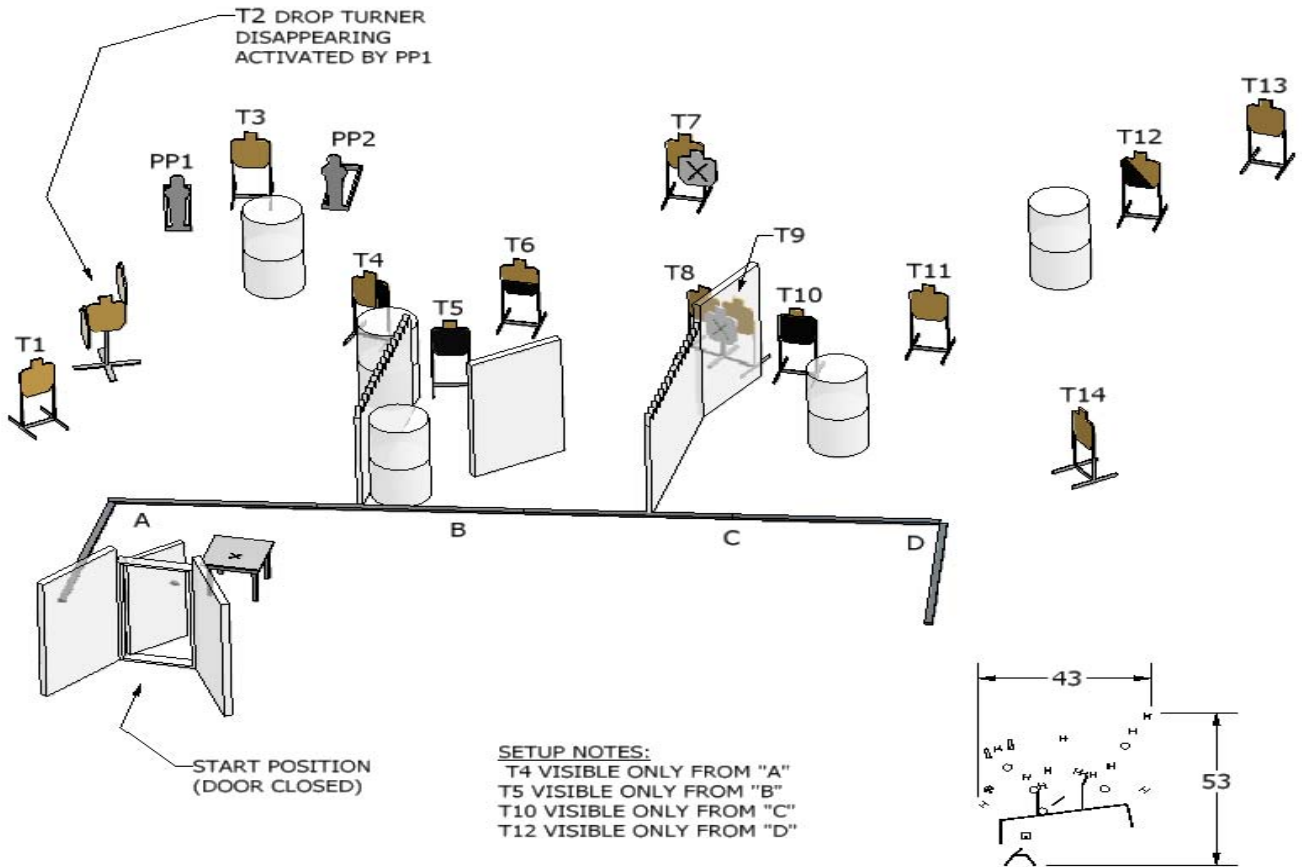


Stage 1 --- Knock Knock

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

START POSITION: Weak hand on door knob, Strong hand index finger on doorbell, gun loaded in holster as per ready condition in rule 8.1.1 and 8.1.2

STAGE PROCEDURE	SCORING
Open door and walk through doorway to enter the freefire zone and then engage targets as they become visible while staying within fault lines.	<p>SCORING: Comstock, 30 rounds, 150 points</p> <p>TARGETS: 14 IPSC, 2PP</p> <p>SCORED HITS: Best per 2 IPSC, steel down = 1A</p> <p>START-STOP: Audible - Last shot</p> <p>PENALTIES: Procedural. -10 No-shoot hit. -10 Miss. -10</p>





CM 06-10

Steely Speed VII

RULES: USPSA Rule Book, Current Edition

COURSE DESIGNER: Nationals Design Team

START POSITION: Standing behind barricade, hands on X's. Handgun is loaded and holstered as 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

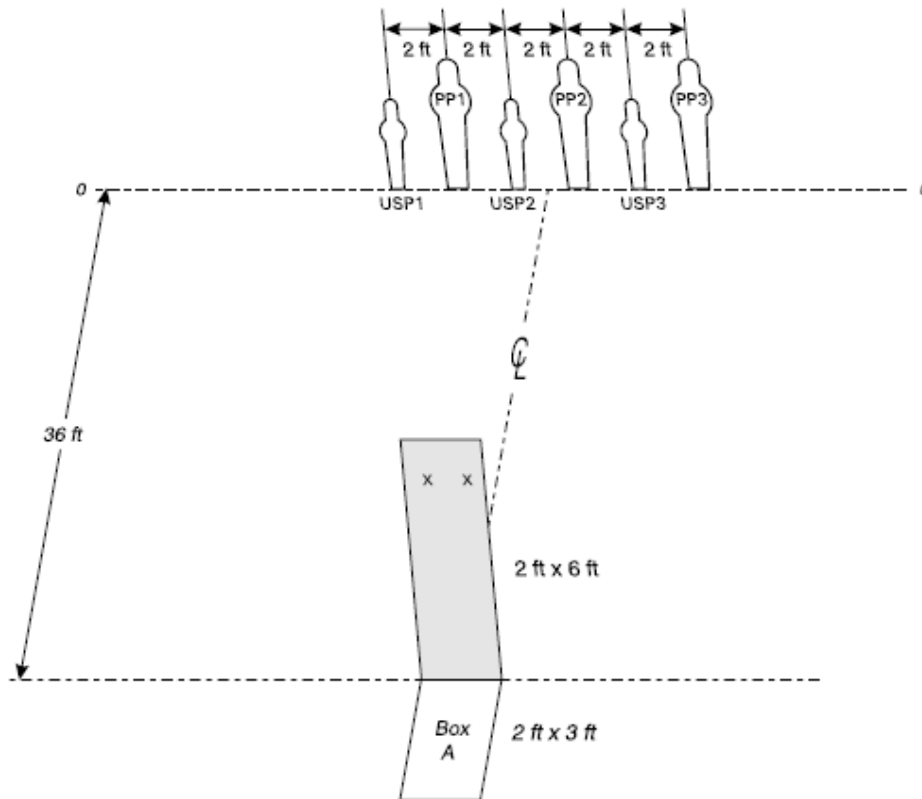
SCORING: Comstock, 6 rounds, 30 points

TARGETS: 3 Pepper poppers, 3 US Poppers

SCORED HITS: KD = 1A

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Rule Book.



Stage 3 --- Burn it down

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

START POSITION: Hands Relaxed at Sides Facing down range standing in box A, gun loaded in holster as per ready condition in rule 8.1.1 and 8.1.2

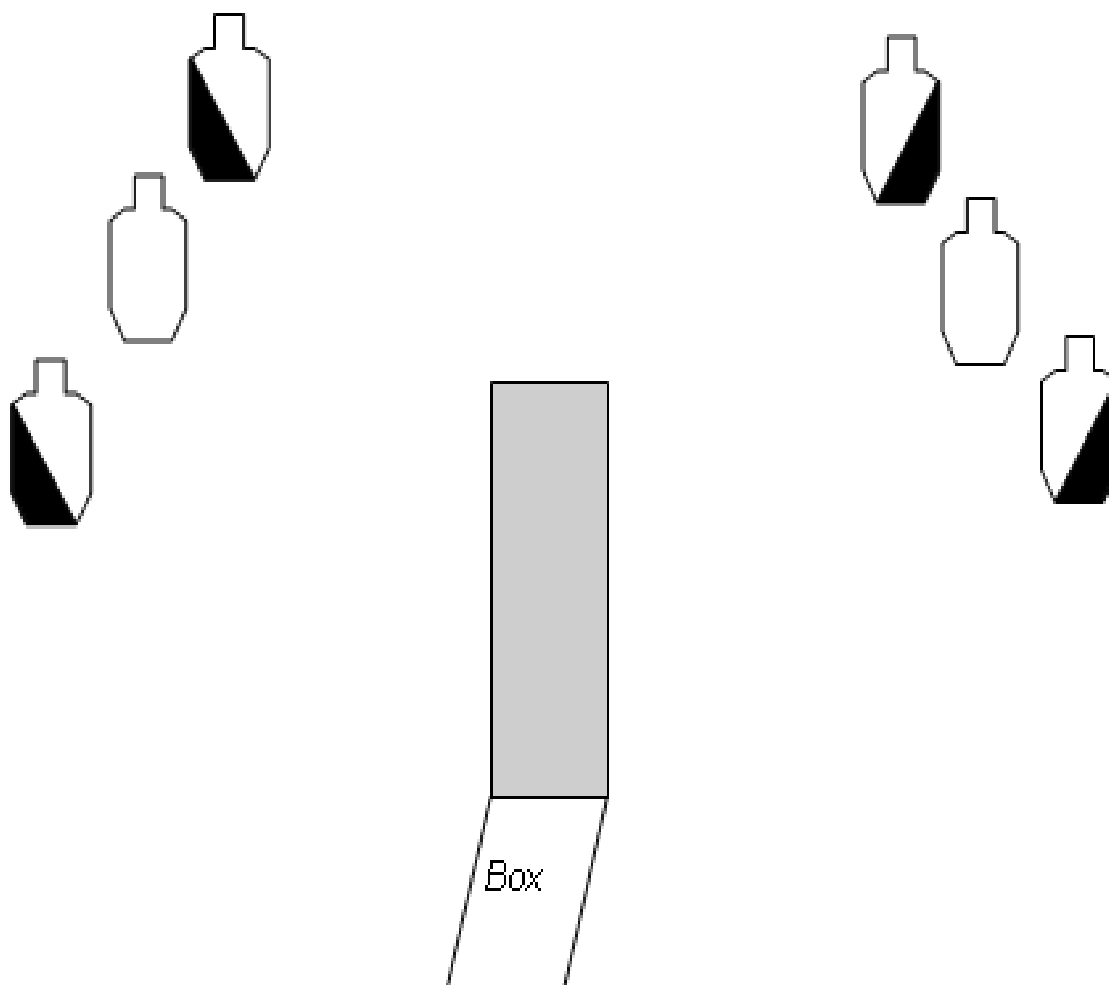
STAGE PROCEDURE

First String: Draw and Engage One Array Freestyle with two rounds each and then make a mandatory reload and engage a different array Strong Hand Only with two rounds each while remain in Box A.

Second String: Draw and Engage One Array Freestyle with two rounds each and then make a mandatory reload and engage a different array Weak Hand Only with two rounds each while remain in Box A.

SCORING

SCORING: Virginia , 24 rounds, 120 points
TARGETS: 6 IPSC
SCORED HITS: Best per 4 IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



Stage 4 --- Amnesia

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

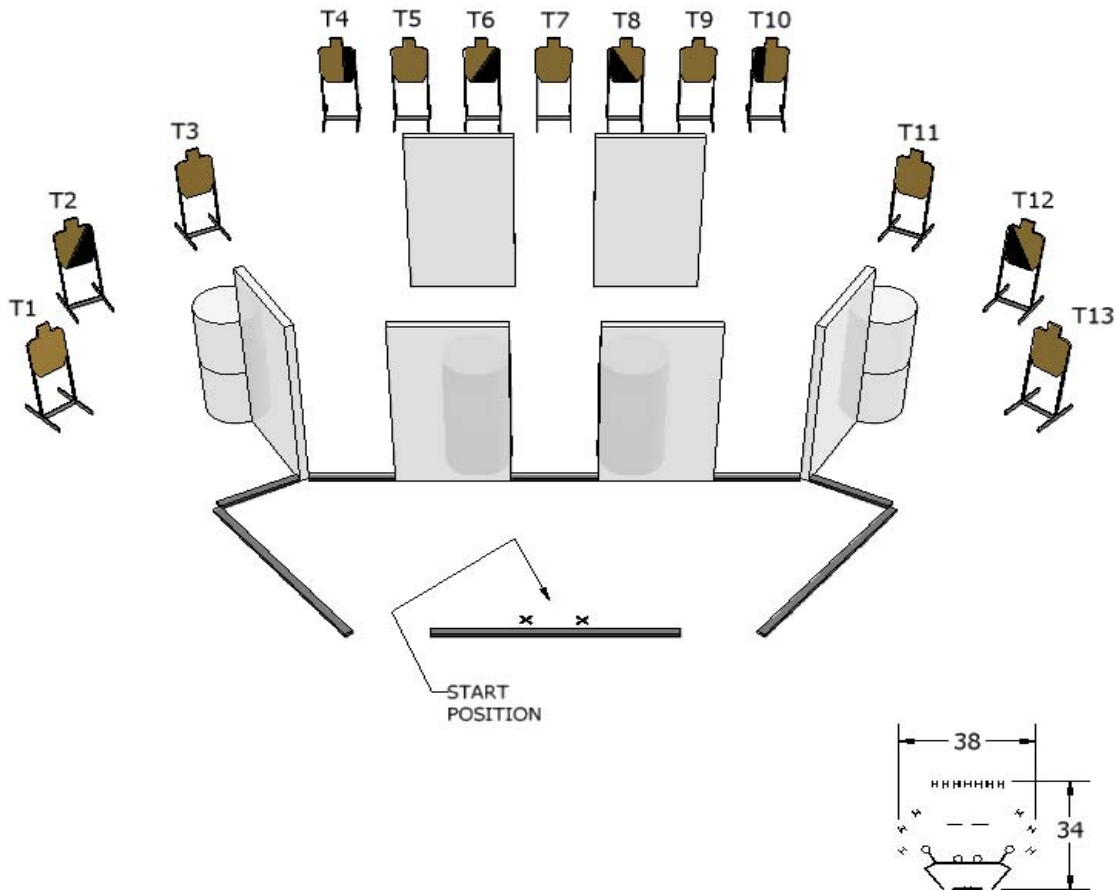
START POSITION: Facing down range, standing anywhere within freefire zone, hands behind head finger interlocked, gun loaded in holster as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Draw and engage targets as they become visible while remain within the fault lines.

SCORING

SCORING: Comstock, 26 rounds, 130 points
TARGETS: 13 IPSC
SCORED HITS: Best per 2 IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10

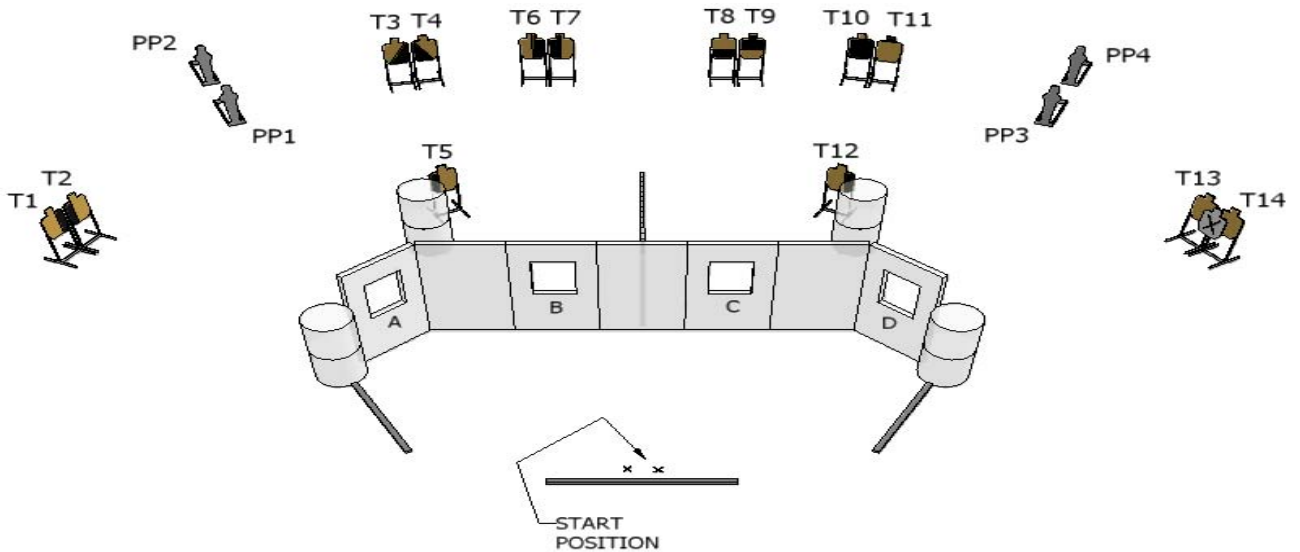


Stage 5 --- Pick a port

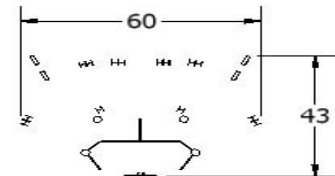
RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:**

START POSITION: Toes touching Xs, hands relaxed at sides, gun loaded in holster as per ready condition in rule 8.1.1 and 8.1.2

STAGE PROCEDURE	SCORING
<p>Enter the freefire zone and then engage targets as they become visible while staying within fault lines.</p>	<p>SCORING: Comstock, 32 rounds, 160 points TARGETS: 14 IPSC, 4PP SCORED HITS: Best per 2 IPSC, steel down = 1A START-STOP: Audible - Last shot PENALTIES: Procedural. -10 No-shoot hit. -10 Miss. -10</p>



PP1, PP2 VISIBLE ONLY THROUGH PORT "A"
 T5 VISIBLE ONLY THROUGH PORT "B"
 T12 VISIBLE ONLY THROUGH PORT "C"
 PP3, PP4 VISIBLE ONLY THROUGH PORT "D"



Stage 6 --- Go get your gun

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

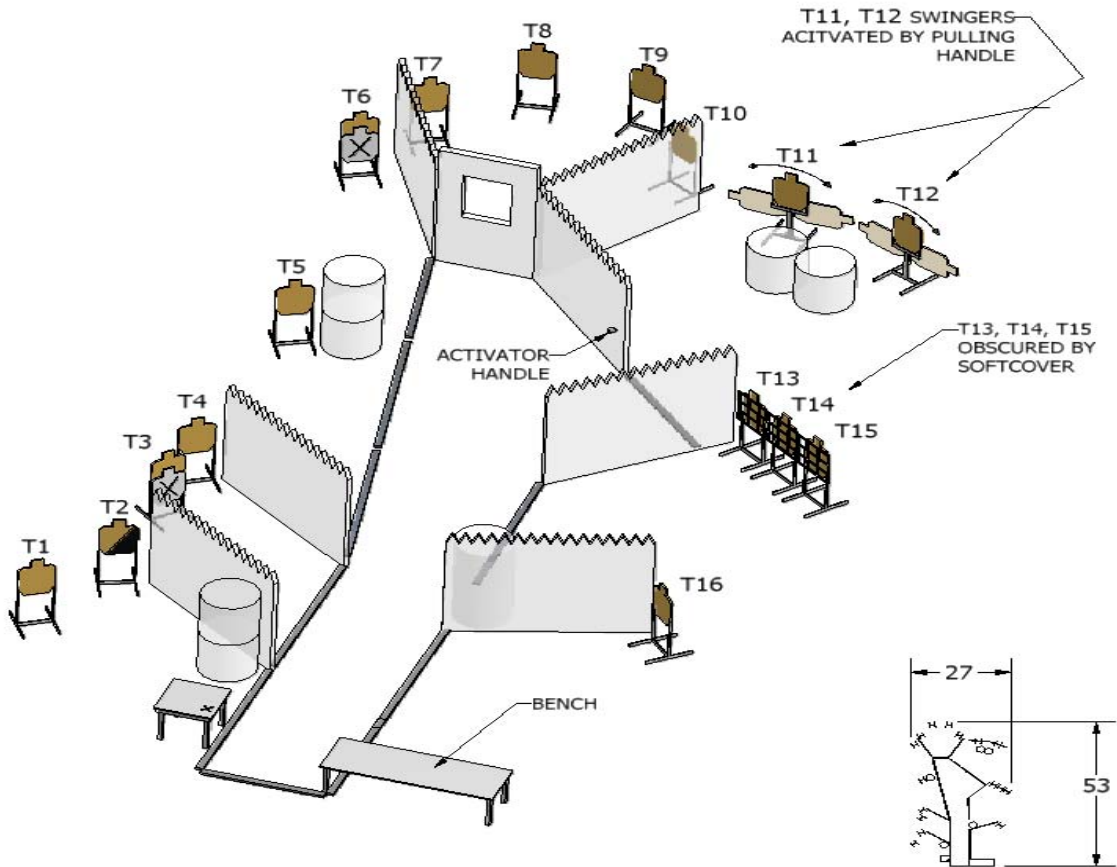
START POSITION: Sitting in chair, gun loaded facing down range on table as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Retrieve gun and enter the freefire zone and then engage targets as they become visible while staying within fault lines.

SCORING

SCORING: Comstock, 32 rounds, 160 points
TARGETS: 16 IPSC
SCORED HITS: Best per 2 IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



Stage 7 --- I live in WV not Western VA

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

START POSITION: Standing in front of cupboard both hands on Marks, gun loaded in holster as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Enter the freefire zone and then engage targets as they become visible while staying within fault lines.

SCORING

SCORING: Comstock, 32 rounds, 160 points
TARGETS: 12 IPSC, 4PP, 4 Plates
SCORED HITS: Best per 2 IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10

