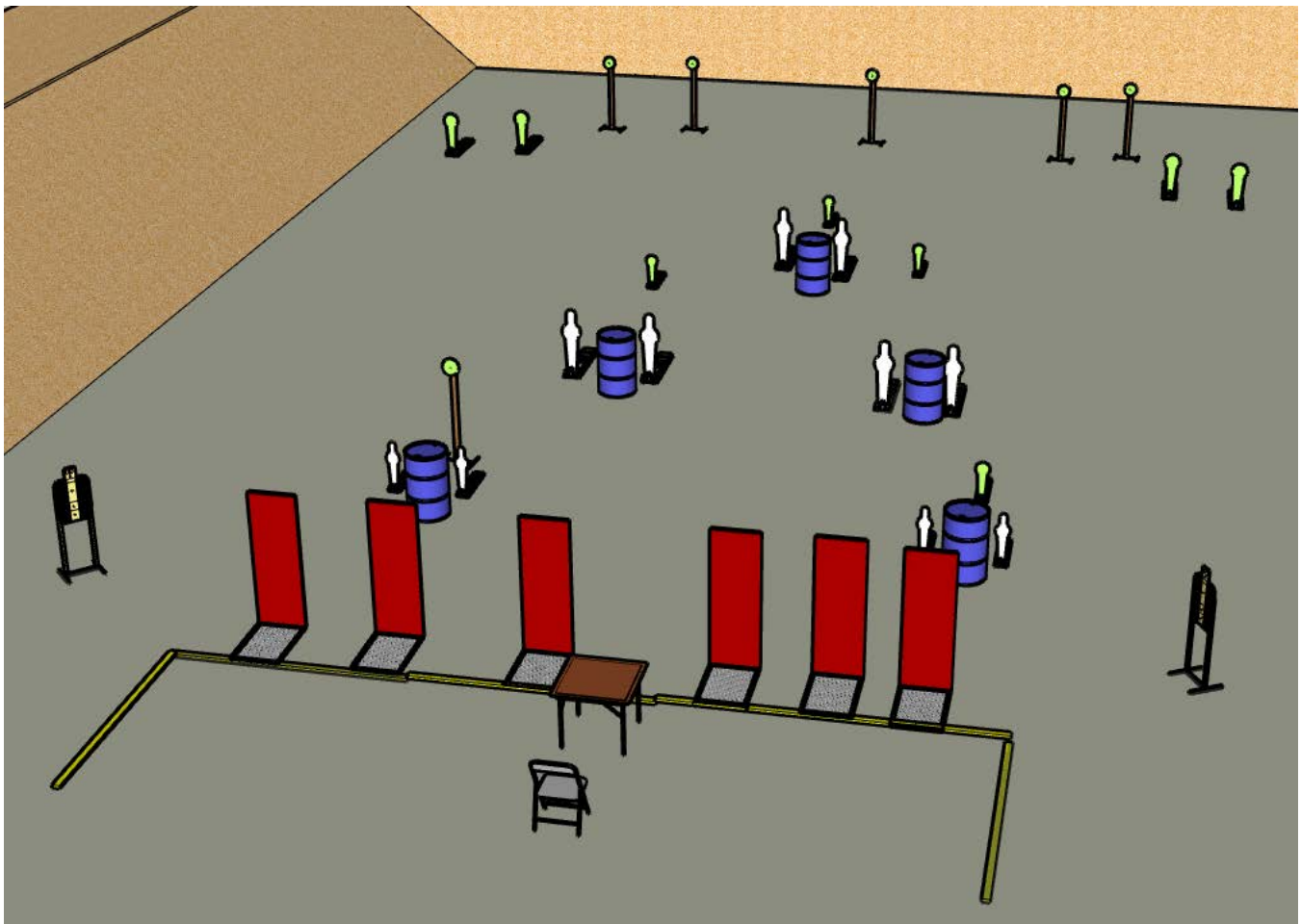
TARGETS: 2 Metric, 24 steel

SCORED HITS: Best 2 per paper, steel down = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

Miss. -10



SETUP NOTES:

RO NOTES: Target stands for plates are part of the target.

Stage 2 - Bay #2

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

START POSITION: Standing outside the shooting area, toes on either X's, hands naturally at sides. Unloaded gun on either Barrel A or B. All mags to be used will be on any or all of the barrels, EXCEPT the barrel the gun is on.

STAGE PROCEDURE

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

All walls go from the gates of heaven to the bowels of hell.

SCORING

SCORING: Comstock, 30 rounds, 150 points

TARGETS: 15 Metric

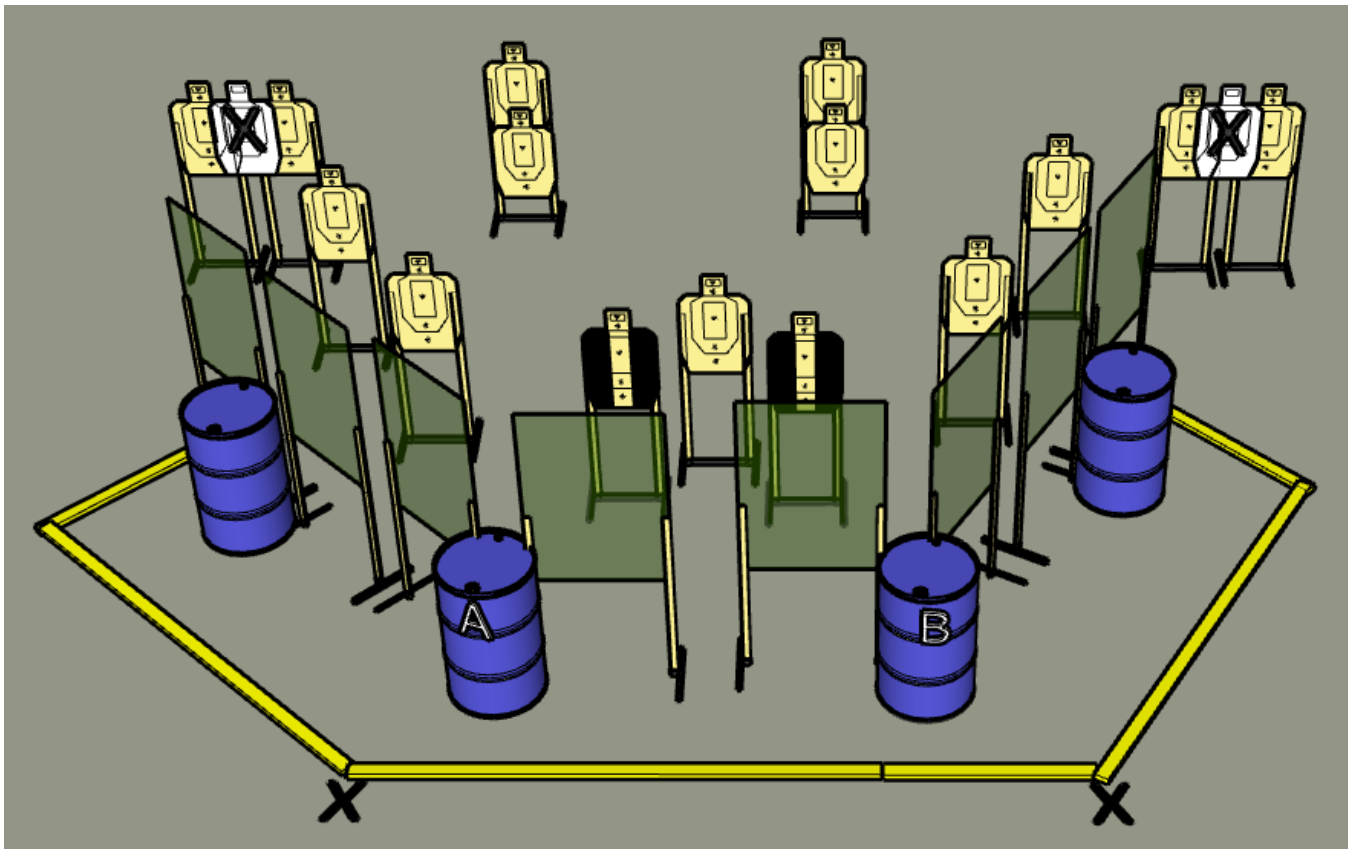
SCORED HITS: Best 2 per paper

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



SETUP NOTES:

RO NOTES: All walls go from the gates of heaven to the bowels of hell.

Stage 3 - Bay #3

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

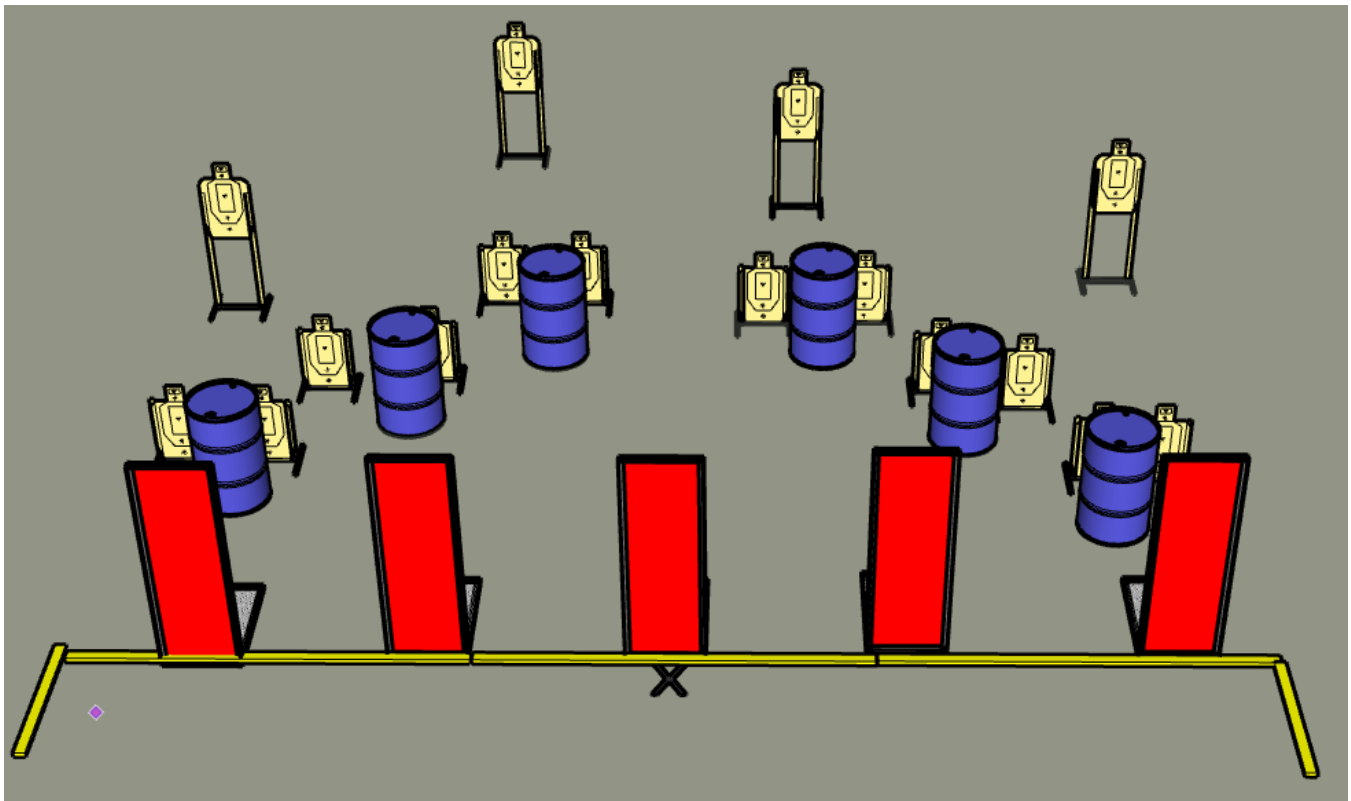
START POSITION: Standing toes touching X's, handgun loaded and holstered as per Ready Condition 8.1, facing downrange, hands relaxed naturally at sides.

STAGE PROCEDURE

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

SCORING

SCORING: Comstock, 32 rounds, 160 points
TARGETS: 16 Metric
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Miss. -10



SETUP NOTES:

RO NOTES:

Stage 4 - Bay #4

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

START POSITION: Loaded and holstered, standing with hands at side, facing downrange, heels on X's.

STAGE PROCEDURE

Upon start signal Shoot 'em as you see 'em from within fault lines/shooting area. Shooting area is inside the "house" and not past door threshold.

Barrier in front of 4 downrange targets is soft cover.

All walls go from the gates of heaven to the bowels of hell.

SCORING

SCORING: Comstock, 28 rounds, 140 points

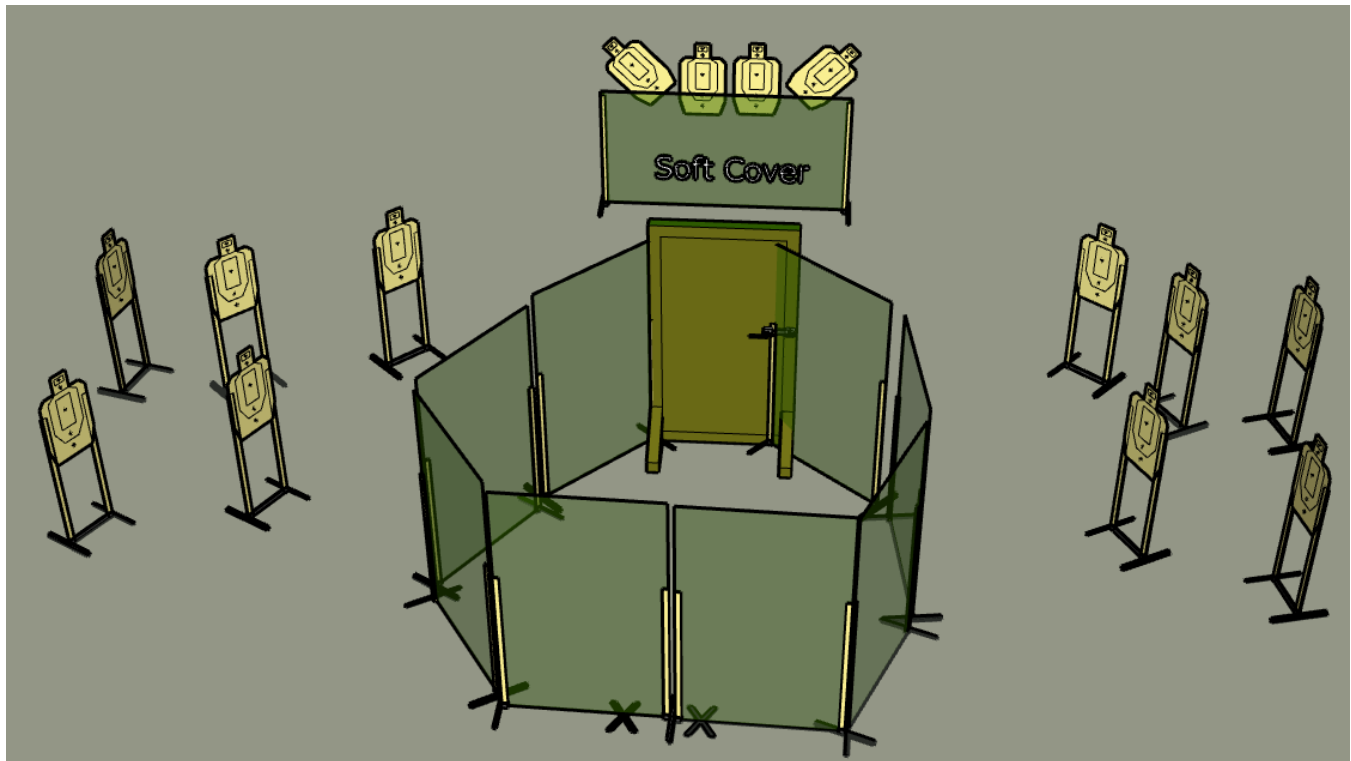
TARGETS: 14 Metric

SCORED HITS: Best 2 per paper

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

Miss. -10



SETUP NOTES:

RO NOTES: All walls go from the gates of heaven to the bowels of hell.

Barrier in front of 4 downrange targets is soft cover.

Stage 5 - Bay #5

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

START POSITION: Loaded gun lying flat, not propped, on table with trigger guard over the X with muzzle pointed downrange, briefcase in weak hand, heels on X's.

STAGE PROCEDURE

Upon start signal Shoot 'em as you see 'em.

Briefcase must remain in weak hand until deposited in barrel. One procedural per shot fired without briefcase in weak hand or in barrel.

Briefcase may be set down in order to reload and/or clear pistol malfunctions.

All walls go from the gates of heaven to the bowels of hell.

SCORING

SCORING: Comstock, 24 rounds, 120 points

TARGETS: 5 Classic, 10 PP, 4 Plates

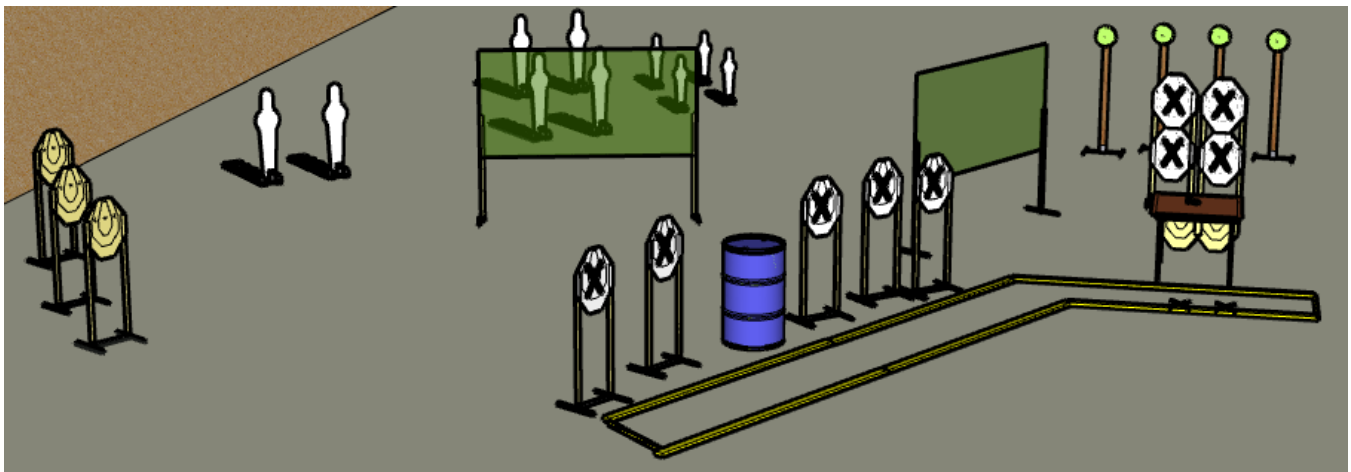
SCORED HITS: Best 2 per paper, steel down = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



SETUP NOTES:

RO NOTES: One procedural **per shot fired** without briefcase in weak hand or in barrel.

Stage 6 - Bay #6

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

START POSITION: Standing outside of shooting area, toes on X's, hands naturally at sides, gun loaded and holstered.

STAGE PROCEDURE

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

Activator Pad on ground at door threshold area activates BOTH swingers which remain visible at rest. Activator is also part of the shooting area.

All walls go from the gates of heaven to the bowels of hell.

SCORING

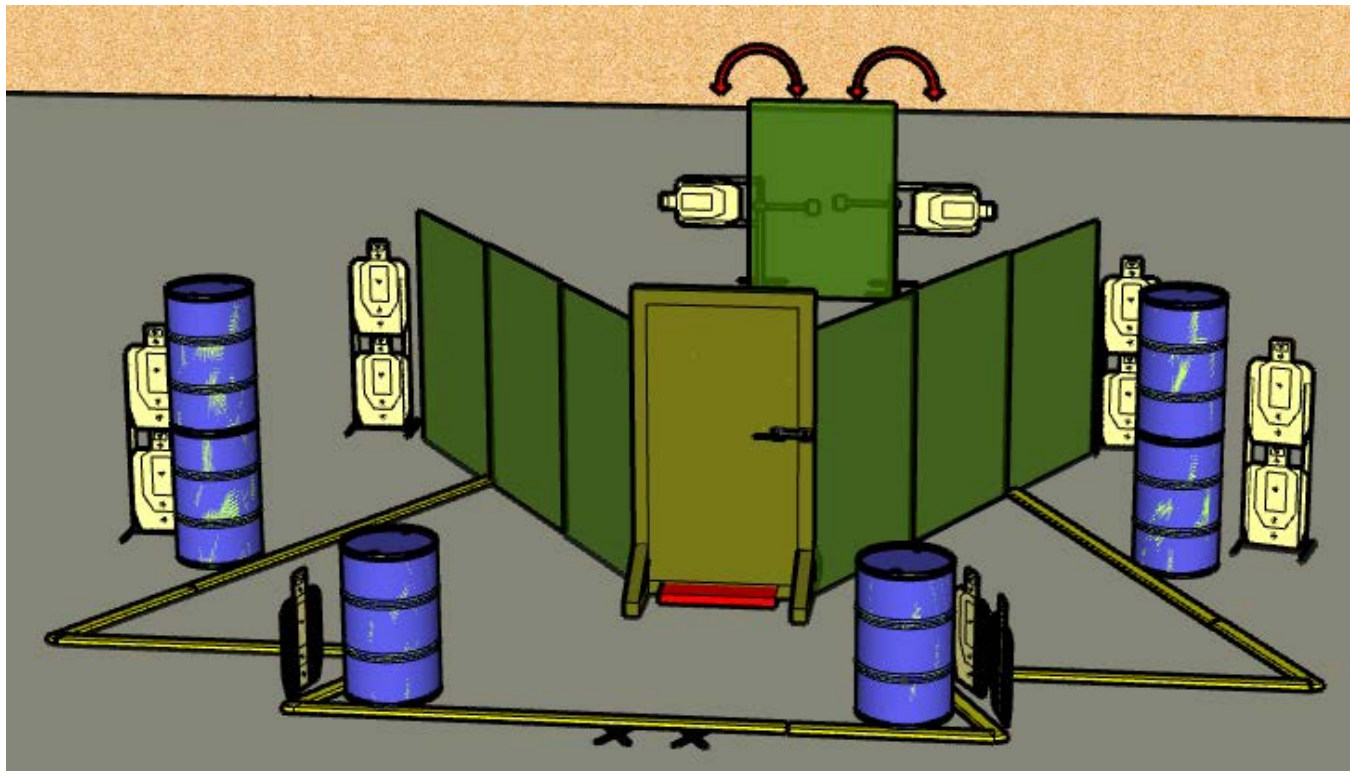
SCORING: Comstock, 28 rounds, 140 points

TARGETS: 14 Metric Paper

SCORED HITS: Best 2 per paper

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10
Miss. -10



SETUP NOTES:

RO NOTES: Watch 180 on four uprange targets especially, and sweeping oneself at door opening. Barrels are HARD cover as are all walls and door. All walls go from the gates of heaven to the bowels of hell.



RULES: USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** 2007 1911 Design Team

START POSITION: Standing, facing down range. Wrists above respective shoulders. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

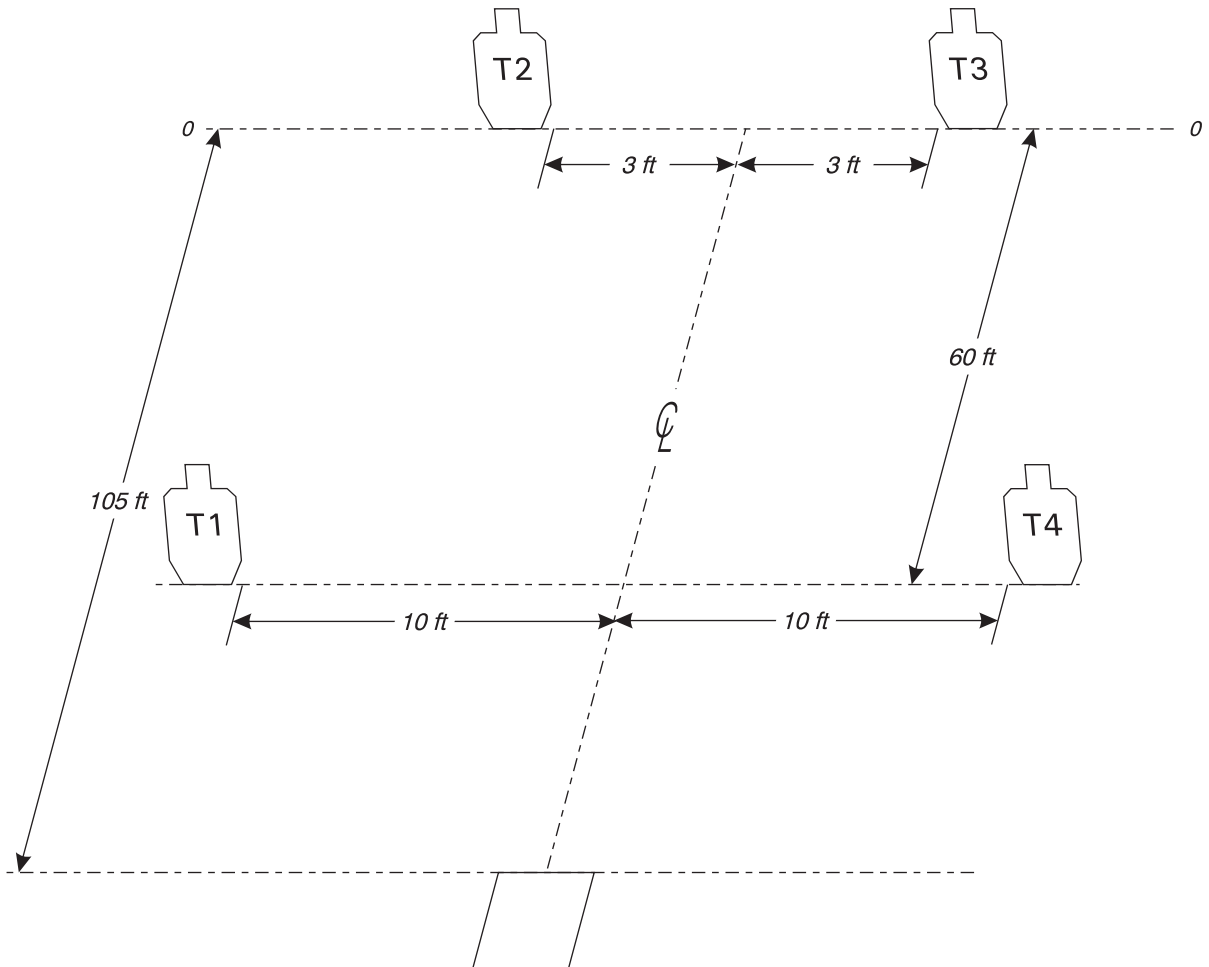
STAGE PROCEDURE

- String 1: On signal, engage one target with only six rounds freestyle, make a mandatory reload and engage another target with only six rounds strong hand unsupported.
- String 2: On signal, engage one target with only six rounds freestyle, perform a mandatory reload and engage another target with only six rounds weak hand unsupported.

All rounds must be fired from within the shooting box.

SCORING

- SCORING:** Virginia Count, 24 rounds, 120 points
- TARGETS:** 4 Metric
- SCORED HITS:** Best 6/paper
- START - STOP:** Audible - Last shot
- PENALTIES:** Per current edition of USPSA Handgun Competition Rules



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



Stage 8 - New Pistol Bay

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

START POSITION: Standing in Box A facing down range, hands on X's, gun loaded and holstered.

STAGE PROCEDURE

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

All walls go from the gates of heaven to the bowels of hell.

SCORING

SCORING: Comstock, 32 rounds, 160 points

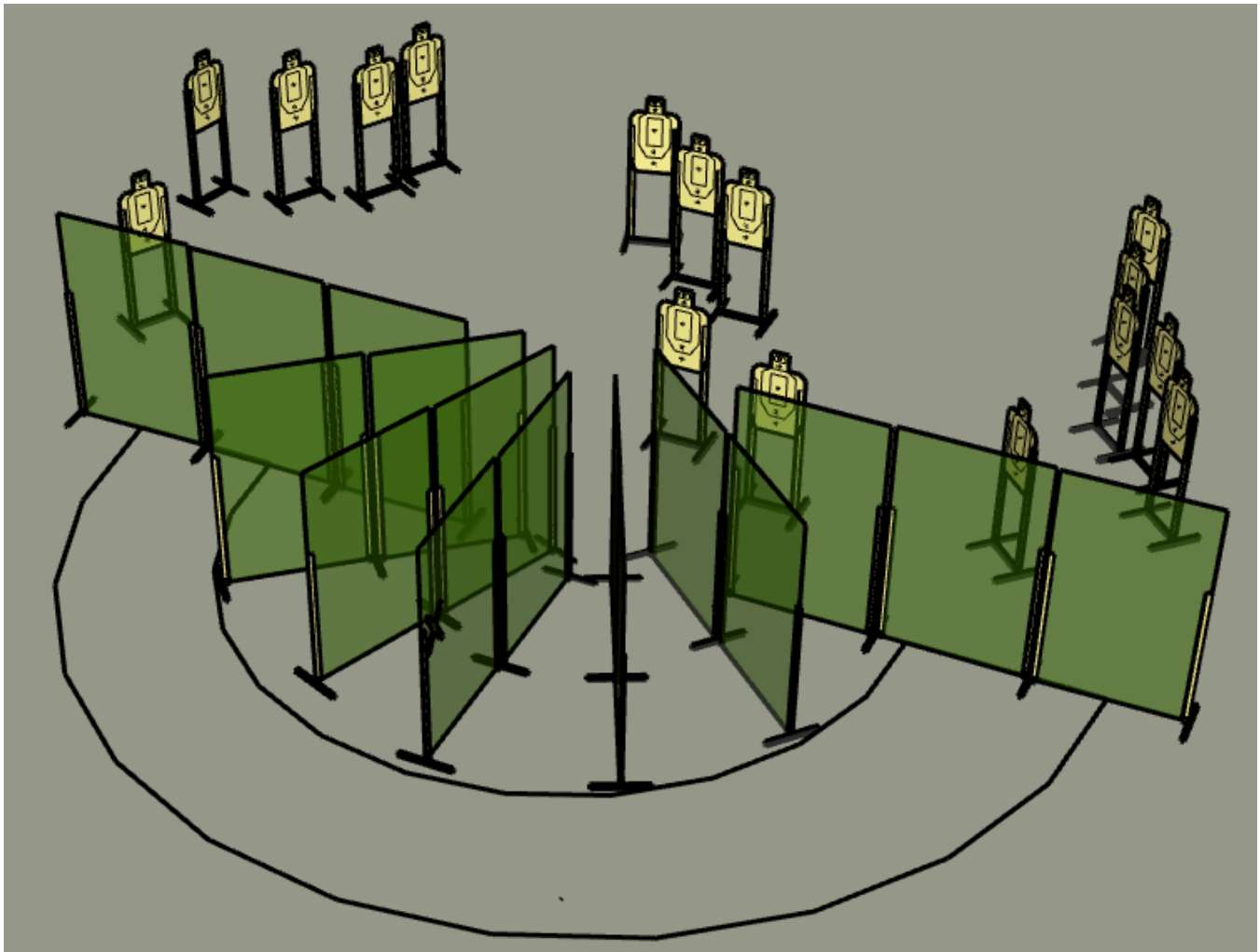
TARGETS: 16 Metric

SCORED HITS: Best 2 per paper

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

Miss. -10



SETUP NOTES:

RO NOTES: