

The Emperor (Julius' Seizure)

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jeff Maass (OH)

START POSITION: Standing in Box A, back to targets, hands relaxed at sides.

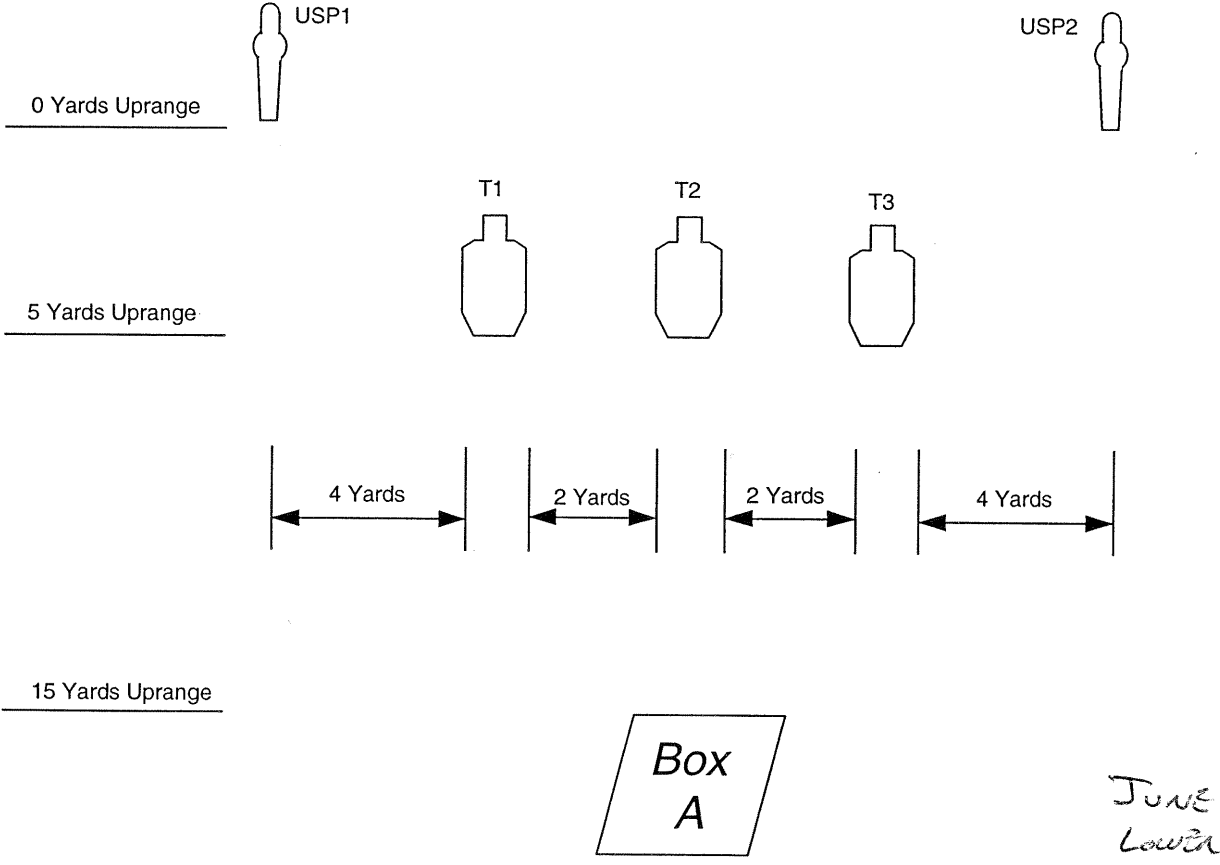
STAGE PROCEDURE

On signal, turn, draw, and engage **ONLY ONE** steel target and T1 - T3 with two rounds each, perform a mandatory reload, then engage the remaining steel target and re-engage T1 - T3 with two rounds each. All shooting must be done from Box A, and targets may be engaged in any order.

One procedural penalty per shot fired following missed reload.

SCORING

SCORING: Virginia count, 14 rounds, 70 points
TARGETS: 3 IPSC, 2 USP
SCORED HITS: Best 4 per target, KD = A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 Extra shot. -10
 Extra hit. -10
 Miss. -10



SETUP NOTES:

T1, T2, and T3 are 5-feet at the shoulder.

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Julius' Seizure

Palouse Purgatory

RULES: Practical Shooting Handbook, Latest Edition

COURSE DESIGNER: Kevin Imel – L2544

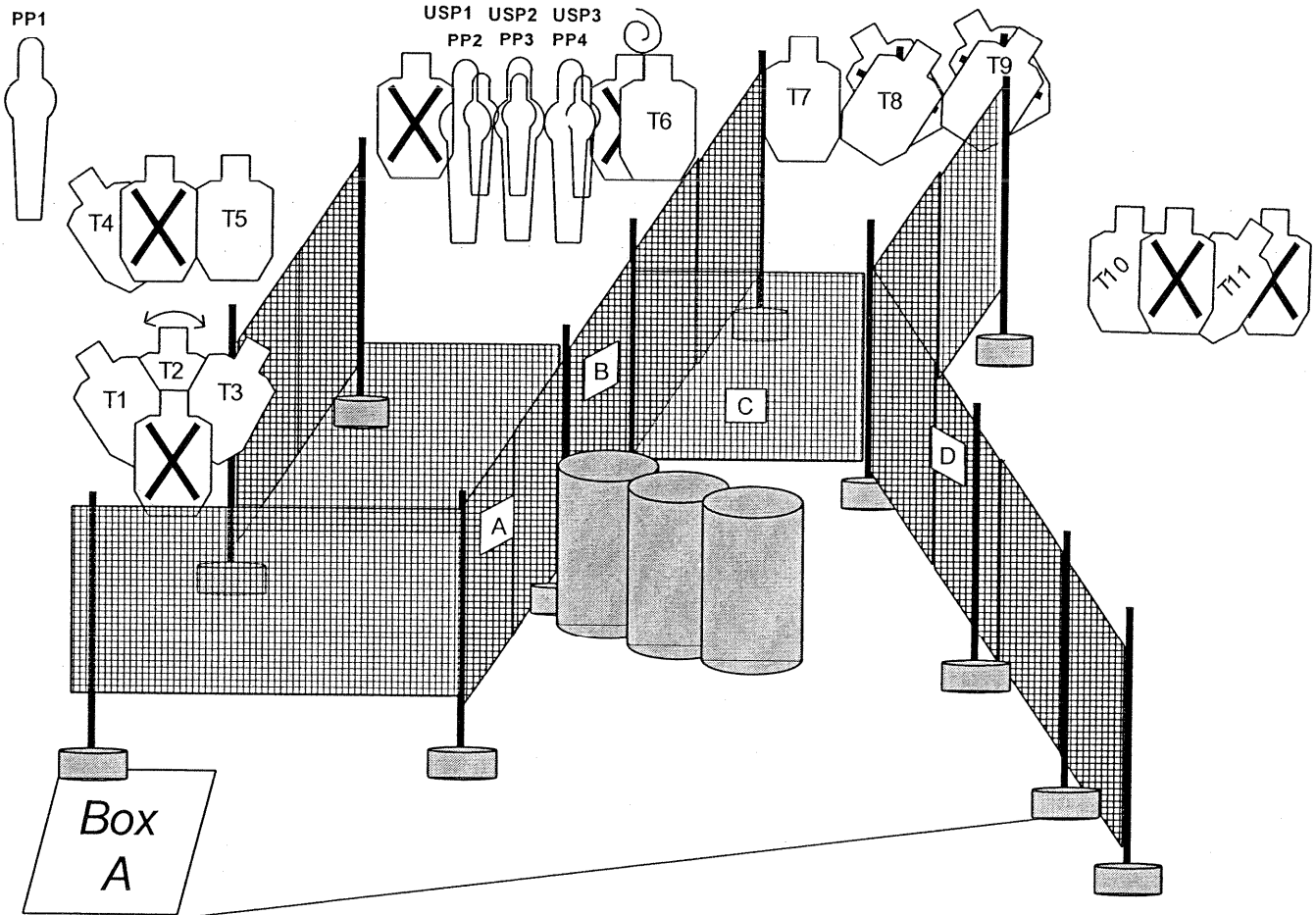
START POSITION: Standing in Box A facing down range, hands relaxed at sides. Handgun is loaded and holstered per rules 8.1.1 and 8.1.2

STAGE PROCEDURE

Upon the start signal draw and engage targets as they become available.

SCORING

SCORING: Comstock, 29 rounds, 145 points
TARGETS: 11 IPSC, 4 PP, 3 USP
SCORED HITS: Best per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES:

All target arrays are set so the highest target in each array is 5 feet at the shoulder.
 See also Work Order for additional setup notes.

RO NOTES: Targets other than T4-T5 and PP1 not engaged through ports incur 1 procedural per shot fired. Watch for competitors that do not activate T1-T3 array with PP1; they may move in a retrograde fashion to pick up PP1.

*JUNE
 LOWEN*



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

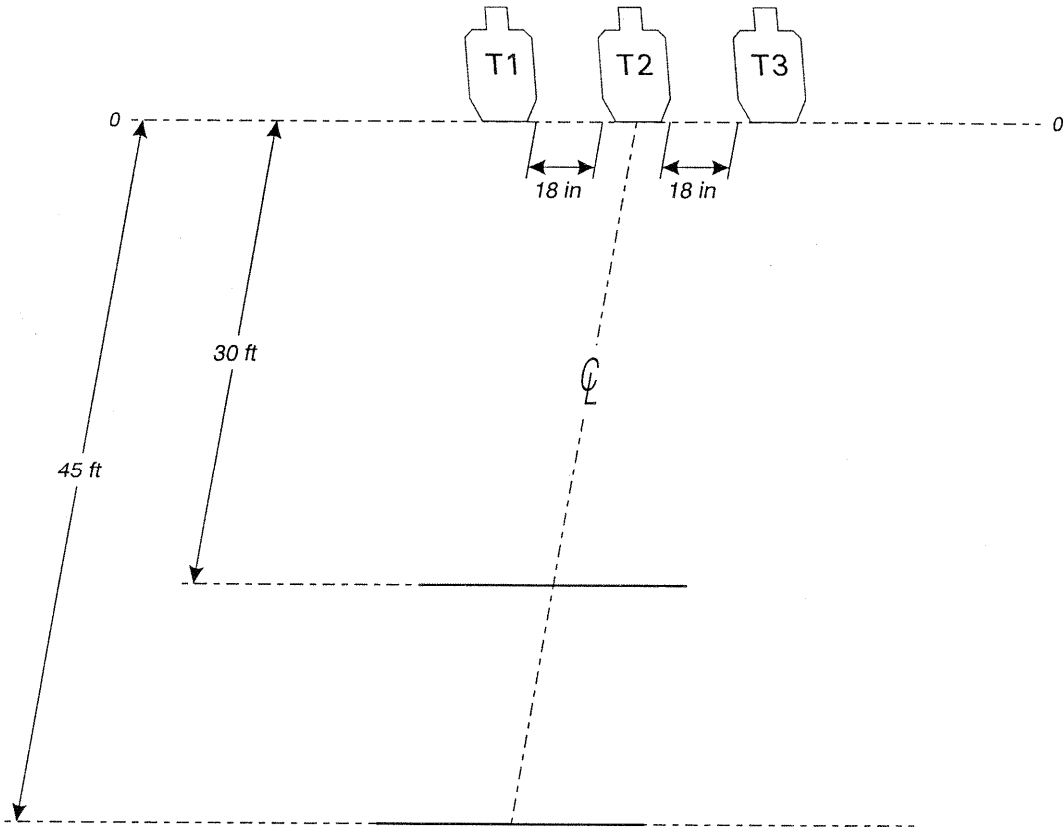
START POSITION: Standing naturally behind fault line, facing downrange, hands relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1. On signal, from behind 15-yard fault line, engage T1-T3 with only two rounds each freestyle, perform a mandatory reload and re-engage T1-T3 with only two rounds each, strong hand only.
 - String 2. On signal, from behind 10-yard fault line, engage T1-T3 with only two rounds each freestyle, perform a mandatory reload and re-engage T1-T3 with only two rounds each, weak hand only.
- Stacking of shots is not allowed.

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.



JUNE
UPPER

SETUP NOTES: Targets are set to 5 feet high at shoulder.



Count Your Shots 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Dr. Amos C Patterson L-1551
 Modifications by Jeff Maass L-1192

START POSITION: Standing in Box A facing targets, hands naturally at sides.

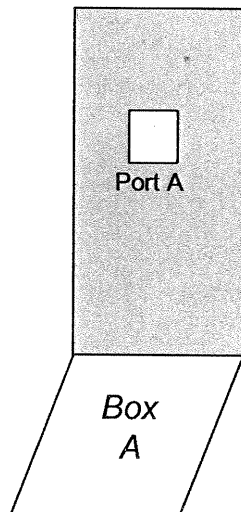
STAGE PROCEDURE

On signal, from Box A only, engage T1 and T2 with two rounds each from the left side of the barricade; perform a mandatory reload; then engage T3 and T4 with two rounds each from the right side of the barricade; perform a mandatory reload; then engage T1 - T4 with one round each through Port A

One procedural penalty per shot fired following missed reload.

SCORING

SCORING: Virginia count, 12 rounds, 60 points
TARGETS: 4 IPSC
SCORED HITS: Best 3 per target
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 Extra shot. -10
 Extra hit. -10
 Miss. -10



*UPPER
 JUNE*

SETUP NOTES: All targets are mounted 5-feet at the shoulder. T1 and T4 are covered by no-shoots to the center of the A-zone.

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