

# Stage 1 - Canyon Run

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

**COURSE DESIGNER:**

Bill Murray

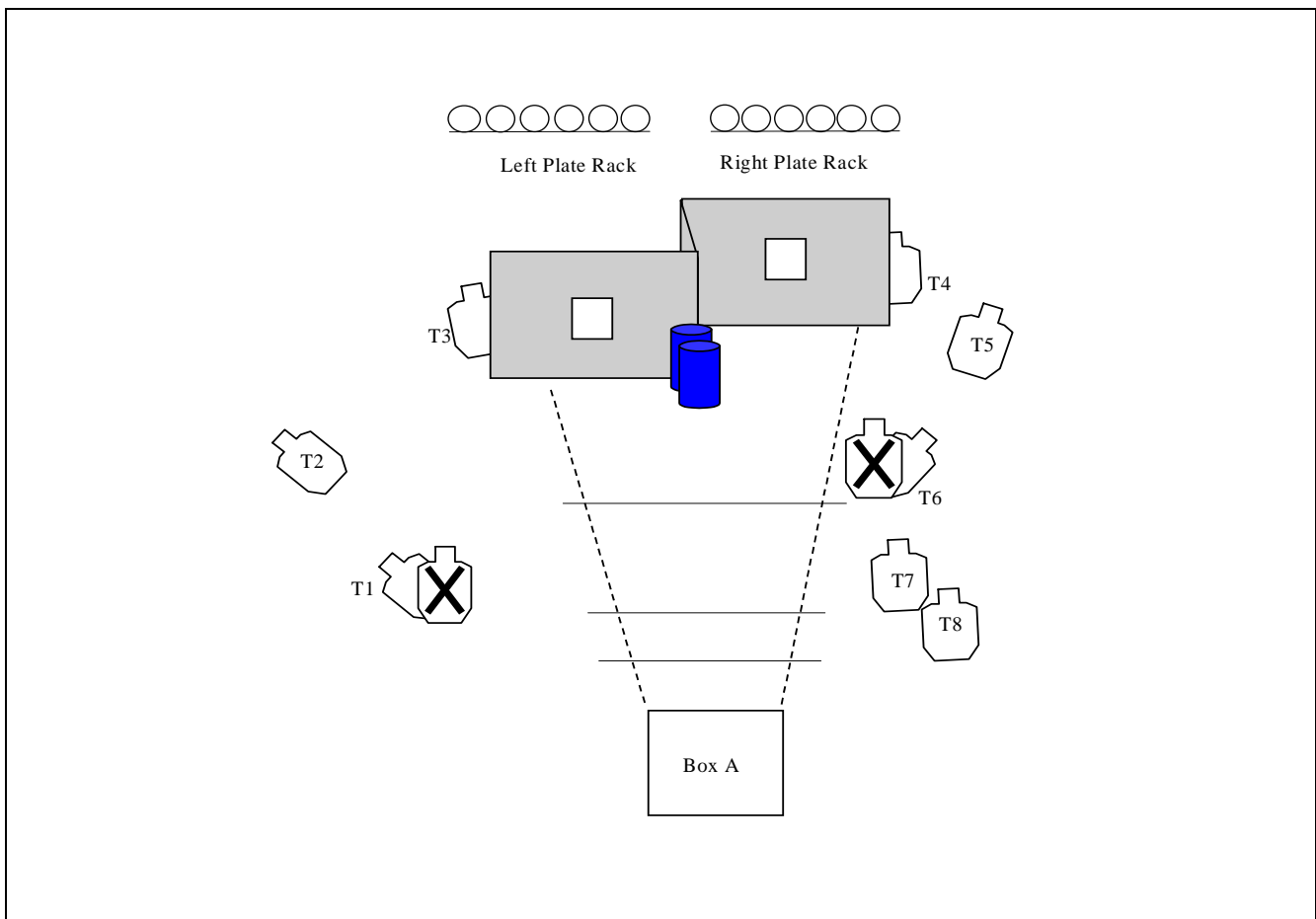
**START POSITION:** Standing fully upright in Box A facing down range. Hands in surrender position with both wrists above shoulders. Handgun is loaded and holstered per ready condition in Rule 8.1.1 and 8.1.2

### STAGE PROCEDURE

Upon start signal, engage all targets as visible. All rounds must be fired within Box "A" or the confines of the fault lines.

### SCORING

**SCORING:** Comstock, 28 rounds, 140 points  
**TARGETS:** 8 IPSC, 12 Plates  
**SCORED HITS:** Best 2 per IPSC, Steel must fall to score.  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of USPSA Rule Book



**SETUP NOTES** T3 and T4 are not visible through windows. Mark lines on ground within the shooting area indicating the 180 for the near targets. The furthest downrange wall is 23' from the plate racks. (This will make the other wall approximately 31' from the plate racks.)

**RO NOTES** All steel to be painted between shooters. Plates hit that fail to fall is deemed range equipment malfunction.

# Stage 2 - Shoot The Maze

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

**COURSE DESIGNER:**

Brian Hagen

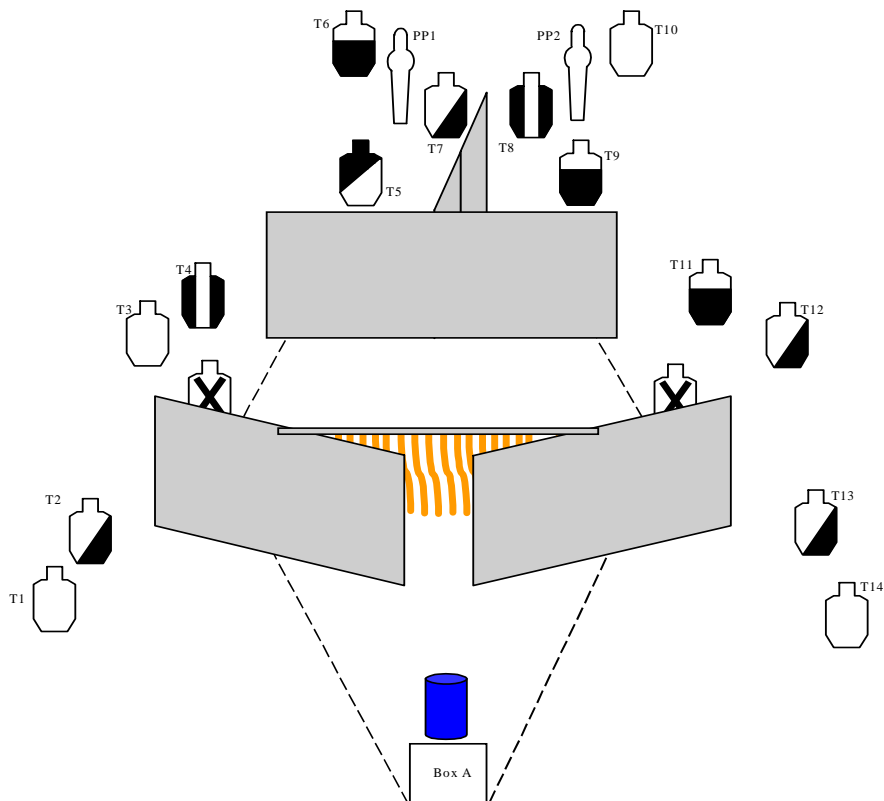
**START POSITION:** Standing in Box A with hands relaxed at sides. Handgun is unloaded with slide down & hammer down or cylinder closed & hammer down lying flat and unsupported on center of barrel with muzzle pointed downrange.

## STAGE PROCEDURE

Upon start signal, engage all targets as visible. All rounds must be fired within the confines of the fault lines. Shooter may engage targets from Box A.

## SCORING

**SCORING:** Comstock, 30 rounds, 120 points  
**TARGETS:** 14 IPSC, 2 PP  
**SCORED HITS:** Best 2 per IPSC, Steel must fall to score.  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of USPSA Rule Book



**SETUP NOTES:** Poppers set 27' from the Fault Lines. The vision barrier hung from the two up range walls is constructed of wood 2x2 attached to the tops of the walls with multiple strips of 4" wide "Police Barrier" tape cut in 6' lengths hanging loosely from the 2x2 board.

**RO NOTES:** At the start signal, all ammunition must be on competitor's belt.

# Stage 3 - Knock, Knock

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

**COURSE DESIGNER:**

Bill Murray

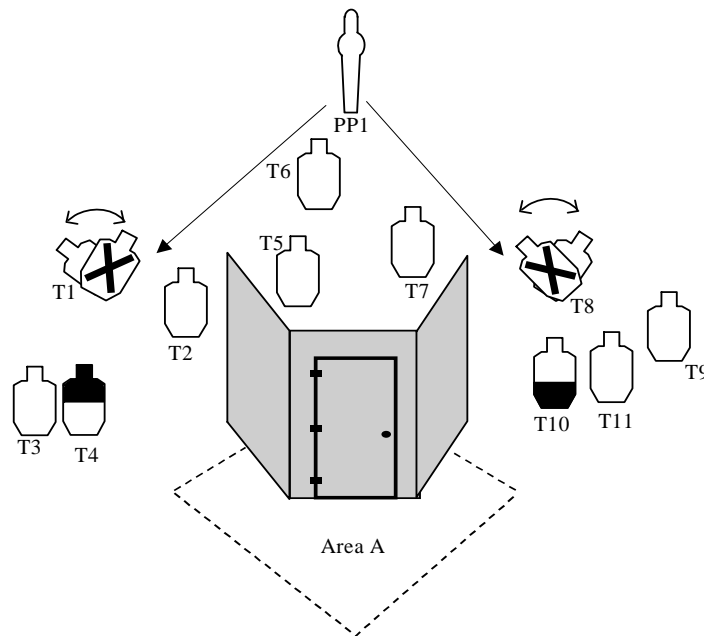
**START POSITION:** Standing in Area A facing down range. Strong hand grasping doorknob. Weak hand grasping strong hand wrist. Handgun is loaded and holstered per ready condition in Rule 8.1.1 and 8.1.2

## STAGE PROCEDURE

Upon start signal, engage all targets as visible. All rounds must be fired within the confines of the fault lines

## SCORING

**SCORING:** Comstock, 23 rounds, 115 points  
**TARGETS:** 11 IPSC, 1 Pepper Popper  
**SCORED HITS:** Best 2 per IPSC, Steel must fall to Score.  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of USPSA Rule Book



**SETUP NOTES** PP1 activates both Swinger T1 and T8. Both swingers are not visible until activated.

**RO NOTES** All steel to be painted between shooters. Swingers are not disappearing targets.

Minimum distance to PP1 from doorway is 27 feet.

# Stage 4 - Blind Side

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

**COURSE DESIGNER:**

Bill Hunter

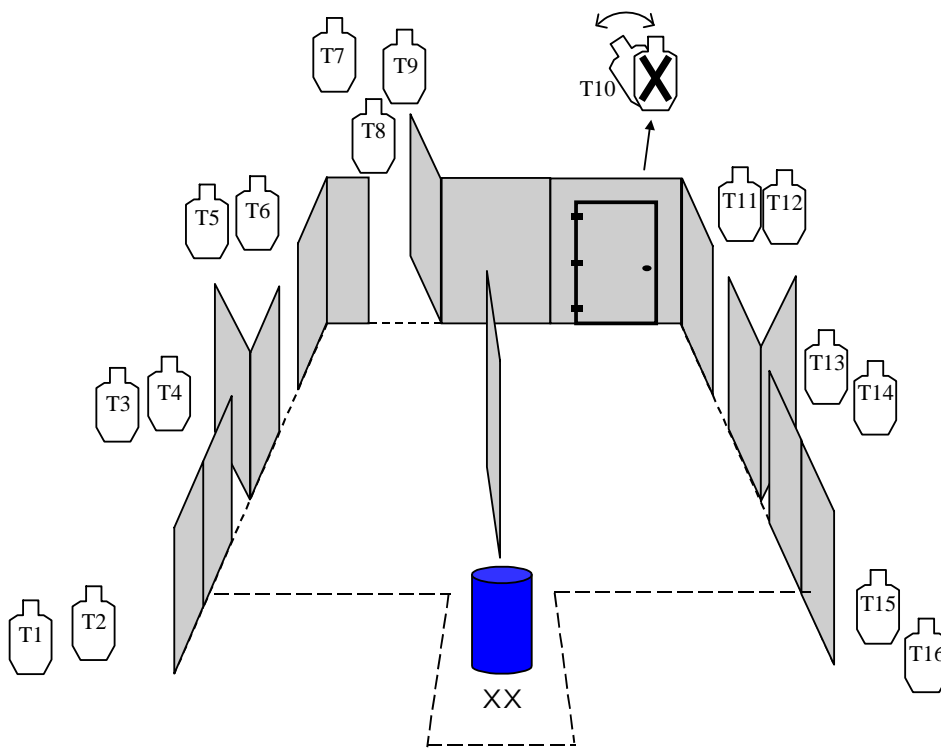
**START POSITION:** Standing on "XX" uprange of barrel facing down range. Hands in surrender position with both wrists above shoulders. Handgun is loaded and holstered per ready condition in Rule 8.1.1 and 8.1.2

### STAGE PROCEDURE

Upon start signal, engage all targets as visible. All rounds must be fired within the confines of the fault lines

### SCORING

**SCORING:** Comstock, 32 rounds, 160 points  
**TARGETS:** 16 IPSC  
**SCORED HITS:** Best 2 per IPSC  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of USPSA Rule Book



**SETUP NOTES** Swinger T10 activated when door is opened. Vision barrier approximately 8' long centered within the shooting area. Allow sufficient room that shooter may pass between barrier and barrel and between barrier and downrange walls. Leading edge of barrel is aligned with the walls.

**RO NOTES** Shots fired at T1, T2, T15 or T16 with the shooter forward or beside the barrel will break the 180 degrees resulting in a match DQ.

# Stage 5 - Zig Zag

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

**COURSE DESIGNER:**

Bill Murray

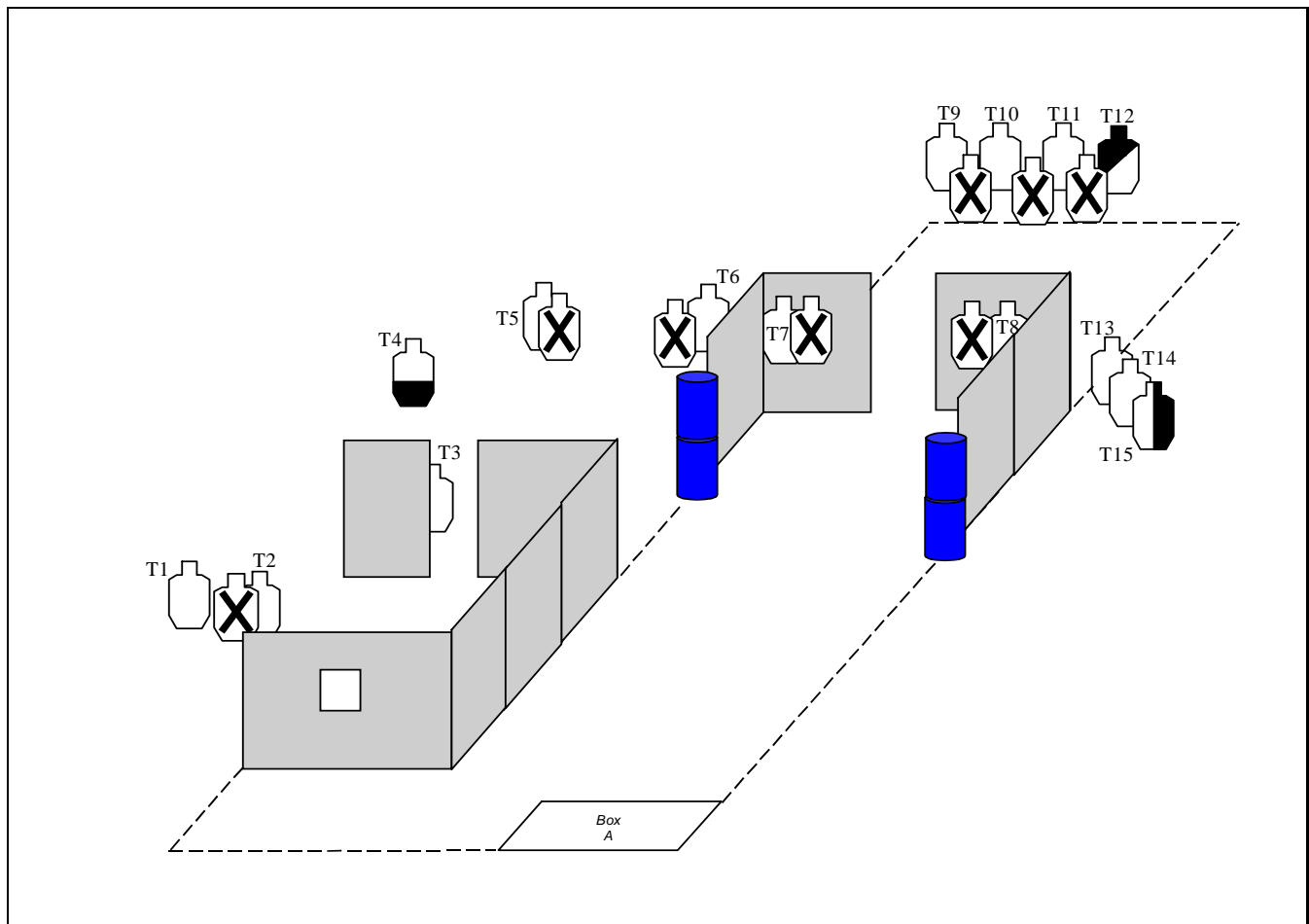
**START POSITION:** Standing in Box A facing down range. Hands in surrender position with both wrists above shoulders. Handgun is loaded and holstered per ready condition in Rule 8.1.1 and 8.1.2

## STAGE PROCEDURE

Upon start signal, engage all targets as visible. All rounds must be fired within the confines of the fault lines

## SCORING

**SCORING:** Comstock, 30 rounds, 150 points  
**TARGETS:** 15 IPSC  
**SCORED HITS:** Best 2 per IPSC  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of USPSA Rule Book



**SETUP NOTES** T7 and T8 are attached to walls constructed of snow fence material and oriented to avoid shoot through on T9 through T12. T6 is not visible through window.

**RO NOTES**

# Stage 6 - You Decide

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

**COURSE DESIGNER:**

Bill Murray

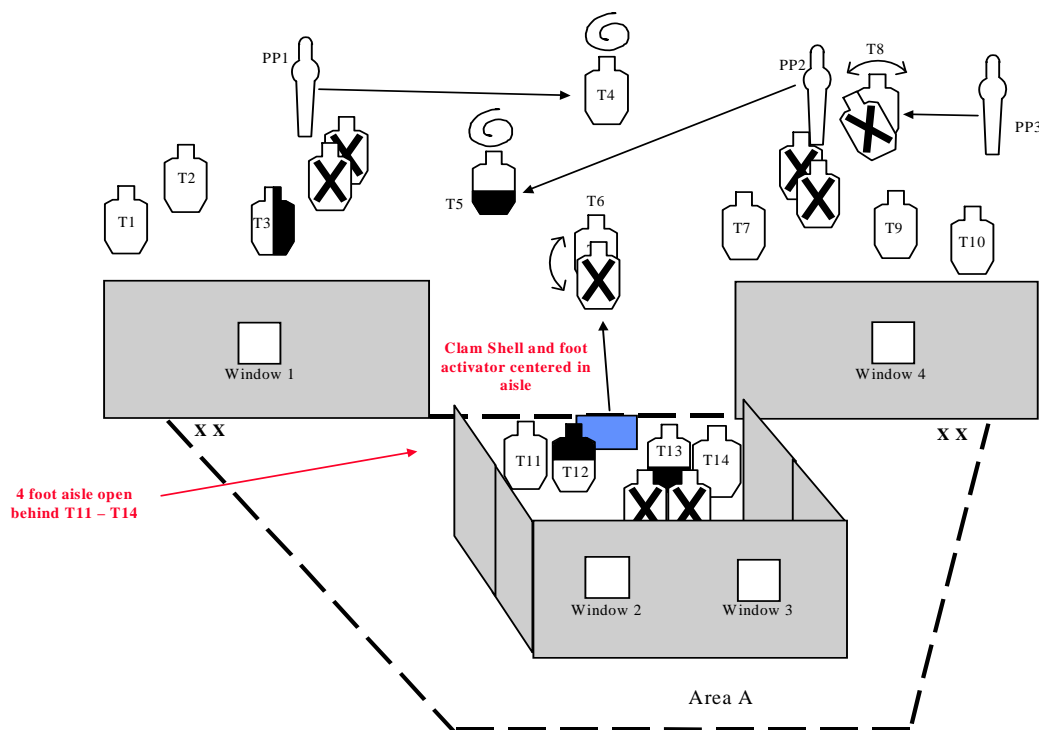
**START POSITION:** Standing fully upright on the "XX" facing up range. Hands in surrender position with both wrists above shoulders. Handgun is loaded and holstered per ready condition in Rule 8.1.1 and 8.1.2

## STAGE PROCEDURE

Upon start signal, engage all targets as visible. All rounds must be fired within the confines of the fault lines. Clam shell and drop turner targets may not be engaged prior to activation.

## SCORING

**SCORING:** Comstock, 31 rounds, 155 points  
**TARGETS:** 14 IPSC, 3 PP  
**SCORED HITS:** Best 2 per IPSC, Steel must fall to score.  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of USPSA Rule Book



**SETUP NOTES** T4 is a drop turner activated by PP1. PP1 is not visible through Window 4. T5 is a drop turner activated by PP2. PP2 is not visible through Window 1. T6 is a clamshell activated by foot activator located in center of aisle.

**RO NOTES:** Clam shell and both drop turners are NPM targets but cannot be engaged prior to activation. Penalty for early engagement is -10 per shot fired. Swinger is not disappearing target. All steel to be painted between shooters

# Stage 7 - Speedster

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

**COURSE DESIGNER:**

Bill Murray

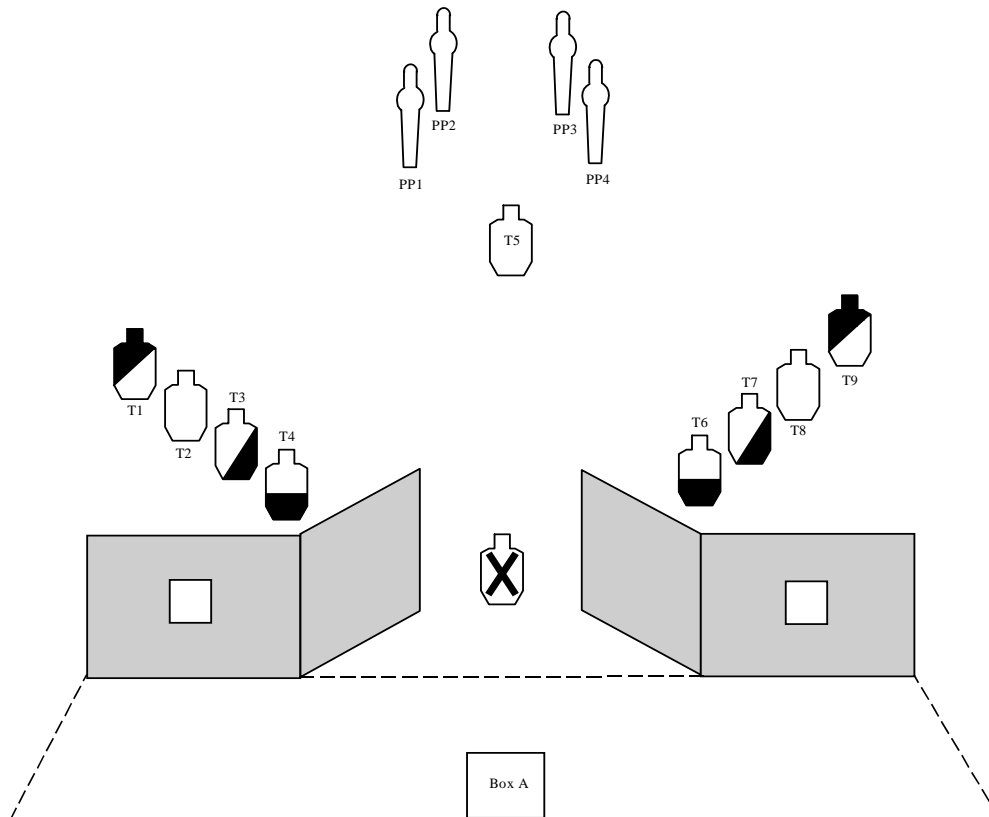
**START POSITION:** Standing in Box A facing down range with hands relaxed at sides. . Handgun is loaded and holstered per ready condition in Rule 8.1.1 and 8.1.2

## STAGE PROCEDURE

Upon start signal, engage all targets as visible. All rounds must be fired within the confines of the fault lines

## SCORING

**SCORING:** Comstock, 22 rounds, 110 points  
**TARGETS:** 9 IPSC, 4 Pepper Poppers  
**SCORED HITS:** Best 2 per IPSC, Steel must fall to score.  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of USPSA Rule Book



**SETUP NOTES** All PPs located minimum of 27' from fault line. PP1 and PP2 are not visible from right window. PP3 and PP4 are not visible from left window. T5 not visible from either window.

**RO NOTES** All steel to be painted between shooters.

# Stage 8 - Shock & Awe (shucks)

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

**COURSE DESIGNER:**

Bill Murray

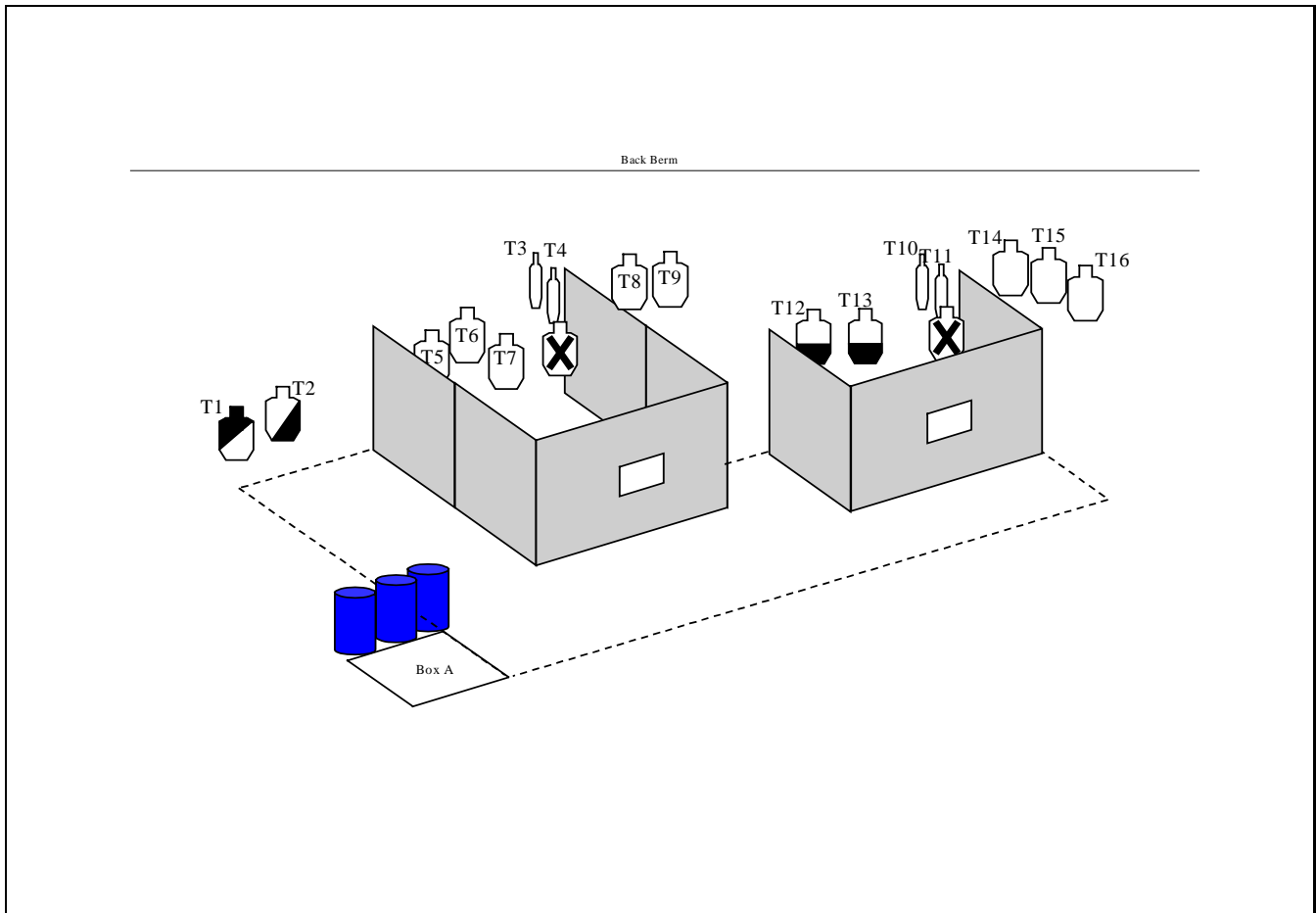
**START POSITION:** Standing in Box A facing down range with hands relaxed at sides. . Handgun is loaded and holstered per ready condition in Rule 8.1.1 and 8.1.2

## STAGE PROCEDURE

Upon start signal, step into shooting area and engage all targets as visible. All rounds must be fired within the confines of the fault lines.

## SCORING

**SCORING:** Comstock, 32 rounds, 160 points  
**TARGETS:** 16 IPSC  
**SCORED HITS:** Best 2 per IPSC  
**START-STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of USPSA Rule Book



**SETUP NOTES** The first no shoot hides T3 and T4 from the window. The second no shoot hides T10 and T11 from the window

**RO NOTES** Box A is NOT within the shooting area.



# CM 99-61

# Sit Or Get Off The Shot

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Silver Sage PC—Modifications by US Design Team

**START POSITION:** Sitting in chair, back fully against rest with both palms flat on table and knees under table.  
Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### STAGE PROCEDURE

All strings: Upon start signal, from behind the fault line, engage T1-T4 with only one round per target.

String 1. Freestyle.

String 2. Strong hand only.

String 3. Weak hand only. Draw with strong hand and transfer to weak hand.

Jams may be cleared with both hands.

### SCORING

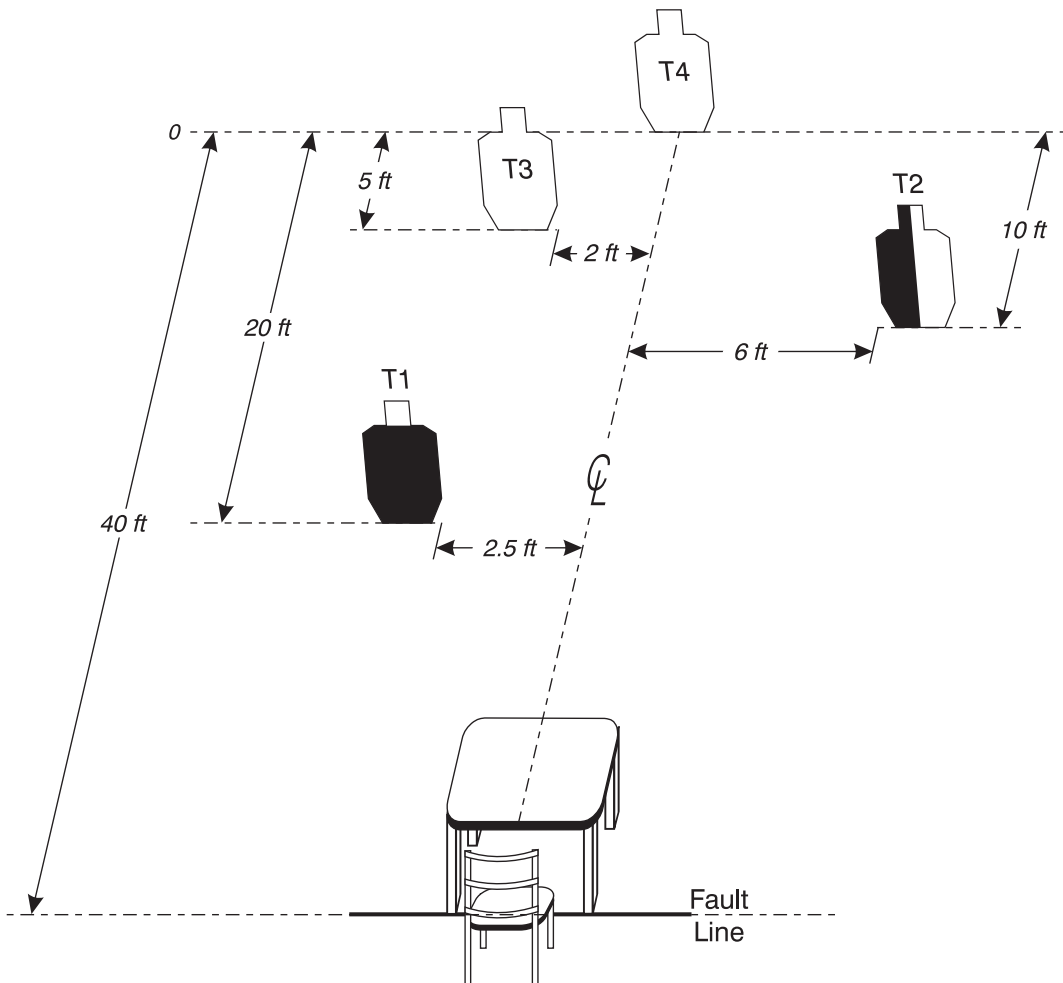
**SCORING:** Virginia Count, 12 rounds, 60 points

**TARGETS:** 4 IPSC

**SCORED HITS:** Best 3/paper

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

**PENALTIES:** Per current edition of USPSA Practical Shooting Handbook.



**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. T1 is hard cover below B zone. T2 is hard cover to vertical center of target. Table is standard card table size.



OR



# CM 99-53

# Triple Play

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Larry Smith—Modifications by US Design Team

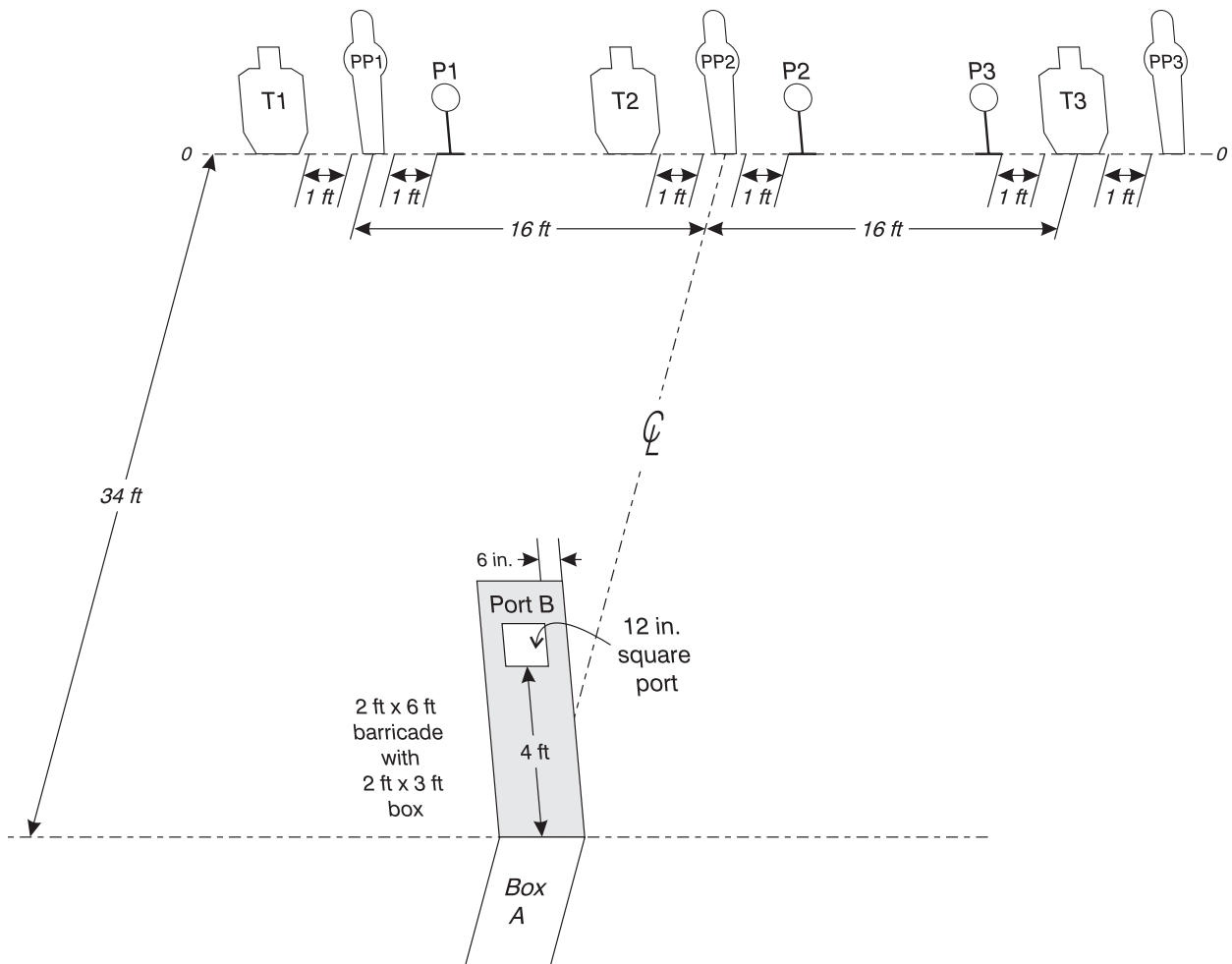
**START POSITION:** Standing in Box A facing barricade with both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### STAGE PROCEDURE

Upon start signal, from Box A, engage only T1, PP1 and P1 from the left side of the barricade, perform a mandatory reload and engage only T2, PP2, and P2 through Port B, perform another mandatory reload and engage only T3, PP3 and P3 from the right side of the barricade. Arrays may be engaged in any order.

### SCORING

**SCORING:** Comstock, 12 rounds, 60 points  
**TARGETS:** 3 IPSC, 3 Pepper poppers, 3 8" plates  
**SCORED HITS:** Best 2/paper, KD = 1 A  
**START - STOP:** Audible - Last shot  
**PENALTIES:** Per current edition of USPSA Practical Shooting Handbook.  
 Failure to perform mandatory reload will result in one procedural penalty per shot fired.



**SETUP NOTES:** Set targets so they are at right angles to the shooter. Paper targets are 5 feet high at shoulders. Plates are set at 2 feet above ground on standard plate stand.

