

1. Tell Me About It!

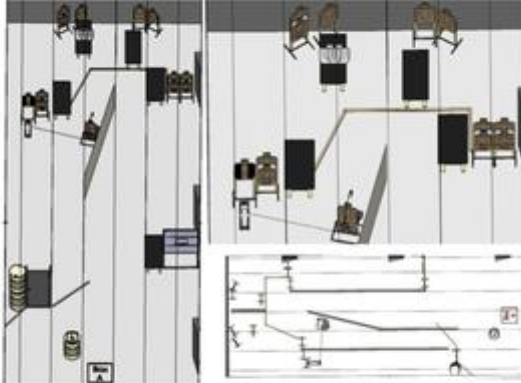
TELL ME ABOUT IT!

RULES: Practical Shooting Handbook, Latest Edition
COURSE DESIGNER: Clint VanDyke

START POSITION: Standing in Box A, facing downrange, hands relaxed at sides. Handgun is loaded and placed in box with muzzle pointed downrange per ready condition.

STAGE PROCEDURE:
 Upon start signal retrieve handgun and engage targets from within the shooting area. Popper activates Mini Trap which is a disappearing target.

SCORING: Comstock, 27 rounds, 135 points
TARGETS: 13 Paper, 1 Popper
SCORED HIT: Best 2 per paper, Steel KD-A
START STOP: Audible - Last shot
PENALTIES: Per the Current Edition of the USPSA Rulebook



SETUP NOTES:
 - 4 x 5' Stands
 - 3 x Barricade
 - Barricade with Port (Blue)
 - 1 x Popper
 - Mini Trap
 - 2 x Barricades
 - Door
 - Shooting Box

BO NOTES:

CoF	Comstock - Long	Points	135 p
Targets	13 paper, 1 popper, 6 no-shoot, Total 14 targets	Min rounds	27
Firearm	Handgun	Match-%	60.00%

Procedure	Retrieve handgun and engage targets from behind fault lines.
Starting position	Gun loaded and placed in box with muzzle pointed downrange.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Bill The Thrill

Bill The Thrill
by: Arrowood Boyz



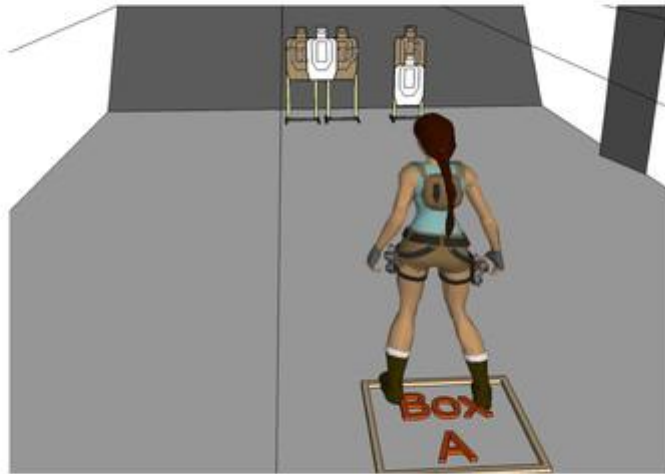
START POSITION:

Standing in Box A...
String 1: Handgun is UN-loaded and holstered
String 2: Handgun is loaded and holstered

STAGE PROCEDURE:

Upon start signal...
String 1: Engage T1 with only six rounds, perform a mandatory reload and engage target T2 with only 6 rounds from Box A. Targets may be engaged in any order.
String 2: Engage T3 with only six rounds, STRONG hand only from Box A.

Setup Notes:
3 x 5' stands
Box



SCORING:
Comstock: 18 Rounds
Points: 90

TARGETS:
3 x Metric

SCORED HITS:
Best 6 per paper

PENALTIES:
Per current edition of the USPSA rule book

START: Audible
STOP: Last shot

CoF	Virginia count - Long	Points	90 p
Targets	3 paper, 2 no-shoot, Total 3 targets	Min rounds	18
Firearm	Handgun	Match-%	40.00%

Procedure	String 1: Upon start signal engage T1 with 6 rounds, perform a mandatory reload then engage T2 with 6 rounds. String 2: Upon start signal engage T3 with 6 rounds strong hand only.
Starting position	String 1: Gun un-loaded & holstered. String 2: Gun is loaded and holstered.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	