

# Field Of Dreams

**RULES:** Practical Shooting Handbook, Latest Edition    **COURSE DESIGNER:**

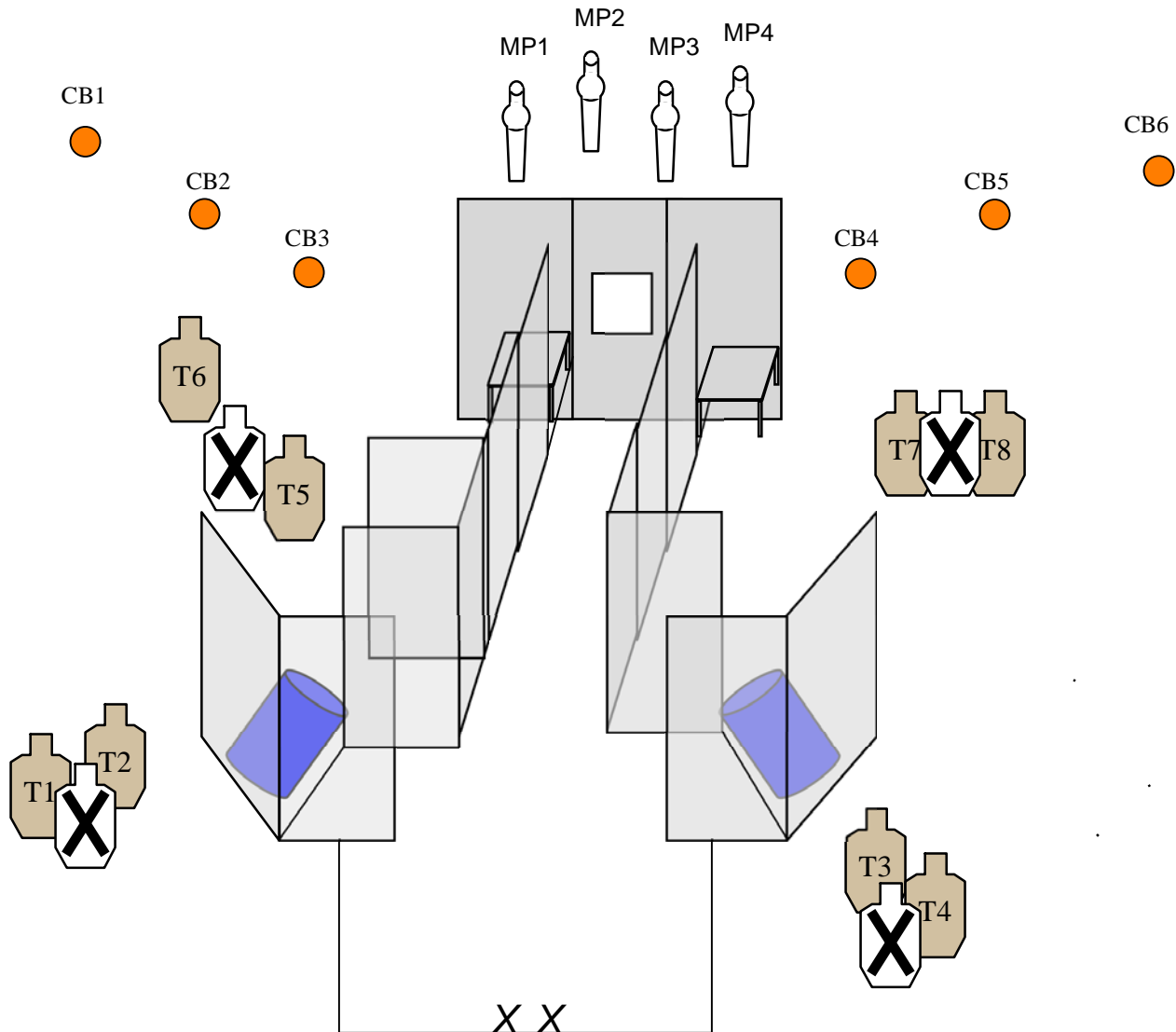
**START POSITION:** Standing in shooting area, heels on X's, rifle butt touching belt. Rifle loaded, shotgun is loaded and placed down range on either table.

### STAGE PROCEDURE

On signal, engage all target's as they become visible from within the shooting area. T1-T8 must be engaged with the rifle. MP1- 4 and CB1-6 must be engaged with shotgun.

### SCORING

**SCORING:** Comstock, 26 rounds, 130 points  
**TARGETS:** 8 IPSC, 4 MP, 6 CB  
**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:**

# Garden City Alley

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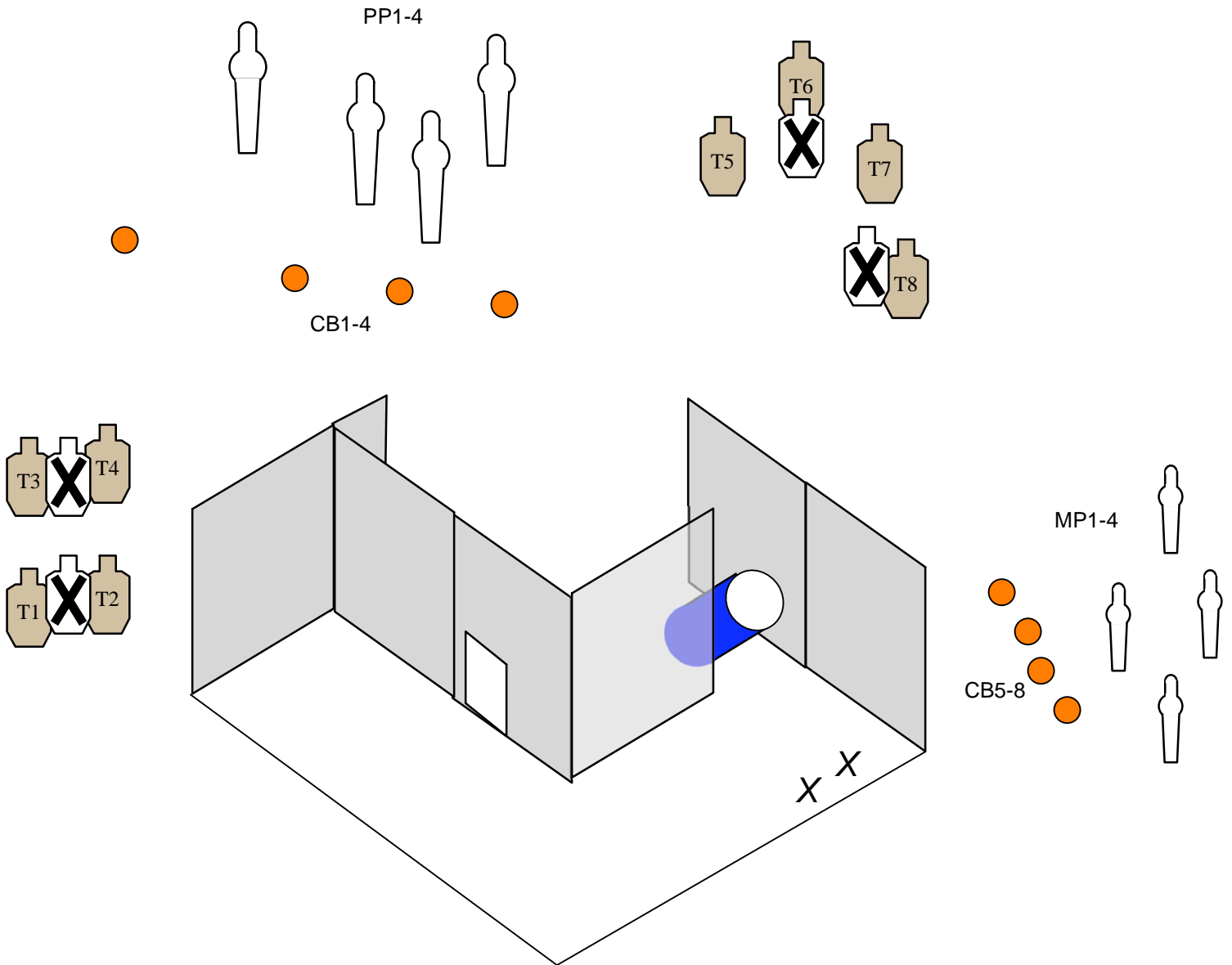
**START POSITION:** Standing with heel's on X's and butt of shotgun touching belt. Shotgun is loaded per ready condition 8.1 and handgun is loaded and holstered per ready condition 8.1

### STAGE PROCEDURE

On signal, shoot PP1-4, MP1-4 and CB1-8 with shotgun then shoot T1-8 with handgun as they become visible from within fault lines.

### SCORING

**SCORING:** Comstock, 32 rounds, 160 points  
**TARGETS:** 8 IPSC, 4 PP, 4 MP, 8 CB  
**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:**

# House Arrest

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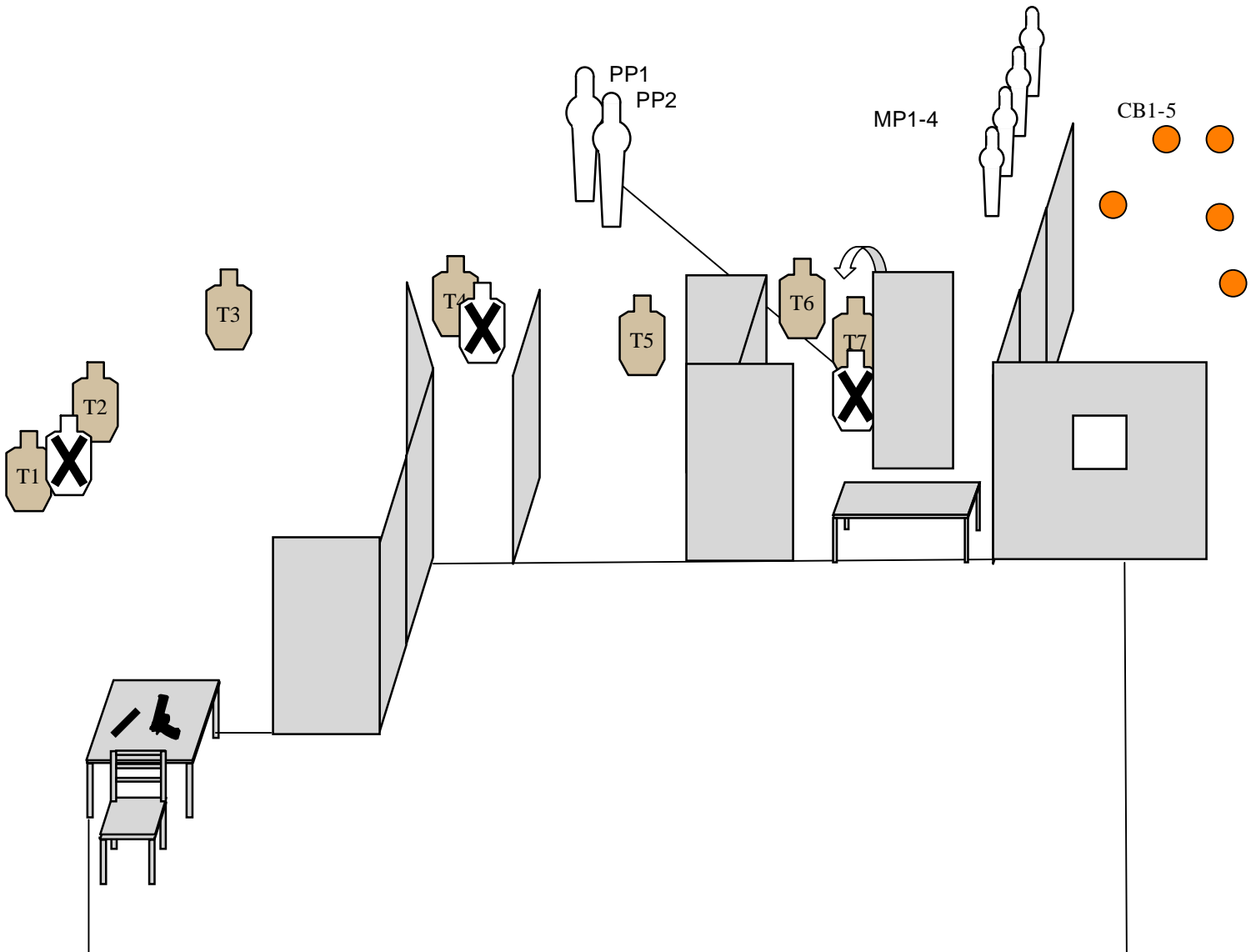
**START POSITION:** Seated facing up range, back against chair, both hands knees, feet flat on ground. Handgun is unloaded with hammer down on table. First magazine is on table and must be used to load handgun. Shotgun is loaded on table per ready condition 8.1

### STAGE PROCEDURE

On signal, retrieve handgun and shoot all targets as they become visible from within fault lines. PP2 activates Bear Trap T7. Then ground pistol and retrieve shotgun and shoot MP1-4 and CB1-5

### SCORING

**SCORING:** Comstock, 25 rounds, 125 points  
**TARGETS:** 7 IPSC, 2 PP, 4 MP, 5 CB  
**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:**

# I Like Floppers

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**START POSITION:** Sitting in driver seat of car, both hands on steering wheel. Shotgun is loaded per ready condition 8.1 in box in back seat of car. Shotgun must be retrieved while outside of car.

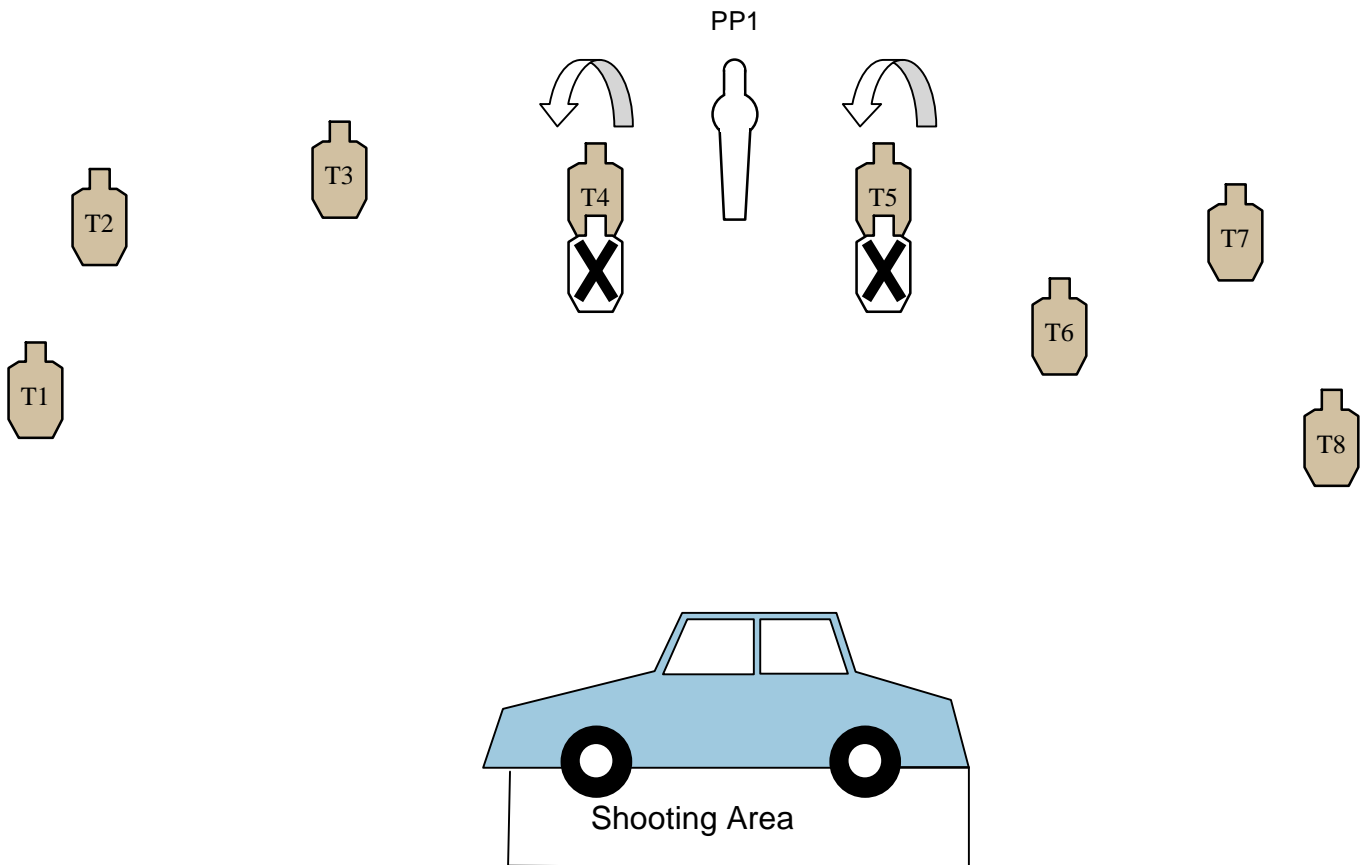
### STAGE PROCEDURE

On signal, shoot targets as they become visible from within fault lines. PP1 activates T1 and PP2 activates T3.

Note : Slug Stage

### SCORING

**SCORING:** Comstock, 9 rounds, 45 points  
**TARGETS:** 8 IPSC, 1 PP  
**SCORED HITS:** Best 1 per IPSC, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
No-shoot hit. -10  
Miss. -10



**SETUP NOTES:**

**RO NOTES:**

# Long Range

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**START POSITION:** Standing with heel's touching X's. Rifle butt touching belt. Rifle loaded per ready condition 8.1

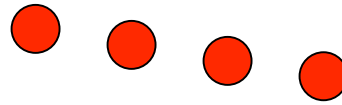
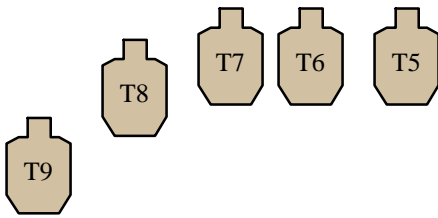
### STAGE PROCEDURE

On signal, shoot all targets as they become visible from within shooting area.

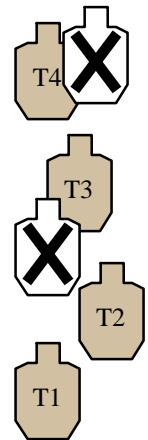
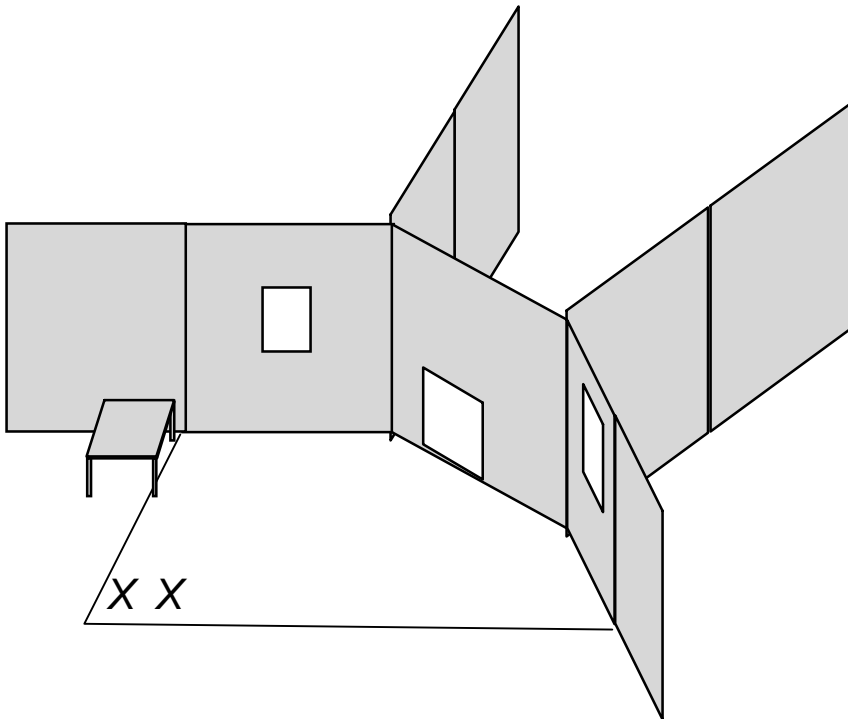
Flash targets are 10 points each.

### SCORING

**SCORING:** Comstock, 22 rounds, 140 points  
**TARGETS:** 9 IPSC, 4 FT  
**SCORED HITS:** Best 2 per IPSC, steel down = 2A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



FT1-4



**SETUP NOTES:**

**RO NOTES:** RO will call hits

# Long Run

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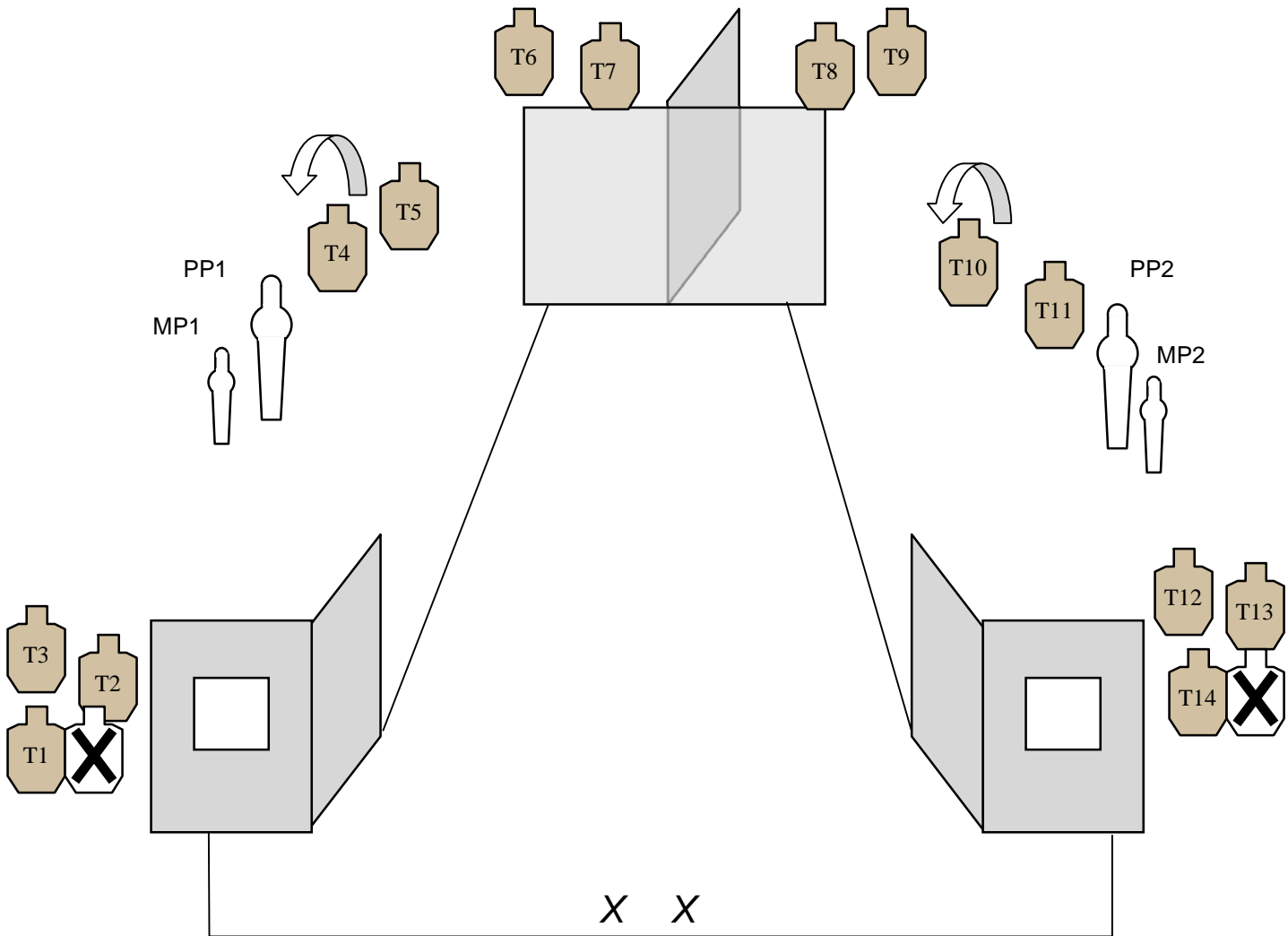
**START POSITION:** Standing with heel's touching X's. Handgun is loaded and holstered per ready condition 8.1

### STAGE PROCEDURE

On signal, shoot all targets as they become visible from within the shooting area. MP1 activates T4 and MP4 activates T10.

### SCORING

**SCORING:** Comstock, 32 rounds, 160 points  
**TARGETS:** 14 IPSC, 2 PP, 2 MP  
**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:**

# Poppers and Birds

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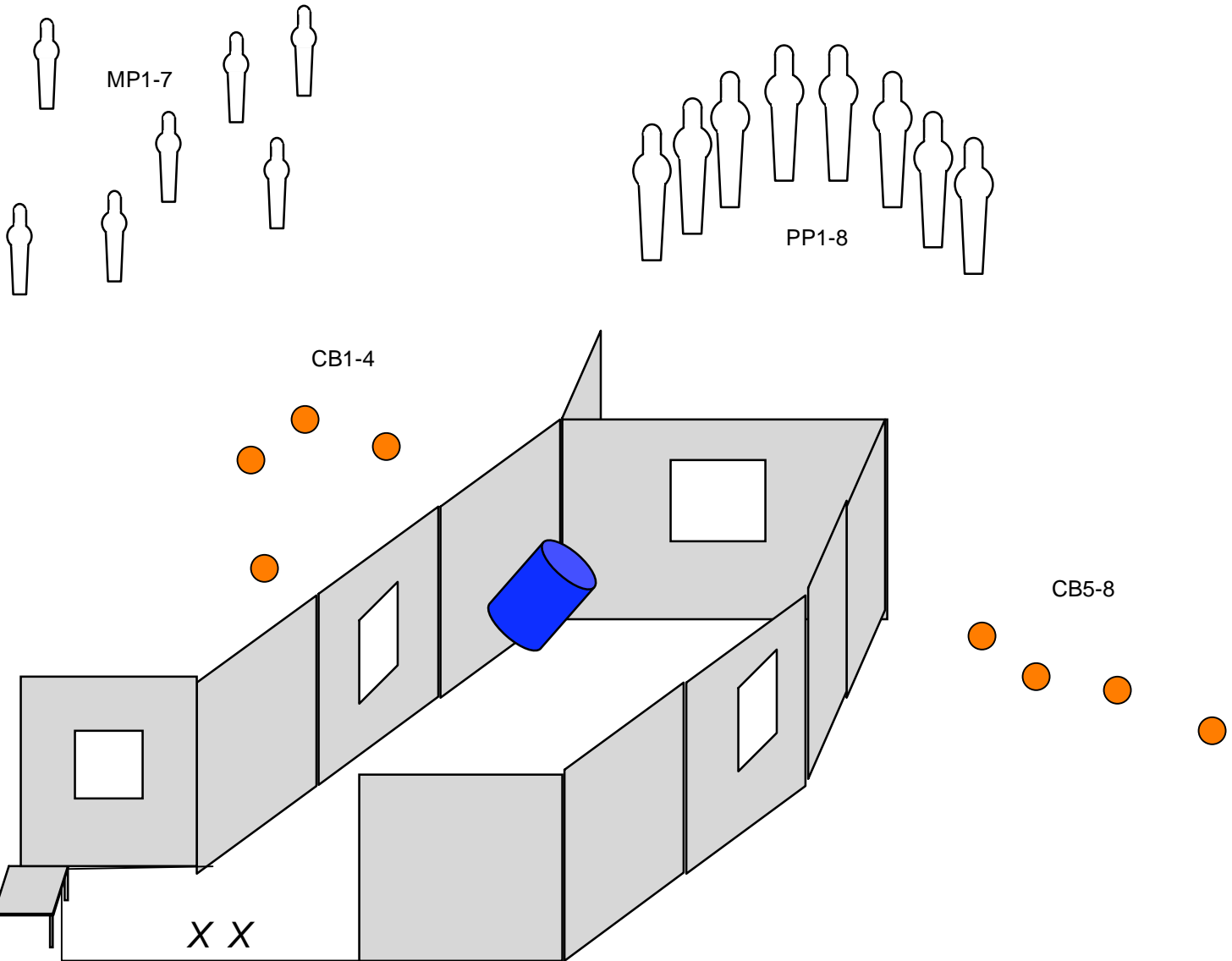
**START POSITION:** Standing with heels touching X's. Rifle butt touching belt. Rifle is loaded. Shotgun is loaded on table. Handgun is loaded and holstered per ready condition 8.1

**STAGE PROCEDURE**

On signal, shoot MP1-7 with rifle. Ground rifle on table and retrieve shotgun from table and shoot CB1-8. Ground shotgun in barrel. Then shoot PP1-8 with handgun.

**SCORING**

**SCORING:** Comstock, 23 rounds, 115 points  
**TARGETS:** 8 CB, 8 PP, 7 MP  
**SCORED HITS:** CB must break, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



**SETUP NOTES:**

**RO NOTES:**

# Stepping Over Hurdles

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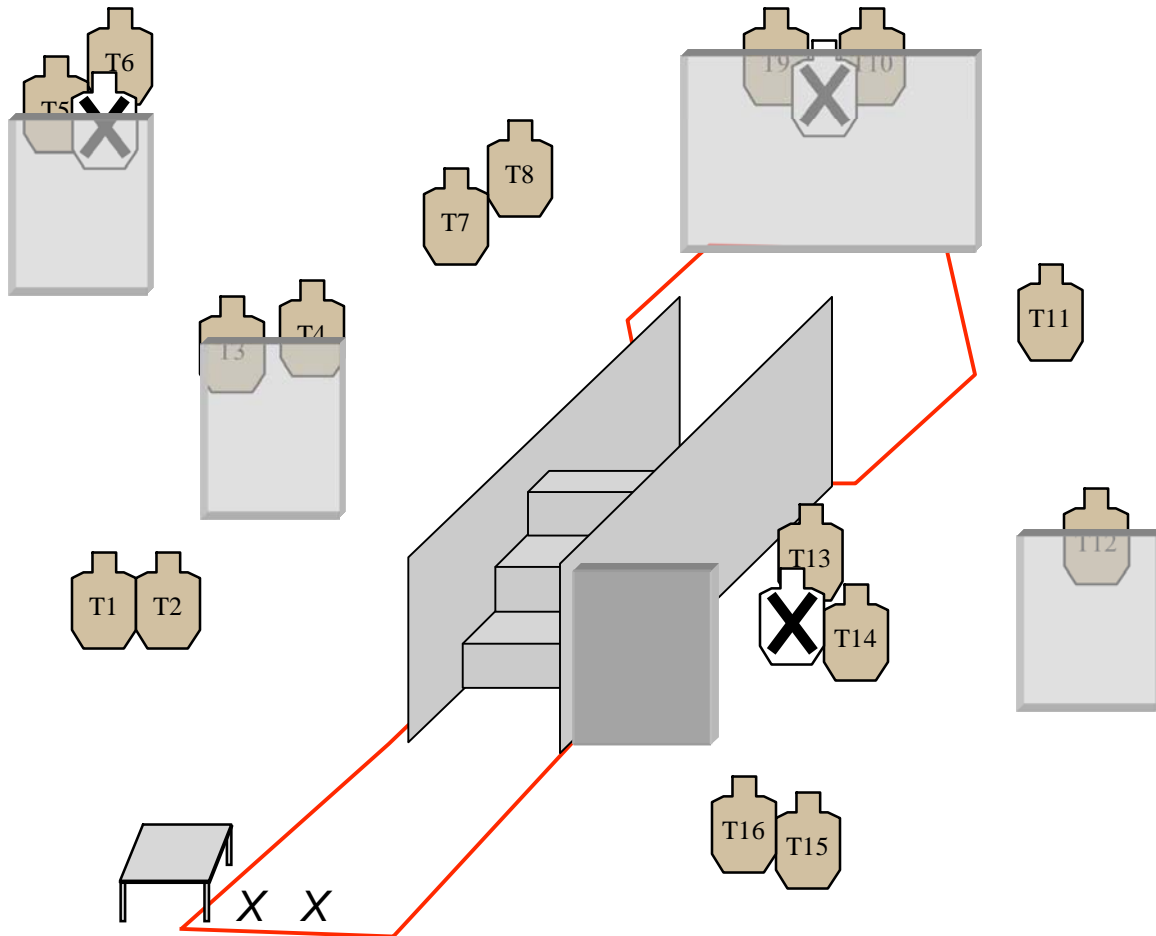
**START POSITION:** Standing, with heels on X,s. Rifle is loaded on table.

## STAGE PROCEDURE

On signal, shoot all targets as they become visible from within shooting area. T5-6 and T13-14 are visible from top of steps only.

## 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:**

# Swing Low

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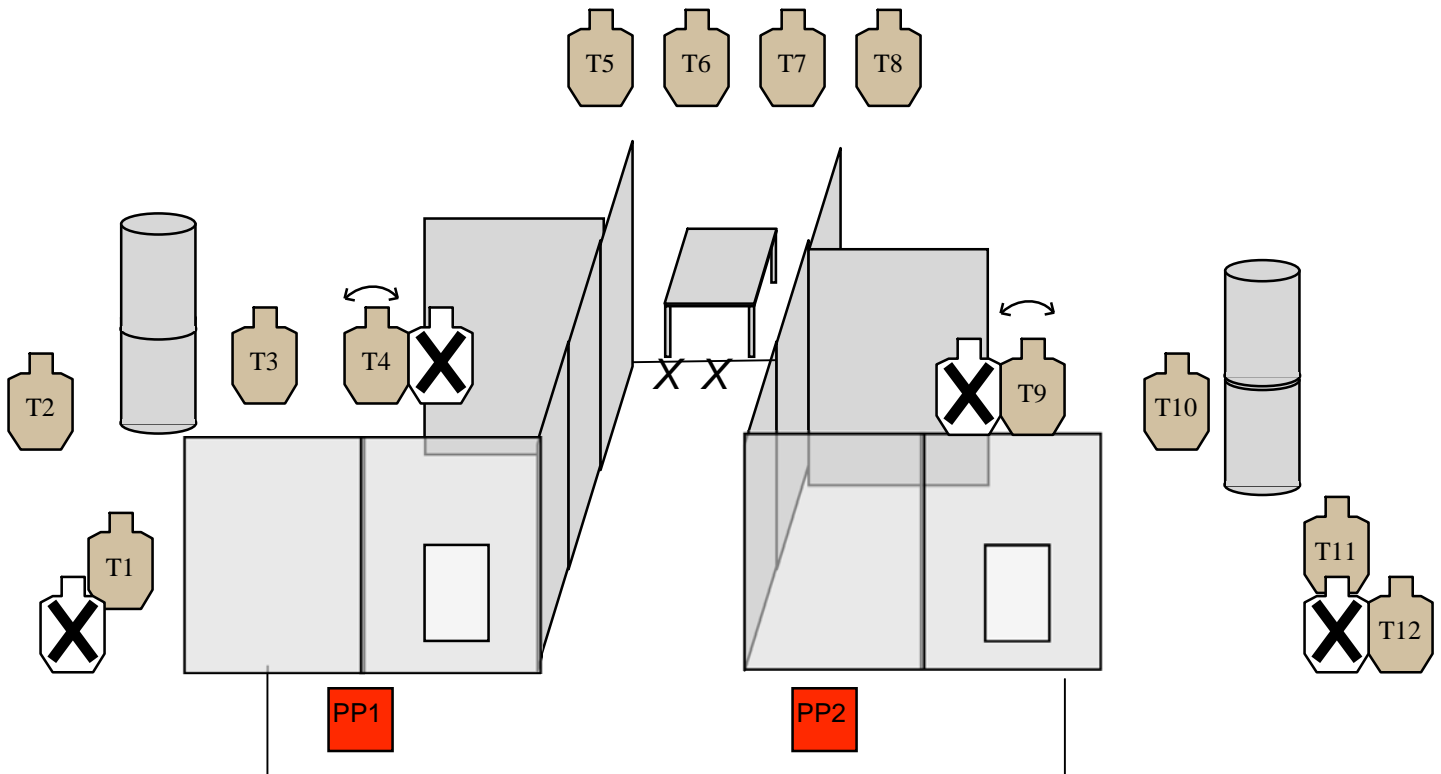
**START POSITION:** Standing with toe's touching X's. Hands relaxed at sides. Handgun loaded and holstered per ready condition 8.1 and rifle is loaded on the table.

### STAGE PROCEDURE

On signal, draw and shoot T5-8 with handgun then retrieve rifle and shoot T1-4 and T9-12. PP1 activates swinger T4 and PP2 activates swinger T9.

### SCORING

**SCORING:** Comstock, 24 rounds, 120 points  
**TARGETS:** 16 Metric  
**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:**

# Swinging Birds

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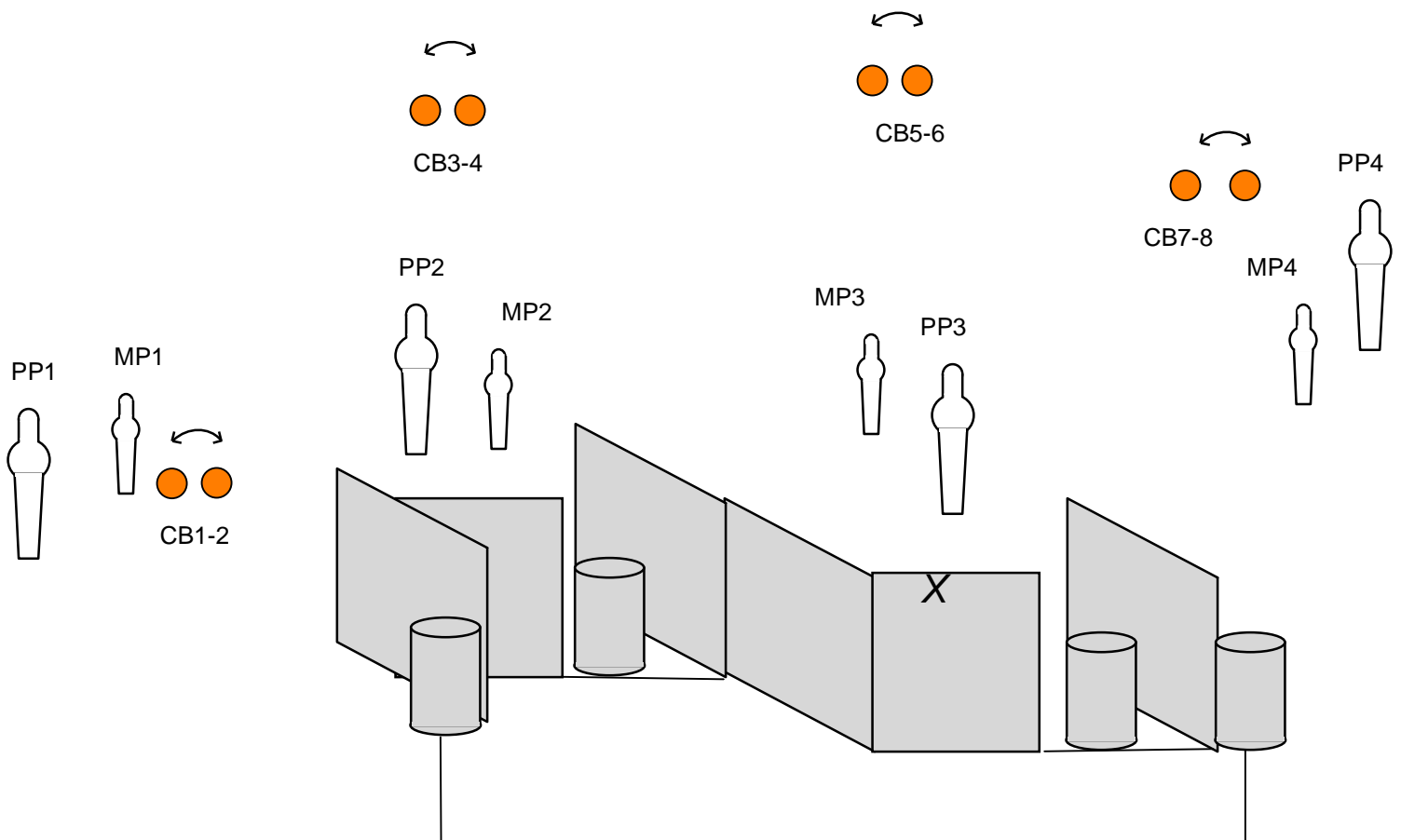
**START POSITION:** Standing with muzzle touching X. Shotgun is loaded per ready condition 8.1

### STAGE PROCEDURE

On signal, shoot all targets as they become visible from within the shooting area. PP1 activates CB1-2 and PP2 activates CB3-4 and PP3 activates CB5-6 and PP4 activates CB7-8

### SCORING

**SCORING:** Comstock, 16 rounds, 80 points  
**TARGETS:** 4 PP, 4 MP, 8 CB  
**SCORED HITS:** CB must break, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



**SETUP NOTES:**

**RO NOTES:**

# The Split

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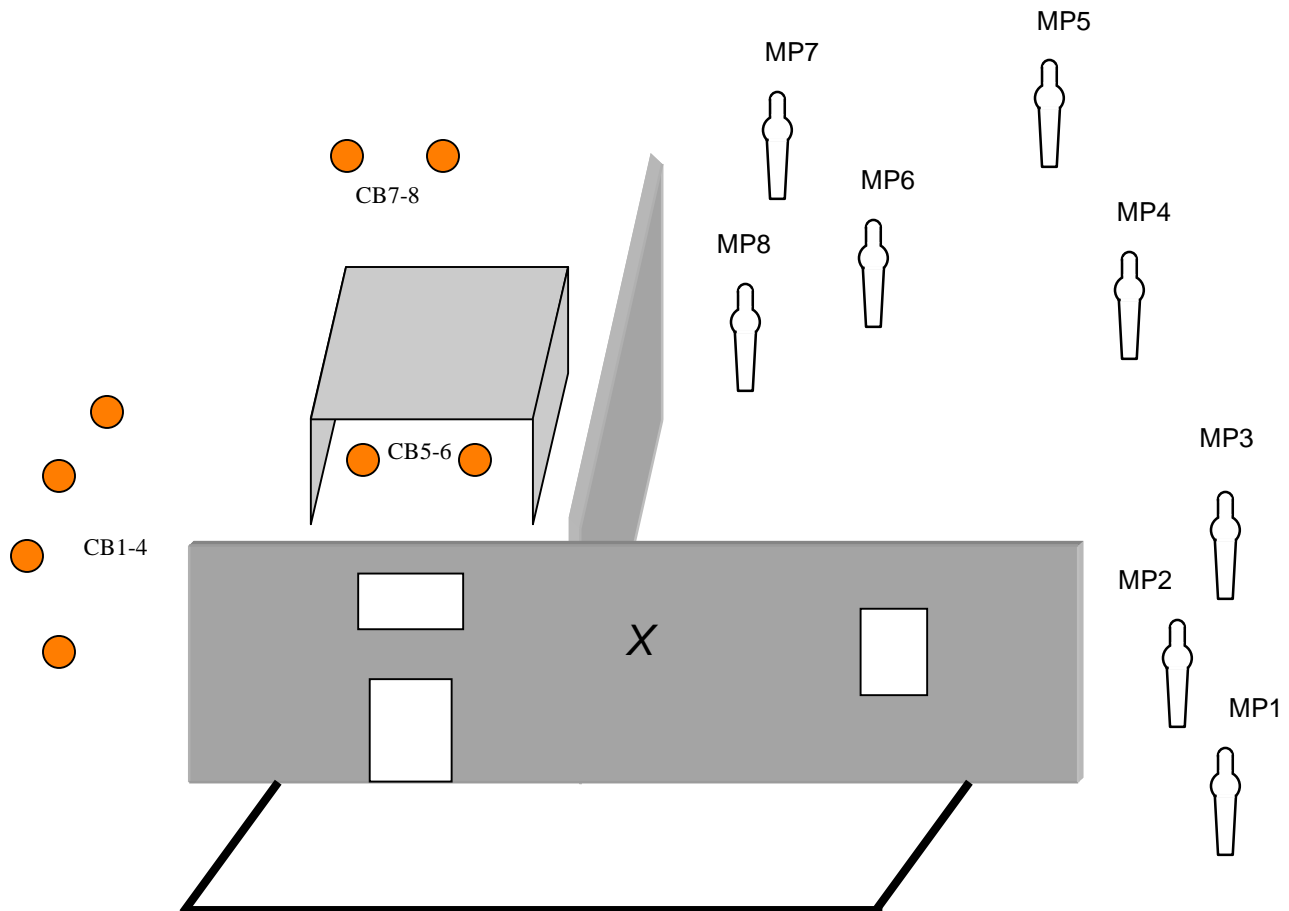
**START POSITION:** Standing with tip of barrel touching the X on the wall. Shotgun is loaded per ready condition 8.1.

### STAGE PROCEDURE

On signal, shoot all targets as they become visible from within shooting area.

### SCORING

**SCORING:** Comstock, 16 rounds, 80 points  
**TARGETS:** 8 CB, 8 MP  
**SCORED HITS:** CB must break, steel down = 1A  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Procedural. -10  
 No-shoot hit. -10  
 Miss. -10



# Tire Change

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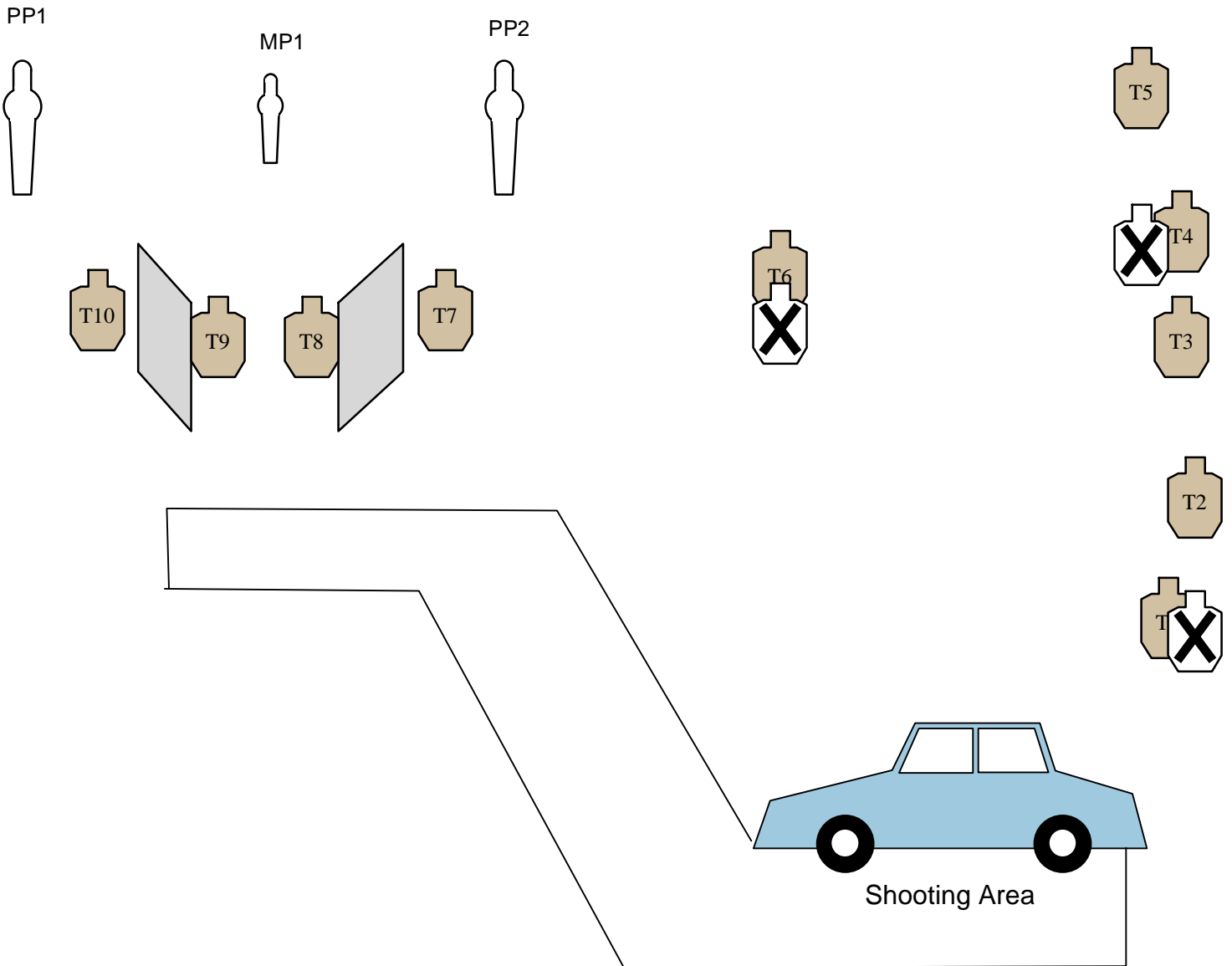
**START POSITION:** Kneeling, with one knee on the ground, both hands touching the front tire. Rifle is loaded per ready condition 8.1. Rifle is in box in back seat. Handgun is loaded and holstered per ready condition 8.1

### STAGE PROCEDURE

On signal, shoot targets as they become visible. T1-T5 must be engaged with the rifle and T6-T10, PP1-2 and MP1 must be engaged with the handgun.

### SCORING

**SCORING:** Comstock, 23 rounds, 115 points  
**TARGETS:** 10 IPSC, 2 PP, 1 MP  
**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:**