

Spinning and Turning

RULES: Practical Shooting Handbook. Latest Edition **COURSE DESIGNER:** KW Hipps

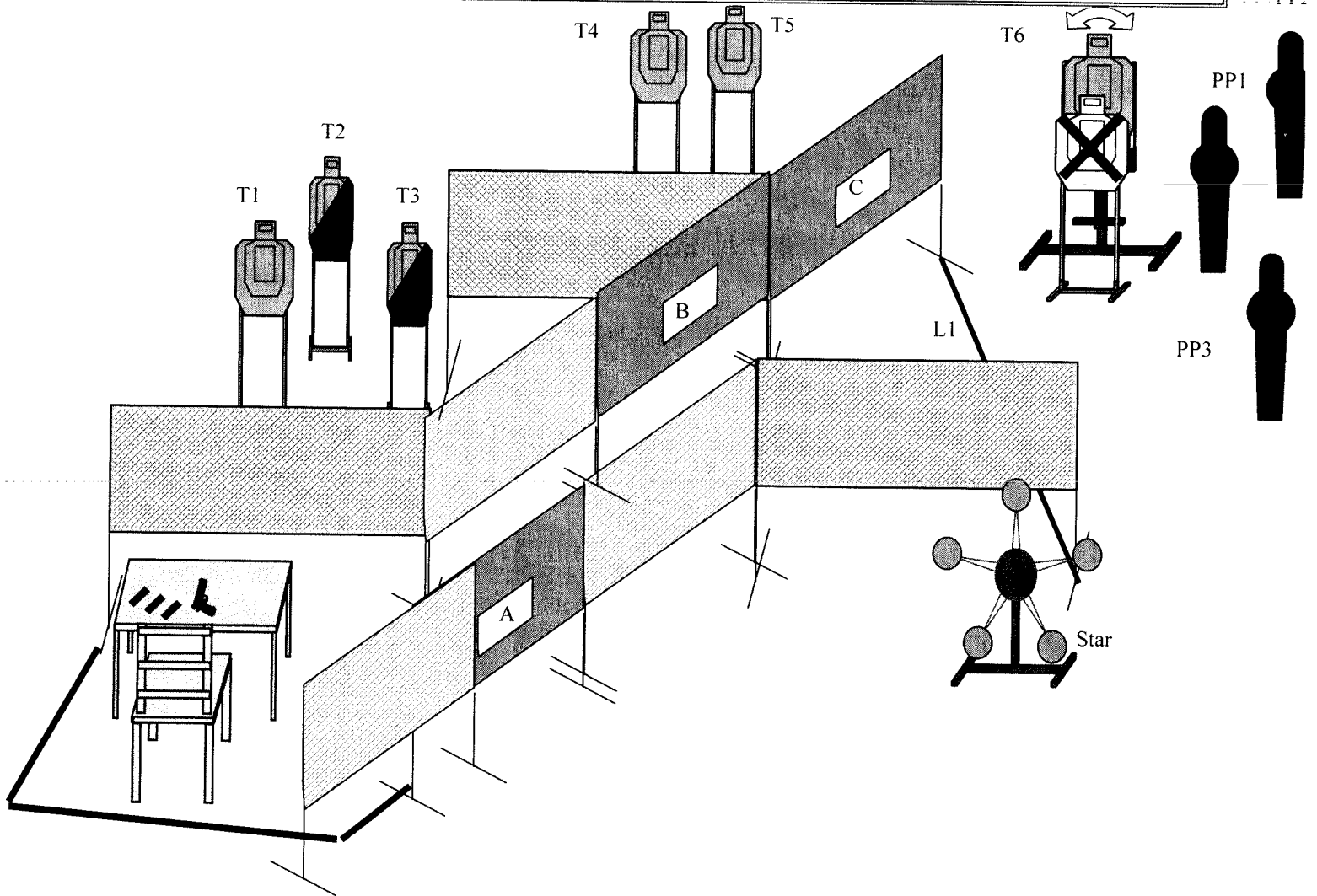
START POSITION: Handgun unloaded and hammer down, one magazine on table others on belt or table as desired. Competitor seated in chair with knees under table and palms flat on table top.

STAGE PROCEDURE

Upon start signal, competitor retrieves handgun, loads, and engages all targets in any order. PP2 activates T6 which is not visible until activated.

SCORING

SCORING: Comstock, 20 rounds, 100 points
TARGETS: 6 IPSC, 3 PP, 1 Star (5 steel)
SCORED HITS: Best per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural -10. No-shoot -10
 Miss -10, FTE -10



SETUP NOTES: The star is set 9 yards from port a and sufficiently down range from it to keep the competitors muzzle far from the 180. PP1&PP3 are 9 yds from fault line L1, while PP2 is 12 yds away. T1-T3 are visible only through port B and are 6, 3, & 7 yds from port B. T4 and T5 are visible only from port C and are placed 6 yds from the port and 3 yds apart (center to center).

The long hallway should make an angle of at least 25 degrees with the axis of the bay to help the competitor avoid breaking the 180.

RO NOTES: Be sure the star is set in the same way each time. Mark the 'up' arm so all your helpers will know how to set it. Warn competitors about keeping the 180 as they engage the right hand view. Set these targets as far down range as the bay and specified fault line distances allow.

PRETTY EASY

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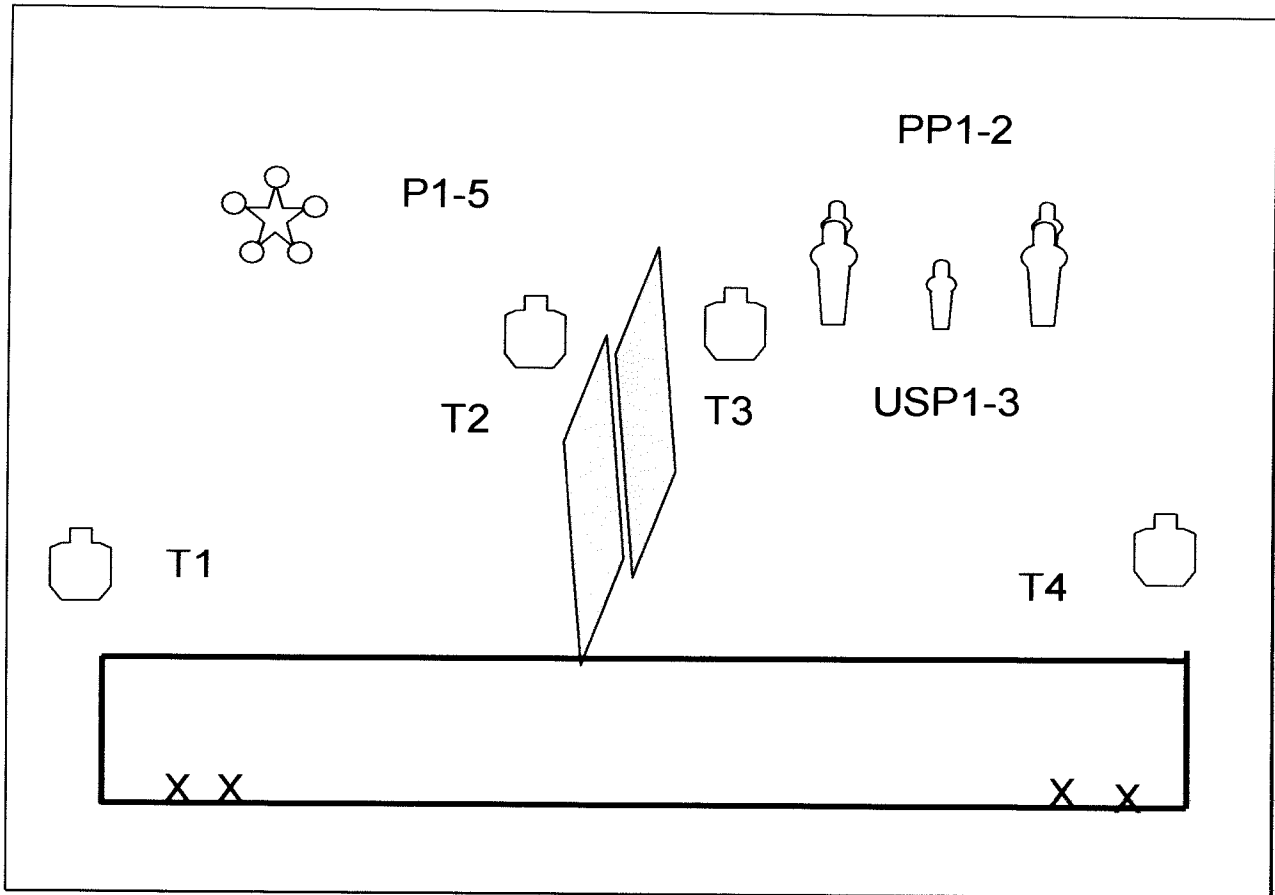
START POSITION FACING UPRANGE, TOES TOUCHING EITHER SETS OF X's, WRISTS ABOVE RESPECTIVE SHOULDERS. Handgun loaded and holstered per rule 8.1

STAGE PROCEDURE

UPON AUDIBLE START ENGAGE ALL TARGETS AS THEY BECOME VISIBLE FROM WITHIN FAULT LINES.

SCORING

SCORING: Comstock, 18 rounds, 90 points
TARGETS: 4 IPSC, 2 PP, 3 USP 5 PLATE
SCORED HITS: Best 2 per IPSC, steel down=1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES:

RO NOTES:

Stage 10 – Silver Buckle 05

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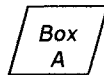
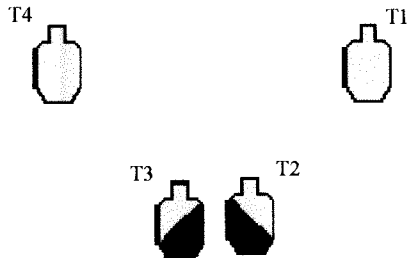
START POSITION: Standing in Box A, facing downrange, hands at sides

STAGE PROCEDURE

On audible start, draw, and engage each target with one round each, perform a mandatory reload, and re-engage each target with one round each. Stacking is NOT permitted

SCORING

SCORING: Virginia count, 8 rounds, 40 points
TARGETS: 4 IPSC
SCORED HITS: Best 2 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Extra shot. -10
Extra hit. -10
Miss. -10



SETUP NOTES:

RO NOTES:

Prone

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START POSITION: As indicated in each string -- firearm loaded and safe.

STAGE PROCEDURE

All shots must be fired from prone position

String 1) In prone position behind 66 ft line, loaded firearm flat on ground in front of competitor and pointed down range. Upon audible signal, six rounds are fired into T3.

String 2) From standing position, hands at sides, handgun loaded and holstered, upon audible signal assume prone position behind 45 ft line and engage T2 with 6 rounds.

String 3) Starting from prone position as in string B behind 45 ft line, handgun in hand, upon audible signal competitor assumes prone position behind 24 ft line and engages T1 with 6 rounds..

SCORING

SCORING: Virginia count, 18 rounds, 90 points

TARGETS: 3 IPSC

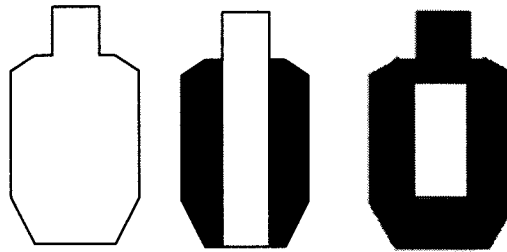
SCORED HITS: Best 6 per IPSC

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10 ; No-shoot hit. -10

Extra shot. -10; Extra hit. -10

Miss. -10



T1

T2

T3

_____ 24 ft

_____ 45 ft

_____ 66 ft

SETUP NOTES:

RO NOTES: r

Speed Shoot

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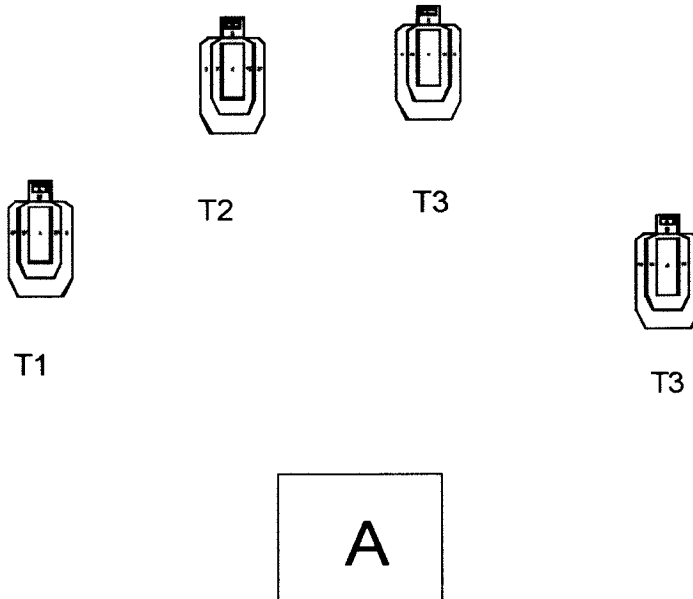
START POSITION: String 1 Surrender Facing up-range toes against rear of box. String 2 Surrender Facing Left toes against Left side of box. String 3 Surrender Facing Down-range toes against Front of box. String 4 Surrender Facing Right toes against Right side of box.

STAGE PROCEDURE

String 1. On signal engage T1-T3 with 2 rounds each.
String 2. On signal engage T1-T3 with 2 rounds each.
String 3. On signal engage T1-T3 with 2 rounds each.
String 4. On signal engage T1-T3 with 2 rounds each.

SCORING

SCORING: Virginia count, 32 rounds, 160 points
TARGETS: 4 IPSC
SCORED HITS: Best 8 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Extra shot. -10
Extra hit. -10
Miss. -10



SETUP NOTES:

RO NOTES :