

7 YEARS BAD LUCK

RULES: Practical Shooting Handbook, Latest Edition · COURSE DESIGNER: ERIC KNEE

START POSITION: Standing in Box A arms hanging naturally at sides.

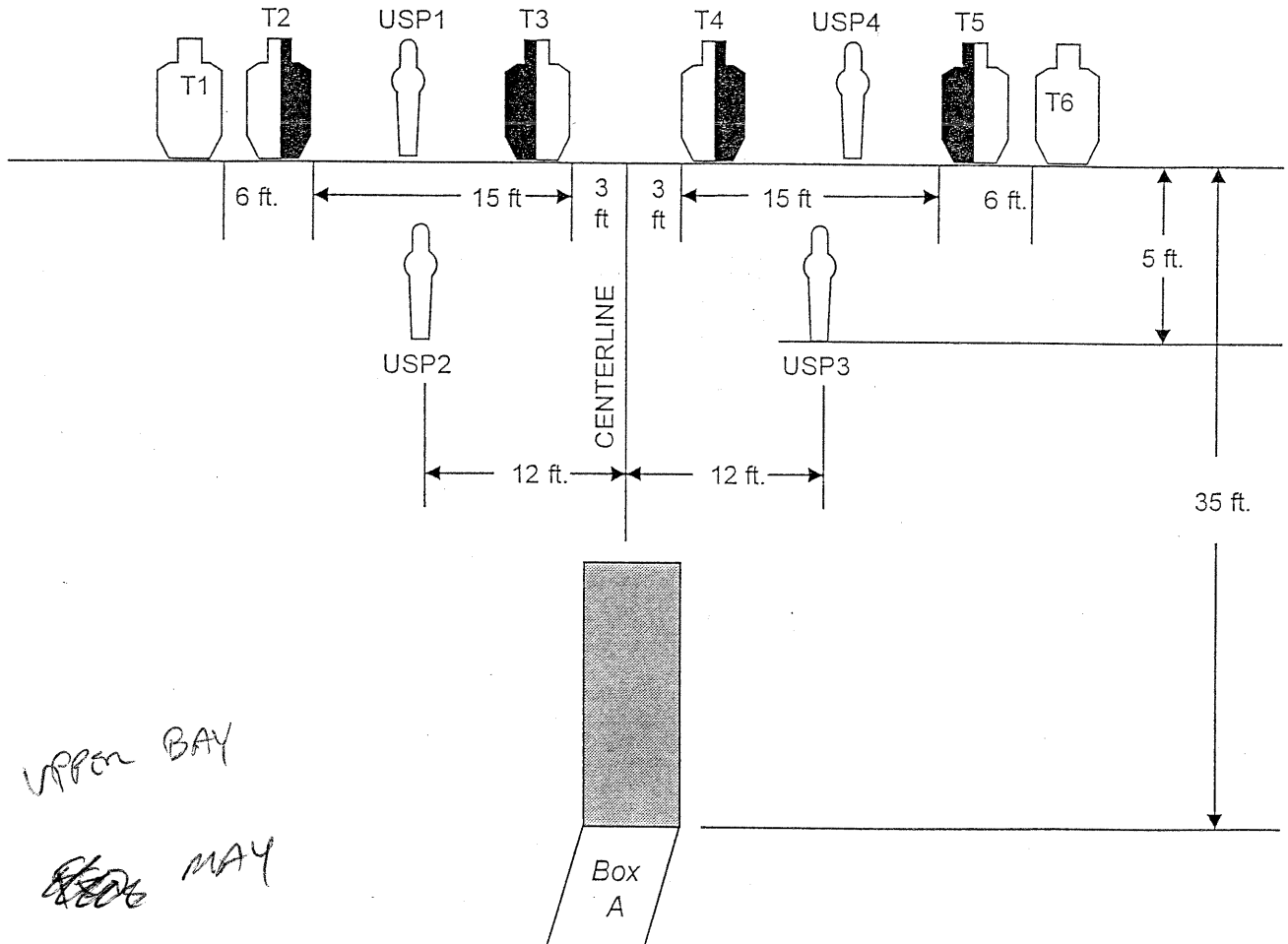
STAGE PROCEDURE

Upon signal engage the appropriate targets from either side of the barricade, perform a mandatory reload and engage the appropriate targets from the other side of the barricade.

From the left side of the barricade only engage only T1-T3, USP1 & USP2. From the right side of the barricade only engage only T4-T6, USP3 & USP4.

SCORING

SCORING: Comstock, 16 rounds, 80 points
TARGETS: 6 IPSC, 4 USP
SCORED HITS: Best 2 per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10
 Failure to reload -10/shot fired



SETUP NOTES:

Paper targets are 5 ft. at shoulders. Position USP1 & USP4 so that they are hidden behind front US Poppers when viewed from Box A

RO NOTES:

Misses may be made up without an additional reload but must be made from the appropriate side of the barricade.



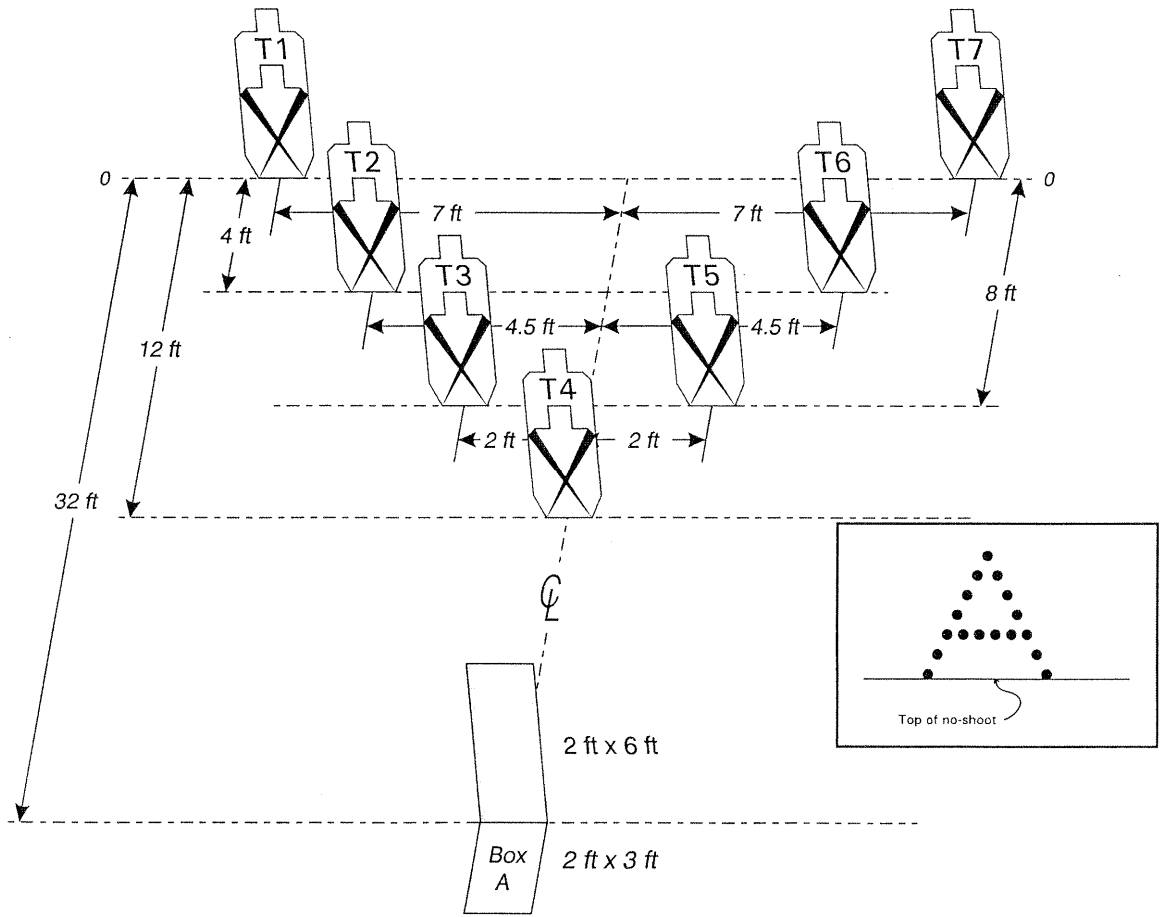
RULES: Practical Shooting Handbook, Latest Edition COURSE DESIGNER: Unknown — Modifications by US Design Team

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


STAGE PROCEDURE
On signal, engage T1-T3 with two rounds each from left side of barricade, perform mandatory reload and engage T5-T7 from right side of barricade. T4 may be engaged from either side. You may engage targets in any order and arrays in any order.

SCORING
SCORING: Virginia Count, 14 rounds, 70 points
TARGETS: 7 IPSC
SCORED HITS: Best 2/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition USPSA Practical Shooting Handbook.

MAY
UPPER
BAY



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Place no-shoot so that top of cardboard is even with the bottom of the letter A that is perforated into the center A zone. See inset.



DVC: Diligentia = Accuracy

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

START POSITION: Standing naturally in Box A, facing downrange with hands relaxed at sides.

STAGE PROCEDURE

On signal, from Box A only engage targets T1, T2, and T3 with two rounds each and USP1 and USP2 until down.

SCORING

SCORING: Virginia count, 8 rounds, 40 points

TARGETS: 3 IPSC, 2 USP

SCORED HITS: Best 2 per IPSC; KD = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Extra shot. -10

Extra hit. -10

Miss. -10



USP1



T1

0' Uprange



T3



USP2

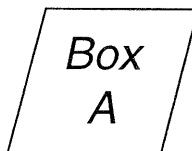
12' Uprange



T2

24' Uprange

35' Uprange



Box
A

Lower

*Box MAY
ERR*

SETUP NOTES:

Targets are set symmetrically about centerline. T1 through T3 are 5-feet at the shoulder. T1 and T3 are hard-cover to the edge of the A-zone, and covered by a no-shoot target to the center of the A-zone, as shown.

RO NOTES:

This stage is intended to be run as first of the three speed shoot set "DVC".

jam 980306a

Cooper Stupor

RULES: Practical Shooting Handbook, Latest Edition

COURSE DESIGNER: Kevin M Imel – L2544

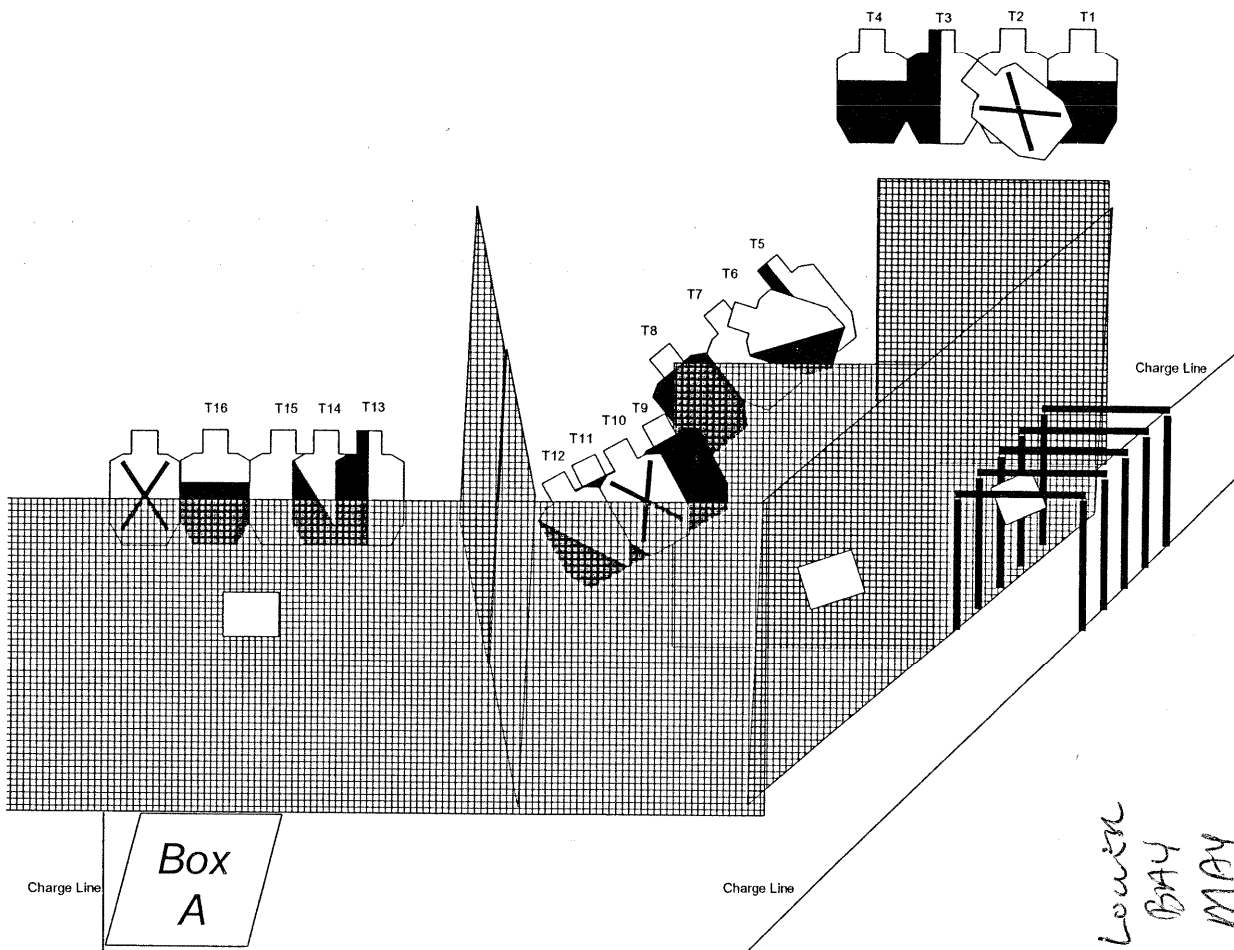
START POSITION: Standing in Box A facing up range, hands naturally at sides. Pistol is loaded and ready.

STAGE PROCEDURE

At the audible start, turn and engage targets as they become available with two rounds each.

SCORING

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



SETUP NOTES:

Cooper tunnel is 4 foot high by 3 foot wide. Tilt on target arrays is meant to denote relationship to barricade. First port is 5 feet from bottom edge to ground. Second port is 4 feet from bottom edge to ground. Third port (in tunnel) is 2.5 feet from bottom edge to ground. All ports are 1 foot square.

RO NOTES: Each displaced top board in the Cooper Tunnel is 1 procedural per 10.2.5.