

Bay/stage # 1 Desert Classic

RULES: USPSA Handgun Competition Rules, Current Edition

DESIGNER: Paul DiMarchi

START POSITION:

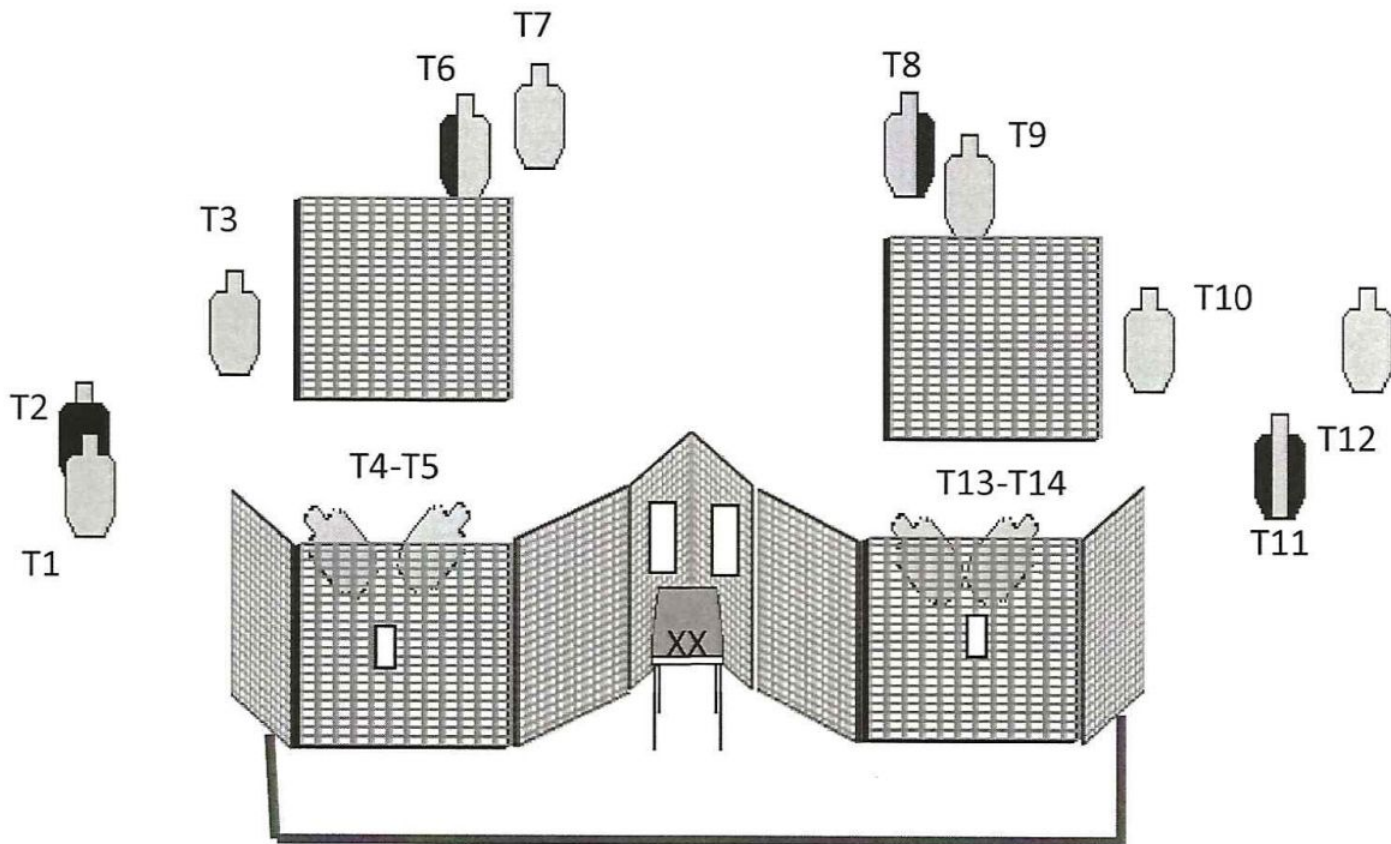
Standing in shooting area, hand flat on X's, gun flat on table, pointing downrange.

STAGE PROCEDURE

Upon start signal, engage targets as visible from within the shooting area.

SCORING

SCORING: comstock, 28 rounds, 140 points
TARGETS: 14 metric
SCORED HITS: Best 2/Paper, Steel Down = 1A
START-STOP: Audible – Last Shot
PENALTIES: Per current edition of USPSA Handgun Competition Rules (miss -10 points)



Triangle of Trust Stage #2

RULES: USPSA Rules

Created By: TroyDavid

START POSITION:

Heels on X's, Handgun Loaded and Holstered, Arms Relaxed at Sides. PCC in low ready

PROCEDURE:

Upon start signal, engage targets as they become visible from within shooting area.

PP-1 activates Swinger 1. PP-2 activates Swinger 2.

SCORING: Comstock

ROUND COUNT: 20

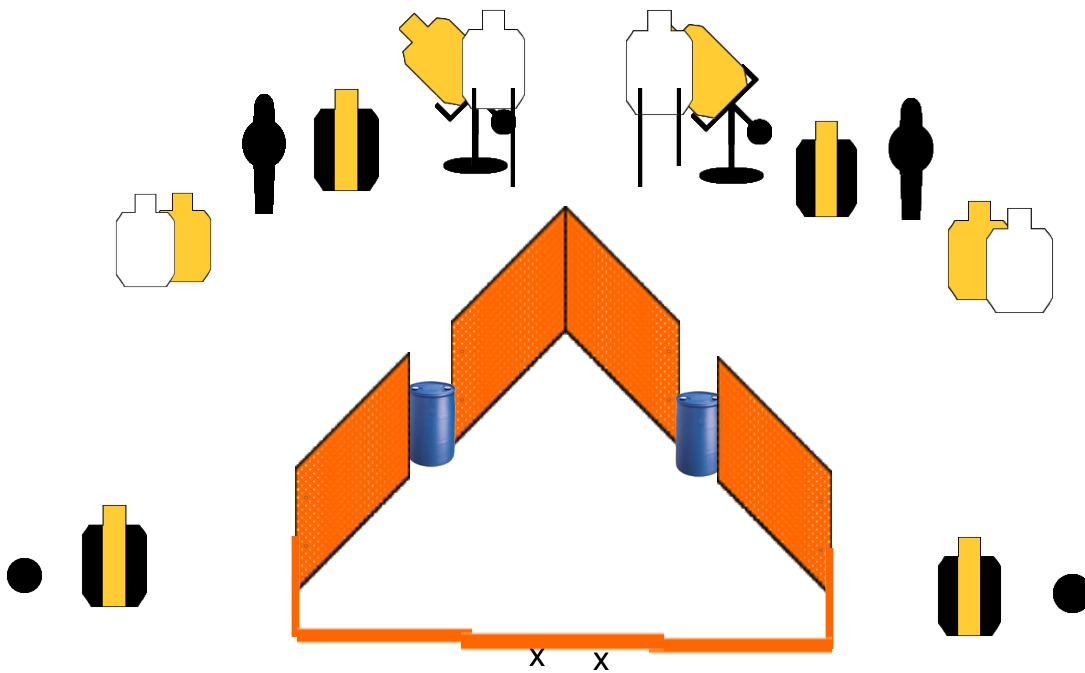
TARGETS: 12

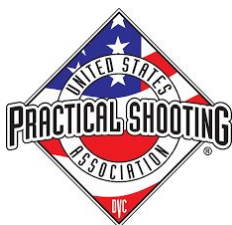
DISTANCE:

SCORED HITS:

PENALTIES:

NOTES:





So Field Course, Very Pew, Wow

Stage #3

RULES: USPSA Handgun Competition Rules, Current Edition

DESIGNER: Chris Oliver

START POSITION:

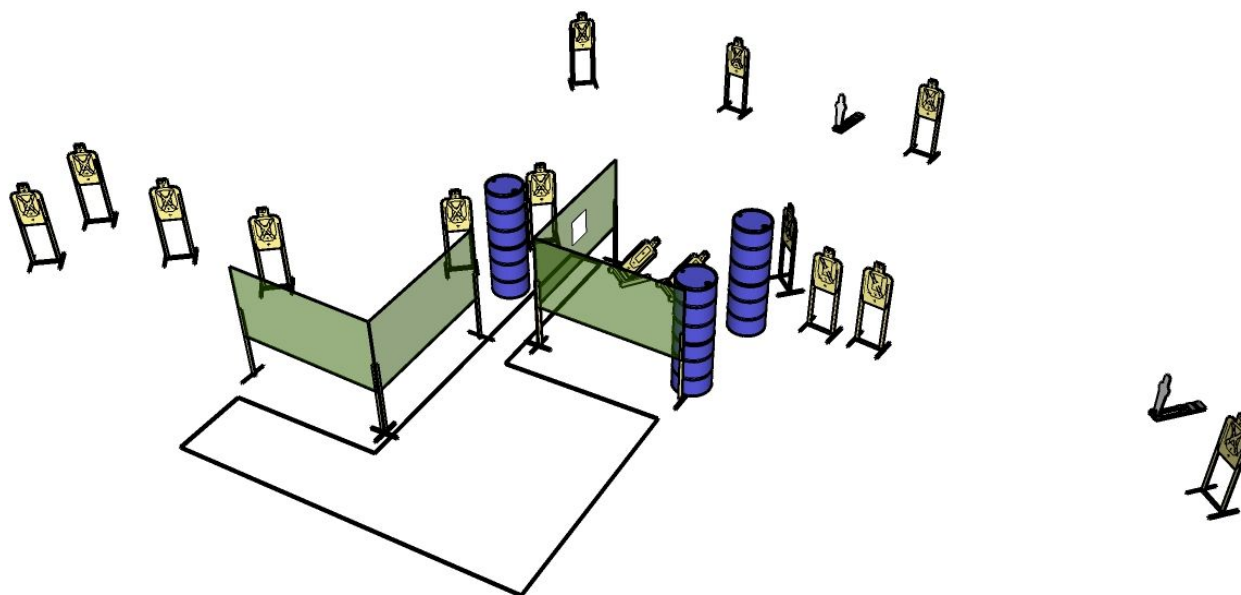
Standing anywhere inside the shooting area. Handgun is loaded and holstered. Both hands touching knees. PCC held at low ready with strong hand off of carbine and touching knee.

STAGE PROCEDURE

Upon start signal, engage targets as visible from within the shooting area.

SCORING

SCORING: Comstock, 32 rounds, 160 points
TARGETS: 15 metric, 2 steel
SCORED HITS: Best 2/Paper, Steel Down = 1A
START-STOP: Audible – Last Shot
PENALTIES: Per current edition of USPSA Handgun Competition Rules





CM 99-14 Stage #4

Hoser Heaven

RULES: USPSA Handgun Competition Rules, current edition COURSE DESIGNER: Dave Seibert

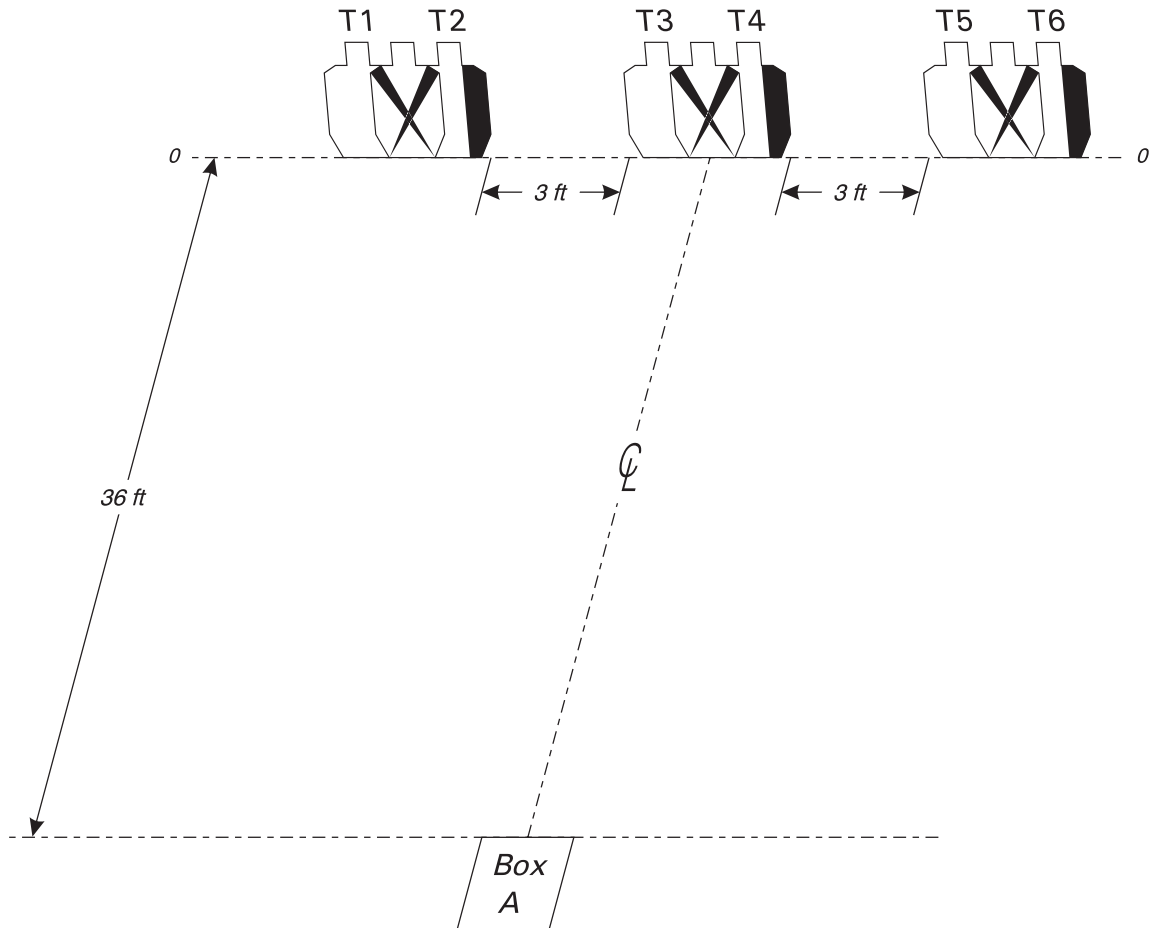
START POSITION: Standing in Box A, both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1. FREESTYLE 5 sec. Upon start signal, from Box A engage T1-T6 with only one round per target.
- String 2. STRONG HAND ONLY 5 sec. Upon start signal, from Box A engage T1-T6 with only one round per target.
- String 3. WEAK HAND ONLY 5 sec. Upon start signal, from Box A engage T1-T6 with only one round per target.
Jams may be cleared with both hands.

SCORING

- SCORING:** Fixed Time , 18 rounds, 90 points
- TARGETS:** 6 Metric
- SCORED HITS:** Best 3/paper
- START - STOP:** Audible - Audible
- PENALTIES:** Per current edition USPSA Handgun Competition Rules
Stacking of shots is not allowed. Assess one procedural penalty for each shot fired in excess of the specified rounds per target.



SETUP NOTES: Set targets to 5 feet high at shoulder. No-shoot scoring edge is parallel to and overlaps A zone scoring line on shoot targets. Hard cover on T2, T4, and T6 is parallel to A zone of shoot targets. 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.

Discontinuity II

Stage #5

SCORING: Comstock, 18 rounds, 90 points.

TARGETS: 8 Metric, 2 Poppers

SCORED HITS: Best 2 per paper, Poppers must fall to score.

START-STOP: Audible - Last shot

PENALTIES: Per current edition USPSA rule book

RULES:

USPSA rule book, Latest Edition.

STARTING POSITION:

Standing outside shooting area, heels on x's, facing downrange

Handgun: loaded and holstered, hands at sides.

Rifle: Loaded on safe, stock touching belt, pointed downrange.

STAGE PROCEDURE:

On signal engage all targets from within the shooting area.

