# L&R Reloads

RULES: Practical Shooting Handbook, Latest Edition COURSE DESIGNER: Kevin M. Imel – L2544

**START POSITION:** Standing in Box A behind barricade, wrists above respective shoulders. Handgun is loaded and holstered per rule 8.1.

#### STAGE PROCEDURE

At the audible start signal, draw and engage T1 – T4 with one round each from either side of the barricade. Perform a mandatory reload and engage T1 – T4 with one round each from the opposite side of the barricade. Repeat.

#### **SCORING**

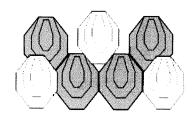
SCORING: Virginia count, 16 rounds, 80 points

TARGETS: 4 IPSC

SCORED HITS: Best 6 per 4 IPSC START-STOP: Audible - Last shot PENALTIES: Procedural. -10

> No-shoot hit. -10 Extra shot. -10 Extra hit. -10 Miss. -10

T1 T2 T3 T4



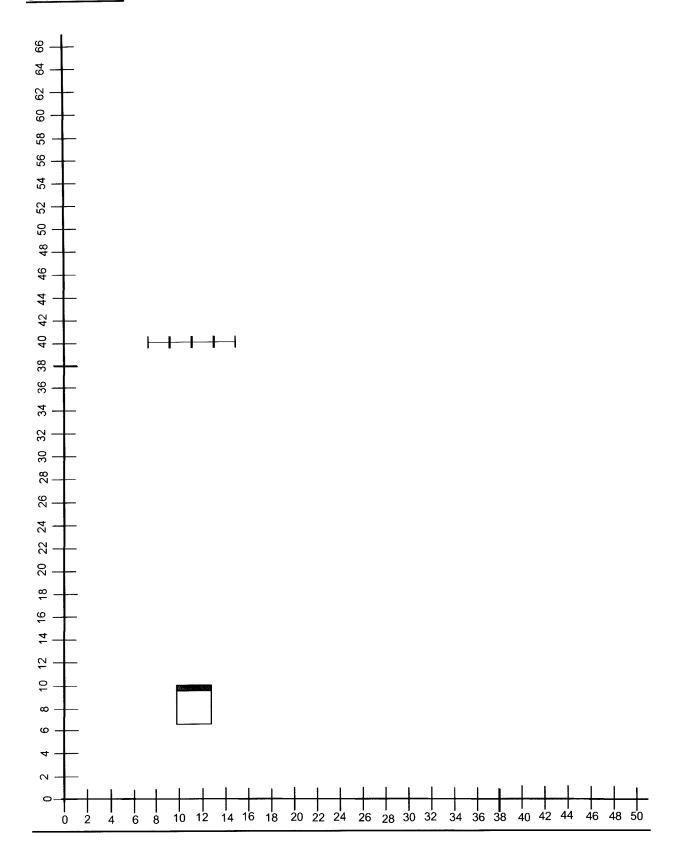


### **SETUP NOTES:**

Top target of each array is 5 feet at highest point.

**RO NOTES**: One procedural per failure to perform mandatory reload.

### Overhead View:





## CM 99-16

# Both Sides Now #2

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

**START POSITION:** Standing in Box A, palms of both hands flat on respective X marks. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### **STAGE PROCEDURE**

From the left side of the barricade engage only array T1, T2, PP1 and PP2. From the right side of the barricade engage only array T3-T5. Upon the start signal, from Box A engage the appropriate array from one side of the barricade, then make a mandatory reload and from Box A engage the appropriate array from the remaining side of the barricade. A mandatory reload must be performed whenever changing sides of the barricade.

#### **SCORING**

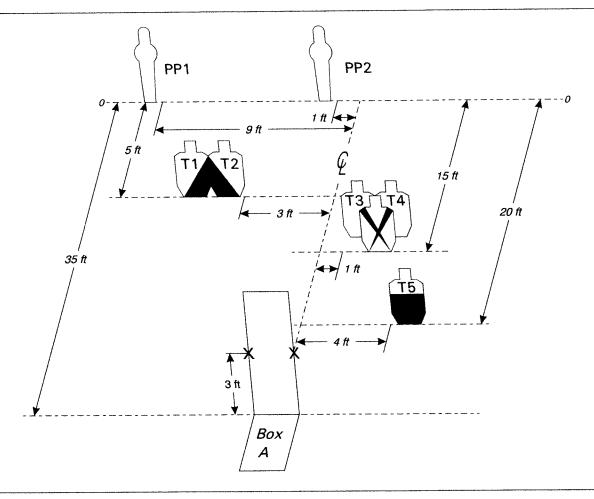
SCORING: Comstock, 12 rounds, 60 points TARGETS: 5 IPSC, 2 Pepper poppers SCORED HITS: Best 2/paper, KD = 1 A START - STOP: Audible - Last shot

PENALTIES: Per current edition USPSA Practical

Shooting Handbook.

Failure to perform mandatory reload will result in one procedural penalty per

shot fired.



**SETUP NOTES:** Set targets to 5 feet high at shoulders. Barricade is 2 feet wide and 6 feet high with a 2-feet-by-3-feet shooting box behind it. X marks for palms are 3 feet up the SIDES of the barricade, not on



the face. Butt edges of T3 and T4 together and center no-shoot so that the top is level with the bottom corners of the shoulders. Hard cover on T5 covers half of lower A zone.

## **Over A Barrel**

RULES: Practical Shooting Handbook, Latest Edition

COURSE DESIGNER: Kevin M. Imel - L2544

**START POSITION:** Kneeling behind horizontal barrel with palms flat on barrel. Handgun is loaded and holstered per rule 8.1.

### STAGE PROCEDURE

At the audible start signal, draw and engage either array through the shooting port defined by the barrels and barricade. Perform a mandatory reload and engage the other array through the shooting port defined by the barrels and barricade.

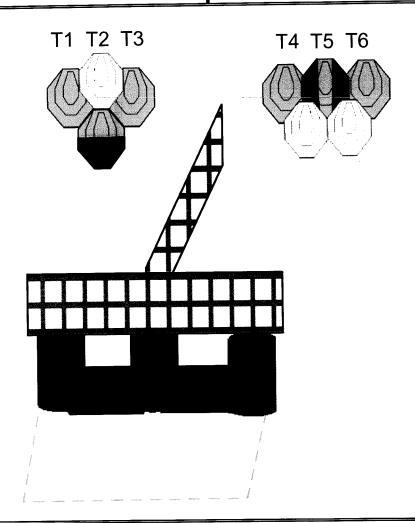
### **SCORING**

SCORING: Virginia count, 12 rounds, 60 points

TARGETS: 6 IPSC

SCORED HITS: Best 2 per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10

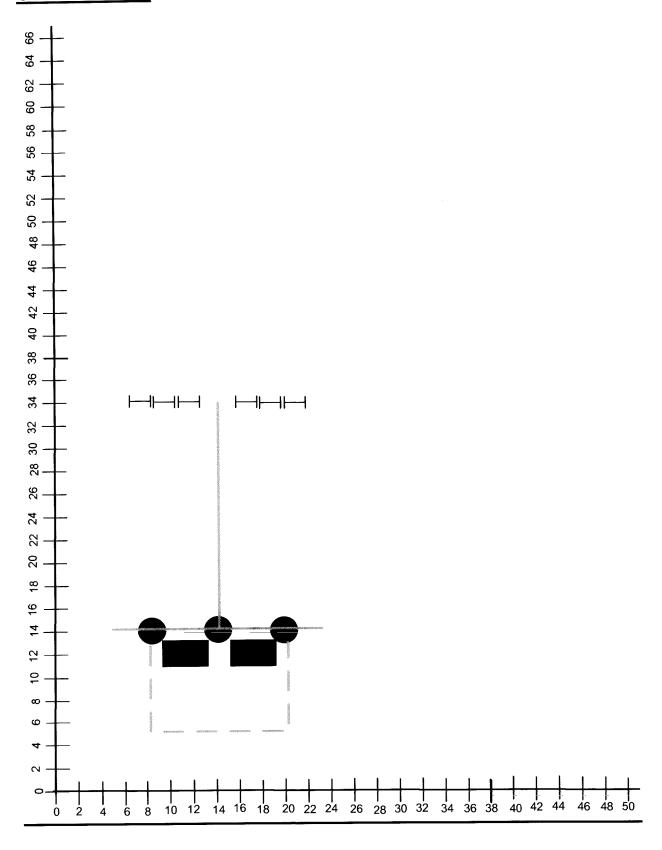
No-shoot hit. -10 Extra shot. -10 Extra hit. -10 Miss. -10



SETUP NOTES: Bottom of each array is set 1 foot above the ground.

**RO NOTES:** 

### **Overhead View:**



## It's What Ya Hit, Adam

RULES: Practical Shooting Handbook, Latest Edition

COURSE DESIGNER: Kevin M. Imel - L2544

**START POSITION:** Standing on Box A facing up range. Wrists above respective shoulders. Handgun is loaded and holstered per rule 8.1.

### STAGE PROCEDURE

At the audible start signal step on pressure pad activator and engage targets through the port as they become available.

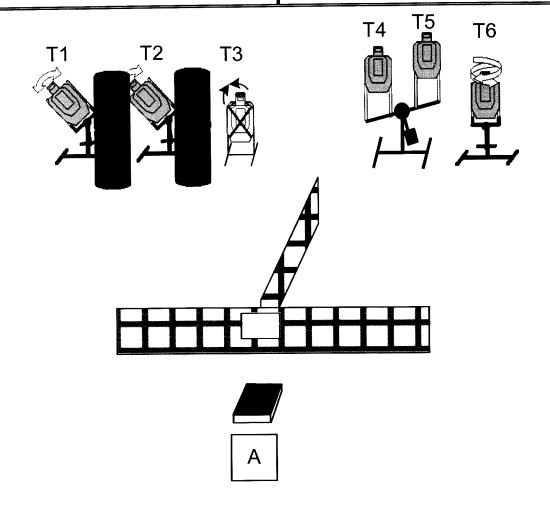
### **SCORING**

SCORING: Virginia count, 12 rounds, 60points

TARGETS: 6 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:

T3 is set so  $\frac{1}{2}$  of the upper A zone is available after trap closes. T6 is a disappearing target.

### **Overhead View:**

