

Stage 1 (South Rifle Range) "Cakewalk" Rifle Only

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** US Multi Gun Design Team

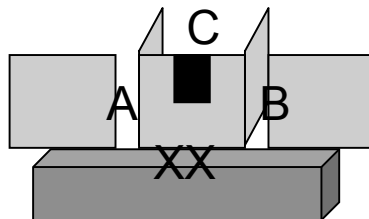
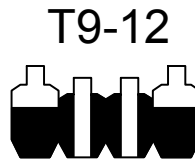
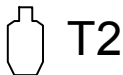
START POSITION: Standing on platform with heels touching marks and rifle at port arms. Rifle is loaded as per 8.1

STAGE PROCEDURE

At audible start engage all targets while remaining on the platform. Note that Rifle Plates 1-3 are "Flash" Style targets. When the steel target is hit there will be a hit indicator exposed to view.

SCORING

SCORING: Comstock, 27 rounds, 135 points
TARGETS: 12 IPSC, 3 Rifle Plate Flash Targets
SCORED HITS: Best 2 per IPSC, steel hit = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 Miss. -10



SETUP NOTES:

RO NOTES:

Stage 2(North Rifle Range), "King of SAR" Pistol/Shotgun(Slugs only)/Rifle

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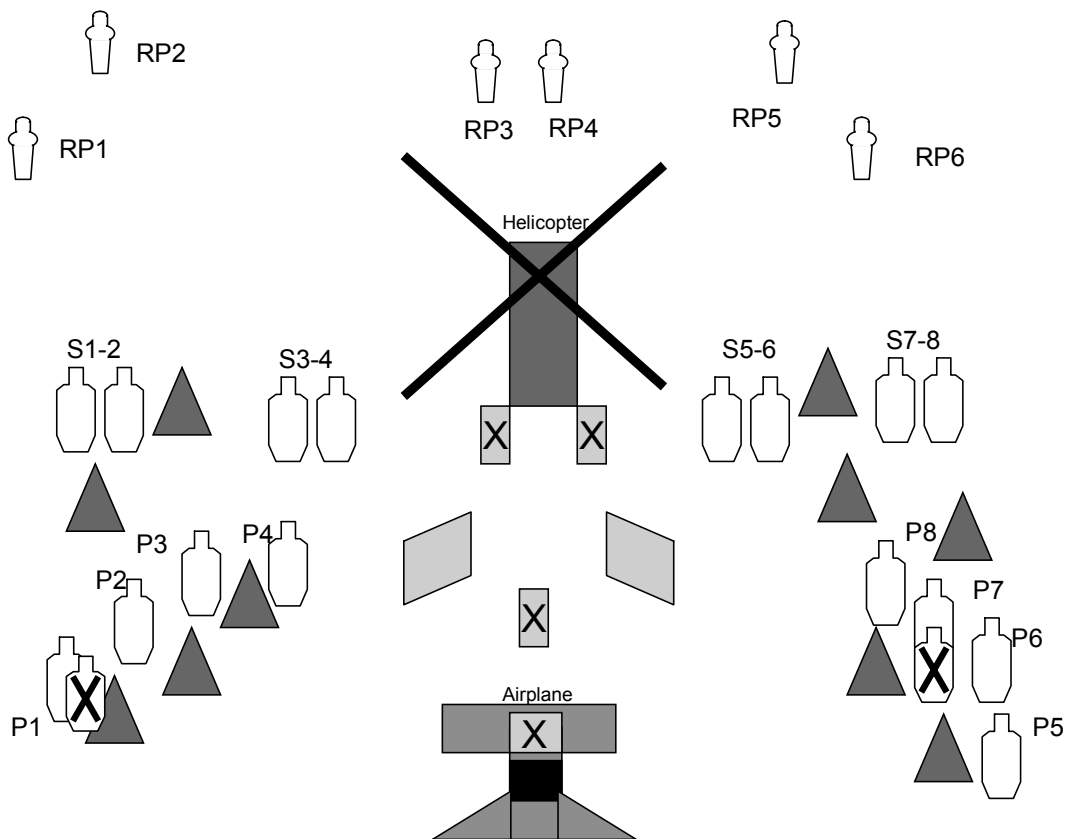
START POSITION: Seated in Airplane, hands on knees, pistol, unsupported, on X on shelf on airplane, shotgun in box, rifle is in either of two boxes next to helicopter. Pistol, Shotgun, and Rifle are loaded per 8.1

STAGE PROCEDURE

At audible start retrieve pistol and engage Pistol targets P1-P8. Move to box with shotgun and prior to retrieving shotgun place pistol in Pistol Box Muzzle first. Retrieve Shotgun and engage Shotgun targets S1-S8 with Slugs only. Move to Helicopter and place Shotgun in empty box prior to retrieving Rifle. Retrieve Rifle and from totally within Helicopter engage Rifle Plates 1-6. Rifle Plates are "Flash" style targets. When hit there will be a hit indicator exposed to view.

SCORING

SCORING: Comstock, 30 rounds, 150 points
TARGETS: 16 IPSC,
 6 Rifle Plate Flash Targets
SCORED HITS: Best 2 per IPSC (Pistol)
 Best 1 per IPSC (Shotgun)
 Steel Hit=1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Set Helicopter approx. 20 yards downrange of Airplane. Set Shotgun targets 25-35 yards downrange of shotgun fault line

RO NOTES: Stage Rifle first, then Shotgun, and finally Pistol

Stage 3, Bay 2, "Doors and Swingers" Pistol Only

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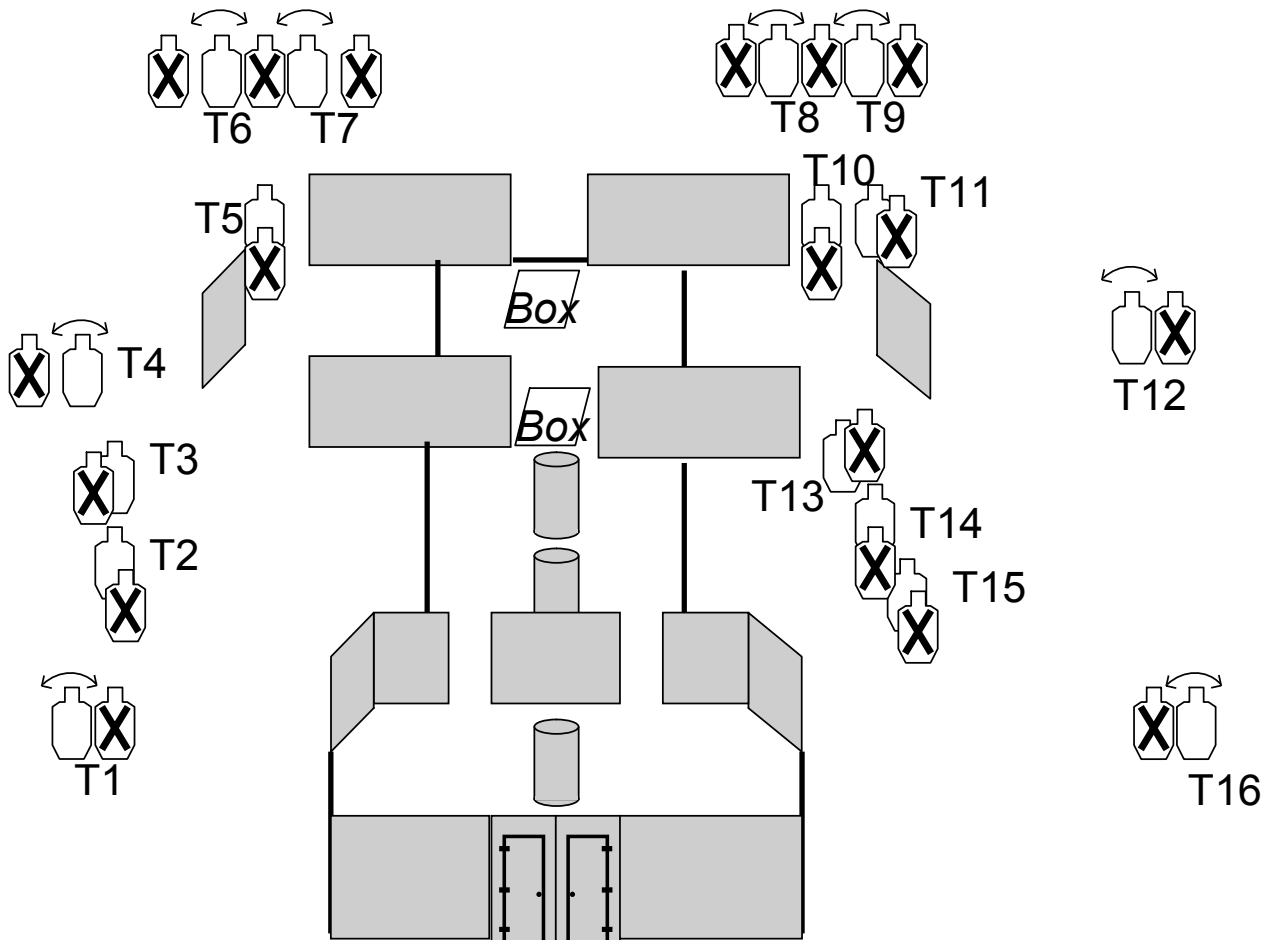
START POSITION: Standing in front of the double doors, hands on hip pockets. Pistol is loaded and is laying flat and unsupported on barrel as per Rule 8.1

STAGE PROCEDURE

At audible start open both doors and retrieve pistol. Engage T1-T16 as they become visible from behind the charge and fault lines. Opening both doors activates T1 and T16 which are swinging targets that remain visible at rest. Stepping on first activator box activates T4 and T12 which are swinging targets that remain visible at rest. Stepping on the last activator box will activate T6-T9, which are swinging targets that remain visible at rest.

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 3, "Perimeter Patrol Shotgun/Rifle"

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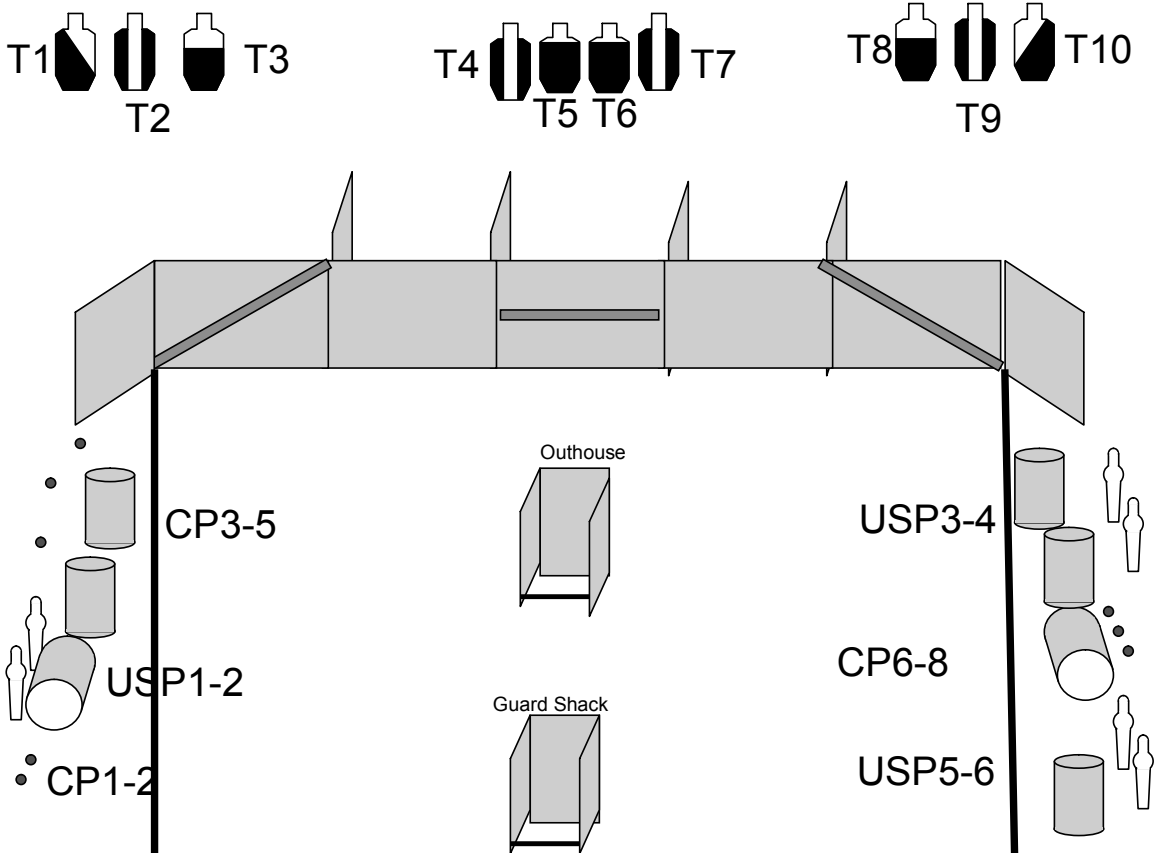
START POSITION: Standing in Guard Shack facing downrange with shotgun at Port Arms. Loaded Rifle is staged in outhouse. Rifle and Shotgun are loaded as per Rule 8.1

STAGE PROCEDURE

At audible start engage Clay Pigeons 1-8 and US Poppers 1-6 with Shotgun as they become visible from behind the charge and fault lines. Place Shotgun in Outhouse and retrieve Rifle. Engage T1-T10 with Rifle only as they become visible from behind the charge and fault lines.

SCORING

SCORING: Comstock, 34 rounds, 170 points
TARGETS: 10 IPSC, 6 USP, 8 Clay Pigeons
SCORED HITS: Best 2 per IPSC, Steel down=1A.
 Broken Clay Pigeon=1A
 (Single pellet hit is broken)
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 Miss. -10



SETUP NOTES:

RO NOTES:

Stage 5, Bay 6, "Bunkerville" Shotgun Only

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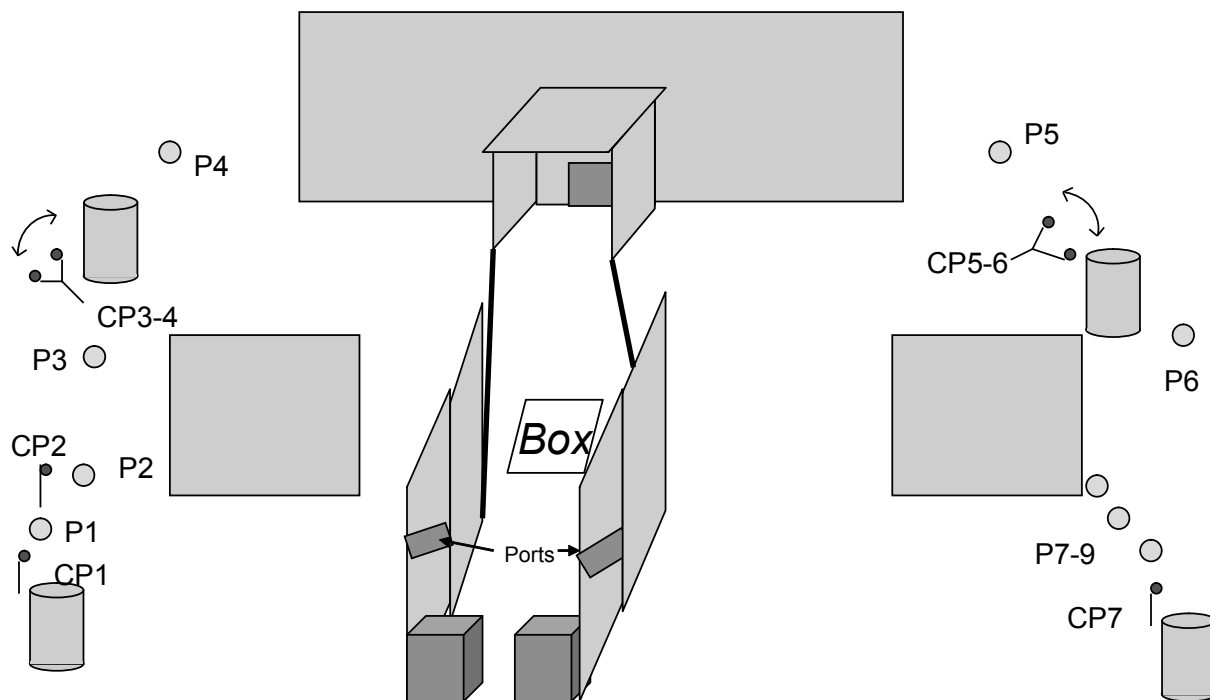
START POSITION: Seated on either bench, shooter's choice, with loaded shotgun across knees. Shotgun is loaded as per rule 8.1

STAGE PROCEDURE

At audible start engage P1-9, CP1-7, and USP1-6 as they become visible from within the charge and fault lines. Stepping on the activator box activates CP3, 4, 5, & 6, which are swinging targets that remain visible at rest.

SCORING

SCORING: Comstock, 22 rounds, 110 points
TARGETS: 6 USP, 9 Plates, 7 Clay Pigeons
SCORED HITS: Steel down=1A, Broken Clay=1A (Single Pellet hit is Broken)
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 Miss. -10



SETUP NOTES: Set swingers so they are hidden behind barrels

RO NOTES:

Stage 6, Bay 7, "Pigeon Dinner", Shotgun only

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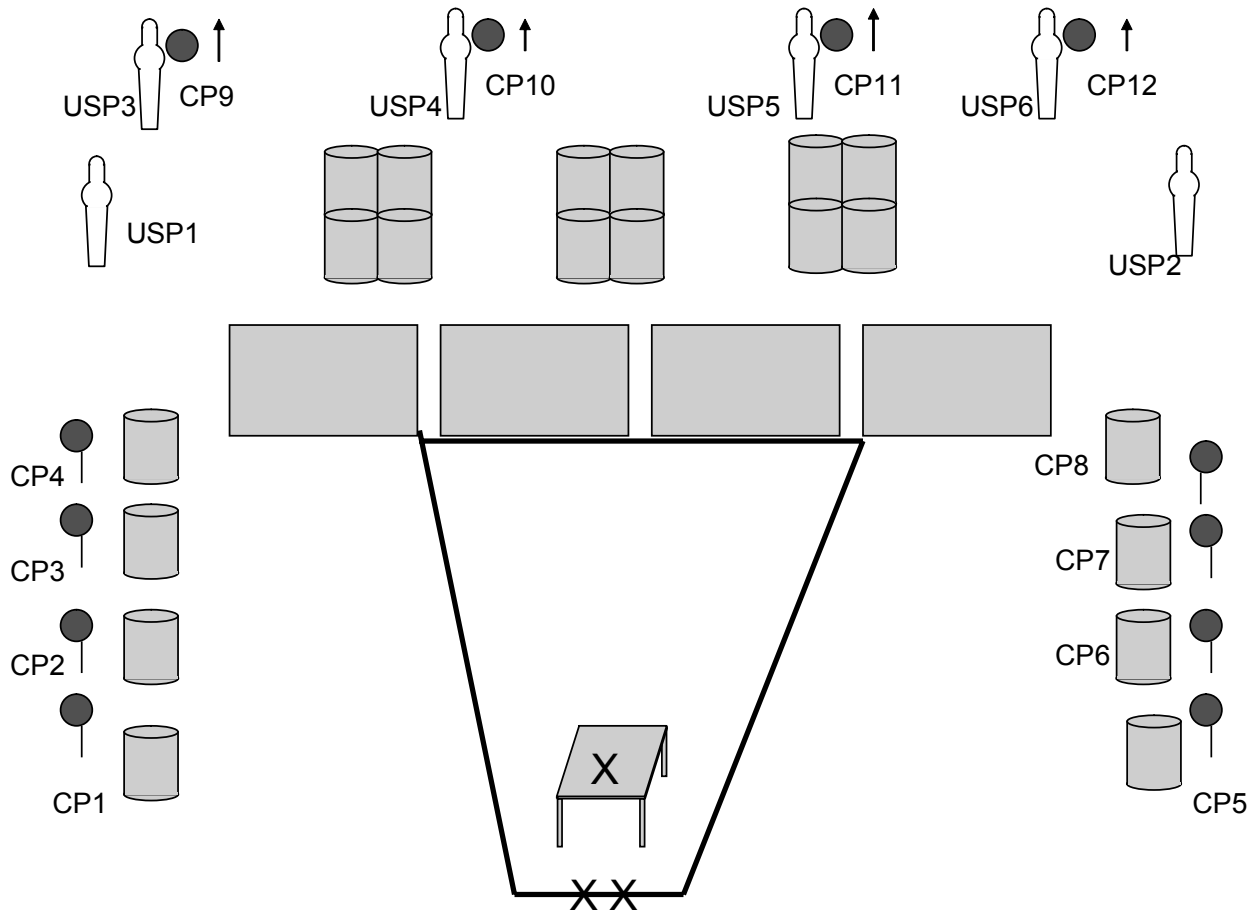
START POSITION: Standing with heels against X's, holding a chicken in each hand. Shotgun is on the table loaded as per 8.1

STAGE PROCEDURE

At audible start retrieve shotgun and engage all targets from behind the charge and fault lines. Knocking down USP3-6 will activate (launch) CP9-12 which are disappearing targets.

SCORING

SCORING: Comstock, 18 rounds, 110 points
TARGETS: 6 USP, 12 Clay Pigeons
SCORED HITS: Steel Down=1A,
 Broken stationary CP=1A
 Broken Flying CP=2A
 (Single Pellet hit=Broken)
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 Miss. -10



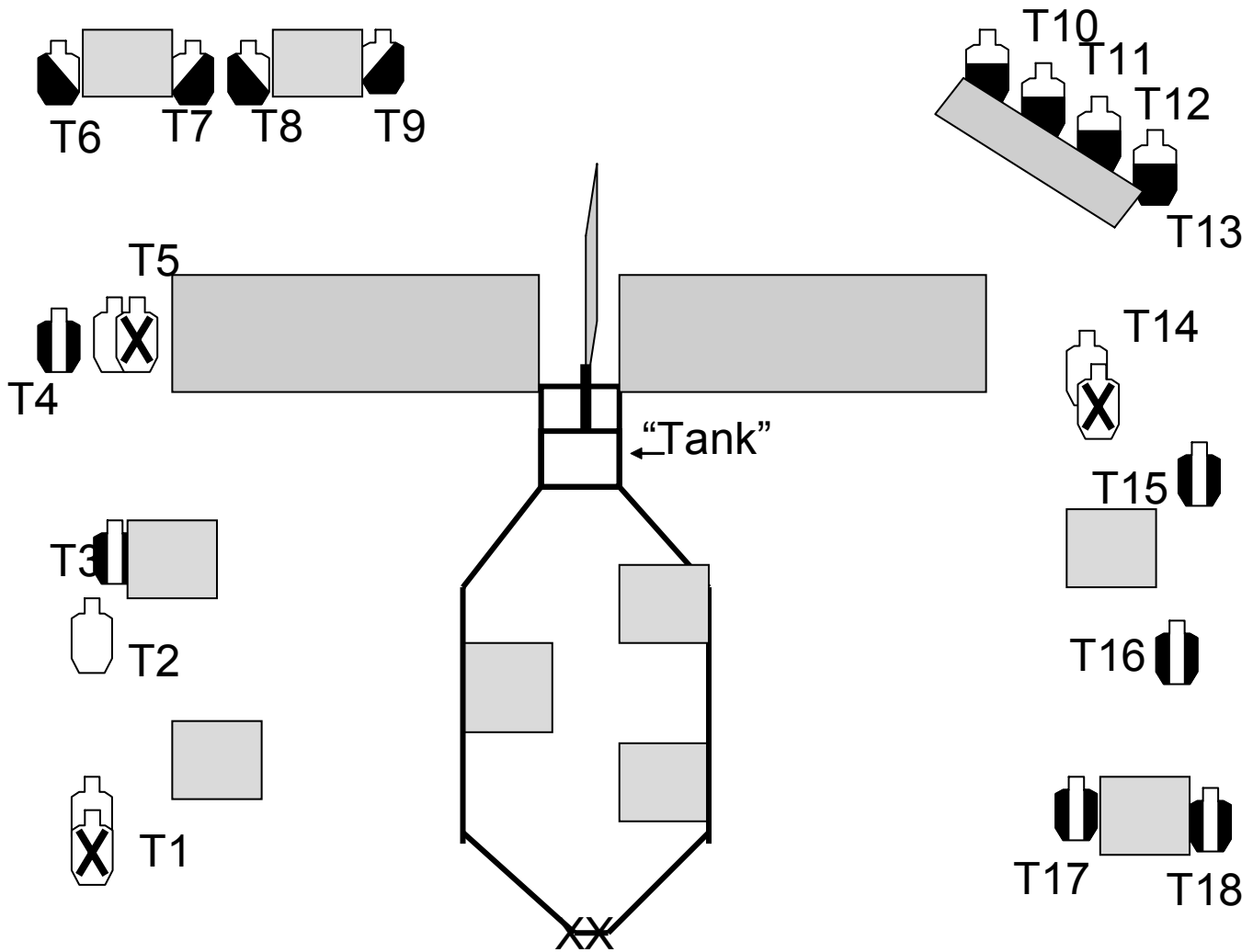
SETUP NOTES:

RO NOTES:

Stage 7, Bay 8, "Sands of Kandahar" Rifle only

RULES: Practical Shooting Handbook, Latest Edition COURSE DESIGNER: US Multi Gun Design Team

START POSITION: Standing with heels against marks and rifle at low ready. Rifle is loaded as per 8.1	
STAGE PROCEDURE At audible start engage all targets as they become visible.	SCORING SCORING: Comstock, 36 rounds, 180 points TARGETS: 18 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:
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Stage 8, Bay 9, "Single Up", Shotgun Slugs only

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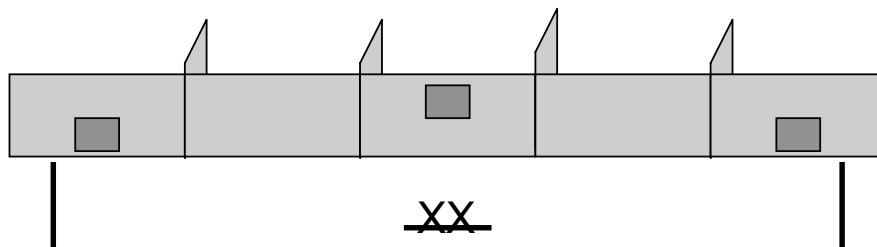
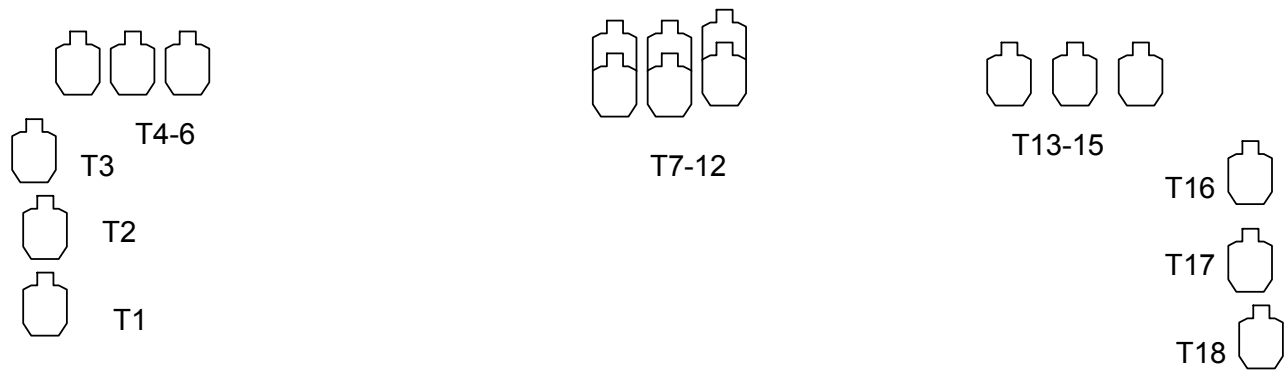
START POSITION: Standing with heels against marks, Shotgun at port arms. Shotgun is loaded per 8.1

STAGE PROCEDURE

At audible start engage all targets with a minimum of one slug round each from behind the charge and fault lines

SCORING

SCORING: Comstock, 18 rounds, 90 points
TARGETS: 18 IPSC
SCORED HITS: Best 1 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 Miss. -10



SETUP NOTES: Set left and right bank of targets low

RO NOTES:

Stage 9, Bay 10, "Hot Potato", Pistol/Shotgun

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

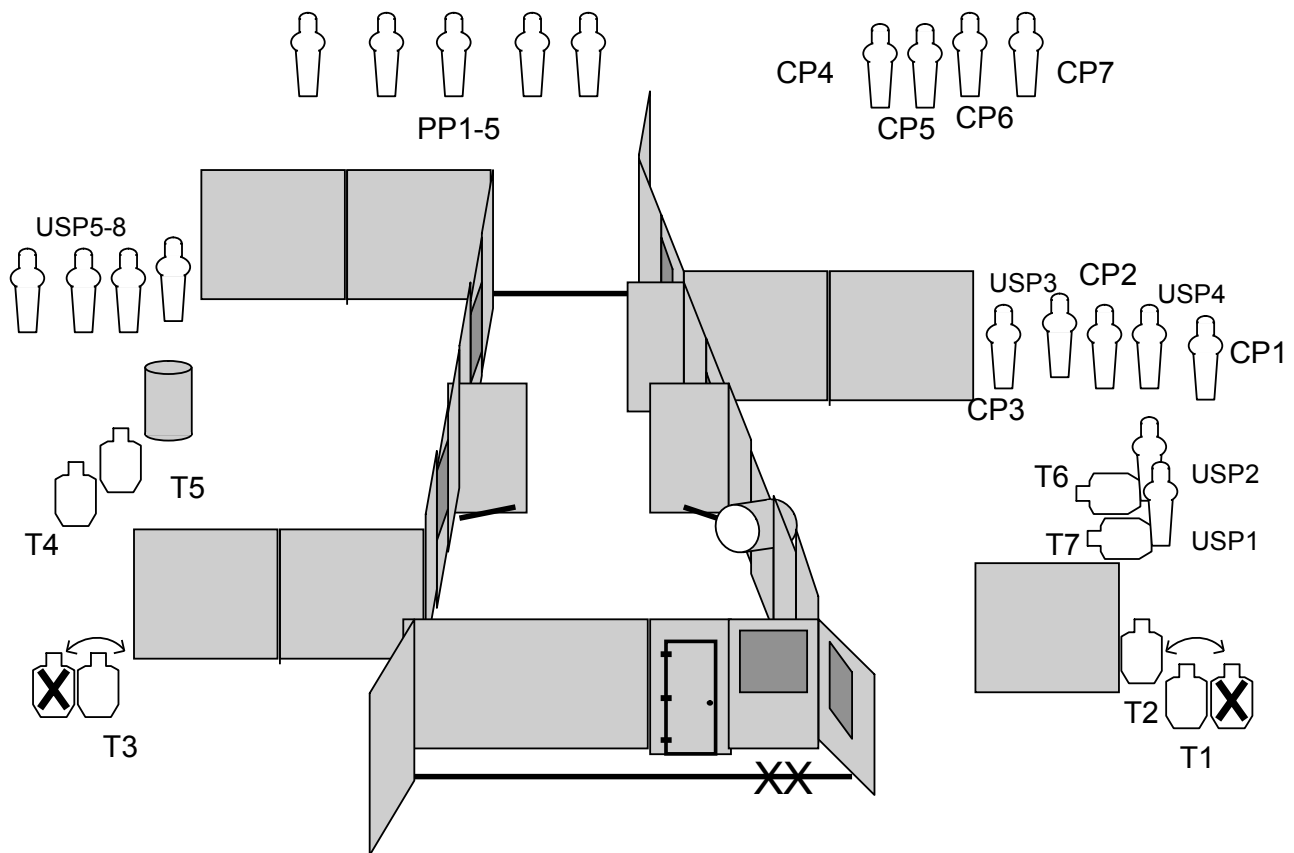
START POSITION: Standing with heels against marks, holding Grenade in strong hand at side. Pistol is holstered, shotgun is staged at 3rd doorway on shelf of shooters choice. Pistol and shogun are loaded per 8.1

STAGE PROCEDURE

At audible start toss grenade through open window as marked. Engage T1-T7 and USP 1-2 with pistol only as they become visible from behind fault and charge lines. Tossing grenade activates T1, which is a swinging target that remains visible at rest. Opening door activates T3, which is a swinging target that remains visible at rest. Knocking USP 1-2 activates T6-T7 which are pop up Targets and remain visible. Place pistol on empty shelf on marks, retrieve shotgun, and engage USP3-8, PP1-5, and Classic Poppers 1-7 as they become visible from behind fault and charge lines.

SCORING

SCORING: Comstock, 34 rounds, 170 points
TARGETS: 7 IPSC, 8 USP, 5 PP,
 7 Classic Poppers
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 10, Bay 11, "No Detour Allowed", Rifle/Pistol

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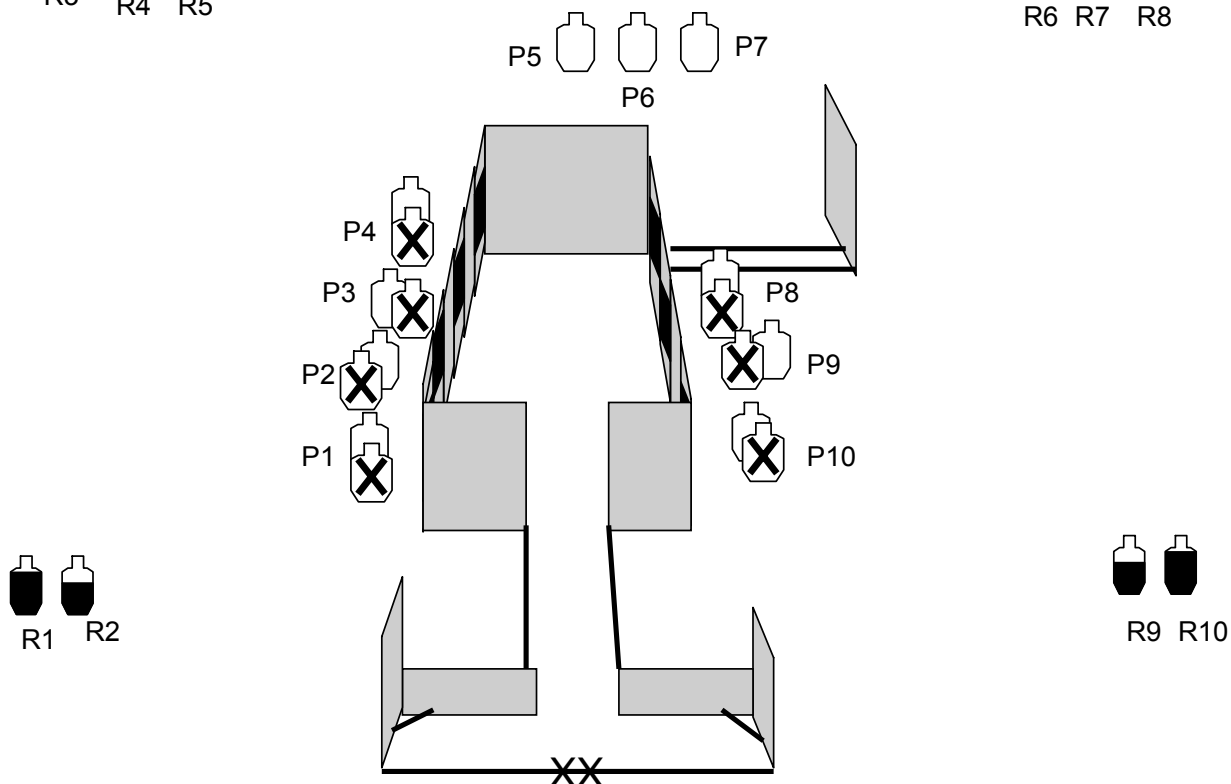
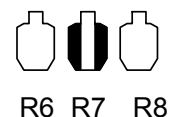
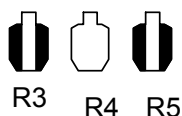
START POSITION: Standing with heels against marks, rifle at port arms. Loaded pistol is holstered and both rifle and pistol are loaded and in the ready condition as per 8.1

STAGE PROCEDURE

At audible start engage R1-R10 with rifle only from behind the short walls. Deposit safe rifle within marks at wall corners, butt on the ground. Proceed to bus and engage P1-P10 with pistol only

SCORING

SCORING: Comstock, 40 rounds, 200 points
TARGETS: 20 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: Rifle must remain within marks. A rifle that falls over will result in a match DQ

Stage 11, Bay 12, "3 Ways", Shotgun/Rifle/Pistol

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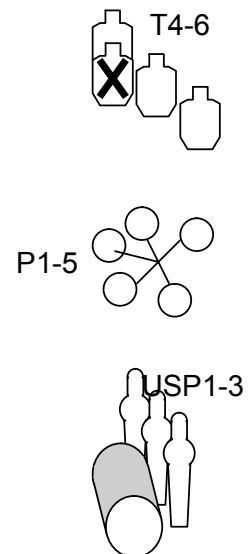
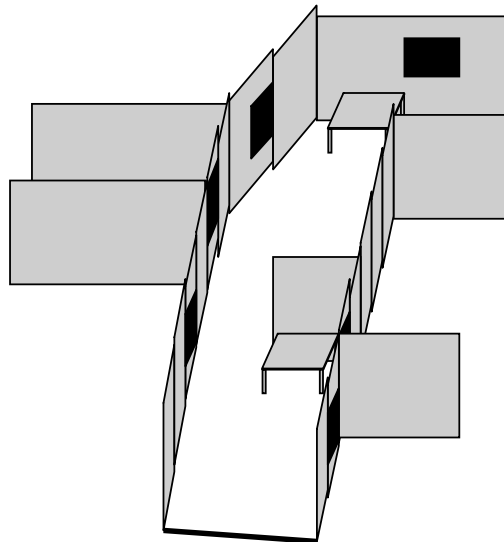
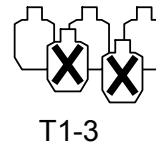
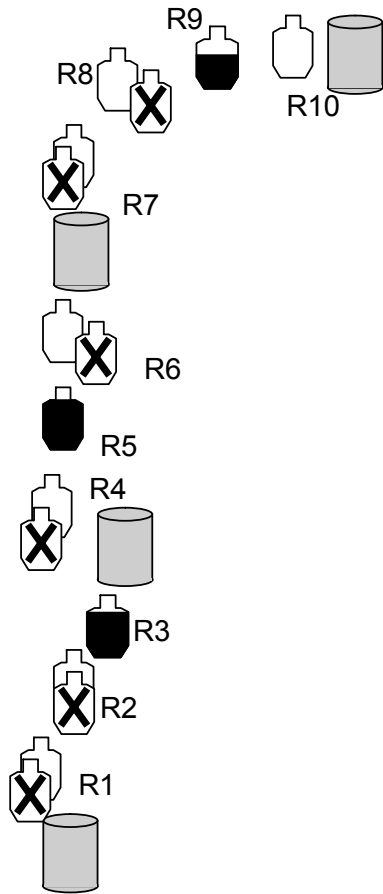
START POSITION: Standing with heels against fault line shotgun at port arms. Rifle is staged at first gun box on first table. Pistol is staged at second table next to gun box. Shotgun, rifle, and pistol are loaded as per 8.1

STAGE PROCEDURE

At audible start engage USP1-3 and P1-5 with shotgun only from within charge and fault lines. Deposit shotgun in empty gun box on first table and retrieve rifle from second gun box. Engage R1-R10 with rifle only from within charge and fault lines. Deposit rifle in gun box on second table and retrieve pistol. Engage T1-T6 with pistol only from within charge and fault lines.

SCORING

SCORING: Comstock, 40 rounds, 200 points
TARGETS: 16 IPSC, 3 USP, 5 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:

Stage 12, LD Bay, "H L M", Rifle only

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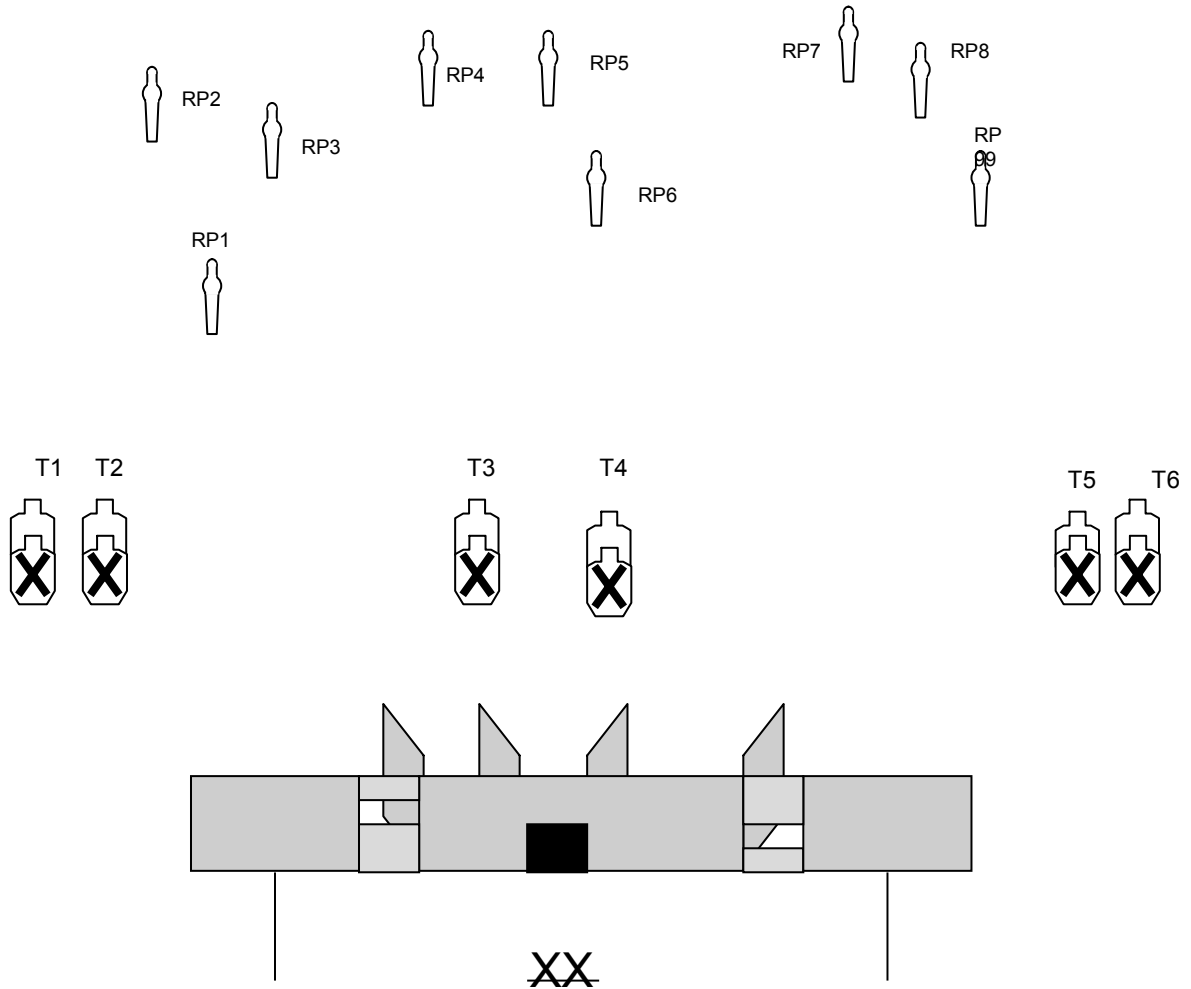
START POSITION: Standing with heels against X's, rifle at port arms

STAGE PROCEDURE

At audible start engage all targets from behind the charge and fault lines.

SCORING

SCORING: Comstock, 21 rounds, 105 points
TARGETS: 6 IPSC, 9 Rifle Flash Plates
SCORED HITS: Best 2 Per IPSC, Steel Hit=1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 Miss. -10



SETUP NOTES: Plate ranges from 200-360 yards

RO NOTES: