



Stage 1 Devil's Triangle

Course Designer: Randy Manning

Start Position: Standing facing down range, toes touching marks on fault line, gun loaded & holstered as per ready conditions 8.1, arms relaxed at sides.

Procedure: Upon start signal engage targets from within shooting area "A" only.

Rules: Current edition of USPSA rule book.

Scoring: Comstock, 28 rounds, 140 points

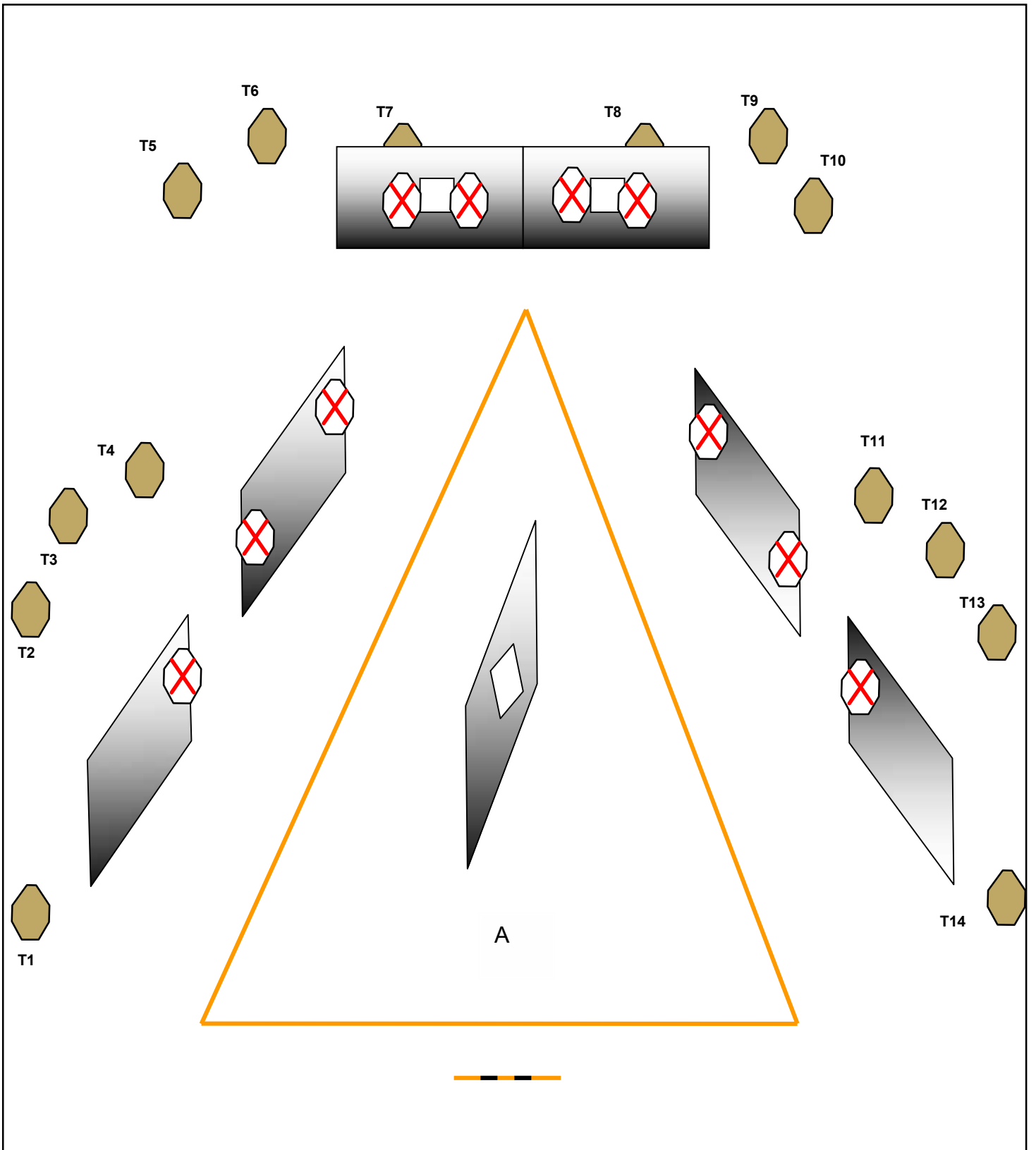
Targets: 14 Classic

Scored Hits: Best 2 per paper

Start-Stop: Audible-Last Shot.

Penalties: As per current edition of USPSA rule book.

Stage 1, is brought to you by:-





Stage 2

The Quick & The Dead

Course Designer: Peter Oliver

Start Position: Standing with toes touching marks on rear edge of shooting area "A" facing up range, "Jazz hands", gun loaded and lying flat/un-propped on the table, trigger guard over "X" as per ready conditions 8.1

"Jazz Hand's" see diagram at stage for definition, also CRO will demonstrate "Jazz hands"

Procedure: On start signal, retrieve gun and engage targets from within shooting area "A" only.

Rules: Current edition of USPSA rule book.

Scoring: Comstock, 8 rounds, 40 points

Targets: 3 Classic, 2 Pepper Poppers

Scored Hits: Best 2 per paper, steel must fall to score = 1A

Start-Stop: Audible-Last Shot.

Penalties: As per current edition of USPSA rule book.

T1 is activated by PP1, T3 is activated by PP2. Both T1 & T3 remain visible at rest.

Stage 2 is brought to you by:-

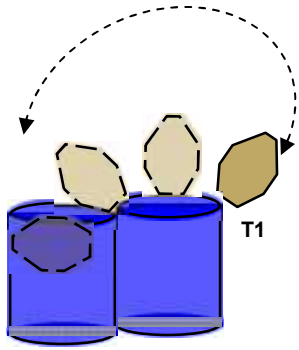
PP1



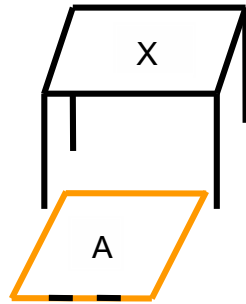
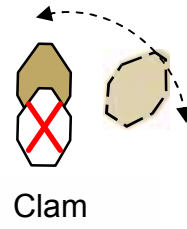
PP2



T2



T3





Stage 3

Plagiarism = Flattery

Course Designer: Area 4 design team & Peter Oliver

Start Position: Standing with toes touching marks on rear fault line, facing down range, arms relaxed at sides, gun loaded & holstered as per ready conditions 8.1.

Procedure: Upon start signal engage targets as they become available, from within the defined shooting areas only.

Rules: Current edition of USPSA rule book.

Scoring: Comstock, 20 rounds, 100 points

Targets: 9 Classic, 2 Pepper Poppers

Scored Hits: Best 2 per paper, steel must fall to score =1A

Start-Stop: Audible-Last Shot.

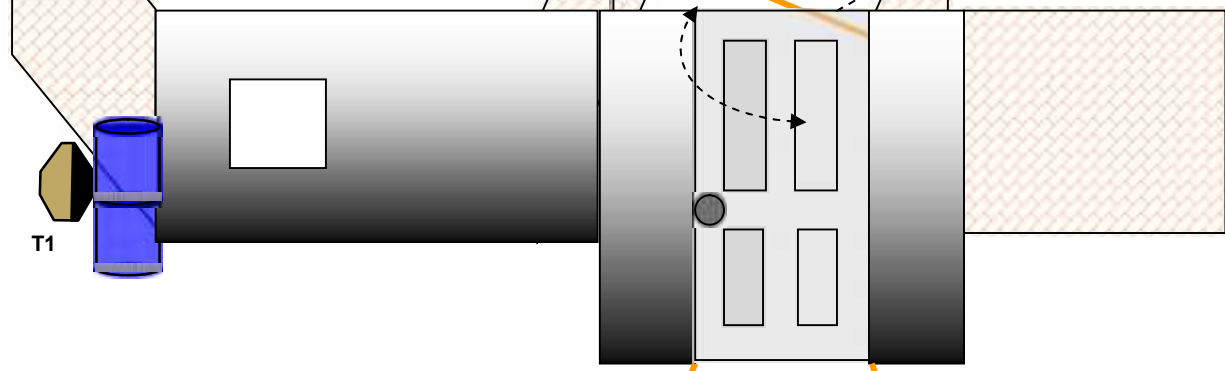
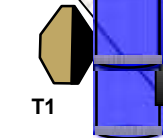
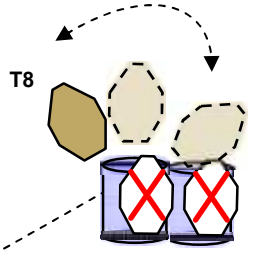
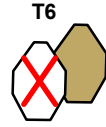
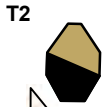
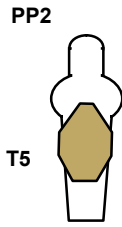
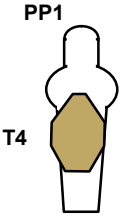
Penalties: As per current edition of rule book as noted.

T8 is activated by opening the door, and T 8 remains visible at rest.

T4 & T5 are pop up targets, and remain visible at rest.

T4 is activated by PP1, T5 is activated by PP2.

Stage 3, is brought to you by:-





Stage 4

The Pirate's Dance

Course Designer: Peter Oliver

Start Position: Standing with toes touching marks on fault line, gun loaded and holstered as per ready conditions 8.1, facing downrange, arms relaxed at sides.

Procedure: On start signal, engage targets from four defined shooting areas, atop the wooden planks (highlighted edges)

Rules: Current edition of USPSA rule book.

Scoring: Comstock, 32 rounds, 160 points

Targets: 11 Classic, 5 Pepper Poppers, 5 Mini Poppers

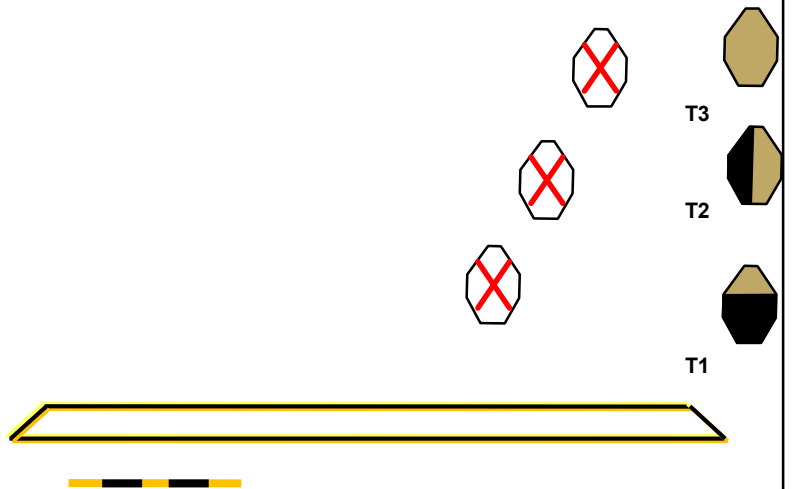
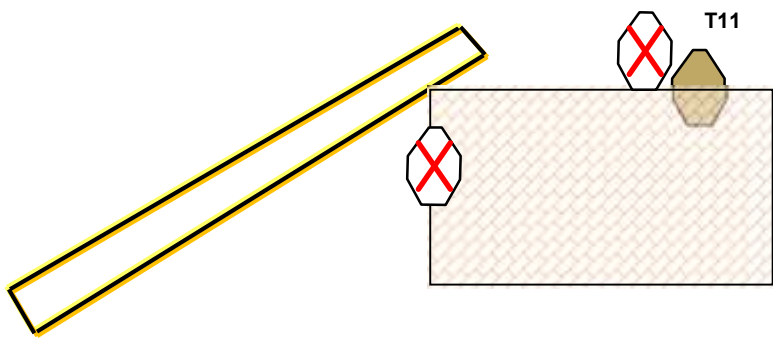
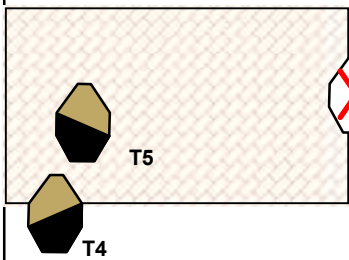
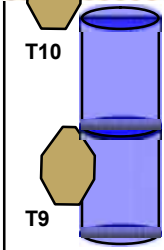
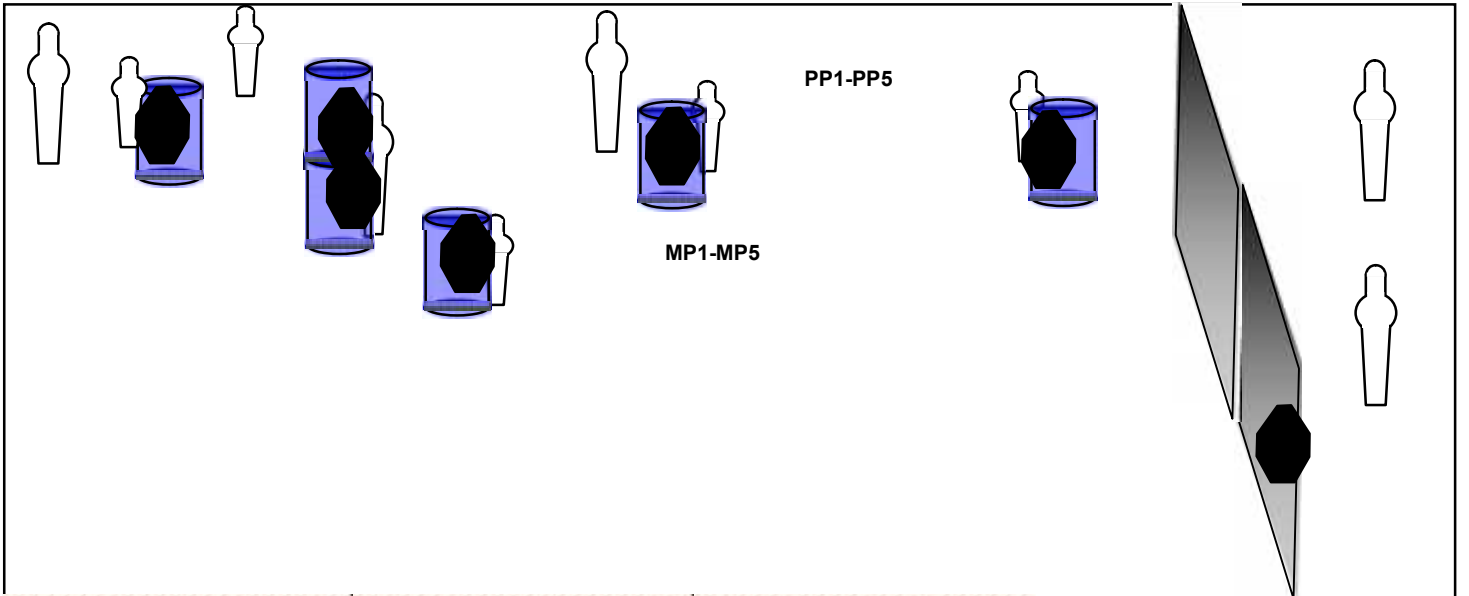
Scored Hits: Best 2 per paper, steel must fall to score = 1A

Start-Stop: Audible-Last Shot.

Penalties: As per current edition of USPSA rule book.

Black hard cover targets are steel plates

Stage 4, is brought to you by:-





Stage 5

Jimmy's Home

Course Designer: James Watson

Start Position: Seated with back against chair, remote in weak hand, drink in strong hand, gun loaded & placed in top of podium, lid closed as per ready conditions 8.1

Procedure: Retrieve gun and engage targets as they become available, from within the defined shooting area only.

Rules; As per USPSA Handgun competition handbook,

Scoring: Comstock, 31 rounds, 155 points

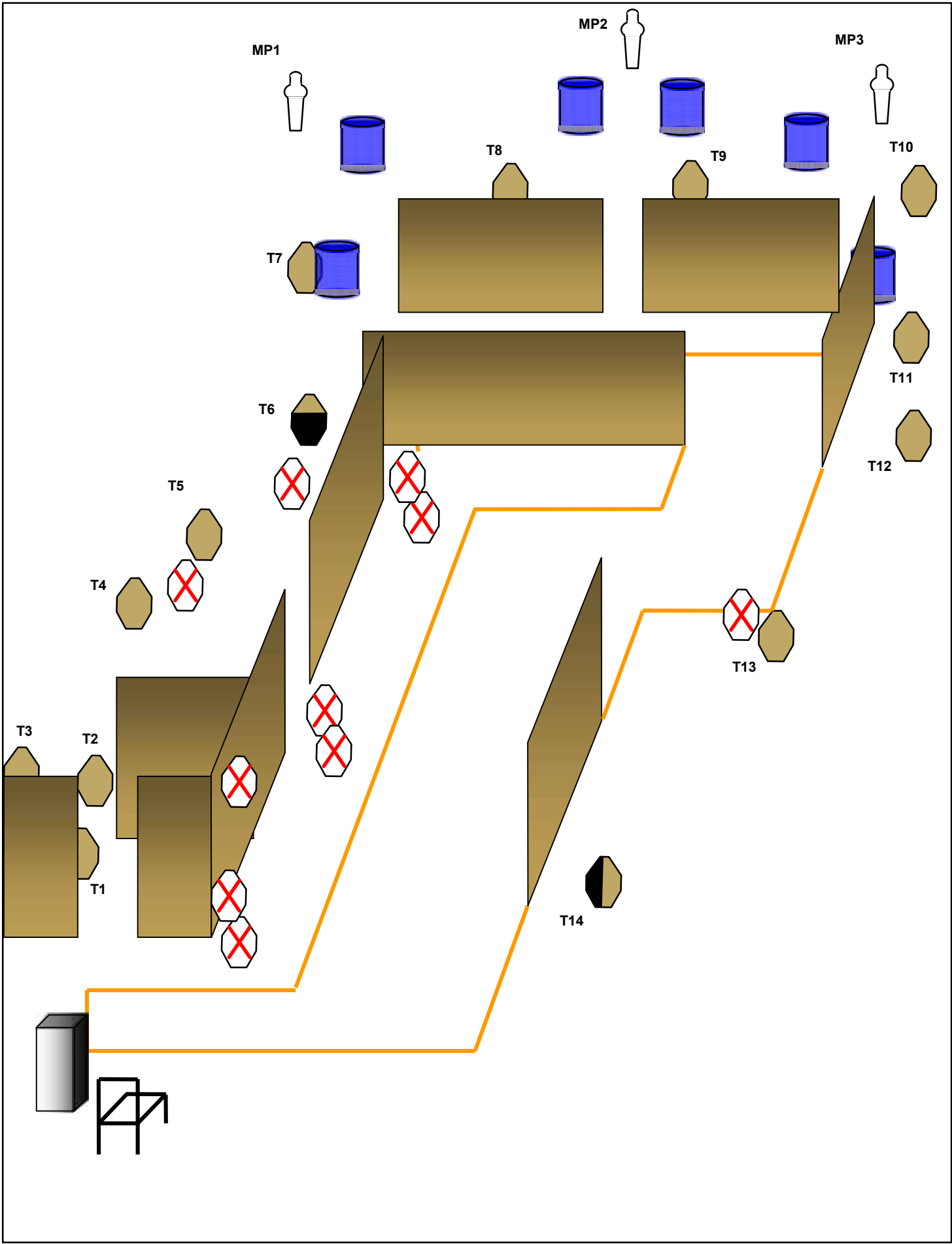
Targets: 14 Classic, 3 Mini Poppers

Scored Hits: Best 2 per paper, steel must fall to score = 1A

Start-Stop: Audible-Last Shot.

Penalties: As per current edition of rule book as noted.

Stage 5, is brought to you by:-





Stage 6 In & Out Burger

Course Designer: James Watson

Start Position: Standing in shooting area with palms flat on either set of marks on walls, gun unloaded & holstered as per ready conditions 8.1, all ammo to be used for this course of fire placed on any barrel (none on person at start signal).

Procedure: Upon start signal engage targets from within the defined shooting area only.

Rules: Current edition of USPSA rule book.

Scoring: Comstock, 23 rounds, 115 points

Targets: 8 Classic, 2 Pepper Poppers, 5 plates

Scored Hits: Best 2 per paper, steel must fall to score =1A

Start-Stop: Audible-Last Shot.

Penalties: As per current edition of rule book as noted.

T3 is activated by PP1, T6 is activated by PP2.

T3 remains visible at rest, T6 is a disappearing target.

Stage 6, is brought to you by:-

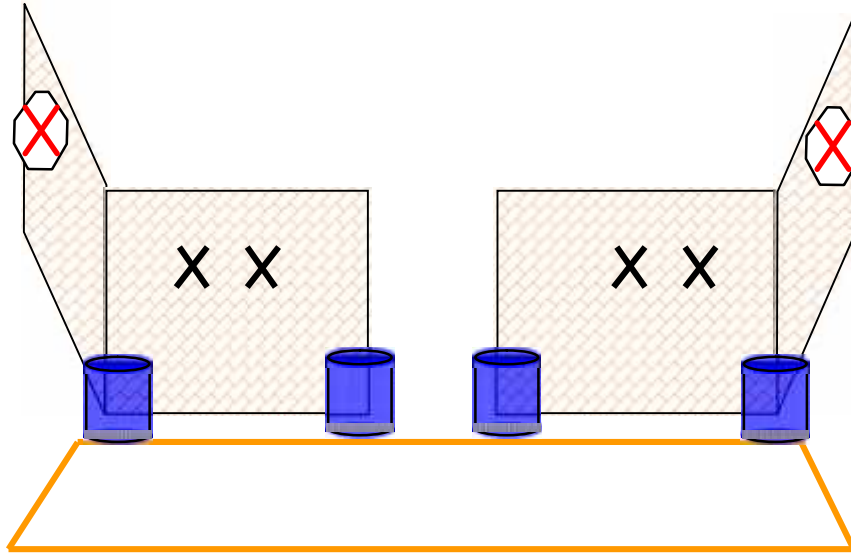
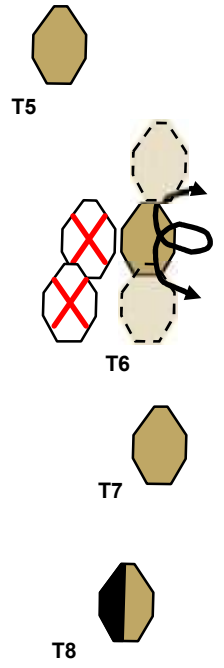
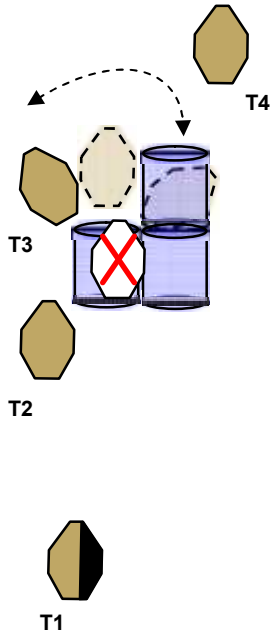
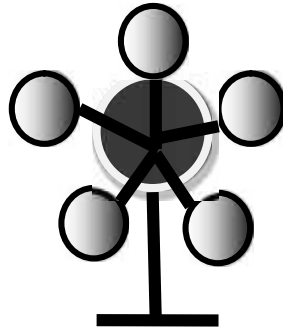
PP1



PP2



P1-P5





Stage 7 The Stetson

Course Designer: Tony Schrick (In memory of)

Start Position: Standing facing downrange, arms relaxed at sides, toes on either set of marks outside shooting area, gun loaded & holstered as per ready conditions 8.1.

Procedure: Upon start signal engage targets as they become available, from within the defined shooting area only.

Rules: Current edition of USPSA rule book.

Scoring: Comstock, 16 rounds, 80 points

Targets: 5 Classic, 6 plates

Scored Hits: Best 2 per paper, steel must fall to score =1A

Start-Stop: Audible-Last Shot.

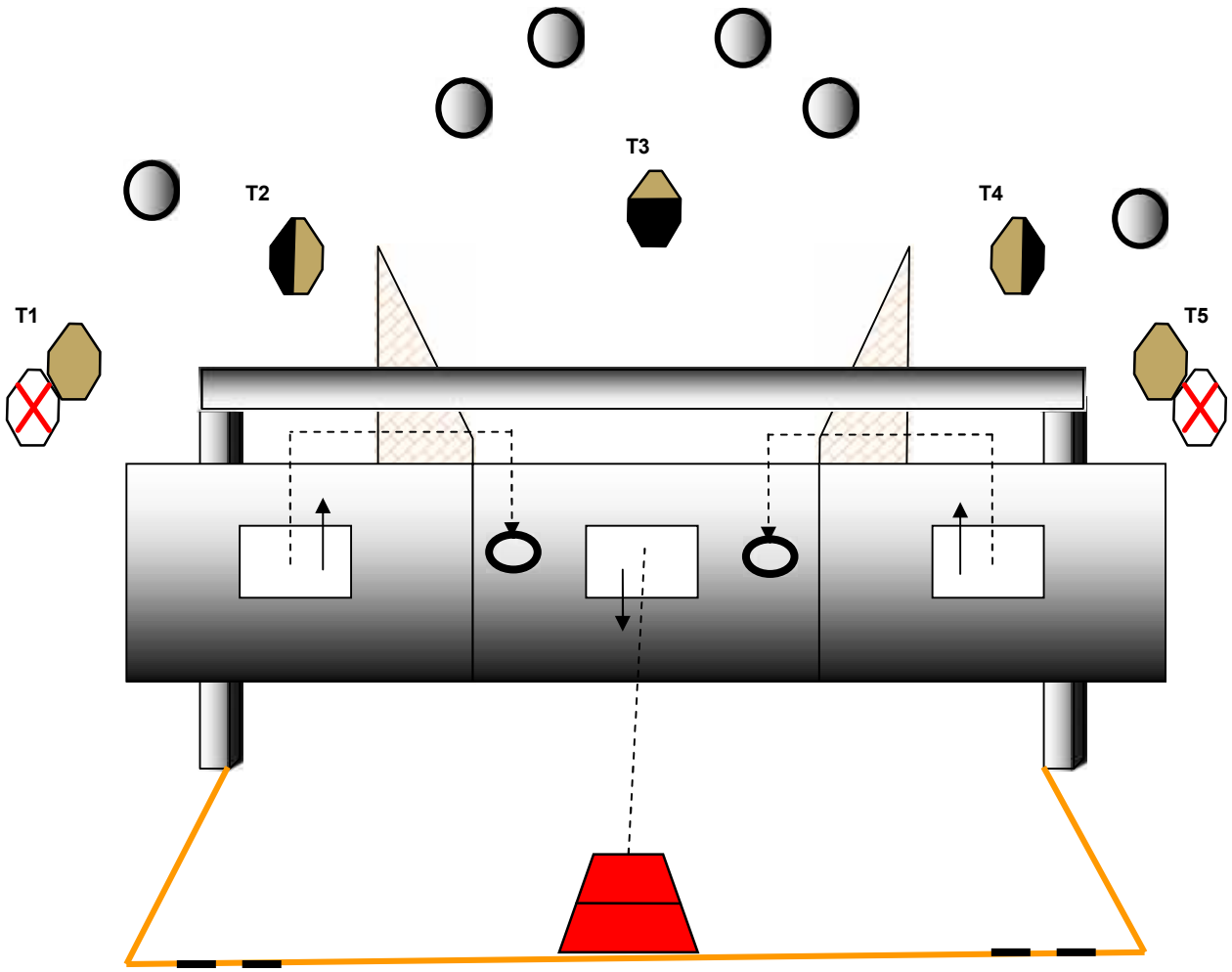
Penalties: As per current edition of rule book as noted.

Pressure pad opens middle port, and will stay open when activated.

Left & right ports can be opened by pulling on ring/rope activation, but will close if let go

Stage 7, is brought to you by:-

P1-P6





Stage 8

Georgia State Standard's

Course Designer: Peter Oliver

Start Position: Standing in start box (shooters choice), facing down range, gun loaded & holstered as per ready conditions 8.1, wrists above respective shoulders.

Procedure:

String 1: On start signal, from start box engage appropriate array with one round each, perform a mandatory reload, and then from the alternate box engage appropriate array with one round each.

String 2: On start signal, from different start box, engage appropriate array with one round each, perform a mandatory reload, and then from the alternate box engage appropriate array with one round each **strong** hand only.

Shooters choice on which box to start in on 1st string, must start from other box in 2nd string.

Left array of 6 targets (T1-T6) must be engage from left box.

Right array of 6 targets (T7-T12) must be engaged from right box.

Rules: Current edition of USPSA rule book.

Scoring: Virginia Count, 24 rounds, 120 points

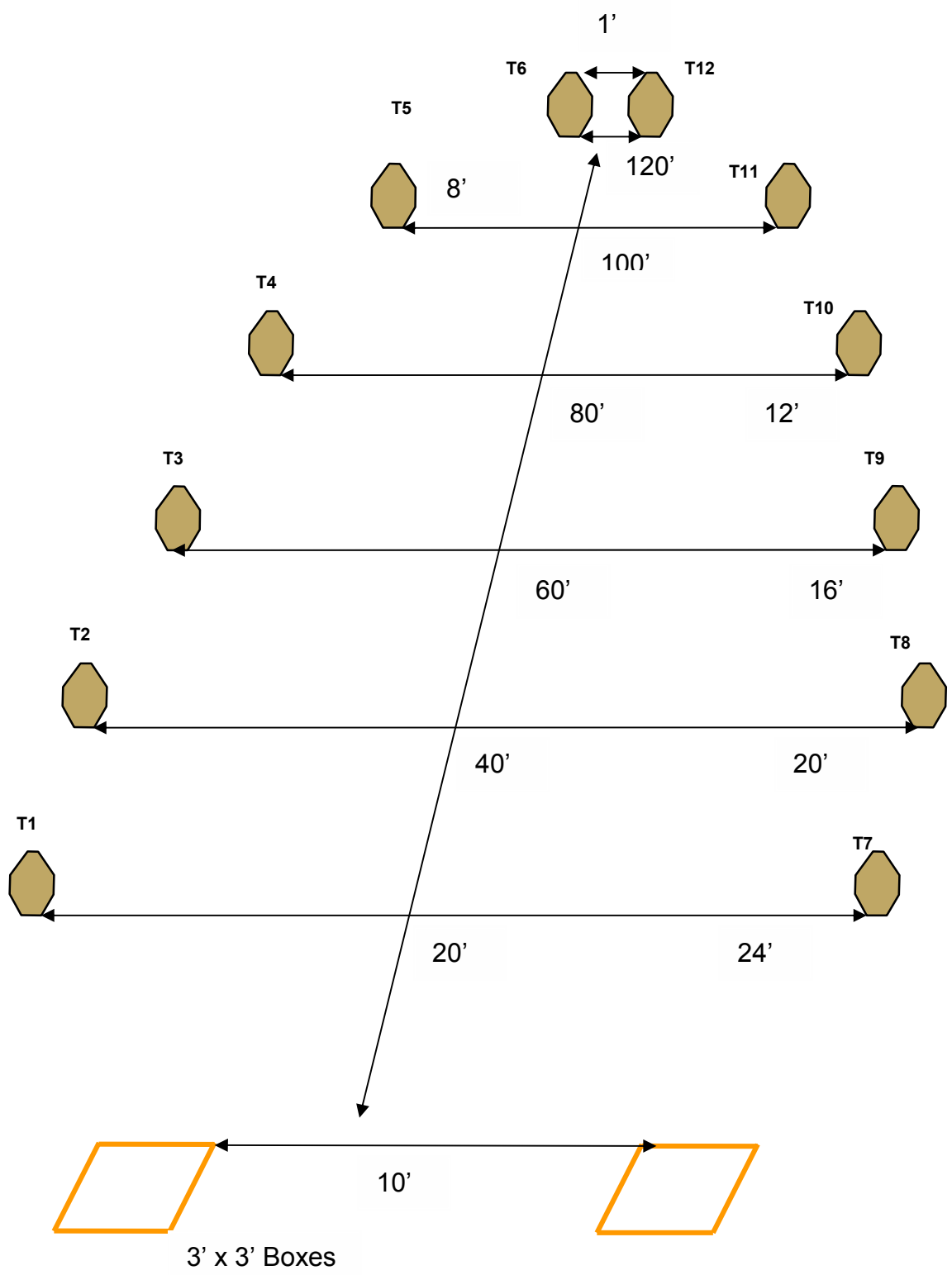
Targets: 12 Classic

Scored Hits: Best 2 per paper

Start-Stop: Audible-Last Shot.

Penalties: As per current edition of USPSA rule book.

Stage 8, is brought to you by:-





Stage 9

Jungle Boogie

Course Designer: Peter Oliver

Start Position: Standing at hitching post, holding reins in both hands, gun loaded as per ready conditions 8.1

Procedure: On start signal engage all targets as they become available, from within the defined shooting area only.

Rules: Current edition of USPSA rule book.

Scoring: Comstock, 30 rounds, 150 points

Targets: 14 Classic, 2 Mini Poppers

Scored Hits: Best 2 per, steel must fall to score = 1A

Start-Stop: Audible-Last Shot.

Penalties: As per current edition of rule book as noted.

Stage 9, is brought to you by:-

