

# Stage 1: Run to the Max

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

**COURSE DESIGNER:**

Jay Worden

**START POSITION:** Standing in shooting area. Heels on XXs. Handgun is loaded and holstered.

**STAGE PROCEDURE**

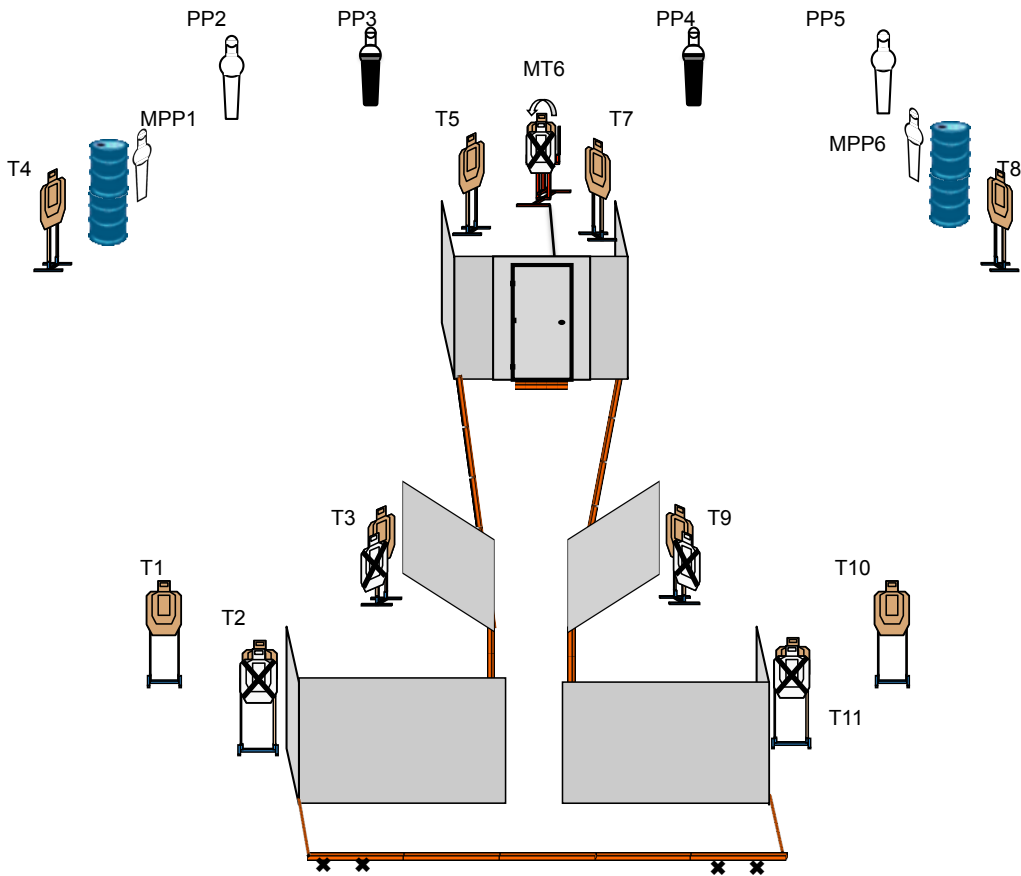
Upon the start signal, draw and engage targets as they become visible while staying in the faultlines. MT7 is activated by the door and remains visible. All walls go from the ground to the sky.

**Scoring:**

**Targets:**  
**Scored Hits:**  
**Start-Stop:**  
**Penalties:**

**SCORING**

Comstock, 28 rds, 140 points  
 11 Metric, 6 PP  
 Best 2 per Paper, Steel KD = 1 A  
 Audible - Last Shot  
 Procedural -10  
 No Shoot -10  
 Miss -10



**Stage Set-up Notes:**

## Stage 2: Paper or Steel

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

**COURSE DESIGNER:** 1911 Design Team

**START POSITION:** Standing in shooting area, Back to the targets, wrist above respective shoulders. Handgun is loaded and holstered.

**STAGE PROCEDURE**

Upon the start signal, turn then draw and engage either PP1-PP6 until down or T1-T4 with 2 rounds, make a mandatory reload and reengage the other array while staying in the faultlines. The arrays may be shot in any order.

**Scoring:**

**Targets:**

**Scored Hits:**

**Start-Stop:**

**Penalties:**

**SCORING**

Comstock, 14 rds, 70 points

4 Metric, 6PP

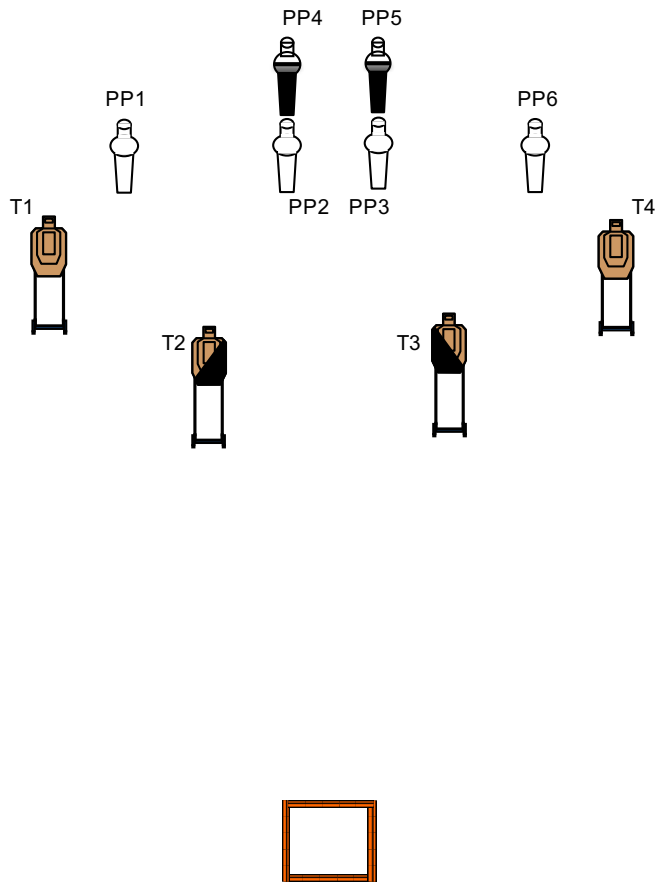
Best 2 per Paper, Steel KD = 1 A

Audible - Last Shot

Procedural -10

No Shoot -10

Miss -10



**Stage Set-up Notes:**

T2 and T3 to be at 7 yards, T1 and T4 to be at 10 yards and steel to be at least 15 yards.

Make as narrow as possible without potential shoot-thrus.

PP2-PP3 are forward falling, PP4-PP5 to be half-hardcover.

# Stage 3: Fallout

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

**COURSE DESIGNER:**

Jim Davidson

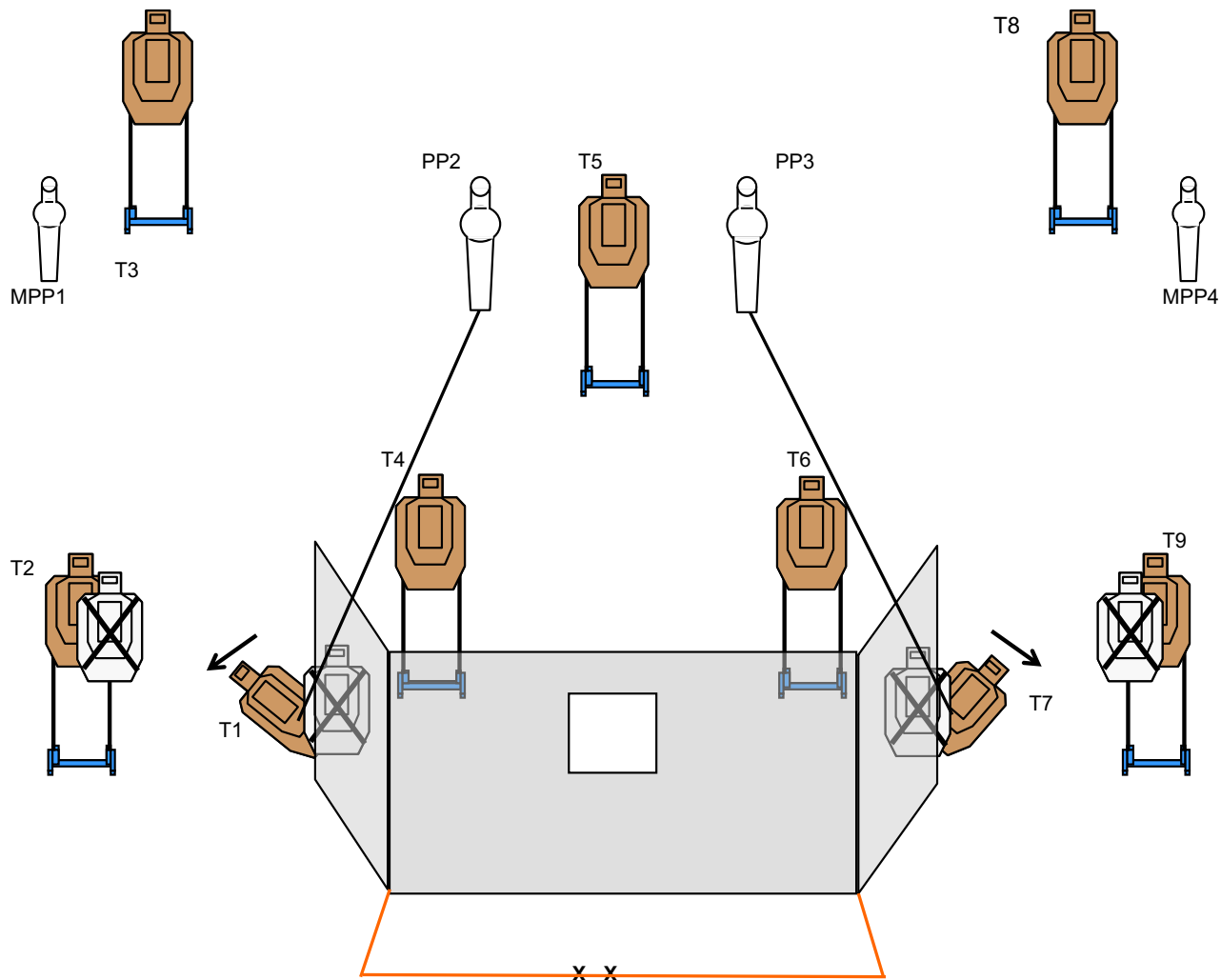
**START POSITION:** Standing in shooting area, heels touching Xs.  
Handgun will be *unloaded* and holstered.

**STAGE PROCEDURE**

On signal, draw, **load** and engage paper targets with a minimum of two rounds each as they become visible from within the Fault lines. Steel must fall to score. PP2 activates T1; PP3 activates T7. T1 and T7 remain visible.

**SCORING**

**Scoring:** Comstock, 22 rds, 110 points  
**Targets:** 9 Metric; 4 PP  
**Scored Hits:** Best 2 per target, Steel KD = 1 A  
**Start-Stop:** Audible - Last Shot  
**Penalties:** Procedural -10  
 No Shoot -10  
 Miss -10



**Stage Set-up Notes:**

## Stage 4: Unhappy Jack

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

**COURSE DESIGNER:** Russell Cluver (Modified)

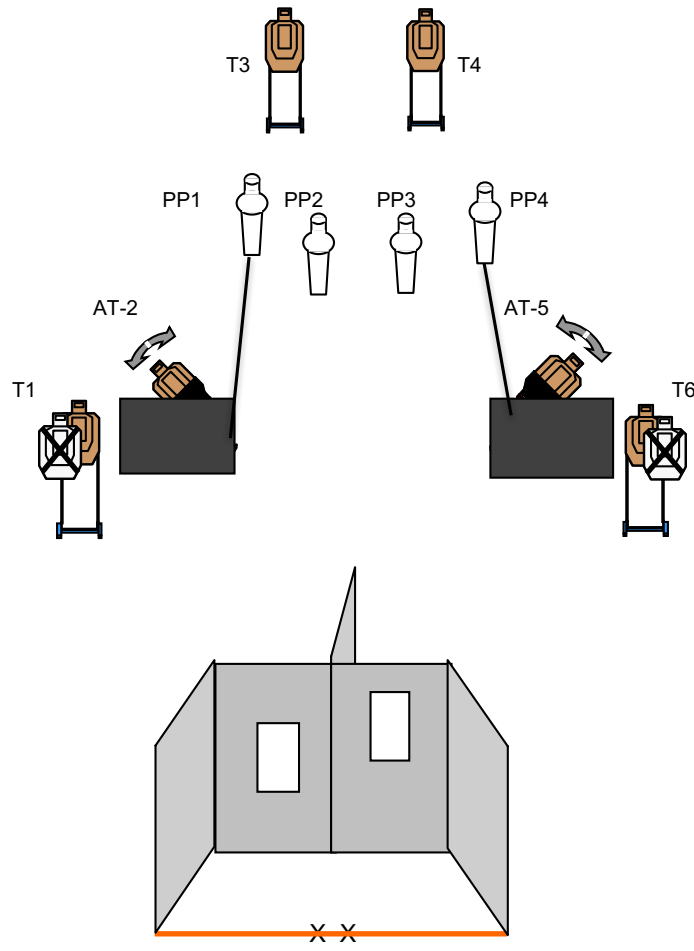
**START POSITION:** Facing up range, toes on marks, hands naturally at your sides. Handgun will be loaded and holstered.

**STAGE PROCEDURE**

Upon the start signal, turn then draw and engage targets at they become visible from within the fault lines.

**SCORING**

**Scoring:** Comstock, 16 rds, 80 points  
**Targets:** 6 Metric, 4 PP  
**Scored Hits:** Best 2 per Paper, Steel KD = 1 A  
**Start-Stop:** Audible - Last Shot  
**Penalties:** Procedural -10  
 No Shoot -10  
 Miss -10



**Stage Set-up Notes:** PP1 activates AT-2, PP4 activates AT-5.  
 Hard cover to center of lower A zone on AT-2 and AT-5.

# Stage 5: Fun House

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

**COURSE DESIGNER:**

Jay Worden

**START POSITION:** Standing anywhere in Box A with hands on top of your head. Gun is loaded and placed on the table with triggerguard on the mark. Competitor may place spare ammo on table and barrels.

**STAGE PROCEDURE**

Upon the start signal engage that targets from the shooting area. PP1 activates Maxtrap, PP2 activates swinger both remain visible at rest.

**Scoring:**

**SCORING**

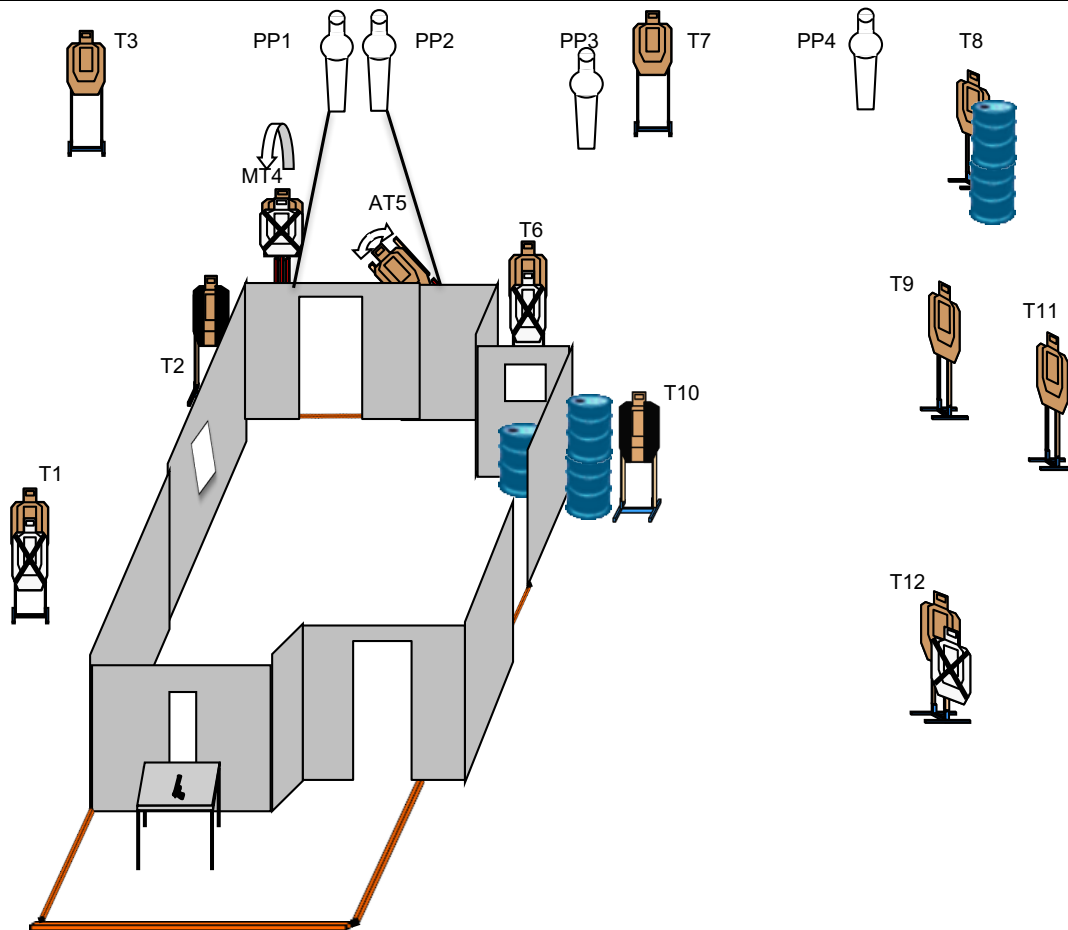
Comstock, 28 rds, 140 points  
 12 Metric, 4 MPP  
 Best 2 per Paper, KD=1A  
 Audible - Last Shot  
 Procedural -10  
 No Shoot -10  
 Miss -10

**Targets:**

**Scored Hits:**

**Start-Stop:**

**Penalties:**



**Stage Set-up Notes:**

Set-up so PP2 is available from rear window.  
 T2 and T3 are available through left port. T3 and T7 are available from rear door.  
 This stage is designed for a wall bay, it can be mirrored in required.

# Stage 6: Hit Them Fast

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

**COURSE DESIGNER:** Russell Cluver (modified)

**START POSITION:** Standing in shooting area, facing down range, strong hand on door handle, weak hand hanging naturally at side. Gun is loaded and holstered.

## STAGE PROCEDURE

On signal, engage T-1 through T-9 in any order as they become visible from inside the fault lines.

**Scoring:**

**Targets:**

**Scored Hits:**

**Start-Stop:**

**Penalties:**

## SCORING

Comstock, 18 rds, 90 points

9 Metric

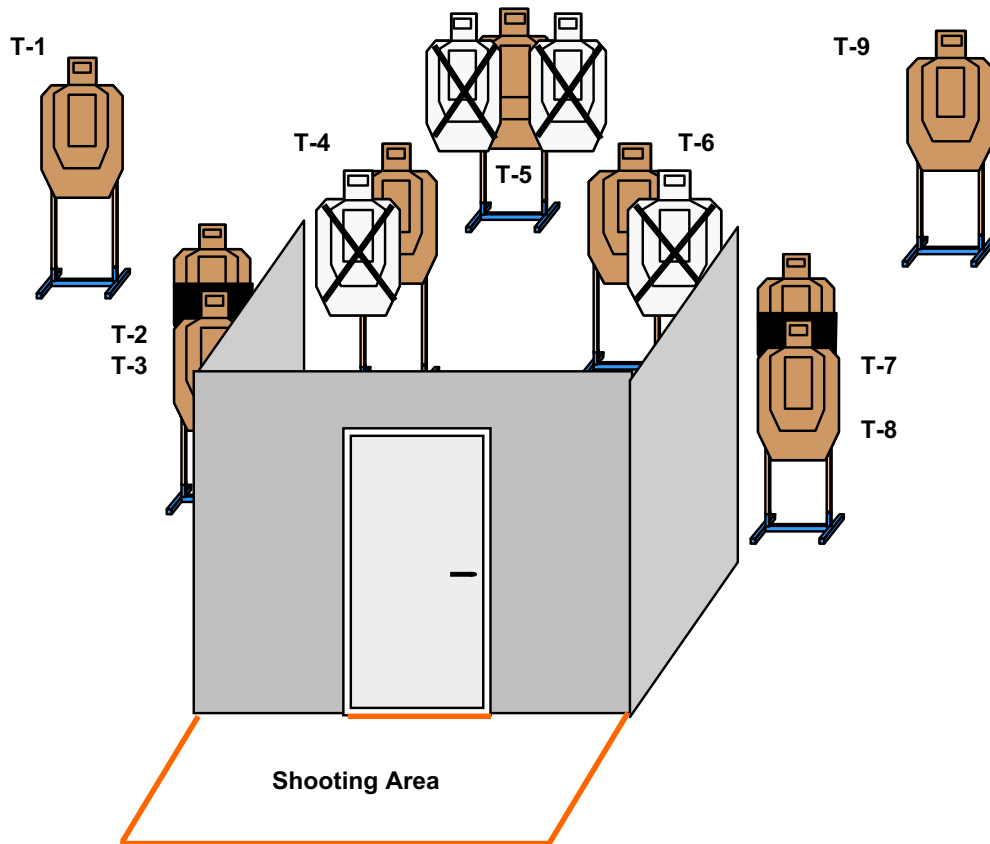
Best 2 per Target

Audible - Last Shot

Procedural -10

No Shoot -10

Miss -10



**Stage Set-up Notes:**

# Stage 7: 6-6-2-6 Standards

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

**COURSE DESIGNER:** 1911 Design Team

**START POSITION:** Facing downrange, wrists above respective shoulders. Gun will be loaded and holstered.

## STAGE PROCEDURE

### All strings are 7 seconds:

String 1 : (45 yards) 6 shots at T 1 Freestyle.

String 2: (45 yards) 6 shots at T 3 Freestyle.

String 3: (25 yards) 1 shot per target perform a mandatory reload and reengage targets with 1 round per target freestyle.

String 4: (25 yards) 6 shots on T2 strong hand unsupported.

## SCORING

Fixed Time 24 rounds, 120 points.

3 Metric

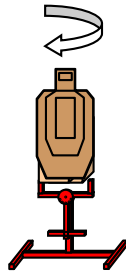
Best 8 per Paper

Visual

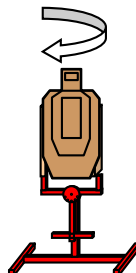
Procedural -10

Extra Shot -10

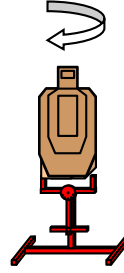
Extra Hit -10.



T1



T2



T3

\_\_\_\_\_

25 Yards

\_\_\_\_\_

45 Yards

**Stage Set-up Notes:**

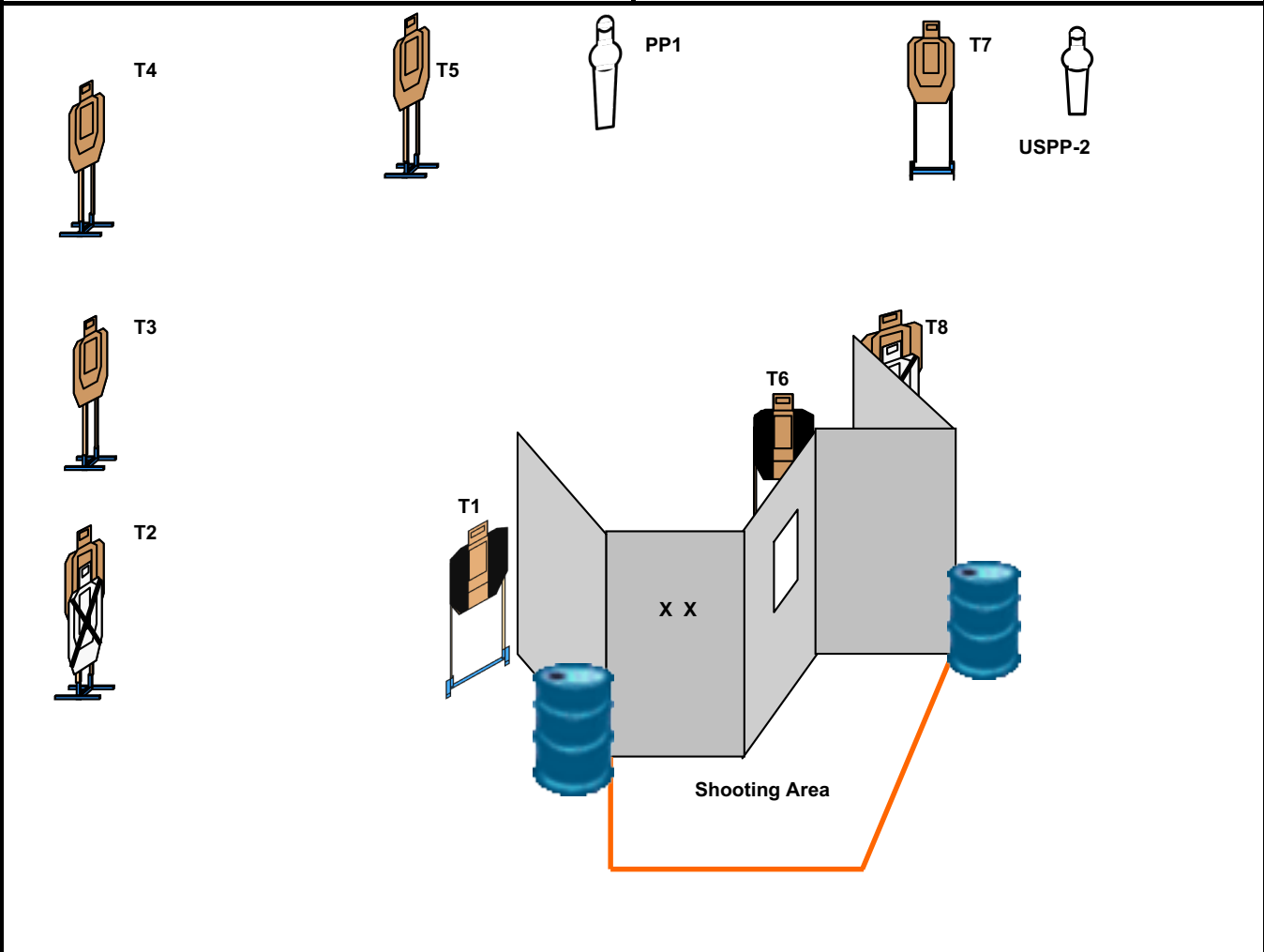
# Stage 8: Forced Move

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

**COURSE DESIGNER:** Russell Cluver

**START POSITION:** Standing facing square down range, hands on marks.  
Handgun will be loaded and holstered. All spare ammo will be on the barrels.

<p><b>STAGE PROCEDURE</b> On start signal engage targets as they become available from inside the fault lines..</p>	<p><b>SCORING</b> Comstock, 18 rds, 90 points 6 Metric, 2 Steel <b>Scored Hits:</b> Best 2 per target, Steel KD = 1 A <b>Start-Stop:</b> Audible - Last Shot <b>Penalties:</b> Procedural -10 No Shoot -10 Miss -10</p>
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**Stage Set-up Notes:** T5 & T6 should only be available through port.  
T4 and PP1 should be available from at least two positions.



# Stage 9: Not So Dark House

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

**COURSE DESIGNER:**

Jay Worden

**START POSITION:** Standing on the marks, wrists above respective shoulders facing T4. Gun will be loaded and holstered.

**STAGE PROCEDURE**

Upon the start signal draw and engage T1-T7 with 2 rounds while remaining in the shooting area.

**Scoring:**

**Targets:**

**Scored Hits:**

**Start-Stop:**

**Penalties:**

**SCORING**

Comstock, 14 rds, 70 points

7 Metric

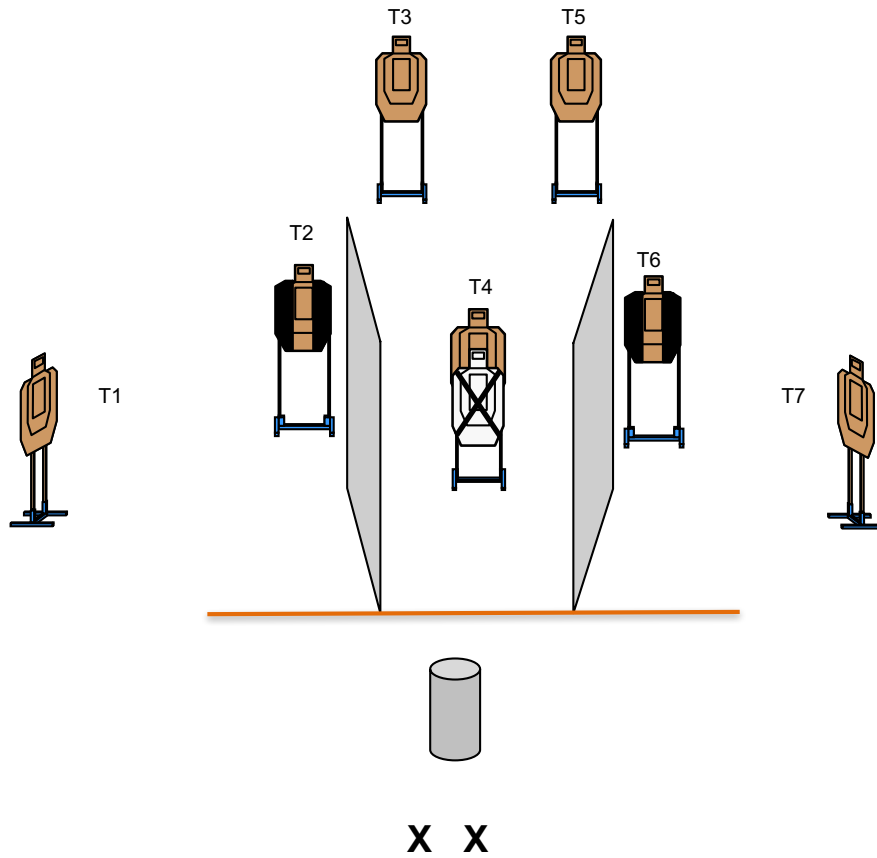
Best 2 per Paper

Audible - Last Shot

Procedural -10

No Shoot -10

Miss -10



**Stage Set-up Notes:**

This stage will be shot in lower light conditions. A flashlight will be on the barrel for use of the competitor. The flashlight must start off.

# Stage 10: Doom 2

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

**COURSE DESIGNER:** Mike Foley (modified)

**START POSITION:** Standing in shooting area. Hands relaxed at sides. Loaded handgun on table.

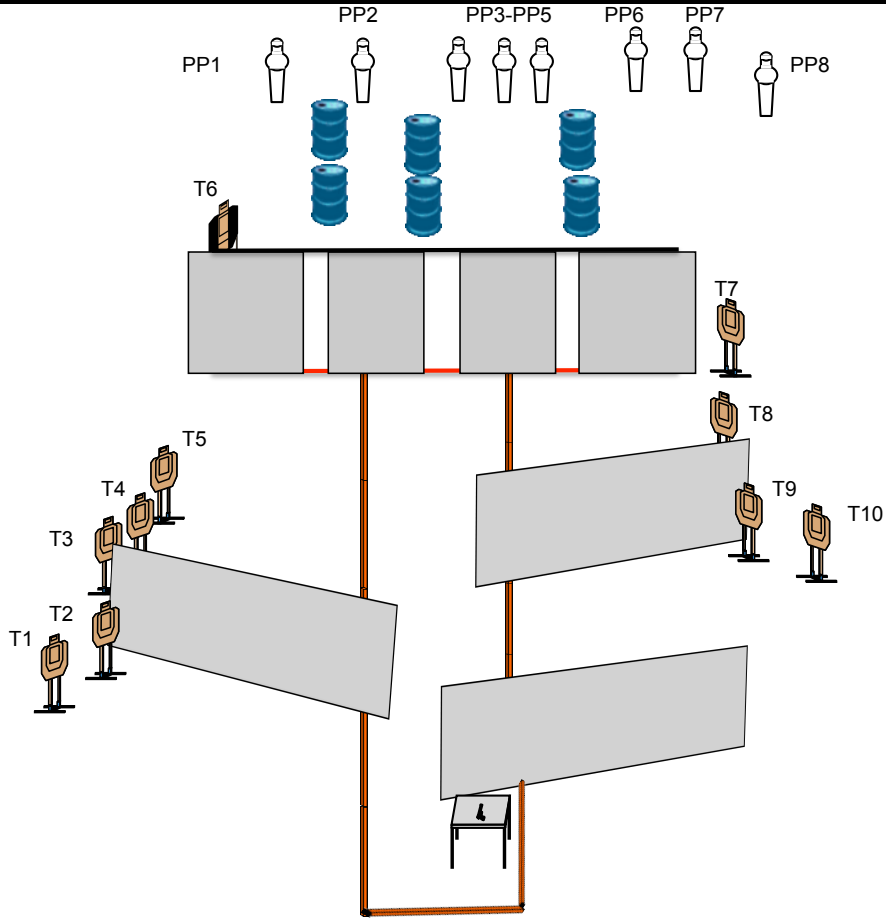
**STAGE PROCEDURE**

Upon the start signal, retrieve your firearm and engage targets as they become visible while staying in the faultlines. All walls go from the ground to the sky.

**Scoring:**  
**Targets:**  
**Scored Hits:**  
**Start-Stop:**  
**Penalties:**

**SCORING**

Comstock, 28 rds, 140 points  
 10 Metric, 8MPP  
 Best 2 per Paper, Steel KD = 1 A  
 Audible - Last Shot  
 Procedural -10  
 No Shoot -10  
 Miss -10



**Stage Set-up Notes:**

# Stage 11: Now Where Was That?

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

**COURSE DESIGNER:** 1911 Design Team

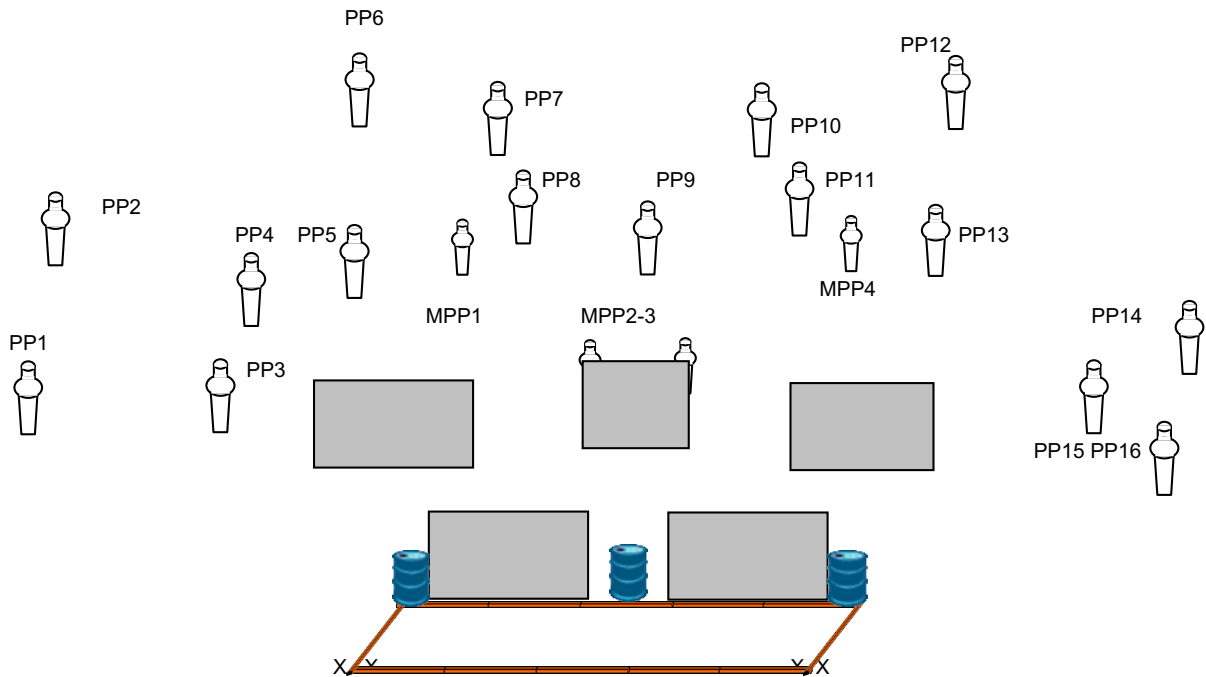
**START POSITION:** Standing outside shooting area. Toes on Xs. Handgun is loaded and holstered. Spare ammo may be stored on the barrels.

**STAGE PROCEDURE**

Upon the start signal, draw and engage targets as they become visible while staying in the fault lines. All walls go from the ground to the sky.

**SCORING**

**Scoring:** Comstock, 20 rds, 100 points  
**Targets:** 16 PP, 4 MPP  
**Scored Hits:** Steel KD = 1 A  
**Start-Stop:** Audible - Last Shot  
**Penalties:** Procedural -10  
 No Shoot -10  
 Miss -10



**Stage Set-up Notes:** Set-up so MPP2-3 and PP 9 are only available from the opposite ends of the shooting area.

# Stage 12: Raiders

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

**COURSE DESIGNER:** Russell Cluver

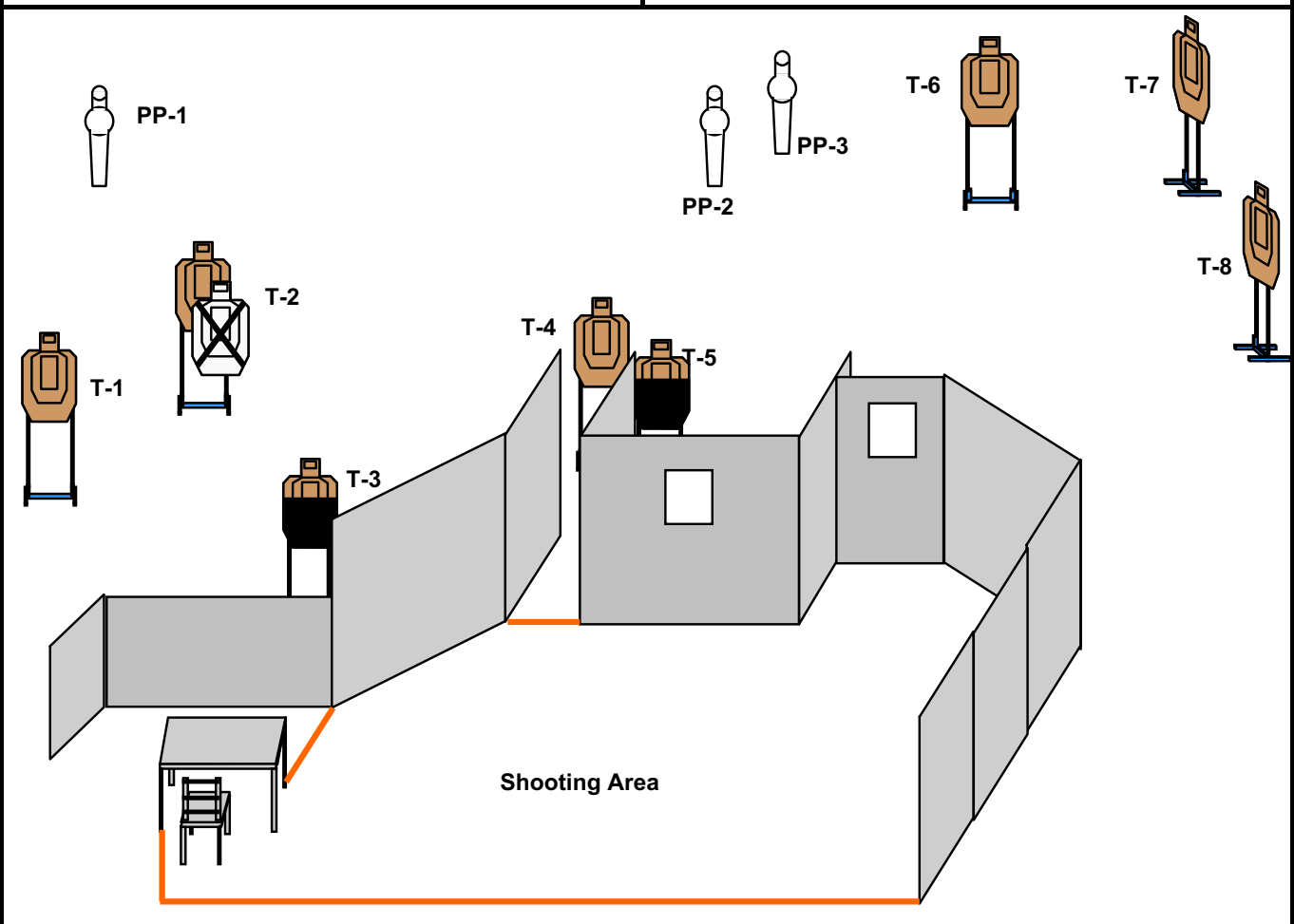
**START POSITION:** Seated at table, elbows on table, hands folded  
Handgun will be loaded and holstered.

**STAGE PROCEDURE**

On signal engage targets as they become available from inside the fault lines.

**SCORING**

**Scoring:** Comstock, 19 rds, 95 points  
**Targets:** 8 Metric, 3 Steel  
**Scored Hits:** Best 2 per target, Steel KD = 1 A  
**Start-Stop:** Audible - Last Shot  
**Penalties:** Procedural -10  
 No Shoot -10  
 Miss -10



**Stage Set-up Notes:** 4' wall in front of table

# Stage 13: Tick, Tock!

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

**COURSE DESIGNER:**

Lee Edwards

**START POSITION:** Standing in shooting area. Hands above respective shoulders. Handgun is loaded and holstered.

## STAGE PROCEDURE

Upon the start signal, draw and engage either PP1, PP2 and GT1 or PP3, PP4 and GT2, make a mandatory reload and engage the other array until down while staying in the faultlines. PP2 will activate GT1 and PP3 activates GT2. The gravity turners require 4 hits each and will disappear.

**Scoring:**

## SCORING

Comstock, 12 rds, 60 points

**Targets:**

2 Metric and 4 PP

**Scored Hits:**

4 hits per target, Steel KD = 1 A

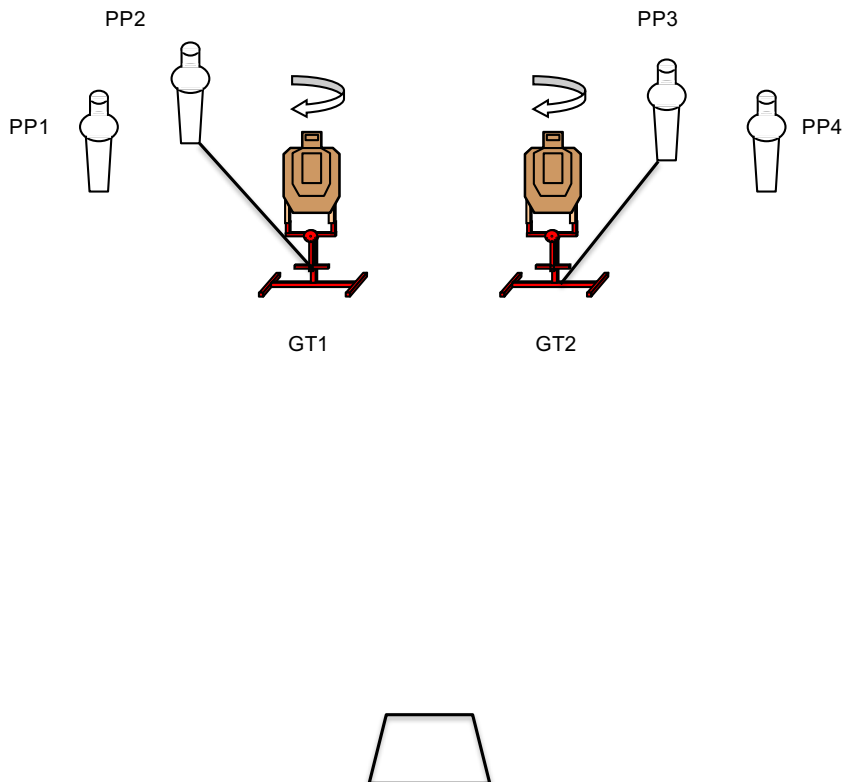
**Start-Stop:**

Audible - Last Shot

**Penalties:**

Procedural -10

Miss -10



**Stage Set-up Notes:**

# Stage 14: Toe

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

**COURSE DESIGNER:**

Jay Worden

**START POSITION:** Standing in shooting area, hands on the marks. Handgun is loaded and holstered.

**STAGE PROCEDURE**

Upon the start signal, draw and engage T1-T6 with only 2 rounds. All rounds will be fired from within the fault lines. The barricade extends from the ground to the sky.

**Scoring:**

**Targets:**

**Scored Hits:**

**Start-Stop:**

**Penalties:**

**SCORING**

Virginia Count, 12 rds, 60 points

6 Metric

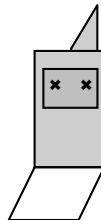
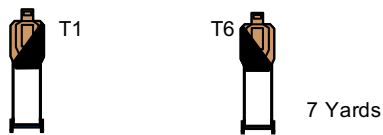
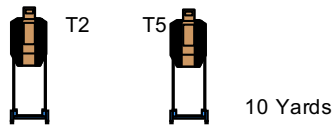
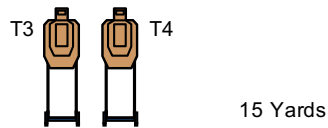
Best 2 per Paper

Audible - Last Shot

Procedural -10

No Shoot -10

Miss -10



**Stage Set-up Notes:** T3 and T4 to be at 7 yards, T2 and T5 to be at 10 yards and T1 and T6 to be at least 15 yards. Make as narrow as possible without potential shoot-thrus. Make sure that T1 and T6 can only be available from the appropriate side of the barricade.