

# Rifle Pistol 48 Rounds

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

**COURSE DESIGNER:** Dan Nickel

**START POSITION:** Seated in chair facing down range rifle loaded at port arms. Pistol loaded on table in safe condition.

## STAGE PROCEDURE

On audible start engage 3 ea rifle steel targets from port A & B **only** with 1 round each and 7 ea paper targets from the shooting area only.

All moving targets must be activated via Poppers prior to engaging.

Ground safe rifle on rug at port B move to pistol shooting area and retrieve pistol and engage 9 paper and 10 steel targets as they become visible from within the shooting area.

All cover is hard cover.

## SCORING

**SCORING:** USPSA Time Plus

**RIFLE:** 7 Paper, 3 Steel

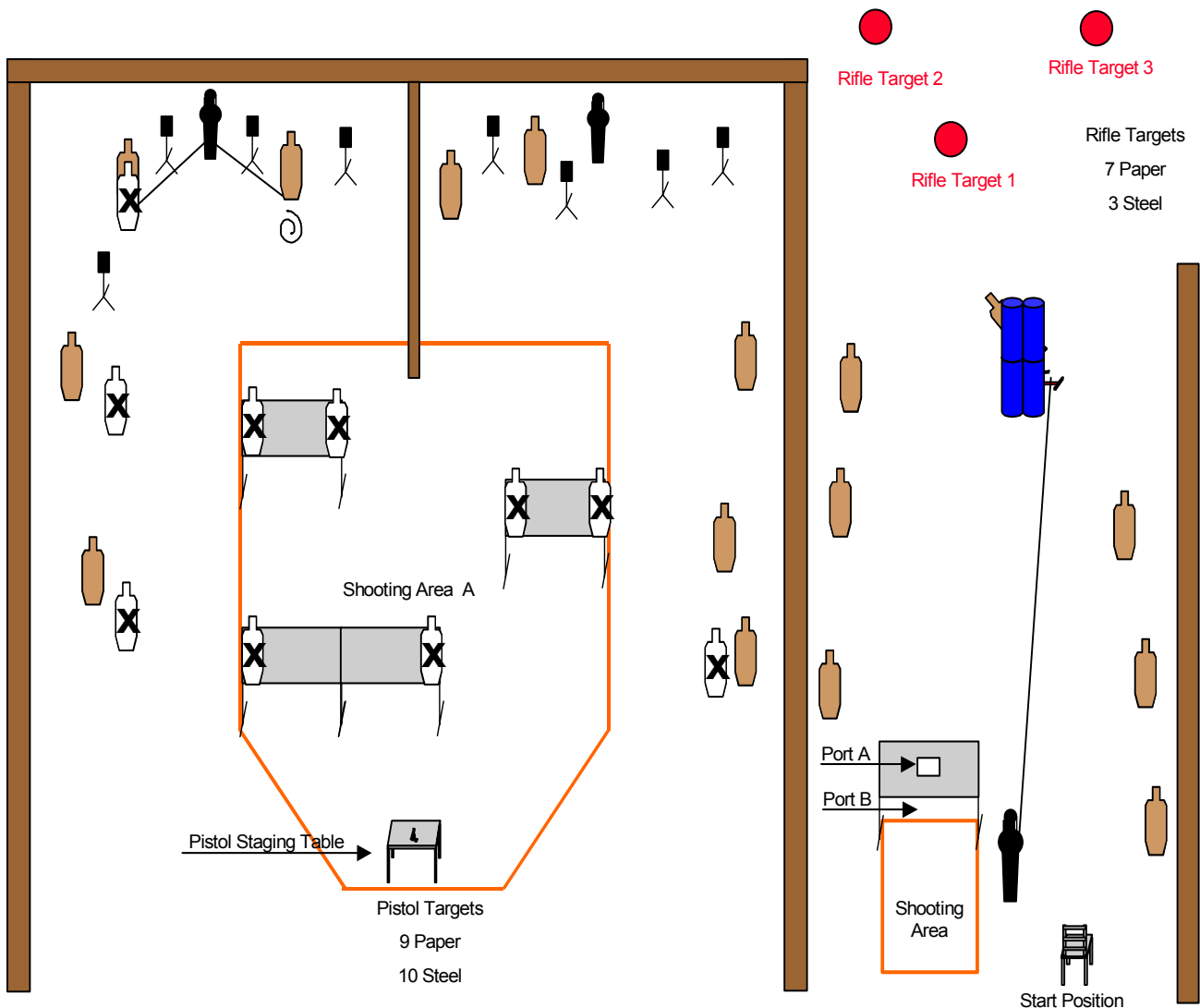
**PISTOL:** 9 Paper, 10 Steel

**SCORED HIT:** Steel Down

**START-STOP:** Audible - Last shot

20 Rounds Rifle

28 Rounds Pistol



**SETUP NOTES:**

**RO NOTES:** Walls extend from the ground to infinity

# Shotgun Pistol 45 Rounds

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

**DESIGNER:** Wayne Doden

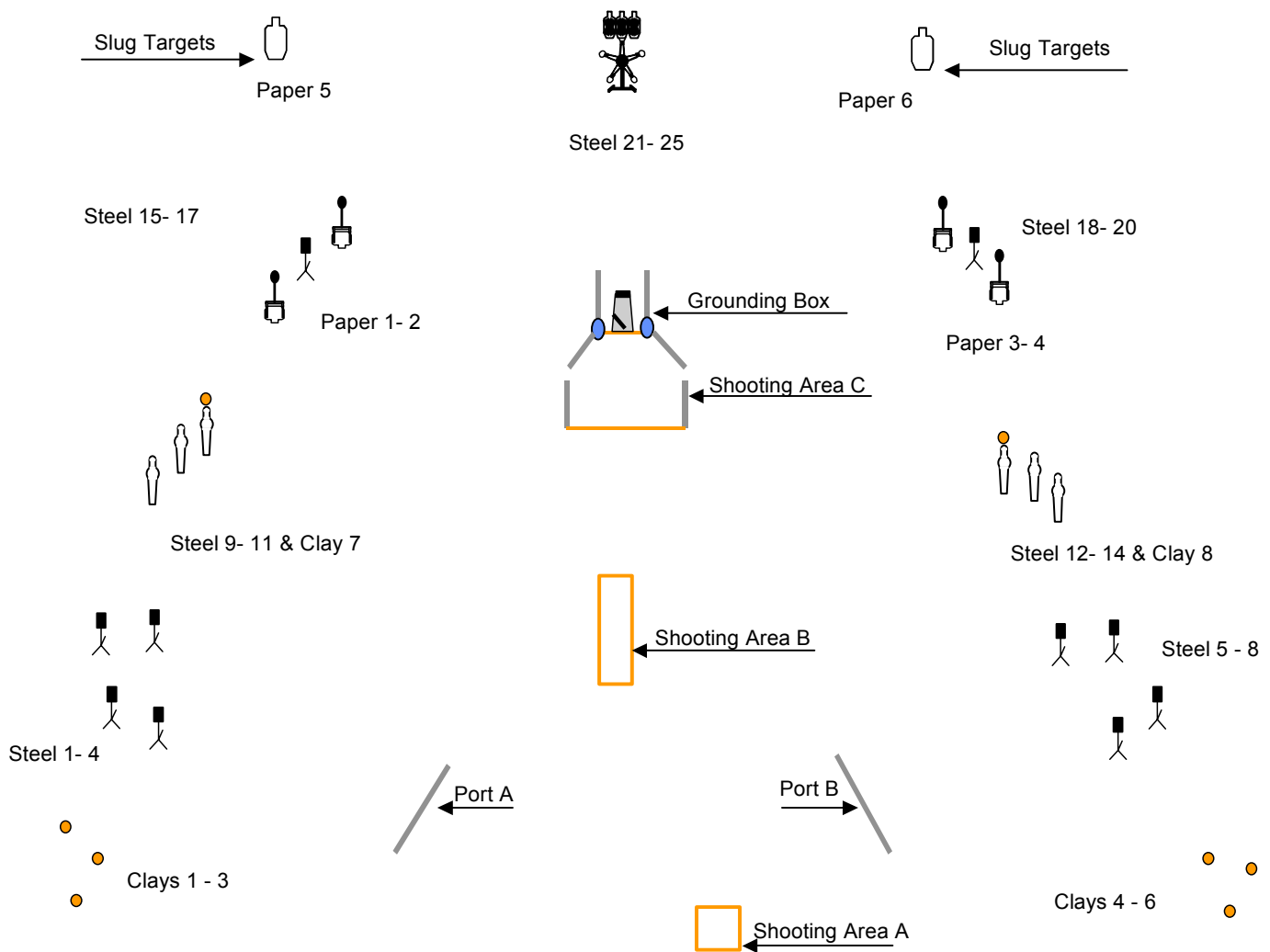
**START POSITION:** Standing in Area A pistol loaded and holstered shotgun loaded at port arms. Both in safe condition.

## STAGE PROCEDURE

At start signal engage Clay targets 1-6 in Area A only. Steel 1-4 Port A only. Steel 5-8 Port B only. Steel 9-14 and clays 7 & 8 from Area B only. Steel 15 thru 25 from within Area C with your Shotgun or pistol your choice. Paper targets 1- 4 pistol only paper targets 5 & 6 shotgun slugs only as they become visible from within the shooting area. Ground safe Shotgun and retrieve pistol and engage remaining targets as they become visible from within the Area C  
Walls extend from the ground to infinity.

## SCORING

**SCORING:** Comstock, 45 Rounds,  
**TARGETS:** 6-PPR, 25-Steel, Clay-8  
**SCORED HITS:** Time Plus, steel down = 1A  
**START-STOP:** Audible - Last shot



# Rifle Shotgun 49 Rounds

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

**COURSE DESIGNER:** Ray Wong

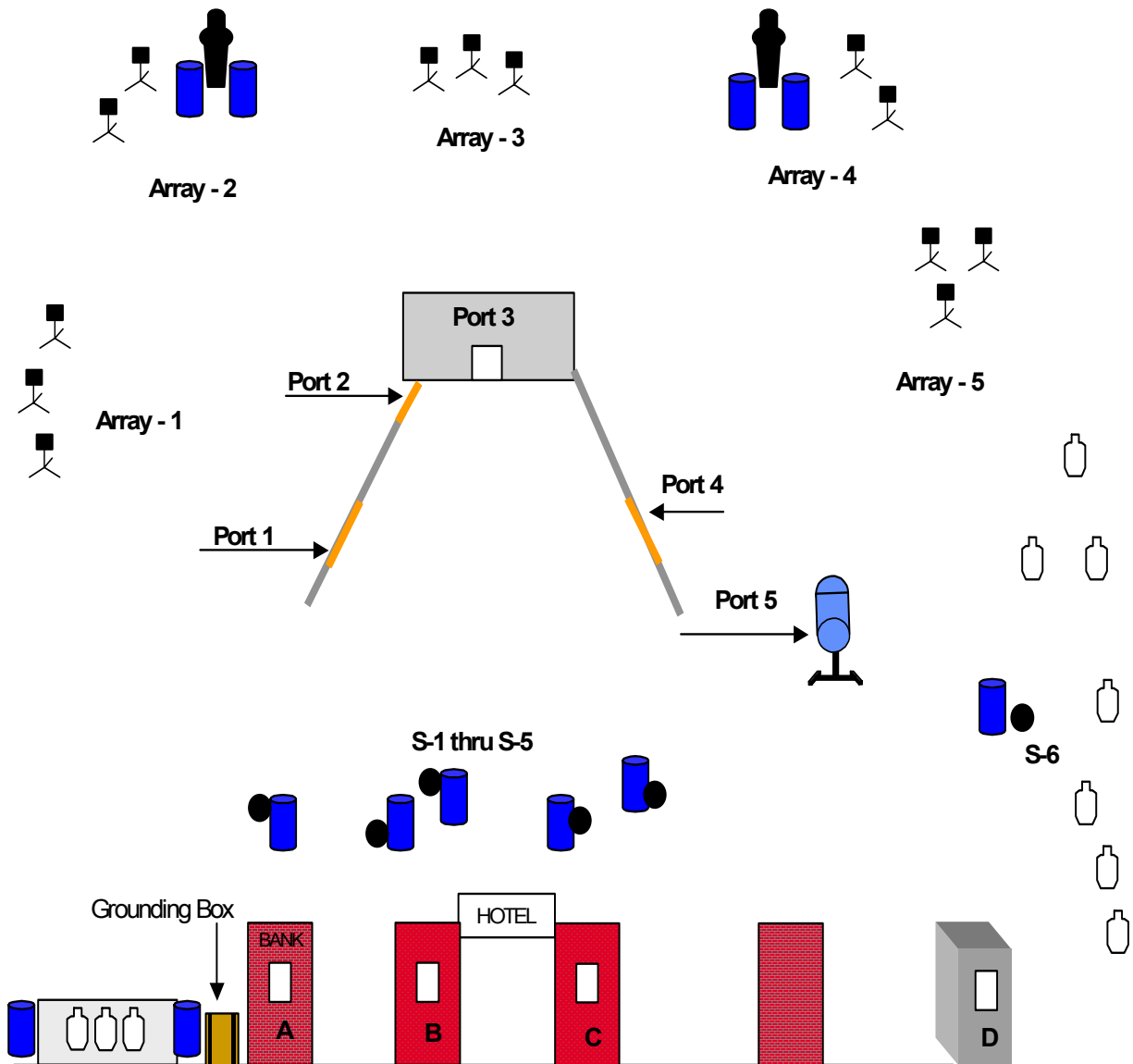
**START POSITION:** Seated in outhouse facing down range rifle loaded at port of arms. Shotgun loaded in safe condition in Grounding Box.

**STAGE PROCEDURE:**

Engage any 3 paper targets from the seated position in the outhouse, in any order engage any two paper and only two paper though ports A, B, C, and D. Paper behind wall are as you see them. Next ground safe rifle in grounding box, retrieve shotgun. Engage S1-S6 THROUGH ports A, B, C, or D. Next move forward and engage Arrays 1 through port 1, array 2 through port 2, array 3 through port 3, array 4 through port 4 and array 5 through port 5,

**SCORING**

**SCORING:** USPSA Time Plus  
**TARGETS:** 14-PPR, 21-Steel,  
**SCORED HITS:** Time Plus  
**START-STOP:** Audible - Last shot



# Rifle Shotgun 43 Rounds

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

**DESIGNER:** Jeff Gross

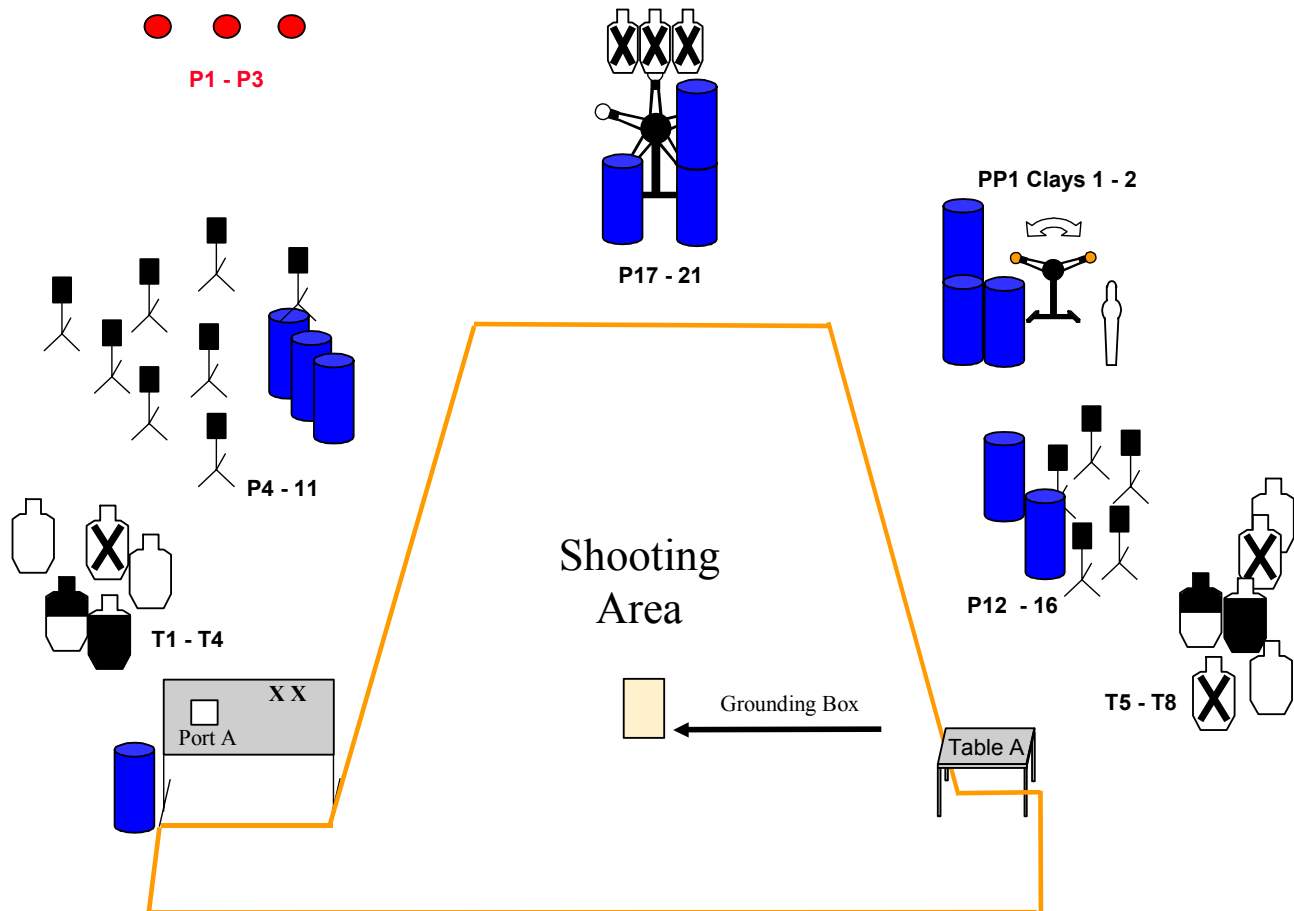
**START POSITION:** Rifle loaded and on safe, on barrel next to barricade with Port A. Shotgun loaded, on safe on table A. Hands on "XX" on barricade.

## STAGE PROCEDURE

At start signal retrieve rifle and engage T1-T8 as they become visible with rifle only. Engage P1-P3 through Port A and from under Table A one time. Place safe rifle in grounding box and retrieve shotgun. Engage plates 4-21, PP1 and clays 1-2 from within shooting area only with shotgun only. Walls go from the ground to infinity. Moving targets must be activated prior to engaging

## SCORING

**SCORING:** USPSD Time Plus  
**TARGETS:** Paper 8, Steel 22, Clays 2  
**SCORED HITS:** Time Plus, Steel Down = 1A  
**START-STOP:** Audible - Last shot



**SETUP NOTES:**

**RO NOTES:**

# Rifle Shotgun 39 Rounds

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

**COURSE DESIGNER:** Paul Freitas

**START POSITION:** Standing toes touching X X facing down range rifle loaded at port arms.  
Shotgun loaded in grounding box in safe condition.

## STAGE PROCEDURE

On audible start engage 3 ea rifle steel targets from within the Jail and Fence ports with 1 round each and 10 ea paper targets from the shooting area only.

Moving targets must be activated via activator pad prior to engaging.

Ground safe rifle in grounding box retrieve shotgun and engage 9-ea steel and 4 clay targets as they become visible from within the shooting area.

**All cover is hard cover.**

## SCORING

**SCORING:** USPSA Time Plus

**RIFLE:** 10 Paper, 3 Steel

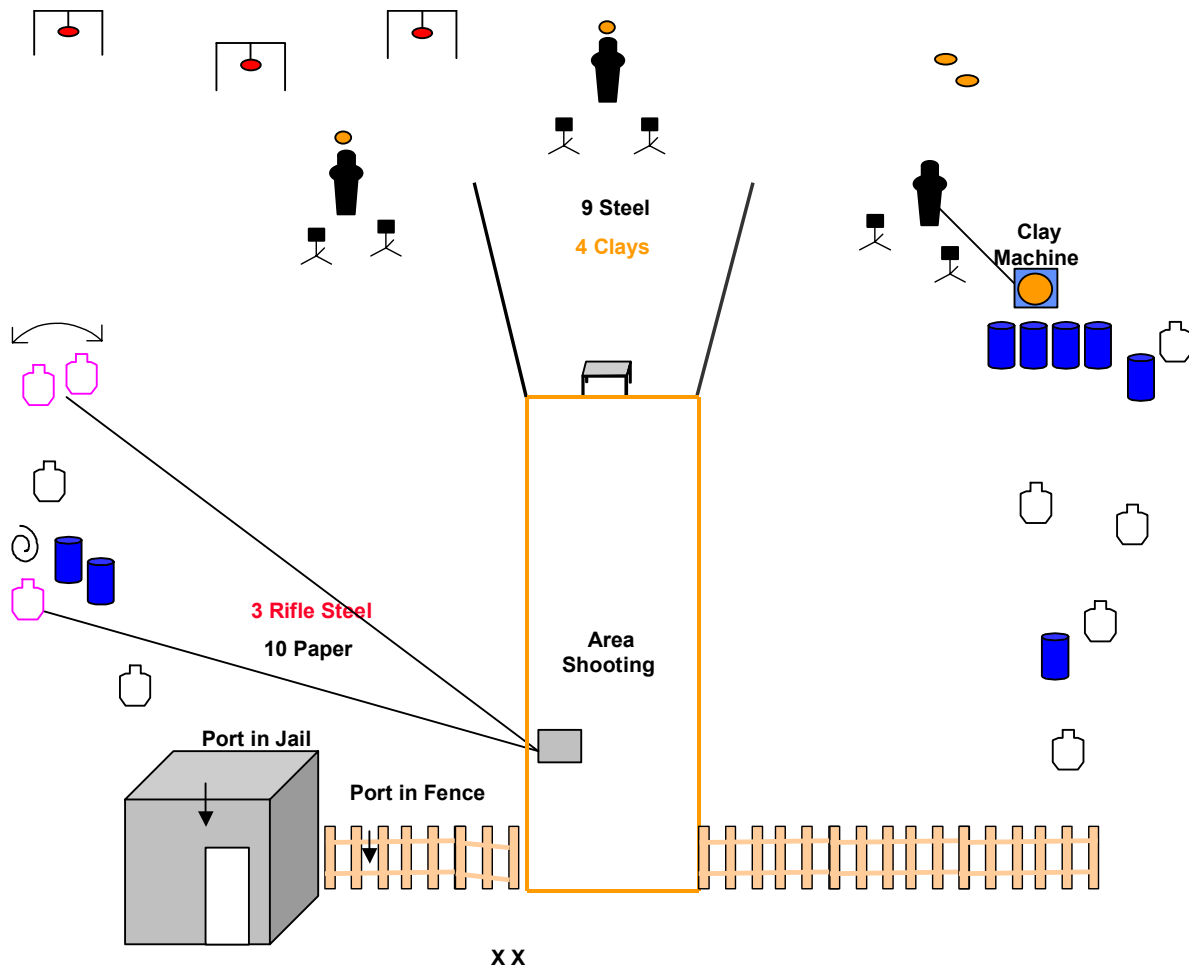
**SHOTGUN:** 9 Steel, 4 Clays

**SCORED HIT:** Time Plus, Steel Down

**START-STOP:** Audible - Last shot

26 Rounds Rifle

13 rounds Shotgun



**SETUP NOTES:**

**RO NOTES:**

# Shotgun Pistol 42 Rounds

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

**DESIGNER:** Craig Underdown

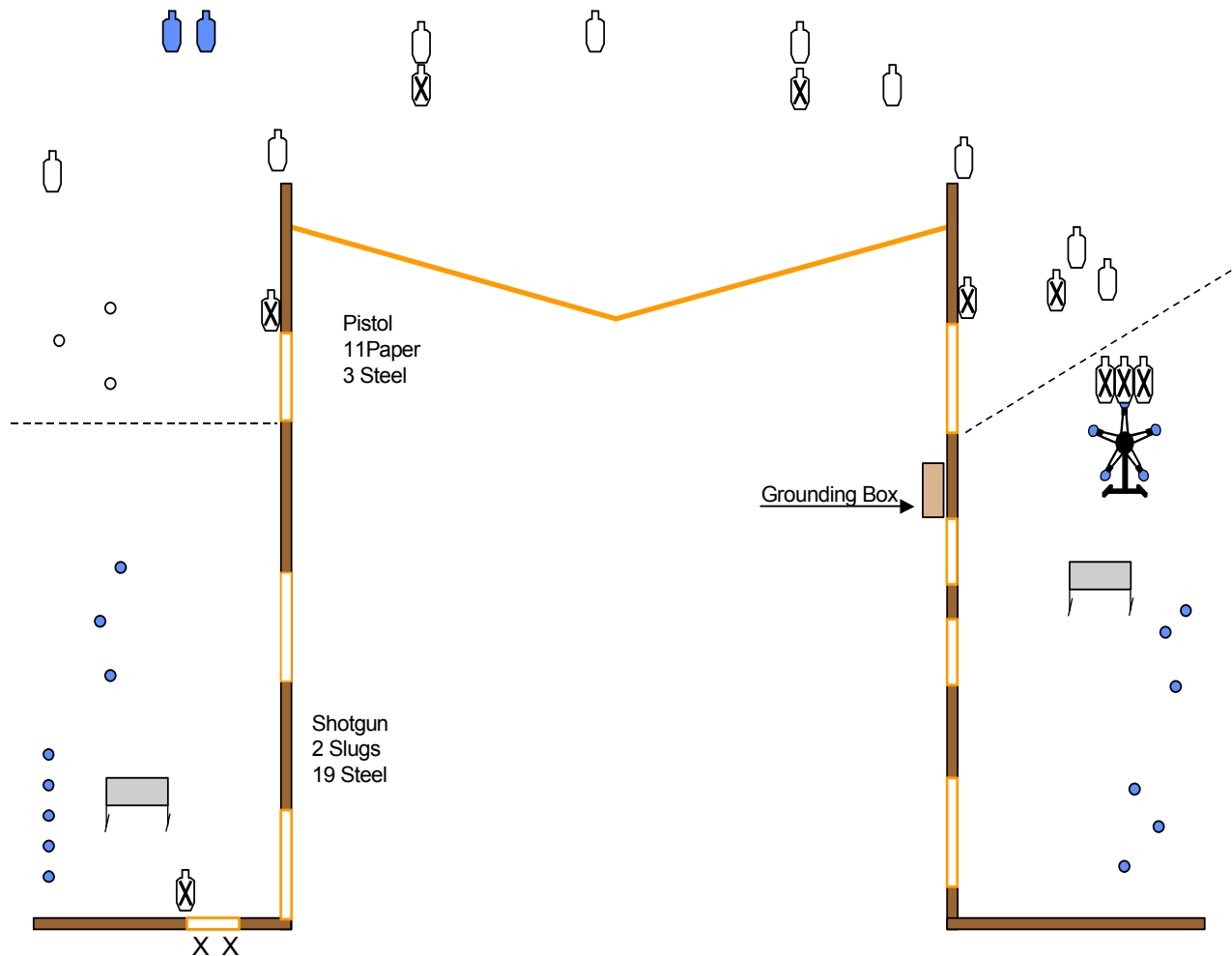
**START POSITION:** Standing toes on XX's pistol loaded and holstered shotgun loaded at Port Arms.

## STAGE PROCEDURE

At start signal engage Blue Paper targets with 1 slug each from the Bank window only all others as they become visible from within the shooting area. Ground safe Shotgun. Retrieve pistol and engage all other targets as they become visible from within the shooting area. Walls extend from the ground to infinity.

## SCORING

**SCORING:** USPSA Time Plus  
**TARGETS:** 11-PPR, 22-Steel,  
**SCORED HITS:** Time Plus.  
**START-STOP:** Audible - Last shot



**SETUP NOTES:** Blue targets on drawing designate shotgun targets on the drawing only not the actual range targets

**RO NOTES:**