

Stage 1: Rachael's Rat Race

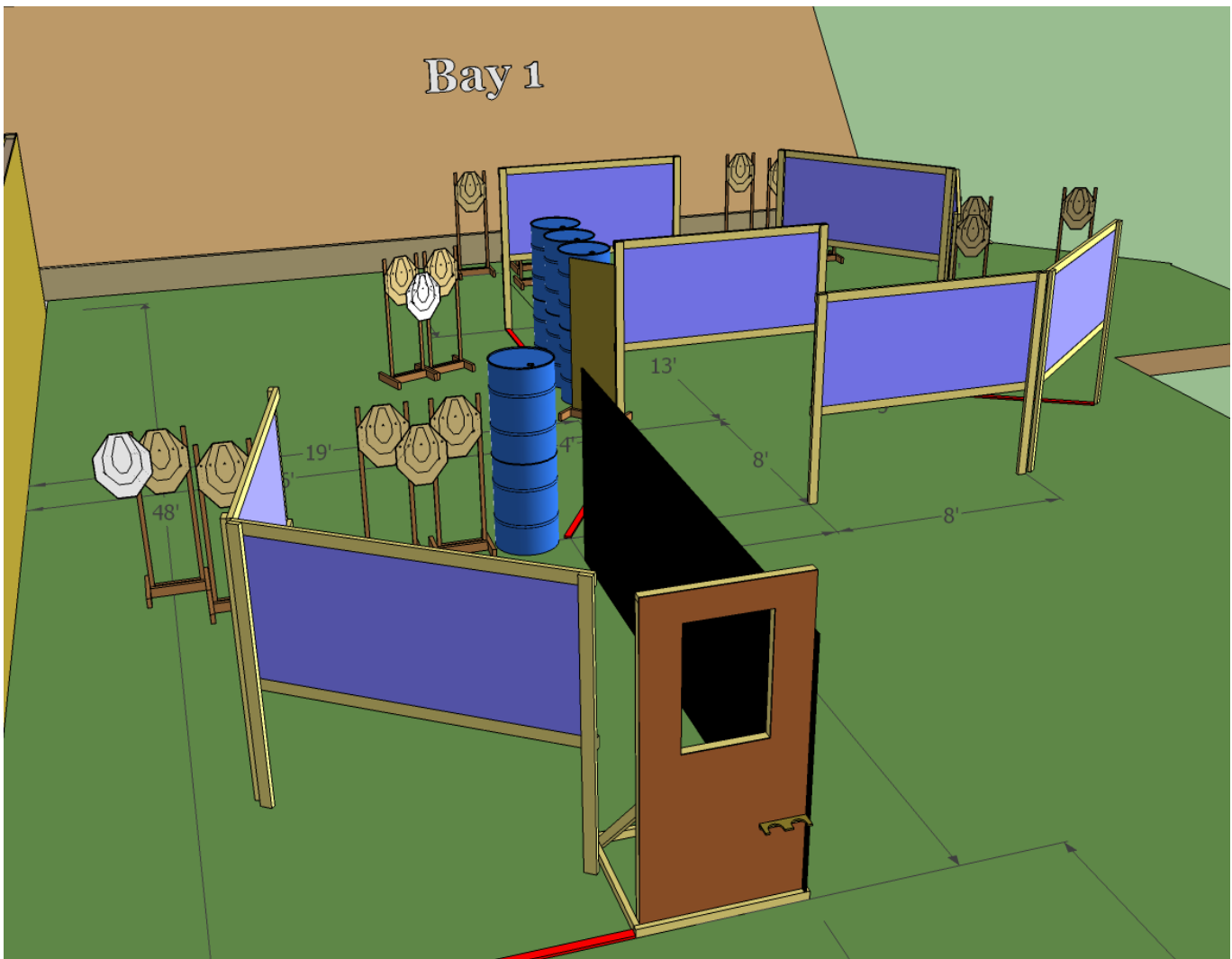
(Bay 1)

Rules: USPSA Handgun Competition Rules, current edition

Course Designer: RSG

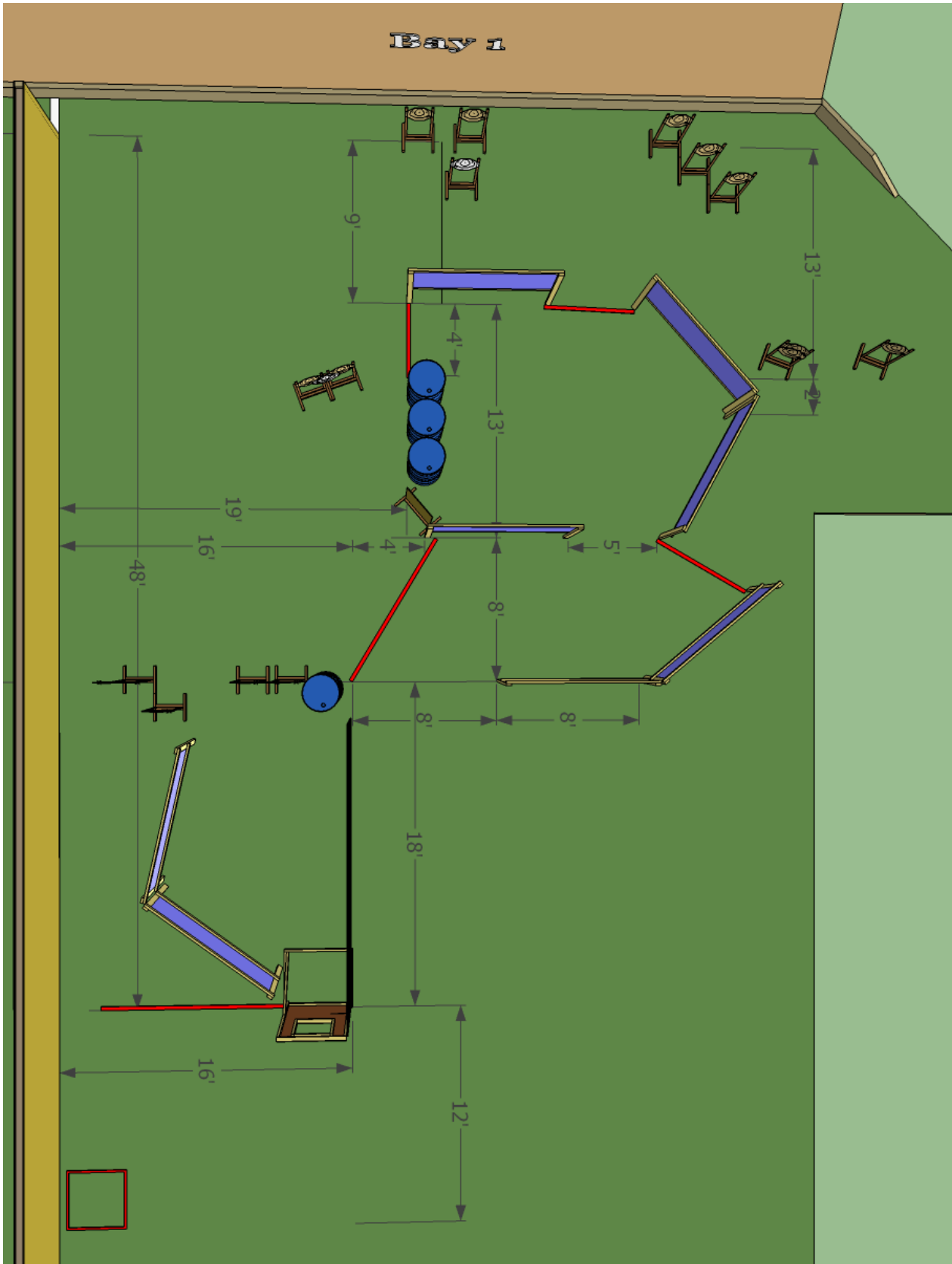
Start Position: Standing in box, facing downrange, hands relaxed at sides. Handgun is loaded and holstered.

Stage Procedure	Scoring
On signal, enter free fire zone and engage targets from within the shooting area.	<p>Scoring: Comstock, 30 rounds, 150 points</p> <p>Targets: 15 Classic Paper</p> <p>Scored Hits: 2 best per paper</p> <p>Start/Stop: Audible/Last shot</p> <p>Penalties: USPSA Handgun Competition Rules, current edition</p>



Stage 1: Rachael's Rat Race

(Bay 1)



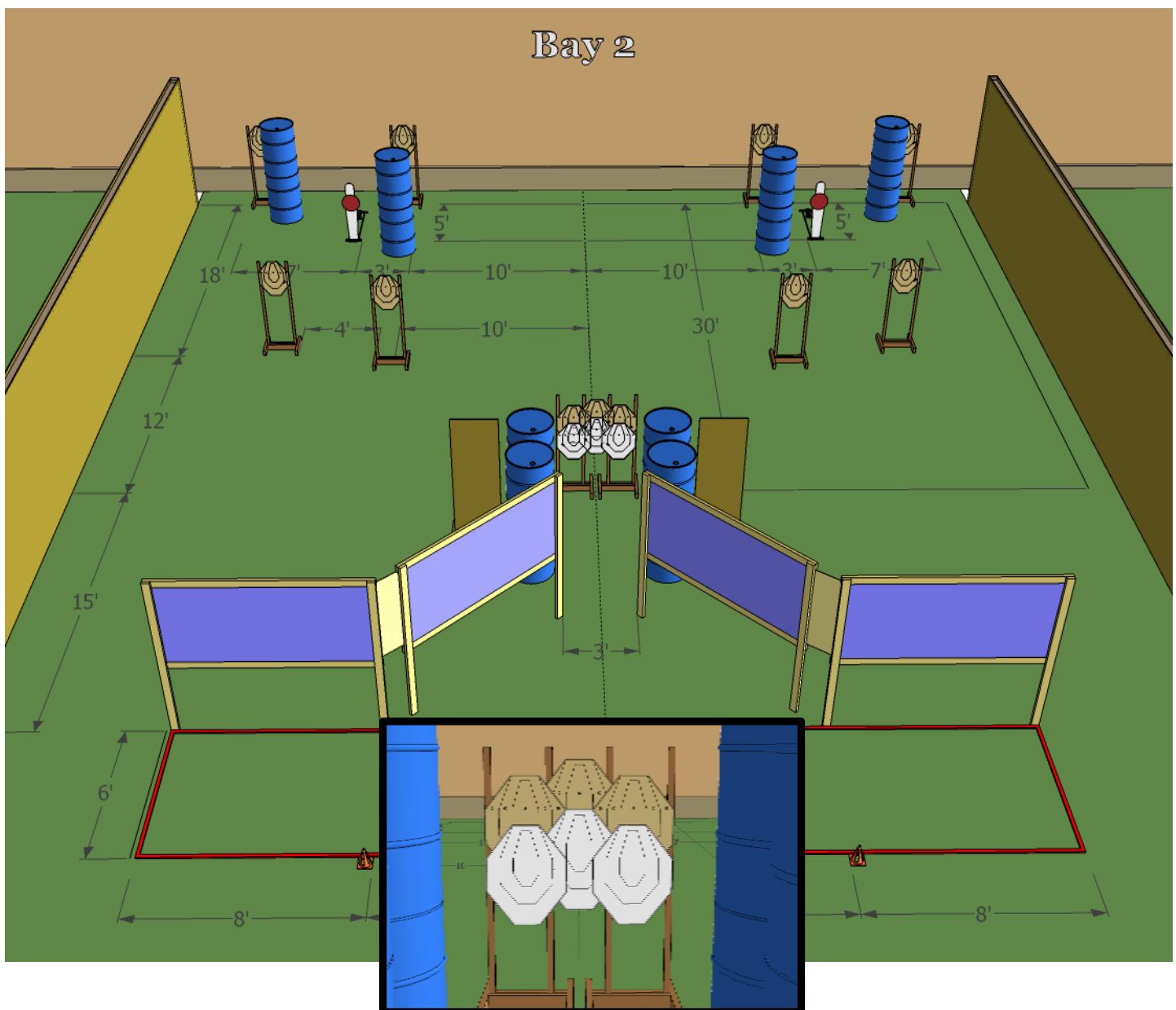
Stage 2: Woodchuck's Revenge (Bay 2)

Rules: USPSA Handgun Competition Rules, current edition

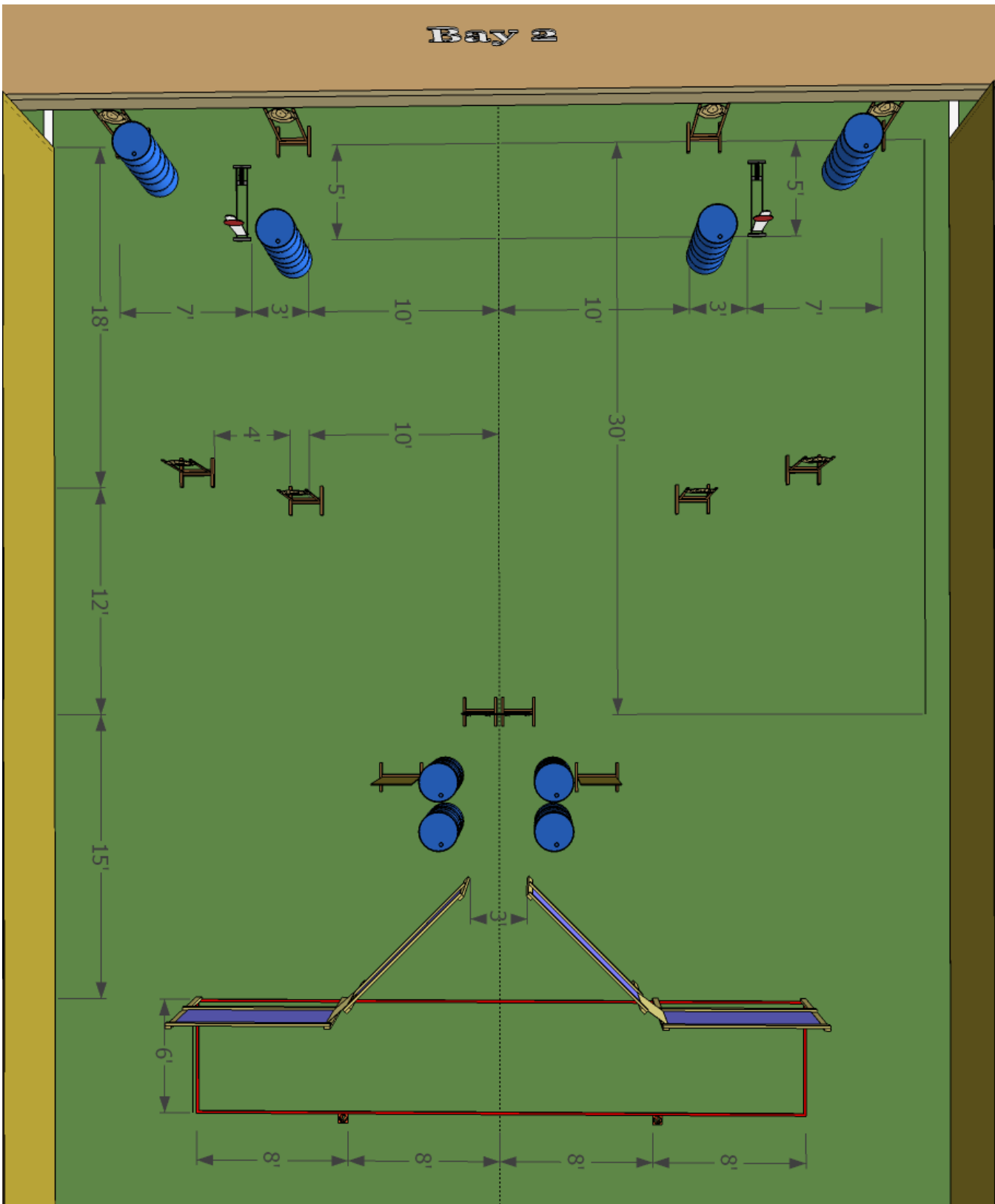
Course Designer: WER/CJW

Start Position: Standing in shooting area, facing downrange, hands relaxed at sides, heels on either set of marks. Handgun is loaded and holstered.

Stage Procedure	Scoring
On signal, engage targets from within the shooting area.	<p>Scoring: Comstock, 24 rounds, 120 points</p> <p>Targets: 11 Classic Paper, 2 Pepper Poppers</p> <p>Scored Hits: 2 best per paper; downed steel = 1 A</p> <p>Start/Stop: Audible/Last shot</p> <p>Penalties: USPSA Handgun Competition Rules, current edition</p>



Stage 2: Woodchuck's Revenge (Bay 2)



Stage 3: Colin's Chill-Out

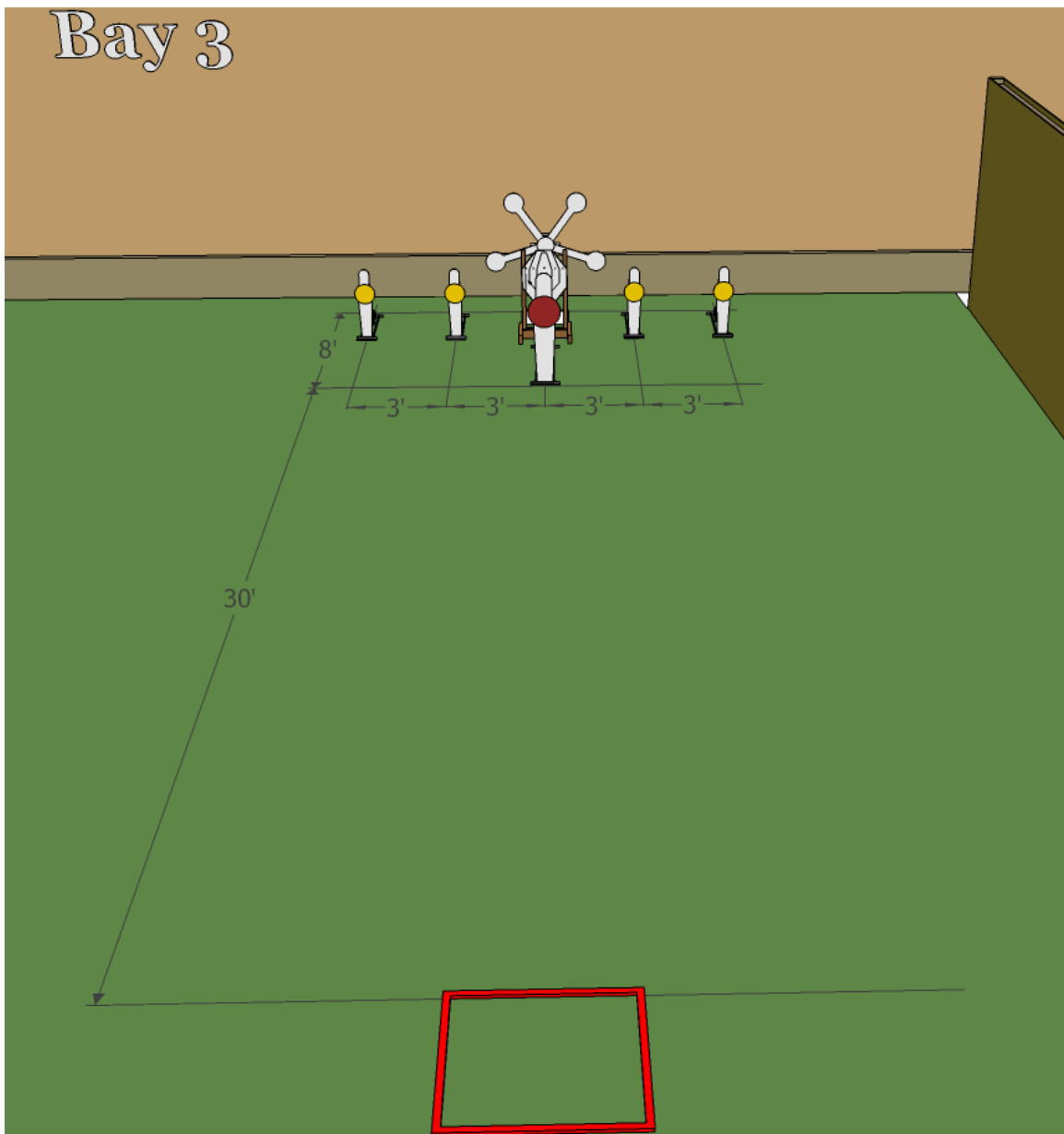
(Bay 3R)

Rules: USPSA Handgun Competition Rules, current edition

Course Designer: CJW

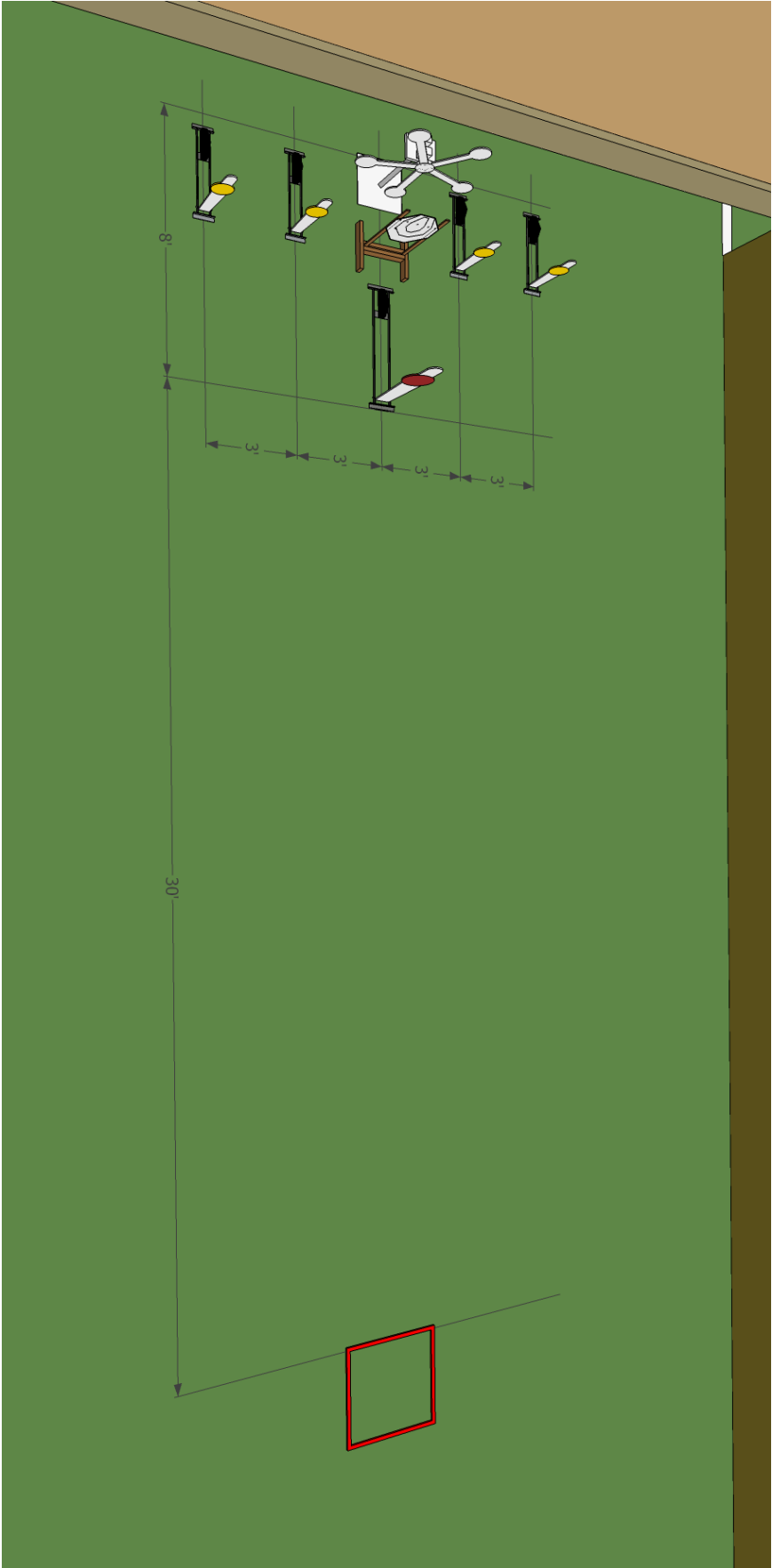
Start Position: Standing in box, facing downrange, hands relaxed at sides. Handgun is loaded and holstered.

Stage Procedure	Scoring
On signal, engage targets from within the shooting box.	Scoring: Comstock, 10 rounds, 50 points Targets: 1 Pepper Popper, 4 US Poppers, 5 Steel Plates Scored Hits: Downed steel = 1 A Start/Stop: Audible/Last shot Penalties: USPSA Handgun Competition Rules, current edition



Stage 3: Colin's Chill-Out

(Bay 3R)





RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Joe De Simone

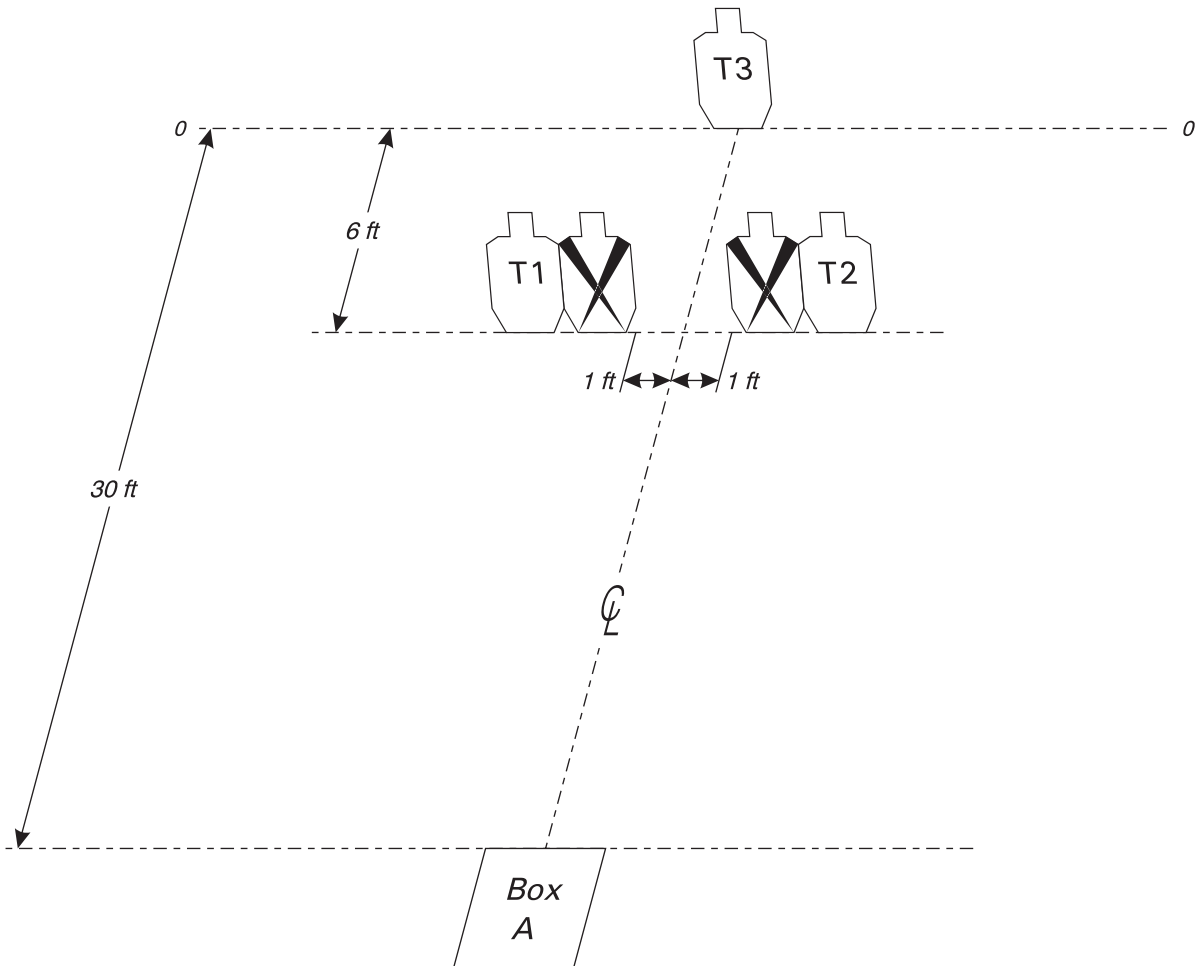
START POSITION: Standing in Box A, reaching overhead for a box, arms fully extended over head, elbows locked.

STAGE PROCEDURE

- String 1. Upon start signal, from Box A engage T1-T3 with only two rounds per target, then make a mandatory reload and from Box A engage T1-T3 with only two rounds per target using strong hand only.
 - String 2. Upon start signal, from Box A engage T1-T3 with only two rounds per target, then make a mandatory reload and from Box A engage T1-T3 with only two rounds per target using weak hand only.
- Jams may be cleared with both hands.

SCORING

- SCORING:** Virginia Count, 24 rounds, 120 points
- TARGETS:** 3 IPSC
- SCORED HITS:** Best 8/paper
- START - STOP:** Audible - Last shot
- PENALTIES:** Per current edition USPSA Practical Shooting Handbook.
Failure to perform mandatory reload will result in one procedural penalty per shot fired.
Strings must be shot in order prescribed or one procedural will be assessed



SETUP NOTES: Set paper targets to 5 feet high at shoulders. No-shoots are butted to edges of targets. Shooting box is 3 feet by 3 feet.

